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| Zephyr iOS SDK/API |
| Getting Started Guide |
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| **Hari Damera** |
| **10/27/2011** |

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# Introduction

This document explains how to use Zephyr’s HxM2 BLE SDK library for developing mobile applications on BLE capable Apple iOS platforms.

There are two components in this library:

1. iOS library files to that supports communicating with the HxM2 over BLE and receiving of heart rate data.
2. Sample Test application that shows how to use iOS HxM2 library.

# Contents of library

This library contains the following files:

1. HxMBLEConnectionManager.h
2. PhysiologicalData.h
3. TestAppDelegate.h
4. TestViewController.h

Where to get it?

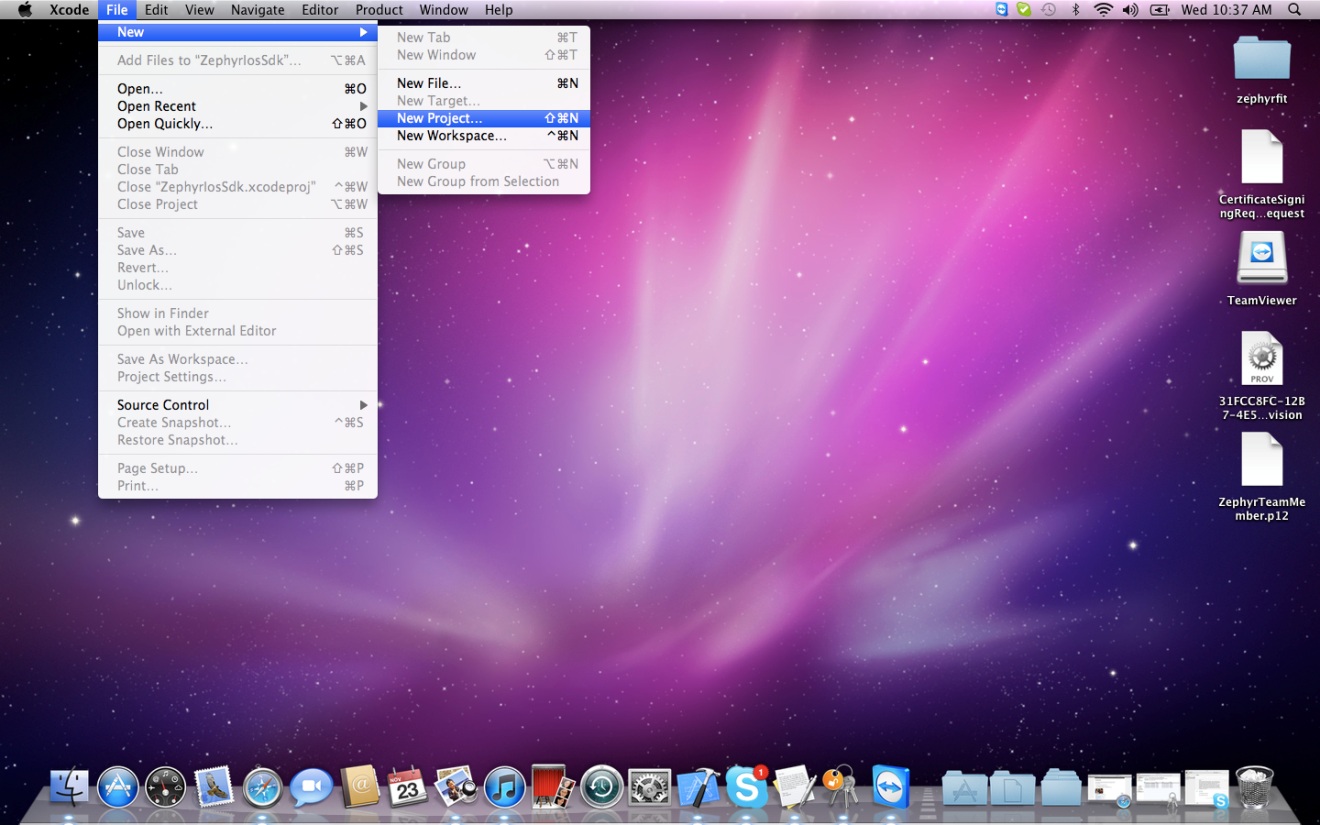
Extract it from the included “HXM BLE Sample.zip” file.

