

BS2_SetFloorLevel 1
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BS2_SetFloorLevel

Floor

```
#include "BS_API.h"

int BS2_SetFloorLevel(void* context, uint32_t deviceId, BS2FloorLevel*
floorLevels, uint32_t floorLevelCount);
```

[BS2FloorLevel](#)

- [In] *context* : Context
- [In] *deviceId* :
- [In] *floorLevels* : floor level
- [In] *floorLevelCount* : floor level

BS_SDK_SUCCESS , 가

- [BS2_GetFloorLevel](#)
- [BS2_GetAllFloorLevel](#)
- [BS2_RemoveFloorLevel](#)
- [BS2_RemoveAllFloorLevel](#)

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