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BS2_GetLiftStatus

Retrieves the status of selected lifts.

Declaration

```
#include "BS_API.h"

int BS2_GetLiftStatus(void* context, BS2_DEVICE_ID deviceId, BS2_LIFT_ID* liftIds, uint32_t liftIdCount, BS2LiftStatus** liftStatusObj, uint32_t* numLiftStatus);
```

[See BS2LiftStatus Structure](#)

Parameter

- [In] *context* : Context
- [In] *deviceId* : Device ID
- [In] *liftIds* : List of lift IDs to retrieve
- [In] *liftIdCount* : Size of the lift ID list
- [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_GetAllLiftStatus
BS2_SetLift
BS2_SetLiftAlarm
BS2_RemoveLift
BS2_RemoveAllLift
BS2_ReleaseFloor
BS2_ActivateFloor
BS2_DeActivateFloor

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