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BS2_GetLift

Retrieves selected lifts.

Declaration

```
#include "BS_API.h"

int BS2_GetLift(void* context, uint32_t deviceId, uint32_t* liftIds,
uint32_t liftIdCount, BS2Lift** liftObj, uint32_t* numLift);
```

> See BS2Lift Structure

Parameter

- [In] *context* : Context
- [In] *deviceId* : Device ID
- [In] *liftIds* : List of lift IDs to retrieve
- [In] *liftIdCount* : Number of lifts to retrieve
- [Out] *liftObj* : Lift list pointer
- [Out] *numLift* : Number of lifts

> **NOTE**
> The liftObj 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_GetAllLift
BS2_SetLift

[BS2_RemoveLift](#)
[BS2_RemoveAllLift](#)

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Last update: **2017/06/28 10:47**