

裂变智能穿戴产品 SDK 使用说明 (iOS)

前言: SDK 希望你理解 BLE (Bluetooth Low Energy) 基本概念, 熟练使用苹果的蓝牙框架 CoreBluetooth。

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➤ 更新记录

版本号	更新内容	发布日期	备注
V1.0.0	<ul style="list-style-type: none"> ✧ 定义 SDK 基础架构，以及功能 api 接口，具体分为四类： ✧ 1. 蓝牙管理器 (FBBluetoothManager) ✧ 2. AT 协议指令集 (FBAtCommand) ✧ 3. BG 协议指令集 (FBBgCommand) ✧ 4. OTA 管理器 (FBBluetoothOTA) 	20201231	首次发版
V2.0.0	<ul style="list-style-type: none"> ✧ 1. 优化已知问题 ✧ 2. AT 指令回调数据类型由 NSDictionary 字典转换为使用对象模型，详见各回调 block ✧ 3. 增加自定义表盘压缩算法协议 	20220414	
V3.0.0	<ul style="list-style-type: none"> ✧ 1. 优化已知问题 ✧ 2. 重构 block 回调方式，修复 block 回调异常问题 	20220715	
V3.0.1	<ul style="list-style-type: none"> ✧ 1. 广播信息解析：适配号兼容 ✧ 2. 新增印地语、孟加拉语、乌尔都语、波斯语 ✧ 3. 新增获取精神压力记录协议、血压协议暂不可用 	20221119	
V3.0.2	<ul style="list-style-type: none"> ✧ 1. 优化 OTA 通知问题 ✧ 2. GPS 运动互联控制增加 确认/取消 指令 	20221214	
V3.0.3	<ul style="list-style-type: none"> ✧ 1. 新增定时心率、定时血氧、定时精神压力 检测开关设置协议 ✧ 2. FBMessageModel 新增消息推送类型 ✧ 3. FB_MOTIONMODE 新增运动类型 	20221230	
V3.0.4	<ul style="list-style-type: none"> ✧ 1. 新增 get、set 通话音频开关协议 ✧ 2. 新增 get、set 多媒体音频开关协议 ✧ 3. EM_FUNC_SWITCH 新增类型 	20230105	
V3.0.5	<ul style="list-style-type: none"> ✧ 1. 修正获取血压记录协议 ✧ 2. 新增获取运动高频心率记录 (1 秒 1 次) ✧ 3. 新增获取精神压力协议 ✧ 4. 兼容获取手动测量记录协议 ✧ 5. FBFirmwareVersionObject 新增配置 ✧ 6. 自动同步系统时间 (同步 UTC 时间 + 设置时区)、获取 运动统计报告+运动详情记录 	20230130	

	<ul style="list-style-type: none"> ✧ 7.FB_RECORDTYPE 新增类型 ✧ 8.FB_MULTIPLERECORDREPORTS 新增类型 		
V3.0.6	<ul style="list-style-type: none"> ✧ 1.修正 set 心率异常提醒参数合法性判断 	20230202	
V3.0.7	<ul style="list-style-type: none"> ✧ 1.优化设备搜索性能 ✧ 2.优化数据发送间隔 ✧ 3.新增"确认手机被找到"协议 (FBAtCommand) fbUpPhoneConfirmedFoundDataWithBlock: 	20230209	
V3.0.8	<ul style="list-style-type: none"> ✧ 1.绑定请求超时时长由 30s 延长至 60s ✧ 2.新增获取设备 log 数据协议 	20230211	
V3.0.9	<ul style="list-style-type: none"> ✧ 1.FBFirmwareVersionObject 新增配置: ✧ 是否支持一次性推送多种运动模式 ✧ 支持一次性推送多种运动模式的个数, 0 不支持 ✧ 2.新增一次性推送多种运动模式协议 ✧ 3.FB_OTANOTIFICATION 新增 OTA 通知类型: ✧ FB_OTANotification_Multi_Sport(9) ✧ 4.FBCustomDataTools 新增「多个运动类型 Bin 文件压缩合并成一个 Bin 文件」, 配合「一次性推送多种运动模式」使用 ✧ 5.FBBluetoothOTA 新增进度模型 FBProgressModel, 兼容一个 bin 文件包含多个包时的升级进度问题 ✧ 6.修正部分地区使用冬/夏令时, 时区无法设置导致时间错误问题 ✧ 7.绑定设备请求可传入 Mac 地址, 但是建议传 nil, SDK 内部会为你管理绑定密钥 ✧ 8.GPS 运动控制增加错误码 FB_GPS_MOTION_STATE_NONE 本地无此运动信息 ✧ 9.优化搜索设备, 使用数据模型 FBPeripheralModel ✧ 10.FB_MOTIONMODE 新增运动类型: ✧ 法式拳击(139) 	20230301	
V3.1.0	<ul style="list-style-type: none"> ✧ 1.FB_OTANOTIFICATION 新增 OTA 通知类型: ✧ FB_OTANotification_Multi_Dial_Built_in(200) 	20230324	

	<ul style="list-style-type: none"> ✧ FB_OTANotification_Multi_Sport_Built_in(201) ✧ 2.FBCustomDataTools「多个运动类型 Bin 文件压缩合并成一个 Bin 文件」压缩算法 API 调整 (2048 或 4096) ✧ 3.新增"获取设备运动类型列表"协议 (FBBgCommand) fbGetListOfDeviceMotionTypesWithBlock: ✧ 4.原厂 OTA SDK 更新: RTKOTASDK.framework 		
V3.1.1	<ul style="list-style-type: none"> ✧ 1.优化内部压缩算法 ✧ 2.修复"获取设备硬件信息"结构体版本错误问题 ✧ 2.新增"获取设备绑定状态"协议 (FBAAtCommand) fbGetBindingStatusRequestWithBlock: ✧ 3.新增"获取当前运动状态"协议 (FBAAtCommand) fbGetCurrentExerciseStateStatusWithBlock: 	20230329	
V3.1.2	<ul style="list-style-type: none"> ✧ 1.新增图片资源, 自定义表盘, 不同分辨率使用不同大小的切图 	20230403	
V3.1.3	<ul style="list-style-type: none"> ✧ 1.新增"设备确认被找到"协议 (FBAAtCommand) fbUpDeviceConfirmedFoundDataWithBlock: ✧ 2.新增"获取系统功能开关信息"协议 (FBBgCommand) fbGetSystemFunctionSwitchInformationWithBlock: ✧ 3.新增"设置系统功能开关信息"协议 (FBBgCommand) fbSetSystemFunctionSwitchInformation: withBlock: ✧ 4.FBFirmwareVersionObject 新增配置: ✧ 是否支持日常心率检测开关控制 ✧ 是否支持日常血氧检测开关控制 ✧ 是否支持日常血压检测开关控制 ✧ 是否支持日常精神压力检测开关控制 ✧ 5.新增二进制数据埋点 log 完整解析 ✧ 6.OTA 新增错误状态 	20230412	

	<p>FB_OTANotification_ERROR_Busy_Sport: 设备处于运动中, 请结束运动后重试...</p> <p>✧ 7.修正"界面跳转测试"协议错误 (FBAtCommand)</p> <p>fbUpInterfaceJumpTestCode:</p>		
V3.1.4	<p>✧ 1.优化已知问题</p> <p>✧ 2.新增"自定义表盘支持抗锯齿"处理</p> <p>✧ 3.FBFirmwareVersionObject 新增配置:</p> <p>✧ 是否支持系统功能开关的设定和获取大数据指令 (0252H / 0352H)</p> <p>✧ 是否支持零星小睡</p> <p>✧ 是否支持自定义表盘抗锯齿</p> <p>✧ 4.新增尼泊尔语</p> <p>✧ 5.新增乌克兰语</p> <p>✧ 6.报告/记录 按时间戳由小到大排序</p> <p>✧ 7.广播信息中设配号兼容</p>	20230518	
V3.1.5	<p>✧ 1.修复"设置/获取 个人用户信息"协议已知错误问题</p> <p>✧ 2.新增"读取片外 flash 空间数据"协议, 用于获取设备意外重启信息, 供固件分析问题 (FBBgCommand)</p> <p>fbReadOffChipFlashWithAddress: withLength: withBlock:</p> <p>✧ 3.FBFirmwareVersionObject 新增: 适配号, 长整形 (部分手表支持) Hardfault 信息空间地址 Hardfault 信息空间尺寸 系统参数空间地址 系统参数空间尺寸 是否支持带适配号验证的 OTA 通知指令 是否支持hardfault 信息和系统参数读取</p> <p>✧ 4.EM_FUNC_SWITCH 新增类型: FS_TIMING_BP_WARN(33) FS_DEVICE_EXCEPTION_WARN(34)</p> <p>✧ 5.新增表盘数据校验 (UTC 或 CRC)</p> <p>✧ 6.原厂 OTA SDK 更新至 v1.4.9 版本 (RTKOTASDK.framework、RTKLEFoundation.framework) 修改多包 OTA 文件顺序</p> <p>✧ 7.FBTypeRecordModel 记录生成周期</p>	20230718	

	<p>参数名由原先 createTimes 改为 recordingCycle, 避免歧义, 并且单位统一为秒; 新增参数</p> <ul style="list-style-type: none"> ✧ 8.FBRecordDetailsModel 运动详情记录新增参数 一公里用时 (一公里配速, 单位秒) KilometerPace, 一英里用时 (一英里配速, 单位秒) MilePace, 仅部分设备支持, 具体根据参数 记录格式定义 (recordDefinition) 而定 ✧ 9. 自定义表盘抗锯齿切图更新 ✧ 10. 优化记录/报告排序及其他已知问题 		
V3.1.6	<ul style="list-style-type: none"> ✧ 1.EM_FUNC_SWITCH 新增类型: FS_AGPS_LOCATION_REQUEST(35) FS_AGPS_DATA_REQUEST(36) ✧ 2.FB_OTANOTIFICATION 新增 OTA 通知类型: FB_OTANotification_AGPS_Package(30) ✧ 3. 新增"推送 AGPS 位置基础信息 (经纬度 UTC) "协议 (FBBgCommand) fbPushAGPSLocationInformation: withBlock: ✧ 4. 新增"同步 AGPS 定位数据"协议 (FBBgCommand) fbSynchronizeAGPSPositioningData: withBlock: ✧ 5.FB_MOTIONMODE 新增运动类型: 沙滩排球(140) ✧ 6.FB_LANGUAGES 新增语言类型: FB_SDK_ms(29) FB_SDK_sk(30) FB_SDK_my(31) FB_SDK_da(32) ✧ 6.SDK 同时支持 真机、模拟器 编译运行 (注意: 模拟器无法使用蓝牙) 	20230824	
V3.1.7	<ul style="list-style-type: none"> ✧ 1.FBFirmwareVersionObject 新增标志位: 是否支持静息心率 是否支持 AGPS 定位 ✧ 2. 修复"获取运动定位记录"协议已知错误问题 (FBBgCommand) fbGetMotionLocationRecordDataStartTime: forEndTime: withBlock: 	20231010	
V3.1.8	<ul style="list-style-type: none"> ✧ 1.FBMacro.h 调整枚举声明方式 	20231116	

	<ul style="list-style-type: none">✧ 2.广播信息优化✧ 3.OTA 进度回调优化✧ 4.时间格式转换优化✧ 5.断开连接同时是否清除连接历史记录 @see disconnectPeripheralAndClearHistory:✧ 6.其他已知问题的优化		
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➤ 环境要求

iOS 10 及以上操作系统，支持模拟器、真机编译(即 x86_64、arm64 指令集)

依赖

- CoreBluetooth.framework

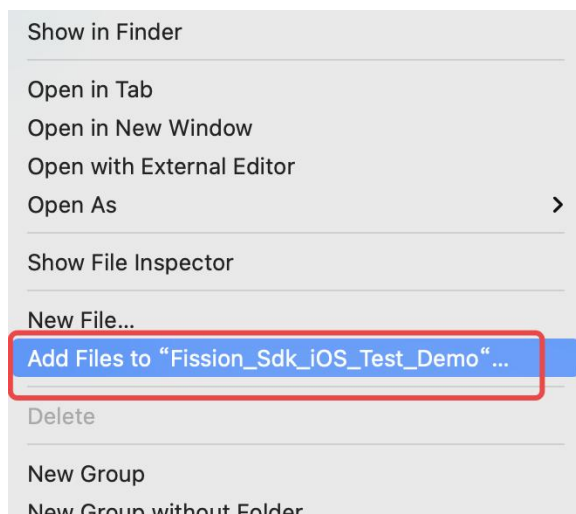
➤ 导入 SDK

方式一：通过 CocoaPods 安装. 在 Podfile 中添加以下内容

```
pod 'Fission_Sdk_iOS', git: 'https://github.com/linwear/Fission_Sdk_iOS.git'
```

方式二：手动导入 SDK (.xcframework 支持模拟器、真机 编译运行)

1、将 Fission_Sdk_iOS.xcframework、RTKOTASDK.xcframework、RTKLEFoundation.xcframework 文件 Add File 导入工程:



Destination: ☒ Copy items if needed

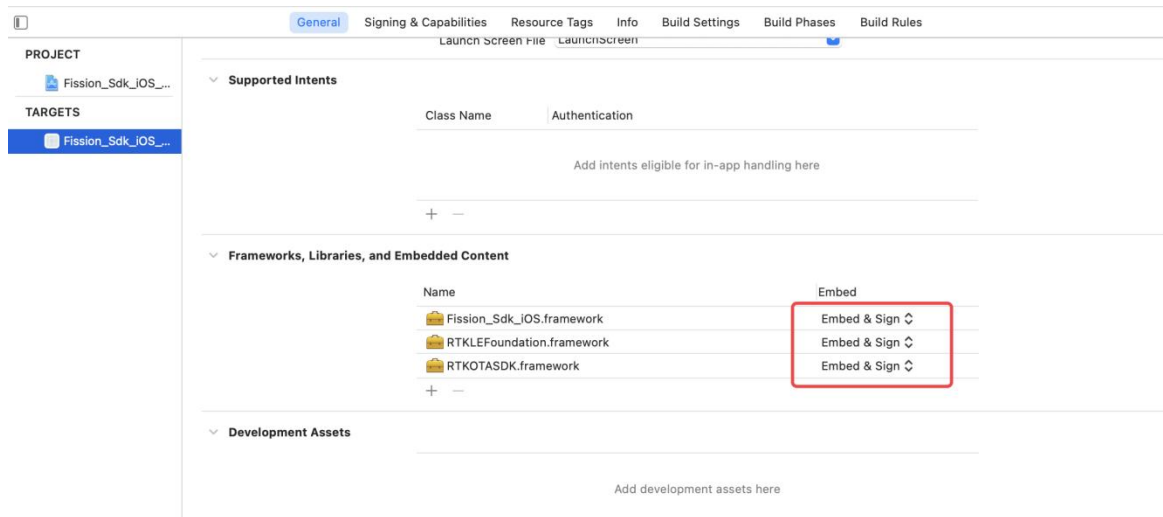
Added folders: ☒ Create groups
☐ Create folder references

Add to targets: ☒ ☐ Fission_Sdk_iOS_Test_Demo

New Folder Options Cancel Add

此时应注意勾选选项:

2、在 project 中修改 Fission_Sdk_iOS.xcframework、RTKOTASDK.xcframework、RTKLEFoundation.xcframework 的嵌入方式为 Embed&Sign:

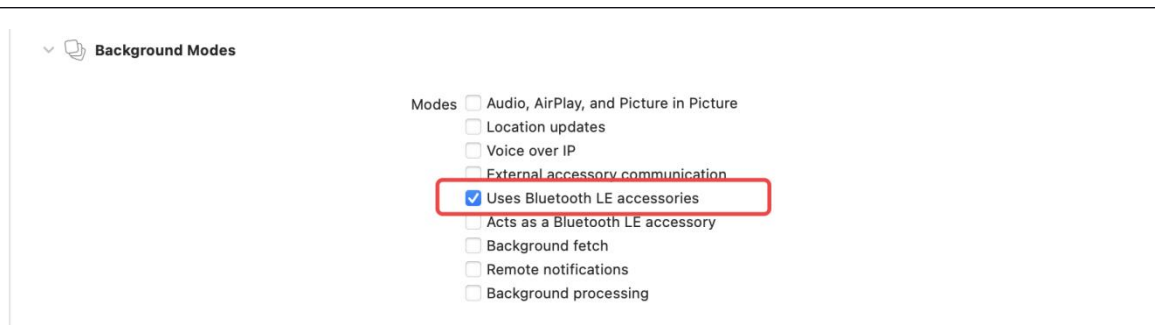


Note: 为了使 app 能够执行 SDK 的代码，framework 需要包含在 app bundle 中。如果无法执行，console 中打印 image not found，表示这一步没有完成。

```
dyld: Library not loaded: @rpath/RTKLEFoundation.framework/RTKLEFoundation
  Referenced from: /private/var/containers/Bundle/Application/4632858E-2000-48AD-B5B6-D927D0B58DE4/FissionBluetooth
  Reason: image not found
dyld: launch, loading dependent libraries
DYLD_LIBRARY_PATH=/usr/lib/system/introspection
DYLD_INSERT_LIBRARIES=/Developer/usr/lib/libBacktraceRecording.dylib:/Developer/usr/lib/libMainThreadChecker
.dylib:/Developer/Library/PrivateFrameworks/DTDDISupport.framework/libViewDebuggerSupport.dylib
(11db)
```

➤ 设置蓝牙后台模式

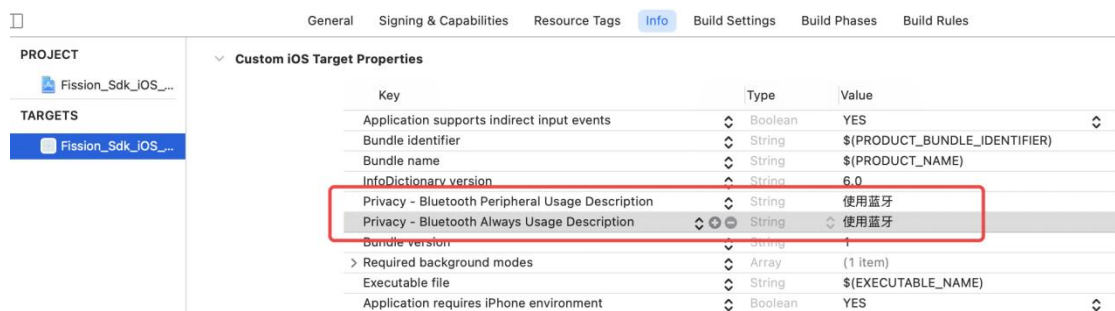
后台运行模式，开启以下 Background mode:



➤ 设置隐私权限

隐私数据使用说明，iOS 需要 app 对使用的隐私数据提供可视化的文字说明描述，否则 app 无法启动，需要在 info plist 中添加以下使用描述：

- Privacy - Bluetooth Peripheral Usage Description
- Privacy - Bluetooth Always Usage Description



➤ 开始使用，导入头文件

在使用 SDK 接口的源代码中，使用 `#import <Fission_Sdk_iOS/Fission_Sdk_iOS.h>` 引入头文件即可使用相关 API

① 初始化蓝牙管理器 **FBBluetoothManager.sharedInstance** 设置回调监听方法：

```
/// 蓝牙状态改变回调
-(void)fbOnCentralManagerDidUpdateStateWithBlock:(FBOnCentralManagerDidUpdateStateBlock)fbBlock;
```

```
/// 搜索蓝牙设备回调
-(void)fbDiscoverPeripheralsWithBlock:(FBDiscoverPeripheralsBlock)fbBlock;
```

```
/// 设备连接 成功/失败 回调
-(void)fbOnConnectedAtChannelWithBlock:(FBOnConnectedAtChannelBlock)fbBlock;
```

```
/// 设备断开连接回调
```

```

-(void)fbOnDisconnectAtChannelWithBlock:(FBOnDisconnectAtChannelBlock)fbBlock;

/// 蓝牙系统错误回调
-(void)fbBluetoothSystemErrorWithBlock:(FBBluetoothSystemErrorBlock)fbBlock;

/// 开始扫描设备
- (void)scanForPeripherals;

/// 停止扫描设备
- (void)cancelScan;

/// 连接设备
- (void)connectToPeripheral:(CBPeripheral * _Nonnull)peripheral;

/// 断开设备
- (void)disconnectPeripheral;

