

**BS2\_SetInterlockZone**

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## BS2\_SetInterlockZone

[+ V2.6.0]

```
#include "BS_API.h"

int BS2_SetInterlockZone(void* context, uint32_t deviceId,
BS2InterlockZoneBlob* zones, uint32_t zoneCount);
```

[BS2InterlockZoneBlob](#)

- [In] *context* : Context
- [In] *deviceId* :
- [In] *zones* : zone
- [In] *zoneCount* : zone

BS\_SDK\_SUCCESS , 가

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