



UNIVERSITY OF NEW ZEALAND

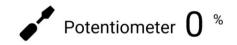
ESP32 Remote monitoring activity

ESP32 Web Server

Temperature 21.60 °c



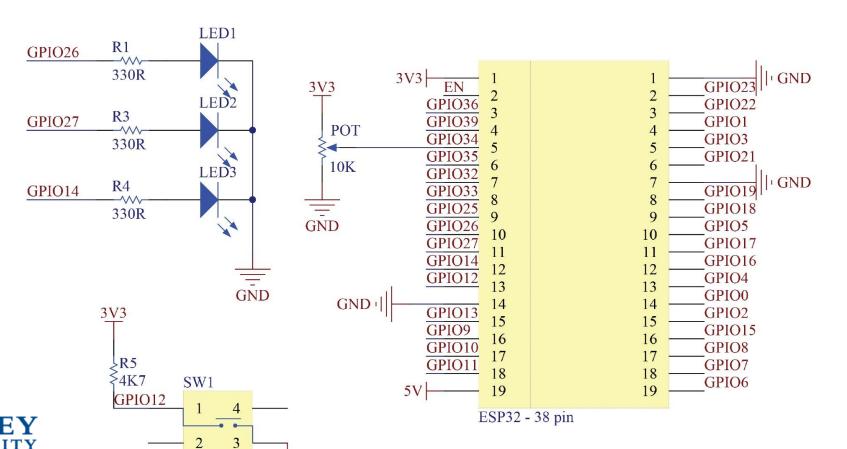
₩ Ultrasonic 13.89 cm;





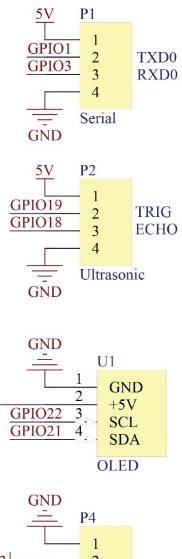


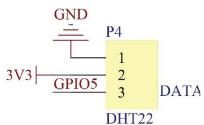
Schematic diagram



Tactile button —

GND





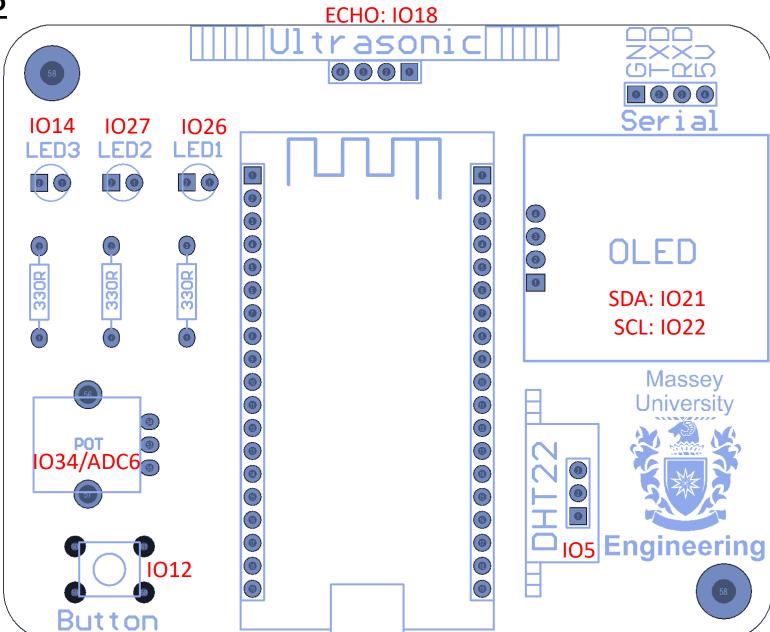


Components and PCB

Part Quantity ESP32 - 38 pin LED - Green LED - Red LED - Yellow Resistor - 330R DHT22 sensor Potentiometer OLED - 0.96 inch Ultrasonic sensor Tactile button M2.5, 10mm screw & nut for OLED **PCB** MDF Base Female headers – 38 pin Female header – 3 pin Female header – 4 pin

