

BS2_RemoveFloorLevel 1
..... 1
..... 1
..... 1
..... 1

BS2_RemoveFloorLevel

Floor

```
#include "BS_API.h"

int BS2_RemoveFloorLevel(void* context, uint32_t deviceId, uint32_t*
floorLevelIds, uint32_t floorLevelIdCount);
```

- [In] *context* : Context
- [In] *deviceId* :
- [In] *floorLevelIds* : floor level id
- [In] *floorLevelIdCount* : floor level id

BS_SDK_SUCCESS , 가

- [BS2_GetFloorLevel](#)
- [BS2_GetAllFloorLevel](#)
- [BS2_SetFloorLevel](#)
- [BS2_RemoveAllFloorLevel](#)

From:
<http://kb.supremainc.com/bs2sdk/> - **BioStar 2 Device SDK**

Permanent link:
http://kb.supremainc.com/bs2sdk/doku.php?id=ko:bs2_removefloorlevel

Last update: **2017/06/28 11:39**