Bluetooth® mesh SDK 1.6.2.0 GA
Gecko SDK Suite 2.7
March 20, 2020

Bluetooth mesh is a new topology available for Bluetooth Low Energy (LE) devices that enables many-to-many (m:m) communication. It’s optimized for creating large-scale device networks, and is ideally suited for building automation, sensor networks, and asset tracking. Our software and SDK for Bluetooth development supports Bluetooth Mesh and Bluetooth 5 functionality. Developers can add mesh networking communication to LE devices such as connected lights, home automation, and asset tracking systems. The software also supports Bluetooth beaconing, beacon scanning, and GATT connections so Bluetooth mesh can connect to smart phones, tablets, and other Bluetooth LE devices.

These release notes cover SDK version:
1.6.2.0 released March 20, 2020
1.6.1.0 released February 12, 2020
1.6.0.0 released December 20, 2019

Compatibility and Use Notices

If you are new to the Silicon Labs Bluetooth mesh SDK, see Using This Release.

Compatible Compilers:

IAR Embedded Workbench for ARM (IAR-EWARM) version 8.30.1
- Using wine to build with the iarBuild.exe command line utility or IAR Embedded Workbench GUI on macOS or Linux could result in incorrect files being used due to collisions in wine’s hashing algorithm for generating short file names.
- Customers on macOS or Linux are advised not to build with IAR outside of Simplicity Studio. Customers who do should carefully verify that the correct files are being used.

GCC (The GNU Compiler Collection) version 7.2.1, provided with Simplicity Studio.
- Link-time optimization feature of GCC has been disabled, resulting in slight increase of image size
## Contents

1. **New Items** .................................................................................................................................................................................. 3
   1.1  **New Features** ........................................................................................................................................................................... 3
   1.2  **New APIs** ................................................................................................................................................................................ 3
2. **Improvements** .............................................................................................................................................................................. 6
   2.1  **Changed APIs** .......................................................................................................................................................................... 6
   2.2  **Changed Documents** ................................................................................................................................................................. 7
3. **Fixed Issues** .................................................................................................................................................................................. 8
4. **Known Issues in the Current Release** .......................................................................................................................................... 9
5. **Deprecated Items** .......................................................................................................................................................................... 10
6. **Removed Items** ............................................................................................................................................................................. 11
7. **Using This Release** ........................................................................................................................................................................ 12
   7.1  **Installation and Use** ............................................................................................................................................................... 12
   7.2  **Support** ..................................................................................................................................................................................... 12
8. **Legal** .......................................................................................................................................................................................... 13
   8.1  **Disclaimer** ............................................................................................................................................................................... 13
   8.2  **Trademark Information** .......................................................................................................................................................... 13
1 New Items

1.1 New Features

**Added in release 1.6.2.0**

Profile qualification listing updated.

Model qualification listing updated for all models released as GA.

Support for time models (Time client, Time server, Time setup server) has been added as an alpha release.

Model-specific initialization of generic models has been added.

Additional Provisioner commands for manipulating the device database and key refresh procedure have been added.

**Added in release 1.6.1.0**

Models: qualification readiness for all implemented models.

**Added in release 1.6.0.0**

Models: support for light control models (LC client, LC server, LC setup server) has been added.

Models: support for scene models (scene client, scene server, scene setup server) has been added. Note that due to a Mesh Model specification limitation only a single instance of a Scene server model is supported.

New model qualification effort is ongoing, but not completed at the time of release.

Persistent storage: NVM3 is supported for series 1 hardware SoC projects

SDK light sample application has been updated to support light controller functionality and scene functionality

SDK switch sample application has been updated to support scene recall functionality

Mesh node functionality has been updated to support more than 240 replay protection list entries (amount is limited by the size of persistent storage and RAM available for Mesh)

Mesh provisioner functionality has been updated to support up to 512 device database entries (amount is limited by the size of persistent storage and RAM available for Mesh)

1.2 New APIs

For additional documentation please refer to the Bluetooth Mesh Software API Reference Manual installed with the Bluetooth Mesh SDK.

**Added in release 1.6.2.0**

Data types for signed and unsigned 64-bit numbers have been added.

BGAPI commands and events for Time models have been added. Note that Time model functionality has been released as an alpha release.

Time client model commands and events added:

```
mesh_time_client_init(),
mesh_time_client_deinit(),
mesh_time_client_get_tai_utc_delta(),
mesh_time_client_get_time(),
mesh_time_client_get_time_role(),
mesh_time_client_get_time_zone(),
mesh_time_client_set_tai_utc_delta(),
mesh_time_client_set_time(),
mesh_time_client_set_time_role(),
mesh_time_client_set_time_zone(),
mesh_time_client_tai_utc_delta_status(),
```
mesh_time_client_time_status(),
mesh_time_client_time_role_status(),
mesh_time_client_time_zone_status().

