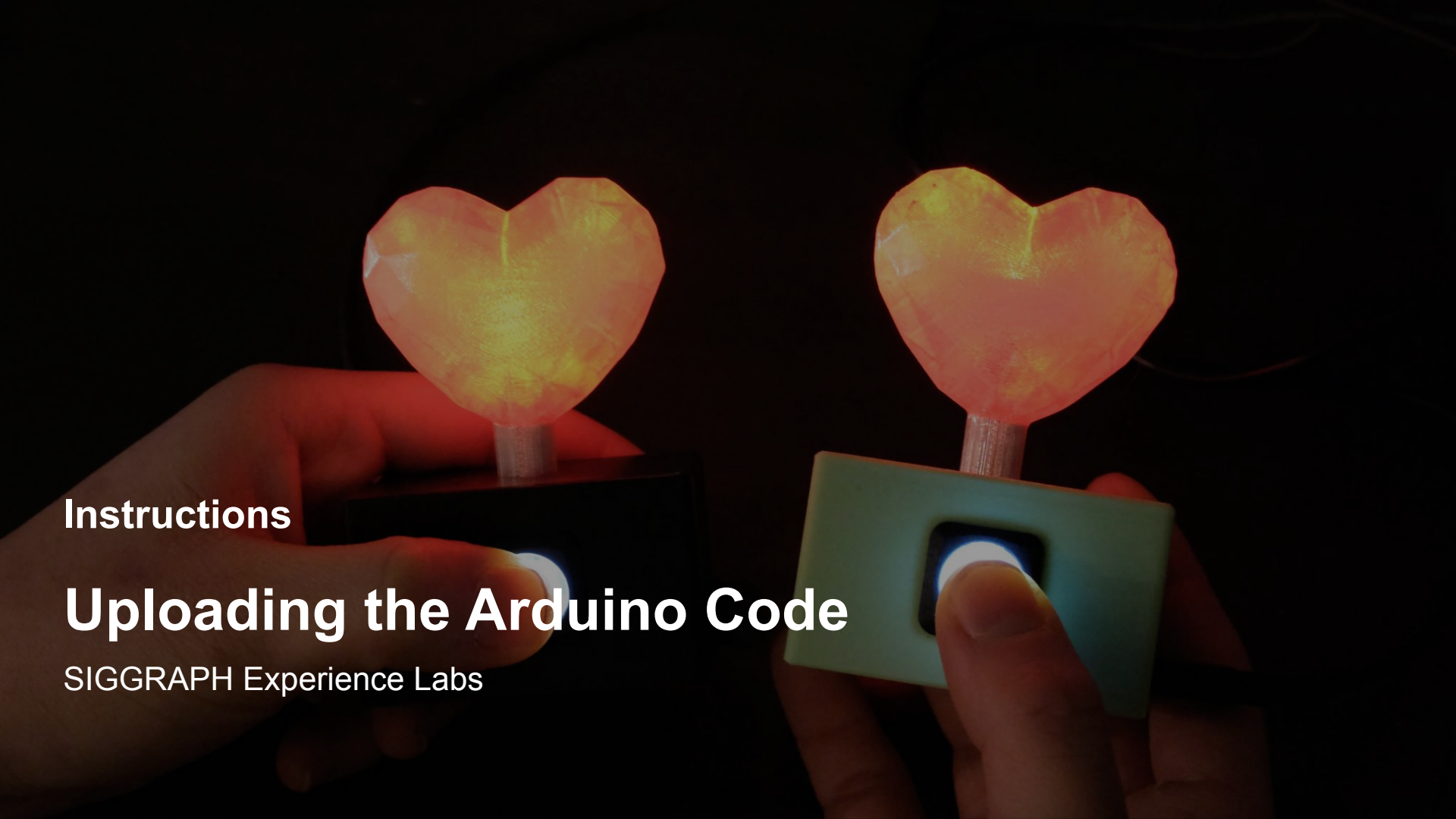
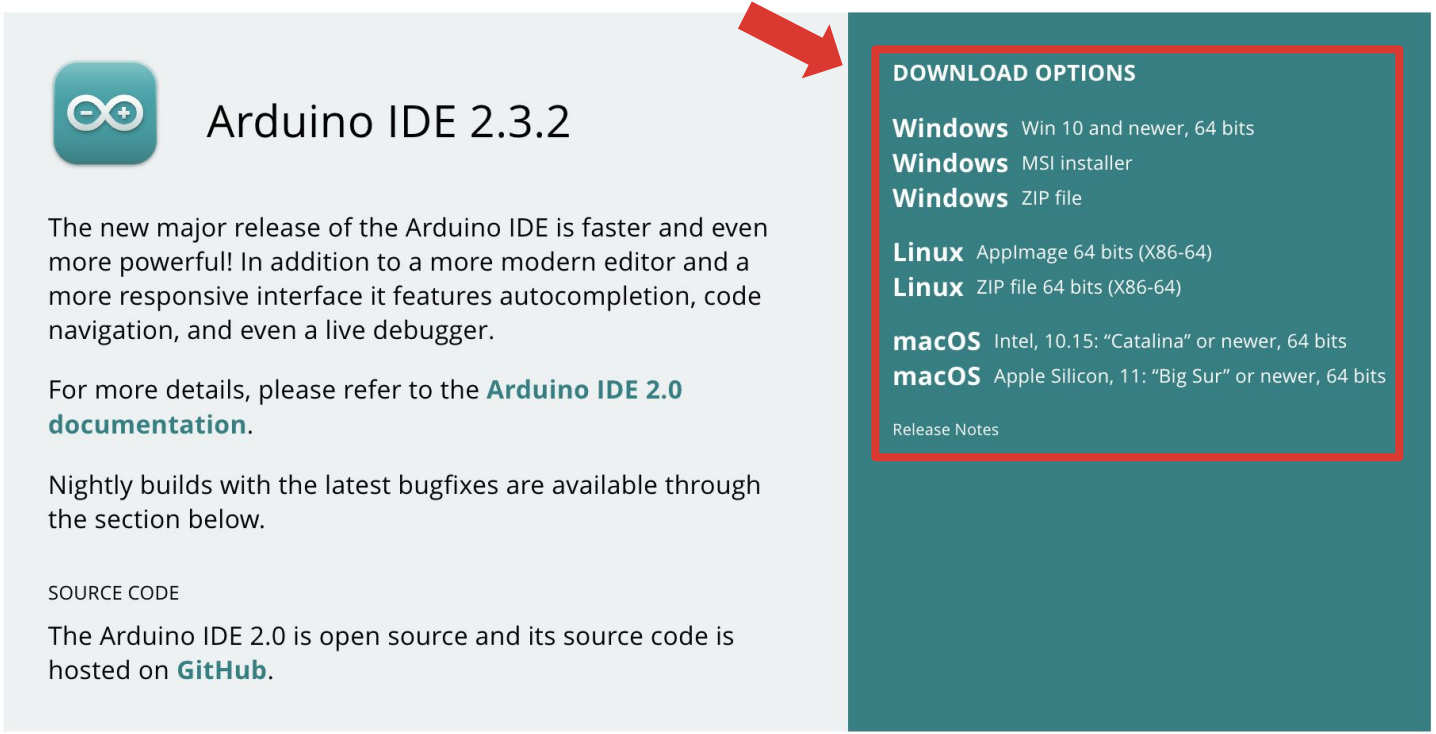


Instructions

Uploading the Arduino Code

SIGGRAPH Experience Labs

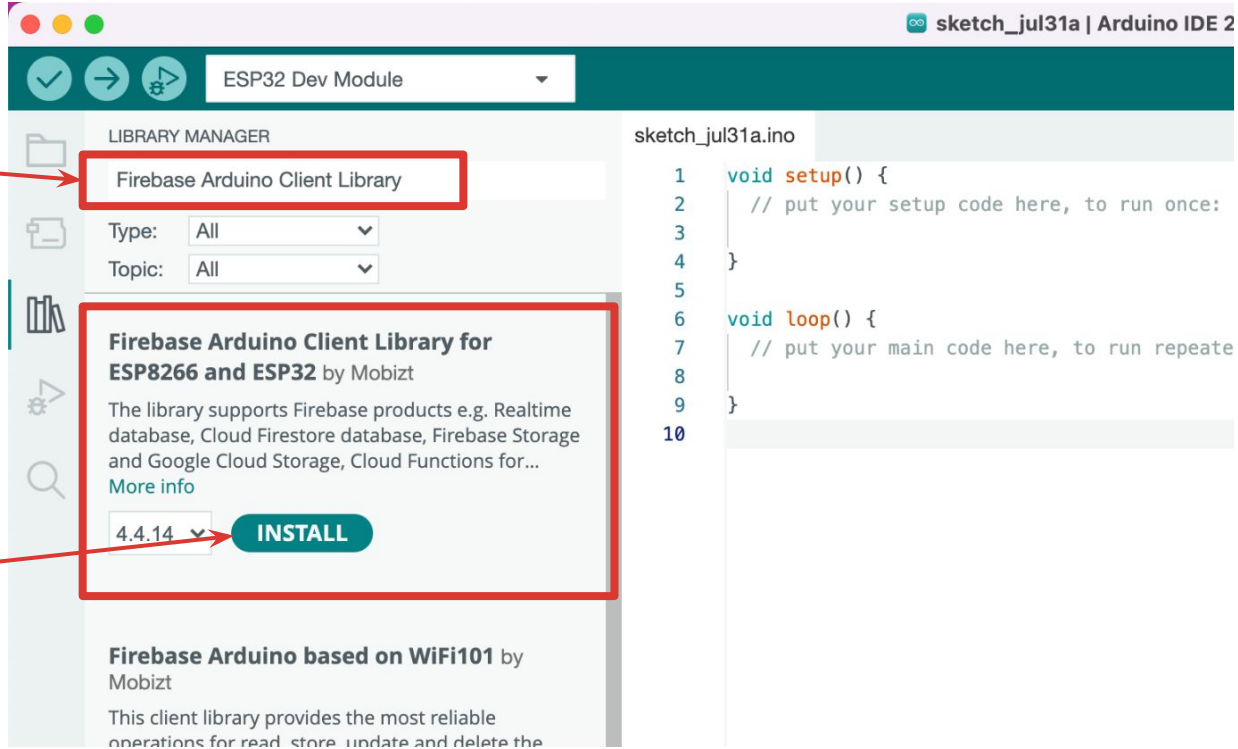
Step 1: **Download Arduino IDE** Version2.3.2 here: https://www.arduino.cc/en/software



