Zone Control API > BS2_SetIntrusionAlarmZoneAlarm

BS2_SetIntrusionAlarmZoneAlarm

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```
#include "BS_API.h"

int BS2_SetIntrusionAlarmZoneAlarm(void* context, uint32_t deviceId, uint8_t
alarmed, uint32_t* zoneIds, uint32_t zoneIdCount);
```

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

BS_SDK_SUCCESS　　　　　　　,

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BS2_GetIntrusionAlarmZone
BS2_GetIntrusionAlarmZoneStatus
BS2_GetAllIntrusionAlarmZoneStatus
BS2_SetIntrusionAlarmZone
BS2_RemoveIntrusionAlarmZone
BS2_RemoveAllIntrusionAlarmZone
BS2_SetIntrusionAlarmZoneArm

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Last update: **2018/03/07 13:22**