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BS2_GetIntrusionAlarmZone

Retrieves selected Intrusion Alarm zones.

Declaration

```
#include "BS_API.h"

int BS2_GetIntrusionAlarmZone(void* context, BS2_DEVICE_ID deviceId,
BS2IntrusionAlarmZoneBlob* zoneBlob, uint32_t* numZone);
```

[See BS2IntrusionAlarmZoneBlob Structure](#)

Parameter

- [In] *context* : Context
- [In] *deviceId* : Device ID
- [Out] *zoneBlob* : Intrusion alarm zone list pointer
- [Out] *numZone* : Number of intrusion alarm zone list

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_GetIntrusionAlarmZoneStatus](#)
[BS2_GetAllIntrusionAlarmZoneStatus](#)
[BS2_SetIntrusionAlarmZone](#)
[BS2_SetIntrusionAlarmZoneAlarm](#)

[BS2_RemoveIntrusionAlarmZone](#)
[BS2_RemoveAllIntrusionAlarmZone](#)
[BS2_SetIntrusionAlarmZoneArm](#)

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