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## BS2\_GetAllScheduledLockUnlockZone

Retrieves all Scheduled Lock/Unlock zones.

### Declaration

```
#include "BS_API.h"

int BS2_GetAllScheduledLockUnlockZone(void* context, uint32_t deviceId,
BS2ScheduledLockUnlockZone** zoneObj, uint32_t* numZone);
```

[See BS2ScheduledLockUnlockZone Structure](#)

### Parameter

- [In] *context* : Context
- [In] *deviceId* : Device ID
- [Out] *zoneObj* : Scheduled Lock/Unlock zone list pointer
- [Out] *numZone* : Number of Scheduled Lock/Unlock 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\\_GetScheduledLockUnlockZone](#)  
[BS2\\_GetScheduledLockUnlockZoneStatus](#)  
[BS2\\_GetAllScheduledLockUnlockZoneStatus](#)  
[BS2\\_SetScheduledLockUnlockZone](#)

[BS2\\_SetScheduledLockUnlockZoneAlarm](#)  
[BS2\\_RemoveScheduledLockUnlockZone](#)  
[BS2\\_RemoveAllScheduledLockUnlockZone](#)

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