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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](#)  
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