_BS2_ClearLog_

BS2_ClearLog

id (BS2Event, BS2EventBlob)

id id + 1 .
id uint32_t 0xFFFFFFFF O .

```
#include "BS_API.h"
int BS2_ClearLog(void* context, uint32_t deviceId);
```

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

BS_SDK_SUCCESS ,

.

C#

```
void clearLog(IntPtr sdkContext, UInt32 deviceID, bool isMasterDevice)
{
    Console.WriteLine("Trying to clear log.");
    BS2ErrorCode result = (BS2ErrorCode)API.BS2_ClearLog(sdkContext,
deviceID);
    if (result != BS2ErrorCode.BS_SDK_SUCCESS)
    {
        Console.WriteLine("Got error({0}).", result);
    }
}
```

BS2_GetLog

BS2_GetFilteredLog