

Chapter 5c: Bluetooth LE Hosted Mode

After completing this chapter, you will understand how to create a simple Bluetooth LE client to talk to a smart phone using a PSoC 6 as a host for a connected CYW43012 device.

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Document conventions

Convention	Usage	Example
<i>Courier New</i>	Displays code	CY_ISR_PROTO(MyISR) ;
<i>Italics</i>	Displays file names and paths	sourcefile.hex
[bracketed, bold]	Displays keyboard commands in procedures	[Enter] or [Ctrl] [C]
Menu > Selection	Represents menu paths	File > New Project > Clone
Bold	Displays commands, menu paths and selections, and icon names in procedures	Click the Debugger icon, and then click Next .

5c.1 Introduction

Note: This class uses major version 2 of the btstack library. Newer major versions (3 and later) will be covered in other training classes.

As you have already seen, the PSoC 6 plus 43xxx device provides a powerful IoT solution. In addition to the MCU functionality and Wi-Fi functionality demonstrated so far, this solution is also capable of performing Bluetooth LE operations.

As was described in the Bluetooth LE Basics chapter, the upper part of the Bluetooth LE stack runs on the PSoC 6 while the lower part of the Stack runs on the CYW4343W or CYW43012. Communication between the two parts of the Stack is done using HCI which uses a 4 wire UART (Tx, Rx, CTS, RTS) at a baud rate of 115200.

There are also 2 additional pins used for low power modes: one for the host to wake the device and one for the device to wake the host. This will be discussed in the low power chapter.

Recall that there are 4 basic steps to make a basic Bluetooth LE Peripheral:

- Turn on the Stack
- Start Advertising
- Process Connection Events from the Stack
- Process Read/Write Events from the Stack

The Bluetooth firmware you write will follow this flow:

1. Initialize the Stack and provide it with a Bluetooth management event callback function and a stack configuration structure.
2. In the Bluetooth management callback function:
 - a. Initialize any other required resources when the `BTM_ENABLED_EVT` occurs (i.e. when the Stack has started up). For example:
 - i. Initialize the GATT database and provide a GATT event callback function
 - ii. Start Bluetooth LE advertising
 - b. Respond to all other required Bluetooth management events. For example:
 - i. Respond to pairing requests
 - ii. Respond to security requests
3. In the GATT event callback, respond to all required GATT events. For example:
 - a. Respond to connection/disconnection events
 - b. Respond to read and write events

5c.2 Bluetooth Stack Events

A central part of the firmware architecture is the two callback functions that you register during initialization: one for Bluetooth management events, and one for GATT events. The Stack generates events based on what is happening in the Bluetooth world. After an event is created, the Stack will call the callback the appropriate function which you registered. Your callback firmware must look at the event code and the event parameter and take the appropriate action.

Let's look at some of the events that these two callback functions need to respond to. Note that there are more events than those listed here - these are just the essential events that just about every Bluetooth LE device will need to handle.

For the purposes of a simple example, you need to understand these events:

5c.2.1 Essential Bluetooth Management Events

Event	Description
BTM_ENABLED_EVT	When the Stack has everything going. The event data will tell you if it happened with <code>WICED_SUCCESS</code> or <code>!WICED_SUCCESS</code> .
BTM_BLE_ADVERT_STATE_CHANGED_EVT	When Advertising is either stopped or started by the Stack. The event parameter will tell you <code>BTM_BLE_ADVERT_OFF</code> or one of the many different levels of active advertising.

The ModusToolbox starter template for this class provides and registers a function called `app_bt_management_callback` to handle Management events.

5c.2.2 Essential GATT Events

Event	Description
GATT_CONNECTION_STATUS_EVT	When a connection is made or broken. The event parameter tells you <code>WICED_TRUE</code> if connected.
GATT_ATTRIBUTE_REQUEST_EVT	When a GATT Read or Write occurs. The event parameter tells you <code>GATTS_REQ_TYPE_READ</code> or <code>GATTS_REQ_TYPE_WRITE</code> .

The ModusToolbox starter template for this class provides and registers a function called `app_gatt_callback` to handle GATT events.

5c.2.3 Essential GATT Sub-Events

In addition to the GATT events described above, there are sub-events associated with each of the main events which are handled in the template.

5c.2.3.1 GATT_CONNECTION_STATUS_EVT

For this example, there are two sub-events for a Connection Status Event that we care about. Namely:

Event	Description
<code>connected == WICED_TRUE</code>	A GATT connection has been established.
<code>connected != WICED_TRUE</code>	A GATT connection has been broken.

The `app_gatt_callback` function contains some basic code to handle connect/disconnect events and you can add your own functionality as needed.

5c.2.3.2 GATT_ATTRIBUTE_REQUEST_EVT

For this example, there are two sub-events for an Attribute Request Event that we care about. Namely:

Event	Description
<code>GATTS_REQ_TYPE_READ</code>	A GATT Attribute Read has occurred. The event parameter tells you the request handle and where to save the data.
<code>GATTS_REQ_TYPE_WRITE</code>	A GATT Attribute Write has occurred. The event parameter tells you the handle, a pointer to the data and the length of the data.

The `app_gatt_callback` function contains some basic code to handle attribute read/write events and you can add your own functionality as needed. In our application the `app_gatt_callback` function calls `app_gatt_set_value` for `GATTS_REQ_TYPE_WRITE` events and that function contains the code we wrote to change the state of the LED (it does predictably similar things for READ events).

5c.3 Bluetooth Firmware Architecture

Now that you understand the role of the callback functions and some of the essential events, let's look at the firmware in a bit more detail.

Note We provide and describe a template Bluetooth LE application for this chapter. If you use an existing Bluetooth LE code example, the structure, filenames, and function names may be slightly different, but they accomplish the same thing.

The application structure will be the same as other PSoC 6 applications with a few additions for Bluetooth. Namely:

5c.3.1 Bluetooth and FreeRTOS Libraries

The host stack running on the PSoC 6 requires an RTOS. By default, FreeRTOS is used. There is one top level library that must be included by the application:

bluetooth-freertos – Bluetooth controller firmware written using FreeRTOS.

Several additional libraries are included indirectly by bluetooth-freertos:

freertos – standard FreeRTOS library.

btstack – Bluetooth host stack implementation.

abstraction-rtos - used to abstract RTOS functions from the specific RTOS chosen. Allows other libraries to use generic RTOS functions that get mapped to the appropriate underlying RTOS functions.

clib-support – support library that provides hooks to make C library functions such as malloc and free thread-safe.

5c.3.2 FreeRTOSConfig.h

The *clib-support* library requires a few changes in the FreeRTOSConfig.h file. This file should be copied from the freertos library (*freertos*/*<version>*/Source/portable/COMPONENT_CM4/FreeRTOSConfig.h) to the root of the application. The changes required are:

```
#define configUSE_MUTEXES 1
#define configUSE_RECURSIVE_MUTEXES 1
#define configSUPPORT_STATIC_ALLOCATION 1
#define configUSE_COUNTING_SEMAPHORES 1
#define configHEAP_ALLOCATION_SCHEME (HEAP_ALLOCATION_TYPE3)
```

You should also comment out or remove the following line to get rid of the warning message during a build:

```
#warning This is a template. Copy this file to your project and remove this line. Refer to FreeRTOS README.md for usage details.
```

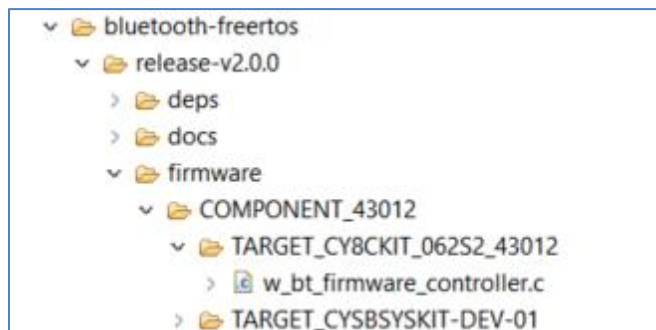
5c.3.3 Makefile

The application's Makefile needs to include COMPONENTS for FREERTOS and WICED_BLE so that the appropriate files from the libraries are included:

```
COMPONENTS= FREERTOS WICED_BLE
```

5c.3.4 BSP Makefile

The Bluetooth controller firmware for the CYW43012 is contained in the *bluetooth-freertos* library. It requires TARGET and COMPONENT settings in the application so that it can pull in the correct code. Those settings are typically already contained in the BSP's Makefile (<bsp_name>.mk). An example of the directory structure of the library can be seen here:



In our case, the BSP we are using has a TARGET of CY8CKIT_062S2_43012. The BSP will include a COMPONENT for 43012. With the TARGET and COMPONENT specified, the correct *w_bt_firmware_controller.c* file from the *bluetooth-freertos* library is included in the build.

For end-user applications and hardware, the *w_bt_firmware_controller.c* file may require modifications. In that case, that file must be replaced with a custom file which is typically placed in a custom BSP. Modifications to that file are beyond the scope of this class.

5c.3.5 Header Files

To use the Bluetooth LE and FreeRTOS API functions, a few header files must be included in your code. Some of the includes you will typically use are:

```
#include <FreeRTOS.h>
#include <task.h>
#include "cybt_platform_config.h"
#include "wiced_bt_stack.h"
```

Other header files may be required depending on your application's functionality such as *wiced_timer.h* for timers and *wiced_memory.h* for memory management utilities. The WICED header files can be found in the *wiced_include* directory in the *btstack* library.

5c.3.6 Bluetooth Communication Interface Settings

There is a structure of type `cybt_platform_config_t` which sets up the communication interface between the host and device. This includes both the UART and low power wake up pin configuration. Since it is BSP specific, it is normally defined in the BSP and is called `cybsp_bt_platform_cfg`. This structure is passed to `cybt_platform_config_init` which is called during application initialization.

5c.3.7 Bluetooth Configurator Files

The Bluetooth Configurator is used to select GAP settings, configure the GATT database, and select L2CAP settings for a Bluetooth LE application. This tool will be shown in detail later, but the input file for will have the extension *.cybt*. The output files from the configurator are placed in the *GeneratedSource* folder.

You will include the header files from the *GeneratedSource* folder to get access to the various structures from your application code.

Note For some older code examples, the Bluetooth Configurator may only be used for the GATT database configuration while other settings are done manually in the application. Therefore, you may not see all these files in every Bluetooth LE code example. In those examples, the Bluetooth LE GAP settings and L2CAP settings will be in different files in the application directory.

5c.3.7.1 Stack Configuration

The first two files generated are *cycfg_bt_settings.c/.h*. They contain a structure of type `wiced_bt_cfg_settings_t` which contains settings such as advertisement intervals and timeouts, device appearance, L2CAP settings, RPA refresh timeout, etc. This structure is passed to `wiced_bt_stack_init` which is called during application initialization.

5c.3.7.2 GAP Settings

The next two generated files are *cycfg_gap.c/.h*. They contain structures for the Bluetooth device address, device name, advertising packet data, and scan response packet data.

5c.3.7.3 GATT Settings

The final two files are *cycfg_gatt_db.c/.h*. They contain the GATT database structure and configuration. We will go into these files in detail later.

Note that the Bluetooth device name and appearance are also defined in arrays in the GATT database, but they come from the same source in the configurator (GAP Settings > General). They are called `app_gap_device_name` and `app_gap_appearance`.

5c.3.8 Utility Functions

The files `util_functions.c` and `util_functions.h` are used to convert return codes from the Stack to text strings to simplify debugging.

5c.3.9 Turning on the Stack

When your application firmware starts executing, it is responsible for configuring the platform settings for Bluetooth and then turning on the Stack to make a connection to the WICED radio. These are done by calling `cybt_platform_config_init` and `wiced_bt_stack_init` respectively.

The argument to `cybt_platform_config_init` is a structure of type `cybt_platform_config_t`. This structure is defined in the BSP and is called `cybsp_bt_platform_cfg`.

The `wiced_bt_stack_init` function takes two arguments. The first is a function pointer to the management callback. The template uses the name `app_bt_management_callback` for the Bluetooth management callback.

In `app_bt_management_callback` it is your job to fill in what the firmware does to processes various events. This is implemented as a switch statement in the callback function where the cases are the Stack events. Some of the necessary actions are provided automatically and others will need to be written by you.

When you start the Stack, it generates the `BTM_ENABLED_EVT` event and calls the `app_bt_management_callback` function which then processes that event.

The `app_bt_management_callback` case for `BTM_ENABLED_EVT` event calls the functions `wiced_bt_gatt_register` and `wiced_bt_gatt_db_init`, which registers a callback function for GATT database events and initializes the GATT database.

The `BTM_ENABLED_EVT` ends by calling the `wiced_bt_start_advertisements` function.

The second argument to `wiced_bt_stack_init` is a pointer to the Bluetooth stack settings structure from `cycfg_bt_settings.c`.

5c.3.10 Start the FreeRTOS scheduler

Typically, the last step that is done in main is to start the FreeRTOS scheduler with the function `vTaskStartScheduler`.

5c.3.11 Start Advertising

The Advertising Packet itself is a string of 3-31 bytes that is broadcast at a configurable interval. The interval chosen has a big influence on power consumption and connection establishment time. The packet is broken up into variable length fields. Each field has the form:

- Length in bytes (not including the Length byte)
- Type
- Optional Data

The minimum packet requires the <<Flags>> field which is a set of flags that defines how the device behaves (e.g. is it connectable?).

There is also a scan response packet that can hold an additional 31 bytes which will not be covered in this course but is explained in the full WICED Bluetooth 101 class.

Luckily for us, these packets are created for you by the configurator. You will find them in *GeneratedSource/cycfg_gap.c/.h*.

Before starting advertising, we need to pass the Stack the advertisement packet structure. This is done by calling `wiced_bt_ble_set_raw_advertisement_data`. It takes two arguments - the first is the number of elements in the advertising packet (which is defined in *cycfg_gap.h*), and the second is a pointer to the packet itself (which is defined in *cycfg_gap.c*). For example:

```
wiced_bt_ble_set_raw_advertisement_data(  
    CY_BT_ADV_PACKET_DATA_SIZE,  
    cy_bt_adv_packet_data);
```

Once the packet has been defined, the Stack is triggered to start with a call to `wiced_bt_start_advertisements`.

The function `wiced_bt_start_advertisements` takes three arguments. The first is the advertisement type and has nine possible values:

```
BTM_BLE_ADVERT_OFF,           /**< Stop advertising */  
BTM_BLE_ADVERT_DIRECTED_HIGH, /**< Directed advertisement (high duty cycle) */  
BTM_BLE_ADVERT_DIRECTED_LOW,  /**< Directed advertisement (low duty cycle) */  
BTM_BLE_ADVERT_UNDIRECTED_HIGH, /**< Undirected advertisement (high duty cycle) */  
BTM_BLE_ADVERT_UNDIRECTED_LOW, /**< Undirected advertisement (low duty cycle) */  
BTM_BLE_ADVERT_NONCONN_HIGH,  /**< Non-connectable advertisement (high duty cycle) */  
BTM_BLE_ADVERT_NONCONN_LOW,   /**< Non-connectable advertisement (low duty cycle) */  
BTM_BLE_ADVERT_DISCOVERABLE_HIGH, /**< discoverable advertisement (high duty cycle) */  
BTM_BLE_ADVERT_DISCOVERABLE_LOW /**< discoverable advertisement (low duty cycle) */
```

For undirected advertising (which is what we will use in our examples) the 2nd and 3rd arguments can be set to 0 and NULL respectively.

The Stack then generates the `BTM_BLE_ADVERT_STATE_CHANGED_EVT` management event and calls the `app_bt_management_callback`.

The `app_bt_management_callback` case for `BTM_BLE_ADVERT_STATE_CHANGED_EVT` looks at the event parameter to determine if it is a start or end of advertising. In the template code it does not do anything when advertising is started, but you could, for instance, turn on an LED to indicate the advertising state.

5c.3.12 Processing Connection Events from the Stack

The getting connected process starts when a Central that is actively Scanning hears your advertising packet and decides to connect. It then sends you a connection request.

The Stack responds to the Central with a connection accepted message, and then the Stack generates a GATT event called `GATT_CONNECTION_STATUS_EVT` which is processed by the `app_gatt_callback` function.

The code for the `GATT_CONNECTION_STATUS_EVT` event uses the event parameter to determine if it is a connection or a disconnection. It then prints a message.

On a connection, the Stack then stops the advertising and calls `app_bt_management_callback` with a management event `BTM_BLE_ADVERT_STATE_CHANGED_EVT`.

The `app_bt_management_callback` determines that it is a stop of advertising and just prints out a message. You could add your own code here to, for instance, turn off an LED or restart advertisements.

5c.3.13 Processing Client Read Events from the Stack

When the Client wants to read the value of a Characteristic, it sends a read request with the Handle of the Attribute that holds the value of the Characteristic. We will talk about how handles are exchanged between the devices later.

The Stack generates a `GATT_ATTRIBUTE_REQUEST_EVT` and calls `app_gatt_callback`, which determines the event is `GATT_ATTRIBUTE_REQUEST_EVT`. The code for this event looks at the event parameter and determines that it is a `GATTS_REQ_TYPE_READ`, then calls the function `app_gatt_get_value` to find the current value of the Characteristic.

That function looks through that GATT Database to find the Attribute that matches the Handle requested. It then copies the value's bytes out of the GATT Database into the location requested by the Stack.

Finally, the get value function returns a code to indicate what happened - either `WICED_BT_GATT_SUCCESS`, or if something bad has happened (like the requested Handle doesn't exist) it returns the appropriate error code such as `WICED_BT_GATT_INVALID_HANDLE`. The list of the return codes is taken from the `wiced_bt_gatt_status_e` enumeration. This enumeration includes (partial list):

```
enum wiced_bt_gatt_status_e
{
    WICED_BT_GATT_SUCCESS                = 0x00, /**< Success */
    WICED_BT_GATT_INVALID_HANDLE         = 0x01, /**< Invalid Handle */
    WICED_BT_GATT_READ_NOT_PERMIT        = 0x02, /**< Read Not Permitted */
    WICED_BT_GATT_WRITE_NOT_PERMIT       = 0x03, /**< Write Not permitted */
    WICED_BT_GATT_INVALID_PDU            = 0x04, /**< Invalid PDU */
    WICED_BT_GATT_INSUF_AUTHENTICATION   = 0x05, /**< Insufficient Authentication */
    WICED_BT_GATT_REQ_NOT_SUPPORTED      = 0x06, /**< Request Not Supported */
    WICED_BT_GATT_INVALID_OFFSET         = 0x07, /**< Invalid Offset */
    WICED_BT_GATT_INSUF_AUTHORIZATION    = 0x08, /**< Insufficient Authorization */
    WICED_BT_GATT_PREPARE_Q_FULL         = 0x09, /**< Prepare Queue Full */
    WICED_BT_GATT_NOT_FOUND              = 0x0a, /**< Not Found */
    WICED_BT_GATT_NOT_LONG               = 0x0b, /**< Not Long Size */
    WICED_BT_GATT_INSUF_KEY_SIZE         = 0x0c, /**< Insufficient Key Size */
    WICED_BT_GATT_INVALID_ATTR_LEN       = 0x0d, /**< Invalid Attribute Length */
    WICED_BT_GATT_ERR_UNLIKELY           = 0x0e, /**< Error Unlikely */
    WICED_BT_GATT_INSUF_ENCRYPTION       = 0x0f, /**< Insufficient Encryption */
    WICED_BT_GATT_UNSUPPORT_GRP_TYPE     = 0x10, /**< Unsupported Group Type */
    WICED_BT_GATT_INSUF_RESOURCE         = 0x11, /**< Insufficient Resource */
}
```

The status code generated by the get value function is returned up through the function call hierarchy and eventually back to the Stack, which in turn sends it to the Client.

