

piBeacon - DIY Beacon with a Raspberry Pi

Created by Kevin Townsend



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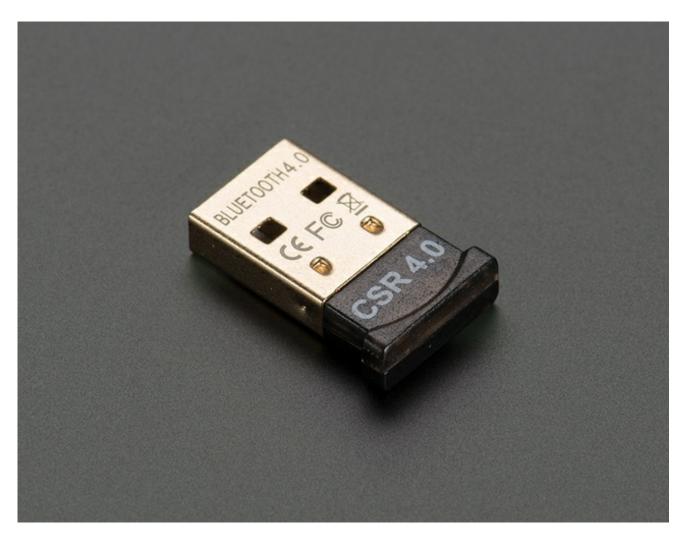
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Overview



This learning guide will show you how you can take your Raspberry Pi (or almost any Linux-based device with a bit of poking and prodding) and turn it into an Beacon node using our Bluetooth 4.0 USB Module (http://adafru.it/1327) and the open source Bluez stack.



What You'll Need

- A Raspberry Pi (http://adafru.it/998) (any model should be OK)
- A Bluetooth 4.0 USB Module (http://adafru.it/1327) (not every module works with Bluez, though ours definitely does!)
- A iOS 7.0 based device (recent iPhone/iPad/iPod Touch) to test with
- Beacon Toolkit (http://adafru.it/cYq) from the App Store to test with

Acknowledgement

A big thanks to Tony Smith at The Register for putting together his tutorial (http://adafru.it/cYr) on configuring Bluez to transmit Beacon data!

What is a 'Beacon'?

'Beacons' are based on Bluetooth Low Energy (part of the new Bluetooth 4.0 standard), and at it's heart is a way to advertise location specific data one-way, or provide basic indoor navigation via individual Beacon nodes.

The way it works is actually very simple. Any BLE device typically advertises a certain amount of data to let other devices (like your phone) know that they exist and they're available. The advertising packet that these devices send out might include information like key services offered by the device, a human-readable short devices name, etc.

Beacons take this short advertising frame, and appends a custom payload in the "Manufacturer Specific Data" field which includes a unique 128-bit UUID to identify companies or unique entities, as well as two 16-bit values ('Major' and 'Minor', or whatever you'd like to call them) that allow you to differentiate specific stores/premises (Major) and individual Beacon nodes (Minor).

That's basically it. All the rest of the magic is on the app side where your phone listens for these advertising frames, and when it detect something it estimates the distance to the node and displays some sort of alert.

It's terribly simple, but that's probably what makes it so interesting and also so inexpensive to implement!

How Does it Work in Pratice?

Essentially, all you need to do is insert a specific set of bytes into the optional **Manufacturer Specific Data (http://adafru.it/cYs)** field of the advertising packet on your Bluetooth Low Energy device.

Inside this field, you need the following values:

- **ID** (uint8 t) This will always be 0x02
- Data Length (uint8_t) The number of bytes in the rest of the payload = 0x15 (21 in dec)
- 128-bit UUID (uint8_t[16]) The 128-bit ID indentifying your company/store/etc
- Major (uint16 t) The major value (to differentiate individual stores, etc.)
- Minor (uint16 t) The minor value (to differentiate nodes withing one location, etc.)
- TX Power (uint8 t) This value is used to try to estimate distance based on the RSSI value

For example, the following is a valid iBeacon payload (separators added for clarity sake):

02 | 15 | E2 0A 39 F4 73 F5 4B C4 A1 2F 17 D1 AD 07 A9 61 | 00 00 | 00 00 | C8

The only other missing piece is that, following the Bluetooth standard, the Manufacturer Specific Data needs to be preceded by the Company Identifier (http://adafru.it/cYt). The company identifier



