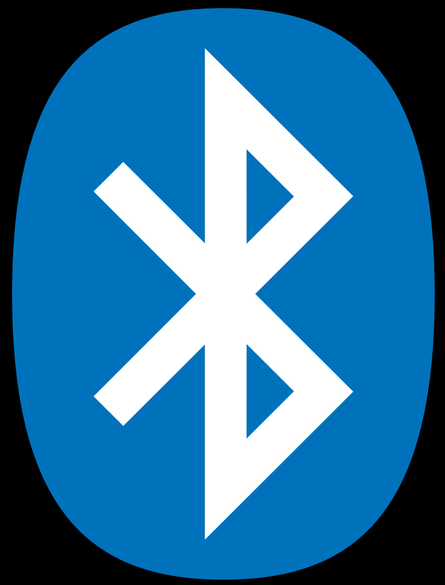
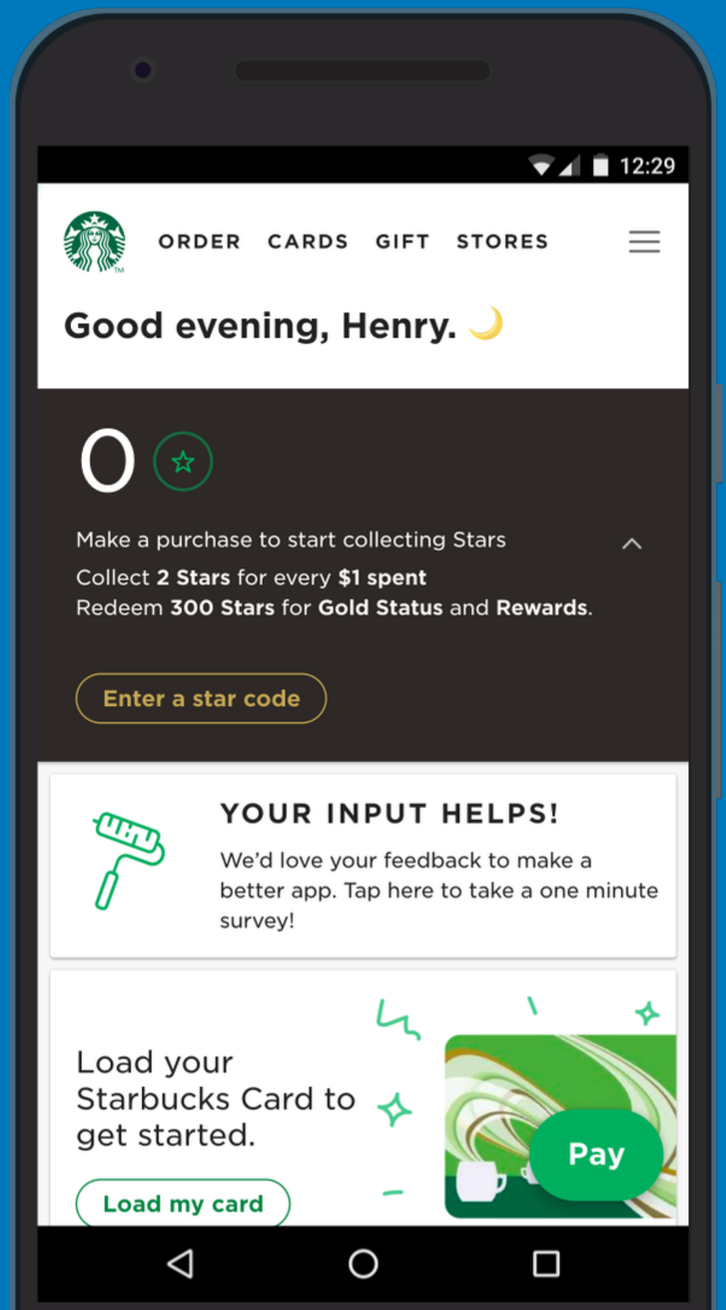
fun with bluetooth



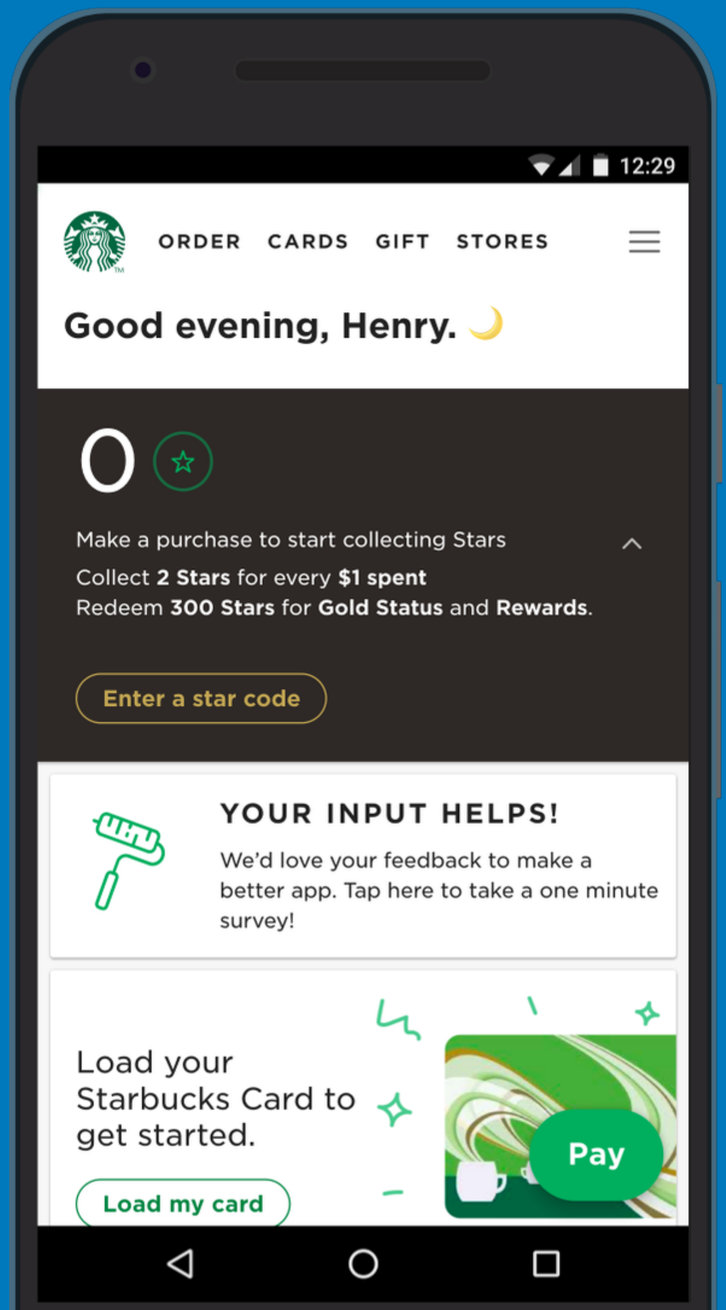
why?

