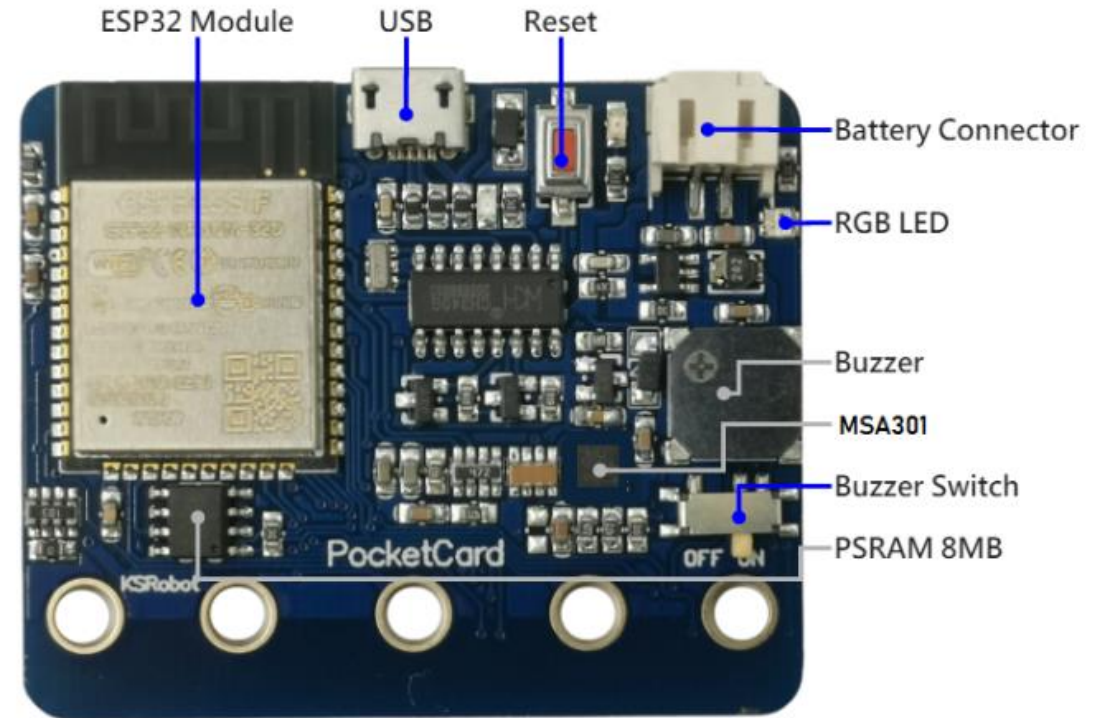
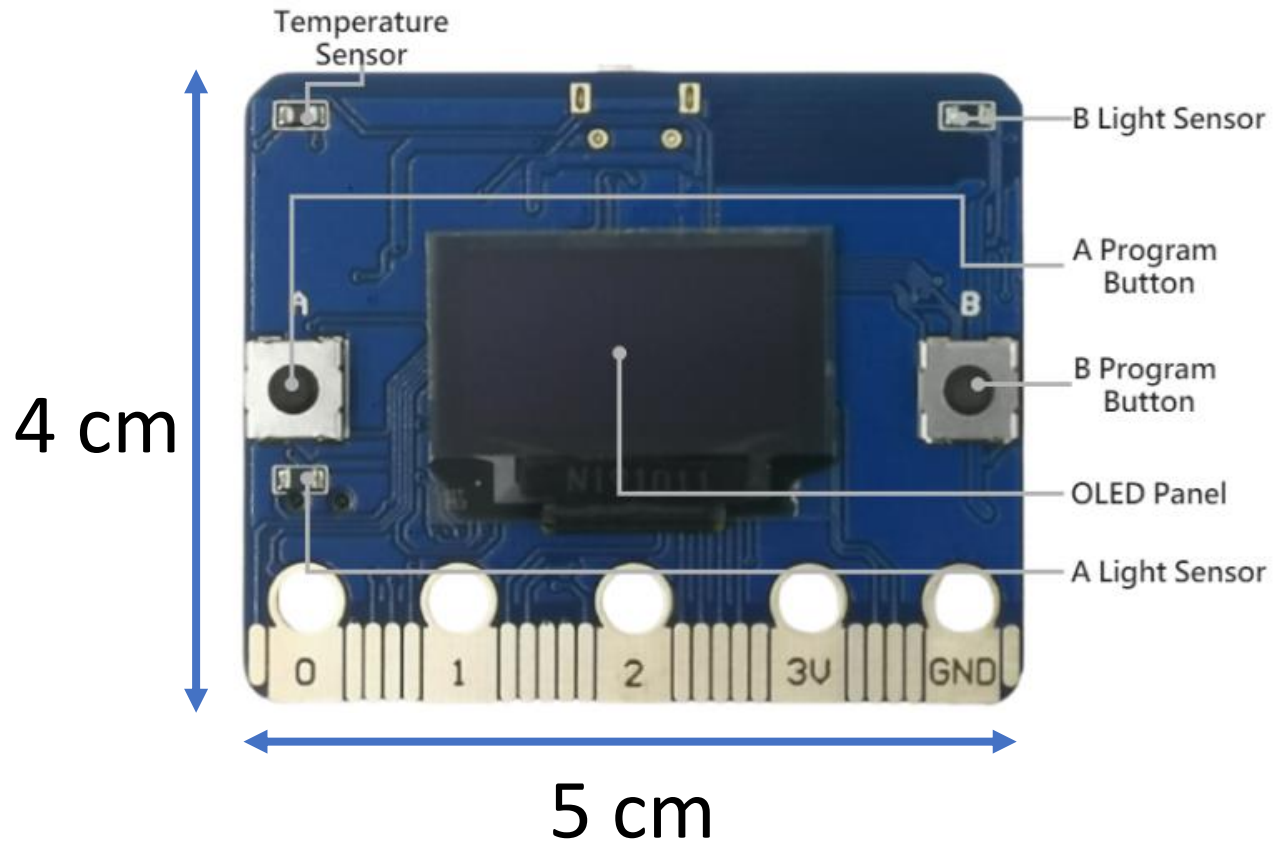


物聯網實務

11_16

廖裕評

KSB061 PocketCard Lite 1.3 in. ESP32 board



Setting up the environment

- 1. Download Arduino IDE

<https://www.arduino.cc/en/Main/Software>

- 2. Install the driver for USB to UART device

http://www.wch.cn/download/CH341SER_ZIP.html

← → ↻


arduino.cc/en/software

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COMMUNITY

BLOG

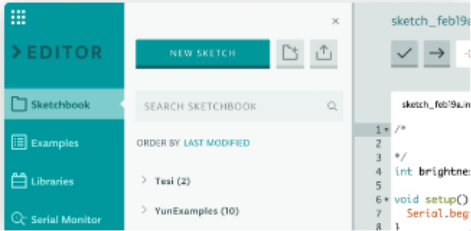
ABOUT


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 2.0.1

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.

DOWNLOAD OPTIONS

Windows

Windows

Windows

Linux

Linux

macOS

Win 10 and newer, 64 bits

MSI

ZIP file

AppImage 64 bits (X86-64)

ZIP file 64 bits (X86-64)

10.14: "Mojave" or newer, 64 bits



Support the Arduino IDE

Since the release 1.x release in March 2015, the Arduino IDE has been downloaded **67,008,166** times — impressive! Help its development with a donation.

\$3

\$5

\$10

\$25

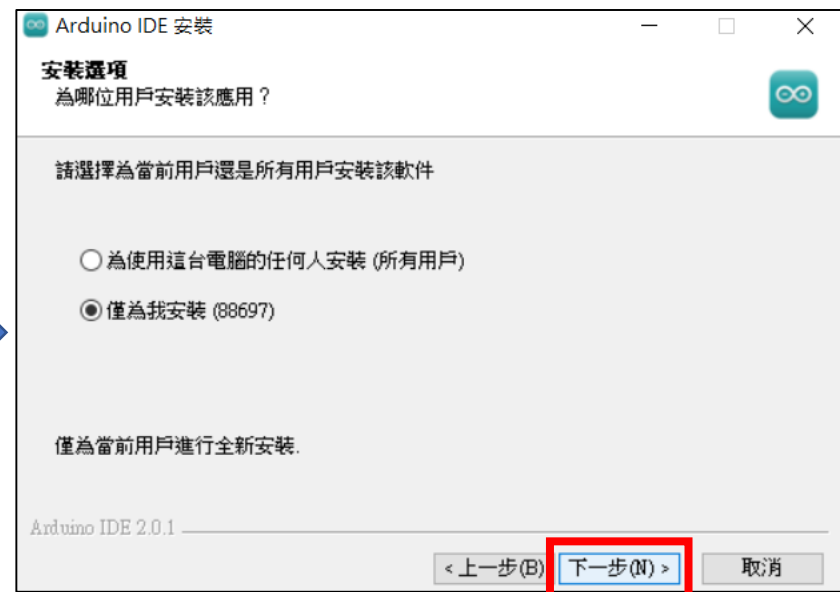
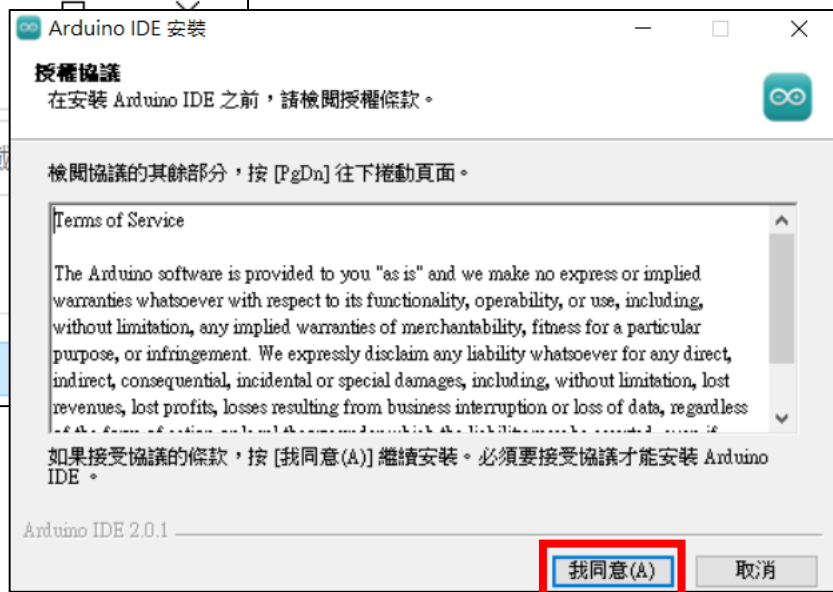
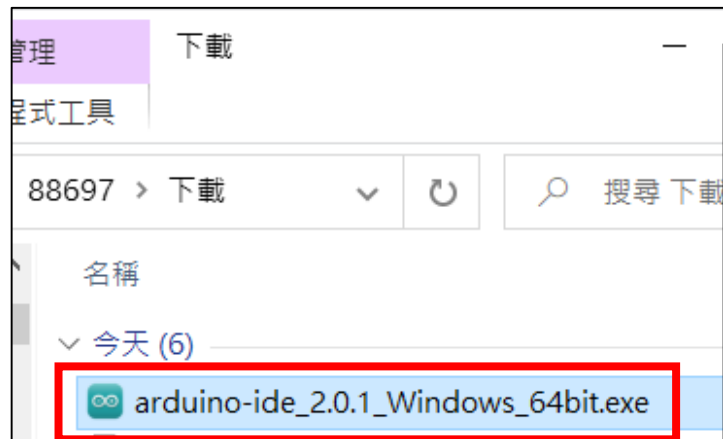
\$50

