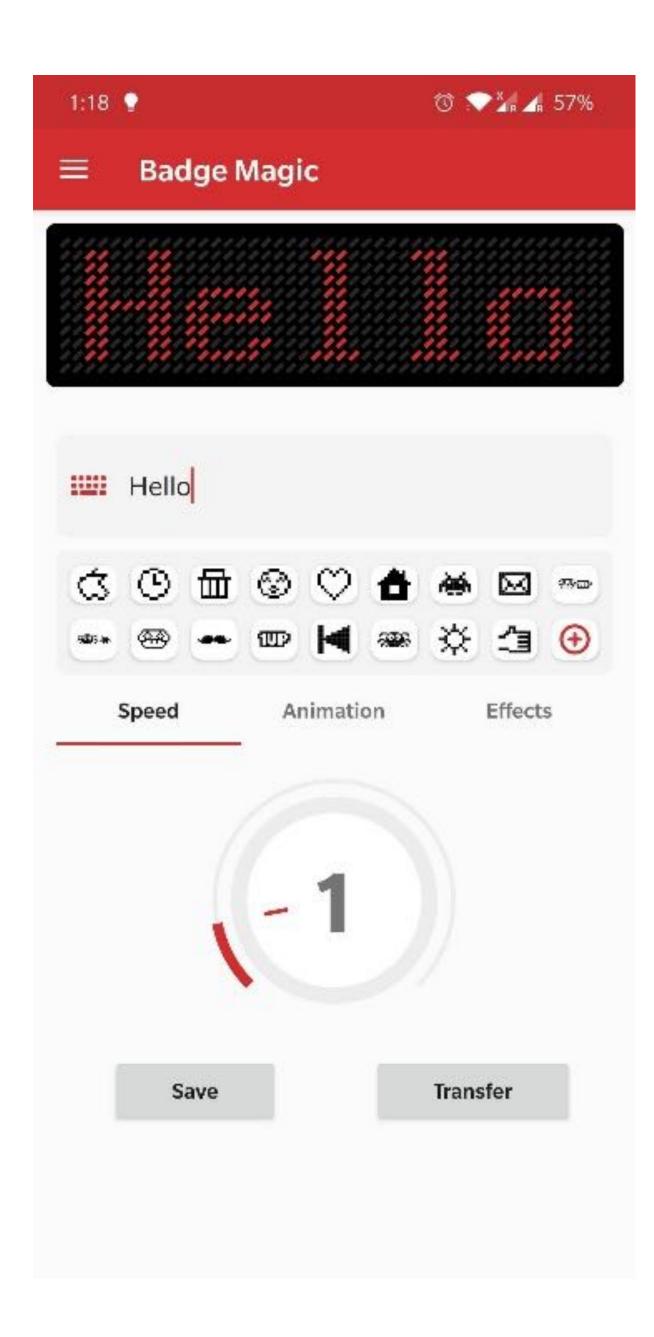
Idea

BadgeMagic for LinuxMobile

- App for Linux Mobile
- Program LED Name Badges via Bluetooth
- Template: BadgeMagic (Android)



BitBlink

Bluetooth

BitBlink

- 1. Get Bluetooth adapter
- 2. Scan for devices
- 3. Connect Badge (name contains "LSLED")
- 4. Discover Services
- 5. Find the right Service by the characteristics UUID
- 6. Send 32 hexadecimal figures per write request
- 7. Disconnect badge
- 8. Smile

