

**BS2\_ClearLog** ..... 1  
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# BS2\_ClearLog

```

        id (BS2Event, BS2EventBlob )
        id +1 가
id uint32_t 0xFFFFFFFF 가 0 가

```

```

#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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Last update: **2018/02/06 10:45**