

**BS2\_InitializeEx**

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(C++) .....

(C#) .....

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# BS2\_InitializeEx

Context	IP	.
API		

```
#include "BS_API.h"

int BS2_InitializeEx(void* context, const char* hostIPAddr);
```

- [In] *context* : Context
- [In] *hostIPAddr* : host IP Address

BS\_SDK\_SUCCESS, 가

(C++)

sample\_bs2\_initializeex.cpp

```
void initializeSDK()
{
    void* context_ = BS2_AllocateContext();

    string hostAddr = Utility::getInput<string>("Please enter the host network address.");
    sdkResult = BS2_InitializeEx(context_, hostAddr.c_str());
    if (BS_SDK_SUCCESS != sdkResult)
    {
        TRACE("BS2_InitializeEx call failed: %d", sdkResult);
        BS2_ReleaseContext(context_);
    }
}
```

```
        context_ = NULL;
    }
}
```

## (C#)

[sample\\_bs2\\_initializeex.cs](#)

```
public void initializeSDK()
{
    sdkContext = API.BS2_AllocateContext();
    if (sdkContext == IntPtr.Zero)
    {
        Console.WriteLine("Can't allocate sdk context.");
        return;
    }

    string deviceIpAddress = Console.ReadLine();
    IntPtr ptrIPAddr = Marshal.StringToHGlobalAnsi(deviceIpAddress);

    BS2ErrorCode result =
    (BS2ErrorCode)API.BS2_InitializeEx(sdkContext, ptrIPAddr);
    if (result != BS2ErrorCode.BS_SDK_SUCCESS)
    {
        Console.WriteLine("SDK initialization failed with : {0}, {1}",
result, deviceIpAddress);
        API.BS2_ReleaseContext(sdkContext);
        sdkContext = IntPtr.Zero;
        return;
    }
}
```

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