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BS2_GetInterlockZoneStatus

[+ V2.6.0] Gets selected Interlock zone status

Declaration

```
#include "BS_API.h"

int BS2_GetInterlockZoneStatus(void* context, uint32_t deviceId, uint32_t*
zoneIds, uint32_t zoneIdCount, BS2ZoneStatus** zoneStatusObj, uint32_t*
numZoneStatus);
```

[See BS2ZoneStatus Structure](#)

Parameter

- [In] *context* : Context
- [In] *deviceId* : Device ID
- [In] *zoneIds* : List of Interlock zone IDs to retrieve
- [In] *zoneIdCount* : Size of the Interlock zone ID list
- [Out] *zoneStatusObj* : Zone status list pointer
- [Out] *numZoneStatus* : Number of zone status list

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_GetInterlockZone](#)

[BS2_GetAllInterlockZoneStatus](#)
[BS2_SetInterlockZone](#)
[BS2_SetInterlockZoneAlarm](#)
[BS2_RemoveInterlockZone](#)
[BS2_RemoveAllInterlockZone](#)

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