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BS2_GetLogBlobFromDir

Gets certain amount of logs based on the event mask from storage path in device.

Declaration

```
#include "BS_API.h"

int BS2_GetLogBlobFromDir(void* context, const char* szDir, uint16_t
eventMask, BS2_EVENT_ID eventId, uint32_t amount, BS2EventBlob** logsObj,
uint32_t* numLog);
```

> See BS2EventBlob Structure

Parameter

- [In] *context* : Context
- [In] *szDir* : Storage path in device
- [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_GetLogFromDir](#)
[BS2_GetFilteredLogFromDir](#)

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