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## BS2\_SetLiftAlarm

Lift

```
#include "BS_API.h"

int BS2_SetLiftAlarm(void* context, uint32_t deviceId, BS2_LIFT_ALARM_FLAG
flag, BS2_LIFT_ID* liftIds, uint32_t liftIdCount);
```

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

BS\_SDK\_SUCCESS , 가

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