

MyBrainTechnologiesSDK

Swift iOS SDK for MyBrainTechnologies Headset

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Requirements

- iOS 8.0+
- Xcode 8.0+
- Swift 3.0, 3.1, 3.2, and 4.0

Installation

Manually

If you prefer not to use either of the aforementioned dependency managers, you can integrate MyBrainTechnologiesSDK into your project manually.

Embedded Binaries

- Download the latest release from `http://www.melomind.com/en/`
- Next, select your application project in the Project Navigator (blue project icon) to navigate to the target configuration window and select the application target under the “Targets” heading in the sidebar.
- In the tab bar at the top of that window, open the “General” panel.
- Click on the `+` button under the “Embedded Binaries” section.
- Add the downloaded `MyBrainTechnologiesSDK.framework`.
- And that’s it!

Usage

Headset connection / disconnection

Connect Bluetooth LE (EEG) and A2DP (audio)

```
import MyBrainTechnologiesSDK

class ViewController: UIViewController, MBTBluetoothEventDelegate, MBTBluetoothA2DPDe
    ...

    MBTBluetooth.connectToEEGAndA2DP("melomind", with: self, and: self)

    ...
```

Only Connect Bluetooth LE (EEG)

```
import MyBrainTechnologiesSDK

class ViewController: UIViewController, MBTBluetoothEventDelegate, MBTBluetoothA2DPDe
    ...

    MBTBluetooth.connectToEEG("melomind", with: self)

    ...
```

Disconnection of the headset

```
MBTBluetooth.disconnect()
```

Getting EEG data

Start listening to EEG stream

```
MBTBluetooth.startListeningToEEG()
```

Stop listening to EEG stream

```
MBTBluetooth.stopListeningToEEG()
```

License

MyBrainTechnologiesSDK is released under the MIT license. See [LICENSE](#) for details.