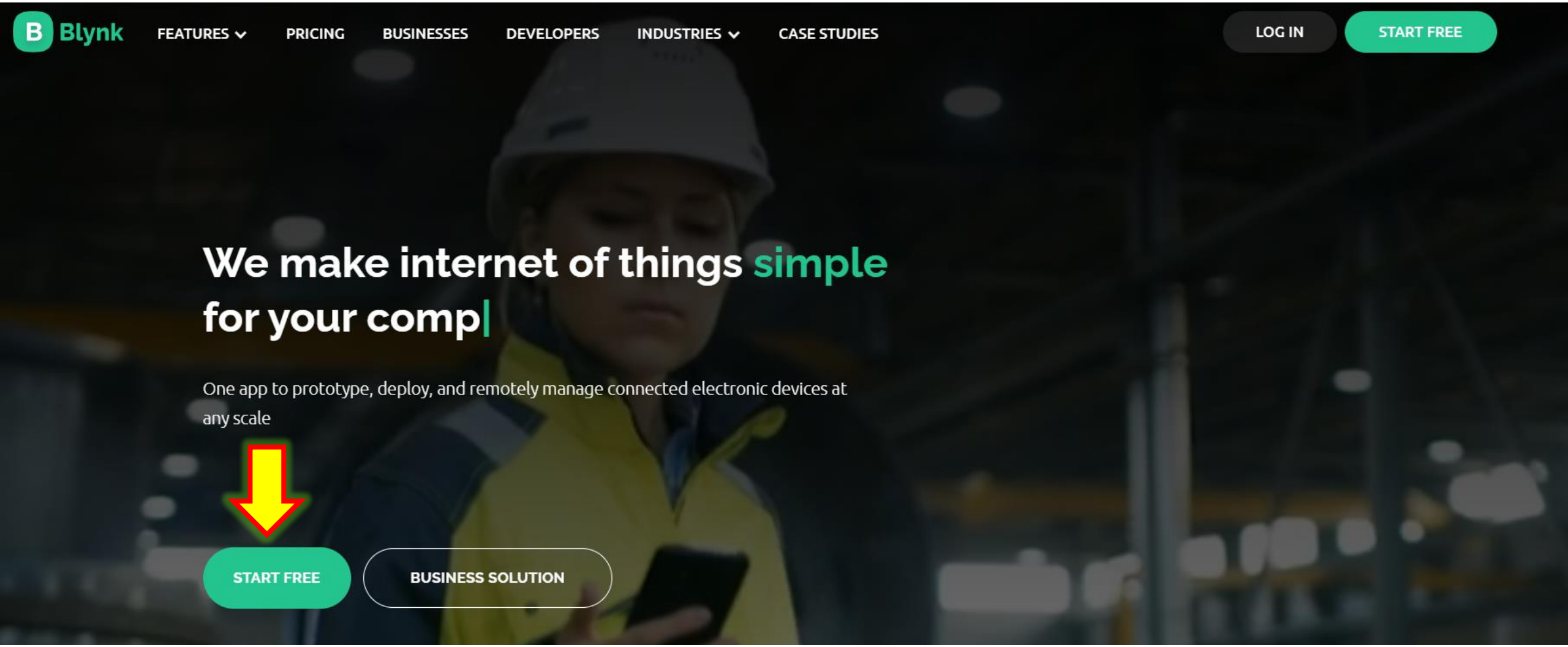
Blynk

https://blynk.io/



Sign Up

Welcome! Fill in your email address and we will send an account activation link.

EMAIL

koson.trachu@gmail.com

I agree to Terms and Conditions and accept Privacy Policy

Sign Up

Back to Login

Sign Up

Welcome! Fill in your email address and we will send an account activation link.

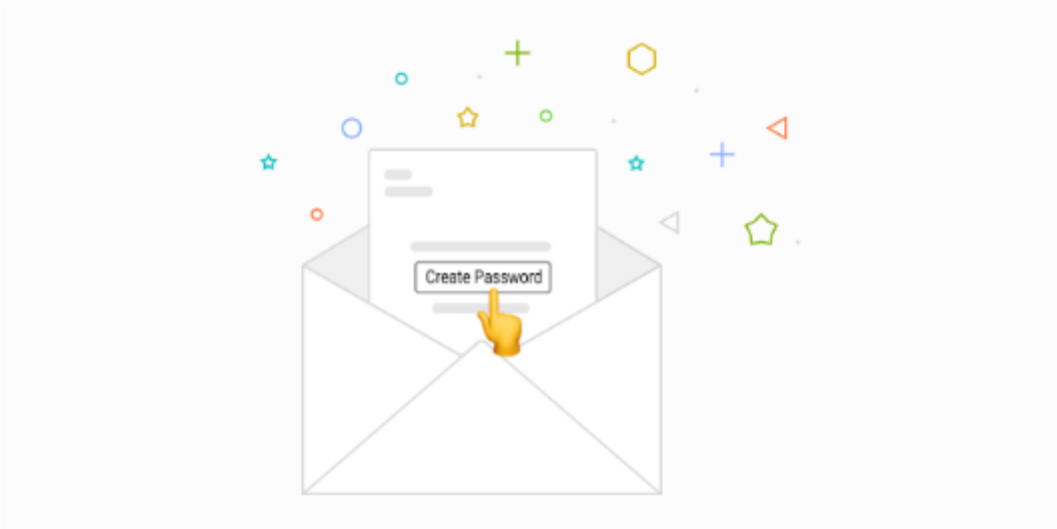
EMAIL

koson.trachu@gmail.com

I agree to Terms and Conditions and accept Privacy Policy

Sign Up

Back to Login



Confirm Your Email Now

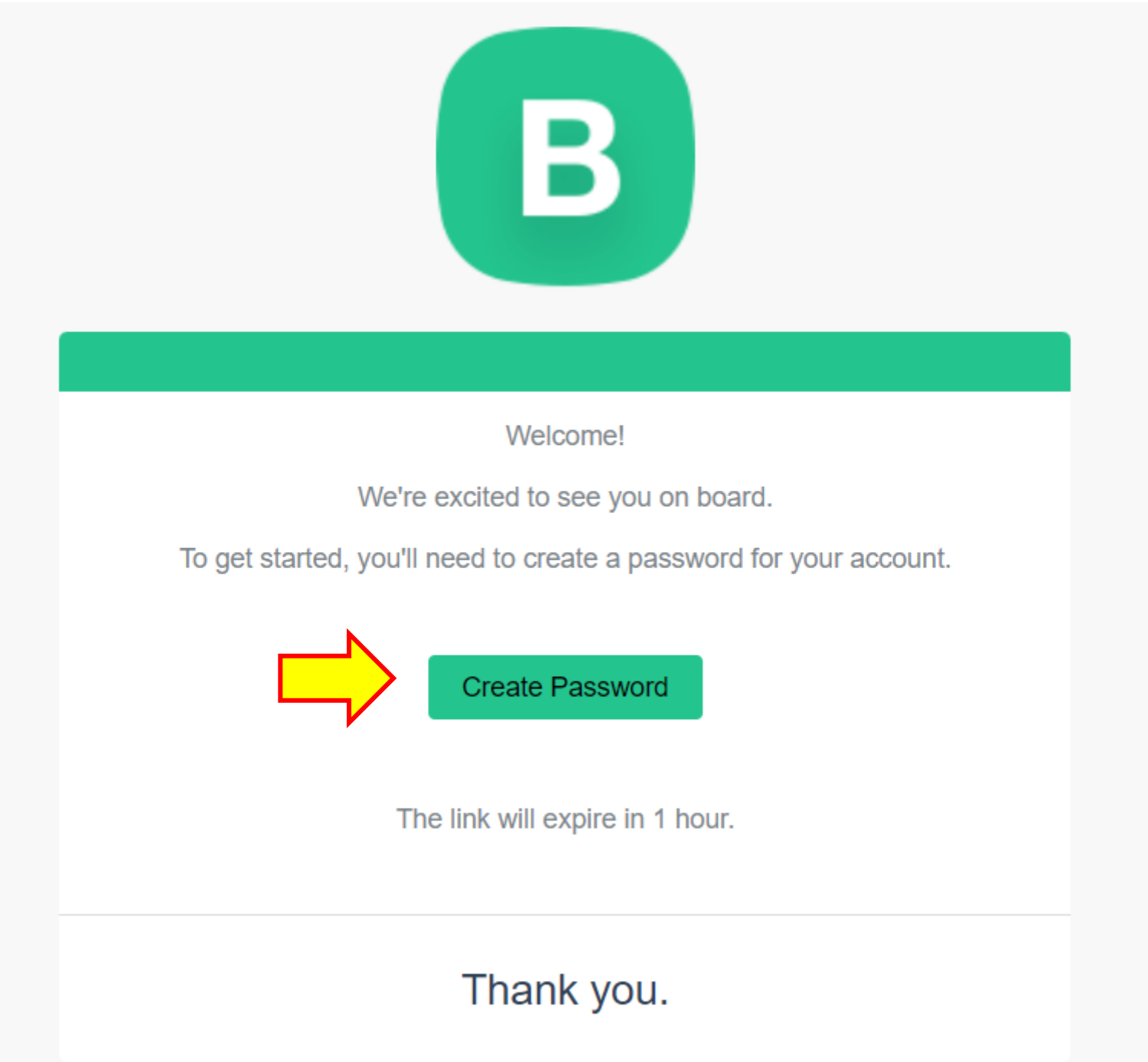
Check your inbox for an email from **Blynk**
Click on the link there to confirm your email.

Don't see the email?

Search SPAM folder for an email from **Blynk**
Also add it to your address book.

Check Email inbox

Email message



Create Password

Create a password which is hard to guess.

1

PASSWORD

••••••••••••••

Great

- Make it at least 8 symbols long

Other tips:

- Use uncommon words
- Use non-standard uPPercaSing
- Use creatif spellllllling
- Use no number$ & symbo1s

2

Log In

Next

Blynk Tour

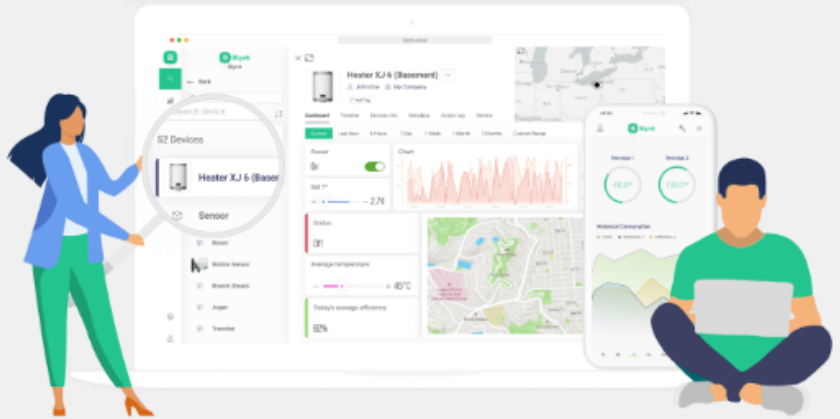
1 Welcome — 2 Platform — 3 Modes — 4 Devices — 5 Template — 6 Template components — 7 Features

Hi Blynker!

You've just joined the community of more than 500,000+ developers building amazing IoT products and projects.

With Blynk you can connect your devices to the Internet and create mobile and web dashboards to control your devices from anywhere in the world.

Let's save your learning time with a few quick steps.



Skip | Let's go!

Blynk Tour

Platform

Blynk platform consists of four main components that work seamlessly together:

Blynk.Edgent: software that runs on your device and communicates with Blynk.Cloud.

Blynk.Console: web application where you can configure, connect, oversee your devices, analyze sensor data, update firmware OTA, and manage how other users and organizations access their devices.

Blynk.Apps: mobile apps for iOS and Android where you can build UI for you devices with no coding, and share it with other users.

Blynk.Cloud: server that securely sends data between your devices and apps.

More info here →

Blynk Tour

Developer Mode and User Mode

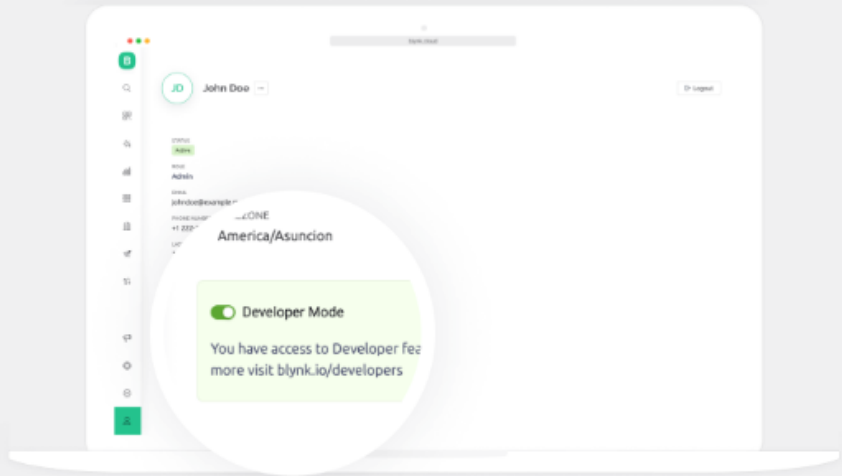
Blynk operates in 2 modes:

Developer Mode (which you are currently using), allows you to configure how devices should work.

User Mode allows to monitor and control the devices, but doesn't allow to modify any configurations.

You can switch the Developer Mode on/off in User Profile section of the main menu.

More info here →



Blynk Tour

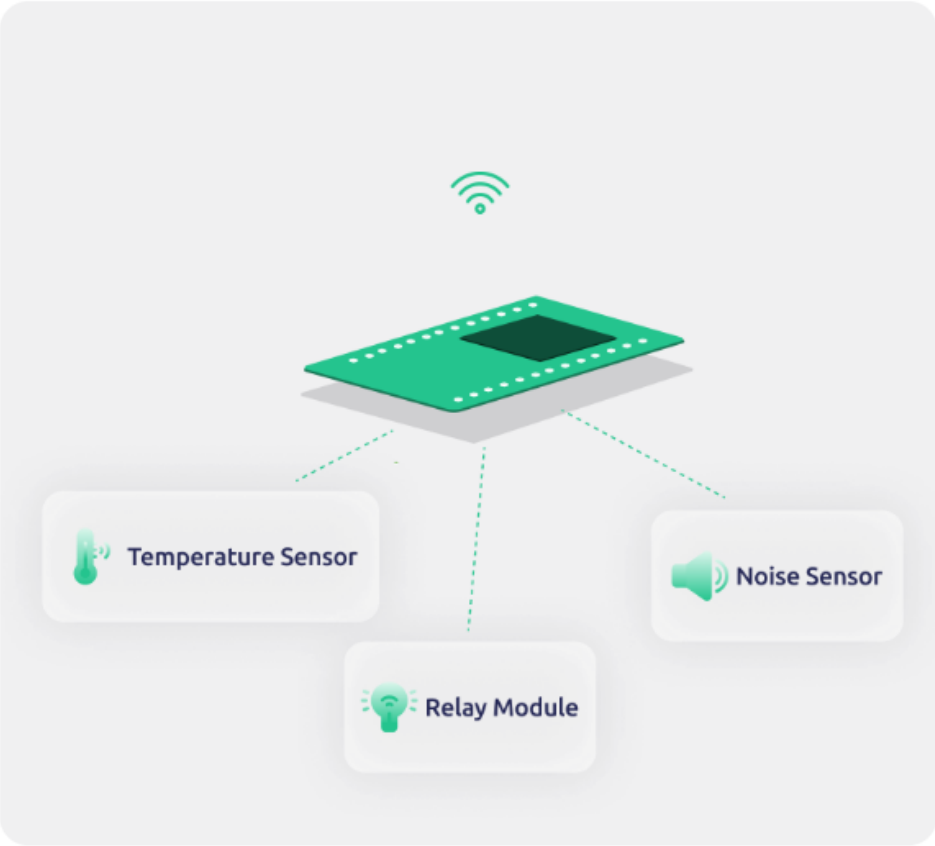
Let's learn the key concepts of Blynk Platform.

Device

A device is usually a microcontroller (MCU) like ESP32, Arduino, etc. You can attach sensors and actuators to an MCU and monitor or control them with Blynk

Blynk can connect your device to the Internet using WiFi, cellular or Ethernet connectivity.

More info here →



Blynk Tour

Welcome — Platform — Modes — Devices — Template — 6 Template components — 7 Features

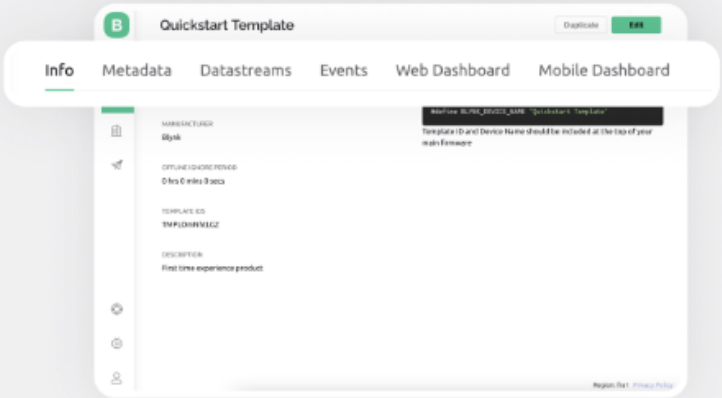
Template components

Each Template consists of:

- Datastreams - channels to transfer data from/to device
- Mobile app UI
- Web Dashboard UI
- Notifications

When you update a template, the changes will be applied to all devices created from this template. How cool is that!

More info here →



← Back

Cancel

Next →

Blynk Tour

Welcome — Platform — Modes — Devices — Template — Template components — 7 Features

With Blynk you can:

- Set up notifications
- Set up automations
- Share your device with other users
- Update device firmware Over-The-Air
- Provision Wi-Fi credentials to devices with no code
- Manage roles and permissions
- Manage organizations

and more...