progressive web apps

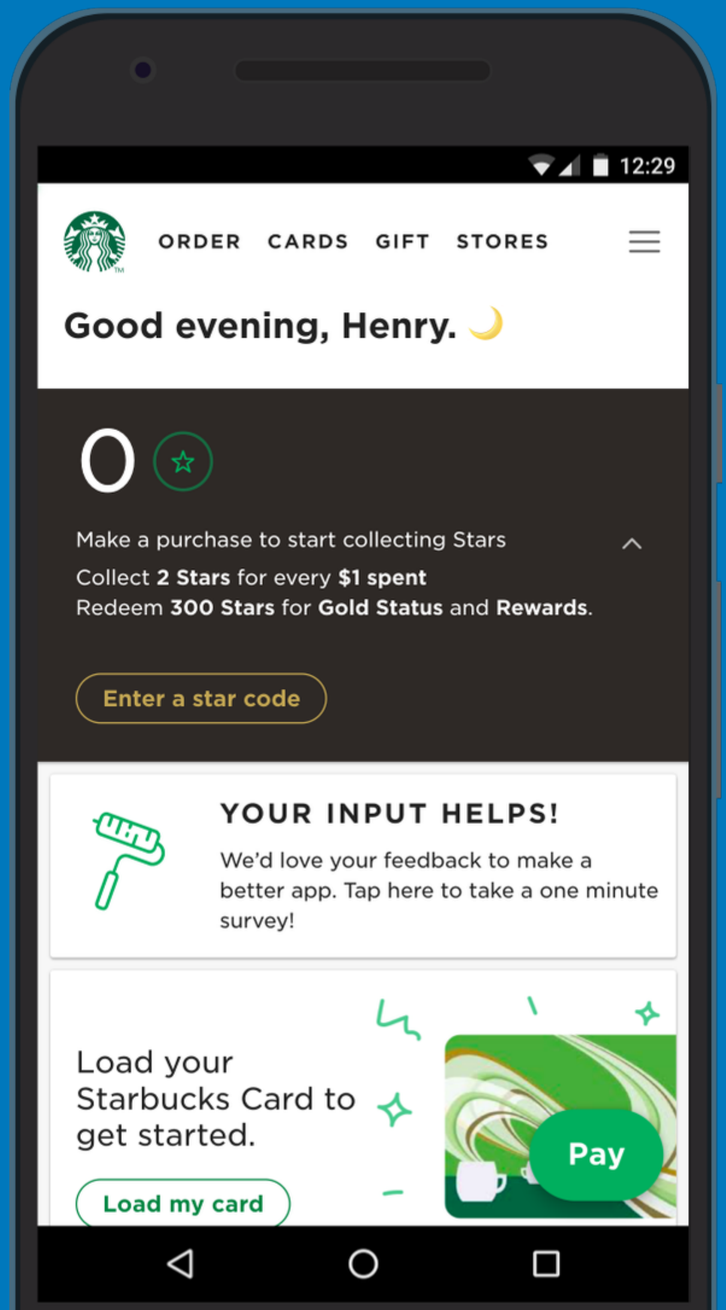
pwa's are great!



but...


12:29
ORDER CARDS GIFT STORES
Good evening, Henry.
0
Make a purchase to start collecting Stars
Collect 2 Stars for every $1 spent
Redeem 300 Stars for Gold Status and Rewards.
Enter a star code
YOUR INPUT HELPS!
We'd love your feedback to make a better app. Tap here to take a one minute survey!
Load your Starbucks Card to get started.
Load my card
Pay

but...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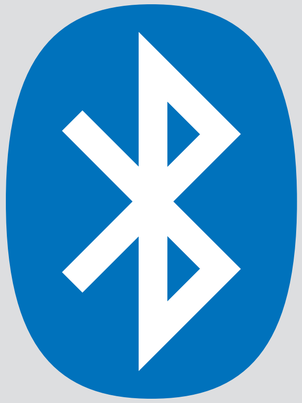
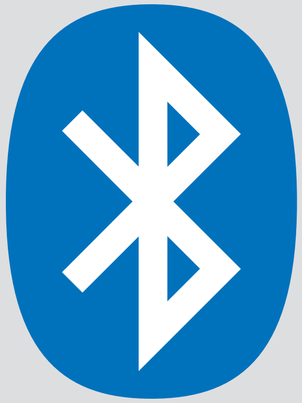


bluetooth



bluetooth sucks

classic bluetooth

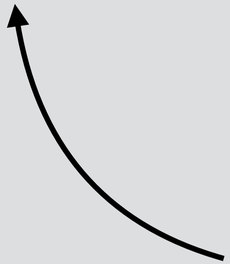
the reason everybody hates bluetooth

vs.

