

Manual de instalación y uso de códigos para ESP32

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Descarga e Instalación del IDE de Arduino

Paso 1: Ir a la página oficial de Arduino (<https://www.arduino.cc/>), luego hacer clic en “Software” y hacer clic en su sistema operativo para descargar el IDE.

The image shows two screenshots of the Arduino website. The top screenshot is the homepage of www.arduino.cc, featuring navigation links for Professional, Education, and Store, and a main content area with sections like 'WHAT IS ARDUINO?', 'BUY AN ARDUINO', 'LEARN ARDUINO', 'DONATE', 'ARDUINO IN THE CLOUD', 'ARDUINO WEEK 2022', 'Discover the new Arduino Sensor Kit', 'Portenta Cat, M1/ NB IoT GNSS Shield', and 'Set up Alexa voice control in minutes'. A 'We use cookies' banner is visible at the bottom left. The bottom screenshot is the 'Software' page (<https://www.arduino.cc/en/software>), which includes the 'Arduino Web Editor' section and a 'Downloads' section for 'Arduino IDE 1.8.19'. The 'Downloads' section provides 'DOWNLOAD OPTIONS' for Windows, Linux, and Mac OS X, and includes links for 'Hourly Builds' and 'Previous Releases'. A 'We use cookies' banner is also present on this page.

Arduino Web Editor

Start coding online and save your sketches in the cloud. The most up-to-date version of the IDE includes all libraries and also supports new Arduino boards.

[CODE ONLINE](#) [GETTING STARTED](#)

Downloads

Arduino IDE 1.8.19

The open-source Arduino Software (IDE) makes it easy to write code and upload it to the board. This software can be used with any Arduino board.

Refer to the [Getting Started](#) page for installation instructions.

SOURCE CODE

Active development of the Arduino software is [hosted by GitHub](#). See the instructions for [building the code](#). Latest release source code archives are available [here](#). The archives are PGP-signed so they can be verified using [this gpg key](#).

DOWNLOAD OPTIONS

Windows Win 7 and newer
Windows ZIP file
Windows app Win 8.1 or 10 [Get it](#)

Linux 32 bits
Linux 64 bits
Linux ARM 32 bits
Linux ARM 64 bits

Mac OS X 10.10 or newer

[Release Notes](#)
[Checksums SHA512](#)

