## Demo App for Telink sig mesh release notes

2020/04/29

## iOS

git branch http://192.168.48.36/sdk\_app/ble\_mesh/telink\_sig\_mesh\_sdk.git

version: 3.2.0

gittime: 2020/04/29

release date: update 2020/04/29

更新日志：

1.更新lib.

2.降低OpenSSL文件大小。

3.GATT OTA需要执行nodeIdentifySet并根据nodeIdentity来直连设备。

4.上传源码版本SDK，更新源码版本SDK的接口说明文档。

release note:

1.update lib.

2.cut down the size of OpenSSL file.

3.add nodeIdentifySet in GATT OTA.

4.add sourceCode library TelinkSigMeshLib, update doc of sourceCode library TelinkSigMeshLib.

2020/03/02

## iOS

git branch [ssh://gitolite@192.168.48.47:222/telink\_app](ssh://gitolite@192.168.48.47:222/telink_app%E2%80%9D%E7%9A%84Branch%E2%80%9Cmesh_demo_app)

-> sig\_mesh\_app

version: 3.1.4

gittime: 2020/03/02

release date: update 2020/03/02

更新日志：

1.修复crc16方法重复定义问题。

2.添加设备接口新增参数static OOB、composition data。

release note:

1.fix duplicate symbol '\_crc16'.

2.Static OOB and composition data are added to the addDevices interface.

2020/01/07

## iOS

git branch [ssh://gitolite@192.168.48.47:222/telink\_app](ssh://gitolite@192.168.48.47:222/telink_app%E2%80%9D%E7%9A%84Branch%E2%80%9Cmesh_demo_app)

-> sig\_mesh\_app

version: 3.1.1

gittime: 2020/01/07

release date: update 2020/01/07

更新日志：

1.更新lib。

release note:

1.update lib.

2019/12/14

## iOS

git branch [ssh://gitolite@192.168.48.47:222/telink\_app](ssh://gitolite@192.168.48.47:222/telink_app%E2%80%9D%E7%9A%84Branch%E2%80%9Cmesh_demo_app)

-> sig\_mesh\_app

version: 3.1.0

gittime: 2019/12/14

release date: update 2019/12/14

更新日志：

1.更新lib。

2.keyBind成功则publish 一下time model，时间为20秒。time\_auth设置为1。

3.每次连接1828成功后，在setFilter成功后都发送一个statusNowTime包。

4.优化setFilter接口，setFilter超时2秒，setFilter超时则主动断开当前连接。

5.新增SigMeshOC.framework自动打包脚本Script.sh。

6.SigMeshOCDemo默认使用打包好的SigMeshOC.framework，需要使用源码调试的开发者可以集成库源码工程SigMeshOC.xcodeproj。

7.sno从这个版本起将存储在手机本地，不在存储在json中。provisioner的本地地址不一定是allocatedUnicastRange的最小地址了。

release note:

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.

2019/09/30

## iOS

git branch [ssh://gitolite@192.168.48.47:222/telink\_app](ssh://gitolite@192.168.48.47:222/telink_app%E2%80%9D%E7%9A%84Branch%E2%80%9Cmesh_demo_app)

-> sig\_mesh\_app

version: 3.0.0

gittime: 2019/09/30

release date: update 2019/09/30

release note:

1.update lib

2.add funcation: fast provision

3.remove MacAddress from json file

4. Add nodeIdentity/networkId support on normal scan

更新日志：

1.更新lib

2.新增功能：fast provision

3.从json文件中移除MacAddress

4.扫描过程添加nodeIdentity/networkId的判断

2019/06/28

## iOS

git branch [ssh://gitolite@192.168.48.47:222/telink\_app](ssh://gitolite@192.168.48.47:222/telink_app%E2%80%9D%E7%9A%84Branch%E2%80%9Cmesh_demo_app)

-> sig\_mesh\_app

version: 2.9.0

gittime: 2019/06/28

release date: update 2019/06/28

release note:

1.update lib

2.optimize Mesh OTA

3.delete test.bin from SDK

更新日志：

1.更新lib

2.优化Mesh OTA。

3.从SDK中去掉本地存储文件test.bin。

2019/06/04

## iOS

git branch [ssh://gitolite@192.168.48.47:222/telink\_app](ssh://gitolite@192.168.48.47:222/telink_app%E2%80%9D%E7%9A%84Branch%E2%80%9Cmesh_demo_app)

-> sig\_mesh\_app

version: 2.8.2

gittime: 2019/06/04

release date: update 2019/06/04

release note:

1.demo control RGB model by change RGB data to HSL data in default.

