

Table of Contents

BS2_GetAllFireAlarmZoneStatus	1
Declaration	1
Parameter	1
Return Value	1
See Also	1

[Zone Control API](#) > [BS2_GetAllFireAlarmZoneStatus](#)

BS2_GetAllFireAlarmZoneStatus

Retrieves the status of all Fire Alarm zones.

Declaration

```
#include "BS_API.h"

int BS2_GetAllFireAlarmZoneStatus(void* context, uint32_t deviceId,
BS2ZoneStatus** zoneStatusObj, uint32_t* numZoneStatus);
```

[See BS2ZoneStatus Structure](#)

Parameter

- [In] *context* : Context
- [In] *deviceId* : Device ID
- [Out] *zoneStatusObj* : Zone status list pointer
- [Out] *numZoneStatus* : Number of zone status records

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_GetFireAlarmZone](#)
[BS2_GetAllFireAlarmZone](#)
[BS2_GetFireAlarmZoneStatus](#)
[BS2_SetFireAlarmZone](#)

[BS2_SetFireAlarmZoneAlarm](#)
[BS2_RemoveFireAlarmZone](#)
[BS2_RemoveAllFireAlarmZone](#)

From:

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

Permanent link:

http://kb.supremainc.com/bs2sdk./doku.php?id=en:bs2_getallfirealarmzonestatus

Last update: **2016/07/12 10:19**