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# **ESP8266 RTOS SDK User Manual**

**May 24, 2021**



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This is the documentation for the new [ESP8266\\_RTOS\\_SDK](#) which refactored to be ESP-IDF Style. ESP8266\_RTOS\_SDK is the official development framework for the [ESP8266EX](#) chip.

<a href="#">Get Started</a>	<a href="#">API Reference</a>	<a href="#">API Guides</a>	<a href="#">General Notes</a>



This document is intended to help users set up the software environment for development of applications using hardware based on the Espressif ESP8266EX. Through a simple example we would like to illustrate how to use ESP8266\_RTOS\_SDK (ESP-IDF Style), including the menu based configuration, compiling the ESP8266\_RTOS\_SDK and firmware download to ESP8266EX boards.

## 1.1 Introduction

The ESP8266EX microcontroller integrates a Tensilica L106 32-bit RISC processor, which achieves extra-low power consumption and reaches a maximum clock speed of 160 MHz. The Real-Time Operating System (RTOS) and Wi-Fi stack allow about 80% of the processing power to be available for user application programming and development.

Espressif provides the basic hardware and software resources that help application developers to build their ideas around the ESP8266EX series hardware. The software development framework by Espressif is intended for rapidly developing Internet-of-Things (IoT) applications, with Wi-Fi, power management and several other system features.

## 1.2 What You Need

To develop applications for ESP8266EX you need:

- **PC** loaded with either Windows, Linux or Mac operating system
- **Toolchain** to build the **Application** for ESP8266EX
- **ESP8266\_RTOS\_SDK** that essentially contains API for ESP8266EX and scripts to operate the **Toolchain**
- A text editor to write programs (**Projects**) in C, e.g. [Eclipse](#)
- The **ESP8266EX** board itself and a **USB cable** to connect it to the **PC**

Preparation of development environment consists of three steps:

1. Setup of **Toolchain**

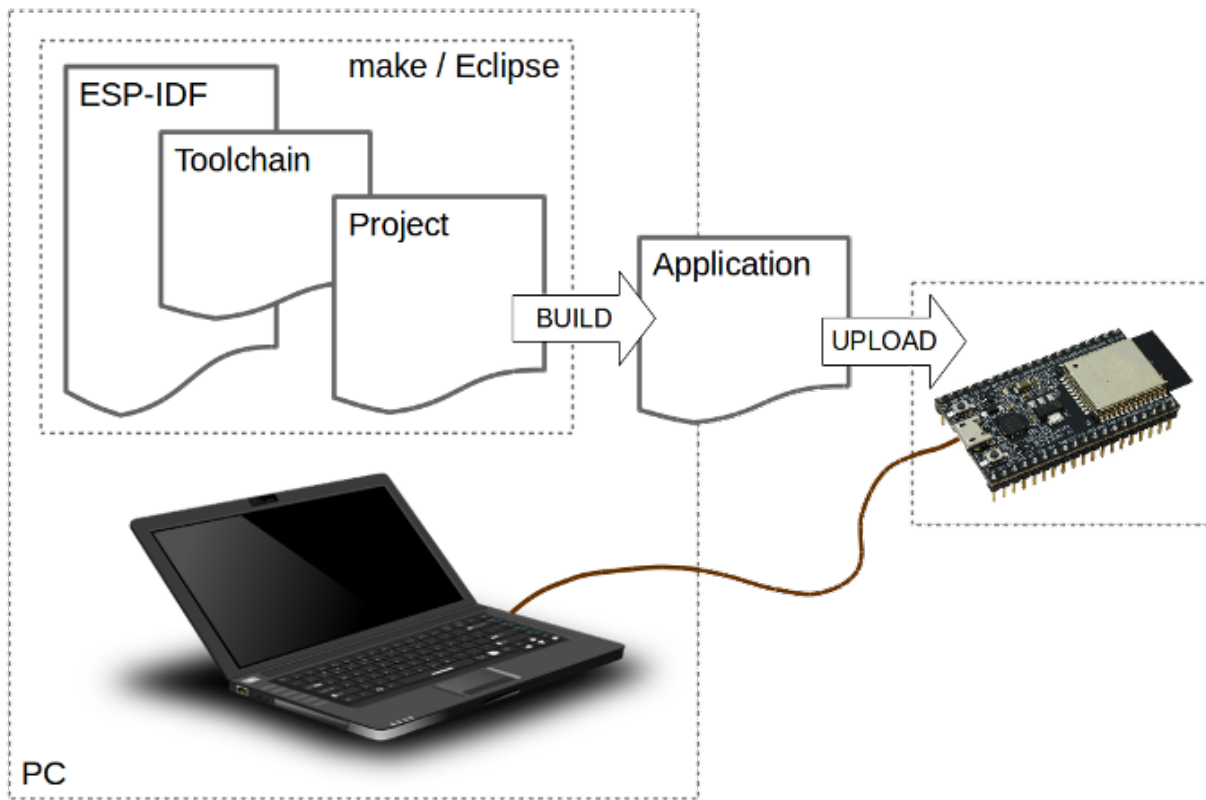


Fig. 1: Development of applications for ESP8266EX



2. Getting of **ESP8266\_RTOS\_SDK** from GitHub
3. Installation and configuration of **Eclipse**

You may skip the last step, if you prefer to use different editor.

Having environment set up, you are ready to start the most interesting part - the application development. This process may be summarized in four steps:

1. Configuration of a **Project** and writing the code
2. Compilation of the **Project** and linking it to build an **Application**
3. Flashing (uploading) of the **Application** to **ESP8266EX**
4. Monitoring / debugging of the **Application**

See instructions below that will walk you through these steps.

## 1.3 Guides

If you have one of ESP8266 development boards listed below, click on provided links to get you up and running.

### 1.3.1 ESP8266-DevKitC Getting Started Guide

This user guide shows how to get started with ESP8266-DevKitC development board.

#### What You Need

- 1 × ESP8266-DevKitC board
- 1 × USB A / micro USB B cable
- 1 × PC loaded with Windows, Linux or Mac OS

#### Overview

ESP8266-DevKitC is a small-sized ESP8266-based development board produced by [Espressif](#). Most of the I/O pins are broken out to the pin headers on both sides for easy interfacing. Developers can connect these pins to peripherals as needed. Standard headers also make development easy and convenient when using a breadboard.

#### Functional Description

The following list and figure below describe key components, interfaces and controls of ESP8266-DevKitC board.

**ESP-WROOM-02D/U** Module soldered to the ESP8266-DevKitC board. Optionally ESP-WROOM-02D or ESP-WROOM-02U module may be soldered.

**5V to 3.3V LDO** A LDO regulator with a maximum current output of 800 mA, which provides power supply for ESP8266 module and user's peripherals.

**Dial Switch** A dial switch used for switching between Auto Download and Flow Control.

- Bit1=OFF, Bit2=ON (Auto Download)
- Bit1=ON, Bit2=OFF (Flow Control)

**USB-UART Bridge** A single chip USB-UART bridge provides up to 3 Mbps transfers rates.

**Boot Button** Download button: holding down the **Boot** button and pressing the **EN** button initiates the firmware download mode. Then user can download firmware through the serial port.

**Micro USB Port** USB interface. It functions as the power supply for the board and the communication interface between PC and the board.

**EN Button** Reset button: pressing this button resets the system.

**I/O Connector** All of the pins on the ESP8266 module are broken out to the pin headers on the board. Users can program ESP8266 to enable multiple functions. For details, please refer to [ESP8266EX Datasheet](#).

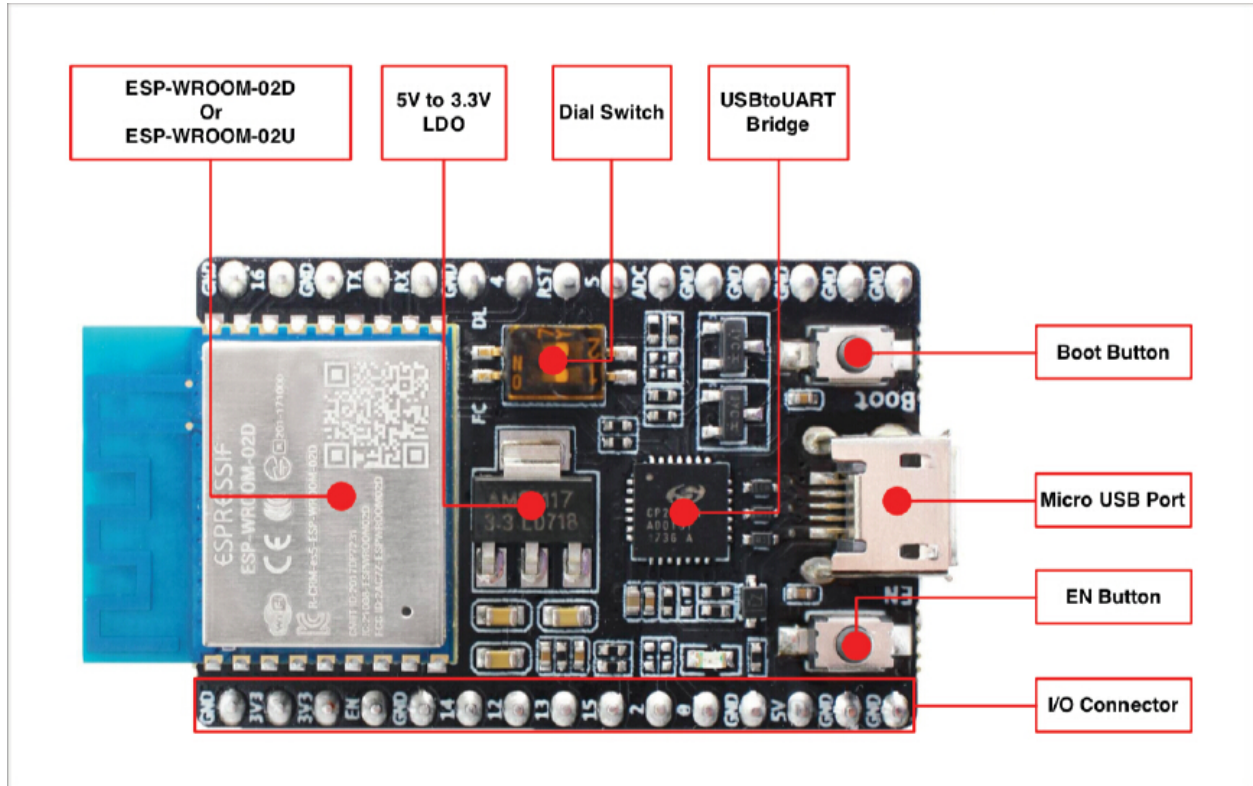


Fig. 2: ESP8266-DevKitC with ESP-WROOM-02D module soldered

### Power Supply Options

There following options are available to provide power supply to this board:

1. Micro USB port, this is default power supply connection
2. 5V / GND header pins
3. 3V3 / GND header pins

**Warning:** Above options are mutually exclusive, i.e. the power supply may be provided using only one of the above options. Attempt to power the board using more than one connection at a time may damage the board and/or the power supply source.

## Start Application Development

Before powering up the ESP8266-DevKitC, please make sure that the board has been received in good condition with no obvious signs of damage.

To start development of applications, you may walk through the following steps:

- setup toolchain in your PC to develop applications for ESP8266 in C language
- connect the module to the PC and verify if it is accessible
- build an example application to the ESP8266
- monitor instantly what the application is doing

## Board Dimensions

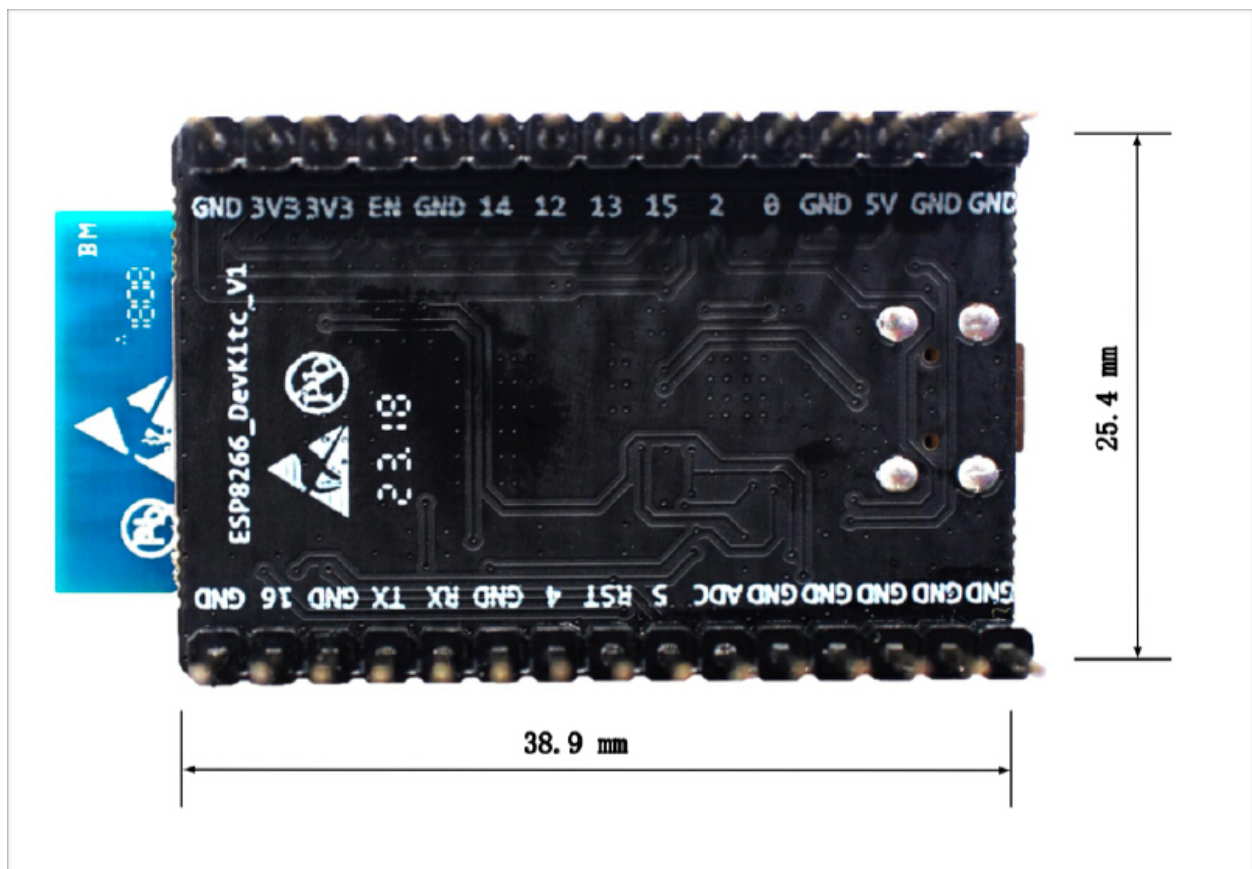


Fig. 3: ESP8266 DevKitC board dimensions - back

## Related Documents

- [ESP-WROOM-02 PCB Design and Module Placement Guide \(WEB\)](#)
- [ESP8266 Hardware Resources \(WEB\)](#)
- [ESP8266 App \(WEB\)](#)

- [ESP8266 BBS \(WEB\)](#)
- [ESP8266 Resources \(WEB\)](#)

If you have different board, move to sections below.

## 1.4 Setup Toolchain

The quickest way to start development with ESP8266EX is by installing a prebuilt toolchain. Pick up your OS below and follow provided instructions.

### 1.4.1 Standard Setup of Toolchain for Windows

#### Introduction

Windows doesn't have a built-in "make" environment, so as well as installing the toolchain you will need a GNU-compatible environment. We use the **MSYS2** environment to provide this. You don't need to use this environment all the time (you can use *Eclipse* or some other front-end), but it runs behind the scenes.

#### Toolchain Setup

The quick setup is to download the Windows all-in-one toolchain & MSYS2 zip file from [dl.espressif.com](http://dl.espressif.com):

[https://dl.espressif.com/dl/esp32\\_win32\\_msys2\\_environment\\_and\\_toolchain-20181001.zip](https://dl.espressif.com/dl/esp32_win32_msys2_environment_and_toolchain-20181001.zip)

Unzip the zip file to `C:\` (or some other location, but this guide assumes `C:\`) and it will create an `msys32` directory with a pre-prepared environment.

#### Download the toolchain for the ESP8266

v8.4.0

[https://dl.espressif.com/dl/xtensa-lx106-elf-gcc8\\_4\\_0-esp-2020r3-win32.zip](https://dl.espressif.com/dl/xtensa-lx106-elf-gcc8_4_0-esp-2020r3-win32.zip)

If you are still using old version SDK(< 3.0), please use toolchain v4.8.5, as following:

<https://dl.espressif.com/dl/xtensa-lx106-elf-win32-1.22.0-88-gde0bdc1-4.8.5.tar.gz>

#### Check it Out

Open a MSYS2 MINGW32 terminal window by running `C:\msys32\mingw32.exe`. The environment in this window is a bash shell. Create a directory named `esp` that is a default location to develop ESP8266 applications. To do so, run the following shell command:

```
mkdir -p ~/esp
```

By typing `cd ~/esp` you can then move to the newly created directory. If there are no error messages you are done with this step.

Use this window in the following steps setting up development environment for ESP8266.

```

M ~/esp
Krzysztof@tdk-kmb-op780 MINGW32 ~
$ mkdir -p ~/esp
Krzysztof@tdk-kmb-op780 MINGW32 ~
$ cd ~/esp
Krzysztof@tdk-kmb-op780 MINGW32 ~/esp
$

```

Fig. 4: MSYS2 MINGW32 shell window

## Next Steps

To carry on with development environment setup, proceed to section *Get ESP8266\_RTOS\_SDK*.

## Related Documents

### 1.4.2 Standard Setup of Toolchain for Linux

#### Install Prerequisites

To compile with ESP8266\_RTOS\_SDK you need to get the following packages:

- CentOS 7:

```
sudo yum install gcc git wget make ncurses-devel flex bison gperf python pyserial
```

- Ubuntu and Debian:

```
sudo apt-get install gcc git wget make libncurses-dev flex bison gperf python_
↪python-serial
```

- Arch:

```
sudo pacman -S --needed gcc git make ncurses flex bison gperf python2-pyserial
```

#### Toolchain Setup

ESP8266 toolchain for Linux is available for download from Espressif website:

- for 64-bit Linux:

[https://dl.espressif.com/dl/xtensa-lx106-elf-gcc8\\_4\\_0-esp-2020r3-linux-amd64.tar.gz](https://dl.espressif.com/dl/xtensa-lx106-elf-gcc8_4_0-esp-2020r3-linux-amd64.tar.gz)

- for 32-bit Linux:

[https://dl.espressif.com/dl/xtensa-lx106-elf-gcc8\\_4\\_0-esp-2020r3-linux-i686.tar.gz](https://dl.espressif.com/dl/xtensa-lx106-elf-gcc8_4_0-esp-2020r3-linux-i686.tar.gz)

1. Download this file, then extract it in ~/esp directory:

```
mkdir -p ~/esp
cd ~/esp
tar -xzf ~/Downloads/xtensa-lx106-elf-linux64-1.22.0-100-ge567ec7-5.2.0.tar.gz
```

2. The toolchain will be extracted into `~/esp/xtensa-lx106-elf/` directory.

To use it, you will need to update your `PATH` environment variable in `~/.profile` file. To make `xtensa-lx106-elf` available for all terminal sessions, add the following line to your `~/.profile` file:

```
export PATH="$PATH:$HOME/esp/xtensa-lx106-elf/bin"
```

Alternatively, you may create an alias for the above command. This way you can get the toolchain only when you need it. To do this, add different line to your `~/.profile` file:

```
alias get_lx106='export PATH="$PATH:$HOME/esp/xtensa-lx106-elf/bin"'
```

Then when you need the toolchain you can type `get_lx106` on the command line and the toolchain will be added to your `PATH`.

---

**Note:** If you have `/bin/bash` set as login shell, and both `.bash_profile` and `.profile` exist, then update `.bash_profile` instead.

---

3. Log off and log in back to make the `.profile` changes effective. Run the following command to verify if `PATH` is correctly set:

```
printenv PATH
```

You are looking for similar result containing toolchain's path at the end of displayed string:

```
$ printenv PATH
/home/user-name/bin:/home/user-name/.local/bin:/usr/local/sbin:/usr/local/bin:/
↪usr/sbin:/usr/bin:/sbin:/bin:/usr/games:/usr/local/games:/snap/bin:/home/user-
↪name/esp/xtense-lx106-elf/bin
```

Instead of `/home/user-name` there should be a home path specific to your installation.

### Permission issues /dev/ttyUSB0

With some Linux distributions you may get the `Failed to open port /dev/ttyUSB0` error message when flashing the ESP8266.

If this happens you may need to add your current user to the correct group (commonly “dialout”) which has the appropriate permissions:

```
sudo usermod -a -G dialout $USER
```

In addition, you can also use “`sudo chmod`” to set permissions on the “`/dev/ttyUSB0`” file before running the `make` command to resolve:

```
sudo chmod -R 777 /dev/ttyUSB0
```

### Next Steps

To carry on with development environment setup, proceed to section [Get ESP8266\\_RTOS\\_SDK](#).

## Related Documents

### 1.4.3 Standard Setup of Toolchain for Mac OS

#### Install Prerequisites

- install pip:

```
sudo easy_install pip
```

- install pyserial:

```
sudo pip install pyserial
```

#### Toolchain Setup

ESP8266 toolchain for macOS is available for download from Espressif website:

[https://dl.espressif.com/dl/xtensa-lx106-elf-gcc8\\_4\\_0-esp-2020r3-macos.tar.gz](https://dl.espressif.com/dl/xtensa-lx106-elf-gcc8_4_0-esp-2020r3-macos.tar.gz)

Download this file, then extract it in `~/esp` directory:

```
mkdir -p ~/esp
cd ~/esp
tar -xzf ~/Downloads/xtensa-lx106-elf-macos-1.22.0-100-ge567ec7-5.2.0.tar.gz
```

The toolchain will be extracted into `~/esp/xtensa-lx106-elf/` directory.

To use it, you will need to update your `PATH` environment variable in `~/.profile` file. To make `xtensa-lx106-elf` available for all terminal sessions, add the following line to your `~/.profile` file:

```
export PATH=$PATH:$HOME/esp/xtensa-lx106-elf/bin
```

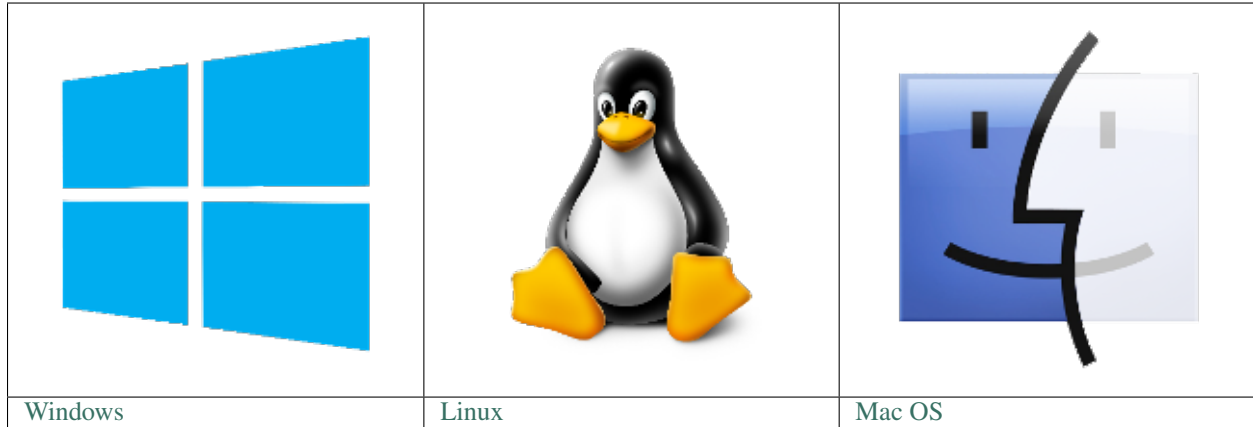
Alternatively, you may create an alias for the above command. This way you can get the toolchain only when you need it. To do this, add different line to your `~/.profile` file:

```
alias get_lx106="export PATH=$PATH:$HOME/esp/xtensa-lx106-elf/bin"
```

Then when you need the toolchain you can type `get_lx106` on the command line and the toolchain will be added to your `PATH`.

#### Next Steps

To carry on with development environment setup, proceed to section *Get ESP8266\_RTOS\_SDK*.



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**Note:** We are using `~/esp` directory to install the prebuilt toolchain, ESP8266\_RTOS\_SDK and sample applications. You can use different directory, but need to adjust respective commands.

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Depending on your experience and preferences, instead of using a prebuilt toolchain, you may want to customize your environment..

Once you are done with setting up the toolchain then go to section *Get ESP8266\_RTOS\_SDK*.

## 1.5 Get ESP8266\_RTOS\_SDK

Besides the toolchain (that contains programs to compile and build the application), you also need ESP8266 specific API / libraries. They are provided by Espressif in [ESP8266\\_RTOS\\_SDK repository](#).

To obtain a local copy: open terminal, navigate to the directory you want to put ESP8266\_RTOS\_SDK, and clone the repository using `git clone` command:

```
cd ~/esp
git clone --recursive https://github.com/espressif/ESP8266_RTOS_SDK.git
```

ESP8266\_RTOS\_SDK will be downloaded into `~/esp/ESP8266_RTOS_SDK`.

---

**Note:** This command will clone the master branch, which has the latest development (“bleeding edge”) version of ESP8266\_RTOS\_SDK. It is fully functional and updated on weekly basis with the most recent features and bugfixes.

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**Note:** GitHub’s “Download zip file” feature does not work with ESP8266\_RTOS\_SDK, a `git clone` is required. As a fallback, [Stable version](#) can be installed without Git.

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## 1.6 Setup Path to ESP8266\_RTOS\_SDK

The toolchain programs access ESP8266\_RTOS\_SDK using `IDF_PATH` environment variable. This variable should be set up on your PC, otherwise projects will not build. Setting may be done manually, each time PC is restarted. Another option is to set up it permanently by defining `IDF_PATH` in user profile.



## 1.7 Install the Required Python Packages

Python packages required by ESP8266\_RTOS\_SDK are located in the `$IDF_PATH/requirements.txt` file. You can install them by running:

```
python -m pip install --user -r $IDF_PATH/requirements.txt
```

**Note:** Please invoke that version of the Python interpreter which you will be using with ESP8266\_RTOS\_SDK. The version of the interpreter can be checked by running command `python --version` and depending on the result, you might want to use `python2`, `python2.7` or similar instead of `python`, e.g.:

```
python2.7 -m pip install --user -r $IDF_PATH/requirements.txt
```

## 1.8 Start a Project

Now you are ready to prepare your application for ESP8266. To start off quickly, we will use `get-started/hello_world` project from `examples` directory in IDF.

Copy `get-started/hello_world` to `~/esp` directory:

```
cd ~/esp
cp -r $IDF_PATH/examples/get-started/hello_world .
```

You can also find a range of example projects under the `examples` directory in ESP-IDF. These example project directories can be copied in the same way as presented above, to begin your own projects.

**Important:** The ESP8266\_RTOS\_SDK build system does not support spaces in paths to ESP8266\_RTOS\_SDK or to projects.

## 1.9 Connect

You are almost there. To be able to proceed further, connect ESP8266 board to PC, check under what serial port the board is visible and verify if serial communication works. Note the port number, as it will be required in the next step.

## 1.10 Configure

Being in terminal window, go to directory of `hello_world` application by typing `cd ~/esp/hello_world`. Then start project configuration utility `menuconfig`:

```
cd ~/esp/hello_world
make menuconfig
```

If previous steps have been done correctly, the following menu will be displayed:

In the menu, navigate to `Serial flasher config > Default serial port` to configure the serial port, where project will be loaded to. Confirm selection by pressing `enter`, save configuration by selecting `< Save >` and then exit application by selecting `< Exit >`.

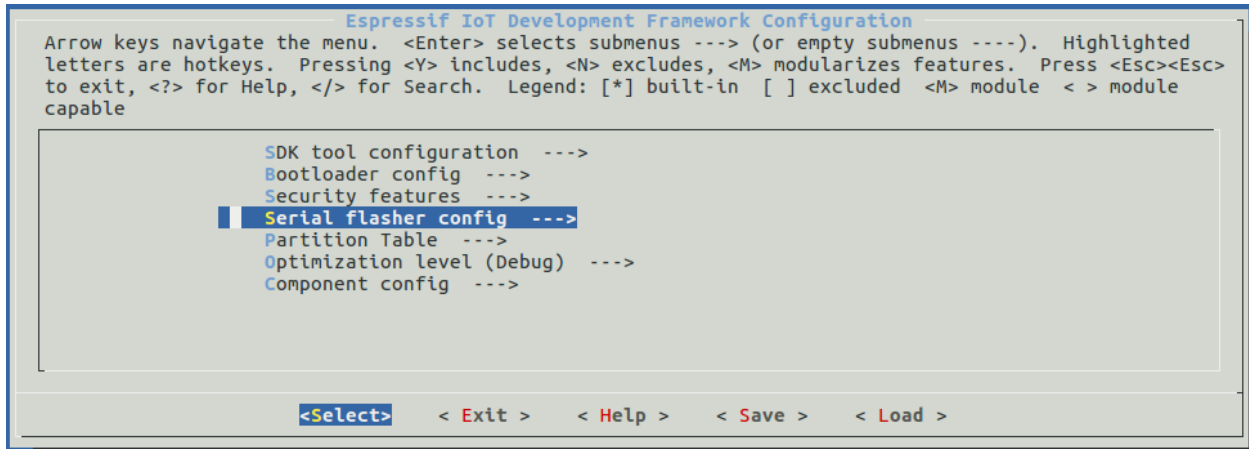


Fig. 5: Project configuration - Home window

**Note:** On Windows, serial ports have names like COM1. On MacOS, they start with `/dev/cu..` On Linux, they start with `/dev/tty`.

Here are couple of tips on navigation and use of menuconfig:

- Use up & down arrow keys to navigate the menu.
- Use Enter key to go into a submenu, Escape key to go out or to exit.
- Type ? to see a help screen. Enter key exits the help screen.
- Use Space key, or Y and N keys to enable (Yes) and disable (No) configuration items with checkboxes “[\*]”
- Pressing ? while highlighting a configuration item displays help about that item.
- Type / to search the configuration items.

**Note:** If you are **Arch Linux** user, navigate to SDK tool configuration and change the name of Python 2 interpreter from `python` to `python2`.

## 1.11 Build and Flash

Now you can build and flash the application. Run:

```
make flash
```

This will compile the application and all the ESP8266\_RTOS\_SDK components, generate bootloader, partition table, and application binaries, and flash these binaries to your ESP8266 board.

```
esptool.py v2.4.0
Flashing binaries to serial port /dev/ttyUSB0 (app at offset 0x10000)...
esptool.py v2.4.0
Connecting....
Chip is ESP8266EX
Features: WiFi
```

(continues on next page)

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```

MAC: ec:fa:bc:1d:33:2d
Uploading stub...
Running stub...
Stub running...
Configuring flash size...
Compressed 7952 bytes to 5488...
Wrote 7952 bytes (5488 compressed) at 0x00000000 in 0.5 seconds (effective 129.9 kbit/
↪s)...
Hash of data verified.
Compressed 234800 bytes to 162889...
Wrote 234800 bytes (162889 compressed) at 0x00010000 in 14.4 seconds (effective 130.6
↪kbit/s)...
Hash of data verified.
Compressed 3072 bytes to 83...
Wrote 3072 bytes (83 compressed) at 0x00008000 in 0.0 seconds (effective 1789.8 kbit/
↪s)...
Hash of data verified.

Leaving...
Hard resetting via RTS pin...

```

If there are no issues, at the end of build process, you should see messages describing progress of loading process. Finally, the end module will be reset and “hello\_world” application will start.

If you’d like to use the Eclipse IDE instead of running `make`, check out the [Eclipse guide](#).

## 1.12 Monitor

To see if “hello\_world” application is indeed running, type `make monitor`.

```

$ make monitor MONITOR — idf_monitor on /dev/ttyUSB0 74880 — — Quit: Ctrl+] | Menu: Ctrl+T |
Help: Ctrl+T followed by Ctrl+H —

```

```
ets Jan 8 2013,rst cause:1, boot mode:(3,6)
```

```
load 0x40100000, len 4400, room 16 0x40100000: _stext at ???
```

```
tail 0 chksum 0x6f load 0x3ffe8408, len 3516, room 8 tail 4 chksum 0x5d ...
```

Several lines below, after start up and diagnostic log, you should see “SDK version: xxxxxxxx” printed out by the application.