2.demo hidden Lum UI and color temprature UI when node has RGB model.

更新日志：

1.demo原默认将RGB转HSV后发送数据包，现在默认将RGB转HSL后发送数据包。

2.设备详情界面，如果设备存在HSL则暂时隐藏色温和亮度调节控件。

2019/05/31

## iOS

git branch [ssh://gitolite@192.168.48.47:222/telink\_app](ssh://gitolite@192.168.48.47:222/telink_app%E2%80%9D%E7%9A%84Branch%E2%80%9Cmesh_demo_app)

-> sig\_mesh\_app

version: 2.8.2

gittime: 2019/05/31

release date: update 2019/05/31

release note:

1.update lib

2.add funcation: Mesh OTA

3.optimize the OPCode's analysis of OnAppendLog\_vs()

4.change UI of HSL

更新日志：

1.更新lib

2.新增功能Mesh OTA。

3.优化int OnAppendLog\_vs(unsigned char \*pu, int len)中OPCode的获取逻辑。

4.修改HSL的UI。

2019/04/19

## iOS

git branch [ssh://gitolite@192.168.48.47:222/telink\_app](ssh://gitolite@192.168.48.47:222/telink_app%E2%80%9D%E7%9A%84Branch%E2%80%9Cmesh_demo_app)

-> sig\_mesh\_app

version: 2.8.1

gittime: 2019/04/19

release date: update 2019/04/19

release note:

1.update lib

2. optimize function : remote provision

3. solve the memory warning of founction: change RGB to HSL.

4. to optimize the UI card on ipod.

更新日志：

1.更新lib。

2.优化remote provision功能。

3.解决HSL与RGB互转接口的内存警告。

4.优化多设备情况下低性能苹果设备iPod卡顿问题。

2019/04/02

## iOS

git branch [ssh://gitolite@192.168.48.47:222/telink\_app](ssh://gitolite@192.168.48.47:222/telink_app%E2%80%9D%E7%9A%84Branch%E2%80%9Cmesh_demo_app)

-> sig\_mesh\_app

version: 2.8.0

gittime: 2019/04/02

release date: update 2019/04/02

release note:

1.update lib

2.add new function : fast bind

3.add new function : remote provision

4.integration YYModel from pod

5.change api : RGB to HSL, add api : HSL to RGB

6.add new device : LPN device

7.merge sig\_mesh\_lib of iphoneos and sig\_mesh\_lib of iphonesimulator

8.call cache\_init() when init mesh

更新日志：

1.更新lib。

2.新增fast bind功能。

3.新增remote provision功能。

4.优化iOS SDK层JSON数据互转的第三方库YYModel的集成方式。

5.修改RGB转HSL接口，新增HSL转换RGB接口。

6.新增LPN节点的详情界面

7.合并sig\_mesh\_lib的真机和模拟机lib文件

8.初始化mesh网络时，调用cache\_init清理缓存

2019/1/31

## iOS

git branch [ssh://gitolite@192.168.48.47:222/telink\_app](ssh://gitolite@192.168.48.47:222/telink_app%E2%80%9D%E7%9A%84Branch%E2%80%9Cmesh_demo_app)

-> sig\_mesh\_app

version: 2.7.0

gittime: 2019/1/31

release date: update 2019/1/31

difference description:

1.update lib

2.add new function : mesh share

3.change SigDataSource as same as json structure

4.add UI : share tips UI, mesh info UI

5.APP compatible BLE device that broadcast mac and BLE device that not broadcast mac

6.repair bug that app crash when add the twenty-first device

7.add api : send beacon

1.更新lib。

2.新增mesh分享功能。

3.修改本地存储数据源为SigDataSource，使其与JSON数据结构一致。

4.新增mesh分享说明界面，mesh信息显示界面。

5.APP兼容广播蓝牙mac与不广播蓝牙mac两种设备。

6.修复添加第21设备崩溃问题。

7.新增发送beacon包API。

2018/11/05

## iOS

git branch [ssh://gitolite@192.168.48.47:222/telink\_app](ssh://gitolite@192.168.48.47:222/telink_app%E2%80%9D%E7%9A%84Branch%E2%80%9Cmesh_demo_app)

-> sig\_mesh\_app

version: 2.6.1

gittime: 2018/11/07

release date: update 2018/11/05

difference description:

1.change path of pictures folder "Assets.xcassets"

