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BS2_GetAllDeviceZone

Retrieves all Ethernet zones.

Declaration

```
#include "BS_API.h"

int BS2_GetAllDeviceZone(void* context, BS2_DEVICE_ID deviceId,
BS2DeviceZone** deviceZoneObj, uint32_t* numDeviceZone);
```

[See BS2DeviceZone Structure](#)

Parameter

- [In] *context* : Context
- [In] *deviceId* : Device ID
- [Out] *deviceZoneObj* : Device zone list pointer
- [Out] *numDeviceZone* : Number of Device zones

NOTE

The *zoneObj* 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_GetDeviceZone](#)
[BS2_SetDeviceZone](#)
[BS2_RemoveDeviceZone](#)

BS2_RemoveAllDeviceZone

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