

Serial Bluetooth wireless setup configuration examples.

Option 1



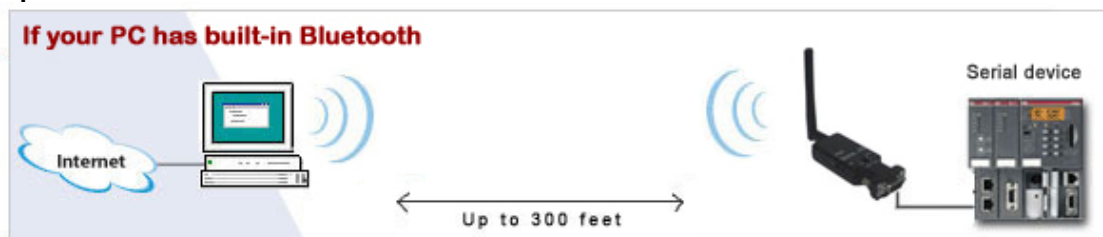
Direct cable replacement. One Master adapter communicates with one Slave adapter to create a wireless link between a computer and a serial device. Only one Slave can be connected to one Master. Often used if PC has no built-in Bluetooth.

Option 2



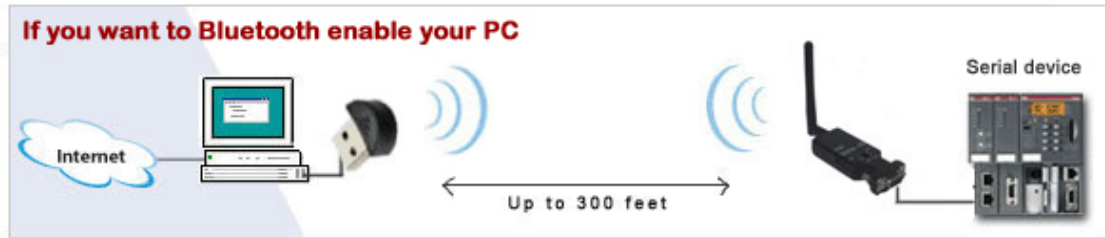
Direct cable replacement option 2. If your computer does not have a serial port you can connect the serial Bluetooth adapter to your computer by using a USB to serial adapter.

Option 3



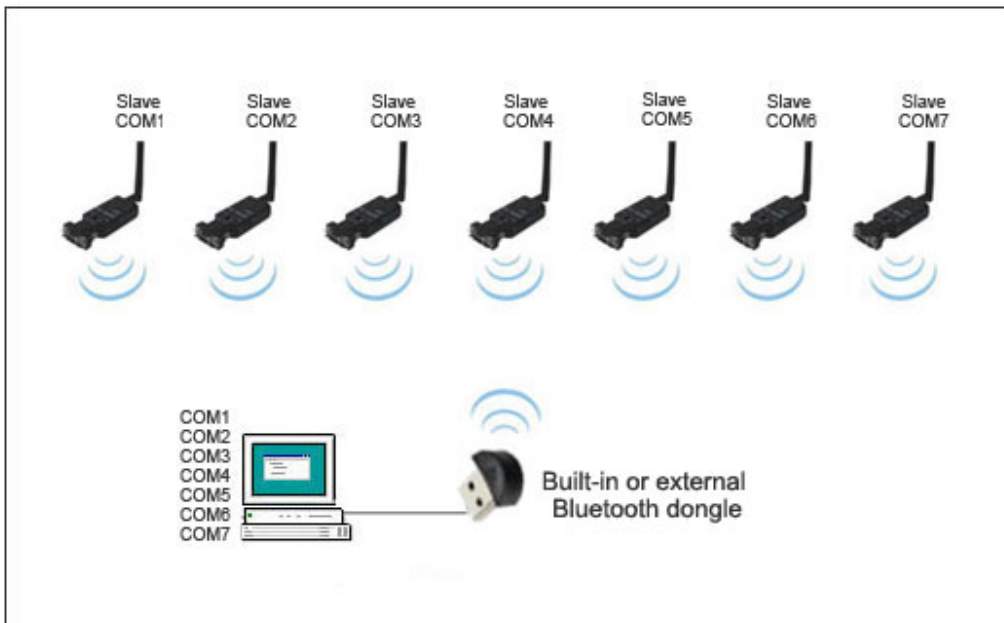
PC has built-in Bluetooth. One to one communication between built-in Bluetooth and serial device. Up to 7 serial Bluetooth adapters can be connected to the computer by using this setup.

