Esp32\_Framework is a small development brick that establish the core of a futur development always with the Esp32.

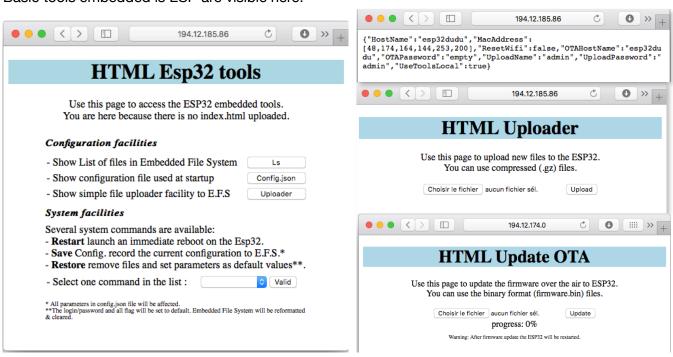
This framework build the starting point to a configurable future development. It allows:

- Initialize and start FS file system wrapper (In NVM or EPROM).
- Store the skeleton of the configuration in **JSON** file (call *config.json*).
- Start the Wifi (with WifiManager library). The Access Point is stated at the first time and allows to record the **SSID** and password for the future network connection. The preferred **MAC** address and host name are defined in the *config.json* (see method *loadConfiguration*).
- Start the **OTA** (Over the Air) update is the process of loading the firmware to **ESP** module using Wi-Fi connection rather that a serial port.
- Start the Web socket server.
- Start the Web server. Allows file management in the local file system.
- Start the nDNS service. Allows the hostname publication on the network boujour.

```
Default config.json file:
```

```
{
    HostName":"esp32dudu",
    MacAddress":[48,174,164,144,253,200],
    ResetWifi":false,
    OTAHostName":"esp32dudu",
    OTAPassword":"empty",
    UploadName":"admin",
    UploadPassword":"admin",
    UseToolsLocal":true
}
```

Basic tools embedded is ESP are visible here:



FILE: /config.json FILE: /success.html.gz

FILE: /favicon.ico.gz

Listing directory: /

0 >> +

194.12.185.86

SIZE: 195B

SIZE: 283B

This tools allows to record file into Esp32 file system to constitute the future Web site.

To be continued...