

**BS2\_GetInterlockZoneStatus**

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# BS2\_GetInterlockZoneStatus

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```
#include "BS_API.h"

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

BS2ZoneStatus

- [In] *context* : Context
- [In] *deviceId* :
- [In] *zoneIds* : 가 id
- [In] *zoneIdCount* : id
- [Out] *zoneStatusObj* : zone status
- [Out] *numZoneStatus* : zone status

zoneStatusObjBS2\_ReleaseObject.

BS\_SDK\_SUCCESS, 가

[BS2\\_SetInterlockZone](#)  
[BS2\\_SetInterlockZoneAlarm](#)  
[BS2\\_RemoveInterlockZone](#)  
[BS2\\_RemoveAllInterlockZone](#)  
[BS2\\_SetInterlockZoneArm](#)

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