

# ESP8266 SDK

## API Guide



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# About This Guide

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This document provides ESP8266 SDK APIs.

The document is structured as follows.

Chapter	Title	Subject
Chapter 1	Preambles	Provides instructions on ESP8266EX.
Chapter 2	Overview	Provides an overview on SDK.
Chapter 3	Application Programming Interface (APIs)	Lists timer APIs.
Chapter 4	TCP/UDP APIs	Lists TCP/UDP APIs.
Chapter 5	Mesh APIs	Lists Mesh APIs.
Chapter 6	Application Related	Provides application APIs.
Chapter 7	Definitions & Structures	Provides related definitions and structures.
Chapter 8	Peripheral Related Drivers	Provides information on peripheral related drivers.
Chapter 9	Appendix	Provides relevant information.

## Release Notes

Date	Version	Release notes
2016.01	V1.5.2	First Release.
2016.03	V1.5.2	Updated Chapter 3.2.

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# 1.

# Preambles

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ESP8266 WiFi SoC offers a complete and self-contained Wi-Fi networking solution; it can be used to host applications or to offload Wi-Fi networking functions from another application processor. When the ESP8266 hosts application, it boots up directly from an external flash. It has an integrated cache to improve the performance of system's running applications. Alternately, serving as a Wi-Fi adapter, wireless internet access can be added into any microcontroller-based design with simple connectivity through UART interface or the CPU AHB bridge interface.

ESP8266EX is amongst the most integrated Wi-Fi chips in the industry; it integrates the antenna switches, RF balun, power amplifier, low noise receive amplifier, filters, power management modules, it requires minimal external circuitry, and the entire solution, including front-end module, is designed to occupy minimal PCB area.

ESP8266EX also integrates an enhanced version of Tensilica's L106 Diamond series 32-bit processor, with on-chip SRAM, on top of its Wi-Fi functionalities. ESP8266EX is often integrated with external sensors and other application specific devices through its GPIOs. Codes for such applications are provided in examples in the SDK.

Sophisticated system-level features include fast sleep/wake switching for energy-efficient VoIP, adaptive radio biasing for low-power operations, advanced signal processing, spur cancellation and radio co-existence features for common cellular, Bluetooth, DDR, LVDS, LCD interference mitigation.

The SDK based on ESP8266 IoT platform offers users an easy, fast and efficient way to develop IoT devices. This programming guide provides overview of the SDK as well as details on the API. It is written for embedded software developers to help them program on ESP8266 IoT platform.



## 2.

# Overview

The SDK provides a set of interfaces for data receive and transmit functions over the Wi-Fi and TCP/IP layers so programmers can focus on application development at a higher level. Users can easily make use of the corresponding interfaces to receive and transmit data.

All networking functions on the ESP8266 IoT platform are realized in the library, and are not transparent to users. Instead, users can initialize the interface in `user_main.c`.

`void user_init(void)` is the default method provided. Users can add functions like firmware initialization, network parameters setting, and timer initialization in the interface.

`void user_rf_pre_init(void)` need to be added in `user_main.c` since SDK\_v1.1.0, refers to the IOT\_Demo. It is provided for RF initialization. User can call `system_phy_set_rfoption` to set RF option in `user_rf_pre_init`, or call `system_deep_sleep_set_option` before deep-sleep. If RF is disabled, ESP8266 station and soft-AP will both be disabled, so please don't call related APIs, and Wi-Fi function can not be used either.

The SDK provides APIs to handle JSON, and users can also use self-defined data types to handle the them.

### ⚠ Notice:

- Using non-OS SDK which is single-threaded, the CPU should not take long to execute tasks:
  - If a task occupies the CPU too long, ESP8266 can't feed the watchdog, it will cause a watchdog reset ;
  - If interrupt is disabled, CPU can only be occupied in us range and the time should not be more than 10 us; if interrupt is not disabled, it is suggested that CPU should not be occupied more than 500 ms.
- We suggest using a timer to check periodically, if users need to call `os_delay_us` or function while, or function for in timer callback, please do not occupy CPU more than 15 ms.
- Using non-OS SDK, please do not call any function defined with `ICACHE_FLASH_ATTR` in the interrupt handler.
- We suggest using RTOS SDK, RTOS to schedule different tasks.
- Read and write RAM has to be aligned by 4 bytes, so please do not cast pointer directly, for example, please use `os_memcpy` instead of `float temp = *((float*)data);`.
- If users need to print logs in interrupt handler, please use API `os_printf_plus`, and do not add too much logs in interrupt handler. If interrupt handler occupies the CPU too long, errors may occur either.



# 3. Application Programming Interface (APIs)

## 3.1. Software Timer

Timer APIs can be found in: `/esp_iot_sdk/include/osapi.h`. Please note that `os_timer` APIs listed below are software timers executed in task, hence timer callbacks may not be precisely executed at the right time; it depends on priority. If you need a precise timer, please use a hardware timer which can be executed in hardware interrupt. Please refer to `hw_timer.c`.

- For the same timer, `os_timer_arm` (or `os_timer_arm_us`) cannot be invoked repeatedly. `os_timer_disarm` should be invoked first.
- `os_timer_setfn` can only be invoked when the timer is not enabled, i.e., after `os_timer_disarm` or before `os_timer_arm` (or `os_timer_arm_us`).

### 1. `os_timer_arm`

**Function:**

Enable a millisecond timer.

**Prototype:**

```
void os_timer_arm (  
    os_timer_t *ptimer,  
    uint32_t milliseconds,  
    bool repeat_flag  
)
```

**Parameters:**

`os_timer_t *ptimer` : Timer structure

`uint32_t milliseconds` : Timing, Unit: millisecond

- if called `system_timer_reinit`, the timer value allowed range from 100 to 0x68DB8.
- if didn't call `system_timer_reinit`, the timer value allowed range from 5 to 0x68DB8B

`bool repeat_flag` : Whether the timer will be invoked repeatedly or not

**Return:**

null



## 2. `os_timer_disarm`

**Function:**

Disarm timer

**Prototype:**

```
void os_timer_disarm (os_timer_t *ptimer)
```

**Parameters:**

`os_timer_t *ptimer` : Timer structure

**Return:**

null

## 3. `os_timer_setfn`

**Function:**

Set timer callback function.

For enabled timer, timer callback has to be set.

**Prototype:**

```
void os_timer_setfn(  
    os_timer_t *ptimer,  
    os_timer_func_t *pfunction,  
    void *parg  
)
```

**Parameters:**

`os_timer_t *ptimer` : Timer structure

`os_timer_func_t *pfunction` : timer callback function

`void *parg` : callback function parameter

**Return:**

null

## 4. `system_timer_reinit`

**Function:**

Reinitiate the timer when you need to use microsecond timer

**Notes:**

1. Define `USE_US_TIMER`;
2. Put `system_timer_reinit` at the beginning of `user_init` , in the first sentence.

**Prototype:**

```
void system_timer_reinit (void)
```

**Parameters:**

null





**Return:**  
null

## 5. os\_timer\_arm\_us

**Function:**

Enable a microsecond timer.

**Notes:**

1. Define `USE_US_TIMER`;
2. Put `system_timer_reinit` at the beginning of `user_init` , in the first sentence.

**Prototype:**

```
void os_timer_arm_us (  
    os_timer_t *ptimer,  
    uint32_t microseconds,  
    bool repeat_flag  
)
```

**Parameters:**

`os_timer_t *ptimer` : Timer structure

`uint32_t microseconds` : Timing, Unit: microsecond, the minimum value is 0x64, the maximum value allowed to input is 0xFFFFFFFF

`bool repeat_flag` : Whether the timer will be invoked repeatedly or not

**Return:**

null

## 3.2. Hardware Timer

Hardware timer APIs can be found in `/esp_iot_sdk/examples/driver_lib/hw_timer.c`. User can use it according to “`readme.txt`” which in folder `driver_lib`.

**Notes :**

- If you use NMI source, for autoloader timer , parameter val of `hw_timer_arm` can not be less than 100.
- If you use NMI source – this timer has highest priority, it can interrupt other ISRs.
- If you use FRC1 source – this timer can not interrupt other ISRs.
- APIs in `hw_timer.c` can not be called when PWM APIs are in use, because they all use the same hardware timer.

### 1. hw\_timer\_init

**Function:**

Initialize the hardware ISR timer

**Prototype:**

```
void hw_timer_init (  
    FRC1_TIMER_SOURCE_TYPE source_type,  
    u8 req  
)
```

**Parameters:**

**FRC1\_TIMER\_SOURCE\_TYPE source\_type** : ISR source of timer

**FRC1\_SOURCE**, timer use FRC1 ISR as ISR source.

**NMI\_SOURCE**, timer use NMI ISR as ISR source.

**u8 req** :        0, not autoloader  
                  1, autoloader mode

**Return:**

none

## 2. hw\_timer\_arm

**Function:**

Set a trigger timer delay to enable this timer.

**Prototype:**

```
void hw_timer_arm (uint32 val)
```

**Parameters:**

**uint32 val** : Timing

- in autoloader mode :
  - For **FRC1\_SOURCE**, range : 50 ~ 0x199999;
  - For **NMI\_SOURCE**, range : 100 ~ 0x199999;
- in non autoloader mode, range : 10 ~ 0x199999;

**Return:**

none

## 3. hw\_timer\_set\_func

**Function:**

Set timer callback function.

For enabled timer, timer callback has to be set.

**Prototype:**

```
void hw_timer_set_func (void (* user_hw_timer_cb_set)(void) )
```

**Parameters:**

**void (\* user\_hw\_timer\_cb\_set)(void)** : Timer callback function

**Return:**

none

#### 4. hardware timer example

```
#define REG_READ(_r)      (*(volatile uint32 *) (_r))
#define WDEV_NOW()        REG_READ(0x3ff20c00)
uint32 tick_now2 = 0;
void hw_test_timer_cb(void)
{
    static uint16 j = 0;
    j++;

    if( (WDEV_NOW() - tick_now2) >= 1000000 )
    {
        static u32 idx = 1;
        tick_now2 = WDEV_NOW();
        os_printf("b%u:%d\n", idx++, j);
        j = 0;
    }
}

void ICACHE_FLASH_ATTR user_init(void)
{
    hw_timer_init(FRC1_SOURCE, 1);
    hw_timer_set_func(hw_test_timer_cb);
    hw_timer_arm(100);
}
```

### 3.3. System APIs

#### 1. system\_get\_sdk\_version

**Function:**

Get SDK version

**Prototype:**

```
const char* system_get_sdk_version(void)
```

**Parameter:**

none

**Return:**

SDK version

**Example:**

```
os_printf("SDK version: %s \n", system_get_sdk_version());
```

## 2. system\_restore

**Function:**

Reset to default settings of following APIs :

`wifi_station_set_auto_connect`, `wifi_set_phy_mode`, `wifi_softap_set_config` related, `wifi_station_set_config` related, `wifi_set_opmode`, and APs information recorded by `#define AP_CACHE`

**Note:**

Call `system_restart` to restart after reset by `system_restore`.

**Prototype:**

```
void system_restore(void)
```

**Parameters:**

null

**Return:**

null

## 3. system\_restart

**Function:**

Restart

**Prototype:**

```
void system_restart(void)
```

**Parameters:**

null

**Return:**

null

## 4. system\_init\_done\_cb

**Function:**

Call this API in `user_init` to register a system-init-done callback.

**Note:**

`wifi_station_scan` has to be called after system init done and station enable.

**Prototype:**

```
void system_init_done_cb(init_done_cb_t cb)
```

**Parameter:**

`init_done_cb_t cb` : system-init-done callback

**Return:**

null

**Example:**

```
void to_scan(void) { wifi_station_scan(NULL,scan_done); }  
void user_init(void) {  
    wifi_set_opmode(STATION_MODE);  
    system_init_done_cb(to_scan);  
}
```

## 5. `system_get_chip_id`

**Function:**

Get chip ID

**Prototype:**

`uint32 system_get_chip_id (void)`

**Parameters:**

null

**Return:**

Chip ID

## 6. `system_get_vdd33`

**Function:**

Measure the power voltage of VDD3P3 pin 3 and 4, unit: 1/1024 V

**Note:**

- `system_get_vdd33` can only be called when RF is enabled.
- `system_get_vdd33` can only be called when TOUT pin is suspended
- The 107th byte in `esp_init_data_default.bin` (0~127byte) is named as "vdd33\_const" , when TOUT pin is suspended vdd33\_const must be set as 0xFF, that is 255

**Prototype:**

`uint16 system_get_vdd33(void)`

**Parameter:**

none

**Return:**

power voltage of VDD33, unit: 1/1024 V

## 7. system\_adc\_read

**Function:**

Measure the input voltage of TOUT pin 6, unit: 1/1024 V

**Note:**

- `system_adc_read` is only available when wire TOUT pin to external circuitry. Input Voltage Range restricted to 0 ~ 1.0V.
- The 107th byte in `esp_init_data_default.bin`(0~127byte) is named as "vdd33\_const", and when wire TOUT pin to external circuitry, the vdd33\_const must be set as real power voltage of VDD3P3 pin 3 and 4.
- The range of operating voltage of ESP8266 is 1.8V~3.6V, the unit of vdd33\_const is 0.1V, so effective value range of vdd33\_const is [18, 36]. If vdd33\_const is an ineffective value which in [0, 18) or (36, 255), ESP8266 RF calibration will use 3.3V by default.

**Prototype:**`uint16 system_adc_read(void)`**Parameter:**

none

**Return:**

input voltage of TOUT pin 6, unit: 1/1024 V

## 8. system\_deep\_sleep

**Function:**

Configures chip for deep-sleep mode. When the device is in deep-sleep, it automatically wakes up periodically; the period is configurable. Upon waking up, the device boots up from `user_init`.

**Note:**

- Hardware has to support deep-sleep wake up (`XPB_DCDC` connects to `EXT_RSTB` with 0 ohm resistor).



- `system_deep_sleep(0)`: there is no wake up timer; in order to wakeup, connect a GPIO to pin `RST`, the chip will wake up by a falling-edge on pin `RST`.

**Prototype:**

```
void system_deep_sleep(uint32 time_in_us)
```

**Parameters:**

`uint32 time_in_us` : during the time (us) device is in deep-sleep

**Return:**

null

## 9. system\_deep\_sleep\_set\_option

**Function:**

Call this API before `system_deep_sleep` to set whether the chip will do RF calibration or not when next deep-sleep wake up. The option is 1 by default.

**Prototype:**

```
bool system_deep_sleep_set_option(uint8 option)
```

**Parameter:**

`uint8 option` :

`0` : RF calibration after deep-sleep wake up depends on both the times of entering deep-sleep (`deep_sleep_number`, returns to `0` in every power up) and the byte 108 of `esp_init_data_default.bin` (`0~127byte`) .

- if `deep_sleep_number < byte 108`, no RF calibration after deep-sleep wake up; this reduces the current consumption.
- if `deep_sleep_number = byte 108`, the behavior after deep-sleep wake up will be the same as power-up, and `deep_sleep_number` returns to `0`.

`1` : the behavior after deep-sleep wake up will be the same as power-up.

`2` : No RF calibration after deep-sleep wake up; this reduces the current consumption.

`4` : Disable RF after deep-sleep wake up, just like modem sleep; this has the least current consumption; the device is not able to transmit or receive data after wake up.

**Return:**

true : succeed

false : fail



## 10. system\_phy\_set\_rfoption

**Function:**

Enable RF or not when wakeup from deep-sleep.

**Note:**

- This API can only be called in `user_rf_pre_init`.
- Function of this API is similar to `system_deep_sleep_set_option`, if they are both called, it will disregard `system_deep_sleep_set_option` which is called before deep-sleep, and refer to `system_phy_set_rfoption` which is called when deep-sleep wake up.
- Before calling this API, `system_deep_sleep_set_option` should be called once at least.

**Prototype:**

```
void system_phy_set_rfoption(uint8 option)
```

**Parameter:**

`uint8 option` :

`0` : RF calibration after deep-sleep wake up depends on both the times of entering deep-sleep (`deep_sleep_number`, returns to `0` in every power up) and the byte 108 of `esp_init_data_default.bin`(`0~127byte`).

- if `deep_sleep_number < byte 108`, no RF calibration after deep-sleep wake up; this reduces the current consumption.
- if `deep_sleep_number = byte 108`, the behavior after deep-sleep wake up will be the same as power-up, and `deep_sleep_number` returns to `0`.

`1` : the behavior after deep-sleep wake up will be the same as power-up.

`2` : No RF calibration after deep-sleep wake up; this reduces the current consumption.

`4` : Disable RF after deep-sleep wake up, just like modem sleep; this has the least current consumption; the device is not able to transmit or receive data after wake up.

**Return:**

none





## 11. system\_phy\_set\_powerup\_option

**Function:**

Set whether the chip will do RF calibration or not when power up. The option is 0 by default.

**Prototype:**

```
void system_phy_set_powerup_option(uint8 option)
```

**Parameter:**

`uint8 option` : RF initialization when power up.

0 : RF initialization when power up depends on

`esp_init_data_default.bin`(0~127byte) byte 114. More details in appendix of documentation “2A-ESP8266\_\_IOT\_SDK\_User\_Manual\_v1.4”.

1 : RF initialization only calibrate VDD33 and TX power which will take about 18 ms; this reduces the current consumption.

2 : RF initialization only calibrate VDD33 which will take about 2 ms; this has the least current consumption.

3 : RF initialization will do the whole RF calibration which will take about 200 ms; this increases the current consumption.

**Return:**

null

## 12. system\_phy\_set\_max\_tpw

**Function:**

Set maximum value of RF TX Power, unit : 0.25dBm

**Prototype:**

```
void system_phy_set_max_tpw(uint8 max_tpw)
```

**Parameter:**

`uint8 max_tpw` : maximum value of RF Tx Power, unit : 0.25dBm, range [0, 82]

it can be set refer to the 34th byte  
(`target_power_qdb_0`) of

`esp_init_data_default.bin`(0~127byte)

**Return:**

none

## 13. system\_phy\_set\_tpw\_via\_vdd33

**Function:**

Adjust RF TX Power according to VDD33, unit : 1/1024 V

**Note:**

When TOUT pin is suspended, VDD33 can be got by `system_get_vdd33`;

When wire TOUT pin to external circuitry, `system_get_vdd33` can not be used.

**Prototype:**

```
void system_phy_set_tpw_via_vdd33(uint16 vdd33)
```

**Parameter:**

`uint16 vdd33` : VDD33, unit : 1/1024V, range [1900, 3300]

**Return:**

none

## 14. system\_set\_os\_print

**Function:**

Turn on/off print logFunction

**Prototype:**

```
void system_set_os_print (uint8 onoff)
```

**Parameters:**

`uint8 onoff`

**Note:**

`onoff==0`: print function off

`onoff==1`: print function on

**Default:**

print function on

**Return:**

null

## 15. system\_print\_meminfo

**Function:**

Print memory information, including data/rodata/bss/heap

**Prototype:**

```
void system_print_meminfo (void)
```

**Parameters:**

null

**Return:**

null



## 16. system\_get\_free\_heap\_size

**Function:**

Get free heap size

**Prototype:**

```
uint32 system_get_free_heap_size(void)
```

**Parameters:**

null

**Return:**

uint32 : available heap size

## 17. system\_os\_task

**Function:**

Set up tasks

**Prototype:**

```
bool system_os_task(  
    os_task_t    task,  
    uint8        prio,  
    os_event_t   *queue,  
    uint8        qlen  
)
```

**Parameters:**

os\_task\_t task : task function

uint8 prio : task priority. 3 priorities are supported: 0/1/2; 0 is the lowest priority. This means only 3 tasks are allowed to set up.

os\_event\_t \*queue : message queue pointer

uint8 qlen : message queue depth

**Return:**

true: succeed

false: fail

**Example:**

```
#define SIG_RX          0
#define TEST_QUEUE_LEN 4
os_event_t *testQueue;
void test_task (os_event_t *e) {
    switch (e->sig) {
        case SIG_RX:
            os_printf(sig_rx %c/n, (char)e->par);
            break;
        default:
            break;
    }
}
void task_init(void) {
    testQueue=(os_event_t *)os_malloc(sizeof(os_event_t)*TEST_QUEUE_LEN);
    system_os_task(test_task,USER_TASK_PRIO_0,testQueue,TEST_QUEUE_LEN);
}
```

## 18. system\_os\_post

**Function:** send message to task

**Prototype:**

```
bool system_os_post (
    uint8 prio,
    os_signal_t sig,
    os_param_t par
)
```

**Parameters:**

**uint8 prio** : task priority, corresponding to that you set up  
**os\_signal\_t sig** : message type  
**os\_param\_t par** : message parameters

**Return:**

true: succeed  
false: fail

**Referring to the above example:**

```
void task_post(void) {
    system_os_post(USER_TASK_PRIO_0, SIG_RX, 'a');
}
```

**Printout:**

sig\_rx a



## 19. system\_get\_time

**Function:**

Get system time (us).

**Prototype:**

```
uint32 system_get_time(void)
```

**Parameter:**

null

**Return:**

System time in microsecond.

## 20. system\_get\_rtc\_time

**Function:** Get RTC time, as denoted by the number of RTC clock periods.

**Example:**

If `system_get_rtc_time` returns 10 (it means 10 RTC cycles), and `system_rtc_clock_cali_proc` returns 5.75 (means 5.75us per RTC cycle), then the real time is  $10 \times 5.75 = 57.5$  us.

**Note:**

System time will return to zero because of `system_restart`, but RTC still goes on.

- reset by pin `EXT_RST` : RTC memory won't change, RTC timer returns to zero
- watchdog reset : RTC memory won't change, RTC timer won't change
- `system_restart` : RTC memory won't change, RTC timer won't change
- power on : RTC memory is random value, RTC timer starts from zero
- reset by pin `CHIP_EN` : RTC memory is random value, RTC timer starts from zero

**Prototype:**

```
uint32 system_get_rtc_time(void)
```

**Parameter:**

null

**Return:**

RTC time

## 21. system\_rtc\_clock\_cali\_proc

**Function:**

Get RTC clock period.

**Note:**

RTC clock period has decimal part.

RTC clock period will change according to temperature, so RTC timer is not very precise.

**Prototype:**

```
uint32 system_rtc_clock_cali_proc(void)
```

**Parameter:**

null

**Return:**

RTC clock period (in us), bit11~ bit0 are decimal.

**Note:**

see RTC demo in Appendix.

**Example:**

```
os_printf("clk cal : %d \r\n",system_rtc_clock_cali_proc()>>12);
```

## 22. system\_rtc\_mem\_write

**Function:**

During deep sleep, only RTC still working, so maybe we need to save some user data in RTC memory. Only user data area can be used by user.

```
|<-----system data----->|<-----user  
data----->|  
|          256 bytes          |          512 bytes  
|
```

**Note:**

RTC memory is 4 bytes aligned for read and write operations. Parameter `des_addr` means block number(4 bytes per block). So, if we want to save some data at the beginning of user data area, `des_addr` will be  $256/4 = 64$ , `save_size` will be data length.

**Prototype:**

```
bool system_rtc_mem_write (  
    uint32 des_addr,  
    void * src_addr,  
    uint32 save_size  
)
```

**Parameter:**

```
uint32 des_addr : destination address (block number) in RTC memory,  
des_addr >=64  
void * src_addr : data pointer.  
uint32 save_size : data length ( byte)
```

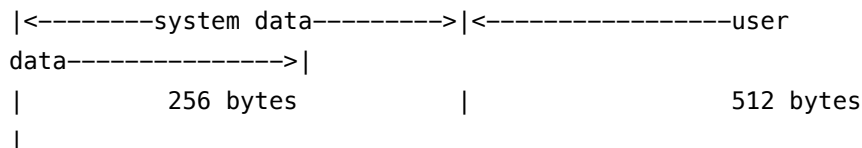
**Return:**

true: succeed  
false: fail

## 23. system\_rtc\_mem\_read

**Function:**

Read user data from RTC memory. Only user data area should be accessed by the user.

**Note:**

RTC memory is 4 bytes aligned for read and write operations. Parameter `src_addr` means block number(4 bytes per block). So, to read data from the beginning of user data area, `src_addr` will be  $256/4=64$ , `save_size` will be data length.

**Prototype:**

```
bool system_rtc_mem_read (  
    uint32 src_addr,  
    void * des_addr,  
    uint32 save_size  
)
```

**Parameter:**

`uint32 src_addr` : source address (block number) in rtc memory, `src_addr`  $\geq 64$   
`void * des_addr` : data pointer  
`uint32 save_size` : data length, byte

**Return:**

true: succeed  
false: fail

## 24. system\_uart\_swap

**Function:**

UART0 swap. Use MTCK as UART0 RX, MTDO as UART0 TX, so ROM log will not output from this new UART0. We also need to use MTDO (U0RTS) and MTCK (U0CTS) as UART0 in hardware.

**Prototype:**

```
void system_uart_swap (void)
```

**Parameter:**

null

**Return:**

null

## 25. system\_uart\_de\_swap

**Function:**

Disable UART0 swap. Use original UART0, not MTCK and MTDO.

**Prototype:**

```
void system_uart_de_swap (void)
```

**Parameter:**

null

**Return:**

null

## 26. system\_get\_boot\_version

**Function:**

Get version info of boot

**Prototype:**

```
uint8 system_get_boot_version (void)
```

**Parameter:**

null

**Return:**

Version info of boot.

**Note:**

If boot version  $\geq 3$ , you could enable boot enhance mode (refer to [system\\_restart\\_enhance](#))

## 27. system\_get\_userbin\_addr

**Function:** Get address of the current running user bin (user1.bin or user2.bin).

**Prototype:**

```
uint32 system_get_userbin_addr (void)
```

**Parameter:**

null



**Return:**

Start address info of the current running user bin.

## 28. system\_get\_boot\_mode

**Function:** Get boot mode.

**Prototype:**

```
uint8 system_get_boot_mode (void)
```

**Parameter:**

null

**Return:**

```
#define SYS_BOOT_ENHANCE_MODE 0
```

```
#define SYS_BOOT_NORMAL_MODE 1
```

**Note:**

Enhance boot mode: can load and run FW at any address;

Normal boot mode: can only load and run normal user1.bin (or user2.bin).

## 29. system\_restart\_enhance

**Function:**

Restarts system, and enters enhance boot mode.

**Prototype:**

```
bool system_restart_enhance(  
    uint8 bin_type,  
    uint32 bin_addr  
)
```

**Parameter:**

uint8 bin\_type : type of bin

```
#define SYS_BOOT_NORMAL_BIN 0 // user1.bin or user2.bin
```

```
#define SYS_BOOT_TEST_BIN 1 // can only be Espressif test bin
```

uint32 bin\_addr : start address of bin file

**Return:**

true: succeed

false: Fail

**Note:**

[SYS\\_BOOT\\_TEST\\_BIN](#) is for factory test during production; you can apply for the test bin from Espressif Systems.



### 30. system\_update\_cpu\_freq

**Function:**

Set CPU frequency. Default is 80MHz.

**Note:**

System bus frequency is 80MHz, will not be affected by CPU frequency. The frequency of UART, SPI, or other peripheral devices, are divided from system bus frequency, so they will not be affected by CPU frequency either.

**Prototype:**

```
bool system_update_cpu_freq(uint8 freq)
```

**Parameter:**

```
uint8 freq : CPU frequency
#define SYS_CPU_80MHz 80
#define SYS_CPU_160MHz 160
```

**Return:**

```
true: succeed
false: fail
```

### 31. system\_get\_cpu\_freq

**Function:**

Get CPU frequency.

**Prototype:**

```
uint8 system_get_cpu_freq(void)
```

**Parameter:**

null

**Return:**

CPU frequency, unit : MHz.

### 32. system\_get\_flash\_size\_map

**Function:**

Get current flash size and flash map.