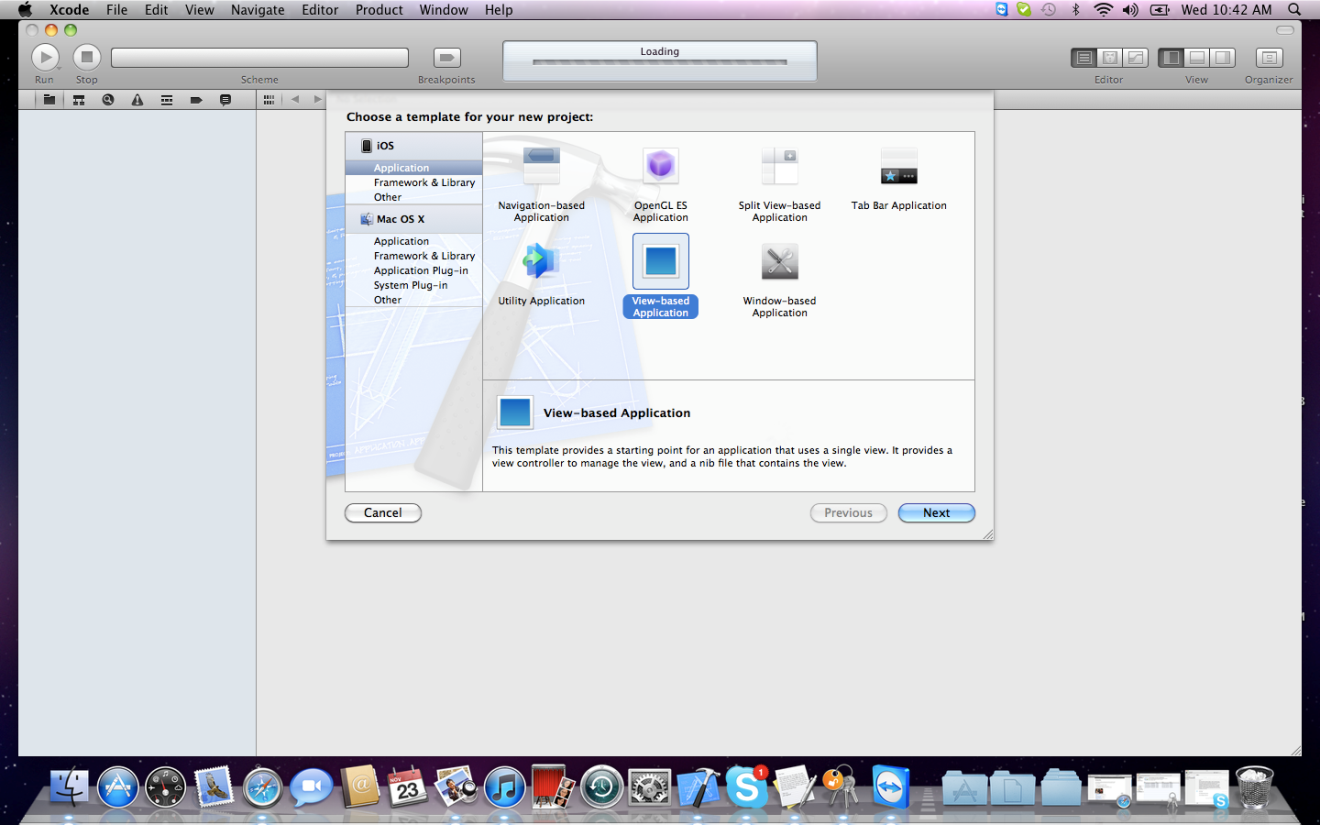
**PS:** Please proceed to “HxM2 Application Developer Guide” document if you are an experienced iOS developer. Otherwise proceed below.