To summarize, the course of events for a read is:

1. Stack calls `app_gatt_callback` with `GATT_ATTRIBUTE_REQUEST_EVT`
2. `app_gatt_callback` detects the `GATTS_REQ_TYPE_READ` request type
3. `app_gatt_callback` calls `app_gatt_get_value`

5c.3.14 Processing Client Write Events from the Stack

When the Client wants to write a value to a Characteristic, it sends a write request with the Handle of the Attribute of the Characteristic along with the data.

The Stack generates the GATT event `GATT_ATTRIBUTE_REQUEST_EVT` and calls the function `app_gatt_callback`, which determines the event is `GATT_ATTRIBUTE_REQUEST_EVT`. The code for this event looks at the event parameter and determines that it is a `GATTS_REQ_TYPE_WRITE`, then calls the function `app_gatt_set_value` to update the current value of the Characteristic.

The `app_gatt_set_value` function looks through that GATT Database to find the Attribute that matches the Handle requested. It then copies the value bytes from the Stack generated request into the GATT Database. Finally, the set value function returns a code to indicate what happened just like the Read - either `WICED_BT_GATT_SUCCESS`, or the appropriate error code. The list of the return codes is again taken from the `wiced_bt_gatt_status_e` enumeration.

The status code generated by the set value function is returned up through the function call hierarchy and eventually back to the Stack. One difference here is that if your callback function returns `WICED_BT_GATT_SUCCESS`, the Stack sends a Write response of `0x1E`. If your callback returns something other than `WICED_BT_GATT_SUCCESS`, the Stack sends an error response with the error code that you chose.

To summarize, function call hierarchy for a write is:

1. Stack calls `app_gatt_callback` with `GATT_ATTRIBUTE_REQUEST_EVT`
2. `app_gatt_callback` detects the `GATTS_REQ_TYPE_WRITE` request type
3. `app_gatt_callback` calls `app_gatt_set_value`

5c.3.15 Interrupts

One important thing to note is that you should NOT call any stack functions from an interrupt service routine (ISR). This is because the Stack API functions use a lock if the RTOS abstraction enables it. Therefore, you can easily get into a dead-lock situation if you call a stack API function from an ISR. A better practice is to use an RTOS construct such as a notification, semaphore, or queue from the ISR to unlock another thread that calls the Stack functions.

For example, an RTOS notification is used in the button ISR in the Passkey and Numeric Comparison exercise to unlock a thread that sends the numeric comparison response.

5c.3.16 Timers

Timers should use the `timer_ext` API instead of the legacy `timer` API. For example, `wiced_init_timer_ext` and `wiced_start_timer_ext` should be used. This is necessary to have timers that are thread-safe for the FreeRTOS implementation of the stack.

5c.4 Demo Walkthrough

There are lots of examples available that show Bluetooth LE functionality (<https://github.com/Infineon?q=mtb-example-anycloud-ble%20NOT%20Deprecated>). For example:

- AnyCloud BLE Multi Beacon
- AnyCloud BLE Battery Server
- AnyCloud BLE Environmental Sensing Service

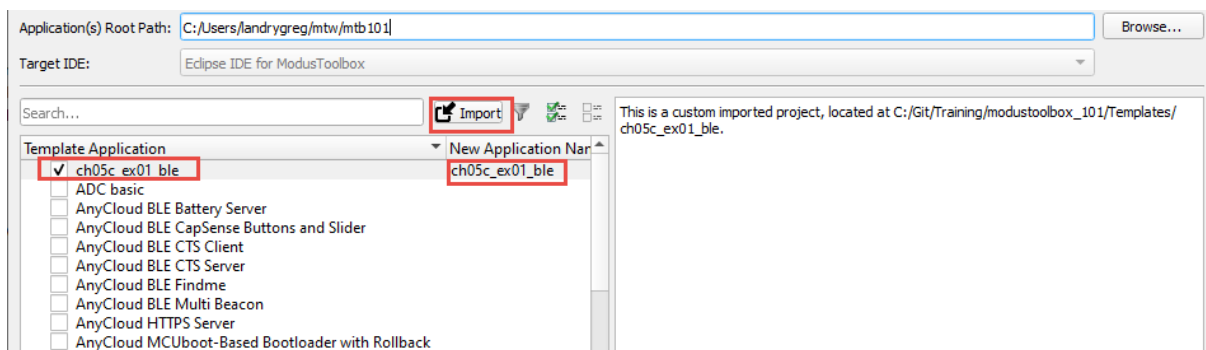
- AnyCloud BLE CapSense Buttons and Slider

More code examples will be added in the future. You will have a chance to experiment with some of these in the exercises, but as a starting point, we will create a brand-new minimal Bluetooth LE peripheral from an almost empty template application.

5c.4.1 Application Creation

For this example, I am going to build a Bluetooth LE application called "ch05c_ex01_ble" with one custom service called the "Modus101" Service and one writable Characteristic called "LED". When the Client writes a 0 or 1 (strictly any non-zero value) into that Characteristic, my application firmware will just write that value into the GPIO driving the LED.

First, I'll create a new project for the CY8CKIT-062S2-43012 kit and I'll use the **Import...** button to import from the **ch05c_ex01_ble** template.



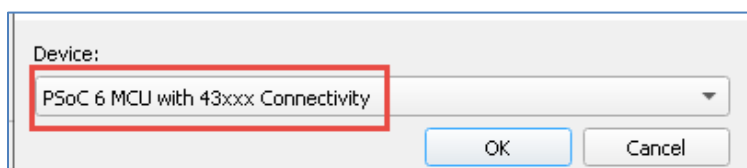
5c.4.2 Bluetooth Configurator

The GATT configuration defines the attributes - services, characteristics, and descriptors - of your Bluetooth LE device. It can be tricky to get everything just right, so there is a tool called the Bluetooth Configurator to simplify the process.

If your project already has a .cybt file, you can open the Bluetooth Configurator by double clicking on the .cybt file or you can launch it from the Quick Panel. You can also run it from the command line from the application's folder to get the correct settings. The command is:

```
make config_bt
```

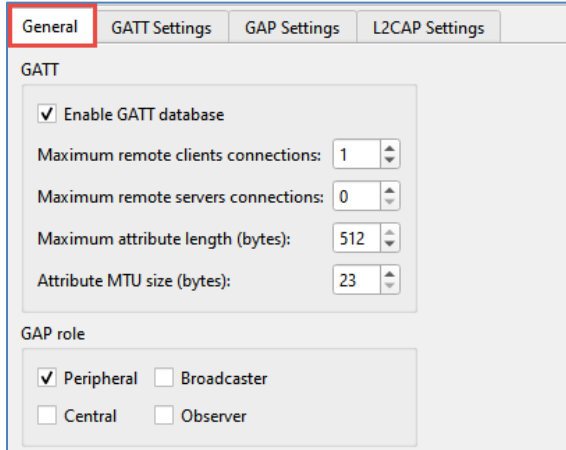
If you run from the command line, you will need to select a new file using **File > New** and select "PSoC 6 MCU with 43xxx Connectivity" as the device family.



After setting up your configuration (more on that in a minute), save the file to the application's folder. The name doesn't matter as long as the extension is .cybt (I usually call it *design.cybt* while the code examples usually use *cycfg_bt.cybt*). An application can only have one file with the extension .cybt.

Once the configurator is open, you will see various tabs for configuring the Bluetooth behavior.

1. Let's start by reviewing the **General** tab. It allows you to specify the GAP roles for your device, enable a GATT database, and select some GATT values such as a number of simultaneous connections and attribute lengths. In our case we will leave the settings alone since we want a GAP Peripheral with a GATT Server that will allow one client to connect at a time. Note that the Attribute MTU Size is set to a default value of 23. If you are writing an application that moves large amounts of data (for example OTA firmware updates), you may need to increase that value. The maximum Bluetooth LE payload allowed is 512 but the MTU can be as large as 517 to accommodate protocol overhead.



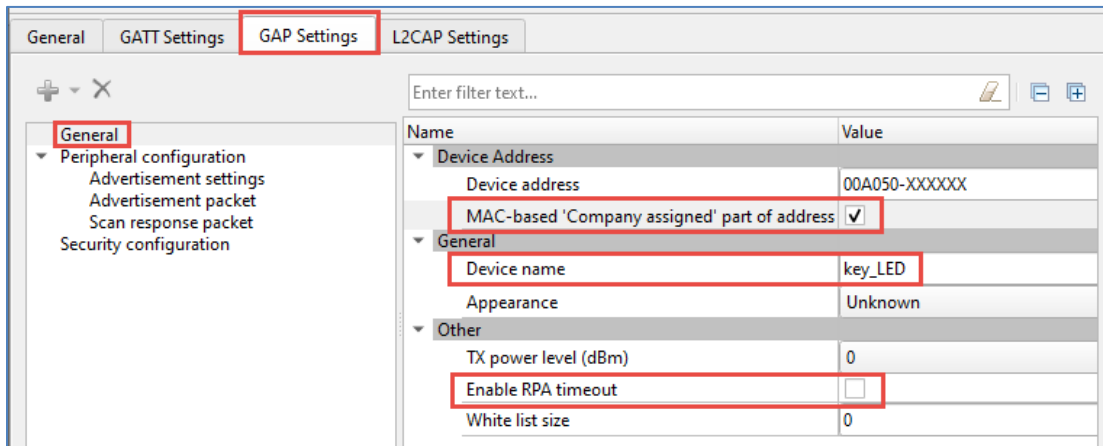
The screenshot shows the 'General' tab of the Bluetooth configurator. The 'GATT' section is expanded, showing the following settings:

- ☒ Enable GATT database
- Maximum remote clients connections: 1
- Maximum remote servers connections: 0
- Maximum attribute length (bytes): 512
- Attribute MTU size (bytes): 23

The 'GAP role' section shows the following options:

- ☒ Peripheral
- ☐ Broadcaster
- ☐ Central
- ☐ Observer

2. Next let's look at the **GAP Settings** tab. In the *General* section we will give our device a name. Just click on the *Device Name* field and type the name you want into the *Value* text box.



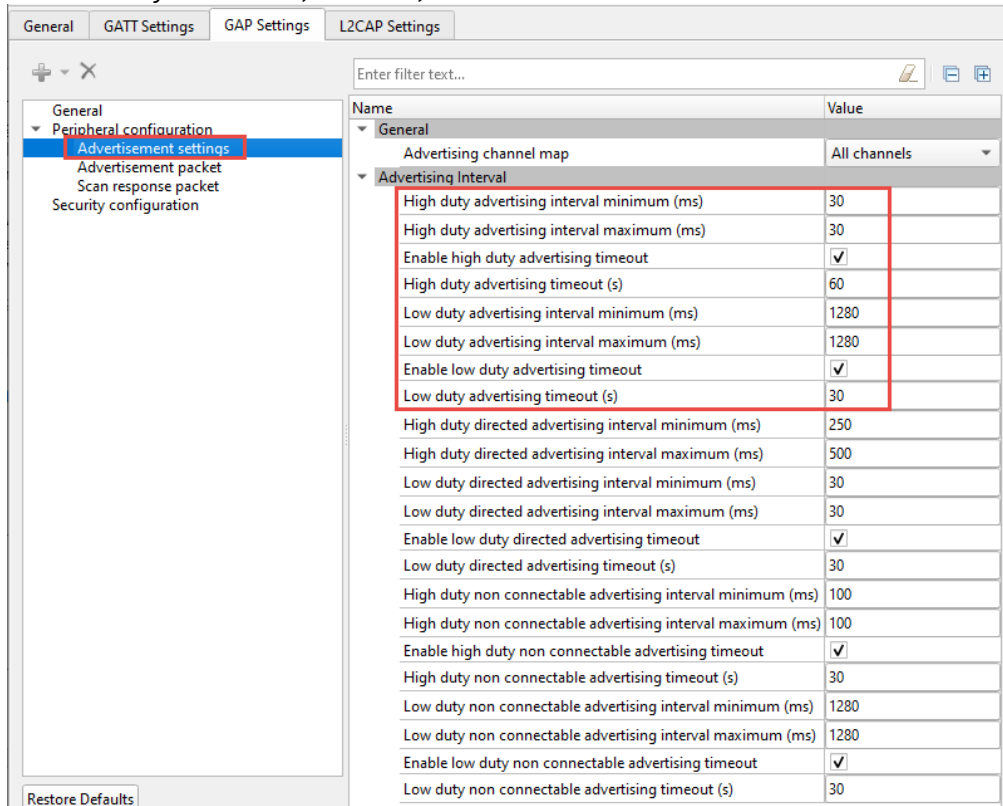
The screenshot shows the 'GAP Settings' tab of the Bluetooth configurator. The 'General' section is expanded, showing the following settings:

- Device Address**
 - Device address: 00A050-XXXXXX
 - ☒ MAC-based 'Company assigned' part of address
- General**
 - Device name: key_LED
 - Appearance: Unknown
- Other**
 - TX power level (dBm): 0
 - ☐ Enable RPA timeout
 - White list size: 0

It is important that the name you choose is unique or you will not be able to identify your device when making connections from your cell phone. In this case, I've called the device *key_LED*. When you do this yourself, use a unique device name such as *<inits>_LED* where *<inits>* is your initials.

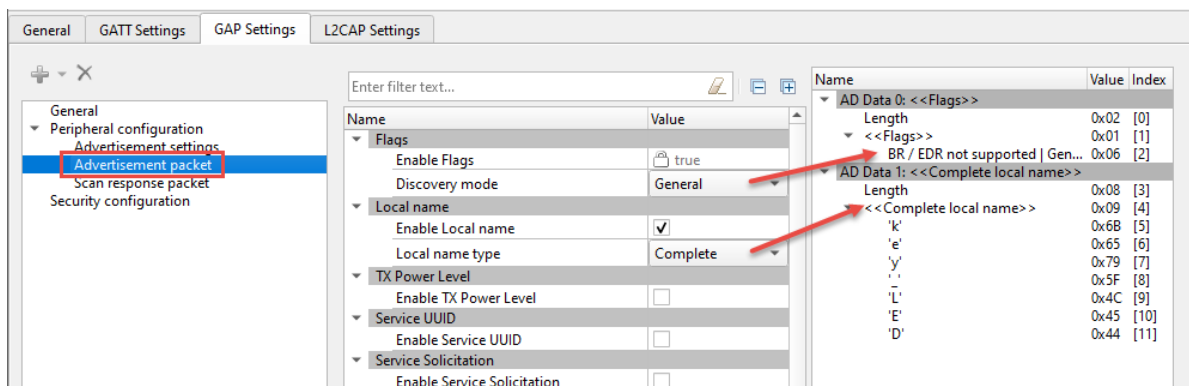
3. Check the box for MAC-based 'Company assigned' part of address. This will generate a value for the last 3 bytes of the BDA based on the MAC address of the computer used to build the application. This is necessary so that two people doing the same exercise on different computers won't have Bluetooth devices with the same address.

- Uncheck the box next to "Enable RPA timeout" to disable random private addresses timeout. We'll discuss what this means in the privacy section.
- Now click on *Advertisement settings*. You will see that there are different types of advertising - high duty and low duty for normal, directed, and non-connectable.



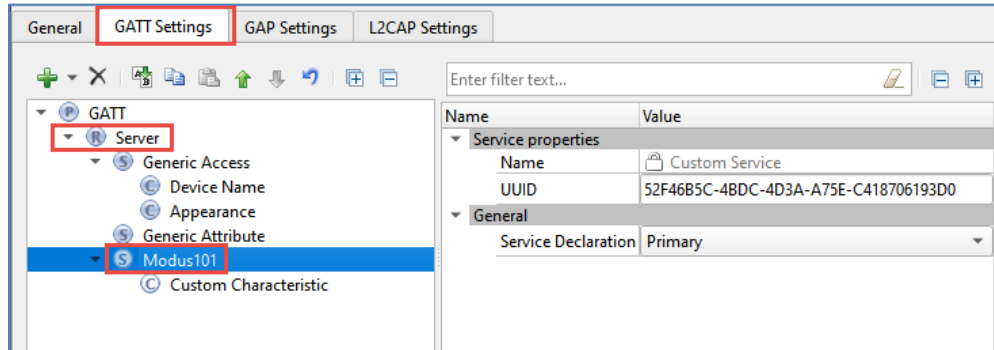
In our case, we are making a connection and we are not doing directed advertising, so the first high duty and low duty settings will apply. The settings shown will do high duty advertising every 30 ms for 60 seconds, then low duty advertising every 1280 ms for 30 seconds. After that, advertising will stop. Verify that your settings match the ones shown above and update if necessary.

- Now click on *Advertisement packet*. We want to advertise the name of our device, so check the box next to "Enable Local name" and leave the type as "Complete". You will notice that the advertising packet is shown in the window to the right.



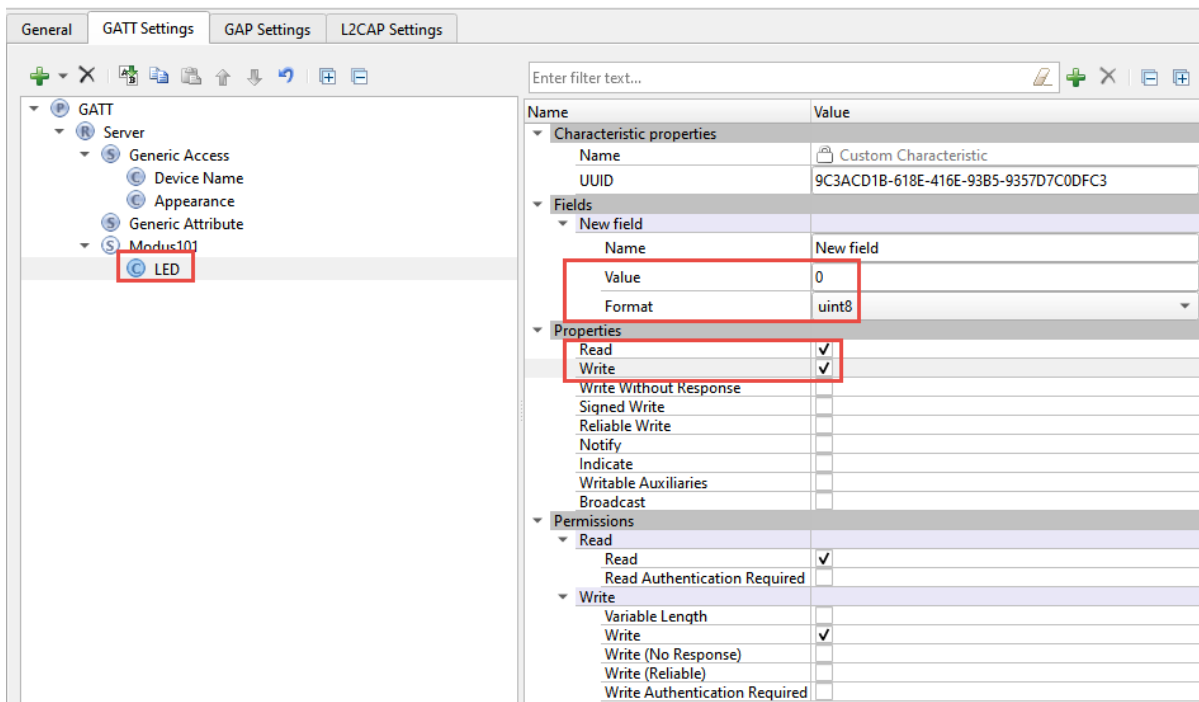
The next step is to set the GATT settings. First, we will setup a Service. To do this:

1. Go to the **GATT Settings** tab.
2. Select *Server* in the GATT database.
3. Right-click and choose *Add Service*, then select *Custom Service* (it is near the bottom of the list). A *Custom Service* entry appears in the GATT database.
4. Right-click on the custom service and select *Rename*. Call the service “Modus101”.
5. The tool will choose a random UUID for this Service, but you could specify your own UUID if desired. For this exercise, just keep the random UUID.

