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A horizontal strip of four small images illustrating various applications of Microchip technology: a medical professional using a blood pressure monitor, hands typing on a laptop, a hand holding a tablet displaying smart home controls, and a silver car in a futuristic setting.

***Building a new BLE Application using  
MPLAB® Harmony v3***

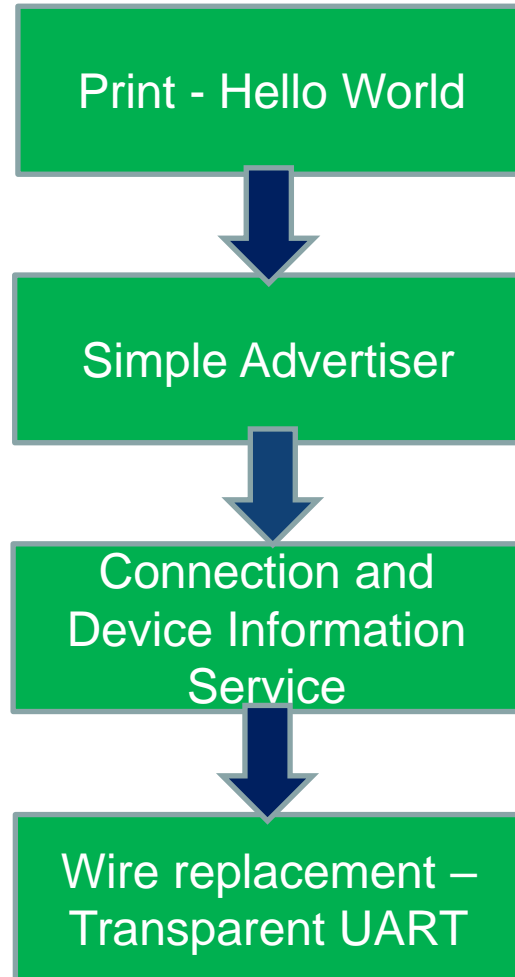
# Goal

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- **Overview of Tools and Development Environment required for WBZ451/PIC32CXBZ2 devices**
- **Create BLE Application From Scratch**
- **4 Tutorials created to help create app example that prints “Hello World” to BLE Transparent UART example**

# Building a new BLE App

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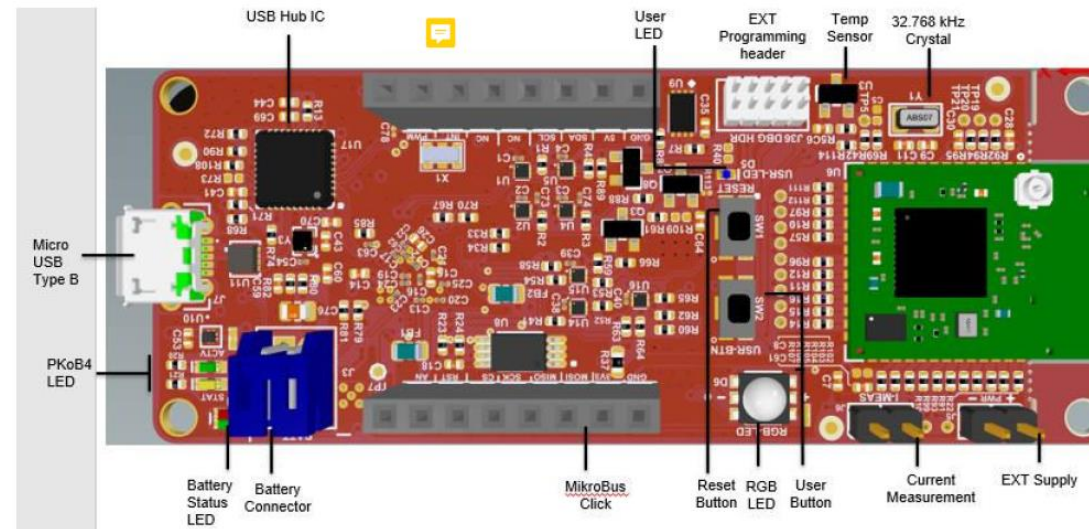


# Building a new BLE App

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- **Development Environment**
- **Components of SDK**
- **Building a new project from scratch**

- **Hardware**
  - WBZ451 Curiosity Board
    - External Customer Demo and Development
    - Build-in PKoB4 Program and Debug interface
    - Powered by USB or battery
    - Peripheral/Interface available for demo purpose



- **Software Prerequisites**

- Integrated Development Environment
  - MPLAB X v5.50, XC32 v3.01
  - Harmony 3 Configurator plug-in
  - Microchip.PIC32CX-BZ\_DFP-1.0.80 (Part Pack)
  - **Complete steps mentioned in PIC32CX-BZWBZ45x SDK Setup.pdf**



# Component of SDK

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- **PIC32CX1012BZ25048/32 SDK consists of**
  - Real-Time Operating System
    - Multitasking
  - BLE Stack
    - Provided as library with documented interface
  - BLE Middleware
    - Provide easy access to BLE stack
  - BLE Build-in Services and Profiles
    - General purpose functions

# Component of SDK

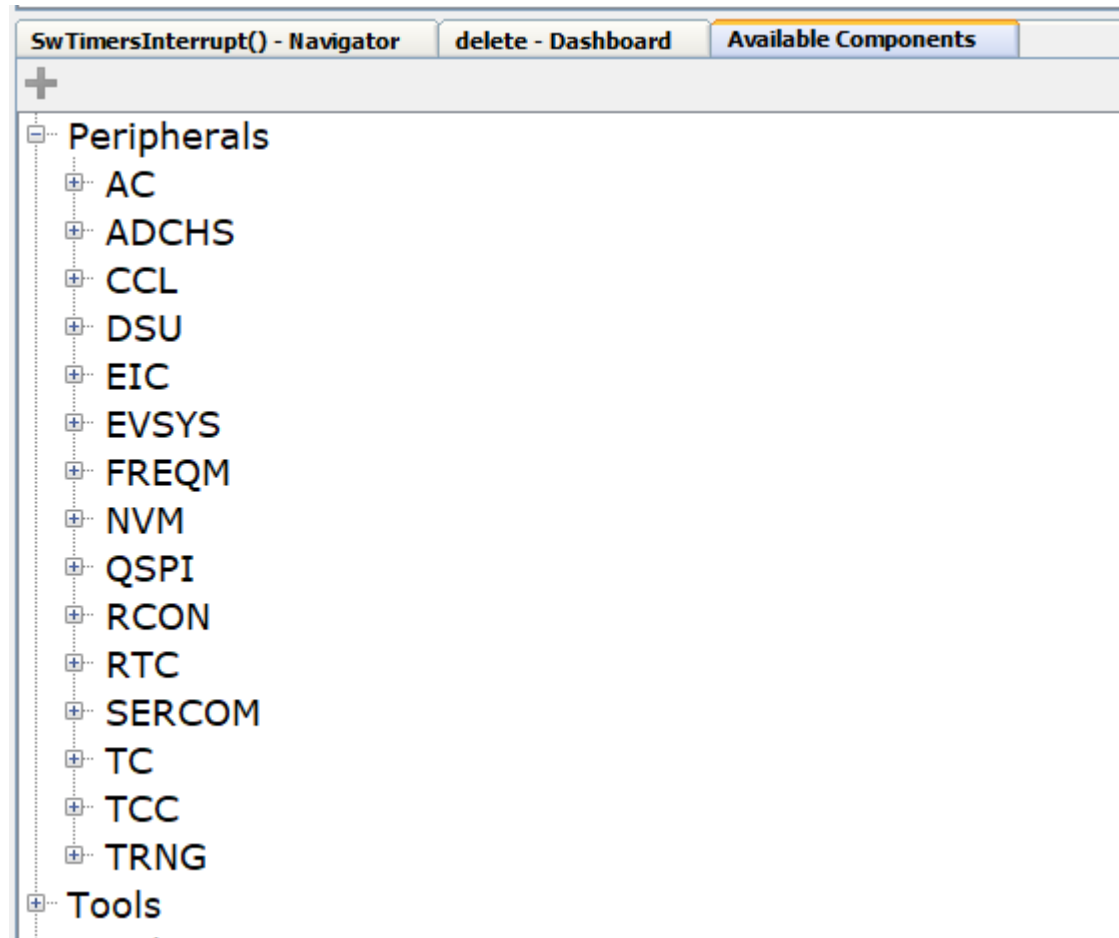
---

- **PIC32CX1012BZ25048/32 SDK consists of (cont...)**
  - RF Subsystem
    - Calibration and IB access
  - Software Framework
    - Interaction between application and BLE stack
  - Peripheral Libraries
    - Drivers for peripherals (Plibs)
  - Application
    - Partially generated by Harmony 3, implemented by user



# Supported Peripheral

- List of Supported Peripheral Drivers



# Shared Hardware Resources

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- **FreeRTOS**
  - SysTick
- **BLE**
  - No Shared Resources with Application

# Interrupt Priorities

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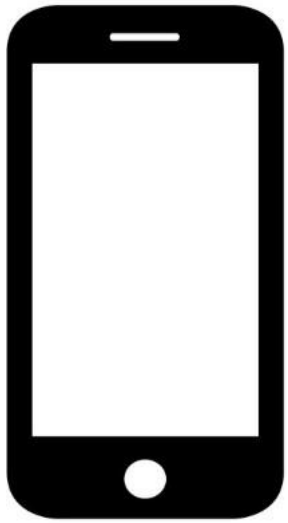
- **BLE and Zigbee Components use interrupt**
  - Used Interrupt Priority
    - FreeRTOS: 7
    - BLE: 4
    - Zigbee: 4
    - Arbiter: 1
  - Suggested Application Interrupt priority
    - USART: 3
    - Other priority: 7 or above

# Harmony 3 Project

---

- **Plug in your Curiosity Board via USB**
- **This project takes you from 'hello world' to transparent UART in 4 steps**
- **Software Prerequisites**
  - Integrated Development Environment
    - MPLAB X v5.50, XC32 v3.01
    - Harmony 3 Configurator plug-in
    - Microchip.PIC32CX-BZ\_DFP-1.0.80 (Part Pack)
    - Complete steps mentioned in PIC32CX-BZWBZ45x SDK Setup.pdf
- **Mobile App and Terminal Emulator:**
  - Android: LightBlue
  - iOS: LightBlue
  - PC serial terminal: Putty, Terra Term

# HW Setup



Android: LightBlue  
iOS: LightBlue



LE Link



UART Interface

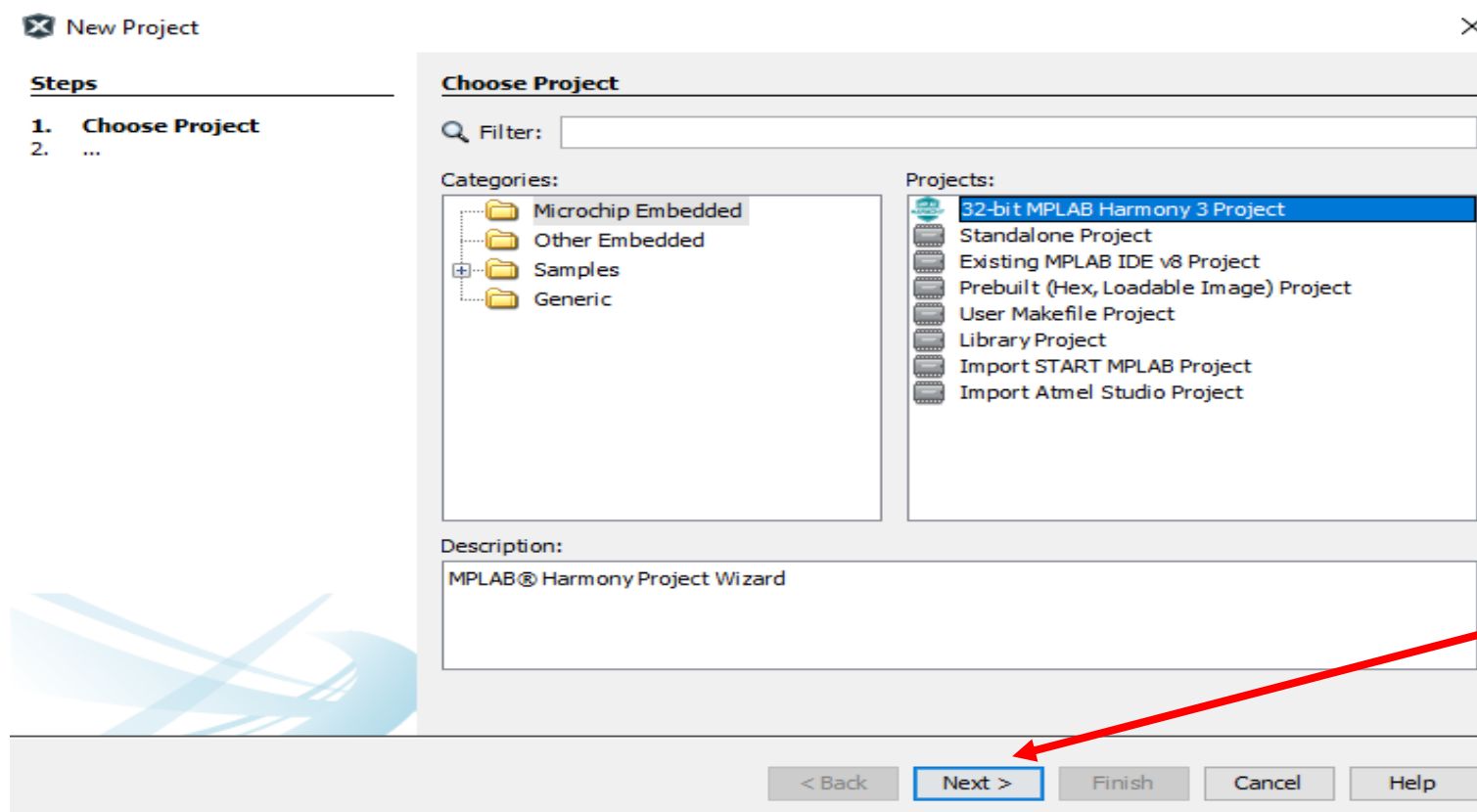
Baud rate: 115200



Use Putty/Terra Term,  
other serial port  
emulator

# New Project

- File -> New Project -> 32-bit MPLAB Harmony 3 Project

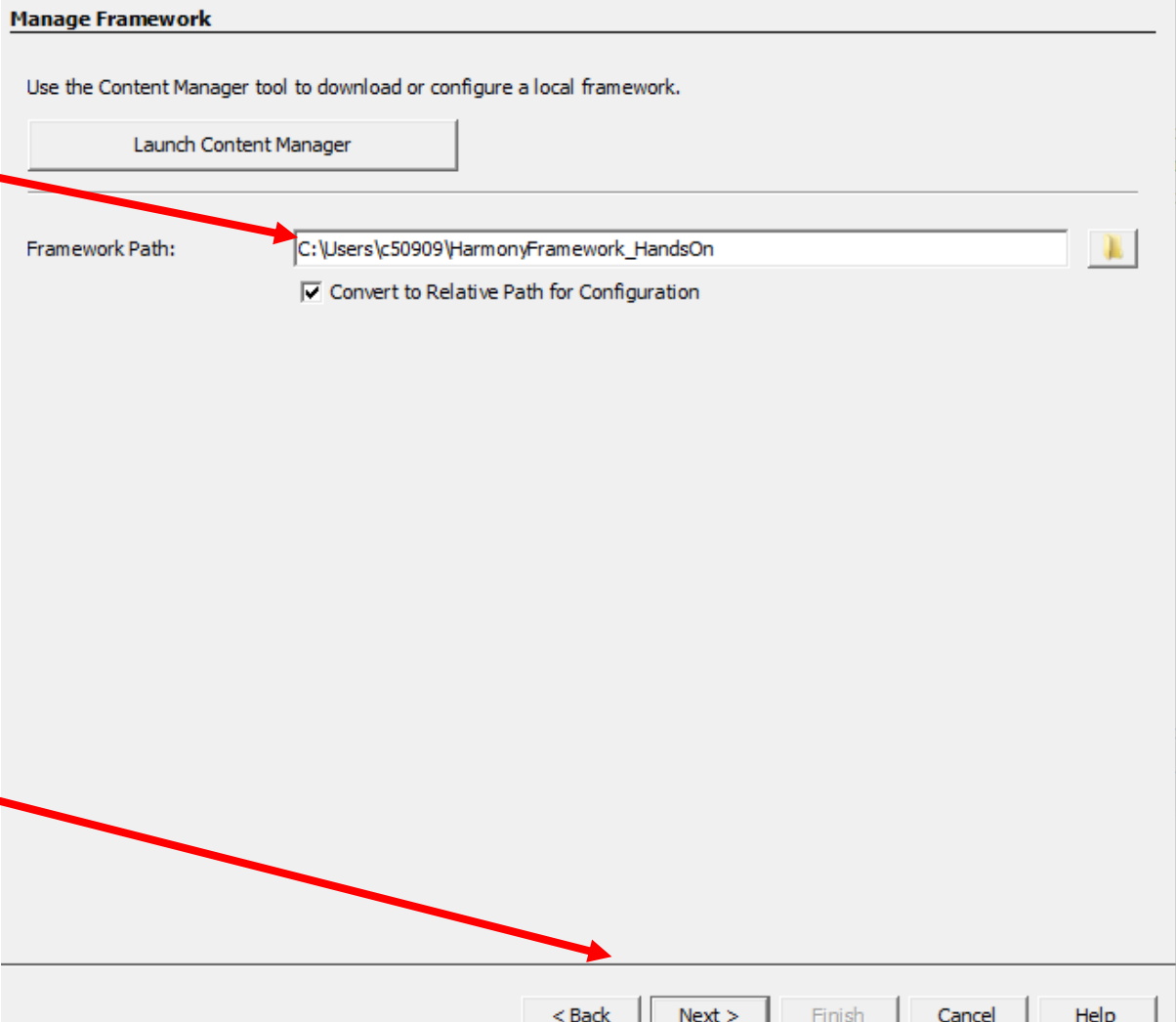


Then 'Next>'

# New Project

- Framework Path  
(from previous setup)

Then 'Next >'



**Manage Framework**

Use the Content Manager tool to download or configure a local framework.

