

**BS2\_RemoveLift** ..... 1  
..... 1  
..... 1  
..... 1  
..... 1

## BS2\_RemoveLift

Lift

```
#include "BS_API.h"

int BS2_RemoveLift(void* context, uint32_t deviceId, uint32_t* liftIds,
uint32_t liftIdCount);
```

- [In] *context* : Context
- [In] *deviceId* :
- [In] *liftIds* : lift id
- [In] *liftIdCount* : lift id

BS\_SDK\_SUCCESS , 가

- [BS2\\_GetLift](#)
- [BS2\\_GetAllLift](#)
- [BS2\\_GetLiftStatus](#)
- [BS2\\_GetAllLiftStatus](#)
- [BS2\\_SetLift](#)
- [BS2\\_SetLiftAlarm](#)
- [BS2\\_RemoveAllLift](#)
- [BS2\\_ReleaseFloor](#)
- [BS2\\_ActivateFloor](#)
- [BS2\\_DeActivateFloor](#)

From:

<https://kb.supremainc.com/bs2sdk/> - **BioStar Device SDK**

Permanent link:

[https://kb.supremainc.com/bs2sdk/doku.php?id=ko:bs2\\_removelift](https://kb.supremainc.com/bs2sdk/doku.php?id=ko:bs2_removelift)

Last update: **2017/06/28 11:42**