

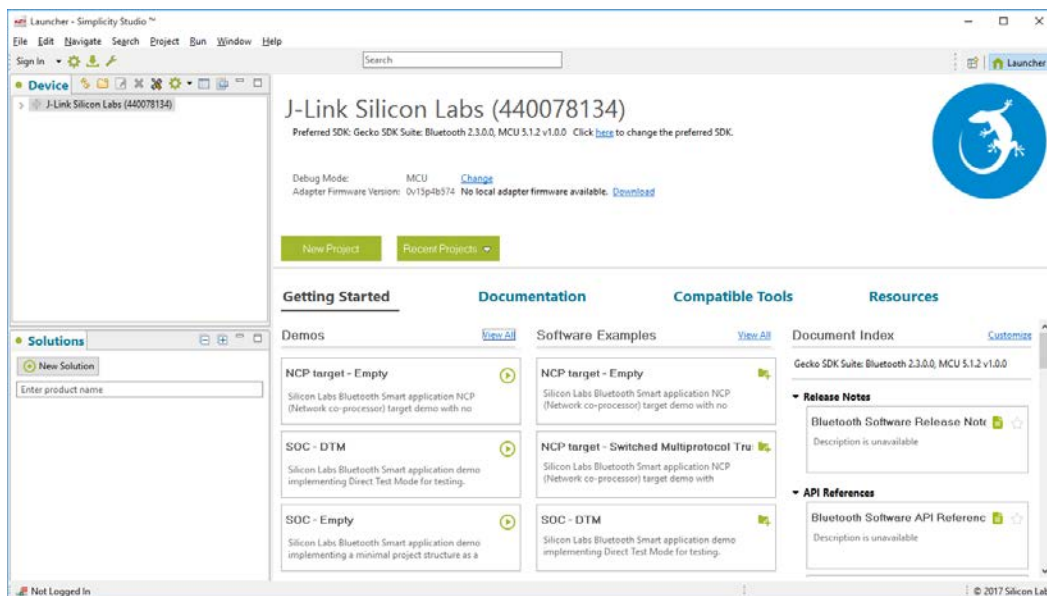
# QSG139: *Bluetooth*<sup>®</sup> Development with Simplicity Studio



This document describes how to get started with Bluetooth development using Silicon Labs Simplicity Studio, and how to use the various applications included with it.

## KEY POINTS

- Installing the Bluetooth Smart SDK in Simplicity Studio.
- Introducing the key components of the SDK.
- Tutorial on how to start application development for Bluetooth devices with Simplicity Studio.



## 1 Introduction

Simplicity Studio is a free Eclipse-based Integrated Development Environment (IDE), and a collection of value-add tools. Provided by Silicon Labs, developers can use Simplicity Studio to develop, debug and analyze their Bluetooth and other Silicon Labs SDK (Software Development Kit) applications. Its main goal is to reduce development time so that you can focus on your application instead of researching the Bluetooth specification and hardware reference manuals. See section **Functionality in the Launcher Perspective** for a review of Simplicity Studio's features.

If you have already installed Simplicity Studio with a different protocol stack, see section **Downloading Updates or Installing Additional Components** for instructions on updating the installation with the Bluetooth stack.

### 1.1 Prerequisites

As well as Simplicity Studio v4, you should have the following before beginning application development:

- A basic understanding of Bluetooth Smart technology and terminology. *UG104.13: Application Development Fundamentals: Bluetooth Technology* provides a good starting point if you have not yet learned about Bluetooth.
- A compatible compiler:
  - Simplicity Studio comes with free GCC C-compiler
  - IAR Embedded Workbench for ARM (IAR-EWARM) version 7.80.2 can also be used as the compiler for all Silicon Labs protocols, and must be used if you are working with protocols other than Bluetooth.
- A registered account at Silicon Labs is required in order to download the Silicon Labs Bluetooth SDK.
  - You can register at [https://siliconlabs.force.com/apex/SL\\_CommunitiesSelfReg?form=short](https://siliconlabs.force.com/apex/SL_CommunitiesSelfReg?form=short).

To get a 30-day evaluation license for IAR:

- Go to the Silicon Labs support portal at <https://www.silabs.com/support> and sign in.
- Click the Software Releases tab and download the required IAR-EWARM version.
- In the IAR License Wizard, click **Register with IAR Systems** to get an evaluation license.
- Complete the registration and IAR will provide a 30-day evaluation license.
- Once IAR-EWARM is installed, the next time Simplicity Studio starts it will automatically detect and configure the IDE to use IAR-EWARM.

### 1.2 Support

You can access the Silicon Labs support portal at <https://www.silabs.com/support> by clicking the “Email-Support” link and logging in with your self-registered credentials. Use the support portal to contact Customer Support for any questions you might have during the development process.

### 1.3 Documentation

Stack documentation is accessed through Simplicity Studio, as described in section **Accessing Documentation and Other Resources**. Simplicity Studio also provides links to hardware documentation and other application notes.

## 2 Getting Started

### 2.1 Connect your Hardware

Connect your WSTK using a USB cable to the PC on which you will install Simplicity Studio. By having it connected when Simplicity Studio installs, Simplicity Studio will automatically obtain the relevant additional resources it needs.

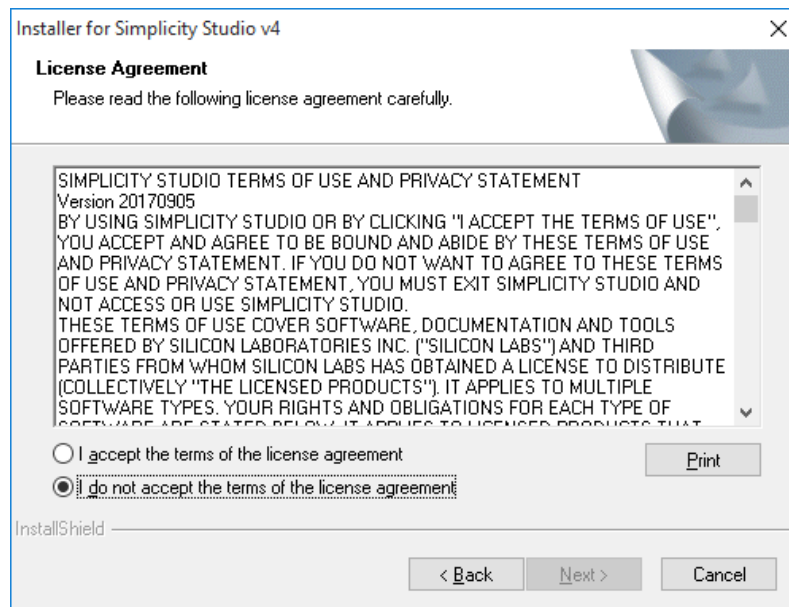
**Note:** For best performance in Simplicity Studio, be sure that the power switch on your WSTK is in the Advanced Energy Monitoring or “AEM” position as shown in the following figure.



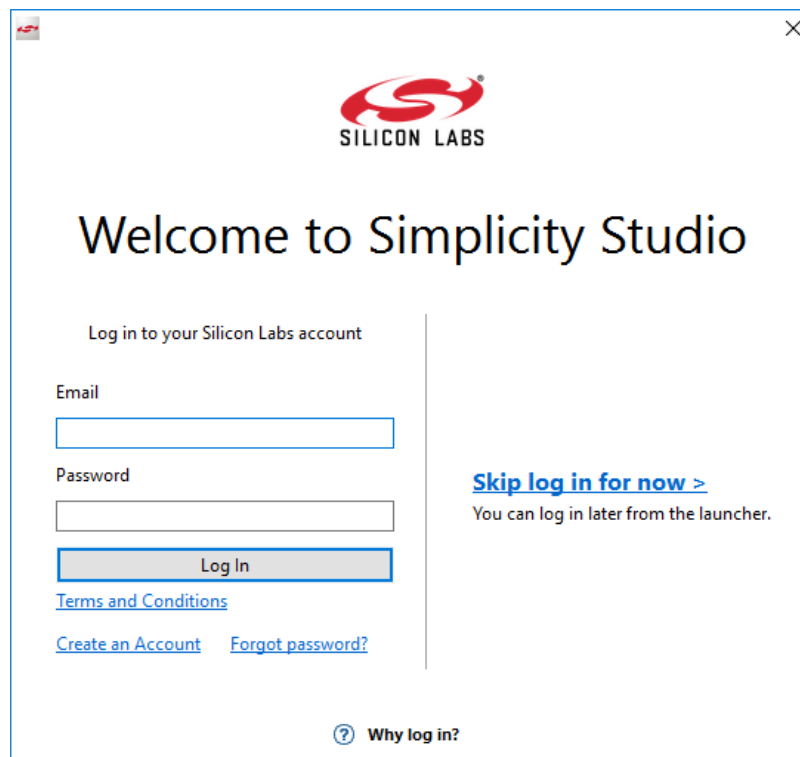
Figure 1. EFR32BG12 on a WSTK

## 2.2 Installing Simplicity Studio and the Gecko Suite with the Bluetooth Stack

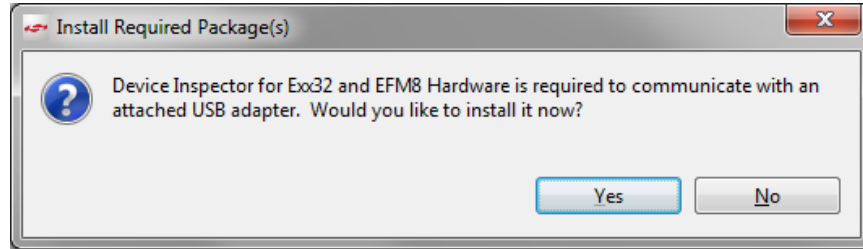
1. Run the Simplicity Studio installation application.
2. When Simplicity Studio first launches, it presents a License Agreement dialog. Accept the terms of the agreement and click **Next**.



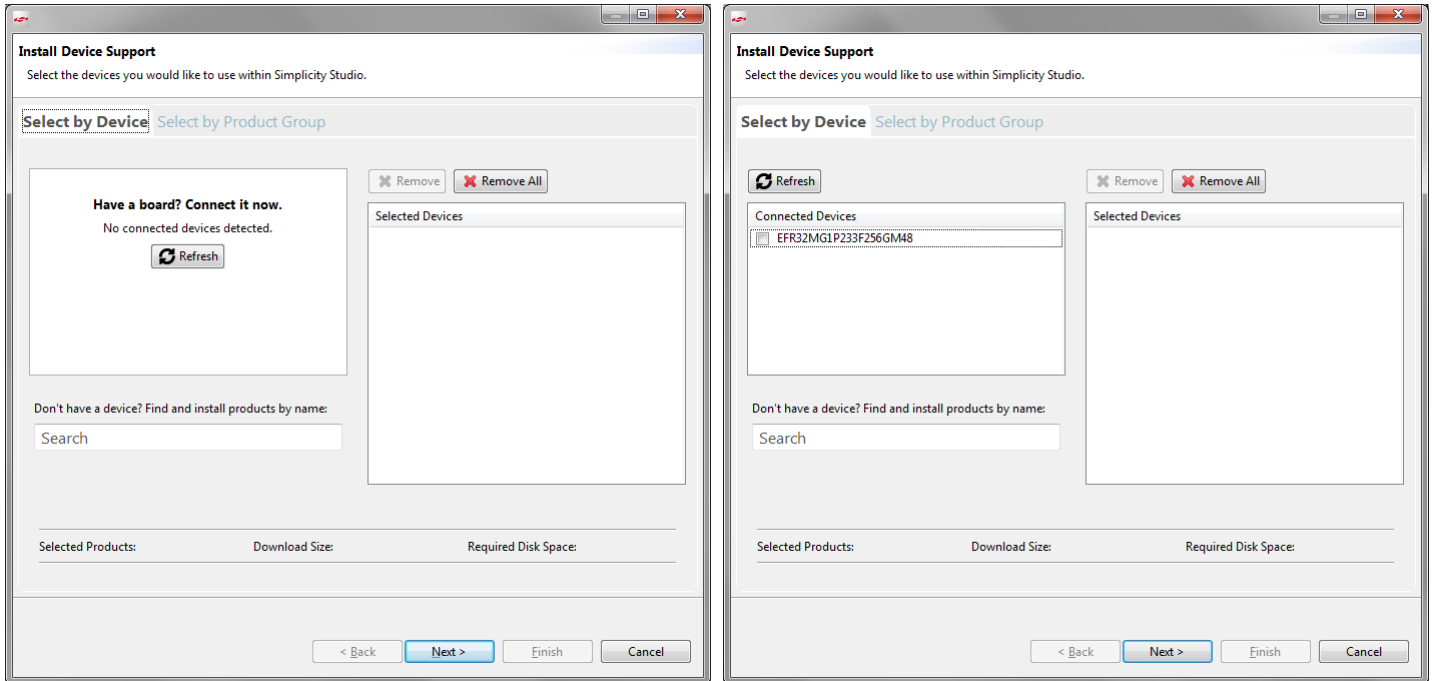
3. Next you are invited to log in. Log in using your support account username and password. Although you can skip log in here, you must be logged in to access protected content.



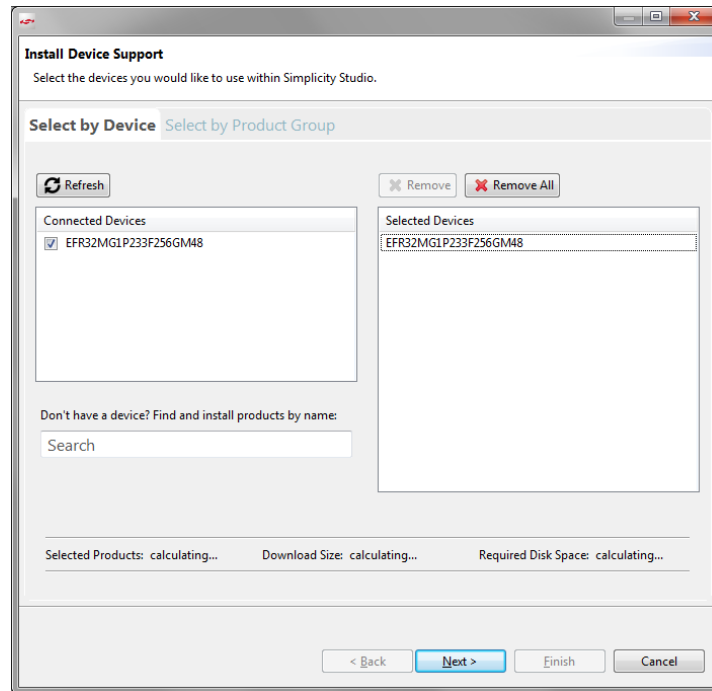
- After login, Simplicity Studio adds software information. Once initial software installation is complete, Simplicity Studio checks for connected hardware. If you have the WSTK connected by USB cable, Simplicity Studio will detect the USB cable and prompt you to download a Device Inspector. Click **Yes**.



- An Install Device Support dialog appears. After a short delay, it shows your connected device. If the connected device does not show, click **Refresh**. The following figure shows the Install Device Support dialog before and after the connected device is displayed.

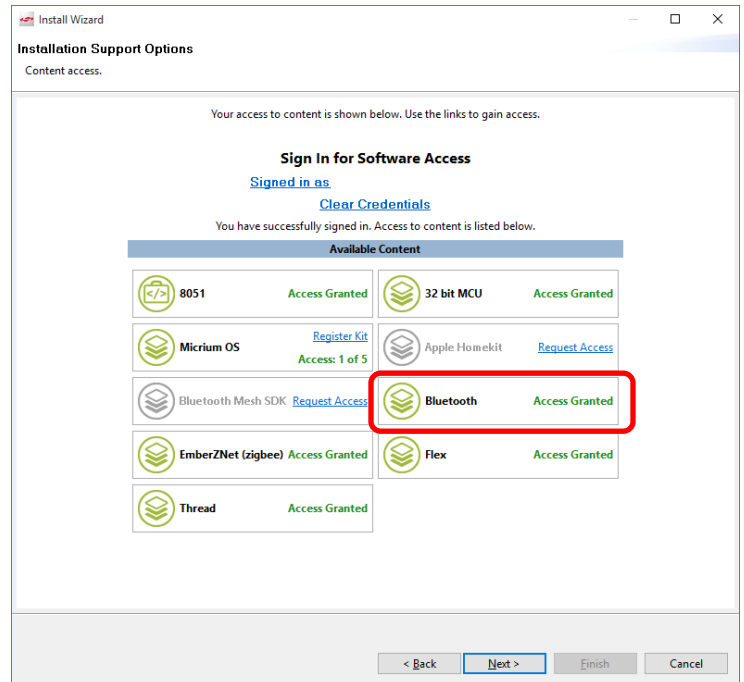
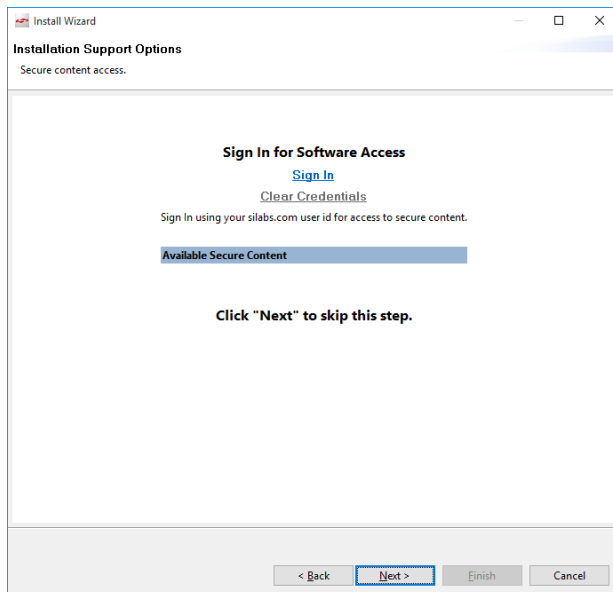


- Click the checkbox next to the device to select it. Selecting the device allows Simplicity Studio to present the relevant software packages for you to install. Click **Next**.



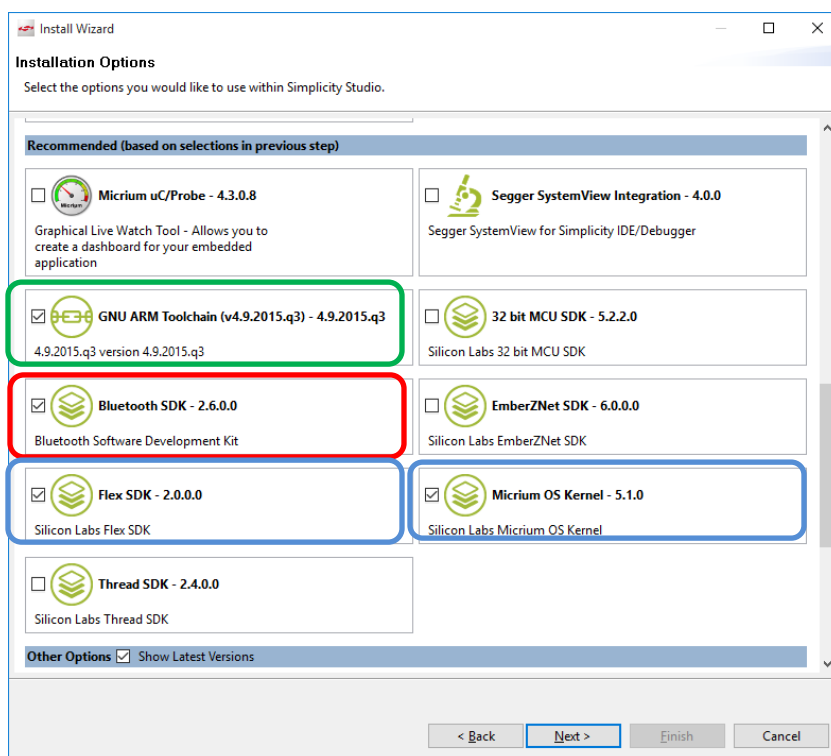
**Note:** You can also click the **Select by Product Group** tab to install device support for all devices in one or more product groups.

- The next dialog varies depending on whether or not you have signed in. If you have not signed in, you have no access to restricted content and must sign in first. Once you have signed in and see Bluetooth SDK on the list of available content, click **Next**.

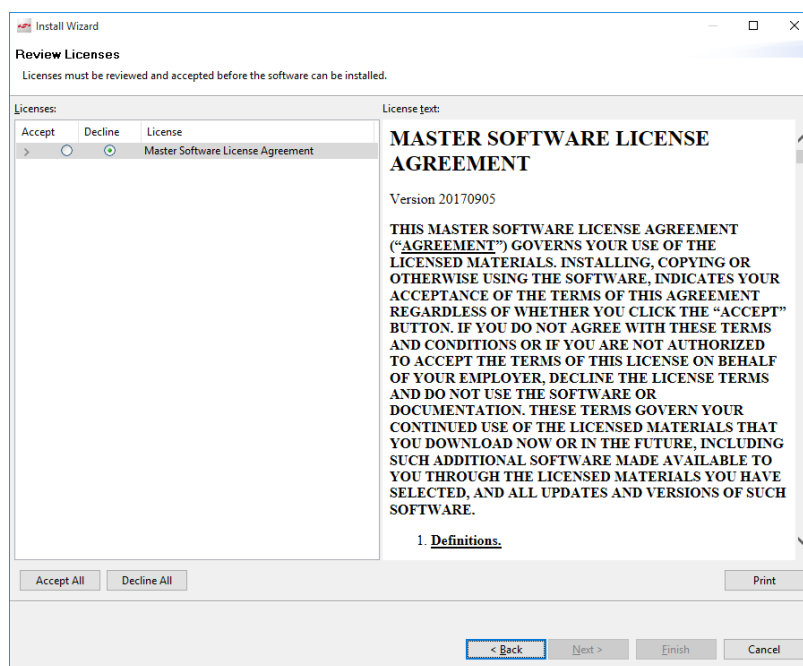


8. The **Installation Options** dialog shows the tools and software packages that can be installed. By default the list is filtered by the product connected to your computer, or that you selected in the Solutions area of the Launcher view. Required items are listed first. Scroll down to see Recommended options, including the current versions of all SDKs. All SDKs are checked by default.
- If you plan to use GCC, leave GNU ARM Toolchain checked (in green below).
  - If you plan to work on the RAIL/Bluetooth Dynamic Multiprotocol examples, leave Micrium OS Kernel and the Flex SDK checked (in blue below).

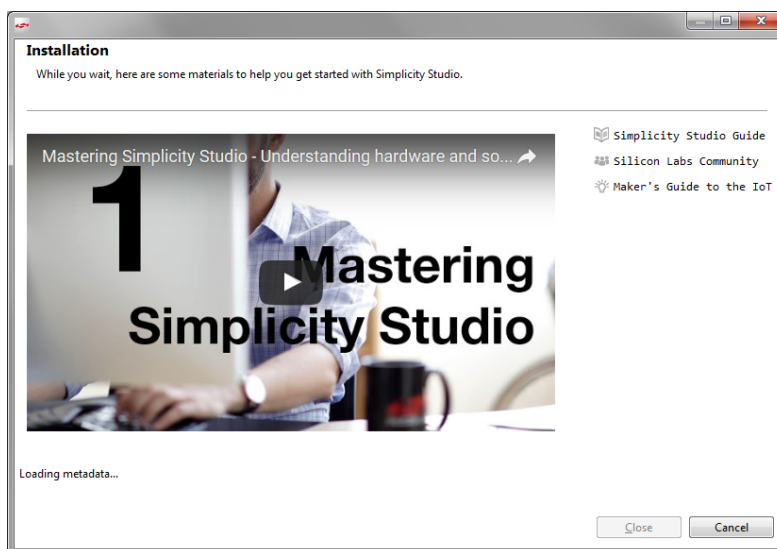
Simplicity Studio recalculates installation size requirements, which may take several seconds. Click **Next** once the control is enabled.