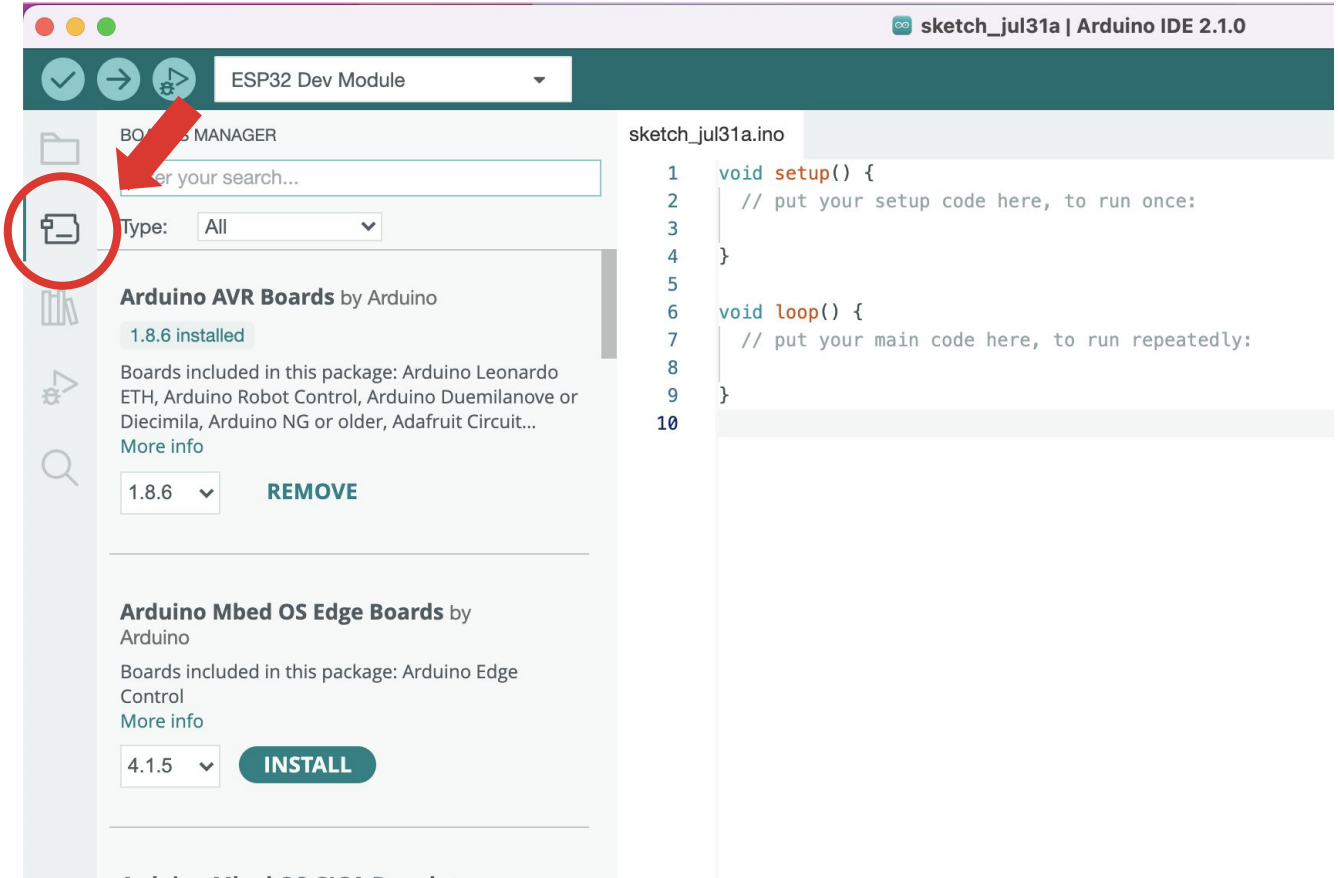
Step 2: Open Arduino IDE. Click on the “**Libraries**” icon.

Step 3: In the search bar, type in: "**Firebase Arduino Client Library**"

Step 4: **Install** "Firebase Arduino Client Library for ESP8266 and ESP32" by Mobizt



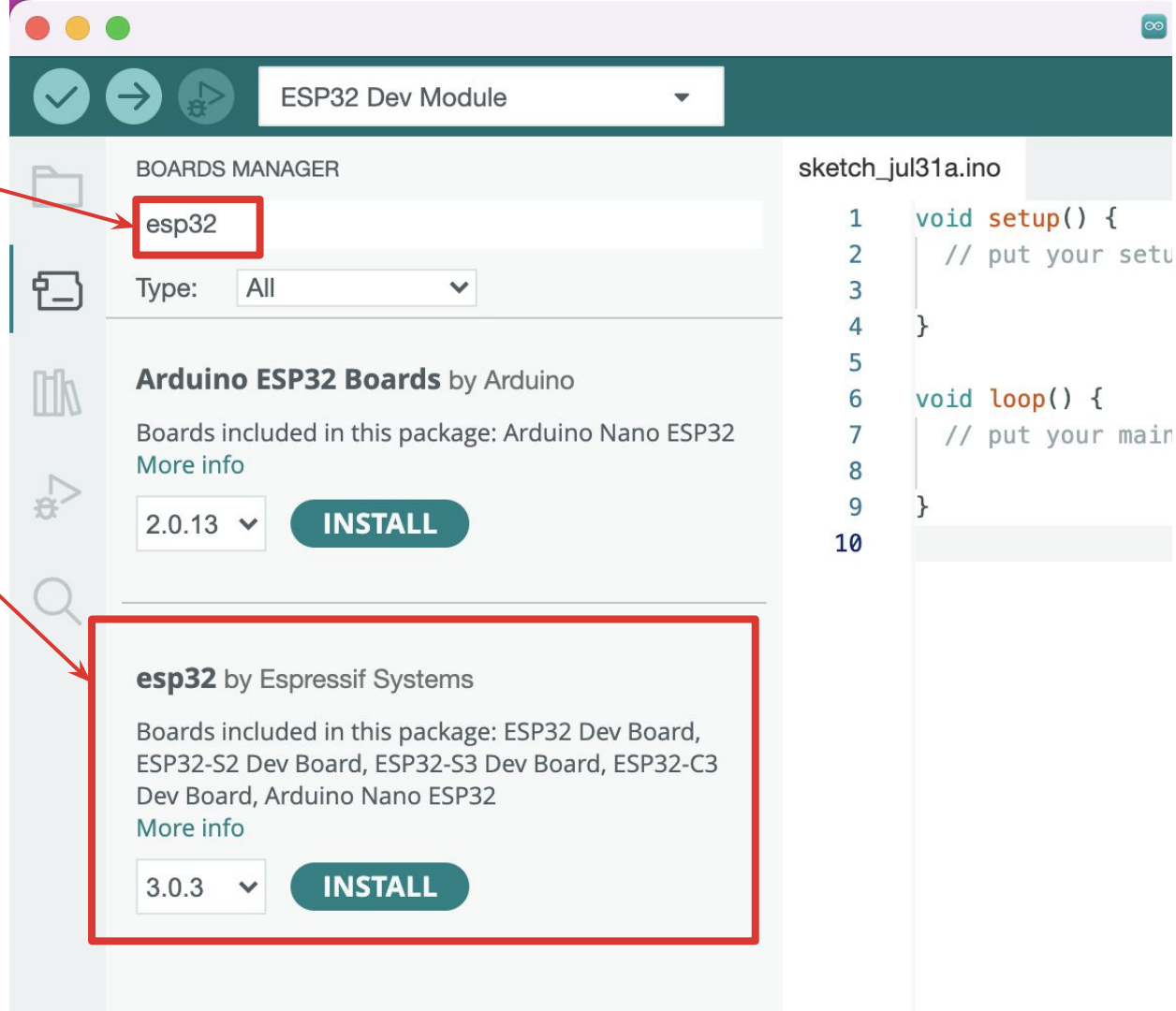
Step 5: Next, click on the Boards Manager icon.



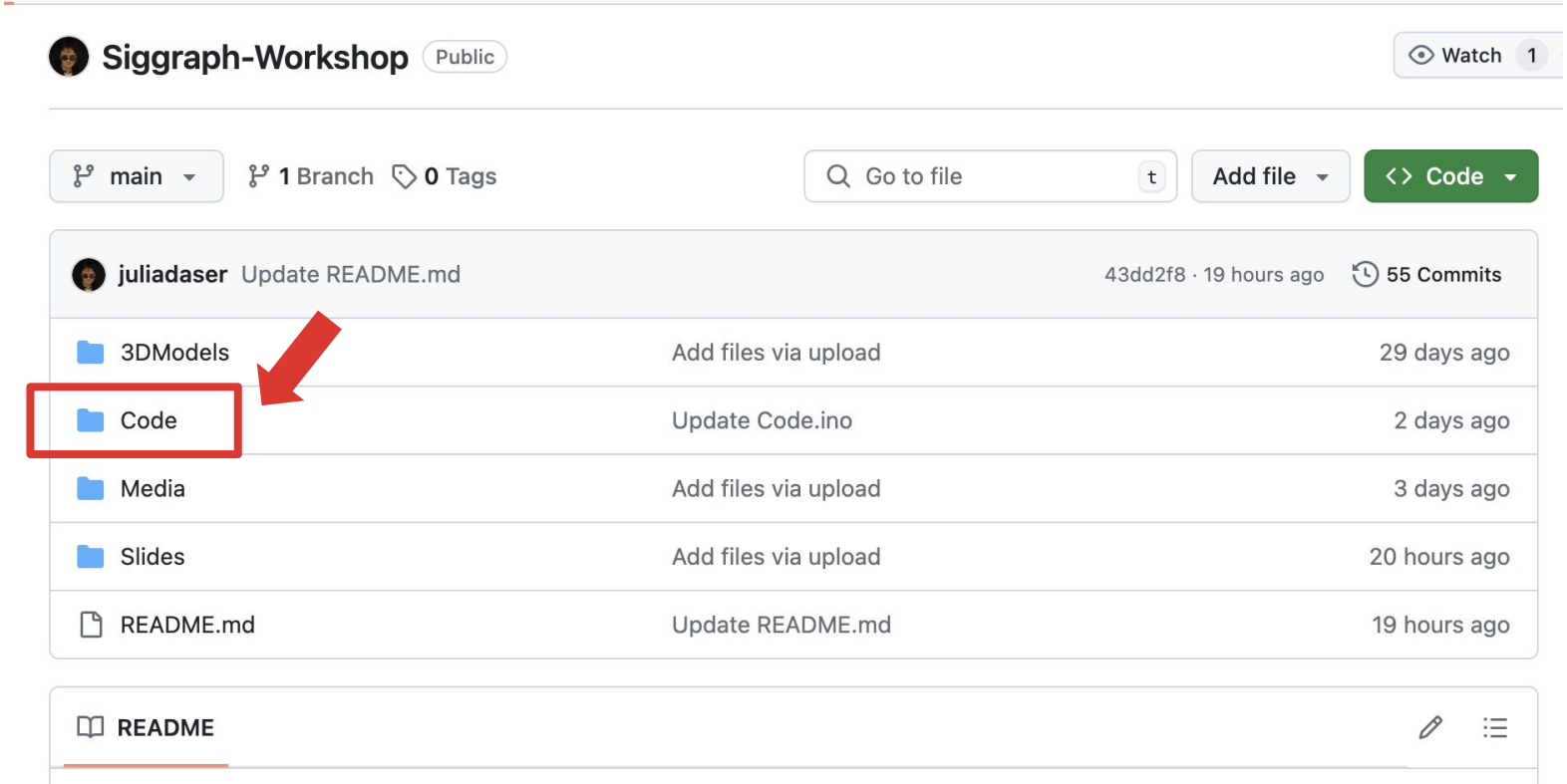
Step 6: In the search bar, search “**esp32**”

Step 7: **Install** “esp32” library by Espressif Systems. This could take some time.