control drones and other cool shit

bluetooth low energy

bluetooth low energy



also known as

Bluetooth Smart

Bluetooth LE

BLE

Bluetooth 4

bluetooth low energy

also known as

Bluetooth Smart

Bluetooth LE

BLE

Bluetooth 4 and 5

10 million

bluetooth devices
shipping every day

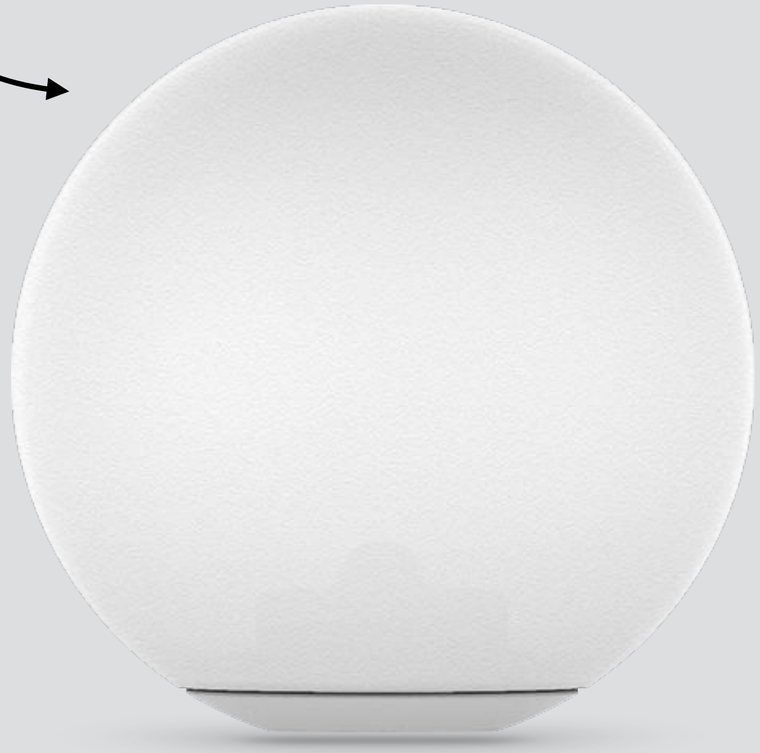
mobile phone

computer


glucose monitor
MEM
5.8
mmol/L
308 2015
8:00 AM
GLU
CHOL
MEMORY
somebody's hand

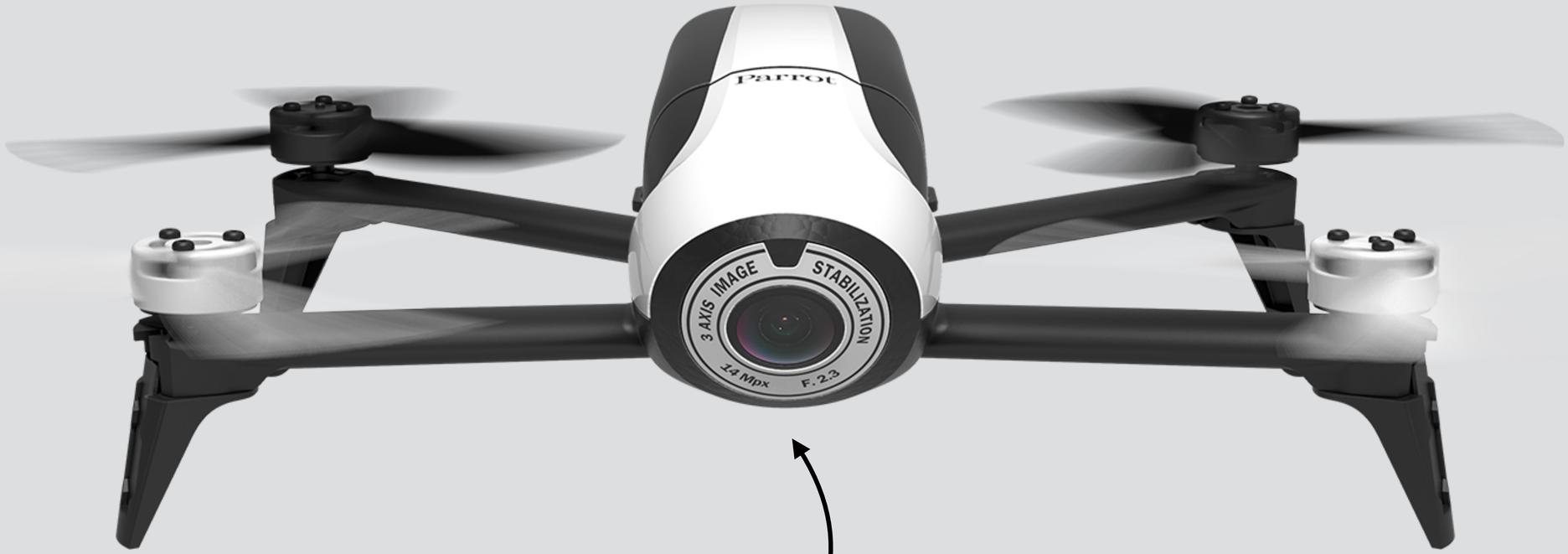

activity tracker

playbulb sphere



playbulb

spherio bb-8



parrot mini drone

fidget spinner

the boring theoretical stuff

central

peripheral

central

generic attribute profile

generic attribute profile ?

