

IOSMacBrainLinkProSDKSpecialE

dition V1.3.1

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SDK Version: 1.3.1

MCU: 3.1

Update record:

1. V1.3.1 Added new Bluetooth data fields temperature and Heartrate
2. V1.3 fix the bug of failed callback in iOS13.5 system, and supports both iOS and macOS
3. V1.2 supports multiple or single connections
4. V1.0 supports single connection

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IOSMacBrainLinkProSDKSpecialEdition

Development Guide

Introduction

This guide will teach you how to use HZLBlueTooth SDK for iOS to write iOS applications that can acquire brainwave data from MacroTelligence 's Hardware (BrainLink Pro & BrainLink Lite) . This will enable your iOS apps to receive and use brainwave data such as BLEMIND and BLEGRAVITY acquired via Bluetooth, MacroTelligence 's Hardware and File source encapsulated as HZLBlueTooth. HZLBlueTooth SDK for iOS supports upgrading Hardware

Function:

Receive brainwave data. One or more Bluetooth devices can be connected at the same time.

Files included:

- API Reference (this document)
- SDK static library and headers
- IOSMacBrainLinkProSDKSpecialEdition V1.3.1.a
- HZLBlueData.h
- Blue4Manager.h
- IOS_HZLBlue4Demo/ Mac_HZLBlue4.0Demo

Supported devices:

- Data format with power
 - BrainLink_Pro
 - Jii

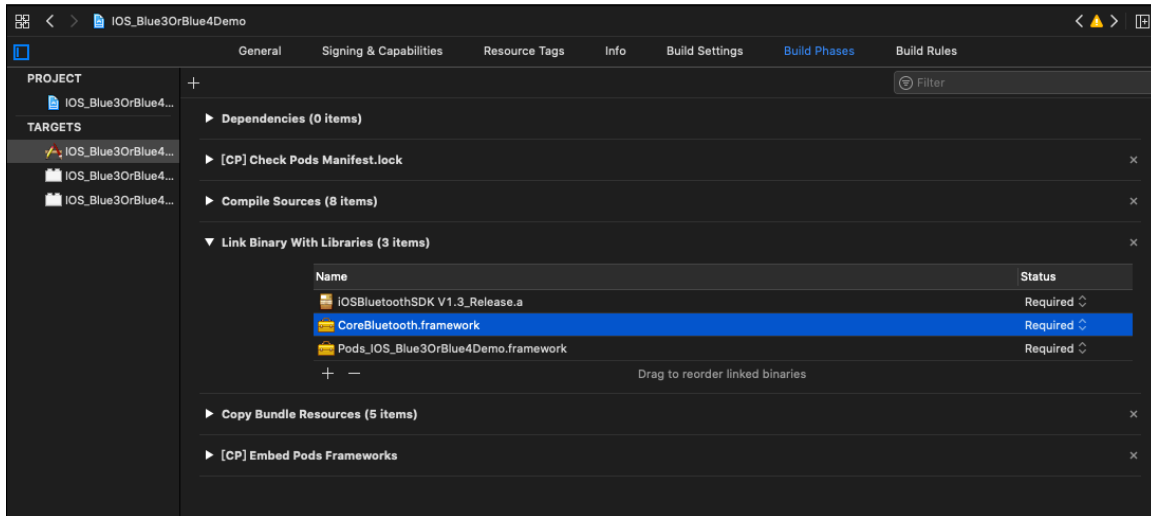
iOS/ macOS VerrSION :

