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BS2_RemoveInterlockZone

```
#include "BS_API.h"

int BS2_RemoveInterlockZone(void* context, uint32_t deviceId, uint32_t* zoneIds, uint32_t zoneIdCount);
```

- [In] *context* : Context
- [In] *deviceId* :
- [In] *zoneIds* : zone id
- [In] *zoneIdCount* : zone id

BS_SDK_SUCCESS , 가

- [BS2_GetInterlockZone](#)
- [BS2_GetInterlockZoneStatus](#)
- [BS2_GetAllInterlockZoneStatus](#)
- [BS2_SetInterlockZone](#)
- [BS2_SetInterlockZoneAlarm](#)
- [BS2_RemoveAllInterlockZone](#)
- [BS2_SetInterlockZoneArm](#)

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