

BS2_RemoveFireAlarmZone 1

..... 1

..... 1

..... 1

..... 1

BS2_RemoveFireAlarmZone

```
#include "BS_API.h"

int BS2_RemoveFireAlarmZone(void* context, uint32_t deviceId, uint32_t* zoneIds, uint32_t zoneIdCount);
```

- [In] *context* : Context
- [In] *deviceId* :
- [In] *zoneIds* : fire alarm zone id
- [In] *zoneIdCount* : fire alarm zone id

BS_SDK_SUCCESS , 가

- [BS2_GetFireAlarmZone](#)
- [BS2_GetAllFireAlarmZone](#)
- [BS2_GetFireAlarmZoneStatus](#)
- [BS2_GetAllFireAlarmZoneStatus](#)
- [BS2_SetFireAlarmZone](#)
- [BS2_SetFireAlarmZoneAlarm](#)
- [BS2_RemoveAllFireAlarmZone](#)

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

Permanent link:
http://kb.supremainc.com/bs2sdk/doku.php?id=ko:bs2_removefirealarmzone

Last update: **2016/02/02 14:32**