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## BS2\_RemoveIntrusionAlarmZone

BioStation 2 (1.5.0 only)  
BioStatioin A2 (1.4.0 only)  
BioEntry P2 (1.0.0 only)

```
#include "BS_API.h"

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

- [In] *context* : Context
- [In] *deviceId* :
- [In] *zoneIds* :                   zone id
- [In] *zoneIdCount* :                   zone id

BS\_SDK\_SUCCESS , 가

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[BS2\\_GetAllIntrusionAlarmZoneStatus](#)  
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