

Table of Contents

BS2_AllocateUsbContext	1
Declaration	1
Parameter	1
Return Value	1
See Also	1

 **Fix Me!** This page is not fully translated, yet. Please help completing the translation.
(remove this paragraph once the translation is finished)

[USB Exported Control API](#) > [BS2_AllocateUsbContext](#)

BS2_AllocateUsbContext

[+ 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](#)

BS2_GetFilteredLogFromDir

From:

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

Permanent link:

http://kb.supremainc.com/bs2sdk/doku.php?id=en:bs2_allocateusbcontext&rev=1560325602

Last update: **2019/06/12 16:46**