

**BS2\_GetLogSmallBlobExFromDir** ..... 1  
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# BS2\_GetLogSmallBlobExFromDir

[+ V2.7.1] USB      Data      EventMask      가      .

```
#include "BS_API.h"

int BS2_GetLogSmallBlobExFromDir(void* context, const char* szDir, uint16_t
eventMask, BS2_EVENT_ID eventId, uint32_t amount, BS2EventSmallBlobEx**
logsObj, uint32_t* numLog);
```

[BS2EventSmallBlobEx](#)

- [In] *context* : Context
- [In] *szDir* : Data
- [In] *eventMask* : event mask
- [In] *eventId* : ID , 0 가 .
- [In] *amount* : , 0 eventId 가 .
- [Out] *logsObj* :
- [Out] *numLog* :

logsObj      [BS2\\_ReleaseObject](#)

.

BS\_SDK\_SUCCESS , 가

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