

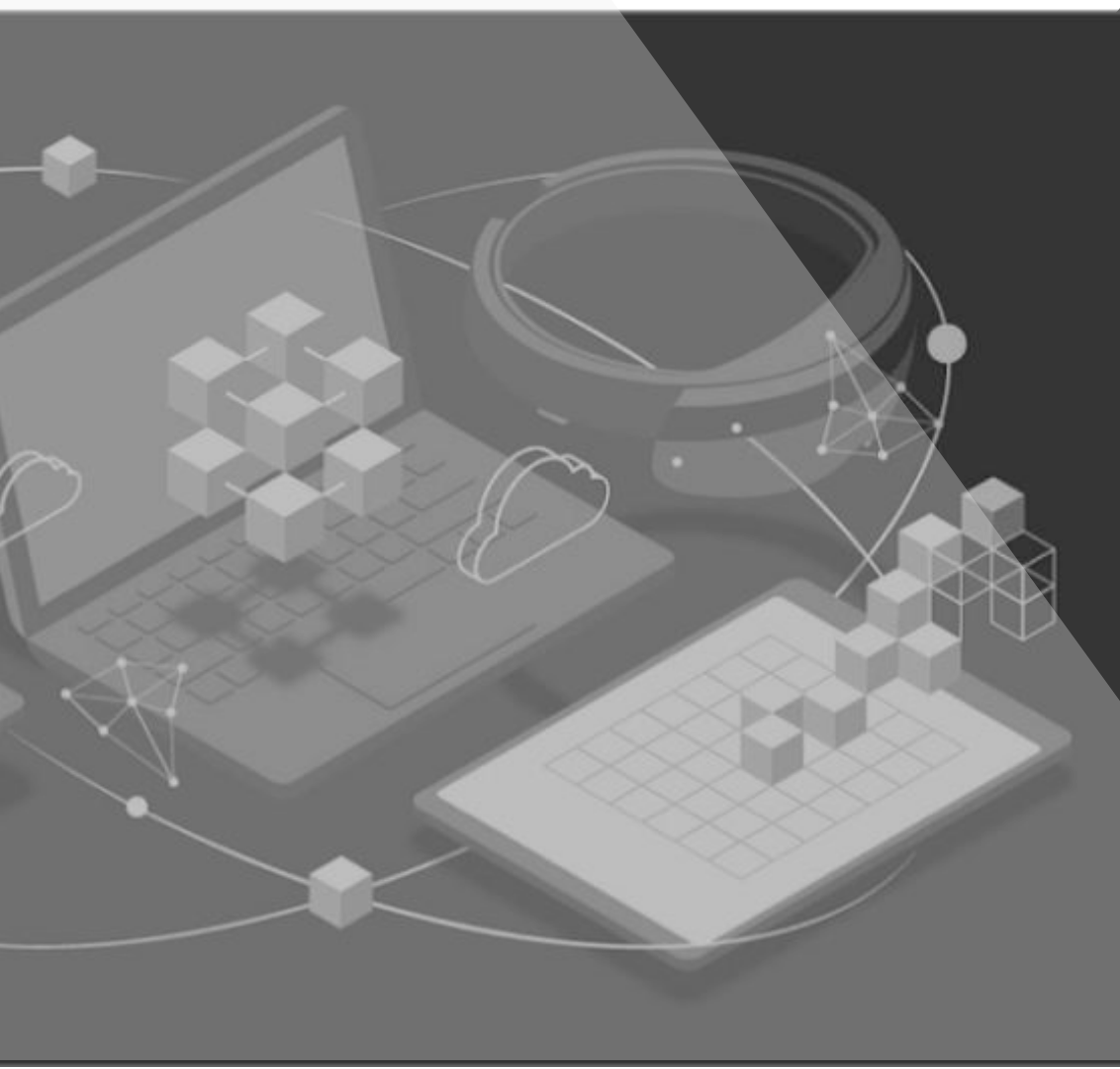


ESP-MESH

Painlessmesh

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 Memulai dengan ESPNOW
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 mesh



01

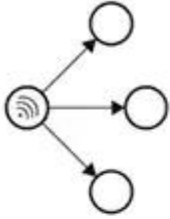
PENGENALAN



GOAL

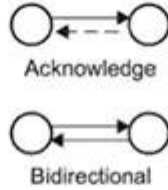
- Memahami sistem Mesh dan metode koneksinya
- Membuat program sensor dengan jaringan Mesh
- Melakukan field test

BROADCAST



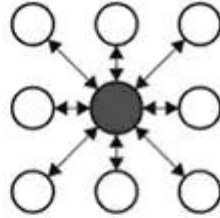
(a)

PEER
TO
PEER

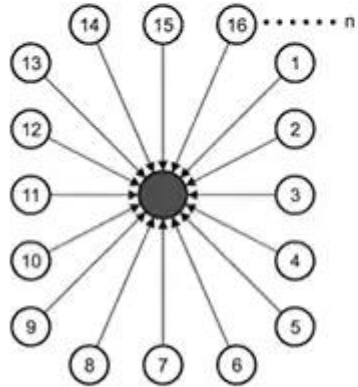


(b)

