

**BS2\_GetSocketRetryCount** ..... 1  
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# BS2\_GetSocketRetryCount

[+ 2.9.1] TCP/IP , 가  
 , SDK ,  
 SDK 가 .

```
#include "BS_API.h"

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

- [In] *context* : Context
- [Out] *count* :

BS\_SDK\_SUCCESS , 가

## BS2\_SetSocketRetryCount

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