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BS2_GetLogSmallBlob

[+ 2.6.4] Gets certain amount of logs based on the event mask.

The difference from [BS2_GetLogBlob](#) 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_GetLogSmallBlob(void* context, uint32_t deviceId, uint16_t
eventMask, uint32_t eventId, uint32_t amount, BS2EventSmallBlob** logsObj,
uint32_t* numLog);
```

[See BS2EventSmallBlob Structure](#)

Parameter

- [In] *context* : Context
- [In] *deviceId* : Device ID
- [In] *eventMask* : event mask
- [In] *eventId* : Log record ID, retrieves from the first record if it is 0
- [In] *amount* : 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_GetLog](#)

[BS2_GetFilteredLog](#)

[BS2_ClearLog](#)

[BS2_GetLogBlob](#)

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