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## BS2\_GetAntiPassbackZoneStatus

Retrieves the status of selected Anti Passback zones.

### Declaration

```
#include "BS_API.h"

int BS2_GetAntiPassbackZoneStatus(void* context, BS2_DEVICE_ID deviceId,
BS2_ZONE_ID* zoneIds, uint32_t zoneIdCount, BS2ZoneStatus** zoneStatusObj,
uint32_t* numZoneStatus);
```

[See BS2ZoneStatus Structure](#)

### Parameter

- [In] *context* : Context
- [In] *deviceId* : Device ID
- [In] *zoneIds* : List of Anti Passback zone IDs to retrieve
- [In] *zoneIdCount* : Size of the Anti Passback zone ID list
- [Out] *zoneStatusObj* : Zone status list pointer
- [Out] *numZoneStatus* : Number of zone status records

#### 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\\_GetAntiPassbackZone](#)

[BS2\\_GetAllAntiPassbackZone](#)  
[BS2\\_GetAllAntiPassbackZoneStatus](#)  
[BS2\\_SetAntiPassbackZone](#)  
[BS2\\_SetAntiPassbackZoneAlarm](#)  
[BS2\\_RemoveAntiPassbackZone](#)  
[BS2\\_RemoveAllAntiPassbackZone](#)  
[BS2\\_ClearAntiPassbackZoneStatus](#)  
[BS2\\_ClearAllAntiPassbackZoneStatus](#)

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