



EspnowMqttPeer2Peer

Beta version 1.2.2

ESP-NOW/MQTT Hybrid Communication Protocol

Technical Documentation – v2.1.0

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1. Introduction

1.1 Protocol Overview

Inspiration and Core Concept

This system was designed to **unify MQTT and ESP-NOW paradigms**, creating a transparent communication layer where:

ESP-NOW acts as "Wireless MQTT": Messages are routed using topic patterns (source/destination/action), simulating MQTT's publish/subscribe model without requiring a central broker.

This library includes implemented methods for **performing OTA (Over-The-Air) updates using ESP-NOW**, as well as an **abstraction layer for controlling the NTP-based RTC** (Real-Time Clock).

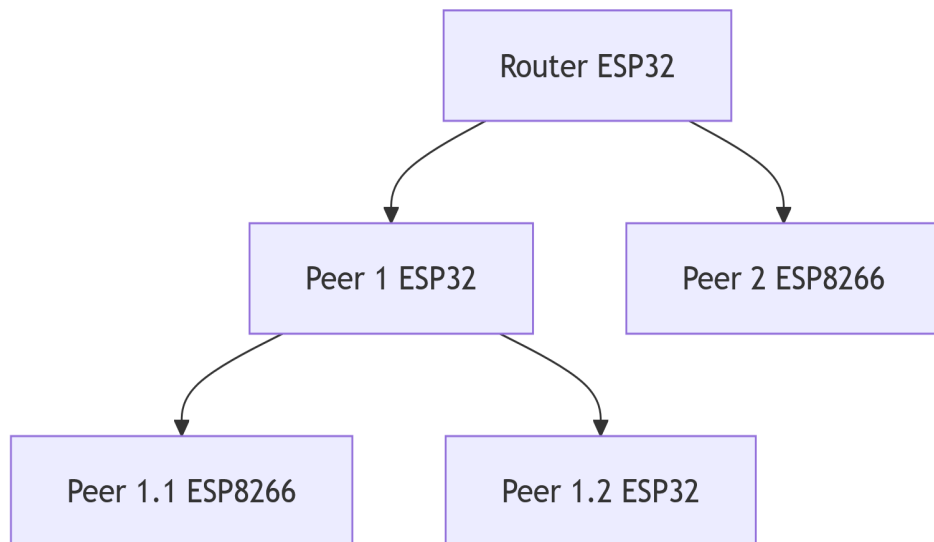
Full Abstraction: Developers interact with a single API while the library automatically chooses between:

ESP-NOW: For local peer-to-peer communication (ESP32/ESP8266)

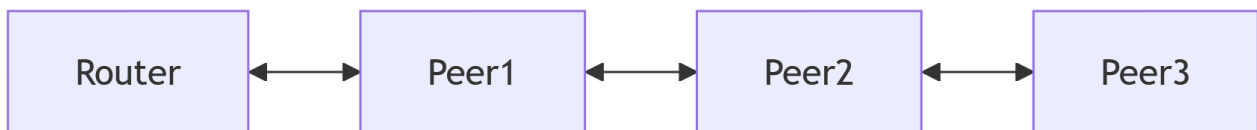
MQTT: For cloud/remote connectivity (ESP32 Router only)

A hybrid communication system combining:

- ESP-NOW for direct device-to-device messaging
- MQTT for cloud/remote communication
- Unified API for seamless protocol switching
- **Hierarchical Tree**:



- **Linear Chain:**



OTA peer device update page in the router

[http:// \[ROUTER_IP_ADDRESS\]/](http://[ROUTER_IP_ADDRESS]/)

ESP-NOW OTA Update

Source device:

REFASERV ▼

Start Update Mode

1.2 Key Features

Feature	Description
Dual-Mode Operation	Automatic ESP-NOW/MQTT selection
Event-Driven Architecture	Critical network event callbacks

Feature	Description
Multi-Hop Routing	Message forwarding through peers
Cross-Platform Support	ESP32 (Router/Peer), ESP8266 (Peer)

1.3 Use Cases

- Industrial sensor networks
- Smart home automation
- Agricultural monitoring systems

