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## BS2\_RemoveFireAlarmZone

Removes selected Fire Alarm zones.

### Declaration

```
#include "BS_API.h"

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

### Parameter

- [In] *context* : Context
- [In] *deviceId* : Device ID
- [In] *zoneIds* : List of Fire Alarm zone IDs to remove
- [In] *zoneIdCount* : Number of Fire Alarm zones to remove

### 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\\_GetFireAlarmZone](#)

[BS2\\_GetAllFireAlarmZone](#)

[BS2\\_GetFireAlarmZoneStatus](#)

[BS2\\_GetAllFireAlarmZoneStatus](#)

[BS2\\_SetFireAlarmZone](#)

[BS2\\_SetFireAlarmZoneAlarm](#)

[BS2\\_RemoveAllFireAlarmZone](#)

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