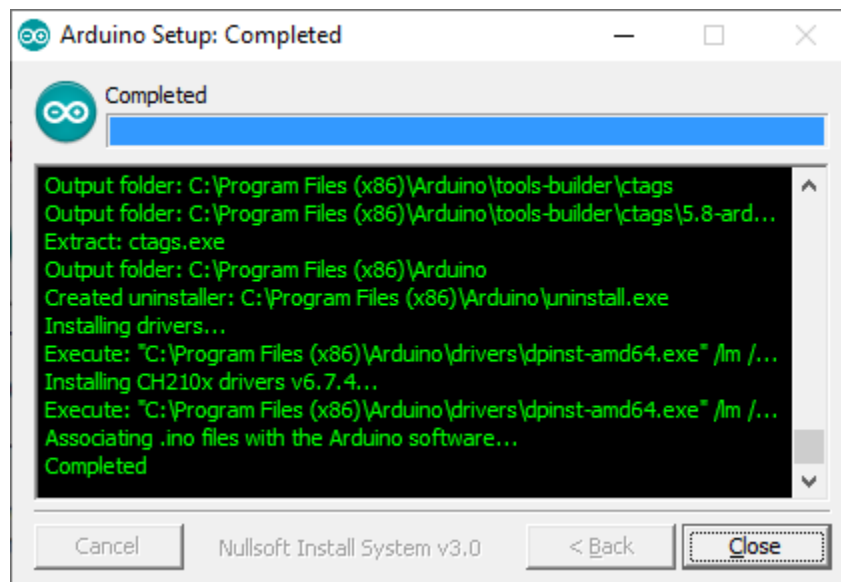
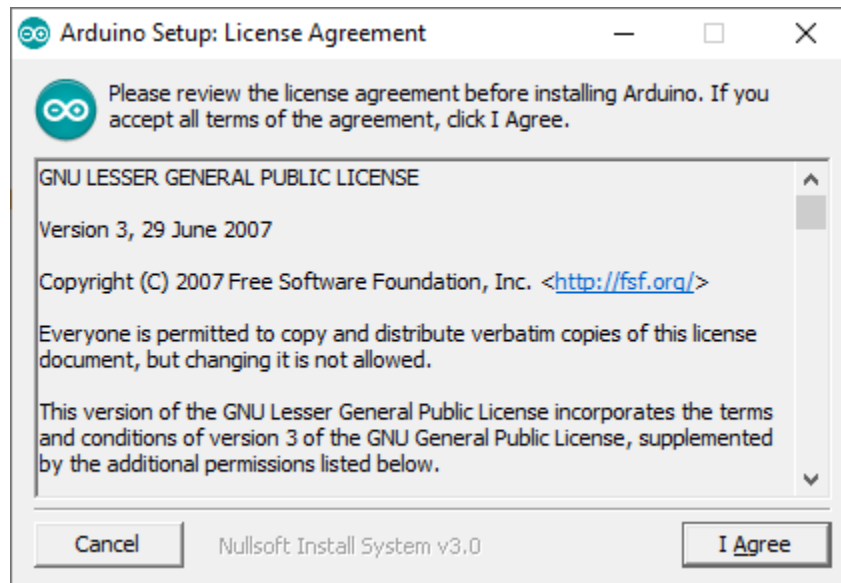
Hourly Builds

Download a **preview of the incoming release** with the most updated features and bugfixes.

