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BS2_SetIPV6ConfigViaUDP

[+ 2.6.3] Stores IPv6 configuration through UDP broadcast

Declaration

```
#include "BS_API.h"

int BS2_SetIPV6ConfigViaUDP(void* context, uint32_t deviceId, const
BS2IPV6Config* config);
```

[See BS2IPV6Config Structure](#)

Parameter

- [In] *context* : Context
- [In] *deviceId* : Device ID
- [In] *config* : IPv6 configuration pointer

Return Value

If successfully done, BS_SDK_SUCCESS will be returned.

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