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BS2_SetFireAlarmZone

Configures a Fire Alarm zone.

Declaration

```
#include "BS_API.h"

int BS2_SetFireAlarmZone(void* context, uint32_t deviceId, BS2FireAlarmZone*
zones, uint32_t zoneCount);
```

[See BS2FireAlarmZone Structure](#)

Parameter

- [In] *context* : Context
- [In] *deviceId* : Device ID
- [In] *zones* : List of Fire Alarm zones
- [In] *zoneCount* : Number of Fire Alarm zones

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_GetFireAlarmZone](#)
[BS2_GetAllFireAlarmZone](#)
[BS2_GetFireAlarmZoneStatus](#)
[BS2_GetAllFireAlarmZoneStatus](#)
[BS2_SetFireAlarmZoneAlarm](#)
[BS2_RemoveFireAlarmZone](#)
[BS2_RemoveAllFireAlarmZone](#)

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