```

...
SDK version:v3.1-dev-311-g824cd8c8-dirty

```

To exit the monitor use shortcut `Ctrl+]`.

**Note:** If instead of the messages above, you see a random garbage similar to:

```

e) (Xn@y.! (PW+) Hn9a/9!t5P~keea5jA
~zYY(1,1 e) (Xn@y.!DrzY(jpi|+z5Ymvp

```

To execute `make flash` and `make monitor` in one go, type `make flash monitor`.

That’s all what you need to get started with ESP8266!

Now you are ready to try some other [examples](#), or go right to developing your own applications.

## 1.13 Environment Variables

Some environment variables can be specified whilst calling `make` allowing users to **override arguments without needing to reconfigure them using** `make menuconfig`.

Variables	Description & Usage
ESPPORT	Overrides the serial port used in <code>flash</code> and <code>monitor</code> . Examples: <code>make flash ESPPORT=/dev/ttyUSB1</code> , <code>make monitor ESPPORT=COM1</code>
ESPBAUD	Overrides the serial baud rate when flashing the ESP32. Example: <code>make flash ESPBAUD=9600</code>
MONITORBAUD	Overrides the serial baud rate used when monitoring. Example: <code>make monitor MONITORBAUD=9600</code>

---

**Note:** Users can export environment variables (e.g. `export ESPPORT=/dev/ttyUSB1`). All subsequent calls of `make` within the same terminal session will use the exported value given that the variable is not simultaneously overridden.

---

## 1.14 Related Documents

### 1.14.1 Build and Flash with Eclipse IDE

#### Installing Eclipse IDE

The Eclipse IDE gives you a graphical integrated development environment for writing, compiling and debugging ESP8266\_RTOS\_SDK projects.

- Start by installing the ESP8266\_RTOS\_SDK for your platform (see files in this directory with steps for Windows, OS X, Linux).
- We suggest building a project from the command line first, to get a feel for how that process works. You also need to use the command line to configure your ESP8266\_RTOS\_SDK project (via `make menuconfig`), this is not currently supported inside Eclipse.
- Download the Eclipse Installer for your platform from [eclipse.org](http://eclipse.org).
- When running the Eclipse Installer, choose “Eclipse for C/C++ Development” (in other places you’ll see this referred to as CDT.)

#### Windows Users

Using ESP8266\_RTOS\_SDK with Eclipse on Windows requires different configuration steps. *See the Eclipse IDE on Windows guide.*

#### Setting up Eclipse

Once your new Eclipse installation launches, follow these steps:

## Import New Project

- Eclipse makes use of the Makefile support in ESP8266\_RTOS\_SDK. This means you need to start by creating an ESP8266\_RTOS\_SDK project. You can use the idf-template project from github, or open one of the examples in the ESP8266\_RTOS\_SDK examples subdirectory.
- Once Eclipse is running, choose File -> Import. . .
- In the dialog that pops up, choose “C/C++” -> “Existing Code as Makefile Project” and click Next.
- On the next page, enter “Existing Code Location” to be the directory of your ESP8266\_RTOS\_SDK project. Don’t specify the path to the ESP8266\_RTOS\_SDK directory itself (that comes later). The directory you specify should contain a file named “Makefile” (the project Makefile).
- On the same page, under “Toolchain for Indexer Settings” choose “Cross GCC”. Then click Finish.

## Project Properties

- The new project will appear under Project Explorer. Right-click the project and choose Properties from the context menu.
- Click on the “Environment” properties page under “C/C++ Build”. Click “Add...” and enter name BATCH\_BUILD and value 1.
- Click “Add...” again, and enter name IDF\_PATH. The value should be the full path where ESP8266\_RTOS\_SDK is installed.
- Edit the PATH environment variable. Keep the current value, and append the path to the Xtensa toolchain installed as part of ESP8266\_RTOS\_SDK setup, if this is not already listed on the PATH. A typical path to the toolchain looks like /home/user-name/esp/xtensa-lx106-elf/bin. Note that you need to add a colon : before the appended path.
- On macOS, add a PYTHONPATH environment variable and set it to /Library/Frameworks/Python.framework/Versions/2.7/lib/python2.7/site-packages. This is so that the system Python, which has pyserial installed as part of the setup steps, overrides any built-in Eclipse Python.

Navigate to “C/C++ General” -> “Preprocessor Include Paths” property page:

- Click the “Providers” tab
- In the list of providers, click “CDT Cross GCC Built-in Compiler Settings”. Change “Command to get compiler specs” to `xtensa-lx106-elf-gcc ${FLAGS} -E -P -v -dD "${INPUTS}"`.
- In the list of providers, click “CDT GCC Build Output Parser” and change the “Compiler command pattern” to `xtensa-lx106-elf-(gcc|g\+\+|c\+\+|cc|cpp|clang)`

Navigate to “C/C++ General” -> “Indexer” property page:

- Check “Enable project specific settings” to enable the rest of the settings on this page.
- Uncheck “Allow heuristic resolution of includes”. When this option is enabled Eclipse sometimes fails to find correct header directories.

Navigate to “C/C++ Build” -> “Behavior” property page:

- Check “Enable parallel build” to enable multiple build jobs in parallel.

### Building in Eclipse

Before your project is first built, Eclipse may show a lot of errors and warnings about undefined values. This is because some source files are automatically generated as part of the ESP8266\_RTOS\_SDK build process. These errors and warnings will go away after you build the project.

- Click OK to close the Properties dialog in Eclipse.
- Outside Eclipse, open a command line prompt. Navigate to your project directory, and run `make menuconfig` to configure your project's ESP8266\_RTOS\_SDK settings. This step currently has to be run outside Eclipse.

*If you try to build without running a configuration step first, ESP8266\_RTOS\_SDKf will prompt for configuration on the command line - but Eclipse is not able to deal with this, so the build will hang or fail.*

- Back in Eclipse, choose Project -> Build to build your project.

**TIP:** If your project had already been built outside Eclipse, you may need to do a Project -> Clean before choosing Project -> Build. This is so Eclipse can see the compiler arguments for all source files. It uses these to determine the header include paths.

### Flash from Eclipse

You can integrate the “make flash” target into your Eclipse project to flash using `esptool.py` from the Eclipse UI:

- Right-click your project in Project Explorer (important to make sure you select the project, not a directory in the project, or Eclipse may find the wrong Makefile.)
- Select Build Targets -> Create... from the context menu.
- Type “flash” as the target name. Leave the other options as their defaults.
- Now you can use Project -> Build Target -> Build (Shift+F9) to build the custom flash target, which will compile and flash the project.

Note that you will need to use “make menuconfig” to set the serial port and other config options for flashing. “make menuconfig” still requires a command line terminal (see the instructions for your platform.)

Follow the same steps to add `bootloader` and `partition_table` targets, if necessary.

### Related Documents

#### Eclipse IDE on Windows

Configuring Eclipse on Windows requires some different steps. The full configuration steps for Windows are shown below.

(For OS X and Linux instructions, see the [Eclipse IDE page](#).)

#### Installing Eclipse IDE

Follow the steps under [Installing Eclipse IDE](#) for all platforms.

## Setting up Eclipse on Windows

Once your new Eclipse installation launches, follow these steps:

### Import New Project

- Eclipse makes use of the Makefile support in ESP8266\_RTOS\_SDK. This means you need to start by creating an ESP8266\_RTOS\_SDK project. You can use the idf-template project from github, or open one of the examples in the ESP8266\_RTOS\_SDK examples subdirectory.
- Once Eclipse is running, choose File -> Import...
- In the dialog that pops up, choose “C/C++” -> “Existing Code as Makefile Project” and click Next.
- On the next page, enter “Existing Code Location” to be the directory of your ESP8266\_RTOS\_SDK project. Don’t specify the path to the ESP8266\_RTOS\_SDK directory itself (that comes later). The directory you specify should contain a file named “Makefile” (the project Makefile).
- On the same page, under “Toolchain for Indexer Settings” uncheck “Show only available toolchains that support this platform”.
- On the extended list that appears, choose “Cygwin GCC”. Then click Finish.

*Note: you may see warnings in the UI that Cygwin GCC Toolchain could not be found. This is OK, we’re going to reconfigure Eclipse to find our toolchain.*

### Project Properties

- The new project will appear under Project Explorer. Right-click the project and choose Properties from the context menu.
- Click on the “C/C++ Build” properties page (top-level):
  - Uncheck “Use default build command” and enter this for the custom build command: `python ${IDF_PATH}/tools/windows/eclipse_make.py`
- Click on the “Environment” properties page under “C/C++ Build”:
  - Click “Add...” and enter name BATCH\_BUILD and value 1.
  - Click “Add...” again, and enter name IDF\_PATH. The value should be the full path where ESP8266\_RTOS\_SDK is installed. The IDF\_PATH directory should be specified using forwards slashes not backslashes, ie `C:/Users/user-name/Development/ESP8266_RTOS_SDK`.
  - Edit the PATH environment variable. Delete the existing value and replace it with `C:\msys32\usr\bin;C:\msys32\mingw32\bin;C:\msys32\opt\xtensa-lx106-elf\bin` (If you installed msys32 to a different directory then you’ll need to change these paths to match).
- Click on “C/C++ General” -> “Preprocessor Include Paths, Macros, etc.” property page:
  - Click the “Providers” tab
    - \* In the list of providers, click “CDT Cross GCC Built-in Compiler Settings”. Change “Command to get compiler specs” to `xtensa-lx106-elf-gcc ${FLAGS} -E -P -v -dD "${INPUTS}”`.
    - \* In the list of providers, click “CDT GCC Build Output Parser” and change the “Compiler command pattern” to `xtensa-lx106-elf-(gcc|g\+\+|c\+\+|cc|cpp|clang)`

Navigate to “C/C++ General” -> “Indexer” property page:

- Check “Enable project specific settings” to enable the rest of the settings on this page.
- Uncheck “Allow heuristic resolution of includes”. When this option is enabled Eclipse sometimes fails to find correct header directories.

Navigate to “C/C++ Build” -> “Behavior” property page:

- Check “Enable parallel build” to enable multiple build jobs in parallel.
- Setting the number of jobs slightly higher than the “optimal” may give the absolute fastest builds under Windows, depending on the specific hardware being used.

### Building in Eclipse

Continue from *Building in Eclipse* for all platforms.

### Technical Details

#### **Of interest to Windows gurus or very curious parties, only.**

Explanations of the technical reasons for some of these steps. You don’t need to know this to use ESP8266\_RTOS\_SDK with Eclipse on Windows, but it may be helpful background knowledge if you plan to do dig into the Eclipse support:

- The xtensa-lx106-elf-gcc cross-compiler is *not* a Cygwin toolchain, even though we tell Eclipse that it is one. This is because msys2 uses Cygwin and supports Unix-style paths (of the type `/c/blah` instead of `c:/blah` or `c:\\blah`). In particular, xtensa-lx106-elf-gcc reports to the Eclipse “built-in compiler settings” function that its built-in include directories are all under `/usr/`, which is a Unix/Cygwin-style path that Eclipse otherwise can’t resolve. By telling Eclipse the compiler is Cygwin, it resolves these paths internally using the `cygpath` utility.
- The same problem occurs when parsing make output from ESP8266\_RTOS\_SDK. Eclipse parses this output to find header directories, but it can’t resolve include directories of the form `/c/blah` without using `cygpath`. There is a heuristic that Eclipse Build Output Parser uses to determine whether it should call `cygpath`, but for currently unknown reasons the ESP8266\_RTOS\_SDK configuration doesn’t trigger it. For this reason, the `eclipse_make.py` wrapper script is used to call `make` and then use `cygpath` to process the output for Eclipse.



## 2.1 Peripherals API

### 2.1.1 GPIO

#### API Reference

#### Header File

- esp8266/include/driver/gpio.h

#### Functions

esp\_err\_t **gpio\_config** (const *gpio\_config\_t* \**gpio\_cfg*)  
GPIO common configuration.

Configure GPIO's Mode,pull-up,PullDown,IntrType

#### Return

- ESP\_OK success
- ESP\_ERR\_INVALID\_ARG Parameter error

#### Parameters

- *gpio\_cfg*: Pointer to GPIO configure struct

esp\_err\_t **gpio\_set\_intr\_type** (*gpio\_num\_t* *gpio\_num*, *gpio\_int\_type\_t* *intr\_type*)  
GPIO set interrupt trigger type.

#### Return

- ESP\_OK Success
- ESP\_ERR\_INVALID\_ARG Parameter error

**Parameters**

- `gpio_num`: GPIO number. If you want to set the trigger type of e.g. of GPIO12, `gpio_num` should be `GPIO_NUM_12` (12);
- `intr_type`: Interrupt type, select from `gpio_int_type_t`

`esp_err_t gpio_set_level` (*gpio\_num\_t gpio\_num, uint32\_t level*)  
 GPIO set output level.

**Return**

- ESP\_OK Success
- ESP\_ERR\_INVALID\_ARG GPIO number error

**Parameters**

- `gpio_num`: GPIO number. If you want to set the output level of e.g. GPIO16, `gpio_num` should be `GPIO_NUM_16` (16);
- `level`: Output level. 0: low ; 1: high

`int gpio_get_level` (*gpio\_num\_t gpio\_num*)  
 GPIO get input level.

**Note** If the pad is not configured for input (or input and output) the returned value is always 0.

**Return**

- 0 the GPIO input level is 0
- 1 the GPIO input level is 1

**Parameters**

- `gpio_num`: GPIO number. If you want to get the logic level of e.g. pin GPIO16, `gpio_num` should be `GPIO_NUM_16` (16);

`esp_err_t gpio_set_direction` (*gpio\_num\_t gpio\_num, gpio\_mode\_t mode*)  
 GPIO set direction.

Configure GPIO direction,such as `output_only`,`input_only`

**Return**

- ESP\_OK Success
- ESP\_ERR\_INVALID\_ARG GPIO error

**Parameters**

- `gpio_num`: Configure GPIO pins number, it should be GPIO number. If you want to set direction of e.g. GPIO16, `gpio_num` should be `GPIO_NUM_16` (16);
- `mode`: GPIO direction

`esp_err_t gpio_set_pull_mode` (*gpio\_num\_t gpio\_num, gpio\_pull\_mode\_t pull*)  
 Configure GPIO pull-up/pull-down resistors.

**Note** The GPIO of esp8266 can not be pulled down except RTC GPIO which can not be pulled up.

**Return**

- ESP\_OK Success
- ESP\_ERR\_INVALID\_ARG : Parameter error

**Parameters**

- `gpio_num`: GPIO number. If you want to set pull up or down mode for e.g. GPIO16, `gpio_num` should be `GPIO_NUM_16` (16);
- `pull`: GPIO pull up/down mode.

`esp_err_t gpio_wakeup_enable (gpio_num_t gpio_num, gpio_int_type_t intr_type)`  
Enable GPIO wake-up function.

**Note** RTC IO can not use the wakeup function

**Return**

- ESP\_OK Success
- ESP\_ERR\_INVALID\_ARG Parameter error

**Parameters**

- `gpio_num`: GPIO number.
- `intr_type`: GPIO wake-up type. Only `GPIO_INTR_LOW_LEVEL` or `GPIO_INTR_HIGH_LEVEL` can be used.

`esp_err_t gpio_wakeup_disable (gpio_num_t gpio_num)`  
Disable GPIO wake-up function.

**Note** RTC IO can not use the wakeup function

**Return**

- ESP\_OK Success
- ESP\_ERR\_INVALID\_ARG Parameter error

**Parameters**

- `gpio_num`: GPIO number

`esp_err_t gpio_isr_register (void (*fn)) void *`  
`, void *arg, int no_use, gpio_isr_handle_t *handle_no_use` Register GPIO interrupt handler, the handler is an ISR.

This ISR function is called whenever any GPIO interrupt occurs. See the alternative `gpio_install_isr_service()` and `gpio_isr_handler_add()` API in order to have the driver support per-GPIO ISRs.

**Return**

- ESP\_OK Success ;
- ESP\_ERR\_INVALID\_ARG GPIO error
- ESP\_ERR\_NOT\_FOUND No free interrupt found with the specified flags

**Parameters**

- `fn`: Interrupt handler function.
- `no_use`: In order to be compatible with esp32, the parameter has no practical meaning and can be filled with 0.
- `arg`: Parameter for handler function
- `handle_no_use`: Pointer to return handle. In order to be compatible with esp32, the parameter has no practical meaning and can be filled with NULL.

`esp_err_t gpio_pullup_en(gpio_num_t gpio_num)`  
Enable pull-up on GPIO.

**Note** The GPIO of esp8266 can not be pulled down except RTC GPIO which can not be pulled up.

### Return

- ESP\_OK Success
- ESP\_ERR\_INVALID\_ARG Parameter error

### Parameters

- `gpio_num`: GPIO number

`esp_err_t gpio_pullup_dis(gpio_num_t gpio_num)`  
Disable pull-up on GPIO.

**Note** The GPIO of esp8266 can not be pulled down except RTC GPIO which can not be pulled up.

### Return

- ESP\_OK Success
- ESP\_ERR\_INVALID\_ARG Parameter error

### Parameters

- `gpio_num`: GPIO number

`esp_err_t gpiopulldown_en(gpio_num_t gpio_num)`  
Enable pull-down on GPIO.

**Note** The GPIO of esp8266 can not be pulled down except RTC GPIO which can not be pulled up.

### Return

- ESP\_OK Success
- ESP\_ERR\_INVALID\_ARG Parameter error

### Parameters

- `gpio_num`: GPIO number

`esp_err_t gpiopulldown_dis(gpio_num_t gpio_num)`  
Disable pull-down on GPIO.

**Note** The GPIO of esp8266 can not be pulled down except RTC GPIO which can not be pulled up.

### Return

- ESP\_OK Success

- ESP\_ERR\_INVALID\_ARG Parameter error

#### Parameters

- `gpio_num`: GPIO number

`esp_err_t gpio_install_isr_service (int no_use)`

Install the driver's GPIO ISR handler service, which allows per-pin GPIO interrupt handlers.

This function is incompatible with `gpio_isr_register()` - if that function is used, a single global ISR is registered for all GPIO interrupts. If this function is used, the ISR service provides a global GPIO ISR and individual pin handlers are registered via the `gpio_isr_handler_add()` function.

#### Return

- ESP\_OK Success
- ESP\_ERR\_NO\_MEM No memory to install this service
- ESP\_ERR\_INVALID\_STATE ISR service already installed.
- ESP\_ERR\_NOT\_FOUND No free interrupt found with the specified flags
- ESP\_ERR\_INVALID\_ARG GPIO error

#### Parameters

- `no_use`: In order to be compatible with esp32, the parameter has no practical meaning and can be filled with 0.

`void gpio_uninstall_isr_service ()`

Uninstall the driver's GPIO ISR service, freeing related resources.

`esp_err_t gpio_isr_handler_add (gpio_num_t gpio_num, gpio_isr_t isr_handler, void *args)`

Add ISR handler for the corresponding GPIO pin.

Call this function after using `gpio_install_isr_service()` to install the driver's GPIO ISR handler service.

This ISR handler will be called from an ISR. So there is a stack size limit (configurable as "ISR stack size" in menuconfig). This limit is smaller compared to a global GPIO interrupt handler due to the additional level of indirection.

#### Return

- ESP\_OK Success
- ESP\_ERR\_INVALID\_STATE Wrong state, the ISR service has not been initialized.
- ESP\_ERR\_INVALID\_ARG Parameter error

#### Parameters

- `gpio_num`: GPIO number
- `isr_handler`: ISR handler function for the corresponding GPIO number.
- `args`: parameter for ISR handler.

`esp_err_t gpio_isr_handler_remove (gpio_num_t gpio_num)`

Remove ISR handler for the corresponding GPIO pin.

#### Return

- ESP\_OK Success

- `ESP_ERR_INVALID_STATE` Wrong state, the ISR service has not been initialized.
- `ESP_ERR_INVALID_ARG` Parameter error

### Parameters

- `gpio_num`: GPIO number

### Structures

#### **struct gpio\_config\_t**

Configuration parameters of GPIO pad for `gpio_config` function.

#### **Public Members**

##### `uint32_t pin_bit_mask`

GPIO pin: set with bit mask, each bit maps to a GPIO

##### `gpio_mode_t mode`

GPIO mode: set input/output mode

##### `gpio_pullup_t pull_up_en`

GPIO pull-up

##### `gpio_pulldown_t pull_down_en`

GPIO pull-down

##### `gpio_int_type_t intr_type`

GPIO interrupt type

### Macros

`BIT(x)`

`GPIO_Pin_0`

`GPIO_Pin_1`

`GPIO_Pin_2`

`GPIO_Pin_3`

`GPIO_Pin_4`

`GPIO_Pin_5`

`GPIO_Pin_6`

`GPIO_Pin_7`

`GPIO_Pin_8`

`GPIO_Pin_9`

`GPIO_Pin_10`

`GPIO_Pin_11`

`GPIO_Pin_12`

`GPIO_Pin_13`

`GPIO_Pin_14`  
`GPIO_Pin_15`  
`GPIO_Pin_16`  
`GPIO_Pin_All`  
`GPIO_MODE_DEF_DISABLE`  
`GPIO_MODE_DEF_INPUT`  
`GPIO_MODE_DEF_OUTPUT`  
`GPIO_MODE_DEF_OD`  
`GPIO_PIN_COUNT`  
`GPIO_IS_VALID_GPIO` (gpio\_num)  
    Check whether it is a valid GPIO number  
`RTC_GPIO_IS_VALID_GPIO` (gpio\_num)  
    Check whether it is a valid RTC GPIO number

## Type Definitions

```
typedef void (*gpio_isr_t) (void *)  
typedef void *gpio_isr_handle_t
```

## Enumerations

