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BS2_GetAllLift

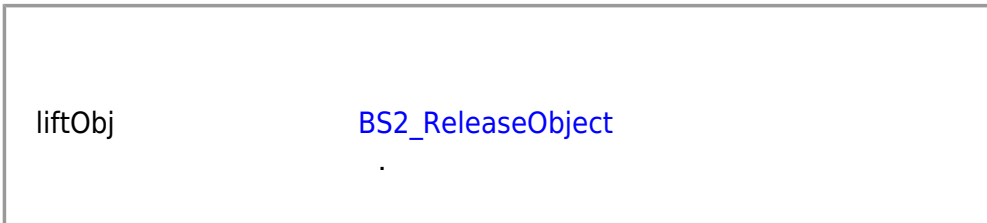
lift 가 .

```
#include "BS_API.h"

int BS2_GetAllLift(void* context, BS2_DEVICE_ID deviceId, BS2Lift** liftObj,
uint32_t* numLift);
```

BS2Lift

- [In] *context* : Context
- [In] *deviceId* :
- [Out] *liftObj* : lift
- [Out] *numLift* : lift



BS_SDK_SUCCESS , 가

- [BS2_GetLift](#)
- [BS2_SetLift](#)
- [BS2_RemoveLift](#)
- [BS2_RemoveAllLift](#)

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