Log Management API > BS2_GetFilteredLogSinceEventId

BS2_GetFilteredLogSinceEventId

[   ]   .

> BS2_GetFilteredLogSinceEventId
> .
>   ,
>   .
>
>   ,   .
>   ,
>   .
>   .
>
>   BS2_GetLog
>   BS2_StartMonitoringLog
>   DBMS   , DBMS
>   .

```
#include "BS_API.h"

int BS2_GetFilteredLogSinceEventId(void* context, BS2_DEVICE_ID deviceId,
char* uid, BS2_EVENT_CODE eventCode,
                    BS2_TIMESTAMP start,
                    BS2_TIMESTAMP end,
                    uint8_t tnakey,
                    BS2_EVENT_ID lastEventId,
                    uint32_t amount,
                    BS2Event** logsObj,
                    uint32_t* numLog);
```

> BS2Event

- [In] *context* : Context
- [In] *deviceId* :
- [In] *uid* : NULL .
- [In] *eventCode* : O .
- [In] *start* : O .
- [In] *end* : O .
- [In] *tnakey* : TNA key O TNA key .
- [In] *lastEventId* : ID ID .
- [In] *amount* : .
- [Out] *logsObj* :
- [Out] *numLog* :

> logsObj BS2_ReleaseObject
> .

BS_SDK_SUCCESS ,
.

C#

```
Type structureType = typeof(BS2Event);
int structSize = Marshal.SizeOf(structureType);
IntPtr uid = IntPtr.Zero;
UInt16 eventCode = ;
UInt32 start = ;
UInt32 end = ;
byte tnaKey = ;
IntPtr outEventLogObjs = IntPtr.Zero;
UInt32 outNumEventLogs = ;

BS2ErrorCode result =
(BS2ErrorCode)API.BS2_GetFilteredLogSinceEventId(sdkContext, deviceID, uid,
eventCode, start, end, tnaKey, lastEventId, amount, out outEventLogObjs, out
outNumEventLogs);
if (result != BS2ErrorCode.BS_SDK_SUCCESS)
{
    Console.WriteLine("Got error({0}).", result);
    break;
}
```

[BS2_GetLog](#)
[BS2_ClearLog](#)

From:
<https://kb.supremainc.com/bs2sdk/> - **BioStar Device SDK**

Permanent link:
https://kb.supremainc.com/bs2sdk/doku.php?id=ko:bs2_getfilteredlogsinceeventid

Last update: **2024/02/27 14:09**