Previous Releases

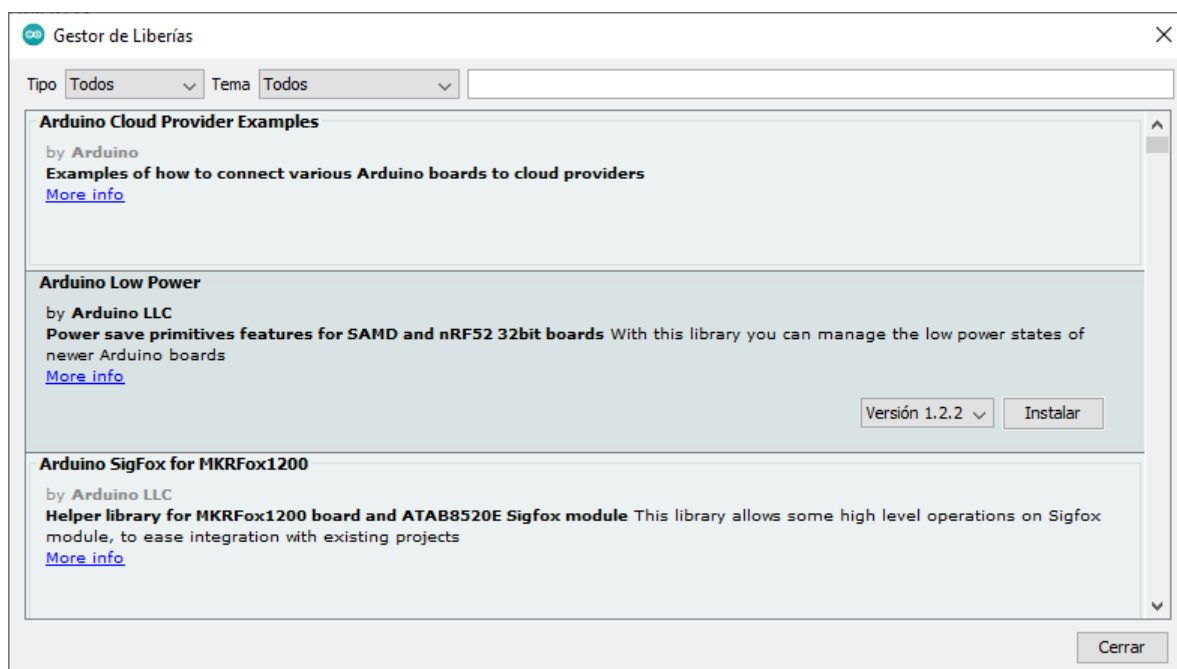
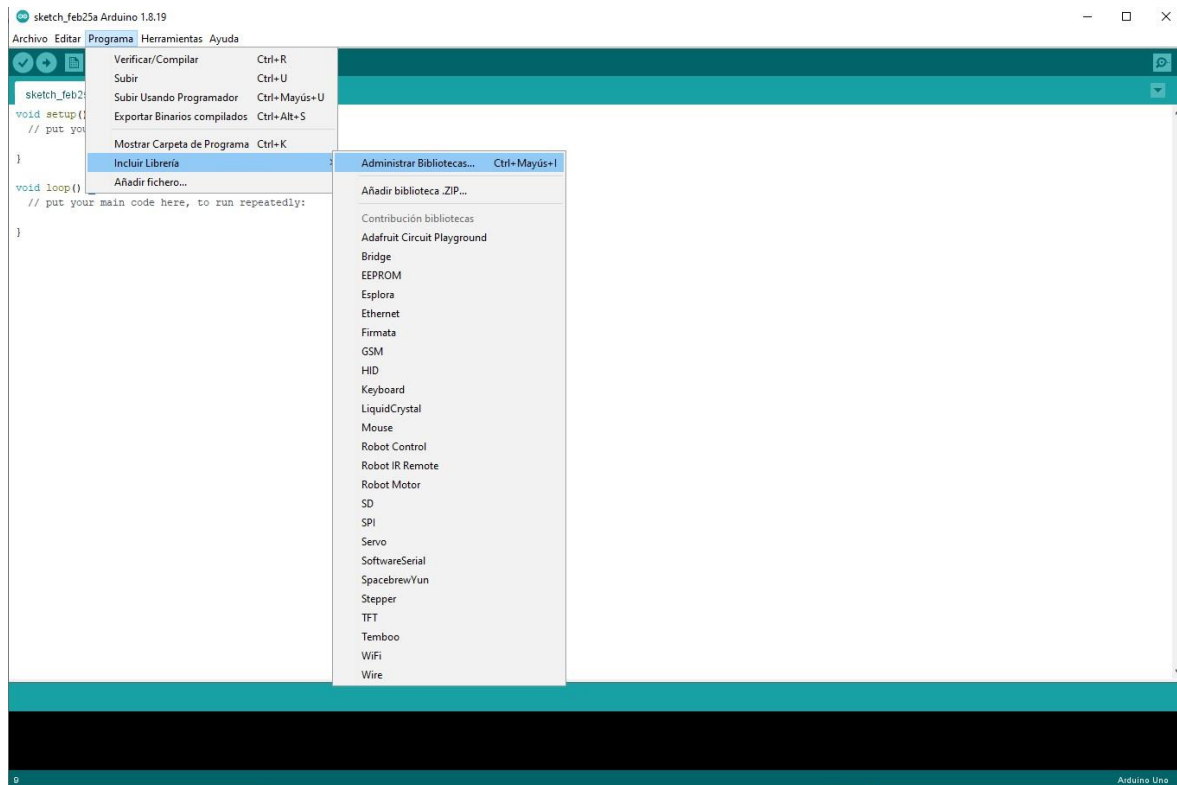
Download the previous version of the current release, the classic 1.0.x, or old beta releases.

Paso 2: Instalar el IDE de Arduino.

