

BS2_GetIntrusionAlarmZone 1
..... 1
..... 1
..... 1
..... 1

BS2_GetIntrusionAlarmZone

가 .

```
#include "BS_API.h"

int BS2_GetIntrusionAlarmZone(void* context, BS2_DEVICE_ID deviceId,
BS2IntrusionAlarmZoneBlob* zoneBlob, uint32_t* numZone);
```

[BS2IntrusionAlarmZoneBlob](#)

- [In] *context* : Context
- [In] *deviceId* :
- [Out] *zoneBlob* : intrusion alarm zone
- [Out] *numZone* : intrusion alarm zone



BS_SDK_SUCCESS , 가

- [BS2_GetIntrusionAlarmZoneStatus](#)
- [BS2_GetAllIntrusionAlarmZoneStatus](#)
- [BS2_SetIntrusionAlarmZone](#)
- [BS2_SetIntrusionAlarmZoneAlarm](#)
- [BS2_RemoveIntrusionAlarmZone](#)

[BS2_RemoveAllIntrusionAlarmZone](#)

[BS2_SetIntrusionAlarmZoneArm](#)

From:

<http://kb.supremainc.com/bs2sdk/> - **BioStar Device SDK**

Permanent link:

http://kb.supremainc.com/bs2sdk./doku.php?id=ko:bs2_getintrusionalarmzone

Last update: **2017/08/31 16:36**