BLELIB SPECIFICATIONS | IOS/OSX

LANGUAGE	Swift 3.0
VERSION	1.O.0
OS SUPPORT	IOS/OSX
CODE REPOSITORY	https://github.com/arpdm
WEBSITE	https://arpdm.github.io/BLELib/

This library helps developing Bluetooth Low Energy software to communicate with peripheral devices. This library is notification based. Instead of polling regularly for incoming data and state change, notifications will be triggered as soon as new data is received or state changes occur.

LIBRARY SPECIFICATIOSNS

Notifications Triggered:

Notification Name	Description
BLE_FAILED_TO_CONNECT	This notification is triggered when central device fails to establish connection with peripheral device
BLE_CONNECTED	This notification is triggered when central device successfully establishes connection with peripheral device
BLE_ERROR	This notification is triggered when any unexpected error occurs
BLE_DISCONNECTED	This notification is triggered when connection between central and peripheral devices is closed
BLE_DATA_RECEIVED	This notification is triggered when data is received from peripheral device.

Debug Mode:

This library allows the option to enable all logs for debugging purposes. During implementation, debug mode can be either enabled or disabled.

INITIALIZE

```
public func Initialize (debugMode: Bool, characteristicUUID: String);
```

CONNECT TO PERIPHERAL

```
public func ConnectToPeripheralDevice (deviceName: Bool);
```

TRANSMIT

```
public func TransmitData (byteArray: [Uint8]);
```

GET DEVICE NAMES

```
public func GetDeviceNames ()–> [String];
```

DISCONNECT

```
public func DisconnectFromPeripheralDevice ()–> [String];
```

INTEGRATION EXAMPLE

An implementation example of this library is included in Github repository.