- iOS 9.0 + / macOS 10.9+

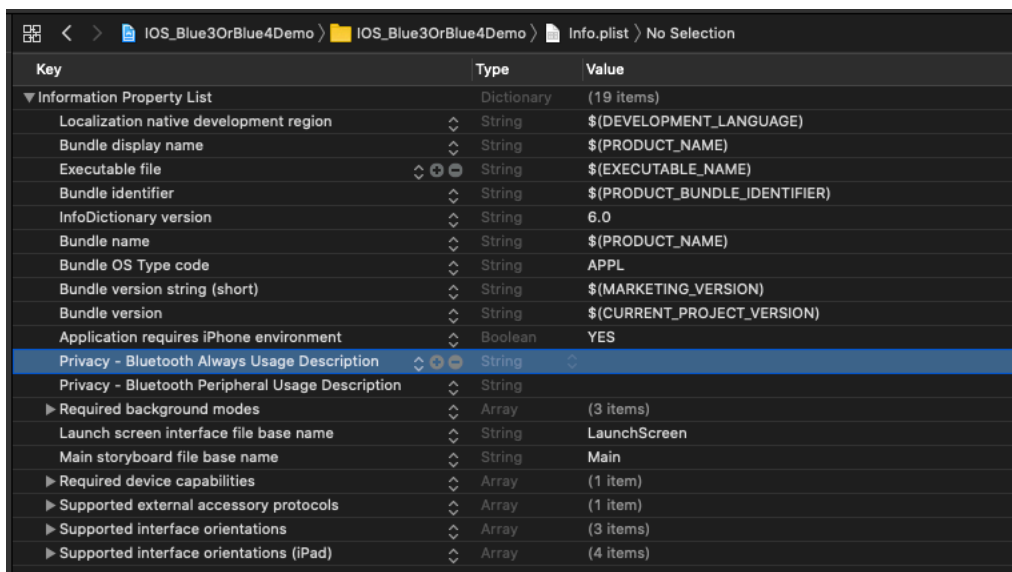
Your First Project: IOS_HZLBlue4Demo

Step 1:

1.1 Import the IOS framework libraries CoreBluetooth.framework in the Build Phases of TARGETS in the Xcode project:

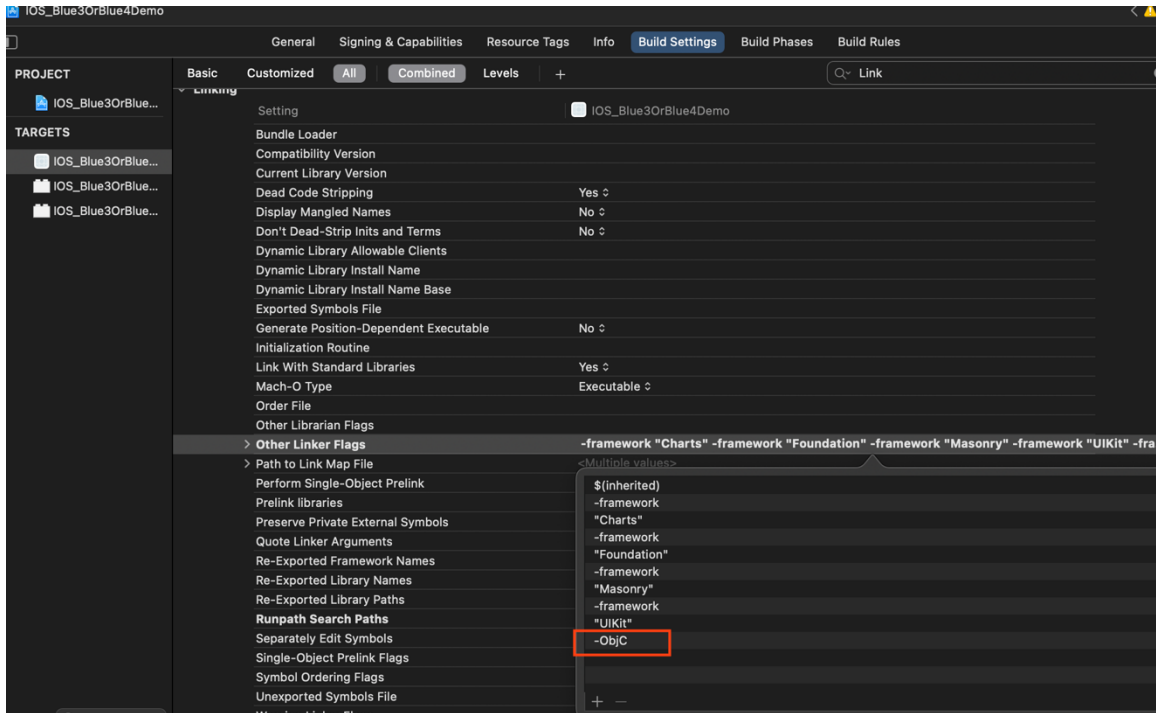


Add the Bluetooth permission privacy permission privacy In the Info.plist: (ios13 needs to add the Bluetooth permission privacy - Bluetooth always usage description and privacy - Bluetooth peripheral usage description)