```

更多 api 接口方法使用参考 **FBBluetoothManager** 类；

代码示例 1，设置监听扫描到设备的回调：

```

// 扫描到设备回调方法
[FBBluetoothManager.sharedInstance fbDiscoverPeripheralsWithBlock:^(BOOL isPair, NSString * _Nonnull device_Name, NSString * _Nonnull mac_Address, NSString * _Nonnull adapt_Number, CBPeripheral * _Nonnull peripheral, NSDictionary * _Nonnull advertisementData, NSNumber * _Nonnull RSSI) {

    // do something...
}];

```

代码示例 2，开始扫描设备：

```

// 开始扫描设备
[FBBluetoothManager.sharedInstance scanForPeripherals];

```

② AT 指令集 **FBAAtCommand.sharedInstance**，更多 api 接口方法使用参考 **FBAAtCommand** 类；

代码示例，请求绑定设备：

```
// 绑定设备请求
[FBAtCommand.sharedInstance fbBindDeviceRequestWithBlock:^(NSInteger responseObject, NSError * _Nullable error) {
    if (error) {
        // 失败
    } else {
        // 根据自身业务处理结果
    }
}];
```

③ BG 指令集 **FBBgCommand.sharedInstance**，具体 api 接口方法使用参考

FBBgCommand 类；

代码示例，请求设备硬件信息：

```
// 获取设备硬件信息请求
[FBBgCommand.sharedInstance fbGetHardwareInformationDataWithBlock:^(FB_RET_CMD status, float progress, FBDeviceInfoModel * _Nullable responseObject, NSError * _Nullable error) {
    if (error) {
        // 失败
    } else if (status == FB_DATATRANSMISSIONDONE) {
        // 成功
    }
}];
```

④ OTA 管理器 **FBBluetoothOTA.sharedInstance**，固件升级、在线表盘、自定义表盘、运动推送 · · · 通过传入 **FB_OTANOTIFICATION** 参数，区分 OTA 类型，具体 api 接口方法使用参考 **FBBluetoothOTA** 类；

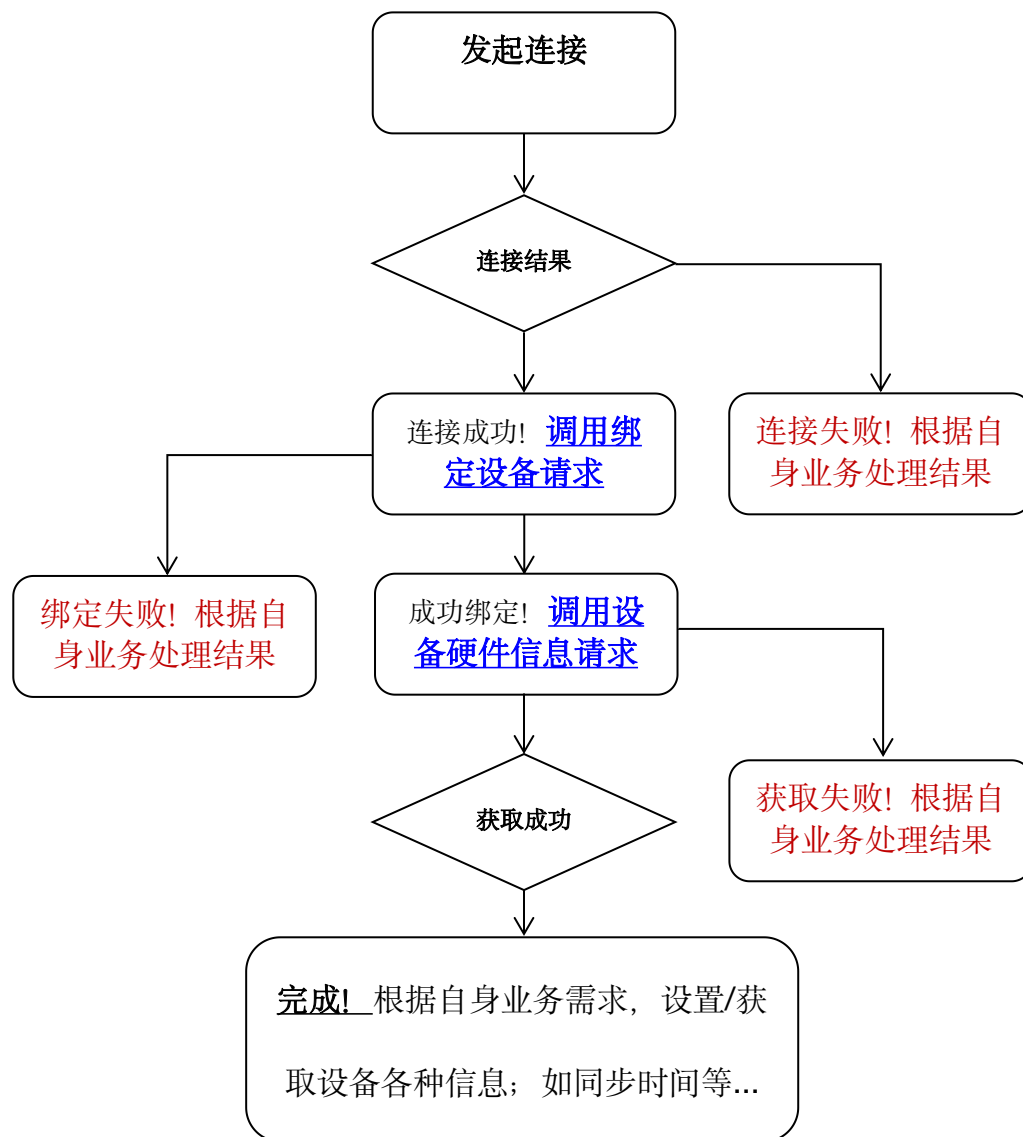
代码示例，固件升级：

```
// 升级固件
[FBBluetoothOTA.sharedInstance fbStartCheckingOTAWithBinFileData:binFile withOTAtype:FB_OTANotification_Firmware
withBlock:^(FB_RET_CMD status, float progress, FBOTADoneModel * _Nonnull responseObject, NSError * _Nonnull error) {
    if (error) {
        // 失败
    } else if (status==FB_DATATRANSMISSIONDONE){
        // 成功
    } else if (status==FB_INDATATRANSMISSION){
        // progress进度
    }
}];
```

自定义表盘 bin 文件支持本地生成，请参考：

```
// 生成自定义表盘文件
NSData *file = [FBCustomDataTools.sharedInstance fbGenerateCustomDialBinFileDataWithDialModel:model];
```

➤ 固定流程说明



Note: SDK 底层部分功能处理依赖【设备硬件信息】，硬件功能相关信息

FBAllConfigObject.firmwareConfig 详见 **FBFirmwareVersionObject** 类;

①发起连接

②连接成功，请求绑定设备

③绑定设备成功，请求获取设备硬件信息

④设备硬件信息请求成功，开始根据自身业务需求，调用其他协议接口...

➤ 基础控制与查询 API (FBAtCommand)

1、获取设备电量信息

```
- (void)fbReqBatteryStatusDataWithBlock:(FBReqBatteryStatusBlock
Nonnull)fbBlock;
```

```
/*
```

```
手表设备电量信息 | Watch device battery info
```

```
*/
```

```
@interface FBBatteryInfoModel : NSObject
```

```
/**
```

```
电池电量状态 | Battery state
```

```
*/
```

```
@property (nonatomic, assign) FB_BATTERYLEVEL batteryState;
```

```
/**
```

```
电池电量 | Battery level
```

```
*/
```

```
@property (nonatomic, assign) NSInteger batteryLevel;
```

```
@end
```

```
typedef enum {
```

```
    BATT_NORMAL    = 0, //正常 | Normal
```

```
    BATT_LOW_POWER = 1, //低压 | Low power
```

```
    BATT_CHARGING  = 2, //充电中 | Charging
```

```
    BATT_FULL      = 3, //电池满 | Full power
```

```
}FB_BATTERYLEVEL;
```

2、获取设备版本信息

```
- (void)fbReqDeviceVersionDataWithBlock:(FBReqDeviceVersionBlock
Nonnull)fbBlock;
```

```
/*
```

```
设备版本信息 | Device version information
```

```
*/
```

```
@interface FBDeviceVersionModel : NSObject
```

```
/**
```

```
硬件版本号 | Hardware version number
```

```
*/
```

```
@property (nonatomic, copy) NSString *hardwareVersion;
```

```
/**
```

```
软件版本号 | Software version number
```

```
*/
```

```
@property (nonatomic, copy) NSString *softwareVersion;
@end
```

3、获取协议版本信息

```
- (void)fbReqProtocolVersionDataWithBlock:(FBReqProtocolVersionBlock
__Nonnull)fbBlock;
/**
 协议版本号 | Protocol version number
 */
NSString *responseObject;
```

4、获取 UTC 时间

```
- (void)fbReqUTCTimeDataWithBlock:(FBGet_AT_ResultCallbackBlock
__Nonnull)fbBlock;
/**
  UTC 时间（秒） | UTC time (seconds)
 */
NSInteger responseObject;
```

5、获取时区

```
- (void)fbReqTimezoneDataWithBlock:(FBGet_AT_ResultCallbackBlock
__Nonnull)fbBlock;
/**
  时区（分钟） | Time zone (minutes)
 */
NSInteger responseObject;
```

6、同步 UTC 时间（建议使用 fbAutomaticallySynchronizeSystemTimeWithBlock: 替换）

```
-(void)fbSynchronizeUTCTimeWithBlock:(FBResultCallbackBlock
__Nonnull)fbBlock;
```

7、设置时区（建议使用 fbAutomaticallySynchronizeSystemTimeWithBlock: 替换）

```
-(void)fbUpTimezoneMinuteData:(NSInteger)timeZoneMinute
withBlock:(FBResultCallbackBlock__Nonnull)fbBlock;
/**
  时区（分钟） | Time zone (minutes)
 */
```

```
NSInteger timeZoneMinute;
```

8、设置系统时间（同步 UTC 时间+设置时区）

–

```
(void)fbAutomaticallySynchronizeSystemTimeWithBlock:(FBResultCallbackBlock _Nonnull)fbBlock;
```

9、设置时间显示模式

– (void)fbUpTimeModeData:(FB_TIMEDISPLAYMODE)hoursMode
withBlock:(FBResultCallbackBlock _Nonnull)fbBlock;

/**

时间显示模式 | Time display mode

*/

```
TIMEDISPLAYMODE hoursMode;
```

```
typedef enum {
```

```
    FB_TimeDisplayMode12Hours = 12, //12 小时制 | 12 hour system
```

```
    FB_TimeDisplayMode24Hours = 24, //24 小时制 | 24 hour system
```

```
}FB_TIMEDISPLAYMODE;
```

10、设置语言

– (void)fbUpLanguageData:(FB_LANGUAGES)language
withBlock:(FBResultCallbackBlock _Nonnull)fbBlock;

/**

语言 | language

*/

```
LANGUAGES language;
```

```
typedef enum {
```

```
    FB_SDK_zh_Hans = 0, //中文简体 | Simplified Chinese
```

```
    FB_SDK_en = 1, //英文 | English
```

```
    FB_SDK_ja = 2, //日语 | Japanese
```

```
    FB_SDK_fr = 3, //法语 | French
```

```
    FB_SDK_de = 4, //德语 | German
```

```
    FB_SDK_es = 5, //西班牙语 | Spanish
```

```
    FB_SDK_it = 6, //意大利语 | Italian
```

```
    FB_SDK_pt = 7, //葡萄牙语 | Portuguese
```

```
    FB_SDK_ru = 8, //俄语 | Russian
```

```
    FB_SDK_cs = 9, //捷克语 | Czech
```

```
    FB_SDK_pl = 10, //波兰语 | Polish
```



```

FB_SDK_zh_Hant = 11, //中文繁体 | Chinese traditional
FB_SDK_ar      = 12, //阿拉伯语 | Arabic
FB_SDK_tr      = 13, //土耳其语 | Turkish
FB_SDK_vi      = 14, //越南语 | Vietnamese
FB_SDK_ko      = 15, //韩语 | Korean
FB_SDK_he      = 16, //希伯来语 | Hebrew
FB_SDK_th      = 17, //泰语 | Thai
FB_SDK_id      = 18, //印尼语 | Indonesian
FB_SDK_nl      = 19, //荷兰语 | Dutch
FB_SDK_el      = 20, //希腊语 | Greek
FB_SDK_sv      = 21, //瑞典语 | Swedish
FB_SDK_ro      = 22, //罗马尼亚语 | Romanian
FB_SDK_hi      = 23, //印地语 | Hindi
FB_SDK_bn      = 24, //孟加拉语 | Bangla
FB_SDK_ur      = 25, //乌尔都语 | Urdu
FB_SDK_fa      = 26, //波斯语 | Persian
FB_SDK_ne      = 27, //尼泊尔语 | Nepali
FB_SDK_uk      = 28, //乌克兰语 | Ukrainian

```

```
}FB_LANGUAGES;
```

// 更多类型请查看 SDK 内 FBMacro.h 文件

11、设置距离单位

```

- (void)fbUpDistanceUnitData:(FB_DISTANCEUNIT)units
withBlock:(FBResultCallbackBlock _Nonnull)fbBlock;

```

```
/**
```

```
    单位 | Unit
```

```
*/
```

```
FB_DISTANCEUNIT units;
```

```
typedef enum {
```

```
    FB_EnglishUnits = 0, //英制单位 | English units
```

```
    FB_MetricUnit   = 1, //公制单位 | Metric unit
```

```
}FB_DISTANCEUNIT;
```

12、设置震动提醒开关

```

- (void)fbUpShakeAlterSwitchData:(BOOL)switchMode
withBlock:(FBResultCallbackBlock _Nonnull)fbBlock;

```

```
/** YES 开 NO 关 | YES ON NO OFF */
```

```
BOOL switchMode;
```

13、设置抬腕亮屏开关

```
- (void)fbUpWristSwitchData:(BOOL)switchMode
withBlock:(FBResultCallbackBlock _Nonnull)fbBlock;

/** YES 开 NO 关 | YES ON NO OFF */
BOOL switchMode;
```

14、进入/退出拍照模

```
- (void)fbUpTakePhotoStatusData:(BOOL)switchMode
withBlock:(FBResultCallbackBlock _Nonnull)fbBlock;

/** YES 进入 NO 退出 | YES Enter NO Exit */
BOOL switchMode;
```

15、开启/关闭数据流

```
- (void)fbUpDataStreamData:(NSInteger)second
withBlock:(FBResultCallbackBlock _Nonnull)fbBlock;

/**
数据返回时间间隔（单位秒） 0 表示关闭 | Data return time interval (unit: second) 0 means closed
*/
NSInteger second;
```

16、设置心率开关

```
- (void)fbUpHeartRateData:(BOOL)switchMode
withBlock:(FBResultCallbackBlock _Nonnull)fbBlock;

/** YES 开 NO 关 | YES ON NO OFF */
BOOL switchMode;
```

17、收到设备即使拍照的回调

```
- (void)fbUpTakePhotoClickDataWithBlock:(FBUpTakePhotoClickBlock
_Nonnull)fbBlock;
// 设备端操作了摇一摇拍照，会主动通过此回调通知 app 端
```

18、手机查找设备

```
- (void)fbUpFindDeviceDataWithBlock:(FBResultCallbackBlock
_Nonnull)fbBlock;
```

19、收到设备查找手机的回调

```
- (void)fbUpFindPhoneDataWithBlock:(FBUpFindPhoneBlock _Nonnull)fbBlock;  
// 设备端操作了查找手机，会主动通过此回调通知 app 端
```

20、手机确认被找到

```
- (void)fbUpPhoneConfirmedFoundDataWithBlock:(FBResultCallbackBlock  
_Nonnull)fbBlock;  
// 当设备成功查找到手机时，APP 调用该方法可停止设备查找手机
```

21、收到设备取消查找手机的回调

```
- (void)fbAbandonFindingPhoneWithBlock:(FBAbandonFindingPhoneBlock  
_Nonnull)fbBlock;  
// 设备端取消了查找手机，会主动通过此回调通知 app 端
```

22、收到蓝牙配对成功的回调

```
- (void)fbUpPairingCompleteDataWithBlock:(FBUpPairingCompleteBlock  
_Nonnull)fbBlock;  
// 设备与手机蓝牙配对成功，会主动通过此回调通知 app 端
```

23、重启设备

```
- (void)fbUpRebootDeviceDataWithBlock:(FBResultCallbackBlock  
_Nonnull)fbBlock;
```

24、恢复出厂设置

```
- (void)fbUpResetDeviceDataWithBlock:(FBResultCallbackBlock  
_Nonnull)fbBlock;
```

25、软关机

```
- (void)fbUpSoftDownDataWithBlock:(FBResultCallbackBlock  
_Nonnull)fbBlock;
```

26、启动 OTA 升级模式

```
- (void)fbUpOpenOTADataWithBlock:(FBResultCallbackBlock  
_Nonnull)fbBlock;
```

27、安全确认

```
- (void)fbUpSafetyConfirmDataWithBlock:(FBResultCallbackBlock  
_Nonnull)fbBlock;
```

28、启动/退出自检模式

```
- (void)fbUpSelfTestData:(BOOL)switchMode  
withBlock:(FBResultCallbackBlock _Nonnull)fbBlock;  
/** YES 启动 NO 退出 | YES Start NO Exit */  
BOOL switchMode;
```

29、清除用户信息

```
- (void)fbUpClearUserInfoDataWithBlock:(FBResultCallbackBlock  
_Nonnull)fbBlock;
```

30、清除运动数据

```
- (void)fbUpClearSportDataWithBlock:(FBResultCallbackBlock  
_Nonnull)fbBlock;
```

31、设置设备主动断开连接

```
- (void)fbUpDisconnectDataWithBlock:(FBResultCallbackBlock  
_Nonnull)fbBlock;
```

32、界面跳转测试

```
- (void)fbUpInterfaceJumpTestCode:(NSInteger)interfaceCode  
withBlock:(FBResultCallbackBlock _Nonnull)fbBlock;  
/**  
指定界面代号 | Specify interface code  
*/  
NSInteger interfaceCode;
```

33、女性生理状态设定

```
–(void)fbUpFemalePhysiologicalStateData:(FB_FEMALEPHYSIOLOGICALSTATE)stateCode withBlock:(FBResultCallbackBlock _Nonnull)fbBlock;

/**
 女性生理状态 | Female's physiological state
 */
FB_FEMALEPHYSIOLOGICALSTATE stateCode;

typedef enum {
    FB_FPS_NotUsed          = 0, //未启用 | Not used
    FB_FPS_Pregnancy        = 1, //怀孕期 | Pregnancy
    FB_FPS_Menstruation     = 2, //月经期 | Menstruation
    FB_FPS_Safety           = 3, //安全期 | Safety period
    FB_FPS_Ovulation        = 4, //排卵期 | During ovulation
    FB_FPS_OvulationDay     = 5, //排卵日 | Ovulation day
    FB_FPS_PregnancyPreparation = 6, //备孕期 | Pregnancy preparation period
}FB_FEMALEPHYSIOLOGICALSTATE;
```

34、获取未使用的 记事体醒/闹钟信息 ID

```
– (void)fbGetUnusedClockIDWithBlock:(FBGet_AT_ResultCallbackBlock
_Nonnull)fbBlock;
```

// 在 app 端新建记事体醒/闹钟信息时，需先调用该接口查询可用的 ID

```
/**
 可用 ID | Available IDs
 */
NSInteger responseObject;
```