Time server and setup server model commands and events added:
mesh_time_server_init(),
mesh_time_server_deinit(),
mesh_time_server_get_datetime(),
mesh_time_server_get_tai_utc_delta_new(),
mesh_time_server_get_time(),
mesh_time_server_get_time_role(),
mesh_time_server_get_time_zone_offset_new(),
mesh_time_server_get_time_zone_offset_new(),
mesh_time_server_set_time(),
mesh_time_server_set_time_role(),
mesh_time_server_set_time_zone_offset_new(),
mesh_time_server_tai_utc_delta_updated(),
mesh_time_server_time_updated(),
mesh_time_server_time_role_updated(),
mesh_time_server_time_zone_offset_updated().

**Added in release 1.6.0.0**

BGAPI commands and events for LC and scene models have been added

LC client model commands and events:
mesh_lc_client_init(),
mesh_lc_client_get_light_onoff(),
mesh_lc_client_get_mode(),
mesh_lc_client_get_om(),
mesh_lc_client_get_property(),
mesh_lc_client_set_light_onoff(),
mesh_lc_client_set_mode(),
mesh_lc_client_set_om(),
mesh_lc_client_set_property(),
mesh_lc_client_light_onoff_status(),
mesh_lc_client_mode_status(),
mesh_lc_client_om_status(),
mesh_lc_client_property_status()

LC server model commands and events:
mesh_lc_server_init(),
mesh_lc_server_deinit(),
mesh_lc_server_init_all_properties(),
mesh_lc_server_update_light_onoff(),
mesh_lc_server_update_mode(),
mesh_lc_server_update_om(),
mesh_lc_server_ambient_lux_level_updated(),
mesh_lc_server_light_onoff_updated(),
mesh_lc_server_linear_output_updated(),
mesh_lc_server_mode_updated(),
mesh_lc_server_occupancy_updated(),
mesh_lc_server_om_updated()
mesh_lc_server_set_publish_mask()

LC setup server model commands and events:
mesh_lc_setup_server_update_property(),
mesh_lc_setup_server_set_property()

Scene client model commands and events:
mesh_scene_client_init(),
mesh_scene_client_delete(),
mesh_scene_client_get(),
mesh_scene_client_get_register(),
mesh_scene_client_recall(),
mesh_scene_client_store(),
mesh_scene_client_register_status(),
mesh_scene_client_status()

Scene server model commands and events:

mesh_scene_server_init(),
mesh_scene_server_deinit(),
mesh_scene_server_get(),
mesh_scene_server_publish(),
mesh_scene_server_recall(),
mesh_scene_server_register_get()

Scene setup server model commands and events:

mesh_scene_setup_server_init(),
mesh_scene_setup_server_delete(),
mesh_scene_setup_server_publish(),
mesh_scene_setup_server_store()
2 Improvements

2.1 Changed APIs

**Changed in release 1.6.2.0**

BGAPI commands for model-specific initialization of generic client and server models have been added. These commands can be used in place of the already-existing initialization commands and may result in reduced size of the firmware image of a SoC project that uses only a subset of generic models.

Eleven generic client model commands have been added:

- mesh_generic_client_init_battery()
- mesh_generic_client_init_common()
- mesh_generic_client_init_ctl()
- mesh_generic_client_init_default_transition_time()
- mesh_generic_client_init_level()
- mesh_generic_client_init_lightness()
- mesh_generic_client_init_location()
- mesh_generic_client_init_on_off()
- mesh_generic_client_init_power_level()
- mesh_generic_client_init_power_on_off()
- mesh_generic_client_init_property()

Eleven generic server model commands have been added:

- mesh_generic_server_init_battery()
- mesh_generic_server_init_common()
- mesh_generic_server_init_ctl()
- mesh_generic_server_init_default_transition_time()
- mesh_generic_server_init_level()
- mesh_generic_server_init_lightness()
- mesh_generic_server_init_location()
- mesh_generic_server_init_on_off()
- mesh_generic_server_init_power_level()
- mesh_generic_server_init_power_on_off()
- mesh_generic_server_init_property()

BGAPI commands for Provisioner have been added to allow additional manipulation of the Provisioner’s device database and key refresh procedure state.

