BS2_SetSocketRetryCount

Communication API > BS2_SetSocketRetryCount

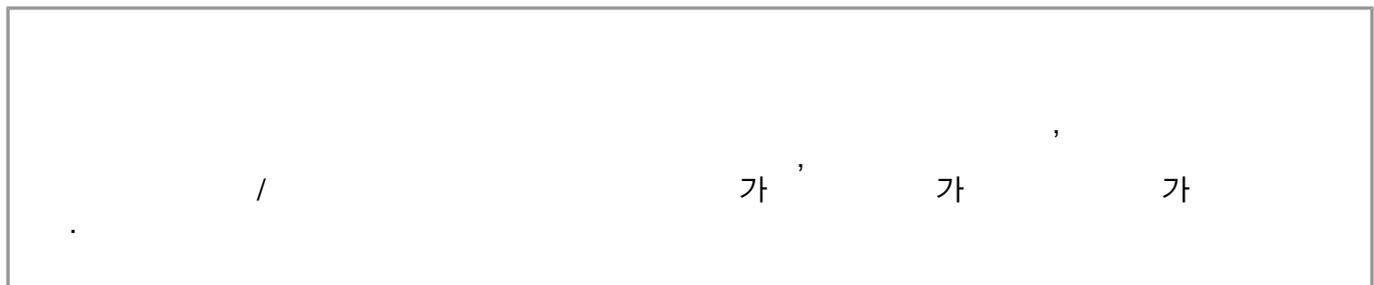# BS2_SetSocketRetryCount

[+ 2.9.1]   TCP/IP   ,
    , SDK   ,
                        .

```
#include "BS_API.h"

int BS2_SetSocketRetryCount(void* context, uint32_t count);
```

- [In] *context* : Context
- [In] *count* :

                    BS_SDK_SUCCESS   ,
      .

BS2_GetSocketRetryCount

            (C++)

sample_setdebugfilelogex.cpp

```
const char* CURRENT_DIR = ".";
const int MAX_SIZE_LOG_FILE = 100;  // 100MB
```

```c
int sdkResult = BS2_SetDebugFileLogEx(DEBUG_LOG_ALL, DEBUG_MODULE_ALL,
CURRENT_DIR, MAX_SIZE_LOG_FILE);
if (BS_SDK_SUCCESS != sdkResult)
{
    printf("BS2_SetDebugFileLogEx call failed: %d", sdkResult);
    return;
}
```

(C#)

sample_setdebugfilelogex.cs

```csharp
const string CURRENT_DIR = ".";
const int MAX_SIZE_LOG_FILE = 100;  // 100MB
IntPtr ptrDir = Marshal.StringToHGlobalAnsi(CURRENT_DIR);
result =
(BS2ErrorCode)API.BS2_SetDebugFileLogEx(Constants.DEBUG_LOG_OPERATION_ALL, Constants.DEBUG_MODULE_ALL, ptrDir, MAX_SIZE_LOG_FILE);
Marshal.FreeHGlobal(ptrDir);
if (result != BS2ErrorCode.BS_SDK_SUCCESS)
{
    Console.WriteLine("Got error({0}).", result);
    return;
}
```

From:
https://kb.supremainc.com/bs2sdk/ - **BioStar Device SDK**

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Last update: **2023/02/14 14:49**