2. API Reference

2.1 Core Classes

MqttEspNowRouter (ESP32 Only)

cpp

```
class MqttEspNowRouter {
public:
    void begin(uint8_t wifiChan, uint8_t espnowChan, const char* name,
               const uint8_t* mac, const char* mqttName,
               std::vector<DeviceInfo>& peers, const char* mqttSrv,
               uint16_t port, const char* user = "", const char* pwd = "");

    void subscribe(const String& src, const String& dest,
                  const String& action, LocalHandler h, RouteType t);

    void publishMqtt(const String& src, const String& dest,
                    const String& action, const String& msg);
};
```

EspNowPeer

cpp

```
class EspNowPeer {
public:
    void begin(uint8_t channel, const char* name,
               std::vector<DeviceInfo>& routers,
               std::vector<DeviceInfo>& peers);

    void subscribe(const String& src, const String& dest,
                  const String& action, LocalHandler h);
};
```

2.2 Data Structures

cpp

```
struct DeviceInfo {
    String name;
    uint8_t mac[6]; // MAC address in byte array format
    bool online = false;
    unsigned long lastPing = 0;
```

```
};
```

3. Code Examples

3.1 Router Initialization

cpp

/* File: examples/Router/RouterBasic.ino */

```
#include <MqttEspNowRouter.h>
```

```
// Network configuration
const uint8_t routerMac[] = {0x12,0x34,0x56,0x78,0x9A,0xBC};
std::vector<DeviceInfo> peers = {{ "Sensor1", {0xAA,0xBB,0xCC,0xDD,0xEE,0xFF}}};

MqttEspNowRouter router;
wifiConnManager wifi;

void setup() {
    wifi.onWifiReady([]() {
        wifi.onEspNowReady([]() {
            router.begin(6, 6, "MainRouter", routerMac,
                        "CloudBroker", peers, "mqtt.server.com", 1883);

            router.subscribe("CloudBroker", "Sensor1", "LED",
                            [](String msg) { /* Handler */ }, ROUTE_MQTT);
        });
    });
    wifi.begin(/* ... parameters ... */);
}
```

3.2 Peer Implementation

cpp

/* File: examples/Peer/PeerBasic.ino */

```
#include <EspNowPeer.h>
```

```
EspNowPeer peer;
std::vector<DeviceInfo> routers = {{ "MainRouter",
{0x12,0x34,0x56,0x78,0x9A,0xBC}}};

void setup() {
    peer.begin(6, "TempSensor1", routers, {});

    peer.subscribe("MainRouter", "TempSensor1", "REPORT",
                  [](String msg) { /* Handle command */ });
}

void loop() {
    peer.publishENow("TempSensor1", "MainRouter", "TEMP", readTemp());
    delay(10000);
}
```

4. Project Structure

Directory Layout

```
ESPNow-MQTT-Hybrid/
├── src/                # Core library
│   ├── EspNowPeer.cpp  # Peer implementation
│   └── MqttEspNowRouter.h # Router class
├── examples/          # Sample implementations
│   ├── Router/        # ESP32 router examples
│   └── Peer/          # ESP32/ESP8266 peer examples
├── docs/              # Documentation
│   ├── ESPNowMqttProtocol.pdf
│   └── wiring_diagrams/ # Hardware schematics
└── library.json        # PlatformIO metadata
```

5. Platform Compatibility

Hardware Support

Feature	ESP32 Router	ESP32 Peer	ESP8266 Peer
MQTT Client	✓	✗	✗
ESP-NOW Transmitter	✓	✓	✓
Dual Protocol Routing	✓	✓	Limited

Software Requirements

- PlatformIO Core 6.1+
 - Arduino Framework 3.0+
 - ESP32 Arduino Core 2.0.9+
-

6. Key Event Sequence

Initialization Flow

1. WiFi Connection Establishment
2. ESP-NOW Protocol Initialization
3. MQTT Broker Connection (Router Only)
4. Peer/Router Registration
5. Message Handler Setup

Event Timeline

```
[0ms] WiFi.begin()
[1200ms] onWifiReady()
[1500ms] esp_now_init()
[1600ms] onEspNowReady()
```

[1700ms] MQTT.connect()
[2000ms] Ready for Operation

7. Troubleshooting

Devices may not automatically install dependencies. If this happens, please install them manually.

Platformio:

```
lib_deps =  
  https://github.com/marcelopi/MqttEspNowPeer2Peer@^1.2.0  
  heman/AsyncMqttClient-esphome@^2.1.0  
  arduino-libraries/NTPClient@^3.2.1  
  paulstoffregen/Time@^1.6.1
```

8. Revision History

Version	Date	Changes
V1.2.0	05/20/25	Initial release

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