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BS2_ActivateFloor

Configures the priority of when the door gets activated. The activate priority must be higher than the deactivate to activate the lift.

Declaration

```
#include "BS_API.h"

int BS2_ActivateFloor(void* context, uint32_t deviceId, BS2_FLOOR_FLAG flag,
BS2_LIFT_ID liftID, uint16_t* floorIndexs, uint8_t floorIndexCount);
```

Parameter

- [In] *context* : Context
- [In] *deviceId* : Device ID
- [In] *flag* : Priority of the activate status to add
- [In] *liftID* : Lift ID
- [In] *floorIndexs* : List of floor indexes
- [In] *floorIndexCount* : Number of floor indexes

Return Value

If successfully done, `BS_SDK_SUCCESS` will be returned.
If there is an error, the corresponding error code will be returned.

See Also

[BS2_GetLift](#)
[BS2_GetAllLift](#)
[BS2_GetLiftStatus](#)
[BS2_GetAllLiftStatus](#)
[BS2_SetLift](#)
[BS2_SetLiftAlarm](#)
[BS2_RemoveLift](#)
[BS2_RemoveAllLift](#)
[BS2_ReleaseFloor](#)
[BS2_DeActivateFloor](#)

From:

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

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Last update: **2017/06/28 10:51**