

# ESP8266 Workshop I

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Wednesday 2015-03-11

# Workshop overview

- ESP8266 introduction: hardware and software
- ESP-01 and ESP-12 set-up for development
- Flashing firmware using esptool
- NodeMCU and Lua introduction
- ESPlorer IDE
- Using a button and LED(s)
- Setting up as a Wi-Fi client
- Using UDP to send and receive messages
- Creating an MQTT client

# ESP8266 Hardware

- 3.3V device, operating current ~ 215 mA
- CPU: Tensilca Xtensa LX3: 32-bit, 72 MHz (?)
- ESP8266 SOC: Expressif
- RAM 32Kb, DRAM 80Kb, Flash 200Kb (for SDK)
- Wi-Fi 802.11 b/g/n 2.4 GHz radio (station or AP)
- Timers, deep sleep mode, JTAG debugging
- Peripherals ...
  - GPIO (upto 16), PWM (3), ADC (one)
  - UART, I2C, SPI

# ESP8266 Memory Map

- More complicated than your AVR ATmega / Arduino
- SRAM 32Kb
  - NodeMCU heap memory available: `print(node.heap())`
- SPI Flash ROM layout: Since SDK 0.8 ...

•	00000h	248k	app.v6.flash.bin	User application
	3E000h	8k	master_device_key.bin	OTA device key
	40000h	240k	app.v6.irom0text.bin	SDK libraries
	7C000h	8k	esp_init_data_default.bin	Default configuration
	7E000h	8k	blank.bin	Filled with FFh. May be WiFi configuration
- <https://github.com/esp8266/esp8266-wiki/wiki/Memory-Map>



# ESP8266 Software stack

- Can build using FreeRTOS: <http://www.freertos.org>
  - <https://github.com/espressif/esp-iot-rtos-sdk>
- ESP8266 SDK: hardware access and C library
- Application layer, either ...
  - AT commands (standard on ESP-01)
  - IoT demo (standard on ESP-12)
  - NodeMCU Lua interpreter
  - Your own application written in C

# ESP-xx modules

- Variety of form factors, ESP-01 through ESP-12 ...
  - Antenna: None, Chip, PCB or UFL connector
  - Which pins broken out and layout (2 mm pitch)
- Power: 3.3V typical, 3.0V min, 3.6V max
- Chip enable pin (CH\_PD): Hold high
  - ESP-12 dev board does this for you
- GPIO0: Hold low on power-up to enter boot loader
  - Flash firmware
  - After power-up, can use GPIO0 as button input

# ESP-01 set-up

- PCB antenna
- 8 pins including UART Rx/Tx, GPIO (2), Reset
- No power regulator, use only 3.0V to 3.6V
- Need a means of holding GPIO0 low for firmware flash
- Standard firmware: AT commands
- Cable or use JohnS ESPkit-01 ...
  - ESP-01                      USB serial adaptor
  - 1 RXD      <—— TXD
  - 2 VCC      —— VCC 3.3V
  - 3 GPIO0    —— Connect to ground during power-up to flash firmware
  - 4 RESET    —— VCC 3.3V
  - 5 GPIO2
  - 6 CH\_PD    —— VCC 3.3V
  - 7 GND      —— GND
  - 8 TXD      ——> RXD

# ESP-12 dev board set-up

- PCB antenna
- 16 pins inc. UART Rx/Tx, GPIO (9), ADC, Reset
  - RGB LED GPIOs: Red = 8, Green = 6, Blue = 7
- Uses 3x AA batteries with on-board 3.3v regulator
- Provides GPIO0 header for firmware flash
- Standard firmware: IoT demo
- Cable: Note ESP-12 dev board labels are confusing !
  - | ESP-12 |    | USB serial adaptor |
|--------|----|--------------------|
| RXD    | <— | RXD                |
| GND    | —  | GND                |
| TXD    | —> | TXD                |



