

Setup Guide

Plugin Setup

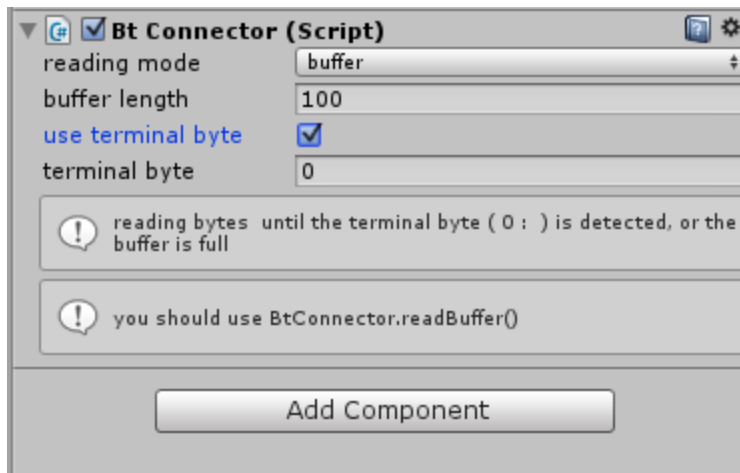
1) Make sure that your project contains the following directories exactly.

- Assets \ Plugins \ Android \AndroidManifest.xml
- Assets \ Plugins \ Android \bluetoothcontroller.jar

if you don't have a **Plugins** folder you may need to move the **Plugins** folder that comes with the package directly inside the Assets folder (it has to reside within the top-level Assets folder), or if already there's a **Plugin** folder move **AndroidManifest.xml** and **bluetoothcontroller.jar** to it, otherwise nothing will work.

2) drag the **BtConnector** prefab to the **Hierarchy** in your scene.

3) click on the **BtConnector** in the **Hierarchy**, and then in the **Inspector** choose how you are going to read the data.



reading modes :

choose **buffer** to read bytes , or **lines** to read lines of strings.

if you choose **buffer**, you need to use **BtConnection.readBuffer()** to get your data.

if you choose **lines**, you need to use **BtConnection.readLine()** to get your data.

buffer length : is for bytes, and it defines the max buffer.

terminal byte : if you used this option then the **BtConnection.readBuffer()** will not return data until the buffer is full, or it finds the terminal byte.

3) Switch to the Android Platform (File > Building Settings > "then choose Android " and click "Switch Platform").

4) read the **Script Reference**.

Warning

you should pair your android device with the Bluetooth Module, you just need to turn Bluetooth on, your phone should find the Bluetooth Module (usually its name is (HC-05)), go ahead and click on the device.