

Table of Contents

BS2_SetFloorLevel	1
Declaration	1
Parameter	1
Return Value	1
See Also	1

[Lift Control API](#) > [BS2_SetFloorLevel](#)

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](#)

From:

<https://kb.supremainc.com/bs2sdk/> - **BioStar Device SDK**

Permanent link:

https://kb.supremainc.com/bs2sdk/doku.php?id=en:bs2_setfloorlevel

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