/\* --------------------------------------------------------------------------------------------------

\* Name:

\* GetServerHandler : Get a server handler to control EZSocketcore's server function

\*

\* Synopsis:

\* #include "EZSocketCore.h"

\* struct EZSocketCore \* GetServerHandler(int port,int mode,(void\*)function,int \*errorcode);

\*

\* Description:

\* First parameter is the port which you want to bind.

\* EZSocketCore support two mode on the Server program.

\* You should pass ServerMainLoop\_EZUserdef or ServerMainLoop\_EZWeb (define in EZSocketCore.h) to

\* second parameter and pass a function pointer to third parameter.

\* You should pass a pointer which point to an integer to lastest parameter , when error occur,

\* GetServerHandler set errorcode end return NULL.

\* Watch example code to learn more about it.

\*

\* Return Value

\* On success, GetServerHandler return a Handler (a pointer to an EZSocketCore struct) to control

\* functions of EZSocketcore server , Otherwise, NULL is returned and errorcode is set .

\*

\* --------------------------------------------------------------------------------------------------

\* Name:

\* GetServerErrorMsg : Get the error message when GetServerHandler return NULL

\*

\* Synopsis:

\* #include "EZSocketCore.h"

\* GetServerErrorMsg(int errorcode,char \*message,int maxlength)

\*

\* Description:

\* When GetServerHandler return NULL , you can call GetServerErrorMsg to get error message .

\* First parameter is the error code set by GetServerHandler , second parameter is a string pointer.

\* Third parameter is the max length of the sring.

\*

\*/