

**BS2\_RemoveScheduledLockUnlockZone** ..... 1

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## BS2\_RemoveScheduledLockUnlockZone

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```
#include "BS_API.h"

int BS2_RemoveScheduledLockUnlockZone(void* context, uint32_t deviceId,
uint32_t* zoneIds, uint32_t zoneIdCount);
```

- [In] *context* : Context
- [In] *deviceId* :
- [In] *zoneIds* : scheduled lock/unlock zone id
- [In] *zoneIdCount* : scheduled lock/unlock zone id

BS\_SDK\_SUCCESS , 가

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