Other

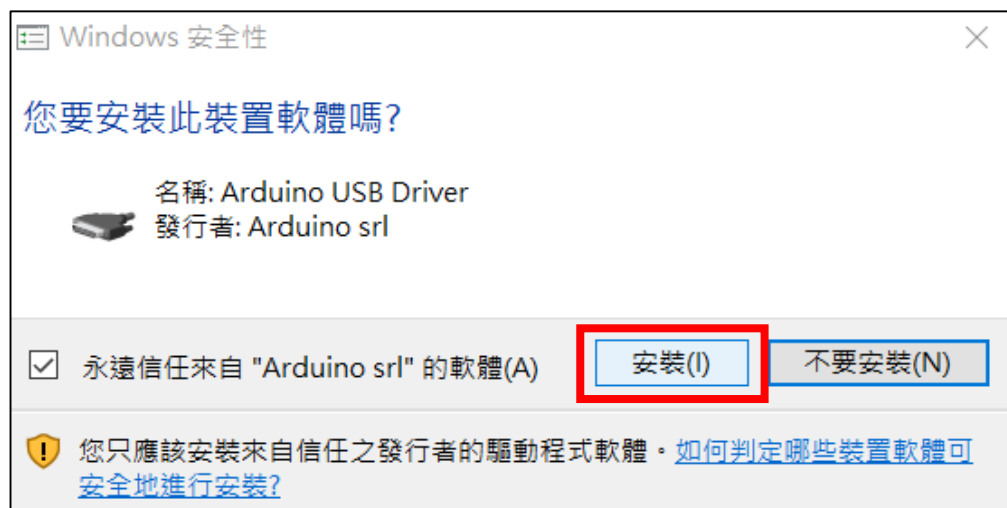
JUST DOWNLOAD

CONTRIBUTE & DOWNLOAD





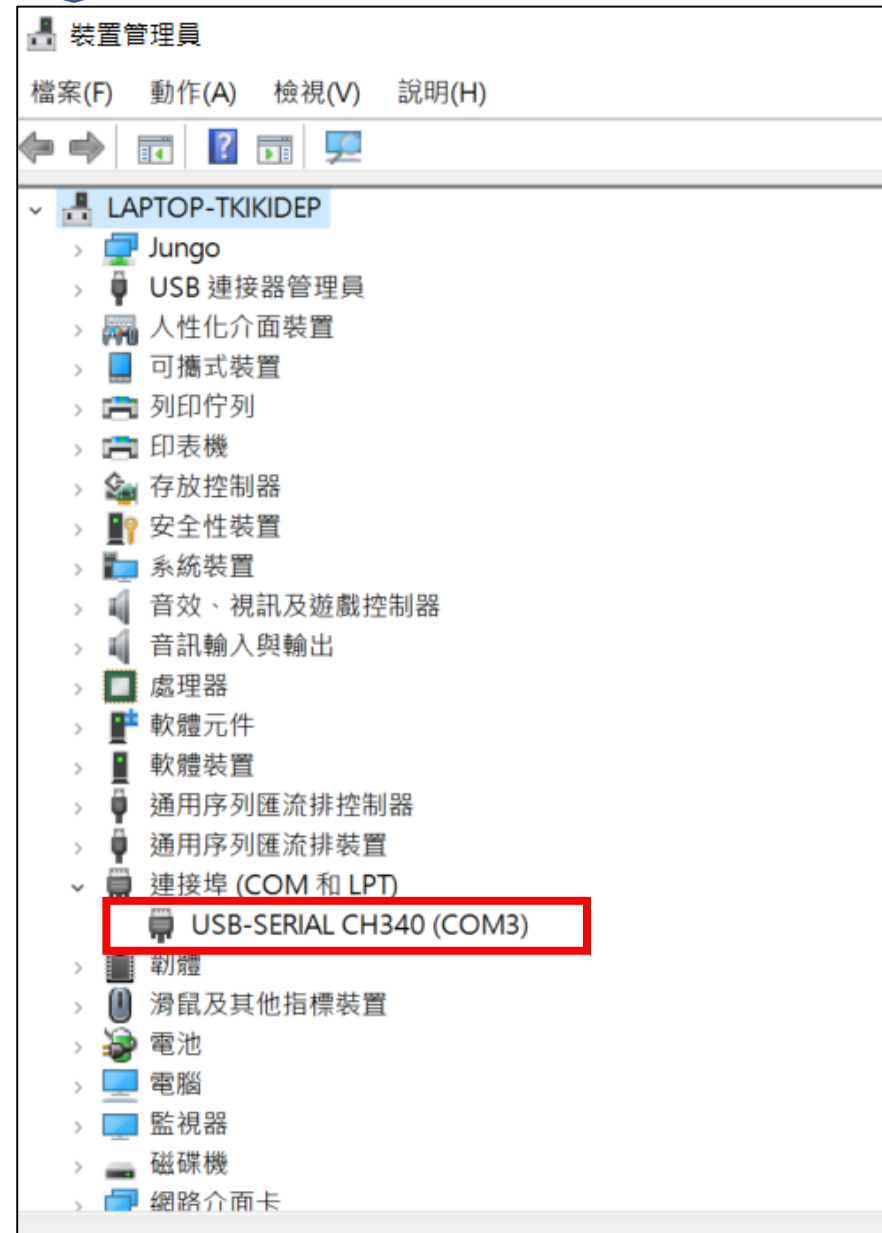
Install Arduino USB Driver



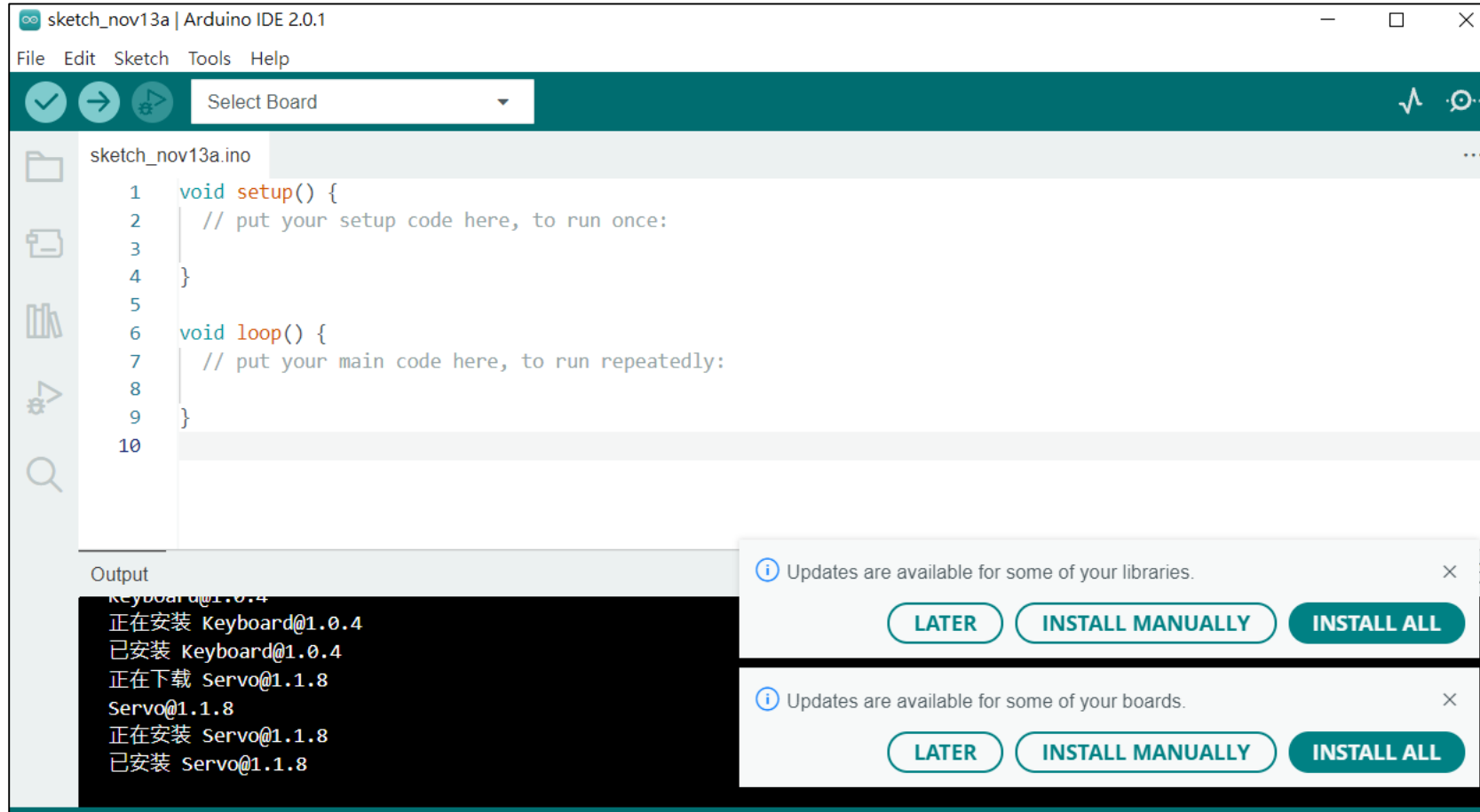
Connecting



Device Manager

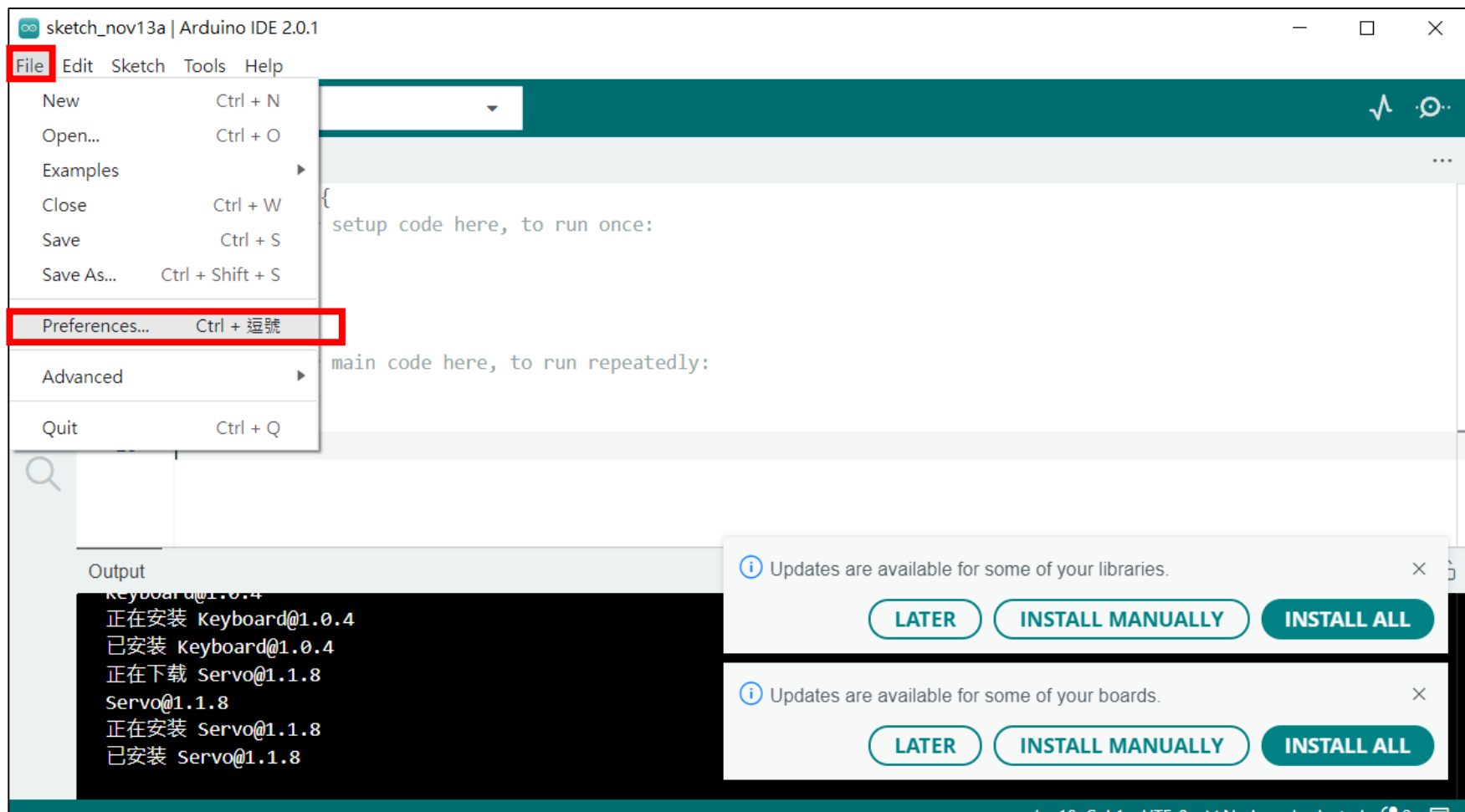


Arduino IDE 2.0.1



Installing ESP32 in Arduino IDE

- 「File」 > 「Preferences」



https://dl.espressif.com/dl/package_esp32_index.json

Copy

Preferences

☐ Show files inside Sketches

Editor font size: 14

Interface scale: ☒ Automatic 100 %

Theme: Light (Arduino) ▾

Language: English ▾ (Reload required)


Show verbose output during ☐ compile ☐ upload

Compiler warnings: None ▾

☐ Verify code after upload

☒ Auto save

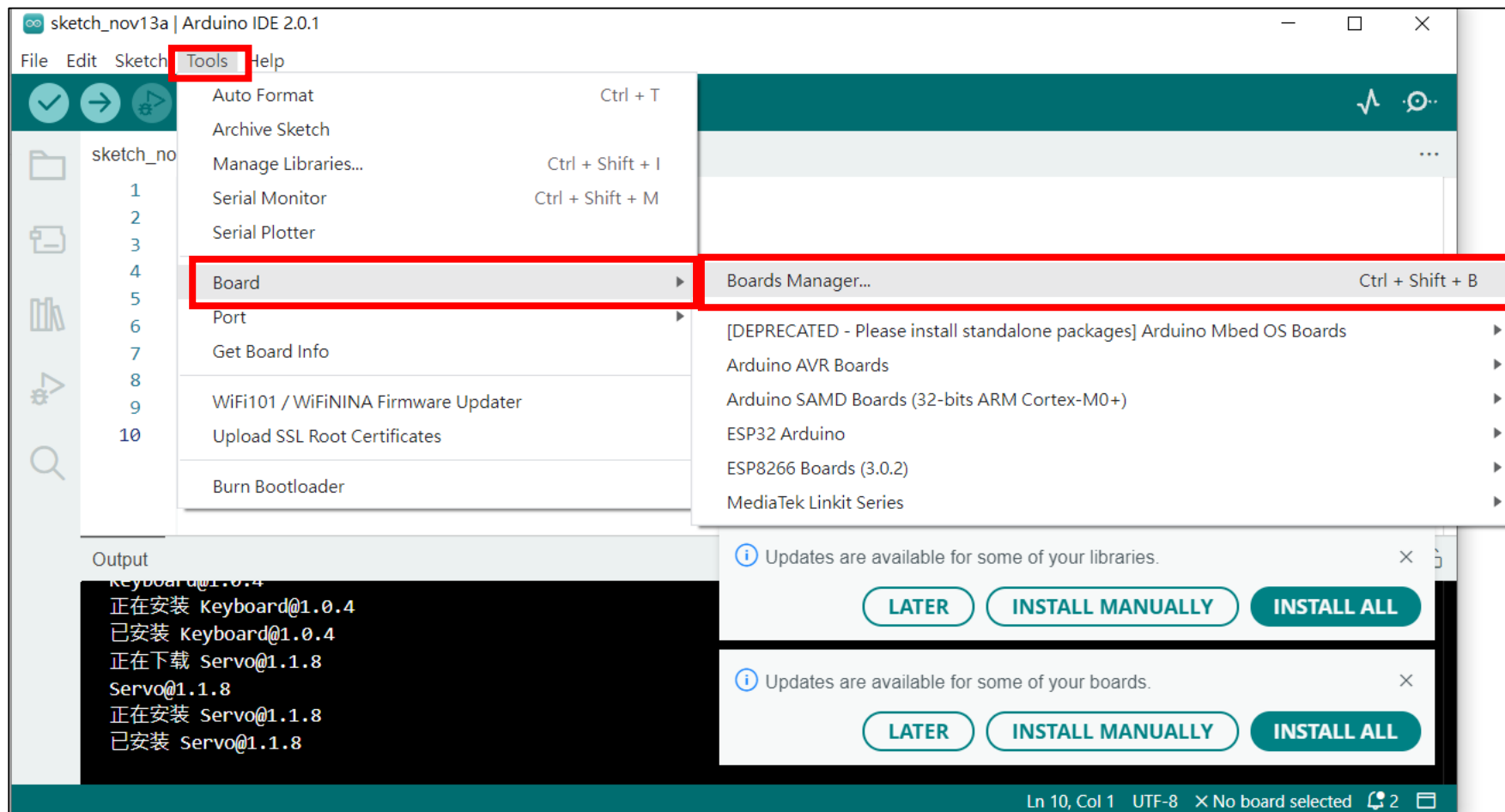
☐ Editor Quick Suggestions

Additional boards manager URLs: 

CANCEL OK

Paste

「Tools」 > 「Board」 > 「Board Manager...」





Platform esp32:esp32@1.0.5 installed

Install Libraries

https://github.com/kaise-ksrobot/pocketcard_arduino

GitHub - kaise-ksrobot/pocketcard_arduino

Product Solutions Open Source Pricing Search

kaise-ksrobot / pocketcard_arduino Public

<> Code Issues Pull requests Actions Projects Security Insights

master 1 branch 0 tags Go to file Code

Local Codespaces

Clone

HTTPS GitHub CLI

https://github.com/kaise-ksrobot/pocketcard_arduino

Use Git or checkout with SVN using the web URL.

Open with GitHub Desktop

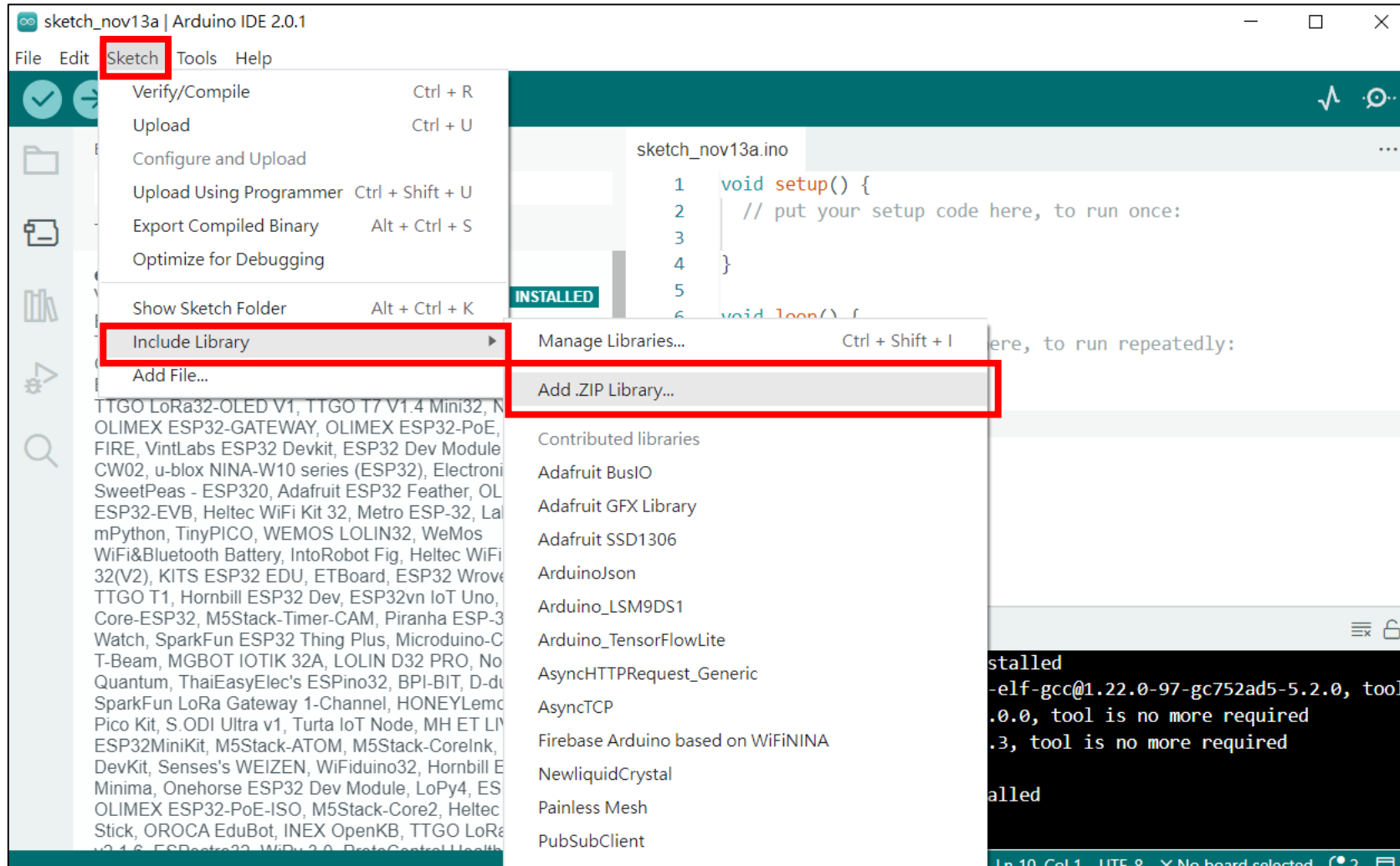
Download ZIP

Examples:

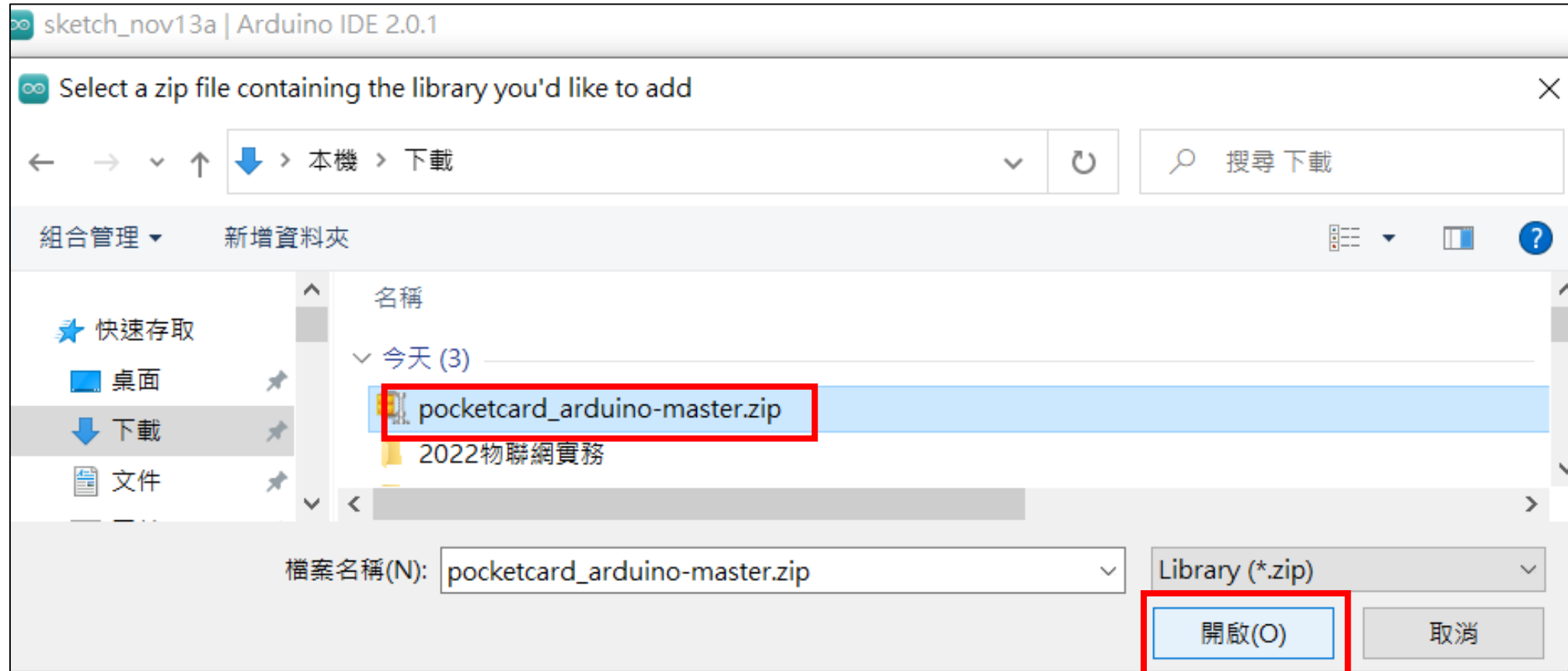
File/Folder	Version
examples	v0.2.3
src	v0.2.0
LICENSE	Initial
README.md	Initial
library.properties	v0.1.0

README.md

Add .ZIP Library



pocketcard_arduino-master.zip



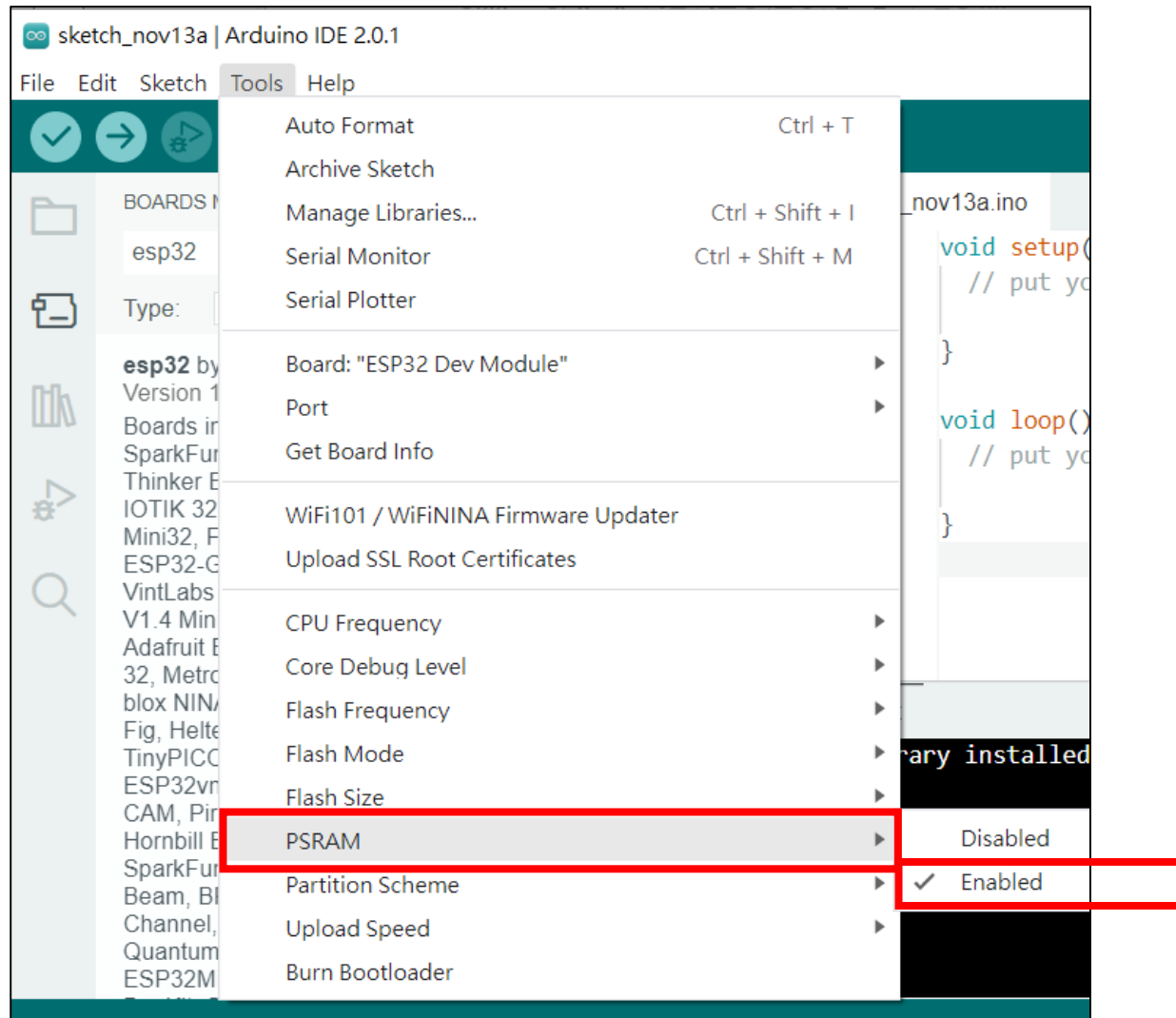
Board: ESP32 Dev Module

The screenshot shows the Arduino IDE 2.0.1 interface. The 'Tools' menu is open, and the 'Board: "ESP32 Dev Module"' option is highlighted. The 'Boards Manager...' window is also open, showing the 'esp32' package selected. The 'Boards Manager' window displays a list of installed boards, including 'ESP8266 Boards (3.0.2)' and 'MediaTek Linkit Series'. The 'Board: "ESP32 Dev Module"' option is highlighted in the 'Boards Manager' window. The 'Boards Manager' window also shows a list of installed boards, including 'ESP8266 Boards (3.0.2)' and 'MediaTek Linkit Series'. The 'Boards Manager' window also shows a list of installed boards, including 'ESP8266 Boards (3.0.2)' and 'MediaTek Linkit Series'.