Flash map depends on the selection when compiling, more details in document “2A-ESP8266\_\_IOT\_SDK\_User\_Manual”

**Structure:**

```
enum flash_size_map {
    FLASH_SIZE_4M_MAP_256_256 = 0,
```



```
        FLASH_SIZE_2M,  
        FLASH_SIZE_8M_MAP_512_512,  
        FLASH_SIZE_16M_MAP_512_512,  
        FLASH_SIZE_32M_MAP_512_512,  
        FLASH_SIZE_16M_MAP_1024_1024,  
        FLASH_SIZE_32M_MAP_1024_1024  
    };  
Prototype:  
enum flash_size_map system_get_flash_size_map(void)  
  
Parameter:  
none  
  
Return:  
flash map
```

### 33. system\_get\_rst\_info

```
Function:  
Get information about current startup.  
  
Structure:  
  
enum rst_reason {  
on      REANSON_DEFAULT_RST      = 0,    // normal startup by power  
reset   REANSON_WDT_RST          = 1,    // hardware watch dog  
  
        // exception reset, GPIO status won't change  
        REANSON_EXCEPTION_RST    = 2,  
        // software watch dog reset, GPIO status won't change  
        REANSON_SOFT_WDT_RST     = 3,  
change  // software restart ,system_restart , GPIO status won't  
  
        REANSON_SOFT_RESTART     = 4,  
        REANSON_DEEP_SLEEP_AWAKE = 5,    // wake up from deep-sleep  
        REANSON_EXT_SYS_RST      = 6,    // external system reset  
};  
  
struct rst_info {  
    uint32 reason;    // enum rst_reason  
    uint32 exccause;  
    uint32 epc1; // the address that error occurred  
    uint32 epc2;
```



```
uint32 epc3;  
uint32 excvaddr;  
uint32 depc;  
};
```

**Prototype:**

```
struct rst_info* system_get_rst_info(void)
```

**Parameter:**

none

**Return:**

Information about startup.

### 34. system\_soft\_wdt\_stop

**Function:**

Stop software watchdog

**Note:**

Please don't stop software watchdog for too long (less than 6 seconds), otherwise it will trigger hardware watchdog reset.

**Prototype:**

```
void system_soft_wdt_stop(void)
```

**Parameter:**

none

**Return:**

none

### 35. system\_soft\_wdt\_restart

**Function:**

Restart software watchdog

**Note:**

This API can only be called if software watchdog is stopped ([system\\_soft\\_wdt\\_stop](#))

**Prototype:**

```
void system_soft_wdt_restart(void)
```

**Parameter:**

none

**Return:**

none



### 36. system\_soft\_wdt\_feed

**Function:**

Feed software watchdog

**Note:**

This API can only be called if software watchdog is enabled.

**Prototype:**

```
void system_soft_wdt_feed(void)
```

**Parameter:**

none

**Return:**

none

### 37. os\_memset

**Function:**

Set value of memory

**Prototype:**

```
os_memset(void *s, int ch, size_t n)
```

**Parameter:**

`void *s` – pointer of memory

`int ch` – set value

`size_t n` – size

**Return:**

none

**Example:**

```
uint8 buffer[32];  
os_memset(buffer, 0, sizeof(buffer));
```

### 38. system\_show\_malloc

**Function:**

For debugging memory leak issue, to print the memory usage.

**Note:**

- To use this API, users need to enable `#define MEMLEAK_DEBUG` in `user_config.h`
- The memory usage which cause memory leak issue may be in the logs, not ensure, just for reference.



- This API is only for debugging. After calling this API, the program may go wrong, so please do not call it in normal usage.

**Prototype:**

```
void system_show_malloc(void)
```

**Parameter:**

null

**Return:**

null

### 39. os\_memcpy

**Function:**

copy memory

**Prototype:**

```
os_memcpy(void *des, void *src, size_t n)
```

**Parameter:**

`void *des` – pointer of destination

`void *src` – pointer of source

`size_t n` – memory size

**Return:**

none

**Example:**

```
uint8 buffer[4] = {0};  
os_memcpy(buffer, "abcd", 4);
```

### 40. os\_strlen

**Function:**

Get string length

**Prototype:**

```
os_strlen(char *s)
```

**Parameter:**

`char *s` – string

**Return:**

string length

**Example:**

```
char *ssid = "ESP8266";
```



```
os_memcpy(softAP_config.ssid, ssid, os_strlen(ssid));
```

## 41. os\_printf

**Function:**

print format

**Note:**

- Default to be output from UART 0. `uart_init` in `IOT_Demo` can set baud rate of UART, and `os_install_putc1((void *)uart1_write_char)` in it will set `os_printf` to be output from UART 1.
- Do not print more than 125 bytes or continuously call this API to print data, otherwise may cause the data lose.

**Prototype:**

```
os_printf(const char *s)
```

**Parameter:**

`const char *s` – string

**Return:**

none

**Example:**

```
os_printf("SDK version: %s \n", system_get_sdk_version());
```

## 42. os\_bzero

**Function:**

Set the first `n` bytes of string `p` to be 0, include '\0'

**Prototype:**

```
void os_bzero(void *p, size_t n)
```

**Parameter:**

`void *p` – pointer of memory need to be set 0

`size_t n` – length

**Return:**

none

## 43. os\_delay\_us

**Function:**

Time delay, max : 65535 us

**Prototype:**

```
void os_delay_us(uint16 us)
```

**Parameter:**

`uint16 us` – time, unit: us

**Return:**

none

#### 44. `os_install_putc1`

**Function:**

Register print output function.

**Prototype:**

`void os_install_putc1(void(*)(char c))`

**Parameter:**

`void(*)(char c)` – pointer of print function

**Return:**

none

**Example:**

`os_install_putc1((void *)uart1_write_char)` in `uart_init` will set `os_printf` to be output from UART 1, otherwise, `os_printf` default output from UART 0.

### 3.4. SPI Flash Related APIs

More details about flash read/write operation in documentation “99A-SDK-Espressif IOT Flash RW Operation” <http://bbs.espressif.com/viewtopic.php?f=21&t=413>

#### 1. `spi_flash_get_id`

**Function:**

Get ID info of spi flash

**Prototype:**

`uint32 spi_flash_get_id (void)`

**Parameters:**

null

**Return:**

SPI flash ID

#### 2. `spi_flash_erase_sector`

**Function:**

Erase sector in flash



**Prototype:**

```
SpiFlashOpResult spi_flash_erase_sector (uint16 sec)
```

**Parameters:**

`uint16 sec` : Sector number, the count starts at sector 0, 4KB per sector.

**Return:**

```
typedef enum{
    SPI_FLASH_RESULT_OK,
    SPI_FLASH_RESULT_ERR,
    SPI_FLASH_RESULT_TIMEOUT
} SpiFlashOpResult;
```

### 3. spi\_flash\_write

**Function:**

Write data to flash. Flash read/write has to be 4-bytes aligned.

**Prototype:**

```
SpiFlashOpResult spi_flash_write (
    uint32 des_addr,
    uint32 *src_addr,
    uint32 size
)
```

**Parameters:**

`uint32 des_addr` : destination address in flash.

`uint32 *src_addr` : source address of the data.

`uint32 size` : length of data, `uint` : byte, has to be 4-bytes aligned.

**Return:**

```
typedef enum{
    SPI_FLASH_RESULT_OK,
    SPI_FLASH_RESULT_ERR,
    SPI_FLASH_RESULT_TIMEOUT
} SpiFlashOpResult;
```

### 4. spi\_flash\_read

**Function:**

Read data from flash. Flash read/write has to be 4-bytes aligned.

**Prototype:**

```
SpiFlashOpResult spi_flash_read(
    uint32 src_addr,
    uint32 * des_addr,
    uint32 size
)
```

**Parameters:**

`uint32 src_addr`: source address in flash  
`uint32 *des_addr`: destination address to keep data.  
`uint32 size`: length of data, uint : byte, has to be 4-bytes aligned.

**Return:**

```
typedef enum {  
    SPI_FLASH_RESULT_OK,  
    SPI_FLASH_RESULT_ERR,  
    SPI_FLASH_RESULT_TIMEOUT  
} SpiFlashOpResult;
```

**Example:**

```
uint32 value;  
uint8 *addr = (uint8 *)&value;  
spi_flash_read(0x3E * SPI_FLASH_SEC_SIZE, (uint32 *)addr, 4);  
os_printf("0x3E sec:%02x%02x%02x%02x\r\n", addr[0], addr[1],  
addr[2], addr[3]);
```

## 5. system\_param\_save\_with\_protect

**Function:**

Write data into flash with protection. Flash read/write has to be 4-bytes aligned.

Protection of flash read/write : use 3 sectors (4KBytes per sector) to save 4KB data with protect, sector 0 and sector 1 are data sectors, back up each other, save data alternately, sector 2 is flag sector, point out which sector is keeping the latest data, sector 0 or sector 1.

**Note:**

More details about protection of flash read/write in documentation “99A-SDK-Espressif IOT Flash RW Operation” <http://bbs.espressif.com/viewtopic.php?f=21&t=413>

**Prototype:**

```
bool system_param_save_with_protect (  
    uint16 start_sec,  
    void *param,  
    uint16 len  
)
```

**Parameter:**

`uint16 start_sec` : start sector (sector 0) of the 3 sectors which used for flash read/write protection.



For example, in IOT\_Demo we could use the 3 sectors (3 \* 4KB) starts from flash 0x3D000 for flash read/write protection, so the parameter `start_sec` should be 0x3D

`void *param` : pointer of data need to save

`uint16 len` : data length, should less than a sector which is 4 \* 1024

**Return:**

true, succeed;

false, fail

## 6. system\_param\_load

**Function:**

Read data which saved into flash with protection. Flash read/write has to be 4-bytes aligned.

Protection of flash read/write : use 3 sectors (4KBytes per sector) to save 4KB data with protect, sector 0 and sector 1 are data sectors, back up each other, save data alternately, sector 2 is flag sector, point out which sector is keeping the latest data, sector 0 or sector 1.

**Note:**

More details about protection of flash read/write in documentation “99A-SDK-Espressif IOT Flash RW Operation” <http://bbs.espressif.com/viewtopic.php?f=21&t=413>

**Prototype:**

```
bool system_param_load (  
    uint16 start_sec,  
    uint16 offset,  
    void *param,  
    uint16 len  
)
```

**Parameter:**

`uint16 start_sec` : start sector (sector 0) of the 3 sectors which used for flash read/write protection. It can not sector 1 or sector 2.

For example, in IOT\_Demo we could use the 3 sectors (3 \* 4KB) starts from flash 0x3D000 for flash read/write protection, so the parameter `start_sec` is 0x3D, can not be 0x3E or 0x3F.

`uint16 offset` : offset of data saved in sector

`void *param` : data pointer

`uint16 len` : data length,  $\text{offset} + \text{len} \leq 4 * 1024$

**Return:**

true, succeed;

false, fail

## 7. spi\_flash\_set\_read\_func

**Function:**

Register user-define SPI flash read API.

**Note:**

This API can be only used in SPI overlap mode, please refer to `esp_iot_sdk/examples/driver_lib/driver/spi_overlap.c`

**Prototype:**

```
void spi_flash_set_read_func (user_spi_flash_read read)
```

**Parameter:**

`user_spi_flash_read read` : user-define SPI flash read API

**Parameter Definition:**

```
typedef SpiFlashOpResult (*user_spi_flash_read)(  
    SpiFlashChip *spi,  
    uint32 src_addr,  
    uint32 * des_addr,  
    uint32 size  
)
```

**Return:**

none

## 3.5. Wi-Fi Related APIs

wifi\_station APIs and other APIs which set/get configurations of the ESP8266 station can only be called if the ESP8266 station is enabled.

wifi\_softap APIs and other APIs which set/get configurations of the ESP8266 soft-AP can only be called if the ESP8266 soft-AP is enabled.

Flash system parameter area is the last 16KB of flash.

### 1. wifi\_get\_opmode

**Function:**

get WiFi current operating mode

**Prototype:**

```
uint8 wifi_get_opmode (void)
```

**Parameters:**

null

**Return:**

WiFi working modes:

0x01: station mode

0x02: soft-AP mode

0x03: station+soft-AP

## 2. wifi\_get\_opmode\_default

**Function:**

get WiFi operating mode that saved in flash

**Prototype:**

```
uint8 wifi_get_opmode_default (void)
```

**Parameters:**

null

**Return:**

WiFi working modes:

0x01: station mode

0x02: soft-AP mode

0x03: station+soft-AP

## 3. wifi\_set\_opmode

**Function:**

Sets WiFi working mode as station, soft-AP or station+soft-AP, and save it to flash. Default is soft-AP mode.

**Note:**

Versions before esp-iot-sdk\_v0.9.2, need to call `system_restart()` after this api; after esp-iot-sdk\_v0.9.2, need not to restart.

This configuration will be saved in flash system parameter area if changed.

**Prototype:**

```
bool wifi_set_opmode (uint8 opmode)
```

**Parameters:**

`uint8 opmode`: WiFi operating modes:

0x01: station mode

0x02: soft-AP mode

0x03: station+soft-AP

**Return:**

true: succeed  
false: fail

#### 4. wifi\_set\_opmode\_current

**Function:**

Sets WiFi working mode as station, soft-AP or station+soft-AP, and won't save to flash

**Prototype:**

```
bool wifi_set_opmode_current (uint8 opmode)
```

**Parameters:**

**uint8 opmode:** WiFi operating modes:

- 0x01: station mode
- 0x02: soft-AP mode
- 0x03: station+soft-AP

**Return:**

true: succeed  
false: fail

#### 5. wifi\_station\_get\_config

**Function:**

Get WiFi station current configuration

**Prototype:**

```
bool wifi_station_get_config (struct station_config *config)
```

**Parameters:**

**struct station\_config \*config :** WiFi station configuration pointer

**Return:**

true: succeed  
false: fail

#### 6. wifi\_station\_get\_config\_default

**Function:**

Get WiFi station configuration that saved in flash

**Prototype:**

```
bool wifi_station_get_config_default (struct station_config *config)
```

**Parameters:**

**struct station\_config \*config :** WiFi station configuration pointer

**Return:**

true: succeed  
false: fail

## 7. wifi\_station\_set\_config

**Function:**

Set WiFi station configuration, and save it to flash

**Note:**

- This API can be called only if ESP8266 station is enabled.
- If `wifi_station_set_config` is called in `user_init`, there is no need to call `wifi_station_connect` after that, ESP8266 will connect to router automatically; otherwise, need `wifi_station_connect` to connect.
- In general, `station_config.bssid_set` need to be 0, otherwise it will check bssid which is the MAC address of AP.
- This configuration will be saved in flash system parameter area if changed.

**Prototype:**

```
bool wifi_station_set_config (struct station_config *config)
```

**Parameters:**

`struct station_config *config`: WiFi station configuration pointer

**Return:**

true: succeed  
false: fail

**Example:**

```
void ICACHE_FLASH_ATTR
user_set_station_config(void)
{
    char ssid[32] = SSID;
    char password[64] = PASSWORD;
    struct station_config stationConf;

    stationConf.bssid_set = 0; //need not check MAC address of
AP

    os_memcpy(&stationConf.ssid, ssid, 32);
    os_memcpy(&stationConf.password, password, 64);
```



```
        wifi_station_set_config(&stationConf);
    }
    void user_init(void)
    {
        mode        wifi_set_opmode(STATIONAP_MODE); //Set softAP + station
        user_set_station_config();
    }
```

## 8. wifi\_station\_set\_config\_current

### Function:

Set WiFi station configuration, won't save to flash

### Note:

- This API can be called only if ESP8266 station is enabled.
- If `wifi_station_set_config_current` is called in `user_init`, there is no need to call `wifi_station_connect` after that, ESP8266 will connect to router automatically; otherwise, need `wifi_station_connect` to connect.
- In general, `station_config.bssid_set` need to be 0, otherwise it will check bssid which is the MAC address of AP.

### Prototype:

```
bool wifi_station_set_config_current (struct station_config *config)
```

### Parameters:

`struct station_config *config`: WiFi station configuration pointer

### Return:

true: succeed

false: fail

## 9. wifi\_station\_set\_cert\_key

### Function:

Set certificate and private key for connecting to WPA2-ENTERPRISE AP.

### Note:

- Connecting to WPA2-ENTERPRISE AP needs more than 26 KB memory, please ensure enough space (`system_get_free_heap_size`).
- So far, WPA2-ENTERPRISE can only support unencrypted certificate and private key, and only in PEM format.
  - Header of certificate: - - - - BEGIN CERTIFICATE - - - -





▶ Header of private key: - - - - - BEGIN RSA PRIVATE KEY - - - - -  
-

or - - - - - BEGIN PRIVATE KEY - - - - -

- Please call this API to set certificate and private key before connecting to WPA2-ENTERPRISE AP and the application needs to hold the certificate and private key. Call [wifi\\_station\\_clear\\_cert\\_key](#) to release resources and clear status after connected to the target AP, and then the application can release the certificate and private key.
- If the private key is encrypted, please use openssl pkey command to change it to unencrypted file to use, or use openssl rsa related commands to change it (or change the start TAG).

**Prototype:**

```
bool wifi_station_set_cert_key (  
    uint8 *client_cert, int client_cert_len,  
    uint8 *private_key, int private_key_len,  
    uint8 *private_key_passwd, int private_key_passwd_len,)
```

**Parameter:**

[uint8 \\*client\\_cert](#) : certificate, HEX array

[int client\\_cert\\_len](#) : length of certificate

[uint8 \\*private\\_key](#) : private key, HEX array

[int private\\_key\\_len](#) : length of private key

[uint8 \\*private\\_key\\_passwd](#) : password for private key, to be supported, can only be NULL now.

[int private\\_key\\_passwd\\_len](#) : length of password, to be supported, can only be 0 now.

**Return:**

0 : succeed

non-0 : fail

**Example:**

For example, the private key is - - - - - BEGIN PRIVATE KEY - - - - - ... ..  
... ..

Then the array should be `uint8 key[]={0x2d, 0x2d, 0x2d, 0x2d, 0x2d, 0x42, 0x45, 0x47, ... .. 0x00 }`;

It is the ASCII of the characters, and the array needs to be ended by 0x00.



## 10. wifi\_station\_clear\_cert\_key

**Function:**

Release resources and clear status after connected to the WPA2-ENTERPRISE AP.

**Prototype:**

```
void wifi_station_clear_cert_key (void)
```

**Parameter:**

null

**Return:**

null

## 11. wifi\_station\_connect

**Function:**

To connect WiFi station to AP

**Note:**

- If the ESP8266 is already connected to a router, we need to call `wifi_station_disconnect` first, before calling `wifi_station_connect`.
- Do not call this API in `user_init`. This API need to be called after system initializes and the ESP8266 station enabled.

**Prototype:**

```
bool wifi_station_connect (void)
```

**Parameters:**

null

**Return:**

true: succeed

false: fail

## 12. wifi\_station\_disconnect

**Function:**

Disconnects WiFi station from AP

**Note:**

Do not call this API in `user_init`. This API need to be called after system initializes and the ESP8266 station enabled.

**Prototype:**

```
bool wifi_station_disconnect (void)
```

**Parameters:**

null

**Return:**

true: succeed

false: fail

### 13. `wifi_station_get_connect_status`

**Function:**

Get WiFi connection status of ESP8266 station to AP.

**Notice:**

If in a special case, called `wifi_station_set_reconnect_policy` to disable reconnect, and did not call `wifi_set_event_handler_cb` to register WiFi event handler, `wifi_station_get_connect_status` becomes invalid and can not get the right status.

**Prototype:**

```
uint8 wifi_station_get_connect_status (void)
```

**Parameters:**

null

**Return:**

```
enum{  
    STATION_IDLE = 0,  
    STATION_CONNECTING,  
    STATION_WRONG_PASSWORD,  
    STATION_NO_AP_FOUND,  
    STATION_CONNECT_FAIL,  
    STATION_GOT_IP  
};
```

### 14. `wifi_station_scan`

**Function:**

Scan all available APs

**Note:**

Do not call this API in `user_init`. This API need to be called after system initializes and the ESP8266 station enabled.

**Prototype:**

```
bool wifi_station_scan (struct scan_config *config, scan_done_cb_t cb);
```

**Structure:**

```
struct scan_config {
    uint8 *ssid;        // AP's ssid
    uint8 *bssid;       // AP's bssid
    uint8 channel;      //scan a specific channel
    uint8 show_hidden;  //scan APs of which ssid is hidden.
};
```

**Parameters:**

`struct scan_config *config`: AP config for scan

- if `config==null`: scan all APs
- if `config.ssid==null && config.bssid==null && config.channel!=null`: ESP8266 will scan the specific channel.
- `scan_done_cb_t cb`: callback function after scan

**Return:**

true: succeed  
false: fail

## 15. scan\_done\_cb\_t

**Function:**

Callback function for `wifi_station_scan`

**Prototype:**

```
void scan_done_cb_t (void *arg, STATUS status)
```

**Parameters:**

`void *arg`: information of APs that be found, refer to struct `bss_info`  
`STATUS status`: get status

**Return:**

null

**Example:**

```
wifi_station_scan(&config, scan_done);
static void ICACHE_FLASH_ATTR scan_done(void *arg, STATUS status) {
    if (status == OK) {
        struct bss_info *bss_link = (struct bss_info *)arg;
        bss_link = bss_link->next.stqe_next; //ignore first
        ...
    }
}
```



## 16. wifi\_station\_ap\_number\_set

**Function:**

Sets the number of APs that will be cached for ESP8266 station mode. Whenever ESP8266 station connects to an AP, it keeps caches a record of this AP's SSID and password. The cached ID index starts from 0.

**Note:**

This configuration will be saved in flash system parameter area if changed.

**Prototype:**

```
bool wifi_station_ap_number_set (uint8 ap_number)
```

**Parameters:**

**uint8 ap\_number:** the number of APs can be recorded (MAX: 5)

**Return:**

true: succeed

false: fail

## 17. wifi\_station\_get\_ap\_info

**Function:**

Get information of APs recorded by ESP8266 station.

**Prototype:**

```
uint8 wifi_station_get_ap_info(struct station_config config[])
```

**Parameters:**

**struct station\_config config[]:** information of APs, array size has to be 5.

**Return:**

The number of APs recorded.

**Example:**

```
struct station_config config[5];  
int i = wifi_station_get_ap_info(config);
```

## 18. wifi\_station\_ap\_change

**Function:**

Switch ESP8266 station connection to AP as specified

**Prototype:**

```
bool wifi_station_ap_change (uint8 new_ap_id)
```

**Parameters:**

**uint8 new\_ap\_id :** AP's record id, start counting from 0.

**Return:**

true: succeed  
false: fail

## 19. wifi\_station\_get\_current\_ap\_id

**Function:**

Get the current record id of AP.

**Prototype:**

```
uint8 wifi_station_get_current_ap_id ();
```

**Parameter:**

null

**Return:**

The index of the AP, which ESP8266 is currently connected to, in the cached AP list.

## 20. wifi\_station\_get\_auto\_connect

**Function:**

Checks if ESP8266 station mode will connect to AP (which is cached) automatically or not when it is powered on.

**Prototype:**

```
uint8 wifi_station_get_auto_connect(void)
```

**Parameter:**

null

**Return:**

0: will not connect to AP automatically;  
Non-0: will connect to AP automatically.

## 21. wifi\_station\_set\_auto\_connect

**Function:**

Setting the ESP8266 station to connect to the AP (which is recorded) automatically or not when powered on. Enable auto-connect by default.

**Note:**

Call this API in `user_init`, it is effective in this current power on; call it in other place, it will be effective in next power on.

This configuration will be saved in flash system parameter area if changed.

**Prototype:**

```
bool wifi_station_set_auto_connect(uint8 set)
```

**Parameter:**

`uint8 set`: Automatically connect or not:

0: will not connect automatically

1: to connect automatically

**Return:**

true: succeed

false: fail

## 22. `wifi_station_dhcpc_start`

**Function:**

Enable ESP8266 station DHCP client.

**Note:**

DHCP is enabled by default.

This configuration interacts with static IP API  
(`wifi_set_ip_info`):

If DHCP is enabled,, static IP will be disabled;

If static IP is enabled,, DHCP will be disabled;

These settings depend on the last configuration.

**Prototype:**

`bool wifi_station_dhcpc_start(void)`

**Parameter:**

null

**Return:**

true: succeed

false: fail

## 23. `wifi_station_dhcpc_stop`

**Function:**

Disable ESP8266 station DHCP client.

**Note:**

DHCP default enable.

**Prototype:**

`bool wifi_station_dhcpc_stop(void)`

**Parameter:**

null

**Return:**

true: succeed  
false: fail

**24. wifi\_station\_dhcpc\_status**

**Function:** Get ESP8266 station DHCP client status.

**Prototype:**

```
enum dhcp_status wifi_station_dhcpc_status(void)
```

**Parameter:**

null

**Return:**

```
enum dhcp_status {  
    DHCP_STOPPED,  
    DHCP_STARTED  
};
```

**25. wifi\_station\_dhcpc\_set\_maxtry****Function:**

Set the maximum number that ESP8266 station DHCP client will try to reconnect to the AP.

**Prototype:**

```
bool wifi_station_dhcpc_set_maxtry(uint8 num)
```

**Parameter:**

`uint8 num` – the maximum number count

**Return:**

true: succeed

false: fail

**26. wifi\_station\_set\_reconnect\_policy****Function:**

Set whether reconnect or not when the ESP8266 station is disconnected from AP.

**Note:**

We suggest to call this API in `user_init`

This API can only be called when the ESP8266 station is enabled.



**Prototype:**

```
bool wifi_station_set_reconnect_policy(bool set)
```

**Parameter:**

`bool set` – true, enable reconnect; false, disable reconnect

**Return:**

true: succeed

false: fail

## 27. wifi\_station\_get\_rssi

**Function:**

Get rssi of the AP which ESP8266 station connected to

**Prototype:**

```
sint8 wifi_station_get_rssi(void)
```

**Parameter:**

none

**Return:**

31 : fail, invalid value.

others: succeed, value of rssi, in general, rssi value < 10

## 28. wifi\_station\_set\_hostname

**Function:**

Set ESP8266 station DHCP hostname

**Prototype:**

```
bool wifi_station_get_hostname(char* hostname)
```

**Parameter:**

`char* hostname` : hostname, max length: 32

**Return:**

true: succeed

false: fail

## 29. wifi\_station\_get\_hostname

**Function:**



Get ESP8266 station DHCP hostname

**Prototype:**

```
char* wifi_station_get_hostname(void)
```

**Parameter:**

none

**Return:**

hostname

### 30. wifi\_softap\_get\_config

**Function:**

Get WiFi soft-AP current configuration

**Prototype:**

```
bool wifi_softap_get_config(struct softap_config *config)
```

**Parameter:**

```
struct softap_config *config : ESP8266 soft-AP config
```

**Return:**

true: succeed

false: fail

### 31. wifi\_softap\_get\_config\_default

**Function:**

Get WiFi soft-AP configurations saved in flash

**Prototype:**

```
bool wifi_softap_get_config_default(struct softap_config *config)
```

**Parameter:**

```
struct softap_config *config : ESP8266 soft-AP config
```

**Return:**

true: succeed

false: fail

### 32. wifi\_softap\_set\_config

**Function:**

Set WiFi soft-AP configuration and save it to flash

**Note:**

- This API can be called only if the ESP8266 soft-AP is enabled.



- This configuration will be saved in flash system parameter area if changed.
- In soft-AP + station mode, the ESP8266 soft-AP will adjust its channel configuration to be the same as the ESP8266. More details in appendix or BBS <http://bbs.espressif.com/viewtopic.php?f=10&t=324>

**Prototype:**

```
bool wifi_softap_set_config (struct softap_config *config)
```

**Parameter:**

```
struct softap_config *config : WiFi soft-AP configuration pointer
```

**Return:**

```
true:  succeed  
false: fail
```

### 33. wifi\_softap\_set\_config\_current

**Function:**

Set WiFi soft-AP configuration, won't save it to flash

**Note:**

- This API can be called only if the ESP8266 soft-AP is enabled.
- In the soft-AP + station mode, ESP8266 soft-AP will adjust its channel configuration to be the same as the ESP8266. More details in appendix or BBS <http://bbs.espressif.com/viewtopic.php?f=10&t=324>

**Prototype:**

```
bool wifi_softap_set_config_current (struct softap_config *config)
```

**Parameter:**

```
struct softap_config *config : WiFi soft-AP configuration pointer
```

**Return:**

```
true:  succeed  
false: fail
```

### 34. wifi\_softap\_get\_station\_num

**Function:**

count the number of stations connected to the ESP8266 soft-AP

**Prototype:**

```
uint8 wifi_softap_get_station_num(void)
```

**Parameter:**

none

**Return:**

how many stations connected to ESP8266 soft-AP

### 35. `wifi_softap_get_station_info`

**Function:**

Get connected station devices under soft-AP mode, including MAC and IP

**Note:**

This API depends on DHCP, so it can not get static IP or other situation that DHCP is not used.

