

**BS2\_RemoveInterlockZone** ..... 1  
..... 1  
..... 1  
..... 1  
..... 1

## BS2\_RemoveInterlockZone

[+ V2.6.0]

```
#include "BS_API.h"

int BS2_RemoveInterlockZone(void* context, uint32_t deviceId, uint32_t* zoneIds, uint32_t zoneIdCount);
```

- [In] *context* : Context
- [In] *deviceId* :
- [In] *zoneIds* :                    zone id
- [In] *zoneIdCount* :                    zone id

BS\_SDK\_SUCCESS , 가

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

From:  
<http://kb.supremainc.com/bs2sdk/> - **BioStar Device SDK**

Permanent link:  
[http://kb.supremainc.com/bs2sdk/doku.php?id=ko:bs2\\_removeinterlockzone](http://kb.supremainc.com/bs2sdk/doku.php?id=ko:bs2_removeinterlockzone)

Last update: **2018/03/11 20:43**