

Table of Contents

BS2_StartMonitoringLog	1
Declaration	1
Parameter	1
Return Value	1
See Also	1

[Log Management API](#) > [BS2_StartMonitoringLog](#)

BS2_StartMonitoringLog

Starts Real-time log streaming.

Declaration

```
#include "BS_API.h"

int BS2_StartMonitoringLog(void* context, uint32_t deviceId, OnLogReceived ptrLogReceived);
```

Parameter

- [In] *context* : Context
- [In] *deviceId* : Device ID
- [In] *ptrLogReceived* : Callback function that is called when a new log is received

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_StopMonitoringLog](#)

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