Program LoRaWAN dengan Library LMIC (LoRaWAN MAC in C)

Inisialisasi

```
#include <lmic.h>
#include <hal/hal.h>
#include <SPI.h>
static const PROGMEM u1 t NWKSKEY[16] = { 0x2E, 0xA8, 0xBD, 0xCA, 0xF4, 0x73, 0x5A,
                               0x95, 0x29, 0xFD, 0x64, 0xAE, 0x64, 0xE1, 0xF0, 0x82 };
static const u1 t PROGMEM APPSKEY[16] = { 0xE5, 0xDD, 0xE4, 0xF3, 0xFD, 0x95, 0xC2,
                               0xE1, 0x2D, 0x3A, 0xB8, 0xCF, 0xFD, 0x10, 0xF1, 0x56 };
static const u4 t DEVADDR = 0x26041ECE ;
const lmic_pinmap lmic_pins = {
  .nss = 18,
 .rxtx = 0,
  .rst = 23,
  .dio = \{26, 33, 32\},
};

    Setup

#ifdef VCC ENABLE
  // For Pinoccio Scout boards
  pinMode(VCC_ENABLE, OUTPUT);
  digitalWrite(VCC ENABLE, HIGH);
  delay(1000);
#endif
  os_init();
  LMIC reset();
  LMIC_setClockError(MAX_CLOCK_ERROR * 1 / 100);
#ifdef PROGMEM
  uint8 t appskey[sizeof(APPSKEY)];
  uint8 t nwkskey[sizeof(NWKSKEY)];
  memcpy_P(appskey, APPSKEY, sizeof(APPSKEY));
  memcpy P(nwkskey, NWKSKEY, sizeof(NWKSKEY));
  LMIC setSession (0x13, DEVADDR, nwkskey, appskey);
#else
  LMIC setSession (0x13, DEVADDR, NWKSKEY, APPSKEY);
#endif
```

```
#if defined(CFG_as923)
   LMIC_setupChannel(0, 923200000, DR_RANGE_MAP(DR_SF12, DR_SF7), BAND_CENTI);
#else
# error Region not supported
#endif

LMIC_setLinkCheckMode(0);
LMIC.dn2Dr = DR_SF10;
LMIC_setDrTxpow(DR_SF7, 14);
do_send(&sendjob);
```

Send data

```
void do_send(osjob_t* j) {
   if (LMIC.opmode & OP_TXRXPEND) {
        Serial.println(F("OP_TXRXPEND, not sending"));
   } else {
      float fVoltage3 = pzem_3.voltage();
      fVoltage3 = fVoltage3 / 1000;
      uint16_t uVoltage3 = LMIC_f2sflt16(fVoltage3);
      byte bVoltage3Low = lowByte(uVoltage3);
      byte bVoltage3High = highByte(uVoltage3);
      payload[0] = bVoltage3Low;
      payload[1] = bVoltage3High;
      LMIC_setTxData2(1, payload, sizeof(payload) - 1, 0);
    }
}
```

Receive data

```
switch (ev) {
case EV_TXCOMPLETE:
    Serial.println(F("EV_TXCOMPLETE (includes waiting for RX windows)"));
    if (LMIC.txrxFlags & TXRX_ACR) {
        Serial.println(F("Received ack"));
    }
    if (LMIC.dataLen) {
        Serial.println(F("Received "));
        Serial.print(LMIC.dataLen);
        Serial.println(F(" bytes of payload"));
    }
    os_setTimedCallback(&sendjob, os_getTime() + sec2osticks(TX_INTERVAL), do_send);
    break;
}
```

Program Sensor PZEM-004T

Inisialisasi

```
#include <PZEM004Tv30.h>
#define RXD1 14
#define TXD1 13
PZEM004Tv30 pzem_3(&Serial1);
• Setup
```

Serial1.begin(9600, SERIAL_8N1, RXD1, TXD1);

Read data

```
float fVoltage3 = pzem_3.voltage();
float fCurrent3 = pzem_3.current();
float fPower3 = pzem_3.power();
float fPf3 = pzem_3.pf();
float fEnergy3 = pzem_3.energy();
```

Reset PZEM

```
pzem 3.resetEnergy();
```

Program Realtime Firebase

Inisialisasi

```
#include <FirebaseESP32.h>
#define FIREBASE_HOST "monitoring-energy-2-default-rtdb.firebaseio.com"
#define FIREBASE_AUTH "iIwdDZ1cBkqP9LMaUAo7QXyAN7zvayzb2fkMuT0u"

FirebaseData firebaseData;

• Setup

Firebase.begin(FIREBASE_HOST, FIREBASE_AUTH);

• Read data

if (Firebase.getInt(firebaseData, "/Control_Relay3/valRelay3")) {
   if (firebaseData.dataType() == "int") {
     int val = firebaseData.intData();
     Serial.println(val);
     digitalWrite(led, val);
   }
}
```

Program Waktu

Inisialisasi

```
#include <NTPClient.h>
#include <WiFi.h>
#include <WiFiUdp.h>

const char *ssid = "...";
const char *password = "qwer1234";
const long utcOffsetInSeconds = 25200;

WiFiUDP ntpUDP;
NTPClient timeClient(ntpUDP, "id.pool.ntp.org", utcOffsetInSeconds);
```

Setup

```
WiFi.begin(ssid, password);
timeClient.begin();
```

Mendapatkan waktu

```
timeClient.update();
unsigned long epochTime = timeClient.getEpochTime();
struct tm *ptm = gmtime ((time_t *)&epochTime);
int monthDay = ptm->tm_mday;

if (monthDay == 25) {
   if (timeClient.getHours() == 16) {
      if (timeClient.getMinutes() == 3) {
        if (timeClient.getSeconds() >= 30 && timeClient.getSeconds() <= 60) {
            Serial.println("RESET ENERGY");
            pzem_3.resetEnergy();
        }
    }
}</pre>
```