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BS2_SetFireAlarmZoneAlarm

Configures the alarm status of the Fire Alarm zone.

Declaration

```
#include "BS_API.h"

int BS2_SetFireAlarmZoneAlarm(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_GetFireAlarmZone](#)
[BS2_GetAllFireAlarmZone](#)
[BS2_GetFireAlarmZoneStatus](#)
[BS2_GetAllFireAlarmZoneStatus](#)
[BS2_SetFireAlarmZone](#)
[BS2_RemoveFireAlarmZone](#)
[BS2_RemoveAllFireAlarmZone](#)

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