

**BS2\_GetFloorLevel** ..... 1  
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# BS2\_GetFloorLevel

Floor 가 .

```
#include "BS_API.h"

int BS2_GetFloorLevel(void* context, uint32_t deviceId, uint32_t*
floorLevelIds, uint32_t floorLevelIdCount, BS2FloorLevel** floorLevelObj,
uint32_t* numFloorLevel);
```

## BS2FloorLevel

- [In] *context* : Context
- [In] *deviceId* :
- [In] *floorLevelIds* : 가 floor level id
- [In] *floorLevelIdCount* : floor level id
- [Out] *floorLevelObj* : floor level
- [Out] *numFloorLevel* : floor level

floorLevelObj                      [BS2\\_ReleaseObject](#)

BS\_SDK\_SUCCESS , 가

[BS2\\_GetAllFloorLevel](#)  
[BS2\\_SetFloorLevel](#)

[BS2\\_RemoveFloorLevel](#)  
[BS2\\_RemoveAllFloorLevel](#)

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