

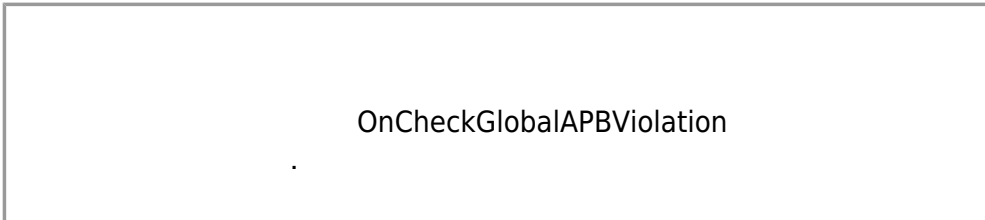
BS2_CheckGlobalAPBViolation 1
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BS2_CheckGlobalAPBViolation

```
#include "BS_API.h"

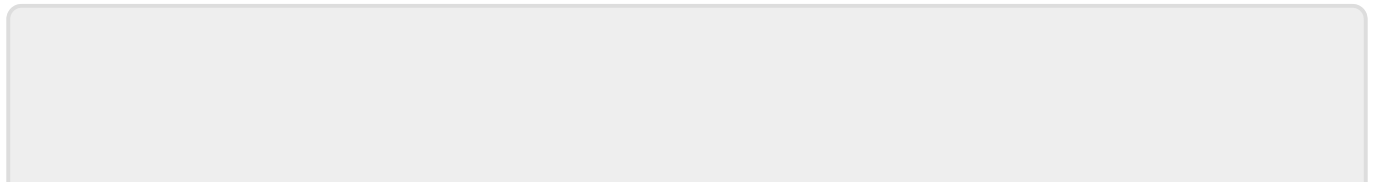
int BS2_CheckGlobalAPBViolation(void* context, uint32_t deviceId, uint16_t seq, int handleResult, uint32_t zoneID);
```

- [In] *context* : Context
- [In] *deviceId* :
- [In] *seq* :
- [In] *handleResult* : (BS_SDK_SUCCESS or BS_SDK_ERROR_XXX)
- [In] *zoneID* : id



BS_SDK_SUCCESS , 가

[BS2_SetCheckGlobalAPBViolationHandler](#)



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