

**BS2\_SetIntrusionAlarmZoneArm** ..... 1

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[Zone Control API](#) > [BS2\\_SetIntrusionAlarmZoneAlarm](#)

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## BS2\_SetIntrusionAlarmZoneArm

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

```
#include "BS_API.h"
```

```
int BS2_SetIntrusionAlarmZoneArm(void* context, uint32_t deviceId, uint8_t
armed, uint32_t* zoneIds, uint32_t zoneIdCount);
```

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

BS\_SDK\_SUCCESS , 가

[BS2\\_GetIntrusionAlarmZone](#)  
[BS2\\_GetIntrusionAlarmZoneStatus](#)  
[BS2\\_GetAllIntrusionAlarmZoneStatus](#)  
[BS2\\_SetIntrusionAlarmZone](#)  
[BS2\\_SetIntrusionAlarmZoneAlarm](#)  
[BS2\\_RemoveIntrusionAlarmZone](#)  
[BS2\\_RemoveAllIntrusionAlarmZone](#)

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