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BS2_SetInterlockZone

```
#include "BS_API.h"

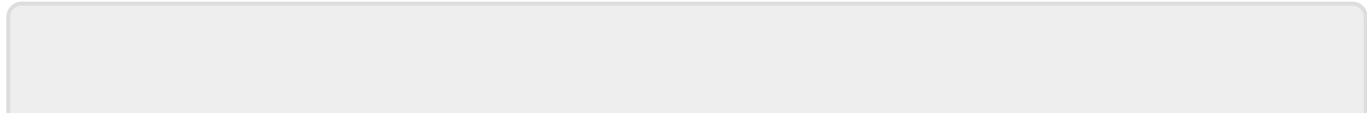
int BS2_SetInterlockZone(void* context, uint32_t deviceId,
BS2InterlockZoneBlob* zones, uint32_t zoneCount);
```

[BS2InterlockZoneBlob](#)

- [In] *context* : Context
- [In] *deviceId* :
- [In] *zones* : zone
- [In] *zoneCount* : zone

BS_SDK_SUCCESS , 가

- [BS2_GetInterlockZone](#)
- [BS2_GetInterlockZoneStatus](#)
- [BS2_GetAllInterlockZoneStatus](#)
- [BS2_SetInterlockZoneAlarm](#)
- [BS2_RemoveInterlockZone](#)
- [BS2_RemoveAllInterlockZone](#)
- [BS2_SetInterlockZoneArm](#)



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