SDK API User's Guide (Bluetooth)

Version 1.0.0

Display Audio

Solution Team

Release information

The following changes have been make to this document.

Change History

Date	Change
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Chap 1. Library information

1.1 Overview

- Library name : libnxbt.so
- Interface class name : INX_BT
- Interface header : INX_BT.h
- Dependency libraries : libappbt.so (Broadcom BT wrapper), libxml2.so (v2.9.4)
- Operational prerequisites : BSA server daemon (Broadcom BSA server, BT stack)

1.2 INX_BT class instance

The NXBT class provides functions to easily handle the broadcom BT stack

Header	#include <INX_BT.h>
Access class instance	extern INX_BT* getInstance(void)

1.3 List of all members for INX_BT

```
INX_BT() {}
virtual ~INX_BT() {}

/* NXBT manager APIs */
virtual void setRecoveryCommand(const char *command) = 0;
virtual int32_t enableAutoConnection(bool enable) = 0;
virtual bool isAutoConnection(void) = 0;
virtual void autoConnection(bool enable) = 0;
virtual int32_t requestLastAVKConnectedDevIndex(void) = 0;
virtual int32_t requestLastHSConnectedDevIndex(void) = 0;

virtual int32_t acceptPairing(void) = 0;
virtual int32_t rejectPairing(void) = 0;
virtual int32_t unpairDevice(int32_t device_index) = 0;

virtual int32_t enableAutoPairing(bool enable) = 0;
virtual bool isAutoPairing(void) = 0;
virtual int32_t enableDiscoverable(bool enable) = 0;
virtual bool isDiscoverable(void) = 0;
```

```
virtual int32_t renameLocalDevice(const char *name) = 0;


virtual char* getLocalDevName(void) = 0;
virtual char* getLocalAddress(void) = 0;


virtual int32_t getPairedDevCount(void) = 0;
virtual int32_t getPairedDevInfoByIndex(int32_t device_index, char *name, char *bd_addr)
= 0;
virtual int32_t getPairedDevAddrByIndex(int32_t device_index, char *bd_addr) = 0;
virtual int32_t getPairedDevNameByIndex(int32_t device_index, char *name) = 0;
virtual int32_t getPairedDevIndexByAddr(char *bd_addr) = 0;
virtual char* getPairedDevNameByAddr(char *bd_addr) = 0;


virtual void setALSADevName(const char *playback, const char *capture, const char
*playback_bt, const char *capture_bt, bool use_pcm_sync) = 0;


/* NXBT AVK service APIs */
virtual int32_t openAudioAVK(void) = 0;
virtual void closeAudioAVK(void) = 0;
virtual bool isAudioStatusAVK(void) = 0;
virtual bool isConnectedAVK(void) = 0;
virtual int32_t connectToAVK(int32_t device_index) = 0;
virtual int32_t disconnectFromAVK(char *bd_addr) = 0;


virtual int32_t getConnectionNumberAVK(void) = 0;
virtual int32_t getConnectionDevAddrAVK(int32_t connected_index, char *bd_addr) = 0;


virtual int32_t requestGetElementAttr(char *bd_addr) = 0;


virtual int32_t playStartAVK(char *bd_addr) = 0;
virtual int32_t playStopAVK(char *bd_addr) = 0;
virtual int32_t playPauseAVK(char *bd_addr) = 0;
virtual int32_t playNextAVK(char *bd_addr) = 0;
virtual int32_t playPrevAVK(char *bd_addr) = 0;


/* NXBT HS service APIs */
virtual bool isConnectedHS(void) = 0;
virtual int32_t requestIndicator(void) = 0;
virtual void requestCurrentCalls(void) = 0;
virtual int32_t getConnectionDevAddrHS(char *bd_addr) = 0;


virtual int32_t connectToHS(int32_t device_index) = 0;
virtual int32_t disconnectFromHS(void) = 0;
```

```
virtual int32_t pickUpCall(void) = 0;
virtual int32_t hangUpCall(void) = 0;

virtual int32_t openAudioHS(void) = 0;
virtual int32_t closeAudioHS(void) = 0;
virtual bool isOpenedAudioHS(void) = 0;

virtual void muteMicrophoneHS(bool mute) = 0;
virtual bool isMutedMicrophoneHS(void) = 0;

virtual int32_t dialPhoneNumber(const char *number) = 0;
virtual int32_t reDialPhoneNumber(void) = 0;

