Save/Load Credentials Functions

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1. Copy the 2 files *WiFiManager.cpp* and *WiFiManager.*h to the Arduino libraries folder.
2. Initialize EEPROM by using the sketch *initialize\_EEPROM.ino* (this sketch can also be used to debug the WiFi connecting procedure). Initialized credentials:

WiFi ssid: temp\_ssid

WiFi pwd: 123456789

mqtt\_server: m10.cloudmqtt.com

mqtt\_port: 16565

mqtt\_user: xpskpkpr

mqtt\_pwd: qoxaerdSjzu5

1. Compiling and uploading the sketch *mqtt\_LED\_wifi\_encryption.ino* (can use serial monitor to debug)
2. NodeMCU will attempt to connect to the WiFi using the initialized credential. If it is connected, it will try to connect to the MQTT Server. The WiFi LED will turn ON, we can start using the devices.
3. If it is not connected, the WiFi LED will flash 3 times, then NodeMCU will enter the AP mode by starting the server with the following credentials:

ssid: IOTMLT

pwd: 22team22

1. Using another device (phone, table, etc.) to connect to the server using the above credentials.
2. Using a web browser (safari, firefox, chrome, etc.) to connect to the server at 192.168.4.1.

CAUTION: The following 2 steps have to be in correct order

1. Click on MQTT Setting. Enter the mqtt server credential (server, port, username, password).
2. Click on WiFi Setting. Enter the WiFi credential (ssid, password).

Note that the NodeMCU can connect to UCInet Mobile Access, but it cannot connect to the mqtt server from there. So in order to work, you will need a hot spot (or another available WiFi).

1. Starting again from step 3.