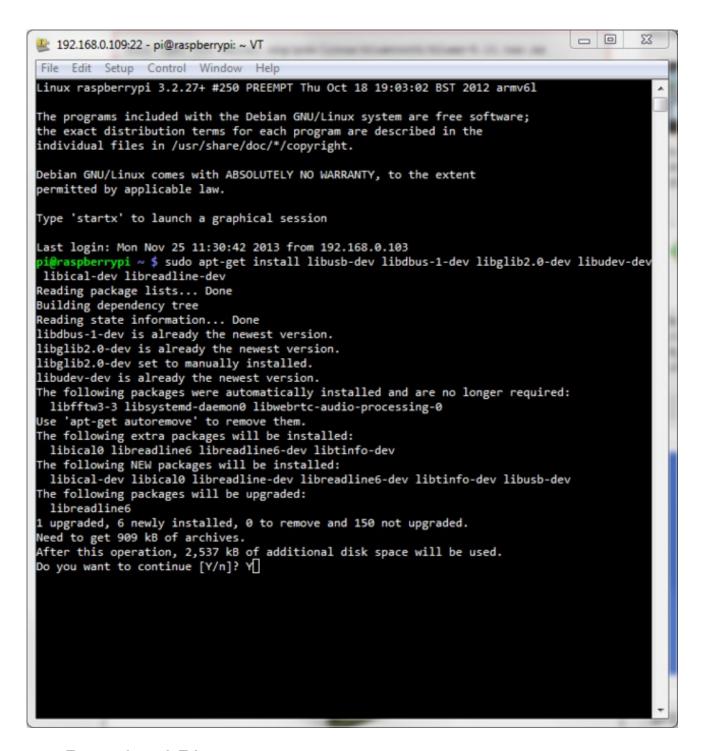
Setting up the Pi

In order to use your Raspberry Pi to send out Beacon data in the advertising frame, we'll need to install a few open source tools, mainly **Bluez** (the main Bluetooth stack for Linux), **libusb** and a couple helper libraries.

1. Install Required Libraries

sudo apt-get install libusb-dev libdbus-1-dev libglib2.0-dev libudev-dev libical-dev libreadline-dev

You may need to type the above code in to make it work rather than doing a copy/paste, or manually remove a superfluous line feed between lines



2. Download Bluez

sudo mkdir bluez
cd bluez
sudo wget www.kernel.org/pub/linux/bluetooth/bluez-5.11.tar.xz

```
0 0
192.168.0.109:22 - pi@raspberrypi: ~/bluez VT
File Edit Setup Control Window Help
Unpacking replacement libreadline6:armhf ...
Setting up libreadline6:armhf (6.2+dfsg-0.1) ...
Selecting previously unselected package libical0.
(Reading database ... 61347 files and directories currently installed.)
Unpacking libical0 (from .../libical0_0.48-2_armhf.deb) ...
Selecting previously unselected package libical-dev.
Unpacking libical-dev (from .../libical-dev_0.48-2_armhf.deb) ...
Selecting previously unselected package libtinfo-dev:armhf.
Unpacking libtinfo-dev:armhf (from .../libtinfo-dev_5.9-10_armhf.deb) ...
Selecting previously unselected package libreadline6-dev:armhf.
Unpacking libreadline6-dev:armhf (from .../libreadline6-dev_6.2+dfsg-0.1_armhf.deb) ...
Selecting previously unselected package libreadline-dev:armhf.
Unpacking libreadline-dev:armhf (from .../libreadline-dev_6.2+dfsg-0.1_armhf.deb) ...
Selecting previously unselected package libusb-dev.
Unpacking libusb-dev (from .../libusb-dev_2%3a0.1.12-20+nmu1_armhf.deb) ...
Processing triggers for man-db ...
Setting up libical0 (0.48-2) ...
Setting up libical-dev (0.48-2) ...
Setting up libtinfo-dev:armhf (5.9-10) ...
Setting up libreadline6-dev:armhf (6.2+dfsg-0.1) ...
Setting up libreadline-dev:armhf (6.2+dfsg-0.1) ...
Setting up libusb-dev (2:0.1.12-20+nmu1) ...
pi@raspberrypi ~ $ ls
Adafruit Desktop dev libnfc python_games
pi@raspberrypi ∼ $ sudo mkdir bluez
pi@raspberrypi ~ $ cd bluez
pi@raspberrypi ~/bluez $ sudo wget www.kernel.org/pub/linux/bluetooth/bluez-5.11.tar.xz
--2013-12-02 11:24:12-- http://www.kernel.org/pub/linux/bluetooth/bluez-5.11.tar.xz
Resolving www.kernel.org (www.kernel.org)... 199.204.44.194, 198.145.20.140, 149.20.4.69
Connecting to www.kernel.org (www.kernel.org)|199.204.44.194|:80... connected.
HTTP request sent, awaiting response... 301 Moved Permanently
Location: https://www.kernel.org/pub/linux/bluetooth/bluez-5.11.tar.xz [following]
--2013-12-02 11:24:12-- https://www.kernel.org/pub/linux/bluetooth/bluez-5.11.tar.xz
Connecting to www.kernel.org (www.kernel.org) [199.204.44.194]:443... connected.
HTTP request sent, awaiting response... 200 OK
Length: 1092980 (1.0M) [application/x-xz]
Saving to: 'bluez-5.11.tar.xz'
100%[------] 1.092,980
                                                                       596K/s
                                                                                in 1.8s
2013-12-02 11:24:22 (596 KB/s) - `bluez-5.11.tar.xz' saved [1092980/1092980]
pi@raspberrypi ~/bluez $
```