9. Studio displays a Review Licenses dialog. Accept the licenses shown and click **Finish**. Note that this dialog will present again if in the future you install a component with a separate license.

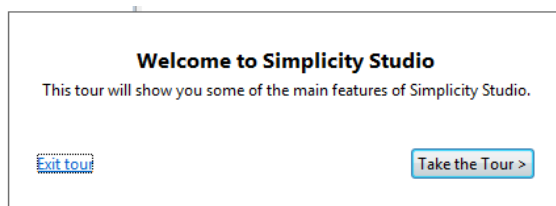


Installation takes several minutes. During installation, Simplicity Studio offers you viewing and reading options to learn more about the environment.



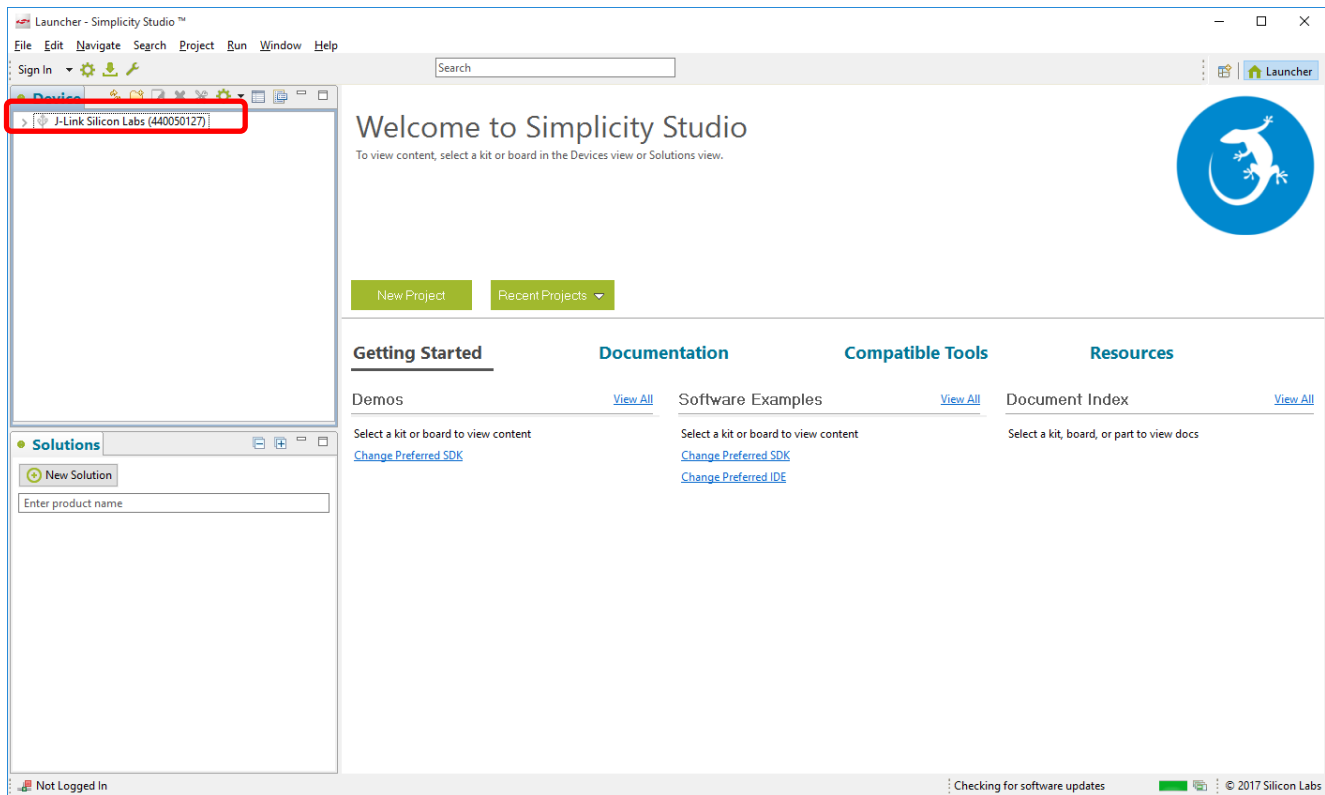
10. After installation is complete, restart Simplicity Studio.

11. When Simplicity Studio restarts, you are invited to take a tour. To clear this option now or at any time during or after the tour, click **Exit tour**.

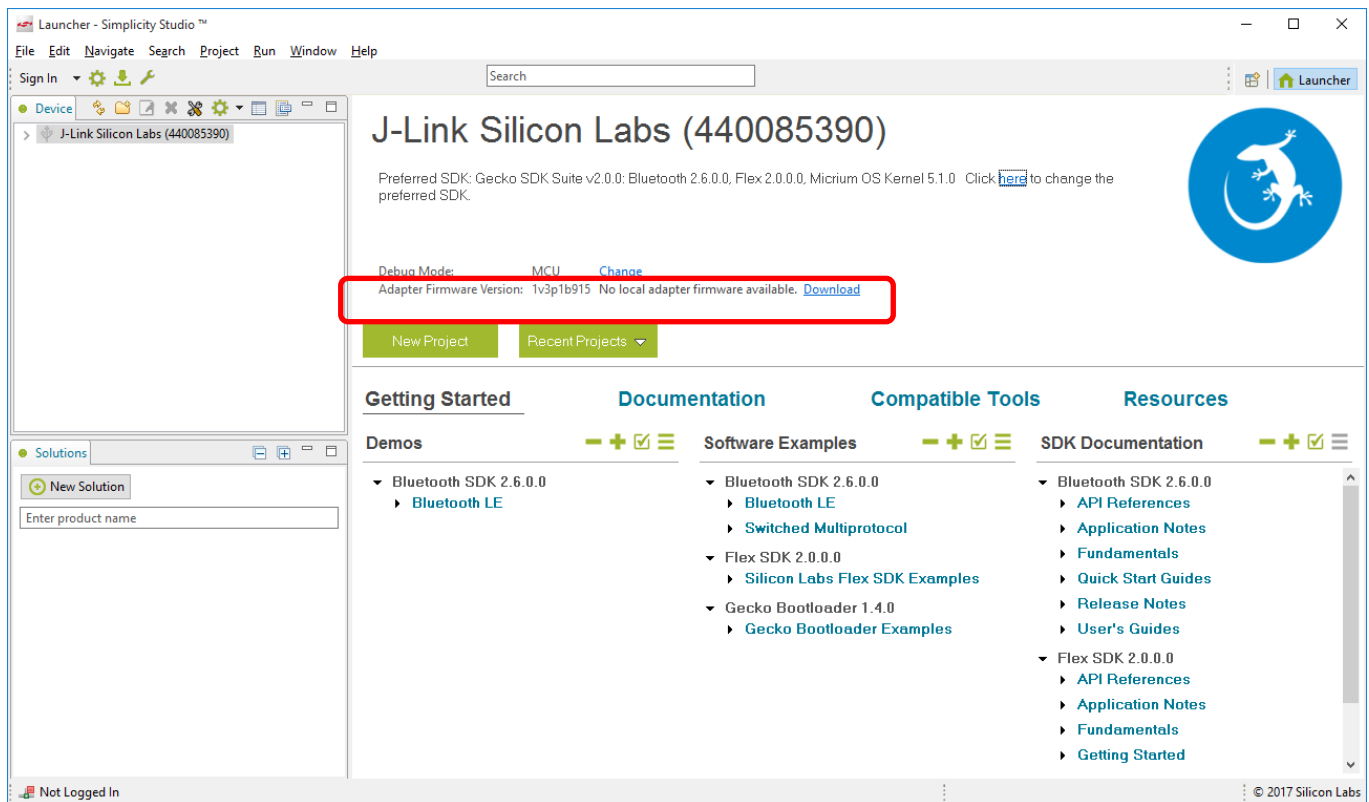




12. The Launcher perspective opens, but it is not yet fully populated. Click the J-link in the devices tab to populate it.



13. The Launcher perspective then is populated with the software components and functionality associated with your hardware and installed SDKs. Before proceeding, update your device firmware as described in section **Updating Adapter Firmware**.



### 3 Functionality in the Launcher Perspective

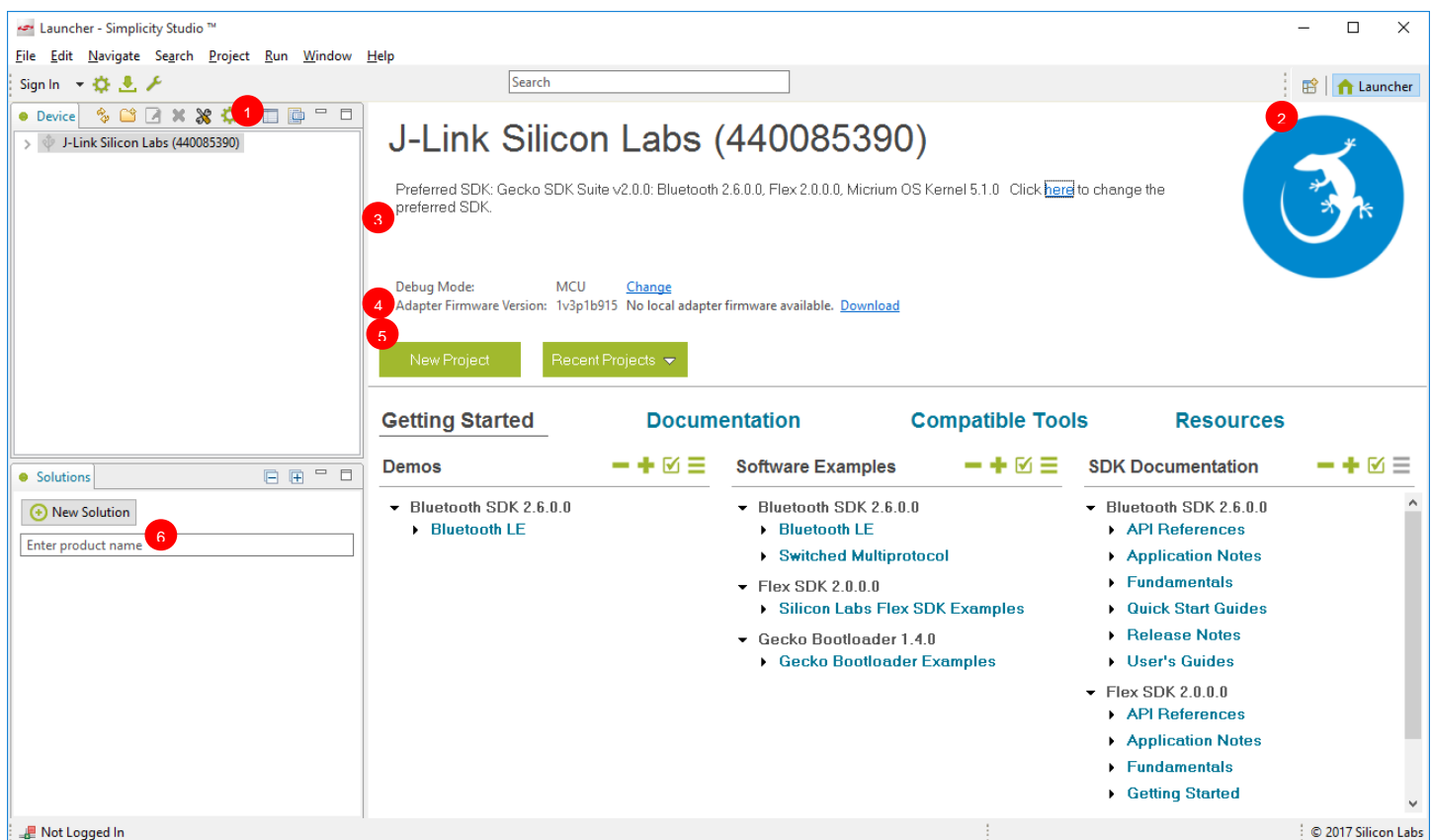
Perspectives are made up of a number of tiles or panes, called views, as well as the content in those views. You can perform a number of functions in the Launcher Perspective. Additional information on some of these is provided later in the section.