virtual int32_t setATCommandDTMF(char key) = 0;

virtual int32_t requestCallOperName(void) = 0;

virtual int32_t getCurrentBattChargingStatus(void) = 0;

/* NXBT PBC service APIs */
virtual bool isConnectedPBC(void) = 0;
virtual int32_t connectToPBC(int32_t device_index) = 0;
virtual int32_t disconnectFromPBC(void) = 0;
virtual int32_t abortPBC(void) = 0;

virtual int32_t getContactFromPBC(void) = 0;
virtual int32_t getCallHistoryFromPBC(void) = 0;

/* NXBT MCE service APIs */
virtual bool isConnectedMCE(void) = 0;
virtual int32_t connectToMCE(int32_t device_index) = 0;
virtual int32_t disconnectFromMCE(void) = 0;
virtual int32_t abortMCE(void) = 0;
virtual int32_t startNotifyServerFromMCE(void) = 0;
virtual int32_t stopNotifyServerFromMCE(void) = 0;
virtual int32_t getParserBmsg(char *fullName, char *phoneNumber, char *msgBody) = 0;

/* NXBT UI callback functions */
virtual void registerMGTDisconnectedCbManager(void *pObj, void (*cbFunc)(void *)) = 0;
virtual void registerPairingFailedCbManager(void *pObj, void (*cbFunc)(void *, int32_t))
= 0;
virtual void registerPairedDevicesCbManager(void *pObj, void (*cbFunc)(void *)) = 0;
```

```
virtual void registerUnpairedDevicesCbManager(void *pObj, void (*cbFunc)(void *)) = 0;

virtual void registerPairingRequestCbManager(void *pObj, void (*cbFunc)(void *, bool, char *, char *, int32_t)) = 0;

virtual void registerLinkDownEventCbManager(void *pObj, void (*cbFunc)(void *, char *, int32_t)) = 0;a

virtual void registerOpenFailedCbAVK(void *pObj, void (*cbFunc)(void *)) = 0;

virtual void registerStreamingStartedCbAVK(void *pObj, void (*cbFunc)(void *, bool)) = 0;

virtual void registerStreamingStoppedCbAVK(void *pObj, void (*cbFunc)(void *)) = 0;

virtual void registerConnectionStatusCbAVK(void *pObj, void (*cbFunc)(void *, bool, char *, char *)) = 0;

virtual void registerConnectionStatusCbAVKRC(void *pObj, void (*cbFunc)(void *, bool)) = 0;

virtual void registerPlayStatusCbAVK(void *pObj, void (*cbFunc)(void *, int32_t)) = 0;

virtual void registerMediaElementCbAVK(void *pObj, void (*cbFunc)(void *, char *, char *, char *, char *, int32_t)) = 0;

virtual void registerPlayPositionCbAVK(void *pObj, void (*cbFunc)(void *, int32_t)) = 0;

virtual void registerOpenFailedCbHS(void *pObj, void (*cbFunc)(void *)) = 0;

virtual void registerConnectionStatusCbHS(void *pObj, void (*cbFunc)(void *, bool, char *, char *)) = 0;

virtual void registerInbandRingSupportedCbHS(void *pObj, void (*cbFunc)(void *, bool)) = 0;

virtual void registerCallStatusCbHS(void *pObj, void (*cbFunc)(void *, int32_t)) = 0;

virtual void registerBatteryStatusCbHS(void *pObj, void (*cbFunc)(void *, int32_t)) = 0;

virtual void registerCallOperNameCbHS(void *pObj, void (*cbFunc)(void *, char *)) = 0;

virtual void registerCurrentCalllsCbHS(void *pObj, void (*cbFunc)(void *, char *)) = 0;

virtual void registerAudioMuteStatusCbHS(void *pObj, void (*cbFunc)(void *, bool, bool)) = 0;

virtual void registerIncommingCallNumberCbHS(void *pObj, void (*cbFunc)(void *, char *)) = 0;

virtual void registerCallIndicatorCbHS(void *pObj, void (*cbFunc)(void *, char *)) = 0;

virtual void registerOpenFailedCbPBC(void *pObj, void (*cbFunc)(void *)) = 0;

virtual void registerConnectionStatusCbPBC(void *pObj, void (*cbFunc)(void *, bool)) = 0;

virtual void registerNotifyGetPhonebookCbPBC(void *pObj, void (*cbFunc)(void *, int32_t)) = 0;

virtual void registerOpenFailedCbMCE(void *pObj, void (*cbFunc)(void *)) = 0;

virtual void registerConnectionStatusCbMCE(void *pObj, void (*cbFunc)(void *, bool)) = 0;

virtual void registerNotifyGetMessageCbMCE(void *pObj, void (*cbFunc)(void *)) = 0;
```

