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BS2_ReleaseFloor

Floor

```
#include "BS_API.h"

int BS2_ReleaseFloor(void* context, uint32_t deviceId, BS2_FLOOR_FLAG flag,
BS2_LIFT_ID liftID, uint16_t* floorIndexs, uint8_t floorIndexCount);
```

- [In] *context* : Context
- [In] *deviceId* :
- [In] *flag* : Floor
- [In] *liftID* : lift ID
- [In] *floorIndexs* : floor Index
- [In] *floorIndexCount* : floor Index

BS_SDK_SUCCESS , 가

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Last update: **2017/06/28 11:41**