Package Start

Flashing

Marquee

Mode

Size

Timestamp

Separator

Text + Inversion

Bluetooth

BitBlink

Text + Inversion

```
pub fn letter_to_hex(c: char) -> &'static str {
    let b : &str = match c {
        '0' => "007CC6CEDEF6E6C6C67C00",
        '1' => "0018387818181818187E00",
        '2' => "007CC6060C183060C6FE00",
        '3' => "007CC606063C0606C67C00",
        '4' => "000C1C3C6CCCFE0C0C1E00",
        '5' => "00FEC0C0FC060606C67C00",
        '6' => "007CC6C0C0FCC6C6C67C00",
        '7' => "00FEC6060C183030303000",
        '8' => "007CC6C6C6C67CC6C6C67C00",
        '9' => "007CC6C6C67E0606C67C00",
        'a' => "00000000780C7CCCCC7600",
        'b' => "00E060607C666666667C00",
        'c' => "000000007CC6C0C0C67C00",
        'd' => "001C0C0C7CCCCCCCC7600",
        'e' => "000000007CC6FEC0C67C00",
        'f' => "001C363078303030307800",
           => "00000076CCCCCC7C0CCC78",
           => "00E060606C7666666666600",
        'i' => "0018180038181818183C00",
           => "0C0C001C0C0C0C0CCCC78",
        'k' => "00E06060666C78786CE600",
```

