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## BS2\_SetSSLHandler

SSL

```
#include "BS_API.h"

int BS2_SetSSLHandler(void* context, PreferMethod ptrPreferMethod,
GetRootCaFilePath ptrGetRootCaFilePath, GetServerCaFilePath
ptrGetServerCaFilePath, GetServerPrivateKeyFilePath
ptrGetServerPrivateKeyFilePath, GetPassword ptrGetPassword, OnError0ccured
ptrOnError0ccured);
```

- [In] *context* : Context
- [In] *ptrPreferMethod* : SSL MethodMask
- [In] *ptrGetRootCaFilePath* : Root CA
- [In] *ptrGetServerCaFilePath* : CA
- [In] *ptrGetServerPrivateKeyFilePath* : PrivateKey
- [In] *ptrGetPassword* : Password
- [In] *ptrOnError0ccured* : 가

BS\_SDK\_SUCCESS , 가

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