

# Table of Contents

<b>BS2_GetFireAlarmZone</b> .....	1
Declaration .....	1
Parameter .....	1
Return Value .....	1
See Also .....	1

[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](#)

From:

<http://kb.supremainc.com/bs2sdk/> - **BioStar 2 Device SDK**

Permanent link:

[http://kb.supremainc.com/bs2sdk/doku.php?id=en:bs2\\_getfirealarmzone](http://kb.supremainc.com/bs2sdk/doku.php?id=en:bs2_getfirealarmzone)

Last update: **2016/07/12 10:13**