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## BS2\_GetLogFromDir

Gets the maximum amount of logs starting from the given log record ID from storage path in device.

### Declaration

```
#include "BS_API.h"

int BS2_GetLogFromDir(void* context, const char* szDir, BS2_EVENT_ID
eventId, uint32_t amount, BS2Event** logsObj, uint32_t* numLog);
```

[See BS2Event Structure](#)

### Parameter

- [In] *context* : Context
- [In] *szDir* : Storage path in device
- [In] *eventId* : Log record ID. When the value is 0, gets the logs from the beginning.
- [In] *amount* : Maximum number of logs. When the value is 0, gets the logs starting from the event ID.
- [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\_GetLogBlobFromDir  
BS2\_GetFilteredLogFromDir

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