Chap 2. Pure virtual functions

2.1 NXBT manager APIs

2.1.1 setRecoveryCommand

`void setRecoveryCommand(const char *command)`
Description This function sets the bsa_server command option for recovery
Arguments command : bsa_server command.
Return Value void

2.1.2 enableAutoConnection

`int32_t enableAutoConnection(bool enable)`
Description This function decides whether or not to apply the automatic connection scenario.
Arguments enable : True or false
Return Value 0 : Success, -1 : Fail

2.1.3 isAutoConnection

`bool isAutoConnection(void)`
Description This function checks automatic connection is true or false.
Arguments void
Return Value True : Enabled, False : Disabled

2.1.4 autoConnection

`void autoConnection(bool enable)`
Description This function applies automatic connection.
Arguments enable : True or false
Return Value void

2.1.5 requestLastAVKConnectedDevIndex

`int32_t requestLastAVKConnectedDevIndex(void)`
Description This function request latest AVK connected device index from the bt_devices.xml.
Arguments void
Return Value Device's index

2.1.6 requestLastHSConnectedDevIndex

`int32_t requestLastHSConnectedDevIndex(void)`
Description This function request latest HS connected device index from the bt_devices.xml.
Arguments void
Return Value Device's index

2.1.7 acceptPairing

`int32_t acceptPairing(void)`
Description This function accepts the pairing request.
Arguments void
Return Value 0 : Success, -1 : Fail

2.1.8 rejectPairing

`int32_t rejectPairing(void)`
Description This function rejects the pairing request.
Arguments void
Return Value 0 : Success, -1 : Fail

2.1.9 unpairDevice

`int32_t unpairDevice(int32_t device_index)`
Description This function unpairs the paired device.
Arguments device_index : Index of the paired device
Return Value 0 : Success, -1 : Fail

2.1.10 enableAutoPairing

`int32_t enableAutoPairing(bool enable)`
Description This function decides whether or not to apply automatic pairing.
Arguments enable : True or false
Return Value 0 : Success, -1 : Fail

2.1.11 enableAutoPairing

`int32_t enableAutoPairing(bool enable)`
Description This function decides whether or not to apply automatic pairing.
Arguments enable : True or false
Return Value 0 : Success, -1 : Fail

2.1.12 isAutoPairing

`bool isAutoPairing(void)`
Description This function checks the status of auto-pairing.
Arguments void
Return Value True : Enabled, False : Disabled

2.1.13 enableDiscoverable

`int32_t enableDiscoverable(bool enable)`
Description This function decides whether or not to apply the discoverable mode.
Arguments enable : True or false
Return Value 0 : Success, -1 : Fail

2.1.14 isDiscoverable

`bool isDiscoverable(void)`
Description This function checks the discoverable mode.
Arguments void
Return Value True : Enabled, False : Disabled

2.1.15 renameLocalDevice

`int32_t renameLocalDevice(const char *name)`
Description This function changes the local device's name.
Arguments name : Name to be changed
Return Value 0 : Success, -1 : Fail

2.1.16 getLocalDevName

`char* getLocalDevName(void)`
Description This function reads the local device's name.
Arguments void
Return Value Local device's name

2.1.17 getLocalAddress

`char* getLocalAddress(void)`
Description This function reads the local device's address.
Arguments void
Return Value Local device's address

2.1.18 getPairedDevCount

`int32_t getPairedDevCount(void)`
Description This function gets the number of paired devices.
Arguments void
Return Value Number of paired devices

2.1.19 getPairedDevInfoByIndex

`int32_t getPairedDevInfoByIndex(int32_t device_index, char *name, char *bd_addr)`
Description This function retrieves information about devices paired by index.
Arguments device_index : Index of the paired devices name : Input buffer to store name bd_addr : Input buffer to store 6bytes address
Return Value 0 : Success, -1 : Fail

2.1.20 getPairedDevAddrByIndex

`int32_t getPairedDevAddrByIndex(int32_t device_index, char *bd_addr)`
Description This function retrieves address about devices paired by index.
Arguments device_index : Index of the paired devices bd_addr : Input buffer to store 6bytes address
Return Value 0 : Success, -1 : Fail

2.1.21 getPairedDevNameByIndex

`int32_t getPairedDevNameByIndex(int32_t device_index, char *name)`
Description This function retrieves name about devices paired by index.
Arguments device_index : Index of the paired devices name : Input buffer to store name
Return Value 0 : Success, -1 : Fail

2.1.22 getPairedDevIndexByAddr

`int32_t getPairedDevIndexByAddr(char *bd_addr)`
Description This function retrieves index about devices paired by device's address.
Arguments bd_addr : Input buffer to store 6bytes address
Return Value 0 : Success, -1 : Fail

2.1.23 getPairedDevNameByAddr

`char* getPairedDevNameByAddr(char *bd_addr)`
Description This function retrieves name about devices paired by devices's address.
Arguments bd_addr : Input buffer to store 6bytes address
Return Value Paired device's name

2.1.24 setALSADevName

```
void setALSADevName(const char *playback, const char *capture, const char *playback_bt, const char *capture_bt, bool use_pcm_sync)
```

Description

This function sets ALSA device name.

