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BS2_SetSocketRetryCount

[+ 2.9.1] During normal TCP/IP socket communication, if an error occurs while reading and writing packets from the socket in the communication section, the SDK automatically retries a certain number of times.

This API can change the number of retries.

CAUTION

Increasing the number of retries is a good solution to resolve temporary errors, but be careful as it can waste resources by retrying meaningless reads/writes when reconnecting is required due to direct causes, such as network disconnection.

Declaration

```
#include "BS_API.h"

int BS2_SetSocketRetryCount(void* context, uint32_t count);
```

Parameter

- [In] *context* : Context
- [In] *count* : Retry count setting value

Return Value

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

See Also

[BS2_GetSocketRetryCount](#)

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