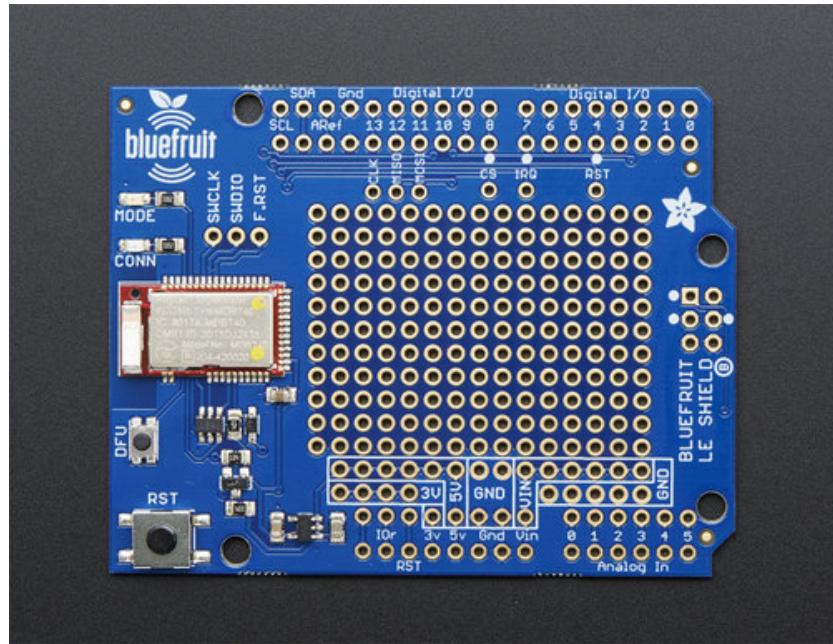




## Adafruit Bluefruit LE Shield

Created by lady ada



Last updated on 2016-01-09 01:10:39 AM EST

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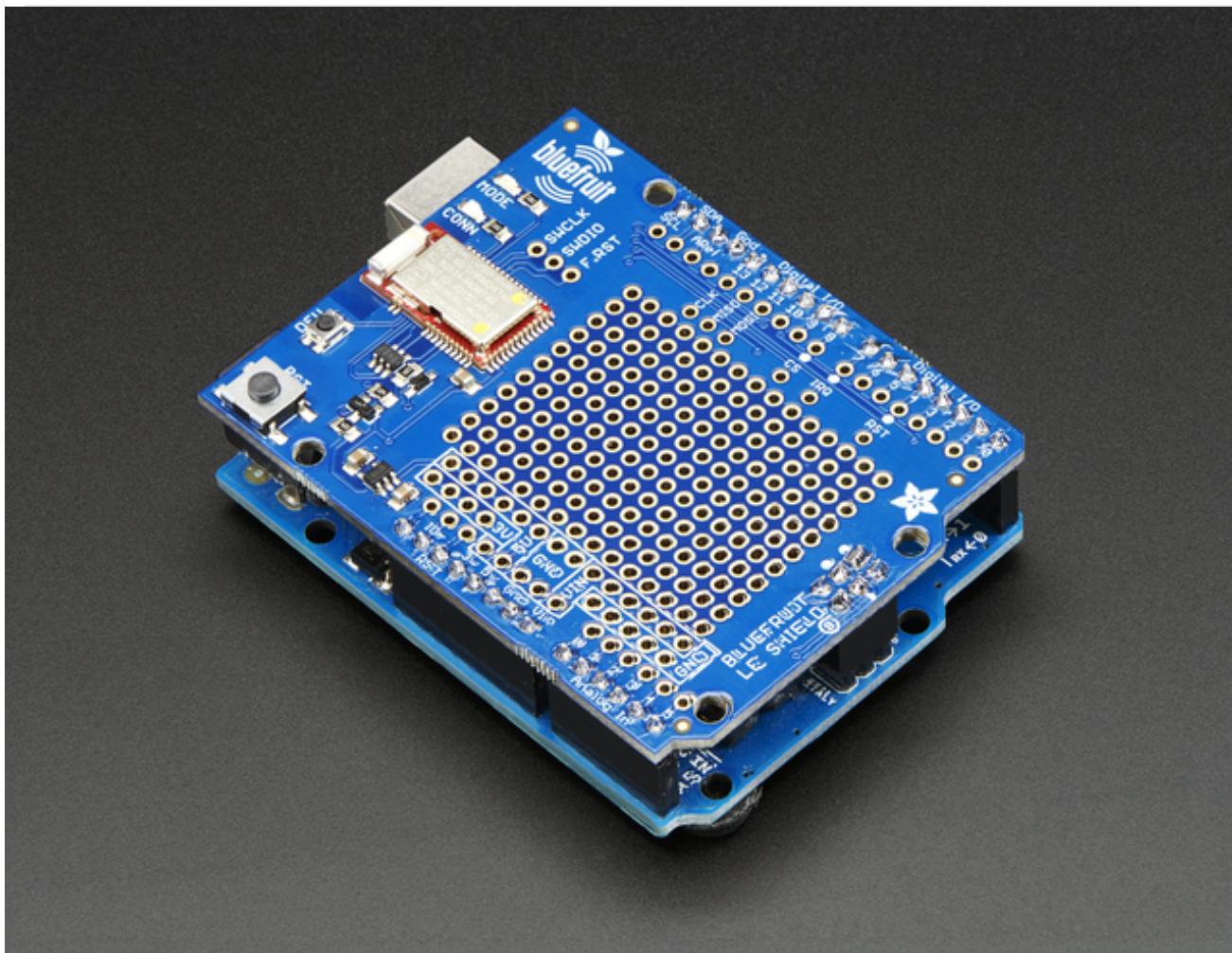
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## Overview



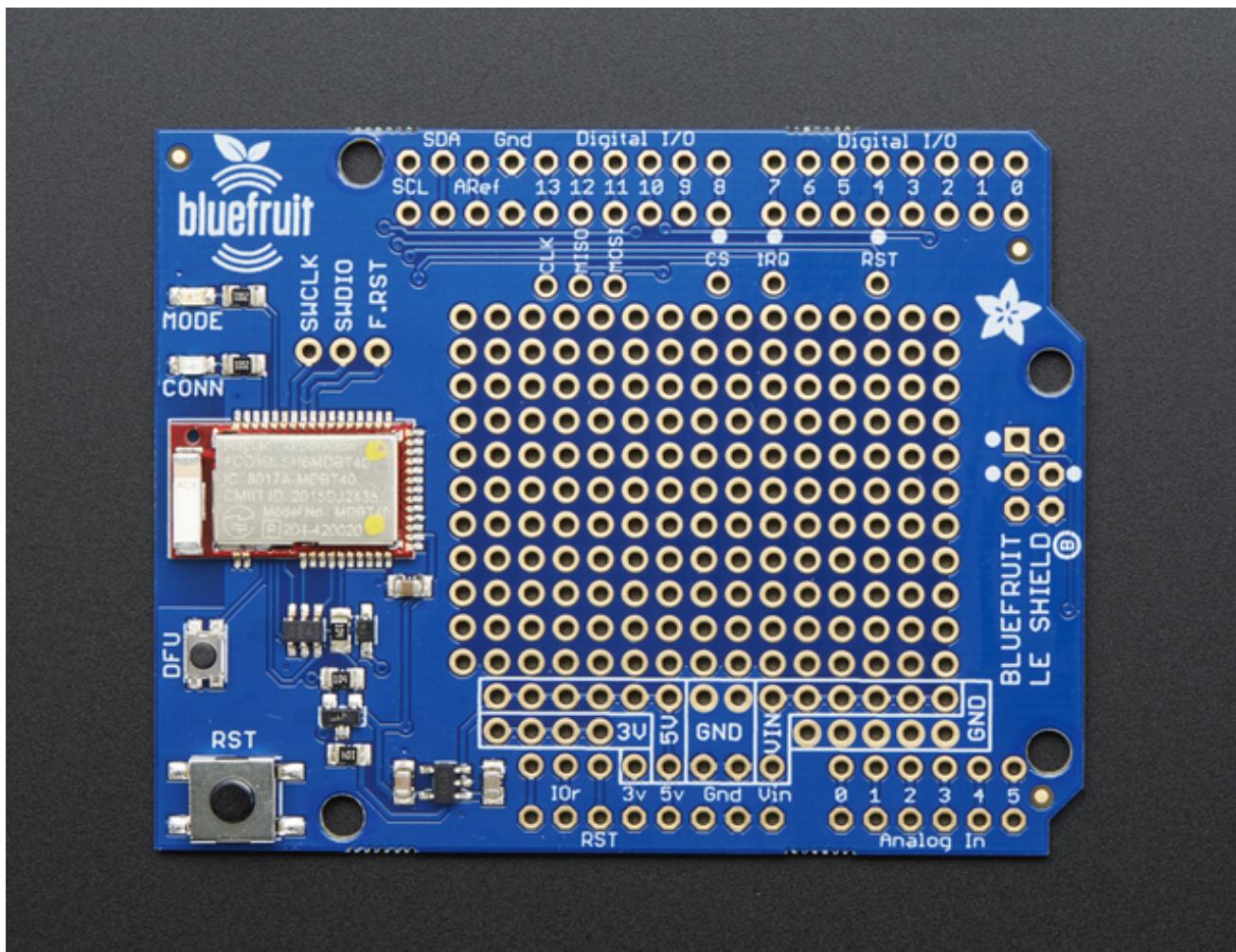
Would you like to add powerful and easy-to-use Bluetooth Low Energy to your robot, art or other electronics project? Heck yeah! With BLE now included in modern smart phones and tablets, its fun to add wireless connectivity. So what you really need is the new Adafruit Bluefruit LE Shield for Arduino!

The [Bluefruit LE Shield](http://adafru.it/2746) (<http://adafru.it/2746>) makes it easy to add Bluetooth Low Energy connectivity to your Arduino or compatible. Solder in the included headers and plug right in. It connects to your Arduino or other microcontroller using the hardware SPI interface (MISO, MOSI, SCK) plus a chip select line (default D8), interrupt line (default D7) and reset (default D4). You can rearrange any and all the pins if you'd like, by cutting the jumpers underneath, and soldering jumper wires to your desired pins.

If you want this in non-shield format, [check out the SPI friend](http://adafru.it/fLp) (<http://adafru.it/fLp>). If you like Serial communication more than SPI, we also have a breakout can talk UART (<http://adafru.it/fao>)

This multi-function module can do quite a lot! For most people, they'll be very happy to use the

standard Nordic UART RX/TX profile. In this profile, the Bluefruit acts as a data pipe, that can 'transparently' transmit back and forth from your iOS or Android device. You can use our [iOS App](http://adafru.it/iCi) (<http://adafru.it/iCi>) or [Android App](http://adafru.it/f4G) (<http://adafru.it/f4G>) to get started sending data from your Arduino to your phone quickly and painlessly.



## Why Use Adafruit's Module?

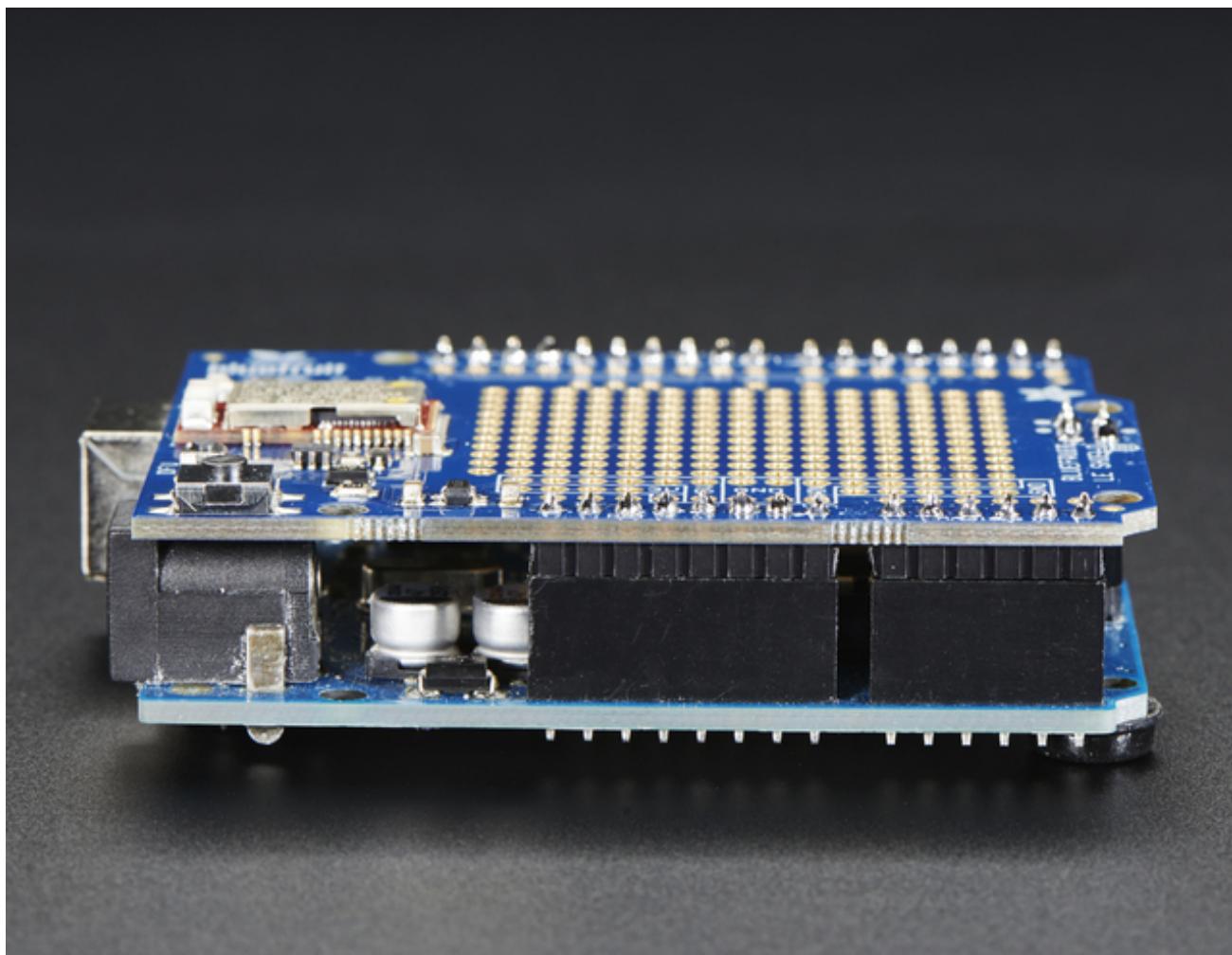
There are plenty of BLE modules out there, with varying quality on the HW design as well as the firmware.

One of the biggest advantages of the Adafruit Bluefruit LE family is that **we wrote all of the firmware running on the devices ourselves from scratch.**

We control every line of code that runs on our modules ... and so we aren't at the mercy of any third party vendors who may or may not be interested in keeping their code up to date or catering to our customer's needs.

Because we control everything about the product, we add features that are important to

*our* customers, can solve any issues that do come up without begging any 3rd parties, and we can even change Bluetooth SoCs entirely if the need ever arises!

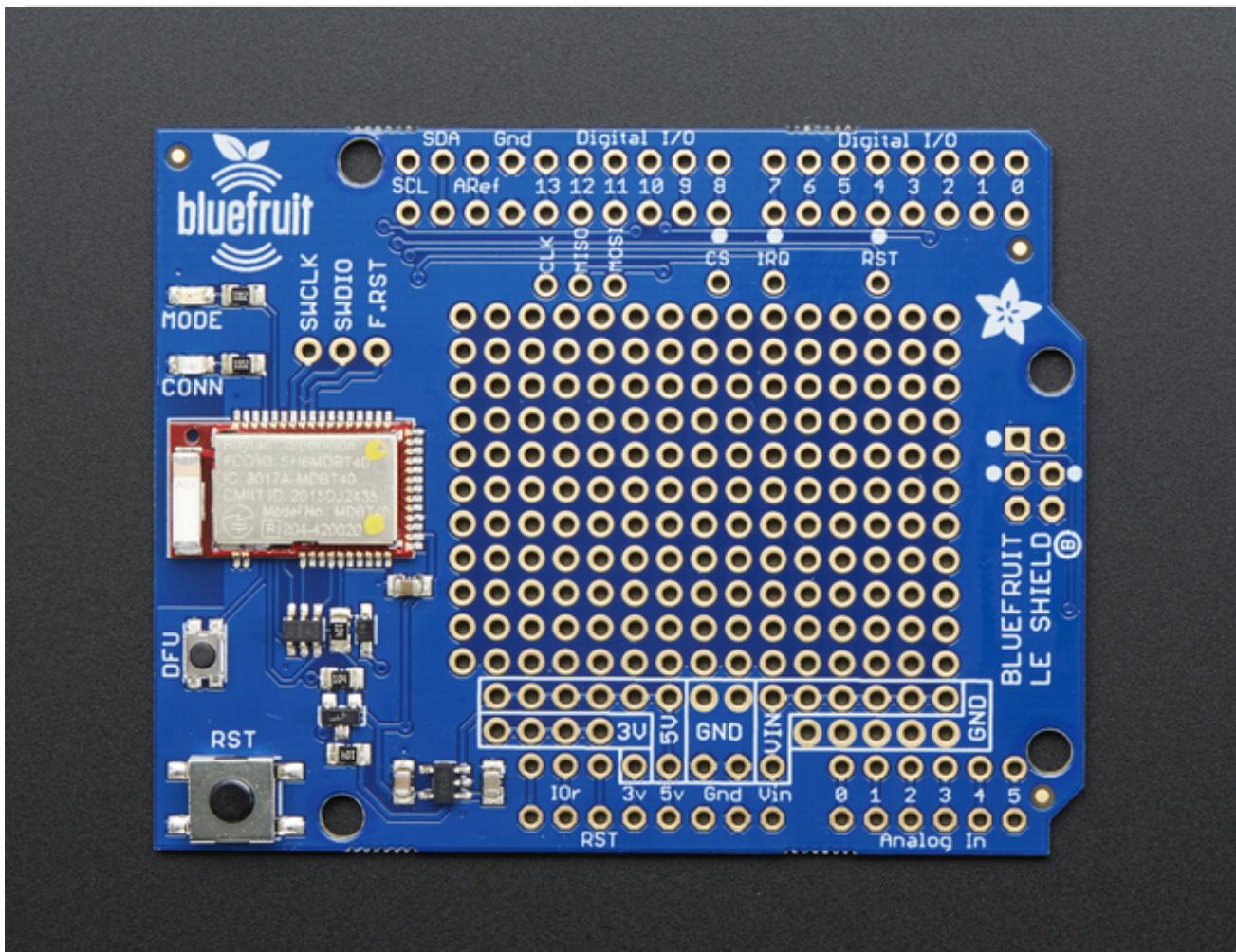


## Technical Specifications

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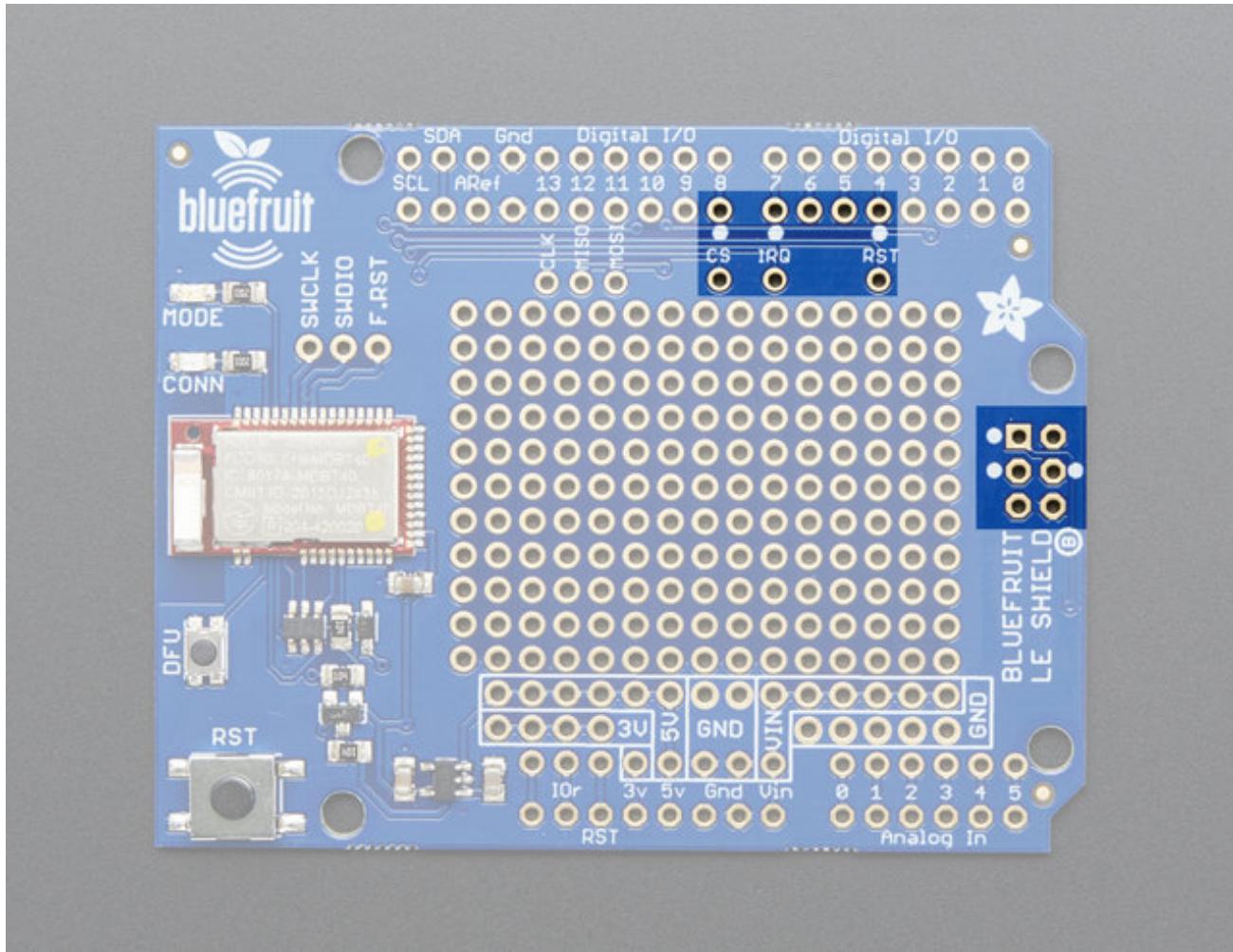
- ARM Cortex M0 core running at 16MHz
- 256KB flash memory
- 32KB SRAM
- Transport: SPI at 4MHz with HW IRQ (5 pins required)
- 5V-safe inputs (Arduino Uno friendly, etc.)
- On-board 3.3V voltage regulation
- Bootloader with support for safe OTA firmware updates
- Easy AT command set to get up and running quickly

# Pinouts



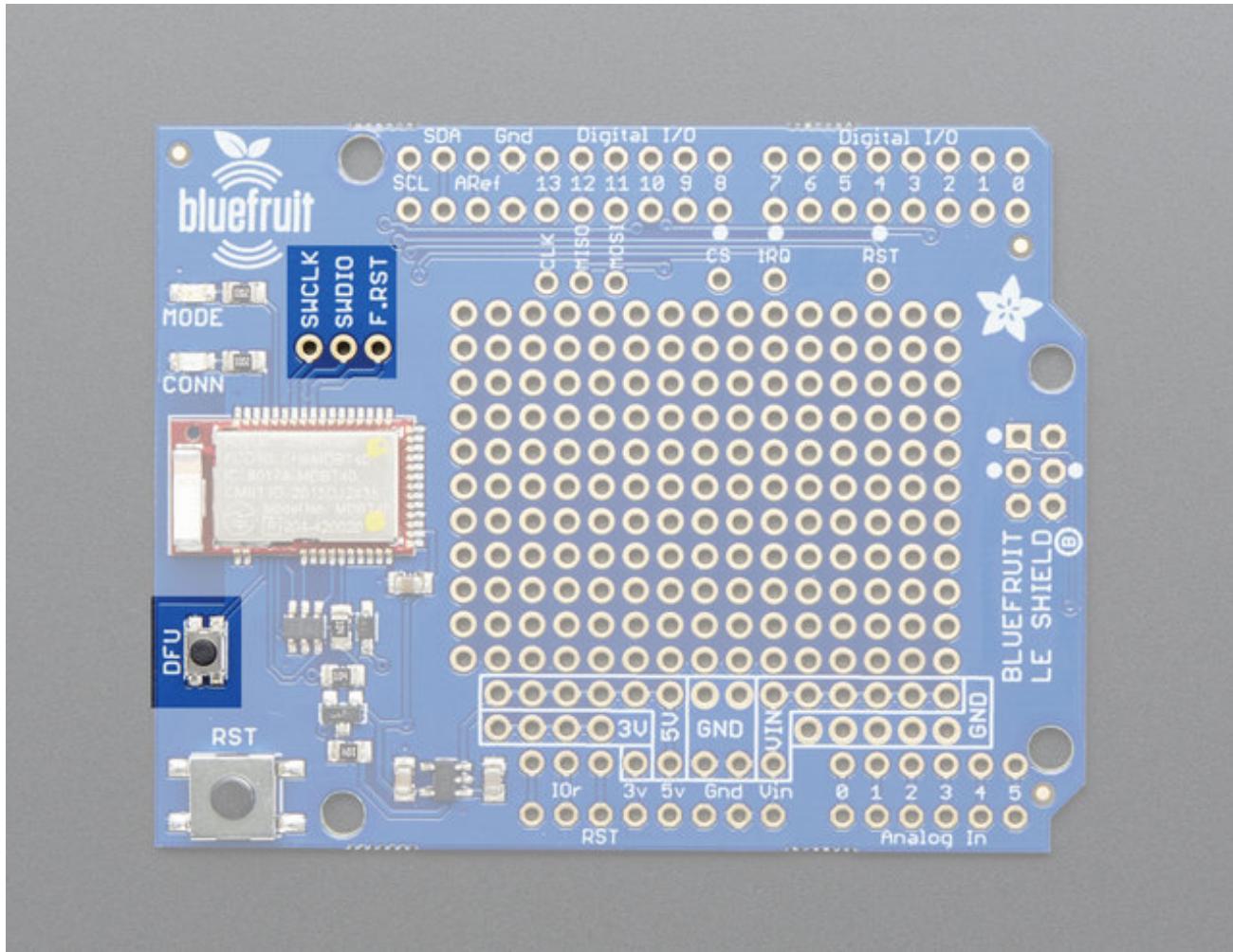
## Power Pins

- **5V:** This is the power supply for the module, supply with 3.3-5V power supply input. This will be regulated down to 3.3V to run the chip
- **GND:** The common/GND pin for power and logic



## SPI Pins

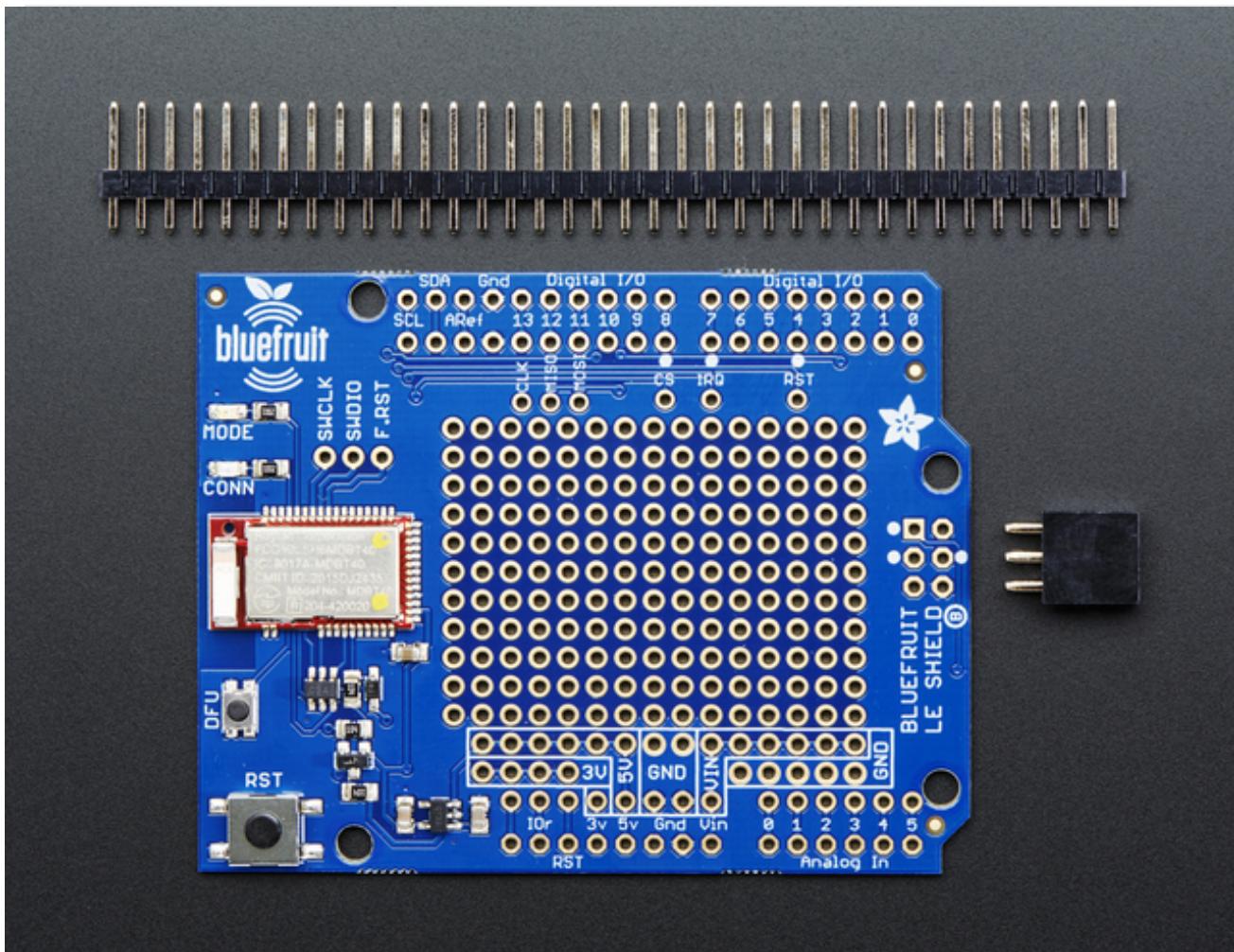
- **SCK:** This is the serial clock pin, by default connected to the Hardware SPI clock pin on the 2x3 ICSP header
- **MISO:** This is the Master In Slave Out SPI pin (nRF51 -> Arduino communication) by default connected to the Hardware SPI MISO pin on the 2x3 ICSP header
- **MOSI:** This is the Master Out Slave In SPI pin (Arduino -> nRF51 communication) by default connected to the Hardware SPI MOSI pin on the 2x3 ICSP header
- **CS:** This is the Chip Select SPI pin, which is used to indicate that the SPI device is currently in use. By default connected to digital #10
- **IRQ:** This is the nRF51 -> Arduino 'interrupt' pin that lets the Arduino or MCU know when data is available on the nRF51, indicating that a new SPI transaction should be initiated by the Arduino/MCU. By default connected to digital #7
- **RST:** Holding this pin low will put the Bluefruit module into reset. By default connected to digital #4



## Other Pins

- **SWCLK:** This is the SWD clock pin (SWCLK), 3v logic - for advanced hackers!
- **SWDIO:** This is the SWD data pin (SWDIO), 3v logic - for advanced hackers!
- **F.RST:** This is the factory reset pin. When all else fails and you did something to really weird out your module, tie this pad to ground while powering up the module and it will factory reset. You should try the DFU reset method first though (see that tutorial page).
- **DFU Button:** pushing this button when you power the shield up will force the Bluefruit LE module to enter a special firmware update mode to update the firmware over the air. Once the device is powered up, this pin can *also* be used to perform a factory reset. Press the button for >5s until the two LEDs start to blink, then release the pin (set it to 5V or logic high) and a factory reset will be performed.

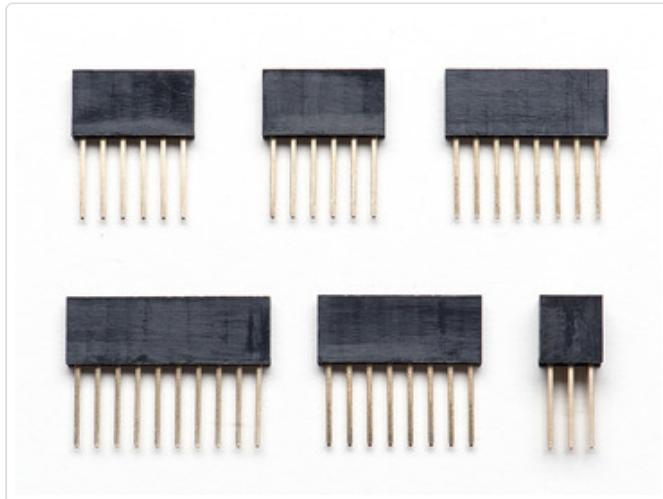
# Assembly



## Stack Alert

If you want to stack a shield on top of the Bluefruit LE Shield, you'll want to pick up some stacking headers and use those instead of the plain header shown here!

Wanna stack? This tutorial shows how to use the plain header to connect to an Arduino. [If you want to use stacking headers \(<http://adafru.it/dsu>\)](http://adafru.it/dsu), don't follow these steps!

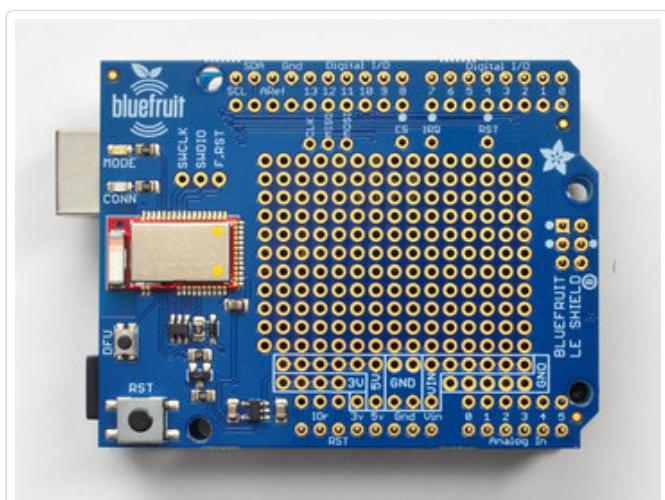
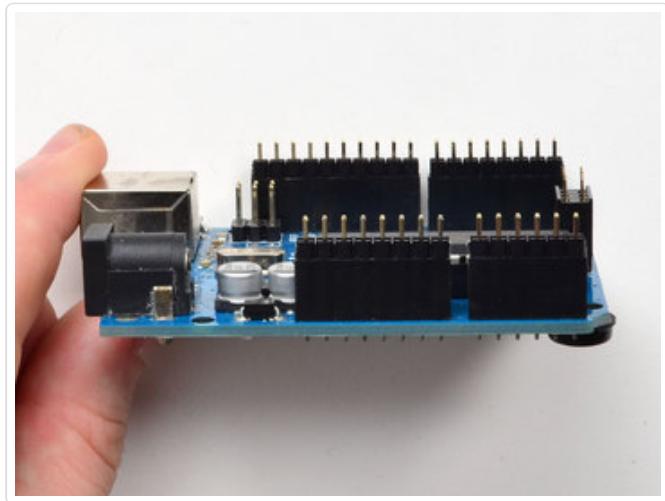
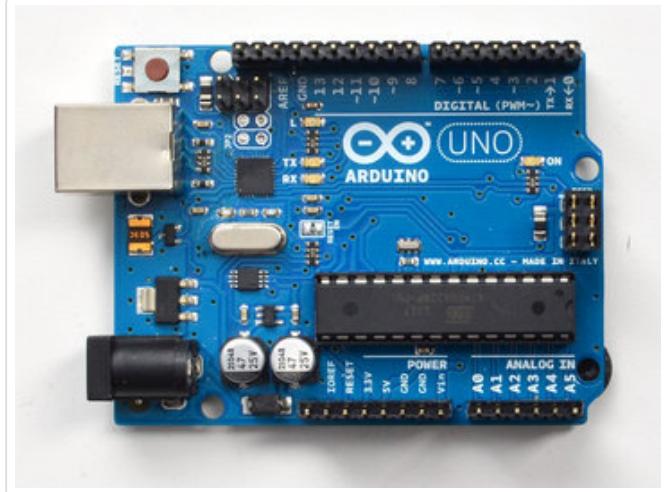


## Attaching Headers

This step is for all Arduino and compatibles. Please note that we use the hardware SPI port (the 2x3 pins) for talking to the Bluefruit LE module. If that port is not available you'll have to jumper the SCK/MOSI/MISO pins to other pins and use 'software SPI'!

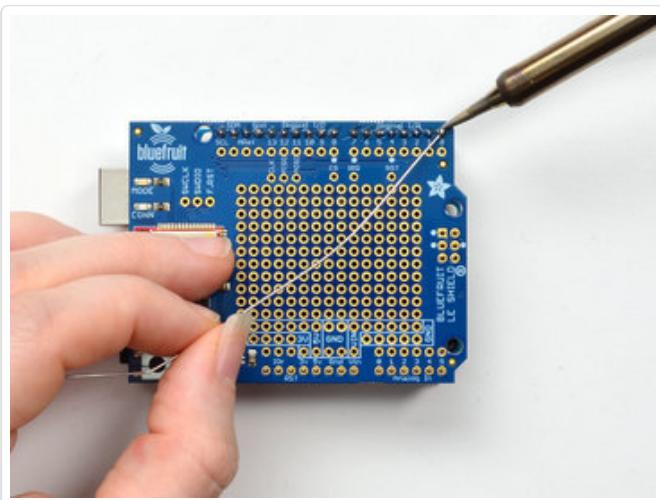
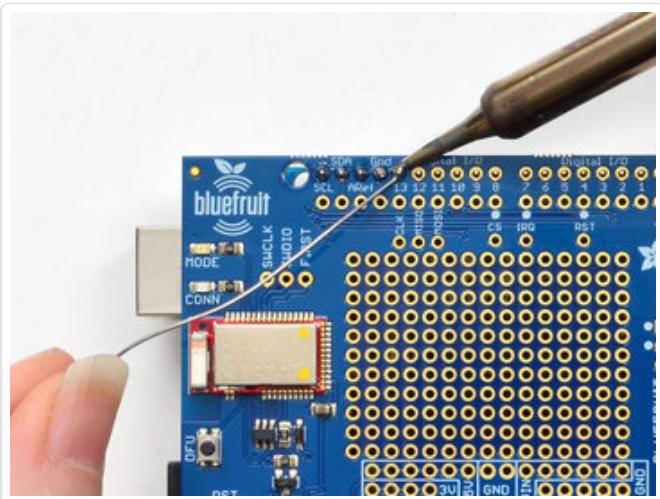
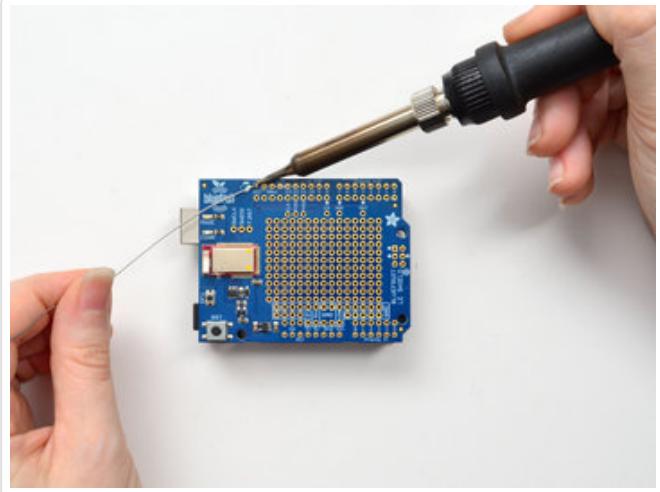
Begin by breaking the 36-pin male header into four pieces: one 10-pin, two 8-pin and one 6-pin. Stick the header into the Arduino sockets with the long pins down.

