

Table of Contents

BS2_GetFireAlarmZone

Declaration

Parameter

Return Value

See Also

1

1

1

1

1

BS2_GetFireAlarmZone

Retrieves selected Fire Alarm zones.

Declaration

```
#include "BS_API.h"

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

[See BS2FireAlarmZone Structure](#)

Parameter

- [In] *context* : Context
- [In] *deviceId* : Device ID
- [In] *zoneIds* : List of Fire Alarm zone IDs to retrieve
- [In] *zoneIdCount* : Size of Fire Alarm zone ID list
- [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_GetAllFireAlarmZone](#)

[BS2_GetFireAlarmZoneStatus](#)
[BS2_GetAllFireAlarmZoneStatus](#)
[BS2_SetFireAlarmZone](#)
[BS2_SetFireAlarmZoneAlarm](#)
[BS2_RemoveFireAlarmZone](#)
[BS2_RemoveAllFireAlarmZone](#)

From:

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

Permanent link:

https://kb.supremainc.com/bs2sdk/doku.php?id=en:bs2_getfirealarmzone

Last update: **2016/07/12 10:13**