

# TFT100 Beacon List

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## Beacon Settings



### Beacon Detection

- Disabled - Functionality disabled.
- All - Any visible beacon is detected (Max. 100).
- Configured - Only data received from listed beacons in **Beacon List** is sent to server.

### Beacon Record

- Eventual - Record is sent after the scanning procedure is completed. This parameter depends on **Update Frequency** that is configured in [Bluetooth 4.0](#)
- Periodic - Record will be saved based on configured time period.
  - Record Period on Move - Timer for record generation when the device is moving.
  - Record Period on Stop - Timer for record generation when the device is staying at the place.

## Beacon List



List of authorized beacons. **Eddystone** and **iBeacon** protocols are supported.  
Beacon IDs can be entered the following way:

- Namespace:InstanceID
- UUID:Major:Minor

Any of the ID parts can be omitted. Ex. Namespace:, UUID::, UUID::Minor, etc.

**Note!** *UUID, Namespace or Major/Minor* for **iBeacon** and *Namespace* for **Eddystone**.

If **Beacon Detection** selected as Configured, then beacons will be detected and their data transmitted to the server only if their IDs are included in **Beacon List**.

**iBeacon** and **Eddystone** data frame has the following structure:

- **iBeacon** - 20 Bytes (UUID(16 Bytes):major(2 Bytes):minor(2 Bytes))
- **Eddystone** - 16 Bytes (Namespace(10 Bytes):Instance ID(6 Bytes))