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BS2_SetScheduledLockUnlockZone

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```
#include "BS_API.h"

int BS2_SetScheduledLockUnlockZone(void* context, uint32_t deviceId,
BS2ScheduledLockUnlockZone* zones, uint32_t zoneCount);
```

[BS2ScheduledLockUnlockZone](#)

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

BS_SDK_SUCCESS , 가

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