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NexRing JS SDK API 说明文档

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LINKTOP 凌拓

厦门市凌拓通信科技有限公司

■ 文档版本

版本	发布日期	描述
V1.0.0	2023.04.27	初版本
V1.0.1	2023.05.26	更新睡眠算法
V1.0.2	2023.6.30	增加 OEM 认证, 对 HRV 和电量设备兼容问题的修改
V1.0.3	2023.7.07	增加 OTA 功能
V1.0.4	2023.7.19	修改睡眠算法实现
V1.0.5	2023.8.10	兼容新旧固件历史数据获取, 计步增加获取计步算法类型
V1.0.6	2023.9.04	增加运动模式, 增加卡路里计算, 手动模式增加 hrv 输出, 手动模式增加原始波形数据输出

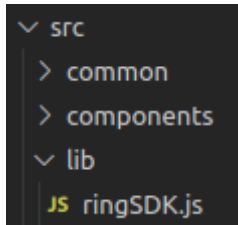
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1. 集成说明

1.1 工程开发说明

(1) 将ringSDK.js文件导入开发项目工程src目录下的lib目录中。



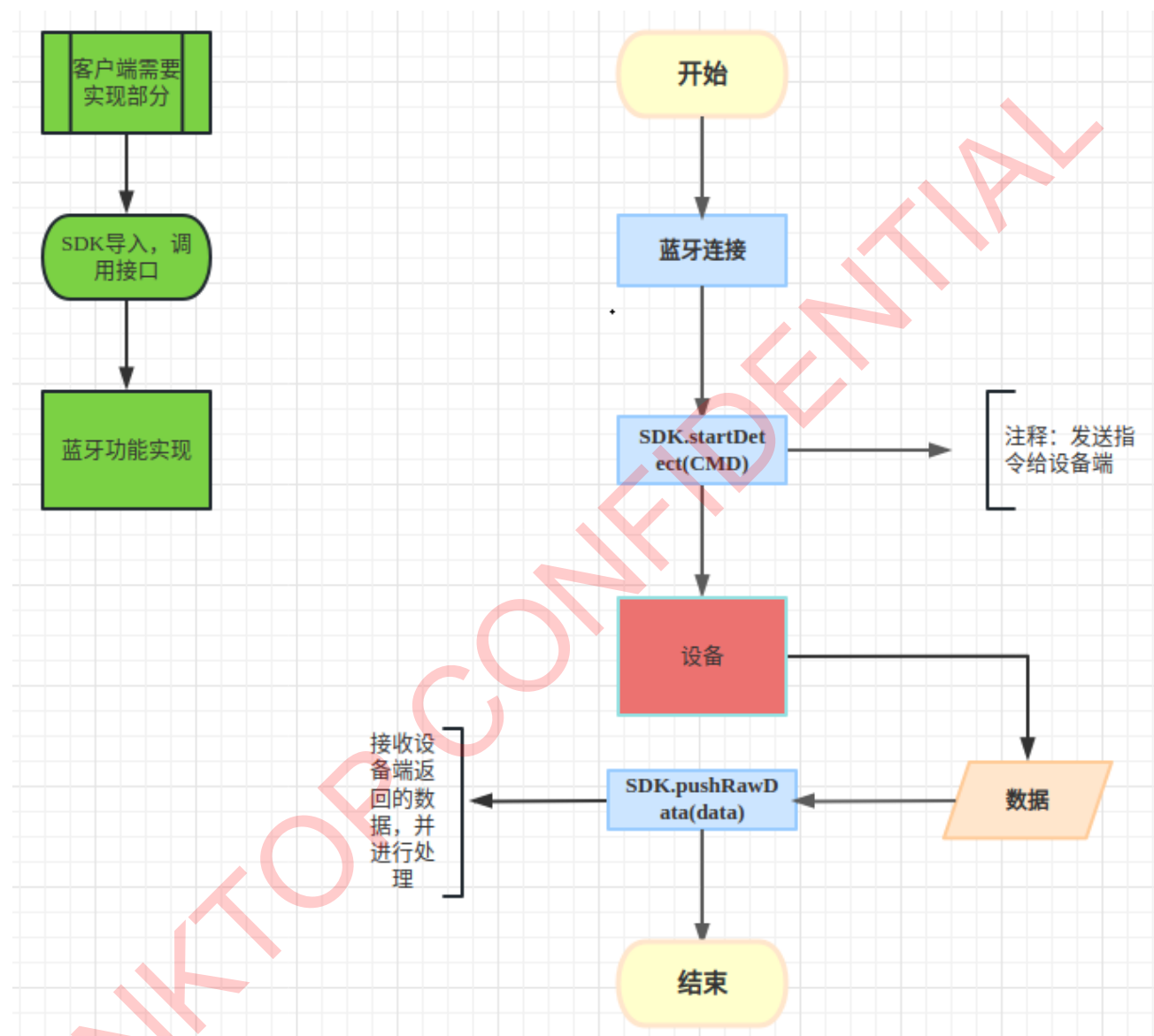
Demo 中采用的是 react-native-ble-manager 蓝牙库

2. API 说明

2.1 功能说明

SDK通过BLE与设备建立连接。您可以通过SDK轻松与设备进行通信，提取设备提供的心电，血氧，体温等数据服务。您可以使用本套SDK开发基于javascript开发react native应用和微信小程序。本SDK为仅提供心电，血氧，体温等数据输出，供用户开发测试使用。

2.2 流程图



2.3 对外接口详解

1. 接口初始化

在你需要使用接口的地方进行初始化

```
ImportSDKfrom"./lib/ringSDK"
```

蓝牙连接参数:

```
export const FILTER_UUID="FEF5";  
export const UUID_SERVICE="00001822-0000-1000-8000-00805F9B34FB";  
export const UUID_SERVICE_IOS="1822";  
export const WRITE_UUID="000066FE-0000-1000-8000-00805F9B34FB";  
export const NOTIFY_UUID="000066FE-0000-1000-8000-00805F9B34FB";
```

FILTER_UUID:用于蓝牙扫描的时候过滤用的UUID

UUID_SERVICE:蓝牙连接成功后anroid端服务UUID

UUID_SERVICE_IOS:蓝牙连接成功后IOS端服务UUID

WRITE_UUID: 写数据的UUID

NOTIFY_UUID: 接收数据的UUID

蓝牙实现部分:

蓝牙扫描

```
BleManager.scan([FILTER_UUID], 30, true)  