Launch Content Manager

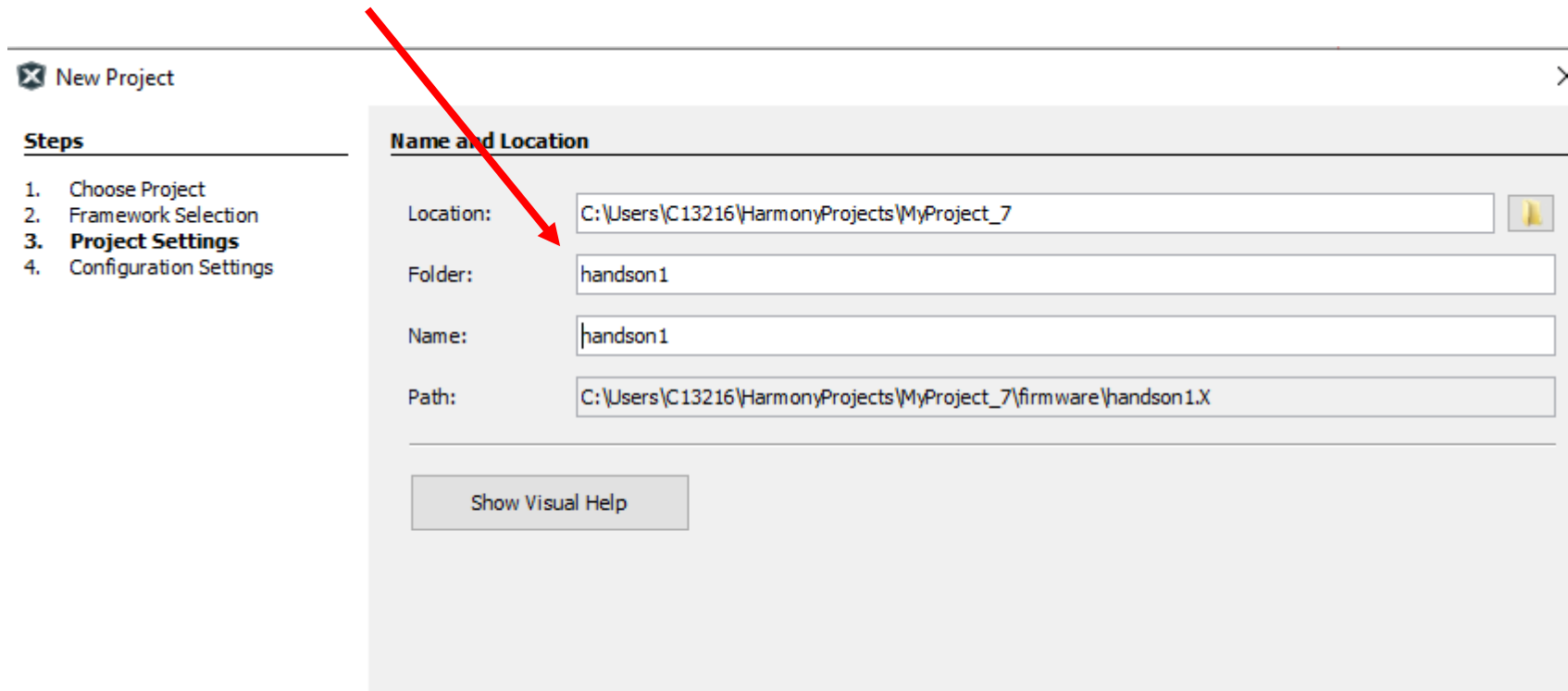
Framework Path: C:\Users\c50909\HarmonyFramework\_HandsOn

☒ Convert to Relative Path for Configuration

< Back Next > Finish Cancel Help

# New Project

- Select Project Folder Name, then 'Next'



**New Project**

**Steps**

1. Choose Project
2. Framework Selection
3. **Project Settings**
4. Configuration Settings

**Name and Location**

Location: C:\Users\C13216\HarmonyProjects\MyProject\_7

Folder: handson1

Name: handson1

Path: C:\Users\C13216\HarmonyProjects\MyProject\_7\firmware\handson1.X

Show Visual Help



# New Project

- **Select Device**

**Configuration Settings**

Name:

Device Family:  Target Device:

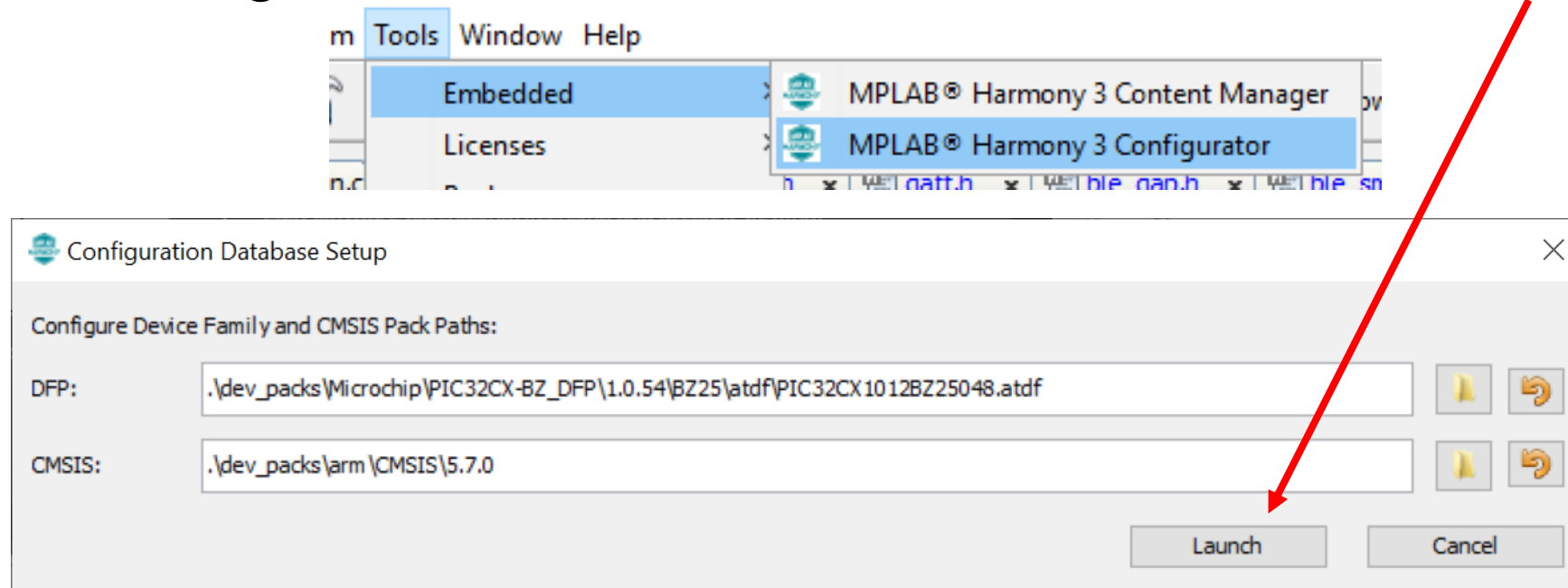
Device Filter:

Then 'Finish'

# Harmony 3 Configurator

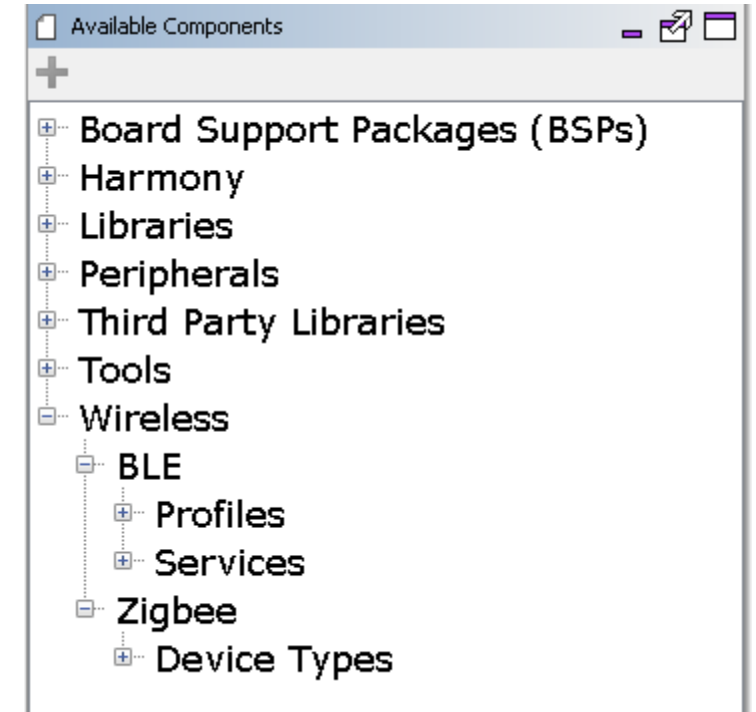
- **GUI interface to help user**
  - Configure the components
  - Automatic apply dependency on modules
  - Automatic generate partial application code

Hit 'Launch'

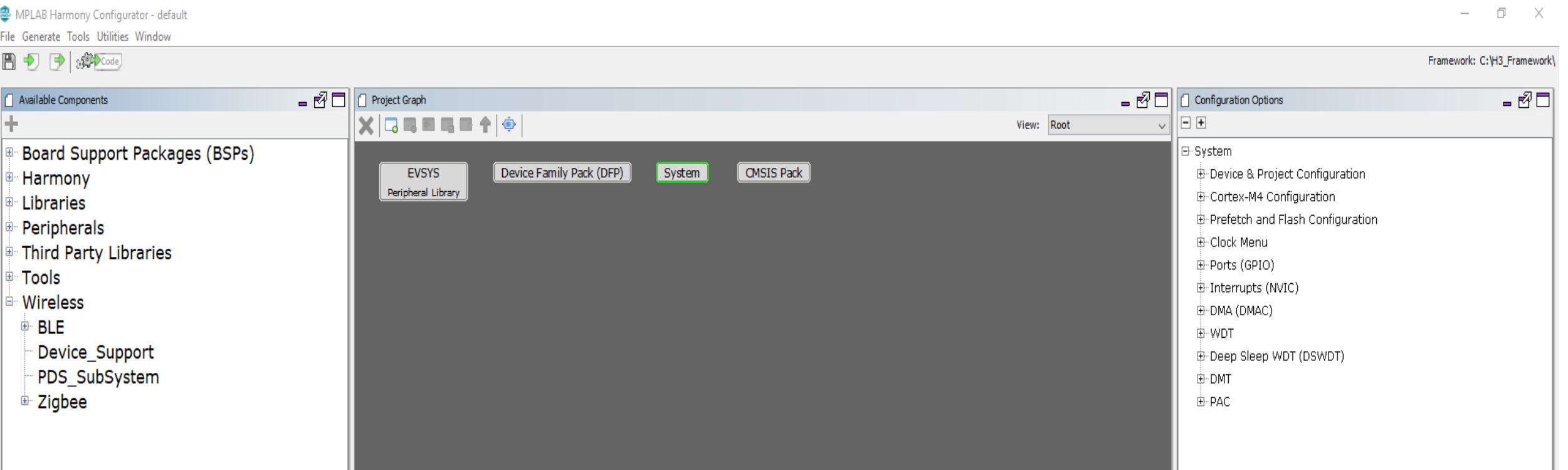


# Harmony 3 Configurator

- **Available Components**
  - FreeRTOS
  - BLE\_Stack
  - Profiles
  - Services
  - Peripherals
- **Drag or double-click component to add**



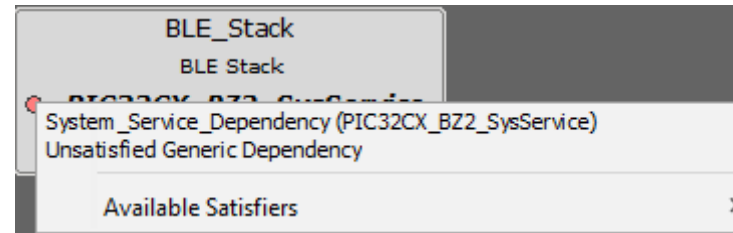
# Harmony 3 Configurator



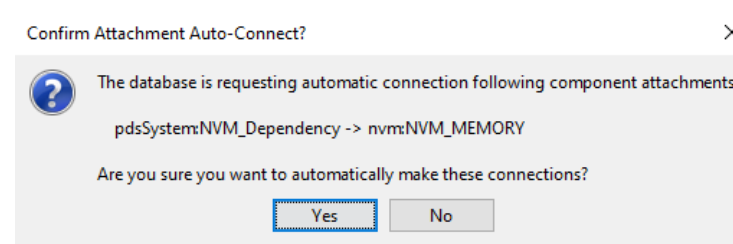
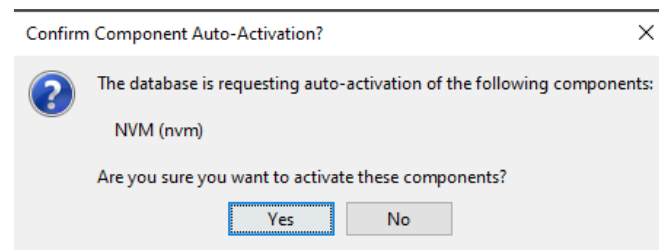
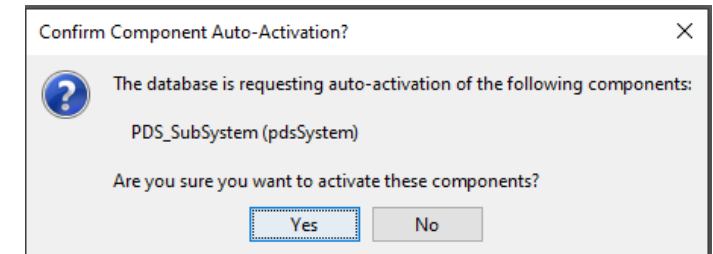
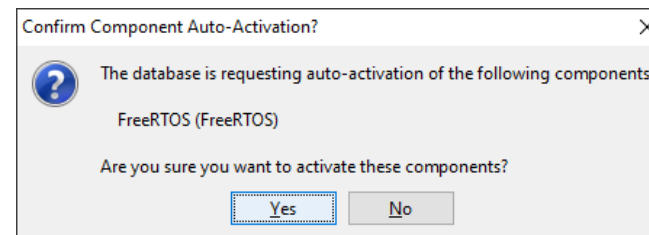
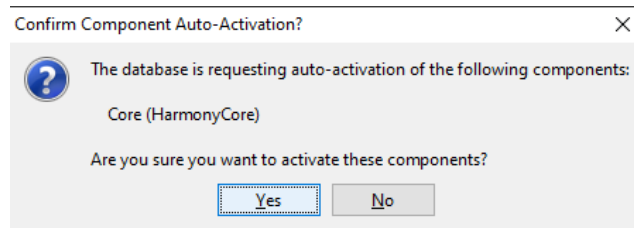
# Harmony 3 Configurator

- Try Drag BLE\_Stack from “Available Component” to “Project Graph”

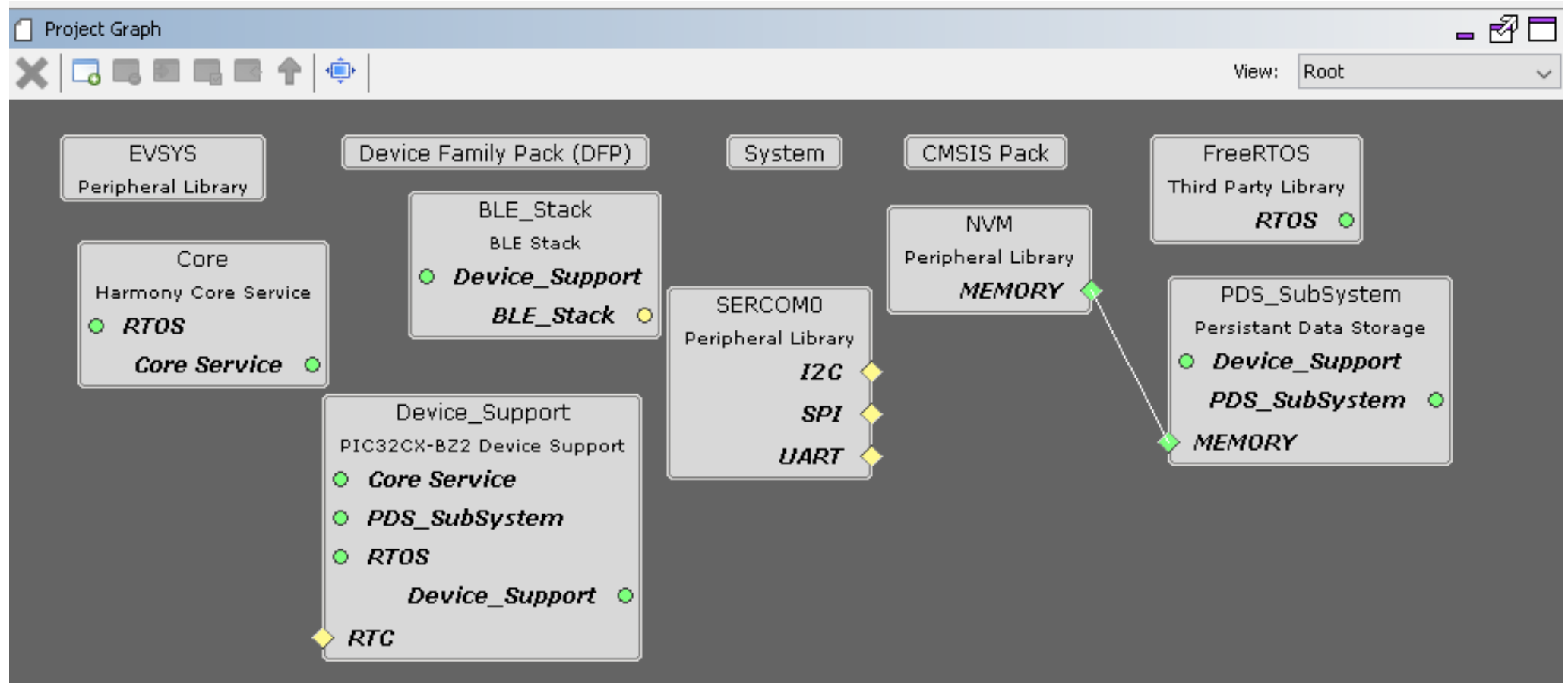
- Right click red dot PIC32CX\_BZ2\_SysService to add dependency



