

# Table of Contents

<b>BS2_RemoveIntrusionAlarmZone</b> .....	1
Declaration .....	1
Parameter .....	1
Return Value .....	1
See Also .....	1

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

---

## BS2\_RemoveIntrusionAlarmZone

Removes selected Intrusion Alarm zones.

### Declaration

```
#include "BS_API.h"

int BS2_RemoveIntrusionAlarmZone(void* context, uint32_t deviceId, uint32_t* zoneIds, uint32_t zoneIdCount);
```

### Parameter

- [In] *context* : Context
- [In] *deviceId* : Device ID
- [In] *zoneIds* : List of zone IDs to remove
- [In] *zoneIdCount* : Number of zone id list

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

From:

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

Permanent link:

[http://kb.supremainc.com/bs2sdk/doku.php?id=en:bs2\\_removeintrusionalarmzone](http://kb.supremainc.com/bs2sdk/doku.php?id=en:bs2_removeintrusionalarmzone)

Last update: **2018/03/14 13:07**

