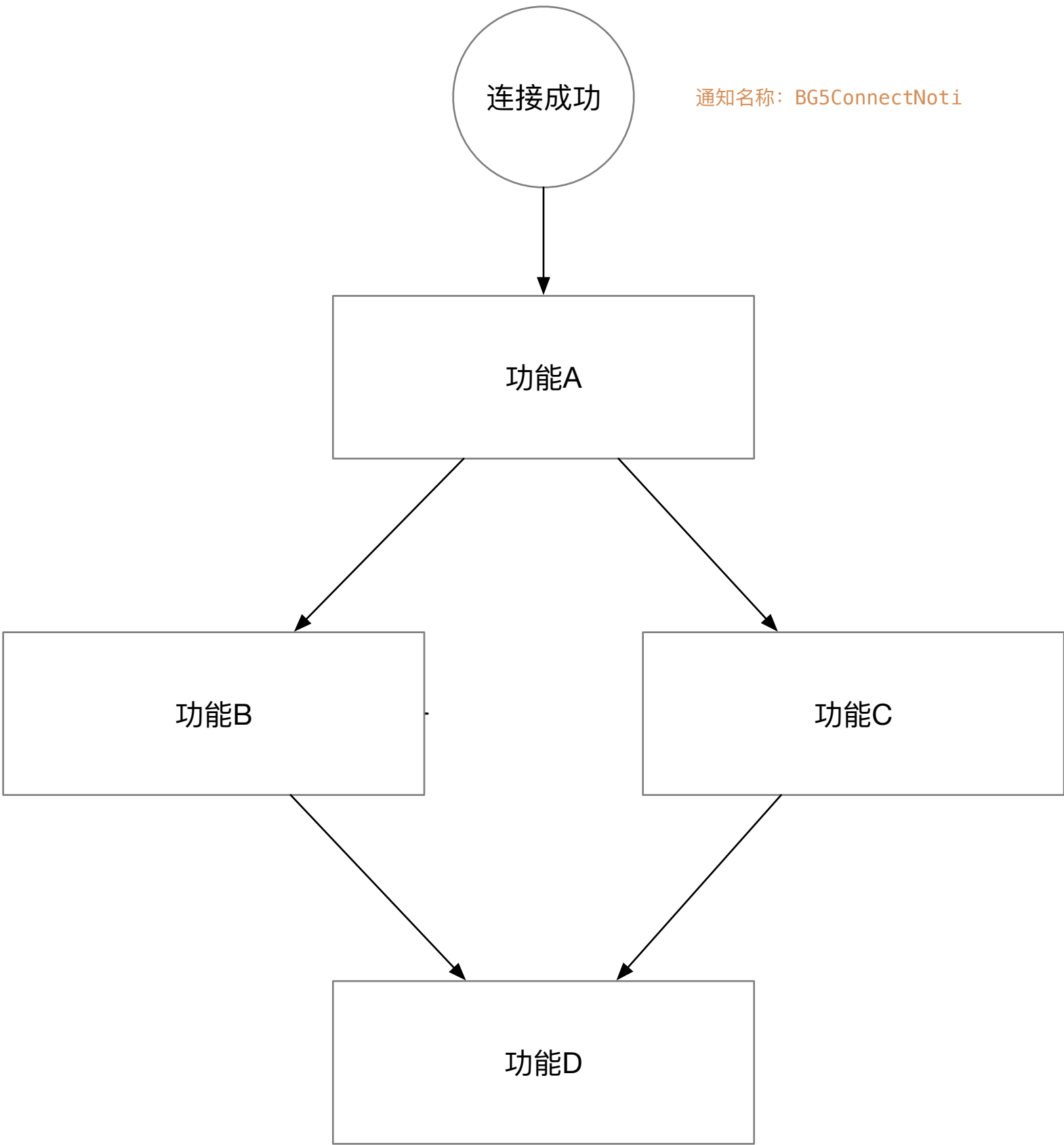
