

BS2_RemoveInterlockZone 1
..... 1
..... 1
..... 1
..... 1

BS2_RemoveInterlockZone

```
#include "BS_API.h"

int BS2_RemoveInterlockZone(void* context, uint32_t deviceId, uint32_t* zoneIds, uint32_t zoneIdCount);
```

- [In] *context* : Context
- [In] *deviceId* :
- [In] *zoneIds* : zone id
- [In] *zoneIdCount* : zone id

BS_SDK_SUCCESS , 가

- [BS2_GetInterlockZone](#)
- [BS2_GetInterlockZoneStatus](#)
- [BS2_GetAllInterlockZoneStatus](#)
- [BS2_SetInterlockZone](#)
- [BS2_SetInterlockZoneAlarm](#)
- [BS2_RemoveAllInterlockZone](#)
- [BS2_SetInterlockZoneArm](#)

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

Permanent link:
http://kb.supremainc.com/bs2sdk/doku.php?id=ko:bs2_removeinterlockzone&rev=1520396288

Last update: **2018/03/07 13:18**