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## BS2\_GetAllLiftStatus

Retrieves the status of all lifts.

### Declaration

```
#include "BS_API.h"

int BS2_GetAllLiftStatus(void* context, BS2_DEVICE_ID deviceId,
BS2LiftStatus** liftStatusObj, uint32_t* numLiftStatus);
```

[See BS2LiftStatus Structure](#)

### Parameter

- [In] *context* : Context
- [In] *deviceId* : Device ID
- [Out] *liftStatusObj* : Lift status list pointer
- [Out] *numLiftStatus* : Number of lift status

#### NOTE

The *liftStatusObj* 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\\_GetAllLift](#)  
[BS2\\_GetLiftStatus](#)  
[BS2\\_SetLift](#)

[BS2\\_SetLiftAlarm](#)  
[BS2\\_RemoveLift](#)  
[BS2\\_RemoveAllLift](#)  
[BS2\\_ReleaseFloor](#)  
[BS2\\_ActivateFloor](#)  
[BS2\\_DeActivateFloor](#)

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