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## 1 Introduction

This document defines the IQRF Code. IQRF Code can effectively store various IQRF specific values in a human-readable alphanumeric text format that can be then transmitted in various ways using various media. For instance, the IQRF Code called Smart Connect Code containing concrete IQRF values is used for Smart Connect bonding.

## 2 IQRF Values

The following IQRF values (sometimes called tags) can be stored at IQRF Code. All numeric values are stored using big-endian style. The order of IQRF values in the IQRF Code is not defined.

### 2.1 *MID*

ID=1. Module Identification is a 4 bytes long unique identification of IQRF transceiver. MID is stored in the IQRF transceiver during its production process and it cannot be changed later. This value indispensable for the Smart Connect bonding.

### 2.2 *IBK*

ID=2. Individual Bonding Key is a 16 bytes long randomly generated key (list of bytes) used to bond the IQRF node during the Smart Connect process. IBK is stored in the IQRF transceiver during its production process and it cannot be changed later. This value indispensable for the Smart Connect bonding.

### 2.3 *HWPID*

ID=3. Hardware Profile ID is a 2 bytes long unique identification of a product type using IQRF transceiver. HWPID is provided by the Custom DPA Handler code by the product manufacturer. This value is highly recommended for the Smart Connect bonding as it allows to identify the type of the product to be bonded.

### 2.4 *Logical address*

ID=4. Logical address of the device in the IQMESH network.

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| Value      | Meaning                                  |
|------------|--|
| 0          | Coordinator                              |
| 1-239      | Node is bonded to the specified address. |
| 240-253    | Invalid/reserved value                   |
| 254 (0xFE) | Node is prebonded.                       |
| 255 (0xFF) | Node is not bonded.                      |

## 2.5 *Nop*

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ID=5. This “no operation” tag bears no data. Thus it can be used to align the data of the next IQRF Value to the byte boundary so its nibble stream is easier to generate at low resource platforms. This IQRF Value can appear multiple times in the nibble stream.

## 2.6 *DataBlock*

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ID=6. This value is used to store any custom (non-IQRF specific) data. The first byte specifies the length of the data (in bytes) that follow this byte. This IQRF Value can appear multiple times in the nibble stream.

## 2.7 *Text*

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ID=7. This value is used to store custom (non-IQRF specific) text. The text is coded using UTF-8 encoding. The text is terminated by zero byte (“NUL” UTF-8 character). This IQRF Value can appear multiple times in the nibble stream.

## 2.8 *HWPID version*

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ID=8. Hardware Profile ID version is a 2 bytes long value specifying the version of the Custom DPA Handler code.

## 2.9 *End*

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ID=0. This no-data-tag labels the end of the nibble stream. Please read the next chapters.

## 3 IQRF Code Encoding

IQRF Code encoding i.e. algorithm to convert IQRF values into text consists of 3 steps.

### 3.1 Conversion to Bytes

In this step, IQRF values are converted into an array of bytes. Because the smallest piece stored in the array of bytes is one nibble it is actually a nibble stream. Every [IQRF value](#) is first introduced by its ID stored in a nibble. Then actual bytes (from LSB to MSB) follow. Because a previous nibble can divide byte into halves the lower nibble of the following byte is stored in the higher nibble of the divided byte and the higher nibble is stored in the lower nibble of the following byte. When all IQRF values are stored one after another a final zero nibble ([End IQRF value](#)) is stored to label the end of the stream.

**Example:** HWPID=0xABCD

| <i>byte index</i>  | 0                  |               | 1                  |                     | 2           |                     |
|--------------------|--------------------|---------------|--------------------|---------------------|-------------|---------------------|
| <i>description</i> | low nibble<br>0xAB | HWPID<br>ID=3 | low nibble<br>0xCD | high nibble<br>0xAB | End<br>ID=0 | high nibble<br>0xCD |
| <i>nibbles</i>     | B                  | 3             | D                  | A                   | 0           | C                   |

Result = B3 DA 0C

### 3.2 base57 Conversion

The array of bytes from the previous step is converted into alphanumeric text. Bytes are divided into 8 bytes long pieces from its beginning. Because the total number of bytes is not always divisible of 8, the last piece length can be from 1 to 8 bytes. Every piece as 8 bytes long big-endian unsigned integer value is then converted into base 57 number where every 57 base digit corresponds to the character index at the base57 alphabet shown below. In this case least significant base 57 characters are added to the text first. base57 alphabet contains digits and uppercase & lowercase letters except for these 5 ambiguous characters: 0 I O l u:

