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BS2_StartMonitoringLogEx

[+ V2.7.1]

```
#include "BS_API.h"

int BS2_StartMonitoringLogEx(void* context, uint32_t deviceId,
OnLogReceivedEx ptrLogReceivedEx);
```

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

BS_SDK_SUCCESS , 가

[BS2_StopMonitoringLog](#)

From: <http://kb.supremainc.com/bs2sdk/> - **BioStar 2 Device SDK**

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