Also place the 2x3 female socket header into the ICSP header on the right of the board

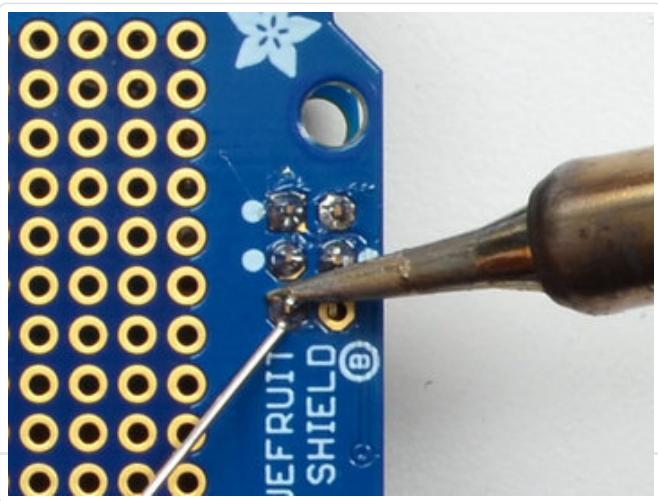
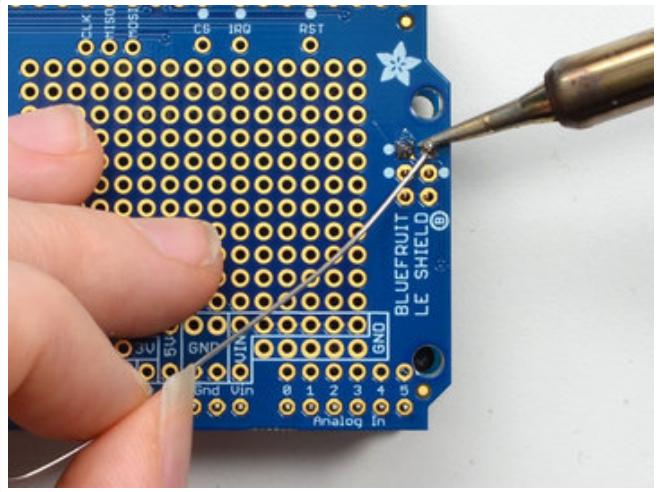


Place the shield on top so that all the little pins stick out through the matching holes in the shield. It should match up perfectly!

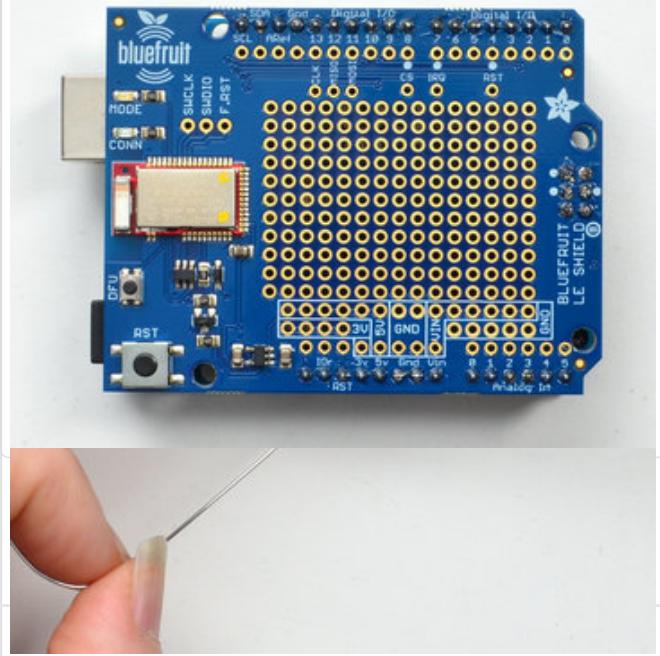
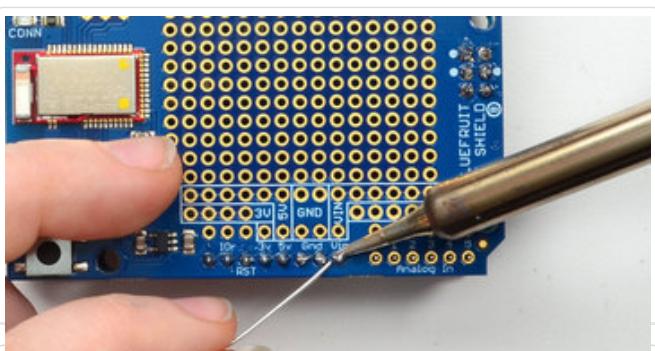
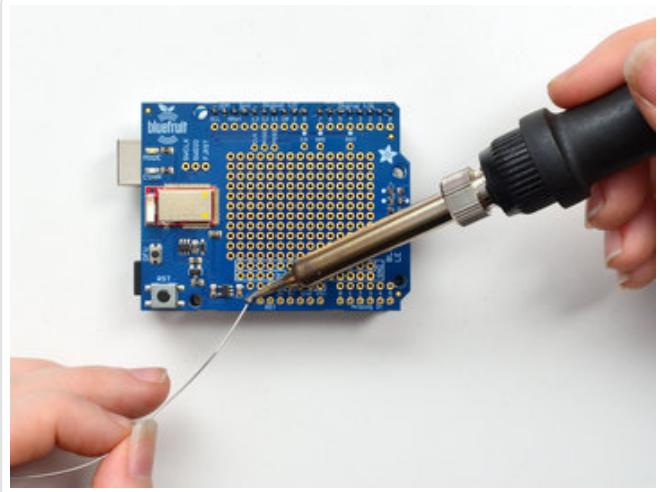
Solder in all the header on the top strips



Don't forget the 6-pin socket!

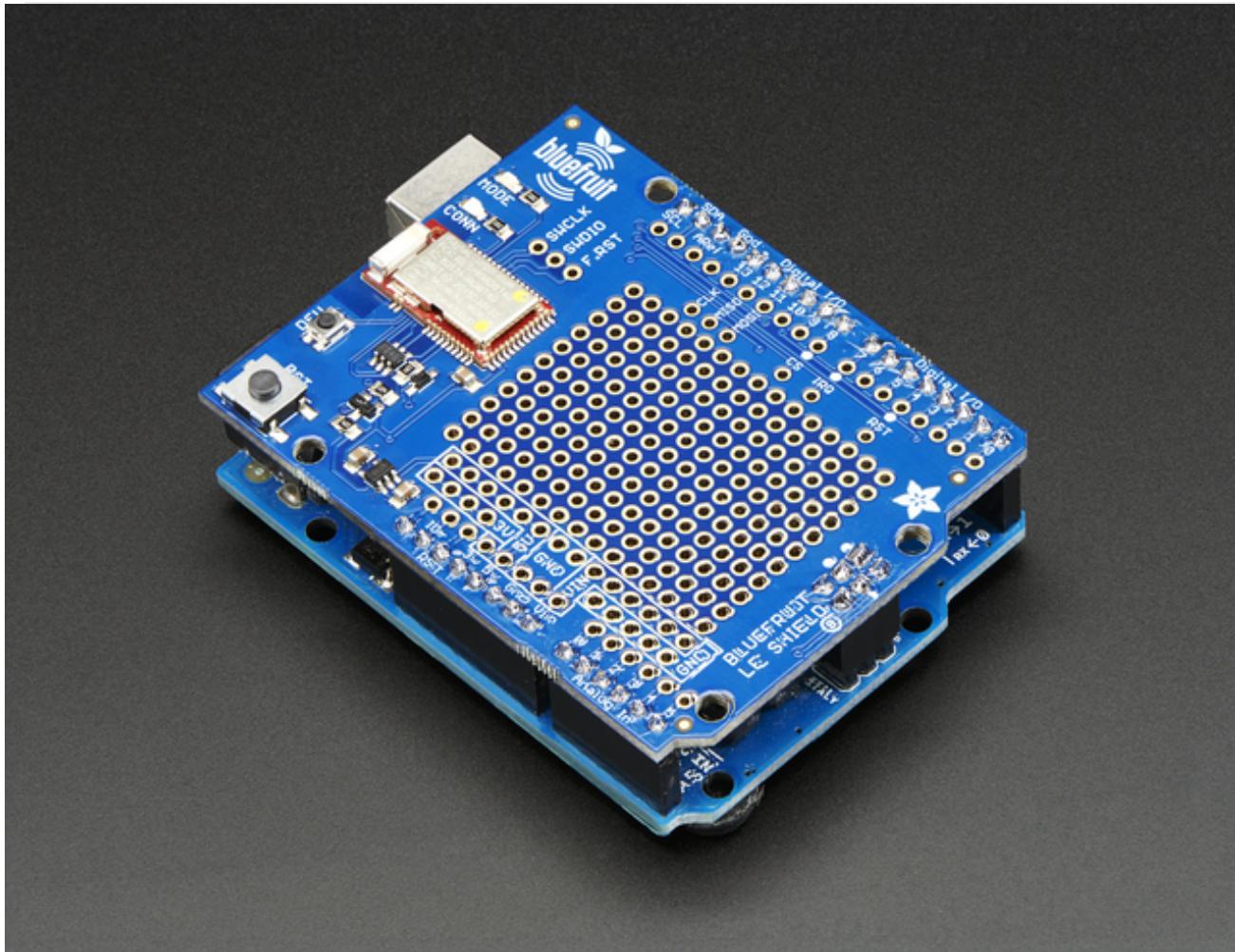


Now solder in the other strip of header



Check your solder points, all look good? You can proceed to the next steps

# Wiring



## Default Pinout

To make things fast, we attached all the pins required to a default pin out. In order to follow along with the default tutorial wiring, the Bluefruit LE SPI Friend should not be modified and will use the following pins:

Bluefruit LE SPI Pins	Arduino Pins
SCK	Hardware SPI SCK
MISO	Hardware SPI MISO
MOSI	hardware SPI MOSI
CS	8
IRQ	7
RST	4

We'll be using **hardware SPI** by default (<http://adafru.it/iCE>). Those pins are shared with other digital pins. For example, it uses the UNO's hardware pins #13, #12 and #11.

If you have an Uno or compatible (Atmega328) with the 2x3 header missing, you can short the jumpers on the bottom of the shield to hard-connect SCK/MISO/MOSI to 13/12/11.

If you don't want to use the 2x3 hardware SPI for some reason, you can always use *software* SPI, which is a tad slower but can use any 3 pins. Just solder jumper wires from the SCK/MISO/MOSI breakouts to whatever pins you like.

## Changing the Default Pinout

---

The examples sketches may use slightly different pins. If you wish to change the location of the CS, IRQ or RST pins, open the **BluefruitConfig.h** file in the example folder of the example you are using, and change the pin to an appropriate value (See the Software section of this tutorial for instructions on installing the library):

```
#define BLUEFRUIT_SPI_CS      8  
#define BLUEFRUIT_SPI_IRQ     7  
#define BLUEFRUIT_SPI_RST     4
```

If you want to use **software** (bitbang) SPI, you can change the SCK, MISO and MOSI pins using the following macros in the same file:

```
#define BLUEFRUIT_SPI_SCK    13  
#define BLUEFRUIT_SPI_MISO   12  
#define BLUEFRUIT_SPI_MOSI   11
```

The **BluefruitConfig.h** file can be found in a dedicated tab, as shown below:

```
controller | Arduino 1.6.4
controller BluefruitConfig.h packetParser.cpp

32 // -----
33 // The following sets the optional Mode pin, its recommended but not required
34 //
35 #define BLUEFRUIT_UART_MODE_PIN      12    // Set to -1 if unused
36
37
38 // SHARED SPI SETTINGS
39 //
40 // The following macros declare the pins to use for HW and SW SPI communication.
41 // SCK, MISO and MOSI should be connected to the HW SPI pins on the Uno when
42 // using HW SPI. This should be used with nRF51822 based Bluefruit LE modules
43 // that use SPI (Bluefruit LE SPI Friend).
44 //
45 #define BLUEFRUIT_SPI_CS           8
46 #define BLUEFRUIT_SPI_IRQ          7
47 #define BLUEFRUIT_SPI_RST          6    // Optional but recommended, set to -1 if unused
48
49 // SOFTWARE SPI SETTINGS
50 //
51 // The following macros declare the pins to use for SW SPI communication.
52 // This should be used with nRF51822 based Bluefruit LE modules that use SPI
53 // (Bluefruit LE SPI Friend).
54 //
55 #define BLUEFRUIT_SPI_SCK         13
56 #define BLUEFRUIT_SPI_MISO        12
57 #define BLUEFRUIT_SPI_MOSI        11
```

For all the example code, we have at the top of the sketch a few different ways you can communicate with the Bluefruit LE: hardware serial, software serial, hardware SPI and software SPI.

For the SPI Bluefruit, you cannot use serial. However, you can choose between hardware and software SPI.

If you want to use hardware SPI, uncomment this chunk of code (and comment out the other three options)

```
/* ...hardware SPI, using SCK/MOSI/MISO hardware SPI pins and then user selected CS/IRQ/RST */
Adafruit_BluefruitLE_SPI ble(BLUEFRUIT_SPI_CS, BLUEFRUIT_SPI_IRQ, BLUEFRUIT_SPI_RST);
```

If you want to use software/bitbang SPI, uncomment the following definition. You can then use any 6 pins (or 5, if you dont want to use RST)

```
/* ...software SPI, using SCK/MOSI/MISO user-defined SPI pins and then user selected CS/IRQ/RST */
Adafruit_BluefruitLE_SPI ble(BLUEFRUIT_SPI_SCK, BLUEFRUIT_SPI_MISO,
                            BLUEFRUIT_SPI_MOSI, BLUEFRUIT_SPI_CS,
                            BLUEFRUIT_SPI_IRQ, BLUEFRUIT_SPI_RST);
```

# Software

In order to try out our demos, you'll need to download the Adafruit BLE library for the nRF51 based modules such as this one (a.k.a. Adafruit\_BluefruitLE\_nRF51)

You can check out the code here at github, (<http://adafru.it/f4V>) but its likely easier to just download by clicking:

Download  
Adafruit\_BluefruitLE\_nRF51

<http://adafru.it/f4W>

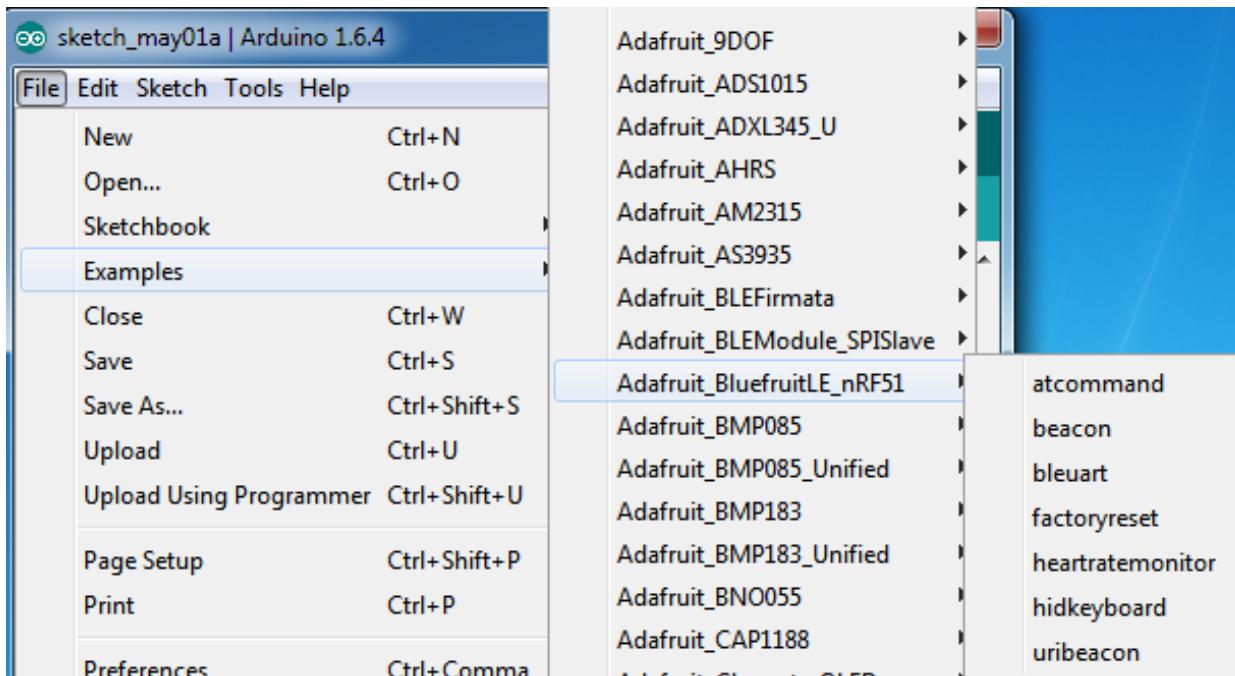
Rename the uncompressed folder **Adafruit\_BluefruitLE\_nRF51** and check that the **Adafruit\_BluefruitLE\_nRF51** folder contains **Adafruit\_BLE.cpp** and **Adafruit\_BLE.h** (as well as a bunch of other files)

Place the **Adafruit\_BluefruitLE\_nRF51** library folder your **arduinosketchfolder/libraries/** folder. You may need to create the **libraries** subfolder if its your first library. Restart the IDE.

We also have a great tutorial on Arduino library installation at:

<http://learn.adafruit.com/adafruit-all-about-arduino-libraries-install-use> (<http://adafru.it/aYM>)

After restarting, check that you see the library folder with examples:

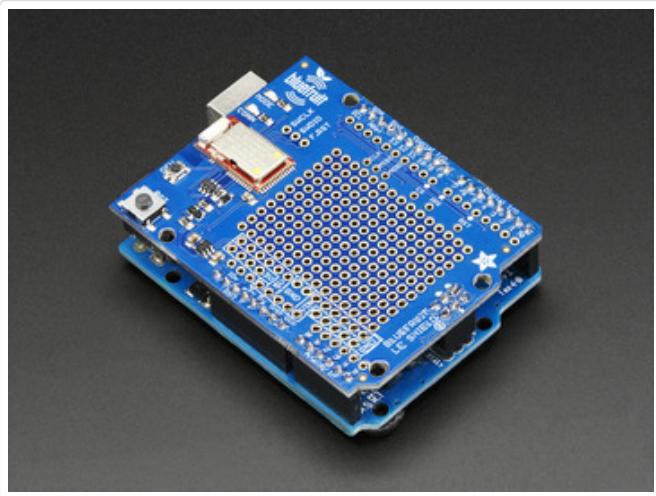


# Configuration!

Before you start uploading any of the example sketches, you'll need to CONFIGURE the Bluefruit interface - there's a lot of options so pay close attention!

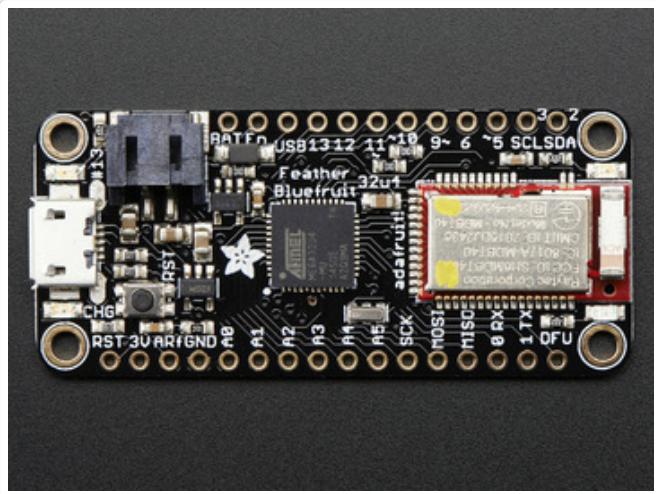
## Which board do you have?

There's a few products under the Bluefruit name:



If you are using the Bluefruit LE Shield then you have an **SPI-connected NRF51822** module. You can use this with **Atmega328** (Arduino UNO or compatible), **ATmega32u4** (Arduino Leonardo, compatible) or **ATSAMD21** (Arduino Zero, compatible) and possibly others.

Your pinouts are **Hardware SPI, CS = 8, IRQ = 7, RST = 4**

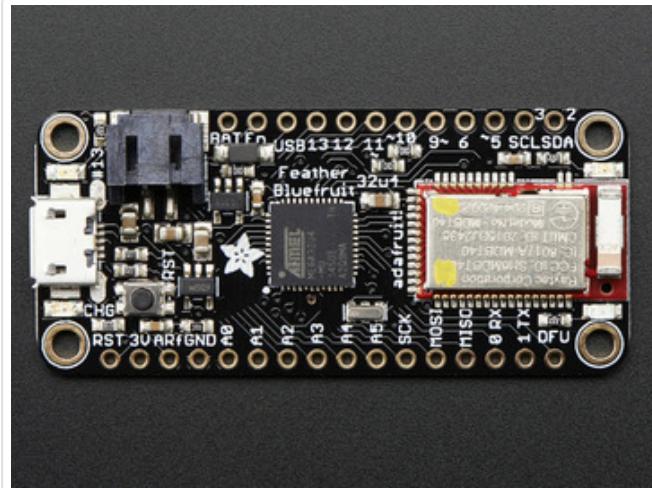


### Bluefruit Micro or Feather 32u4 Bluefruit

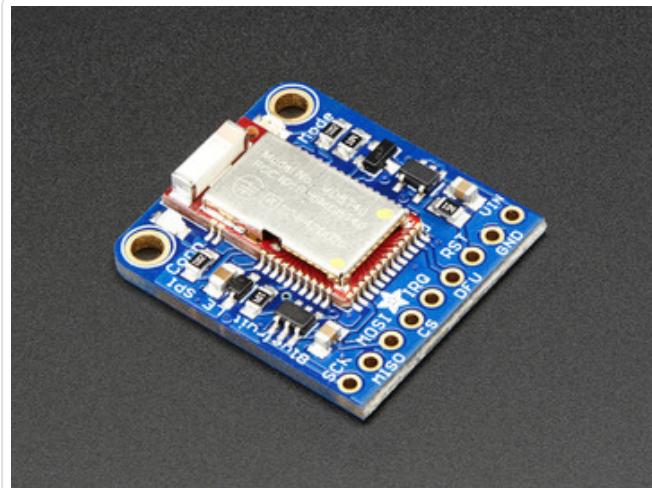
If you have a Bluefruit Micro or Feather 32u4 Bluefruit LE then you have an **ATmega32u4** chip with **Hardware SPI, CS = 8, IRQ = 7, RST = 4**

### Feather M0 Bluefruit LE

If you have a Feather M0 Bluefruit LE then you have an **ATSAMD21** chip with **Hardware SPI, CS =**



8, IRQ = 7, RST = 4



## Bluefruit LE SPI Friend

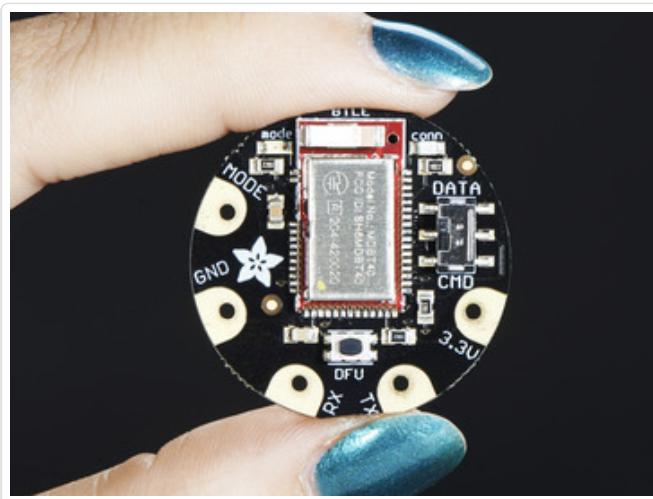
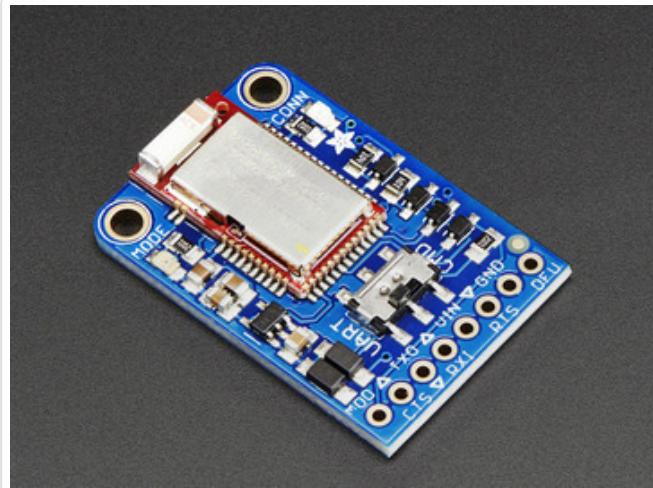
If you have a stand-alone module, you have a bit of flexibility with wiring however we strongly recommend **Hardware SPI**, CS = 8, IRQ = 7, RST = 4

You can use this with just about any microcontroller with 5 or 6 pins

## Bluefruit LE UART Friend or Flora BLE

If you have a stand-alone UART module you have some flexibility with wiring. However we suggest **hardware UART** if possible. You will likely need to use the flow control **CTS** pin if you are not using hardware UART. There's also a **MODE** pin

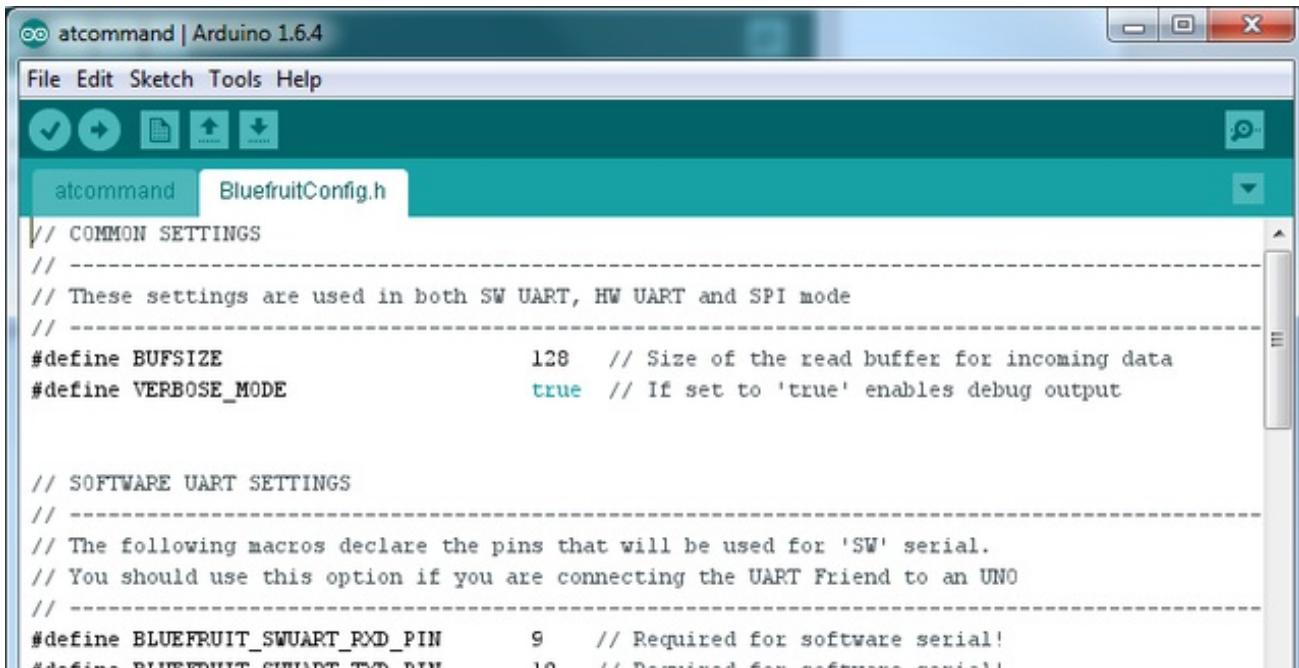
You can use this with just about any microcontroller with at least 3 pins, but best used with a Hardware Serial/UART capable chip!



## Configure the Pins Used

You'll want to check the Bluefruit Config to set up the pins you'll be using for UART or SPI

Each example sketch has a secondary tab with configuration details. You'll want to edit and save the sketch to your own documents folder once set up.



The screenshot shows the Arduino IDE interface with the title bar "atcommand | Arduino 1.6.4". The menu bar includes File, Edit, Sketch, Tools, and Help. Below the menu is a toolbar with icons for save, upload, and refresh. The main code editor window displays the "BluefruitConfig.h" file. The code is divided into two sections: "COMMON SETTINGS" and "SOFTWARE UART SETTINGS". In the "COMMON SETTINGS" section, there are two defines: #define BUFSIZE 128 and #define VERBOSE\_MODE true. In the "SOFTWARE UART SETTINGS" section, there is a define #define BLUEFRUIT\_SWUART\_RXD\_PIN 9 followed by a comment // Required for software serial!. There is also a commented-out line #define BLUEFRUIT\_SWUART\_TXD\_PIN 10 // Required for software serial!.

```
// COMMON SETTINGS
// -----
// These settings are used in both SW UART, HW UART and SPI mode
// -----
#define BUFSIZE          128 // Size of the read buffer for incoming data
#define VERBOSE_MODE     true // If set to 'true' enables debug output

// SOFTWARE UART SETTINGS
// -----
// The following macros declare the pins that will be used for 'SW' serial.
// You should use this option if you are connecting the UART Friend to an UNO
// -----
#define BLUEFRUIT_SWUART_RXD_PIN    9 // Required for software serial!
//#define BLUEFRUIT_SWUART_TXD_PIN   10 // Required for software serial!
```

## Common settings:

You can set up how much RAM to set aside for a communication buffer and whether you want to have full debug output. Debug output is 'noisy' on the serial console but is handy since you can see all communication between the micro and the BLE

```
// -----
// These settings are used in both SW UART, HW UART and SPI mode
// -----
#define BUFSIZE          128 // Size of the read buffer for incoming data
#define VERBOSE_MODE     true // If set to 'true' enables debug output
```

## Software UART

If you are using Software UART, you can set up which pins are going to be used for RX, TX, and CTS flow control. Some microcontrollers are limited on which pins can be used! Check the SoftwareSerial library documentation for more details

```
// SOFTWARE UART SETTINGS
#define BLUEFRUIT_SWUART_RXD_PIN    9 // Required for software serial!
#define BLUEFRUIT_SWUART_TXD_PIN   10 // Required for software serial!
#define BLUEFRUIT_UART_CTS_PIN     11 // Required for software serial!
#define BLUEFRUIT_UART_RTS_PIN    -1 // Optional, set to -1 if unused
```

## Hardware UART

If you have Hardware Serial, there's a 'name' for it, usually Serial1 - you can set that up here:

```
// HARDWARE UART SETTINGS
#ifndef Serial1 // this makes it not complain on compilation if there's no Serial1
#define BLUEFRUIT_HWSERIAL_NAME Serial1
#endif
```

## Mode Pin

For both hardware and software serial, you will likely want to define the MODE pin. There's a few sketches that don't use it, instead depending on commands to set/unset the mode. It's best to use the MODE pin if you have a GPIO to spare!

```
#define BLUEFRUIT_UART_MODE_PIN 12 // Set to -1 if unused
```

## SPI Pins

For both Hardware and Software SPI, you'll want to set the **CS** (chip select) line, **IRQ** (interrupt request) line and if you have a pin to spare, **RST** (Reset)

```
// SHARED SPI SETTINGS
#define BLUEFRUIT_SPI_CS 8
#define BLUEFRUIT_SPI_IRQ 7
#define BLUEFRUIT_SPI_RST 4 // Optional but recommended, set to -1 if unused
```

## Software SPI Pins

If you don't have a hardware SPI port available, you can use any three pins...it's a tad slower but very flexible

```
// SOFTWARE SPI SETTINGS
#define BLUEFRUIT_SPI_SCK 13
#define BLUEFRUIT_SPI_MISO 12
#define BLUEFRUIT_SPI_MOSI 11
```

Refer to the table above to determine whether you have SPI or UART controlled Bluefruits!

# Select the Serial Bus

Once you've configured your pin setup in the BluefruitConfig.h file, you can now check and adapt the example sketch.

The Adafruit\_BluefruitLE\_nRF51 library supports four different serial bus options, depending on the HW you are using: **SPI** both hardware and software type, and **UART** both hardware and software type.

## UART Based Boards (Bluefruit LE UART Friend & Flora BLE)

This is for Bluefruit LE UART Friend & Flora BLE boards. You can use *either* software serial or hardware serial. Hardware serial is higher quality, and less risky with respect to losing data. However, you may not have hardware serial available! Software serial does work just fine with flow-control and we do have that available at the cost of a single GPIO pin.

For software serial (Arduino Uno, Adafruit Metro) you should uncomment the software serial constructor below, and make sure the other three options (hardware serial & SPI) are commented out.

```
// Create the bluefruit object, either software serial...uncomment these lines
SoftwareSerial bluefruitSS = SoftwareSerial(BLUEFRUIT_SWUART_TXD_PIN, BLUEFRUIT_SWUART_RXD_PIN);

Adafruit_BluefruitLE_UART ble(bluefruitSS, BLUEFRUIT_UART_MODE_PIN,
    BLUEFRUIT_UART_CTS_PIN, BLUEFRUIT_UART_RTS_PIN);
```

For boards that require hardware serial (Adafruit Flora, etc.), uncomment the hardware serial constructor, and make sure the other three options are commented out

```
/* ...or hardware serial, which does not need the RTS/CTS pins. Uncomment this line */
Adafruit_BluefruitLE_UART ble(BLUEFRUIT_HWSERIAL_NAME, BLUEFRUIT_UART_MODE_PIN);
```

## SPI Based Boards (Bluefruit LE SPI Friend)

For SPI based boards, you should uncomment the hardware SPI constructor below, making sure the other constructors are commented out:

```
/* ...hardware SPI, using SCK/MOSI/MISO hardware SPI pins and then user selected CS/IRQ/RST */
Adafruit_BluefruitLE_SPI ble(BLUEFRUIT_SPI_CS, BLUEFRUIT_SPI_IRQ, BLUEFRUIT_SPI_RST);
```

If for some reason you can't use HW SPI, you can switch to software mode to bit-bang the SPI transfers via the following constructor:

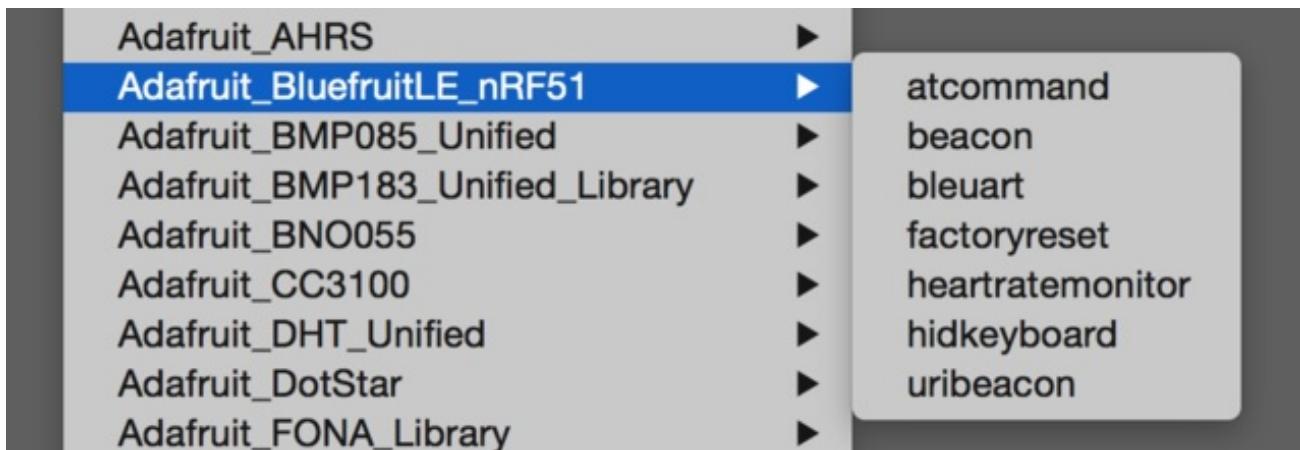
```
/* ...software SPI, using SCK/MOSI/MISO user-defined SPI pins and then user selected CS/IRQ/RST */
Adafruit_BluefruitLE_SPI ble(BLUEFRUIT_SPI_SCK, BLUEFRUIT_SPI_MISO,
    BLUEFRUIT_SPI_MOSI, BLUEFRUIT_SPI_CS,
    BLUEFRUIT_SPI_IRQ, BLUEFRUIT_SPI_RST);
```

# ATCommand

The **ATCommand** example allows you to execute AT commands from your sketch, and see the results in the Serial Monitor. This can be useful for debugging, or just testing different commands out to see how they work in the real world. It's a good one to start with!

