//Motor 1 is connected to pin 1 & 2.

//Motor 2 is connected to pin 3 & 4.

#define BLYNK\_PRINT Serial

#include <ESP8266WiFi.h>

#include <BlynkSimpleEsp8266.h>

char auth[] = "b9361d6d51f1441da91a8527ae965a22";

int forw=0;

int rev=0;

int left=0;

int rig=0;

int r=0;

int letr=0;

void myTimerEvent()

{

}

void setup()

{

Serial.begin(115200);

Blynk.begin(auth, "shuvo", "rntc1516");

while (Blynk.connect() == false) {

// Wait until connected

}

pinMode(D1, OUTPUT);

pinMode(D2, OUTPUT);

pinMode(D3, OUTPUT);

pinMode(D4, OUTPUT);

}

BLYNK\_WRITE(V4) //Forward

{

int forw = param.asInt();

if(forw==1)

{

digitalWrite(D1,HIGH);

digitalWrite(D3,HIGH);

digitalWrite(D2,LOW);

digitalWrite(D4,LOW);

}

else

{

digitalWrite(D1,LOW);

digitalWrite(D3,LOW);

digitalWrite(D2,LOW);

digitalWrite(D4,LOW);

}

}

BLYNK\_WRITE(V1) //Reverse

{

int rev = param.asInt();

if(rev==1)

{

digitalWrite(D1,LOW);

digitalWrite(D3,LOW);

digitalWrite(D2,HIGH);

digitalWrite(D4,HIGH);

}

else

{

digitalWrite(D1,LOW);

digitalWrite(D3,LOW);

digitalWrite(D2,LOW);

digitalWrite(D4,LOW);

}

}

BLYNK\_WRITE(V2) //Right Rotate

{

int left = param.asInt();

if(left==1)

{

digitalWrite(D1,LOW);

digitalWrite(D3,HIGH);

digitalWrite(D2,HIGH);

digitalWrite(D4,LOW);

}

else

{

digitalWrite(D1,LOW);

digitalWrite(D3,LOW);

digitalWrite(D2,LOW);

digitalWrite(D4,LOW);

}

}

BLYNK\_WRITE(V3) //Left Rotate

{

int rig = param.asInt();

if(rig==1)

{

digitalWrite(D1,HIGH);

digitalWrite(D3,LOW);

digitalWrite(D2,LOW);

digitalWrite(D4,HIGH);

}

else

{

digitalWrite(D1,LOW);

digitalWrite(D3,LOW);

digitalWrite(D2,LOW);

digitalWrite(D4,LOW);

}

}

BLYNK\_WRITE(V5) //Right Turn

{

int letr = param.asInt();

if(letr==1)

{

digitalWrite(D1,HIGH);

digitalWrite(D3,LOW);

digitalWrite(D2,LOW);

digitalWrite(D4,LOW);

}

else

{

digitalWrite(D1,LOW);

digitalWrite(D3,LOW);

digitalWrite(D2,LOW);

digitalWrite(D4,LOW);

}

}

BLYNK\_WRITE(V6) //Left Turn

{

int r = param.asInt();

if(r==1)

{

digitalWrite(D1,LOW);

digitalWrite(D3,HIGH);

digitalWrite(D2,LOW);

digitalWrite(D4,LOW);

}

else

{

digitalWrite(D1,LOW);

digitalWrite(D3,LOW);

digitalWrite(D2,LOW);

digitalWrite(D4,LOW);

}

}

{

Blynk.run(); // Run Blynk

}