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[BS2\\_GetLogSmallBlobFromDir](#)===== [+ 2.6.4] Retrieves logs filtered by EventMask from the USB exported data.

The difference from [BS2\\_GetLogBlobFromDir](#) 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 ===== `cpp` `#include "BS_API.h" int BS2_GetLogSmallBlobFromDir(void* context, const char* szDir, uint16_t eventMask, BS2_EVENT_ID eventId, uint32_t amount, BS2EventSmallBlob logsObj, uint32_t* numLog);` </code>

### BS2EventSmallBlob구조체 보기

===== Parameter ===== \* [In] `context` : Context \* [In] `szDir` : Data storage path \* [In] `eventMask` : event mask \* [In] `eventId` : Log record ID, retrieves from the first record if it is 0 \* [In] `amount` : Maximum 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\\_AllocateUsbContext](#)

[BS2\\_ReleaseUsbContext](#)

[BS2\\_GetUserDatabaseInfoFromDir](#)

[BS2\\_GetUserListFromDir](#)

[BS2\\_GetUserInfosFromDir](#)

[BS2\\_GetUserDatasFromDir](#)

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