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BS2_GetInterlockZone

가 .

```
#include "BS_API.h"

int BS2_GetInterlockZone(void* context, BS2_DEVICE_ID deviceId,
BS2InterlockZoneBlob* zoneBlob, uint32_t* numZone);
```

BS2InterlockZoneBlob

- [In] *context* : Context
- [In] *deviceId* :
- [Out] *zoneBlob* : intrusion alarm zone
- [Out] *numZone* : intrusion alarm zone



BS_SDK_SUCCESS , 가

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