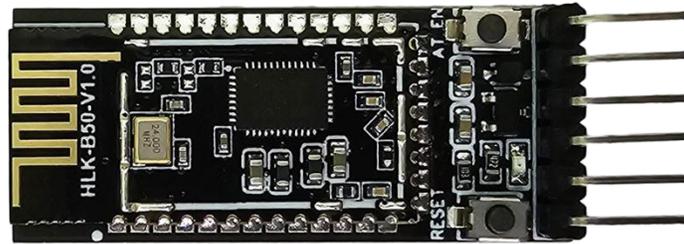


AT Command testing of ADIY HLK-B50 TTL Bluetooth Module



Description:

ADIY HLK-B50 TTL is a BLE5.0 dual-mode Bluetooth-serial port transparent transmission module, which can support Bluetooth SPP and GATT transparent transmission at the same time. Various devices with serial ports can be easily and quickly transmitted through this module. Send and receive data wirelessly using Bluetooth.

AT Command testing of ADIY HLK-B50 TTL bluetooth module using ADIY Nodemcu ESP32 board

Connections:

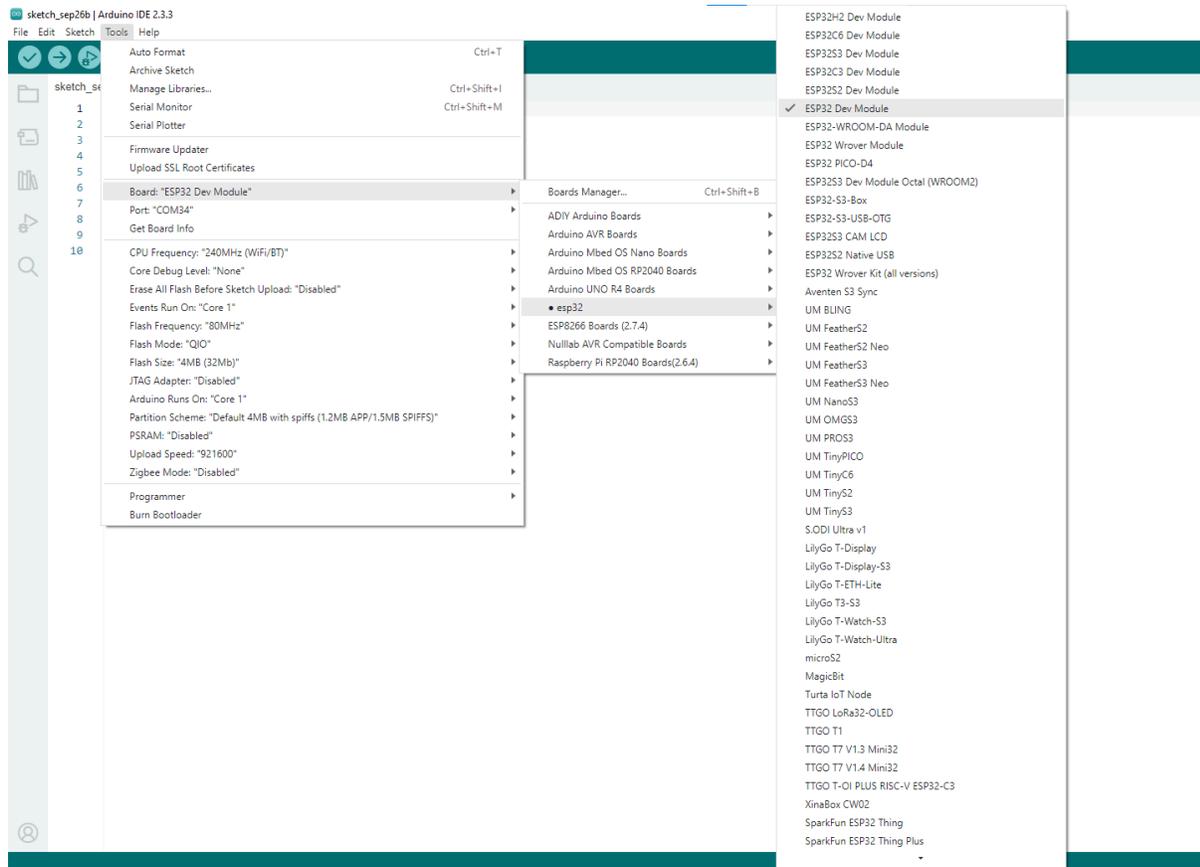
ESP32	ADIY HLK-B50
5V OR 3.3V	VCC
GND	GND
TX	TX
RX	RX

Testing AT Commands:

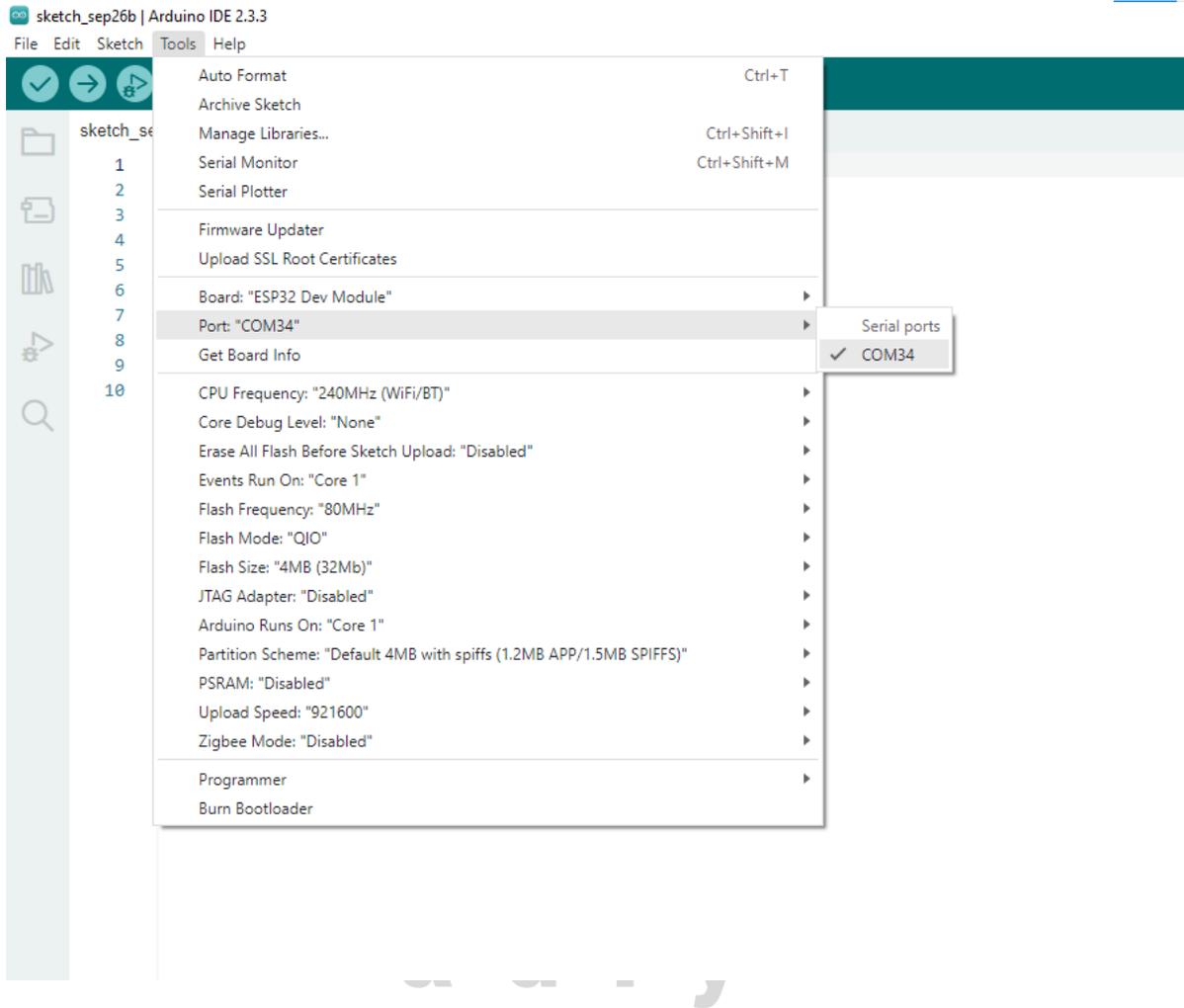
Step 1: Open Arduino IDE Software, Go to tools -> Boards -> esp32 -> ESP32 Dev Module

Note: If you don't have this software in your system, then you have to install it. Link provided below