# How to add LIB to your iOS project?

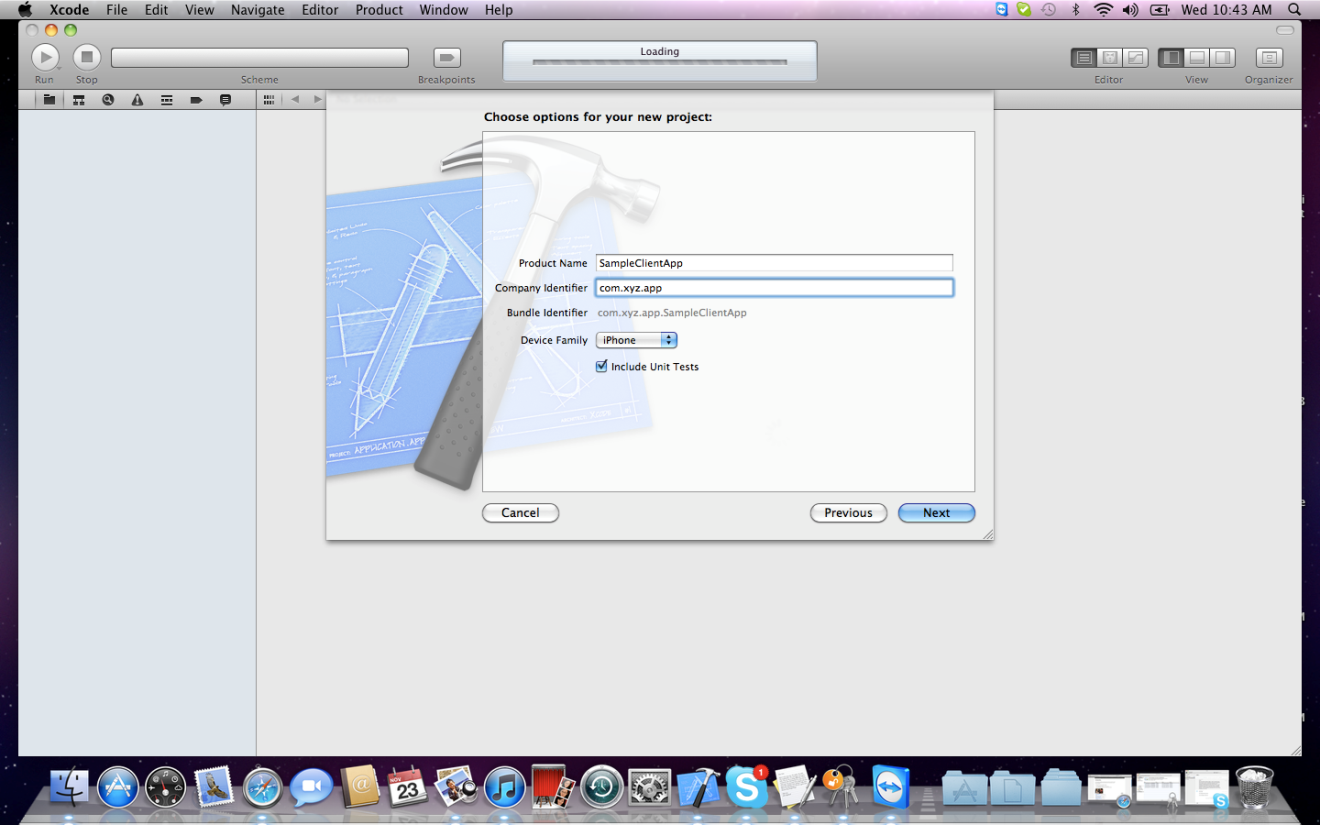
Extract the “HxM2 iOS Library” file, and follow the steps below to create a project and add the HxM2 iOS Library contents into your project as shown in the following screenshots in the order presented:

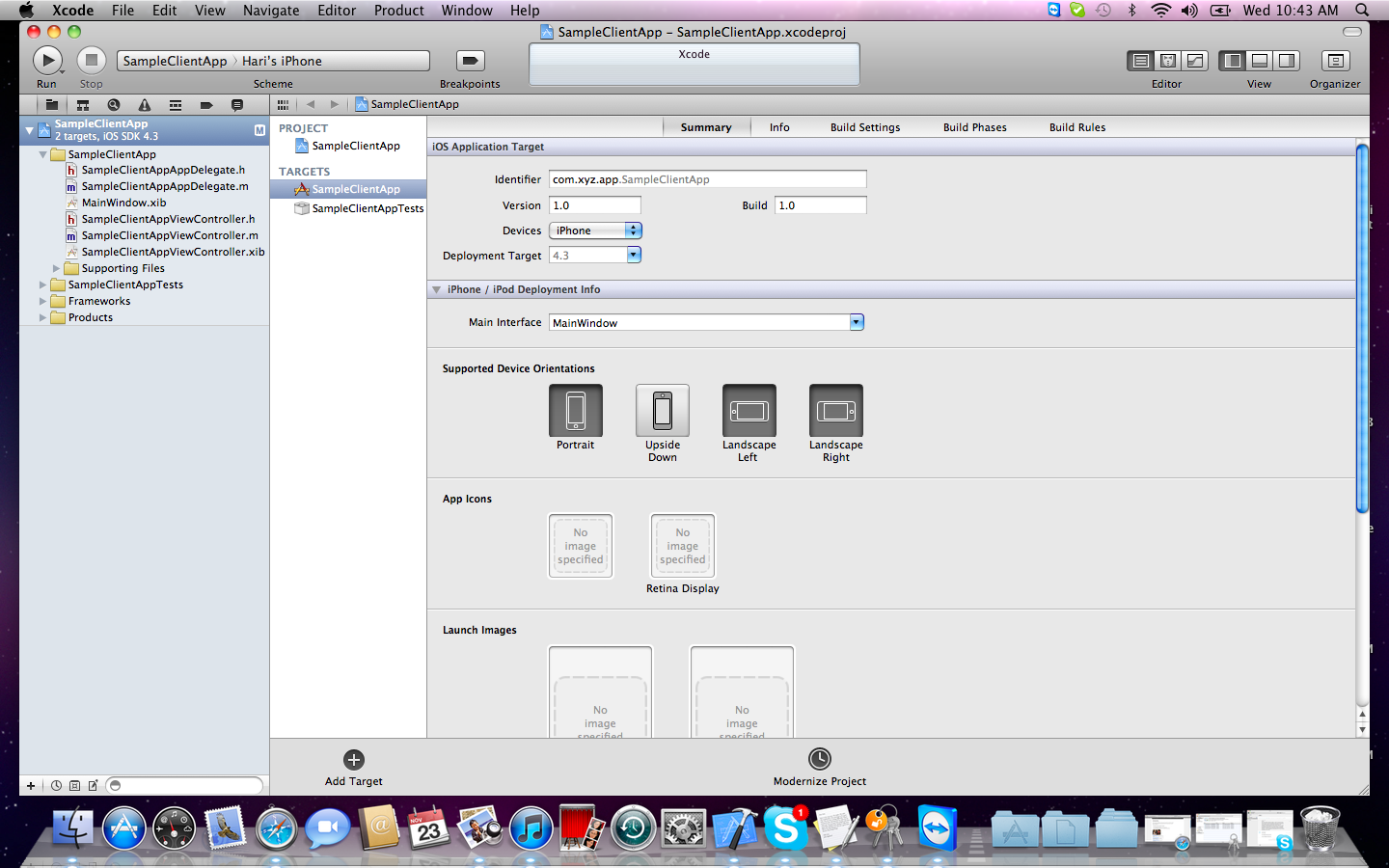
Create a new project:



