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BS2_GetLogBlobFromDirWithKey

[+2.8.2] Import a certain amount of logs from the USB extracted data to match the Event Mask.

Declaration

```
#include "BS_API.h"

int BS2_GetLogBlobFromDirWithKey(void* context, const char* szDir, uint16_t
eventMask, BS2_EVENT_ID eventId, uint32_t amount, BS2EventBlob** logsObj,
uint32_t* numLog, const BS2EncryptKey* key);
```

View the structure of the BS2EventBlob

Parameters

- [In] *context* : Context
- [In] *szDir* : Data storage path
- [In] *eventMask* : event mask
- [In] *eventId* : Log record ID, if zero, imported from the beginning
- [In] *amount* : Maximum number of log records, if zero, gets all records since eventId.
- [Out] *logsObj* : Pointer to store the address of the log record
- [Out] *numLog* : Number of log records
- [In] *key* : Encryption key and the key value specified by BS2_SetDataEncryptKey

Note
The logsObj variable must be used and then returned to the system using the
BS2_ReleaseObject function.

Return value

Returns BS_SDK_SUCCESS if performed successfully, or a corresponding error code if an error occurs.

See Also

BS2_GetUserDatabaseInfoFromDirWithKey
BS2_GetUserListFromDirWithKey
BS2_GetUserInfosFromDirWithKey
BS2_GetUserDatasFromDirWithKey
BS2_GetUserInfosExFromDirWithKey
BS2_GetUserDatasExFromDirWithKey
BS2_GetLogFromDirWithKey
BS2_GetFilteredLogFromDirWithKey