

A simple way of discovering and selecting a single Bluetooth device

An easy way of discovering and selecting a single Bluetooth device from a GUI component, is that of reusing a Notifier.

Following, is an example of how to achieve this simply, using synchronous operations. In your application you should probably make use of this technique using active objects.

The example below initiates a discovery for devices that support the Serial Port Profile.

```
void GetDeviceAddressL()
{
    RNotifier btNotifier;
    User::LeaveIfError(btNotifier.Connect());

    TBTDeviceSelectionParamsPckg selectionFilter;
    TBTDeviceResponseParamsPckg selectionResponse;

    selectionFilter().SetUUID(KSerialPortUUID);

    TRequestStatus status;
    btNotifier.StartNotifierAndGetResponse( status, KDeviceSelectionNotifierUid,
        selectionFilter, selectionResponse);
    User::WaitForRequest(status);

    btNotifier.Close();

    User::LeaveIfError(status.Int());

    // use the response data ....
    TBTDeviceName dname = selectionResponse().DeviceName();
    TBTDeviceClass dclass = selectionResponse().DeviceClass();
    // ... etc...

    return;
}
```