LED Inbuilt Using blynk app

Arduino IDE environment before the project is executed

1. Follow the link to install libraries

http://www.blynk.cc/getting-started/

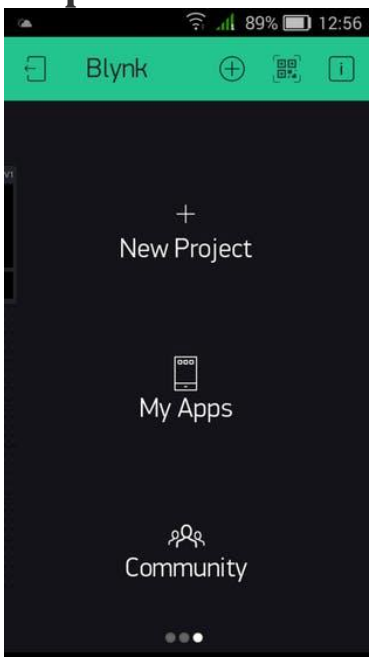
2. Once the Zip file is downloaded ,extract it and individually copy all the folder to your libraries folder of your arduino

3. Once done just open Arduino IDE and go to **Sketch-> Include libraries** and you would see blynk in the menu

4. If you see that then libraries have been included successfully

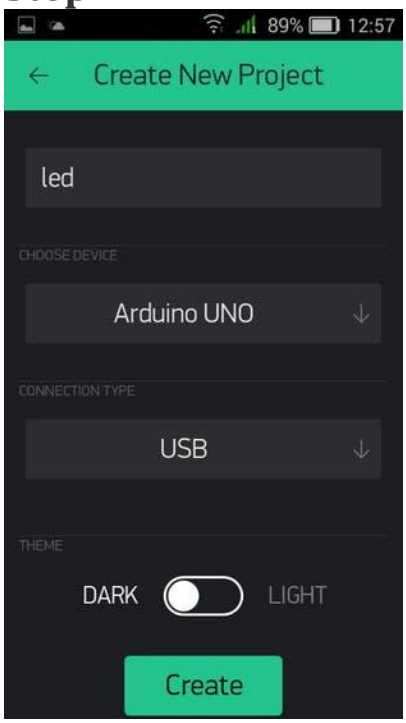
We will use Blynk app to control our on board LED of Arduino UNO. In Blynk you can connect it to cloud and by installing Blynk libraries and providing author token you can have access to your board.

Step 1:



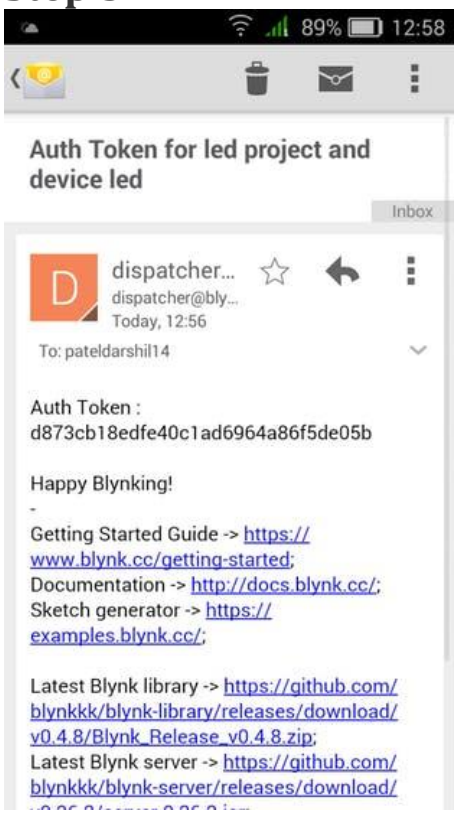
Sign in to Blynk app and create a new project.

Step 2:



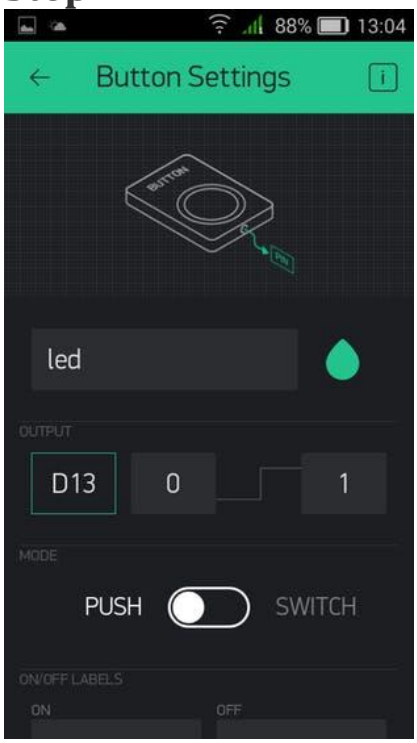
Give a name to your project. Choose device as Arduino UNO. Select Connection type as USB.