Arguments

playback : Playback device for I2S codec

capture : Capture device for I2S codec

playback_bt : Playback device for I2S BT

capture_bt : Capture device for I2S BT

use_pcm_sync

- True : Sync mode (Using PCM link)
- False : Async mode

* Ref : When using SPDIF output, set it to async mode.

Return Value

void

2.2 NXBT AVK service APIs

2.2.1 openAudioAVK

`int32_t openAudioAVK(void)`
Description This function opens the AVK ALSA audio device.
Arguments void
Return Value 0 : Succeed, -1 : Failed, -2 : HS audio is currently running

2.2.2 closeAudioAVK

`void closeAudioAVK(void)`
Description This function closes the AVK ALSA audio device.
Arguments void
Return Value void

2.2.3 isAudioStatusAVK

`bool isAudioStatusAVK(void)`
Description This function checks whether it is opened with AVK ALSA audio device.
Arguments void
Return Value True : Opened, False : Closed or Not opened

2.2.4 isConnectedAVK(void)

`bool isConnectedAVK(void)`
Description This function checks whether it is connected with AVK service.
Arguments void

Return Value
True : Connected, False : Disconnected

2.2.5 connectToAVK

`int32_t connectToAVK(int32_t device_index)`
Description
This function tries to connect to the AVK profile service.
Arguments
device_index : Index of the paired devices
Return Value
0 : Success, -1 : Fail, -2 : Cancel

2.2.6 disconnectFromAVK

`int32_t disconnectFromAVK(char *bd_addr)`
Description
This function tries to disconnect from AVK profile service.
Arguments
bd_addr : Address of AVK connected device
Return Value
0 : Success, -1 : Fail

2.2.7 getConnectionNumberAVK

`int32_t getConnectionNumberAVK(void)`
Description
This function gets the number of paired devices.
Arguments
void
Return Value
Number of AVK connected device

2.2.8 getConnectionDevAddrAVK

`int32_t getConnectionDevAddrAVK(int32_t connected_index, char *bd_addr)`
Description
This function gets the address of AVK connected device by index.
Arguments

connected_index : Index of AVK connected device bd_addr : Input buffer to store 6bytes address
Return Value 0 : Success, -1 : Fail

2.2.9 requestGetElementAttr

`int32_t requestGetElementAttr(char *bd_addr)`
Description This function requests for getting elements.
Arguments bd_addr : Address of AVK connected device
Return Value 0 : Success, -1 : Fail

2.2.10 playStartAVK

`int32_t playStartAVK(char *bd_addr)`
Description This function starts audio playback.
Arguments bd_addr : Address of AVK connected device
Return Value 0 : Success, -1 : Fail

2.2.11 playStopAVK

`int32_t playStopAVK(char *bd_addr)`
Description This function stops audio playback.
Arguments bd_addr : Address of AVK connected device
Return Value 0 : Success, -1 : Fail

2.2.12 playPauseAVK

`int32_t playPauseAVK(char *bd_addr)`
Description This function pauses audio playback.
Arguments bd_addr : Address of AVK connected device

Return Value
0 : Success, -1 : Fail

2.2.13 playNextAVK

`int32_t playNextAVK(char *bd_addr)`
Description
This function plays the next song.
Arguments
bd_addr : Address of AVK connected device
Return Value
0 : Success, -1 : Fail

2.2.14 playPrevAVK

`int32_t playPrevAVK(char *bd_addr)`
Description
This function plays the previous song.
Arguments
bd_addr : Address of AVK connected device
Return Value
0 : Success, -1 : Fail

2.3 NXBT HS service APIs

2.3.1 isConnectedHS

`bool isConnectedHS(void)`
Description This function checks whether it is connected with HS service.
Arguments void
Return Value True : Connected, False : Disconnected

2.3.2 requestIndicator

`int32_t requestIndicator(void)`
Description This function requests indicator call string.
Arguments void
Return Value 0 : Success, -1 : Fail

