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\* This sketch demonstrates how to scan WiFi networks.

\* The API is almost the same as with the WiFi Shield library,

\* the most obvious difference being the different file you need to include:

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#define BLYNK\_PRINT Serial // Comment this out to disable prints and save space

#include <ESP8266WiFi.h>

#include <BlynkSimpleEsp8266.h>

#include <Servo.h>

// You should get Auth Token in the Blynk App.

// Go to the Project Settings (nut icon).

char auth[] = "place your Blynk authorisation code here ";

Servo servo;

void setup()

{

Serial.begin(9600);

Blynk.begin(auth, "WiFi Name", "Password"); // replace with your WiFi router details

servo.attach(15);

}

BLYNK\_WRITE(V15)

{

servo.writeMicroseconds(param.asInt());

}

void loop()

{

Blynk.run();

}

http://www.knowshipp.com/controlling-servo-motor-with-blynk-app-over-wifi/