

# FS02/FS01 bluetooth scanner

## SDK user's Guide

One、SDK library API function details (need to include the header file ScannerSDK.h in the project) .

### 1、 The Bluetooth List dialog box pops up.

**Function prototype:** - (void) popUpBluetoothDialog;

**Parameter Description:** No parameter.

**Function:** pop up the surrounding Bluetooth peripheral list, click the list option to connect the Bluetooth device.

### 2、 Write data to the Bluetooth peripheral.

**Function prototype:** - (void)writeData:(NSData \*)data;

**Parameter Description:** This function has an parameter data of NSData type, which the data written to the peripheral.

**Function:** Send data to the peripheral.

### 3、 Disconnect the Bluetooth device

**Function prototype:** - (void)disconnect;

**Parameter Description:** No parameter.

**Function:** Disconnect the connected Bluetooth device.

### 4、 List the scanner's function list.

**Function prototype:** - (void)setDeviceFunction:(UIView \*)view;

**Parameter Description:** UIView type parameters view, view means to join the view interface.

**Function:** Show the scanner's function list to the view interface.

### 5、 Reconnect the peripherals

**Function prototype:** - (void)reconnectDevice;

**Parameter Description:** No parameter.

**Function:** Reconnect the last disconnected Bluetooth device.

Two、 Proxy methods description (need to implement the agent <PackageDelegate> in the controller or class, and implement the following five delegate methods).

### 1、 Received Bluetooth data.

**Function prototype:** - (void)ReceivedData :(NSString \*)data;

**Parameter Description:** The parameter data is the data of the received NSString type.

**Function:** Data is received from the peripheral scanner.

### 2、 Determine if Bluetooth is connected.

**Function prototype:** - (void)ConnectBLESuccess : (BOOL)isConnect.

**Parameter Description:** IsConnect is a Boolean type of parameters, is to determine whether the success of the Bluetooth standard, if true, said the Bluetooth connection is successful.

**Function:** Determine if the connection to the Bluetooth peripheral is successful.

### 3、 Determine whether the Bluetooth connection failed.

**Function prototype:** - (void)ConnectBLEFailed : (BOOL)connectFail;

**Parameter Description:** OnnectFail is a boolean type parameter, is to determine whether the failure of the Bluetooth connection standard, if true, said the Bluetooth connection failed.

**Function:** Determine whether the connection to the Bluetooth peripheral has failed.

### 4、 To determine whether the Bluetooth connection is disconnected.

**Function prototype:** - (void)DisconnectedBLE : (BOOL)disconnect;

**Parameter Description:** Disconnect is a Boolean type of parameters, is to determine whether the Bluetooth disconnect, if true, said the Bluetooth connection has been disconnected.

**Function:** Determine whether the connection to the Bluetooth peripheral is disconnected.

### 5、 Determine whether the reconnection failed.

**Function prototype:** - (void)ReConnectBLEDevice: (BOOL)reconnect;

**Parameter Description:** Reconnect is a boolean type parameter that is used to determine whether the Bluetooth connection fails or not, and if it is false, the Bluetooth connection fails.

**Function:** To determine whether to re-connect Bluetooth failure (Note: If the success of this function is not real-time feedback, only re-failure can be real-time feedback, reconnection success in the function - (void) ConnectBLESuccess: (BOOL) isConnect get real-time feedback).

## Three、 SDK usage (with four files).

**First:**Framework Demo file is the sample project file used by the SDK, which is the method and process used by the SDK;

**Second:** ScannerSDK.framework is the packaged SDK static library, which needs to be copied to the project directory and imported into the project;

**Third:** image file is the UI of the project, and needs to Introduce to the project when it is used;

**Fourth:** iosBIM\_SDK specification file is the scanner's SDK usage.

### Summary(3 steps):

First, import the ScannerSDK.framework static library into the project;

then, import the UI file "image" into the project;

finally, include the header file #import <ScannerSDK / ScannerSDK.h> in the used controller or class and call the function In the SDK and implement the delegate method.