STAR

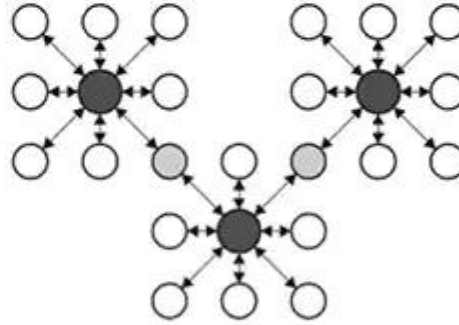


(c)



SCANNING MODE

(d)



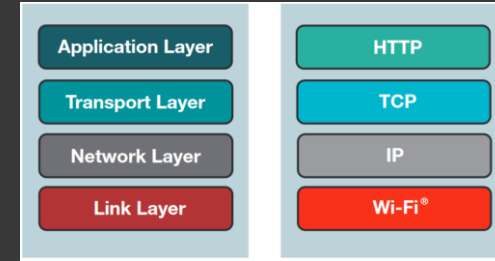
PRACTICAL MESH



(e)

NETWORK TOPOLOGY

COMMUNICATION PROTOCOL



	Wi-Fi*	BLE/ Bluetooth 5	Thread	Sub-1 GHz: TI 15.4	Sub-1GHz: Sigfox	Zigbee
Data throughput	Up to 72Mbps	Up to 2Mbps	Up to 250kbps	Up to 200kbps	100bps	Up to 250kbps
Range**	100m	Up to 750m	100m via mesh	4km	25km	130m LOS
Power consumption	Up to 1 year on AA batteries	Up to years on a coin-cell battery	Up to years on a coin-cell battery	Up to years on a coin-cell battery for 1km range	Up to years on a coin-cell battery for limited range	Years on a coin-cell battery
Topology	Star	Point-to-point/Mesh	Mesh & Star	Star	Star	Mesh & Star
IP at the device node	Yes	No	Yes	No	No	No
PC, mobile OS support	Yes	Yes	No	No	No	No
Infrastructure widely deployed	Yes, Access Points	Yes, smart phones	No	No	No	No

*Single stream 802.11n Wi-Fi MCUs may support lower throughput than peak physical capacity of the network.

**LOS = Line Of Sight. For range, note that maximum data rates are often not available at the longest range.

Table 1. Some of the key considerations that will influence the choice of wireless protocols for a specific application, such as data rate, range and power.

MESH CONNECTION

Tentang PainlessMesh

WROOM32

PINOUT

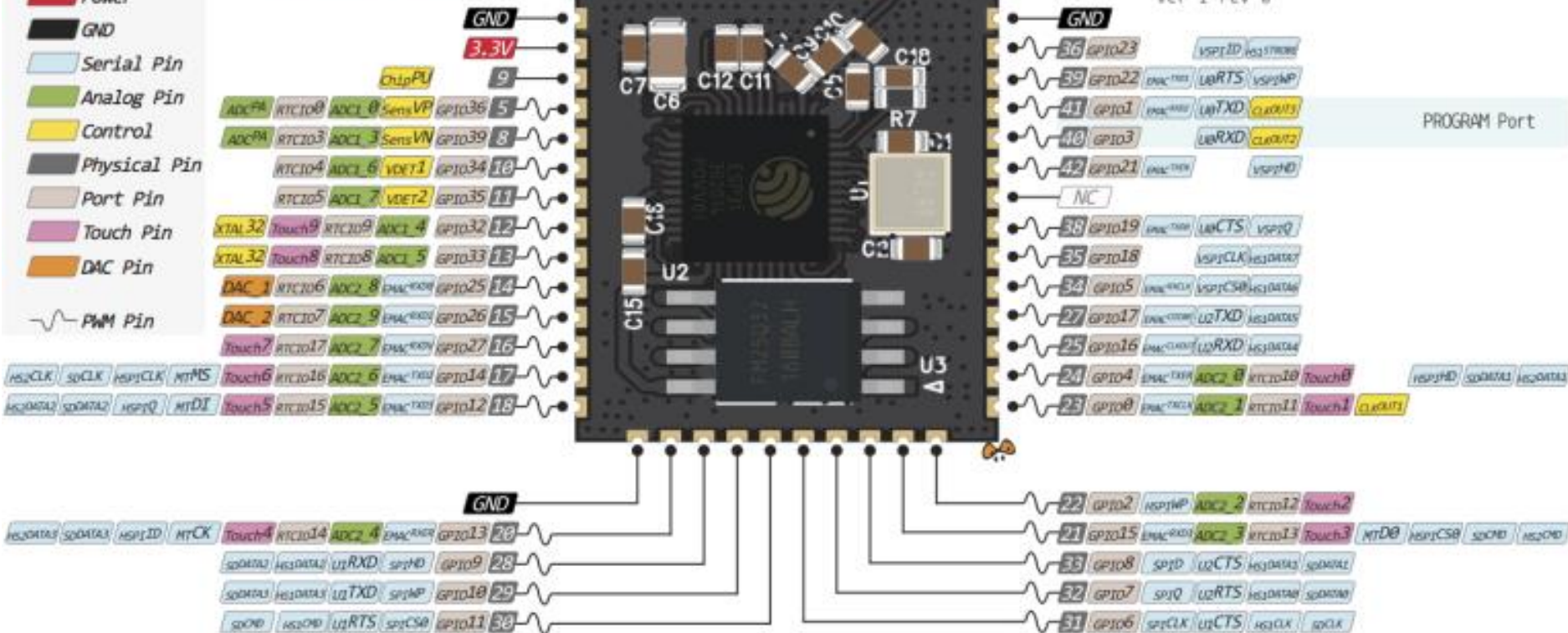
- Power
- GND
- Serial Pin
- Analog Pin
- Control
- Physical Pin
- Port Pin
- Touch Pin
- DAC Pin
- PWM Pin



