ESP8266 SDK API Guide

Version 1.5

Espressif Systems IOT Team

Disclaimer and Copyright Notice

Information in this document, including URL references, is subject to change without notice.

THIS DOCUMENT IS PROVIDED AS IS WITH NO WARRANTIES WHATSOEVER, INCLUDING ANY WARRANTY OF MERCHANTABILITY, NONINFRINGEMENT, FITNESS FOR ANY PARTICULAR PURPOSE, OR ANY WARRANTY OTHERWISE ARISING OUT OF ANY PROPOSAL, SPECIFICATION OR SAMPLE. All liability, including liability for infringement of any proprietary rights, relating to use of information in this document is disclaimed. No licenses express or implied, by estoppel or otherwise, to any intellectual property rights are granted herein.

The Wi-Fi Alliance Member Logo is a trademark of the Wi-Fi Alliance.

All trade names, trademarks and registered trademarks mentioned in this document are property of their respective owners, and are hereby acknowledged.

Table of Content

1. Preambles

ESP8266 WiFi SoC offers a complete and self-contained Wi-Fi networking solution; it can be used to host applications or to offload Wi-Fi networking functions from another application processor. When the ESP8266 hosts application, it boots up directly from an external flash. It has an integrated cache to improve the performance of system's running applications. Alternately, serving as a Wi-Fi adapter, wireless internet access can be added into any microcontroller-based design with simple connectivity through UART interface or the CPU AHB bridge interface.

ESP8266EX is amongst the most integrated WiFi chip in the industry; it integrates the antenna switches, RF balun, power amplifier, low noise receive amplifier, filters, power management modules, it requires minimal external circuitry, and the entire solution, including front-end module, is designed to occupy minimal PCB area.

ESP8266EX also integrates an enhanced version of Tensilica's L106 Diamond series 32-bit processor, with on-chip SRAM, on top of its Wi-Fi functionalities. ESP8266EX is often integrated with external sensors and other application specific devices through its GPIOs. Codes for such applications are provided in examples in the SDK.

Sophisticated system-level features include fast sleep/wake switching for energy-efficient VoIP, adaptive radio biasing for low-power operations, advanced signal processing, spur cancellation and radio co-existence features for common cellular, Bluetooth, DDR, LVDS, LCD interference mitigation.

The SDK based on ESP8266 IoT platform offers users an easy, fast and efficient way to develop IoT devices. This programming guide provides overview of the SDK as well as details on the API. It is written for embedded software developers to help them program on ESP8266 IoT platform.

2. Overview

The SDK provides a set of interfaces for data receive and transmit functions over the Wi-Fi and TCP/IP layers so programmers can focus on application development at a higher level. Users can easily make use of the corresponding interfaces to receive and transmit data.

All networking functions on the ESP8266 IoT platform are realized in the library, and are not transparent to users. Instead, users can initialize the interface in `user_main.c`.

`void user_init(void)` is the default method provided. Users can add functions like firmware initialization, network parameters setting, and timer initialization in the interface.

`void user_rf_pre_init(void)` need to be added in `user_main.c` since SDK_v1.1.0, refers to the IOT_Demo. It is provided for RF initialization. User can call `system_phy_set_rfoption` to set RF option in `user_rf_pre_init`, or call `system_deep_sleep_set_option` before deep-sleep. If RF is disabled, ESP8266 station and soft-AP will both be disabled, so please don't call related APIs, and Wi-Fi function can not be used either.

The SDK provides APIs to handle JSON, and users can also use self-defined data types to handle the them.

Notice:

- Using non-OS SDK which is single-threaded, the CPU should not take long to execute tasks:
  - If a task occupies the CPU too long, ESP8266 can't feed the dog, it will cause a watchdog reset;
  - If interrupt is disabled, CPU can only be occupied in us range and the time should not be more than 10 us; if interrupt is not disabled, it is suggested that CPU should not be occupied more than 500 ms.
- We suggest using a timer to check periodically, if users need to call `os_delay_us` or function `while`, or function `for` in timer callback, please do not occupy CPU more than 15 ms.
- Using non-OS SDK, please do not call any function defined with `ICACHE_FLASH_ATTR` in the interrupt handler.
- We suggest using RTOS SDK, RTOS to schedule different tasks.
- Read and write RAM has to be aligned by 4 bytes, so please do not cast pointer directly, for example, please use `os_memcpy` instead of `float temp = *((float*)data);`.
- If users need to print logs in interrupt handler, please use API `os_printf_plus`, and do not add too much logs in interrupt handler. If interrupt handler occupies the CPU too long, errors may occur either.

3. Application Programming Interface (APIs)

3.1. Software Timer

Timer APIs can be found in: /esp_iot_sdk/include/osapi.h. Please note that os_timer APIs listed below are software timers executed in task, hence timer callbacks may not be precisely executed at the right time; it depends on priority. If you need a precise timer, please use a hardware timer which can be executed in hardware interrupt. Please refer to hw_timer.c.

- For the same timer, os_timer_arm (or os_timer_arm_us) cannot be invoked repeatedly. os_timer_disarm should be invoked first.
- os_timer_setfn can only be invoked when the timer is not enabled, i.e., after os_timer_disarm or before os_timer_arm (or os_timer_arm_us).

1. os_timer_arm

Function:

Enable a millisecond timer.

Prototype:

```
void os_timer_arm (
    os_timer_t *ptimer,
    uint32_t milliseconds,
    bool repeat_flag
)
```

Parameters:

os_timer_t *ptimer : Timer structure

uint32_t milliseconds : Timing, Unit: millisecond

- if called system_timer_reinit, the maximum value allowed to input is 0x41893
- if didn't call system_timer_reinit, the maximum value allowed to input is 0xFFFFFFF

bool repeat_flag : Whether the timer will be invoked repeatedly or not

Return:

null

2. os_timer_disarm

Function:

Disarm timer

Prototype:

```
void os_timer_disarm (os_timer_t *ptimer)
```

Parameters:

`os_timer_t *ptimer` : Timer structure

Return:

null

3. os_timer_setfn

Function:

Set timer callback function.

For enabled timer, timer callback has to be set.

Prototype:

```
void os_timer_setfn(
    os_timer_t *ptimer,
    os_timer_func_t *pfunction,
    void *parg
)
```

Parameters:

`os_timer_t *ptimer` : Timer structure
`os_timer_func_t *pfunction` : timer callback function
`void *parg` : callback function parameter

Return:

null

4. system_timer_reinit

Function:

Reinitiate the timer when you need to use microsecond timer

Notes:

1. Define `USE_US_TIMER`;
2. Put `system_timer_reinit` at the beginning of `user_init` , in the first sentence.

Prototype:

```
void system_timer_reinit (void)
```

Parameters:

null

Return:

null

5. os_timer_arm_us

Function:

Enable a microsecond timer.

Notes:

1. Define USE_US_TIMER;
2. Put system_timer_reinit at the beginning of user_init , in the first sentence.

Prototype:

```
void os_timer_arm_us (
    os_timer_t *ptimer,
    uint32_t microseconds,
    bool repeat_flag
)
```

Parameters:

os_timer_t *ptimer : Timer structure

uint32_t microseconds : Timing, Unit: microsecond, the minimum value is 0x64, the maximum value allowed to input is 0xFFFFFFF

bool repeat_flag : Whether the timer will be invoked repeatedly or not

Return:

null

3.2. Hardware Timer

Hardware timer APIs can be found in /esp_iot_sdk/examples/driver_lib/hw_timer.c. User can use it according to "readme.txt" which in folder driver_lib.

NOTE:

- if you use NMI source, for autoload timer , parameter val of hw_timer_arm can not be less than 100.
- if you use NMI source - this timer has highest priority, it can interrupt other ISRs.
- if you use FRC1 source - this timer can not interrupt other ISRs.
- APIs in hw_timer.c can not be called when PWM APIs are in use, because they all use the same hardware timer.

1. hw_timer_init

Function:

Initialize the hardware ISR timer

Prototype:

```
void hw_timer_init (
    FRC1_TIMER_SOURCE_TYPE source_type,
    u8 req
)
```

Parameters:

`FRC1_TIMER_SOURCE_TYPE source_type` : ISR source of timer

`FRC1_SOURCE`, timer use FRC1 ISR as ISR source.

`NMI_SOURCE`, timer use NMI ISR as ISR source.

`u8 req` : 0, not autoload

1, autoload mode

Return:

none

2. hw_timer_arm

Function:

Set a trigger timer delay to enable this timer.

Prototype:

```
void hw_timer_arm (uint32 val)
```

Parameters:

`uint32 val` : Timing

- in autoload mode :
  - For `FRC1_SOURCE`, range : 50 ~ 0x7fffff;
  - For `NMI_SOURCE`, range : 100 ~ 0x7fffff;
- in non autoload mode, range : 10 ~ 0x7fffff;

Return:

none

3. hw_timer_set_func

Function:

Set timer callback function.

For enabled timer, timer callback has to be set.

Prototype:

```
void hw_timer_set_func (void (* user_hw_timer_cb_set)(void) )
```

Parameters:

`void (* user_hw_timer_cb_set)(void)` : Timer callback function

Return:

none

4. hardware timer example

```
#define REG_READ(_r)     (*(volatile uint32 *)(_r))
#define WDEV_NOW()    REG_READ(0x3ff20c00)
uint32 tick_now2 = 0;
void hw_test_timer_cb(void)
{
    static uint16 j = 0;
    j++;

    if( (WDEV_NOW() - tick_now2) >= 1000000 )
    {
    static u32 idx = 1;
        tick_now2 = WDEV_NOW();
        os_printf("b%u:%d\n",idx++,j);
        j = 0;
    }
}

void ICACHE_FLASH_ATTR user_init(void)
{
        hw_timer_init(FRC1_SOURCE,1);
        hw_timer_set_func(hw_test_timer_cb);
        hw_timer_arm(100);
}
```

3.3. System APIs

1. system_get_sdk_version

Function:

Get SDK version

Prototype:

```
const char* system_get_sdk_version(void)
```

Parameter:

none

Return:

SDK version

Example:

```
os_printf("SDK version: %s \n", system_get_sdk_version());
```

2. system_restore

Function:

Reset to default settings of following APIs : wifi_station_set_auto_connect, wifi_set_phy_mode, wifi_softap_set_config related, wifi_station_set_config related, wifi_set_opmode, and APs information recorded by #define AP_CACHE

Note:

Call system_restart to restart after reset by system_restore.

Prototype:

```
void system_restore(void)
```

Parameters:

null

Return:

null

3. system_restart

Function:

Restart

Prototype:

```
void system_restart(void)
```

Parameters:

null

Return:

null

4. system_init_done_cb

Function:

Call this API in user_init to register a system-init-done callback.

Note:

wifi_station_scan has to be called after system init done and station enable.

Prototype:

```
void system_init_done_cb(init_done_cb_t cb)
```

Parameter:

init_done_cb_t cb : system-init-done callback

Return:

null

Example:

```
void to_scan(void)  { wifi_station_scan(NULL,scan_done); }
void user_init(void)  {
    wifi_set_opmode(STATION_MODE);
    system_init_done_cb(to_scan);
}
```

5. system_get_chip_id

Function:

Get chip ID

Prototype:

```
uint32 system_get_chip_id (void)
```

Parameters:

null

Return:

Chip ID

6. system_get_vdd33

Function:

Measure the power voltage of VDD3P3 pin 3 and 4, unit: 1/1024 V

Note:

- system_get_vdd33 can only be called when RF is enabled.
- system_get_vdd33 can only be called when TOUT pin is suspended
- The 107th byte in esp_init_data_default.bin (0~127byte) is named as "vdd33_const" , when TOUT pin is suspended vdd33_const must be set as 0xFF, that is 255

Prototype:

uint16 system_get_vdd33(void)

Parameter:

none

Return:

power voltage of VDD33, unit: 1/1024 V

7. system_adc_read

Function:

Measure the input voltage of TOUT pin 6, unit: 1/1024 V

Note:

- system_adc_read is only available when wire TOUT pin to external circuitry. Input Voltage Range restricted to 0 ~ 1.0V.
- The 107th byte in esp_init_data_default.bin(0~127byte) is named as "vdd33_const", and when wire TOUT pin to external circuitry, the vdd33_const must be set as real power voltage of VDD3P3 pin 3 and 4.
- The range of operating voltage of ESP8266 is 1.8V~3.6V, the unit of vdd33_const is 0.1V, so effective value range of vdd33_const is [18, 36]. If vdd33_const is an ineffective value which in [0, 18) or (36, 255), ESP8266 RF calibration will use 3.3V by default.

Prototype:

uint16 system_adc_read(void)

Parameter:

none

Return:

input voltage of TOUT pin 6, unit: 1/1024 V

8. system_deep_sleep

Function:

Configures chip for deep-sleep mode. When the device is in deep-sleep, it automatically wakes up periodically; the period is configurable. Upon waking up, the device boots up from user_init.

Note:

- Hardware has to support deep-sleep wake up (XPD_DCDC connects to EXT_RSTB with 0 ohm resistor).
- system_deep_sleep(0): there is no wake up timer; in order to wakeup, connect a GPIO to pin RST, the chip will wake up by a falling-edge on pin RST.

Prototype:

```
void system_deep_sleep(uint32 time_in_us)
```

Parameters:

uint32 time_in_us : during the time (us) device is in deep-sleep

Return:

null

9. system_deep_sleep_set_option

Function:

Call this API before system_deep_sleep to set whether the chip will do RF calibration or not when next deep-sleep wake up. The option is 1 by default.

Prototype:

```
bool system_deep_sleep_set_option(uint8 option)
```

Parameter:

uint8 option :

0 : RF calibration after deep-sleep wake up depends on both the times of entering deep-sleep (deep_sleep_number, returns to 0 in every power up) and the byte 108 of esp_init_data_default.bin (0～127byte) .

- if deep_sleep_number < byte 108, no RF calibration after deep-sleep wake up; this reduces the current consumption.
- if deep_sleep_number = byte 108, the behavior after deep-sleep wake up will be the same as power-up, and deep_sleep_number returns to 0.

1 : the behavior after deep-sleep wake up will be the same as power-up.

2 : No RF calibration after deep-sleep wake up; this reduces the current consumption.

4 : Disable RF after deep-sleep wake up, just like modem sleep; this has the least current consumption; the device is not able to transmit or receive data after wake up.

Return:

true : succeed

false : fail

10. system_phy_set_rfoption

Function:

Enable RF or not when wakeup from deep-sleep.

Note:

- This API can only be called in user_rf_pre_init.
- Function of this API is similar to system_deep_sleep_set_option, if they are both called, it will disregard system_deep_sleep_set_option which is called before deep-sleep, and refer to system_phy_set_rfoption which is called when deep-sleep wake up.
- Before calling this API, system_deep_sleep_set_option should be called once at least.

Prototype:

```
void system_phy_set_rfoption(uint8 option)
```

Parameter:

uint8 option :

0 : RF calibration after deep-sleep wake up depends on both the times of entering deep-sleep (deep_sleep_number, returns to 0 in every power up) and the byte 108 of esp_init_data_default.bin(0～127byte).

- if deep_sleep_number < byte 108, no RF calibration after deep-sleep wake up; this reduces the current consumption.
- if deep_sleep_number = byte 108, the behavior after deep-sleep wake up will be the same as power-up, and deep_sleep_number returns to 0.

1 : the behavior after deep-sleep wake up will be the same as power-up.

2 : No RF calibration after deep-sleep wake up; this reduces the current consumption.

4 : Disable RF after deep-sleep wake up, just like modem sleep; this has the least current consumption; the device is not able to transmit or receive data after wake up.

Return:

none

11. system_phy_set_powerup_option

Function:

Set whether the chip will do RF calibration or not when power up. The option is 0 by default.

Prototype:

```
void system_phy_set_powerup_option(uint8 option)
```

Parameter:

uint8 option : RF initialization when power up.

0 : RF initialization when power up depends on esp_init_data_default.bin(0～127byte) byte 114. More details in appendix of documentation "2A-ESP8266__IOT_SDK_User_Manual_v1.4".

1 : RF initialization only calibrate VDD33 and TX power which will take about 18 ms; this reduces the current consumption.

2 : RF initialization only calibrate VDD33 which will take about 2 ms; this has the least current consumption.

3 : RF initialization will do the whole RF calibration which will take about 200 ms; this increases the current consumption.

Return:

null

12. system_phy_set_max_tpw

Function:

Set maximum value of RF TX Power, unit : 0.25dBm

Prototype:

```
void system_phy_set_max_tpw(uint8 max_tpw)
```

Parameter:

uint8 max_tpw : maximum value of RF Tx Power, unit : 0.25dBm, range [0, 82]

it can be set refer to the 34th byte (target_power_qdb_0) of esp_init_data_default.bin(0～127byte)

Return:

none

13. system_phy_set_tpw_via_vdd33

Function:

Adjust RF TX Power according to VDD33, unit : 1/1024 V

Note:

When TOUT pin is suspended, VDD33 can be got by system_get_vdd33;

When wire TOUT pin to external circuitry, system_get_vdd33 can not be used.

Prototype:

```
void system_phy_set_tpw_via_vdd33(uint16 vdd33)
```

Parameter:

uint16 vdd33 : VDD33, unit : 1/1024V, range [1900, 3300]

Return:

none

14. system_set_os_print

Function:

Turn on/off print logFunction

Prototype:

```
void system_set_os_print (uint8 onoff)
```

Parameters:

uint8 onoff

Note:

onoff==0: print function off

onoff==1: print function on

Default:

print function on

Return:

null

15. system_print_meminfo

Function:

Print memory information, including data/rodata/bss/heap

Prototype:

```
void system_print_meminfo (void)
```

Parameters:

null

Return:

null

16. system_get_free_heap_size

Function:

Get free heap size

Prototype:

```
uint32 system_get_free_heap_size(void)
```

Parameters:

null

Return:

uint32 : available heap size

17. system_os_task

Function:

Set up tasks

Prototype:

```
bool system_os_task(
    os_task_t    task,
    uint8        prio,
    os_event_t   *queue,
    uint8        qlen
)
```

Parameters:

```
os_task_t task   : task function
uint8 prio       : task priority. 3 priorities are supported: 0/1/2; 0 is
the lowest priority. This means only 3 tasks are allowed to set up.
os_event_t *queue      : message queue pointer
uint8 qlen             : message queue depth
```

Return:

true: succeed
false: fail

Example:

```
#define SIG_RX          0
#define TEST_QUEUE_LEN  4
os_event_t *testQueue;
void test_task (os_event_t *e) {
    switch (e->sig) {
        case SIG_RX:
            os_printf(sig_rx %c/n, (char)e->par);
            break;
        default:
            break;
    }
}
void task_init(void) {
    testQueue=(os_event_t *)os_malloc(sizeof(os_event_t)*TEST_QUEUE_LEN);
    system_os_task(test_task,USER_TASK_PRIO_0,testQueue,TEST_QUEUE_LEN);
}
```

18. system_os_post

Function: send message to task

Prototype:

```
bool system_os_post (
    uint8 prio,
    os_signal_t sig,
    os_param_t par
)
```

Parameters:

uint8 prio : task priority, corresponding to that you set up
os_signal_t sig : message type
os_param_t par : message parameters

Return:

true: succeed
false: fail

Referring to the above example:

```
void task_post(void) {
    system_os_post(USER_TASK_PRIO_0, SIG_RX, 'a');
}
```

Printout:

```
sig_rx a
```

19. system_get_time

Function:

Get system time (us).

Prototype:

```
uint32 system_get_time(void)
```

Parameter:

null

Return:

System time in microsecond.

20. system_get_rtc_time

Function: Get RTC time, as denoted by the number of RTC clock periods.

Example:

If system_get_rtc_time returns 10 (it means 10 RTC cycles), and system_rtc_clock_cali_proc returns 5.75 (means 5.75us per RTC cycle), then the real time is 10 x 5.75 = 57.5 us.

Note:

System time will return to zero because of system_restart, but RTC still goes on.

- reset by pin EXT_RST : RTC memory won't change, RTC timer returns to zero
- watchdog reset : RTC memory won't change, RTC timer won't change
- system_restart : RTC memory won't change, RTC timer won't change
- power on : RTC memory is random value, RTC timer starts from zero
- reset by pin CHIP_EN : RTC memory is random value, RTC timer starts from zero

Prototype:

```
uint32 system_get_rtc_time(void)
```

Parameter:

null

Return:

RTC time

21. system_rtc_clock_cali_proc

Function:

Get RTC clock period.

Note:

RTC clock period has decimal part.

RTC clock period will change according to temperature, so RTC timer is not very precise.

Prototype:

```
uint32 system_rtc_clock_cali_proc(void)
```

Parameter:

null

Return:

RTC clock period (in us), bit11~ bit0 are decimal.

Note:

see RTC demo in Appendix.

Example:

```
os_printf("clk cal : %d \r\n",system_rtc_clock_cali_proc()>>12);
```

22. system_rtc_mem_write

Function:

During deep sleep, only RTC still working, so maybe we need to save some user data in RTC memory. Only user data area can be used by user.

```
|<--------system data--------->|<-----------------user data--------------->|
|          256 bytes           |                 512 bytes                 |
```

Note:

RTC memory is 4 bytes aligned for read and write operations. Parameter des_addr means block number(4 bytes per block). So, if we want to save some data at the beginning of user data area, des_addr will be 256/4 = 64, save_size will be data length.

Prototype:

```
bool system_rtc_mem_write (
    uint32 des_addr,
    void * src_addr,
    uint32 save_size
)
```

Parameter:

```
uint32 des_addr  :  destination address (block number) in RTC memory,
des_addr >=64
void * src_addr  :  data pointer.
uint32 save_size :  data length ( byte)
```

Return:

```
true:  succeed
false: fail
```

23. system_rtc_mem_read

Function:

Read user data from RTC memory. Only user data area should be accessed by the user.

```
|<--------system data--------->|<-----------------user data--------------->|
|          256 bytes           |                 512 bytes                 |
```

Note:

RTC memory is 4 bytes aligned for read and write operations. Parameter src_addr means block number(4 bytes per block). So, to read data from the beginning of user data area, src_addr will be 256/4=64, save_size will be data length.

Prototype:

```
bool system_rtc_mem_read (
    uint32 src_addr,
    void * des_addr,
    uint32 save_size
)
```

Parameter:

```
uint32 src_addr  :  source address (block number) in rtc memory, src_addr >=
64
void * des_addr  :  data pointer
uint32 save_size :  data length, byte
```

Return:

true: succeed

false: fail

24. system_uart_swap

Function:

UART0 swap. Use MTCK as UART0 RX, MTDO as UART0 TX, so ROM log will not output from this new UART0. We also need to use MTDO (U0RTS) and MTCK (U0CTS) as UART0 in hardware.

Prototype:

```
void system_uart_swap (void)
```

Parameter:

null

Return:

null

25. system_uart_de_swap

Function:

Disable UART0 swap. Use original UART0, not MTCK and MTDO.

Prototype:

```
void system_uart_de_swap (void)
```

Parameter:

null

Return:

null

26. system_get_boot_version

Function:

Get version info of boot

Prototype:

```
uint8 system_get_boot_version (void)
```

Parameter:

null

Return:

Version info of boot.

Note:

If boot version >= 3 , you could enable boot enhance mode (refer to system_restart_enhance)

27. system_get_userbin_addr

Function: Get address of the current running user bin (user1.bin or user2.bin).

Prototype:

```
uint32 system_get_userbin_addr (void)
```

Parameter:

null

Return:

Start address info of the current running user bin.

28. system_get_boot_mode

Function: Get boot mode.

Prototype:

```
uint8 system_get_boot_mode (void)
```

Parameter:

null

Return:

```
#define SYS_BOOT_ENHANCE_MODE 0
#define SYS_BOOT_NORMAL_MODE  1
```

Note:

Enhance boot mode: can load and run FW at any address;
Normal boot mode: can only load and run normal user1.bin (or user2.bin).

29. system_restart_enhance

Function:

Restarts system, and enters enhance boot mode.

Prototype:

```
bool system_restart_enhance(
    uint8 bin_type,
    uint32 bin_addr
)
```

Parameter:

```
uint8 bin_type : type of bin
#define SYS_BOOT_NORMAL_BIN  0  // user1.bin or user2.bin
#define SYS_BOOT_TEST_BIN  1    // can only be Espressif test bin
uint32 bin_addr : start address of bin file
```

Return:

true: succeed
false: Fail

Note:

SYS_BOOT_TEST_BIN is for factory test during production; you can apply for the test bin from Espressif Systems.

30. system_update_cpu_freq

Function:

Set CPU frequency. Default is 80MHz.

Note:

System bus frequency is 80MHz, will not be affected by CPU frequency. The frequency of UART, SPI, or other peripheral devices, are divided from system bus frequency, so they will not be affected by CPU frequency either.

Prototype:

```
bool system_update_cpu_freq(uint8 freq)
```

Parameter:

```
uint8 freq : CPU frequency
   #define SYS_CPU_80MHz  80
   #define SYS_CPU_160MHz 160
```

Return:

true: succeed
false: fail

31. system_get_cpu_freq

Function:

Get CPU frequency.

Prototype:

```
uint8 system_get_cpu_freq(void)
```

Parameter:

null

Return:

CPU frequency, unit : MHz.

32. system_get_flash_size_map

Function:

Get current flash size and flash map.