```
enum gpio_num_t  
    Values:  
    GPIO_NUM_0 = 0  
        GPIO0, input and output  
    GPIO_NUM_1 = 1  
        GPIO1, input and output  
    GPIO_NUM_2 = 2  
        GPIO2, input and output  
    GPIO_NUM_3 = 3  
        GPIO3, input and output  
    GPIO_NUM_4 = 4  
        GPIO4, input and output  
    GPIO_NUM_5 = 5  
        GPIO5, input and output  
    GPIO_NUM_6 = 6  
        GPIO6, input and output  
    GPIO_NUM_7 = 7  
        GPIO7, input and output  
    GPIO_NUM_8 = 8  
        GPIO8, input and output
```

**GPIO\_NUM\_9** = 9  
GPIO9, input and output

**GPIO\_NUM\_10** = 10  
GPIO10, input and output

**GPIO\_NUM\_11** = 11  
GPIO11, input and output

**GPIO\_NUM\_12** = 12  
GPIO12, input and output

**GPIO\_NUM\_13** = 13  
GPIO13, input and output

**GPIO\_NUM\_14** = 14  
GPIO14, input and output

**GPIO\_NUM\_15** = 15  
GPIO15, input and output

**GPIO\_NUM\_16** = 16  
GPIO16, input and output

**GPIO\_NUM\_MAX** = 17

**enum gpio\_int\_type\_t**

*Values:*

**GPIO\_INTR\_DISABLE** = 0  
Disable GPIO interrupt

**GPIO\_INTR\_POSEDGE** = 1  
GPIO interrupt type : rising edge

**GPIO\_INTR\_NEGEDGE** = 2  
GPIO interrupt type : falling edge

**GPIO\_INTR\_ANYEDGE** = 3  
GPIO interrupt type : both rising and falling edge

**GPIO\_INTR\_LOW\_LEVEL** = 4  
GPIO interrupt type : input low level trigger

**GPIO\_INTR\_HIGH\_LEVEL** = 5  
GPIO interrupt type : input high level trigger

**GPIO\_INTR\_MAX**

**enum gpio\_mode\_t**

*Values:*

**GPIO\_MODE\_DISABLE** = GPIO\_MODE\_DEF\_DISABLE  
GPIO mode : disable input and output

**GPIO\_MODE\_INPUT** = GPIO\_MODE\_DEF\_INPUT  
GPIO mode : input only

**GPIO\_MODE\_OUTPUT** = GPIO\_MODE\_DEF\_OUTPUT  
GPIO mode : output only mode

**GPIO\_MODE\_OUTPUT\_OD** = ((GPIO\_MODE\_DEF\_OUTPUT) | (GPIO\_MODE\_DEF\_OD))  
GPIO mode : output only with open-drain mode



**enum gpio\_pull\_mode\_t**

*Values:*

**GPIO\_PULLUP\_ONLY**

Pad pull up

**GPIO\_PULLDOWN\_ONLY**

Pad pull down

**GPIO\_FLOATING**

Pad floating

**enum gpio\_pullup\_t**

*Values:*

**GPIO\_PULLUP\_DISABLE** = 0x0

Disable GPIO pull-up resistor

**GPIO\_PULLUP\_ENABLE** = 0x1

Enable GPIO pull-up resistor

**enum gpiopulldown\_t**

*Values:*

**GPIO\_PULLDOWN\_DISABLE** = 0x0

Disable GPIO pull-down resistor

**GPIO\_PULLDOWN\_ENABLE** = 0x1

Enable GPIO pull-down resistor

## 2.1.2 I2C

### API Reference

#### Header File

- esp8266/include/driver/i2c.h

#### Functions

**esp\_err\_t i2c\_driver\_install** (*i2c\_port\_t i2c\_num, i2c\_mode\_t mode*)  
I2C driver install.

#### Return

- ESP\_OK Success
- ESP\_ERR\_INVALID\_ARG Parameter error
- ESP\_FAIL Driver install error

#### Parameters

- *i2c\_num*: I2C port number
- *mode*: I2C mode( master or slave )

**esp\_err\_t i2c\_driver\_delete** (*i2c\_port\_t i2c\_num*)  
I2C driver delete.

**Return**

- ESP\_OK Success
- ESP\_ERR\_INVALID\_ARG Parameter error

**Parameters**

- `i2c_num`: I2C port number

`esp_err_t i2c_param_config(i2c_port_t i2c_num, const i2c_config_t *i2c_conf)`  
I2C parameter initialization.

**Note** It must be used after calling `i2c_driver_install`

**Return**

- ESP\_OK Success
- ESP\_ERR\_INVALID\_ARG Parameter error

**Parameters**

- `i2c_num`: I2C port number
- `i2c_conf`: pointer to I2C parameter settings

`esp_err_t i2c_set_pin(i2c_port_t i2c_num, int sda_io_num, int scl_io_num, gpio_pullup_t sda_pullup_en, gpio_pullup_t scl_pullup_en, i2c_mode_t mode)`  
Configure GPIO signal for I2C sck and sda.

**Return**

- ESP\_OK Success
- ESP\_ERR\_INVALID\_ARG Parameter error

**Parameters**

- `i2c_num`: I2C port number
- `sda_io_num`: GPIO number for I2C sda signal
- `scl_io_num`: GPIO number for I2C scl signal
- `sda_pullup_en`: Whether to enable the internal pullup for sda pin
- `scl_pullup_en`: Whether to enable the internal pullup for scl pin
- `mode`: I2C mode

`i2c_cmd_handle_t i2c_cmd_link_create()`  
Create and init I2C command link.

**Note** Before we build I2C command link, we need to call `i2c_cmd_link_create()` to create a command link. After we finish sending the commands, we need to call `i2c_cmd_link_delete()` to release and return the resources.

**Return** `i2c` command link handler

`void i2c_cmd_link_delete(i2c_cmd_handle_t cmd_handle)`  
Free I2C command link.

**Note** Before we build I2C command link, we need to call `i2c_cmd_link_create()` to create a command link. After we finish sending the commands, we need to call `i2c_cmd_link_delete()` to release and return the resources.

**Parameters**

- `cmd_handle`: I2C command handle

`esp_err_t i2c_master_start` (*`i2c_cmd_handle_t cmd_handle`*)

Queue command for I2C master to generate a start signal.

**Note** Only call this function in I2C master mode Call `i2c_master_cmd_begin()` to send all queued commands

**Return**

- `ESP_OK` Success
- `ESP_ERR_INVALID_ARG` Parameter error

**Parameters**

- `cmd_handle`: I2C cmd link

`esp_err_t i2c_master_write_byte` (*`i2c_cmd_handle_t cmd_handle`, `uint8_t data`, `bool ack_en`*)

Queue command for I2C master to write one byte to I2C bus.

**Note** Only call this function in I2C master mode Call `i2c_master_cmd_begin()` to send all queued commands

**Return**

- `ESP_OK` Success
- `ESP_ERR_INVALID_ARG` Parameter error

**Parameters**

- `cmd_handle`: I2C cmd link
- `data`: I2C one byte command to write to bus
- `ack_en`: enable ack check for master

`esp_err_t i2c_master_write` (*`i2c_cmd_handle_t cmd_handle`, `uint8_t *data`, `size_t data_len`, `bool ack_en`*)

Queue command for I2C master to write buffer to I2C bus.

**Note** Only call this function in I2C master mode Call `i2c_master_cmd_begin()` to send all queued commands

**Return**

- `ESP_OK` Success
- `ESP_ERR_INVALID_ARG` Parameter error

**Parameters**

- `cmd_handle`: I2C cmd link
- `data`: data to send
- `data_len`: data length
- `ack_en`: enable ack check for master

`esp_err_t i2c_master_read_byte(i2c_cmd_handle_t cmd_handle, uint8_t *data, i2c_ack_type_t ack)`  
Queue command for I2C master to read one byte from I2C bus.

**Note** Only call this function in I2C master mode Call `i2c_master_cmd_begin()` to send all queued commands

**Return**

- ESP\_OK Success
- ESP\_ERR\_INVALID\_ARG Parameter error

**Parameters**

- `cmd_handle`: I2C cmd link
- `data`: pointer accept the data byte
- `ack`: ack value for read command

`esp_err_t i2c_master_read(i2c_cmd_handle_t cmd_handle, uint8_t *data, size_t data_len, i2c_ack_type_t ack)`  
Queue command for I2C master to read data from I2C bus.

**Note** Only call this function in I2C master mode Call `i2c_master_cmd_begin()` to send all queued commands

**Return**

- ESP\_OK Success
- ESP\_ERR\_INVALID\_ARG Parameter error

**Parameters**

- `cmd_handle`: I2C cmd link
- `data`: data buffer to accept the data from bus
- `data_len`: read data length
- `ack`: ack value for read command

`esp_err_t i2c_master_stop(i2c_cmd_handle_t cmd_handle)`  
Queue command for I2C master to generate a stop signal.

**Note** Only call this function in I2C master mode Call `i2c_master_cmd_begin()` to send all queued commands

**Return**

- ESP\_OK Success
- ESP\_ERR\_INVALID\_ARG Parameter error

**Parameters**

- `cmd_handle`: I2C cmd link

`esp_err_t i2c_master_cmd_begin(i2c_port_t i2c_num, i2c_cmd_handle_t cmd_handle, TickType_t ticks_to_wait)`

I2C master send queued commands. This function will trigger sending all queued commands. The task will be blocked until all the commands have been sent out. The I2C APIs are not thread-safe, if you want to use one I2C port in different tasks, you need to take care of the multi-thread issue.

**Note** Only call this function in I2C master mode

**Return**

- ESP\_OK Success
- ESP\_ERR\_INVALID\_ARG Parameter error
- ESP\_FAIL Sending command error, slave doesn't ACK the transfer.
- ESP\_ERR\_INVALID\_STATE I2C driver not installed or not in master mode.
- ESP\_ERR\_TIMEOUT Operation timeout because the bus is busy.

#### Parameters

- `i2c_num`: I2C port number
- `cmd_handle`: I2C command handler
- `ticks_to_wait`: maximum wait ticks.

#### Structures

**struct i2c\_config\_t**  
I2C initialization parameters.

#### Public Members

*i2c\_mode\_t* **mode**  
I2C mode

*gpio\_num\_t* **sda\_io\_num**  
GPIO number for I2C sda signal

*gpio\_pullup\_t* **sda\_pullup\_en**  
Internal GPIO pull mode for I2C sda signal

*gpio\_num\_t* **scl\_io\_num**  
GPIO number for I2C scl signal

*gpio\_pullup\_t* **scl\_pullup\_en**  
Internal GPIO pull mode for I2C scl signal

*uint32\_t* **clk\_stretch\_tick**  
Clock Stretch time, depending on CPU frequency

#### Type Definitions

**typedef void \*i2c\_cmd\_handle\_t**  
I2C command handle

#### Enumerations

**enum i2c\_mode\_t**  
*Values:*

**I2C\_MODE\_MASTER**  
I2C master mode

**I2C\_MODE\_MAX**

**enum i2c\_rw\_t**

*Values:*

**I2C\_MASTER\_WRITE** = 0

I2C write data

**I2C\_MASTER\_READ**

I2C read data

**enum i2c\_opmode\_t**

*Values:*

**I2C\_CMD\_RESTART** = 0

I2C restart command

**I2C\_CMD\_WRITE**

I2C write command

**I2C\_CMD\_READ**

I2C read command

**I2C\_CMD\_STOP**

I2C stop command

**enum i2c\_port\_t**

*Values:*

**I2C\_NUM\_0** = 0

I2C port 0

**I2C\_NUM\_MAX**

**enum i2c\_ack\_type\_t**

*Values:*

**I2C\_MASTER\_ACK** = 0x0

I2C ack for each byte read

**I2C\_MASTER\_NACK** = 0x1

I2C nack for each byte read

**I2C\_MASTER\_LAST\_NACK** = 0x2

I2C nack for the last byte

**I2C\_MASTER\_ACK\_MAX**

### 2.1.3 I2S

#### API Reference

##### Header File

- esp8266/include/driver/i2s.h

##### Functions

`esp_err_t i2s_set_pin(i2s_port_t i2s_num, const i2s_pin_config_t *pin)`

Set I2S pin number.

**Return**

- ESP\_OK Success
- ESP\_ERR\_INVALID\_ARG Parameter error
- ESP\_FAIL IO error

**Parameters**

- `i2s_num`: I2S\_NUM\_0
- `pin`: I2S Pin structure

`esp_err_t i2s_driver_install` (*i2s\_port\_t* `i2s_num`, **const** *i2s\_config\_t* `*i2s_config`, `int queue_size`, `void *i2s_queue`)

Install and start I2S driver.

**Note** This function must be called before any I2S driver read/write operations.

**Return**

- ESP\_OK Success
- ESP\_ERR\_INVALID\_ARG Parameter error
- ESP\_ERR\_NO\_MEM Out of memory

**Parameters**

- `i2s_num`: I2S\_NUM\_0
- `i2s_config`: I2S configurations - see *i2s\_config\_t* struct
- `queue_size`: I2S event queue size/depth.
- `i2s_queue`: I2S event queue handle, if set NULL, driver will not use an event queue.

`esp_err_t i2s_driver_uninstall` (*i2s\_port\_t* `i2s_num`)

Uninstall I2S driver.

**Return**

- ESP\_OK Success
- ESP\_ERR\_INVALID\_ARG Parameter error

**Parameters**

- `i2s_num`: I2S\_NUM\_0

`esp_err_t i2s_write` (*i2s\_port\_t* `i2s_num`, **const** `void *src`, `size_t size`, `size_t *bytes_written`, `TickType_t ticks_to_wait`)

Write data to I2S DMA transmit buffer.

**Note** many ticks pass without space becoming available in the DMA transmit buffer, then the function will return (note that if the data is written to the DMA buffer in pieces, the overall operation may still take longer than this timeout.) Pass `portMAX_DELAY` for no timeout.

**Return**

- ESP\_OK Success
- ESP\_ERR\_INVALID\_ARG Parameter error

**Parameters**

- `i2s_num`: I2S\_NUM\_0
- `src`: Source address to write from
- `size`: Size of data in bytes
- `bytes_written`: Number of bytes written, if timeout, the result will be less than the size passed in.
- `ticks_to_wait`: TX buffer wait timeout in RTOS ticks. If this

`esp_err_t i2s_write_expand(i2s_port_t i2s_num, const void *src, size_t size, size_t src_bits, size_t aim_bits, size_t *bytes_written, TickType_t ticks_to_wait)`

Write data to I2S DMA transmit buffer while expanding the number of bits per sample. For example, expanding 16-bit PCM to 32-bit PCM.

**Note** many ticks pass without space becoming available in the DMA transmit buffer, then the function will return (note that if the data is written to the DMA buffer in pieces, the overall operation may still take longer than this timeout.) Pass `portMAX_DELAY` for no timeout. Format of the data in source buffer is determined by the I2S configuration (see *i2s\_config\_t*).

#### Return

- `ESP_OK` Success
- `ESP_ERR_INVALID_ARG` Parameter error

#### Parameters

- `i2s_num`: I2S\_NUM\_0
- `src`: Source address to write from
- `size`: Size of data in bytes
- `src_bits`: Source audio bit
- `aim_bits`: Bit wanted, no more than 32, and must be greater than `src_bits`
- `bytes_written`: Number of bytes written, if timeout, the result will be less than the size passed in.
- `ticks_to_wait`: TX buffer wait timeout in RTOS ticks. If this

`esp_err_t i2s_read(i2s_port_t i2s_num, void *dest, size_t size, size_t *bytes_read, TickType_t ticks_to_wait)`

Read data from I2S DMA receive buffer.

**Note** If the built-in ADC mode is enabled, we should call `i2s_adc_start` and `i2s_adc_stop` around the whole reading process, to prevent the data getting corrupted.

#### Return

- `ESP_OK` Success
- `ESP_ERR_INVALID_ARG` Parameter error

#### Parameters

- `i2s_num`: I2S\_NUM\_0
- `dest`: Destination address to read into
- `size`: Size of data in bytes
- `bytes_read`: Number of bytes read, if timeout, bytes read will be less than the size passed in.



- `ticks_to_wait`: RX buffer wait timeout in RTOS ticks. If this many ticks pass without bytes becoming available in the DMA receive buffer, then the function will return (note that if data is read from the DMA buffer in pieces, the overall operation may still take longer than this timeout.) Pass `portMAX_DELAY` for no timeout.

`esp_err_t i2s_set_sample_rates` (*i2s\_port\_t* *i2s\_num*, `uint32_t` *rate*)

Set sample rate used for I2S RX and TX.

**Note** The bit clock rate is determined by the sample rate and *i2s\_config\_t* configuration parameters (number of channels, `bits_per_sample`).  $\text{bit\_clock} = \text{rate} * (\text{number of channels}) * \text{bits\_per\_sample}$

#### Return

- `ESP_OK` Success
- `ESP_ERR_INVALID_ARG` Parameter error
- `ESP_ERR_NO_MEM` Out of memory

#### Parameters

- `i2s_num`: `I2S_NUM_0`
- `rate`: I2S sample rate (ex: 8000, 44100...)

`esp_err_t i2s_stop` (*i2s\_port\_t* *i2s\_num*)

Stop I2S driver.

**Note** Disables I2S TX/RX, until `i2s_start()` is called.

#### Return

- `ESP_OK` Success
- `ESP_ERR_INVALID_ARG` Parameter error

#### Parameters

- `i2s_num`: `I2S_NUM_0`

`esp_err_t i2s_start` (*i2s\_port\_t* *i2s\_num*)

Start I2S driver.

**Note** It is not necessary to call this function after `i2s_driver_install()` (it is started automatically), however it is necessary to call it after `i2s_stop()`.

#### Return

- `ESP_OK` Success
- `ESP_ERR_INVALID_ARG` Parameter error

#### Parameters

- `i2s_num`: `I2S_NUM_0`

`esp_err_t i2s_zero_dma_buffer` (*i2s\_port\_t* *i2s\_num*)

Zero the contents of the TX DMA buffer.

**Note** Pushes zero-byte samples into the TX DMA buffer, until it is full.

#### Return

- ESP\_OK Success
- ESP\_ERR\_INVALID\_ARG Parameter error

**Parameters**

- *i2s\_num*: I2S\_NUM\_0

`esp_err_t i2s_set_clk` (*i2s\_port\_t* *i2s\_num*, `uint32_t` *rate*, *i2s\_bits\_per\_sample\_t* *bits*, *i2s\_channel\_t* *ch*)  
 Set clock & bit width used for I2S RX and TX.

**Note** Similar to `i2s_set_sample_rates()`, but also sets bit width.

**Return**

- ESP\_OK Success
- ESP\_ERR\_INVALID\_ARG Parameter error
- ESP\_ERR\_NO\_MEM Out of memory

**Parameters**

- *i2s\_num*: I2S\_NUM\_0
- *rate*: I2S sample rate (ex: 8000, 44100...)
- *bits*: I2S bit width (I2S\_BITS\_PER\_SAMPLE\_16BIT, I2S\_BITS\_PER\_SAMPLE\_24BIT)
- *ch*: I2S channel, (I2S\_CHANNEL\_MONO, I2S\_CHANNEL\_STEREO)

**Structures**

`struct i2s_config_t`  
 I2S configuration parameters for `i2s_param_config` function.

**Public Members**

- i2s\_mode\_t* **mode**  
 I2S work mode
- `int` **sample\_rate**  
 I2S sample rate
- i2s\_bits\_per\_sample\_t* **bits\_per\_sample**  
 I2S bits per sample
- i2s\_channel\_fmt\_t* **channel\_format**  
 I2S channel format
- i2s\_comm\_format\_t* **communication\_format**  
 I2S communication format
- `int` **dma\_buf\_count**  
 I2S DMA Buffer Count
- `int` **dma\_buf\_len**  
 I2S DMA Buffer Length
- `bool` **tx\_desc\_auto\_clear**  
 I2S auto clear tx descriptor if there is underflow condition (helps in avoiding noise in case of data unavailability)

**struct i2s\_event\_t**

Event structure used in I2S event queue.

**Public Members***i2s\_event\_type\_t* **type**

I2S event type

size\_t **size**

I2S data size for I2S\_DATA event

**struct i2s\_pin\_config\_t**

I2S pin enable for i2s\_set\_pin.

**Public Members**int **bck\_o\_en**

BCK out pin

int **ws\_o\_en**

WS out pin

int **bck\_i\_en**

BCK in pin

int **ws\_i\_en**

WS in pin

int **data\_out\_en**

DATA out pin

int **data\_in\_en**

DATA in pin

**Enumerations****enum i2s\_bits\_per\_sample\_t**

I2S bit width per sample.

*Values:*

**I2S\_BITS\_PER\_SAMPLE\_8BIT** = 8

I2S bits per sample: 8-bits

**I2S\_BITS\_PER\_SAMPLE\_16BIT** = 16

I2S bits per sample: 16-bits

**I2S\_BITS\_PER\_SAMPLE\_24BIT** = 24

I2S bits per sample: 24-bits

**enum i2s\_channel\_t**

I2S channel.

*Values:*

**I2S\_CHANNEL\_MONO** = 1

I2S 1 channel (mono)

**I2S\_CHANNEL\_STEREO** = 2  
I2S 2 channel (stereo)

**enum i2s\_comm\_format\_t**  
I2S communication standard format.

*Values:*

**I2S\_COMM\_FORMAT\_I2S** = 0x01  
I2S communication format I2S

**I2S\_COMM\_FORMAT\_I2S\_MSB** = 0x02  
I2S format MSB

**I2S\_COMM\_FORMAT\_I2S\_LSB** = 0x04  
I2S format LSB

**enum i2s\_channel\_fmt\_t**  
I2S channel format type.

*Values:*

**I2S\_CHANNEL\_FMT\_RIGHT\_LEFT** = 0x00

**I2S\_CHANNEL\_FMT\_ALL\_RIGHT**

**I2S\_CHANNEL\_FMT\_ALL\_LEFT**

**I2S\_CHANNEL\_FMT\_ONLY\_RIGHT**

**I2S\_CHANNEL\_FMT\_ONLY\_LEFT**

**enum i2s\_port\_t**  
I2S Peripheral, 0.

*Values:*

**I2S\_NUM\_0** = 0x0  
I2S 0

**I2S\_NUM\_MAX**

**enum i2s\_mode\_t**  
I2S Mode, default is I2S\_MODE\_MASTER | I2S\_MODE\_TX.

*Values:*

**I2S\_MODE\_MASTER** = 1

**I2S\_MODE\_SLAVE** = 2

**I2S\_MODE\_TX** = 4

**I2S\_MODE\_RX** = 8

**enum i2s\_event\_type\_t**  
I2S event types.

*Values:*

**I2S\_EVENT\_DMA\_ERROR**

**I2S\_EVENT\_TX\_DONE**  
I2S DMA finish sent 1 buffer

**I2S\_EVENT\_RX\_DONE**  
I2S DMA finish received 1 buffer

**I2S\_EVENT\_MAX**

I2S event max index

## 2.1.4 SPI

### API Reference

#### Header File

- esp8266/include/driver/spi.h

#### Functions

esp\_err\_t **spi\_get\_clk\_div** (*spi\_host\_t host, spi\_clk\_div\_t \*clk\_div*)

Get the SPI clock division factor.

**Return**

- ESP\_OK Success
- ESP\_ERR\_INVALID\_ARG Parameter error
- ESP\_FAIL spi has not been initialized yet

**Parameters**

- host: SPI peripheral number
  - CSPI\_HOST SPI0
  - HSPI\_HOST SPI1
- clk\_div: Pointer to accept clock division factor

esp\_err\_t **spi\_get\_intr\_enable** (*spi\_host\_t host, spi\_intr\_enable\_t \*intr\_enable*)

Get SPI Interrupt Enable.

**Return**

- ESP\_OK Success
- ESP\_ERR\_INVALID\_ARG Parameter error
- ESP\_FAIL spi has not been initialized yet

**Parameters**

- host: SPI peripheral number
  - CSPI\_HOST SPI0
  - HSPI\_HOST SPI1
- intr\_enable: Pointer to accept interrupt enable

esp\_err\_t **spi\_get\_mode** (*spi\_host\_t host, spi\_mode\_t \*mode*)

Get SPI working mode.

**Return**

- ESP\_OK Success
- ESP\_ERR\_INVALID\_ARG Parameter error
- ESP\_FAIL spi has not been initialized yet

**Parameters**

- host: SPI peripheral number
  - CSPI\_HOST SPI0
  - HSPI\_HOST SPI1
- mode: Pointer to accept working mode

esp\_err\_t **spi\_get\_interface** (*spi\_host\_t host, spi\_interface\_t \*interface*)  
Get SPI bus interface configuration.

**Return**

- ESP\_OK Success
- ESP\_ERR\_INVALID\_ARG Parameter error
- ESP\_FAIL spi has not been initialized yet

**Parameters**

- host: SPI peripheral number
  - CSPI\_HOST SPI0
  - HSPI\_HOST SPI1
- interface: Pointer to accept bus interface configuration

esp\_err\_t **spi\_get\_event\_callback** (*spi\_host\_t host, spi\_event\_callback\_t \*event\_cb*)  
Get the SPI event callback function.

**Return**

- ESP\_OK Success
- ESP\_ERR\_INVALID\_ARG Parameter error
- ESP\_FAIL spi has not been initialized yet

**Parameters**

- host: SPI peripheral number
  - CSPI\_HOST SPI0
  - HSPI\_HOST SPI1
- event\_cb: Pointer to accept event callback function

esp\_err\_t **spi\_set\_clk\_div** (*spi\_host\_t host, spi\_clk\_div\_t \*clk\_div*)  
Set the SPI clock division factor.

**Return**

- ESP\_OK Success
- ESP\_ERR\_INVALID\_ARG Parameter error

- ESP\_FAIL spi has not been initialized yet

#### Parameters

- host: SPI peripheral number
  - CSPI\_HOST SPI0
  - HSPI\_HOST SPI1
- clk\_div: Pointer to deliver clock division factor

esp\_err\_t **spi\_set\_intr\_enable** (*spi\_host\_t host, spi\_intr\_enable\_t \*intr\_enable*)  
Set SPI interrupt enable.

#### Return

- ESP\_OK Success
- ESP\_ERR\_INVALID\_ARG Parameter error
- ESP\_FAIL spi has not been initialized yet

#### Parameters

- host: SPI peripheral number
  - CSPI\_HOST SPI0
  - HSPI\_HOST SPI1
- intr\_enable: Pointer to deliver interrupt enable

esp\_err\_t **spi\_set\_mode** (*spi\_host\_t host, spi\_mode\_t \*mode*)  
Set the SPI mode of operation.

#### Return

- ESP\_OK Success
- ESP\_ERR\_INVALID\_ARG Parameter error
- ESP\_FAIL spi has not been initialized yet

#### Parameters

- host: SPI peripheral number
  - CSPI\_HOST SPI0
  - HSPI\_HOST SPI1
- mode: Pointer to deliver working mode

esp\_err\_t **spi\_get\_dummy** (*spi\_host\_t host, uint16\_t \*bitlen*)  
Get SPI dummy bitlen.

#### Return

- ESP\_OK Success
- ESP\_ERR\_INVALID\_ARG Parameter error
- ESP\_FAIL spi has not been initialized yet

#### Parameters

- `host`: SPI peripheral number
  - `CSPI_HOST` SPI0
  - `HSPI_HOST` SPI1
- `bitlen`: Pointer to accept dummy bitlen

`esp_err_t spi_set_dummy` (*spi\_host\_t host, uint16\_t \*bitlen*)  
Set SPI dummy bitlen.

#### Return

- `ESP_OK` Success
- `ESP_ERR_INVALID_ARG` Parameter error
- `ESP_FAIL` spi has not been initialized yet

#### Parameters

- `host`: SPI peripheral number
  - `CSPI_HOST` SPI0
  - `HSPI_HOST` SPI1
- `bitlen`: Pointer to deliver dummy bitlen

`esp_err_t spi_set_interface` (*spi\_host\_t host, spi\_interface\_t \*interface*)  
Set SPI bus interface configuration.

#### Return

- `ESP_OK` Success
- `ESP_ERR_INVALID_ARG` Parameter error
- `ESP_FAIL` spi has not been initialized yet

#### Parameters

- `host`: SPI peripheral number
  - `CSPI_HOST` SPI0
  - `HSPI_HOST` SPI1
- `interface`: Pointer to deliver bus interface configuration

`esp_err_t spi_set_event_callback` (*spi\_host\_t host, spi\_event\_callback\_t \*event\_cb*)  
Set the SPI event callback function.

**Note** This `event_cb` will be called from an ISR. So there is a stack size limit (configurable as “ISR stack size” in `menuconfig`). This limit is smaller compared to a global SPI interrupt handler due to the additional level of indirection.

#### Return

- `ESP_OK` Success
- `ESP_ERR_INVALID_ARG` Parameter error
- `ESP_FAIL` spi has not been initialized yet

#### Parameters



- `host`: SPI peripheral number
  - `CSPI_HOST` SPI0
  - `HSPI_HOST` SPI1
- `event_cb`: Pointer to deliver event callback function

`esp_err_t spi_slave_get_status` (*spi\_host\_t* host, `uint32_t *status`)  
Get SPI slave `wr_status` register.

#### Return

- `ESP_OK` Success
- `ESP_ERR_INVALID_ARG` Parameter error
- `ESP_FAIL` spi has not been initialized yet

#### Parameters

- `host`: SPI peripheral number
  - `CSPI_HOST` SPI0
  - `HSPI_HOST` SPI1
- `status`: Pointer to accept `wr_status` register

`esp_err_t spi_slave_set_status` (*spi\_host\_t* host, `uint32_t *status`)  
Set SPI slave `rd_status` register.

#### Return

- `ESP_OK` Success
- `ESP_ERR_INVALID_ARG` Parameter error
- `ESP_FAIL` spi has not been initialized yet

#### Parameters

- `host`: SPI peripheral number
  - `CSPI_HOST` SPI0
  - `HSPI_HOST` SPI1
- `status`: Pointer to deliver `rd_status` register

`esp_err_t spi_trans` (*spi\_host\_t* host, *spi\_trans\_t \*trans*)  
SPI data transfer function.

**Note** If the bit of the corresponding phase in the transmission parameter is 0, its data will not work. For example: `trans.bits.cmd = 0`, `cmd` will not be transmitted

#### Return

- `ESP_OK` Success
- `ESP_ERR_INVALID_ARG` Parameter error
- `ESP_FAIL` spi has not been initialized yet

#### Parameters

- `host`: SPI peripheral number
  - `CSPI_HOST` SPI0
  - `HSPI_HOST` SPI1
- `trans`: Pointer to transmission parameter structure

`esp_err_t spi_deinit` (*spi\_host\_t host*)  
Deinit the spi.

### Return

- `ESP_OK` Success
- `ESP_FAIL` spi has not been initialized yet

### Parameters

- `host`: SPI peripheral number
  - `CSPI_HOST` SPI0
  - `HSPI_HOST` SPI1

`esp_err_t spi_init` (*spi\_host\_t host, spi\_config\_t \*config*)  
Initialize the spi.

**Note** SPI0 has been used by FLASH and cannot be used by the user temporarily.

### Return

- `ESP_OK` Success
- `ESP_ERR_NO_MEM` malloc fail
- `ESP_FAIL` spi has been initialized

### Parameters

- `host`: SPI peripheral number
  - `CSPI_HOST` SPI0
  - `HSPI_HOST` SPI1
- `config`: Pointer to deliver initialize configuration parameter

## Unions

`union spi_intr_enable_t`  
*#include <spi.h>* SPI interrupt enable union type definition.

### Public Members

`uint32_t read_buffer`  
configure interrupt to enable reading

`uint32_t write_buffer`  
configure interrupt to enable writing

```

uint32_t read_status
    configurate interrupt to enable reading status

uint32_t write_status
    configurate interrupt to enable writing status

uint32_t trans_done
    configurate interrupt to enable transmission done

uint32_t reserved5
    reserved

struct spi_intr_enable_t::[anonymous] [anonymous]
    not filled

uint32_t val
    union fill

```

### **union spi\_interface\_t**

*#include <spi.h>* SPI bus interface parameter union type definition.

#### **Public Members**

```

uint32_t cpol
    Clock Polarity

uint32_t cpha
    Clock Phase

uint32_t bit_tx_order
    Tx bit order

uint32_t bit_rx_order
    Rx bit order

uint32_t byte_tx_order
    Tx byte order

uint32_t byte_rx_order
    Rx byte order

uint32_t mosi_en
    MOSI line enable

uint32_t miso_en
    MISO line enable

uint32_t cs_en
    CS line enable

uint32_t reserved9
    reserved

struct spi_interface_t::[anonymous] [anonymous]
    not filled

uint32_t val
    union fill

```

## Structures

### **struct spi\_trans\_t**

SPI transmission parameter structure type definition.

#### **Public Members**

**uint16\_t \*cmd**

SPI transmission command

**uint32\_t \*addr**

SPI transmission address

**uint32\_t \*mosi**

SPI transmission MOSI buffer, in order to improve the transmission efficiency, it is recommended that the external incoming data is (uint32\_t \*) type data, do not use other type data.

**uint32\_t \*miso**

SPI transmission MISO buffer, in order to improve the transmission efficiency, it is recommended that the external incoming data is (uint32\_t \*) type data, do not use other type data.

**uint32\_t cmd**

SPI transmission command bits

**uint32\_t addr**

SPI transmission address bits

**uint32\_t mosi**

SPI transmission MOSI buffer bits

**uint32\_t miso**

SPI transmission MISO buffer bits

**uint32\_t val**

union fill

**union spi\_trans\_t::[anonymous] bits**

SPI transmission packet members' bits

### **struct spi\_config\_t**

SPI initialization parameter structure type definition.

#### **Public Members**

**spi\_interface\_t interface**

SPI bus interface

**spi\_intr\_enable\_t intr\_enable**

check if enable SPI interrupt

**spi\_event\_callback\_t event\_cb**

SPI interrupt event callback

**spi\_mode\_t mode**

SPI mode

**spi\_clk\_div\_t clk\_div**

SPI clock divider

## Macros

`SPI_NUM_MAX`  
`SPI_CPOL_LOW`  
`SPI_CPOL_HIGH`  
`SPI_CPHA_LOW`  
`SPI_CPHA_HIGH`  
`SPI_BIT_ORDER_MSB_FIRST`  
`SPI_BIT_ORDER_LSB_FIRST`  
`SPI_BYTE_ORDER_MSB_FIRST`  
`SPI_BYTE_ORDER_LSB_FIRST`  
`SPI_DEFAULT_INTERFACE`  
`SPI_MASTER_DEFAULT_INTR_ENABLE`  
`SPI_SLAVE_DEFAULT_INTR_ENABLE`  
`SPI_INIT_EVENT`  
`SPI_TRANS_START_EVENT`  
`SPI_TRANS_DONE_EVENT`  
`SPI_DEINIT_EVENT`  
`SPI_MASTER_WRITE_DATA_TO_SLAVE_CMD`  
`SPI_MASTER_READ_DATA_FROM_SLAVE_CMD`  
`SPI_MASTER_WRITE_STATUS_TO_SLAVE_CMD`  
`SPI_MASTER_READ_STATUS_FROM_SLAVE_CMD`  
`SPI_SLV_RD_BUF_DONE`  
`SPI_SLV_WR_BUF_DONE`  
`SPI_SLV_RD_STA_DONE`  
`SPI_SLV_WR_STA_DONE`  
`SPI_TRANS_DONE`

## Type Definitions

```
typedef void (*spi_event_callback_t) (int event, void *arg)
```

## Enumerations