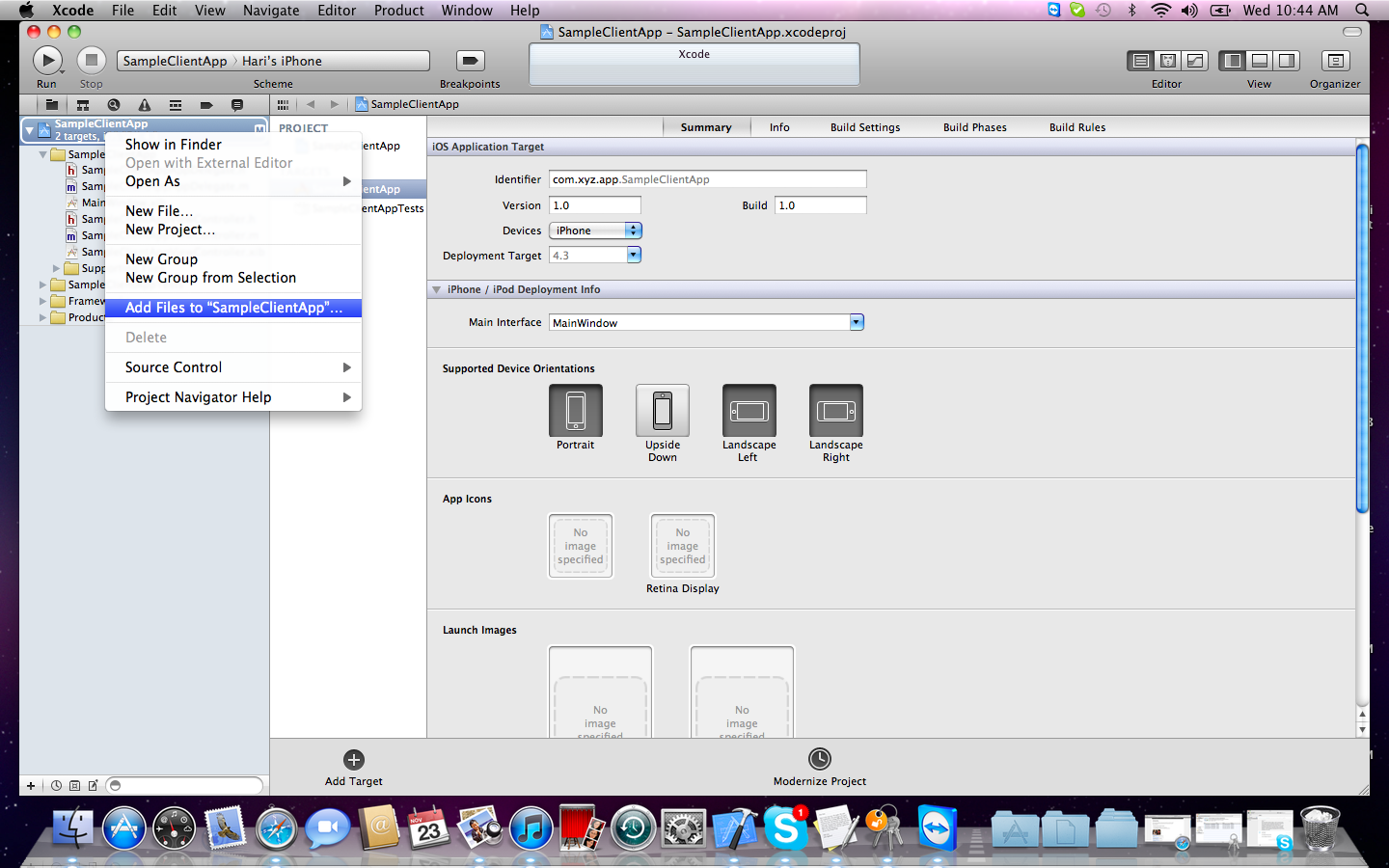
Choose the project type:

