

# Table of Contents

<b>BS2_GetInterlockZone</b> .....	1
Declaration .....	1
Parameter .....	1
Return Value .....	1
See Also .....	1

[Zone Control API](#) > [BS2\\_GetInterlockZone](#)

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## BS2\_GetInterlockZone

[+ V2.6.0] Gets selected Interlock zones.

### Declaration

```
#include "BS_API.h"

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

[BS2InterlockZoneBlob Structure](#)

### Parameter

- [In] *context* : Context
- [In] *deviceId* : Device ID
- [Out] *zoneBlob* : Interlock zone list pointer
- [Out] *numZone* : Number of Interlock zones

#### NOTE

The zoneObj variable needs to return the memory to the system by the [BS2\\_ReleaseObject](#) function after being used.

### Return Value

If successfully done, BS\_SDK\_SUCCESS will be returned.  
If there is an error, the corresponding error code will be returned.

### See Also

[BS2\\_GetInterlockZoneStatus](#)  
[BS2\\_GetAllInterlockZoneStatus](#)  
[BS2\\_SetInterlockZone](#)  
[BS2\\_SetInterlockZoneAlarm](#)

[BS2\\_RemoveInterlockZone](#)  
[BS2\\_RemoveAllInterlockZone](#)

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