## Opening the Sketch

To open the ATCommand sketch, click on the **File > Examples > Adafruit\_BluefruitLE\_nRF51** folder in the Arduino IDE and select **atcommand**:



This will open up a new instance of the example in the IDE, as shown below:

The screenshot shows the Arduino IDE interface with the title bar "atcommand | Arduino 1.6.4". The menu bar includes File, Edit, Sketch, Tools, and Help. Below the menu is a toolbar with icons for file operations. The main code editor window contains the following code:

```
atcommand
/*
 *!
 * @file      atcommand.ino
 * @author    hathach

This example shows how to connect to your Adafruit Bluefruit LE (nrf51822) and do
some basic AT commands to check connectivity, print out the version strings and let
you send your own AT commands!

*/
#include <string.h>
#include <Arduino.h>
#include <SPI.h>
#if not defined (_VARIANT_ARDUINO_DUE_X_)
  #include <SoftwareSerial.h>
#endif

#include "Adafruit_BLE.h"
#include "Adafruit_BLE_HWSPI.h"
#include "Adafruit_BluefruitLE_UART.h"

// If you are using Software Serial....
// The following macros declare the pins used for SW serial, you should
// use these pins if you are connecting the UART Friend to an UNO
#define BLUEFRUIT_SWUART_RXD_PIN      9 // Required for software serial!
#define BLUEFRUIT_SWUART_TXD_PIN      10 // Recommended for software serial!
```

The status bar at the bottom right indicates "Arduino Uno on COM254".

## Configuration

Check the **Configuration!** page earlier to set up the sketch for Software/Hardware UART or Software/Hardware SPI. The default is hardware SPI

If using software or hardware Serial UART:

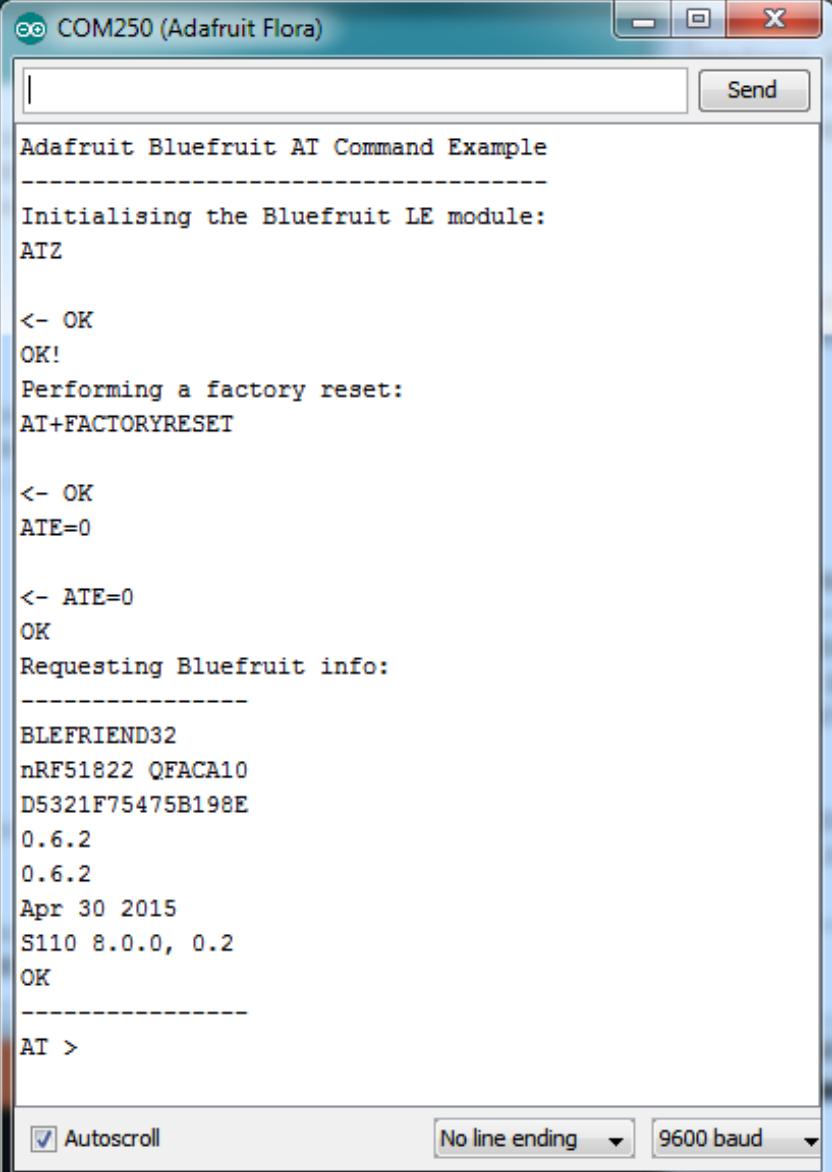
- This tutorial does not need to use the MODE pin, **make sure you have the mode switch in**

**CMD mode** if you do not configure & connect a MODE pin

- Don't forget to also **connect the CTS pin on the Bluefruit to ground if you are not using it!** (The Flora has this already done)

## Running the Sketch

Once you upload the sketch to your board (via the arrow-shaped upload icon), and the upload process has finished, open up the Serial Monitor via **Tools > Serial Monitor**, and make sure that the baud rate in the lower right-hand corner is set to **115200**:



The screenshot shows the Arduino Serial Monitor window titled "COM250 (Adafruit Flora)". The window displays a series of AT commands and their responses:

```
Adafruit Bluefruit AT Command Example
-----
Initialising the Bluefruit LE module:
ATZ
<- OK
OK!
Performing a factory reset:
AT+FACTORYRESET
<- OK
ATE=0
<- ATE=0
OK
Requesting Bluefruit info:
-----
BLEFRIEND32
nRF51822 QFACA10
D5321F75475B198E
0.6.2
0.6.2
Apr 30 2015
S110 8.0.0, 0.2
OK
-----
AT >
```

At the bottom of the window, there are three dropdown menus: "Autoscroll" (checked), "No line ending", and "9600 baud".

To send an AT command to the Bluefruit LE module, enter the command in the textbox at the top of the Serial Monitor and click the **Send** button:

ATI

Send

The response to the AT command will be displayed in the main part of the Serial Monitor. The response from 'ATI' is shown below:

The screenshot shows a Mac OS X-style terminal window titled '/dev/cu.usbmodem1411131'. In the top right corner, there is a red close button, a yellow warning button, and a green info button. Below the title bar is a text input field and a blue 'Send' button. The main window displays the following text:

```
BLE AT COMMAND EXAMPLE
-----
Initialising the Bluefruit LE module: OK!
Performing a factory reset: OK!
-----
BLEFRIEND32
nRF51822 QFACA10
DEB72C43325A171B
0.6.5
0.6.5
Apr 30 2015
S110 8.0.0, 0.2
-----
AT > ATI
BLEFRIEND32
nRF51822 QFACA10
DEB72C43325A171B
0.6.5
0.6.5
Apr 30 2015
S110 8.0.0, 0.2
OK
AT >
```

At the bottom of the window, there are three status indicators: a checked checkbox labeled 'Autoscroll You've pressed Send b...', a dropdown menu labeled 'No line ending', and another dropdown menu labeled '115200 baud'.

You can do pretty much anything at this prompt, with the AT command set. Try **AT+HELP** to get a list of all commands, and try out ones like **AT+HWGETDIETEMP** (get temperature at the nRF51822 die) and **AT+HWRANDOM** (generate a random number)

The screenshot shows a Windows-style terminal window with the title bar 'COM250 (Adafruit Flora)'. The main area displays the following text:

```
OK
Requesting Bluefruit info:
-----
BLEFRIEND32
nRF51822 QFACA10
D5321F75475B198E
0.6.2
0.6.2
Apr 30 2015
S110 8.0.0, 0.2
OK
-----
AT > AT+HWRANDOM
<- 0xA5A3DEF1
OK
AT > AT+HWGETDIETEMP
<- 25.0
OK
AT >
```

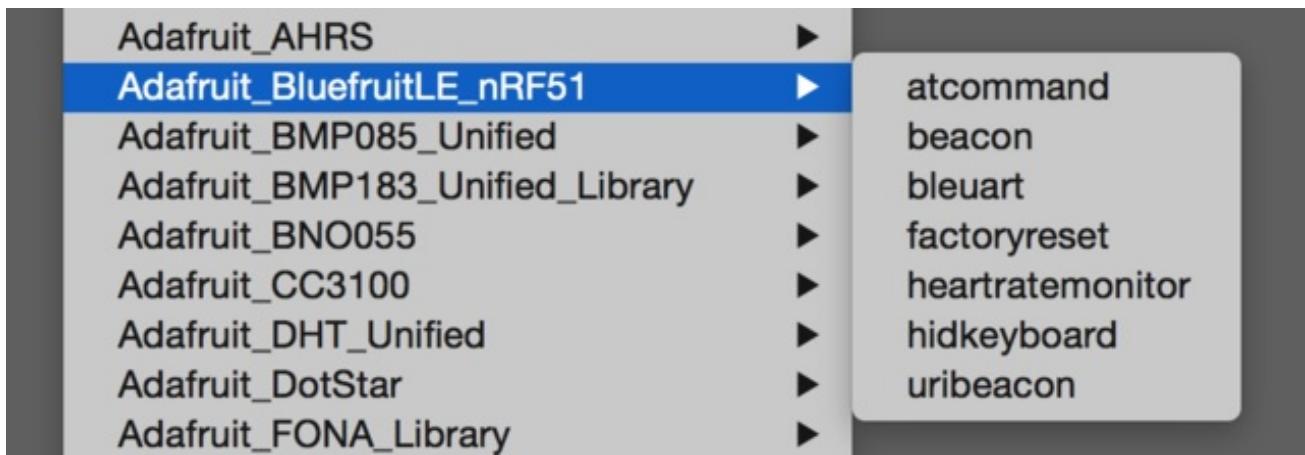
At the bottom of the window, there are three configuration buttons: a checked checkbox for 'Autoscroll', a dropdown menu set to 'No line ending', and a text input field showing '9600 baud'.

## BLEUart

The **BLEUart** example sketch allows you to send and receive text data between the Arduino and a connected Bluetooth Low Energy Central device on the other end (such as your mobile phone using the **Adafruit Bluefruit LE Connect** application for [Android](http://adafru.it/f4G) (<http://adafru.it/f4G>) or [iOS](http://adafru.it/f4H) (<http://adafru.it/f4H>) in UART mode).

## Opening the Sketch

To open the ATCommand sketch, click on the **File > Examples > Adafruit\_BluefruitLE\_nRF51** folder in the Arduino IDE and select **bleuart\_cmdmode**:



This will open up a new instance of the example in the IDE, as shown below:

The screenshot shows the Arduino IDE interface with the title bar 'bleuart\_cmdmode | Arduino 1.6.4'. The menu bar includes File, Edit, Sketch, Tools, and Help. Below the menu is a toolbar with icons for save, upload, and search. The code editor window contains the 'bleuart\_cmdmode.ino' sketch. The code is a demo for sending and receiving data in COMMAND mode using the Adafruit BLE module. It includes comments for Software Serial and Hardware Serial configurations, pin definitions, and a note about connecting to an Uno. The compilation results window at the bottom shows 'Done compiling.' and memory usage details.

```
/*!
 * @file      bleuart_cmdmode.ino
 * @author    hathach, ktown (Adafruit Industries)
 *
 * This demo will show you how to send and receive data in COMMAND mode
 * (without needing to put the module into DATA mode or using the MODE pin)
 */
#include <string.h>
#include <Arduino.h>
#include <SPI.h>
#include <SoftwareSerial.h>

#include "Adafruit_BLE.h"
#include "Adafruit_BLE_HWSPI.h"
#include "Adafruit_BluefruitLE_UART.h"

// If you are using Software Serial....
// The following macros declare the pins used for SW serial, you should
// use these pins if you are connecting the UART Friend to an UNO
#define BLUEFRUIT_SWUART_RXD_PIN      9   // Required for software serial!
#define BLUEFRUIT_SWUART_TXD_PIN      10  // Required for software serial!
#define BLUEFRUIT_UART_CTS_PIN        11  // Required for software serial!
#define BLUEFRUIT_UART_RTS_PIN        -1  // Optional, set to -1 if unused

// If you are using Hardware Serial
// The following macros declare the Serial port you are using. Uncomment this
// line if you are connecting the BLE to Leonardo/Micro or Flora
<< />> 11

Done compiling.
Sketch uses 11,172 bytes (5%) of program storage space. Maximum is 20,472
bytes.

Global variables use 498 bytes of dynamic memory.

19
```

## Configuration

Check the **Configuration!** page earlier to set up the sketch for Software/Hardware UART or Software/Hardware SPI. The default is hardware SPI

If using software or hardware Serial UART:

- This tutorial does not need to use the MODE pin, **make sure you have the mode switch in CMD mode** if you do not configure & connect a MODE pin
- Don't forget to also **connect the CTS pin on the Bluefruit to ground if you are not using it!** (The Flora has this already done)

## Running the Sketch

Once you upload the sketch to your board (via the arrow-shaped upload icon), and the upload process has finished, open up the Serial Monitor via **Tools > Serial Monitor**, and make sure that the baud rate in the lower right-hand corner is set to **115200**:

```

COM250 (Adafruit Flora)

Adafruit Bluefruit Command Mode Example
-----
Initialising the Bluefruit LE module: ATZ
<- OK
OK!
Performing a factory reset: AT+FACTORYRESET
<- OK
ATE=0

<- ATE=0
OK
Requesting Bluefruit info:
-----
BLEFRIEND32
nRF51822 QFACA10
D5321F75475B198E
0.6.2
0.6.2
Apr 30 2015
S110 8.0.0, 0.2
OK
-----
Please use Adafruit Bluefruit LE app to connect in UART mode
Then Enter characters to send to Bluefruit

Autoscroll No line ending 9600 baud

```

Once you see the request, use the App to connect to the Bluefruit LE module in **UART** mode so you get the text box on your phone

Any text that you type in the box at the top of the Serial Monitor will be sent to the connected phone, and any data sent from the phone will be displayed in the serial monitor:

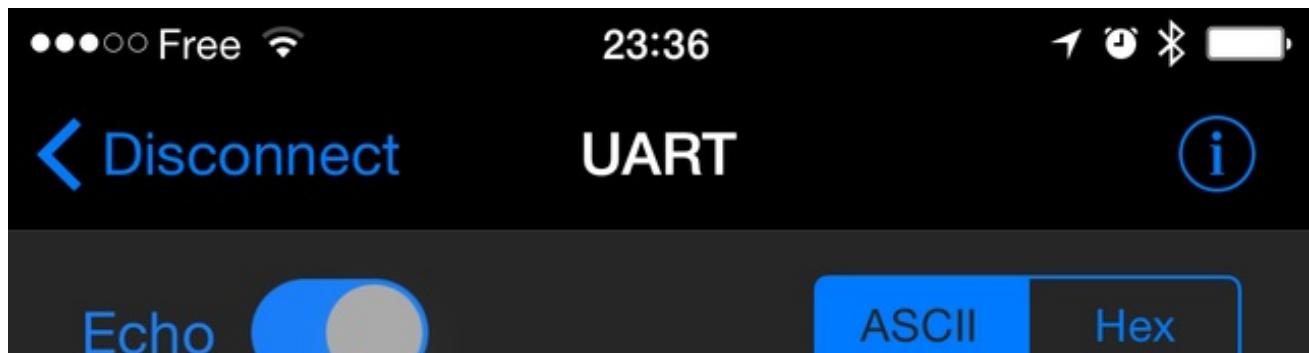
```
<- OK
OK!
Performing a factory reset: AT+FACTORYRESET

<- OK
ATE=0

<- ATE=0
OK
Requesting Bluefruit info:
-----
BLEFRIEND32
nRF51822 QFACA10
D5321F75475B198E
0.6.2
0.6.2
Apr 30 2015
S110 8.0.0, 0.2
OK
-----
Please use Adafruit Bluefruit LE app to connect in UART mode
Then Enter characters to send to Bluefruit

*****
[Send] Hello, Adafruit!
```

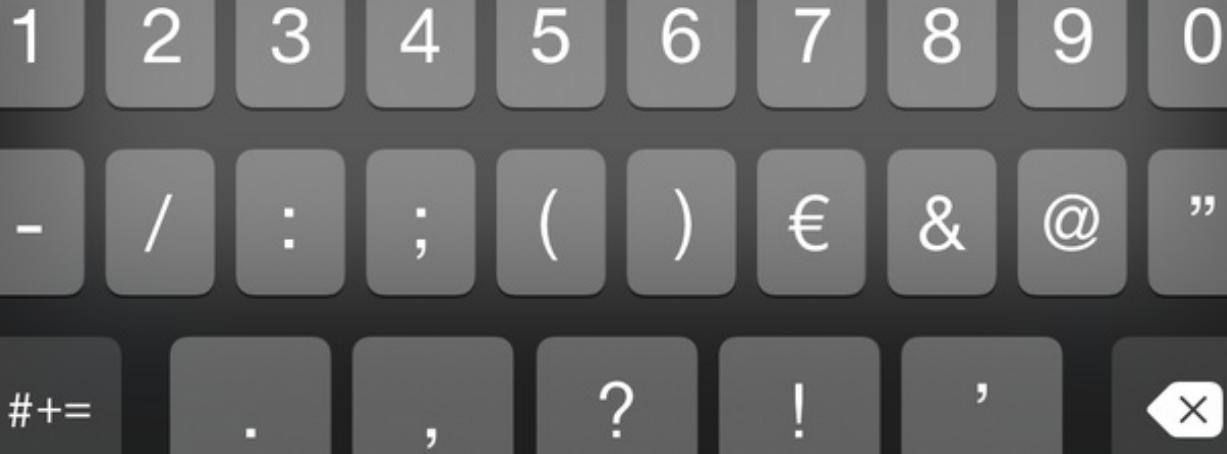
You can see the incoming string here in the Adafruit Bluefruit LE Connect app below (iOS in this case):

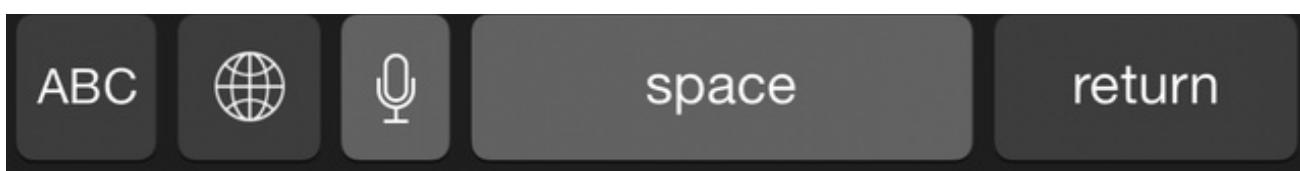


Hello, Adafruit!

Why hello, Arduino!

Send





The response text ('Why hello, Arduino!') can be seen below:

COM250 (Adafruit Flora)

```
<- OK
OK!
Performing a factory reset: AT+FACTORYRESET

<- OK
ATE=0

<- ATE=0
OK
Requesting Bluefruit info:
-----
BLEFRIEND32
nRF51822 QFACA10
D5321F75475B198E
0.6.2
0.6.2
Apr 30 2015
S110 8.0.0, 0.2
OK
-----
Please use Adafruit Bluefruit LE app to connect in UART mode
Then Enter characters to send to Bluefruit

*****
[Send] Hello, Adafruit!
[Recv] Why hello, Arduino!
```

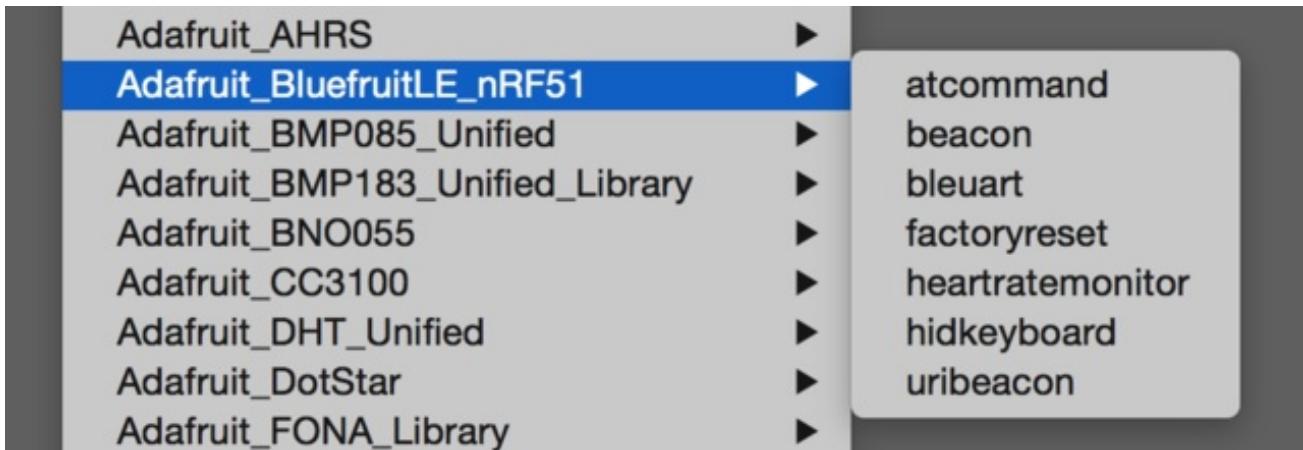
Autoscroll      No line ending      9600 baud

# HIDKeyboard

The **HIDKeyboard** example shows you how you can use the built-in HID keyboard AT commands to send keyboard data to any BLE-enabled Android or iOS phone, or other device that supports BLE HID peripherals.

## Opening the Sketch

To open the ATCommand sketch, click on the **File > Examples > Adafruit\_BluefruitLE\_nRF51** folder in the Arduino IDE and select **hidkeyboard**:



This will open up a new instance of the example in the IDE, as shown below:

The screenshot shows the Arduino IDE interface with the title bar "hidkeyboard | Arduino 1.6.4". The menu bar includes File, Edit, Sketch, Tools, and Help. Below the menu is a toolbar with icons for save, upload, and refresh. The main code editor window contains the following C++ code for a HID keyboard example:

```
hidkeyboard
void setup(void)
{
    Serial.begin(115200);
    Serial.println(F("BLE HID KEYBOARD EXAMPLE"));
    Serial.println(F("-----"));

    /* Initialise the module */
    Serial.print(F("Initialising the Bluefruit LE module: "));

    if ( !ble.begin() )
    {
        Serial.println( F("FAILED! (Check your wiring?)") );
        while(1){}
    }
    Serial.println( F("OK!") );

    /* Perform a factory reset to make sure everything is in a known state */
    Serial.print(F("Performing a factory reset: "));
    EXECUTE( ble.factoryReset() );

    /* Disable command echo from Bluefruit */
    ble.echo(false);

    /* Set ble command verbose */
    ble.verbose(false);

    /* Print Bluefruit information */
    ble.info();
}
```

The status bar at the bottom left shows "63" and at the bottom right shows "Arduino Uno on COM236".

## Configuration

Check the **Configuration!** page earlier to set up the sketch for Software/Hardware UART or Software/Hardware SPI. The default is hardware SPI

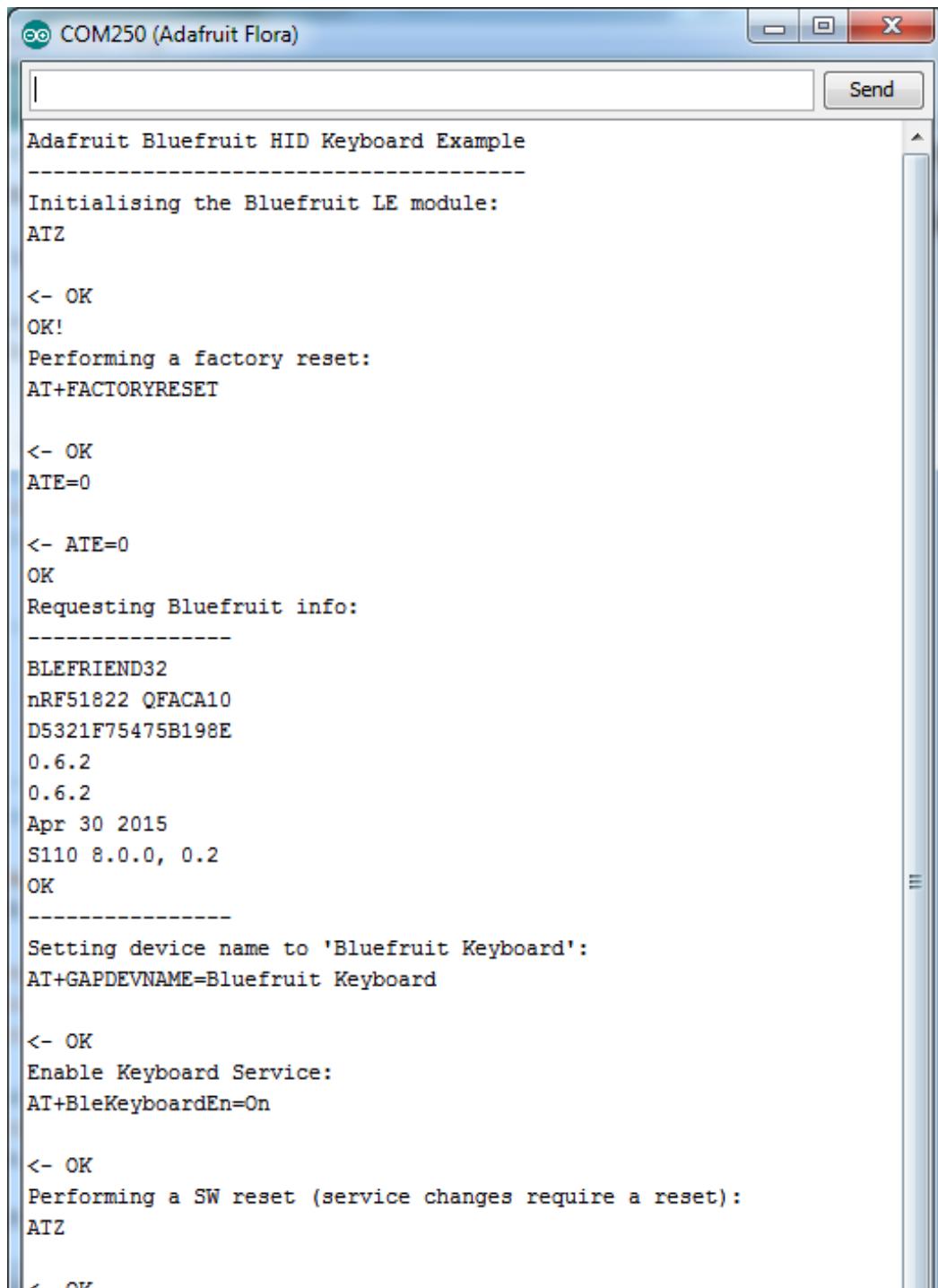
If using software or hardware Serial UART:

- This tutorial does not need to use the MODE pin, **make sure you have the mode switch in CMD mode!**

- Don't forget to also **connect the CTS pin on the Bluefruit to ground if you are not using it!** (The Flora has this already done)

## Running the Sketch

Once you upload the sketch to your board (via the arrow-shaped upload icon), and the upload process has finished, open up the Serial Monitor via **Tools > Serial Monitor**, and make sure that the baud rate in the lower right-hand corner is set to **115200**:



The screenshot shows the Arduino Serial Monitor window titled "COM250 (Adafruit Flora)". The window displays the following text:

```
Adafruit Bluefruit HID Keyboard Example
-----
Initialising the Bluefruit LE module:
ATZ

<- OK
OK!
Performing a factory reset:
AT+FACTORYRESET

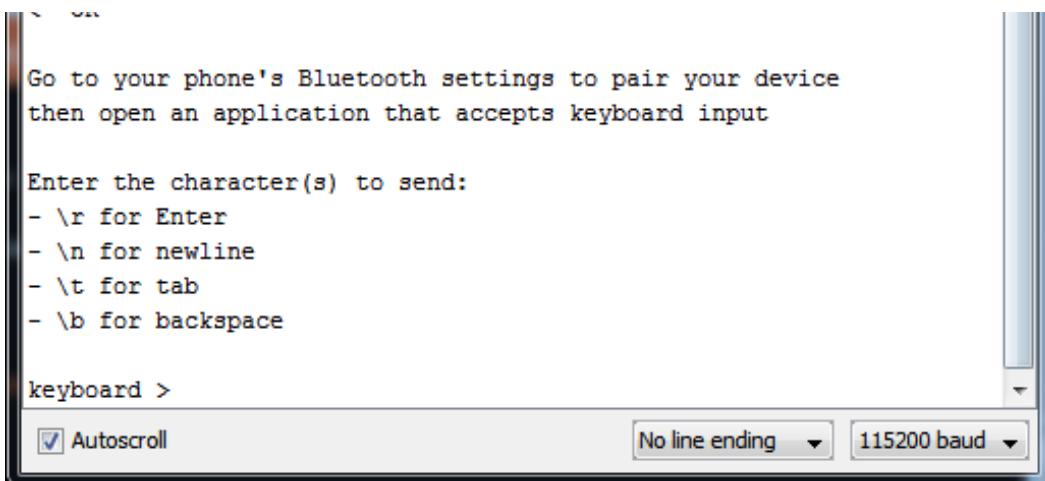
<- OK
ATE=0

<- ATE=0
OK
Requesting Bluefruit info:
-----
BLEFRIEND32
nRF51822 QFACA10
D5321F75475B198E
0.6.2
0.6.2
Apr 30 2015
S110 8.0.0, 0.2
OK
-----
Setting device name to 'Bluefruit Keyboard':
AT+GAPDEVNAME=Bluefruit Keyboard

<- OK
Enable Keyboard Service:
AT+BleKeyboardEn=On

<- OK
Performing a SW reset (service changes require a reset):
ATZ

<- OK
```



To send keyboard data, type anything into the textbox at the top of the Serial Monitor and click the **Send** button.

## Bonding the HID Keyboard

Before you can use the HID keyboard, you will need to 'bond' it to your phone or PC. The bonding process establishes a permanent connection between the two devices, meaning that as soon as your phone or PC sees the Bluefruit LE module again it will automatically connect.

The exact procedures for bonding the keyboard will vary from one platform to another.

When you no longer need a bond, or wish to bond the Bluefruit LE module to another device, be sure to delete the bonding information on the phone or PC, otherwise you may not be able to connect on a new device!

## Android

To bond the keyboard on a Bluetooth Low Energy enabled Android device, go to the **Settings** application and click the **Bluetooth** icon.

These screenshots are based on Android 5.0 running on a Nexus 7 2013. The exact appearance may vary depending on your device and OS version.

# Settings



## Wireless & networks



Wi-Fi



Bluetooth



Data usage



More

Inside the Bluetooth setting panel you should see the Bluefruit LE module advertising itself as **Bluefruit Keyboard** under the 'Available devices' list:

The screenshot shows the 'Bluetooth' settings screen on an Android device. At the top, there is a back arrow, the title 'Bluetooth', a search icon, and a more options icon. Below that, a toggle switch is set to 'On'. The main section is titled 'Available devices' and lists three entries:

- 69:CC:12:C6:2A:75
- Bluefruit Keyboard
- 14:99:E2:05:29:CF

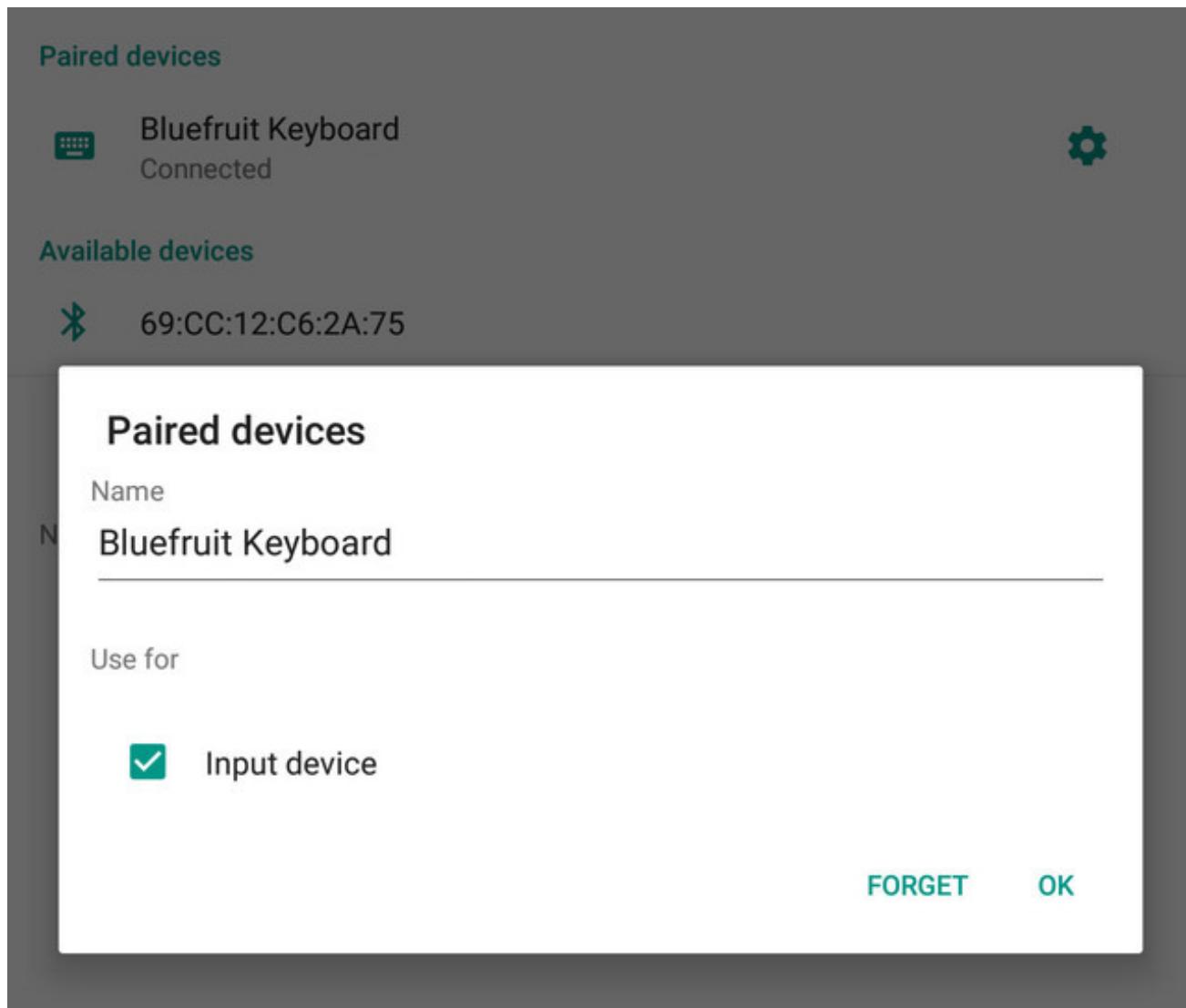
Nexus 7 is visible to nearby devices while Bluetooth Settings is open.

Tapping the device will start the bonding process, which should end with the Bluefruit Keyboard device being moved to a new 'Paired devices' list with 'Connected' written underneath the device name:

## Paired devices



To delete the bonding information, click the gear icon to the right of the device name and then click the **Forget** button:



## iOS

To bond the keyboard on an iOS device, go to the **Settings** application on your phone, and click the **Bluetooth** menu item.

The keyboard should appear under the **OTHER DEVICES** list:

[Settings](#)

## Bluetooth

### Bluetooth



Now discoverable as “iPhone de Kevin”.

#### MY DEVICES

SONY:CMT-X5CD

Not Connected



#### OTHER DEVICES



### Adafruit Bluefruit LE

To pair an Apple Watch with your iPhone, go to the [Apple Watch app](#).