35、开启/退出短跑模式

```
– (void)fbUpSprintMode:(FB_SPRINTMODE)mode
withBlock:(FBResultCallbackBlock _Nonnull)fbBlock;
// 开启后采集速度由一分钟一笔运动详情，改为一秒一次

/**
 短跑模式开关 | Sprint mode switch
 */
FB_SPRINTMODE mode;
```

```
typedef enum {
    FB_SPRINTMODE_OFF = 0, //关闭 | Close
    FB_SPRINTMODE_ON = 1, //开启 | Open
}FB_SPRINTMODE;
```

36、监听设备的定位请求

– (void)fbUpPositioningSwitchWithBlock:(FBUpPositioningSwitchBlock _Nonnull)fbBlock;

// app 端接收到该回调时，需要主动上报一次定位信息给设备端

```
15 @interface FBBgCommand : NSObject
363 #pragma mark - App推送手机定位信息 | App push mobile location information
364 /**
365 App推送手机定位信息 | App push mobile location information
366 @param longitude 经度 | Longitude
367 @param latitude 纬度 | Latitude
368 */
369 - (void)fbPushMobileLocationInformationWithLongitude:(float)longitude withLatitude:(float)latitude withBlock:(FBResultCallBackBlock _Nonnull)fbBlock;
```

37、OTA 类型通知

– (void)fbUpOTANotificationWithType:(FB_OTANOTIFICATION)type withBlock:(FBResultCallBackBlock _Nonnull)fbBlock;

38、进入/退出生产模式

– (void)fbUpProductionTestModeIsOpen:(BOOL)isOpen withBlock:(FBResultCallBackBlock _Nonnull)fbBlock;

/** YES 进入 NO 退出 | YES Enter NO Exit */

BOOL isOpen;

39、监听设备端功能状态变更回调

–(void)fbReceiveFunctionSwitchSynchronizationWithBlock:(FBReceiveFunctionSwitchSynchronizationBlock _Nonnull)fbBlock;

/*

手表设备功能变更通知 | Watch device function change notice

*/

@interface FBWatchFunctionChangeNoticeModel : NSObject

/**

变更的功能 | Changed functions

*/

@property (nonatomic, assign) EM_FUNC_SWITCH functionMode;

/**

功能更改值 | Function change value

@note 根据变更的功能类型，功能更改值代表的含义不同，具体参考上述枚举【EM_FUNC_SWITCH】 / According to the changed function type, the meaning of the function change value is different. Refer to the above enumeration 【EM_FUNC_SWITCH】 for details
*/

@property (nonatomic, assign) NSInteger functionChangeValue;

@end

typedef enum {

FS_NULL = 0, //无 | Nothing

FS_SENSOR_GATHER = 1, //体征数据采集总开关状态, 0 关 1 开 | Sign data acquisition master switch status, 0 off and 1 on

FS_MOTOR_ENABLE = 2, //振动开关状态, 0 关 1 开 | Vibration switch status, 0 off, 1 on

FS_DONT_DISTURB_WARN = 3, //勿扰开关状态, 0 关 1 开 | Do not disturb switch status, 0 off and 1 on

FS_CLOCK_1_WARN = 4, //闹钟 1 的开关状态, 0 关 1 开 | Alarm 1 switch status, 0 off and 1 on

FS_CLOCK_2_WARN = 5, //闹钟 2 的开关状态, 0 关 1 开 | Alarm 2 switch status, 0 off and 1 on

FS_CLOCK_3_WARN = 6, //闹钟 3 的开关状态, 0 关 1 开 | Alarm 3 switch status, 0 off and 1 on

FS_CLOCK_4_WARN = 7, //闹钟 4 的开关状态, 0 关 1 开 | Alarm 4 switch status, 0 off and 1 on

FS_CLOCK_5_WARN = 8, //闹钟 5 的开关状态, 0 关 1 开 | Alarm 5 switch status, 0 off and 1 on

FS_LOWBATTERY_WARN = 9, //低压提醒功能开关状态, 0 关 1 开 | Low voltage reminder function switch status, 0 off and 1 on

FS_TARGET_DAY_WARN = 10, //日目标提醒检测总开关状态, 0 关 1 开 | Daily target alert detection master switch status, 0 off and 1 on

FS_TARGET_WEEK_WARN = 11, //周目标提醒检测总开关状态, 0 关 1 开 | Weekly target alert detection master switch status, 0 off and 1 on

FS_TARGET_SELF_WARN = 12, //自我鼓励目标提醒检测总开关状态, 0 关 1 开 | Self encouragement target alert detection master switch status, 0 off and 1 on

FS_HEARTRATE_LEVEL_WARN = 13, //心率超标提醒开关状态, 为 0 关 非 0 开 | The heart rate exceeds the limit reminder switch status, which is 0 off and not 0 on

FS_WEARING_STATE_WARN = 14, //佩戴状态, 0 未佩戴 1 佩戴 | Wearing status, 0 not wearing, 1 wearing

FS_TAKEPHOTOS_WARN = 15, //拍照模式开关状态, 0 关 1 开 | Photo mode switch status, 0 off and 1 on

FS_STATEOFCHARGE_WARN = 16, //设备充电状态更新, 0 放电状态、1 低压状态、2 充电状态、3 充满状态 | The charging state of the equipment is updated, including 0 discharge state, 1 low voltage state, 2 charging state and 3 full state

FS_MUSICINTERFACESTATUS = 17, //进入音乐界面状态 | Music interface status

FS_BRIGHTSCREENIMECHANGES = 18, //亮屏时长改变 | The duration of bright screen changes

FS_WRISTLIFT_WARN = 19, //抬腕开关状态, 0 关 1 开 | Wrist lifting switch status, 0 off and 1 on

FS_PERCENTAGE_BATTERY = 20, //当前电池电量百分比 | Current battery power percentage

FS_WATER_DRINKING_WARN = 21, //喝水提醒开关状态, 0 关 1 开 | Water drinking reminder switch status, 0 off and 1 on

FS_SEDENTARY_WARN = 22, //久坐提醒开关状态, 0 关 1 开 | Sedentary reminder switch status, 0 off and 1 on

FS_OTA_PERCENTAGE = 23, //OTA 百分比 | OTA percentage

FS_MUTE_SWITCH = 24, //静音开关同步 (安卓专用) | Mute switch synchronization (Android only)

FS_OTA_INTERFACE_STATUS = 25, //手表 OTA 升级界面状态, 1 进入 OTA 界面, 0 退出 OTA 界面 | Watch OTA upgrade interface status, 1 enters the OTA interface, 0 exits the OTA interface

```

    FS_ALARMLOCK_CHANGENOTICE = 26, //手表记事提醒/闹钟信息变更通知事件 | Watch reminder / alarm clock
information change notification event

    FS_TIMING_HR_WARN          = 28, //定时心率检测开关状态,0 关 1 开 | Timing heart rate detection switch status,
0 off 1 on
    FS_TIMING_SPO2_WARN        = 29, //定时血氧检测开关状态, 0 关 1 开 | Timing blood oxygen detection switch
status, 0 off 1 on
    FS_TIMING_STRESS_WARN      = 30, //定时精神压力检测开关状态, 0 关 1 开 | Timing mental stress detection
switch status, 0 off 1 on
    FS_CALLAUDIO_WARN          = 31, //通话音频开关状态, 0 关 1 开 | Call audio switch status, 0 off 1 on
    FS_MULTIMEDIAAUDIO_WARN    = 32, //多媒体音频开关状态, 0 关 1 开 | Multimedia audio switch status, 0 off
1 on
    FS_TIMING_BP_WARN          = 33, //定时血压检测开关状态, 0 关 1 开 | Timing blood pressure detection switch
status, 0 off 1 on
    FS_DEVICE_EXCEPTION_WARN    = 34, //设备异常信息读取请求 | Device exception information read request
    FS_AGPS_LOCATION_REQUEST    = 35, //AGPS 位置基础信息(经纬度 UTC)请求 | AGPS location basic information
(longitude and latitude UTC) request
    FS_AGPS_DATA_REQUEST        = 36, //AGPS 定位数据请求 | AGPS positioning data request

    FS_OTHER_EXPAND            = 255 //更多功能待拓展 | More functions to be expanded
}EM_FUNC_SWITCH;

```

// 更多类型请查看 SDK 内 FBMacro.h 文件

40、设置温度单位

```

- (void)fbUpTemperatureUnitWithUnit:(FB_TEMPERATUREUNIT)unit
withBlock:(FBResultCallbackBlock _Nonnull)fbBlock;
/**
温度单位 | Temperature unit
*/
FB_TEMPERATUREUNIT unit;

typedef enum {
    FB_Centigrade          = 0, //摄氏度 C | Centigrade(C)
    FB_FahrenheitDegree    = 1, //华氏度 F | Fahrenheit degree(F)
}FB_TEMPERATUREUNIT;

```

41、获取亮屏时长

```

- (void)fbGetTheDurationOfBrightScreenWithBlock:(FBGet_AT_ResultCallback
Block _Nonnull)fbBlock;
/**
亮屏时长（秒） | Duration of screen lighting (seconds)
*/

```



```
NSInteger responseObject;
```

42、设置亮屏时长

```
- (void)fbSetTheDurationOfBrightScreenWithDuration:(int)duration  
withBlock:(FBResultCallbackBlock _Nonnull)fbBlock;
```

```
/**
```

```
亮屏时长（秒） | Duration of screen lighting (seconds)
```

```
*/
```

```
int duration;
```

43、切换至指定表盘

```
- (void)fbTogglesTheSpecifiedDialWithIndex:(int)index  
withBlock:(FBResultCallbackBlock _Nonnull)fbBlock;
```

```
/**
```

```
表盘索引 | Dial index
```

```
*/
```

```
int index;
```

44、设置震动反馈

```
- (void)fbVibrationFeedbackSwitchWithMode:(BOOL)mode  
withBlock:(FBResultCallbackBlock _Nonnull)fbBlock;
```

```
/** YES 开 NO 关 | YES ON NO OFF */
```

```
BOOL mode;
```

45、请求绑定设备

```
/** macAddress 手表 Mac 地址，可不传，为 nil 时 SDK 内部处理，建议传 nil */
```

```
- (void)fbBindDeviceRequest:(NSString * _Nullable)macAddress  
withBlock:(FBGet_AT_ResultCallbackBlock _Nonnull)fbBlock;
```

```
/**
```

```
绑定结果 | Binding Results
```

```
0 拒绝绑定
```

```
1 同意绑定
```

```
2 已被绑定
```

```
3 确认超时
```

```
4 递交密钥错误
```

```
5 递交密钥正确
```

```
6 无需绑定
```

```
*/
```

```
NSInteger responseObject;
```

46、请求解绑设备

```
– (void)fbUnbindDeviceRequestWithBlock:(FBResultCallbackBlock  
_Nonnull)fbBlock;
```

47、获取当天静息心率

```
–(void)fbGetRestingHeartRateOfTheDayWithBlock:(FBGet_AT_ResultCallbackBlock  
_Nonnull)fbBlock;
```

```
/**
```

```
当天静息心率 | The resting heart rate of the day
```

```
*/
```

```
NSInteger responseObject;
```

48、获取指定提示功能

```
– (void)fbGetPromptFunctionWithMode:(FB_PROMPTFUNCTION)mode  
withBlock:(FBGet_AT_ResultCallbackBlock _Nonnull)fbBlock;
```

```
/**
```

```
提示阈值，等于 0 则代表关闭 | Prompt threshold value, equal to 0 means closed
```

```
*/
```

```
NSInteger responseObject;
```

```
/**
```

```
提示功能 | Prompt function
```

```
*/
```

```
FB_PROMPTFUNCTION mode;
```

```
typedef enum {
```

```
    FB_ExerciseHeartRate = 1, //运动心率超高提示 | Exercise heart rate ultra-high prompt
```

```
    // 更多... 待拓展 | More... To be expanded
```

```
}FB_PROMPTFUNCTION;
```

49、设置指定提示功能

```
– (void)fbSetPromptFunctionWithMode:(FB_PROMPTFUNCTION)mode  
withThreshold:(NSInteger)threshold withBlock:(FBResultCallbackBlock  
_Nonnull)fbBlock;
```

```
// 参考上述参数
```

50、app 端同步 GPS 运动状态到设备端

```
- (void)fbSynchronizationGPS_MotionWithModel:(FBGPSMotionActionModel *)model withBlock:(FBResultCallbackBlock _Nonnull)fbBlock;

/*
GPS 运动状态信息 | GPS motion status information
*/
@interface FBGPSMotionActionModel : NSObject

/**
运动模式 | Movement mode
*/
@property (nonatomic, assign) FB_MOTIONMODE MotionMode;

/**
GPS 运动状态 | GPS Motion status
*/
@property (nonatomic, assign) FB_GPS_MOTION_STATE MotionState;

/**
当前运动总时间，单位秒 | Total current movement time, in seconds
*/
@property (nonatomic, assign) NSInteger totalTime;
@end
```

更多运动模式参考 [FB_MOTIONMODE](#)

```
typedef enum {
    FB_SettingStopMotion = 0, //停止运动 | Stop motion
    FB_SettingStartMotion = 1, //开始运动 | Start motion
    FB_SettingPauseMotion = 2, //暂停运动 | Pause motion
    FB_SettingKeepMotion = 3, //继续运动 | Keep motion
}FB_GPS_MOTION_STATE;
```

51、监听设备端 GPS 运动状态变更回调

```
-(void)fbGPS_MotionWatchStatusChangeCallbackWithBlock:(FBGPSMotionWatchStatusChangeBlock _Nonnull)fbBlock;
// 参考上述参数
```

52、定时心率检测开关设置

```
- (void)fbTimingHeartRateDetectionSwitchData:(BOOL)switchMode
withBlock:(FBResultCallbackBlock _Nonnull)fbBlock;

/** YES 开 NO 关 | YES ON NO OFF */
BOOL switchMode;
```

53、定时血氧检测开关设置

```
- (void)fbTimingBloodOxygenDetectionSwitchData:(BOOL)switchMode  
withBlock:(FBResultCallbackBlock _Nonnull)fbBlock;  
/** YES 开 NO 关 | YES ON NO OFF */  
BOOL switchMode;
```

54、定时精神压力检测开关设置

```
- (void)fbTimingStressDetectionSwitchData:(BOOL)switchMode  
withBlock:(FBResultCallbackBlock _Nonnull)fbBlock;  
/** YES 开 NO 关 | YES ON NO OFF */  
BOOL switchMode;
```

55、获取通话音频开关状态

```
- (void)fbGetCallAudioSwitchWithBlock:(FBGet_AT_ResultCallbackBlock  
_Nonnull)fbBlock;
```

56、设置通话音频开关状态

```
- (void)fbSetCallAudioSwitchData:(BOOL)switchMode  
withBlock:(FBResultCallbackBlock _Nonnull)fbBlock;  
/** YES 开 NO 关 | YES ON NO OFF */  
BOOL switchMode;
```

57、获取多媒体音频开关状态

```
-  
(void)fbGetMultimediaAudioSwitchWithBlock:(FBGet_AT_ResultCallbackBlock  
_Nonnull)fbBlock;
```

58、设置多媒体音频开关状态

```
- (void)fbSetMultimediaAudioSwitchData:(BOOL)switchMode  
withBlock:(FBResultCallbackBlock _Nonnull)fbBlock;  
/** YES 开 NO 关 | YES ON NO OFF */  
BOOL switchMode;
```

➤ 记录报告同步 API (FBBgCommand)

1、获取设备硬件信息

```
-(void)fbGetHardwareInformationDataWithBlock:(FBGetHardwareInformationBlock _Nonnull)fbBlock;
```

```
/*
```

```
设备硬件信息 | Device hardware information
```

```
*/
```

```
@interface FBDeviceInfoModel : NSObject
```

```
/**
```

```
结构体版本 | Structure version
```

```
*/
```

```
@property (nonatomic, assign) NSInteger structVersion;
```

```
/**
```

```
硬件标志 | Hardware logo
```

```
*/
```

```
@property (nonatomic, copy) NSString *hardwareIdentifier;
```

```
/**
```

```
mac 地址 | MAC address
```

```
*/
```

```
@property (nonatomic, copy) NSString *mac;
```

```
/**
```

```
硬件版本 | Hardware version
```

```
*/
```

```
@property (nonatomic, copy) NSString *hardWareVersion;
```

```
/**
```

```
固件版本 | Firmware version
```

```
*/
```

```
@property (nonatomic, copy) NSString *firmwareVersion;
```

```
/**
```

```
UI 版本 | UI version
```

```
*/
```

```
@property (nonatomic, copy) NSString *UI_Version;
```

```
/**
```

```
协议版本 | Protocol version
```

```
*/
```

```
@property (nonatomic, copy) NSString *protocolVeriosn;
```

```
/**
```

```
设备名称 | Equipment name
```

```
*/
```

```
@property (nonatomic, copy) NSString *deviceName;
```

```
/**
设备 ID | Device ID
*/
@property (nonatomic, assign) NSInteger deviceID;
/**
设备 SN 号 | Equipment Sn number
*/
@property (nonatomic, copy) NSString *deviceSN;
/**
固件更新日期 | Firmware update date
*/
@property (nonatomic, copy) NSString *firmwareUpdateTime;
/**
适配号 | Matching number
*/
@property (nonatomic, copy) NSString *fitNumber;
/**
二维码信息 | QR code information
*/
@property (nonatomic, assign) NSInteger QR_code;
/**
MAC 二维码版本 | Mac QR code version
*/
@property (nonatomic, assign) NSInteger Mac_QR_code_version;
/**
显示屏型号 | Display model
*/
@property (nonatomic, assign) NSInteger display_model;
/**
TP 型号 | TP model
*/
@property (nonatomic, assign) NSInteger TP_model;
/**
手表表盘形状 | Watch dial shape
@note shape          手表表盘形状，0:长方形、1:圆形、2:正方形 | Watch dial shape, 0: rectangle, 1: circle, 2: Square
*/
@property (nonatomic, assign) NSInteger shape;
/**
手表显示分辨率宽高 | Watch display resolution width and height
*/
@property (nonatomic, assign) CGSize watchDisplaySize;
/**
表盘缩略图显示分辨率宽高 | Dial thumbnail display resolution width and height
*/
```

```
@property (nonatomic, assign) CGSize dialThumbnailDisplaySize;
```

```
/**
```

```
音频库版本 | Audio library version
```

```
*/
```

```
@property (nonatomic, copy) NSString *audioTimeVersion;
```

```
@end
```

@note 该接口请求成功时，内部会自动更新 **FBFirmwareVersionObject** 本地缓存，更多信息请查看 **FBAllConfigObject.firmwareConfig**

