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## BS2\_GetEnableIPv6

[+ 2.6.3] Gets IPv6 connection mode.

### Declaration

```
#include "BS_API.h"

int BS2_GetEnableIPv6(void* context, int* enable);
```

### Parameter

- [In] *context* : Context
- [Out] *enable* : Weather IPv6 connection is enabled

### Return Value

If successfully done, BS\_SDK\_SUCCESS will be returned.

### See Also

[BS2\\_SetEnableIPv6](#)

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