Six Provisioner commands have been added:

- mesh_prov_ddb_update_netkey_index()
- mesh_prov_flush_key_refresh_state()
- mesh_prov_get_key_refresh_phase()
- mesh_prov_key_refresh_resume()
- mesh_prov_key_refresh_start_from_phase()
- mesh_prov_key_refresh_suspend()

**Changed in release 1.6.1.0**

One new BGAPI command has been added

Added LC server model command:

- mesh_lc_server:_set_regulator_interval()
**Changed in release 1.6.0.0**

Four new BGAPI commands and five new BGAPI events have been added.

Added mesh node commands:

- `mesh_node_rssi()`
- `mesh_node_set_beacon_reporting()`
- `mesh_node_stop_unprov_beaconing()`

Added generic server event:

- `mesh_generic_server_state_recall()`

Added mesh node events:

- `mesh_node_beacon_received()`
- `mesh_node_heartbeat()`
- `mesh_node_heartbeat_start()`
- `mesh_node_heartbeat_stop()`

One new BGAPI errorcode has been added:

- `bg_err_mesh_no_data_available`

### 2.2 Changed Documents

None
### 3 Fixed Issues

**Fixed in release 1.6.2.0**

<table>
<thead>
<tr>
<th>ID</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>466717</td>
<td>Fixed handling of extended scan response events in the stack</td>
</tr>
<tr>
<td>469269</td>
<td>Fixed generic level unintentional wrap around from minimum to maximum value when using move requests</td>
</tr>
<tr>
<td>471532</td>
<td>Disengaging LC server from lightness did not work if lightness level was manually changed via a bound state</td>
</tr>
</tbody>
</table>

**Fixed in release 1.6.1.0**

<table>
<thead>
<tr>
<th>ID</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>434160</td>
<td>Added missing handling of segmented control messages</td>
</tr>
<tr>
<td>444559</td>
<td>Optimized model configuration storage management on bootup</td>
</tr>
<tr>
<td>448945</td>
<td>Made handling of disconnections during PB-GATT provisioning more robust</td>
</tr>
<tr>
<td>454060</td>
<td>Fixed Scene Server model storage allocation</td>
</tr>
<tr>
<td>455878</td>
<td>Fixed LC Server ambient lux level reporting</td>
</tr>
<tr>
<td>456186</td>
<td>Fixed handling of segmented messages once a preceding segmented message reception was cancelled</td>
</tr>
<tr>
<td>456976</td>
<td>Fixed buffer allocation for stack internal control messages</td>
</tr>
<tr>
<td>458876</td>
<td>Fixed error code given on provisioning failure due to malformed message</td>
</tr>
<tr>
<td>459204</td>
<td>Fixed relaying of PDUs with RFU destination addresses</td>
</tr>
<tr>
<td>461448</td>
<td>Fixed emitted heartbeat count when using local test interface</td>
</tr>
</tbody>
</table>

**Fixed in release 1.6.0.0**

<table>
<thead>
<tr>
<th>ID</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>4975, 439811</td>
<td>GCC linking with link-time optimization disabled</td>
</tr>
<tr>
<td>270215</td>
<td>Added BGAPI for heartbeat monitoring in the application</td>
</tr>
<tr>
<td>417988</td>
<td>Added BGAPI for received secure network beacon monitoring in the application</td>
</tr>
<tr>
<td>421689</td>
<td>Key index and key value storing made into an atomic operation</td>
</tr>
<tr>
<td>447682</td>
<td>Fixed local loopback interface</td>
</tr>
<tr>
<td>449257</td>
<td>Fixed project conversion to C++ in Studio</td>
</tr>
</tbody>
</table>
## 4 Known Issues in the Current Release

Issues in bold were added since the previous release.

