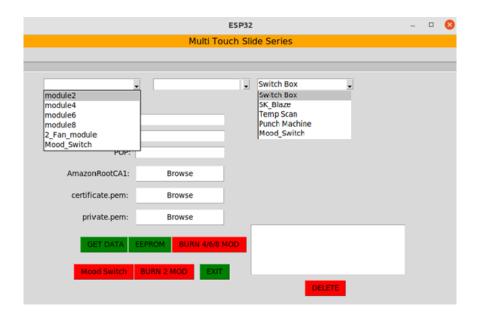
# **ESP32 Production Code and GUI Documentation**



- **ESP32 Production GUI** is used for the programming the Skroman switch devices in a specific way particular unique id for each and individual devices.
- The above screen shows the dropdown options of different devices, ESP entry box,
   Unique ID entry box, POP, certificates like AmazonRootCA1, certificate.pem and
   private.pem which needs to be browsed from a stored specific folder.
- These certificates are generated new and unique to each client or each device to be
  programmed based on the requirement and maintained in a separate folder according to
  the name of the client.
- To program a code, first select a value from first left dropdown of which device you are going to program, i.e.,

### 1. Module 2

- 20000
- 23000

## 2. Module 4

- 44010
- 45000
- 46000

## 3. Module 6

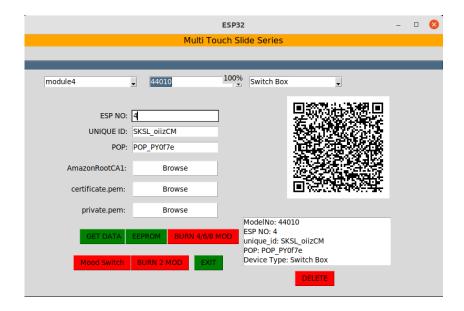
- 65010
- 67000

#### 4. Module 8

- 87010
- 89000

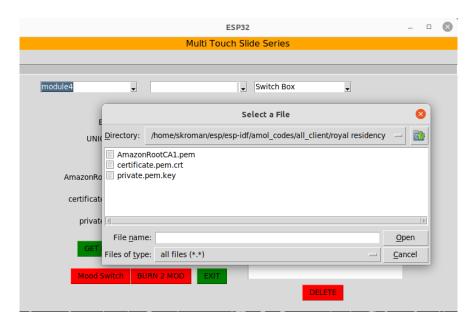
#### 5. 2 Fan Module

- 88020
- 6. Mood Switch
  - Mood Switch

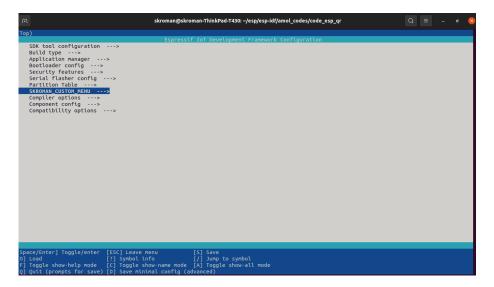


- After selecting the values from both dropdowns, we need to select the mod of the device from the extreme right dropdown, i.e., Switch box, Mood Switch, Punch Machine, Sk Blaze, or Temp scan. For default it has been set as Switch box for the values of Modules 2, 4, 6, 8.
- In the beginning, we need the select the module values and the module type from dropdown as per the module specification to program the device.
- After selecting the module values, enter the track recorded ESP NO and click the GET DATA, by this, we'll receive the values of UNIQUE ID and POP from the server which is on the AWS instance.
- After the values are entered, we need to browse and attach three certificates; those are **AmazonRootCA1**, **certificate.pem** and **private.pem**.

 These certificates are unique for each individual client, so hence we need to select their respective certificates for their devices to program.

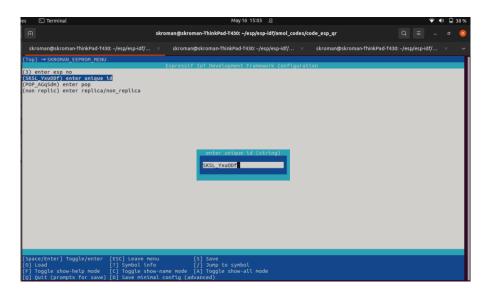


- Later then after selecting the all three certificates from a specified client's folder, we
  need to EEPROM the code by clicking on the EEPROM button. EEPROM code is
  used to full clean and rebuild the code in the device for new fresh entries of the code.
- As the EEPROM button is clicked, come on the terminal page, where you can see the
  programming process happening. Immediately a window will arise which is an ESPIDF window, where we need to select the option SKROMAN\_CUSTOM\_MENU.