  .then(() => {  
    console.log('Scan started');  
    resolve();  
  })  
  .catch(error => {  
    console.log('Scan started fail', error);  
    reject(error);  
  });
```

蓝牙连接

```
BleManager.connect(id)
  .then(() => {
    console.log('Connected success');
    // 获取已连接蓝牙设备的服务和特征
    return BleManager.retrieveServices(id);
  })
  .then(peripheralInfo => {
    console.log('Connected peripheralInfo', peripheralInfo);
    this.peripheralId = peripheralInfo.id;
    this.getUUID(peripheralInfo);
    resolve(peripheralInfo);
  })
  .catch(error => {
    console.log('Connected fail', error);
    reject(error);
  });
```

蓝牙发送数据:

```
function sendData(cmd, data) {
  var result = SDK.startDetect(cmd, data);
  console.log(`sendData result=${result}`);
  bleModule.write(Array.from(new Uint8Array(result)));
}
```

```
write(data, index = 0) {
  return new Promise((resolve, reject) => {
    BleManager.write(
      this.peripheralId,
      this.writeWithResponseServiceUUID[index],
      this.writeWithResponseCharacteristicUUID[index],
      data,
    )
      .then(() => {
        console.log('Write success', data.toString());
        resolve();
      })
      .catch(error => {
        console.log('Write failed', data);
        reject(error);
      });
  });
}
```

蓝牙接收数据:

```
function handleUpdateValue(data) {  
    let value = data.value;  
    SDK.pushRawData(value);  
}
```

2. 启动接口

startDetect(type);

