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Mit app inventor 2 bluetooth

ask a question in the VK group How to host the connection of the Android phone to another Android in the Azure (Azure bluetooth tooth) for example to experiment with the accelerated sensor, when the main device should be at rest. Or vice versa controls something, using the accelerator as a steering capacity, and tilting backward like a gas pedal, but on this later in another blueTooth term can act in two positions as a server or as a Customer. And the connection resembles the client connecting to the server. Unlike some HC-05 modules, which, depending on the firmware, working client or server, Blutouse phone has both the properties of nature having different versions of Bluetooth from conventional BLUE (low-energy bluetooth) trying to connect the old and the new is not always possible to get a positive result, here may be the case of convenient On top of the programming setting Android App Inventory 2 has a tab connection and in the it reads the components of BlueTooth BlueTooth.Server BlueTooth.Client movement components below to tell the attached sources, so there is no need to be called on the new one. it also increases the counter In fact is not particularly necessary, and the next connection to any paired with the customer's phone if such a connection happens, the previous device will not receive data, although the documentation of the same Wikipedia says that the Bluetooth allows seven customers to connect to one server here or skis not going, or I wasn't completely off of that here you need to do pic 4 and here is the time. it clicks every second this event checks whether the bluetoothServer1.isConnected connection is installed if it checks whether the data in the SPP receiver in the BluetoothServer1.BytesAvailableReceive port and if there is more zero, Its in the global variable data by BluetoothServer1.ReceiveText of the amount of BluetoothServer1.BytesAvailableToReceive that all Text Join data operators this has been added to the already accepted account of the design counter in L_CNT. Text expands for each unit that lets you see if our program Notifier.ShowAlert output on the screen an invisible message that prevents the phone from the screen and goes to design hibernation Si ch_cicl.Check when installing the tick in the appropriate box, Call the Send on feature which will further so for the fun and ease of test blocks if there is text check whether to accept the word CLS data and whether it to clear the data pane CB_cls.click on the key zero data pane Counter button CB_Send.click Call forwarding function, isn't it not unexpected? The CB_Exit.click button to disable BlueTooth.Server1.Disconnect and close the Close application If you leave the program by clicking on the phone return button then the program will be removed from the screen, but a deep place inside the phone will continue its execution of the contents will make sure not to run it again and view the clock non-zero Procedure Send First check if there's all a Bluetooth.Server1.Server1.isconnected then The design of Bluetooth.Server1.ServerText sent to the azure-tooth strip a text line collected by the Join operator including the contents of the text field T_Send.text and increases every second of the counter so that the text is not so boring in the key , every 25 seconds of CLS transmitting lines that are on the receiver to clear the window of data acceptance ----- this scarce project involves eight sets of blocks and basic processes for generally boarding on Okay, okay and the server seems to be clear, but how does it go in this beauty? We throw in the new blueTooth.Client1 project looking at the properties of parameters smaller than those of the server but are still impressive as the previous cases of tasks will be enough operators as usual at the beginning of the screen initialization block of the Application Screen1. initialized in this unit, in the Global Last Variable from the phone database by Operator TinyDB1.GetValue on top is it registered at last horn of success Section by BlueTooth MAC server address Blutouz on it later If it is the first launch of the application then in the program window you will need to press the Connect list and select the desired device , using the method to poke your fingers if all major beam, a linking, and in the title of the program will appear text with the contents of the name and MAC address of the device BlueTooth.Server Whilst these parameters are stored in the database with the help of the block – TinyDB.StoreValue where the last name of the file and the last global of its value , which is the mac address in the future. Connection will happen when you start Always dive the clock check the receiver, inclusional counter cycle program publishes an invisible alert for our device by falling as though the test program is BT_Server here too if there are block text checks if the CLS keyword is contained in the accepted data and if it is available to clear the data CB_Last_Click is designed to force you to connect to the MAC server that contains registered addresses in the CB_Exit. Serving to complete the application properly, this kind of all ----- On top of the auto connection Well, if we are talking about the autocorrect, then let the Bluetooth itself turn on, if the Lock inventory myth 2 has no block control in the BlueTooth state. However, like all decent IDE – Myth Inventory app 2 supports the connection to third-party libraries (plug-ins, extensions, modules or extensions), as a more convenient person. Joining over the network can get a huge variety and here one of Taifun allows you to control the hardware inclusion of the phone to connect it to the project to set a block of bluetooth includes the first initialization of the screen now all like those of decent programs, when you run everything else work automatically and finally carefully so the layer can set up the launch of your program when you turn off when you turn over the phone. this will help. The Auto Start app, there indicates what to run and how long after the turn on the checking works like a timer... On top of Download for free without reregating sources BT_Client.aia Download for free without Reregation Sources BT_Server.aia Download for free without Reregation Program BT_Client.apk Download for free without Reregation Program BT_Server.apk BT_Server.apk.apk

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