2.3.3 requestCurrentCalls

`int32_t requestIndicator(void)`
Description This function requests indicator call string.
Arguments void
Return Value 0 : Success, -1 : Fail

2.3.4 getConnectionDevAddrHS

`int32_t getConnectionDevAddrHS(char *bd_addr)`
Description This function gets the address of HS connected device by index.
Arguments bd_addr : Address of HS connected device
Return Value 0 : Success, -1 : Fail

2.3.5 connectToHS

`int32_t connectToHS(int32_t device_index)`
Description This function tries to connect to the HS profile service.
Arguments device_index : Index of the paired devices
Return Value 0 : Success, -1 : Fail

2.3.6 disconnectFromHS

`int32_t disconnectFromHS(void)`
Description This function tries to disconnect from HS profile service.
Arguments void
Return Value 0 : Success, -1 : Fail

2.3.7 pickUpCall

`int32_t pickUpCall(void)`
Description This function picks up the call.
Arguments void
Return Value 0 : Success, -1 : Fail

2.3.8 hangUpCall

`int32_t hangUpCall(void)`
Description This function hangs up the call.
Arguments void
Return Value 0 : Success, -1 : Fail

2.3.9 openAudioHS

`int32_t openAudioHS(void)`
Description This function opens HS audio.
Arguments void
Return Value 0 : Success, -1 : Fail

2.3.10 closeAudioHS

`int32_t closeAudioHS(void)`
Description This function closes HS audio.
Arguments void
Return Value 0 : Success, -1 : Fail

2.3.11 isOpenedAudioHS

`bool isOpenedAudioHS(void)`
Description This function checks audio HS is opened.
Arguments void
Return Value True : Enabled, False : Disabled

2.3.12 muteMicrophoneHS

`void muteMicrophoneHS(bool mute)`
Description This function decides whether or not to mute microphone.
Arguments mute : True or false
Return Value void

2.3.13 isMutedMicrophoneHS

`bool isMutedMicrophoneHS(void)`
Description This function checks mic is muted.
Arguments void
Return Value True : Enabled, False : Disabled

2.3.14 dialPhoneNumber

`int32_t dialPhoneNumber(const char *number)`
Description This function tries to dial.
Arguments number : Destination phone number
Return Value 0 : Success, -1 : Fail

2.3.15 reDialPhoneNumber

`int32_t reDialPhoneNumber(void)`
Description This function tries to redial.
Arguments void
Return Value 0 : Success, -1 : Fail

2.3.16 setATCommandDTMF

`int32_t setATCommandDTMF(char key)`
Description This function sends AT command.
Arguments key : Dial keypad’s key
Return Value 0 : Success, -1 : Fail

2.3.17 requestCallOperName

`int32_t requestCallOperName(void)`
Description This function requests the call operator's name.
Arguments void
Return Value 0 : Success, -1 : Fail

2.3.18 getCurrentBattChargingStatus

`int32_t getCurrentBattChargingStatus(void)`
Description This function gets battery status value.
Arguments void
Return Value Battery charging status value (0 ~ 5)

2.4 NXBT PBC service APIs

2.4.1 isConnectedPBC

`bool isConnectedPBC(void)`
Description This function checks whether it is connected with PBC service.
Arguments void
Return Value True : Connected, False : Disconnected

2.4.2 connectToPBC

`int32_t connectToPBC(int32_t device_index)`
Description This function tries to connect to the PBC profile service.
Arguments device_index : Index of the paired devices
Return Value 0 : Success, -1 : Fail

2.4.3 disconnectFromPBC

`int32_t disconnectFromPBC(void)`
Description This function tries to disconnect from the PBC profile service.
Arguments void
Return Value 0 : Success, -1 : Fail

2.4.4 abortPBC

`int32_t abortPBC(void)`
Description This function tries to abort the PBC profile service.
Arguments void
Return Value 0 : Success, -1 : Fail

2.4.5 getContactFromPBC

`int32_t getContactFromPBC(void)`
Description This function imports contacts from PBC profile service.
Arguments void
Return Value 0 : Success, -1 : Fail

2.4.6 getCallHistoryFromPBC

`int32_t getCallHistoryFromPBC(void)`
Description This function gets the call log from PBC profile service.
Arguments void
Return Value 0 : Success, -1 : Fail

2.5 NXBT MCE service APIs

2.5.1 isConnectedMCE

`bool isConnectedMCE(void)`
Description This function checks whether it is connected with MCE service.
Arguments void
Return Value True : Connected, False : Disconnected

