

Table of Contents

BS2_SetInterlockZoneAlarm	1
Declaration	1
Parameter	1
Return Value	1
See Also	1

[Zone Control API](#) > [BS2_SetInterlockZoneAlarm](#)

BS2_SetInterlockZoneAlarm

[+ V2.6.0] Updates the alarm status in the Interlock zone.

Declaration

```
#include "BS_API.h"

int BS2_SetInterlockZoneAlarm(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_GetInterlockZone](#)
[BS2_GetInterlockZoneStatus](#)
[BS2_GetAllInterlockZoneStatus](#)
[BS2_SetInterlockZone](#)
[BS2_RemoveInterlockZone](#)
[BS2_RemoveAllInterlockZone](#)

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