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# Basic example for using the BLE Connect UART
# To use, start this program, and start the Adafruit Bluefruit LE Connect app.
# Connect, and then select UART. Any text received FROM the connected device
# will be displayed. Periodically, text is sent TO the connected device.

# Programme de commande lecture et Ecriture par le Bluetooth
# Modifier le 8/03/2023 par P Mathieu

import board
import _bleio
import digitalio
from adafruit_ble import BLERadio
from adafruit_ble.advertising.standard import ProvideServicesAdvertisement
from adafruit_ble.services.nordic import UARTService

led = digitalio.DigitalInOut(board.D2)
led.direction = digitalio.Direction.OUTPUT

from adafruit_airlift.esp32 import ESP32
esp32 = ESP32() # DEFAULT

adapter = esp32.start_bluetooth()

ble = BLERadio(adapter)
uart = UARTService()
advertisement = ProvideServicesAdvertisement(uart)

_bleio.set_adapter(adapter)
#print(_bleio.adapter.address) # affiche adresse MAC
def commande_moteur():
    pass

def commande_servo():
    pass

def lecture_capteurs():
    return "45,45.3,70" # valeur provisoir pour test

while True:
    ble.start_advertising(advertisement)
    print("Attente de connexion")
    while not ble.connected:
        pass
    print("La Connexion est active")
    while ble.connected:
        # Returns b" if nothing was read.
        one_byte = uart.read(1)

        if one_byte:

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print(one_byte)
if one_byte==b'\x02':
    commande_moteur()
    print("commande moteur")
if one_byte==b'\x01':
    commande_servo()
    print("commande servo")
if one_byte==b'\x03':
    donnees = lecture_capteurs()
    print("lecture des capteurs : ",donnees)
    uart.write(donnees)
```