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BS2_SetIntrusionAlarmZone

Configures an Intrusion Alarm zone.

Declaration

```
#include "BS_API.h"

int BS2_SetIntrusionAlarmZone(void* context, uint32_t deviceId,
BS2IntrusionAlarmZoneBlob* zones, uint32_t zoneCount);
```

[See BS2IntrusionAlarmZoneBlob Structure](#)

Parameter

- [In] *context* : Context
- [In] *deviceId* : Device ID
- [In] *zones* : Intrusion alarm zone list
- [In] *zoneCount* : Number of intrusion alarm zone 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_SetIntrusionAlarmZoneAlarm](#)
[BS2_RemoveIntrusionAlarmZone](#)
[BS2_RemoveAllIntrusionAlarmZone](#)
[BS2_SetIntrusionAlarmZoneArm](#)

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