



RustChinaConf 2025& Rust Global China

Rust + BLE: From technical verification to mass production

Haobo Gu



About me



- I am Haobo
- The author of RMK



In this talk..



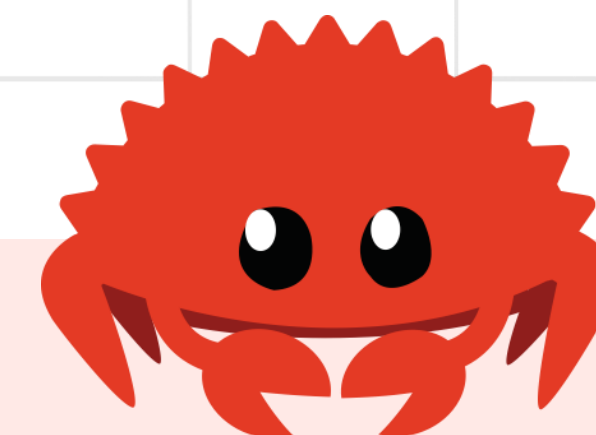
- How did RMK evolve from a tiny project to a complex embedded Rust project that ships products to thousands of customers
- The lessons I learned from this journey



What's RMK ?



- RMK is a keyboard firmware library
- It's software running in your keyboard



How the story begins



Making keyboard is fun.



How the story begins



Making keyboard is fun.

And, I was learning Rust, writing Rust is fun, too.



The first try



- stm32h7
- stm32h7xx-hal
- rtic
- usb-device



The first try



It works as expected, but..



The first try



rtic: **Real-Time Interrupt-driven Concurrency**

- Does a keyboard need the "hard" real-time?
- It's hard to write common libraries using rtic
- ARM-only
- Wireless integration?



Takeaway 1



rtic is great for real-time applications, but may not for libraries



Embassy



- Cooperative multi-tasking is fine for keyboards
- Low-power feature is important
- stm32/nRF52/rp are all supported!
- USB and BLE are both supported!



The new tech-stack for RMK



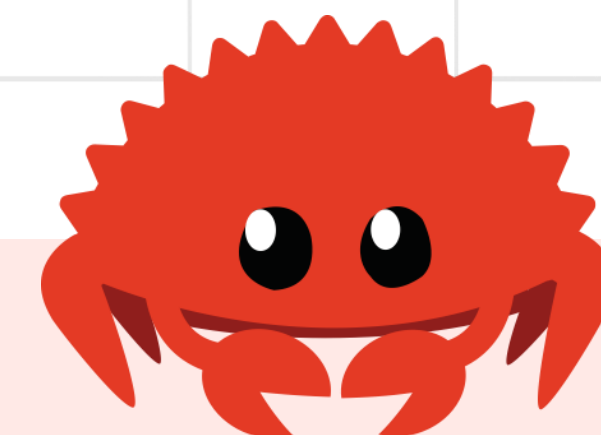
- rtic → embassy-executor
- stm32xxx-hal/rp-hal → embassy-nrf/stm32/rp
- usb-device → embassy-usb
- + nrf-softdevice



Pros



- Unified API
- Simpler multi-tasking
- Support even more MCUs, with BLE
- Low-power ready



Cons



- It's harder when **sharing data** between tasks
- No generic task
- Unstable delay



Takeaway 2



If your project doesn't strictly require "real-time", go for embassy!



Takeaway 3



Do not communicate by sharing memory, instead, share memory by communicating with ``embassy-sync``



Support even more



- Espressif has official support for Rust
- Target: RISC-V and Xtensa



ESP32 support



- esp-idf-hal
- esp32-nimble
- No USB support(yet)



Takeaway 4



Use esp-idf-hal for complex business, and esp-hal for better dev experience



But



Maintaining multiple BLE implementations is **very** hard



BLE HCI



BLE Host Implementation

HCI

Hardware

BLE Controller



bt-hci and TrouBLE



BLE Host Implementation
(TrouBLE)

HCI (bt-hci)

