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BS2_SetSSLServerPort

Sets the SSL server port. If you set as 0, port is not open.

Declaration

```
#include "BS_API.h"

int BS2_SetSSLServerPort(void* context, BS2_PORT sslServerPort);
```

Parameter

- [In] *context* : Context
- [In] *sslServerPort* : SSL server port

Return Value

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

From:

<http://kb.supremainc.com/bs2sdk/> - **BioStar 2 Device SDK**

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Last update: **2019/06/03 09:32**