

BS2_GetInterlockZoneStatus 1
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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



BS_SDK_SUCCESS , 가

[BS2_GetInterlockZone](#)
[BS2_GetAllInterlockZoneStatus](#)

[BS2_SetInterlockZone](#)
[BS2_SetInterlockZoneAlarm](#)
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