2.5.2 connectToMCE

`int32_t connectToMCE(int32_t device_index)`
Description This function tries to connect to the MCE profile service.
Arguments device_index : Index of the paired devices
Return Value 0 : Success, -1 : Fail

2.5.3 disconnectFromMCE

`int32_t disconnectFromMCE(void)`
Description This function tries to disconnect from the MCE profile service.
Arguments device_index : Index of the paired devices
Return Value 0 : Success, -1 : Fail

2.5.4 abortMCE

`int32_t abortMCE(void)`
Description This function tries to abort the MCE profile service.
Arguments void
Return Value 0 : Success, -1 : Fail

2.5.5 startNotifyServerFromMCE

`int32_t startNotifyServerFromMCE(void)`
Description This function starts MNS(Message Notification Server) from the MCE profile service.
Arguments void
Return Value 0 : Success, -1 : Fail

2.5.6 stopNotifyServerFromMCE

`int32_t stopNotifyServerFromMCE(void)`
Description This function stops MNS(Message Notification Server) from the MCE profile service.
Arguments void
Return Value 0 : Success, -1 : Fail

2.5.7 getParserBmsg

`int32_t getParserBmsg(char *fullName, char *phoneNumber, char *msgBody)`
Description This function gets the parsed B message.
Arguments fullName : The sender phoneNumber : Sender's phone number msgBody : Message content
Return Value 0 : Success, -1 : Fail

2.6 NXBT UI callback functions

2.6.1 registerMGTDisconnectedCbManager

```
void registerMGTDisconnectedCbManager(void *pObj, void (*cbFunc)(void *))
```

Description

Notify when MGT is disconnected.

Arguments

pObj UI handler

cbFunc UI callback stub function

- Private handler

Return Value

void

2.6.2 registerPairingFailedCbManager

```
void registerPairingFailedCbManager(void *pObj, void (*cbFunc)(void *, int32_t))
```

Description

Notify when pairing is failed.

Arguments

pObj UI handler

cbFunc UI callback stub function

- Private handler
- Fail reason
  - ➔ 0x05 : Rejected

Return Value

void

2.6.3 registerPairedDevicesCbManager

```
void registerPairedDevicesCbManager(void *pObj, void (*cbFunc)(void *))
```

Description

Notify when paired device list is updated.

Arguments

pObj UI handler

cbFunc UI callback stub function

- Private handler

Return Value

void

2.6.4 registerUnpairedDevicesCbManager

```
void registerUnpairedDevicesCbManager(void *pObj, void (*cbFunc)(void *))
```

Description

Notify when device is unpaired.

Arguments

pObj UI handler

cbFunc UI callback stub function

- Private handler

Return Value

void

2.6.5 registerPairingRequestCbManager

```
void registerPairingRequestCbManager(void *pObj, void (*cbFunc)(void *, bool, char *, char *, int32_t))
```

Description

Notify when receive the pairing request.

Arguments

pObj UI handler

cbFunc UI callback stub function

- Private handler
- Automatic mode
- Device's name
- Device's address
- Pairing code (6 digits)

Return Value

void

2.6.6 registerLinkDownEventCbManager

```
void registerLinkDownEventCbManager(void *pObj, void (*cbFunc)(void *, char *,int32_t))
```

Description

Notify when receive the link down event.

Arguments

pObj UI handler

cbFunc UI callback stub function

- Private handler
- Device's address
- Reason code
  - ➔ 0x08 : RF signal is disconnected

➔ 0x13 : Turn off the BT module on the remote device or unpair the connected local device ➔ 0x16 : Unpairing connected remote devices from the local device
Return Value void

2.6.7 registerOpenFailedCbAVK

`void registerOpenFailedCbAVK(void *pObj, void (*cbFunc)(void *))`
Description Notify when AVK open is failed.
Arguments pObj UI handler cbFunc UI callback stub function - Private handler
Return Value void

2.6.8 registerStreamingStartedCbAVK

`void registerStreamingStartedCbAVK(void *pObj, void (*cbFunc)(void *, bool))`
Description Notify when A2DP streaming is started.
Arguments pObj UI handler cbFunc UI callback stub function - Private handler - True : ALSA open succeed, False : ALSA open failed
Return Value void

2.6.9 registerStreamingStoppedCbAVK

`void registerStreamingStoppedCbAVK(void *pObj, void (*cbFunc)(void *))`
Description Notify when A2DP streaming is stopped.
Arguments pObj UI handler cbFunc UI callback stub function - Private handler
Return Value

void

2.6.10 registerConnectionStatusCbAVK

`void registerConnectionStatusCbAVK(void *pObj, void (*cbFunc)(void *, bool, char *, char *))`
Description Notify when AVK connection status is changed.
Arguments pObj UI handler cbFunc UI callback stub function - Private handler - Connection status - Device's name - Device's address
Return Value void