2、获取当日实时测量数据

```
-(void)fbGetCurrentDayActivityDataWithBlock:(FBGetCurrentDayActivityDataBlock _Nonnull)fbBlock;
```

```
/*
```

```
当日实时测量数据 | Real time measurement data of the day
```

```
*/
```

```
@interface FBCurrentDataModel : NSObject
```

```
/**
```

```
本次数据产生时间点，时间戳 GMT 秒 | Time point of data generation, time stamp GMT seconds
```

```
*/
```

```
@property (nonatomic, assign) NSInteger GMTTimeInterval;
```

```
/**
```

```
GMT 转年月日时分秒 | GMT to YYYY-MM-dd HH:mm:ss
```

```
*/
```

```
@property (nonatomic, copy) NSString *dateTimeStr;
```

```
/**
```

```
当前累计步数 | Current cumulative steps
```

```
*/
```

```
@property (nonatomic, assign) NSInteger currentStep;
```

```
/**
```

```
当前累计消耗卡路里（千卡） | Current cumulative calories consumed (kcal)
```

```
*/
```

```
@property (nonatomic, assign) NSInteger currentCalories;
```

```
/**
```

```
当前累计行程（米） | Current cumulative travel (m)
```

```
*/
```

```
@property (nonatomic, assign) NSInteger currentDistance;
```

```
/**
```

```
当前心率（次/分钟） | Current heart rate (times / min)
```

```
*/
```

```
@property (nonatomic, assign) NSInteger currentHeartRate;
```

```
/**
```

```
当前心率等级 | Current heart rate level
```

```

*/
@property (nonatomic, assign) FB_CURRENTHEARTRANGE HeartRateRange;
/**
    当前血氧（%） | Current blood oxygen (%)
*/
@property (nonatomic, assign) NSInteger currentOxy;
/**
    当前血氧等级 | Current blood oxygen level
*/
@property (nonatomic, assign) FB_CURRENTOXYRANGE OxyRange;
/**
    当前电池电量（%） | Current battery level (%)
*/
@property (nonatomic, assign) NSInteger batteryLevel;
/**
    当前收缩血压（高压，mmHg） | Current systolic blood pressure (high pressure, mmHg)
*/
@property (nonatomic, assign) NSInteger currentShrinkBlood;
/**
    当前舒张血压（低压，mmHg） | Current diastolic blood pressure (low pressure, mmHg)
*/
@property (nonatomic, assign) NSInteger currentDiastoleBlood;
/**
    当前累计运动时间（分钟） | Current cumulative movement time (minutes)
*/
@property (nonatomic, assign) NSInteger currentSportTimes;
/**
    当前累计激烈运动时间（分钟） | Current accumulated intense exercise time (minutes)
*/
@property (nonatomic, assign) NSInteger currentSportFierceTimes;
/**
    当前发生久坐累计时间（分钟） | Current accumulated sitting time (minutes)
*/
@property (nonatomic, assign) NSInteger sittingTime;
/**
    当前久坐期间平均步数，步数/小时 | Average steps during current sedentary period, steps / hour
*/
@property (nonatomic, assign) NSInteger sittingStep;
/**
    当前的经度 | Current longitude
*/
@property (nonatomic) float currentLongitude;
/**
    当前的纬度 | Current latitude

```



```

*/
@property (nonatomic) float currentLatitude;

/**
    当天每小时步数曲线, 一小时一笔, 固定 24 笔 | Steps per hour curve of the day, one transaction per hour, 24 fixed transactions

    @note 第一笔为 0 时~1 时的步数, 第二笔为 1 时~2 时, 以此类推... | The first stroke is the number of steps from 0 hour to 1 hour, the
    second stroke is from 1 hour to 2 hours, and so on
*/

@property (nonatomic, strong) NSArray <NSNumber *> *currentStepCurve;

/**
    当前精神压力值 | Current stress value
*/

@property (nonatomic, assign) NSInteger currentStress;

/**
    当前精神压力等级 | Current stress level
*/

@property (nonatomic, assign) FB_CURRENTSTRESSRANGE StressRange;
@end

typedef enum {
    FB_HR_NORMAL          = 0, // 正常的 | Normal
    FB_HR_MODERATE        = 1, // 缓和的 | Moderate
    FB_HR_VIGOROUS        = 2, // 充沛的 | Vigorous
    FB_HR_MAX_HR          = 3, // 心率过快 | The heart rate is too fast
    FB_HR_TAKE_IT_EASY     = 4, // 别紧张 | Take it easy
    FB_HR_WATCH_YOUR_LIMITS = 5, // 注意你的极限 | Watch your limits
    FB_HR_DONT_OVEREXERT   = 6, // 不要用力过猛 | Don't overdo it
}FB_CURRENTHEARTRANGE;

typedef enum {
    FB_OXY_NORMAL    = 0, // 正常 | Normal
    FB_OXY_MILD      = 1, // 轻度缺氧 | Mild hypoxia
    FB_OXY_MODERATE  = 2, // 中度缺氧 | Moderate hypoxia
    FB_OXY_SEVERE    = 3, // 重度缺氧 | Severe hypoxia
}FB_CURRENTOXYRANGE;

typedef enum {
    FB_STRESS_RELAX      = 1, // 1-25 放松 | 1-25 Relax
    FB_STRESS_NORMAL     = 2, // 26-50 正常 | 26-50 normal
    FB_STRESS_SECONDARY  = 3, // 51-75 中等 | 51-75 Medium
    FB_STRESS_HIGN       = 4, // 76-99 偏高 | 76-99 high
}FB_CURRENTSTRESSRANGE;

```

3、获取当前睡眠实时统计报告

```
-(void)fbGetCurrentSleepStatisticsReportDataWithBlock:(FBGetSleepStatisticsReportBlock _Nonnull)fbBlock;
```

```
/*
```

```
    睡眠统计报告 | Sleep statistics report
```

```
*/
```

```
@interface FBSleepCaculateReportModel : NSObject
```

```
/**
```

```
    时间戳 GMT 秒 | Time stamp GMT seconds
```

```
*/
```

```
@property (nonatomic, assign) NSInteger GMTTimeInterval;
```

```
/**
```

```
    GMT 转年月日时分秒 | GMT to YYYY-MM-dd HH:mm:ss
```

```
*/
```

```
@property (nonatomic, copy) NSString *dateTimeStr;
```

```
/**
```

```
    结构体版本 | Structure version
```

```
*/
```

```
@property (nonatomic, assign) NSInteger structVersion;
```

```
/**
```

```
    本次开始睡觉时间，GMT 秒 | Time to go to bed this time, GMT seconds
```

```
*/
```

```
@property (nonatomic, assign) NSInteger startSleepTime;
```

```
/**
```

```
    本次开始睡觉时间，GMT 转年月日时分秒 | Time to go to bed this time, GMT to YYYY-MM-dd HH:mm:ss
```

```
*/
```

```
@property (nonatomic, copy) NSString *startDateTimerStr;
```

```
/**
```

```
    本次结束睡觉时间，GMT 秒 | The end of the sleep time, GMT seconds
```

```
*/
```

```
@property (nonatomic, assign) NSInteger endSleepTime;
```

```
/**
```

```
    本次结束睡觉时间，GMT 转年月日时分秒 | The end of the sleep time, GMT to YYYY-MM-dd HH:mm:ss
```

```
*/
```

```
@property (nonatomic, copy) NSString *endDateTimerStr;
```

```
/**
```

```
    本次睡眠持续总时间（分钟） | Total sleep duration (minutes)
```

```
*/
```

```
@property (nonatomic, assign) NSInteger continueSleepTime;
```

```
/**
```

```
    本次睡眠清醒累计时间（分钟） | Cumulative time of waking up in this sleep (minutes)
```

```
*/
```

```
@property (nonatomic, assign) NSInteger awakeTime;
```

```

/**
 本次睡眠浅睡累计时间（分钟） | Cumulative time of light sleep (minutes)
*/
@property (nonatomic, assign) NSInteger lightSleepTime;
/**
 本次睡眠深睡累计时间（分钟） | Cumulative time of deep sleep (minutes)
*/
@property (nonatomic, assign) NSInteger deepSleepTime;
/**
 本次睡眠眼动累计时间（分钟） | Cumulative time of eye movement in this sleep (minutes)
*/
@property (nonatomic, assign) NSInteger eyeMoveTime;
/**
 本次睡眠零星小睡累计时间（分钟） | Cumulative time of this sporadic nap (minutes)
*/
@property (nonatomic, assign) NSInteger sporadicNapTime;
/**
 本次睡眠时最大血氧（%） | Maximum blood oxygen during this sleep (%)
*/
@property (nonatomic, assign) NSInteger maxOxy;
/**
 本次睡眠时最小血氧（%） | Minimum blood oxygen during this sleep (%)
*/
@property (nonatomic, assign) NSInteger minOxy;
/**
 本次睡眠时最大心率（次/分钟） | Maximum heart rate during this sleep (times / min)
*/
@property (nonatomic, assign) NSInteger maxHeartRate;
/**
 本次睡眠时最小心率（次/分钟） | Minimum heart rate during this sleep (times / min)
*/
@property (nonatomic, assign) NSInteger minHeartRate;
/**
 本次睡眠时静息心率 | Resting heart rate during sleep
*/
@property (nonatomic, assign) NSInteger restingHeartRate;
@end

```

4、获取当前睡眠实时状态记录

```

-(void)fbGetCurrentSleepStateRecordingDataWithBlock:(FBGetSleepStateRecordingBlock _Nonnull)fbBlock;
/*
 睡眠状态记录 | Sleep state recording

```

```

*/
@interface FBSleepStatusRecordModel : NSObject

/**
时间戳 GMT 秒 | Time stamp GMT seconds
*/

@property (nonatomic, assign) NSInteger GMTTimeInterval;

/**
GMT 转年月日时分秒 | GMT to YYYY-MM-dd HH:mm:ss
*/

@property (nonatomic, copy) NSString *dateTimeStr;

/**
结构体版本，0:不支持眼动，1:支持眼动 | Structure version, 0: eye movement is not supported, 1: eye movement is supported
*/

@property (nonatomic, assign) NSInteger structVersion;

/**
是否有零星小睡，YES:有零星小睡，NO:无零星小睡 | Whether there are sporadic naps, yes: sporadic naps, No: no sporadic naps
*/

@property (nonatomic, assign) BOOL isNap;

/**
零星小睡数据的偏移位置长度 | Offset position length of sporadic nap data
*/

@property (nonatomic, assign) NSInteger napDataOffset;

/**
开始睡眠时间，GMT 秒 | Sleep start time, GMT seconds
*/

@property (nonatomic, assign) NSInteger startSleepTime;

/**
开始睡眠时间，GMT 转年月日时分秒 | Sleep start time, GMT to YYYY-MM-dd HH:mm:ss
*/

@property (nonatomic, copy) NSString *startDateTimerStr;

/**
睡眠结束时间，GMT 秒 | Sleep end time, GMT seconds
*/

@property (nonatomic, assign) NSInteger endSleepTime;

/**
睡眠结束时间，GMT 转年月日时分秒 | Sleep end time, GMT to YYYY-MM-dd HH:mm:ss
*/

@property (nonatomic, copy) NSString *endDateTimerStr;

/**
当天深度睡眠时间（分钟） | Deep sleep time of the day (minutes)
*/

@property (nonatomic, assign) NSInteger deepSleepTime;

/**
当天浅睡时间（分钟） | Light sleep time of the day (minutes)

```

```

*/
@property (nonatomic, assign) NSInteger lightSleepTime;
/**
    当天眼动时间（分钟） | Eye movement time of the day (minutes)
*/
@property (nonatomic, assign) NSInteger eyeMoveTime;
/**
    睡眠状态数组有效长度 | Effective length of sleep state array
*/
@property (nonatomic, assign) NSInteger EffectiveLength;
/**
    夜间睡眠状态数组 | Night sleep status array
*/
@property (nonatomic, strong) NSArray <FBSleepStateModel *> *sleepStateArray;
/**
    零星小睡状态数组 | Sporadic nap status array
*/
@property (nonatomic, strong) NSArray <FBSleepStateModel *> *napStateArray;
@end

/*
    睡眠状态详细 | Sleep status details
*/
@interface FBSleepStateModel : NSObject
/**
    睡眠状态起始时间戳 GMT 秒 | Sleep state start timestamp GMT seconds
*/
@property (nonatomic, assign) NSInteger startStatusGMT;
/**
    起始 GMT 转年月日时分秒 | From GMT to YYYY-MM-dd HH:mm:ss
*/
@property (nonatomic, copy) NSString *startDateTimeStr;
/**
    睡眠状态结束时间戳 GMT 秒 | Sleep state end timestamp GMT seconds
*/
@property (nonatomic, assign) NSInteger endStatusGMT;
/**
    结束 GMT 转年月日时分秒 | End GMT to YYYY-MM-dd HH:mm:ss
*/
@property (nonatomic, copy) NSString *endDateTimeStr;
/**
    睡眠状态 | Sleep state
*/

```

```

@property (nonatomic, assign) FB_SLEEPSTATE SleepStatus;

/**
持续睡眠时间（分钟） | Duration of sleep (minutes)
*/
@property (nonatomic, assign) NSInteger durationSleepTime;
@end

typedef enum {
    Awake_state    = 0, //清醒状态 | Awake state
    Shallow_sleep  = 1, //浅层睡眠 | Shallow sleep
    Deep_sleep     = 2, //深层睡眠 | Deep sleep

    Eye_move       = 3, //眼动状态（结构体版本不等于 0 时才有此类型） | Eye move (This type is only available when
the structure version is not equal to 0)
}FB_SLEEPSTATE;

```

5、获取每日活动统计报告

– (void)fbGetDailyActivityDataStartTime:(NSInteger)startTime
forEndTime:(NSInteger)endTime withBlock:(FBGetDailyActivityDataBlock
_Nonnull)fbBlock;

```

/**
每日活动统计报告 | Daily activity statistics report
*/
@interface FBDayActivityModel : NSObject

/**
时间戳 GMT 秒 | Time stamp GMT seconds
*/
@property (nonatomic, assign) NSInteger GMTTimeInterval;

/**
GMT 转年月日时分秒 | GMT to YYYY-MM-dd HH:mm:ss
*/
@property (nonatomic, copy) NSString *dateTimeStr;

/**
结构体版本 | Structure version
*/
@property (nonatomic, assign) NSInteger structVersion;

/**
当天的累计步数 | Cumulative steps of the day
*/
@property (nonatomic, assign) NSInteger totalSteps;

/**
当天消耗的卡路里（千卡） | Calories consumed that day (kcal)
*/

```

```
@property (nonatomic, assign) NSInteger totalCalories;

/**
 当天的累计行程（米） | Cumulative itinerary of the day (m)
*/

@property (nonatomic, assign) NSInteger totalDistance;
/**
 当天的平均心率（次/分钟） | Average heart rate of the day (times / min)
*/

@property (nonatomic, assign) NSInteger avgHeartRate;
/**
 当天最高心率（次/分钟） | Maximum heart rate of the day (times / min)
*/

@property (nonatomic, assign) NSInteger maxHeartRate;
/**
 当天最低心率（次/分钟） | Lowest heart rate of the day (times / min)
*/

@property (nonatomic, assign) NSInteger minHeartRate;
/**
 当天平均血氧（%） | Average blood oxygen of the day (%)
*/

@property (nonatomic, assign) NSInteger avgOxy;
/**
 当天累计运动时间（分钟） | Accumulated exercise time of the day (minutes)
*/

@property (nonatomic, assign) NSInteger totalSportTime;
/**
 当天激烈运动时间（分钟） | Intense exercise time of the day (minutes)
*/

@property (nonatomic, assign) NSInteger violentSportTime;
/**
 当天深度睡眠时间（分钟） | Deep sleep time of the day (minutes)
*/

@property (nonatomic, assign) NSInteger deepSleeTime;
/**
 当天浅睡眠时间（分钟） | Light sleep time of the day (minutes)
*/

@property (nonatomic, assign) NSInteger lightSleepTime;
/**
 当天睡眠眼动时间（分钟） | Sleep eye movement time of the day (minutes)
*/

@property (nonatomic, assign) NSInteger eyeMoveTime;
/**
 当天最高血压（mmHg） | Highest blood pressure of the day (mmHg)
```

```

*/
@property (nonatomic, assign) NSInteger maxBlood;
/**
    当天最低血压 (mmHg) | Lowest blood pressure of the day (mmHg)
*/
@property (nonatomic, assign) NSInteger minBlood;
/**
    当天最高精神压力值 | Maximum stress value of the day
*/
@property (nonatomic, assign) NSInteger maximumStress;
/**
    当天最高精神压力等级 | Maximum stress level of the day
*/
@property (nonatomic, assign) FB_CURRENTSTRESSRANGE StressRange;
@end

```

6、获取整点活动统计报告

– (void)fbGetHourlyActivityDataStartTime:(NSInteger)startTime
forEndTime:(NSInteger)endTime withBlock:(FBGetHourlyActivityDataBlock
_Nonnull)fbBlock;

```

/*
    整点活动统计报告 | Statistical report of on-time activities
*/
@interface FBHourReportModel : NSObject
/**
    时间戳 GMT 秒 | Time stamp GMT seconds
*/
@property (nonatomic, assign) NSInteger GMTTimeInterval;
/**
    GMT 转年月日时分秒 | GMT to YYYY-MM-dd HH:mm:ss
*/
@property (nonatomic, copy) NSString *dateTimeStr;
/**
    结构体版本 | Structure version
*/
@property (nonatomic, assign) NSInteger structVersion;
/**
    到此刻为止的累计计步数 | Cumulative steps up to now
*/
@property (nonatomic, assign) NSInteger hourStep;
/**
    到此刻为止的累计行走距离 (米) | Accumulated walking distance up to now (m)
*/

```



```

@property (nonatomic, assign) NSInteger hourDistance;

/**
 到此刻为止的累计消耗卡路里（千卡） | Cumulative calories burned so far (kcal)
 */
@property (nonatomic, assign) NSInteger hourCalories;
@end

```

7、获取睡眠统计报告

```

- (void)fbGetSleepStatisticsReportDataStartTime:(NSInteger)startTime
forEndTime:(NSInteger)endTime
withBlock:(FBGetSleepStatisticsReportBlock _Nonnull)fbBlock;
// 参考上述睡眠实时统计报告参数

```

8、获取睡眠状态记录

```

- (void)fbGetSleepStateRecordingDataStartTime:(NSInteger)startTime
forEndTime:(NSInteger)endTime withBlock:(FBGetSleepStateRecordingBlock
_Nonnull)fbBlock;
// 参考上述睡眠实时状态记录参数

```

9、获取运动记录列表

```

- (void)fbGetMotionRecordListDataStartTime:(NSInteger)startTime
forEndTime:(NSInteger)endTime withBlock:(FBGetMotionRecordListBlock
_Nonnull)fbBlock;

/**
 运动记录列表 | Sports record list
 */
@interface FBSportRecordModel : NSObject

/**
 时间戳 GMT 秒 | Time stamp GMT seconds
 */
@property (nonatomic, assign) NSInteger GMTTimeInterval;

/**
 GMT 转年月日时分秒 | GMT to YYYY-MM-dd HH:mm:ss
 */
@property (nonatomic, copy) NSString *dateTimeStr;

/**
 结构体版本 | Structure version
 */
@property (nonatomic, assign) NSInteger structVersion;

/**

```

```

开始运动时间，GMT 秒 | Start time of exercise, GMT seconds
*/
@property (nonatomic, assign) NSInteger startSportTime;
/**
开始运动时间，GMT 转年月日时分秒 | Start time of exercise, GMT to YYYY-MM-dd HH:mm:ss
*/
@property (nonatomic, copy) NSString *startDateTimerStr;
/**
结束运动时间，GMT 秒 | End exercise time, GMT seconds
*/
@property (nonatomic, assign) NSInteger endSportTime;
/**
结束运动时间，GMT 转年月日时分秒 | End exercise time, GMT to YYYY-MM-dd HH:mm:ss
*/
@property (nonatomic, copy) NSString *endDateTimerStr;
/**
运动模式 | Motion mode
*/
@property (nonatomic, assign) FB_MOTIONMODE MotionMode;
@end

```

10、获取运动统计报告

– (void)fbGetSportsDataReportDataStartTime:(NSInteger)startTime
forEndTime:(NSInteger)endTime withBlock:(FBGetSportsDataReportBlock
_Nonnull)fbBlock;

```

/*
运动统计报告 | Sports statistics report
*/
@interface FBSportCaculateModel : NSObject
/**
时间戳 GMT 秒 | Time stamp GMT seconds
*/
@property (nonatomic, assign) NSInteger GMTTimeInterval;
/**
GMT 转年月日时分秒 | GMT to YYYY-MM-dd HH:mm:ss
*/
@property (nonatomic, copy) NSString *dateTimeStr;
/**
结构体版本 | Structure version
*/
@property (nonatomic, assign) NSInteger structVersion;
/**

```

运动开始时间戳，作为每笔运动的唯一识别 id， GMT 秒 | The movement start time stamp is used as the unique identification ID of each movement, GMT seconds.

