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## BS2\_GetAllFireAlarmZone

Retrieves all Fire Alarm zones.

### Declaration

```
#include "BS_API.h"

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

[See BS2FireAlarmZone Structure](#)

### Parameter

- [In] *context* : Context
- [In] *deviceId* : Device ID
- [Out] *zoneObj* : Fire Alarm zone list pointer
- [Out] *numZone* : Number of Fire Alarm zones

#### NOTE

The *zoneObj* 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\\_GetFireAlarmZoneStatus](#)  
[BS2\\_GetAllFireAlarmZoneStatus](#)  
[BS2\\_SetFireAlarmZone](#)

[BS2\\_SetFireAlarmZoneAlarm](#)  
[BS2\\_RemoveFireAlarmZone](#)  
[BS2\\_RemoveAllFireAlarmZone](#)

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