

BS2_GetFloorLevel 1

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BS2_GetFloorLevel

Floor 가 .

```
#include "BS_API.h"

int BS2_GetFloorLevel(void* context, uint32_t deviceId, uint32_t*
floorLevelIds, uint32_t floorLevelIdCount, BS2FloorLevel** floorLevelObj,
uint32_t* numFloorLevel);
```

[BS2FloorLevel](#)

- [In] *context* : Context
- [In] *deviceId* :
- [In] *floorLevelIds* : 가 floor level id
- [In] *floorLevelIdCount* : floor level id
- [Out] *floorLevelObj* : floor level
- [Out] *numFloorLevel* : floor level



BS_SDK_SUCCESS , 가

[BS2_GetAllFloorLevel](#)
[BS2_SetFloorLevel](#)

[BS2_RemoveFloorLevel](#)
[BS2_RemoveAllFloorLevel](#)

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