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## BS2\_RemoveLift

Removes selected lifts.

### Declaration

```
#include "BS_API.h"

int BS2_RemoveLift(void* context, uint32_t deviceId, uint32_t* liftIds,
uint32_t liftIdCount);
```

### Parameter

- [In] *context* : Context
- [In] *deviceId* : Device ID
- [In] *liftIds* : List of lift IDs to remove
- [In] *liftIdCount* : Number of lifts 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\\_GetLift](#)

[BS2\\_GetAllLift](#)

[BS2\\_GetLiftStatus](#)

[BS2\\_GetAllLiftStatus](#)

[BS2\\_SetLift](#)

[BS2\\_SetLiftAlarm](#)

[BS2\\_RemoveAllLift](#)

[BS2\\_ReleaseFloor](#)

[BS2\\_ActivateFloor](#)

[BS2\\_DeActivateFloor](#)

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Last update: **2017/06/28 10:50**