

BS2_GetLogFromDir	1
.....	1
.....	1
.....	1
.....	1

BS2_GetLogFromDir

Usb Data ID amount 가 .

```
#include "BS_API.h"

int BS2_GetLogFromDir(void* context, const char* szDir, BS2_EVENT_ID
eventId, uint32_t amount, BS2Event** logsObj, uint32_t* numLog);
```

BS2Event

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

logsObj BS2_ReleaseObject .

BS_SDK_SUCCESS , 가

- [BS2_AllocateUsbContext](#)
- [BS2_ReleaseUsbContext](#)
- [BS2_GetUserDatabaseInfoFromDir](#)

[BS2_GetUserListFromDir](#)
[BS2_GetUserInfosFromDir](#)
[BS2_GetUserDatasFromDir](#)
[BS2_GetUserInfosExFromDir](#)
[BS2_GetUserDatasExFromDir](#)
[BS2_GetLogBlobFromDir](#)
[BS2_GetFilteredLogFromDir](#)

From:

<https://kb.supremainc.com/bs2sdk/> - **BioStar 2 Device SDK**

Permanent link:

https://kb.supremainc.com/bs2sdk/doku.php?id=ko:bs2_getlogfromdir&rev=1540863848

Last update: **2018/10/30 10:44**