

Table of Contents

BS2_RemoveFireAlarmZone	1
Declaration	1
Parameter	1
Return Value	1
See Also	1

[Zone Control API](#) > [BS2_RemoveFireAlarmZone](#)

BS2_RemoveFireAlarmZone

Removes selected Fire Alarm zones.

Declaration

```
#include "BS_API.h"

int BS2_RemoveFireAlarmZone(void* context, uint32_t deviceId, uint32_t*
zoneIds, uint32_t zoneIdCount);
```

Parameter

- [In] *context* : Context
- [In] *deviceId* : Device ID
- [In] *zoneIds* : List of Fire Alarm zone IDs to remove
- [In] *zoneIdCount* : Number of Fire Alarm zones to remove

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_GetAllFireAlarmZone](#)

[BS2_GetFireAlarmZoneStatus](#)

[BS2_GetAllFireAlarmZoneStatus](#)

[BS2_SetFireAlarmZone](#)

[BS2_SetFireAlarmZoneAlarm](#)

[BS2_RemoveAllFireAlarmZone](#)

From:

<https://kb.supremainc.com/kbtest/> - **BioStar Device SDK**

Permanent link:

https://kb.supremainc.com/kbtest/doku.php?id=en:bs2_removefirealarmzone

Last update: **2017/03/01 17:22**

