## **CC3100 SLS XMPP Reference Application**

### Overview and application details

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This sample application demonstrates how to connect and work with

XMPP server using CC31xx. It receives/sends an XMPP messages from/to the server.

For information on how to use Visual-Studio or Eclipse to compile and run this application, refer to cc3100\_getting\_started\_guide\_swru375 <sup>[1]</sup> in '<cc3100/>docs' folder.

By default, this application communicates w/ CC3100 over SPI. The SDK has UART-Drivers as well for 'SimpleLink Studio' platform. For using the UART interface to communicate w/ CC3100, macro SL\_IF\_TYPE\_UART has to be defined in the application-project's properties. Also, COMM\_PORT\_NUM in main.c needs to be changed to the first com-port that gets enumerated for 'J6' of 'CC31xxEMUBOOST Brd'. In case four ports are getting enumerated, user should use the third com-port.

**Note:** This wiki page is only applicable for **CC3100-SDK v1.0.0** and upward releases. For documentation on older SDKs' examples, refer corresponding file in <cc3100-sdk-installation-location>\cc3100-sdk\docs\examples\

#### Source Files briefly explained

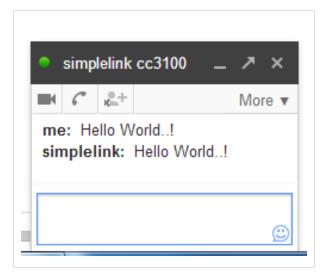
- 1. main Initializes the device, connects to an access-point and configures the email
- 2. xmpp Wrapper functions to configure/connect to XMPP-Server and send/receive chat-messages. These functions are called from main
- 3. base64 Functions to convert the raw bytes in quasi-big-endian order to Base64 string

#### **Usage**

- Open config.h and change values for XMPP\_USER and XMPP\_PWD for setting up the xmpp account credentials.
- · Log-in your 'gtalk' account and add configured xmpp account to your friends list
- · Build the application using Visual-Studio or Eclipse. Download and execute it on the target device
- User will be prompted to configure the AP parameters for establishing a Wi-Fi connection Follow the instructions on the console to test the application
- Once the connection is established successfully, wait for 'slcc3100@gmail.com' to appear ONLINE in your friends' list



When ONLINE, send messages to CC3100. The device shall receive and relay the messages back to the sender



• On success, below message will be displayed on the console

#### **Limitations/Known Issues**

- The size of the message is currently limited to 48
- Since example doesn't implement a complete XMPP stack:
- 1. Retreiving the full friend roster isn't supported
- 2. Checking the remote friend status (online, offline) before sending him a message is not supported

#### References

[1] http://www.ti.com/lit/pdf/swru375

### **Article Sources and Contributors**

CC3100 SLS XMPP Reference Application Source: http://processors.wiki.ti.com/index.php?oldid=227240 Contributors: A0131814, A0132173, A0221015, Codycooke, Malokyle, Raghshenoy, SarahP

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