Once the bonding process is complete the device will be moved to the **MY DEVICES** category, and you can start to use the Bluefruit LE module as a keyboard:

## MY DEVICES

Bluefruit Keyboard

Connected 

SONY:CMT-X5CD

Not Connected 

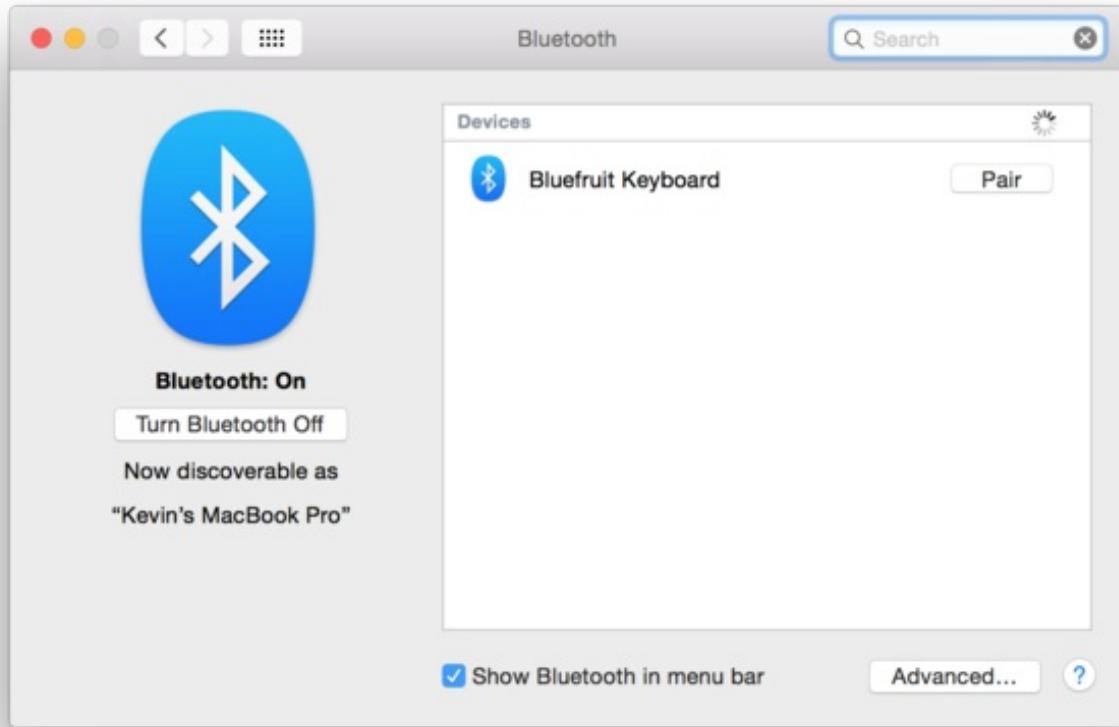
To unbond the device, click the 'info' icon and then select the **Forget this Device** option in the menu:

 Bluetooth Bluefruit Keyboard

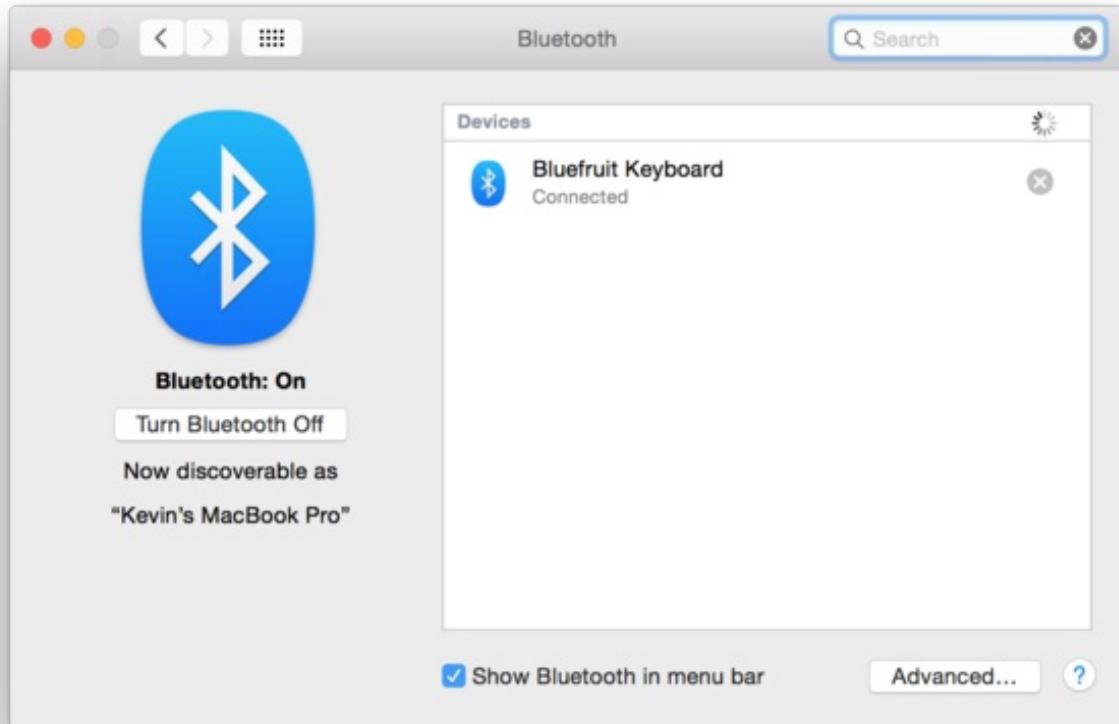
[Forget This Device](#)

## OS X

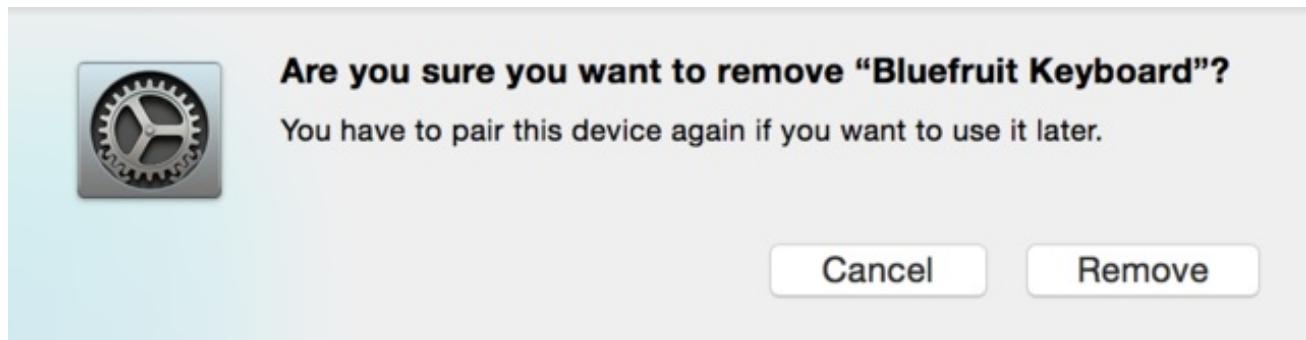
To bond the keyboard on an OS X device, go to the **Bluetooth Preferences** window and click the **Pair** button beside the **Bluefruit Keyboard** device generated by this example sketch:



To unbond the device once it has been paired, click the small 'x' icon beside **Bluefruit Keyboard**:



... and then click the **Remove** button when the confirmation dialogue box pops up:



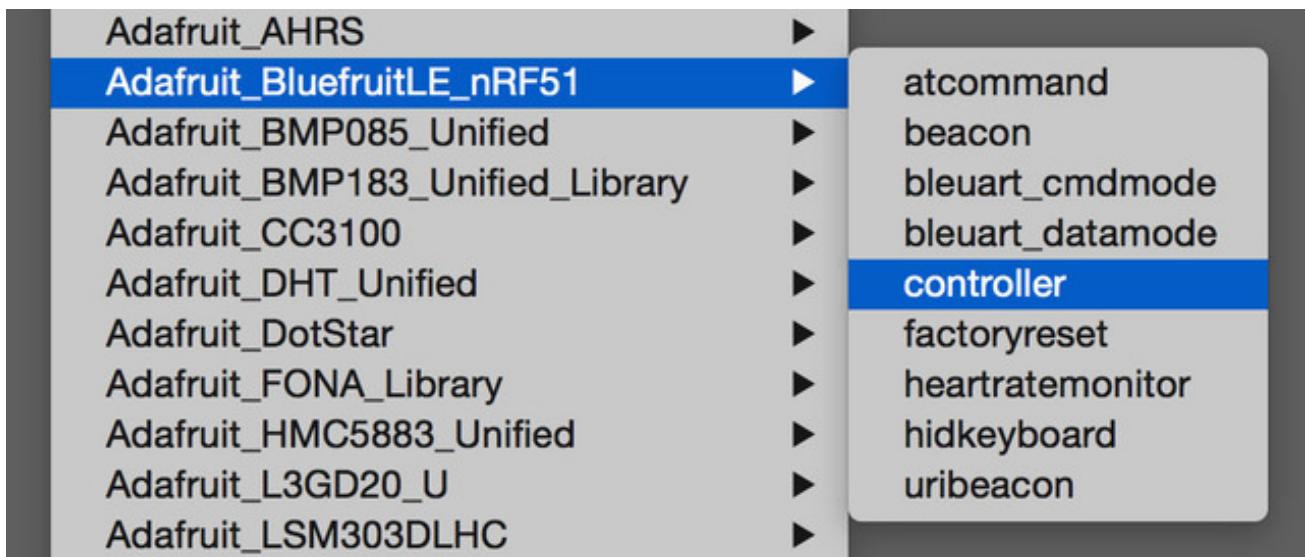
# Controller

The **Controller** sketch allows you to turn your BLE-enabled iOS or Android device in a hand-held controller or an external data source, taking advantage of the wealth of sensors on your phone or tablet.

You can take accelerometer or quaternion data from your phone, and push it out to your Arduino via BLE, or get the latest GPS co-ordinates for your device without having to purchase (or power!) any external HW.

## Opening the Sketch

To open the Controller sketch, click on the **File > Examples > Adafruit\_BluefruitLE\_nRF51** folder in the Arduino IDE and select **controller**:



This will open up a new instance of the example in the IDE, as shown below:

```
controller | Arduino 1.6.4
controller  packetParser.cpp

1 /*!
2  * @file    controller.ino
3  * @author  ladyada, ktown (Adafruit Industries)
4
5 */
6 ****
7 #include <string.h>
8 #include <Arduino.h>
9 #include <SPI.h>
10 #include <SoftwareSerial.h>
11
12 #include "Adafruit_BLE.h"
13 #include "Adafruit_BLE_HWSPI.h"
14 #include "Adafruit_BluefruitLE_UART.h"
15
16 // If you are using Software Serial...
17 // The following macros declare the pins used for SW serial, you should
18 // use these pins if you are connecting the UART Friend to an UNO
19 #define BLUEFRUIT_SMUART_RXD_PIN      9  // Required for software serial!
20 #define BLUEFRUIT_SMUART_TXD_PIN      10 // Required for software serial!
21 #define BLUEFRUIT_UART_CTS_PIN       11 // Required for software serial!
22 #define BLUEFRUIT_UART_RTS_PIN       -1 // Optional, set to -1 if unused
23
24 // If you are using Hardware Serial
25 // The following macros declare the Serial port you are using. Uncomment this
26 // line if you are connecting the BLE to Leonardo/Micro or Flora
27 // #define BLUEFRUIT_HWSERIAL_NAME     Serial1
28
29 // Other recommended pins!
30 #define BLUEFRUIT_UART_MODE_PIN      12 // Optional but recommended, set to -1 if unused
31
32 */

1
Arduino Uno on /dev/cu.usbmodem1411131
```

## Configuration

Check the Configuration! page earlier to set up the sketch for Software/Hardware UART or Software/Hardware SPI. The default is hardware SPI

### If using software or hardware Serial UART:

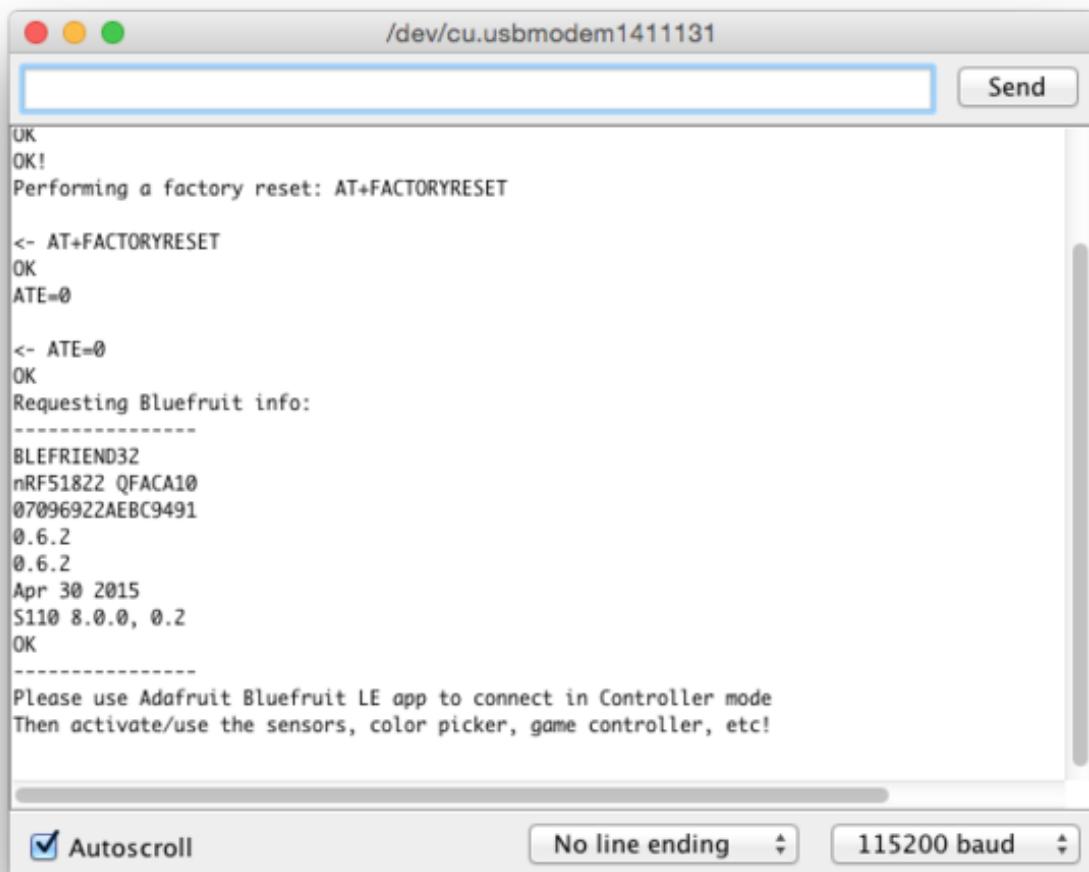
- This tutorial will also be easier to use if you wire up the MODE pin, you can use any pin but our tutorial has pin 12 by default. You can change this to any pin. If you do not set the MODE pin then **make sure you have the mode switch in CMD mode**
- If you are using a Flora or otherwise don't want to wire up the Mode pin, set the BLUEFRUIT\_UART\_MODE\_PIN to -1 in the configuration tab so that the sketch will use the

- +++ method to switch between Command and Data mode!
- Don't forget to also **connect the CTS pin on the Bluefruit to ground if you are not using it!** (The Flora has this already done)

## Running the Sketch

---

Once you upload the sketch to your board (via the arrow-shaped upload icon), and the upload process has finished, open up the Serial Monitor via **Tools > Serial Monitor**, and make sure that the baud rate in the lower right-hand corner is set to **115200**:



## Using Bluefruit LE Connect in Controller Mode

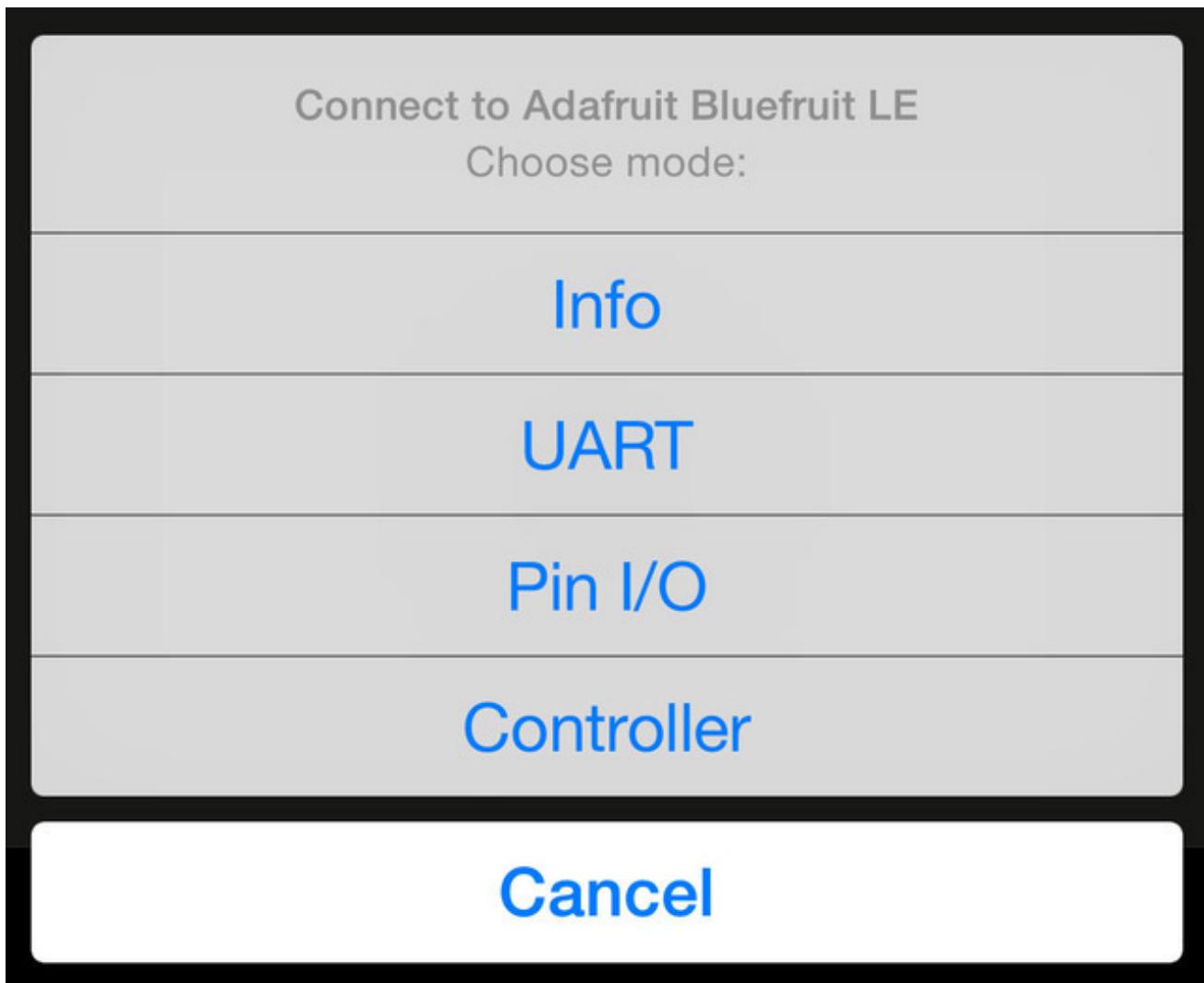
---

Once the sketch is running you can open Adafruit's Bluefruit LE Connect application (available for [Android](http://adafru.it/f4G) (<http://adafru.it/f4G>) or [iOS](http://adafru.it/f4H) (<http://adafru.it/f4H>)) and use the **Controller** application to interact with the sketch. (If you're new to Bluefruit LE Connect, have a look at our [dedicated Bluefruit LE Connect learning guide](http://adafru.it/iCm) (<http://adafru.it/iCm>)).

On the welcome screen, select the **Adafruit Bluefruit LE** device from the list of BLE devices in range:



Then from the activity list select **Controller**:

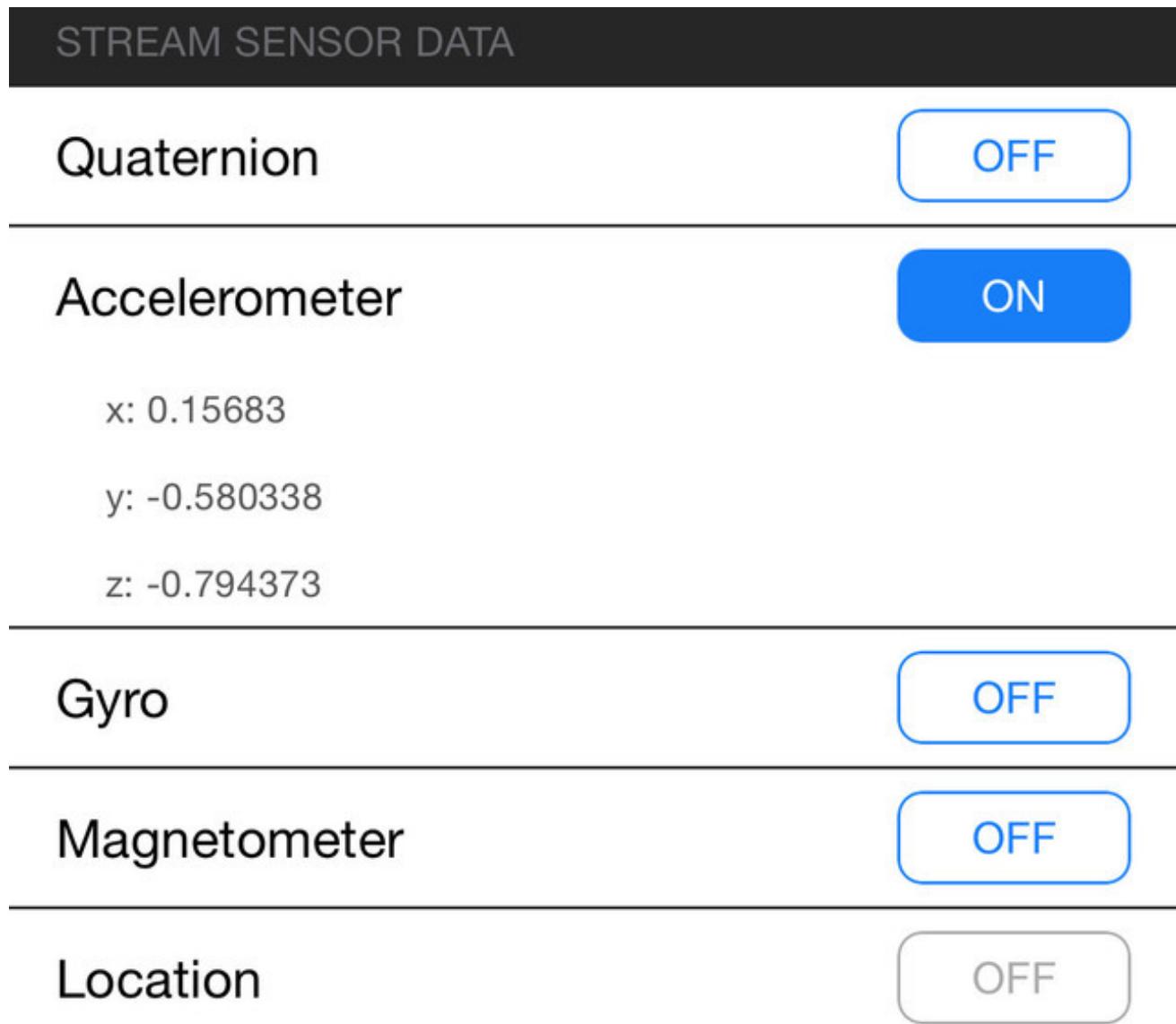


This will bring up a list of data points you can send from your phone or tablet to your Bluefruit LE module, by enabling or disabling the appropriate sensor(s).

## Streaming Sensor Data

You can take Quaternion (absolute orientation), Accelerometer, Gyroscope, Magnetometer or GPS Location data from your phone and send it directly to your Arduino from the Controller activity.

By enabling the **Accelerometer** field, for example, you should see accelerometer data update in the app:



The data is parsed in the example sketch and output to the Serial Monitor as follows:

```
Accel 0.20 -0.51 -0.76
Accel 0.22 -0.50 -0.83
Accel 0.25 -0.51 -0.83
Accel 0.21 -0.47 -0.76
Accel 0.27 -0.48 -0.82
```

Accel	0.16	-0.55	-0.82
Accel	0.14	-0.53	-0.81
Accel	0.17	-0.52	-0.83
Accel	0.14	-0.52	-0.83
Accel	0.18	-0.55	-0.78
Accel	0.18	-0.30	-0.98
Accel	0.13	-0.37	-1.01
Accel	0.16	-0.37	-0.92
Accel	0.24	-0.43	-0.83
Accel	0.20	-0.38	-1.03
Accel	0.20	-0.41	-0.93
Accel	0.17	-0.44	-0.79
Accel	0.23	-0.51	-0.84
Accel	0.20	-0.48	-0.86
Accel	0.21	-0.48	-0.82
Accel	0.20	-0.50	-0.81
Accel	0.21	-0.51	-0.87
Accel	0.22	-0.49	-0.84
Accel	0.20	-0.51	-0.76
Accel	0.22	-0.50	-0.83
Accel	0.25	-0.51	-0.83
Accel	0.21	-0.47	-0.76
Accel	0.27	-0.48	-0.82

Note that even though we only print 2 decimal points, the values are received from the App as a full 4-byte floating point.

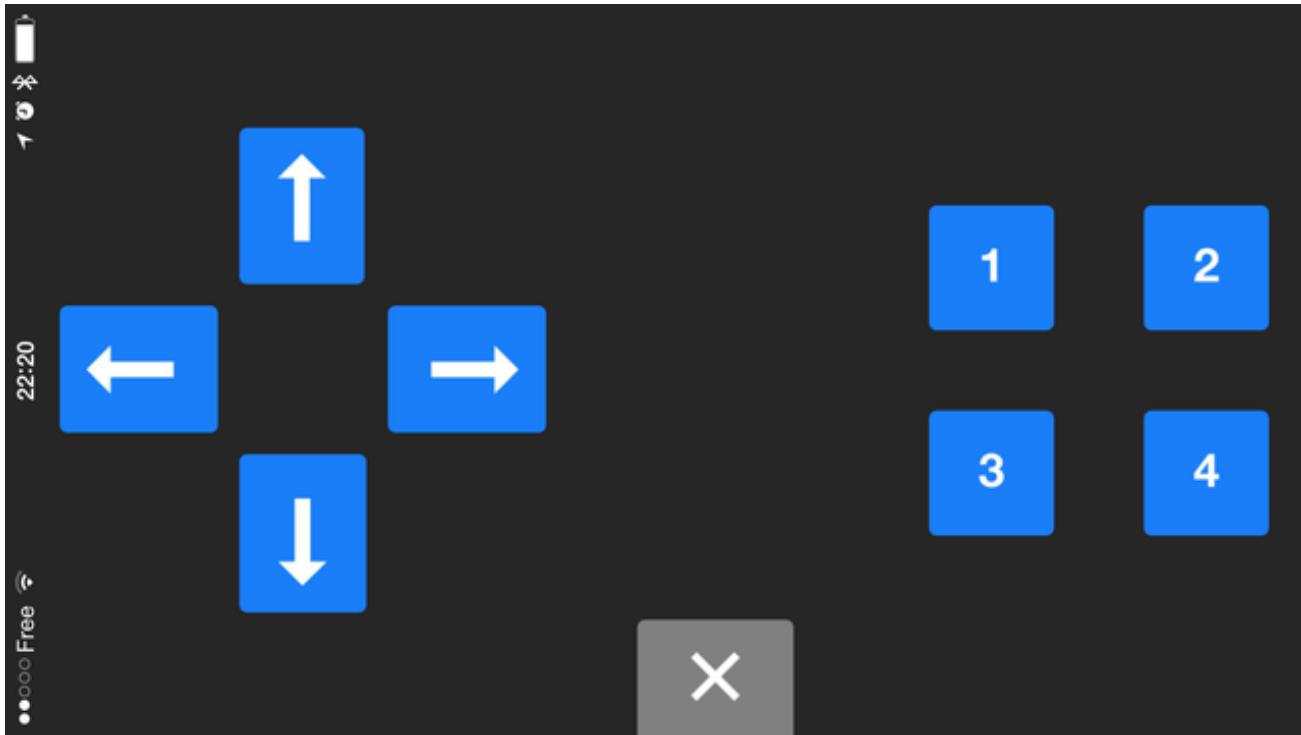
## Control Pad Module

You can also use the **Control Pad Module** to capture button presses and releases by selecting the appropriate menu item:

## Control Pad



This will bring up the Control Pad panel, shown below:

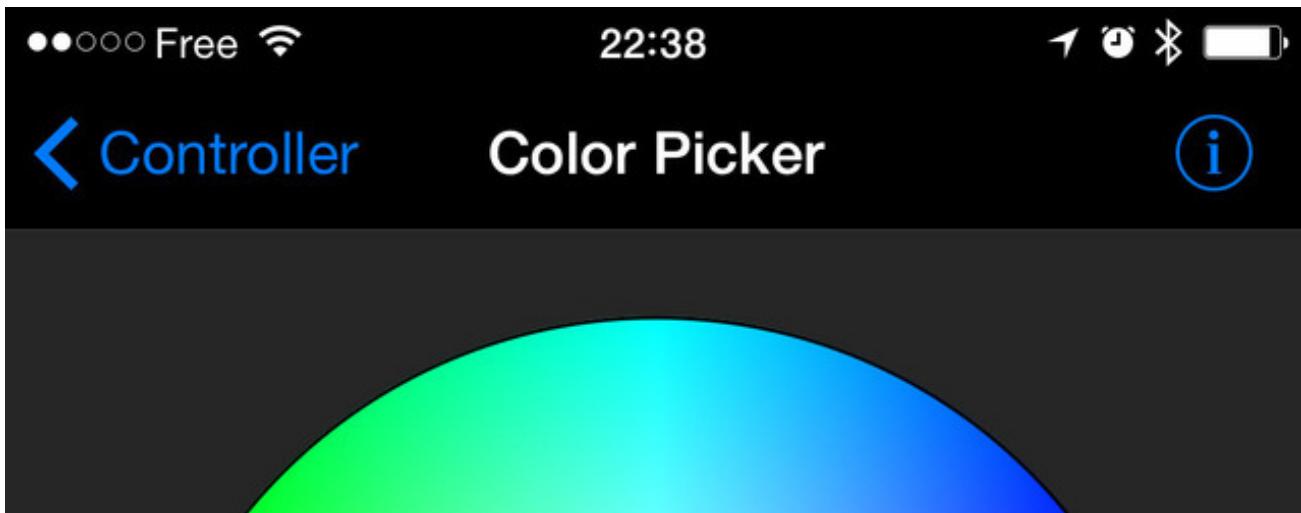


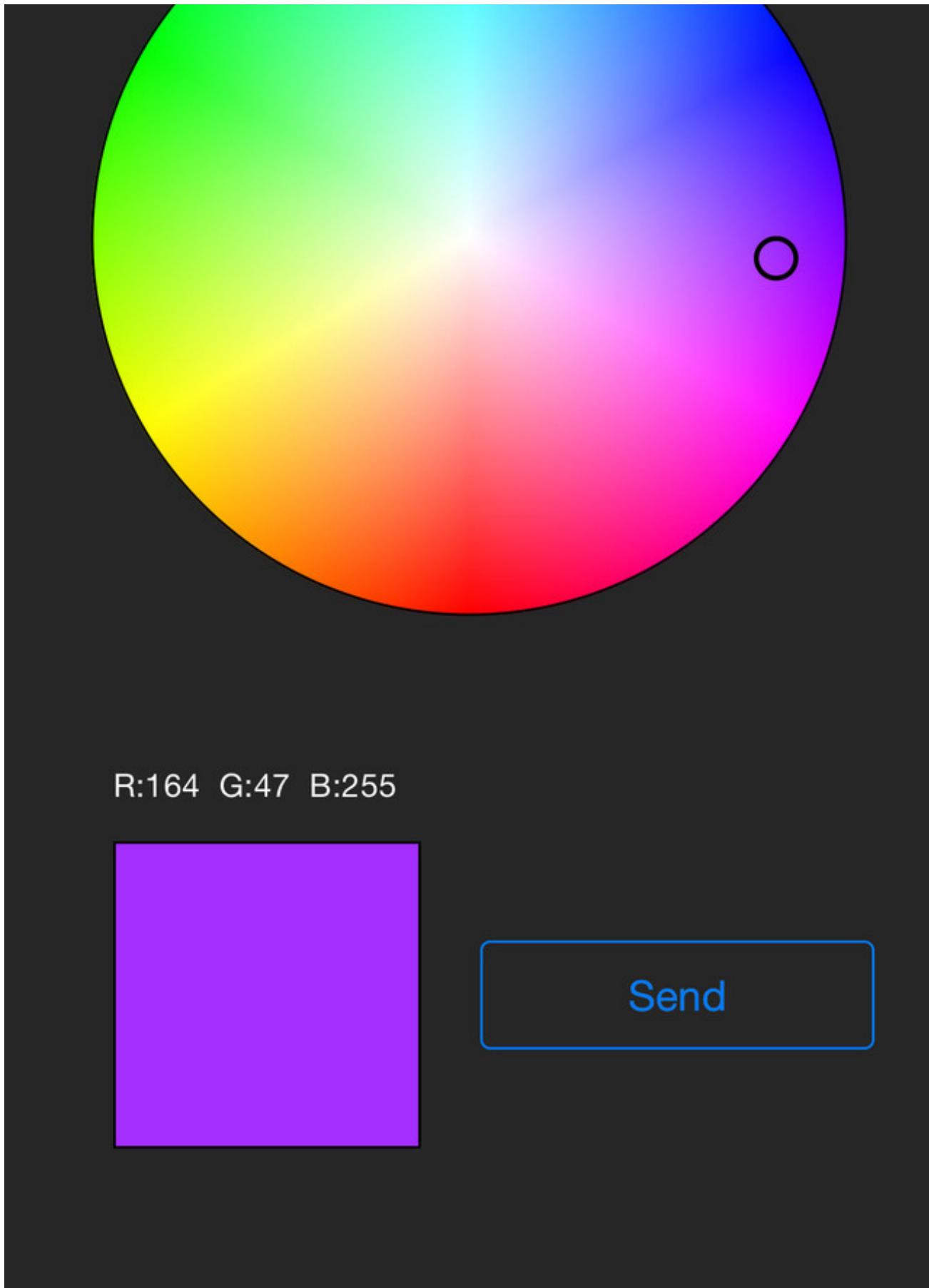
Button presses and releases will all be logged to the Serial Monitor with the ID of the button used:

```
Button 8 pressed  
Button 8 released  
Button 3 pressed  
Button 3 released
```

## Color Picker Module

You can also send RGB color data via the **Color Picker** module, which presents the following color selection dialogue:





This will give you Hexadecimal color data in the following format:

RGB #A42FFF

You can combine the color picker and controller sample sketches to make color-configurable animations triggered by buttons in the mobile app-- very handy for wearables! Download this combined sample code (configured for Feather but easy to adapt to FLORA, BLE Micro, etc.) to get started:

feather\_bluefruit\_neopixel\_animation\_controller.zip

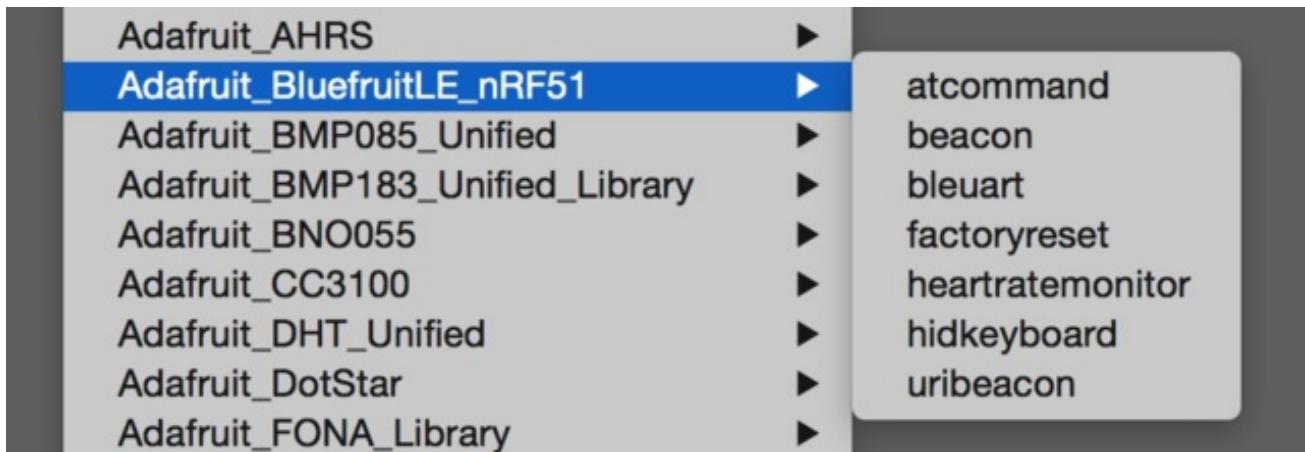
<http://adafru.it/kzF>

# HeartRateMonitor

The **HeartRateMonitor** example allows you to define a new GATT Service and associated GATT Characteristics, and update the characteristic values using standard AT commands.

## Opening the Sketch

To open the ATCommand sketch, click on the **File > Examples > Adafruit\_BluefruitLE\_nRF51** folder in the Arduino IDE and select **heartratemonitor**:



This will open up a new instance of the example in the IDE, as shown below:

The screenshot shows the Arduino IDE interface with the title bar "heartratemonitor | Arduino 1.6.4". The menu bar includes File, Edit, Sketch, Tools, and Help. Below the menu is a toolbar with icons for save, upload, and search. The main window displays the code for the "heartratemonitor" sketch. The code initializes the Serial port at 115200 baud, prints a welcome message, and performs a factory reset. It also disables command echo and sets the BLE command verbose mode. The bottom status bar indicates "Arduino Uno on COM236".

```
/*
 ****
void setup(void)
{
    Serial.begin(115200);
    Serial.println(F("BLE HEART RATE MONITOR (HRM) EXAMPLE"));
    Serial.println(F("-----"));

    randomSeed(micros());

    /* Initialise the module */
    Serial.print(F("Initialising the Bluefruit LE module: "));

    if ( !ble.begin() )
    {
        Serial.println( F("FAILED! (Check your wiring?)") );
        while(1){}
    }
    Serial.println( F("OK!") );

    /* Perform a factory reset to make sure everything is in a known state */
    Serial.print(F("Performing a factory reset: "));
    EXECUTE( ble.factoryReset() );

    /* Disable command echo from Bluefruit */
    ble.echo(false);

    /* Set ble command verbose */
    ble.verbose(VERBOSE_MODE);
}
```

## Configuration

Check the **Configuration!** page earlier to set up the sketch for Software/Hardware UART or Software/Hardware SPI. The default is hardware SPI

## If Using Hardware or Software UART

This tutorial does not need to use the MODE pin, **make sure you have the mode switch in CMD mode** if you do not configure & connect a MODE pin

This demo uses some long data transfer strings, so we recommend defining and connecting both CTS and RTS to pins, even if you are using hardware serial.

If you are using a Flora or just don't want to connect CTS or RTS, set the pin #define's to -1 and **Don't forget to also connect the CTS pin on the Bluefruit to ground!** (The Flora has this already done)

If you are using RTS and CTS, you can remove this line below, which will slow down the data transmission

```
// this line is particularly required for Flora, but is a good idea  
// anyways for the super long lines ahead!  
ble.setInterCharWriteDelay(5); // 5 ms
```

## Running the Sketch

---

Once you upload the sketch to your board (via the arrow-shaped upload icon), and the upload process has finished, open up the Serial Monitor via **Tools > Serial Monitor**, and make sure that the baud rate in the lower right-hand corner is set to **115200**:

Adafruit Bluefruit Heart Rate Monitor (HRM) Example

Initialising the Bluefruit LE module:

ATZ

<- OK

OK!