蓝牙连接后调用startDetect启动测试接口，参数type =>

```
const step = "step";  
const timeSyn = "timeSyn";  
const openSingleHealth = "openSingleHealth";  
const closeSingleHealth = "closeSingleHealth";  
const openHealth = "openHealth";  
const closeHealth = "closeHealth";  
const temperature = "temperature";  
const shutDown = "shutDown";  
const restart = "restart";  
const restoreFactorySettings = "restoreFactorySettings";  
const historicalNum = "historicalNum";  
const historicalData = "historicalData";  
const cleanHistoricalData = "cleanHistoricalData";  
const deviceInfo1 = "deviceInfo1";  
const deviceInfo2 = "deviceInfo2";  
const batteryDataAndState = "batteryDataAndState";  
const deviceBind = "deviceBind";  
const deviceUnBind = "deviceUnBind";
```

例：startDetect(step) 开启计步测量, 建议每次连接戒指调用startDetect(timeSyn)同步时间

2. 回调接口

1) SDK.registerHealthListener(healthListener);

心率血氧回调函数注册

```
const healthListener = {
  onResult: (data) => {
    if (data && data.status == 2) {
      if (data.oxValue == 0) {
        setHeartData({
          heartValue: data.heartValue,
          hrvValue: data.hrvValue,
        })
      } else {
        if (data.oxValue >= 95) {
          var ox = data.oxValue >= 100 ? 99 : data.oxValue;
          setHealthData({
            oxValue: ox,
            heartValue: data.heartValue,
          })
        }
      }
    }
  }
}
```

回调函数

onResult: (data)

data.status => 0: 未启动测量; 1: 测量中; 2: 测量数据有效

data.heartValue => 心率数据

data.oxValue => 血氧数据

data.hrvValue => hrv 数据

2) SDK.registerHealthListener(batteryDataAndStateListener);

电量回调函数注册

```
const batteryDataAndStateListener = {
  onResult: (data) => {
    if (data) {
      var isWireless = false;
      if (bleName) {
        isWireless = bleName.toUpperCase().indexOf('W') == -1 ? false : true;
      }
      var charging = data.status == 1
      var result = charging ? "充电中" : "未充电";
      var batteryPer = SDK.calcBattery(data.batteryValue, charging, isWireless);
      setBattery({
        batteryValue: data.batteryValue,
        status: result,
        batteryPer
      })
    }
  }
}
```

onResult:(data)

isWireless:通过判断蓝牙名是否包含W来判断是无线充电还是有线充电

data.status=>0:未充电;1:充电中

data.batteryValue=>电池电压

batteryPer=>电池电量百分比（SDK.calcBattery计算电池电量百分比）

3) SDK.registerDeviceInfo1Listener(deviceInfo1Listener)

设备信息1回调函数注册

```
const deviceInfo1Listener = {
  onResult: (data) => {
    if (data) {
      var color = ""
      if (data.color == 0) {
        color = "Deep Black"
      } else if (data.color == 1) {
        color = "Silver"
      }
      setDevice1Value({
        color,
        size: data.size,
        bleAddress: data.bleAddress,
        deviceVer: data.deviceVer
      })
    }
  }
}
```

onResult: (data)

data.color=>戒指的颜色0:Deep Black;1:Silver

data.size=>戒指的尺寸

data.bleAddress=>戒指的蓝牙mac地址

data.deviceVer=>戒指的设备版本号

data.switchOem=>0:OEM认证开关关闭 1:OEM认证开关开启

data.chargingMode=>0:带电池充电仓磁吸充电 1: 无线充电 2: NFC无线充电 3: 不带充电座磁吸充电 4: USB线磁吸充电

data.mainChipModel=>主芯片型号

data.productIteration=>产品迭代

data.hasSportsMode=>是否支持运动模式

4) SDK.registerDeviceInfo2Listener(deviceInfo2Listener);

设备信息2回调函数注册

```
const deviceInfo2Listener = {  
  onResult: (data) => {  
    setDevice2Value({  
      sn: data.sn,  
      bindStatus: data.bindStatus,  
      samplingRate: data.samplingRate,  
    })  
  }  
}
```

onResult: (data)

data.sn=>设备sn号

data.bindStatus=>绑定状态

data.samplingRate=>血氧IR波形数据采样率

5) SDK.registerHistoricalDataListener(historicalDataListener)

