

Table of Contents

BS2_GetAllLift	1
Declaration	1
Parameter	1
Return Value	1
See Also	1

[Lift Control API](#) > [BS2_GetAllLift](#)

BS2_GetAllLift

Retrieves all lifts.

Declaration

```
#include "BS_API.h"

int BS2_GetAllLift(void* context, BS2_DEVICE_ID deviceId, BS2Lift** liftObj,
uint32_t* numLift);
```

[See BS2Lift Structure](#)

Parameter

- [In] *context* : Context
- [In] *deviceId* : Device ID
- [Out] *liftObj* : Lift list pointer
- [Out] *numLift* : Number of lifts

NOTE

The *liftObj* variable needs to return the memory to the system by the [BS2_ReleaseObject](#) function after being used.

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_SetLift](#)

[BS2_RemoveLift](#)

[BS2_RemoveAllLift](#)

From:

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

Permanent link:

http://kb.supremainc.com/bs2sdk./doku.php?id=en:bs2_getalllift

Last update: **2017/06/28 10:48**