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## BS2\_GetFilteredLogSinceEventId

[Deprecated] Gets all the log records that matches the given condition.

### Important

The device log filtering API [BS2\\_GetFilteredLogSinceEventId](#) reviews the device's logs against the conditions set by the server.

This means that the device may invest considerable time in log filtering, and as the number of logs on the device increases, more time will be required.

Also, logs are not permanently stored on the device.

If the maximum number of logs that the device can hold is exceeded, the device will overwrite the oldest logs, and logs older than a certain period of time may be automatically deleted.

It is recommended that all logs from the device be stored and managed on a server.

Combining the [BS2\\_GetLog](#) API for bulk receiving of logs from the device and the [BS2\\_StartMonitoringLog](#) API

for receiving logs in real-time after that, it is recommended to store all logs from the device in a suitable DBMS by the server, and then filter logs from the DBMS.

## Declaration

```
#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);
```

[See BS2Event Structure](#)

## Parameter

- [In] *context* : Context
- [In] *deviceId* : Device ID
- [In] *uid* : User ID. When the value is NULL, it means all users.
- [In] *eventCode* : Log event code. When the value is 0, it means all events.
- [In] *start* : Filtered search start time. When the value is 0, it means there are no limitations.
- [In] *end* : Filtered search end time. When the value is 0, it means there are no limitations.
- [In] *tnakey* : TNA key. When the value is 0, it means all TNA keys.
- [In] *lastEventId* : Choose a specific log ID and it searches from the chosen log ID
- [In] *amount* : Amount of log.
- [Out] *logsObj* : Pointer to store the log record's address.
- [Out] *numLog* : Number of log record.

### NOTE

The *zoneObj* variable needs to return the memory to the system by the [BS2\\_ReleaseObject](#) function after being used.

## Return Value

If successfully done, BS\_SDK\_SUCCESS will be returned.

If there is an error, the corresponding error code will be returned.

## See Also

[BS2\\_GetLog](#)

[BS2\\_ClearLog](#)

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