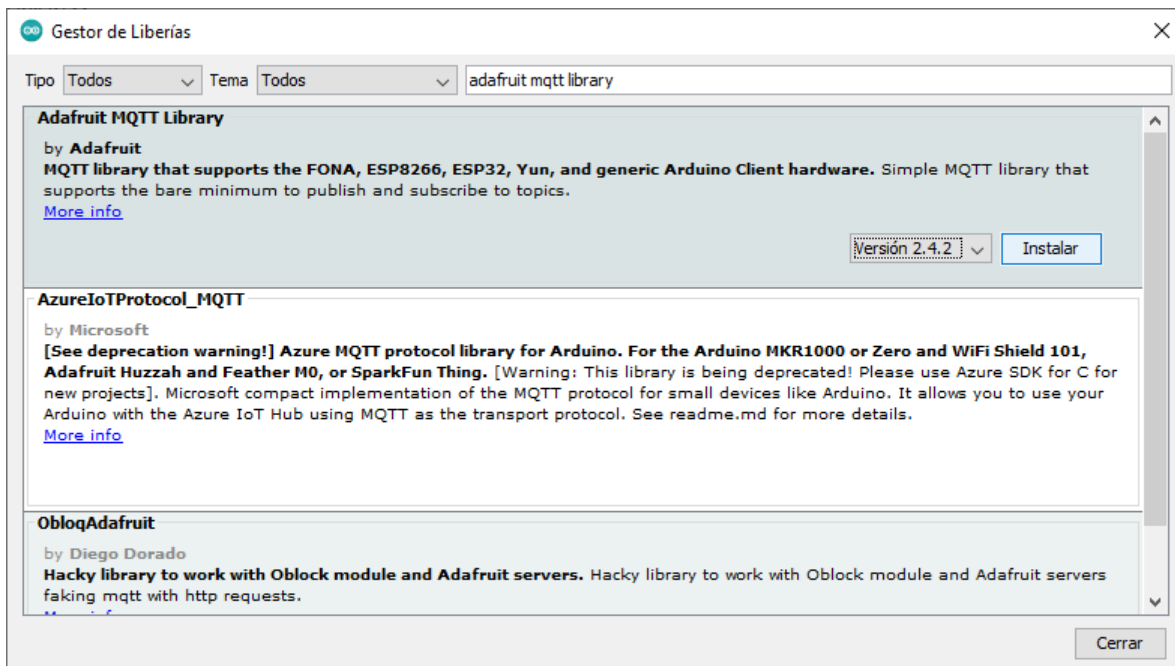


Instalación de librerías

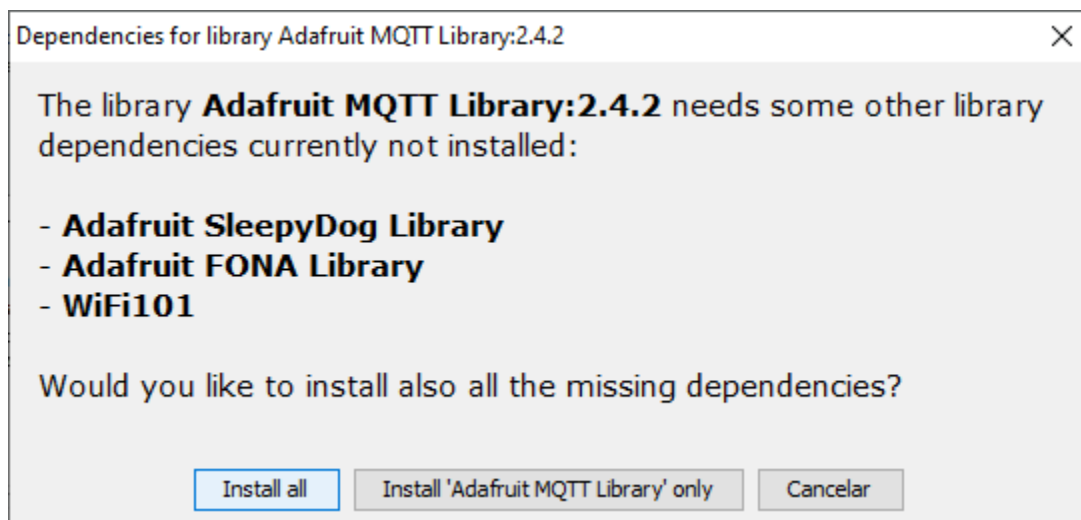
Paso 1: Abrir el gestor de librerías.