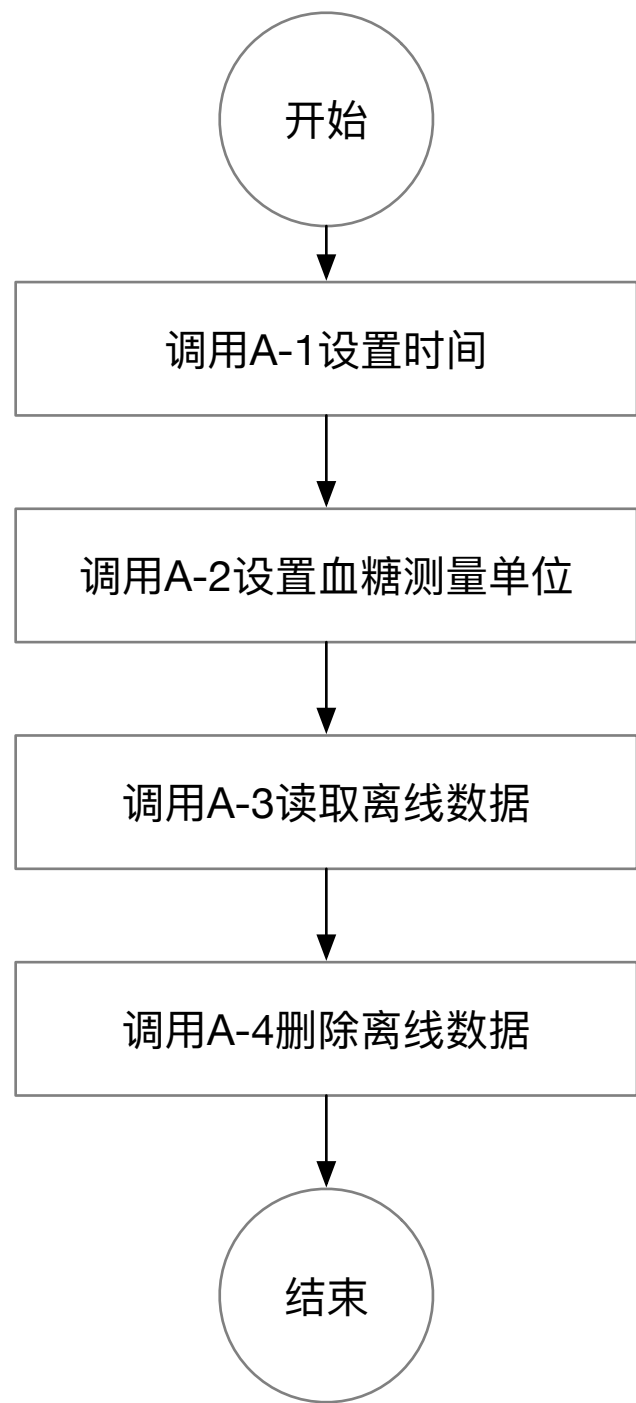


