

 ioxhop / IOXhop_FirebaseESP32Get Set Push Stream value on Firebase via ESP32 <https://www.ioxhop.com> 4 commits 1 branch 1 release 1 contributor

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 README.md

IOXhop_FirebaseESP32

Get Set Push Stream value on Firebase via ESP32. the function compatible with [firebase-arduino](#) except stream feature and now Cloud Messaging not support.

Device Support

This list device support and tested then worked.

- NodeMCU-32S

Needs

- [ArduinoJson V5.13.3](#)

Features

Get

Read value from object in firebase. And support data type `int` `float` `String` `bool` and `JsonObject` via function `type get[type](String path)` or `void get(String path, [type] &value)`

```
int getInt(String path) ;
float getFloat(String path) ;
String getString(String path) ;
bool getBool(String path) ;
void get(String path, int &value) ;
void get(String path, float &value) ;
void get(String path, String &value) ;
void get(String path, bool &value) ;
JsonVariant get(String path) ;
```

Example

```
digitalWrite(LED_PIN, Firebase.getInt("/led"));
```

Set

Set value in object. Support data type `int` `float` `String` `bool` and `JsonObject` via function `void set[type](String path, [type] value)` Or `void set(String path, [type] value)`

```
void setInt(String path, int value) ;
void setFloat(String path, float value, int point = 2) ;
void setString(String path, String value) ;
void setBool(String path, bool value) ;
void set(String path, int value) ;
void set(String path, float value, int point = 2) ;
void set(String path, String value) ;
void set(String path, bool value) ;
void set(String path, JsonVariant value) ;
```

Example

```
Firebase.set("/led", digitalRead(BTN1));
```

Push

If you use push. The value add to child node in object. Support data type `int` `float` `String` `bool` and `JsonObject` via function `void push[type](String path, [type] value)` Or `void push(String path, [type] value)`

```
String pushInt(String path, int value) ;
String pushFloat(String path, float value, int point = 2) ;
String pushBool(String path, bool value) ;
String pushString(String path, String value) ;
String push(String path, int value) ;
String push(String path, float value, int point = 2) ;
String push(String path, String value) ;
String push(String path, bool value) ;
String push(String path, JsonVariant value) ;
```

Example

```
Firebase.push("/log/temp", dht11.read());
```

Stream

Real time get event and data update in some object. In esp32 support multitasking via FreeRTOS so in `void loop()` not have `Firebase.available()` . If new event or data update the **callback function** auto call and you can get detail via `FirebaseStream` class

```
void stream(String path, StreamHandlerCallback callback) ;
void stopStream() ;
```

FirebaseStream class

```
String getEvent() ;
String getPath() ;
int getDataInt() ;
float getDataFloat() ;
```

```
String getDataString() ;  
float getDataBool() ;  
void getData(int &value) ;  
void getData(float &value) ;  
void getData(String &value) ;  
void getData(bool &value) ;  
JsonVariant getData() ;
```

Example

```
Firebase.stream("", [(FirebaseStream stream) {  
  if (stream.getEvent() == "put" && stream.getPath() == "/led") {  
    digitalWrite(LED_PIN, stream.getDataInt());  
  }  
});
```

Full Example

- [FirebaseDemo_ESP32](#)
- [FirebaseNeoPixel_ESP32](#)
- [FirebaseRoom_ESP32](#)
- [FirebaseStream_ESP32](#)

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