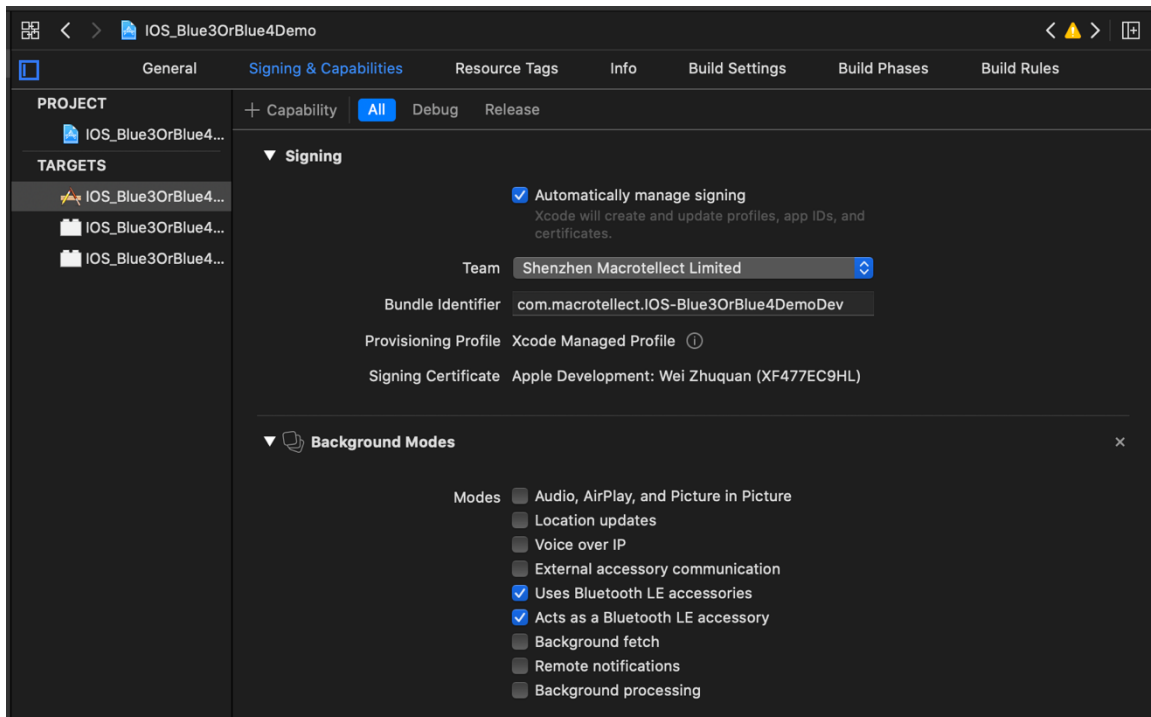


Key	Type	Value
▼ Information Property List	Dictionary	(19 items)
Localization native development region	String	\$(DEVELOPMENT_LANGUAGE)
Bundle display name	String	\$(PRODUCT_NAME)
Executable file	String	\$(EXECUTABLE_NAME)
Bundle identifier	String	\$(PRODUCT_BUNDLE_IDENTIFIER)
InfoDictionary version	String	6.0
Bundle name	String	\$(PRODUCT_NAME)
Bundle OS Type code	String	APPL
Bundle version string (short)	String	\$(MARKETING_VERSION)
Bundle version	String	\$(CURRENT_PROJECT_VERSION)
Application requires iPhone environment	Boolean	YES
Privacy - Bluetooth Always Usage Description	String	
Privacy - Bluetooth Peripheral Usage Description	String	
▶ Required background modes	Array	(3 items)
Launch screen interface file base name	String	LaunchScreen
Main storyboard file base name	String	Main
▶ Required device capabilities	Array	(1 item)
▶ Supported external accessory protocols	Array	(1 item)
▶ Supported interface orientations	Array	(3 items)
▶ Supported interface orientations (iPad)	Array	(4 items)

