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This example shows how to send values to the Blynk App,

when there is a widget, attached to the Virtual Pin and it

is set to some frequency

Project setup in the app:

Value Display widget attached to V5. Set any reading

frequency (i.e. 1 second)

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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";

// Your WiFi credentials.

// Set password to "" for open networks.

char ssid[] = "leap";

char pass[] = "leap1234";

int a=3;

// 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);

int pinValue;

BLYNK\_READ(V5) //Blynk app has something on V5

{

pinValue = analogRead(A0); //reading the sensor on A0

Blynk.virtualWrite(V5, pinValue); //sending to Blynk

if( pinValue>= 500 )

{

digitalWrite(a,HIGH);

}

else

{

digitalWrite(a,LOW);

}

}

void setup()

{

// Debug console

Serial.begin(9600);

delay(10);

// Set ESP8266 baud rate

EspSerial.begin(ESP8266\_BAUD);

delay(10);

pinMode(a,OUTPUT);

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

}

void loop()

{

Blynk.run();

}