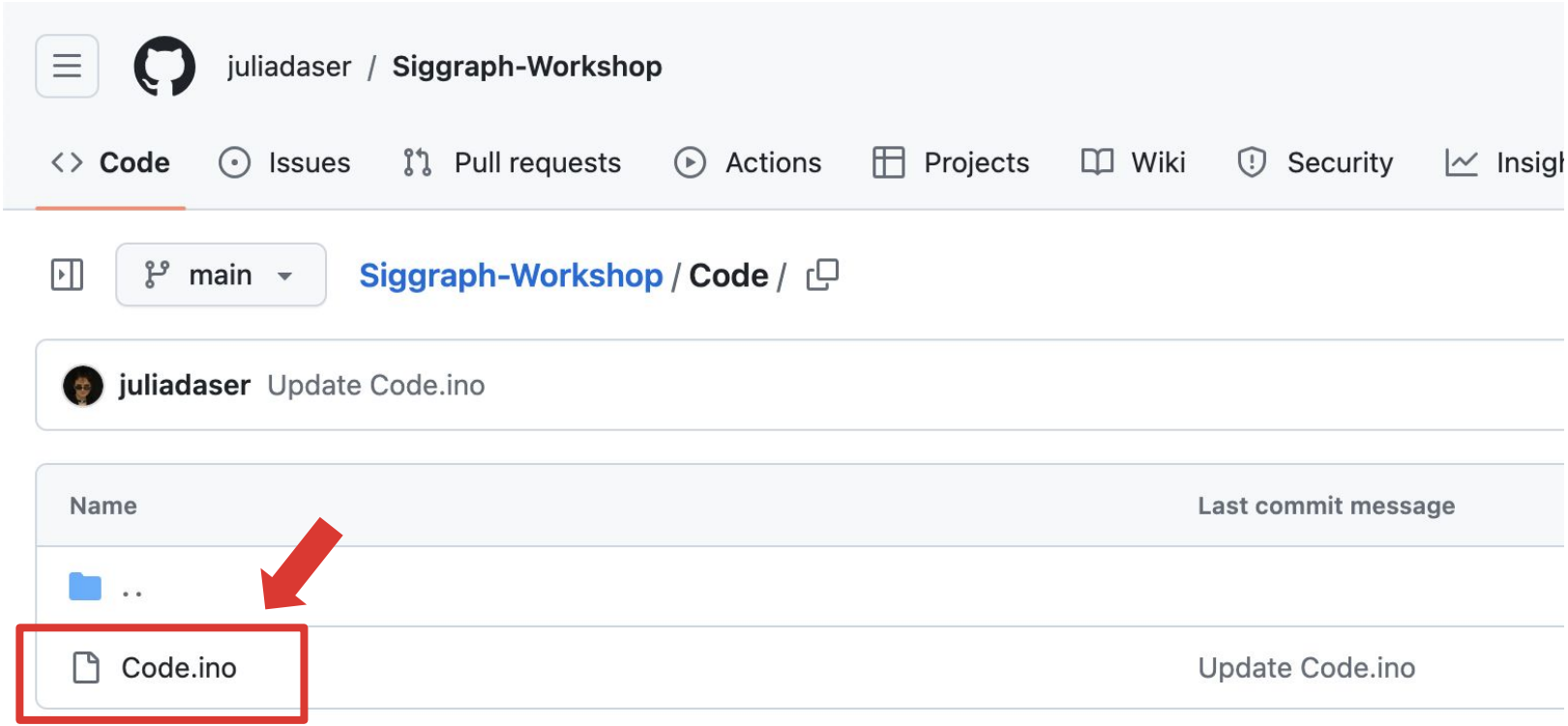
Now, you finished installing all required libraries and packages.



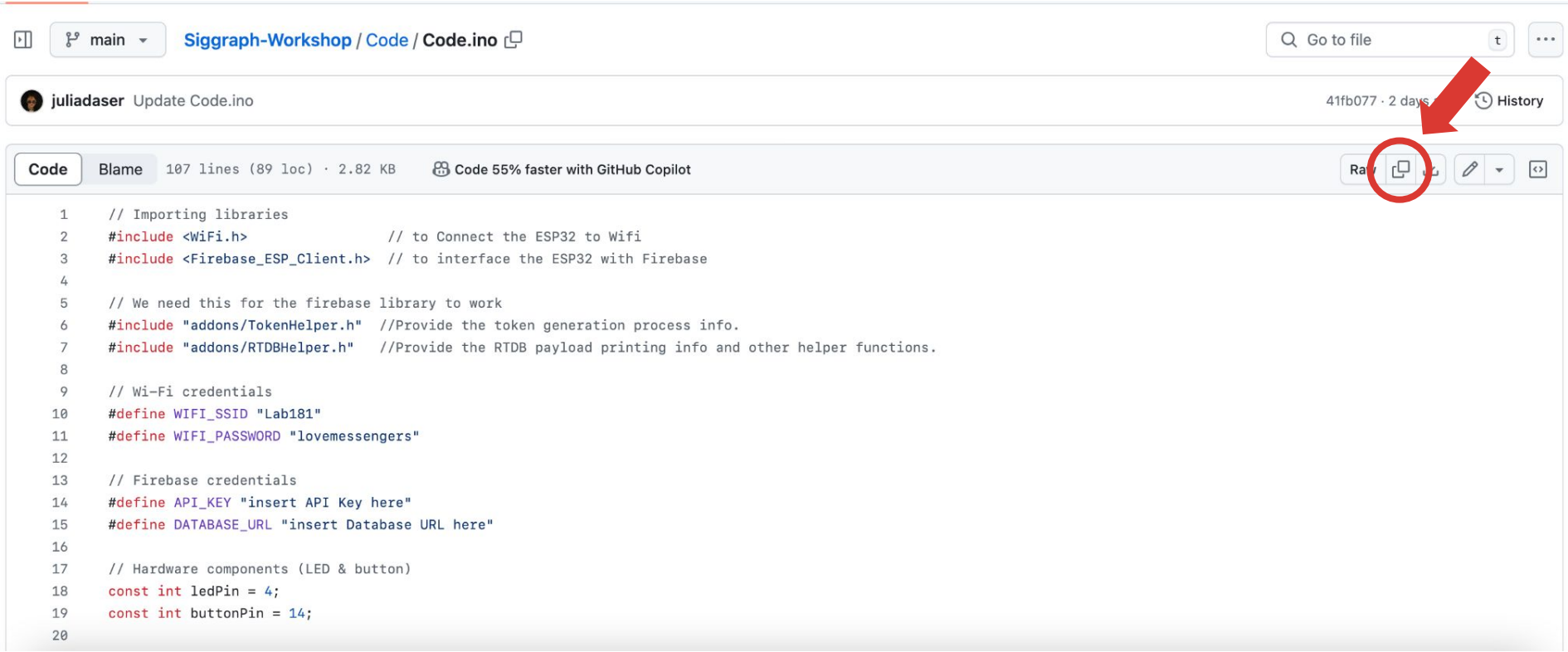
Step 8: Head to our GitHub repository: https://github.com/juliadaser/Siggraph-Workshop.git and go into the "**Code**" folder.



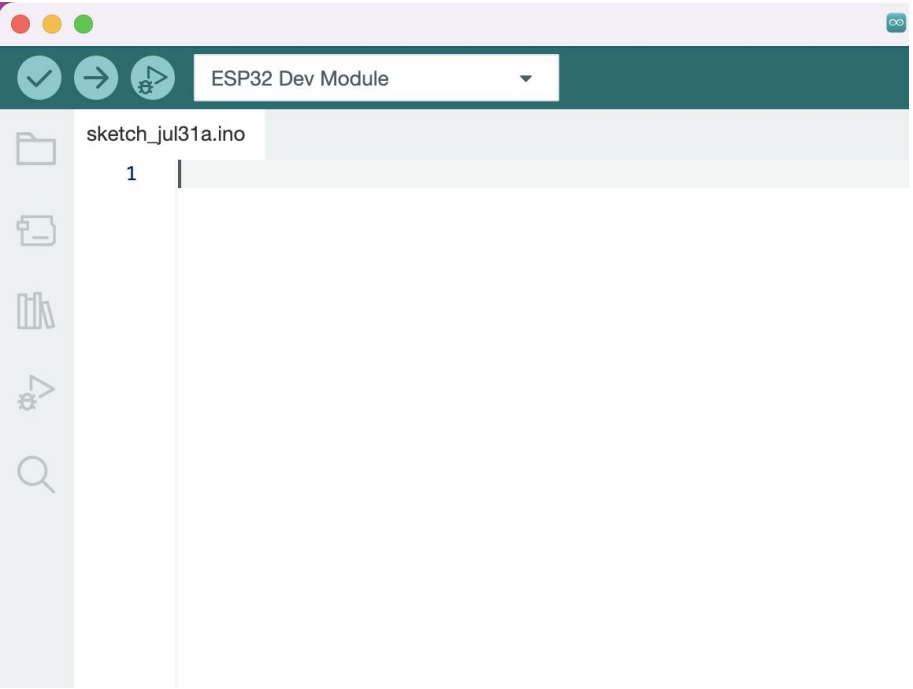
Step 9: Once in the “**Code**” folder, click into “**Code.ino**”.



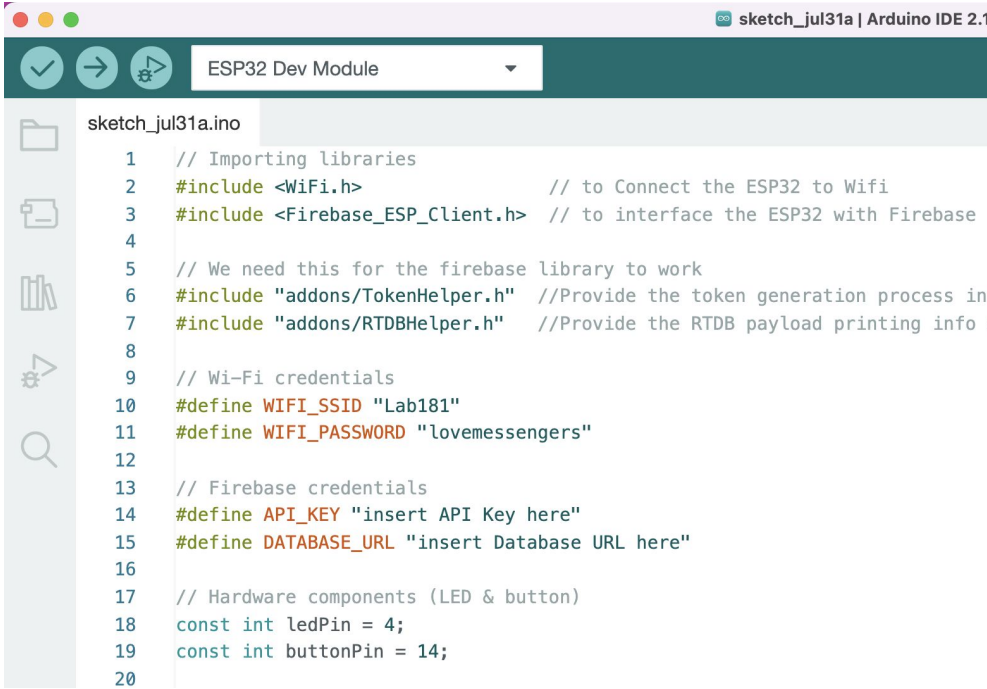
Step 10: Hit this button to copy all the code.



