

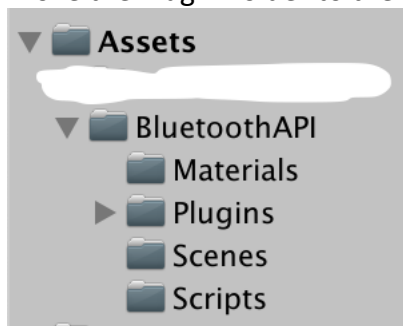
# Arduino Unity Plugin

## Requirements

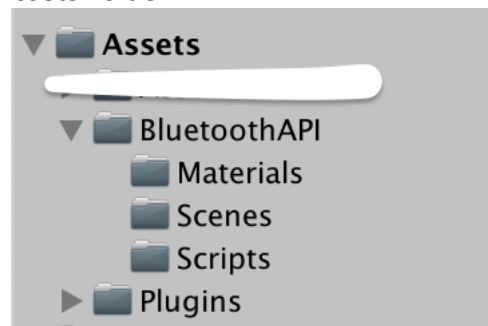
1. Switch Scripting runtime version to 4.x as 3.5 is already deprecated (found in Build Settings)



2. Move the Plugin Folder to the main Assets Folder

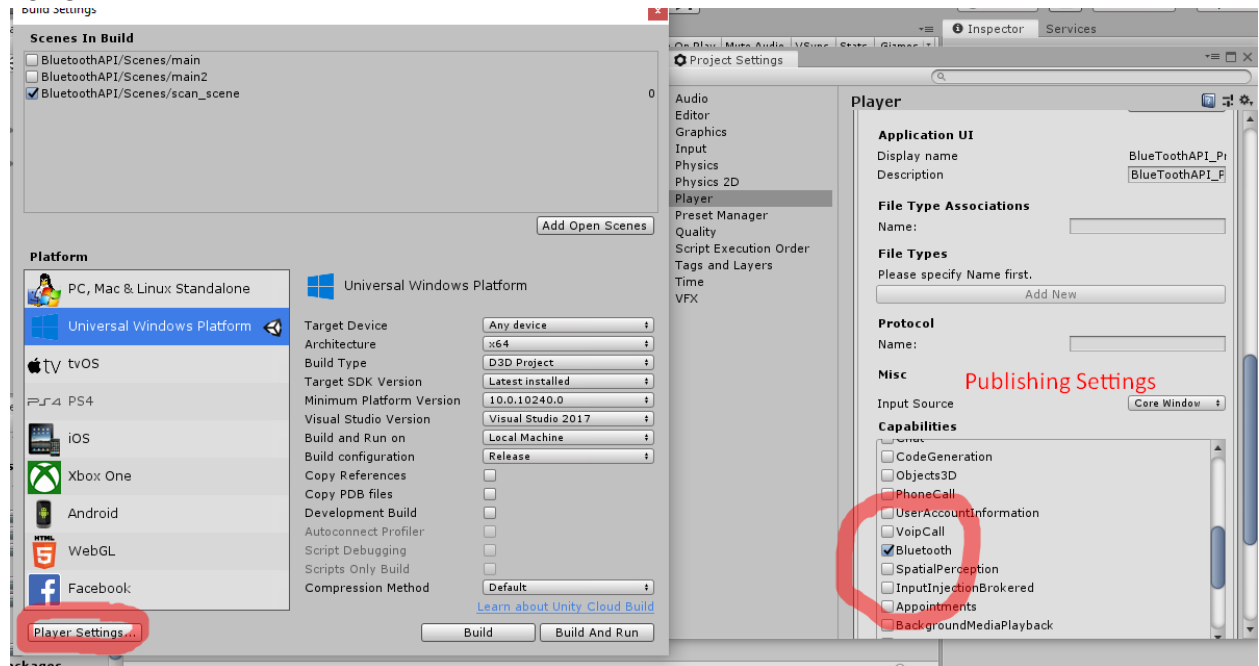


Before



After

## For UWP



## Supported Devices

1. Android
2. iOS
3. MacOS
4. Windows PC
5. UWP

## BluetoothHelper Class

### Static Vars and Methods

1. GetInstance (string *deviceName*)
  - *deviceName*: string identifying the Bluetooth module you are going to connect to
  - Returns BluetoothHelper Instance
  - Throws:
    - i. BluetoothNotEnabledException: Bluetooth not turned on
    - ii. BluetoothNotSupportedException: Bluetooth not supported
    - iii. BluetoothNotReadyException: the Bluetooth device is not paired
    - iv. BluetoothPermissionNotGrantedException: this is caused by not moving the plugin folder to the main assets folder
2. GetInstance()
  - Returns the BluetoothHelper Instance
  - *deviceName* will be set later when attempting to connect
  - This is helpful when there's a need to scan for nearby Bluetooth and connect to one of them based on the scan result
  - Throws same exceptions as (1)
3. Bool SERIAL\_COMM:
  - Default: False => connect to destination device using Bluetooth
  - True => connect to destination device using USB Cable. In this case, *deviceName* variable refers to the COM port name (example: COM5)
  - Serial communication is ONLY available on windows PC, and setting it to True for android devices has no effect.
4. Bool BLUETOOTH\_SIMULATION
  - Default: False => Connect to actual Bluetooth device
  - True => Emulate Bluetooth connected by providing a GUI interface to simulate receiving messages
  - This variable ONLY has effect on Windows PC so you can simulate connecting to Bluetooth device if your laptop doesn't have Bluetooth, so you can always develop
  - On not supported platforms, like iOS, MacOS... this is the default mode
  - **SET THIS VARIABLE TO TRUE IF YOUR COMPUTER DOESN'T SUPPORT BLUETOOTH**
5. Bool BLE