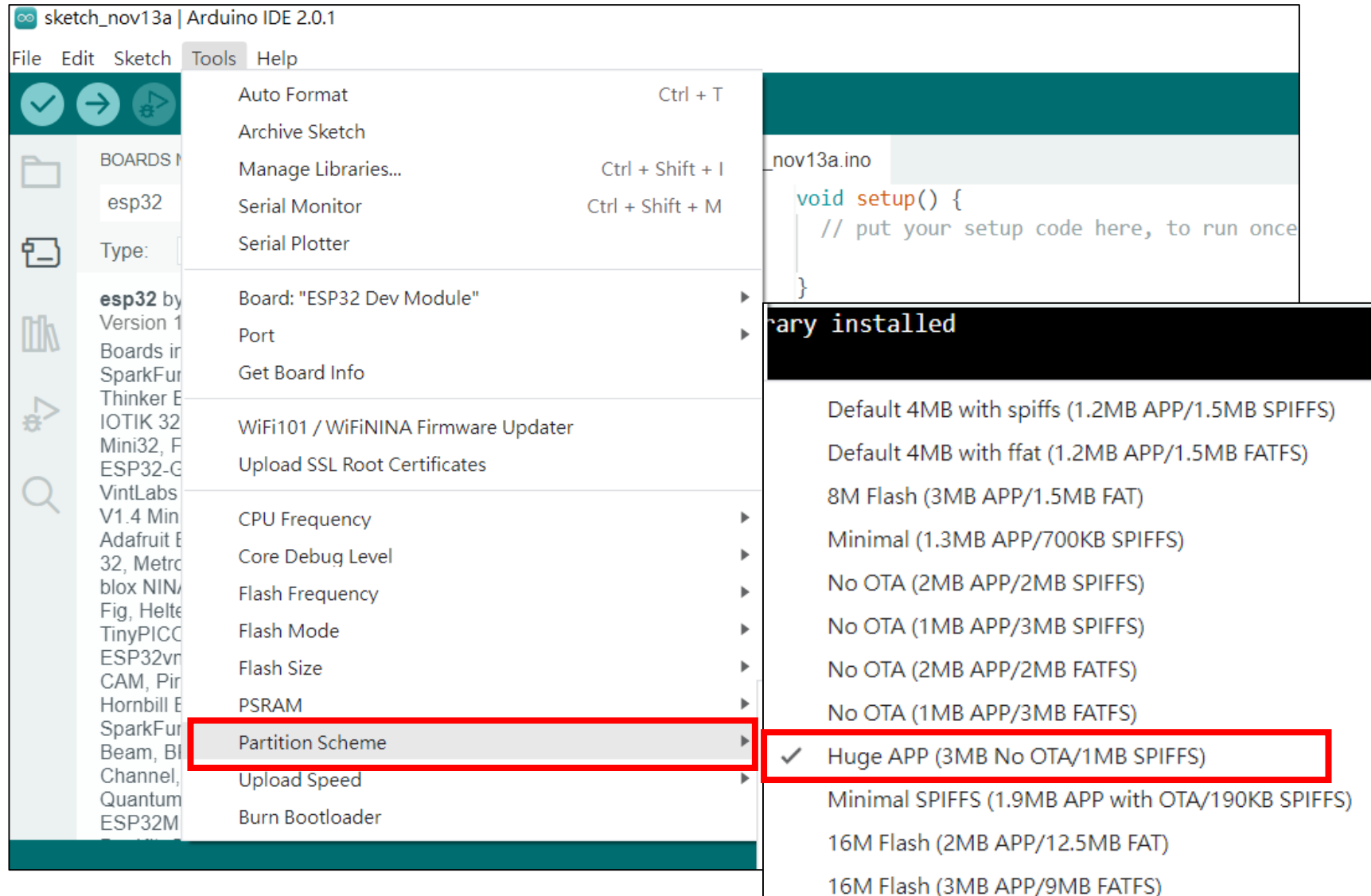
ESP32 Dev Module

- ESP32 Wrover Module
- ESP32 Pico Kit
- TinyPICO
- S.ODI Ultra v1
- MagicBit
- Turta IoT Node
- TTGO LoRa32-OLED V1
- TTGO T1
- TTGO T7 V1.3 Mini32
- TTGO T7 V1.4 Mini32
- XinaBox CW02
- SparkFun ESP32 Thing
- SparkFun ESP32 Thing Plus
- u-blox NINA-W10 series (ESP32)
- Widora AIR
- Electronic SweetPeas - ESP320
- Nano32
- LOLIN D32
- LOLIN D32 PRO
- WEMOS LOLIN32
- WEMOS LOLIN32 Lite
- Dongsen Tech Pocket 32
- WeMos WiFi&Bluetooth Battery
- ESPea32

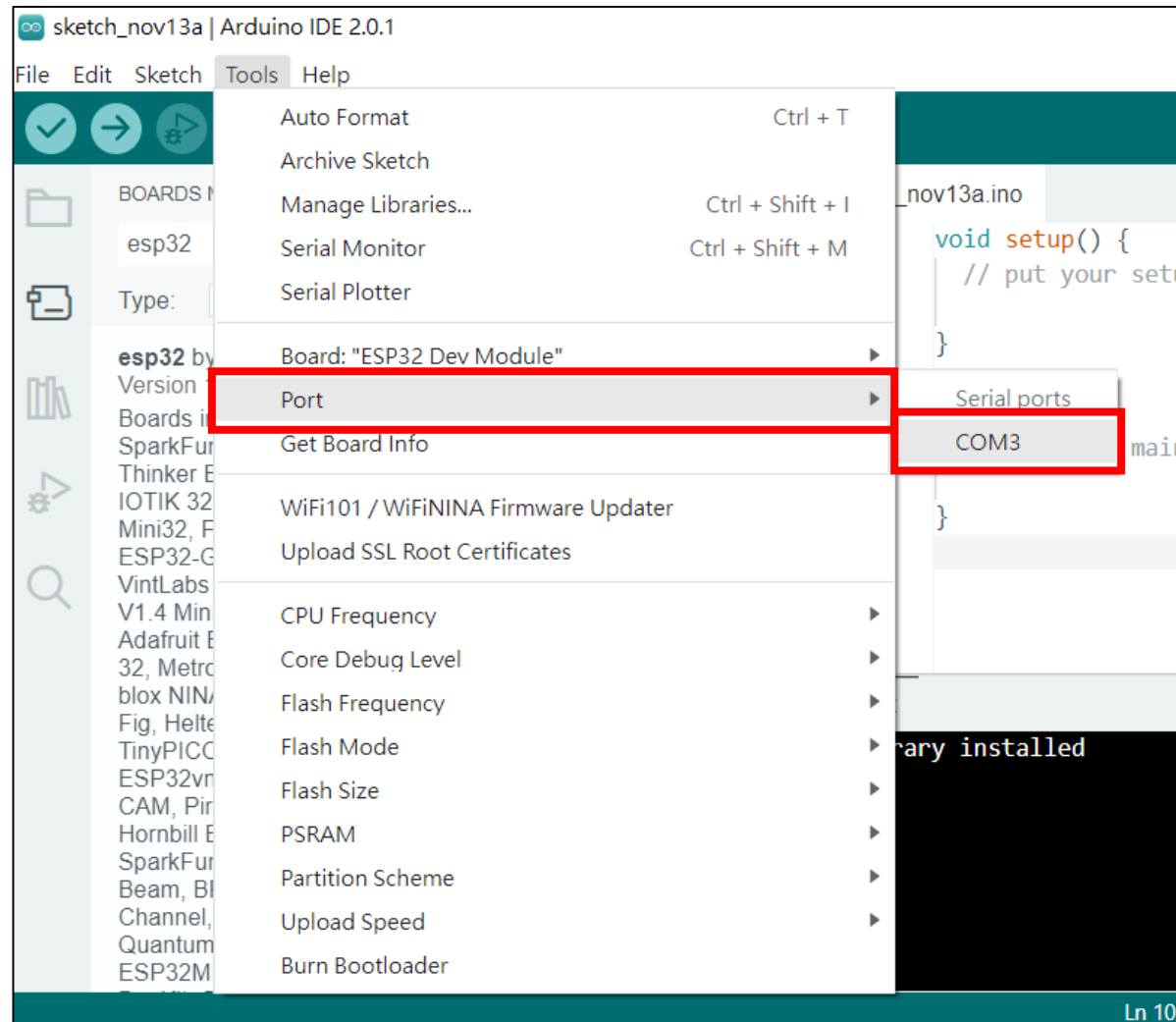
Tools > PSRAM : Enabled



Tools > Partition Scheme : Huge APP



Tools > Port : COM3




Window zip

← ↻ 🔒 https://www.arduino.cc/en/software

PROFESSIONAL EDUCATION STORE 🔍 Search on Arduino

∞ HARDWARE SOFTWARE CLOUD DOCUMENTATION ▼ COMMUNITY ▼ BLOG ABOUT

Legacy IDE (1.8.X)



Arduino IDE 1.8.19

The open-source Arduino Software (IDE) makes it easy to write code and upload it to the board. This software can be used with any Arduino board.


Refer to the [Getting Started](#) page for Installation instructions.

SOURCE CODE

Active development of the Arduino software is [hosted by GitHub](#). See the instructions for [building the code](#). Latest release source code archives are available [here](#). The archives are PGP-signed so they can be verified using [this](#) gpg key.

DOWNLOAD OPTIONS

Windows Win 7 and newer
Windows ZIP file

Windows app Windows ZIP file 

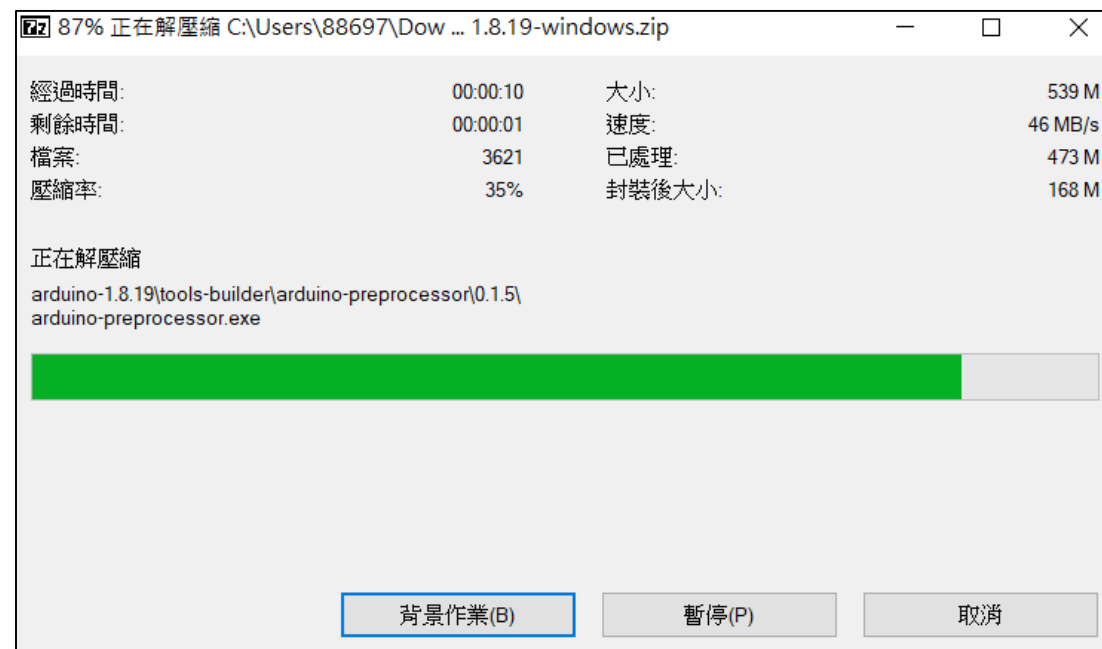
Linux 32 bits
Linux 64 bits
Linux ARM 32 bits
Linux ARM 64 bits

Mac OS X 10.10 or newer

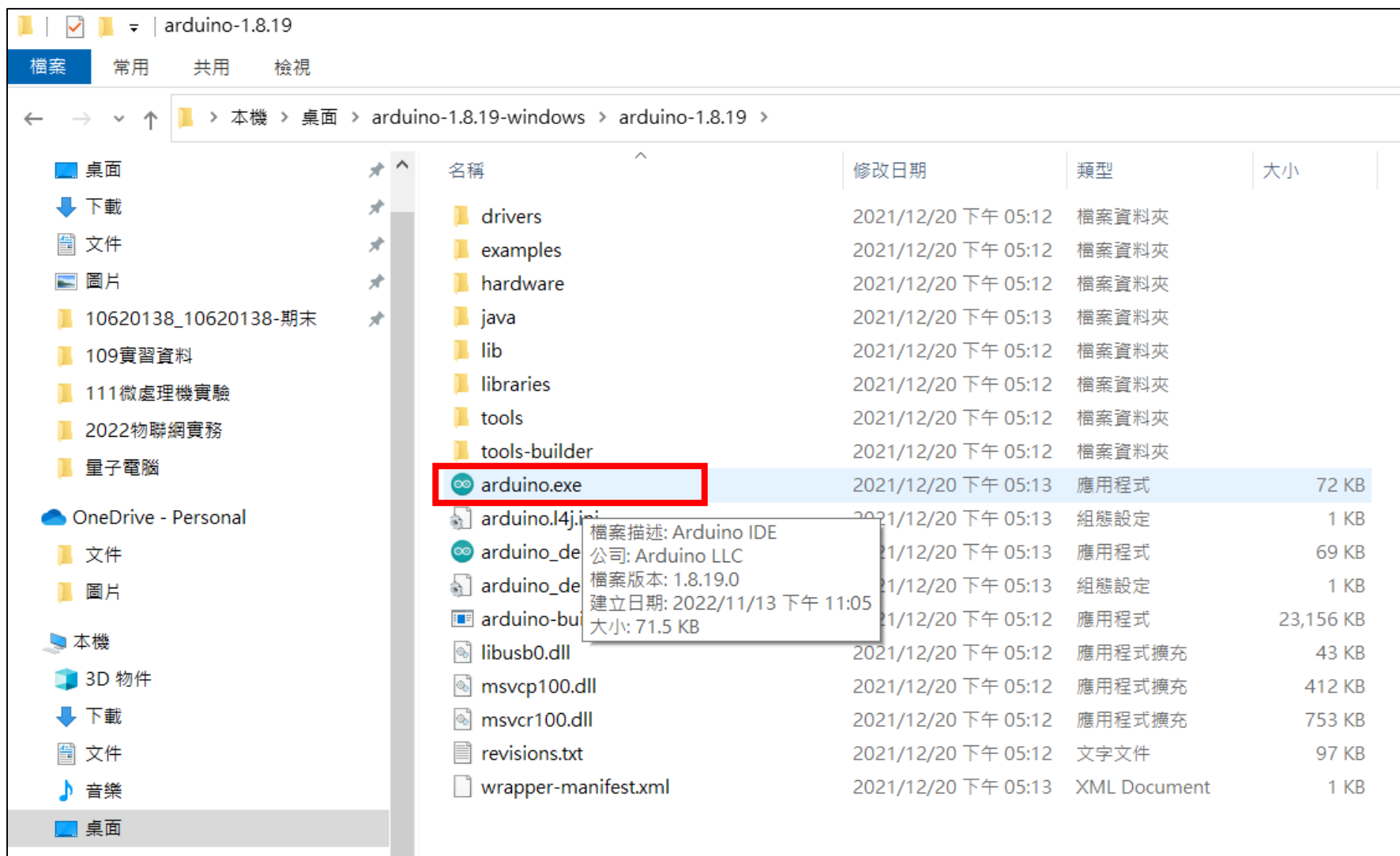
[Release Notes](#)

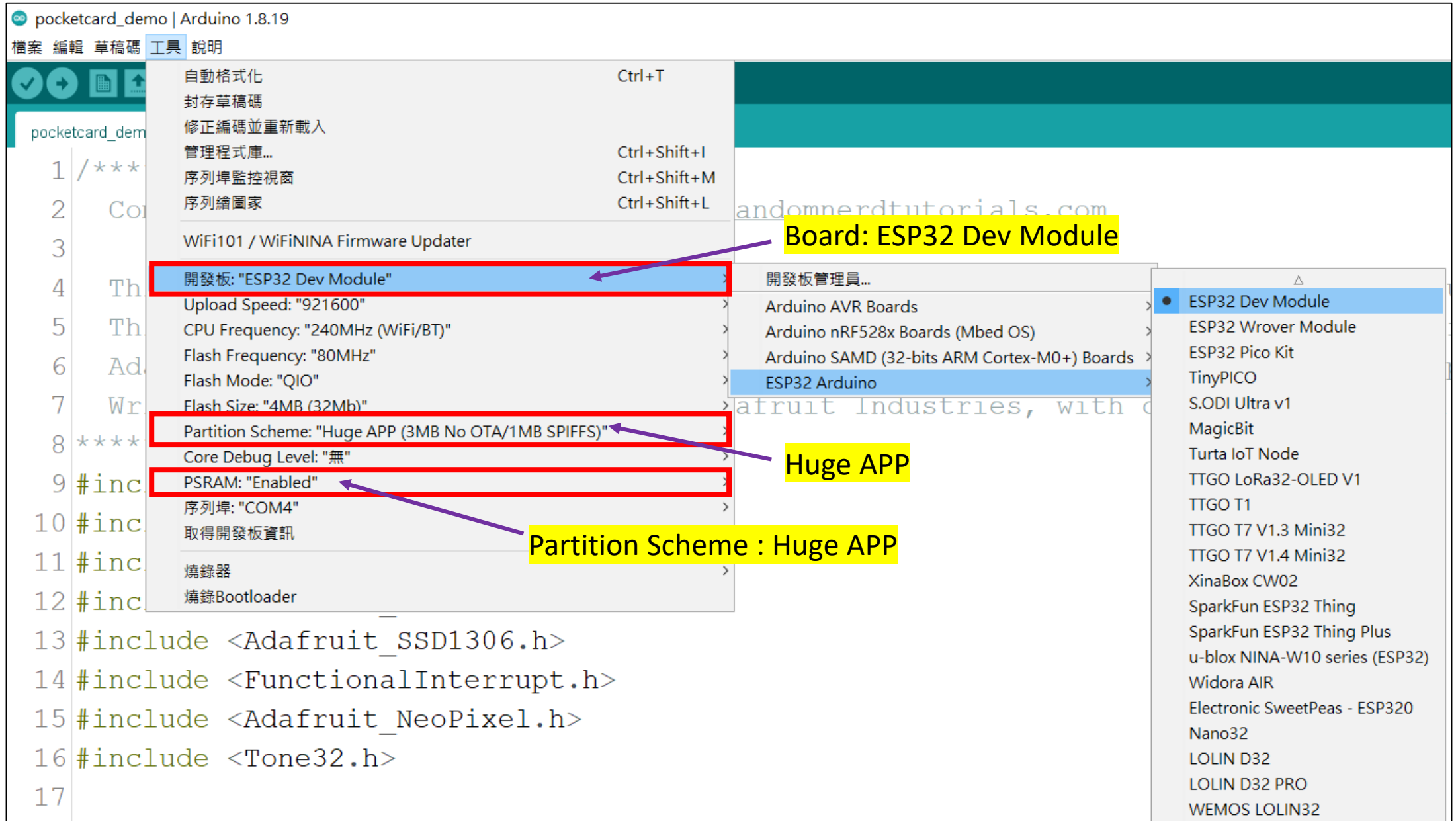
[Checksums \(sha512\)](#)