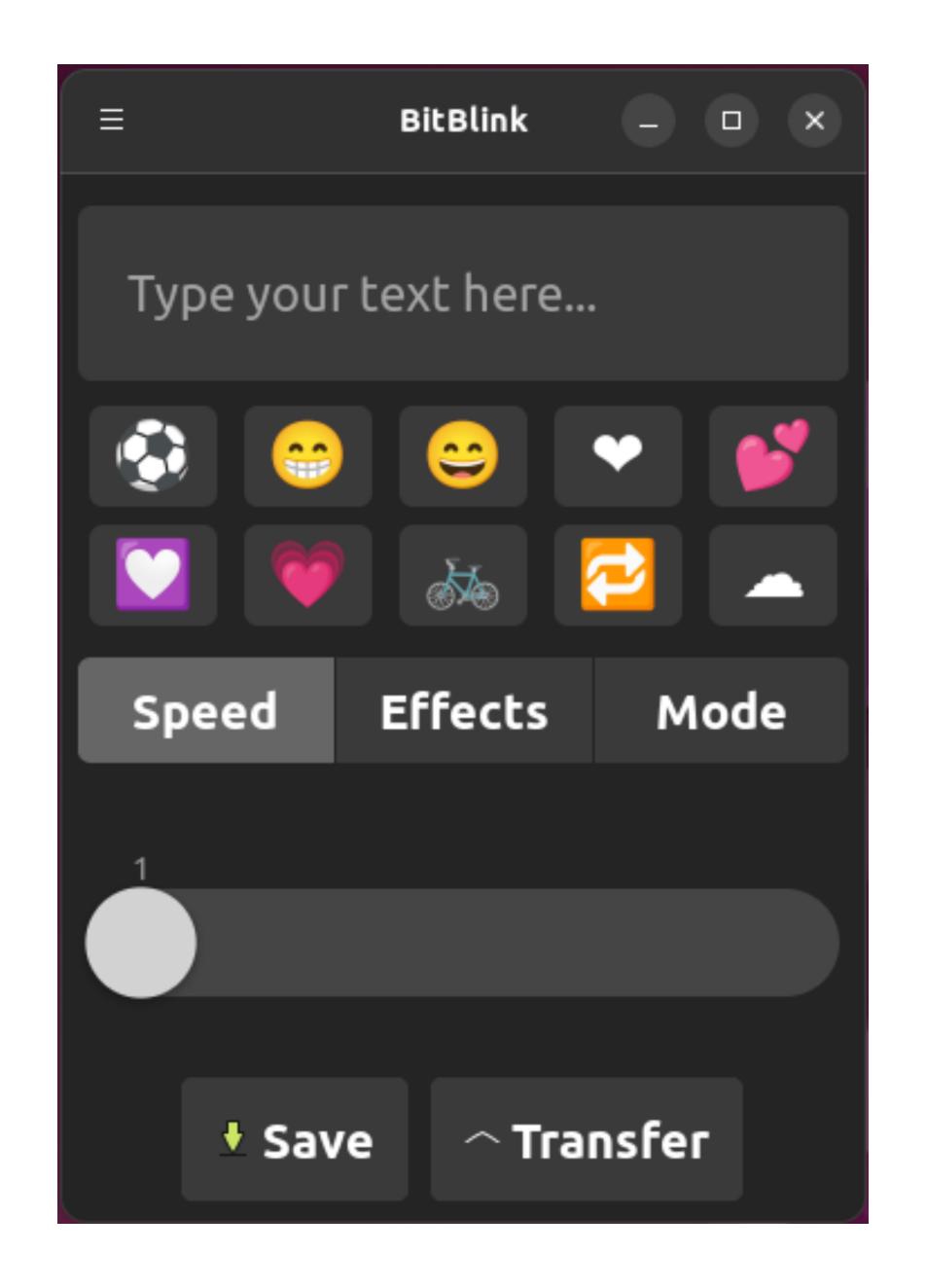
Padding

Storage BitBlink

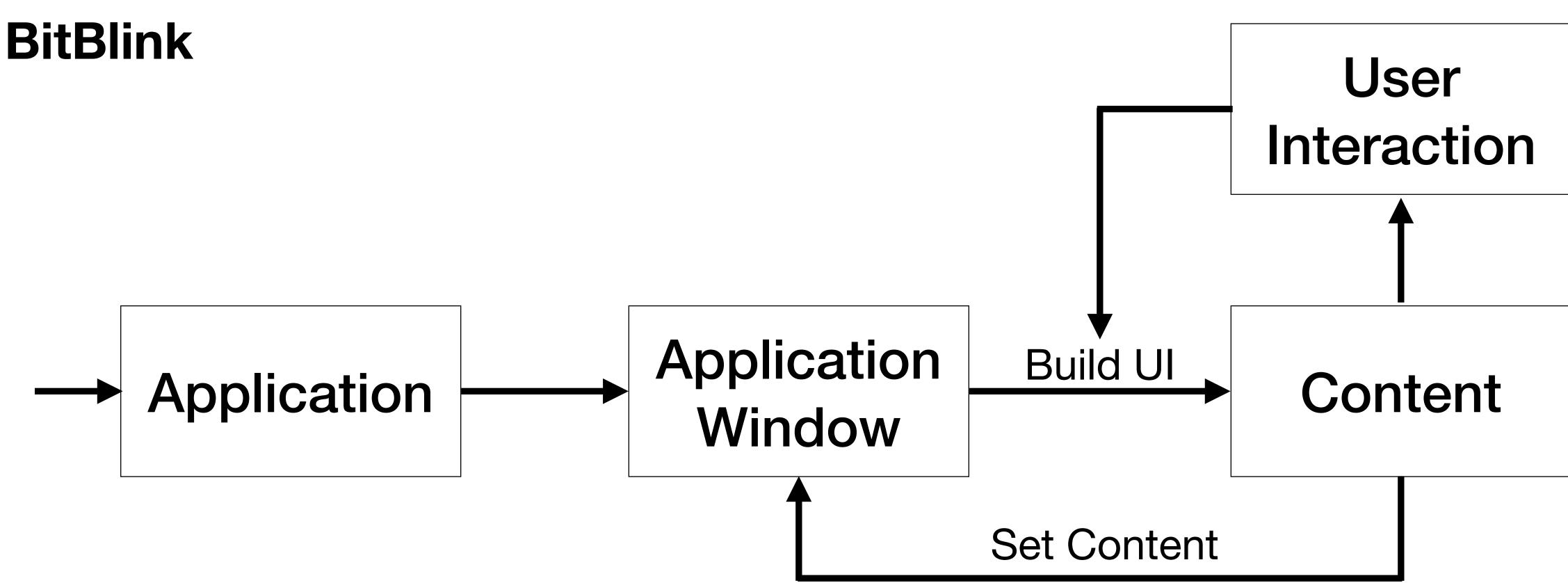
- Save already designed messages in subdirectory
- Save as JSON using serde crate
- Stored as hex-string

User Interface BitBlink

- GTK4 with Rust Binding (Gtk-rs)
- Libadwaita as design language
- CSS for styling