- Add components with dependency



# Project graph after adding components



- **FreeRTOS Configurations**
  - Dynamic Memory Allocation

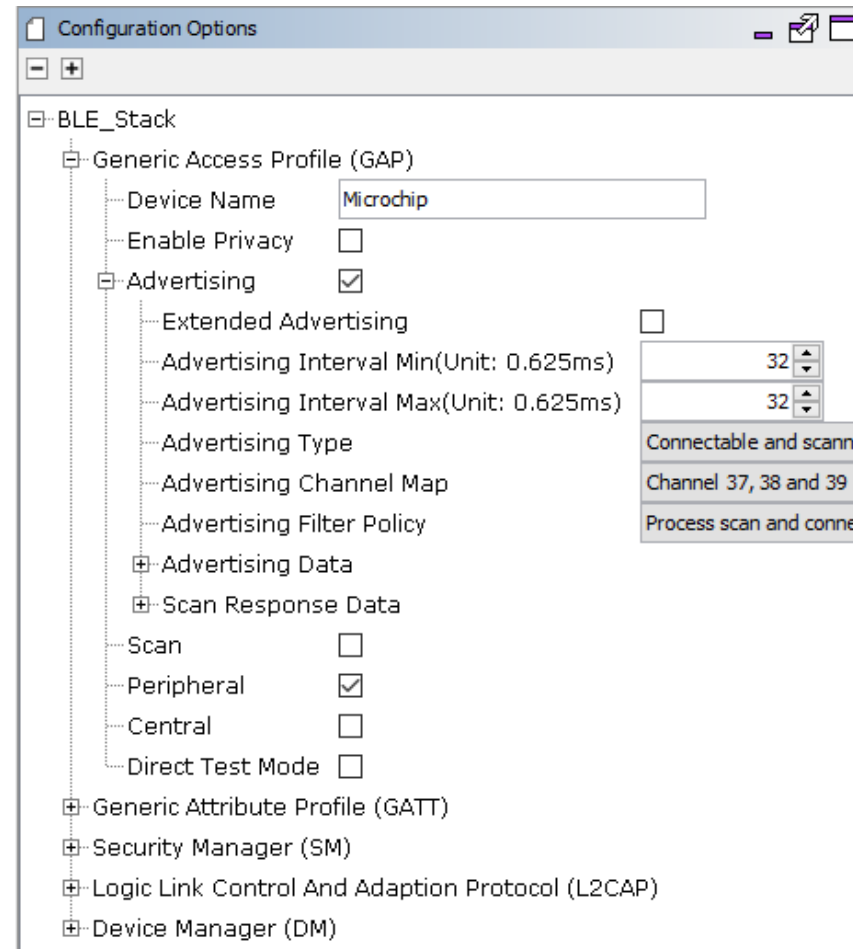
FreeRTOS

RTOS Configuration

Scheduler Type	Preemptive
Task Selection	Port_Optimized
Tick Mode	Tick_Interrupt
CPU Clock Speed (Hz)	64,000,000
Tick Rate (Hz)	1,000
Maximum number of priorities	5
Minimal Stack Size	128
Enable Dynamic Memory Allocation	<input checked="" type="checkbox"/>
Enable Static memory allocation	<input type="checkbox"/>
Memory Management Type	Heap_4
Total heap size	40,960
Maximum task name length	16
Use 16-bit ticks	<input type="checkbox"/>

# Harmony 3 Configurator

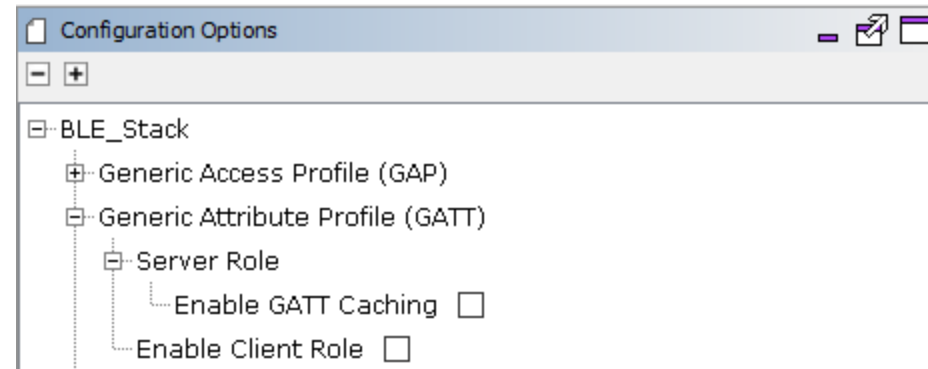
- Drag BLE\_Stack from “Available Component” to “Project Graph”
  - Gap Configuration





# Harmony 3 Configurator

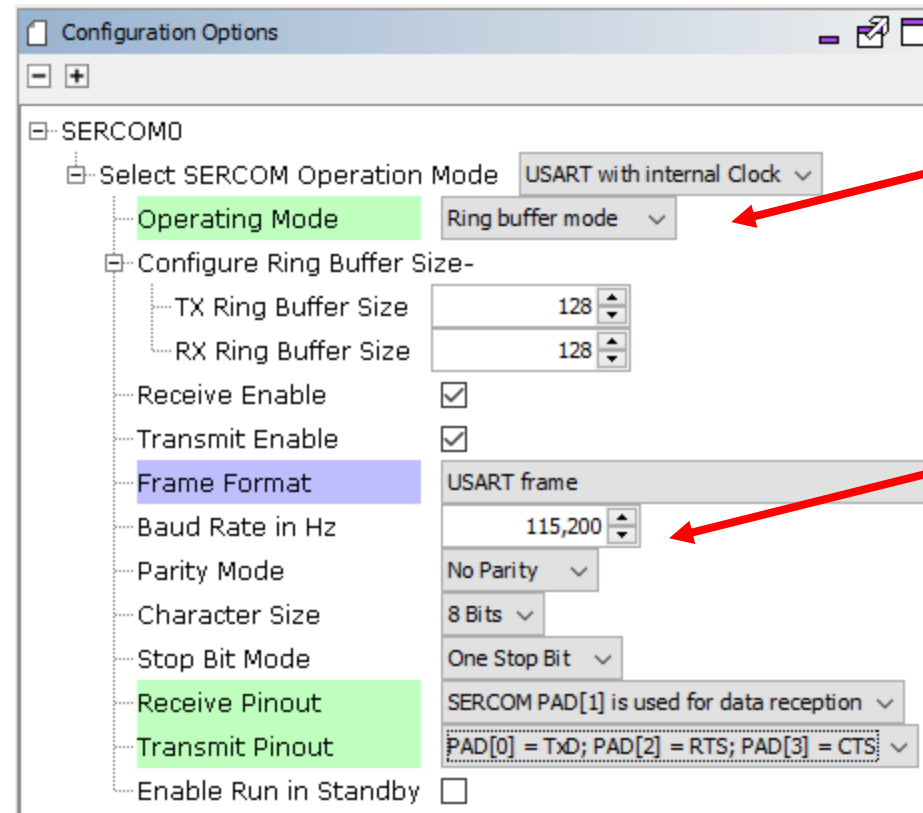
- Drag BLE\_Stack from “Available Component” to “Project Graph”
  - GATT Configuration



# Harmony 3 Configurator

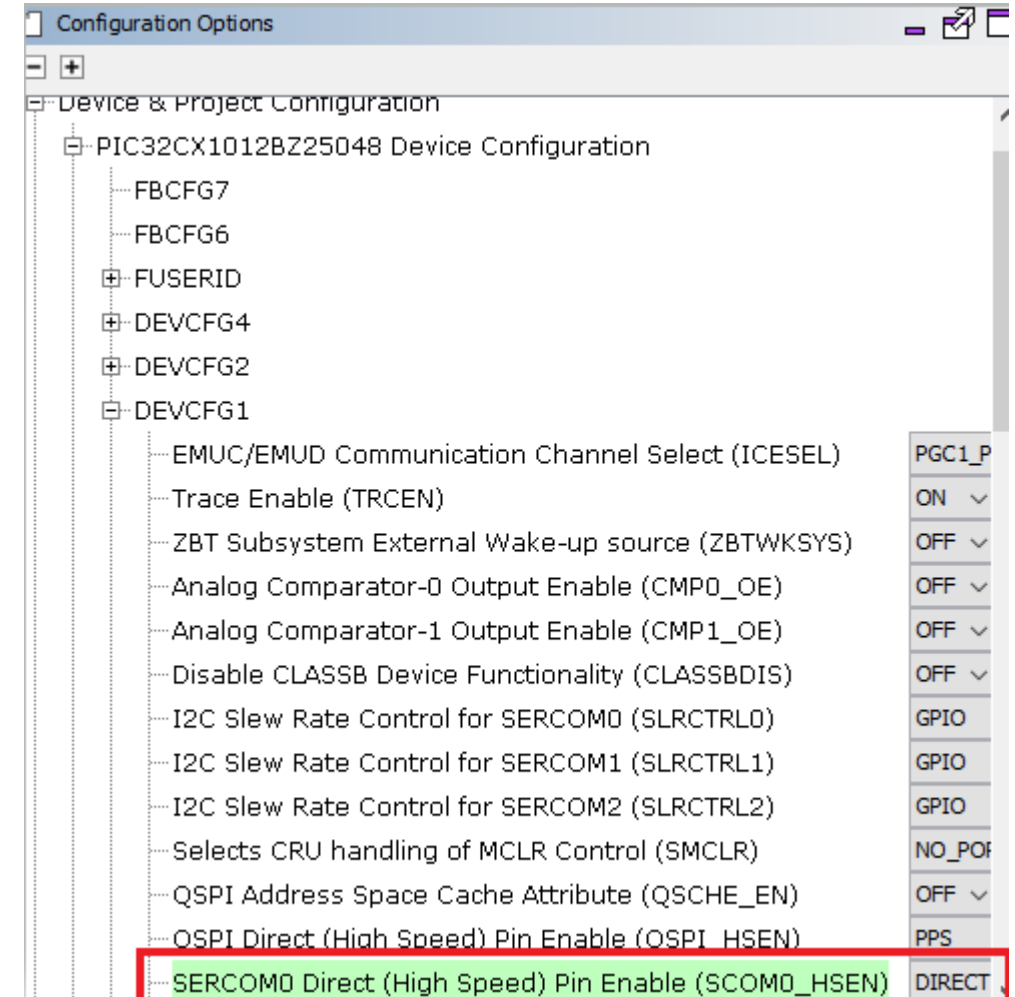
- **Peripheral Configuration**

- Drag SERCOM0 from Peripherals/SERCOM
- UART Configuration



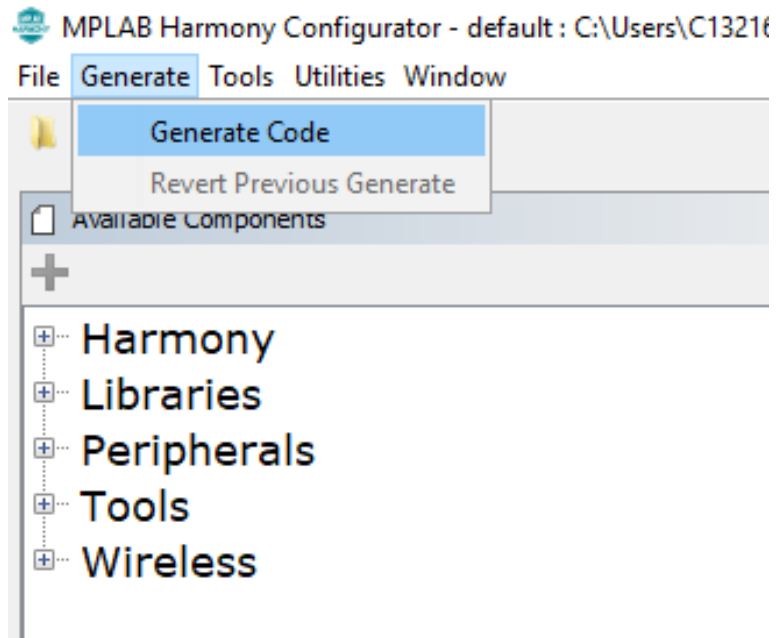
# Harmony 3 Configurator

- **System Configurations**
  - Select SERCOM0(DIRECT) mode



# Harmony 3 Configurator

- **Generate Code**



# Harmony 3 Configurator

Generate Project

1. Configure Generation Settings

☒ Generate Settings

Merge Strategy: USER\_ALL

(Mouse over a property for detailed help)

2. View Warnings

Type	Description
------	-------------

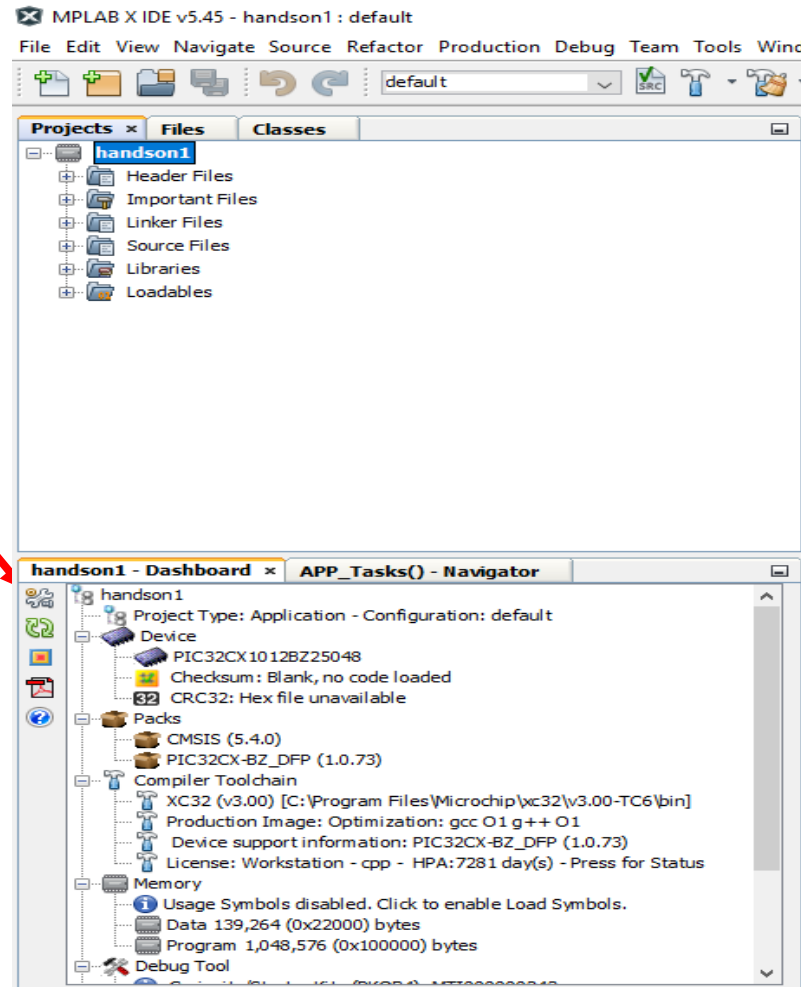
3. Click Generate

Default linker script is added to the project. Disable it for the project that require custom linker script.

Generate Cancel

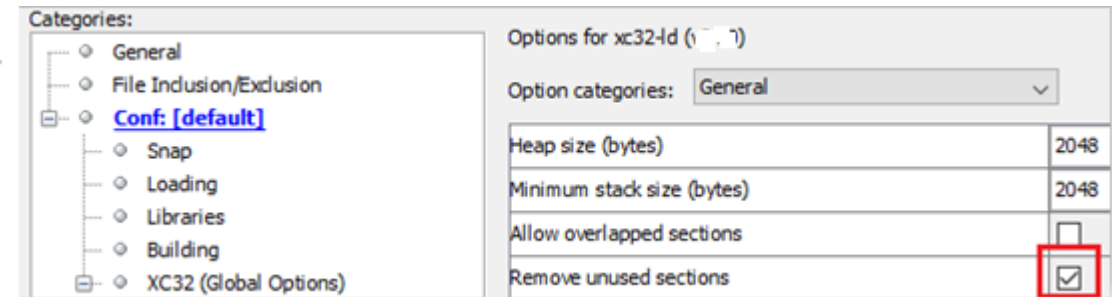
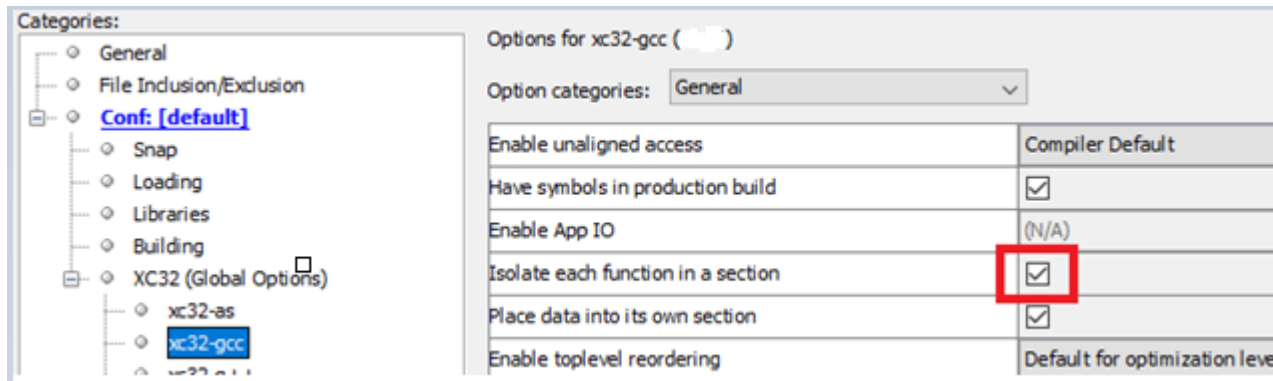
# First Program

- Minimize the MPLAB Harmony Configurator Window
- Switch to MPLABX Window
- Click Project Properties



# Compiler settings

- Software
  - Compiler
    - XC32 v3.01
      - Disable Optimization to Debug
      - Enable Optimization for minimum footprint



