

# Table of Contents

<b>BS2_SetSlaveBaudrate</b> .....	1
Declaration .....	1
Parameter .....	1
Return Value .....	1
Sample Code(C++) .....	1
Sample Code(C#) .....	2

[Slave Control API](#) > [BS2\\_SetSlaveBaudrate](#)

---

## BS2\_SetSlaveBaudrate

[+ 2.9.6] Set the baudrate of the slave device in the RS485 network.

### Declaration

```
#include "BS_API.h"

int BS2_SetSlaveBaudrate(void* context, BS2_DEVICE_ID deviceId,
BS2_DEVICE_ID slaveId, uint32_t baudrate);
```

### Parameter

- [In] *context* : Context
- [In] *deviceId* : Master device Identifier
- [In] *slaveId* : Slave device Identifier
- [In] *baudrate* : The baud rate to be changed

### Return Value

If successfully done, BS\_SDK\_SUCCESS will be returned. If the slave device is not connected, BS\_SDK\_ERROR\_SLAVE\_NOT\_READY will be returned.

### Sample Code(C++)

[sample\\_bs2\\_setslavebaudrate.cpp](#)

```
int setSlaveBaudrate(void* context, const DeviceList& devices)
{
    CommControl cm(context);

    Utility::displayConnectedDevices(devices, true);
    BS2_DEVICE_ID masterID = Utility::getInput<BS2_DEVICE_ID>("Please
enter the master device ID:");
    BS2_DEVICE_ID slaveID = Utility::getInput<BS2_DEVICE_ID>("Please
enter the slave device ID:");

    string msg = "Please select a baudrate. (9600, 19200, 38400, 57600,
115200)";
    uint32_t baudrate = Utility::getInput<uint32_t>(msg);
```

```
return BS2_SetSlaveBaudrate(context_, masterID, slaveID, baudrate);  
}
```

## Sample Code(C#)

[sample\\_bs2\\_setslavebaudrate.cs](#)

```
public void setSlaveBaudrate(IntPtr sdkContext, UInt32 deviceID, bool  
isMasterDevice)  
{  
    List<UInt32> slaveDeviceList = new List<UInt32>();  
  
    Console.WriteLine("What slave device will the baudrate be set  
to?");  
    foreach (var slave in searchedSlave)  
    {  
        Console.WriteLine("    {0} ({1})", slave.Item1, slave.Item2);  
    }  
    Console.Write(">> ");  
    UInt32 slaveID = Util.GetInput((UInt32));  
    if ( == slaveID)  
        return;  
  
    Console.WriteLine("Please select a baudrate. (9600, 19200, 38400,  
57600, 115200)");  
    Console.Write(">> ");  
    UInt32 baudrate = Util.GetInput((UInt32)9600);  
  
    Console.WriteLine("Trying to set slave baudrate.");  
    BS2ErrorCode result =  
(BS2ErrorCode)API.BS2_SetSlaveBaudrate(sdkContext, deviceID, slaveID,  
baudrate);  
}
```

From:

<https://kb.supremainc.com/kbtest/> - **BioStar Device SDK**

Permanent link:

[https://kb.supremainc.com/kbtest/doku.php?id=en:bs2\\_setslavebaudrate&rev=1708558925](https://kb.supremainc.com/kbtest/doku.php?id=en:bs2_setslavebaudrate&rev=1708558925)

Last update: **2024/02/22 08:42**