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## BS2\_SetInterlockZoneAlarm

[+ V2.6.0] Updates the alarm status in the Interlock zone.

### Declaration

```
#include "BS_API.h"

int BS2_SetInterlockZoneAlarm(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\\_GetInterlockZone](#)

[BS2\\_GetInterlockZoneStatus](#)

[BS2\\_GetAllInterlockZoneStatus](#)

[BS2\\_SetInterlockZone](#)

[BS2\\_RemoveInterlockZone](#)

[BS2\\_RemoveAllInterlockZone](#)

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