generic attribute profile

gatt, because gap was already taken

~~central~~

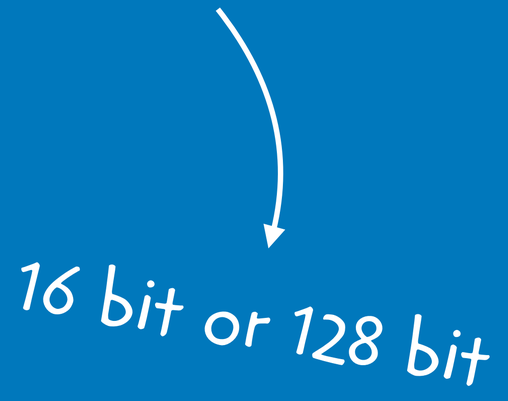
client

~~peripheral~~

server

server	array of objects
service	object
characteristic	property
value	value

services and characteristics are identified by uuid's



each characteristic supports one or more of these

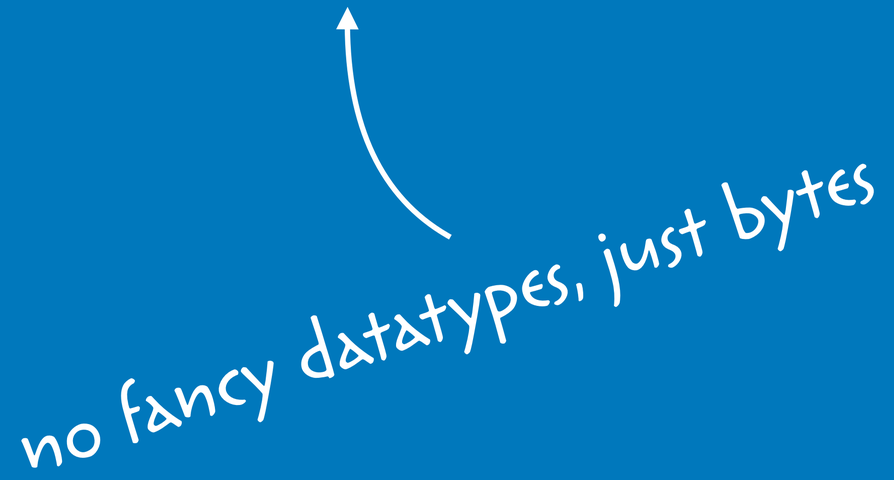
read

write

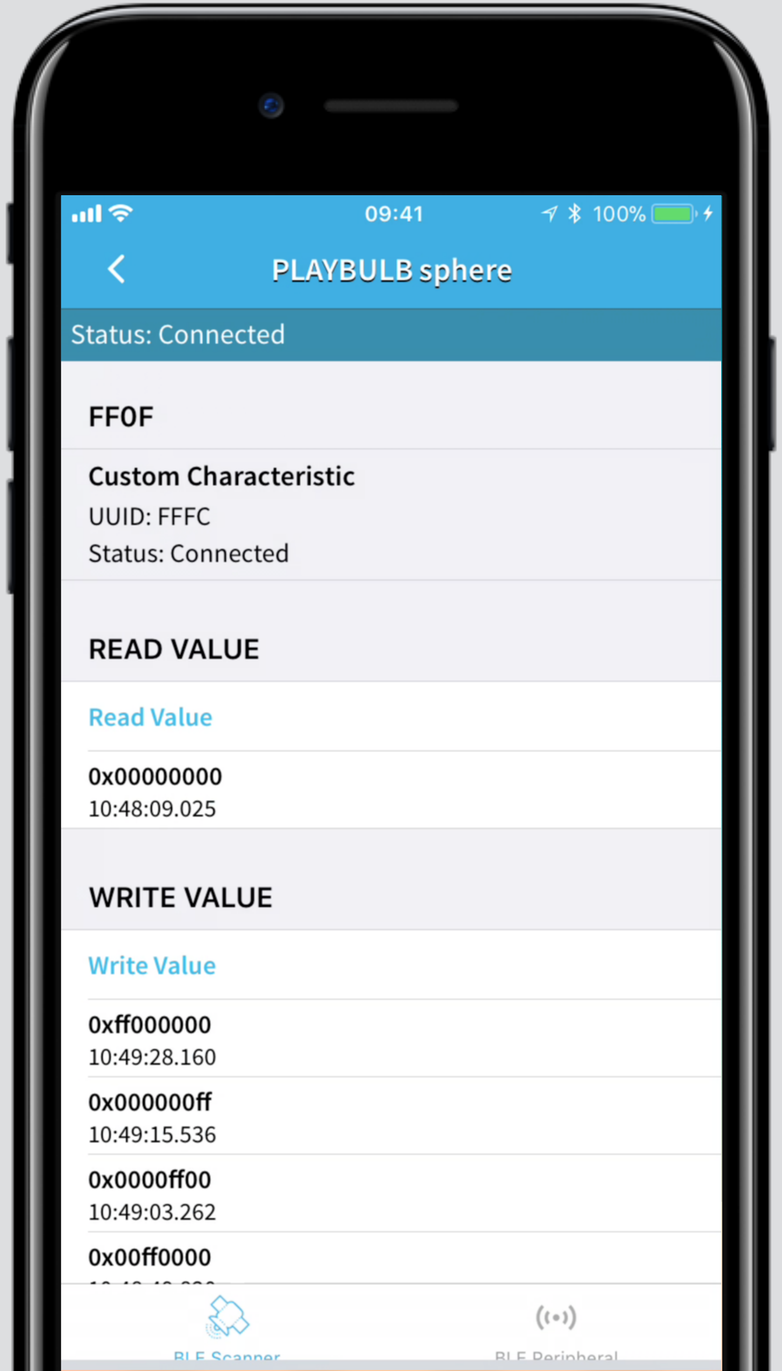
write without response

notify

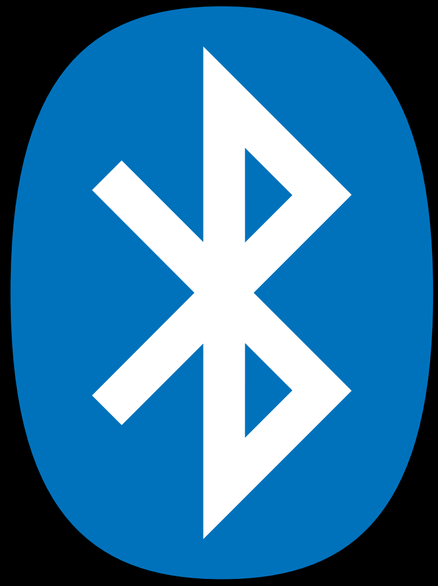
every value is an array of bytes



pfew...

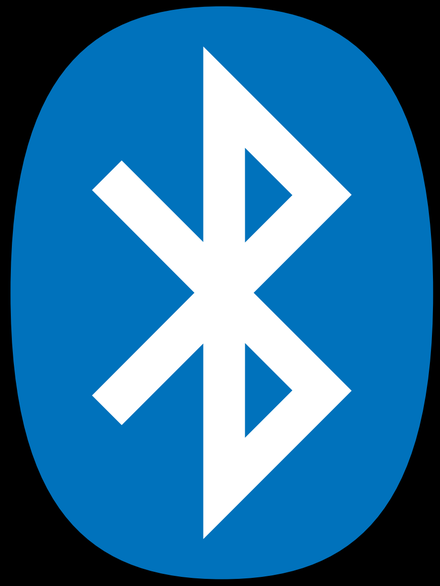

09:41
100%
PLAYBULB sphere
Status: Connected
FF0F
Custom Characteristic
UUID: FFFC
Status: Connected
READ VALUE
Read Value
0x00000000
10:48:09.025
WRITE VALUE
Write Value
0xff000000
10:49:28.160
0x000000ff
10:49:15.536
0x0000ff00
10:49:03.262
0x00ff0000

