

BS2_GetAllFireAlarmZone 1

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BS2_GetAllFireAlarmZone

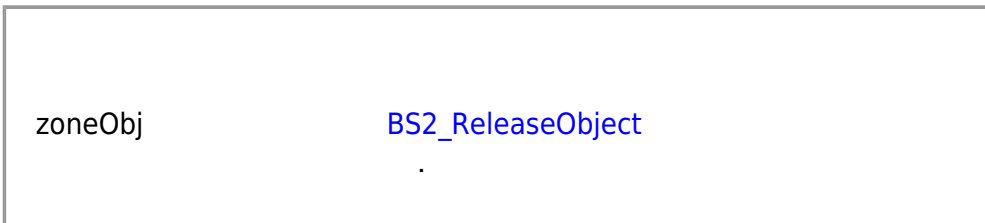
가 .

```
#include "BS_API.h"

int BS2_GetAllFireAlarmZone(void* context, uint32_t deviceId,
BS2FireAlarmZone** zoneObj, uint32_t* numZone);
```

[BS2FireAlarmZone](#)

- [In] *context* : Context
- [In] *deviceId* :
- [Out] *zoneObj* : fire alarm zone
- [Out] *numZone* : fire alarm zone



BS_SDK_SUCCESS , 가

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- [BS2_GetFireAlarmZoneStatus](#)
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