

BS2_GetAllAccessSchedule 1
..... 1
..... 1
..... 1
..... 1

BS2_GetAllAccessSchedule

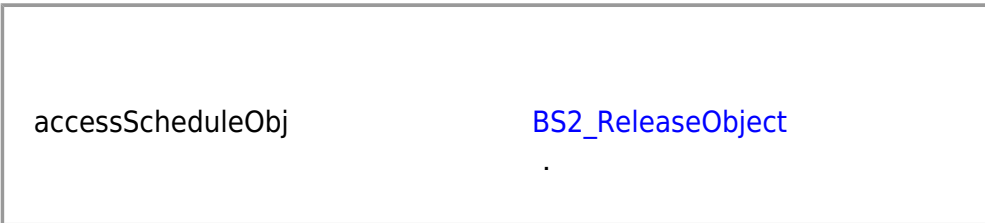
가 .

```
#include "BS_API.h"

int BS2_GetAllAccessSchedule(void* context, uint32_t deviceId, BS2Schedule**
accessScheduleObj, uint32_t* numAccessSchedule);;
```

[BS2Schedule](#)

- [In] *context* : Context
- [In] *deviceId* :
- [Out] *accessScheduleObj* : access schedule
- [Out] *numAccessSchedule* : access schedule



BS_SDK_SUCCESS , 가

- [BS2_GetAccessSchedule](#)
- [BS2_SetAccessSchedule](#)
- [BS2_RemoveAccessSchedule](#)
- [BS2_RemoveAllAccessSchedule](#)

From:

<http://kb.supremainc.com/bs2sdk/> - **BioStar 2 Device SDK**

Permanent link:

http://kb.supremainc.com/bs2sdk/doku.php?id=ko:bs2_getallaccessschedule

Last update: **2016/07/12 09:00**