boring facts about ~~fun with~~



bluetooth

fun with

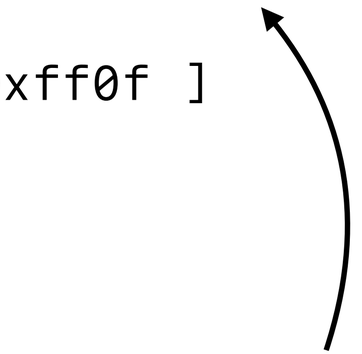


bluetooth

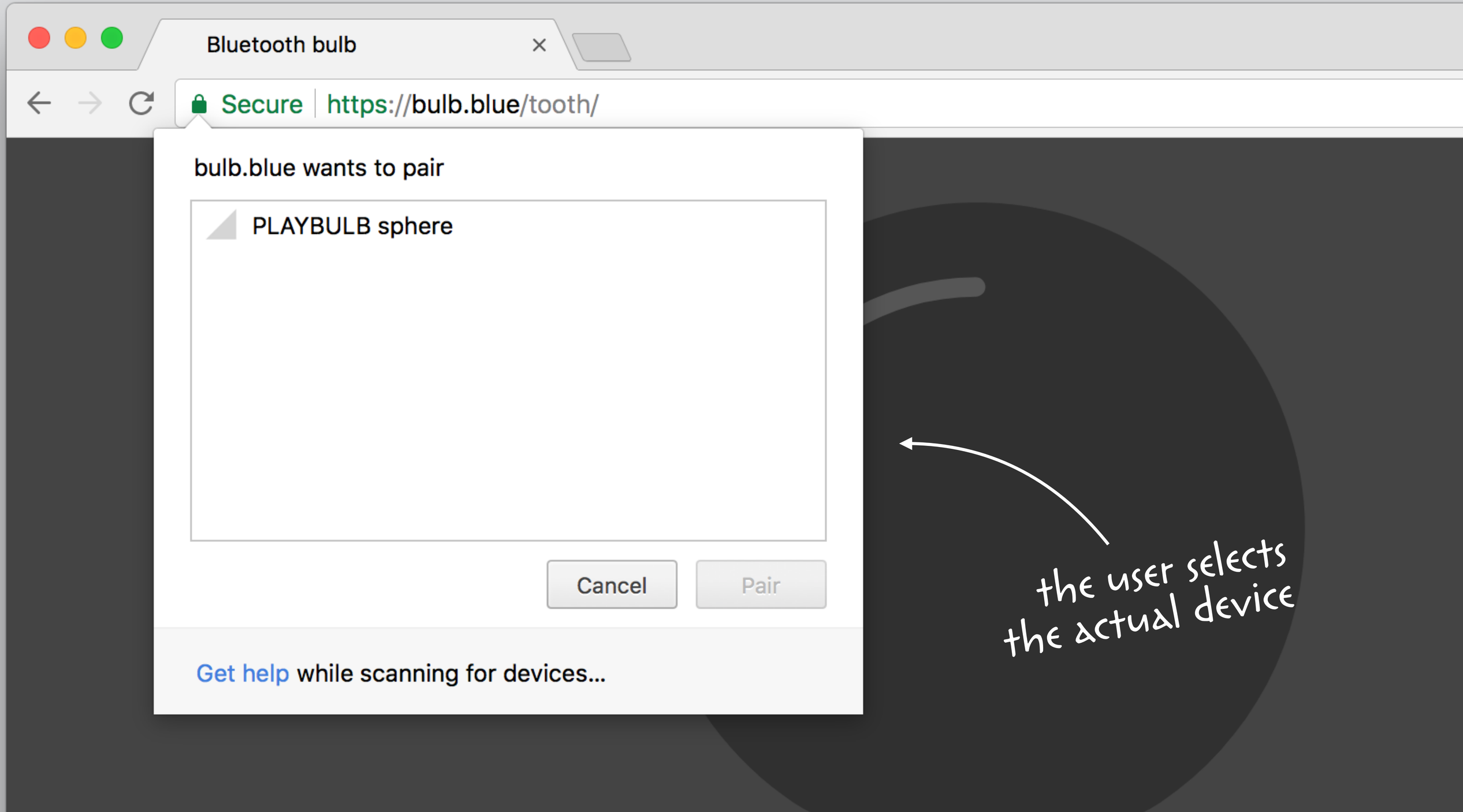
web bluetooth api

connecting to a device

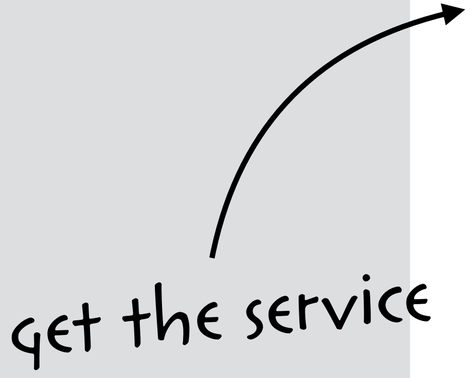
```
navigator.bluetooth.requestDevice({
    filters: [
        { namePrefix: 'PLAYBULB' }
    ],
    optionalServices: [ 0xff0f ]
})
```

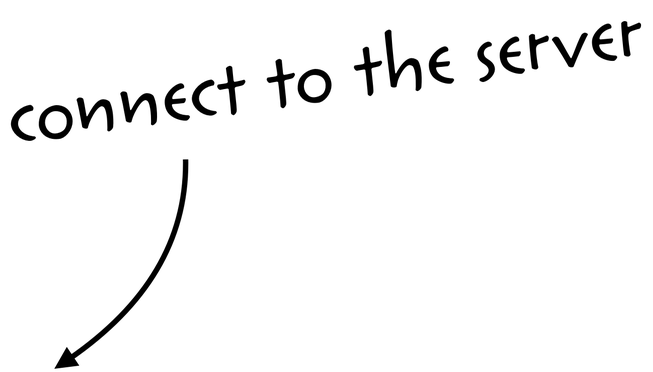


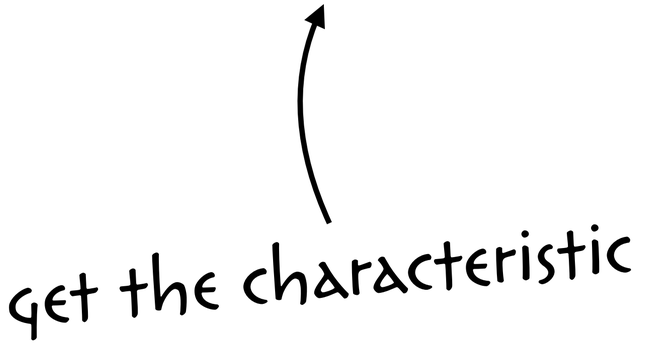
we tell the browser what kind of device we want


Bluetooth bulb
Secure
https://bulb.blue/tooth/
bulb.blue wants to pair
PLAYBULB sphere
Cancel
Pair
Get help while scanning for devices...
the user selects
the actual device