历史数据回调函数注册

```
const historicalDataListener = {
  onResult: (data) => {
    if (data.hrv > 0) {
      var wearStatus=data.wearStatus==1?wear:noWear;
      var chargeStatus=data.chargeStatus==1?charging:uncharged;
      var detectionModeStatus=data.detectionMode==1?BloodOxygenMode:HeartRateMode
      setHistory({
        timeStamp: data.timeStamp,
        heartRate: data.heartRate,
        motionDetectionCount: data.motionDetectionCount,
        detectionMode: detectionModeStatus,
        wearStatus: wearStatus,
        chargeStatus: chargeStatus,
        uuid: data.uuid,
        hrv: data.hrv,
        temperature: data.temperature,
        step: data.step,
        ox: data.ox
      })
    }

    if (data.heartRate >= 50 && data.heartRate <= 175 && data.wearStatus == 1 && data.chargeStatus == 0) {
      mArray.current.push({
        ts: data.timeStamp,
        hr: data.heartRate,
        hrv: data.hrv,
        motion: data.motionDetectionCount,
        steps: data.step,
        ox: data.ox
      })
    }
    if (data.heartRate >= 60 && data.heartRate <= 175 && data.wearStatus == 1 && data.chargeStatus == 0) {
      mHrArray.current.push({
        ts: data.timeStamp,
        hr: data.heartRate,
      })
    }
  }
}
```

onResult: (data)

data.hrv=>hrv值

data.timeStamp=>时间戳

data.heartRate=>心率

data.motionDetectionCount=>运动检测计数

data.detectionMode=>测量模式0:心率测量模式; 1:血氧测量模式

data.wearStatus=>佩戴状态0:未佩戴; 1:佩戴

data.chargeStatus=>充电状态0:未充电; 1:充电中

data.uuid=>uuid值, 从1开始累计

data.temperature=>手指温度

data.step=>步数

data.ox=>血氧

建议可以读取历史记录后, 将数据保存进数据库, 然后清除历史记录

6) SDK.registerHistoricalNumListener(historicalNumListener);

历史数据个数回调函数注册

```
const historicalNumListener = {
  onResult: (data) => {
    console.log(`历史数据个数 data=${JSON.stringify(data)}`)
  }
}
```

onResult: (data)

data.num=>历史数据数量

data.minUUID=>uuid最小值

data.maxUUID=>uuid最大值

注意要请求历史数据之前先要请求历史数据个数

7) SDK.registerStepListener(stepListener);

步数回调函数注册

```
const stepListener = {
  onResult: (data) => {
    if (data) {
      setStepValue(data);
    }
  }
}
```

onResult: (data)

data.stepCount=>步数

data.stepAlgorithm=>使用的步数算法, 返回LIS2DS12: 使用设备的原始步数数据, 如果没有返回数据则使用APP的计步算法

8) SDK.registerTemperatureListener(temperatureListener)

手指温度回调函数注册

```
const temperatureListener = {
  onResult: (data) => {
    if (data) {
      setTemperatureValue(data);
    }
  }
}
```

onResult: (data)

data=>手指温度

9) SDK.registerRePackageListener(rePackageListener);

回包回调函数注册

```
const rePackageListener = {
  onResult: (data) => {
    if (data) {
      setRePackage({
        cmd: data.cmd,
        result: data.result,
        reason: data.reason
      })
      dealStatus(data);
    }
  }
}
```

onResult:(data)

data.cmd=>下发的指令

data.result=>返回下发命令的结果

data.reason=>返回下发命令失败原因

10) NativeSleepModule.getSleepData(Array,function)

