

## NodeMCU configuration procedure

1. In Arduino IDE load sketch:

<https://raw.githubusercontent.com/dsikar/iot-graffiti/master/arduino/iot-graffiti/iot-graffiti.ino>

2. Edit network SSID and password in *void setup()* e.g.

**WiFiMulti.addAP("Makerversity\_2G", "mak3rv3rs1ty");**

3. Edit http request address (in case server is not responding) in *void loop()* e.g.

**String httpReq = "<http://34.251.26.97/graffiti.php>";**

4. Connect NodeMCU board with USB micro cable.

5. Select Tools > Board > NodeMCU 1.0 (ESP-12 Module)

6. Select Tools > Port > (COM Port) \*beware of other USB devices\*

7. Upload sketch to NodeMCU (CTRL+U).

8. Remove USB Cable and power NodeMCU with jumper wire from breadboard to pin VIN (bottom left).

## Web access

Access canvas.php on the **same** IP address as configured in NodeMCU e.g.

<http://34.251.26.97/canvas.php>

## Start up procedure

1. Reset NodeMCU (reset button to left of USB connector).
2. Adjust weight heights as per photo:



