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BS2_GetLogSmallBlobFromDir

[+ 2.6.4] Gets certain amount of logs based on the event mask from USB exported data in an efficient way.
The difference from BS2_GetLogBlobFromDir which is using BS2EventBlob is that the parameter imageObj in BS2EventSmallBlob is changed to pointer for memory efficiency.
Except this, everything is the same.

Declaration

```
#include "BS_API.h"

int BS2_GetLogSmallBlobFromDir(void* context, const char* szDir, uint16_t
eventMask, BS2_EVENT_ID eventId, uint32_t amount, BS2EventSmallBlob**
logsObj, uint32_t* numLog);
```

See BS2EventSmallBlob Structure

Parameter

- [In] *context* : Context
- [In] *szDir* : Data storage path
- [In] *eventMask* : event mask
- [In] *eventId* : Log record ID, retireves from the first record if it is 0
- [In] *amount* : Maximum log amount, retrieves all after eventID if it is 0
- [Out] *logsObj* : Pointer of storing the log record address
- [Out] *numLog* : The number of log records

> **NOTE**
> The logsObj variable needs to return the memory to the system by the BS2_ReleaseObject function after being used.

Return Value

If successfully done, BS_SDK_SUCCESS will be returned.
If there is an error, the corresponding error code will be returned.

See Also

BS2_AllocateUsbContext
BS2_ReleaseUsbContext
BS2_GetUserDatabaseInfoFromDir
BS2_GetUserListFromDir
BS2_GetUserInfosFromDir
BS2_GetUserDatasFromDir
BS2_GetUserInfosExFromDir
BS2_GetUserDatasExFromDir
BS2_GetLogFromDir
BS2_GetFilteredLogFromDir
BS2_GetLogBlobFromDir