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BS2_GetFloorLevel

Retrieves selected floor levels.

Declaration

```
#include "BS_API.h"

int BS2_GetFloorLevel(void* context, uint32_t deviceId, uint32_t*
floorLevelIds, uint32_t floorLevelIdCount, BS2FloorLevel** floorLevelObj,
uint32_t* numFloorLevel);
```

See BS2FloorLevel Structure

Parameter

- [In] *context* : Context
- [In] *deviceId* : Device ID
- [In] *floorLevelIds* : List of floor level IDs to retrieve
- [In] *floorLevelIdCount* : Number of floor levels to retrieve
- [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_GetAllFloorLevel

[BS2_SetFloorLevel](#)
[BS2_RemoveFloorLevel](#)
[BS2_RemoveAllFloorLevel](#)

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Last update: **2017/06/28 10:52**