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BS2_StopMonitoringLog

Stops Real-time log streaming.

Declaration

```
#include "BS_API.h"

int BS2_StopMonitoringLog(void* context, uint32_t deviceId);
```

Parameter

- [In] *context* : Context
- [In] *deviceId* : Device ID

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_StartMonitoringLog](#)

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