

BS2_RemoveAllFireAlarmZone 1

..... 1

..... 1

..... 1

..... 1

[Zone Control API](#) > [BS2_RemoveAllFireAlarmZone](#)

BS2_RemoveAllFireAlarmZone

```
#include "BS_API.h"

int BS2_RemoveAllFireAlarmZone(void* context, uint32_t deviceId);
```

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

BS_SDK_SUCCESS , 가

[BS2_GetFireAlarmZone](#)
[BS2_GetAllFireAlarmZone](#)
[BS2_GetFireAlarmZoneStatus](#)
[BS2_GetAllFireAlarmZoneStatus](#)
[BS2_SetFireAlarmZone](#)
[BS2_SetFireAlarmZoneAlarm](#)
[BS2_RemoveFireAlarmZone](#)

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

Permanent link:
http://kb.supremainc.com/bs2sdk/doku.php?id=ko:bs2_removeallfirealarmzone

Last update: **2016/02/02 14:32**