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## BS2\_GetImageLog

[+ 2.5.0] Gets image logs using event ID.

### Declaration

```
#include "BS_API.h"

int BS2_GetImageLog(void* context, uint32_t deviceId, uint32_t eventId,
uint8_t** imageObj, uint32_t* imageSize);
```

### Paramter

- [In] *context* : Context
- [In] *deviceId* : Device ID
- [In] *eventId* : Event ID
- [Out] *imageObj* : Pointer to store the image log
- [Out] *imageSize* : Size of image log

#### NOTE

The logsObj 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.

From:

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

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