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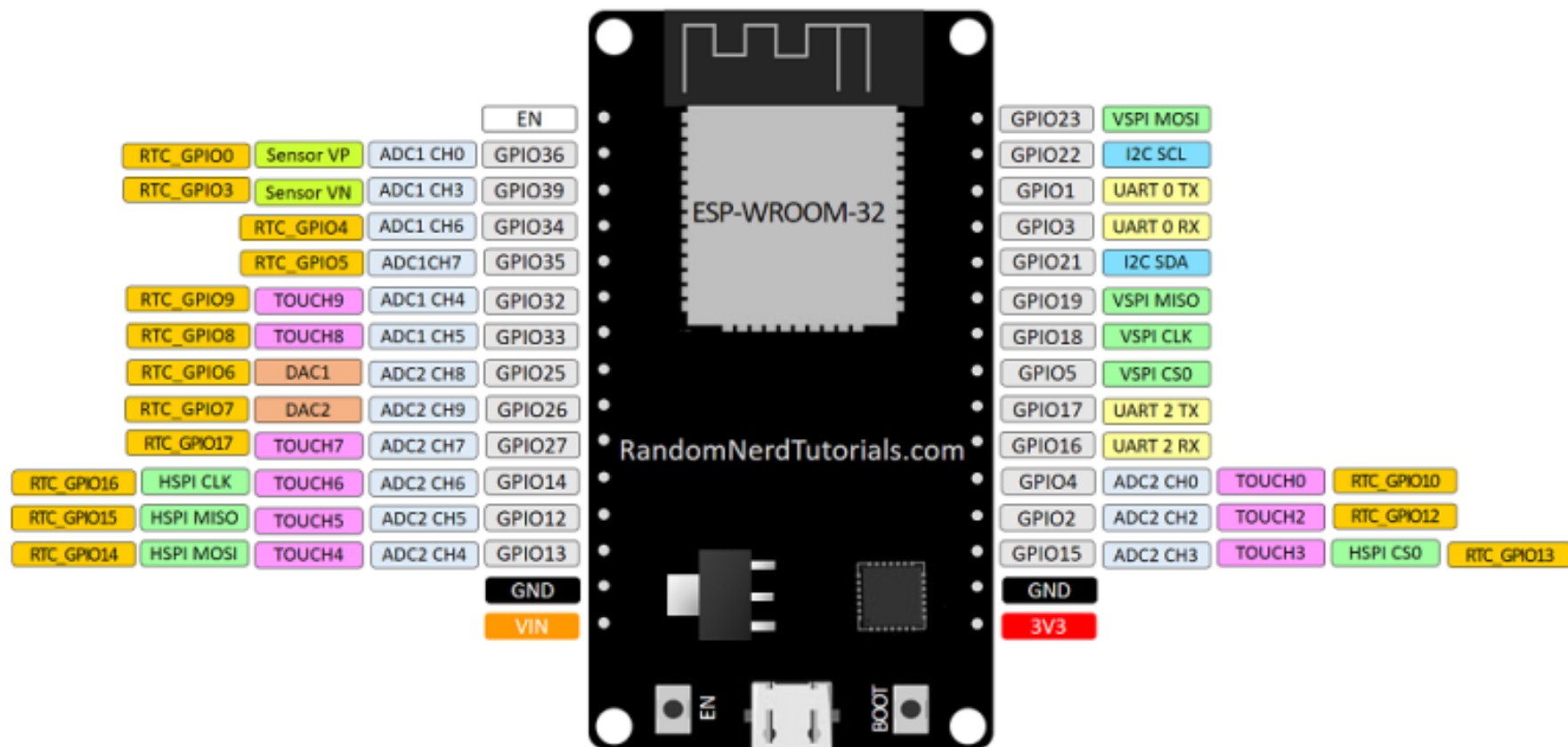
ver 1 rev 0

