Zone Control API > BS2_SetFireAlarmZone

BS2_SetFireAlarmZone

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```
#include "BS_API.h"

int BS2_SetFireAlarmZone(void* context, uint32_t deviceId, BS2FireAlarmZone*
zones, uint32_t zoneCount);
```

> BS2FireAlarmZone

- [In] *context* : Context
- [In] *deviceId* :
- [In] *zones* : fire alarm zone
- [In] *zoneCount* : fire alarm zone

BS_SDK_SUCCESS ,

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BS2_GetFireAlarmZone
BS2_GetAllFireAlarmZone
BS2_GetFireAlarmZoneStatus
BS2_GetAllFireAlarmZoneStatus
BS2_SetFireAlarmZoneAlarm
BS2_RemoveFireAlarmZone
BS2_RemoveAllFireAlarmZone

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Last update: **2016/07/12 10:04**