

Table of Contents

BS2_SetFireAlarmZoneAlarm	1
Declaration	1
Parameter	1
Return Value	1
See Also	1

[Zone Control API](#) > [BS2_SetFireAlarmZoneAlarm](#)

BS2_SetFireAlarmZoneAlarm

Configures the alarm status of the Fire Alarm zone.

Declaration

```
#include "BS_API.h"

int BS2_SetFireAlarmZoneAlarm(void* context, uint32_t deviceId, uint8_t
alarmed, uint32_t* zoneIds, uint32_t zoneIdCount);
```

Parameter

- [In] *context* : Context
- [In] *deviceId* : Device ID
- [In] *alarmed* : Whether the alarm has been triggered or not
- [In] *zoneIds* : List of Fire Alarm zone IDs
- [In] *zoneIdCount* : Number of Fire Alarm zone IDs

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_GetFireAlarmZone](#)
[BS2_GetAllFireAlarmZone](#)
[BS2_GetFireAlarmZoneStatus](#)
[BS2_GetAllFireAlarmZoneStatus](#)
[BS2_SetFireAlarmZone](#)
[BS2_RemoveFireAlarmZone](#)
[BS2_RemoveAllFireAlarmZone](#)

From:
<https://kb.supremainc.com/bs2sdk/> - **BioStar Device SDK**

Permanent link:
https://kb.supremainc.com/bs2sdk/doku.php?id=en:bs2_setfirealarmzonealarm

Last update: **2016/02/17 14:39**

