

**BS2\_ClearLog**

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## BS2\_ClearLog

가 (BS2\_ClearLog, BS2\_FactoryReset ) ,  
 id (BS2Event, BS2EventBlob )  
 id id + 1 가  
 id uint32\_t 0xFFFFFFFF 가 0 가 .

```
#include "BS_API.h"
int BS2_ClearLog(void* context, uint32_t deviceId);
```

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

BS\_SDK\_SUCCESS , 가

[BS2\\_GetLog](#)

[BS2\\_GetFilteredLog](#)

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Last update: **2018/02/06 10:17**