Hello and welcome to this tutorial in which we will show you how to get started with your new ESP32 kit. At the end of this video, you will be able to connect your devices together in order to play a simple Pong game on the built-in screen.

This tutorial will fall into four parts. First, let’s start by unboxing elements.

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Before we begin, make sure that the box content is complete. You should find:

- Two ESP32s with built-in screens.

- Two joysticks.

- Two 4-pin cables.

- Two USB to micro-USB cables.

You will also need a power bank, which is not included.

Once you have gathered all the components, connect one end of the 4-pin cable to the joystick and the other end to the A4 port of the ESP32. Then, connect the power cable to your power bank and plug it into the micro-USB port of the ESP32. Repeat these connection steps with the remaining components.

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After connecting all the cables, both devices will boot and display a connection screen. This step is necessary before starting a game.

To connect the two devices together, one of them needs to act as the server, and the other must be set to guest mode to connect to the server. By default, both devices start in server mode, so it's necessary to switch one of them to guest mode. Simply press the B button, and the device will automatically connect to the server. This step may take a few seconds, and when the connection is successfully established, both devices will display "ready" on the screen. You can then start a game by pressing A.

The game rules are very simple: control a paddle using the joystick to bounce the ball towards your opponent. You score 1 point if your opponent fails to catch the ball, and the game ends when one player reaches a score of 10 points.

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If you encounter any issues after following this tutorial, here are some tips to help you:

- If the joystick is not working or you're unable to control your paddle, check the connections and restart the device.

- If you're unable to connect your ESP32 devices together, make sure that one device is in server mode and the other is in guest mode. You can verify this by reading the first line displayed on the screen. One device should show "PLAYER A," and the other should show "PLAYER B."

- If you're stuck on the connection screen or experiencing any other issues, restart both devices by pressing the "Reset" button.

We hope this tutorial has been helpful, and we wish you an enjoyable time playing Pong on your ESP32s. Have fun!

Hello and welcome to this tutorial in which we will show you how to get started with your new ESP32 kit. At the end of this tutorial, you will be able to connect your devices together in order to play a simple Pong game on the built-in screen.

Plan game : paddle et balle qui bougent, joystick, ecran win…

Arrivé du carton par le haut puis raprochement

fond noir

Frame avec le sommaire + timecode

Transition vers partie 1

This tutorial will fall into four parts:

1. Unboxing and content verification.

2. Component connection.

3. Device pairing.

4. Troubleshooting.

Unboxing and content verification

Ouverture du carton

Récupération d’une carte

Dépôt à côté des autres

Plan de dessus avec tout + légende

Before we begin, make sure that the box content is complete. You should find:

- Two ESP32s with built-in screens.

- Two joysticks.

- Two 4-pin cables.

- Two USB to micro-USB cables.

You will also need an external battery (not included) or a computer with an available USB port.

Componnent connection

Connexion joystick

Connexion A4

Connexion alim

Connexion batterie

Plan de dessus avec arrivé du deuxième déjà braché

Once you have gathered all the components, connect one end of the 4-pin cable to the joystick and the other end to the A4 port of the ESP32. Then, connect the power cable to your external battery and plug it into the micro-USB port of the ESP32. Repeat these connection steps with the remaining components.

After connecting all the cables, both devices will boot and display a connection screen. This step is necessary before starting a game.

Device pairing

Schema server + client

Plan appui sur le bouton B + montrer connecting…

Plan avec les deux appareils qui se rapprochent + rapproché pour montrer ready + appui sur start

To connect the two devices together, one of them needs to act as the server, and the other must be set to guest mode to connect to the server. By default, both devices start in server mode, so it's necessary to change one of them to guest mode. Simply press the B button, and the device will automatically connect to the server. This step may take a few seconds, and when the connection is successfully established, both devices will display "ready" on the screen. You can then start a game by pressing A.

Plan paddle qui bouge

Plan joystick qui bouge

Plan balle qui rebondit sur paddle

Plan fail + défaite avec endScreen

The game rules are very simple: control a paddle using the joystick to bounce the ball towards your opponent. You score 1 point if your opponent fails to catch the ball, and the game ends when one player reaches a score of 10 points.

Troubleshooting

Plan joystick qui marche pas avec paddle au milieu

Plan rapprochement des deux esp en mode host, puis switch d’un en mode guest avec connection success

(entourer player a et b)

Plan avec esp coincé dans le while de connection, puis appuis sur reset

If you encounter any issues after following this tutorial, here are some tips to help you:

- If the joystick is not working or you're unable to control your paddle, check the connections and restart the respective device.

- If you're unable to connect your ESP32 devices together, make sure that one device is in server mode and the other is in guest mode. You can verify this by reading the first line displayed on the screen. One device should show "PLAYER A," and the other should show "PLAYER B."

- If you're stuck on the connection screen or experiencing any other issues, restart both devices by pressing the "Reset" button.

We hope this tutorial has been helpful, and we wish you an enjoyable time playing Pong on your ESP32s. Have fun!

Fondu en noir du dernier plan

Hello, and welcome to this tutorial in which we will show you how to get started with your new E S P 32 kit. At the end of this video, you will be able to connect your devices together in order to play a simple Pong game on the built-in screen.

This tutorial will fall into four parts. First, let’s start by unboxing elements.

Before we begin, make sure that the box content is complete. You should find:

- Two E S P 32 with built-in screens.

- Two joysticks.

- Two 4-pin cables.

- Two USB to micro-USB cables.

You will also need a power bank, which is not included.

Once you have gathered all the components, connect one end of the 4-pin cable to the joystick and the other end to the A4 port of the E S P 32. Then, connect the power cable to your power bank and plug it into the micro-USB port of the E S P 32. Repeat these connection steps with the remaining components.

After connecting all the cables, both devices will boot and display a connection screen. This step is necessary before starting a game.

To connect the two devices together, one of them needs to act as the server, and the other must be set to guest mode to connect to the server. By default, both devices start in server mode, so it's necessary to switch one of them to guest mode. Simply press the B button, and the device will automatically connect to the server. This step may take a few seconds, and when the connection is successfully established, both devices will display "ready" on the screen. You can then start a game by pressing A.

The game rules are very simple: control a paddle using the joystick to bounce the ball towards your opponent. You score 1 point if your opponent fails to catch the ball, and the game ends when one player reaches a score of 10 points.

If you encounter any issues after following this tutorial, here are some tips to help you:

- If the joystick is not working or you're unable to control your paddle, check the connections and restart the device.

- If you're unable to connect your E S P 32devices together, make sure that one device is in server mode and the other is in guest mode. You can verify this by reading the first line displayed on the screen. One device should show "PLAYER A," and the other should show "PLAYER B."

- If you're stuck on the connection screen or experiencing any other issues, restart both devices by pressing the "Reset" button.

We hope this tutorial has been helpful, and we wish you an enjoyable time playing Pong on your E S P 32. Have fun!