

**BS2\_SetInterlockZone** ..... 1  
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# BS2\_SetInterlockZone

```
#include "BS_API.h"

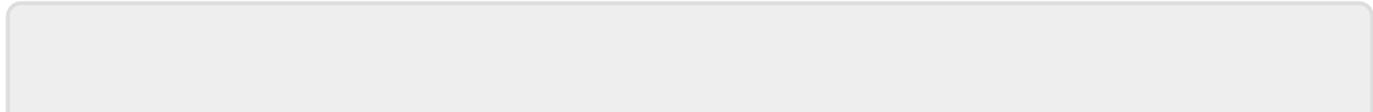
int BS2_SetInterlockZone(void* context, uint32_t deviceId,
BS2InterlockZoneBlob* zones, uint32_t zoneCount);
```

[BS2InterlockZoneBlob](#)

- [In] *context* : Context
- [In] *deviceId* :
- [In] *zones* :                    zone
- [In] *zoneCount* :                    zone

BS\_SDK\_SUCCESS , 가

- [BS2\\_GetInterlockZone](#)
- [BS2\\_GetInterlockZoneStatus](#)
- [BS2\\_GetAllInterlockZoneStatus](#)
- [BS2\\_SetInterlockZoneAlarm](#)
- [BS2\\_RemoveInterlockZone](#)
- [BS2\\_RemoveAllInterlockZone](#)
- [BS2\\_SetInterlockZoneArm](#)



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