

# IlumiSDK.h

## +connectIlumi:

Try to connect with ilumi

## +disconnectIlumi:

Try to disconnect from ilumi

## +getNetworkKey

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

## +injectAdvertisementPacket:data:

Inject a Group broadcast message to ilumi

## +isIlumiConnected:

Whether the ilumi currently connected with smartphone or through mesh connection

## +meshIsConnected:

Send connection based message to a node

## +meshSendBroadcastMsg:msgData:groupNameID:

Send broadcast message to a groupID or nodeID

## +meshSendConnectedMsg:msgData:Completion:

Send connection based message to a node

## +retrieveIllumis

Start search any paired ilumi

## +setNetworkKey:

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

## +startSearchIllumi

Start search unpaired ilumi

## +stopSearchIllumi

Stop search ilumi

## **commissionWithId:groupID:nodeID:Completion:**

Conduct the commissioning (pairing) process After commission, controller becomes the owner of iLumi device, no other controller can change configuration on iLumi device until a

```
- (void)commissionWithId:(NSData *)macAddress groupID:(NSInteger)groupID  
    nodeID:(NSInteger)nodeID Completion:(void (^)(BOOL))Completion;
```

## **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:**

Try to connect with ilumi

```
- (BOOL)connectIlumi:(NSData *)macAddress;
```

### **Parameters**

macAddress

MAC address of target iLumi device

### **Return Value**

Return true if the connect request has been send successfully

### **disconnectIlumi:**

Try to disconnect from ilumi

```
- (BOOL)disconnectIlumi:(NSData *)macAddress;
```

### **Parameters**

macAddress

MAC address of target iLumi device

## **Return Value**

Return true if the disconnect request has been send successfully

## **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

```
- (NSNumber *)getNetworkKey;
```

## **injectAdvertisementPacket:data:**

Inject a Group broadcast message to ilimi

```
- (void) injectAdvertisementPacket:(NSData*) macAddress data:(NSData*)data;
```

## **Parameters**

macAddress

MAC address of target iLumi device

data

31 byte of advertisement packet

## **isIllumiConnected:**

Whether the ilumi currently connected with smartphone or through mesh connection

```
- (BOOL)isIllumiConnected:(NSData *)macAddress;
```

## Parameters

macAddress

MAC address of target iLumi device

## Return Value

Return true if the ilumi is connected

## **meshIsConnected:**

Send connection based message to a node

```
- (int) meshIsConnected:(NSData *) macAddress;
```

## Return Value

0 if not directly connectioned 1 if connected 2 if connected with proxy node and 2 hops way 3 if connected with proxy node and 3 hops way n if connected with proxy node and n hops way

## **meshSendBroadcastMsg:msgData:groupNameID:**

Send broadcast message to a groupID or nodeID

```
-(void) meshSendBroadcastMsg:(NSData *) macAddress msgData:(NSData *)msgData  
      groupNameID:(NSInteger)groupNameID;
```

## Parameters

macAddress

MAC address of proxy node device

msgData

message to be sent

groupNodeID

Each group ID or node ID of target

## **meshSendConnectedMsg:msgData:Completion:**

Send connection based message to a node

```
-(void) meshSendConnectedMsg:(NSData *) macAddress msgData:(NSData *)msgData  
Completion:(void (^)(BOOL Success)) Completion;
```

### **Parameters**

macAddress

MAC address of target node device

msgData

message to be sent

### **retrieveIllumis**

Start search any paired ilumi

```
- (void)retrieveIllumis;
```

### **Discussion**

didFindiLumi call back will return founded paired ilumi

## **setNetworkKey:**

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

```
- (void)setNetworkKey:(NSNumber *)networkKey;
```

## **Parameters**

macAddress

MAC address of target iLumi device

## **startSearchIlumi**

Start search unpaired ilumi

```
- (void)startSearchIlumi;
```

## **Discussion**

didFindiLumi call back will return founded unpaired ilumi

## **stopSearchIlumi**

Stop search ilumi

```
- (void)stopSearchIlumi;
```

## **Discussion**

didFindiLumi call back will return founded unpaired ilumi

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