<https://www.arduino.cc/en/software>



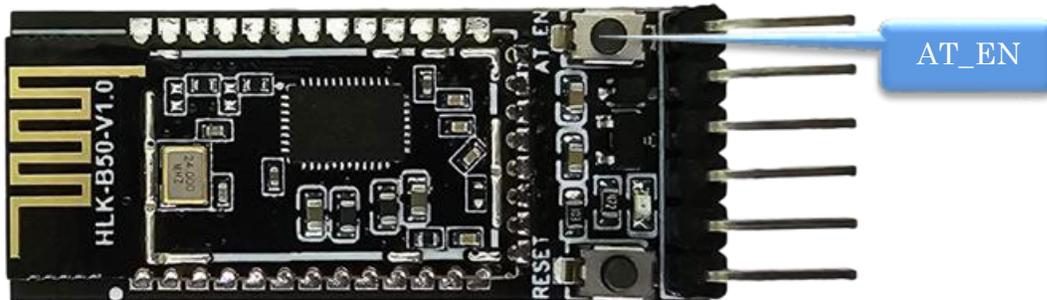
Step 2: Select port, Go to Tools -> Port -> COM34 (in my case its 34, it will be different in your system. You can check this in device manager)



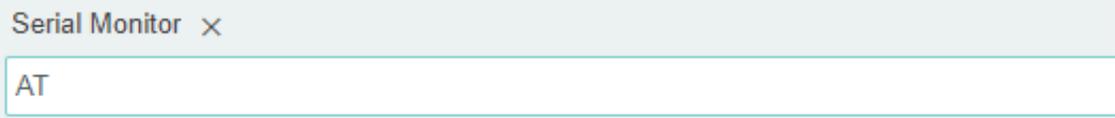
Step 3: Open Serial monitor, by clicking on these icon  on top right corner

You will see new window on the bottom screen. Set baud rate as 115200 (as its default baud rate of the ADIY HLK-B50)

Press and hold “AT_EN” key on ADIY HLK-B50 for 3-4 seconds and release.



Step 4: Type “AT” as shown in below image

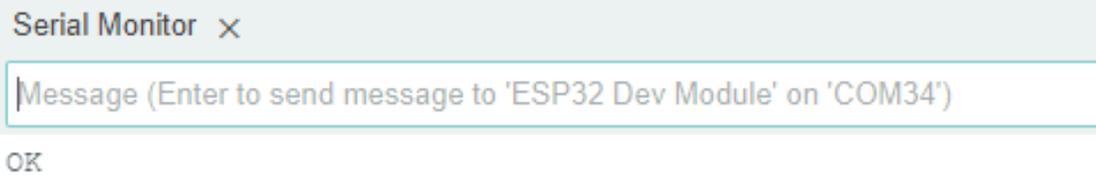
A screenshot of a 'Serial Monitor' window. The title bar reads 'Serial Monitor' with a close button. The input field contains the text 'AT'.

Serial Monitor ×

AT

And press “Enter”

After pressing “Enter”, you will get response as “OK”

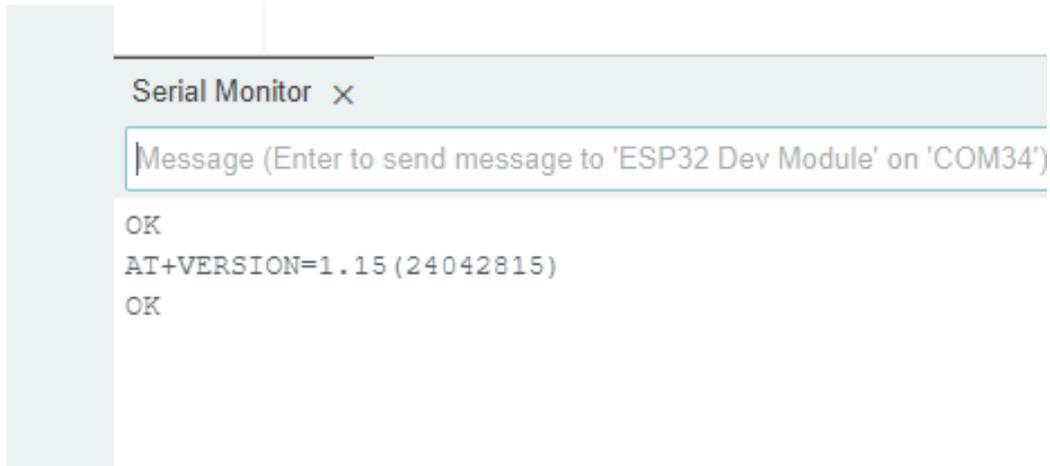
A screenshot of a 'Serial Monitor' window. The title bar reads 'Serial Monitor' with a close button. The input field contains the text 'Message (Enter to send message to 'ESP32 Dev Module' on 'COM34')'. The output area shows the response 'OK'.

Serial Monitor ×

Message (Enter to send message to 'ESP32 Dev Module' on 'COM34')

OK

To check version of the module, AT+VERSION=? / AT+VER=?



To check name of the module, AT+NAME=?



In the same way you can check the remaining commands also.