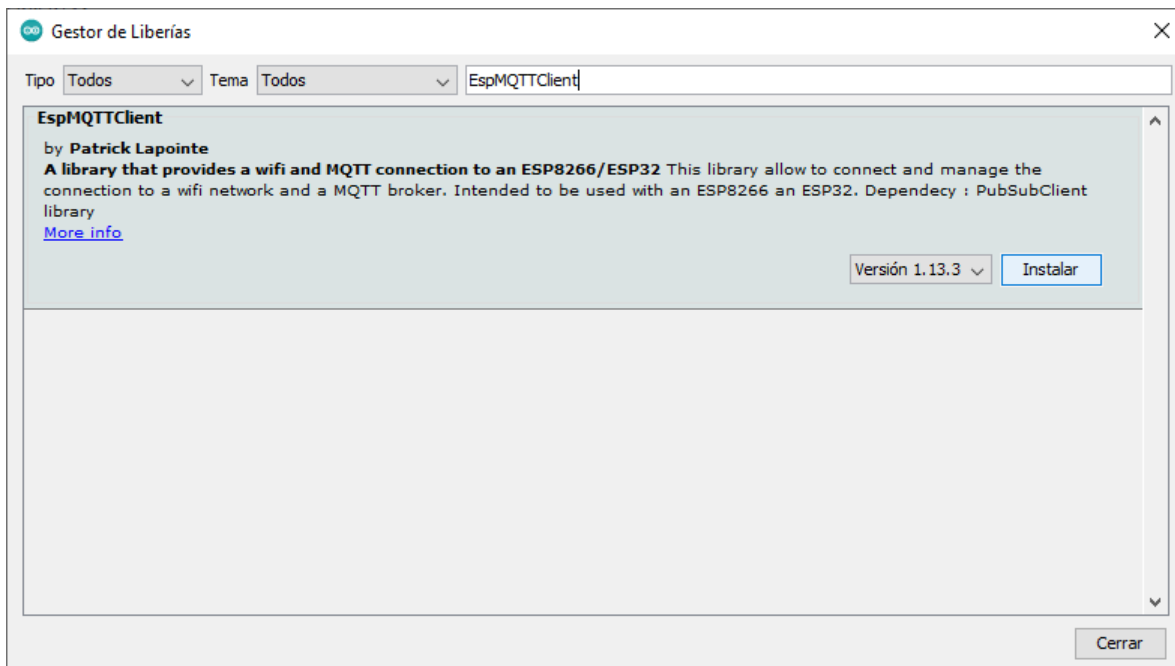
Paso 2: Buscar e instalar la librería “Adafruit MQTT Library”.



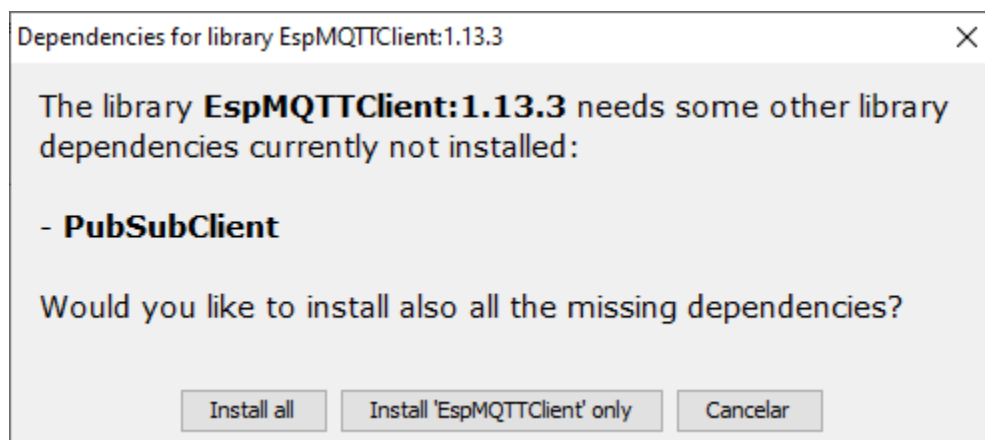
Aparecerá la siguiente alerta. Hacer clic en “Install all”.



