

BS2_GetFireAlarmZone 1

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BS2_GetFireAlarmZone

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BioStation 2, BioStatioin A2, BioEntry P2

```
#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_GetAllFireAlarmZone
BS2_GetFireAlarmZoneStatus
BS2_GetAllFireAlarmZoneStatus
BS2_SetFireAlarmZone
BS2_SetFireAlarmZoneAlarm
BS2_RemoveFireAlarmZone
BS2_RemoveAllFireAlarmZone

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