PROGRAM Port



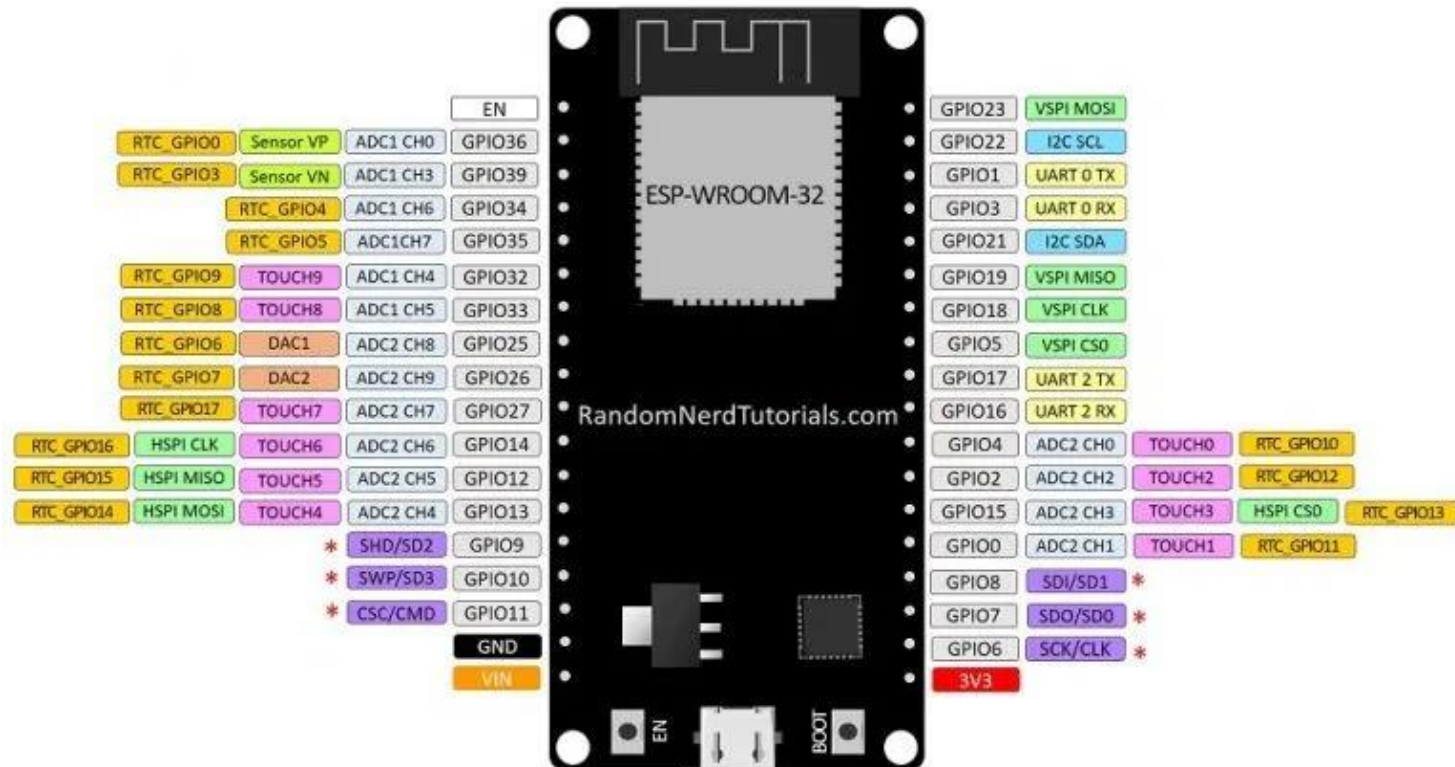
ESP32 DEVKIT V1 – DOIT

version with 30 GPIOs



ESP32 DEVKIT V1 – DOIT

version with 36 GPIOs



* Pins SCK/CLK, SDO/SD0, SDI/SD1, SHD/SD2, SWP/SD3 and CSC/CMD, namely, GPIO6 to GPIO11 are connected to the integrated SPI flash integrated on ESP-WROOM-32 and are not recommended for other uses.