BG5 整体功能



- 注：
- 1、API调用可以并行调用，但是会顺序执行，即前一个API执行结束后，才会执行下一个API。
 - 2、不同的试纸类型决定了功能B或功能C。
 - 3、必须在执行完功能B或功能C后，执行功能D。

功能A：设置时间、单位、同步离线数据



A-1
-(void)commandBGSetTime:(DisposeBGSetTime)disposeBGSetTime
DisposeBGErrorBlock:(DisposeBGErrorBlock)disposeBGErrorBlock;

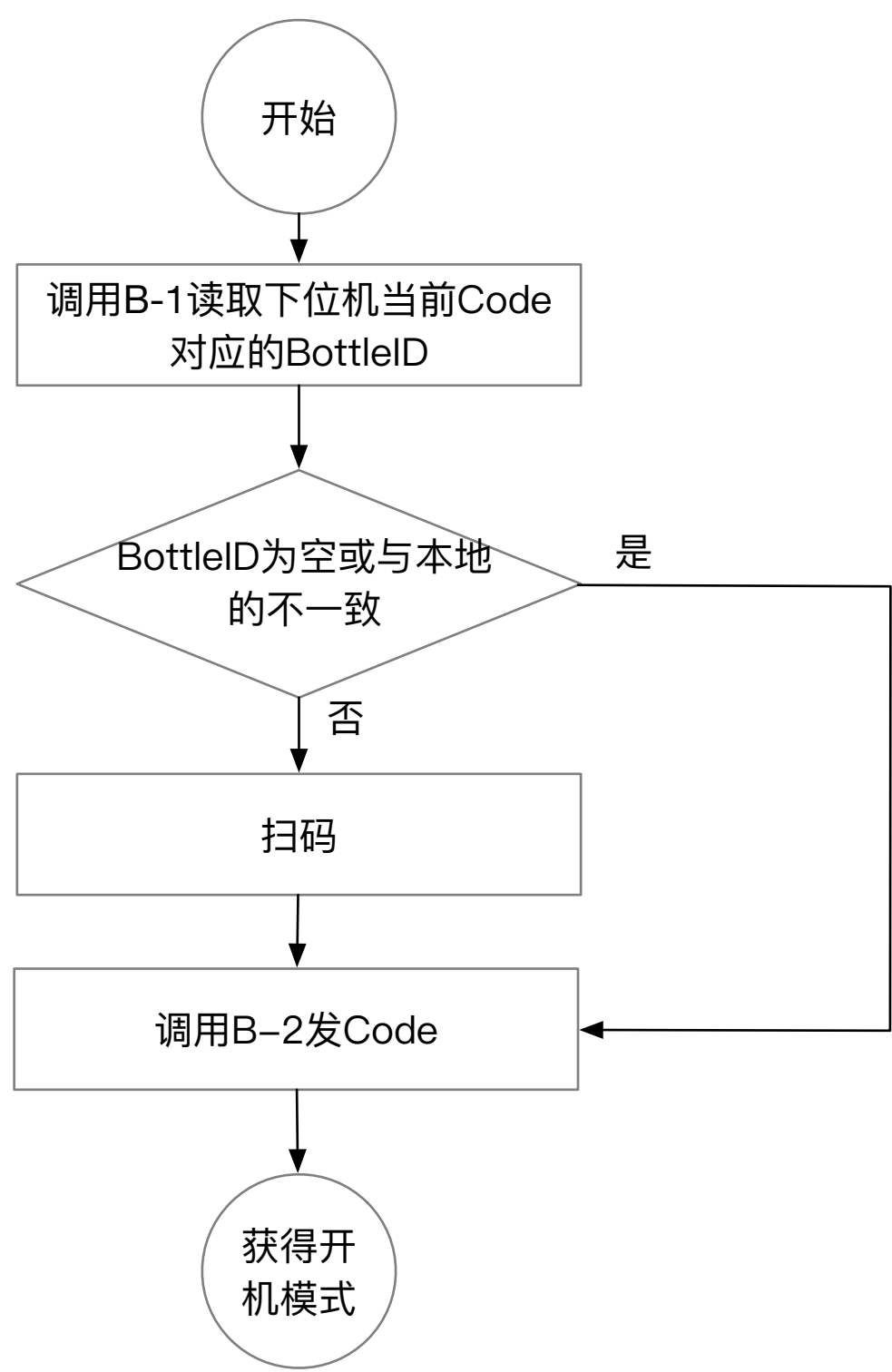
A-2
-(void)commandBGSetUnit:(BGUnit)unitState
DisposeSetUnitResult:(DisposeBGSetUnit)disposeBGSetUnitResult
DisposeBGErrorBlock:(DisposeBGErrorBlock)disposeBGErrorBlock;

A-3
-(void)commandTransferMemorryData:(DisposeBGDataCount)disposeBGDataCount
DisposeBGHistoryData:(DisposeBGHistoryData)disposeBGHistoryData
DisposeBGErrorBlock:(DisposeBGErrorBlock)disposeBGErrorBlock;

A-4
-(void)commandDeleteMemorryData:(DisposeBGDeleteData)DisposeBGDeleteData
DisposeBGErrorBlock:(DisposeBGErrorBlock)disposeBGErrorBlock;

