

IoT for entrepreneurs

faq

Clément Levallois

2017-10-18

Table of Contents

| | |
|---|---|
| 1. The screen shows nothing | 1 |
| 2. The screen shows a lot of white particles..... | 1 |
| 3. "DynamicJsonBuffer not declared in this scope" | 2 |
| 4. "fatal error: Adafruit_SSD1306.h: No such file or directory" | 2 |
| 5. "cannot access COM1 / espcomm_open failed" | 2 |
| 5. Upload complete but nothing on screen..... | 3 |
| The end | 4 |

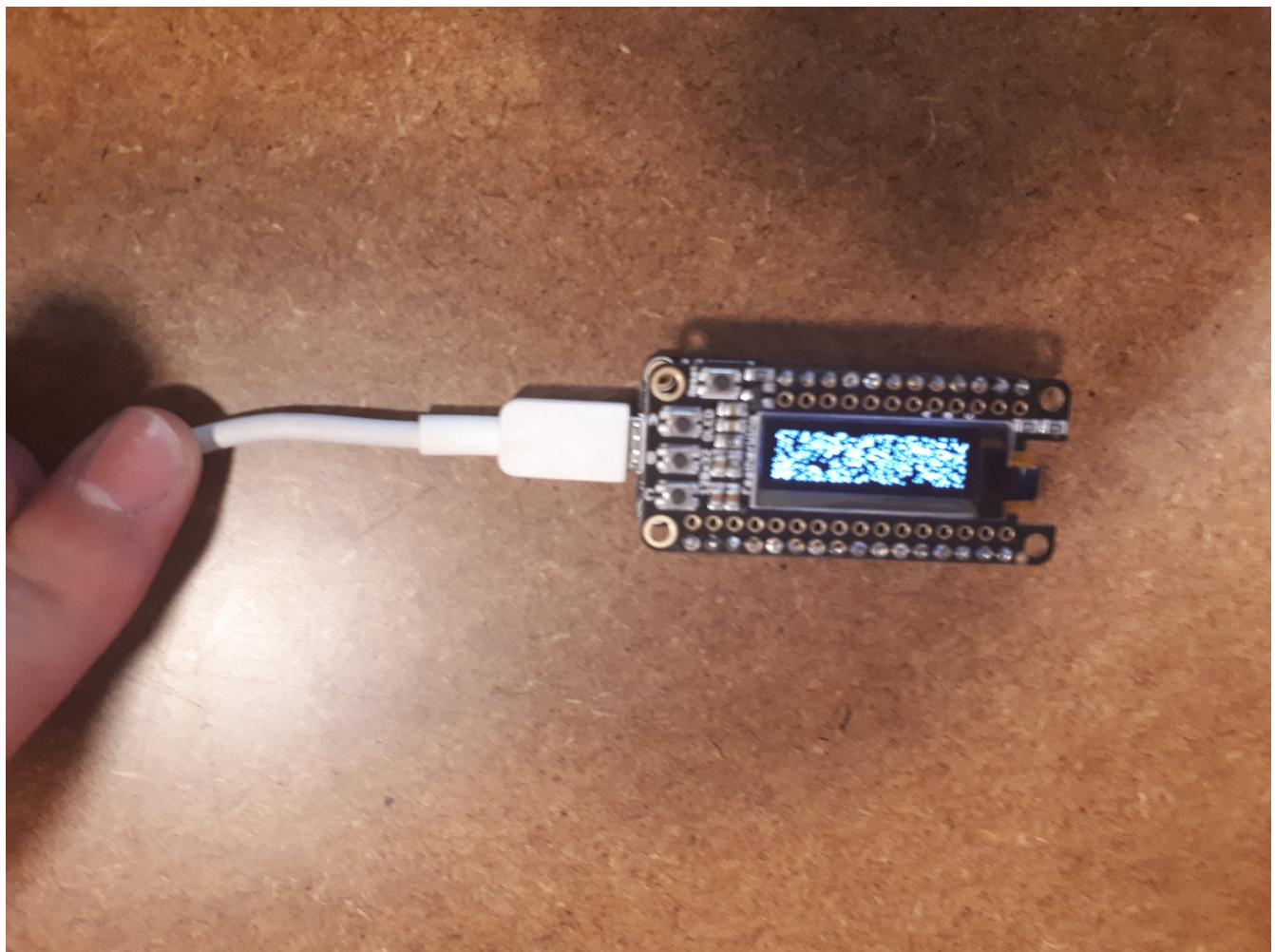


1. The screen shows nothing

Make sure you download the latest version of the code, which has been updated on Nov 12, 2018.