# esptool overview

- Cross-platform Python, requires pySerial
  - <https://github.com/themadinventor/esptool>
- Various functions ...
  - Flash firmware
  - Create bootable image from binary blobs
  - Read MAC address
  - Read chip identification
  - Read / write memory
- Hold GPIO0 low and power cycle ESP8266

# esptool flash firmware

- Flash standard NodeMCU pre-built image ...
  - Download image ...
  - <https://github.com/nodemcu/nodemcu-firmware>
  - `esptool -p SERIAL_PORT write_flash 0x00000 nodemcu_20150212.bin`
- Flash NodeMCU image with WS2812B support
  - [https://github.com/geekscape/esp8266\\_nodemcu\\_examples/firmware](https://github.com/geekscape/esp8266_nodemcu_examples/firmware)
  - `esptool -p SERIAL_PORT write_flash 0x00000  
nodemcu_dev_0x00000.bin 0x10000 nodemcu_dev_0x10000.bin`

# NodeMCU firmware

- eLua interpreter including ESP8266 SDK API
- NodeMCU API documentation ...
  - [https://github.com/nodemcu/nodemcu-firmware/wiki/nodemcu\\_api\\_en](https://github.com/nodemcu/nodemcu-firmware/wiki/nodemcu_api_en)
- Serial terminal connection at 9,600 baud
  - Command line prompt is “> “
  - Enter valid Lua statements
- Starts with around 23Kb heap available
  - Need to take care with your memory consumption
- Further reading: [nodemcu.com/index\\_en.html](http://nodemcu.com/index_en.html)

# NodeMCU API

- `node.restart()`, `heap()`, `compile()`
- `file.format()`, `list()`, `remove()`, `open()`, `read()`, `write()`
- `wifi.sta`, `wifi.ap` sub-modules
- `net` module: TCP and UDP client and server
- `mqtt` module: Message Queue Telemetry Transport
- `timer` module, `tmr.alarm()`, `tmr.stop()`, `tmr.time()`
- `gpio.mode()`, `read()`, `write()`, `trig()`
- `pwm`, `adc`, `i2c`, `spi`, `one-wire` modules
- `bit` module: bit-wise logical operations



# Lua introduction - I

- <http://www.lua.org/start.html>
- `print(1 + 2); print("hello"); print(node.heap())`
- Variables: boolean, numbers, strings, tables
  - Global by default, but can use “local” keyword
  - Variable type declarations are not required
  - `colour = {}; colour["red"] = 1; colour["blue"] = 2`
- Functions are first-class values
  - `function name(parameters)`  
    `return value` - - Can return multiple values  
    `end`

# Lua introduction - 2

- Control-flow ...
  - if *condition* then  
    print(true)  
else  
    print(false)  
end
  - for *variable = first, last, delta* do  
end
  - while *condition* do  
end

# Lua introduction - 3

- NodeMCU after boot will try to run “init.lua”
- Compile using `node.compile(“file.lua”)`
  - Byte-code written to “file.lc”
  - Save memory
- Modules ...
  - `moduleA = require(“module.lua”)`
  - ```
local module = {}  
function module.name()  
end  
return module
```

# NodeMCU example

- You can't just type ... `print(file.list())` !
- You need to type ...
  - `for n,s in pairs(file.list()) do print(n.." size: "..s) end`
  - `file.list()` ... returns a table
  - `pairs()` ... returns an iterator
  - `for n,s in ...` loops through each iterator pair
    - `n` = file name, `s` = file size



# ESPlorer IDE

- Simplify process of managing files and running scripts on NodeMCU or MicroPython
- Also short-cuts for AT commands firmware
- <http://esp8266.ru/esplorer>
- Open source ...
  - <https://github.com/4refr0nt/ESPlorer>
- Start via command line ... `java -jar ESPlorer.jar`
  - Scans for available serial ports
  - Provides Graphical User Interface for development

# ESPlorer IDE

The screenshot displays the ESPlorer IDE interface, version 0.1 build 206 by 4refr0nt. The main window is divided into three sections: a script editor on the left, a terminal window on the right, and a sidebar on the far right.