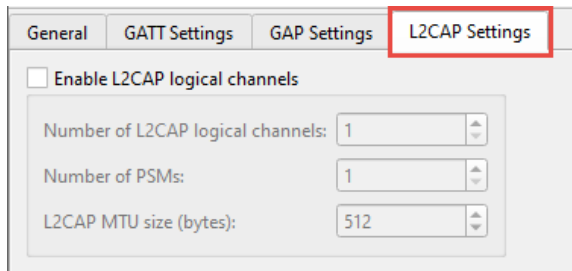


The Service includes a Characteristic, which we are going to use to control the LED. To do this you:

1. Right-click on *Custom Characteristic* under the *Modus101* Service and *Rename* to “LED”.
2. Change the format from *utf8s* (which requires a length) to *uint8* (which has a length of 1 by definition).
3. Set the value of the LED characteristic to 0, which we will take to mean “OFF”. This will be the initial value.
4. We want the client to be able to Read and Write this Characteristic, so under *Properties*, enable *Read* and *Write*. Note that the tool makes the corresponding changes to the *Permissions* section for you, so you don't need to set them unless you need an unusual combination of Properties and Permissions.
5. Again, keep the randomly assigned UUID for the Characteristic just like you did for the Service UUID.



6. The L2CAP settings tab has settings for – you guessed it – L2CAP. In our case, we will leave L2CAP disabled.



Finally, let's save the changes we made and generate the required files.

1. Click the **Save** button to save the file *design.cybt* and exit the configurator.
2. Saving will create a *GeneratedSource* directory with the code generated based on your selections. You should never modify the generated code by hand – any changes should be done by re-running the Bluetooth Configurator. You will have:
 - a. *cycfg_bt_settings.c/h* - Stack settings including advertising intervals and timeouts. The structure `wiced_bt_cfg_settings` will be passed to the Stack initialization function.
 - b. *cycfg_bt_gap.c/h* - GAP settings including the advertising packet. The advertising packet data structure `cy_bta_adv_packet_data` will be passed to the start advertising function.
 - c. *cycfg_bt_gatt_db.c/h* - GATT database configuration including Service and Characteristic definitions. It contains the `gatt_database` structure and the `gatt_database_len` variable that will be used when initializing the GATT database.

5c.4.3 Editing the Firmware

The template includes a little bit of setup code for the `BTM_ENABLED_EVT` and some very helpful functions, as follows.

- `app_bt_management_callback` is the callback function for Bluetooth Stack management callback events. The `BTM_ENABLED_EVT` code sets and prints the Bluetooth Device Address (BDA), sets up the GATT database, and starts advertising for a connection.
 - `app_gatt_callback` handles GATT events such as connect/disconnect and attribute read/write requests.
 - `app_gatt_get_value` searches the GATT database for the requested characteristic and extracts the value. We use this function to read the state of the LED.
 - `app_gatt_set_value` searches the GATT database for the requested characteristic and updates the value. We use this function to write the state of the LED into the database and, later, notify the central device.
1. Start by opening *main.c* and adding the include for the Bluetooth configurator generated source files, as follows:

```
#include "cycfg_bt_settings.h"  
#include "cycfg_gap.h"  
#include "cycfg_gatt_db.h"
```


2. Template code for the `BTM_ENABLED_EVT` case in `app_bt_management_callback` sets the 6-byte Bluetooth Device Address and then prints it to the terminal when the Stack is enabled. The value comes from the configurator.
3. In the `BTM_ENABLED_EVT` case, add the following lines to set up the GATT database according to your selections in the Configurator:

```
/* Register GATT callback */
wiced_bt_gatt_register( app_gatt_callback );

/* Initialize the GATT database*/
wiced_bt_gatt_db_init( gatt_database, gatt_database_len, NULL );
```

4. Next, I don't want to allow pairing to the device just yet so configure the pairing mode with the parameters set to `WICED_FALSE`:

```
/* Disable pairing */
wiced_bt_set_pairable_mode( WICED_FALSE, WICED_FALSE );
```

The above will allow you to connect to your device and open the GATT database without pairing.

The following edits enable the device to respond to GATT read and write requests.

5. Add the following case in `app_gatt_get_value` to print the state of the LED to the UART (the switch statement is already in the template – you just need to add a new case). This event will occur whenever the Central reads the LED characteristic. Note that the code uses the GATT database value, not the state of the pin itself, and so non-zero implies “on” and zero means “off”. The name of the value array is `app_modus101_led`. It can be found in the *GeneratedSource* directory in the file `cycfg_gatt_db.c` which we will talk about it a minute.

```
// TODO Ex 01: Add case for any action required when this attribute is read
switch ( attr_handle )
{
    case HDLC_MODUS101_LED_VALUE:
        printf("LED is %s\n", app_modus101_led[0] ? "ON":"OFF");
        break;
}
```

6. In `app_gatt_set_value`, notice how the template function automatically updates the GATT database with a call to `memcpy`. There is no need to write to the `app_modus101_led` array.

```
// Value fits within the supplied buffer; copy over the value
app_gatt_db_ext_attr_tbl[i].cur_len = len;
memcpy( app_gatt_db_ext_attr_tbl[i].p_data, p_val, len);
res = WICED_BT_GATT_SUCCESS;
```

7. Add the following case in `app_gatt_set_value` to update the LED and printout the result. Again, the switch statement is in the template; just add the new case. This event will occur whenever the Central writes the LED characteristic. We are going to use `CYBSP_USER_LED` for this example. Note that the LEDs on the kit are active low so the pin is set to the NOT of the value.

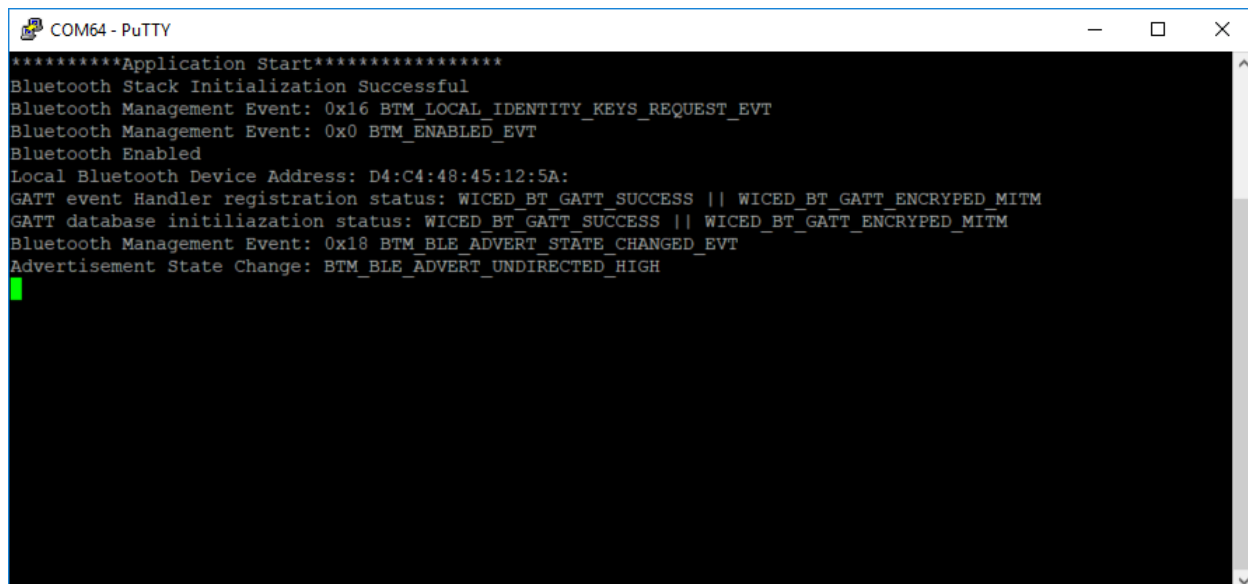
```
// TODO Ex01: Add code for any action required when this attribute is written
```

```
// For example, you may need to write the value into EERPOM if it needs to be
persistent
switch ( attr_handle )
{
    case HDLC_MODUS101_LED_VALUE:
        cyhal_gpio_write( CYBSP_USER_LED, app_modus101_led[0] == 0 );
        printf("Turn the LED %s\n", app_modus101_led[0] ? "ON":"OFF");
        break;
}
```

8. Build and program the kit.

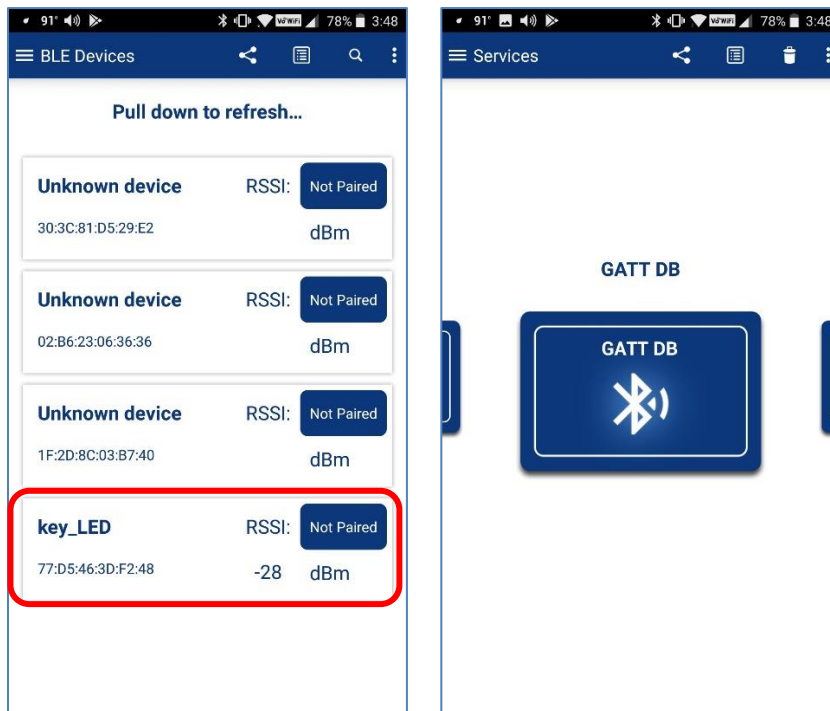
5c.4.4 Testing the Application

Start up a UART terminal (115200, 8, 1, N). Make sure you enable the setting to automatically generate a CR for every LF (in Putty this is under Terminal > Implicit CR in every LF). Then build and program your kit. When the application firmware starts up you see some messages.



```
COM64 - PuTTY
*****Application Start*****
Bluetooth Stack Initialization Successful
Bluetooth Management Event: 0x16 BTM_LOCAL_IDENTITY_KEYS_REQUEST_EVT
Bluetooth Management Event: 0x0 BTM_ENABLED_EVT
Bluetooth Enabled
Local Bluetooth Device Address: D4:C4:48:45:12:5A:
GATT event Handler registration status: WICED_BT_GATT_SUCCESS || WICED_BT_GATT_ENCRYPED_MITM
GATT database initialization status: WICED_BT_GATT_SUCCESS || WICED_BT_GATT_ENCRYPED_MITM
Bluetooth Management Event: 0x18 BTM_BLE_ADVERT_STATE_CHANGED_EVT
Advertisement State Change: BTM_BLE_ADVERT_UNDIRECTED_HIGH
```

Run CySmart on your phone. When you see the "<init>_LED" device, tap on it. CySmart will connect to the device and will show the GATT browser widget.

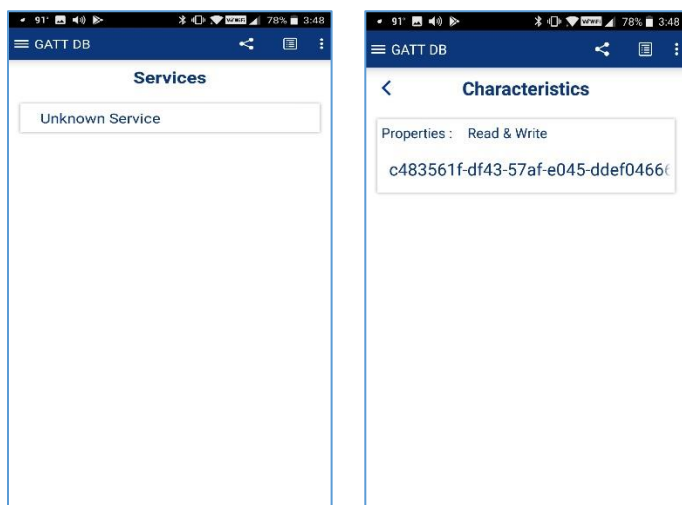


On the terminal window, you will see that there has been a connection and the advertising has stopped.

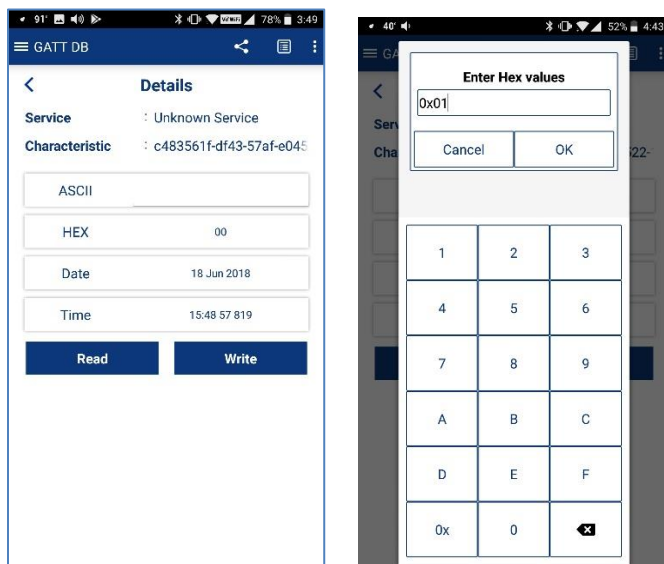
```
COM64 - PuTTY
*****Application Start*****
Bluetooth Stack Initialization Successful
Bluetooth Management Event: 0x16 BTM_LOCAL_IDENTITY_KEYS_REQUEST_EVT
Bluetooth Management Event: 0x0 BTM_ENABLED_EVT
Bluetooth Enabled
Local Bluetooth Device Address: F4:29:D0:A3:E5:9D:
GATT event Handler registration status: WICED_BT_GATT_SUCCESS || WICED_BT_GATT_ENCRYPTED_MITM
GATT database initialization status: WICED_BT_GATT_SUCCESS || WICED_BT_GATT_ENCRYPTED_MITM
Bluetooth Management Event: 0x18 BTM_BLE_ADVERT_STATE_CHANGED_EVT
Advertisement State Change: BTM_BLE_ADVERT_UNDIRECTED_HIGH
Bluetooth Management Event: 0x14 BTM_PAIRING_DEVICE_LINK_KEYS_REQUEST_EVT
GATT_CONNECTION_STATUS_EVT: Connect BDA 5D:5C:9F:8E:D1:76:Connection ID 32768
Bluetooth Management Event: 0x18 BTM_BLE_ADVERT_STATE_CHANGED_EVT
Advertisement State Change: BTM_BLE_ADVERT_OFF
```

Back in CySmart, tap on the GATT DB widget to open the browser. You will see an Unknown Service (which I know is Modus101). Tap on the Service and CySmart will tell you that there is a Characteristic with the UUID shown (which I know is LED).

Note: In the iOS version of CySmart, the Characteristic UUID will not be shown – it will just say "Unknown Characteristic". There are a few other minor differences with the iOS version of the app, but the general process is the same.



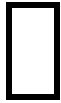
Tap on the Characteristic to see details about it. First, tap the Read button and you will see that the current value is 0. Now you can Write Hex values of 0x01 or 0x00 into the Characteristic and you will find that the LED turns on and off accordingly.



Finally, press back until CySmart disconnects. When that happens, you will see the disconnect message in the terminal window and advertising will restart.

5c.5 Exercises (Part 1)

5c.5.1 Exercise 1: Basic Bluetooth LE Peripheral



1. Follow the steps in section [5c.4 Demo Walkthrough](#) to create a basic Bluetooth LE peripheral that allows you to control the LED on the kit.

5c.6 GATT Database Implementation

The Bluetooth Configurator automatically creates a GATT Database implementation. The database is split between *cycfg_gatt_db.c* and *cycfg_gatt_db.h*.

Even though the Bluetooth Configurator will create all of this for you, some understanding of how it is constructed is worthwhile knowing. The implementation is generic and will work for most situations, however you can make changes to handle custom situations.

When the Stack has started (i.e. in the `BTM_ENABLED_EVT` callback), you need to provide a GATT callback function by calling `wiced_bt_gatt_register` and initialize the GATT database by calling `wiced_bt_gatt_db_init`. The latter takes a pointer to the GATT DB definition and its length. This allows the Stack to directly access your GATT DB for some purposes.

The GATT DB is used by both the Stack and by your application firmware. The Stack will directly access the Handles, UUIDs and Permissions of the Attributes to process some of the Bluetooth Events. Mainly the Stack will verify that a Handle exists and that the Client has Permission to access it before it gives your application a callback.

Your application firmware will use the GATT DB to read and write data in response to WICED Bluetooth Events.

The WICED BTSTACK implementation of the GATT Database is simple generic "C" (obviously) and is composed logically of four parts. The first three are in *cycfg_gatt_db.c* while the last is implemented in the application code (in *main.c* in the template).

- An Array, named `gatt_database`, of `uint8_t` bytes that holds the Handles, Types and Permissions.
- An Array of Structs, named `app_gatt_db_ext_attr_tbl`, which holds Handles, a Maximum and Current Length and a Pointer to the actual Value.
- The Values as arrays of `uint8_t` bytes.
- Functions that serve as the API

5c.6.1 `gatt_database[]`

The `gatt_database` is just an array of bytes with special meaning.

To create the bytes representing an Attribute there is a set of C-preprocessor macros that "do the right thing". To create Services, use the macros:

- `PRIMARY_SERVICE_UUID16(handle, service)`
- `PRIMARY_SERVICE_UUID128(handle, service)`
- `SECONDARY_SERVICE_UUID16(handle, service)`
- `SECONDARY_SERVICE_UUID128(handle, service)`
- `INCLUDE_SERVICE_UUID16(handle, service_handle, end_group_handle, service)`

- `INCLUDE_SERVICE_UUID128(handle, service_handle, end_group_handle)`

The handle parameter is just the Service Handle, which is a 16-bit number. The Bluetooth Configurator will automatically create Handles for you that will end up in the `cycfg_gatt_db.h` file. For example:

```
/* Service Generic Access */
#define HDLS_GAP                                0x01u
/* Service Generic Attribute */
#define HDLS_GATT                                0x06u
/* Service Modus101 */
#define HDLS_MODUS101                            0x07u
```

The Service parameter is the UUID of the service, just an array of bytes. The Bluetooth Configurator will create them for you in `cycfg_gatt_db.h`. For example:

```
#define __UUID_SERVICE_MODUS101 0xD5u, 0x8Eu, 0x79u, 0x8Bu, 0x2Cu, 0xDEu, 0x11u,
0x89u, 0x45u, 0x47u, 0x5Au, 0x31u, 0x6Au, 0xA3u, 0xFAu, 0x34u
```

In addition, there are a bunch of predefined UUIDs in `wiced_bt_uuid.h`.

