

IoT for entrepreneurs

faq

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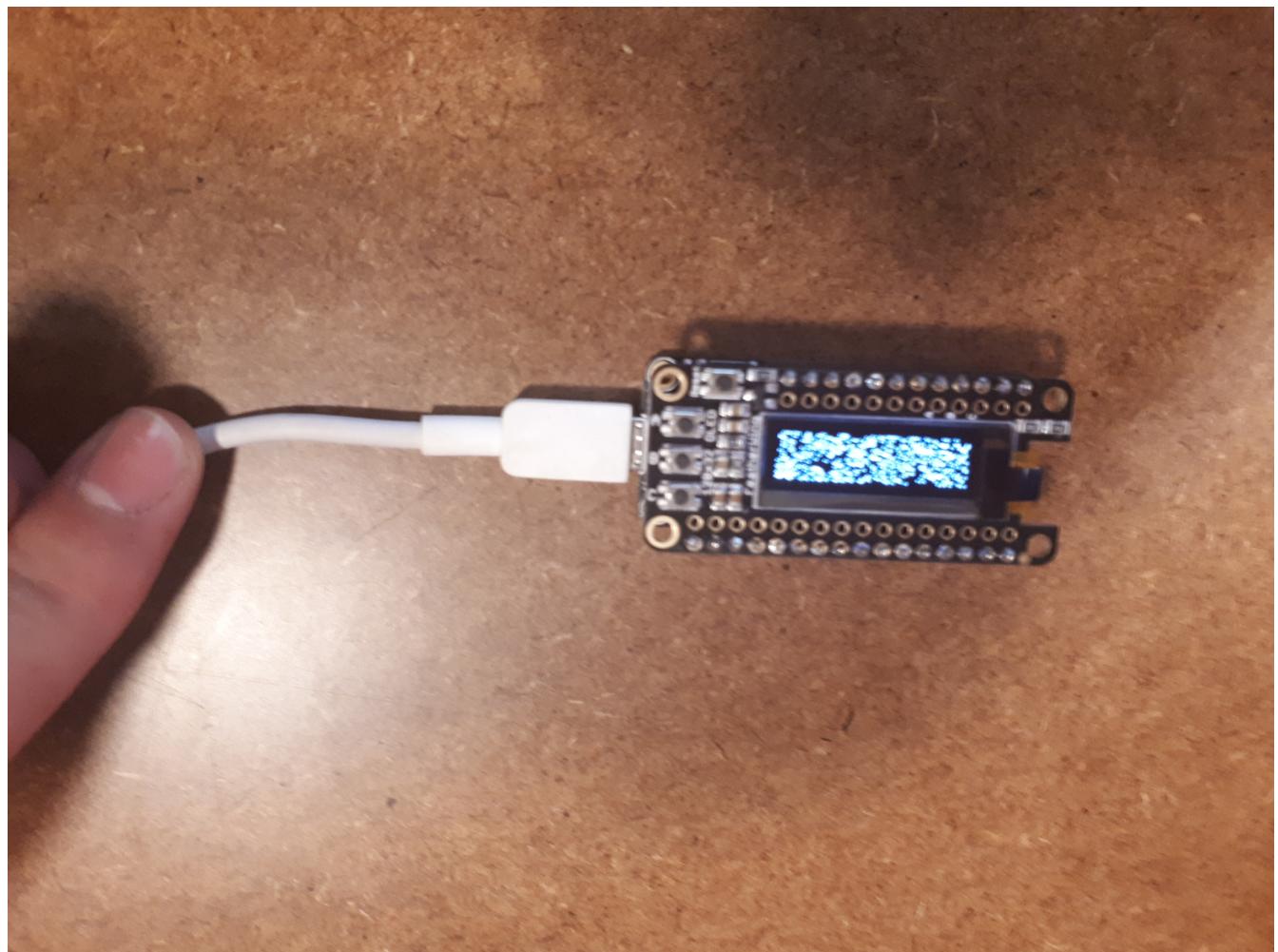
2017-10-18

