



# **IOS BLE API**

## **Instructions**

### **V1.0**



## Version History

Version Information Management

Vision	Date	Update Record	Editor
V1.0	2019.01.19	First version	Eric



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## 1. IOS BLE SDK introduction

bleLibTestProject  
bleLibTestProject.xcodeproj  
bleLibTestProjectTests  
bleLibTestProjectUITests

- 1) 'bleLibTestProject': Library file
  - 1.1) 'BLE WLTBleTool': Bluetooth Tools Catalogue
  - 1.2) 'BleTTableViewCellController': Use example
- 2) 'bleLibTestProject.xcodeproj': Engineering project
- 3) 'bleLibTestProjectTests': Unit test file
- 4) 'bleLibTestProjectUITests': Unit test UI file

## 2. Code example

### 2.1 Project Preparations

The following two header files need to be imported before use

```
#import "WLTBleTool.h"  
#import "WLTDevice.h"
```

- WLTBleTool is a single class, responsible for Bluetooth scanning, connection, reading and writing functions on the mobile phone.
- WLTDevice means the connected device.
- Refer to the example in BleTTableViewCellController for specific use



## Get singletons before using and load the agent

```
_tool = [WLTBleTool sharedInstance];  
_tool.delegete =self;
```

## 2.2 Code introduction

### API Instructions

```
//begin scan  
- (void)beginScan;  
//end sacn  
- (void)endScan;  
  
//connect device  
- (void)connectDevice:(WLTDevice *)device;  
//disconnect device  
- (void)disconnectDevice:(WLTDevice *)device;  
//begin notify  
- (void)beginNotifyWithDevice:(WLTDevice *)device;  
//stop notify  
- (void)canclenotifyWithDevice:(WLTDevice *)device;  
//write data  
- (void)writeDataToDevice:(WLTDevice *)device data:(NSData *)data  
writeType:(CBCharacteristicWriteType)type;
```

### WLTBleDelegate Instructions

```
//discover Bluetooth Devices around after Scanning and Discovered  
devices are stored in devices array.  
- (void)WLTBleDiscoverToDevice:(NSMutableArray *)devices;  
//Agent Events after Mobile Phone Connects to Devices Successfully.  
- (void)WLTBleOnConnectedDevice;  
//Agent Events after Failure of Mobile Connection Device.  
- (void)WLTBleConnectFail:(NSError *)err;  
//When the mobile phone starts to notify, this is the event when  
data is returned from the device side, and the data returned by  
the device is stored in 'data'.  
- (void)WLTBleNotify:(NSData *)data;
```