

**BS2\_GetInterlockZone** ..... 1  
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# BS2\_GetInterlockZone

가 .

```
#include "BS_API.h"

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

[BS2InterlockZoneBlob](#)

- [In] *context* : Context
- [In] *deviceId* :
- [Out] *zoneBlob* : intrusion alarm zone
- [Out] *numZone* : intrusion alarm zone



BS\_SDK\_SUCCESS , 가

- [BS2\\_GetInterlockZoneStatus](#)
- [BS2\\_GetAllInterlockZoneStatus](#)
- [BS2\\_SetInterlockZone](#)
- [BS2\\_SetInterlockZoneAlarm](#)
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Last update: **2018/03/07 13:10**