

BS2_ClearLog 1

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BS2_ClearLog

id (BS2Event, BS2EventBlob)

id uint32_t id 0xFFFFFFFF id +1 가 가

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

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

BS_SDK_SUCCESS , 가

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](#)

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