#define BLYNK\_PRINT Serial

#include <SoftwareSerial.h>

SoftwareSerial SwSerial(10, 11); // RX, TX

#include <BlynkSimpleSerialBLE.h>

// You should get Auth Token in the Blynk App.

// Go to the Project Settings (nut icon).

char auth[] = "your auth code";

SoftwareSerial SerialBLE(10, 11); // RX, TX

void setup()

{

// Debug console

Serial.begin(9600);

SerialBLE.begin(9600);

Blynk.begin(SerialBLE, auth);

Serial.println("Waiting for connections...");

}

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!

}