On the toolbar (1) you can:

- Sign in or out
- Open application settings (⚙️)
- Update your software and firmware (📥), see section [Downloading Updates or Installing Additional Components](#) for more information)
- Open the Tools menu (🔧) to access tools such as Simplicity Commander or Energy Profiler.
- Search for information including entries in the Community forums.
- Change perspectives (2). As you open the Simplicity IDE or other tools, buttons for their perspectives are displayed in the upper right. Use those buttons to easily navigate back to the Launcher perspective or to other perspectives. You can change the layouts of various perspectives by expanding or relocating views, or adding or removing views. To return to the default layout, right-click the perspective button in the upper right and select **Reset**.

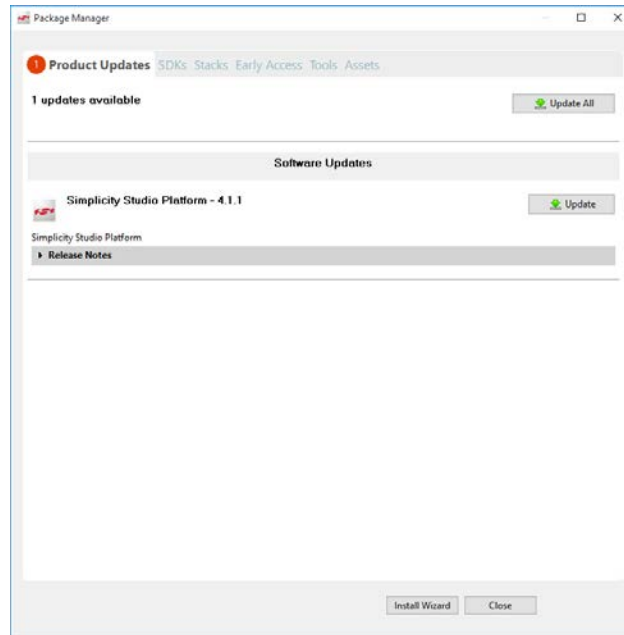
In the main view you can:

- Change your preferred SDK (3, see [Changing the Preferred SDK](#) for more information).
- Change debug mode (4).
- Update adapter firmware (5, see [Updating Adapter Firmware](#) for more information).
- Create solutions of multiple parts (6). If you are developing for complex networks with a number of different parts involved, you can add them all to the solution and then select the one you are working on from the list. You do not need to have the hardware connected to your computer.
- Access demos, examples, documentation, and other resources from the Getting Started and other tabs (see [Accessing Documentation and Other Resources](#) for more information)

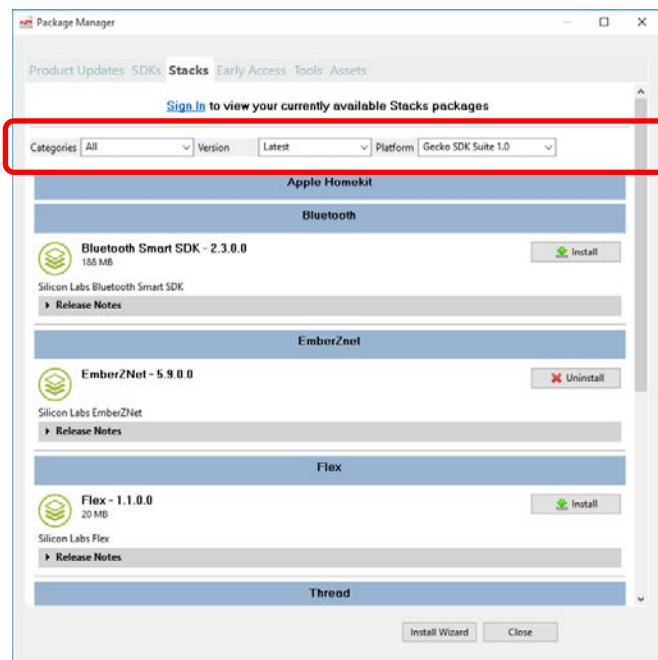


### 3.1 Downloading Updates or Installing Additional Components

The Download Update icon will be red if updates are available. If Simplicity Studio detects an available update, and you are in another perspective, you will be notified that an update is available. When you click the Download Update icon or accept updates in the notification dialog, Simplicity Studio shows you available updates in the Package Manager dialog. You can update all or select individual updates for installation.



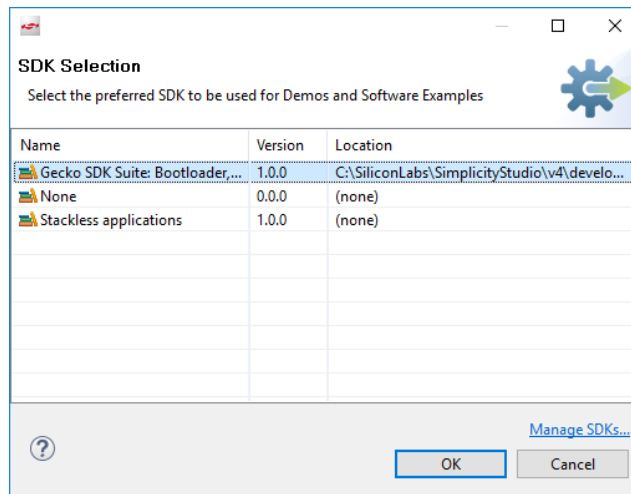
If you want to install a new component, the procedure is the same. Click the Update icon and wait until the Package Manager is displayed. Click the tabs in the Package Manager dialog to see other components available for installation. Use the filters to reduce long lists.



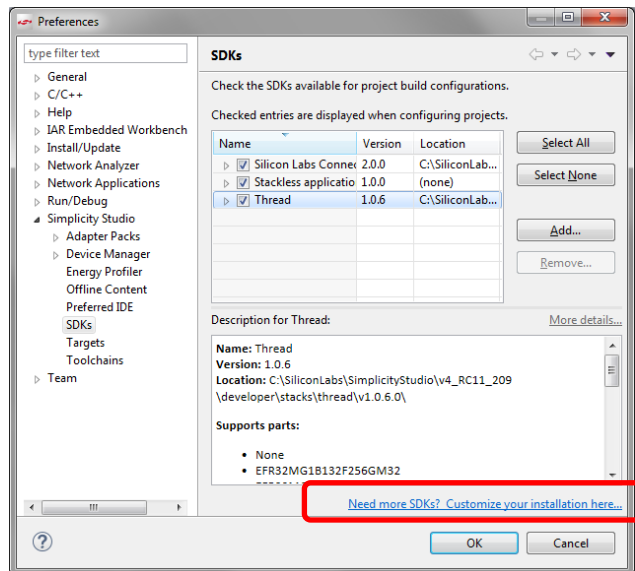
**Note:** If you are using a new device or product family, you can use the Install Wizard button to access the equipment interface provided during initial installation. This makes installation of all components related to a selected device(s) or an entire family easier.

### 3.2 Changing the Preferred SDK

If you have more than one SDK installed, you can change the preferred (or currently active) SDK. The SDK selection interface is displayed. Click an SDK, and then click **OK**.



If the SDK you want to use is not displayed, in the SDK Selection dialog click **Manage SDKs**. If you have already installed the SDK, click **Add**, and browse to its location. If you need to install a new SDK, in the Preferences dialog, click **Need more SDKs ...**

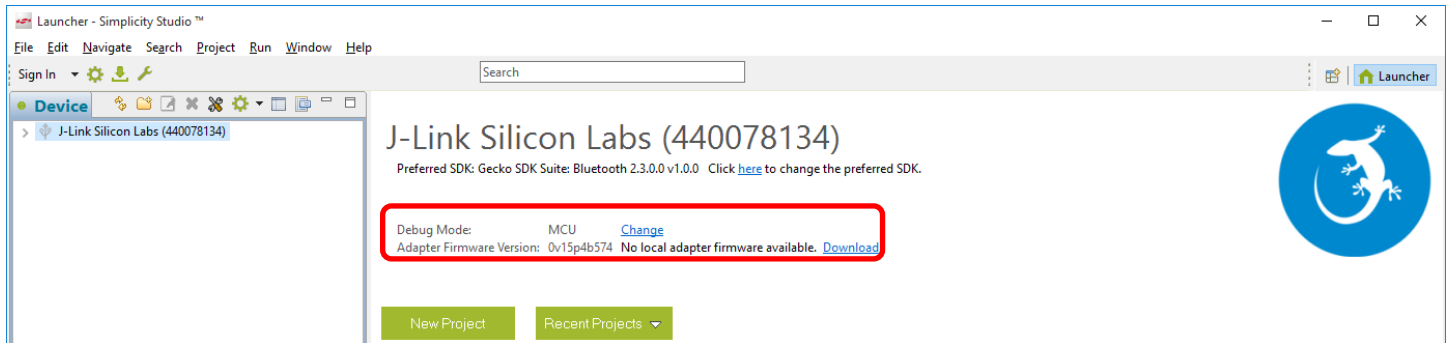


This updates your system and opens the Package Manager interface, just as if you clicked the Download Updates icon. Click either the SDK or the Stack tabs to see and install a new item.

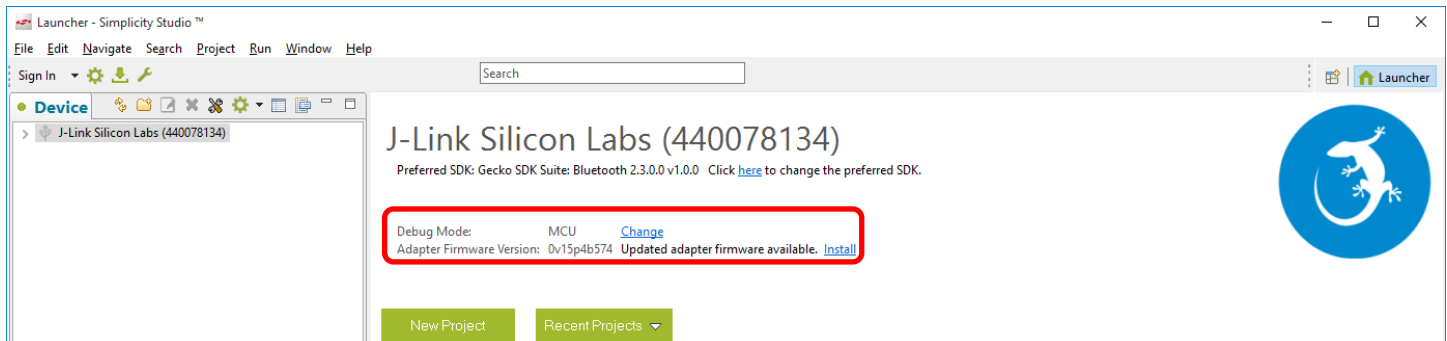
**Note:** If you are changing to an SDK you have installed outside of Simplicity Studio, first add it, which takes you back to the Launcher perspective. Then click one of the links to change the preferred SDK, select the SDK, and click **OK**.

### 3.3 Updating Adapter Firmware

Initially the Launcher perspective may display “No local adapter firmware available.” Click **Download** to download any updates.

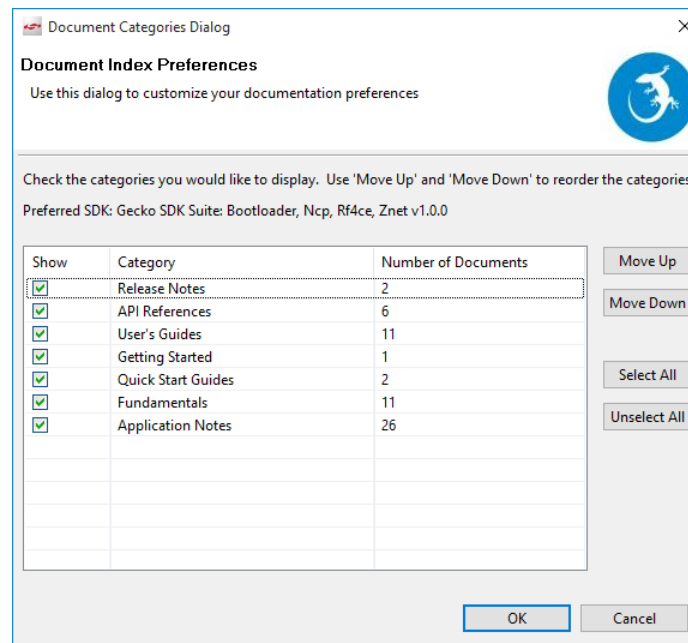


If an update is available, click **Install** to install the firmware.



