

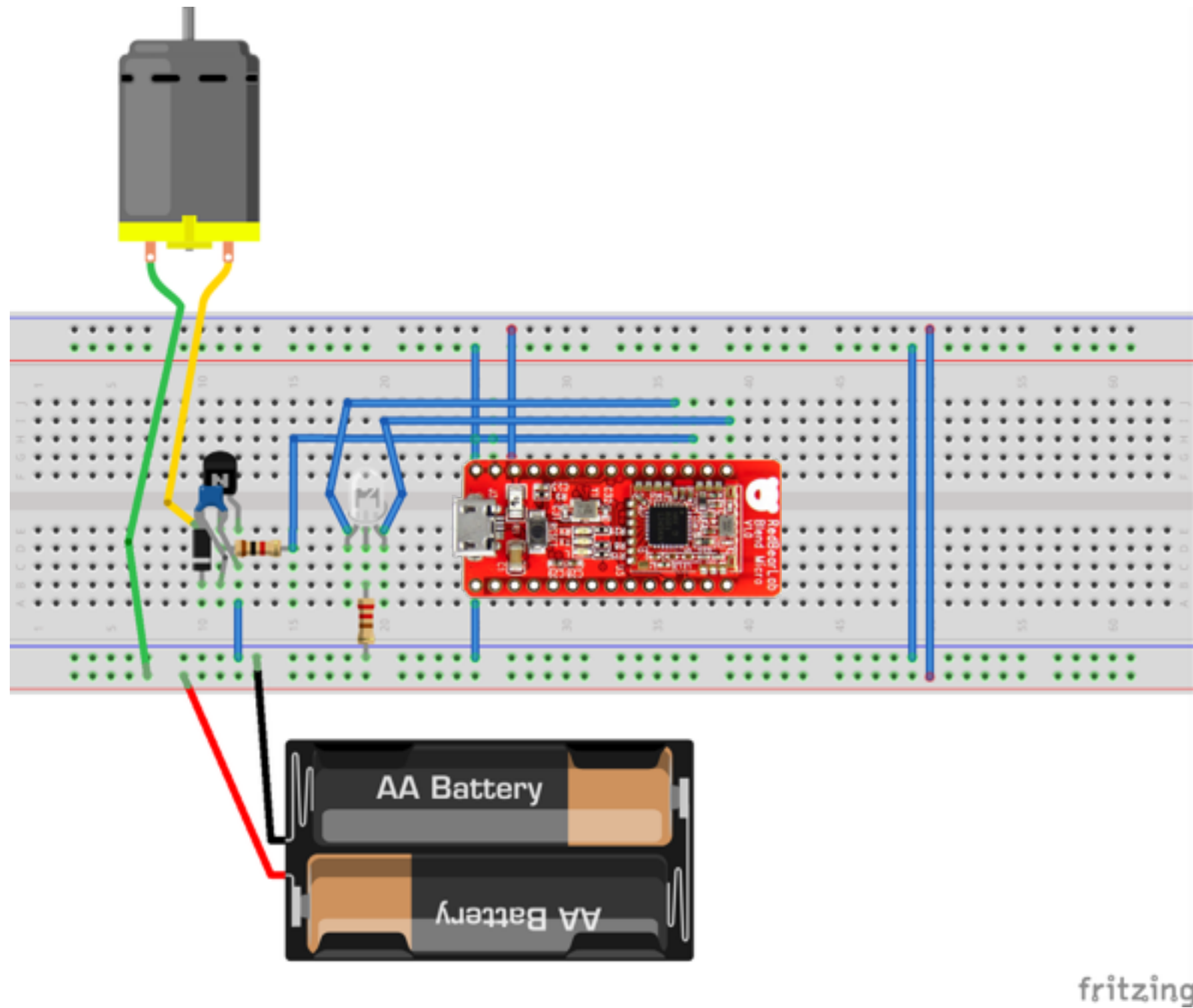
# Bluetooth with iOS and Blend Micro

John Keogh

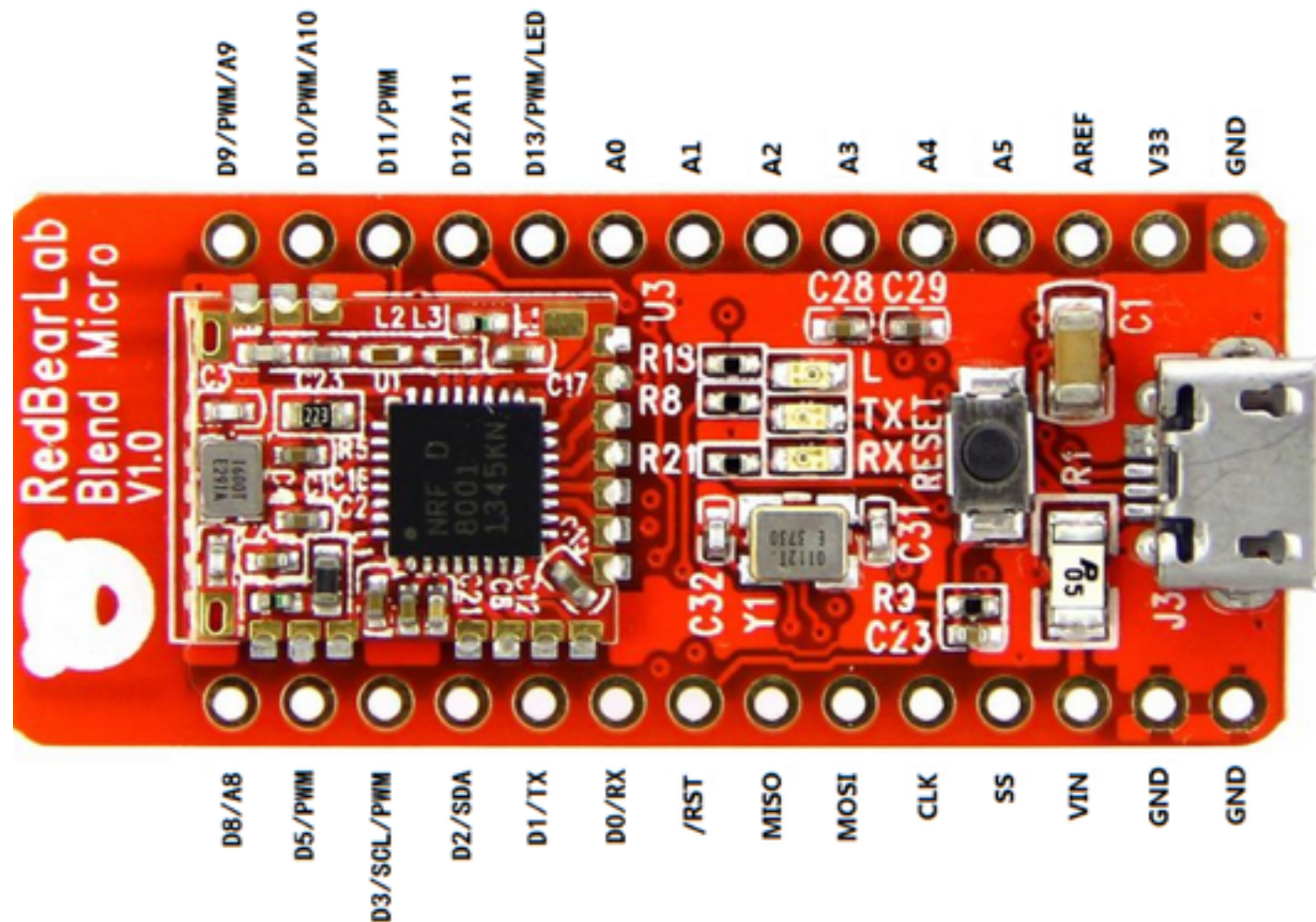
# Robot Demo

# Simple Project Demo

# Schematic



# Blend Micro



I order from RedBear Labs and it takes about 2 weeks from China via Hong Kong Post

**nRF8001, 3.3v, 17 io Pins**

# Bluetooth Packets

## Advertising Packets on Channel 37, 38, 39

Preamble 1 byte
Access Address 4 bytes
PDU 2-39 bytes
CRC 3 bytes

There are 2 types of packets, Data and Advertising, each with variable lengths. BLE Data packets consist of an 8bit preamble, 32bit access codes that are defined by the RF channel used, a variable PDU ranging from 2-39bytes and a 24bit CRC. This means the shortest packet can be as small as 80bits or as long as 376bits. It also means a transmission time can range of 80microseconds to 0.3milliseconds. Advertise packets on the other hand, have PDU containing a 16bit header and up to 31bytes of data.