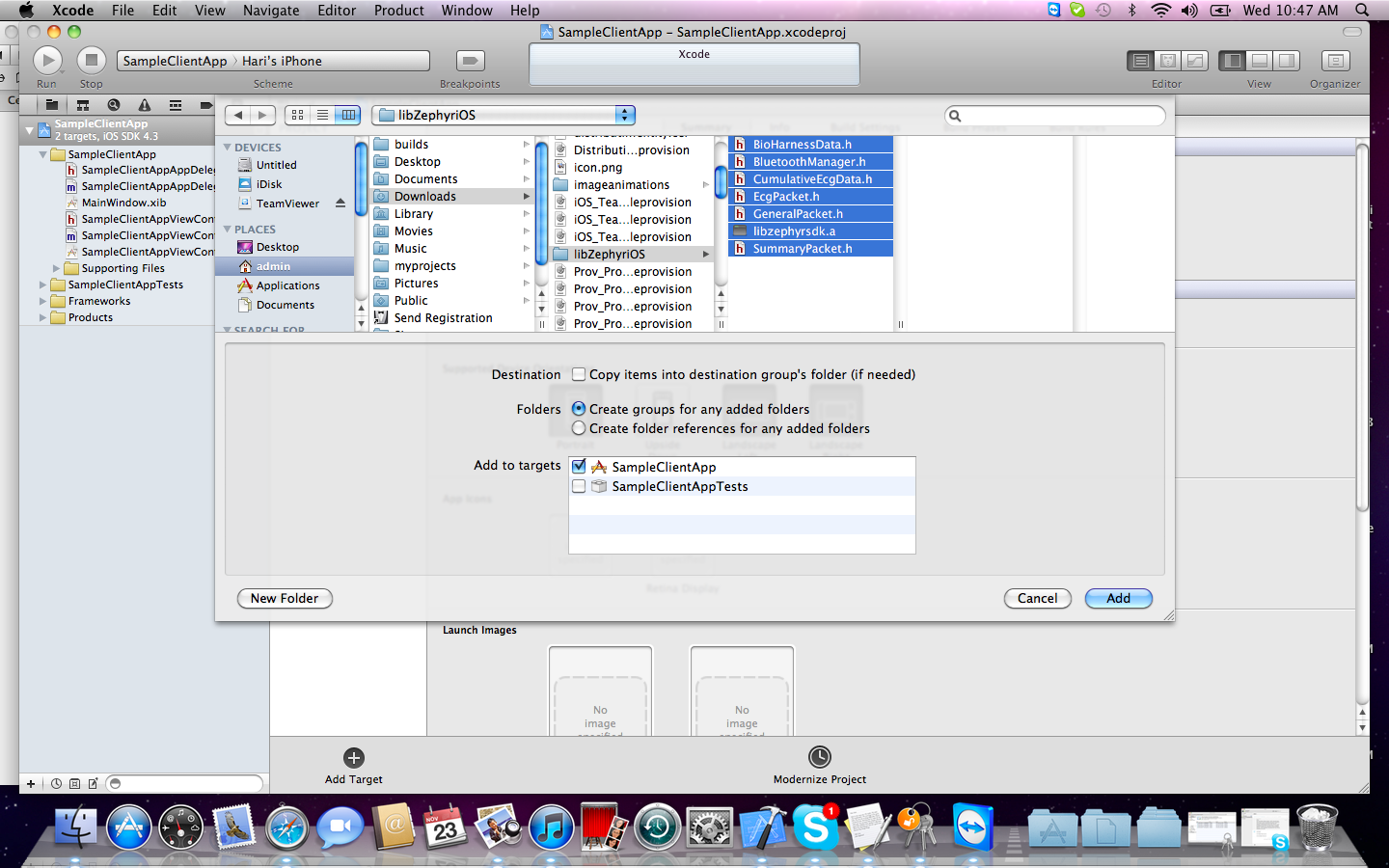
Name your project:

