## sig\_mesh\_sdk\_V3.1.5

Assets (4)

## [Bugfix]

• 8269 mesh project Spirit mode(MESH\_SPIRIT\_ENABLE): fix compile error.

## [New feature]

- spirit lpn project use soft timer.
- Add demo: light control model cooperate with sensor model. Code refer to SENSOR\_LIGHTING\_CTRL\_EN.
- Set TTL default value from 5 to 10.
- Eclipse compile in multy thread mode.

# sig\_mesh\_sdk\_V3.1.4

Assets (4)

#### [New feature]

• add mesh+zb\_ble dual mode

### [Bugfix]

- Fixed issue of fw --
  - o get vid error when enable mi/genie dual mode
- Fixed issue of ios app --
  - o duplicate symbol '\_crc16'

# sig\_mesh\_sdk\_V3.1.0



Assets (4)

#### New feature

- add project to support both Tmall genius and Xiaomi XiaoAI. Set MESH\_USER\_DEFINE\_MODE to MESH\_MI\_SPIRIT\_ENABLE. Note: must use Chip with 1M flash
- INI command: if TID value is not 0, it will be used when send command. if TID is 0, it will auto be increased by stack.
- 1M flash: add no pingpong OTA fuction.Please refer to PINGPONG\_OTA\_DISABLE.
- There are some changes in share sig-mesh net info, if you want to share the others's net, you should input the json file first, and if you want to output json file, you should presss the output json file button.
- Add the model of the light mode, switch, switch with battery for the mi mode.
- support 8278.
- Homekit and sig mesh dual mode project can self define flash map
- Lpn reserve more retention area for user.
- add dimmer ligtht/naught wire switch/live wire switch
- ios:
- 1.update lib.
- 2.Set publish of time model when app keyBind device success, period.steps are 20 seconds, time\_auth is 1.
- 3.App will call statusNowTime when SDK callback setFilter success.
- 4.Optimize setFilter api.
- 5.Add SigMeshOC.framework automatic packaging script "Script.sh".
- 6.SigMeshOCDemo integrates SigMeshOC.framework by default, developer also can integrates sourceCode project "SigMeshOC.xcodeproj".
- 7.Sno will be stored locally on the mobile phone from this version, not in JSON. The local address of the provisioner is not necessarily the minimum address of the allocatedUnicastRange.
- android:
- 1. LPN node control: add on/off function;
- 2. mesh.json update: provisioner AddressRange changed to 1024 from 256;

4. update lib