

BS2_GetAllIntrusionAlarmZoneStatus 1

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BS2_GetAllIntrusionAlarmZoneStatus

가 .

```
#include "BS_API.h"
```

```
int BS2_GetAllIntrusionAlarmZoneStatus(void* context, BS2_DEVICE_ID
deviceId, BS2ZoneStatus** zoneStatusObj, uint32_t* numZoneStatus);
```

[BS2ZoneStatus](#)

- [In] *context* : Context
- [In] *deviceId* :
- [In] *zoneIds* : 가 id
- [In] *zoneIdCount* : id
- [Out] *zoneStatusObj* : zone status
- [Out] *numZoneStatus* : zone status

zoneStatusObj [BS2_ReleaseObject](#)

BS_SDK_SUCCESS , 가

[BS2_GetIntrusionAlarmZone](#)
[BS2_GetIntrusionAlarmZoneStatus](#)
[BS2_SetIntrusionAlarmZone](#)

[BS2_SetIntrusionAlarmZoneAlarm](#)
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