

**BS2\_GetAllLiftStatus** ..... 1  
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# BS2\_GetAllLiftStatus

Lift 가

```
#include "BS_API.h"

int BS2_GetAllLiftStatus(void* context, BS2_DEVICE_ID deviceId,
BS2LiftStatus** liftStatusObj, uint32_t* numLiftStatus);
```

BS2LiftStatus

- [In] *context* : Context
- [In] *deviceId* :
- [Out] *liftStatusObj* : lift status
- [Out] *numLiftStatus* : lift status

zoneStatusObj                      [BS2\\_ReleaseObject](#)

BS\_SDK\_SUCCESS , 가

- [BS2\\_GetLift](#)
- [BS2\\_GetAllLift](#)
- [BS2\\_GetLiftStatus](#)
- [BS2\\_SetLift](#)
- [BS2\\_SetLiftAlarm](#)

[BS2\\_RemoveLift](#)  
[BS2\\_RemoveAllLift](#)  
[BS2\\_ReleaseFloor](#)  
[BS2\\_ActivateFloor](#)  
[BS2\\_DeActivateFloor](#)

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