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BS2_RemoveFloorLevel

Removes selected floor levels.

Declaration

```
#include "BS_API.h"

int BS2_RemoveFloorLevel(void* context, uint32_t deviceId, uint32_t*
floorLevelIds, uint32_t floorLevelIdCount);
```

Parameter

- [In] *context* : Context
- [In] *deviceId* : Device ID
- [In] *floorLevelIds* : List of floor levels to remove
- [In] *floorLevelIdCount* : Number of floor levels to remove

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_GetFloorLevel](#)

[BS2_GetAllFloorLevel](#)

[BS2_SetFloorLevel](#)

[BS2_RemoveAllFloorLevel](#)

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