**Prototype:**

```
struct station_info * wifi_softap_get_station_info(void)
```

**Input Parameters:**

null

**Return:**

```
struct station_info* : station information structure
```

### 36. `wifi_softap_free_station_info`

**Function:**Frees the struct `station_info` by calling the `wifi_softap_get_station_info` function**Prototype:**

```
void wifi_softap_free_station_info(void)
```

**Input Parameters:**

null

**Return:**

null

**Examples 1 (Getting MAC and IP information):**

```
struct station_info * station = wifi_softap_get_station_info();
struct station_info * next_station;
while(station) {
    os_printf(bssid : MACSTR, ip : IPSTR/n,
              MAC2STR(station->bssid), IP2STR(&station->ip));
    next_station = STAILQ_NEXT(station, next);
    os_free(station);    // Free it directly
    station = next_station;
}
```

**Examples 2 (Getting MAC and IP information):**

```
struct station_info * station = wifi_softap_get_station_info();
while(station){
    os_printf(bssid : MACSTR, ip : IPSTR/n,
              MAC2STR(station->bssid), IP2STR(&station->ip));
    station = STAILQ_NEXT(station, next);
}
wifi_softap_free_station_info();    // Free it by calling functions
```

**37. wifi\_softap\_dhcps\_start**

**Function:** Enable ESP8266 soft-AP DHCP server.

**Note:**

DHCP default enable.

This configuration interacts with static IP API  
([wifi\\_set\\_ip\\_info](#)):

If enable DHCP, static IP will be disabled;

If enable static IP, DHCP will be disabled;

This will depend on the last configuration.

**Prototype:**

```
bool wifi_softap_dhcps_start(void)
```

**Parameter:**

null

**Return:**

true: succeed

false: fail

**38. wifi\_softap\_dhcps\_stop**

**Function:** Disable ESP8266 soft-AP DHCP server.

**Note:** DHCP default enable.

**Prototype:**

```
bool wifi_softap_dhcps_stop(void)
```

**Parameter:**

null

**Return:**

true: succeed

false: fail



### 39. wifi\_softap\_set\_dhcps\_lease

**Function:**

Set the IP range that can be got from the ESP8266 soft-AP DHCP server.

**Note:**

- IP range has to be in the same sub-net with the ESP8266 soft-AP IP address
- This API can only be called during DHCP server disable ([wifi\\_softap\\_dhcps\\_stop](#))
- This configuration only takes effect on next [wifi\\_softap\\_dhcps\\_start](#); if then [wifi\\_softap\\_dhcps\\_stop](#) is called, user needs to call this API to set IP range again if needed, and then call [wifi\\_softap\\_dhcps\\_start](#) for the configuration to take effect.

**Prototype:**

```
bool wifi_softap_set_dhcps_lease(struct dhcps_lease *p_lease)
```

**Parameter:**

```
struct dhcps_lease {  
    struct ip_addr start_ip;  
    struct ip_addr end_ip;  
};
```

**Return:**

true: succeed

false: fail

**Example:**

```
void dhcps_lease_test(void)  
{  
    struct dhcps_lease dhcp_lease;  
    const char* start_ip = "192.168.5.100";  
    const char* end_ip = "192.168.5.105";  
  
    dhcp_lease.start_ip.addr = ipaddr_addr(start_ip);  
    dhcp_lease.end_ip.addr = ipaddr_addr(end_ip);  
    wifi_softap_set_dhcps_lease(&dhcp_lease);  
}  
or  
void dhcps_lease_test(void)  
{  
    struct dhcps_lease dhcp_lease;  
    IP4_ADDR(&dhcp_lease.start_ip, 192, 168, 5, 100);
```



```
        IP4_ADDR(&dhcp_lease.end_ip, 192, 168, 5, 105);
        wifi_softap_set_dhcps_lease(&dhcp_lease);
    }
    void user_init(void)
    {
        struct ip_info info;
        wifi_set_opmode(STATIONAP_MODE); //Set softAP + station
mode
        wifi_softap_dhcps_stop();

        IP4_ADDR(&info.ip, 192, 168, 5, 1);
        IP4_ADDR(&info.gw, 192, 168, 5, 1);
        IP4_ADDR(&info.netmask, 255, 255, 255, 0);
        wifi_set_ip_info(SOFTAP_IF, &info);
        dhcps_lease_test();
        wifi_softap_dhcps_start();
    }
```

#### 40. wifi\_softap\_get\_dhcps\_lease

**Function:**

Query the IP range that can be got from the ESP8266 soft-AP DHCP server.

**Note:**

This API can only be called during ESP8266 soft-AP DHCP server enabled.

**Prototype:**

```
bool wifi_softap_get_dhcps_lease(struct dhcps_lease *please)
```

**Return:**

true: succeed  
false: fail

#### 41. wifi\_softap\_set\_dhcps\_lease\_time

**Function:**

Set ESP8266 soft-AP DHCP server lease time, default is 120 minutes.

**Note:**

This API can only be called during ESP8266 soft-AP DHCP server enabled.

**Prototype:**

```
bool wifi_softap_set_dhcps_lease_time(uint32 minute)
```

**Parameter:**

`uint32 minute` : lease time, uint: minute, range:[1, 2880].

**Return:**

true: succeed;  
false: fail

## 42. wifi\_softap\_get\_dhcps\_lease\_time

**Function:**

Get ESP8266 soft-AP DHCP server lease time

**Note:**

This API can only be called during ESP8266 soft-AP DHCP server enabled.

**Prototype:**

```
uint32 wifi_softap_get_dhcps_lease_time(void)
```

**Return:**

lease time, uint: minute.

## 43. wifi\_softap\_reset\_dhcps\_lease\_time

**Function:**

Reset ESP8266 soft-AP DHCP server lease time which is 120 minutes by default.

**Note:**

This API can only be called during ESP8266 soft-AP DHCP server enabled.

**Prototype:**

```
bool wifi_softap_reset_dhcps_lease_time(void)
```

**Return:**

true: succeed;  
false: fail

## 44. wifi\_softap\_dhcps\_status

**Function:** Get ESP8266 soft-AP DHCP server status.

**Prototype:**

```
enum dhcp_status wifi_softap_dhcps_status(void)
```

**Parameter:**

null



**Return:**

```
enum dhcp_status {  
    DHCP_STOPPED,  
    DHCP_STARTED  
};
```

## 45. wifi\_softap\_set\_dhcps\_offer\_option

**Function:**

Set ESP8266 soft-AP DHCP server option.

**Structure:**

```
enum dhcps_offer_option{  
    OFFER_START = 0x00,  
    OFFER_ROUTER = 0x01,  
    OFFER_END  
};
```

**Prototype:**

```
bool wifi_softap_set_dhcps_offer_option(uint8 level, void* optarg)
```

**Parameter:**

`uint8 level` – `OFFER_ROUTER` set router option  
`void* optarg` – default to be enable  
`bit0, 0` disable router information from ESP8266 softAP DHCP server;  
`bit0, 1` enable router information from ESP8266 softAP DHCP server;

**Return:**

`true` : succeed  
`false` : fail

**Example:**

```
uint8 mode = 0;  
  
wifi_softap_set_dhcps_offer_option(OFFER_ROUTER, &mode);
```

## 46. wifi\_set\_phy\_mode

**Function:**

Set ESP8266 physical mode (802.11b/g/n).

**Note:**

- ESP8266 soft-AP only support 802.11b/g.
- Users can set to be 802.11g mode for consumption.

**Prototype:**

```
bool wifi_set_phy_mode(enum phy_mode mode)
```

**Parameter:**

```
enum phy_mode mode : physical mode
```

```
enum phy_mode {  
    PHY_MODE_11B = 1,  
    PHY_MODE_11G = 2,  
    PHY_MODE_11N = 3  
};
```

**Return:**

```
true  : succeed  
false : fail
```

## 47. wifi\_get\_phy\_mode

**Function:**

Get ESP8266 physical mode (802.11b/g/n)

**Prototype:**

```
enum phy_mode wifi_get_phy_mode(void)
```

**Parameter:**

```
null
```

**Return:**

```
enum phy_mode{  
    PHY_MODE_11B = 1,  
    PHY_MODE_11G = 2,  
    PHY_MODE_11N = 3  
};
```

## 48. wifi\_get\_ip\_info

**Function:**

Get IP info of WiFi station or soft-AP interface

**Prototype:**

```
bool wifi_get_ip_info(  
    uint8 if_index,  
    struct ip_info *info  
)
```

**Parameters:**

`uint8 if_index` : the interface to get IP info: `0x00` for `STATION_IF`, `0x01` for `SOFTAP_IF`.

`struct ip_info *info` : pointer to get IP info of a certain interface

**Return:**

true: succeed

false: fail

## 49. wifi\_set\_ip\_info

**Function:**

Set IP address of ESP8266 station or soft-AP

**Note:**

To set static IP, please disable DHCP first  
(`wifi_station_dhcpc_stop` or `wifi_softap_dhcps_stop`):

If enable static IP, DHCP will be disabled;

If enable DHCP, static IP will be disabled;

**Prototype:**

```
bool wifi_set_ip_info(  
    uint8 if_index,  
    struct ip_info *info  
)
```

**Prototype:**

`uint8 if_index` : set station IP or soft-AP IP

`#define STATION_IF` `0x00`

`#define SOFTAP_IF` `0x01`

`struct ip_info *info` : IP information

**Example:**

```
wifi_set_opmode(STATIONAP_MODE); //Set softAP + station mode
```

```
    struct ip_info info;
```

```
    wifi_station_dhcpc_stop();
```

```
    wifi_softap_dhcps_stop();
```

```
IP4_ADDR(&info.ip, 192, 168, 3, 200);
```

```
IP4_ADDR(&info.gw, 192, 168, 3, 1);
```

```
IP4_ADDR(&info.netmask, 255, 255, 255, 0);
```

```
wifi_set_ip_info(STATION_IF, &info);
```



```
IP4_ADDR(&info.ip, 10, 10, 10, 1);
IP4_ADDR(&info.gw, 10, 10, 10, 1);
IP4_ADDR(&info.netmask, 255, 255, 255, 0);
wifi_set_ip_info(SOFTAP_IF, &info);

    wifi_softap_dhcps_start();
```

**Return:**

true: succeed  
false: fail

## 50. wifi\_set\_macaddr

**Function:**

Sets MAC address

**Note:**

- This API can only be called in `user_init`.
- ESP8266 soft-AP and station have different MAC addresses, please do not set them to be the same.
- The bit 0 of the first byte of ESP8266 MAC address can not be 1. For example, MAC address can be "1a:XX:XX:XX:XX:XX", but can not be "15:XX:XX:XX:XX:XX".

**Prototype:**

```
bool wifi_set_macaddr(
    uint8 if_index,
    uint8 *macaddr
)
```

**Parameter:**

`uint8 if_index` : set station MAC or soft-AP mac  
    `#define STATION_IF`      `0x00`  
    `#define SOFTAP_IF`      `0x01`  
`uint8 *macaddr` : MAC address

**Example:**

```
wifi_set_opmode(STATIONAP_MODE);

    char sofap_mac[6] = {0x16, 0x34, 0x56, 0x78, 0x90, 0xab};
    char sta_mac[6] = {0x12, 0x34, 0x56, 0x78, 0x90, 0xab};
    wifi_set_macaddr(SOFTAP_IF, sofap_mac);
    wifi_set_macaddr(STATION_IF, sta_mac);
```

**Return:**

true: succeed  
false: fail



## 51. wifi\_get\_macaddr

**Function:** Get MAC address

**Prototype:**

```
bool wifi_get_macaddr(  
    uint8 if_index,  
    uint8 *macaddr  
)
```

**Parameter:**

uint8 if\_index : get station MAC or soft-AP MAC

#define STATION\_IF 0x00

#define SOFTAP\_IF 0x01

uint8 \*macaddr : MAC address

**Return:**

true: succeed

false: fail

## 52. wifi\_set\_sleep\_type

**Function:**

Sets sleep type for power saving. Set `NONE_SLEEP_T` to disable power saving.

**Note:** Default to be Modem sleep.

**Prototype:**

```
bool wifi_set_sleep_type(enum sleep_type type)
```

**Parameters:**

enum sleep\_type type : sleep type

**Return:**

true: succeed

false: fail

## 53. wifi\_get\_sleep\_type

**Function:**

Gets sleep type.

**Prototype:**

```
enum sleep_type wifi_get_sleep_type(void)
```

**Parameters:**

null

**Return:**

```
enum sleep_type {  
    NONE_SLEEP_T = 0;  
    LIGHT_SLEEP_T,  
    MODEM_SLEEP_T  
};
```

## 54. wifi\_status\_led\_install

**Function:**

Installs WiFi status LED

**Prototype:**

```
void wifi_status_led_install (  
    uint8 gpio_id,  
    uint32 gpio_name,  
    uint8 gpio_func  
)
```

**Parameter:**

`uint8 gpio_id` : GPIO number  
`uint8 gpio_name` : GPIO mux name  
`uint8 gpio_func` : GPIO function

**Return:**

null

**Example:**

Use GPIO0 as WiFi status LED

```
#define HUMITURE_WIFI_LED_IO_MUX    PERIPHS_IO_MUX_GPIO0_U  
#define HUMITURE_WIFI_LED_IO_NUM    0  
#define HUMITURE_WIFI_LED_IO_FUNC    FUNC_GPIO0  
wifi_status_led_install(HUMITURE_WIFI_LED_IO_NUM,  
    HUMITURE_WIFI_LED_IO_MUX, HUMITURE_WIFI_LED_IO_FUNC)
```

## 55. wifi\_status\_led\_uninstall

**Function:** Uninstall WiFi status LED

**Prototype:**

```
void wifi_status_led_uninstall ()
```

**Parameter:**

null

**Return:**

null



## 56. wifi\_set\_broadcast\_if

**Function:**

Set ESP8266 send UDP broadcast from station interface or soft-AP interface, or both station and soft-AP interfaces. Default to be soft-AP.

**Note:**

If set broadcast interface to be station only, ESP8266 softAP DHCP server will be disable.

**Prototype:**

```
bool wifi_set_broadcast_if (uint8 interface)
```

**Parameter:**

`uint8 interface` : 1:station; 2:soft-AP, 3:station+soft-AP

**Return:**

true: succeed

false: fail

## 57. wifi\_get\_broadcast\_if

**Function:**

Get interface which ESP8266 sent UDP broadcast from. This is usually used when you have STA + soft-AP mode to avoid ambiguity.

**Prototype:**

```
uint8 wifi_get_broadcast_if (void)
```

**Parameter:**

null

**Return:**

1: station

2: soft-AP

3: both station and soft-AP

## 58. wifi\_set\_event\_handler\_cb

**Function:**

Register Wi-Fi event handler

**Prototype:**

```
void wifi_set_event_handler_cb(wifi_event_handler_cb_t cb)
```

**Parameter:**

`wifi_event_handler_cb_t cb` : callback

**Return:**

none

**Example:**

```
void wifi_handle_event_cb(System_Event_t *evt)
{
    os_printf("event %x\n", evt->event);
    switch (evt->event) {
        case EVENT_STAMODE_CONNECTED:
            os_printf("connect to ssid %s, channel %d\n",
                    evt->event_info.connected.ssid,
                    evt->event_info.connected.channel);

            break;
        case EVENT_STAMODE_DISCONNECTED:
            os_printf("disconnect from ssid %s, reason %d\n",
                    evt->event_info.disconnected.ssid,
                    evt->event_info.disconnected.reason);

            break;
        case EVENT_STAMODE_AUTHMODE_CHANGE:
            os_printf("mode: %d -> %d\n",
                    evt->event_info.auth_change.old_mode,
                    evt->event_info.auth_change.new_mode);

            break;
        case EVENT_STAMODE_GOT_IP:
            os_printf("ip:" IPSTR ",mask:" IPSTR ",gw:" IPSTR,
                    IP2STR(&evt->event_info.got_ip.ip),
                    IP2STR(&evt->event_info.got_ip.mask),
                    IP2STR(&evt->event_info.got_ip.gw));

            os_printf("\n");
            break;
        case EVENT_SOFTAPMODE_STACONNECTED:
            os_printf("station: " MACSTR "join, AID = %d\n",
                    MAC2STR(evt->event_info.sta_connected.mac),
                    evt->event_info.sta_connected.aid);

            break;
        case EVENT_SOFTAPMODE_STADISCONNECTED:
            os_printf("station: " MACSTR "leave, AID = %d\n",
                    MAC2STR(evt->event_info.sta_disconnected.mac),
                    evt->event_info.sta_disconnected.aid);

            break;
        default:
            break;
    }
}
```





```
void user_init(void)
{
    // TODO: add your own code here....
    wifi_set_event_handler_cb(wifi_handle_event_cb);
}
```

## 59. wifi\_wps\_enable

**Function:**

Enable Wi-Fi WPS function

**Note:**

WPS can only be used when ESP8266 station is enabled.

**Structure:**

```
typedef enum wps_type {
    WPS_TYPE_DISABLE=0,
    WPS_TYPE_PBC,
    WPS_TYPE_PIN,
    WPS_TYPE_DISPLAY,
    WPS_TYPE_MAX,
}WPS_TYPE_t;
```

**Prototype:**

```
bool wifi_wps_enable(WPS_TYPE_t wps_type)
```

**Parameter:**

**WPS\_TYPE\_t wps\_type** : WPS type, so far only **WPS\_TYPE\_PBC** is supported

**Return:**

true: succeed  
false: fail

## 60. wifi\_wps\_disable

**Function:**

Disable Wi-Fi WPS function and release resource it taken

**Prototype:**

```
bool wifi_wps_disable(void)
```

**Parameter:**

none

**Return:**

true: succeed  
false: fail



## 61. wifi\_wps\_start

**Function:**

WPS starts to work

**Note:**

WPS can only be used when ESP8266 station is enabled.

**Prototype:**

```
bool wifi_wps_start(void)
```

**Parameter:**

none

**Return:**

true: means that WPS starts to work successfully, does not mean WPS succeed.

false: fail

## 62. wifi\_set\_wps\_cb

**Function:**

Set WPS callback, parameter of the callback is the status of WPS.

**Callback and parameter structure:**

```
typedef void (*wps_st_cb_t)(int status);

enum wps_cb_status {
    WPS_CB_ST_SUCCESS = 0,
    WPS_CB_ST_FAILED,
    WPS_CB_ST_TIMEOUT,
    WPS_CB_ST_WEP,    // WPS failed because that WEP is not
supported
    WPS_CB_ST_SCAN_ERR, // can not find the target WPS AP
};
```

**Note:**

- If parameter `status == WPS_CB_ST_SUCCESS` in WPS callback, it means WPS got AP's information, user can call `wifi_wps_disable` to disable WPS and release resource, then call `wifi_station_connect` to connect to target AP.
- Otherwise, it means that WPS fail, user can create a timer to retry WPS by `wifi_wps_start` after a while, or call `wifi_wps_disable` to disable WPS and release resource.

**Prototype:**

```
bool wifi_set_wps_cb(wps_st_cb_t cb)
```

**Parameter:**

`wps_st_cb_t cb` : callback

**Return:**

true: succeed

false: fail

### 63. wifi\_register\_send\_pkt\_freedom\_cb

**Function:**

Register a callback for sending user-define 802.11 packets.

**Note:**

Only after the previous packet was sent, entered the `freedom_outside_cb_t`, the next packet is allowed to send.

**Callback Definition:**

```
typedef void (*freedom_outside_cb_t)(uint8 status);  
parameter status : 0, packet sending succeed; otherwise, fail.
```

**Prototype:**

```
int wifi_register_send_pkt_freedom_cb(freedom_outside_cb_t cb)
```

**Parameter:**

`freedom_outside_cb_t cb` : callback

**Return:**

0, succeed;

-1, fail.

### 64. wifi\_unregister\_send\_pkt\_freedom\_cb

**Function:**

Unregister the callback for sending packets freedom.

**Prototype:**

```
void wifi_unregister_send_pkt_freedom_cb(void)
```

**Parameter:**

null

**Return:**

null

### 65. wifi\_send\_pkt\_freedom

**Function:**

Send user-define 802.11 packets.

**Note:**



- Packet has to be the whole 802.11 packet, does not include the FCS. The length of the packet has to be longer than the minimum length of the header of 802.11 packet which is 24 bytes, and less than 1400 bytes.
- Duration area is invalid for user, it will be filled in SDK.
- The rate of sending packet is same as the management packet which is the same as the system rate of sending packets.
- Do not support encrypted packet, the encrypt bit in the packet has to be 0.
- Only after the previous packet was sent, entered the sent callback, the next packet is allowed to send. Otherwise, `wifi_send_pkt_freedom` will return fail.

**Prototype:**

```
int wifi_send_pkt_freedom(uint8 *buf, int len, bool sys_seq)
```

**Parameter:**

`uint8 *buf` : pointer of packet

`int len` : packet length

`bool sys_seq` : follow the system's 802.11 packets sequence number or not, if it is true, the sequence number will be increased 1 every time a packet sent.

**Return:**

0, succeed;

-1, fail.

## 66. `wifi_rfid_locp_rcv_open`

**Function:**

Enable RFID LOCP (Location Control Protocol) to receive WDS packets.

**Prototype:**

```
int wifi_rfid_locp_rcv_open(void)
```

**Parameter:**

null

**Return:**

0, succeed;

otherwise, fail.

## 67. `wifi_rfid_locp_rcv_close`

**Function:**

Disable RFID LOCP (Location Control Protocol).

**Prototype:**

```
void wifi_rfid_locp_recv_close(void)
```

**Parameter:**

null

**Return:**

null

## 68. wifi\_register\_rfid\_locp\_recv\_cb

**Function:**

Register a callback of receiving WDS packets. Only if the first MAC address of the WDS packet is a multicast address.

**Callback Definition:**

```
typedef void (*rfid_locp_cb_t)(uint8 *frm, int len, int rssi);
```

**Parameter:**

`uint8 *frm` : point to the head of 802.11 packet

`int len` : packet length

`int rssi` : signal strength

**Prototype:**

```
int wifi_register_rfid_locp_recv_cb(rfid_locp_cb_t cb)
```

**Parameter:**

`rfid_locp_cb_t cb` : callback

**Return:**

0, succeed;

otherwise, fail.

## 69. wifi\_unregister\_rfid\_locp\_recv\_cb

**Function:**

Unregister the callback of receiving WDS packets.

**Prototype:**

```
void wifi_unregister_rfid_locp_recv_cb(void)
```

**Parameter:**

null

**Return:**

null



## 3.6. Rate Control APIs

### 1. wifi\_set\_user\_fixed\_rate

**Function:**

Set the fixed rate and mask of sending data from ESP8266.

**Structure and Definition:**

```
enum FIXED_RATE {  
    PHY_RATE_48    =    0x8,  
    PHY_RATE_24    =    0x9,  
    PHY_RATE_12    =    0xA,  
    PHY_RATE_6     =    0xB,  
    PHY_RATE_54    =    0xC,  
    PHY_RATE_36    =    0xD,  
    PHY_RATE_18    =    0xE,  
    PHY_RATE_9     =    0xF,  
}  
  
#define FIXED_RATE_MASK_NONE          (0x00)  
#define FIXED_RATE_MASK_STA           (0x01)  
#define FIXED_RATE_MASK_AP            (0x02)  
#define FIXED_RATE_MASK_ALL           (0x03)
```

**Note:**

- Only if the corresponding bit in enable\_mask is 1, ESP8266 station or soft-AP will send data in the fixed rate.
- If the enable\_mask is 0, both ESP8266 station and soft-AP will not send data in the fixed rate.
- ESP8266 station and soft-AP share the same rate, they can not be set into the different rate.

**Prototype:**

```
int wifi_set_user_fixed_rate(uint8 enable_mask, uint8 rate)
```

**Parameter:**

**uint8 enable\_mask:** 0x00 – disable the fixed rate  
                      0x01 – use the fixed rate on ESP8266 station  
                      0x02 – use the fixed rate on ESP8266 soft-AP  
                      0x03 – use the fixed rate on ESP8266 station and soft-AP

**uint8 rate** : value of the fixed rate

**Return:**

0, succeed;  
otherwise, fail.



## 2. wifi\_get\_user\_fixed\_rate

**Function:**

Get the fixed rate and mask of ESP8266.

**Prototype:**

```
int wifi_get_user_fixed_rate(uint8 *enable_mask, uint8 *rate)
```

**Parameter:**

`uint8 *enable_mask` : pointer of the enable\_mask

`uint8 *rate` : pointer of the fixed rate

**Return:**

0, succeed;

otherwise, fail.

## 3. wifi\_set\_user\_sup\_rate

**Function:**

Set the rate range in the IE of support rate in ESP8266's beacon, probe req/resp and other packets. Tell other devices about the rate range supported by ESP8266 to limit the rate of sending packets from other devices.

**Note:**

This API can only support 802.11g now, but it will support 802.11b in next version.

**Parameter Definition:**

```
enum support_rate {  
    RATE_11B5M      = 0,  
    RATE_11B11M     = 1,  
    RATE_11B1M      = 2,  
    RATE_11B2M      = 3,  
    RATE_11G6M      = 4,  
    RATE_11G12M     = 5,  
    RATE_11G24M     = 6,  
    RATE_11G48M     = 7,  
    RATE_11G54M     = 8,  
    RATE_11G9M      = 9,  
    RATE_11G18M     = 10,  
    RATE_11G36M     = 11,  
};
```

**Prototype:**

```
int wifi_set_user_sup_rate(uint8 min, uint8 max)
```

**Parameter:**

`uint8 min` : the minimum value of the support rate, according to `enum support_rate`.



`uint8 max` : the maximum value of the support rate,  
according to `enum support_rate`.

**Return:**

0, succeed;

otherwise, fail.

**Example:**

```
wifi_set_user_sup_rate(RATE_11G6M, RATE_11G24M);
```

#### 4. wifi\_set\_user\_rate\_limit

**Function:**

Limit the initial rate of sending data from ESP8266. The rate of retransmission is not limited by this API.

**Parameter Definition:**

```
enum RATE_11B_ID {  
    RATE_11B_B11M    = 0,  
    RATE_11B_B5M     = 1,  
    RATE_11B_B2M     = 2,  
    RATE_11B_B1M     = 3,  
}  
  
enum RATE_11G_ID {  
    RATE_11G_G54M    = 0,  
    RATE_11G_G48M    = 1,  
    RATE_11G_G36M    = 2,  
    RATE_11G_G24M    = 3,  
    RATE_11G_G18M    = 4,  
    RATE_11G_G12M    = 5,  
    RATE_11G_G9M     = 6,  
    RATE_11G_G6M     = 7,  
    RATE_11G_B5M     = 8,  
    RATE_11G_B2M     = 9,  
    RATE_11G_B1M     = 10,  
}  
  
enum RATE_11N_ID {  
    RATE_11N_MCS7S   = 0,  
    RATE_11N_MCS7    = 1,  
    RATE_11N_MCS6    = 2,  
    RATE_11N_MCS5    = 3,  
    RATE_11N_MCS4    = 4,  
    RATE_11N_MCS3    = 5,  
    RATE_11N_MCS2    = 6,  
    RATE_11N_MCS1    = 7,  
    RATE_11N_MCS0    = 8,  
    RATE_11N_B5M     = 9,  
    RATE_11N_B2M     = 10,  
    RATE_11N_B1M     = 11,  
}
```



**Prototype:**

```
bool wifi_set_user_rate_limit(uint8 mode, uint8 ifidx, uint8 max, uint8 min)
```

**Parameter:**

`uint8 mode` : WiFi mode

```
#define RC_LIMIT_11B          0
```

```
#define RC_LIMIT_11G          1
```

```
#define RC_LIMIT_11N          2
```

`uint8 ifidx` : interface of ESP8266

`0x00` – ESP8266 station

`0x01` – ESP8266 soft-AP

`uint8 max` : the maximum value of the rate, according to the enum rate corresponding to the first parameter `mode`.

`uint8 min` : the minimum value of the rate, according to the enum rate corresponding to the first parameter `mode`.

**Return:**

true, succeed;

false, fail

**Example:**

```
// Set the rate limitation of ESP8266 station in 11G mode, 6M ~ 18M.
```

```
wifi_set_user_rate_limit(RC_LIMIT_11G, 0, RATE_11G_G18M, RATE_11G_G6M);
```

## 5. wifi\_set\_user\_limit\_rate\_mask

**Function:**

Set the interfaces of ESP8266 whose rate of sending packets is limited by `wifi_set_user_rate_limit`.

