How to Get&Control Bluetooth state with Rust

help

Sandmeyer August 3, 2025, 8:51pm 1

Hi everyone,

I'd like to implement two functionalities in Rust:

■■**Retrieve the current Bluetooth state (on/off) of a Windows device**■■;

■■**Control the activation or deactivation of Bluetooth on Windows**■■.

My naive idea is to use `winapi::um::bth??`, but I'm unfamiliar with the Windows API. Therefore, I request implementation code or guidance.

Additionally, if possible, please explain how to achieve similar functionality on macOS or Linux systems.

Any information would be greatly appreciated!

pzometa August 4, 2025, 11:28am 2

Having a look at this cross-platform bluetooth crate might help you:

github.com

GitHub - alexmoon/bluest: Cross-platform Rust crate for working with Bluetooth...

main

Cross-platform Rust crate for working with Bluetooth Low Energy devices. - GitHub - alexmoon/bluest: Cross-platform Rust crate for working with Bluetooth Low Energy devices.

I have used it on Linux for some basic GATT communication. Not sure if it can do what you are after.

system Closed November 2, 2025, 11:28am 3

This topic was automatically closed 90 days after the last reply. We invite you to open a new topic if you have further questions or comments.

Related topics

Topic	Replies	Views	Activity
Interfacing with your computer's Bluetooth card? help	3	1809	September 26, 2021
USB MIDI proxy to Bluetooth MIDI help	3	567	June 11, 2023
Scan Bluetooth-devices and get RSSI help	2	702	October 27, 2019
Winapi connect to bluethooth failed,error OS code 10060 help	2	331	January 24, 2023
iBeacons and Rust help	3	1270	January 12, 2023

- Home
- Categories
- Guidelines
- Terms of Service