Flash map depends on the selection when compiling, more details in document "2A-ESP8266__IOT_SDK_User_Manual"

Structure:

```
enum flash_size_map {
    FLASH_SIZE_4M_MAP_256_256 = 0,
    FLASH_SIZE_2M,
    FLASH_SIZE_8M_MAP_512_512,
    FLASH_SIZE_16M_MAP_512_512,
    FLASH_SIZE_32M_MAP_512_512,
    FLASH_SIZE_16M_MAP_1024_1024,
    FLASH_SIZE_32M_MAP_1024_1024
};
```

Prototype:

```
enum flash_size_map system_get_flash_size_map(void)
```

Parameter:

none

Return:

flash map

33. system_get_rst_info

Function:

Get information about current startup.

Structure:

```
enum rst_reason {
    REANSON_DEFAULT_RST       = 0,   // normal startup by power on
    REANSON_WDT_RST           = 1,   // hardware watch dog reset
    // exception reset, GPIO status won't change
    REANSON_EXCEPTION_RST     = 2,
```

```
        // software watch dog reset, GPIO status won't change
        REANSON_SOFT_WDT_RST      = 3,
        // software restart ,system_restart , GPIO status won't change
        REANSON_SOFT_RESTART      = 4,
        REANSON_DEEP_SLEEP_AWAKE  = 5,  // wake up from deep-sleep
        REANSON_EXT_SYS_RST = 6,  // external system reset
        };

    struct rst_info {
        uint32 reason;  // enum rst_reason
        uint32 exccause;
        uint32 epc1; // the address that error occurred
        uint32 epc2;
        uint32 epc3;
        uint32 excvaddr;
        uint32 depc;
    };
```

Prototype:

```
struct rst_info* system_get_rst_info(void)
```

Parameter:

none

Return:

Information about startup.

34. system_soft_wdt_stop

Function:

Stop software watchdog

Note:

Please don't stop software watchdog for too long (less than 6 seconds), otherwise it will trigger hardware watchdog reset.

Prototype:

```
void system_soft_wdt_stop(void)
```

Parameter:

none

Return:

none

35. system_soft_wdt_restart

Function:

Restart software watchdog

Note:

This API can only be called if software watchdog is stopped (system_soft_wdt_stop)

Prototype:

```
void system_soft_wdt_restart(void)
```

Parameter:

none

Return:

none

36. system_soft_wdt_feed

Function:

Feed software watchdog

Note:

This API can only be called if software watchdog is enabled.

Prototype:

```
void system_soft_wdt_feed(void)
```

Parameter:

none

Return:

none

37. os_memset

Function:

Set value of memory

Prototype:

```
os_memset(void *s, int ch, size_t n)
```

Parameter:

`void *s` – pointer of memory

`int ch` – set value

`size_t n` – size

Return:

none

Example:

```
uint8 buffer[32];

os_memset(buffer, 0, sizeof(buffer));
```

38. system_show_malloc

Function:

For debugging memory leak issue, to print the memory usage.

Note:

- To use this API, users need to enable `#define MEMLEAK_DEBUG` in user_config.h
- The memory usage which cause memory leak issue may be in the logs, not ensure, just for reference.
- This API is only for debugging. After calling this API, the program may go wrong, so please do not call it in normal usage.

Prototype:

```
void system_show_malloc(void)
```

Parameter:

null

Return:

null

39. os_memcpy

Function:

copy memory

Prototype:

```
os_memcpy(void *des, void *src, size_t n)
```

Parameter:

`void *des` – pointer of destination

`void *src` – pointer of source

`size_t n` – memory size

Return:

none

Example:

```
uint8 buffer[4] = {0};
os_memcpy(buffer, "abcd", 4);
```

40. os_strlen

Function:

Get string length

Prototype:

```
os_strlen(char *s)
```

Parameter:

`char *s` – string

Return:

string length

Example:

```
char *ssid = "ESP8266";
os_memcpy(softAP_config.ssid, ssid, os_strlen(ssid));
```

41. os_printf

Function:

print format

Note:

- Default to be output from UART 0. `uart_init` in `IOT_Demo` can set baud rate of UART, and `os_install_putc1((void *)uart1_write_char)` in it will set `os_printf` to be output from UART 1.
- Do not print more than 125 bytes or continuously call this API to print data, otherwise may cause the data lose.

Prototype:

```
os_printf(const char *s)
```

Parameter:

`const char *s` – string

Return:

none

Example:

```
os_printf("SDK version: %s \n", system_get_sdk_version());
```

42. os_bzero

Function:

Set the first n bytes of string p to be 0, include '\0'

Prototype:

```
void os_bzero(void *p, size_t n)
```

Parameter:

`void *p` – pointer of memory need to be set 0

`size_t n` – length

Return:

none

43. os_delay_us

Function:

Time delay, max : 65535 us

Prototype:

```
void os_delay_us(uint16 us)
```

Parameter:

`uint16 us` – time, unit: us

Return:

none

44. os_install_putc1

Function:

Register print output function.

Prototype:

```
void os_install_putc1(void(*p)(char c))
```

Parameter:

`void(*p)(char c)` – pointer of print function

Return:

none

Example:

`os_install_putc1((void *)uart1_write_char)` in `uart_init` will set `os_printf` to be output from UART 1, otherwise, `os_printf` default output from UART 0.

3.4. SPI Flash Related APIs

More details about flash read/write operation in documentation "99A-SDK-Espressif IOT Flash RW Operation" http://bbs.espressif.com/viewtopic.php?f=21&t=413

1. spi_flash_get_id

Function:

Get ID info of spi flash

Prototype:

```
uint32 spi_flash_get_id (void)
```

Parameters:

null

Return:

SPI flash ID

2. spi_flash_erase_sector

Function:

Erase sector in flash

Prototype:

```
SpiFlashOpResult spi_flash_erase_sector (uint16 sec)
```

Parameters:

`uint16 sec` : Sector number, the count starts at sector 0, 4KB per sector.

Return:

```
typedef enum{
    SPI_FLASH_RESULT_OK,
    SPI_FLASH_RESULT_ERR,
    SPI_FLASH_RESULT_TIMEOUT
} SpiFlashOpResult;
```

3. spi_flash_write

Function:

Write data to flash. Flash read/write has to be 4-bytes aligned.

Prototype:

```
SpiFlashOpResult spi_flash_write (
    uint32 des_addr,
    uint32 *src_addr,
    uint32 size
)
```

Parameters:

```
uint32 des_addr  : destination address in flash.
uint32 *src_addr : source address of the data.
uint32 size      :length of data
```

Return:

```
typedef enum{
    SPI_FLASH_RESULT_OK,
    SPI_FLASH_RESULT_ERR,
    SPI_FLASH_RESULT_TIMEOUT
} SpiFlashOpResult;
```

4. spi_flash_read

Function:

Read data from flash. Flash read/write has to be 4-bytes aligned.

Prototype:

```
SpiFlashOpResult spi_flash_read(
    uint32 src_addr,
    uint32 * des_addr,
    uint32 size
)
```

Parameters:

```
uint32  src_addr: source address in flash
uint32 *des_addr: destination address to keep data.
uint32  size:     length of data
```

Return:

```
typedef enum {
    SPI_FLASH_RESULT_OK,
    SPI_FLASH_RESULT_ERR,
    SPI_FLASH_RESULT_TIMEOUT
} SpiFlashOpResult;
```

Example:

```
uint32 value;

uint8 *addr = (uint8 *)&value;

spi_flash_read(0x3E * SPI_FLASH_SEC_SIZE, (uint32 *)addr, 4);

os_printf("0x3E sec:%02x%02x%02x%02x\r\n", addr[0], addr[1], addr[2],
addr[3]);
```

5. system_param_save_with_protect

Function:

Write data into flash with protection. Flash read/write has to be 4-bytes aligned.

Protection of flash read/write : use 3 sectors (4KBytes per sector) to save 4KB data with protect, sector 0 and sector 1 are data sectors, back up each other, save data alternately, sector 2 is flag sector, point out which sector is keeping the latest data, sector 0 or sector 1.

Note:

More details about protection of flash read/write in documentation "99A-SDK-Espressif IOT Flash RW Operation" http://bbs.espressif.com/viewtopic.php?f=21&t=413

Prototype:

```
bool system_param_save_with_protect (
    uint16 start_sec,
    void *param,
    uint16 len
)
```

Parameter:

uint16 start_sec : start sector (sector 0) of the 3 sectors which used for flash read/write protection.

For example, in IOT_Demo we could use the 3 sectors (3 * 4KB) starts from flash 0x3D000 for flash read/write protection, so the parameter start_sec should be 0x3D

void *param : pointer of data need to save

uint16 len : data length, should less than a sector which is 4 * 1024

Return:

true, succeed;

false, fail

6. system_param_load

Function:

Read data which saved into flash with protection. Flash read/write has to be 4-bytes aligned.

Protection of flash read/write : use 3 sectors (4KBytes per sector) to save 4KB data with protect, sector 0 and sector 1 are data sectors, back up each other, save data alternately, sector 2 is flag sector, point out which sector is keeping the latest data, sector 0 or sector 1.

Note:

More details about protection of flash read/write in documentation "99A-SDK-Espressif IOT Flash RW Operation" http://bbs.espressif.com/viewtopic.php?f=21&t=413

Prototype:

```
bool system_param_load (
    uint16 start_sec,
    uint16 offset,
    void *param,
    uint16 len
)
```

Parameter:

`uint16 start_sec` : start sector (sector 0) of the 3 sectors which used for flash read/write protection. It can not sector 1 or sector 2.

For example, in IOT_Demo we could use the 3 sectors (3 * 4KB) starts from flash 0x3D000 for flash read/write protection, so the parameter `start_sec` is 0x3D, can not be 0x3E or 0x3F.

`uint16 offset` : offset of data saved in sector
`void *param` : data pointer
`uint16 len` : data length, `offset + len ≤ 4 * 1024`

Return:

true, succeed;

false, fail

7. spi_flash_set_read_func

Function:

Register user-define SPI flash read API.

Note:

This API can be only used in SPI overlap mode, please refer to esp_iot_sdk \examples\driver_lib\driver\spi_overlap.c

Prototype:

```
void spi_flash_set_read_func (user_spi_flash_read read)
```

Parameter:

`user_spi_flash_read read` : user-define SPI flash read API

Parameter Definition:

```
typedef SpiFlashOpResult (*user_spi_flash_read)(
```

```
            SpiFlashChip *spi,
            uint32 src_addr,
            uint32 * des_addr,
            uint32 size
        )
```

Return:

none

3.5. Wi-Fi Related APIs

wifi_station APIs and other APIs which set/get configurations of the ESP8266 station can only be called if the ESP8266 station is enabled.

wifi_softap APIs and other APIs which set/get configurations of the ESP8266 soft-AP can only be called if the ESP8266 soft-AP is enabled.

Flash system parameter area is the last 16KB of flash.

1. wifi_get_opmode

Function:

get WiFi current operating mode

Prototype:

```
uint8 wifi_get_opmode (void)
```

Parameters:

null

Return:

WiFi working modes:

0x01: station mode

0x02: soft-AP mode

0x03: station+soft-AP

2. wifi_get_opmode_default

Function:

get WiFi operating mode that saved in flash

Prototype:

```
uint8 wifi_get_opmode_default (void)
```

Parameters:

null

Return:

WiFi working modes:

0x01: station mode

0x02: soft-AP mode

0x03: station+soft-AP

3. wifi_set_opmode

Function:

Sets WiFi working mode as station, soft-AP or station+soft-AP, and save it to flash. Default is soft-AP mode.

Note:

Versions before esp_iot_sdk_v0.9.2, need to call system_restart() after this api; after esp_iot_sdk_v0.9.2, need not to restart.

This configuration will be saved in flash system parameter area if changed.

Prototype:

```
bool wifi_set_opmode (uint8 opmode)
```

Parameters:

uint8 opmode: WiFi operating modes:

- 0x01: station mode
- 0x02: soft-AP mode
- 0x03: station+soft-AP

Return:

true: succeed
false: fail

4. wifi_set_opmode_current

Function:

Sets WiFi working mode as station, soft-AP or station+soft-AP, and won't save to flash

Prototype:

```
bool wifi_set_opmode_current (uint8 opmode)
```

Parameters:

uint8 opmode: WiFi operating modes:

- 0x01: station mode
- 0x02: soft-AP mode
- 0x03: station+soft-AP

Return:

true: succeed
false: fail

5. wifi_station_get_config

Function:

Get WiFi station current configuration

Prototype:

```
bool wifi_station_get_config (struct station_config *config)
```

Parameters:

`struct station_config *config` : WiFi station configuration pointer

Return:

true: succeed
false: fail

6. wifi_station_get_config_default

Function:

Get WiFi station configuration that saved in flash

Prototype:

```
bool wifi_station_get_config_default (struct station_config *config)
```

Parameters:

`struct station_config *config` : WiFi station configuration pointer

Return:

true: succeed
false: fail

7. wifi_station_set_config

Function:

Set WiFi station configuration, and save it to flash

Note:

- This API can be called only if ESP8266 station is enabled.
- If `wifi_station_set_config` is called in `user_init` , there is no need to call `wifi_station_connect` after that, ESP8266 will connect to router automatically; otherwise, need `wifi_station_connect` to connect.
- In general, `station_config.bssid_set` need to be 0, otherwise it will check bssid which is the MAC address of AP.
- This configuration will be saved in flash system parameter area if changed.

Prototype:

```
bool wifi_station_set_config (struct station_config *config)
```

Parameters:

`struct station_config *config`: WiFi station configuration pointer

Return:

true: succeed

false: fail

Example:

```
void ICACHE_FLASH_ATTR
user_set_station_config(void)
{
    char ssid[32] = SSID;
    char password[64] = PASSWORD;
    struct station_config stationConf;

    stationConf.bssid_set = 0;  //need not check MAC address of AP

    os_memcpy(&stationConf.ssid, ssid, 32);
    os_memcpy(&stationConf.password, password, 64);
    wifi_station_set_config(&stationConf);
}
void user_init(void)
{
    wifi_set_opmode(STATIONAP_MODE); //Set softAP + station mode
    user_set_station_config();
}
```

8. wifi_station_set_config_current

Function:

Set WiFi station configuration, won't save to flash

Note:

- This API can be called only if ESP8266 station is enabled.
- If `wifi_station_set_config_current` is called in `user_init` , there is no need to call `wifi_station_connect` after that, ESP8266 will connect to router automatically; otherwise, need `wifi_station_connect` to connect.
- In general, `station_config.bssid_set` need to be `0`, otherwise it will check bssid which is the MAC address of AP.

Prototype:

```
bool wifi_station_set_config_current (struct station_config *config)
```

Parameters:

`struct station_config *config`: WiFi station configuration pointer

Return:

true: succeed
false: fail

9. wifi_station_set_cert_key

Function:

Set certificate and private key for connecting to WPA2-ENTERPRISE AP.

Note:

- Connecting to WPA2-ENTERPRISE AP needs more than 26 KB memory, please ensure enough space (system_get_free_heap_size).
- So far, WPA2-ENTERPRISE can only support unencrypted certificate and private key, and only in PEM format.
  - Header of certificate: ----- BEGIN CERTIFICATE -----
  - Header of private key: ----- BEGIN RSA PRIVATE KEY -----

    or ----- BEGIN PRIVATE KEY -----
- Please call this API to set certificate and private key before connecting to WPA2-ENTERPRISE AP and the application needs to hold the certificate and private key. Call wifi_station_clear_cert_key to release resources and clear status after connected to the target AP, and then the application can release the certificate and private key.
- If the private key is encrypted, please use openssl pkey command to change it to unencrypted file to use, or use openssl rsa related commands to change it (or change the start TAG).

Prototype:

```
bool wifi_station_set_cert_key (
    uint8 *client_cert, int client_cert_len,
    uint8 *private_key, int private_key_len,
    uint8 *private_key_passwd, int private_key_passwd_len,)
```

Parameter:

```
uint8 *client_cert  : certificate, HEX array
int client_cert_len : length of certificate

uint8 *private_key  : private key, HEX array
int private_key_len : length of private key
```

uint8 *private_key_passwd : password for private key, to be supported, can only be NULL now.

int private_key_passwd_len : length of password, to be supported, can only be 0 now.

Return:

0 : succeed

non-0 : fail

Example:

For example, the private key is - - - - - BEGIN PRIVATE KEY - - - - - … … … …

Then then array should be uint8 key[]={0x2d, 0x2d, 0x2d, 0x2d, 0x2d, 0x42, 0x45, 0x47, … … 0x00 };

It is the ASCII of the characters, and the array needs to be ended by 0x00.

10. wifi_station_clear_cert_key

Function:

Release resources and clear status after connected to the WPA2-ENTERPRISE AP.

Prototype:

```
void wifi_station_clear_cert_key (void)
```

Parameter:

null

Return:

null

11. wifi_station_connect

Function:

To connect WiFi station to AP

Note:

- If the ESP8266 is already connected to a router, we need to call wifi_station_disconnect first, before calling wifi_station_connect.
- Do not call this API in user_init. This API need to be called after system initializes and the ESP8266 station enabled.

Prototype:

```
bool wifi_station_connect (void)
```

Parameters:

null

Return:

true: succeed
false: fail

12. wifi_station_disconnect

Function:

Disconnects WiFi station from AP

Note:

Do not call this API in user_init. This API need to be called after system initializes and the ESP8266 station enabled.

Prototype:

```
bool wifi_station_disconnect (void)
```

Parameters:

null

Return:

true: succeed
false: fail

13. wifi_station_get_connect_status

Function:

Get WiFi connection status of ESP8266 station to AP.

Notice:

If in a special case, called wifi_station_set_reconnect_policy to disable reconnect, and did not call wifi_set_event_handler_cb to register WiFi event handler, wifi_station_get_connect_status becomes invalid and can not get the right status.

Prototype:

```
uint8 wifi_station_get_connect_status (void)
```

Parameters:

null

Return:

```
enum{
    STATION_IDLE = 0,
    STATION_CONNECTING,
    STATION_WRONG_PASSWORD,
    STATION_NO_AP_FOUND,
    STATION_CONNECT_FAIL,
    STATION_GOT_IP
};
```

14. wifi_station_scan

Function:

Scan all available APs

Note:

Do not call this API in user_init. This API need to be called after system initializes and the ESP8266 station enabled.

Prototype:

```
bool wifi_station_scan (struct scan_config *config, scan_done_cb_t cb);
```

Structure:

```
struct scan_config {
    uint8 *ssid;       // AP's ssid
    uint8 *bssid;      // AP's bssid
    uint8 channel;     //scan a specific channel
    uint8 show_hidden; //scan APs of which ssid is hidden.
};
```

Parameters:

struct scan_config *config: AP config for scan

if config==null: scan all APs

if config.ssid==null && config.bssid==null && config.channel!=null:

ESP8266 will scan the specific channel.

scan_done_cb_t cb: callback function after scan

Return:

true: succeed

false: fail

15. scan_done_cb_t

Function:

Callback function for wifi_station_scan

Prototype:

```
void scan_done_cb_t (void *arg, STATUS status)
```

Parameters:

`void *arg`: information of APs that be found, refer to struct `bss_info`

`STATUS status`: get status

Return:

null

Example:

```
wifi_station_scan(&config, scan_done);
static void ICACHE_FLASH_ATTR scan_done(void *arg, STATUS status) {
    if (status == OK) {
        struct bss_info *bss_link = (struct bss_info *)arg;
        bss_link = bss_link->next.stqe_next; //ignore first
        ...
    }
}
```

16. wifi_station_ap_number_set

Function:

Sets the number of APs that will be cached for ESP8266 station mode.

Whenever ESP8266 station connects to an AP, it keeps caches a record of this AP's SSID and password. The cached ID index starts from 0.

Note:

This configuration will be saved in flash system parameter area if changed.

Prototype:

```
bool wifi_station_ap_number_set (uint8 ap_number)
```

Parameters:

`uint8 ap_number`: the number of APs can be recorded (MAX: 5)

Return:

true: succeed

false: fail

17. wifi_station_get_ap_info

Function:

Get information of APs recorded by ESP8266 station.

Prototype:

```
uint8 wifi_station_get_ap_info(struct station_config config[])
```

Parameters:

`struct station_config config[]`: information of APs, array size has to be 5.

Return:

The number of APs recorded.

Example:

```
struct station_config config[5];
int i = wifi_station_get_ap_info(config);
```

18. wifi_station_ap_change

Function:

Switch ESP8266 station connection to AP as specified

Prototype:

```
bool wifi_station_ap_change (uint8 new_ap_id)
```

Parameters:

`uint8 new_ap_id` : AP's record id, start counting from 0.

Return:

true: succeed
false: fail

19. wifi_station_get_current_ap_id

Function:

Get the current record id of AP.

Prototype:

```
uint8 wifi_station_get_current_ap_id ();
```

Parameter:

null

Return:

The index of the AP, which ESP8266 is currently connected to, in the cached AP list.

20. wifi_station_get_auto_connect

Function:

Checks if ESP8266 station mode will connect to AP (which is cached) automatically or not when it is powered on.

Prototype:

```
uint8 wifi_station_get_auto_connect(void)
```

Parameter:

null

Return:

0: wil not connect to AP automatically;
Non-0: will connect to AP automatically.

21. wifi_station_set_auto_connect

Function:

Setting the ESP8266 station to connect to the AP (which is recorded) automatically or not when powered on. Enable auto-connect by default.

Note:

Call this API in user_init, it is effective in this current power on; call it in other place, it will be effective in next power on.

This configuration will be saved in flash system parameter area if changed.

Prototype:

```
bool wifi_station_set_auto_connect(uint8 set)
```

Parameter:

uint8 set: Automatically connect or not:
0: will not connect automatically
1: to connect automatically

Return:

true: succeed
false: fail

22. wifi_station_dhcpc_start

Function:

Enable ESP8266 station DHCP client.

Note:

DHCP is enabled by default.

This configuration interacts with static IP API (wifi_set_ip_info):

If DHCP is enabled,, static IP will be disabled;

If static IP is enabled,, DHCP will be disabled;

These settings depend on the last configuration.

Prototype:

```
bool wifi_station_dhcpc_start(void)
```

Parameter:

null

Return:

true: succeed
false: fail

23. wifi_station_dhcpc_stop

Function:

Disable ESP8266 station DHCP client.

Note:

DHCP default enable.

Prototype:

```
bool wifi_station_dhcpc_stop(void)
```

Parameter:

null

Return:

true: succeed
false: fail

24. wifi_station_dhcpc_status

Function: Get ESP8266 station DHCP client status.

Prototype:

```
enum dhcp_status wifi_station_dhcpc_status(void)
```

Parameter:

null

Return:

```
enum dhcp_status {
    DHCP_STOPPED,
    DHCP_STARTED
};
```

25. wifi_station_dhcpc_set_maxtry

Function:

Set the maximum number that ESP8266 station DHCP client will try to reconnect to the AP.

Prototype:

```
bool wifi_station_dhcpc_set_maxtry(uint8 num)
```

Parameter:

`uint8 num` - the maximum number count

Return:

true: succeed

false: fail

26. wifi_station_set_reconnect_policy

Function:

Set whether reconnect or not when the ESP8266 station is disconnected from AP.

Note:

We suggest to call this API in `user_init`

This API can only be called when the ESP8266 station is enabled.

Prototype:

```
bool wifi_station_set_reconnect_policy(bool set)
```

Parameter:

`bool set` - true, enable reconnect; false, disable reconnect

Return:

true: succeed

false: fail

27. wifi_station_get_rssi

Function:

Get rssi of the AP which ESP8266 station connected to

Prototype:

```
sint8 wifi_station_get_rssi(void)
```

Parameter:

none

Return:

31 : fail, invalid value.

others: succeed, value of rssi, in general, rssi value < 10

28. wifi_station_set_hostname

Function:

Set ESP8266 station DHCP hostname

Prototype:

```
bool wifi_station_get_hostname(char* hostname)
```

Parameter:

`char* hostname` : hostname, max length: 32

Return:

true: succeed

false: fail

29. wifi_station_get_hostname

Function:

Get ESP8266 station DHCP hostname

Prototype:

```
char* wifi_station_get_hostname(void)
```

Parameter:

none

Return:

hostname

30. wifi_softap_get_config

Function:

Get WiFi soft-AP current configuration

Prototype:

```
bool wifi_softap_get_config(struct softap_config *config)
```

Parameter:

`struct softap_config *config` : ESP8266 soft-AP config

Return:

true: succeed

false: fail

31. wifi_softap_get_config_default

Function:

Get WiFi soft-AP configurations saved in flash

Prototype:

```
bool wifi_softap_get_config_default(struct softap_config *config)
```

Parameter:

`struct softap_config *config` : ESP8266 soft-AP config

Return:

true: succeed

false: fail

32. wifi_softap_set_config

Function:

Set WiFi soft-AP configuration and save it to flash

Note:

- This API can be called only if the ESP8266 soft-AP is enabled.
- This configuration will be saved in flash system parameter area if changed.
- In soft-AP + station mode, the ESP8266 soft-AP will adjust its channel configuration to be the as same as the ESP8266. More details in appendix or BBS http://bbs.espressif.com/viewtopic.php?f=10&t=324

Prototype:

```
bool wifi_softap_set_config (struct softap_config *config)
```

Parameter:

`struct softap_config *config` : WiFi soft-AP configuration pointer

Return:

true: succeed

false: fail

33. wifi_softap_set_config_current

Function:

Set WiFi soft-AP configuration, won't save it to flash

Note:

- This API can be called only if the ESP8266 soft-AP is enabled.
- In the soft-AP + station mode, ESP8266 soft-AP will adjust its channel configuration to be as same as the ESP8266. More details in appendix or BBS http://bbs.espressif.com/viewtopic.php?f=10&t=324

Prototype:

```
bool wifi_softap_set_config_current (struct softap_config *config)
```

Parameter:

```
struct softap_config *config :  WiFi soft-AP configuration pointer
```

Return:

true: succeed
false: fail

34. wifi_softap_get_station_num

Function:

count the number of stations connected to the ESP8266 soft-AP

Prototype:

```
uint8 wifi_softap_get_station_num(void)
```

Parameter:

none

Return:

how many stations connected to ESP8266 soft-AP

35. wifi_softap_get_station_info

Function:

Get connected station devices under soft-AP mode, including MAC and IP

Note:

This API depends on DHCP, so it can not get static IP or other situation that DHCP is not used.

