Table of Contents

Communication API > BS2_GetSocketRetryCount

BS2_GetSocketRetryCount

[+ 2.9.1] During normal TCP/IP socket communication, if an error occurs while reading and writing packets from the socket in the communication section, the SDK automatically retries a certain number of times.
This API gets the set value for the number of retries set in the SDK.

Declaration

```
#include "BS_API.h"

int BS2_GetSocketRetryCount(void* context, uint32_t* count);
```

Parameter

- [In] *context* : Context
- [Out] *count* : Retry count setting value pointer

Return Value

If successfully done, BS_SDK_SUCCESS will be returned. If there is an error, the corresponding error code will be returned.

See Also

BS2_SetSocketRetryCount