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BS2_RemoveInterlockZone

[+ V2.6.0] Removes the selected Interlock zone.

Declaration

```
#include "BS_API.h"

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

Parameter

- [In] *context* : Context
- [In] *deviceId* : Device ID
- [In] *zoneIds* : Zone list trying to remove
- [In] *zoneIdCount* : Number of zone list trying to remove

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_GetInterlockZoneStatus](#)

[BS2_GetAllInterlockZoneStatus](#)

[BS2_SetInterlockZone](#)

[BS2_SetInterlockZoneAlarm](#)

[BS2_RemoveAllInterlockZone](#)

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