Zone Control API > BS2_GetTimedAntiPassbackZoneStatus

BS2_GetTimedAntiPassbackZoneStatus

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```
#include "BS_API.h"

int BS2_GetTimedAntiPassbackZoneStatus(void* context, uint32_t deviceId,
uint32_t* zoneIds, uint32_t zoneIdCount, BS2ZoneStatus** zoneStatusObj,
uint32_t* numZoneStatus);
```

> BS2ZoneStatus

- [In] *context* : Context
- [In] *deviceId* :
- [In] *zoneIds* : timed anti-passback zone id
- [In] *zoneIdCount* : timed anti-passback zone id
- [Out] *zoneStatusObj* : zone status
- [Out] *numZoneStatus* : zone status

> zoneStatusObj BS2_ReleaseObject
> .

BS_SDK_SUCCESS ,

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BS2_GetTimedAntiPassbackZone
BS2_GetAllTimedAntiPassbackZone

BS2_GetAllTimedAntiPassbackZoneStatus
BS2_SetTimedAntiPassbackZone
BS2_SetTimedAntiPassbackZoneAlarm
BS2_RemoveTimedAntiPassbackZone
BS2_RemoveAllTimedAntiPassbackZone
BS2_ClearTimedAntiPassbackZoneStatus
BS2_ClearAllTimedAntiPassbackZoneStatus

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