BS2_GetLog 1

Log Management API > BS2_GetLog

BS2_GetLog

ID amount .

```
#include "BS_API.h"

int BS2_GetLog(void* context, uint32_t deviceId, uint32_t eventId, uint32_t
amount, BS2Event** logsObj, uint32_t* numLog);
```

> BS2Event

- [In] *context* : Context
- [In] *deviceId* :
- [In] *eventId* : ID , O .
- [In] *amount* : , O eventId .
- [Out] *logsObj* :
- [Out] *numLog* :

logsObj BS2_ReleaseObject
.

BS_SDK_SUCCESS ,
.

C++

```
if (BS_SDK_SUCCESS == sdkResult)
```

```cpp
{
    for (uint32_t index = ; index < numOfLog; ++index)
    {
        BS2Event& event = logObj[index];
        latestIndex = event.id;
        cout << Utility::getEventString(id, event, timezone) << endl;

        if (event.image & 0x01)
        {
            uint32_t imageSize();
            uint8_t* imageBuf = new uint8_t[MAX_SIZE_IMAGE_LOG];
            memset(imageBuf, 0x0, sizeof(uint8_t) * MAX_SIZE_IMAGE_LOG);
            if (BS_SDK_SUCCESS == getImageLog(context, id, event.id,
imageBuf, imageSize))
            {
                // Your job.
                cout << "Image log received from " << id << " dateTime:" <<
event.dateTime + timezone
                    << " Event:" << event.id << endl;
            }

            delete[] imageBuf;
        }
    }

    if (logObj)
    {
        BS2_ReleaseObject(logObj);
        logObj = NULL;
    }
}
```

C#

```csharp
if (outNumEventLogs > 0)
{
    IntPtr curEventLogObjs = outEventLogObjs;
    for (UInt32 idx = 0; idx < outNumEventLogs; idx++)
    {
        BS2Event eventLog =
(BS2Event)Marshal.PtrToStructure(curEventLogObjs, structureType);
        Console.WriteLine(Util.GetLogMsg(eventLog));
        Console.WriteLine((eventLog.deviceID));
        Console.WriteLine((eventLog.code));
        Console.WriteLine((Encoding.ASCII.GetString(eventLog.userID)));
Console.WriteLine((Util.ConvertFromUnixTimestamp(eventLog.dateTime).AddHours
(8).ToString("yyyyMMddHHmmss")));
        curEventLogObjs += structSize;
        lastEventId = eventLog.id;
    }
```

```
    API.BS2_ReleaseObject(outEventLogObjs);
}
```

BS2_GetFilteredLog
BS2_ClearLog