

EasyConfig V3.0 Interface Guide

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Function Description

It is to provide broadcast packet transmitting interface that can be identified by EasyConfig.

Configuration Environment

1. Import **CFNetwork.framework**, **UIKit.framework**, **SystemConfiguration.framework**.
2. Import **EasyConfig.a** and **EasyConfig.h** into project.
3. Introduce **EasyConfig.h** where needed.

Resource Description

1. EasyConfig.a provides sending and receiving of broadcast packets.
2. EasyConfig.h provides the interface that user calls.

Interface Description

Interface Method:

```
/**
 * successfully received callback information from connected device
 */
-(void)RecvWithPacket:(RecvPacket *)recvPacket;
```

Interface description:

When connected successfully, the device receives successful feedback, recvPacket.module_name is device name of NSString, recvPacket.module_mac is MAC address of NSString, recvPacket.module_ip is device IP address.

Interface Method:

```
/**
 * initialize delegate object
 */
-(id) init:(id<EasyConfigDelegate>)delegate;
```

Interface description:

Delegate is the delegate object.

Interface Method:

```
/**
 * start configuration
 */
-(void)SendDataWithPsk:(NSString *)psk andSSID:(NSString*)SSID;
```

Interface description: start configuring

psk is NSString's WIFI password, it can be empty (for example: @ "");

SSID is the WiFi name of NSString. When the target router SSID is hidden, SSID parameter needs to pass, while if the target router SSID is not hidden, SSID can be 'Nil', needs not to pass;

Interface Method:

```
/**
```

```
* Stop configuration
```

```
*/
```

```
- (void)stop_send;
```

Interface description: end Configuration.