Unzip



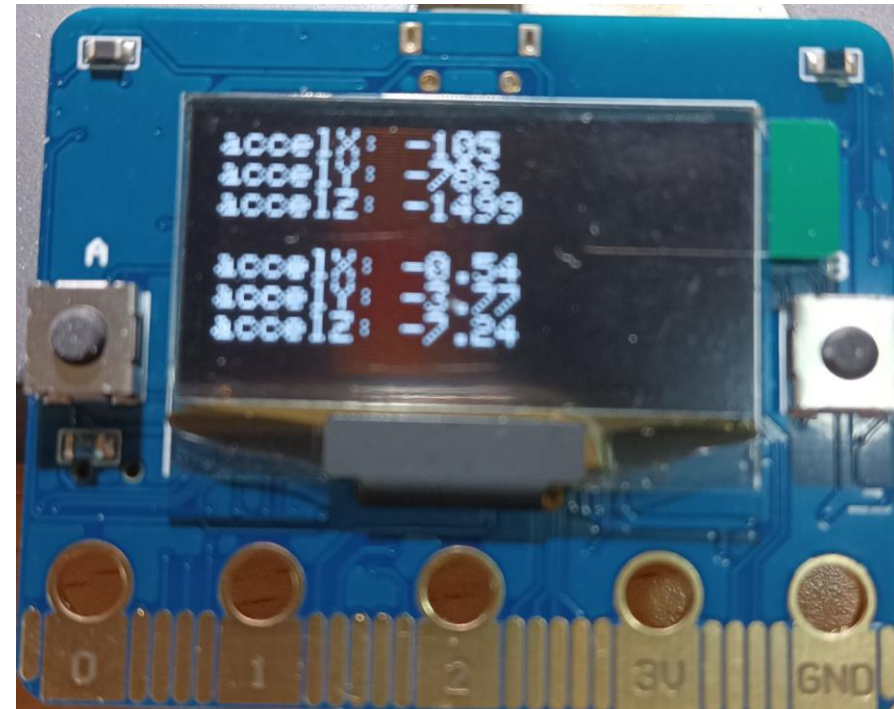
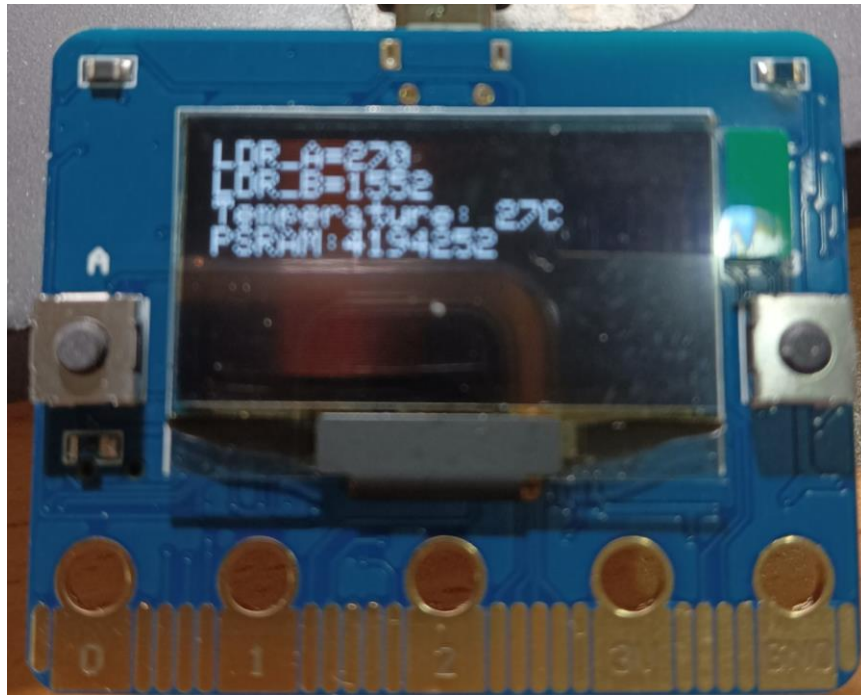
Arduino.exe





Exercise 9-1

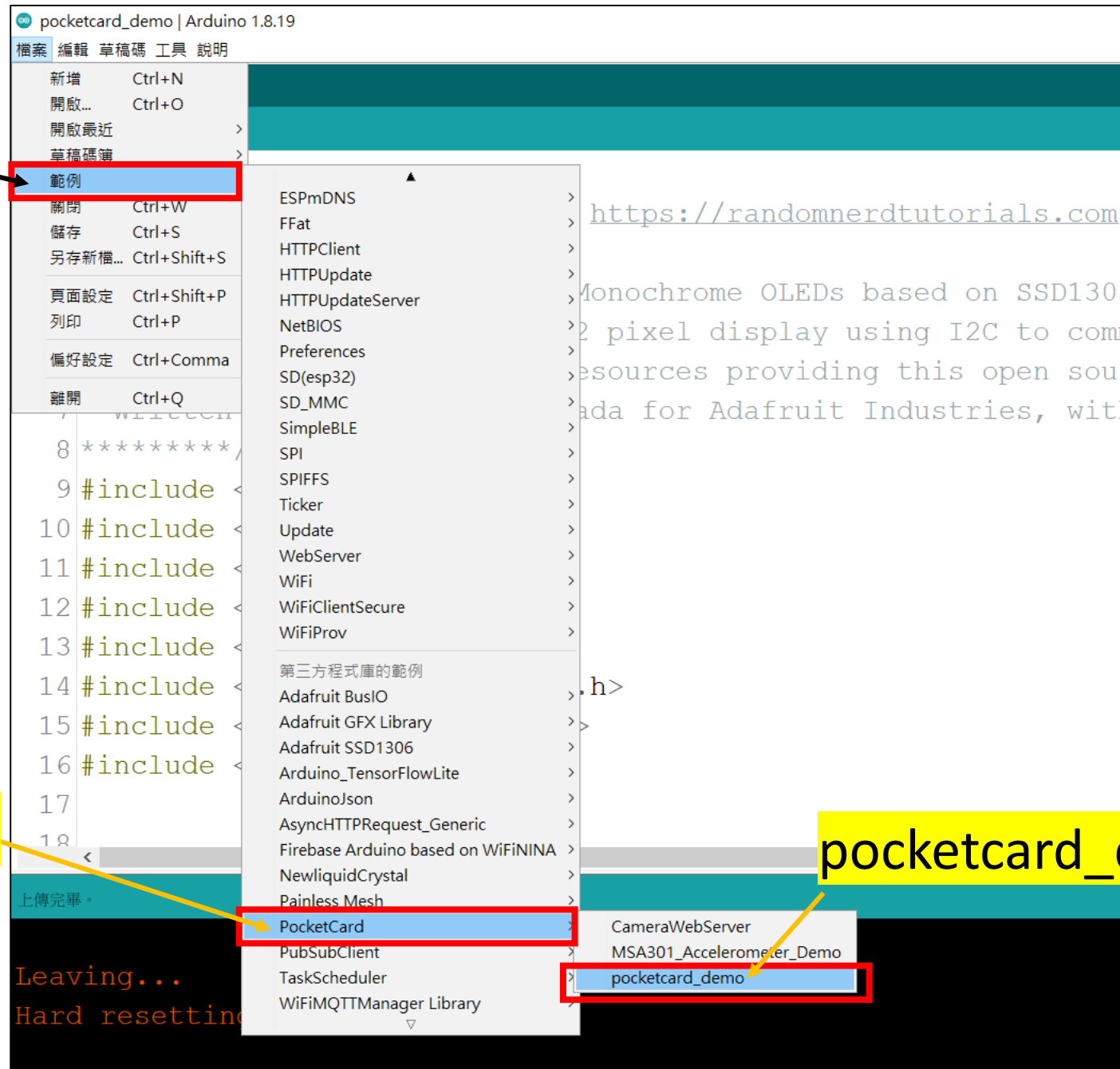
- pocketcard_demo



example

PocketCard

pocketcard_demo



Verify



```
1 /*****
2  Complete project details at https://randomnerdtutorials.com
3
4  This is an example for our Monochrome OLEDs based on SSD1306 d
5  This example is for a 128x32 pixel display using I2C to commun
6  Adafruit invests time and resources providing this open source
7  Written by Limor Fried/Ladyada for Adafruit Industries, with co
8  *****/
9 #include <Arduino.h>
10 #include <SPI.h>
11 #include <Wire.h>
```

編譯完畢。

草稿碼使用了 329170 bytes (10%) 的程式儲存空間。上限為 3145728 bytes。
全域變數使用了 15352 bytes (4%) 的動態記憶體，剩餘 312328 bytes 給區域變數

no error

Upload



pocketcard_demo | Arduino 1.8.19

檔案 編輯 草稿碼 工具 說明

Upload

pocketcard_demo

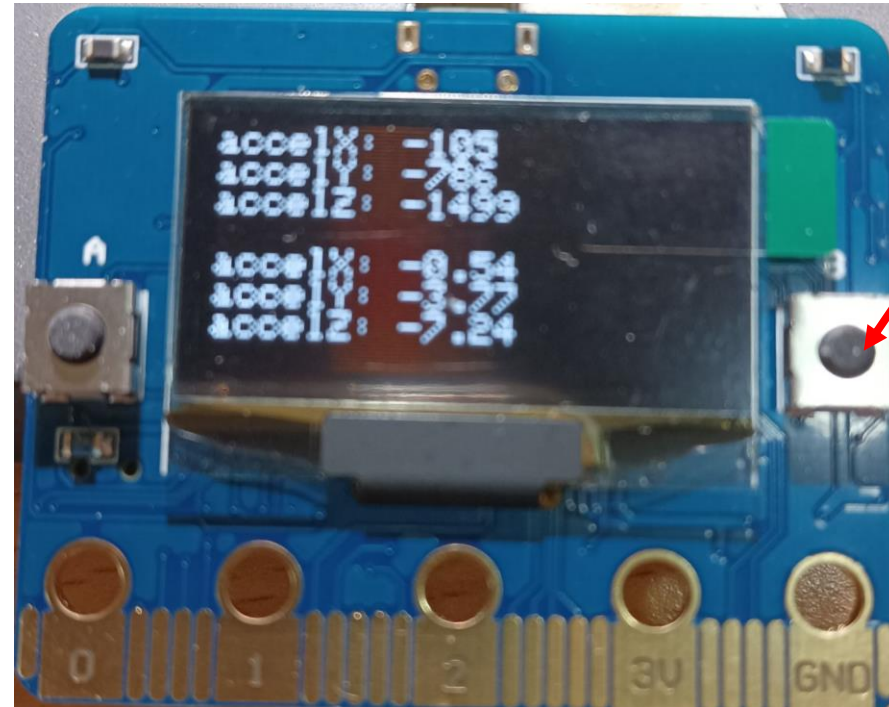
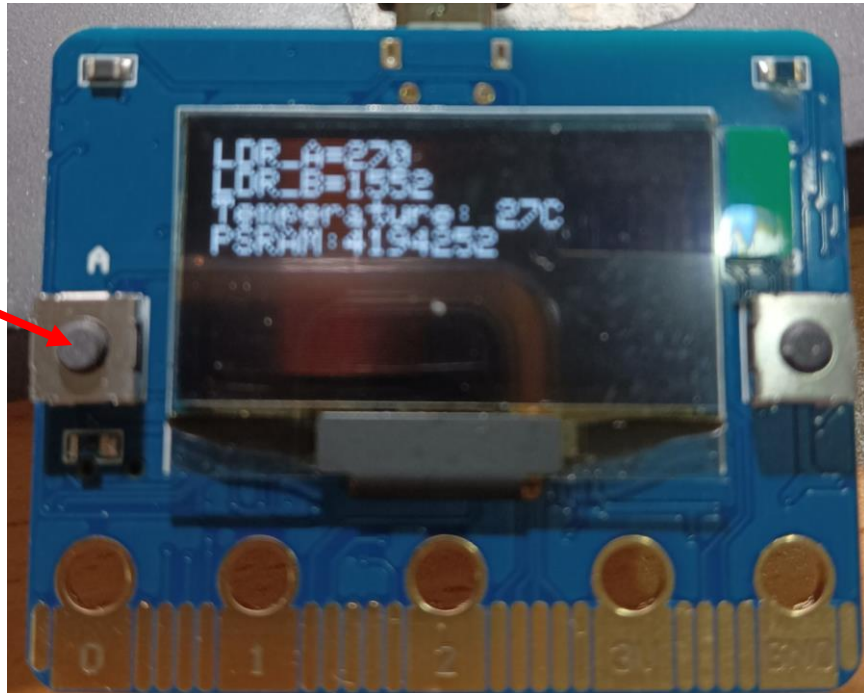
```
1 /*****
2  Complete project details at https://randomnerdtutorials.com
3
4  This is an example for our Monochrome OLEDs based on SSD1306 d
5  This example is for a 128x32 pixel display using I2C to commun
6  Adafruit invests time and resources providing this open source
7  Written by Limor Fried/Ladyada for Adafruit Industries, with co
8  *****/
9 #include <Arduino.h>
10 #include <SPI.h>
11 #include <Wire.h>
```

上傳完畢。

Leaving...
Hard resetting via RTS pin...

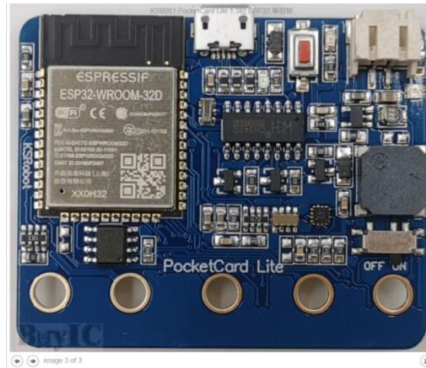
no error

Press button



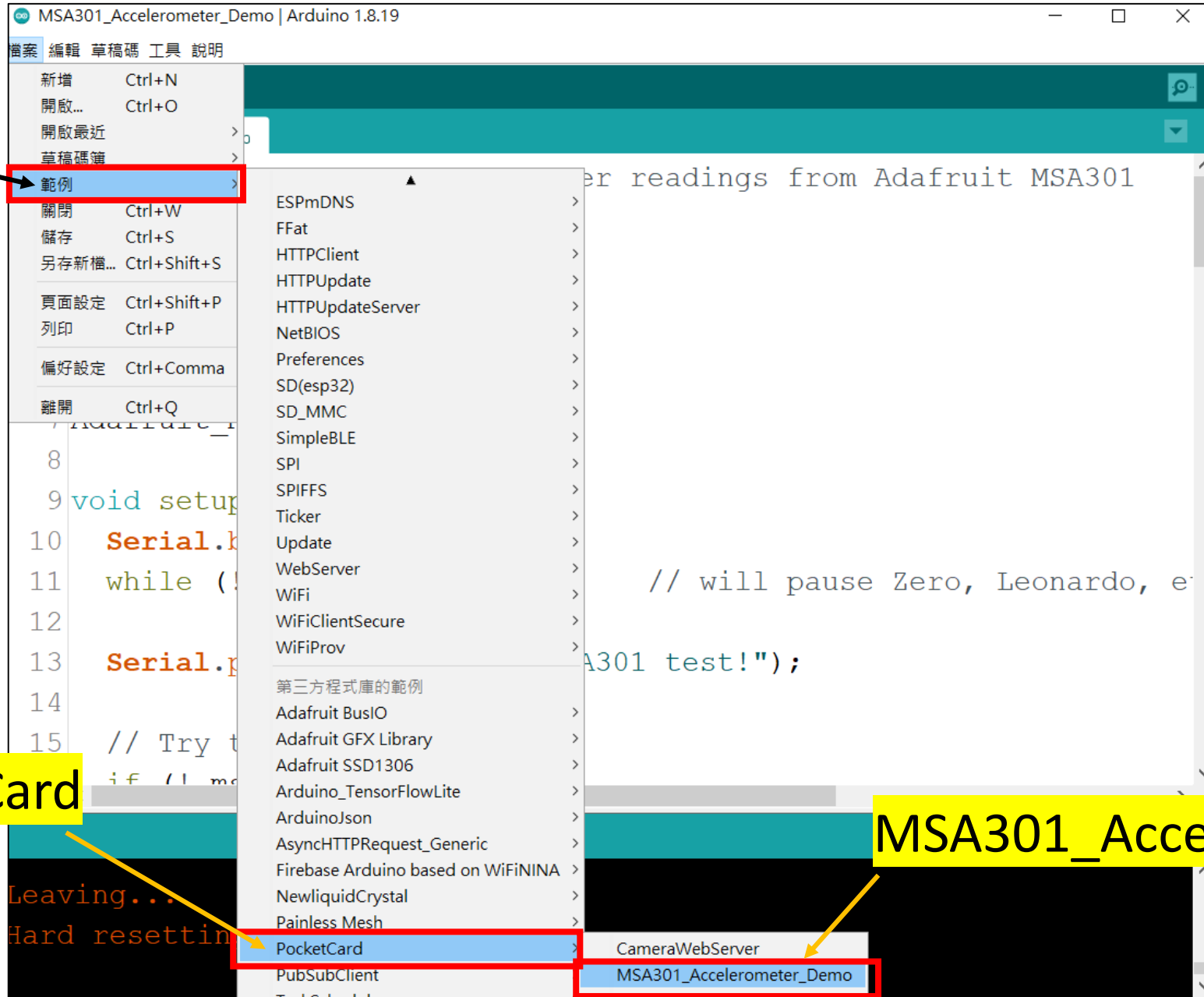
Exercise 9-2

- MSA301_Accelerometer_Demo



```
COM3
X:  -784      Y:  1793      Z:  970
X:  -827      Y:  1780      Z:  900
X:  -786      Y:  1799      Z:  810
X:  -759      Y:  1758      Z:  866
X:  -915      Y:  1777      Z:  782
X:  -912      Y:  1794      Z:  797
X:  -884      Y:  1761      Z:  806
```