睡眠数据算法 (android)

```
function getSleepData() {
  if (mArray.current.length != 0) {
    if (Platform.OS == "android") {
      NativeSleepModule.getSleepData(mArray.current, (result) => {
        var sleepTimeArray = [];
        for (let index = 0; index < result.length; index++) {
          const data = result[index];
          var lightTime = 0;
          var deepTime = 0;
          var remTime = 0;
          var wakeTime = 0;
          var napTime = 0;
          for (let index = 0; index < data.stagingList.length; index++) {
            const element = data.stagingList[index];
            switch (element.stagingType) {
              case "NREML":
                lightTime += element.endTime - element.startTime
                break
              case "NREM3":
                deepTime += element.endTime - element.startTime
                break;
              case "REM":
                remTime += element.endTime - element.startTime
                break;
              case "WAKE":
                wakeTime += element.endTime - element.startTime
                break;
              case "NAP":
                napTime += element.endTime - element.startTime
                break;
            }
          }
          sleepTimeArray.push({
            deepSleep: `${Math.floor(deepTime / (1000 * 60 * 60))}h${Math.floor((deepTime % (1000 * 60 * 60)) / (1000 * 60))}m${Math.floor((deepTime % (1000 * 60 * 60)) % (1000 * 60))}s`,
            lightTime: `${Math.floor(lightTime / (1000 * 60 * 60))}h${Math.floor((lightTime % (1000 * 60 * 60)) / (1000 * 60))}m${Math.floor((lightTime % (1000 * 60 * 60)) % (1000 * 60))}s`,
            remTime: `${Math.floor(remTime / (1000 * 60 * 60))}h${Math.floor((remTime % (1000 * 60 * 60)) / (1000 * 60))}m${Math.floor((remTime % (1000 * 60 * 60)) % (1000 * 60))}s`,
            wakeTime: `${Math.floor(wakeTime / (1000 * 60 * 60))}h${Math.floor((wakeTime % (1000 * 60 * 60)) / (1000 * 60))}m${Math.floor((wakeTime % (1000 * 60 * 60)) % (1000 * 60))}s`,
            napTime: `${Math.floor(napTime / (1000 * 60 * 60))}h${Math.floor((napTime % (1000 * 60 * 60)) / (1000 * 60))}m${Math.floor((napTime % (1000 * 60 * 60)) % (1000 * 60))}s`,
            startTime: formatDateTime(data.startTime),
            endTime: formatDateTime(data.endTime)
          })
        }
        setSleepTime(sleepTimeArray);
      })
    }
  }
}
```

参数:

Array:历史数据数组

返回值:

deepSleep:深度睡眠值

lightTime:轻度睡眠值

remTime:快速动眼睡眠值

wakeTime:苏醒时间值

naptime:零星小睡

sleepTimePeriod.startTime:睡眠开始时间

sleepTimePeriod.endTime:睡眠结束时间

deepList:深度睡眠时间段数组

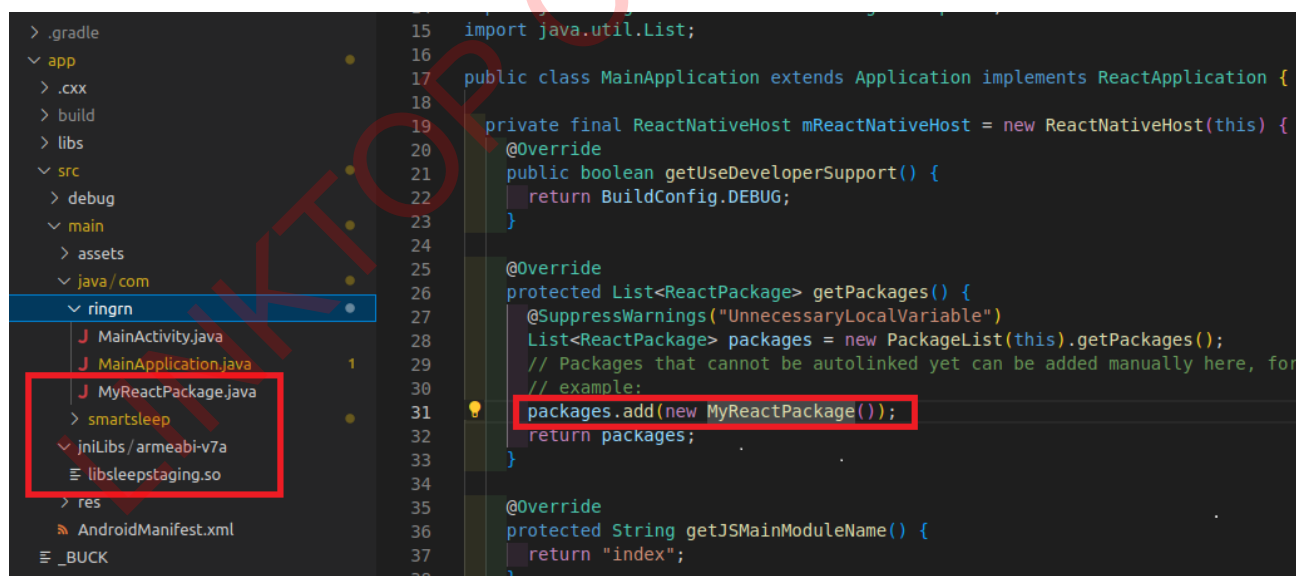
lightList:轻度睡眠时间段数组

remList:快速动眼睡眠时间段数组

wakeList:苏醒时间段数组

napList:零星小睡时间段数组

android目录需要添加的代码

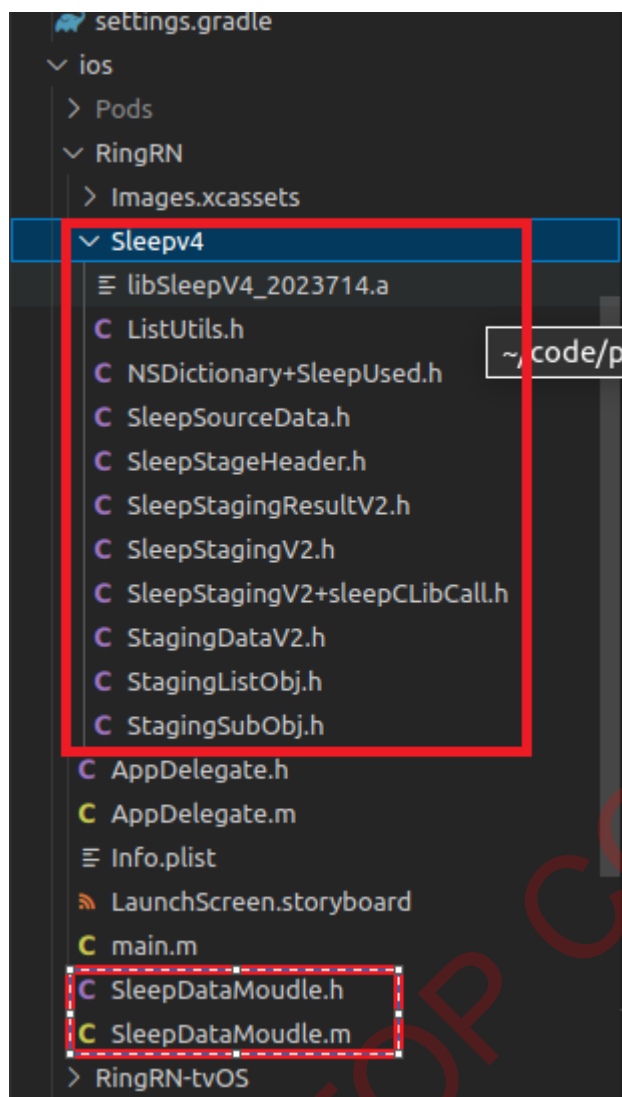


SleepDataModule.getIOSSleepData(Array,function)

睡眠数据算法（IOS）

```
SleepDataMoudle.getIOSSleepData(mArray.current, (error, result) => {
  var sleepTimeArray = [];
  for (let index = 0; index < result.length; index++) {
    const data = result[index];
    var lightTime = 0;
    var deepTime = 0;
    var remTime = 0;
    var wakeTime = 0;
    var napTime = 0;
    for (let index = 0; index < data.stagingList.length; index++) {
      const element = data.stagingList[index];
      switch (element.stagingType) {
        case "NREM1":
          lightTime += element.endTime - element.startTime
          break
        case "NREM3":
          deepTime += element.endTime - element.startTime
          break;
        case "REM":
          remTime += element.endTime - element.startTime
          break;
        case "WAKE":
          wakeTime += element.endTime - element.startTime
          break;
        case "NAP":
          napTime += element.endTime - element.startTime
          break;
      }
    }
    sleepTimeArray.push({
      deepSleep: `deepTime= ${Math.floor(deepTime / (1000 * 60 * 60))}h${Math.floor((deepTime % (1000 * 60 * 60)) / (1000 * 60))}m${Math.floor((deepTime % (1000 * 60 * 60)) % 1000)}s`,
      lightTime: `lightTime= ${Math.floor(lightTime / (1000 * 60 * 60))}h${Math.floor((lightTime % (1000 * 60 * 60)) / (1000 * 60))}m${Math.floor((lightTime % (1000 * 60 * 60)) % 1000)}s`,
      remTime: `remTime= ${Math.floor(remTime / (1000 * 60 * 60))}h${Math.floor((remTime % (1000 * 60 * 60)) / (1000 * 60))}m${Math.floor((remTime % (1000 * 60 * 60)) % 1000)}s`,
      wakeTime: `wakeTime= ${Math.floor(wakeTime / (1000 * 60 * 60))}h${Math.floor((wakeTime % (1000 * 60 * 60)) / (1000 * 60))}m${Math.floor((wakeTime % (1000 * 60 * 60)) % 1000)}s`,
      napTime: `napTime= ${Math.floor(napTime / (1000 * 60 * 60))}h${Math.floor((napTime % (1000 * 60 * 60)) / (1000 * 60))}m${Math.floor((napTime % (1000 * 60 * 60)) % 1000)}s`,
      startTime: formatDateTime(data.startTime),
      endTime: formatDateTime(data.endTime)
    })
  }
  setSleepTime(sleepTimeArray);
})
```