2.6.11 registerConnectionStatusCbAVKRC

`void registerConnectionStatusCbAVKRC(void *pObj, void (*cbFunc)(void *, bool))`
Description Notify when AVKRC connection status is changed.
Arguments pObj UI handler cbFunc UI callback stub function - Private handler - Connection status
Return Value void

2.6.12 registerPlayStatusCbAVK

`void registerPlayStatusCbAVK(void *pObj, void (*cbFunc)(void *, int32_t))`
Description Notify when play status is changed.
Arguments pObj UI handler cbFunc UI callback stub function - Private handler - Play Status

➔ 0x00 : Stopped ➔ 0x01 : Playing ➔ 0x02 : Paused
Return Value void

2.6.13 registerMediaElementCbAVK

`void registerMediaElementCbAVK(void *pObj, void (*cbFunc)(void *, char *, char *, char *, char *, int32_t))`
Description Notify when media elements are updated.
Arguments pObj UI handler cbFunc UI callback stub function - Private handler - Title - Artist - Album - Genre - Playing time (milliseconds)
Return Value void

2.6.14 registerPlayPositionCbAVK

`void registerPlayPositionCbAVK(void *pObj, void (*cbFunc)(void *, int32_t))`
Description Notify when play position is updated.
Arguments pObj UI handler cbFunc UI callback stub function - Private handler - Play position (milliseconds)
Return Value void

2.6.15 registerOpenFailedCbHS

```
void registerOpenFailedCbHS(void *pObj, void (*cbFunc)(void *))
```

Description

Notify when HS open is failed.

Arguments

pObj UI handler

cbFunc UI callback stub function

- Private handler

Return Value

void

2.6.16 registerConnectionStatusCbHS

```
void registerConnectionStatusCbHS(void *pObj, void (*cbFunc)(void *, bool, char *, char *))
```

Description

Notify when HS connection status is changed.

Arguments

pObj UI handler

cbFunc UI callback stub function

- Private handler
- Connection status
- Device's name
- Device's address

Return Value

void

2.6.17 registerInbandRingSupportedCbHS

```
void registerInbandRingSupportedCbHS(void *pObj, void (*cbFunc)(void *, bool))
```

Description

Notify that in-band ring is supported or not.

Arguments

pObj UI handler

cbFunc UI callback stub function

- Private handler
- Supported or not

Return Value

void

2.6.18 registerCallStatusCbHS

```
void registerCallStatusCbHS(void *pObj, void (*cbFunc)(void *, int32_t))
```

Description

Notify when call status is changed.

Arguments

pObj UI handler

cbFunc UI callback stub function

- Private handler
- Call status
  - ➔ 0x00 : UNKNOWN_CALL
  - ➔ 0x01 : HANG_UP_CALL
  - ➔ 0x02 : INCOMMING_CALL
  - ➔ 0x03 : READY_OUTGOING_CALL
  - ➔ 0x04 : OUTGOING_CALL
  - ➔ 0x05 : PICK_UP_CALL
  - ➔ 0x06 : DISCONNECTED_CALL

Return Value

void

2.6.19 registerBatteryStatusCbHS

```
void registerBatteryStatusCbHS(void *pObj, void (*cbFunc)(void *, int32_t))
```

Description

Notify when the battery status changes or when the value is requested.

Arguments

pObj UI handler

cbFunc UI callback stub function

- Private handler
- Battery charging status value (0 ~ 5)

Return Value

void

2.6.20 registerCallOperNameCbHS

```
void registerCallOperNameCbHS(void *pObj, void (*cbFunc)(void *, char *))
```

Description

Notify when the operator'name is requested.

Arguments

pObj UI handler

cbFunc UI callback stub function

- Private handler
- Call operator's name

Return Value

void

2.6.21 registerCurrentCallIsCbHS

```
void registerCurrentCalllsCbHS(void *pObj, void (*cbFunc)(void *, char *))
```

Description

Notify when receive the CLCC event.

