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BS2_GetLogSmallBlobEx

[+ V2.7.1] Gets certain amount of logs based on the event mask in an efficient way, including the temperature information.

Declaration

```
#include "BS_API.h"

int BS2_GetLogSmallBlobEx(void* context, uint32_t deviceId, uint16_t
eventMask, uint32_t eventId, uint32_t amount, BS2EventSmallBlobEx** logsObj,
uint32_t* numLog);
```

[See BS2EventSmallBlobEx 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.

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