

Table of Contents

BS2_GetAllLiftLockUnlockZoneStatus	1
Declaration	1
Parameter	1
Return Value	1
See Also	1

[Zone Control API](#) > [BS2_GetAllLiftLockUnlockZoneStatus](#)

BS2_GetAllLiftLockUnlockZoneStatus

[+ 2.7.0] Retrieves the status of all Lift Lock/Unlock zones.

Declaration

```
#include "BS_API.h"

int BS2_GetAllLiftLockUnlockZoneStatus(void* context, uint32_t deviceId,
BS2ZoneStatus** zoneStatusObj, uint32_t* numZoneStatus);
```

[See BS2ZoneStatus Structure](#)

Parameter

- [In] *context* : Context
- [In] *deviceId* : Device ID
- [Out] *zoneStatusObj* : Zone status list pointer
- [Out] *numZoneStatus* : Number of zone status list

NOTE

The *zoneStatusObj* 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_GetLiftLockUnlockZone](#)
[BS2_GetAllLiftLockUnlockZone](#)
[BS2_GetLiftLockUnlockZoneStatus](#)
[BS2_SetLiftLockUnlockZone](#)

[BS2_SetLiftLockUnlockZoneAlarm](#)
[BS2_RemoveLiftLockUnlockZone](#)
[BS2_RemoveAllLiftLockUnlockZone](#)

From:

<https://kb.supremainc.com/kbtest/> - **BioStar Device SDK**

Permanent link:

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Last update: **2020/07/29 11:27**