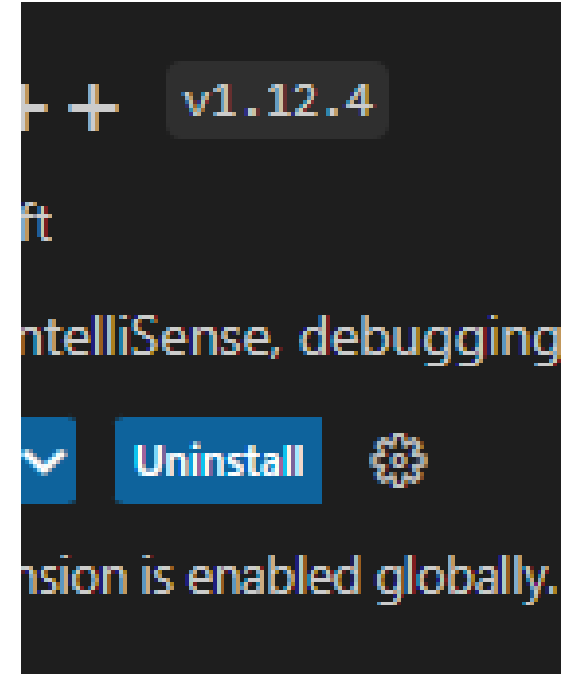
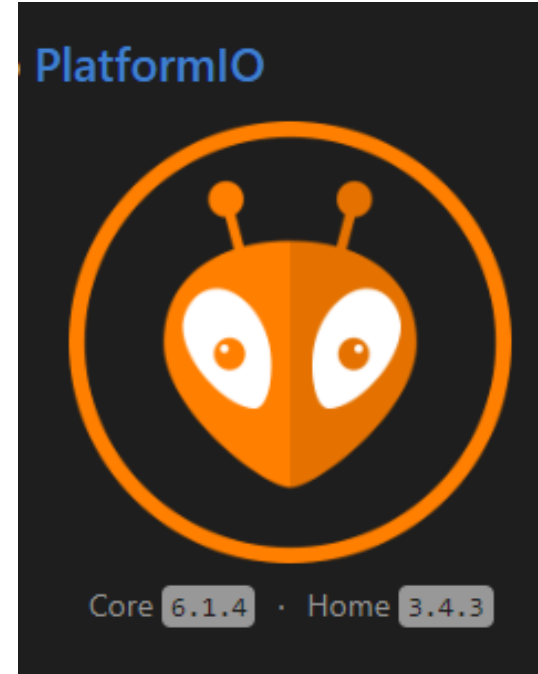




NODE MCU-ESP

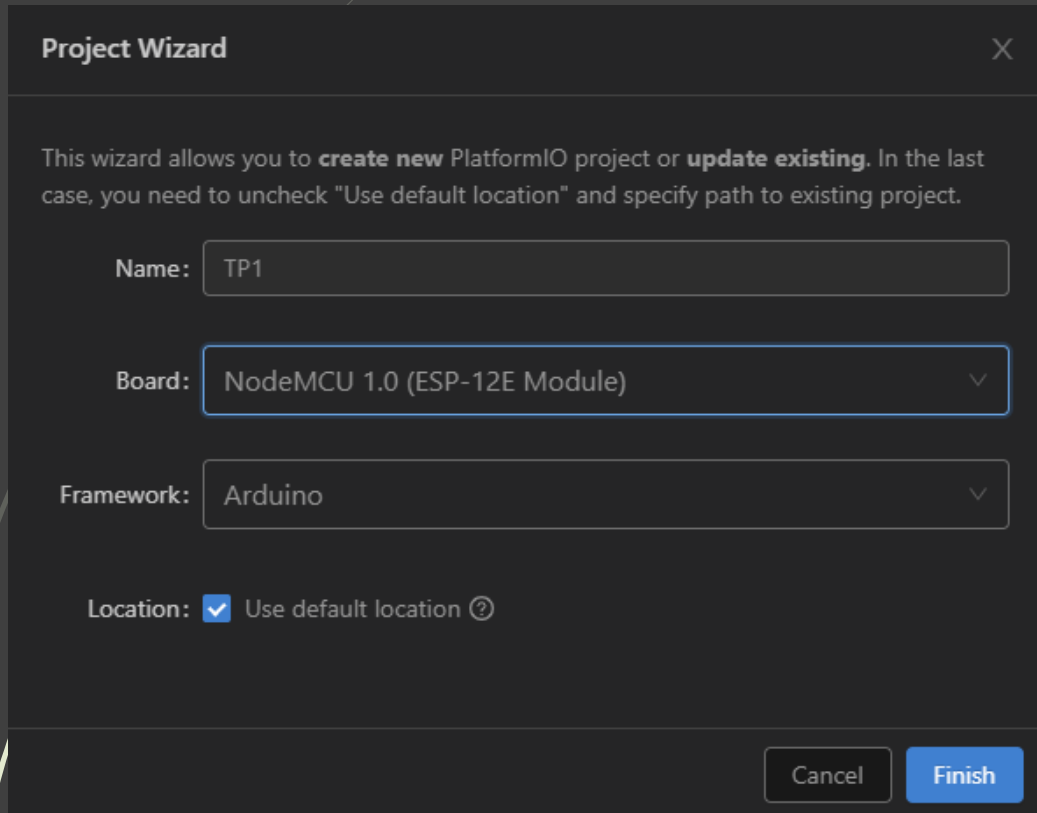


TP1



Outils de développement

- IDE Arduino
- VS Code
 - Extension C/C++
 - Extension PlatformIO



The image shows a 'Project Wizard' dialog box with a dark theme. It has a title bar with 'Project Wizard' and a close button. The main text explains the wizard's purpose: to create a new PlatformIO project or update an existing one. Below this, there are four input fields: 'Name' with the value 'TP1', 'Board' with a dropdown menu showing 'NodeMCU 1.0 (ESP-12E Module)', 'Framework' with a dropdown menu showing 'Arduino', and 'Location' with a checked checkbox for 'Use default location' and a help icon. At the bottom right, there are 'Cancel' and 'Finish' buttons.

Project Wizard X

This wizard allows you to **create new** PlatformIO project or **update existing**. In the last case, you need to uncheck "Use default location" and specify path to existing project.

Name: TP1

Board: NodeMCU 1.0 (ESP-12E Module) ▼

Framework: Arduino ▼

Location: ☒ Use default location ?

Cancel Finish

Créer un nouveau projet

- Accéder au home menu de l'extension PlatformIO
- Cliquer sur **nouveau projet**

Premier programme

➔ Fichier main.cpp

```
PIO Home main.cpp
Led > src > main.cpp
1  #include <Arduino.h>
2
3  void setup() {
4      // put your setup code here, to run once:
5  }
6
7  void loop() {
8      // put your main code here, to run repeatedly:
9  }
10
11
```



Main.cpp

```
void setup() {  
  // put your setup code here, to run once:  
  pinMode(LED_BUILTIN, OUTPUT);    // Initialize the LED_BUILTIN pin as an  
  output  
  pinMode(D1, INPUT);  
  Serial.begin(115200);  
  Serial.println("TP1: Programme allume LED");  
}
```

Configuration

PlatformIO.ini

```
[env:nodemcu2]  
platform = espressif8266  
board = nodemcu2  
framework = arduino  
monitor_speed = 115200
```