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## BS2\_IsAutoConnection

Check whether automatic connection is configured.

If auto-connect is enabled, it automatically calls the connected callback function specified in [BS2\\_SetDeviceEventListener](#) after the socket connection from the device is accepted.

### Declaration

```
#include "BS_API.h"

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

### Parameter

- [In] *context* : Context
- [Out] *enable* : Whether auto connection is enabled

### 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\\_SetAutoConnection](#)

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