

**BS2\_GetAllInterlockZoneStatus** ..... 1  
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# BS2\_GetAllInterlockZoneStatus

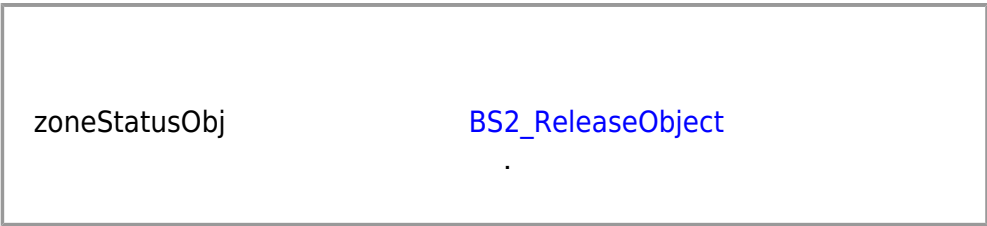
가 .

```
#include "BS_API.h"

int BS2_GetAllInterlockZoneStatus(void* context, uint32_t deviceId,
uint32_t* zoneIds, uint32_t zoneIdCount, BS2ZoneStatus** zoneStatusObj,
uint32_t* numZoneStatus);
```

[BS2ZoneStatus](#)

- [In] *context* : Context
- [In] *deviceId* :
- [In] *zoneIds* : 가 id
- [In] *zoneIdCount* : id
- [Out] *zoneStatusObj* : zone status
- [Out] *numZoneStatus* : zone status



BS\_SDK\_SUCCESS , 가

[BS2\\_GetInterlockZone](#)  
[BS2\\_GetInterlockZoneStatus](#)

[BS2\\_SetInterlockZone](#)  
[BS2\\_SetInterlockZoneAlarm](#)  
[BS2\\_RemoveInterlockZone](#)  
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Last update: **2018/03/07 13:28**