**Script Editor:** The editor shows a Lua script for initializing a NodeMCU. The script defines a `wifi_wait_ip()` function, a `wifi_start(aps)` function, and a `module.start()` function. The script is saved as `setup.lua` in the directory `/Users/andyg/Documents/play/esp8266/examples/`.

```
1 local module = {}
2
3 local function wifi_wait_ip()
4     if wifi.sta.getip() then
5         tmr.stop(1)
6         -- print("wifi ready: " .. wifi.sta.getip())
7         app.start()
8     end
9 end
10
11 local function wifi_start(aps)
12     for key,value in pairs(aps) do
13         if config.SSID and config.SSID[key] then
14             -- print("wifi AP: " .. key .. ": " .. value)
15             wifi.setmode(wifi.STATION);
16             wifi.sta.config(key, config.SSID[key])
17             wifi.sta.connect()
18             config.SSID = nil -- more secure and save memory
19             tmr.alarm(1, 2500, 1, wifi_wait_ip)
20         end
21     end
22 end
23
24 function module.start()
25     wifi.sta.getap(wifi_start)
26 end
27
28 return module
29
```

**Terminal Window:** The terminal shows the output of the script execution. It displays the port opening status, the NodeMCU version (0.9.5 build 20150214), and the Lua version (5.1.4). The terminal also shows the execution of `node.restart()` and the output of `node.heap()`.

```
PORT OPEN 9600
node.restart()
> L(00000190DL
S0bRS0000D000

NodeMCU 0.9.5 build 20150214 powered by Lua 5.1.4
> lifx_button

try to open file init.lua
File name: /Users/andyg/Documents/play/esp8266/examples/init.lua
Try to load file init.lua
Loading init.lua: Success.
Open "init.lua": Success.
Try to open file config.lua
File name: /Users/andyg/Documents/play/esp8266/examples/config.lua
Try to load file config.lua
Loading config.lua: Success.
Open "config.lua": Success.
Try to open file setup.lua
File name: /Users/andyg/Documents/play/esp8266/examples/setup.lua
Try to load file setup.lua
Loading setup.lua: Success.
Open "setup.lua": Success.
Serial port /dev/tty.usbmodem1411 save as default.
Baud rate 9600 save as default.
Try to open port /dev/tty.usbmodem1411, baud 9600, 8N1
Open port /dev/tty.usbmodem1411 - Success.
send node.restart0<CR><LF>

=node.heap()

```

**Sidebar:** The sidebar contains a list of snippets, labeled Snippet0 through Snippet15. It also includes a search bar and a "Close" button.

**Bottom Bar:** The bottom bar contains several buttons for file management and execution: "Save to ESP", "Send to ESP", "ESP Cat", "Remove", "File List", "Reset ESP", and "DoFile".

# Button input

- Connect button between GPIO0 and Ground
- Example code ...
  - [https://github.com/geekscap/esp8266\\_nodemcu\\_examples/blob/master/examples/button.lua](https://github.com/geekscap/esp8266_nodemcu_examples/blob/master/examples/button.lua)
  - Load into ESPlorer IDE: File -> Open
  - Save to ESP8266: [Save to ESP]
  - Run script: [Do File]
- ESP-12 bonus: Try to use LDR and `adc.read()`

# Button input - FAIL

- Our first attempt is likely to look like this ...

```
PIN_BUTTON = 3  -- GPIO0
```

```
gpio.mode(PIN_BUTTON, gpio.INPUT, gpio.PULLUP)
```

```
while true do
```

```
  if gpio.read(PIN_BUTTON) == 0 then
```

```
    print("BUTTON PRESSED")
```

```
    tmr.delay(20000)  - - microseconds
```

```
  end
```

```
end
```