**Option 4**



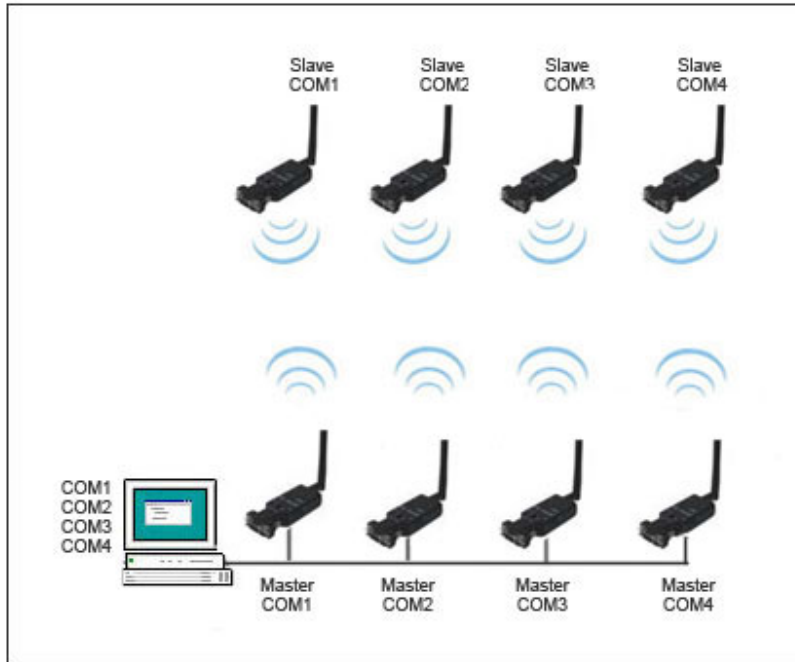
If you want to Bluetooth enable your computer you can use an external USB Bluetooth dongle. Up to 7 serial Bluetooth adapters can be connected to the computer by using this setup.