**Definition:**

```
#define LIMIT_RATE_MASK_NONE    (0x00)
```

```
#define LIMIT_RATE_MASK_STA     (0x01)
```

```
#define LIMIT_RATE_MASK_AP     (0x02)
```

```
#define LIMIT_RATE_MASK_ALL     (0x03)
```

**Prototype:**

```
bool wifi_set_user_limit_rate_mask(uint8 enable_mask)
```

**Parameter:**

`uint8 enable_mask` :



`0x00` - disable the limitation on both ESP8266 station and soft-AP  
`0x01` - enable the limitation on ESP8266 station  
`0x02` - enable the limitation on ESP8266 soft-AP  
`0x03` - enable the limitation on both ESP8266 station and soft-AP

**Return:**

true, succeed;

false, fail

## 6. `wifi_get_user_limit_rate_mask`

**Function:**

Get the interfaces of ESP8266 whose rate of sending data is limited by `wifi_set_user_rate_limit`.

**Prototype:**

```
uint8 wifi_get_user_limit_rate_mask(void)
```

**Parameter:**

null

**Return:**

`0x00` - both ESP8266 station and soft-AP are not limited

`0x01` - ESP8266 station is limited

`0x02` - ESP8266 soft-AP is limited

`0x03` - both ESP8266 station and soft-AP are limited

## 3.7. Force Sleep APIs

`wifi_set_opmode` has to be set to `NULL_MODE` before enter force sleep mode. Then users need to wake ESP8266 up from sleep, or wait till the sleep time out and enter the wakeup callback(register by `wifi_fpm_set_wakeup_cb`). Disable the force sleep function by `wifi_fpm_close` before set Wi-Fi mode back to normal mode. More details in "Example" below.

### 1. `wifi_fpm_open`

**Function:**

Enable force sleep function.

**Prototype:**

```
void wifi_fpm_open (void)
```

**Parameter:**

null

**Default:**

Force sleep function is disabled.

**Return:**

null

## 2. `wifi_fpm_close`

**Function:**

Disable force sleep function.

**Prototype:**

```
void wifi_fpm_close (void)
```

**Parameter:**

null

**Return:**

null

## 3. `wifi_fpm_do_wakeup`

**Function:**Wake ESP8266 up from `MODEM_SLEEP_T` force sleep.**Note:**

This API can only be called when `MODEM_SLEEP_T` force sleep function is enabled, after calling `wifi_fpm_open`. This API can not be called after calling `wifi_fpm_close`.

**Prototype:**

```
void wifi_fpm_do_wakeup (void)
```

**Parameter:**

null

**Return:**

null

## 4. `wifi_fpm_set_wakeup_cb`

**Function:**

Set a callback of waken up from force sleep because of time out.

**Notice:**

- This API can only be called when force sleep function is enabled, after calling `wifi_fpm_open`. This API can not be called after calling `wifi_fpm_close`.
- `fpm_wakeup_cb_func` will be called after system woke up only if the force sleep time out (`wifi_fpm_do_sleep` and the parameter is not `0xFFFFFFFF`).



- `fpm_wakeup_cb_func` will not be called if woke up by `wifi_fpm_do_wakeup` from `MODEM_SLEEP_T` type force sleep.

**Prototype:**

```
void wifi_fpm_set_wakeup_cb(void (*fpm_wakeup_cb_func)(void))
```

**Parameter:**

```
void (*fpm_wakeup_cb_func)(void) : callback of waken up
```

**Return:**

null

## 5. `wifi_fpm_do_sleep`

**Function:**

Force ESP8266 enter sleep mode, and it will wake up automatically when time out.

**Note:**

- This API can only be called when force sleep function is enabled, after calling `wifi_fpm_open`. This API can not be called after calling `wifi_fpm_close`.
- If this API returned 0 means that the configuration is set successfully, but the ESP8266 will not enter sleep mode immediately, it is going to sleep in the system idle task. Please do not call other WiFi related function right after calling this API.

**Prototype:**

```
int8 wifi_fpm_do_sleep (uint32 sleep_time_in_us)
```

**Parameter:**

`uint32 sleep_time_in_us` : sleep time, ESP8266 will wake up automatically when time out. Unit: us. Range: 10000 ~ 268435455(0xFFFFFFFF)

If `sleep_time_in_us` is 0xFFFFFFFF, the ESP8266 will sleep till

- if `wifi_fpm_set_sleep_type` is set to be `LIGHT_SLEEP_T`, ESP8266 can wake up by GPIO.
- if `wifi_fpm_set_sleep_type` is set to be `MODEM_SLEEP_T`, ESP8266 can wake up by `wifi_fpm_do_wakeup`.

**Return:**

0, setting succeed;

-1, fail to sleep, sleep status error;

-2, fail to sleep, force sleep function is not enabled.



## 6. `wifi_fpm_set_sleep_type`

**Function:**

Set sleep type for force sleep function.

**Note:**

This API can only be called before `wifi_fpm_open`.

**Prototype:**

```
void wifi_fpm_set_sleep_type (enum sleep_type type)
```

**Parameter:**

```
enum sleep_type{
    NONE_SLEEP_T =    0,
    LIGHT_SLEEP_T,
    MODEM_SLEEP_T,
};
```

**Return:**

null

## 7. `wifi_fpm_get_sleep_type`

**Function:**

Get sleep type of force sleep function.

**Prototype:**

```
enum sleep_type wifi_fpm_get_sleep_type (void)
```

**Parameter:**

null

**Return:**

```
enum sleep_type{
    NONE_SLEEP_T =    0,
    LIGHT_SLEEP_T,
    MODEM_SLEEP_T,
};
```



## 8. Example

### Example 1:

```
#define FPM_SLEEP_MAX_TIME      0xFFFFFFFF

wifi_station_disconnect();
wifi_set_opmode(NULL_MODE);    // set WiFi mode to null mode
wifi_fpm_set_sleep_type(MODEM_SLEEP_T); // modem sleep
wifi_fpm_open();
wifi_fpm_do_sleep(FPM_SLEEP_MAX_TIME);
...

// wake up to use WiFi again
wifi_fpm_do_wakeup();
wifi_fpm_close();
wifi_set_opmode(STATION_MODE);
wifi_station_connect();
```

### Example 2:

```
//sleep over.
void fpm_wakup_cb_func1(void)
{
    wifi_fpm_close(); //disable force sleep function
    wifi_set_opmode(STATION_MODE); //set WiFi mode to be station mode
    wifi_station_connect(); //connect to AP
}

void user_func(...)
{
    wifi_station_disconnect();
    wifi_set_opmode(NULL_MODE); //set WiFi mode to null mode.
    wifi_fpm_set_sleep_type(LIGHT_SLEEP_T); // light sleep
    wifi_fpm_open(); //enable force sleep function
    wifi_fpm_set_wakeup_cb(fpm_wakup_cb_func1); //Set fpm wakeup
callback
    wifi_fpm_do_sleep(10*1000);
    ...
}
```

## 3.8. ESP-NOW APIs

Pay attention on following items :



- ESP-NOW do not support broadcast and multicast.
- ESP-NOW is targeted to Smart-Light project, so it is suggested that slave role corresponding to soft-AP or soft-AP+station mode, controller role corresponding to station mode.
- When ESP8266 is in soft-AP+station mode, it will communicate through station interface if it is in slave role, and communicate through soft-AP interface if it is in controller role.
- ESP-NOW can not wake ESP8266 up from sleep, so if the target ESP8266 station is in sleep, ESP-NOW communication will fail.
- In station mode, ESP8266 supports 10 encrypt ESP-NOW peers at most, with the unencrypted peers, it can be 20 peers in total at most.
- In the soft-AP mode or soft-AP + station mode, the ESP8266 supports 6 encrypt ESP-NOW peers at most, with the unencrypted peers, it can be 20 peers in total at most.

### 1. esp\_now\_init

**Function:**  
ESP-NOW initialization

**Prototype:**  
`init esp_now_init(void)`

**Parameter:**  
none

**Return:**  
0, succeed  
otherwise, fail

### 2. esp\_now\_deinit

**Function:**  
Deinitialize ESP-NOW

**Prototype:**  
`int esp_now_deinit(void)`

**Parameter:**  
none

**Return:**  
0, succeed  
otherwise, fail

### 3. esp\_now\_register\_rcv\_cb

**Function:**  
Register ESP-NOW receive callback

**Note:**

When received an ESP-NOW packet, enter receive callback:

```
typedef void (*esp_now_rcv_cb_t)(u8 *mac_addr, u8 *data,  
u8 len)
```

Parameters of ESP-NOW receive callback:

```
u8 *mac_addr : MAC address of the sender  
u8 *data      : data received  
u8 len        : data length
```

**Prototype:**

```
int esp_now_register_rcv_cb(esp_now_rcv_cb_t cb)
```

**Parameter:**

```
esp_now_rcv_cb_t cb : receive callback
```

**Return:**

0, succeed

otherwise, fail

#### 4. esp\_now\_unregister\_rcv\_cb

**Function:**

Unregister ESP-NOW receive callback

**Prototype:**

```
int esp_now_unregister_rcv_cb(void)
```

**Parameter:**

none

**Return:**

0, succeed

otherwise, fail

#### 5. esp\_now\_register\_send\_cb

**Function:**

Register ESP-NOW send callback

**Notice:**

ESP-NOW send callback:

```
void esp_now_send_cb_t(u8 *mac_addr, u8 status)
```

Parameter:





```
u8 *mac_addr : MAC address of target device

u8 status    : status of ESP-NOW sending packet

mt_tx_status {
    T_TX_STATUS_OK = 0,
    MT_TX_STATUS_FAILED,
}
```

The status will be `T_TX_STATUS_OK`, if ESP-NOW send packet successfully. Users should make sure by themselves that key of communication is correct.

**Prototype:**

```
u8 esp_now_register_send_cb(esp_now_send_cb_t cb)
```

**Parameter:**

`esp_now_send_cb_t cb` : callback

**Return:**

0, succeed

otherwise, fail

## 6. esp\_now\_unregister\_send\_cb

**Function:**

Unregister ESP-NOW send callback

**Prototype:**

```
int esp_now_unregister_send_cb(void)
```

**Parameter:**

null

**Return:**

0, succeed

otherwise, fail

## 7. esp\_now\_send

**Function:**

Send ESP-NOW packet

**Prototype:**

```
int esp_now_send(u8 *da, u8 *data, int len)
```

**Parameter:**

`u8 *da` : Destination MAC address. If it's `NULL`, send packet to all MAC addresses recorded by ESP-NOW; otherwise, send packet to target MAC address.



```
    u8 *data      : data need to send  
    u8 len        : data length
```

**Return:**

```
    0, succeed  
    otherwise, fail
```

## 8. esp\_now\_add\_peer

**Function:**

Add an ESP-NOW peer, store MAC address of target device into ESP-NOW MAC list.

**Structure:**

```
typedef enum mt_role {  
    MT_ROLE_IDLE = 0,  
    MT_ROLE_CONTROLLER,  
    MT_ROLE_SLAVE,  
    MT_ROLE_MAX,  
}
```

**Prototype:**

```
int esp_now_add_peer(u8 *mac_addr, u8 role, u8 channel, u8 *key, u8  
key_len)
```

**Parameter:**

```
u8 *mac_addr : MAC address of device  
  
    u8 role          : role type of device  
  
    u8 channel       : channel of device  
  
    u8 *key          : 16 bytes key which is needed for ESP-NOW  
communication  
  
    u8 key_len       : length of key, has to be 16 bytes now
```

**Return:**

```
    0, succeed  
    otherwise, fail
```

## 9. esp\_now\_del\_peer

**Function:**

Delete an ESP-NOW peer, delete MAC address of the device from ESP-NOW MAC list.

**Prototype:**

```
int esp_now_del_peer(u8 *mac_addr)
```

**Parameter:**

`u8 *mac_addr` : MAC address of device

**Return:**

0, succeed

otherwise, fail

## 10. esp\_now\_set\_self\_role

**Function:**

Set ESP-NOW role of device itself

**Structure:**

```
typedef enum mt_role {  
    MT_ROLE_IDLE = 0,  
    MT_ROLE_CONTROLLER,  
    MT_ROLE_SLAVE,  
    MT_ROLE_MAX,  
}
```

**Prototype:**

```
int esp_now_set_self_role(u8 role)
```

**Parameter:**

`u8 role` : role type

**Return:**

0, succeed

otherwise, fail

## 11. esp\_now\_get\_self\_role

**Function:**

Get ESP-NOW role of device itself

**Prototype:**

```
u8 esp_now_get_self_role(void)
```

**Parameter:**

none

**Return:**

role type



## 12. esp\_now\_set\_peer\_role

**Function:**

Set ESP-NOW role for a target device. If it is set multiple times, new role will cover the old one.

**Structure:**

```
typedef enum mt_role {  
    MT_ROLE_IDLE = 0,  
    MT_ROLE_CONTROLLER,  
    MT_ROLE_SLAVE,  
    MT_ROLE_MAX,  
}
```

**Prototype:**

```
int esp_now_set_peer_role(u8 *mac_addr, u8 role)
```

**Parameter:**

```
u8 *mac_addr : MAC address of target device  
u8 role      : role type
```

**Return:**

```
0, succeed  
otherwise, fail
```

## 13. esp\_now\_get\_peer\_role

**Function:**

Get ESP-NOW role of a target device

**Prototype:**

```
int esp_now_get_peer_role(u8 *mac_addr)
```

**Parameter:**

```
u8 *mac_addr : MAC address of target device
```

**Return:**

```
MT_ROLE_CONTROLLER, role type is controller;  
MT_ROLE_SLAVE, role type is slave;  
otherwise, fail
```



## 14. esp\_now\_set\_peer\_key

**Function:**

Set ESP-NOW key for a target device. If it is set multiple times, new role will cover the old one.

**Prototype:**

```
int esp_now_set_peer_key(u8 *mac_addr, u8 *key, u8 key_len)
```

**Parameter:**

`u8 *mac_addr` : MAC address of target device

`u8 *key` : 16 bytes key which is needed for ESP-NOW communication,  
if it is `NULL`, current key will be reset to be none.

`u8 key_len` : key length, has to be 16 bytes now

**Return:**

0, succeed

otherwise, fail

## 15. esp\_now\_get\_peer\_key

**Function:**

Get ESP-NOW key of a target device.

**Prototype:**

```
int esp_now_set_peer_key(u8 *mac_addr, u8 *key, u8 *key_len)
```

**Parameter:**

`u8 *mac_addr` : MAC address of target device

`u8 *key` : pointer of key, buffer size has to be 16 bytes at least

`u8 *key_len` : key length

**Return:**

0, succeed

> 0, find target device but can't get key

< 0, fail

## 16. esp\_now\_set\_peer\_channel

**Function:**

Record channel information of a ESP-NOW device.



When communicate with this device,

- call `esp_now_get_peer_channel` to get its channel first,
- then call `wifi_set_channel` to be in the same channel and do communication.

**Prototype:**

```
int esp_now_set_peer_channel(u8 *mac_addr, u8 channel)
```

**Parameter:**

`u8 *mac_addr` : MAC address of target device

`u8 channel` : channel, usually to be 1 ~ 13, some area may use channel 14

**Return:**

0, succeed

otherwise, fail

## 17. esp\_now\_get\_peer\_channel

**Function:**

Get channel information of a ESP-NOW device. ESP-NOW communication needs to be at the same channel.

**Prototype:**

```
int esp_now_get_peer_channel(u8 *mac_addr)
```

**Parameter:**

`u8 *mac_addr` : MAC address of target device

**Return:**

1 ~ 13 (some area may get 14), succeed

otherwise, fail

## 18. esp\_now\_is\_peer\_exist

**Function:**

Check if target device exists or not.

**Prototype:**

```
int esp_now_is_peer_exist(u8 *mac_addr)
```

**Parameter:**

`u8 *mac_addr` : MAC address of target device

**Return:**

0, device does not exist



```
< 0, error occur, check fail  
> 0, device exists
```

## 19. esp\_now\_fetch\_peer

**Function:**

Get MAC address of ESP-NOW device which is pointed now, and move the pointer to next one in ESP-NOW MAC list or move the pointer to the first one in ESP-NOW MAC list

**Note:**

- This API can not re-entry
- Parameter has to be `true` when you call it the first time.

**Prototype:**

```
u8 *esp_now_fetch_peer(bool restart)
```

**Parameter:**

`bool restart` : true, move pointer to the first one in ESP-NOW MAC list

`false`, move pointer to the next one in ESP-NOW MAC list

**Return:**

`NULL`, no ESP-NOW devices exist

Otherwise, MAC address of ESP-NOW device which is pointed now

## 20. esp\_now\_get\_cnt\_info

**Function:**

Get the total number of ESP-NOW devices which are associated, and the number count of encrypted devices.

**Prototype:**

```
int esp_now_get_cnt_info(u8 *all_cnt, u8 *encryp_cnt)
```

**Parameter:**

`u8 *all_cnt` : total number of ESP-NOW devices which are associated

`u8 *encryp_cnt` : number count of encrypted devices

**Return:**

`0`, succeed

otherwise, fail



## 21. esp\_now\_set\_kok

**Function:**

Set the encrypt key of communication key. All ESP-NOW devices share the same encrypt key. If users do not set the encrypt key, ESP-NOW communication key will be encrypted by a default key.

**Prototype:**

```
int esp_now_set_kok(u8 *key, u8 len)
```

**Parameter:**

<code>u8 *key</code>	: pointer of encrypt key
<code>u8 len</code>	: key length, has to be 16 bytes now

**Return:**

0, succeed  
otherwise, fail

## 3.9. Upgrade (FOTA) APIs

### 1. system\_upgrade\_userbin\_check

**Function:**

Checks user bin

**Prototype:**

```
uint8 system_upgrade_userbin_check()
```

**Parameter:**

none

**Return:**

0x00 : UPGRADE\_FW\_BIN1, i.e. user1.bin  
0x01 : UPGRADE\_FW\_BIN2, i.e. user2.bin

### 2. system\_upgrade\_flag\_set

**Function:**

Sets upgrade status flag.

**Note:**

If you using `system_upgrade_start` to upgrade, this API need not be called.

If you using `spi_flash_write` to upgrade firmware yourself, this flag need to be set to `UPGRADE_FLAG_FINISH`, then call `system_upgrade_reboot` to reboot to run new firmware.



**Prototype:**

```
void system_upgrade_flag_set(uint8 flag)
```

**Parameter:**

uint8 flag:

```
#define UPGRADE_FLAG_IDLE      0x00
```

```
#define UPGRADE_FLAG_START    0x01
```

```
#define UPGRADE_FLAG_FINISH   0x02
```

**Return:**

null

### 3. system\_upgrade\_flag\_check

**Function:**

Gets upgrade status flag.

**Prototype:**

```
uint8 system_upgrade_flag_check()
```

**Parameter:**

null

**Return:**

```
#define UPGRADE_FLAG_IDLE      0x00
```

```
#define UPGRADE_FLAG_START    0x01
```

```
#define UPGRADE_FLAG_FINISH   0x02
```

### 4. system\_upgrade\_start

**Function:**

Configures parameters and start upgrade

**Prototype:**

```
bool system_upgrade_start (struct upgrade_server_info *server)
```

**Parameters:**

struct upgrade\_server\_info \*server : server related parameters

**Return:**

true: start upgrade

false: upgrade can't be started.

### 5. system\_upgrade\_reboot

**Function:** reboot system and use new version

**Prototype:**

```
void system_upgrade_reboot (void)
```

**Parameters:**

none

**Return:**

none

## 3.10. Sniffer Related APIs

### 1. `wifi_promiscuous_enable`

**Function:**

Enable promiscuous mode for sniffer

**Note:**

(1) promiscuous mode can only be enabled in station mode.

(2) During promiscuous mode (sniffer), ESP8266 station and soft-AP are disabled.

(3) Before enable promiscuous mode, please call `wifi_station_disconnect` first(4) Don't call any other APIs during sniffer, please call `wifi_promiscuous_enable(0)` first.**Prototype:**

```
void wifi_promiscuous_enable(uint8 promiscuous)
```

**Parameter:**`uint8 promiscuous :`

0: disable promiscuous;

1: enable promiscuous

**Return:**

null

### 2. `wifi_promiscuous_set_mac`

**Function:**

Set MAC address filter for sniffer.

**Note:**

This filter only be available in the current sniffer phase, if you disable sniffer and then enable sniffer, you need to set filter again if you need it.

**Prototype:**

```
void wifi_promiscuous_set_mac(const uint8_t *address)
```

**Parameter:**

`const uint8_t *address` : MAC address

**Return:**

null

**Example:**

```
char ap_mac[6] = {0x16, 0x34, 0x56, 0x78, 0x90, 0xab};  
wifi_promiscuous_set_mac(ap_mac);
```

### 3. `wifi_set_promiscuous_rx_cb`

**Function:**

Registers an RX callback function in promiscuous mode, which will be called when data packet is received.

**Prototype:**

```
void wifi_set_promiscuous_rx_cb(wifi_promiscuous_cb_t cb)
```

**Parameter:**

`wifi_promiscuous_cb_t cb` : callback

**Return:**

null

### 4. `wifi_get_channel`

**Function:**

Get Wi-Fi channel

**Prototype:**

```
uint8 wifi_get_channel(void)
```

**Parameters:**

null

**Return:**

Channel number

### 5. `wifi_set_channel`

**Function:**

Set Wi-Fi channel, for sniffer mode

**Prototype:**

```
bool wifi_set_channel (uint8 channel)
```

**Parameters:**

`uint8 channel` : channel number

**Return:**

true: succeed

false: fail

## 3.11. Smart Config APIs

Herein we only introduce smart-config APIs , users can inquire Espressif Systems for smart-config documentation which will contain more details. Please make sure the target AP is enabled before enable Smart-Config.

### 1. smartconfig\_start

**Function:**

Start smart configuration mode, to connect ESP8266 station to AP, by sniffing for special packets from the air, containing SSID and password of desired AP. You need to broadcast the SSID and password (e.g. from mobile device or computer) with the SSID and password encoded.

**Note:**

(1)This api can only be called in station mode.

(2)During smart-config, ESP8266 station and soft-AP are disabled.

(3)Can not call `smartconfig_start` twice before it finish, please call `smartconfig_stop` first.

(4)Don't call any other APIs during smart-config, please call `smartconfig_stop` first.

**Structure:**

```
typedef enum {  
    SC_STATUS_WAIT = 0,          // Please don't start connection in this  
phase  
    SC_STATUS_FIND_CHANNEL,      // Start connection by APP in this phase  
    SC_STATUS_GETTING_SSID_PSWD,  
    SC_STATUS_LINK,  
    SC_STATUS_LINK_OVER,        // Got IP, connect to AP successfully  
} sc_status;  
typedef enum {  
    SC_TYPE_ESPTOUCH = 0,  
    SC_TYPE_AIRKISS,  
} sc_type;
```

**Prototype:**

```
bool smartconfig_start(  
    sc_callback_t cb,  
    uint8 log  
)
```

**Parameter:**

`sc_callback_t cb` : smart config callback; executed when smart-config status changed;

parameter `status` of this callback shows the status of smart-config:

- if `status == SC_STATUS_GETTING_SSID_PSWD`, parameter `void *pdata` is a pointer of `sc_type`, means smart-config type: AirKiss or ESP-TOUCH.
- if `status == SC_STATUS_LINK`, parameter `void *pdata` is a pointer of `struct station_config`;
- if `status == SC_STATUS_LINK_OVER`, parameter `void *pdata` is a pointer of mobile phone's IP address, 4 bytes. This is only available in ESP-TOUCH, otherwise, it is `NULL`.
- otherwise, parameter `void *pdata` is `NULL`.

`uint8 log` : 1: UART output logs; otherwise: UART only outputs the result.

**Return:**

true: succeed

false: fail

**Example:**

```
void ICACHE_FLASH_ATTR  
  
smartconfig_done(sc_status status, void *pdata)  
{  
    switch(status) {  
        case SC_STATUS_WAIT:  
            os_printf("SC_STATUS_WAIT\n");  
            break;  
        case SC_STATUS_FIND_CHANNEL:  
            os_printf("SC_STATUS_FIND_CHANNEL\n");  
            break;  
        case SC_STATUS_GETTING_SSID_PSWD:  
            os_printf("SC_STATUS_GETTING_SSID_PSWD\n");  
            sc_type *type = pdata;  
            if (*type == SC_TYPE_ESPTOUCH) {
```



```
        os_printf("SC_TYPE:SC_TYPE_ESPTOUCH\n");
    } else {
        os_printf("SC_TYPE:SC_TYPE_AIRKISS\n");
    }
    break;
case SC_STATUS_LINK:
    os_printf("SC_STATUS_LINK\n");
    struct station_config *sta_conf = pdata;
    wifi_station_set_config(sta_conf);
    wifi_station_disconnect();
    wifi_station_connect();
    break;
case SC_STATUS_LINK_OVER:
    os_printf("SC_STATUS_LINK_OVER\n");
    if (pdata != NULL) {
        uint8 phone_ip[4] = {0};
        memcpy(phone_ip, (uint8*)pdata, 4);
        os_printf("Phone ip: %d.%d.%d.%d\n",phone_ip[0],phone_ip[1],phone_ip[2],phone_ip[3]);
    }
    smartconfig_stop();
    break;
}
}
smartconfig_start(smartconfig_done);
```

## 2. smartconfig\_stop

**Function:**

stop smart config, free the buffer taken by `smartconfig_start`.

**Note:**

Whether connect to AP succeed or not, this API should be called to free memory taken by `smartconfig_start`.

**Prototype:**

```
bool smartconfig_stop(void)
```

**Parameter:**

null

**Return:**

true: succeed

false: fail



### 3. smartconfig\_set\_type

**Function:**

Set the protocol type of SmartConfig

**Note:**

This API can only be called before calling `smartconfig_start`.

**Prototype:**

```
bool smartconfig_set_type(sc_type type)
```

**Parameter:**

```
typedef enum {  
    SC_TYPE_ESPTOUCH = 0,  
    SC_TYPE_AIRKISS,  
    SC_TYPE_ESPTOUCH_AIRKISS,  
} sc_type;
```

**Return:**

true: succeed;  
false: fail

### 4. airkiss\_version

**Function:**

Get version information of the AirKiss lib.

**Notice:**

The length of the version information is unknown.

**Prototype:**

```
const char* airkiss_version(void)
```

**Parameter:**

none

**Return:**

Version information of the AirKiss lib.

### 5. airkiss\_lan\_recv

**Function:**

For the function that AirKiss can detect the ESP8266 devices in LAN, more details of this function please refer to WeChat: <http://iot.weixin.qq.com>.

Workflow : Create a UDP transmission. When UDP data is received in `espconn_recv_callback`, call API `airkiss_lan_recv` and input the UDP data, if `airkiss_lan_recv` returns `AIRKISS_LAN_SSDP_REQ`, `airkiss_lan_pack` can be called to make a response packet.



This API is to parse the UDP packet sent by WeChat.

**Prototype:**

```
int airkiss_lan_recv(  
    const void* body,  
    unsigned short length,  
    const airkiss_config_t* config)
```

**Parameter:**

```
const void* body           : the received UDP packet  
    unsigned short length   : the length of UDP packet  
    airkiss_config_t* config : AirKiss structure
```

**Return:**

Refer to `airkiss_lan_ret_t`

```
>= 0, succeed,  
< 0, fail.
```

## 6. airkiss\_lan\_pack

**Function:**

User packet assembly for the function that AirKiss can detect the ESP8266 devices in LAN.

**Prototype:**

```
int airkiss_lan_pack(  
    airkiss_lan_cmdid_t ak_lan_cmdid,  
    void* appid,  
    void* deviceid,  
    void* _datain,  
    unsigned short inlength,  
    void* _dataout,  
    unsigned short* outlength,  
    const airkiss_config_t* config)
```

**Parameter:**

```
airkiss_lan_cmdid_t ak_lan_cmdid : packet type  
    void* appid                   : WeChat public number, got from  
    WeChat  
    void* deviceid                : device ID, got from  
    WeChat  
    void* _datain                 : user data waiting for packet  
    assembly  
    unsigned short inlength       : length of the user data
```





`void* _dataout` : the packet got by `_datain`  
packet assembly

`unsigned short* outlength` : length of the packet

`const airkiss_config_t* config` : AirKiss structure

**Return:**

Refer to `airkiss_lan_ret_t`

`>= 0`, succeed,

`< 0`, fail.



