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BS2_SetKeepAliveTimeout

Keep-alive timeout

```
#include "BS_API.h"

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

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

<p>NOTE</p> <p>Timeout 30,000,000(30)</p>
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BS_SDK_SUCCESS , 가

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

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