# Button input

- ... but previous example, after a short while it fails :(
- More reliable to use timers, rather than delays
- Also, code is much more modular and re-usable
- Try ... `tmr.alarm(id, interval, repeat_flag, function)`
  - `id`: timer number 0 to 6
  - `interval`: alarm time in milliseconds
  - `repeat_flag`: 0 = once, 1 = repeat until `tmr.stop()`
  - `function`: Lua function to invoke
- The following code is more reliable ...

```
PIN_BUTTON = 3  -- GPIO0
TIME_ALARM = 25  -- 0.025 second, 40 Hz
gpio.mode(PIN_BUTTON, gpio.INPUT, gpio.PULLUP)
button_state = 1
button_time = 0
```

```
function buttonHandler()
  button_state_new = gpio.read(PIN_BUTTON)
  if button_state == 1 and button_state_new == 0 then
    button_time = tmr.time()
    print("BUTTON PRESSED")
  elseif button_state == 0 and button_state_new == 1 then
    button_time_new = tmr.time()
    if tmr.time() > (button_time + 2) then
      tmr.stop(1)
      print("BUTTON DISABLED")
    end
  end
end
button_state = button_state_new
end
```

```
tmr.alarm(1, TIME_ALARM, 1, buttonHandler)
```

# Regular LED output

- Connect LED and current limiting resistor between GPIO2 and Ground
- Example code ...
  - [https://github.com/geekscap/esp8266\\_nodemcu\\_examples/blob/master/examples/led.lua](https://github.com/geekscap/esp8266_nodemcu_examples/blob/master/examples/led.lua)
  - Load into ESPlorer IDE: File -> Open
  - Save to ESP8266: [Save to ESP]
  - Run script: [Do File]
  - Try ... init.lua: dofile('led.lua')

# Regular LED output

```
LED_PIN    = 4        -- GPIO2  
TIME_ALARM = 500      -- 0.5 second
```

```
gpio.mode(LED_PIN, gpio.OUTPUT)
```

```
led_state = gpio.LOW
```

```
function ledHandler()
```

```
  if led_state == gpio.LOW then
```

```
    led_state = gpio.HIGH
```

```
  else
```

```
    led_state = gpio.LOW
```

```
  end
```

```
  gpio.write(LED_PIN, led_state)
```

```
end
```

```
tmr.alarm(1, TIME_ALARM, 1, ledHandler)
```



# WS2812B LED output

- Original development by Markus Gritsch
  - <http://www.esp8266.com/viewtopic.php?f=21&t=1143>
- Isn't yet part of the NodeMCU master branch
- `BRIGHT = 0.1; ON = BRIGHT * 255`  
`LED_PIN = 4 -- GPIO2`  
`PIXELS = 8`  
`RED = string.char( 0, ON, 0)`  
`GREEN = string.char(ON, 0, 0)`  
`BLUE = string.char( 0, 0, ON)`  
`ws2812.write(LED_PIN, RED:rep(PIXELS))`  
`ws2812.write(LED_PIN, GREEN:rep(PIXELS))`  
`ws2812.write(LED_PIN, BLUE:rep(PIXELS))`

# WS2812B LED example

- Connect WS2812B to GPIO2
- Example code ...
  - [https://github.com/geekscap/esp8266\\_nodemcu\\_examples/blob/master/examples/ws2812.lua](https://github.com/geekscap/esp8266_nodemcu_examples/blob/master/examples/ws2812.lua)
  - Load into ESPlorer IDE: File -> Open
  - Save to ESP8266: [Save to ESP]
  - Run script: [Do File]
  - Try ... init.lua: dofile('ws2812.lua')

# Setting up Wi-Fi client

- Scan to get available Wi-Fi Access Points ...
  - `wifi.sta.getap(function)`
  - Calls function when list of Access Points is ready
- Start Wi-Fi station (client) ...
  - `wifi.setmode(wifi.STATION);`
  - `wifi.sta.config("ssid", "passphrase")`
  - `wifi.sta.connect()`
- Returns your IP address when ready ...
  - `wifi.sta.getip()`