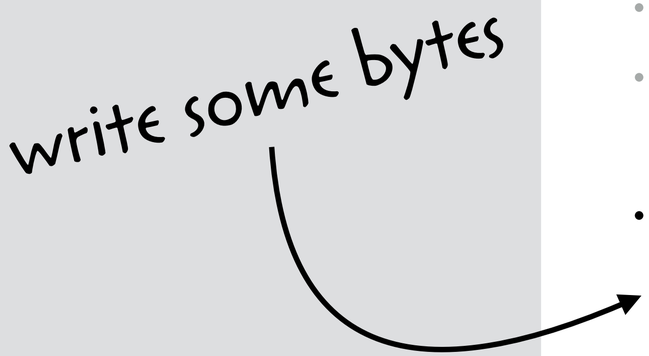
```
navigator.bluetooth.requestDevice({
    filters: [
        { namePrefix: 'PLAYBULB' }
    ],
    optionalServices: [ 0xff0f ]
})

.then(device => device.gatt.connect())
.then(server => server.getPrimaryService(0xff0f))
.then(service => service.getCharacteristic(0xfffc))
```





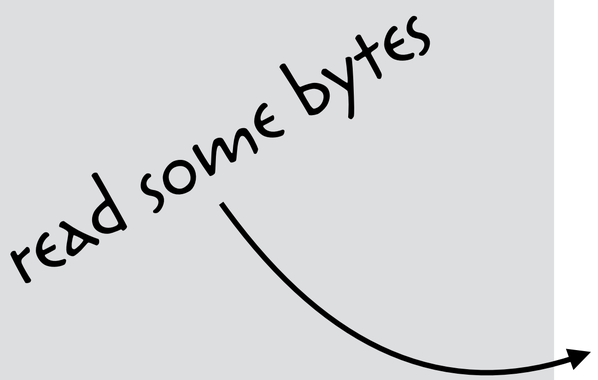


writing data




```
navigator.bluetooth.requestDevice({ ... })
.then(device => device.gatt.connect())
.then(server => server.getPrimaryService(0xff0f))
.then(service => service.getCharacteristic(0xfffc))

.then(c => {
    return c.writeValue(
        new Uint8Array([ 0x00, r, g, b  ])
    );
})
```

