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BS2_GetServerPortIPV6

[+ 2.6.3] Gets server port when connecting IPv6 server mode.

Declaration

```
#include "BS_API.h"

int BS2_GetServerPortIPV6(void* context, BS2_PORT* serverPort);
```

Parameter

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

Return Value

If successfully done, BS_SDK_SUCCESS will be returned.
If there is an error, the corresponding error code will be returned.