nRF

ESP

RPW

BLE Controller



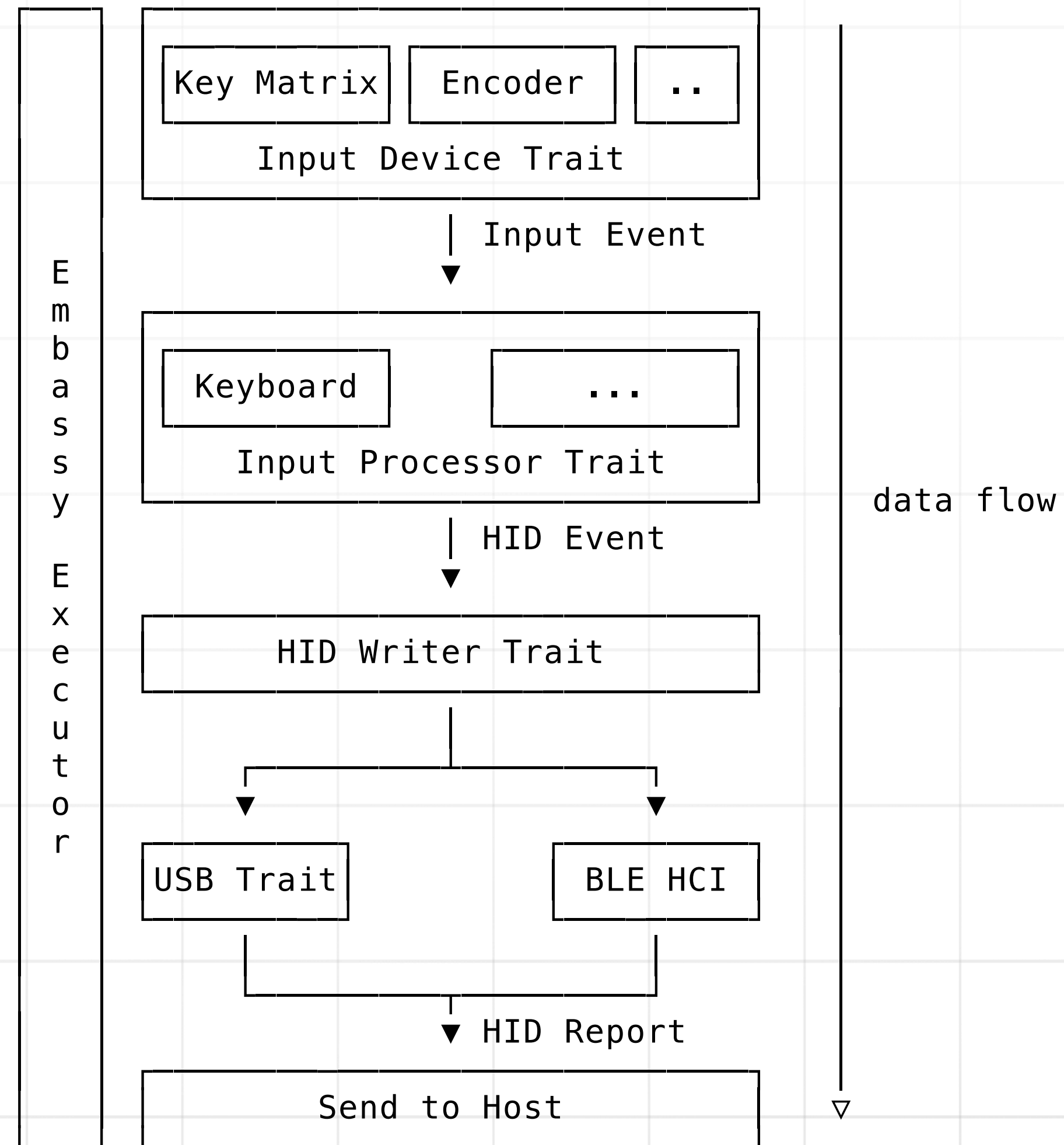
What I achieved



- A single implementation for nRF52/ESP32/RP-W
- Automatically heterogeneous wireless split keyboard support
- (Bonus) Migrate to esp-hal, which has USB supported for ESP32S3



Current project



To mass production



What's needed for stepping to mass production?



To mass production



Almost NOTHING



To mass production




Almost : Don't await during borrowing RefCell,
and enable clippy 🤖



To mass production





Jezail Funder

[Pre Order] Cornix Tented Low Profile Split Ergo Keyboard by JZF

\$99.99 USD **Sold out**

Variant: Pre-built - Glacier Silver w/ LAK white PBT (Batteries included)

Pre-built - Glacier Silver w/ LAK white PBT (Batteries included) ▾

P0 Special Free Keycap Set: LAK White PBT

LAK White PBT ▾

Sold out

V1.6 Firmware (RMK)

Timeframe

PO will end on June 5, 2025

Shipping ETA in July, 2025

Key Features

Split Design Evolution: Inspired by the iconic Corne keyboard, refined with a 3x6 column-staggered layout for minimal finger movement

Expanded Thumb Cluster: 6 programmable thumb keys (3 per side) enhance tenting stability and ease adaptation for 40% users

Adjustable Tenting: 10°, 18°, 25° angles reduce wrist strain during prolonged typing

Premium Craftsmanship: CNC-machined 6063 aluminum case with sandblasted anodized finish (Glacier Silver/Meteor Black/Aurora Purple/Flame Red)



Lessons learned



- It's 2025, don't ask is Rust good enough, just try you'll get answer
- Learn by writing real project
- Choose the hardware that is widely used in the community
- Contribute back to open-source!



Lessons learned



- Use Rust's unit test and integrated test for platform agnostic logic
- Modular design is easy(and great!) in Rust embedded
- A single task for a single peripheral is preferred
- Do refactor early



Challenge



- Binary size and memory usage: rust-lang/rust#62958
- Tooling: Trace? Async debugging?
- Ecosystem: embedded-hal, vendor support
- Resources for C/C++ developers



Links



- RMK : <https://github.com/HaoboGu/rmk>
- Discord channel: <https://discord.com/invite/HHGA7pQxkG>
- Slides: <https://github.com/HaoboGu/RustConfChina2025>





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Thank You!