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1. The screen shows nothing

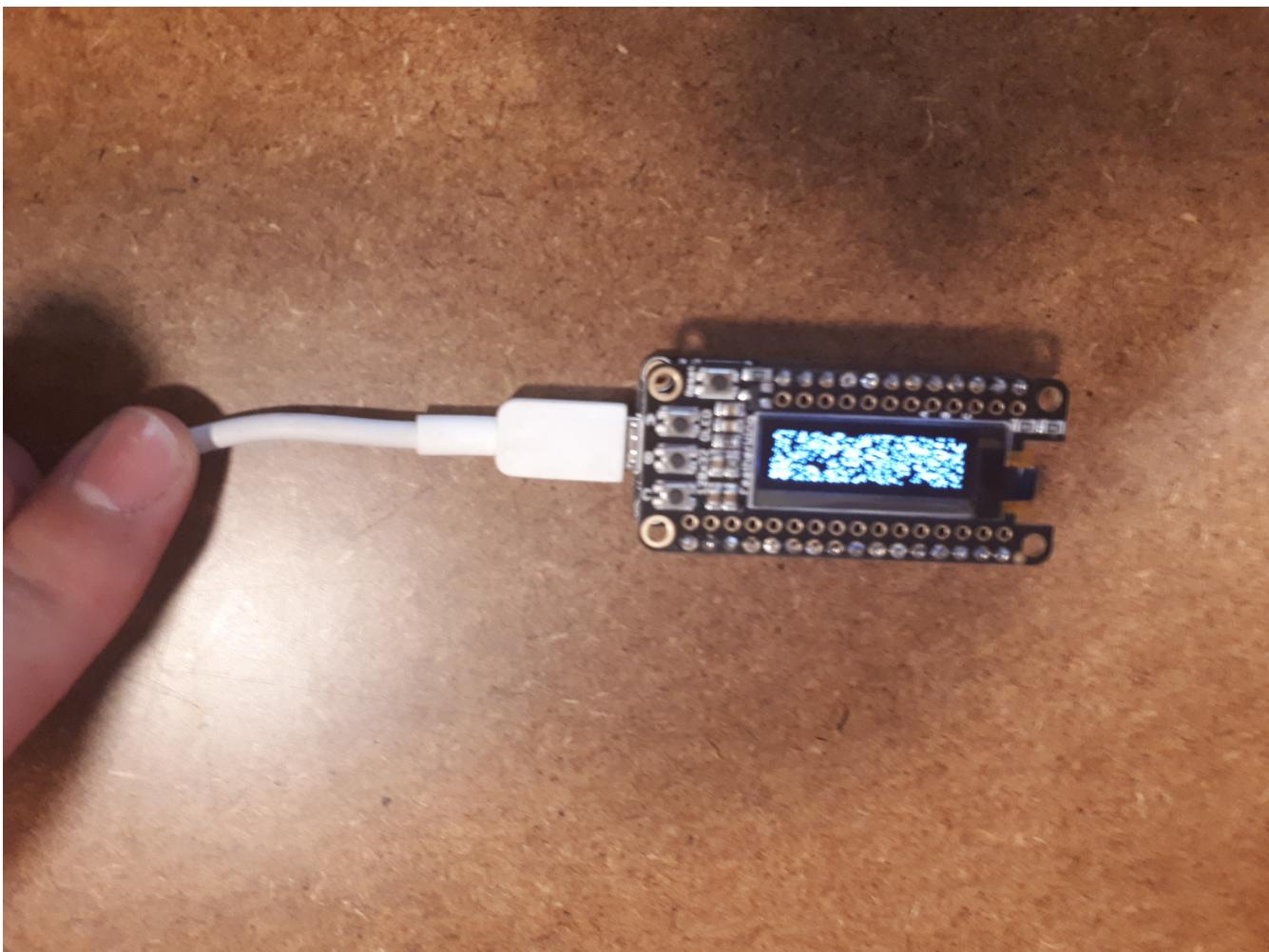


Explanation: your sketch was not loaded to the object yet.

Solution: make sur you got the sketch to load to your object.

You know it has loaded successfully when the red line in the Arduino go to "100%"

2. The screen shows a lot of white particles



Explanation: your sketch was not loaded to the object yet.

Solution: make sure you got the sketch to load to your object.

You know it has loaded successfully when the red line in the Arduino goes to "100%"

3. "DynamicJsonBuffer not declared in this scope"

This error appears when you compile the sketch, you can not download the sketch to the board.

