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BS2_IsConnected

Checks device connection status.

Declaration

```
#include "BS_API.h"

int BS2_IsConnected(void* context, BS2_DEVICE_ID deviceId, int* connected);
```

Parameter

- [In] *context* : Context
- [In] *deviceId* : Device ID
- [Out] *connected* : Device connection status

Return Value

If successfully done, 'BS_SDK_SUCCESS' will be returned.

If there is an error, the corresponding error code will be returned.

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