Prototype:

```
struct station_info * wifi_softap_get_station_info(void)
```

Input Parameters:

null

Return:

```
struct station_info* : station information structure
```

36. wifi_softap_free_station_info

Function:

Frees the struct station_info by calling the wifi_softap_get_station_info function

Prototype:

```
void wifi_softap_free_station_info(void)
```

Input Parameters:

null

Return:

null

Examples 1 (Getting MAC and IP information):

```
struct station_info * station = wifi_softap_get_station_info();
struct station_info * next_station;
while(station) {
    os_printf(bssid : MACSTR, ip : IPSTR/n,
            MAC2STR(station->bssid), IP2STR(&station->ip));
    next_station = STAILQ_NEXT(station, next);
    os_free(station);    // Free it directly
    station = next_station;
}
```

Examples 2 (Getting MAC and IP information):

```
struct station_info * station = wifi_softap_get_station_info();
while(station){
    os_printf(bssid : MACSTR, ip : IPSTR/n,
            MAC2STR(station->bssid), IP2STR(&station->ip));
    station = STAILQ_NEXT(station, next);
}
wifi_softap_free_station_info();    // Free it by calling functions
```

37. wifi_softap_dhcps_start

Function: Enable ESP8266 soft-AP DHCP server.

Note:

DHCP default enable.

This configuration interacts with static IP API (wifi_set_ip_info):

If enable DHCP, static IP will be disabled;

If enable static IP, DHCP will be disabled;

This will depend on the last configuration.

Prototype:

```
bool wifi_softap_dhcps_start(void)
```

Parameter:

null

Return:

true: succeed
false: fail

38. wifi_softap_dhcps_stop

Function: Disable ESP8266 soft-AP DHCP server.

Note: DHCP default enable.

Prototype:

```
bool wifi_softap_dhcps_stop(void)
```

Parameter:

null

Return:

true: succeed
false: fail

39. wifi_softap_set_dhcps_lease

Function:

Set the IP range that can be got from the ESP8266 soft-AP DHCP server.

Note:

- IP range has to be in the same sub-net with the ESP8266 soft-AP IP address
- This API can only be called during DHCP server disable (wifi_softap_dhcps_stop)
- This configuration only takes effect on next wifi_soft-AP_dhcps_start; if then wifi_softap_dhcps_stop is called, user needs to call this API to set IP range again if needed, and then call wifi_softap_dhcps_start for the configuration to take effect.

Prototype:

```
bool wifi_softap_set_dhcps_lease(struct dhcps_lease *please)
```

Parameter:

```
struct dhcps_lease {
    struct ip_addr start_ip;
    struct ip_addr end_ip;
};
```

Return:

true: succeed
false: fail

Example:

```
void dhcps_lease_test(void)
{
    struct dhcps_lease dhcp_lease;
    const char* start_ip = "192.168.5.100";
    const char* end_ip = "192.168.5.105";

    dhcp_lease.start_ip.addr = ipaddr_addr(start_ip);
    dhcp_lease.end_ip.addr = ipaddr_addr(end_ip);
    wifi_softap_set_dhcps_lease(&dhcp_lease);
}
```

or

```
void dhcps_lease_test(void)
{
    struct dhcps_lease dhcp_lease;
    IP4_ADDR(&dhcp_lease.start_ip, 192, 168, 5, 100);
    IP4_ADDR(&dhcp_lease.end_ip, 192, 168, 5, 105);
    wifi_softap_set_dhcps_lease(&dhcp_lease);
}
void user_init(void)
{
    struct ip_info info;
    wifi_set_opmode(STATIONAP_MODE); //Set softAP + station mode
    wifi_softap_dhcps_stop();

    IP4_ADDR(&info.ip, 192, 168, 5, 1);
    IP4_ADDR(&info.gw, 192, 168, 5, 1);
    IP4_ADDR(&info.netmask, 255, 255, 255, 0);
    wifi_set_ip_info(SOFTAP_IF, &info);
    dhcps_lease_test();
    wifi_softap_dhcps_start();
}
```

40. wifi_softap_get_dhcps_lease

Function:

Query the IP range that can be got from the ESP8266 soft-AP DHCP server.

Note:

This API can only be called during ESP8266 soft-AP DHCP server enabled.

Prototype:

```
bool wifi_softap_get_dhcps_lease(struct dhcps_lease *please)
```

Return:

true: succeed
false: fail

41. wifi_softap_set_dhcps_lease_time

Function:

Set ESP8266 soft-AP DHCP server lease time, default is 120 minutes.

Note:

This API can only be called during ESP8266 soft-AP DHCP server enabled.

Prototype:

```
bool wifi_softap_set_dhcps_lease_time(uint32 minute)
```

Parameter:

`uint32 minute` : lease time, uint: minute, range:[1, 2880].

Return:

true: succeed;
false: fail

42. wifi_softap_get_dhcps_lease_time

Function:

Get ESP8266 soft-AP DHCP server lease time

Note:

This API can only be called during ESP8266 soft-AP DHCP server enabled.

Prototype:

```
uint32 wifi_softap_get_dhcps_lease_time(void)
```

Return:

lease time, uint: minute.

43. wifi_softap_reset_dhcps_lease_time

Function:

Reset ESP8266 soft-AP DHCP server lease time which is 120 minutes by default.

Note:

This API can only be called during ESP8266 soft-AP DHCP server enabled.

Prototype:

```
bool wifi_softap_reset_dhcps_lease_time(void)
```

Return:

true: succeed;
false: faiil

44. wifi_softap_dhcps_status

Function: Get ESP8266 soft-AP DHCP server status.

Prototype:

```
enum dhcp_status wifi_softap_dhcps_status(void)
```

Parameter:

null

Return:

```
enum dhcp_status {
    DHCP_STOPPED,
    DHCP_STARTED
};
```

45. wifi_softap_set_dhcps_offer_option

Function:

Set ESP8266 soft-AP DHCP server option.

Structure:

```
enum dhcps_offer_option{
   OFFER_START = 0x00,
   OFFER_ROUTER = 0x01,
   OFFER_END
};
```

Prototype:

```
bool wifi_softap_set_dhcps_offer_option(uint8 level, void* optarg)
```

Parameter:

```
uint8 level -    OFFER_ROUTER set router option
void* optarg -   default to be enable
    bit0, 0 disable router information from ESP8266 softAP DHCP server;
    bit0, 1 enable router information from ESP8266 softAP DHCP server;
```

Return:

```
true  : succeed
false : fail
```

Example:

```
uint8 mode = 0;
wifi_softap_set_dhcps_offer_option(OFFER_ROUTER, &mode);
```

46. wifi_set_phy_mode

Function:

Set ESP8266 physical mode (802.11b/g/n).

Note:

- ESP8266 soft-AP only support 802.11b/g.
- Users can set to be 802.11g mode for consumption.

Prototype:

```
bool wifi_set_phy_mode(enum phy_mode mode)
```

Parameter:

```
enum phy_mode mode : physical mode
enum phy_mode {
    PHY_MODE_11B = 1,
    PHY_MODE_11G = 2,
    PHY_MODE_11N = 3
};
```

Return:

```
true  : succeed
false : fail
```

47. wifi_get_phy_mode

Function:

Get ESP8266 physical mode (802.11b/g/n)

Prototype:

```
enum phy_mode wifi_get_phy_mode(void)
```

Parameter:

null

Return:

```
enum phy_mode{
    PHY_MODE_11B = 1,
    PHY_MODE_11G = 2,
    PHY_MODE_11N = 3
};
```

48. wifi_get_ip_info

Function:

Get IP info of WiFi station or soft-AP interface

Prototype:

```
bool wifi_get_ip_info(
   uint8 if_index,
   struct ip_info *info
)
```

Parameters:

`uint8 if_index` : the interface to get IP info: `0x00` for `STATION_IF`, `0x01` for `SOFTAP_IF`.

`struct ip_info *info` : pointer to get IP info of a certain interface

Return:

true: succeed

false: fail

49. wifi_set_ip_info

Function:

Set IP address of ESP8266 station or soft-AP

Note:

To set static IP, please disable DHCP first (`wifi_station_dhcpc_stop` or `wifi_softap_dhcps_stop`):

If enable static IP, DHCP will be disabled;

If enable DHCP, static IP will be disabled;

Prototype:

```
bool wifi_set_ip_info(
   uint8 if_index,
   struct ip_info *info
)
```

Prototype:

```
uint8 if_index  : set station IP or soft-AP IP
    #define STATION_IF      0x00
    #define SOFTAP_IF       0x01
struct ip_info *info  :  IP information
```

Example:

```
wifi_set_opmode(STATIONAP_MODE); //Set softAP + station mode

struct ip_info info;

wifi_station_dhcpc_stop();

wifi_softap_dhcps_stop();


IP4_ADDR(&info.ip, 192, 168, 3, 200);
IP4_ADDR(&info.gw, 192, 168, 3, 1);
IP4_ADDR(&info.netmask, 255, 255, 255, 0);
wifi_set_ip_info(STATION_IF, &info);


IP4_ADDR(&info.ip, 10, 10, 10, 1);
IP4_ADDR(&info.gw, 10, 10, 10, 1);
IP4_ADDR(&info.netmask, 255, 255, 255, 0);
wifi_set_ip_info(SOFTAP_IF, &info);

wifi_softap_dhcps_start();
```

Return:

true: succeed
false: fail

50. wifi_set_macaddr

Function:

Sets MAC address

Note:

- This API can only be called in user_init.

- ESP8266 soft-AP and station have different MAC addresses, please do not set them to be the same.
- The bit 0 of the first byte of ESP8266 MAC address can not be 1. For example, MAC address can be "1a:XX:XX:XX:XX:XX", but can not be "15:XX:XX:XX:XX:XX".

Prototype:

```
bool wifi_set_macaddr(
   uint8 if_index,
   uint8 *macaddr
)
```

Parameter:

```
uint8 if_index  : set station MAC or soft-AP mac
    #define STATION_IF      0x00
    #define SOFTAP_IF       0x01
uint8 *macaddr  :  MAC address
```

Example:

```
wifi_set_opmode(STATIONAP_MODE);

char sofap_mac[6] = {0x16, 0x34, 0x56, 0x78, 0x90, 0xab};
char sta_mac[6] = {0x12, 0x34, 0x56, 0x78, 0x90, 0xab};
wifi_set_macaddr(SOFTAP_IF, sofap_mac);
wifi_set_macaddr(STATION_IF, sta_mac);
```

Return:

true: succeed
false: fail

51. wifi_get_macaddr

Function: Get MAC address

Prototype:

```
bool wifi_get_macaddr(
   uint8 if_index,
   uint8 *macaddr
)
```

Parameter:

```
uint8 if_index  :  get station MAC or soft-AP MAC
    #define STATION_IF      0x00
    #define SOFTAP_IF       0x01
uint8 *macaddr :  MAC address
```

Return:

true: succeed

false: fail

52. wifi_set_sleep_type

Function:

Sets sleep type for power saving. Set NONE_SLEEP_T to disable power saving.

Note: Default to be Modem sleep.

Prototype:

```
bool wifi_set_sleep_type(enum sleep_type type)
```

Parameters:

```
enum sleep_type type  :  sleep type
```

Return:

true: succeed

false: fail

53. wifi_get_sleep_type

Function:

Gets sleep type.

Prototype:

```
enum sleep_type wifi_get_sleep_type(void)
```

Parameters:

null

Return:

```
enum sleep_type {
    NONE_SLEEP_T = 0;
    LIGHT_SLEEP_T,
    MODEM_SLEEP_T
};
```

54. wifi_status_led_install

Function:

Installs WiFi status LED

Prototype:

```
void wifi_status_led_install (
    uint8 gpio_id,
    uint32 gpio_name,
    uint8 gpio_func
)
```

Parameter:

```
uint8 gpio_id   : GPIO number
uint8 gpio_name : GPIO mux name
uint8 gpio_func : GPIO function
```

Return:

null

Example:

Use GPIO0 as WiFi status LED

```
#define HUMITURE_WIFI_LED_IO_MUX     PERIPHS_IO_MUX_GPIO0_U
#define HUMITURE_WIFI_LED_IO_NUM     0
#define HUMITURE_WIFI_LED_IO_FUNC    FUNC_GPIO0
wifi_status_led_install(HUMITURE_WIFI_LED_IO_NUM,
        HUMITURE_WIFI_LED_IO_MUX, HUMITURE_WIFI_LED_IO_FUNC)
```

55. wifi_status_led_uninstall

Function: Uninstall WiFi status LED

Prototype:

```
void wifi_status_led_uninstall ()
```

Parameter:

null

Return:

null

56. wifi_set_broadcast_if

Function:

Set ESP8266 send UDP broadcast from station interface or soft-AP interface, or both station and soft-AP interfaces. Default to be soft-AP.

Note:

If set broadcast interface to be station only, ESP8266 softAP DHCP server will be disable.

Prototype:

```
bool wifi_set_broadcast_if (uint8 interface)
```

Parameter:

```
uint8 interface : 1:station; 2:soft-AP, 3:station+soft-AP
```

Return:

```
true:  succeed
false: fail
```

57. wifi_get_broadcast _if

Function:

Get interface which ESP8266 sent UDP broadcast from. This is usually used when you have STA + soft-AP mode to avoid ambiguity.

Prototype:

```
uint8 wifi_get_broadcast_if (void)
```

Parameter:

```
null
```

Return:

```
1: station
2: soft-AP
3: both station and soft-AP
```

58. wifi_set_event_handler_cb

Function:

Register Wi-Fi event handler

Prototype:

```
void wifi_set_event_handler_cb(wifi_event_handler_cb_t cb)
```

Parameter:

```
wifi_event_handler_cb_t cb : callback
```

Return:

```
none
```

Example:

```
void wifi_handle_event_cb(System_Event_t *evt)
{
    os_printf("event %x\n", evt->event);
    switch (evt->event) {
        case EVENT_STAMODE_CONNECTED:
```

```
                os_printf("connect to ssid %s, channel %d\n",
                            evt->event_info.connected.ssid,
                            evt->event_info.connected.channel);
                break;
        case EVENT_STAMODE_DISCONNECTED:
                os_printf("disconnect from ssid %s, reason %d\n",
                            evt->event_info.disconnected.ssid,
                            evt->event_info.disconnected.reason);
                break;
        case EVENT_STAMODE_AUTHMODE_CHANGE:
            os_printf("mode: %d -> %d\n",
                            evt->event_info.auth_change.old_mode,
                            evt->event_info.auth_change.new_mode);
            break;
        case EVENT_STAMODE_GOT_IP:
                os_printf("ip:" IPSTR ",mask:" IPSTR ",gw:" IPSTR,
                                    IP2STR(&evt->event_info.got_ip.ip),
                                    IP2STR(&evt->event_info.got_ip.mask),
                                    IP2STR(&evt->event_info.got_ip.gw));
                os_printf("\n");
                break;
        case EVENT_SOFTAPMODE_STACONNECTED:
            os_printf("station: " MACSTR "join, AID = %d\n",
                      MAC2STR(evt->event_info.sta_connected.mac),
                      evt->event_info.sta_connected.aid);
            break;
         case EVENT_SOFTAPMODE_STADISCONNECTED:
             os_printf("station: " MACSTR "leave, AID = %d\n",
                      MAC2STR(evt->event_info.sta_disconnected.mac),
                      evt->event_info.sta_disconnected.aid);
            break;
        default:
                break;
    }
}
void user_init(void)
{
    // TODO: add your own code here....
    wifi_set_event_hander_cb(wifi_handle_event_cb);
```

```
}
```

59. wifi_wps_enable

Function:

Enable Wi-Fi WPS function

Note:

WPS can only be used when ESP8266 station is enabled.

Structure:

```
typedef enum wps_type {
    WPS_TYPE_DISABLE=0,
    WPS_TYPE_PBC,
    WPS_TYPE_PIN,
    WPS_TYPE_DISPLAY,
    WPS_TYPE_MAX,
}WPS_TYPE_t;
```

Prototype:

```
bool wifi_wps_enable(WPS_TYPE_t wps_type)
```

Parameter:

`WPS_TYPE_t wps_type` : WPS type, so far only `WPS_TYPE_PBC` is supported

Return:

true: succeed
false: fail

60. wifi_wps_disable

Function:

Disable Wi-Fi WPS function and release resource it taken

Prototype:

```
bool wifi_wps_disable(void)
```

Parameter:

none

Return:

true: succeed
false: fail

61. wifi_wps_start

Function:

WPS starts to work

Note:

WPS can only be used when ESP8266 station is enabled.

Prototype:

```
bool wifi_wps_start(void)
```

Parameter:

none

Return:

true: means that WPS starts to work successfully, does not mean WPS succeed.

false: fail

62. wifi_set_wps_cb

Function:

Set WPS callback, parameter of the callback is the status of WPS.

Callback and parameter structure:

```
typedef void (*wps_st_cb_t)(int status);

enum wps_cb_status {
    WPS_CB_ST_SUCCESS = 0,
    WPS_CB_ST_FAILED,
    WPS_CB_ST_TIMEOUT,
    WPS_CB_ST_WEP,   // WPS failed because that WEP is not supported
    WPS_CB_ST_SCAN_ERR, // can not find the target WPS AP
};
```

Note:

- If parameter `status == WPS_CB_ST_SUCCESS` in WPS callback, it means WPS got AP's information, user can call `wifi_wps_disable` to disable WPS and release resource, then call `wifi_station_connect` to connect to target AP.
- Otherwise, it means that WPS fail, user can create a timer to retry WPS by `wifi_wps_start` after a while, or call `wifi_wps_disable` to disable WPS and release resource.

Prototype:

```
bool wifi_set_wps_cb(wps_st_cb_t cb)
```

Parameter:

wps_st_cb_t cb : callback

Return:

true: succeed

false: fail

63. wifi_register_send_pkt_freedom_cb

Function:

Register a callback for sending user-define 802.11 packets.

Note:

Only after the previous packet was sent, entered the freedom_outside_cb_t, the next packet is allowed to send.

Callback Definition:

```
typedef void (*freedom_outside_cb_t)(uint8 status);
```

parameter status : 0, packet sending succeed; otherwise, fail.

Prototype:

```
int wifi_register_send_pkt_freedom_cb(freedom_outside_cb_t cb)
```

Parameter:

freedom_outside_cb_t cb : callback

Return:

0, succeed;

-1, fail.

64. wifi_unregister_send_pkt_freedom_cb

Function:

Unregister the callback for sending packets freedom.

Prototype:

```
void wifi_unregister_send_pkt_freedom_cb(void)
```

Parameter:

null

Return:

null

65. wifi_send_pkt_freedom

Function:

Send user-define 802.11 packets.

Note:

- Packet has to be the whole 802.11 packet, does not include the FCS. The length of the packet has to be longer than the minimum length of the header of 802.11 packet which is 24 bytes, and less than 1400 bytes.
- Duration area is invalid for user, it will be filled in SDK.
- The rate of sending packet is same as the management packet which is the same as the system rate of sending packets.
- Do not support encrypted packet, the encrypt bit in the packet has to be 0.
- Only after the previous packet was sent, entered the sent callback, the next packet is allowed to send. Otherwise, wifi_send_pkt_freedom will return fail.

Prototype:

```
int wifi_send_pkt_freedom(uint8 *buf, int len, bool sys_seq)
```

Parameter:

uint8 *buf : pointer of packet

int len : packet length

bool sys_seq : follow the system's 802.11 packets sequence number or not, if it is true, the sequence number will be increased 1 every time a packet sent.

Return:

0, succeed;

-1, fail.

66. wifi_rfid_locp_recv_open

Function:

Enable RFID LOCP (Location Control Protocol) to receive WDS packets.

Prototype:

```
int wifi_rfid_locp_recv_open(void)
```

Parameter:

null

Return:

0, succeed;

otherwise, fail.

67. wifi_rfid_locp_recv_close

Function:

Disable RFID LOCP (Location Control Protocol).

Prototype:

```
void wifi_rfid_locp_recv_close(void)
```

Parameter:

null

Return:

null

68. wifi_register_rfid_locp_recv_cb

Function:

Register a callback of receiving WDS packets. Only if the first MAC address of the WDS packet is a multicast address.

Callback Definition:

```
typedef void (*rfid_locp_cb_t)(uint8 *frm, int len, int rssi);
```

Parameter:

```
uint8 *frm      : point to the head of 802.11 packet
int len   : packet length
int rssi  : signal strength
```

Prototype:

```
int wifi_register_rfid_locp_recv_cb(rfid_locp_cb_t cb)
```

Parameter:

```
rfid_locp_cb_t cb : callback
```

Return:

0, succeed;

otherwise, fail.

69. wifi_unregister_rfid_locp_recv_cb

Function:

Unregister the callback of receiving WDS packets.

Prototype:

```
void wifi_unregister_rfid_locp_recv_cb(void)
```

Parameter:

null

Return:

null

3.6. Rate Control APIs

1. wifi_set_user_fixed_rate

Function:

Set the fixed rate and mask of sending data from ESP8266.

Structure and Definition:

```
enum FIXED_RATE {
    PHY_RATE_48     =    0x8,
    PHY_RATE_24     =    0x9,
    PHY_RATE_12     =    0xA,
    PHY_RATE_6      =    0xB,
    PHY_RATE_54     =    0xC,
    PHY_RATE_36     =    0xD,
    PHY_RATE_18     =    0xE,
    PHY_RATE_9      =    0xF,
}
#define FIXED_RATE_MASK_NONE                (0x00)
#define FIXED_RATE_MASK_STA                 (0x01)
#define FIXED_RATE_MASK_AP                  (0x02)
#define FIXED_RATE_MASK_ALL                 (0x03)
```

Note:

- Only if the corresponding bit in enable_mask is 1, ESP8266 station or soft-AP will send data in the fixed rate.
- If the enable_mask is 0, both ESP8266 station and soft-AP will not send data in the fixed rate.
- ESP8266 station and soft-AP share the same rate, they can not be set into the different rate.

Prototype:

```
int wifi_set_user_fixed_rate(uint8 enable_mask, uint8 rate)
```

Parameter:

```
uint8 enable_mask:0x00 - disable the fixed rate
                  0x01 - use the fixed rate on ESP8266 station
                  0x02 - use the fixed rate on ESP8266 soft-AP
                  0x03 - use the fixed rate on ESP8266 station and soft-AP
uint8 rate      : value of the fixed rate
```

Return:

0, succeed;

otherwise, fail.

2. wifi_get_user_fixed_rate

Function:

Get the fixed rate and mask of ESP8266.

Prototype:

```
int wifi_get_user_fixed_rate(uint8 *enable_mask, uint8 *rate)
```

Parameter:

```
uint8 *enable_mask     : pointer of the enable_mask
uint8 *rate            : pointer of the fixed rate
```

Return:

0, succeed;

otherwise, fail.

3. wifi_set_user_sup_rate

Function:

Set the rate range in the IE of support rate in ESP8266's beacon, probe req/resp and other packets. Tell other devices about the rate range supported by ESP8266 to limit the rate of sending packets from other devices.

Note:

This API can only support 802.11g now, but it will support 802.11b in next version.

Parameter Definition:

```
enum support_rate {
    RATE_11B5M          = 0,
    RATE_11B11M         = 1,
    RATE_11B1M          = 2,
    RATE_11B2M          = 3,
    RATE_11G6M          = 4,
    RATE_11G12M         = 5,
    RATE_11G24M         = 6,
    RATE_11G48M         = 7,
    RATE_11G54M         = 8,
    RATE_11G9M          = 9,
    RATE_11G18M         = 10,
    RATE_11G36M         = 11,
};
```

Prototype:

```
int wifi_set_user_sup_rate(uint8 min, uint8 max)
```

Parameter:

```
uint8 min       : the minimum value of the support rate, according to enum
support_rate.
```

uint8 max : the maximum value of the support rate, according to enum support_rate.

Return:

0, succeed;

otherwise, fail.

Example:

```
wifi_set_user_sup_rate(RATE_11G6M, RATE_11G24M);
```

4. wifi_set_user_rate_limit

Function:

Limit the initial rate of sending data from ESP8266. The rate of retransmission is not limited by this API.

