

BS2_GetAllTimedAntiPassbackZoneStatus 1
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BS2_GetAllTimedAntiPassbackZoneStatus

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```
#include "BS_API.h"

int BS2_GetAllTimedAntiPassbackZoneStatus(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

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- [BS2_GetTimedAntiPassbackZone](#)
- [BS2_GetAllTimedAntiPassbackZone](#)
- [BS2_GetTimedAntiPassbackZoneStatus](#)
- [BS2_SetTimedAntiPassbackZone](#)
- [BS2_SetTimedAntiPassbackZoneAlarm](#)

[BS2_RemoveTimedAntiPassbackZone](#)
[BS2_RemoveAllTimedAntiPassbackZone](#)
[BS2_ClearTimedAntiPassbackZoneStatus](#)
[BS2_ClearAllTimedAntiPassbackZoneStatus](#)

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