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## BS2\_SetKeepAliveTimeout

Sets the keep-alive timeout.

### Declaration

```
#include "BS_API.h"

int BS2_SetKeepAliveTimeout(void* context, long ms);
```

### Parameter

- [In] *context* : Context
- [In] *ms* : Keep-alive timeout (microsecond)

### Return Value

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

From:  
<http://kb.supremainc.com/bs2sdk/> - **BioStar Device SDK**

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Last update: **2017/06/28 10:30**