

BS2_SetInterlockZone

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[Zone Control API](#) > [BS2_SetInterlockZone](#)

BS2_SetInterlockZone

```
#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

[BS2_GetInterlockZone](#)
[BS2_GetInterlockZoneStatus](#)
[BS2_GetAllInterlockZoneStatus](#)
[BS2_SetInterlockZoneAlarm](#)
[BS2_RemoveInterlockZone](#)
[BS2_RemoveAllInterlockZone](#)
[BS2_SetInterlockZoneArm](#)

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