<table>
<thead>
<tr>
<th>ID #</th>
<th>Description</th>
<th>Workaround</th>
</tr>
</thead>
<tbody>
<tr>
<td>3878</td>
<td>Mesh GATT events visible to the application</td>
<td>Application can ignore BGAPI events related to GATT provisioning and proxying based on service and characteristic parameters</td>
</tr>
<tr>
<td>5662</td>
<td>Default device UUID does not conform to RFC4122</td>
<td>Customer needs to explicitly set UUID to a conformant one</td>
</tr>
<tr>
<td>339993</td>
<td>ISC file comments cause errors when generating code</td>
<td>Avoid using comments in ISC files</td>
</tr>
<tr>
<td>401550</td>
<td>No BGAPI event for segmented message handling failure</td>
<td>Application needs to deduce failure from timeout / lack of application layer response</td>
</tr>
<tr>
<td>418636</td>
<td>Issues with mesh_test local configuration state API (node identity, relay, network retransmission)</td>
<td></td>
</tr>
<tr>
<td>454059</td>
<td>A large number of key refresh state change events are generated at the end of KR process, and that may flood NCP queue</td>
<td>Increase NCP queue length in the project</td>
</tr>
<tr>
<td>454061</td>
<td>Slight performance degradation compared to 1.5 in round-trip latency tests was observed</td>
<td></td>
</tr>
<tr>
<td>454332</td>
<td>Missing Mesh-specific API for generating and receiving scan response data for GATT provisioning service advertisements</td>
<td>Use the LE GAP API</td>
</tr>
<tr>
<td>467080</td>
<td>BTMESH_HEAP_SIZE macro does not take model counts into account</td>
<td>Manually edit the macro to handle model counts if some models are present more than once</td>
</tr>
<tr>
<td>468761</td>
<td>Serialization/deserialization buffers in mesh_lib are too small for many properties</td>
<td>Manually increase buffer sizes in mesh_lib functions</td>
</tr>
<tr>
<td>470417</td>
<td>Polymorphic GATT database capability settings clash with Mesh proxy and provisioning services</td>
<td></td>
</tr>
</tbody>
</table>
5 Deprecated Items

None
6 Removed Items

None.
7 Using This Release

This release contains the following

- Silicon Labs Bluetooth mesh stack library
- Bluetooth sample applications

If you are a first time user, see QSG148: Getting Started with Bluetooth® Mesh Software Development.

7.1 Installation and Use

A registered account at Silicon Labs is required in order to download the Silicon Labs Bluetooth SDK. You can register at https://siliconlabs.force.com/apex/SL_CommunitiesSelfReg?form=short.

Stack installation instruction are covered in QSG148: Getting Started with Bluetooth® Mesh Software Development.

Use the Bluetooth mesh SDK with the Silicon Labs Simplicity Studio V4 development platform. Simplicity Studio ensures that most software and tool compatibilities are managed correctly. Install software and board firmware updates promptly when you are notified.

Documentation specific to the SDK version is installed with the SDK. Additional information can often be found in the knowledge base articles (KBAs). API references and other information about this and earlier releases is available on https://docs.silabs.com/.

7.2 Support

Development Kit customers are eligible for training and technical support. You can use the Silicon Labs Bluetooth mesh web page to obtain information about all Silicon Labs Bluetooth products and services, and to sign up for product support.

You can contact Silicon Laboratories support at http://www.silabs.com/support.
8 Legal

8.1 Disclaimer

Silicon Labs intends to provide customers with the latest, accurate, and in-depth documentation of all peripherals and modules available for system and software implementers using or intending to use the Silicon Labs products. Characterization data, available modules and peripherals, memory sizes and memory addresses refer to each specific device, and "Typical" parameters provided can and do vary in different applications.

Application examples described herein are for illustrative purposes only.

Silicon Labs reserves the right to make changes without further notice and limitation to product information, specifications, and descriptions herein, and does not give warranties as to the accuracy or completeness of the included information. Silicon Labs shall have no liability for the consequences of use of the information supplied herein. This document does not imply or express copyright licenses granted hereunder to design or fabricate any integrated circuits. The products are not designed or authorized to be used within any Life Support System. A "Life Support System" is any product or system intended to support or sustain life and/or health, which, if it fails, can be reasonably expected to result in significant personal injury or death. Silicon Labs products are not designed or authorized for military applications. Silicon Labs products shall under no circumstances be used in weapons of mass destruction including (but not limited to) nuclear, biological or chemical weapons, or missiles capable of delivering such weapons.

8.2 Trademark Information

Silicon Laboratories Inc®, Silicon Laboratories®, Silicon Labs®, SiLabs® and the Silicon Labs logo®, Bluegiga®, Bluegiga Logo®, Clockbuilder®, CMEMS®, DSPLL®, EFM®, EFM32®, EFR, Ember®, Energy Micro, Energy Micro logo and combinations thereof, "the world's most energy friendly microcontrollers", Ember®, EZLink®, EZRadio®, EZRadioPRO®, Gecko®, ISOmodem®, Micrium, Precision32®, ProSLIC®, Simplicity Studio®, SiPHY®, Telegesis, the Telegesis Logo®, USBXpress®, Zentri, Z-Wave and others are trademarks or registered trademarks of Silicon Labs.

ARM, CORTEX, Cortex-M3 and THUMB are trademarks or registered trademarks of ARM Holdings.

Keil is a registered trademark of ARM Limited. All other products or brand names mentioned herein are trademarks of their respective holders.