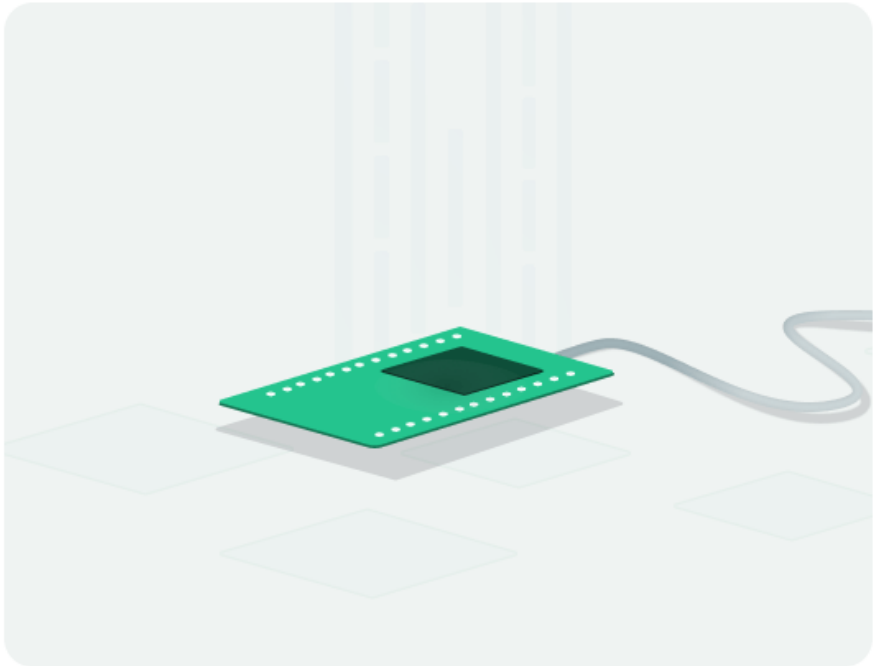
Now if you have your device handy, let's start with getting it online now!

← Back

Cancel Finish

Quickstart

This is a step by step guide to get your first device online and start controlling it from anywhere in the world in **less than 5 minutes**



What you will need:

- Supported hardware. Check the full list of supported hardware here.
- IDE. You can use Arduino IDE or PlatformIO or any other editor.
- Blynk Library
- It will be beneficial if you already know how to upload code to your hardware.

What we will do together:

- Create your first device in Blynk.Cloud
- Prepare firmware code and upload it to your device
- See your device online and control it from Blynk.Console and Blynk.Apps.

Cancel

Let's go!

Quickstart

1 Hardware — 2 IDE — 3 Blynk Library — 4 Code — 5 Device activation

Which hardware are you using?

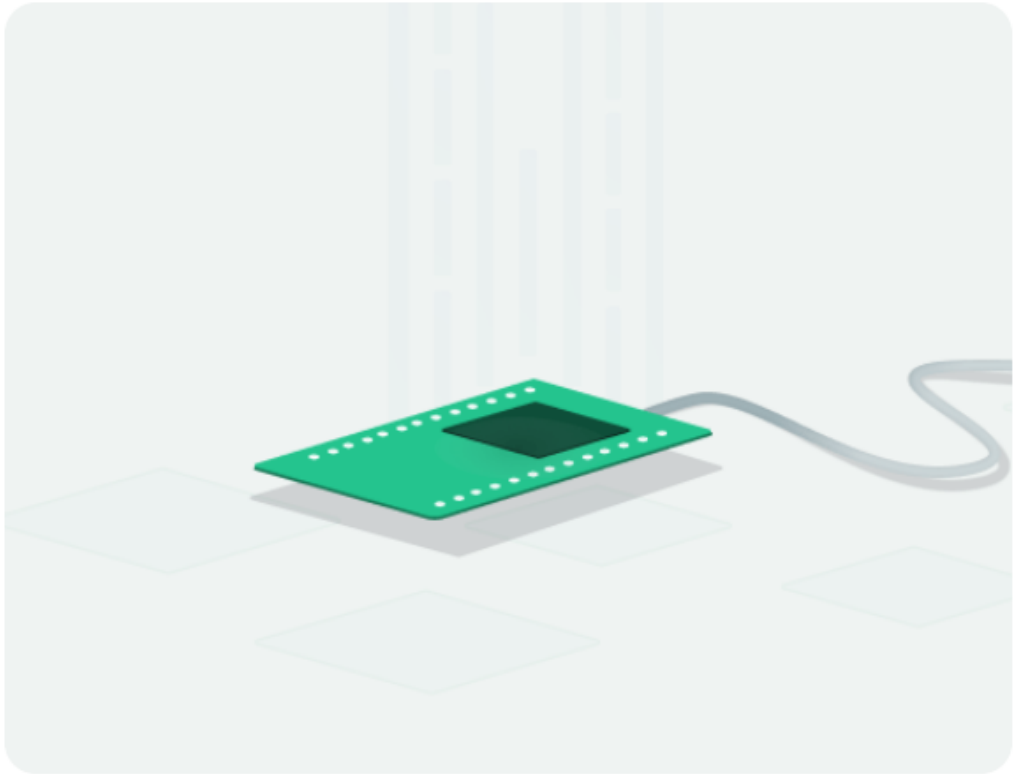
We will help you prepare the code for you board

ESP32

What is your device connectivity type

Blynk supports various connection types (BLE is not supported yet).

WiFi



Cancel Next →

Quickstart

✓ Hardware — 2 IDE — 3 Blynk Library — 4 Code — 5 Device activation

Which IDE do you use?

Arduino
Download →

PlatformIO
Download →

Other

← Back

Cancel

Next →

Quickstart

✓ Hardware — 2 IDE — 3 Blynk Library — 4 Code — 5 Device activation

Which IDE do you use?

Arduino
Download →

PlatformIO
Download →

Other

← Back

Cancel | Next →

Quickstart

✓ Hardware — ✓ IDE — 3 Blynk Library — 4 Code — 5 Device activation

Install Blynk Library for your IDE and other languages

Blynk supports C++, Python, JS, Lua, and more...

Unfortunately, we won't be able to provide you with a ready-to-use code at the moment, but you can check these resources to find an example that would work for you:

- Blynk Docs
- Blynk Community
- C++ Library
- Lua Library
- Python Library
- JS Library

← Back

Cancel Next →

Introduction

Welcome to Blynk Documentation

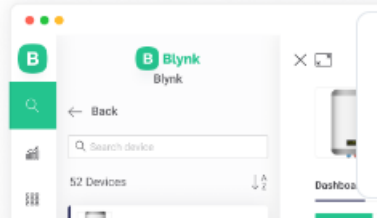
> This documentation covers the **latest generation** of the Blynk IoT Platform.

Blynk is a comprehensive software suite that enables the prototyping, deployment, and remote management of connected electronic devices at any scale.

Whether it's personal IoT projects or commercial connected products in the millions, Blynk empowers users to connect their hardware to the cloud and create iOS, Android, and web applications, analyze real-time and historical data from devices, remotely control them from anywhere, receive important notifications, and much more.

Components of the Blynk IoT Platform

Blynk.Console



Topics
More

Categories
Announcements
Meta
Projects made with Blynk
Need Help With My Project
FAQ
All categories

Tags
esp8266
arduino
esp32
android

Hello, Blynkers!

Please follow these recommendations when creating a new topic. 🙏

1. Check the forum if there are similar or identical topics 🧐. If so, describe your problem in the comments of that topic.
2. Check Blynk docs https://docs.blynk.io. You may find answers to your questions there. 🧐📖

all categories all tags Latest Categories Top

Topic	Replies	Views	Activity
Upcoming Plan Updates! Announcements plans — Hey Blynkers, Heads up that we will be updating our pricing plans to better serve their purpose, launching on October 16, 2023. Rest assured, the transition will be smooth, and your current projects will remain unaffect… read more	33	8.3k	2d
“plus” plan - user access to template and device Blynk 2.0 esp32	28	691	22m

Releases / v1.3.2

v1.3.2 Latest

Compare

vshymanskyy released this Sep 4 · 5 commits to master since this release v1.3.2 3811c19

```
   ___  __          __
  / _ )/ /_ _____  / /__
 / _  / / // / _ \/  '_/
/____/_/\_, /_//_/_/\_\
       /___/    v1.3.2
```

With love from Ukraine 💙💛

How to install Blynk library: ⇨ link ⇦

In this release

- Arduino UNO R4 Over the Air upgrade via Blynk.NCP
- Various bug fixes and improvements

Remember to regularly update your **IDE**, **Libraries**, and **Boards**!
Check out the full list of supported hardware

master | 1 branch | 4 tags | Go to file | Add file | Code

vshymanskyy Update README.md 29d9468 on Feb 22 56 commits

blynk	Use net.socket "sent" event	5 years ago
examples	Update to Blynk.Cloud	2 years ago
.gitignore	Initial commit	5 years ago
LICENSE	Initial commit	5 years ago
README.md	Update README.md	8 months ago
blynk.lua	Add internal pin callback	2 years ago
timer.lua	Initial commit	5 years ago

README.md

Lua client for Blynk IoT

Note: The library has been updated for Blynk 2.0

release v0.2.0 | downloads 0 | stars 40 | issues 3 open | license MIT

About

Blynk library for Lua. Works with Lua 5.1+, LuaJIT, NodeMCU.

blynk.io/

iot esp8266 lua-library lua openwrt esp32 luajit blynk

Readme

MIT license

Activity

40 stars

6 watching

13 forks

Report repository

Releases 4

v0.2.0 Latest
on May 9, 2022

+ 3 releases

master | 1 branch | 2 tags | Go to file | Add file | Code

vshymanskyy Merge pull request #63 from jfperusse/master ... f84633c on Jun 5, 2022 94 commits

examples	Linux/RPi edgent update	2 years ago
.gitignore	Initial commit	6 years ago
BlynkLib.py	Fixed socket disconnecting about every 2 minutes	last year
BlynkTimer.py	docs(timer): Added Example for BlynkTimer	5 years ago
LICENSE	Update license	5 years ago
README.md	Update docs	2 years ago
setup.cfg	Update readme	6 years ago
setup.py	Update lib	2 years ago

README.md

Python client for Blynk IoT

Note: The library has been updated for Blynk 2.0.

About

Blynk library for Python. Works with Python 2, Python 3, MicroPython.

blynk.io/

raspberry-pi iot internet-of-things smartphone-interaction smartphone blynk

Readme
MIT license
Activity
257 stars
31 watching
93 forks
Report repository

Releases 2

v0.2.0 Latest
on Feb 16, 2019

blynk-library-js

Public

Watch 24 | Fork 66 | Star 209

master | 1 branch | 3 tags | Go to file | Add file | Code

vshymanskyy Update dist — d886383 on Feb 15, 2019 — 183 commits

bin	Restructure tools	7 years ago
certs	new cert	7 years ago
dist	Update dist	5 years ago
examples	Switch port to 443	5 years ago
.gitignore	Initial commit	8 years ago
.npmignore	Add .npmignore	7 years ago
LICENSE	Initial commit	8 years ago
Makefile	Boost ver	7 years ago
README.md	Update README.md	5 years ago
blynk-browser.js	path option	6 years ago
blynk-espruino.js	Fix connection, boost ver	5 years ago
blynk-node.js	Switch port to 443	5 years ago
blynk.js	Fix connection, boost ver	5 years ago

About

Blynk library for JS. Works with Browsers, Node.js, Espruino.

blynk.io/

iot | npm-package | iot-platform | smartphone-interaction | smartphone | espruino | blynk

Readme

MIT license

Activity

209 stars

24 watching

66 forks

Report repository

Releases 3

v0.5.4 Latest
on Feb 15, 2019

+ 2 releases

Quickstart

✓ Hardware — ✓ IDE — ✓ Blynk Library — 4 Code — 5 Device activation

Here is a code for your device

1. Enter your Wi-Fi network SSID (name) and password to connect your device.
* We never store or send this information anywhere. It's only used to generate the firmware code . You can leave these fields empty and manually add WiFi credentials in your sketch.

Wi-Fi Network Name (SSID)

Password

2. Copy code from the right panel (or download it as a file).

3. Create a new sketch in your IDE and paste the code.

4. In IDE check that you are using correct board and

Copy Download

```
/*************************************************************

  This is a simple demo of sending and receiving some data.
  Be sure to check out other examples!
 *************************************************************/

/* Fill-in information from Blynk Device Info here */
#define BLYNK_TEMPLATE_ID           "TMPL6zTPy_Orx"
#define BLYNK_TEMPLATE_NAME         "Quickstart Template"
#define BLYNK_AUTH_TOKEN            "6f9ZS-n2TBew8Xhhl3FgyFtZTUc0kaOy"

/* Comment this out to disable prints and save space */
#define BLYNK_PRINT Serial


#include <WiFi.h>
#include <WiFiClient.h>
#include <BlynkSimpleEsp32.h>
```

← Back

Cancel Next →

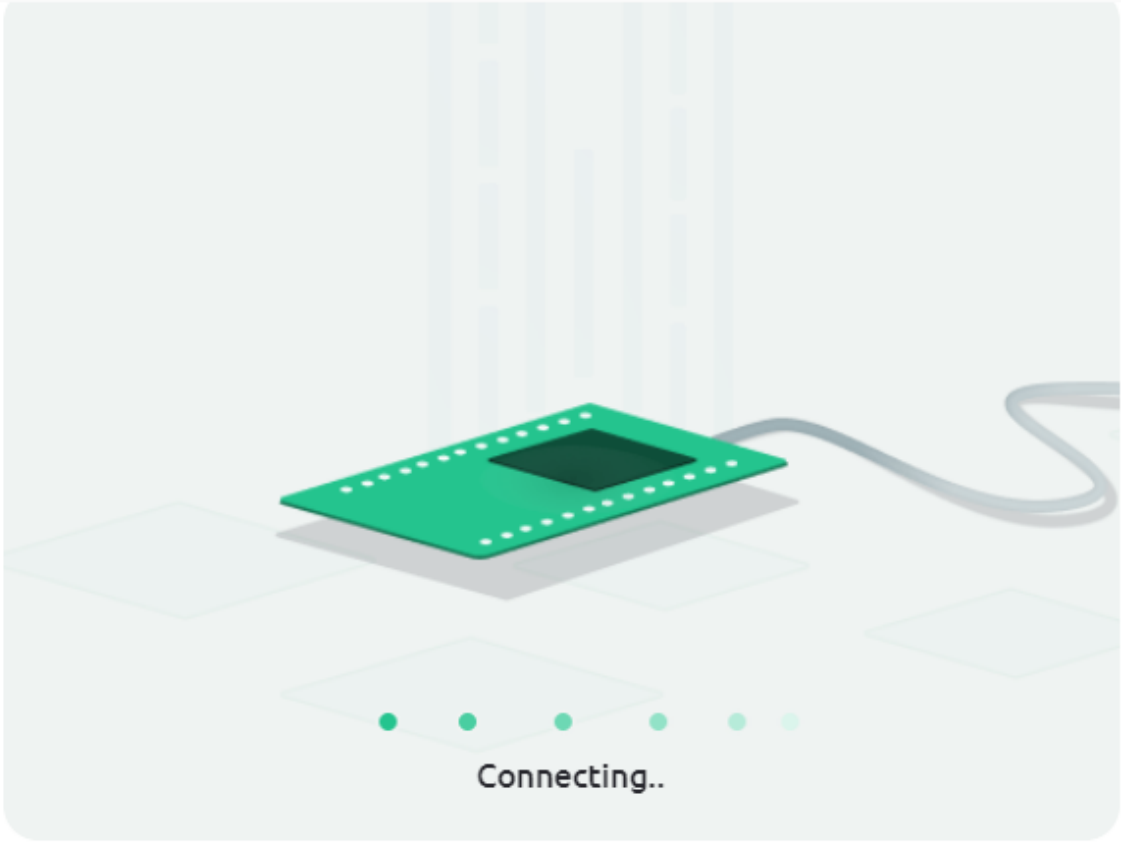
Quickstart

✓ Hardware — ✓ IDE — ✓ Blynk Library — ✓ Code — 5 Device activation

Waiting for device online...

Check the Serial Monitor output. It should show something similar to this:

```
[24] Connecting to WiFiHotspot
[2638] Connected to WiFi
[2638] IP: 10.0.0.10
[2638]
    ___  __          __
   / _ )/ /_ _____  / /__
  / _  / / // / _ \/  '_/
 /____/_/\_, /_//_/_/\_\
        /___/ v1.0.1
[2644] Connecting to blynk.cloud:80
[2829] Ready (ping: 29ms).
```



If your device doesn't show up online after you completed all the steps in this guide, check this Troubleshooting guide

← Back

Cancel | Go To Device

My organization - 7465AH

DEVICES

My Devices 1

All 1

LOCATIONS

My locations 0

All 0

USERS

My organization members 1

All 1

With no devices 0

My Devices

+ New Device

1 Device

Name	Auth Token	Device Owner	Status	Actions
Quickstart Device	6f9ZS-n2TBew8Xhhl3FgyFtZTUc...	koson.trachu@gmail.com (you)	Offline	

Region: sgp1 Privacy Policy

Example

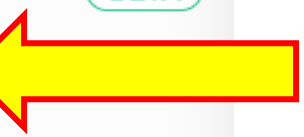
My organization - 7465AH

MY TEMPLATES

My Templates

BLUEPRINTS BETA

All Blueprints



Start by creating your first template

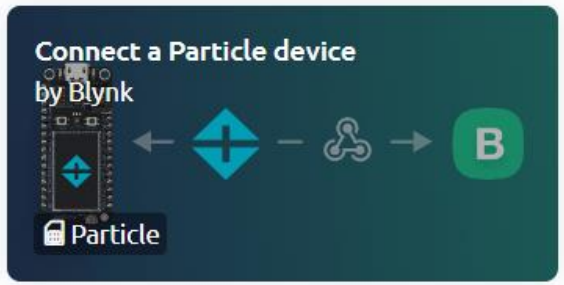
Template is a digital model of a physical object. It is used in Blynk platform as a template to be assigned to devices.