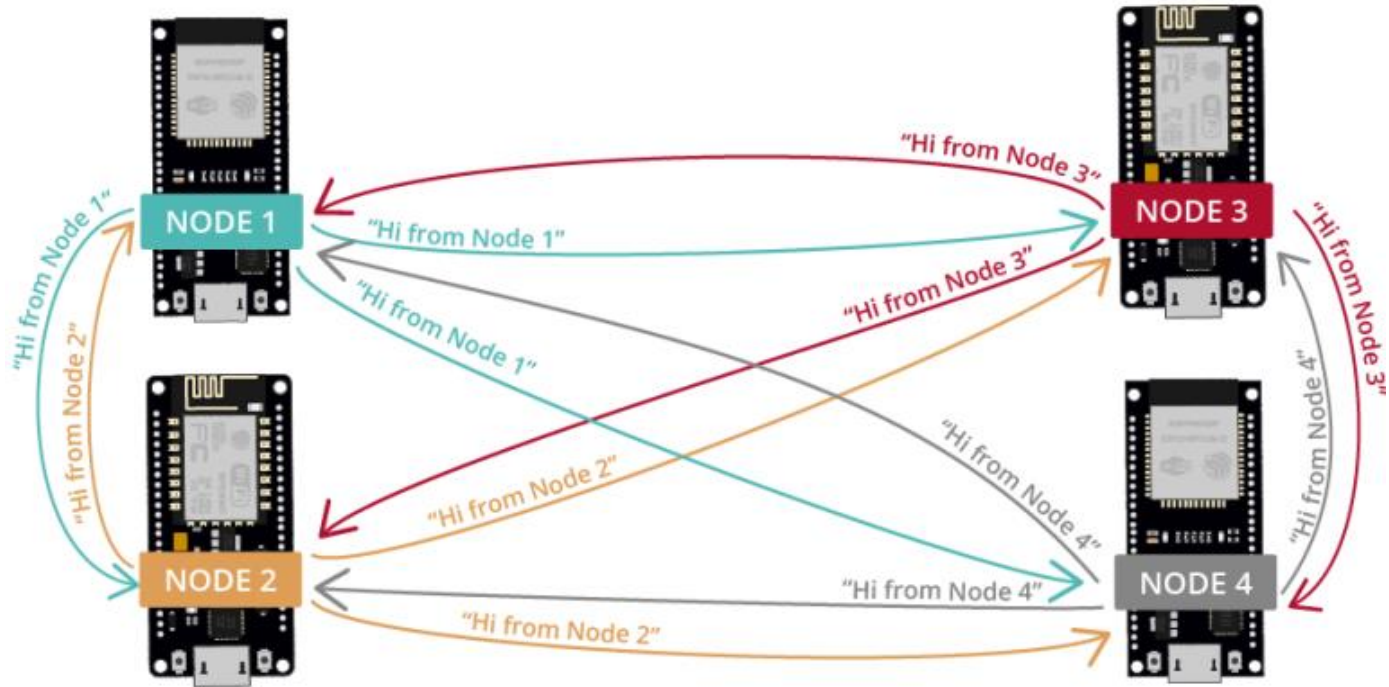
JSON DATA POINT

```
{  
  "temperature": 42.2,  
  "humidity": 70,  
  "hvacEnabled": true,  
  "hvacState": "IDLE",  
  "configuration": {  
    "someNumber": 42,  
    "someArray": [1,2,3],  
    "someNestedObject": {"key": "value"}  
  }  
}
```

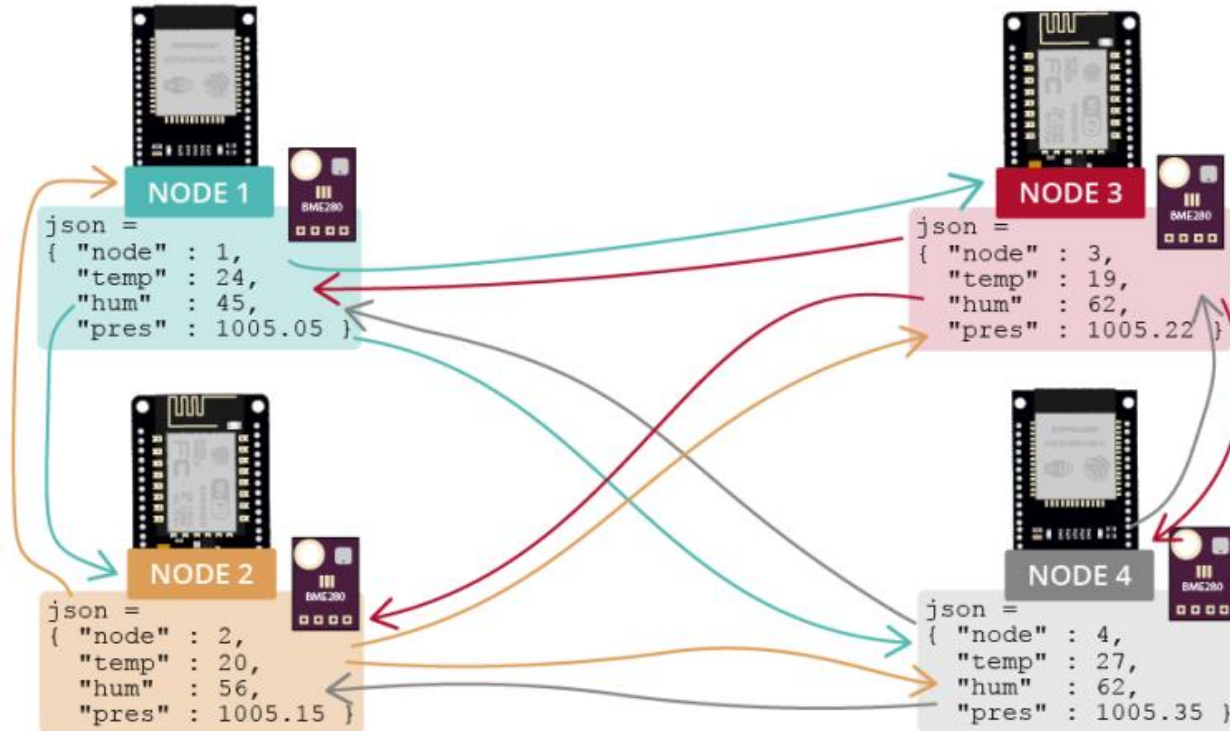
The logo features a large, dark gray triangle pointing upwards, centered on a white background. To the left of the triangle is a light gray triangle pointing downwards. A thin, dark gray diagonal line runs from the top right towards the bottom left, passing behind the main triangle.