3. Unzip and Compile Bluez

Next you need to actually build Bluez on the Pi. This step may take a while, but should work without any hiccups if you properly installed all the libraries in step one above:

```
sudo unxz bluez-5.11.tar.xz
sudo tar xvf bluez-5.11.tar
cd bluez-5.11
sudo ./configure --disable-systemd
sudo make
sudo make install
```

```
_ - X
192.168.0.109:22 - pi@raspberrypi: ~/bluez/bluez-5.11 VT
File Edit Setup Control Window Help
 CCLD
        tools/obex-server-tool
        tools/bluetooth-player.o
 CC
 CCLD
        tools/bluetooth-player
 CC
        tools/obexctl.o
 CCLD
        tools/obexctl
 CC
        unit/test-eir.o
 CC
        src/eir.o
        src/glib-helper.o
 CC
        unit/test-eir
        unit/test-uuid.o
 CC
 CCLD
        unit/test-uuid
 CC
        unit/test-textfile.o
 CC
        src/textfile.o
 CCLD
        unit/test-textfile
 CC
        unit/test-crc.o
 CCLD unit/test-crc
 CC
        unit/test-mgmt.o
 CC
        src/shared/util.o
        src/shared/mgmt.o
 CC
 CCLD unit/test-mgmt
 CC
        unit/test-sdp.o
 CC
        src/sdpd-database.o
 CC
        src/sdpd-service.o
 CC
        src/sdpd-request.o
 CCLD
        unit/test-sdp
        unit/test-gdbus-client.o
 CCLD
        unit/test-gdbus-client
 CC
        unit/util.o
        unit/test-gobex-header.o
 CC
 CCLD unit/test-gobex-header
 CC
        unit/test-gobex-packet.o
 CCLD unit/test-gobex-packet
 CC
        unit/test-gobex.o
 CCLD unit/test-gobex
 CC
        unit/test-gobex-transfer.o
 CCLD unit/test-gobex-transfer
 CC
        unit/test-gobex-apparam.o
 CCLD
        unit/test-gobex-apparam
        unit/test-lib.o
 CC
 CCLD
        unit/test-lib
        tools/hid2hci.o
 CC
 CCLD
        tools/hid2hci
        tools/97-hid2hci.rules
 i@raspberrypi ~/bluez/bluez-5.11 $
```

4. Insert the USB Module and Reset

Once Bluez has been built, shut down your computer with **sudo shutdown -h now** and once its Halted, **insert your Bluetooth 4.0 USB Module (http://adafru.it/1327) and then reset the Raspberry Pi** so that all of the changes we have made can take effect.

Adding Beacon Data

In the 'bluez-5.11' folder that we previously created, we can start entering the mandatory Beacon data and advertising it using **hcitool**, which we built when compiling Bluez.

1. Check for your USB Module

This should give you a list of devices on your system:

```
tools/hciconfig
```

If everything is properly configure you will see your Bluetooth 4.0 USB Module like this:

2. Enable the USB Device

Next you can enable the device with the following commands, turning off device scanning since this can cause problems when advertising:

```
sudo tools/hciconfig hci0 up
sudo tools/hciconfig hci0 leadv 3
sudo tools/hciconfig hci0 noscan
```

Then run the holiconfig tool again and you should see that the device is marked as **UP** and **RUNNING**:

tools/hciconfig

3. Enter the Beacon Advertising Data

The last thing to do is to enter the Beacon advertising data, which we can do with the following command (which should all be on one line):

sudo tools/hcitool -i hci0 cmd 0x08 0x0008 1E 02 01 1A 1A FF 4C 00 02 15 E2 0A 39 F4 73 F5 4B C4 A1 2F 17 D1 AD 07 A9 61 00 00 00 00 C8 00

FF identifies the start of the Manufacturer Specific Data, **4C 00** is Apple's company ID (0x004C), and then you can see the rest of the Beacon payload until **C8**.

Results on a Bluetooth Debugger

Just to show that this actually works, you can see the results using a Bluetooth Low Energy sniffer below:



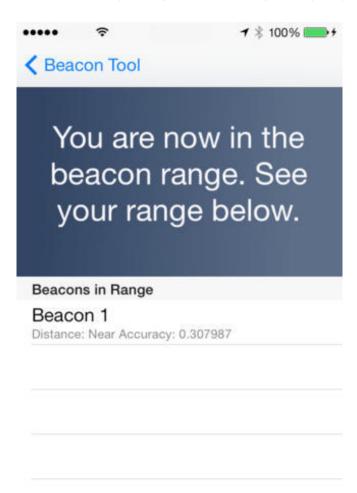
And here is the raw advertising frame from a different sniffer:



Testing it on iOS

To test that this actually works you'll need an iOS 7 based iPad/iPhone/iPod Touch, and the Beacon Toolkit (http://adafru.it/cYq) app or a similar Beacon application.

Start the app up, going into 'Listen' mode, and you should see a screen similar to the capture below, where the range will go in and out depending on your proximity to the node:



0.31m

Beacon Toolkit only searches for specific Beacon UUIDs -- the same UUID used in this tutorial. If you use a different UUID, you will have to find a different tool to test on your iOS device.