

**BS2\_SetInterlockZoneAlarm** ..... 1

..... 1

..... 1

..... 1

..... 1

## BS2\_SetInterlockZoneAlarm

```
#include "BS_API.h"

int BS2_SetInterlockZoneAlarm(void* context, uint32_t deviceId, uint8_t
alarmed, uint32_t* zoneIds, uint32_t zoneIdCount);
```

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

BS\_SDK\_SUCCESS , 가

- [BS2\\_GetInterlockZone](#)
- [BS2\\_GetInterlockZoneStatus](#)
- [BS2\\_GetAllInterlockZoneStatus](#)
- [BS2\\_SetInterlockZone](#)
- [BS2\\_RemoveInterlockZone](#)
- [BS2\\_RemoveAllInterlockZone](#)

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

Permanent link:  
[https://kb.supremainc.com/kbtest/doku.php?id=ko:bs2\\_setinterlockzonealarm&rev=1520397415](https://kb.supremainc.com/kbtest/doku.php?id=ko:bs2_setinterlockzonealarm&rev=1520397415)

Last update: **2018/03/07 13:36**