ios目录需要添加的代码



注意. a静态库需要在xcode的build Phases=>Link Binary With Libraries中添加

11) SDK.calcOxygenSaturation(SleepTimeArray, Array)

血氧饱和度算法

```
function getOxygenSaturation() {
    if (mArray.current.length != 0) {
        if (mSleepTimeArray.current.length == 0) {
            mSleepTimeArray.current = SDK.calcSleepTime(mArray.current);
        }
        let array = SDK.calcOxygenSaturation(mSleepTimeArray.current, mArray.current);
        setOxygenSaturation(array)
    } else {
        showDialog();
    }
}
```

参数:

SleepTimeArray:睡眠数据

Array:历史数据

返回值:

startTime:睡眠开始时间

endTime:睡眠结束时间

oxygen:血氧饱和度值

12) 呼吸率计算

```
function calcRespiratoryRate(timestamp = -1) {  
  initSleepData();  
  var result=SDK.calcRespiratoryRate(mSleepTimeArray.current, mArray.current,timestamp);  
  if(result?.type == 'number'){  
    setRespiratoryRate(result.respiratoryRate+" BPM")  
  }else if(result?.type=='Array'){  
    var arr=result?.result;  
    var result = ""  
    for (let index = 0; index < arr.length; index++) {  
      const element = arr[index];  
      result += (index + 1) + "group startTime" + formatDateTime(element.timeSlot.startTime) + "-> endTime" +  
    }  
    setRespiratoryRate(result);  
  }  
}
```

13) SDK.calcRestingHeartRate(HrArray, timestamp);

静息心率算法

```
function calcRestingHeartRate(timestamp = -1, refresh = true) {
  if (mHrArray.current.length != 0) {
    var restingHeartRate = SDK.calcRestingHeartRate(mHrArray.current, timestamp);
    if (typeof restingHeartRate == 'number') {
      if (refresh) {
        setRestingHeartRate(Math.floor(restingHeartRate) + " BPM");
      }
      return restingHeartRate;
    } else if (restingHeartRate instanceof Array) {
      let result = ""
      for (let index = 0; index < restingHeartRate.length; index++) {
        const element = restingHeartRate[index];
        var ts = formatDate(element.ts, false);
        var data = Math.floor(element.data);
        result += ts + " restingHeartRate" + data + " BPM "
      }
      if (refresh) {
        setRestingHeartRate(result);
      }
      return restingHeartRate;
    } else {
      showDialog();
    }
  }
}
```

参数:

HrArray: 历史心率和时间戳的数组

timestamp: 时间戳（值为-1的时候计算，所有睡眠时间段的平均心率，值当在某个睡眠时间段区间，计算当前睡眠段的静息心率）

14) 心率沉浸计算

```
function getHeartRateImmersion(timestamp = -1) {
  initSleepData();
  var result = SDK.calcHeartRateImmersion(mSleepTimeArray.current, mArray.current, mHrArray.current, timestamp)
  if (result.type == 'number') {
    setHeartRateImmersion(result + "%");
  } else if (result.type == 'Array') {
    var data = "";
    var arr = result.result
    for (let index = 0; index < arr.length; index++) {
      const element = arr[index];
      data += element.time + " heartRateImmersion: " + element.restingHeartRate + "% "
    }
    setHeartRateImmersion(data);
  }
}
```