1.修改图片文件夹“ Assets.xcassets”的路径

2018/11/02

## iOS

git branch [ssh://gitolite@192.168.48.47:222/telink\_app](ssh://gitolite@192.168.48.47:222/telink_app%E2%80%9D%E7%9A%84Branch%E2%80%9Cmesh_demo_app)

-> sig\_mesh\_app

version: 2.6.0

gittime: 2018/11/02

release date: update 2018/11/02

difference description:

1.update lib, hide whitelist

2.add scene, add scheduler

3.add compatibility of device that has many element

4.add level control

5.add function of publish model, check device offline when device had published model

6.change UI

7.add a unified code comments

8.change scan logic: scan three seconds, connet the hightestRSSI peripheral

1.更新lib，屏蔽keyBind的白名单功能。

2.添加场景功能、闹钟功能。

3.添加了对含有多个element的设备的兼容，实现多element的设备的添加、控制功能。

4.添加level控制功能。

5.添加publish model功能。已经打开publish model功能的设备，在非直连的情况下断电设备可检测出该设备离线，检测设备离线时间最长需要16秒。

6.修改UI界面。

7.添加统一的代码注释。

8.正常连接逻辑修改为扫描3秒并缓存蓝牙设备及其RSSI数组，计算RSSI平均值，连接RSSI信号最强的设备。

2018/09/20

## iOS

git branch [ssh://gitolite@192.168.48.47:222/telink\_app](ssh://gitolite@192.168.48.47:222/telink_app%E2%80%9D%E7%9A%84Branch%E2%80%9Cmesh_demo_app)

-> sig\_mesh\_app

version: 2.5.0

gittime: 2018/8/31

release date: update 2018/08/31

difference description:

1. add SIGMesh project of OC.

1.添加纯OC版本的SIGMesh demo。

2018/08/31

## iOS

git branch [ssh://gitolite@192.168.48.47:222/telink\_app](ssh://gitolite@192.168.48.47:222/telink_app%E2%80%9D%E7%9A%84Branch%E2%80%9Cmesh_demo_app)

-> sig\_mesh\_app

version: 2.5.0

gittime: 2018/8/31

release date: update 2018/08/31

difference description:

1. update lib

2. add function of vendor, add function of HSL

3. read ATT finish when last characteristic callback

4. add command of 0xff00、0xff01, change command of 0xff02

5. delect device success when callback the opcode of 0x4A80

1.更新lib文件。

2.添加vendor指令发送功能，HSL控制功能。

3.以最后一个服务的特征回调为读取att表的结束标志。

4.OTA流程添加0xff00、0xff01命令，修改0xff02命令。

5.删除设备逻辑，以控制码0x4A80的回包来判定删除成功。

2018/06/25

## iOS

git branch [ssh://gitolite@192.168.48.47:222/telink\_app](ssh://gitolite@192.168.48.47:222/telink_app%E2%80%9D%E7%9A%84Branch%E2%80%9Cmesh_demo_app)

-> sig\_mesh\_app

version: 2.3.0

gittime: 2018/06/25

release date: update 2018/06/22

difference description:

1. update lib

2. add function of OTA

3. remove callback of provision and keyBInd when provision or keyBind success

1.更新lib文件

2.添加OTA功能

3.添加流程和reKeyBind流程完成后添加清除相应callback的逻辑

2018/06/14

## iOS

git branch [ssh://gitolite@192.168.48.47:222/telink\_app](ssh://gitolite@192.168.48.47:222/telink_app%E2%80%9D%E7%9A%84Branch%E2%80%9Cmesh_demo_app)

-> sig\_mesh\_app

version: 2.2.0

gittime: 2018/06/14

release date: update 2018/06/14

difference description:

1.update the bin file

2.divide key binding and provisioning process, and provide single key bind interface

3.add key binding fail tag, and user can retry key binding

4.add setting page at home page, providing model show and select

5.change IPA of getOnlineStatus at home page

1.bin更新

2.SDK中分离key bind 与provision过程， 并提供独立的key bind接口

3.app中添加设备key bind不成功标志， 并可以由用户选择重新进入key bind流程

4.主页中新增Setting分栏， 提供model显示与选择

5.修改主页getOnlineStatus的接口

2018/06/04

## iOS

git branch [ssh://gitolite@192.168.48.47:222/telink\_app](ssh://gitolite@192.168.48.47:222/telink_app%E2%80%9D%E7%9A%84Branch%E2%80%9Cmesh_demo_app)

