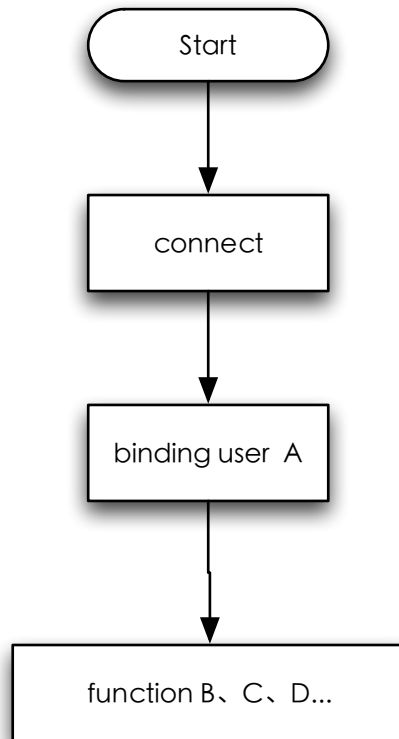


AM3 Function

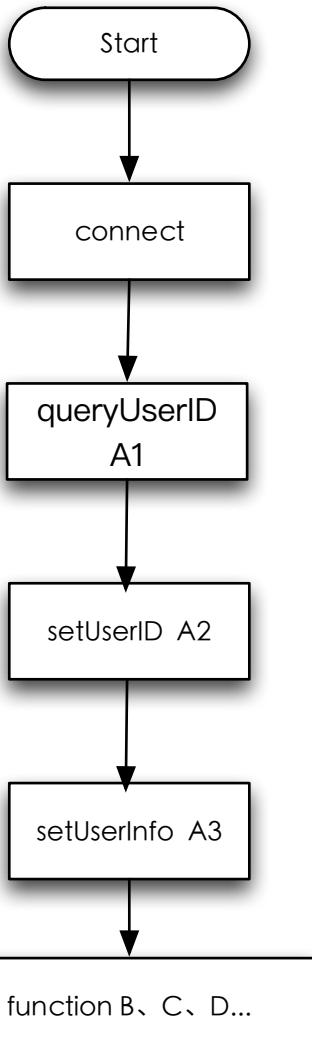
Note: serial call Api calls must be, that is, when the end of an Api, can call an Api,
Otherwise it will appear the Api function failure.



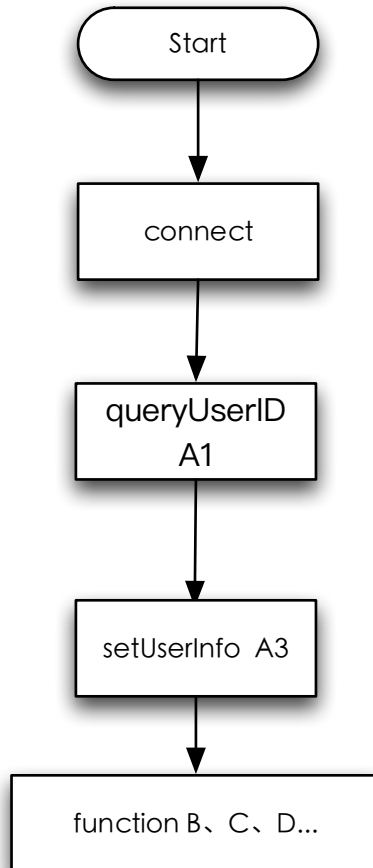
Note: the some functions of parallel relationship, there is no order

AM3 binding User

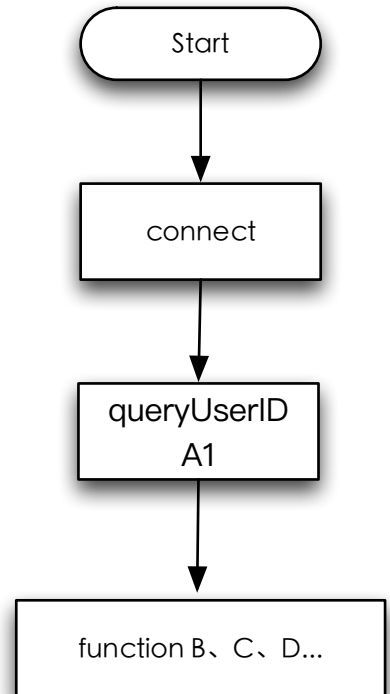
AM3 binding 1-1



AM3 binding 1-2



AM3 binding 1-3



Note: 1、 serial call Api calls must be, that is, when the end of an Api, can call an Api,Otherwise it will appear the Api function failure.

2、 Use 1-1 for the first time binding process; if the same user, the user information is changed, the process requires the use of 1-2; if the same user, the same user information, use 1-3 Process

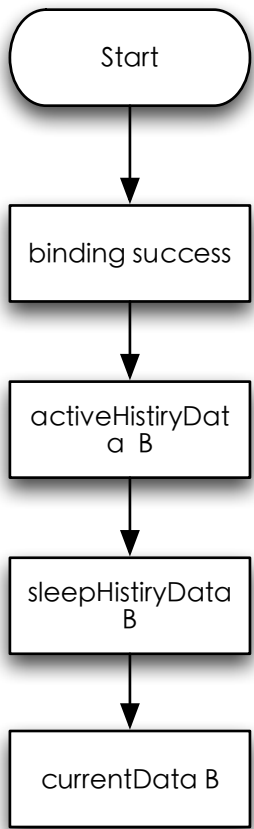
3 、 the three functions of parallel relationship, there is no order

