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#define BLYNK_USE_DIRECT_CONNECT

// You could use a spare Hardware Serial on boards that have it (like Mega)
#include <SoftwareSerial.h>

SoftwareSerial DebugSerial(2, 3); // RX, TX

#define BLYNK_PRINT DebugSerial
#include <BlynkSimpleSerialBLE.h>

// You should get Auth Token in the Blynk App.
// Go to the Project Settings (nut icon).
Char auth[] = "YourAuthToken";

Void setup()
{
  // Debug console
  DebugSerial.begin(9600);

  DebugSerial.println("Waiting for connections...");

  // Blynk will work through Serial
  // 9600 is for HC-06. For HC-05 default speed is 38400
  // Do not read or write this serial manually in your sketch
  Serial.begin(9600);
  Blynk.begin(Serial, auth);
}

Void loop()
{

```

```
Blynk.run();
```

```
}
```