```
enum spi_host_t  
    SPI peripheral enumeration.
```

**Note** ESP8266 has two hardware SPI, CSPI and HSPI. Currently, HSPI can be used arbitrarily.

*Values:*

`CSPI_HOST = 0`

`HSPI_HOST`

**enum spi\_clk\_div\_t**

SPI clock division factor enumeration.

*Values:*

`SPI_2MHz_DIV = 40`

`SPI_4MHz_DIV = 20`

`SPI_5MHz_DIV = 16`

`SPI_8MHz_DIV = 10`

`SPI_10MHz_DIV = 8`

`SPI_16MHz_DIV = 5`

`SPI_20MHz_DIV = 4`

`SPI_40MHz_DIV = 2`

`SPI_80MHz_DIV = 1`

**enum spi\_mode\_t**

SPI working mode enumeration.

*Values:*

`SPI_MASTER_MODE`

`SPI_SLAVE_MODE`

## 2.1.5 PWM

### API Reference

#### Header File

- `esp8266/include/driver/pwm.h`

#### Functions

`esp_err_t pwm_init (uint32_t period, uint32_t *duties, uint8_t channel_num, const uint32_t *pin_num)`

PWM function initialization, including GPIO, frequency and duty cycle.

#### Return

- `ESP_OK` Success
- `ESP_ERR_INVALID_ARG` Parameter error
- `ESP_FAIL` Init error

#### Parameters

- `period`: PWM period, unit: us. e.g. For 1KHz PWM, period is 1000 us. Do not set the period below 20us.
- `duties`: duty cycle of each channels.

- `channel_num`: PWM channel number, maximum is 8
- `pin_num`: GPIO number of PWM channel

`esp_err_t pwm_deinit` (void)  
PWM function uninstall.

#### Return

- ESP\_OK Success
- ESP\_FAIL Init error

`esp_err_t pwm_set_duty` (uint8\_t *channel\_num*, uint32\_t *duty*)

Set the duty cycle of a PWM channel. Set the time that high level or low(if you invert the output of this channel) signal will last, the duty cycle cannot exceed the period.

**Note** After set configuration, `pwm_start` needs to be called to take effect.

#### Return

- ESP\_OK Success
- ESP\_ERR\_INVALID\_ARG Parameter error

#### Parameters

- `channel_num`: PWM channel number the `channel_num` cannot exceed the value initialized by `pwm_init`.
- `duty`: duty cycle

`esp_err_t pwm_get_duty` (uint8\_t *channel\_num*, uint32\_t \**duty\_p*)  
Get the duty cycle of a PWM channel.

#### Return

- ESP\_OK Success
- ESP\_ERR\_INVALID\_ARG Parameter error

#### Parameters

- `channel_num`: PWM channel number the `channel_num` cannot exceed the value initialized by `pwm_init`.
- `duty_p`: pointer saves the address of the specified channel duty cycle

`esp_err_t pwm_set_period` (uint32\_t *period*)  
Set PWM period, unit: us.

**Note** After set configuration, `pwm_start` needs to be called to take effect.

#### Return

- ESP\_OK Success
- ESP\_ERR\_INVALID\_ARG Parameter error

#### Parameters

- `period`: PWM period, unit: us For example, for 1KHz PWM, period is 1000. Do not set the period below 20us.

`esp_err_t pwm_get_period (uint32_t *period_p)`  
Get PWM period, unit: us.

### Return

- ESP\_OK Success
- ESP\_ERR\_INVALID\_ARG Parameter error

### Parameters

- `period_p`: pointer saves the address of the period

`esp_err_t pwm_start (void)`  
Starts PWM.

**Note** This function needs to be called after PWM configuration is changed.

### Return

- ESP\_OK Success
- ESP\_ERR\_INVALID\_ARG Parameter error

`esp_err_t pwm_stop (uint32_t stop_level_mask)`  
Stop all PWM channel. Stop PWM and set the output of each channel to the specified level. Calling `pwm_start` can re-start PWM output.

### Return

- ESP\_OK Success
- ESP\_ERR\_INVALID\_ARG Parameter error

### Parameters

- `stop_level_mask`: Out put level after PWM is stoped e.g. We initialize 8 channels, if `stop_level_mask = 0x0f`, channel 0,1,2 and 3 will output high level, and channel 4,5,6 and 7 will output low level.

`esp_err_t pwm_set_duties (uint32_t *duties)`  
Set the duty cycle of all channels.

**Note** After set configuration, `pwm_start` needs to be called to take effect.

### Return

- ESP\_OK Success
- ESP\_ERR\_INVALID\_ARG Parameter error

### Parameters

- `duties`: An array that store the duty cycle of each channel, the array elements number needs to be the same as the number of channels.

`esp_err_t pwm_set_phase (uint8_t channel_num, float phase)`  
Set the phase of a PWM channel.

**Note** After set configuration, `pwm_start` needs to be called to take effect.

### Return



- ESP\_OK Success
- ESP\_ERR\_INVALID\_ARG Parameter error

**Parameters**

- `channel_num`: PWM channel number the `channel_num` cannot exceed the value initialized by `pwm_init`.
- `phase`: The phase of this PWM channel, the phase range is (-180 ~ 180].

`esp_err_t pwm_set_phases` (float \**phases*)  
Set the phase of all channels.

**Note** After set configuration, `pwm_start` needs to be called to take effect.

**Return**

- ESP\_OK Success
- ESP\_ERR\_INVALID\_ARG Parameter error

**Parameters**

- `phases`: An array that store the phase of each channel, the array elements number needs to be the same as the number of channels.

`esp_err_t pwm_get_phase` (uint8\_t *channel\_num*, float \**phase\_p*)  
Get the phase of a PWM channel.

**Return**

- ESP\_OK Success
- ESP\_ERR\_INVALID\_ARG Parameter error

**Parameters**

- `channel_num`: PWM channel number the `channel_num` cannot exceed the value initialized by `pwm_init`.
- `phase_p`: pointer saves the address of the specified channel phase

`esp_err_t pwm_set_period_duties` (uint32\_t *period*, uint32\_t \**duties*)  
Set PWM period and duty of each PWM channel.

**Note** After set configuration, `pwm_start` needs to be called to take effect.

**Return**

- ESP\_OK Success
- ESP\_ERR\_INVALID\_ARG Parameter error

**Parameters**

- `period`: PWM period, unit: us For example, for 1KHz PWM, period is 1000.
- `duties`: An array that store the duty cycle of each channel, the array elements number needs to be the same as the number of channels.

`esp_err_t pwm_set_channel_invert` (uint16\_t *channel\_mask*)  
Set the inverting output PWM channel.

**Note** After set configuration, `pwm_start` needs to be called to take effect.

**Return**

- ESP\_OK Success
- ESP\_ERR\_INVALID\_ARG Parameter error

**Parameters**

- `channel_mask`: The channel bitmask that used to invert the output e.g. We initialize 8 channels, if `channel_mask = 0x0f`, channels 0, 1, 2 and 3 will invert the output.

`esp_err_t pwm_clear_channel_invert (uint16_t channel_mask)`

Clear the inverting output PWM channel. This function only works for the PWM channel that is already in the inverted output states.

**Note** After set configuration, `pwm_start` needs to be called to take effect.

**Return**

- ESP\_OK Success
- ESP\_ERR\_INVALID\_ARG Parameter error

**Parameters**

- `channel_mask`: The channel bitmask that need to clear e.g. The outputs of channels 0, 1, 2 and 3 are already in inverted state. If `channel_mask = 0x07`, the output of channel 0, 1, and 2 will return to normal, the channel 3 will keep inverting output.

## 2.1.6 UART

### API Reference

#### Header File

- `esp8266/include/driver/uart.h`

#### Functions

`esp_err_t uart_set_word_length (uart_port_t uart_num, uart_word_length_t data_bit)`

Set UART data bits.

**Return**

- ESP\_OK success
- ESP\_ERR\_INVALID\_ARG Parameter error

**Parameters**

- `uart_num`: Uart port number.
- `data_bit`: Uart data bits.

`esp_err_t uart_get_word_length (uart_port_t uart_num, uart_word_length_t *data_bit)`

Get UART data bits.

**Return**

- ESP\_OK success
- ESP\_ERR\_INVALID\_ARG Parameter error

**Parameters**

- `uart_num`: Uart port number.
- `data_bit`: Pointer to accept value of UART data bits.

`esp_err_t uart_set_stop_bits (uart_port_t uart_num, uart_stop_bits_t stop_bits)`  
Set UART stop bits.

**Return**

- ESP\_OK success
- ESP\_ERR\_INVALID\_ARG Parameter error

**Parameters**

- `uart_num`: Uart port number
- `stop_bits`: Uart stop bits

`esp_err_t uart_get_stop_bits (uart_port_t uart_num, uart_stop_bits_t *stop_bits)`  
Get UART stop bits.

**Return**

- ESP\_OK success
- ESP\_ERR\_INVALID\_ARG Parameter error

**Parameters**

- `uart_num`: Uart port number.
- `stop_bits`: Pointer to accept value of UART stop bits.

`esp_err_t uart_set_parity (uart_port_t uart_num, uart_parity_t parity_mode)`  
Set UART parity mode.

**Return**

- ESP\_OK success
- ESP\_ERR\_INVALID\_ARG Parameter error

**Parameters**

- `uart_num`: Uart port number.
- `parity_mode`: The enum of uart parity configuration.

`esp_err_t uart_get_parity (uart_port_t uart_num, uart_parity_t *parity_mode)`  
Get UART parity mode.

**Return**

- ESP\_OK success
- ESP\_ERR\_INVALID\_ARG Parameter error

**Parameters**

- `uart_num`: Uart port number
- `parity_mode`: Pointer to accept value of UART parity mode.

`esp_err_t uart_set_baudrate (uart_port_t uart_num, uint32_t baudrate)`  
Set UART baud rate.

**Return**

- `ESP_OK` success
- `ESP_ERR_INVALID_ARG` Parameter error

**Parameters**

- `uart_num`: Uart port number
- `baudrate`: UART baud rate.

`esp_err_t uart_get_baudrate (uart_port_t uart_num, uint32_t *baudrate)`  
Get UART baud rate.

**Return**

- `ESP_OK` success
- `ESP_ERR_INVALID_ARG` Parameter error

**Parameters**

- `uart_num`: Uart port number.
- `baudrate`: Pointer to accept value of Uart baud rate.

`esp_err_t uart_set_line_inverse (uart_port_t uart_num, uint32_t inverse_mask)`  
Set UART line inverse mode.

**Return**

- `ESP_OK` success
- `ESP_ERR_INVALID_ARG` Parameter error

**Parameters**

- `uart_num`: `UART_NUM_0`
- `inverse_mask`: Choose the wires that need to be inverted. `Inverse_mask` should be chosen from `UART_INVERSE_RXD` / `UART_INVERSE_TXD` / `UART_INVERSE_RTS` / `UART_INVERSE_CTS`, combined with OR operation.

`esp_err_t uart_set_hw_flow_ctrl (uart_port_t uart_num, uart_hw_flowcontrol_t flow_ctrl, uint8_t rx_thresh)`  
Configure Hardware flow control.

**Return**

- `ESP_OK` success
- `ESP_ERR_INVALID_ARG` Parameter error

**Parameters**

- `uart_num`: Uart port number.
- `flow_ctrl`: Hardware flow control mode.
- `rx_thresh`: Threshold of Hardware flow control.

`esp_err_t uart_get_hw_flow_ctrl (uart_port_t uart_num, uart_hw_flowcontrol_t *flow_ctrl)`  
Get hardware flow control mode.

#### Return

- `ESP_OK` Success, result will be put in (`*flow_ctrl`)
- `ESP_ERR_INVALID_ARG` Parameter error

#### Parameters

- `uart_num`: Uart port number.
- `flow_ctrl`: Option for different flow control mode.

`esp_err_t uart_enable_swap (void)`  
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.

#### Return

- `ESP_OK` Success

`esp_err_t uart_disable_swap (void)`  
Disable UART0 swap. Use the original UART0, not MTCK and MTDO.

#### Return

- `ESP_OK` Success

`esp_err_t uart_clear_intr_status (uart_port_t uart_num, uint32_t mask)`  
Clear uart interrupts status.

#### Return

- `ESP_OK` success
- `ESP_ERR_INVALID_ARG` Parameter error

#### Parameters

- `uart_num`: Uart port number.
- `mask`: Uart interrupt bits mask.

`esp_err_t uart_enable_intr_mask (uart_port_t uart_num, uint32_t enable_mask)`  
Set UART interrupt enable.

#### Return

- `ESP_OK` Success
- `ESP_ERR_INVALID_ARG` Parameter error

#### Parameters

- `uart_num`: Uart port number

- `enable_mask`: Bit mask of the enable bits. The bit mask should be composed from the fields of register `UART_INT_ENA_REG`.

`esp_err_t uart_disable_intr_mask (uart_port_t uart_num, uint32_t disable_mask)`

Clear UART interrupt enable bits.

**Return**

- `ESP_OK` Success
- `ESP_ERR_INVALID_ARG` Parameter error

**Parameters**

- `uart_num`: Uart port number
- `disable_mask`: Bit mask of the disable bits. The bit mask should be composed from the fields of register `UART_INT_ENA_REG`.

`esp_err_t uart_enable_rx_intr (uart_port_t uart_num)`

Enable UART RX interrupt (`RX_FULL` & `RX_TIMEOUT` INTERRUPT)

**Return**

- `ESP_OK` Success
- `ESP_ERR_INVALID_ARG` Parameter error

**Parameters**

- `uart_num`: `UART_NUM_0`

`esp_err_t uart_disable_rx_intr (uart_port_t uart_num)`

Disable UART RX interrupt (`RX_FULL` & `RX_TIMEOUT` INTERRUPT)

**Return**

- `ESP_OK` Success
- `ESP_ERR_INVALID_ARG` Parameter error

**Parameters**

- `uart_num`: `UART_NUM_0`

`esp_err_t uart_disable_tx_intr (uart_port_t uart_num)`

Disable UART TX interrupt (`TX_FULL` & `TX_TIMEOUT` INTERRUPT)

**Return**

- `ESP_OK` Success
- `ESP_ERR_INVALID_ARG` Parameter error

**Parameters**

- `uart_num`: `UART_NUM_0`

`esp_err_t uart_enable_tx_intr (uart_port_t uart_num, int enable, int thresh)`

Enable UART TX interrupt (`TX_FULL` & `TX_TIMEOUT` INTERRUPT)

**Return**

- ESP\_OK Success
- ESP\_ERR\_INVALID\_ARG Parameter error

**Parameters**

- `uart_num`: UART\_NUM\_0
- `enable`: 1: enable; 0: disable
- `thresh`: Threshold of TX interrupt, 0 ~ UART\_FIFO\_LEN

`esp_err_t uart_isr_register (uart_port_t uart_num, void (*fn)) void *`  
 , void \*arg Register UART interrupt handler (ISR).

**Return**

- ESP\_OK Success
- ESP\_ERR\_INVALID\_ARG Parameter error

**Parameters**

- `uart_num`: UART\_NUM\_0
- `fn`: Interrupt handler function.
- `arg`: parameter for handler function

`esp_err_t uart_param_config (uart_port_t uart_num, uart_config_t *uart_conf)`  
 Config Common parameters of serial ports.

**Return**

- ESP\_OK success
- ESP\_ERR\_INVALID\_ARG Parameter error

**Parameters**

- `uart_num`: Uart port number.
- `uart_conf`: Uart config parameters.

`esp_err_t uart_intr_config (uart_port_t uart_num, uart_intr_config_t *uart_intr_conf)`  
 Config types of uarts.

**Return**

- ESP\_OK success
- ESP\_ERR\_INVALID\_ARG Parameter error

**Parameters**

- `uart_num`: Uart port number.
- `uart_intr_conf`: Uart interrupt config parameters.

`esp_err_t uart_driver_install (uart_port_t uart_num, int rx_buffer_size, int tx_buffer_size, int queue_size, QueueHandle_t *uart_queue, int no_use)`

Install UART driver.

**Note** `Rx_buffer_size` should be greater than `UART_FIFO_LEN`. `Tx_buffer_size` should be either zero or greater than `UART_FIFO_LEN`.

**Return**

- ESP\_OK Success
- ESP\_ERR\_INVALID\_ARG Parameter error

**Parameters**

- `uart_num`: Uart port number.
- `rx_buffer_size`: UART RX ring buffer size.
- `tx_buffer_size`: UART TX ring buffer size. If set to zero, driver will not use TX buffer, TX function will block task until all data have been sent out.
- `queue_size`: UART event queue size/depth.
- `uart_queue`: UART event queue handle (out param). On success, a new queue handle is written here to provide access to UART events. If set to NULL, driver will not use an event queue.
- `no_use`: Invalid parameters, just to fit some modules.

`esp_err_t uart_driver_delete (uart_port_t uart_num)`  
Uninstall UART driver.

**Return**

- ESP\_OK Success
- ESP\_ERR\_INVALID\_ARG Parameter error

**Parameters**

- `uart_num`: Uart port number.

`esp_err_t uart_wait_tx_done (uart_port_t uart_num, TickType_t ticks_to_wait)`  
Waiting for the last byte of data to be sent.

**Return**

- ESP\_OK Success
- ESP\_ERR\_INVALID\_ARG Parameter error

**Parameters**

- `uart_num`: Uart port number.
- `ticks_to_wait`: Timeout, count in RTOS ticks

`int uart_tx_chars (uart_port_t uart_num, const char *buffer, uint32_t len)`  
Send data to the UART port from a given buffer and length.

This function will not wait for enough space in TX FIFO. It will just fill the available TX FIFO and return when the FIFO is full.

**Note** This function should only be used when UART TX buffer is not enabled.

**Return**

- (-1) Parameter error
- OTHERS (>=0) The number of bytes pushed to the TX FIFO

**Parameters**



- `uart_num`: Uart port number.
- `buffer`: data buffer address
- `len`: data length to send

int **uart\_write\_bytes** (*uart\_port\_t* `uart_num`, const char \*`src`, size\_t `size`)

Send data to the UART port from a given buffer and length,.

If the UART driver's parameter 'tx\_buffer\_size' is set to zero: This function will not return until all the data have been sent out, or at least pushed into TX FIFO.

Otherwise, if the 'tx\_buffer\_size' > 0, this function will return after copying all the data to tx ring buffer, UART ISR will then move data from the ring buffer to TX FIFO gradually.

#### Return

- (-1) Parameter error
- OTHERS (>=0) The number of bytes pushed to the TX FIFO

#### Parameters

- `uart_num`: Uart port number.
- `src`: data buffer address
- `size`: data length to send

int **uart\_read\_bytes** (*uart\_port\_t* `uart_num`, uint8\_t \*`buf`, uint32\_t `length`, TickType\_t `ticks_to_wait`)

UART read bytes from UART buffer.

#### Return

- (-1) Error
- OTHERS (>=0) The number of bytes read from UART FIFO

#### Parameters

- `uart_num`: Uart port number.
- `buf`: pointer to the buffer.
- `length`: data length
- `ticks_to_wait`: sTimeout, count in RTOS ticks

esp\_err\_t **uart\_flush** (*uart\_port\_t* `uart_num`)

Alias of `uart_flush_input`. UART ring buffer flush. This will discard all data in the UART RX buffer.

**Note** Instead of waiting the data sent out, this function will clear UART rx buffer. In order to send all the data in tx FIFO, we can use `uart_wait_tx_done` function.

#### Return

- ESP\_OK Success
- ESP\_ERR\_INVALID\_ARG Parameter error

#### Parameters

- `uart_num`: UART port number.

`esp_err_t uart_flush_input (uart_port_t uart_num)`  
Clear input buffer, discard all the data is in the ring-buffer.

**Note** In order to send all the data in tx FIFO, we can use `uart_wait_tx_done` function.

**Return**

- ESP\_OK Success
- ESP\_ERR\_INVALID\_ARG Parameter error

**Parameters**

- `uart_num`: UART port number.

`esp_err_t uart_get_buffered_data_len (uart_port_t uart_num, size_t *size)`  
UART get RX ring buffer cached data length.

**Return**

- ESP\_OK Success
- ESP\_ERR\_INVALID\_ARG Parameter error

**Parameters**

- `uart_num`: UART port number.
- `size`: Pointer of `size_t` to accept cached data length

`esp_err_t uart_set_rx_timeout (uart_port_t uart_num, const uint8_t tout_thresh)`  
UART set threshold timeout for TOUT feature.

**Return**

- ESP\_OK Success
- ESP\_ERR\_INVALID\_ARG Parameter error

**Parameters**

- `uart_num`: Uart number to configure
- `tout_thresh`: This parameter defines timeout threshold in uart symbol periods. The maximum value of threshold is 126. `tout_thresh = 1`, defines TOUT interrupt timeout equal to transmission time of one symbol (~11 bit) on current baudrate. If the time is expired the `UART_RXFIFO_TOUT_INT` interrupt is triggered. If `tout_thresh == 0`, the TOUT feature is disabled.

`bool uart_is_driver_installed (uart_port_t uart_num)`  
Checks whether the driver is installed or not.

**Return**

- true driver is installed
- false driver is not installed

**Parameters**

- `uart_num`: UART port number, the max port number is `(UART_NUM_MAX - 1)`.

## Structures

### **struct uart\_config\_t**

UART configuration parameters for `uart_param_config` function.

#### **Public Members**

**int baud\_rate**

UART baud rate

*uart\_word\_length\_t* **data\_bits**

UART byte size

*uart\_parity\_t* **parity**

UART parity mode

*uart\_stop\_bits\_t* **stop\_bits**

UART stop bits

*uart\_hw\_flowcontrol\_t* **flow\_ctrl**

UART HW flow control mode (cts/rts)

**uint8\_t rx\_flow\_ctrl\_thresh**

UART HW RTS threshold

### **struct uart\_intr\_config\_t**

UART interrupt configuration parameters for `uart_intr_config` function.

#### **Public Members**

**uint32\_t intr\_enable\_mask**

UART interrupt enable mask, choose from `UART_XXXX_INT_ENA_M` under `UART_INT_ENA_REG(i)`, connect with bit-or operator

**uint8\_t rx\_timeout\_thresh**

UART timeout interrupt threshold (unit: time of sending one byte)

**uint8\_t txfifo\_empty\_intr\_thresh**

UART TX empty interrupt threshold.

**uint8\_t rxfifo\_full\_thresh**

UART RX full interrupt threshold.

### **struct uart\_event\_t**

Event structure used in UART event queue.

#### **Public Members**

*uart\_event\_type\_t* **type**

UART event type

**size\_t size**

UART data size for `UART_DATA` event

## Macros

- UART\_FIFO\_LEN**  
Length of the hardware FIFO buffers
- UART\_INTR\_MASK**  
Mask of all UART interrupts
- UART\_LINE\_INV\_MASK**  
TBD
- UART\_INVERSE\_DISABLE**  
Disable UART signal inverse
- UART\_INVERSE\_RXD**  
UART RXD input inverse
- UART\_INVERSE\_CTS**  
UART CTS input inverse
- UART\_INVERSE\_TXD**  
UART TXD output inverse
- UART\_INVERSE\_RTS**  
UART RTS output inverse

## Enumerations

- enum uart\_mode\_t**  
UART mode selection.
- Values:*
- UART\_MODE\_UART** = 0x00  
mode: regular UART mode
- enum uart\_word\_length\_t**  
UART word length constants.
- Values:*
- UART\_DATA\_5\_BITS** = 0x0  
word length: 5bits
- UART\_DATA\_6\_BITS** = 0x1  
word length: 6bits
- UART\_DATA\_7\_BITS** = 0x2  
word length: 7bits
- UART\_DATA\_8\_BITS** = 0x3  
word length: 8bits
- UART\_DATA\_BITS\_MAX** = 0x4
- enum uart\_stop\_bits\_t**  
UART stop bits number.
- Values:*
- UART\_STOP\_BITS\_1** = 0x1  
stop bit: 1bit

**UART\_STOP\_BITS\_1\_5** = 0x2

stop bit: 1.5bits

**UART\_STOP\_BITS\_2** = 0x3

stop bit: 2bits

**UART\_STOP\_BITS\_MAX** = 0x4

**enum uart\_port\_t**

UART peripheral number.

*Values:*

**UART\_NUM\_0** = 0x0

**UART\_NUM\_1** = 0x1

**UART\_NUM\_MAX**

**enum uart\_parity\_t**

UART parity constants.

*Values:*

**UART\_PARITY\_DISABLE** = 0x0

Disable UART parity

**UART\_PARITY\_EVEN** = 0x2

Enable UART even parity

**UART\_PARITY\_ODD** = 0x3

Enable UART odd parity

**enum uart\_hw\_flowcontrol\_t**

UART hardware flow control modes.

*Values:*

**UART\_HW\_FLOWCTRL\_DISABLE** = 0x0

disable hardware flow control

**UART\_HW\_FLOWCTRL\_RTS** = 0x1

enable RX hardware flow control (rts)

**UART\_HW\_FLOWCTRL\_CTS** = 0x2

enable TX hardware flow control (cts)

**UART\_HW\_FLOWCTRL\_CTS\_RTS** = 0x3

enable hardware flow control

**UART\_HW\_FLOWCTRL\_MAX** = 0x4

**enum uart\_event\_type\_t**

UART event types used in the ring buffer.

*Values:*

**UART\_DATA**

UART data event

**UART\_BUFFER\_FULL**

UART RX buffer full event

**UART\_FIFO\_OVF**

UART FIFO overflow event

**UART\_FRAME\_ERR**  
UART RX frame error event

**UART\_PARITY\_ERR**  
UART RX parity event

**UART\_EVENT\_MAX**  
UART event max index

### 2.1.7 ADC

#### API Reference

##### Header File

- [esp8266/include/driver/adc.h](#)

##### Functions

`esp_err_t adc_read (uint16_t *data)`

Single measurement of TOUT(ADC) pin, unit : 1/1023 V or VDD pin, uint: 1 mV.

**Note** When measuring VDD pin voltage, the TOUT(ADC) pin must be left floating.

##### Return

- ESP\_OK Success
- ESP\_ERR\_INVALID\_ARG Parameter error
- ESP\_FAIL adc has not been initialized yet

##### Parameters

- data: Pointer to accept adc value.

`esp_err_t adc_read_fast (uint16_t *data, uint16_t len)`

Measure the input voltage of TOUT(ADC) pin, unit : 1/1023 V.

**Note** Wi-Fi and interrupts need to be turned off.

##### Return

- ESP\_OK Success
- ESP\_ERR\_INVALID\_ARG Parameter error
- ESP\_FAIL adc has not been initialized yet

##### Parameters

- data: Pointer to accept adc value. Input voltage of TOUT(ADC) pin, unit : 1/1023 V
- len: Receiving length of ADC value, range [1, 65535]

`esp_err_t adc_deinit ()`

Deinit the adc.

##### Return

- ESP\_OK Success
- ESP\_FAIL adc has not been initialized yet

`esp_err_t adc_init (adc_config_t *config)`  
Initialize the adc.

**Note** First modify menuconfig->Component config->PHY->vdd33\_const value, vdd33\_const provides ADC mode settings, i.e. selecting system voltage or external voltage measurements. When measuring system voltage, it must be set to 255. To read the external voltage on TOUT(ADC) pin, vdd33\_const need less than 255. When the ADC reference voltage is set to the actual VDD33 power supply voltage, the value range of vdd33\_const is [18,36], the unit is 0.1V. When the ADC reference voltage is set to the default value of 3.3V as the supply voltage, the range of vdd33\_const is [0, 18] or (36, 255).

#### Return

- ESP\_OK Success
- ESP\_ERR\_NO\_MEM malloc fail
- ESP\_ERR\_INVALID\_ARG Parameter error
- ESP\_FAIL adc has been initialized

#### Parameters

- config: Pointer to deliver initialize configuration parameter

## Structures

**struct adc\_config\_t**  
ADC initialization parameter structure type definition.

#### Public Members

*adc\_mode\_t* mode  
ADC mode

`uint8_t` clk\_div  
ADC sample collection clock=80M/clk\_div, range[8, 32]

## Enumerations

**enum adc\_mode\_t**  
ADC working mode enumeration.

*Values:*

**ADC\_READ\_TOUT\_MODE** = 0

**ADC\_READ\_VDD\_MODE**

**ADC\_READ\_MAX\_MODE**

## 2.1.8 Hardware Timer

### API Reference

#### Header File

- esp8266/include/driver/hw\_timer.h

#### Functions

`esp_err_t hw_timer_set_clkdiv(hw_timer_clkdiv_t clkdiv)`  
Set the frequency division coefficient of hardware timer.

##### Return

- ESP\_OK Success
- ESP\_ERR\_INVALID\_ARG Parameter error
- ESP\_FAIL hardware timer has been initialized

##### Parameters

- `clkdiv`: frequency division coefficient

`uint32_t hw_timer_get_clkdiv()`  
Get the frequency division coefficient of hardware timer.

##### Return

- 0 `TIMER_CLKDIV_1`
- 4 `TIMER_CLKDIV_16`
- 8 `TIMER_CLKDIV_256`

`esp_err_t hw_timer_set_intr_type(hw_timer_intr_type_t intr_type)`  
Set the interrupt type of hardware timer.

##### Return

- ESP\_OK Success
- ESP\_ERR\_INVALID\_ARG Parameter error
- ESP\_FAIL hardware timer has been initialized

##### Parameters

- `intr_type`: interrupt type

`uint32_t hw_timer_get_intr_type()`  
Get the interrupt type of hardware timer.

##### Return

- 0 `TIMER_EDGE_INT`
- 1 `TIMER_LEVEL_INT`



`esp_err_t hw_timer_set_reload` (bool *reload*)  
Enable hardware timer reload.

**Return**

- ESP\_OK Success
- ESP\_FAIL hardware timer has been initialized

**Parameters**

- *reload*: false, one-shot mode; true, reload mode

bool `hw_timer_get_reload` ()  
Get the hardware timer reload status.

**Return**

- true reload mode
- false one-shot mode

`esp_err_t hw_timer_enable` (bool *en*)  
Enable hardware timer.

**Return**

- ESP\_OK Success
- ESP\_FAIL hardware timer has been initialized

**Parameters**

- *en*: false, hardware timer disable; true, hardware timer enable

bool `hw_timer_get_enable` ()  
Get the hardware timer enable status.

**Return**

- true hardware timer has been enabled
- false hardware timer is not yet enabled

`esp_err_t hw_timer_set_load_data` (uint32\_t *load\_data*)  
Set the hardware timer load value.

**Return**

- ESP\_OK Success
- ESP\_ERR\_INVALID\_ARG Parameter error
- ESP\_FAIL hardware timer has been initialized

**Parameters**

- *load\_data*: hardware timer load value
  - FRC1 hardware timer, range : less than 0x1000000

uint32\_t `hw_timer_get_load_data` ()  
Get the hardware timer load value.

**Return** load value

`uint32_t hw_timer_get_count_data ()`  
Get the hardware timer count value.

**Return** count value

`esp_err_t hw_timer_deinit (void)`  
deinit the hardware timer

**Return**

- ESP\_OK Success
- ESP\_FAIL hardware timer has not been initialized yet

`esp_err_t hw_timer_init (hw_timer_callback_t callback, void *arg)`  
Initialize the hardware timer.

**Return**

- ESP\_OK Success
- ESP\_ERR\_INVALID\_ARG Parameter error
- ESP\_FAIL hardware timer has been initialized

**Parameters**

- `callback`: user hardware timer callback function
- `arg`: parameter for ISR handler

`esp_err_t hw_timer_alarm_us (uint32_t value, bool reload)`  
Set a trigger timer us delay to enable this timer.

**Return**

- ESP\_OK Success
- ESP\_ERR\_INVALID\_ARG Parameter error
- ESP\_FAIL hardware timer has not been initialized yet

**Parameters**

- `value`:
  - If reload is true, range : 50 ~ 0x199999
  - If reload is false, range : 10 ~ 0x199999
- `reload`: false, one-shot mode; true, reload mode.

`esp_err_t hw_timer_disarm (void)`  
disable this timer

**Return**

- ESP\_OK Success
- ESP\_FAIL hardware timer has not been initialized yet

## Macros

`TIMER_BASE_CLK`

## Type Definitions

