Zone Control API > BS2_GetFireAlarmZoneStatus
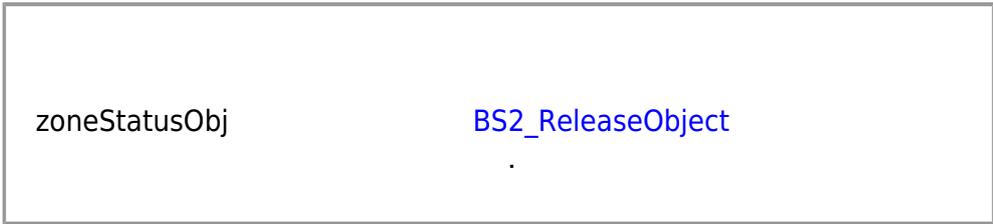
BS2_GetFireAlarmZoneStatus

.

```
#include "BS_API.h"

int BS2_GetFireAlarmZoneStatus(void* context, uint32_t deviceId, uint32_t*
zoneIds, uint32_t zoneIdCount, BS2ZoneStatus** zoneStatusObj, uint32_t*
numZoneStatus);
```

> BS2ZoneStatus

- [In] *context* : Context
- [In] *deviceId* :
- [In] *zoneIds* : fire alarm zone id
- [In] *zoneIdCount* : fire alarm zone id
- [Out] *zoneStatusObj* : zone status
- [Out] *numZoneStatus* : zone status

zoneStatusObj BS2_ReleaseObject
.

BS_SDK_SUCCESS ,
.

BS2_GetFireAlarmZone
BS2_GetAllFireAlarmZone

BS2_GetAllFireAlarmZoneStatus
BS2_SetFireAlarmZone
BS2_SetFireAlarmZoneAlarm
BS2_RemoveFireAlarmZone
BS2_RemoveAllFireAlarmZone

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