

Table of Contents

BS2_SetInterlockZone	1
Declaration	1
Parameter	1
Return Value	1
See Also	1

[Zone Control API](#) > [BS2_SetInterlockZone](#)

BS2_SetInterlockZone

[+ V2.6.0] Sets Interlock Zones.

Declaration

```
#include "BS_API.h"

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

[BS2InterlockZoneBlob Structure](#)

Parameter

- [In] *context* : Context
- [In] *deviceId* : Device ID
- [In] *zones* : Zone list trying to set
- [In] *zoneCount* : Number of zone list trying to set

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_SetInterlockZoneAlarm](#)
[BS2_RemoveInterlockZone](#)
[BS2_RemoveAllInterlockZone](#)

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