
Autodesk AutoCAD 2017 (x64) Keygen [SadeemPC].zip 64 Bit =LINK=

A: It looks like you are using 64-bit as well. AutoCAD 2018 ships as 32-bit (as per the site you linked), but they provide 64-bit for download. Q: Android Bluetooth Listen for local device MAC address I'm using the Android 2.3.3 SDK with API Level 15. I am using the Bluetooth APIs to create a bluetooth connection between my device and my BT device. My application is already able to read/write/connect to the device. In my callback class, I found an interesting function call that I'm looking to implement, but I do not see anything in the documentation about how to detect if my device is paired and listening. I would like to be able to print a message to the user when they connect. Looking in the BluetoothDevice.java file in the SDK, I see the following: This function call provides a reference to a class member variable in the MainActivity class called device. I don't understand where this value is actually being initialized. I am assuming it will be the BluetoothDevice that the MainActivity class has pulled from the BluetoothAdapter service. In which case, I'd like to do something like this in the BluetoothCallback class: BluetoothDevice device = mBluetoothAdapter.getRemoteDevice(address); BluetoothSocket socket = device.createIncommSocket(TcpSocket.class); socket.connect(); but I don't know how to know if my device is paired or listening for connections at this point in time. Thanks! A: If you don't mind seeing the MAC address, the BTAdapter.listen() function will tell you when the device is ready to listen for connections. If you don't want to see the MAC address, there's an easier way to determine when a device is currently paired or listening to the local connection channel. You can simply check that the BluetoothAdapter instance's state is BluetoothAdapter.STATE_CONNECTED. Otherwise, it will be in BluetoothAdapter.STATE_DISCONNECTING or BluetoothAdapter.STATE_DISCONNECTED. The BluetoothAdapter interface returns a boolean value for the above state via getState(). If you are using the BLE-only API, you can just call getState() in the callback function. //This will print out "Paired" when the device

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