Step 11: Delete all the code that is currently in your Arduino IDE.



Step 12: Paste all the code you have copied from the GitHub repository into here.

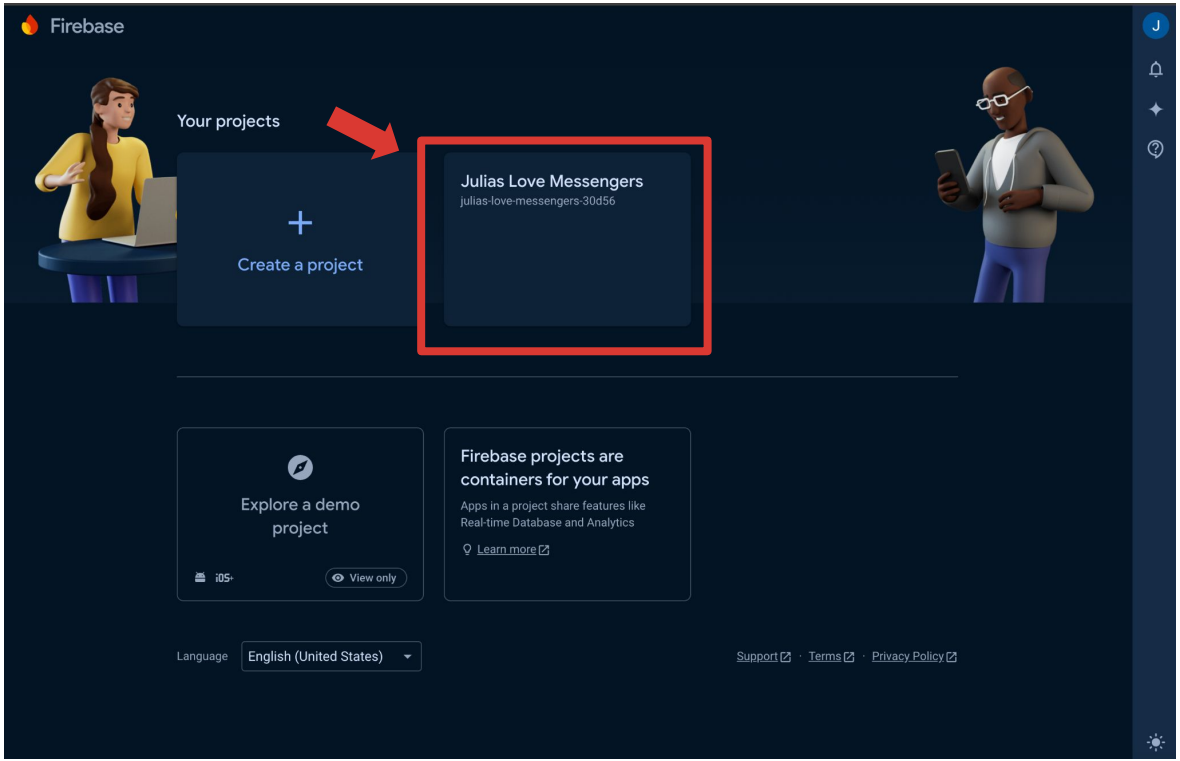


Step 13: Insert your home WIFI Name and Password.

For example:

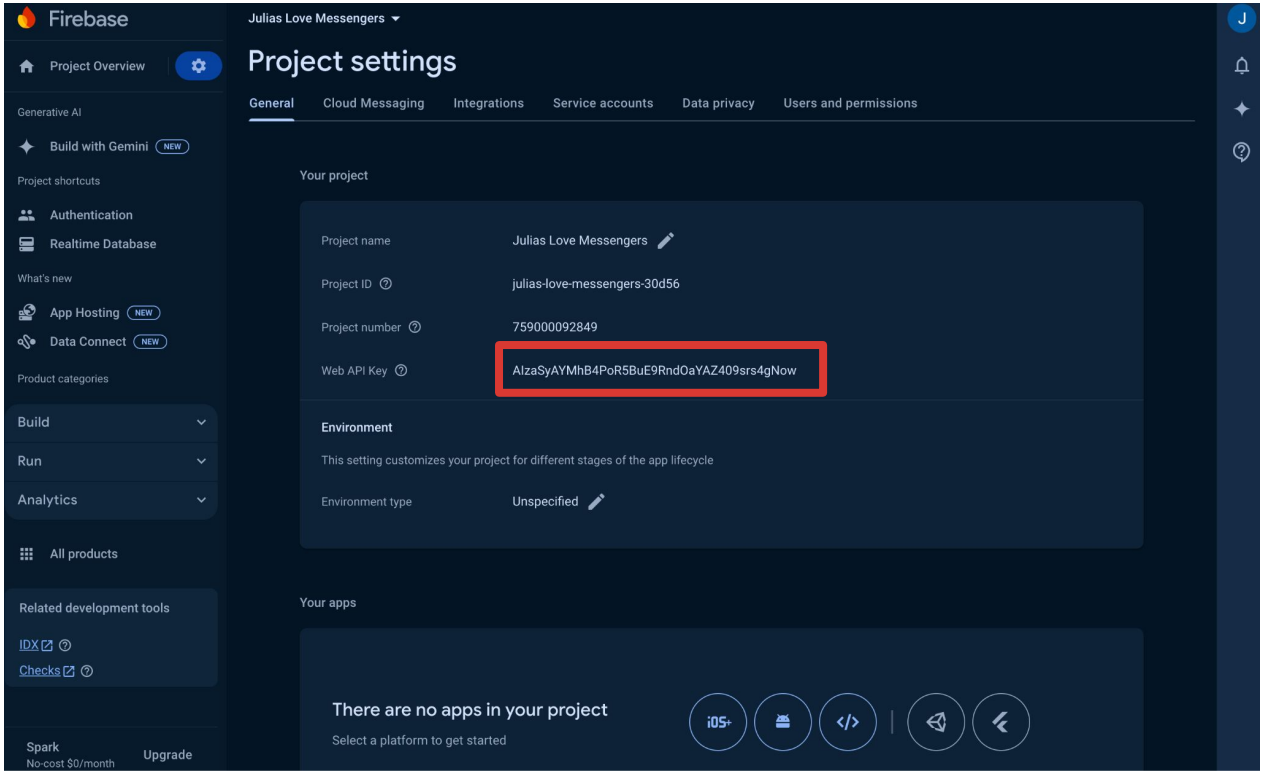
```
// Wi-Fi credentials
#define WIFI_SSID "Verizon-R500L6"
#define WIFI_PASSWORD "juliaswifipassword"
```

Step 14: Next, you insert the unique API Key of your Database in the code.To find it, head to console.firebase.google.com, and select your Firebase Project. If you have not yet created a Firebase Project, head to our “CreateDatabase.pdf” file in the Slides folder of our Github.

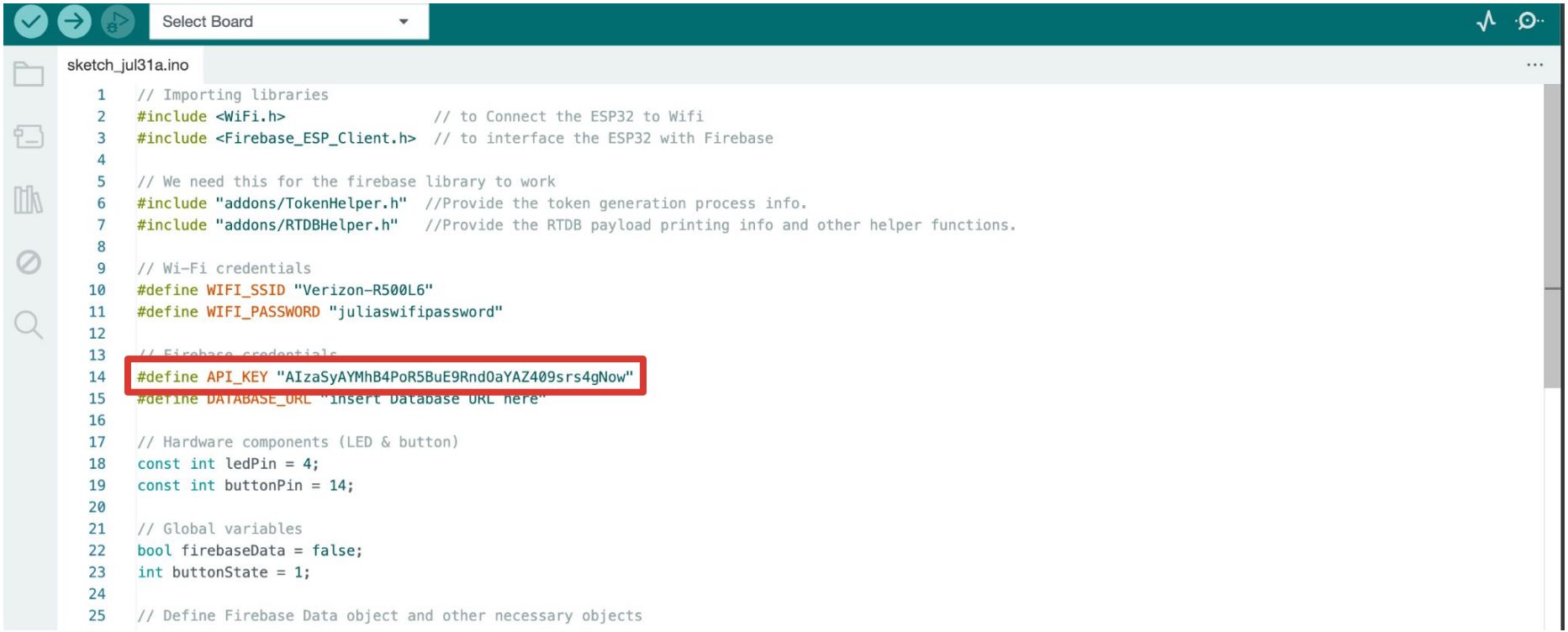


Step 15: Inside your Firebase Console, select the little **gear icon**, and go to "**Project Settings**"