- `wifi.sta.getap(wifi_start)`
- `module.SSID = {}`  
`module.SSID["SSID1"] = "passphrase1"`  
`module.SSID["SSID2"] = "passphrase2"`
- `local function wifi_start(aps)`  
    `for key,value in pairs(aps) do`  
        `if config.SSID and config.SSID[key] then`  
            `wifi.setmode(wifi.STATION);`  
            `wifi.sta.config(key, config.SSID[key])`  
            `wifi.sta.connect()`  
            `tmr.alarm(1, 2500, 1, wifi_wait_ip)`  
        `end`  
    `end`  
`end`
- `local function wifi_wait_ip()`  
    `if wifi.sta.getip() then`  
        `tmr.stop(1)`  
    `end`  
`end`



# Wi-Fi client example - I

- Modular, flexible, timer-based application skeleton
- Example code ...
  - [https://github.com/geekscape/esp8266\\_nodemcu\\_examples/tree/master/skeleton](https://github.com/geekscape/esp8266_nodemcu_examples/tree/master/skeleton)
  - Load into ESPlorer IDE: File -> Open
  - Save to ESP8266: [Save to ESP]
  - Reset ESP8266
  - `print(wifi.sta.getip())`

# Wi-Fi client example - 2

- `init.lua`
  - Called on boot
  - Minimal, can't be compiled :(
- `config.lua`
  - Application configuration, e.g SSID and passphrases
- `setup.lua`
  - Sets up Wi-Fi depending upon your location
- `application.lua`
  - Your code, change filename as appropriate
- Use `node.compile()` on everything except `init.lua`

# UDP message transmit

- `socket = net.createConnection(net.UDP, 0)`  
`socket:connect(UDP_PORT, UDP_HOST_STRING)`  
`socket:send(MESSAGE)`  
`socket:close()`
- Example code ...
  - [https://github.com/geekscape/esp8266\\_nodemcu\\_examples/blob/master/applications/button\\_udp.lua](https://github.com/geekscape/esp8266_nodemcu_examples/blob/master/applications/button_udp.lua)
- Test on laptop with command line UDP server ...
  - `nc -l -u IP_ADDRESS 4000`

# UDP message receive

- `udp_server = net.createServer(net.UDP)`  
`udp_server:on("receive", function(srv, data)`  
`print("udp: " .. data)`  
`end)`
- `udp_server:close()`
- Example code ...
  - [https://github.com/geekscape/esp8266\\_nodemcu\\_examples/blob/master/applications/ws2812\\_udp.lua](https://github.com/geekscape/esp8266_nodemcu_examples/blob/master/applications/ws2812_udp.lua)
- Test on laptop with command line UDP client ...
  - `nc -u IP_ADDRESS 4000`



# MQTT client

- MQTT server address “192.168.0.32”
- ```
m:on("message", function(conn, topic, data)
  print(topic .. ":" )
  if data ~= nil then print(data) end
end)
```

```
m:connect("192.168.0.32", 1883, 0, function(conn)
  print("connected")
end)
```

```
m:subscribe("/topic",0, function(conn)
  print("subscribe success")
end)
```

```
m:publish("/topic","hello",0,0, function(conn)
  print("sent")
end)
```

```
m:close();
```

# ESP8266 / NodeMCU resources

- ESP8266 general information
  - <https://nurdspace.nl/ESP8266>
  - [https://nurdspace.nl/images/e/e0/ESP8266\\_Specifications\\_English.pdf](https://nurdspace.nl/images/e/e0/ESP8266_Specifications_English.pdf)
- NodeMCU API documentation
  - [https://github.com/nodemcu/nodemcu-firmware/wiki/nodemcu\\_api\\_en](https://github.com/nodemcu/nodemcu-firmware/wiki/nodemcu_api_en)
- Lua programming language: <http://www.lua.org>
- ESPlorer IDE
  - <http://esp8266.ru/esplorer>
- esptool (cross-platform) for flashing firmware
  - <https://github.com/themadinventor/esptool>