

**BS2\_SetLiftLockUnlockZone** ..... 1  
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# BS2\_SetLiftLockUnlockZone

[+ 2.7.0] Lift / .

```
#include "BS_API.h"

int BS2_SetLiftLockUnlockZone(void* context, uint32_t deviceId,
BS2LiftLockUnlockZone* zones, uint32_t zoneCount);
```

[BS2LiftLockUnlockZone](#)

- [In] *context* : Context
- [In] *deviceId* :
- [In] *zones* : Lift lock/unlock zone
- [In] *zoneCount* : Lift lock/unlock zone

BS\_SDK\_SUCCESS , 가

- [BS2\\_GetLiftLockUnlockZone](#)
- [BS2\\_GetAllLiftLockUnlockZone](#)
- [BS2\\_GetLiftLockUnlockZoneStatus](#)
- [BS2\\_GetAllLiftLockUnlockZoneStatus](#)
- [BS2\\_SetLiftLockUnlockZoneAlarm](#)
- [BS2\\_RemoveLiftLockUnlockZone](#)
- [BS2\\_RemoveAllLiftLockUnlockZone](#)

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