

BS2_RemoveAllInterlockZone 1
..... 1
..... 1
..... 1
..... 1

[Zone Control API](#) > [BS2_RemoveAllInterlockZone](#)

BS2_RemoveAllInterlockZone

```
#include "BS_API.h"

int BS2_RemoveAllInterlockZone(void* context, uint32_t deviceId);
```

- [In] *context* : Context
- [In] *deviceId* :

BS_SDK_SUCCESS , 가

[BS2_GetInterlockZone](#)
[BS2_GetInterlockZoneStatus](#)
[BS2_GetAllInterlockZoneStatus](#)
[BS2_SetInterlockZone](#)
[BS2_SetInterlockZoneAlarm](#)
[BS2_RemoveInterlockZone](#)

From:
<http://kb.supremainc.com/bs2sdk/> - **BioStar 2 Device SDK**

Permanent link:
http://kb.supremainc.com/bs2sdk/doku.php?id=ko:bs2_removeallinterlockzone&rev=1520397474

Last update: **2018/03/07 13:37**