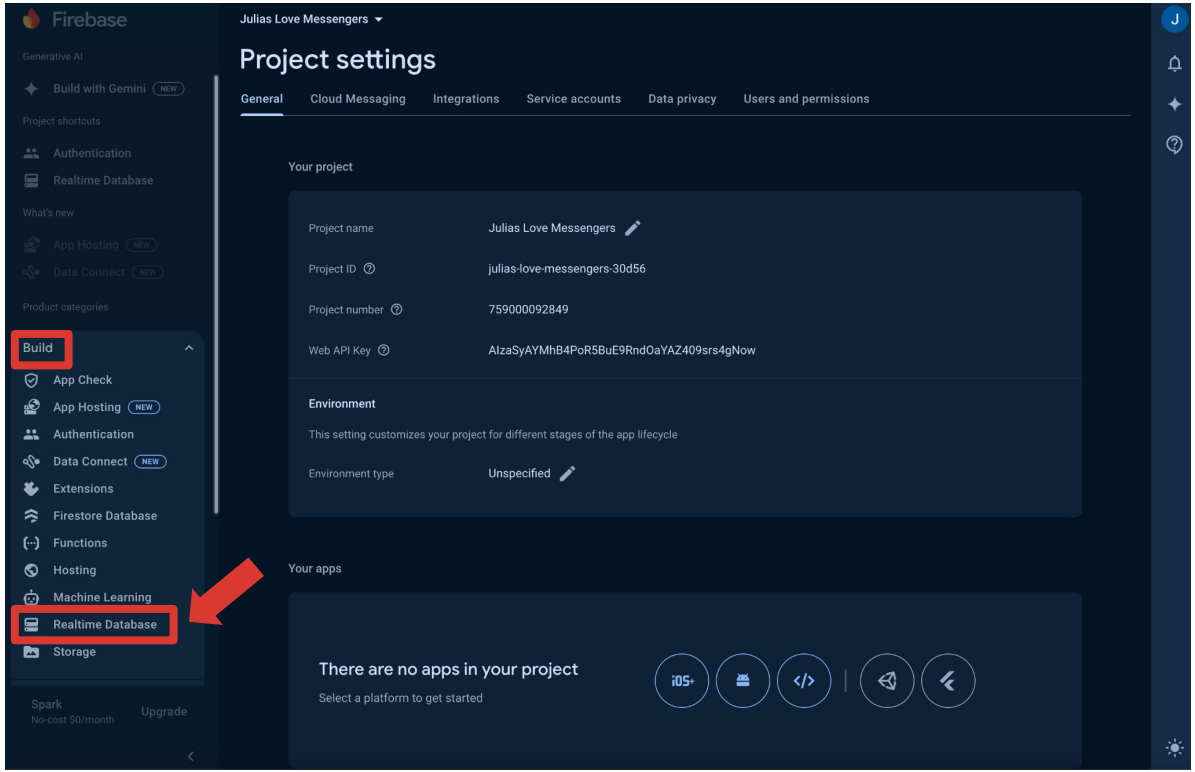
Step 16: Inside your Project Settings, you will find your API Key. Copy the API Key.



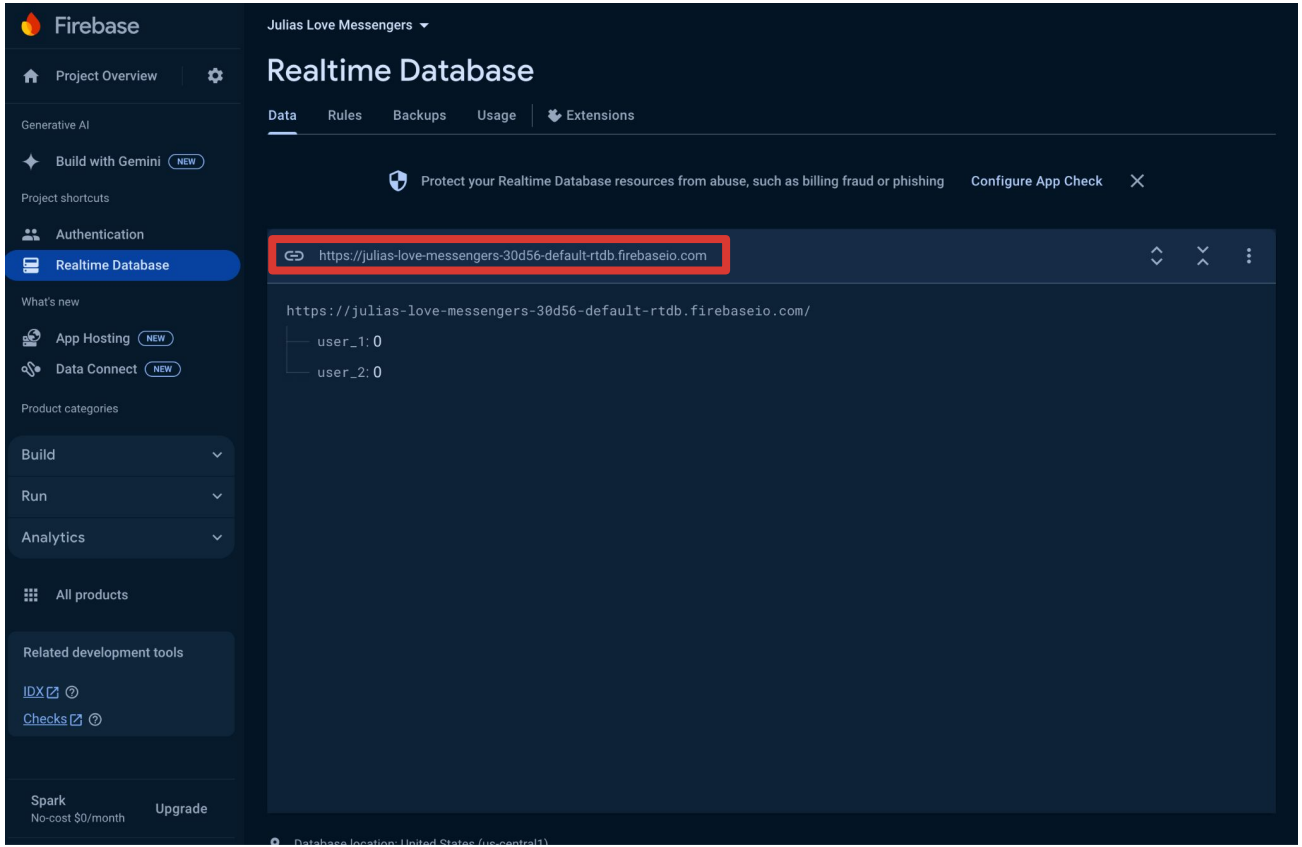
Step 17: Head back to the Arduino code, and insert the API Key inside the double quotes after “#define API_KEY”



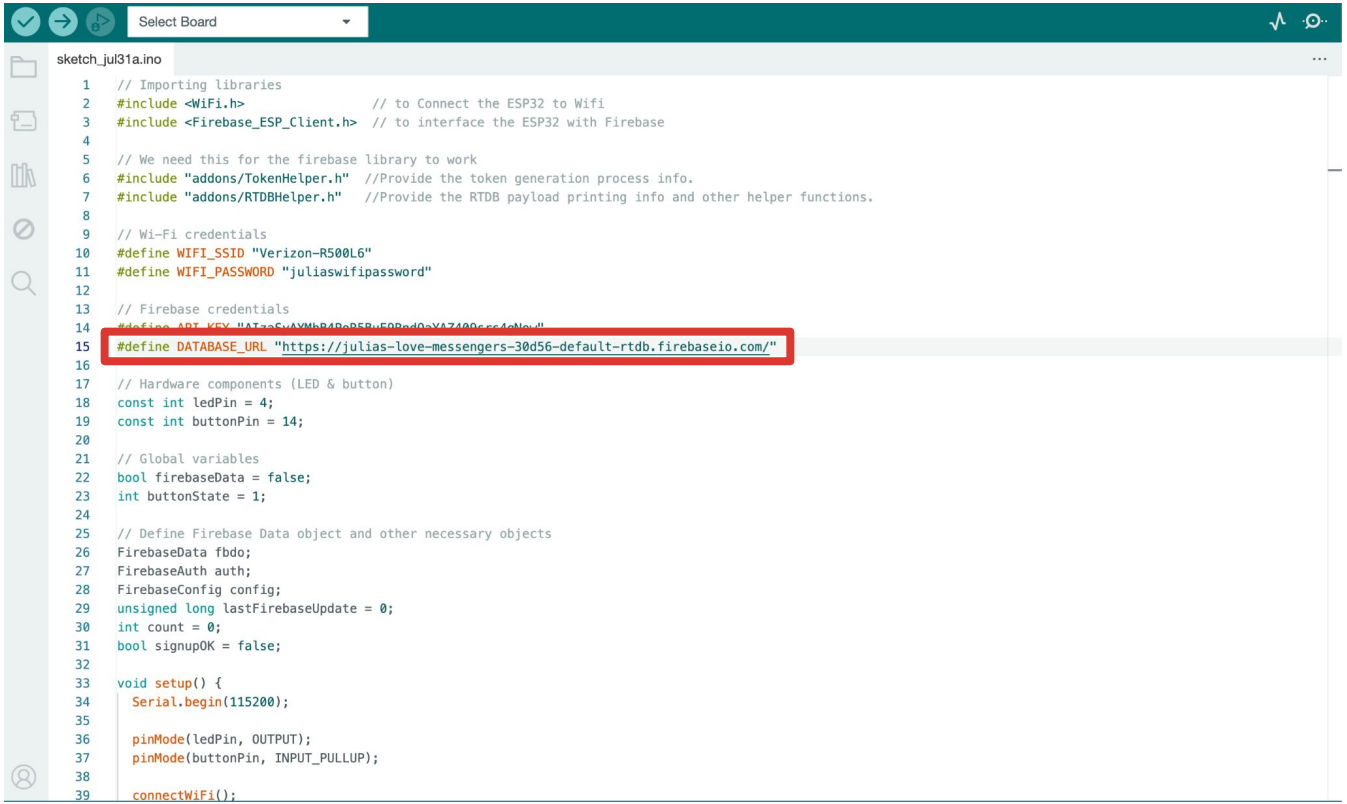
Step 18: Next, we will find your Database- URL. On Firebase, head to “**Build**” and select “**Realtime Database**”