123456789ABCDEFGHIJKLMNPQRSTUVWXYZabcdefghijklmnopqrstvwxyz

The following table shows the number of base 57 characters needed to store a certain number of bytes:

| <i>number of base57 characters</i> | <i>number of bits</i> | <i>number of bits rounded</i> | <i>number of bytes</i> |
|------------------------------------|-----------------------|-------------------------------|------------------------|
| 2                                  | 11.67                 | 8                             | 1                      |
| 3                                  | 17.50                 | 16                            | 2                      |
| 5                                  | 29.16                 | 24                            | 3                      |
| 6                                  | 35.00                 | 32                            | 4                      |
| 7                                  | 40.83                 | 40                            | 5                      |
| 9                                  | 52.50                 | 48                            | 6                      |
| 10                                 | 58.33                 | 56                            | 7                      |
| 11                                 | 64.16                 | 64                            | 8                      |

**Example:** B3 DA 0C

Piece = 0xB3DA0C

| <i>step</i> | <i>piece</i> | <i>mod 57 = base57 character value</i> | <i>base57 character</i> |
|-------------|--------------|--|-------------------------|
| 1           | 0xB3DA0C     | 19                                     | L                       |
| 2           | 0x0327C1     | 46                                     | o                       |
| 3           | 0x000E2B     | 36                                     | d                       |
| 4           | 0x00003F     | 6                                      | 7                       |
| 5           | 0x000001     | 1                                      | 2                       |

Result = Lod72

### 3.3 Adding Check Character

In this step, a check character is added at the end of the text to validate it and to protect it against accidental errors. The check character is computed using the *Luhn mod N algorithm* (see [https://en.wikipedia.org/wiki/Luhn\\_mod\\_N\\_algorithm](https://en.wikipedia.org/wiki/Luhn_mod_N_algorithm)).

**Example:** Lod72

| character index | character | base57 value | factor | addend | sum digits | sum |
|-----------------|-----------|--------------|--------|--------|------------|-----|
| 4               | 2         | 1            | 2      | 2      | 2          | 2   |
| 3               | 7         | 6            | 1      | 6      | 6          | 8   |
| 2               | d         | 36           | 2      | 72     | 16         | 24  |
| 1               | o         | 46           | 1      | 46     | 46         | 70  |
| 0               | L         | 19           | 2      | 38     | 38         | 108 |

sum = 108

Check character value =  $( 57 - ( 108 \bmod 57 ) ) \bmod 57 = 6$

Check character = 7

Result = Lod727

## 4 IQRF Code Decoding

The decoding algorithm is inverse to encoding. Encoding steps must be executed in a reverse way from the last to the first.

## 5 IQRFcode.exe

*IQRFcode.exe* command-line utility provides IQRF Code encoding and decoding. The C# source code is available, thus the above algorithms can be easily migrated to different programming languages and operating systems.

- *Encoding example*

```
IQRFcode.exe encode -MID:12345678 -IBK:00112233445566778899AABBCCDDEEFF -HWPID:AABB
```

Output: 42rFRrBCHc7zLq2SZrdcCBkTv4wwaHbNeP

- *Decoding example*

```
IQRFcode.exe decode -Code:42rFRrBCHc7zLq2SZrdcCBkTv4wwaHbNeP
```

Output: -MID:12345678 -IBK:00112233445566778899AABBCCDDEEFF -HWPID:AABB

## 6 IQRF\_IDE\_Command.exe

*IQRF\_IDE\_Command.exe* is a command line version of the IQRF IDE that can be used for IQRF Code encoding/decoding and also for generating QR Code picture file.