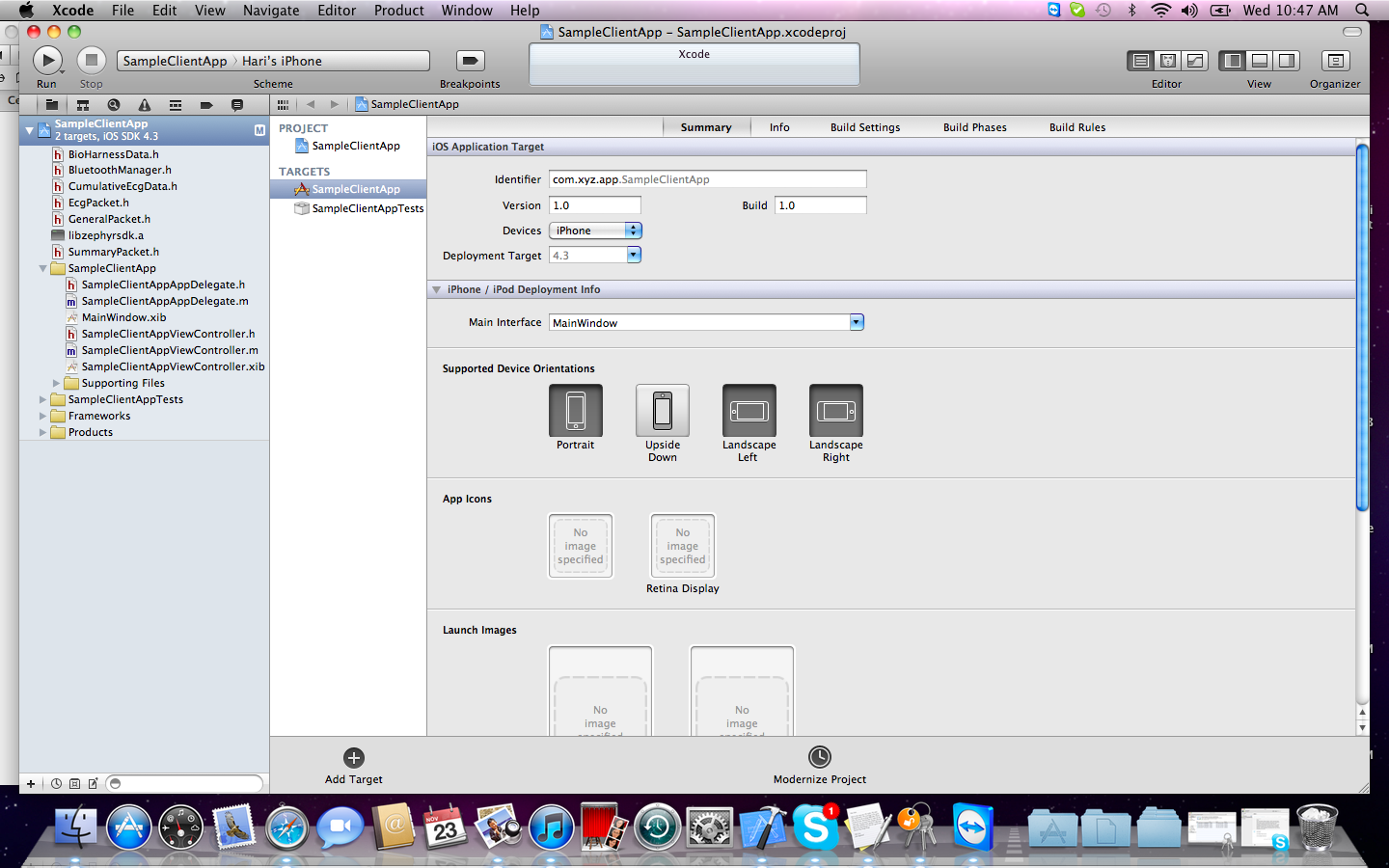




Add Zephyr iOS Library files to your project:

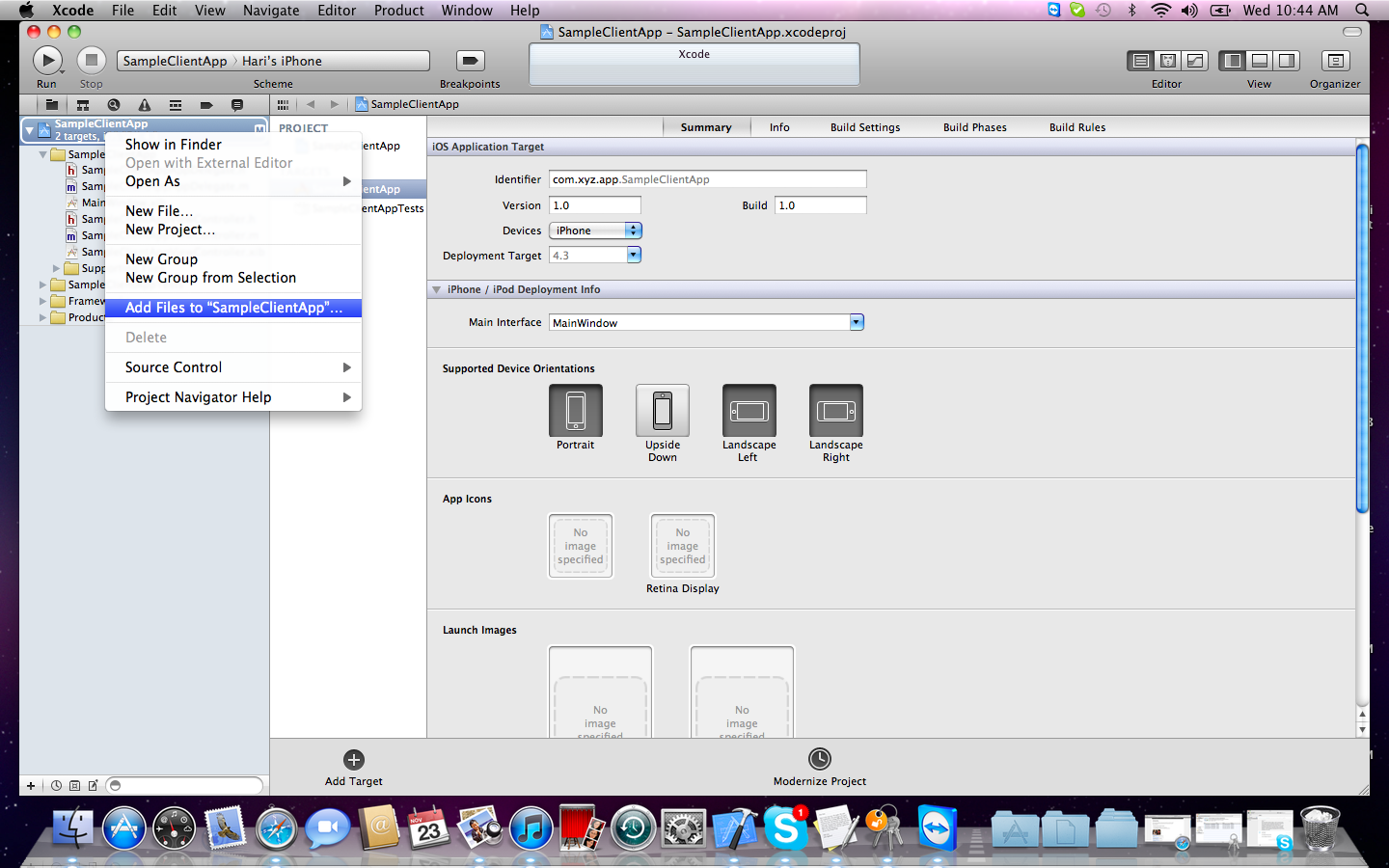


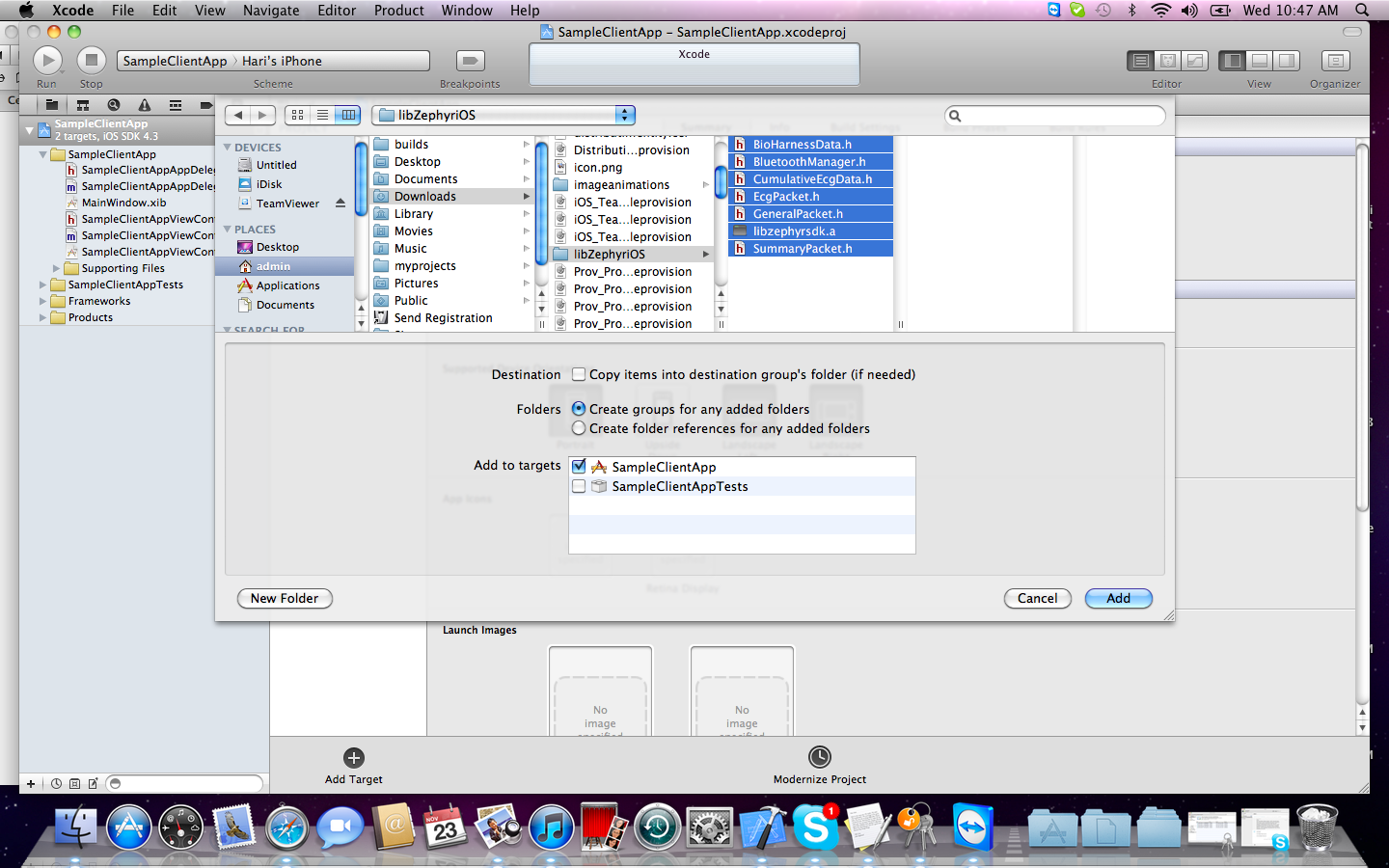


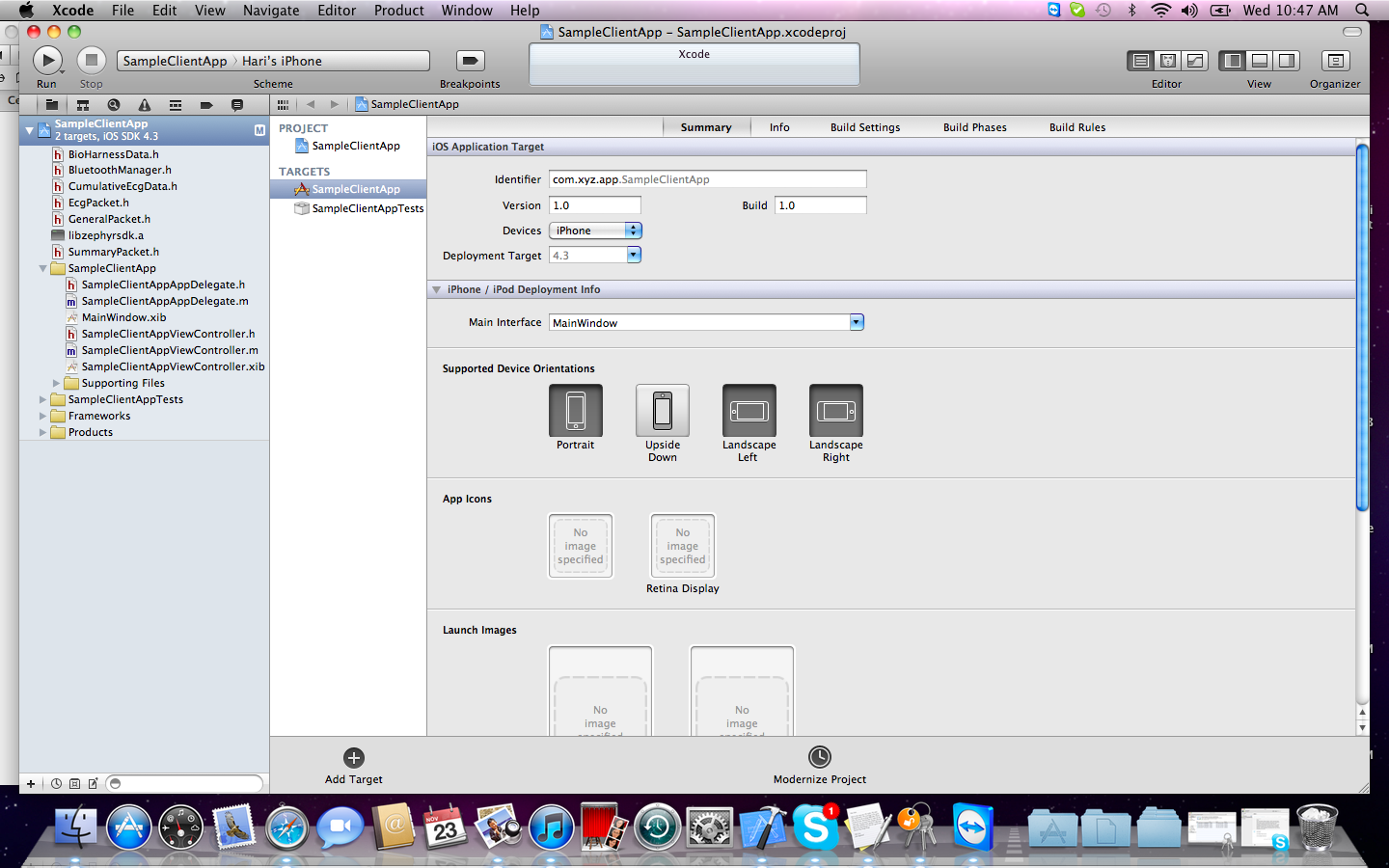


# How to add the HxM2 iOS Library to your existing iOS project?

Once you have extracted the library file, simply add the contents of HxM2 iOS Library folder into your project by going to XCode’s File->Add Files to ProjectName as shown below:







# Sample Client App

If you want to start with the Sample Client App instead of just adding the library files to your pre-existing project, start by extracting the contents of the “HXM2 BLE Sample.zip” file. With the sample app provided you can extract the project contents into your desired folder on your Mac and open the HxM2\_SampleApp.xcodeproj by double clicking. You may want to change the bundle identifier, provisioning profile, etc. and continue building and running. This will get you on your way to developing your own app that establishes a connection to the Zephyr HxM2.