### **Humidity**

Humidity is kind of [environment sensors](https://developer.android.com/guide/topics/sensors/sensors_environment.html) that allows you to measure ambient relative humidity.

Measured in % - actual relative humidity in percent.

In oder to accept data from it you need to :

BLYNK\_WRITE(V1) {  
 // humidity in %  
 int humidity = param.asInt();  
}

Humidity doesn’t work in background.