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## BS2\_RemoveFloorLevel

Removes selected floor levels.

### Declaration

```
#include "BS_API.h"

int BS2_RemoveFloorLevel(void* context, uint32_t deviceId, uint32_t*
floorLevelIds, uint32_t floorLevelIdCount);
```

### Parameter

- [In] *context* : Context
- [In] *deviceId* : Device ID
- [In] *floorLevelIds* : List of floor levels to remove
- [In] *floorLevelIdCount* : Number of floor levels to remove

### 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\\_GetAllFloorLevel](#)  
[BS2\\_SetFloorLevel](#)  
[BS2\\_RemoveAllFloorLevel](#)

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