

Table of Contents

BS2_RemoveLift	1
Declaration	1
Parameter	1
Return Value	1
See Also	1

[Lift Control API](#) > [BS2_RemoveLift](#)

BS2_RemoveLift

Removes selected lifts.

Declaration

```
#include "BS_API.h"

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

Parameter

- [In] *context* : Context
- [In] *deviceId* : Device ID
- [In] *liftIds* : List of lift IDs to remove
- [In] *liftIdCount* : Number of lifts to remove

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_RemoveAllLift](#)
[BS2_ReleaseFloor](#)
[BS2_ActivateFloor](#)
[BS2_DeActivateFloor](#)

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