

**BS2\_GetFireAlarmZone**

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## BS2\_GetFireAlarmZone

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```
#include "BS_API.h"

int BS2_GetFireAlarmZone(void* context, uint32_t deviceId, uint32_t*
zoneIds, uint32_t zoneIdCount, BS2FireAlarmZone** zoneObj, uint32_t*
numZone);
```

BS2FireAlarmZone

- [In] *context* : Context
- [In] *deviceId* :
- [In] *zoneIds* : 가 fire alarm zone id
- [In] *zoneIdCount* : fire alarm zone id
- [Out] *zoneObj* : fire alarm zone
- [Out] *numZone* : fire alarm zone

zoneObj      [BS2\\_ReleaseObject](#)

BS\_SDK\_SUCCESS , 가

[BS2\\_GetAllFireAlarmZone](#)  
[BS2\\_GetFireAlarmZoneStatus](#)

[BS2\\_GetAllFireAlarmZoneStatus](#)  
[BS2\\_SetFireAlarmZone](#)  
[BS2\\_SetFireAlarmZoneAlarm](#)  
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