Performing a factory reset:

AT+FACTORYRESET

<- OK

ATE=0

<- ATE=0

OK

Requesting Bluefruit info:

-----

BLEFRIEND32

nRF51822 QFACA10

D5321F75475B198E

0.6.2

0.6.2

Apr 30 2015

S110 8.0.0, 0.2

OK

-----

Setting device name to 'Bluefruit HRM':

AT+GAPDEVNAME=Bluefruit HRM

Autoscroll

No line ending

9600 baud

```
COM250 (Adafruit Flora)
Send

Setting device name to 'Bluefruit HRM':
AT+GAPDEVNAME=Bluefruit HRM

<- OK
Adding the Heart Rate Service definition (UUID = 0x180D):
AT+GATTADDSERVICE=UUID=0x180D

<- 1

<- OK
Adding the Heart Rate Measurement characteristic (UUID = 0x2A37):
AT+GATTADDCHAR=UUID=0x2A37, PROPERTIES=0x10, MIN_LEN=2, MAX_LEN=3, VALUE=00-40

<- 1

<- OK
Adding the Body Sensor Location characteristic (UUID = 0x2A38):
AT+GATTADDCHAR=UUID=0x2A38, PROPERTIES=0x02, MIN_LEN=1, VALUE=3

<- 2

<- OK
Adding Heart Rate Service UUID to the advertising payload: AT+GAPSETADVDATA=02-01-06-05-02-0d-18-0a-18

<- OK
Performing a SW reset (service changes require a reset): ATZ

<- OK

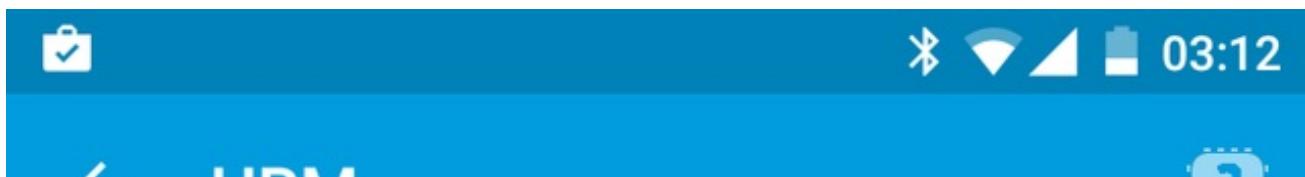
Updating HRM value to 82 BPM
AT+GATTCHAR=1,00-52

<- OK
Updating HRM value to 61 BPM
AT+GATTCHAR=1,00-3D
Autoscroll No line ending 9600 baud
```

If you open up an application on your mobile device or laptop that support the standard [Heart Rate Monitor Service](http://adafru.it/f4I) (<http://adafru.it/f4I>), you should be able to see the heart rate being updated in sync with the changes seen in the Serial Monitor:

## nRF Toolbox HRM Example

The image below is a screenshot from the free [nRF Toolbox](http://adafru.it/e9M) (<http://adafru.it/e9M>) application from Nordic on Android (also available on [iOS](http://adafru.it/f4J) (<http://adafru.it/f4J>)), showing the incoming Heart Rate Monitor data:



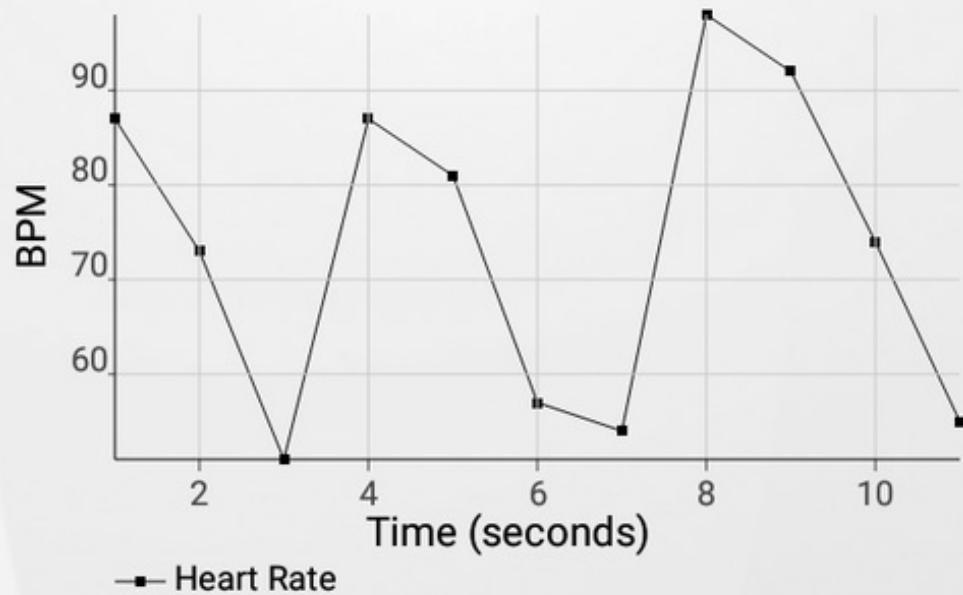


n/a

### BLUEFRUIT HRM

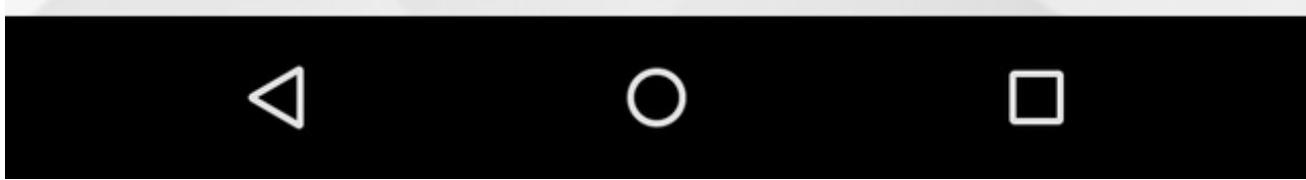
Finger  
sensor position

55  
bpm



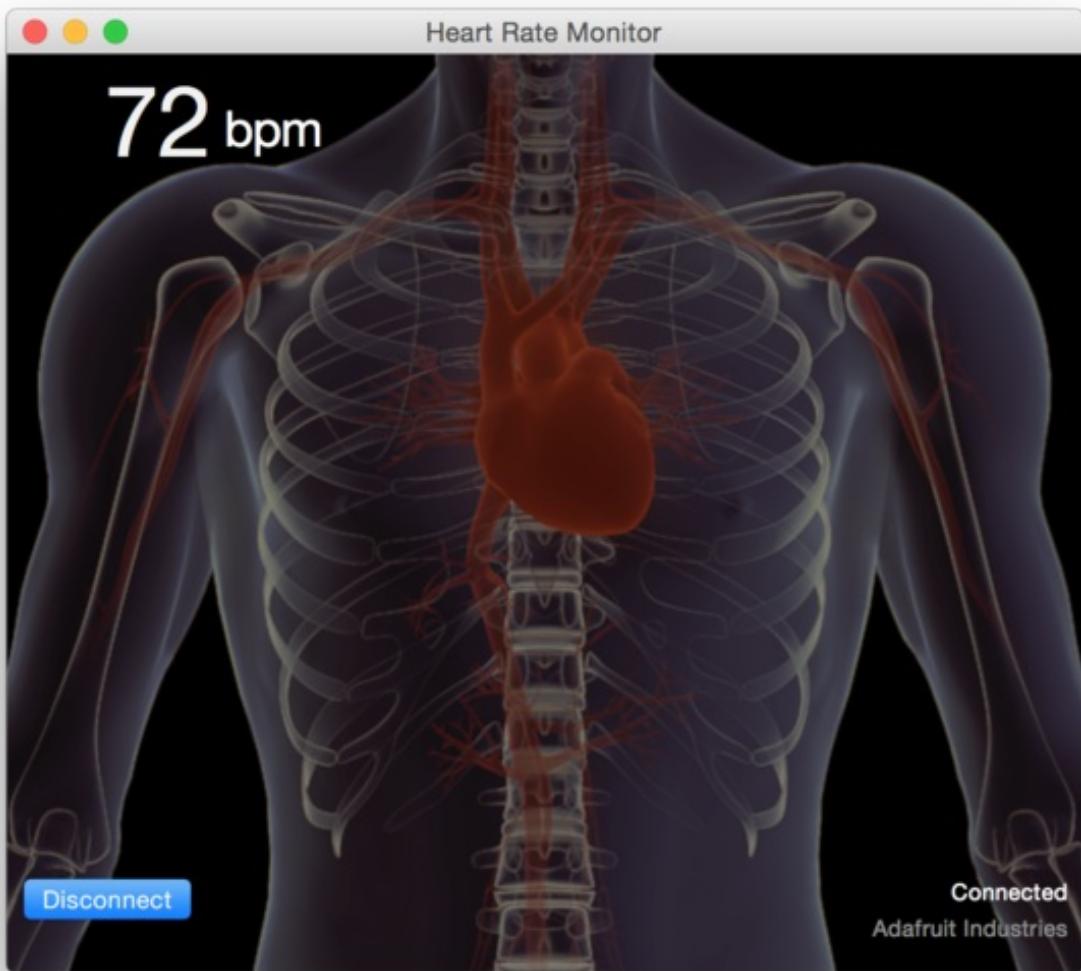
**DISCONNECT**

Wireless by Nordic



## CoreBluetooth HRM Example

The image below is from a freely available [CoreBluetooth sample application](#) (<http://adafruit.it/f4K>) from Apple showing how to work with Bluetooth Low Energy services and characteristics:

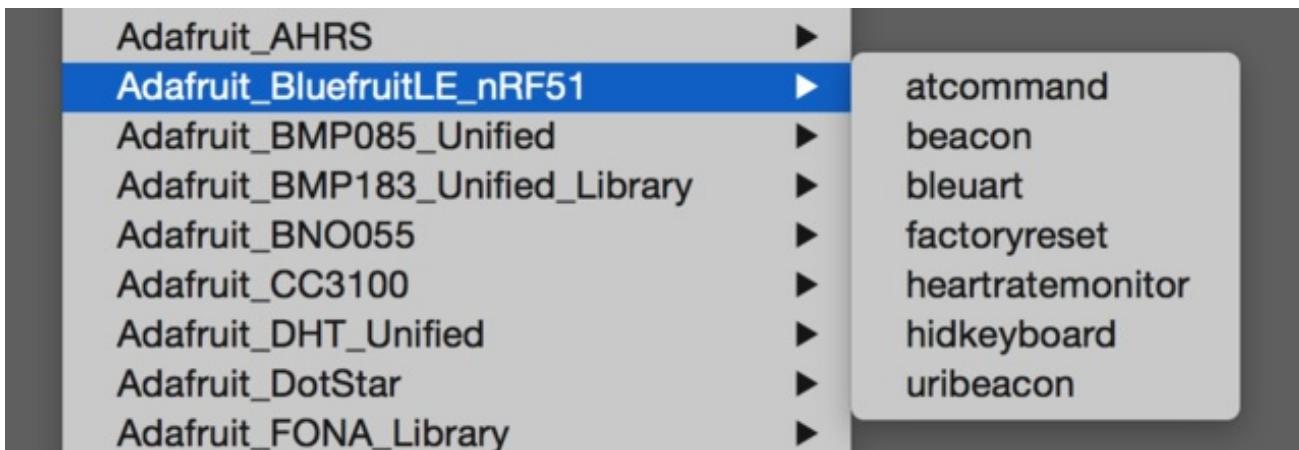


# UriBeacon

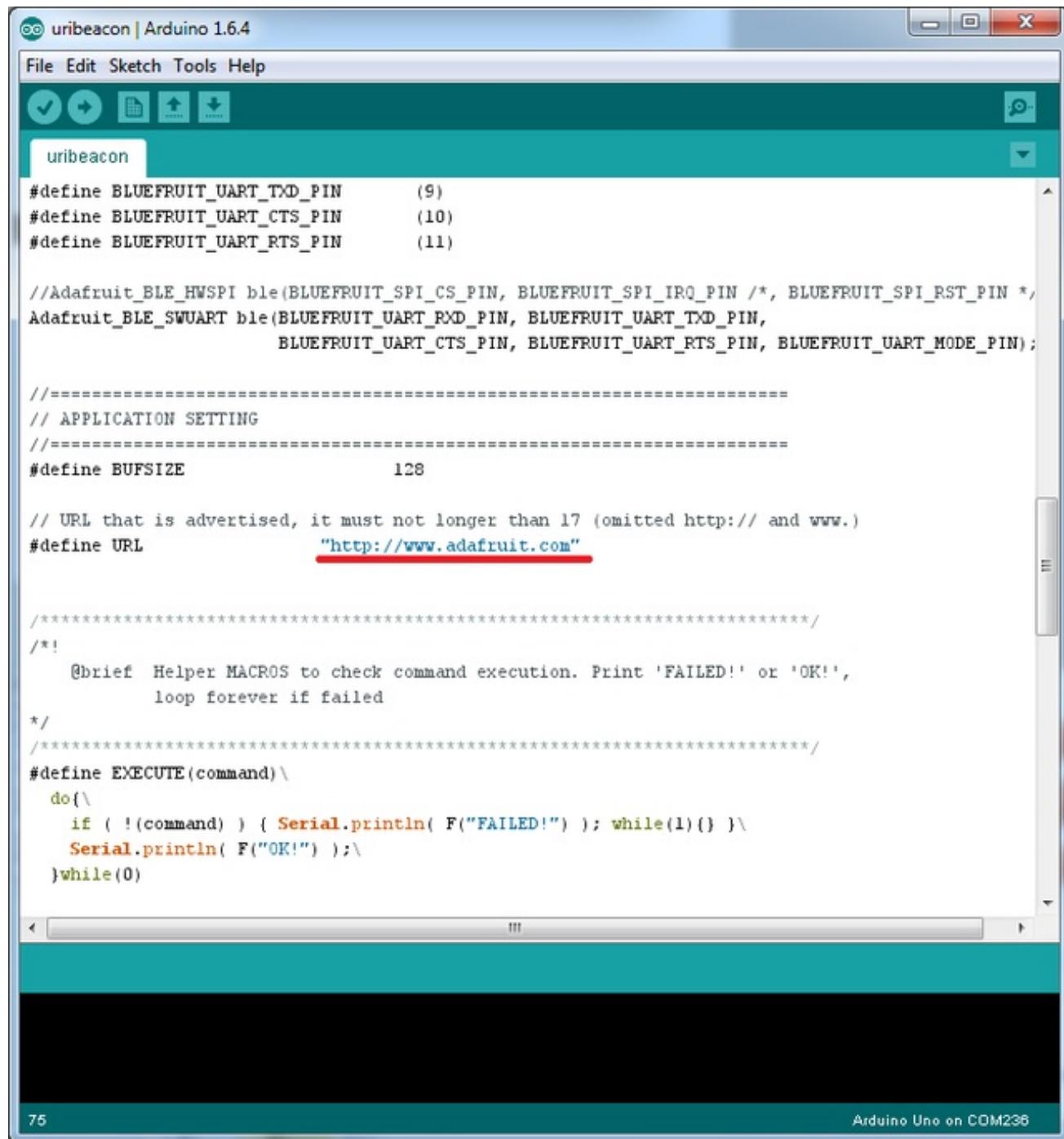
The **UriBeacon** example shows you how to use the built-in UriBeacon AT commands to configure the Bluefruit LE module as a UriBeacon advertiser, following Google's Physical Web [UriBeacon](http://adafru.it/edk) (<http://adafru.it/edk>) specification.

## Opening the Sketch

To open the ATCommand sketch, click on the **File > Examples > Adafruit\_BluefruitLE\_nRF51** folder in the Arduino IDE and select **uribeacon**:



This will open up a new instance of the example in the IDE, as shown below. You can edit the URL that the beacon will point to, from the default <http://www.adafruit.com> or just upload as is to test



The screenshot shows the Arduino IDE interface with the title bar "uribeacon | Arduino 1.6.4". The menu bar includes File, Edit, Sketch, Tools, and Help. The toolbar has icons for save, upload, and refresh. The code editor window contains the "uribeacon" sketch. The code defines pins for UART (9, 10, 11), initializes Adafruit BLE components, sets application settings (BUF\_SIZE to 128), defines a URL ("http://www.adafruit.com"), and includes a helper macro for executing commands via Serial.println.

```
#define BLUEFRUIT_UART_TXD_PIN      (9)
#define BLUEFRUIT_UART_CTS_PIN       (10)
#define BLUEFRUIT_UART_RTS_PIN       (11)

//Adafruit_BLE_HWSPI ble(BLUEFRUIT_SPI_CS_PIN, BLUEFRUIT_SPI IRQ_PIN /*, BLUEFRUIT_SPI_RST_PIN */,
Adafruit_BLE_SWUART ble(BLUEFRUIT_UART_RXD_PIN, BLUEFRUIT_UART_TXD_PIN,
                        BLUEFRUIT_UART_CTS_PIN, BLUEFRUIT_UART_RTS_PIN, BLUEFRUIT_UART_MODE_PIN);

//=====================================================================
// APPLICATION SETTING
//=====================================================================

#define BUFSIZE           128

// URL that is advertised, it must not longer than 17 (omitted http:// and www.)
#define URL              "http://www.adafruit.com"

//****************************************************************************
/*!
 * @brief Helper MACROS to check command execution. Print 'FAILED!' or 'OK!',
 *        loop forever if failed
 */
//****************************************************************************

#define EXECUTE(command) \
do{ \
    if ( !(command) ) { Serial.println( F("FAILED!") ); while(1){} } \
    Serial.println( F("OK!") ); \
}while(0)
```

## Configuration

Check the **Configuration!** page earlier to set up the sketch for Software/Hardware UART or Software/Hardware SPI. The default is hardware SPI

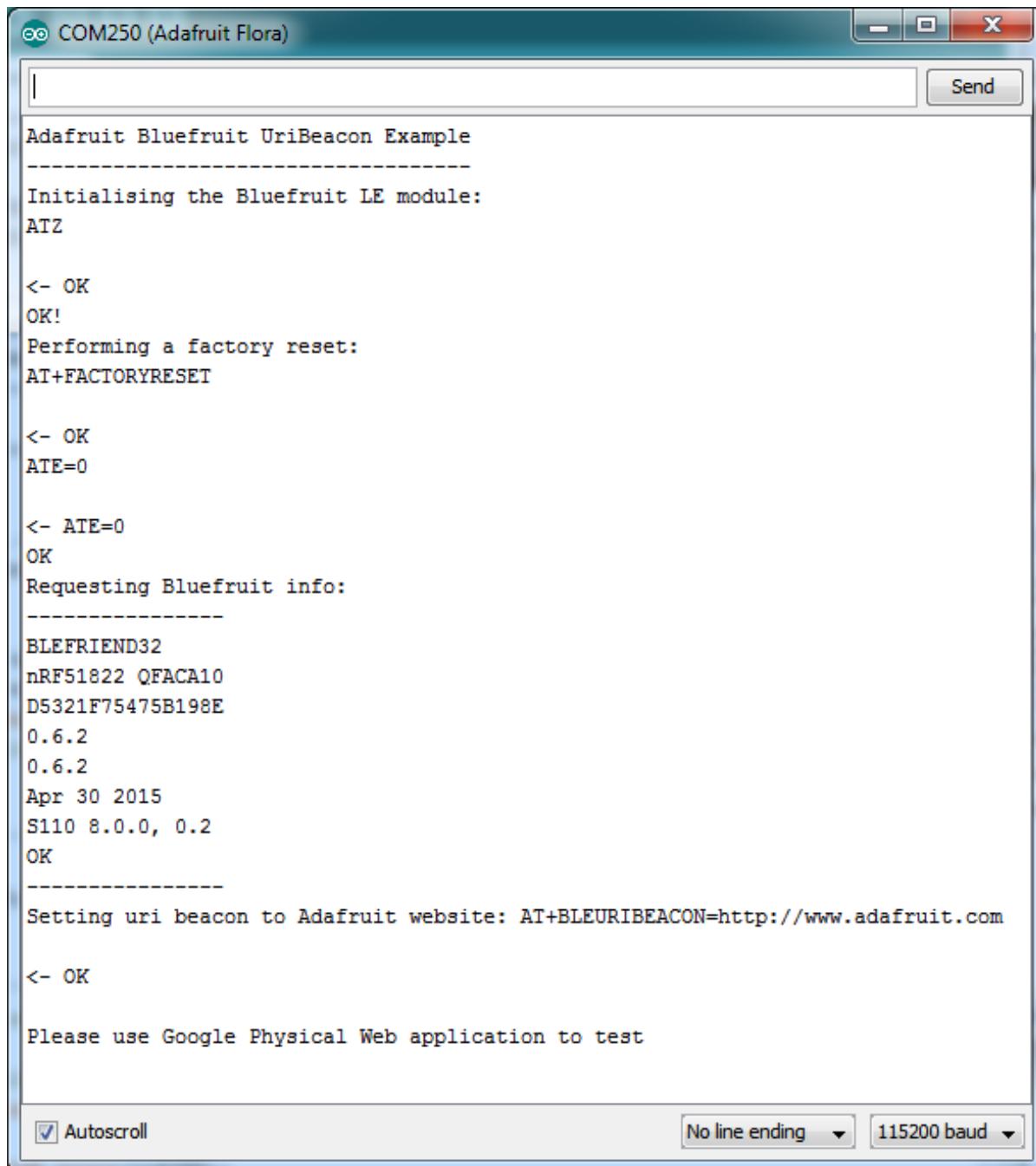
If using software or hardware Serial UART:

- This tutorial does not need to use the MODE pin, **make sure you have the mode switch in CMD mode** if you do not configure & connect a MODE pin

- Don't forget to also **connect the CTS pin on the Bluefruit to ground if you are not using it!** (The Flora has this already done)

## Running the Sketch

Once you upload the sketch to your board (via the arrow-shaped upload icon), and the upload process has finished, open up the Serial Monitor via **Tools > Serial Monitor**, and make sure that the baud rate in the lower right-hand corner is set to **115200**:



The screenshot shows the Arduino Serial Monitor window titled "COM250 (Adafruit Flora)". The window displays the following text:

```
Adafruit Bluefruit UriBeacon Example
-----
Initialising the Bluefruit LE module:
ATZ

<- OK
OK!
Performing a factory reset:
AT+FACTORYRESET

<- OK
ATE=0

<- ATE=0
OK
Requesting Bluefruit info:
-----
BLEFRIEND32
nRF51822 QFACA10
D5321F75475B198E
0.6.2
0.6.2
Apr 30 2015
S110 8.0.0, 0.2
OK
-----
Setting uri beacon to Adafruit website: AT+BLEURIBEACON=http://www.adafruit.com

<- OK

Please use Google Physical Web application to test
```

At the bottom of the window, there are three status indicators: "Autoscroll" (checked), "No line ending", and "115200 baud".

At this point you can open the Physical Web Application for [Android \(http://adafru.it/edi\)](http://adafru.it/edi) or for

iOS (<http://adafru.it/edj>), and you should see a link advertising Adafruit's website:



# HALP!

When using the Bluefruit Micro or a Bluefruit LE with Flora/Due/Leonardo/Micro the examples dont run?

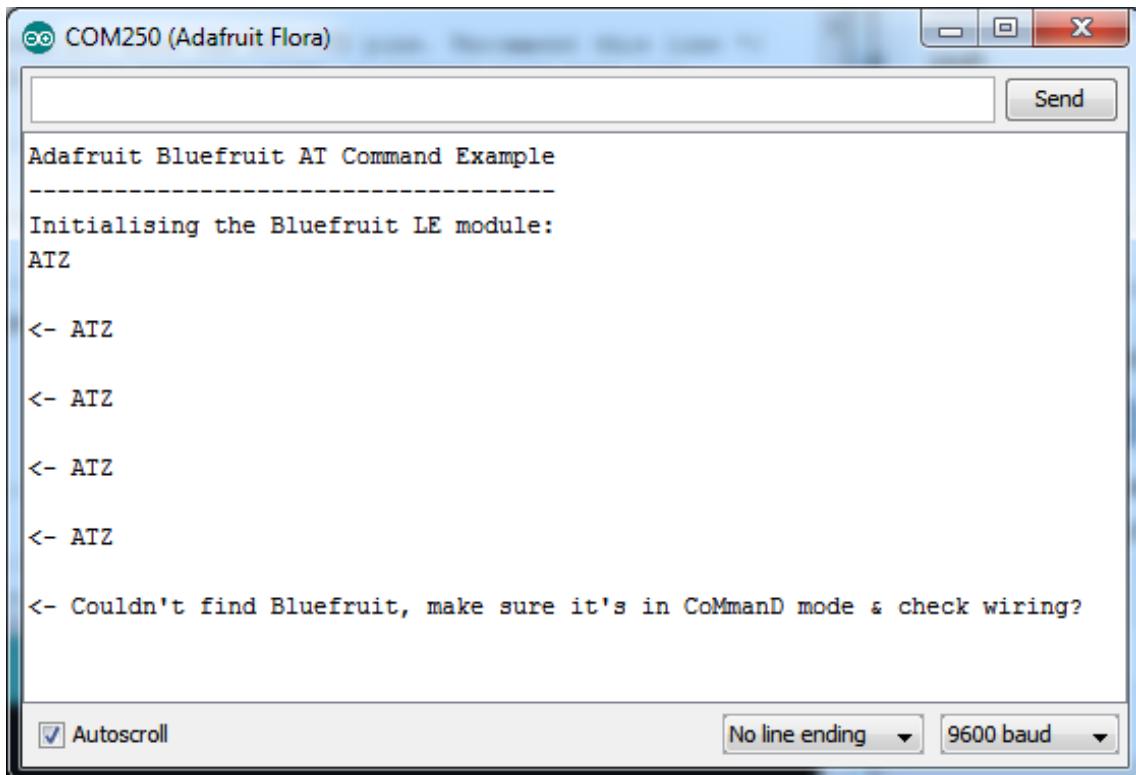
We add a special line to **setup()** to make it so the Arduino will halt until it sees you've connected over the Serial console. This makes debugging great but makes it so you cannot run the program disconnected from a computer.

Solution? Once you are done debugging, remove these two lines from **setup()**

```
while (!Serial);
delay(500);
```

I can't seem to "Find" the Bluefruit LE!

Getting something like this?



For UART/Serial Bluefruits:

- Check you have the **MODE** switch in CMD and the MODE pin not wired to anything if it isn't used!
- If you are trying to control the **MODE** from your micro, make sure you set the MODE pin in the sketch
- Make sure you have **RXI** and **TXO** wired right! They are often swapped by accident

- Make sure **CTS** is tied to GND if you are using hardware serial and not using CTS
- Check the MODE red LED, is it blinking? If its blinking continuously, you might be in DFU mode, power cycle the module!
- If you are using Hardware Serial/Software Serial make sure you know which one and have that set up

If using SPI Bluefruit:

- Make sure you have all 5 (or 6) wires connected properly.
- If using hardware SPI, you need to make sure you're connected to the hardware SPI port, which differs depending on the main chipset.

If using Bluefruit Micro:

- Make sure you change the **RESET** pin to #4 in any Config file. Also be sure you are using hardware SPI to connect!

# AT Commands

The Bluefruit LE modules use a [Hayes AT-style command set](http://adafru.it/ebJ) (<http://adafru.it/ebJ>) to configure the device.

The advantage of an AT style command set is that it's easy to use in machine to machine communication, while still being somewhat user friendly for humans.

## Test Command Mode '=?'

'Test' mode is used to check whether or not the specified command exists on the system or not.

Certain firmware versions or configurations may or may not include a specific command, and you can determine if the command is present by taking the command name and appending '=?' to it, as shown below

```
AT+BLESTARTADV=?
```

If the command is present, the device will reply with '**OK**'. If the command is not present, the device will reply with '**ERROR**'.

```
AT+BLESTARTADV=?  
OK\r\n  
AT+MISSINGCMD=?  
ERROR\r\n
```

## Write Command Mode '=xxx'

'Write' mode is used to assign specific value(s) to the command, such as changing the radio's transmit power level using the command we used above.

To write a value to the command, simple append an '=' sign to the command followed by any parameter(s) you wish to write (other than a lone '?' character which will be interpreted as test mode):

```
AT+BLEPOWERLEVEL=-8
```

If the write was successful, you will generally get an '**OK**' response on a new line, as shown below:

```
AT+BLEPOWERLEVEL=-8
OK\r\n
```

If there was a problem with the command (such as an invalid parameter) you will get an '**ERROR**' response on a new line, as shown below:

```
AT+BLEPOWERLEVEL=3
ERROR\r\n
```

**Note:** This particular error was generated because '3' is not a valid value for the AT+BLEPOWERLEVEL command. Entering '-4', '0' or '4' *would* succeed since these are all valid values for this command.

## Execute Mode

---

'Execute' mode will cause the specific command to 'run', if possible, and will be used when the command name is entered with no additional parameters.

```
AT+FACTORYRESET
```

You might use execute mode to perform a factory reset, for example, by executing the AT+FACTORYRESET command as follows:

```
AT+FACTORYRESET
OK\r\n
```

**NOTE:** Many commands that are means to be read will perform the same action whether they are sent to the command parser in 'execute' or 'read' mode. For example, the following commands will produce identical results:

```
AT+BLEGETPOWERLEVEL
-4\r\n
OK\r\n
AT+BLEGETPOWERLEVEL?
-4\r\n
OK\r\n
```

If the command doesn't support execute mode, the response will normally be '**ERROR**' on a new line.

## Read Command Mode '?'

---

'Read' mode is used to read the current value of a command.

Not every command supports read mode, but you generally use this to retrieve information like the current transmit power level for the radio by appending a '?' to the command, as shown below:

```
AT+BLEPOWERLEVEL?
```

If the command doesn't support read mode or if there was a problem with the request, you will normally get an '**ERROR**' response.

If the command read was successful, you will normally get the read results followed by '**OK**' on a new line, as shown below:

```
AT+BLEPOWERLEVEL?  
-4\r\nOK\r\n
```

**Note:** For simple commands, 'Read' mode and 'Execute' mode behave identically.

# Standard AT

---

The following standard Hayes/AT commands are available on Bluefruit LE modules:

## AT

---

Acts as a ping to check if we are in command mode. If we are in command mode, we should receive the 'OK' response.

**Codebase Revision:** 0.3.0

**Parameters:** None

**Output:** None

AT

OK

## ATI

---

Displays basic information about the Bluefruit module.

**Codebase Revision:** 0.3.0

**Parameters:** None

**Output:** Displays the following values:

- Board Name
- Microcontroller/Radio SoC Name
- Unique Serial Number
- Core Bluefruit Codebase Revision
- Project Firmware Revision
- Firmware Build Date
- Softdevice, Softdevice Version, Bootloader Version (0.5.0+)

ATI  
BLEFRIEND  
nRF51822 QFAAG00  
FB462DF92A2C8656  
0.5.0  
0.5.0  
Feb 24 2015  
S110 7.1.0, 0.0  
OK

## Updates:

- Version **0.4.7+** of the firmware adds the chip revision after the chip name if it can be detected (ex. 'nRF51822 QFAAG00').
- Version **0.5.0+** of the firmware adds a new 7th record containing the softdevice, softdevice version and bootloader version (ex. 'S110 7.1.0, 0.0').

## ATZ

---

Performs a system reset.

**Codebase Revision:** 0.3.0

**Parameters:** None

**Output:** None

ATZ  
OK

## ATE

---

Enables or disables echo of input characters with the AT parser

**Codebase Revision:** 0.3.0

**Parameters:** '1' = enable echo, '0' = disable echo

**Output:** None

```
# Disable echo support
ATE=0
OK
#Enable echo support
ATE=1
OK
```

+++

Dynamically switches between DATA and COMMAND mode without changing the physical CMD/UART select switch.

When you are in COMMAND mode, entering '+++\n' or '+++\r\n' will cause the module to switch to DATA mode, and anything typed into the console will go direct to the BLUE UART service.

To switch from DATA mode back to COMMAND mode, simply enter '+++\n' or '+++\r\n' again (be sure to include the new line character!), and a new 'OK' response will be displayed letting you know that you are back in COMMAND mode (see the two 'OK' entries in the sample code below).

**Codebase Revision:** 0.4.7

**Parameters:** None

**Output:** None

Note that +++ can also be used on the mobile device to send and receive AT command on iOS or Android, though this should always be used with care.

```
ATI
BLEFRIEND
nRF51822 QFAAG00
B122AAC33F3D2296
0.4.6
0.4.6
Dec 22 2014
OK
+++
OK
OK
```

# General Purpose

---

The following general purpose commands are available on all Bluefruit LE modules:

## AT+FACTORYRESET

---

Clears any user config data from non-volatile memory and performs a factory reset before resetting the Bluefruit module.

**Codebase Revision:** 0.3.0

**Parameters:** None

**Output:** None

```
AT+FACTORYRESET  
OK
```

As of version 0.5.0+ of the firmware, you can perform a factory reset by holding the DFU button down for 10s until the blue CONNECTED LED lights up, and then releasing the button.

## AT+DFU

---

Forces the module into DFU mode, allowing over the air firmware updates using a dedicated DFU app on iOS or Android.

**Codebase Revision:** 0.3.0

**Parameters:** None

**Output:** None

The AT parser will no longer respond after the AT+DFU command is entered, since normal program execution effectively halts and a full system reset is performed to start the bootloader code

```
AT+DFU  
OK
```

# AT+HELP

Displays a comma-separated list of all AT parser commands available on the system.

**Codebase Version:** 0.3.0

**Parameters:** None

**Output:** A comma-separated list of all AT parser commands available on the system.

The sample code below may not match future firmware releases and is provided for illustration purposes only

```
AT+HELP
AT+FACTORYRESET,AT+DFU,ATZ,ATI,ATE,AT+DBGMEMRD,AT+DBGNVMRD,AT+HWLEDPOLARITY,AT-
OK
```



# Hardware

---

The following commands allow you to interact with the low level HW on the Bluefruit LE module, such as reading or toggling the GPIO pins, performing an ADC conversion ,etc.:

## AT+HWADC

---

Performs an ADC conversion on the specified ADC pin

**Codebase Revision:** 0.3.0

**Parameters:** The ADC channel (0..7)

**Output:** The results of the ADC conversion

```
AT+HWADC=0
```

```
178
```

```
OK
```

## AT+HWGETDIETEMP

---

Gets the temperature in degree celcius of the BLE module's die. This can be used for debug purposes (higher die temperature generally means higher current consumption), but does not corresponds to ambient temperature and can nto be used as a replacement for a normal temperature sensor.

**Codebase Revision:** 0.3.0

**Parameters:** None

**Output:** The die temperature in degrees celcius

```
AT+HWGETDIETEMP
```

```
32.25
```

```
OK
```

## AT+HWGPIO

---

Gets or sets the value of the specified GPIO pin (depending on the pin's mode).

**Codebase Revision:** 0.3.0

**Parameters:** The parameters for this command change depending on the pin mode.

**OUTPUT MODE:** The following comma-separated parameters can be used when updating a pin that is set as an output:

- Pin numbers
- Pin state, where:
  - 0 = clear the pin (logic low/GND)
  - 1 = set the pin (logic high/VCC)

**INPUT MODE:** To read the current state of an input pin or a pin that has been configured as an output, enter the pin number as a single parameter.

**Output:** The pin state if you are reading an input or checking the state of an input pin (meaning only 1 parameter is supplied, the pin number), where:

- 0 means the pin is logic low/GND
- 1 means the pin is logic high/VCC

Trying to set the value of a pin that has not been configured as an output will produce an 'ERROR' response.

Some pins are reserved for specific functions on Bluefruit modules and can not be used as GPIO. If you try to make use of a reserved pin number an 'ERROR' response will be generated.

```
# Set pin 14 HIGH
AT+HWGPIO=14,1
OK

# Set pin 14 LOW
AT+HWGPIO=14,0
OK

# Read the current state of pin 14
AT+HWGPIO=14
0
OK

# Try to update a pin that is not set as an output
AT+HWGPIOMODE=14,0
OK
AT+HWGPIO=14,1
ERROR
```

## AT+HWGPIOMODE

---

This will set the mode for the specified GPIO pin (input, output, etc.).

**Codebase Revision:** 0.3.0

**Parameters:** This command one or two values (comma-separated in the case of two parameters being used):

- The pin number
- The new GPIO mode, where:
  - 0 = Input
  - 1 = Output
  - 2 = Input with pullup enabled
  - 3 = Input with pulldown enabled

**Output:** If a single parameters is passed (the GPIO pin number) the current pin mode will be returned.

Some pins are reserved for specific functions on Bluefruit modules and can not be used as GPIO. If you try to make use of a reserved pin number an 'ERROR' response will be generated.

```
# Configure pin 14 as an output  
AT+HWGPIOMODE=14,0  
OK  
  
# Get the current mode for pin 14  
AT+HWPPIOMODE=14  
0  
OK
```

## AT+HWI2CSCAN

---

Scans the I2C bus to try to detect any connected I2C devices, and returns the address of devices that were found during the scan process.

**Codebase Revision:** 0.3.0

**Parameters:** None

**Output:** A comma-separated list of any I2C address that were found while scanning the valid address range on the I2C bus, or nothing if no devices were found.

```
# I2C scan with two devices detected  
AT+HWI2CSCAN  
0x23,0x35  
OK  
  
# I2C scan with no devices detected  
AT+HWI2CSCAN  
OK
```

## AT+HWVBAT

---

Returns the main power supply voltage level in millivolts

**Codebase Revision:** 0.3.0

**Parameters:** None

**Output:** The VBAT level in millivolts

```
AT+HWVBAT
3248
OK
```

## AT+HWRANDOM

Generates a random 32-bit number using the HW random number generator on the nRF51822 (based on white noise).

**Codebase Revision:** 0.4.7

**Parameters:** None

**Output:** A random 32-bit hexadecimal value (ex. '0x12345678')

```
AT+HWRANDOM
0x769ED823
OK
```

## AT+HWMODELED

Allows you to override the default behaviour of the MODE led (which indicates the operating mode by default).

**Codebase Revision:** 0.6.6

**Parameters:** LED operating mode, which can be one of the following values:

- **disable** or **DISABLE** or **0** - Disable the MODE LED entirely to save power
- **mode** or **MODE** or **1** - Default behaviour, indicates the current operating mode
- **huart** or **HWUART** or **2** - Toggles the LED on any activity on the HW UART bus (TX or RX)
- **bleuart** or **BLEUART** or **3** - Toggles the LED on any activity on the BLE UART Service (TX or RX characteristic)
- **spi** or **SPI** or **4** - Toggles the LED on any SPI activity
- **manual** or **MANUAL** or **5** - Manually sets the state of the MODE LED via a second comma-separated parameter, which can be **on**, **off**, or **toggle**.