reading data




```
navigator.bluetooth.requestDevice({ ... })
.then(device => device.gatt.connect())
.then(server => server.getPrimaryService(0xff0f))
.then(service => service.getCharacteristic(0xfffc))

.then(c => c.readValue())
.then(value => {
    let r = value.getUint8(1);
    let g = value.getUint8(2);
    let b = value.getUint8(3);
})
```

get notified of changes

add event listener

```
navigator.bluetooth.requestDevice({ ... })
.then(device => device.gatt.connect())
.then(server => server.getPrimaryService(0xff0f))
.then(service => service.getCharacteristic(0xfffc))

.then(c => {
    c.addEventListener('characteristicvaluechanged', e => {
        let r = e.target.value.getUint8(1);
        let g = e.target.value.getUint8(2);
        let b = e.target.value.getUint8(3);
    });

    c.startNotifications();
})
```

don't forget to start listening

custom characteristics *wtf!*

insert xkcd comic about standards here

writing a value:

```
function(r, g, b) {
    return new Uint8Array([ 0x00, r, g, b  ]);
}
```

reading a value:

```
function(buffer) {
    return {
        r: buffer.getUint8(1),
        g: buffer.getUint8(2),
        b: buffer.getUint8(3)
    }
}
```

writing to and reading
from the same characteristic

writing a value:

```
function(r, g, b) {
    return new Uint8Array([
        0x01, g, 0x01, 0x00, 0x01,
        b, 0x01, r, 0x01, 0x00
    ]);
}
```

reading the current color is not possible

writing a value:

```
function(r, g, b) {
    var buffer = new Uint8Array([
        0xaa, 0x0a, 0xfc, 0x3a, 0x86, 0x01, 0x0d,
        0x06, 0x01, r, g, b, 0x00, 0x00,
        (Math.random() * 1000) & 0xff, 0x55, 0x0d
    ]);

    for (var i = 1; i < buffer.length - 2; i++) {
        buffer[15] += buffer[i];
    }

    return buffer;
}
```

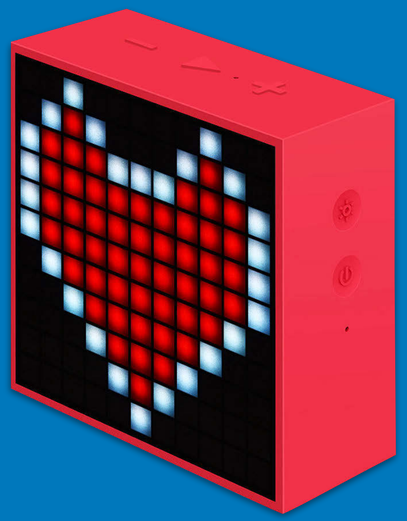
reading the current color is not possible

writing a value:

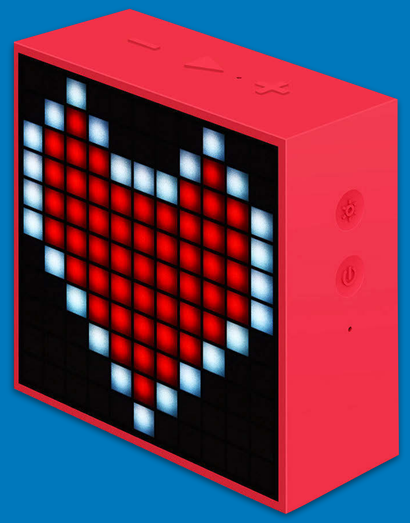
```
function(r, g, b, position) {
    let buffer = new Uint8Array([
        0x07, 0x02, position + 1, r, g, b
    ]);

    return buffer;
}
```

writing a value:

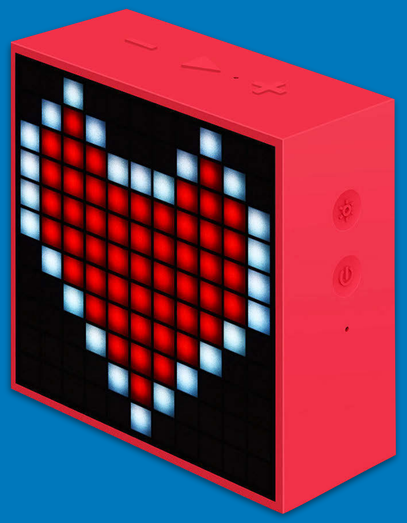
```
function(r, g, b, position) {
    let buffer = new Uint8Array([
        0x58, r, g, b, 0x01, position
    ]);

    ...
```



writing a value:



```
function(r, g, b, position) {
    let buffer = new Uint8Array([
        0x58, r, g, b, 0x01, position
    ]);

    let payload = new Uint8Array(buffer.length + 4);
    payload[0] = payload.length - 2;
    payload[1] = payload.length - 2 >>> 8;
    payload.set(buffer, 2);

    let checksum = payload.reduce((a, b) => a + b, 0);
    payload[payload.length - 2] = checksum;
    payload[payload.length - 1] = checksum >>> 8;

    let extra = payload.filter(value => {
```



```
                message[m + 1] = 0x05;
                m += 2;
            }
            else if (payload[i] === 0x03) {
                message[m] = 0x03;
                message[m + 1] = 0x06;
                m += 2;
            }
            else {
                message[m] = payload[i];
                m++;
            }
        }

        message[0] = 0x01;
        message[message.length - 1] = 0x02;

        return message;
    }
```