Add -objc to link-- >Other Linker Flags in TARGETS Build Settings



1.2 If you want Bluetooth to work in the background, please set it as follows ,
Don't set it if you don't need it:



Step 2:

Import header file

```
#import "HZLBlueData.h"
```

```
#import "Blue4Manager.h"
```

Function one : Receive data

```
// Bluetooth multi-connection
```

```
// blueNames: connectable device
```

```
NSArray *blueNames = @[@"BrainLink",@"BrainLink_Pro",@"jii@jii-***"];
```

```
[Blue4Manager sharedInstance].logEnable:YES];
```

```
[[Blue4Manager sharedInstance] configureBlueNames:blueNames ableDeviceSum:7];
```

```
// Connect bluetooth callback successfully
```

```
__weak FactoryViewController *weakSelf = self;
```

```
[Blue4Manager sharedInstance].blueConBlock = ^(NSString * markKey){
```

```
    // Determine connected devices    123456 corresponds to ABCDEF respectively
```

```
    if ([markKey isEqualToString:@"1"]) {
```

```
        NSLog(@"Bluetooth device A is connected");
```

```
    }
```

```
    .....
```

```
    else if ([markKey isEqualToString:@"6"]){
```

```
        NSLog(@"Bluetooth device F is connected");
```

```
    }
```

```
};
```

```
// Bluetooth disconnect callback
```

```
[Blue4Manager sharedInstance].blueDisBlock = ^(NSString * markKey){
```

```
    // Determine disConnected devices
```

```
    if ([markKey isEqualToString:@"1"]) {
```

```
        NSLog(@"Bluetooth device A is disConnected");
```

```
    }
```

```
    .....
```

```
    else if ([markKey isEqualToString:@"6"]){
```

```
        NSLog(@"Bluetooth device F is disConnected");
```

```
    }
```

```
}
```

```
};
```

```
//蓝牙数据回调
```

```
[Blue4Manager sharedInstance].hzlblueDataBlock_A = ^(HZLBlueData *blueData, BlueType conBT, BOOL isFalseCon) {
```

```
    if (conBT == BlueType_Pro) {
```

```

        if (blueData.bleDataType == BLEMIND) {
            weakSelf.ALabl.text = [NSString stringWithFormat:@"sigal:%d att:%d med:%d
            ele:%d ap:%d del:%d theta:%d lowAlp:%d highAlp:%d lowBe:%d highBe:%d lowGa:%d highGa:%d version:%d
            grid=%d",blueData.signal,blueData.attention,blueData.meditation,blueData.batteryCapacity,blueData.
            ap,blueData.delta,blueData.theta,blueData.lowAlpha,blueData.highAlpha,blueData.lowBeta,blueData.
            highBeta,blueData.lowGamma,blueData.highGamma,blueData.hardwareVersion,blueData.grind];
            // when the signal value is 0, the bluetooth device is worn
            // note: if the bluetooth device is connected but not worn, Greater than 0 and less
            than or equal to 200
            if(blueData.signal == 0){
                weakSelf.ASignalIV.image = [UIImage imageNamed:@"signal_zhengChang"];
            }else{
                weakSelf.ASignalIV.image = [UIImage imageNamed:@"signal3.png"];
            }
        }
        else if (blueData.bleDataType == BLEGRAVITY) {
            weakSelf.ACirlceLabl.text = [NSString stringWithFormat:@"x:%d y:%d
            z:%d",blueData.xvlaue,blueData.yvlaue,blueData.zvlaue];
        }
        else if (blueData.bleDataType == BLERaw) {
            weakSelf.ARawLabl.text = [NSString stringWithFormat:@"raw:%d
            eye:%d",blueData.raw,blueData.blinkeye];
        }
    }
    else if (conBT == BlueType_Jii){
        if (blueData.bleDataType == BLEMIND) {
            weakSelf.ALabl.text = [NSString stringWithFormat:@"sigal:%d att:%d med:%d
            ele:%d
            ap:%d",blueData.signal,blueData.attention,blueData.meditation,blueData.batteryCapacity,blueData.ap
            ];

            if(blueData.signal == 0){
                weakSelf.ASignalIV.image = [UIImage imageNamed:@"signal_zhengChang"];
            }else{
                weakSelf.ASignalIV.image = [UIImage imageNamed:@"signal3.png"];
            }
        }
    }
    else if (conBT == BlueType_Lite) {
        if (blueData.bleDataType == BLEMIND) {
            weakSelf.ALabl.text = [NSString stringWithFormat:@"sigal:%d att:%d
            med:%d del:%d theta:%d lowAlp:%d highAlp:%d lowBe:%d highBe:%d lowGa:%d
            highGa:%d",blueData.signal,blueData.attention,blueData.meditation,blueData.delta,blueData.theta,blu
            eData.lowAlpha,blueData.highAlpha,blueData.lowBeta,blueData.highBeta,blueData.lowGamma,blueD
            ata.highGamma];
        }
    }

