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Download latest Blynk library here:

https://github.com/blynkkk/blynk-library/releases/latest

Blynk is a platform with iOS and Android apps to control

Arduino, Raspberry Pi and the likes over the Internet.

You can easily build graphic interfaces for all your

projects by simply dragging and dropping widgets.

Downloads, docs, tutorials: http://www.blynk.cc

Sketch generator: http://examples.blynk.cc

Blynk community: http://community.blynk.cc

Social networks: http://www.fb.com/blynkapp

http://twitter.com/blynk\_app

Blynk library is licensed under MIT license

This example code is in public domain.

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This example shows how to use ESP8266 Shield (with AT commands)

to connect your project to Blynk.

WARNING!

It's rather tricky to get it working, please read this article:

https://github.com/blynkkk/blynk-library/wiki/ESP8266-with-AT-firmware

Change WiFi ssid, pass, and Blynk auth token to run :)

Feel free to apply it to any other example. It's simple!

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/\* Comment this out to disable prints and save space \*/

#define BLYNK\_PRINT Serial

#include <ESP8266\_Lib.h>

#include <BlynkSimpleShieldEsp8266.h>

// You should get Auth Token in the Blynk App.

// Go to the Project Settings (nut icon).

char auth[] = "09754f5944c94ede9f2714b3802430ef"; for every new project in blnky app auth token will change

// Your WiFi credentials.

// Set password to "" for open networks.

char ssid[] = "roopak7193";

char pass[] = "roopak07";

// Hardware Serial on Mega, Leonardo, Micro...

#define EspSerial Serial

// or Software Serial on Uno, Nano...

#include <SoftwareSerial.h>

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

// Your ESP8266 baud rate:

#define ESP8266\_BAUD 115200

ESP8266 wifi(&EspSerial);

void setup()

{

// Debug console

Serial.begin(9600);

delay(10);

// Set ESP8266 baud rate

EspSerial.begin(ESP8266\_BAUD);

delay(10);

Blynk.begin(auth, wifi, ssid, pass);

}

void loop()

{

Blynk.run();

}