User Interface



User Interface

BitBlink

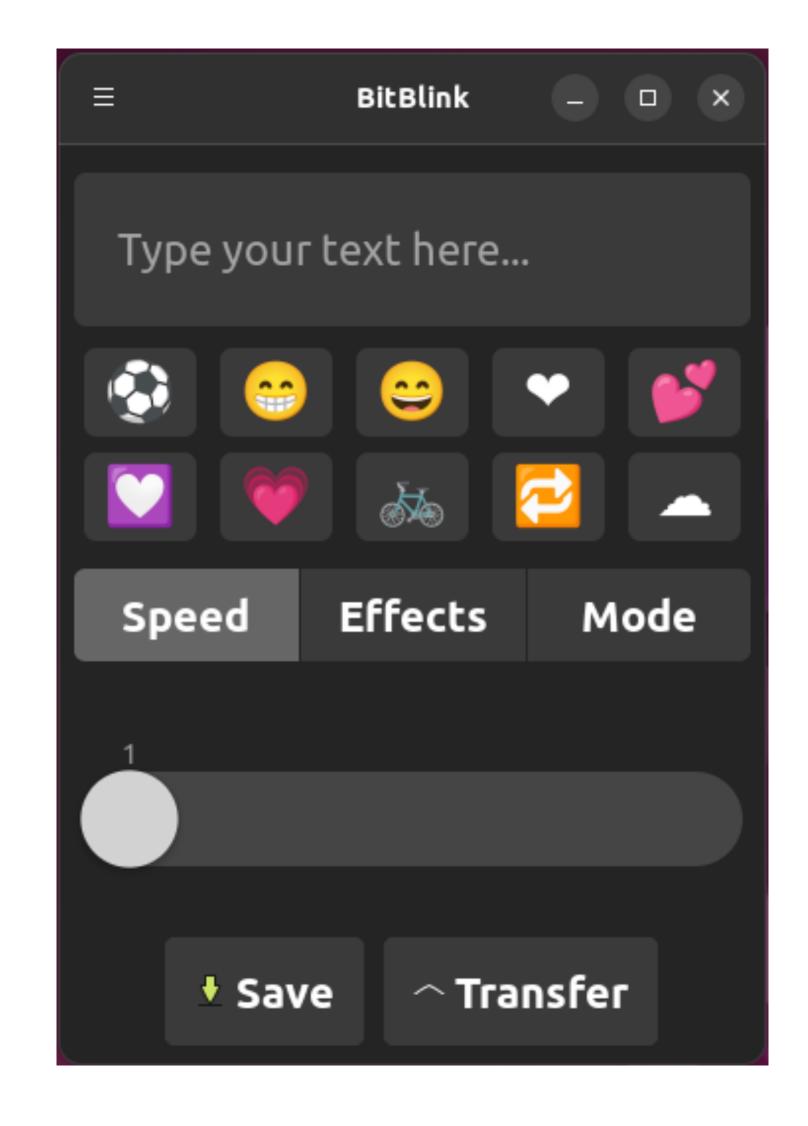
```
#[tokio::main]
async fn main() {
    gtk::init().expect( msg: "Failed to initialize");
    let application : Application = Application::builder()
        .application_id("com.bit_blink") : ApplicationBuilder
        .build();
    application.connect_startup(|_| ui::load_css());
    application.connect_activate( f: show_window);
    application.run();
fn show_window(application: &Application) {
    let app_window : Box<ApplicationWindow> = boxed::Box::from( t: window::create_window( app: &application));
    vi::build_ui(
         app_window: Box::<ApplicationWindow>::leak( b: app_window),
         message: None);
```

User Interface BitBlink

```
for button :&Button in delete_buttons {
    let storage : Storage = build_storage();
    button.connect_clicked(move |button :&Button | {
        storage.delete_badge(f_name: &button.css_classes().last().unwrap().to_string());
        build_ui(app_window, message: None);
    });
}
app_window.set_content(Some(&content));
app_window.show();
```

