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BS2_StartMonitoringLog

```
#include "BS_API.h"

int BS2_StartMonitoringLog(void* context, uint32_t deviceId, OnLogReceived ptrLogReceived);
```

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

BS_SDK_SUCCESS , 가

C#

```
private API.OnLogReceived cbOnLogReceived = null; //To prevent garbage collection

Console.WriteLine("Trying to activate log monitoring.");
BS2ErrorCode result = (BS2ErrorCode)API.BS2_StartMonitoringLog(sdkContext, deviceId, cbOnLogReceived);
if (result != BS2ErrorCode.BS_SDK_SUCCESS)
{
    Console.WriteLine("Got error({0}).", result);
}
```

[BS2_StopMonitoringLog](#)

From:

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

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Last update: **2021/12/30 12:40**