

BS2_GetAllTimedAntiPassbackZone 1

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BS2_GetAllTimedAntiPassbackZone

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```
#include "BS_API.h"

int BS2_GetAllTimedAntiPassbackZone(void* context, uint32_t deviceId,
BS2TimedAntiPassbackZone** zoneObj, uint32_t* numZone);
```

[BS2TimedAntiPassbackZone](#)

- [In] *context* : Context
- [In] *deviceId* :
- [Out] *zoneObj* : timed anti-passback zone
- [Out] *numZone* : timed anti-passback zone

zoneObj [BS2_ReleaseObject](#)

BS_SDK_SUCCESS , 가

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Last update: **2016/07/12 09:47**