

BS2_SetIntrusionAlarmZone 1
..... 1
..... 1
..... 1
..... 1

BS2_SetIntrusionAlarmZone

```
#include "BS_API.h"

int BS2_SetIntrusionAlarmZone(void* context, uint32_t deviceId,
BS2IntrusionAlarmZoneBlob* zones, uint32_t zoneCount);
```

[BS2IntrusionAlarmZoneBlob](#)

- [In] *context* : Context
- [In] *deviceId* :
- [In] *zones* : intrusion alarm zone
- [In] *zoneCount* : intrusion alarm zone

BS_SDK_SUCCESS , 가

- [BS2_GetIntrusionAlarmZone](#)
- [BS2_GetIntrusionAlarmZoneStatus](#)
- [BS2_GetAllIntrusionAlarmZoneStatus](#)
- [BS2_SetIntrusionAlarmZoneAlarm](#)
- [BS2_RemoveIntrusionAlarmZone](#)
- [BS2_RemoveAllIntrusionAlarmZone](#)
- [BS2_SetIntrusionAlarmZoneArm](#)

From:

<https://kb.supremainc.com/kbtest/> - **BioStar Device SDK**

Permanent link:

https://kb.supremainc.com/kbtest/doku.php?id=ko:bs2_setintrusionalarmzone

Last update: **2017/09/01 11:17**