Arduino training
3-MQTT Mosquitto

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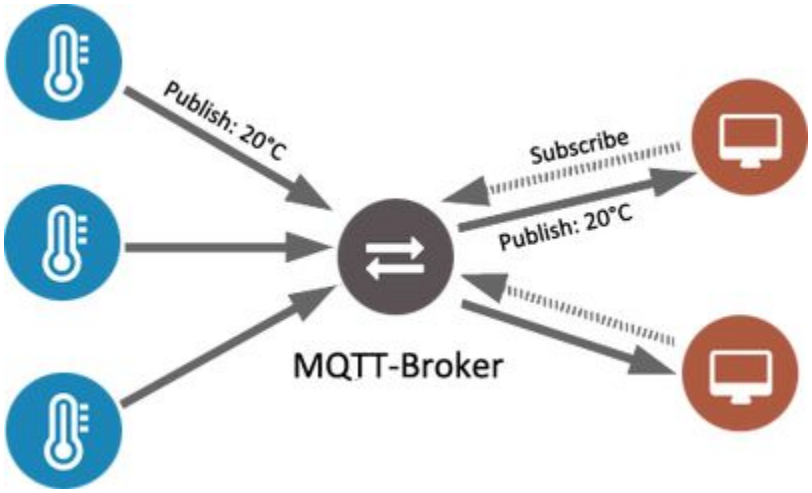
What is Mosquitto ?

Mosquitto is an open-source message broker, which means it allows different programs to exchange information in a way they can all understand.

Information is exchanged via channels, where you publish information or subscribe to to receive information.

For example, you could have a channel for every sensor in house, organised by room:

```
/FirstFloor/Living/Temperature
/FirstFloor/Living/Humidity
/FirstFloor/Kitchen/Temperature
...
```



Install Mosquitto

- Steps to Install Mosquitto Broker on Windows 10

Test Mosquitto

Make Terminal 1 listen on the hello/world channel ("-d" means to output debug information, "-t" followed by a channel name specifies the channel):

mosquitto_sub -d -t hello/world

Have Terminal 2 publish something on the hello/world channel (same options as when subscribing, plus "-m" followed by a message):

mosquitto_pub -d -t hello/world -m "Greetings from Terminal window 2"

If all goes well, you should see the message appear in Terminal 1.

Arduino Client for MQTT

This library provides a client for doing simple publish/subscribe messaging with a server that supports MQTT.

The latest version of the library can be downloaded from GitHub

Compatible Hardware

- Arduino Ethernet
- Arduino Ethernet Shield
- Arduino YUN – use the included YunClient in place of EthernetClient, and be sure to do a Bridge.begin() first
- Arduino WiFi Shield - if you want to send packets greater than 90 bytes with this shield, enable the MQTT_MAX_TRANSFER_SIZE option in PubSubClient.h.
- Sparkfun WiFly Shield – when used with this library
- Intel Galileo/Edison
- **ESP8266**

Arduino Client for MQTT: Example

- MQTT Client for ESP8266
- MQTT Temperature/Humidity Sensors