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BS2_SetIntrusionAlarmZoneArm

Configures Intrusion Alarm zones status Intrusion On/Off.

Declaration

```
#include "BS_API.h"

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

Parameter

- [In] *context* : Context
- [In] *deviceId* : Device ID
- [In] *armed* : Whether the alarm has been triggered or not
- [In] *zoneIds* : Intrusion alarm zone IDs list
- [In] *zoneIdCount* : Number of intrusion 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_GetIntrusionAlarmZone](#)
[BS2_GetIntrusionAlarmZoneStatus](#)
[BS2_GetAllIntrusionAlarmZoneStatus](#)
[BS2_SetIntrusionAlarmZone](#)
[BS2_SetIntrusionAlarmZoneAlarm](#)
[BS2_RemoveIntrusionAlarmZone](#)
[BS2_RemoveAllIntrusionAlarmZone](#)

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