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[Zone Control API](#) > [BS2_GetFireAlarmZone](#)

BS2_GetFireAlarmZone

Retrieves selected Fire Alarm zones.

Declaration

```
#include "BS_API.h"

int BS2_GetFireAlarmZone(void* context, uint32_t deviceId, uint32_t*
zoneIds, uint32_t zoneIdCount, BS2FireAlarmZone** zoneObj, uint32_t*
numZone);
```

[See BS2FireAlarmZone Structure](#)

Parameter

- [In] *context* : Context
- [In] *deviceId* : Device ID
- [In] *zoneIds* : List of Fire Alarm zone IDs to retrieve
- [In] *zoneIdCount* : Size of Fire Alarm zone ID list
- [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_GetAllFireAlarmZone](#)

[BS2_GetFireAlarmZoneStatus](#)
[BS2_GetAllFireAlarmZoneStatus](#)
[BS2_SetFireAlarmZone](#)
[BS2_SetFireAlarmZoneAlarm](#)
[BS2_RemoveFireAlarmZone](#)
[BS2_RemoveAllFireAlarmZone](#)

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