```



```

//信号值为 0 即佩戴了蓝牙设备
//注：如果连接了蓝牙设备而未佩戴，信号值为大于 0 且小于或等于 200
if(blueData.signal == 0){
    weakSelf.ASignalIV.image = [UIImage
imageNamed:@"signal_zhengChang"];
}else{
    weakSelf.ASignalIV.image = [UIImage imageNamed:@"signal3.png"];
}
}
else if (blueData.bleDataType == BLERaw) {
    weakSelf.ARawLabl.text = [NSString stringWithFormat:@"raw:%d
eye:%d",blueData.raw,blueData.blinkeye];
}
}

if (isFalseCon) {
    NSLog(@"A device has a false connection");
}
};
.....

[Blue4Manager sharedInstance].hzlblueDataBlock_G = ^(HZLBlueData *blueData, BlueType conBT,
BOOL isFalseCon) {
    .....
};

[[Blue4Manager sharedInstance] connectBlue4];

// Active bluetooth disconnect
[[Blue4Manager sharedInstance]disConnectBlue4];

```

HZLBlueData Reference

Overview

The HZLBlueData class is a data model

Enum

```
typedef enum : NSUInteger {
    BlueType_NO = 0,
    BlueType_Lite,
    /*The current connection is the BrainLink_Lite data format device with BLEMIND and BLERaw type data*/
    BlueType_Pro,
    /* The current connection is the BrainLink_Pro data format device with BLEMIND, BLEGRAVITY, and BLERaw type data*/
    BlueType_Jii,
    /* The current connection is Jii*/
}BlueType;

typedef NS_ENUM(NSUInteger,BLEDATATYPE){
    BLEMIND    =    0,           // basic brain wave data
    BLEGRAVITY,           // gravity data
    BLERaw,           // blink data
};
```

Basic Brainwave Data :

- signal,
- attention,
- meditation,
- delta,
- theta,
- lowAlpha,
- highAlpha,
- lowBeta,
- highBeta,
- lowGamma,
- highGamma,
- ap,
- batteryCapacity,
- hardwareVersion,
- grind
- temperature
- heartrate

Gravity Sensor Data:

- xvlaue,
- yvlaue,
- zvlaue

Raw& Blink Data:

- raw,
- blinkeye

Note :

When Jii is connected, only signal, attention, meditation, batteryCapacity, ap data type is available.

When BrainLink_Lite is connected, only signal , attention , meditation , delta , theta , lowAlpha , highAlpha , lowBeta , highBeta , lowGamma , highGamma , raw , blinkeye data type is available.

