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BS2_GetFilteredLogFromDir

Gets all the log records that matches the given condition from storage path in device.

Declaration

```
#include "BS_API.h"

int BS2_GetFilteredLogFromDir(void* context, const char* szDir, char* uid,
BS2_EVENT_CODE eventCode, BS2_TIMESTAMP start, BS2_TIMESTAMP end, uint8_t
tnakey, BS2Event** logsObj, uint32_t* numLog);
```

> See BS2Event Structure

Parameter

- [In] *context* : Context
- [In] *szDir* : Storage path in device
- [In] *uid* : User ID. When the value is NULL, it means all users.
- [In] *eventCode* : Log event code. When the value is 0, it means all events.
- [In] *start* : Filtered search start time. When the value is 0, it means there are no limitations.
- [In] *end* : Filtered search end time. When the value is 0, it means there are no limitations.
- [In] *tnakey* : TNA key. When the value is 0, it means all TNA keys.
- [Out] *logsObj* : Pointer to store the log record's address.
- [Out] *numLog* : Number of log record.

> **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](#)
[BS2_GetUserInfosExFromDir](#)
[BS2_GetUserDatasExFromDir](#)
[BS2_GetLogFromDir](#)
[BS2_GetLogBlobFromDir](#)

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