15) OEM认证

```
if(data.switchOem&&startOem.current){  
    startOem.current=false  
    //Start oem certification  
    SDK.startOEMVerify((cmd,data)=>{  
        sendData(cmd,data)  
    })  
}
```

先调用获取设备信息1的接口后获取设备信息1的OEM开关状态，当OEM开关状态为1开启时，调用startOEMVerify开始OEM认证，如果戒指有打开OEM认证，必须先进行OEM认证后，其他功能才能正常运行。

16) 心率测量时间设置

```
sendData(setHrTime, heartRateTime < 10 ? 10 : heartRateTime > 180 ? 180 : heartRateTime);
```

心率测量时间范围为10-180秒之间

17) OTA

```
const startUpdate = () => {  
  console.log(`startUpdate= memoryType=${memoryType}`)  
  SDK.SuotaManager.setMemoryType(memoryType);  
  SDK.SuotaManager.setType(SDK.SuotaManager.TYPE);  
  if (memoryType === OtaUtil.MEMORY_TYPE_I2C) {  
    try {  
      if (i2cAddr == 0) {  
        i2cAddr = parseInt(OtaUtil.DEFAULT_I2C_DEVICE_ADDRESS, 10);  
      }  
      SDK.SuotaManager.setI2CDeviceAddress(i2cAddr);  
    } catch (nfe) {  
      showDialog("I2C Parameter Error,Invalid I2C device address.");  
      return;  
    }  
  }  
  let fileBlockSize = 1;  
  if (SDK.SuotaManager.getType() === OtaUtil.TYPE) {  
    try {  
      fileBlockSize = Math.abs(parseInt(blockSize.toString(), 10));  
    } catch (nfe) {  
      fileBlockSize = 0;  
    }  
    if (fileBlockSize === 0) {  
      showDialog("Invalid block size,The block size cannot be zero.");  
      return;  
    }  
  }  
  console.log(` fileBlockSize=${fileBlockSize}`)  
  SDK.SuotaManager.fileSetType(SDK.SuotaManager.TYPE, bytes.current);  
  SDK.SuotaManager.setFileBlockSize(fileBlockSize, OtaUtil.getFileChunkSize());  
  var intent = {  
    action: OtaUtil.ACTION_BLUETOOTH_GATT_UPDATE,  
    step: 1  
  }  
  OtaUtil.otaStep(intent)  
}
```

戒指项目默认选中SPI进行OTA升级，参数默认配置不需要更改

18) 运动模式

```
sendData(SDK.SendCmd.SetSportModeParameters, {  
  switch: sportModeSwitch,  
  timeInterval: sportModeTimeInterval,  
  duration: sportModeTimeDuration  
})
```

switch:1: 开启运动模式 ， 0: 关闭运动模式

timeInterval:数据采集时间间隔（心率，步数等）单位秒（10-180s）

duration:运动模式持续时间单位分钟(5-180min)

运动模式的数据可以通过调用获取历史记录接口获取

19) 卡路里

```
const caloriesCalculation = () => {  
  if (personalHeight) {  
    let step = endStep - startStep  
    if (step > 0) {  
      let calories = SDK.caloriesCalculation(personalHeight, step, strengthGrade);  
      setCalorie(calories)  
    }  
  }  
}
```

personalHeight:戒指佩戴者的身高，单位cm

step:戒指佩戴者运动的步数

strengthGrade:运动强度分为3个级别：高强度运动为0.1，中等强度运动为0.08，低强度运动为0.05

20) 红外源数据

```
sendData(SDK.SendCmd.setHealthPara, {  
  samplingRate: device2Value.samplingRate, switch: 1  
}))
```

```
const irResouceListener = {  
  onResult: (data) => {  
    waveList.current.push(...data);  
    if (waveList.current.length >= 600 && drawWaveStart.current) {  
      drawWaveStart.current = false  
      startDraw()  
    }  
  }  
}
```

samplingRate:采样率 通过设备信息2接口获取

switch:1:打开，0:关闭

irResouceListener:波形数据接收

红外源数据打开后，打开血氧测量就能获取血氧 IR 的源数据