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# BS2\_GetLogBlobFromDir

Usb Data EventMask 가 .

```
#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);
```

[BS2EventBlob](#)

- [In] *context* : Context
- [In] *szDir* : Data
- [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\\_GetLogFromDir](#)

## BS2\_GetFilteredLogFromDir

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