

Table of Contents

BS2_InitializeEx	1
Declaration	1
Parameter	1
Return Value	1
Sample Code(C++)	1
Sample Code(C#)	2

[SDK API](#) > [BS2_InitializeEx](#)

BS2_InitializeEx

Initializes the context and initializes the socket with the IP address specified as the second argument.

NOTE

It must be called before calling the device control API.

Declaration

```
#include "BS_API.h"

int BS2_InitializeEx(void* context, const char* hostIPAddr);
```

Parameter

- [In] *context* : Context
- [In] *hostIPAddr* : host IP Address

Return Value

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

Sample Code(C++)

[sample_bs2_initializeex.cpp](#)

```
void initializeSDK()
{
    void* context_ = BS2_AllocateContext();

    string hostAddr = Utility::getInput<string>("Please enter the host
network address.");
    sdkResult = BS2_InitializeEx(context_, hostAddr.c_str());
    if (BS_SDK_SUCCESS != sdkResult)
    {
        TRACE("BS2_InitializeEx call failed: %d", sdkResult);
        BS2_ReleaseContext(context_);
    }
}
```

```
    context_ = NULL;
}
}
```

Sample Code(C#)

[sample_bs2_initializeex.cs](#)

```
public void initializeSDK()
{
    sdkContext = API.BS2_AllocateContext();
    if (sdkContext == IntPtr.Zero)
    {
        Console.WriteLine("Can't allocate sdk context.");
        return;
    }

    string deviceIpAddress = Console.ReadLine();
    IntPtr ptrIPAddr = Marshal.StringToHGlobalAnsi(deviceIpAddress);

    BS2ErrorCode result =
    (BS2ErrorCode)API.BS2_InitializeEx(sdkContext, ptrIPAddr);
    if (result != BS2ErrorCode.BS_SDK_SUCCESS)
    {
        Console.WriteLine("SDK initialization failed with : {0}, {1}",
result, deviceIpAddress);
        API.BS2_ReleaseContext(sdkContext);
        sdkContext = IntPtr.Zero;
        return;
    }
}
```

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