

Here is the full updated ESP32 code for Pod_01_entrada_01.

 Flutter Firebase ESP32 APP
Simple, basic, structured.

- 4 door states: closed (0), opening (1), open (2), closing (3)
- Green LED – closed
- Blue LED – opening
- Red LED – open
- Yellow LED – closing (blinking)
- Push button on pin 12 (pull-up)
- Button press: toggle open/close or abort
- 5 seconds process time
- Sync with Firebase
- No delay block

Copy to Arduino IDE.

C++

```
// Pod_01_entrada_01 - Door control with button and 4 states

#include <WiFi.h>
#include <Firebase_ESP_Client.h>

// WiFi
const char* ssid = "ME0-2hzF96460";
const char* password = "FpxA9bv8";

// Firebase
#define FIREBASE_HOST "booking-ee47f-default-rtdb.firebaseio.com"
#define FIREBASE_AUTH "m3uCfaiui2EXuQdpZGuvIgwgarKXH5lojbhUgF5b"

// Device name
const String device_id = "Pod_01_entrada_01";

// Pins
const int buttonPin = 12;      // push button (pull-up)
const int greenLed = 18;       // closed
const int blueLed = 4;         // opening
const int redLed = 5;          // open
const int yellowLed = 21;      // closing (blink)

// Firebase
FirebaseData fbdo;
FirebaseAuth auth;
FirebaseConfig config;
```