

**BS2\_GetTimedAntiPassbackZone** ..... 1  
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## BS2\_GetTimedAntiPassbackZone

가 .

```
#include "BS_API.h"

int BS2_GetTimedAntiPassbackZone(void* context, uint32_t deviceId, uint32_t*
zoneIds, uint32_t zoneIdCount, BS2TimedAntiPassbackZone** zoneObj, uint32_t*
numZone);
```

[BS2TimedAntiPassbackZone](#)

- [In] *context* : Context
- [In] *deviceId* :
- [In] *zoneIds* : 가                                timed anti-passback zone id
- [In] *zoneIdCount* : timed anti-passback zone id
- [Out] *zoneObj* : timed anti-passback zone
- [Out] *numZone* : timed anti-passback zone



BS\_SDK\_SUCCESS , 가

- [BS2\\_GetAllTimedAntiPassbackZone](#)
- [BS2\\_GetTimedAntiPassbackZoneStatus](#)

[BS2\\_GetAllTimedAntiPassbackZoneStatus](#)  
[BS2\\_SetTimedAntiPassbackZone](#)  
[BS2\\_SetTimedAntiPassbackZoneAlarm](#)  
[BS2\\_RemoveTimedAntiPassbackZone](#)  
[BS2\\_RemoveAllTimedAntiPassbackZone](#)  
[BS2\\_ClearTimedAntiPassbackZoneStatus](#)  
[BS2\\_ClearAllTimedAntiPassbackZoneStatus](#)

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