To create Characteristics, use the following C-preprocessor macros which are defined in `wiced_bt_gatt.h`:

- `CHARACTERISTIC_UUID16(handle, handle_value, uuid, properties, permission)`
- `CHARACTERISTIC_UUID128(handle, handle_value, uuid, properties, permission)`
- `CHARACTERISTIC_UUID16_WRITABLE(handle, handle_value, uuid, properties, permission)`
- `CHARACTERISTIC_UUID128_WRITABLE(handle, handle_value, uuid, properties, permission)`

As before, the handle parameter is just the 16-bit number that the Bluetooth Configurator creates for the Characteristics which will be in the form of `#define HDLC_` for example:

```
/* Characteristic LED */
#define HDLC_MODUS101_LED                        0x08u
#define HDLC_MODUS101_LED_VALUE                 0x09u
```

The `_VALUE` parameter is the Handle of the Attribute that will hold the Characteristic's Value. That is, a Characteristic has (at least) two attributes: one to declare the Characteristic and one to hold its value. When you want to read/write the Characteristic, you have to use the handle for the Attribute containing the value, not the declaration.

The UUIDs are 16-bits or 128-bits in an array of bytes. The Bluetooth Configurator will create `#defines` for the UUIDs in the file `cycfg_gatt_db.h`.

Properties is a bit mask which sets the properties (i.e. Read, Write etc.) The bit mask is defined in `wiced_bt_gatt.h`.

```
/* GATT Characteristic Properties */
#define GATTDB_CHAR_PROP_BROADCAST              (0x1 << 0)
#define GATTDB_CHAR_PROP_READ                   (0x1 << 1)
#define GATTDB_CHAR_PROP_WRITE_NO_RESPONSE     (0x1 << 2)
#define GATTDB_CHAR_PROP_WRITE                 (0x1 << 3)
#define GATTDB_CHAR_PROP_NOTIFY                 (0x1 << 4)
#define GATTDB_CHAR_PROP_INDICATE              (0x1 << 5)
#define GATTDB_CHAR_PROP_AUTHD_WRITES         (0x1 << 6)
#define GATTDB_CHAR_PROP_EXTENDED              (0x1 << 7)
```

The Permission field is just a bit mask that sets the Permission of an Attribute (remember Permissions are on a per Attribute basis and Properties are on a per Characteristic basis). They are also defined in *wiced_bt_gatt.h*.

```
/* The permission bits (see Vol 3, Part F, 3.2.5) */
#define GATTDB_PERM_NONE (0x00)
#define GATTDB_PERM_VARIABLE_LENGTH (0x1 << 0)
#define GATTDB_PERM_READABLE (0x1 << 1)
#define GATTDB_PERM_WRITE_CMD (0x1 << 2)
#define GATTDB_PERM_WRITE_REQ (0x1 << 3)
#define GATTDB_PERM_AUTH_READABLE (0x1 << 4)
#define GATTDB_PERM_RELIABLE_WRITE (0x1 << 5)
#define GATTDB_PERM_AUTH_WRITABLE (0x1 << 6)

#define GATTDB_PERM_WRITABLE (GATTDB_PERM_WRITE_CMD | GATTDB_PERM_WRITE_REQ |
    GATTDB_PERM_AUTH_WRITABLE)
#define GATTDB_PERM_MASK (0x7f) /* All the permission bits.
*/
#define GATTDB_PERM_SERVICE_UUID_128 (0x1 << 7)
```

5c.6.2 app_gatt_db_ext_attr_tbl

The *gatt_database* array does not contain the actual values of Attributes. To find the values there is an array of structures of type *gatt_db_lookup_table_t*. Each structure contains a handle, a max length, actual length and a pointer to the array where the value is stored.

```
// External Lookup Table Entry
typedef struct
{
    uint16_t handle;
    uint16_t max_len;
    uint16_t cur_len;
    uint8_t *p_data;
} gatt_db_lookup_table_t;
```

The Bluetooth Configurator will create this array for you automatically in *cycfg_gatt_db.c*:

```
/* *****
 * GATT Lookup Table
 * ***** */

gatt_db_lookup_table_t app_gatt_db_ext_attr_tbl[] =
{
    /* { attribute handle, maxlen, curlen, attribute data } */
    { HDLC_GAP_DEVICE_NAME_VALUE, 7, 7, app_gap_device_name },
    { HDLC_GAP_APPEARANCE_VALUE, 2, 2, app_gap_appearance },
    { HDLC_MODUS101_LED_VALUE, 1, 1, app_modus101_led },
};
```

The functions *app_gatt_get_value* and *app_gatt_set_value* help you search through this array to find the pointer to the value.

5c.6.3 uint8_t Arrays for the Values

Bluetooth Configurator will generate arrays of `uint8_t` to hold the values of writable/readable Attributes. You will find these values in a section of the code in `cycfg_gatt_db.c` marked with a comment "GATT Initial Value Arrays". In the example below, you can see there is a Characteristic with the name of the device, a Characteristic with the GAP appearance, and the LED Characteristic. These are the array names that you will use in your firmware to access a GATT database value. In the simple peripheral example, we used `app_modus101_led[0]` when we needed to know the value for the LED characteristic.

```
/* *****  
 * GATT Initial Value Arrays  
 * ***** */  
  
uint8_t app_gap_device_name[] = {'k', 'e', 'y', '_', 'L', 'E', 'D', '\0', };  
uint8_t app_gap_appearance[] = {0x00u, 0x00u, };  
uint8_t app_modus101_led[] = {0x00u, };
```

One thing that you should be aware of is the endianness. Bluetooth uses little endian, which is the same as ARM processors.

5c.6.4 Application Programming Interface

There are two functions in our template which make up the interface to the GATT Database:

`app_gatt_get_value` and `app_gatt_set_value`. Here are the function prototypes from the template code:

```
wiced_bt_gatt_status_t app_gatt_get_value( wiced_bt_gatt_read_t *p_data );  
  
wiced_bt_gatt_status_t app_gatt_set_value( wiced_bt_gatt_write_t *p_data );
```

These functions receive a pointer to the GATT read or write data structures. Those structures contain, among other things, the handle of the attribute, a pointer to the value to be read/written, the length of the value to be written for writes, and a pointer to the length of the value received for reads.

Both functions loop through the GATT Database and look for an attribute handle that matches the input parameter. Then they `memcpy` the data into the right place, either saving it in the database, or writing into the buffer for the Stack to send back to the Client.

Both functions have a switch where you might put in custom code to do something based on the handle. This place is marked with `//TODO:` in the two functions.

You are supposed to return a `wiced_bt_gatt_status_t` which will tell the Stack what to do next. Assuming things work this function will return `WICED_BT_GATT_SUCCESS`. In the case of a Write this will tell the Stack to send a WRITE Response indicating success to the Client.

5c.7 Notifications

In the previous example, I showed you how the GATT Client can Read and Write the GATT Database running on the GATT Server. But, there are cases where you might want the Server to initiate communication. For example, if your Server is a Peripheral device, you might want to send the Client an update each time a button value changes. That leaves us with the obvious questions of how does the Server initiate communication to the Client, and when is it allowed to do so?

The answer to the first question is, the Server can notify the Client that one of the values in the GATT Database has changed by sending a Notification message. That message has the Handle of the Characteristic that has changed and a new value for that Characteristic. Notification messages are not responded to by the Client, and as such are not reliable. If you need a reliable message, you can instead send an Indication which the Client must respond to.

To send a Notification or Indication:

- `wiced_bt_gatt_send_notification (conn_id, attr_handle, val_len, *p_val)`
- `wiced_bt_gatt_send_indication (conn_id, attr_handle, val_len, *p_val)`

By convention, the GATT Server will not send Notification or Indication messages unless they are turned on by the Client.

How do you turn on Notifications or Indications? In the Bluetooth LE basics chapter, we talked about the GATT Attribute Database, specifically, the Characteristic. As stated previously, a Characteristic is composed of a minimum of two Attributes:

- Characteristic Declaration
- Characteristic Value

However, information about the Characteristic can be extended by adding more Attributes, which go by the name of Characteristic Descriptors.

For the Client to tell the Server that it wants to have Indications or Notifications, four things need to happen.

First, the Server must add a new Characteristic Descriptor Attribute called the Client Characteristic Configuration Descriptor, often called the CCCD. This Attribute is simply a 16-bit mask field, where bit 0 represents the Notification flag, and bit 1 represents the Indication flag. In other words, the Client can Write a 1 to bit 0 of the CCCD to tell the Server that it wants Notifications.

To add the CCCD to your GATT DB use the following macro (note that Bluetooth Configurator generates this code for you in `cycfg_gatt_db.c`):

```
CHAR_DESCRIPTOR_UUID16_WRITABLE (
    <HANDLE>,
    UUID_DESCRIPTOR_CLIENT_CHARACTERISTIC_CONFIGURATION,
    GATTDB_PERM_READABLE | GATTDB_PERM_WRITE_REQ | GATTDB_PERM_AUTH_WRITABLE ),
```

The permissions above indicate that the CCCD value is readable whenever connected but will only be writable if the connection is authenticated (more on that later). To see the other possible choices, right click on one of them from inside Eclipse IDE and select "Open Declaration".

Second, you must change the Properties for the Characteristic to specify that the characteristic allows notifications. That is done by adding `GATTDB_CHAR_PROP_NOTIFY` to the Characteristic's Properties. To see all the available choices, right-click on one of the existing Properties in the Eclipse IDE and select "Open Declaration".

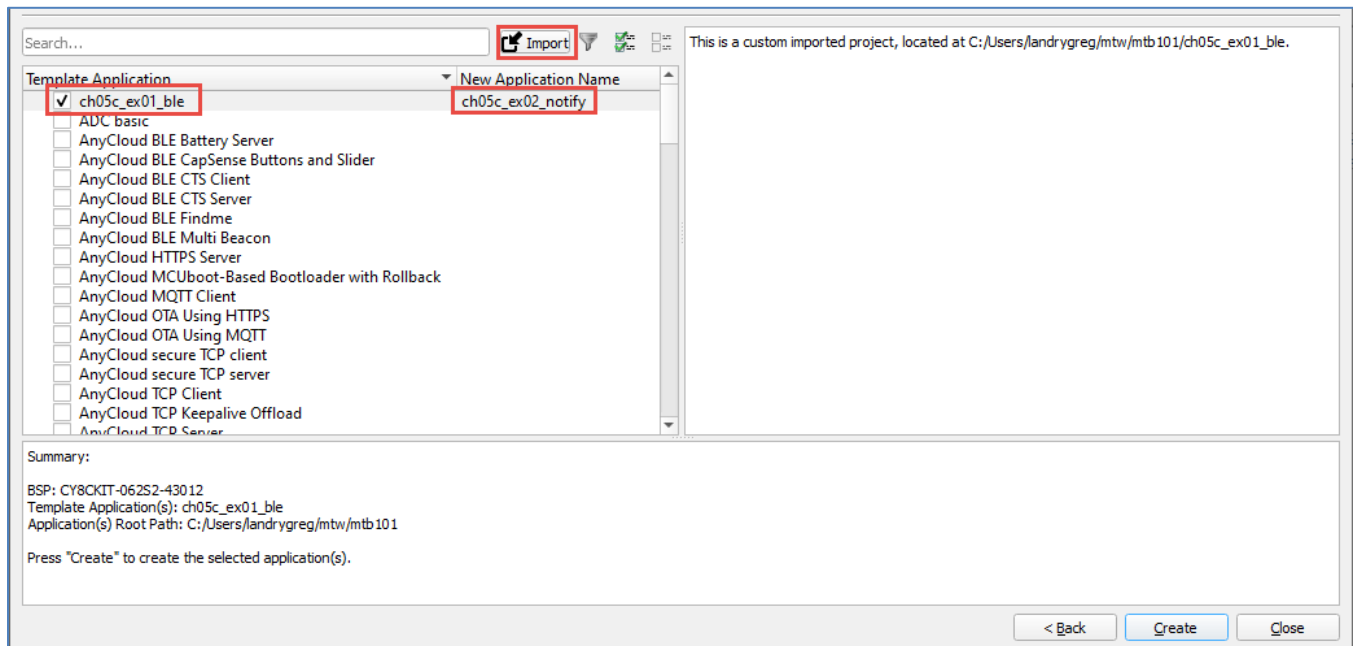
Third, in your GATT Attribute Write Callback you need to save the CCCD value that was written to you (note that this is done automatically in `app_gatt_set_value` because the CCCD is writable).

Finally, when a value that has Notify and/or Indicate enabled changes in your system, you must send out a new value using the appropriate API.

5c.8 Notification Demo Walkthrough

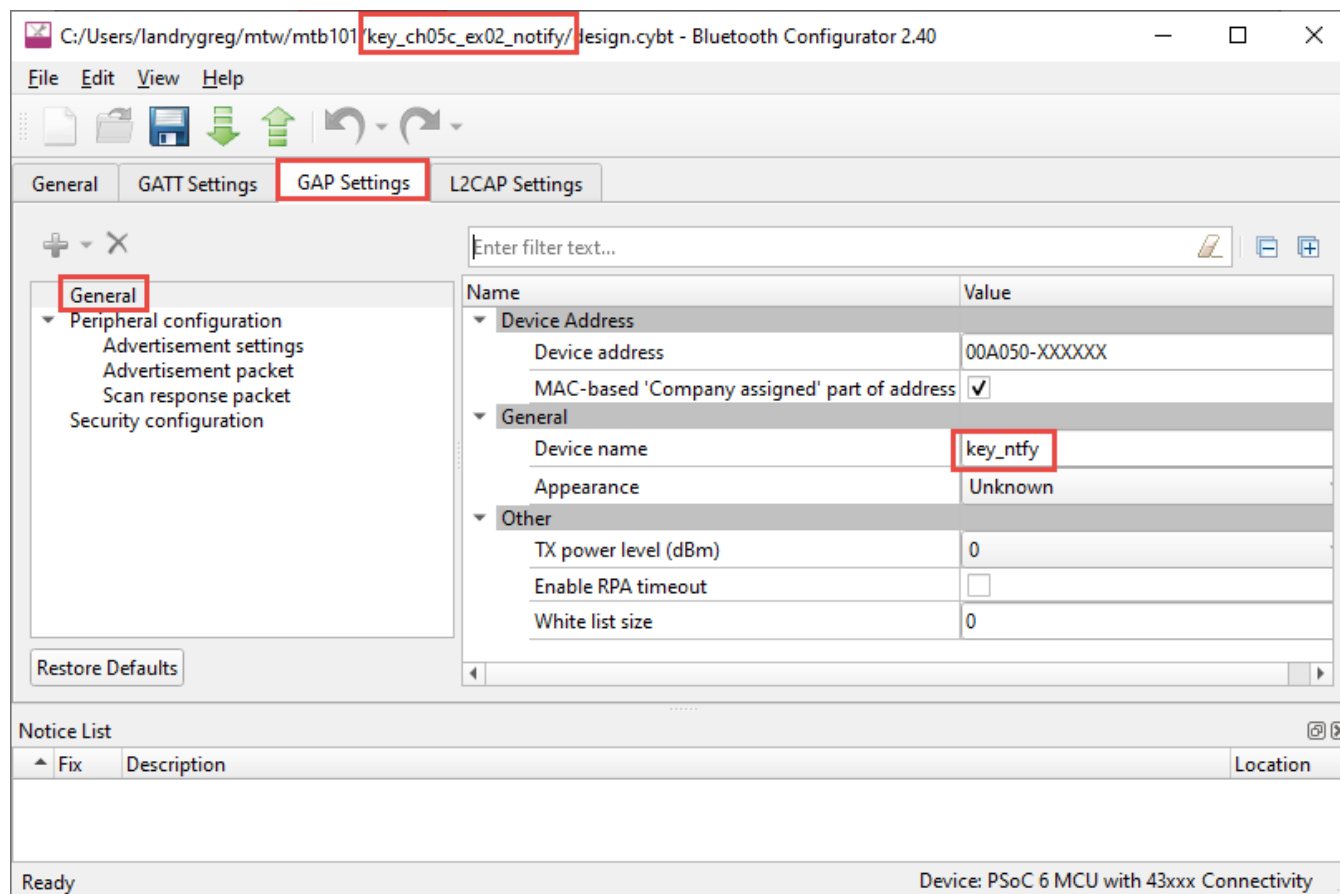
Next, we will add notifications to the previous exercise. We will add a new Characteristic called "Counter" that will count how many times the user button has been pressed since reset. That Characteristic will have Read and Notify properties set so that you can read the value or register to be notified any time the value changes.

The first thing I will do is use the Project Creator to create an application based on the previously completed exercise (not the template). This is done using the Project Creator Import function. I'll call the new application `ch05c_ex02_notify`.

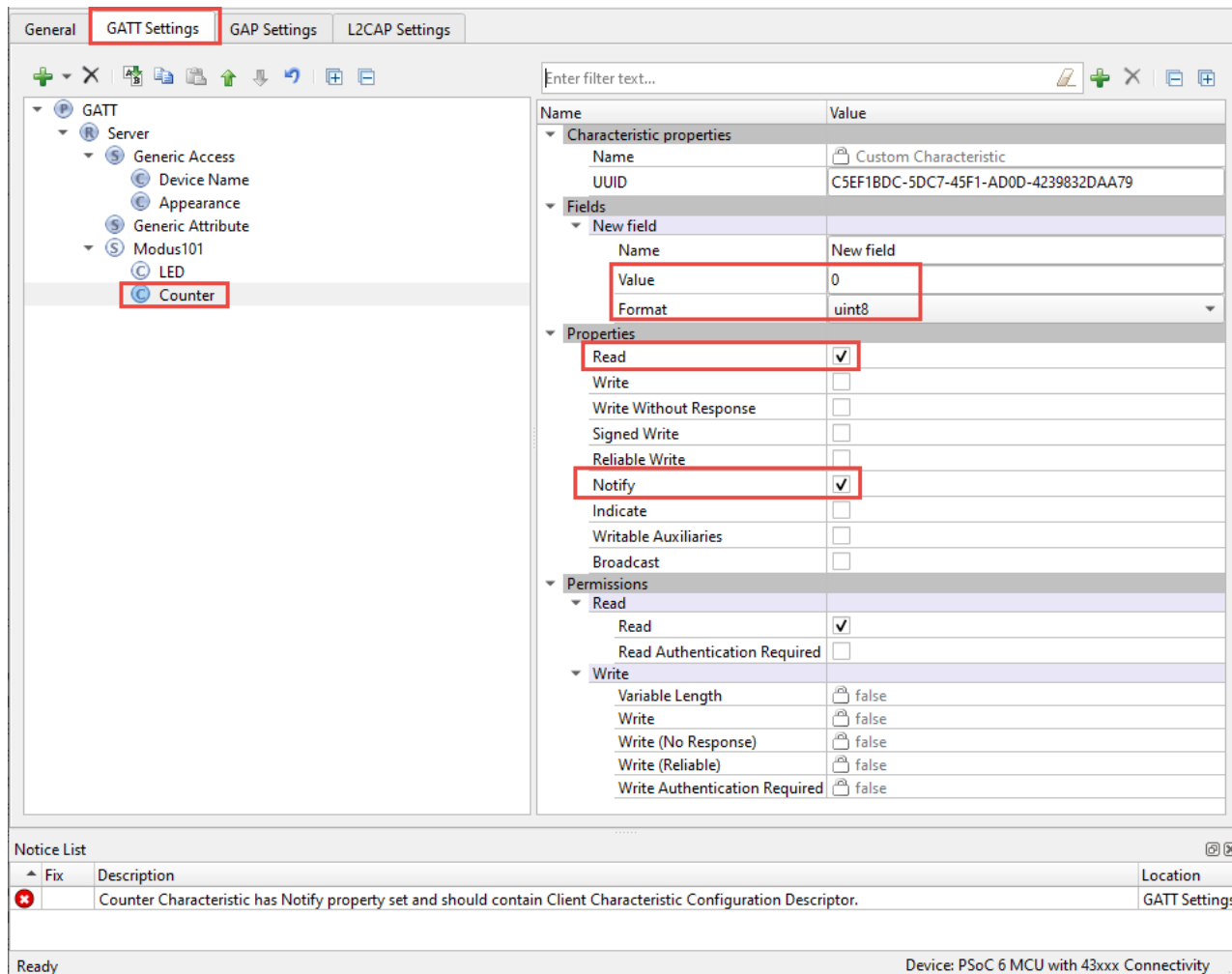


5c.8.1 Running the Bluetooth Configurator

Start the Bluetooth Configurator by clicking on the link in the Quick Panel or by double clicking on *design.cybt* in the new project. Make sure you open the one from the *ch05c_ex02_notify* project. In GAP Settings > General, change the Device Name. I'll use a device name of "key_ntfy". **When you do this yourself, use a unique name such as <ints>_ntfy where <ints> is your initials.** Otherwise you will have trouble finding your specific device among all the ones that are advertising.



