

**BS2\_RemoveAllInterlockZone** ..... 1  
..... 1  
..... 1  
..... 1  
..... 1

[Zone Control API](#) > [BS2\\_RemoveAllInterlockZone](#)

---

## BS2\_RemoveAllInterlockZone

```
#include "BS_API.h"

int BS2_RemoveAllInterlockZone(void* context, uint32_t deviceId);
```

- [In] *context* : Context
- [In] *deviceId* :

BS\_SDK\_SUCCESS , 가

[BS2\\_GetInterlockZone](#)  
[BS2\\_GetInterlockZoneStatus](#)  
[BS2\\_GetAllInterlockZoneStatus](#)  
[BS2\\_SetInterlockZone](#)  
[BS2\\_SetInterlockZoneAlarm](#)  
[BS2\\_RemoveInterlockZone](#)  
[BS2\\_SetInterlockZoneArm](#)

From:

<https://kb.supremainc.com/kbtest/> - **BioStar Device SDK**

Permanent link:

[https://kb.supremainc.com/kbtest/doku.php?id=ko:bs2\\_removeallinterlockzone&rev=1520396086](https://kb.supremainc.com/kbtest/doku.php?id=ko:bs2_removeallinterlockzone&rev=1520396086)

Last update: **2018/03/07 13:14**