[Communication API](#) > [BS2_SetAutoConnection](#)

BS2_SetAutoConnection

.

, [BS2_SetDeviceEventListener](#)

connected .

```
#include "BS_API.h"

int BS2_SetAutoConnection(void* context, int enable);
```

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

BS_SDK_SUCCESS ,

.

[BS2_IsAutoConnection](#)