

BS2_SetLift 1
..... 1
..... 1
..... 1
..... 1

BS2_SetLift

Lift

```
#include "BS_API.h"

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

BS2Lift

- [In] *context* : Context
- [In] *deviceId* :
- [In] *lifts* : lift
- [In] *liftCount* : lift

BS_SDK_SUCCESS , 가

- [BS2_GetLift](#)
- [BS2_GetAllLift](#)
- [BS2_GetLiftStatus](#)
- [BS2_GetAllLiftStatus](#)
- [BS2_SetLiftAlarm](#)
- [BS2_RemoveLift](#)
- [BS2_RemoveAllLift](#)
- [BS2_ReleaseFloor](#)
- [BS2_ActivateFloor](#)
- [BS2_DeActivateFloor](#)

From:
<https://kb.supremainc.com/kbtest/> - **BioStar Device SDK**

Permanent link:
https://kb.supremainc.com/kbtest/doku.php?id=ko:bs2_setlift

Last update: **2017/06/28 11:43**