

BS2_SetSlaveBaudrate 1

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(C++) 1

(C#) 2


```
    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);  
}
```

From:

<https://kb.supremainc.com/kbtest/> - **BioStar Device SDK**

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