Parameter Definition:

```
enum RATE_11B_ID {
        RATE_11B_B11M   = 0,
        RATE_11B_B5M    = 1,
        RATE_11B_B2M    = 2,
        RATE_11B_B1M    = 3,
    }
enum RATE_11G_ID {
        RATE_11G_G54M   = 0,
        RATE_11G_G48M   = 1,
        RATE_11G_G36M   = 2,
        RATE_11G_G24M   = 3,
        RATE_11G_G18M   = 4,
        RATE_11G_G12M   = 5,
        RATE_11G_G9M    = 6,
        RATE_11G_G6M    = 7
        RATE_11G_B5M    = 8,
        RATE_11G_B2M    = 9,
        RATE_11G_B1M    = 10
    }
```

```
enum RATE_11N_ID {
        RATE_11N_MCS7S = 0,
        RATE_11N_MCS7  = 1,
        RATE_11N_MCS6  = 2,
        RATE_11N_MCS5  = 3,
        RATE_11N_MCS4  = 4,
        RATE_11N_MCS3  = 5,
        RATE_11N_MCS2  = 6,
        RATE_11N_MCS1  = 7,
        RATE_11N_MCS0  = 8,
        RATE_11N_B5M   = 9,
        RATE_11N_B2M   = 10,
        RATE_11N_B1M   = 11
    }
```

Prototype:

```
bool wifi_set_user_rate_limit(uint8 mode, uint8 ifidx, uint8 max, uint8 min)
```

Parameter:

uint8 mode : WiFi mode

```
#define RC_LIMIT_11B          0
#define RC_LIMIT_11G          1
#define RC_LIMIT_11N          2
```

uint8 ifidx : interface of ESP8266

0x00 - ESP8266 station

0x01 - ESP8266 soft-AP

uint8 max : the maximum value of the rate, according to the enum rate corresponding to the first parameter mode.

uint8 min : the minimum value of the rate, according to the enum rate corresponding to the first parameter mode.

Return:

true, succeed;
false, fail

Example:

```
// Set the rate limitation of ESP8266 station in 11G mode, 6M ~ 18M.
wifi_set_user_rate_limit(RC_LIMIT_11G, 0, RATE_11G_G18M, RATE_11G_G6M);
```

5. wifi_set_user_limit_rate_mask

Function:

Set the interfaces of ESP8266 whose rate of sending packets is limited by wifi_set_user_rate_limit.

Definition:

```
#define LIMIT_RATE_MASK_NONE  (0x00)
#define LIMIT_RATE_MASK_STA   (0x01)
#define LIMIT_RATE_MASK_AP    (0x02)
#define LIMIT_RATE_MASK_ALL   (0x03)
```

Prototype:

```
bool wifi_set_user_limit_rate_mask(uint8 enable_mask)
```

Parameter:

uint8 enable_mask :

0x00 – disable the limitation on both ESP8266 station and soft-AP
0x01 – enable the limitation on ESP8266 station
0x02 – enable the limitation on ESP8266 soft-AP
0x03 – enable the limitation on both ESP8266 station and soft-AP

Return:

true, succeed;
false, fail

6. wifi_get_user_limit_rate_mask

Function:

Get the interfaces of ESP8266 whose rate of sending data is limited by wifi_set_user_rate_limit.

Prototype:

```
uint8 wifi_get_user_limit_rate_mask(void)
```

Parameter:

null

Return:

0x00 – both ESP8266 station and soft-AP are not limited
0x01 – ESP8266 station is limited
0x02 – ESP8266 soft-AP is limited
0x03 – both ESP8266 station and soft-AP are limited

3.7. Force Sleep APIs

wifi_set_opmode has to be set to NULL_MODE before enter force sleep mode. Then users need to wake ESP8266 up from sleep, or wait till the sleep time out and enter the wakeup callback(register by wifi_fpm_set_wakeup_cb) . Disable the force sleep function by wifi_fpm_close before set Wi-Fi mode back to normal mode. More details in "Example" below.

1. wifi_fpm_open

Function:

Enable force sleep function.

Prototype:

```
void wifi_fpm_open (void)
```

Parameter:

null

Default:

Force sleep function is disabled.

Return:

null

2. wifi_fpm_close

Function:

Disable force sleep function.

Prototype:

```
void wifi_fpm_close (void)
```

Parameter:

null

Return:

null

3. wifi_fpm_do_wakeup

Function:

Wake ESP8266 up from MODEM_SLEEP_T force sleep.

Note:

This API can only be called when MODEM_SLEEP_T force sleep function is enabled, after calling wifi_fpm_open. This API can not be called after calling wifi_fpm_close.

Prototype:

```
void wifi_fpm_do_wakeup (void)
```

Parameter:

null

Return:

null

4. wifi_fpm_set_wakeup_cb

Function:

Set a callback of waken up from force sleep because of time out.

Notice:

- This API can only be called when force sleep function is enabled, after calling wifi_fpm_open. This API can not be called after calling wifi_fpm_close.
- fpm_wakeup_cb_func will be called after system woke up only if the force sleep time out (wifi_fpm_do_sleep and the parameter is not 0xFFFFFFF).
- fpm_wakeup_cb_func will not be called if woke up by wifi_fpm_do_wakeup from MODEM_SLEEP_T type force sleep.

Prototype:

```
void wifi_fpm_set_wakeup_cb(void (*fpm_wakeup_cb_func)(void))
```

Parameter:

void (*fpm_wakeup_cb_func)(void) : callback of waken up

Return:

null

5. wifi_fpm_do_sleep

Function:

Force ESP8266 enter sleep mode, and it will wake up automatically when time out.

Note:

- This API can only be called when force sleep function is enabled, after calling wifi_fpm_open. This API can not be called after calling wifi_fpm_close.

- If this API returned 0 means that the configuration is set successfully, but the ESP8266 will not enter sleep mode immediately, it is going to sleep in the system idle task. Please do not call other WiFi related function right after calling this API.

Prototype:

```
int8 wifi_fpm_do_sleep (uint32 sleep_time_in_us)
```

Parameter:

`uint32 sleep_time_in_us` : sleep time, ESP8266 will wake up automatically when time out. Unit: us. Range: 10000 ~ 268435455(0xFFFFFFF)

If `sleep_time_in_us` is 0xFFFFFFF, the ESP8266 will sleep till

- if `wifi_fpm_set_sleep_type` is set to be `LIGHT_SLEEP_T`, ESP8266 can wake up by GPIO.
- if `wifi_fpm_set_sleep_type` is set to be `MODEM_SLEEP_T`, ESP8266 can wake up by `wifi_fpm_do_wakeup`.

Return:

0, setting succeed;
-1, fail to sleep, sleep status error;
-2, fail to sleep, force sleep function is not enabled.

6. wifi_fpm_set_sleep_type

Function:

Set sleep type for force sleep function.

Note:

This API can only be called before `wifi_fpm_open`.

Prototype:

```
void wifi_fpm_set_sleep_type (enum sleep_type type)
```

Parameter:

```
enum sleep_type{
    NONE_SLEEP_T =      0,
    LIGHT_SLEEP_T,
    MODEM_SLEEP_T,
};
```

Return:

null

7. wifi_fpm_get_sleep_type

Function:

Get sleep type of force sleep function.

Prototype:

```
enum sleep_type wifi_fpm_get_sleep_type (void)
```

Parameter:

null

Return:

```
enum sleep_type{
   NONE_SLEEP_T =      0,
   LIGHT_SLEEP_T,
   MODEM_SLEEP_T,
};
```

8. Example

Example 1:

```
#define FPM_SLEEP_MAX_TIME    0xFFFFFFF

wifi_station_disconnect();
wifi_set_opmode(NULL_MODE);   // set WiFi mode to null mode
wifi_fpm_set_sleep_type(MODEM_SLEEP_T);  // modem sleep
wifi_fpm_open();
wifi_fpm_do_sleep(FPM_SLEEP_MAX_TIME);
...

// wake up to use WiFi again
wifi_fpm_do_wakeup();
wifi_fpm_close();
wifi_set_opmode(STATION_MODE);
wifi_station_connect();
```

Example 2:

```
//sleep over.
void fpm_wakup_cb_func1(void)
{
   wifi_fpm_close();   //disable force sleep function
   wifi_set_opmode(STATION_MODE);      //set WiFi mode to be station mode
   wifi_station_connect();         //connect to AP
}

void user_func(...)
{
   wifi_station_disconnect();
   wifi_set_opmode(NULL_MODE);      //set WiFi mode to null mode.
   wifi_fpm_set_sleep_type(LIGHT_SLEEP_T);      // light sleep
   wifi_fpm_open();            //enable force sleep function
   wifi_fpm_set_wakeup_cb(fpm_wakup_cb_func1);    //Set fpm wakeup callback
   wifi_fpm_do_sleep(10*1000);
   ...
}
```

3.8. ESP-NOW APIs

Pay attention on following items:

- ESP-NOW do not support broadcast and multicast.
- ESP-NOW is targeted to Smart-Light project, so it is suggested that slave role corresponding to soft-AP or soft-AP+station mode, controller role corresponding to station mode.
- When ESP8266 is in soft-AP+station mode, it will communicate through station interface if it is in slave role, and communicate through soft-AP interface if it is in controller role.
- ESP-NOW can not wake ESP8266 up from sleep, so if the target ESP8266 station is in sleep, ESP-NOW communication will fail.
- In station mode, ESP8266 supports 10 encrypt ESP-NOW peers at most, with the unencrypted peers, it can be 20 peers in total at most.
- In the soft-AP mode or soft-AP + station mode, the ESP8266 supports 6 encrypt ESP-NOW peers at most, with the unencrypted peers, it can be 20 peers in total at most.

1. esp_now_init

Function:

ESP-NOW initialization

Prototype:

```
init esp_now_init(void)
```

Parameter:

none

Return:

0, succeed

otherwise, fail

2. esp_now_deinit

Function:

Deinitialize ESP-NOW

Prototype:

```
int esp_now_deinit(void)
```

Parameter:

none

Return:

0, succeed

otherwise, fail

3. esp_now_register_recv_cb

Function:

Register ESP-NOW receive callback

Note:

When received an ESP-NOW packet, enter receive callback:

```
typedef void (*esp_now_recv_cb_t)(u8 *mac_addr, u8 *data, u8 len)
```

Parameters of ESP-NOW receive callback:

`u8 *mac_addr` : MAC address of the sender

`u8 *data` : data received

`u8 len` : data length

Prototype:

```
int esp_now_register_recv_cb(esp_now_recv_cb_t cb)
```

Parameter:

`esp_now_recv_cb_t cb` : receive callback

Return:

0, succeed

otherwise, fail

4. esp_now_unregister_recv_cb

Function:

Unregister ESP-NOW receive callback

Prototype:

```
int esp_now_unregister_recv_cb(void)
```

Parameter:

none

Return:

0, succeed

otherwise, fail

5. esp_now_register_send_cb

Function:

Register ESP-NOW send callback

Notice:

ESP-NOW send callback:

```
void esp_now_send_cb_t(u8 *mac_addr, u8 status)
```

Parameter:

```
u8 *mac_addr  : MAC address of target device
u8 status     : status of ESP-NOW sending packet
mt_tx_status {
        T_TX_STATUS_OK = 0,
        MT_TX_STATUS_FAILED,
}
```

The status will be T_TX_STATUS_OK, if ESP-NOW send packet successfully.
Users should make sure by themselves that key of communication is correct.

Prototype:

```
u8 esp_now_register_send_cb(esp_now_send_cb_t cb)
```

Parameter:

```
esp_now_send_cb_t cb          : callback
```

Return:

0, succeed

otherwise, fail

6. esp_now_unregister_send_cb

Function:

Unregister ESP-NOW send callback

Prototype:

```
int esp_now_unregister_send_cb(void)
```

Parameter:

null

Return:

0, succeed

otherwise, fail

7. esp_now_send

Function:

Send ESP-NOW packet

Prototype:

```
int esp_now_send(u8 *da, u8 *data, int len)
```

Parameter:

`u8 *da` : Destination MAC address. If it's NULL, send packet to all MAC addresses recorded by ESP-NOW; otherwise, send packet to target MAC address.

`u8 *data` : data need to send

`u8 len` : data length

Return:

0, succeed

otherwise, fail

8. esp_now_add_peer

Function:

Add an ESP-NOW peer, store MAC address of target device into ESP-NOW MAC list.

Structure:

```
typedef enum mt_role {
    MT_ROLE_IDLE = 0,
    MT_ROLE_CONTROLLER,
    MT_ROLE_SLAVE,
    MT_ROLE_MAX,
}
```

Prototype:

```
int esp_now_add_peer(u8 *mac_addr, u8 role, u8 channel, u8 *key, u8 key_len)
```

Parameter:

`u8 *mac_addr` : MAC address of device

`u8 role` : role type of device

`u8 channel` : channel of device

`u8 *key` : 16 bytes key which is needed for ESP-NOW communication

`u8 key_len` : length of key, has to be 16 bytes now

Return:

0, succeed

otherwise, fail

9. esp_now_del_peer

Function:

Delete an ESP-NOW peer, delete MAC address of the device from ESP-NOW MAC list.

Prototype:

```
int esp_now_del_peer(u8 *mac_addr)
```

Parameter:

```
u8 *mac_addr     : MAC address of device
```

Return:

0, succeed

otherwise, fail

10. esp_now_set_self_role

Function:

Set ESP-NOW role of device itself

Structure:

```
typedef enum mt_role {
    MT_ROLE_IDLE = 0,
    MT_ROLE_CONTROLLER,
    MT_ROLE_SLAVE,
    MT_ROLE_MAX,
}
```

Prototype:

```
int esp_now_set_self_role(u8 role)
```

Parameter:

```
u8 role          : role type
```

Return:

0, succeed

otherwise, fail

11. esp_now_get_self_role

Function:

Get ESP-NOW role of device itself

Prototype:

```
u8 esp_now_get_self_role(void)
```

Parameter:

none

Return:

role type

12. esp_now_set_peer_role

Function:

Set ESP-NOW role for a target device. If it is set multiple times, new role will cover the old one.

Structure:

```
typedef enum mt_role {
    MT_ROLE_IDLE = 0,
    MT_ROLE_CONTROLLER,
    MT_ROLE_SLAVE,
    MT_ROLE_MAX,
}
```

Prototype:

```
int esp_now_set_peer_role(u8 *mac_addr, u8 role)
```

Parameter:

u8 *mac_addr : MAC address of target device

u8 role : role type

Return:

0, succeed

otherwise, fail

13. esp_now_get_peer_role

Function:

Get ESP-NOW role of a target device

Prototype:

```
int esp_now_get_peer_role(u8 *mac_addr)
```

Parameter:

u8 *mac_addr : MAC address of target device

Return:

MT_ROLE_CONTROLLER, role type is controller;

MT_ROLE_SLAVE, role type is slave;

otherwise, fail

14. esp_now_set_peer_key

Function:

Set ESP-NOW key for a target device. If it is set multiple times, new role will cover the old one.

Prototype:

```
int esp_now_set_peer_key(u8 *mac_addr, u8 *key, u8 key_len)
```

Parameter:

u8 *mac_addr : MAC address of target device

u8 *key : 16 bytes key which is needed for ESP-NOW communication, if it is NULL, current key will be reset to be none.

u8 key_len : key length, has to be 16 bytes now

Return:

0, succeed

otherwise, fail

15. esp_now_get_peer_key

Function:

Get ESP-NOW key of a target device.

Prototype:

```
int esp_now_set_peer_key(u8 *mac_addr, u8 *key, u8 *key_len)
```

Parameter:

u8 *mac_addr : MAC address of target device

u8 *key : pointer of key, buffer size has to be 16 bytes at least

u8 *key_len : key length

Return:

0, succeed

> 0, find target device but can't get key

< 0, fail

16. esp_now_set_peer_channel

Function:

Record channel information of a ESP-NOW device.

When communicate with this device,

- call esp_now_get_peer_channel to get its channel first,
- then call wifi_set_channel to be in the same channel and do communication.

Prototype:

```
int esp_now_set_peer_channel(u8 *mac_addr, u8 channel)
```

Parameter:

u8 *mac_addr : MAC address of target device

u8 channel : channel, usually to be 1 ~ 13, some area may use channel 14

Return:

0, succeed

otherwise, fail

17. esp_now_get_peer_channel

Function:

Get channel information of a ESP-NOW device. ESP-NOW communication needs to be at the same channel.

Prototype:

```
int esp_now_get_peer_channel(u8 *mac_addr)
```

Parameter:

u8 *mac_addr : MAC address of target device

Return:

1 ~ 13 (some area may get 14), succeed

otherwise, fail

18. esp_now_is_peer_exist

Function:

Check if target device exists or not.

Prototype:

```
int esp_now_is_peer_exist(u8 *mac_addr)
```

Parameter:

```
    u8 *mac_addr     : MAC address of target device

Return:
    0, device does not exist

    < 0, error occur, check fail

    > 0, device exists
```

19. esp_now_fetch_peer

```
Function:
    Get MAC address of ESP-NOW device which is pointed now, and move the pointer
    to next one in ESP-NOW MAC list or move the pointer to the first one in ESP-
    NOW MAC list

Note:

    • This API can not re-entry

    • Parameter has to be true when you call it the first time.

Prototype:
    u8 *esp_now_fetch_peer(bool restart)

Parameter:

    bool restart     : true, move pointer to the first one in ESP-NOW MAC list

                       false, move pointer to the next one in ESP-NOW MAC list

Return:
    NULL, no ESP-NOW devices exist

    Otherwise, MAC address of ESP-NOW device which is pointed now
```

20. esp_now_get_cnt_info

```
Function:
    Get the total number of ESP-NOW devices which are associated, and the number
    count of encrypted devices.

Prototype:
    int esp_now_get_cnt_info(u8 *all_cnt, u8 *encryp_cnt)

Parameter:

    u8 *all_cnt      : total number of ESP-NOW devices which are associated

    u8 *encryp_cnt   : number count of encrypted devices

Return:
    0, succeed
```

otherwise, fail

21. esp_now_set_kok

Function:

Set the encrypt key of communication key. All ESP-NOW devices share the same encrypt key. If users do not set the encrypt key, ESP-NOW communication key will be encrypted by a default key.

Prototype:

```
int esp_now_set_kok(u8 *key, u8 len)
```

Parameter:

u8 *key : pointer of encrypt key

u8 len : key length, has to be 16 bytes now

Return:

0, succeed

otherwise, fail

3.9. Upgrade (FOTA) APIs

1. system_upgrade_userbin_check

Function:

Checks user bin

Prototype:

```
uint8 system_upgrade_userbin_check()
```

Parameter:

none

Return:

0x00 : UPGRADE_FW_BIN1, i.e. user1.bin
0x01 : UPGRADE_FW_BIN2, i.e. user2.bin

2. system_upgrade_flag_set

Function:

Sets upgrade status flag.

Note:

If you using system_upgrade_start to upgrade, this API need not be called.
If you using spi_flash_write to upgrade firmware yourself, this flag need to be set to UPGRADE_FLAG_FINISH, then call system_upgrade_reboot to reboot to run new firmware.

Prototype:

```
void system_upgrade_flag_set(uint8 flag)
```

Parameter:

uint8 flag:

```
#define UPGRADE_FLAG_IDLE      0x00
#define UPGRADE_FLAG_START     0x01
#define UPGRADE_FLAG_FINISH    0x02
```

Return:

null

3. system_upgrade_flag_check

Function:

Gets upgrade status flag.

Prototype:

```
uint8 system_upgrade_flag_check()
```

Parameter:

null

Return:

```
#define UPGRADE_FLAG_IDLE      0x00
#define UPGRADE_FLAG_START     0x01
#define UPGRADE_FLAG_FINISH    0x02
```

4. system_upgrade_start

Function:

Configures parameters and start upgrade

Prototype:

```
bool system_upgrade_start (struct upgrade_server_info *server)
```

Parameters:

`struct upgrade_server_info *server` : server related parameters

Return:

true: start upgrade

false: upgrade can't be started.

5. system_upgrade_reboot

Function: reboot system and use new version

Prototype:

```
void system_upgrade_reboot (void)
```

Parameters:

none

Return:

none

3.10. Sniffer Related APIs

1. wifi_promiscuous_enable

Function:

Enable promiscuous mode for sniffer

Note:

(1)promiscuous mode can only be enabled in station mode.

(2)During promiscuous mode (sniffer) , ESP8266 station and soft-AP are disabled.

(3)Before enable promiscuous mode, please call wifi_station_disconnect first

(4)Don't call any other APIs during sniffer, please call wifi_promiscuous_enable(0) first.

Prototype:

```
void wifi_promiscuous_enable(uint8 promiscuous)
```

Parameter:

uint8 promiscuous :

0: disable promiscuous;

1: enable promiscuous

Return:

null

2. wifi_promiscuous_set_mac

Function:

Set MAC address filter for sniffer.

Note:

This filter only be available in the current sniffer phase, if you disable sniffer and then enable sniffer, you need to set filter again if you need it.

Prototype:

```
void wifi_promiscuous_set_mac(const uint8_t *address)
```

Parameter:

const uint8_t *address : MAC address

Return:

null

Example:

```
char ap_mac[6] = {0x16, 0x34, 0x56, 0x78, 0x90, 0xab};
```

```
wifi_promiscuous_set_mac(ap_mac);
```

3. wifi_set_promiscuous_rx_cb

Function:

Registers an RX callback function in promiscuous mode, which will be called when data packet is received.

Prototype:

```
void wifi_set_promiscuous_rx_cb(wifi_promiscuous_cb_t cb)
```

Parameter:

`wifi_promiscuous_cb_t cb` : callback

Return:

null

4. wifi_get_channel

Function:

Get Wi-Fi channel

Prototype:

```
uint8 wifi_get_channel(void)
```

Parameters:

null

Return:

Channel number

5. wifi_set_channel

Function:

Set Wi-Fi channel, for sniffer mode

Prototype:

```
bool wifi_set_channel (uint8 channel)
```

Parameters:

`uint8 channel` : channel number

Return:

true: succeed

false: fail

3.11. smart config APIs

Herein we only introduce smart-config APIs，users can inquire Espressif Systems for smart-config documentation which will contain more details. Please make sure the target AP is enabled before enable smart-config.

1. smartconfig_start

Function:

Start smart configuration mode, to connect ESP8266 station to AP, by sniffing for special packets from the air, containing SSID and password of desired AP. You need to broadcast the SSID and password (e.g. from mobile device or computer) with the SSID and password encoded.

Note:

(1)This api can only be called in station mode.

(2)During smart-config, ESP8266 station and soft-AP are disabled.

(3)Can not call smartconfig_start twice before it finish, please call smartconfig_stop first.

(4)Don't call any other APIs during smart-config, please call smartconfig_stop first.

Structure:

```
typedef enum  {
    SC_STATUS_WAIT = 0,       // Please don't start connection in this phase
    SC_STATUS_FIND_CHANNEL,   // Start connection by APP in this phase
    SC_STATUS_GETTING_SSID_PSWD,
    SC_STATUS_LINK,
    SC_STATUS_LINK_OVER,      // Got IP, connect to AP successfully
} sc_status;
typedef enum  {
    SC_TYPE_ESPTOUCH = 0,
    SC_TYPE_AIRKISS,
} sc_type;
```

Prototype:

```
bool smartconfig_start(
    sc_callback_t cb,
    uint8 log
)
```

Parameter:

sc_callback_t cb : smart config callback; executed when smart-config status changed;

parameter status of this callback shows the status of smart-config:

- if status == SC_STATUS_GETTING_SSID_PSWD, parameter void *pdata is a pointer of sc_type, means smart-config type: AirKiss or ESP-TOUCH.
- if status == SC_STATUS_LINK, parameter void *pdata is a pointer of struct station_config;
- if status == SC_STATUS_LINK_OVER, parameter void *pdata is a pointer of mobile phone's IP address, 4 bytes. This is only available in ESPTOUCH, otherwise, it is NULL.
- otherwise, parameter void *pdata is NULL.

uint8 log : 1: UART output logs; otherwise: UART only outputs the result.

Return:

true: succeed
false: fail

Example:

```
void ICACHE_FLASH_ATTR
  smartconfig_done(sc_status status, void *pdata)
  {
      switch(status) {
          case SC_STATUS_WAIT:
              os_printf("SC_STATUS_WAIT\n");
              break;
          case SC_STATUS_FIND_CHANNEL:
              os_printf("SC_STATUS_FIND_CHANNEL\n");
              break;
          case SC_STATUS_GETTING_SSID_PSWD:
              os_printf("SC_STATUS_GETTING_SSID_PSWD\n");
              sc_type *type = pdata;
              if (*type == SC_TYPE_ESPTOUCH) {
                  os_printf("SC_TYPE:SC_TYPE_ESPTOUCH\n");
              } else {
                  os_printf("SC_TYPE:SC_TYPE_AIRKISS\n");
              }
              break;
          case SC_STATUS_LINK:
```

```
                os_printf("SC_STATUS_LINK\n");
                struct station_config *sta_conf = pdata;
                wifi_station_set_config(sta_conf);
                wifi_station_disconnect();
                     wifi_station_connect();
                break;
            case SC_STATUS_LINK_OVER:
                os_printf("SC_STATUS_LINK_OVER\n");
                    if (pdata != NULL) {
                    uint8 phone_ip[4] = {0};
                    memcpy(phone_ip, (uint8*)pdata, 4);
                    os_printf("Phone ip: %d.%d.%d.%d
    \n",phone_ip[0],phone_ip[1],phone_ip[2],phone_ip[3]);
                    }
                smartconfig_stop();
                break;
        }
    }
    smartconfig_start(smartconfig_done);
```

2. smartconfig_stop

Function:

stop smart config, free the buffer taken by smartconfig_start.

