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BS2_RemoveAllLift

Lift

```
#include "BS_API.h"

int BS2_RemoveAllLift(void* context, uint32_t deviceId);
```

- [In] *context* : Context
- [In] *deviceId* :

BS_SDK_SUCCESS , 가

- BS2_GetLift
- BS2_GetAllLift
- BS2_GetLiftStatus
- BS2_GetAllLiftStatus
- BS2_SetLift
- BS2_SetLiftAlarm
- BS2_RemoveLift
- BS2_ReleaseFloor
- BS2_ActivateFloor
- BS2_DeActivateFloor

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