

# Matter Over Thread Demo Use Guide

### 1. Description

An application showing the use of Matter on BDE Thread modules. The result should resemble this high-level block diagram:



# 2. Get Ready

#### 2.1. Software and Tools

- A Linux development environment is assumed (such as native Linux machine, or through VirtualBox/Vagrant).
- Matter\*: <u>https://github.com/TexasInstruments/matter/tree/v1.0-ti-branch</u>
- Thread: RCP image for BDE-RFM207 module: rcp\_CC26X2R1\_LAUNCHXL\_tirtos\_ticlang.out (The RCP examples are built in <u>6.20 CC13xx/CC26xx SDK</u>).
- Thread Border Router: <u>https://github.com/openthread/ot-br-posix</u>

#### 2.2. Hardware

- 1 x <u>BDE-RFM207</u> module
- 1 x <u>BDE-MP2652R7A</u> module
- 1 x <u>BeagleBone Black</u>
- 2 x Evaluation boards of <u>BDE-EVB07</u>



## 3. Setting up your environment for Matter

The following should be done in your Linux environment. You will need to set it up on a Linux PC (used to build the firmware of the Matter device).

#### 3.1. Checking out the Matter code

- Execute the following commands:
  - \$ cd ~
  - \$ git clone --recurse-submodules https://github.com/TexasInstruments/matter.git

If you already have a checkout, run the following command to sync submodules:

- \$ git submodule update --init

#### 3.2. Installing prerequisites on Linux

- Execute the following commands:
  - \$ sudo apt-get install git gcc g++ pkg-config libssl-dev libdbus-1-dev libglib2.0-dev \ libavahi-client-dev ninja-build python3-venv python3-dev python3-pip unzip \ libgirepository1.0-dev libcairo2-dev libreadline-dev

### 4. Prepare the lighting-app (on Linux PC)

#### 4.1. Download and install Sysconfig

- This can be done simply with the following commands:
  - \$ cd ~
  - \$ wget https://dr-download.ti.com/software-development
    /ide-configuration-compiler-or-debugger/MD-nsUM6f7Vvb/1.15.0.2826/sysconfig-1.15.0
    \_2826-setup.run
  - \$ chmod +x sysconfig-1.15.0\_2826-setup.run
  - \$ ./sysconfig-1.15.0\_2826-setup.run

#### 4.2. Run the bootstrap script to setup the build environment

- Execute the following commands:
  - \$ cd ~/matter
  - \$ source ./scripts/bootstrap.sh

#### 4.3. Activate the build environment with the repository activate script

# It is necessary to activate the environment in every new shell. Then run GN and Ninja to build the executable.

- Execute the following commands:
  - \$ cd ~/matter
  - \$ source ./scripts/activate.sh

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#### 4.4. Run the build to produce a default executable

By default on Linux both the TI SimpleLink SDK and Sysconfig are located in a TI folder in the user's home directory, and you must provide the absolute path to them. For example /home/username/ti/ sysconfig\_1.15.0.. Take note of this installation path, as it will be used in the next step.

- This can be done with the following commands:
  - \$ cd ~/matter/examples/lighting-app/cc13x2x7\_26x2x7
  - \$ gn gen out/debug --args="ti\_sysconfig\_root=\"\$HOME/ti/sysconfig\_1.15.0\""
  - \$ ninja -C out/debug

#### 4.5. Programming with UniFlash

Download and install UniFlash.

Select the ELF image to load on the device with the Browse button. This file is placed in the out/debug folder by this guide. First flash the \*-example-bim.hex, followed by the \*-example.bin.

Finally click the Load Image button to load the executable image onto the device. You should be able to see the log output over the XDS110 User UART.



Copy/paste the below URL in a browser to see the QR Code: <u>https://project-chip.github.io/connectedhomeip/qrcode.html?data=MT%3A6FCJ142C00KA0648G00</u>



### 5. Prepare the Matter controller

#### 5.1. Source files

You can find source files of the Android applications in the ~/matter/examples/android directory.

#### 5.2. Requirements for building

You need Android SDK 21 & NDK 21.4.7075529 downloaded to your machine. Set the \$ANDROID\_HOME environment variable to where the SDK is downloaded and the \$ANDROID\_NDK\_HOME environment variable to point to where the NDK package is downloaded.