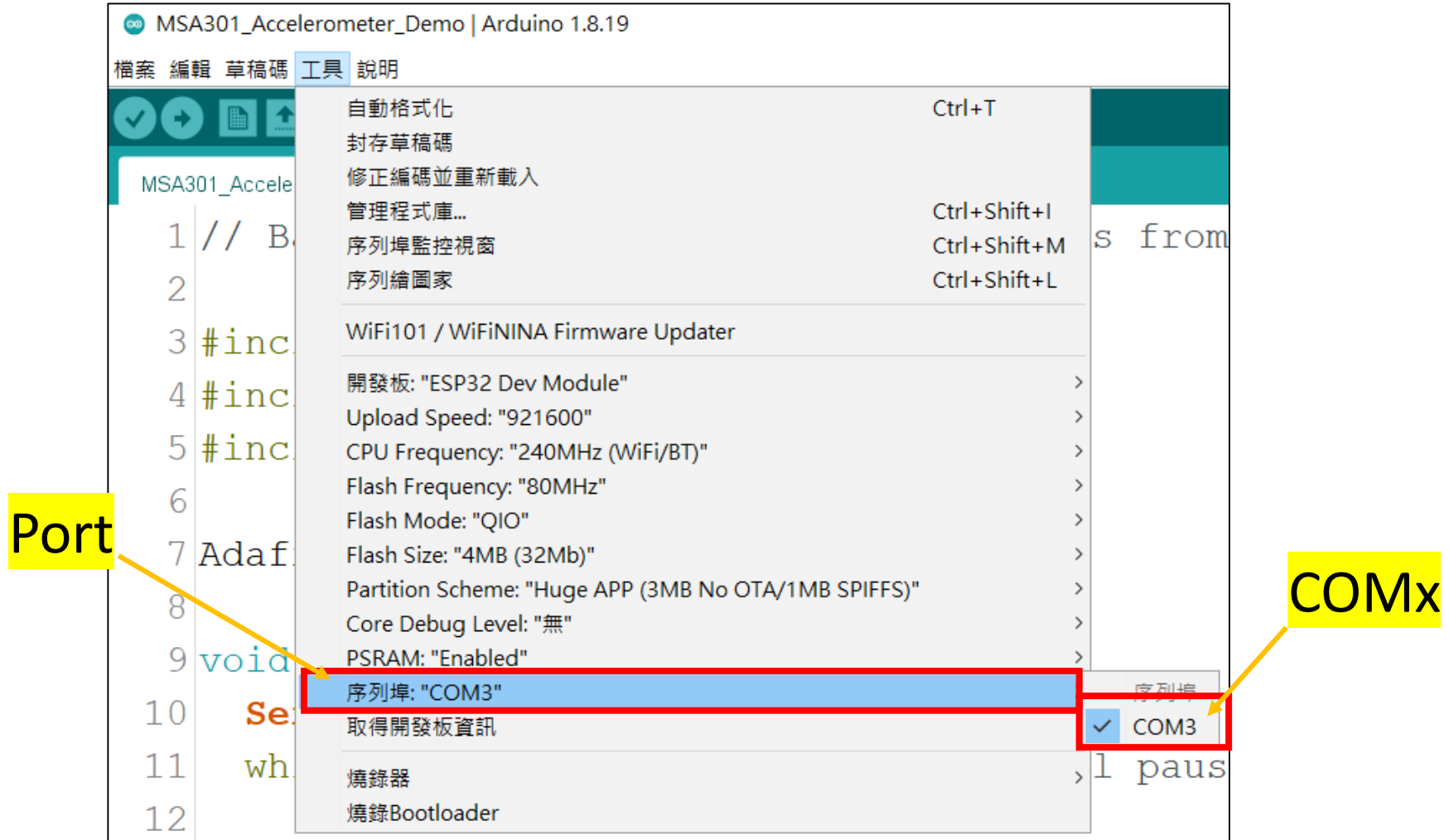
example



PocketCard

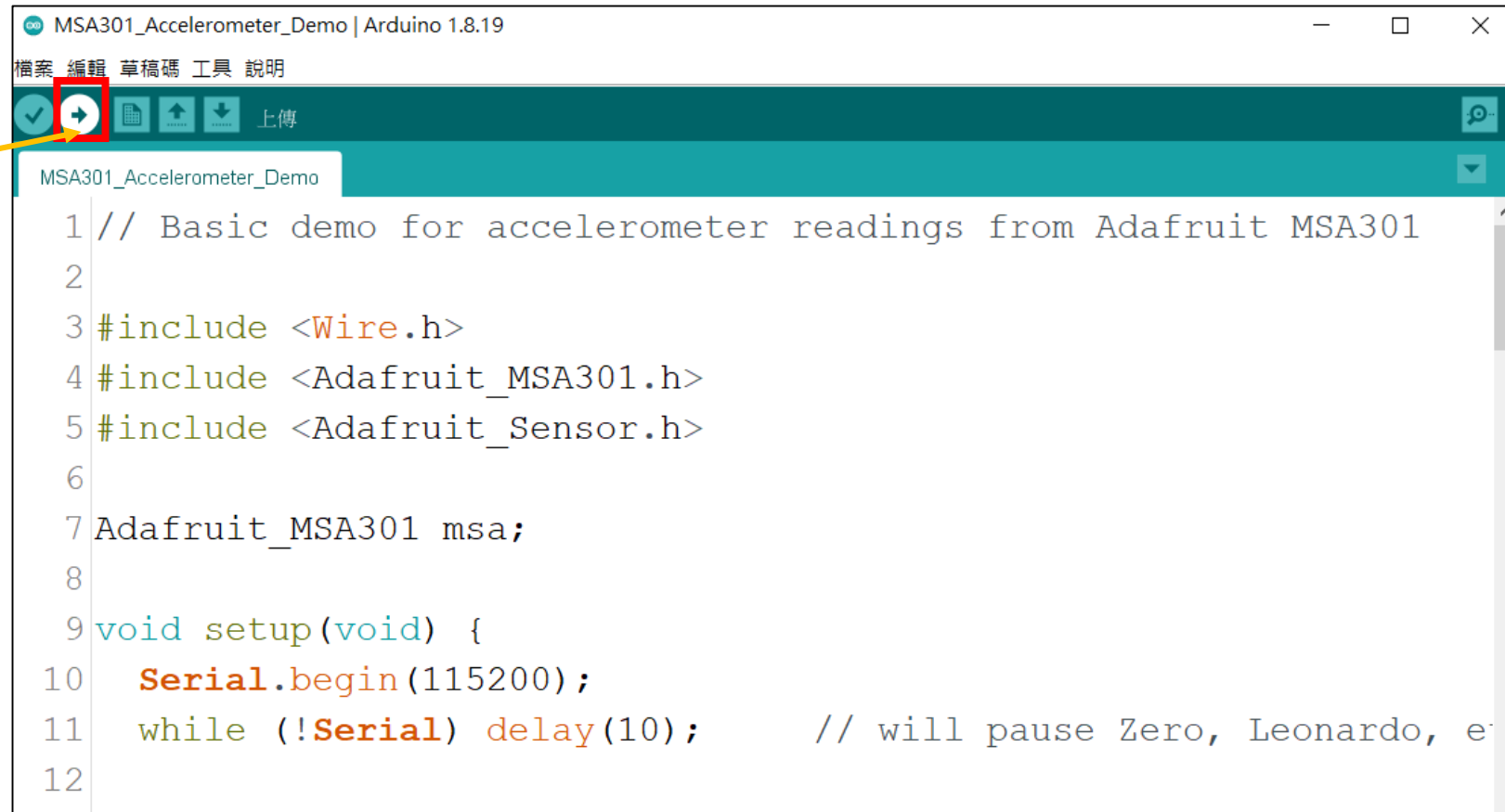
MSA301_Accelerometer_Demo

Port : COMx



Upload

Upload

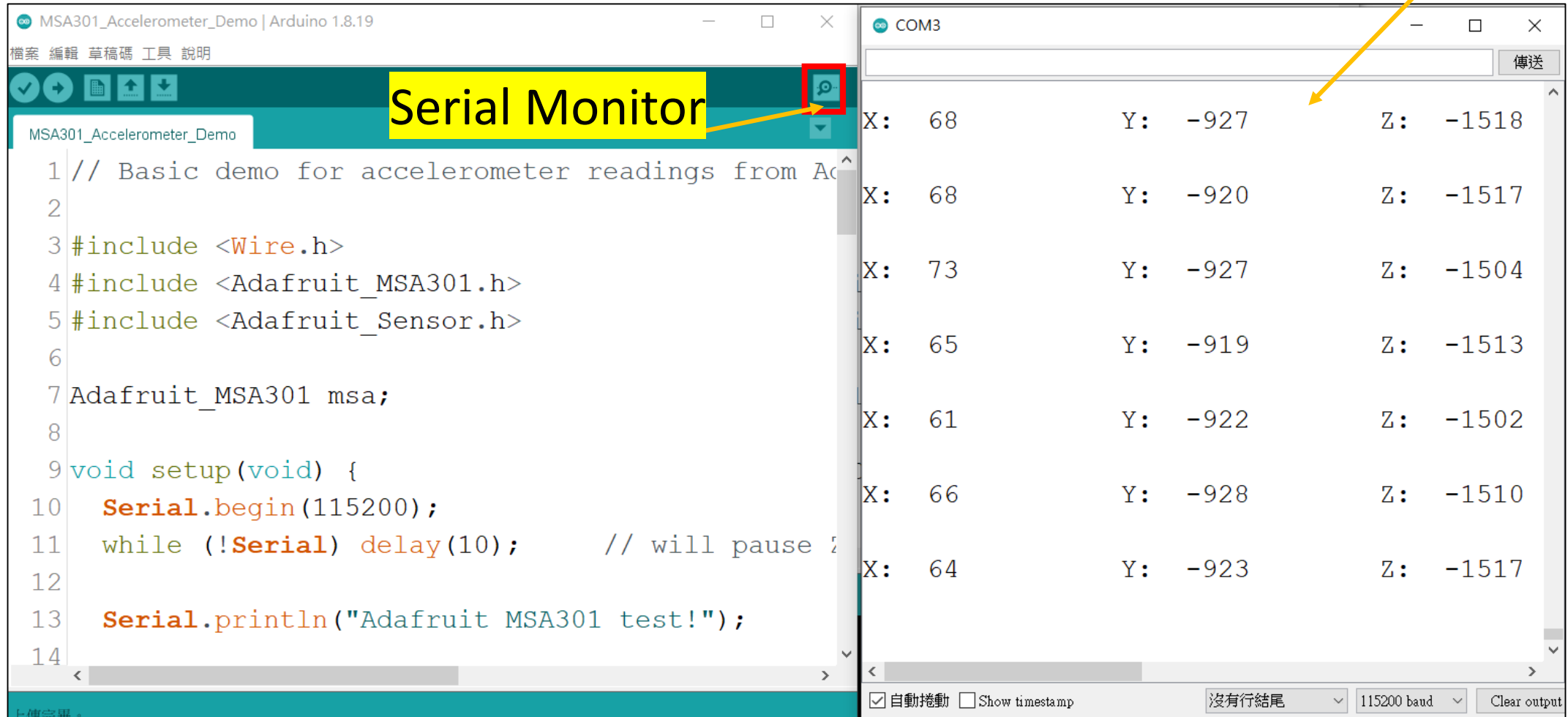


The screenshot shows the Arduino IDE interface for a project named "MSA301_Accelerometer_Demo" using Arduino 1.8.19. The menu bar includes "檔案", "編輯", "草稿碼", "工具", and "說明". The toolbar contains icons for checking, uploading, and saving, with the upload icon (a right-pointing arrow) highlighted by a red box. An arrow points from the word "Upload" to this icon. The code editor displays the following C++ code:

```
1 // Basic demo for accelerometer readings from Adafruit MSA301
2
3 #include <Wire.h>
4 #include <Adafruit_MSA301.h>
5 #include <Adafruit_Sensor.h>
6
7 Adafruit_MSA301 msa;
8
9 void setup(void) {
10     Serial.begin(115200);
11     while (!Serial) delay(10);    // will pause Zero, Leonardo, e
12
```

Open Serial Monitor

Three axis accelerometer



The screenshot shows the Arduino IDE interface with the Serial Monitor window open. The Serial Monitor displays real-time data from a three-axis accelerometer (MSA301) connected to the Arduino. The data is formatted as X: Y: Z: on each line. The Serial Monitor window is titled 'COM3' and shows a '傳送' (Send) button. The code in the background is for the MSA301_Accelerometer_Demo sketch.

Serial Monitor

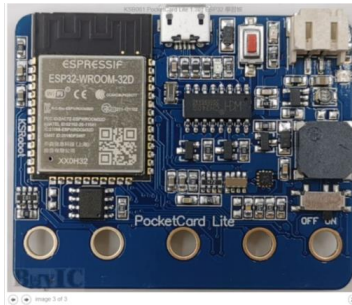
```
1 // Basic demo for accelerometer readings from Adafruit MSA301
2
3 #include <Wire.h>
4 #include <Adafruit_MSA301.h>
5 #include <Adafruit_Sensor.h>
6
7 Adafruit_MSA301 msa;
8
9 void setup(void) {
10   Serial.begin(115200);
11   while (!Serial) delay(10); // will pause 2 seconds if no serial connection
12
13   Serial.println("Adafruit MSA301 test!");
14 }
```

COM3

X	Y	Z
68	-927	-1518
68	-920	-1517
73	-927	-1504
65	-919	-1513
61	-922	-1502
66	-928	-1510
64	-923	-1517

自動捲動 ☐ Show timestamp 沒有行結尾 115200 baud Clear output

Exercise 9-3

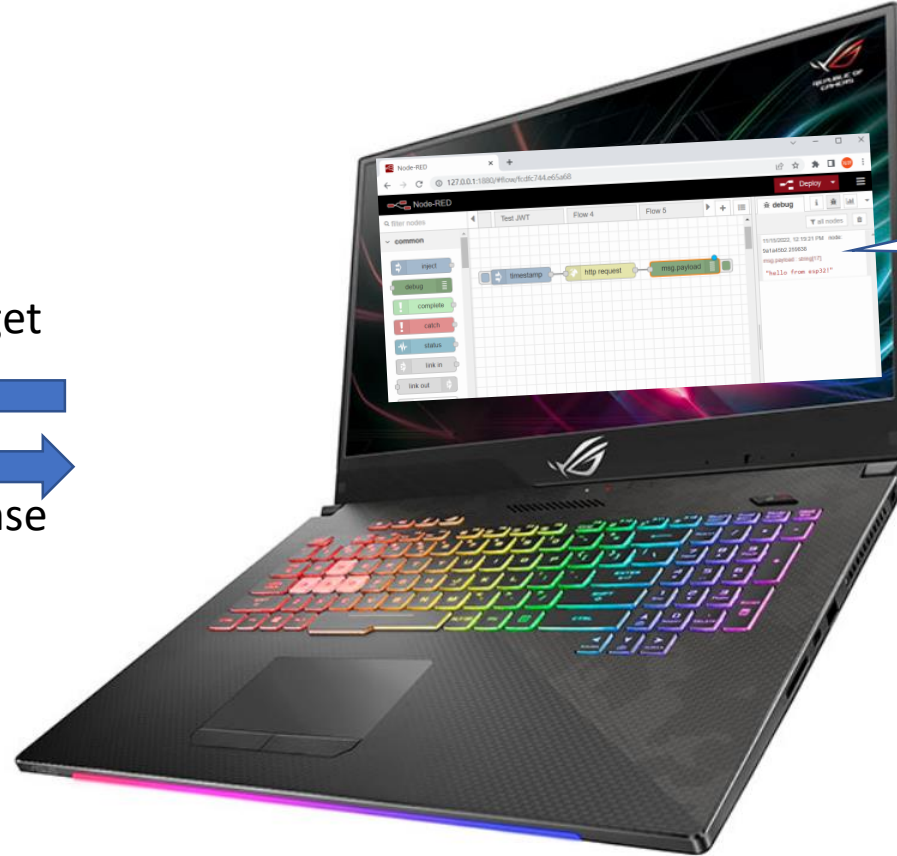


Web Server

http get

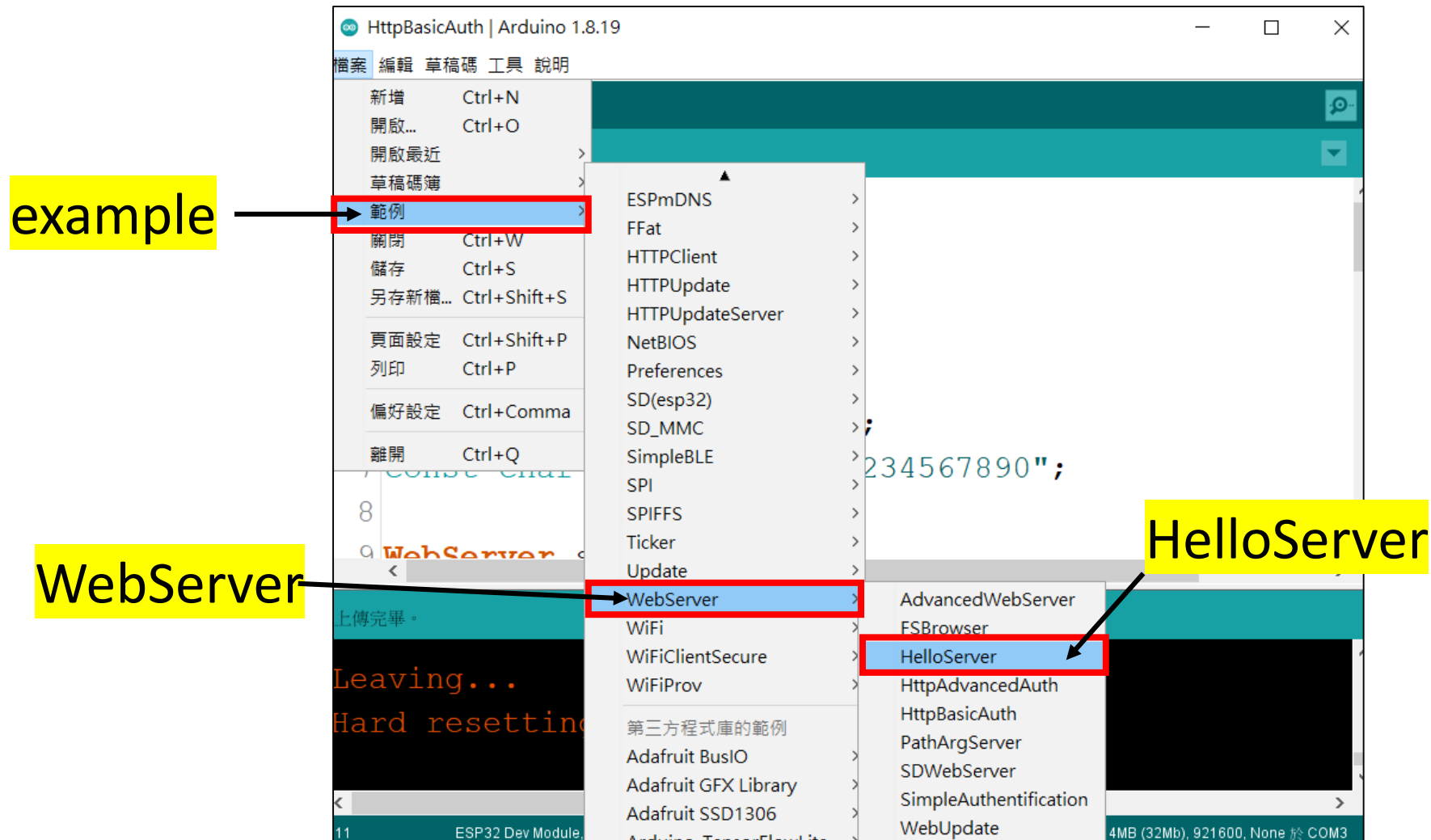


response

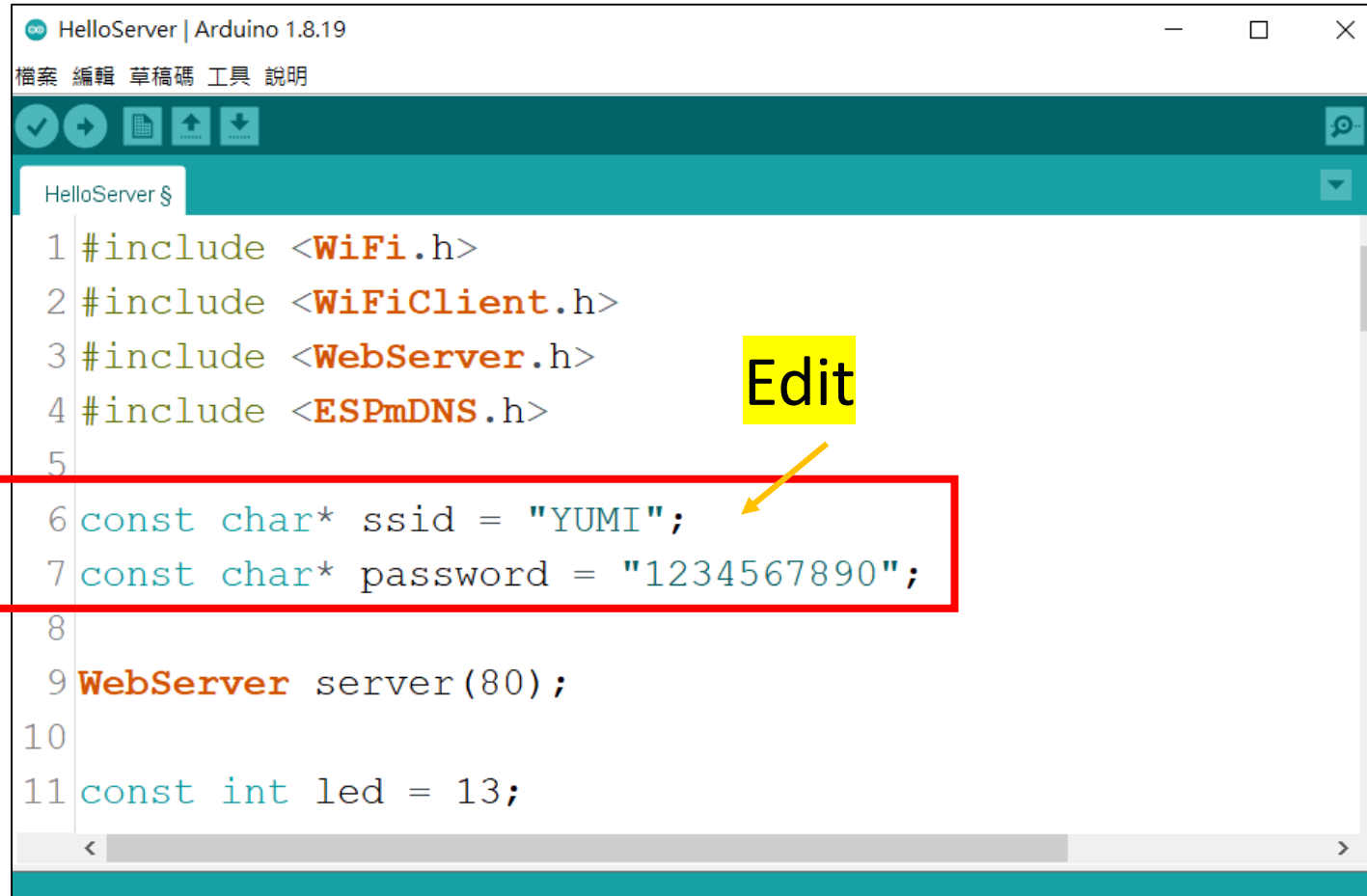


hello from esp32!