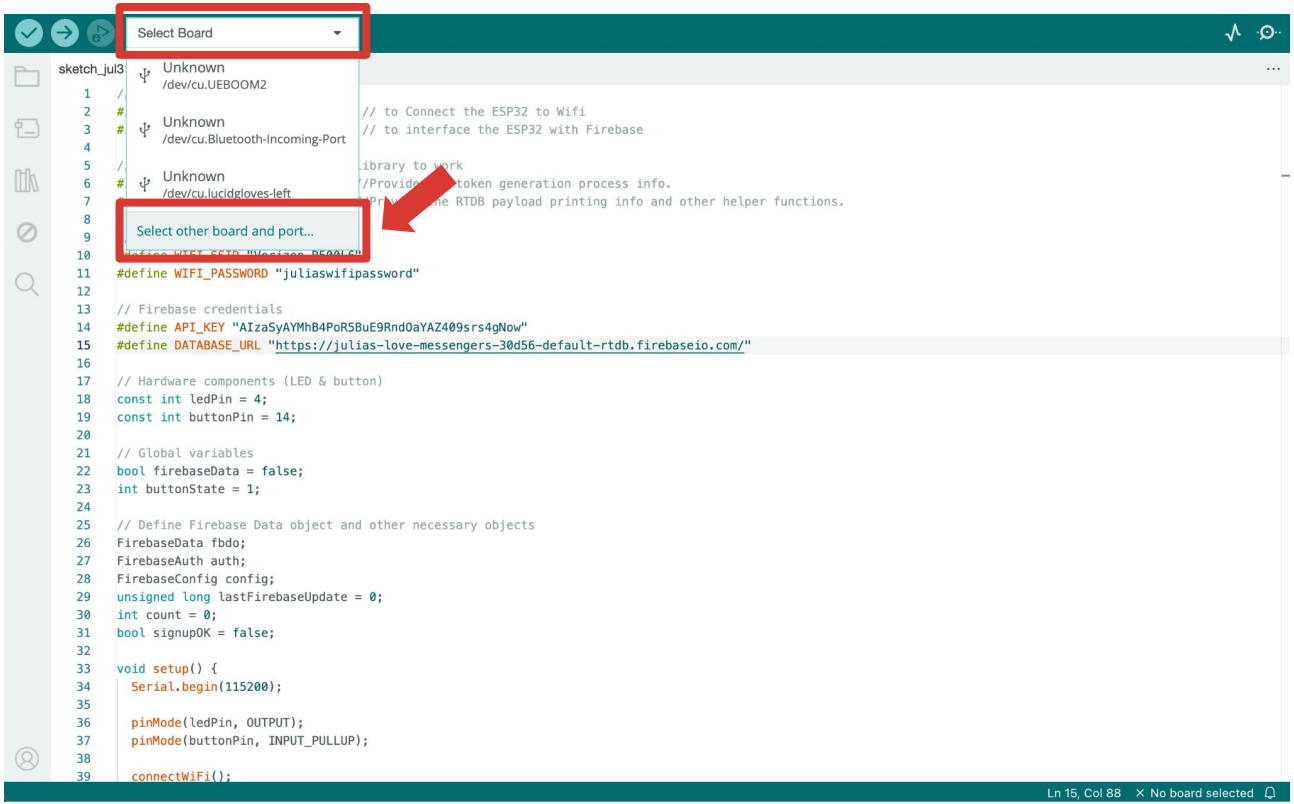
Step 19: Copy your Database URL.



Step 20: Paste the Database URL into the Arduino Code into the double quotes after “#define DATABASE_URL”



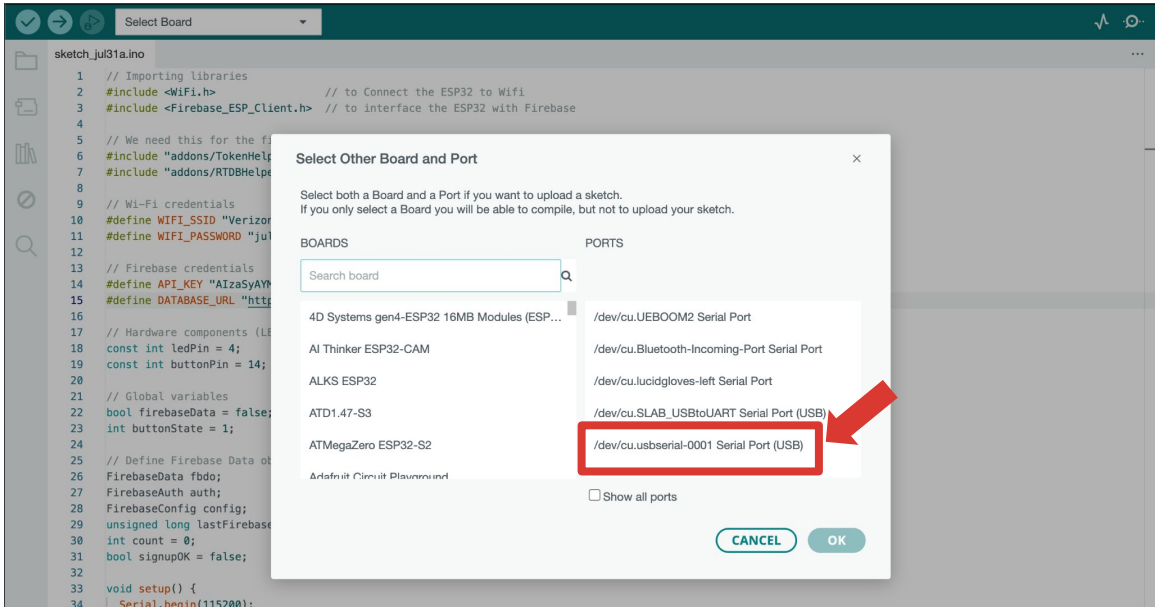
Step 21: The code is now ready to be uploaded to the first Love Messenger. Go to “**Select Board**”, and go to “**Select other board and port…**”



Step 22: Plug in your first Love Messenger to your Computer using a data-transfer USB cable.

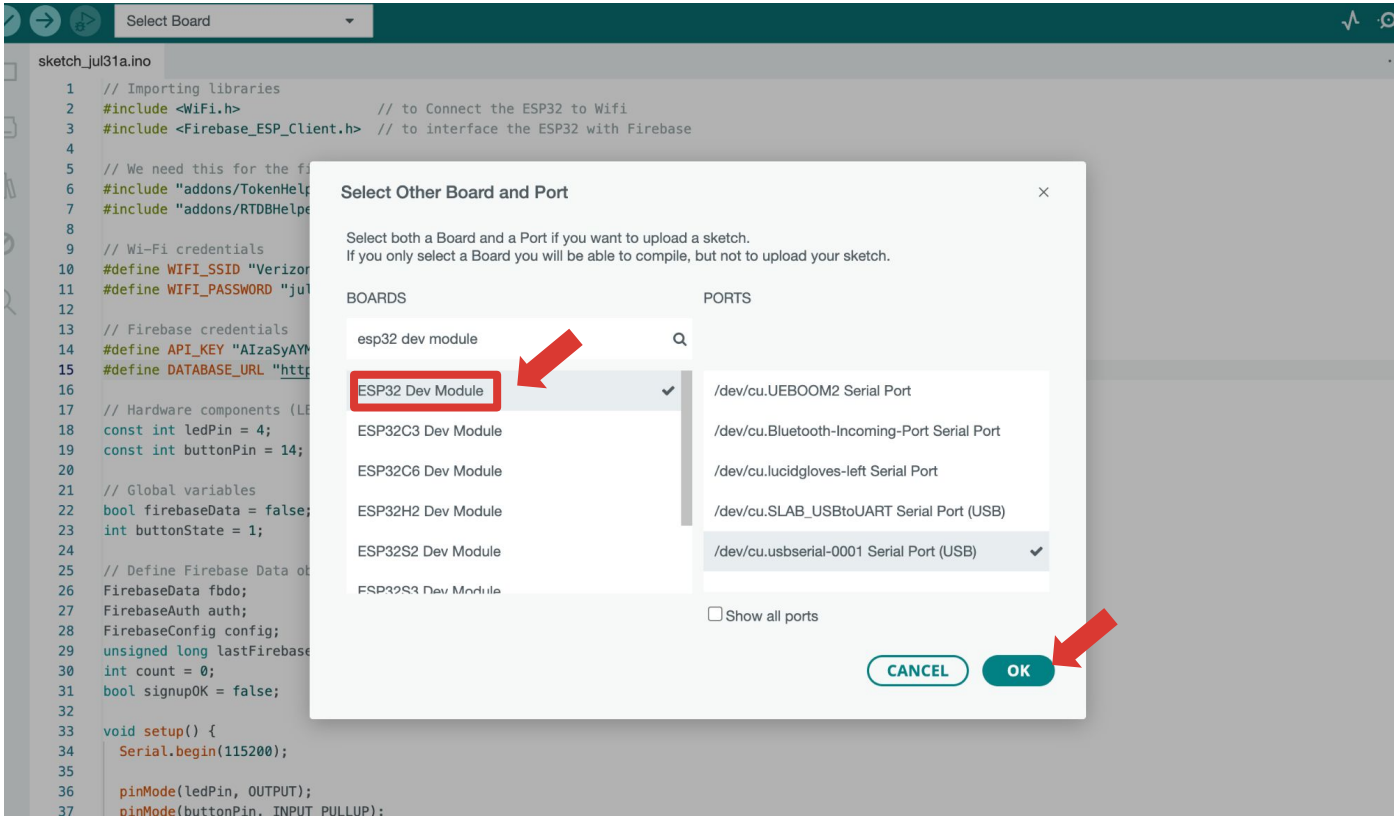
Once the Love Messenger is plugged in, a new port should appear in the “Ports” section. Depending on if you are using a Mac or PC, the port names can vary (“COM” for PC, and “usbserial” for Mac).

Select the new port.

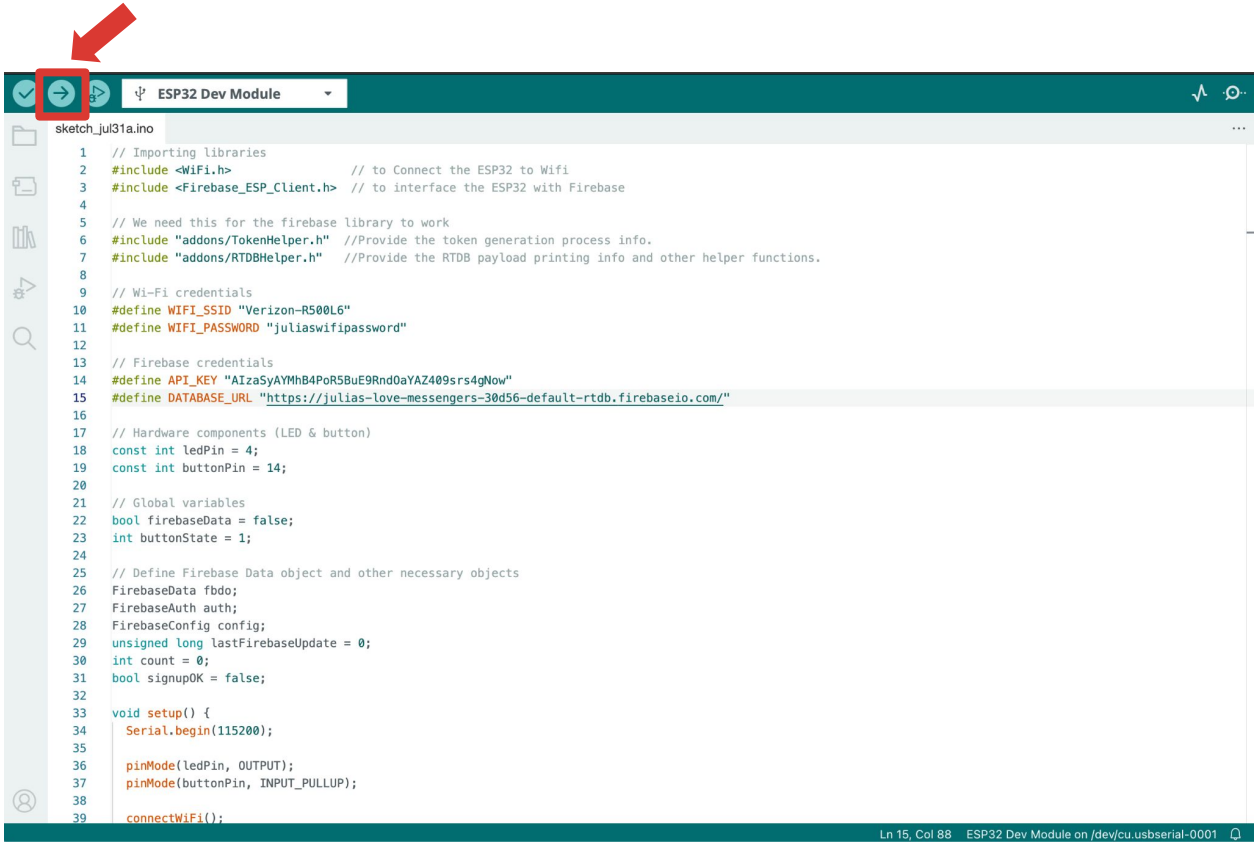


**If your port does not show up, you might be using a charge-only USB wire that doesn’t transmit data. You need to use a USB wire that also can do data-transfer. We have the ones we used in the workshop linked on Github.*

