

# setting. h

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/*
 * Board configuration (see examples below).
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#if defined(USE_NODE_MCU_BOARD) || defined(USE_WEMOS_D1_MINI)

    #define BOARD_BUTTON_PIN 0
    #define BOARD_BUTTON_ACTIVE_LOW true

    #define BOARD_LED_PIN 2
    #define BOARD_LED_INVERSE true
    #define BOARD_LED_BRIGHTNESS 255

#elif defined(USE_SPARKFUN_BLYNK_BOARD)

    #define BOARD_BUTTON_PIN 0
    #define BOARD_BUTTON_ACTIVE_LOW true

    #define BOARD_LED_PIN_WS2812 4
    #define BOARD_LED_BRIGHTNESS 64

#elif defined(USE_WITTY_CLOUD_BOARD)

    #define BOARD_BUTTON_PIN 4
    #define BOARD_BUTTON_ACTIVE_LOW true

    #define BOARD_LED_PIN_R 15
    #define BOARD_LED_PIN_G 12
    #define BOARD_LED_PIN_B 13
    #define BOARD_LED_INVERSE false
    #define BOARD_LED_BRIGHTNESS 64

#else

    #warning "Custom board configuration is used"

    #define BOARD_BUTTON_PIN 0 // Pin where user button is attached
    #define BOARD_BUTTON_ACTIVE_LOW true // true if button is "active-low"

    #define BOARD_LED_PIN 4 // Set LED pin - if you have a single-color LED attached
    // #define BOARD_LED_PIN_R 15 // Set R,G,B pins - if your LED is PWM RGB
    // #define BOARD_LED_PIN_G 12
    // #define BOARD_LED_PIN_B 13
    // #define BOARD_LED_PIN_WS2812 4 // Set if your LED is WS2812 RGB
```

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#define BOARD_LED_INVERSE false // true if LED is common anode, false if common
cathode
#define BOARD_LED_BRIGHTNESS 64 // 0..255 brightness control

#endif

/*
 * Advanced options
 */

#define BUTTON_HOLD_TIME_INDICATION 3000
#define BUTTON_HOLD_TIME_ACTION 10000
#define BUTTON_PRESS_TIME_ACTION 50

#define BOARD_PWM_MAX 1023

#define CONFIG_AP_URL "blynk.setup"
#define CONFIG_DEFAULT_SERVER "blynk.cloud"
#define CONFIG_DEFAULT_PORT 443

#define WIFI_NET_CONNECT_TIMEOUT 50000
#define WIFI_CLOUD_CONNECT_TIMEOUT 50000
#define WIFI_AP_IP IPAddress(192, 168, 4, 1)
#define WIFI_AP_Subnet IPAddress(255, 255, 255, 0)
// #define WIFI_CAPTIVE_PORTAL_ENABLE

#define USE_TICKER
// #define USE_TIMER_ONE
// #define USE_TIMER_THREE
// #define USE_TIMER_FIVE
// #define USE_PTHREAD

#define BLYNK_NO_DEFAULT_BANNER

#if defined(APP_DEBUG)
  #define DEBUG_PRINT(...) BLYNK_LOG1(__VA_ARGS__)
#else
  #define DEBUG_PRINT(...)
#endif
#endif
```

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