- *Encoding example*

```
IQRF_IDE_Command.exe IQRFencode /IBK=00112233445566778899AABBCCDDEEFF /HwpId=AABB  
/MID=12345678 /QRcode=QRcode.png
```

Output:

IQRF Code: 42rFRrBCHc7zLq2SZrdcCBkTv4wwaHbNeP

QR code file: QRcode\_12345678.png

Size: 37 x 37 (29 x 29) modules

Total size: 37 x 37 pixels

- *Decoding example*

```
IQRF_IDE_Command.exe IQRFdecode /Code=42rFRrBCHc7zLq2SZrdcCBkTv4wwaHbNeP
```

*Output:*

MID: 12345678  
IBK: 00112233445566778899AABBCCDDEEFF  
HWPID: AABB

## 7 Generating Smart Connect QR Code

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[QR Code](#) is a common medium to store Smart Connect Code used for Smart Connect bonding. The QR Code is typically stuck on the back of the product's body and later processed by the [mobile APP](#). The process of generating the QR Code consists of three steps.



### 7.1 Obtaining IQRF Values

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There are three IQRF values needed to generate Smart Connect QR Code. Two of them ([MID](#) and [IBK](#)) are unique for every IQRF transceiver while [HWPID](#) is fixed for the specified product and is independent of the contained physical IQRF transceiver. So the task is to read out the MID and IBK from the IQRF transceiver that is part of the product.

If the SPI signals of the IQRF transceiver are accessible then the best way is to use the SPI bus for reading out the values. If the IQRF transceiver can be physically inserted into [CK-USB-04A](#) then [IQRF IDE](#) can read out the values. Either use *USB Device/Show TR Module Info* (Ctrl+M) or *Tools/IQRF Code Tools* (Ctrl+Alt+S). When IQRF transceiver cannot be inserted into CK-SUB-04A then it is often possible to connect SPI bus with CK-USB-04A by separate wiring. Another way is to read out the value by a custom device according to the [IQRF SPI specification](#) or to use [IQRF IDE Command.exe](#).

If the SPI bus is not available then DPA Service Mode at IQRF IDE can be used to read out the values supposed DPA plug-in is already uploaded at the IQRF transceiver. Please follow the IQRF IDE documentation and then go to *Tools/CATS Service Tools/DPA Service Mode*.

### 7.2 Encoding IQRF Code

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When MID, IBK, and HWPID values are ready then the process [IQRF Code Encoding](#) generates the IQRF Code. Either use IQRF IDE via *Tools/IQRF Code Tools* or use command-line utilities described above.

### 7.3 Generating QR Code Image

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The last step is to generate the QR Code image containing the encoded IQRF Code. Again, the *Tools/IQRF Code Tools* (Ctrl+Alt+S) or [IQRF IDE Command.exe](#) will do the job. Alternatively, there are dozens of either online or command-line tools to generate QR Codes for the given text (IQRF Code in our case). Please pay attention to the sufficient image size, resolution, print quality, print material quality, its adhesiveness, and the location of the QR Code at the product.

## 8 IQRF Code at NFC

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Alternatively, the IQRF Code used for the Smart Connect can be stored at the NFC chip integrated into the product. Then [IQRF Network Manager](#) mobile application can read the IQRF Code from NFC chip and execute the Smart Connect. NFC must comply with ISO/IEC 15693 or NFC forum type 5.

The same IQRF Code that is used at [Smart Connect QR Code](#) is to be simply stored at the nonvolatile NFC chip memory starting from the address 0. Currently, the application is tested and works with NFC chip [ST25DV04K](#) from ST. If the NFC chip uses the same RF commands then the mobile application will support it too. Make sure the NFC content is protected against modification via RF.

We recommend storing [Nop](#) before every [MID](#), [IBK](#), and [HWPID](#) so their data bytes are favorably aligned at the byte boundary (not at the nibble boundary). Please find below the pseudocode for writing a new IQRF Code into NFC memory. Of course, it does not make sense to write the IQRF Code to the NFC every time the product is started, just for the first time.

1. Start writing to the NFC memory from address 0.
2. Write Nop+MID tags (byte 0x15).
3. Write 4 bytes of MID, MSB first, i.e. for MID 0x12345678, write 0x12, 0x34, 0x56, 0x78.
4. Write Nop+IBK tags (byte 0x25).

5. Write 16 bytes of IBK.
6. Write Nop+HWPID tags (byte 0x35).
7. Write 2 bytes of HWPID, MSB first, i.e. for HWPID 0x1234, write 0x12, 0x34.
8. Write End tag (byte 0x00).
9. Stop writing to the NFC memory.