

**BS2\_GetIntrusionAlarmZone** ..... 1  
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## BS2\_GetIntrusionAlarmZone

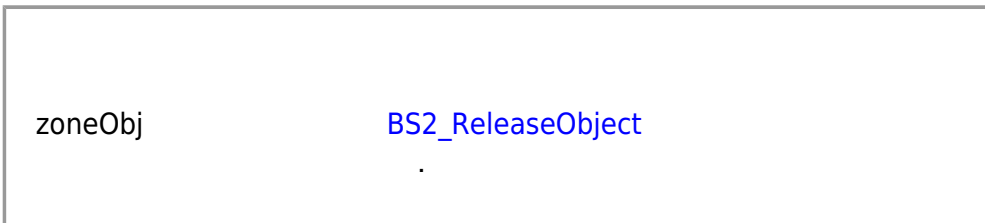
가 .

```
#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](#)

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