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## BS2\_SetServerPortIPv6

[+ 2.6.3] Sets server port when connecting IPv6 server mode.

### Declaration

```
#include "BS_API.h"

int BS2_SetServerPortIPv6(void* context, BS2_PORT serverPort);
```

### Parameter

- [In] *context* : Context
- [In] *serverport* : Server port

### Return Value

If successfully done, BS\_SDK\_SUCCESS will be returned.  
If there is an error, the corresponding error code will be returned.

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