Solution: you installed a version of the library ArduinoJson which is **too recent and not stable**

- close your Arduino IDE.
- Uninstall the ArduinoJson library by [following these steps](#).
- Install the correct version of the ArduinoJson library, which should be annotated as **stable**. As of September 2018, the latest stable version is **5.13.2**. To find this version, go to Sketch → Include

Library → Manage Libraries. Type "ArduinoJson" in the search bar. Before installing it, make sure to select version **5.13.2** in the drop down menu!

- Relaunch the Arduino IDE to make sure the changes take effect.

4. "fatal error: Adafruit_SSD1306.h: No such file or directory"

Solution:

1. install the library from Sketch → Include Library → Manage Libraries: type SSD1306 in the search bar and find it.



In the list of SSD1306 Libraries, make sure you install the one by **Adafruit**, not Acrobotic.

2. Import this library in your sketch via Sketch → Include Libraries → find it in the list!!

5. "cannot access COM1 / espcomm_open failed"

Solution:

if you are on a Mac:

- a. New / recent Mac only: make sure you installed this:

<https://www.silabs.com/products/development-tools/software/usb-to-uart-bridge-vcp-drivers>

- b. Older Mac (Mac OS 10.12.6 or older): make sure you installed this instead:

<http://community.silabs.com/t5/Interface-Knowledge-Base/Legacy-OS-Software-and-Driver-Packages/ta-p/182585>

- c. All Macs: in the Arduino IDE, with your sketch open, go to **Tools** and put your mouse above (don't click!) **Port**:. Then select:

→ In the list of ports, select the one that has "/dev/cu.SLAB_USBtoUART" in the name

if you are on a PC:

→ In the list of ports, try selecting each port (COM1, COM17... you might have different ones) until the error disappears.

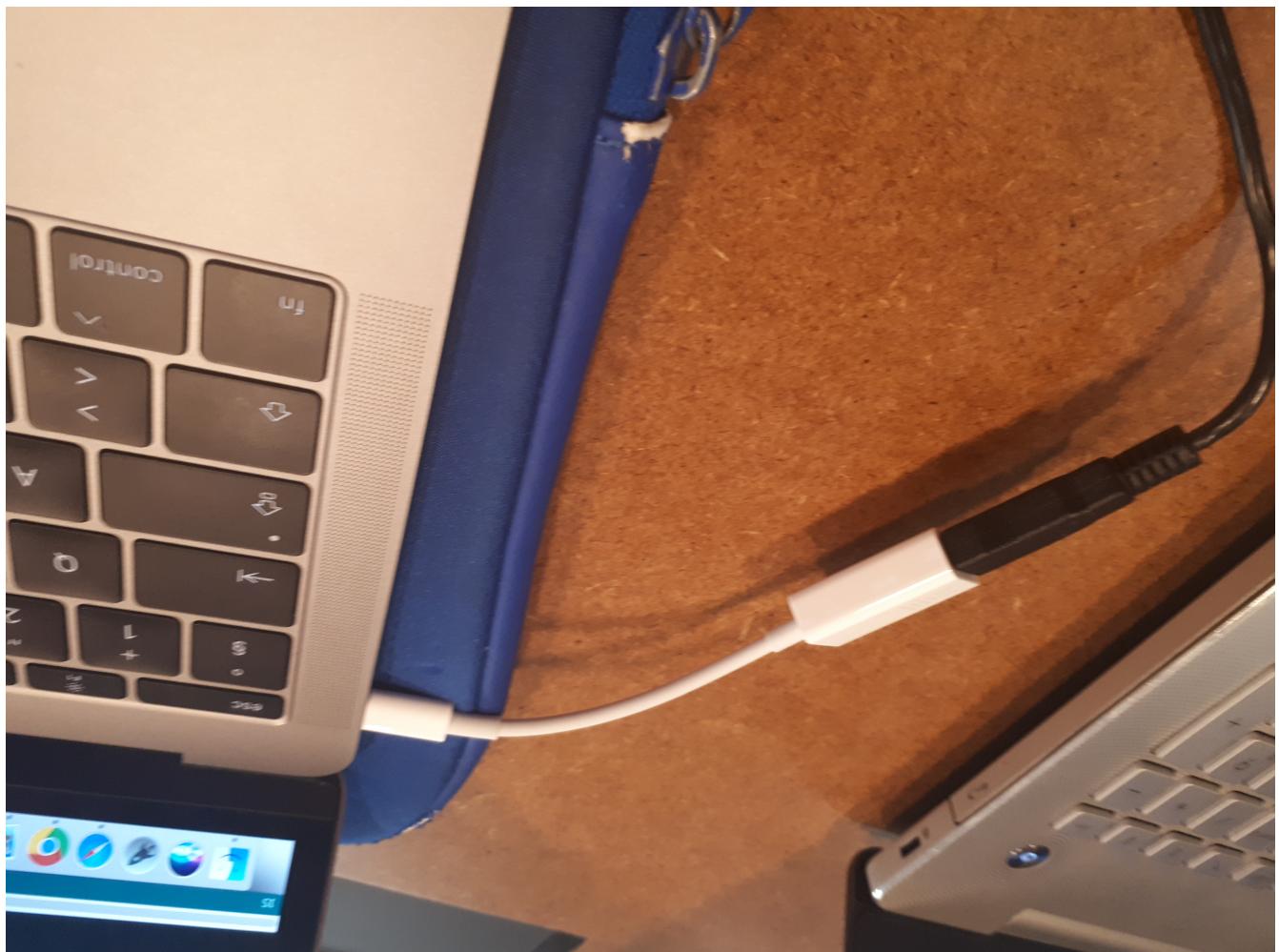
6. Upload complete but nothing on screen