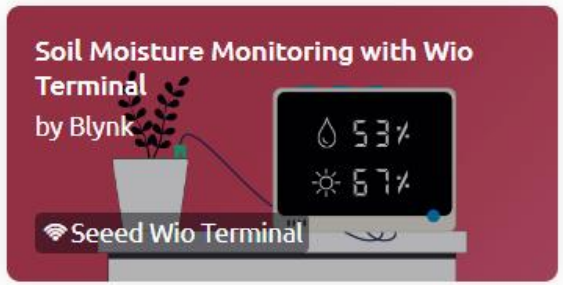
+ New Template

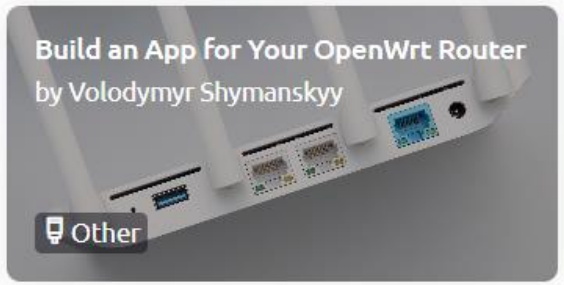
All Blueprints

Blueprint is a pre-built Template that includes a tutorial, a firmware code example, dashboard UI, and everything else you need for a working device.

8 Blueprints



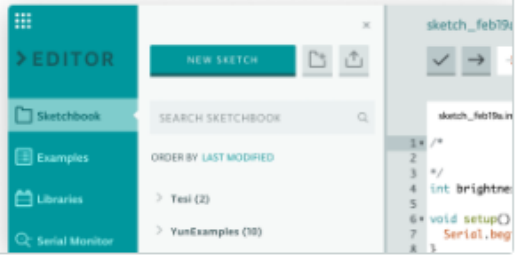




Arduino Web Editor

Start coding online and save your sketches in the cloud. The most up-to-date version of the IDE includes all libraries and also supports new Arduino boards.

CODE ONLINE **GETTING STARTED**



Downloads

Arduino IDE 2.2.1

The new major release of the Arduino IDE is faster and even more powerful! In addition to a more modern editor and a more responsive interface it features autocompletion, code navigation, and even a live debugger.

For more details, please refer to the **Arduino IDE 2.0 documentation**.

Nightly builds with the latest bugfixes are available through the section below.

DOWNLOAD OPTIONS

Windows Win 10 and newer, 64 bits
Windows MSI installer
Windows ZIP file

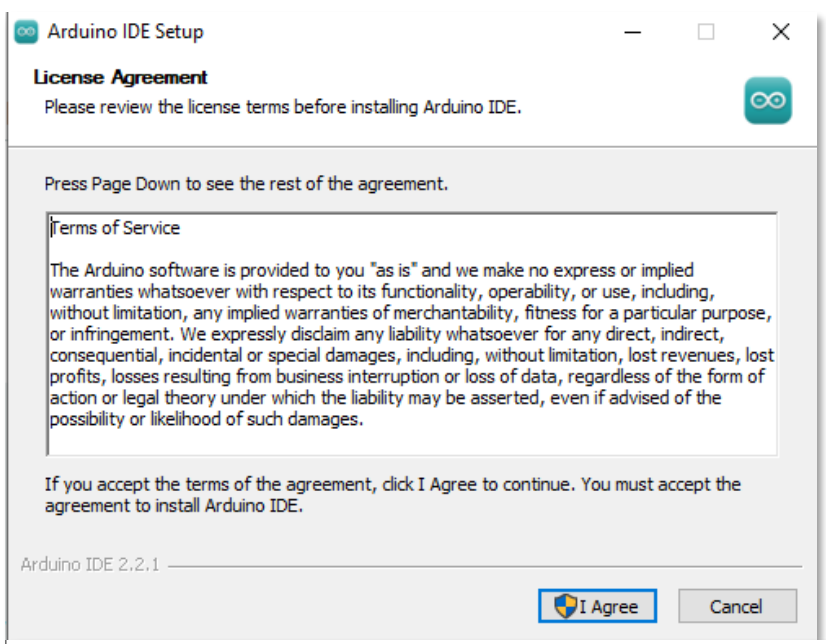
Linux AppImage 64 bits (X86-64)
Linux ZIP file 64 bits (X86-64)

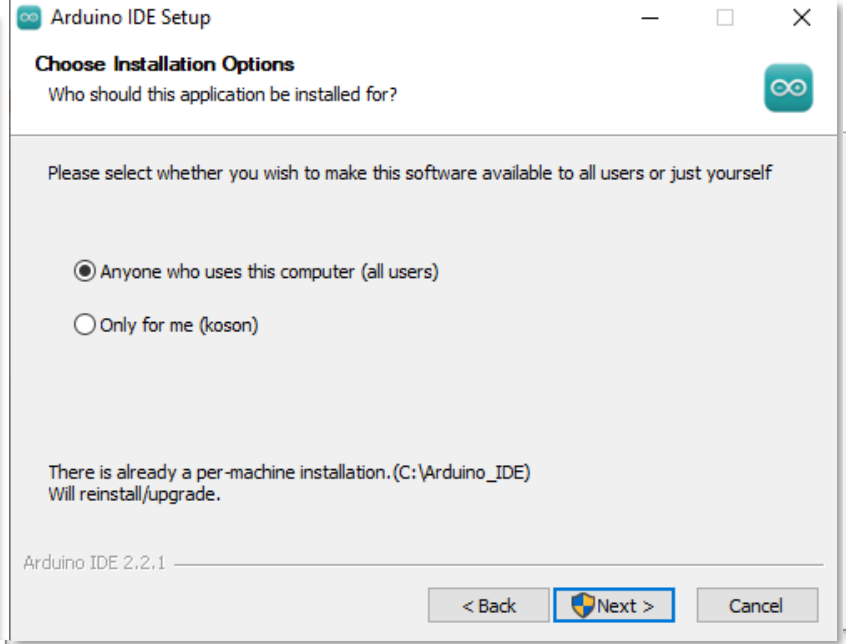
macOS Intel, 10.14: “Mojave” or newer, 64 bits
macOS Apple Silicon, 11: “Big Sur” or newer, 64 bits

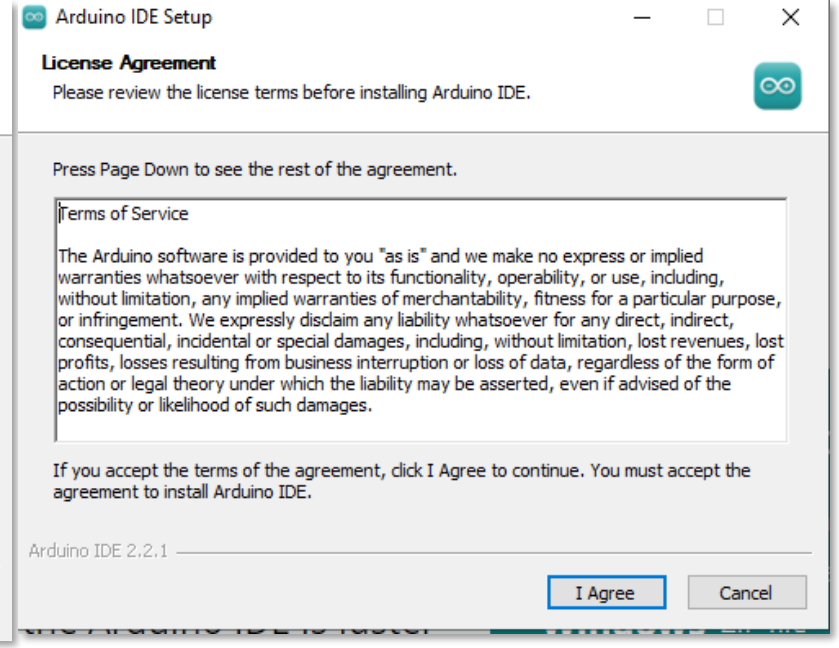
Release Notes

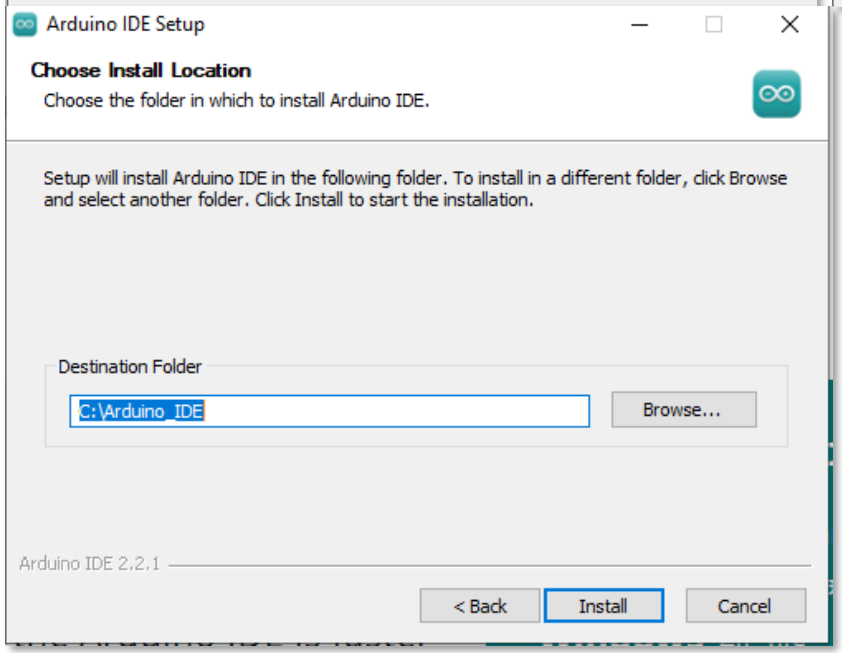
1. Install Arduino IDE

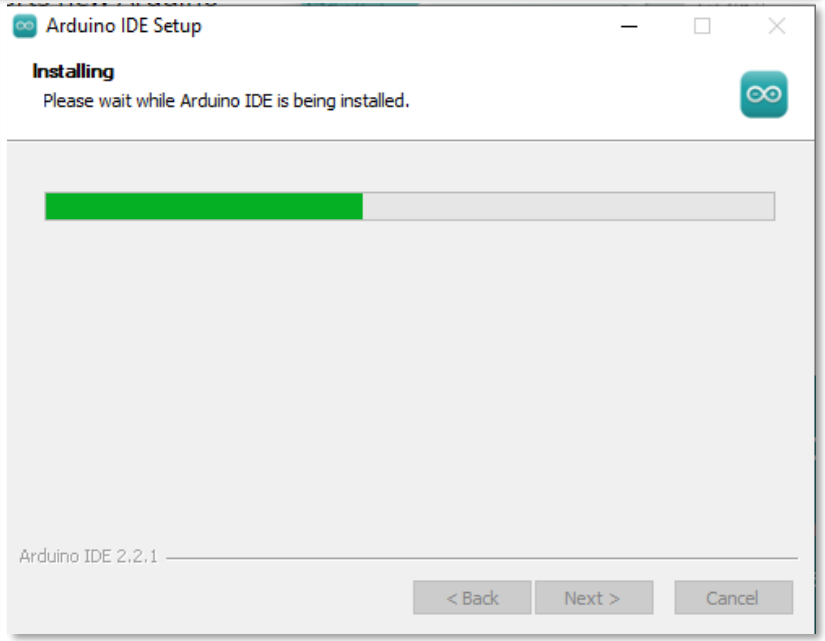
https://www.arduino.cc/en/software/

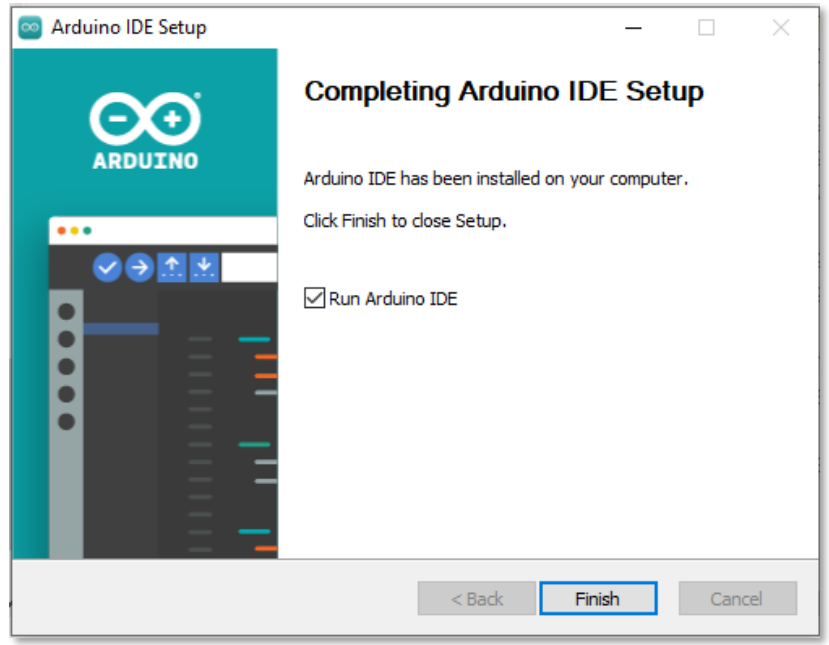

Arduino IDE Setup
License Agreement
Please review the license terms before installing Arduino IDE.
Press Page Down to see the rest of the agreement.
Terms of Service
The Arduino software is provided to you "as is" and we make no express or implied warranties whatsoever with respect to its functionality, operability, or use, including, without limitation, any implied warranties of merchantability, fitness for a particular purpose, or infringement. We expressly disclaim any liability whatsoever for any direct, indirect, consequential, incidental or special damages, including, without limitation, lost revenues, lost profits, losses resulting from business interruption or loss of data, regardless of the form of action or legal theory under which the liability may be asserted, even if advised of the possibility or likelihood of such damages.
If you accept the terms of the agreement, click I Agree to continue. You must accept the agreement to install Arduino IDE.
Arduino IDE 2.2.1
I Agree
Cancel


Arduino IDE Setup
Choose Installation Options
Who should this application be installed for?
Please select whether you wish to make this software available to all users or just yourself
Anyone who uses this computer (all users)
Only for me (koson)
There is already a per-machine installation.(C:\Arduino_IDE)
Will reinstall/upgrade.
Arduino IDE 2.2.1
< Back
Next >
Cancel


Arduino IDE Setup
License Agreement
Please review the license terms before installing Arduino IDE.
Press Page Down to see the rest of the agreement.
Terms of Service
The Arduino software is provided to you "as is" and we make no express or implied warranties whatsoever with respect to its functionality, operability, or use, including, without limitation, any implied warranties of merchantability, fitness for a particular purpose, or infringement. We expressly disclaim any liability whatsoever for any direct, indirect, consequential, incidental or special damages, including, without limitation, lost revenues, lost profits, losses resulting from business interruption or loss of data, regardless of the form of action or legal theory under which the liability may be asserted, even if advised of the possibility or likelihood of such damages.
If you accept the terms of the agreement, click I Agree to continue. You must accept the agreement to install Arduino IDE.
Arduino IDE 2.2.1
I Agree
Cancel


Arduino IDE Setup
Choose Install Location
Choose the folder in which to install Arduino IDE.
Setup will install Arduino IDE in the following folder. To install in a different folder, click Browse and select another folder. Click Install to start the installation.
Destination Folder
C:\Arduino_IDE
Browse...
Arduino IDE 2.2.1
< Back
Install
Cancel


Arduino IDE Setup
Installing
Please wait while Arduino IDE is being installed.
Arduino IDE 2.2.1
< Back
Next >
Cancel


Arduino IDE Setup
ARDUINO
Completing Arduino IDE Setup
Arduino IDE has been installed on your computer.
Click Finish to close Setup.
Run Arduino IDE
< Back
Finish
Cancel

sketch_oct9a | Arduino IDE 2.2.1

File Edit Sketch Tools Help

Select Board

sketch_oct9a.ino

```
1  void setup() {
2    // put your setup code here, to run once:
3
4  }
5
6  void loop() {
7    // put your main code here, to run repeatedly:
8
9  }
10
```

OK

Ln 10, Col 1 ✕ No board selected

Install Blynk library

https://docs.blynk.io/en/blynk-library-firmware-api/installation

Installation

How to install Blynk library on popular IDEs

An easy to use and portable C++ library, pre-configured to work with **hundreds of development boards**.

The library implements a streaming connection protocol (i.e. the device stays always connected to the cloud), that allows for a **low latency, bi-directional** communication.

Use Quickstart flow for a quick demo and make sure to explore Blynk Library documentation afterwards.