Go to the GATT Settings tab and add a new Custom Characteristic to the "Modus101" Service (right-click on Modus101 and select Add Characteristic > Custom Characteristic). Rename it to "Counter", give it the type uint8 and an initial value of 0.

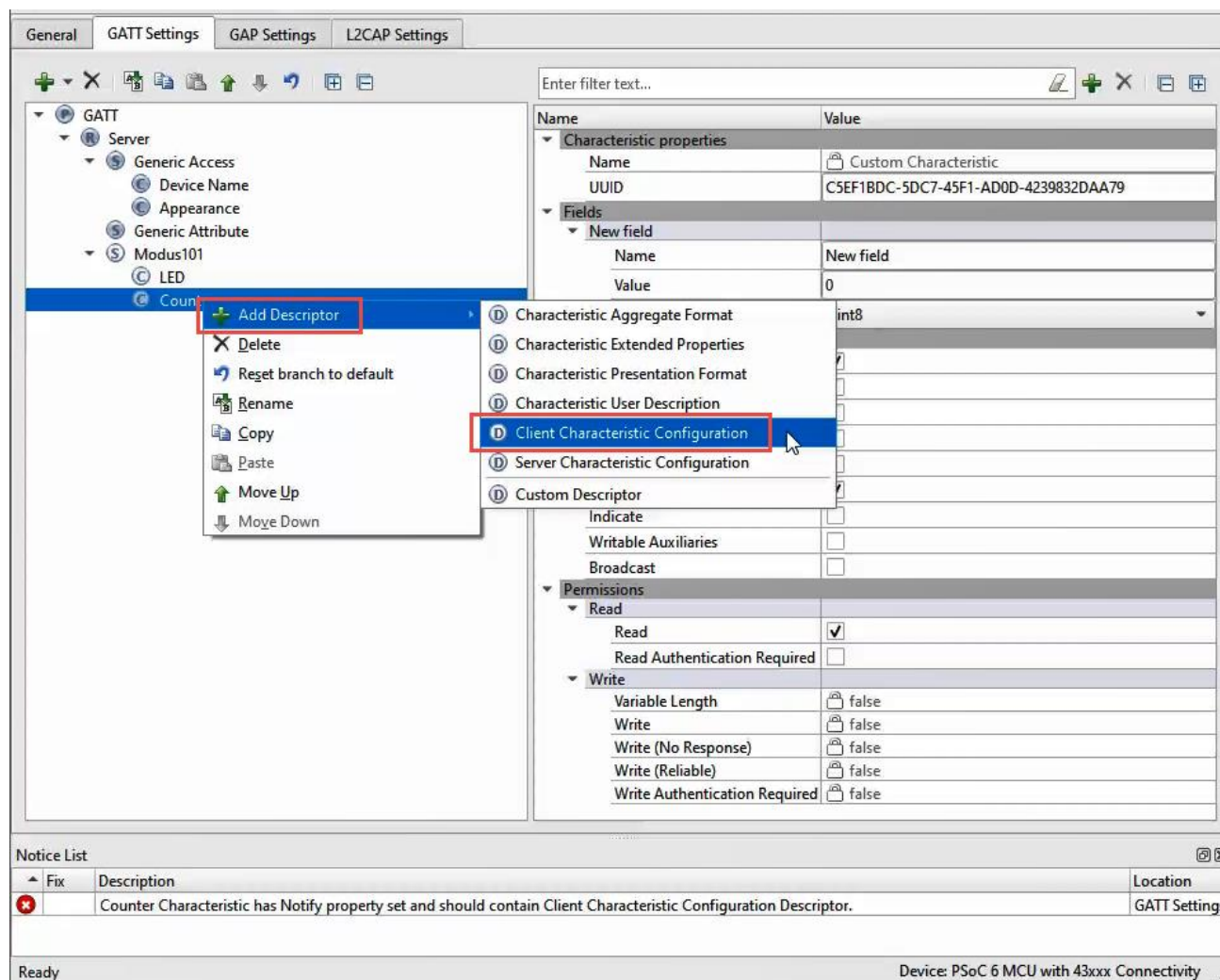


The screenshot shows the ModusToolbox GATT Settings interface. The 'GATT Settings' tab is selected. In the left sidebar, the 'Counter' characteristic under the 'Modus101' service is highlighted. The main area displays the configuration for the 'Counter' characteristic. Under 'Characteristic properties', the name is 'Counter' and the UUID is 'C5EF1BDC-5DC7-45F1-AD0D-4239832DAA79'. Under 'Fields', a new field is added with name 'New field', value '0', and format 'uint8'. Under 'Properties', 'Read' and 'Notify' are both checked. Under 'Permissions', 'Read' is checked, and 'Write' is disabled. A 'Notice List' at the bottom shows an error: 'Counter Characteristic has Notify property set and should contain Client Characteristic Configuration Descriptor.' The status bar at the bottom indicates 'Ready' and 'Device: PSoC 6 MCU with 43xxx Connectivity'.

Under Properties enable Read. Now look in the Permission section. It was set by the tool to Read based on our Properties selections. This means that we will be able to Read the Characteristic value without Pairing first. In real-world applications you would most likely also turn on Read (authenticated) so that Read will require an Authenticated (i.e. Paired) link but we shall handle pairing later.

Back under Properties, enable Notify so that the peripheral will be able to tell us when Counter value changes. Note that enabling notifications generates an error in the Notice List because you have not yet made notifications possible. The message tells you to add a CCCD (Client Characteristic Configuration Descriptor), which we will do next.

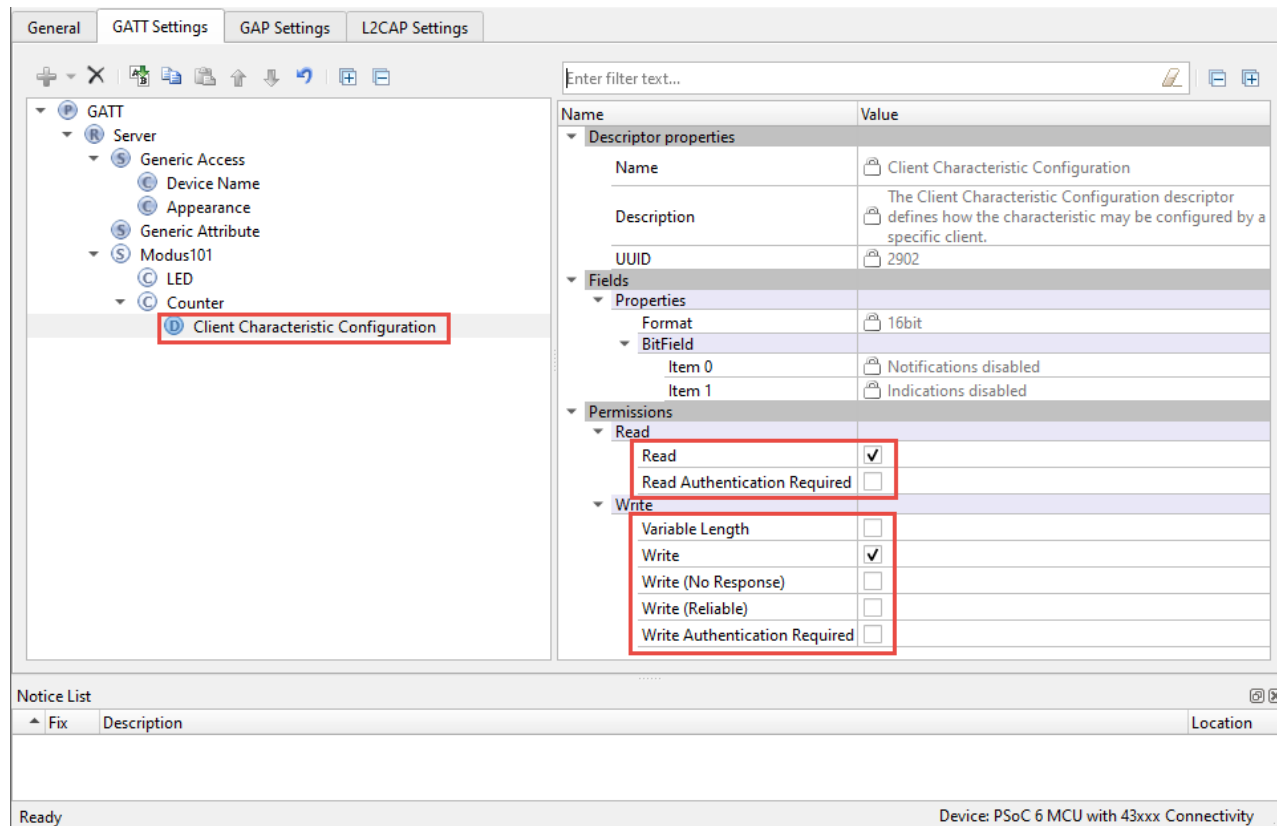
Add a CCCD by right-clicking on Counter, then **Add Descriptor**, and choose *Client Characteristic Configuration*.



The new characteristic sets Notifications and Indications to disabled by default (and you cannot change that from the tool. If you want to enable them automatically, it is better practice to enable them during pairing).

Make sure Write permission is set on the CCCD so that you will be able to set it from CySmart. Note that the error message has gone away.

Also, make sure the Write Authentication Required permission check box is not set because we are not (yet) requiring the devices to pair before enabling notifications.



Finally, save your edits and close the Bluetooth Configurator.

5c.8.2 Editing the Firmware

In *main.c*, we need to make the following changes:

1. Declare a global variable called `connection_id`. Upon a GATT connection (i.e. in `app_gatt_callback`), save the connection ID. Upon a GATT disconnection, reset the connection ID. The ID is needed to send a notification. You need to tell it which connected device to send the notification to. In our case we only allow one connection at a time, but there are devices that allow multiple connections.

```
Global Variable:
uint16_t connection_id = 0;

GATT Connection:
/* Handle the connection */
connection_id = p_conn->conn_id;

GATT Disconnection:
/* Handle the disconnection */
connection_id = 0;
```

2. Declare a global variable called `CounterTaskHandle`. This will be the handle for a task we will create that will send notifications when the button is pressed. The task will be unlocked by the button ISR.

```
TaskHandle_t CounterTaskHandle = NULL;
```

3. Configure `CYBSP_USER_BTN` as a falling edge interrupt during initialization.

```
/* Configure CYBSP_USER_BTN for a falling edge interrupt */
cyhal_gpio_init(CYBSP_USER_BTN, CYHAL_GPIO_DIR_INPUT, CYHAL_GPIO_DRIVE_PULLUP,
CYBSP_BTN_OFF);
cyhal_gpio_register_callback(CYBSP_USER_BTN, button_cback, NULL);
cyhal_gpio_enable_event(CYBSP_USER_BTN, CYHAL_GPIO_IRQ_FALL, 3, true);
```

4. Create a function (and a declaration) for the button callback. In the callback we will just increment the Button Characteristic value and unlock the counter task.

Note that the array `app_modus101_counter` was created by the Bluetooth Configurator. It holds the value for our counter characteristic. The name that the configurator uses is of the form: `app_<service_name>_<characteristic_name>`. The button callback function will look like this:

```
void button_cback(void *handler_arg, cyhal_gpio_irq_event_t event)
{
    BaseType_t xHigherPriorityTaskWoken = pdFALSE;

    /* Increment button counter */
    app_modus101_counter[0]++;

    /* Notify the counter task that the button was pressed */
    vTaskNotifyGiveFromISR( CounterTaskHandle, &xHigherPriorityTaskWoken );
    /* If xHigherPriorityTaskWoken is now set to pdTRUE then a context
    Switch should be performed to ensure the interrupt returns directly
    to the highest priority task. The macro used for this purpose is
    dependent on the port in use and may be called
    portEND_SWITCHING_ISR(). */
    portYIELD_FROM_ISR( xHigherPriorityTaskWoken );
}
```

5. Create a task (and a function declaration) to send a notification. The function will wait to be unlocked by the button ISR and will send a notification if we have a connection and the notification is enabled. The function will look like this:

```
/* Counter task to send a notification */
static void counter_task(void * arg)
{
    /* Notification values received from ISR */
    uint32_t ulNotificationValue;
    while(true)
    {
        /* Wait for the button ISR */
        ulNotificationValue = ulTaskNotifyTake( pdFALSE, portMAX_DELAY );

        /* If button was pressed increment value and check to see if a
         * BLE notification should be sent. If this value is not 1, then
         * it was not a button press (most likely a timeout) that caused
         * the event so we don't want to send a BLE notification. */
        if (ulNotificationValue == 1)
        {
            if( connection_id ) /* Check if we have an active connection */
            {
                /* Check to see if the client has asked for notifications */
                if( app_modus101_counter_client_char_config[0] &
                    GATT_CLIENT_CONFIG_NOTIFICATION )
                {
                    printf( "Notifying counter change (%d)\n",
                        app_modus101_counter[0] );
                    wiced_bt_gatt_send_notification(
                        connection_id,
                        HDLC_MODUS101_COUNTER_VALUE,
                        app_modus101_counter_len,
                        app_modus101_counter );
                }
            }
        }
        else
        {
            /* The call to ulTaskNotifyTake() timed out. */
        }
    }
}
```

6. Start the counter task in main before starting the scheduler.

```
/* Start task to handle Counter notifications */
xTaskCreate (counter_task,
"CounterTask",
TASK_STACK_SIZE,
NULL,
TASK_PRIORITY,
&CounterTaskHandle);
```

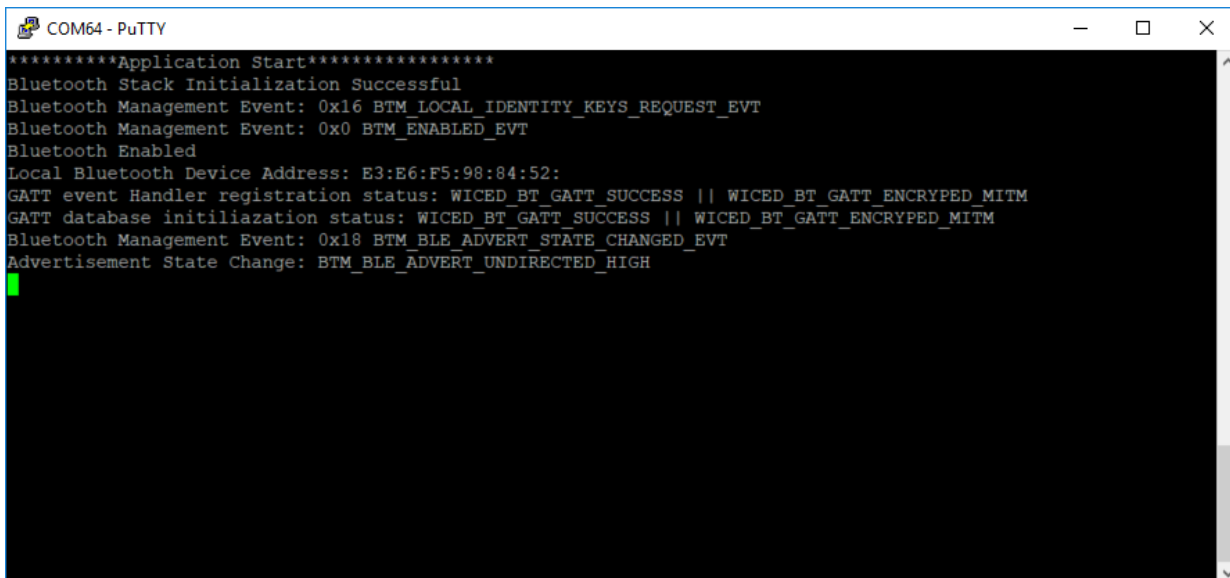

7. Add a debug message in `app_gatt_set_value` so you know when notifications get enabled/disabled. Note that the switch statement is already there but you need to add a new case.

```
switch( attr_handle )
{
    case HDLD_MODUS101_COUNTER_CLIENT_CHAR_CONFIG:
        printf("Setting notify (0x%02x, 0x%02x)\n", p_val[0], p_val[1]);
        break;
```

8. Build and program.

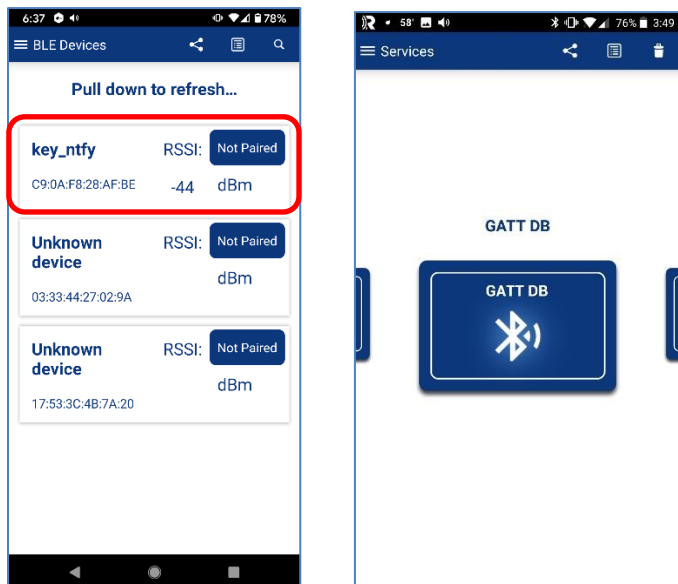
5c.8.3 Testing the Application

Start up a UART terminal to the Peripheral UART port with a baud of 115200 and then program the kit. When the firmware starts up you will see some messages.

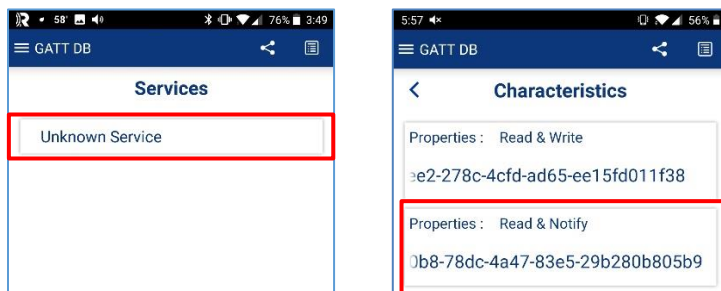


```
COM64 - PuTTY
*****Application Start*****
Bluetooth Stack Initialization Successful
Bluetooth Management Event: 0x16 BTM_LOCAL_IDENTITY_KEYS_REQUEST_EVT
Bluetooth Management Event: 0x0 BTM_ENABLED_EVT
Bluetooth Enabled
Local Bluetooth Device Address: E3:E6:F5:98:84:52:
GATT event Handler registration status: WICED_BT_GATT_SUCCESS || WICED_BT_GATT_ENCRYPTED_MITM
GATT database initialization status: WICED_BT_GATT_SUCCESS || WICED_BT_GATT_ENCRYPTED_MITM
Bluetooth Management Event: 0x18 BTM_BLE_ADVERT_STATE_CHANGED_EVT
Advertisement State Change: BTM_BLE_ADVERT_UNDIRECTED_HIGH
```

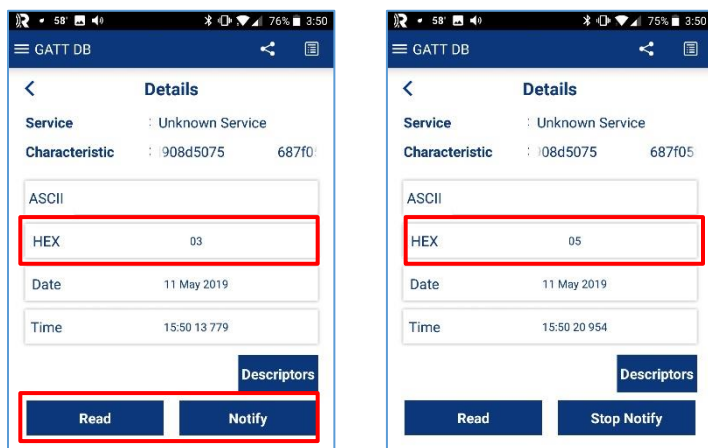
Run CySmart on your phone. When you see the "<init>_ntfy" device, tap on it. CySmart will connect to the device and will show the GATT browser widget.