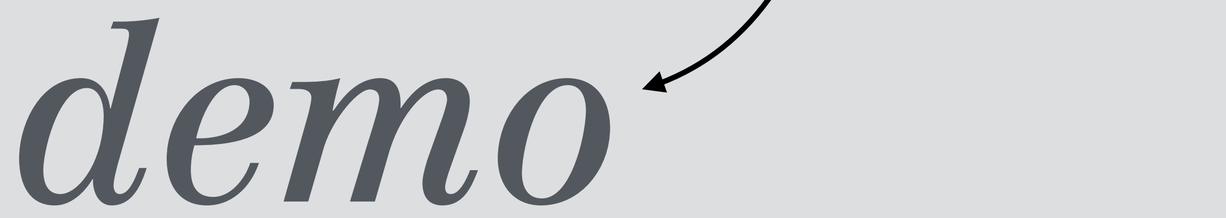
adafruit bluetooth sniffer

decompiling

the apk

don't tell anyone!

finally the fun part



warning

experimental technology

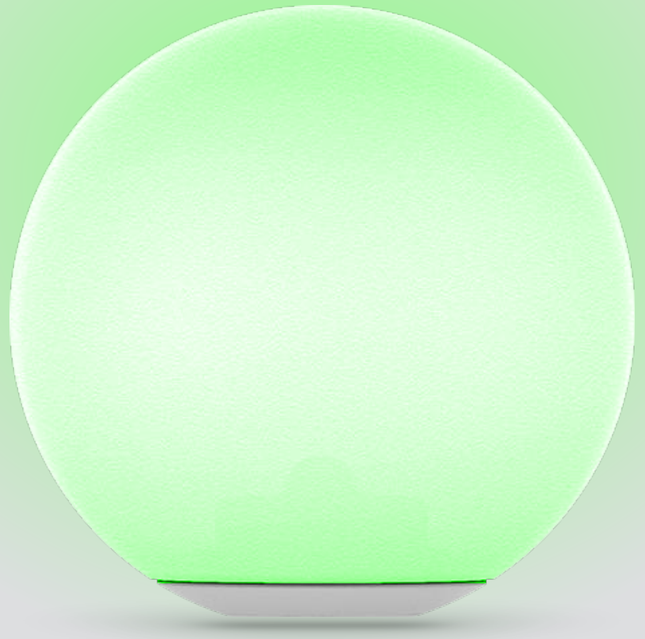
setting low expectations

warning

wifi interference

lowering them even further

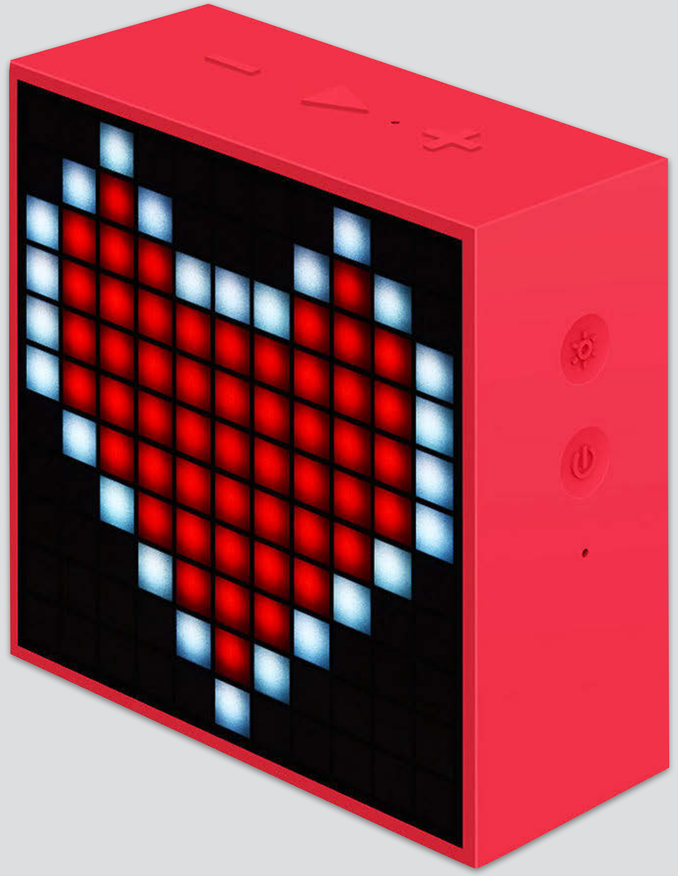
change the colour
of a lightbulb



https://bluetooth.rocks/lightbulb

https://github.com/BluetoothRocks/Lightbulb

draw pixel art on a led matrix display



https://bluetooth.rocks/pixel

https://github.com/BluetoothRocks/Matrix

control a lego racer
using a gamepad

use css animations to
define a path

https://bluetooth.rocks/racer

https://github.com/BluetoothRocks/Racer

control a drone
from your browser

https://bluetooth.rocks/drone

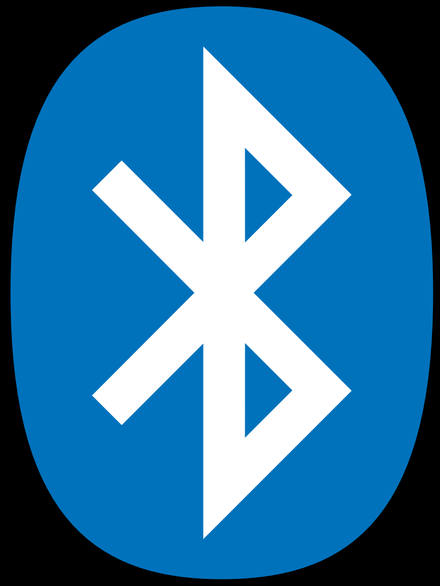
https://github.com/BluetoothRocks/Drone

find out your
current heartbeat

https://bluetooth.rocks/pulse

https://github.com/BluetoothRocks/Pulse

fun with



bluetooth!

questions?