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BS2_ReleaseFloor

Releases the activate/deactivate flag of the lift status. This initializes the priorities set to the lift.

Declaration

```
#include "BS_API.h"

int BS2_ReleaseFloor(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 floor to release
- [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_ActivateFloor](#)
[BS2_DeActivateFloor](#)

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