Example -> WebServer



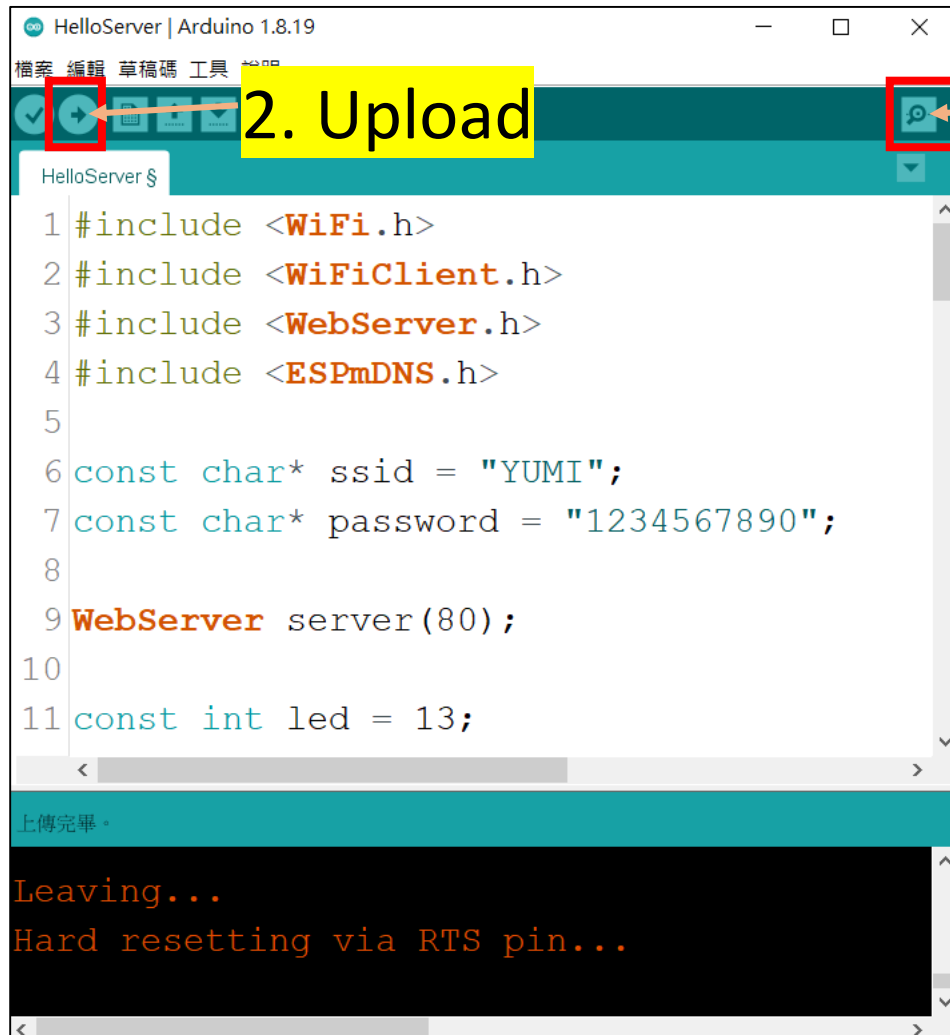
Setting ssid & password



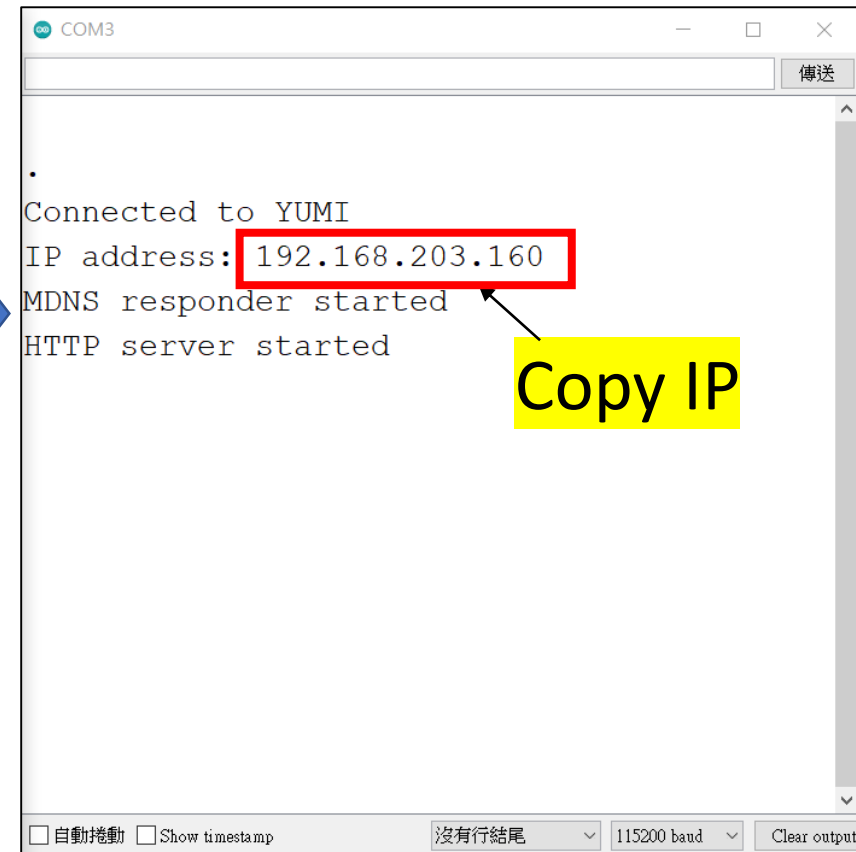
```
HelloServer | Arduino 1.8.19
檔案 編輯 草稿碼 工具 說明

HelloServer $
1 #include <WiFi.h>
2 #include <WiFiClient.h>
3 #include <WebServer.h>
4 #include <ESPmDNS.h>
5
6 const char* ssid = "YUMI";
7 const char* password = "1234567890";
8
9 WebServer server(80);
10
11 const int led = 13;
```

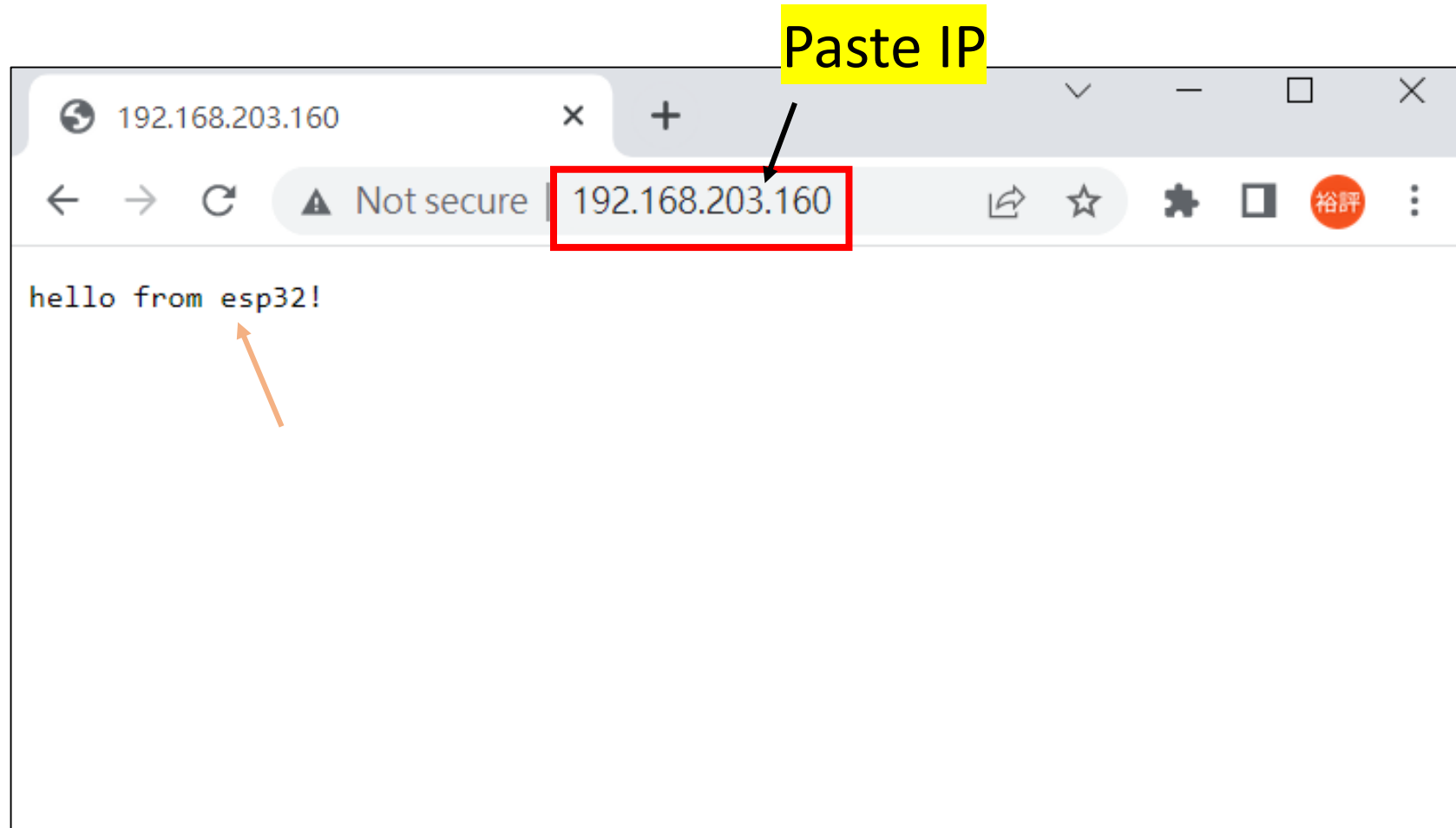
Upload



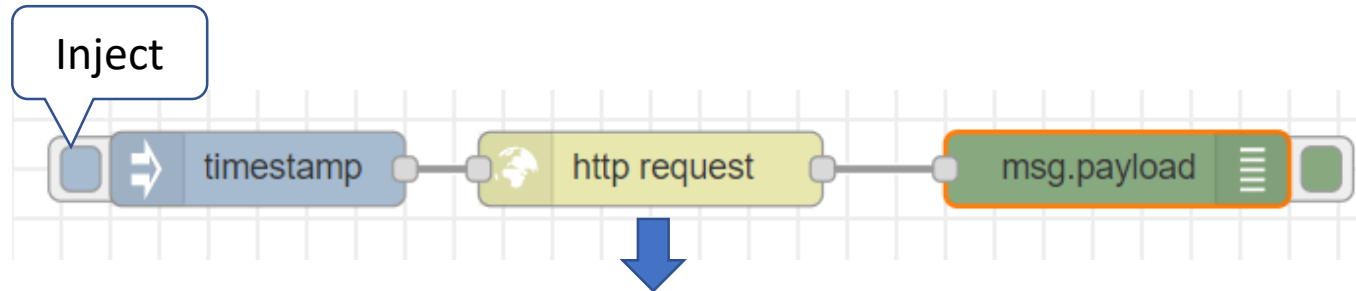
1. Open Serial Monitor



Open Browser



Node-Red flow



Edit http request node

Delete Cancel Done

Properties

Method GET

URL http://192.168.203.160/

☐ Append msg.payload as query string parameters

☐ Enable secure (SSL/TLS) connection

☐ Use authentication

☐ Enable connection keep-alive

☐ Use proxy

Return a UTF-8 string

Name Name

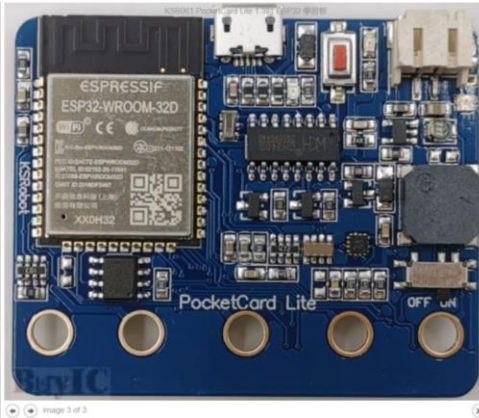
Paste IP

debug

all nodes

11/15/2022, 12:19:21 PM node:
9a1a45b2.259838
msg.payload : string[17]
"hello from esp32!"

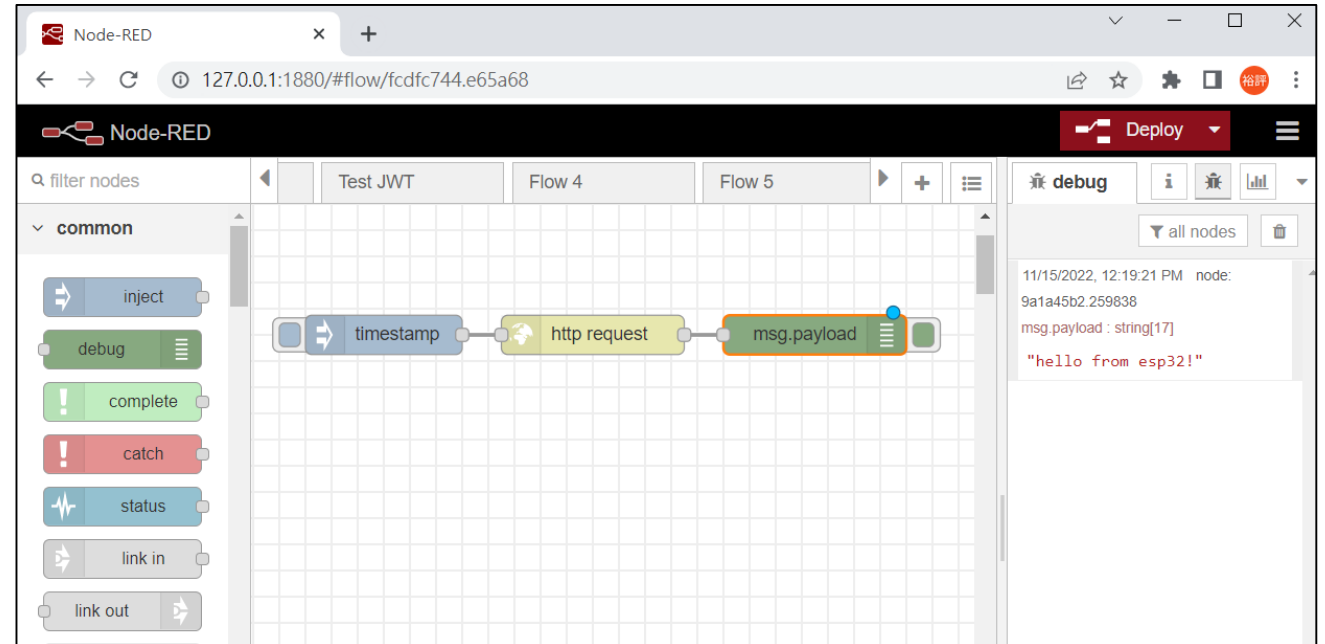
Get data from 192.168.203.160



Web Server

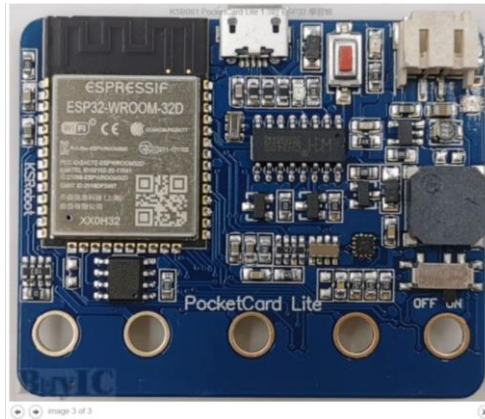
IP : 192.168.203.160/

http get
←
→
response



Exercise 9-4

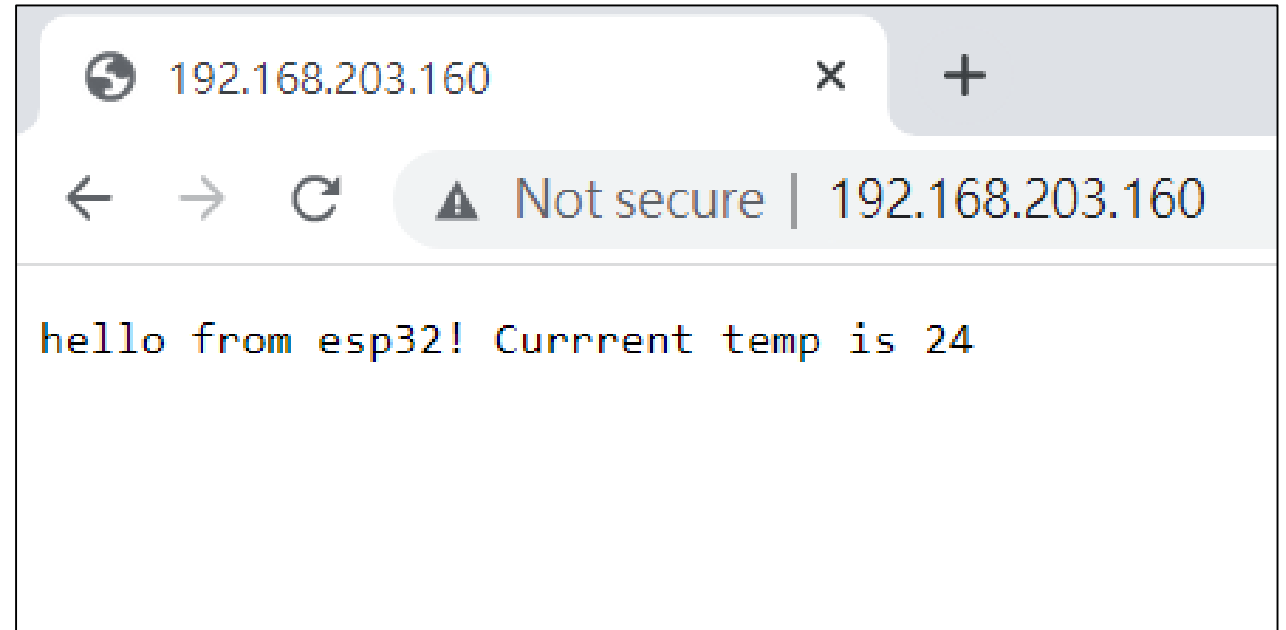
- Get current temp from the web server.



