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## BS2\_SetIntrusionAlarmZoneAlarm

Updates Intrusion alarm zone alarm status.

### Declaration

```
#include "BS_API.h"

int BS2_SetIntrusionAlarmZoneAlarm(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* : Intrusion alarm zone id list
- [In] *zoneIdCount* : Number intrusion alarm 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\\_RemoveIntrusionAlarmZone](#)  
[BS2\\_RemoveAllIntrusionAlarmZone](#)  
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