Step 23: In the “**Boards**” section, search for “**ESP32 Dev Module**”, and select it. Then Press OK

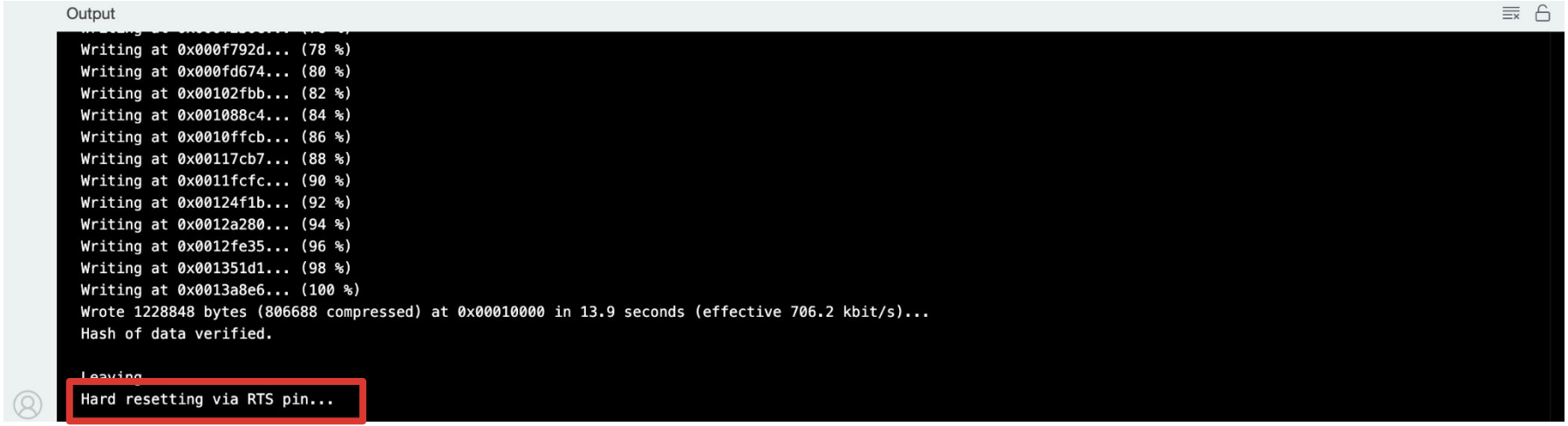


Step 24: The code is now ready to be uploaded. Hit the little arrow icon. This will compile the code (takes a few minutes), and will upload it to your Love Messenger.

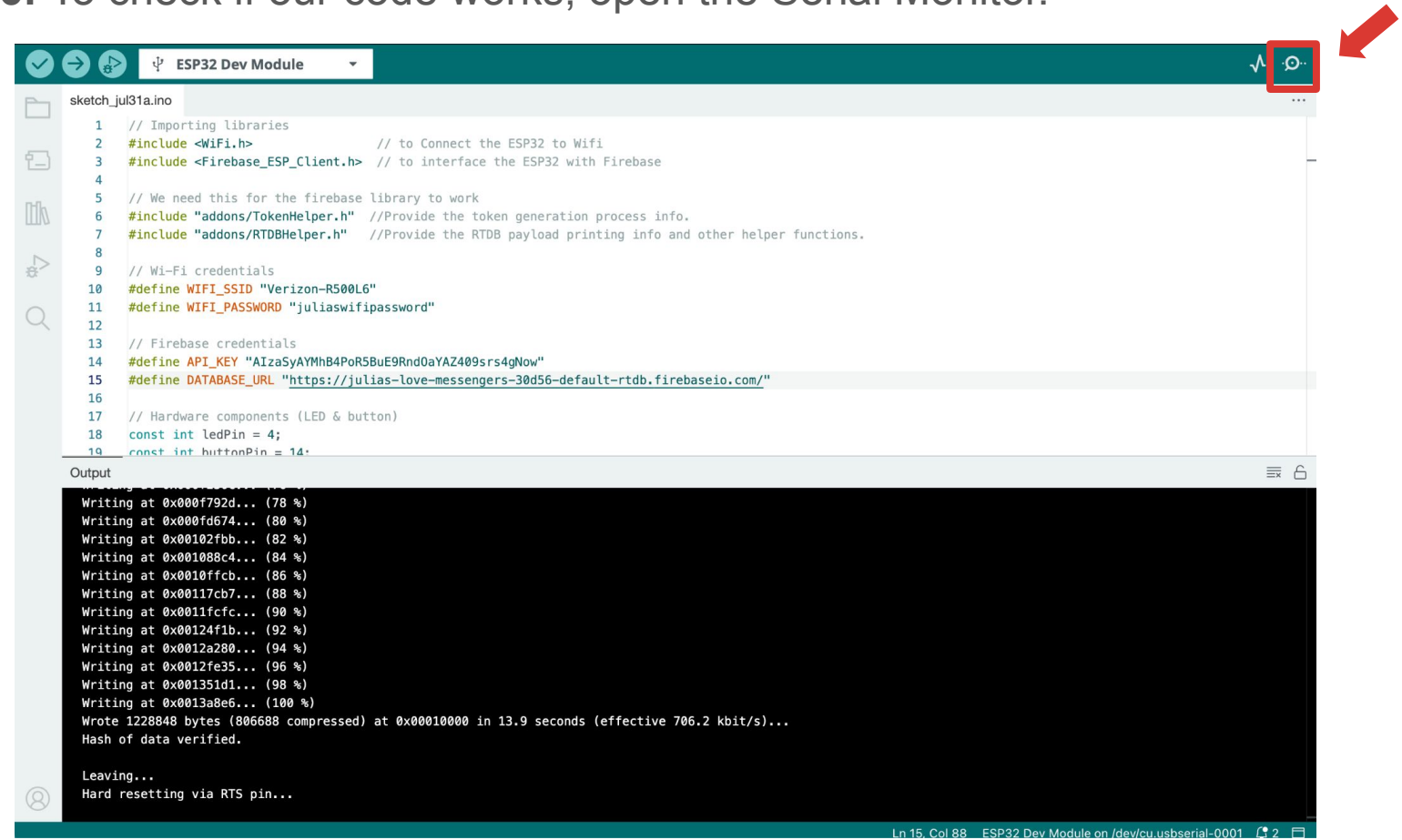


Step 25: The Sketch will first compile and then upload.

The code is uploaded once the “**Output**” window reads “**Hard resetting via RTS pin…**”



Step 26: To check if our code works, open the Serial Monitor.

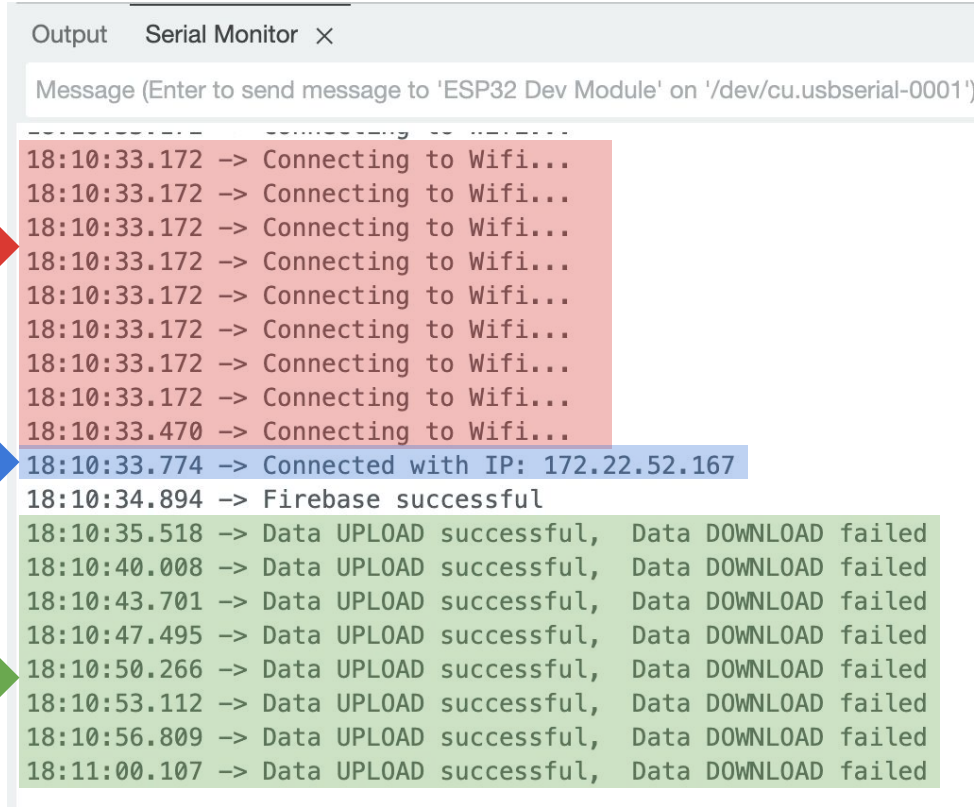


Step 27: In the serial Monitor, you should see these messages;

The Love Messenger will first connect to Wifi. (If it doesnt connect, double check your wifi strength, and if you correctly entered your name and password.)

The Wifi is connected

Once the Serial Monitor prints this, we can move on to the second Love Messenger. Everything is set up.



Step 28: Now, unplug your first Love Messenger, and plug in your second Love Messenger.

