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BS2_ActivateFloor

Configures the priority of when the door gets activated. The activate priority must be higher than the deactivate to activate the lift.

Declaration

```
#include "BS_API.h"

int BS2_ActivateFloor(void* context, uint32_t deviceId, BS2_FLOOR_FLAG flag,
BS2_LIFT_ID liftID, uint16_t* floorIndexs, uint8_t floorIndexCount);
```

Parameter

- [In] *context* : Context
- [In] *deviceId* : Device ID
- [In] *flag* : Priority of the activate status to add
- [In] *liftID* : Lift ID
- [In] *floorIndexs* : List of floor indexes
- [In] *floorIndexCount* : Number of floor indexes

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_SetLift
BS2_SetLiftAlarm
BS2_RemoveLift
BS2_RemoveAllLift
BS2_ReleaseFloor
BS2_DeActivateFloor

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