```
typedef void (*hw_timer_callback_t)(void *arg)
```

## Enumerations

```
enum hw_timer_clkdiv_t
```

*Values:*

```
TIMER_CLKDIV_1 = 0
```

```
TIMER_CLKDIV_16 = 4
```

```
TIMER_CLKDIV_256 = 8
```

```
enum hw_timer_intr_type_t
```

*Values:*

```
TIMER_EDGE_INT = 0
```

```
TIMER_LEVEL_INT = 1
```

Example code for this API section is provided in [peripherals](#) directory of ESP-IDF examples.

## 2.2 Wi-Fi API

### 2.2.1 Wi-Fi

#### Introduction

The WiFi libraries provide support for configuring and monitoring the ESP8266 WiFi networking functionality. This includes configuration for:

- Station mode (aka STA mode or WiFi client mode). ESP8266 connects to an access point.
- AP mode (aka Soft-AP mode or Access Point mode). Stations connect to the ESP8266.
- Combined AP-STA mode (ESP8266 is concurrently an access point and a station connected to another access point).
- Various security modes for the above (WPA, WPA2, WEP, etc.)
- Scanning for access points (active & passive scanning).
- Promiscuous mode monitoring of IEEE802.11 WiFi packets.

#### Application Examples

See [wifi](#) directory of ESP8266\_RTOS\_SDK examples that contains the following applications:

- Simple application showing how to connect ESP8266 module to an Access Point - [template](#).

## API Reference

### Header File

- esp8266/include/esp\_wifi.h

### Functions

esp\_err\_t **esp\_wifi\_init** (const *wifi\_init\_config\_t* \*config)

Init WiFi Alloc resource for WiFi driver, such as WiFi control structure, RX/TX buffer, WiFi NVS structure etc, this WiFi also start WiFi task.

**Attention** 1. This API must be called before all other WiFi API can be called

**Attention** 2. Always use WIFI\_INIT\_CONFIG\_DEFAULT macro to init the config to default values, this can guarantee all the fields got correct value when more fields are added into *wifi\_init\_config\_t* in future release. If you want to set your own initial values, overwrite the default values which are set by WIFI\_INIT\_CONFIG\_DEFAULT, please be notified that the field 'magic' of *wifi\_init\_config\_t* should always be WIFI\_INIT\_CONFIG\_MAGIC!

#### Return

- ESP\_OK: succeed
- ESP\_ERR\_NO\_MEM: out of memory
- others: refer to error code esp\_err.h

#### Parameters

- config: pointer to WiFi init configuration structure; can point to a temporary variable.

esp\_err\_t **esp\_wifi\_deinit** (void)

Deinit WiFi Free all resource allocated in esp\_wifi\_init and stop WiFi task.

**Attention** 1. This API should be called if you want to remove WiFi driver from the system

**Return** ESP\_OK: succeed

esp\_err\_t **esp\_wifi\_set\_mode** (*wifi\_mode\_t* mode)

Set the WiFi operating mode.

Set the WiFi operating mode as station, soft-AP or station+soft-AP, The default mode is soft-AP mode.

#### Return

- ESP\_OK: succeed
- ESP\_ERR\_WIFI\_NOT\_INIT: WiFi is not initialized by esp\_wifi\_init
- ESP\_ERR\_INVALID\_ARG: invalid argument
- others: refer to error code in esp\_err.h

#### Parameters

- mode: WiFi operating mode

esp\_err\_t **esp\_wifi\_get\_mode** (*wifi\_mode\_t* \*mode)

Get current operating mode of WiFi.

**Return**

- ESP\_OK: succeed
- ESP\_ERR\_WIFI\_NOT\_INIT: WiFi is not initialized by esp\_wifi\_init
- ESP\_ERR\_INVALID\_ARG: invalid argument

**Parameters**

- mode: store current WiFi mode

esp\_err\_t **esp\_wifi\_start** (void)

Start WiFi according to current configuration. If mode is WIFI\_MODE\_STA, it create station control block and start station. If mode is WIFI\_MODE\_AP, it create soft-AP control block and start soft-AP. If mode is WIFI\_MODE\_APSTA, it create soft-AP and station control block and start soft-AP and station.

**Return**

- ESP\_OK: succeed
- ESP\_ERR\_WIFI\_NOT\_INIT: WiFi is not initialized by esp\_wifi\_init
- ESP\_ERR\_INVALID\_ARG: invalid argument
- ESP\_ERR\_NO\_MEM: out of memory
- ESP\_ERR\_WIFI\_CONN: WiFi internal error, station or soft-AP control block wrong
- ESP\_FAIL: other WiFi internal errors

esp\_err\_t **esp\_wifi\_stop** (void)

Stop WiFi. If mode is WIFI\_MODE\_STA, it stop station and free station control block. If mode is WIFI\_MODE\_AP, it stop soft-AP and free soft-AP control block. If mode is WIFI\_MODE\_APSTA, it stop station/soft-AP and free station/soft-AP control block.

**Return**

- ESP\_OK: succeed
- ESP\_ERR\_WIFI\_NOT\_INIT: WiFi is not initialized by esp\_wifi\_init

esp\_err\_t **esp\_wifi\_restore** (void)

Restore WiFi stack persistent settings to default values.

This function will reset settings made using the following APIs:

- esp\_wifi\_get\_auto\_connect,
- esp\_wifi\_set\_protocol,
- esp\_wifi\_set\_config related
- esp\_wifi\_set\_mode

**Return**

- ESP\_OK: succeed
- ESP\_ERR\_WIFI\_NOT\_INIT: WiFi is not initialized by esp\_wifi\_init

esp\_err\_t **esp\_wifi\_connect** (void)

Connect the ESP8266 WiFi station to the AP.

**Attention** 1. This API only impact WIFI\_MODE\_STA or WIFI\_MODE\_APSTA mode

**Attention** 2. If the ESP8266 is connected to an AP, call `esp_wifi_disconnect` to disconnect.

**Return**

- ESP\_OK: succeed
- ESP\_ERR\_WIFI\_NOT\_INIT: WiFi is not initialized by `esp_wifi_init`
- ESP\_ERR\_WIFI\_NOT\_START: WiFi is not started by `esp_wifi_start`
- ESP\_ERR\_WIFI\_CONN: WiFi internal error, station or soft-AP control block wrong
- ESP\_ERR\_WIFI\_SSID: SSID of AP which station connects is invalid

`esp_err_t esp_wifi_disconnect` (void)

Disconnect the ESP8266 WiFi station from the AP.

**Return**

- ESP\_OK: succeed
- ESP\_ERR\_WIFI\_NOT\_INIT: WiFi was not initialized by `esp_wifi_init`
- ESP\_ERR\_WIFI\_NOT\_STARTED: WiFi was not started by `esp_wifi_start`
- ESP\_FAIL: other WiFi internal errors

`esp_err_t esp_wifi_clear_fast_connect` (void)

Currently this API is just an stub API.

**Return**

- ESP\_OK: succeed
- others: fail

`esp_err_t esp_wifi_deauth_sta` (uint16\_t *aid*)

deauthenticate all stations or associated id equals to *aid*

**Return**

- ESP\_OK: succeed
- ESP\_ERR\_WIFI\_NOT\_INIT: WiFi is not initialized by `esp_wifi_init`
- ESP\_ERR\_WIFI\_NOT\_STARTED: WiFi was not started by `esp_wifi_start`
- ESP\_ERR\_INVALID\_ARG: invalid argument
- ESP\_ERR\_WIFI\_MODE: WiFi mode is wrong

**Parameters**

- *aid*: when *aid* is 0, deauthenticate all stations, otherwise deauthenticate station whose associated id is *aid*

`esp_err_t esp_wifi_scan_start` (const *wifi\_scan\_config\_t* \**config*, bool *block*)

Scan all available APs.

**Attention** If this API is called, the found APs are stored in WiFi driver dynamic allocated memory and the will be freed in `esp_wifi_scan_get_ap_records`, so generally, call `esp_wifi_scan_get_ap_records` to cause the memory to be freed once the scan is done

**Attention** The values of maximum active scan time and passive scan time per channel are limited to 1500 milliseconds. Values above 1500ms may cause station to disconnect from AP and are not recommended.

#### Return

- ESP\_OK: succeed
- ESP\_ERR\_WIFI\_NOT\_INIT: WiFi is not initialized by esp\_wifi\_init
- ESP\_ERR\_WIFI\_NOT\_STARTED: WiFi was not started by esp\_wifi\_start
- ESP\_ERR\_WIFI\_TIMEOUT: blocking scan is timeout
- others: refer to error code in esp\_err.h

#### Parameters

- config: configuration of scanning
- block: if block is true, this API will block the caller until the scan is done, otherwise it will return immediately

esp\_err\_t **esp\_wifi\_scan\_stop** (void)  
Stop the scan in process.

#### Return

- ESP\_OK: succeed
- ESP\_ERR\_WIFI\_NOT\_INIT: WiFi is not initialized by esp\_wifi\_init
- ESP\_ERR\_WIFI\_NOT\_STARTED: WiFi is not started by esp\_wifi\_start

esp\_err\_t **esp\_wifi\_scan\_get\_ap\_num** (uint16\_t \*number)  
Get number of APs found in last scan.

**Attention** This API can only be called when the scan is completed, otherwise it may get wrong value.

#### Return

- ESP\_OK: succeed
- ESP\_ERR\_WIFI\_NOT\_INIT: WiFi is not initialized by esp\_wifi\_init
- ESP\_ERR\_WIFI\_NOT\_STARTED: WiFi is not started by esp\_wifi\_start
- ESP\_ERR\_INVALID\_ARG: invalid argument

#### Parameters

- number: store number of APIs found in last scan

esp\_err\_t **esp\_wifi\_scan\_get\_ap\_records** (uint16\_t \*number, wifi\_ap\_record\_t \*ap\_records)  
Get AP list found in last scan.

#### Return

- ESP\_OK: succeed
- ESP\_ERR\_WIFI\_NOT\_INIT: WiFi is not initialized by esp\_wifi\_init
- ESP\_ERR\_WIFI\_NOT\_STARTED: WiFi is not started by esp\_wifi\_start
- ESP\_ERR\_INVALID\_ARG: invalid argument
- ESP\_ERR\_NO\_MEM: out of memory

**Parameters**

- `number`: As input param, it stores max AP number `ap_records` can hold. As output param, it receives the actual AP number this API returns.
- `ap_records`: `wifi_ap_record_t` array to hold the found APs

`esp_err_t esp_wifi_sta_get_ap_info (wifi_ap_record_t *ap_info)`  
Get information of AP which the ESP8266 station is associated with.

**Return**

- `ESP_OK`: succeed
- `ESP_ERR_WIFI_CONN`: The station interface don't initialized
- `ESP_ERR_WIFI_NOT_CONNECT`: The station is in disconnect status

**Parameters**

- `ap_info`: the `wifi_ap_record_t` to hold AP information sta can get the connected ap's phy mode info through the struct member `phy_11bphy_11gphy_11nphy_lr` in the `wifi_ap_record_t` struct. For example, `phy_11b = 1` imply that ap support 802.11b mode

`esp_err_t esp_wifi_set_ps (wifi_ps_type_t type)`  
Set current power save type.

**Attention** Default power save type is `WIFI_PS_NONE`.

**Return** `ESP_ERR_NOT_SUPPORTED`: not supported yet

**Parameters**

- `type`: power save type

`esp_err_t esp_wifi_get_ps (wifi_ps_type_t *type)`  
Get current power save type.

**Attention** Default power save type is `WIFI_PS_NONE`.

**Return** `ESP_ERR_NOT_SUPPORTED`: not supported yet

**Parameters**

- `type`: store current power save type

`esp_err_t esp_wifi_set_protocol (wifi_interface_t ifx, uint8_t protocol_bitmap)`  
Set protocol type of specified interface The default protocol is (`WIFI_PROTOCOL_11B|WIFI_PROTOCOL_11G`)

**Attention** Currently we only support 802.11b or 802.11bg or 802.11bgn mode

**Attention** Please call this API in `SYSTEM_EVENT_STA_START` event

**Return**

- `ESP_OK`: succeed
- `ESP_ERR_WIFI_NOT_INIT`: WiFi is not initialized by `esp_wifi_init`
- `ESP_ERR_WIFI_IF`: invalid interface
- others: refer to error codes in `esp_err.h`

**Parameters**



- `ifx`: interfaces
- `protocol_bitmap`: WiFi protocol bitmap

`esp_err_t esp_wifi_get_protocol` (*wifi\_interface\_t ifx*, *uint8\_t \*protocol\_bitmap*)  
Get the current protocol bitmap of the specified interface.

#### Return

- `ESP_OK`: succeed
- `ESP_ERR_WIFI_NOT_INIT`: WiFi is not initialized by `esp_wifi_init`
- `ESP_ERR_WIFI_IF`: invalid interface
- `ESP_ERR_INVALID_ARG`: invalid argument
- others: refer to error codes in `esp_err.h`

#### Parameters

- `ifx`: interface
- `protocol_bitmap`: store current WiFi protocol bitmap of interface `ifx`

`esp_err_t esp_wifi_set_bandwidth` (*wifi\_interface\_t ifx*, *wifi\_bandwidth\_t bw*)  
Set the bandwidth of ESP8266 specified interface.

**Attention** 1. API return false if try to configure an interface that is not enabled

**Attention** 2. `WIFI_BW_HT40` is supported only when the interface support 11N

#### Return

- `ESP_OK`: succeed
- `ESP_ERR_WIFI_NOT_INIT`: WiFi is not initialized by `esp_wifi_init`
- `ESP_ERR_WIFI_IF`: invalid interface
- `ESP_ERR_INVALID_ARG`: invalid argument
- others: refer to error codes in `esp_err.h`

#### Parameters

- `ifx`: interface to be configured
- `bw`: bandwidth

`esp_err_t esp_wifi_get_bandwidth` (*wifi\_interface\_t ifx*, *wifi\_bandwidth\_t \*bw*)  
Get the bandwidth of ESP8266 specified interface.

**Attention** 1. API return false if try to get a interface that is not enable

#### Return

- `ESP_OK`: succeed
- `ESP_ERR_WIFI_NOT_INIT`: WiFi is not initialized by `esp_wifi_init`
- `ESP_ERR_WIFI_IF`: invalid interface
- `ESP_ERR_INVALID_ARG`: invalid argument

#### Parameters

- `ifx`: interface to be configured
- `bw`: store bandwidth of interface `ifx`

`esp_err_t esp_wifi_set_channel` (`uint8_t primary`, `wifi_second_chan_t second`)  
Set primary/secondary channel of ESP8266.

**Attention** 1. This is a special API for sniffer

**Attention** 2. This API should be called after `esp_wifi_start()` or `esp_wifi_set_promiscuous()`

#### Return

- `ESP_OK`: succeed
- `ESP_ERR_WIFI_NOT_INIT`: WiFi is not initialized by `esp_wifi_init`
- `ESP_ERR_WIFI_IF`: invalid interface
- `ESP_ERR_INVALID_ARG`: invalid argument

#### Parameters

- `primary`: for HT20, `primary` is the channel number, for HT40, `primary` is the primary channel
- `second`: for HT20, `second` is ignored, for HT40, `second` is the second channel

`esp_err_t esp_wifi_get_channel` (`uint8_t *primary`, `wifi_second_chan_t *second`)  
Get the primary/secondary channel of ESP8266.

**Attention** 1. API return false if try to get a interface that is not enable

#### Return

- `ESP_OK`: succeed
- `ESP_ERR_WIFI_NOT_INIT`: WiFi is not initialized by `esp_wifi_init`
- `ESP_ERR_INVALID_ARG`: invalid argument

#### Parameters

- `primary`: store current primary channel
- `second`: store current second channel

`esp_err_t esp_wifi_set_country` (`const wifi_country_t *country`)  
configure country info

**Attention** 1. The default country is `{.cc="CN", .schan=1, .nchan=13, policy=WIFI_COUNTRY_POLICY_AUTO}`

**Attention** 2. When the country policy is `WIFI_COUNTRY_POLICY_AUTO`, the country info of the AP to which the station is connected is used. E.g. if the configured country info is `{.cc="USA", .schan=1, .nchan=11}` and the country info of the AP to which the station is connected is `{.cc="JP", .schan=1, .nchan=14}` then the country info that will be used is `{.cc="JP", .schan=1, .nchan=14}`. If the station disconnected from the AP the country info is set back back to the country info of the station automatically, `{.cc="USA", .schan=1, .nchan=11}` in the example.

**Attention** 3. When the country policy is `WIFI_COUNTRY_POLICY_MANUAL`, always use the configured country info.

**Attention** 4. When the country info is changed because of configuration or because the station connects to a different external AP, the country IE in probe response/beacon of the soft-AP is changed also.

**Attention** 5. The country configuration is not stored into flash

**Attention** 6. This API doesn't validate the per-country rules, it's up to the user to fill in all fields according to local regulations.

#### Return

- ESP\_OK: succeed
- ESP\_ERR\_WIFI\_NOT\_INIT: WiFi is not initialized by esp\_wifi\_init
- ESP\_ERR\_INVALID\_ARG: invalid argument

#### Parameters

- `country`: the configured country info

esp\_err\_t **esp\_wifi\_get\_country** (*wifi\_country\_t* \*country)  
get the current country info

#### Return

- ESP\_OK: succeed
- ESP\_ERR\_WIFI\_NOT\_INIT: WiFi is not initialized by esp\_wifi\_init
- ESP\_ERR\_INVALID\_ARG: invalid argument

#### Parameters

- `country`: country info

esp\_err\_t **esp\_wifi\_set\_mac** (*wifi\_interface\_t* ifx, const uint8\_t mac[6])  
Set MAC address of the ESP8266 WiFi station or the soft-AP interface.

**Attention** 1. This API can only be called when the interface is disabled

**Attention** 2. ESP8266 soft-AP and station have different MAC addresses, do not set them to be the same.

**Attention** 3. The bit 0 of the first byte of ESP8266 MAC address can not be 1. For example, the MAC address can set to be "1a:XX:XX:XX:XX:XX", but can not be "15:XX:XX:XX:XX:XX".

#### Return

- ESP\_OK: succeed
- ESP\_ERR\_WIFI\_NOT\_INIT: WiFi is not initialized by esp\_wifi\_init
- ESP\_ERR\_INVALID\_ARG: invalid argument
- ESP\_ERR\_WIFI\_IF: invalid interface
- ESP\_ERR\_WIFI\_MAC: invalid mac address
- ESP\_ERR\_WIFI\_MODE: WiFi mode is wrong
- others: refer to error codes in esp\_err.h

#### Parameters

- `ifx`: interface
- `mac`: the MAC address

esp\_err\_t **esp\_wifi\_get\_mac** (*wifi\_interface\_t* ifx, uint8\_t mac[6])  
Get mac of specified interface.

**Return**

- ESP\_OK: succeed
- ESP\_ERR\_WIFI\_NOT\_INIT: WiFi is not initialized by esp\_wifi\_init
- ESP\_ERR\_INVALID\_ARG: invalid argument
- ESP\_ERR\_WIFI\_IF: invalid interface

**Parameters**

- ifx: interface
- mac: store mac of the interface ifx

esp\_err\_t **esp\_wifi\_set\_promiscuous\_rx\_cb** (*wifi\_promiscuous\_cb\_t cb*)  
Register the RX callback function in the promiscuous mode.

Each time a packet is received, the registered callback function will be called.

**Return**

- ESP\_OK: succeed
- ESP\_ERR\_WIFI\_NOT\_INIT: WiFi is not initialized by esp\_wifi\_init

**Parameters**

- cb: callback

esp\_err\_t **esp\_wifi\_set\_promiscuous** (bool *en*)  
Enable the promiscuous mode.

**Return**

- ESP\_OK: succeed
- ESP\_ERR\_WIFI\_NOT\_INIT: WiFi is not initialized by esp\_wifi\_init

**Parameters**

- en: false - disable, true - enable

esp\_err\_t **esp\_wifi\_get\_promiscuous** (bool \**en*)  
Get the promiscuous mode.

**Return**

- ESP\_OK: succeed
- ESP\_ERR\_WIFI\_NOT\_INIT: WiFi is not initialized by esp\_wifi\_init
- ESP\_ERR\_INVALID\_ARG: invalid argument

**Parameters**

- en: store the current status of promiscuous mode

esp\_err\_t **esp\_wifi\_set\_promiscuous\_filter** (const *wifi\_promiscuous\_filter\_t \*filter*)  
Enable the promiscuous mode packet type filter.

**Note** The default filter is to filter all packets except WIFI\_PKT\_MISC

**Return**

- ESP\_OK: succeed
- ESP\_ERR\_WIFI\_NOT\_INIT: WiFi is not initialized by esp\_wifi\_init

#### Parameters

- *filter*: the packet type filtered in promiscuous mode.

esp\_err\_t **esp\_wifi\_get\_promiscuous\_filter** (*wifi\_promiscuous\_filter\_t \*filter*)  
Get the promiscuous filter.

#### Return

- ESP\_OK: succeed
- ESP\_ERR\_WIFI\_NOT\_INIT: WiFi is not initialized by esp\_wifi\_init
- ESP\_ERR\_INVALID\_ARG: invalid argument

#### Parameters

- *filter*: store the current status of promiscuous filter

esp\_err\_t **esp\_wifi\_set\_config** (*wifi\_interface\_t interface, wifi\_config\_t \*conf*)  
Set the configuration of the ESP8266 STA or AP.

**Attention** 1. This API can be called only when specified interface is enabled, otherwise, API fail

**Attention** 2. For station configuration, bssid\_set needs to be 0; and it needs to be 1 only when users need to check the MAC address of the AP.

**Attention** 3. ESP8266 is limited to only one channel, so when in the soft-AP+station mode, the soft-AP will adjust its channel automatically to be the same as the channel of the ESP8266 station.

#### Return

- ESP\_OK: succeed
- ESP\_ERR\_WIFI\_NOT\_INIT: WiFi is not initialized by esp\_wifi\_init
- ESP\_ERR\_INVALID\_ARG: invalid argument
- ESP\_ERR\_WIFI\_IF: invalid interface
- ESP\_ERR\_WIFI\_MODE: invalid mode
- ESP\_ERR\_WIFI\_PASSWORD: invalid password
- ESP\_ERR\_WIFI\_NVS: WiFi internal NVS error
- others: refer to the erro code in esp\_err.h

#### Parameters

- *interface*: interface
- *conf*: station or soft-AP configuration

esp\_err\_t **esp\_wifi\_set\_promiscuous\_ctrl\_filter** (**const** *wifi\_promiscuous\_filter\_t \*filter*)  
Enable subtype filter of the control packet in promiscuous mode.

**Note** The default filter is to filter none control packet.

#### Return

- ESP\_OK: succeed

- ESP\_ERR\_WIFI\_NOT\_INIT: WiFi is not initialized by esp\_wifi\_init

**Parameters**

- *filter*: the subtype of the control packet filtered in promiscuous mode.

esp\_err\_t **esp\_wifi\_get\_promiscuous\_ctrl\_filter** (*wifi\_promiscuous\_filter\_t \*filter*)

Get the subtype filter of the control packet in promiscuous mode.

**Return**

- ESP\_OK: succeed
- ESP\_ERR\_WIFI\_NOT\_INIT: WiFi is not initialized by esp\_wifi\_init
- ESP\_ERR\_WIFI\_ARG: invalid argument

**Parameters**

- *filter*: store the current status of subtype filter of the control packet in promiscuous mode

esp\_err\_t **esp\_wifi\_get\_config** (*wifi\_interface\_t interface, wifi\_config\_t \*conf*)

Get configuration of specified interface.

**Return**

- ESP\_OK: succeed
- ESP\_ERR\_WIFI\_NOT\_INIT: WiFi is not initialized by esp\_wifi\_init
- ESP\_ERR\_INVALID\_ARG: invalid argument
- ESP\_ERR\_WIFI\_IF: invalid interface

**Parameters**

- *interface*: interface
- *conf*: station or soft-AP configuration

esp\_err\_t **esp\_wifi\_ap\_get\_sta\_list** (*wifi\_sta\_list\_t \*sta*)

Get STAs associated with soft-AP.

**Attention** SSC only API

**Return**

- ESP\_OK: succeed
- ESP\_ERR\_WIFI\_NOT\_INIT: WiFi is not initialized by esp\_wifi\_init
- ESP\_ERR\_INVALID\_ARG: invalid argument
- ESP\_ERR\_WIFI\_MODE: WiFi mode is wrong
- ESP\_ERR\_WIFI\_CONN: WiFi internal error, the station/soft-AP control block is invalid

**Parameters**

- *sta*: station list ap can get the connected sta's phy mode info through the struct member phy\_11bphy\_11gphy\_11nphy\_lr in the *wifi\_sta\_info\_t* struct. For example, phy\_11b = 1 imply that sta support 802.11b mode

esp\_err\_t **esp\_wifi\_set\_storage** (*wifi\_storage\_t storage*)

Set the WiFi API configuration storage type.

**Attention** 1. The default value is WIFI\_STORAGE\_FLASH

**Return**

- ESP\_OK: succeed
- ESP\_ERR\_WIFI\_NOT\_INIT: WiFi is not initialized by esp\_wifi\_init
- ESP\_ERR\_INVALID\_ARG: invalid argument

**Parameters**

- storage: : storage type

esp\_err\_t **esp\_wifi\_set\_auto\_connect** (bool *en*)

Set auto connect The default value is true.

**Return**

- ESP\_OK: succeed
- ESP\_ERR\_WIFI\_NOT\_INIT: WiFi is not initialized by esp\_wifi\_init
- ESP\_ERR\_WIFI\_MODE: WiFi internal error, the station/soft-AP control block is invalid
- others: refer to error code in esp\_err.h

**Parameters**

- en: : true - enable auto connect / false - disable auto connect

esp\_err\_t **esp\_wifi\_get\_auto\_connect** (bool \**en*)

Get the auto connect flag.

**Return**

- ESP\_OK: succeed
- ESP\_ERR\_WIFI\_NOT\_INIT: WiFi is not initialized by esp\_wifi\_init
- ESP\_ERR\_INVALID\_ARG: invalid argument

**Parameters**

- en: store current auto connect configuration

esp\_err\_t **esp\_wifi\_set\_vendor\_ie** (bool *enable*, *wifi\_vendor\_ie\_type\_t* *type*, *wifi\_vendor\_ie\_id\_t* *idx*,  
const void \**vnd\_ie*)

Set 802.11 Vendor-Specific Information Element.

**Return**

- ESP\_OK: succeed
- ESP\_ERR\_WIFI\_NOT\_INIT: WiFi is not initialized by esp\_wifi\_init()
- ESP\_ERR\_INVALID\_ARG: Invalid argument, including if first byte of vnd\_ie is not WIFI\_VENDOR\_IE\_ELEMENT\_ID (0xDD) or second byte is an invalid length.
- ESP\_ERR\_NO\_MEM: Out of memory

**Parameters**

- enable: If true, specified IE is enabled. If false, specified IE is removed.
- type: Information Element type. Determines the frame type to associate with the IE.

- `idx`: Index to set or clear. Each IE type can be associated with up to two elements (indices 0 & 1).
- `vnd_ie`: Pointer to vendor specific element data. First 6 bytes should be a header with fields matching `vendor_ie_data_t`. If `enable` is false, this argument is ignored and can be NULL. Data does not need to remain valid after the function returns.

`esp_err_t esp_wifi_set_vendor_ie_cb` (`esp_vendor_ie_cb_t cb`, `void *ctx`)

Register Vendor-Specific Information Element monitoring callback.

#### Return

- `ESP_OK`: succeed
- `ESP_ERR_WIFI_NOT_INIT`: WiFi is not initialized by `esp_wifi_init`

#### Parameters

- `cb`: Callback function
- `ctx`: Context argument, passed to callback function.

`esp_err_t esp_wifi_set_max_tx_power` (`int8_t power`)

Set maximum WiFi transmitting power.

**Attention** Please Call this API after calling `esp_wifi_start()`

**Attention** WiFi transmitting power is divided to six levels in phy init data. Level0 represents highest transmitting power and level5 represents lowest transmitting power. Packets of different rates are transmitted in different powers according to the configuration in phy init data. This API only sets maximum WiFi transmitting power. If this API is called, the transmitting power of every packet will be less than or equal to the value set by this API. If this API is not called, the value of maximum transmitting power set in `phy_init_data.bin` or `menuconfig` (depend on whether to use phy init data in partition or not) will be used. Default value is level0. Values passed in `power` are mapped to transmit power levels as follows:

- [82, 127]: level0
- [78, 81]: level1
- [74, 77]: level2
- [68, 73]: level3
- [64, 67]: level4
- [56, 63]: level5
- [49, 55]: level5 - 2dBm
- [33, 48]: level5 - 6dBm
- [25, 32]: level5 - 8dBm
- [13, 24]: level5 - 11dBm
- [ 1, 12]: level5 - 14dBm
- [-128, 0]: level5 - 17.5dBm

#### Return

- `ESP_OK`: succeed
- `ESP_ERR_WIFI_NOT_INIT`: WiFi is not initialized by `esp_wifi_init`
- `ESP_ERR_WIFI_NOT_START`: WiFi is not started by `esp_wifi_start`



**Parameters**

- `power`: Maximum WiFi transmitting power.

void **esp\_wifi\_set\_max\_tx\_power\_via\_vdd33** (uint16\_t *vdd33*)  
Adjust RF Tx Power according to VDD33; unit : 1/1024 V.

**Attention** When TOUT pin is suspended, VDD33 can be got by `esp_wifi_get_vdd33`. When TOUT pin is wired to external circuitry, `esp_wifi_get_vdd33` can not be used.

**Attention** This api only worked when it is called, please call this api every day or hour according to power consumption.

**Parameters**

- `vdd33`: unit is 1/1024V, range [1900, 3300].

uint16\_t **esp\_wifi\_get\_vdd33** (void)  
Measure the power voltage of VDD3P3 pin 3 and 4; unit: 1/1024 V.

**Attention** `esp_wifi_get_vdd33` can only be called when TOUT pin is suspended.

**Attention** The 107th byte in `esp_init_data_default.bin` (0 ~ 127 bytes) is named as `vdd33_const`. When TOUT pin is suspended, `vdd33_const` must be set as 0xFF, which is 255.

**Attention** The return value of `esp_wifi_get_vdd33` may be different in different Wi-Fi modes, for example, in Modem-sleep mode or in normal Wi-Fi working mode.

**Return** the power voltage of vdd33 pin 3 and 4

esp\_err\_t **esp\_wifi\_get\_max\_tx\_power** (int8\_t \**power*)  
Get maximum WiFi transmitting power.

**Attention** This API gets maximum WiFi transmitting power. Values got from `power` are mapped to transmit power levels as follows:

- 78: 19.5dBm
- 76: 19dBm
- 74: 18.5dBm
- 68: 17dBm
- 60: 15dBm
- 52: 13dBm
- 44: 11dBm
- 34: 8.5dBm
- 28: 7dBm
- 20: 5dBm
- 8: 2dBm
- -4: -1dBm

**Return**

- `ESP_OK`: succeed
- `ESP_ERR_WIFI_NOT_INIT`: WiFi is not initialized by `esp_wifi_init`

- ESP\_ERR\_WIFI\_NOT\_START: WiFi is not started by esp\_wifi\_start
- ESP\_ERR\_INVALID\_ARG: invalid argument

**Parameters**

- power: Maximum WiFi transmitting power.

esp\_err\_t **esp\_wifi\_set\_event\_mask** (uint32\_t *mask*)

Set mask to enable or disable some WiFi events.

**Attention** 1. Mask can be created by logical OR of various WIFI\_EVENT\_MASK\_ constants. Events which have corresponding bit set in the mask will not be delivered to the system event handler.

**Attention** 2. Default WiFi event mask is WIFI\_EVENT\_MASK\_AP\_PROBEREQRECVED.

**Attention** 3. There may be lots of stations sending probe request data around. Don't unmask this event unless you need to receive probe request data.

**Return**

- ESP\_OK: succeed
- ESP\_ERR\_WIFI\_NOT\_INIT: WiFi is not initialized by esp\_wifi\_init

**Parameters**

- mask: WiFi event mask.

esp\_err\_t **esp\_wifi\_get\_event\_mask** (uint32\_t \**mask*)

Get mask of WiFi events.

**Return**

- ESP\_OK: succeed
- ESP\_ERR\_WIFI\_NOT\_INIT: WiFi is not initialized by esp\_wifi\_init
- ESP\_ERR\_WIFI\_ARG: invalid argument

**Parameters**

- mask: WiFi event mask.

esp\_err\_t **esp\_wifi\_80211\_tx** (*wifi\_interface\_t ifx*, const void \**buffer*, int *len*, bool *en\_sys\_seq*)

Send user-define 802.11 packets.

**Attention** 1. 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.

**Attention** 2. Duration area is invalid for user, it will be filled in SDK.

**Attention** 3. The rate of sending packet is same as the management packet which is the same as the system rate of sending packets.

**Attention** 4. 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.

**Return** ESP\_OK, succeed;

**Return** ESP\_FAIL, fail.

**Parameters**

- `ifx`: interface if the Wi-Fi mode is Station, the `ifx` should be `WIFI_IF_STA`. If the Wi-Fi mode is SoftAP, the `ifx` should be `WIFI_IF_AP`. If the Wi-Fi mode is Station+SoftAP, the `ifx` should be `WIFI_IF_STA` or `WIFI_IF_AP`. If the `ifx` is wrong, the API returns `ESP_ERR_WIFI_IF`.
- `buffer`: pointer of packet
- `len`: packet length
- `en_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.

`wifi_state_t esp_wifi_get_state` (void)

Operation system start check time and enter sleep.

**Note** This function is called by system, user should not call this

**Return**

- wifi state

`esp_err_t esp_wifi_set_rssi_threshold` (`int32_t rssi`)

Set RSSI threshold below which APP will get an event.

**Attention** This API needs to be called every time after `WIFI_EVENT_STA_BSS_RSSI_LOW` event is received.

**Return**

- `ESP_OK`: succeed
- `ESP_ERR_WIFI_NOT_INIT`: WiFi is not initialized by `esp_wifi_init`
- `ESP_ERR_WIFI_ARG`: invalid argument

**Parameters**

- `rssi`: threshold value in dbm between -100 to 0

`int64_t esp_wifi_get_tsf_time` (`wifi_interface_t interface`)

Get the TSF time In Station mode or SoftAP+Station mode if station is not connected or station doesn't receive at least one beacon after connected, will return 0.

**Attention** Enabling power save may cause the return value inaccurate, except WiFi modem sleep

**Return** 0 or the TSF time

**Parameters**

- `interface`: The interface whose `tsf_time` is to be retrieved.

`esp_err_t esp_wifi_set_inactive_time` (`wifi_interface_t ifx`, `uint16_t sec`)

Set the inactive time of the ESP32 STA or AP.

**Attention** 1. For Station, If the station does not receive a beacon frame from the connected SoftAP during the inactive time, disconnect from SoftAP. Default 6s.

**Attention** 2. For SoftAP, If the softAP doesn't receive any data from the connected STA during inactive time, the softAP will force deauth the STA. Default is 300s.

**Attention** 3. The inactive time configuration is not stored into flash

**Return**

- ESP\_OK: succeed
- ESP\_ERR\_WIFI\_NOT\_INIT: WiFi is not initialized by esp\_wifi\_init
- ESP\_ERR\_WIFI\_NOT\_STARTED: WiFi is not started by esp\_wifi\_start
- ESP\_ERR\_WIFI\_ARG: invalid argument, For Station, if sec is less than 3. For SoftAP, if sec is less than 10.

**Parameters**

- *ifx*: interface to be configured.
- *sec*: Inactive time. Unit seconds.

esp\_err\_t **esp\_wifi\_get\_inactive\_time** (*wifi\_interface\_t ifx*, uint16\_t \**sec*)  
 Get inactive time of specified interface.

**Return**

- ESP\_OK: succeed
- ESP\_ERR\_WIFI\_NOT\_INIT: WiFi is not initialized by esp\_wifi\_init
- ESP\_ERR\_WIFI\_ARG: invalid argument

**Parameters**

- *ifx*: Interface to be configured.
- *sec*: Inactive time. Unit seconds.

**Structures**

**struct wifi\_init\_config\_t**  
 WiFi stack configuration parameters passed to esp\_wifi\_init call.

**Public Members**

system\_event\_handler\_t **event\_handler**  
 WiFi event handler

void \***osi\_funcs**  
 WiFi OS functions

uint8\_t **qos\_enable**  
 WiFi QOS feature enable flag

uint8\_t **ampdu\_rx\_enable**  
 WiFi AMPDU RX feature enable flag

uint8\_t **rx\_ba\_win**  
 WiFi Block Ack RX window size

uint8\_t **rx\_ampdu\_buf\_num**  
 WiFi AMPDU RX buffer number

uint32\_t **rx\_ampdu\_buf\_len**  
 WiFi AMPDU RX buffer length

uint32\_t **rx\_max\_single\_pkt\_len**  
 WiFi RX max single packet size

**uint32\_t rx\_buf\_len**  
WiFi RX buffer size

**uint8\_t amsdu\_rx\_enable**  
WiFi AMSDU RX feature enable flag

**uint8\_t rx\_buf\_num**  
WiFi RX buffer number

**uint8\_t rx\_pkt\_num**  
WiFi RX packet number

**uint8\_t left\_continuous\_rx\_buf\_num**  
WiFi Rx left continuous rx buffer number

**uint8\_t tx\_buf\_num**  
WiFi TX buffer number

**uint8\_t nvs\_enable**  
WiFi NVS flash enable flag

**uint8\_t nano\_enable**  
Nano option for printf/scan family enable flag

**uint8\_t wpa3\_sae\_enable**  
WiFi WPA3 feature enable flag

**uint32\_t magic**  
WiFi init magic number, it should be the last field

## Macros

**ESP\_ERR\_WIFI\_NOT\_INIT**  
WiFi driver was not installed by esp\_wifi\_init

**ESP\_ERR\_WIFI\_NOT\_STARTED**  
WiFi driver was not started by esp\_wifi\_start

**ESP\_ERR\_WIFI\_NOT\_STOPPED**  
WiFi driver was not stopped by esp\_wifi\_stop

**ESP\_ERR\_WIFI\_IF**  
WiFi interface error

**ESP\_ERR\_WIFI\_MODE**  
WiFi mode error

**ESP\_ERR\_WIFI\_STATE**  
WiFi internal state error

**ESP\_ERR\_WIFI\_CONN**  
WiFi internal control block of station or soft-AP error

**ESP\_ERR\_WIFI\_NVS**  
WiFi internal NVS module error

**ESP\_ERR\_WIFI\_MAC**  
MAC address is invalid

**ESP\_ERR\_WIFI\_SSID**  
SSID is invalid

**ESP\_ERR\_WIFI\_PASSWORD**

Password is invalid

**ESP\_ERR\_WIFI\_TIMEOUT**

Timeout error

**ESP\_ERR\_WIFI\_WAKE\_FAIL**

WiFi is in sleep state(RF closed) and wakeup fail

**ESP\_ERR\_WIFI\_WOULD\_BLOCK**

The caller would block

**ESP\_ERR\_WIFI\_NOT\_CONNECT**

Station still in disconnect status

**ESP\_ERR\_WIFI\_PM\_MODE\_OPEN**

Wifi is in min/max modem sleep mode

**ESP\_ERR\_WIFI\_FPM\_MODE**

Have not enable fpm mode

**ESP\_WIFI\_PARAM\_USE\_NVS****WIFI\_AMPDU\_RX\_ENABLED****WIFI\_AMPDU\_RX\_BA\_WIN****WIFI\_RX\_MAX\_SINGLE\_PKT\_LEN****WIFI\_AMPDU\_RX\_AMPDU\_BUF\_LEN****WIFI\_AMPDU\_RX\_AMPDU\_BUF\_NUM****WIFI\_HW\_RX\_BUFFER\_LEN****WIFI\_QOS\_ENABLED****WIFI\_AMSDU\_RX\_ENABLED****WIFI\_NVS\_ENABLED****WIFI\_WPA3\_ENABLED****WIFI\_INIT\_CONFIG\_MAGIC****WIFI\_INIT\_CONFIG\_DEFAULT()**

### Type Definitions

```
typedef void (*wifi_promiscuous_cb_t) (void *buf, wifi_promiscuous_pkt_type_t type)
```

The RX callback function in the promiscuous mode. Each time a packet is received, the callback function will be called.

#### Parameters

- buf: Data received. Type of data in buffer (*wifi\_promiscuous\_pkt\_t* or *wifi\_pkt\_rx\_ctrl\_t*) indicated by 'type' parameter.
- type: promiscuous packet type.