Note:

Whether connect to AP succeed or not, this API should be called to free memory taken by smartconfig_start.

Prototype:

```
bool smartconfig_stop(void)
```

Parameter:

null

Return:

true: succeed
false: fail

3. smartconfig_set_type

Function:

Set the protocol type of SmartConfig

Note:

This API can only be called before calling `smartconfig_start`.

Prototype:

```
bool smartconfig_set_type(sc_type type)
```

Parameter:

```
typedef enum  {
    SC_TYPE_ESPTOUCH = 0,
    SC_TYPE_AIRKISS,
    SC_TYPE_ESPTOUCH_AIRKISS,
} sc_type;
```

Return:

true: succeed;
false: fail

3.12. SNTP APIs

1. sntp_setserver

Function:

Set SNTP server by IP address, support 3 SNTP server at most

Prototype:

```
void sntp_setserver(unsigned char idx, ip_addr_t *addr)
```

Parameter:

unsigned char idx : SNTP server index, support 3 SNTP server at most (0 ~ 2) ; index 0 is the main server, index 1 and 2 are as backup.

ip_addr_t *addr : IP address; users need to ensure that it's a SNTP server

Return:

none

2. sntp_getserver

Function:

Get IP address of SNTP server which set by sntp_setserver

Prototype:

```
ip_addr_t sntp_getserver(unsigned char idx)
```

Parameter:

unsigned char idx : SNTP server index, support 3 SNTP server at most (0 ~ 2)

Return:

IP address

3. sntp_setservername

Function:

Set SNTP server by domain name, support 3 SNTP server at most

Prototype:

```
void sntp_setservername(unsigned char idx, char *server)
```

Parameter:

unsigned char idx : SNTP server index, support 3 SNTP server at most (0 ~ 2) ; index 0 is the main server, index 1 and 2 are as backup.

char *server : domain name; users need to ensure that it's a SNTP server

Return:

none

4. sntp_getservername

Function:

Get domain name of SNTP server which set by sntp_setservername

Prototype:

```
char * sntp_getservername(unsigned char idx)
```

Parameter:

unsigned char idx : SNTP server index, support 3 SNTP server at most (0 ~ 2)

Return:

domain name

5. sntp_init

Function:

SNTP initialize

Prototype:

```
void sntp_init(void)
```

Parameter:

none

Return:

none

6. sntp_stop

Function:

Stop SNTP

Prototype:

```
void sntp_stop(void)
```

Parameter:

none

Return:

none

7. sntp_get_current_timestamp

Function:

Get current timestamp from basic time (1970.01.01 00: 00: 00 GMT + 8) ,
uint:second

Prototype:

```
uint32 sntp_get_current_timestamp()
```

Parameter:

none

Return:

time stamp

8. sntp_get_real_time

Function:

Get real time (GMT + 8)

Prototype:

```
char* sntp_get_real_time(long t)
```

Parameter:

long t – time stamp

Return:

real time

9. sntp_set_timezone

Function:

Set time zone

Prototype:

```
bool sntp_set_timezone (sint8 timezone)
```

Note:

Before call sntp_set_timezone, please call sntp_stop first

Parameter:

sint8 timezone – time zone, range: -11 ~ 13

Return:

true, succeed;

false, fail

Example:

```
sntp_stop();
if( true == sntp_set_timezone(-5) ) {
```

```
        sntp_init();
    }
```

10. sntp_get_timezone

Function:

Get time zone

Prototype:

```
sint8 sntp_get_timezone (void)
```

Parameter:

none

Return:

time zone, range: -11 ~ 13

11. SNTP Example

Step 1. enable sntp

```
ip_addr_t *addr = (ip_addr_t *)os_zalloc(sizeof(ip_addr_t));
sntp_setservername(0, "us.pool.ntp.org"); // set server 0 by domain name
sntp_setservername(1, "ntp.sjtu.edu.cn"); // set server 1 by domain name
ipaddr_aton("210.72.145.44", addr);
sntp_setserver(2, addr); // set server 2 by IP address
sntp_init();
os_free(addr);
```

Step 2. set a timer to check sntp timestamp

```
LOCAL os_timer_t sntp_timer;
os_timer_disarm(&sntp_timer);
os_timer_setfn(&sntp_timer, (os_timer_func_t *)user_check_sntp_stamp, NULL);
os_timer_arm(&sntp_timer, 100, 0);
```

Step 3. timer callback

```
void ICACHE_FLASH_ATTR user_check_sntp_stamp(void *arg){
```

```
        uint32 current_stamp;
        current_stamp = sntp_get_current_timestamp();
        if(current_stamp == 0){
           os_timer_arm(&sntp_timer, 100, 0);
        } else{
           os_timer_disarm(&sntp_timer);
           os_printf("sntp: %d, %s \n",current_stamp,
        sntp_get_real_time(current_stamp));
        }
    }
```

4. TCP/UDP APIs

Found in esp_iot_sdk/include/espconn.h. The network APIs can be grouped into the following types:

- **General APIs**: APIs can be used for both TCP and UDP .
- **TCP APIs**: APIs that are only used for TCP.
- **UDP APIs**: APIs that are only used for UDP.
- **mDNS APIs**: APIs that related to mDNS.

4.1. Generic TCP/UDP APIs

1. espconn_delete

Function:

Delete a transmission.

Note:

Corresponding creation API :

TCP: espconn_accept,

UDP: espconn_create

Prototype:

```
sint8 espconn_delete(struct espconn *espconn)
```

Parameter:

struct espconn *espconn : corresponding connected control block structure

Return:

0 : succeed

Non-0 : error, return error code

ESPCONN_ARG – illegal argument, can't find network transmission according to structure espconn

ESPCONN_INPROGRESS – the connection is still in progress, please call espconn_disconnect to disconnect before delete it.

2. espconn_gethostbyname

Function:

DNS

Prototype:

```
err_t espconn_gethostbyname(
    struct espconn *pespconn,
    const char *hostname,
    ip_addr_t *addr,
    dns_found_callback found
)
```

Parameters:

```
struct espconn *espconn  : corresponding connected control block structure
const char *hostname     : domain name string pointer
ip_addr_t *addr          : IP address
dns_found_callback found : callback
```

Return:

```
err_t : ESPCONN_OK - succeed
        ESPCONN_INPROGRESS - error code : already connected
        ESPCONN_ARG - error code : illegal argument, can't find network
transmission according to structure espconn
```

Example as follows. Pls refer to source code of IoT_Demo:

```
ip_addr_t esp_server_ip;
LOCAL void ICACHE_FLASH_ATTR
user_esp_platform_dns_found(const char *name, ip_addr_t *ipaddr, void *arg)
{
    struct espconn *pespconn = (struct espconn *)arg;

   if (ipaddr != NULL)
     os_printf(user_esp_platform_dns_found %d.%d.%d.%d/n,
        *((uint8 *)&ipaddr->addr), *((uint8 *)&ipaddr->addr + 1),
        *((uint8 *)&ipaddr->addr + 2), *((uint8 *)&ipaddr->addr + 3));
}
void dns_test(void) {
    espconn_gethostbyname(pespconn,"iot.espressif.cn", &esp_server_ip,
            user_esp_platform_dns_found);
}
```

3. espconn_port

Function: get an available port

Prototype:

```
uint32 espconn_port(void)
```

Parameter:

```
null
```

Return:

uint32 : id of the port you get

4. espconn_regist_sentcb

Function:

Register data sent function which will be called back when data are successfully sent.

Prototype:

```
sint8 espconn_regist_sentcb(
    struct espconn *espconn,
    espconn_sent_callback sent_cb
)
```

Parameters:

struct espconn *espconn : corresponding connected control block structure

espconn_sent_callback sent_cb : registered callback function

Return:

0 : succeed

Non-0 : error code ESPCONN_ARG - illegal argument, can't find network transmission according to structure espconn

5. espconn_regist_recvcb

Function:

register data receive function which will be called back when data are received

Prototype:

```
sint8 espconn_regist_recvcb(
    struct espconn *espconn,
    espconn_recv_callback recv_cb
)
```

Parameters:

struct espconn *espconn : corresponding connected control block structure

espconn_connect_callback connect_cb : registered callback function

Return:

0 : succeed

Non-0 : error code ESPCONN_ARG - illegal argument, can't find network transmission according to structure espconn

6. espconn_sent_callback

Function:

Callback after the data are sent

Prototype:

```
void espconn_sent_callback (void *arg)
```

Parameters:

`void *arg` : pointer corresponding structure `espconn`. This pointer may be different in different callbacks, please don't use this pointer directly to distinguish one from another in multiple connections, use `remote_ip` and `remote_port` in `espconn` instead.

Return:

null

7. espconn_recv_callback

Function:

callback after data are received

Prototype:

```
void espconn_recv_callback (
    void *arg,
    char *pdata,
    unsigned short len
)
```

Parameters:

`void *arg` : pointer corresponding structure `espconn`. This pointer may be different in different callbacks, please don't use this pointer directly to distinguish one from another in multiple connections, use `remote_ip` and `remote_port` in `espconn` instead.

`char *pdata` : received data entry parameters

`unsigned short len` : received data length

Return:

null

8. espconn_send

Function:

Send data through network

Note:

- Please call `espconn_send` after `espconn_sent_callback` of the pre-packet.

- If it is a UDP transmission, please set espconn->proto.udp->remote_ip and remote_port before every calling of espconn_send.

Prototype:

```
sint8 espconn_send(
    struct espconn *espconn,
    uint8 *psent,
    uint16 length
)
```

Parameters:

```
struct espconn *espconn : corresponding connected control block structure
uint8 *psent    : pointer of data
uint16 length   : data length
```

Return:

```
0      : succeed
Non-0  : error code
    ESPCONN_MEM – Out of memory
    ESPCONN_ARG – illegal argument, can't find network transmission according
to structure espconn
    ESPCONN_MAXNUM – buffer of sending data is full
    ESPCONN_IF – send UDP data fail
```

9. espconn_sent

[@deprecated] This API is deprecated, please use espconn_send instead.

Function:

Send data through network

Note:

- Please call espconn_sent after espconn_sent_callback of the pre-packet.
- If it is a UDP transmission, please set espconn->proto.udp->remote_ip and remote_port before every calling of espconn_sent.

Prototype:

```
sint8 espconn_sent(
    struct espconn *espconn,
    uint8 *psent,
    uint16 length
)
```

Parameters:

```
struct espconn *espconn : corresponding connected control block structure
uint8 *psent    : sent data pointer
uint16 length   : sent data length
```

Return:

```
0       : succeed
Non-0   : error code
    ESPCONN_MEM – Out of memory
    ESPCONN_ARG – illegal argument, can't find network transmission according
to structure espconn
    ESPCONN_MAXNUM – buffer of sending data is full
    ESPCONN_IF – send UDP data fail
```

4.2. TCP APIs

TCP APIs act only on TCP connections and do not affect nor apply to UDP connections.

1. espconn_accept

Function:

Creates a TCP server (i.e. accepts connections.)

Prototype:

```
sint8 espconn_accept(struct espconn *espconn)
```

Parameter:

```
struct espconn *espconn : corresponding connected control block structure
```

Return:

```
0       : succeed
Non-0   : error code
    ESPCONN_MEM – Out of memory
    ESPCONN_ISCONN – Already connected
    ESPCONN_ARG – illegal argument, can't find TCP connection according to
structure espconn
```

2. espconn_regist_time

Function:

Register timeout interval of ESP8266 TCP server.

Note:

Call this API after espconn_accept, before listened a TCP connection.

This timeout interval is not very precise, only as reference.
If timeout is set to 0, timeout will be disable and ESP8266 TCP server will not disconnect TCP clients has stopped communication. This usage of timeout=0, is deprecated.

Prototype:

```
sint8 espconn_regist_time(
        struct espconn *espconn,
        uint32 interval,
        uint8 type_flag
)
```

Parameters:

```
struct espconn *espconn : corresponding connected control block structure
uint32 interval : timeout interval, unit: second, maximum: 7200 seconds
uint8 type_flag : 0, set all connections; 1, set a single connection
```

Return:

```
0      : succeed
Non-0  : error code ESPCONN_ARG - illegal argument, can't find TCP
connection according to structure espconn
```

3. espconn_get_connection_info

Function:

Get the information about a TCP connection or UDP transmission.

Prototype:

```
sint8 espconn_get_connection_info(
        struct espconn *espconn,
        remot_info **pcon_info,
        uint8 typeflags
)
```

Parameters:

```
struct espconn *espconn : corresponding connected control block structure
remot_info **pcon_info  : connect to client info
uint8 typeflags         : 0, regular server; 1, ssl server
```

Return:

```
0      : succeed
Non-0  : error code ESPCONN_ARG - illegal argument, can't find TCP
connection according to structure espconn
```

4. espconn_connect

Function:

Connect to a TCP server (ESP8266 acting as TCP client).

Note:

- If espconn_connect fail, returns non-0 value, there is no connection, so it won't enter any espconn callback.
- It is suggested to use espconn_port to get an available local port.

Prototype:

```
sint8 espconn_connect(struct espconn *espconn)
```

Parameters:

struct espconn *espconn : corresponding connected control block structure

Return:

0 : succeed

Non-0 : error code

ESPCONN_RTE – Routing Problem

ESPCONN_MEM – Out of memory

ESPCONN_ISCONN – Already connected

ESPCONN_ARG – illegal argument, can't find TCP connection according to structure espconn

5. espconn_connect_callback

Function: successful listening (ESP8266 as TCP server) or connection (ESP8266 as TCP client) callback, register by espconn_regist_connectcb

Prototype:

```
void espconn_connect_callback (void *arg)
```

Parameter:

void *arg : pointer corresponding structure espconn. This pointer may be different in different callbacks, please don't use this pointer directly to distinguish one from another in multiple connections, use remote_ip and remote_port in espconn instead.

Return:

null

6. espconn_regist_connectcb

Function:

Register a connected callback which will be called under successful TCP connection

Prototype:

```
sint8 espconn_regist_connectcb(
        struct espconn *espconn,
        espconn_connect_callback connect_cb
)
```

Parameters:

`struct espconn *espconn` : corresponding connected control block structure

`espconn_connect_callback connect_cb` : registered callback function

Return:

0 : succeed

Non-0 : error code `ESPCONN_ARG` - illegal argument, can't find TCP connection according to structure `espconn`

7. espconn_set_opt

Function: Set option of TCP connection

Prototype:

```
sint8 espconn_set_opt( struct espconn *espconn, uint8 opt)
```

Structure:

```
enum espconn_option{
       ESPCONN_START = 0x00,
       ESPCONN_REUSEADDR = 0x01,
       ESPCONN_NODELAY = 0x02,
       ESPCONN_COPY = 0x04,
       ESPCONN_KEEPALIVE = 0x08,
       ESPCONN_END
}
```

Parameter:

struct espconn *espconn : corresponding connected control structure

uint8 opt : Option of TCP connection, refer to espconn_option

bit 0: 1: free memory after TCP disconnection happen need not wait 2 minutes;

bit 1: 1: disable nagle algorithm during TCP data transmission, quiken the data transmission.

bit 2: 1: enable espconn_regist_write_finish, enter write finish callback means the data espconn_send sending was written into 2920 bytes write-buffer waiting for sending or already sent.

bit 3: 1: enable TCP keep alive

Return:

0 : succeed

Non-0 : error code ESPCONN_ARG – illegal argument, can't find TCP connection according to structure espconn

Note:

In general, we need not call this API;

If call espconn_set_opt, please call it in espconn_connect_callback.

8. espconn_clear_opt

Function:

Clear option of TCP connection.

Prototype:

```
sint8 espconn_clear_opt(
        struct espconn *espconn,
        uint8 opt
)
```

Structure:

```
enum espconn_option{
    ESPCONN_START = 0x00,
    ESPCONN_REUSEADDR = 0x01,
    ESPCONN_NODELAY = 0x02,
    ESPCONN_COPY = 0x04,
    ESPCONN_KEEPALIVE = 0x08,
    ESPCONN_END
}
```

Parameters:

struct espconn *espconn : corresponding connected control block structure

uint8 opt : option of TCP connection,refer to espconn_option

Return:

0 : succeed

Non-0 : error code ESPCONN_ARG – illegal argument, can't find TCP connection according to structure espconn

9. espconn_set_keepalive

Function:

Set configuration of TCP keep alive .

Prototype:

```
sint8 espconn_set_keepalive(struct espconn *espconn, uint8 level, void*
optarg)
```

Structure:

```
enum espconn_level{
    ESPCONN_KEEPIDLE,
    ESPCONN_KEEPINTVL,
    ESPCONN_KEEPCNT
}
```

Parameters:

struct espconn *espconn : corresponding connected control block structure

uint8 level : Default to do TCP keep-alive detection every ESPCONN_KEEPIDLE, if there in no response, retry ESPCONN_KEEPCNT times every ESPCONN_KEEPINTVL. If still no response, considers it as TCP connection broke, goes into espconn_reconnect_callback.

Notice, keep alive interval is not precise, only for reference, it depends on priority.

Description:

ESPCONN_KEEPIDLE – TCP keep-alive interval, unit: second

ESPCONN_KEEPINTVL – packet interval during TCP keep-alive, unit: second

ESPCONN_KEEPCNT – maximum packet count of TCP keep-alive

void* optarg : value of parameter

Return:

0 : succeed

Non-0 : error code ESPCONN_ARG - illegal argument, can't find TCP connection according to structure espconn

Note:

In general, we need not call this API;

If needed, please call it in espconn_connect_callback and call espconn_set_opt to enable keep alive first.

10. espconn_get_keepalive

Function:

Get value of TCP keep-alive parameter

Prototype:

```
sint8 espconn_set_keepalive(struct espconn *espconn, uint8 level, void*
optarg)
```

Structure:

```
enum espconn_level{
    ESPCONN_KEEPIDLE,
    ESPCONN_KEEPINTVL,
    ESPCONN_KEEPCNT
}
```

Parameter:

struct espconn *espconn : corresponding connected control block structure

uint8 level :

ESPCONN_KEEPIDLE - TCP keep-alive interval, unit: second

ESPCONN_KEEPINTVL - packet interval during TCP keep-alive, unit: second

ESPCONN_KEEPCNT - maximum packet count of TCP keep-alive

void* optarg : value of parameter

Return:

0 : succeed

Non-0 : error code ESPCONN_ARG - illegal argument, can't find TCP connection according to structure espconn

11. espconn_reconnect_callback

Function:

Enter this callback when error occurred, TCP connection broke. This callback is registered by espconn_regist_reconcb

Prototype:

```
void espconn_reconnect_callback (void *arg, sint8 err)
```

Parameter:

void *arg : pointer corresponding structure espconn. This pointer may be different in different callbacks, please do not use this pointer directly to distinguish one from another in multiple connections, use remote_ip and remote_port in espconn instead.

sint8 err : error code

- ESCONN_TIMEOUT – Timeout
- ESPCONN_ABRT – TCP connection aborted
- ESPCONN_RST – TCP connection abort
- ESPCONN_CLSD – TCP connection closed
- ESPCONN_CONN – TCP connection
- ESPCONN_HANDSHAKE – TCP SSL handshake fail
- ESPCONN_PROTO_MSG – SSL application invalid

Return:

none

12. espconn_regist_reconcb

Function:

Register reconnect callback

Note:

espconn_reconnect_callback is more like a network-broken error handler; it handles errors that occurs in any phase of the connection. For instance, if espconn_send fails, espconn_reconnect_callback will be called because the network is broken.

Prototype:

```
sint8 espconn_regist_reconcb(
        struct espconn *espconn,
        espconn_reconnect_callback recon_cb
)
```

Parameters:

struct espconn *espconn : corresponding connected control block structure

espconn_reconnect_callback recon_cb : registered callback function

Return:

0 : succeed

Non-0 : error code ESPCONN_ARG – illegal argument, can't find TCP connection according to structure espconn

13. espconn_disconnect

Function:

Disconnect a TCP connection

Note:

Do not call this API in any espconn callback. If needed, please use system_os_task and system_os_post to trigger espconn_disconnect

Prototype:

```
sint8 espconn_disconnect(struct espconn *espconn)
```

Parameters:

struct espconn *espconn : corresponding connected control structure

Return:

0 : succeed

Non-0 : error code ESPCONN_ARG – illegal argument, can't find TCP connection according to structure espconn

14. espconn_regist_disconcb

Function:

Register disconnection function which will be called back under successful TCP disconnection

Prototype:

```
sint8 espconn_regist_disconcb(
        struct espconn *espconn,
        espconn_connect_callback discon_cb
)
```

Parameters:

struct espconn *espconn : corresponding connected control block structure

espconn_connect_callback connect_cb : registered callback function

Return:

0 : succeed

Non-0 : error code ESPCONN_ARG - illegal argument, can't find TCP connection according to structure espconn

15. espconn_abort

Function:

Force abort a TCP connection

Note:

Do not call this API in any espconn callback. If needed, please use system_os_task and system_os_post to trigger espconn_abort.

Prototype:

```
sint8 espconn_abort(struct espconn *espconn)
```

Parameters:

struct espconn *espconn : corresponding network connection

Return:

0 : succeed

Non-0 : error code ESPCONN_ARG - illegal argument, can't find TCP connection according to structure espconn

16. espconn_regist_write_finish

Function:

Register a callback which will be called when all sending data is completely write into write buffer or sent. Need to call espconn_set_opt to enable write-buffer first.

Note:

- write-buffer is used to keep TCP data that waiting to be sent, queue number of the write-buffer is 8 which means that it can keep 8 packets at most. The size of write-buffer is 2920 bytes.
- Users can enable it by using espconn_set_opt.
- Users can call espconn_send to send the next packet in write_finish_callback instead of using espconn_sent_callback.

Prototype:

```
sint8 espconn_regist_write_finish (
        struct espconn *espconn,
        espconn_connect_callback write_finish_fn
)
```

Parameters:

`struct espconn *espconn` : corresponding connected control block structure

`espconn_connect_callback write_finish_fn` : registered callback function

Return:

0 : succeed

Non-0 : error code `ESPCONN_ARG` – illegal argument, can't find TCP connection according to structure `espconn`

17. espconn_tcp_get_max_con

Function:

Get maximum number of how many TCP connections are allowed.

Prototype:

```
uint8 espconn_tcp_get_max_con(void)
```

Parameter:

null

Return:

Maximum number of how many TCP connections are allowed.

18. espconn_tcp_set_max_con

Function:

Set the maximum number of how many TCP connection is allowed.

Prototype:

```
sint8 espconn_tcp_set_max_con(uint8 num)
```

Parameter:

`uint8 num` : Maximum number of how many TCP connection is allowed.

Return:

0 : succeed

Non-0 : error code `ESPCONN_ARG` – illegal argument, can't find TCP connection according to structure `espconn`

19. espconn_tcp_get_max_con_allow

Function:

Get the maximum number of TCP clients which are allowed to connect to ESP8266 TCP server.

Prototype:

```
sint8 espconn_tcp_get_max_con_allow(struct espconn *espconn)
```

Parameter:

`struct espconn *espconn` : corresponding connected control structure

Return:

`> 0` : Maximum number of TCP clients which are allowed.

`< 0` : error code `ESPCONN_ARG` – illegal argument, can't find TCP connection according to structure `espconn`

20. espconn_tcp_set_max_con_allow

Function:

Set the maximum number of TCP clients allowed to connect to ESP8266 TCP server.

Prototype:

```
sint8 espconn_tcp_set_max_con_allow(struct espconn *espconn, uint8 num)
```

Parameter:

`struct espconn *espconn` : corresponding connected control structure

`uint8 num` : Maximum number of TCP clients which are allowed.

Return:

`0` : succeed

`Non-0` : error code `ESPCONN_ARG` – illegal argument, can't find TCP connection according to structure `espconn`

21. espconn_recv_hold

Function:

Puts in a request to block the TCP receive function.

Note:

The function does not act immediately; we recommend calling it while reserving 5*1460 bytes of memory.

This API can be called more than once.

Prototype:

```
sint8 espconn_recv_hold(struct espconn *espconn)
```

Parameter:

struct espconn *espconn : corresponding connected control structure

Return:

0 : succeed

Non-0 : error code ESPCONN_ARG – illegal argument, can't find TCP connection according to structure espconn

22. espconn_recv_unhold

Function:

Unblock TCP receiving data (i.e. undo espconn_recv_hold).

Note:

This API takes effect immediately.

Prototype:

```
sint8 espconn_recv_unhold(struct espconn *espconn)
```

Parameter:

struct espconn *espconn : corresponding connected control structure

Return:

0 : succeed

Non-0 : error code ESPCONN_ARG – illegal argument, can't find TCP connection according to structure espconn

23. espconn_secure_accept

Function:

Creates an SSL TCP server.

Note:

- This API can be called only once, only one SSL server is allowed to be created, and only one SSL client can be connected.
- If SSL encrypted packet size is larger than ESP8266 SSL buffer size (default 2KB, set by espconn_secure_set_size), SSL connection will fail, will enter espconn_reconnect_callback
- SSL related APIs named as espconn_secure_XXX are different from normal TCP APIs, so please don't mixed use. In SSL connection, only espconn_secure_XXX APIs, espconn_regist_XXX APIs and espconn_port can be used.