Possible causes:

the wifi ssid is invalid: the name of the ssid you are using includes spaces or special characters (like: "my super wifi")*

→ Use a wifi ssid and passwords which are simpler (like: "mysuperwifi")

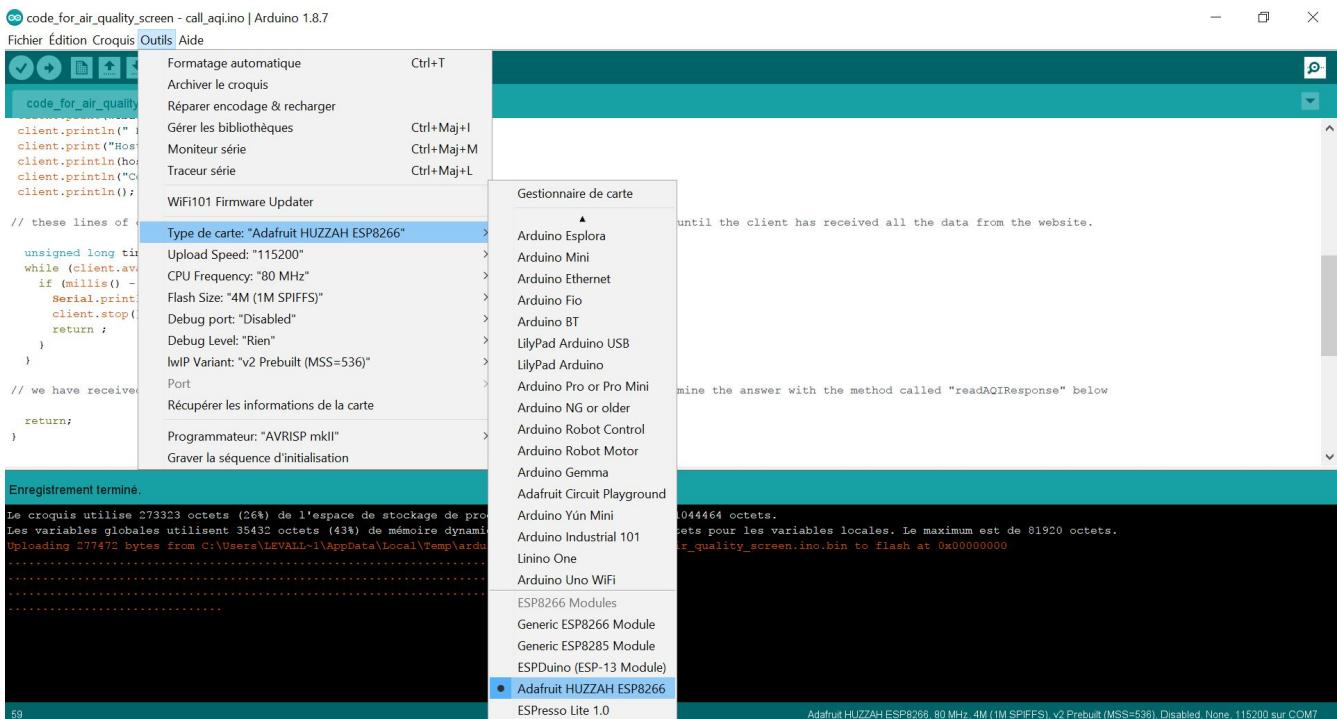
If you are on a Mac Computer, the adaptator for USB cables (white cable on the picture below) does not work:



→ try changing the usb cable. Some cables don't work.

