

BS2_SetServerPort 1
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BS2_SetServerPort

Server Port . 0 port open .

```
#include "BS_API.h"

int BS2_SetServerPort(void* context, BS2_PORT serverPort);
```

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

BS_SDK_SUCCESS , 가

From: <http://kb.supremainc.com/bs2sdk/> - **BioStar 2 Device SDK**

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Last update: **2018/10/30 15:45**