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BS2_GetLogSmallBlobExFromDir

[+ V2.7.1] USB

Data

EventMask

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```
#include "BS_API.h"

int BS2_GetLogSmallBlobExFromDir(void* context, const char* szDir, uint16_t
eventMask, BS2_EVENT_ID eventId, uint32_t amount, BS2EventSmallBlobEx**
logsObj, uint32_t* numLog);
```

BS2EventSmallBlobEx

- [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

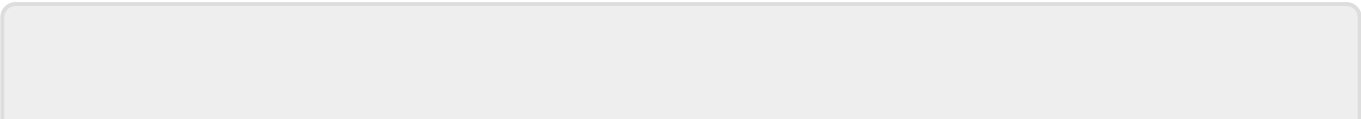
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BS_SDK_SUCCESS

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Last update: **2020/08/21 14:36**