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BS2_SetSlaveBaudrate

[+ 2.9.6] RS485

baudrate

1

```
#include "BS_API.h"
```

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

- [In] *context* : Context
- [In] *deviceId* :
- [In] *slaveId* :
- [In] *baudrate* : baudrate

```

BS_SDK_SUCCESS, 가
BS_SDK_ERROR_SLAVE_NOT_READY.

```

(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);  
}
```

(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);  
}
```

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