Guide to Set Up Doorbell Based on Blynk IoT



An alternative implementation of the Doorbell utilises Blynk IoT instead of IFTTT. Consider the following advantages and disadvantages, and exercise discretion before deciding to use Blynk IoT:

Blynk IoT offers highly reliable services with minimal delay to push notifications. Its response time for notifications is typically < 2 seconds as compared to ~15 seconds or even lost notifications through IFTTT. However, the free subscription plan limits users to 100 notifications per devices per day (maximum two devices per Blynk account). The set-up process for Blynk IoT is also more intricate than that of IFTTT and requires compiling and uploading of code.

Create the Blynk Template

Step 1

In your desktop browser, go to https://blynk.io/ → create an account

Step 2

In your desktop browser, return to https://blynk.io/ and log in \$\times\$ Under the \$\times\$ "Search" page, "+ New Template" \$\times\$ Under "NAME" enter "Doorbell; under "HARDWARE" select "ESP8266"; under "CONNECTION TYPE" select "WiFi"; click "Done".

Step 3

You will be directed to the "Templates" page. Under "Events" tab,

"+ Add New Event"

You will be directed to "General" sub-tab. Under "EVENT NAME" enter "Knock knock!"; Under "Event will be sent to user", select "1 second"; Check both "Send event to Notifications tab" and "Send event to Timeline"

Go to the "Notifications" sub-tab and check "Enable notifications"; Under "PUSH NOTIFICATIONS TO" select "Device Owner"; Check both "Deliver push notifications as alerts" and "Enable notifications management"; click "Create"

Click "Save" on the top right of the page.

Step 4

Under the \$\cong "Templates" page, click "Doorbell" \$\rightarrow\$ Click within the dark box to copy the two lines of code containing "BLYNK_TEMPLATE_ID" and "BLYNK_DEVICE_NAME".

Keep these on your clipboard as you will need to paste these two lines into the Arduino code later.

Upload Arduino Code into the Doorbell

Step 1

In your desktop browser, go to https://www.arduino.cc/en/software to download Arduino IDE Complete the installation on your desktop

Step 2

Launch the file "Edgent_ESP8266.ino" (provided with your order) in Arduino IDE Replace the two lines of code containing "BLYNK TEMPLATE ID" and

"BLYNK_DEVICE_NAME" with the two lines earlier copied into the clipboard

Step 3

Under the "Tools" menu, select "Board"

→ "ESP8266 Boards" → "NodeMCU 1.0"

Step 4

Under the "Tools" menu, select "Manage Libraries"

→ Search for "Blynk" by a

"Volodymyr Shymanskyy" and install the latest version

Step 5

Step 6

Under the "Sketch" menu **⇒** "Upload"

Install and Configure Blynk IoT App in your Mobile Device

Step 1

Download and install the Blynk IoT app in your Android or iOS mobile device \bigcirc Log into the app

Step 2

On the main page, click "+ Add New Device" Trind devices nearby"
"Start" "Continue" select the WiFi network named "Blynk Doorbell-xxxxx"

Step 3

Follow on-screen instructions to connect your Doorbell to the strongest WiFi hotspot available \bigcirc

Before you click "Finish", you may wish to delete the last six characters (inclusive of the space) appended to your device name for stylistic purpose, as this name will appear in all pop-up push notifications when you use the Doorbell. I.e. shorten "Doorbell xxxxx" to "Doorbell"

"Finish"!



WiFi Provisioning for Change of WiFi Hotspot

Along the way, you may encounter a situation requiring you to change the WiFi Hotspot to which the Doorbell is connected. Follow these instructions to do so:

Step 1

Launch the file "Edgent_ESP8266.ino" (provided with your order) in Arduino IDE.

Step 2

Step 3

Launch Blynk IoT in your mobile device

☐ in the main page click "Doorbell"

☐ click on the OOO three dots at top right hand corner of screen ☐ again, click on the OOO three dots at top right hand corner of screen again ☐ "Reconfigure"

☐ "Yes" ☐ "Start" ☐ "Continue" ☐ select the WiFi network named "Blynk Doorbell-xxxxxx"

Step 4

Follow on-screen instructions to connect your Doorbell to the strongest WiFi hotspot available \bigcirc

"Finish"

