

**BS2\_SetKeepAliveTimeout** ..... 1  
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# BS2\_SetKeepAliveTimeout

Keep-alive timeout .

```
#include "BS_API.h"

int BS2_SetKeepAliveTimeout(void* context, long ms);
```

- [In] *context* : Context
- [In] *ms* : Keep-alive timeout (ms)

**NOTE**

Timeout                    30,000,000(30 )

BS\_SDK\_SUCCESS , 가

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