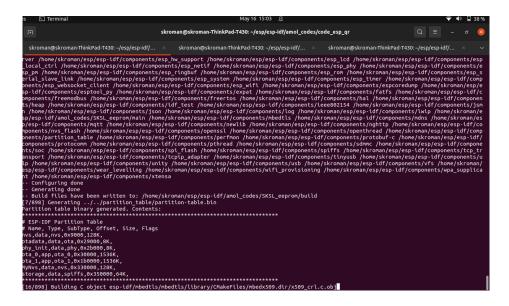


- After entering the option, give the values of
  - ESP

- UNIQUE ID
- POP
- REPLICA/NON-REPLICA
- Enter each values and then press 's' button to save, after saving escape back to the terminal page, press escape button till it comes to the terminal page.

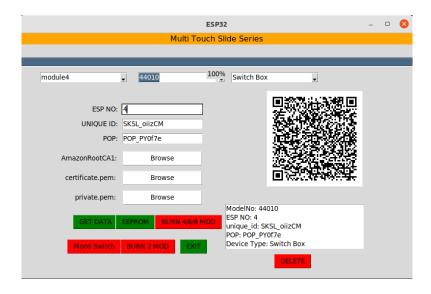


 After coming back to the terminal you can see that the programming process in a seek (0/898...).

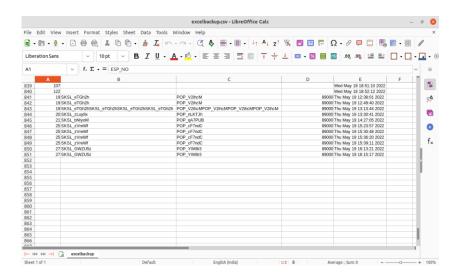


As the programming process comes to end, it will show a connecting.......
 status, at this time we need to immediately **boot** and **enable** the device using a programmer model, if failed then we need to program once again from the beginning.

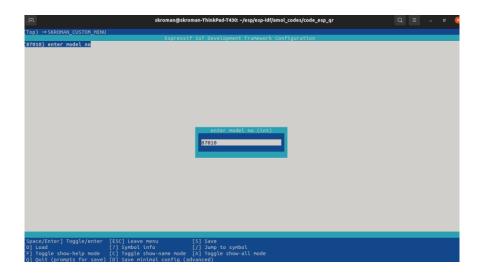
- If the EEPROM process goes well and completed, then next we need to continue with the **Burn operation.** For Burn operation press the **4/6/8 Burn** if the device model is either from 4/6/8, if the model is **23000**, then click **Burn 23000**, and if **Mood Switch**, then press **Mood Switch**.
- After clicking the burn operation button, multiple functionalities take place, like the
  entered values of unique-id, POP, ESP, and device module no form a QR code, this QR
  code contains all the device details entered. This QR code help in easily identifying the
  device details of clients.
- In the internal part of the code, the burn button is connected with the function in a command named as **generate**, this function consist of a shell script file named **burn.sh**, this file consist of the file path of SKSL\_Common and different functionalities like menuconfig, full clean, build and flash monitor operations. Just by clicking the burn button this all operations are performed as they are present in burn.sh shell script file.
- Similarly the operations are performed in case of Mod\_23000 and Mood\_Switch, only
  the thing is Mod\_23000 button is linked with the shell script file named burn\_23000.sh
  and Mood\_Switch is linked with the shell script named SKSL\_mood\_switch.sh
  respectively.



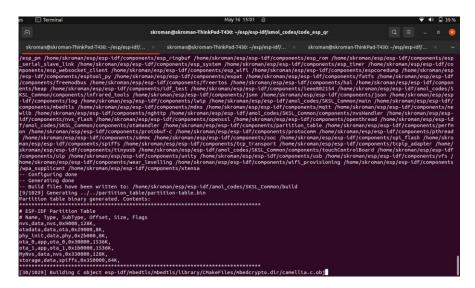
• These entered values are even stored as a backup in a **CSV file** format, which works as backup on a local system in desktop.



• In burn operation after QR code and all is generated, back in the terminal, it shows all the code being programmed, after a while a windows pops-up of **ESP-IDF**, where we can set the value of model (ex- 87010) by entering into the option **SKROMAN\_CUSTOM\_MENU**, this is the same functional step as was in the EEPROM operation.



• After entering the model value, it will start processing the code programming in device which ranges as per the code (ex – 0/1039). After the code status reaches to the connecting.... Status, immediately we need to **boot** and **enable** in the programmer in order to dump the code in the device. After the code is processed and entered, we need to press the **enable** button twice again in order to get the topic values and confirmation that, the device is been programmed and burned.



- And thus finally the code is programmed in the device, it can be verified by connecting through the **Skroman Slide app**, from where we can operate the device.
- These all details of the device is even emailed to the mail-ID of the production department from where we can easily get all the QR codes, and as a virtual access.

