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## BS2\_SetInterlockZone

[+ V2.6.0] Sets Interlock Zones.

### Declaration

```
#include "BS_API.h"

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

[BS2InterlockZoneBlob Structure](#)

### Parameter

- [In] *context* : Context
- [In] *deviceId* : Device ID
- [In] *zones* : Zone list trying to set
- [In] *zoneCount* : Number of zone list trying to set

### 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\\_GetInterlockZoneStatus](#)  
[BS2\\_GetAllInterlockZoneStatus](#)  
[BS2\\_SetInterlockZoneAlarm](#)  
[BS2\\_RemoveInterlockZone](#)  
[BS2\\_RemoveAllInterlockZone](#)

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