Step 3:



Check your E-mail for Auth Token.

Step 4:



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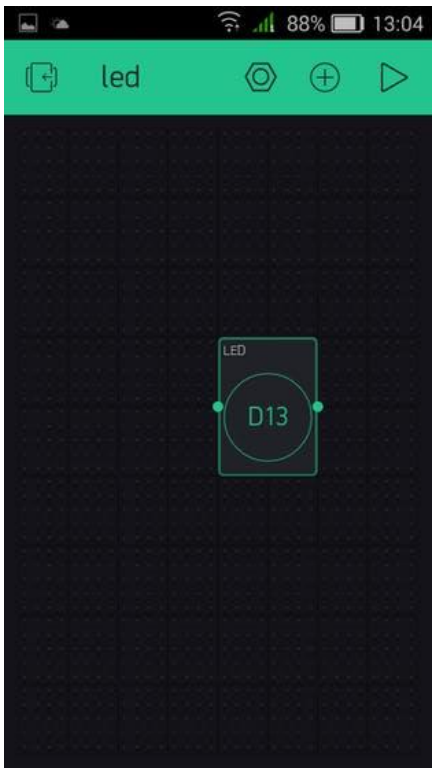


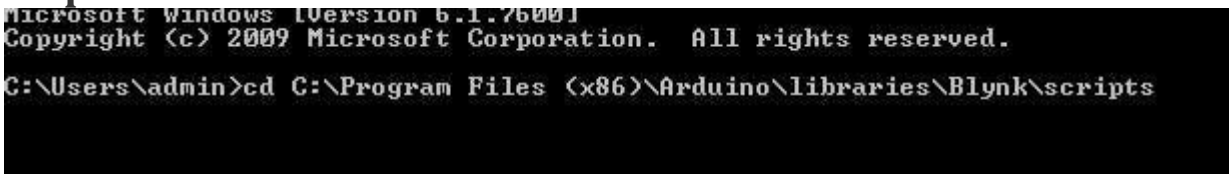
Select "ADD DEVICE" and add Button. Click on button you added. There opens Button Manager. In output select Digital 13th pin.

Step 5:

```
// You should get Auth Token in the Blynk App.
// Go to the Project Settings (nut icon).
char auth[] = "YourAuthToken";
```

In Code copy and paste your Auth Token.

Step 6:

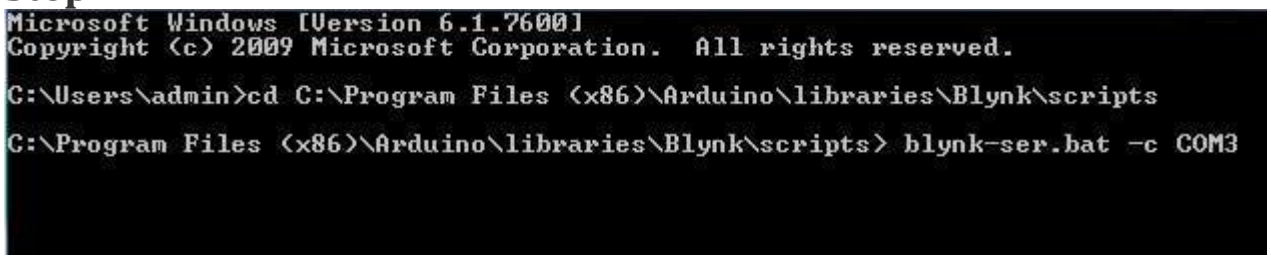


Open Command Prompt. Write

```
cd "Your Blynk Scripts address"
```

then press enter.

Step 7:



Now write blynk-ser.bat -c COM3 or any com your device is connected. Press enter. Now you can control your device with Blynk.