## 3.12. SNTP APIs

### 1. `sntp_setserver`

**Function:**

Set SNTP server by IP address, support 3 SNTP server at most

**Prototype:**

```
void sntp_setserver(unsigned char idx, ip_addr_t *addr)
```

**Parameter:**

`unsigned char idx` : SNTP server index, support 3 SNTP server at most (0 ~ 2) ; index 0 is the main server, index 1 and 2 are as backup.  
`ip_addr_t *addr` : IP address; users need to ensure that it's a SNTP server

**Return:**

none

### 2. `sntp_getserver`

**Function:**

Get IP address of SNTP server which set by `sntp_setserver`

**Prototype:**

```
ip_addr_t sntp_getserver(unsigned char idx)
```

**Parameter:**

`unsigned char idx` : SNTP server index, support 3 SNTP server at most (0 ~ 2)

**Return:**

IP address

### 3. `sntp_setservername`

**Function:**

Set SNTP server by domain name, support 3 SNTP server at most

**Prototype:**

```
void sntp_setservername(unsigned char idx, char *server)
```

**Parameter:**

`unsigned char idx` : SNTP server index, support 3 SNTP server at most (0 ~ 2) ; index 0 is the main server, index 1 and 2 are as backup.  
`char *server` : domain name; users need to ensure that it's a SNTP server

**Return:**

none

#### 4. `sntp_getservername`

**Function:**Get domain name of SNTP server which set by `sntp_setservername`**Prototype:**`char * sntp_getservername(unsigned char idx)`**Parameter:**`unsigned char idx` : SNTP server index, support 3 SNTP server at most (0 ~ 2)**Return:**

domain name

#### 5. `sntp_init`

**Function:**

SNTP initialize

**Prototype:**`void sntp_init(void)`**Parameter:**

none

**Return:**

none

#### 6. `sntp_stop`

**Function:**

Stop SNTP

**Prototype:**`void sntp_stop(void)`**Parameter:**

none

**Return:**

none



## 7. `sntp_get_current_timestamp`

**Function:**

Get current timestamp from basic time (1970.01.01 00: 00: 00 GMT + 8) ,  
uint:second

**Prototype:**

```
uint32 sntp_get_current_timestamp()
```

**Parameter:**

none

**Return:**

time stamp

## 8. `sntp_get_real_time`

**Function:**

Get real time (GMT + 8)

**Prototype:**

```
char* sntp_get_real_time(long t)
```

**Parameter:**

`long t` - time stamp

**Return:**

real time

## 9. `sntp_set_timezone`

**Function:**

Set time zone

**Prototype:**

```
bool sntp_set_timezone (sint8 timezone)
```

**Note:**

Before call `sntp_set_timezone`, please call `sntp_stop` first

**Parameter:**

`sint8 timezone` - time zone, range: -11 ~ 13

**Return:**

true, succeed;

false, fail

**Example:**

```
sntp_stop();  
if( true == sntp_set_timezone(-5) ) {  
    sntp_init();  
}
```

## 10. sntp\_get\_timezone

**Function:**

Get time zone

**Prototype:**

```
sint8 sntp_get_timezone (void)
```

**Parameter:**

none

**Return:**

time zone, range: -11 ~ 13

## 11. SNTP Example

Step 1. enable sntp

```
ip_addr_t *addr = (ip_addr_t *)os_zalloc(sizeof(ip_addr_t));  
sntp_setservername(0, "us.pool.ntp.org"); // set server 0 by domain name  
sntp_setservername(1, "ntp.sjtu.edu.cn"); // set server 1 by domain name  
ipaddr_aton("210.72.145.44", addr);  
sntp_setserver(2, addr); // set server 2 by IP address  
sntp_init();  
os_free(addr);
```

Step 2. set a timer to check sntp timestamp

```
LOCAL os_timer_t sntp_timer;  
os_timer_disarm(&sntp_timer);  
os_timer_setfn(&sntp_timer, (os_timer_func_t *)user_check_sntp_stamp,  
NULL);  
os_timer_arm(&sntp_timer, 100, 0);
```

**Step 3. timer callback**

```
void ICACHE_FLASH_ATTR user_check_sntp_stamp(void *arg){
    uint32 current_stamp;
    current_stamp = sntp_get_current_timestamp();
    if(current_stamp == 0){
        os_timer_arm(&sntp_timer, 100, 0);
    } else{
        os_timer_disarm(&sntp_timer);
        os_printf("sntp: %d, %s \n",current_stamp,
sntp_get_real_time(current_stamp));
    }
}
```



# 4.

# TCP/UDP APIs

Found in `esp_iot_sdk/include/espconn.h`. The network APIs can be grouped into the following types:

- General APIs: APIs can be used for both TCP and UDP .
- TCP APIs: APIs that are only used for TCP.
- UDP APIs: APIs that are only used for UDP.
- mDNS APIs : APIs that related to mDNS.

## 4.1. Generic TCP/UDP APIs

### 1. `espconn_delete`

**Function:**

Delete a transmission.

**Note:**

Corresponding creation API :

TCP: `espconn_accept`,

UDP: `espconn_create`

**Prototype:**

```
sint8 espconn_delete(struct espconn *espconn)
```

**Parameter:**

`struct espconn *espconn` : corresponding connected control block structure

**Return:**

0 : succeed

Non-0 : error, return error code

`ESPCONN_ARG` – illegal argument, can't find network transmission according to structure `espconn`

`ESPCONN_INPROGRESS` – the connection is still in progress, please call `espconn_disconnect` to disconnect before delete it.

### 2. `espconn_gethostbyname`

**Function:**

DNS

**Prototype:**

```
err_t espconn_gethostbyname(  
    struct espconn *pespconn,  
    const char *hostname,  
    ip_addr_t *addr,  
    dns_found_callback found  
)
```

**Parameters:**

`struct espconn *espconn` : corresponding connected control block structure  
`const char *hostname` : domain name string pointer  
`ip_addr_t *addr` : IP address  
`dns_found_callback found` : callback

**Return:**

`err_t` : `ESPCONN_OK` - succeed  
          `ESPCONN_INPROGRESS` - error code : already connected  
          `ESPCONN_ARG` - error code : illegal argument, can't find network transmission according to structure `espconn`

**Example as follows. Pls refer to source code of IoT\_Demo:**

```
ip_addr_t esp_server_ip;  
LOCAL void ICACHE_FLASH_ATTR  
user_esp_platform_dns_found(const char *name, ip_addr_t *ipaddr, void  
*arg) {  
    struct espconn *pespconn = (struct espconn *)arg;  
    if (ipaddr != NULL)  
        os_printf(user_esp_platform_dns_found %d.%d.%d.%d/n,  
            *((uint8 *)&ipaddr->addr), *((uint8 *)&ipaddr->addr + 1),  
            *((uint8 *)&ipaddr->addr + 2), *((uint8 *)&ipaddr->addr + 3));  
}  
void dns_test(void) {  
    espconn_gethostbyname(pespconn, "iot.espressif.cn", &esp_server_ip,  
        user_esp_platform_dns_found);  
}
```

### 3. espconn\_port

**Function:** get an available port

**Prototype:**

```
uint32 espconn_port(void)
```

**Parameter:**

null



**Return:**

`uint32` : id of the port you get

#### 4. `espconn_regist_sentcb`

**Function:**

Register data sent function which will be called back when data are successfully sent.

**Prototype:**

```
sint8 espconn_regist_sentcb(  
    struct espconn *espconn,  
    espconn_sent_callback sent_cb  
)
```

**Parameters:**

`struct espconn *espconn` : corresponding connected control block structure  
`espconn_sent_callback sent_cb` : registered callback function

**Return:**

0 : succeed

Non-0 : error code `ESPCONN_ARG` – illegal argument, can't find network transmission according to structure `espconn`

#### 5. `espconn_regist_recvcb`

**Function:**

register data receive function which will be called back when data are received

**Prototype:**

```
sint8 espconn_regist_recvcb(  
    struct espconn *espconn,  
    espconn_recv_callback recv_cb  
)
```

**Parameters:**

`struct espconn *espconn` : corresponding connected control block structure  
`espconn_connect_callback connect_cb` : registered callback function

**Return:**

0 : succeed

Non-0 : error code `ESPCONN_ARG` – illegal argument, can't find network transmission according to structure `espconn`



## 6. `espconn_sent_callback`

**Function:**

Callback after the data are sent

**Prototype:**

```
void espconn_sent_callback (void *arg)
```

**Parameters:**

`void *arg` : pointer corresponding structure `espconn`. This pointer may be different in different callbacks, please don't use this pointer directly to distinguish one from another in multiple connections, use `remote_ip` and `remote_port` in `espconn` instead.

**Return:**

null

## 7. `espconn_rcv_callback`

**Function:**

callback after data are received

**Prototype:**

```
void espconn_rcv_callback (  
    void *arg,  
    char *pdata,  
    unsigned short len  
)
```

**Parameters:**

`void *arg` : pointer corresponding structure `espconn`. This pointer may be different in different callbacks, please don't use this pointer directly to distinguish one from another in multiple connections, use `remote_ip` and `remote_port` in `espconn` instead.

`char *pdata` : received data entry parameters

`unsigned short len` : received data length

**Return:**

null

## 8. `espconn_get_connection_info`

**Function:**

Get the information about a TCP connection or UDP transmission. Usually used in the `espconn_rcv_callback`.

**Prototype:**

```
sint8 espconn_get_connection_info(  
    struct espconn *espconn,  
    remot_info **pcon_info,  
    uint8 typeflags  
)
```

**Parameters:**

`struct espconn *espconn` : corresponding connected control block structure  
`remot_info **pcon_info` : connect to client info  
`uint8 typeflags` : 0, regular server; 1, ssl server

**Return:**

0 : succeed

Non-0 : error code `ESPCONN_ARG` – illegal argument, can't find TCP connection according to structure `espconn`

**Example:**

```
void user_udp_rcv_cb(void *arg, char *pusrdata, unsigned short length)  
{  
    struct espconn *pesp_conn = arg;  
    remot_info *premot = NULL;  
    if (espconn_get_connection_info(pesp_conn, &premot, 0) == ESPCONN_OK){  
        pesp_conn->proto.tcp->remote_port = premot->remote_port;  
        pesp_conn->proto.tcp->remote_ip[0] = premot->remote_ip[0];  
        pesp_conn->proto.tcp->remote_ip[1] = premot->remote_ip[1];  
        pesp_conn->proto.tcp->remote_ip[2] = premot->remote_ip[2];  
        pesp_conn->proto.tcp->remote_ip[3] = premot->remote_ip[3];  
        espconn_sent(pesp_conn, pusrdata, os_strlen(pusrdata));  
    }  
}
```

## 9. espconn\_send

**Function:**

Send data through network

**Note:**

- Please call `espconn_send` after `espconn_sent_callback` of the pre-packet.



- If it is a UDP transmission, please set `espconn->proto.udp->remote_ip` and `remote_port` before every calling of `espconn_send`.

**Prototype:**

```
sint8 espconn_send(  
    struct espconn *espconn,  
    uint8 *psent,  
    uint16 length  
)
```

**Parameters:**

`struct espconn *espconn` : corresponding connected control block structure  
`uint8 *psent` : pointer of data  
`uint16 length` : data length

**Return:**

0 : succeed  
Non-0 : error code

`ESPCONN_MEM` – Out of memory

`ESPCONN_ARG` – illegal argument, can't find network transmission

according to structure `espconn`

`ESPCONN_MAXNUM` – buffer (or 8 packets at most) of sending data is full

`ESPCONN_IF` – send UDP data fail

## 10. espconn\_sent

**[@deprecated]** This API is deprecated, please use `espconn_send` instead.

**Function:**

Send data through network

**Note:**

- Please call `espconn_sent` after `espconn_sent_callback` of the pre-packet.
- If it is a UDP transmission, please set `espconn->proto.udp->remote_ip` and `remote_port` before every calling of `espconn_sent`.

**Prototype:**

```
sint8 espconn_sent(  
    struct espconn *espconn,  
    uint8 *psent,  
    uint16 length  
)
```

**Parameters:**

`struct espconn *espconn` : corresponding connected control block structure  
`uint8 *psent` : sent data pointer  
`uint16 length` : sent data length

**Return:**

0 : succeed  
Non-0 : error code

`ESPCONN_MEM` – Out of memory

`ESPCONN_ARG` – illegal argument, can't find network transmission

according to structure `espconn`

`ESPCONN_MAXNUM` – buffer of sending data is full

`ESPCONN_IF` – send UDP data fail

## 4.2. TCP APIs

TCP APIs act only on TCP connections and do not affect nor apply to UDP connections.

### 1. `espconn_accept`

**Function:**

Creates a TCP server (i.e. accepts connections.)

**Prototype:**

`sint8 espconn_accept(struct espconn *espconn)`

**Parameter:**

`struct espconn *espconn` : corresponding connected control block structure

**Return:**

0 : succeed  
Non-0 : error code

`ESPCONN_MEM` – Out of memory

`ESPCONN_ISCONN` – Already connected

`ESPCONN_ARG` – illegal argument, can't find TCP connection

according to structure `espconn`

### 2. `espconn_regist_time`

**Function:**

Register timeout interval of ESP8266 TCP server.

**Note:**

Call this API after `espconn_accept`, before listened a TCP connection.



This timeout interval is not very precise, only as reference. If timeout is set to 0, timeout will be disabled and ESP8266 TCP server will not disconnect TCP clients has stopped communication. This usage of `timeout=0`, is deprecated.

**Prototype:**

```
sint8 espconn_regist_time(  
    struct espconn *espconn,  
    uint32 interval,  
    uint8 type_flag  
)
```

**Parameters:**

`struct espconn *espconn` : corresponding connected control block structure  
`uint32 interval` : timeout interval, unit: second, maximum: 7200 seconds  
`uint8 type_flag` : 0, set all connections; 1, set a single connection

**Return:**

0 : succeed

Non-0 : error code `ESPCONN_ARG` – illegal argument, can't find TCP connection according to structure `espconn`

### 3. espconn\_connect

**Function:**

Connect to a TCP server (ESP8266 acting as TCP client).

**Note:**

- If `espconn_connect` fail, returns non-0 value, there is no connection, so it won't enter any `espconn` callback.
- It is suggested to use `espconn_port` to get an available local port.

**Prototype:**

```
sint8 espconn_connect(struct espconn *espconn)
```

**Parameters:**

`struct espconn *espconn` : corresponding connected control block structure

**Return:**

0 : succeed

Non-0 : error code

`ESPCONN_RTE` – Routing Problem

`ESPCONN_MEM` – Out of memory

`ESPCONN_ISCONN` – Already connected



`ESPCONN_ARG` – illegal argument, can't find TCP connection according to structure `espconn`

#### 4. `espconn_connect_callback`

**Function:** successful listening (ESP8266 as TCP server) or connection (ESP8266 as TCP client) callback, register by `espconn_regist_connectcb`

**Prototype:**

```
void espconn_connect_callback (void *arg)
```

**Parameter:**

`void *arg` : pointer corresponding structure `espconn`. This pointer may be different in different callbacks, please don't use this pointer directly to distinguish one from another in multiple connections, use `remote_ip` and `remote_port` in `espconn` instead.

**Return:**

null

#### 5. `espconn_regist_connectcb`

**Function:**

Register a connected callback which will be called under successful TCP connection

**Prototype:**

```
sint8 espconn_regist_connectcb(  
    struct espconn *espconn,  
    espconn_connect_callback connect_cb  
)
```

**Parameters:**

`struct espconn *espconn` : corresponding connected control block structure  
`espconn_connect_callback connect_cb` : registered callback function

**Return:**

0 : succeed

Non-0 : error code `ESPCONN_ARG` – illegal argument, can't find TCP connection according to structure `espconn`

#### 6. `espconn_set_opt`

**Function:** Set option of TCP connection

**Prototype:**

```
sint8 espconn_set_opt( struct espconn *espconn, uint8 opt)
```

**Structure:**



```
enum espconn_option{
    ESPCONN_START = 0x00,
    ESPCONN_REUSEADDR = 0x01,
    ESPCONN_NODELAY = 0x02,
    ESPCONN_COPY = 0x04,
    ESPCONN_KEEPAIVE = 0x08,
    ESPCONN_END
}
```

**Parameter:**

**struct espconn \*espconn** : corresponding connected control structure  
**uint8 opt** : Option of TCP connection, refer to [espconn\\_option](#)  
bit 0: 1: free memory after TCP disconnection happen need not wait 2 minutes;  
bit 1: 1: disable nagle algorithm during TCP data transmission, quiken the data transmission.  
bit 2: 1: enable [espconn\\_regist\\_write\\_finish](#), enter write finish callback means the data [espconn\\_send](#) sending was written into 2920 bytes write-buffer waiting for sending or already sent.  
bit 3: 1: enable TCP keep alive

**Return:**

0 : succeed  
Non-0 : error code [ESPCONN\\_ARG](#) – illegal argument, can't find TCP connection according to structure [espconn](#)

**Note:**

In general, we need not call this API;  
If call [espconn\\_set\\_opt](#), please call it in [espconn\\_connect\\_callback](#).

## 7. espconn\_clear\_opt

**Function:**

Clear option of TCP connection.

**Prototype:**

```
sint8 espconn_clear_opt(
    struct espconn *espconn,
    uint8 opt
)
```

**Structure:**

```
enum espconn_option{
```





```
    ESPCONN_START = 0x00,  
    ESPCONN_REUSEADDR = 0x01,  
    ESPCONN_NODELAY = 0x02,  
    ESPCONN_COPY = 0x04,  
    ESPCONN_KEEPAIVE = 0x08,  
    ESPCONN_END  
}
```

**Parameters:**  
`struct espconn *espconn` : corresponding connected control block structure  
`uint8 opt` : option of TCP connection, refer to [espconn\\_option](#)

**Return:**  
`0` : succeed  
Non-0 : error code [ESPCONN\\_ARG](#) – illegal argument, can't find TCP connection according to structure [espconn](#)

## 8. espconn\_set\_keepalive

**Function:**  
Set configuration of TCP keep alive .

**Prototype:**  
`uint8 espconn_set_keepalive(struct espconn *espconn, uint8 level, void* optarg)`

**Structure:**

```
enum espconn_level{  
    ESPCONN_KEEPIIDLE,  
    ESPCONN_KEEPIINTVL,  
    ESPCONN_KEEPCNT  
}
```

**Parameters:**  
`struct espconn *espconn` : corresponding connected control block structure  
`uint8 level` : Default to do TCP keep-alive detection every [ESPCONN\\_KEEPIIDLE](#), if there in no response, retry [ESPCONN\\_KEEPCNT](#) times every [ESPCONN\\_KEEPIINTVL](#). If still no response, considers it as TCP connection broke, goes into [espconn\\_reconnect\\_callback](#).

Notice, keep alive interval is not precise, only for reference, it depends on priority.

**Description:**

`ESPCONN_KEEPIDLE` – TCP keep-alive interval, unit: second

`ESPCONN_KEEPINTVL` – packet interval during TCP keep-alive,  
unit: second

`ESPCONN_KEEPCNT` – maximum packet count of TCP keep-alive

`void* optarg` : value of parameter

**Return:**

0 : succeed

Non-0 : error code `ESPCONN_ARG` – illegal argument, can't find TCP connection according to structure `espconn`

**Note:**

In general, we need not call this API;

If needed, please call it in `espconn_connect_callback` and call `espconn_set_opt` to enable keep alive first.

## 9. espconn\_get\_keepalive

**Function:**

Get value of TCP keep-alive parameter

**Prototype:**

```
sint8 espconn_set_keepalive(struct espconn *espconn, uint8 level, void* optarg)
```

**Structure:**

```
enum espconn_level{
    ESPCONN_KEEPIDLE,
    ESPCONN_KEEPINTVL,
    ESPCONN_KEEPCNT
}
```

**Parameter:**

`struct espconn *espconn` : corresponding connected control block structure

`uint8 level` :

`ESPCONN_KEEPIDLE` – TCP keep-alive interval, unit: second

`ESPCONN_KEEPINTVL` – packet interval during TCP keep-alive,  
unit: second

`ESPCONN_KEEPCNT` – maximum packet count of TCP keep-alive



`void* optarg` : value of parameter

**Return:**

0 : succeed

Non-0 : error code `ESPCONN_ARG` – illegal argument, can't find TCP connection according to structure `espconn`

## 10. `espconn_reconnect_callback`

**Function:**

Enter this callback when error occurred, TCP connection broke. This callback is registered by `espconn_regist_reconcb`

**Prototype:**

`void espconn_reconnect_callback (void *arg, sint8 err)`

**Parameter:**

`void *arg` : pointer corresponding structure `espconn`. This pointer may be different in different callbacks, please do not use this pointer directly to distinguish one from another in multiple connections, use `remote_ip` and `remote_port` in `espconn` instead.

`sint8 err` : error code

`ESCONN_TIMEOUT` – Timeout

`ESPCONN_ABRT` – TCP connection aborted

`ESPCONN_RST` – TCP connection abort

`ESPCONN_CLSD` – TCP connection closed

`ESPCONN_CONN` – TCP connection

`ESPCONN_HANDSHAKE` – TCP SSL handshake fail

`ESPCONN_PROTO_MSG` – SSL application invalid

**Return:**

none

## 11. `espconn_regist_reconcb`

**Function:**

Register reconnect callback

**Note:**

`espconn_reconnect_callback` is more like a network-broken error handler; it handles errors that occurs in any phase of the connection. For instance, if `espconn_send` fails, `espconn_reconnect_callback` will be called because the network is broken.

**Prototype:**

```
sint8 espconn_regist_reconcb(  
    struct espconn *espconn,  
    espconn_reconnect_callback recon_cb  
)
```

**Parameters:**

`struct espconn *espconn` : corresponding connected control block structure  
`espconn_reconnect_callback recon_cb` : registered callback function

**Return:**

0 : succeed  
Non-0 : error code `ESPCONN_ARG` – illegal argument, can't find TCP connection according to structure `espconn`

## 12. espconn\_disconnect

**Function:**

Disconnect a TCP connection

**Note:**

Do not call this API in any `espconn` callback. If needed, please use `system_os_task` and `system_os_post` to trigger `espconn_disconnect`

**Prototype:**

```
sint8 espconn_disconnect(struct espconn *espconn)
```

**Parameters:**

`struct espconn *espconn` : corresponding connected control structure

**Return:**

0 : succeed  
Non-0 : error code `ESPCONN_ARG` – illegal argument, can't find TCP connection according to structure `espconn`

## 13. espconn\_regist\_disconcb

**Function:**

Register disconnection function which will be called back under successful TCP disconnection

**Prototype:**

```
sint8 espconn_regist_disconcb(  
    struct espconn *espconn,  
    espconn_connect_callback discon_cb  
)
```

**Parameters:**

`struct espconn *espconn` : corresponding connected control block structure  
`espconn_connect_callback connect_cb` : registered callback function

**Return:**

0 : succeed

Non-0 : error code `ESPCONN_ARG` – illegal argument, can't find TCP connection according to structure `espconn`

## 14. `espconn_abort`

**Function:**

Force abort a TCP connection

**Note:**

Do not call this API in any `espconn` callback. If needed, please use `system_os_task` and `system_os_post` to trigger `espconn_abort`.

**Prototype:**

`sint8 espconn_abort(struct espconn *espconn)`

**Parameters:**

`struct espconn *espconn` : corresponding network connection

**Return:**

0 : succeed

Non-0 : error code `ESPCONN_ARG` – illegal argument, can't find TCP connection according to structure `espconn`

## 15. `espconn_regist_write_finish`

**Function:**

Register a callback which will be called when all sending data is completely write into write buffer or sent. Need to call `espconn_set_opt` to enable write-buffer first.

**Note:**

- write-buffer is used to keep TCP data that waiting to be sent, queue number of the write-buffer is 8 which means that it can keep 8 packets at most. The size of write-buffer is 2920 bytes.
- Users can enable it by using `espconn_set_opt`.
- Users can call `espconn_send` to send the next packet in `write_finish_callback` instead of using `espconn_sent_callback`.

**Prototype:**

```
sint8 espconn_regist_write_finish (  
    struct espconn *espconn,  
    espconn_connect_callback write_finish_fn  
)
```

**Parameters:**

`struct espconn *espconn` : corresponding connected control block structure  
`espconn_connect_callback write_finish_fn` : registered callback function

**Return:**

0 : succeed  
Non-0 : error code `ESPCONN_ARG` – illegal argument, can't find TCP connection according to structure `espconn`

## 16. espconn\_tcp\_get\_max\_con

**Function:**

Get maximum number of how many TCP connections are allowed.

**Prototype:**

```
uint8 espconn_tcp_get_max_con(void)
```

**Parameter:**

null

**Return:**

Maximum number of how many TCP connections are allowed.

## 17. espconn\_tcp\_set\_max\_con

**Function:**

Set the maximum number of how many TCP connection is allowed.

**Prototype:**

```
sint8 espconn_tcp_set_max_con(uint8 num)
```

**Parameter:**

`uint8 num` : Maximum number of how many TCP connection is allowed.

**Return:**

0 : succeed  
Non-0 : error code `ESPCONN_ARG` – illegal argument, can't find TCP connection according to structure `espconn`



## 18. espconn\_tcp\_get\_max\_con\_allow

**Function:**

Get the maximum number of TCP clients which are allowed to connect to ESP8266 TCP server.

**Prototype:**

```
sint8 espconn_tcp_get_max_con_allow(struct espconn *espconn)
```

**Parameter:**

`struct espconn *espconn` : corresponding connected control structure

**Return:**

> 0 : Maximum number of TCP clients which are allowed.

< 0 : error code `ESPCONN_ARG` – illegal argument, can't find TCP connection according to structure `espconn`

## 19. espconn\_tcp\_set\_max\_con\_allow

**Function:**

Set the maximum number of TCP clients allowed to connect to ESP8266 TCP server.

**Prototype:**

```
sint8 espconn_tcp_set_max_con_allow(struct espconn *espconn, uint8 num)
```

**Parameter:**

`struct espconn *espconn` : corresponding connected control structure

`uint8 num` : Maximum number of TCP clients which are allowed.

**Return:**

0 : succeed

Non-0 : error code `ESPCONN_ARG` – illegal argument, can't find TCP connection according to structure `espconn`

## 20. espconn\_recv\_hold

**Function:**

Puts in a request to block the TCP receive function.

**Note:**

The function does not act immediately; we recommend calling it while reserving 5\*1460 bytes of memory.

This API can be called more than once.

**Prototype:**

```
sint8 espconn_recv_hold(struct espconn *espconn)
```

**Parameter:**

`struct espconn *espconn` : corresponding connected control structure

**Return:**

0 : succeed

Non-0 : error code `ESPCONN_ARG` – illegal argument, can't find TCP connection according to structure `espconn`

## 21. espconn\_recv\_unhold

**Function:**

Unblock TCP receiving data (i.e. undo `espconn_recv_hold`).

**Note:**

This API takes effect immediately.

**Prototype:**

`sint8 espconn_recv_unhold(struct espconn *espconn)`

**Parameter:**

`struct espconn *espconn` : corresponding connected control structure

**Return:**

0 : succeed

Non-0 : error code `ESPCONN_ARG` – illegal argument, can't find TCP connection according to structure `espconn`

## 22. espconn\_secure\_accept

**Function:**

Creates an SSL TCP server.

**Note:**

- This API can be called only once, only one SSL server is allowed to be created, and only one SSL client can be connected.
- If SSL encrypted packet size is larger than ESP8266 SSL buffer size (default 2KB, set by `espconn_secure_set_size`), SSL connection will fail, will enter `espconn_reconnect_callback`
- SSL related APIs named as `espconn_secure_XXX` are different from normal TCP APIs, so please don't mixed use. In SSL connection, only `espconn_secure_XXX` APIs, `espconn_regist_XXX` APIs and `espconn_port` can be used.
- Users should call API `espconn_secure_set_default_certificate` and `espconn_secure_set_default_private_key` to set SSL certificate and secure key first.



**Prototype:**

```
sint8 espconn_secure_accept(struct espconn *espconn)
```

**Parameter:**

`struct espconn *espconn` : corresponding connected control block structure

**Return:**

0 : succeed

Non-0 : error code

`ESPCONN_MEM` – Out of memory

`ESPCONN_ISCONN` – Already connected

`ESPCONN_ARG` – illegal argument, can't find TCP connection

according to structure `espconn`

## 23. espconn\_secure\_delete

**Function:**

Delete the SSL connection when ESP8266 runs as SSL server.

**Prototype:**

```
sint8 espconn_secure_delete(struct espconn *espconn)
```

**Parameter:**

`struct espconn *espconn` : corresponding SSL connection

**Return:**

0 : succeed

Non-0 : error, return error code

`ESPCONN_ARG` – illegal argument, can't find network transmission according to structure `espconn`

`ESPCONN_INPROGRESS` – the SSL connection is still in progress, please call `espconn_secure_disconnect` to disconnect before delete it.