-> sig\_mesh\_app

version: 2.0.3

gittime: 2018/06/04

release date: update 2018/06/04

difference description:

1.update the bin file

2.solve the bug of group control

3.add model\_need\_key\_bind\_whitelist,reduce the time of keybind

4.solve the bug of provision timeout

5.add omissive API in code file “LibHandle.m”

1.bin更新

2.解决组控异常的bug

3.添加keybind白名单，减少keybind消耗的时间

4.解决iOS端APP在provision时由于发送random没有收到notify造成的provision超时的bug。

5.在LibHandle.m添加遗漏的provision接口

2018/5/30

## iOS

git branch [ssh://gitolite@192.168.48.47:222/telink\_app](ssh://gitolite@192.168.48.47:222/telink_app%E2%80%9D%E7%9A%84Branch%E2%80%9Cmesh_demo_app)

-> sig\_mesh\_app

version: 2.0.2

gittime: 2018/05/31

release date: update 2018/5/30

difference description:

1.update the lib file

2.app add handle of timeout in provision\_end\_callback

3.app show brightness from 0 to 100.

1.lib更新

2.APP在provision\_end\_callback添加超时的逻辑处理。

3.APP处设备亮度显示0-100。

2017/12/29

## iOS

git branch [gitolite@www.telink-us.com](mailto:gitolite@www.telink-us.com):telink\_app -> sig\_mesh\_app

version: 1.1.1

gittime: 2017/09/20 18:00:45

release date: update 2017/12/29

difference description:

update the lib file

更新lib文件

2017/12/1

## iOS

git branch [gitolite@www.telink-us.com](mailto:gitolite@www.telink-us.com):telink\_app -> sig\_mesh\_app

version: 1.1.0

gittime: 2017/09/20 18:00:45

release date: update 2017/12/1

difference description:

重写代码便于其他开发者在SDK基础上再次开发；

Rewrite the code to facilitate other developers in the SDK based on the re-development;

内容细节：

Details:

a、一般控制时，增加自动连接RSSI信号最强的设备环节；

For general control, add the device link that automatically connects to the RSSI signal

b、统一reliable指令(需要response)的response Model，便于APP层数据分析

Unified response directive (response) Response Model, APP layer data analysis

c、调整指令的判忙(reliable 指令回来前均为忙碌，回来后才可接收其他指令)处理，当在忙碌时，call 指令函数时，会被过滤掉

Adjusted command arbitration (reliable command back are busy ，it can receive other instructions after the response back) processing, when busy, call instruction function, will be filtered out

d、对所有指令用block封装，提高API使用时的可读性

Package all instructions in blocks to improve the readability of the API

2017/11/17

## iOS

git branch gitolite@www.telink-us.com:telink\_app -> sig\_mesh\_app

version: 1.0.4

githash: 10f96b0e3d6dc73777cbd834fb0fd0159ea79af2

gittime: 2017/11/17 19:40:40

release date: 2017/11/17

difference description:   
1：调整OTA压包机制，delay压包改为read back response再压包  
2：调整kick out部分内容，本地数据库内容作为是否呈现在UI上的依据

1. Adjust OTA tamping mechanism, delay tacit read ,and read response and then write ota data
2. Adjust kick out part of the contents of the local database as a basis for whether or not to present on the UI

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2017/11/7

## iOS

git branch gitolite@www.telink-us.com:telink\_app -> sig\_mesh\_app

version: 1.0.3

githash: 80eff5f6a633a35d714f829d4c8cdba53d65614e

gittime: 2017/09/20 18:00:45

release date: update 2017/11/07

difference description:

1：调整本地数据内容

2：增加离线设备处理内容

3：调整UI部分显示内容

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2017/10/31

## iOS

git branch gitolite@www.telink-us.com:telink\_app -> sig\_mesh\_app

version: 1.0.2

githash: 11e3b7f1cd9bf82189943e5cc05b1037b419533b  
gittime: 2017/10/31 11:34:28  
release date: 2017/10/31  
difference description:   
1. 增加cmd reliable 机制;

2. 调整模块中的服务列表;

3. 优化UI显示部分细节;

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2017/09/20

## iOS

git branch gitolite@www.telink-us.com:telink\_app -> sig\_mesh\_app

version: 1.0.1

githash: 8f9c4ec9cdf7161a05213dba96c38b283925f096  
gittime: 2017/09/20 18:00:45  
release date: 2017/09/20  
difference description:   
1.加灯过程(provisioning)中，调整过滤机制；  
2.增加部分log内容

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