

BS2_GetAccessSchedule 1

..... 1

..... 1

..... 1

..... 1

BS2_GetAccessSchedule

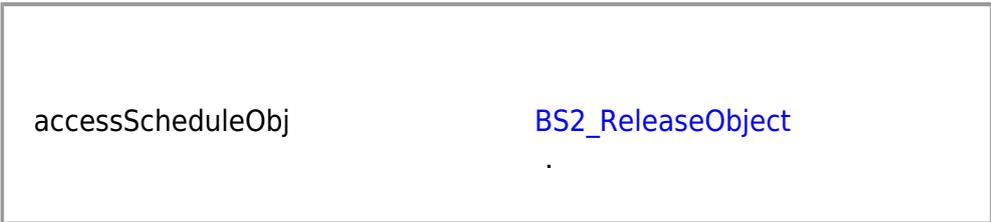
가 .

```
#include "BS_API.h"

int BS2_GetAccessSchedule(void* context, uint32_t deviceId, uint32_t*
accessScheduleIds, uint32_t accessScheduleIdCount, BS2Schedule**
accessScheduleObj, uint32_t* numAccessSchedule);
```

[BS2Schedule](#)

- [In] *context* : Context
- [In] *deviceId* :
- [In] *accessScheduleIds* : 가 access schedule id
- [In] *accessScheduleIdCount* : access schedule id
- [Out] *accessScheduleObj* : access schedule
- [Out] *numAccessSchedule* : access schedule



BS_SDK_SUCCESS , 가

[BS2_GetAllAccessSchedule](#)
[BS2_SetAccessSchedule](#)

[BS2_RemoveAccessSchedule](#)

[BS2_RemoveAllAccessSchedule](#)

From:

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

Permanent link:

https://kb.supremainc.com/kbtest/doku.php?id=ko:bs2_getaccessschedule

Last update: **2016/07/12 09:52**