CONFIDENTIAL B



MediaTek IoT SmartDevice App Programming Guide

Outline

- Overview
- Customization
- Wearable SDK



Overview



Overview (1/3)

MediaTek IoT SmartDevice is an Android application project used for MediaTek IoT device (based on MT2523/MT2533 chip).

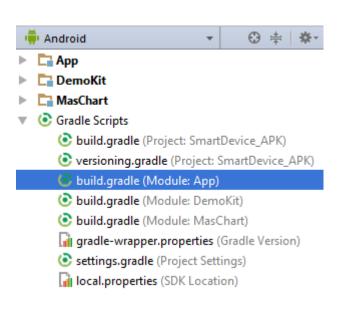
It uses BTNotify (MTK BT Transport Protocol) to communicate with device.

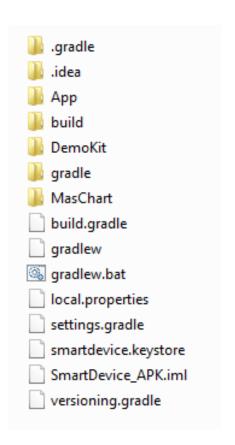
It is an Android Studio project from IoT SDK 4.3.



Overview (2/3)

Folder Structure

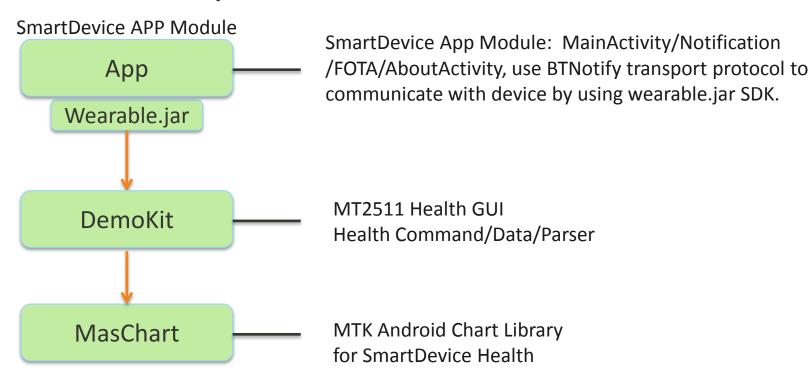






Overview (3/3)

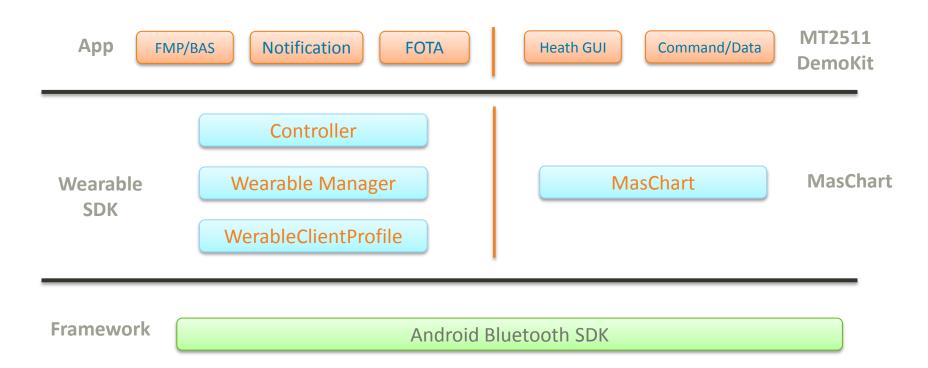
Module Dependencies





Architecture

SmartDevice APK



Introduction

 "Customization" will introduce some methods about how to customize your APP.

 "Wearable SDK" will introduce BTNotify transport protocol, wearable SDK API, how to implement your own controller.

To study implementation detail of Health features, please refer to <mT2511_Health_Module_Programming_Guide.pdf>.

Customization



How to Build (1/2)

IDE

- The Android Studio (AS) is recommended as IDE.
- Our AS version is 2.2.3, use embedded JDK.
- AS Download Link
- For more AS introduction, please refer to the <u>Google AS Training</u>.

First Build

- 1. Tap "Open an existing AS project" in AS welcome UI.
- 2. Select "SmartDevice App folder" (unzip from SourceCode.rar).
- 3. Gradle View -> App/Tasks/Build -> assemble.
- For first build, it may take a long time due to Gradle sync, download dependencies and build release/debug APK/aar for all modules.



How to Build (2/2)

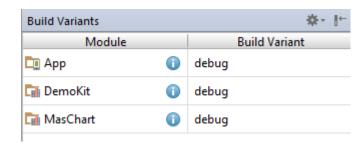
APP Module

- App: SmartDevice APP module
 - SmartDevice_APK\App\build\outputs\apk
 - MediaTek_IoT_SmartDevice_v2.0.0_2017.04.19.apk

 MediaTek_IoT_SmartDevice_v2.0.0_2017.04.19_Debug.apk

Release Version

Select Build Variants

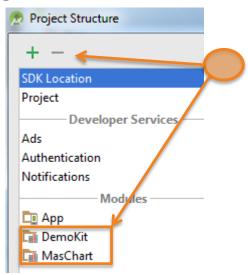


Non Health Production

Non Health Production

- If your production hasn't MT2511 chip, you should not need "health" modules.
- Slim for pure Bluetooth (No health chip) Production.
 - 1. AS Menu -> File -> Project Structure.
 - 2. Select "DemoKit", "MasChart", then click "—" to remove them.
 - 3. Remove "DemoKit" dependency from "APP build.gradle".
 - 4. Remove MT2511Controller and MainActivity
 "2511" related code.
 - 5. Build "App".

```
dependencies {
    compile project(':DemoKit')
    compile files('libs/wearable.jar')
    compile 'com.android.support:appcompat-v7:25.2.0'
}
```





Device Compatibility

Android Device Compatibility

Our APPs must install in Android Phone with Bluetooth.

```
<uses-feature android:name="android.hardware.bluetooth" android:required="true" />
```

- SmartDevice App minSdkVersion is 16 (Jelly Bean 4.1).
- SmartDevice GATT Feature required SDK 18+ & Support BLE.
- Please refer to <u>Android Doc</u> to study more.



Customize APP (1/6)

ApplicationID

Please be sure to modify ApplicationID in App/Build.gradle for your APP.

```
defaultConfig {
    applicationId "com.mtk.btnotification"
    minSdkVersion 16
    targetSdkVersion 21
```

App Launcher Icon

Please be sure to replace App launcher icon (App\src\main\res\drawable-*\
ic_launcher.png) for your APP.



Customize APP (2/6)

APK Label

 Please be sure to modify APK label "app_name" string in App\src\main\res\values-*\strings.xml.

```
.<!--.App.Label.-->
.<string.name="app_name">MediaTek.IoT.SmartDevice</string>
```

Signature

- Please be sure to modify signature for APK release.
- Replace our *smartdevice.keystore* with your *keystore* and *config signing config* in APP signing folder.
- Please refer to signing.gradle and Android APP Sign Training.

Customize APP (3/6)

Version

Please modify APP version in versioning.gradle.

APK Name

Please modify APK name in App/Build.gradle.

Customize APP (4/6)

Customize GUI

- SmartDevice GUI only is used for demo, not your APP's final GUI solution.
- Please refer to <u>Android training</u> to customize your APP GUI.
- We only provide three strings: en (English), zh (Chinese Taiwan/Hongkong), zh-rCN (Simplified Chinese for China).
- If your production/APK will be used in other languages, please add related translation string (refer to <u>link</u>).

Customize APP (5/6)

Compatible with your device

- Your IoT device (based on MT2523/MT2533) could be only connect/work with your APK, not MTK demo APK or other manufacturer APK.
- Method 1: Add your Handshake Flow.
 - After APK BTNotify connect and handshake successfully,
 your IoT device must receive an especial data from your APK,
 otherwise your IoT device should timeout and disconnect.



Customize APP (6/6)

Compatible with your device

- Method 2: Modify BTNotify SPP/GATT UUID.
 - Your production is only connectable with your APK due to BT UUID.
 - Customize APK BTNotify UUID: "App\src\main\res\xml\wearable config.xml"

```
<!--.Device.BTNotify.SPP.UUID.-->
<string name="spp_uuid">0000FF01-0000-1000-8000-00805F9B34FF</string>
<!--.Device.BTNotify.GATT(DOGP).UUID.-->
<string name="dogp_uuid">000018A0-0000-1000-8000-00805F9B34FB</string>
<string name="dogp_read_uuid">00002AA0-0000-1000-8000-00805F9B34FB</string>
<string name="dogp_write_uuid">00002AA1-0000-1000-8000-00805F9B34FB</string>
```

— Device BTNotify SPP UUID: Such as "SDK\project\mt2523_hdk\apps\fota_download_manager\src\bt_common.c"

Device BTNotify DOGP UUID: Such as

"SDK\middleware\MTK\bt_notify\src\dogp\ble_dogp_service.c"

```
#define DOGP_SERVICE_UUID (0x18A0)
#define DOGP_READ_CHAR_UUID (0x2AA0)
#define DOGP_WRITE_CHAR_UUID (0x2AA1)
```

 Note: APK and Device BTNotify UUID must be modified simultaneously, otherwise APK may connect fail.



Wearable SDK



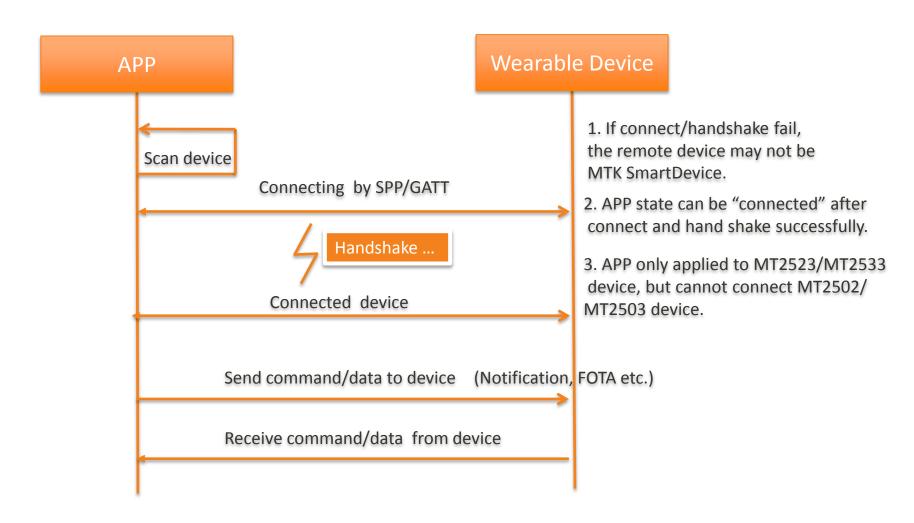
BTNotify (1/2)

BTNotify

- BTNotify: MTK BT Transport Protocol
- Hand Shake: APK must hand shake to confirm that the remote device is MTK Smart Device (based on BTNotify) after connect BT device successfully.
- Wearable SDK (wearable.jar): BTNotify Implement, provide API.
- Two Mode
 - SPP (Based on BT SPP Profile)
 - GATT (i.e. DOGP mode, Based on MTK defined BLE GATT Profile DOGP Data over GATT Profile)

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BTNotify (2/2)



How to Use (1/2)

IDE

 The Android Studio (AS) is recommended as SmartDevice application development tool.

Add Wearable SDK

- Put wearable.jar into libs folder under android module, then call library API.
- Must confirm your module build.gradle as follows:

```
dependencies {
    ....compile fileTree(dir: 'libs', include: ['*.jar'])
```

- For API reference, please refer to JavaDoc in release package.
- For sample code, please refer to App module code, such as MainActivity, DeviceScanActivity, FmpGattClient.



How to Use (2/2)

APP SDK Level

- SmartDevice.apk BTNotify(SPP) required minSdkVersion 14.
- SmartDevice.apk BTNotify(GATT) required minSdkVersion 18.
- Notification feature required minSdkVersion 16.

Connection Mode

 When APP call Wearable SDK API, you don't need to consider whether the connection mode is SPP or GATT.



Wearable SDK (1/2)

- MediaTek Wearable SDK Features:
 - Connection
 - Controller
 - Notification Push
 - FOTA
 - Add Customized BLE Server/Client
 - Customized Wearable Parameter



Wearable SDK (2/2)

 The communication between Smart Phone (SP) and wearable, should includes 3 steps: Scan, Connection, Data Transfer.

WearableManager

 Used to init/scan/connect/disconnect wearable device and notify state/device change.

Controller

 Inherit this class and override send() & onReceive() API to implement send/receive command/data.



Connection (1/3)

- Init and register WearableListener
 - API: init(true, connext, null, R.xml.wearable_config)
 - Sample Code: Wearable.java
 - API: registerWearableListener , unregisterWearableListener
 - WegrableListener

```
public interface WearableListener {
    void onConnectChange(int oldState, int newState);
    void onDeviceChange(BluetoothDevice device);
    void onDeviceScan(BluetoothDevice device);
    void onModeSwitch(int newMode);
}
```

Connection (2/3)

Switch Mode

- API: WearableManager switch (boolean enable)
- Default Mode: GATT.
- APK will keep the last mode when SP or APK reboot.
- WearableManager will callback onModeSwitch(mode) to notify mode change.
- Sample Code: MainActivity.java

Scan BT Device

- API: WearableManager scan (boolean enable)
- Register WearableListener and implement onDeviceScan().
- Sample Code: DeviceScanActivity.java



Connection (3/3)

Connect & Disconnect

- API: WearableManager setRemoteDevice, connect, disconnect
- WearableManager will callback on DeviceChange(BluetoothDevice) after call setRemoteDevice to set a remote device.
- Call connect method to establish the connection with wearable device.
- WearableManager will callback onConnectChange(state) to notify connection state.
- Disconnect method could disconnect SPP/GATT connection.
 If the connection is disconnected due to call Disconnect method, autoreconnect will be disable for this "disconnection" state.
- getConnectState method could return current connection state.
- isAvailable will return true after connect and shake hand successfully.
- Sample Code: CustomPreference.java



Controller (1/5)

Controller: Data Transfer

- Inherit this class and override send & onReceive API to implement send/receive command/data.
- onReceive(byte[] dataBuffer)
 - Need implement, receive and decode the command and data.
- onConnectionStateChange(int state)
 - Need implement, receive latest connection state .
- Controller(String tag, int cmdType)
 - The controller tag must be unique.
 - Must call setReceiverTags API with your Receiver string for wearable SDK to notify upper controller to receive your data.
 - The cmd Type must be CMD_9 (EXCD).
- Sample Code: DemoController.java MT2511Controller.java



Controller (2/5)

Controller

- Must use WearableManager addController and removeController to add/remove your controller.
- Sample Code: MainService.java

Controller (3/4)

Extensible Command

Data Format (Device -> SP APK)



Data Format (SP APK -> Device)

cmd	sender	receiver	Action/Err	data_type	data_len	data
-----	--------	----------	------------	-----------	----------	------

cmd: must be CMD_9 (EXCD)

Sender/Receiver: APP ID, such as demo_sender, demo_receiver.

Action/Err: Action or Error code. Default value is 1. Recommend keep default

value.

data_type: data type. Default value is 0. Recommend keep default value.

For more detail, please refer to *JavaDoc Controller* class, and *App\src\main\java\com\mtk\main\DemoController*.

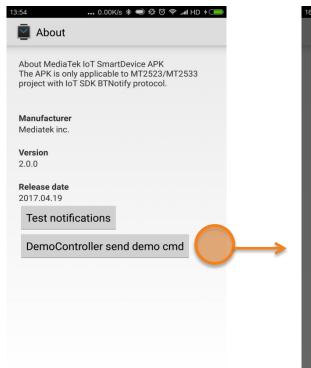
Controller (4/5)

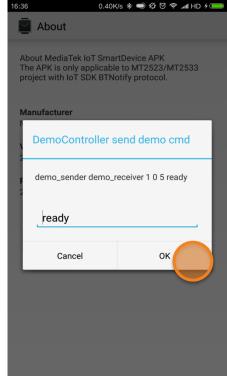
DemoController

```
class DemoController extends Controller {
  private static final String DEMO SENDER = "demo sender";
  private static final String DEMO RECEIVER = "demo receiver";
  private DemoController() {
   // must add CMD 9 i.e. EXCD
    super("DemoController", CMD_9);
   HashSet<String> receivers = new HashSet<String>();
   // must set your receiver string
    receivers.add(DEMO RECEIVER);
    super.setReceiverTags(receivers);
  public void sendDemoCmd(String data) {
   if (!WearableManager.getInstance().isAvailable() | | data.isEmpty()) {
      Log.w(TAG, "sendDemoCmd return");
      return:
    try {
      super.send(DEMO SENDER, DEMO RECEIVER, 1, data.getBytes(), false, PRIORITY NORMAL);
   } catch (Exception e) {
      Log.e(TAG, "sendDemoCmd " + e.getMessage());
  @Override
  protected void onConnectionStateChange(int state) {
    Log.d(TAG, "onConnectionStateChange " + state);
  @Override
  public void onReceive(byte[] dataBuffer) {
    Log.d(TAG, "onReceive " + new String(dataBuffer));
```

Controller (5/5)

DemoController





Call *DemoController* sendDemoCmd(String) method.

SmartDevice APK send a demo command by using DemoController.



Notifications Push (1/2)

NotificationController

- Subclass of Controller, use this class to send notification.
- Send normal app notification API:
 sendNotfications(String appld, CharSequence packageName, CharSequence tickerText, long when, String[] textList)
 sendNotfications(NotificationData notificationData)
- Send message type notification API:
 sendSmsMessage(String msgbody, String address)
- Send missed call type notification API:
 sendCallMessage(String phoneNum, String sender, String content, int count)
- Send low battery type notification API:
 sendLowBatteryMessage(String title, String content, String appld, String value)



Notifications Push (2/2)

Notification Listen

- To listen common application notification (Android SDK < 18), please refer to NotificationReceiver.
- To listen common application notification (Android SDK 18+), please refer to NotificationReceiver18.
- To listen Phone Call info and miss call state, please refer to CallService.
- To listen Phone battery status, please refer to SystemNotificationService.
- To listen New received SMS, please refer to SmsService.



FOTA (1/3)

FotaOperator

- Send command to remote device
- Send Firmware data to remote device
- Notify the result from remote device

• IFotaOperatorCallback

- Receive data from remote device
- Receive status change

FotaVersion

- The version of the remote device
- Including SW version, module, brand, dev_id....



FOTA (2/3)

FotaOperator

- registerFotaCallback
 - Register a *IFotaOperatorCallback* to monitor the state change and data receiving.
- unregisterFotaCallback
 - Unregister the FotaCallback, then no any information will be received.
- sendFotaTypeCheckCommand
 - Send type check command to remote device.
 - IFotaOperatorCallback#onFotaTypeReceived will be received.

FOTA (3/3)

FotaOperator

- sendFotaVersionGetCommand
 - Send command to get remote device version.
 - IFotaOperatorCallback#onFotaVersionReceived will be received.
- sendFotaCustomerInfoGetCommand
 - Send command to get remote device customized information.
 - IFotaOperatorCallback#onCustomerInfoReceived will be received.

sendFotaFirmwareData

- Send firmware file to remote device according to the file path or file URI.
- While sending the file, IFotaOperatorCallback#onProgress will notify the sending progress.



Add customized BLE Servers

Flow

- 1. Implement one or more *LeServers*
 - The LeServer interface include 3 APIs.
 - List<BluetoothGattService> getHardCodeProfileServices
 - You can prepare your GATT services in this method. The services should be completed, include necessary characteristics and descriptors.
 - BluetoothGattServerCallback getGattServerCallback
 - LeServer should implement a BluetoothGattServerCallback, when GATT server events coming, the methods in the callback will be called
 - setBluetoothGattServer(BluetoothGattServer server)
 - If your LeServer need use BluetoothGattServer, you may need save this instance.
- 2. Call LeServerManager.addLeServers() method to register your LeServers
- Sample Code: FmpGattServer.java



Add customized BLE Clients

Flow

- 1. Extends one or more WearableClientProfile
 - This class extends BluetoothGattCallback, so you can override some callback method.
 - If you want to receive the callback about a characteristic or descriptor, you should use addUuids() to mark the UUIDs of the char/desc.
 - If you want to receive the callback of readRssi, you should use enableRssi to mark it.
- 2. After you prepared your WearableClientProfile, call
 WearableClientProfileManager. registerWearableClientProfile() to register it.
- 3. Suggest calling GattRequestManager.getInstance().readCharacteristic, writeCharacteristic, readDescriptor, writeDescriptor instead of calling these functions in BluetoothGatt.
- Sample Code: FmpGattClient.java



Customized Wearable Parameter

WearableConfig

- User could configure wearable SDK parameter by modify wearable_config.xml.
- The wearable_config.xml will be used with WearableManager init method when the APP process start.
- "App\src\main\res\xml\wearable_config.xml"
- For more parameter info, please refer to comment in the wearable_config.xml.

Contact US

(If you have any questions, comments, or suggestions, please contact us by MTK ACS, or send mail to SmartDevice-App@mediatek.com)



MEDIATEK

everyday genius