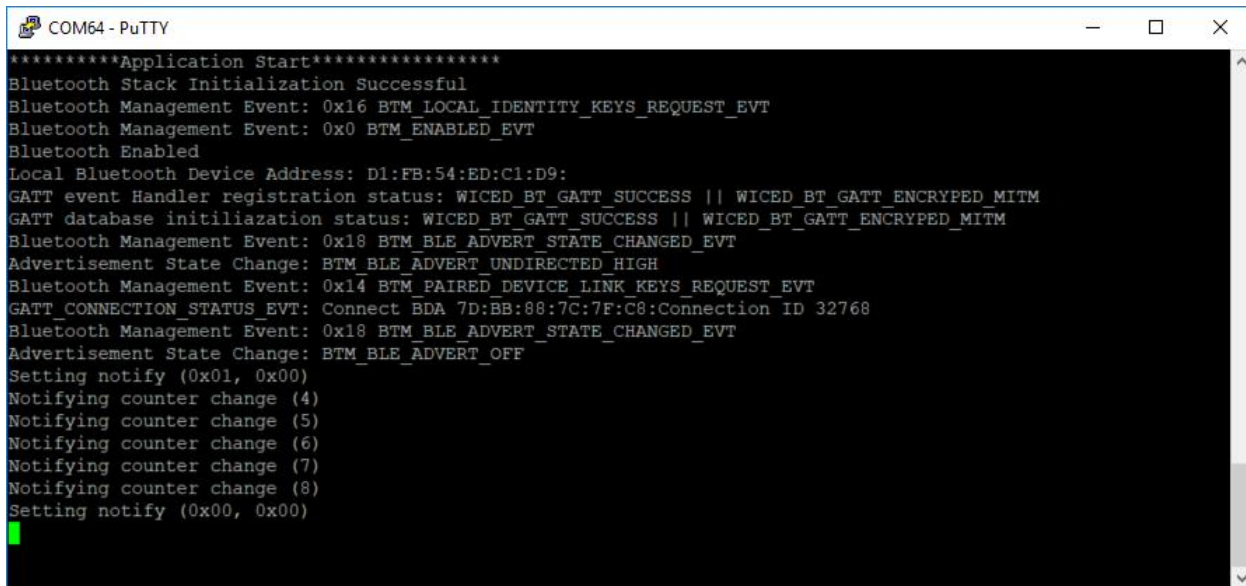
Tap on the GATT DB widget to open the browser. Then tap on the Unknown Service (which we know is Modus101) and then on the Characteristic that has Read and Notify Properties (which we know is Counter).



Tap the **Read** button to read the value. Press the user button on the kit a few times and then **Read** again to see the incremented value. Then tap the **Notify** button to enable notifications. Now each time you press the button the value is shown automatically.



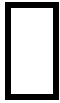
You will see messages like this in the terminal emulator:



```
*****Application Start*****
Bluetooth Stack Initialization Successful
Bluetooth Management Event: 0x16 BTM_LOCAL_IDENTITY_KEYS_REQUEST_EVT
Bluetooth Management Event: 0x0 BTM_ENABLED_EVT
Bluetooth Enabled
Local Bluetooth Device Address: D1:FB:54:ED:C1:D9:
GATT event Handler registration status: WICED_BT_GATT_SUCCESS || WICED_BT_GATT_ENCRYPTED_MITM
GATT database initialization status: WICED_BT_GATT_SUCCESS || WICED_BT_GATT_ENCRYPTED_MITM
Bluetooth Management Event: 0x18 BTM_BLE_ADVERT_STATE_CHANGED_EVT
Advertisement State Change: BTM_BLE_ADVERT_UNDIRECTED_HIGH
Bluetooth Management Event: 0x14 BTM_PAIRING_DEVICE_LINK_KEYS_REQUEST_EVT
GATT_CONNECTION_STATUS_EVT: Connect BDA 7D:BB:88:7C:7F:C8:Connection ID 32768
Bluetooth Management Event: 0x18 BTM_BLE_ADVERT_STATE_CHANGED_EVT
Advertisement State Change: BTM_BLE_ADVERT_OFF
Setting notify (0x01, 0x00)
Notifying counter change (4)
Notifying counter change (5)
Notifying counter change (6)
Notifying counter change (7)
Notifying counter change (8)
Setting notify (0x00, 0x00)
```

5c.9 Exercises (Part 2)

5c.9.1 Exercise 2: Notification



9. Follow the steps in section [5c.8 Notification Demo Walkthrough](#) to add a button press counter Characteristic that has Read and Notify Properties.

5c.10 Security

To securely communicate between two devices, you want to: (1) Authenticate that both sides know who they are talking to; (2) ensure that all access to data is Authorized, (3) Encrypt all message that are transmitted; (4) verify the Integrity of those messages; and (5) ensure that the Identity of each side is hidden from eavesdroppers.

In Bluetooth LE, this entire security framework is built around AES-128 symmetric key encryption. This type of encryption works by combining a Shared Secret code and the unencrypted data (typically called plain text) to create an encrypted message (typically called cypher text).

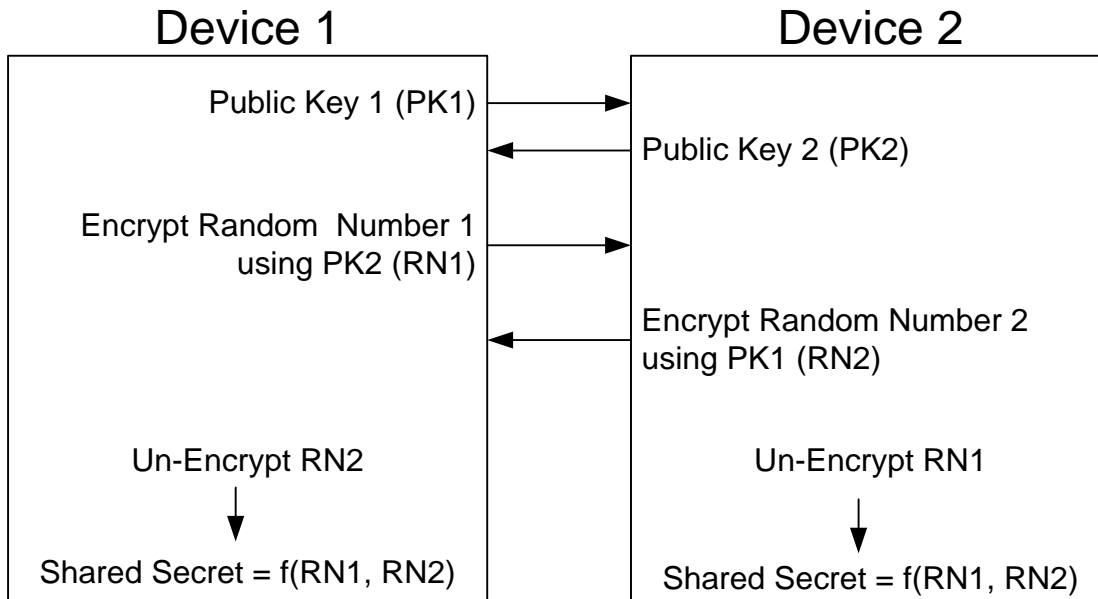
- $CypherText = F(SharedSecret, PlainText)$

There is a bunch of math that goes into AES-128, but for all practical purposes if the Shared Secret code is kept secret, you can assume that it is very unlikely that someone can read the original message.

If this scheme depends on a Shared Secret, the next question is how do two devices that have never been connected get a Shared Secret that no one else can see? In Bluetooth LE, the process for achieving this state is called Pairing. A device that is Paired is said to be Authenticated.

5c.10.1 Pairing

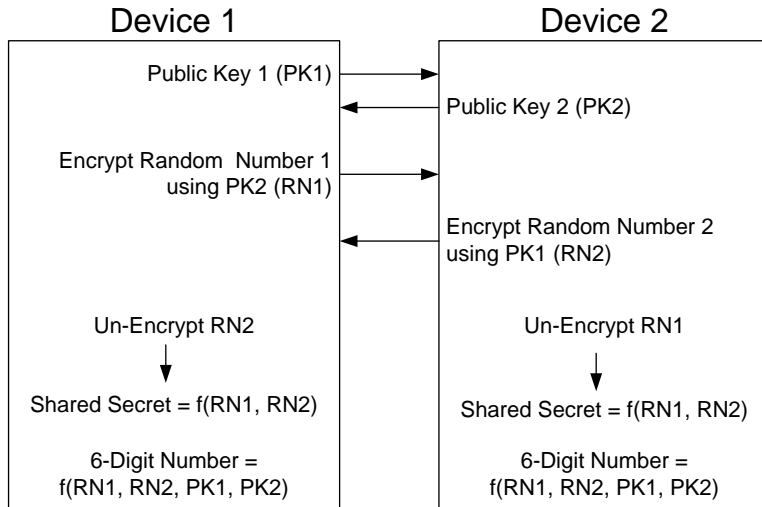
Pairing is the process of arriving at the Shared Secret. The basic problem continues to be how do you send a Shared Secret over the air, unencrypted and still have your Shared Secret be Secret. The answer is that you use public key encryption. Both sides have a public/private key pair that is either embedded in the device or calculated at startup. When you want to authenticate, both sides of the connection exchange public keys. Then both sides exchange encrypted random numbers that form the basis of the shared secret.



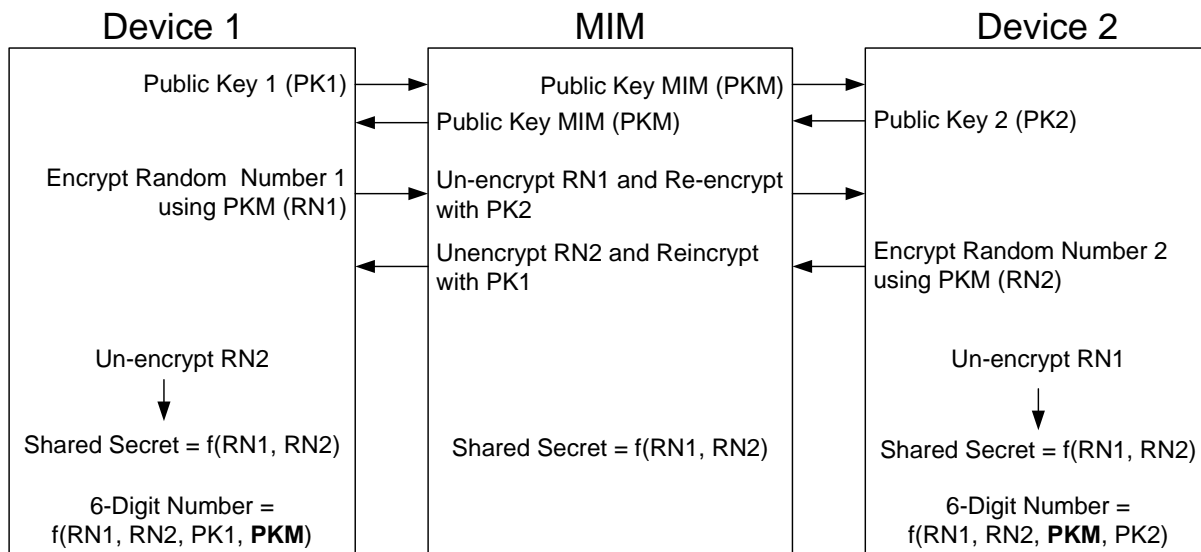
But how do you protect against Man-In-The-Middle (MITM)? There are four possible methods.

- Method 1 is called "Just works". In this mode you have no protection against MITM.
- Method 2 is called "Out of Band" (Bluetooth Core Spec, Vol 2, Part H, section 7.2.2). Both sides of the connection need to be able to share the PIN via some other connection that is not Bluetooth such as NFC.
- Method 3 is called "Numeric Comparison" (Bluetooth Core Spec, Vol 2, Part H, section 7.2.1). In this method, both sides display a 6-digit number that is calculated with a nasty cryptographic function based on the random numbers used to generate the shared key and the public keys of each side. The user observes both devices. If the number is the same on both, then the user confirms on one or both sides. If there is a MITM, then the random numbers on both sides will be different so the 6-digit codes would not match.
- Method 4 is called "Passkey Entry" (Bluetooth Core Spec, Vol 2, Part H, section 7.2.3). For this method to work, at least one side needs to be able to enter a 6-digit Passkey. The other side must be able to display the Passkey. One device displays the Passkey and the user is required to enter the Passkey on the other device. Then an exchange and comparison process happens with the Passkeys being divided up, encrypted, exchanged and compared.

Pictorially, the process with no MIM and with MIM is shown below. Note that if there is a man in the middle, the two sides will calculate different numbers because the number is a function of the public keys used to encrypt the random numbers. If both sides used the same two public keys, then there can't be a man in the middle.



The 6-Digit Numbers are displayed/compared or displayed/entered to verify both sides calculated the same value



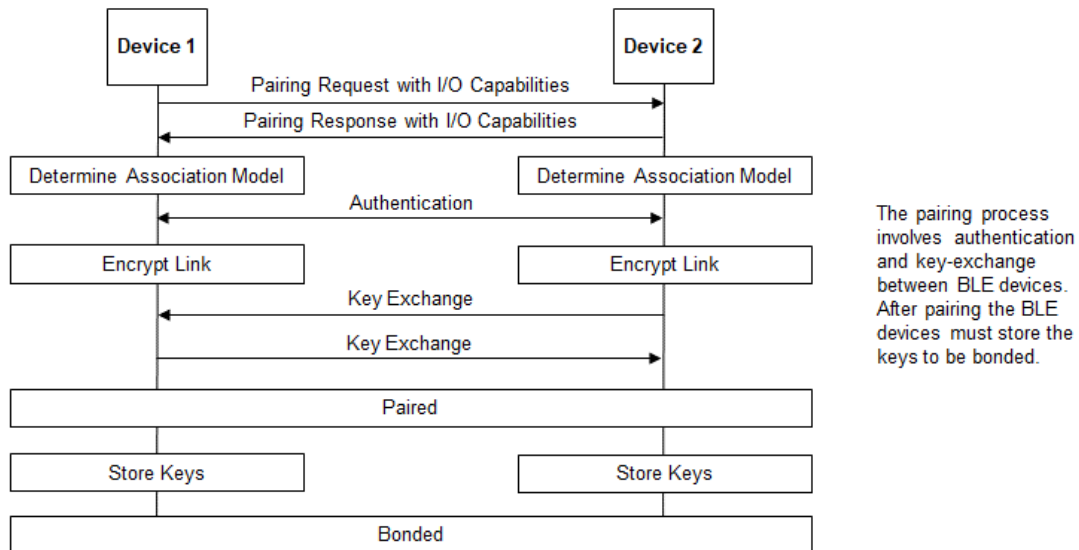
The Shared Secrets will be the same, but each side will calculate a different 6-Digit Number. Therefore, the connection will not be authenticated.

5c.10.2 Bonding

The whole process of Pairing is a bit painful and time consuming. It is also the most vulnerable part of establishing security, so it is beneficial to do it only once. Certainly, you don't want to have to repeat it every time two devices connect. This problem is solved by Bonding, which just saves all the relevant information into a non-volatile memory. This allows the next connection to launch without repeating the pairing process.

5c.10.3 Pairing & Bonding Process Summary

BLE Pairing And Bonding Procedure



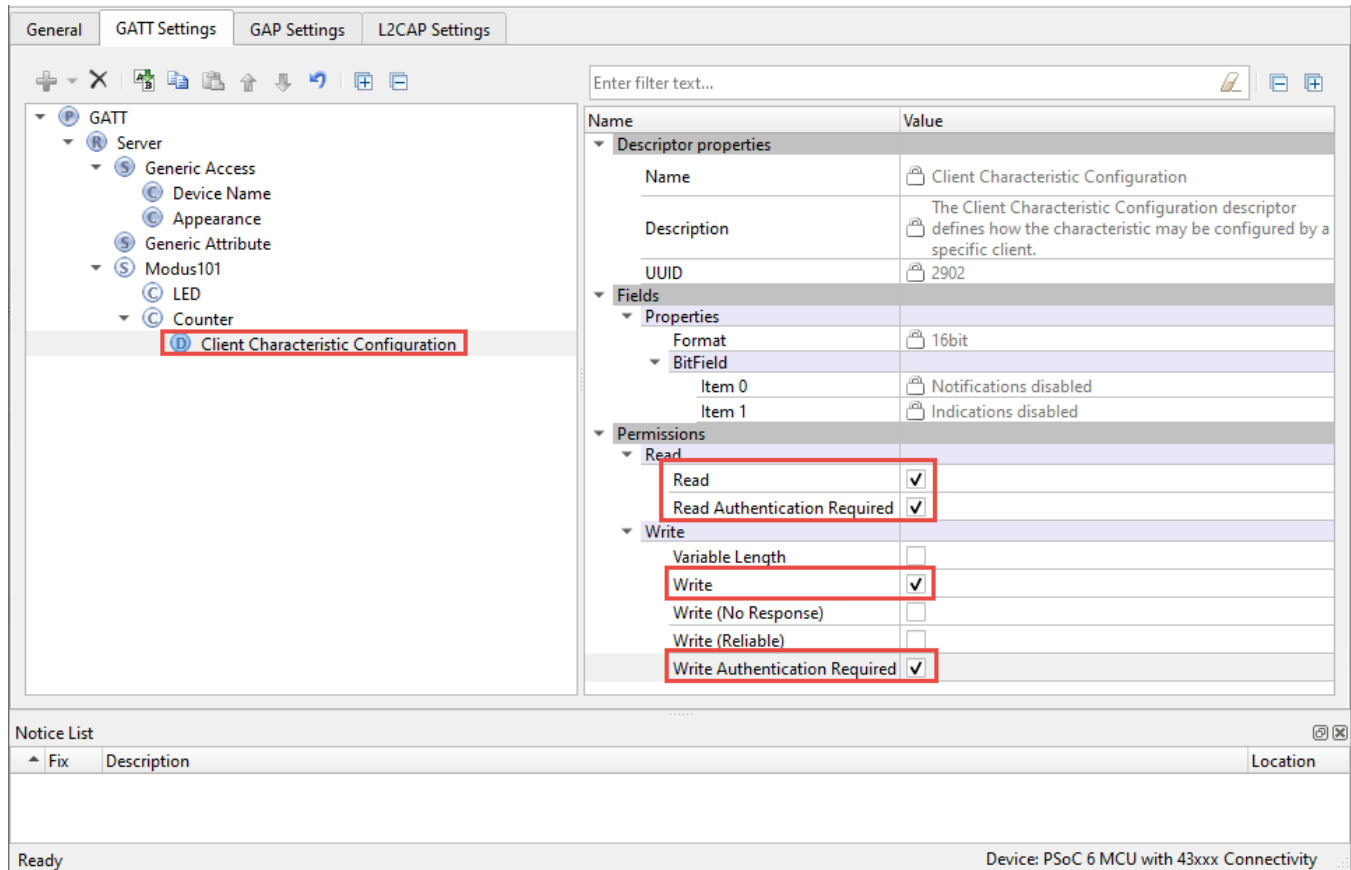
5c.10.4 Authentication, Authorization and the GATT DB

In the Bluetooth LE Basics chapter, we talked about the Attributes and the GATT Database. Each Attribute has a permissions bit field that includes bits for Encryption, Authentication, and Authorization. The Stack will guarantee that you will not be able to access an Attribute that is marked Encryption or Authentication unless the connection is Authenticated and/or Encrypted.

