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## BS2\_SetFireAlarmZoneAlarm

```
#include "BS_API.h"

int BS2_SetFireAlarmZoneAlarm(void* context, uint32_t deviceId, uint8_t
alarmed, uint32_t* zoneIds, uint32_t zoneIdCount);
```

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

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