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BS2_AllocateUsbContext

[End of support][+ 2.5.0] Allocates context which manages & controls USB device. Log and user data can be retrieved from USB device through the USB context.

Declaration

```
#include "BS_API.h"

void* BS2_AllocateUsbContext(const char* szDir);
```

Parameter

- [In] *szDir* : USB device directory

> **NOTE**
> The logsObj variable needs to return the memory to the system by the BS2_ReleaseObject function after being used.

Return Value

Returns NULL when there is not enough system memory, if not, returns the allocated Context.

See Also

BS2_ReleaseUsbContext
BS2_GetUserDatabaseInfoFromDir
BS2_GetUserListFromDir
BS2_GetUserInfosFromDir
BS2_GetUserDatasFromDir
BS2_GetUserInfosExFromDir
BS2_GetUserDatasExFromDir
BS2_GetLogFromDir
BS2_GetLogBlobFromDir
BS2_GetFilteredLogFromDir

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