

**BS2\_GetAllFireAlarmZoneStatus** ..... 1  
..... 1  
..... 1  
..... 1  
..... 1

# BS2\_GetAllFireAlarmZoneStatus

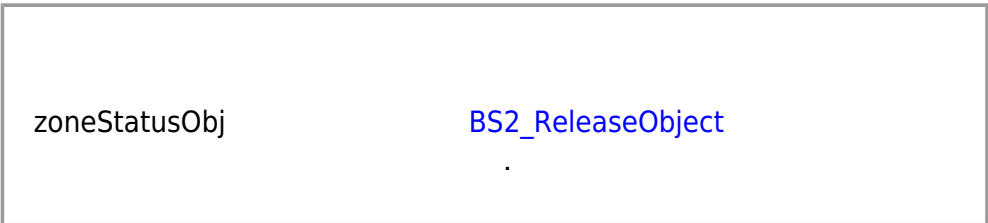
가 .

```
#include "BS_API.h"

int BS2_GetAllFireAlarmZoneStatus(void* context, uint32_t deviceId,
BS2ZoneStatus** zoneStatusObj, uint32_t* numZoneStatus);
```

BS2ZoneStatus

- [In] *context* : Context
- [In] *deviceId* :
- [Out] *zoneStatusObj* : zone status
- [Out] *numZoneStatus* : zone status



BS\_SDK\_SUCCESS , 가

- [BS2\\_GetFireAlarmZone](#)
- [BS2\\_GetAllFireAlarmZone](#)
- [BS2\\_GetFireAlarmZoneStatus](#)
- [BS2\\_SetFireAlarmZone](#)
- [BS2\\_SetFireAlarmZoneAlarm](#)

[BS2\\_RemoveFireAlarmZone](#)  
[BS2\\_RemoveAllFireAlarmZone](#)

From:

<http://kb.supremainc.com/bs2sdk/> - **BioStar 2 Device SDK**

Permanent link:

[http://kb.supremainc.com/bs2sdk./doku.php?id=ko:bs2\\_getallfirealarmzonestatus](http://kb.supremainc.com/bs2sdk./doku.php?id=ko:bs2_getallfirealarmzonestatus)

Last update: **2016/07/12 10:16**