

**BS2\_GetAllFireAlarmZoneStatus** ..... 1

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# BS2\_GetAllFireAlarmZoneStatus

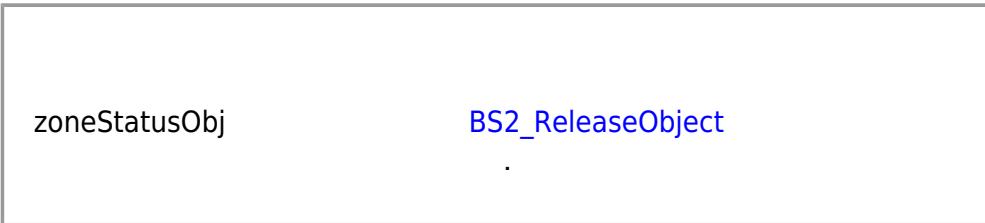
가 .

```
#include "BS_API.h"

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

BS2ZoneStatus

- [In] *context* : Context
- [In] *deviceId* :
- [Out] *zoneStatusObj* : zone status
- [Out] *numZoneStatus* : zone status



BS\_SDK\_SUCCESS , 가

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