**Output:** If run with no parameters, returns an upper-case string representing the current MODE LED operating mode from the fields above

```
# Get the current MODE LED setting
AT+HWMODELED
MODE
OK

# Change the MODE LED to indicate BLE UART activity
AT+HWMODELED=BLEUART
OK

# Manually toggle the MODE LED
AT+HWMODELED=MANUAL,TOGGLE
OK
```

# Beacon

Adafruit's Bluefruit LE modules currently support the following 'Beacon' technologies:

- Beacon (Apple) via AT+BLEBEACON
- UriBeacon (Google) via AT+BLEURIBEACON (**deprecated**)
- Eddystone (Google) via AT+EDDYSTONE\*

Modules can be configured to act as 'Beacons' using the following commands:

## AT+BLEBEACON

**Codebase Revision:** 0.3.0

**Parameters:** The following comma-separated parameters are required to enable beacon mode:

- Bluetooth Manufacturer ID (uint16\_t)
- 128-bit UUID
- Major Value (uint16\_t)
- Minor Value (uint16\_t)
- RSSI @ 1m (int8\_t)

**Output:** None

```
# Enable Apple iBeacon emulation
# Manufacturer ID = 0x004C
AT+BLEBEACON=0x004C,01-12-23-34-45-56-67-78-89-9A-AB-BC-CD-DE-EF-F0,0x0000,0x0000,-59
OK
# Reset to change the advertising data
ATZ
OK

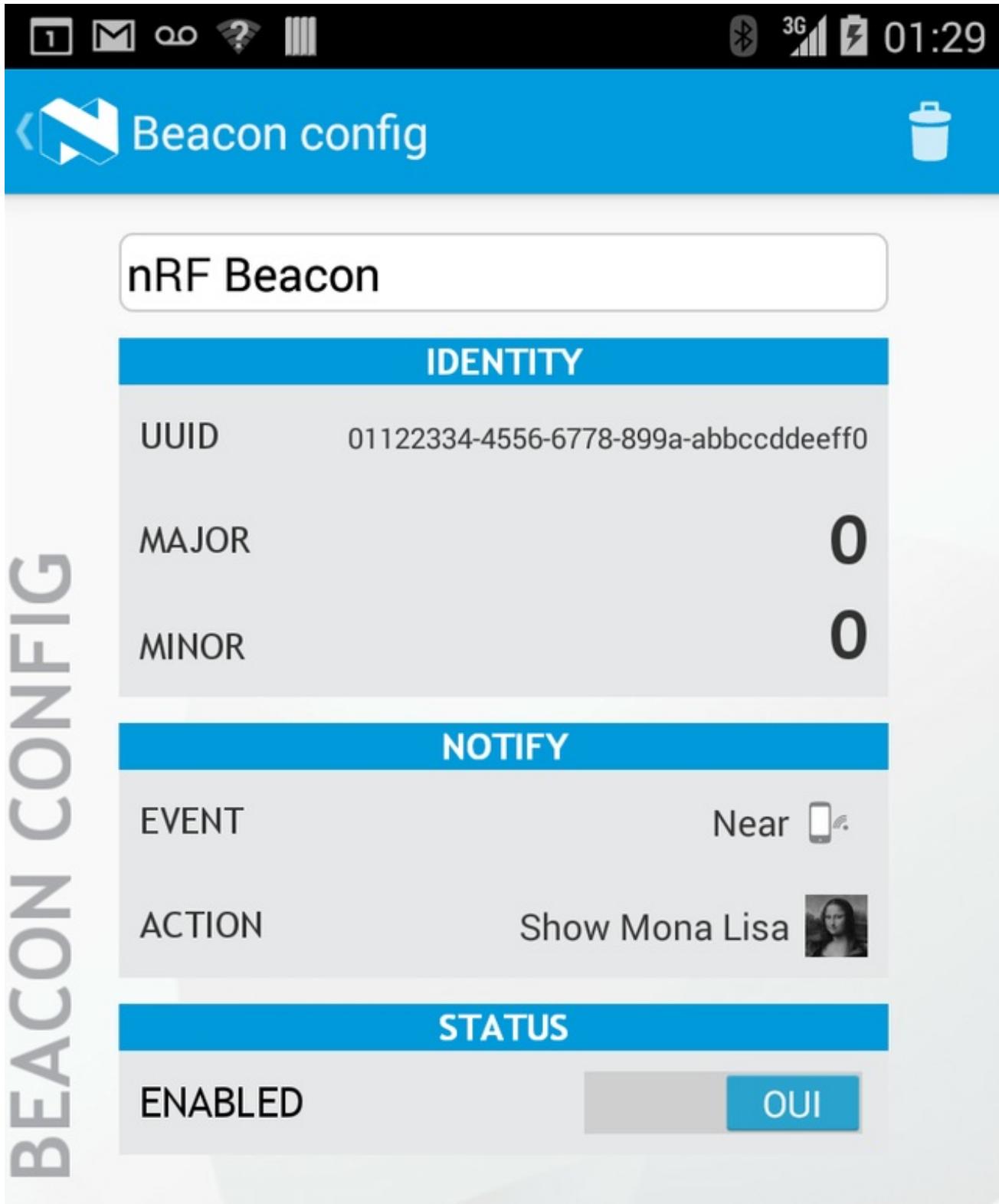
# Enable Nordic Beacon emulation
# Manufacturer ID = 0x0059
AT+BLEBEACON=0x0059,01-12-23-34-45-56-67-78-89-9A-AB-BC-CD-DE-EF-F0,0x0000,0x0000,-59
OK
# Reset to change the advertising data
ATZ
OK
```

AT+BLEBEACON will cause the beacon data to be stored in non-volatile config memory on the Bluefruit LE module, and these values will be persisted across system resets and power cycles. To remove or clear the beacon data you need to enter the 'AT+FACTORYRESET'

# BEACON CONFIG

command in command mode.

Entering Nordic Beacon emulation using the sample code above, you can see the simulated beacon in Nordic's 'Beacon Config' tool below:





## AT+BLEURIBEACON

Converts the specified URI into a [UriBeacon \(<http://adafru.it/edk>\)](http://adafru.it/edk) advertising packet, and configures the module to advertise as a UriBeacon (part of Google's [Physical Web \(<http://adafru.it/ehZ>\)](http://adafru.it/ehZ) project).

To view the UriBeacon URIs you can use one of the following mobile applications:

- Android 4.3+: [Physical Web \(<http://adafru.it/edi>\)](http://adafru.it/edi) on the Google Play Store
- iOS: [Physical Web \(<http://adafru.it/edj>\)](http://adafru.it/edj) in Apple's App Store

**Codebase Revision:** 0.4.7

**Parameters:** The URI to encode (ex. [http://www.adafruit.com/blog \(<http://adafru.it/ei0>\)](http://www.adafruit.com/blog))

**Output:** None of a valid URI was entered (length is acceptable, etc.).

```
AT+BLEURIBEACON=http://www.adafruit.com/blog
OK
```

```
# Reset to change the advertising data
```

```
ATZ
```

```
OK
```

If the supplied URI is too long you will get the following output:

```
AT+BLEURIBEACON=http://www.adafruit.com>this/uri/is/too/long  
URL is too long  
ERROR
```

If the URI that you are trying to encode is too long, try using a shortening service like bit.ly, and encode the shortened URI.

UriBeacon should be considered deprecated as a standard, and EddyStone should be used for any future development. No further development will happen in the Bluefruit LE firmware around UriBeacon.

## AT+EDDYSTONEENABLE

This command will enable [Eddystone](http://adafru.it/fSA) (<http://adafru.it/fSA>) support on the Bluefruit LE module. Eddystone support must be enabled before the other related commands can be used.

**Codebase Revision:** 0.6.6

**Parameters:** 1 or 0 (1 = enable, 0 = disable)

**Output:** The current state of Eddystone support if no parameters are provided (1 = enabled, 0 = disabled)

```
# Enable Eddystone support  
AT+EDDYSTONEENABLE=1  
OK  
  
# Check the current Eddystone status on the module  
AT+EDDYSTONEENABLE  
1  
OK
```

## AT+EDDYSTONEURL

This command will set the URL for the [Eddystone-URL](http://adafru.it/fSB) (<http://adafru.it/fSB>) protocol.

**Codebase Revision:** 0.6.6

**Parameters:**

- The URL to encode (mandatory)
- An optional second parameter indicates whether to continue advertising the Eddystone URL even when the peripheral is connected to a central device
- Firmware **0.6.7** added an optional third parameter for the RSSI at 0 meters value. This should be measured by the end user by checking the RSSI value on the receiving device at 1m and then adding 41 to that value (to compensate for the signal strength loss over 1m), so an RSSI of -62 at 1m would mean that you should enter -21 as the RSSI at 0m. Default value is -18dBm.

**Output:** Firmware <= 0.6.6: none. With firmware >= **0.6.7** running this command with no parameters will return the current URL.

```
# Set the Eddystone URL to adafruit
AT+EDDYSTONEURL=http://www.adafruit.com
OK

# Set the Eddystone URL to adafruit and advertise it even when connected
AT+EDDYSTONEURL=http://www.adafruit.com,1
OK
```

## AT+EDDYSTONECONFIGEN

This command causes the Bluefruit LE module to enable the Eddystone URL config service for the specified number of seconds.

This command should be used in combination with the Physical Web application from Google, available for [Android](http://adafru.it/edi) (<http://adafru.it/edi>) or [iOS](http://adafru.it/edj) (<http://adafru.it/edj>). Run this command then select the 'Edit URL' option from the app to change the destination URL over the air.

**Codebase Revision:** 0.6.6

**Parameters:** The number of seconds to advertised the config service UUID

**Output:** None

```
# Start advertising the Eddystone config service for 5 minutes (300s)
AT+EDDYSTONECONFIGEN=300
OK
```

# BLE Generic

---

The following general purpose BLE commands are available on Bluefruit LE modules:

## AT+BLEPOWERLEVEL

---

Gets or sets the current transmit power level for the module's radio (higher transmit power equals better range, lower transmit power equals better battery life).

**Codebase Revision:** 0.3.0

**Parameters:** The TX power level (in dBm), which can be one of the following values (from lowest to higher transmit power):

- -40
- -20
- -16
- -12
- -8
- -4
- 0
- 4

**Output:** The current transmit power level (in dBm)

The updated power level will take affect as soon as the command is entered. If the device isn't connected to another device, advertising will stop momentarily and then restart once the new power level has taken affect.

```
# Get the current TX power level (in dBm)
AT+BLEPOWERLEVEL
0
OK

# Set the TX power level to 4dBm (maximum value)
AT+BLEPOWERLEVEL=4
OK

# Set the TX power level to -12dBm (better battery life)
AT+BLEPOWERLEVEL=-12
OK

# Set the TX power level to an invalid value
AT+BLEPOWERLEVEL=-3
ERROR
```

## AT+BLEGETADDRTYPE

---

Gets the address type (for the 48-bit BLE device address).

Normally this will be '1' (random), which means that the module uses a 48-bit address that was randomly generated during the manufacturing process and written to the die by the manufacturer.

Random does not mean that the device address is randomly generated every time, only that a one-time random number is used.

**Codebase Revision:** 0.3.0

**Parameters:** None

**Output:** The address type, which can be one of the following values:

- 0 = public
- 1 = random

```
AT+BLEGETADDRTYPE
1
OK
```

## AT+BLEGETADDR

---

Gets the 48-bit BLE device address.

**Codebase Revision:** 0.3.0

**Parameters:** None

**Output:** The 48-bit BLE device address in the following format: 'AA:BB:CC:DD:EE:FF'

```
AT+BLEGETADDR  
E4:C6:C7:31:95:11  
OK
```

## AT+BLEGETPEERADDR

Gets the 48-bit address of the peer (central) device we are connected to.

**Codebase Revision:** 0.6.5

**Parameters:** None

**Output:** The 48-bit address of the connected central device in hex format. The command will return **ERROR** if we are not connected to a central device.

Please note that the address returned by the central device is almost always a random value that will change over time, and this value should generally not be trusted. This command is provided for certain edge cases, but is not useful in most day to day scenarios.

```
AT+BLEGETPEERADDR  
48:B2:26:E6:C1:1D  
OK
```

## AT+BLEGETRSSI

Gets the RSSI value (Received Signal Strength Indicator), which can be used to estimate the reliability of data transmission between two devices (the lower the number the better).

**Codebase Revision:** 0.3.0

**Parameters:** None

**Output:** The RSSI level (in dBm) if we are connected to a device, otherwise '0'

```
# Connected to an external device
```

```
AT+BLEGETRSSI
```

```
-46
```

```
OK
```

```
# Not connected to an external device
```

```
AT+BLEGETRSSI
```

```
0
```

```
OK
```

# BLE Services

The following commands allow you to interact with various GATT services present on Bluefruit LE modules when running in Command Mode.

## AT+BLEUARTTX

This command will transmit the specified text message out via the [UART Service](#) (<http://adafru.it/iCn>) while you are running in Command Mode.

**Codebase Revision:** 0.3.0

**Parameters:** The message payload to transmit. The payload can be up to 240 characters (since AT command strings are limited to a maximum of 256 bytes total).

**Output:** This command will produce an **ERROR** message if you are not connected to a central device, or if the internal TX FIFO on the Bluefruit LE module is full.

As of firmware release **0.6.2** and higher, AT+BLEUARTTX can accept a limited set of escape code sequences:

- \r = carriage return
- \n = new line
- \t = tab
- \b = backspace
- \\ = backward slash

As of firmware release **0.6.7** and higher, AT+BLEUARTTX can accept the following escape code sequence since AT+BLEUARTTX=? has a specific meaning to the AT parser:

- \? = transmits a single question mark

You must be connected to another device for this command to execute

```
# Send a string when connected to another device
```

```
AT+BLEUARTTX=THIS IS A TEST
```

```
OK
```

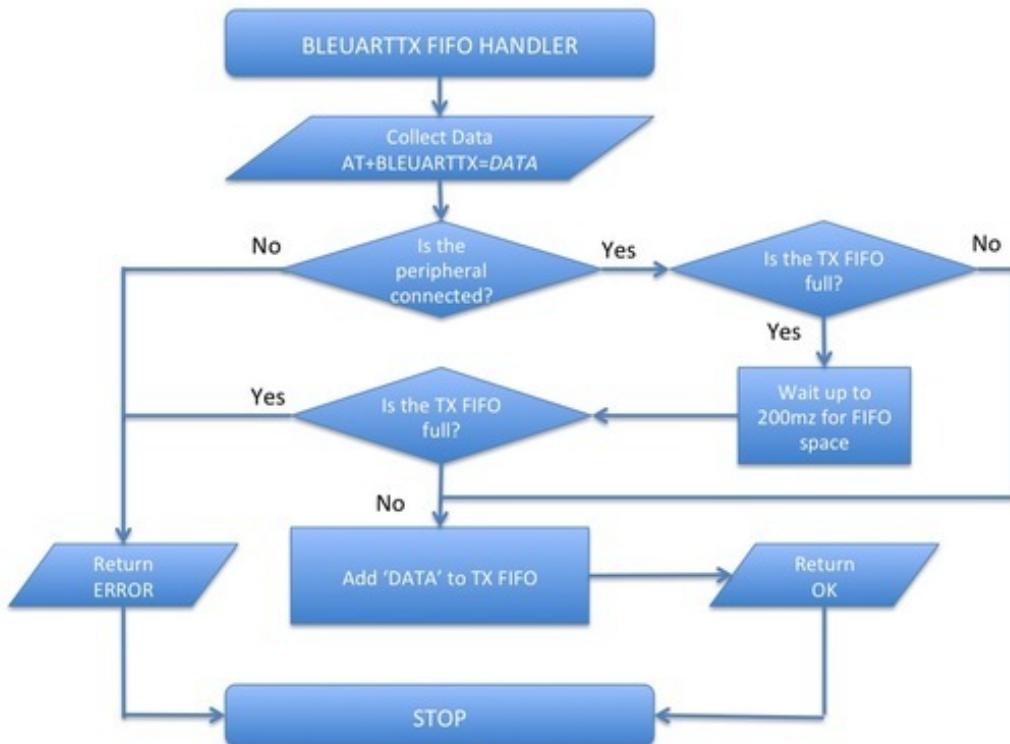
```
# Send a string when not connected
```

```
AT+BLEUARTTX=THIS IS A TEST
```

```
ERROR
```

## TX FIFO Buffer Handling

Starting with firmware version **0.6.7**, when the TX FIFO buffer is full a 200ms blocking delay will be used to see if any free space becomes available in the FIFO before returning ERROR. The exact process is detailed in the flow chart below:



Note: The TX FIFO full check will happen for each GATT transaction (of up to 20 bytes of data each), so large data transfers may have multiple 200ms wait states.

You can use the [AT+BLEUARTFIFO=TX](http://adafru.it/id3) (<http://adafru.it/id3>) command to check the size of the TX FIFO before sending data to ensure that you have enough free space available in the buffer.

The TX FIFO has the following size, depending on the firmware version used:

- Firmware <=0.6.6: **160 characters wide**
- Firmware >=0.6.7: **1024 characters wide**

It IS possible with large data transfers that part of the payload can be transmitted, and the command can still produce an ERROR if the FIFO doesn't empty in time in the middle of the payload transfer (since data is transmitted in maximum 20 byte chunks). If you need to ensure reliable data transfer, you should always check the TX FIFO size before sending data, which you can do using the AT+BLEUARTFIFO command. If not enough space is available for the entire payload, add a SW delay until enough space is available. Any single AT+BLEUARTTX command can fit into the FIFO, but multiple large instances of this command may cause the FIFO to fill up mid transfer.

## AT+BLEUARTRX

This command will dump the [UART service \(http://adafru.it/iCn\)](http://adafru.it/iCn)'s RX buffer to the display if any data has been received from from the UART service while running in Command Mode. The data will be removed from the buffer once it is displayed using this command.

Any characters left in the buffer when switching back to Data Mode will cause the buffered characters to be displayed as soon as the mode switch is complete (within the limits of available buffer space, which is 1024 bytes on current black 32KB SRAM devices, or 160 bytes for the blue first generation BLEFriend board based on 16KB SRAM parts).

**Codebase Revision:** 0.3.0

**Parameters:** None

**Output:** The RX buffer's content if any data is available, otherwise nothing.

You can also use the AT+BLEUARTFIFO=RX command to check if any incoming data is available or not.

```
# Command results when data is available
AT+BLEUARTRX
Sent from Android
OK

# Command results when no data is available
AT+BLEUARTRX
OK
```

## AT+BLEUARTFIFO

This command will return the free space available in the BLE UART TX and RX FIFOs. If you are transmitting large chunks of data, you may want to check if you have enough free space in the TX FIFO before sending, keeping in mind that individual GATT packets can contain up to 20 user bytes each.

**Codebase Revision:** 0.6.7

**Parameters:** Running this command with no parameters will return two comma-separated values indicating the free space in the TX buffer, following by the RX buffer. To request a specific buffer, you can execute the command with either a "TX" or "RX" value (For example: "AT+BLEUARTFIFO=TX").

**Output:** The free space remaining in the TX and RX FIFO buffer if no parameter is present, otherwise the free space remaining in the specified FIFO buffer.

```
AT+BLEUARTFIFO
```

```
1024,1024
```

```
OK
```

```
AT+BLEUARTFIFO=TX
```

```
1024
```

```
OK
```

```
AT+BLEUARTFIFO=RX
```

```
1024
```

```
OK
```

## AT+BLEKEYBOARDEN

This command will enable GATT over HID (GoH) keyboard support, which allows you to emulate a keyboard on supported iOS and Android devices. By default HID keyboard support is disabled, so you need to set BLEKEYBOARDEN to 1 and then perform a system reset before the keyboard will be enumerated and appear in the Bluetooth preferences on your phone, where it can be bonded as a BLE keyboard.

**Codebase Revision:** 0.5.0

**Parameters:** 1 or 0 (1 = enable, 0 = disable)

**Output:** None

As of firmware version 0.6.6 this command is now an alias for AT+BLEHIDEN

You must perform a system reset (ATZ) before the changes take effect!

Before you can use your HID over GATT keyboard, you will need to bond your mobile device with the Bluefruit LE module in the Bluetooth preferences panel.

```
# Enable BLE keyboard support then reset
```

```
AT+BLEKEYBOARDEN=1
```

```
OK
```

```
ATZ
```

```
OK
```

```
# Disable BLE keyboard support then reset
```

```
AT+BLEKEYBOARDEN=0
```

```
OK
```

```
ATZ
```

```
OK
```

## AT+BLEKEYBOARD

Sends text data over the BLE keyboard interface (if it has previously been enabled via AT+BLEKEYBOARDEN).

Any valid alpha-numeric character can be sent, and the following escape sequences are also supported:

- \r - Carriage Return
- \n - Line Feed
- \b - Backspace
- \t - Tab
- \\ - Backslash

As of version 0.6.7 you can also use the following escape code when sending a single character ('AT+BLEKEYBOARD=?' has another meaning for the AT parser):

- \? - Question mark

**Codebase Revision:** 0.5.0

**Parameters:** The text string (optionally including escape characters) to transmit

**Output:** None

```
# Send a URI with a new line ending to execute in Chrome, etc.  
AT+BLEKEYBOARD=http://www.adafruit.com\r\n  
OK  
  
# Send a single question mark (special use case, 0.6.7+)  
AT+BLEKEYBOARD=\?  
OK
```

## AT+BLEKEYBOARDCODE

---

Sends a raw hex sequence of USB HID keycodes to the BLE keyboard interface including key modifiers and up to six alpha-numeric characters.

This command accepts the following ascii-encoded HEX payload, matching the way HID over GATT sends keyboard data:

- **Byte 0:** Modifier
- **Byte 1:** Reserved (should always be 00)
- **Bytes 2..7:** Hexadecimal values for ASCII-encoded characters (if no character is used you can enter '00' or leave trailing characters empty)

After a keycode sequence is sent with the AT+BLEKEYBOARDCODE command, **you must send a second AT+BLEKEYBOARDCODE command with at least two 00 characters to indicate the keys were released!**

### Modifier Values

The modifier byte can have one or more of the following bits set:

- **Bit 0 (0x01):** Left Control
- **Bit 1 (0x02):** Left Shift
- **Bit 2 (0x04):** Left Alt
- **Bit 3 (0x08):** Left Window
- **Bit 4 (0x10):** Right Control
- **Bit 5 (0x20):** Right Shift
- **Bit 6 (0x40):** Right Alt
- **Bit 7 (0x80):** Right Window

**Codebase Revision:** 0.5.0

**Parameters:** A set of hexadecimal values separated by a hyphen ('-'). Note that these are HID scan code values, not standard ASCII values!

**Output:** None

HID key code values don't correspond to ASCII key codes! For example, 'a' has an HID keycode value of '04', and there is no keycode for an upper case 'A' since you use the modifier to set upper case values. For details, google 'usb hid keyboard scan codes', and see the example below.

A list of HID keyboard codes can be found [here](http://adafru.it/cQV) (<http://adafru.it/cQV>) (see section 7).

```
# send 'abc' with shift key --> 'ABC'  
AT+BLEKEYBOARDCODE=01-00-04-05-06-00-00  
OK  
# Indicate that the keys were released (mandatory!)  
AT+BLEKEYBOARDCODE=00-00  
OK
```

## AT+BLEHIDEN

This command will enable GATT over HID (GoH) support, which allows you to emulate a keyboard, mouse or media control on supported iOS, Android, OSX and Windows 10 devices. By default HID support is disabled, so you need to set BLEHIDEN to 1 and then perform a system reset before the HID devices will be enumerated and appear on your central device.

**Codebase Revision:** 0.6.6

**Parameters:** 1 or 0 (1 = enable, 0 = disable)

**Output:** None

You normally need to 'bond' the Bluefruit LE peripheral to use the HID commands, and the exact bonding process will change from one operating system to another.

If you have previously bonded to a device and need to clear the bond, you can run the AT+FACTORYRESET command which will erase all stored bond data on the Bluefruit LE module.

```
# Enable GATT over HID support on the Bluefruit LE module
AT+BLEHIDEN=1
OK

# Reset so that the changes take effect
ATZ
OK
```

## AT+BLEHIDMOUSEMOVE

Moves the HID mouse or scroll wheel position the specified number of ticks.

All parameters are signed 8-bit values (-128 to +127). Positive values move to the right or down, and origin is the top left corner.

**Codebase Revision:** 0.6.6

**Parameters:** X Ticks (+/-), Y Ticks (+/-), Scroll Wheel (+/-), Pan Wheel (+/-)

**Output:** None

```
# Move the mouse 100 ticks right and 100 ticks down
AT+BLEHIDMOUSEMOVE=100,100
OK

# Scroll down 20 pixels or lines (depending on context)
AT+BLEHIDMOUSEMOVE=,,20,
OK

# Pan (horizontal scroll) to the right (exact behaviour depends on OS)
AT+BLEHIDMOUSEMOVE=0,0,0,100
```

## AT+BLEHIDMOUSEBUTTON

Manipulates the HID mouse buttons via the specific string(s).

**Codebase Revision:** 0.6.6

**Parameters:** Button Mask String [L][R][M][B][F], Action [PRESS][CLICK][DOUBLECLICK][HOLD]

- L = Left Button
- R = Right Button
- M = Middle Button

- B = Back Button
- F = Forward Button
- If the second parameter (Action) is "HOLD", an optional third parameter can be passed specifying how long the button should be held in milliseconds.

**Output:** None

```
# Double click the left mouse button
AT+BLEHIDMOUSEBUTTON=L,doubleclick
OK

# Press the left mouse button down, move the mouse, then release L
# This is required to perform 'drag' then stop type operations
AT+BLEHIDMOUSEBUTTON=L
OK
AT+BLEHIDMOUSEMOVE=-100,50
OK
AT+BLEHIDMOUSEBUTTON=0
OK

# Hold the backward mouse button for 200 milliseconds (OS dependent)
AT+BLEHIDMOUSEBUTTON=B,hold,200
OK
```

## AT+BLEHIDCONTROLKEY

---

Sends HID media control commands for the bonded device (adjust volume, screen brightness, song selection, etc.).

**Codebase Revision:** 0.6.6

**Parameters:** The HID control key to send, followed by an optional delay in ms to hold the button

The control key string can be one of the following values:

- System Controls (works on most systems)
  - BRIGHTNESS+
  - BRIGHTNESS-
- Media Controls (works on most systems)
  - PLAYPAUSE
  - MEDIANEXT
  - MEDIAPREVIOUS

- MEDIASTOP
- Sound Controls (works on most systems)
  - VOLUME
  - MUTE
  - BASS
  - TREBLE
  - BASS\_BOOST
  - VOLUME+
  - VOLUME-
  - BASS+
  - BASS-
  - TREBLE+
  - TREBLE-
- Application Launchers (Windows 10 only so far)
  - EMAILREADER
  - CALCULATOR
  - FILEBROWSER
- Browser/File Explorer Controls (Firefox on Windows/Android only)
  - SEARCH
  - HOME
  - BACK
  - FORWARD
  - STOP
  - REFRESH
  - BOOKMARKS

You can also send a raw 16-bit hexadecimal value in the '0xABCD' format. A full list of 16-bit 'HID Consumer Control Key Codes' can be found [here](http://adafru.it/cQV) (<http://adafru.it/cQV>) (see section 12).

**Output:** Normally none.

If you are not bonded and connected to a central device, this command will return ERROR. Make sure you are connected and HID support is enabled before running these commands.

```
# Toggle the sound on the bonded central device
AT+BLEHIDCONTROLKEY=MUTE
OK

# Hold the VOLUME+ key for 500ms
AT+BLEHIDCONTROLKEY=VOLUME+,500
OK

# Send a raw 16-bit Consumer Key Code (0x006F = Brightness+)
AT+BLEHIDCONTROLKEY=0x006F
OK
```

## BLE GAP

GAP (<http://adafru.it/iCo>), which stands for the *Generic Access Profile*, governs advertising and connections with Bluetooth Low Energy devices.

The following commands can be used to configure the GAP settings on the BLE module.

You can use these commands to modify the advertising data (for ex. the device name that appears during the advertising process), to retrieve information about the connection that has been established between two devices, or the disconnect if you no longer wish to maintain a connection.

### AT+GAPGETCONN

Displays the current connection status (if we are connected to another BLE device or not).

**Codebase Revision:** 0.3.0

**Parameters:** None

**Output:** 1 if we are connected, otherwise 0

```
# Connected  
AT+GAPGETCONN  
1  
OK  
  
# Not connected  
AT+GAPGETCONN  
0  
OK
```

### AT+GAPDISCONNECT

Disconnects to the external device if we are currently connected.

**Codebase Revision:** 0.3.0

**Parameters:** None

**Output:** None

```
AT+GAPDISCONNECT  
OK
```

## AT+GAPDEVNAME

Gets or sets the device name, which is included in the advertising payload for the Bluefruit LE module

**Codebase Revision:** 0.3.0

**Parameters:**

- None to read the current device name
- The new device name if you want to change the value

**Output:** The device name if the command is executed in read mode

Updating the device name will persist the new value to non-volatile memory, and the updated name will be used when the device is reset. To reset the device to factory settings and clean the config data from memory run the AT+FACTORYRESET command.

```
# Read the current device name  
AT+GAPDEVNAME  
UART  
OK  
  
# Update the device name to 'BLEFriend'  
AT+GAPDEVNAME=BLEFriend  
OK  
# Reset to take effect  
ATZ  
OK
```

## AT+GAPDELBONDS

Deletes and bonding information stored on the Bluefruit LE module.

**Codebase Revision:** 0.3.0

**Parameters:** None

**Output:** None

```
AT+GAPDELBONDS  
OK
```

## AT+GAPINTERVALS

Gets or sets the various advertising and connection intervals for the Bluefruit LE module.

Be extremely careful with this command since it can be easy to cause problems changing the intervals, and depending on the values selected some mobile devices may no longer recognize the module or refuse to connect to it.

**Codebase Revision:** 0.3.0

**Parameters:** If updating the GAP intervals, the following comma-separated values can be entered:

- Minimum connection interval (in milliseconds)
- Maximum connection interval (in milliseconds)
- Advertising interval (in milliseconds)
- Advertising timeout (in milliseconds)

If you only wish to update one interval value, leave the other comma-separated values empty (ex. ',,110,' will only update the third value, advertising interval).

**Output:** If reading the current GAP interval settings, the following comma-separated information will be displayed:

- Minimum connection interval (in milliseconds)
- Maximum connection interval (in milliseconds)
- Advertising interval (in milliseconds)
- Advertising timeout (in milliseconds)

Updating the GAP intervals will persist the new values to non-volatile memory, and the updated values will be used when the device is reset. To reset the device to factory settings and clean the config data from memory run the AT+FACTORYRESET command.

```
# Read the current GAP intervals  
AT+GAPINTERVALS  
20,100,100,30  
  
# Update all values  
AT+GAPINTERVALS=20,200,200,30  
OK  
  
# Update only the advertising interval  
AT+GAPINTERVALS=,,150,  
OK
```

## AT+GAPSTARTADV

---

Causes the Bluefruit LE module to start transmitting advertising packets if this isn't already the case (assuming we aren't already connected to an external device).

**Codebase Revision:** 0.3.0

**Parameters:** None

**Output:** None

```
# Command results when advertising data is not being sent  
AT+GAPSTARTADV  
OK  
  
# Command results when we are already advertising  
AT+GAPSTARTADV  
ERROR  
  
# Command results when we are connected to another device  
AT+GAPSTARTADV  
ERROR
```

## AT+GAPSTOPADV

---

Stops advertising packets from being transmitted by the Bluefruit LE module.

**Codebase Revision:** 0.3.0

**Parameters:** None

**Output:** None

```
AT+GAPSTOPADV  
OK
```

## AT+GAPSETADVDATA

Sets the raw advertising data payload to the specified byte array (overriding the normal advertising data), following the guidelines in the [Bluetooth 4.0 or 4.1 Core Specification](http://adafruit.it/ddd) (<http://adafruit.it/ddd>).

In particular, **Core Specification Supplement (CSS) v4** contains the details on common advertising data fields like 'Flags' (Part A, Section 1.3) and the various Service UUID lists (Part A, Section 1.1). A list of all possible GAP Data Types is available on the Bluetooth SIG's [Generic Access Profile](http://adafruit.it/cYs) (<http://adafruit.it/cYs>) page.

The Advertising Data payload consists of [Generic Access Profile](http://adafruit.it/cYs) (<http://adafruit.it/cYs>) data that is inserted into the advertising packet in the following format: [U8:LEN] [U8:Data Type Value] [n:Value]

**WARNING:** This command requires a degree of knowledge about the low level details of the Bluetooth 4.0 or 4.1 Core Specification, and should only be used by expert users. Misuse of this command can easily cause your device to be undetectable by central devices in radio range.

**WARNING:** This command will override the normal advertising payload and may prevent some services from acting as expected.

To restore the advertising data to the normal default values use the AT+FACTORYRESET command.

For example, to insert the 'Flags' Data Type (Data Type Value 0x01), and set the value to 0x06/0b00000110 (BR/EDR Not Supported and LE General Discoverable Mode) we would use the following byte array:

02-01-06

- 0x02 indicates the number of bytes in the entry

- 0x01 is the '[Data Type Value](http://adafru.it/cYs)' and indicates that this is a '**Flag**'
- 0x06 (0b00000110) is the Flag value, and asserts the following fields (see Core Specification 4.0, Volume 3, Part C, 18.1):
  - **LE General Discoverable Mode** (i.e. anyone can discover this device)
  - **BR/EDR Not Supported** (i.e. this is a Bluetooth Low Energy only device)

If we also want to include two 16-bit service UUIDs in the advertising data (so that listening devices know that we support these services) we could append the following data to the byte array:

05-02-0D-18-0A-18

- 0x05 indicates that the number of bytes in the entry (5)
- 0x02 is the '[Data Type Value](http://adafru.it/cYs)' and indicates that this is an '**Incomplete List of 16-bit Service Class UUIDs**'
- 0x0D 0x18 is the first 16-bit UUID (which translates to **0x180D**, corresponding to the [Heart Rate Service](http://adafru.it/ddB)).
- 0x0A 0x18 is another 16-bit UUID (which translates to **0x180A**, corresponding to the [Device Information Service](http://adafru.it/ecj)).

Including the service UUIDs is important since some mobile applications will only work with devices that advertise a specific service UUID in the advertising packet. This is true for most apps from Nordic Semiconductors, for example.

**Codebase Revision:** 0.3.0

**Parameters:** The raw byte array that should be inserted into the advertising data section of the advertising packet, being careful to stay within the space limits defined by the Bluetooth Core Specification.

**Response:** None

```
# Advertise as Discoverable and BLE only with 16-bit UUIDs 0x180D and 0x180A
AT+GAPSETADVDATA=02-01-06-05-02-0d-18-0a-18
OK
```

The results of this command can be seen in the screenshot below, taken from a sniffer analyzing the advertising packets in Wireshark. The advertising data payload is highlighted in blue in the raw

byte array at the bottom of the image, and the packet analysis is in the upper section:

```
▽ Bluetooth Low Energy Link Layer
  Access Address: 0x8e89bed6
  ▷ Packet Header: 0x0f40 (PDU Type: ADV_IND, TxAdd=false, RxAdd=false)
    Advertising Address: e4:c6:c7:31:95:11 (e4:c6:c7:31:95:11)
  ▷ Advertising Data
    ▷ Flags
      Length: 2
      Type: Flags (0x01)
      000. .... = Reserved: 0x00
      ....0 .... = Simultaneous LE and BR/EDR to Same Device Capable (Host): false (0x00)
      .... 0... = Simultaneous LE and BR/EDR to Same Device Capable (Controller): false (0x00)
      .... .1.. = BR/EDR Not Supported: true (0x01)
      .... ..1. = LE General Discoverable Mode: true (0x01)
      .... ...0 = LE Limited Discoverable Mode: false (0x00)
    ▷ 16-bit Service Class UUIDs (incomplete)
      Length: 5
      Type: 16-bit Service Class UUIDs (incomplete) (0x02)
      UUID 16: Heart Rate (0x180d)
      UUID 16: Device Information (0x180a)
  ▷ CRC: 0x93b900
```

0000	00	06	22	01	8b	17	06	0a	01	26	2b	00	00	97	02	00	.....	.....	.....	.....	.....
0010	00	d6	be	89	8e	40	0f	11	95	31	c7	c6	e4	02	01	06	.....	@	1	.....	.....
0020	05	02	0d	18	0a	18	c9	9d	00	.....	.....	.....	.....	.....	.....	.....	.....	.....	.....	.....	.....

# BLE GATT

---

[GATT](http://adafru.it/iCp) (<http://adafru.it/iCp>), which standards for the *Generic ATTribute Profile*, governs data organization and data exchanges between connected devices. One device (the peripheral) acts as a GATT Server, which stores data in *Attribute* records, and the second device in the connection (the central) acts as a GATT Client, requesting data from the server whenever necessary.

The following commands can be used to create custom GATT services and characteristics on the BLEFriend, which are used to store and exchange data.

Please note that any characteristics that you define here will automatically be saved to non-volatile FLASH config memory on the device and re-initialised the next time the device starts. **You need to perform a system reset before most of the commands below will take effect!**

If you want to clear any previous config value, enter the '**AT+FACTORYRESET**' command before working on a new peripheral configuration.

## AT+GATTCLEAR

---

Clears any custom GATT services and characteristics that have been defined on the device.

**Codebase Revision:** 0.3.0

**Parameters:** None

**Response:** None

```
AT+GATTCLEAR  
OK
```

## AT+GATTADDSERVICE

---

Adds a new custom service definition to the device.

**Codebase Revision:** 0.3.0

**Parameters:** This command accepts a set of comma-separated key-value pairs that are used to define the service properties. The following key-value pairs can be used:

- **UUID:** The 16-bit UUID to use for this service. 16-bit values should be in hexadecimal format (0x1234).
- **UUID128:** The 128-bit UUID to use for this service. 128-bit values should be in the following format: 00-11-22-33-44-55-66-77-88-99-AA-BB-CC-DD-EE-FF

**Response:** The index value of the service in the custom GATT service lookup table. (It's important to keep track of these index values to work with the service later.)

Note: Key values are not case-sensitive

Only one UUID type can be entered for the service (either UUID or UUID128)

```
# Clear any previous custom services/characteristics
AT+GATTCLEAR
OK

# Add a battery service (UUID = 0x180F) to the peripheral
AT+GATTADDSERVICE=UUID=0x180F
1
OK

# Add a battery measurement characteristic (UUID = 0x2A19), notify enabled
AT+GATTADDCHAR=UUID=0x2A19,PROPERTIES=0x10,MIN_LEN=1,VALUE=100
1
OK
```

```
# Clear any previous custom services/characteristics
AT+GATTCLEAR
OK

# Add a custom service to the peripheral
AT+GATTADDSERVICE=UUID128=00-11-00-11-44-55-66-77-88-99-AA-BB-CC-DD-EE-FF
1
OK

# Add a custom characteristic to the above service (making sure that there
# is no conflict between the 16-bit UUID and bytes 3+4 of the 128-bit service UUID)
AT+GATTADDCHAR=UUID=0x0002,PROPERTIES=0x02,MIN_LEN=1,VALUE=100
1
OK
```

## AT+GATTADDCHAR

Adds a custom characteristic to the last service that was added to the peripheral (via AT+GATTADDSERVICE).

AT+GATTADDCHAR must be run AFTER AT+GATTADDSERVICE, and will add the new characteristic to the last service definition that was added.

As of version 0.6.6 of the Bluefruit LE firmware you can now use custom 128-bit UUIDs with this command. See the example at the bottom of this command description.

### Codebase Revision: 0.3.0

**Parameters:** This command accepts a set of comma-separated key-value pairs that are used to define the characteristic properties. The following key-value pairs can be used:

- **UUID:** The 16-bit UUID to use for the characteristic (which will be inserted in the 3rd and 4th bytes of the parent services 128-bit UUID). This value should be entered in hexadecimal format (ex. 'UUID=0x1234'). This value must be unique, and should not conflict with bytes 3+4 of the parent service's 128-bit UUID.
- **PROPERTIES:** The 8-bit characteristic properties field, as defined by the Bluetooth SIG. The following values can be used:
  - 0x02 - Read
  - 0x04 - Write Without Response
  - 0x08 - Write
  - 0x10 - Notify
  - 0x20 - Indicate
- **MIN\_LEN:** The minimum size of the values for this characteristic (in bytes, min = 1, max = 20, default = 1)
- **MAX\_LEN:** The maximum size of the values for the characteristic (in bytes, min = 1, max = 20, default = 1)
- **VALUE:** The initial value to assign to this characteristic (within the limits of 'MIN\_LEN' and 'MAX\_LEN'). Value can be an integer ("100", "27"), a hexadecimal value ("0xABCD"), a byte array ("aa-bb-cc-dd") or a string ("GATT!").

