

BS2_GetAllScheduledLockUnlockZoneStatus 1
..... 1
..... 1
..... 1
..... 1

BS2_GetAllScheduledLockUnlockZoneStatus

/ 가 .

```
#include "BS_API.h"

int BS2_GetAllScheduledLockUnlockZoneStatus(void* context, uint32_t
deviceId, BS2ZoneStatus** zoneStatusObj, uint32_t* numZoneStatus);
```

BS2ZoneStatus

- [In] *context* : Context
- [In] *deviceId* :
- [Out] *zoneStatusObj* : zone status
- [Out] *numZoneStatus* : zone status

zoneStatusObj BS2_ReleaseObject

BS_SDK_SUCCESS , 가

- [BS2_GetScheduledLockUnlockZone](#)
- [BS2_GetAllScheduledLockUnlockZone](#)
- [BS2_GetScheduledLockUnlockZoneStatus](#)
- [BS2_SetScheduledLockUnlockZone](#)
- [BS2_SetScheduledLockUnlockZoneAlarm](#)

[BS2_RemoveScheduledLockUnlockZone](#)

[BS2_RemoveAllScheduledLockUnlockZone](#)

From:

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

Permanent link:

https://kb.supremainc.com/kbtest/doku.php?id=ko:bs2_getallscheduledlockunlockzonestatus

Last update: **2016/07/12 10:02**