# Smart Pi SDK Protocol

# TopGLSmartPiAPIManager

## 1 To get all sub device list

- (void)getSubDeviceListWithMd5:(NSString \*)md5 complete:(void(^)(TopResultInfo \* resucltInfo))result;

Description ： To get all sub device list

|  |  |
| --- | --- |
| md5 | Host md5 |
| TopResultInfo Value data from the return result | |
| md5 | Host md5 |
| state | GLStateTypeOk｜GLStateTypeFailed｜GLStateTypeFullError |
| subDevList | [TopSubDevInfo] Sub device list, refer to device sub type description |

## 2 Add Delete Edit Sub device

- (void)setSubDeviceWithMd5:(NSString \*)md5 subDevInfo:(TopSubDevInfo \*)subDevInfo action:(GLActionFullType)action complete:(void(^)(TopResultInfo \* resucltInfo))result;

Description ：use for Insert Delete Edit Sub device

|  |  |
| --- | --- |
| md5 | Host md5 |
| action | GLActionFullTypeInsert(Add), GLActionFullTypeDelete(Delete), GLActionFullTypeUpdate（Edit） |
| subDevInfo | Add new sub device subId value is 0, Custom sub device fileld value is 0, when add Code library sub device you need to get brand list and the fileld value of the brand (check the demo for specific guide) |
| TopResultInfo Value data from the return result | |
| md5 | Host md5 |
| state | GLStateTypeOk｜GLStateTypeFailed |
| subDevInfo | Corresponding Sub device |

## 3 Add, Delete, and Edit Buttons of the Custom Sub Device

- (void)setSubDeviceKeyWithMd5:(NSString \*)md5 action:(GLActionFullType)action subDeviceId: (NSInteger)subDeviceId keyId: (NSInteger)keyId

Description ：Use for Add and Delete buttons of the custom Sub device. When add or update custom code, need to point the remote controller to the host and press the button that need to add/update in 20 seconds.

\* action: \* When adding sub device button keyId value is 0，

\* TopResultInfo Return result

\* TopResultInfo Value data from the return result state;md5; keyId;action

\*/

|  |  |
| --- | --- |
| md5 | Host md5 |
| action | GLActionFullTypeInsert(Add), GLActionFullTypeDelete（Delete）, GLActionFullTypeUpdate（Edit：re-learn code） |
| subDeviceId | Sub device subID |
| keyId | When add sub device keyId value is 0 |
| TopResultInfo Value data from the return result | |
| state | GLStateTypeOk｜GLStateTypeFailed｜GLStateTypeFullError |
| md5 | Host md5 |
| keyId | Successfully return keyId |
| action | 对应的操作 |

## 4 Cancel Add Button

- (void)cancelSetKeyWithMd5:(NSString \*)md5 complete:(void(^)(TopResultInfo \* resucltInfo))result;

Description：Cancel add button during add button process

|  |  |
| --- | --- |
| md5 | Host md5 |
| TopResultInfo Value data from the return result | |
| md5 | Host md5 |
| state | GLStateTypeOk｜GLStateTypeFailed |

## 5 Control Sub device

- (void)controlSubDeviceKeyWithMd5:(NSString \*)md5 subDevInfo:(TopSubDevInfo \*)subDevInfo acStateInfo:(TopACStateInfo \* \_\_nullable)acStateInfo keyId: (NSInteger)keyId complete:(void(^)(TopResultInfo \* resucltInfo))result;

Description ：Used for controlling the corresponding Sub device

/\*\* Control Sub device

\* md5: Host md5

\*subDevInfo：Sub device info

\*≈: For AC, need to upload AC status, if not, can leave it blank

\*keyId：For custom sub device, value is the corresponding keyID, if Code library sub device value is the button type.