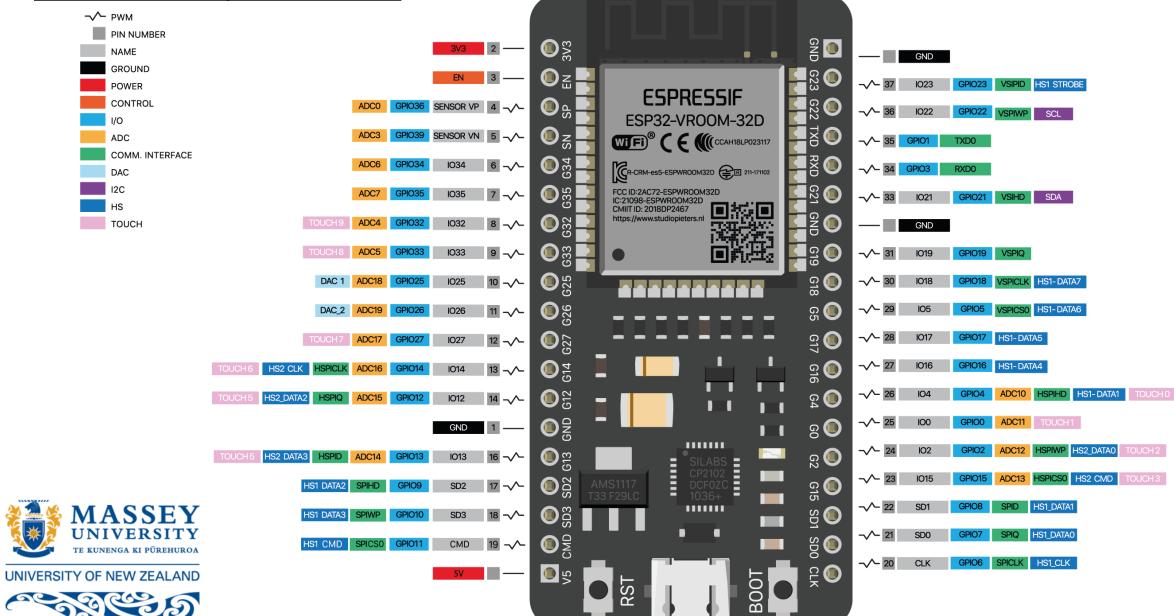
Note: ESP32 pins are labelled in red for the corresponding peripheral





TRIG: 1019

ESP32 – 38pin Pinout



Components

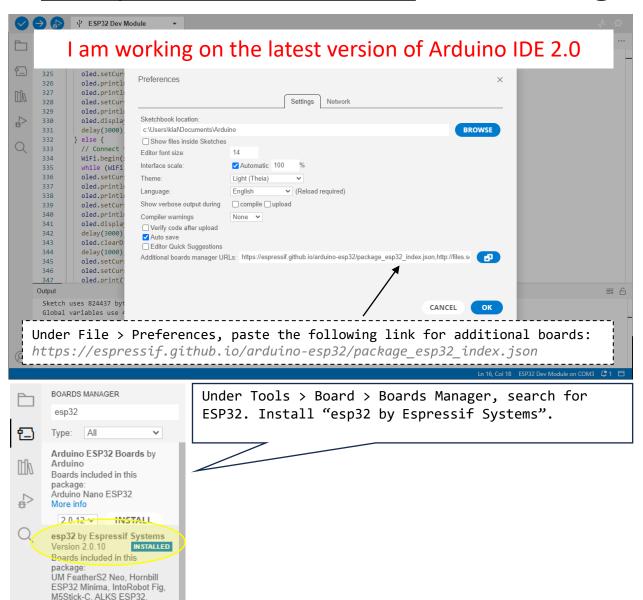
Notes:

- Resistors are not polarised and can be soldered on the PCB in any direction.
- The LEDs are polarised. Long leg is positive and short leg is negative, denoted on the PCB by a square pad for positive and round pad for negative.
- Solder the provided female headers in place of ESP32, DHT22, OLED, and Ultrasonic. Mount these components on top of the female headers, so that, the component can be replaced if broken.
- The 4-pin connector labelled Serial on top right corner of the PCB provides an added functionality to communicate with another device/microcontroller such as Arduino. This pin can be left unconnected.