Install Blynk Library in Arduino IDE

Install Blynk Library for Platformio.org

Install ESP8266 core for Arduino IDE

Install Blynk Library in Arduino IDE

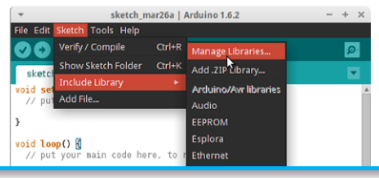
Step by step guide on how to install Blynk Library

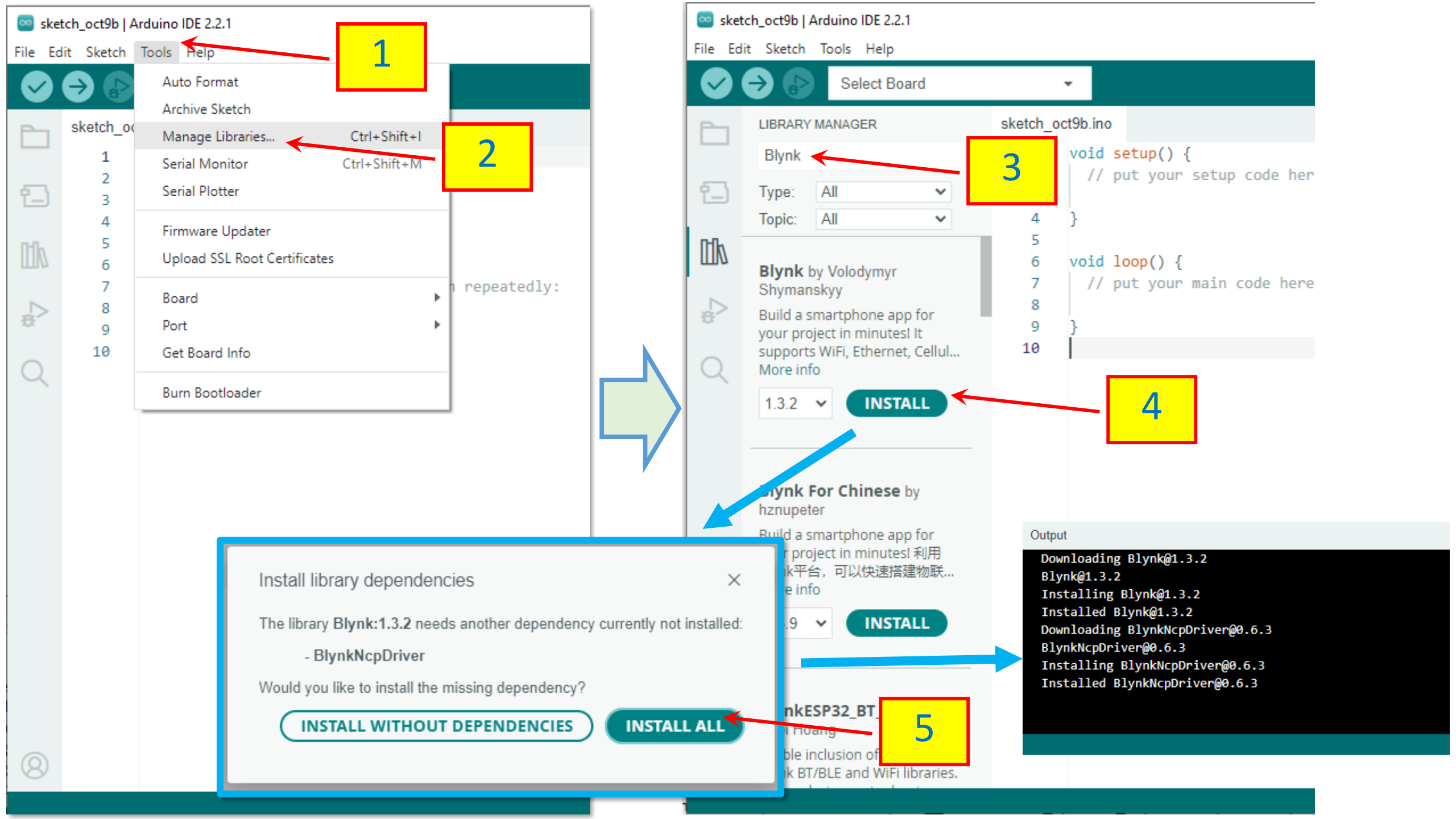
There are three ways to install Blynk Library for Arduino IDE:

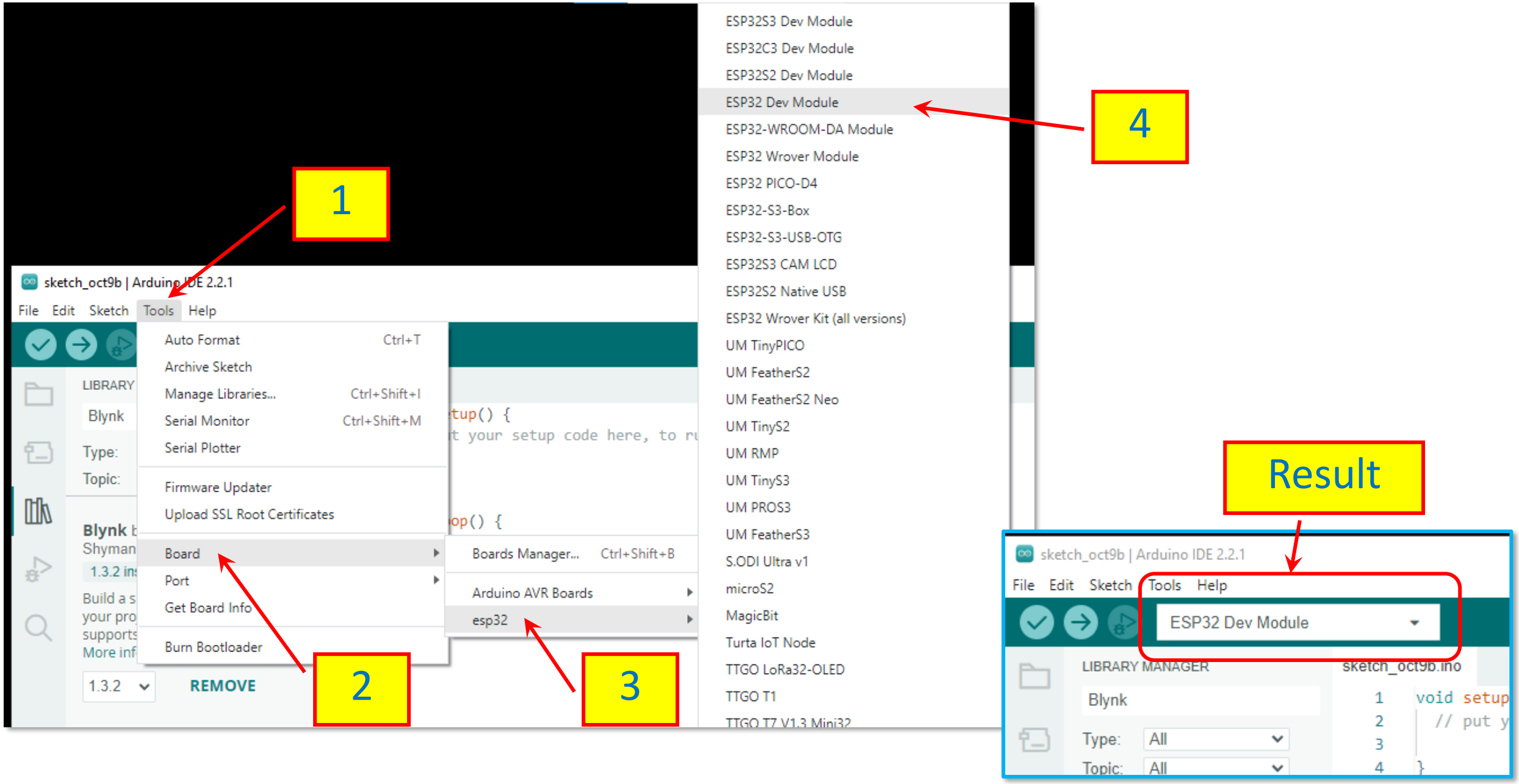
1. Using built-in library manager in Arduino IDE
2. Installing Blynk library as ZIP file in Arduino IDE
3. Manually install Blynk Library

1. Install Blynk Library using built-in library manager in Arduino IDE

To install a new library into your Arduino IDE you can use the Library Manager (available from IDE version 1.6.2). Open the IDE and click to the "Sketch" menu and then Include Library > Manage Libraries.




sketch_oct9b | Arduino IDE 2.2.1
File Edit Sketch Tools Help
Auto Format
Archive Sketch
Manage Libraries... Ctrl+Shift+I
Serial Monitor Ctrl+Shift+M
Serial Plotter
Firmware Updater
Upload SSL Root Certificates
Board
Port
Get Board Info
Burn Bootloader
1
2
Select Board
LIBRARY MANAGER
Blynk
Type: All
Topic: All
Blynk by Volodymyr Shymanskyy
Build a smartphone app for your project in minutes! It supports WiFi, Ethernet, Cellul...
More info
1.3.2
INSTALL
3
4
Blynk For Chinese by hznupeter
INSTALL
Install library dependencies
The library Blynk:1.3.2 needs another dependency currently not installed:
- BlynkNcpDriver
Would you like to install the missing dependency?
INSTALL WITHOUT DEPENDENCIES
INSTALL ALL
5
Output
Downloading Blynk@1.3.2
Blynk@1.3.2
Installing Blynk@1.3.2
Installed Blynk@1.3.2
Downloading BlynkNcpDriver@0.6.3
BlynkNcpDriver@0.6.3
Installing BlynkNcpDriver@0.6.3
Installed BlynkNcpDriver@0.6.3


1
sketch_oct9b | Arduino IDE 2.2.1
File Edit Sketch Tools Help
Auto Format Ctrl+T
Archive Sketch
Manage Libraries... Ctrl+Shift+I
Serial Monitor Ctrl+Shift+M
Serial Plotter
Firmware Updater
Upload SSL Root Certificates
Board
Port
Get Board Info
Burn Bootloader
Boards Manager... Ctrl+Shift+B
Arduino AVR Boards
esp32
2
3
ESP32S3 Dev Module
ESP32C3 Dev Module
ESP32S2 Dev Module
ESP32 Dev Module
ESP32-WROOM-DA Module
ESP32 Wrover Module
ESP32 PICO-D4
ESP32-S3-Box
ESP32-S3-USB-OTG
ESP32S3 CAM LCD
ESP32S2 Native USB
ESP32 Wrover Kit (all versions)
UM TinyPICO
UM FeatherS2
UM FeatherS2 Neo
UM TinyS2
UM RMP
UM TinyS3
UM PROS3
UM FeatherS3
S.ODI Ultra v1
microS2
MagicBit
Turta IoT Node
TTGO LoRa32-OLED
TTGO T1
TTGO T7 V1.3 Mini32
4
Result
sketch_oct9b | Arduino IDE 2.2.1
File Edit Sketch Tools Help
ESP32 Dev Module
LIBRARY MANAGER
Blynk
Type: All
Topic: All
sketch_oct9b.ino
1 void setup
2 // put y
3
4 }

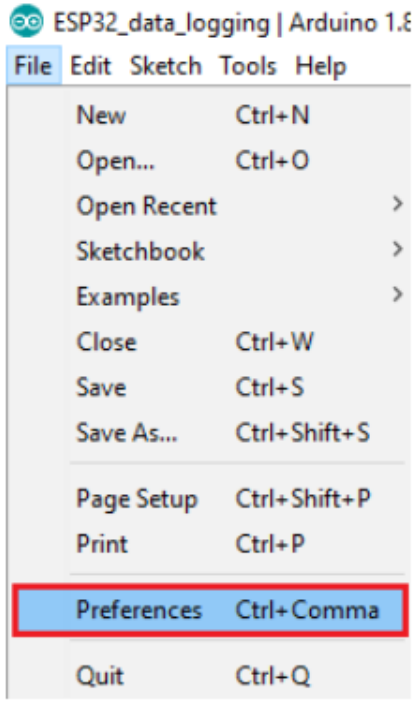
Installing the ESP32 Board in Arduino IDE

https://randomnerdtutorials.com/installing-the-esp32-board-in-arduino-ide-windows-instructions/

Installing ESP32 Add-on in Arduino IDE

To install the ESP32 board in your Arduino IDE, follow these next instructions:

1. In your Arduino IDE, go to **File> Preferences**

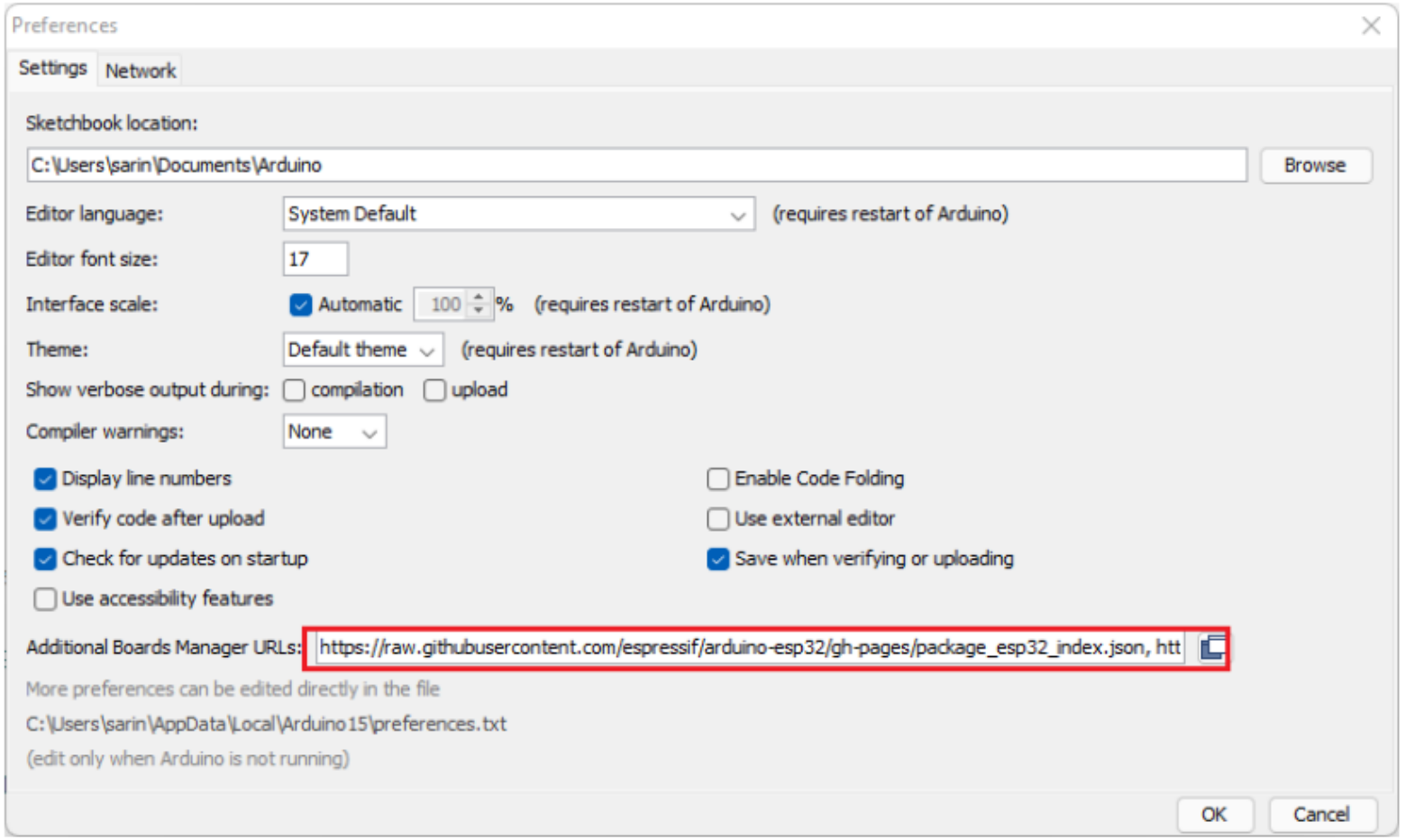


2. Enter the following into the “Additional Board Manager URLs” field:

```
https://raw.githubusercontent.com/espressif/arduino-esp32/gh-pages/package_esp32_index.json
```

Next

Then, click the “OK” button:

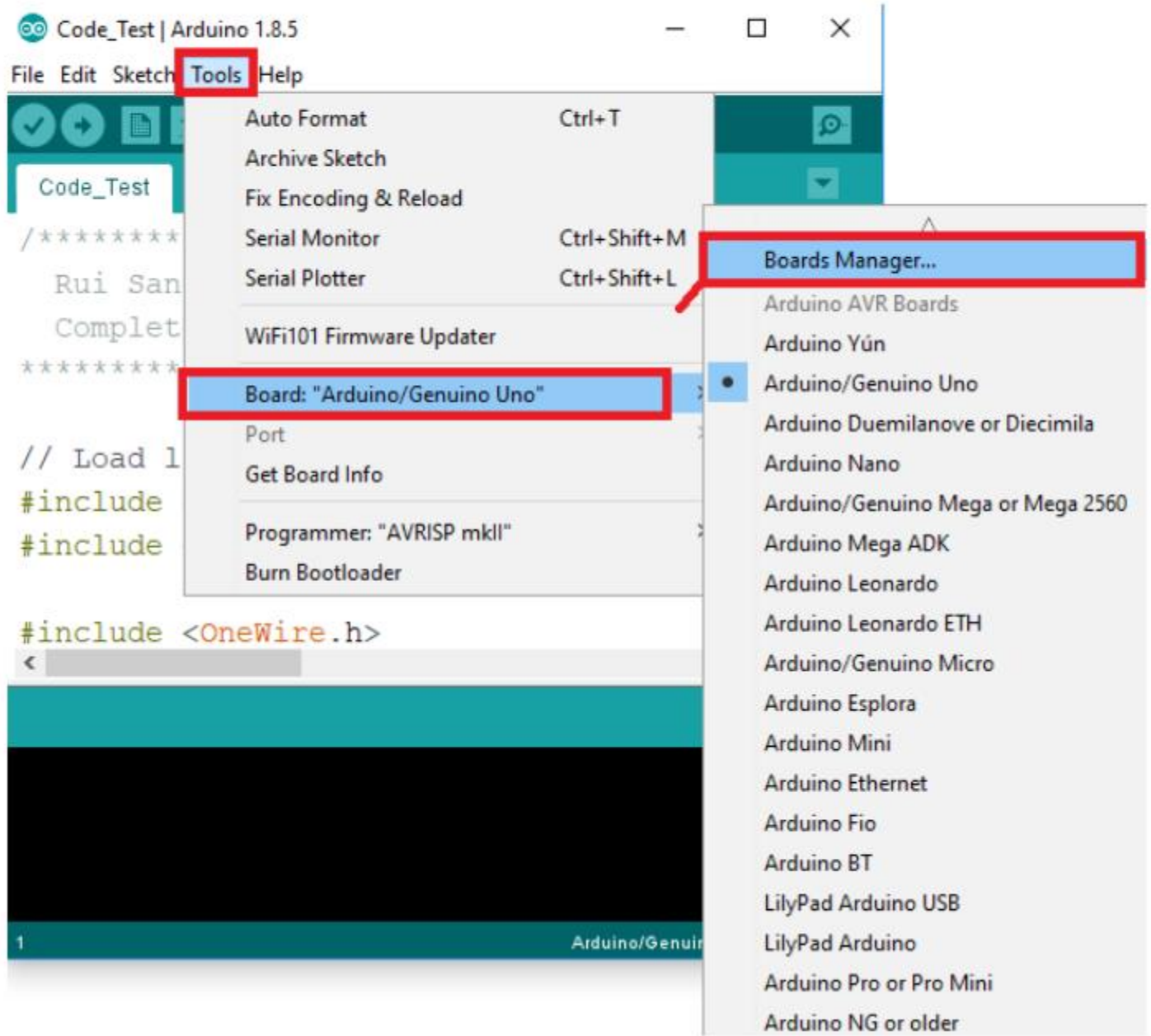


Note: if you already have the ESP8266 boards URL, you can separate the URLs with a comma as follows:

