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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

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