**Response:** The index value of the characteristic in the custom GATT characteristic lookup table. (It's important to keep track of these characteristic index values to work with the characteristic later.)

Note: Key values are not case-sensitive

Make sure that the 16-bit UUID is unique and does not conflict with bytes 3+4 of the 128-bit

## service UUID

```
# Clear any previous custom services/characteristics
AT+GATTCLEAR
OK

# Add a battery service (UUID = 0x180F) to the peripheral
AT+GATTADDSERVICE=UUID=0x180F
1
OK

# Add a battery measurement characteristic (UUID = 0x2A19), notify enabled
AT+GATTADDCHAR=UUID=0x2A19,PROPERTIES=0x10,MIN_LEN=1,VALUE=100
1
OK
```

```
# Clear any previous custom services/characteristics
AT+GATTCLEAR
OK

# Add a custom service to the peripheral
AT+GATTADDSERVICE=UUID128=00-11-00-11-44-55-66-77-88-99-AA-BB-CC-DD-EE-FF
1
OK

# Add a custom characteristic to the above service (making sure that there
# is no conflict between the 16-bit UUID and bytes 3+4 of the 128-bit service UUID)
AT+GATTADDCHAR=UUID=0x0002,PROPERTIES=0x02,MIN_LEN=1,VALUE=100
1
OK
```

Version **0.6.6** of the Bluefruit LE firmware added the ability to use a new '**UUID128**' flag to add custom 128-bit UUIDs that aren't related to the parent service UUID (which is used when passing the 16-bit '**UUID**' flag).

To specify a 128-bit UUID for your customer characteristic, enter a value resembling the following syntax:

```
# Add a custom characteristic to the above service using a
# custom 128-bit UUID
AT+GATTADDCHAR=UUID128=00-11-22-33-44-55-66-77-88-99-AA-BB-CC-DD-EE-FF,PROPERTIES=0x02,MII
1
OK
```

## AT+GATTCHAR

Gets or sets the value of the specified custom GATT characteristic (based on the index ID returned when the characteristic was added to the system via AT+GATTADDCHAR).

**Codebase Revision:** 0.3.0

**Parameters:** This function takes one or two comma-separated functions (one parameter = read, two parameters = write).

- The first parameter is the characteristic index value, as returned from the AT+GATTADDCHAR function. This parameter is always required, and if no second parameter is entered the current value of this characteristic will be returned.
- The second (optional) parameter is the new value to assign to this characteristic (within the MIN\_SIZE and MAX\_SIZE limits defined when creating it).

**Response:** If the command is used in read mode (only the characteristic index is provided as a value), the response will display the current value of the characteristics. If the command is used in write mode (two comma-separated values are provided), the characteristics will be updated to use the provided value.

```
# Clear any previous custom services/characteristics
AT+GATTCLEAR
OK

# Add a battery service (UUID = 0x180F) to the peripheral
AT+GATTADDSERVICE=UUID=0x180F
1
OK

# Add a battery measurement characteristic (UUID = 0x2A19), notify enabled
AT+GATTADDCHAR=UUID=0x2A19,PROPERTIES=0x10,MIN_LEN=1,VALUE=100
1
OK

# Read the battery measurement characteristic (index ID = 1)
AT+GATTCHAR=1
0x64
OK

# Update the battery measurement characteristic to 32 (hex 0x20)
AT+GATTCHAR=1,32
OK

# Verify the previous write attempt
AT+GATTCHAR=1
0x20
OK
```

## AT+GATTLIST

---

Lists all custom GATT services and characteristics that have been defined on the device.

**Codebase Revision:** 0.3.0

**Parameters:** None

**Response:** A list of all custom services and characteristics defined on the device.

```
# Clear any previous custom services/characteristics
AT+GATTCLEAR
OK

# Add a battery service (UUID = 0x180F) to the peripheral
AT+GATTADDSERVICE=UUID=0x180F
1
OK

# Add a battery measurement characteristic (UUID = 0x2A19), notify enabled
AT+GATTADDCHAR=UUID=0x2A19,PROPERTIES=0x10,MIN_LEN=1,VALUE=100
1
OK

# Add a custom service to the peripheral
AT+GATTADDSERVICE=UUID128=00-11-00-11-44-55-66-77-88-99-AA-BB-CC-DD-EE-FF
2
OK

# Add a custom characteristic to the above service (making sure that there
# is no conflict between the 16-bit UUID and bytes 3+4 of the 128-bit service UUID)
AT+GATTADDCHAR=UUID=0x0002,PROPERTIES=0x02,MIN_LEN=1,VALUE=100
2
OK

# Get a list of all custom GATT services and characteristics on the device
AT+GATTLIST
ID=01,UUID=0x180F
ID=01,UUID=0x2A19,PROPERTIES=0x10,MIN_LEN=1,MAX_LEN=1,VALUE=0x64
ID=02,UUID=0x11, UUID128=00-11-00-11-44-55-66-77-88-99-AA-BB-CC-DD-EE-FF
ID=02,UUID=0x02,PROPERTIES=0x02,MIN_LEN=1,MAX_LEN=1,VALUE=0x64
OK
```

# Debug

The following debug commands are available on Bluefruit LE modules:

Use these commands with care since they can easily lead to a HardFault error on the ARM core, which will cause the device to stop responding.

## AT+DBGMEMRD

Displays the raw memory contents at the specified address.

**Codebase Revision:** 0.3.0

**Parameters:** The following comma-separated parameters can be used with this command:

- The starting address to read memory from (in hexadecimal form, with or without the leading '0x')
- The word size (can be 1, 2, 4 or 8)
- The number of words to read

**Output:** The raw memory contents in hexadecimal format using the specified length and word size (see examples below for details)

```
# Read 12 1-byte values starting at 0x10000009
AT+DBGMEMRD=0x10000009,1,12
FF FF FF FF FF FF FF 00 04 00 00 00
OK

# Try to read 2 4-byte values starting at 0x10000000
AT+DBGMEMRD=0x10000000,4,2
55AA55AA 55AA55AA
OK

# Try to read 2 4-byte values starting at 0x10000009
# This will fail because the Cortex M0 can't perform misaligned
# reads, and any non 8-bit values must start on an even address
AT+DBGMEMRD=0x10000009,4,2
MISALIGNED ACCESS
ERROR
```

## AT+DBGNVMREAD

Displays the raw contents of the config data section of non-volatile memory

Codebase Revision: 0.3.0

## Properties: None

**Output:** The raw config data from non-volatile memory

## AT+DBGSTACKSIZE

Returns the current stack size, to help detect stack overflow or detect stack memory usage when optimising memory usage on the system.

**Codebase Revision:** 0.4.7

**Parameters:** None

**Output:** The current size of stack memory in bytes

```
AT+DBGSTACKSIZE  
1032  
OK
```

## AT+DBGSTACKDUMP

Dumps the current stack contents. Unused sections of stack memory are filled with '0xCAFEFOOD' to help determine where stack usage stops.

This command is purely for debug and development purposes.

Codebase Revision: 0.4.7

**Parameters:** None

**Output:** The memory contents of the entire stack region

AT\_DRCSTACKDUMP

AT+DBGSTACKDUMP

0x20003800: CAFEF00D CAFEF00D CAFEF00D CAFEF00D  
0x20003810: CAFEF00D CAFEF00D CAFEF00D CAFEF00D  
0x20003820: CAFEF00D CAFEF00D CAFEF00D CAFEF00D  
0x20003830: CAFEF00D CAFEF00D CAFEF00D CAFEF00D  
0x20003840: CAFEF00D CAFEF00D CAFEF00D CAFEF00D  
0x20003850: CAFEF00D CAFEF00D CAFEF00D CAFEF00D  
0x20003860: CAFEF00D CAFEF00D CAFEF00D CAFEF00D  
0x20003870: CAFEF00D CAFEF00D CAFEF00D CAFEF00D  
0x20003880: CAFEF00D CAFEF00D CAFEF00D CAFEF00D  
0x20003890: CAFEF00D CAFEF00D CAFEF00D CAFEF00D  
0x200038A0: CAFEF00D CAFEF00D CAFEF00D CAFEF00D  
0x200038B0: CAFEF00D CAFEF00D CAFEF00D CAFEF00D  
0x200038C0: CAFEF00D CAFEF00D CAFEF00D CAFEF00D  
0x200038D0: CAFEF00D CAFEF00D CAFEF00D CAFEF00D  
0x200038E0: CAFEF00D CAFEF00D CAFEF00D CAFEF00D  
0x200038F0: CAFEF00D CAFEF00D CAFEF00D CAFEF00D  
0x20003900: CAFEF00D CAFEF00D CAFEF00D CAFEF00D  
0x20003910: CAFEF00D CAFEF00D CAFEF00D CAFEF00D  
0x20003920: CAFEF00D CAFEF00D CAFEF00D CAFEF00D  
0x20003930: CAFEF00D CAFEF00D CAFEF00D CAFEF00D  
0x20003940: CAFEF00D CAFEF00D CAFEF00D CAFEF00D  
0x20003950: CAFEF00D CAFEF00D CAFEF00D CAFEF00D  
0x20003960: CAFEF00D CAFEF00D CAFEF00D CAFEF00D  
0x20003970: CAFEF00D CAFEF00D CAFEF00D CAFEF00D  
0x20003980: CAFEF00D CAFEF00D CAFEF00D CAFEF00D  
0x20003990: CAFEF00D CAFEF00D CAFEF00D CAFEF00D  
0x200039A0: CAFEF00D CAFEF00D CAFEF00D CAFEF00D  
0x200039B0: CAFEF00D CAFEF00D CAFEF00D CAFEF00D  
0x200039C0: CAFEF00D CAFEF00D CAFEF00D CAFEF00D  
0x200039D0: CAFEF00D CAFEF00D CAFEF00D CAFEF00D  
0x200039E0: CAFEF00D CAFEF00D CAFEF00D CAFEF00D  
0x200039F0: CAFEF00D CAFEF00D CAFEF00D CAFEF00D  
0x20003A00: CAFEF00D CAFEF00D CAFEF00D CAFEF00D  
0x20003A10: CAFEF00D CAFEF00D CAFEF00D CAFEF00D  
0x20003A20: CAFEF00D CAFEF00D CAFEF00D CAFEF00D  
0x20003A30: CAFEF00D CAFEF00D CAFEF00D CAFEF00D  
0x20003A40: CAFEF00D CAFEF00D CAFEF00D CAFEF00D  
0x20003A50: CAFEF00D CAFEF00D CAFEF00D CAFEF00D  
0x20003A60: CAFEF00D CAFEF00D CAFEF00D CAFEF00D  
0x20003A70: CAFEF00D CAFEF00D CAFEF00D CAFEF00D  
0x20003A80: CAFEF00D CAFEF00D CAFEF00D CAFEF00D  
0x20003A90: CAFEF00D CAFEF00D CAFEF00D CAFEF00D  
0x20003AA0: CAFEF00D CAFEF00D CAFEF00D CAFEF00D  
0x20003AB0: CAFEF00D CAFEF00D CAFEF00D CAFEF00D  
0x20003AC0: CAFEF00D CAFEF00D CAFEF00D CAFEF00D  
0x20003AD0: CAFEF00D CAFEF00D CAFEF00D CAFEF00D

0x20003AE0: CAFEF00D CAFEF00D CAFEF00D CAFEF00D  
0x20003AF0: CAFEF00D CAFEF00D CAFEF00D CAFEF00D  
0x20003B00: CAFEF00D CAFEF00D CAFEF00D CAFEF00D  
0x20003B10: CAFEF00D CAFEF00D CAFEF00D CAFEF00D  
0x20003B20: CAFEF00D CAFEF00D CAFEF00D CAFEF00D  
0x20003B30: CAFEF00D CAFEF00D CAFEF00D CAFEF00D  
0x20003B40: CAFEF00D CAFEF00D CAFEF00D CAFEF00D  
0x20003B50: CAFEF00D CAFEF00D CAFEF00D CAFEF00D  
0x20003B60: CAFEF00D CAFEF00D CAFEF00D CAFEF00D  
0x20003B70: CAFEF00D CAFEF00D CAFEF00D CAFEF00D  
0x20003B80: CAFEF00D CAFEF00D CAFEF00D CAFEF00D  
0x20003B90: CAFEF00D CAFEF00D CAFEF00D CAFEF00D  
0x20003BA0: CAFEF00D CAFEF00D CAFEF00D CAFEF00D  
0x20003BB0: CAFEF00D CAFEF00D CAFEF00D CAFEF00D  
0x20003BC0: CAFEF00D CAFEF00D CAFEF00D CAFEF00D  
0x20003BD0: CAFEF00D CAFEF00D CAFEF00D CAFEF00D  
0x20003BE0: CAFEF00D CAFEF00D CAFEF00D CAFEF00D  
0x20003BF0: CAFEF00D CAFEF00D **00000000** CAFEF00D  
0x20003C00: **00000004** 20001D04 CAFEF00D FFFF68  
0x20003C10: CAFEF00D **00001098** CAFEF00D CAFEF00D  
0x20003C20: CAFEF00D CAFEF00D **00001006** 200018D8  
0x20003C30: **00000001** 200018D8 20001C50 **00000004**  
0x20003C40: 20001BB0 000134A5 0000100D 20001D28  
0x20003C50: **00000006** 00000006 20001C38 20001D44  
0x20003C60: 20001C6C 20001D44 **00000006** **00000005**  
0x20003C70: 20001D38 **00000005** 20001D38 **00000000**  
0x20003C80: **00000001** 00012083 200018C8 000013D3  
0x20003C90: **00550000** 00000001 80E80000 4FC40000  
0x20003CA0: 000080E8 00000009 60900000 000080E8  
0x20003CB0: 60140000 20002764 0009608F 000080E8  
0x20003CC0: 80000000 000080E8 00000000 00129F5F  
0x20003CD0: **00000000** 0001E4D9 80E80000 200018C8  
0x20003CE0: 200018D4 **00000000** 80E80000 **000000FF**  
0x20003CF0: **0000011C** 0001BCE1 0000203A 0001BC1D  
0x20003D00: **00000000** 0001BC1D 80E80000 0001BCE1  
0x20003D10: **0000011C** 0001BDA9 80E80000 0001BDA9  
0x20003D20: **0000011C** **FFFFFFFFFF** 008B8000 0001BC1D  
0x20003D30: **00000048** 00000010 0000A000 **00000009**  
0x20003D40: 0001E326 00000001 80E80000 51538000  
0x20003D50: 000080E8 0001E9CF **00000000** **00000009**  
0x20003D60: 61C78000 000080E8 00000048 00000504  
0x20003D70: 0000A1FC 0002125C **00000000** 000080E8  
0x20003D80: **00000000** 0012A236 **00000000** 0001E4D9  
0x20003D90: 000080E8 00000009 00004998 000080E8  
0x20003DA0: 622C8000 0012A29B 00000042 0001E479  
0x20003DB0: 40011000 000185EF 00006E10 **00000000**  
0x20003DC0: **00000000** 00000004 0000000C **00000000**

```
0x20003DD0: 62780000 00018579 2000311B 0001ACDF
0x20003DE0: 00000000 20003054 20002050 00000001
0x20003DF0: 20003DF8 0002085D 00000001 200030D4
0x20003E00: 00000200 0001F663 00000001 200030D4
0x20003E10: 00000001 2000311B 0001F631 00020A6D
0x20003E20: 00000001 00000000 0000000C 200030D4
0x20003E30: 2000311B 00000042 200030D4 00020AD7
0x20003E40: 20002050 200030D4 20002050 00020833
0x20003E50: 20002050 20003F1B 20002050 0001FF89
0x20003E60: 20002050 0001FFA3 00000005 20003ED8
0x20003E70: 20002050 0001FF8B 00000010 00020491
0x20003E80: 00000001 0012A54E 00000020 00022409
0x20003E90: 00000000 20002050 200030D4 0001FF8B
0x20003EA0: 00021263 00000005 0000000C 20003F74
0x20003EB0: 20003ED8 20002050 200030D4 00020187
0x20003EC0: 20003ED4 20003054 00000000 20003F75
0x20003ED0: 00000008 20003F64 00000084 FFFFFFFF
0x20003EE0: FFFFFFFF 00000008 00000001 00000008
0x20003EF0: 20302058 2000311B 0001F631 00020A6D
0x20003F00: 20002050 00000000 0000000C 200030D4
0x20003F10: 32002050 32303032 00323330 000258D7
0x20003F20: 20002050 200030D4 20002050 00020833
0x20003F30: 00000000 20002050 00000020 000001CE
0x20003F40: 20003F40 200030D4 00000004 0001ED83
0x20003F50: 200030D4 20003F60 000001D6 000001D7
0x20003F60: 000001D8 00016559 0000000C 00000000
0x20003F70: 6C383025 00000058 200030D4 FFFFFFFF
0x20003F80: 1FFF4000 00000028 00000028 000217F8
0x20003F90: 200020C7 000166C5 000166AD 00017ED9
0x20003FA0: FFFFFFFF 200020B8 2000306C 200030D4
0x20003FB0: 200020B4 000180AD 1FFF4000 200020B0
0x20003FC0: 200020B0 200020B0 1FFF4000 0001A63D
0x20003FD0: CAFEF00D CAFEF00D 200020B4 00000002
0x20003FE0: FFFFFFFF FFFFFFFF 1FFF4000 00000000
0x20003FF0: 00000000 00000000 00000000 00016113
OK
```

# History

---

This page tracks additions or changes to the AT command set based on the firmware version number (which you can obtain via the 'ATI' command):

## Version 0.6.7

---

The following AT commands were added in the 0.6.7 release:

- **AT+BLEUARTFIFO**

Returns the number of free bytes available in the TX and RX FIFOs for the Bluetooth UART Service.

The following commands were changed in the 0.6.7 release:

- **AT+BLEUARTTX**

If the TX FIFO is full, the command will wait up to 200ms to see if the FIFO size decreases before exiting and returning an ERROR response due to the FIFO being full.

- **AT+BLEURIBEACON**

This command will go back to using the old (deprecated) UriBeacon UUID (0xFED8), and only the AT+EDDYSTONEURL command will use the newer Eddystone UUID (0xFEAA).

- **AT+BLEKEYBOARD** and **AT+BLEUARTTX**

These commands now accept '\?' as an escape code since 'AT+BLEKEYBOARD=?' has another meaning for the AT parser. To send a single question mark the following command should be used: 'AT+BLEKEYBOARD=\?' or 'AT+BLEUARTTX=\?'

- **AT+EDDYSTONEURL**

This command now accepts an optional third parameter for RSSI at 0m value (default is -18dBm).

Running this command with no parameters ('AT+EDDYSTONEURL\r\n') will now return the current URL.

Key bug fixes in this release:

- The FIFO handling for the Bluetooth UART Service was improved for speed and stability, and the TX and RF FIFOs were increased to 1024 bytes each.
- An issue where a timer overflow was causing factory resets every 4 hours or so has been resolved.
- Fixed a problem with the GATT server where 'value\_len' was being incorrectly parsed for integer values in characteristics where 'max\_len' >4

## Version 0.6.6

---

The following AT commands were added in the 0.6.6 release:

- AT+EDDYSTONEURL  
Update the URL for the beacon and switch to beacon mode
- AT+EDDYSTONEENABLE  
Enable/disable beacon mode using the configured url
- AT+EDDYSTONECONFIGEN  
Enable advertising for the Eddystone configuration service for the specified number of seconds
- AT+HWMODELED  
Allows the user to override the default MODE LED behaviour with one of the following options: DISABLE, MODE, HWUART, BLEUART, SPI, MANUAL
- AT+BLECONTROLKEY  
Allows HID media control values to be sent to a bonded central device (volume, screen brightness, etc.)
- AT+BLEHIDEN  
Enables or disables BLE HID support in the Bluefruit LE firmware (mouse, keyboard and media control)
- AT+BLEMOUSEMOVE  
To move the HID mouse
- AT+BLEMOUSEBUTTON  
To set the state of the HID mouse buttons

The following commands were changed in the 0.6.6 release:

- AT+BLEKEYBOARDEN - Now an alias for AT+BLEHIDEN
- AT+GATTADDCHAR - Added a new UUID128 field to allow custom UUIDs

Key bug fixes in this release:

- Fixed issues with long beacon URLs
- Fixed big endian issue in at+blebeacon for major & minor number

Known issues with this release:

- Windows 10 seems to support a limited number of characteristics for the DIS service. We had to disable the Serial Number characteristic to enable HID support with windows 10.

## Version 0.6.5

---

The following AT commands were added in the 0.6.5 release:

- [AT+BLEGETPEERADDR](http://adafru.it/iCq) (<http://adafru.it/iCq>)

The following commands were changed in the 0.6.5 release:

- Increased the UART buffer size (on the nRF51) from 128 to 256 bytes
- +++ now responds with the current operating mode
- Fixed a bug with AT+GATTCHAR values sometimes not being saved to NVM
- Fixed a bug with AT+GATTCHAR max\_len value not being taken into account after a reset (min\_len was always used when repopulating the value)

## Version 0.6.2

---

This is the first release targetting **32KB SRAM parts (QFAC)**. 16KB SRAM parts can't be used with this firmware due to memory management issues, and should use the earlier 0.5.0 firmware.

The following AT commands were changed in the 0.6.2 release:

- [AT+BLEUARTTX](#) (<http://adafruit.it/iCr>)  
Basic escape codes were added for new lines, tabs and backspace
- [AT+BLEKEYBOARD](#) (<http://adafruit.it/iCr>)  
Also works with OS X now, and *may* function with other operating systems that support BLE HID keyboards

## Version 0.5.0

---

The following AT commands were added in the 0.5.0 release:

- [AT+BLEKEYBOARDEN](#) (<http://adafruit.it/iCr>)
- [AT+BLEKEYBOARD](#) (<http://adafruit.it/iCr>)
- [AT+BLEKEYBOARDCODE](#) (<http://adafruit.it/iCr>)

The following AT commands were changed in the 0.5.0 release:

- [ATI](#) (<http://adafruit.it/iCs>)  
The SoftDevice, SoftDevice version and bootloader version were added as a new (7th) record. For Ex: "S110 7.1.0, 0.0" indicates version 7.1.0 of the S110 softdevice is used with the 0.0 bootloader (future boards will use a newer 0.1 bootloader).

Other notes concerning 0.5.0:

Starting with version 0.5.0, you can execute the **AT+FACTORYRESET** command at any point (and without a terminal emulator) by holding the DFU button down for 10 seconds until the blue CONNECTED LED starts flashing, then releasing it.

## Version 0.4.7

---

The following AT commands were added in the 0.4.7 release:

- [+++ \(http://adafru.it/iCs\)](http://adafru.it/iCs)
- [AT+HWRANDOM \(http://adafru.it/iCt\)](http://adafru.it/iCt)
- [AT+BLEURIBEACON \(http://adafru.it/iCu\)](http://adafru.it/iCu)
- [AT+DBGSTACKSIZE \(http://adafru.it/iCv\)](http://adafru.it/iCv)
- [AT+DBGSTACKDUMP \(http://adafru.it/iCv\)](http://adafru.it/iCv)

The following commands were changed in the 0.4.7 release:

- [ATI](http://adafru.it/iCs)  
(<http://adafru.it/iCs>) The chip revision was added after the chip name. Whereas ATI would previously report 'nRF51822', it will now add the specific HW revision if it can be detected (ex 'nRF51822 QFAAG00')

## Version 0.3.0

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- First public release

# GATT Service Details

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Data in Bluetooth Low Energy is organized around units called '[GATT Services \(http://adafru.it/iCp\)](#)' and 'GATT Characteristics'. To expose data to another device, you must instantiate at least one service on your device.

Adafruit's Bluefruit LE Pro modules support some 'standard' services, described below (more may be added in the future).

## UART Service

The UART Service is the standard means of sending and receiving data between connected devices, and simulates a familiar two-line UART interface (one line to transmit data, another to receive it).

The service is described in detail on the dedicated [UART Service \(http://adafru.it/iCn\)](#) page.

# UART Service

**Base UUID:** 6E400001-B5A3-F393- E0A9- E50E24DCCA9E

This service simulates a basic UART connection over two lines, TXD and RXD.

It is based on a proprietary UART service specification by Nordic Semiconductors. Data sent to and from this service can be viewed using the nRFUART apps from Nordic Semiconductors for Android and iOS.

This service is available on every Bluefruit LE module and is automatically started during the power-up sequence.

## Characteristics

Nordic's UART Service includes the following characteristics:

Name	Mandatory	UUID	Type	R	W	N	I
TX	Yes	0x0002	U8[20]		X		
RX	Yes	0x0003	U8[20]	X		X	

R = Read; W = Write; N = Notify; I = Indicate

Characteristic names are assigned from the point of view of the Central device

### TX (0x0002)

This characteristic is used to send data back to the sensor node, and can be written to by the connected Central device (the mobile phone, tablet, etc.).

### RX (0x0003)

This characteristic is used to send data out to the connected Central device. Notify can be enabled by the connected device so that an alert is raised every time the TX channel is updated.

# Factory Reset

---

There are several methods that you can use to perform a factory reset on your Bluefruit LE module if something gets misconfigured, or to delete persistent changes like UriBeacon or advertising payload changes, etc.

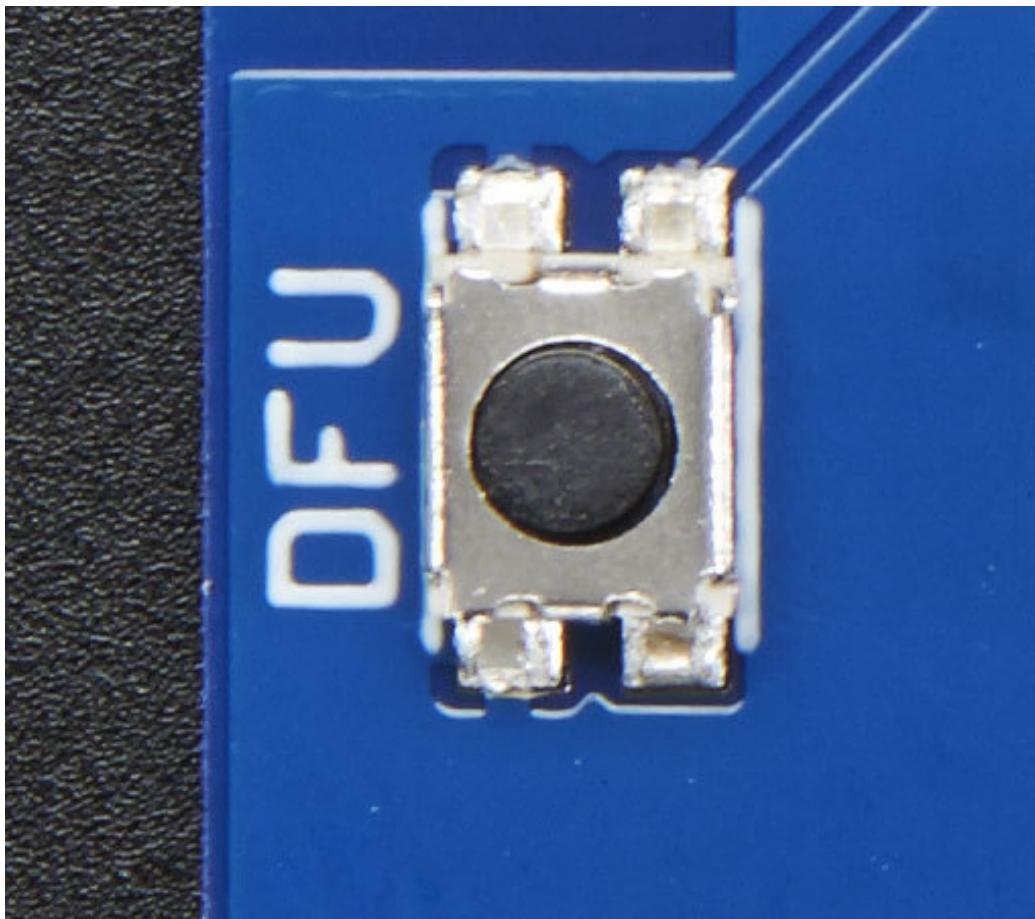
These methods are the same for both UART and SPI versions of Bluefruit LE

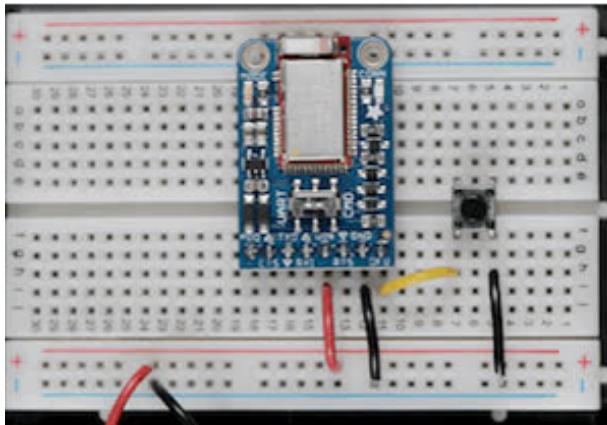
## Factory Reset via DFU Pin

---

If you hold the DFU pin low (set the pin to GND) for **>5 seconds**, the red and blue LEDs next to the module will start blinking and the device will perform a factory reset as soon as you release the DFU pin (disconnecting it from GND).

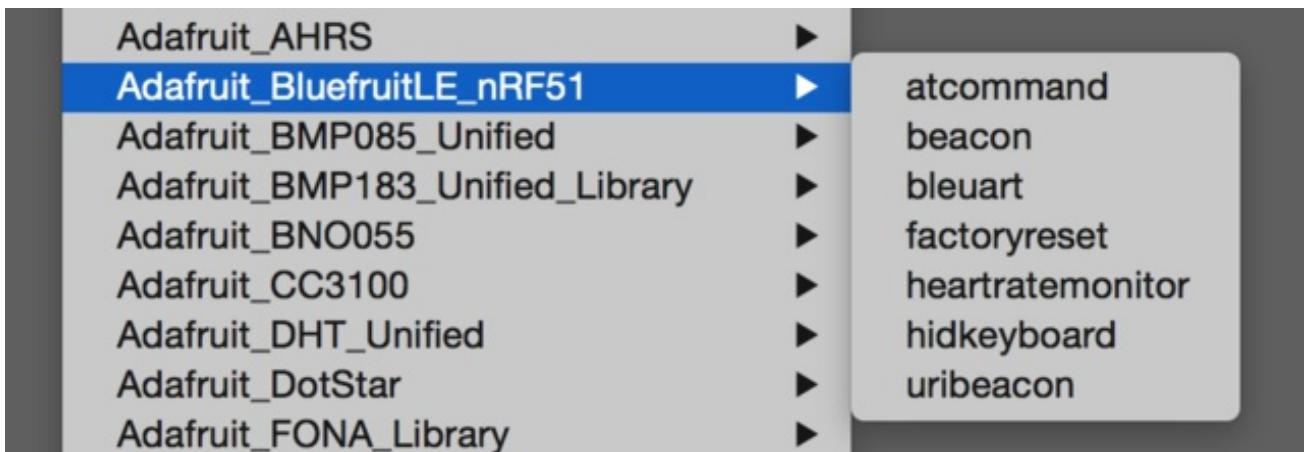
If you have a DFU button instead of a pin, just hold the button down.





## FactoryReset Sample Sketch

There is a FactoryReset sample sketch in the Adafruit Bluefruit LE library, which can be accessed in the **File > Examples > Adafruit\_BluefruitLE\_nRF51** folder ([See the Software section of this tutorial](https://learn.adafruit.com/adafruit-bluefruit-le-shield) (<http://adafru.it/iCj>) for instructions on installing the library):



Upload this sketch and open the Serial Monitor and it should perform a factory reset for you:

```
BLE FACTORY RESET EXAMPLE
-----
Initialising the Bluefruit LE module: OK!
-----
BLEFRIEND32
nRF51822 QFACA10
DEB72C43325A171B
0.6.5
0.6.5
Apr 30 2015
S110 8.0.0, 0.2
-----
Performing a factory reset: OK!
DONE!
```

Autoscroll      No line ending      115200 baud

## AT+FACTORYRESET

You can also perform a factory reset by sending the **AT+FACTORYRESET** command to your Bluefruit LE module in your favorite terminal emulator or using the [ATCommand](http://adafru.it/iCk) (<http://adafru.it/iCk>) example sketch.

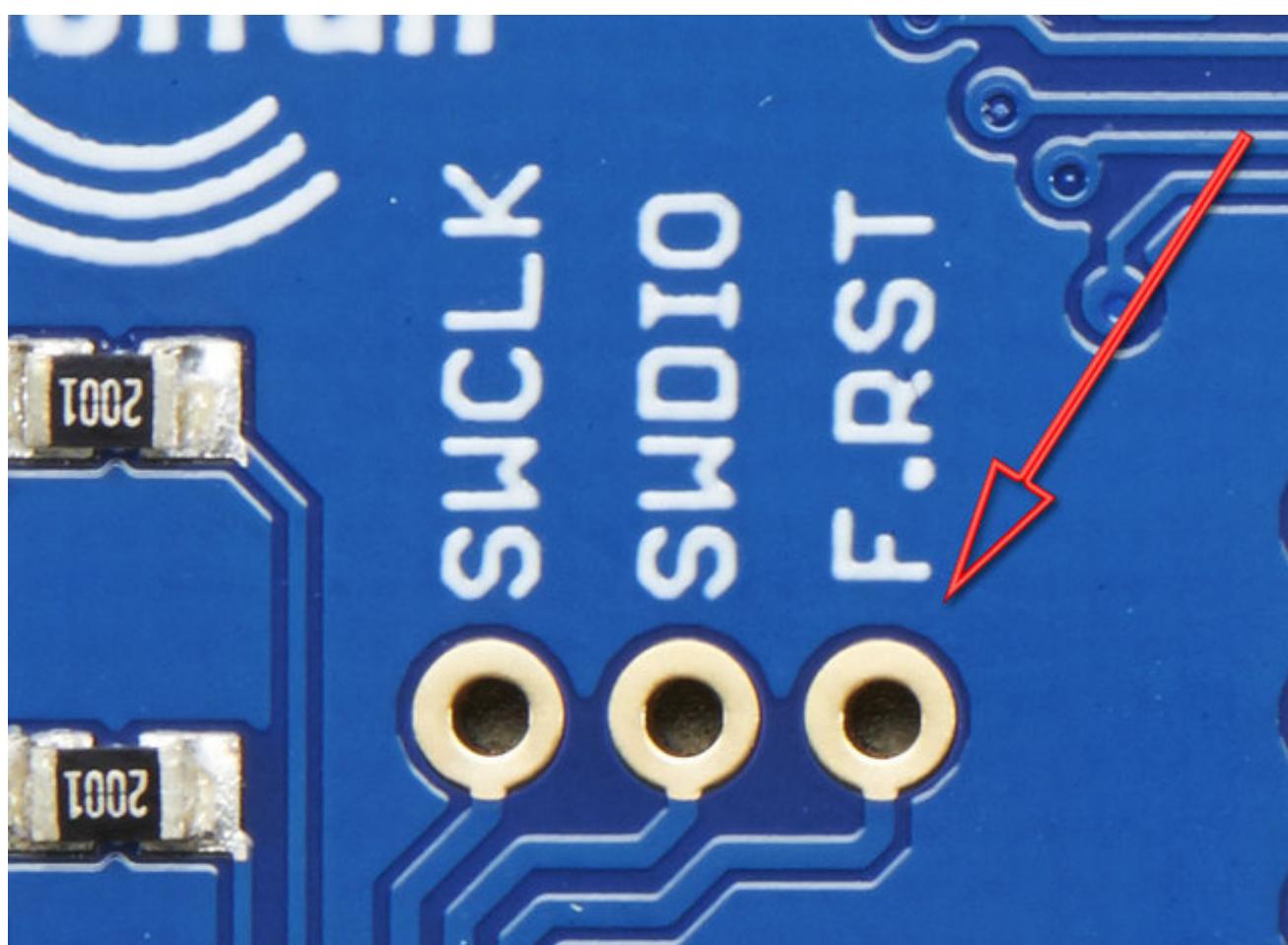
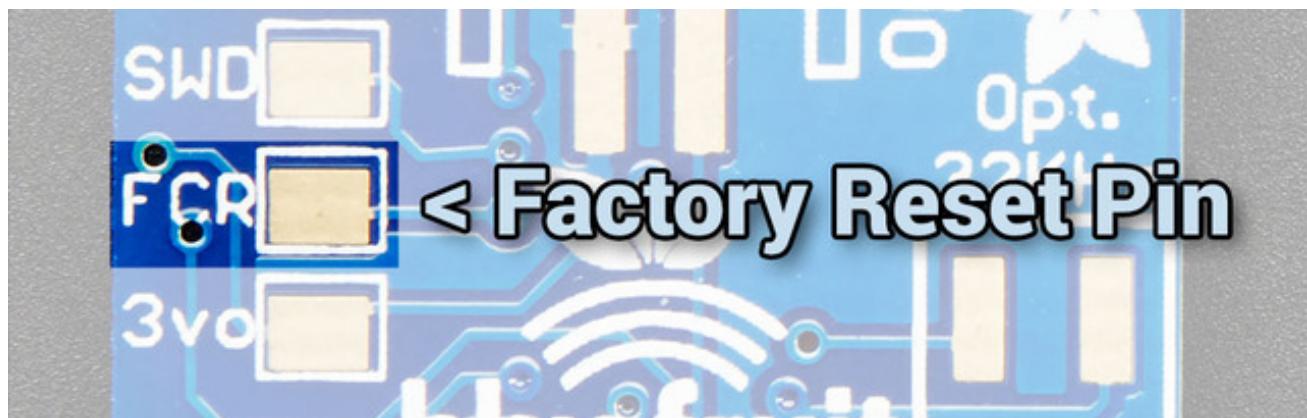
```
AT+FACTORYRESET
OK
```

This command will also cause the device to reset.

## Factory Reset via FCTR Test Pad

On the bottom of the Bluefruit LE Friend board or shields there is a test pad or pin that exposes the Factory Reset pin on the modules (marked **FCR** or **F.RST**). Setting this pad low when the device is

powered up will cause a factory reset at startup.



# DFU Updates

---

We're constantly working on the Bluefruit LE firmware to add new features, and keep up to date with what customers need and want.