<http://j2abro.blogspot.com/2014/06/understanding-bluetooth-advertising.html>

[http://home.eng.iastate.edu/~gamari/CprE537\\_S13/project%20reports/Bluetooth%20LE.pdf](http://home.eng.iastate.edu/~gamari/CprE537_S13/project%20reports/Bluetooth%20LE.pdf)

<http://www.warski.org/blog/2014/01/how-ibeacons-work/>

# BLE Services

Peripheral

Service

713d0000-503e-4c75-ba94-3148f18d941e

Readable

Writable

Notify

Encrypted

RX UUID Characteristic (notify)

713d0002-503e-4c75-ba94-3148f18d941e

TX UUID Characteristic (write no response)

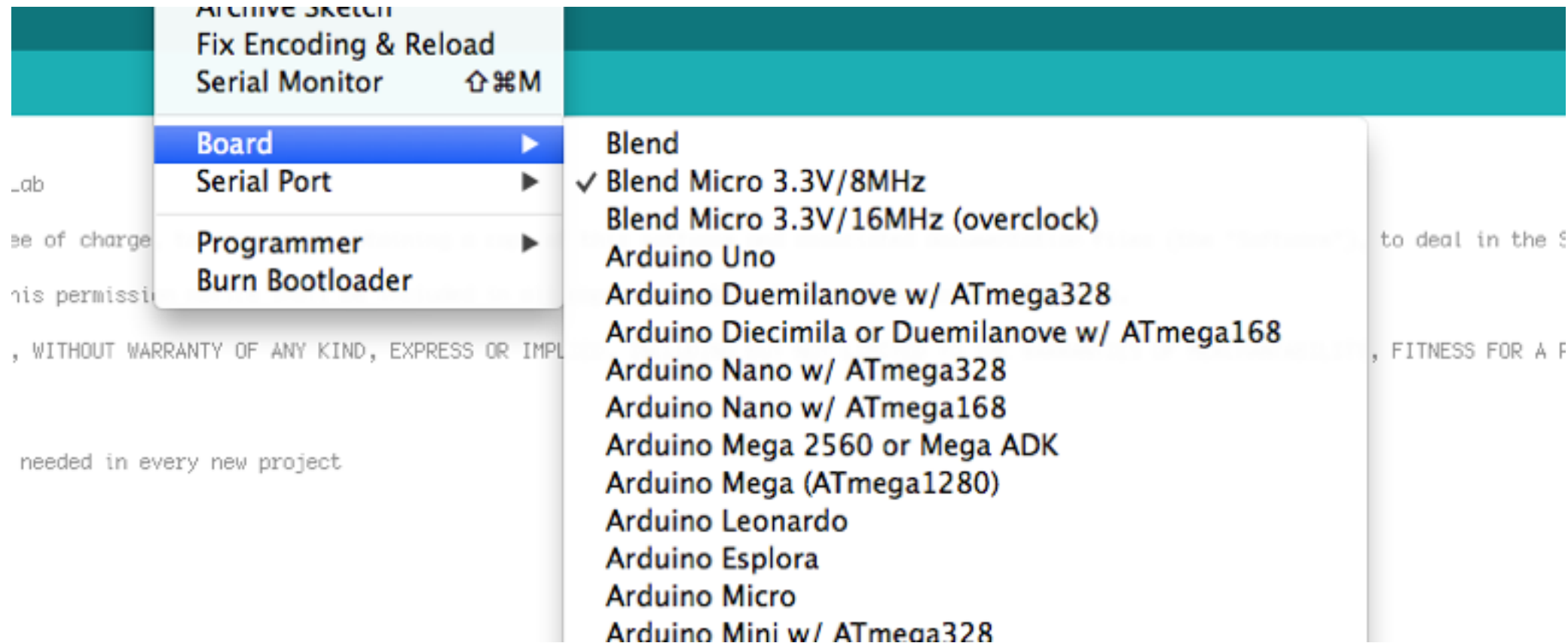
713d0003-503e-4c75-ba94-3148f18d941e

**GUIDs for RedBear Blend Micro**



# Arduino IDE Setup

It worked first time for me



Eight steps in instructions, follow them carefully

**<http://redbearlab.com/getting-started-blendmicro/>**

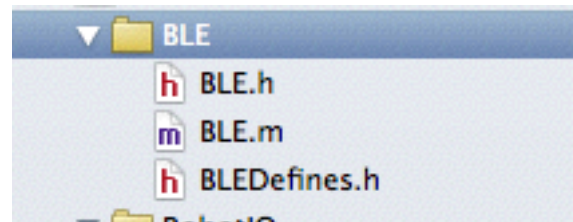


# BLE Arduino Sketch

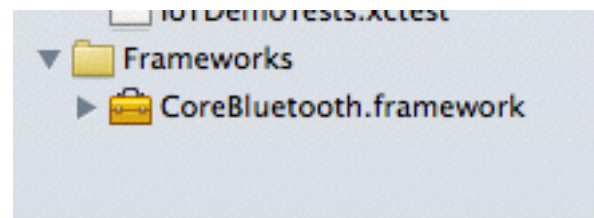
Over to Arduino IDE

**Source Code in C**

# XCode



Two headers and one source file



CoreBluetooth Framework

**Easy setup**

# Objective-C

Read/Write

`respondToRequest:withResult:`

Notification

`updateValue:forCharacteristic:onSubscribedCentrals:`

**Peripheral Code (CBPeripheralManager)**

# Objective-C

Read

```
readValueForCharacteristic:
```

Write

```
writeValue:forCharacteristic:type
```

Subscribe

```
setNotifyValue:forCharacteristic:
```

```
(CBPeripheralDelegate)
```

```
peripheral:didUpdateValueForCharacteristic:error:
```

**Central Code (CBPeripheral)**

# BLE Objective-C Code

Over to Xcode

# Parts

Item Name	Approximate Price	Source
Blend Micro	\$35.00	Red Bear Labs
