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Zone Control API > BS2_GetInterlockZoneStatus

BS2_GetInterlockZoneStatus

[+ V2.6.0] Gets selected Interlock zone status

Declaration

```
#include "BS_API.h"

int BS2_GetInterlockZoneStatus(void* context, uint32_t deviceId, uint32_t*
zoneIds, uint32_t zoneIdCount, BS2ZoneStatus** zoneStatusObj, uint32_t*
numZoneStatus);
```

See BS2ZoneStatus Structure

Parameter

- [In] *context* : Context
- [In] *deviceId* : Device ID
- [In] *zoneIds* : List of Interlock zone IDs to retrieve
- [In] *zoneIdCount* : Size of the Interlock zone ID list
- [Out] *zoneStatusObj* : Zone status list pointer
- [Out] *numZoneStatus* : Number of zone status list

> **NOTE**
> The zoneObj variable needs to return the memory to the system by
> the BS2_ReleaseObject function after being used.

Return Value

If successfully done, BS_SDK_SUCCESS will be returned.
If there is an error, the corresponding error code will be returned.

See Also

BS2_GetInterlockZone

BS2_GetAllInterlockZoneStatus
BS2_SetInterlockZone
BS2_SetInterlockZoneAlarm
BS2_RemoveInterlockZone
BS2_RemoveAllInterlockZone