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# BS2_GetAllFireAlarmZone

Retrieves all Fire Alarm zones.

## Declaration

```
#include "BS_API.h"

int BS2_GetAllFireAlarmZone(void* context, uint32_t deviceId,
BS2FireAlarmZone** zoneObj, uint32_t* numZone);
```

See BS2FireAlarmZone Structure

## Parameter

- [In] *context* : Context
- [In] *deviceId* : Device ID
- [Out] *zoneObj* : Fire Alarm zone list pointer
- [Out] *numZone* : Number of Fire Alarm zones

> **NOTE**
> The zoneObj variable needs to return the memory to the system by
> the BS2_ReleaseObject function after being used.

## Return Value

If successfully done, BS_SDK_SUCCESS will be returned.
If there is an error, the corresponding error code will be returned.

## See Also

BS2_GetFireAlarmZone
BS2_GetFireAlarmZoneStatus
BS2_GetAllFireAlarmZoneStatus
BS2_SetFireAlarmZone

BS2_SetFireAlarmZoneAlarm
BS2_RemoveFireAlarmZone
BS2_RemoveAllFireAlarmZone

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