

CC3100 XMPP Reference Application

Overview and application details

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This is a sample application demonstrating how to connect and work with XMPP server using CC3100. It receives/sends an XMPP messages from/to the server.

Note: This wiki page is only applicable for **CC3100-SDK v1.0.0** and upward releases. For documentation on older SDKs' examples, refer corresponding file in `<cc3100-sdk-installation-location>\cc3100-sdk\docs\examples\`

Warning: The service used by this example, Google Chat, has been phased out. This example no longer works as-is.

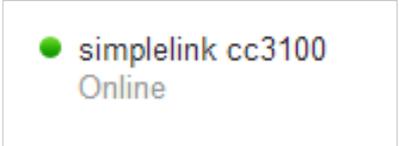
Source Files briefly explained

1. main - Initializes the device, connects to an access-point and configures the email
2. xmpp - Wrapper functions to configure/connect to XMPP-Server and send/receive chat-messages. These functions are called from main
3. base64 - Functions to convert the raw bytes in quasi-big-endian order to Base64 string

Usage

Prerequisite: This application requires an access-point with internet connectivity

- Connect the board to a Windows-PC and configure the terminal-program for seeing the logs - [[CC31xx_&_CC32xx_Terminal_Setting_Wiki](#)^[1]] has detailed instructions for configuring the terminal-program
- Open `sl_common.h` and change **SSID_NAME**, **SEC_TYPE** and **PASSKEY** as per your access-point properties - SimpleLink device will connect to this AP when the application is executed
- Open `config.h` and change values for **XMPP_USER** and **XMPP_PWD** for setting up the xmpp account credentials.
- Log-in your 'gtalk' account and add configured xmpp account to your friends list
- Build the application. Download and execute it on the target device
- Once the connection is established successfully, wait for configured account to appear ONLINE in your friends' list



A screenshot of a status indicator showing a green dot next to the text "simplelink cc3100" and "Online" below it.

- When ONLINE, send messages to CC3100. The device shall receive and relay the messages back to the sender



- See the self explanatory logs on the terminal-program's console. On success, below message will be displayed on the terminal

Limitations/Known Issues

- The size of the message is currently limited to 48
- Since example doesn't implement a complete XMPP stack:
 1. Retrieving the full friend roster isn't supported
 2. Checking the remote friend status (online, offline) before sending him a message is not supported

References

- [1] http://processors.wiki.ti.com/index.php/CC31xx_&_CC32xx_Terminal_Setting

Article Sources and Contributors

CC3100 XMPP Reference Application *Source:* <http://processors.wiki.ti.com/index.php?oldid=227470> *Contributors:* A0131814, A0132173, A0221015, Codycooke, Malokyle, SarahP

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