PAINLESSMESH

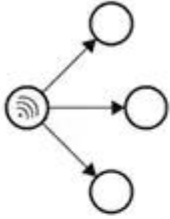
TOPOLOGY MESH ESP32



TOPOLOGY MESH ESP8266

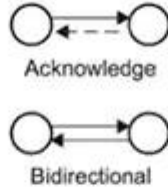


BROADCAST



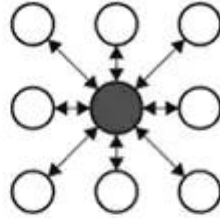
(a)

PEER
TO
PEER

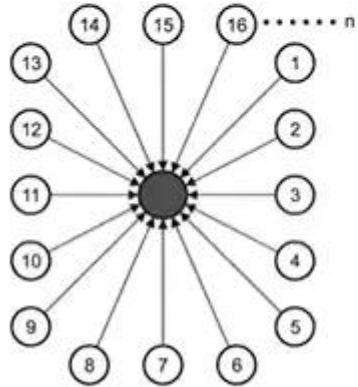


(b)

STAR

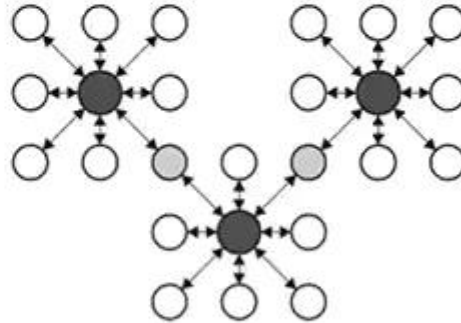


(c)



SCANNING MODE

(d)



PRACTICAL MESH



(e)

NETWORK TOPOLOGY



PainlessMesh Listener

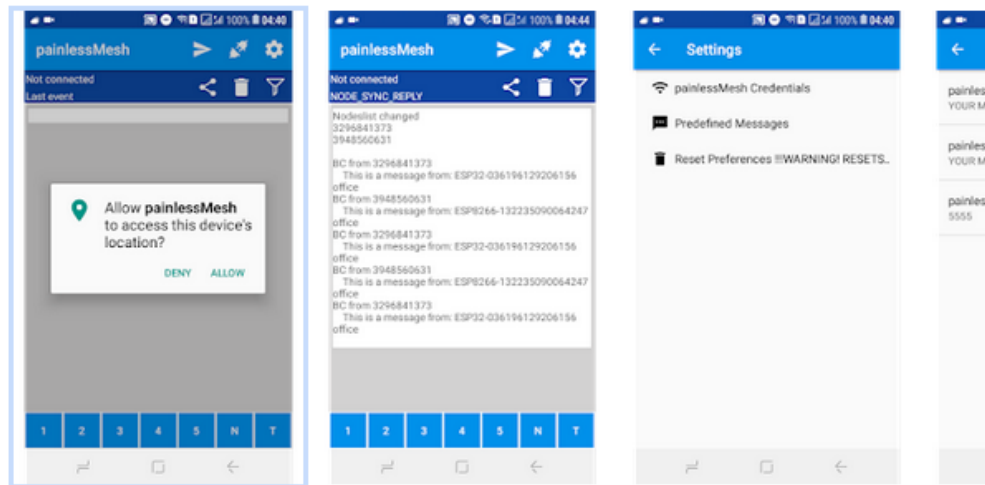
BeeGee Tools

3+

This app is available for your device

Add to Wishlist

Install



Just out of curiosity and to see if it is possible I wrote a small app for Android that can connect to a PainlessMesh network (<https://gitlab.com/painlessMesh/painlessMesh>) and act like a node. So far the app can connect, request routing info (NODE_SYNC_REQUEST) and send single (SINGLE) and broadcast (BROADCAST) messages.

PAINLESSMESH

PainlessMesh is a true ad-hoc network, meaning that no-planning, central controller, or router is required.

Any system of 1 or more nodes will self-organize into fully functional mesh.

The maximum size of the mesh is limited (we think) by the amount of memory in the heap that can be allocated to the sub-connections buffer and so should be really quite high.