### 3.4 Accessing Documentation and Other Resources

The **Getting Started** tab provides access to demos, example applications, and stack related documentation. To customize the documentation index, click **Customize**. You can select the categories to show and the order in which they will be listed. Click **OK**.



The **Documentation** tab lists documentation about the stack and about the hardware on the right, and documents you selected as favorites on the left. By default, only Application Notes are displayed. Click **Customize** to change the categories and the order in which

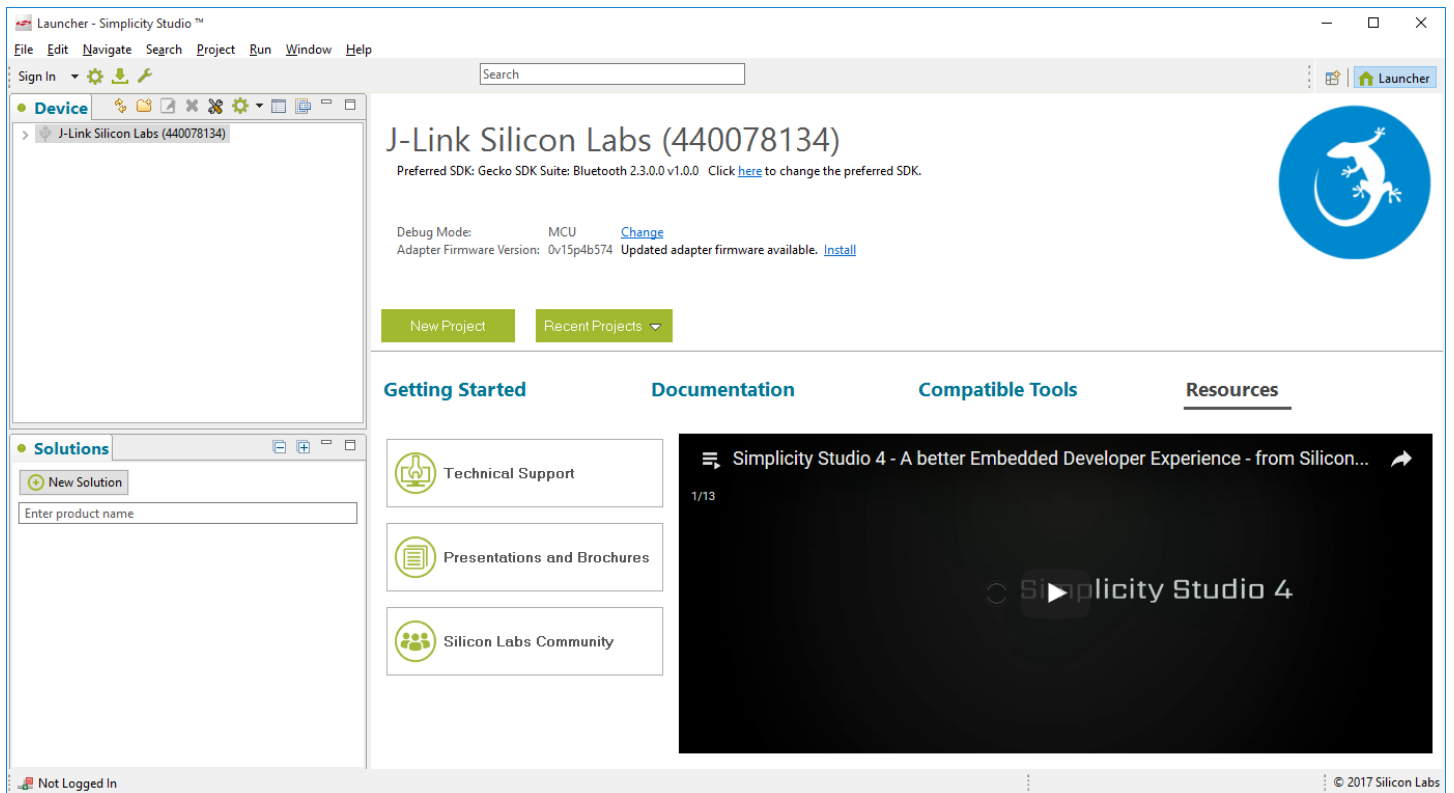
they are displayed. Click the star icon on any document to show it in the My Favorite Documents list. You can customize this list's categories and category order as well.

The screenshot shows the Simplicity Studio Launcher window with the 'Documentation' tab selected. The window title is 'Launcher - QSG1-soc-empty/main.c - Simplicity Studio™'. The top menu bar includes File, Edit, Source, Refactor, Navigate, Search, Project, Run, Window, and Help. The top toolbar has buttons for Sign In, a search bar, and icons for Launcher, Simplicity IDE, and Debug. The left sidebar shows the 'Device' tab with 'J-Link Silicon Labs (440078134)' selected. The main content area displays the 'J-Link Silicon Labs (440078134)' page, which includes a 'Preferred SDK: Gecko SDK Suite: Bluetooth 2.3.0.0 v1.0.0' and a link to 'Click here to change the preferred SDK'. Below this are buttons for 'New Project' and 'Recent Projects'. The 'Getting Started' tab is active, showing 'My Favorite Documents' with a 'Quick Start Guides' section containing 'QSG139: Bluetooth Development with Simplicity Studio'. The 'Compatible Tools' tab is also visible, showing 'All Documents' with 'Release Notes' and 'API References' sections. The bottom status bar indicates 'Not Logged In' and '© 2017 Silicon Labs'.

The **Compatible Tools** tab is an alternative way to access the tools available through the Tools dropdown.

The screenshot shows the Simplicity Studio Launcher window with the 'Compatible Tools' tab selected. The window title is 'Launcher - Simplicity Studio™'. The top menu bar includes File, Edit, Navigate, Search, Project, Run, Window, and Help. The top toolbar has buttons for Sign In, a search bar, and icons for Launcher, Simplicity IDE, and Debug. The left sidebar shows the 'Device' tab with 'J-Link Silicon Labs (440078134)' selected. The main content area displays the 'J-Link Silicon Labs (440078134)' page, which includes a 'Preferred SDK: Gecko SDK Suite: Bluetooth 2.3.0.0 v1.0.0' and a link to 'Click here to change the preferred SDK'. Below this are buttons for 'New Project' and 'Recent Projects'. The 'Compatible Tools' tab is active, showing a list of tools: 'Device Console' (Console for interaction with the remote device), 'Network Analyzer' (Tools for capturing and analyzing network activity), 'Application Builder' (Create an embedded software framework application), 'Migrate Projects' (Migrate v3 projects), 'BG Tool' (Launch BG Tool to interact with Blue Gecko Module or SoC), and 'Energy Profiler' (The Simplicity Profiler is a tool developed to let developers quickly visualize the energy consumption in their applications and perform optimizations to reduce power consumption). The bottom status bar indicates 'Not Logged In' and '© 2017 Silicon Labs'.

The **Resources** tab provides access to support, marketing collateral, and the Silicon Labs community.



## 4 Developing Bluetooth Applications with Simplicity Studio

Because starting application development from scratch is difficult, the Bluetooth SDK comes with a number of built-in examples covering the most frequent use cases. By starting with an example, you need only extend the code with your application code, and rewrite only what must be customized for your needs. The demos and examples you see are determined by the part selected. If you are using a custom solution with more than one part, be sure to click on the part you are working with to see only those items applicable to that part.

### 4.1 Demos

Demos are prebuilt application examples that can be directly downloaded to your device.

**NCP target – empty:** Use if you want your device to work in NCP (network co-processor) mode, so you can control it from another device or directly from your PC with BG Tool. NCP demo + BG Tool together provide an efficient tool to debug your application by issuing commands to the stack step-by-step.

**SOC – DTM:** Use to run Bluetooth DTM (direct test mode) tests.

**SOC – Empty:** Use to check connectivity with your phone. You can find the device among the discoverable devices and connect to it.

**SOC – Smart Phone App:** Use to see a variety of demo applications that you can control and verify with the Blue Gecko smartphone app. For more details visit: <http://www.silabs.com/bluegeckoapp>

**SOC – Thermometer:** Use to run a very popular application of Bluetooth devices, reading a sensor and relaying its data to a distant device. The demo app reads the value of the thermometer placed on the WSTK (wireless starter kit).

**SOC – iBeacon:** Use to broadcast a beacon signal (in iBeacon format). Beacons are used to notify Bluetooth-enabled devices that they entered an area, or they can be used for distance measurement and positioning.

**SOC - Light - RAIL - DMP -** Use as part of the RAIL/Bluetooth Dynamic Multiprotocol demonstration, along with the Switch demo in the Flex SDK, and the Wireless Gecko Smartphone app. See *QSG155: Using the Silicon Labs Dynamic Multiprotocol Demonstrations* for information on demonstrating this functionality.

**SOC - ThunderBoard Sense:** Use to show the ThunderBoard Sense features and an application compatible with the ThunderBoard mobile app.

To download and run a demo on your device, click the demo. In the Mode drop-down in the next dialog, select Run. Click **Start**.


### 4.2 Software Examples

Software examples provide starting points for your application development. Silicon Labs recommends that you start with an example and modify it according to your needs instead of starting with a blank project. The examples provide default configurations needed by the stack and a basic application structure that you can build on. Note that the ‘Empty’ examples are not blank, but rather provide a minimal starting structure.

The software examples with the same names as the demos provide the demo functionality, but they can be modified before downloading to the device.

To import software example code into your workspace as a new project using default project configurations, click the name of the example

to open the Simplicity Studio IDE. To build the example project click Debug (  ) in the upper left corner of the Simplicity IDE

perspective. The Debug perspective opens. Click Play (  ) to start running your project on the device. To create a project with different configurations, click **New Project** (above the Demos column in the Launcher perspective), and proceed as described in the next section

#### Getting Started with Application Development.

Examples provided for the EFR32xG12 and newer parts include the following:

- Silicon Labs Gecko Bootloader examples (see *UG266: Silicon Labs Gecko Bootloader User Guide* and *AN1086: Using the Gecko Bootloader with Silicon Labs Bluetooth Applications*)
- **NCP target - Switched Multiprotocol, SOC - Switched Multiprotocol Joining Device** (see *UG267: Switched Multiprotocol User Guide*)
- **SOC - Light - RAIL - DMP** (see *UG305: Dynamic Multiprotocol User's Guide*).



### 4.3 Getting Started with Application Development

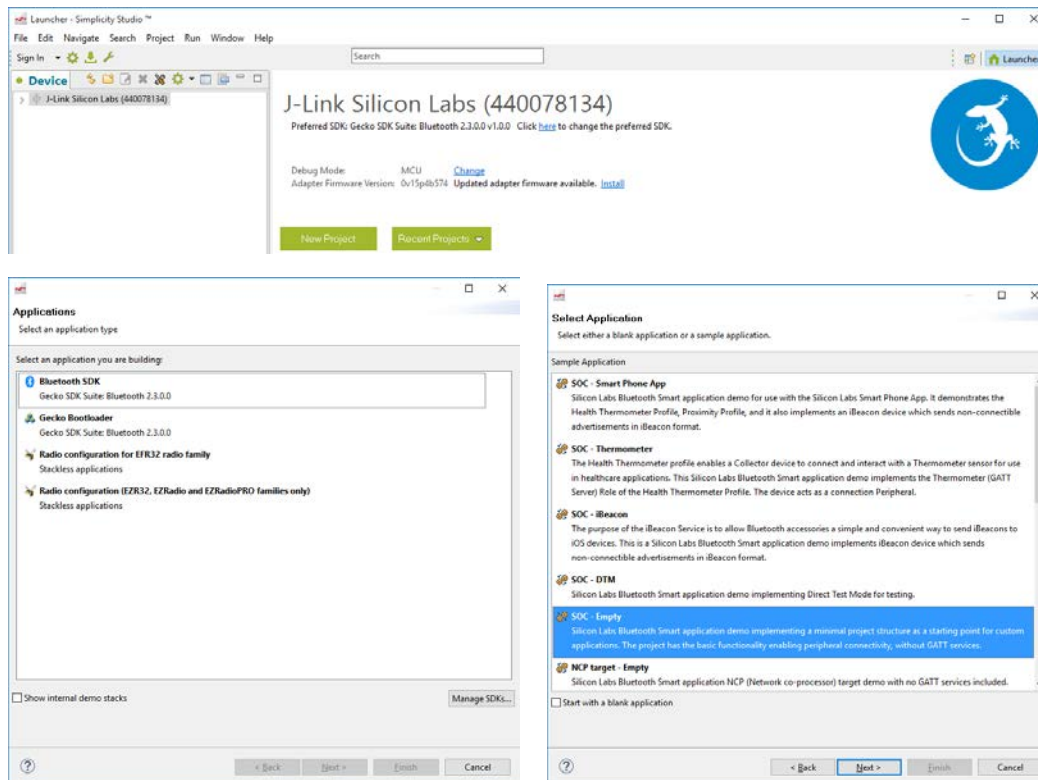
Developing a Bluetooth application consists of two main steps: defining the GATT database structure, and defining the event handlers for events such as `connection_opened`, `connection_closed`, and so on.