# First Program

- **Hello World**



Baud rate: 115200

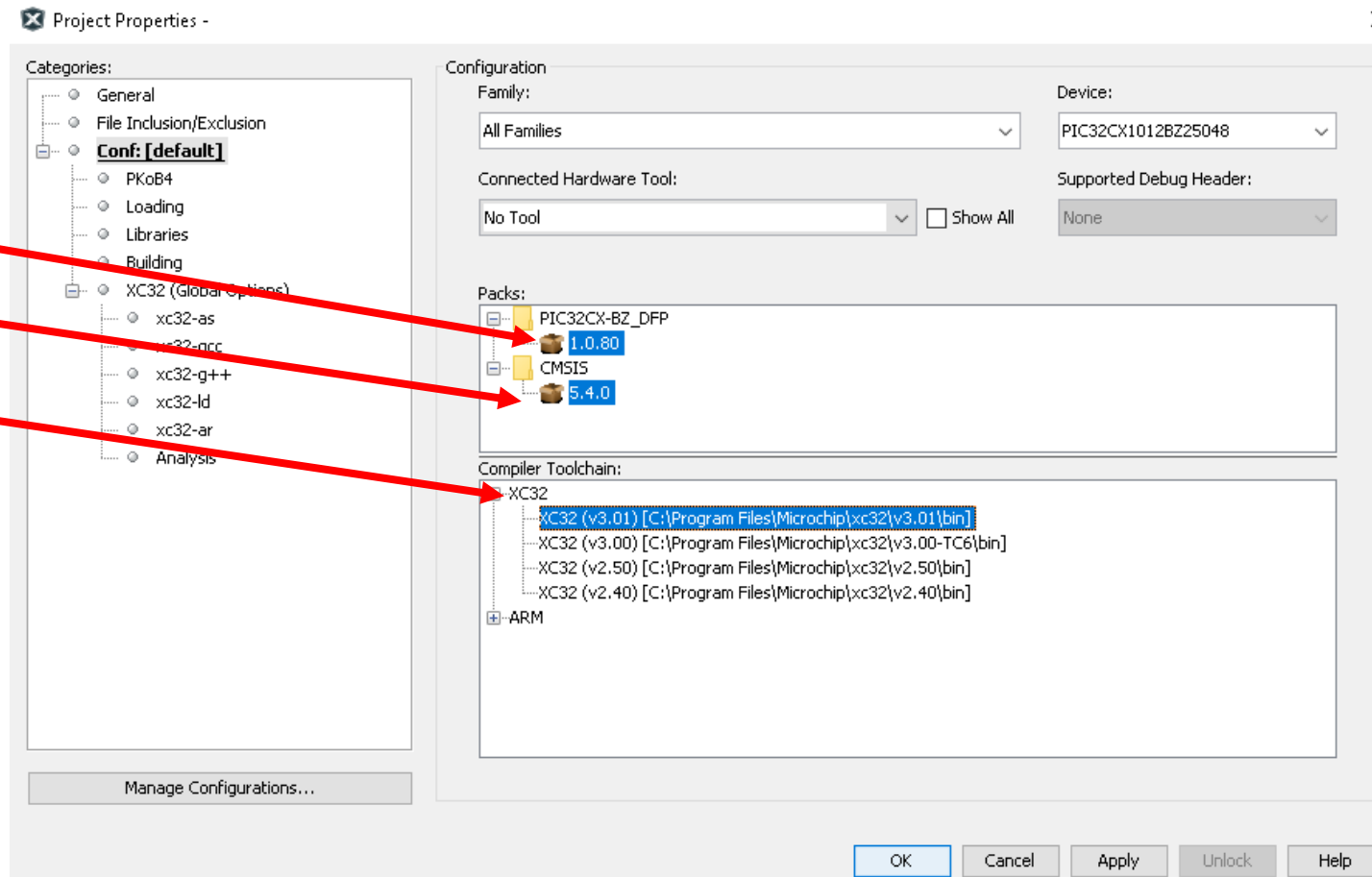


Use Putty/Terra Term,  
other serial port  
emulator



# First Program

- Verify that the XC32 compiler v3.01 and DFP 1.0.80 and PKOB4 is selected in MPLAB X IDE



# First Program

---

- **Modify the source code**

- Open app.c
- Add: Include header file 'definitions.h' -> just a bunch of more includes...

```
#include "definitions.h"
```

- Search for (CTRL-F) "case APP\_STATE\_INIT:" (about line 129)
- Then add following code to output "Hello, World"

```
// Output "Hello World" to UART  
SERCOM0_USART_Write((uint8_t *)"Hello World\r\n", 14);
```

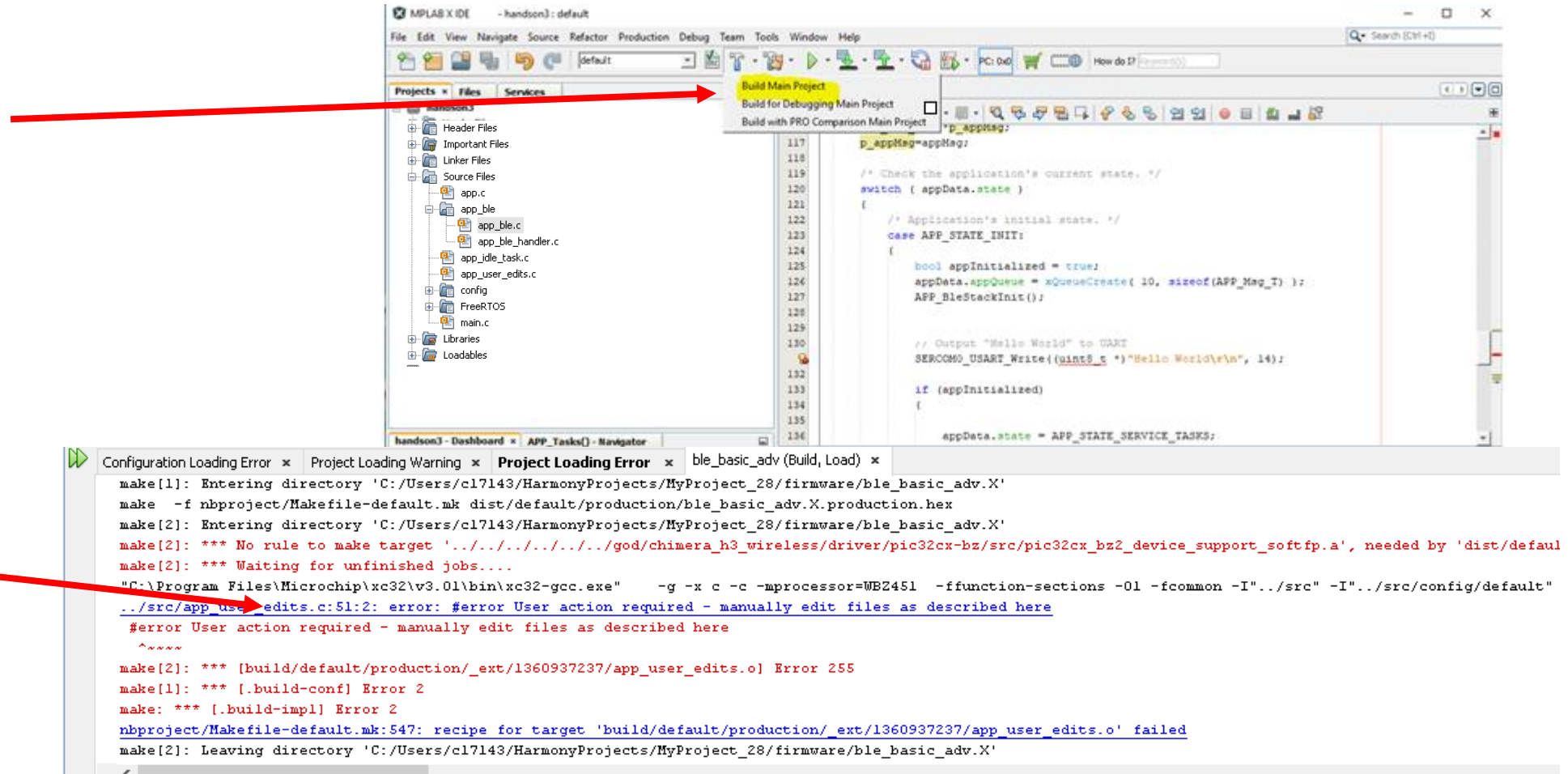
# First Program

- app.c now looks like this:

```
119      /* Check the application's current state. */
120      switch ( appData.state )
121      {
122          /* Application's initial state. */
123          case APP_STATE_INIT:
124          {
125              bool appInitialized = true;
126              //appData.appQueue = xQueueCreate( 10, sizeof(APP_Msg_T) );
127              APP_BleStackInit();
128
129              // Output "Hello World" to UART
130              SERCOM0_USART_Write((uint8_t *) "Hello World\r\n", 14);
131
132              if (appInitialized)
133              {
134
135                  appData.state = APP_STATE_SERVICE_TASKS;
136              }
137              break;
138          }
```

# First Program

- compile the code



The screenshot shows the MPLAB X IDE interface. The top window displays the project structure on the left, including source files like `app.c`, `app_ble.c`, `app_ble_handler.c`, `app_idle_task.c`, `app_user_edits.c`, `config`, `FreeRTOS`, `main.c`, `Libraries`, and `Loadables`. The right pane shows the C source code for `app_user_edits.c`, which includes a switch statement for `appData.state` and a call to `APP_BleStackInit()`. The bottom window shows the console output of the build process, which includes a configuration loading error and a project loading warning. The main error message is:

```
make[1]: Entering directory 'C:/Users/cl7143/HarmonyProjects/MyProject_28/firmware/ble_basic_adv.X'
make -f nbproject/Makefile-default.mk dist/default/production/ble_basic_adv.X.production.hex
make[2]: Entering directory 'C:/Users/cl7143/HarmonyProjects/MyProject_28/firmware/ble_basic_adv.X'
make[2]: *** No rule to make target '../god/chimera_h3_wireless/driver/pic32cx-bz/src/pic32cx_bz2_device_support_softfp.a', needed by 'dist/default/production/ble_basic_adv.X.production.hex'.  Stop.
make[2]: *** Waiting for unfinished jobs....
"C:\Program Files\Microchip\xc32\v3.01\bin\gcc.exe" -g -x c -c -mprocessor=WB2451 -ffunction-sections -O1 -fcommon -I../src -I../src/config/default
../src/app_user_edits.c:51:2: error: #error User action required - manually edit files as described here
#error User action required - manually edit files as described here
~~~~~
make[2]: *** [build/default/production/_ext/1360937237/app_user_edits.o] Error 255
make[1]: *** [.build-conf] Error 2
make: *** [.build-impl] Error 2
nbproject/Makefile-default.mk:547: recipe for target 'build/default/production/_ext/1360937237/app_user_edits.o' failed
make[2]: Leaving directory 'C:/Users/cl7143/HarmonyProjects/MyProject_28/firmware/ble_basic_adv.X'
```

Compile error

# First Program

- Fixing the compile error

Comment out the  
#error

```
app_idle_task.c x freertos_hooks.c x
Source History
37 *****
38 // DOM-IGNORE-END
39 #include "FreeRTOS.h"
40 #include "task.h"
41 #include "app_idle_task.h"
```

Include –  
“app\_idle\_task.h”

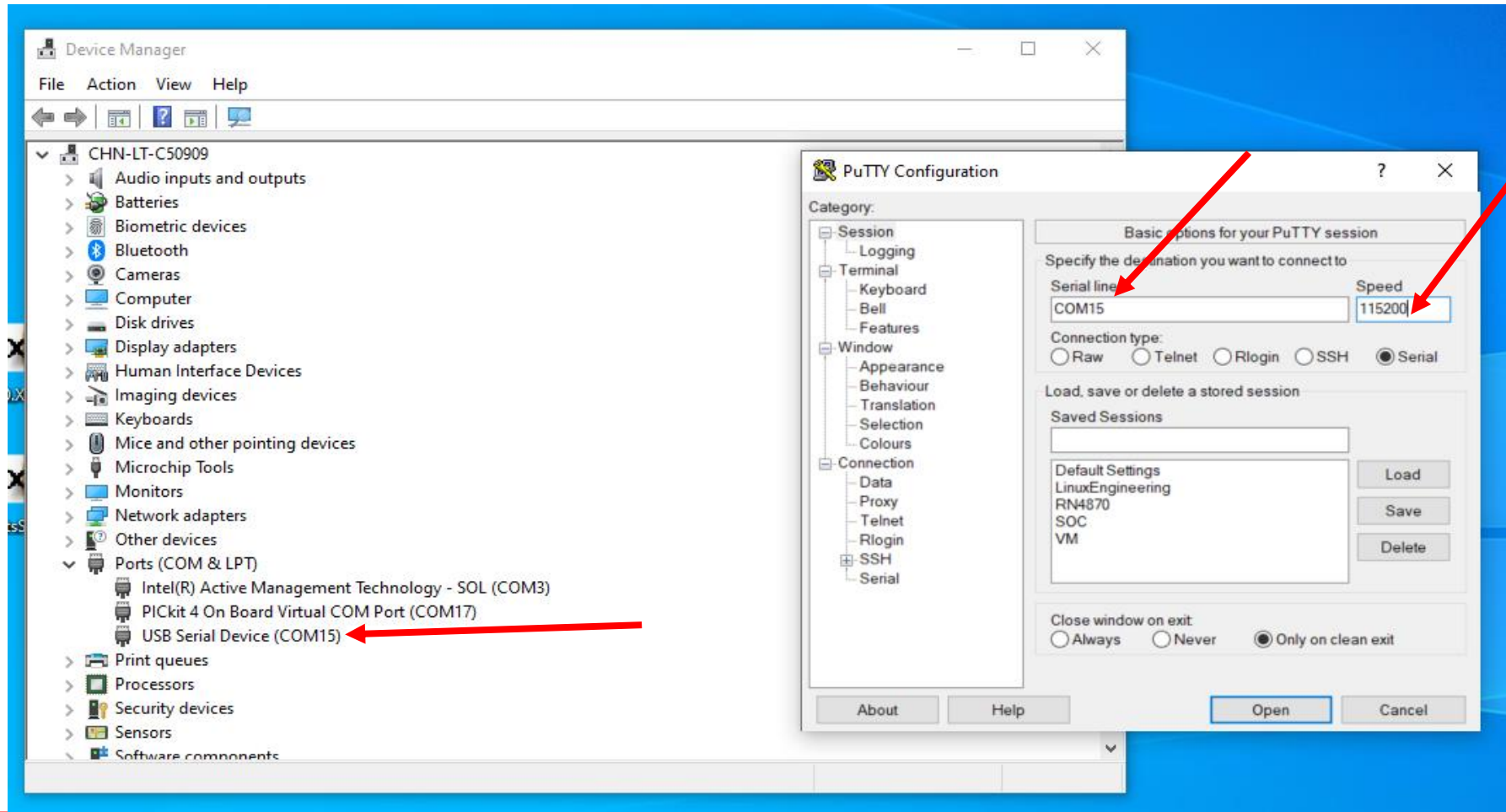
Add –  
app\_idle\_task()

```
app_idle_task.c x
Source History
44
45 void app_idle_task( void )
46 {
47     /* app_idle_hook() will only be called if configUSE_IDLE_HOOK is set
48     to 1 in FreeRTOSConfig.h. It will be called on each iteration of the idle
49     task. It is essential that code added to this hook function never attempts
50     to block in any way (for example, call xQueueReceive() with a block time
51     specified, or call vTaskDelay()). If the application makes use of the
52     vTaskDelete() API function then it is also
53     important that app_idle_hook() is permitted to return to its calling
54     function, because it is the responsibility of the idle task to clean up
55     memory allocated by the kernel to any task that has since been deleted. */
56
57     // #error User action required - edit file as described here then remove this line
58 }

app_idle_task.c x freertos_hooks.c x
Source History
115 /*-----*/
116
117 void vApplicationIdleHook( void )
118 {
119     /* vApplicationIdleHook() will only be called if configUSE_IDLE_HOOK is set
120     to 1 in FreeRTOSConfig.h. It will be called on each iteration of the idle
121     task. It is essential that code added to this hook function never attempts
122     to block in any way (for example, call xQueueReceive() with a block time
123     specified, or call vTaskDelay()). If the application makes use of the
124     vTaskDelete() API function then it is also
125     important that vApplicationIdleHook() is permitted to return to its calling
126     function, because it is the responsibility of the idle task to clean up
127     memory allocated by the kernel to any task that has since been deleted. */
128     app_idle_task();
129 }
```

# First Program

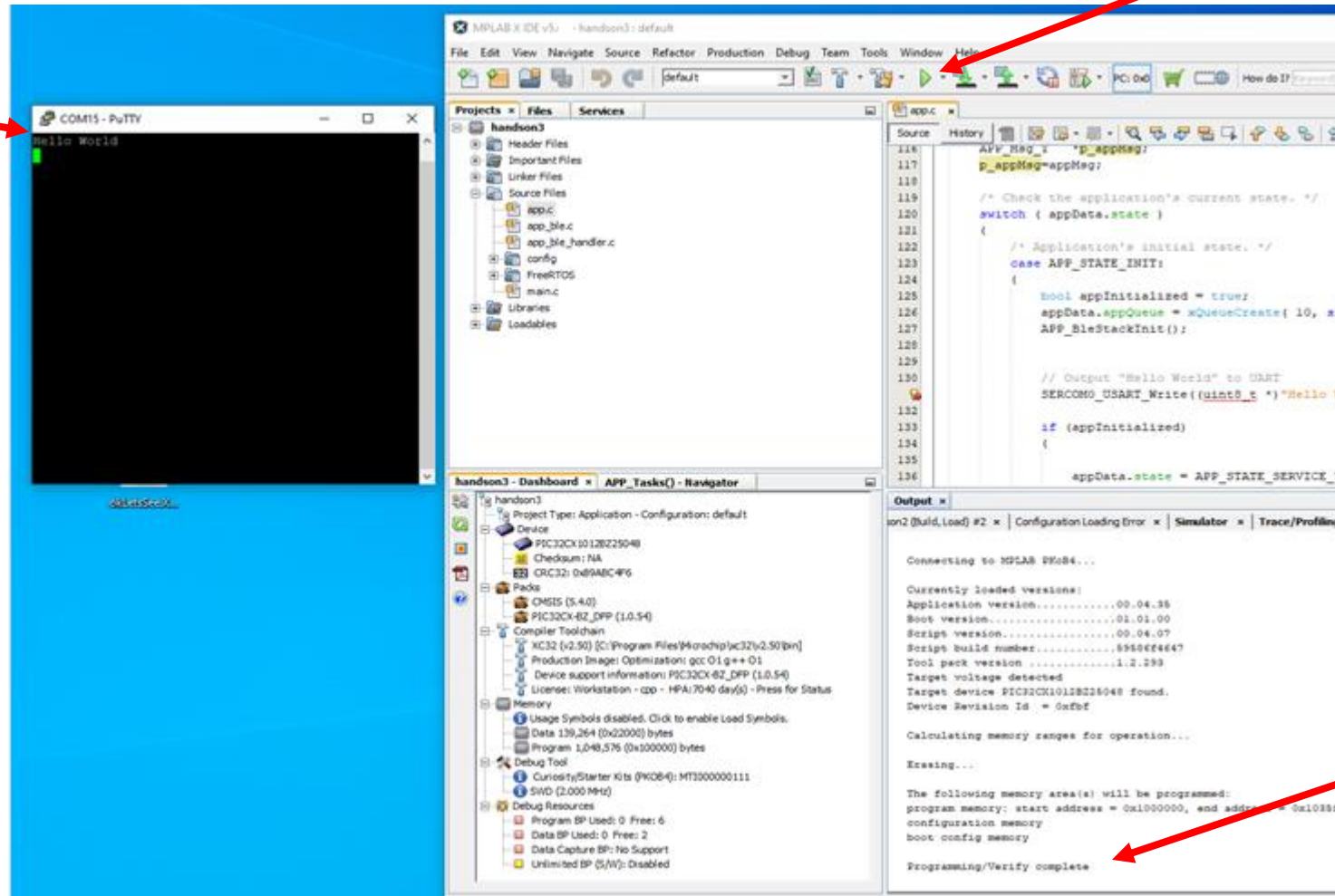
- Open Terminal Emulator → Putty example. YOU NEED TO KNOW COM PORT, and set serial speed to 115200



# First Program

- Run the Project and Observe Terminal emulator output

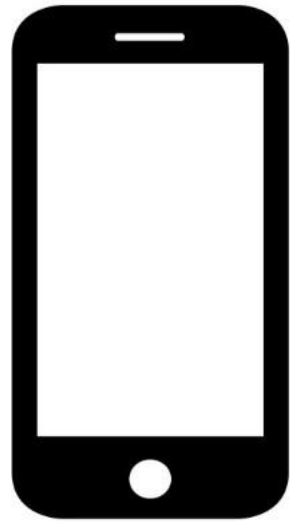
If you push the 'Reset' button on the Curiosity board it will print again





# Second Program

- Simple Advertiser



Android: LightBlue  
iOS: LightBlue



LE Link

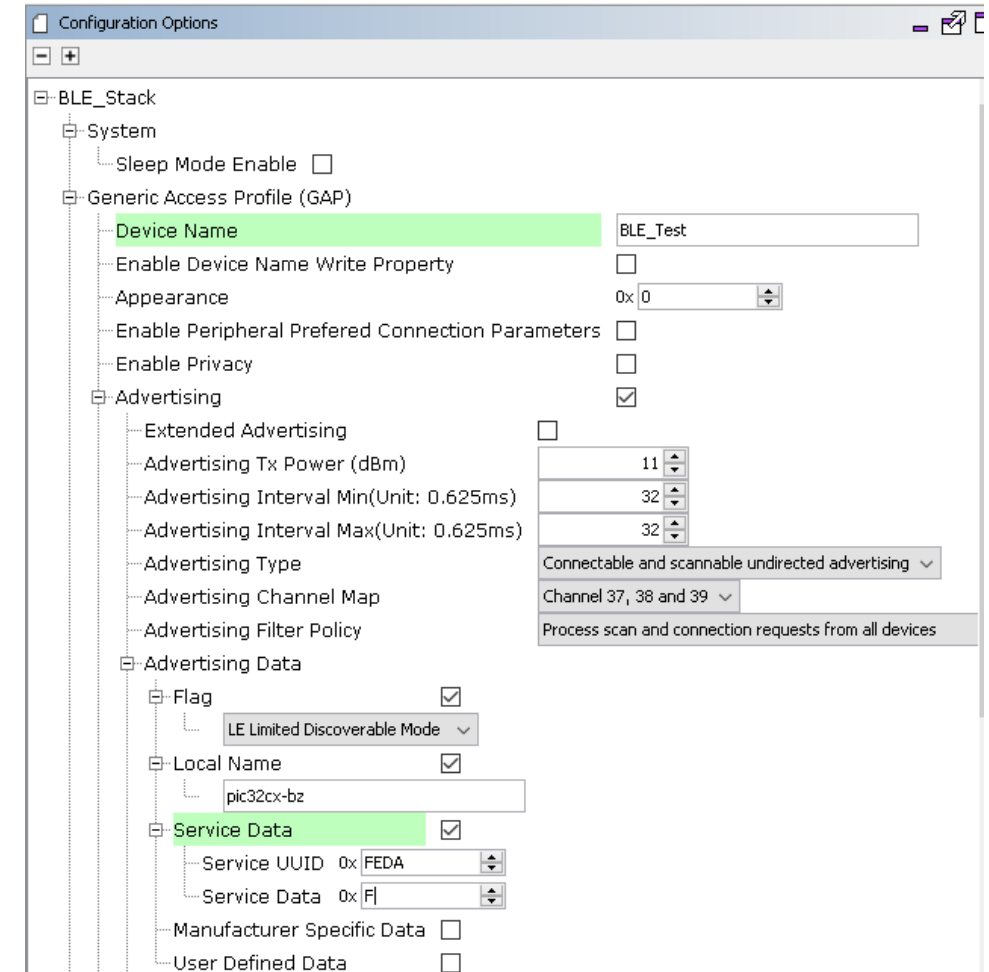
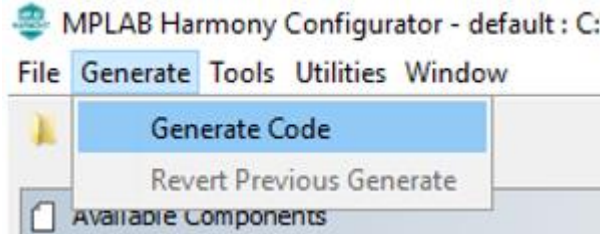




# Second Program

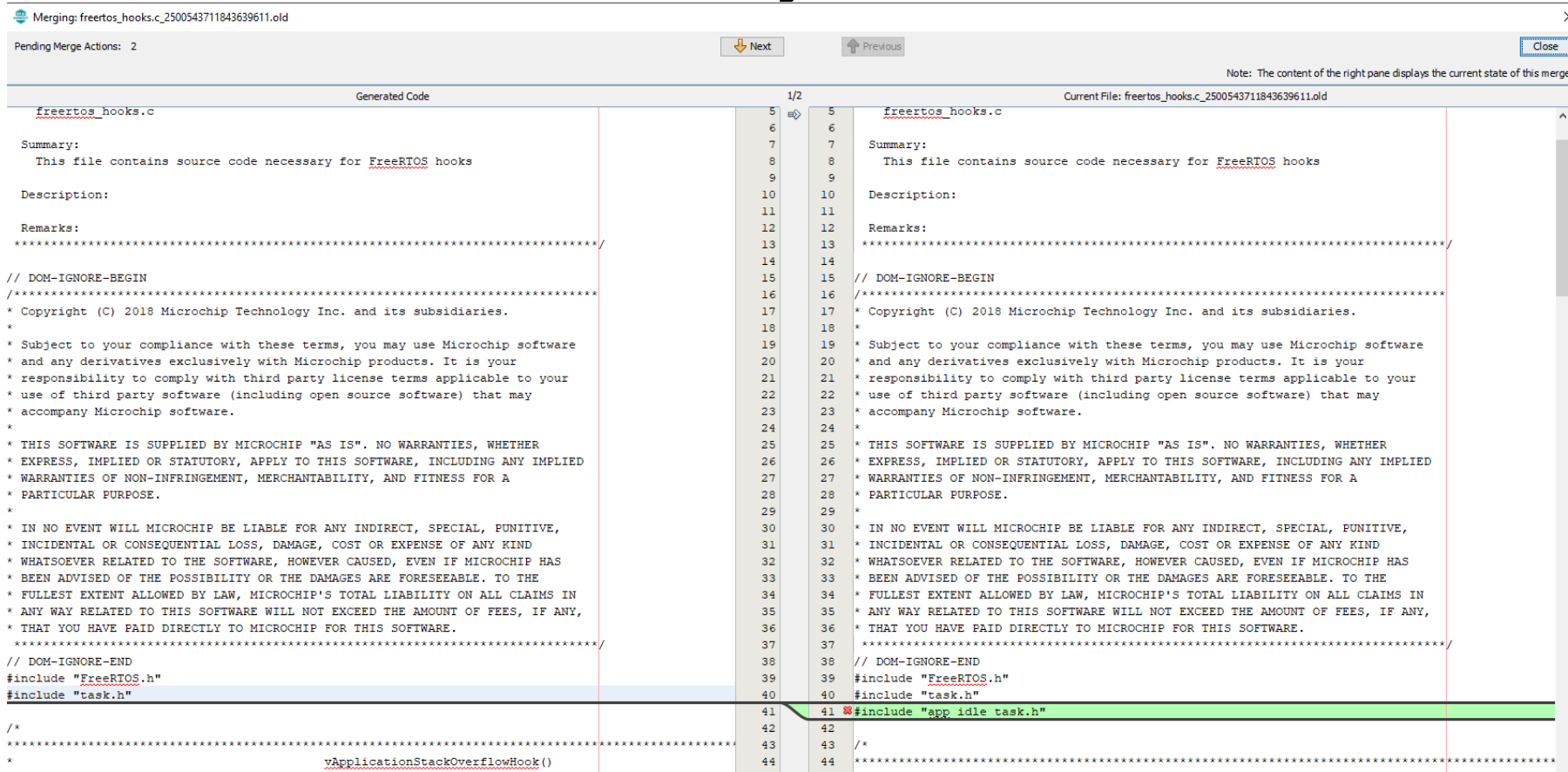
- After `SERCOM0_USART_Write((uint8_t *)"Hello World\r\n", 14);` open Harmony 3 configurator and configure advertisement data

- Generate Code



# Second Program

- MHC Merging window shows modified code
- Close the window to retain your edits



```

Merging: freertos_hooks.c_2500543711843639611.0ld
Pending Merge Actions: 2
Next Previous Close
Note: The content of the right pane displays the current state of this merge.

Generated Code 1/2 Current File: freertos_hooks.c_2500543711843639611.0ld

freertos_hooks.c
Summary:
This file contains source code necessary for FreeRTOS hooks

Description:

Remarks:
*****/

// DOM-IGNORE-BEGIN
/*****
* Copyright (C) 2018 Microchip Technology Inc. and its subsidiaries.
*
* Subject to your compliance with these terms, you may use Microchip software
* and any derivatives exclusively with Microchip products. It is your
* responsibility to comply with third party license terms applicable to your
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* accompany Microchip software.
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* ANY WAY RELATED TO THIS SOFTWARE WILL NOT EXCEED THE AMOUNT OF FEES, IF ANY,
* THAT YOU HAVE PAID DIRECTLY TO MICROCHIP FOR THIS SOFTWARE.
*****/

// DOM-IGNORE-END
#include "FreeRTOS.h"
#include "task.h"

/*
*****
vApplicationStackOverflowHook()
*****

```

# Second Program

- Harmony 3 will autogenerate and set the advertisement data :

```

app_ble.c
Source History
163 BLE_SMP_Config_T smpParam;
164 int8_t connTxPower;
165
166
167 int8_t advTxPower;
168 BLE_GAP_AdvParams_T advParam;
169 uint8_t advData[]={0x02, 0x01, 0x04, 0x0B, 0x09, 0x70, 0x69, 0x63, 0x33, 0x32, 0x63, 0x78, 0x2D, 0x62, 0x7A, 0x04, 0x16, 0xD4, 0xFE, 0x00};
170 BLE_GAP_AdvDataParams_T appAdvData;
171 uint8_t scanRespData[]={0x0B, 0x09, 0x70, 0x69, 0x63, 0x33, 0x32, 0x63, 0x78, 0x2D, 0x62, 0x7A};
172 BLE_GAP_AdvDataParams_T appScanRespData;
173
174
175 BLE_DM_Config_T dmConfig;
176 BLE_GAP_ServiceOption_T gapServiceOptions;
177
178 // Configure device name
179 BLE_GAP_SetDeviceName(sizeof(devName), devName);
180
181
182 // GAP Service option
183 gapServiceOptions.charDeviceName.enableWriteProperty = false;
184 gapServiceOptions.charAppearance.appearance = 0x0;
185 gapServiceOptions.charPeriPreferConnParam.enable = false;
186
187 BLE_GAP_ConfigureBuildInService(&gapServiceOptions);
188
189
190 // Configure advertising parameters
191 BLE_GAP_SetAdvTxPowerLevel(11, &advTxPower);
192
193 memset(&advParam, 0, sizeof(BLE_GAP_AdvParams_T));
194 advParam.intervalMin = 32;
195 advParam.intervalMax = 32;
196 advParam.type = BLE_GAP_ADV_TYPE_ADV_IND;
197 advParam.advChannelMap = BLE_GAP_ADV_CHANNEL_ALL;
198 advParam.filterPolicy = BLE_GAP_ADV_FILTER_DEFAULT;
199 BLE_GAP_SetAdvParams(&advParam);
200
201 // Configure advertising data
202 appAdvData.advLen=sizeof(advData);
203 memcpy(appAdvData.advData, advData, appAdvData.advLen);
204 BLE_GAP_SetAdvData(&appAdvData);

```

```

/**@brief Advertising data. */
typedef struct BLE_GAP_AdvDataParams_T
{
    uint8_t      advLen;                /**< Length of advertising data*/
    uint8_t      advData[BLE_GAP_ADV_MAX_LENGTH];  /**< Advertising data */
} BLE_GAP_AdvDataParams_T;

AND: #define BLE_GAP_ADV_MAX_LENGTH      0x1F // 31 bytes MAX

```

← Advertisement Data

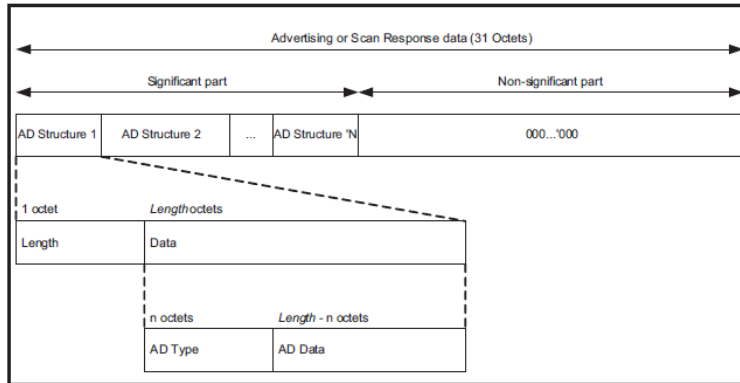
← API to adv control parameters

Fill structure with length of advertising data then copy the data into it

← API to set advertising data

# Second Program

- AD Structures



```
advData[]={0x02, 0x01, 0x04, 0x0A, 0x09, 0x4D,
0x69, 0x63, 0x72, 0x6F, 0x63, 0x68, 0x69, 0x70,
0x04, 0x16, 0xFE, 0xDA, 0x0F};
```

L-T-V format  
Length Type Value

02-01-04 → Len=2, Type=Flags, Value =0b 00000100

04-16-FE-DA-0F → Len=4, Type=Service Data,  
Value=0xFEDA, 0x0F

0A-09,'M','i','c','r','o','c','h','i','p' →  
Len=10, Type=Complete local name, Value='Microchip'

- AD Types

TABLE 2-14: LIST OF AD TYPES

AD Type (HEX)	Description
01	Flags
02	Incomplete list of 16-bit UUIDs
03	Complete list of 16-bit UUIDs
04	Incomplete list of 32-bit UUIDs
05	Complete list of 32-bit UUIDs
06	Incomplete list of 128-bit UUIDs
07	Complete list of 128-bit UUIDs
08	Shortened local name
09	Complete local name
0A	TX power level
0D	Class of device
0E	Simple pairing hash
0F	Simple pairing randomizer
10	TK value
11	Security OOB flag
12	Slave connection interval range
14	List of 16-bit service UUIDs
15	List of 128-bit service UUIDs
16	Service data
FF	Manufacture Specific Data

# Second Program

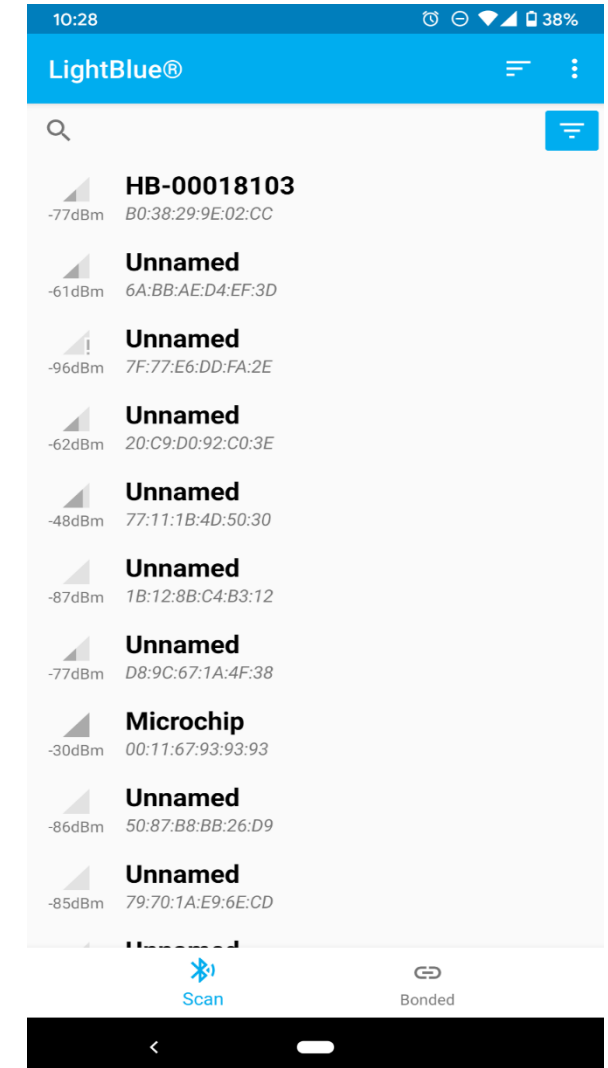
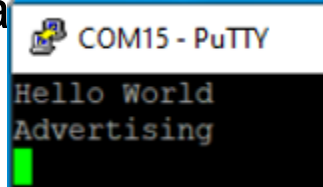
- **Enable Advertisement**

- Add the following code around line 130 in app.c after “Hello World” print

```
// Start Advertisement
BLE_GAP_SetAdvEnable(0x01, 0x00);
SERCOM0_USART_Write((uint8_t *)"Advertising\r\n", 13);
```

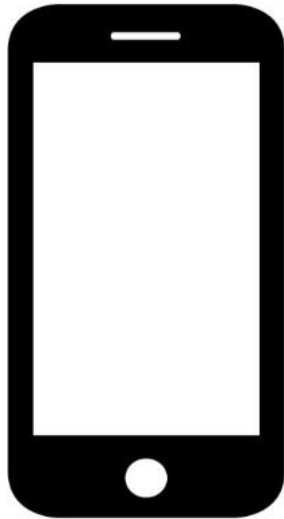
- **Try to Advertise**

- Compile and Run
- Reset Bluetooth Settings on Smart Device (Avoid Caching)
- Open phone BLE App to search the advertisement with device name “Microchip”



# Third Program

- Add Device Information Service and display connection status



Android: LightBlue  
iOS: LightBlue

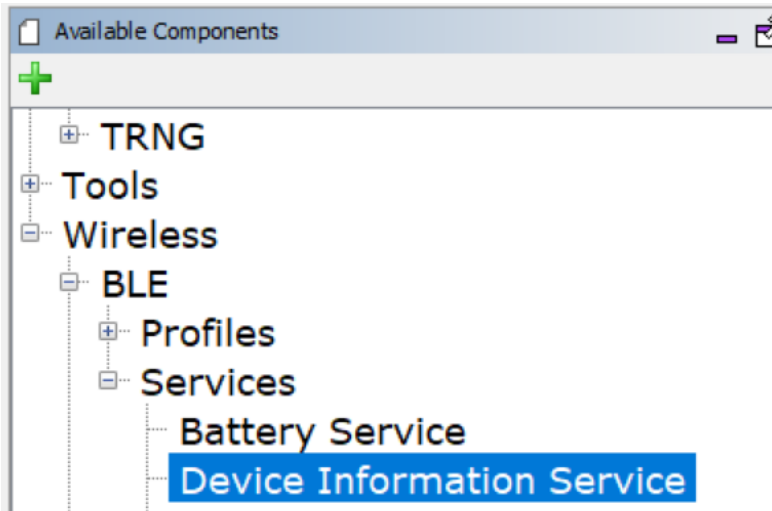


LE Link



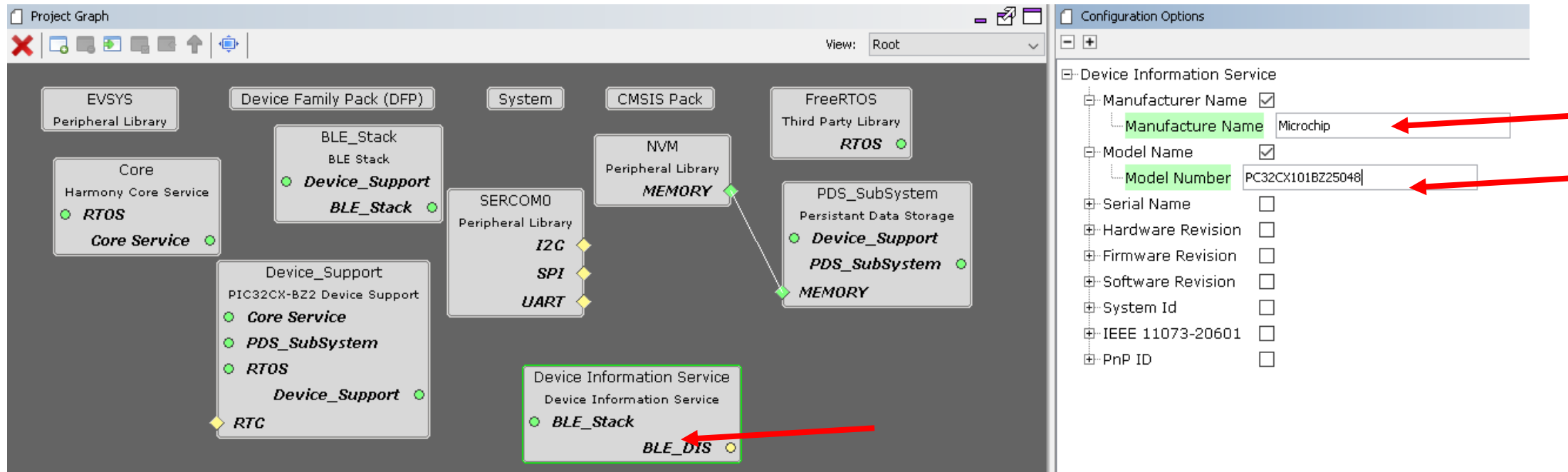
# Third Program

- Open MHC window and look for 'Available Components' → add Wireless/BLE/Services/Device Information Service



# Third Program

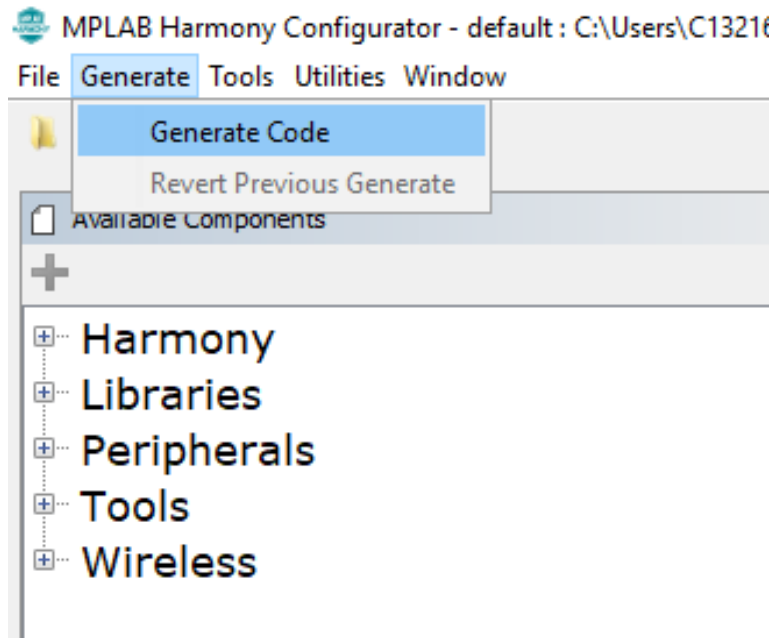
- Configure the BLE Device Info Service as shown





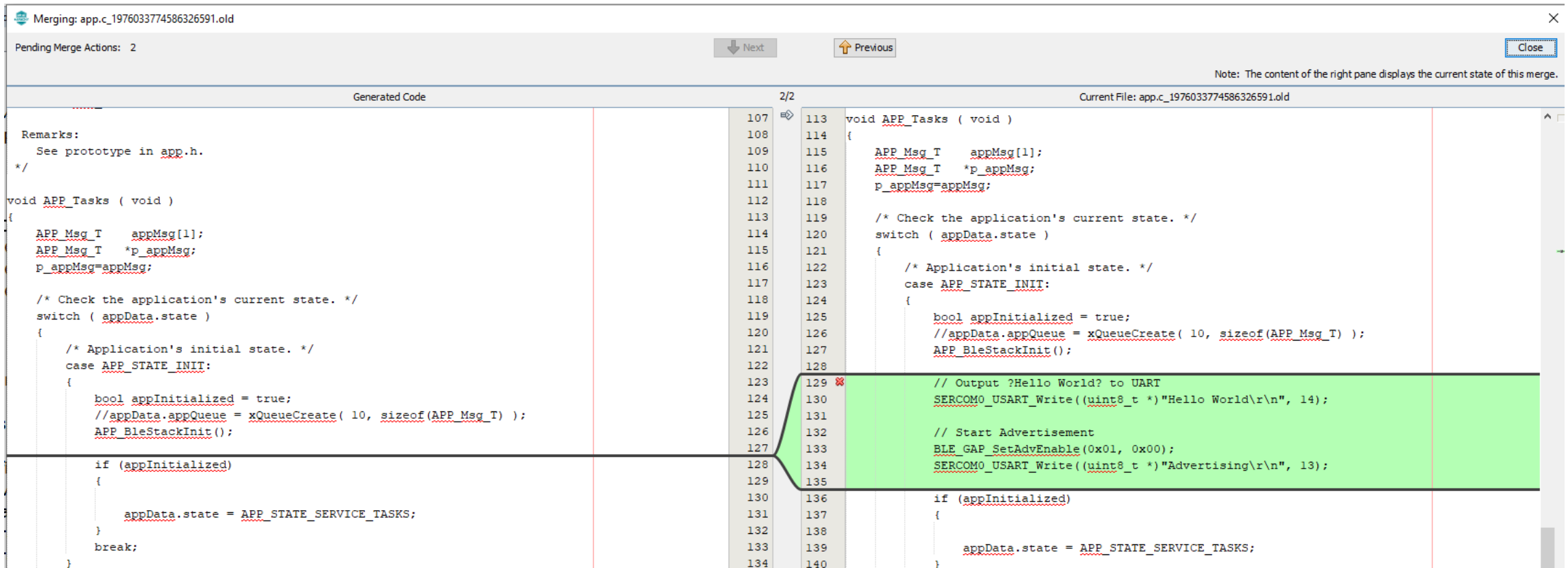
# Third Program

- **Regenerate Code**



# Third Program

- MHC Merging window shows modified code
- Close the window to retain your edits



Merging: app.c\_1976033774586326591.old

Pending Merge Actions: 2

Generated Code

Remarks:  
See prototype in app.h.  
\*/

```
void APP_Tasks ( void )
{
    APP_Msg_T    appMsg[1];
    APP_Msg_T    *p_appMsg;
    p_appMsg=appMsg;

    /* Check the application's current state. */
    switch ( appData.state )
    {
        /* Application's initial state. */
        case APP_STATE_INIT:
        {
            bool appInitialized = true;
            //appData.appQueue = xQueueCreate( 10, sizeof(APP_Msg_T) );
            APP_BleStackInit();

            if (appInitialized)
            {
                appData.state = APP_STATE_SERVICE_TASKS;
            }
            break;
        }
    }
}
```

2/2

Current File: app.c\_1976033774586326591.old

```
107 void APP_Tasks ( void )
108 {
109     APP_Msg_T    appMsg[1];
110     APP_Msg_T    *p_appMsg;
111     p_appMsg=appMsg;
112
113     /* Check the application's current state. */
114     switch ( appData.state )
115     {
116         /* Application's initial state. */
117         case APP_STATE_INIT:
118         {
119             bool appInitialized = true;
120             //appData.appQueue = xQueueCreate( 10, sizeof(APP_Msg_T) );
121             APP_BleStackInit();
122
123             // Output ?Hello World? to UART
124             SERCOM0_USART_Write((uint8_t *) "Hello World\r\n", 14);
125
126             // Start Advertisement
127             BLE_GAP_SetAdvEnable(0x01, 0x00);
128             SERCOM0_USART_Write((uint8_t *) "Advertising\r\n", 13);
129
130             if (appInitialized)
131             {
132                 appData.state = APP_STATE_SERVICE_TASKS;
133             }
134         }
135     }
136 }
```

Note: The content of the right pane displays the current state of this merge.

Close

# Third Program

---

In app.c, include header file

```
#include "ble_dis.h"
```

After printout of “Hello, World”, before starting advertisement, Add following code to register Device Information service

```
// Register Device Info Service  
BLE_DIS_Add();
```

# Third Program

---

## Notification of Connection/Disconnection

In file app\_ble\_handler.c, include header file

```
#include "definitions.h"
```

Add this global variable in the Section:Global Variables near the top:

```
extern uint16_t conn_hdl = 0xFFFF;
```

We will need this later, but since we are here why not?

# Third Program

Then find function APP\_BleGapEvtHandler, and replace the BLE\_GAP\_EVT\_CONNECTED: and BLE\_GAP\_EVT\_DISCONNECTED: cases with this

```
case BLE_GAP_EVT_CONNECTED:
{
    SERCOM0_USART_Write((uint8_t *)"Connected\r\n", 11);
    conn_hdl = p_event->eventField.evtConnect.connHandle;
}
break;

case BLE_GAP_EVT_DISCONNECTED:
{
    SERCOM0_USART_Write((uint8_t *)"Disconnected\r\n", 14);
}
break;
```

Let's save this handle for later...

# Third Program

Now your code should look like this:

```
// Section: Global Variables
// *****
// *****

extern uint16_t conn_hdl = 0xFFFF;

// Section: Functions
// *****
// *****

void APP_BleGapEvtHandler(BLE_GAP_Event_T *p_event)
{
    switch(p_event->eventId)
    {
        case BLE_GAP_EVT_CONNECTED:
        {
            /* TODO: implement your application code.*/
            SERCOM0_USART_Write((uint8_t *)"Connected\r\n", 11);
            conn_hdl = p_event->eventField.evtConnect.connHandle;

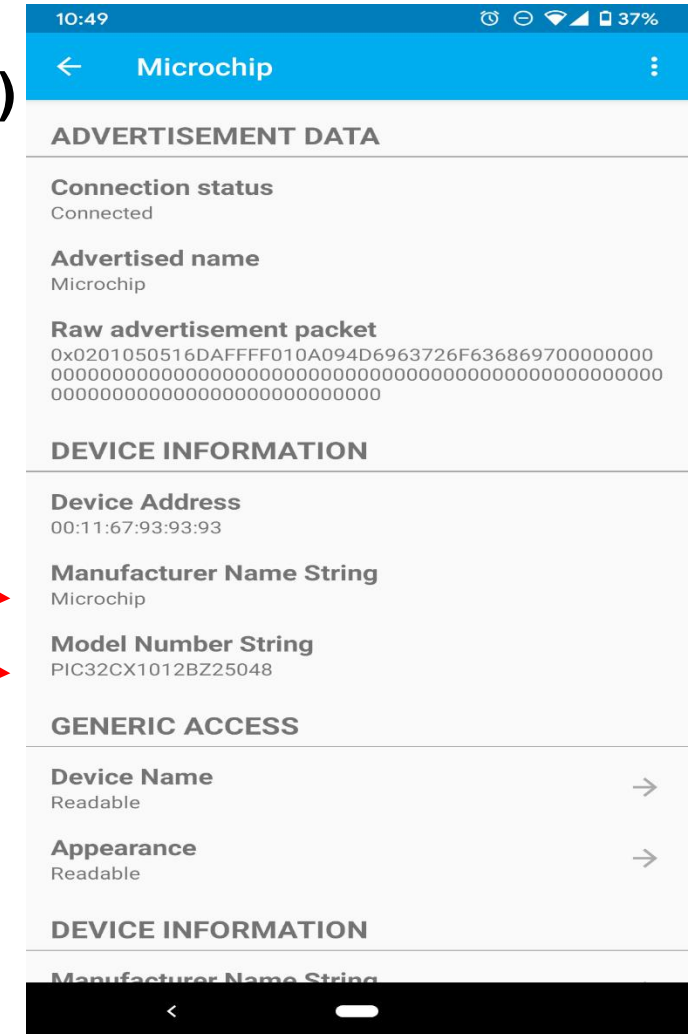
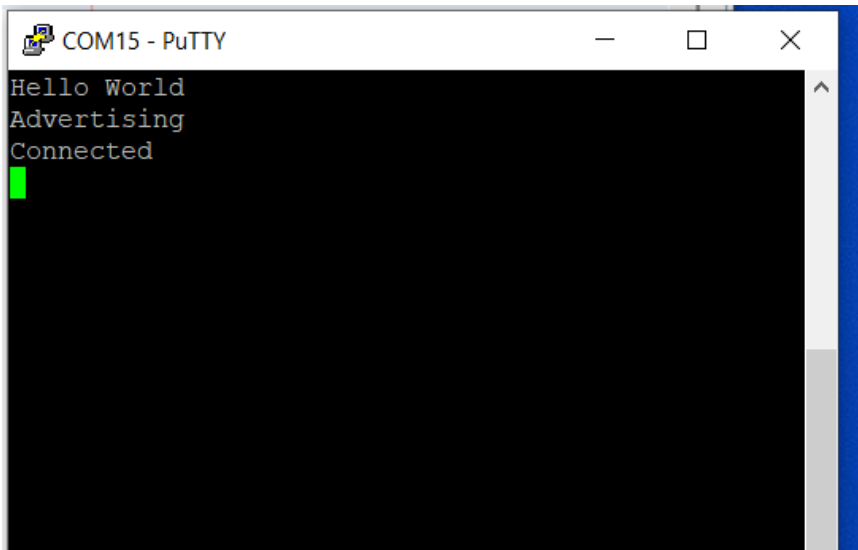
        }
        break;

        case BLE_GAP_EVT_DISCONNECTED:
        {
            /* TODO: implement your application code.*/
            SERCOM0_USART_Write((uint8_t *)"Disconnected\r\n", 14);
        }
        break;
    }
}
```



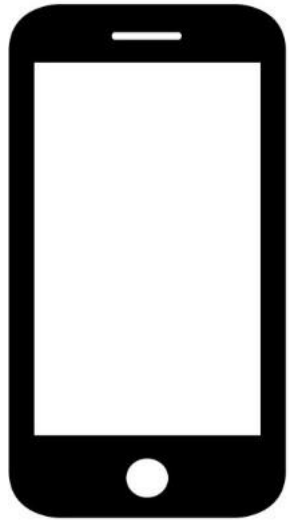
# Third Program

- **Compile and Run the Project**
- **Reset Bluetooth Settings on Smart Device (Avoid Caching)**
- **Open smart phone App and try Connecting**
  - Check Connection Message on UART
  - Check Device Info Service display on Smart Device



# Fourth Program

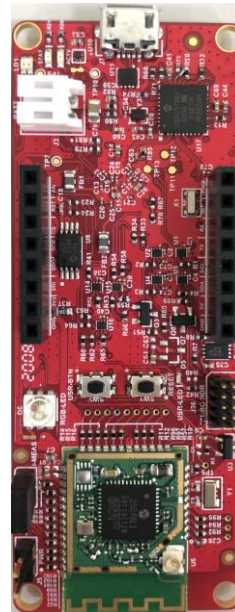
- **Transparent UART service**



Android: LightBlue  
iOS: LightBlue



LE Link



UART Interface

Baud rate: 115200

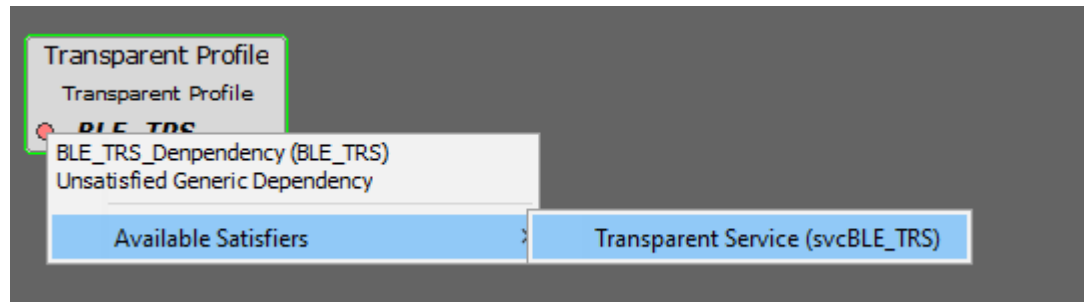


Use Putty/Terra Term,  
other serial port  
emulator



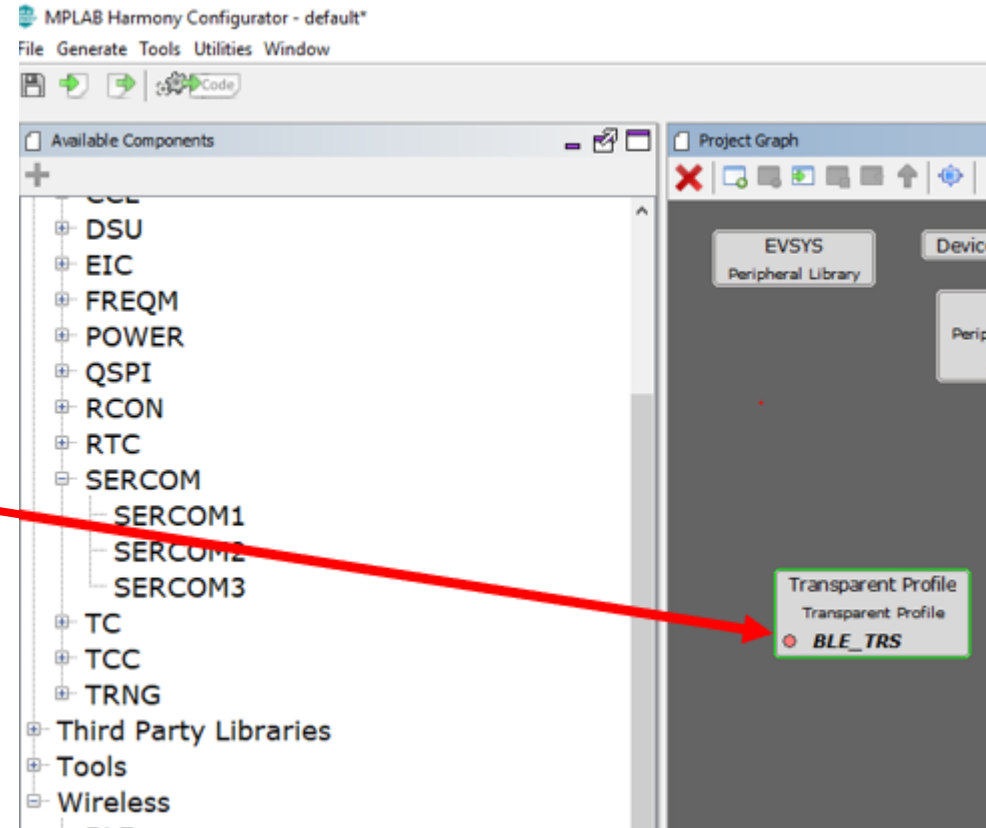
# Fourth Program

- In MHC 'Available Components' add  
“Wireless/BLE/Profiles/Transparent Profile”.

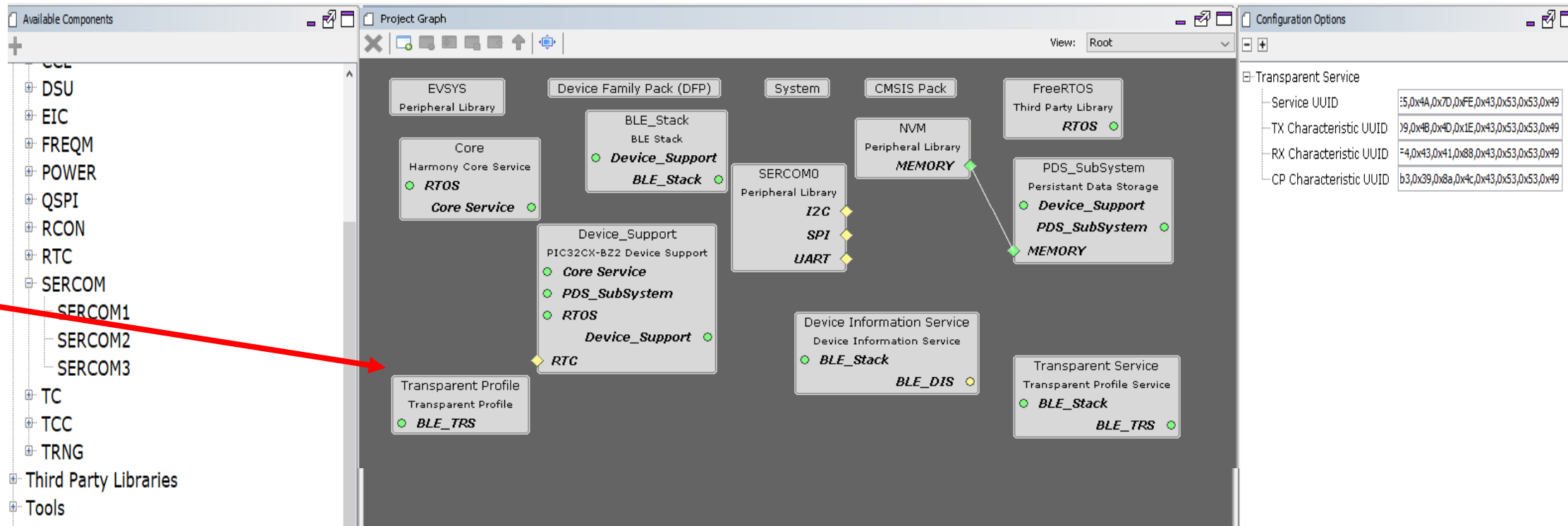


# Fourth Program

Right click the  
red dot to add  
dependency of  
Transparent  
Service



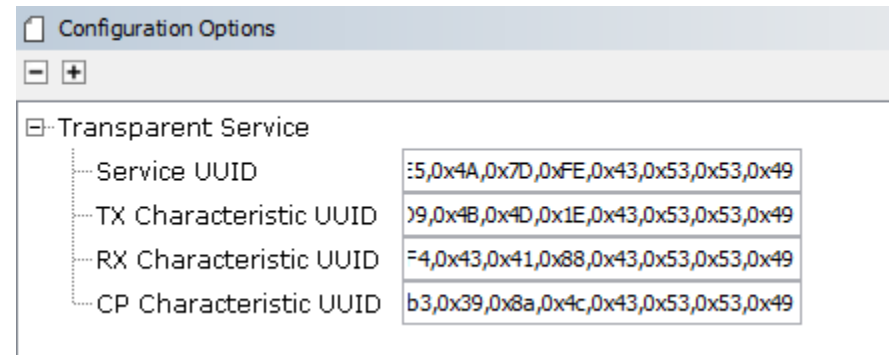
# Fourth Program



# Fourth Program

- **Configure Transparent Service/Profile**

NO CHANGES



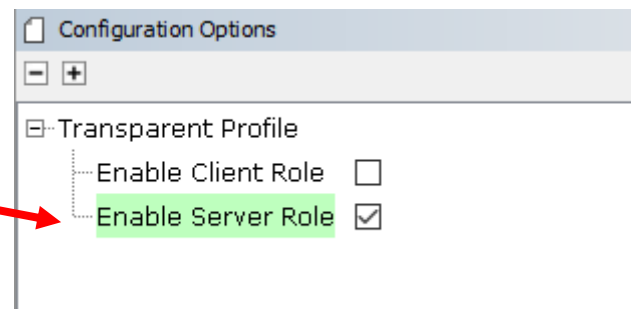
Configuration Options

[-] [+]

[-] Transparent Service

Service UUID	:5,0x4A,0x7D,0xFE,0x43,0x53,0x53,0x49
TX Characteristic UUID	:9,0x4B,0x4D,0x1E,0x43,0x53,0x53,0x49
RX Characteristic UUID	:4,0x43,0x41,0x88,0x43,0x53,0x53,0x49
CP Characteristic UUID	b3,0x39,0x8a,0x4c,0x43,0x53,0x53,0x49

ENABLE SERVER  
ROLE



Configuration Options

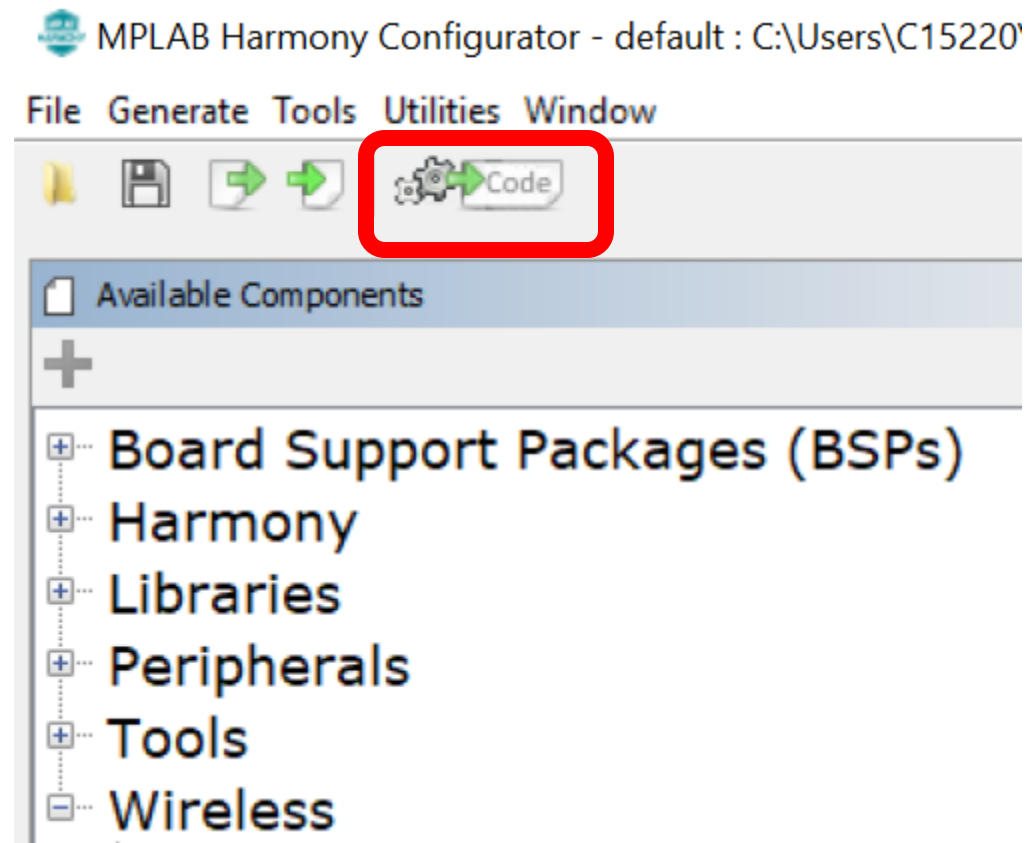
[-] [+]

[-] Transparent Profile

Enable Client Role	<input type="checkbox"/>
Enable Server Role	<input checked="" type="checkbox"/>

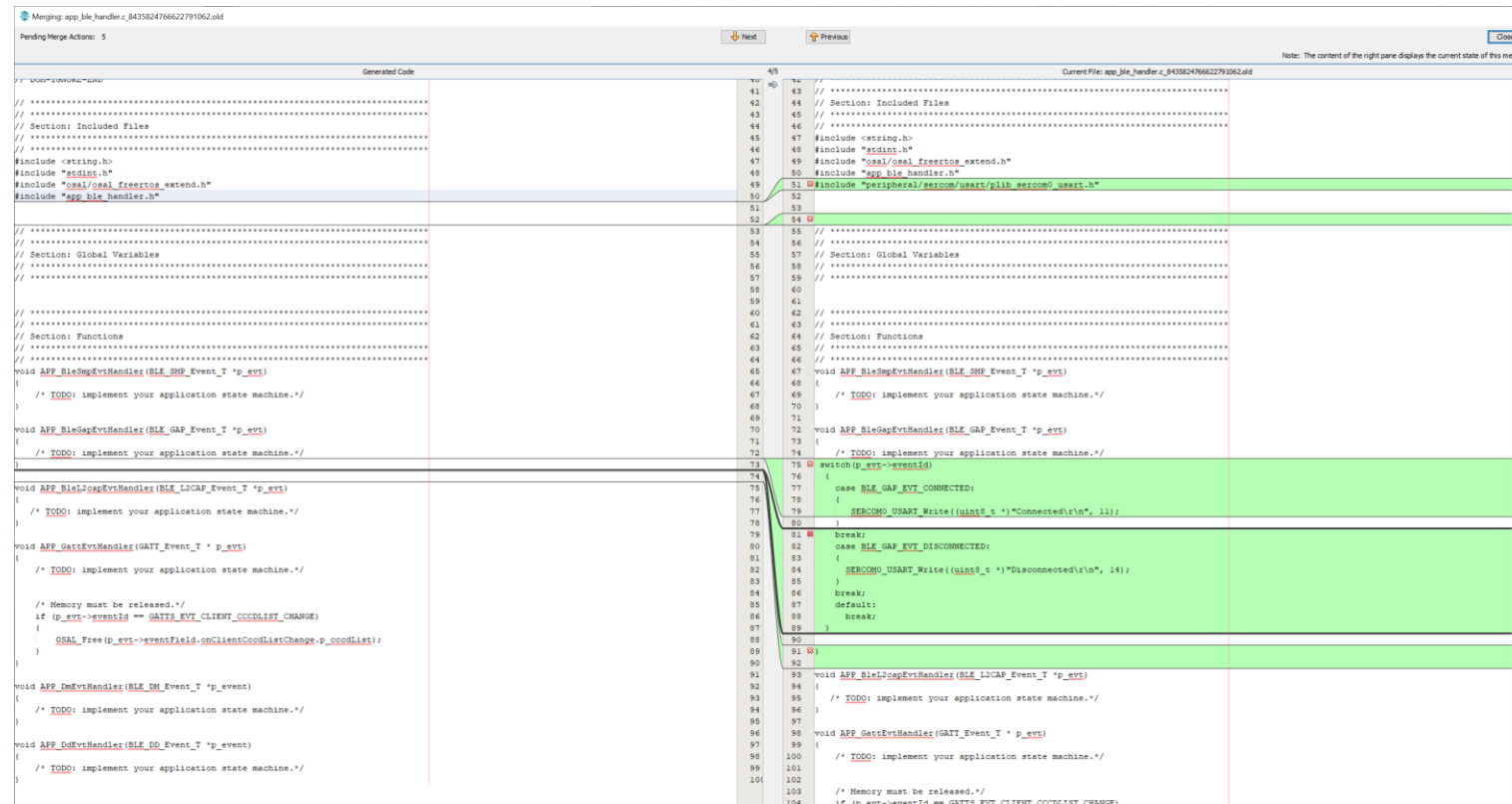
# Fourth Program

- **Regenerate Code – you will have to hit ‘Close’ twice**



# Fourth Program

- MHC Merging windows shows modified code
- Close the windows to retain your edits



```

// Section: Included Files
#include <string.h>
#include "stdint.h"
#include "osal_freertos_ext.h"
#include "app_ble_handler.h"

// Section: Global Variables

// Section: Functions

void APP_BLE_SMP_Handler(BLE_SMP_Event_T *p_evt)
{
    /* TODO: implement your application state machine.*/
}

void APP_BLE_GAP_Handler(BLE_GAP_Event_T *p_evt)
{
    /* TODO: implement your application state machine.*/
}

void APP_BLE_L2CAP_Handler(BLE_L2CAP_Event_T *p_evt)
{
    /* TODO: implement your application state machine.*/
}

void APP_BLE_GATT_Handler(GATT_Event_T *p_evt)
{
    /* TODO: implement your application state machine.*/

    /* Memory must be released.*/
    if (p_evt->eventid == GATT_EVT_CLIENT_COCLIST_CHANGE)
    {
        OSAL_Free(p_evt->eventfield->clientCocListChange->p_coclist);
    }
}

void APP_BLE_DM_Handler(BLE_DM_Event_T *p_event)
{
    /* TODO: implement your application state machine.*/
}

void APP_BLE_DO_Handler(BLE_DO_Event_T *p_event)
{
    /* TODO: implement your application state machine.*/
}

// Section: Included Files
#include <string.h>
#include "stdint.h"
#include "osal_freertos_ext.h"
#include "app_ble_handler.h"
#include "peripheral/sercom/usart/plib_sercom0_usart.h"

// Section: Global Variables

// Section: Functions

void APP_BLE_SMP_Handler(BLE_SMP_Event_T *p_evt)
{
    /* TODO: implement your application state machine.*/
}

void APP_BLE_GAP_Handler(BLE_GAP_Event_T *p_evt)
{
    /* TODO: implement your application state machine.*/
    switch(p_evt->eventid)
    {
        case BLE_GAP_EVT_CONNECTED:
        {
            SERCOM0_USART_Write((uint8_t *) "Connected\r\n", 11);
            break;
        }
        case BLE_GAP_EVT_DISCONNECTED:
        {
            SERCOM0_USART_Write((uint8_t *) "Disconnected\r\n", 14);
            break;
        }
        default:
        {
            break;
        }
    }
}

void APP_BLE_L2CAP_Handler(BLE_L2CAP_Event_T *p_evt)
{
    /* TODO: implement your application state machine.*/
}

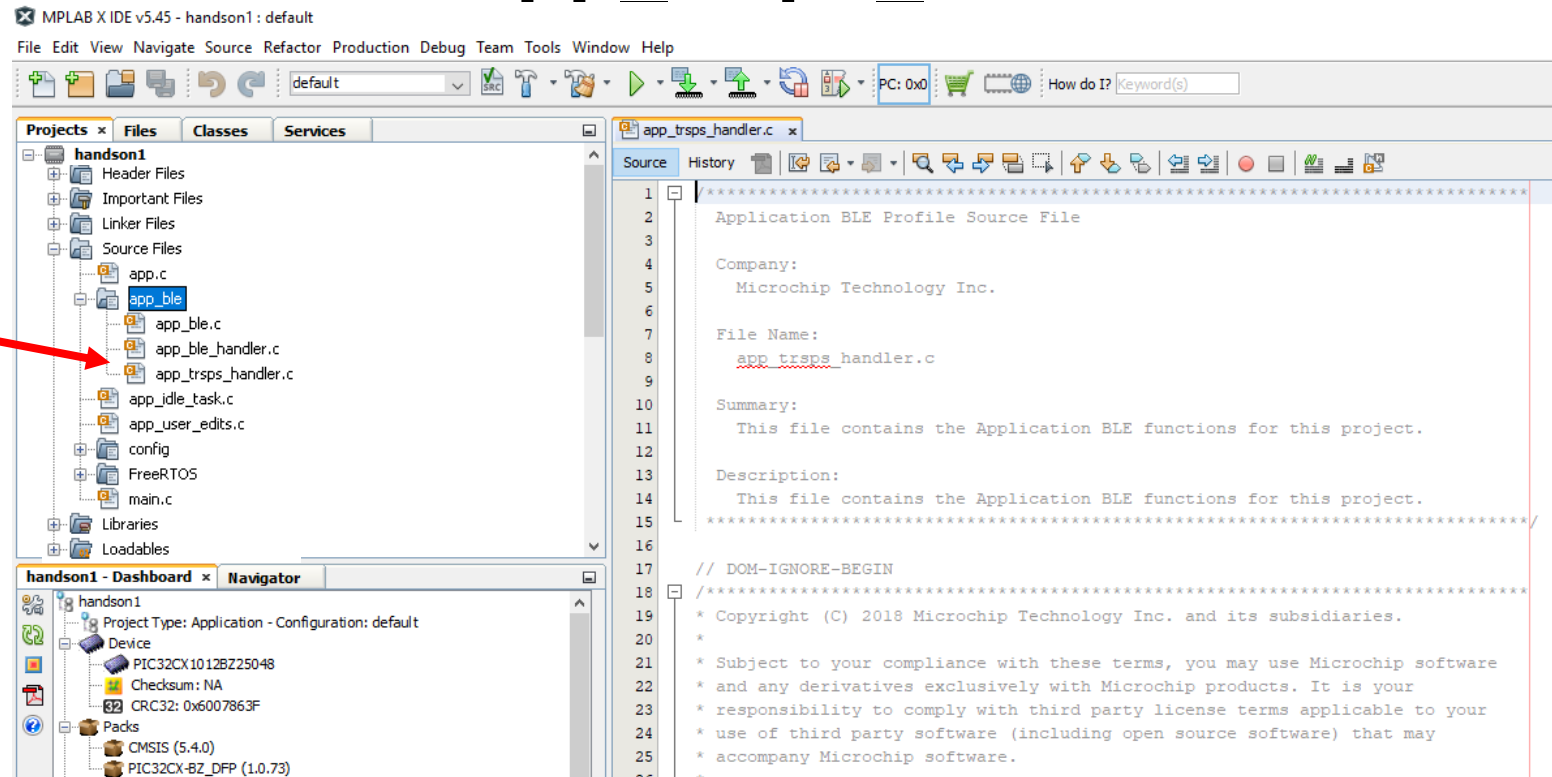
void APP_BLE_GATT_Handler(GATT_Event_T *p_evt)
{
    /* TODO: implement your application state machine.*/

    /* Memory must be released.*/
    if (p_evt->eventid == GATT_EVT_CLIENT_COCLIST_CHANGE)
    {

```

# Fourth Program

- Minimize MHC window and Maximize MPLABX window
- In Source Files find `app_trsps_handler.c` and open it



# Fourth Program

In app\_trsps\_handler.c, include header file

```
#include "definitions.h"
```

Add this global variable in the Section: Global Variables near the top:

```
uint16_t conn_hdl;
```

Add implementation of Transparent  
Service handling in callback  
function APP\_TrspEvtHandler

```
case BLE_TRSPS_EVT_RECEIVE_DATA:
{
    uint16_t data_len;
    uint8_t *data;
    // Retrieve received data length
    BLE_TRSPS_GetDataLength(conn_hdl, &data_len);
    // Allocate memory according to data length
    data = OSAL_Malloc(data_len);
    if( data == NULL )
        break;
    // Retrieve received data
    BLE_TRSPS_GetData(conn_hdl, data);
    // Output received data to UART
    SERCOM0_USART_Write(data, data_len);
    // Free memory
    OSAL_Free(data);
}
```

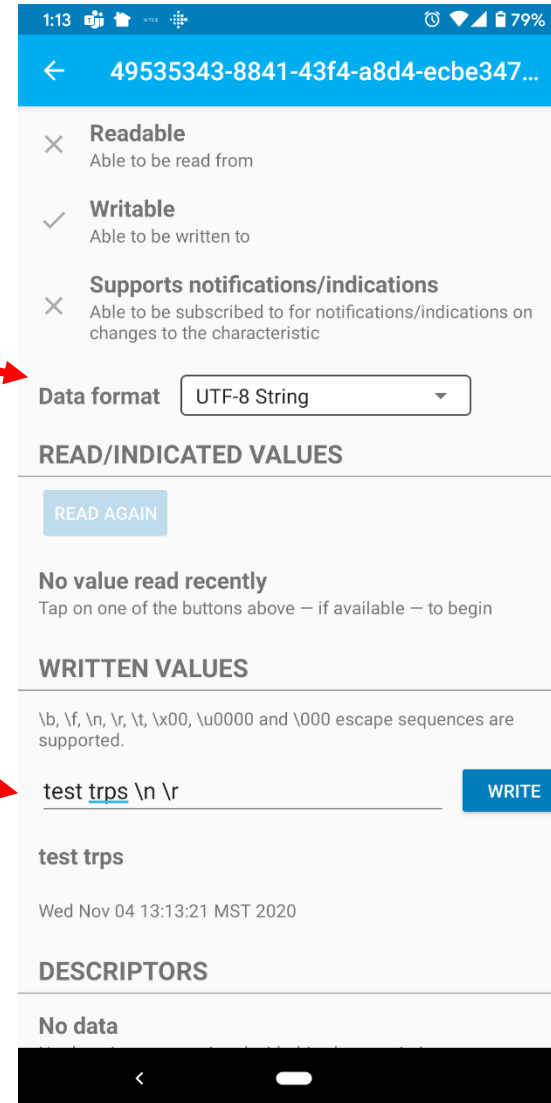
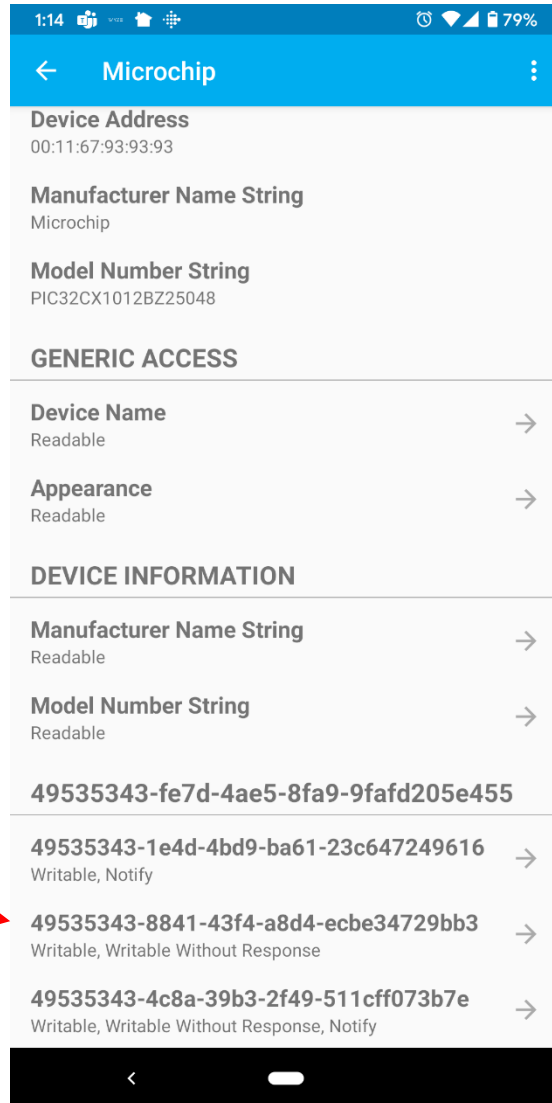


# Fourth Program

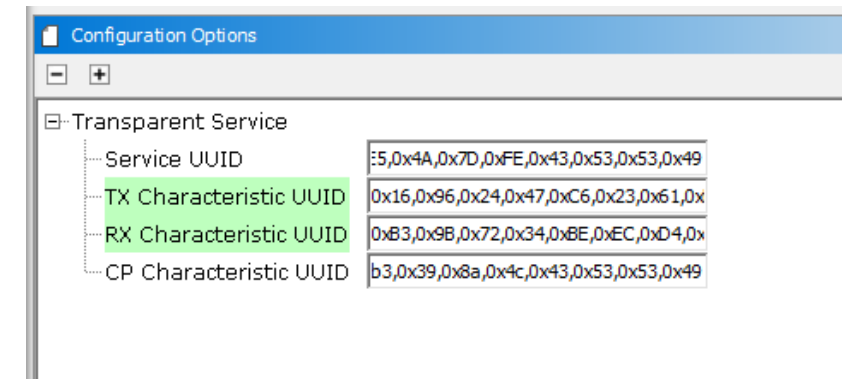
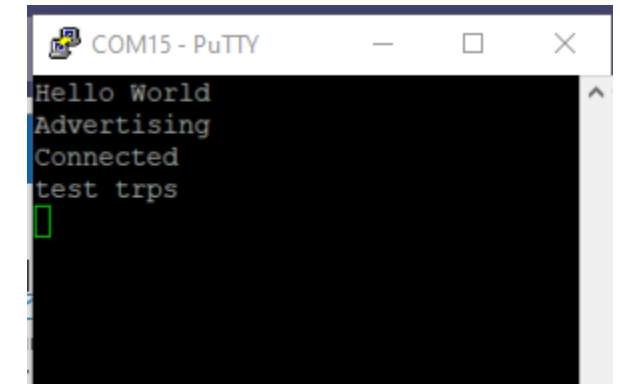
---

- **Compile and Run the Project**
- **Reset Bluetooth Settings on Smart Device (Avoid Caching)**
- **Open LightBlue and connect to 'Microchip'**
  - Check Connecting Message on UART
  - Using the SECOND UUID Characteristic (Writable, Writable Without Response), select Data Format UTF-8 String and type anything you want in Written Values followed by WRITE, the text should appear on the Terminal

# Fourth Program



YEAH!!! 



# Fourth Program

---

- **Possible issues: Smart phone Bluetooth may need to be turned off/on to flush cache**

# Fourth Program, cont'd

---

Now let's have more fun with Transparent Service!

In app.c, before printout "Hello, World", add UART RX initialization

```
// Enable UART Read
SERCOM0_USART_ReadNotificationEnable(true, true);
// Set UART RX notification threshold to be 1
SERCOM0_USART_ReadThresholdSet(1);
// Register the UART RX callback function
SERCOM0_USART_ReadCallbackRegister(uart_cb, (uintptr_t)NULL);
```

**\*\* NOTE THE THRESHOLD = 1 \*\* means you can only type in 1 char at a time**

# Fourth Program, con'td

In app.c, include header file

```
#include "ble_trsps.h"
```

Add UART callback function after “Section: Application Callback Functions”

```
// refer to connection handle
uint16_t conn_hdl;

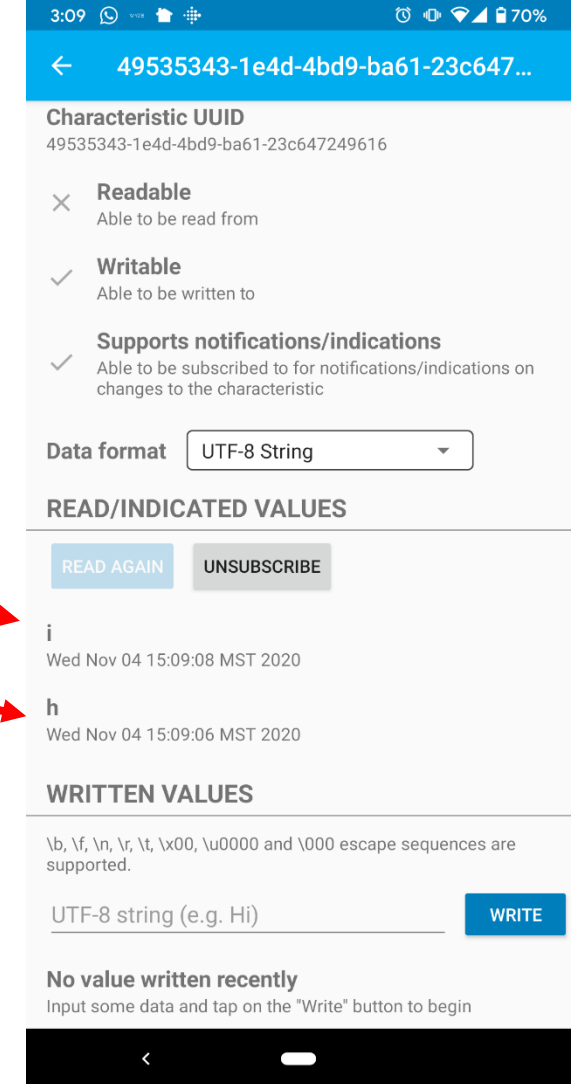
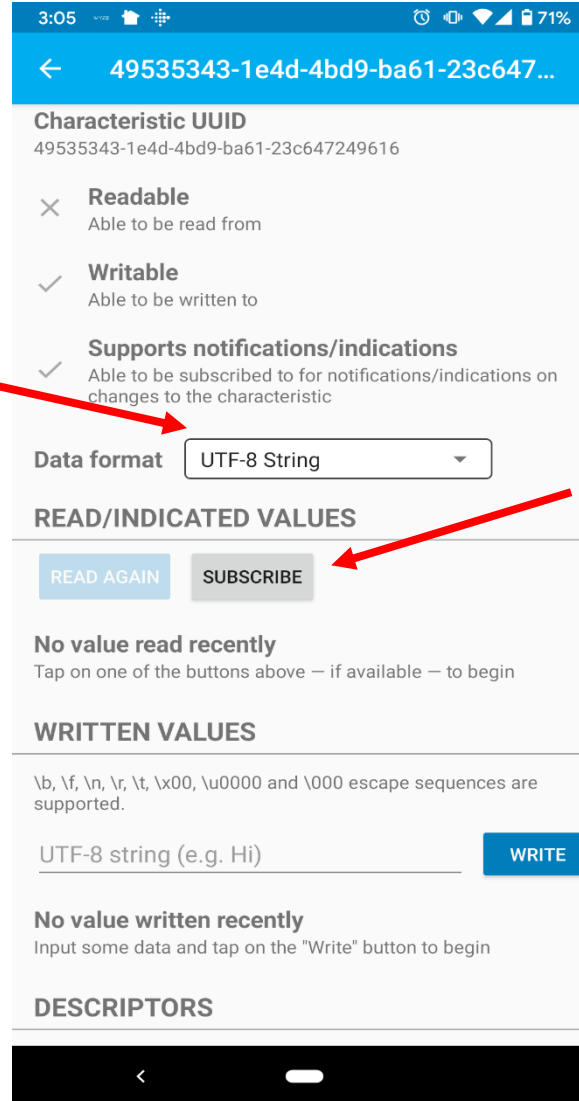
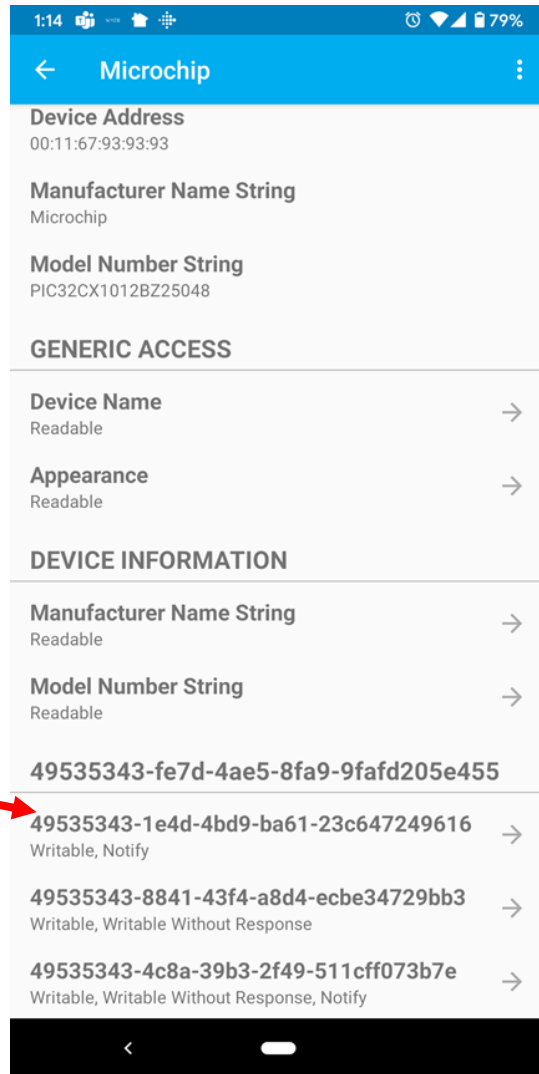
void uart_cb(SERCOM_USART_EVENT event, uintptr_t context)
{
    // If RX data from UART reached threshold (previously set to 1)
    if( event == SERCOM_USART_EVENT_READ_THRESHOLD_REACHED )
    {
        uint8_t data;
        // Read 1 byte data from UART
        SERCOM0_USART_Read(&data, 1);
        // Send the data from UART to connected device through Transparent service
        BLE_TRSPS_SendData(conn_hdl, 1, &data);
    }
}
```

# Fourth Program, con'td

---

- **Compile and Run the Project**
- **Reset Bluetooth Settings on Smart Device (Avoid Caching)**
- **Open LightBlue and Try Connecting**
  - Check Connecting Message on UART
  - Subscribe to the FIRST UUID
  - Try Typing Characters in Terminal Emulator **1 per second** ('h, i')
  - Observe the Typed Characters Display on mobile phone app
- **See next slide for details**

# Fourth Program, con'td



# End of Tutorial

---

- **Thanks!**