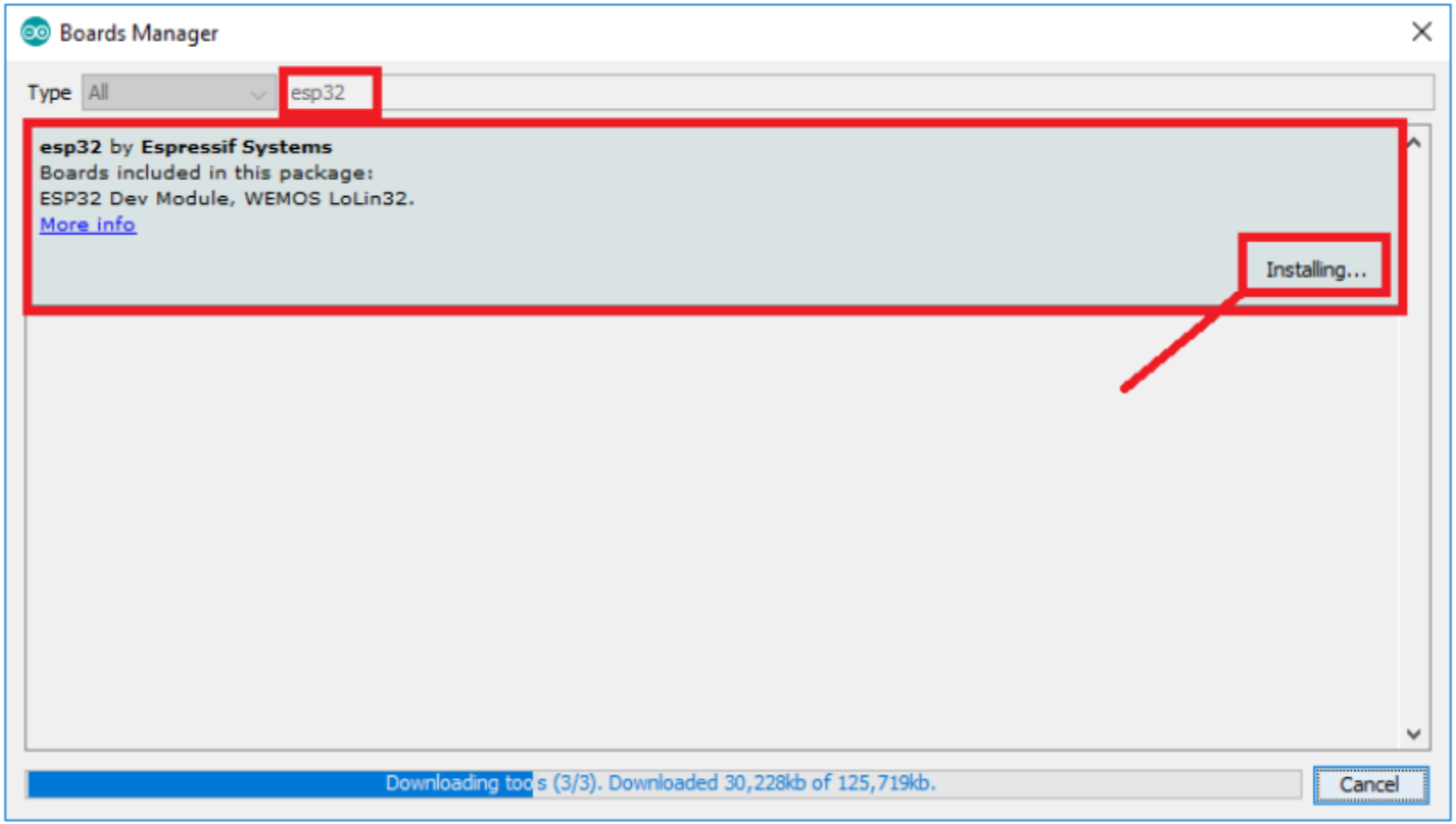
```
https://raw.githubusercontent.com/espressif/arduino-esp32/gh-pages/package_esp32_index.json,
http://arduino.esp8266.com/stable/package_esp8266com_index.json
```

Next

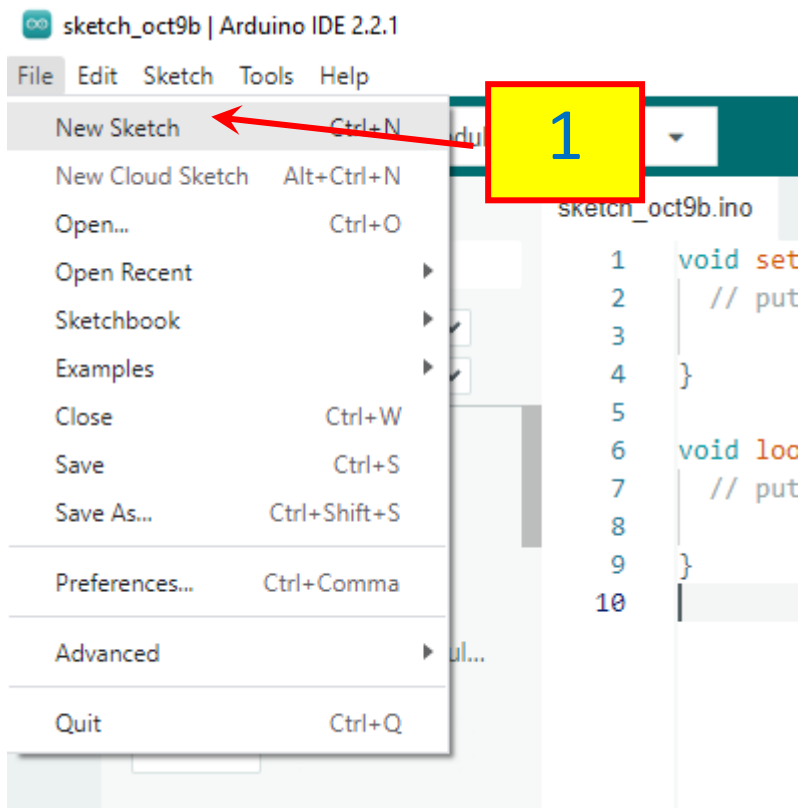
3. Open the Boards Manager. Go to **Tools** > **Board** > **Boards Manager…**

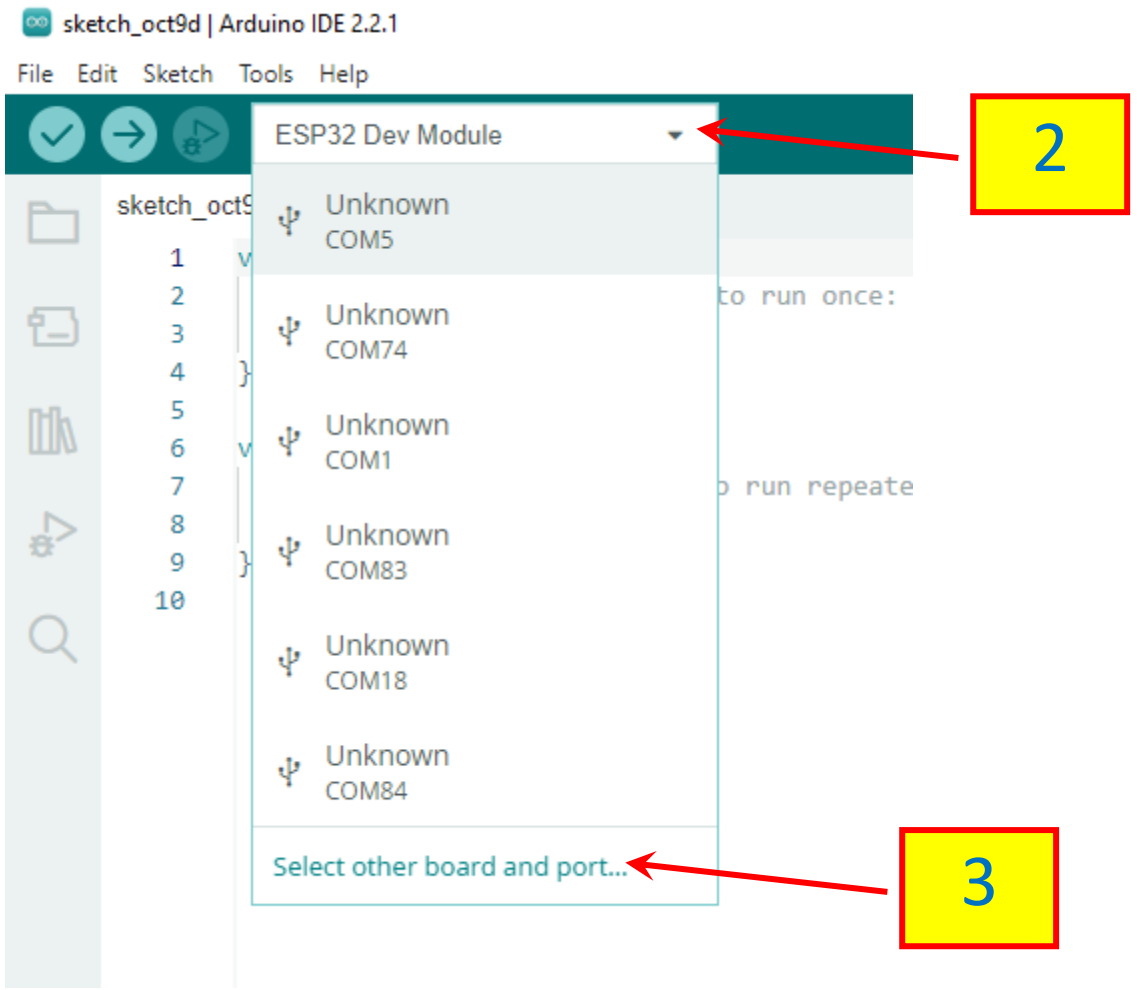


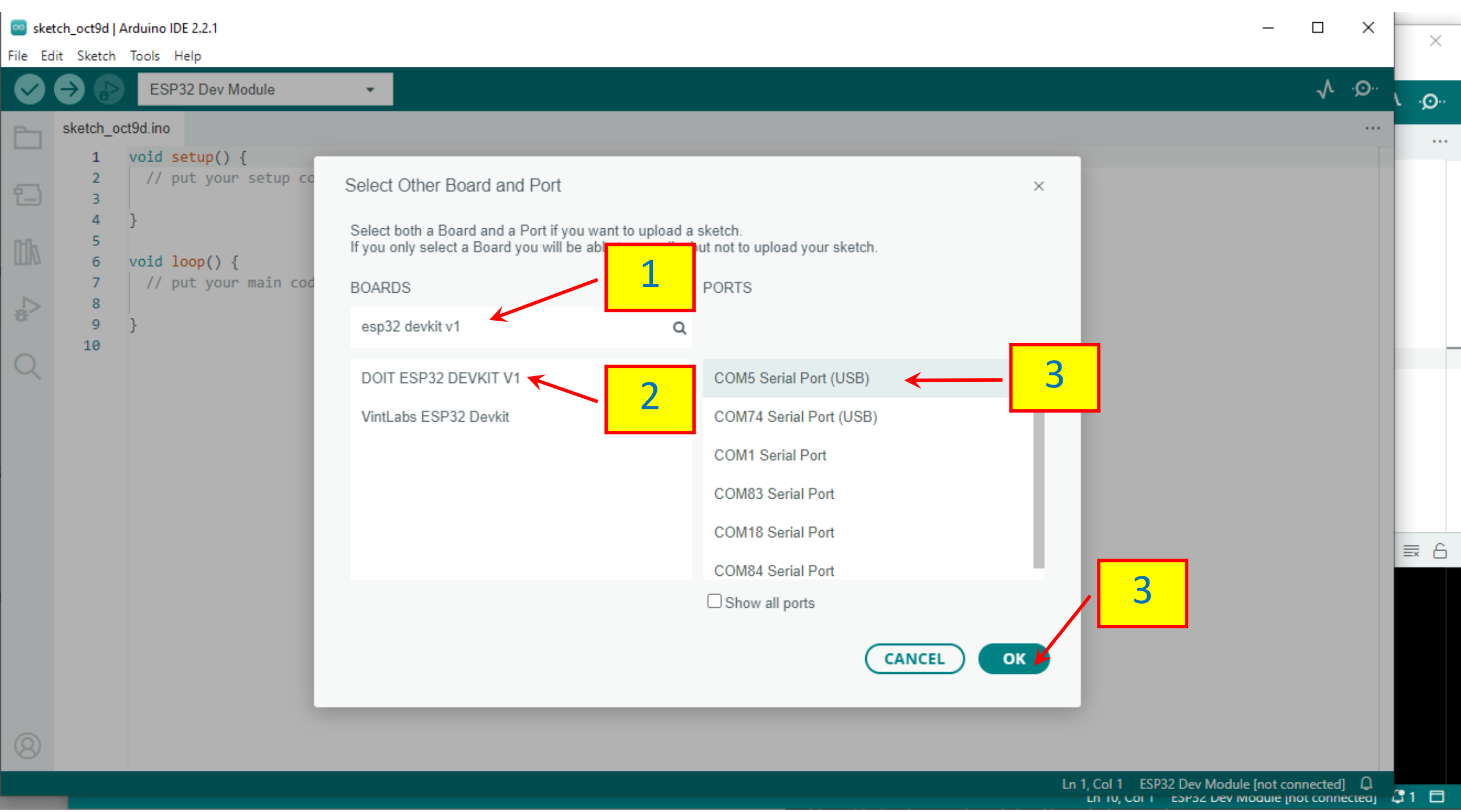
4. Search for **ESP32** and press install button for the "**ESP32 by Espressif Systems**":



