

**BS2\_SetServerPortIPv6** ..... 1  
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# BS2\_SetServerPortIPv6

[+ 2.6.3] IP V6 Port .

```
#include "BS_API.h"

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

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

BS\_SDK\_SUCCESS , 가

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