

Developing with Bluetooth Low Energy

Thank you for downloading the *Bluetooth Low Energy Quick Start Kit*.

This simple to use kit is designed to help develop applications and devices enabled with *Bluetooth* Low Energy Technology. Ideal for developers who are new to *Bluetooth* Low Energy Technology, the kit will help speed up the development process, ultimately saving valuable time and resources.

Contents of the Kit:

- *Bluetooth* Low Energy Fundamental Concepts
 - *Bluetooth* Low Energy Architecture
 - Air Interface Frame Structure
 - GATT & GAP
- Custom Profile – ‘Hello *Bluetooth*’ Example
- Source Code – Implementing ‘Hello *Bluetooth*’ on:
 - TI CC2540 - Hello Server
 - Nordic nRF8001 - Hello Server
 - iOS - Hello Client
 - Android (coming soon) - Hello Client
 - Windows 8 (coming soon) - Hello Client
- Air Interface Traces – captured for the ‘Hello *Bluetooth*’ profile using:
 - Ellisys Sniffer
 - Frontline Sniffer
- GATT Schema Documentation & Tutorial

Hardware Requirements

The Quick Start Kit does not include hardware.

If you’re developing a *Bluetooth* device, you’ll need:

- [TI CC2540 mini DK](#)
- Nordic [nRFGoStarterKit](#) & [nRF8001 DK](#)

If you’re developing an application to run on a *Bluetooth* Smart Ready device, you’ll need:

- MAC OS X Lion, XCode with iOS 5.1 SDK with [PTS Low Energy Radio Module](#)
- iPhone 4S

How to Use the Kit:

1. Explore and review technology fundamentals documents
2. Set up a development environment
3. Get the necessary hardware mentioned
4. Review the ‘Hello *Bluetooth*’ example
5. Run the sample code
6. Now you’re ready to develop your own applications

For Additional Information:

In addition to the Quick Start Kit, the [Bluetooth Developer Portal](#) has a wealth of resources for you to leverage when developing applications and devices enabled with *Bluetooth* Low Energy Technology. Take advantage of these tools designed to help speed time to market:

- [Forums](#)
- [White papers, videos and webinars](#)
- [Development platforms and tools](#)