- Install <u>Android Studio</u>
- Install NDK:
  - > Tools -> SDK Manager -> SDK Tools Tab
  - Click [x] Show Package Details
  - Select NDK (Side by Side) -> 21.4.7075529
  - Apply
  - Install Command Line Tools:
    - Tools -> SDK Manager -> SDK Tools Tab -> Android SDK Command Line Tools (latest)
      Apply
- Install SDK 21:
  - Tools -> SDK Manager -> SDK Platforms Tab -> Android 5.0 (Lollipop) SDK Level 21
    Apply
- Install Emulator:
- > Tools -> Device Manager -> Create device -> Pixel 5 -> Android S API 31 -> Download
- Execute the following commands in the shell (Linux):
  - \$ export ANDROID\_HOME=~/Android/Sdk
  - \$ export ANDROID\_NDK\_HOME=~/Android/Sdk/ndk/21.4.7075529

#### 5.3. ABIs and TARGET\_CPU

TARGET\_CPU can have the following values, depending on your smartphone CPU architecture:

ABI	TARGET_CPU
armeabi-v7a	arm
arm64-v8a	arm64
x86	x86
x86_64	x86_64

#### 5.4. Preparing for build

- Run bootstrap (only required for the first time):
  - \$ cd ~/matter
  - \$ source scripts/bootstrap.sh

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#### 5.5. Building Android CHIPTool from scripts

- In the command line, run the following command from the top CHIP directory:
  - \$ ./scripts/build/build\_examples.py --target android-arm64-chip-tool build
- See the table above for other values of TARGET\_CPU.
- The debug Android package app-debug.apk will be generated at out/android-\$TARGET\_CPU-chip-tool/outputs/apk/debug/, and can be installed with
  - \$ adb install out/android-\$TARGET\_CPU-chip-tool/outputs/apk/debug/app-debug.apk

### 6. Prepare the Thread Border Router

- Build the border router instructions here: <u>https://openthread.io/guides/border-router/build</u>
- For the ot-br-posix repository, it is recommended to use the commit specified above, in the "<u>Get Ready</u>" section.
- Use the RCP image specified above, in the "<u>Get Ready</u>" section.

### 7. Running Demo

It is assumed that these devices are all on the same WLAN network (e.g. this can be accomplished by connecting all to a single Wi-Fi Router): Border Router and Matter controller

#### 7.1. Start the Thread network on Border Route

- Start the otbr-agent service:
  - \$ sudo systemctl start otbr-agent.service
- Create the network with the following commands:
  - \$ sudo ot-ctl dataset init new
  - \$ sudo ot-ctl dataset networkkey 00112233445566778899aabbccddeeff
  - \$ sudo ot-ctl dataset extpanid 1111111122222222
  - \$ sudo ot-ctl dataset panid 0x1234
  - \$ sudo ot-ctl dataset channel 15
- Submit network configuration:
  - \$ sudo ot-ctl dataset commit active
- Enable the IPV6 Interface:
  - \$ sudo ot-ctl ifconfig up
- Start the Thread network:
  - \$ sudo ot-ctl thread start



#### 7.2. Device pairing

Open the CHIPTool APP, click "PROVISON CHIP DEVICE WITH THREAD" button and scan the QR <u>Code</u> generated by the above link. After the scan is successful, the following will be displayed:

CHIPTool
Enter credentials of the Thread network that you want to put your CHIP device on.
Channel:
15
PAN ID:
1234
Extended PAN ID:
11:11:11:11:22:22:22:22
Master Key:
Master Key: 00:11:22:33:44:55:66:77:88:99:AA: BB:CC:DD:EE:FF
Master Key: 00:11:22:33:44:55:66:77:88:99:AA: BB:CC:DD:EE:FF SAVE NETWORK

- On the premise that Matter device (BDE-MP2652R7A) is running properly, press and hold the right button labeled BTN-2 on BDE-EVB07 for more than 1 second. After the launch, Bluetooth LE advertising will begin. Once the device is fully configured, BLE advertising will stop.
- Click the "SAVE NETWORK" button in the above interface of the APP to enter the pairing mode. The following message will pop up when the device is successfully paired:

Commissioning completed with result: 0
PROVISION CHIP DEVICE WITH WI-FI
PROVISION CHIP DEVICE WITH THREAD
PROVISION CHIP DEVICE WITH CUSTOM FLOW

#### You can also see the log output through the XDS110 User UART:



You can click "LIGHT ON/OFF & LEVEL CLUSTER" on the main interface of the APP to enter the operation interface and control the Matter device.



- On: Switch on the LED
- Off: Switch off the LED
- Toggle: Toggle the status of LED
- Read: Read the current status of the LED

#### By now, you should run the lighting-app demo successfully.



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Based on BDE Thread Module



# 8. Revision History

Revision	Date	Description
V0.1	3-August-2023	Preliminary version, draft

You can find the latest documentations with this Link.



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