

BS2_RemoveAllFireAlarmZone 1
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BS2_RemoveAllFireAlarmZone

```
#include "BS_API.h"  
  
int BS2_RemoveAllFireAlarmZone(void* context, uint32_t deviceId);
```

- [In] *context* : Context
- [In] *deviceId* :

BS_SDK_SUCCESS , 가

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