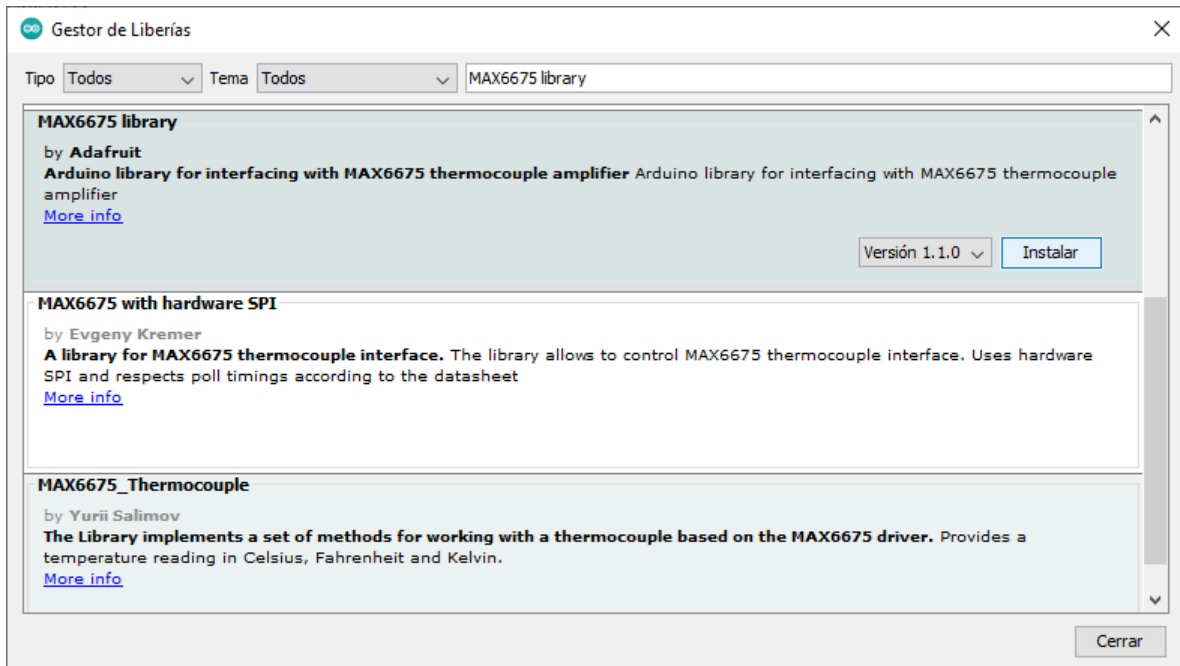
Paso 3: Instalar la librería “EspMQTTClient”.



Aparecerá la siguiente alerta. Hacer clic en “Install all”.



