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BS2_GetInterlockZone

가 .

```
#include "BS_API.h"

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

[BS2InterlockZoneBlob](#)

- [In] *context* : Context
- [In] *deviceId* :
- [Out] *zoneBlob* : intrusion alarm zone
- [Out] *numZone* : intrusion alarm zone

zoneObj

[BS2_ReleaseObject](#)

BS_SDK_SUCCESS , 가

- [BS2_GetInterlockZoneStatus](#)
- [BS2_GetAllInterlockZoneStatus](#)
- [BS2_SetInterlockZone](#)
- [BS2_SetInterlockZoneAlarm](#)
- [BS2_RemoveInterlockZone](#)

[BS2_RemoveAllInterlockZone](#)

[BS2_SetInterlockZoneArm](#)

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