

I used a plist just for my ease of use.

This plist contains our attract mode command names and the integers for their corresponding commands

Feel free to rename functions and files as you need!

I included a bunch of functions you may not need, but I put in just in case. Feel free to remove what you don't need

If you have any questions to recommended/required changes, contact me at medpsu16@gmail.com

Provided Variables:

- serviceUUIDString
String containing the BLE UUID for our custom service
- characteristicUUIDString
String containing the BLE UUID for our custom characteristic in the custom service
- serviceUUID
CBUUID for our custom service
- characteristicUUID
CBUUID for our custom characteristic in the custom service
- numberOfAttractCommands
Int representing how many ATTRACT MODE commands are in the plist

Provided functions in class:

- getAllEffectNames() -> Array<String>
Input: None
Output: Effect names as Array<String>
Returns an array with all our attract mode effect names
- getEffectNameForCell(at: Int) -> String?
Input: Array index as Int
Output: Effect name as String?
Returns the attract mode effect name for a given index, or nil if the index is invalid
- getCommandForEffectWithName(name: String) -> UInt8?
Input: Effect name as String
Output: Command number as UInt8?
Returns the attract mode effect command number for a given effect name, or nil if effect name is not valid
- getCommandForCell(at: Int) -> UInt8?
Input: Array index as Int
Output: Command number as UInt8?
Returns the attract mode effect command number for a given index, or nil if the index is invalid

getFlashOnCommand() -> UInt8?

Input: None

Output: Command number as UInt8?

Returns the command to send when the user is taking a picture

getStartInteractCommand() -> UInt8?

Input: None

Output: Command number as UInt8?

Returns the command to send when the user begins interacting with the app BEFORE taking a picture

getStartDataCollectCommand() -> UInt8?

Input: None

Output: Command number as UInt8?

Returns the command to send when the app is in data collect mode, when user is interacting with app AFTER taking a picture

getCommandDataForEffectWithName(name: String) -> Data?

Input: Effect name as String

Output: Command Data as Data?

Returns the attract mode effect command data for a given effect name, or nil if effect name is not valid

getCommandDataForCell(at: Int) -> Data?

Input: Array index as Int

Output: Command number as Data?

Returns the attract mode effect command data for a given index, or nil if the index is invalid

getFlashOnCommandData() -> Data?

Input: None

Output: Command number as Data?

Returns the command Data to send when the user is taking a picture

getStartInteractCommandData() -> Data?

Input: None

Output: Command number as Data?

Returns the command data to send when the user begins interacting with the app BEFORE taking a picture

getStartDataCollectCommandData() -> Data?

Input: None

Output: Command number as Data?

Returns the command data to send when the app is in data collect mode, when user is interacting with app AFTER taking a picture