

# Travaux pratique Esp32 Now

## Emetteur avec Bouton poussoir

emetteurBP.ino

```
/*
  Raccorder un Bouton poussoir sur la broche 34 ( pour essai)
  Et remplacer l'adresse MAC par @Mac de votre autre ESP32
  il faut appuyer environ 1 s sur le Bp1
*/
#include <esp_now.h>
#include <WiFi.h>

const int Bp1 = 34;
int MemLed1 = 0;
int MemBp1 = 0;
int tempo = 50;
String result = " ";

// Indiquer votre MAC Address
uint8_t broadcastAddress[] = {0x58, 0xbf, 0x25, 0x14, 0x24, 0x34};

// Structure d'envoi du message
typedef struct struct_message {
  char a[32];
  int b;
  float c;
  bool d;
} struct_message;

// Creation d'une structure de message appelée myData
struct_message myData;

esp_now_peer_info_t peerInfo;

// Retour de message de status l'autre esp
void OnDataSent(const uint8_t *mac_addr, esp_now_send_status_t status)
{
  Serial.print("\r\nLast Packet Send Status:\t");
  Serial.println(status == ESP_NOW_SEND_SUCCESS ? "Bouton OK" : "Erreur
  Bouton");
}
```

```
}

void setup() {

  Serial.begin(115200);

  pinMode(Bp1, INPUT);

  WiFi.mode(WIFI_STA);

  // Initiation ESP-NOW
  if (esp_now_init() != ESP_OK) {
    Serial.println("Error initializing ESP-NOW");
    return;
  }

  //Recupere le status du paquet envoyer
  esp_now_register_send_cb(OnDataSent);

  // test l'adress Mac , Envoi sur canal 0, et ne pas crypter le paquer
  envoyer
  memcpy(peerInfo.peer_addr, broadcastAddress, 6);
  peerInfo.channel = 0;
  peerInfo.encrypt = false;

  if (esp_now_add_peer(&peerInfo) != ESP_OK){
    Serial.println("Failed to add peer");
    return;
  }
}

void loop() {
  int valeurBp1 = digitalRead(Bp1); // On lit la valeur de Bp1 au début
  de la boucle
  delay(tempo);

  strcpy(myData.a, " data1");
  myData.b = 0;
  myData.c = 0.5;

  //Temps 1
  if (valeurBp1 == 1 && MemBp1 == 0 && MemLed1 == 0) {
    myData.d = 1; MemBp1 = 1; MemLed1 = 1;
    esp_err_t result = esp_now_send(broadcastAddress, (uint8_t *)
&myData, sizeof(myData));
  }
}
```

```

//Temps 2
if (valeurBp1 == 0 && MemBp1 ==1 && MemLed1 == 1) {
    myData.d = 1;;MemBp1 =0;MemLed1 = 1;
}
//Temps 3
if (valeurBp1 == 1 && MemBp1 ==0 && MemLed1 == 1) {
    myData.d = 0;;MemBp1 =1;MemLed1 = 0;
}
//Temps 4
if (valeurBp1 == 0 && MemBp1 ==1 && MemLed1 == 0) {
    myData.d = 0;;MemBp1 =0;MemLed1 = 0;
    esp_err_t result = esp_now_send(broadcastAddress, (uint8_t *)
&myData, sizeof(myData));
}

Serial.println(myData.d);// affiche la valeur envoyée mydata.d ==>
booleen

if (result == ESP_OK) {
    Serial.println("Sent with success");
}
if (result == " " ){
    Serial.println("Attente d'appui !!!");
}
else {
    Serial.println("Error sending the data");
}
delay(1000);
}

```

## Recepteur avec Led

[recepteur001.ino](#)

```

/*
  Raccorder la led sur la sortie 2
*/

#include <esp_now.h>
#include <WiFi.h>

int led1 = 2;
int tempo = 50;

// Structure example to receive data
// Must match the sender structure
typedef struct struct_message {

```

```
char a[32];
int b;
float c;
bool d;
} struct_message;

// Create a struct_message called myData
struct_message myData;

// callback function that will be executed when data is received
void OnDataRecv(const uint8_t * mac, const uint8_t *incomingData, int len) {
    memcpy(&myData, incomingData, sizeof(myData));
    Serial.print("Bytes received: ");
    Serial.println(len);
    Serial.print("Char: ");
    Serial.println(myData.a);
    Serial.print("Int: ");
    Serial.println(myData.b);
    Serial.print("Float: ");
    Serial.println(myData.c);
    Serial.print("Bool: ");
    Serial.println(myData.d);
    Serial.println();
}

void setup() {
    // Initialize Serial Monitor
    Serial.begin(115200);
    pinMode(led1, OUTPUT);

    // Set device as a Wi-Fi Station
    WiFi.mode(WIFI_STA);

    // Init ESP-NOW
    if (esp_now_init() != ESP_OK) {
        Serial.println("Error initializing ESP-NOW");
        return;
    }
}

void loop() {
    esp_now_register_recv_cb(esp_now_recv_cb_t(OnDataRecv));
    delay(1000);

    if (myData.d == true) {
        digitalWrite(led1, HIGH);
    }
    if (myData.d == false) {
```

```
digitalWrite(led1, LOW);  
}  
}
```

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