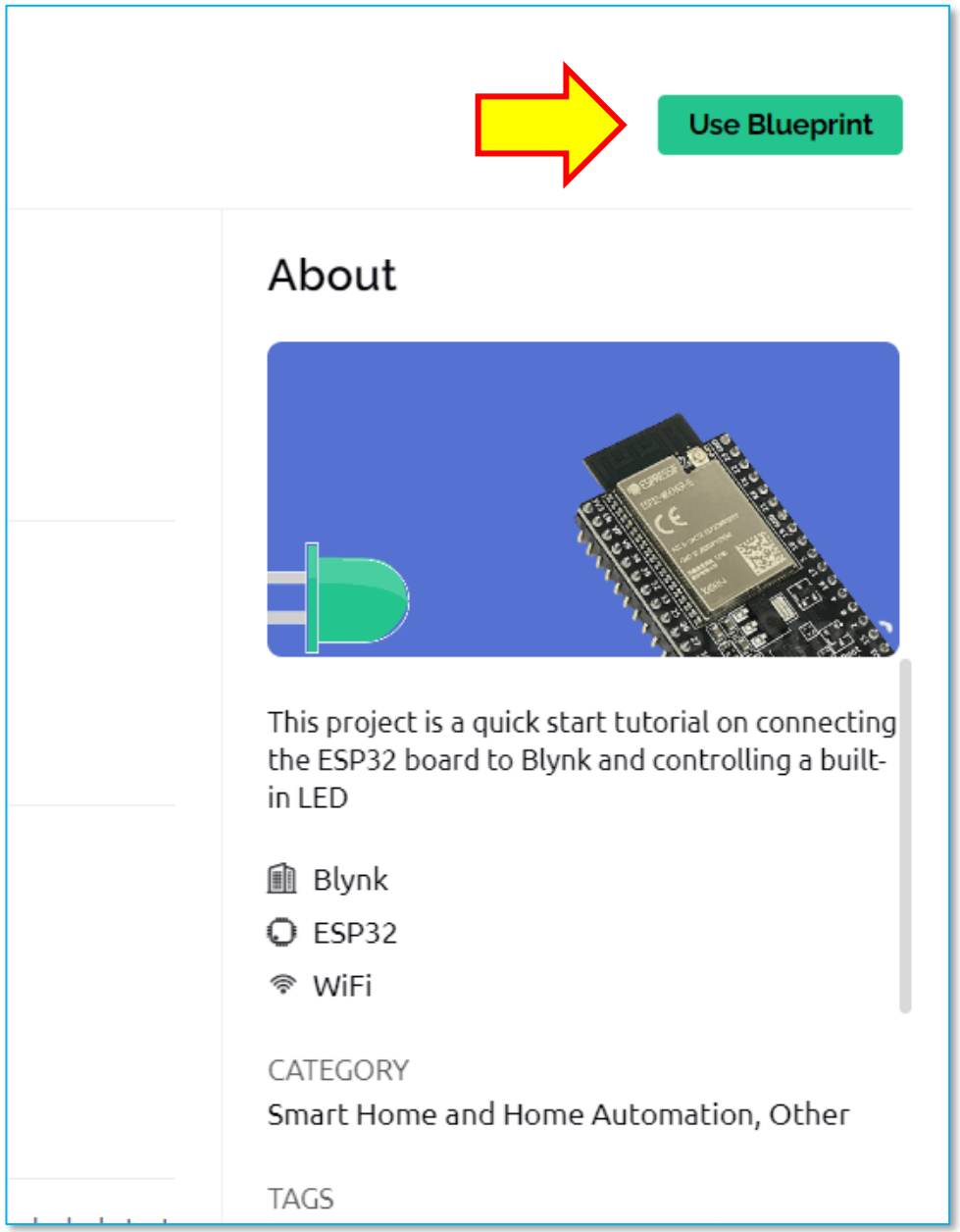
Create Arduino sketch

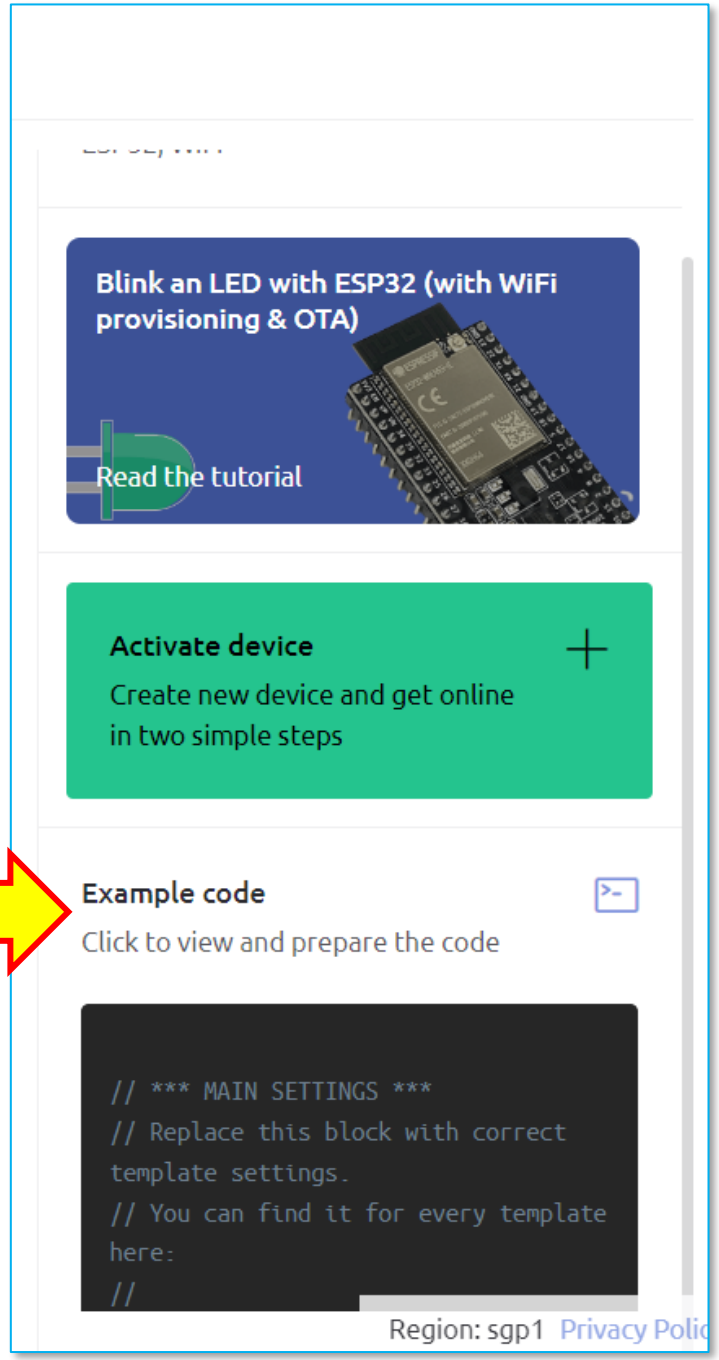

sketch_oct9b | Arduino IDE 2.2.1
File Edit Sketch Tools Help
New Sketch Ctrl+N
New Cloud Sketch Alt+Ctrl+N
Open... Ctrl+O
Open Recent
Sketchbook
Examples
Close Ctrl+W
Save Ctrl+S
Save As... Ctrl+Shift+S
Preferences... Ctrl+Comma
Advanced
Quit Ctrl+Q
sketch_oct9b.ino
1 void set
2 // put
3
4 }
5
6 void loo
7 // put
8
9 }
10
1


sketch_oct9d | Arduino IDE 2.2.1
File Edit Sketch Tools Help
ESP32 Dev Module
Unknown COM5
Unknown COM74
Unknown COM1
Unknown COM83
Unknown COM18
Unknown COM84
Select other board and port...
2
3


sketch_oct9d | Arduino IDE 2.2.1
File Edit Sketch Tools Help
ESP32 Dev Module
sketch_oct9d.ino
1 void setup() {
2 // put your setup co
3
4 }
5
6 void loop() {
7 // put your main cod
8
9 }
10
Select Other Board and Port
Select both a Board and a Port if you want to upload a sketch.
If you only select a Board you will be abl ut not to upload your sketch.
BOARDS
PORTS
esp32 devkit v1
DOIT ESP32 DEVKIT V1
VintLabs ESP32 Devkit
COM5 Serial Port (USB)
COM74 Serial Port (USB)
COM1 Serial Port
COM83 Serial Port
COM18 Serial Port
COM84 Serial Port
Show all ports
CANCEL
OK
1
2
3
3
Ln 1, Col 1 ESP32 Dev Module [not connected]

https://blynk.cloud/dashboard/.....





Select

Blink an LED with ESP32 (with WiFi provisioning & OTA) code

Download Project

Arduino IDE Platformio

Copy code
or
Download project

```
// *** MAIN SETTINGS ***
// Replace this block with correct template settings.
// You can find it for every template here:
//
//   https://blynk.cloud/dashboard/templates

#define BLYNK_TEMPLATE_ID           "TMPxxxxxx"
#define BLYNK_TEMPLATE_NAME         "Device"

#define BLYNK_FIRMWARE_VERSION      "0.1.0"

#define BLYNK_PRINT Serial
//#define BLYNK_DEBUG

#define APP_DEBUG

#include "BlynkEdgent.h"
```

sketch_oct9d | Arduino IDE 2.2.1

File Edit Sketch Tools Help

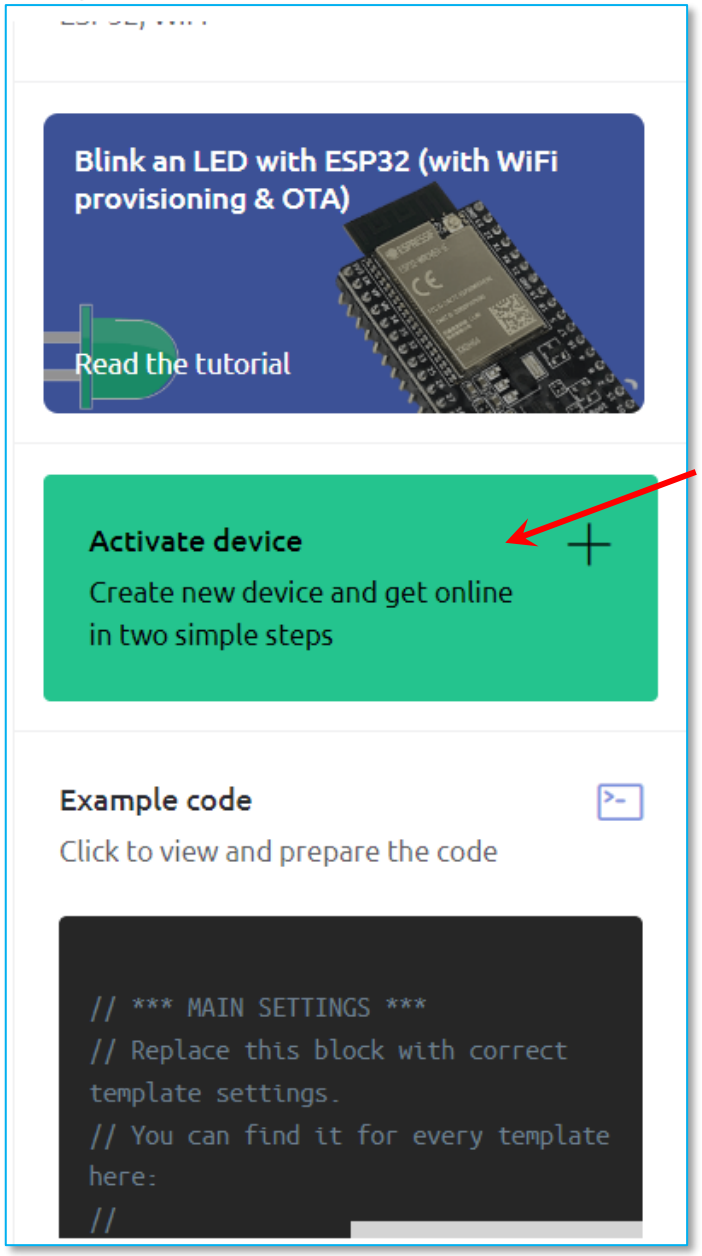
ESP32 Dev Module

sketch_oct9d.ino

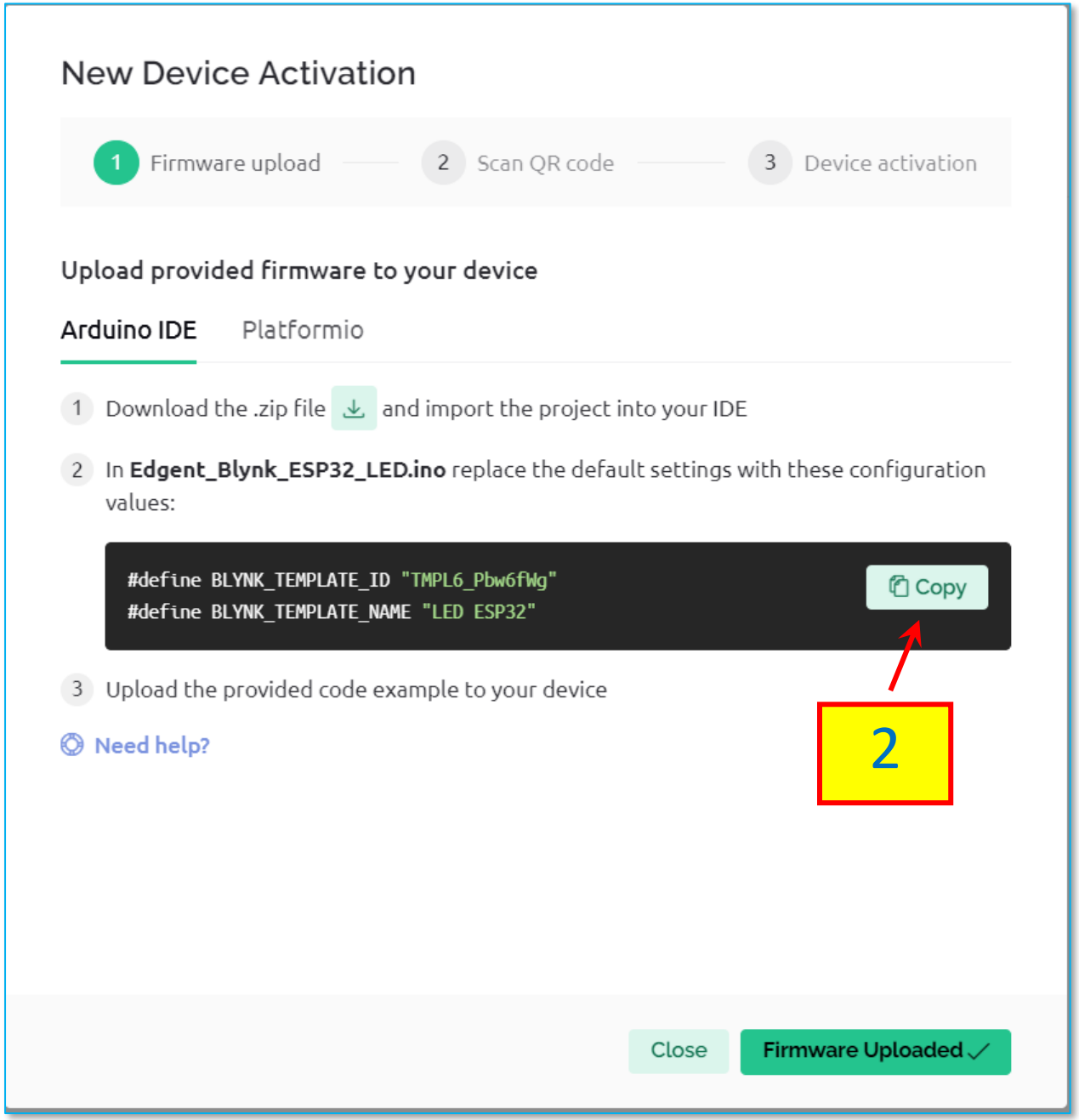
```
1
2   // *** MAIN SETTINGS ***
3   // Replace this block with correct template settings.
4   // You can find it for every template here:
5   //
6   //   https://blynk.cloud/dashboard/templates
7
8   #define BLYNK_TEMPLATE_ID           "TMPxxxxxx"
9   #define BLYNK_TEMPLATE_NAME         "Device"
10
11  #define BLYNK_FIRMWARE_VERSION      "0.1.0"
12
13  #define BLYNK_PRINT Serial
14  //#define BLYNK_DEBUG
15
16  #define APP_DEBUG
17
18  #include "BlynkEdgent.h"
19
20  #define LED_PIN 2  // Use pin 2 for LED (change it, if your board uses another pin)
21
22
23  // V0 is a datastream used to transfer and store LED switch state.
24  // Evey time you use the LED switch in the app, this function
25  // will listen and update the state on device
26  BLYNK_WRITE(V0)
27  {
28    // Local variable `value` stores the incoming LED switch state (1 or 0)
29    // Based on this value, the physical LED on the board will be on or off:
30    int value = param.asInt();
```

Ln 58, Col 1 ESP32 Dev Module on COM5

https://blynk.cloud/dashboard/.....



1



2

sketch_oct9d | Arduino IDE 2.2.1

File Edit Sketch Tools Help

ESP32 Dev Module

sketch_oct9d.ino

```
1
2   // *** MAIN SETTINGS ***
3   // Replace this block with correct template settings.
4   // You can find it for every template here:
5   //
6   //   https://blynk.cloud/dashboard/templates
7
8   #define BLYNK_TEMPLATE_ID "TMPL6_Pbw6fWg"
9   #define BLYNK_TEMPLATE_NAME "LED ESP32"
10
11  #define BLYNK_FIRMWARE_VERSION        "0.1.0"
12
13  #define BLYNK_PRINT Serial
14  //#define BLYNK_DEBUG
15
16  #define APP_DEBUG
17
18  #include "BlynkEdgent.h"
19
20  #define LED_PIN 2  // Use pin 2 for LED (change it, if your board uses another pin)
21
22
23  // V0 is a datastream used to transfer and store LED switch state.
24  // Evey time you use the LED switch in the app, this function
25  // will listen and update the state on device
26  BLYNK_WRITE(V0)
27  {
28    // Local variable `value` stores the incoming LED switch state (1 or 0)
29    // Based on this value, the physical LED on the board will be on or off:
30    int value = param.asInt();
```

Building sketch

Ln 9, Col 40 ESP32 Dev Module on COM5

sketch_oct9d | Arduino IDE 2.2.1

File Edit Sketch Tools Help

ESP32 Dev Module

SKETCHBOOK

ADC_mcp4728
ArduinoISP
blink
GatewayESP32MQTTClient
> generated_examples
Hello_World
mcp4728
mcp4728_triangle
> My Examples
server_ru
servo
> servo_1
servo_teel
sketch_feb26a
sketch_may22a
sketch_may22b

NEW SKETCH

sketch_oct9d.ino

```
1
2   // *** MAIN SETTIN
3   // Replace this bl
4   // You can find it
5   //
6   //   https://blynk.cloud/dashboard/templates
```

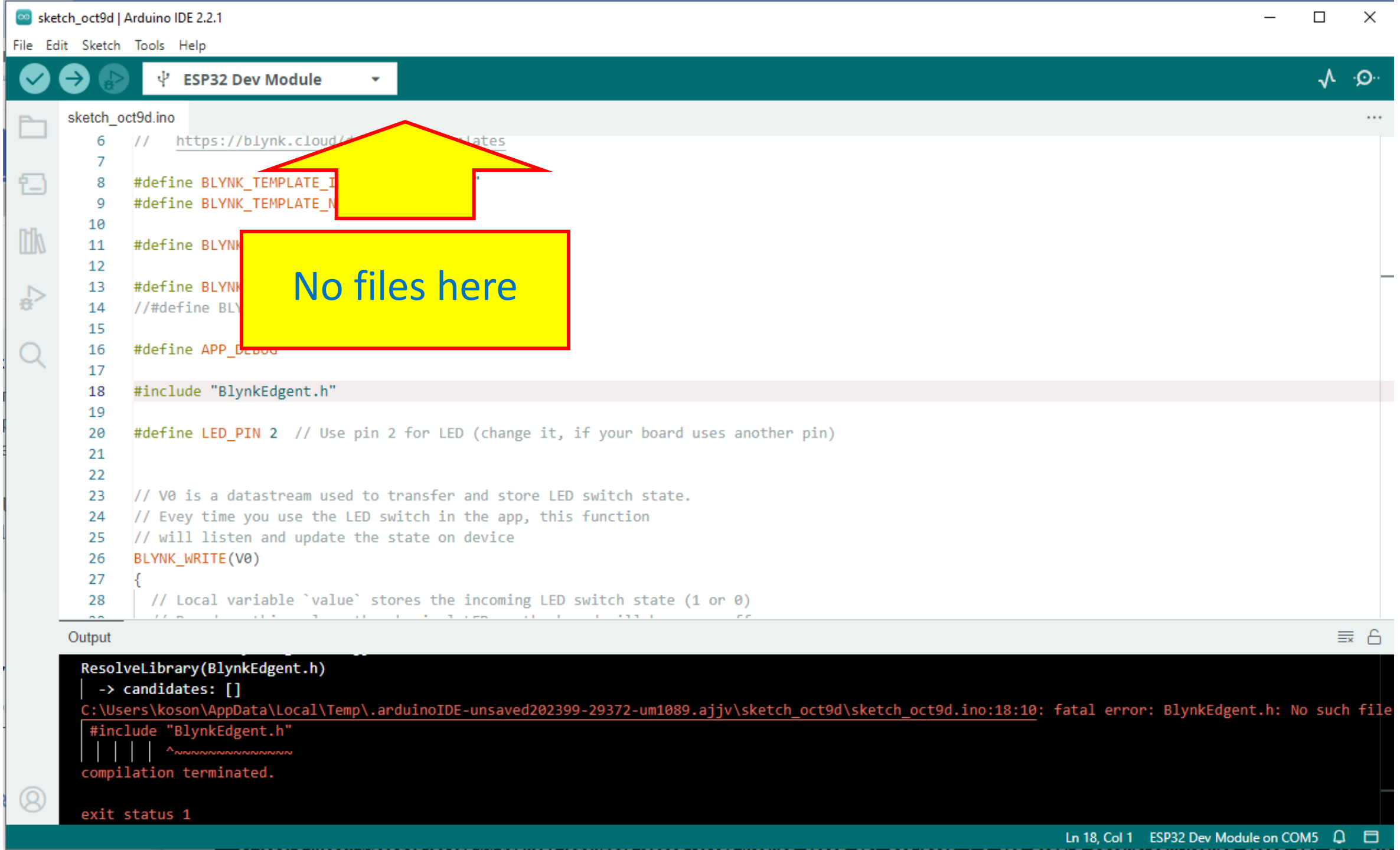
ERROR!!!

