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BS2_GetAllLift

Retrieves all lifts.

Declaration

```
#include "BS_API.h"

int BS2_GetAllLift(void* context, BS2_DEVICE_ID deviceId, BS2Lift** liftObj,
uint32_t* numLift);
```

[See BS2Lift Structure](#)

Parameter

- [In] *context* : Context
- [In] *deviceId* : Device ID
- [Out] *liftObj* : Lift list pointer
- [Out] *numLift* : Number of lifts

NOTE

The *liftObj* variable needs to return the memory to the system by the [BS2_ReleaseObject](#) function after being used.

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_SetLift](#)

[BS2_RemoveLift](#)

[BS2_RemoveAllLift](#)

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