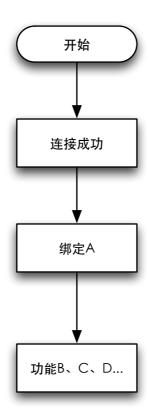
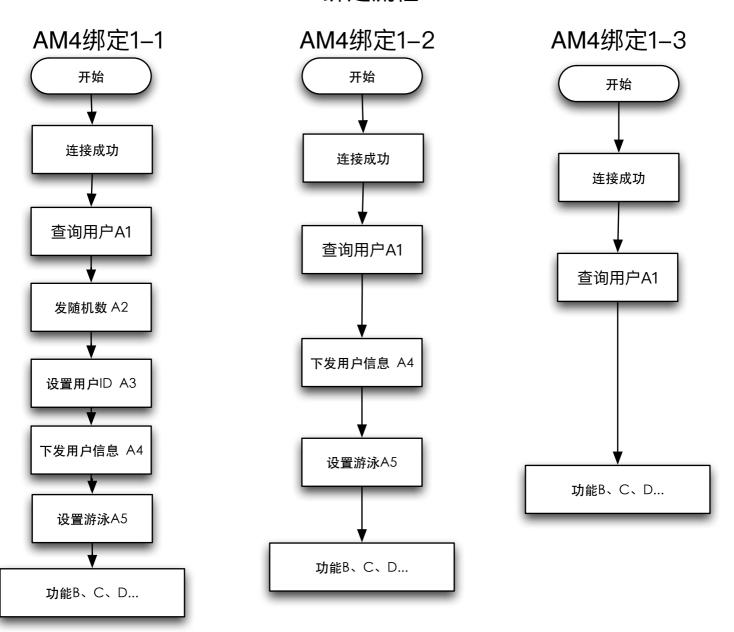
### AM4 整体功能

注: Api调用必须为串行调用,即当上一个Api结束后,才可以调用下一个Api, 否则会出现Api功能失效。



注: 功能部分为并行关系, 没有先后顺序

#### AM4绑定流程



- 注: 1、Api调用必须为串行调用,即当上一个Api结束后,才可以调用下一个Api,否则会出现Api功能失效。
- 2、首次绑定使用1–1流程;若用户不变,用户信息变化,需要使用1–2流程;若用户不变,用户信息不变,使用1–3流程
  - 3、3个流程没有先后顺序

A1:commandCreateUserManageConnectWithUser:Authentication: currentUserSerialNub: amUser: binedAMSerialNub: currentSerialNub: DisposeErrorBlock:

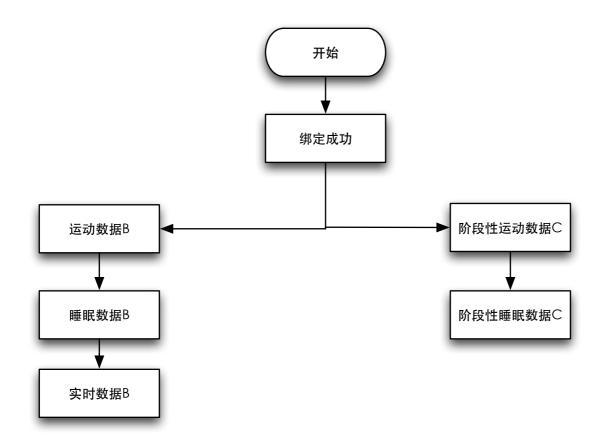
A2:commandAM4SetRandomBlock: disposeErrorBlock:

A3: commandSetAM4UserID: withRandom: DisposeBlock: DisposeErrorBlock:

A4:commandSyncUserInfoWithUser: andGoal: DisposeStateInfo: DisposeBattery: DisposeBlock: Dispose

A5:commandAM4SetSwimmingState: swimmingPoolLength: NOSwimmingTime: unit: resultBlock: disposeErrorBlock:

## AM4功能 - 数据传输流程



注: 1、Api调用为行调用,即当上一个Api结束后,才可以调用下一个Api,否则会出现Api功能失效。

#### 2、2个流程没有先后顺序

B: commandAM4StartSyncActiveData: activeHistoryData: activeFinishTransmission: startSyncAM4SleepData: sleepHistoryData: sleepFinishTransmission: currentActiveInfo: disposeErrorBlock:

C: commandAM4SetSyncsportCount: disposeMeasureData: disposeFinishMeasure: disposeErrorBlock:

# 

注: 1、Api调用为行调用,即当上一个Api结束后,才可以调用下一个Api,否则会出现Api功能失效。

2、4个流程没有先后顺序

删除闹钟C3

设置闹钟C2

C1: commandAM4QueryReminder: disposeErrorBlock:

 $\textbf{C2:} \ \ command AM4 Set Reminder With Reminder Dictionary: dispose Result Block: dispose Error Block: \\$ 

C3: commandAM4DeleteAlarmID: disposeResultBlock: disposeErrorBlock:

设置提醒D2

 $\label{eq:D1:commandAM4QueryAlarmInfoDisposeTotoalAlarmData: disposeErrorBlock: \\$ 

D2: commandAM4SetAlarmWithAlarmDictionary: disposeResultBlock:disposeErrorBlock:

E: commandAM4ResetDeviceDisposeResultBlock:disposeErrorBlock:

F: commandAM4Disconnect: disposeErrorBlock: