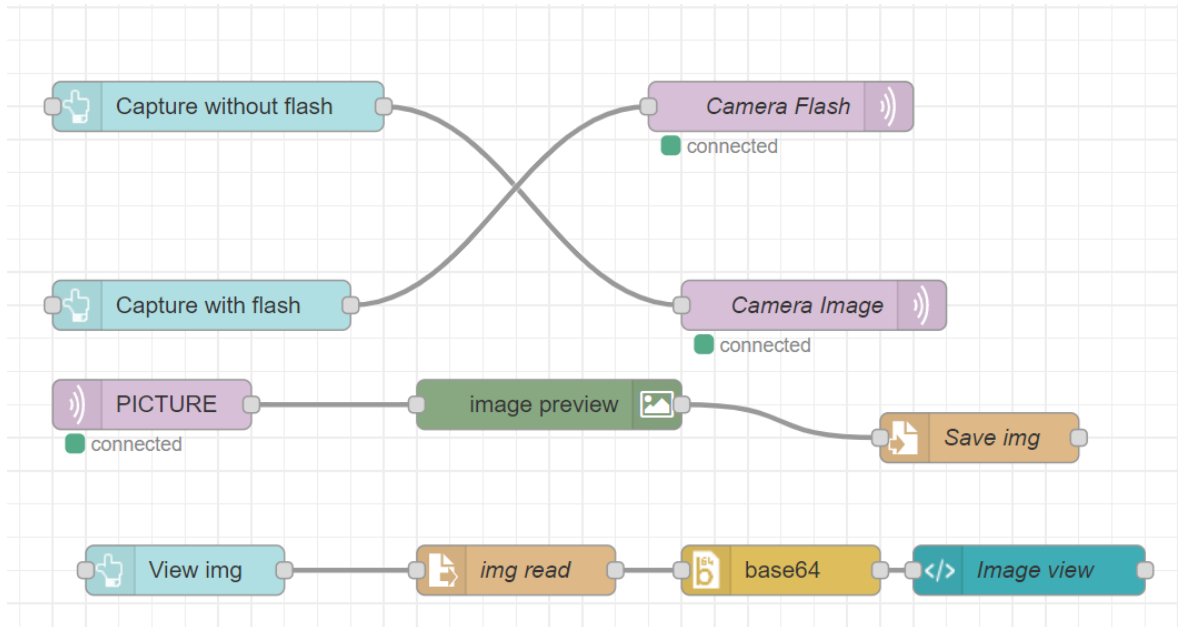
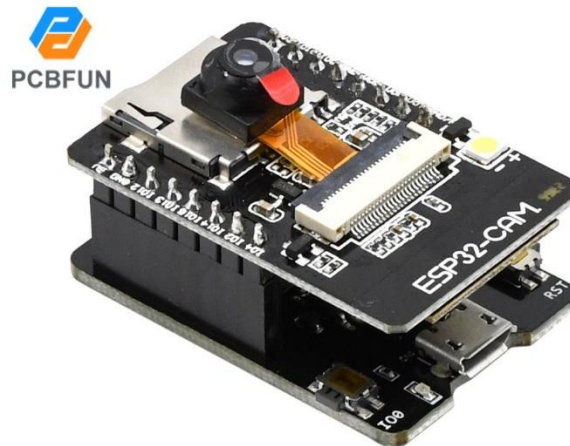


Thiết kế node red điều khiển ESP32 Cam chức năng chụp hình sử dụng giao thức MQTT

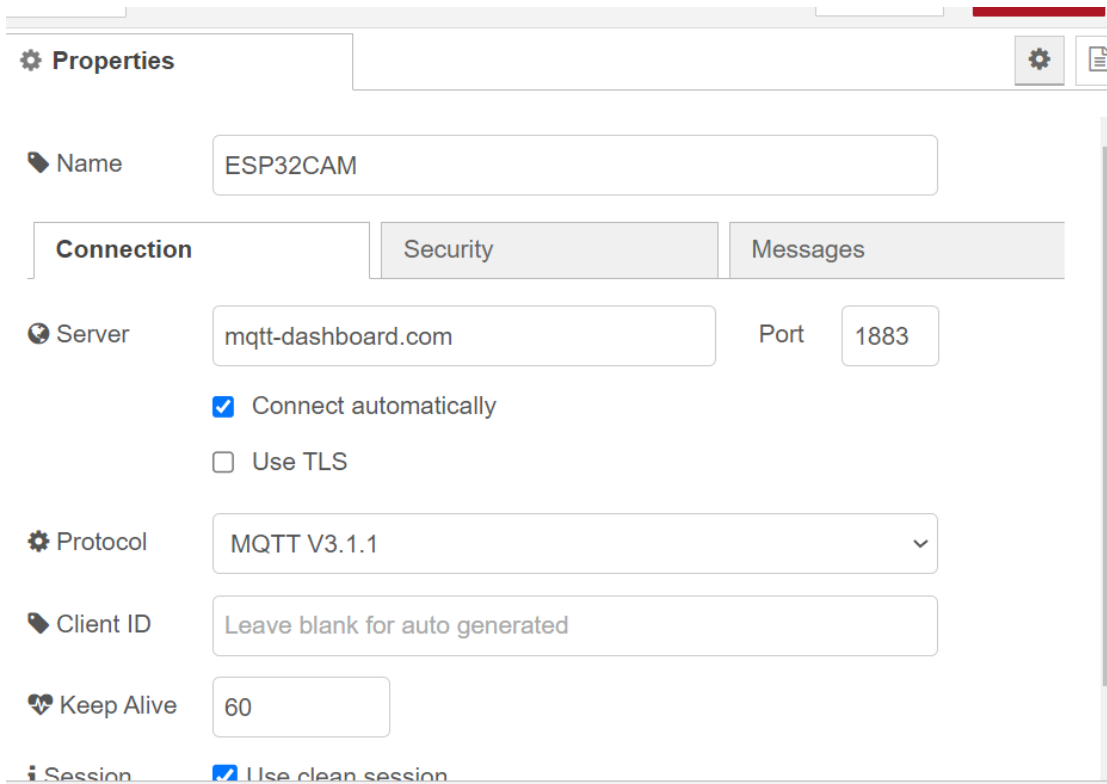
1. Sơ đồ node red



2. Hình ảnh thiết bị ESP32CAM



3. Thiết lập kết nối MQTT server



The screenshot shows the 'Properties' window of an MQTT client. The 'Name' field is set to 'ESP32CAM'. The 'Connection' tab is selected, showing the 'Server' as 'mqtt-dashboard.com' and 'Port' as '1883'. The 'Connect automatically' checkbox is checked, and 'Use TLS' is unchecked. The 'Protocol' is set to 'MQTT V3.1.1'. The 'Client ID' is set to 'Leave blank for auto generated'. The 'Keep Alive' time is set to '60'. The 'Session' section shows 'Use clean session' checked.

Properties

Name: ESP32CAM

Connection | Security | Messages

Server: mqtt-dashboard.com Port: 1883

☒ Connect automatically
☐ Use TLS

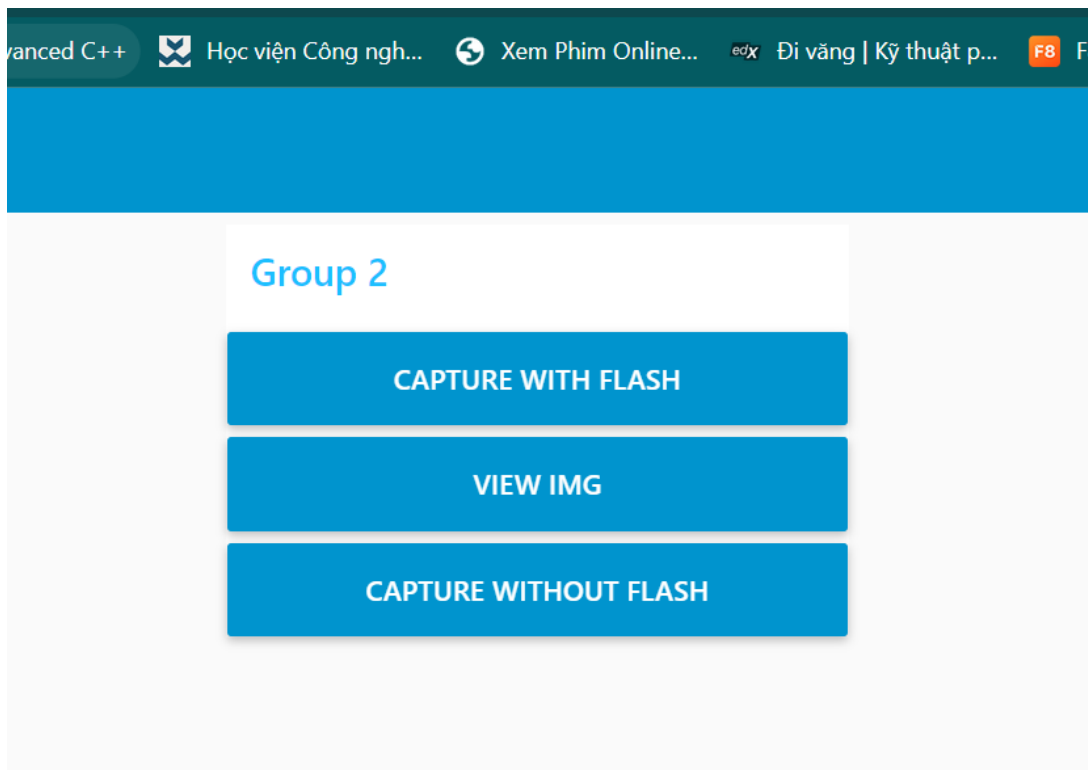
Protocol: MQTT V3.1.1

Client ID: Leave blank for auto generated

Keep Alive: 60

Session: ☒ Use clean session

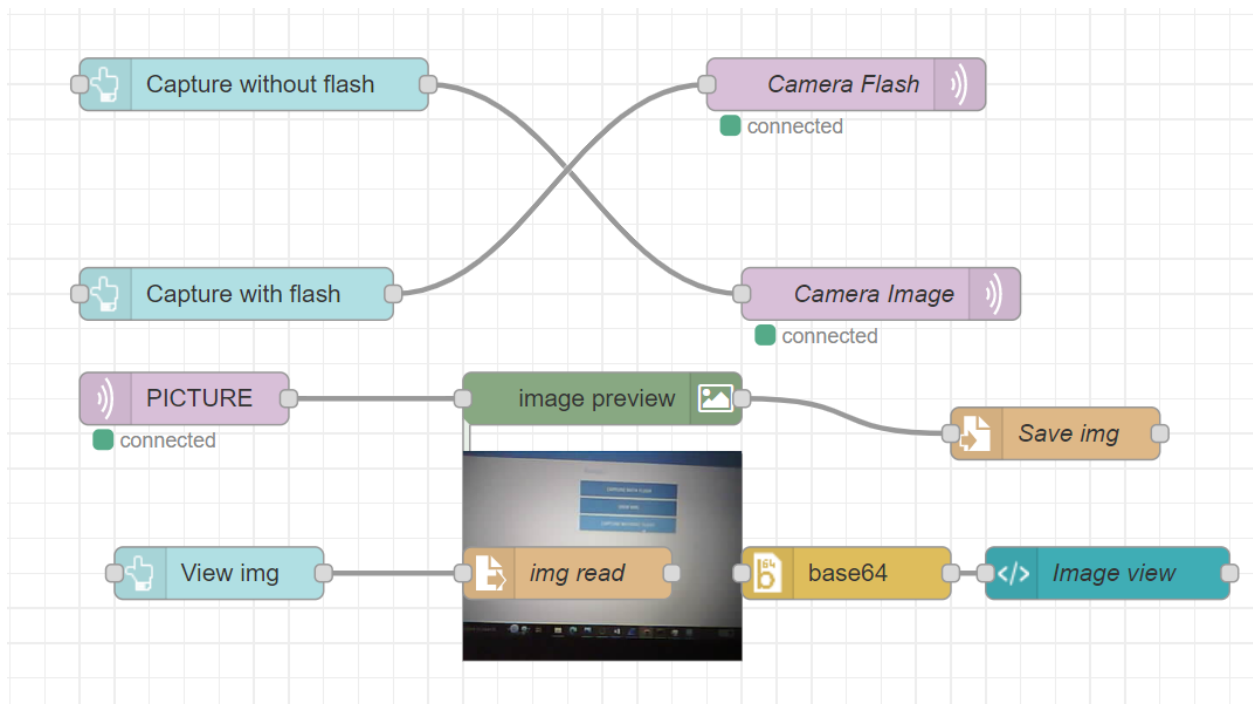
4. Deploy giao diện



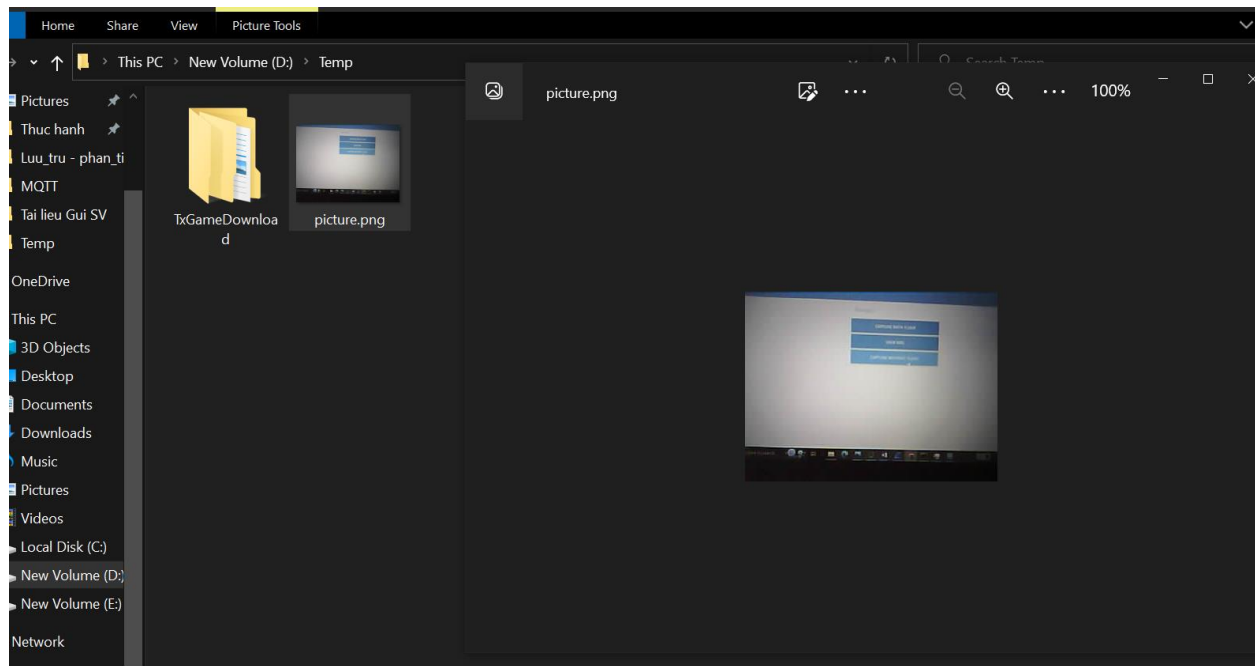
5. Thiết lập esp32Cam kết nối MQTTServer , sử dụng ArduinoIDE

```
//MQTT config
bool useMQTT = true;
const char* mqttServer = "mqtt-dashboard.com";
const char* HostName = "ESP32CAM";
const char* mqttUser = "hoang2k1";
const char* mqttPassword = "hoang2k1";
const char* topic_PHOTO = "SMILE";
const char* topic_PUBLISH = "PICTURE";
const char* topic_FLASH = "FLASH";
const int MAX_PAYLOAD = 60000;
```

6. Kết quả



Ảnh sẽ được lưu vào ổ D:\temp\picture.png



7. Bắt bản tin MQTT bằng WireShark

