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BS2_GetAllIntrusionAlarmZoneStatus

Retrieves the status of all Intrusion Alarm zones.

Declaration

```
#include "BS_API.h"

int BS2_GetAllIntrusionAlarmZoneStatus(void* context, uint32_t deviceId,
uint32_t zoneIdCount, BS2ZoneStatus** zoneStatusObj, uint32_t*
numZoneStatus);
```

See BS2ZoneStatus Structure

Parameter

- [In] *context* : Context
- [In] *deviceId* : Device ID
- [In] *zoneIds* : List of Intrusion alarm zone IDs to retrieve
- [In] *zoneIdCount* : Size of Intrusion alarm zone ID list
- [Out] *zoneStatusObj* : Zone status list pointer
- [Out] *numZoneStatus* : Number of zone status list

> **NOTE**
> The zoneStatusObj variable needs to return the memory to the
> system by the BS2_ReleaseObject function after being used.

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_SetIntrusionAlarmZone
BS2_SetIntrusionAlarmZoneAlarm
BS2_RemoveIntrusionAlarmZone
BS2_RemoveAllIntrusionAlarmZone
BS2_SetIntrusionAlarmZoneArm