

BS2_GetFireAlarmZone

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BS2_GetFireAlarmZone

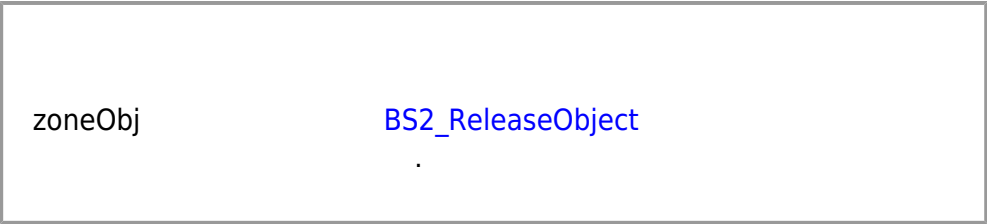
가 .

```
#include "BS_API.h"

int BS2_GetFireAlarmZone(void* context, uint32_t deviceId, uint32_t* zoneIds, uint32_t zoneIdCount, BS2FireAlarmZone** zoneObj, uint32_t* numZone);
```

BS2FireAlarmZone

- [In] *context* : Context
- [In] *deviceId* :
- [In] *zoneIds* : 가 fire alarm zone id
- [In] *zoneIdCount* : fire alarm zone id
- [Out] *zoneObj* : fire alarm zone
- [Out] *numZone* : fire alarm zone



BS_SDK_SUCCESS , 가

[BS2_GetAllFireAlarmZoneStatus](#)
[BS2_SetFireAlarmZone](#)
[BS2_SetFireAlarmZoneAlarm](#)
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