```
typedef void (*esp_vendor_ie_cb_t) (void *ctx, wifi_vendor_ie_type_t type, const uint8_t sa[6],  
const vendor_ie_data_t *vnd_ie, int rssi)
```

Function signature for received Vendor-Specific Information Element callback.

### Parameters

- `ctx`: Context argument, as passed to `esp_wifi_set_vendor_ie_cb()` when registering callback.
- `type`: Information element type, based on frame type received.
- `sa`: Source 802.11 address.
- `vnd_ie`: Pointer to the vendor specific element data received.
- `rssi`: Received signal strength indication.

### Header File

- `esp8266/include/esp_wifi_types.h`

### Unions

#### **union wifi\_scan\_time\_t**

*#include <esp\_wifi\_types.h>* Aggregate of active & passive scan time per channel.

#### **Public Members**

##### *wifi\_active\_scan\_time\_t* **active**

active scan time per channel, units: millisecond.

##### `uint32_t` **passive**

passive scan time per channel, units: millisecond, values above 1500ms may cause station to disconnect from AP and are not recommended.

#### **union wifi\_config\_t**

*#include <esp\_wifi\_types.h>* Configuration data for ESP8266 AP or STA.

The usage of this union (for ap or sta configuration) is determined by the accompanying interface argument passed to `esp_wifi_set_config()` or `esp_wifi_get_config()`

#### **Public Members**

##### *wifi\_ap\_config\_t* **ap**

configuration of AP

##### *wifi\_sta\_config\_t* **sta**

configuration of STA

### Structures

#### **struct wifi\_country\_t**

Structure describing WiFi country-based regional restrictions.

### Public Members

char **cc**[3]  
country code string

uint8\_t **schan**  
start channel

uint8\_t **nchan**  
total channel number

int8\_t **max\_tx\_power**  
maximum tx power

*wifi\_country\_policy\_t* **policy**  
country policy

**struct wifi\_active\_scan\_time\_t**  
Range of active scan times per channel.

### Public Members

uint32\_t **min**  
minimum active scan time per channel, units: millisecond

uint32\_t **max**  
maximum active scan time per channel, units: millisecond, values above 1500ms may cause station to disconnect from AP and are not recommended.

**struct wifi\_scan\_config\_t**  
Parameters for an SSID scan.

### Public Members

uint8\_t \***ssid**  
SSID of AP

uint8\_t \***bssid**  
MAC address of AP

uint8\_t **channel**  
channel, scan the specific channel

bool **show\_hidden**  
enable to scan AP whose SSID is hidden

*wifi\_scan\_type\_t* **scan\_type**  
scan type, active or passive

*wifi\_scan\_time\_t* **scan\_time**  
scan time per channel

**struct wifi\_ap\_record\_t**  
Description of a WiFi AP.



**Public Members**

`uint8_t bssid[6]`  
MAC address of AP

`uint8_t ssid[33]`  
SSID of AP

`uint8_t primary`  
channel of AP

`wifi_second_chan_t second`  
secondary channel of AP

`int8_t rss`  
signal strength of AP

`int16_t freq_offset`  
frequency offset of AP

`wifi_auth_mode_t authmode`  
authmode of AP

`wifi_cipher_type_t pairwise_cipher`  
pairwise cipher of AP

`wifi_cipher_type_t group_cipher`  
group cipher of AP

`wifi_ant_t ant`  
antenna used to receive beacon from AP

`uint32_t phy_11b`  
bit: 0 flag to identify if 11b mode is enabled or not

`uint32_t phy_11g`  
bit: 1 flag to identify if 11g mode is enabled or not

`uint32_t phy_11n`  
bit: 2 flag to identify if 11n mode is enabled or not

`uint32_t phy_1r`  
bit: 3 flag to identify if low rate is enabled or not

`uint32_t wps`  
bit: 4 flag to identify if WPS is supported or not

`uint32_t reserved`  
bit: 5..31 reserved

`wifi_country_t country`  
country information of AP

`struct wifi_fast_scan_threshold_t`  
Structure describing parameters for a WiFi fast scan.

**Public Members**

`int8_t rss`  
The minimum rssi to accept in the fast scan mode

*wifi\_auth\_mode\_t* **authmode**

The weakest authmode to accept in the fast scan mode

**struct esp\_pm\_config\_t**

Wi-Fi Power management config for ESP8266.

Pass a pointer to this structure as an argument to esp\_wifi\_set\_pm\_config function.

### Public Members

uint8\_t **max\_bcn\_early\_ms**

max beacon early time(2~15ms), default 4ms.

uint8\_t **max\_bcn\_timeout\_ms**

max beacon timeout time(12~32ms), default 24ms.

uint8\_t **wait\_time**

wait time before close RF (10~100ms), default 20ms.

uint8\_t **wait\_tx\_cnt**

wait cnt after tx packet done(1~20), default 2, real time = wait\_tx\_cnt \* wait\_time.

uint8\_t **wait\_rx\_bdata\_cnt**

wait cnt after rx broadcast packet(1~100), default 2, real time = wait\_tx\_cnt \* wait\_time.

uint8\_t **wait\_rx\_udata\_cnt**

wait cnt after rx unicast packet(1~100), default 4, real time = wait\_tx\_cnt \* wait\_time.

bool **recv\_bdata**

Receive broadcast/multicast packet or not when WiFi in power save. default true(receive broadcast/multicast packet)

**struct esp\_pm\_config\_esp8266\_t**

Power management config for ESP8266.

Pass a pointer to this structure as an argument to esp\_pm\_configure function.

### Public Members

int **max\_freq\_mhz**

Not used in ESP8266

int **min\_freq\_mhz**

Not used in ESP8266

bool **light\_sleep\_enable**

Enter light sleep when no locks are taken

**struct wifi\_pmf\_config\_t**

Configuration structure for Protected Management Frame

### Public Members

bool **capable**

Advertizes support for Protected Management Frame. Device will prefer to connect in PMF mode if other device also advertizes PMF capability.

bool **required**

Advertizes that Protected Management Frame is required. Device will not associate to non-PMF capable devices.

**struct wifi\_ap\_config\_t**

Soft-AP configuration settings for the ESP8266.

### Public Members

uint8\_t **ssid**[32]

SSID of ESP8266 soft-AP

uint8\_t **password**[64]

Password of ESP8266 soft-AP

uint8\_t **ssid\_len**

Length of SSID. If softap\_config.ssid\_len==0, check the SSID until there is a termination character; otherwise, set the SSID length according to softap\_config.ssid\_len.

uint8\_t **channel**

Channel of ESP8266 soft-AP

*wifi\_auth\_mode\_t* **authmode**

Auth mode of ESP8266 soft-AP. Do not support AUTH\_WEP in soft-AP mode

uint8\_t **ssid\_hidden**

Broadcast SSID or not, default 0, broadcast the SSID

uint8\_t **max\_connection**

Max number of stations allowed to connect in, default 4, max 4

uint16\_t **beacon\_interval**

Beacon interval, 100 ~ 60000 ms, default 100 ms

**struct wifi\_sta\_config\_t**

STA configuration settings for the ESP8266.

### Public Members

uint8\_t **ssid**[32]

SSID of target AP

uint8\_t **password**[64]

password of target AP

*wifi\_scan\_method\_t* **scan\_method**

do all channel scan or fast scan

bool **bssid\_set**

whether set MAC address of target AP or not. Generally, station\_config.bssid\_set needs to be 0; and it needs to be 1 only when users need to check the MAC address of the AP.

uint8\_t **bssid**[6]

MAC address of target AP

uint8\_t **channel**

channel of target AP. Set to 1~13 to scan starting from the specified channel before connecting to AP. If the channel of AP is unknown, set it to 0.

**uint16\_t listen\_interval**

Listen interval for ESP8266 station to receive beacon when WIFI\_PS\_MAX\_MODEM is set. Units: AP beacon intervals. Defaults to 3 if set to 0.

**wifi\_sort\_method\_t sort\_method**

sort the connect AP in the list by rssi or security mode

**wifi\_fast\_scan\_threshold\_t threshold**

When scan\_method is set to WIFI\_FAST\_SCAN, only APs which have an auth mode that is more secure than the selected auth mode and a signal stronger than the minimum RSSI will be used.

**wifi\_pmf\_config\_t pmf\_cfg**

Configuration for Protected Management Frame. Will be advertized in RSN Capabilities in RSN IE.

**uint32\_t rm\_enabled**

Whether radio measurements are enabled for the connection

**uint32\_t btm\_enabled**

Whether BTM is enabled for the connection

**uint32\_t reserved**

Reserved for future feature set

**struct wifi\_sta\_info\_t**

Description of STA associated with AP.

**Public Members****uint8\_t mac[6]**

mac address

**uint32\_t phy\_11b**

bit: 0 flag to identify if 11b mode is enabled or not

**uint32\_t phy\_11g**

bit: 1 flag to identify if 11g mode is enabled or not

**uint32\_t phy\_11n**

bit: 2 flag to identify if 11n mode is enabled or not

**uint32\_t phy\_lr**

bit: 3 flag to identify if low rate is enabled or not

**uint32\_t reserved**

bit: 4..31 reserved

**struct wifi\_sta\_list\_t**

List of stations associated with the ESP8266 Soft-AP.

**Public Members****wifi\_sta\_info\_t sta[ESP\_WIFI\_MAX\_CONN\_NUM]**

station list

**int num**

number of stations in the list (other entries are invalid)

**struct vendor\_ie\_data\_t**

Vendor Information Element header.

The first bytes of the Information Element will match this header. Payload follows.

**Public Members**

`uint8_t element_id`  
Should be set to `WIFI_VENDOR_IE_ELEMENT_ID` (0xDD)

`uint8_t length`  
Length of all bytes in the element data following this field. Minimum 4.

`uint8_t vendor_oui[3]`  
Vendor identifier (OUI).

`uint8_t vendor_oui_type`  
Vendor-specific OUI type.

`uint8_t payload[0]`  
Payload. Length is equal to value in 'length' field, minus 4.

**struct wifi\_pkt\_rx\_ctrl\_t**

Received packet radio metadata header, this is the common header at the beginning of all promiscuous mode RX callback buffers.

**Public Members**

signed `rss_i`  
signal intensity of packet

unsigned `rate`  
data rate

unsigned `is_group`  
usually not used

unsigned `__pad0__`  
reserve

unsigned `sig_mode`  
0:is not 11n packet; 1:is 11n packet

unsigned `legacy_length`  
Length of 11bg mode packet

unsigned `damatch0`  
usually not used

unsigned `damatch1`  
usually not used

unsigned `bssidmatch0`  
usually not used

unsigned `bssidmatch1`  
usually not used

unsigned `mcs`  
if is 11n packet, shows the modulation(range from 0 to 76)

unsigned `cwb`  
if is 11n packet, shows if is HT40 packet or not

unsigned `HT_length`  
Length of 11n mode packet

unsigned **smoothing**  
 reserve

unsigned **not\_sounding**  
 reserve

unsigned **\_\_pad1\_\_**  
 reserve

unsigned **aggregation**  
 Aggregation

unsigned **stbc**  
 STBC

unsigned **fec\_coding**  
 Flag is set for 11n packets which are LDPC

unsigned **sgi**  
 SGI

unsigned **rxend\_state**  
 usually not used

unsigned **ampdu\_cnt**  
 ampdu cnt

unsigned **channel**  
 which channel this packet in

unsigned **\_\_pad2\_\_**  
 reserve

signed **noise\_floor**  
 usually not used

**struct wifi\_promiscuous\_pkt\_t**  
 Payload passed to ‘buf’ parameter of promiscuous mode RX callback.

### Public Members

*wifi\_pkt\_rx\_ctrl\_t* **rx\_ctrl**  
 metadata header

uint8\_t **payload**[0]  
 Data or management frame payload. Length of payload is min(112, (pkt->rx\_ctrl.sig\_mode ? pkt->rx\_ctrl.HT\_length : pkt->rx\_ctrl.legacy\_length)) Type of content determined by packet type argument of callback.

**struct wifi\_promiscuous\_filter\_t**  
 Mask for filtering different packet types in promiscuous mode.

### Public Members

uint32\_t **filter\_mask**  
 OR of one or more filter values WIFI\_PROMIS\_FILTER\_\*

**struct wifi\_tx\_status\_t**  
 WIFI hardware TX status.

**Public Members**

unsigned **wifi\_tx\_result**  
TX status code, described by “wifi\_tx\_result\_t”

unsigned **wifi\_tx\_src**  
TX status SRC

unsigned **wifi\_tx\_lrc**  
TX status LRC

unsigned **wifi\_tx\_rate**  
TX rate, described by “wifi\_tx\_rate\_t”

unsigned **unused**  
Resolved

**struct wifi\_event\_sta\_scan\_done\_t**  
Argument structure for WIFI\_EVENT\_SCAN\_DONE event

**Public Members**

uint32\_t **status**  
status of scanning APs: 0 — success, 1 - failure

uint8\_t **number**  
number of scan results

uint8\_t **scan\_id**  
scan sequence number, used for block scan

**struct wifi\_event\_sta\_connected\_t**  
Argument structure for WIFI\_EVENT\_STA\_CONNECTED event

**Public Members**

uint8\_t **ssid**[32]  
SSID of connected AP

uint8\_t **ssid\_len**  
SSID length of connected AP

uint8\_t **bssid**[6]  
BSSID of connected AP

uint8\_t **channel**  
channel of connected AP

*wifi\_auth\_mode\_t* **authmode**  
authentication mode used by AP

**struct wifi\_event\_sta\_authmode\_change\_t**  
Argument structure for WIFI\_EVENT\_STA\_AUTHMODE\_CHANGE event

**Public Members**

*wifi\_auth\_mode\_t* **old\_mode**  
the old auth mode of AP

*wifi\_auth\_mode\_t* **new\_mode**  
the new auth mode of AP

**struct wifi\_event\_sta\_wps\_er\_pin\_t**  
Argument structure for WIFI\_EVENT\_STA\_WPS\_ER\_PIN event

### Public Members

uint8\_t **pin\_code**[8]  
PIN code of station in enrollee mode

**struct wifi\_event\_ap\_staconnected\_t**  
Argument structure for WIFI\_EVENT\_AP\_STACONNECTED event

### Public Members

uint8\_t **mac**[6]  
MAC address of the station connected to soft-AP

uint8\_t **aid**  
the aid that soft-AP gives to the station connected to

**struct wifi\_event\_ap\_stadisconnected\_t**  
Argument structure for WIFI\_EVENT\_AP\_STADISCONNECTED event

### Public Members

uint8\_t **mac**[6]  
MAC address of the station disconnects to soft-AP

uint8\_t **aid**  
the aid that soft-AP gave to the station disconnects to

**struct wifi\_event\_ap\_probe\_req\_rx\_t**  
Argument structure for WIFI\_EVENT\_AP\_PROBEREQRECVED event

### Public Members

int **rssi**  
Received probe request signal strength

uint8\_t **mac**[6]  
MAC address of the station which send probe request

**struct wifi\_event\_sta\_disconnected\_t**  
Argument structure for WIFI\_EVENT\_STA\_DISCONNECTED event

### Public Members

uint8\_t **ssid**[32]  
SSID of disconnected AP

uint8\_t **ssid\_len**  
SSID length of disconnected AP



uint8\_t **bssid**[6]  
BSSID of disconnected AP

uint8\_t **reason**  
reason of disconnection

**struct wifi\_event\_bss\_rssi\_low\_t**  
Argument structure for WIFI\_EVENT\_STA\_BSS\_RSSI\_LOW event

### Public Members

int32\_t **rssi**  
RSSI value of bss

### Macros

**WIFI\_IF\_STA**

**WIFI\_IF\_AP**

**WIFI\_PS\_MODEM**

**WIFI\_PROTOCOL\_11B**

**WIFI\_PROTOCOL\_11G**

**WIFI\_PROTOCOL\_11N**

**WIFI\_PROTOCOL\_LR**

**ESP\_WIFI\_MAX\_CONN\_NUM**  
max number of stations which can connect to ESP8266 soft-AP

**WIFI\_VENDOR\_IE\_ELEMENT\_ID**

**WIFI\_PROMIS\_FILTER\_MASK\_ALL**  
filter all packets

**WIFI\_PROMIS\_FILTER\_MASK\_MGMT**  
filter the packets with type of WIFI\_PKT\_MGMT

**WIFI\_PROMIS\_FILTER\_MASK\_CTRL**  
filter the packets with type of WIFI\_PKT\_CTRL

**WIFI\_PROMIS\_FILTER\_MASK\_DATA**  
filter the packets with type of WIFI\_PKT\_DATA

**WIFI\_PROMIS\_FILTER\_MASK\_MISC**  
filter the packets with type of WIFI\_PKT\_MISC

**WIFI\_PROMIS\_CTRL\_FILTER\_MASK\_ALL**  
filter all control packets

**WIFI\_PROMIS\_CTRL\_FILTER\_MASK\_WRAPPER**  
filter the control packets with subtype of Control Wrapper

**WIFI\_PROMIS\_CTRL\_FILTER\_MASK\_BAR**  
filter the control packets with subtype of Block Ack Request

**WIFI\_PROMIS\_CTRL\_FILTER\_MASK\_BA**  
filter the control packets with subtype of Block Ack

**WIFI\_PROMIS\_CTRL\_FILTER\_MASK\_PSPOLL**  
filter the control packets with subtype of PS-Poll

**WIFI\_PROMIS\_CTRL\_FILTER\_MASK\_RTS**  
filter the control packets with subtype of RTS

**WIFI\_PROMIS\_CTRL\_FILTER\_MASK\_CTS**  
filter the control packets with subtype of CTS

**WIFI\_PROMIS\_CTRL\_FILTER\_MASK\_ACK**  
filter the control packets with subtype of ACK

**WIFI\_PROMIS\_CTRL\_FILTER\_MASK\_CFEND**  
filter the control packets with subtype of CF-END

**WIFI\_PROMIS\_CTRL\_FILTER\_MASK\_CFENDACK**  
filter the control packets with subtype of CF-END+CF-ACK

**WIFI\_EVENT\_MASK\_ALL**  
mask all WiFi events

**WIFI\_EVENT\_MASK\_NONE**  
mask none of the WiFi events

**WIFI\_EVENT\_MASK\_AP\_PROBEREQRECVED**  
mask SYSTEM\_EVENT\_AP\_PROBEREQRECVED event

**MAX\_SSID\_LEN**

**MAX\_PASSPHRASE\_LEN**

**MAX\_WPS\_AP\_CRED**

### Type Definitions

```
typedef esp_interface_t wifi_interface_t
```

### Enumerations

```
enum wifi_mode_t
```

*Values:*

**WIFI\_MODE\_NULL** = 0  
null mode

**WIFI\_MODE\_STA**  
WiFi station mode

**WIFI\_MODE\_AP**  
WiFi soft-AP mode

**WIFI\_MODE\_APSTA**  
WiFi station + soft-AP mode

**WIFI\_MODE\_MAX**

```
enum wifi_country_policy_t
```

*Values:*

**WIFI\_COUNTRY\_POLICY\_AUTO**  
Country policy is auto, use the country info of AP to which the station is connected

**WIFI\_COUNTRY\_POLICY\_MANUAL**

Country policy is manual, always use the configured country info

**enum wifi\_auth\_mode\_t**

*Values:*

**WIFI\_AUTH\_OPEN** = 0

authenticate mode : open

**WIFI\_AUTH\_WEP**

authenticate mode : WEP

**WIFI\_AUTH\_WPA\_PSK**

authenticate mode : WPA\_PSK

**WIFI\_AUTH\_WPA2\_PSK**

authenticate mode : WPA2\_PSK

**WIFI\_AUTH\_WPA\_WPA2\_PSK**

authenticate mode : WPA\_WPA2\_PSK

**WIFI\_AUTH\_WPA2\_ENTERPRISE**

authenticate mode : WPA2\_ENTERPRISE

**WIFI\_AUTH\_WPA3\_PSK**

authenticate mode : WPA3\_PSK

**WIFI\_AUTH\_WPA2\_WPA3\_PSK**

authenticate mode : WPA2\_WPA3\_PSK

**WIFI\_AUTH\_MAX**

**enum wifi\_err\_reason\_t**

*Values:*

**WIFI\_REASON\_UNSPECIFIED** = 1

**WIFI\_REASON\_AUTH\_EXPIRE** = 2

**WIFI\_REASON\_AUTH\_LEAVE** = 3

**WIFI\_REASON\_ASSOC\_EXPIRE** = 4

**WIFI\_REASON\_ASSOC\_TOOMANY** = 5

**WIFI\_REASON\_NOT\_AUTHED** = 6

**WIFI\_REASON\_NOT\_ASSOCED** = 7

**WIFI\_REASON\_ASSOC\_LEAVE** = 8

**WIFI\_REASON\_ASSOC\_NOT\_AUTHED** = 9

**WIFI\_REASON\_DISASSOC\_PWRCAP\_BAD** = 10

**WIFI\_REASON\_DISASSOC\_SUPCHAN\_BAD** = 11

**WIFI\_REASON\_IE\_INVALID** = 13

**WIFI\_REASON\_MIC\_FAILURE** = 14

**WIFI\_REASON\_4WAY\_HANDSHAKE\_TIMEOUT** = 15

**WIFI\_REASON\_GROUP\_KEY\_UPDATE\_TIMEOUT** = 16

**WIFI\_REASON\_IE\_IN\_4WAY\_DIFFERS** = 17

**WIFI\_REASON\_GROUP\_CIPHER\_INVALID** = 18

**WIFI\_REASON\_PAIRWISE\_CIPHER\_INVALID** = 19  
**WIFI\_REASON\_AKMP\_INVALID** = 20  
**WIFI\_REASON\_UNSUPP\_RSN\_IE\_VERSION** = 21  
**WIFI\_REASON\_INVALID\_RSN\_IE\_CAP** = 22  
**WIFI\_REASON\_802\_1X\_AUTH\_FAILED** = 23  
**WIFI\_REASON\_CIPHER\_SUITE\_REJECTED** = 24  
**WIFI\_REASON\_INVALID\_PMKID** = 53  
**WIFI\_REASON\_BEACON\_TIMEOUT** = 200  
**WIFI\_REASON\_NO\_AP\_FOUND** = 201  
**WIFI\_REASON\_AUTH\_FAIL** = 202  
**WIFI\_REASON\_ASSOC\_FAIL** = 203  
**WIFI\_REASON\_HANDSHAKE\_TIMEOUT** = 204  
**WIFI\_REASON\_CONNECTION\_FAIL** = 205  
**WIFI\_REASON\_AP\_TSF\_RESET** = 206  
**WIFI\_REASON\_BASIC\_RATE\_NOT\_SUPPORT** = 207

**enum wifi\_second\_chan\_t**

*Values:*

**WIFI\_SECOND\_CHAN\_NONE** = 0  
the channel width is HT20  
**WIFI\_SECOND\_CHAN\_ABOVE**  
the channel width is HT40 and the second channel is above the primary channel  
**WIFI\_SECOND\_CHAN\_BELOW**  
the channel width is HT40 and the second channel is below the primary channel

**enum wifi\_scan\_type\_t**

*Values:*

**WIFI\_SCAN\_TYPE\_ACTIVE** = 0  
active scan  
**WIFI\_SCAN\_TYPE\_PASSIVE**  
passive scan

**enum wifi\_cipher\_type\_t**

*Values:*

**WIFI\_CIPHER\_TYPE\_NONE** = 0  
the cipher type is none  
**WIFI\_CIPHER\_TYPE\_WEP40**  
the cipher type is WEP40  
**WIFI\_CIPHER\_TYPE\_WEP104**  
the cipher type is WEP104  
**WIFI\_CIPHER\_TYPE\_TKIP**  
the cipher type is TKIP

**WIFI\_CIPHER\_TYPE\_CCMP**

the cipher type is CCMP

**WIFI\_CIPHER\_TYPE\_TKIP\_CCMP**

the cipher type is TKIP and CCMP

**WIFI\_CIPHER\_TYPE\_AES\_CMAC128**

the cipher type is AES-CMAC-128

**WIFI\_CIPHER\_TYPE\_UNKNOWN**

the cipher type is unknown

**enum wifi\_ant\_t**

*Values:*

**WIFI\_ANT\_ANT0**

WiFi antenna 0

**WIFI\_ANT\_ANT1**

WiFi antenna 1

**WIFI\_ANT\_MAX**

Invalid WiFi antenna

**enum wifi\_scan\_method\_t**

*Values:*

**WIFI\_FAST\_SCAN = 0**

Do fast scan, scan will end after find SSID match AP

**WIFI\_ALL\_CHANNEL\_SCAN**

All channel scan, scan will end after scan all the channel

**enum wifi\_sort\_method\_t**

*Values:*

**WIFI\_CONNECT\_AP\_BY\_SIGNAL = 0**

Sort match AP in scan list by RSSI

**WIFI\_CONNECT\_AP\_BY\_SECURITY**

Sort match AP in scan list by security mode

**enum wifi\_state\_t**

*Values:*

**WIFI\_STATE\_DEINIT = 0**

**WIFI\_STATE\_INIT**

**WIFI\_STATE\_START**

**enum wifi\_ps\_type\_t**

*Values:*

**WIFI\_PS\_NONE**

No power save

**WIFI\_PS\_MIN\_MODEM**

Minimum modem power saving. In this mode, station wakes up to receive beacon every DTIM period

**WIFI\_PS\_MAX\_MODEM**

Maximum modem power saving. In this mode, interval to receive beacons is determined by the `listen_interval` parameter in `wifi_sta_config_t`. Attention: Using this option may cause ping failures. Not recommended

**enum wifi\_bandwidth\_t**

*Values:*

**WIFI\_BW\_HT20** = 1

**WIFI\_BW\_HT40**

**enum wifi\_storage\_t**

*Values:*

**WIFI\_STORAGE\_FLASH**

all configuration will store in both memory and flash

**WIFI\_STORAGE\_RAM**

all configuration will only store in the memory

**enum wifi\_vendor\_ie\_type\_t**

Vendor Information Element type.

Determines the frame type that the IE will be associated with.

*Values:*

**WIFI\_VND\_IE\_TYPE\_BEACON**

**WIFI\_VND\_IE\_TYPE\_PROBE\_REQ**

**WIFI\_VND\_IE\_TYPE\_PROBE\_RESP**

**WIFI\_VND\_IE\_TYPE\_ASSOC\_REQ**

**WIFI\_VND\_IE\_TYPE\_ASSOC\_RESP**

**enum wifi\_vendor\_ie\_id\_t**

Vendor Information Element index.

Each IE type can have up to two associated vendor ID elements.

*Values:*

**WIFI\_VND\_IE\_ID\_0**

**WIFI\_VND\_IE\_ID\_1**

**enum wifi\_promiscuous\_pkt\_type\_t**

Promiscuous frame type.

Passed to promiscuous mode RX callback to indicate the type of parameter in the buffer.

*Values:*

**WIFI\_PKT\_MGMT**

Management frame, indicates 'buf' argument is *wifi\_promiscuous\_pkt\_t*

**WIFI\_PKT\_CTRL**

Control frame, indicates 'buf' argument is *wifi\_promiscuous\_pkt\_t*

**WIFI\_PKT\_DATA**

Data frame, indicates 'buf' argument is *wifi\_promiscuous\_pkt\_t*

**WIFI\_PKT\_MISC**

Other type, such as MIMO etc. 'buf' argument is *wifi\_promiscuous\_pkt\_t* but the payload is zero length.

**enum wifi\_tx\_result\_t**

WIFI hardware TX result code.

*Values:*

```
TX_STATUS_SUCCESS = 1
TX_STATUS_SRC_EXCEED
TX_STATUS_LRC_EXCEED
TX_STATUS_DISCARD
```

```
enum wifi_tx_rate_t
WIFI hardware TX rate.
```

*Values:*

```
PHY_RATE_1_LONG
PHY_RATE_2_LONG
PHY_RATE_5_LONG
PHY_RATE_11_LONG
PHY_RATE_RESERVED
PHY_RATE_2_SHORT
PHY_RATE_5_SHORT
PHY_RATE_11_SHORT
PHY_RATE_48
PHY_RATE_24
PHY_RATE_12
PHY_RATE_6
PHY_RATE_54
PHY_RATE_36
PHY_RATE_18
PHY_RATE_9
```

