

**BS2\_ActivateFloor** ..... 1

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# BS2\_ActivateFloor

Floor가 , Floor가 .

```
#include "BS_API.h"

int BS2_ActivateFloor(void* context, uint32_t deviceId, BS2_FLOOR_FLAG flag,
BS2_LIFT_ID liftID, uint16_t* floorIndexs, uint8_t floorIndexCount);
```

- [In] *context* : Context
- [In] *deviceId* :
- [In] *flag* : 가 floor
- [In] *liftID* : lift ID
- [In] *floorIndexs* : floor Index
- [In] *floorIndexCount* : floor Index

BS\_SDK\_SUCCESS , 가

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