

Setup Guide

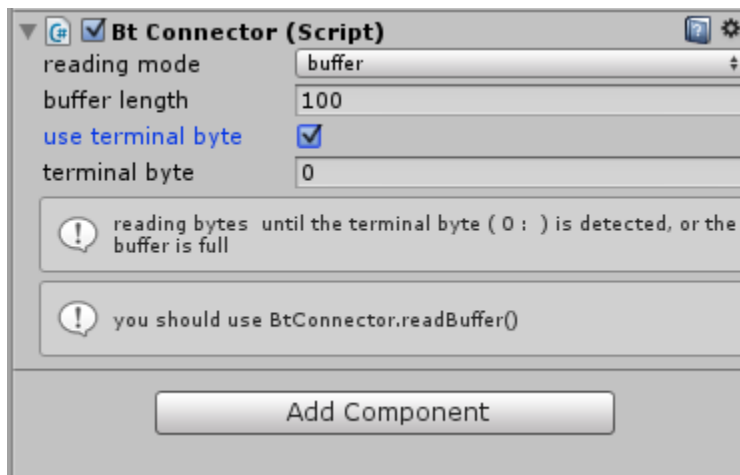
Plugin Setup

1) Move the "Plugins" folder into the "Assets" folder, so you must have the following directories, otherwise it won't work :

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

2) drag the **BtConnector** prefab to the **Hierarchy** in your scene, This prefab is just an empty gameObject with a "BtConnector.cs" script attached to it, so if you can't find it create one.

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 untill 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**.

AndroidManifest.xml

The only requirement for this plugin to work with any other plugin is to have the right AndroidManifest.xml setup. So If you want to change the AndroidManifest.xml that shipped with this asset to fit some other plugin, you need to maintain the following two lines :

```
<uses-permission android:name="android.permission.BLUETOOTH" />  
<uses-permission android:name="android.permission.BLUETOOTH_ADMIN" />
```

They are just before the tag `</manifest>` at the end of the file.

Important 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.