Table of Contents

BS2_SetLift

Configures a lift.

Declaration

```
#include "BS_API.h"

int BS2_SetLift(void* context, uint32_t deviceId, BS2Lift* lifts, uint32_t
liftCount);
```

> See BS2Lift Structure

Parameter

- [In] *context* : Context
- [In] *deviceId* : Device ID
- [In] *lifts* : List of lifts to be stored
- [In] *liftCount* : Number of lifts

Return Value

If successfully done, BS_SDK_SUCCESS will be returned.
If there is an error, the corresponding error code will be returned.

See Also

BS2_GetLift
BS2_GetAllLift
BS2_GetLiftStatus
BS2_GetAllLiftStatus
BS2_SetLiftAlarm
BS2_RemoveLift
BS2_RemoveAllLift
BS2_ReleaseFloor
BS2_ActivateFloor
BS2_DeActivateFloor

From:
http://kb.supremainc.com/bs2sdk./ - **BioStar Device SDK**

Permanent link:
http://kb.supremainc.com/bs2sdk./doku.php?id=en:bs2_setlift

Last update: **2017/06/28 10:49**