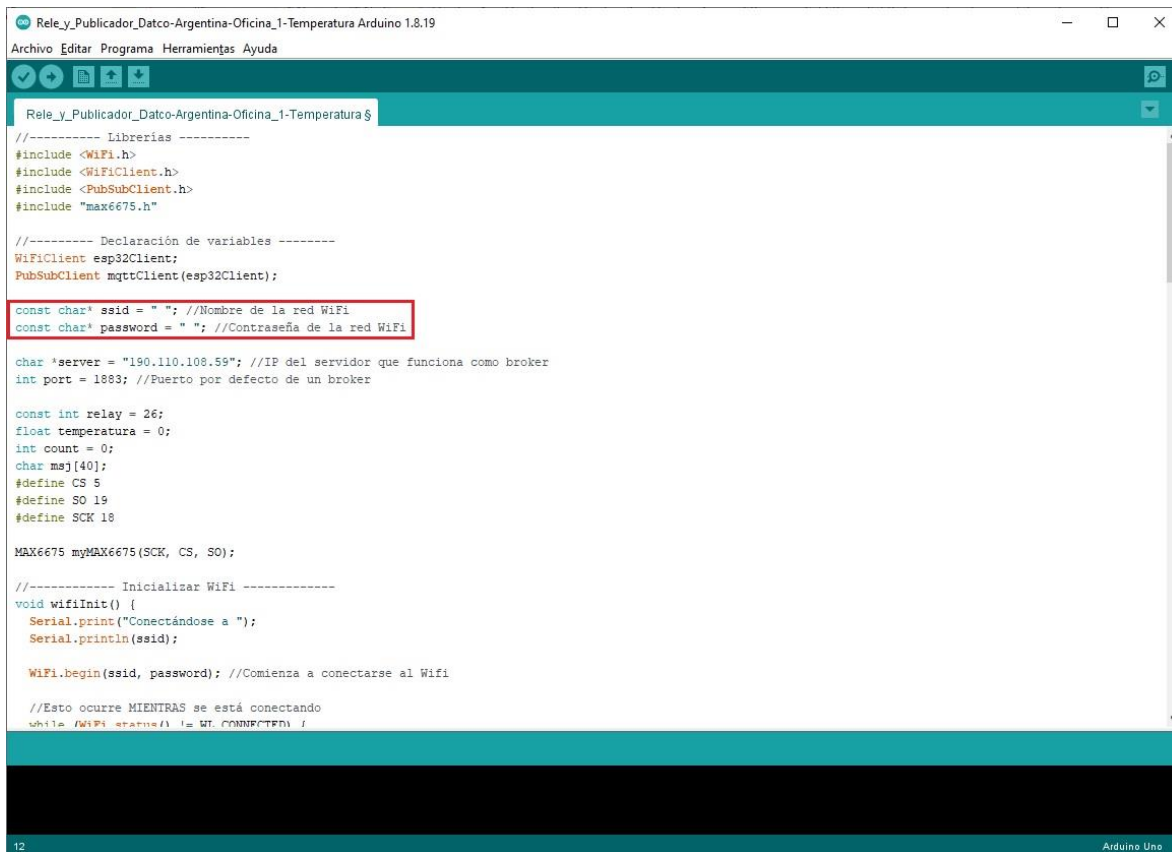
Paso 4: Instalar la librería “MAX6675 library”.



Nota: Instalar la librería creada por Adafruit.

Actualizar las credenciales de red

Para que el código funcione correctamente, debe actualizar las credenciales de su red WiFi.



```
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//----- Librerías -----
#include <WiFi.h>
#include <WiFiClient.h>
#include <PubSubClient.h>
#include "max6675.h"

//----- Declaración de variables -----
WiFiClient esp32Client;
PubSubClient mqttClient(esp32Client);

const char* ssid = " "; //Nombre de la red WiFi
const char* password = " "; //Contraseña de la red WiFi

char *server = "190.110.108.59"; //IP del servidor que funciona como broker
int port = 1883; //Puerto por defecto de un broker

const int relay = 26;
float temperatura = 0;
int count = 0;
char msg[40];
#define CS 5
#define SO 19
#define SCK 18

MAX6675 myMAX6675(SCK, CS, SO);

//----- Inicializar WiFi -----
void wifInit() {
  Serial.print("Conectándose a ");
  Serial.println(ssid);

  WiFi.begin(ssid, password); //Comienza a conectarse al Wifi

  //Esto ocurre MIENTRAS se está conectando
  while (WiFi.status() != WL_CONNECTED) {
```