



WiFi Implementation

WLAN (Wireless Local Area Network Application)

The background features a complex network of thin, light-colored lines and small circles, forming a web-like structure. Overlaid on this are several translucent triangles of various sizes and orientations. The overall aesthetic is clean and modern, with a focus on geometric shapes.

Our Implementation

WiFi Application (High-Level Perspective)

- About the Implementation

- The ESP32 should start its Access Point so that other devices can connect to it.
 - This enables users to access information e.g., sensor data, device info., connection status/information, user option to connect to and disconnect from an AP, display local time, etc..
- The WiFi application will start an HTTP Server (created in the next section), which will support a web page (to do all the stuff mentioned above).
- The application will contain a FreeRTOS task that accepts FreeRTOS Queue messages (xQueueCreate, xQueueSend and xQueueReceive) for event coordination.
- To be Implemented Later in the Course → connect the ESP32 using previously used (saved) credentials.

Simplified Overview of WiFi Application

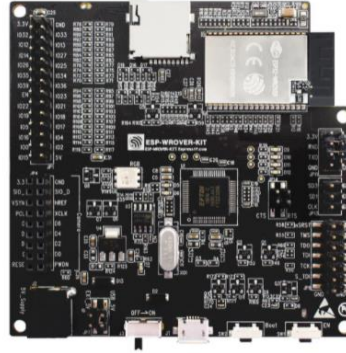
ESP32 SoftAP/Station

- AP/STA combination mode.
- We assign an IP to the SoftAP; the interface of the ESP32 is statically configured.
- DHCP server dynamically assigns an IP for connecting stations.
- We set a maximum number of stations allowed to connect.



Connecting Device

- When the ESP32 connects to an AP, local time can be obtained utilizing SNTP (if the AP is connected to the internet).
- DHCP service from the AP, will dynamically assign an IP to the ESP32 in our application.



Connecting Device

- Becomes "station" of ESP32's SoftAP when connected.
- DHCP service from the ESP32's SoftAP will dynamically assign an IP to your device.
- Interact with the ESP32 via the web page.





ESP-IDF WiFi Driver, in Brief

Utilizing WiFi Driver From ESP-IDF

- Suggested Reading

- WiFi Driver → <https://docs.espressif.com/projects/esp-idf/en/latest/esp32/api-guides/wifi.html>
 - API Reference → https://docs.espressif.com/projects/esp-idf/en/latest/esp32/api-reference/network/esp_wifi.html
 - ESP-NETIF → https://docs.espressif.com/projects/esp-idf/en/latest/esp32/api-reference/network/esp_netif.html
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Notable ESP-IDF Functions Used in This Section

- Configuration Steps and ESP-IDF Functions Used
 - Define WiFi settings → Header file with SSID, Password, IP, Gateway, Netmask. etc.
 - Define WiFi FreeRTOS task → Use [xTaskCreatePinnedToCore](#) or [xTaskCreate](#).
 - Create an event handler → Call [esp_event_handler_instance_register](#).
 - Implement default configuration → Initialize TCP/IP stack using [esp_netif_init](#) and WiFi configuration by calling [esp_wifi_init](#), [esp_wifi_set_storage](#), and [default configurations esp_netif_create_default_wifi_ap](#), [esp_netif_create_default_wifi_sta](#).
 - Define ESP32 SoftAP configuration → Define AP Settings [wifi_config_t](#) struct and static IP (in our case). Functions Used [esp_netif_set_ip_info](#), [esp_netif_dhcps_start](#), [esp_wifi_set_mode](#), [esp_wifi_set_config](#), [esp_wifi_set_bandwidth](#), [esp_wifi_set_ps](#).
 - Start WiFi ([esp_wifi_start](#)).
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The background features a complex network of thin, light-colored lines and dots, forming various triangular shapes. Some triangles are filled with a very light yellow or green color. The overall effect is a subtle, geometric pattern that suggests a network or a mathematical structure.

Let's get started!