**Option 3 and 4 with multiple slaves:**



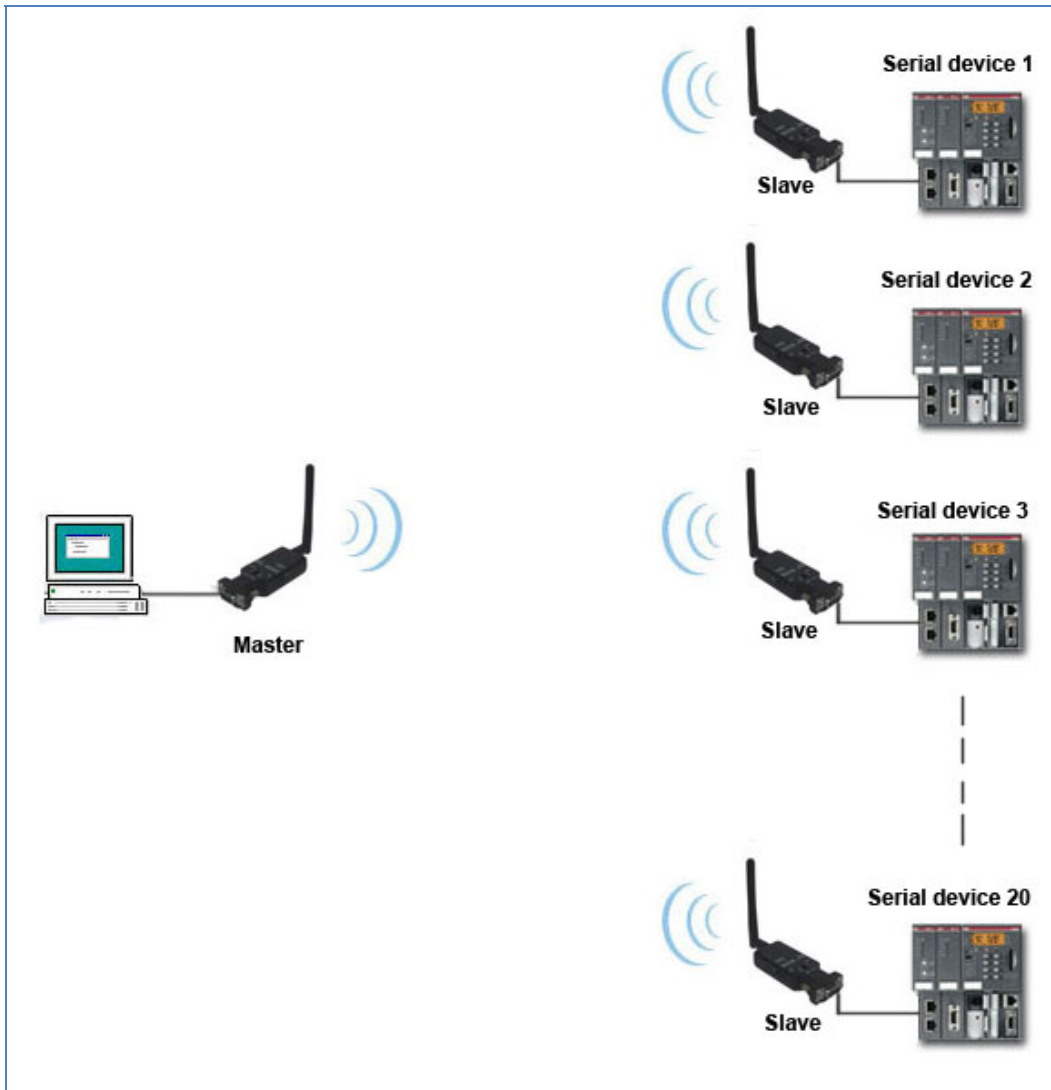
Point to multipoint configuration with built-in or external Bluetooth. Up to 7 Slaves can link with one built-in Bluetooth or external USB Bluetooth dongle. Each COM port of the slaves shows up in Device Manager. Windows (Vista, 7 and 8) Bluetooth Manager is used to connect to the serial Bluetooth adapters.

**Option 5. Alternative solution for connecting multiple serial Bluetooth adapters.**



Multiple serial Bluetooth adapters in pairs. Ideal for applications where more than 7 links are needed, (max 255) and multiple COM ports are available. COM port can be selected manually with external switch.

**Option 6. Point to multipoint configuration.**



This setup can be configured to work in two different ways:

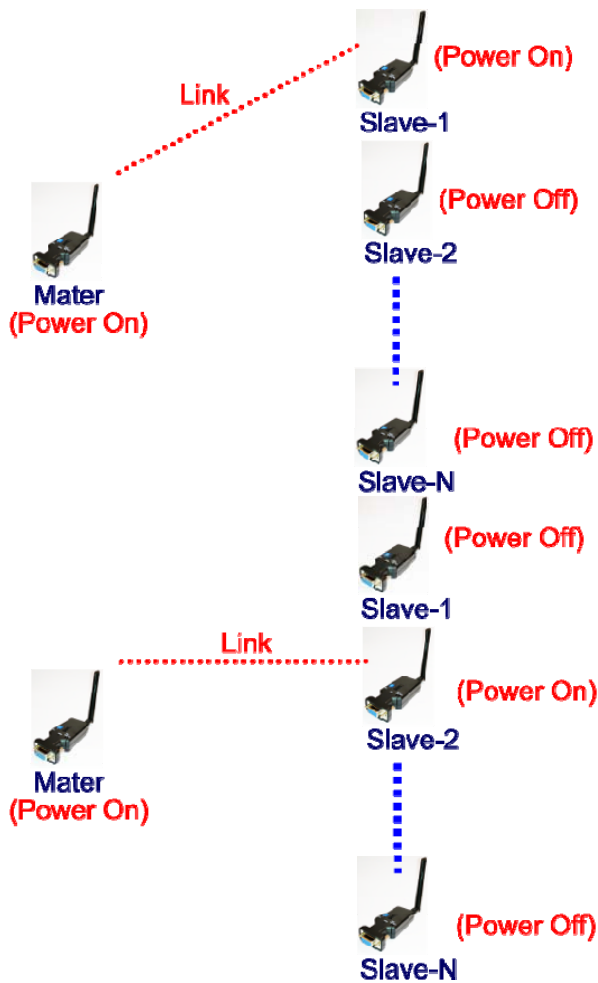
1. Same pairing code for the Master and all Slaves.  
When data needs to be sent to a particular Slave the Slave is manually turned by the user and the Slave will automatically connect with the Master and will be ready to communicate within a few seconds. If data needs to be sent to a different Slave the user must first manually turn off the current Slave and turn on a different Slave. The advantage of this setup is that once it is configured no software is needed to change the communication from one Slave to another. The disadvantage is that only one Slave can be turned on at any given time.
2. Each Slave has its own unique pairing code.  
All Slaves can stay turned on at the same time. When data needs to be sent to a particular Slave the Master user must pair/connect to the Slave by the use of software. If

data needs to be sent to a different Slave the user must by the use of software disconnect from the current Slave and connect to a different Slave. The advantage of this setup is that all Slaves can stay turned on at all times and that the user does not need to physically turn on/off the Slaves. The disadvantage is that the Master user needs to send commands to the Slaves by the use of software to turn them on/off.

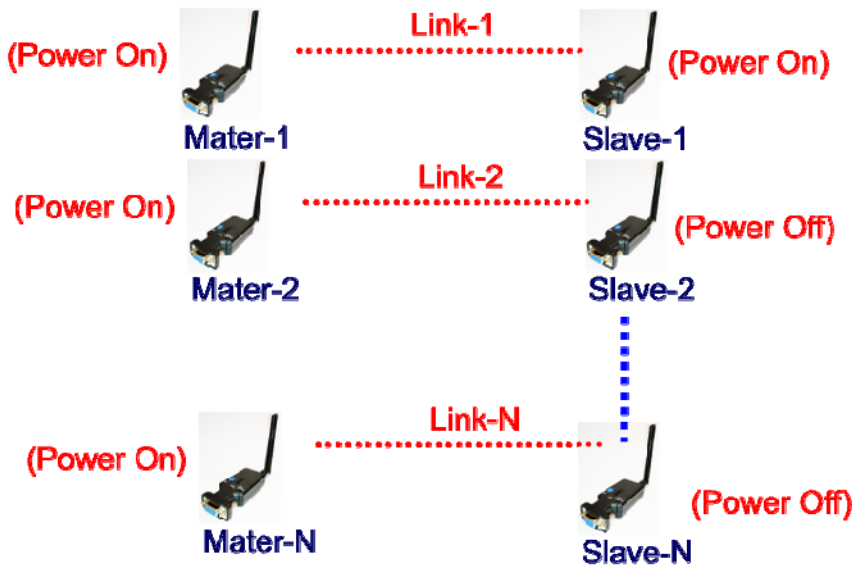
### New in S2B2232FIV2 and S2B2232FEV2

Master mode applications: Set one adapter as master by the command "role=m". The "auto=y" and "one=y" command is available under the role=m. The "one=y" command is available under the "auto=y". The pin code must be the same for the paired master and slave.

"AUTO=Y": Auto link any slave with the mac. address starting with "0012" or "0019". The "0018" is not available. The master will re-link other slaves when the master or slave restart. The "auto=y" command is available under the "role=m".



“ONE=Y”: The master will link with the first link slave after restart. It will auto link any slave with the mac. address starting with “0012” or “0019”. The “0018” is not available. The master will link with the new slave when reset to default value. The “one=y” command is available under the “role=m” or “auto=y”.



Bridge: Extend the transmission range.