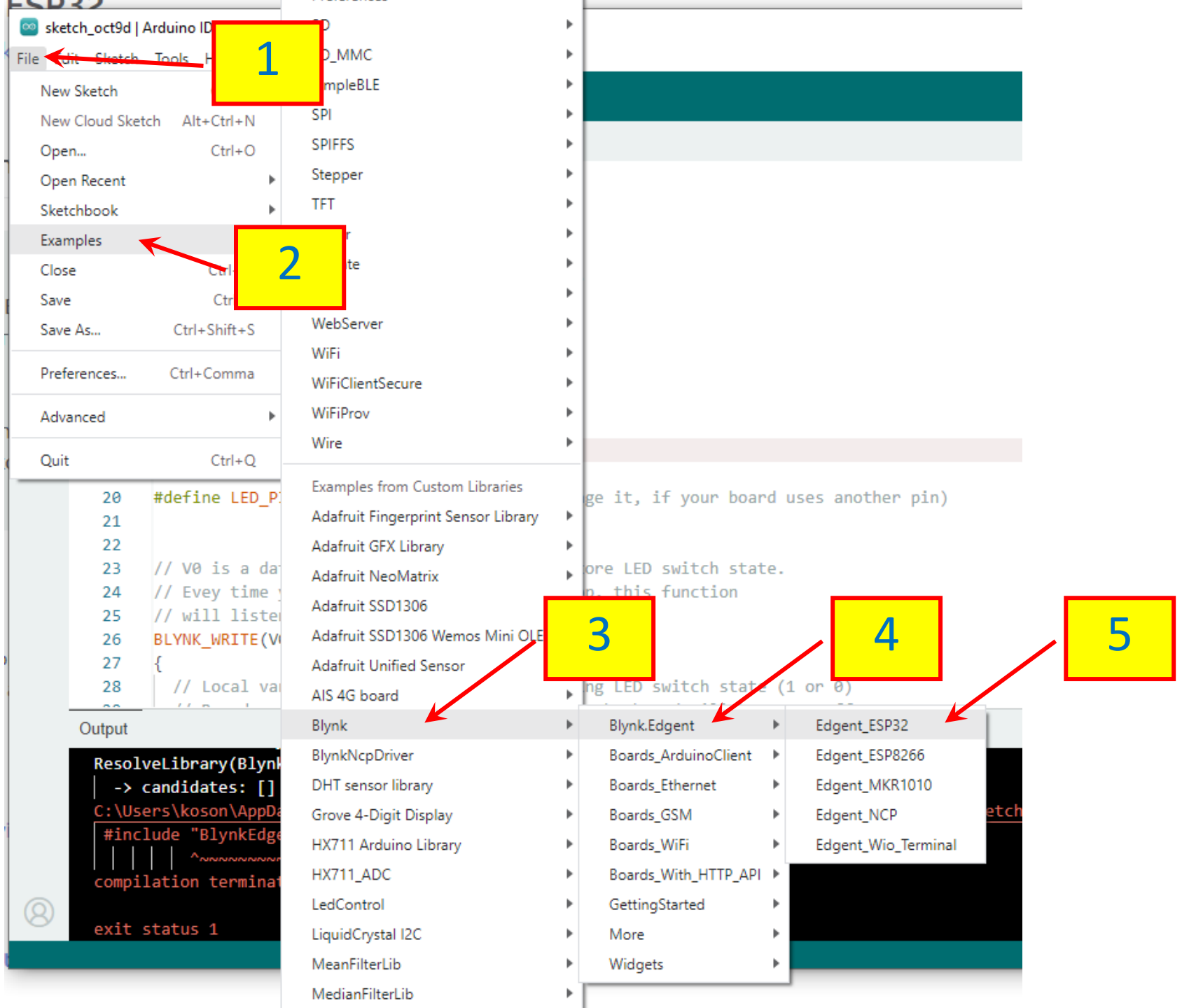
Output

```
| | | | 1 file(s) copied.
cmd /c IF EXIST "C:\\Users\\koson\\AppData\\Local\\Temp\\.arduinoIDE-unsaved202399-29372-um1089.ajjv\\sketch_oct9d\\bootloader.
esptool.py v4.2.1
Creating esp32 image...
Merged 1 ELF section
Successfully created esp32 image.
cmd /c if exist "C:\\Users\\koson\\AppData\\Local\\Temp\\.arduinoIDE-unsaved202399-29
cmd /c if not exist "C:\\Users\\koson\\AppData\\Local\\Temp\\arduino\\sketches
Detecting libraries used...
C:\Users\koson\AppData\Local\Arduino15\packages\esp32\tools\xtensa-esp32-elf-g
Alternatives for BlynkEdgent.h: []
ResolveLibrary(BlynkEdgent.h)
| -> candidates: []
C:\Users\koson\AppData\Local\Temp\.arduinoIDE-unsaved202399-29372-um1089.ajjv\sketch_
#include "BlynkEdgent.h"
| | | | ^~~~~~~~~~~~~~~~
compilation terminated.

exit status 1

Compilation error: BlynkEdgent.h: No such file or directory
```

Ln 18, Col 1 ESP32 Dev Module on COM5

สาเหตุและวิธีการแก้ Error


sketch_oct9d | Arduino IDE 2.2.1
File Edit Sketch Tools Help
ESP32 Dev Module
sketch_oct9d.ino
No files here
#include "BlynkEdgent.h"
#define LED_PIN 2 // Use pin 2 for LED (change it, if your board uses another pin)
// V0 is a datastream used to transfer and store LED switch state.
// Evey time you use the LED switch in the app, this function
// will listen and update the state on device
BLYNK_WRITE(V0)
{
// Local variable `value` stores the incoming LED switch state (1 or 0)
Output
ResolveLibrary(BlynkEdgent.h)
-> candidates: []
C:\Users\koson\AppData\Local\Temp\.arduinoIDE-unsaved202399-29372-um1089.ajjv\sketch_oct9d\sketch_oct9d.ino:18:10: fatal error: BlynkEdgent.h: No such file
#include "BlynkEdgent.h"
^~~~~~~~~~~~~~~~
compilation terminated.
exit status 1
Ln 18, Col 1
ESP32 Dev Module on COM5


sketch_oct9d | Arduino ID
File
New Sketch
New Cloud Sketch Alt+Ctrl+N
Open... Ctrl+O
Open Recent
Sketchbook
Examples
Close
Save
Save As... Ctrl+Shift+S
Preferences... Ctrl+Comma
Advanced
Quit Ctrl+Q
1
2
SPI
SPIFFS
Stepper
TFT
WebServer
WiFi
WiFiClientSecure
WiFiProv
Wire
Examples from Custom Libraries
Adafruit Fingerprint Sensor Library
Adafruit GFX Library
Adafruit NeoMatrix
Adafruit SSD1306
Adafruit SSD1306 Wemos Mini OLE
Adafruit Unified Sensor
AIS 4G board
Blynk
BlynkNcpDriver
DHT sensor library
Grove 4-Digit Display
HX711 Arduino Library
HX711_ADC
LedControl
LiquidCrystal I2C
MeanFilterLib
MedianFilterLib
3
Blynk.Edgent
Boards_ArduinoClient
Boards_Ethernet
Boards_GSM
Boards_WiFi
Boards_With_HTTP_API
GettingStarted
More
Widgets
4
Edgent_ESP32
Edgent_ESP8266
Edgent_MKR1010
Edgent_NCP
Edgent_Wio_Terminal
5
#define LED_P
// V0 is a da
// Evey time
// will liste
BLYNK_WRITE(V
{
// Local va
Output
ResolveLibrary(Blynk
-> candidates: []
C:\Users\koson\AppDa
#include "BlynkEdge
compilation terminat
exit status 1

Edgent_ESP32 | Arduino IDE 2.2.1

File Edit Sketch Tools Help

ESP32 Dev Module

Edgent_ESP32.ino | BlynkEdgent.h | BlynkState.h | ConfigMode.h | ConfigStore.h | Console.h | Indicator.h | OTA.h | ResetButton.h | Settings.h

All files here

```
/*************************************************
  Blynk is a platform with iOS and Android ap
  ESP32, Arduino, Raspberry Pi and the likes over
  You can easily build mobile and web interfaces f
  projects by simply dragging and dropping widgets

    Downloads, docs, tutorials: https://
    Sketch generator:           https://
    Blynk community:            https://
    Follow us:                  https://
                                https://twitter.com/blynk_app

  Blynk library is licensed under MIT license
 *************************************************************
  Blynk.Edgent implements:
  - Blynk.Inject - Dynamic WiFi credentials provisioning
  - Blynk.Air    - Over The Air firmware updates
  - Device state indication using a physical LED
  - Credentials reset using a physical Button
 *************************************************************/

/* Fill in information from your Blynk Template here */
/* Read more: https://bit.ly/BlynkInject */
//#define BLYNK_TEMPLATE_ID           "TMPxxxxxx"
//#define BLYNK_TEMPLATE_NAME         "Device"

#define BLYNK_FIRMWARE_VERSION        "0.1.0"

#define BLYNK_PRINT Serial
//#define BLYNK_DEBUG
```

Ln 1, Col 1 ESP32 Dev Module on COM5

Edgent_ESP32 | Arduino IDE 2.2.1

File Edit Sketch Tools Help

ESP32 Dev Module

Edgent_ESP32.ino | BlynkEdgent.h | BlynkState.h | ConfigMode.h | ConfigStore.h | Console.h | Indicator.h | OTA.h | ResetButton.h | Settings.h

```
1
2   // *** MAIN SETTINGS ***
3   // Replace this block with correct template settings.
4   // You can find it for every template here:
5   //
6   //   https://blynk.cloud/dashboard/templates
7
8   #define BLYNK_TEMPLATE_ID "TMPL6_Pbw6fWg"
9   #define BLYNK_TEMPLATE_NAME "LED ESP32"
10
11  #define BLYNK_FIRMWARE_VERSION        "0.1.0"
12
13  #define BLYNK_PRINT Serial
14  //#define BLYNK_DEBUG
15
16  #define APP_DEBUG
17
18  #include "BlynkEdgent.h"
19
20  #define LED_PIN 2  // Use pin 2 for LED (change it, if your board uses another pin)
21
22
23  // V0 is a datastream used to transfer and store LED switch state.
24  // Evey time you use the LED switch in the app, this function
25  // will listen and update the state on device
26  BLYNK_WRITE(V0)
27  {
28    // Local variable `value` stores the incoming LED switch state (1 or 0)
29    // Based on this value, the physical LED on the board will be on or off:
30    int value = param.asInt();
```

Copy Code จากตัวอย่าง มาวางในไฟล์นี้ (Edgent_ESP32.ino) แล้ว build และ upload project

Ln 58, Col 1 ESP32 Dev Module on COM5

New Device Activation

1 Firmware upload — 2 Scan QR code — 3 Device activation

Upload provided firmware to your device

Arduino IDE | Platformio

1 Download the .zip file and import the project into your IDE

2 In **Edgent_Blynk_ESP32_LED.ino** replace the default settings with these configuration values:

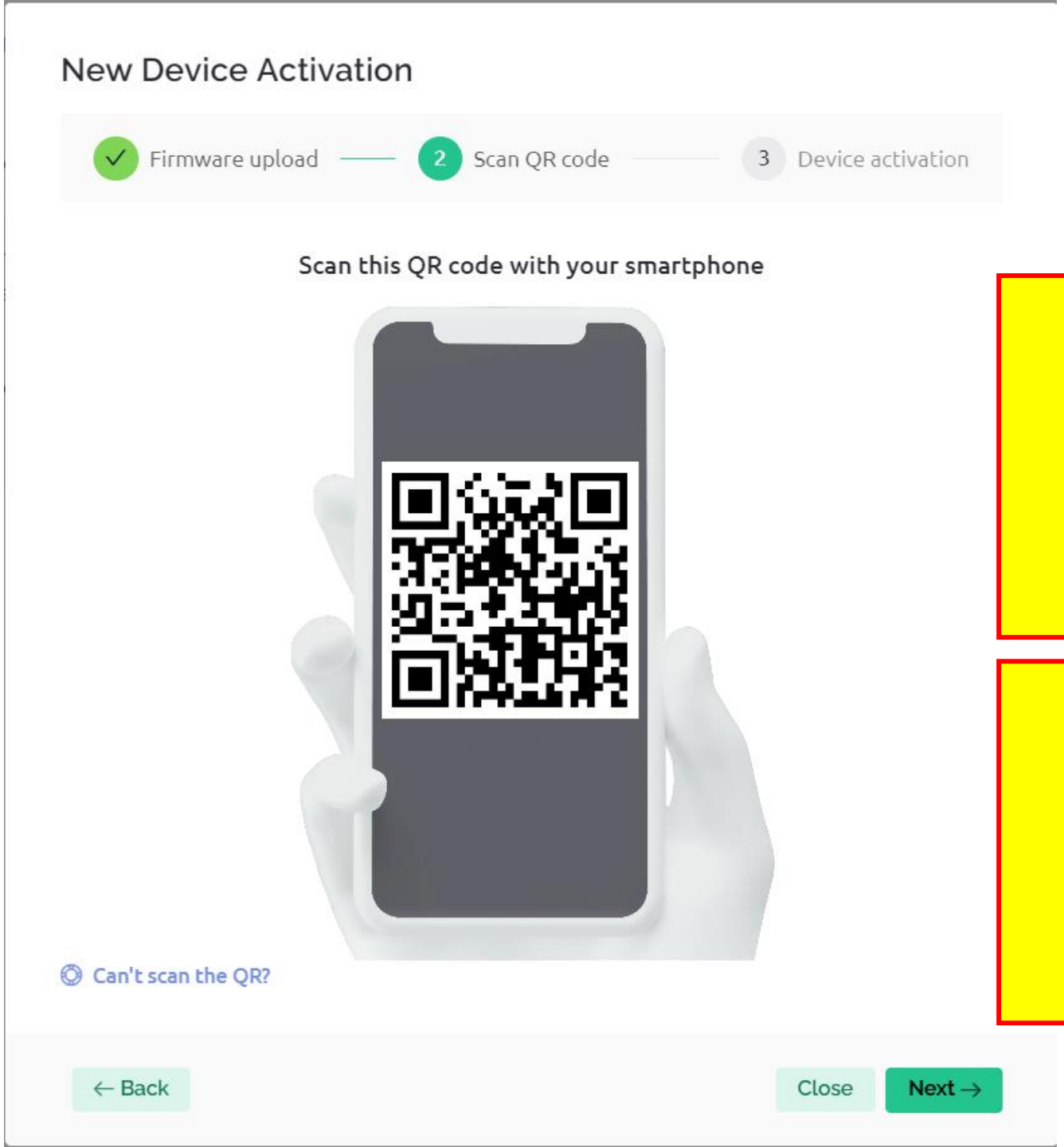
```
#define BLYNK_TEMPLATE_ID "TMPL6_Pbw6fWg"
#define BLYNK_TEMPLATE_NAME "LED ESP32"
```

Copy

3 Upload the provided code example to your device

Need help?