*/

@property (nonatomic, assign) NSInteger startSportTime;

/**

运动开始时间，GMT 转年月日时分秒 | Start time of exercise, GMT to YYYY-MM-dd HH:mm:ss

*/

@property (nonatomic, copy) NSString *startDateTimerStr;

/**

运动结束时间戳，GMT 秒 | Movement end timestamp, GMT seconds

*/

@property (nonatomic, assign) NSInteger endSportTime;

/**

运动结束时间，GMT 转年月日时分秒 | End time of exercise, GMT to YYYY-MM-dd HH:mm:ss

*/

@property (nonatomic, copy) NSString *endDateTimerStr;

/**

运动总时间（秒） | Total exercise time (seconds)

*/

@property (nonatomic, assign) NSInteger totalSportTime;

/**

运动总步数 | Total movement steps

*/

@property (nonatomic, assign) NSInteger totalSteps;

/**

运动总卡路里（千卡） | Total exercise calories (kcal)

*/

@property (nonatomic, assign) NSInteger totalCalories;

/**

运动总距离（单位米，通过计步估算） | Total distance of movement (in meters, estimated by steps)

*/

@property (nonatomic, assign) NSInteger totalDistance;

/**

本次运动轨迹运动距离（单位米，通过 gps 定位 计算） | The movement distance of this movement track (unit: m, calculated by GPS positioning)

*/

@property (nonatomic, assign) NSInteger gpsDistance;

/**

运动模式 | Motion mode

*/

@property (nonatomic, assign) FB_MOTIONMODE MotionMode;

/**

本次运动最大心率（次/分钟） | Maximum heart rate of this exercise (times / min)

*/

```
@property (nonatomic, assign) NSInteger maxHeartRate;

/**
 本次运动最小心率（次/分钟） | Minimum heart rate of this exercise (times / min)
 */
@property (nonatomic, assign) NSInteger minHeartRate;

/**
 本次运动平均心率，运动结束时计算，心率和/ 记录次数（次/分钟） | Average heart rate of the exercise, calculated at the end of the
exercise, heart rate and / or record times (times / minute)
 */
@property (nonatomic, assign) NSInteger avgHeartRate;

/**
 本次运动最大步频（步/分钟） | Maximum stride frequency (step / min)
 */
@property (nonatomic, assign) NSInteger maxStride;

/**
 本次运动平均步频 = 步频和/记录次数（步/分钟） | Average stride frequency = stride frequency and / or recording times (step / minute)
 */
@property (nonatomic, assign) NSInteger avgStride;

/**
 运动次数，中途休息次数 | Number of exercises, number of breaks
 */
@property (nonatomic, assign) NSInteger breakTimes;

/**
 中断 UTC 记录，同时用于统计运动总时间 | The UTC record is interrupted and used to count the total movement time at the same time
 */
@property (nonatomic, strong) NSArray <FBSPortPauseModel *> *sportPauseArray;

/**
 本次运动最大速度(单位:米/秒) | Maximum speed of this movement (unit: M / s)
 */
@property (nonatomic, assign) NSInteger maxSpeed;

/**
 本次运动平均速度 = 距离/用时（米/秒） | Average speed of this movement = distance / time (M / s)
 */
@property (nonatomic, assign) NSInteger avgSpeed;

/**
 本次无轨迹运动平均配速（秒/公里） | Average speed of this trackless movement (s / km)
 */
@property (nonatomic, assign) NSInteger noTrackAvgSpeed;

/**
 本次有轨迹运动配速（秒/公里） | This time, there is track movement speed (s / km)
 */
@property (nonatomic, assign) NSInteger trackAvgSpeed;

/**
 重复运动的周期数(来回次数，圈数)(单位：圈) | Number of cycles of repeated motion (number of cycles, number of turns) (unit: turns)
 */
```

```

*/
@property (nonatomic, assign) NSInteger sportRepeatCount;
/**
摆臂次数，划水次数(单位:次) | Arm swing times, stroke times (unit: Times)
*/
@property (nonatomic, assign) NSInteger armSwingTimes;
/**
热身运动时间，单位分钟 | Warm up exercise time in minutes
*/
@property (nonatomic, assign) NSInteger heartRate_level_1;
/**
燃脂运动时间，单位分钟 | Fat burning exercise time in minutes
*/
@property (nonatomic, assign) NSInteger heartRate_level_2;
/**
有氧运动时间，单位分钟 | Aerobic exercise time in minutes
*/
@property (nonatomic, assign) NSInteger heartRate_level_3;
/**
无氧运动时间，单位分钟 | Anaerobic exercise time in minutes
*/
@property (nonatomic, assign) NSInteger heartRate_level_4;
/**
极限运动时间，单位分钟 | Extreme exercise time in minutes
*/
@property (nonatomic, assign) NSInteger heartRate_level_5;
@end

```

11、获取心率记录

```

- (void)fbGetHeartRateRecordDataStartTime:(NSInteger)startTime
forEndTime:(NSInteger)endTime withBlock:(FBGetHeartRateRecordBlock
_Nonnull)fbBlock;

```

```

/*
类型记录/报告 | Type record / Report
*/
@interface FBTypeRecordModel : NSObject
/**
第一条记录(结构体)的形成时间戳 GMT 秒 | Time stamp GMT seconds
*/
@property (nonatomic, assign) NSInteger GMTTimeInterval;
/**
GMT 转年月日时分秒 | GMT to YYYY-MM-dd HH:mm:ss
*/

```

```

@property (nonatomic, copy) NSString *dateTimeStr;

/**
 本次运动的开始时间戳 GMT 秒（仅记录类型为：运动详情记录、运动定位记录 时 有值） | The start time stamp of this movement is GMT
seconds (only the record types are: motion detail record and motion positioning record)
*/

@property (nonatomic, assign) NSInteger sportTimeStamp;

/**
 记录生成周期（记录类型为心率/计步/血氧/血压记录时，单位分钟；为运动详情/运动定位记录时，单位秒） | Record generation cycle
(record type: heart rate / step / blood oxygen / blood pressure record, unit: minute; record type: movement details / movement
positioning record, unit: Second)
*/

@property (nonatomic, assign) NSInteger createTimeS;

/**
 有效记录条数 | Number of effective records
*/

@property (nonatomic, assign) NSInteger EffectiveRecord;

/**
 单条记录长度 | Length of single record
*/

@property (nonatomic, assign) NSInteger recordLength;

/**
 记录类型 | Record type
*/

@property (nonatomic, assign) FB_RECORDTYPE RecordType;

/**
 类型记录数组 | Type record array
*/

@property (nonatomic, strong) NSArray <FBRecordDetailsModel *> *recordArray;
@end

/*
 * 记录类型 | Record type
 */

typedef enum {
    FB_HeartRecord      = 0, //心率记录 | Heart rate recording
    FB_StepRecord       = 1, //计步记录 | Step count record
    FB_BloodOxyRecord   = 2, //血氧记录 | Blood oxygen recording
    FB_BloodPreRecord   = 3, //血压记录 | Blood pressure recording
    FB_SportsRecord     = 4, //运动详情记录 | Sports detail record
    FB_MotionGpsRecord  = 5, //运动定位记录 | Motion location record
    FB_HFHeartRecord    = 6, //运动高频心率记录(1秒1次) | Sports high-frequency heart rate recording (1 time
per second)
    FB_StressRecord     = 7, //精神压力记录 | Stress Record
}FB_RECORDTYPE;

```

```

/*
    类型记录数组详情（具体参考枚举值 FB_RECORDTYPE） | Type record array details (refer to enumeration value
    FB_RECORDTYPE for details)
*/

@interface FBRecordDetailsModel : NSObject

#pragma mark - 以下值，通用，有值 | The following values, general, have values

/** 记录形成时间戳 GMT 秒 | Record the formation time stamp GMT seconds */

@property (nonatomic, assign) NSInteger GMTTimeInterval;

/** GMT 转年月日时分秒 | GMT to YYYY-MM-dd HH:mm:ss */

@property (nonatomic, copy) NSString *dateTimeStr;


#pragma mark - 当 FB_RECORDTYPE 为 FB_HeartRecord、FB_HFHeartRecord 时（心率记录、运动高频心率记录(1秒1次)），
以下有值 | When FB_RECORDTYPE is FB_HeartRecord, FB_HFHeartRecord (heart rate record, exercise
high-frequency heart rate record (1 time per second)), the following values

/** 心率值 | Heart rate value */

@property (nonatomic, assign) NSInteger hr;


#pragma mark - 当 FB_RECORDTYPE 为 FB_StepRecord 时（计步记录），以下有值 | When FB_RECORDTYPE is FB_StepRecord
(step counting record), the following values

/** 计步数累加值 | Accumulated value of step count */

@property (nonatomic, assign) NSInteger step;


#pragma mark - 当 FB_RECORDTYPE 为 FB_BloodOxyRecord 时（血氧记录），以下有值 | When FB_RECORDTYPE is
FB_BloodOxyRecord (blood oxygen record), the following values

/** 血氧值（%） | Blood oxygen value (%) */

@property (nonatomic, assign) NSInteger SpO2;


#pragma mark - 当 FB_RECORDTYPE 为 FB_BloodPreRecord 时（血压记录），以下有值 | When FB_RECORDTYPE is
FB_BloodPreRecord (blood pressure record), the following values

/** 收缩压（高压，mmHg） | Systolic blood pressure (high pressure, mmHg) */

@property (nonatomic, assign) NSInteger pb_max;

/** 舒张压（低压，mmHg） | Diastolic blood pressure (low pressure, mmHg) */

@property (nonatomic, assign) NSInteger pb_min;


#pragma mark - 当 FB_RECORDTYPE 为 FB_StressRecord 时（精神压力记录），以下有值 | When FB_RECORDTYPE is
FB_StressRecord (mental stress record), the following values

/** 精神压力值 | Mental stress value */

@property (nonatomic, assign) NSInteger stress;

/** 精神压力等级 | Mental stress level */

@property (nonatomic, assign) FB_CURRENTSTRESSRANGE StressRange;


#pragma mark - 当 FB_RECORDTYPE 为 FB_SportsRecord 时（运动详情记录），以下有值 | When FB_RECORDTYPE is
FB_SportsRecord (sports details record), the following values

```

```

/** 实时配速（秒/千米） | Real time pace (SEC / km) */
@property (nonatomic, assign) NSInteger pace;

/** 一分钟内消耗的卡路里值（千卡） | Calories consumed in one minute (kcal) */
@property (nonatomic, assign) NSInteger calories;

/** 一分钟内的步数（实时步频，步/分钟） | Steps in one minute (real time step frequency, step / minute) */
@property (nonatomic, assign) NSInteger stepFrequency;

/** 运动中的实时距离（米） | Real time distance in motion (m) */
@property (nonatomic, assign) NSInteger distance;

/** 实时心率（次/分钟） | Real time heart rate (times / min) */
@property (nonatomic, assign) NSInteger heartRate;

/** 实时体力，0~100 | Real time physical strength, 0-100 */
@property (nonatomic, assign) NSInteger stamina;

/** 运动状态。NO 正常，YES 暂停 | Motion state. NO normal, YES pause */
@property (nonatomic, assign) BOOL isSuspend;

#pragma mark - 当 FB_RECORDTYPE 为 FB_MotionGpsRecord 时（运动定位记录），以下有值 | When FB_RECORDTYPE is
FB_MotionGpsRecord (motion positioning record), the following values

/** 纬度 | Real time distance in motion */
@property (nonatomic) float latitude;

/** 经度 | Real time heart rate */
@property (nonatomic) float longitude;

/** GPS 速度（米/秒） | GPS speed (M / s) */
@property (nonatomic, assign) NSInteger speed;

/** 状态。NO 正常，YES 暂停 | Status. NO normal, YES pause */
@property (nonatomic, assign) BOOL gpsIsSuspend;
@end

```

12、获取计步记录

```

- (void)fbGetStepCountRecordDataStartTime:(NSInteger)startTime
forEndTime:(NSInteger)endTime withBlock:(FBGetStepCountRecordBlock
_Nonnull)fbBlock;

```

// 参考上述记录参数

13、获取血氧记录

```

- (void)fbGetBloodOxygenRecordDataStartTime:(NSInteger)startTime
forEndTime:(NSInteger)endTime withBlock:(FBGetBloodOxygenRecordBlock
_Nonnull)fbBlock;

```

// 参考上述记录参数

14、获取血压记录

```
- (void)fbGetBloodPressureRecordsDataStartTime:(NSInteger)startTime  
forEndTime:(NSInteger)endTime withBlock:(FBGetBloodPressureRecordsBlock  
_Nonnull)fbBlock;  
// 参考上述记录参数
```

15、获取精神压力记录

```
- (void)fbGetStressRecordsDataStartTime:(NSInteger)startTime  
forEndTime:(NSInteger)endTime withBlock:(FBGetStressRecordsBlock  
_Nonnull)fbBlock;  
// 参考上述记录参数
```

16、获取运动详情记录

```
- (void)fbGetExerciseDetailsDataStartTime:(NSInteger)startTime  
forEndTime:(NSInteger)endTime withBlock:(FBGetExerciseDetailsBlock  
_Nonnull)fbBlock;  
// 参考上述记录参数
```

17、获取 运动统计报告+运动详情纪录

```
-  
(void)fbGetSportsStatisticsDetailsReportsWithStartTime:(NSInteger)start  
Time forEndTime:(NSInteger)endTime  
withBlock:(FBGetSportsStatisticsDetailsRecordBlock _Nonnull)fbBlock;  
// 参考上述记录参数
```

18、获取运动定位记录

```
- (void)fbGetMotionLocationRecordDataStartTime:(NSInteger)startTime  
forEndTime:(NSInteger)endTime withBlock:(FBGetMotionLocationRecordBlock  
_Nonnull)fbBlock;  
// 参考上述记录参数
```

19、获取运动高频心率记录(1 秒 1 次)

```
-  
(void)fbExerciseHighFrequencyHeartRateRecordsDataStartTime:(NSInteger)s  
tartTime forEndTime:(NSInteger)endTime  
withBlock:(FBGetExerciseHFHRRecordsBlock _Nonnull)fbBlock;
```

// 参考上述记录参数

20、获取手动测量数据记录

```
- (void)fbGetManualMeasurementDataStartTime:(NSInteger)startTime
forEndTime:(NSInteger)endTime withBlock:(FBGetManualMeasureDataBlock
_Nonnull)fbBlock;
```

```
/*
```

手动测量数据记录 | Manual measurement data record

```
*/
```

```
@interface FBManualMeasureDataModel : NSObject
```

```
/**
```

时间戳 GMT 秒 | Time stamp GMT seconds

```
*/
```

```
@property (nonatomic, assign) NSInteger GMTTimeInterval;
```

```
/**
```

GMT 转年月日时分秒 | GMT to YYYY-MM-dd HH:mm:ss

```
*/
```

```
@property (nonatomic, copy) NSString *dateTimeStr;
```

```
/**
```

心率值 | Heart rate value

```
*/
```

```
@property (nonatomic, assign) NSInteger hr;
```

```
/**
```

血氧值 (%) | Blood oxygen value (%)

```
*/
```

```
@property (nonatomic, assign) NSInteger SpO2;
```

```
/**
```

收缩压 (高压, mmHg) | Systolic blood pressure (high pressure, mmHg)

```
*/
```

```
@property (nonatomic, assign) NSInteger pb_max;
```

```
/**
```

舒张压 (低压, mmHg) | Diastolic blood pressure (low pressure, mmHg)

```
*/
```

```
@property (nonatomic, assign) NSInteger pb_min;
```

```
/**
```

精神压力值 | Mental stress value

```
*/
```

```
@property (nonatomic, assign) NSInteger stress;
```

```
/**
```

精神压力等级 | Mental stress level

```
*/
```

```
@property (nonatomic, assign) FB_CURRENTSTRESSRANGE StressRange;
```

@end

21、获取指定的记录和报告

```
–(void)fbGetSpecialRecordsAndReportsDataWithType:(FB_MULTIPLE_RECORD_REPORTS)recordTypes startTime:(NSInteger)startTime  
forEndTime:(NSInteger)endTime  
withBlock:(FBGetSpecialRecordsAndReportsBlock _Nonnull)fbBlock;
```

typedef enum {

FB_CurrentDayActivityData	= 1<<0,	//当日实时测量数据 Real time measurement data of the day
FB_HeartRateRecording	= 1<<1,	//心率记录 Heart rate recording
FB_StepCountRecord	= 1<<2,	//计步记录 Step counting record
FB_BloodOxygenRecording	= 1<<3,	//血氧记录 Blood oxygen record
FB_BloodPressureRecording	= 1<<4,	//血压记录 Blood pressure record
FB_HFHeartRateRecording	= 1<<5,	//运动高频心率记录(1秒1次) Sports high-frequency heart

rate recording (1 time per second)

FB_StressRecording	= 1<<6,	//精神压力记录 Stress Record
FB_SportsDetailsRecord	= 1<<7,	//运动详情记录 Sports detail record
FB_SportsPositioningRecord	= 1<<8,	//运动定位记录 Sports positioning record
FB_DailyActivityReport	= 1<<9,	//每日活动报告 Daily activity report
FB_OnHourActivityReport	= 1<<10,	//整点活动报告 On hour activity report
FB_SleepStatisticsReport	= 1<<11,	//睡眠统计报告 Sleep statistics report
FB_SleepStateRecording	= 1<<12,	//睡眠状态记录 Sleep state recording
FB_CurrentSleepStatisticsReport	= 1<<13,	//当前睡眠实时统计报告 Current sleep real time

statistics report

FB_CurrentSleepStateRecording	= 1<<14,	//当前睡眠实时状态记录 Current sleep real time status
-------------------------------	----------	-----------------------------------------------

record

FB_SportsRecordList	= 1<<15,	//运动记录列表 Sports record list
FB_SportsStatisticsReport	= 1<<16,	//运动统计报告 Sports statistics report
FB_Sports_Statistics_Details_Report	= 1<<17,	//运动统计报告+运动详情纪录 Sports statistics report +

sports details record

FB_ManualMeasurementData	= 1<<18,	//手动测量数据 Manual measurement data
--------------------------	----------	------------------------------------

}FB_MULTIPLE_RECORD_REPORTS;

// 其他参数参考对应的数据模型

22、获取个人用户信息

```
– (void)fbGetPersonalUserInforWithBlock:(FBGetPersonalUserInforBlock  
_Nonnull)fbBlock;
```

/*

用户个人信息 | User personal information

*/

@interface FBUserInforModel : NSObject

```

/**
 用户 ID（大于 0，小于 0xFFFFFFFF） | User ID (greater than 0, less than 0xFFFFFFFF)
*/
@property (nonatomic, assign) NSInteger userId;

/**
 用户昵称（长度小于或等于 31 个字节，用户昵称超出最大长度，自动截取） | User nickname (the length is less than or equal to 31 bytes,
and the user nickname exceeds the maximum length, automatically intercepted)
*/
@property (nonatomic, copy) NSString *userNickname;

/**
 用户身高（单位 cm，大于 100，小于 250） | User's height (in cm, greater than 100, less than 250)
*/
@property (nonatomic, assign) NSInteger userHeight;

/**
 用户体重（单位 kg，大于 30，小于 250） | User's weight (in kg, more than 30, less than 250)
*/
@property (nonatomic, assign) NSInteger userWeight;

/**
 时区偏移时间（分钟） | Time zone offset time (minutes)
*/
@property (nonatomic, assign) NSInteger userTimeZoneMinute;

/**
 用户性别 | User gender
*/
@property (nonatomic, assign) FB_USERGENDER UserGender;

/**
 用户年龄（大于 5 岁，小于 130 岁） | User age (over 5, under 130)
*/
@property (nonatomic, assign) NSInteger userAge;

/**
 用户步幅（单位 cm） | User stride (in cm)
*/
@property (nonatomic, assign) NSInteger userStride;

/**
 女性生理周期信息 | Female physiological cycle information
*/
@property (nonatomic, strong) FBFemalePhysiologyModel *physiologyModel;
@end

typedef enum {
    FB_UserMale    = 0,    //男性 | Male
    FB_UserFemale = 1,    //女性 | Female
}FB_USERGENDER;

