

Bluetooth pairing

When you use the goTenna SDK to scan for and connect to a goTenna for the first time, it will connect with the very first goTenna it can find.

A goTenna can be paired when its LED light is flashing on/off in 1 second intervals. This mode can be activated by power cycling the goTenna.

After the goTenna SDK successfully connects to a goTenna for the first time, it records the goTenna's MAC address. It uses this MAC address to determine which goTenna it should connect to in the future.

This cached MAC address can be cleared via the SDK if you wish to connect with a different goTenna after the initial connection and pairing process.

We recommend that you give users additional UI that allows them to disconnect and unpair with their current goTenna. The goTenna mobile application has accomplished this by including a "Forget This goTenna" button inside the mobile application.

This is helpful for when users wish to pair their mobile application with a different goTenna, or if they pair with the incorrect goTenna during the initial pairing process.

Reading the battery charge

The battery data is obtained from the class `SystemInfoResponseData`, an object of that class type gets returned when they call `GTCommandCenter.sendGetSystemInfo` which is shown in the sample app. The `SystemInfoResponseData` class has the following method on it

```
/**
```

```
    * An integer representing the goTenna's battery fullness as  
    a percentage from 1 - 100.
```

```
    *
```

```
    * @return The battery percentage value.
```

```
    */
```

```
    public int getBatteryLevelAsPercentage()
```