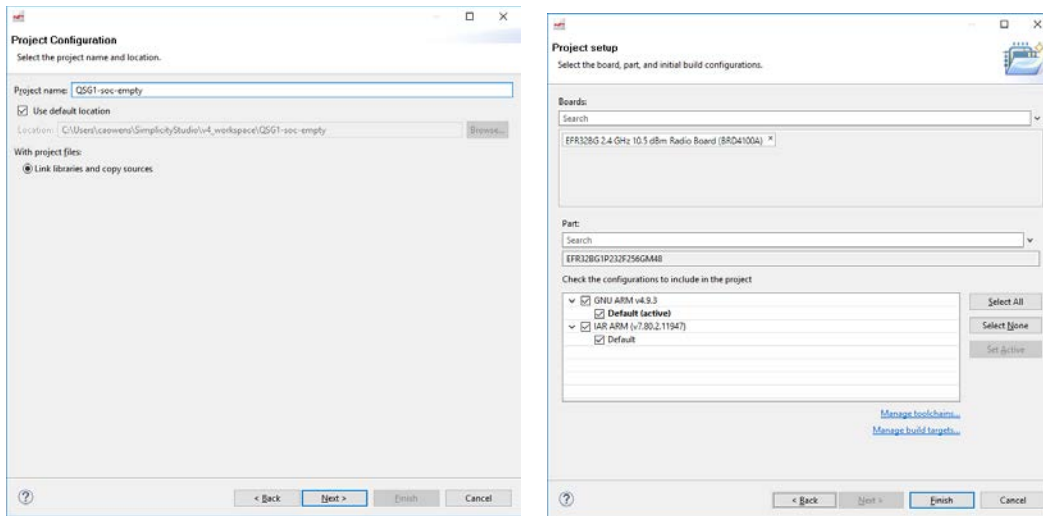
The most common starting point for application development is the **SOC – Empty** example. This project contains a simple GATT database (including the Generic Access service, Device Information service, and OTA service) and a while loop that handles some events raised by the stack. You can extend both the GATT database and the event handlers of this example according to your needs.

**Note:** Beginning with Bluetooth SDK version 2.7.0.0, all devices must be loaded with the Gecko Bootloader as well as the application. While you are getting started, the easiest way to do this is to load any of the precompiled demo images, which come with the bootloader configured as part of the image. When you flash your application it overwrites the demo application, but the bootloader remains. Subsequently you may wish to build your own bootloader, as described in *UG266: Silicon Labs Gecko Bootloader User Guide*. The first bootloader loaded on a clean device should always be the combined bootloader.

To start developing your application, follow these steps (illustrated in the following figure):

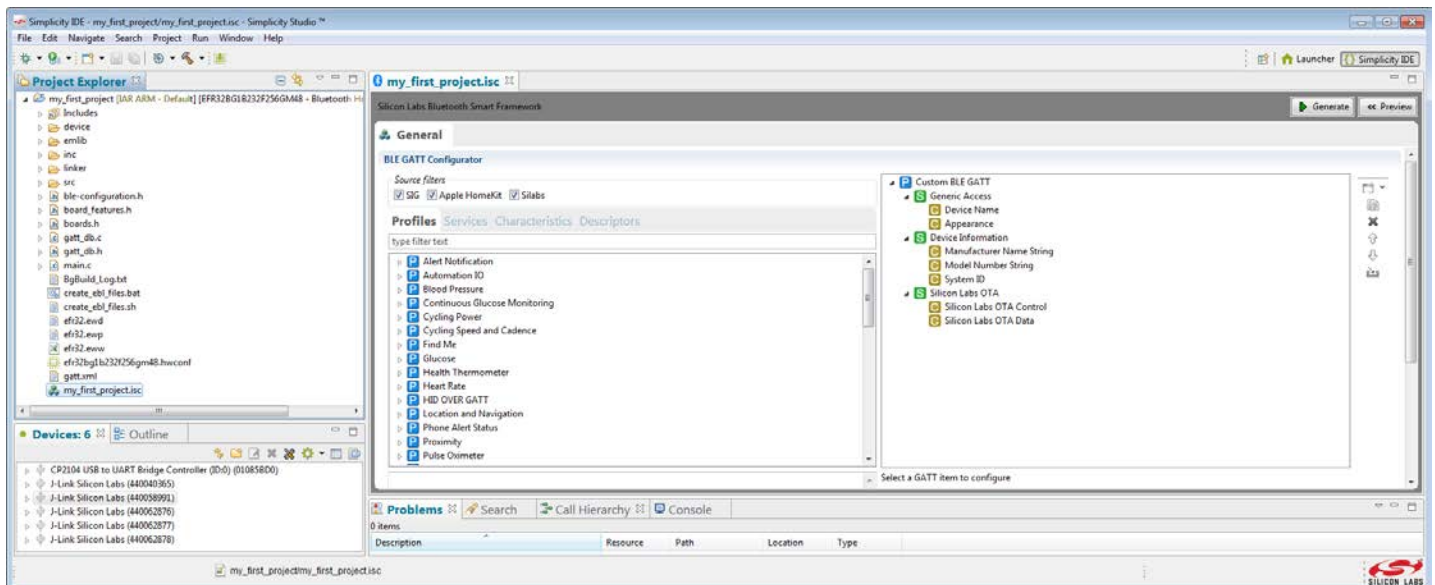
1. Click **New Project** in the Launcher perspective.
2. Select Bluetooth SDK and click **Next**.
3. Select **SoC – Empty** and click **Next**.
4. Name your project and click **Next**.
5. Verify that your selected part is shown, and select your preferred toolchain. Note: You should only select one toolchain. If you are using GCC, you must uncheck IAR. Otherwise the system will revert to IAR when you generate your files. Click **Finish**.





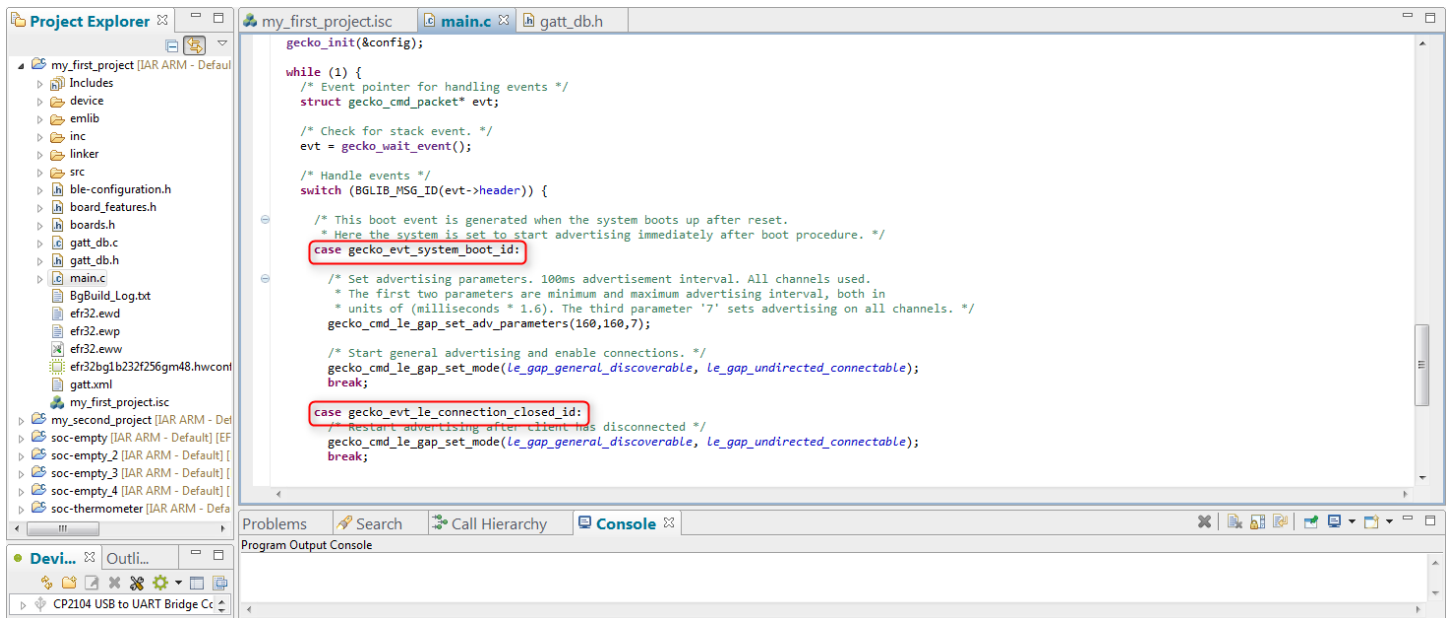
A visual GATT editor automatically appears after creating the project, to help you create your own GATT database with a few clicks. Note that a Simplicity IDE perspective button is now included in the upper right of the screen.



You can create your own database at this point, or return to it later by clicking the .isc file in the Project Explorer pane on the left. For more information, see section [The GATT Editor](#).



A reference for each characteristic is generated and defined in `gatt_db.h`. You can use this references in your code to read / write the values of the characteristics in the GATT database with `gecko_cmd_gatt_server_read_attribute_value()` / `gecko_cmd_gatt_server_write_attribute_value()` commands.

Open `main.c` by double-clicking it in Project Explorer. You will find the event handlers in the main loop. You can extend this list with further event handlers. The full list of events – and stack commands – can be found in the *Bluetooth Software API Reference Manual*.



To build and debug your project click Debug (  ) in the upper left corner of the Simplicity IDE perspective. It will build and download your project, and open up the Debug perspective. Click Play (  ) to start running your project on the device.

### 4.3.1 Enabling Field Updates

Deploying new firmware for devices in the field can be done by UART DFU (Device Firmware Update) or, for SoC applications, OTA DFU. For more information on each of these methods refer to *AN1086 Using the Gecko Bootloader with the Silicon Labs Bluetooth Applications*.