<https://gitlab.com/painlessMesh/painlessMesh>

API

```
#include <painlessMesh.h>
painlessMesh mesh;
```

```
void painlessMesh::init(String ssid, String password, uint16_t port = 5555,
WiFiMode_t connectMode = WIFI_AP_STA, _auth_mode authmode =
AUTH_WPA2_PSK, uint8_t channel = 1, phy_mode_t phymode =
PHY_MODE_11G, uint8_t maxtpw = 82, uint8_t hidden = 0, uint8_t
maxconn = 4)
```

API

void painlessMesh::stop()

void painlessMesh::update(void)

void painlessMesh::onReceive(&receivedCallback)

void receivedCallback(uint32_t from, String &msg)

void painlessMesh::onNewConnection(&newConnectionCallback)

void newConnectionCallback(uint32_t nodeId)

void painlessMesh::onChangedConnections(&changedConnectionsCallback)

void onChangedConnections()

bool painlessMesh::isConnected(nodeId)

void painlessMesh::onNodeTimeAdjusted(&nodeTimeAdjustedCallback)

void onNodeTimeAdjusted(int32_t offset)

void onNodeDelayReceived(nodeDelayCallback_t onDelayReceived)

void onNodeDelayReceived(uint32_t nodeId, int32_t delay)

API

```
bool painlessMesh::sendBroadcast( String &msg, bool includeSelf = false)
```

```
bool painlessMesh::sendSingle(uint32_t dest, String &msg)
```

```
String painlessMesh::subConnectionJson()
```

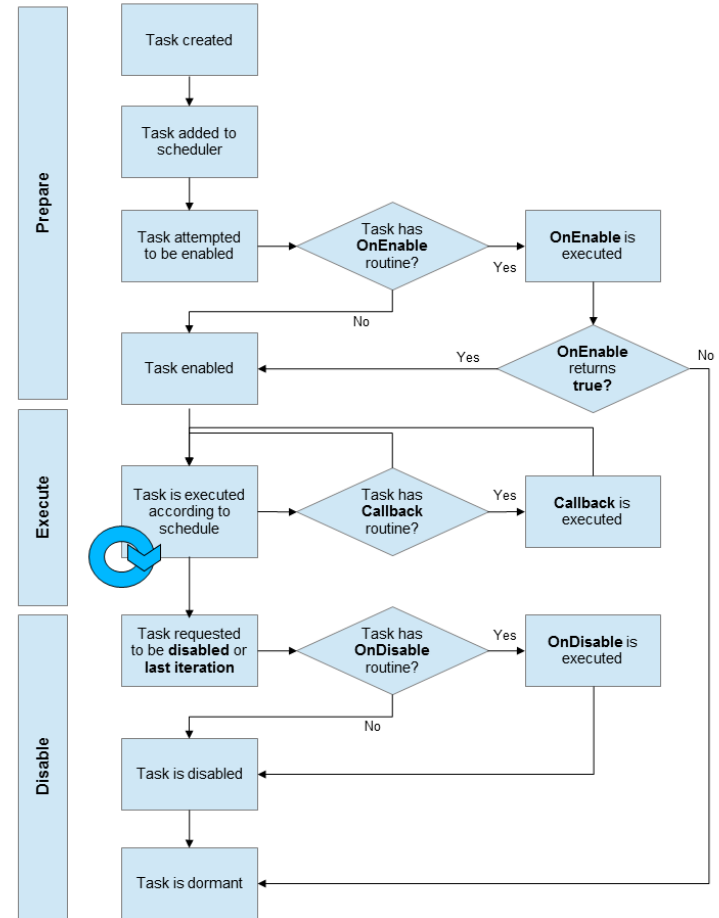
```
uint32_t painlessMesh::getNodeId( void )
```

```
void painlessMesh::stationManual( String ssid, String password, uint16_t port, uint8_t  
*remote_ip )
```



