

# Table of Contents

<b>BS2_GetAllFloorLevel</b> .....	1
Declaration .....	1
Parameter .....	1
Return Value .....	1
See Also .....	1

[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 *floorLevelObj* 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\\_GetFloorLevel](#)  
[BS2\\_SetFloorLevel](#)  
[BS2\\_RemoveFloorLevel](#)

## BS2\_RemoveAllFloorLevel

From:

<http://kb.supremainc.com/bs2sdk/> - **BioStar 2 Device SDK**

Permanent link:

[http://kb.supremainc.com/bs2sdk/doku.php?id=en:bs2\\_getallfloorlevel](http://kb.supremainc.com/bs2sdk/doku.php?id=en:bs2_getallfloorlevel)

Last update: **2017/06/28 11:40**