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## BS2\_RemoveIntrusionAlarmZone

Removes selected Intrusion Alarm zones.

### Declaration

```
#include "BS_API.h"

int BS2_RemoveIntrusionAlarmZone(void* context, uint32_t deviceId, uint32_t* zoneIds, uint32_t zoneIdCount);
```

### Parameter

- [In] *context* : Context
- [In] *deviceId* : Device ID
- [In] *zoneIds* : List of zone IDs to remove
- [In] *zoneIdCount* : Number of zone id list

### Return Value

If successfully done, BS\_SDK\_SUCCESS will be returned.  
If there is an error, the corresponding error code will be returned.

### See Also

[BS2\\_GetIntrusionAlarmZone](#)  
[BS2\\_GetIntrusionAlarmZoneStatus](#)  
[BS2\\_GetAllIntrusionAlarmZoneStatus](#)  
[BS2\\_SetIntrusionAlarmZone](#)  
[BS2\\_SetIntrusionAlarmZoneAlarm](#)  
[BS2\\_RemoveAllIntrusionAlarmZone](#)  
[BS2\\_SetIntrusionAlarmZoneArm](#)

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