

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

# BS2\_SetInterlockZone

[+ V2.6.0]

```
#include "BS_API.h"

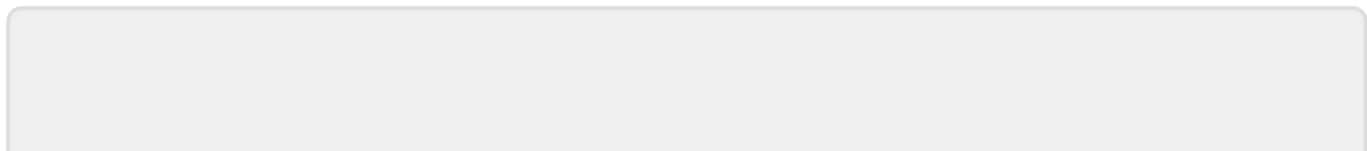
int BS2_SetInterlockZone(void* context, uint32_t deviceId,
BS2InterlockZoneBlob* zones, uint32_t zoneCount);
```

[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](#)



From:

<http://kb.supremainc.com/bs2sdk/> - **BioStar 2 Device SDK**

Permanent link:

[http://kb.supremainc.com/bs2sdk./doku.php?id=ko:bs2\\_setinterlockzone](http://kb.supremainc.com/bs2sdk./doku.php?id=ko:bs2_setinterlockzone)

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