## 24. espconn\_secure\_set\_size

**Function:**

Set buffer size of encrypted data (SSL)

**Note:**

Buffer size default to be 2Kbytes. If need to change, please call this API before `espconn_secure_accept` (ESP8266 as TCP SSL server) or `espconn_secure_connect` (ESP8266 as TCP SSL client)

**Prototype:**

```
bool espconn_secure_set_size (uint8 level, uint16 size)
```

**Parameters:**

`uint8 level` : set buffer for ESP8266 SSL server/client:

`0x01` SSL client;

`0x02` SSL server;

`0x03` both SSL client and SSL server

`uint16 size` : buffer size, range: 1 ~ 8192, unit: byte, default to be 2048

**Return:**

true : succeed

false : fail

## 25. espconn\_secure\_get\_size

**Function:**

Get buffer size of encrypted data (SSL)

**Prototype:**

`sint16 espconn_secure_get_size (uint8 level)`

**Parameters:**

`uint8 level` : buffer for ESP8266 SSL server/client:

`0x01` SSL client;

`0x02` SSL server;

`0x03` both SSL client and SSL server

**Return:**

buffer size

## 26. espconn\_secure\_connect

**Function:**

Secure connect (SSL) to a TCP server (ESP8266 is acting as TCP client.)

**Note:**

- If `espconn_connect` fails, returns non-0 value, it is not connected and therefore will not enter any `espconn` callback.
- Only one connection is allowed when the ESP8266 acts as a SSL client, this API can be called only once, or call `espconn_secure_disconnect` to disconnect first, then call this API to create another SSL connection.



- If SSL encrypted packet size is larger than the ESP8266 SSL buffer size (default 2KB, set by `espconn_secure_set_size`), the SSL connection will fail, will enter `espconn_reconnect_callback`
- SSL related APIs named as `espconn_secure_XXX` are different from normal TCP APIs, so please don't mixed use. In SSL connection, only `espconn_secure_XXX` APIs, `espconn_regist_XXX` APIs and `espconn_port` can be used.

**Prototype:**

```
sint8 espconn_secure_connect (struct espconn *espconn)
```

**Parameters:**

`struct espconn *espconn` : corresponding connected control block structure

**Return:**

0 : succeed

Non-0 : error code

`ESPCONN_MEM` – Out of memory

`ESPCONN_ISCONN` – Already connected

`ESPCONN_ARG` – illegal argument, can't find TCP

connection according to structure `espconn`

## 27. espconn\_secure\_send

**Function:** send encrypted data (SSL)

**Note:**

Please call `espconn_secure_send` after `espconn_sent_callback` of the pre-packet.

**Prototype:**

```
sint8 espconn_secure_send (  
    struct espconn *espconn,  
    uint8 *psent,  
    uint16 length  
)
```

**Parameters:**

`struct espconn *espconn` : corresponding connected control block structure

`uint8 *psent` : sent data pointer

`uint16 length` : sent data length

**Return:**

0 : succeed

Non-0 : error code `ESPCONN_ARG` – illegal argument, can't find TCP connection according to structure `espconn`



## 28. espconn\_secure\_send

**[@deprecated]** This API is deprecated, please use [espconn\\_secure\\_send](#) instead.

**Function:** send encrypted data (SSL)

**Note:**

Please call [espconn\\_secure\\_send](#) after [espconn\\_sent\\_callback](#) of the pre-packet.

**Prototype:**

```
sint8 espconn_secure_send (  
    struct espconn *espconn,  
    uint8 *psent,  
    uint16 length  
)
```

**Parameters:**

[struct espconn \\*espconn](#) : corresponding connected control block structure

[uint8 \\*psent](#) : sent data pointer

[uint16 length](#) : sent data length

**Return:**

0 : succeed

Non-0 : error code [ESPCONN\\_ARG](#) – illegal argument, can't find TCP connection according to structure [espconn](#)

## 29. espconn\_secure\_disconnect

**Function:** secure TCP disconnection(SSL)

**Note:**

Do not call this API in any [espconn](#) callback. If needed, please use [system\\_os\\_task](#) and [system\\_os\\_post](#) to trigger [espconn\\_secure\\_disconnect](#)

**Prototype:**

```
sint8 espconn_secure_disconnect(struct espconn *espconn)
```

**Parameters:**

[struct espconn \\*espconn](#) : corresponding connected control block structure

**Return:**

0 : succeed

Non-0 : error code [ESPCONN\\_ARG](#) – illegal argument, can't find TCP connection according to structure [espconn](#)



### 30. espconn\_secure\_ca\_disable

**Function:**

Disable SSL CA (certificate authenticate) function

**Note:**

- CA function is disabled by default, more details in document “ESP8266\_\_SDK\_\_SSL\_User\_Manual”
- If user wants to call this API, please call it before [espconn\\_secure\\_accept](#) (ESP8266 as TCP SSL server) or [espconn\\_secure\\_connect](#) (ESP8266 as TCP SSL client)

**Prototype:**

```
bool espconn_secure_ca_disable (uint8 level)
```

**Parameter:**

[uint8 level](#) : set configuration for ESP8266 SSL server/client:

- [0x01](#) SSL client;
- [0x02](#) SSL server;
- [0x03](#) both SSL client and SSL server

**Return:**

true : succeed  
false : fail

### 31. espconn\_secure\_ca\_enable

**Function:**

Enable SSL CA (certificate authenticate) function

**Note:**

- CA function is disabled by default, more details in document “ESP8266\_\_SDK\_\_SSL\_User\_Manual”
- If user want to call this API, please call it before [espconn\\_secure\\_accept](#) (ESP8266 as TCP SSL server) or [espconn\\_secure\\_connect](#) (ESP8266 as TCP SSL client)

**Prototype:**

```
bool espconn_secure_ca_enable (uint8 level, uint16 flash_sector)
```

**Parameter:**

[uint8 level](#) : set configuration for ESP8266 SSL server/client:

- [0x01](#) SSL client;
- [0x02](#) SSL server;



`0x03` both SSL client and SSL server

`uint16 flash_sector` : flash sector in which CA (esp\_ca\_cert.bin) is downloaded. For example, `flash_sector` is `0x3B`, then esp\_ca\_cert.bin need to download into flash `0x3B000`

**Return:**

true : succeed  
false : fail

### 32. espconn\_secure\_cert\_req\_enable

**Function:**

Enable certification verification function when ESP8266 runs as SSL client

**Note:**

- Certification verification function is disabled by defaults
- Call this API before `espconn_secure_connect` is called

**Prototype:**

`bool espconn_secure_cert_req_enable (uint8 level, uint8 flash_sector)`

**Parameter:**

`uint8 level` : can only be set as `0x01` when ESP8266 runs as SSL client;

`uint8 flash_sector` : set the address where secure key (esp\_cert\_private\_key.bin) will be written into the flash. For example, parameters `0x3A` should be written into Flash `0x3A000` in the flash. Please be noted that sectors used for storing codes and system parameters must not be covered.

**Return:**

true : succeed  
false : fail

### 33. espconn\_secure\_cert\_req\_disable

**Function:**

Disable certification verification function when ESP8266 runs as SSL client

**Note:**

- Certification verification function is disabled by default

**Prototype:**

`bool espconn_secure_ca_disable (uint8 level)`

**Parameter:**

`uint8 level` : can only be set as `0x01`, when ESP8266 runs as SSL client.

**Return:**

true : succeed

false : fail

### 34. espconn\_secure\_set\_default\_certificate

**Function:**

Set the certificate when ESP8266 runs as SSL server

**Note:**

- Demos can be found in `esp-iot-sdk/examples/IoT_Demo`
- This API has to be called before `espconn_secure_accept`.

**Prototype:**

```
bool espconn_secure_set_default_certificate (const uint8_t* certificate,
uint16_t length)
```

**Parameter:**

`const uint8_t* certificate` : pointer of the certificate

`uint16_t length` : length of the certificate

**Return:**

true : succeed

false : fail

### 35. espconn\_secure\_set\_default\_private\_key

**Function:**

Set the secure key when ESP8266 runs as SSL server

**Note:**

- Demos can be found in `esp-iot-sdk/examples/IoT_Demo`
- This API has to be called before `espconn_secure_accept`.

**Prototype:**

```
bool espconn_secure_set_default_private_key (const uint8_t* key, uint16_t
length)
```

**Parameter:**

`const uint8_t* key` : pointer of the secure key

`uint16_t length` : length of the secure key

**Return:**

true : succeed  
false : fail

## 4.3. UDP APIs

### 1. espconn\_create

**Function:**

Create UDP transmission.

**Note:**

Parameter remote\_ip and remote\_port need to be set, do not set to be 0.

**Prototype:**

`sin8 espconn_create(struct espconn *espconn)`

**Parameter:**

`struct espconn *espconn` : corresponding UDP control block structure

**Return:**

0 : succeed

Non-0 : error code

`ESPCONN_ISCONN` – Already connected

`ESPCONN_MEM` – Out of memory

`ESPCONN_ARG` – illegal argument, can't find UDP transmission

according to structure `espconn`

### 2. espconn\_sendto

**Function:**

Send UDP data

**Prototype:**

`sin16 espconn_sendto(struct espconn *espconn, uint8 *psent, uint16 length)`

**Parameter:**

`struct espconn *espconn` : corresponding UDP control block structure

`uint8 *psent` : pointer of data

`uint16 length` : data length



**Return:**

0 : succeed

Non-0 : error code

[ESPCONN\\_ISCONN](#) – Already connected

[ESPCONN\\_MEM](#) – Out of memory

[ESPCONN\\_IF](#) – send UDP data fail

### 3. `espconn_igmp_join`

**Function:**

Join a multicast group

**Note:**

This API can only be called after the ESP8266 station connects to a router.

**Prototype:**

```
sint8 espconn_igmp_join(ip_addr_t *host_ip, ip_addr_t *multicast_ip)
```

**Parameters:**

`ip_addr_t *host_ip` : IP of host

`ip_addr_t *multicast_ip` : IP of multicast group

**Return:**

0 : succeed

Non-0 : error code [ESPCONN\\_MEM](#) – Out of memory

### 3. `espconn_igmp_leave`

**Function:**

Quit a multicast group

**Prototype:**

```
sint8 espconn_igmp_leave(ip_addr_t *host_ip, ip_addr_t *multicast_ip)
```

**Parameters:**

`ip_addr_t *host_ip` : IP of host

`ip_addr_t *multicast_ip` : IP of multicast group

**Return:**

0 : succeed

Non-0 : error code [ESPCONN\\_MEM](#) – Out of memory

### 4. `espconn_dns_setserver`

**Function:**

Set default DNS server. Two DNS server is allowed to be set.

**Note:**



Only if ESP8266 DHCP client is disabled (`wifi_station_dhcpc_stop`), this API can be used.

**Prototype:**

```
void espconn_dns_setserver(char numdns, ip_addr_t *dnsserver)
```

**Parameter:**

`char numdns` : DNS server ID, 0 or 1

`ip_addr_t *dnsserver` : DNS server IP

**Return:**

none

## 4.4. mDNS APIs

### 1. espconn\_mdns\_init

**Function:**

mDNS initialization

**Note:**

- In soft-AP+station mode, call `wifi_set_broadcast_if(STATIONAP_MODE);` first to enable broadcast for both soft-AP and station interface.
- Using station interface, please obtain IP address of the ESP8266 station first before calling the API to initialize mDNS;
- `txt_data` has to be set as " `key = value` ", as **Example**;

**Structure:**

```
struct mdns_info{
    char *host_name;
    char *server_name;
    uint16 server_port;
    unsigned long ipAddr;
    char *txt_data[10];
};
```

**Prototype:**

```
void espconn_mdns_init(struct mdns_info *info)
```

**Parameter:**

`struct mdns_info *info` : mDNS information

**Return:**

none



## 2. `espconn_mdns_close`

**Function:**

close mDNS, corresponding creation API : `espconn_mdns_init`

**Prototype:**

```
void espconn_mdns_close(void)
```

**Parameter:**

none

**Return:**

none

## 3. `espconn_mdns_server_register`

**Function:**

register mDNS server

**Prototype:**

```
void espconn_mdns_server_register(void)
```

**Parameter:**

none

**Return:**

none

## 4. `espconn_mdns_server_unregister`

**Function:**

unregister mDNS server

**Prototype:**

```
void espconn_mdns_server_unregister(void)
```

**Parameter:**

none

**Return:**

none

## 5. `espconn_mdns_get_servername`

**Function:**

Get mDNS server name

**Prototype:**

```
char* espconn_mdns_get_servername(void)
```

**Parameter:**

none



**Return:**  
server name

## 6. `espconn_mdns_set_servername`

**Function:**  
Set mDNS server name

**Prototype:**  
`void espconn_mdns_set_servername(const char *name)`

**Parameter:**  
`const char *name` – server name

**Return:**  
none

## 7. `espconn_mdns_set_hostname`

**Function:**  
Set mDNS host name

**Prototype:**  
`void espconn_mdns_set_hostname(char *name)`

**Parameter:**  
`char *name` – host name

**Return:**  
none

## 8. `espconn_mdns_get_hostname`

**Function:**  
Get mDNS host name

**Prototype:**  
`char* espconn_mdns_get_hostname(void)`

**Parameter:**  
none

**Return:**  
host name

## 9. `espconn_mdns_disable`

**Function:**  
Disable mDNS , corresponding creation API : `espconn_mdns_enable`

**Prototype:**

```
void espconn_mdns_disable(void)
```

**Parameter:**

none

**Return:**

none

## 10. espconn\_mdns\_enable

**Function:**

Enable mDNS

**Prototype:**

```
void espconn_mdns_enable(void)
```

**Parameter:**

none

**Return:**

none

## 11. Example of mDNS

Please do not contain special characters (for example, “.” character), or use a protocol name (for example, “http”), when defining “host\_name” and “server\_name” for mDNS.

```
struct mdns_info info;

void user_mdns_config()
{
    struct ip_info ipconfig;

    wifi_get_ip_info(STATION_IF, &ipconfig);

    info->host_name = "espressif";
    info->ipAddr = ipconfig.ip.addr; //ESP8266 station IP
    info->server_name = "iot";
    info->server_port = 8080;
    info->txt_data[0] = "version = now";
    info->txt_data[1] = "user1 = data1";
    info->txt_data[2] = "user2 = data2";
    espconn_mdns_init(&info);
}
```



# 5.

# Mesh APIs

More details about Mesh please refer to documentation “30A\_ESP8266\_Mesh\_User Guide”.

Download: <http://bbs.espressif.com/viewtopic.php?f=51&t=929>

## 1. espconn\_mesh\_enable

**Function:**

Enable mesh.

**Note:**

When `espconn_mesh_enable` is called, users should wait for the system to call `enable_cb`, and make subsequent requests in `enable_cb`.

**Prototype:**

```
void espconn_mesh_enable(  
    espconn_mesh_callback enable_cb,  
    enum mesh_type type)
```

**Parameter:**

`espconn_mesh_callback enable_cb` : mesh enabled callback, the system will call `enable_cb` when mesh is enabled.

`enum mesh_type type` : types of mesh

- Currently, there are two types of mesh: `MESH_LOCAL` and `MESH_ONLINE`.

**Return:**

null

## 2. espconn\_mesh\_disable

**Function:**

Disable mesh.

**Prototype:**

```
void espconn_mesh_disable(espconn_mesh_callback disable_cb)
```

**Parameter:**

`espconn_mesh_callback disable_cb` : mesh disabled callback, the system will call `disable_cb` when mesh is disabled.

**Return:**

null



### 3. `espconn_mesh_get_status`

**Function:**

Get the current status of the mesh network.

**Prototype:**

```
sint8_t espconn_mesh_get_status()
```

**Parameter:**

null

**Return:**

0 : succeed

Non-0 : error code

`MESH_DISABLE` – Mesh is disabled.

`MESH_WIFI_CONN` – the mesh node is trying to connect to the Wi-Fi.

`MESH_NET_CONN` – The mesh node has successfully connected to the Wi-Fi, and is trying to establish a TCP connection.

`MESH_LOCAL_AVAIL` – The node has joined the local mesh network.

`MESH_ONLINE_AVAIL` – The node has joined the cloud mesh network.

### 4. `espconn_mesh_connect`

**Function:**

Try to connect to mesh.

**Prototype:**

```
sint8 espconn_mesh_connect(struct espconn *usr_esp)
```

**Parameter:**

`struct espconn *usr_esp` : User's connection parameter information.

**Return:**

0 : succeed

Non-0 : error code

`ESPCONN_RTE` – Routing Problem

`ESPCONN_MEM` – Out of memory

`ESPCONN_ISCONN` – Already connected

`ESPCONN_ARG` – Invalid argument, can't find network connection according to structure `espconn`

### 5. `espconn_mesh_disconnect`

**Function:**

Disconnect mesh.

**Prototype:**

```
sint8 espconn_mesh_disconnect(struct espconn *usr_esp)
```

**Parameter:**

`struct espconn *usr_esp` : User's connection parameter information.

**Return:**

0 : succeed

Non-0 : error code

`ESPCONN_ARG` – Invalid argument, can't find network connection according to structure `espconn`

## 6. espconn\_mesh\_sent

**Function:**

Use mesh connection to send packets.

**Prototype:**

```
sint8 espconn_mesh_sent (  
    struct espconn *usr_esp,  
    uint8_t *pdata,  
    uint16_t len)
```

**Parameter:**

`struct espconn *usr_esp` : User's connection parameter information.

`uint8_t *pdata` : Pointer of data packet.

`uint16_t len` : Length of data packet.

**Return:**

0 : succeed

Non-0 : error code

`ESPCONN_MEM` – Out of memory

`ESPCONN_MAXNUM` – Buffer of sending data is full

`ESPCONN_ARG` – Invalid argument, can't find network connection according to structure `espconn`

## 7. espconn\_mesh\_set\_max\_hop

**Function:**

Set the maximum number of hop of mesh network.

**Note:**

The maximum number of hop supported by mesh is 10. If the number is larger than 10, it will fail to set.

**Prototype:**

```
bool espconn_mesh_set_max_hop(uint8_t max_hop)
```



**Parameter:**

`uint8_t max_hop` : the maximum max\_hop supported by mesh network.

**Return:**

true : succeed to set

false : fail to set

## 8. espconn\_mesh\_get\_max\_hop

**Function:**

Get the maximum number of hop of mesh network.

**Prototype:**

`uint8_t espconn_mesh_get_max_hop()`

**Return:**

The maximum max\_hop supported by mesh network.

## 9. espconn\_mesh\_get\_node\_info

**Function:**

Get relevant information of the current node.

**Prototype:**

```
bool espconn_mesh_get_node_info(
    enum mesh_node_type type,
    uint8_t **info,
    uint8_t *count)
```

**Parameter:**

`enum mesh_node_type type` : Types of mesh node

Currently, there are three types of mesh node

- MESH\_NODE\_PARENT=0: Information of parent node
- MESH\_NODE\_CHILD: Information of child node
- MESH\_NODE\_ALL: Information of all nodes

`uint8_t **info` : Information of the node

`uint8_t *count` : Number of child nodes

**Return:**

true : succeed

false : fail

## 10. espconn\_mesh\_local\_addr

**Function:**



Check whether it is a mesh local IP address.

**Notice:**

- mesh local IP address range: 2.255.255.X ~ MAX\_HOP.255.255.X
- The pointer of IP address can not be NULL, otherwise it will return false.

**Prototype:**

```
bool espconn_mesh_local_addr(struct ip_addr *ip)
```

**Parameter:**

```
struct ip_addr *ip : IP address
```

**Return:**

```
true      : succeed  
false     : fail
```

## 11. espconn\_mesh\_server\_init

**Function:**

Set a user-define server to be the mesh server.

**Notice:**

- Call this API before [espconn\\_mesh\\_enable](#) if it is needed.
- Users need to ensure the new server is available.

**Prototype:**

```
bool espconn_mesh_server_init(struct ip_addr *ip, uint16_t port)
```

**Parameter:**

```
struct ip_addr *ip : IP address of the new server.  
uint16_t port     : port of the new server.
```

**Return:**

```
true      : succeed  
false     : fail
```

## 12. espconn\_mesh\_get\_router

**Function:**

Get information of the router that mesh uses.

**Notice:**

- Call this API after [espconn\\_mesh\\_callback](#) if it is needed.

**Prototype:**

```
bool espconn_mesh_get_router(struct station_config *router)
```

**Parameter:**

`struct station_config *router` : router's information

**Return:**

true : succeed

false : fail

### 13. espconn\_mesh\_set\_router

**Function:**

Set information of the router that mesh uses.

**Notice:**

- Call this API before `espconn_mesh_enable` if it is needed.

**Prototype:**

`bool espconn_mesh_set_router(struct station_config *router)`

**Parameter:**

`struct station_config *router` : router's information. Please initiate the structure before use it.

**Return:**

true : succeed

false : fail

### 14. espconn\_mesh\_encrypt\_init

**Function:**

Initiate the encryption mode of mesh.

**Notice:**

- Call this API before `espconn_mesh_enable` if it is needed.

**Prototype:**

`bool espconn_mesh_encrypt_init(AUTH_MODE mode, uint8_t *passwd, uint8_t passwd_len)`

**Parameter:**

`AUTH_MODE mode` : encryption mode, WPA/WPA2/WPA\_WPA2

`uint8_t *passwd` : WiFi password

`uint8_t passwd_len` : the length of the password

**Return:**

true : succeed

false : fail



## 15. `espconn_mesh_set_ssid_prefix`

**Function:**

Set the SSID's prefix for mesh node.

**Notice:**

- Call this API before `espconn_mesh_enable` if it is needed.

**Prototype:**

```
bool espconn_mesh_set_ssid_prefix(uint8_t *prefix, uint8_t prefix_len)
```

**Parameter:**

`uint8_t *prefix` : SSID's prefix

`uint8_t prefix_len` : the length of the prefix

**Return:**

true : succeed

false : fail

## 16. `espconn_mesh_group_id_init`

**Function:**

Set the group ID for mesh node.

**Notice:**

- Call this API before `espconn_mesh_enable` if it is needed.

**Prototype:**

```
bool espconn_mesh_group_id_init (uint8_t *grp_id, uint16_t gid_len)
```

**Parameter:**

`uint8_t *grp_id` : group ID

`uint16_t gid_len` : the length of group ID, so far, it is 6.

**Return:**

true : succeed

false : fail

## 17. `espconn_mesh_set_dev_type`

**Function:**

Set device type for mesh node.

**Prototype:**

```
bool espconn_mesh_set_dev_type (uint8_t dev_type)
```



**Parameter:**  
`uint8_t dev_type` : the device type

**Return:**  
`true` : succeed  
`false` : fail

## 18. espconn\_mesh\_get\_dev\_type

**Function:**  
Get device type of mesh node.

**Prototype:**  
`uint8_t espconn_mesh_get_dev_type ()`

**Parameter:**  
none

**Return:**  
The device type.

## 19. espconn\_mesh\_print\_ver

**Function:**  
Print the version information of mesh.

**Prototype:**  
`void espconn_mesh_print_ver ()`

**Parameter:**  
none

**Return:**  
none

## 20. espconn\_mesh\_scan

**Function:**  
Scan the mesh nodes nearby.

**Notice:**

This API can scan normal AP or mesh AP :

- + If users want to scan normal APs, set `para.grp_set` to be false.
- + If users want to scan mesh APs, set `para.grp_set` to be true and set `para.grp_id`.

**Prototype:**

```
void espconn_mesh_scan (struct mesh_scan_para_type *para)
```

**Parameter:**

```
struct mesh_scan_para_type *para : parameter of scanning
```

**Return:**

```
none
```



# 6. Application Related

## 6.1. AT APIs

For AT APIs examples, refer to `esp_iot_sdk/examples/at`.

### 1. `at_response_ok`

**Function:**  
Output `OK` to AT Port (UART0)

**Prototype:**  
`void at_response_ok(void)`

**Parameter:**  
null

**Return:**  
null

### 2. `at_response_error`

**Function:**  
output `ERROR` to AT Port (UART0)

**Prototype:**  
`void at_response_error(void)`

**Parameter:**  
null

**Return:**  
null

### 3. `at_cmd_array_regist`

**Function:**  
register user-define AT commands.  
  
Can be called only once to register all user-define AT commands.

**Prototype:**  
`void at_cmd_array_regist (  
    at_function * custom_at_cmd_arrar,  
    uint32 cmd_num  
)`

**Parameter:**

`at_function * custom_at_cmd_arrar` : Array of user-define AT commands  
`uint32 cmd_num` : Number counts of user-define AT commands

**Return:**

null

**Example:**

refer to [esp\\_iot\\_sdk/examples/at/user/user\\_main.c](#)

#### 4. `at_get_next_int_dec`

**Function:**

parse int from AT command

**Prototype:**

```
bool at_get_next_int_dec (char **p_src,int* result,int* err)
```

**Parameter:**

`char **p_src` : \*p\_src is the AT command that need to be parsed  
`int* result` : int number parsed from the AT command  
`int* err` : 1: no number is found; 3: only '-' is found.

**Return:**

`true`: parser succeeds (NOTE: if no number is found, it will return True, but returns error code 1)

`false`: parser is unable to parse string; some probable causes are: int number more than 10 bytes; string contains termination characters '/r'; string contains only '-'.

**Example:**

refer to [esp\\_iot\\_sdk/examples/at/user/user\\_main.c](#)

#### 5. `at_data_str_copy`

**Function:** parse string from AT command

**Prototype:**

```
int32 at_data_str_copy (char * p_dest, char ** p_src,int32 max_len)
```

**Parameter:**

`char * p_dest` : string parsed from the AT command  
`char ** p_src` : \*p\_src is the AT command that need to be parsed  
`int32 max_len` : max string length that allowed

**Return:**

length of string:

`>=0`: succeed and returns the length of the string

`<0` : fail and returns -1



**Example:**refer to [esp\\_iot\\_sdk/examples/at/user/user\\_main.c](#)

## 6. at\_init

**Function:**

AT initialize

**Prototype:**`void at_init (void)`**Parameter:**

null

**Return:**

null

**Example:**refer to [esp\\_iot\\_sdk/examples/at/user/user\\_main.c](#)

## 7. at\_port\_print

**Function:**

output string to AT PORT(UART0)

**Prototype:**`void at_port_print(const char *str)`**Parameter:**`const char *str` : string that need to output**Return:**

null

**Example:**refer to [esp\\_iot\\_sdk/examples/at/user/user\\_main.c](#)

## 8. at\_set\_custom\_info

**Function:**

User-define version info of AT which can be got by AT+GMR.

**Prototype:**`void at_set_custom_info (char *info)`**Parameter:**`char *info` : version info**Return:**

null



## 9. at\_enter\_special\_state

**Function:**

Enter processing state. In processing state, AT core will return **busy** for any further AT commands.

**Prototype:**

```
void at_enter_special_state (void)
```

**Parameter:**

null

**Return:**

null

## 10. at\_leave\_special\_state

**Function:**

Exit from AT processing state.

**Prototype:**

```
void at_leave_special_state (void)
```

**Parameter:**

null

**Return:**

null

## 11. at\_get\_version

**Function:**

Get Espressif AT lib version.

**Prototype:**

```
uint32 at_get_version (void)
```

**Parameter:**

null

**Return:**

Espressif AT lib version

## 12. at\_register\_uart\_rx\_intr

**Function:**

Set UART0 to be used by user or AT commands.

**Note:**

This API can be called multiple times.



Running AT, UART0 default to be used by AT commands.

**Prototype:**

```
void at_register_uart_rx_intr(at_custom_uart_rx_intr rx_func)
```

**Parameter:**

`at_custom_uart_rx_intr` : register a UART0 RX interrupt handler so that UART0 can be used by the customer, while if it's NULL, UART0 is assigned to AT commands.

**Return:**

null

**Example:**

```
void user_uart_rx_intr(uint8* data, int32 len)
{
    // UART0 rx for user
    os_printf("len=%d \r\n", len);
    os_printf(data);

    // change UART0 for AT
    at_register_uart_rx_intr(NULL);
}

void user_init(void){ at_register_uart_rx_intr(user_uart_rx_intr); }
```

### 13. at\_response

**Function:**

Set AT response

**Note:**

`at_response` outputs from UART0 TX by default which is same as `at_port_print`. But if called `at_register_response_func`, the string of `at_response` will be the parameter of `response_func`, users can define their own behavior.

**Prototype:**

```
void at_response (const char *str)
```

**Parameter:**

`const char *str` : string

**Return:**

none



## 14. at\_register\_response\_func

**Function:**

Register callback of `at_response` for user-defined responses. After called `at_register_response_func`, the string of `at_response` will be the parameter of `response_func`, users can define their own behavior.