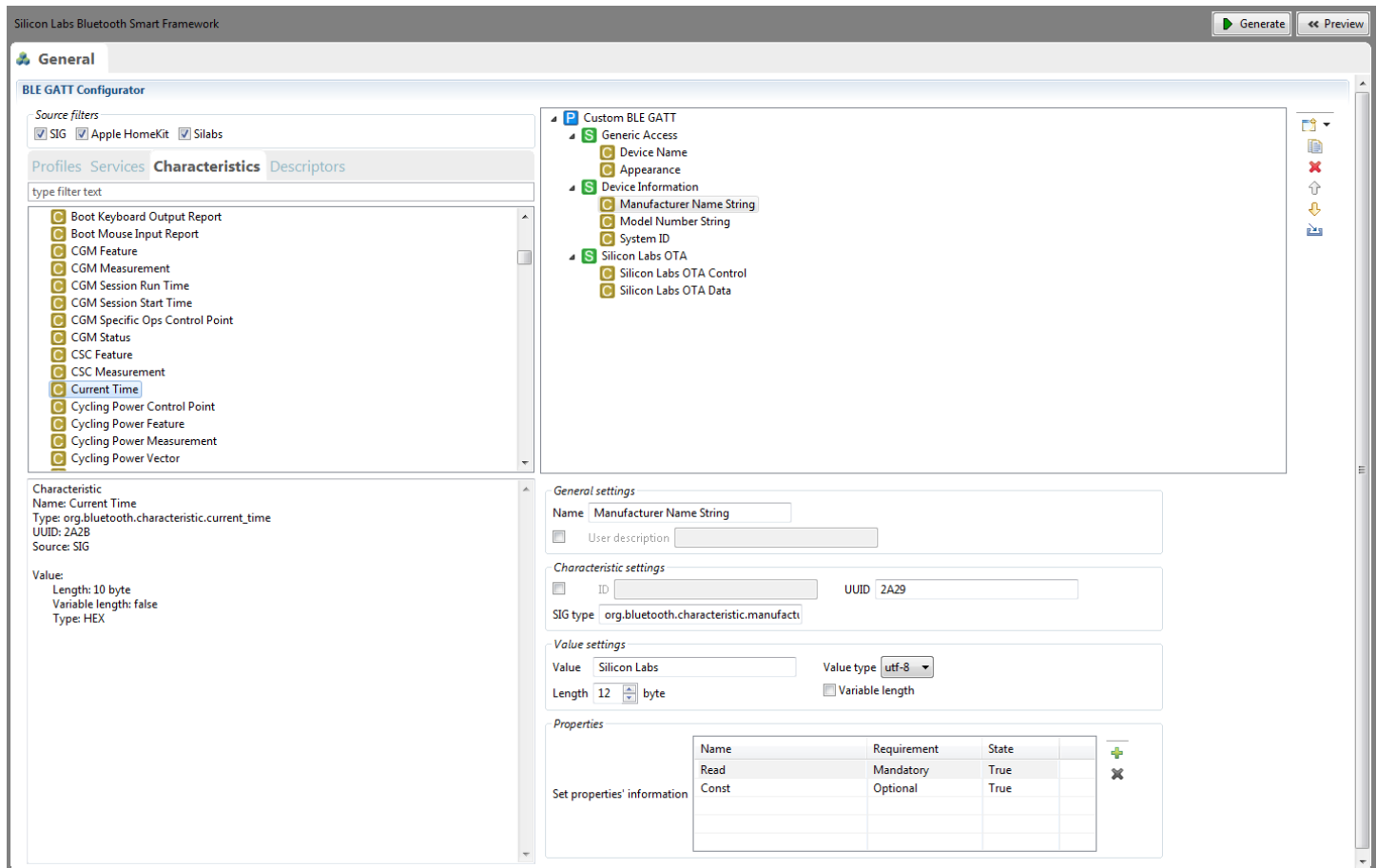
## 5 The GATT Editor

Every Bluetooth connection has a GATT client and a GATT server. The server holds a GATT database: a collection of *Characteristics* that can be read and written by the client. The Characteristics are grouped into *Services*, and the group of Services determines a *Bluetooth Profile*.

If you are implementing a GATT server (typically on the peripheral device), you have to define a GATT database structure. This structure cannot be modified during runtime, so it has to be designed in advance. Clients (typically the central device) can also have a GATT database, even if no device will query it, so you can keep the default database structure in your code.

The GATT editor is a simple-to-use tool to help you build your own GATT database. A list of predefined Profiles/Services/Characteristics/Descriptors is shown in a pane in the upper left and your current GATT database structure is shown in a pane in the upper right. An options menu is provided to the right of the Database pane.

Click an item in the Database pane to see and modify its settings in a pane in the lower right. To add a Profile/Service/Characteristic/Descriptor to your database, simply drag and drop it from the list to your database.



To get more information about a Profile/Service/Characteristic/Descriptor, click it either in the list or in your database. The description is displayed in the lower-left pane. You can find a detailed description of any Profile/Service/Characteristic/Descriptor on <https://www.bluetooth.com/specifications/gatt>.

Characteristics are generally complex structures of fields. The GATT editor currently does not list the fields within a characteristic. If you want to know what fields a characteristic has, visit <https://www.bluetooth.com/specifications/gatt/characteristics>.

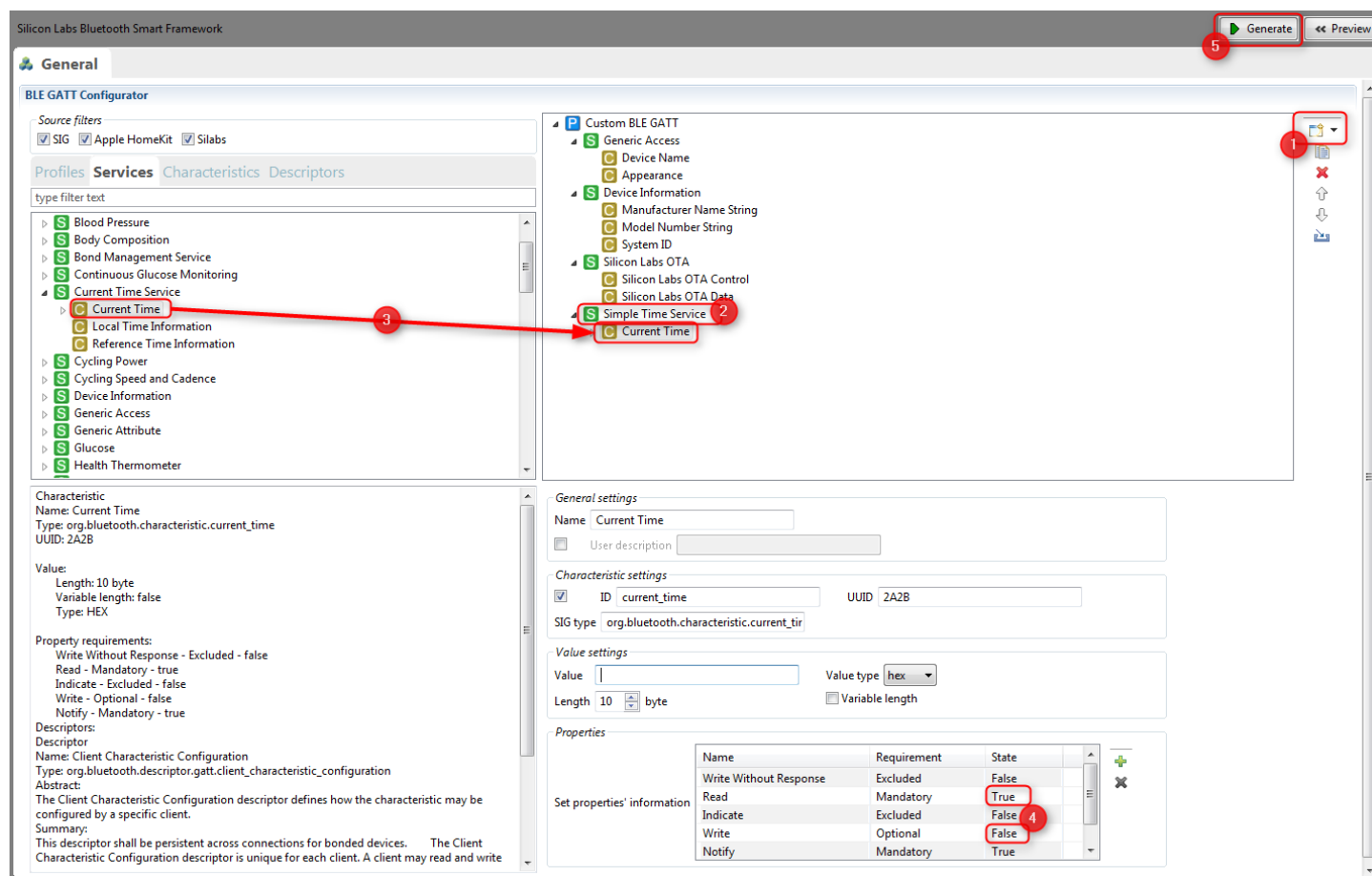
As an example of using the GATT editor, suppose you want to enable your application to query the current time on the device. A predefined *Time* Profile is provided for this purpose. This includes three services: Current Time Service, Next DST Change Service, and Reference Time Update Service. Assume the simplest case, where you are not interested in reference sources and DST changes but only want to know the current time. You can find the *Current Time* Service among the Services. It includes three Characteristics: Current Time Characteristic, Local Time Information Characteristic, and Reference Time information. You can simply drag and drop this Service to add it to your database.

However, suppose you do not even want to know about time zone, DST settings, and clock reference properties. You really only need the time. Since Characteristics can only be part of a Service, you have to define your own service, let us say Simple Time Service.

In the Options menu, click Create New Item (1 in the following figure) and add a new service. A Custom Service appears in the database. In the lower right pane, rename it to Simple Time Service (2). A 128-bit UUID is automatically generated for your custom service. Now you can drag and drop the Current Time Characteristic under your Simple Time Service (3).

Under Value Settings change the length from 2 to 10 bytes.

“Set properties information” is initially empty. Add the five properties shown (4). You can also set the write property to true, if you want to write the characteristic from a remote device.



When you are finished editing the database, click **Generate** in the upper-right corner (5). This generates the following files:

**gatt.xml** – an xml format description of your database structure.

**gatt\_db.h** – a header file that contains the definitions for your characteristic handles. You can read and write the values of your characteristics by referring to these definitions. The definition names are generated from the IDs given in the GATT editor.

**gatt\_db.c** – a source file defining the default values of the characteristics.

Since the field structure of the Characteristics is not defined, you have to add it manually based on <https://www.bluetooth.com/specifications/gatt/characteristics>. For example, the Current Time Characteristics has the following structure:

```
PACKSTRUCT(struct date_time_t{
    uint16    year;
    uint8     month;
    uint8     day;
    uint8     hours;
    uint8     minutes;
    uint8     seconds;
});

PACKSTRUCT(struct day_of_week_t {
    uint8     day;
});

PACKSTRUCT(struct day_date_time_t {
    struct date_time_t    date_time;
    struct day_of_week_t  day_of_week;
});

PACKSTRUCT(struct exact_time_256_t {
    struct day_date_time_t  day_date_time;
    uint8                   fractions_256;
});

PACKSTRUCT(struct current_time_t {
    struct exact_time_256_t exact_time_256;
    uint8                   adjust_reason;
});
```