The Authorization flag is not enforced by the Stack. Your Application is responsible for implementing the Authorization semantics. For example, you might not allow someone to turn off/on a switch without entering a password.

5c.10.5 Security in the Bluetooth Configurator

In order to enable security (i.e. to require pairing before allowing the client read or write of a characteristic) you just click the "Read (authenticated)" or "Write (authenticated)" button in the permissions for that characteristic. Note that this is a bitmask setting, so you must still keep "Read" and/or "Write" selected when you enable authentication. If not, reads/writes to that characteristic will fail. Enabling security works the same way for Descriptors such as the CCCD. That is, you can require authentication before allowing reads/writes of the CCCD (thereby preventing the client from turning Notifications on/off without pairing first) from the previous example like this:



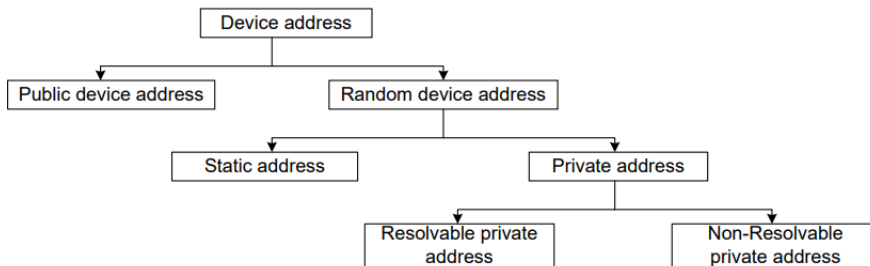
The screenshot shows the Bluetooth Configurator interface with the 'GATT' tab selected. The 'Client Characteristic Configuration' descriptor is highlighted in the left-hand tree view. The right-hand pane displays the details for this descriptor, including its name, description, UUID, and fields. The 'Permissions' section is expanded, showing the 'Read' and 'Write' permissions. The 'Read' permission is checked, and the 'Read Authentication Required' checkbox is also checked. The 'Write' permission is checked, and the 'Write Authentication Required' checkbox is also checked. The 'Write (No Response)' and 'Write (Reliable)' checkboxes are unchecked. The 'Variable Length' checkbox is also unchecked. The 'Notice List' at the bottom is empty, and the status bar shows 'Ready' and 'Device: PSoC 6 MCU with 43xxx Connectivity'.

Name	Value
Descriptor properties	
Name	Client Characteristic Configuration
Description	The Client Characteristic Configuration descriptor defines how the characteristic may be configured by a specific client.
UUID	2902
Fields	
Properties	
Format	16bit
BitField	
Item 0	Notifications disabled
Item 1	Indications disabled
Permissions	
Read	
Read	<input checked="" type="checkbox"/>
Read Authentication Required	<input checked="" type="checkbox"/>
Write	
Variable Length	<input type="checkbox"/>
Write	<input checked="" type="checkbox"/>
Write (No Response)	<input type="checkbox"/>
Write (Reliable)	<input type="checkbox"/>
Write Authentication Required	<input checked="" type="checkbox"/>

5c.10.6 Link Layer Privacy

Bluetooth LE devices are identified using a 48-bit device address. This device address is part of all the packets sent by the device in the advertising channels. A third device which listens on all three advertising channels can easily track the activities of a device by using its device address. Link Layer Privacy is a feature that reduces the ability to track a Bluetooth LE device by using a private address that is generated and changed at regular intervals. Note that this is different than security (i.e. encrypting of messages).

There are a few different types of address types possible for Bluetooth LE devices:



The device address can be a Public Device Address or a Random Device Address. The Public Device Addresses are comprised of a 24-bit company ID (an Organizationally Unique Identifier or OUI based on an IEEE standard) and a 24-bit company-assigned number (unique for each device); these addresses do not change over time.

There are two types of Random Addresses: Static Address and Private Address. The Static Address is a 48-bit randomly generated address with the two most significant bits set to 1. Static Addresses are generated on first power up or during manufacturing. A device using a Public Device Address or Static Address can be easily discovered and connected to by a peer device. Private Addresses change at some interval to ensure that the Bluetooth LE device cannot be tracked. A Non-Resolvable Private Address cannot be resolved by any device so the peer cannot identify who it is connecting to. Resolvable Private Addresses (RPA) can be resolved and are used by Privacy-enabled devices.

Every Privacy-enabled Bluetooth LE device has a unique address called the Identity Address and an Identity Resolving Key (IRK). The Identity Address is the Public Address or Static Address of the Bluetooth LE device. The IRK is used by the Bluetooth LE device to generate its RPA and is used by peer devices to resolve the RPA of the Bluetooth LE device. Both the Identity Address and the IRK are exchanged during the third stage of the pairing process. Privacy-enabled Bluetooth LE devices maintain a list that consists of the peer device's Identity Address, the local IRK used by the Bluetooth LE device to generate its RPA, and the peer device's IRK used to resolve the peer device's RPA. This is called the Resolving List. Only peer devices that have the 128-bit identity resolving key (IRK) of a Bluetooth LE device can determine the device's address.

A Privacy-enabled Bluetooth LE device periodically changes its RPA to avoid tracking. The Bluetooth LE Stack configures the Link Layer with a value called RPA Timeout that specifies the time after which the Link Layer must generate a new RPA. In ModusToolbox, this value is set in *app_bt_cfg.c* and is called `rpa_refresh_timeout`. If the `rpa_refresh_timeout` is set to 0 (i.e. `WICED_BT_CFG_DEFAULT_RANDOM_ADDRESS_NEVER_CHANGE`), privacy is disabled, and a public device address will be used.

Apart from this, Bluetooth 5.0 introduced more options in the form of privacy modes. There are two modes: device privacy mode and network privacy mode. A device in device privacy mode is only concerned about the privacy of the device itself and will accept advertising physical channel PDU's (Advertising, Scanning and

Initiating packets) from peer devices that contain their identity address as well as ones that contain a private address, even if the peer device has distributed its IRK in the past. In network privacy mode, a device will only accept advertising packets from peer devices that contain a private address. By default, network privacy mode is used when private addresses are resolved and generated by the Controller. The Host can specify the privacy mode to be used with each peer identity on the resolving list. The table below shows the logical representation of the resolving list entries. Depending on the privacy mode entry in the resolving list, the device will behave differently with each peer device.

Device	Local IRK	Peer IRK	Peer Identity Address	Identity Address Type	Privacy Mode
1	Local IRK	Peer 1 IRK	Peer 1 Identity Address	Static/Public	Network/Device
2	Local IRK	Peer 2 IRK	Peer 2 Identity Address	Static/Public	Network/Device
3	Local IRK	Peer 3 IRK	Peer 3 Identity Address	Static/Public	Network/Device

5c.11 Firmware Architecture for Security

The firmware architecture is the same as was described earlier. The only difference is that there are additional Stack Management events and GATT Database events that occur.

For a typical Bluetooth LE application that connects using a Paired link but does NOT use privacy, does NOT store bonding information in EEPROM and does NOT require a passkey, the order of callback events will look like this:

Activity	Callback Event Name (both Stack and GATT)	Reason
Powerup	BTM_LOCAL_IDENTITY_KEYS_REQUEST_EVT	At initialization, the Bluetooth LE stack looks to see if the privacy keys are available. If privacy is not enabled, then this state does not need to be implemented as long as you return a default value of WICED_BT_SUCCESS.
	BTM_ENABLED_EVT	This occurs once the Bluetooth LE stack has completed initialization. Typically, you will start up the rest of your application here.
	BTM_BLE_ADVERT_STATE_CHANGED_EVT	This occurs when you enable advertisements. You will see a return value of 3 for fast advertisements. After a timeout, you may see this again with a return value of 4 for slow advertisements. Eventually the state changes to 0 (off) if there have been no connections, giving you a chance to save power.
Connect	GATT_CONNECTION_STATUS_EVT	The callback needs to determine if the event is a connection or a disconnection. For a connection, the connection ID is saved, and pairing is enabled (if a secure link is required).
	BTM_BLE_ADVERT_STATE_CHANGED_EVT	Once the connection happens, the Stack stops advertisements which will result in this event. You will see a return value of 0 which means advertisements have stopped.

Activity	Callback Event Name (both Stack and GATT)	Reason
Pair (if secure link is required)	BTM_SECURITY_REQUEST_EVT	The occurs when the client requests a secure connection. When this event happens, you need to call <code>wiced_bt_ble_security_grant</code> to allow a secure connection to be established.
	BTM_PAIRING_IO_CAPABILITIES_BLE_REQUEST_EVT	This occurs when the client asks what type of capability your device has that will allow validation of the connection (e.g. screen, keyboard, etc.). You need to set the appropriate values when this event happens.
	BTM_ENCRYPTION_STATUS_EVT	This occurs when the secure link has been established.
	BTM_PAIRING_DEVICE_LINK_KEYS_UPDATE_EVT	This event is used so that you can store the paired devices keys if you are storing bonding information. If not, then this state does not need to be implemented.
	BTM_PAIRING_COMPLETE_EVT	This event indicates that pairing has been completed successfully.
Read Values	GATT_ATTRIBUTE_REQUEST_EVT → GATTS_REQ_TYPE_READ	The firmware must get the value from the correct location in the GATT database.
Write Values	GATT_ATTRIBUTE_REQUEST_EVT → GATTS_REQ_TYPE_WRITE	The firmware must store the provided value in the correct location in the GATT database.
Notifications	N/A	Notifications must be sent whenever an attribute that has notifications set is updated by the firmware. Since the change comes from the local firmware, there is no stack or GATT event that initiates this process.
Disconnect	GATT_CONNECTION_STATUS_EVT	For a disconnection, the connection ID is reset, all CCCD settings are cleared, and advertisements are restarted.
	BTM_BLE_ADVERT_STATE_CHANGED_EVT	Upon a disconnect, the firmware will get a GATT event handler callback for the <code>GATT_CONNECTION_STATUS_EVT</code> (more on this later). At that time, it is the user's responsibility to determine if advertising should be re-started. If it is restarted, then you will get a Bluetooth LE stack callback once advertisements have restarted with a return value of 3 (fast advertising) or 4 (slow advertising).

If bonding information is stored to EEPROM, the event sequence will look like the following. The sequence is shown for three cases (each shaded differently):

1. First-time connection before bonding information is saved
2. Connection after bonding information has been saved for disconnect/re-connect without resetting the kit between connections.
3. Connection after bonding information has been saved for disconnect/reset/re-connect.

In the reconnect cases, you can see that the pairing sequence is greatly reduced since keys are already available.

Activity	Callback Event Name	Reason
1 st Powerup	BTM_LOCAL_IDENTITY_KEYS_REQUEST_EVT	When this event occurs, the firmware needs to load the privacy keys from EEPROM. If keys have not been previously saved, then this state must return a value other than WICED_BT_SUCCESS such as WICED_BT_ERROR. The non-success return value causes the Stack to generate new privacy keys.
	BTM_ENABLED_EVT	<p>This occurs once the Bluetooth LE stack has completed initialization. Typically, you will start up the rest of your application here.</p> <p>During this event, the firmware needs to load keys (which also includes the BD_ADDR) for a previously bonded device from EEPROM and then call <code>wiced_bt_dev_add_device_to_address_resolution_db</code> to allow connecting to a bonded device. If a device has not been previously bonded, this will return values of all 0.</p>
	BTM_BLE_ADVERT_STATE_CHANGED_EVT	This occurs when you enable advertisements. You will see a return value of 3 for fast advertisements. After a timeout, you may see this again with a return value of 4 for slow advertisements. Eventually the state changes to 0 (off) if there have been no connections, giving you a chance to save power.
	BTM_LOCAL_IDENTITY_KEYS_UPDATE_EVT	This event is called if reading of the privacy keys from EEPROM failed (i.e. the BDA returned is all 0's meaning no address has been stored). During this event, the privacy keys must be saved to EEPROM.
	BTM_LOCAL_IDENTITY_KEYS_UPDATE_EVT	This is called twice to update both the IRK and the ER in two steps.
1 st Connect	GATT_CONNECTION_STATUS_EVT	The callback needs to determine if the event is a connection or a disconnection. For a connection, the connection ID is saved, and pairing is enabled (if a secure link is required).
	BTM_BLE_ADVERT_STATE_CHANGED_EVT	Once the connection happens, the Stack stops advertisements which will result in this event. You will see a return value of 0 which means advertisements have stopped.

Activity	Callback Event Name	Reason
1 st Pair	BTM_SECURITY_REQUEST_EVT	The occurs when the client requests a secure connection. When this event happens, you need to call <code>wiced_bt_ble_security_grant</code> to allow a secure connection to be established.
	BTM_PAIRING_IO_CAPABILITIES_BLE_REQUEST_EVT	This occurs when the client asks what type of capability your device has that will allow validation of the connection (e.g. screen, keyboard, etc.). You need to set the appropriate values when this event happens.
	BTM_PASSKEY_NOTIFICATION_EVT	This event only occurs if the IO capabilities are set such that your device has the capability to display a value, such as <code>BTM_IO_CAPABILITIES_DISPLAY_ONLY</code> . In this event, the firmware should display the passkey so that it can be entered on the client to validate the connection.
	BTM_USER_CONFIRMATION_REQUEST_EVT	This event only occurs if the IO capabilities are set such that your device has the capability to display a value and accept Yes/No input, such as <code>BTM_IO_CAPABILITIES_DISPLAY_AND_YES_NO_INPUT</code> . In this event, the firmware should display the passkey so that it can be compared with the value displayed on the Client. This state should also provide confirmation to the Stack (either with or without user input first).
	BTM_ENCRYPTION_STATUS_EVT	This occurs when the secure link has been established. Previously saved information such as paired device <code>BD_ADDR</code> and notify settings is read. If no device has been previously bonded, this will return all 0's.
	BTM_PAIRING_DEVICE_LINK_KEYS_UPDATE_EVT	During this event, the firmware needs to store the keys of the paired device (including the <code>BD_ADDR</code>) into EEPROM so that they are available for the next time the devices connect.
	BTM_PAIRING_COMPLETE_EVT	This event indicates that pairing has been completed successfully. Information about the paired device such as its <code>BD_ADDR</code> should be saved in EEPROM at this point. You may also initialize other state information to be saved such as notify settings.
Read Values	GATT_ATTRIBUTE_REQUEST_EVT → GATTS_REQ_TYPE_READ	The firmware must get the value from the correct location in the GATT database.
Write Values	GATT_ATTRIBUTE_REQUEST_EVT → GATTS_REQ_TYPE_WRITE	The firmware must store the provided value in the correct location in the GATT database.
Notifications	N/A	Notifications must be sent whenever an attribute that has notifications set is updated by the firmware. Since the change comes from the local firmware, there is no stack or GATT event that initiates this process.
Disconnect	BTM_BLE_ADVERT_STATE_CHANGED_EVT	Upon a disconnect, the firmware will get a GATT event handler callback for the <code>GATT_CONNECTION_STATUS_EVT</code> (more on this later). At that time, it is the user's responsibility to determine if advertising should be re-started. If it is restarted, then you will get a Bluetooth LE stack callback once advertisements have restarted with a return value of 3 (fast advertising) or 4 (slow advertising).

Activity	Callback Event Name	Reason
Re-Connect	GATT_CONNECTION_STATUS_EVT	The callback needs to determine if the event is a connection or a disconnection. For a connection, the connection ID is saved, and pairing is enabled (if a secure link is required).
	BTM_BLE_ADVERT_STATE_CHANGED_EVT	Advertising off.
Re-Pair	BTM_ENCRYPTION_STATUS_EVT	In this state, the firmware reads the state of the server from EEPROM. For example, the BD_ADDR of the paired device and the saved state of any notify settings may be read. Since the paired device BD_ADDR and keys were already available, no other steps are needed to complete pairing.
Read Values	GATT_ATTRIBUTE_REQUEST_EVT → GATTS_REQ_TYPE_READ	The firmware must get the value from the correct location in the GATT database.
Write Values	GATT_ATTRIBUTE_REQUEST_EVT → GATTS_REQ_TYPE_WRITE	The firmware must store the provided value in the correct location in the GATT database.
Notifications	N/A	Notifications must be sent whenever an attribute that has notifications set is updated by the firmware. Since the change comes from the local firmware, there is no stack or GATT event that initiates this process.
Disconnect	BTM_BLE_ADVERT_STATE_CHANGED_EVT	Advertising on.
Reset	BTM_LOCAL_IDENTITY_KEYS_REQUEST_EVT	Local keys are loaded from EEPROM.
	BTM_ENABLED_EVT	Stack is enabled. Paired device keys (including the BD_ADDR) are loaded from EEPROM and the device is added to the address resolution database.
	BTM_BLE_ADVERT_STATE_CHANGED_EVT	Advertising on.
Re-Connect	GATT_CONNECTION_STATUS_EVT	The callback needs to determine if the event is a connection or a disconnection. For a connection, the connection ID is saved, and pairing is enabled (if a secure link is required).
	BTM_BLE_ADVERT_STATE_CHANGED_EVT	Advertising off.
Re-Pair	BTM_PAIRING_DEVICE_LINK_KEYS_REQUEST_EVT	Since we are connecting to a known device (because it is in the address resolution database), this event is called by the Stack so that the firmware can load the paired device's keys from EEPROM. If keys are not available, this state must return WICED_BT_ERROR. That return value causes the Stack to generate keys and then it will call the corresponding update event so that the new keys can be saved in EEPROM.
	BTM_ENCRYPTION_STATUS_EVT	In this state, the firmware reads the state of the server from non-volatile memory. For example, the BD_ADDR of the paired device and the saved state of any notify settings may be read. Since the paired device BD_ADDR and keys were already available in EEPROM, no other steps are needed to complete pairing.
Read Values	GATT_ATTRIBUTE_REQUEST_EVT → GATTS_REQ_TYPE_READ	The firmware must get the value from the correct location in the GATT database.
Write Values	GATT_ATTRIBUTE_REQUEST_EVT → GATTS_REQ_TYPE_WRITE	The firmware must store the provided value in the correct location in the GATT database.
Notifications	N/A	Notifications must be sent whenever an attribute that has notifications set is updated by the firmware. Since the change comes from the local firmware, there is no stack or GATT event that initiates this process.
Disconnect	BTM_BLE_ADVERT_STATE_CHANGED_EVT	Advertising on.

5c.12 Exercises (Part 3)

5c.12.1 Exercise 3: Paring

Add pairing capability to the Notification exercise. Change the LED, Counter, and CCCD Attribute permissions so that they require a paired (authenticated) connection before they can be read/written.

Below is a table showing the events that occur during this exercise. Arrows indicate the cause/effect of the Stack events. New events introduced in this exercise are highlighted.