```

23、设置用户个人信息

```
- (void)fbSetPersonalUserInforWithUserModel:(FBUserInforModel *  
_Nonnull)userModel withBlock:(FBResultCallBackBlock _Nonnull)fbBlock;  
// 参考上述参数
```

24、获取记事提醒/闹铃信息

```
- (void)fbGetClockInforWithBlock:(FBGetClockInforBlock _Nonnull)fbBlock;  
/*  
    记事提醒/闹钟信息 | Reminder / alarm clock  
*/  
@interface FBAlarmClockModel : NSObject  
#pragma mark 以下值，通用，必传 | The following values, general, must be passed  
/**  
    序号 ID (0, 1, 2, 3, 4) 最多 5 个闹钟 | Serial number ID (0, 1, 2, 3, 4) up to 5 alarm clocks  
*/  
@property (nonatomic, assign) NSInteger clockID;  
/**  
    闹铃类别: 备忘提醒 (年月日小时分钟有效), 定时闹钟 (仅小时分钟有效) | Alarm category: reminder (valid for hours and minutes),  
    Time alarm clock (only hours and minutes)  
*/  
@property (nonatomic, assign) FB_ALARMCATEGORY clockCategory;  
/**  
    使能开关 NO:关 YES:开 (默认 YES) | Enable switch NO: off YES: on (default YES)  
*/  
@property (nonatomic, assign) BOOL clockEnableSwitch;  
/**  
    稍后提醒开关 NO:关 YES:开 (默认 NO) | Remind switch later NO: OFF YES: ON (default NO)  
*/  
@property (nonatomic, assign) BOOL remindLater;  
/**  
    描述, 长度小于等于 23 个字节 | Description, the length of description is less than or equal to 23 bytes  
*/  
@property (nonatomic, copy) NSString *clockDescribe;  
  
#pragma mark 当 FB_ALARMCATEGORY==FB_Reminders 时, 为备忘提醒, 以下值, 必传 | When FB_  
ALARMCATEGORY==FB_Reminders, for reminders, the following values must be passed  
/**  
    年月日小时分钟, 格式: YYYY-MM-dd HH:mm (当闹铃类别为 FB_Reminders:备忘提醒, 必传; 为 FB_AlarmClock:定时闹钟可不传) |  
    Month, year, day, hour and minute, format: YYYY-MM-dd HH:mm (When the alarm type is FB_Reminders: reminder, it must be sent;  
    when it is FB_AlarmClock: fixed time alarm, it can not be sent)  
*/  
@property (nonatomic, copy) NSString *clockYMDHm;
```

```

#pragma mark 当 FB_ALARMCATEGORY==FB_AlarmClock 时，为定时闹钟，以下值，必传 | When FB_
ALARMCATEGORY==FB_AlarmClock, for alarm clock, the following values must be passed

/**
 重复性，YES:周期有效，NO:一次有效 | Repeatability, YES: cycle effective, NO: once effective
 */
@property (nonatomic, assign) BOOL isRepeat;

/**
 星期选中标记（星期日、星期一、星期二、星期三、星期四、星期五、星期六；必须设置固定七个数据的数组，传 0「未选中」或 1「选中」） | Week check mark (Sunday, Monday, Tuesday, Wednesday, Thursday, Friday, Saturday; fixed array of seven data must be set, transfer 0 (unselected) or 1 (selected))
 */
@property (nonatomic, strong) NSArray <NSNumber *> *clockRepeatArray;

/**
 小时分钟，格式:HH:mm(当闹钟类别为 FB_AlarmClock:定时闹钟,必传;为FB_Reminders:备忘提醒可不传) | Hours and minutes, format: HH: mm (When the alarm type is FB_AlarmClock: timed alarm, it must be sent; when it is FB_Reminders: reminder, it can not be sent)
 */
@property (nonatomic, copy) NSString *clockHm;
@end

typedef enum {
    FB_Reminders = 0, //备忘提醒 | Reminders
    FB_AlarmClock = 1, //定时闹钟 | Alarm clock
}FB_ALARMCATEGORY;

```

25、设置记事提醒/闹铃信息

```

- (void)fbSetClockInforWithClockModel:(FBAlarmClockModel *
Nonnull)clockModel withRemoved:(BOOL)isRemoved
withBlock:(FBResultCallbackBlock _Nonnull)fbBlock;
// 参考上述参数

```

26、获取消息推送开关信息

```

- (void)fbGetMessagePushSwitchWithBlock:(FBGetMessagePushSwitchBlock
Nonnull)fbBlock;

/*
 消息推送开关信息 | Message push switch information
 */
@interface FBMessageModel : NSObject

/**
 没有，其他类型 | No, other types
 */
@property (nonatomic, assign) BOOL none;

```

```
/**
 电话 | Telephone
*/
@property (nonatomic, assign) BOOL telephone;
/**
 短信 | SMS
*/
@property (nonatomic, assign) BOOL sms;
/**
 微信 | WeChat
*/
@property (nonatomic, assign) BOOL weChat;
/**
  QQ
*/
@property (nonatomic, assign) BOOL qq;
/**
 脸书 | Facebook
*/
@property (nonatomic, assign) BOOL facebook;
/**
 推特 | Twitter
*/
@property (nonatomic, assign) BOOL twitter;
/**
 领英 | LinkedIn
*/
@property (nonatomic, assign) BOOL linkedIn;
/**
 Whatsapp
*/
@property (nonatomic, assign) BOOL whatsapp;
/**
  Line
*/
@property (nonatomic, assign) BOOL line;
/**
 照片墙 | Instagram
*/
@property (nonatomic, assign) BOOL instagram;
/**
 色拉布 | Snapchat
*/
@property (nonatomic, assign) BOOL snapchat;
```

```
/**
Skype
*/
@property (nonatomic, assign) BOOL skype;
/**
谷歌邮箱 | Gmail
*/
@property (nonatomic, assign) BOOL gmail;
/**
Outlook
*/
@property (nonatomic, assign) BOOL outlook;
/**
Messenger
*/
@property (nonatomic, assign) BOOL messenger;
/**
Viber
*/
@property (nonatomic, assign) BOOL viber;
/**
Googletalk
*/
@property (nonatomic, assign) BOOL googletalk;
/**
Vkontakte
*/
@property (nonatomic, assign) BOOL vkontakte;
/**
Imo
*/
@property (nonatomic, assign) BOOL imo;
/**
Imobeta
*/
@property (nonatomic, assign) BOOL imobeta;
/**
Imolite
*/
@property (nonatomic, assign) BOOL imolite;
/**
Chatapp
*/
@property (nonatomic, assign) BOOL chatapp;
```



```
/**
Kik
*/
@property (nonatomic, assign) BOOL kik;
/**
Skred
*/
@property (nonatomic, assign) BOOL skred;
/**
Telegramx
*/
@property (nonatomic, assign) BOOL telegramx;
/**
Beechat
*/
@property (nonatomic, assign) BOOL beechat;
/**
Teamtalk
*/
@property (nonatomic, assign) BOOL teamtalk;
/**
Kakao
*/
@property (nonatomic, assign) BOOL kakao;
/**
Ftalk
*/
@property (nonatomic, assign) BOOL ftalk;
/**
Rimet
*/
@property (nonatomic, assign) BOOL rimet;
/**
Wework
*/
@property (nonatomic, assign) BOOL wework;
/**
红包 | Red envelope/Hong Bao
*/
@property (nonatomic, assign) BOOL HongBao;
/**
Missedcall
*/
@property (nonatomic, assign) BOOL missedcall;
```

```
/**
Calendar
*/
@property (nonatomic, assign) BOOL calendar;

/**
Applemusic
*/
@property (nonatomic, assign) BOOL applemusic;

/**
Googlemaps
*/
@property (nonatomic, assign) BOOL googlemaps;

/**
Likee
*/
@property (nonatomic, assign) BOOL likee;

/**
Messages
*/
@property (nonatomic, assign) BOOL messages;

/**
Mono
*/
@property (nonatomic, assign) BOOL mono;

/**
Odnoklassniki
*/
@property (nonatomic, assign) BOOL odnoklassniki;

/**
Privat
*/
@property (nonatomic, assign) BOOL privat;

/**
Youtube
*/
@property (nonatomic, assign) BOOL youtube;

/**
Youtubemusic
*/
@property (nonatomic, assign) BOOL youtubemusic;

/**
Zoom
*/
@property (nonatomic, assign) BOOL zoom;
```

```

/**
Telegram
*/
@property (nonatomic, assign) BOOL telegram;

/**
Tiktok
*/
@property (nonatomic, assign) BOOL tiktok;

/**
Pinterest
*/
@property (nonatomic, assign) BOOL pinterest;

/**
总开关 | MasterSwitch
*/
@property (nonatomic, assign) BOOL masterSwitch;
@end
// 更多类型请查看 SDK 内 FBMacro.h 文件

```

27、设置消息推送开关信息

```

- (void)fbSetMessagePushSwitchWithData:(FBMessageModel *)messageModel
withBlock:(FBResultCallbackBlock _Nonnull)fbBlock;
// 参考上述参数

```

28、获取久坐提醒信息

```

- (void)fbGetLongSitInforWithBlock:(FBGetLongSitInforBlock
_Nonnull)fbBlock;

/*
久坐提醒信息 | Sedentary reminder
*/

@interface FBLongSitModel : NSObject

/**
久坐提醒开关 NO:关闭 YES:打开 (默认 YES) | Sedentary reminder switch NO: off YES: on (Default: YES)
*/
@property (nonatomic, assign) BOOL enable;

/**
检测起始时间，一天的绝对分钟 (大于等于 0 分钟，小于 1440 分钟，起始时间小于结束时间) (默认 480，即 08:00) | Detection start
time, absolute minutes of a day (greater than or equal to 0 minutes, less than 1440 minutes, start time less than end time) (the default is
480, i.e. 08:00)
*/
@property (nonatomic, assign) NSInteger startTime;

/**

```

检测结束时间，一天的绝对分钟（大于等于 0 分钟，小于 1440 分钟，结束时间大于起始时间）（默认 1080，即 18:00） | Detection end time, absolute minutes of a day (greater than or equal to 0 minutes, less than 1440 minutes, end time greater than start time) (the default is 1080, i.e. 18:00)

*/

```
@property (nonatomic, assign) NSInteger endTime;
```

/**

久坐持续时间检测时间(分钟), 在这个时间内步数不达标, 进行久坐提醒(默认 45) | The detection time of sedentary duration (minutes). If the steps are not up to standard within this time, the sedentary reminder will be given (Default: 45)

*/

```
@property (nonatomic, assign) NSInteger continueTime;
```

/**

目标步数, 在持续时间内低于这个值, 进行久坐提醒(默认 100) | If the target step number is lower than this value in the duration, the sedentary reminder will be given (Default: 100)

*/

```
@property (nonatomic, assign) NSInteger targetSteps;
```

```
@end
```

29、设置久坐提醒信息

```
- (void)fbSetLongSitInforWithModel:(FBLongSitModel *  
_Nonnull)longSitModel withBlock:(FBResultCallbackBlock _Nonnull)fbBlock;  
// 参考上述参数
```

30、获取心率等级判定信息

```
- (void)fbGetHeartRateInforWithBlock:(FBGetHeartRateInforBlock  
_Nonnull)fbBlock;
```

/*

心率等级判定信息 | Heart rate level determination information

*/

```
@interface FBHeartRateRatingModel : NSObject
```

/**

超过这个百分比, 认定为 mix_hr | If the percentage exceeds this, it will be regarded as mix_hr

*/

```
@property (nonatomic, assign) NSInteger min_hr;
```

/**

超过这个百分比, 认定为 moderate | If the percentage exceeds this, it will be regarded as moderate

*/

```
@property (nonatomic, assign) NSInteger moderate;
```

/**

超过这个百分比, 认定为 vigorous | If the percentage exceeds this, it will be regarded as vigorous

*/

```
@property (nonatomic, assign) NSInteger vigorous;
```

/**

```

超过这个百分比，认定为 max_hr / If it exceeds this percentage, it is regarded as max_hr
*/
@property (nonatomic, assign) NSInteger max_hr;
/**
最高心率值 | Maximum heart rate
*/
@property (nonatomic, assign) NSInteger height_hr;
/**
只有心率值在这个时间宽度都在某个级别以上，才确定新等级 | Only when the heart rate value is above a certain level in this time width
can the new level be determined
*/
@property (nonatomic, assign) NSInteger other_hr;
@end

```

31、设置心率等级判定信息

```

- (void)fbSetHeartRateInforWithModel:(FBHeartRateRatingModel *_Nonnull)heartAlgoModel withBlock:(FBResultCallbackBlock
_Nonnull)fbBlock;
// 参考上述参数

```

32、获取喝水提醒信息

```

- (void)fbGetDrinkWaterWithBlock:(FBGetDrinkWaterBlock _Nonnull)fbBlock;
/*
喝水提醒信息 | Water drinking reminder information
*/
@interface FBWaterClockModel : NSObject
/**
提醒起始时间，一天的绝对分钟（大于等于 0 分钟，小于 1440 分钟，起始时间小于结束时间）（默认 480，即 08:00） | Reminder start
time, absolute minutes of a day (greater than or equal to 0 minutes, less than 1440 minutes, start time less than end time) (the default is
480, i.e. 08:00)
*/
@property (nonatomic, assign) NSInteger startTime;
/**
提醒结束时间，一天的绝对分钟（大于等于 0 分钟，小于 1440 分钟，结束时间大于起始时间）（默认 1080，即 18:00） | Reminder end
time, absolute minutes of a day (greater than or equal to 0 minutes, less than 1440 minutes, end time greater than start time) (the default
is 1080, i.e. 18:00)
*/
@property (nonatomic, assign) NSInteger endTime;
/**
提醒周期，如果为 0 只提醒一次（默认 60） | Reminder cycle, if it is 0, only remind once (Default: 60)
*/
@property (nonatomic, assign) NSInteger repeatCount;

```

```

/**
提醒开关, NO:关闭 YES:打开 (默认 YES) | Reminder switch, NO: off, YES: on (Default: YES)
*/
@property (nonatomic, assign) BOOL alterSwitch;
@end

```

33、设置喝水提醒信息

```

- (void)fbSetDrinkWaterWithModel:(FBWaterClockModel *
Nonnull)drinkWaterModel withBlock:(FBResultCallbackBlock
Nonnull)fbBlock;
// 参考上述参数

```

34、获取勿扰提醒信息

```

- (void)fbGetNotDisturbWithBlock:(FBGetNotDisturbBlock _Nonnull)fbBlock;
/*
勿扰提醒信息 | Do not disturb reminder message
*/
@interface FBNotDisturbModel : NSObject
/**
勿扰提醒起始时间, 一天的绝对分钟 (大于等于 0 分钟, 小于 1440 分钟, 起始时间小于结束时间) (默认 360, 即 06:00) | Do not disturb
reminder start time, absolute minutes of a day (greater than or equal to 0 minutes, less than 1440 minutes, start time less than end time)
*/
@property (nonatomic, assign) NSInteger startTime;
/**
勿扰提醒结束时间, 一天的绝对分钟 (大于等于 0 分钟, 小于 1440 分钟, 结束时间大于起始时间) (默认 1260, 即 21:00) | Do not disturb
reminder end time, absolute minutes of a day (greater than or equal to 0 minutes, less than 1440 minutes, end time greater than start
time)
*/
@property (nonatomic, assign) NSInteger endTime;
/**
勿扰提醒开关, NO:关闭 YES:打开 (默认 NO) | Reminder switch, NO: off, YES: on (Default: NO)
*/
@property (nonatomic, assign) BOOL alterSwitch;
@end

```

35、设置勿扰提醒信息

```

- (void)fbSetNotDisturbWithModel:(FBNotDisturbModel *
Nonnull)notDisturbModel withBlock:(FBResultCallbackBlock
Nonnull)fbBlock;
// 参考上述参数

```

36、获取心率检测信息

```
- (void)fbGetHeartTestPeriodsWithBlock:(FBGetHeartTestPeriodsBlock
_Nonnull)fbBlock;

/*
    心率检测信息，为全天候检测，建议只可修改提醒周期 | The heart rate detection information is all-weather detection,
    and it is recommended that only the reminder cycle can be modified
*/

@interface FBHrCheckModel : NSObject

/**
    心率检测起始时间，一天的绝对分钟（大于等于 0 分钟，小于 1440 分钟，起始时间小于结束时间） | Start time of heart rate detection,
    absolute minutes of a day (greater than or equal to 0 minutes, less than 1440 minutes, start time less than end time)
*/
@property (nonatomic, assign) NSInteger startTime;

/**
    心率检测结束时间，一天的绝对分钟（大于等于 0 分钟，小于 1440 分钟，结束时间大于起始时间） | End time of heart rate detection,
    absolute minutes of a day (greater than or equal to 0 minutes, less than 1440 minutes, end time greater than start time)
*/
@property (nonatomic, assign) NSInteger endTime;

/**
    心率检测周期，分钟，如果为 0 只检测一次，为 10 的整倍数 | Heart rate detection cycle, minutes, if it is 0, only detect once, it is an
    integral multiple of 10
*/
@property (nonatomic, assign) NSInteger repeatCount;

/**
    自动检测开关，NO:关闭 YES:打开 | Automatic detection switch, NO: off, YES: on
*/
@property (nonatomic, assign) BOOL alterSwitch;
@end
```

37、设置心率检测信息

```
- (void)fbSetHeartTestPeriodsWithModel:(FBHrCheckModel *
_Nonnull)hrCheckModel withBlock:(FBResultCallbackBlock _Nonnull)fbBlock;
// 参考上述参数
```

38、获取抬腕亮屏信息

```
- (void)fbGetWristTimeWithBlock:(FBGetWristTimeBlock _Nonnull)fbBlock;

/*
    抬腕亮屏信息 | Wrist lifting light screen information
*/

@interface FBWristModel : NSObject
```

```

/**
 抬腕有效起始时间, 当天的绝对分钟 (大于等于 0 分钟, 小于 1440 分钟, 起始时间小于结束时间) (默认 360, 即 06:00) | Effective starting
time of wrist lifting, absolute minutes of the day (greater than or equal to 0 minutes, less than 1440 minutes, start time less than end
time) (the default is 360, i.e. 06:00)
*/
@property (nonatomic, assign) NSInteger startTime;
/**
 抬腕有效结束时间, 当天的绝对分钟 (大于等于 0 分钟, 小于 1440 分钟, 结束时间大于起始时间) (默认 1320, 即 22:00) | Effective end
time of wrist lifting, absolute minutes of the day (greater than or equal to 0 minutes, less than 1440 minutes, end time greater than start
time) (the default is 1320, i.e. 22:00)
*/
@property (nonatomic, assign) NSInteger endTime;
/**
 抬腕亮屏开关, NO:关闭 YES:打开 (默认 YES) | Wrist lifting light screen switch, NO: off, 1: YES (Default: YES)
*/
@property (nonatomic, assign) BOOL alterSwitch;
@end

```

39、设置抬腕亮屏信息

```

- (void)fbSetWristTimeWithModel:(FBWristModel * _Nonnull)wristModel
withBlock:(FBResultCallbackBlock _Nonnull)fbBlock;
// 参考上述参数

```

40、获取运动目标信息

```

- (void)fbGetSportsTagargetWithBlock:(FBGetSportsTagargetBlock
_Nonnull)fbBlock;
/*
 运动目标信息 | Moving target information
*/
@interface FBSportTargetModel : NSObject
/**
 目标步数开关: NO:关 YES:开 | Target step switch: NO:off YES: on
*/
@property (nonatomic, assign) BOOL stepSwitch;
/**
 目标卡路里开关: NO:关 YES:开 | Target calorie switch: NO:off YES: on
*/
@property (nonatomic, assign) BOOL caculateSwitch;
/**
 目标距离开关: NO:关 YES:开 | Target distance switch: NO:off YES: on
*/
@property (nonatomic, assign) BOOL distanceSwitch;

