

BS2_ClearLog

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[Log Management API](#) > [BS2_ClearLog](#)

BS2_ClearLog

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

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

BS_SDK_SUCCESS , 가

[BS2_GetLog](#)

[BS2_GetFilteredLog](#)

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