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## BS2\_ConnectDeviceViaIP

IP      port

```
#include "BS_API.h"

int BS2_ConnectDeviceViaIP(void* context, const char* deviceAddress,
uint16_t defaultDevicePort, uint32_t* deviceId);
```

- [In] *context* : Context
- [In] *deviceAddress* : IPv4
- [In] *defaultDevicePort* :
- [Out] *deviceId* :

BS\_SDK\_SUCCESS , 가

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