- Users should call API espconn_secure_set_default_certificate and espconn_secure_set_default_private_key to set SSL certificate and secure key first.

Prototype:

sint8 espconn_secure_accept(struct espconn *espconn)

Parameter:

struct espconn *espconn : corresponding connected control block structure

Return:

0 : succeed

Non-0 : error code

ESPCONN_MEM – Out of memory

ESPCONN_ISCONN – Already connected

ESPCONN_ARG – illegal argument, can't find TCP connection according to structure espconn

24. espconn_secure_delete

Function:

Delete the SSL connection when ESP8266 runs as SSL server.

Prototype:

sint8 espconn_secure_delete(struct espconn *espconn)

Parameter:

struct espconn *espconn : corresponding SSL connection

Return:

0 : succeed

Non-0 : error, return error code

ESPCONN_ARG – illegal argument, can't find network transmission according to structure espconn

ESPCONN_INPROGRESS – the SSL connection is still in progress, please call espconn_secure_disconnect to disconnect before delete it.

25. espconn_secure_set_size

Function:

Set buffer size of encrypted data (SSL)

Note:

Buffer size default to be 2Kbytes. If need to change, please call this API before espconn_secure_accept (ESP8266 as TCP SSL server) or espconn_secure_connect (ESP8266 as TCP SSL client)

Prototype:

```
bool espconn_secure_set_size (uint8 level, uint16 size)
```

Parameters:

uint8 level : set buffer for ESP8266 SSL server/client:

0x01	SSL client;
0x02	SSL server;
0x03	both SSL client and SSL server

uint16 size : buffer size, range: 1 ~ 8192, unit: byte, default to be 2048

Return:

true : succeed
false : fail

26. espconn_secure_get_size

Function:

Get buffer size of encrypted data (SSL)

Prototype:

```
sint16 espconn_secure_get_size (uint8 level)
```

Parameters:

uint8 level : buffer for ESP8266 SSL server/client:

0x01	SSL client;
0x02	SSL server;
0x03	both SSL client and SSL server

Return:

buffer size

27. espconn_secure_connect

Function:

Secure connect (SSL) to a TCP server (ESP8266 is acting as TCP client.)

Note:

- If espconn_connect fails, returns non-0 value, it is not connected and therefore will not enter any espconn callback.

- Only one connection is allowed when the ESP8266 acts as a SSL client, this API can be called only once, or call espconn_secure_disconnect to disconnect first, then call this API to create another SSL connection.
- If SSL encrypted packet size is larger than the ESP8266 SSL buffer size (default 2KB, set by espconn_secure_set_size), the SSL connection will fail, will enter espconn_reconnect_callback
- SSL related APIs named as espconn_secure_XXX are different from normal TCP APIs, so please don't mixed use. In SSL connection, only espconn_secure_XXX APIs, espconn_regist_XXX APIs and espconn_port can be used.

Prototype:

```
sint8 espconn_secure_connect (struct espconn *espconn)
```

Parameters:

`struct espconn *espconn` : corresponding connected control block structure

Return:

0 : succeed

Non-0 : error code

ESPCONN_MEM – Out of memory

ESPCONN_ISCONN – Already connected

ESPCONN_ARG – illegal argument, can't find TCP connection according to structure espconn

28. espconn_secure_send

Function: send encrypted data (SSL)

Note:

Please call espconn_secure_send after espconn_sent_callback of the pre-packet.

Prototype:

```
sint8 espconn_secure_send (
        struct espconn *espconn,
        uint8 *psent,
        uint16 length
)
```

Parameters:

`struct espconn *espconn` : corresponding connected control block structure

`uint8 *psent` : sent data pointer

`uint16 length` : sent data length

Return:

0 : succeed

Non-0 : error code ESPCONN_ARG - illegal argument, can't find TCP connection according to structure espconn

29. espconn_secure_sent

[@deprecated] This API is deprecated, please use espconn_secure_send instead.

Function: send encrypted data (SSL)

Note:

Please call espconn_secure_sent after espconn_sent_callback of the pre-packet.

Prototype:

```
sint8 espconn_secure_sent (
        struct espconn *espconn,
        uint8 *psent,
        uint16 length
)
```

Parameters:

struct espconn *espconn : corresponding connected control block structure

uint8 *psent : sent data pointer

uint16 length : sent data length

Return:

0 : succeed

Non-0 : error code ESPCONN_ARG - illegal argument, can't find TCP connection according to structure espconn

30. espconn_secure_disconnect

Function: secure TCP disconnection(SSL)

Note:

Do not call this API in any espconn callback. If needed, please use system_os_task and system_os_post to trigger espconn_secure_disconnect

Prototype:

```
sint8 espconn_secure_disconnect(struct espconn *espconn)
```

Parameters:

struct espconn *espconn : corresponding connected control block structure

Return:

0 : succeed

Non-0 : error code ESPCONN_ARG - illegal argument, can't find TCP connection according to structure espconn

31. espconn_secure_ca_disable

Function:

Disable SSL CA (certificate authenticate) function

Note:

- CA function is disabled by default, more details in document "ESP8266__SDK__SSL_User_Manual"
- If user wants to call this API, please call it before espconn_secure_accept (ESP8266 as TCP SSL server) or espconn_secure_connect (ESP8266 as TCP SSL client)

Prototype:

```
bool espconn_secure_ca_disable (uint8 level)
```

Parameter:

uint8 level : set configuration for ESP8266 SSL server/client:

0x01 SSL client;

0x02 SSL server;

0x03 both SSL client and SSL server

Return:

true : succeed

false : fail

32. espconn_secure_ca_enable

Function:

Enable SSL CA (certificate authenticate) function

Note:

- CA function is disabled by default, more details in document "ESP8266__SDK__SSL_User_Manual"
- If user want to call this API, please call it before espconn_secure_accept (ESP8266 as TCP SSL server) or espconn_secure_connect (ESP8266 as TCP SSL client)

Prototype:

bool espconn_secure_ca_enable (uint8 level, uint16 flash_sector)

Parameter:

uint8 level : set configuration for ESP8266 SSL server/client:

0x01 SSL client;

0x02 SSL server;

0x03 both SSL client and SSL server

uint16 flash_sector : flash sector in which CA (esp_ca_cert.bin) is downloaded. For example, flash_sector is 0x3B, then esp_ca_cert.bin need to download into flash 0x3B000

Return:

true : succeed

false : fail

33. espconn_secure_cert_req_enable

Function:

Enable certification verification function when ESP8266 runs as SSL client

Note:

- Certification verification function is disabled by defaults
- Call this API before espconn_secure_connect is called

Prototype:

bool espconn_secure_cert_req_enable (uint8 level, uint8 flash_sector)

Parameter:

uint8 level : can only be set as 0x01 when ESP8266 runs as SSL client;

uint8 flash_sector : set the address where secure key (esp_cert_private_key.bin) will be written into the flash. For example, parameters 0x3A should be written into Flash 0x3A000 in the flash. Please be noted that sectors used for storing codes and system parameters must not be covered.

Return:

true : succeed

false : fail

34. espconn_secure_cert_req_disable

Function:

Disable certification verification function when ESP8266 runs as SSL client

Note:

- Certification verification function is disabled by default

Prototype:

```
bool espconn_secure_ca_disable (uint8 level)
```

Parameter:

`uint8 level` : can only be set as `0x01`, when ESP8266 runs as SSL client.

Return:

```
true     : succeed
false     : fail
```

35. espconn_secure_set_default_certificate

Function:

Set the certificate when ESP8266 runs as SSL server

Note:

- Demos can be found in esp_iot_sdk\examples\IoT_Demo
- This API has to be called before `espconn_secure_accept`.

Prototype:

```
bool espconn_secure_set_default_certificate (const uint8_t* certificate,
uint16_t length)
```

Parameter:

`const uint8_t* certificate` : pointer of the certificate

`uint16_t length` : length of the certificate

Return:

```
true     : succeed
false     : fail
```

36. espconn_secure_set_default_private_key

Function:

Set the secure key when ESP8266 runs as SSL server

Note:

- Demos can be found in esp_iot_sdk\examples\IoT_Demo
- This API has to be called before `espconn_secure_accept`.

Prototype:

```
bool espconn_secure_set_default_private_key (const uint8_t* key, uint16_t
length)
```

Parameter:

`const uint8_t* key` : pointer of the secure key

`uint16_t length` : length of the secure key

Return:

```
true      : succeed
false     : fail
```

4.3. UDP APIs

1. espconn_create

Function:

Create UDP transmission.

Note:

Parameter remote_ip and remote_port need to be set, do not set to be 0.

Prototype:

```
sin8 espconn_create(struct espconn *espconn)
```

Parameter:

```
struct espconn *espconn : corresponding UDP control block structure
```

Return:

```
0      : succeed
Non-0  : error code
          ESPCONN_ISCONN – Already connected
          ESPCONN_MEM – Out of memory
          ESPCONN_ARG – illegal argument, can't find UDP transmission
according to structure espconn
```

2. espconn_sendto

Function:

Send UDP data

Prototype:

```
sin16 espconn_sendto(struct espconn *espconn, uint8 *psent, uint16 length)
```

Parameter:

```
struct espconn *espconn : corresponding UDP control block structure
uint8 *psent            : pointer of data
uint16 length           : data length
```

Return:

```
0         : succeed
Non-0     : error code
          ESPCONN_ISCONN – Already connected
          ESPCONN_MEM – Out of memory
          ESPCONN_IF – send UDP data fail
```

3. espconn_igmp_join

Function:

Join a multicast group

Note:

This API can only be called after the ESP8266 station connects to a router.

Prototype:

```
sint8 espconn_igmp_join(ip_addr_t *host_ip, ip_addr_t *multicast_ip)
```

Parameters:

```
ip_addr_t *host_ip  :  IP of host
ip_addr_t *multicast_ip :  IP of multicast group
```

Return:

```
0      : succeed
Non-0  : error code ESPCONN_MEM – Out of memory
```

3. espconn_igmp_leave

Function:

Quit a multicast group

Prototype:

```
sint8 espconn_igmp_leave(ip_addr_t *host_ip, ip_addr_t *multicast_ip)
```

Parameters:

```
ip_addr_t *host_ip      : IP of host
ip_addr_t *multicast_ip : IP of multicast group
```

Return:

```
0      : succeed
Non-0  : error code ESPCONN_MEM – Out of memory
```

4. espconn_dns_setserver

Function:

Set default DNS server. Two DNS server is allowed to be set.

Note:

Only if ESP8266 DHCP client is disabled (wifi_station_dhcpc_stop), this API can be used.

Prototype:

```
void espconn_dns_setserver(char numdns, ip_addr_t *dnsserver)
```

Parameter:

`char numdns` : DNS server ID, 0 or 1

`ip_addr_t *dnsserver` : DNS server IP

Return:

none

4.4. mDNS APIs

1. espconn_mdns_init

Function:

mDNS initialization

Note:

- In soft-AP+station mode, call `wifi_set_broadcast_if(STATIONAP_MODE);` first to enable broadcast for both soft-AP and station interface.
- Using station interface, please obtain IP address of the ESP8266 station first before calling the API to initialize mDNS;
- `txt_data` has to be set as " `key = value` ", as **Example**;

Structure:

```
struct mdns_info{
    char *host_name;
    char *server_name;
    uint16 server_port;
    unsigned long ipAddr;
    char *txt_data[10];
};
```

Prototype:

```
void espconn_mdns_init(struct mdns_info *info)
```

Parameter:

`struct mdns_info *info` : mDNS information

Return:

none

2. espconn_mdns_close

Function:

close mDNS, corresponding creation API : `espconn_mdns_init`

Prototype:

```
void espconn_mdns_close(void)
```

Parameter:

none

Return:

none

3. espconn_mdns_server_register

Function:

register mDNS server

Prototype:

```
void espconn_mdns_server_register(void)
```

Parameter:

none

Return:

none

4. espconn_mdns_server_unregister

Function:

unregister mDNS server

Prototype:

```
void espconn_mdns_server_unregister(void)
```

Parameter:

none

Return:

none

5. espconn_mdns_get_servername

Function:

Get mDNS server name

Prototype:

```
char* espconn_mdns_get_servername(void)
```

Parameter:

none

Return:

server name

6. espconn_mdns_set_servername

Function:

Set mDNS server name

Prototype:

```
void espconn_mdns_set_servername(const char *name)
```

Parameter:

`const char *name` – server name

Return:

none

7. espconn_mdns_set_hostname

Function:

Set mDNS host name

Prototype:

```
void espconn_mdns_set_hostname(char *name)
```

Parameter:

`char *name` – host name

Return:

none

8. espconn_mdns_get_hostname

Function:

Get mDNS host name

Prototype:

```
char* espconn_mdns_get_hostname(void)
```

Parameter:

none

Return:

host name

9. espconn_mdns_disable

Function:

Disable mDNS , corresponding creation API : espconn_mdns_enable

Prototype:

```
void espconn_mdns_disable(void)
```

Parameter:

none

Return:

none

10. espconn_mdns_enable

Function:

Enable mDNS

Prototype:

```
void espconn_mdns_enable(void)
```

Parameter:

none

Return:

none

11. Example of mDNS

Please do not contain special characters (for example, "." character), or use a protocol name (for example, "http"), when defining "host_name" and "server_name" for mDNS.

```
struct mdns_info info;

void user_mdns_config()

{

    struct ip_info ipconfig;

    wifi_get_ip_info(STATION_IF, &ipconfig);

    info->host_name = "espressif";
    info->ipAddr = ipconfig.ip.addr; //ESP8266 station IP
    info->server_name = "iot";
    info->server_port = 8080;
    info->txt_data[0] = "version = now";
    info->txt_data[1] = "user1 = data1";
    info->txt_data[2] = "user2 = data2";
    espconn_mdns_init(&info);

}
```

5. Mesh APIs

More details about Mesh please refer to documentation "30A_ESP8266__Mesh_User Guide".

Download: http://bbs.espressif.com/viewtopic.php?f=51&t=929

1. espconn_mesh_enable

Function:

Enable mesh.

Note:

When espconn_mesh_enable is called, users should wait for the system to call anable_cb, and make subsequent requests in enable_cb.

Prototype:

```
void espconn_mesh_enable(
    espconn_mesh_callback enable_cb,
    enum mesh_type type)
```

Parameter:

espconn_mesh_callback enable_cb : mesh enabled callback, the system will call enable_cb when mesh is enabled.

enum mesh_type type : types of mesh

- Currently, there are two types of mesh: MESH_LOCAL and MESH_ONLINE.

Return:

null

2. espconn_mesh_disable

Function:

Disable mesh.

Prototype:

```
void espconn_mesh_disable(espconn_mesh_callback disable_cb)
```

Parameter:

espconn_mesh_callback disable_cb : mesh disabled callback, the system will call disable_cb when mesh is disabled.

Return:

null

3. espconn_mesh_get_status

Function:

Get the current status of the mesh network.

Prototype:

```
sint8_t espconn_mesh_get_status()
```

Parameter:

null

Return:

0 : succeed

Non-0 : error code

MESH_DISABLE - Mesh is disabled.

MESH_WIFI_CONN - the mesh node is trying to connect to the Wi-Fi.

MESH_NET_CONN - The mesh node has successfully connected to the Wi-Fi, and is trying to establish a TCP connection.

MESH_LOCAL_AVAIL - The node has joined the local mesh network.

MESH_ONLINE_AVAIL - The node has joined the cloud mesh network.

4. espconn_mesh_connect

Function:

Try to connect to mesh.

Prototype:

```
sint8 espconn_mesh_connect(struct espconn *usr_esp)
```

Parameter:

struct espconn *usr_esp : User's connection parameter information.

Return:

0 : succeed

Non-0 : error code

ESPCONN_RTE - Routing Problem

ESPCONN_MEM - Out of memory

ESPCONN_ISCONN - Already connected

ESPCONN_ARG - Invalid argument, can't find network connection according to structure espconn

5. espconn_mesh_disconnect

Function:

Disconnect mesh.

Prototype:

```
sint8 espconn_mesh_disconnect(struct espconn *usr_esp)
```

Parameter:

`struct espconn *usr_esp` : User's connection parameter information.

Return:

0 : succeed

Non-0 : error code

`ESPCONN_ARG` - Invalid argument, can't find network connection according to structure `espconn`

6. espconn_mesh_sent

Function:

Use mesh connection to send packets.

Prototype:

```
sint8 espconn_mesh_sent (
    struct espconn *usr_esp,
    uint8_t *pdata,
    uint16_t len)
```

Parameter:

`struct espconn *usr_esp` : User's connection parameter information.

`uint8_t *pdata` : Pointer of data packet.

`uint16_t len` : Length of data packet.

Return:

0 : succeed

Non-0 : error code

`ESPCONN_MEM` - Out of memory

`ESPCONN_MAXNUM` - Buffer of sending data is full

`ESPCONN_ARG` - Invalid argument, can't find network connection according to structure `espconn`

7. espconn_mesh_set_max_hop

Function:

Set the maximum number of hop of mesh network.

Note:

The maximum number of hop supported by mesh is 10. If the number is larger than 10, it will fail to set.

Prototype:

```
bool espconn_mesh_set_max_hop(uint8_t max_hop)
```

Parameter:

`uint8_t max_hop` : the maximum max_hop supported by mesh network.

Return:

```
true      : succeed to set
false     : fail to set
```

8. espconn_mesh_get_max_hop

Function:

Get the maximum number of hop of mesh network.

Prototype:

```
uint8_t espconn_mesh_get_max_hop()
```

Return:

The maximum max_hop supported by mesh network.

9. espconn_mesh_get_node_info

Function:

Get relevant information of the current node.

Prototype:

```
bool espconn_mesh_get_node_info(
    enum mesh_node_type type,
    uint8_t **info,
    uint8_t *count)
```

Parameter:

`enum mesh_node_type type` : Types of mesh node

Currently, there are three types of mesh node

- MESH_NODE_PARENT=0: Information of parent node
- MESH_NODE_CHILD: Information of child node
- MESH_NODE_ALL: Information of all nodes

`uint8_t **info` : Information of the node
`uint8_t *count` : Number of child nodes

Return:

```
true      : succeed
false     : fail
```

6. Application Related

6.1. AT APIs

for AT APIs examples, refer to esp_iot_sdk/examples/at/user/user_main.c.

1. at_response_ok

Function:

Output OK to AT Port (UART0)

Prototype:

```
void at_response_ok(void)
```

Parameter:

null

Return:

null

2. at_response_error

Function:

output ERROR to AT Port (UART0)

Prototype:

```
void at_response_error(void)
```

Parameter:

null

Return:

null

3. at_cmd_array_regist

Function:

register user-define AT commands.

Can be called only once to register all user-define AT commands.

Prototype:

```
void at_cmd_array_regist (
        at_function * custom_at_cmd_arrar,
        uint32 cmd_num
)
```

Parameter:

at_function * custom_at_cmd_arrar : Array of user-define AT commands

uint32 cmd_num : Number counts of user-define AT commands

Return:

null

Example:

refer to esp_iot_sdk/examples/at/user/user_main.c

4. at_get_next_int_dec

Function:

parse int from AT command

Prototype:

```
bool at_get_next_int_dec (char **p_src,int* result,int* err)
```

Parameter:

char **p_src : *p_src is the AT command that need to be parsed

int* result : int number parsed from the AT command

int* err : 1: no number is found; 3: only '-' is found.

Return:

true: parser succeeds (NOTE: if no number is found, it will return True, but returns error code 1)

false: parser is unable to parse string; some probable causes are: int number more than 10 bytes; string contains termination characters '/r'; string contains only '-'.

Example:

refer to esp_iot_sdk/examples/at/user/user_main.c

5. at_data_str_copy

Function: parse string from AT command

Prototype:

```
int32 at_data_str_copy (char * p_dest, char ** p_src,int32 max_len)
```

Parameter:

char * p_dest : string parsed from the AT command

char ** p_src : *p_src is the AT command that need to be parsed

int32 max_len : max string length that allowed

Return:

length of string:

>=0: succeed and returns the length of the string

<0 : fail and returns -1

Example:

refer to esp_iot_sdk/examples/at/user/user_main.c

6. at_init

Function:

AT initialize

Prototype:

```
void at_init (void)
```

Parameter:

null

Return:

null

Example:

refer to esp_iot_sdk/examples/at/user/user_main.c

7. at_port_print

Function:

output string to AT PORT(UART0)

Prototype:

```
void at_port_print(const char *str)
```

Parameter:

const char *str : string that need to output

Return:

null

Example:

refer to esp_iot_sdk/examples/at/user/user_main.c

8. at_set_custom_info

Function:

User-define version info of AT which can be got by AT+GMR.

Prototype:

```
void at_set_custom_info (char *info)
```

Parameter:

`char *info` : version info

Return:

null

9. at_enter_special_state

Function:

Enter processing state. In processing state, AT core will return busy for any further AT commands.

Prototype:

```
void at_enter_special_state (void)
```

Parameter:

null

Return:

null

10. at_leave_special_state

Function:

Exit from AT processing state.

Prototype:

```
void at_leave_special_state (void)
```

Parameter:

null

Return:

null

11. at_get_version

Function:

Get Espressif AT lib version.

Prototype:

```
uint32 at_get_version (void)
```

Parameter:

null

Return:

Espressif AT lib version

12. at_register_uart_rx_intr

Function:

Set UART0 to be used by user or AT commands.

Note:

This API can be called multiple times.

Running AT, UART0 default to be used by AT commands.

Prototype:

```
void at_register_uart_rx_intr(at_custom_uart_rx_intr rx_func)
```

Parameter:

at_custom_uart_rx_intr : register a UART0 RX interrupt handler so that UART0 can be used by the customer, while if it's NULL, UART0 is assigned to AT commands.

Return:

null

Example:

```
void user_uart_rx_intr(uint8* data, int32 len)
{
       // UART0 rx for user
       os_printf("len=%d \r\n",len);
       os_printf(data);

       // change UART0 for AT
       at_register_uart_rx_intr(NULL);
}
void user_init(void){ at_register_uart_rx_intr(user_uart_rx_intr); }
```

13. at_response

Function:

Set AT response

Note:

at_response outputs from UART0 TX by default which is same as at_port_print. But if called at_register_response_func, the string of at_response will be the parameter of response_func, users can define their own behavior.

Prototype:

```
void at_response (const char *str)
```

Parameter:

`const char *str` : string

Return:

none

14. at_register_response_func

Function:

Register callback of `at_response` for user-defined responses. After called `at_register_response_func`, the string of `at_response` will be the parameter of `response_func`, users can define their own behavior.