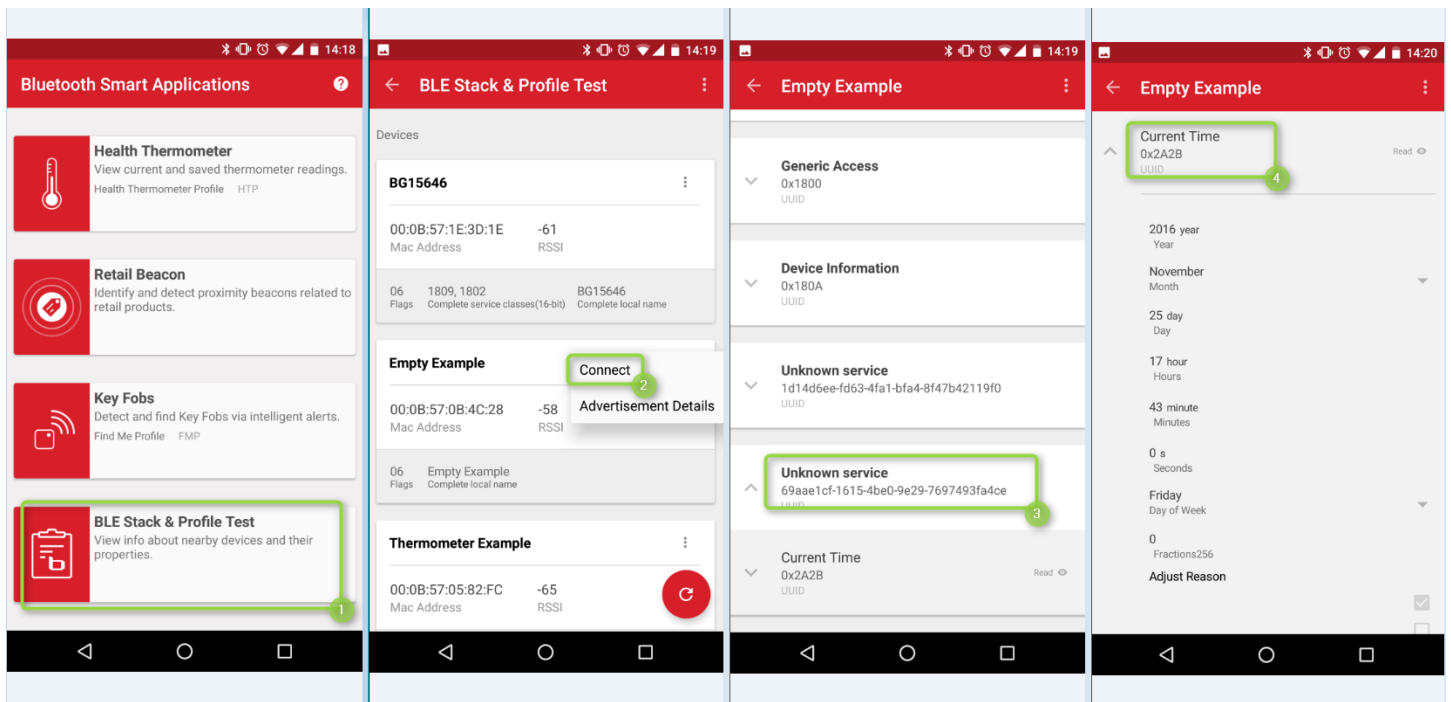
Most Characteristics have a much simpler structure than this, some of them simply a number or a string. If you calculate the size of this structure, you will get 10 bytes, which has to agree with the Length property in the Value settings of the Current Time Characteristic. A PACKSTRUCT directive is needed to avoid expansion of the structures to 32 bit.

Now you can modify the value of your characteristic in the database following the example below:

```
struct current_time_t current_time = {{{{2016,11,25,17,43,00},{5}}},0},1};


gecko_cmd_gatt_server_write_attribute_value(gattdb_current_time, 0, sizeof(struct current_time_t),
(uint8*)&current_time);
```

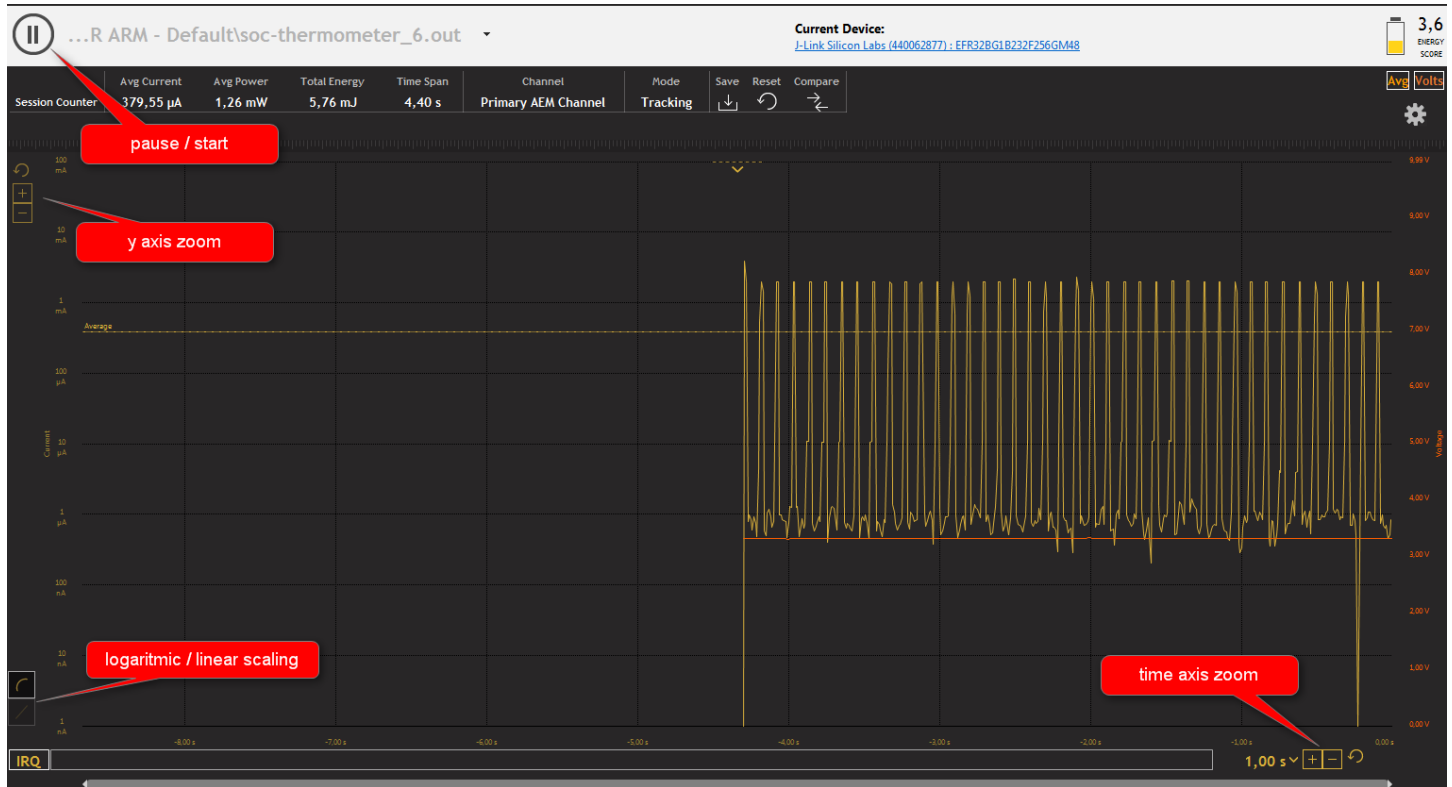
You can check the value by connecting to your device with a smartphone. Download the Blue Gecko app from the Android Market / App Store (<http://www.silabs.com/bluegeckoapp>), and select the BLE Stack & Profile Test menu (1). Here you can connect to your device (by default named as Empty Example) (2), and search for the Current Time characteristic. It will be found under an Unknown Service (3), since your custom Simple Time Service is not a standard service adopted by the Bluetooth SIG (Special Interest Group).



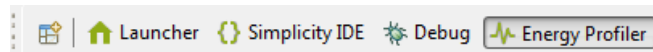
## 6 Energy Profiler


Energy profiler is an add-on tool, with which you can easily measure the energy consumption of your device in runtime. You can easily find peak and average consumption, and check for sleep mode current.

To profile the current project, drop down the Profile as menu (  ) in the Simplicity IDE perspective and select **Profile as / Simplicity Energy Profiler target**. This automatically builds your project, uploads it to the device, and starts Energy Profiler. A new Energy Profiler perspective appears, shown in the following figure.



You can switch easily between Simplicity IDE and Energy Profiler perspectives using the Perspective buttons in the upper right corner of your current perspective.

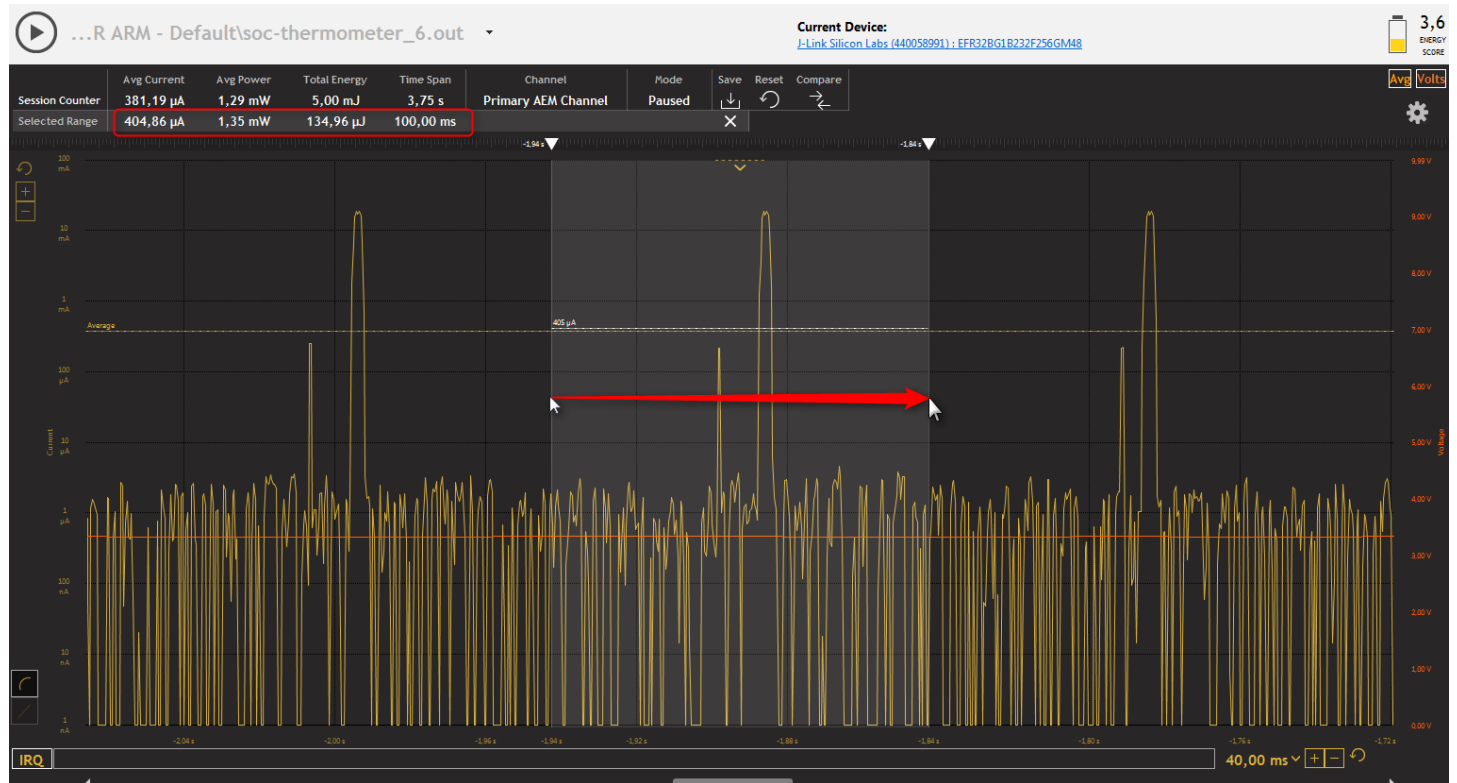


You can see peaks in the energy consumption diagram. Click one of them and zoom in with time axis zoom  until you see small dots appearing on the diagram. These dots represent measurement points. Note, that the maximum consumption is much greater than it appeared on the diagram before you zoomed in. This is because in zoomed-out mode, the displayed values are averaged. If you need exact values, always zoom in until the dots appear.

To measure average consumption, simply click and drag your mouse over a time interval. A new bar appears showing consumption information for the given interval. Bluetooth communication typically has a periodicity: the advertisement or the connection interval. It is

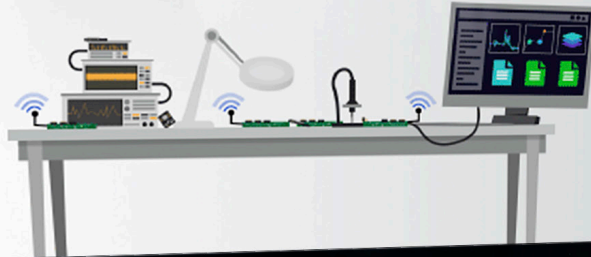


recommended to measure average over a connection interval to obtain a proper average consumption. Overall average is measured as well, but this is influenced by transient events.



Silicon Labs

# Simplicity Studio™4



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