

BS2_GetAllFireAlarmZoneStatus 1
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BS2_GetAllFireAlarmZoneStatus

가 .

```
#include "BS_API.h"

int BS2_GetAllFireAlarmZoneStatus(void* context, uint32_t deviceId,
BS2ZoneStatus** zoneStatusObj, uint32_t* numZoneStatus);
```

[BS2ZoneStatus](#)

- [In] *context* : Context
- [In] *deviceId* :
- [Out] *zoneStatusObj* : zone status
- [Out] *numZoneStatus* : zone status



BS_SDK_SUCCESS , 가

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