



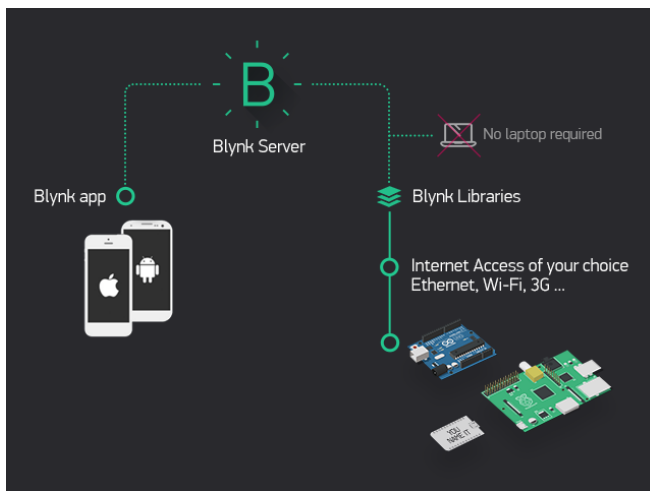
BLYNK

Week37

Blynk is an APP for Android or iPhone (or tablets). It is a configurable control panel to read and control various GPIO devices on your hardware.

It works across the internet and through firewalls. because it uses a Blynk Server out on the cloud.

Supported hardware includes all those things that we use in Kinky Computing - Raspberry Pi, Arduino, ESP8266 and ESP32.



Blynk has a large palette of widgets to put on its screen: buttons, graphs, sliders and gauges, and it can send accelerometer and GPS data from your phone.

It's open source, not proprietary. Their website is <http://www.blynk.cc> : use the homepage to help you get started as below.

Getting started on phone:

1. Download the Blynk APP to your phone or tablet.
2. Create an account. Do this from the APP, not on a PC. Keep a record of your details. (You could look up this process on “Create a Blynk Account” on their homepage.) Blynk will email you. The account credentials belong to YOU.
3. Then when logged in (at the APP), “Create a New Project”. You could call it anything – how about KinkyBlynky ! Choose ESP32 as the hardware, Wifi.
4. Blynk emails you an “Auth Token”, a long alfa number. This number belongs to your individual KinkyBlynky project. (In time your account might possess more than one project token, for different projects.)
5. You will use the Auth Token shortly on the ESP sketch to connect to this project.
6. You could now add widgets to your APP screen. Tap the PLUS button topright, and pick from palette.

You MUST **edit your Auth Token number** from above into file mypasswords.h, discussed week37. Use geany.