```



```

/**
运动目标参数开关：NO:关 YES:开 | Moving target parameter switch: NO:off YES: on
*/
@property (nonatomic, assign) BOOL sportSwicth;
/**
目标之步数 | Step target
*/
@property (nonatomic, assign) NSInteger stepTarget;
/**
目标之卡路里消耗（千卡） | Target calorie consumption (kcal)
*/
@property (nonatomic, assign) NSInteger calorieTarget;
/**
目标之里程数（米） | Distance target (m)
*/
@property (nonatomic, assign) NSInteger distanceTarget;
/**
目标之运动时间（分钟） | Sport time target (minute)
*/
@property (nonatomic, assign) NSInteger sportTimeTarget;
@end

```

41、设置运动目标信息

```

- (void)fbSetSportsTagargetWithModel:(FBSportTargetModel *
_Nonnull)sportTargetModel withBlock:(FBResultCallBackBlock
_Nonnull)fbBlock;
// 参考上述参数

```

42、设置今日天气详情

```

- (void)fbPushTodayWeatherDetailsWithModel:(FBWeatherDetailsModel *
_Nonnull)model withBlock:(FBResultCallBackBlock _Nonnull)fbBlock;
/*
推送今日天气详情消息参数 | Push today's weather details message parameters
*/
@interface FBWeatherDetailsModel : NSObject
/**
天气 | Weather
*/
@property (nonatomic, assign) FB_WEATHER Weather;
/**
空气质量等级 | Air quality level
*/

```

```
@property (nonatomic, assign) FB_AIRLEVEL AirCategory;

/**
 空气温度 | air temperature
 */
@property (nonatomic, assign) NSInteger airTemp;

/**
 体感温度 (C) | Somatosensory temperature (c)
 */
@property (nonatomic, assign) NSInteger somatTemp;

/**
 最低温度，可以为负数 | The lowest temperature can be negative
 */
@property (nonatomic, assign) NSInteger tempMin;

/**
 最高温度，可以为负数 | The highest temperature can be negative
 */
@property (nonatomic, assign) NSInteger tempMax;

/**
 日出时间，小时 | Sunrise time, hours
 */
@property (nonatomic, assign) NSInteger sunriseHours;

/**
 日出时间，分钟 | Sunrise time, minutes
 */
@property (nonatomic, assign) NSInteger sunriseMinutes;

/**
 日落时间，小时 | Sunset time, hours
 */
@property (nonatomic, assign) NSInteger sunsetHours;

/**
 日落时间，分钟 | Sunset time, minutes
 */
@property (nonatomic, assign) NSInteger sunsetMinutes;

/**
 湿度 (%) | Humidity (%)
 */
@property (nonatomic, assign) NSInteger humidity;

/**
 风向 | Wind direction
 */
@property (nonatomic, assign) EM_WINDDIRECTION WindDirection;

/**
 风速度 (米/秒) | Wind speed (M / s)
```

```

*/
@property (nonatomic, assign) NSInteger windSpeed;
/**
最近 2 小时降水概率（%） | Precipitation probability in the last 2 hours (%)
*/
@property (nonatomic, assign) NSInteger probability;
/**
降水量（毫米） | Precipitation (mm)
*/
@property (nonatomic, assign) NSInteger precipitation;
/**
气压（百帕） | Air pressure (HPA)
*/
@property (nonatomic, assign) NSInteger airPressure;
/**
能见度（米） | Visibility (m)
*/
@property (nonatomic, assign) NSInteger visibility;
/**
紫外线指数 | UV index
*/
@property (nonatomic, assign) NSInteger UV_index;
@end

typedef enum {
    WT_SUNNY                = 0,    //晴 | Sunny
    WT_PARTLY_CLOUDY        = 1,    //多云 | Cloudy
    WT_WIND                  = 2,    //风 | Wind
    WT_CLOUDY                = 3,    //阴天 | Overcast
    WT_LIGHT_RAIN            = 4,    //小雨 | Light rain
    WT_HEAVY_RAIN            = 5,    //大雨 | Heavy rain
    WT_SNOW                  = 6,    //雪 | Snow
    WT_THUNDER_SHOWER        = 7,    //雷阵雨 | Thunder shower
    WT_SUNNY_NIGHT           = 8,    //晴晚上 | Sunny night
    WT_PARTLY_CLOUDY_NIGHT  = 9,    //多云晚上 | Cloudy night
    WT_STANDSTORM            = 10,   //沙尘暴 | Sand storm
    WT_SHOWER                = 11,   //阵雨 | Shower
    WT_SHOWER_NIGHT          = 12,   //阵雨晚上 | Shower night
    WT_SLEET                 = 13,   //雨夹雪 | Sleet
    WT_SMOG                  = 14,   //雾、霾 | Fog and haze
    WT_LIGHT_SNOW            = 15,   //小雪 | Light snow
    WT_HEAVY_SNOW            = 16,   //大雪 | Heavy snow
    WT_MODERATE_RAIN         = 17,   //中雨 | Moderate rain
    WT_RAINSTORM             = 18,   //暴雨 | Rainstorm

```

```

        WT_UNKNOWN          = 255, //未知天气 | Unknown weather
    }FB_WEATHER;

```

```

typedef enum {
    AL_BAD      = 0, //差 | Bad
    AL_GOOD     = 1, //良 | Good
    AL_WONDFUL  = 2, //优 | Wonderful
}FB_AIRLEVEL;

```

```

typedef enum{
    WD_0 = 0, //无风 | No wind
    WD_1 = 1, //东风 | East wind
    WD_2 = 2, //东南风 | Southeast wind
    WD_3 = 3, //南风 | South wind
    WD_4 = 4, //西南风 | Southwest wind
    WD_5 = 5, //西风 | Westerly
    WD_6 = 6, //西北风 | Northwest wind
    WD_7 = 7, //北风 | North wind
    WD_8 = 8, //东北风 | Northeasterly wind
}EM_WINDDIRECTION;

```

43、设置未来天气预报信息

```

- (void)fbPushWeatherMessageWithModel:(NSArray <FBWeatherModel *>
*)weatherArray support:(BOOL)support_14days_Weather
withBlock:(FBResultCallbackBlock _Nonnull)fbBlock;

```

/*

推送天气消息参数 | Push weather message parameters

*/

```
@interface FBWeatherModel : NSObject
```

/**

序号 ID, 0:昨天、1:今天、2:明天、3:后天..... | Serial number ID, 0: yesterday, 1: today, 2: tomorrow, 3: the day after tomorrow

@note 根据 FBAllConfigObject.firmwareConfig.support_14days_Weather 来标识是否支持未来 14 天天气预报 (YES: 序号 ID 支持 0-15, NO: 序号 ID 支持 0-6) / According to FBAllConfigObject.firmwareConfig.support_14days_Weather to identify whether the weather forecast for the next 14 days is supported (YES: serial number ID supports 0-15, NO: serial number ID supports 0-6)

*/

```
@property (nonatomic, assign) NSInteger days;
```

/**

天气 | Weather

*/

```
@property (nonatomic, assign) FB_WEATHER Weather;
```

/**

```

    最低温度，可以为负数 | The lowest temperature can be negative
    */
    @property (nonatomic, assign) NSInteger tempMin;
    /**
    最高温度，可以为负数 | The highest temperature can be negative
    */
    @property (nonatomic, assign) NSInteger tempMax;
    /**
    空气质量等级 | Air quality level
    */
    @property (nonatomic, assign) FB_AIRLEVEL AirCategory;
    /**
    PM2.5 等级 | PM2.5
    */
    @property (nonatomic, assign) FB_PM25 PM2p5;
@end

typedef enum {
    PM_LEVEL1 = 0, //优 | Wonderful
    PM_LEVEL2 = 1, //良 | Good
    PM_LEVEL3 = 2, //轻度污染 | Light pollution
    PM_LEVEL4 = 3, //中度污染 | Moderate pollution
    PM_LEVEL5 = 4, //重度污染 | Heavy pollution
}FB_PM25;

```

44、~~app~~推送手机定位信息

```

- (void)fbPushMobileLocationInformationWithLongitude:(float)longitude
withLatitude:(float)latitude withBlock:(FBResultCallbackBlock)
_Nonnull)fbBlock;

```

45、获取女性生理周期信息

```

- (void)fbGetFemaleCircadianCycleWithBlock:(FBGetFemaleCircadianCycleBlock
_Nonnull)fbBlock;
/*
    女性生理周期信息 | Female physiological cycle information
    */
@interface FBFemalePhysiologyModel : NSObject
/**
    健康模式设置 | Health mode setting
    */
    @property (nonatomic, assign) FB_FEMALEPHYSIOLOGICALHEALTHMODEL HealthModel;
    /**

```

```

    经期开始提醒提前天数，范围 1-3 天 | The number of days in advance of menstruation start reminder, ranging from 1 to 3 days
    */
    @property (nonatomic, assign) NSInteger daysInAdvance;
    /**
    经期的天数，范围 3-15 天 | The number of days of menstruation, ranging from 3 to 15 days
    */
    @property (nonatomic, assign) NSInteger daysMenstruation;
    /**
    周期长度，范围 17-60 天 | Cycle length, ranging from 17 to 60 days
    */
    @property (nonatomic, assign) NSInteger cycleLength;
    /**
    最近一次月经，年（最近两年） | Last menstruation, year (last two years)
    */
    @property (nonatomic, assign) NSInteger lastYear;
    /**
    最近一次月经，月 | Last menstruation, month
    */
    @property (nonatomic, assign) NSInteger lastMonth;
    /**
    最近一次月经，日 | The last menstruation, day
    */
    @property (nonatomic, assign) NSInteger lastDay;
    /**
    孕期提醒方式：NO 提示已怀孕天数，YES 提示距离预产期天数 | Pregnancy reminder: no indicates the number of days pregnant, yes
    indicates the number of days away from the expected delivery date
    */
    @property (nonatomic, assign) BOOL isPreProduction;
    /**
    提醒时间，小时 | Reminder time, hours
    */
    @property (nonatomic, assign) NSInteger reminderHours;
    /**
    提醒时间，分钟 | Reminder time, minutes
    */
    @property (nonatomic, assign) NSInteger reminderMinutes;
    /**
    设备提醒开关，NO 关，YES 开 | Device reminder switch, no off, yes on
    */
    @property (nonatomic, assign) BOOL reminderSwitch;
@end

typedef enum {
    FB_HealthModel_NotUsed = 0, //未启用 | Not used

```

```

    FB_HealthModel_Menstrual          = 1, //月经期 | Menstrual period
    FB_HealthModel_PregnancyPreparation = 2, //备孕期 | Pregnancy preparation period
    FB_HealthModel_Pregnancy          = 3, //怀孕期 | Pregnancy
}FB_FEMALEPHYSIOLOGICALHEALTHMODEL;

```

46、设置女性生理周期信息

```

- (void)fbSetFemaleCircadianCycleWithModel:(FBFemalePhysiologyModel *
_Nonnull)physiologyModel withBlock:(FBResultCallbackBlock
_Nonnull)fbBlock;
// 参考上述参数

```

47、获取心率异常提醒信息

```

- (void)fbGetAbnormalHeartRateReminderWithBlock:(FBGetAbnormalHeartRateR
eminderBlock _Nonnull)fbBlock;
/*
    心率异常提醒信息 | Abnormal heart rate reminder information
*/
@interface FBHrReminderModel : NSObject
/**
    心率异常提醒开关 NO:关闭 YES:打开 | Abnormal heart rate reminder switch No: off yes: on
*/
@property (nonatomic, assign) BOOL enable;
/**
    心率提醒上限，心率超高提醒 | Heart rate reminder upper limit, heart rate ultra-high reminder
*/
@property (nonatomic, assign) NSInteger highReminder;
/**
    心率提醒下限，心率过低提醒 | Low heart rate reminder
*/
@property (nonatomic, assign) NSInteger lowReminder;
/**
    心率值连续超标次数（达到超标的次数时才会提醒） | The number of times the heart rate value exceeds the standard continuously (it will
be reminded only when the number exceeds the standard)
*/
@property (nonatomic, assign) NSInteger exceedanceTimes;
/**
    检测起始时间，一天的绝对分钟（大于等于 0 分钟，小于 1440 分钟，起始时间小于结束时间） | Detection start time, absolute minutes of
a day (greater than or equal to 0 minutes, less than 1440 minutes, start time less than end time)
*/
@property (nonatomic, assign) NSInteger startTime;
/**

```

检测结束时间，一天的绝对分钟（大于等于 0 分钟，小于 1440 分钟，结束时间大于起始时间） | Detection end time, absolute minutes of a day (greater than or equal to 0 minutes, less than 1440 minutes, end time greater than start time)

*/

@property (nonatomic, assign) NSInteger endTime;

@end

48、设置心率异常提醒信

```
-(void)fbSetAbnormalHeartRateReminderWithModel:(FBHrReminderModel *  
_Nonnull)hrReminderModel withBlock:(FBResultCallbackBlock  
_Nonnull)fbBlock;
```

// 参考上述参数

49、GPS 运动互联数据交互

```
-(void)fbGPSMotionInterconnectionWithModel:(FBMotionInterconnectionMode  
l * _Nonnull)model withBlock:(FBMotionInterconnectionBlock  
_Nonnull)fbBlock;
```

/*

GPS 运动互联数据交互信息 | Interactive information of GPS motion interconnection data

*/

@interface FBMotionInterconnectionModel : NSObject

#pragma mark - 以下数据由 APP 提供填充 | The following data is filled in by app

/** 当前时间(UTC) | Current time (UTC) */

@property (nonatomic, assign) NSInteger currentTimeUTC;

/** 运动 ID，用运动的开始时间作为每笔运动的唯一识别码 | Motion ID, using the start time of the motion as the unique identification code of each motion */

@property (nonatomic, assign) NSInteger motionID;

/** 运动开始时间戳(UTC) | Motion start timestamp (UTC) */

@property (nonatomic, assign) NSInteger startMotionUTC;

/** 运动结束时间(UTC)，进行中的运动填 0 | Motion end time (UTC), fill in 0 for ongoing exercise */

@property (nonatomic, assign) NSInteger endMotionUTC;

/** 当前运动总时间，单位秒 | Total current movement time, in seconds */

@property (nonatomic, assign) NSInteger totalTime;

/** 当前运动总卡路里（千卡） | Total calories of current exercise (kcal) */

@property (nonatomic, assign) NSInteger totalCalories;

/** 当前本次运动轨迹运动距离（单位米，通过 gps 定位计算） | Motion distance of current trajectory (unit: m, calculated by GPS positioning) */

@property (nonatomic, assign) NSInteger motionDistance;

/** 运动模式 | Motion mode */

@property (nonatomic, assign) FB_MOTIONMODE MotionMode;

/** 本次运动最大步频（单位：步/分钟） | Maximum step frequency of this movement (unit: step / minute) */

@property (nonatomic, assign) NSInteger maxStepFrequency;

/** 本次运动平均步频 = 步数/时间（单位：步/分钟） | Average step frequency of this exercise = steps / time (unit: steps / minute) */


```

@property (nonatomic, assign) NSInteger avgStepFrequency;

/** 重复运动的周期数（来回次数，圈数）（单位：圈） | Number of cycles of repeated motion (number of turns, turns) (unit: turns) */
@property (nonatomic, assign) NSInteger cyclesNumber;

/** 本次运动最大速度（单位：米/秒） | Maximum speed of this movement (unit: M / s) */
@property (nonatomic, assign) CGFloat maxSpeed;

/** 本次运动平均速度 = 距离/用时（单位：米/秒） | Average speed of this movement = distance / time (unit: M / s) */
@property (nonatomic, assign) CGFloat avgSpeed;

/** 本次有轨迹运动配速（单位：秒/公里） | This time there is track movement pace (unit: S / km) */
@property (nonatomic, assign) NSInteger trackPace;

#pragma mark - 以下数据 APP 或手表由提供（双方都有权修改） | The following data is provided by app or watch (both parties have the right to modify)

/** 中途休息次数 | Number of breaks */
@property (nonatomic, assign) NSInteger breaksNumber;

/** 运动状态,0 停止,1 进行中,2 暂停(表明当前运动状态,非控制指令) | Motion state, 0 stop, 1 in progress, 2 pause (indicating current motion state, non control command) */
@property (nonatomic, assign) NSInteger motionState;

#pragma mark - 以下数据由手表填充返回, APP 无需设置 | The following data is filled and returned by the watch. App does not need to be set

/** 当前运动总步数 | Total current motion steps */
@property (nonatomic, assign) NSInteger totalSteps;

/** 本次运动当前实时心率（单位：次/分钟） | Current real-time heart rate during this exercise (unit: times / minute) */
@property (nonatomic, assign) NSInteger currentHeartRate;

/** 本次运动最大心率（单位：次/分钟） | Maximum heart rate of this exercise (unit: times / minute) */
@property (nonatomic, assign) NSInteger maxHeartRate;

/** 本次运动最小心率（单位：次/分钟） | Minimum heart rate of this exercise (unit: times / minute) */
@property (nonatomic, assign) NSInteger minHeartRate;

/** 本次运动实时平均心率（单位：次/分钟） | Real time average heart rate of this exercise (unit: times / minute) */
@property (nonatomic, assign) NSInteger avgHeartRate;

/** 当前心率处于的区间（热身，燃脂，有氧，高强度有氧，无氧） | The range of current heart rate (warm-up, fat burning, aerobic, high-strength aerobic, anaerobic) */
@property (nonatomic, assign) FB_MOTIONHEARTRATERANGE currentHrRange;

/** 到当前为止，热身运动时间，单位分钟，随时刷新 | Up to now, the warm-up exercise time, in minutes, is refreshed at any time */
@property (nonatomic, assign) NSInteger heartRate_level_1;

/** 到当前为止，燃脂运动时间，单位分钟，随时刷新 | Up to now, the fat burning movement time, in minutes, can be refreshed at any time */
@property (nonatomic, assign) NSInteger heartRate_level_2;

/** 到当前为止，有氧耐力运动时间，单位分钟，随时刷新 | So far, aerobic endurance exercise time, in minutes, can be refreshed at any time */
@property (nonatomic, assign) NSInteger heartRate_level_3;

/** 到当前为止，高强度有氧运动时间，单位分钟，随时刷新 | So far, the time of high-strength aerobic exercise, in minutes, can be refreshed at any time */

```

```

@property (nonatomic, assign) NSInteger heartRate_level_4;
/** 到当前为止，无氧运动时间，单位分钟，随时刷新 | So far, the anaerobic exercise time, in minutes, can be refreshed at any time */
@property (nonatomic, assign) NSInteger heartRate_level_5;
@end

```

50、获取常用联系人信息

```

-(void)fbGetFavoriteContactListWithBlock:(FBGetFavoriteContactListBlock
_Nonnull)fbBlock;
/*
  常用联系人信息 | Frequently used contact information
 */
@interface FB FavContactModel : NSObject
/**
  联系人姓名(长度小于或等于 64 个字节,超出最大长度,自动截取) | Contact name (less than or equal to 64 bytes in length, automatically
intercepted if the maximum length is exceeded)
 */
@property (nonatomic, copy) NSString *contactName;
/**
  号码归属地(长度小于或等于 64 个字节,超出最大长度,自动截取) | Number location (if the length is less than or equal to 64 bytes, it
will be automatically intercepted if the maximum length is exceeded)
 */
@property (nonatomic, copy) NSString *QCellCore;
/**
  联系人号码(长度小于或等于 20 个字节,超出最大长度,自动截取) | Contact number (less than or equal to 20 bytes in length,
automatically intercepted if the maximum length is exceeded)
 */
@property (nonatomic, copy) NSString *contactNumber;
@end

```

51、设置常用联系人信息

```

- (void)fbSetFavoriteContactListWithModel:(NSArray <FB FavContactModel *>
*)modelList withBlock:(FBResultCallbackBlock _Nonnull)fbBlock;
// 参考上述参数