To make sure you stay up to date with those changes, we've included an easy to use over the air updater on all of our nRF51 based Bluefruit LE modules.

## Adafruit Bluefruit LE Connect

---

Updating your Bluefruit LE device to the latest firmware is as easy as installing [Adafruit's Bluefruit LE Connect application](http://adafru.it/f4G) (<http://adafru.it/f4G>) (Android) from the Google Play Store or [Bluefruit LE Connect for iOS](http://adafru.it/f4H) (<http://adafru.it/f4H>) from the Apple App Store.

Any time a firmware update is available, the application will propose to download the latest binaries and take care of all the details of transferring them to your Bluefruit device, as shown in the video below:

# SDEP (SPI Data Transport)

In order to facilitate switching between UART and SPI based Bluefruit LE modules, the Bluefruit LE SPI Friend and Shield uses the same AT command set at the UART modules ([ATI](#), [AT+HELP](#), etc.).

These text-based AT commands are encoded as binary messages using a simple binary protocol we've named **SDEP** (Simple Data Exchange Protocol).

Most of the time, you never need to deal with SDEP directly, but we've documented the protocol here in case you need understand the Bluefruit LE SPI interface in depth!

## SDEP Overview

SDEP was designed as a *bus neutral* protocol to handle binary commands and responses -- including error responses -- in a standard, easy to extend manner. 'Bus neutral' means that we can use SDEP regardless of the transport mechanism (USB HID, SPI, I2C, Wireless data over the air, etc.).

All SDEP messages have a **four byte header**, and in the case of the Bluefruit LE modules **up to a 16 byte payloads**. Larger messages are broken up into several 4+16 bytes message chunks which are rebuilt at either end of the transport bus. The 20 byte limit (4 byte header + 16 byte payload) was chosen to take into account the maximum packet size in Bluetooth Low Energy 4.0 (20 bytes per packet).

## SPI Setup

While SDEP is bus neutral, in the case of the Bluefruit LE SPI Friend or Shield, an SPI transport is used with the following constraints and assumptions, largely to take into account the HW limitations of the nRF51822 system on chip:

## SPI Hardware Requirements

- The SPI clock should run <=4MHz
- A 100us delay should be added between the moment that the CS line is asserted, and before any data is transmitted on the SPI bus
- The CS line must remain asserted for the entire packet, rather than toggling CS every byte

## IRQ Pin

The IRQ line is asserted by the Bluefruit LE SPI Friend/Shield as long as an entire SDEP packet is available in the buffer on the nRF51822, at which point you should read the packet, keeping the CS line asserted for the entire transaction (as detailed above).

The IRQ line will remain asserted as long as one or more packets are available, so the line may stay high after reading a packet, meaning that more packets are still available in the FIFO on the SPI slave side.

## SDEP Packet and SPI Error Identifier

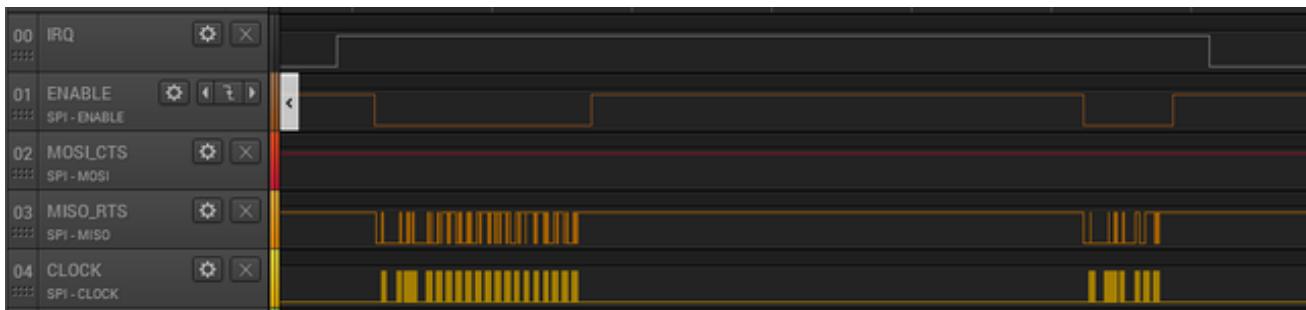
Once CS has been asserted and the mandatory 100us delay has passed, a single byte should be read from the SPI bus which will indicate the type of payload available on the nRF51822 (see Message Type Indicator below for more information on SDEP message types). Keep CS asserted after this byte has been read in case you need to continue reading the rest of the frame.

If a standard SDEP message type indicator (0x10, 0x20, 0x40 or 0x80) is encountered, keep reading as normal. There are two other indicators that should be taken into account, though, which indicate a problem on the nRF51822 SPI slave side:

- **0xFE**: Slave device not ready (wait a bit and try again)
- **0xFF**: Slave device read overflow indicator (you've read more data than is available)

## Sample Transaction

The following image shows a sample SDEP response that is spread over two packets (since the response is > 20 bytes in size). Notice that the IRQ line stays asserted between the packets since more than one was available in the FIFO on the Bluefruit LE SPI side:



## SDEP (Simple Data Exchange Protocol)

The Simple Data Exchange Protocol (SDEP) can be used to send and receive binary messages between two connected devices using any binary serial bus (USB HID, USB Bulk, SPI, I2C, Wireless, etc.), exchanging data using one of four distinct message types (Command, Response, Alert and Error messages).

The protocol is designed to be flexible and extensible, with the only requirement being that **individual messages are 20 bytes or smaller**, and that the first byte of every message is a one byte (U8) identifier that indicates the message type, which defines the format for the remainder of the payload.

## Endianness

All values larger than 8-bits are encoded in little endian format. Any deviation from this rule should be clearly documented.

## Message Type Indicator

The first byte of every message is an 8-bit identifier called the **Message Type Indicator**. This value indicates the type of message being sent, and allows us to determine the format for the remainder of the message.

Message Type	ID (U8)
Command	0x10
Response	0x20
Alert	0x40
Error	0x80

## SDEP Data Transactions

Either connected device can initiate SDEP transactions, though certain transport protocols imposes restrictions on who can initiate a transfer. The master device, for example, always initiates transactions with Bluetooth Low Energy or USB, meaning that slave devices can only reply to incoming commands.

Every device that receives a *Command Message* must reply with a *Response Message*, *Error Message* or *Alert message*.

## Message Types

### Command Messages

Command messages (Message Type = 0x10) have the following structure:

Name	Type	Meaning
Message Type	U8	Always '0x10'
Command ID	U16	Unique Command Identifier
Payload Length	U8	[7] More data [6-5] Reserved [4-0] Payload length (0..16)
Payload	...	Optional command payload (parameters, etc.)

**Command ID** (bytes 1-2) and **Payload Length** (byte 3) are mandatory in any command message. The message payload is optional, and will be ignored if Payload Length is set to 0 bytes. When a message payload is present, its length can be anywhere from 1..16 bytes, to stay within the 20-byte maximum message length.

A long command (>16 bytes payload) must be divided into multiple packets. To facilitate this, the **More data** field (bit 7 of byte 3) is used to indicate whether additional packets are available for the same command. The SDEP receiver must continue to read packets until it finds a packet with **More data == 0**, then assemble all sub-packets into one command if necessary.

The contents of the payload are user defined, and can change from one command to another.

A sample command message would be:

10 34 12 01 FF

0: Message Type (U8)	0x10	
1+2: Command ID (U16)	0x34 0x12	
3: Payload Len (U8)	0x01	
4: Payload (...)	0xFF	

- The first byte is the Message Type (0x10), which identifies this as a command message.
- The second and third bytes are 0x1234 (34 12 in little-endian notation), which is the unique command ID. This value will be compared against the command lookup table and redirected to an appropriate command handler function if a matching entry was found.
- The fourth byte indicates that we have a message payload of 1 byte
- The fifth byte is the 1 byte payload: 0xFF

# Response Messages

Response messages (Message Type = 0x20) are generated in response to an incoming command, and have the following structure:

Name	Type	Meaning
Message Type	U8	Always '0x20'
Command ID	U16	Command ID this message is a response to
Payload Length	U8	[7] More data [6-5] Reserved [4-0] Payload length (0..16)
Payload		Optional response payload (parameters, etc.)

By including the **Command ID** that this response message is related to, the recipient can more easily correlate responses and commands. This is useful in situations where multiple commands are sent, and some commands may take a longer period of time to execute than subsequent commands with a different command ID.

Response messages can only be generated in response to a command message, so the Command ID field should always be present.

A long response (>16 bytes payload) must be divided into multiple packets. Similar to long commands, the **More data** field (bit 7 of byte 3) is used to indicate whether additional packets are available for the same response. On responses that span more than one packet, the **More data** bit on the final packet will be set to 0 to indicate that this is the last packet in the sequence. The SDEP receiver must re-assemble all sub-packets into one payload when necessary.

If more precise command/response correlation is required a custom protocol should be developed, where a unique message identifier is included in the payload of each command/response, but this is beyond the scope of this high-level protocol definition.

A sample response message would be:

```
20 34 12 01 FF
```

<b>0: Message Type (U8)</b>	0x20	
<b>1+2: Command ID (U16)</b>	0x34 0x12	
<b>3: Payload Len (U8)</b>	0x01	
<b>4: Payload</b>	0xFF	

- The first byte is the Message Type (0x20), which identifies this as a response message.
- The second and third bytes are 0x1234, which is the unique command ID that this response is related to.
- The fourth byte indicates that we have a message payload of 1 byte.
- The fifth byte is the 1 byte payload: 0xFF

## Alert Messages

Alert messages (Message Type = 0x40) are sent whenever an alert condition is present on the system (low battery, etc.), and have the following structure:

Name	Type	Meaning
Message Type	U8	Always '0x40'
Alert ID	U16	Unique ID for the Alert Condition
Payload Length	U8	Payload Length (0..16)
Payload	...	Optional response payload

A sample alert message would be:

40 CD AB 04 42 07 00 10

<b>0: Message Type (U8)</b>	0x40	
<b>1+2: Alert ID (U16)</b>	0xCD 0xAB	
<b>3: Payload Length</b>	0x04	
<b>4+5+6+7: Payload</b>	0x42 0x07 0x00 0x10	

- The first byte is the Message Type (0x40), which identifies this as an alert message.
- The second and third bytes are 0xABCD, which is the unique alert ID.

- The fourth byte indicates that we have a message payload of 4 bytes.
- The last four bytes are the actual payload: 0x10000742 in this case, assuming we were transmitting a 32-bit value in little-endian format.

## Standard Alert IDs

Alert IDs in the range of 0x0000 to 0x00FF are reserved for standard SDEP alerts, and may not be used by custom alerts.

The following alerts have been defined as a standard part of the protocol:

ID	Alert	Description
0x0000	Reserved	Reserved for future use
0x0001	System Reset	The system is about to reset
0x0002	Battery Low	The battery level is low
0x0003	Battery Critical	The battery level is critically low

## Error Messages

Error messages (Message Type = 0x80) are returned whenever an error condition is present on the system, and have the following structure:

Name	Type	Meaning
Message Type	U8	Always '0x80'
Error ID	U16	Unique ID for the error condition
Reserved	U8	Reserved for future use

Whenever an error condition is present and the system needs to be alerted (such as a failed request, an attempt to access a non-existing resource, etc.) the system can return a specific error message with an appropriate Error ID.

A sample error message would be:

```
80 01 00 00
```

<b>0: Message ID (U8)</b>	0x80	
<b>1+2: Error ID (U16)</b>	0x01 0x00	
<b>3: Reserved (U8)</b>	0x00	

## Standard Error IDs

Error IDs in the range of 0x0000 to 0x00FF are reserved for standard SDEP errors, and may not be used by custom errors.

The following errors have been defined as a standard part of the protocol:

ID	Error	Description
0x0000	Reserved	Reserved for future use
0x0001	Invalid CMD ID	CMD ID wasn't found in the lookup table
0x0003	Invalid Payload	The message payload was invalid

# Software Resources

To help you get your Bluefruit LE module talking to other Central devices, we've put together a number of open source tools for most of the major platforms supporting Bluetooth Low Energy.

## Bluefruit LE Client Apps and Libraries

Adafruit has put together the following mobile or desktop apps and libraries to make it as easy as possible to get your Bluefruit LE module talking to your mobile device or laptop, with full source available where possible:

### Bluefruit LE Connect (<http://adafru.it/f4G>) (Android/Java)

Bluetooth Low Energy support was added to Android starting with Android 4.3 (though it was only really stable starting with 4.4), and we've already released [Bluefruit LE Connect to the Play Store](#) (<http://adafru.it/f4G>).

The full [source code](#) (<http://adafru.it/fY9>) for Bluefruit LE Connect for Android is also available on Github to help you get started with your own Android apps. You'll need a recent version of [Android Studio](#) (<http://adafru.it/fYa>) to use this project.



### Bluefruit LE Connect (<http://adafru.it/f4H>) (iOS/Swift)

Apple was very early to adopt Bluetooth Low Energy, and we also have an iOS version of the [Bluefruit LE Connect](#) (<http://adafru.it/f4H>) app available in Apple's app store.

The full [Swift source code](#) (<http://adafru.it/ddv>) for Bluefruit LE Connect for iOS is also available on Github. You'll need XCode and access to Apple's developer program to use this project.

## Adafruit Bluefruit LE Connect

[View More by This Developer](#)

By Adafruit Industries

Open iTunes to buy and download apps.



[View in iTunes](#)

This app is designed for both iPhone and iPad

### Description

Wirelessly connect your iOS device to Adafruit Bluefruit LE modules for control & communication with your projects.

Features:

[Adafruit Industries Web Site](#) » [Adafruit Bluefruit LE Connect Support](#) »

[...More](#)

### What's New in Version 1.7

- Apple Watch support with Color Picker and Control Pad
- Brightness Slider added to Color Picker
- Bugfixes for XML parsing in DFU mode

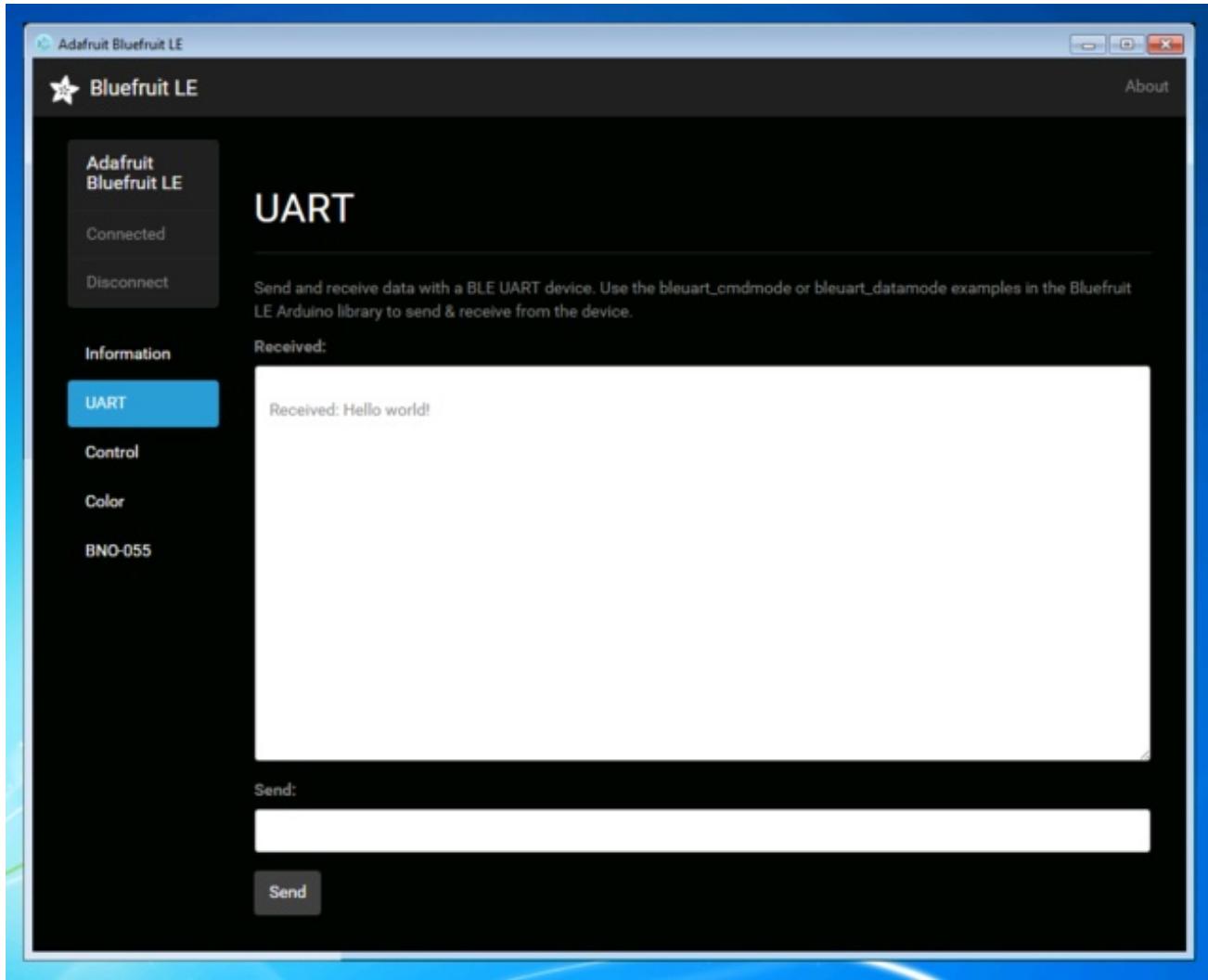
## ABLE (<http://adafru.it/ijB>) (Cross Platform/Node+Electron)

ABLE (<http://adafru.it/ijB>) (Adafruit Bluefruit LE Desktop) is a cross-platform desktop application based on Sandeep Misty's [noble library](#) (<http://adafru.it/ijC>) and the [Electron](#) (<http://adafru.it/ijD>) project from Github (used by Atom).

It runs on OS X, Windows 7+ and select flavours of Linux (Ubuntu tested locally). Windows 7 support is particularly interesting since Windows 7 has no native support for Bluetooth Low Energy but the noble library talks directly to [supported Bluetooth 4.0 USB dongles](#) (<http://adafru.it/1327>) to emulate BLE on the system (though at this stage it's still in early BETA and drops the connection and takes more care to work with).

This app allows you to collect sensor data or perform many of the same functionality offered by the mobile Bluefruit LE Connect apps, but on the desktop.

The app is still in BETA, but full [source](#) (<http://adafru.it/ijE>) is available in addition to the easy to use [pre-compiled binaries](#) (<http://adafru.it/ijB>).



## Bluefruit LE Python Wrapper (<http://adafru.it/fQF>)

As a proof of concept, we've played around a bit with getting Python working with the native Bluetooth APIs on OS X and the latest version of Bluez on certain Linux targets.

There are currently example sketches showing how to retrieve BLE UART data as well as some basic details from the Device Information Service (DIS).

This isn't an actively support project and was more of an experiment, but if you have a recent Macbook or a Raspberry Pi and know Python, you might want to look at [Adafruit\\_Python\\_BluefruitLE](https://github.com/adafruit/Adafruit_Python_BluefruitLE) (<http://adafru.it/fQF>) in our github account.

## Debug Tools

If your sense of adventure gets the better of you, and your Bluefruit LE module goes off into the weeds, the following tools might be useful to get it back from unknown lands.

These debug tools are provided purely as a convenience for advanced users for device recovery purposes, and are not recommended unless you're OK with potentially bricking your board. Use them at your own risk.

## AdaLink (<http://adafru.it/fPq>) (Python)

This command line tool is a python-based wrapper for programming ARM MCUs using either a [Segger J-Link](http://adafru.it/fYU) (<http://adafru.it/fYU>) or an [STLink/V2](http://adafru.it/ijF) (<http://adafru.it/ijF>). You can use it to reflash your Bluefruit LE module using the latest firmware from the [Bluefruit LE firmware repo](http://adafru.it/edX) (<http://adafru.it/edX>).

Details on how to use the tool are available in the `readme.md` file on the main [Adafruit\\_Adalink](https://github.com/adafruit/Adalink) (<http://adafru.it/fPq>) repo on Github.

Completely reprogramming a Bluefruit LE module with AdaLink would require four files, and would look something like this (using a JLink):

```
adalink nrf51822 --programmer jlink --wipe  
--program-hex "Adafruit_BluefruitLE_Firmware/softdevice/s110_nrf51_8.0.0_softdevice.hex"  
--program-hex "Adafruit_BluefruitLE_Firmware/bootloader/bootloader_0002.hex"  
--program-hex "Adafruit_BluefruitLE_Firmware/0.6.7/blefriend32/blefriend32_s110_xxac_0_6_7_150917_blefrie  
--program-hex "Adafruit_BluefruitLE_Firmware/0.6.7/blefriend32/blefriend32_s110_xxac_0_6_7_150917_blefrie
```

You can also use the AdaLink tool to get some basic information about your module, such as which SoftDevice is currently programmed or the IC revision (16KB SRAM or 32KB SRAM) via the `--info` command:

```
$ adalink nrf51822 -p jlink --info  
Hardware ID : QFACA10 (32KB)  
Segger ID   : nRF51822_xxAC  
SD Version  : S110 8.0.0  
Device Addr : ***.***.***.***.  
Device ID   : *****
```

## Adafruit nRF51822 Flasher (<http://adafru.it/fVL>) (Python)

Adafruit's nRF51822 Flasher is an internal Python tool we use in production to flash boards as they go through the test procedures and off the assembly line, or just testing against different firmware releases when debugging.

It relies on AdaLink or OpenOCD beneath the surface (see above), but you can use this command line tool to flash your nRF51822 with a specific SoftDevice, Bootloader and Bluefruit firmware combination.

It currently supports using either a Segger J-Link or STLink/V2 via AdaLink, or [GPIO on a Raspberry Pi](#) (<http://adafru.it/fVL>) if you don't have access to a traditional ARM SWD debugger. (A pre-built version of OpenOCD for the RPi is included in the repo since building it from scratch takes a long time on the original RPi.)

We don't provide active support for this tool since it's purely an internal project, but made it public just in case it might help an adventurous customer debrick a board on their own.

```
$ python flash.py --jtag=jlink --board=blefriend32 --softdevice=8.0.0 --bootloader=2 --firmware=0.6.7
jtag      : jlink
softdevice : 8.0.0
bootloader : 2
board     : blefriend32
firmware  : 0.6.7
Writing Softdevice + DFU bootloader + Application to flash memory
adalink -v nrf51822 --programmer jlink --wipe --program-hex "Adafruit_BluefruitLE_Firmware/softdevice/s110_nrf
...
[Progress Bar]
```

# BLE FAQ

---

Can I talk to Classic Bluetooth devices with a Bluefruit LE modules?

No. Bluetooth Low Energy and 'Classic' Bluetooth are both part of the same Bluetooth Core Specification -- defined and maintained by the Bluetooth SIG -- but they are completely different protocols operating with different physical constraints and requirements. The two protocols can't talk to each other directly.

Can my Bluefruit LE module connect to other Bluefruit LE peripherals

No, the Bluefruit LE firmware from Adafruit is currently peripheral only, and doesn't run in Central mode, which would cause the module to behave similar to your mobile phone or BLE enabled laptop.

At some point we might consider a new firmware image offering this, but since 98% of the uses cases for BLE involved running as a peripheral we've concentrated all of our development effort there for now.

Why are none of my changes persisting when I reset with the sample sketches?

In order to ensure that the Bluefruit LE modules are in a known state for the Adafruit demo sketches, most of them perform a factory reset at the start of the sketch.

This is useful to ensure that the sketch functions properly, but has the side effect of erasing any custom user data in NVM and setting everything back to factory defaults every time your board comes out of reset and the sketch runs.

To disable factory reset, open the demo sketch and find the **FACTORYRESET\_ENABLE** flag and set this to '0', which will prevent the factory reset from happening at startup.

If you don't see the 'FACTORYRESET\_ENABLE' flag in your .ino sketch file, you probably have an older version of the sketches and may need to update to the latest version via the Arduino library manager.

Do I need CTS and RTS on my UART based Bluefruit LE Module?

Using CTS and RTS isn't strictly necessary when using HW serial, but they should both be used with SW serial, or any time that a lot of data is being transmitted.

The reason behind the need for CTS and RTS is that the UART block on the nRF51822 isn't very robust, and early versions of the chip had an extremely small FIFO meaning that the UART peripheral was quickly overwhelmed.

Using CTS and RTS significantly improves the reliability of the UART connection since these two pins tell the device on the other end when they need to wait while the existing buffered data is processed.

To enable CTS and RTS support, go into the BluefruitConfig.h file in your sketch folder and simply assign an appropriate pin to the macros dedicated to those functions (they may be set to -1 if they aren't currently being used).

Enabling both of these pins should solve any data reliability issues you are having with large commands, or when transmitting a number of commands in a row.

How can I update to the latest Bluefruit LE Firmware?

The easiest way to keep your Bluefruit LE modules up to date is with our [Bluefruit LE Connect app for Android](http://adafru.it/f4G) (<http://adafru.it/f4G>) or [Bluefruit LE Connect for iOS](http://adafru.it/f4H) (<http://adafru.it/f4H>). Both of these apps include a firmware update feature that allows you to automatically download the latest firmware and flash your Bluefruit LE device in as safe and painless a manner as possible. You can also roll back to older versions of the Bluefruit LE firmware using these apps if you need to do some testing on a previous version.

Which firmware version supports 'xxx'?

We regularly release [Bluefruit LE firmware images](http://adafru.it/edX) (<http://adafru.it/edX>) with bug fixes and new features. Each AT command in this learning guide lists the minimum firmware version required to use that command, but for a higher level overview of the changes from one firmware version to the next, consult the [firmware history page](http://adafru.it/iCw) (<http://adafru.it/iCw>).

Does my Bluefruit LE device support ANCS?

ANCS is on the roadmap for us (most likely in the 0.7.x release family), but we don't currently support it since there are some unusual edge cases when implementing it as a service.

My Bluefruit LE device is stuck in DFU mode ... what can I do?

If your device is stuck in DFU mode for some reason and the firmware was corrupted, you have several options.

First, try a factory reset by holding down the DFU button for about 10 seconds until the CONN LED starts flashing, then release the DFU button to perform a factory reset.

If this doesn't work, you may need to reflash your firmware starting from DFU mode, which can be done in one of the following ways:

### Bluefruit LE Connect (Android)

- Place the module in DFU mode (constant LED blinky)
- Open Bluefruit LE Connect
- Connect to the 'DfuTarg' device
- Once connected, you will see a screen with some basic device information. Click the '...' in the top-right corner and select **Firmware Updates**
- Click the **Use Custom Firmware** button
- Select the appropriate .hex and .init files (copied from the [Bluefruit LE Firmware](#)

[repo \(http://adafru.it/edX\)](http://adafru.it/edX)) ... for the BLEFRIEND32 firmware version 0.6.7, this would be:

- Hex File: blefriend32\_s110\_xxac\_0\_6\_7\_150917\_blefriend32.hex
- Init File: blefriend32\_s110\_xxac\_0\_6\_7\_150917\_blefriend32\_init.dat
- Click **Start Update**

Unfortunately, the iOS app doesn't yet support custom firmware updates from DFU mode yet, but we will get this into the next release.

## Nordic nRF Toolbox

You can also use Nordic's nRF Toolbox application to update the firmware using the OTA bootloader.

### On **Android**:

- Open nRF Toolbox (using the latest version)
- Click the **DFU** icon
- Click the **Select File** button
- Select **Application** from the radio button list, then click **OK**
- Find the appropriate .hex file  
(ex. 'blefriend32\_s110\_xxac\_0\_6\_7\_150917\_blefriend32.hex')
- When asked about the '**Init packet**', indicate **Yes**, and select the appropriate \*\_init.dat file  
(for example: 'blefriend32\_s110\_xxac\_0\_6\_7\_150917\_blefriend32\_init.dat').
- Click the **Select Device** button at the bottom of the main screen and find the **DfuTarg** device, clicking on it
- Click the **Upload** button, which should now be enabled on the home screen
- This will begin the DFU update process which should cause the firmware to be updated or restored on your Bluefruit LE module

### On **iOS**:

- Create a .zip file containing the .hex file and init.dat file that you will use for the firmware update. For example:
  - Rename 'blefriend32\_s110\_xxac\_0\_6\_7\_150917\_blefriend32.hex' to **application.hex**
  - Rename 'blefriend32\_s110\_xxac\_0\_6\_7\_150917\_blefriend32\_init.dat' to **application.dat**
- Upload the **.zip file** containing the application.hex and application.dat files to your iPhone using uTunes, as described [here \(http://adafru.it/iCx\)](http://adafru.it/iCx)
- Open the nRF Toolbox app (using the latest version)
- Click the **DFU** icon
- Click the **Select File** text label
- Switch to **User Files** to see the .zip file you uploaded above
- Select the .zip file (ex. blefriend32\_065.zip)

- On the main screen select **Select File Type**
- Select **application**
- On the main screen select **SELECT DEVICE**
- Select **DfuTarg**
- Click the **Upload** button which should now be enabled
- This will begin the DFU process and your Bluefruit LE module will reset when the update is complete
- If you get the normal 2 or 3 pulse blinky pattern, the update worked!

## Adafruit\_nRF51822\_Flasher

As a last resort, if you have access to a Raspberry Pi, a Segger J-Link or a STLink/V2, you can also try manually reflashing the entire device, as described in the [FAQ above](#) (<http://adafru.it/iCy>), with further details on the [Software Resources](#) (<http://adafru.it/iCz>) page.

How do I reflash my Bluefruit LE module over SWD?

Reflashing Bluefruit LE modules over SWD (ex. switching to the sniffer firmware and back) is **at your own risk and can lead to a bricked device, and we can't offer any support for this operation!** You're on your own here, and there are unfortunately 1,000,000 things that can go wrong, which is why we offer two separate Bluefruit LE Friend boards -- the sniffer and the normal Bluefruit LE Friend board with the non-sniffer firmware, which provides a bootloader with fail safe features that prevents you from ever bricking boards via OTA updates.

## AdaLink (SWD/JTAG Debugger Wrapper)

Transitioning between the two board types (sniffer and Bluefruit LE module) is unfortunately not a risk-free operation, and requires external hardware, software and know-how to get right, which is why it isn't covered by our support team.

That said ... if you're determined to go down that lonely road, and you have a [Segger J-Link](#) (<http://adafru.it/fYU>) (which is what we use internally for production and development), or have already erased your Bluefruit LE device, you should have a look at [AdaLink](#) (<http://adafru.it/fPq>), which is the tool we use internally to flash the four files required to restore a Bluefruit LE module. (Note: recent version of AdaLink also support the cheaper [STLink/V2](#) (<http://adafru.it/2548>), though the J-Link is generally more robust if you are going to purchase a debugger for long term use.)

The mandatory Intel Hex files are available in the [Bluefruit LE Firmware repo](#) (<http://adafru.it/edX>). You will need to flash:

- An appropriate bootloader image
- An appropriate SoftDevice image
- The Bluefruit LE firmware image
- The matching signature file containing a CRC check so that the bootloader accepts the

firmware image above (located in the same folder as the firmware image)

The appropriate files are generally listed in the [version control .xml file \(<http://adafru.it/fPr>\)](#) in the firmware repository.

If you are trying to flash the sniffer firmware (at your own risk!), you only need to flash a single .hex file, which you can find [here \(<http://adafru.it/fYV>\)](#). The sniffer doesn't require a SoftDevice image, and doesn't use the fail-safe bootloader -- which is why changing is a one way and risky operation if you don't have a supported SWD debugger.

### **Adafruit\_nRF51822\_Flasher**

We also have an internal python tool available that sits one level higher than AdaLink (referenced above), and makes it easier to flash specific versions of the official firmware to a Bluefruit LE module. For details, see the [Adafruit\\_nRF51822\\_Flasher \(<http://adafru.it/fVL>\)](#) repo.

Can I access BETA firmware releases?

The latest versions of the Bluefruit LE Connect applications for iOS and Android allow you to optionally update your Bluefruit LE modules with pre-release or BETA firmware.

This functionality is primarily provided as a debug and testing mechanism for support issues in the forum, and should only be used when trying to identify and resolve specific issues with your modules!

### **Enabling BETA Releases on iOS**

- Make sure you have at least **version 1.7.1** of Bluefruit LE Connect
- Go to the Settings page
- Scroll to the bottom of the Settings page until you find **Bluefruit LE**
- Click on the Bluefruit LE icon and enable the **Show beta releases** switch
- You should be able to see any BETA releases available in the firmware repo now when you use Bluefruit LE Connect

### **Enabling BETA Releases on Android**

- Make sure you have the latest version of Bluefruit LE Connect
- Open the Bluefruit LE Connect application
- Click the "..." icon in the top-right corner of the app's home screen
- Select **Settings**
- Scroll down to the **Software Updates** section and enable **Show beta releases**
- You should be able to see any BETA releases available in the firmware repo now when you use Bluefruit LE Connect

Why can't I see my Bluefruit LE device after upgrading to Android 6.0?

In Android 6.0 there were [some important security changes \(<http://adafru.it/jcU>\)](#) that affect

Bluetooth Low Energy devices. If location services are unavailable (meaning the GPS is turned off) you won't be able to see Bluetooth Low Energy devices advertising either. See [this issue](http://adafru.it/jcV) (<http://adafru.it/jcV>) for details.

Be sure to enable location services on your Android 6.0 device when using Bluefruit LE Connect or other Bluetooth Low Energy applications with your Bluefruit LE modules.

What is the theoretical speed limit for BLE?

This depends on a variety of factors, and is determined by the capabilities of the central device (the mobile phone, etc.) as much as the peripheral.

Taking the HW limits on the nRF51822 into account (max 6 packets per connection interval, and a minimum connection interval of 7.5ms) you end up with the following theoretical limits on various mobile operating systems:

- **iPhone 5/6 + iOS 8.0/8.1**

6 packets \* 20 bytes \* 1/0.030 s = 4 kB/s = 32 kbps

- **iPhone 5/6 + iOS 8.2/8.3**

3 packets \* 20 bytes \* 1/0.030 s = 2 kB/s = 16 kbps

- **iPhone 5/6 + iOS 8.x with nRF8001**

1 packet \* 20 bytes \* 1/0.030 s = 0.67 kB/s = 5.3 kbps

- **Nexus 4**

4 packets \* 20 bytes \* 1/0.0075 s = 10.6 kB/s = 84 kbps

- **Nordic Master Emulator Firmware (MEFW) with nRF51822 0.9.0**

1 packet \* 20 bytes \* 1/0.0075 = 2.67 kB/s = 21.33 kbps

- **Nordic Master Emulator Firmware (MEFW) with nRF51822 0.11.0**

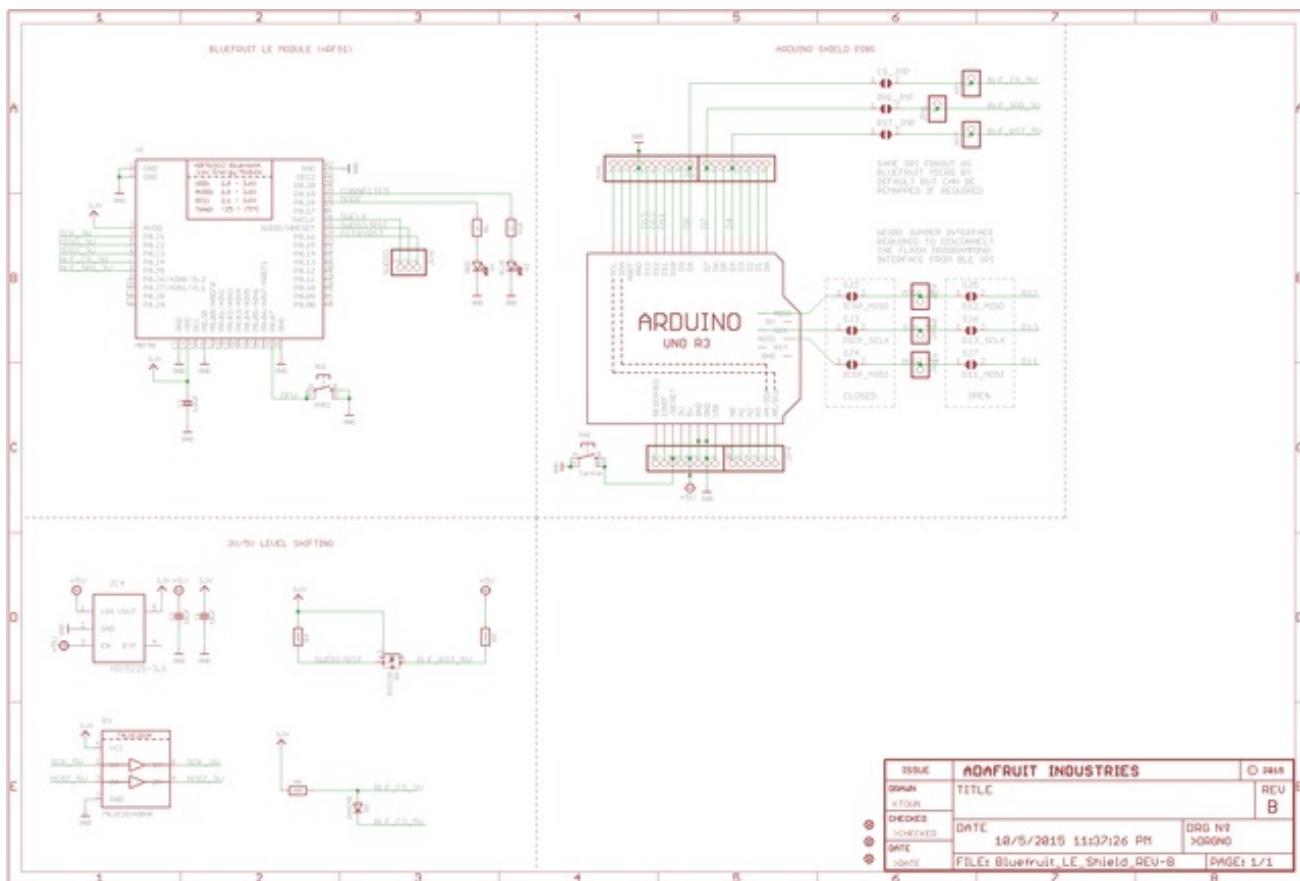
6 packets \* 20 bytes \* 1/0.0075 = 16 kB/s = 128 kbps

There are also some limits imposed by the Bluefruit LE firmware, but we are actively working to significantly improve the throughput in the upcoming 0.7.0 release, which will be available Q1 2015. The above figures are useful as a theoretical maximum to decide if BLE is appropriate for your project or not.

# Downloads

## Schematic

Click to embiggen



## Fabrication Print

Dims in inches

