

BS2_GetFilteredLog 1

..... 1

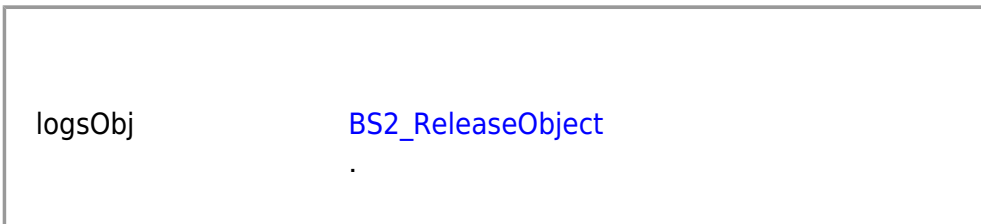
..... 1

..... 2

..... 2

..... 3

- [In] *tnakey* : TNA key 0 TNA key .
- [Out] *logsObj* :
- [Out] *numLog* :



BS_SDK_SUCCESS , 가

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_GetFilteredLog(sdkContext,
deviceID, uid, eventCode, start, end, tnaKey, out outEventLogObjs, out
outNumEventLogs);
if (result != BS2ErrorCode.BS_SDK_SUCCESS)
{
    Console.WriteLine("Got error({0}).", result);
}
else if (outNumEventLogs > )
{
    IntPtr curEventLogObjs = outEventLogObjs;
    for (int idx = ; idx < outNumEventLogs; idx++)
    {
        BS2Event eventLog =
(BS2Event)Marshal.PtrToStructure(curEventLogObjs, structureType);
        Console.WriteLine(Util.GetLogMsg(eventLog));
        curEventLogObjs = (IntPtr)((long)curEventLogObjs + structSize);
    }

    API.BS2_ReleaseObject(outEventLogObjs);
}

```

```
}
```

[BS2_GetLog](#)

[BS2_ClearLog](#)

From:

<https://kb.supremainc.com/kbtest/> - **BioStar 2 Device SDK**

Permanent link:

https://kb.supremainc.com/kbtest/doku.php?id=ko:bs2_getfilteredlog

Last update: **2024/02/22 12:48**