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

A2: commandsetAM3UserID: DisposeBlock: DisposeErrorBlock:

A3: commandSyncUserInfoWithUser: andGoal: DisposeStateInfo: DisposeBattery: DisposeBlock: DisposeErrorBlock:

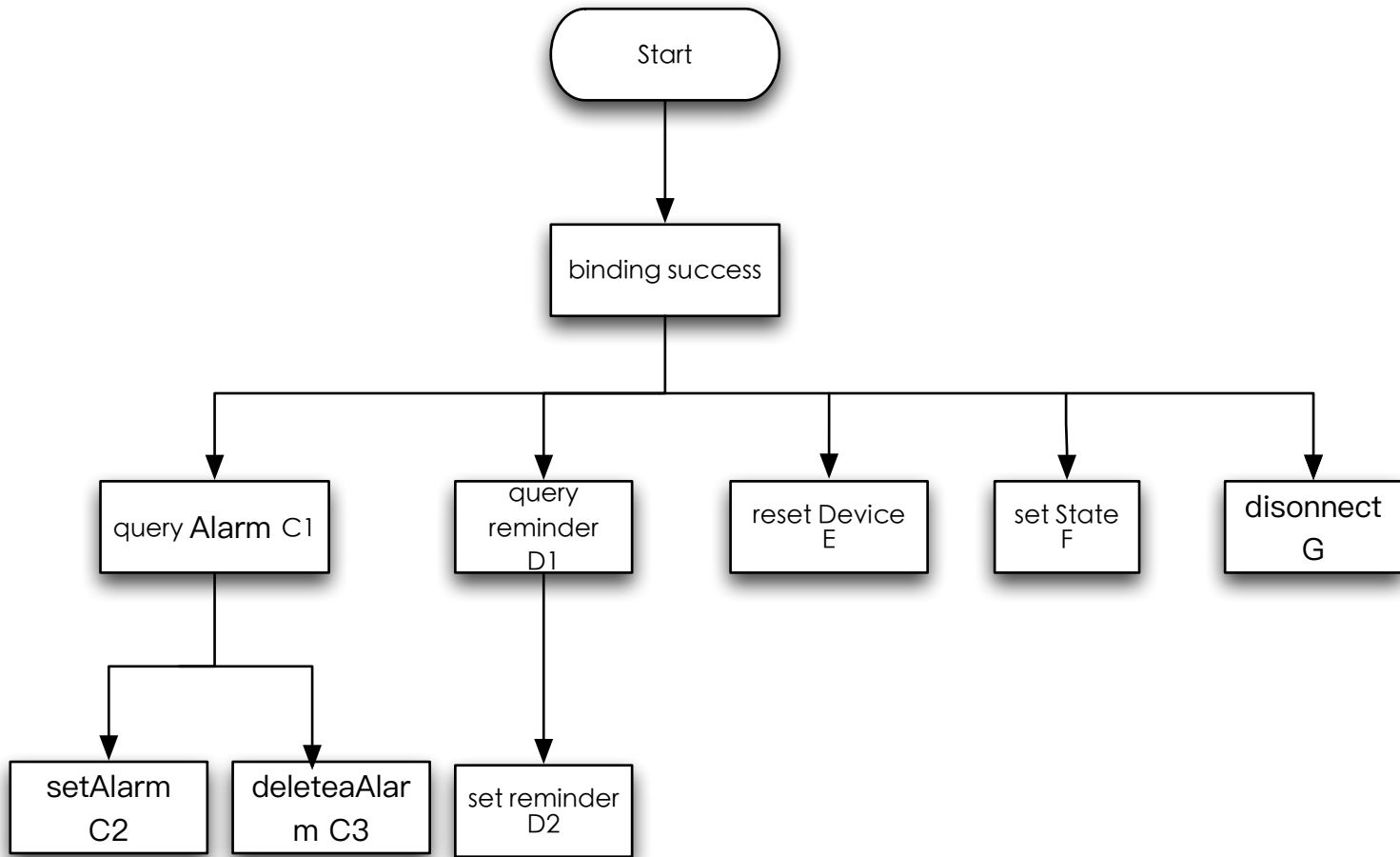
AM3 sync Data



Note: serial call Api calls must be, that is, when the end of an Api, can call an Api,Otherwise it v

B: commandSyncAllAMData: DisposeProgress: historyData: FinishTransmission: startsleepdata:
DisposeSleepProgress: sleephistoryData: FinishSleepTransmission: CurrentActiveInfo:
DisposeErrorBlock: AM3IsOnTransmission: SleepIsOnTransmission:

AM3 query or set



Note: 1、 serial call Api calls must be, that is, when the end of an Api, can call an Api,Otherwise it
2 、 the five functions of parallel relationship, there is no order

C1: commandQueryAlarmInfo: DisposeErrorBlock:

C2: commandSetAlarmWithAlarmDictionary: DisposeResultBlock: DisposeErrorBlock:

C3: commandDeleteAlarmViaID: DisposeResultBlock: DisposeErrorBlock:

D1: commandDeleteAlarmViaID: DisposeResultBlock: DisposeErrorBlock:

D2: commandQueryAlarmInfo: DisposeErrorBlock:

E: commandResetDeviceDisposeResultBlock: DisposeErrorBlock::;

F: commandSetState: DisposeBlock: DisposeErrorBlock:

G: commandDisconnectDisposeBlock: DisposeErrorBlock: