

Programming the oPhone Duo

Controlling the oPhone Duo is easy. You simply connect to it via Bluetooth and send ASCII and control characters that instruct the device to play a given scent for a specified duration.

The first thing you need to know is the correct scent code. Each scent in an oChip family has a unique code. The codes for both the Coffee and Memory oChips are shown in the [ophone-duo-scent-codes.pdf](#) document also available in this repo. So, if “Coffee” oChips are loaded into an oPhone and you want the device to play “Red Berries” then you would send the uppercase letter “T”.

To play multiple scents, just send multiple scent codes – up to 4. So, to play Cedar and Jasmine, you would send the string “Hc”.

You can also instruct the oPhone on how long to play a given scent. To do this, preface the scent codes with the ASCII “@” character (hex code 40 or 0x40 in Objective-C) followed by the duration in seconds. In Objective-C, you would send the following byte sequence to the device if you want it to play Honey for 20 seconds.

```
char bytes[] = @"\x40\x14\x4D”;
```