

BS2_SetDoorAlarm 1

..... 1

..... 1

..... 1

..... 1

[Door Control API](#) > [BS2_SetDoorAlarm](#)

BS2_SetDoorAlarm

```
#include "BS_API.h"

int BS2_SetDoorAlarm(void* context, uint32_t deviceId, uint8_t flag,
uint32_t* doorIds, uint32_t doorIdCount);
```

- [In] *context* : Context
- [In] *deviceId* :
- [In] *flag* :
- [In] *doorIds* : door id
- [In] *doorIdCount* : door id

BS_SDK_SUCCESS , 가

[BS2_GetDoor](#)
[BS2_GetAllDoor](#)
[BS2_GetDoorStatus](#)
[BS2_GetAllDoorStatus](#)
[BS2_SetDoor](#)
[BS2_RemoveDoor](#)
[BS2_RemoveAllDoor](#)
[BS2_ReleaseDoor](#)
[BS2_LockDoor](#)
[BS2_UnlockDoor](#)

From:

<http://kb.supremainc.com/bs2sdk/> - **BioStar 2 Device SDK**

Permanent link:

http://kb.supremainc.com/bs2sdk./doku.php?id=ko:bs2_setdooralarm

Last update: **2016/02/02 14:28**