Zone Control API > BS2_GetScheduledLockUnlockZone

BS2_GetScheduledLockUnlockZone

　　　　　　　　　 /　　　　　　　　　　　 .

```
#include "BS_API.h"

int BS2_GetScheduledLockUnlockZone(void* context, uint32_t  deviceId,
uint32_t* zoneIds, uint32_t zoneIdCount, BS2ScheduledLockUnlockZone**
zoneObj, uint32_t* numZone);
```

> BS2ScheduledLockUnlockZone

- [In] *context* : Context
- [In] *deviceId* :
- [In] *zoneIds* : 　　　　　　　　scheduled lock/unlock zone id
- [In] *zoneIdCount* : scheduled lock/unlock zone id
- [Out] *zoneObj* : scheduled lock/unlock zone
- [Out] *numZone* : scheduled lock/unlock zone

zoneObj　　　　　　　　　　BS2_ReleaseObject
　　　　　　　　　 .

　　　　　　　　　　　BS_SDK_SUCCESS　　　　　　　 ,
　 .

BS2_GetAllScheduledLockUnlockZone
BS2_GetScheduledLockUnlockZoneStatus

BS2_GetAllScheduledLockUnlockZoneStatus
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_getscheduledlockunlockzone

Last update: **2016/07/12 10:23**