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BS2_GetScheduledLockUnlockZone

Retrieves selected Scheduled Lock/Unlock zones.

Declaration

```
#include "BS_API.h"

int BS2_GetScheduledLockUnlockZone(void* context, uint32_t deviceId,
uint32_t* zoneIds, uint32_t zoneIdCount, BS2ScheduledLockUnlockZone**
zoneObj, uint32_t* numZone);
```

[See BS2ScheduledLockUnlockZone Structure](#)

Parameter

- [In] *context* : Context
- [In] *deviceId* : Device ID
- [In] *zoneIds* : List of Scheduled Lock/Unlock zone ID to retrieve
- [In] *zoneIdCount* : Size of Scheduled Lock/Unlock zone ID list
- [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_GetAllScheduledLockUnlockZone](#)

[BS2_GetScheduledLockUnlockZoneStatus](#)
[BS2_GetAllScheduledLockUnlockZoneStatus](#)
[BS2_SetScheduledLockUnlockZone](#)
[BS2_SetScheduledLockUnlockZoneAlarm](#)
[BS2_RemoveScheduledLockUnlockZone](#)
[BS2_RemoveAllScheduledLockUnlockZone](#)

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