```

52、读取片外 flash 空间数据 (设备意外重启信息, 供固件分析问题)

```

- (void)fbReadOffChipFlashWithAddress:(NSInteger)address
withLength:(NSInteger)length withBlock:(FBRequestDeviceLogsBlock
_Nonnull)fbBlock;

```

53、请求获取设备日志（埋点数据，读取 OTA 缓存数据，总共 60K）

```
– (void)fbRequestDeviceLogsWithBlock:(FBRequestDeviceLogsBlock  
_Nonnull)fbBlock;
```

54、获取系统功能开关信息

```
–  
(void)fbGetSystemFunctionSwitchInformationWithBlock:(FBRequestSystemFunctionSwitchInfoBlock _Nonnull)fbBlock;
```

55、设置系统功能开关信息

```
–  
(void)fbSetSystemFunctionSwitchInformation:(FBSystemFunctionSwitchModel * _Nonnull)switchModel withBlock:(FBResultCallbackBlock _Nonnull)fbBlock;
```

56、推送 AGPS 位置基础信息(经纬度 UTC)

```
– (void)fbPushAGPSLocationInformation:(FBAGPSLocationModel *  
_Nonnull)locationModel withBlock:(FBResultCallbackBlock  
_Nonnull)fbBlock;
```

➤ 获取流数据 API (FBAtCommand)

1. 开启数据流 **fbUpDataStreamData: withBlock:** 指令后, 有数据更新时, 设备会按设定的时间间隔通过此回调返回数据

```
- (void)fbStreamDataHandlerWithBlock:(FBStreamDataHandlerBlock
_Nonnull)fbBlock;
```

```
/*
```

```
    流数据 | Stream data
```

```
*/
```

```
@interface FBStreamDataModel : NSObject
```

```
/**
```

```
    流帧计数, 自动递增, 0-255, 溢出后清零 | Stream frame count, auto increment, 0-255, clear after overflow
```

```
*/
```

```
@property (nonatomic, assign) NSInteger streamCount;
```

```
/**
```

```
    当前心率 (次/分钟) | Current heart rate (times / minute)
```

```
*/
```

```
@property (nonatomic, assign) NSInteger currentHeartRate;
```

```
/**
```

```
    当前心率等级 | Current heart rate level
```

```
*/
```

```
@property (nonatomic, assign) FB_CURRENTHEARTRANGE HeartRateRange;
```

```
/**
```

```
    当前累计步数 | Current cumulative steps
```

```
*/  
@property (nonatomic, assign) NSInteger currentStepCount;  
/**  
    当前累计距离（米） | Current cumulative distance (m)  
*/  
@property (nonatomic, assign) NSInteger currentDistance;  
/**  
    当前累计消耗卡路里（千卡） | Current cumulative calories consumed (kcal)  
*/  
@property (nonatomic, assign) NSInteger currentCalories;  
@end
```

➤ OTA 工具 API (FBBluetoothOTA)

1. 生成自定义表盘 bin 文件数据 (FBCustomDataTools)

– (NSData

```
*)fbGenerateCustomDialBinFileDataWithDialModel:(FBCustomDialModel *  
_Nonnull)dialModel;
```

2. 生成多项目自定义表盘 bin 文件数据 (FBCustomDataTools)

– (NSData

```
*)fbGenerateMultiProjectCustomDialBinFileDataWithDialsModel:(FBMultiple  
CustomDialsModel * _Nonnull)dialsModel;
```

~~// NOTE: 由于表盘内存空间有限，自定义内容最多不能超过 16 个控件，不同样式所占用的控件个数都有所不同。添加自定义内容前需要检查表盘空间是否足够~~

```
+ (BOOL)checkForOverflow:(NSArray <FBCustomDialItem *> *)items;
```

3. 生成自定义运动类型 bin 文件数据 (多个运动类型 Bin 文件压缩合并成一个 Bin 文件)

(FBCustomDataTools)

```
– (NSData *)fbGenerateCustomMultipleMotionBinFileDataWithItems:(NSArray  
<NSData *> * _Nonnull)items;
```

4. 传入不同的 OTAType 进行 OTA 数据同步，为避免变砖，请先确认项目是否支持

```
– (void)fbStartCheckingOTAWithBinFileData:(NSData * _Nonnull)binFile  
withOTAType:(FB_OTANOTIFICATION)OTAType  
withBlock:(FBSetOtaUpgradeManagerBlock _Nonnull)fbBlock;
```

```
typedef enum {
```

FB_OTANotification_Firmware	= 0,	//升级固件 Update Firmware
FB_OTANotification_ClockDial	= 1,	//升级默认动态表盘 Upgrade default dynamic dial
FB_OTANotification_SmallFont	= 2,	//升级小字库 Upgrade small font
FB_OTANotification_BigFont	= 3,	//升级大字库 Upgrade big font
FB_OTANotification_UIPictureResources	= 4,	//升级 UI 图片资源 Upgrade UI image resources
FB_OTANotification_2_3_4AtTheSameTime	= 5,	//同时升级 2,3,4 Upgrade 2, 3, 4 at the same time
FB_OTANotification_Motion	= 6,	//推送运动模式 Push motion mode

```

    FB_OTANotification_UI                = 7,    //增量升级 UI 图片 | Incrementally upgrade UI images
    FB_OTANotification_Multi_Dial         = 8,    //多表盘压缩数据包 | Multi-dial compressed data package
    FB_OTANotification_Multi_Sport        = 9,    //多运动类型压缩数据包 | Multi-sport type compressed data
package
    FB_OTANotification_DynamicClockDial   = 10,   //+n, 升级动态表盘 n | +n. Upgrade dynamic dial n
    FB_OTANotification_CustomClockDial    = 20,   //+n, 升级自定义表盘 n | +n. Upgrade custom dial n
    FB_OTANotification_AGPS_Package       = 30,   //推送 AGPS 定位数据包 | Push AGPS positioning data package
    FB_OTANotification_Multi_Dial_Built_in = 200,  //厂线推送内置表盘压缩数据包 | The factory line pushes the
built-in dial compressed data package
    FB_OTANotification_Multi_Sport_Built_in = 201, //厂线推送内置多运动类型压缩数据包 | The factory line
pushes the built-in multi-sport type compressed data package
    FB_OTANotification_Busy               = 254,  //设备处于禁止 OTA 状态, 稍后再试 | The device is in OTA
prohibited state, please try again later
    FB_OTANotification_Cancel             = 255,  //放弃当前升级 | Discard current upgrade
}FB_OTANOTIFICATION;

```

// 更多类型请查看 SDK 内 FBMacro.h 文件

```

/*
    OTA 完成信息 | OTA completion information
*/
@interface FBOTADoneModel : NSObject
/**
    ota 类型 | OTA type
*/
@property (nonatomic, assign) FB_OTANOTIFICATION type;
/**
    bin 二进制文件 | Bin binary
*/
@property (nonatomic, retain) NSData *binFile;
/**
    ota 升级总时长 (单位秒) | Total OTA upgrade time (in seconds)
*/
@property (nonatomic, assign) NSInteger totalInterval;
/**
    平均速率 (单位 KB/s) | Average velocity (in KB / s)
*/
@property (nonatomic) float velocity;
@end

```

➤ 错误码枚举定义 FB_RET_CMD

```

typedef enum {
    //协议定义的通讯错误 | Protocol defined communication error
    RET_EXEC_ER          = 3,    //执行失败 | Execution failed

```

```

RET_DATA_INVA      = 4,    //数据无效（格式错误）| Invalid data (format error)
RET_COMM_BUSY     = 5,    //通信中（系统忙）| Communication (system busy)
RET_COMD_INVA     = 6,    //无效指令 | Invalid instruction
RET_PVER_ER       = 7,    //协议版本不符 | Protocol version does not match
RET_DATA_OK       = 8,    //数据正确 | The data is correct
RET_DATA_ER       = 9,    //数据错误 | Data error
RET_DATA_TO       = 10,   //接收超时 | Receive timeout
RET_RAM_OF        = 11,   //内存溢出 | Out of memory
RET_CHKS_ER       = 12,   //校验和错误 | Check sum error
RET_PARA_ER       = 13,   //参数错误 | Parameter error
RET LENG_ER       = 14,   //数据长度错误 | Data length error

//自定义蓝牙通信错误 | Custom Bluetooth communication error
RET_FB_ERR_OTA     = 15,   //OTA 失败，不支持 OTA | OTA failed, OTA not supported
RET_FB_ERR_OFF     = 16,   //蓝牙未打开或不支持 | Bluetooth is not on or not supported
RET_FB_ERR_NOT     = 17,   //尚未连接到设备 | Not yet connected to the device
RET_FB_ERR_NOTREADY = 18,   //设备尚未初始化完成 | The device has not been initialized
RET_FB_ERR_NET     = 19,   //写指令失败，或缺少连接参数 | Write instruction failed, or connection
parameters are missing
RET_FB_ERR_AT      = 20,   //AT 指令异常，无效指令/无效参数 | At instruction exception, invalid
instruction / invalid parameter
RET_FB_ERR_DATA    = 21,   //失败，数据校验未通过 | Failed, data verification failed
RET_FB_ERR_TIMEROUT = 22,   //应答超时 | Response timeout

//自定义数据传输状态 | Data transmission status
FB_INDATATRANSMISSION = 101, //数据传输中 | In data transmission
FB_DATATRANSMISSIONDONE = 200, //数据传输完成 | Data transmission complete
FB_DATATRANSMISSIONFAILED = 500, //数据传输失败 | Data transfer failed

//GPS 运动状态执行错误 | GPS motion status execution error
FB_GPS_MOTION_STATE_LOWPRESSUREERROR = 200012, //执行失败，低压无法执行 | Execution failed, low
voltage cannot be executed
FB_GPS_MOTION_STATE_COMMANDSTATUSERROR = 200013, //指令状态错误 | Command status error
FB_GPS_MOTION_STATE_INREGULARMOTIONERROR = 200014, //常规运动中，请先停止当前运动 | In normal motion,
please stop the current motion first
FB_GPS_MOTION_STATE_INCALLERROR = 200015, //正在通话中，无法执行此指令 | This command cannot be
executed while a call is in progress
FB_GPS_MOTION_STATE_CANCELSELS = 200017, //手表取消开启运动 | The watch cancels the movement
FB_GPS_MOTION_STATE_NONE = 200019, //本地无此运动信息 | There is no local sports
information
}FB_RET_CMD;

```

➤ 运动模式枚举定义 FB_MOTIONMODE


```

typedef enum {
    FBNotUsed           = 0,    //不使用 | Not used
    FBRunning           = 1,    //跑步 | Running
    FBMountaineering    = 2,    //登山 | Mountaineering
    FBCycling           = 3,    //骑行 | Cycling
    FBFootball          = 4,    //足球 | Football
    FBSwimming          = 5,    //游泳 | Swimming
    FBBasketball        = 6,    //篮球 | Basketball
    FBNo_designation     = 7,    //无指定 | No designation
    FBOutdoor_running   = 8,    //户外跑步 | Outdoor running
    FBIndoor_running     = 9,    //室内跑步 | Indoor running
    FBFat_reduction_running = 10, //减脂跑步 | Fat reduction running

    FBOutdoor_walking   = 11,   //户外健走 | Outdoor walking
    FBIndoor_walking     = 12,   //室内健走 | Indoor walking
    FBOutdoor_cycling    = 13,   //户外骑行 | Outdoor cycling
    FBIndoor_cycling     = 14,   //室内骑行 | Indoor cycling
    FBFree_training      = 15,   //自由训练 | Free training
    FBFitness_training   = 16,   //健身训练 | Fitness training
    FBBadminton          = 17,   //羽毛球 | Badminton
    FBVolleyball         = 18,   //排球 | Volleyball
    FBTable_Tennis       = 19,   //乒乓球 | Table Tennis
    FBElliptical_machine = 20,   //椭圆机 | Elliptical machine

    FBRowing_machine     = 21,   //划船机 | Rowing machine
    FBYoga_training      = 22,   //瑜伽 | Yoga
    FBStrength_training   = 23,   //力量训练 (举重) | Strength training (weightlifting)
    FBCricket            = 24,   //板球 | Cricket
    FB Rope_skipping      = 25,   //跳绳 | Rope skipping
    FBAerobic_exercise    = 26,   //有氧运动 | Aerobic exercise
    FBAerobic_dancing     = 27,   //健身舞 | Aerobic dancing
    FBTaiji_boxing       = 28,   //太极 | Tai Chi
    FBAuto_running       = 29,   //自动识别跑步运动 | Automatically recognize running
    FBAuto_walking       = 30,   //自动识别健走运动 | Automatic recognition of walking movement

    FBWALK               = 31,   //室内步行 | Indoor walking
    FBSTEP_TRAINING      = 32,   //踏步 | Step training
    FBHORSE RIDING       = 33,   //骑马 | Ride a horse
    FBHOCKEY             = 34,   //曲棍球 | Hockey
    FBINDOOR_CYCLE       = 35,   //室内单车 | Aerodyne bike
    FB SHUTTLECOCK       = 36,   //毽球 | Shuttlecock
    FBBOXING             = 37,   //拳击 | Boxing
    FBOUTDOOR_WALK       = 38,   //户外走 | Outdoor walk
    FBTRAIL_RUNNING      = 39,   //越野跑 | Cross country running

```

FBSKIING	= 40, //滑雪 Skiing
FBGYMNASTICS	= 41, //体操 Artistic Gymnastics
FBICE_HOCKEY	= 42, //冰球 Ice hockey
FBTAEKWONDO	= 43, //跆拳道 Taekwondo
FBV02MAX_TEST	= 44, //有氧运动 Aerobic exercise
FBAIR_WALKER	= 45, //漫步机 Walking machine
FBHIKING	= 46, //徒步 On foot
FBTENNIS	= 47, //网球 Tennis
FBDANCE	= 48, //跳舞 Dance
FBTRACK_FIELD	= 49, //田径 Athletics
FBABDOMINAL_TRAINING	= 50, //腰腹运动 Lumbar abdominal movement
FBKARATE	= 51, //空手道 Karate
FBCOOLDOWN	= 52, //整理放松 Organize and relax
FB CROSS_TRAINING	= 53, //交叉训练 Cross training
FBPILATES	= 54, //普拉提 Pilates
FBCROSS_FIT	= 55, //交叉配合 Cross fit
FBFUNCTIONAL_TRAINING	= 56, //功能性训练 Functional training
FBPHYSICAL_TRAINING	= 57, //体能训练 Physical training
FBARCHERY	= 58, //射箭 Archery
FBFLEXIBILITY	= 59, //柔韧度 Flexibility
FBMIXED_CARDIO	= 60, //混合有氧 Mixed aerobic
FBLATIN_DANCE	= 61, //拉丁舞 Latin dance
FBSTREET_DANCE	= 62, //街舞 Hip hop
FBKICKBOXING	= 63, //自由搏击 Free fight
FBBARRE	= 64, //芭蕾舞 Ballet
FBAUSTRALIAN_FOOTBALL	= 65, //澳式足球 Australian football
FBMARTIAL_ARTS	= 66, //武术 Australian football
FBSTAIRS	= 67, //爬楼 Climb a building
FBHANDBALL	= 68, //手球 Handball
FBBASEBALL	= 69, //棒球 Baseball
FBBOWLING	= 70, //保龄球 Bowling
FB RACQUETBALL	= 71, //壁球 Squash
FBCURLING	= 72, //冰壶 Curling
FBHUNTING	= 73, //打猎 Go hunting
FBSNOWBOARDING	= 74, //单板滑雪 Snowboarding
FBPLAY	= 75, //休闲运动 Leisure sports
FBAMERICAN_FOOTBALL	= 76, //美式橄榄球 American football
FBHAND_CYCLING	= 77, //手摇车 Handcart
FBFISHING	= 78, //钓鱼 Go fishing
FBDISC_SPORTS	= 79, //飞盘 Frisbee

FBRUGBY	= 80, //橄榄球 Rugby
FBGOLF	= 81, //高尔夫 Golf
FBFOLK_DANCE	= 82, //民族舞 Folk dance
FBDOWNHILL_SKIING	= 83, //高山滑雪 Alpine skiing
FBSNOW_SPORTS	= 84, //雪上运动 Snow Sports
FBMIND_BODY	= 85, //舒缓冥想类运动 Soothing meditation exercise
FBCORE_TRAINING	= 86, //核心训练 Core training
FBSKATING	= 87, //滑冰 Core training
FBFITNESS_GAMING	= 88, //健身游戏 Fitness games
FBAEROBICS	= 89, //健身操 Aerobics
FBGROUP_TRAINING	= 90, //团体操 Group Gymnastics
FBKENDO	= 91, //搏击操 Kickboxing
FBLACROSSE	= 92, //长曲棍球 Lacrosse
FBROLLING	= 93, //泡沫轴筋膜放松 Foam shaft fascia relax
FBWRESTLING	= 94, //摔跤 Wrestling
FBFENCING	= 95, //击剑 Fencing
FBSOFTBALL	= 96, //垒球 Softball
FBSINGLE_BAR	= 97, //单杠 Horizontal bar
FBPARALLEL_BARS	= 98, //双杠 Parallel bars
FBROLLER_SKATING	= 99, //轮滑 Roller-skating
FBHULA_HOOP	= 100, //呼啦圈 Hu la hoop
FBDARTS	= 101, //飞镖 Darts
FBPICKLEBALL	= 102, //匹克球 Pickleball
FBSIT_UP	= 103, //仰卧起坐 Abdominal curl
FBHIIT	= 104, //HIIT HIIT
FBWAIST_TRAINING	= 105, //腰腹训练 Waist and abdomen training
FBTREADMILL	= 106, //跑步机 Treadmill
FBBOATING	= 107, //划船 Rowing
FBJUDO	= 108, //柔道 rowing
FBTRAMPOLINE	= 109, //蹦床 Trampoline
FBKATEBOARDING	= 110, //滑板 Skate
FBHOVERBOARD	= 111, //平衡车 Balance car
FBBLADING	= 112, //溜旱冰 Roller skating
FBPARKOUR	= 113, //跑酷 Parkour
FBDIVING	= 114, //跳水 Diving
FBSURFING	= 115, //冲浪 Surfing
FBSNORKELING	= 116, //浮潜 Snorkeling
FBPULL_UP	= 117, //引体向上 Pull up
FBPUSH_UP	= 118, //俯卧撑 Push up
FBPLANKING	= 119, //平板支撑 Plate support

```

FBROCK_CLIMBING      = 120, //攀岩 | Rock Climbing

FBHIGHTJUMP          = 121, //跳高 | High jump
FBBUNGEE_JUMPING     = 122, //蹦极 | Bungee jumping
FBLONGJUMP           = 123, //跳远 | Long jump
FBSHOOTING           = 124, //射击 | Shooting
FBMARATHON           = 125, //马拉松 | Marathon
FBVO2MAXTEST         = 126, //最大摄氧量测试 | VO2max test
FBKITE_FLYING        = 127, //放风筝 | Kite Flying
FBBILLIARDS          = 128, //台球 | Billiards
FBCARDIO_CRUISER     = 129, //有氧运动巡洋舰 | Cardio Cruiser
FBTUGOFWAR           = 130, //拔河比赛 | Tug of war

FBFREESPARRING       = 131, //免费的陪练 | Free Sparring
FBRAFTING            = 132, //漂流 | Rafting
FBSPINNING           = 133, //动感单车 | Spinning
FBBMX               = 134, //BMX | BMX
FBATV                = 135, //ATV | ATV
FBDUMBBELL          = 136, //哑铃 | Dumbbell
FBBEACHFOOTBALL      = 137, //沙滩足球 | Beach Football
FBKAYAKING           = 138, //皮划艇 | Kayaking
FBSAVATE             = 139, //法国式拳击 | Savate
FBBEACHVOLLEYBALL    = 140, //沙滩排球 | Beach Volleyball

FB0ther_reservation  = 255, //其他预留 | Other reservation
}FB_MOTIONMODE;
// 更多类型请查看 SDK 内 FBMacro.h 文件

```