Arguments

pObj UI handler

cbFunc UI callback stub function

- Private handler
- CLCC string
  - ➔ <idx>,<dir>,<status>,<mode>,<mprty>[,<number>,<type>]
  - ➔ <idx>
  - ➔ The numbering (starting with 1) of the call given by the sequence of setting up or receiving the calls (active, held or waiting) as seen by the served subscriber.
  - ➔ <dir>
  - ➔ 0 (outgoing), 1 (incoming)
  - ➔ <status>
  - ➔ 0 = Active
  - ➔ 1 = Held
  - ➔ 2 = Dialing (outgoing calls only)
  - ➔ 3 = Alerting (outgoing calls only)
  - ➔ 4 = Incoming (incoming calls only)
  - ➔ 5 = Waiting (incoming calls only)
  - ➔ <mode>
  - ➔ 0 (Voice), 1 (Data), 2 (FAX)
  - ➔ <mpty>
  - ➔ 0 (Not Multiparty), 1 (Multiparty)
  - ➔ <number> – (optional)
  - ➔ Phone number
  - ➔ <type> – (optional)
  - ➔ values 128-143 : The phone number format may be a national or international format, and may contain prefix and/or escape digits.
  - ➔ values 144-159 : The phone number format is an international number, including the country code prefix.

➔ values 160-175 : National number. No prefix nor escape digits included.
Return Value void

2.6.22 registerAudioMuteStatusCbHS

`void registerAudioMuteStatusCbHS(void *pObj, void (*cbFunc)(void *, bool, bool))`
Description Notify when audio HS and mic mute status are changed.
Arguments pObj UI handler cbFunc UI callback stub function - Private handler - Mute status - Audio HS status
Return Value void

2.6.23 registerIncommingCallNumberCbHS

`registerIncommingCallNumberCbHS(void *pObj, void (*cbFunc)(void *, char *))`
Description Notify the phone number when is incomming call.
Arguments pObj UI handler cbFunc UI callback stub function - Private handler - CLIP string ➔ CLIP string structure (Calling line identification notification) ➔ <number>, type> ➔ <number> ➔ Phone number ➔ <type> ➔ values 128-143: The phone number format may be a national or international format, and may contain prefix and/or escape digits. ➔ values 144-159: The phone number format is an international number, including the country code prefix. ➔ values 160-175: National number. No prefix nor escape digits included.
Return Value void

2.6.24 registerCallIndicatorCbHS

```
void registerCallIndicatorCbHS(void *pObj, void (*cbFunc)(void *, char *))
```

Description

Notify when receive the CIND event.

Arguments

pObj UI handler

cbFunc UI callback stub function

- Private handler
- CIND string
  - ➔ CIND string structure (Call indicator)
  - ➔ (“call”,(0,1)),(“callsetup”,(0-3)),(“service”,(0-1)),(“signal”,(0-5)), (“roam”,(0,1)),(“battchg”,(0-5)),(“callheld”,(0-2))

Return Value

void

2.6.25 registerOpenFailedCbPBC

```
void registerOpenFailedCbPBC(void *pObj, void (*cbFunc)(void *))
```

Description

Notify when PBC open is failed.

Arguments

pObj UI handler

cbFunc UI callback stub function

- Private handler

Return Value

void

2.6.26 registerConnectionStatusCbPBC

```
void registerConnectionStatusCbPBC(void *pObj, void (*cbFunc)(void *, bool))
```

Description

Notify when PBC connection status is changed.

Arguments

pObj UI handler

cbFunc UI callback stub function

- Private handler
- Connection status

Return Value

void

2.6.27 registerNotifyGetPhoneBookCbPBC

```
void registerNotifyGetPhoneBookCbPBC(void *pObj, void (*cbFunc)(void *))
```

Description

Notify when contact or call log is received.

It is created as ‘pb_data.vcf’ file in “/etc/bluetooth/"

Arguments

pObj UI handler

cbFunc UI callback stub function

- Private handler

Return Value

void

2.6.28 registerOpenFailedCbMCE

```
void registerOpenFailedCbMCE(void *pObj, void (*cbFunc)(void *))
```

Description

Notify when MCE open is failed.

Arguments

pObj UI handler

cbFunc UI callback stub function

- Private handler

Return Value

void

2.6.29 registerConnectionStatusCbMCE

```
void registerConnectionStatusCbMCE(void *pObj, void (*cbFunc)(void *, bool))
```

Description

Notify when MCE connection status is changed.

Arguments

pObj UI handler

cbFunc UI callback stub function

- Private handler
- Connection status

Return Value

void

2.6.30 registerNotifyGetMessageCbMCE

`void registerNotifyGetMessageCbMCE(void *pObj, void (*cbFunc)(void *))`
Description Notify when SMS message is received. It is created as ‘get_msg.txt’ file in “/etc/bluetooth/"
Arguments pObj UI handler cbFunc UI callback stub function - Private handler
Return Value void