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BS2_SetLift

Configures a lift.

Declaration

```
#include "BS_API.h"

int BS2_SetLift(void* context, uint32_t deviceId, BS2Lift* lifts, uint32_t liftCount);
```

[See BS2Lift Structure](#)

Parameter

- [In] *context* : Context
- [In] *deviceId* : Device ID
- [In] *lifts* : List of lifts to be stored
- [In] *liftCount* : Number of lifts

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_SetLiftAlarm](#)
[BS2_RemoveLift](#)
[BS2_RemoveAllLift](#)
[BS2_ReleaseFloor](#)
[BS2_ActivateFloor](#)
[BS2_DeActivateFloor](#)

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