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BS2_AllocateUsbContext

[Deprecated][+ 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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