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Continued advertising while connected to GATT service

Answered



David Helms

asked this on December 7, 2013, 04:55

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Someone on Twitter just recently raised the issue of causing a denial of service to an advertising beacon (specifically iBeacon implementations).

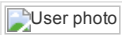
As they noted, it is generally observed that advertising ceases when a central connects to a peripheral's GATT service.

Is there a way to implement with BGScript support for continued advertising when a central connects to a peripheral?

0 people would like this to be answered.

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Comments



Zdravko Nanev

I would start a timer when a new connection arrives. When timer elapses, close the connection. Timer interval of 1 or 2 seconds should be enough for a service application to read all data needed from the GATT services.

December 7, 2013, 13:06



Jeff Rowberg
Bluegiga
Technologies

You can restart advertising with `gap_set_mode(gap_general_discoverable, gap_non_connectable)` while connected, using the latest SDK. The only restriction is that you cannot advertise *as connectable* while you are already connected.

Answer

December 15, 2013, 06:02



David Helms

Thanks Jeff,

I'm using BGScript with the 1.2.1-91 SDK. I tried implementing this inside my `connection_status()` event handler. Unfortunately, it causes my connecting client (LightBlue on Mac) to disconnect on repeated connection attempts (7 or 8 tries). Eventually it will connect, but I don't think this behavior will be acceptable. I'm implementing a custom advertisement, so I used

`gap_set_mode(gap_user_data, gap_non_connectable)`

But the behavior is the same with `gap_general_discoverable` as well. Any other thoughts?

December 15, 2013, 08:55



Jeff Rowberg
Bluegiga
Technologies

Hi David,

Running a few tests with that command this morning, I was able to duplicate the instant-disconnect behavior pretty reliably with the latest SDK. This appears to be a stack problem, and I have reported it to the firmware devs via our internal bug tracking system. Stay tuned for further updates.

December 16, 2013, 15:33

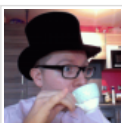


David Helms

Thanks Jeff,

Using the approach you described is certainly the more elegant and preferred solution over a timer solution, so any help is appreciated.

December 16, 2013, 20:23



Niall McCormack
Bleep Bleeps

Hi there - was David's approach fixed in the recent software SDK release?

February 26, 2014, 02:11

Support



Jeff Rowberg
Bluegiga
Technologies

Yes, this issue has been solved in the v1.2.2-100 release.

Answer

February 26, 2014, 02:13



David Helms

Awesome! Can't wait to try it! Thanks Jeff!

February 26, 2014, 02:59

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