

**BS2\_GetLiftLockUnlockZone** ..... 1  
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# BS2\_GetLiftLockUnlockZone

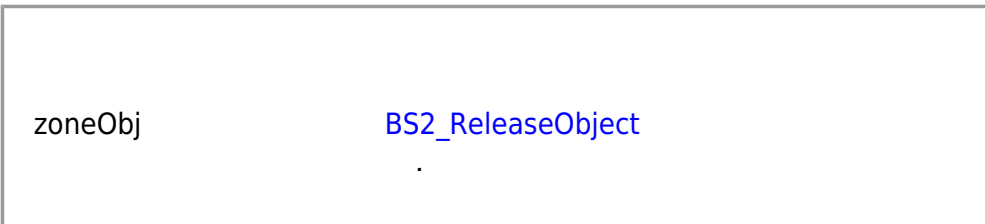
[+ 2.7.0] Lift / 가 .

```
#include "BS_API.h"

int BS2_GetLiftLockUnlockZone(void* context, uint32_t deviceId, uint32_t* zoneIds, uint32_t zoneIdCount, BS2LiftLockUnlockZone** zoneObj, uint32_t* numZone);
```

[BS2LiftLockUnlockZone](#)

- [In] *context* : Context
- [In] *deviceId* :
- [In] *zoneIds* : 가 Lift lock/unlock zone id
- [In] *zoneIdCount* : Lift lock/unlock zone id
- [Out] *zoneObj* : Lift lock/unlock zone
- [Out] *numZone* : Lift lock/unlock zone



BS\_SDK\_SUCCESS , 가

[BS2\\_GetAllLiftLockUnlockZone](#)  
[BS2\\_GetLiftLockUnlockZoneStatus](#)

[BS2\\_GetAllLiftLockUnlockZoneStatus](#)  
[BS2\\_SetLiftLockUnlockZone](#)  
[BS2\\_SetLiftLockUnlockZoneAlarm](#)  
[BS2\\_RemoveLiftLockUnlockZone](#)  
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