Instructions of some Instance Property

- **signal:** It represents the signal value of the MacroTelligence 's Hardware. When the signal is 0, it means that the MacroTelligence 's Hardware has been put on, and when the signal is greater than 0 and less than or equal to 200, it means that the MacroTelligence 's Hardware is connected to the iPhone.
- **batteryCapacity:** In percentage terms. minimum value is 0, maximum value is 100
- **ap:** Appreciation value
- **hardwareVersion:** Hardware version. The first version value is 255 , when you update the MacroTelligence 's Hardware , the version value will be smaller.
- **xvlaue :** gravity value in The x axis (Pitching Angle)
- **yvlaue :** gravity value in The y axis (Yaw Angle)
- **zvlaue :** gravity value in The z axis (Roll Angle)

Blue4ManagerReference

Overview

The Blue4Manager class handles interaction between a MacroTelligence's Hardware and an iOS device.

Instance Property

Successful callback of bluetooth connection

```
@property (nonatomic,copy)Blue4Connect blueConBlock;
```

Bluetooth disconnect callback

```
@property (nonatomic,copy) BlueConnectdismiss blueDisBlock;
```

Note: devices are connected in the order of A B C D E F. Six data callbacks (hzluedatablock_A ...) are used to ensure the independence of data. The data between various devices can be accepted at the same time without mutual influence. Bluetooth 4.0 devices can connect up to six, but it is difficult to connect successfully.

If you want to use a single connection, the input parameter of `abledevicesum` is 1. Only call `hzluedatablock_A`.

Data callback for every device.

```
@property(nonatomic,copy)Blue4DataBlock hzlblueDataBlock_A;  
@property(nonatomic,copy)Blue4DataBlock hzlblueDataBlock_B;  
@property(nonatomic,copy)Blue4DataBlock hzlblueDataBlock_C;  
@property(nonatomic,copy)Blue4DataBlock hzlblueDataBlock_D;  
@property(nonatomic,copy)Blue4DataBlock hzlblueDataBlock_E;  
@property(nonatomic,copy)Blue4DataBlock hzlblueDataBlock_F;
```

Connection status of every device

```
@property (nonatomic,assign)BOOL connected_A;  
@property (nonatomic,assign)BOOL connected_B;  
@property (nonatomic,assign)BOOL connected_C;  
@property (nonatomic,assign)BOOL connected_D;  
@property (nonatomic,assign)BOOL connected_E;  
@property (nonatomic,assign)BOOL connected_F;
```

Method

Print log does not print by default

```
+ (void)logEnable:(BOOL)enable;
```

Initialization (singleton)

```
+ (instancetype)shareInstance;
```

Parameter Configuration :

Parameter interpretation:

blueNames: **Device name (Bluetooth 4.0 device) or MFI (Bluetooth 3.0 device) that can be connected**

```
NSArray *blueNames = @[@"BrainLink",@"BrainLink_Pro",@"jii@jii-***"];
```

1.jii@jii-*** : indicates the device name with the prefix of jii - that can be connected , 'jii@' means jii device. The content After @ is the device name. '***' indicates the prefix is the same.

ableDeviceSum: Number of Bluetooth devices that can be connected

```
-(void)configureBlueNames:(NSArray *)blueNames ableDeviceSum:(int)deviceSum;
```

/*! @brief 连接配置(仅用于宏智力公司内部测试)

appSoleCode: The unique code of app

defaultBlueNames: Default array of connectable Bluetooth names

ableDeviceSum: Number of Bluetooth devices that can be connected

result: Returns the name of the device that can be connected

```
-(void)configureBlueNamesWithAppSoleCode:(NSString *)appSoleCode defaultBlueNames:(NSArray *)defaultBlueNames ableDeviceSum:(int)ableDeviceSum result:(void (^)(NSArray*))result;
*/
```

Connect bluetooth device

```
-(void)connectBlue4;
```

Disconnect bluetooth device

```
-(void)disConnectBlue4;
```

Manual test of false connection (definition of false connection: when signal is equal to 0 and the continuous 10 values of attention and mediation remain unchanged, it is considered to be a false connection. SDK will disconnect the Bluetooth connection of the current device and automatically connect again)

```
-(void)testAFalseCon:(BOOL)isTest; //Manual test A device false connection
```

```
-(void)setTestToZero;//Cancel all manual test false connections
```