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## BS2\_DeActivateFloor

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

### Declaration

```
#include "BS_API.h"

int BS2_DeActivateFloor(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 deactivate 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\\_ActivateFloor](#)

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