Bluetooth LE Application Accelerator FAQ

Contents

[General]

What are the major functionalities of this program?

The BLE service explorer project is to build a tool to discover, explore and interact with the services and characteristics in the remote BLE device. It could be used as a reference for BLE central apps as well as a useful tool to test the Bluetooth communication.

Is classic Bluetooth BR/EDR covered?

No. Only BLE (GATT) application is covered in this program.

What do I need to run this program?

The program covers 3 major Bluetooth smart ready platforms: Android, iOS and WinRT. You will need to have devices running one of the 3 platforms in order to load the app and start the executable. To edit and compile the source code, you will also need the corresponding tool chain for the specific platform. For more information, please refer to our environment set-up guide.

Could I use some of the source code in my application?

Yes, you could use the source code in your application. Please refer to our EULA for licensing issues.

Why can't I find the services in my device?

To troubleshoot the discovery issues, please make sure:

1. The target device is a BLE/Bluetooth Smart device.
2. The target device is turned on and advertising for its services.
3. The target device is in range.
4. You have read access to its characters if you want to explore more.

Where can I find the documents and other training materials associate with this program?

You could find the training videos on training exchange section from Bluetooth SIG's website.
https://www.bluetooth.org/en-us/training-resources/training-videos

[iOS]

What OS is supported?

iOS 5.0 and up has support to Bluetooth LE stacks.

Do I need a Bluetooth dongle?

To run this app on a simulator, you will need a Bluetooth LE dongle.

Update: from iOS7 on, Apple stopped supporting Bluetooth dongles in the simulator. You will need to run the Bluetooth app in a real device.

[Android]

What do I need to run this app?

You will need an Android device to run the app. Android Emulator does NOT support Bluetooth application development.

Do I need a specific device to run this app?

No. Any devices runs on Android OS 4.3 and up should be able to run this app.

What SDK is required to run this?

You will need Android 4.3 (SDK level 18) and up to run this program. Please be noted that the 3rd party BLE SDK is NOT supported by this program.

[Windows]

Can I run this on Windows Phone?

No, you can't as of now. Only Windows RT 8.1 and up from the Windows family has support to Bluetooth LE.

What SDK do I need to run this?

Windows RT 8.1 and up.

[Misc.]

How could I get a UUID for my service?

You could use any UUID generator tool to generate UUID for your service.

How to troubleshoot my device?

For discovery issues (Could not find remote devices etc.):

1. First make sure the target device is advertising by leveraging multiple central/peripheral devices.
    a. Use another working central device for an A/B test.
    b. If you are using the simulator and dongle, please try it on a real device.
    c. Make sure you have the access to the target device.
2. Check the discovery callbacks are handled correctly in your code.

For connect/reconnect issues:
Since different platforms handle connection/reconnection differently, please make sure you understand the connect/reconnect logic on the specific platform accordingly. We found that it takes longer time to reconnect to the peripheral device on Android 4.3. On iOS the process is faster by leveraging the caching mechanism underneath.

For Read/Write issues:
Many read/write issues are caused by the access control. So you could start troubleshooting from the peripheral's access list. You may get different error messages (some are irrelevant and misleading) on this. It's mainly because the developers on the peripheral side did not provide adequate handler for the situations.