Prototype:

```
void at_register_response_func (at_custom_response_func_type response_func)
```

Parameter:

`at_custom_response_func_type` : callback of `at_response`

Return:

none

6.2. Related JSON APIs

Found in : esp_iot_sdk/include/json/jsonparse.h & jsontree.h

1. jsonparse_setup

Function:

json initialize parsing

Prototype:

```
void jsonparse_setup(
        struct jsonparse_state *state,
        const char *json,
        int len
)
```

Parameters:

`struct jsonparse_state *state` : json parsing pointer

`const char *json` : json parsing character string

`int len` : character string length

Return:

null

2. jsonparse_next

Function:

Returns jsonparse next object

Prototype:

```
int jsonparse_next(struct jsonparse_state *state)
```

Parameters:

`struct jsonparse_state *state` : json parsing pointer

Return:

int : parsing result

3. jsonparse_copy_value

Function:

Copies current parsing character string to a certain buffer

Prototype:

```
int jsonparse_copy_value(
    struct jsonparse_state *state,
    char *str,
    int size
)
```

Parameters:

`struct jsonparse_state *state` : json parsing pointer

`char *str` : buffer pointer

`int size` : buffer size

Return:

`int` : copy result

4. jsonparse_get_value_as_int

Function:

Parses json to get integer

Prototype:

```
int jsonparse_get_value_as_int(struct jsonparse_state *state)
```

Parameters:

`struct jsonparse_state *state` : json parsing pointer

Return:

`int` : parsing result

5. jsonparse_get_value_as_long

Function:

Parses json to get long integer

Prototype:

```
long jsonparse_get_value_as_long(struct jsonparse_state *state)
```

Parameters:

`struct jsonparse_state *state` : json parsing pointer

Return:

`long` : parsing result

6. jsonparse_get_len

Function:

Gets parsed json length

Prototype:

```
int jsonparse_get_value_len(struct jsonparse_state *state)
```

Parameters:

```
struct jsonparse_state *state : json parsing pointer
```

Return:

```
int : parsed jason length
```

7. jsonparse_get_value_as_type

Function:

Parses json data type

Prototype:

```
int jsonparse_get_value_as_type(struct jsonparse_state *state)
```

Parameters:

```
struct jsonparse_state *state : json parsing pointer
```

Return:

```
int : parsed json data type
```

8. jsonparse_strcmp_value

Function:

Compares parsed json and certain character string

Prototype:

```
int jsonparse_strcmp_value(struct jsonparse_state *state, const char *str)
```

Parameters:

```
struct jsonparse_state *state : json parsing pointer
const char *str : character buffer
```

Return:

```
int : comparison result
```

9. jsontree_set_up

Function:

Creates json data tree

Prototype:

```
void jsontree_setup(
        struct jsontree_context *js_ctx,
        struct jsontree_value *root,
        int (* putchar)(int)
)
```

Parameters:

`struct jsontree_context *js_ctx` : json tree element pointer

`struct jsontree_value *root` : root element pointer

`int (* putchar)(int)` : input function

Return:

null

10. jsontree_reset

Function:

Resets json tree

Prototype:

```
void jsontree_reset(struct jsontree_context *js_ctx)
```

Parameters:

`struct jsontree_context *js_ctx` : json data tree pointer

Return:

null

11. jsontree_path_name

Function:

get json tree parameters

Prototype:

```
const char *jsontree_path_name(
        const struct jsontree_cotext *js_ctx,
        int depth
)
```

Parameters:

`struct jsontree_context *js_ctx` : json tree pointer

`int depth` : json tree depth

Return:

`char*` : parameter pointer

12. jsontree_write_int

Function:

write integer to json tree

Prototype:

```
void jsontree_write_int(
        const struct jsontree_context *js_ctx,
        int value
)
```

Parameters:

`struct jsontree_context *js_ctx` : json tree pointer

`int value` : integer value

Return:

null

13. jsontree_write_int_array

Function:

Writes integer array to json tree

Prototype:

```
void jsontree_write_int_array(
        const struct jsontree_context *js_ctx,
        const int *text,
        uint32 length
)
```

Parameters:

`struct jsontree_context *js_ctx` : json tree pointer

`int *text` : array entry address

`uint32 length` : array length

Return:

null

14. jsontree_write_string

Function:

Writes string to json tree

Prototype:

```
void jsontree_write_string(
        const struct jsontree_context *js_ctx,
        const char *text
)
```

Parameters:

`struct jsontree_context *js_ctx` : json tree pointer

`const char* text` : character string pointer

Return:

null

15. jsontree_print_next

Function:

json tree depth

Prototype:

```
int jsontree_print_next(struct jsontree_context *js_ctx)
```

Parameters:

`struct jsontree_context *js_ctx` : json tree pointer

Return:

`int` : json tree depth

16. jsontree_find_next

Function:

find json tree element

Prototype:

```
struct jsontree_value *jsontree_find_next(
        struct jsontree_context *js_ctx,
        int type
)
```

Parameters:

`struct jsontree_context *js_ctx` : json tree pointer

`int` : type

Return:

`struct jsontree_value *` : json tree element pointer

7. Definitions & Structures

7.1. Timer

```
typedef void ETSTimerFunc(void *timer_arg);
typedef struct _ETSTIMER_ {
    struct _ETSTIMER_    *timer_next;
    uint32_t              timer_expire;
    uint32_t              timer_period;
    ETSTimerFunc         *timer_func;
    void                 *timer_arg;
} ETSTimer;
```

7.2. WiFi Related Structures

1. Station Related

```
struct station_config {
    uint8 ssid[32];
    uint8 password[64];
    uint8 bssid_set;
    uint8 bssid[6];
};
```

Note:

BSSID as MAC address of AP, will be used when several APs have the same SSID.

If station_config.bssid_set==1 , station_config.bssid has to be set, otherwise, the connection will fail.

In general, station_config.bssid_set need to be 0.

2. soft-AP related

```
typedef enum _auth_mode {
    AUTH_OPEN = 0,
    AUTH_WEP,
    AUTH_WPA_PSK,
    AUTH_WPA2_PSK,
    AUTH_WPA_WPA2_PSK
} AUTH_MODE;
struct softap_config {
```

```
    uint8 ssid[32];
    uint8 password[64];
    uint8 ssid_len;
    uint8 channel;          // support 1 ~ 13
    uint8 authmode;         // Don't support AUTH_WEP in soft-AP mode
    uint8 ssid_hidden;      // default 0
    uint8 max_connection;   // default 4, max 4
    uint16 beacon_interval; // 100 ~ 60000 ms, default 100
};
```

Note:

If softap_config.ssid_len==0, check ssid till a termination character is found; otherwise, it will depend on softap_config.ssid_len.

3. scan related

```
struct scan_config {
    uint8 *ssid;
    uint8 *bssid;
    uint8 channel;
    uint8 show_hidden; // Scan APs which are hiding their SSID or not.
};
struct bss_info {
    STAILQ_ENTRY(bss_info) next;
    u8 bssid[6];
    u8 ssid[32];
    u8 channel;
    s8 rssi;
    u8 authmode;
    uint8 is_hidden; // SSID of current AP is hidden or not.
    sint16 freq_offset; // AP's frequency offset
};
typedef void (* scan_done_cb_t)(void *arg, STATUS status);
```

4. WiFi event related structure

```
enum {
    EVENT_STAMODE_CONNECTED = 0,
    EVENT_STAMODE_DISCONNECTED,
    EVENT_STAMODE_AUTHMODE_CHANGE,
    EVENT_STAMODE_GOT_IP,
```

```
        EVENT_STAMODE_DHCP_TIMEOUT,
        EVENT_SOFTAPMODE_STACONNECTED,
        EVENT_SOFTAPMODE_STADISCONNECTED,
        EVENT_SOFTAPMODE_PROBEREQRECVED,
        EVENT_MAX
    };

    enum {
        REASON_UNSPECIFIED              = 1,
        REASON_AUTH_EXPIRE              = 2,
        REASON_AUTH_LEAVE               = 3,
        REASON_ASSOC_EXPIRE             = 4,
        REASON_ASSOC_TOOMANY            = 5,
        REASON_NOT_AUTHED               = 6,
        REASON_NOT_ASSOCED              = 7,
        REASON_ASSOC_LEAVE              = 8,
        REASON_ASSOC_NOT_AUTHED         = 9,
        REASON_DISASSOC_PWRCAP_BAD      = 10,  /* 11h */
        REASON_DISASSOC_SUPCHAN_BAD     = 11,  /* 11h */
        REASON_IE_INVALID               = 13,  /* 11i */
        REASON_MIC_FAILURE              = 14,  /* 11i */
        REASON_4WAY_HANDSHAKE_TIMEOUT   = 15,  /* 11i */
        REASON_GROUP_KEY_UPDATE_TIMEOUT = 16,  /* 11i */
        REASON_IE_IN_4WAY_DIFFERS       = 17,  /* 11i */
        REASON_GROUP_CIPHER_INVALID     = 18,  /* 11i */
        REASON_PAIRWISE_CIPHER_INVALID  = 19,  /* 11i */
        REASON_AKMP_INVALID             = 20,  /* 11i */
        REASON_UNSUPP_RSN_IE_VERSION    = 21,  /* 11i */
        REASON_INVALID_RSN_IE_CAP       = 22,  /* 11i */
        REASON_802_1X_AUTH_FAILED       = 23,  /* 11i */
        REASON_CIPHER_SUITE_REJECTED    = 24,  /* 11i */

        REASON_BEACON_TIMEOUT           = 200,
        REASON_NO_AP_FOUND              = 201,
        REASON_AUTH_FAIL                = 202,
        REASON_ASSOC_FAIL               = 203,
        REASON_HANDSHAKE_TIMEOUT        = 204,
    };
```

```
typedef struct {
    uint8 ssid[32];
    uint8 ssid_len;
    uint8 bssid[6];
    uint8 channel;
} Event_StaMode_Connected_t;

typedef struct {
    uint8 ssid[32];
    uint8 ssid_len;
    uint8 bssid[6];
    uint8 reason;
} Event_StaMode_Disconnected_t;

typedef struct {
    uint8 old_mode;
    uint8 new_mode;
} Event_StaMode_AuthMode_Change_t;

typedef struct {
    struct ip_addr ip;
    struct ip_addr mask;
    struct ip_addr gw;
} Event_StaMode_Got_IP_t;

typedef struct {
    uint8 mac[6];
    uint8 aid;
} Event_SoftAPMode_StaConnected_t;

typedef struct {
    uint8 mac[6];
    uint8 aid;
} Event_SoftAPMode_StaDisconnected_t;

typedef struct {
    int rssi;
    uint8 mac[6];
} Event_SoftAPMode_ProbeReqRecved_t;
```

```
typedef union {
       Event_StaMode_Connected_t              connected;
       Event_StaMode_Disconnected_t           disconnected;
       Event_StaMode_AuthMode_Change_t        auth_change;
       Event_StaMode_Got_IP_t                       got_ip;
       Event_SoftAPMode_StaConnected_t        sta_connected;
       Event_SoftAPMode_StaDisconnected_t     sta_disconnected;
       Event_SoftAPMode_ProbeReqRecved_t      ap_probereqrecved;
} Event_Info_u;

typedef struct _esp_event {
    uint32 event;
    Event_Info_u event_info;
} System_Event_t;
```

5. smart config structure

```
typedef enum  {
    SC_STATUS_WAIT = 0,       // Please don't start connection in this phase
    SC_STATUS_FIND_CHANNEL,   // Start connection by APP in this phase
    SC_STATUS_GETTING_SSID_PSWD,
    SC_STATUS_LINK,
    SC_STATUS_LINK_OVER,      // Got IP, connect to AP successfully
} sc_status;
typedef enum  {
    SC_TYPE_ESPTOUCH = 0,
    SC_TYPE_AIRKISS,
    SC_TYPE_ESPTOUCH_AIRKISS,
} sc_type;
```

7.3. JSON Related Structure

1. json structure

```
struct jsontree_value {
    uint8_t type;
};

struct jsontree_pair {
```

```
    const char *name;
    struct jsontree_value *value;
};

struct jsontree_context {
    struct jsontree_value *values[JSONTREE_MAX_DEPTH];
    uint16_t index[JSONTREE_MAX_DEPTH];
    int (* putchar)(int);
    uint8_t depth;
    uint8_t path;
    int callback_state;
};

struct jsontree_callback {
    uint8_t type;
    int (* output)(struct jsontree_context *js_ctx);
    int (* set)(struct jsontree_context *js_ctx,
                struct jsonparse_state *parser);
};

struct jsontree_object {
    uint8_t type;
    uint8_t count;
    struct jsontree_pair *pairs;
};

struct jsontree_array {
    uint8_t type;
    uint8_t count;
    struct jsontree_value **values;
};

struct jsonparse_state {
    const char *json;
    int pos;
    int len;
    int depth;
    int vstart;
    int vlen;
```

```
    char vtype;
    char error;
    char stack[JSONPARSE_MAX_DEPTH];
};
```

2. json macro definition

```
#define JSONTREE_OBJECT(name, ...)                                    /
static struct jsontree_pair jsontree_pair_##name[] = {__VA_ARGS__};   /
static struct jsontree_object name = {                                /
    JSON_TYPE_OBJECT,                                                 /
sizeof(jsontree_pair_##name)/sizeof(struct jsontree_pair),            /
    jsontree_pair_##name }

#define JSONTREE_PAIR_ARRAY(value) (struct jsontree_value *)(value)
#define JSONTREE_ARRAY(name, ...)                                     /
static struct jsontree_value* jsontree_value_##name[] = {__VA_ARGS__}; /
static struct jsontree_array name = {                                 /
    JSON_TYPE_ARRAY,                                                  /
    sizeof(jsontree_value_##name)/sizeof(struct jsontree_value*),     /
    jsontree_value_##name }
```

7.4. espconn parameters

1. callback function

```
/** callback prototype to inform about events for a espconn */
typedef void (* espconn_recv_callback)(void *arg, char *pdata, unsigned short
len);
typedef void (* espconn_callback)(void *arg, char *pdata, unsigned short len);
typedef void (* espconn_connect_callback)(void *arg);
```

2. espconn

```
typedef void* espconn_handle;
typedef struct _esp_tcp {
    int remote_port;
    int local_port;
    uint8 local_ip[4];
    uint8 remote_ip[4];
      espconn_connect_callback connect_callback;
```

```
        espconn_reconnect_callback reconnect_callback;
        espconn_connect_callback disconnect_callback;
        espconn_connect_callback write_finish_fn;
} esp_tcp;

typedef struct _esp_udp {
    int remote_port;
    int local_port;
    uint8 local_ip[4];
    uint8 remote_ip[4];
} esp_udp;

/** Protocol family and type of the espconn */
enum espconn_type {
    ESPCONN_INVALID    = 0,
    /* ESPCONN_TCP Group */
    ESPCONN_TCP        = 0x10,
    /* ESPCONN_UDP Group */
    ESPCONN_UDP        = 0x20,
};

/** Current state of the espconn. Non-TCP espconn are always in state
ESPCONN_NONE! */
enum espconn_state {
    ESPCONN_NONE,
    ESPCONN_WAIT,
    ESPCONN_LISTEN,
    ESPCONN_CONNECT,
    ESPCONN_WRITE,
    ESPCONN_READ,
    ESPCONN_CLOSE
};

enum espconn_option{
        ESPCONN_START = 0x00,
        ESPCONN_REUSEADDR = 0x01,
        ESPCONN_NODELAY = 0x02,
        ESPCONN_COPY = 0x04,
        ESPCONN_KEEPALIVE = 0x08,
```

```
        ESPCONN_END
    }

    enum espconn_level{
        ESPCONN_KEEPIDLE,
        ESPCONN_KEEPINTVL,
        ESPCONN_KEEPCNT
    }
    /** A espconn descriptor */
    struct espconn {
        /** type of the espconn (TCP, UDP) */
        enum espconn_type type;
        /** current state of the espconn */
        enum espconn_state state;
        union {
            esp_tcp *tcp;
            esp_udp *udp;
        } proto;
        /** A callback function that is informed about events for this espconn */
        espconn_recv_callback recv_callback;
        espconn_sent_callback sent_callback;
        uint8 link_cnt;
        void *reverse; // reversed for customer use
    };
```

7.5. interrupt related definition

```
    /* interrupt related */
    #define ETS_SPI_INUM       2
    #define ETS_GPIO_INUM      4
    #define ETS_UART_INUM      5
    #define ETS_UART1_INUM     5
    #define ETS_FRC_TIMER1_INUM      9


    /* disable all interrupts */
    #define ETS_INTR_LOCK()          ets_intr_lock()
```

```
/* enable all interrupts */
#define ETS_INTR_UNLOCK()        ets_intr_unlock()

/* register interrupt handler of frc timer1 */
#define ETS_FRC_TIMER1_INTR_ATTACH(func, arg) \
ets_isr_attach(ETS_FRC_TIMER1_INUM, (func), (void *)(arg))

/* register interrupt handler of GPIO */
#define ETS_GPIO_INTR_ATTACH(func, arg) \
ets_isr_attach(ETS_GPIO_INUM, (func), (void *)(arg))
/* register interrupt handler of UART */
#define ETS_UART_INTR_ATTACH(func, arg) \
ets_isr_attach(ETS_UART_INUM, (func), (void *)(arg))

/* register interrupt handler of SPI */
#define ETS_SPI_INTR_ATTACH(func, arg) \
ets_isr_attach(ETS_SPI_INUM, (func), (void *)(arg))

/* enable a interrupt */
#define ETS_INTR_ENABLE(inum)    ets_isr_unmask((1<<inum))
/* disable a interrupt */
#define ETS_INTR_DISABLE(inum)   ets_isr_mask((1<<inum))

/* enable SPI interrupt */
#define ETS_SPI_INTR_ENABLE()    ETS_INTR_ENABLE(ETS_SPI_INUM)
/* enable UART interrupt */
#define ETS_UART_INTR_ENABLE()   ETS_INTR_ENABLE(ETS_UART_INUM)
/* disable UART interrupt */
#define ETS_UART_INTR_DISABLE()  ETS_INTR_DISABLE(ETS_UART_INUM)
```

```
/* enable frc1 timer interrupt */
#define ETS_FRC1_INTR_ENABLE()    ETS_INTR_ENABLE(ETS_FRC_TIMER1_INUM)
/* disable frc1 timer interrupt */
#define ETS_FRC1_INTR_DISABLE()   ETS_INTR_DISABLE(ETS_FRC_TIMER1_INUM)


/* enable GPIO interrupt */
#define ETS_GPIO_INTR_ENABLE()    ETS_INTR_ENABLE(ETS_GPIO_INUM)
/* disable GPIO interrupt */
#define ETS_GPIO_INTR_DISABLE()   ETS_INTR_DISABLE(ETS_GPIO_INUM)
```

8. Peripheral Related Drivers

8.1. GPIO Related APIs

Please refer to /user/user_plug.c.

Users can inquire Espressif Systems for GPIO documentations which will contain more details.

1. PIN Related Macros

The following macros are used to control the GPIO pins' status.

```
PIN_PULLUP_DIS(PIN_NAME)
    Disable pin pull up

PIN_PULLUP_EN(PIN_NAME)
    Enable pin pull up

PIN_FUNC_SELECT(PIN_NAME, FUNC)
    Select pin function

Example:
    PIN_FUNC_SELECT(PERIPHS_IO_MUX_MTDI_U, FUNC_GPIO12); // Use MTDI pin as
    GPIO12.
```

2. gpio_output_set

```
Function: set gpio property

Prototype:
    void gpio_output_set(
        uint32 set_mask,
        uint32 clear_mask,
        uint32 enable_mask,
        uint32 disable_mask
    )

Input Parameters:
    uint32 set_mask : set high output; 1:high output; 0:no status change
    uint32 clear_mask : set low output; 1:low output; 0:no status change
    uint32 enable_mask : enable output bit
    uint32 disable_mask : enable input bit

Return:
    null
```

Example:

gpio_output_set(BIT12, 0, BIT12, 0):
Set GPIO12 as high-level output;
gpio_output_set(0, BIT12, BIT12, 0):
Set GPIO12 as low-level output
gpio_output_set(BIT12, BIT13, BIT12|BIT13, 0):
Set GPIO12 as high-level output, GPIO13 as low-level output.
gpio_output_set(0, 0, 0, BIT12):
Set GPIO12 as input

3. GPIO input and output macro

GPIO_OUTPUT_SET(gpio_no, bit_value)
Set gpio_no as output bit_value, the same as the output example in 5.1.2

GPIO_DIS_OUTPUT(gpio_no)
Set gpio_no as input, the same as the input example in 5.1.2.

GPIO_INPUT_GET(gpio_no)
Get the level status of gpio_no.

4. GPIO interrupt

ETS_GPIO_INTR_ATTACH(func, arg)
Register GPIO interrupt control function

ETS_GPIO_INTR_DISABLE()
Disable GPIO interrupt

ETS_GPIO_INTR_ENABLE()
Enable GPIO interrupt

5. gpio_pin_intr_state_set

Function:
set GPIO interrupt state

Prototype:

```
void gpio_pin_intr_state_set(
    uint32 i,
    GPIO_INT_TYPE intr_state
)
```

Input Parameters:

```
uint32 i : GPIO pin ID, if you want to set GPIO14, pls use GPIO_ID_PIN(14);
GPIO_INT_TYPE intr_state : interrupt type as the following:
typedef enum {
    GPIO_PIN_INTR_DISABLE = 0,
    GPIO_PIN_INTR_POSEDGE = 1,
    GPIO_PIN_INTR_NEGEDGE = 2,
    GPIO_PIN_INTR_ANYEDGE = 3,
    GPIO_PIN_INTR_LOLEVEL = 4,
    GPIO_PIN_INTR_HILEVEL = 5
} GPIO_INT_TYPE;
```

Return:

null

6. GPIO Interrupt Handler

Follow the steps below to clear interrupt status in GPIO interrupt processing function:

```
uint32 gpio_status;
gpio_status = GPIO_REG_READ(GPIO_STATUS_ADDRESS);
//clear interrupt status
GPIO_REG_WRITE(GPIO_STATUS_W1TC_ADDRESS, gpio_status);
```

8.2. UART Related APIs

By default, UART0 is a debug output interface. In the case of a dual UART, UART0 works as data receive and transmit interface, while UART1 debug output interface. Please make sure all hardware are correctly connected.

Users can inquire Espressif Systems for UART documentation which will contain more details.

1. uart_init

Function:

Initializes baud rates of the two UARTs

Prototype:

```
void uart_init(
    UartBautRate uart0_br,
    UartBautRate uart1_br
)
```

Parameters:

```
UartBautRate uart0_br : uart0 baud rate
UartBautRate uart1_br : uart1 baud rate
```

Baud Rates:

```
typedef enum {
    BIT_RATE_9600   = 9600,
    BIT_RATE_19200  = 19200,
    BIT_RATE_38400  = 38400,
    BIT_RATE_57600  = 57600,
    BIT_RATE_74880  = 74880,
    BIT_RATE_115200 = 115200,
    BIT_RATE_230400 = 230400,
    BIT_RATE_460800 = 460800,
    BIT_RATE_921600 = 921600
} UartBautRate;
```

Return:

null

2. uart0_tx_buffer

Function:

Sends user-defined data through UART0

Prototype:

```
void uart0_tx_buffer(uint8 *buf, uint16 len)
```

Parameter:

uint8 *buf : data to send later

uint16 len : the length of data to send later

Return:

null

3. uart0_rx_intr_handler

Function:

UART0 interrupt processing function. Users can add the processing of received data in this function.

Prototype:

```
void uart0_rx_intr_handler(void *para)
```

Parameter:

void *para : the pointer pointing to RcvMsgBuff structure

Return:

null

8.3. I2C Master Related APIs

Users can inquire apply to Espressif Systems for I2C documentation which will contain more details.

1. i2c_master_gpio_init

Function:

Set GPIO in I2C master mode

Prototype:

```
void i2c_master_gpio_init (void)
```

Input Parameters:

null

Return:

null

2. i2c_master_init

Function:

Initialize I2C

Prototype:

```
void i2c_master_init(void)
```

Input Parameters:

null

Return:

null

3. i2c_master_start

Function: configures I2C to start sending data

Prototype:

```
void i2c_master_start(void)
```

Input Parameters:

null

Return:

null

4. i2c_master_stop

Function:

configures I2C to stop sending data

Prototype:

```
void i2c_master_stop(void)
```

Input Parameters:

null

Return:

null

5. i2c_master_send_ack

Function:

Sends I2C ACK

Prototype:

```
void i2c_master_send_ack (void)
```

Input Parameters:

null

Return:

null

6. i2c_master_send_nack

Function:

Sends I2C NACK

Prototype:

```
void i2c_master_send_nack (void)
```

Input Parameters:

null

Return:

null

7. i2c_master_checkAck

Function:

Checks ACK from slave

Prototype:

```
bool i2c_master_checkAck (void)
```

Input Parameters:

null

Return:

true: get I2C slave ACK

false: get I2C slave NACK

8. i2c_master_readByte

Function:

Read one byte from I2C slave

Prototype:

```
uint8 i2c_master_readByte (void)
```

Input Parameters:

null

Return:

uint8 : the value that was read

9. i2c_master_writeByte

Function:

Write one byte to slave

Prototype:

```
void i2c_master_writeByte (uint8 wrdata)
```

Input Parameters:

uint8 wrdata : data to write

Return:

null

8.4. PWM Related

Herein only introduces the PWM related APIs in pwm.h. Users can inquire Espressif Systems for PWM documentation which will contain more details.

PWM APIs can not be called when APIs in hw_timer.c are in use, because they use the same hardware timer.

1. pwm_init

Function:

Initialize PWM function, including GPIO selection, period and duty cycle.

Note:

This API can be called only once.

Prototype:

```
void pwm_init(
    uint32 period,
    uint8 *duty,
    uint32 pwm_channel_num,
    uint32 (*pin_info_list)[3])
```

Parameter:

uint32 period : PWM period

uint8 *duty : duty cycle of each output

uint32 pwm_channel_num: PWM channel number

uint32 (*pin_info_list)[3]: GPIO parameter of PWM channel, it is a pointer of n * 3 array which defines GPIO register, IO reuse of corresponding PIN and GPIO number.

Return:

null

Example:

```
uint32 io_info[][3] =
    {{PWM_0_OUT_IO_MUX,PWM_0_OUT_IO_FUNC,PWM_0_OUT_IO_NUM},
    {PWM_1_OUT_IO_MUX,PWM_1_OUT_IO_FUNC,PWM_1_OUT_IO_NUM},
    {PWM_2_OUT_IO_MUX,PWM_2_OUT_IO_FUNC,PWM_2_OUT_IO_NUM}};
pwm_init(light_param.pwm_period, light_param.pwm_duty, 3, io_info);
```

2. pwm_start

Function:

Starts PWM. This function needs to be called after PWM config is changed.

Prototype:

```
void pwm_start (void)
```

Parameter:

null

Return:

null

3. pwm_set_duty

Function:

Sets duty cycle of a PWM output. Set the time that high-level signal will last, duty depends on period, the maximum value can be Period * 1000 /45. For example, 1KHz PWM, duty range is 0 ~ 22222

Note:

After set configuration, pwm_start need to be called to take effect.

Prototype:

```
void pwm_set_duty(uint32 duty, uint8 channel)
```

Input Parameters:

uint32 duty : the time that high-level single will last, duty cycle will be (duty*45)/ (period*1000)

uint8 channel : PWM channel, depends on how many PWM channels is used, in IOT_Demo it depends on #define PWM_CHANNEL

Return:

null

4. pwm_get_duty

Function:

Gets duty cycle of PWM output, duty cycle will be (duty*45)/ (period*1000)

Prototype:

```
uint8 pwm_get_duty(uint8 channel)
```

Input Parameters:

uint8 channel : PWM channel, depends on how many PWM channels is used, in IOT_Demo it depends on #define PWM_CHANNEL

Return:

uint8 : duty cycle of PWM output

5. pwm_set_period

Function:

Sets PWM period, unit: us. For example, for 1KHz PWM, period is 1000 us

Note:

After set configuration, pwm_start need to be called to take effect.