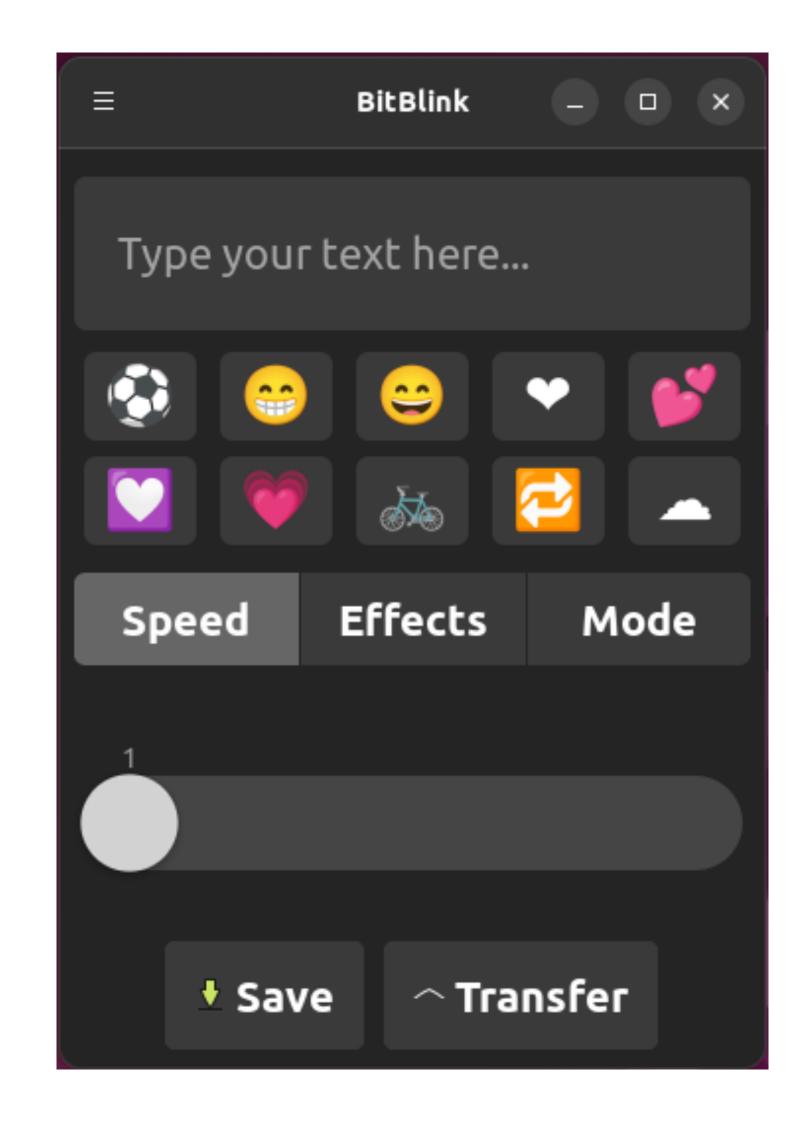
Feature Roadmap BitBlink

- ☐ Tier 0 (Must Have): Send Text via Bluetooth, Adjust Speed etc., save banners
- ☐ Tier 1: Add predefined images to banner
- Tier 2: Extend functionality to USB, make the App cross-platform: macOS, Windows
- Tier 3: Add custom clipart, convert images
- Tier 4: Share your banners, UI Improvements Animations



Feature Roadmap BitBlink

- Tier 0 (Must Have): Send Text via Bluetooth, Adjust Speed etc., Save Banners
- ☐ Tier 0.5: Send multiple messages (COMING SOON!)
- Tier 2: Make the App cross-platform: macOS



Other TO-DOs BitBlink

- Basic Packaging and Transfer with pmbootstrap
- Improve Packaging (e.g. with Flatpak)
- Display as "real" App with Icon
- Share on https://linuxphoneapps.org

Feel free to contribute

https://github.com/JoGehring/bit_blink.git