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BS2_GetInterlockZone

[+ V2.6.0] Gets selected Interlock zones.

Declaration

```
#include "BS_API.h"

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

> See BS2InterlockZoneBlob Structure

Parameter

- [In] *context* : Context
- [In] *deviceId* : Device ID
- [Out] *zoneBlob* : Interlock zone list pointer
- [Out] *numZone* : Number of Interlock zones

> **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_GetInterlockZoneStatus
BS2_GetAllInterlockZoneStatus
BS2_SetInterlockZone
BS2_SetInterlockZoneAlarm

BS2_RemoveInterlockZone
BS2_RemoveAllInterlockZone

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