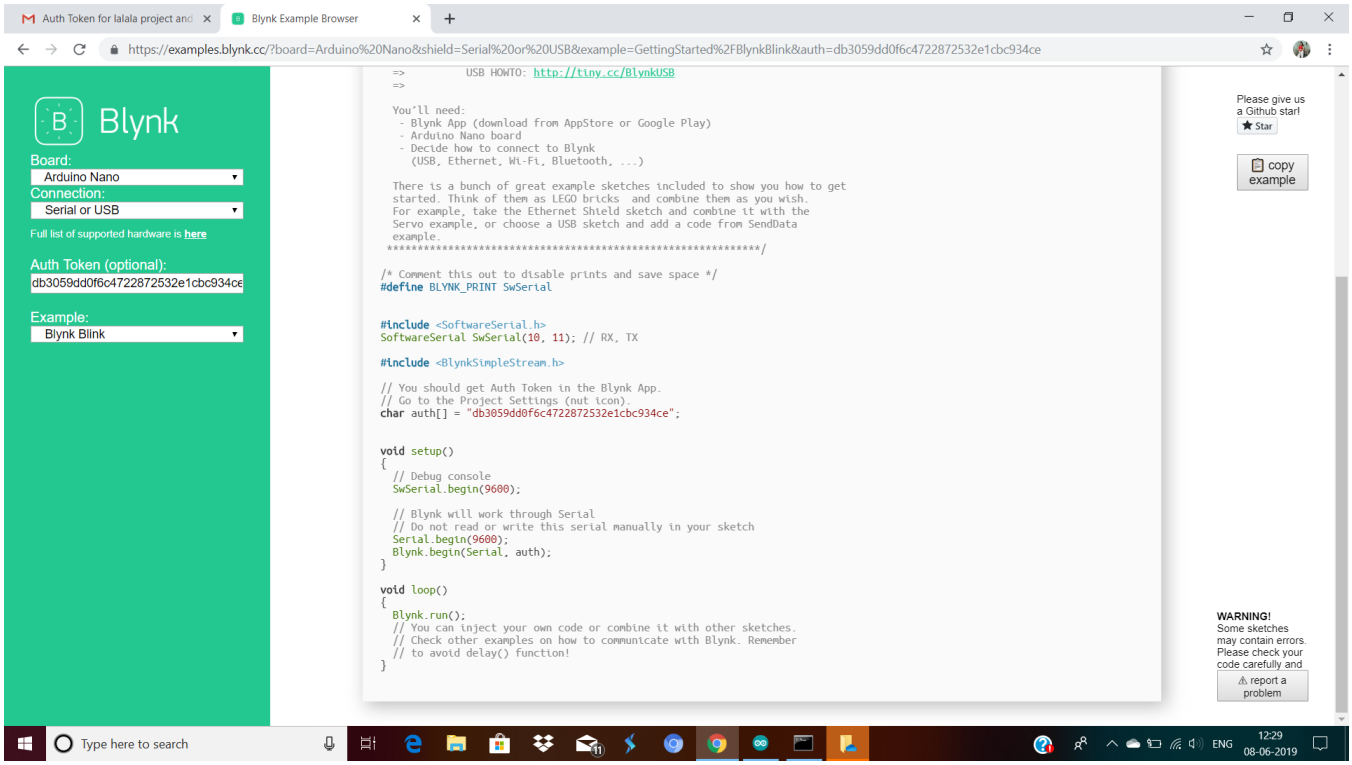
Step 8:

Get the code from https://examples.blynk.cc after filling board and connection type information at left most on webpage.

Copy the code in Arduino Sketch and fill the authentication code

char auth[] = "YourAuthToken";

Now upload the code.


Auth Token for lalala project and
Blynk Example Browser
https://examples.blynk.cc/?board=Arduino%20Nano&shield=Serial%20or%20USB&example=GettingStarted%2FBlynkBlink&auth=db3059dd0f6c4722872532e1cbc934ce
Blynk
Board:
Arduino Nano
Connection:
Serial or USB
Full list of supported hardware is here
Auth Token (optional):
db3059dd0f6c4722872532e1cbc934ce
Example:
Blynk Blink
=> USB HOWTO: http://tiny.cc/BlynkUSB
=>
You'll need:
- Blynk App (download from AppStore or Google Play)
- Arduino Nano board
- Decide how to connect to Blynk
(USB, Ethernet, Wi-Fi, Bluetooth, ...)
There is a bunch of great example sketches included to show you how to get
started. Think of them as LEGO bricks and combine them as you wish.
For example, take the Ethernet Shield sketch and combine it with the
Servo example, or choose a USB sketch and add a code from SendData
example.
*/
/* Comment this out to disable prints and save space */
#define BLYNK_PRINT SwSerial
#include <SoftwareSerial.h>
SoftwareSerial SwSerial(10, 11); // RX, TX
#include <BlynkSimpleStream.h>
// You should get Auth Token in the Blynk App.
// Go to the Project Settings (nut icon).
char auth[] = "db3059dd0f6c4722872532e1cbc934ce";
void setup()
{
// Debug console
SwSerial.begin(9600);
// Blynk will work through Serial
// Do not read or write this serial manually in your sketch
Serial.begin(9600);
Blynk.begin(Serial, auth);
}
void loop()
{
Blynk.run();
// You can inject your own code or combine it with other sketches.
// Check other examples on how to communicate with Blynk. Remember
// to avoid delay() function!
}
Please give us a Github star!
Star
copy example
WARNING!
Some sketches may contain errors. Please check your code carefully and
report a problem
Type here to search
ENG
12:29
08-06-2019