Table of Contents

Communication API > BS2_SetServerPort

BS2_SetServerPort

Sets the server Port.

Declaration

```
#include "BS_API.h"

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

Parameter

- [In] *context* : Context
- [In] *serverport* : Port of the server to be used

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 2 Device SDK**

Permanent link:
http://kb.supremainc.com/bs2sdk/doku.php?id=en:bs2_setserverport

Last update: **2016/08/03 09:47**