GM-9 Motor	\$8.50	Solarbotics
KSP13TA NPN Transistor	\$0.25	Mouser
SPR-39MVWF Dual State LED	\$0.65	Mouser
QRD-1115 Optical Switch Reflective	\$1.50	Mouser

**GUIDs for RedBear Blend Micro**

# Computer Vision with Javascript





# Computer Vision with Javascript

```
findRedObject();
```

```
function findRedObject(){  
  var currentImage=document.getElementById("image_0");  
  var driverCanvas=document.getElementById("driverCanvas");  
  driverCanvas.width = currentImage.width;  
  driverCanvas.height = currentImage.height;  
  var context = driverCanvas.getContext("2d")  
  
  context.drawImage(currentImage, 0, 0, currentImage.width, currentImage.height);  
  
  var imgData=context.getImageData(0,0,driverCanvas.width,driverCanvas.height);  
  
  var redPixels = 0;  
  var totalPixels = 0;  
  
  for (var i=0;i<imgData.data.length;i+=4){  
    var red = imgData.data[i];  
    var green = imgData.data[i+1];  
    var blue = imgData.data[i+2]  
    if((red>green*2)&&(red>blue*2)&&(red>100)){  
      redPixels++;  
    }  
    totalPixels++;  
  }  
  
  //function getUrlContents("go=15_15");
```

# Other Suppliers

Mouser: <http://www.mouser.com> (components)

Sparkfun: <http://sparkfun.com> (components)

RedBear Labs: <http://redbearlab.com> (BLE board)

SmoothOn: <http://smooth-on.com> (molding supplies)

MakerBot: <http://www.makerbot.com> (3D Printing)

OSH Park: <http://oshpark.com> (PCBs)

# Links

- Getting you Arduino IDE setup: <http://redbearlab.com/getting-started-blendmicro/>
- RedBear Labs example Objective-C code: <https://github.com/RedBearLab/iOS>
- EyesBot Blog: <http://eyesbot.com/blog>