NO DELAY

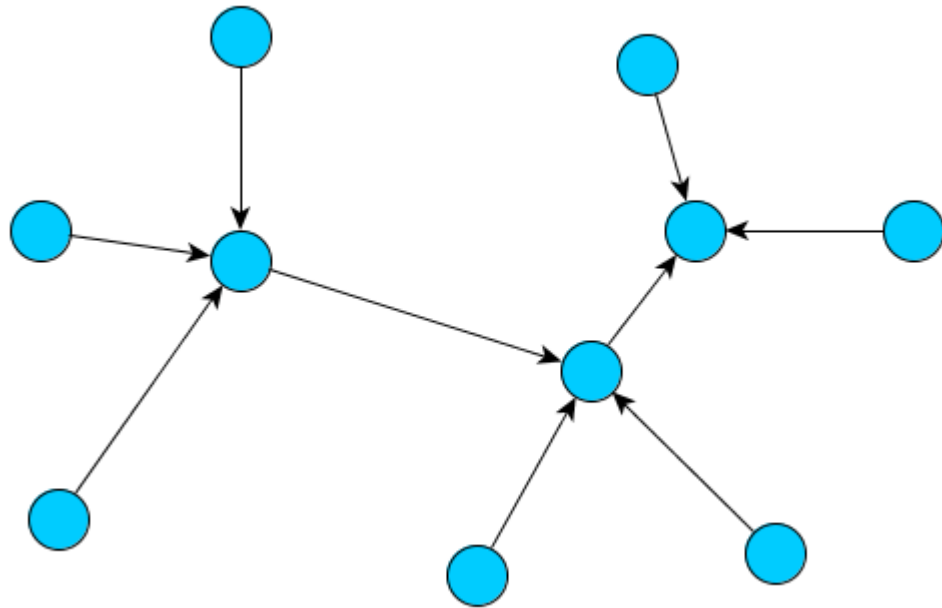
But TaskScheduler

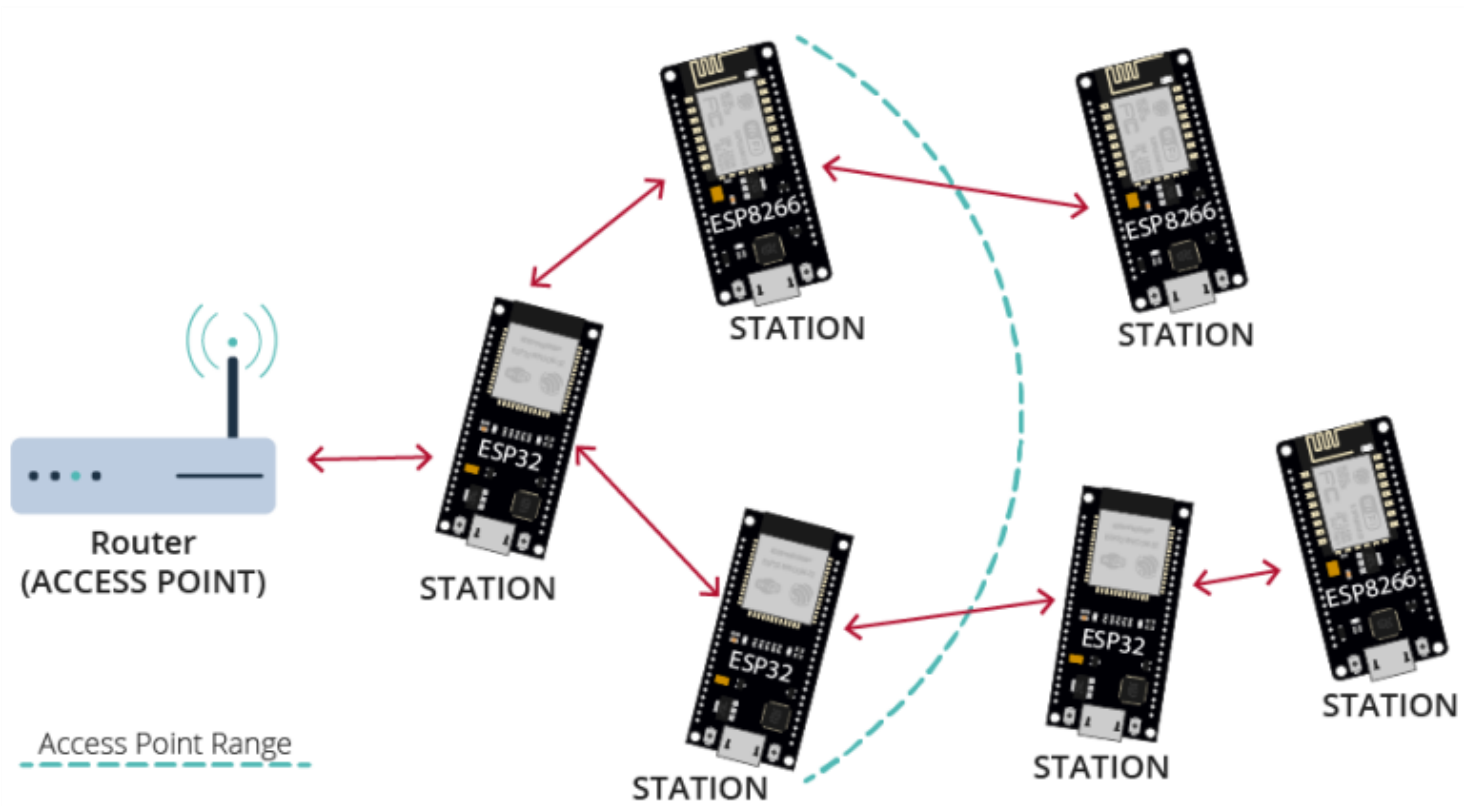


MESHNET

```
#define MESH_PREFIX "meshnet"  
#define MESH_PASSWORD "meshnet123"  
#define MESH_PORT 5555
```

NETWORK LAYOUT





THANKS

Do you have any question?

hasbiida@gmail.com



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