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# BS2\_GetSocketRetryCount

[+ 2.9.1] TCP/IP , 가  
 , SDK ,  
 SDK 가 .

```
#include "BS_API.h"

int BS2_GetSocketRetryCount(void* context, uint32_t* count);
```

- [In] *context* : Context
- [Out] *count* :

BS\_SDK\_SUCCESS , 가

## BS2\_SetSocketRetryCount

**(C++)**

### sample\_setdebugfilelogex.cpp

```
const char* CURRENT_DIR = ".";
const int MAX_SIZE_LOG_FILE = 100; // 100MB
int sdkResult = BS2_SetDebugFileLogEx(DEBUG_LOG_ALL, DEBUG_MODULE_ALL,
CURRENT_DIR, MAX_SIZE_LOG_FILE);
if (BS_SDK_SUCCESS != sdkResult)
{
    printf("BS2_SetDebugFileLogEx call failed: %d", sdkResult);
    return;
}
```

**(C#)**[sample\\_setdebugfilelogex.cs](#)

```
const string CURRENT_DIR = ".";
const int MAX_SIZE_LOG_FILE = 100; // 100MB
IntPtr ptrDir = Marshal.StringToHGlobalAnsi(CURRENT_DIR);
result =
    (BS2ErrorCode)API.BS2_SetDebugFileLogEx(Constants.DEBUG_LOG_OPERATION_A
LL, Constants.DEBUG_MODULE_ALL, ptrDir, MAX_SIZE_LOG_FILE);
Marshal.FreeHGlobal(ptrDir);
if (result != BS2ErrorCode.BS_SDK_SUCCESS)
{
    Console.WriteLine("Got error({0}).", result);
    return;
}
```

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