Direct link to download the code: https://github.com/seinecle/IoT4Entrepreneurs/blob/master/src/main/asciidoc/resources/code_for_air_quality_screen.zip

2. The screen shows a lot of white particles



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%"

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 lirary 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.

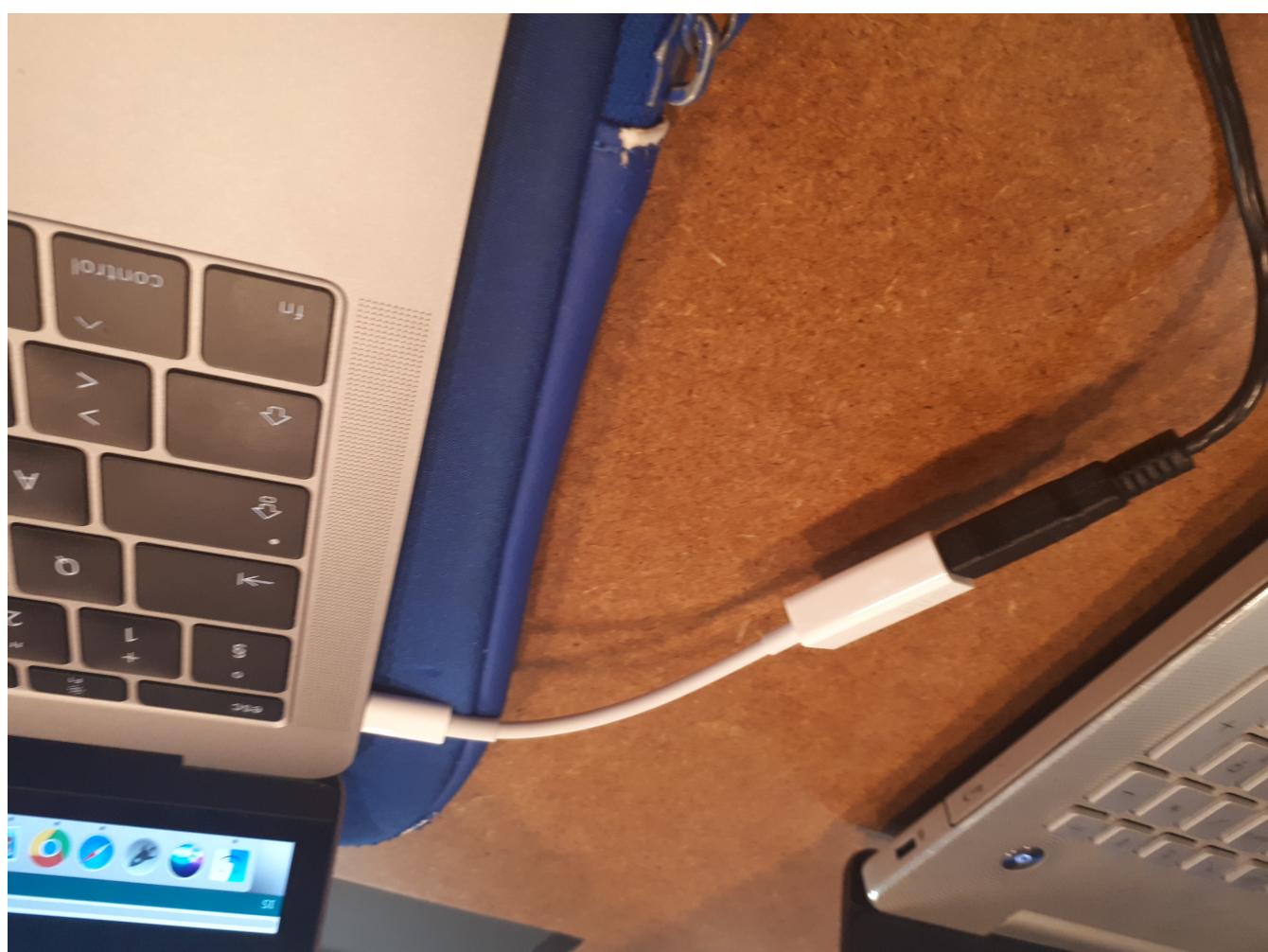
5. Upload complete but nothing on screen

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.

The end

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



This course is made by Clement Levallois.

Discover my other courses in data / tech for business: <https://www.clementlevallois.net>

Or get in touch via Twitter: [@seinecle](#)