

Class I lumiSDK

```
java.lang.Object
  com.ilumi.sdk.I lumiSDK
```

```
public class I lumiSDK
  extends java.lang.Object
```

Created by ashish on 9/1/18.

Constructor Summary

Constructors

Constructor and Description

```
I lumiSDK()
```

Method Summary

All Methods

Instance Methods

Concrete Methods

Modifier and Type	Method and Description
void	commissionWithId (byte[] macAddress, int groupID, int nodeID, com.ilumi.sdk.callbacks.IsSuccessCallBack Completion) Conduct the comissioning (pairing) process After comission, controller becomes the owner of iLumi device, no other controller can change configuraton on iLumi device until a
boolean	connectI lumi (byte[] macAddress, com.ilumi.sdk.callbacks.IsSuccessCallBack callback) Try to connect with ilumi.
boolean	disconnectI lumi (byte[] macAddress) Try to disconnect from ilumi
int	getNetworkKey () Get network key that has been set to SDK The value is not saved insdie SDK and will be lost whenever Application /SDK is restarted or reset
void	injectAdvertisementPacket (byte[] macAddress, byte[] data) Inject Group broadcast message to ilumi
boolean	isI lumiConnected (byte[] macAddress)

Whether the ilumi currently connected with smartphone or through mesh connection

`int` **meshIsConnected**(byte[] macAddress)

Check how ilumi is connected.

`void` **meshSendBroadcastMsg**(byte[] macAddress, byte[] data, int groupId)

Send broadcast message to a groupId or nodeId

`void` **meshSendConnectedMsg**(byte[] macAddress, byte[] data, com.ilumi.sdk.callbacks.IsSuccessCallback callback)

Send connection based message to a node

`void` **retrieveIllumis**()

Start search any paired ilumi

`void` **setNetworkKey**(int networkKey)

Set 32bit network key which will be used for pairing and sending command between SDK and ilumi

`void` **startSearchIllumi**(boolean pairing)

Start search unpaired ilumi

`void` **stopSearchIllumi**()

Stop search ilumi

Methods inherited from class java.lang.Object

`equals, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait`

Constructor Detail

IlumiSDK

```
public IlumiSDK()
```

Method Detail

retrieveIllumis

```
public void retrieveIllumis()
```

Start search any paired ilumi

didFindiLumi call back will return founded paired ilumi

commissionWithId

```
public void commissionWithId(byte[] macAddress,  
                             int groupID,  
                             int nodeID,  
                             com.ilumi.sdk.callbacks.IsSuccessCallBack Completion)
```

Conduct the comissioning (pairing) process After comission, controller becomes the owner of iLumi device, no other controller can change configuraton on iLumi device until a

Parameters:

macAddress - MAC address of target iLumi device

groupID - Two byte current node ID number

nodeID - Two byte current group ID number

Completion - Callback to indicate whether API call is successful

connectIlumi

```
public boolean connectIlumi(byte[] macAddress,  
                            com.ilumi.sdk.callbacks.IsSuccessCallBack callback)
```

Try to connect with ilumi. Check if ilumi is already connected before calling this method. If ilumi is already connected, this method will fail and there won't be any callback to indicate that.

Parameters:

macAddress - MAC address of target iLumi device

Returns:

Return true if the connect request has been send successfully

getNetworkKey

```
public int getNetworkKey()
```

Get network key that has been set to SDK The value is not saved insdie SDK and will be lost whenever Application /SDK is restarted or reset

setNetworkKey

```
public void setNetworkKey(int networkKey)
```

Set 32bit netwok key which will be used for pairing and sending command between SDK and ilumi

Parameters:

networkKey - set network key

startSearchIlumi

```
public void startSearchIlumi(boolean pairing)
```

Start search unpaired ilumi

didFindiLumi call back will return founded unpaired ilumi

stopSearchIlumi

```
public void stopSearchIlumi()
```

Stop search ilumi

didFindiLumi call back will return founded unpaired ilumi

disconnectIlumi

```
public boolean disconnectIlumi(byte[] macAddress)
```

Try to disconnect from ilumi

Parameters:

macAddress - MAC address of target iLumi device

Returns:

Return true if the disconnect request has been send successfully

isIlumiConnected

```
public boolean isIlumiConnected(byte[] macAddress)
```

Whether the ilumi currently connected with smartphone or through mesh connection

Parameters:

macAddress - MAC address of target iLumi device

Returns:

Return true if the ilumi is connected

meshIsConnected

```
public int meshIsConnected(byte[] macAddress)
```

Check how ilumi is connected.

Parameters:

macAddress -

Returns:

0 if not connected, 1 if directly connected or number >1 if connected via mesh. This number will represent the hop count

injectAdvertisementPacket

```
public void injectAdvertisementPacket(byte[] macAddress,  
                                     byte[] data)
```

Inject Group broadcast message to ilumi

Parameters:

macAddress -

data -

meshSendBroadcastMsg

```
public void meshSendBroadcastMsg(byte[] macAddress,  
                                 byte[] data,  
                                 int groupId)
```

Send broadcast message to a groupID or nodeID

Parameters:

macAddress - MAC address of proxy node device

data - message to be sent

groupId - Each group ID or node ID of target

meshSendConnectedMsg

```
public void meshSendConnectedMsg(byte[] macAddress,  
                                 byte[] data,  
                                 com.ilumi.sdk.callbacks.IsSuccessCallback callback)
```

Send connection based message to a node

Parameters:

macAddress - MAC address of target node device

data - message to be sent

callback -