

New Interface:

//Obtain channel information of Transmit Server

```
GSNET_DLLAPI LONG __stdcall GSNET_ClientGetServerChannels(const char *serverhost, long serverport, const char* user, const char* psw, SERVER_CHANNEL_PACKET *pServerChannelPacket);
```

//Update channel information of Transmit Server

```
GSNET_DLLAPI LONG __stdcall GSNET_ClientUpdateServerChannel(const char *serverhost, long serverport, const char* user, const char* psw, UPDATE_C2S_CHANNEL_PACKET *pUpdate_C2S_Ch_Pack, UPDATE_SERVER_CHANNEL_PACKET *pServerUpdateChannelPacket);
```

//Open Alarm Output

```
GSNET_DLLAPI BOOL __stdcall GSNET_ClientStartAlarmOut(LONG hHandle, const char *host, long port, long channel, const char* user, const char* psw, BOOL bTrans = FALSE);
```

//Stop Alarm Output

```
GSNET_DLLAPI BOOL __stdcall GSNET_ClientStopAlarmOut(LONG hHandle, const char *host, long port, long channel, const char* user, const char* psw, BOOL bTrans = FALSE);
```

//Configure Delay Timer

//Parameter 2 is the time of delay (ms)

```
GSNET_DLLAPI void __stdcall GSNET_SetLiveViewPerformance(LONG hHandle, int nPerformance);
```