**Usage and Trouble Shooting guide**

Fluidic Communication System

This system is made via a MQTT server. In short, the PC sends a code to a local raspberry pi which in turns send that code to the Arduino controller. Both the PC and Arduino are wireless connections to the raspberry pi server. Many issues habitually come up with this though with remedies explained below.

Operation

1. Go to wireless setting and open see available networks
2. Connect to raspi-xxx network. Note it does not have internet.
3. Plug Arduino controller in

Trouble Shooting

1. No raspi-xxx network available or will not connect to that network
   1. Restart PC and power cycle raspberry by unplugging it for 5 seconds and plug back in.
2. Connected to raspberry pi and controller not responding to commands
   1. Connect to MQTT explorer with address 10.3.xxx
   2. See if readings topic is available and constantly updating values
   3. If not shown or not updating, unplug 12V PSU from Arduino and plug usb cord from Arduino in
   4. Go to COM in device manager and find com port that says IOT 33. Remember COM number
   5. If no COM is called IOT 33, then unplug USB cord and plug into different USB socket and then check device manager again
   6. Open up Arduino IDE program on PC
   7. Under tools section, select COM port in port section
   8. Hit upload button to flash new code
   9. Unplug USB cord and plug in 12V PSU