

BS2_GetTimedAntiPassbackZoneStatus 1
..... 1
..... 1
..... 1
..... 1

BS2_GetTimedAntiPassbackZoneStatus

가

```
#include "BS_API.h"

int BS2_GetTimedAntiPassbackZoneStatus(void* context, uint32_t deviceId,
uint32_t* zoneIds, uint32_t zoneIdCount, BS2ZoneStatus** zoneStatusObj,
uint32_t* numZoneStatus);
```

[BS2ZoneStatus](#)

- [In] *context* : Context
- [In] *deviceId* :
- [In] *zoneIds* : 가 timed anti-passback zone id
- [In] *zoneIdCount* : timed anti-passback zone id
- [Out] *zoneStatusObj* : zone status
- [Out] *numZoneStatus* : zone status

zoneStatusObj

[BS2_ReleaseObject](#)

BS_SDK_SUCCESS

가

[BS2_GetTimedAntiPassbackZone](#)
[BS2_GetAllTimedAntiPassbackZone](#)

[BS2_GetAllTimedAntiPassbackZoneStatus](#)
[BS2_SetTimedAntiPassbackZone](#)
[BS2_SetTimedAntiPassbackZoneAlarm](#)
[BS2_RemoveTimedAntiPassbackZone](#)
[BS2_RemoveAllTimedAntiPassbackZone](#)
[BS2_ClearTimedAntiPassbackZoneStatus](#)
[BS2_ClearAllTimedAntiPassbackZoneStatus](#)

From:

[http://kb.supremainc.com/bs2sdk./](http://kb.supremainc.com/bs2sdk/) - **BioStar 2 Device SDK**

Permanent link:

http://kb.supremainc.com/bs2sdk./doku.php?id=ko:bs2_gettimedantipassbackzonestatus

Last update: **2016/07/12 10:12**