Close | Firmware Uploaded ✓



ถ้ายังไม่ติดตั้ง App Blynk IoT ก็
จะต้องติดตั้ง App ก่อน

ทำตามขั้นตอนใน App
ซึ่งจะให้ทำ provision กับ WiFi
network

My organization - 7465AH

← Back

Search

1 Device

LED ESP32 8FNP

LED ESP32 8FNP Online

BlackCat My organization - 7465AH

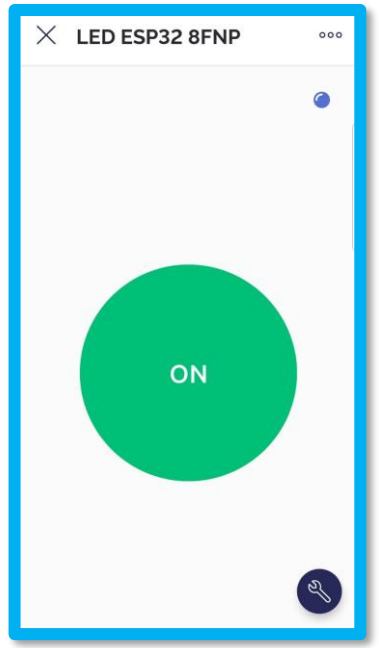
Add Tag

Dashboard Timeline Device Info Metadata Actions Log

LED

On

สามารถ sync หลอด LED
พร้อมกับ App บนมือถือได้



Customize project

Blynk.Console

blynk.cloud/dashboard/391681/templates

My organization - 7465AH

MY TEMPLATES

My Templates

BLUEPRI BETA

All Blueprints

1

Templates

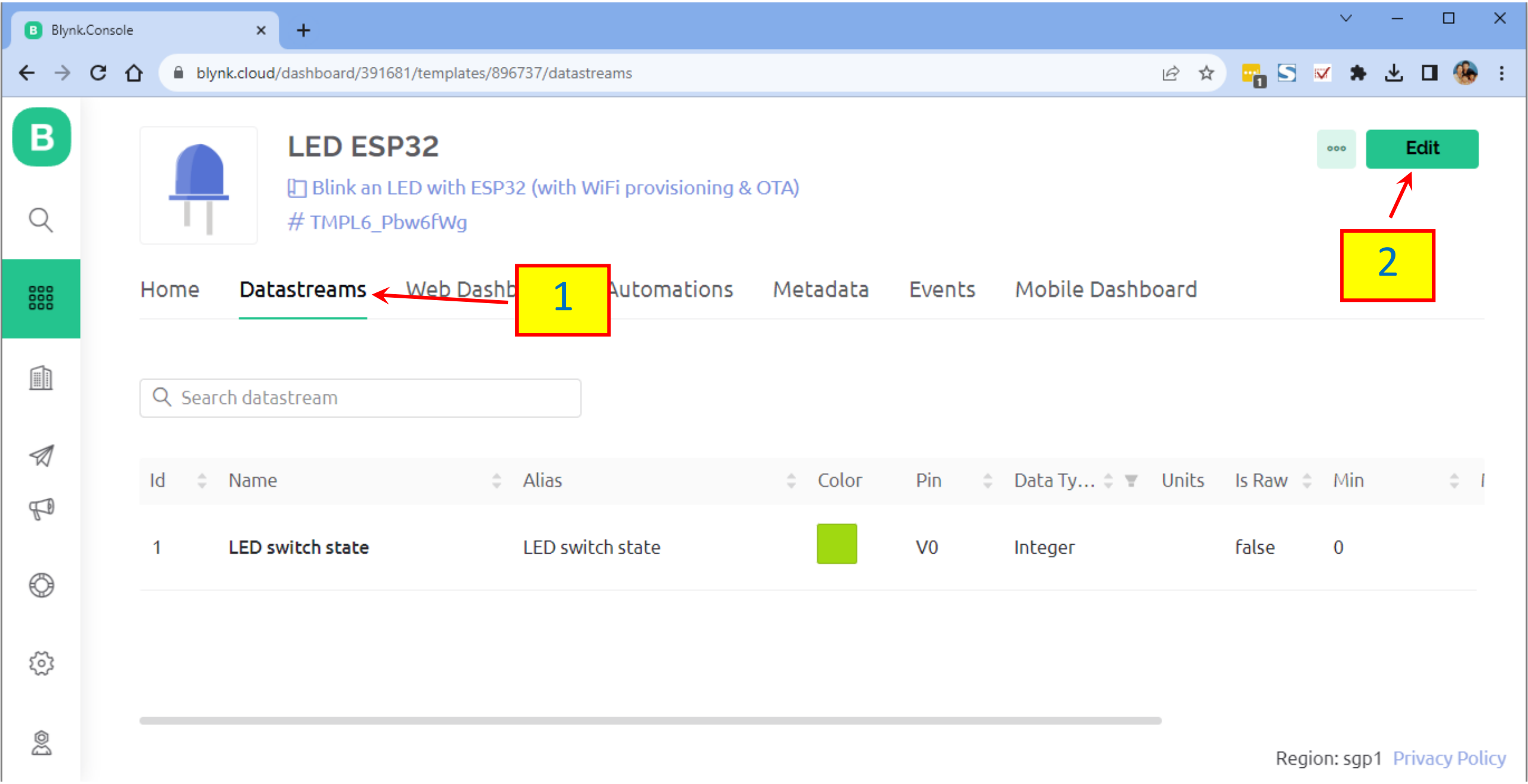
+ New Template

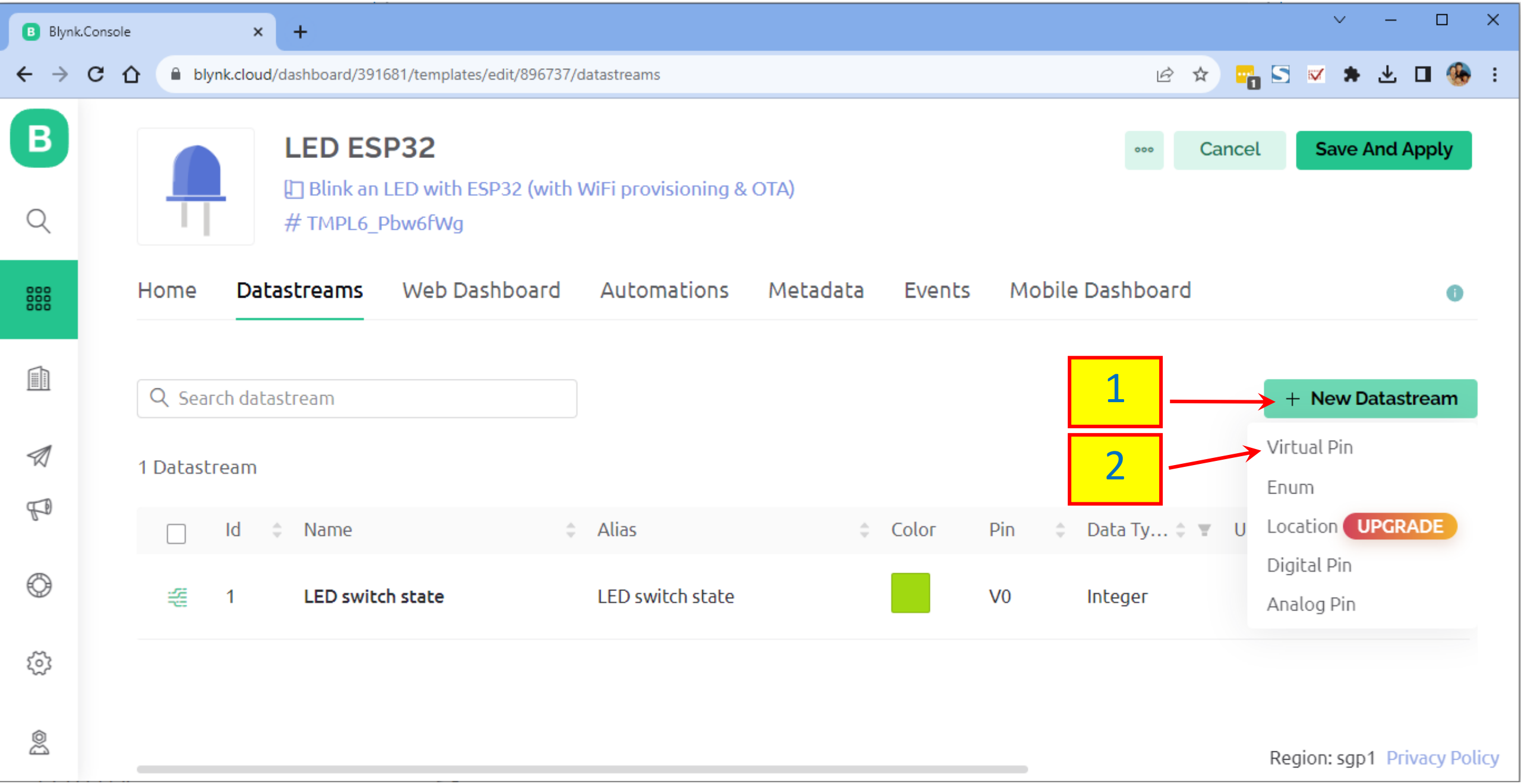
Search Templates

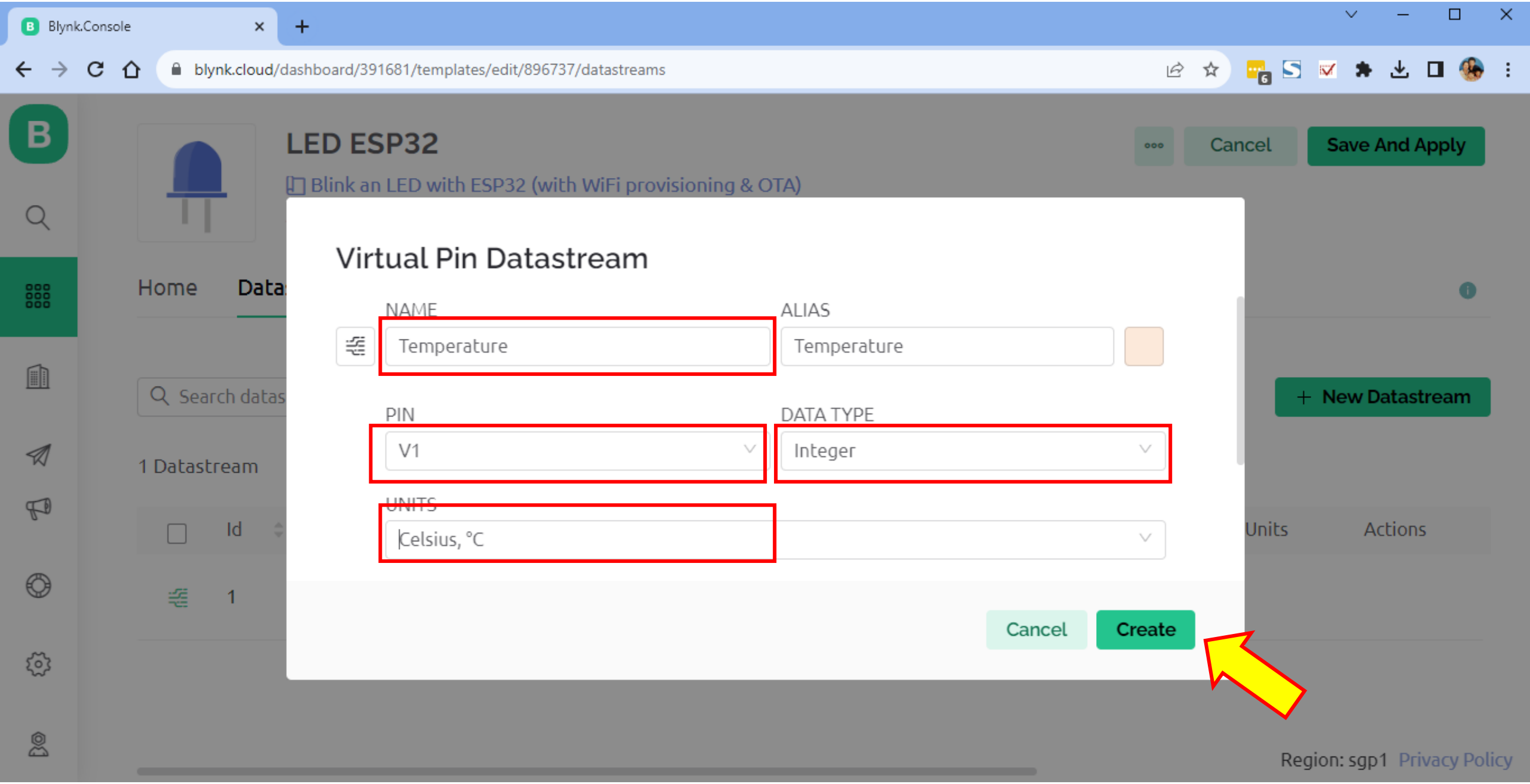
LED ESP32
1 Device

2

Region: sgp1 Privacy Policy


Blynk.Console
blynk.cloud/dashboard/391681/templates/896737/datastreams
LED ESP32
Blink an LED with ESP32 (with WiFi provisioning & OTA)
TMPL6_Pbw6fWg
Edit
2
Home
Datastreams
Web Dashb
1
Automations
Metadata
Events
Mobile Dashboard
Search datastream
Id
Name
Alias
Color
Pin
Data Ty…
Units
Is Raw
Min
1
LED switch state
LED switch state
V0
Integer
false
0
Region: sgp1
Privacy Policy


Blynk.Console
blynk.cloud/dashboard/391681/templates/edit/896737/datastreams
LED ESP32
Blink an LED with ESP32 (with WiFi provisioning & OTA)
TMPL6_Pbw6fWg
Cancel
Save And Apply
Home
Datastreams
Web Dashboard
Automations
Metadata
Events
Mobile Dashboard
Search datastream
1
2
+ New Datastream
Virtual Pin
Enum
Location
UPGRADE
Digital Pin
Analog Pin
1 Datastream
Id
Name
Alias
Color
Pin
Data Ty...
1
LED switch state
LED switch state
V0
Integer
Region: sgp1
Privacy Policy


Blynk.Console
blynk.cloud/dashboard/391681/templates/edit/896737/datastreams
LED ESP32
Blink an LED with ESP32 (with WiFi provisioning & OTA)
Cancel
Save And Apply
Home
Data
Search datas
+ New Datastream
1 Datastream
Id
Units
Actions
1
Virtual Pin Datastream
NAME
Temperature
ALIAS
Temperature
PIN
V1
DATA TYPE
Integer
UNITS
Celsius, °C
Cancel
Create
Region: sgp1
Privacy Policy

LED ESP32

Blink an LED with ESP32 (with WiFi provisioning & OTA)

TMPL6_Pbw6fWg

Cancel | Save And Apply

Home | Datastreams | Web Dashboard | Automations | Metadata | Events | Mobile Dashboard

Search datastream

+ New Datastream

2 Datastreams

Id	Name	Alias	Color	Pin	Data Ty…	Units	Actions
1	**LED switch state**	LED switch state		V0	Integer		
2	**Temperature**	Temperature		V1	Integer	°C	

Region: sgp1 Privacy Policy

LED ESP32

Blink an LED with ESP32 (with WiFi provisioning & OTA)

TMPL6_Pbw6fWg

Edit

2

Home Datastreams Web Dashboard Automation 1 tadata Events Mobile Dashboard

This is how the device page will look like for actual devices.

Device name Online

Device Owner Company Name

Tag

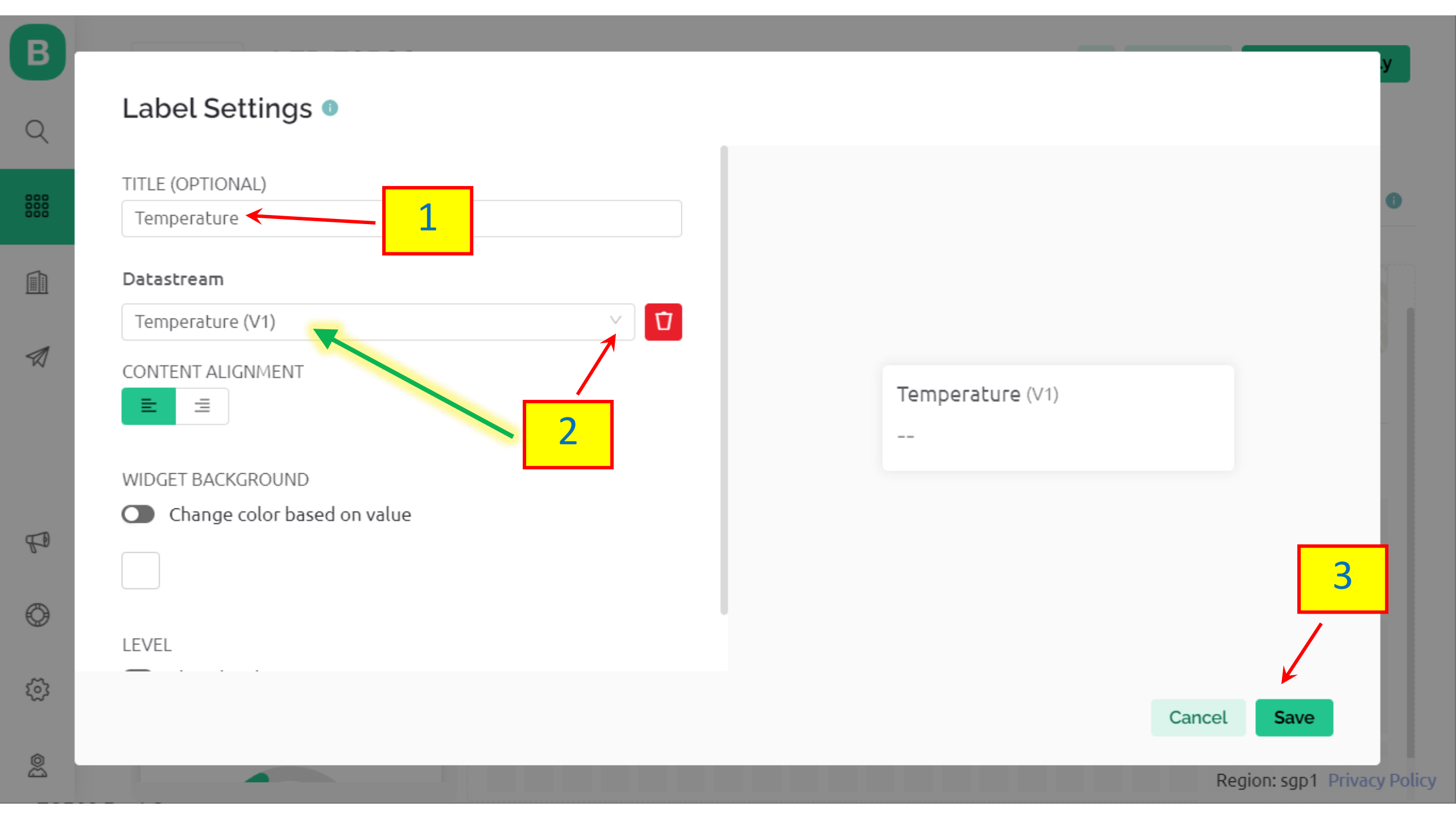
Dashboard

LED (V0)

Off

Region: sgp1 Privacy Policy


LED ESP32
Blink an LED with ESP32 (with WiFi provisioning & OTA)
TMPL6_Pbw6fWg
Cancel
Save And Apply
Home
Datastreams
Web Dashboard
Automations
Metadata
Events
Mobile Dashboard
Widget Box
3 of 10 widgets
Device Owner
Company Name
Tag
Show map
UPGRADE
DISPLAY
LED
Label
112
Gauge
LED (V0)
Off
3 Months
Custom
1. เลื่อน Widget Box ลงมาจนถึง
Label แล้วลากมาวางใน Dashboard
2
Region: sgp1
Privacy Policy


Label Settings
TITLE (OPTIONAL)
Temperature
1
Datastream
Temperature (V1)
2
CONTENT ALIGNMENT
WIDGET BACKGROUND
Change color based on value
LEVEL
Temperature (V1)
--
3
Cancel
Save
Region: sgp1
Privacy Policy

LED ESP32

Blink an LED with ESP32 (with WiFi provisioning & OTA)

TMPL6_Pbw6fWg

ooo Cancel **Save And Apply**

Home | Datastreams | **Web Dashboard** | Automations | Metadata | Events | Mobile Dashboard

Widget Box

3 of 10 widgets

CONTROL

Switch

Slider 8

Number Input 0

Device name Online

Device Owner | Company Name

Tag

Show map UPGRADE

Dashboard

Last Hour | 6 Hours | 1 Day | 1 Week | 1 Month | 3 Months | Custom

LED (V0) Off

Tempera... (V1) 0 °C

Region: sgp1 Privacy Policy

Source code

https://gist.github.com/koson/252e2439c6a8db0fa0d315e3269c88b7