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## BS2\_ConnectDeviceIPV6

Connects the device in IPv6 mode using the device identifier.

### Declaration

```
#include "BS_API.h"

int BS2_ConnectDeviceIPV6(void* context, uint32_t deviceId);
```

### Parameter

- [In] *context* : Context
- [In] *deviceId* : Device's ID trying to connect with.

### Return Value

If successfully done, BS\_SDK\_SUCCESS will be returned.  
If there is an error, the corresponding error code will be returned.

### See Also

[BS2\\_SearchDevices](#)  
[BS2\\_ConnectDeviceViaIP](#)  
[BS2\\_DisconnectDevice](#)  
[BS2\\_ConnectDevice](#)

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