  - Default: False => use Bluetooth Classic technology
  - True => use Bluetooth Low Energy technology

- *Changing this value has no effect on windows version, since BLE is not currently supported on Windows PC by this plugin. Only Android, MacOS and UWP. Regarding IOS, only BLE is supported. BLE is supported on UWP, and Bluetooth Classic on both Windows Desktop App and UWP*

#### Properties and Methods

1. `isDevicePaired()`:
  - Bluetooth Classic
    - i. return true if the device is already paired
    - ii. return false if the device is not paired
  - BLE:
    - i. Returns true if, *after scanning nearby devices*, the Bluetooth device is found
    - ii. Returns false if, *after scanning for nearby devices*, the Bluetooth device is not found
2. `SendData(string data)`:
  - Send string data to the Bluetooth devices
3. `SendData (byte[] data)`:
  - Send byte array data to the Bluetooth devices
4. `Connect()`
  - Connect to Bluetooth device
  - Invokes 2 events:
    - i. `OnConnected`: when successfully connected to the device
    - ii. `OnConnectionFailed`: when failed to connect to the Bluetooth device
5. `setDeviceName(string deviceName)`
6. `setDeviceAddress(string deviceAddress)`
  - These 2 functions set the properties of the device you wish to connect to. One will override the other. So, you either connect by name or by mac address. *setDeviceAddress function will trigger setDeviceName for IOS or MacOS BLE since connecting to a device by its mac address on IOS since it's not supported by Apple.*
  - These 2 functions are useful if you are trying to connect to multiple devices, so you set the name of a device, connect, transmit data, call disconnect, set the name of another device connect and so on...
7. `ScanNearbyDevices()`
  - Scan for nearby Bluetooth devices
  - Return true if scan has started
  - Calling this function is a must when using BLE technology before connecting to a BLE device.
  - Invokes 1 event:
    - i. `OnScanEnded`: returns a list of devices found
  - Not available for Windows PC (Desktop App)

## 8. setLengthBasedStream()

- sets reading and writing mode of the stream based on its length.

