

BS2_GetFireAlarmZone 1

..... 1

..... 1

..... 1

..... 1

..... 2

BS2_GetFireAlarmZone

가 .

BioStation 2, BioStatioin A2, BioEntry P2

```
#include "BS_API.h"

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

BS2FireAlarmZone

- [In] *context* : Context
- [In] *deviceId* :
- [In] *zoneIds* : 가 fire alarm zone id
- [In] *zoneIdCount* : fire alarm zone id
- [Out] *zoneObj* : fire alarm zone
- [Out] *numZone* : fire alarm zone



BS_SDK_SUCCESS , 가

[BS2_GetAllFireAlarmZone](#)
[BS2_GetFireAlarmZoneStatus](#)
[BS2_GetAllFireAlarmZoneStatus](#)
[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_getfirealarmzone&rev=1521682574

Last update: **2018/03/22 10:36**