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BS2_SetFireAlarmZone

```
#include "BS_API.h"

int BS2_SetFireAlarmZone(void* context, uint32_t deviceId, BS2FireAlarmZone* zones, uint32_t zoneCount);
```

[BS2FireAlarmZone](#)

- [In] *context* : Context
- [In] *deviceId* :
- [In] *zones* : fire alarm zone
- [In] *zoneCount* : fire alarm zone

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