**Prototype:**

```
void at_register_response_func (at_custom_response_func_type  
response_func)
```

**Parameter:**

`at_custom_response_func_type` : callback of `at_response`

**Return:**

none

## 15. at\_fake\_uart\_enable

**Function:**

Enable UART simulation, can be used to develop AT commands through SDIO or network.

**Prototype:**

```
bool at_fake_uart_enable(bool enable, at_fake_uart_tx_func_type func)
```

**Parameter:**

`bool enable` : enable UART simulation  
`at_fake_uart_tx_func_type func` : callback for UART TX simulation

**Return:**

true, succeed;  
false, fail.

## 16. at\_fake\_uart\_rx

**Function:**

UART RX simulation, can be used to develop AT commands through SDIO or network.

**Prototype:**

```
uint32 at_fake_uart_rx(uint8* data, uint32 length)
```

**Parameter:**

`uint8* data` : data for UART(simulation) RX  
`uint32 length` : length of data

**Return:**

If succeed, the return value will be equal to `length`, otherwise, fail.



## 6.2. Related JSON APIs

Found in : esp\_iot\_sdk/include/json/jsonparse.h & jsontree.h

### 1. jsonparse\_setup

**Function:**

json initialize parsing

**Prototype:**

```
void jsonparse_setup(  
    struct jsonparse_state *state,  
    const char *json,  
    int len  
)
```

**Parameters:**

`struct jsonparse_state *state` : json parsing pointer  
`const char *json` : json parsing character string  
`int len` : character string length

**Return:**

null

### 2. jsonparse\_next

**Function:**

Returns jsonparse next object

**Prototype:**

```
int jsonparse_next(struct jsonparse_state *state)
```

**Parameters:**

`struct jsonparse_state *state` : json parsing pointer

**Return:**

int : parsing result

### 3. jsonparse\_copy\_value

**Function:**

Copies current parsing character string to a certain buffer

**Prototype:**

```
int jsonparse_copy_value(  
    struct jsonparse_state *state,  
    char *str,  
    int size  
)
```

**Parameters:**

`struct jsonparse_state *state` : json parsing pointer  
`char *str` : buffer pointer  
`int size` : buffer size

**Return:**

`int` : copy result

#### 4. `jsonparse_get_value_as_int`

**Function:**

Parses json to get integer

**Prototype:**

`int jsonparse_get_value_as_int(struct jsonparse_state *state)`

**Parameters:**

`struct jsonparse_state *state` : json parsing pointer

**Return:**

`int` : parsing result

#### 5. `jsonparse_get_value_as_long`

**Function:**

Parses json to get long integer

**Prototype:**

`long jsonparse_get_value_as_long(struct jsonparse_state *state)`

**Parameters:**

`struct jsonparse_state *state` : json parsing pointer

**Return:**

`long` : parsing result

#### 6. `jsonparse_get_len`

**Function:**

Gets parsed json length

**Prototype:**

`int jsonparse_get_value_len(struct jsonparse_state *state)`

**Parameters:**

`struct jsonparse_state *state` : json parsing pointer

**Return:**

`int` : parsed jason length



## 7. jsonparse\_get\_value\_as\_type

**Function:**

Parses json data type

**Prototype:**

```
int jsonparse_get_value_as_type(struct jsonparse_state *state)
```

**Parameters:**

`struct jsonparse_state *state` : json parsing pointer

**Return:**

`int` : parsed json data type

## 8. jsonparse\_strcmp\_value

**Function:**

Compares parsed json and certain character string

**Prototype:**

```
int jsonparse_strcmp_value(struct jsonparse_state *state, const char *str)
```

**Parameters:**

`struct jsonparse_state *state` : json parsing pointer

`const char *str` : character buffer

**Return:**

`int` : comparison result

## 9. jsontree\_set\_up

**Function:**

Creates json data tree

**Prototype:**

```
void jsontree_setup(  
    struct jsontree_context *js_ctx,  
    struct jsontree_value *root,  
    int (* putchar)(int)  
)
```

**Parameters:**

`struct jsontree_context *js_ctx` : json tree element pointer

`struct jsontree_value *root` : root element pointer

`int (* putchar)(int)` : input function

**Return:**

null



## 10. jsontree\_reset

**Function:**

Resets json tree

**Prototype:**

```
void jsontree_reset(struct jsontree_context *js_ctx)
```

**Parameters:**

`struct jsontree_context *js_ctx` : json data tree pointer

**Return:**

null

## 11. jsontree\_path\_name

**Function:**

get json tree parameters

**Prototype:**

```
const char *jsontree_path_name(  
    const struct jsontree_cotext *js_ctx,  
    int depth  
)
```

**Parameters:**

`struct jsontree_context *js_ctx` : json tree pointer

`int depth` : json tree depth

**Return:**

`char*` : parameter pointer

## 12. jsontree\_write\_int

**Function:**

write integer to json tree

**Prototype:**

```
void jsontree_write_int(  
    const struct jsontree_context *js_ctx,  
    int value  
)
```

**Parameters:**

`struct jsontree_context *js_ctx` : json tree pointer

`int value` : integer value

**Return:**

null





### 13. jsontree\_write\_int\_array

**Function:**

Writes integer array to json tree

**Prototype:**

```
void jsontree_write_int_array(  
    const struct jsontree_context *js_ctx,  
    const int *text,  
    uint32 length  
)
```

**Parameters:**

`struct jsontree_context *js_ctx` : json tree pointer  
`int *text` : array entry address  
`uint32 length` : array length

**Return:**

null

### 14. jsontree\_write\_string

**Function:**

Writes string to json tree

**Prototype:**

```
void jsontree_write_string(  
    const struct jsontree_context *js_ctx,  
    const char *text  
)
```

**Parameters:**

`struct jsontree_context *js_ctx` : json tree pointer  
`const char* text` : character string pointer

**Return:**

null

### 15. jsontree\_print\_next

**Function:**

json tree depth

**Prototype:**

```
int jsontree_print_next(struct jsontree_context *js_ctx)
```

**Parameters:**

`struct jsontree_context *js_ctx` : json tree pointer

**Return:**`int` : json tree depth**16. jsontree\_find\_next****Function:**

find json tree element

**Prototype:**

```
struct jsontree_value *jsontree_find_next(  
    struct jsontree_context *js_ctx,  
    int type  
)
```

**Parameters:**

```
struct jsontree_context *js_ctx : json tree pointer  
int : type
```

**Return:**

```
struct jsontree_value * : json tree element pointer
```



# 7. Definitions & Structures

## 7.1. Timer

```
typedef void ETSTimerFunc(void *timer_arg);
typedef struct _ETSTIMER_ {
    struct _ETSTIMER_ *timer_next;
    uint32_t timer_expire;
    uint32_t timer_period;
    ETSTimerFunc *timer_func;
    void *timer_arg;
} ETSTimer;
```

## 7.2. WiFi Related Structures

### 1. Station Related

```
struct station_config {
    uint8 ssid[32];
    uint8 password[64];
    uint8 bssid_set;
    uint8 bssid[6];
};
```

**Note:**

BSSID as MAC address of AP, will be used when several APs have the same SSID.

If `station_config.bssid_set==1`, `station_config.bssid` has to be set, otherwise, the connection will fail.

In general, `station_config.bssid_set` need to be 0.

### 2. soft-AP related

```
typedef enum _auth_mode {
    AUTH_OPEN = 0,
    AUTH_WEP,
    AUTH_WPA_PSK,
    AUTH_WPA2_PSK,
    AUTH_WPA_WPA2_PSK
} AUTH_MODE;
struct softap_config {
    uint8 ssid[32];
```



```
uint8 password[64];
uint8 ssid_len;
uint8 channel;      // support 1 ~ 13
uint8 authmode;     // Don't support AUTH_WEP in soft-AP mode
uint8 ssid_hidden;  // default 0
uint8 max_connection; // default 4, max 4
uint16 beacon_interval; // 100 ~ 60000 ms, default 100
};
```

**Note:**

If `softap_config.ssid_len==0`, check ssid till a termination character is found; otherwise, it will depend on `softap_config.ssid_len`.

### 3. scan related

```
struct scan_config {
    uint8 *ssid;
    uint8 *bssid;
    uint8 channel;
    uint8 show_hidden; // Scan APs which are hiding their SSID or not.
};

struct bss_info {
    STAILQ_ENTRY(bss_info) next;
    u8 bssid[6];
    u8 ssid[32];
    u8 channel;
    s8 rssi;
    u8 authmode;
    uint8 is_hidden; // SSID of current AP is hidden or not.
    sint16 freq_offset; // AP's frequency offset
};

typedef void (* scan_done_cb_t)(void *arg, STATUS status);
```

### 4. WiFi event related structure

```
enum {
    EVENT_STAMODE_CONNECTED = 0,
    EVENT_STAMODE_DISCONNECTED,
    EVENT_STAMODE_AUTHMODE_CHANGE,
    EVENT_STAMODE_GOT_IP,
    EVENT_STAMODE_DHCP_TIMEOUT,
    EVENT_SOFTAPMODE_STACONNECTED,
    EVENT_SOFTAPMODE_STADISCONNECTED,
```



```
EVENT_SOFTAPMODE_PROBEREQRCVED,  
EVENT_MAX  
};  
  
enum {  
    REASON_UNSPECIFIED            = 1,  
    REASON_AUTH_EXPIRE           = 2,  
    REASON_AUTH_LEAVE            = 3,  
    REASON_ASSOC_EXPIRE          = 4,  
    REASON_ASSOC_TOOMANY         = 5,  
    REASON_NOT_AUTHED            = 6,  
    REASON_NOT_ASSOCED           = 7,  
    REASON_ASSOC_LEAVE           = 8,  
    REASON_ASSOC_NOT_AUTHED      = 9,  
    REASON_DISASSOC_PWRCAP_BAD   = 10, /* 11h */  
    REASON_DISASSOC_SUPCHAN_BAD  = 11, /* 11h */  
    REASON_IE_INVALID            = 13, /* 11i */  
    REASON_MIC_FAILURE           = 14, /* 11i */  
    REASON_4WAY_HANDSHAKE_TIMEOUT = 15, /* 11i */  
    REASON_GROUP_KEY_UPDATE_TIMEOUT = 16, /* 11i */  
    REASON_IE_IN_4WAY_DIFFERS    = 17, /* 11i */  
    REASON_GROUP_CIPHER_INVALID  = 18, /* 11i */  
    REASON_PAIRWISE_CIPHER_INVALID = 19, /* 11i */  
    REASON_AKMP_INVALID          = 20, /* 11i */  
    REASON_UNSUPP_RSN_IE_VERSION = 21, /* 11i */  
    REASON_INVALID_RSN_IE_CAP    = 22, /* 11i */  
    REASON_802_1X_AUTH_FAILED    = 23, /* 11i */  
    REASON_CIPHER_SUITE_REJECTED = 24, /* 11i */  
  
    REASON_BEACON_TIMEOUT        = 200,  
    REASON_NO_AP_FOUND           = 201,  
    REASON_AUTH_FAIL             = 202,  
    REASON_ASSOC_FAIL            = 203,  
    REASON_HANDSHAKE_TIMEOUT     = 204,  
};  
  
typedef struct {  
    uint8 ssid[32];  
    uint8 ssid_len;  
    uint8 bssid[6];  
    uint8 channel;
```



```
} Event_StaMode_Connected_t;

typedef struct {
    uint8 ssid[32];
    uint8 ssid_len;
    uint8 bssid[6];
    uint8 reason;
} Event_StaMode_Disconnected_t;

typedef struct {
    uint8 old_mode;
    uint8 new_mode;
} Event_StaMode_AuthMode_Change_t;

typedef struct {
    struct ip_addr ip;
    struct ip_addr mask;
    struct ip_addr gw;
} Event_StaMode_Got_IP_t;

typedef struct {
    uint8 mac[6];
    uint8 aid;
} Event_SoftAPMode_StaConnected_t;

typedef struct {
    uint8 mac[6];
    uint8 aid;
} Event_SoftAPMode_StaDisconnected_t;

typedef struct {
    int rssi;
    uint8 mac[6];
} Event_SoftAPMode_ProbeReqRecved_t;

typedef union {
    Event_StaMode_Connected_t        connected;
    Event_StaMode_Disconnected_t     disconnected;
    Event_StaMode_AuthMode_Change_t  auth_change;
    Event_StaMode_Got_IP_t           got_ip;
    Event_SoftAPMode_StaConnected_t  sta_connected;
```



```
        Event_SoftAPMode_StaDisconnected_t    sta_disconnected;
        Event_SoftAPMode_ProbeReqRecved_t     ap_probereqrecved;
    } Event_Info_u;

typedef struct _esp_event {
    uint32 event;
    Event_Info_u event_info;
} System_Event_t;
```

## 5. smart config structure

```
typedef enum {
    SC_STATUS_WAIT = 0,          // Please don't start connection in this phase
    SC_STATUS_FIND_CHANNEL,     // Start connection by APP in this phase
    SC_STATUS_GETTING_SSID_PSWD,
    SC_STATUS_LINK,
    SC_STATUS_LINK_OVER,        // Got IP, connect to AP successfully
} sc_status;
typedef enum {
    SC_TYPE_ESPTOUCH = 0,
    SC_TYPE_AIRKISS,
    SC_TYPE_ESPTOUCH_AIRKISS,
} sc_type;
```

## 7.3. JSON Related Structure

### 1. json structure

```
struct jsontree_value {
    uint8_t type;
};

struct jsontree_pair {
    const char *name;
    struct jsontree_value *value;
};

struct jsontree_context {
    struct jsontree_value *values[JSONTREE_MAX_DEPTH];
    uint16_t index[JSONTREE_MAX_DEPTH];
    int (* putchar)(int);
    uint8_t depth;
```



```
uint8_t path;
int callback_state;
};

struct jsontree_callback {
    uint8_t type;
    int (* output)(struct jsontree_context *js_ctx);
    int (* set)(struct jsontree_context *js_ctx,
                struct jsonparse_state *parser);
};

struct jsontree_object {
    uint8_t type;
    uint8_t count;
    struct jsontree_pair *pairs;
};

struct jsontree_array {
    uint8_t type;
    uint8_t count;
    struct jsontree_value **values;
};

struct jsonparse_state {
    const char *json;
    int pos;
    int len;
    int depth;
    int vstart;
    int vlen;
    char vtype;
    char error;
    char stack[JSONPARSE_MAX_DEPTH];
};
```

## 2. json macro definition

```
#define JSONTREE_OBJECT(name, ...) /
static struct jsontree_pair jsontree_pair_##name[] = {__VA_ARGS__}; /
static struct jsontree_object name = { /
    JSON_TYPE_OBJECT, /
    sizeof(jsontree_pair_##name)/sizeof(struct jsontree_pair), /
```





```
    jsontree_pair_##name }
```

```
#define JSONTREE_PAIR_ARRAY(value) (struct jsontree_value *) (value)
#define JSONTREE_ARRAY(name, ...) /
static struct jsontree_value* jsontree_value_##name[] = {__VA_ARGS__}; /
static struct jsontree_array name = { /
    JSON_TYPE_ARRAY, /
    sizeof(jsontree_value_##name)/sizeof(struct jsontree_value*), /
    jsontree_value_##name }
```

## 7.4. espconn parameters

### 1. callback function

```
/** callback prototype to inform about events for a espconn */
typedef void (* espconn_rcv_callback)(void *arg, char *pdata, unsigned short
len);
typedef void (* espconn_callback)(void *arg, char *pdata, unsigned short len);
typedef void (* espconn_connect_callback)(void *arg);
```

### 2. espconn

```
typedef void* espconn_handle;
typedef struct _esp_tcp {
    int remote_port;
    int local_port;
    uint8 local_ip[4];
    uint8 remote_ip[4];
    espconn_connect_callback connect_callback;
    espconn_reconnect_callback reconnect_callback;
    espconn_connect_callback disconnect_callback;
    espconn_connect_callback write_finish_fn;
} esp_tcp;

typedef struct _esp_udp {
    int remote_port;
    int local_port;
    uint8 local_ip[4];
    uint8 remote_ip[4];
} esp_udp;

/** Protocol family and type of the espconn */
```



```
enum espconn_type {
    ESPCONN_INVALID    = 0,
    /* ESPCONN_TCP Group */
    ESPCONN_TCP        = 0x10,
    /* ESPCONN_UDP Group */
    ESPCONN_UDP        = 0x20,
};

/** Current state of the espconn. Non-TCP espconn are always in state
    ESPCONN_NONE! */
enum espconn_state {
    ESPCONN_NONE,
    ESPCONN_WAIT,
    ESPCONN_LISTEN,
    ESPCONN_CONNECT,
    ESPCONN_WRITE,
    ESPCONN_READ,
    ESPCONN_CLOSE
};

enum espconn_option{
    ESPCONN_START = 0x00,
    ESPCONN_REUSEADDR = 0x01,
    ESPCONN_NODELAY = 0x02,
    ESPCONN_COPY = 0x04,
    ESPCONN_KEEPAIVE = 0x08,
    ESPCONN_END
}

enum espconn_level{
    ESPCONN_KEEPIIDLE,
    ESPCONN_KEEPIINTVL,
    ESPCONN_KEEPCNT
}

/** A espconn descriptor */
struct espconn {
    /** type of the espconn (TCP, UDP) */
    enum espconn_type type;
    /** current state of the espconn */
```



```
enum espconn_state state;
union {
    esp_tcp *tcp;
    esp_udp *udp;
} proto;
/** A callback function that is informed about events for this espconn */
espconn_recv_callback recv_callback;
espconn_sent_callback sent_callback;
uint8 link_cnt;
void *reverse; // reversed for customer use
};
```

## 7.5. interrupt related definition

```
/* interrupt related */

#define ETS_SPI_INUM      2

#define ETS_GPIO_INUM    4

#define ETS_UART_INUM    5

#define ETS_UART1_INUM   5

#define ETS_FRC_TIMER1_INUM  9


/* disable all interrupts */
#define ETS_INTR_LOCK()      ets_intr_lock()

/* enable all interrupts */
#define ETS_INTR_UNLOCK()    ets_intr_unlock()


/* register interrupt handler of frc timer1 */
#define ETS_FRC_TIMER1_INTR_ATTACH(func, arg) \
ets_isr_attach(ETS_FRC_TIMER1_INUM, (func), (void *)(arg))


/* register interrupt handler of GPIO */
#define ETS_GPIO_INTR_ATTACH(func, arg) \
ets_isr_attach(ETS_GPIO_INUM, (func), (void *)(arg))

/* register interrupt handler of UART */
#define ETS_UART_INTR_ATTACH(func, arg) \
```



```
ets_isr_attach(ETS_UART_INUM, (func), (void *) (arg))

/* register interrupt handler of SPI */
#define ETS_SPI_INTR_ATTACH(func, arg) \
ets_isr_attach(ETS_SPI_INUM, (func), (void *) (arg))

/* enable a interrupt */
#define ETS_INTR_ENABLE(inum)    ets_isr_unmask((1<<inum))
/* disable a interrupt */
#define ETS_INTR_DISABLE(inum)  ets_isr_mask((1<<inum))

/* enable SPI interrupt */
#define ETS_SPI_INTR_ENABLE()    ETS_INTR_ENABLE(ETS_SPI_INUM)
/* enable UART interrupt */
#define ETS_UART_INTR_ENABLE()   ETS_INTR_ENABLE(ETS_UART_INUM)
/* disable UART interrupt */
#define ETS_UART_INTR_DISABLE()  ETS_INTR_DISABLE(ETS_UART_INUM)

/* enable frc1 timer interrupt */
#define ETS_FRC1_INTR_ENABLE()   ETS_INTR_ENABLE(ETS_FRC_TIMER1_INUM)
/* disable frc1 timer interrupt */
#define ETS_FRC1_INTR_DISABLE()  ETS_INTR_DISABLE(ETS_FRC_TIMER1_INUM)

/* enable GPIO interrupt */
#define ETS_GPIO_INTR_ENABLE()   ETS_INTR_ENABLE(ETS_GPIO_INUM)
/* disable GPIO interrupt */
#define ETS_GPIO_INTR_DISABLE()  ETS_INTR_DISABLE(ETS_GPIO_INUM)
```



# 8. Peripheral Related Drivers

## 8.1. GPIO Related APIs

Please refer to `/user/user_plug.c`.

Users can inquire Espressif Systems for GPIO documentations which will contain more details.

### 1. PIN Related Macros

The following macros are used to control the GPIO pins' status.

```
PIN_PULLUP_DIS(PIN_NAME)
```

Disable pin pull up

```
PIN_PULLUP_EN(PIN_NAME)
```

Enable pin pull up

```
PIN_FUNC_SELECT(PIN_NAME, FUNC)
```

Select pin function

**Example:**

```
PIN_FUNC_SELECT(PERIPHS_IO_MUX_MTDI_U, FUNC_GPIO12); // Use MTDI pin as  
GPIO12.
```

### 2. gpio\_output\_set

**Function:** set gpio property

**Prototype:**

```
void gpio_output_set(  
    uint32 set_mask,  
    uint32 clear_mask,  
    uint32 enable_mask,  
    uint32 disable_mask  
)
```

**Input Parameters:**

`uint32 set_mask` : set high output; 1:high output; 0:no status change

`uint32 clear_mask` : set low output; 1:low output; 0:no status change

`uint32 enable_mask` : enable output bit

`uint32 disable_mask` : enable input bit

**Return:**

null

**Example:**

```
gpio_output_set(BIT12, 0, BIT12, 0):  
    Set GPIO12 as high-level output;  
gpio_output_set(0, BIT12, BIT12, 0):  
    Set GPIO12 as low-level output  
gpio_output_set(BIT12, BIT13, BIT12|BIT13, 0):  
    Set GPIO12 as high-level output, GPIO13 as low-level output.  
gpio_output_set(0, 0, 0, BIT12):  
    Set GPIO12 as input
```

### 3. GPIO input and output macro

```
GPIO_OUTPUT_SET(gpio_no, bit_value)  
Set gpio_no as output bit_value, the same as the output example in 5.1.2  
GPIO_DIS_OUTPUT(gpio_no)  
Set gpio_no as input, the same as the input example in 5.1.2.  
GPIO_INPUT_GET(gpio_no)  
Get the level status of gpio_no.
```

### 4. GPIO interrupt

```
ETS_GPIO_INTR_ATTACH(func, arg)  
Register GPIO interrupt control function  
ETS_GPIO_INTR_DISABLE()  
Disable GPIO interrupt  
ETS_GPIO_INTR_ENABLE()  
Enable GPIO interrupt
```

### 5. gpio\_pin\_intr\_state\_set

**Function:**  
set GPIO interrupt state

**Prototype:**  

```
void gpio_pin_intr_state_set(  
    uint32 i,  
    GPIO_INT_TYPE intr_state  
)
```

**Input Parameters:**

```
uint32 i : GPIO pin ID, if you want to set GPIO14, pls use
GPIO_ID_PIN(14);
GPIO_INT_TYPE intr_state : interrupt type as the following:
typedef enum {
    GPIO_PIN_INTR_DISABLE = 0,
    GPIO_PIN_INTR_POSEDGE = 1,
    GPIO_PIN_INTR_NEGEDGE = 2,
    GPIO_PIN_INTR_ANYEDGE = 3,
    GPIO_PIN_INTR_LOLEVEL = 4,
    GPIO_PIN_INTR_HILEVEL = 5
} GPIO_INT_TYPE;
```

**Return:**

```
null
```

## 6. GPIO Interrupt Handler

Follow the steps below to clear interrupt status in GPIO interrupt processing function:

```
uint32 gpio_status;
gpio_status = GPIO_REG_READ(GPIO_STATUS_ADDRESS);
//clear interrupt status
GPIO_REG_WRITE(GPIO_STATUS_W1TC_ADDRESS, gpio_status);
```

## 8.2. UART Related APIs

By default, UART0 is a debug output interface. In the case of a dual UART, UART0 works as data receive and transmit interface, while UART1 debug output interface. Please make sure all hardware are correctly connected.

Users can inquire Espressif Systems for UART documentation which will contain more details.

### 1. uart\_init

**Function:**

Initializes baud rates of the two UARTs

**Prototype:**

```
void uart_init(
    UartBautRate uart0_br,
    UartBautRate uart1_br
)
```

**Parameters:**

```
UartBautRate uart0_br : uart0 baud rate
UartBautRate uart1_br : uart1 baud rate
```

**Baud Rates:**

```
typedef enum {  
    BIT_RATE_9600    = 9600,  
    BIT_RATE_19200   = 19200,  
    BIT_RATE_38400   = 38400,  
    BIT_RATE_57600   = 57600,  
    BIT_RATE_74880   = 74880,  
    BIT_RATE_115200  = 115200,  
    BIT_RATE_230400  = 230400,  
    BIT_RATE_460800  = 460800,  
    BIT_RATE_921600  = 921600  
} UartBautRate;
```

**Return:**

null

## 2. uart0\_tx\_buffer

**Function:**

Sends user-defined data through UART0

**Prototype:**

```
void uart0_tx_buffer(uint8 *buf, uint16 len)
```

**Parameter:**

**uint8 \*buf** : data to send later

**uint16 len** : the length of data to send later

**Return:**

null

## 3. uart0\_rx\_intr\_handler

**Function:**

UART0 interrupt processing function. Users can add the processing of received data in this function.

**Prototype:**

```
void uart0_rx_intr_handler(void *para)
```

**Parameter:**

**void \*para** : the pointer pointing to RcvMsgBuff structure

**Return:**

null





## 8.3. I2C Master Related APIs

Users can inquire apply to Espressif Systems for I2C documentation which will contain more details.

### 1. i2c\_master\_gpio\_init

**Function:**

Set GPIO in I2C master mode

**Prototype:**

```
void i2c_master_gpio_init (void)
```

**Input Parameters:**

null

**Return:**

null

### 2. i2c\_master\_init

**Function:**

Initialize I2C

**Prototype:**

```
void i2c_master_init(void)
```

**Input Parameters:**

null

**Return:**

null

### 3. i2c\_master\_start

**Function:** configures I2C to start sending data

**Prototype:**

```
void i2c_master_start(void)
```

**Input Parameters:**

null

**Return:**

null

### 4. i2c\_master\_stop

**Function:**

configures I2C to stop sending data

**Prototype:**

```
void i2c_master_stop(void)
```

**Input Parameters:**

null

**Return:**

null

## 5. i2c\_master\_send\_ack

**Function:**

Sends I2C ACK

**Prototype:**

```
void i2c_master_send_ack (void)
```

**Input Parameters:**

null

**Return:**

null

## 6. i2c\_master\_send\_nack

**Function:**

Sends I2C NACK

**Prototype:**

```
void i2c_master_send_nack (void)
```

**Input Parameters:**

null

**Return:**

null

## 7. i2c\_master\_checkAck

**Function:**

Checks ACK from slave

**Prototype:**

```
bool i2c_master_checkAck (void)
```

**Input Parameters:**

null

**Return:**

true: get I2C slave ACK

false: get I2C slave NACK



## 8. i2c\_master\_readByte

**Function:**

Read one byte from I2C slave

**Prototype:**

```
uint8 i2c_master_readByte (void)
```

**Input Parameters:**

null

**Return:**

`uint8` : the value that was read

## 9. i2c\_master\_writeByte

**Function:**

Write one byte to slave

**Prototype:**

```
void i2c_master_writeByte (uint8 wrdata)
```

**Input Parameters:**

`uint8 wrdata` : data to write

**Return:**

null

## 8.4. PWM Related

Herein only introduces the PWM related APIs in `pwm.h`. Users can inquire Espressif Systems for PWM documentation which will contain more details.

PWM APIs can not be called when APIs in `hw_timer.c` are in use, because they use the same hardware timer.

### 1. pwm\_init

**Function:**

Initialize PWM function, including GPIO selection, period and duty cycle.

**Note:**

This API can be called only once.

**Prototype:**

```
void pwm_init(  
    uint32 period,  
    uint8 *duty,  
    uint32 pwm_channel_num,
```



```
uint32 (*pin_info_list)[3])
```

**Parameter:**

`uint32 period` : PWM period

`uint8 *duty` : duty cycle of each output

`uint32 pwm_channel_num`: PWM channel number

`uint32 (*pin_info_list)[3]`: GPIO parameter of PWM channel, it is a pointer of  $n * 3$  array which defines GPIO register, IO reuse of corresponding PIN and GPIO number.

