

IsPaired

The **IsPaired** function checks if Bluetooth device with **name** is on the paired devices list of our phone/tablet. Returns "true" or "false".

```
paired = nxt.IsPaired( name );
```

Example

```
function OnStart()  
{  
  nxt = app.CreateNxt();  
  deviceName = "myNXTbrick";  
  paired = nxt.IsPaired( deviceName );  
  app.Alert( "Bluetooth device " + deviceName + (paired ? "is " : "is not ")  
+ "paired." );  
}
```

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