

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:groupNodeID:](#)

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

connectIllumi:

Try to connect with ilumi

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

Parameters

macAddress

MAC address of target iLumi device

Return Value

Return true if the connect request has been send successfully

disconnectIllumi:

Try to disconnect from ilumi

```
- (BOOL)disconnectIllumi:(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

