

**BS2\_IsAutoConnection** ..... 1

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# 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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