Sample Arduino Code – Installing the ESP32 board and libraries



The required libraries can be downloaded from the links below. To install them, you will need to extract the contents of the zip files and place it in the Arduino libraries folder which is usually found in Documents > Arduino.

- https://github.com/me-no-dev/AsyncTCP
- https://github.com/me-no-dev/ESPAsyncWebServer/archive/master.zip
- https://github.com/adafruit/Adafruit SSD1306
- https://github.com/adafruit/Adafruit-GFX-Library
- https://downloads.arduino.cc/libraries/github.com/adafruit/DHT_sensor_library-1.4.4.zip

Download a copy of the code from my GitHub page

https://github.com/KlalEngineer/ASHS.git

Sample Arduino Code – Network SSID & Password

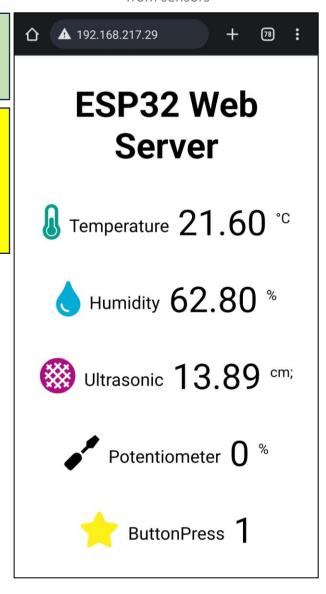
```
// Import required libraries
#include "WiFi.h"
#include "ESPAsyncWebServer.h"
#include <Wire.h>
#include <DHT22.h>
#include <Adafruit GFX.h>
#include <Adafruit SSD1306.h>
// set this to 'true' when testing all the peripherals on the PCB to
// set this to 'false' to enable the web server
#define HARDWARE TEST true
// Replace with your network credentials
const char* ssid = "place-your-network-name-here";
const char* password = "place-your-network-password-here"
/* Ultrasonic sensor variables */
#define TRIG PIN 19 // ultrasonic sensor - trig pin
#define ECHO PIN 18 // ultrasonic sensor - echo pin
//define sound speed in cm/uS
#define SOUND SPEED 0.034
#define CM TO INCH 0.393701
long duration = 0;
float distance = 0.0;
/* DHT22 sensor variables */
#define DHT_PIN 5 // data pin of DHT22 sensor
DHT22 dht22(DHT PIN);
float t prev = 0.0;
float h prev = 0.0;
/* OLED size in pixels */
#define SCREEN WIDTH 128 // OLED display width, in pixels
#define SCREEN_HEIGHT 64 // OLED display height, in pixels
/* Button, Potentiometer and LEDs */
#define BUTTON PIN 12
#define POT 34 // Potentiometer
#define LED RED 27
#define LED GREEN 26
#define LED YELLOW 14
// declare an SSD1306 display object connected to I2C
Adafruit SSD1306 oled(SCREEN WIDTH, SCREEN HEIGHT, &Wire, -1);
// Create AsyncWebServer object on port 80
AsyncWebServer server(80);
```

Set the HARDWARE_TEST variable to 'true' for complete hardware test. Set to 'true' when you are using the board for the first time after soldering the PCB to ensure everything works correctly. When set to 'false', ESP32 will connect to the local network

ESP32 needs to connect to your local network. Place your network name and password here. Your smartphone needs to be connected to the same network. Upon power up, ESP32 will create a generic web server to display sensor data on a specific IP address that your local network will assign. The OLED will display the IP address and the web server will be hosted on that IP which can be accessed through your smartphone.

Note: To upload the program on ESP32, you may need to hold down 'BOOT' button.

Screenshot of web server receiving data from sensors



Finished product

