

BS2_IsAutoConnection

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[Communication API](#) > [BS2_IsAutoConnection](#)

BS2_IsAutoConnection

connected , [BS2_SetDeviceEventListener](#)

```
#include "BS_API.h"

int BS2_IsAutoConnection(void* context, int* enable);
```

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

BS_SDK_SUCCESS , 가

[BS2_SetAutoConnection](#)

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