**Return:**

null

**Example:**

```
uint32 io_info[][3] =
    {{PWM_0_OUT_IO_MUX, PWM_0_OUT_IO_FUNC, PWM_0_OUT_IO_NUM},
     {PWM_1_OUT_IO_MUX, PWM_1_OUT_IO_FUNC, PWM_1_OUT_IO_NUM},
     {PWM_2_OUT_IO_MUX, PWM_2_OUT_IO_FUNC, PWM_2_OUT_IO_NUM}};

pwm_init(light_param.pwm_period, light_param.pwm_duty, 3,
io_info);
```

## 2. pwm\_start

**Function:**

Starts PWM. This function needs to be called after PWM config is changed.

**Prototype:**

```
void pwm_start (void)
```

**Parameter:**

null

**Return:**

null

## 3. pwm\_set\_duty

**Function:**

Sets duty cycle of a PWM output. Set the time that high-level signal will last, duty depends on period, the maximum value can be  $\text{Period} * 1000 / 45$ . For example, 1KHz PWM, duty range is 0 ~ 22222

**Note:**

After set configuration, `pwm_start` need to be called to take effect.

**Prototype:**

```
void pwm_set_duty(uint32 duty, uint8 channel)
```

**Input Parameters:**

**uint32 duty** : the time that high-level signal will last, duty cycle will be  $(duty \times 45) / (period \times 1000)$

**uint8 channel** : PWM channel, depends on how many PWM channels is used, in *IOT\_Demo* it depends on `#define PWM_CHANNEL`

**Return:**

null

#### 4. pwm\_get\_duty

**Function:**

Gets duty cycle of PWM output, duty cycle will be  $(duty \times 45) / (period \times 1000)$

**Prototype:**

```
uint8 pwm_get_duty(uint8 channel)
```

**Input Parameters:**

**uint8 channel** : PWM channel, depends on how many PWM channels is used, in *IOT\_Demo* it depends on `#define PWM_CHANNEL`

**Return:**

**uint8** : duty cycle of PWM output

#### 5. pwm\_set\_period

**Function:**

Sets PWM period, unit: us. For example, for 1KHz PWM, period is 1000 us

**Note:**

After set configuration, `pwm_start` need to be called to take effect.

**Prototype:**

```
void pwm_set_period(uint32 period)
```

**Input Parameters:**

**uint32 period** : PWM period, unit: us

**Return:**

null



## 6. pwm\_get\_period

**Function:**

Gets PWM period.

**Prototype:**

```
uint32 pwm_get_period(void)
```

**Parameter:**

null

**Return:**

PWM period, unit: us.

## 7. get\_pwm\_version

**Function:**

Get version information of PWM.

**Prototype:**

```
uint32 get_pwm_version(void)
```

**Parameter:**

none

**Return:**

PWM version

## 8.5. SDIO APIs

ESP8266 can only work as SDIO slave.

### 1. sdio\_slave\_init

**Function:**

SDIO slave initialization.

**Prototype:**

```
void sdio_slave_init(void)
```

**Parameter:**

none

**Return:**

none

### 2. sdio\_load\_data

**Function:**

Load data into SDIO buffer, and inform SDIO host to read it.

**Prototype:**

```
int32 sdio_load_data(const uint8* data, uint32 len)
```

**Parameter:**

`const uint8* data` : data that will be transmitted

`uint32 len` : the length of data

**Return:**

The length of data that be loaded successfully.

If the data length is too long to fit in SDIO buffer, this API will return 0 which means it fails to load data.

### 3. `sdio_register_rcv_cb`

**Function:**

Register a callback which will be called when ESP8266 received data from the host through SDIO.

**Callback Function:**

```
typedef void(*sdio_rcv_data_callback)(uint8* data, uint32 len)
```

- The `sdio_rcv_data_callback` can not be stored in cache, so please do not define `ICACHE_FLASH_ATTR` before it.

**Prototype:**

```
bool sdio_register_rcv_cb(sdio_rcv_data_callback cb)
```

**Parameter:**

`sdio_rcv_data_callback cb` : callback

**Return:**

true, succeed

false, fail



# 9.

# Appendix

## 9.1. ESPCONN Programming

### 1. TCP Client Mode

#### Notes :

- ESP8266, working in Station mode, will start client connections when given an IP address.
- ESP8266, working in soft-AP mode, will start client connections when the devices connected to the ESP8266 are given IP addresses.

#### Steps

1. Initialize espconn parameters according to protocols.
2. Register connect callback function, and register reconnect callback function.
  - (Call espconn\_regist\_connectcb and espconn\_regist\_reconcb )
3. Call espconn\_connect function and set up the connection with TCP Server.
4. Registered connected callback functions will be called after successful connection, which will register corresponding callback function. We recommend registering a disconnect callback function.
  - (Call espconn\_regist\_recvcb , espconn\_regist\_sentcb and espconn\_regist\_disconcb in connected callback)
5. When using receive callback function or sent callback function to run disconnect, it is recommended to set a time delay to make sure that the all firmware functions are completed.

### 2. TCP Server Mode

#### Notes :

- If the ESP8266 is in Station mode, it will start server listening when given an IP address.
- If the ESP8266 is in soft-AP mode, it will start server listening.

#### Steps

1. Initialize espconn parameters according to protocols.
2. Register connect callback and reconnect callback function.
  - (Call espconn\_regist\_connectcb and espconn\_regist\_reconcb )
3. Call espconn\_accept function to listen to the connection with host.





4. Registered connect function will be called after a successful connection, which will register a corresponding callback function.
  - (Call `espconn_regist_recvcb` , `espconn_regist_sentcb` and `espconn_regist_disconcb` in connected callback)

### 3. espconn callback

Register Function	Callback	Description
<code>espconn_regist_connectcb</code>	<code>espconn_connect_callback</code>	TCP connected successfully
<code>espconn_regist_reconcb</code>	<code>espconn_reconnect_callback</code>	Error occur , TCP disconnected
<code>espconn_regist_sentcb</code>	<code>espconn_sent_callback</code>	Sent TCP or UDP data
<code>espconn_regist_recvcb</code>	<code>espconn_recv_callback</code>	Received TCP or UDP data
<code>espconn_regist_write_finish</code>	<code>espconn_write_finish_callback</code>	Write data into TCP-send-buffer
<code>espconn_regist_disconcb</code>	<code>espconn_disconnect_callback</code>	TCP disconnected successfully

#### ⚠ Notice:

- Parameter `arg` of callback is the pointer corresponding structure `espconn`. This pointer may be different in different callbacks, please do not use this pointer directly to distinguish one from another in multiple connections, use `remote_ip` and `remote_port` in `espconn` instead.
- If `espconn_connect` (or `espconn_secure_connect`) fail, returns non-0 value, there is no connection, so it won't enter any `espconn` callback.
- Don't call `espconn_disconnect` (or `espconn_secure_disconnect`) to break the TCP connection in any `espconn` callback.
  - If it is needed, please use `system_os_task` and `system_os_post` to trigger the disconnection ( `espconn_disconnect` or `espconn_secure_disconnect`).

## 9.2. RTC APIs Example

Demo code below shows how to get RTC time and to read and write to RTC memory.

```
#include "ets_sys.h"
#include "osapi.h"
#include "user_interface.h

os_timer_t rtc_test_t;
#define RTC_MAGIC 0x55aaaa55
typedef struct {
```



```
uint64 time_acc;
uint32 magic ;
uint32 time_base;
}RTC_TIMER_DEMO;

void rtc_count()
{
    RTC_TIMER_DEMO rtc_time;
    static uint8 cnt = 0;
    system_rtc_mem_read(64, &rtc_time, sizeof(rtc_time));

    if(rtc_time.magic!=RTC_MAGIC){
        os_printf("rtc time init...\r\n");
        rtc_time.magic = RTC_MAGIC;
        rtc_time.time_acc= 0;
        rtc_time.time_base = system_get_rtc_time();
        os_printf("time base : %d \r\n",rtc_time.time_base);
    }

    os_printf("=====\r\n");
    os_printf("RTC time test : \r\n");

    uint32 rtc_t1,rtc_t2;
    uint32 st1,st2;
    uint32 cal1, cal2;

    rtc_t1 = system_get_rtc_time();
    st1 = system_get_time();
    cal1 = system_rtc_clock_cali_proc();
    os_delay_us(300);

    st2 = system_get_time();
    rtc_t2 = system_get_rtc_time();
    cal2 = system_rtc_clock_cali_proc();
    os_printf(" rtc_t2-t1 : %d \r\n",rtc_t2-rtc_t1);
    os_printf(" st2-t2 : %d \r\n",st2-st1);
    os_printf("cal 1 : %d.%d \r\n", ((cal1*1000)>>12)/1000,
((cal1*1000)>>12)%1000 );
    os_printf("cal 2 : %d.%d \r\n",((cal2*1000)>>12)/1000,
((cal2*1000)>>12)%1000 );
    os_printf("=====\r\n\r\n");
```



```
    rtc_time.time_acc += ( ((uint64)(rtc_t2 - rtc_time.time_base)) *
( (uint64)((cal2*1000)>>12)) );
    os_printf("rtc time acc : %lld \r\n",rtc_time.time_acc);
    os_printf("power on time : %lld us\r\n", rtc_time.time_acc/1000);
    os_printf("power on time : %lld.%02lld S\r\n", (rtc_time.time_acc/
10000000)/100, (rtc_time.time_acc/10000000)%100);

    rtc_time.time_base = rtc_t2;
    system_rtc_mem_write(64, &rtc_time, sizeof(rtc_time));
    os_printf("-----\r\n");

    if(5== (cnt++)){
        os_printf("system restart\r\n");
        system_restart();
    }else{
        os_printf("continue ... \r\n");
    }
}

void user_init(void)
{
    rtc_count();
    os_printf("SDK version:%s\n", system_get_sdk_version());

    os_timer_disarm(&rtc_test_t);
    os_timer_setfn(&rtc_test_t,rtc_count,NULL);
    os_timer_arm(&rtc_test_t,10000,1);
}
```

## 9.3. Sniffer Structure Introduction

The ESP8266 can enter the promiscuous mode (sniffer) and capture IEEE 802.11 packets in the air.

The following HT20 packet types are supported:

- 802.11b
- 802.11g
- 802.11n (from MCS0 to MCS7)
- AMPDU

The following packet types are not supported:

- HT40
- LDPC



Although the ESP8266 can not decipher some IEEE80211 packets completely, it can Get the length of these packets.

Therefore, when in the sniffer mode, the ESP8266 can either (1) completely capture the packets or (2) Get the length of the packets.

- For packets that ESP8266 can decipher completely, the ESP8266 returns with the
  - MAC addresses of both communication sides and the encryption type
  - the length of the entire packet.
- For packets that ESP8266 cannot completely decipher, the ESP8266 returns with
  - the length of the entire packet.

Structure RxControl and sniffer\_buf are used to represent these two kinds of packets. Structure sniffer\_buf contains structure RxControl.

```
struct RxControl {
    signed rssi:8;           // signal intensity of packet
    unsigned rate:4;
    unsigned is_group:1;
    unsigned:1;
    unsigned sig_mode:2;     // 0:is 11n packet; 1:is not 11n packet;
    unsigned legacy_length:12; // if not 11n packet, shows length of packet.
    unsigned damatch0:1;
    unsigned damatch1:1;
    unsigned bssidmatch0:1;
    unsigned bssidmatch1:1;
    unsigned MCS:7;         // if is 11n packet, shows the modulation
                           // and code used (range from 0 to 76)
    unsigned CWB:1; // if is 11n packet, shows if is HT40 packet or not
    unsigned HT_length:16; // if is 11n packet, shows length of packet.
    unsigned Smoothing:1;
    unsigned Not_Sounding:1;
    unsigned:1;
    unsigned Aggregation:1;
    unsigned STBC:2;
    unsigned FEC_CODING:1; // if is 11n packet, shows if is LDPC packet or not.
    unsigned SGI:1;
    unsigned rxend_state:8;
    unsigned ampdu_cnt:8;
    unsigned channel:4; //which channel this packet in.
    unsigned:12;
};

struct LenSeq{
```



```
u16 len; // length of packet
u16 seq; // serial number of packet, the high 12bits are serial number,
        // low 14 bits are Fragment number (usually be 0)
u8 addr3[6]; // the third address in packet
};

struct sniffer_buf{
    struct RxControl rx_ctrl;
    u8 buf[36 ]; // head of ieee80211 packet
    u16 cnt;      // number count of packet
    struct LenSeq lenseq[1]; //length of packet
};

struct sniffer_buf2{
    struct RxControl rx_ctrl;
    u8 buf[112];
    u16 cnt;
    u16 len; //length of packet
};
```

The callback function `wifi_promiscuous_rx` contains two parameters ( `buf` and `len`). `len` shows the length of `buf`, it can be: `len = 128`, `len = X * 10`, `len = 12`.

#### LEN == 128

- `buf` contains structure `sniffer_buf2`: it is the management packet, it has 112 bytes of data.
- `sniffer_buf2.cnt` is 1.
- `sniffer_buf2.len` is the length of the management packet.

#### LEN == X \* 10

- `buf` contains structure `sniffer_buf`: this structure is reliable, data packets represented by it have been verified by CRC.
- `sniffer_buf.cnt` shows the number of packets in `buf`. The value of `len` is decided by `sniffer_buf.cnt`.
  - `sniffer_buf.cnt==0`, invalid buf; otherwise, `len = 50 + cnt * 10`
- `sniffer_buf.buf` contains the first 36 bytes of IEEE80211 packet. Starting from `sniffer_buf.lenseq[0]`, each structure `lenseq` shows the length of a packet. `lenseq[0]` shows the length of the first packet. If there are two packets where (`sniffer_buf.cnt == 2`), `lenseq[1]` shows the length of the second packet.
- If `sniffer_buf.cnt > 1`, it is a AMPDU packet. Because headers of each MPDU packets are similar, we only provide the length of each packet (from the header of MAC packet to FCS)



- This structure contains: length of packet, MAC address of both communication sides, length of the packet header.

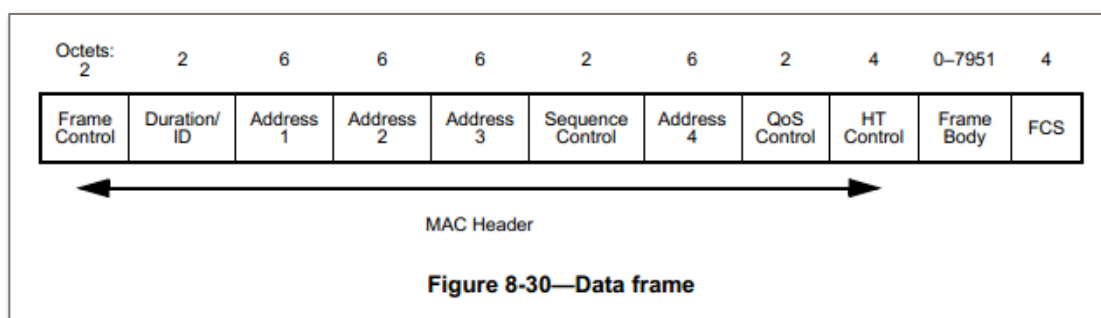
LEN == 12

- `buf` contains structure `RxControl`; but this structure is not reliable. It cannot show the MAC addresses of both communication sides, or the length of the packet header.
- It does not show the number or the length of the sub-packets of AMPDU packets.
- This structure contains: length of the packet, `rssi` and `FEC_CODING`.
- `RSSI` and `FEC_CODING` are used to judge whether the packets are from the same device.

## Summary

It is recommended that users speed up the processing of individual packets, otherwise, some follow-up packets may be lost.

Format of an entire IEEE802.11 packet is shown as below.



- The first 24 bytes of MAC header of the data packet are needed:
  - `Address 4` field is decided by `FromDS` and `ToDS` in `Frame Control`;
  - `QoS Control` field is decided by `Subtype` in `Frame Control`;
  - `HT Control` field is decided by `Order Field` in `Frame Control`;
  - For more details, refer to *IEEE Std 80211-2012*.
- For WEP encrypted packets, the MAC header is followed by an 4-byte IV, and there is a 4-byte ICV before the FCS.
- For TKIP encrypted packets, the MAC header is followed by a 4-byte IV and a 4-byte EIV, and there are an 8-byte MIC and a 4-byte ICV before the FCS.
- For CCMP encrypted packets, the MAC header is followed by an 8-byte CCMP header, and there is an 8-byte MIC before the FCS.

## 9.4. ESP8266 soft-AP and station channel configuration

Even though ESP8266 supports the softAP+station mode, it is limited to only one hardware channel.

In the softAP+station mode, the ESP8266 soft-AP will adjust its channel configuration to be same as the ESP8266 station.



This limitation may cause some inconveniences in the softAP+station mode that users need to pay special attention to, for example:

Case 1:

- (1) When the user connects the ESP8266 to a router (for example, channel 6),
- (2) and sets the ESP8266 soft-AP through `wifi_softap_set_config`,
- (3) If the value is effective, the API will return to true. However, the channel will be automatically adjusted to channel 6 in order to be in line with the ESP8266 station interface. This is because there is only one hardware channel in this mode.

Case 2:

- (1) If the user sets the channel of the ESP8266 soft-AP through `wifi_softap_set_config` (for example, channel 5),
- (2) other stations will connect to the ESP8266 soft-AP,
- (3) then the user connects the ESP8266 station to a router (for example, channel 6),
- (4) the ESP8266 softAP will adjust its channel to be as same as the ESP8266 station (which is channel 6 in this case).
- (5) As a result of the change of channel, the station Wi-Fi connected to the ESP8266 soft-AP in step two will be disconnected.

Case 3:

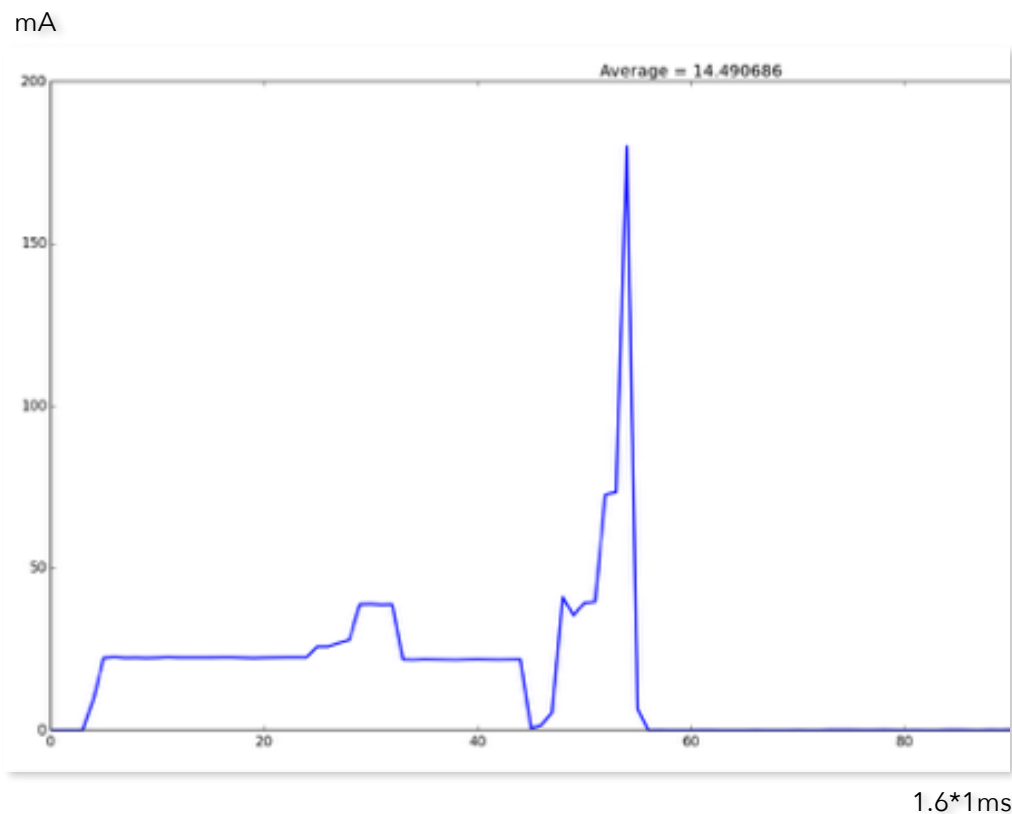
- (1) Other stations are connected to the ESP8266 softAP .
- (2) If the ESP8266's station interface has been scanning or trying to connect to a target router, the ESP8266 softAP-end connection may break.

This is because the ESP8266 station will try to find its target router in different channels, which means it will keep changing channels, and as a result, the ESP8266 channel is changing, too. Therefore, the ESP8266 softAP-end connection may break.

In cases like this, users can set a timer to call `wifi_station_disconnect` to stop the ESP8266 station from continuously trying to connect to the router. Or use `wifi_station_set_reconnect_policy` or `wifi_station_set_auto_connect` to disable the ESP8266 station from reconnecting to the router.

## 9.5. Low-power solution

The low-power solution applies to situations when ESP8266 works under the deep-sleep mode. When the chip enters deep-sleep mode, WiFi network is disconnected and data transmission is discontinued, while RTC, which is used to wake up the chip periodically, is still working. Power consumption during deep-sleep mode period is around 20μA, as is shown in the picture below:



During one deep-sleep cycle, the chip will wake up at a specific time and begin transmit data, and then enter deep-sleep mode again. Implementation of this low-power solution can be realized by decreasing the time period and lowering the current.

Sum area: 2350 ms\*ma

Average: 29.3 ma

Time: 80 ms

Area 1: 38 ms - 900 ms\*ma

Area 2: 6.4 ms - 248 ms\*ma

Area 3: 24 ms - 430 ms\*ma

Area 4: 11 ms - 769 ms\*ma

XTL: 40 MHz

Bin size: flash 27k+irom 170k

Flash: ISSI-IS25LQ025

Flash Mode: QIO

(1) Modify the bin file in python so as to reduce time and lower power during the flash initialization process.

Download add\_low-power\_deepsleep\_cmd.py :





<http://bbs.espressif.com/viewtopic.php?f=57&p=4783#p4783>

Modify the bin file by executing the following command, then burn the modified bin file into the flash.

```
python add_low-power_deepsleep_cmd.py ./bin file
```

**Note :**

The bin file should be replaced by actual firmware such as eagle.flash.bin or user.bin.

(2) When the chip is waken up from deep-sleep mode, hold back RF calibration so as to reduce time and lower power during the chipset initialization process.

```
system_deep_sleep_set_option(2);
```

(3) A FIFO (First In First Out) is a UART buffer that forces each byte of your serial communication to be passed on in the order received. To reduce time, too much information printing should be avoided. Therefore, all UART FIFO should be erased before the chip enters deep-sleep mode, otherwise the system will not enter deep-sleep mode until all UART FIFO information has been printed out.

```
SET_PERI_REG_MASK(UART_CONF0(0), UART_TXFIFO_RST); //RESET FIFO  
CLEAR_PERI_REG_MASK(UART_CONF0(0), UART_TXFIFO_RST);
```

(4) Set the chip to enter deep-sleep mode instantly so as to reduce the time taking when it actually enters deep-sleep mode.

The function `system_deep_sleep_instant` is not defined externally, but it can be called directly. Definition of the function is shown below:

```
void system_deep_sleep_instant(uint32 time_in_us)
```

Sample code:

```
// Deep-sleep for 5 seconds, and then wake up  
system_deep_sleep_instant(5000*1000);
```

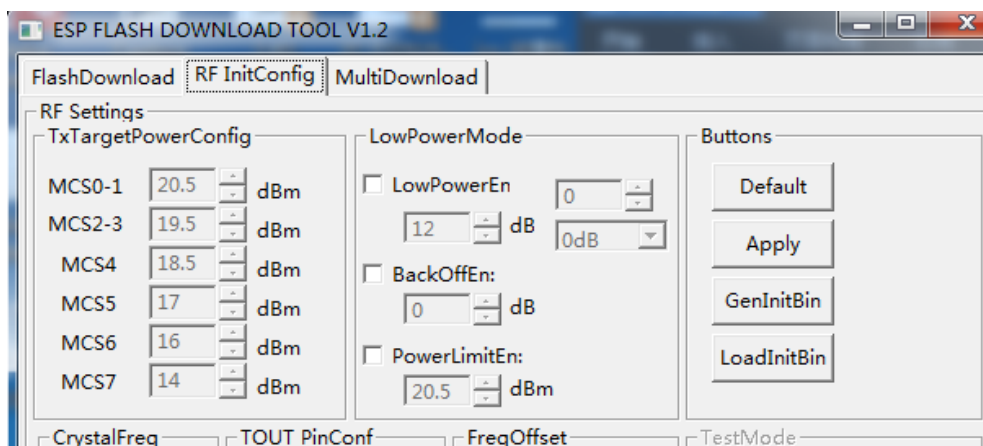
(5) Selection of flash and its work mode.

Choosing the right flash can greatly reduce the time consumed by firmware uploading. ISSI-IS25LQ025 is a good choice. Besides, if the flash works under the appropriate work mode, the time consumed by firmware uploading can also be reduced. Four-line work mode is preferred and suggested.

(6) Reduce RF power consumption.

If the application does not require a high peak value of Tx, then RF consumption can be reduced to a reasonable level.

Please make sure that the Flash Download Tool you use is Version 1.2 or more advanced versions. In the tool, RF InitConfig can be used to modify RF power consumption. Please replace `esp_init_data_default.bin` with the newly generated bin file `esp_init_data_setting.bin`.



(7) Synchronous data transmission.

Data transmission takes shorter time than waking up the device, and the power consumption is much lower, thus it is suggested that when ESP8266 is waken up from deep-sleep mode, a parallel of data can be transmitted synchronously.

- (8) Power consumption capability has been largely optimized in the latest versions of SDK including esp\_iot\_sdk\_v1.4.0, and esp\_iot\_rtos\_sdk\_v1.3.0. Please make sure that the SDK you are using is up to date.

**Conclusions :**

- Following the above-mentioned instructions, when ESP8266 enters deep-sleep mode, its power consumption can be reduced. This can also be identified when ESP8266 enters light-sleep mode, during which the WiFi Modem circuit is turned off and CPU is suspended to save power. When ESP8266 is awoken from light-sleep mode, the system takes shorter time to get started.
- During real test, if the sleep time period required by an application is less than 2 seconds, then light-sleep mode is preferred so as to save power. On the contrary, if the timer period is more than 2 seconds, then deep-sleep mode is preferred.

(9) Other low power solutions.

Apart from the above-mentioned low power solution, other kinds of solutions can also be implemented. For example, forced sleep interface can be called, or the RF circuit can be closed mandatorily so as to lower the power.

**Note :**

When forced sleep interface is called, the chip will not enter sleep mode instantly, it will enter sleep mode when the system is executing idle task. Please refer to the below sample code.

**Example one: Modem-sleep mode**



```
#define FPM_SLEEP_MAX_TIME      0xFFFFFFFF

wifi_station_disconnect();
wifi_set_opmode(NULL_MODE);          // set WiFi mode to null
mode
wifi_fpm_set_sleep_type(MODEM_SLEEP_T); // set modem sleep
wifi_fpm_open();                     // enable force sleep
wifi_fpm_do_sleep(FPM_SLEEP_MAX_TIME);
...
wifi_fpm_do_wakeup();                // wake up to use WiFi
again
wifi_fpm_close();                   // disable force sleep
wifi_set_opmode(STATION_MODE);      //set station mode
wifi_station_connect();              //connect to AP
```

#### Example two: Light-sleep mode

```
void fpm_wakup_cb_func1(void)
{
    wifi_fpm_close();                // disable force sleep
function
    wifi_set_opmode(STATION_MODE);   // set station mode
    wifi_station_connect();          // connect to AP
}

void user_func(...)
{
    wifi_station_disconnect();
    wifi_set_opmode(NULL_MODE);      // set WiFi mode to null
mode.
    wifi_fpm_set_sleep_type(LIGHT_SLEEP_T); // light sleep
    wifi_fpm_open();                 // enable force sleep
    wifi_fpm_set_wakeup_cb(fpm_wakup_cb_func1); // Set wakeup callback
    wifi_fpm_do_sleep(10*1000);
    ...
}
```

## 9.6. ESP8266 boot messages

ESP8266 outputs boot messages through UART0 with baud rate 74880:



```
ets Jan  8 2013,rst cause:2, boot mode:(3,6)

load 0x4010f000, len 1264, room 16

tail 0

chksum 0x42

csum 0x42
```

Messages		Description
rst cause	1:	power on
	2:	external reset
	4:	hardware watchdog-reset
boot mode (first parameter)	1 :	ESP8266 is in UART-down mode (download firmware into Flash)
	3 :	ESP8266 is in Flash-boot mode (boot up from Flash)
chksum		If chksum == csum, it means that read Flash correctly during booting.



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