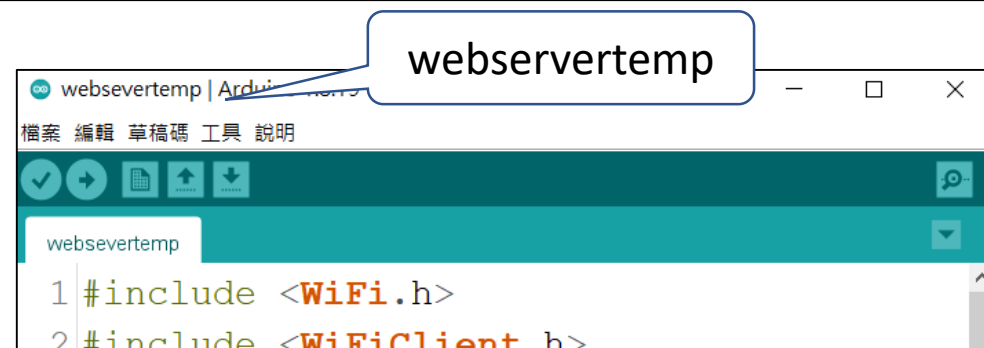
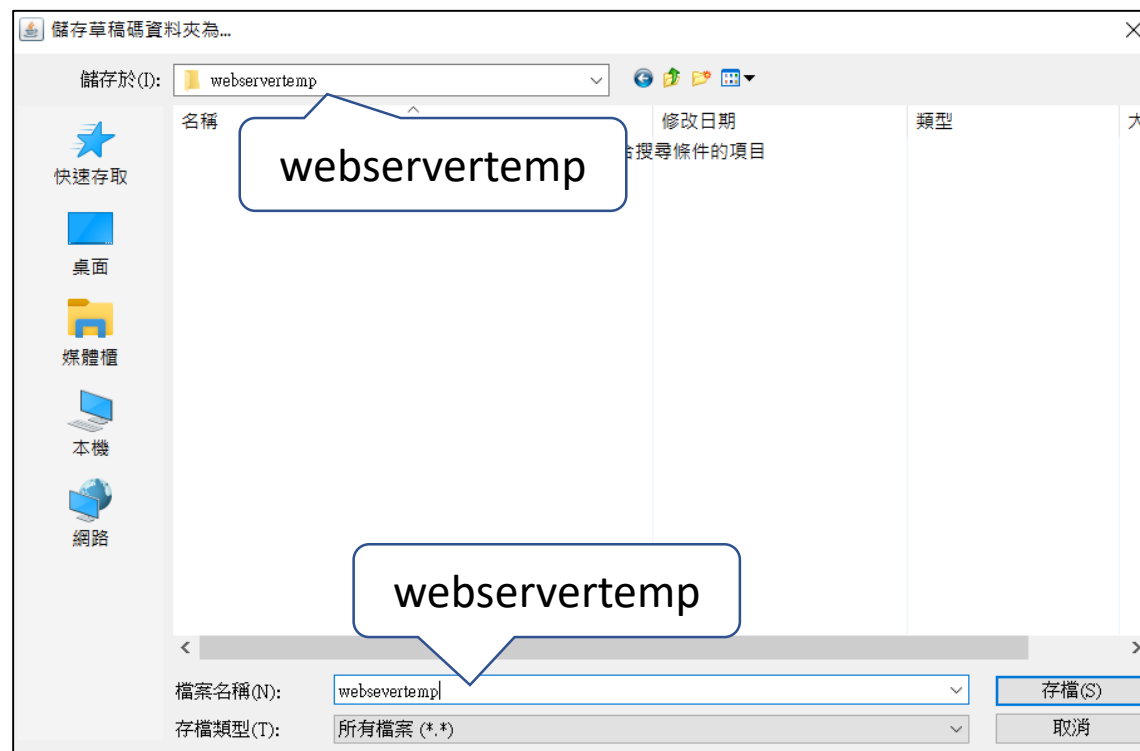
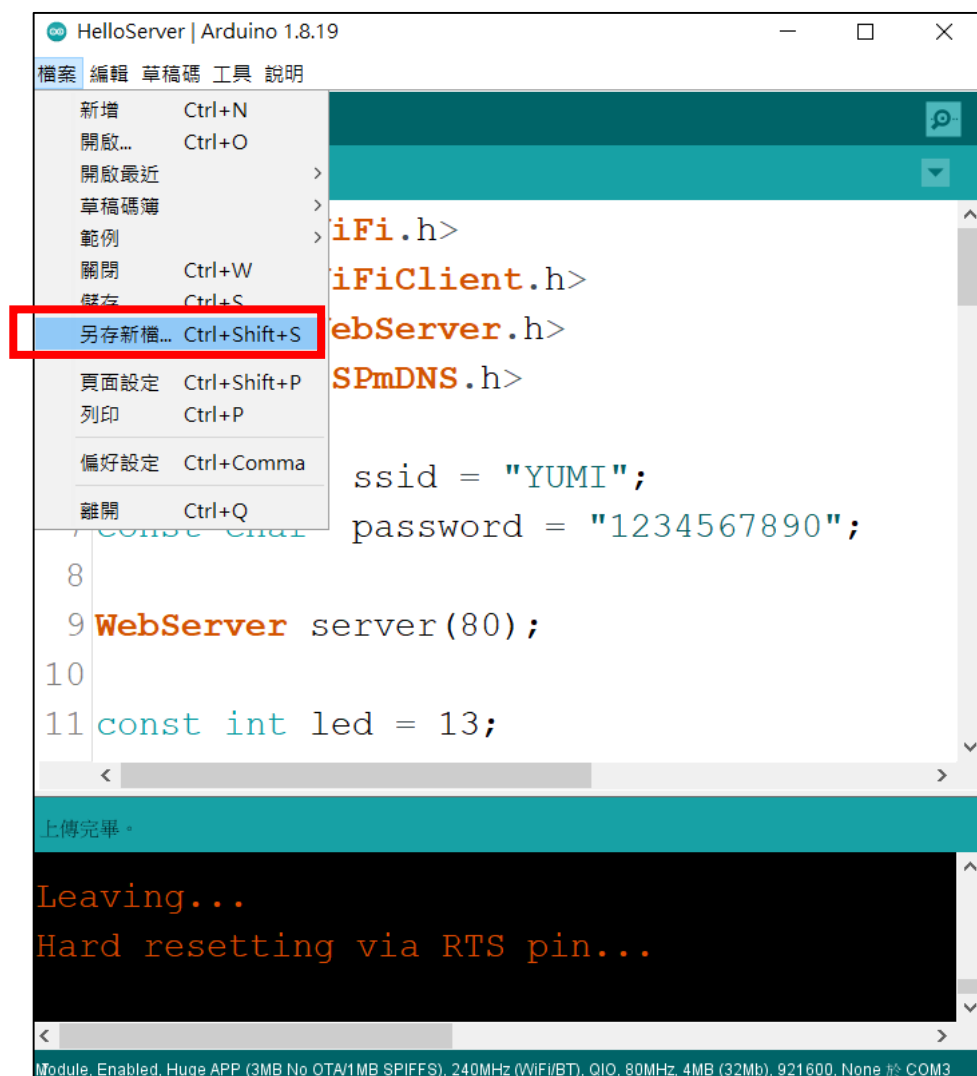
Web Server

IP : 192.168.203.160/

http get
←
→
response



Save As



Processes

- 1. Copy getTemp() function from pocketcard_demo

```
6 #include <Arduino.h>
7 #include <SPI.h>
8 #include <Wire.h>
9 #include <Adafruit_GFX.h>
10 #include <Adafruit_SSD1306.h>
11 #include <FunctionalInterrupt.h>
12 #include <Adafruit_NeoPixel.h>
13 #include <Tone32.h>
14 #include <MPU9250_asukiaaa.h>
15 #include <Adafruit_MSA301.h>
16 #include <Adafruit_Sensor.h>
17 #define THERMISTOR_IO 34
18 // Series resistor value
19 #define SERIESRESISTOR 10000
20 // Number of samples to average
21 #define SAMPLERATE 5
22 // Nominal resistance at 25C
```

```
26 // Beta coefficient
27 #define BCOEFFICIENT 3380
28
29 int getTemp() {
30     double thermalSamples[SAMPLERATE];
31     double average, kelvin, resistance, celsius;
32     int i;
33     // Collect SAMPLERATE (default 5) samples
34     for (i=0; i<SAMPLERATE; i++) {
35         thermalSamples[i] = analogRead(THERMISTOR_IO);
36         delay(10);
37     }
38
39     ...
40
41     celsius = kelvin - 273.15;
42     // Send the value back to be displayed
43     return celsius;
44 }
```

getTemp()

Processes

- 2.Edit handleRoot() function

```
76 void handleRoot() {  
77   digitalWrite(led, 1);  
78   int temp = getTemp();  
79  
80   server.send(200, "text/plain", "hello from esp32! Current temp is "+String(temp));  
81   digitalWrite(led, 0);  
82 }  
--
```

Call function

Converts integer to string

String(temp)

<https://circuits4you.com/2018/03/09/how-to-convert-int-to-string-on-arduino/>

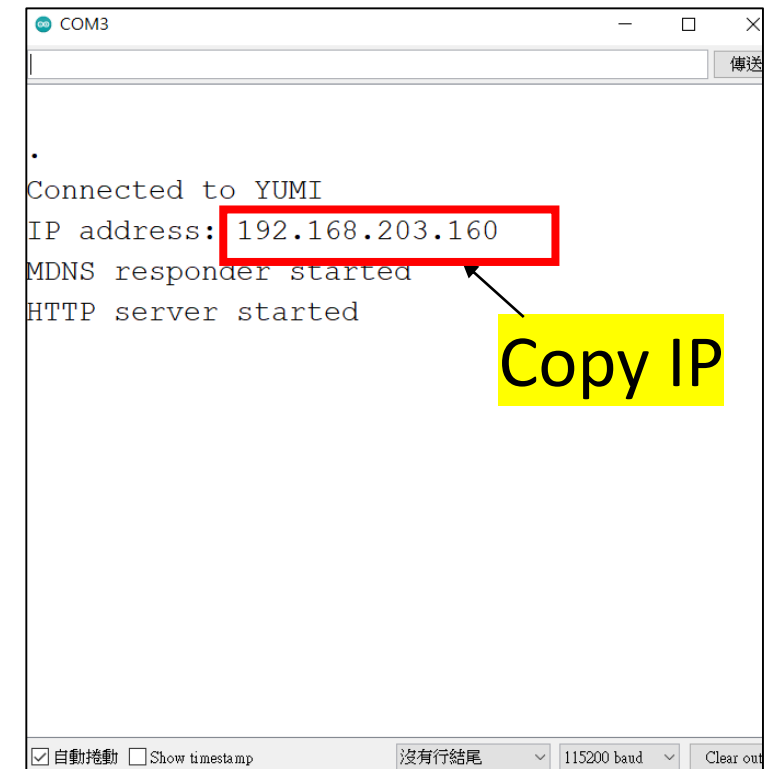
Example 1: Integer to String Conversion Arduino

```
int a = 1234;  
String myStr;  
myStr = String(a); //Converts integer to string
```

Upload

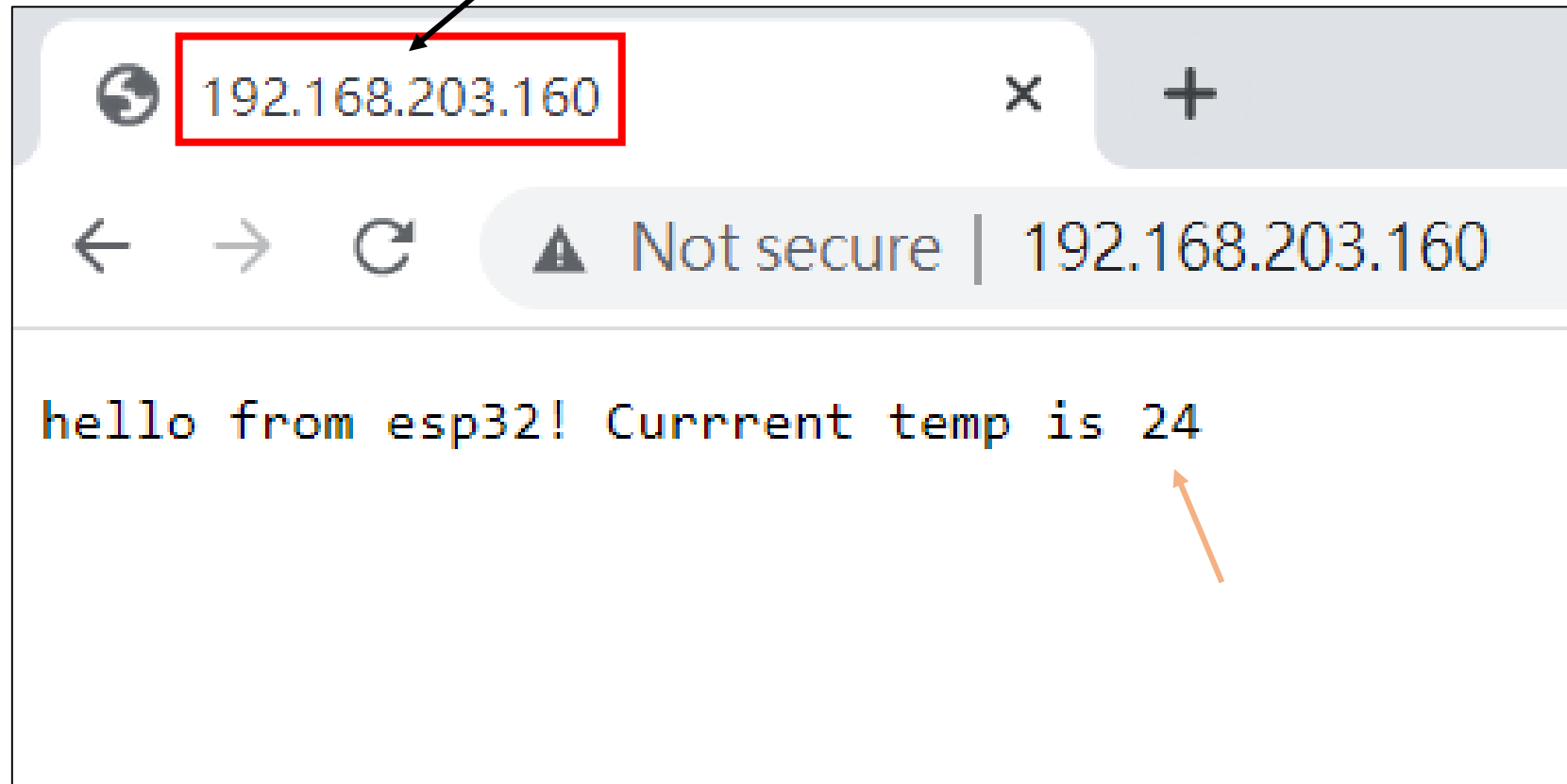


1. Open Serial Monitor



Open Browser

Paste IP



Exercise 9-5



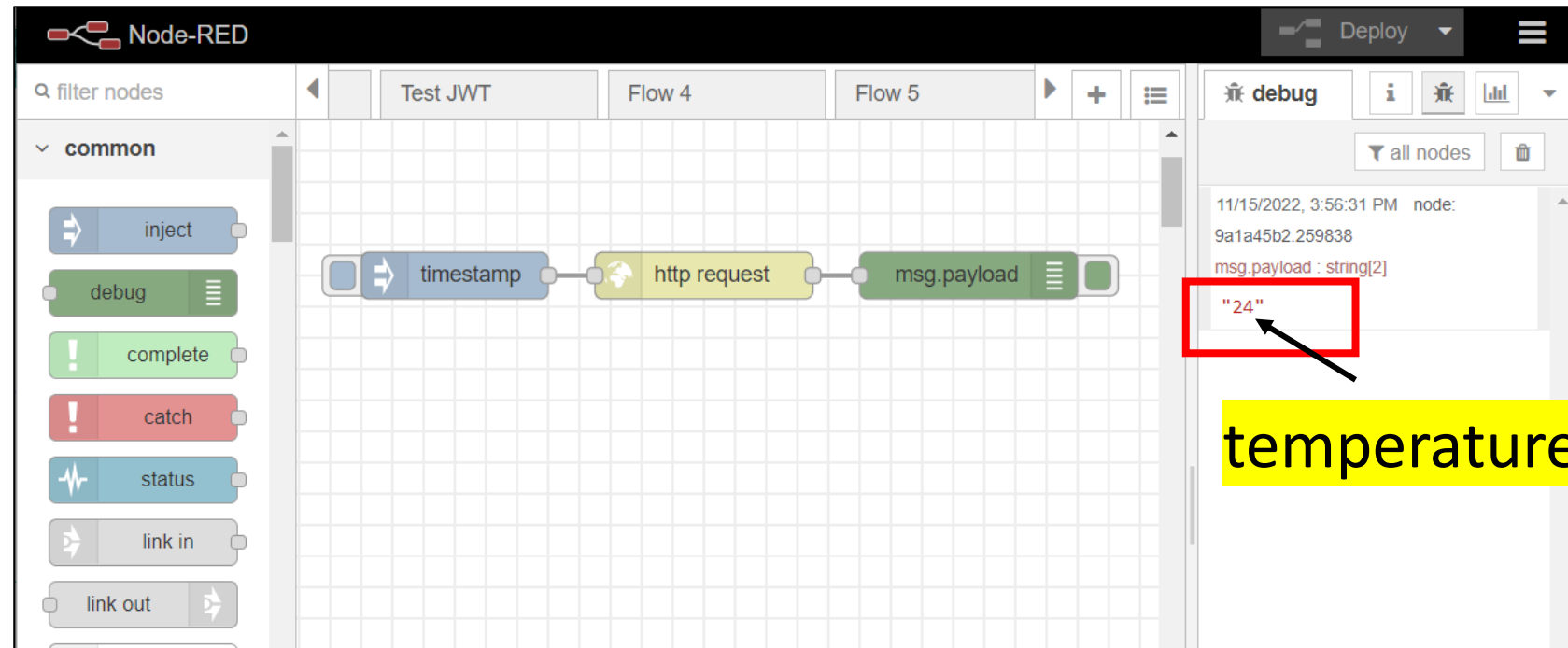
Web Server

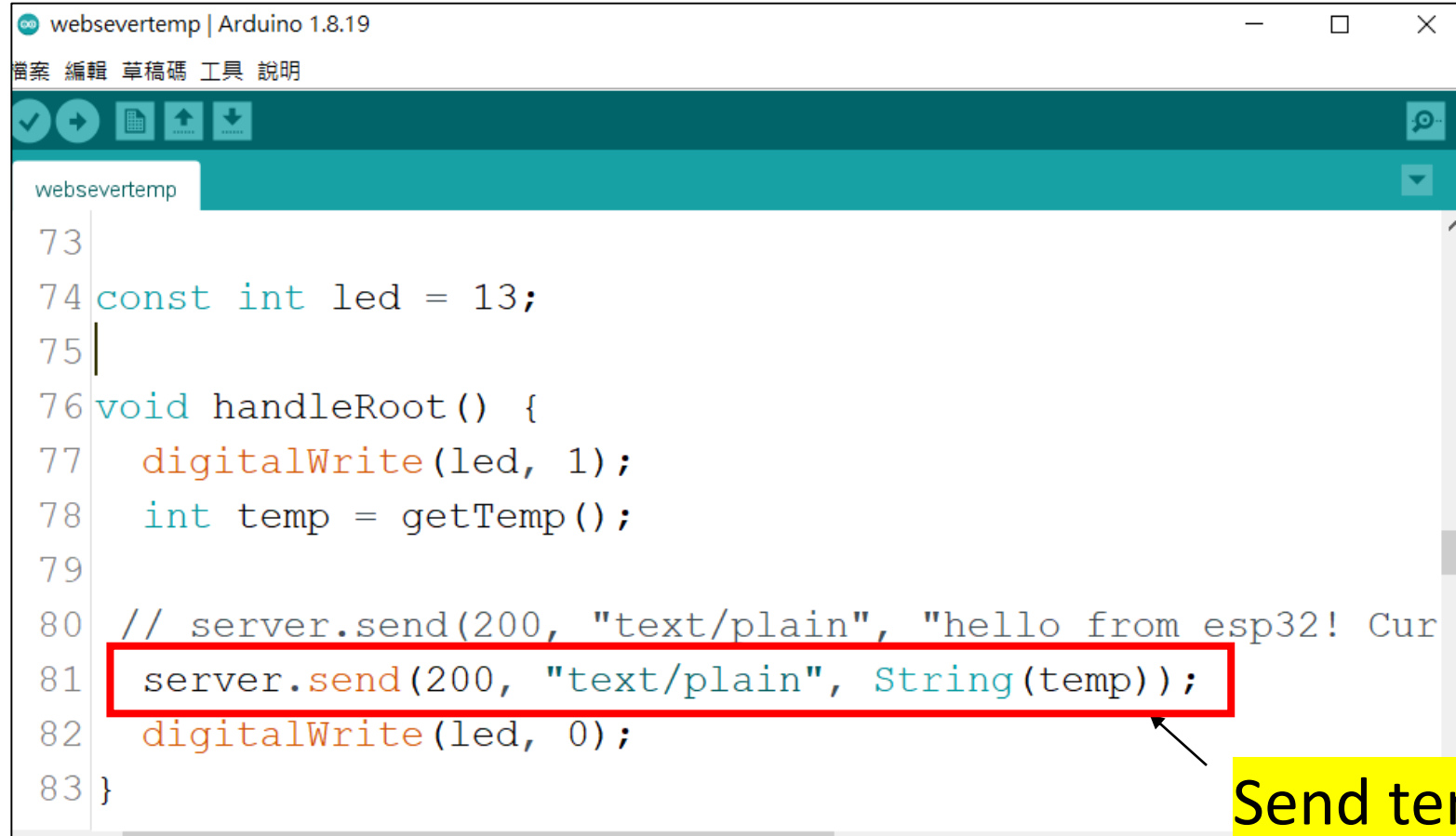
IP : 192.168.203.160/

http get



response



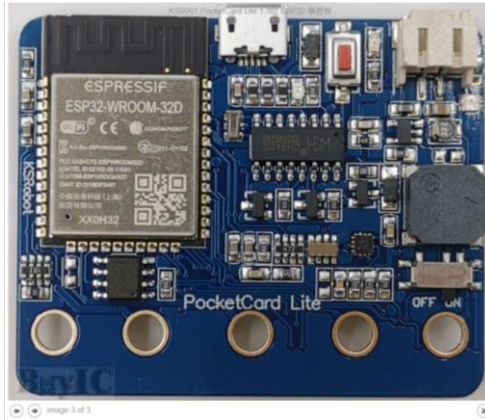


```
websevertemp | Arduino 1.8.19
檔案 編輯 草稿碼 工具 說明

websevertemp
73
74 const int led = 13;
75
76 void handleRoot() {
77     digitalWrite(led, 1);
78     int temp = getTemp();
79
80     // server.send(200, "text/plain", "hello from esp32! Cur
81     server.send(200, "text/plain", String(temp));
82     digitalWrite(led, 0);
83 }
```

