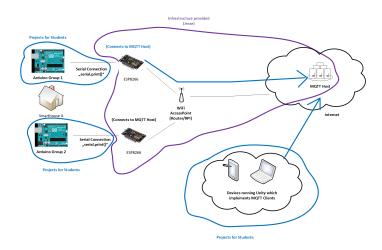
### System Structure - Communication Between Devices



### MQTT - Communication Between Devices

#### MQTT (Message Queue Telemetry Transport)

- Machine to machine protocoll (m2m)
- Publish-subscribe pattern
- Clients subscribe to topics, server sends them updates
- Messages consists of topic and message content

### MQTT - Communication Between Devices

#### **Topic**

- To create a topic: simply publish a message or subscribe
- Wildcard: # subscribe to all topics below like groupA/Values/#

myhome / groundfloor / livingroom / temperature

Source: hivemq.com, MQTT Essentials Part 5: MQTT Topics & Best Practices

# Send MQTT Messages

#### Procedure

- Connect physical to NodeMCU
- Use Serial.print("[Topic][Message]");

# Receive MQTT Messages

#### Procedure

```
while (Serial1.available()) {
   if (Serial1.available() >0) {
     char c = Serial1.read();
     readString += c;
   }
}
```

#### NodeMCU 1.0 (ESP8266)



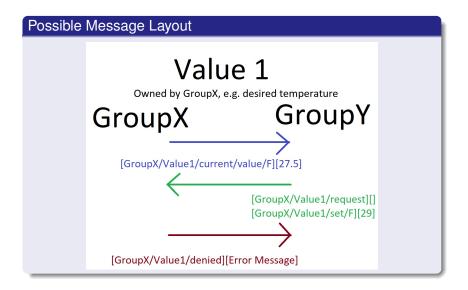
- Powered by VIN
- Communication via Serial.print() or SoftwareSerial
- Keeps list of subscribed topics (currently 10)

#### Commands your boards can send

- time get current time (example answer: Time:13:34:53)
- **+topic** (e.g. "+test/topic"), subscribes to new topic
- -topic end subscription
- [Topic][Message] publish a message (no subscription necessary)

#### Commands your boards might receive

- [Topic][Message] (receive a message)
- Time:hh:mm:ss
- MQTT connected (connection was lost)
- WiFi connected (during boot)
- internal debug messages or unintentionally send messages from other teams



#### Possible Message Layout - Multiple Values

- Example: List of possible values [GroupX/ListOfValues][Value1;Value2;Value3]
- Example: List of multiple values
   [GroupX/Value1/lasthour]
   [minute:value;minute:value;minute:value;...]