注：
1、使用离线测量功能前，必须先调用A-1，否则离线数据时间可能会错误

功能B：1000I试纸的发Code流程



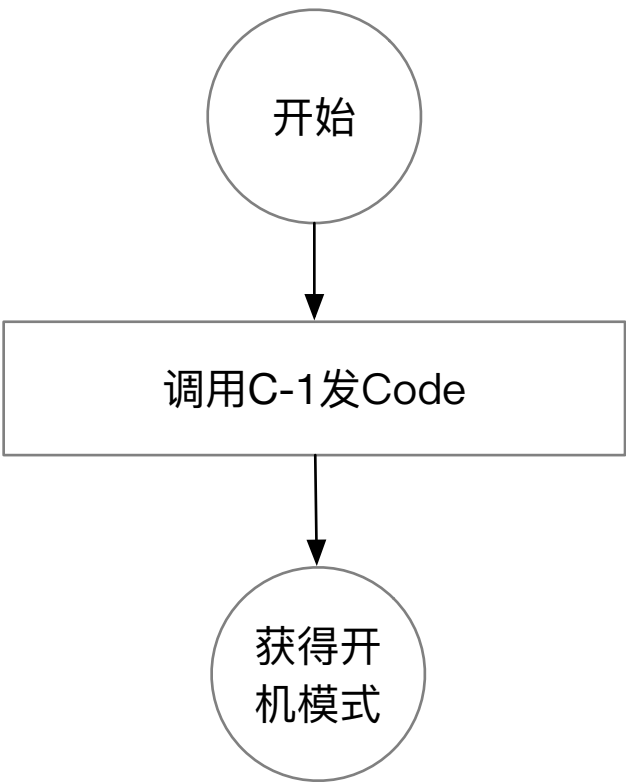
B-1

```
-(void)commandBGGetBottleID:(DisposeBGBottleID)disposeBGBottleID  
    DisposeBGErrorBlock:(DisposeBGErrorBlock)disposeBGErrorBlock;
```

B-2

```
-(void)commandSendBGCodeWithMeasureType:(BGMeasureMode)testType  
    CodeType:(BGCodeMode)codeType  
    CodeString:(NSString*)encodeString  
    validDate:(NSDate*)date  
    remainNum:(NSNumber*)num  
DisposeBGSendCodeBlock:(DisposeBGSendCodeBlock)disposeBGSendCodeBlock  
DisposeBGStartModel:(DisposeBGStartModel)disposeBGStartModel  
DisposeBGErrorBlock:(DisposeBGErrorBlock)disposeBGErrorBlock;
```