Send temperature

Exercise 9-6



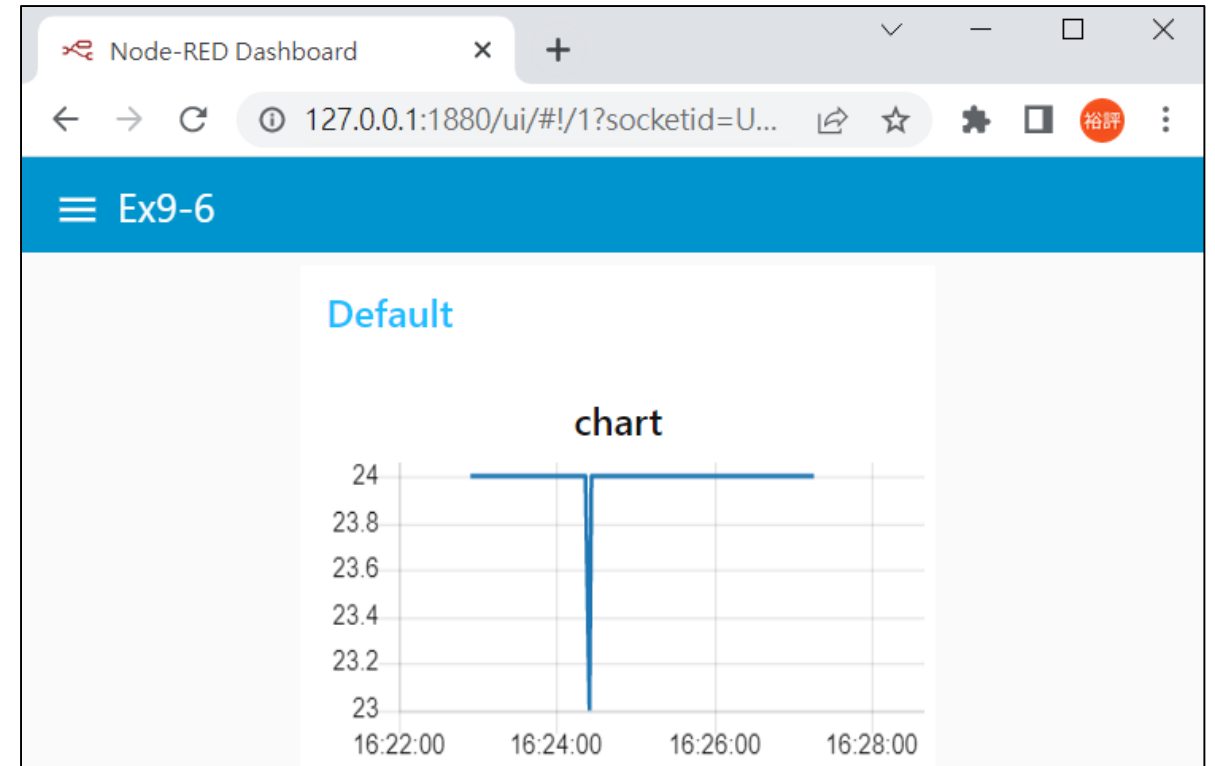
Web Server

IP : 192.168.203.160/

http get

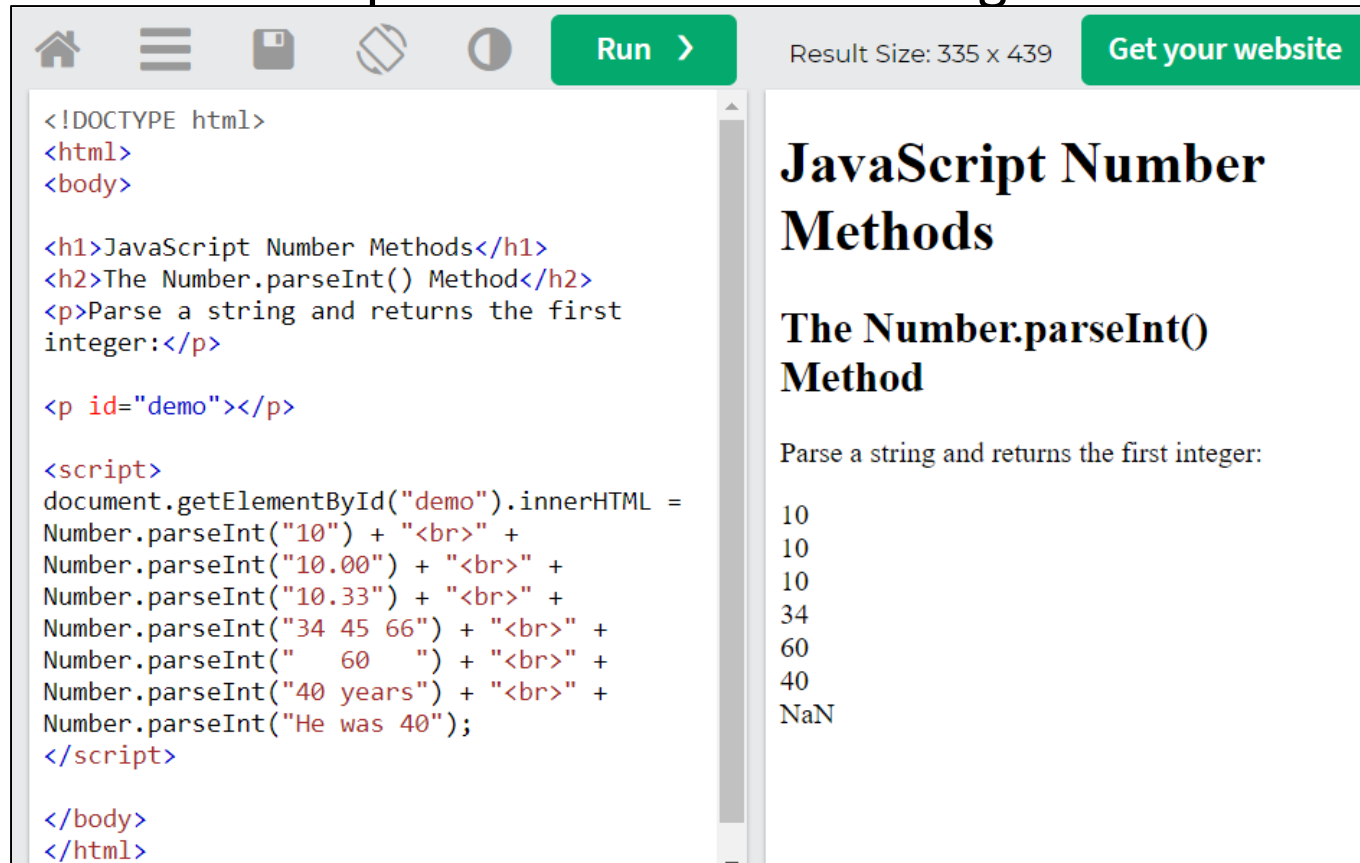


response



JavaScript Number.parseInt()

- The Number.parseInt method parses a value as a string and returns the first integer.



The screenshot shows a web browser window with a code editor on the left and a rendered page on the right. The code editor contains HTML and JavaScript code. The rendered page displays the title 'JavaScript Number Methods' and a subtitle 'The Number.parseInt() Method'. Below the subtitle, it says 'Parse a string and returns the first integer:' followed by a list of results: 10, 10, 10, 34, 60, 40, and NaN. The code in the editor is as follows:

```
<!DOCTYPE html>
<html>
<body>

<h1>JavaScript Number Methods</h1>
<h2>The Number.parseInt() Method</h2>
<p>Parse a string and returns the first
integer:</p>

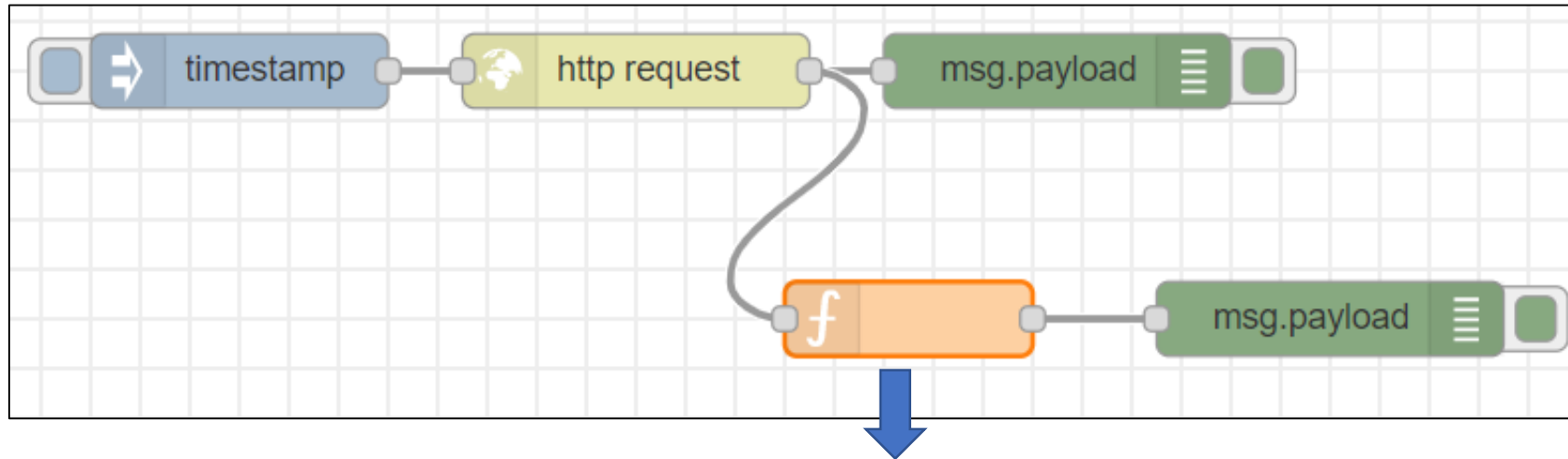
<p id="demo"></p>

<script>
document.getElementById("demo").innerHTML =
Number.parseInt("10") + "<br>" +
Number.parseInt("10.00") + "<br>" +
Number.parseInt("10.33") + "<br>" +
Number.parseInt("34 45 66") + "<br>" +
Number.parseInt(" 60 ") + "<br>" +
Number.parseInt("40 years") + "<br>" +
Number.parseInt("He was 40");
</script>

</body>
</html>
```

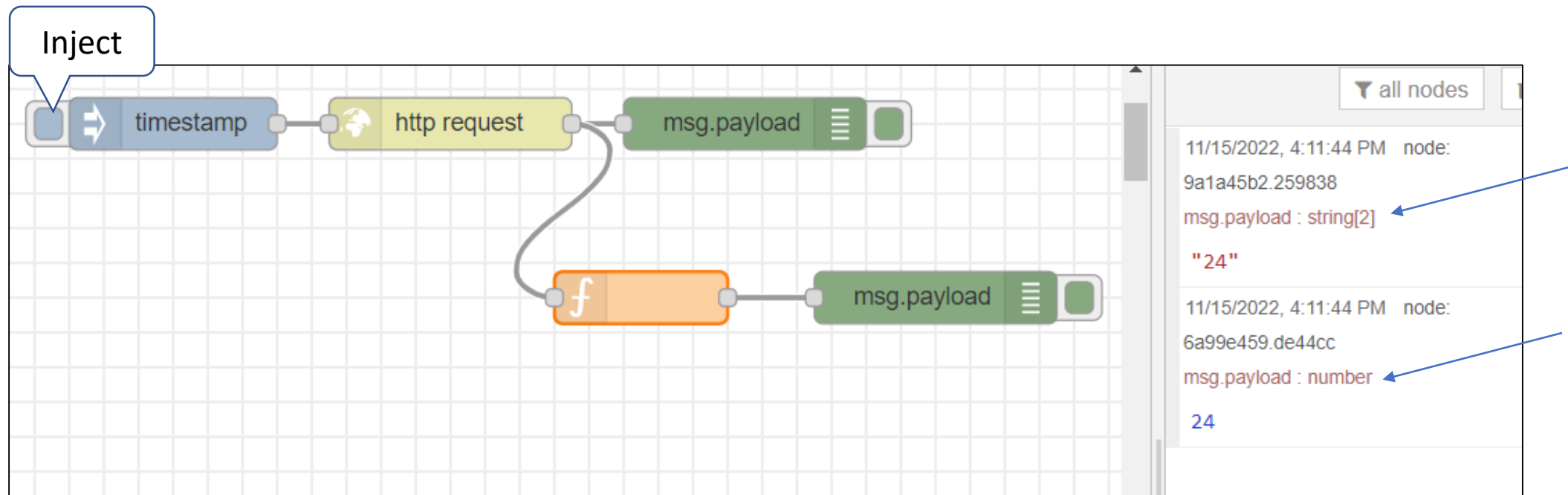
https://www.w3schools.com/jsref/jsref_number_parseint.asp

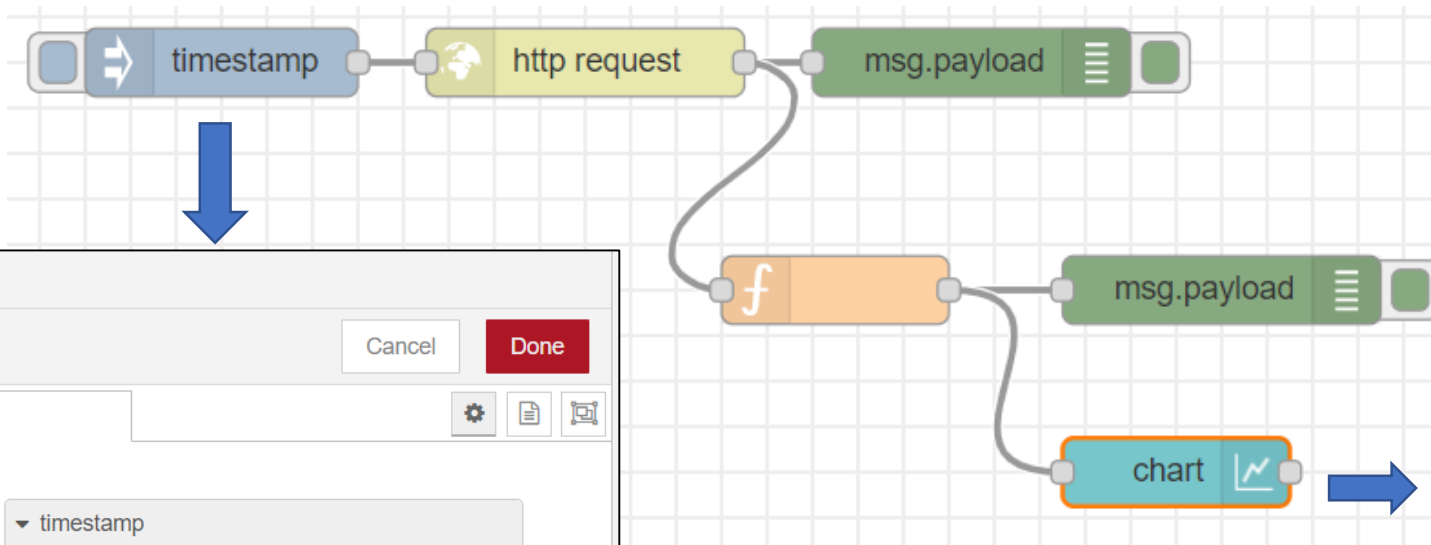
String to integer



```
Function
1 msg.payload=Number.parseInt(msg.payload);
2 return msg;
```

Check the debug window





Edit inject node

Delete Cancel Done

Properties

Payload ▼ timestamp

Topic

☐ Inject once after 0.1 seconds, then

Repeat interval

every 2 seconds

Name

Note: "interval between times" and "at a specific time" will use cron. "interval" should be 596 hours or less. See info box for details.

Interval

Edit chart node

Delete Cancel Done

Properties

Group [Ex9-6] Default

Size auto

Label chart

Type Line chart ☐ enlarge points

X-axis last 1 hours OR 1000 points

X-axis Label HH:mm:ss ☐ as UTC

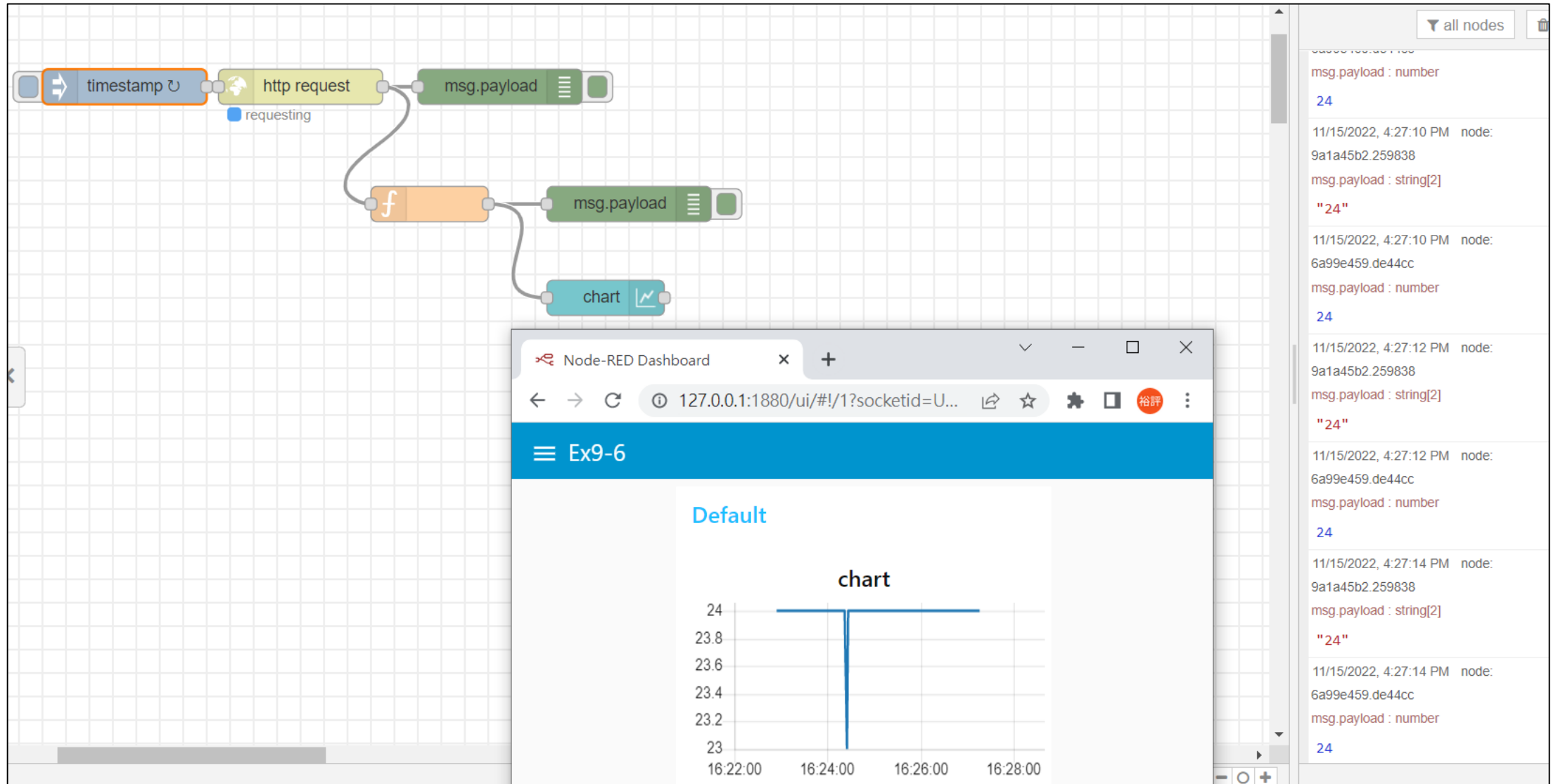
Y-axis min max

Legend None Interpolate linear

Series Colour

☐ Enabled

Node-RED Dashboard



Exercise 9-7

- Show another sensor values from the esp32 board on the Node-RED dashboard.