

BS2_GetServerPort 1
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BS2_GetServerPort

[+ 2.6.3] Server Port

```
#include "BS_API.h"

int BS2_GetServerPort(void* context, BS2_PORT* serverPort);
```

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

BS_SDK_SUCCESS , 가

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Last update: **2019/05/13 20:53**