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BS2_SetFloorLevel

Configures a floor level.

Declaration

```
#include "BS_API.h"

int BS2_SetFloorLevel(void* context, uint32_t deviceId, BS2FloorLevel*
floorLevels, uint32_t floorLevelCount);
```

> See BS2FloorLevel Structure

Parameter

- [In] *context* : Context
- [In] *deviceId* : Device ID
- [In] *floorLevels* : List of floor levels to be stored
- [In] *floorLevelCount* : Number of floor levels

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_RemoveFloorLevel
BS2_RemoveAllFloorLevel

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