Example: Sending {0x02, 0x04, 0x65, 0xE5} from unity will result in sending: {0x55, 0x55, 0x00, 0x04, 0x02, 0x04, 0x65, 0xE5} knowing that 0x00 and 0x04 are the array length encoded on 2 bytes and 0x55, 0x55 are the preamble, to detect the start of the message. You don't have to worry about the encoding procedure or adding the preamble, as it is done automatically by the plugin.

From the Arduino, to get the message follow this code:

```
void readBT()
{
    if(Serial.available() >= 2)
    {
        data_length = 0;
        //reading the preambles
        byte pre1 = Serial.read();
        byte pre2 = Serial.read();
        if(pre1 != 85 || pre2 != 85) return;
        while(Serial.available() < 2) continue;
        byte x1 = Serial.read();
        byte x2 = Serial.read();

        data_length = x1 << 8 | x2;

        data = new byte[data_length];
        i=0;
        while(i<data_length)
        {

            if(Serial.available()==0){
                continue;
            }
            timeout=0;
            data[i++] = Serial.read();
        }

        // process the data ...

        delete[] data;
    }
}
```

Now sending messages from the Arduino, {0x02, 0x04, 0x65, 0xE5} will be sent as: {0x55, 0x55, 0x00, 0x04, 0x02, 0x04, 0x65, 0xE5} use this function to send from the arduino:

```
void sendBT(const byte *data, int length)
{
    byte len[4];
    //YOU HAVE TO PUT THE PREAMBLE WHEN SENDING FROM THE ARDUINO
    len[0] = 85; //preamble
    len[1] = 85; //preamble
    len[2] = (length >> 8) & 0x000000FF;
    len[3] = (length & 0x000000FF);
    Serial.write(len, 4);
    Serial.flush();
    Serial.write(data, 1);
    Serial.flush();
}
```

## 9. setTerminatorBasedStream(string str)

- set the writing and reading mode based on a terminator string to delimit the messages. Example, using \n (new line) to delimit incoming messages. "Hello\nHow are you" will be considered as 2 incoming messages in this case.

10. `setFixedLengthBasedStream(int length)`

- set the reading mode based on the number of received bytes. Each “length” bytes will be considered 1 message.

11. `StartListening()`

- Start listening for incoming messages
- Invokes 1 event:  
    `OnDataReceived`: called when a message is received
- Throws:
  - i. `BluetoothListeningMethodIsNotSetException`: when neither of *setTerminatorBasedStream* or *setLengthBasedStream* or *setFixedLengthBasedStream* has been called

12. `Disconnect()`

- Stops listening for incoming messages and disconnects from the Bluetooth device.
- This method **must be called** in the `OnDestroy()` method in a `MonoBehaviour` class:

```
void OnDestroy()  
{  
    bluetoothHelperInstance.Disconnect();  
}
```

13. `isConnected()`

- returns True if we are connected to the bluetooth device

14. `Bool Available`

- returns True if we have incoming messages waiting to be read

15. `Read()`

- Return a string representation of the incoming messages when available
- In case of want binary data representation from the string, call  
`char[] data = bluetoothHelper.Read().ToCharArray ();`

## Events to Listen to

1. OnConnected
2. OnConnectionFailed
3. OnDataReceived
4. OnScanEnded

These events are already explained above,

To Listen to them, use this syntax:

```
//this could be written is the Start() function for example  
bluetoothHelperInstance.OnConnected += OnConnectedFunction;
```

```
void OnConnectedFunction()  
{  
    //Yes, we are now connected, maybe we should start listening for incoming messages 🤔  
    bluetoothHelperInstance.StartListening();  
}
```

Or this lambda expression syntax

```
bluetoothHelperInstance.OnConnected += () => {  
    bluetoothHelperInstance.StartListening();  
};  
  
bluetoothHelper.OnScanEnded += (nearbyDevices) =>  
{  
    //nearbyDevices is a LinkedList containing nearby devices  
};
```

Thank you for using this plugin

You can always contact me via email [abouzaidan.tony@gmail.com](mailto:abouzaidan.tony@gmail.com) if you have any question.

This plugin will always be [Here!](#)