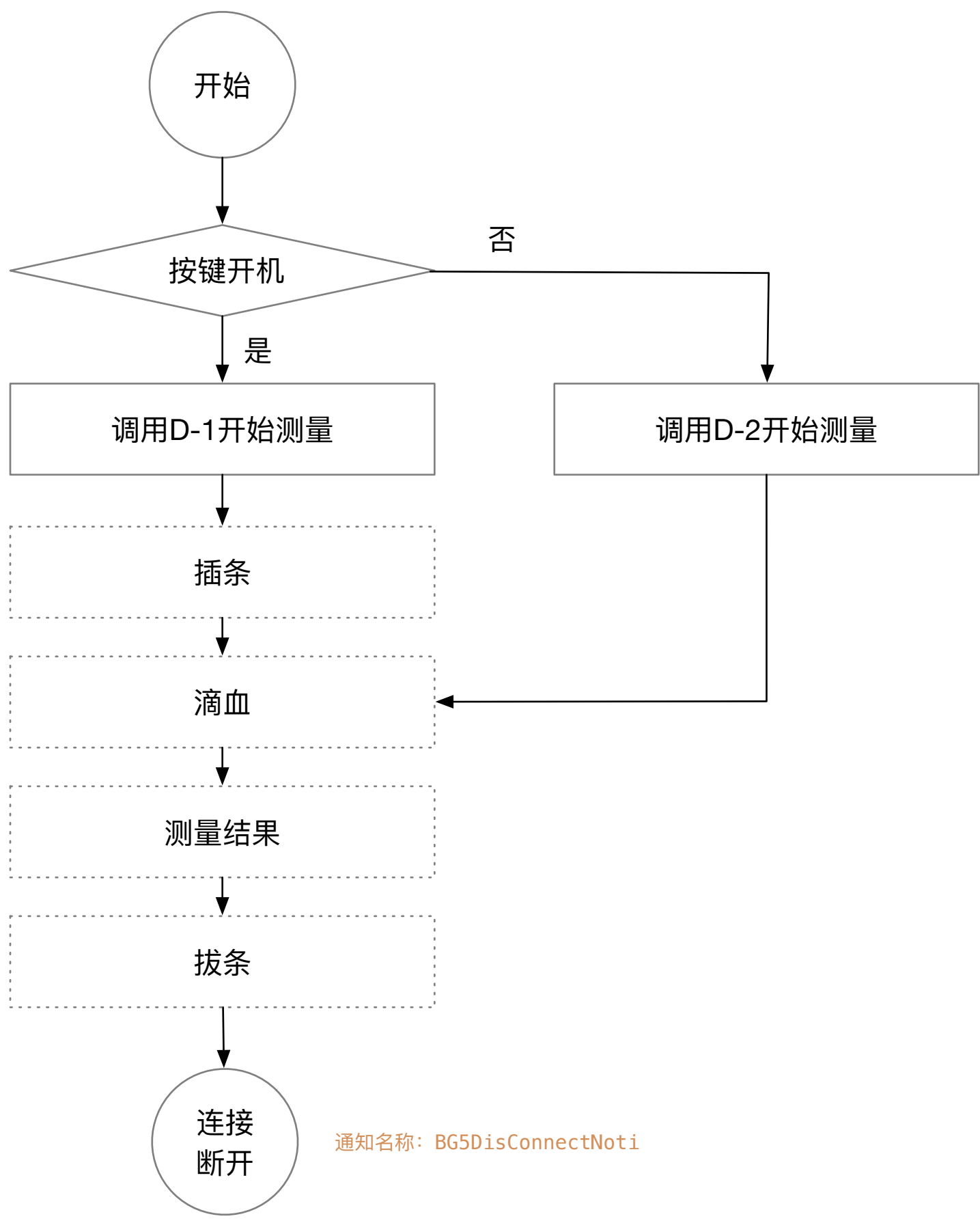
功能C： EGS2003试纸的发Code流程



C-1

```
-(void)commandSendBGCodeWithMeasureType:(BGMeasureMode)testType
    CodeType:(BGCodeMode)codeType
    CodeString:(NSString*)encodeString
    validDate:(NSDate*)date
    remainNum:(NSNumber*)num
DisposeBGSendCodeBlock:(DisposeBGSendCodeBlock)disposeBGSendCodeBlock
DisposeBGStartModel:(DisposeBGStartModel)disposeBGStartModel
DisposeBGErrorBlock:(DisposeBGErrorBlock)disposeBGErrorBlock;
```

功能D：在线测量流程



D-1

```
-(void)commandCreateBGtestModel:(BGMeasureMode)testMode
    DisposeBGStripInBlock:(DisposeBGStripInBlock)disposeBGStripInBlock
    DisposeBGBloodBlock:(DisposeBGBloodBlock)disposeBGBloodBlock
    DisposeBGResultBlock:(DisposeBGResultBlock)disposeBGResultBlock
    DisposeBGErrorBlock:(DisposeBGErrorBlock)disposeBGErrorBlock;
```

D-2

```
-(void)commandCreateBGtestStripInBlock:(DisposeBGStripInBlock)disposeBGStripInBlock
    DisposeBGBloodBlock:(DisposeBGBloodBlock)disposeBGBloodBlock
    DisposeBGResultBlock:(DisposeBGResultBlock)disposeBGResultBlock
    DisposeBGErrorBlock:(DisposeBGErrorBlock)disposeBGErrorBlock;
```