

Documentation and Manual :

<http://techtweaking.com/docs>

or

<http://techtweaking.github.io/docs>

For suggestions, Bug reports or saying hi:

Support E-Mail : techtweaking@gmail.com

Setup Guide

- In the menu bar, choose **Tools -> TechTweaking -> Bluetooth Classic -> Setup the BT library** .
- Add the **BtConnector** prefab to your scene. This prefab is just an empty gameObject with a "BluetoothAdapter.cs" script attached to it.
 - Every demo in this Asset has a **BtConnector** prefab. No need to add one.
 - One **BtConnector** must be available throughout the use of this library. So, if you want to move between scenes, read about [DontDestroyOnLoad\(object\)](#).
 - Destroying the **BtConnector** gameobject would be a good way to release all allocated resources related to this library.

More Information and Docs :

<http://techtweaking.com/docs> or <http://techtweaking.github.io/docs>