



## **Bluetooth Mesh Developer Study Guide**

Bluetooth Mesh - Hands-on Coding Lab - Troubleshooting Tips

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## Revision History

Version	Date	Author	Changes
1.0.0	15 <sup>th</sup> June 2018	Martin Woolley Bluetooth SIG	Initial version.

## Troubleshooting

### 1. Messages sent by one device seem to be ignored by the receiving device(s)

Reset all of your devices and test again. It's possible that you reset one device by installing new code on it but not the others. This resulted in the reset device, reusing SEQ values that the receiving devices had already seen. As such, those messages were rejected as representative of a possible replay attack. Yes, you just saw one of the Bluetooth mesh security features in action!

Connect a terminal program to the COM port occupied by the receiving device and provided you build with mesh access layer debugging switched on, you will see messages such as `[bt] [WRN] net_decrypt: Duplicate found in Network Message Cache`

### 2. When testing generic level delta set messages, sometimes more than one delta message seems to be set when a button is pressed.

This is caused by an occasional problem with the Zephyr support for GPIO. What you're seeing is *bounce* with the framework making more than one callback, as if the button had been pressed multiple times when in fact it was only pressed once. This causes a corresponding number of mesh messages to be sent by your button handler. So the Bluetooth mesh behaviour is correct. It's the GPIO button handling that sometimes has a problem.

This section will have further tips added to it according to feedback from the developer community.