

**BS2\_GetAllFloorLevel** ..... 1  
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# BS2\_GetAllFloorLevel

Floor 가 .

```
#include "BS_API.h"

int BS2_GetAllFloorLevel(void* context, uint32_t deviceId, BS2FloorLevel** floorLevelObj, uint32_t* numFloorLevel);
```

[BS2FloorLevel](#)

- [In] *context* : Context
- [In] *deviceId* :
- [Out] *floorLevelObj* : floor level
- [Out] *numFloorLevel* : floor level



BS\_SDK\_SUCCESS , 가

- [BS2\\_GetFloorLevel](#)
- [BS2\\_SetFloorLevel](#)
- [BS2\\_RemoveFloorLevel](#)
- [BS2\\_RemoveAllFloorLevel](#)

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