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BS2_GetAllTimedAntiPassbackZone

Retrieves all timed Anti Passback zones.

Declaration

```
#include "BS_API.h"

int BS2_GetAllTimedAntiPassbackZone(void* context, uint32_t deviceId,
BS2TimedAntiPassbackZone** zoneObj, uint32_t* numZone);
```

[See BS2TimedAntiPassbackZone Structure](#)

Parameter

- [In] *context* : Context
- [In] *deviceId* : Device ID
- [Out] *zoneObj* : Timed Anti Passback zone list pointer
- [Out] *numZone* : Number of timed Anti Passback 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_GetTimedAntiPassbackZone](#)
[BS2_GetTimedAntiPassbackZoneStatus](#)
[BS2_GetAllTimedAntiPassbackZoneStatus](#)
[BS2_SetTimedAntiPassbackZone](#)

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

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