

▼ Embedded Binaries

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▼ Linked Frameworks and Libraries

Name	Status
 libSmartLinkStaticLib.a	Required ↕
+ -	

必须用 IOS 设备来运行 (Must use the read IOS device to run the APP)

示例代码:

在自己的工程文件内调入, Import the the following header file in project

```
#import <SmartlinkLib/SmartlinkLib.h>
```

```
-(void)viewDidLoad{
```

```
smtlk = HFSmartLink sharedInstance];//获取单例 Get instance
```

```
smtlk.isConfigOneDevice = true;//设置为多设备配置还是单个配置 Set the single or multiple device config
```

```
/*your code*/
```

```
}
```

```
/*
```

```
设置开始的按键 Set the start button
```

```
isconnecting 表示是否正在进行配置
```

```
*/
```

```
-(IBAction)connectPress:(id)sender {
```

```
NSString *pswdStr = self.pswd.text;
```

```
self.progress.progress = 0.0;
```

```
if(!isconnecting){
```

```
[smtlk startWithKey:pswdStr processblock:^(NSInteger process) {
```

```
self.progress.progress = process/18.0;
```

```
} successBlock:^(HFSmartLinkDeviceInfo *dev) {
```

```
[self showAlertWithMsg:[NSString stringWithFormat:@"%@@:%@",dev.mac,dev.ip] title:@"OK"];
```

```
} failBlock:^(NSString *failmsg) {
```

```
[self showAlertWithMsg:failmsg title:@"error"];
```

```
} endBlock:^(NSDictionary *deviceDic) {
```

```
isconnecting = false;
```

```
[self.connectBtn setTitle:@"connect" forState:UIControlStateNormal];
```

```
}};
```

```
isconnecting = true;
```

```
[self.connectBtn setTitle:@"connecting" forState:UIControlStateNormal];
```

```
}else{
```

```
[smtlk stopWithBlock:^(NSString *stopMsg, BOOL isOk) {
```

```

if(isOk){
    isconnecting = false;
    [self.connectBtn setTitle:@"connect" forState:UIControlStateNormal];
    [self showAlertWithMsg:stopMsg title:@"OK"];
}else{
    [self showAlertWithMsg:stopMsg title:@"error"];
}
}];
}
}
}

```

接口注释 Interface Comment

```

/**
 * 设置进度Block    Set process block
 *
 * @param process 0~18 的整数    process 0~18 value
 */
typedef void(^SmartLinkProcessBlock)(NSInteger process);
/**
 * 设置成功以后的 Block    Set smartlink success block
 *
 * @param dev
 */
typedef void(^SmartLinkSuccessBlock)(HFSmartLinkDeviceInfo *dev);
/**
 * 设置失败的信息    Set smartlink fail information
 *
 * @param failmsg 失败信息
 */
typedef void(^SmartLinkFailBlock)(NSString * failmsg);
/**
 * 用户手动停掉的 block    Set smartlink stop block
 *
 * @param stopMsg 停止的信息    Stop information
 * @param isOk    是否停止成功    Is stop ok
 */
typedef void(^SmartLinkStopBlock)(NSString *stopMsg,BOOL isOk);
/**
 * 关闭服务的 Block    Close smartlink service block
 *
 * @param closeMsg 关闭的信息
 * @param isOK    是否关闭成功

```

```

*/
typedef void(^SmartLinkCloseBlock)(NSString * closeMsg,BOOL isOK);
/**
 * 发现设备的 block          Find smartlink config OK device block
 *
 * @param deviceDic 发现的设备      Deice information
 */
typedef void(^SmartLinkEndblock)(NSDictionary * deviceDic);

@interface HFSmartLink : NSObject
/**
 * 是否配置单个设备，或者多个设备 默认 false      Config single or multiple device,
false by default
 */
@property (nonatomic) BOOL isConfigOneDevice;
/**
 *配置信息发送完成以后，等待搜索设备的时间 second 默认 15
 *Wait times for sending the smartlink UDP broadcase data. Default is 15 seconds.
 */
@property (nonatomic) NSInteger waitTimers;

/**
 * 获取 smartlink 的单例      Get smartlink instance
 *
 * @return 返回 smartlink 的单例
 */
+(instancetype)shareInstence;

/**
 * for smartlink V7.0
 * 开始配置 block 不能为 nil      Start config. block should be be nil
 *
 * @param ssid      路由器 SSID      Router SSID
 * @param key      路由器密码      Router password
 * @param v3x      false -- 组播+V8(新协议), true – 组播 + V3(老协议), 对于 LPB100 和
LPB120 系列模块，请使用 true，对于 HF-LPB130 系列模块，请使用 false。
 * @param pblock 进度 block          process block
 * @param sblock 成功 block          success block
 * @param fblock 失败 block          fail block
 * @param eblock 结束 block          end block
 */
-(void)startWithSSID:(NSString*)ssid      Key:(NSString*)key      withV3x:(BOOL)v3x
processBlock:(SmartLinkProcessBlock)pblock      successBlock:(SmartLinkSuccessBlock)sblock
failBlock:(SmartLinkFailBlock)fblock endBlock:(SmartLinkEndblock)eblock;

```

```
/**
 * 停止配置          Stop config
 *
 * @param block 停止配置的 block
 */
-(void)stopWithBlock:(SmartLinkStopBlock)block;
```