

**BS2\_ConnectDevice** ..... 1  
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## BS2\_ConnectDevice

```
#include "BS_API.h"

int BS2_ConnectDevice(void* context, uint32_t deviceId);
```

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

BS\_SDK\_SUCCESS , 가

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- [BS2\\_ConnectDeviceViaIP](#)
- [BS2\\_DisconnectDevice](#)

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