External Event	Bluetooth LE Stack Event	Action
Board reset →	BTM_LOCAL_IDENTITY_KEYS_REQUEST_EVT →	← Stack attempts to read saved identity keys (Not used yet)
	BTM_ENABLED_EVT →	Initialize application
	BTM_BLE_ADVERT_STATE_CHANGED_EVT (BTM_BLE_ADVERT_UNDIRECTED_HIGH)	← Start advertising
CySmart will see advertising packets		
	BTM_PAIRING_DEVICE_LINK_KEYS_REQUEST_EVT	← Stack attempts to read saved link keys (Not used yet)
Connect to device from CySmart →	GATT_CONNECTION_STATUS_EVT →	Set the connection ID and enable pairing
	BTM_BLE_ADVERT_STATE_CHANGED_EVT (BTM_BLE_ADVERT_OFF)	Advertising turned off
Pair →	BTM_SECURITY_REQUEST_EVT →	Grant security
	BTM_PAIRING_IO_CAPABILITIES_BLE_REQUEST_EVT →	Capabilities are set
	BTM_ENCRYPTION_STATUS_EVT	Not used yet
	BTM_PAIRING_DEVICE_LINK_KEYS_REQUEST_EVT	Not used yet
	BTM_PAIRING_DEVICE_LINK_KEYS_UPDATE_EVT	Not used yet
	BTM_PAIRING_COMPLETE_EVT	Not used yet
Read Button characteristic while pressing button →	GATT_ATTRIBUTE_REQUEST_EVT, GATTS_REQ_TYPE_READ →	Returns button state
Read Button CCCD →	GATT_ATTRIBUTE_REQUEST_EVT, GATTS_REQ_TYPE_READ →	Returns button notification setting
Write 01:00 to Button CCCD →	GATT_ATTRIBUTE_REQUEST_EVT, GATTS_REQ_TYPE_WRITE →	Enables notifications
Press button →		Send notifications
Disconnect →	GATT_CONNECTION_STATUS_EVT →	Clear the connection ID
	BTM_BLE_ADVERT_STATE_CHANGED_EVT (BTM_BLE_ADVERT_UNDIRECTED_HIGH)	Re-start advertising
Wait for timeout →	BTM_BLE_ADVERT_STATE_CHANGED_EVT (BTM_BLE_ADVERT_UNDIRECTED_LOW)	Stack switches to lower advertising rate to save power
Wait for timeout →	BTM_BLE_ADVERT_STATE_CHANGED_EVT (BTM_BLE_ADVERT_OFF)	Stack stops advertising

Application Creation

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1. Import the previously completed notification exercise (not the template) into a new one using the Project Creator Import function. Call the new application **ch05c_ex03_pair**.
2. Open the Bluetooth Configurator.
3. Change the Device Name to <init>_pair.
4. In the Counter characteristic set the "Read Authentication Required" permission, which will make the peripheral reject read requests unless the devices are paired.

Hint: You MUST leave "Read" checked also. It will not work with just "Read Authentication Required" checked.

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5. Update the Client Characteristic Configuration descriptor to require authenticated read and write.

This will cause the application to require pairing to view or change the notification settings.

Hint: You MUST leave "Read" and "Write" checked also.

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6. Save the edits and close the configurator.
7. In *main.c*, look for the call to `wiced_bt_set_pairable_mode` mode and set the first argument to `WICED_TRUE` to allow pairing.
8. Leave the second argument as `WICED_FALSE` - when it is set to true, this argument indicates that ONLY previously paired devices are allowed to connect.
9. In the `BTM_PAIRING_IO_CAPABILITIES_BLE_REQUEST_EVT` management case tell the central that you require a secure connection and MITM protection, but the device has no IO capabilities.

```
p_event_data->pairing_io_capabilities_ble_request.auth_req = BTM_LE_AUTH_REQ_SC_MITM_BOND;  
p_event_data->pairing_io_capabilities_ble_request.init_keys = BTM_LE_KEY_PENC|BTM_LE_KEY_PID;  
p_event_data->pairing_io_capabilities_ble_request.local_io_cap = BTM_IO_CAPABILITIES_NONE;  
p_event_data->pairing_io_capabilities_ble_request.max_key_size = 0x10;  
p_event_data->pairing_io_capabilities_ble_request.resp_keys = BTM_LE_KEY_PENC|BTM_LE_KEY_PID;  
p_event_data->pairing_io_capabilities_ble_request.oob_data = BTM_OOB_NONE;
```

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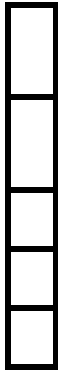
10. In the `BTM_SECURITY_REQUEST_EVT` management case grant the authorization to the central by using the following code:

```
wiced_bt_ble_security_grant( p_event_data->security_request.bd_addr, WICED_BT_SUCCESS );
```

Testing

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1. Build and program the application to the board.
2. Open the mobile CySmart app. Watch the UART messages during the next steps to see which Bluetooth events occur.
3. Connect to the device.
4. Open the GATT browser, navigate to the Counter characteristic (the one with Read and Notify Properties), press Descriptors and then the Client Characteristic Configuration.
5. If requested, accept the invitation to pair the devices.



6. Return to the Counter Characteristic, enable Notifications and observe the Counter value as you press the button on the kit.
7. Disable Notifications and observe that the Counter value does not update as you press the button on the kit.
8. Read the Counter value manually to verify that it is still incrementing.
9. Disconnect from the mobile CySmart app.
10. Go to the phone's Bluetooth settings and remove the <init>_pair device from the paired devices list.

This is necessary so that when you re-program the kit the phone won't have stale bonding information stored which could prevent you from re-connecting. In the next exercise we'll store bonding information on the Bluetooth LE device so that you will be able to leave the devices paired if you desire.

5c.12.2 Exercise 4: Bonding

Introduction

The prior exercise has been modified for you to save and restore bonding information to emulated EEPROM. You will create the completed application from a template, program it to your kit, experiment with it, and then answer questions about the Stack events that occur.

By saving Bonding information on both sides (i.e. the client and the server) future connections between the devices can be established more quickly with fewer steps. This is particularly useful for devices that require a pairing passkey (which will be added in the next exercise) since saving the bonding information means the passkey doesn't have to be entered every time the device connects.

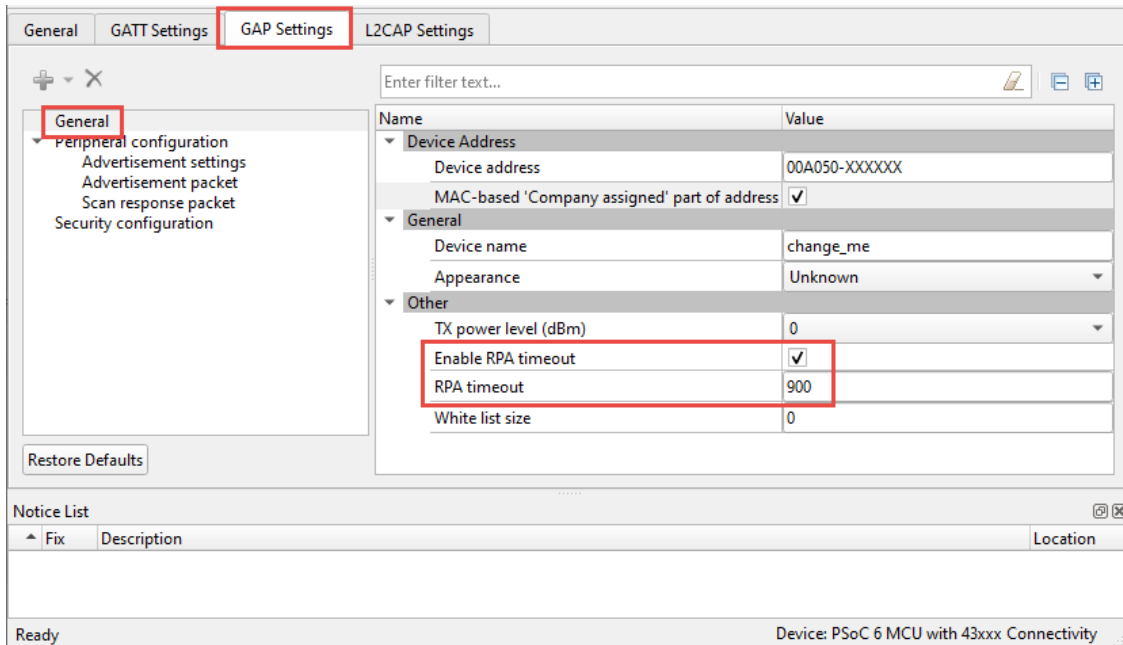
Moreover, since the keys are saved on both devices, they don't need to be exchanged again. This means that after the first connection, there is no possibility of a MITM attack since the keys are not sent out over the air.

The firmware has two "modes": *bonding mode* and *bonded mode*. After programming, the kit will start out in bonding mode. `CYBSP_USER_LED` will blink at 1 Hz to indicate that the kit is waiting to be Paired/Bonded. Once a Client connects to the kit and pairs with it, the Bonding information will be saved in non-volatile memory. The LED will be ON since the kit is connected. The only Client that will be allowed to pair with the kit is the one that is bonded (the firmware only allows 1 bonded device at a time for now). If the Bonding information is removed from the Client, it will no longer be able to Pair/Bond with the kit without going through the Pairing/Bonding process again.

When you disconnect, `CYBSP_USER_LED` will blink at 5 Hz to indicate that it is bonded. To remove Bonding information from the kit and return bonding mode, press 'e' in the UART terminal window. This will erase the stored bonding information and put the kit back into Bonding mode. `CYBSP_USER_LED` will now go back to flashing at 1 Hz. When you reconnect, the bonding process must be done again to connect. This allows you to Pair/Bond from a Client that has "lost" the bonding information or to Pair/Bond with a new device without having to reprogram the kit.

Application Creation

1. Create a new application called **ch05c_ex04_bond** using the template provided.
2. Use the **Import** button from the "Select Application" page in the Project Creator to browse to the template.
3. Open the Bluetooth Configurator and change the Device Name to <init>_bond.
4. On the **GAP Settings** tab in the **General** section, verify the box for **Enable RPA timeout** is checked and the RPA timeout is 900.



This enables privacy with an address change frequency of 900 seconds (15 minutes).

5. Save your changes and close the configurator.
6. The remaining code for this exercise has already been implemented in the template.

Testing

1. Open a UART terminal window to the PUART.
2. Build the application and program it to the board.
3. Open the CySmart mobile application.
4. Start scanning and locate your device.

Your device shows up with a Random Bluetooth address now since privacy is enabled. (Note that on iOS you can't see the Bluetooth device address).

5. Connect to your device, open the GATT browser, click on the Service, and then on the Counter Characteristic. Click "Read" to get pairing to occur.



6. If requested, accept the invitation to pair the devices.
7. Note down the Stack events that occur during pairing. This information is displayed in the UART.
8. Disconnect from the device. Do NOT remove the device from the phone's list of paired devices this time.

Hint: You will notice that the LED is blinking at 5 Hz. The firmware was written to do this when it is not connected but has bonding information stored.



9. Re-scan and find your device in the list.
10. Re-connect to your device and read the Counter Characteristic.
11. Once again note down the Stack events that occur during pairing. You will notice that fewer steps are required this time.
12. Disconnect again.
13. Reset or power cycle the board.

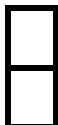
Hint: If you power cycle the board, you will need to either reset or re-open the UART terminal window.



14. Start a scan, find your device in the list, connect to your device for a third time and then read the Counter Characteristic.
15. Note down the Stack events that occur this time during pairing. Compare to the previous two connections.
16. Disconnect again.
17. Remove the device from the list of bonded devices in the Phone's Bluetooth settings.
18. Start a scan and find your device.
19. Connect to your device and try to read the Counter Characteristic.

Note: Pairing will not complete because CySmart no longer has the required keys to use. You will not be able to read the Counter value because it requires an authenticated connection.

Hint: If you look in the UART window you will see a message about the security request being denied.



20. Disconnect from the device.
21. Press **e** in the UART window to erase bonding information and reset the kit.

This forces it to restart advertising (it would restart advertising automatically if you waited long enough for the disallowed pairing operation to timeout).

Note that `CYBSP_USER_LED` begins blinking at 1 Hz. This indicates that the bonding information has been cleared from the device and it will now allow a new connection.



22. Scan, Connect, and attempt to read the Counter Characteristic again. Allow pairing if requested. This time it should work.
23. Note the steps that the firmware goes through this time.



24. Disconnect a final time and remove the device from the phone's paired Bluetooth devices so that the saved bonding information won't interfere with any future tests.

Hint: You should clear the bonding information anytime you are going to reprogram the kit or otherwise clear bonding information since the Bluetooth LE device will no longer have the bonding information on its side.

Overview of Changes

- There are a lot of messages printed in this example for learning purposes. In a real application, most if not all these messages would be removed.
- The LED characteristic and functionality were removed so that the LED can indicate connection status. A PWM is added that will operate the LED as follows:

Advertising?	Connected?	Bonded?	LED
No	No	N/A	OFF
No	Yes	N/A	ON
Yes	No	No	Blinking at 1 Hz
Yes	No	Yes	Blinking at 5 Hz
Yes	Yes	N/A	N/A - this case doesn't occur

- A structure called `bondinfo` is created which holds the `BD_ADDR` of the bonded device and the value of the Button CCCD. The `BD_ADDR` is used to determine when we have reconnected to the same device while the CCCD value is saved so that the state of notifications can be retained across connections for bonded devices.
- Before initializing the GATT database, existing keys (if any) are loaded from EEPROM. If no keys are available this step will fail so it is necessary to look at the result of the EEPROM read. If the read was successful, then the keys are copied to the address resolution database and the variable called `bonded` is set as `TRUE`. Otherwise, it stays `FALSE`, which means the device can accept new pairing requests.
- In the `BTM_SECURITY_REQUEST_EVT` look to see if `bonded` is `FALSE`. Security is only granted if the device is not bonded.
- In the Stack event `BTM_PAIRING_COMPLETE_EVT` if bonding was successful write the information from the `bondinfo` structure into the EEPROM and set `bonded` to `TRUE`.
 - This saves `bondinfo` upon initial pairing. This event is not called when bonded devices reconnect.
- In the Stack event `BTM_ENCRYPTION_STATUS_EVT`, if the device is bonded (i.e. `bonded` is `TRUE`), read bonding information from the EEPROM into the `bondinfo` structure.
 - This reads `bondinfo` upon a subsequent connection when devices were previously bonded.
- In the Stack event `BTM_PAIRING_DEVICE_LINK_KEYS_UPDATE_EVT`, save the keys for the peer device to EEPROM.
- In the Stack event `BTM_PAIRING_DEVICE_LINK_KEYS_REQUEST_EVT`, read the keys for the peer device from EEPROM.
- In the Stack event `BTM_LOCAL_IDENTITY_KEYS_UPDATE_EVT`, save the keys for the local device to EEPROM.
- In the Stack event `BTM_LOCAL_IDENTITY_KEYS_REQUEST_EVT`, read the keys for the local device from EEPROM.

- In the GATT connect callback:
 - For a connection, save the `BD_ADDR` of the remote device into the `bondinfo` structure. This will be written to EEPROM in the `BTM_PAIRING_COMPLETE_EVT`.
 - For a disconnection, clear out the `BD_ADDR` from the `bondinfo` structure and reset the `CCCD` to 0.
 - In the GATT set value function, save the Button `CCCD` value to the `bondinfo` structure whenever it is updated and write the value into EEPROM.
- The UART is configured to accept input with a receive callback. Instead of using *retarget-io*, the UART is used directly from the HAL. The `rx_cback` function sends the received character to a UART task. This is done because you cannot call any Bluetooth Stack functions from inside the ISR.
- The UART task looks for the key `e`. If it has been sent, it sets `bonded` to `FALSE`, removes the bonded device from the list of bonded devices, removes the device from the address resolution database, and clears out the bonding information stored in EEPROM.
- Finally, privacy is enabled in *wiced_bt_cfg.c* by updating the `rpa_refresh_timeout` to `WICED_BT_CFG_DEFAULT_RANDOM_ADDRESS_CHANGE_TIMEOUT`.

Questions

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1. What items are stored in EEPROM?

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2. Which event stores each piece of information?

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3. Which event retrieves each piece of information?

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4. In what event is the privacy info read from EEPROM?

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5. Which event is called if privacy information is not retrieved after new keys have been generated by the Stack?

5c.12.3 Exercise 5: Passkey and Numeric Comparison

Introduction

The prior exercise has been modified for you to support both numeric comparison and passkey notification before allowing bonding (the method chosen will depend on the central device's capabilities). You will create the completed application from a template, program it to your kit, and experiment with it.

Application Creation

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1. Create a new application called **ch05c_ex05_verify** using the template provided.
2. Use the **Import** button from the "Select Application" page in the new project creator to browse to the template.
3. Open the Bluetooth Configurator.
 - a. Change the Device Name to <init>_verify.
 - b. Save the edits and close the configurator.

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4. The remaining code for this exercise has already been implemented.

Testing

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1. Open a UART terminal window and connect to the board.
2. Build the application and program it to the board.
3. Open the CySmart mobile application.
4. Start scanning and locate your device.

Your device shows up with a Random Bluetooth address now since privacy is enabled. (Note that on iOS you can't see the Bluetooth device address).

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5. Connect to your device, open the GATT browser, click on the Service, and then on the Counter Characteristic. Click "Read" to cause pairing to initiate.
6. Follow the prompts on the phone and the UART terminal to complete pairing.

Note: *By default, if Numeric Comparison is used the application is configured to require the user to validate that the numbers match on both the phone and the kit. If you want to test the application with validation required only on the phone, change the value of the macro `USE_2SIDE_NUMERIC_VERIFICATION` in `main.c` to `FALSE`. In that case, the kit will automatically assume the numbers match so you only need validate on the phone.*

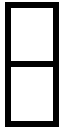
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7. Note down the Stack events that occur during pairing. This information is displayed in the UART.
8. Disconnect from the device. Do NOT remove the device from the phone's list of paired devices this time.
9. Re-scan and find your device in the list.
10. Re-connect to your device and read the Counter Characteristic.



11. Once again note down the Stack events that occur during pairing.

You will notice that fewer steps are required this time and you are not required to enter a passkey or perform numeric comparison.



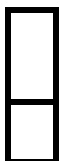
12. Disconnect again.
13. Remove the device from the list of bonded devices in the Phone's Bluetooth settings.

Overview of Changes

1. The UART task has two new cases added - one for 'y' and one for 'n'. These are used for the user to specify whether the numeric comparison values on both sides of the connection match. It then calls `wiced_bt_dev_confirm_req_reply` with either `WICED_BT_SUCCESS` or `WICED_BT_ERROR` depending on the user's answer.
2. Two additional states are added to the Bluetooth management callback:
 - `BTM_USER_CONFIRMATION_REQUEST_EVT` - this event prints out the number for numeric comparison and saves the BDA of the device trying to connect so that the `uart_task` has access to it.
 - `BTM_PASKEY_NOTIFICATION_EVT` - this event prints out the passkey that the user must enter on the central to allow the connection and sends a confirmation using `wiced_bt_dev_confirm_req_reply`. Bonding proceeds when the user enters the correct passkey on the phone.
3. The local IO capabilities in the `BTM_PAIRING_IO_CAPABILITIES_BLE_REQUEST_EVT` are changed to `BTM_IO_CAPABILITIES_DISPLAY_AND_YES_NO_INPUT`
4. The macro `USE_2SIDE_NUMERIC_VERIFICATION` can be set to `FALSE` if you want to require validation only on the phone. In that case, `wiced_bt_dev_confirm_req_reply` is called from the `BTM_USER_CONFIRMATION_REQUEST_EVT` event right away without waiting for user input from the UART.

5c.12.4 Exercise 6: Code Examples

In this exercise, you will look through and try out some of the existing AnyCloud BLE examples.



1. Look at the AnyCloud BLE examples listed in Project Creator. Go to GitHub to see the README.md files for each example to understand what they do.
2. Create and run one or more of the code examples.