Prototype:

```
void pwm_set_period(uint32 period)
```

Input Parameters:

uint32 period : PWM period, unit: us

Return:

null

6. pwm_get_period

Function:

Gets PWM period.

Prototype:

```
uint32 pwm_get_period(void)
```

Parameter:

null

Return:

PWM period, unit: us.

7. get_pwm_version

Function:

Get version information of PWM.

Prototype:

```
uint32 get_pwm_version(void)
```

Parameter:

none

Return:

PWM version

9. Appendix

9.1. ESPCONN Programming

1. TCP Client Mode

Notes

- ESP8266, working in Station mode, will start client connections when given an IP address.
- ESP8266, working in soft-AP mode, will start client connections when the devices connected to the ESP8266 are given IP addresses.

Steps

- Initialize `espconn` parameters according to protocols.
- Register connect callback function, and register reconnect callback function.
  - (Call `espconn_regist_connectcb` and `espconn_regist_reconcb`)
- Call `espconn_connect` function and set up the connection with TCP Server.
- Registered connected callback functions will be called after successful connection, which will register corresponding callback function. We recommend registering a disconnect callback function.
  - (Call `espconn_regist_recvcb` , `espconn_regist_sentcb` and `espconn_regist_disconcb` in connected callback)
- When using receive callback function or sent callback function to run disconnect, it is recommended to set a time delay to make sure that the all firmware functions are completed.

2. TCP Server Mode

Notes

- If the ESP8266 is in Station mode, it will start server listening when given an IP address.
- If the ESP8266 is in soft-AP mode, it will start server listening.

Steps

- Initialize `espconn` parameters according to protocols.
- Register connect callback and reconnect callback function.
  - (Call `espconn_regist_connectcb` and `espconn_regist_reconcb`)
- Call `espconn_accept` function to listen to the connection with host.

- Registered connect function will be called after a successful connection, which will register a corresponding callback function.
  - (Call `espconn_regist_recvcb` , `espconn_regist_sentcb` and `espconn_regist_disconcb` in connected callback)

3. espconn callback

Register Function	Callback	Description
`espconn_regist_connectcb`	`espconn_connect_callback`	TCP connected successfully
`espconn_regist_reconcb`	`espconn_reconnect_callback`	Error occur，TCP disconnected
`espconn_regist_sentcb`	`espconn_sent_callback`	Sent TCP or UDP data
`espconn_regist_recvcb`	`espconn_recv_callback`	Received TCP or UDP data
`espconn_regist_write_finish`	`espconn_write_finish_callback`	Write data into TCP-send-buffer
`espconn_regist_disconcb`	`espconn_disconnect_callback`	TCP disconnected successfully

Notice:

- Parameter `arg` of callback is the pointer corresponding structure `espconn`. This pointer may be different in different callbacks, please do not use this pointer directly to distinguish one from another in multiple connections, use `remote_ip` and `remote_port` in `espconn` instead.
- If `espconn_connect` (or `espconn_secure_connect`) fail, returns non-0 value, there is no connection, so it won't enter any `espconn` callback.
- Don't call `espconn_disconnect` (or `espconn_secure_disconnect`) to break the TCP connection in any espconn callback.
  - If it is needed, please use `system_os_task` and `system_os_post` to trigger the disconnection (`espconn_disconnect` or `espconn_secure_disconnect`).

9.2. RTC APIs Example

Demo code below shows how to get RTC time and to read and write to RTC memory.

```
#include "ets_sys.h"
#include "osapi.h"
#include "user_interface.h"

os_timer_t rtc_test_t;
#define  RTC_MAGIC  0x55aaaa55
typedef struct {
       uint64 time_acc;
       uint32 magic ;
       uint32 time_base;
}RTC_TIMER_DEMO;

void rtc_count()
{
    RTC_TIMER_DEMO rtc_time;
    static uint8 cnt = 0;
    system_rtc_mem_read(64, &rtc_time, sizeof(rtc_time));

    if(rtc_time.magic!=RTC_MAGIC){
       os_printf("rtc time init...\r\n");
       rtc_time.magic = RTC_MAGIC;
       rtc_time.time_acc= 0;
       rtc_time.time_base = system_get_rtc_time();
       os_printf("time base : %d \r\n",rtc_time.time_base);
    }

    os_printf("==================\r\n");
    os_printf("RTC time test : \r\n");

    uint32 rtc_t1,rtc_t2;
    uint32 st1,st2;
    uint32 cal1, cal2;

    rtc_t1 = system_get_rtc_time();
    st1 = system_get_time();
    cal1 = system_rtc_clock_cali_proc();
```

```
    os_delay_us(300);

    st2 = system_get_time();
    rtc_t2 = system_get_rtc_time();
    cal2 = system_rtc_clock_cali_proc();
    os_printf(" rtc_t2-t1 : %d \r\n",rtc_t2-rtc_t1);
    os_printf(" st2-t2 :  %d  \r\n",st2-st1);
    os_printf("cal 1  : %d.%d  \r\n", ((cal1*1000)>>12)/1000,
((cal1*1000)>>12)%1000 );
    os_printf("cal 2  : %d.%d \r\n",((cal2*1000)>>12)/1000,
((cal2*1000)>>12)%1000 );
    os_printf("==================\r\n\r\n");
    rtc_time.time_acc += (  ((uint64)(rtc_t2 - rtc_time.time_base))  *
( (uint64)((cal2*1000)>>12))  ) ;
    os_printf("rtc time acc  : %lld \r\n",rtc_time.time_acc);
    os_printf("power on time :  %lld  us\r\n", rtc_time.time_acc/1000);
    os_printf("power on time :  %lld.%02lld  S\r\n", (rtc_time.time_acc/
10000000)/100, (rtc_time.time_acc/10000000)%100);

    rtc_time.time_base = rtc_t2;
    system_rtc_mem_write(64, &rtc_time, sizeof(rtc_time));
    os_printf("-----------------------\r\n");

    if(5== (cnt++)){
       os_printf("system restart\r\n");
       system_restart();
    }else{
       os_printf("continue ...\r\n");
    }
}
void user_init(void)
{
    rtc_count();
    os_printf("SDK version:%s\n", system_get_sdk_version());

    os_timer_disarm(&rtc_test_t);
    os_timer_setfn(&rtc_test_t,rtc_count,NULL);
    os_timer_arm(&rtc_test_t,10000,1);
}
```

9.3. Sniffer Structure Introduction

The ESP8266 can enter the promiscuous mode (sniffer) and capture IEEE 802.11 packets in the air.

The following HT20 packet types are supported:

- 802.11b
- 802.11g
- 802.11n (from MCS0 to MCS7)
- AMPDU

The following packet types are not supported:

- HT40
- LDPC

Although the ESP8266 can not decipher some IEEE80211 packets completely, it can Get the length of these packets.

Therefore, when in the sniffer mode, the ESP8266 can either (1) completely capture the packets or (2) Get the length of the packets.

- For packets that ESP8266 can decipher completely, the ESP8266 returns with the
  - MAC addresses of both communication sides and the encryption type
  - the length of the entire packet.
- For packets that ESP8266 cannot completely decipher, the ESP8266 returns with
  - the length of the entire packet.

Structure `RxControl` and `sniffer_buf` are used to represent these two kinds of packets. Structure `sniffer_buf` contains structure `RxControl`.

```
struct RxControl {
    signed rssi:8;              // signal intensity of packet
    unsigned rate:4;
    unsigned is_group:1;
    unsigned:1;
    unsigned sig_mode:2;        // 0:is 11n packet; 1:is not 11n packet;
    unsigned legacy_length:12; // if not 11n packet, shows length of packet.
    unsigned damatch0:1;
    unsigned damatch1:1;
    unsigned bssidmatch0:1;
    unsigned bssidmatch1:1;
    unsigned MCS:7;             // if is 11n packet, shows the modulation
```

```
                                    // and code used (range from 0 to 76)
        unsigned CWB:1; // if is 11n packet, shows if is HT40 packet or not
        unsigned HT_length:16;// if is 11n packet, shows length of packet.
        unsigned Smoothing:1;
        unsigned Not_Sounding:1;
        unsigned:1;
        unsigned Aggregation:1;
        unsigned STBC:2;
        unsigned FEC_CODING:1; // if is 11n packet, shows if is LDPC packet or not.
        unsigned SGI:1;
        unsigned rxend_state:8;
        unsigned ampdu_cnt:8;
        unsigned channel:4; //which channel this packet in.
        unsigned:12;
    };

    struct LenSeq{
        u16 len; // length of packet
        u16 seq; // serial number of packet, the high 12bits are serial number,
                 //    low 14 bits are Fragment number (usually be 0)
        u8 addr3[6]; // the third address in packet
    };

    struct sniffer_buf{
        struct RxControl rx_ctrl;
        u8 buf[36 ]; // head of ieee80211 packet
        u16 cnt;     // number count of packet
        struct LenSeq lenseq[1];  //length of packet
    };

    struct sniffer_buf2{
        struct RxControl rx_ctrl;
        u8 buf[112];
        u16 cnt;
        u16 len;  //length of packet
    };
```

The callback function `wifi_promiscuous_rx` contains two parameters (`buf` and `len`). `len` shows the length of `buf`, it can be: `len` = 128, `len` = X * 10, `len` = 12.

LEN == 128

- `buf` contains structure `sniffer_buf2`: it is the management packet, it has 112 bytes of data.
- `sniffer_buf2.cnt` is 1.
- `sniffer_buf2.len` is the length of the management packet.

LEN == X * 10

- `buf` contains structure `sniffer_buf`: this structure is reliable, data packets represented by it have been verified by CRC.
- `sniffer_buf.cnt` shows the number of packets in `buf`. The value of `len` is decided by `sniffer_buf.cnt`.
  - `sniffer_buf.cnt==0`, invalid buf; otherwise, `len = 50 + cnt * 10`
- `sniffer_buf.buf` contains the first 36 bytes of IEEE80211 packet. Starting from `sniffer_buf.lenseq[0]`, each structure `lenseq` shows the length of a packet. `lenseq[0]` shows the length of the first packet. If there are two packets where `(sniffer_buf.cnt == 2)`, `lenseq[1]` shows the length of the second packet.
- If `sniffer_buf.cnt > 1`, it is a AMPDU packet. Because headers of each MPDU packets are similar, we only provide the length of each packet (from the header of MAC packet to FCS)
- This structure contains: length of packet, MAC address of both communication sides, length of the packet header.

LEN == 12

- `buf` contains structure `RxControl`; but this structure is not reliable. It cannot show the MAC addresses of both communication sides, or the length of the packet header.
- It does not show the number or the length of the sub-packets of AMPDU packets.
- This structure contains: length of the packet, `rssi` and `FEC_CODING`.
- `RSSI` and `FEC_CODING` are used to judge whether the packets are from the same device.

Summary

It is recommended that users speed up the processing of individual packets, otherwise, some follow-up packets may be lost.

Format of an entire IEEE802.11 packet is shown as below.

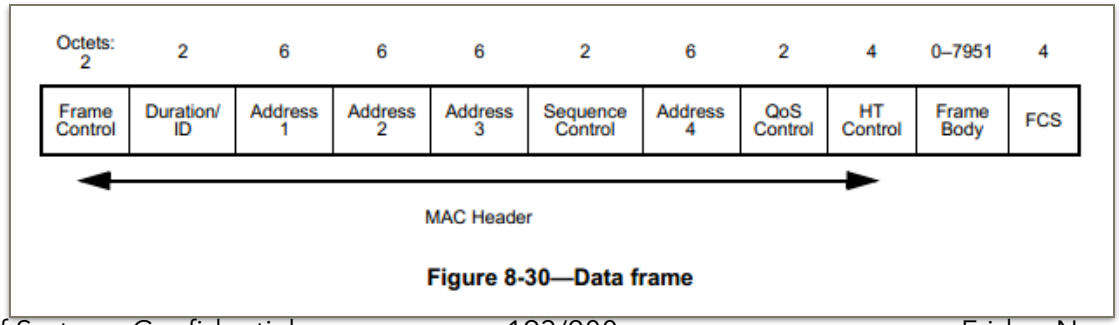


Figure 8-30—Data frame

- The first 24 bytes of MAC header of the data packet are needed:
  - `Address 4` field is decided by `FromDS` and `ToDS` in `Frame Control`;
  - `QoS Control` field is decided by `Subtype` in `Frame Control`;
  - `HT Control` field is decided by `Order Field` in `Frame Control`;
  - For more details, refer to ***IEEE Std 80211-2012***.
- For WEP encrypted packets, the MAC header is followed by an 4-byte IV, and there is a 4-byte ICV before the FCS.
- For TKIP encrypted packets, the MAC header is followed by a 4-byte IV and a 4-byte EIV, and there are an 8-byte MIC and a 4-byte ICV before the FCS.
- For CCMP encrypted packets, the MAC header is followed by an 8-byte CCMP header, and there is an 8-byte MIC before the FCS.

9.4. ESP8266 soft-AP and station channel configuration

Even though ESP8266 supports the softAP+station mode, it is limited to only one hardware channel.

In the softAP+station mode, the ESP8266 soft-AP will adjust its channel configuration to be same as the ESP8266 station.

This limitation may cause some inconveniences in the softAP+station mode that users need to pay special attention to, for example:

Case 1:

(1) When the user connects the ESP8266 to a router (for example, channel 6),

(2) and sets the ESP8266 soft-AP through `wifi_softap_set_config`,

(3) If the value is effective, the API will return to true. However, the channel will be automatically adjusted to channel 6 in order to be in line with the ESP8266 station interface. This is because there is only one hardware channel in this mode.

Case 2:

(1) If the user sets the channel of the ESP8266 soft-AP through `wifi_softap_set_config` (for example, channel 5),

(2) other stations will connect to the ESP8266 soft-AP,

(3) then the user connects the ESP8266 station to a router (for example, channel 6),

(4) the ESP8266 softAP will adjust its channel to be as same as the ESP8266 station (which is channel 6 in this case).

(5) As a result of the change of channel, the station Wi-Fi connected to the ESP8266 soft-AP in step two will be disconnected.

Case 3:

(1) Other stations are connected to the ESP8266 softAP .

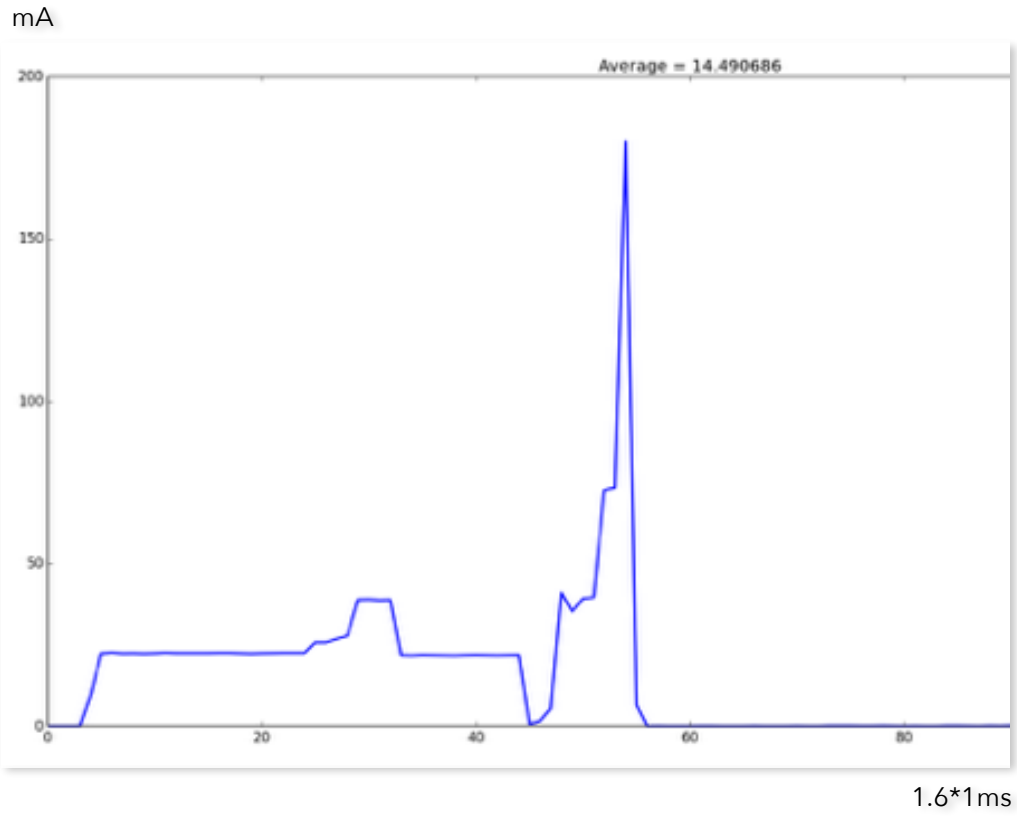
(2) If the ESP8266's station interface has been scanning or trying to connect to a target router, the ESP8266 softAP-end connection may break.

This is because the ESP8266 station will try to find its target router in different channels, which means it will keep changing channels, and as a result, the ESP8266 channel is changing, too. Therefore, the ESP8266 softAP-end connection may break.

In cases like this, users can set a timer to call `wifi_station_disconnect` to stop the ESP8266 station from continuously trying to connect to the router. Or use `wifi_station_set_reconnect_policy` or `wifi_station_set_auto_connect` to disable the ESP8266 station from reconnecting to the router.

9.5. Low-power solution

The low-power solution applies to situations when ESP8266 works under the deep-sleep mode. When the chip enters deep-sleep mode, WiFi network is disconnected and data transmission is discontinued, while RTC, which is used to wake up the chip periodically, is still working. Power consumption during deep-sleep mode period is around 20μA, as is shown in the picture below:



During one deep-sleep cycle, the chip will wake up at a specific time and begin transmit data, and then enter deep-sleep mode again. Implementation of this low-power solution can be realized by decreasing the time period and lowering the current.

Sum area: 2350 ms*ma

Average: 29.3 ma

Time: 80 ms

Area 1: 38 ms - 900 ms*ma

Area 2: 6.4 ms - 248 ms*ma

Area 3: 24 ms - 430 ms*ma

Area 4: 11 ms - 769 ms*ma

XTL: 40 MHz

Bin size: flash 27k+irom 170k

Flash: ISSI-IS25LQ025

Flash Mode: QIO

(1) Modify the bin file in python so as to reduce time and lower power during the flash initialization process.

Download add_low-power_deepsleep_cmd.py :

http://bbs.espressif.com/viewtopic.php?f=57&p=4783#p4783

Modify the bin file by executing the following command, then burn the modified bin file into the flash.

```
python add_low-power_deepsleep_cmd.py ./bin file
```

Note:

the bin file should be replaced by actual firmware such as eagle.flash.bin or user.bin.

(2) When the chip is waken up from deep-sleep mode, hold back RF calibration so as to reduce time and lower power during the chipset initialization process.

```
system_deep_sleep_set_option(2);
```

(3) A FIFO (First In First Out) is a UART buffer that forces each byte of your serial communication to be passed on in the order received. To reduce time, too much information printing should be avoided. Therefore, all UART FIFO should be erased before the chip enters deep-sleep mode, otherwise the system will not enter deep-sleep mode until all UART FIFO information has been printed out.

```
SET_PERI_REG_MASK(UART_CONF0(0), UART_TXFIFO_RST);//RESET FIFO
CLEAR_PERI_REG_MASK(UART_CONF0(0), UART_TXFIFO_RST);
```

(4) Set the chip to enter deep-sleep mode instantly so as to reduce the time taking when it actually enters deep-sleep mode.

The function system_deep_sleep_instant is not defined externally, but it can be called directly. Definition of the function is shown below:

```
void system_deep_sleep_instant(uint32 time_in_us)
```

Sample code:

```
// Deep-sleep for 5 seconds, and then wake up
system_deep_sleep_instant(5000*1000);
```

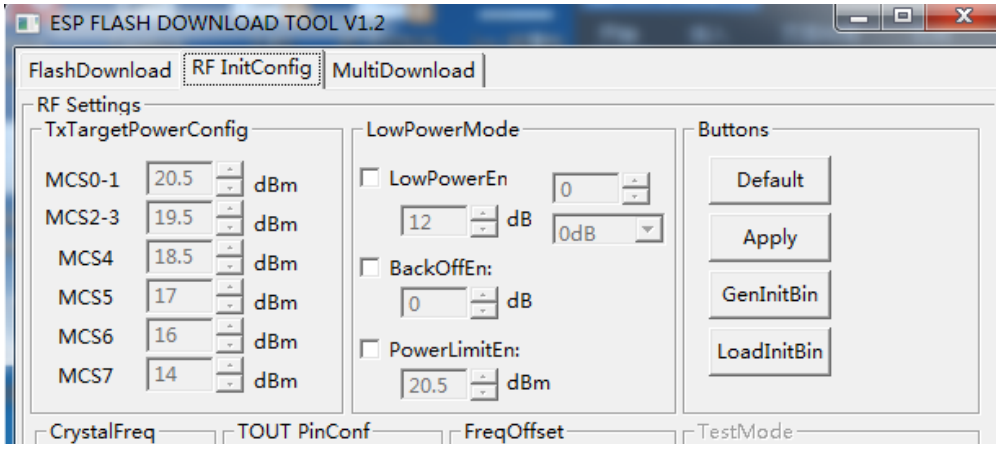
(5) Selection of flash and its work mode.

Choosing the right flash can greatly reduce the time consumed by firmware uploading. ISSI-IS25LQ025 is a good choice. Besides, if the flash works under the appropriate work mode, the time consumed by firmware uploading can also be reduced. Four-line work mode is preferred and suggested.

(6) Reduce RF power consumption.

If the application does not require a high peak value of Tx, then RF consumption can be reduced to a reasonable level.

Please make sure that the Flash Download Tool you use is Version 1.2 or more advanced versions. In the tool, RF InitConfig can be used to modify RF power consumption. Please replace esp_init_data_default.bin with the newly generated bin file esp_init_data_setting.bin.



(7) Synchronous data transmission.

Data transmission takes shorter time than waking up the device, and the power consumption is much lower, thus it is suggested that when ESP8266 is waken up from deep-sleep mode, a parallel of data can be transmitted synchronously.

(8) Power consumption capability has been largely optimized in the latest versions of SDK including esp_iot_sdk_v1.4.0, and esp_iot_rtos_sdk_v1.3.0. Please make sure that the SDK you are using is up to date.

Conclusion:

Following the above-mentioned instructions, when ESP8266 enters deep-sleep mode, its power consumption can be reduced. This can also be identified when ESP8266 enters light-sleep mode, during which the WiFi Modem circuit is turned off and CPU is suspended to save power. When ESP8266 is awaken from light-sleep mode, the system takes shorter time to get started.

During real test, if the sleep time period required by an application is less than 2 seconds, then light-sleep mode is preferred so as to save power. On the contrary, if the timer period is more than 2 seconds, then deep-sleep mode is preferred.

(9) Other low power solutions.

Apart from the above-mentioned low power solution, other kinds of solutions can also be implemented. For example, forced sleep interface can be called, or the RF circuit can be closed mandatorily so as to lower the power.

Note:

When forced sleep interface is called, the chip will not enter sleep mode instantly, it will enter sleep mode when the system is executing idle task. Please refer to the below sample code.

Example one: Modem-sleep mode

```
#define FPM_SLEEP_MAX_TIME       0xFFFFFFF

    wifi_station_disconnect();
    wifi_set_opmode(NULL_MODE);                 // set WiFi mode to null mode
    wifi_fpm_set_sleep_type(MODEM_SLEEP_T);     // set modem sleep
    wifi_fpm_open();                            // enable force sleep
    wifi_fpm_do_sleep(FPM_SLEEP_MAX_TIME);
    ...
    wifi_fpm_do_wakeup();                       // wake up to use WiFi again
    wifi_fpm_close();                           // disable force sleep
    wifi_set_opmode(STATION_MODE);              //set station mode
    wifi_station_connect();                     //connect to AP
```

Example two: Light-sleep mode

```
    void fpm_wakup_cb_func1(void)
    {
       wifi_fpm_close();                        // disable force sleep function
       wifi_set_opmode(STATION_MODE);           // set station mode
       wifi_station_connect();                  // connect to AP
    }

    void user_func(...)
    {
       wifi_station_disconnect();
       wifi_set_opmode(NULL_MODE);              // set WiFi mode to null mode.
       wifi_fpm_set_sleep_type(LIGHT_SLEEP_T); // light sleep
       wifi_fpm_open();                         // enable force sleep
       wifi_fpm_set_wakeup_cb(fpm_wakup_cb_func1);    // Set wakeup callback
       wifi_fpm_do_sleep(10*1000);
       ...
    }
```

9.6. ESP8266 boot messages

ESP8266 outputs boot messages through UART0 with baud rate 74880:

```
 ets Jan  8 2013,rst cause:2, boot mode:(3,6)



load 0x4010f000, len 1264, room 16

tail 0

chksum 0x42

csum 0x42
```

Messages	Description
rst cause	1: power on
	2: external reset
	4: hardware watchdog-reset
boot mode (first parameter)	1： ESP8266 is in UART-down mode (download firmware into Flash)
	3： ESP8266 is in Flash-boot mode (boot up from Flash)
chksum	If chksum == csum, it means that read Flash correctly during booting.