7. "Error de compilation pour carte la Generic ESP8266 Module" / ESP8266WiFi.h: No such file or directory

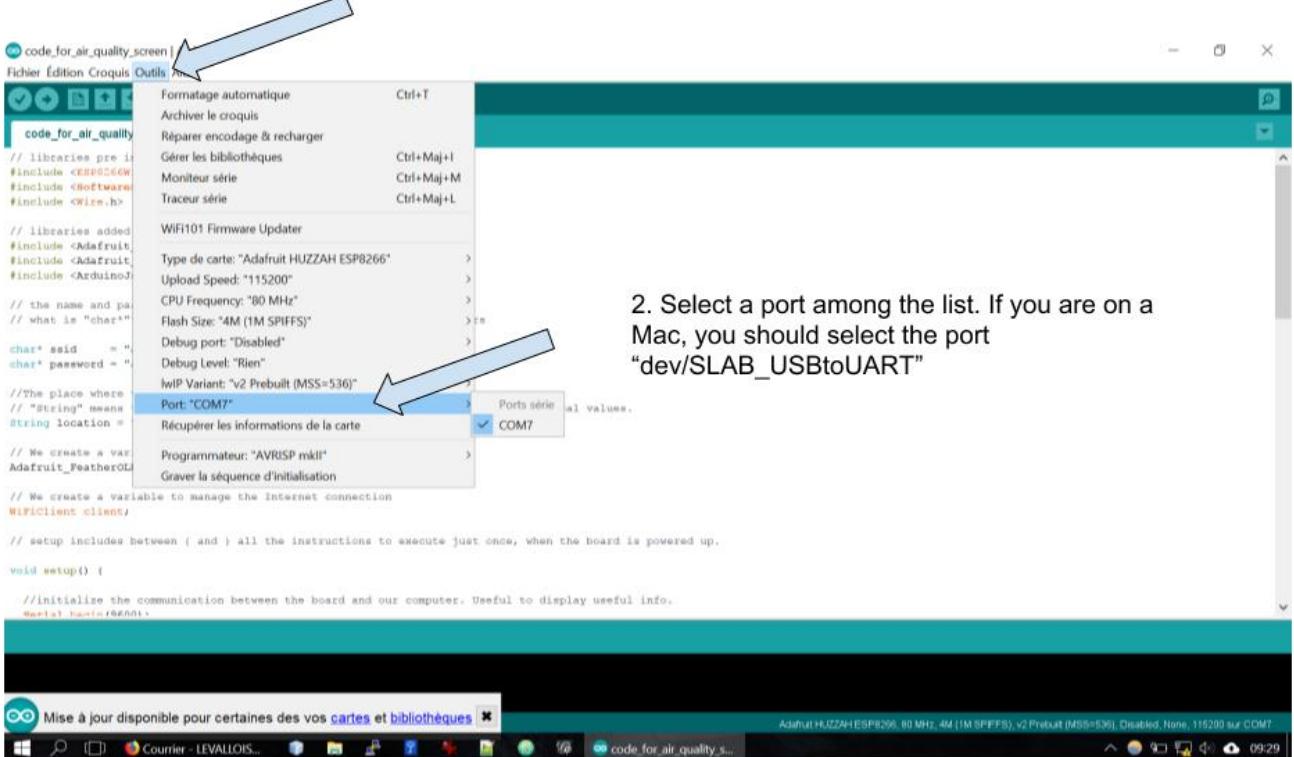
You did not select the correct card in the menu. Please go and select "Adafruit Huzzah ESP8266", like this:



8. "Please select a Port before upload"

You did not select a port in the Arduino menu. Solution: your object should be connected to the computer with the cable. Select a port in the menu, like this:

1. Select the “Tools” menu (“outils” in French)



2. Select a port among the list. If you are on a Mac, you should select the port "dev/SLAB_USBtoUART"

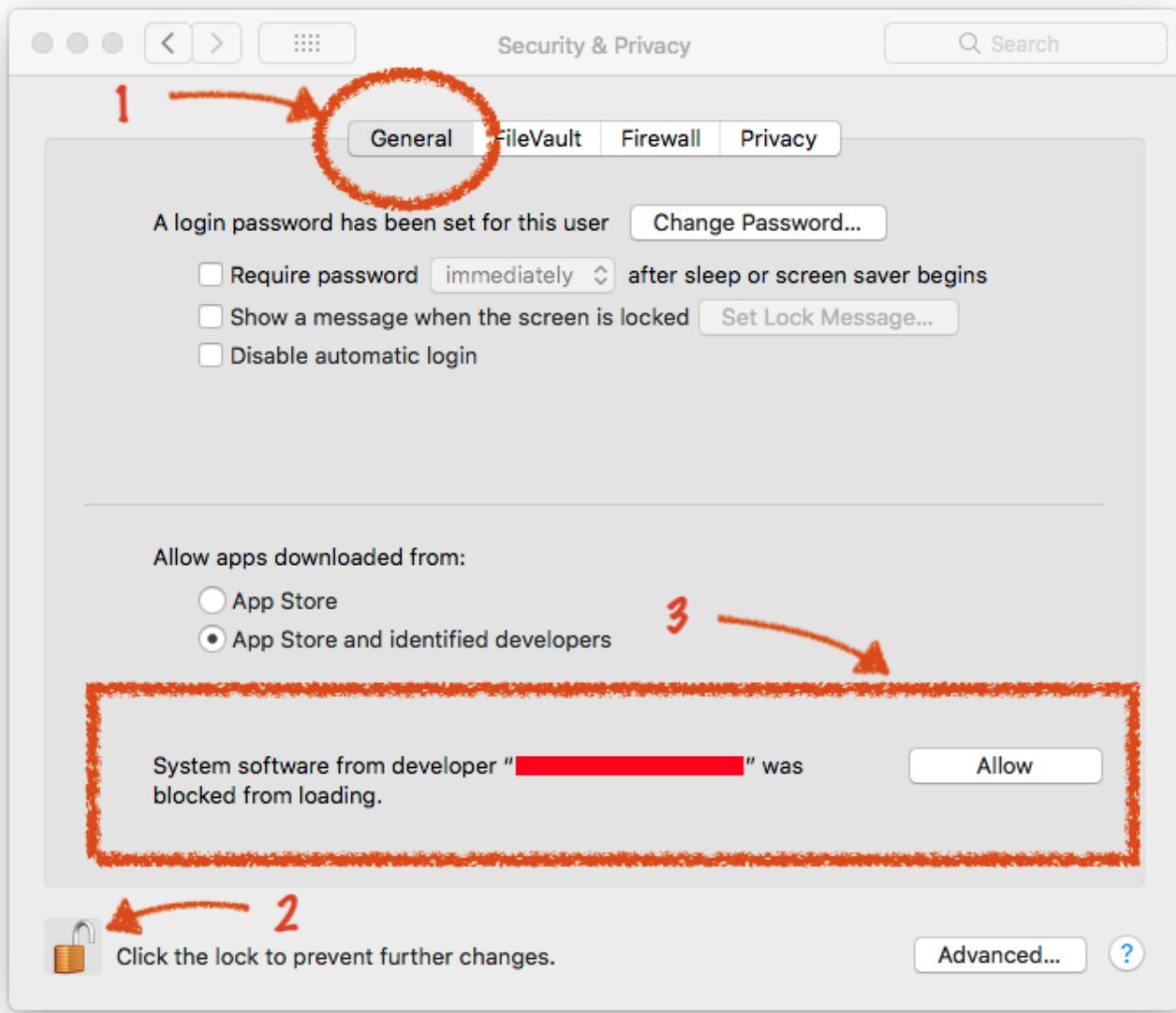
If you are on a Mac and you don't see "**dev/SLAB_USBtoUART**" among the available ports, it means you did not install a driver. Please install the driver following carefully the instructions [on this page](#).

In particular, on this web page, don't forget to:

1. click on the green button to download the driver:

Click here to download
the CP2104 USB Driver

2. allow the driver to work on your Mac. It is explained on the web page, you should do:



After all these steps you should be able to see "dev/SLAB_USBtoUART" in the list of available ports in the Arduino software. Select it.

The end

Find references for this lesson, and other lessons, [here](#).



This course is made by Clement Levallois.

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