Table of Contents

Access Control API > BS2_GetAccessSchedule

BS2_GetAccessSchedule

Retrieves selected time schedules.

Declaration

```
#include "BS_API.h"

int BS2_GetAccessSchedule(void* context, uint32_t deviceId, uint32_t*
accessSheduleIds, uint32_t accessScheduleIdCount, BS2Schedule**
accessScheduleObj, uint32_t* numAccessSchedule);
```

> See BS2Schedule Structure

Parameter

- [In] *context* : Context
- [In] *deviceId* : Device ID
- [In] *accessSheduleIds* : List of access schedule IDs to retrieve
- [In] *accessScheduleIdCount* : Number of access schedules to retireve
- [Out] *accessScheduleObj* : Access schedule list pointer
- [Out] *numAccessSchedule* : Number of access schedules

> **NOTE**
> The accessScheduleObj variable needs to return the memory to the system by the BS2_ReleaseObject function after being used.

Return Value

If successfully done, BS_SDK_SUCCESS will be returned.
If there is an error, the corresponding error code will be returned.

See Also

BS2_GetAllAccessSchedule

BS2_SetAccessSchedule
BS2_RemoveAccessSchedule
BS2_RemoveAllAccessSchedule

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