

**BS2\_GetLogBlob** ..... 1  
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# BS2\_GetLogBlob

EventMask 가 .

```
#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);
```

## BS2EventBlob

- [In] *context* : Context
- [In] *deviceId* :
- [In] *eventMask* : event mask
- [In] *eventId* : ID , 0 가 .
- [In] *amount* : , 0 eventId 가 .
- [Out] *logsObj* :
- [Out] *numLog* :

logsObj      [BS2\\_ReleaseObject](#)

BS\_SDK\_SUCCESS , 가

## BS2\_GetLog

[BS2\\_GetFilteredLog](#)

[BS2\\_ClearLog](#)

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