



```
when Screen1.Initialize
do call Screen1.AskForPermission
  permissionName BLUETOOTH_CONNECT
```

```
when Screen1.PermissionGranted
  permissionName
do if get permissionName == BLUETOOTH_CONNECT
then call Screen1.AskForPermission
  permissionName BLUETOOTH_SCAN
```

```
when ListPickerConnectBluetooth.BeforePicking
do if BluetoothClient1.Enabled
then set LabelDebugErrorMessage.Text to
set ListPickerConnectBluetooth.Elements to BluetoothClient1.AddressesAndNames
else set ListPickerConnectBluetooth.Enabled to false
set LabelDebugErrorMessage.Text to No Bluetooth permission received
set ListPickerConnectBluetooth.Elements to make a list No Bluetooth permission received
```

```
when ListPickerConnectBluetooth.AfterPicking
do set ListPickerConnectBluetooth.Selection to call BluetoothClient1.Connect
  address ListPickerConnectBluetooth.Selection
call BluetoothButtonUpdate
```

```
do to BluetoothButtonUpdate
do if BluetoothClient1.IsConnected
then set LabelBluetoothStatus.Text to Bluetooth: Connected
set ButtonDisconnectBluetooth.Enabled to true
set ListPickerConnectBluetooth.Enabled to false
else set LabelBluetoothStatus.Text to Bluetooth: Disconnected
set ButtonDisconnectBluetooth.Enabled to false
set ListPickerConnectBluetooth.Enabled to true
```

```
when Button1.Click
do initialize local button1 to 10
in if Button1.Image == record_off.jpg
then set Button1.Image to record_on.jpg
set button1 to 11
else set Button1.Image to record_off.jpg
set button1 to 10
call BluetoothClient1.Send1ByteNumber
  number get button1
```

```
when Button2.Click
do initialize local button2 to 20
in if Button2.Image == record_off.jpg
then set Button2.Image to record_on.jpg
set button2 to 21
else set Button2.Image to record_off.jpg
set button2 to 20
call BluetoothClient1.Send1ByteNumber
  number get button2
```

```
when Button3.Click
do initialize local button3 to 30
in if Button3.Image == record_off.jpg
then set Button3.Image to record_on.jpg
set button3 to 31
else set Button3.Image to record_off.jpg
set button3 to 30
call BluetoothClient1.Send1ByteNumber
  number get button3
```

```
when BluetoothClient1.BluetoothError
  functionName message
do call BluetoothClient1.Disconnect
call BluetoothButtonUpdate
set LabelDebugErrorMessage.Text to get message
```

```
when Screen1.ErrorOccurred
  component functionName errorNumber message
do if 510 == get errorNumber
then call BluetoothClient1.Disconnect
call BluetoothButtonUpdate
set LabelDebugErrorMessage.Text to Bluetooth connection lost
```

```
when ButtonDisconnectBluetooth.Click
do call BluetoothClient1.Disconnect
call BluetoothButtonUpdate
```