

BS2_GetIntrusionAlarmZoneStatus

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BS2_GetIntrusionAlarmZoneStatus

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```
#include "BS_API.h"

int BS2_GetIntrusionAlarmZoneStatus(void* context, uint32_t deviceId,
uint32_t* zoneIds, uint32_t zoneIdCount, 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

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BS_SDK_SUCCESS , 가

[BS2_SetIntrusionAlarmZone](#)
[BS2_SetIntrusionAlarmZoneAlarm](#)
[BS2_RemoveIntrusionAlarmZone](#)
[BS2_RemoveAllIntrusionAlarmZone](#)
[BS2_SetIntrusionAlarmZoneArm](#)

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