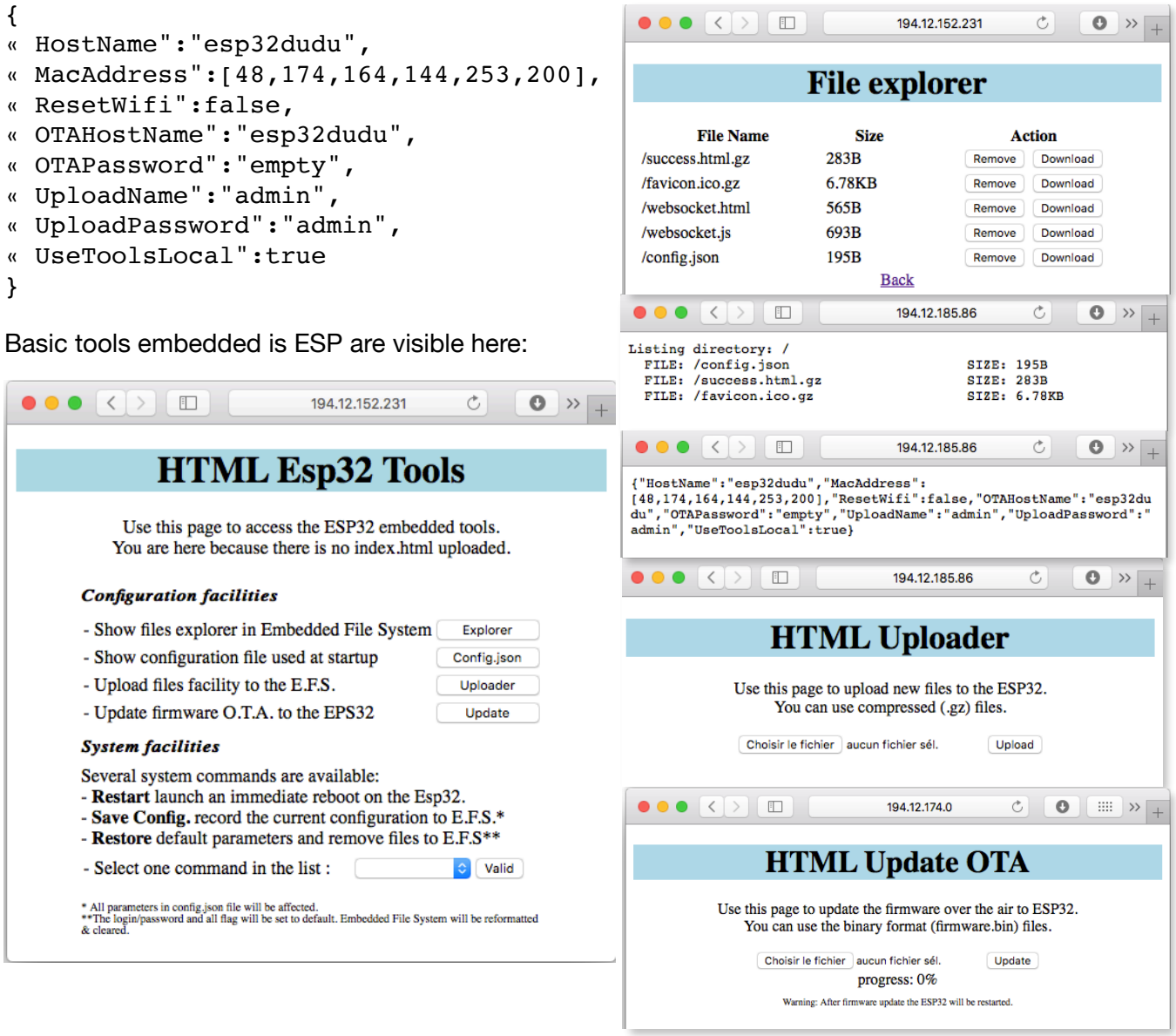
Esp32_Framework is a small development brick that establish the core of a futur development always with the Esp32.

This framework build the starting point to a configurable future development. It allows:
- Initialize and start **SPI Flash File System** file system wrapper (In **the EEPROM**).
- 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:



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

To be continued…