\* TopResultInfo Return Result

\* TopResultInfo Value data from the return result state;md5;

\*/

|  |  |
| --- | --- |
| md5 | Host md5 |
| subDevInfo | subDevInfo |
| keyId | For custom sub device, value is the corresponding keyID, if Code library sub device value is the button type. |
| subDevInfo | For AC, need to upload AC status |
| TopResultInfo Value data from the return result | |
| state | GLStateTypeOk｜GLStateTypeFailed |
| md5 | Host md5 |

## 6 Get Host Status Info

- (void)getDeviceStateInfo:(NSString \*)md5 complete:(void(^)(TopResultInfo \* resucltInfo))result;

Description ：used for getting host status. Return GlDevStateInfo.

|  |  |
| --- | --- |
| md5 | Host md5 |
| TopResultInfo Value data from the return result | |
| state | GLStateTypeOk｜GLStateTypeFailed |
| md5 | Host md5 |
| mainDevStateInfo | TopMainDevStateInfo Host Status Info |

## 7 Timer

### 7.1 Get a simplified timer list

- (void)getActionTimerListWithMd5:(NSString \*)md5 complete:(void(^)(TopResultInfo \* resucltInfo))result;

Description ： Get a simplified timer list

|  |  |
| --- | --- |
| md5 | Host md5 |
| TopResultInfo Value data from the return result | |
| state | GLStateTypeOk｜GLStateTypeFailed |
| md5 | Host md5 |
| timerSimpleArray | [TopTimerSimpleInfo] implified timer list |

### 7.2 Edit Simple Timer Function

- (void)setActionTimerInfoWithMd5:(NSString \*)md5

action:(GLSingleTimerActionType)action

timeInfo:(TopTimeInfo \*)timeInfo

complete:(void(^)(TopResultInfo \* resucltInfo))result;

Description ： Only have Delete、Edit and on/off function. Except Insert.

|  |  |
| --- | --- |
| md5 | Host md5 |
| action | GLSingleTimerActionTypeDelete[Delete]  GLSingleTimerActionTypeUpdate[Update]  GLSingleTimerActionTypeSetOnOff[on and off operation] |
| TopResultInfo Value data from the return result | |
| state | GLStateTypeOk｜GLStateTypeFailed |
| action | Corresponding action |

## 7.3 Get Specific Timer Detail Setting

- (void)getTimeInfoDetailWithMd5:(NSString \*)md5 timeId:(NSInteger)timeId complete:(void(^)(TopResultInfo \* resucltInfo))result;

Description ：Get Timer Detail Setting

|  |  |
| --- | --- |
| md5 | Host md5 |
| timeId | Corresponding Timer ID |
|  | |
| md5 | Host md5 |
| state | GLStateTypeOk｜GLStateTypeFailed |
| timeInfo | TopTimeInfo timer function reference |

### 7.4 Insert or Edit Timer Function

- (void)setActionTimerInfoWithMd5:

(NSString \*)md5

action:(GLSingleTimerActionType)action

timeInfo:(TopTimeInfo \*)timeInfo

complete:(void(^)(TopResultInfo \* resucltInfo))result;

Description: Use for timer setting edit or add new timer

|  |  |
| --- | --- |
| md5 | Host md5 |
| action | GLSingleTimerActionTypeInsert[Add]  GLSingleTimerActionTypeDelete[Delete]  GLSingleTimerActionTypeUpdate[Update] |
| timeInfo | TopTimeInfo timer function reference |
| TopResultInfo Value data from the return result | |
| state | GLStateTypeOk｜GLStateTypeFailed | GLStateTypeFullError |
| action | Corresponding action |
| md5 | Host md5 |

## 8 Get Code library sub device’s button code

- (void)getCodeFromDeviceWithMd5:(NSString \*)md5 andCodeType:(GLKeyStudyType)type complete:(void(^)(TopResultInfo \* resucltInfo))result;

Description ：Get Code library sub device’s button code for setting up timer control code. For now studyType only support IR and cancel

|  |  |
| --- | --- |
| md5 | Host md5 |
| GLKeyStudyType | For now only support GLKeyStudyTypeKeyStudyIr（IR code）and GLKeyStudyTypeKeyStudyCancel（cancel access） |
| TopResultInfo Value data from the return result | |
| state | GLStateTypeOk｜GLStateTypeFailed |
| md5 | Host md5 |
| irCode | IR Control Code String |

## 9 Let Host emit IR control code

- (void)controlSubDeviceWithMd5:(NSString \*)md5 andIrCode:(NSString \*)code complete:(void(^)(TopResultInfo \* resucltInfo))result;

Description: let host emit IR remote control signal that is learned

|  |  |
| --- | --- |
| md5 | Host md5 |
| code | IR Control Code String |
| TopResultInfo Value data from the return result | |
| state | GLStateTypeOk｜GLStateTypeFailed |
| md5 | Host md5 |

## 10 Code library device Interface

### 10.1 Get Brand Info

- (void)getDBRCBrandWithMd5:(NSString \*)md5 databaseType:(TopDataBaseDeviceType)databaseType complete:(void(^)(TopResultInfo \* resucltInfo))result;

Description ：Used for getting Code library device brand info list

|  |  |
| --- | --- |
| md5 | Host md5 |
| databaseType | Refer code library type TopDataBaseDeviceType |
| TopResultInfo Value data from the return result | |
| state | GLStateTypeOk｜GLStateTypeFailed｜GLStateTypeNoConnectError |
| dbrcBrandList | [TopDBRCBrand] Brand info list |

## 10.2 Get Brands’ Correspongding fileId List

- (void)getDBRCBrandFlieIdWithMd5:(NSString \*)md5 databaseType:(TopDataBaseDeviceType)databaseType andBrand:(TopDBRCBrand \*)brand complete:(void(^)(TopResultInfo \* resucltInfo))result;

Description ：Used for getting Brands’ Correspongding fileId List

|  |  |
| --- | --- |
| md5 | Host md5 |
| databaseType | Refer code library type TopDataBaseDeviceType |
| brand | Corresponding TopDBRCBrand |
| TopResultInfo Value data from the return result | |
| state | GLStateTypeOk｜GLStateTypeFailed｜GLStateTypeNoConnectError |
| dbrcBrandList | [TopDBRCBrandFileId] Brands’ corresponding fileId list |

### 10.3 Get all the buttons of the Code Library Devices

-(void)getDBKeyListWithMd5:(NSString \*)md5 databaseType:(TopDataBaseDeviceType)databaseType fildId:(NSInteger)fildId complete:(void(^)(TopResultInfo \* resucltInfo))result ;

Description: Used for get all the buttons of the code library devices

|  |  |
| --- | --- |
| md5 | Host md5 |
| databaseType | Refer code library type TopDataBaseDeviceType |
| fildId | Cde library devices’ fildIdID |
| TopResultInfo Value data from the return result | |
| state | GLStateTypeOk｜GLStateTypeFailed｜GLStateTypeNoConnectError |
| keyList | [NSNumber] button list of the Code library devices NSNumber Type Array |

### 10.4 Test Brand

- (void)testDataBaseDeviceWithMd5:(NSString \*)md5 databaseType:(TopDataBaseDeviceType) databaseType fildId:(NSInteger)fildId acStateInfo:(TopACStateInfo \* \_\_nullable)acStateInfo keyId: (NSInteger)keyId complete:(void(^)(TopResultInfo \* resucltInfo))result;

Description ：Used for testing Code library device’s button to see if the code is right for the house appliances

|  |  |
| --- | --- |
| md5 | Host md5 |
| databaseType | Code library device type DatabaseType TopDataBaseDeviceType |
| acStateInfo | Fill in the corresponding keyID, if it is code library device then fill in button type |
| keyId | Fill in the corrsponding code library type and fill in the button type. |
| fildId | Corresponding code library device’s fildId |
| TopResultInfo Value data from the return result | |
| state | GLStateTypeOk｜GLStateTypeFailed｜GLStateTypeNoConnectError |
| md5 | Host md5 |