

BS2_GetFilteredLogSinceEventId 1

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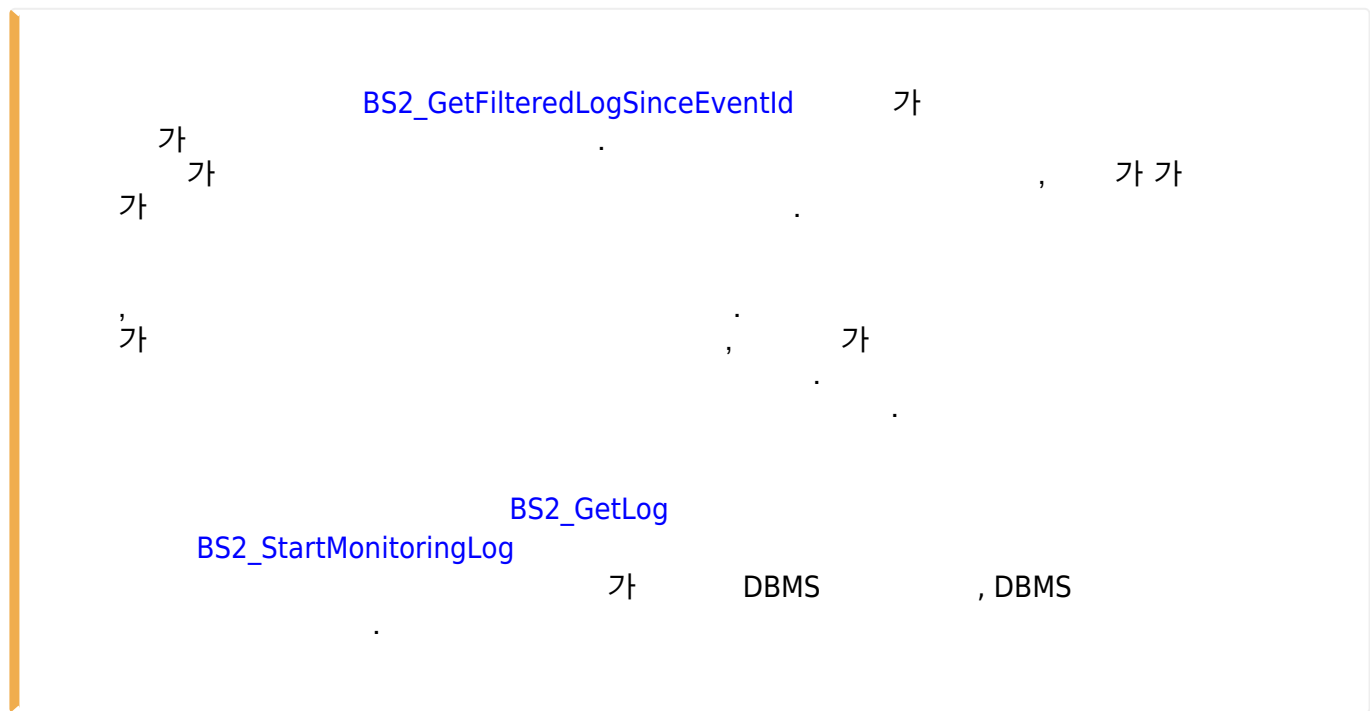
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BS2_GetFilteredLogSinceEventId

[] 가 .



```

#include "BS_API.h"

int BS2_GetFilteredLogSinceEventId(void* context, BS2_DEVICE_ID deviceId,
char* uid, BS2_EVENT_CODE eventCode,
    BS2_TIMESTAMP start,
    BS2_TIMESTAMP end,
    uint8_t tnakey,
    BS2_EVENT_ID lastEventId,
    uint32_t amount,
    BS2Event** logsObj,
    uint32_t* numLog);
  
```

BS2Event

- [In] *context* : Context
- [In] *deviceId* :
- [In] *uid* : NULL
- [In] *eventCode* : 0
- [In] *start* : 0
- [In] *end* : 0
- [In] *tnakey* : TNA key 0 TNA key
- [In] *lastEventId* : ID ID
- [In] *amount* :
- [Out] *logsObj* :
- [Out] *numLog* :

logsObj [BS2_ReleaseObject](#)

BS_SDK_SUCCESS , 가

C#

```

Type structureType = typeof(BS2Event);
int structSize = Marshal.SizeOf(structureType);
IntPtr uid = IntPtr.Zero;
UInt16 eventCode = ;
UInt32 start = ;
UInt32 end = ;
byte tnaKey = ;
IntPtr outEventLogObjs = IntPtr.Zero;
UInt32 outNumEventLogs = ;

BS2ErrorCode result =
(BS2ErrorCode)API.BS2_GetFilteredLogSinceEventId(sdkContext, deviceId, uid,
eventCode, start, end, tnaKey, lastEventId, amount, out outEventLogObjs, out
outNumEventLogs);
if (result != BS2ErrorCode.BS_SDK_SUCCESS)
{
    Console.WriteLine("Got error({0}).", result);
    break;
}

```

[BS2_GetLog](#)
[BS2_ClearLog](#)

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