Step 29: In your code, in the **`uploadData`** function, change "/user_**1**" to "/user_**2**"

```
82  void uploadData(int buttonstate) {
83    if (Firebase.RTDB.setInt(&fbdo, "/user_1", buttonstate)) {
84      Serial.printf("Data UPLOAD successful,  ");
85    } else {
86      Serial.println("Data UPLOAD failed,  ");
87    }
88  }
```

Change to

```
82  void uploadData(int buttonstate) {
83    if (Firebase.RTDB.setInt(&fbdo, "/user_2", buttonstate)) {
84      Serial.printf("Data UPLOAD successful,  ");
85    } else {
86      Serial.println("Data UPLOAD failed,  ");
87    }
88  }
```

Step 30: Similarly, in your code, in the **`download data`** function, change "/user_**2**" to "/user_**1**"

```
90   void downloadData() {
91     if (Firebase.RTDB.getInt(&fbdo, "/user_2")) {
92       firebaseData = fbdo.intData();
93       Serial.println("Data DOWNLOAD successful");
94     } else {
95       Serial.println("Data DOWNLOAD failed");
96     }
97   }
```

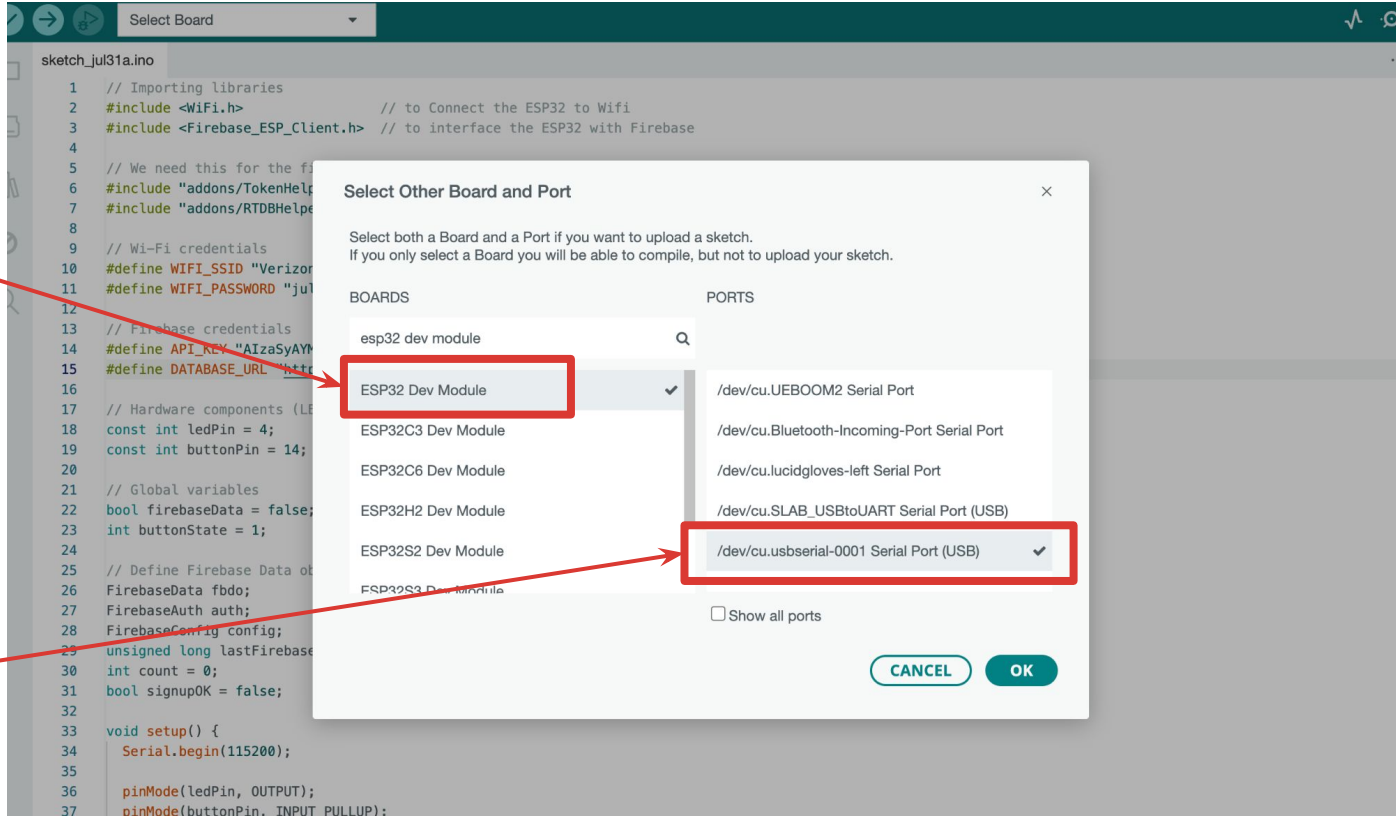
Change to

```
90   void downloadData() {
91     if (Firebase.RTDB.getInt(&fbdo, "/user_1")) {
92       firebaseData = fbdo.intData();
93       Serial.println("Data DOWNLOAD successful");
94     } else {
95       Serial.println("Data DOWNLOAD failed");
96     }
97   }
```

Step 31:

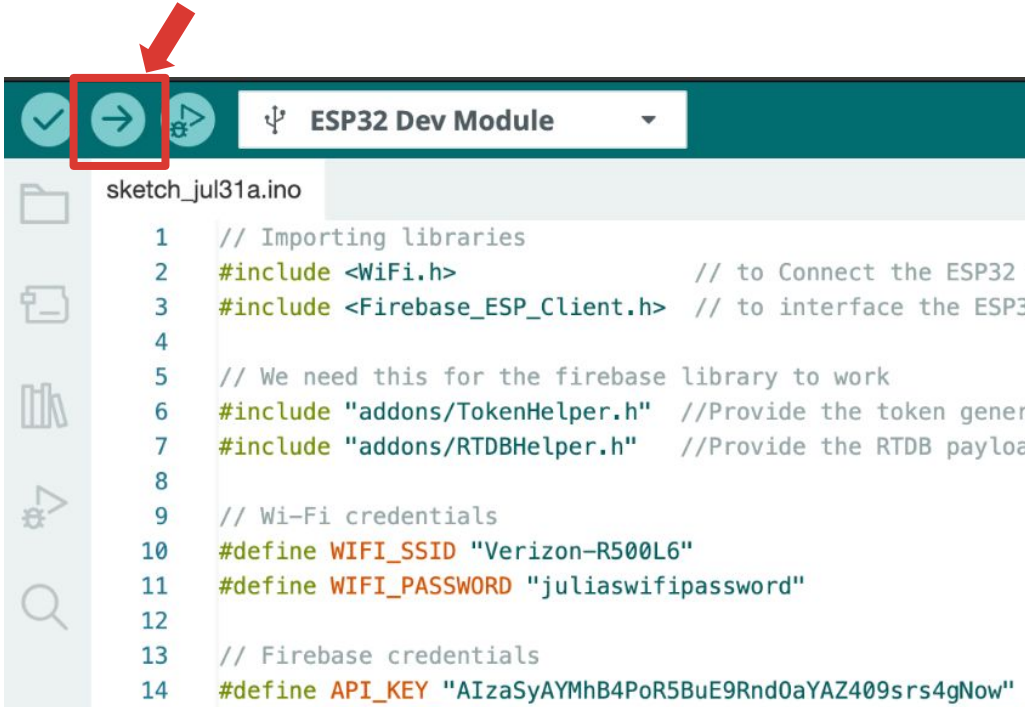
Once again, under “Select Board”, you should have “**ESP32 Dev Module**” selected under BOARDS.

Check that your second Love Messenger is properly connected to a port.



**If your Love Messenger is not showing up in the PORTS, try disconnecting the wire from your Love Messenger and connecting it again.*

Step 32: Now, upload the code to the second Love Messenger!



Once again, be patient! Your code might take awhile to compile and upload.

Step 33: Once it has successfully uploaded, check the serial monitor again.

Once again, it needs to go through these steps in order to successfully connect to Firebase

```
18:20:03.343 -> Connecting to Wifi...
18:20:03.638 -> Connected with IP: 172.22.52.101
18:20:04.963 -> Firebase successful
18:20:05.490 -> Data UPLOAD successful,  Data DOWNLOAD successful
18:20:07.597 -> Data UPLOAD successful,  Data DOWNLOAD successful
18:20:09.801 -> Data UPLOAD successful,  Data DOWNLOAD successful
18:20:11.912 -> Data UPLOAD successful,  Data DOWNLOAD successful
18:20:14.156 -> Data UPLOAD successful,  Data DOWNLOAD successful
18:20:16.420 -> Data UPLOAD successful,  Data DOWNLOAD successful
18:20:18.511 -> Data UPLOAD successful,  Data DOWNLOAD successful
18:20:20.758 -> Data UPLOAD successful,  Data DOWNLOAD successful
```

Step X: Once you see **“Data UPLOAD successful, Data DOWNLOAD successful”**, this means that your second Love Messenger has successfully connected to Firebase, together with your first Love Messenger!

Step 34: Now, plug both Love Messengers into your laptop/ any power supply.

Wait a few moments for both Love Messengers to connect to Wifi.

If everything is successful, you should see both Love Messengers working!

Tips:

1. Be patient: press the button for a few seconds until you see your Love Messenger light up
2. Unplugging and replugging the Love Messenger can help too!

Step 34: While the Love Messengers are working, you should be able to see Firebase updating in real time.

Default Firebase states

When user_1's button is successfully pressed- both Love Messengers should light up!

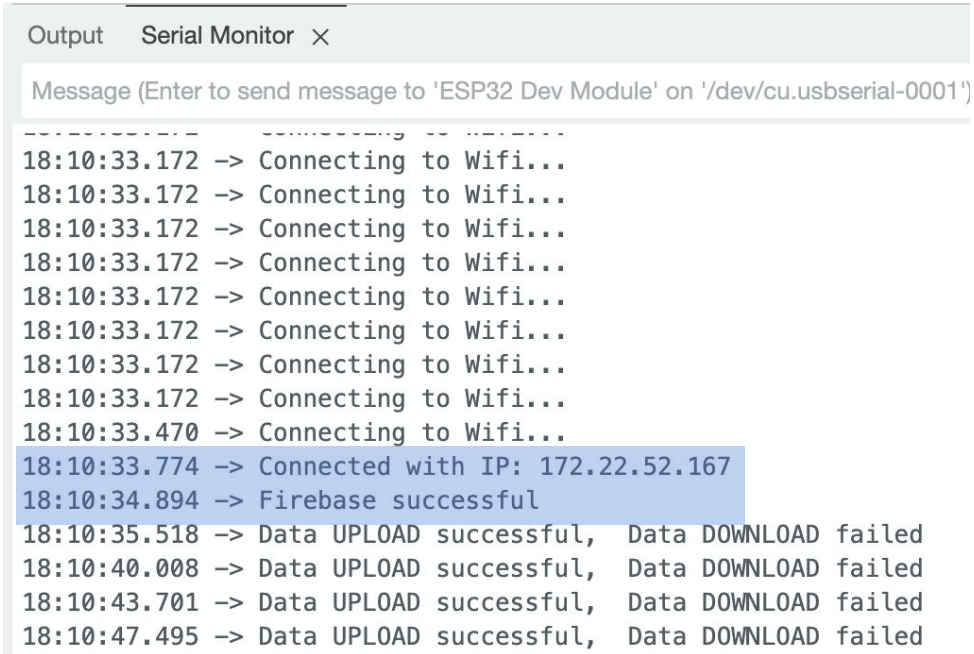
Troubleshooting!

1. If only one Love Messenger is working…

Unplug both Love Messengers, and **plug only one** into your laptop again.

Check the Serial Monitor: Make sure that its connection to Firebase is successful.

Then, **plug in your second Love Messenger again**, and make sure it is also successfully connected to Wifi and Firebase.



Troubleshooting!

2. If you are getting a “Token error” in your serial monitor:

Upload the code again to the respective Love Messenger.

Troubleshooting!

There are many other things that can go wrong with delicate code

Reach out to us if you have any more questions:

Email: yiqing.ng@gmail.com

Instagram: @julia.daser

We are more than happy to help!❤️