Table of Contents

Log Management API > BS2_GetLogBlob

BS2_GetLogBlob

Gets certain amount of logs based on the event mask. This API can be used to retrieve logs when job codes are used. Also can be used to get all types of logs with one API.

Declaration

```
#include "BS_API.h"

int BS2_GetLogBlob(void* context, uint32_t deviceId, uint16_t eventMask,
uint32_t eventId, uint32_t amount, BS2EventBlob** logsObj, uint32_t*
numLog);
```

See BS2EventBlob structure

Parameter

- [In] *context* : Context
- [In] *deviceId* : Device ID
- [In] *eventMask* : Event mask
- [In] *eventId* : Log record ID. When the value is 0, gets the logs from the beginning.
- [In] *amount* : Maximum number of logs. When the value is 0, gets the logs starting from the event ID.
- [Out] *logsObj* : Pointer to store the log record's address.
- [Out] *numLog* : 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_GetLog
BS2_GetFilteredLog
BS2_ClearLog

From:
http://kb.supremainc.com/bs2sdk/ - **BioStar 2 Device SDK**

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Last update: **2017/06/28 10:31**