# Table of Contents

Lift Control API > BS2_GetAllFloorLevel

# BS2_GetAllFloorLevel

Retrieves all floor levels.

## Declaration

```
#include "BS_API.h"

int BS2_GetAllFloorLevel(void* context, uint32_t deviceId, BS2FloorLevel**
floorLevelObj, uint32_t* numFloorLevel);
```

> See BS2FloorLevel Structure

## Parameter

- [In] *context* : Context
- [In] *deviceId* : Device ID
- [Out] *floorLevelObj* : Floor level list pointer
- [Out] *numFloorLevel* : Number of floor levels

> **NOTE**
> The floorLevelObjvariable 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_GetFloorLevel
BS2_SetFloorLevel
BS2_RemoveFloorLevel

BS2_RemoveAllFloorLevel