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## BS2\_SetRtspConfig

[+ 2.8.3] BioStation 3 Save the RTSP settings.

### Declaration

```
#include "BS_API.h"

int BS2_SetRtspConfig(void* context, uint32_t deviceId, const BS2RtspConfig* config);
```

[See BS2RtspConfig Structure](#)

### Parameter

- [In] *context* : Context
- [In] *deviceId* : 장치 식별자
- [In] *config* : RTSP 설정 정보 포인터

### 반환값

성공적으로 수행될 경우 `BS_SDK_SUCCESS`를 반환하고, 에러가 발생할 경우 상응하는 에러 코드를 반환합니다.

### 샘플코드(C++)

[sample\\_setrtspconfig.cpp](#)

```
BS2RtspConfig config = { , };

config.enabled = true;

string acc = "myAccount";
memset(config.id, 0x0, BS2_USER_ID_SIZE);
memcpy(config.id, acc.c_str(), acc.size());
```

```
string pw = "myPassword";
memset(config.password, 0x0, BS2_USER_ID_SIZE);
memcpy(config.password, pw.c_str(), pw.size());

string addr = "192.168.0.10"; // rtsp://192.168.0.10
memset(config.address, 0x0, BS2_URL_SIZE);
memcpy(config.address, addr.c_str(), addr.size());

config.port = 554;

int sdkResult = BS2_SetRtspConfig(context, deviceID, &config);
if (BS_SDK_SUCCESS != sdkResult)
    printf("BS2_SetRtspConfig call failed: %d", sdkResult);
```

## 샘플코드(C#)

[sample\\_setrtspconfig.cs](#)

```
BS2RtspConfig config = Util.AllocateStructure<BS2RtspConfig>();

config.enabled = Convert.ToByte(1);

string strRTSPID = "myAccount";
byte[] arrRTSPID = Encoding.UTF8.GetBytes(strRTSPID);
Array.Clear(config.id, , BS2Environment.BS2_USER_ID_SIZE);
Array.Copy(arrRTSPID, , config.id, , arrRTSPID.Length);

string strRTSPPW = "myPassword";
byte[] arrRTSPPW = Encoding.UTF8.GetBytes(strRTSPPW);
Array.Clear(config.password, , BS2Environment.BS2_USER_ID_SIZE);
Array.Copy(arrRTSPPW, , config.password, , arrRTSPPW.Length);

string strIpAddr = "192.168.0.10"; // rtsp://192.168.0.10
byte[] arrIpAddr = Encoding.UTF8.GetBytes(strIpAddr);
Array.Clear(config.address, , BS2Environment.BS2_URL_SIZE);
Array.Copy(arrIpAddr, , config.address, , arrIpAddr.Length);

config.port = (ushort)554;

BS2ErrorCode result = (BS2ErrorCode)API.BS2_SetRtspConfig(sdkContext,
deviceID, ref config);
if (result != BS2ErrorCode.BS_SDK_SUCCESS)
{
    Console.WriteLine("Got error({0}).", result);
}
```

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