```
enum wifi_event_t
WiFi event declarations
```

*Values:*

```
WIFI_EVENT_WIFI_READY = 0
WiFi ready

WIFI_EVENT_SCAN_DONE
finish scanning AP

WIFI_EVENT_STA_START
station start

WIFI_EVENT_STA_STOP
station stop

WIFI_EVENT_STA_CONNECTED
station connected to AP

WIFI_EVENT_STA_DISCONNECTED
station disconnected from AP
```

**WIFI\_EVENT\_STA\_AUTHMODE\_CHANGE**  
the auth mode of AP connected by station changed

**WIFI\_EVENT\_STA\_BSS\_RSSI\_LOW**  
AP's RSSI crossed configured threshold

**WIFI\_EVENT\_STA\_WPS\_ER\_SUCCESS**  
station wps succeeds in enrollee mode

**WIFI\_EVENT\_STA\_WPS\_ER\_FAILED**  
station wps fails in enrollee mode

**WIFI\_EVENT\_STA\_WPS\_ER\_TIMEOUT**  
station wps timeout in enrollee mode

**WIFI\_EVENT\_STA\_WPS\_ER\_PIN**  
station wps pin code in enrollee mode

**WIFI\_EVENT\_AP\_START**  
soft-AP start

**WIFI\_EVENT\_AP\_STOP**  
soft-AP stop

**WIFI\_EVENT\_AP\_STACONNECTED**  
a station connected to soft-AP

**WIFI\_EVENT\_AP\_STADISCONNECTED**  
a station disconnected from soft-AP

**WIFI\_EVENT\_AP\_PROBEREQRCVD**  
Receive probe request packet in soft-AP interface

**enum wifi\_event\_sta\_wps\_fail\_reason\_t**  
Argument structure for WIFI\_EVENT\_STA\_WPS\_ER\_FAILED event

*Values:*

**WPS\_FAIL\_REASON\_NORMAL = 0**  
WPS normal fail reason

**WPS\_FAIL\_REASON\_RECV\_M2D**  
WPS receive M2D frame

**WPS\_FAIL\_REASON\_MAX**

## 2.2.2 Smart Config

### API Reference

#### Header File

- esp8266/include/esp\_smartconfig.h

#### Functions

**const char \*esp\_smartconfig\_get\_version** (void)  
Get the version of SmartConfig.



**Return**

- SmartConfig version const char.

esp\_err\_t **esp\_smartconfig\_start** (const *smartconfig\_start\_config\_t* \*config)

Start SmartConfig, config ESP device to connect AP. You need to broadcast information by phone APP. Device sniffer special packets from the air that containing SSID and password of target AP.

**Attention** 1. This API can be called in station mode.

**Attention** 2. Can not call esp\_smartconfig\_start twice before it finish, please call esp\_smartconfig\_stop first.

**Return**

- ESP\_OK: succeed
- others: fail

**Parameters**

- config: pointer to smartconfig start configure structure

esp\_err\_t **esp\_smartconfig\_stop** (void)

Stop SmartConfig, free the buffer taken by esp\_smartconfig\_start.

**Attention** Whether connect to AP succeed or not, this API should be called to free memory taken by smartconfig\_start.

**Return**

- ESP\_OK: succeed
- others: fail

esp\_err\_t **esp\_esptouch\_set\_timeout** (uint8\_t *time\_s*)

Set timeout of SmartConfig process.

**Attention** Timing starts from SC\_STATUS\_FIND\_CHANNEL status. SmartConfig will restart if timeout.

**Return**

- ESP\_OK: succeed
- others: fail

**Parameters**

- time\_s: range 15s~255s, offset:45s.

esp\_err\_t **esp\_smartconfig\_set\_type** (*smartconfig\_type\_t* type)

Set protocol type of SmartConfig.

**Attention** If users need to set the SmartConfig type, please set it before calling esp\_smartconfig\_start.

**Return**

- ESP\_OK: succeed
- others: fail

**Parameters**

- type: Choose from the smartconfig\_type\_t.

`esp_err_t esp_smartconfig_fast_mode` (bool *enable*)  
Set mode of SmartConfig. default normal mode.

**Attention** 1. Please call it before API `esp_smartconfig_start`.

**Attention** 2. Fast mode have corresponding APP(phone).

**Attention** 3. Two mode is compatible.

### Return

- ESP\_OK: succeed
- others: fail

### Parameters

- `enable`: false-disable(default); true-enable;

`esp_err_t esp_smartconfig_get_rvd_data` (`uint8_t *rvd_data`, `uint8_t len`)  
Get reserved data of ESPTouch\_v2.

### Return

- ESP\_OK: succeed
- others: fail

### Parameters

- `rvd_data`: reserved data
- `len`: length of reserved data

## Structures

**struct smartconfig\_event\_got\_ssid\_pswd\_t**  
Argument structure for SC\_EVENT\_GOT\_SSID\_PSWD event

### Public Members

`uint8_t ssid[32]`  
SSID of the AP. Null terminated string.

`uint8_t password[64]`  
Password of the AP. Null terminated string.

bool `bssid_set`  
whether set MAC address of target AP or not.

`uint8_t bssid[6]`  
MAC address of target AP.

`smartconfig_type_t type`  
Type of smartconfig(ESPTouch or AirKiss).

`uint8_t token`  
Token from cellphone which is used to send ACK to cellphone.

`uint8_t cellphone_ip[4]`  
IP address of cellphone.

**struct smartconfig\_start\_config\_t**  
Configure structure for esp\_smartconfig\_start

### Public Members

bool **enable\_log**  
Enable smartconfig logs.

bool **esp\_touch\_v2\_enable\_crypt**  
Enable ESPTOUCH V2 crypt.

char \***esp\_touch\_v2\_key**  
ESPTOUCH V2 crypt key, len should be 16.

### Macros

**SMARTCONFIG\_START\_CONFIG\_DEFAULT()**

### Enumerations

**enum smartconfig\_type\_t**

*Values:*

**SC\_TYPE\_ESPTOUCH** = 0  
protocol: ESPTouch

**SC\_TYPE\_AIRKISS**  
protocol: AirKiss

**SC\_TYPE\_ESPTOUCH\_AIRKISS**  
protocol: ESPTouch and AirKiss

**SC\_TYPE\_ESPTOUCH\_V2**  
protocol: ESPTouch V2

**enum smartconfig\_event\_t**

Smartconfig event declarations

*Values:*

**SC\_EVENT\_SCAN\_DONE**  
ESP32 station smartconfig has finished to scan for APs

**SC\_EVENT\_FOUND\_CHANNEL**  
ESP32 station smartconfig has found the channel of the target AP

**SC\_EVENT\_GOT\_SSID\_PSWD**  
ESP32 station smartconfig got the SSID and password

**SC\_EVENT\_SEND\_ACK\_DONE**  
ESP32 station smartconfig has sent ACK to cellphone

Example code for this API section is provided in [wifi](#) directory of SDK examples.

## 2.3 TCP-IP API

### 2.3.1 TCPIP Adapter

#### API Reference

##### Header File

- `tcpip_adapter/include/tcpip_adapter.h`

##### Functions

void **tcpip\_adapter\_init** (void)

Initialize tcpip adapter.

This will initialize TCPIP stack inside.

esp\_err\_t **tcpip\_adapter\_start** (*tcpip\_adapter\_if\_t tcpip\_if*, uint8\_t \**mac*, *tcpip\_adapter\_ip\_info\_t \*ip\_info*)

Start the Wi-Fi station/AP interface with specific MAC and IP.

Station/AP interface will be initialized, connect WiFi stack with TCPIP stack.

**Return** ESP\_OK ESP\_ERR\_TCPIP\_ADAPTER\_INVALID\_PARAMS ESP\_ERR\_NO\_MEM

##### Parameters

- `tcpip_if`: Station/AP interface
- `mac`: set MAC address of this interface
- `ip_info`: set IP address of this interface

esp\_err\_t **tcpip\_adapter\_stop** (*tcpip\_adapter\_if\_t tcpip\_if*)

Stop an interface.

The interface will be cleanup in this API, if DHCP server/client are started, will be stopped.

**Return** ESP\_OK ESP\_ERR\_TCPIP\_ADAPTER\_INVALID\_PARAMS ESP\_ERR\_TCPIP\_ADAPTER\_IF\_NOT\_READY

##### Parameters

- `tcpip_if`: the interface which will be started

esp\_err\_t **tcpip\_adapter\_up** (*tcpip\_adapter\_if\_t tcpip\_if*)

Bring up an interface.

Only station interface need to be brought up, since station interface will be shut down when disconnect.

**Return** ESP\_OK ESP\_ERR\_TCPIP\_ADAPTER\_IF\_NOT\_READY

##### Parameters

- `tcpip_if`: the interface which will be up

esp\_err\_t **tcpip\_adapter\_down** (*tcpip\_adapter\_if\_t tcpip\_if*)

Shut down an interface.

Only station interface need to be shut down, since station interface will be brought up when connect.

**Return** ESP\_OK ESP\_ERR\_TCPIP\_ADAPTER\_IF\_NOT\_READY

**Parameters**

- `tcpip_if`: the interface which will be down

`esp_err_t tcpip_adapter_get_ip_info(tcpip_adapter_if_t tcpip_if, tcpip_adapter_ip_info_t *ip_info)`

Get interface's IP information.

There has an IP information copy in adapter library, if interface is up, get IP information from interface, otherwise get from copy.

**Return** ESP\_OK ESP\_ERR\_TCPIP\_ADAPTER\_INVALID\_PARAMS

**Parameters**

- `tcpip_if`: the interface which we want to get IP information
- `ip_info`: If successful, IP information will be returned in this argument.

`esp_err_t tcpip_adapter_set_ip_info(tcpip_adapter_if_t tcpip_if, tcpip_adapter_ip_info_t *ip_info)`

Set interface's IP information.

There has an IP information copy in adapter library, if interface is up, also set interface's IP. DHCP client/server should be stopped before set new IP information.

This function is mainly used for setting static IP.

**Return** ESP\_OK ESP\_ERR\_TCPIP\_ADAPTER\_INVALID\_PARAMS

**Parameters**

- `tcpip_if`: the interface which we want to set IP information
- `ip_info`: store the IP information which needs to be set to specified interface

`esp_err_t tcpip_adapter_set_dns_info(tcpip_adapter_if_t tcpip_if, tcpip_adapter_dns_type_t type, tcpip_adapter_dns_info_t *dns)`

Set DNS Server's information.

There has an DNS Server information copy in adapter library, set DNS Server for appointed interface and type.

1.In station mode, if dhcp client is enabled, then only the fallback DNS server can be set(TCPIP\_ADAPTER\_DNS\_FALLBACK). Fallback DNS server is only used if no DNS servers are set via DHCP. If dhcp client is disabled, then need to set main/backup dns server(TCPIP\_ADAPTER\_DNS\_MAIN, TCPIP\_ADAPTER\_DNS\_BACKUP).

2.In soft-AP mode, the DNS Server's main dns server offered to the station is the IP address of soft-AP, if the application don't want to use the IP address of soft-AP, they can set the main dns server.

This function is mainly used for setting static or Fallback DNS Server.

**Return**

- ESP\_OK on success
- ESP\_ERR\_TCPIP\_ADAPTER\_INVALID\_PARAMS invalid params

**Parameters**

- `tcpip_if`: the interface which we want to set DNS Server information

- `type`: the type of DNS Server, including `TCPIP_ADAPTER_DNS_MAIN`, `TCPIP_ADAPTER_DNS_BACKUP`, `TCPIP_ADAPTER_DNS_FALLBACK`
- `dns`: the DNS Server address to be set

`esp_err_t tcpip_adapter_get_dns_info` (*tcpip\_adapter\_if\_t* *tcpip\_if*, *tcpip\_adapter\_dns\_type\_t* *type*, *tcpip\_adapter\_dns\_info\_t* \**dns*)

Get DNS Server's information.

When set the DNS Server information successfully, can get the DNS Server's information via the appointed `tcpip_if` and `type`

This function is mainly used for getting DNS Server information.

**Return**

- `ESP_OK` on success
- `ESP_ERR_TCPIP_ADAPTER_INVALID_PARAMS` invalid params

**Parameters**

- `tcpip_if`: the interface which we want to get DNS Server information
- `type`: the type of DNS Server, including `TCPIP_ADAPTER_DNS_MAIN`, `TCPIP_ADAPTER_DNS_BACKUP`, `TCPIP_ADAPTER_DNS_FALLBACK`
- `dns`: the DNS Server address to be get

`esp_err_t tcpip_adapter_get_old_ip_info` (*tcpip\_adapter\_if\_t* *tcpip\_if*, *tcpip\_adapter\_ip\_info\_t* \**ip\_info*)

Get interface's old IP information.

When the interface successfully gets a valid IP from DHCP server or static configured, a copy of the IP information is set to the old IP information. When IP lost timer expires, the old IP information is reset to 0.

**Return** `ESP_OK` `ESP_ERR_TCPIP_ADAPTER_INVALID_PARAMS`

**Parameters**

- `tcpip_if`: the interface which we want to get old IP information
- `ip_info`: If successful, IP information will be returned in this argument.

`esp_err_t tcpip_adapter_set_old_ip_info` (*tcpip\_adapter\_if\_t* *tcpip\_if*, *tcpip\_adapter\_ip\_info\_t* \**ip\_info*)

Set interface's old IP information.

When the interface successfully gets a valid IP from DHCP server or static configured, a copy of the IP information is set to the old IP information. When IP lost timer expires, the old IP information is reset to 0.

**Return** `ESP_OK` `ESP_ERR_TCPIP_ADAPTER_INVALID_PARAMS`

**Parameters**

- `tcpip_if`: the interface which we want to set old IP information
- `ip_info`: store the IP information which needs to be set to specified interface

`esp_err_t tcpip_adapter_create_ip6_linklocal` (*tcpip\_adapter\_if\_t* *tcpip\_if*)  
create interface's linklocal IPv6 information

**Note** this function will create a linklocal IPv6 address about input interface, if this address status changed to preferred, will call event call back , notify user linklocal IPv6 address has been verified

**Return** ESP\_OK ESP\_ERR\_TCPIP\_ADAPTER\_INVALID\_PARAMS

**Parameters**

- `tcpip_if`: the interface which we want to set IP information

`esp_err_t tcpip_adapter_dhcps_get_status` (`tcpip_adapter_if_t` `tcpip_if`,  
`tcpip_adapter_dhcp_status_t *status`)

Get DHCP server's status.

**Return** ESP\_OK

**Parameters**

- `tcpip_if`: the interface which we will get status of DHCP server
- `status`: If successful, the status of DHCP server will be return in this argument.

`esp_err_t tcpip_adapter_dhcps_option` (`tcpip_adapter_option_mode_t` `opt_op`,  
`tcpip_adapter_option_id_t` `opt_id`, void `*opt_val`, `uint32_t`  
`opt_len`)

Set or Get DHCP server's option.

**Return** ESP\_OK ESP\_ERR\_TCPIP\_ADAPTER\_INVALID\_PARAMS ESP\_ERR\_TCPIP\_ADAPTER\_DHCP\_ALREADY\_STARTED  
ESP\_ERR\_TCPIP\_ADAPTER\_DHCP\_ALREADY\_STARTED

**Parameters**

- `opt_op`: option operate type, 1 for SET, 2 for GET.
- `opt_id`: option index, 32 for ROUTER, 50 for IP POLL, 51 for LEASE TIME, 52 for REQUEST TIME
- `opt_val`: option parameter
- `opt_len`: option length

`esp_err_t tcpip_adapter_dhcps_start` (`tcpip_adapter_if_t` `tcpip_if`)

Start DHCP server.

**Note** Currently DHCP server is bind to softAP interface.

**Return** ESP\_OK ESP\_ERR\_TCPIP\_ADAPTER\_INVALID\_PARAMS ESP\_ERR\_TCPIP\_ADAPTER\_DHCP\_ALREADY\_STARTED

**Parameters**

- `tcpip_if`: the interface which we will start DHCP server

`esp_err_t tcpip_adapter_dhcps_stop` (`tcpip_adapter_if_t` `tcpip_if`)

Stop DHCP server.

**Note** Currently DHCP server is bind to softAP interface.

**Return** ESP\_OK ESP\_ERR\_TCPIP\_ADAPTER\_INVALID\_PARAMS ESP\_ERR\_TCPIP\_ADAPTER\_DHCP\_ALREADY\_STARTED  
ESP\_ERR\_TCPIP\_ADAPTER\_IF\_NOT\_READY

**Parameters**

- `tcpip_if`: the interface which we will stop DHCP server

esp\_err\_t **tcpip\_adapter\_dhcpc\_get\_status** (*tcpip\_adapter\_if\_t* *tcpip\_if*,  
*tcpip\_adapter\_dhcpc\_status\_t* \*status)

Get DHCP client status.

**Return** ESP\_OK

**Parameters**

- *tcpip\_if*: the interface which we will get status of DHCP client
- *status*: If successful, the status of DHCP client will be return in this argument.

esp\_err\_t **tcpip\_adapter\_dhcpc\_option** (*tcpip\_adapter\_option\_mode\_t* *opt\_op*,  
*tcpip\_adapter\_option\_id\_t* *opt\_id*, void \**opt\_val*, uint32\_t  
*opt\_len*)

Set or Get DHCP client's option.

**Note** This function is not implement now.

**Return** ESP\_OK

**Parameters**

- *opt\_op*: option operate type, 1 for SET, 2 for GET.
- *opt\_id*: option index, 32 for ROUTER, 50 for IP POLL, 51 for LEASE TIME, 52 for REQUEST TIME
- *opt\_val*: option parameter
- *opt\_len*: option length

esp\_err\_t **tcpip\_adapter\_dhcpc\_start** (*tcpip\_adapter\_if\_t* *tcpip\_if*)

Start DHCP client.

**Note** Currently DHCP client is bind to station interface.

**Return** ESP\_OK ESP\_ERR\_TCPIP\_ADAPTER\_INVALID\_PARAMS ESP\_ERR\_TCPIP\_ADAPTER\_DHCP\_ALREADY\_STARTED  
ESP\_ERR\_TCPIP\_ADAPTER\_DHCPC\_START\_FAILED

**Parameters**

- *tcpip\_if*: the interface which we will start DHCP client

esp\_err\_t **tcpip\_adapter\_dhcpc\_stop** (*tcpip\_adapter\_if\_t* *tcpip\_if*)

Stop DHCP client.

**Note** Currently DHCP client is bind to station interface.

**Return** ESP\_OK ESP\_ERR\_TCPIP\_ADAPTER\_INVALID\_PARAMS ESP\_ERR\_TCPIP\_ADAPTER\_DHCP\_ALREADY\_STARTED  
ESP\_ERR\_TCPIP\_ADAPTER\_IF\_NOT\_READY

**Parameters**

- *tcpip\_if*: the interface which we will stop DHCP client

esp\_err\_t **tcpip\_adapter\_eth\_input** (void \**buffer*, uint16\_t *len*, void \**eb*)

esp\_err\_t **tcpip\_adapter\_sta\_input** (void \**buffer*, uint16\_t *len*, void \**eb*)

Get data from station interface.

This function should be installed by esp\_wifi\_reg\_rxcb, so WiFi packets will be forward to TCPIP stack.



**Return** ESP\_OK

**Parameters**

- *buffer*: the received data point
- *len*: the received data length
- *eb*: parameter

`esp_err_t tcpip_adapter_ap_input (void *buffer, uint16_t len, void *eb)`  
Get data from softAP interface.

This function should be installed by `esp_wifi_reg_rxcb`, so WiFi packets will be forward to TCPIP stack.

**Return** ESP\_OK

**Parameters**

- *buffer*: the received data point
- *len*: the received data length
- *eb*: parameter

`esp_interface_t tcpip_adapter_get_esp_if (void *dev)`  
Get WiFi interface index.

Get WiFi interface from TCPIP interface struct pointer.

**Return** ESP\_IF\_WIFI\_STA ESP\_IF\_WIFI\_AP ESP\_IF\_ETH ESP\_IF\_MAX

**Parameters**

- *dev*: adapter interface

`esp_err_t tcpip_adapter_get_sta_list (wifi_sta_list_t *wifi_sta_list, tcpip_adapter_sta_list_t *tcpip_sta_list)`

Get the station information list.

**Return** ESP\_OK ESP\_ERR\_TCPIP\_ADAPTER\_NO\_MEM ESP\_ERR\_TCPIP\_ADAPTER\_INVALID\_PARAMS

**Parameters**

- *wifi\_sta\_list*: station list info
- *tcpip\_sta\_list*: station list info

`esp_err_t tcpip_adapter_set_hostname (tcpip_adapter_if_t tcpip_if, const char *hostname)`  
Set the hostname to the interface.

**Return** ESP\_OK:success    ESP\_ERR\_TCPIP\_ADAPTER\_IF\_NOT\_READY:interface    status    error  
ESP\_ERR\_TCPIP\_ADAPTER\_INVALID\_PARAMS:parameter error

**Parameters**

- *tcpip\_if*: the interface which we will set the hostname
- *hostname*: the host name for set the interface, the max length of hostname is 32 bytes

`esp_err_t tcpip_adapter_get_hostname (tcpip_adapter_if_t tcpip_if, const char **hostname)`  
Get the hostname from the interface.

**Return** ESP\_OK:success    ESP\_ERR\_TCPIP\_ADAPTER\_IF\_NOT\_READY:interface    status    error  
ESP\_ERR\_TCPIP\_ADAPTER\_INVALID\_PARAMS:parameter error

**Parameters**

- `tcpip_if`: the interface which we will get the hostname
- `hostname`: the host name from the interface

`esp_err_t tcpip_adapter_get_netif (tcpip_adapter_if_t tcpip_if, void **netif)`  
Get the LwIP netif\* that is assigned to the interface.

**Return** ESP\_OK:success    ESP\_ERR\_TCPIP\_ADAPTER\_IF\_NOT\_READY:interface    status    error  
ESP\_ERR\_TCPIP\_ADAPTER\_INVALID\_PARAMS:parameter error

**Parameters**

- `tcpip_if`: the interface which we will get the hostname
- `netif`: pointer to fill the resulting interface

`bool tcpip_adapter_is_netif_up (tcpip_adapter_if_t tcpip_if)`  
Test if supplied interface is up or down.

**Return** true: `tcpip_if` is UP false: `tcpip_if` id DOWN

**Parameters**

- `tcpip_if`: the interface which we will get the hostname

`esp_err_t tcpip_adapter_set_default_wifi_handlers ()`  
Install default event handlers for Wi-Fi interfaces (station and AP)

**Return**

- ESP\_OK on success
- one of the errors from `esp_event` on failure

`esp_err_t tcpip_adapter_clear_default_wifi_handlers ()`  
Uninstall default event handlers for Wi-Fi interfaces (station and AP)

**Return**

- ESP\_OK on success
- one of the errors from `esp_event` on failure

`int tcpip_adapter_get_netif_index (tcpip_adapter_if_t tcpip_if)`  
Search netif index through netif interface.

**Return**

- `netif_index` on success
- -1 if an invalid parameter is supplied

**Parameters**

- `tcpip_if`: Interface to search for netif index

## Structures

**struct tcpip\_adapter\_ip\_info\_t**  
TCP-IP adapter IPV4 address information.

### Public Members

`ip4_addr_t ip`  
TCP-IP adapter IPV4 addresss

`ip4_addr_t netmask`  
TCP-IP adapter IPV4 netmask

`ip4_addr_t gw`  
TCP-IP adapter IPV4 gateway

**struct tcpip\_adapter\_ip6\_info\_t**  
TCP-IP adapter IPV6 address information if disable IPV6 of LwIP.

### Public Members

`uint32_t addr[4]`  
TCP-IP adapter IPV4 addresss data

**struct tcpip\_adapter\_ip6\_info\_t::[anonymous] ip**  
TCP-IP adapter IPV4 addresss

**struct tcpip\_adapter\_sta\_info\_t**  
TCP-IP adapter station information.

### Public Members

`uint8_t mac[6]`  
TCP-IP adapter station MAC address

`ip4_addr_t ip`  
TCP-IP adapter station IPV4 addresss

**struct tcpip\_adapter\_sta\_list\_t**  
TCP-IP adapter station information table.

### Public Members

`tcpip_adapter_sta_info_t sta[ESP_WIFI_MAX_CONN_NUM]`  
adapter station information array

`int num`  
adapter station information number

**struct tcpip\_adapter\_dns\_info\_t**  
TCP-IP adapter DNS server information.

### Public Members

`ip_addr_t ip`  
DNS IP addresss

**struct ip\_event\_ap\_staipassigned\_t**  
Event structure for IP\_EVENT\_AP\_STAIPASSIGNED event

### Public Members

`ip4_addr_t ip`  
IP address which was assigned to the station

**struct ip\_event\_got\_ip\_t**  
Event structure for IP\_EVENT\_STA\_GOT\_IP, IP\_EVENT\_ETH\_GOT\_IP events

### Public Members

*tcpip\_adapter\_if\_t* **if\_index**  
Interface for which the event is received

*tcpip\_adapter\_ip\_info\_t* **ip\_info**  
IP address, netmask, gateway IP address

bool **ip\_changed**  
Whether the assigned IP has changed or not

**struct ip\_event\_got\_ip6\_t**  
Event structure for IP\_EVENT\_GOT\_IP6 event

### Public Members

*tcpip\_adapter\_if\_t* **if\_index**  
Interface for which the event is received

*tcpip\_adapter\_ip6\_info\_t* **ip6\_info**  
IPv6 address of the interface

**struct tcpip\_adapter\_api\_msg\_s**  
TCP-IP adapter async message.

### Public Members

int **type**  
TCP-IP adapter API message type

int **ret**  
TCP-IP adapter API message process result

*tcpip\_adapter\_api\_fn* **api\_fn**  
TCP-IP adapter API message function

*tcpip\_adapter\_if\_t* **tcpip\_if**  
TCP-IP adapter API message interface type

*tcpip\_adapter\_ip\_info\_t* \***ip\_info**  
TCP-IP adapter API message IP information

```
uint8_t *mac
    TCP-IP adapter API message MAC address

void *data
    TCP-IP adapter API message MAC private data
```

```
struct tcpip_adapter_dns_param_s
    TCP-IP adapter DNS parameters.
```

### Public Members

```
tcpip_adapter_dns_type_t dns_type
    DNS type

tcpip_adapter_dns_info_t *dns_info
    DNS information
```

```
struct tcpip_adapter_ip_lost_timer_s
    TCP-IP adapter IP lost checking timer.
```

### Public Members

```
bool timer_running
    check if the timer is running
```

## Macros

```
CONFIG_TCPIP_LWIP
    TCPIP adapter library.
```

The aim of this adapter is to provide an abstract layer upon TCPIP stack. With this layer, switch to other TCPIP stack is possible and easy in ESP8266\_RTOS\_SDK.

If users want to use other TCPIP stack, all those functions should be implemented by using the specific APIs of that stack.

`tcpip_adapter_init` should be called in the start of `app_main` for only once.

Currently most adapter APIs are called in `event_default_handlers.c`.

We recommend users only use set/get IP APIs, DHCP server/client APIs, get free station list APIs in application side. Other APIs are used in ESP8266\_RTOS\_SDK internal, otherwise the state may be wrong.

TODO: ipv6 support will be added, use `menuconfig` to disable `CONFIG_TCPIP_LWIP`

```
CONFIG_DHCP_STA_LIST
```

```
TCPIP_ADAPTER_IPV6
```

```
IP2STR (ipaddr)
```

```
IPSTR
```

```
IPV62STR (ipaddr)
```

```
IPV6STR
```

```
ESP_ERR_TCPIP_ADAPTER_BASE
```

```
ESP_ERR_TCPIP_ADAPTER_INVALID_PARAMS
```

**ESP\_ERR\_TCPIP\_ADAPTER\_IF\_NOT\_READY**  
**ESP\_ERR\_TCPIP\_ADAPTER\_DHCP\_START\_FAILED**  
**ESP\_ERR\_TCPIP\_ADAPTER\_DHCP\_ALREADY\_STARTED**  
**ESP\_ERR\_TCPIP\_ADAPTER\_DHCP\_ALREADY\_STOPPED**  
**ESP\_ERR\_TCPIP\_ADAPTER\_NO\_MEM**  
**ESP\_ERR\_TCPIP\_ADAPTER\_DHCP\_NOT\_STOPPED**  
**TCPIP\_ADAPTER\_TTHREAD\_SAFE**  
**TCPIP\_ADAPTER\_IPC\_LOCAL**  
**TCPIP\_ADAPTER\_IPC\_REMOTE**  
**TCPIP\_HOSTNAME\_MAX\_SIZE**

## Type Definitions

```
typedef dhcps_lease_t tcpip_adapter_dhcps_lease_t
typedef int (*tcpip_adapter_api_fn)(struct tcpip_adapter_api_msg_s *msg)
typedef struct tcpip_adapter_api_msg_s tcpip_adapter_api_msg_t
    TCP-IP adapter async message.
typedef struct tcpip_adapter_dns_param_s tcpip_adapter_dns_param_t
    TCP-IP adapter DNS parameters.
typedef struct tcpip_adapter_ip_lost_timer_s tcpip_adapter_ip_lost_timer_t
    TCP-IP adapter IP lost checking timer.
```

## Enumerations

```
enum tcpip_adapter_if_t
    Values:
    TCPIP_ADAPTER_IF_STA = 0
        Wi-Fi STA (station) interface
    TCPIP_ADAPTER_IF_AP
        Wi-Fi soft-AP interface
    TCPIP_ADAPTER_IF_ETH
        Ethernet interface
    TCPIP_ADAPTER_IF_TEST
        tcpip stack test interface
    TCPIP_ADAPTER_IF_MAX

enum tcpip_adapter_dns_type_t
    Values:
    TCPIP_ADAPTER_DNS_MAIN = 0
    TCPIP_ADAPTER_DNS_BACKUP
        DNS main server address
```

**TCPIP\_ADAPTER\_DNS\_FALLBACK**

DNS backup server address,for STA only,support soft-AP in future

**TCPIP\_ADAPTER\_DNS\_MAX**

DNS fallback server address,for STA only Max DNS

**enum tcpip\_adapter\_dhcp\_status\_t***Values:***TCPIP\_ADAPTER\_DHCP\_INIT = 0**

DHCP client/server in initial state

**TCPIP\_ADAPTER\_DHCP\_STARTED**

DHCP client/server already been started

**TCPIP\_ADAPTER\_DHCP\_STOPPED**

DHCP client/server already been stopped

**TCPIP\_ADAPTER\_DHCP\_STATUS\_MAX****enum tcpip\_adapter\_option\_mode\_t***Values:***TCPIP\_ADAPTER\_OP\_START = 0****TCPIP\_ADAPTER\_OP\_SET**

set option mode

**TCPIP\_ADAPTER\_OP\_GET**

get option mode

**TCPIP\_ADAPTER\_OP\_MAX****enum tcpip\_adapter\_option\_id\_t***Values:***TCPIP\_ADAPTER\_SUBNET\_MASK = 1**

network mask

**TCPIP\_ADAPTER\_DOMAIN\_NAME\_SERVER = 6**

domain name server

**TCPIP\_ADAPTER\_ROUTER\_SOLICITATION\_ADDRESS = 32**

solicitation router address

**TCPIP\_ADAPTER\_REQUESTED\_IP\_ADDRESS = 50**

request IP address pool

**TCPIP\_ADAPTER\_IP\_ADDRESS\_LEASE\_TIME = 51**

request IP address lease time

**TCPIP\_ADAPTER\_IP\_REQUEST\_RETRY\_TIME = 52**

request IP address retry counter

**enum ip\_event\_t**

IP event declarations

*Values:***IP\_EVENT\_STA\_GOT\_IP**

station got IP from connected AP

**IP\_EVENT\_STA\_LOST\_IP**

station lost IP and the IP is reset to 0

**IP\_EVENT\_AP\_STAIPASSIGNED**

soft-AP assign an IP to a connected station

**IP\_EVENT\_GOT\_IP6**

station or ap or ethernet interface v6IP addr is preferred

## 2.4 System API

### 2.4.1 Mem alloc

#### API Reference

#### Header File

- `heap/include/esp_heap_caps.h`

#### Functions

`size_t heap_caps_get_free_size (uint32_t caps)`

Get the total free size of all the regions that have the given capabilities.

This function takes all regions capable of having the given capabilities allocated in them and adds up the free space they have.

**Return** Amount of free bytes in the regions

#### Parameters

- `caps`: Bitwise OR of `MALLOC_CAP_*` flags indicating the type of memory

`size_t heap_caps_get_minimum_free_size (uint32_t caps)`

Get the total minimum free memory of all regions with the given capabilities.

This adds all the low water marks of the regions capable of delivering the memory with the given capabilities.

**Return** Amount of free bytes in the regions

#### Parameters

- `caps`: Bitwise OR of `MALLOC_CAP_*` flags indicating the type of memory

`void esp_heap_caps_init_region (heap_region_t *region, size_t max_num)`

Initialize regions of memory to the collection of heaps at runtime.

#### Parameters

- `region`: region table head point
- `max_num`: region table size

`void *_heap_caps_malloc (size_t size, uint32_t caps, const char *file, size_t line)`

`void _heap_caps_free (void *ptr, const char *file, size_t line)`

`void *_heap_caps_calloc (size_t count, size_t size, uint32_t caps, const char *file, size_t line)`



void \*\_heap\_caps\_realloc (void \*mem, size\_t newsize, uint32\_t caps, const char \*file, size\_t line)

void \*\_heap\_caps\_zalloc (size\_t size, uint32\_t caps, const char \*file, size\_t line)

## Structures

### struct mem\_blk

First type memory block.

### Public Members

struct mem\_blk \*prev

Point to previous memory block.

struct mem\_blk \*next

Point to next memory block.

### struct heap\_region

User region information.

### Public Members

void \*start\_addr

Heap region start address.

size\_t total\_size

Heap region total size by byte.

uint32\_t caps

Heap capacity.

void \*free\_blk

First free memory block.

size\_t free\_bytes

Current free heap size by byte.

size\_t min\_free\_bytes

Minimum free heap size by byte ever.

## Macros

HEAP\_ALIGN (ptr)

Get "HEAP\_ALIGN\_SIZE" bytes aligned data(HEAP\_ALIGN(ptr) >= ptr).

MALLOC\_CAP\_EXEC

Memory must be able to run executable code.

MALLOC\_CAP\_32BIT

Memory must allow for aligned 32-bit data accesses.

MALLOC\_CAP\_8BIT

Memory must allow for 8-bit data accesses.

MALLOC\_CAP\_DMA

Memory must be able to accessed by DMA.

**MALLOC\_CAP\_INTERNAL**

Just for code compatibility.

**MALLOC\_CAP\_SPIRAM**

Just for code compatibility.

**MEM\_HEAD\_SIZE**

Size of first type memory block.

**MEM2\_HEAD\_SIZE**

Size of second type memory block.

**heap\_caps\_malloc** (size, caps)

Allocate a chunk of memory which has the given capabilities.

Equivalent semantics to libc malloc(), for capability-aware memory.

In SDK, malloc(s) is equivalent to heap\_caps\_malloc(s, MALLOC\_CAP\_32BIT).

**Return** A pointer to the memory allocated on success, NULL on failure

**Parameters**

- size: Size, in bytes, of the amount of memory to allocate
- caps: Bitwise OR of MALLOC\_CAP\_\* flags indicating the type of memory to be returned

**heap\_caps\_free** (ptr)

Free memory previously allocated via heap\_caps\_(m/c/re/z)alloc().

Equivalent semantics to libc free(), for capability-aware memory.

In SDK, free(p) is equivalent to heap\_caps\_free(p).

**Parameters**

- ptr: Pointer to memory previously returned from heap\_caps\_(m/c/re/z)alloc(). Can be NULL.

**heap\_caps\_calloc** (n, size, caps)

Allocate a chunk of memory which has the given capabilities. The initialized value in the memory is set to zero.

Equivalent semantics to libc calloc(), for capability-aware memory.

In IDF, calloc(c, s) is equivalent to heap\_caps\_calloc(c, s, MALLOC\_CAP\_32BIT).

**Return** A pointer to the memory allocated on success, NULL on failure

**Parameters**

- n: Number of continuing chunks of memory to allocate
- size: Size, in bytes, of a chunk of memory to allocate
- caps: Bitwise OR of MALLOC\_CAP\_\* flags indicating the type of memory to be returned

**heap\_caps\_realloc** (ptr, size, caps)

Reallocate memory previously allocated via heap\_caps\_(m/c/re/z)alloc().

Equivalent semantics to libc realloc(), for capability-aware memory.

In SDK, realloc(p, s) is equivalent to heap\_caps\_realloc(p, s, MALLOC\_CAP\_32BIT).

‘caps’ parameter can be different to the capabilities that any original ‘ptr’ was allocated with. In this way, realloc can be used to “move” a buffer if necessary to ensure it meets a new set of capabilities.

**Return** Pointer to a new buffer of size ‘size’ with capabilities ‘caps’, or NULL if allocation failed.

**Parameters**

- `ptr`: Pointer to previously allocated memory, or NULL for a new allocation.
- `size`: Size of the new buffer requested, or 0 to free the buffer.
- `caps`: Bitwise OR of `MALLOC_CAP_*` flags indicating the type of memory desired for the new allocation.

**heap\_caps\_zalloc** (`size`, `caps`)

Allocate a chunk of memory which has the given capabilities. The initialized value in the memory is set to zero.

Equivalent semantics to `libc calloc()`, for capability-aware memory.

In IDF, `calloc(c, s)` is equivalent to `heap_caps_calloc(c, s, MALLOC_CAP_32BIT)`.

**Return** A pointer to the memory allocated on success, NULL on failure

**Parameters**

- `size`: Size, in bytes, of a chunk of memory to allocate
- `caps`: Bitwise OR of `MALLOC_CAP_*` flags indicating the type of memory to be returned

## Type Definitions

**typedef struct *mem\_blk* mem\_blk\_t**

First type memory block.

**typedef *mem\_blk\_t* mem2\_blk\_t**

Second type memory block.

**typedef struct *heap\_region* heap\_region\_t**

User region information.

## Header File

- `heap/include/esp_heap_caps_init.h`

## Functions

void **heap\_caps\_init** ()

Initialize the capability-aware heap allocator.

This is called once in the ESP8266 startup code. Do not call it at other times.

## 2.4.2 Heap debug

### API Reference

#### Header File

- `heap/include/esp_heap_trace.h`

## 2.4.3 Watch dog task

### API Reference

#### Header File

- esp8266/include/esp\_task\_wdt.h

#### Functions

esp\_err\_t **esp\_task\_wdt\_init** (void)  
Initialize the Task Watchdog Timer (TWDT)

#### Return

- ESP\_OK: Initialization was successful
- ESP\_ERR\_NO\_MEM: Initialization failed due to lack of memory

**Note** esp\_task\_wdt\_init() must only be called after the scheduler started

void **esp\_task\_wdt\_reset** (void)  
Reset(Feed) the Task Watchdog Timer (TWDT) on behalf of the currently running task.

## 2.4.4 Log

### API Reference

#### Header File

- log/include/esp\_log.h

#### Functions

*putchar\_like\_t* **esp\_log\_set\_putchar** (*putchar\_like\_t func*)  
Set function used to output log entries.

By default, log output goes to UART0. This function can be used to redirect log output to some other destination, such as file or network. Returns the original log handler, which may be necessary to return output to the previous destination.

**Return** func old Function used for output.

#### Parameters

- func: new Function used for output. Must have same signature as putchar.

uint32\_t **esp\_log\_timestamp** (void)  
Function which returns timestamp to be used in log output.

This function is used in expansion of ESP\_LOGx macros. In the 2nd stage bootloader, and at early application startup stage this function uses CPU cycle counter as time source. Later when FreeRTOS scheduler start running, it switches to FreeRTOS tick count.

For now, we ignore millisecond counter overflow.

**Return** timestamp, in milliseconds

`uint32_t esp_log_early_timestamp (void)`

Function which returns timestamp to be used in log output.

This function uses HW cycle counter and does not depend on OS, so it can be safely used after application crash.

**Return** timestamp, in milliseconds

void `esp_log_write (esp_log_level_t level, const char *tag, const char *format, ...)`

Write message into the log.

This function is not intended to be used directly. Instead, use one of ESP\_LOGE, ESP\_LOGW, ESP\_LOGI, ESP\_LOGD, ESP\_LOGV macros.

This function or these macros should not be used from an interrupt.

void `esp_early_log_write (esp_log_level_t level, const char *tag, const char *format, ...)`

Write message into the log at system startup or critical state.

This function is not intended to be used directly. Instead, use one of ESP\_EARLY\_LOGE, ESP\_EARLY\_LOGW, ESP\_EARLY\_LOGI, ESP\_EARLY\_LOGD, ESP\_EARLY\_LOGV macros.

This function or these macros can be used from an interrupt or NMI exception.

## Macros

`esp_log_level_set (tag, level)`

`ESP_LOG_BUFFER_HEX_LEVEL (tag, buffer, buff_len, level)`

Log a buffer of hex bytes at specified level, separated into 16 bytes each line.

### Parameters

- `tag`: description tag
- `buffer`: Pointer to the buffer array
- `buff_len`: length of buffer in bytes
- `level`: level of the log

`ESP_LOG_BUFFER_CHAR_LEVEL (tag, buffer, buff_len, level)`

Log a buffer of characters at specified level, separated into 16 bytes each line. Buffer should contain only printable characters.

### Parameters

- `tag`: description tag
- `buffer`: Pointer to the buffer array
- `buff_len`: length of buffer in bytes
- `level`: level of the log

**ESP\_LOG\_BUFFER\_HEXDUMP** (tag, buffer, buff\_len, level)

Dump a buffer to the log at specified level.

The dump log shows just like the one below:

```

W (195) log_example: 0x3ffb4280 45 53 50 33 32 20 69 73 20 67 72 65 61 74 2c
↪20 |ESP32 is great, |
W (195) log_example: 0x3ffb4290 77 6f 72 6b 69 6e 67 20 61 6c 6f 6e 67 20 77
↪69 |working along wi|
W (205) log_example: 0x3ffb42a0 74 68 20 74 68 65 20 49 44 46 2e 00
↪ |th the IDF..|
    
```

It is highly recommend to use terminals with over 102 text width.

**Parameters**

- tag: description tag
- buffer: Pointer to the buffer array
- buff\_len: length of buffer in bytes
- level: level of the log

**ESP\_LOG\_BUFFER\_HEX** (tag, buffer, buff\_len)

Log a buffer of hex bytes at Info level.

See `esp_log_buffer_hex_level`

**Parameters**

- tag: description tag
- buffer: Pointer to the buffer array
- buff\_len: length of buffer in bytes

**ESP\_LOG\_BUFFER\_CHAR** (tag, buffer, buff\_len)

Log a buffer of characters at Info level. Buffer should contain only printable characters.

See `esp_log_buffer_char_level`

**Parameters**

- tag: description tag
- buffer: Pointer to the buffer array
- buff\_len: length of buffer in bytes

**ESP\_EARLY\_LOGE** (tag, format, ...)

macro to output logs in startup code, before heap allocator and syscalls have been initialized. log at ESP\_LOG\_ERROR level.

See `printf,ESP_LOGE`

**ESP\_EARLY\_LOGW** (tag, format, ...)

macro to output logs in startup code at ESP\_LOG\_WARN level.

See `ESP_EARLY_LOGE,ESP_LOGE,printf`

**ESP\_EARLY\_LOGI** (tag, format, ...)  
macro to output logs in startup code at ESP\_LOG\_INFO level.

See ESP\_EARLY\_LOGE, ESP\_LOGE, printf

**ESP\_EARLY\_LOGD** (tag, format, ...)  
macro to output logs in startup code at ESP\_LOG\_DEBUG level.

See ESP\_EARLY\_LOGE, ESP\_LOGE, printf

**ESP\_EARLY\_LOGV** (tag, format, ...)  
macro to output logs in startup code at ESP\_LOG\_VERBOSE level.

See ESP\_EARLY\_LOGE, ESP\_LOGE, printf

**ESP\_LOG\_EARLY\_IMPL** (tag, format, log\_level, log\_tag\_letter, ...)

**ESP\_LOGE** (tag, format, ...)

**ESP\_LOGW** (tag, format, ...)

**ESP\_LOGI** (tag, format, ...)

**ESP\_LOGD** (tag, format, ...)

**ESP\_LOGV** (tag, format, ...)

**ESP\_LOG\_LEVEL** (level, tag, format, ...)  
runtime macro to output logs at a specified level.

See printf

#### Parameters

- tag: tag of the log, which can be used to change the log level by esp\_log\_level\_set at runtime.
- level: level of the output log.
- format: format of the output log. see printf
- . . . : variables to be replaced into the log. see printf

**ESP\_LOG\_LEVEL\_LOCAL** (level, tag, format, ...)  
runtime macro to output logs at a specified level. Also check the level with LOG\_LOCAL\_LEVEL.

See printf, ESP\_LOG\_LEVEL

## Type Definitions

```
typedef int (*putchar_like_t)(int ch)
```

## Enumerations

```
enum esp_log_level_t
    Log level.
```

Values:

**ESP\_LOG\_NONE** = 0

No log output

**ESP\_LOG\_ERROR**

Critical errors, software module can not recover on its own

**ESP\_LOG\_WARN**

Error conditions from which recovery measures have been taken

**ESP\_LOG\_INFO**

Information messages which describe normal flow of events

**ESP\_LOG\_DEBUG**

Extra information which is not necessary for normal use (values, pointers, sizes, etc).

**ESP\_LOG\_VERBOSE**

Bigger chunks of debugging information, or frequent messages which can potentially flood the output.

**ESP\_LOG\_MAX**

## 2.4.5 Sleep modes

### API Reference

#### Header File

- `esp8266/include/esp_sleep.h`

#### Functions

void **esp\_deep\_sleep** (uint64\_t *time\_in\_us*)

Enter deep-sleep mode.

The device will automatically wake up after the deep-sleep time set by the users. Upon waking up, the device boots up from `user_init`.

**Attention** 1. XPD\_DCDC should be connected to EXT\_RSTB through 0 ohm resistor in order to support deep-sleep wakeup.

**Attention** 2. `system_deep_sleep(0)`: there is no wake up timer; in order to wake up, connect a GPIO to pin RST, the chip will wake up by a falling-edge on pin RST

**Attention** 3. `esp_deep_sleep` does not shut down WiFi and higher level protocol connections gracefully. Make sure `esp_wifi_stop` are called to close any connections and deinitialize the peripherals.

**Return** null

#### Parameters

- `time_in_us`: deep-sleep time, unit: microsecond

esp\_err\_t **esp\_pm\_configure** (const void \**config*)

Set implementation-specific power management configuration.

#### Return

- `ESP_OK` on success
- `ESP_ERR_INVALID_ARG` if the configuration values are not correct



- ESP\_ERR\_NOT\_SUPPORTED if certain combination of values is not supported.

#### Parameters

- `config`: pointer to implementation-specific configuration structure (e.g. `esp_pm_config_esp32`)

void **esp\_deep\_sleep\_set\_rf\_option** (uint8\_t *option*)

Call this API before `esp_deep_sleep` and `esp_wifi_init` to set the activity after the next deep-sleep wakeup.

If this API is not called, default to be `esp_deep_sleep_set_rf_option(1)`.

**Return** null

#### Parameters

- `option`: radio option 0 : Radio calibration after the deep-sleep wakeup is decided by byte 108 of `esp_init_data_default.bin` (0~127byte). 1 : Radio calibration will be done after the deep-sleep wakeup. This will lead to stronger current. 2 : Radio calibration will not be done after the deep-sleep wakeup. This will lead to weaker current. 4 : Disable radio calibration after the deep-sleep wakeup (the same as modem-sleep). This will lead to the weakest current, but the device can't receive or transmit data after waking up.

void **esp\_wifi\_fpm\_open** (void)

Enable force sleep function.

**Attention** Force sleep function is disabled by default.

**Return** null

void **esp\_wifi\_fpm\_close** (void)

Disable force sleep function.

**Return** null

void **esp\_wifi\_fpm\_do\_wakeup** (void)

Wake ESP8266 up from MODEM\_SLEEP\_T force sleep.

**Attention** 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`.

**Return** null

void **esp\_wifi\_fpm\_set\_wakeup\_cb** (*fpm\_wakeup\_cb cb*)

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

**Attention** 1. 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`.

**Attention** 2. `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 0xFFFFFFFF).

**Attention** 3. `fpm_wakeup_cb_func` will not be called if woke up by `wifi_fpm_do_wakeup` from MODEM\_SLEEP\_T type force sleep.

**Return** null

#### Parameters

- `cb`: callback of waken up

`esp_err_t esp_wifi_fpm_do_sleep (uint32_t sleep_time_in_us)`

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

**Attention** 1. 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`.

**Attention** 2. 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.

**Return** ESP\_OK, setting succeed;

**Return** ESP\_ERR\_WIFI\_FPM\_MODE, fail to sleep, force sleep function is not enabled.

**Return** ESP\_ERR\_WIFI\_PM\_MODE\_OPEN, fail to sleep, Please call `esp_wifi_set_ps(WIFI_PS_NONE)` first.

**Return** ESP\_ERR\_WIFI\_MODE, fail to sleep, Please call `esp_wifi_set_mode(WIFI_MODE_NULL)` first.

#### Parameters

- `sleep_time_in_us`: sleep time, ESP8266 will wake up automatically when time out. Unit: us. Range: 10000 ~ 268435455(0xFFFFFFFF).
  - If `sleep_time_in_us` is 0xFFFFFFFF, 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`.

`void esp_wifi_fpm_set_sleep_type (wifi_sleep_type_t type)`

Set sleep type for force sleep function.

**Attention** This API can only be called before `wifi_fpm_open`.

**Return** null

#### Parameters

- `type`: sleep type

`wifi_sleep_type_t esp_wifi_fpm_get_sleep_type (void)`

Get sleep type of force sleep function.

**Return** sleep type

`void esp_wifi_enable_gpio_wakeup (uint32_t gpio_num, gpio_int_type_t intr_status)`

Set a GPIO to wake the ESP8266 up from light-sleep mode ESP8266 will be wakened from Light-sleep, when the GPIO is in low-level.

If the ESP8266 enters light-sleep automatically(`esp_wifi_set_sleep_type(LIGHT_SLEEP_T)`);, after being waken up by GPIO, when the chip attempts to sleep again, it will check the status of the GPIO: Note: • If the GPIO is still in the wakeup status, the EP8266 will enter modem-sleep mode instead; • If the GPIO is NOT in the wakeup status, the ESP8266 will enter light-sleep mode

**Return** null

#### Parameters

- `gpio_num`: GPIO number, range: [0, 15]. `gpio_int_type_t intr_status`: status of GPIO interrupt to trigger the wakeup process.

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

- `intr_status`: GPIO interrupt type

void **esp\_wifi\_disable\_gpio\_wakeup** (void)

Disable the function that the GPIO can wake the ESP8266 up from light-sleep mode.

esp\_err\_t **esp\_sleep\_enable\_timer\_wakeup** (uint32\_t *time\_in\_us*)

Enable wakeup by timer.

#### Return

- ESP\_OK on success
- ESP\_ERR\_INVALID\_ARG if value is out of range (TBD)

#### Parameters

- `time_in_us`: time before wakeup, in microseconds

esp\_err\_t **esp\_light\_sleep\_start** (void)

Enter light sleep with the configured wakeup options.

**Attention** `esp_deep_sleep` does not shut down WiFi and higher level protocol connections gracefully. Make sure `esp_wifi_stop` are called to close any connections and deinitialize the peripherals.

#### Return

- ESP\_OK on success (returned after wakeup)
- ESP\_ERR\_INVALID\_STATE if WiFi is not stopped

void **esp\_sleep\_start** (void)

Operation system start check time and enter sleep.

**Note** This function is called by system, user should not call this

esp\_err\_t **esp\_sleep\_enable\_gpio\_wakeup** (void)

Enable wakeup from light sleep using GPIOs.

#### Return

- ESP\_OK on success
- ESP\_ERR\_INVALID\_STATE if wakeup triggers conflict

esp\_err\_t **esp\_sleep\_disable\_wakeup\_source** (*esp\_sleep\_source\_t source*)

Disable wakeup source.

This function is used to deactivate wake up trigger for source defined as parameter of the function.

**Note** This function does not modify wake up configuration in RTC. It will be performed in `esp_sleep_start` function.

#### Return

- ESP\_OK on success
- ESP\_ERR\_INVALID\_STATE if trigger was not active

**Parameters**

- `source`: - number of source to disable of type `esp_sleep_source_t`

void `esp_power_consumption_info` (bool *clear\_old\_data*)  
Print power consumption information.

**Note** This function is used to print power consumption data. The current when the RF and CPU are both turned on is 70 mA. The current when only the CPU is turned on is 18 mA. 900uA when both CPU and RF are off. There may be some errors compared to the actual power consumption. The power consumption is based on the actual measurement, and the printing in the function is for reference only.

**Return** null

**Parameters**

- `clear_old_data`: - Recalculate power consumption info or not.

**Type Definitions**

```
typedef enum esp_sleep_mode esp_sleep_mode_t
```

```
typedef void (*fpm_wakeup_cb) (void)
```

**Enumerations**

```
enum wifi_sleep_type_t
```

*Values:*

```
WIFI_NONE_SLEEP_T = 0
```

```
WIFI_LIGHT_SLEEP_T
```

```
WIFI_MODEM_SLEEP_T
```

```
enum esp_sleep_mode
```

*Values:*

```
ESP_CPU_WAIT = 0
```

```
ESP_CPU_LIGHTSLEEP
```

```
enum esp_sleep_source_t
```

Sleep wakeup cause.

*Values:*

```
ESP_SLEEP_WAKEUP_UNDEFINED
```

In case of deep sleep, reset was not caused by exit from deep sleep.

```
ESP_SLEEP_WAKEUP_ALL
```

Not a wakeup cause, used to disable all wakeup sources with `esp_sleep_disable_wakeup_source`.

```
ESP_SLEEP_WAKEUP_TIMER
```

Wakeup caused by timer.

```
ESP_SLEEP_WAKEUP_GPIO
```

Wakeup caused by GPIO (light sleep only)

## 2.4.6 System

### API Reference

#### Header File

- esp8266/include/esp\_system.h

#### Functions

`esp_err_t esp_base_mac_addr_set (uint8_t *mac)`

Set base MAC address with the MAC address which is stored in EFUSE or external storage e.g. flash and EEPROM.

Base MAC address is used to generate the MAC addresses used by the networking interfaces. If using base MAC address stored in EFUSE or external storage, call this API to set base MAC address with the MAC address which is stored in EFUSE or external storage before initializing WiFi.

**Return** ESP\_OK on success

#### Parameters

- `mac`: base MAC address, length: 6 bytes.

`esp_err_t esp_base_mac_addr_get (uint8_t *mac)`

Return base MAC address which is set using `esp_base_mac_addr_set`.

**Return** ESP\_OK on success ESP\_ERR\_INVALID\_MAC base MAC address has not been set

#### Parameters

- `mac`: base MAC address, length: 6 bytes.

`esp_err_t esp_efuse_mac_get_default (uint8_t *mac)`

Return base MAC address which is factory-programmed by Espressif in EFUSE.

**Return** ESP\_OK on success

#### Parameters

- `mac`: base MAC address, length: 6 bytes.

`esp_err_t esp_read_mac (uint8_t *mac, esp_mac_type_t type)`

Read base MAC address and set MAC address of the interface.

This function first get base MAC address using `esp_base_mac_addr_get` or reads base MAC address from EFUSE. Then set the MAC address of the interface including wifi station and wifi softap.

**Return** ESP\_OK on success

#### Parameters

- `mac`: MAC address of the interface, length: 6 bytes.
- `type`: type of MAC address, 0:wifi station, 1:wifi softap.

`esp_err_t esp_derive_local_mac (uint8_t *local_mac, const uint8_t *universal_mac)`

Derive local MAC address from universal MAC address.

This function derives a local MAC address from an universal MAC address. A definition of local vs universal MAC address can be found on Wikipedia <>. In ESP8266, universal MAC address is generated from base MAC address in EFUSE or other external storage. Local MAC address is derived from the universal MAC address.

**Return** ESP\_OK on success

**Parameters**

- `local_mac`: Derived local MAC address, length: 6 bytes.
- `universal_mac`: Source universal MAC address, length: 6 bytes.

`void esp_set_cpu_freq (esp_cpu_freq_t cpu_freq)`

Switch CPU frequency.

If a PLL-derived frequency is requested (80, 160), this function will enable the PLL. Otherwise, PLL will be disabled. Note: this function is not optimized for switching speed. It may take several hundred microseconds to perform frequency switch.

**Parameters**

- `cpu_freq`: new CPU frequency

`void system_restore (void)`

Reset to default settings.

`void esp_restart (void)`

Restart CPU.

This function does not return.

`esp_reset_reason_t esp_reset_reason (void)`

Get reason of last reset.

**Return** See description of `esp_reset_reason_t` for explanation of each value.

`uint32_t esp_get_free_heap_size (void)`

Get the size of available heap.

Note that the returned value may be larger than the maximum contiguous block which can be allocated.

**Return** Available heap size, in bytes.

`uint32_t esp_get_minimum_free_heap_size (void)`

Get the minimum heap that has ever been available.

**Return** Minimum free heap ever available

`uint32_t esp_random (void)`

Get one random 32-bit word from hardware RNG.

**Return** Random value between 0 and U\_INT32\_MAX

`void esp_fill_random (void *buf, size_t len)`

Fill a buffer with random bytes from hardware RNG.

**Note** This function has the same restrictions regarding available entropy as `esp_random()`

#### Parameters

- `buf`: Pointer to buffer to fill with random numbers.
- `len`: Length of buffer in bytes

`esp_err_t esp_mac_init (void)`  
Initialize MAC address.

**Return** 0 if success or others failed

void `esp_chip_info (esp_chip_info_t *out_info)`  
Fill an `esp_chip_info_t` structure with information about the chip.

#### Parameters

- `out_info`: structure to be filled

`flash_size_map system_get_flash_size_map (void)`  
Get the current Flash size and Flash map.

Flash map depends on the selection when compiling, more details in document “2A-ESP8266\_\_IOT\_SDK\_User\_Manual”

**Return** enum `flash_size_map`

## Structures

**struct esp\_chip\_info\_t**  
The structure represents information about the chip.

#### Public Members

`esp_chip_model_t model`  
chip model, one of `esp_chip_model_t`

`uint32_t features`  
bit mask of `CHIP_FEATURE_x` feature flags

`uint8_t cores`  
number of CPU cores

`uint8_t revision`  
chip revision number

## Macros

**CRYSTAL\_USED**

**CHIP\_FEATURE\_EMB\_FLASH**

Chip has embedded flash memory.

Chip feature flags, used in `esp_chip_info_t`

### **CHIP\_FEATURE\_WIFI\_BGN**

Chip has 2.4GHz WiFi.

### **CHIP\_FEATURE\_BLE**

Chip has Bluetooth LE.

### **CHIP\_FEATURE\_BT**

Chip has Bluetooth Classic.

## Enumerations

### **enum esp\_mac\_type\_t**

*Values:*

**ESP\_MAC\_WIFI\_STA**

**ESP\_MAC\_WIFI\_SOFTAP**

### **enum esp\_reset\_reason\_t**

Reset reasons.

*Values:*

**ESP\_RST\_UNKNOWN = 0**

Reset reason can not be determined.

**ESP\_RST\_POWERON**

Reset due to power-on event.

**ESP\_RST\_EXT**

Reset by external pin (not applicable for ESP8266)

**ESP\_RST\_SW**

Software reset via esp\_restart.

**ESP\_RST\_PANIC**

Software reset due to exception/panic.

**ESP\_RST\_INT\_WDT**

Reset (software or hardware) due to interrupt watchdog.

**ESP\_RST\_TASK\_WDT**

Reset due to task watchdog.

**ESP\_RST\_WDT**

Reset due to other watchdogs.

**ESP\_RST\_DEEPSLEEP**

Reset after exiting deep sleep mode.

**ESP\_RST\_BROWNOUT**

Brownout reset (software or hardware)

**ESP\_RST\_SDIO**

Reset over SDIO.

**ESP\_RST\_FAST\_SW**

Fast reboot.

### **enum esp\_cpu\_freq\_t**

CPU frequency values.

*Values:*



**ESP\_CPU\_FREQ\_80M** = 1  
80 MHz

**ESP\_CPU\_FREQ\_160M** = 2  
160 MHz

**enum flash\_size\_map**

*Values:*

**FLASH\_SIZE\_4M\_MAP\_256\_256** = 0  
Flash size : 4Mbits. Map : 256KBytes + 256KBytes

**FLASH\_SIZE\_2M**  
Flash size : 2Mbits. Map : 256KBytes

**FLASH\_SIZE\_8M\_MAP\_512\_512**  
Flash size : 8Mbits. Map : 512KBytes + 512KBytes

**FLASH\_SIZE\_16M\_MAP\_512\_512**  
Flash size : 16Mbits. Map : 512KBytes + 512KBytes

**FLASH\_SIZE\_32M\_MAP\_512\_512**  
Flash size : 32Mbits. Map : 512KBytes + 512KBytes

**FLASH\_SIZE\_16M\_MAP\_1024\_1024**  
Flash size : 16Mbits. Map : 1024KBytes + 1024KBytes

**FLASH\_SIZE\_32M\_MAP\_1024\_1024**  
Flash size : 32Mbits. Map : 1024KBytes + 1024KBytes

**FLASH\_SIZE\_32M\_MAP\_2048\_2048**  
attention: don't support now ,just compatible for nodemcu; Flash size : 32Mbits. Map : 2048KBytes + 2048KBytes

**FLASH\_SIZE\_64M\_MAP\_1024\_1024**  
Flash size : 64Mbits. Map : 1024KBytes + 1024KBytes

**FLASH\_SIZE\_128M\_MAP\_1024\_1024**  
Flash size : 128Mbits. Map : 1024KBytes + 1024KBytes

**FALSH\_SIZE\_MAP\_MAX**

**enum esp\_chip\_model\_t**

Chip models.

*Values:*

**CHIP\_ESP8266** = 0  
ESP8266.

**CHIP\_ESP32** = 1  
ESP32.



### 3.1 Build System

This document explains the Espressif IoT Development Framework (ESP-IDF) build system and the concept of “components”

Read this document if you want to know how to organise a new ESP8266\_RTOS-SDK (ESP-IDF Style) project.

We recommend using the hello\_world project at directory of examples/get-started as a starting point for your project.

#### 3.1.1 Using the Build System

The ESP8266\_RTOS\_SDK README file contains a description of how to use the build system to build your project.

#### 3.1.2 Overview

An ESP8266\_RTOS\_SDK project can be seen as an amalgamation of a number of components. For example, for a http request example that shows the current humidity, there could be:

- The SoC base libraries (libc, rom bindings etc)
- The WiFi drivers
- A TCP/IP stack
- The FreeRTOS operating system
- Main code tying it all together

ESP8266\_RTOS\_SDK makes these components explicit and configurable. To do that, when a project is compiled, the build environment will look up all the components in the SDK directories, the project directories and (optionally) in additional custom component directories. It then allows the user to configure the ESP8266\_RTOS\_SDK project using a text-based menu system to customize each component. After the components in the project are configured, the build process will compile the project.

## Concepts

- A “project” is a directory that contains all the files and configuration to build a single “app” (executable), as well as additional supporting output such as a partition table, data/filesystem partitions, and a bootloader.
- “Project configuration” is held in a single file called `sdkconfig` in the root directory of the project. This configuration file is modified via `make menuconfig` to customise the configuration of the project. A single project contains exactly one project configuration.
- An “app” is an executable which is built by `ESP8266_RTOS_SDK`. A single project will usually build two apps - a “project app” (the main executable, ie your custom firmware) and a “bootloader app” (the initial bootloader program which launches the project app).
- “components” are modular pieces of standalone code which are compiled into static libraries (.a files) and linked into an app. Some are provided by `ESP8266_RTOS_SDK` itself, others may be sourced from other places.

Some things are not part of the project:

- “`ESP8266_RTOS_SDK`” is not part of the project. Instead it is standalone, and linked to the project via the `IDF_PATH` environment variable which holds the path of the `ESP8266_RTOS_SDK` directory. This allows the IDF framework to be decoupled from your project.
- The toolchain for compilation is not part of the project. The toolchain should be installed in the system command line `PATH`, or the path to the toolchain can be set as part of the compiler prefix in the project configuration.

## Example Project

An example project directory tree might look like this:

```

- myProject/
  - Makefile
  - sdkconfig
  - components/
    - component1/
      - component.mk
      - Kconfig
      - src1.c
    - component2/
      - component.mk
      - Kconfig
      - src1.c
      - include/
        - component2.h
  - main/
    - src1.c
    - src2.c
    - component.mk
  - build/

```

This example “myProject” contains the following elements:

- A top-level project Makefile. This Makefile set the `PROJECT_NAME` variable and (optionally) defines other project-wide make variables. It includes the core `$(IDF_PATH)/make/project.mk` makefile which implements the rest of the `ESP8266_RTOS_SDK` build system.
- “`sdkconfig`” project configuration file. This file is created/updated when “`make menuconfig`” runs, and holds configuration for all of the components in the project (including `ESP8266_RTOS_SDK` itself). The “`sdkconfig`” file may or may not be added to the source control system of the project.
- Optional “components” directory contains components that are part of the project. A project does not have to contain custom components of this kind, but it can be useful for structuring reusable code or including third party components that aren’t part of `ESP8266_RTOS_SDK`.

- “main” directory is a special “pseudo-component” that contains source code for the project itself. “main” is a default name, the Makefile variable `COMPONENT_DIRS` includes this component but you can modify this variable (or set `EXTRA_COMPONENT_DIRS`) to look for components in other places.
- “build” directory is where build output is created. After the make process is run, this directory will contain interim object files and libraries as well as final binary output files. This directory is usually not added to source control or distributed with the project source code.

Component directories contain a component makefile - `component.mk`. This may contain variable definitions to control the build process of the component, and its integration into the overall project. See *Component Makefiles* for more details.

Each component may also include a `Kconfig` file defining the *component configuration* options that can be set via the project configuration. Some components may also include `Kconfig.projbuild` and `Makefile.projbuild` files, which are special files for *overriding parts of the project*.

## Project Makefiles

Each project has a single Makefile that contains build settings for the entire project. By default, the project Makefile can be quite minimal.

### Minimal Example Makefile

```
PROJECT_NAME := myProject

include $(IDF_PATH)/make/project.mk
```

## Mandatory Project Variables

- `PROJECT_NAME`: Name of the project. Binary output files will use this name - ie `myProject.bin`, `myProject.elf`.

## Optional Project Variables

These variables all have default values that can be overridden for custom behaviour. Look in `make/project.mk` for all of the implementation details.

- `PROJECT_PATH`: Top-level project directory. Defaults to the directory containing the Makefile. Many other project variables are based on this variable. The project path cannot contain spaces.
- `BUILD_DIR_BASE`: The build directory for all objects/libraries/binaries. Defaults to `$(PROJECT_PATH)/build`.
- `COMPONENT_DIRS`: Directories to search for components. Defaults to `$(IDF_PATH)/components`, `$(PROJECT_PATH)/components`, `$(PROJECT_PATH)/main` and `EXTRA_COMPONENT_DIRS`. Override this variable if you don't want to search for components in these places.
- `EXTRA_COMPONENT_DIRS`: Optional list of additional directories to search for components.
- `COMPONENTS`: A list of component names to build into the project. Defaults to all components found in the `COMPONENT_DIRS` directories.
- `EXCLUDE_COMPONENTS`: Optional list of component names to exclude during the build process. Note that this decreases build time, but not binary size.

Any paths in these Makefile variables should be absolute paths. You can convert relative paths using `$(PROJECT_PATH)/xxx`, `$(IDF_PATH)/xxx`, or use the Make function `$(abspath xxx)`.

These variables should all be set before the line `include $(IDF_PATH)/make/project.mk` in the Makefile.

### Component Makefiles

Each project contains one or more components, which can either be part of ESP8266\_RTOS\_SDK or added from other component directories.

A component is any directory that contains a `component.mk` file.

### Searching for Components

The list of directories in `COMPONENT_DIRS` is searched for the project's components. Directories in this list can either be components themselves (ie they contain a `component.mk` file), or they can be top-level directories whose subdirectories are components.

Running the `make list-components` target dumps many of these variables and can help debug the discovery of component directories.

### Multiple components with the same name

When ESP8266\_RTOS\_SDK is collecting all the components to compile, it will do this in the order specified by `COMPONENT_DIRS`; by default, this means the `idf` components first, the project components second and optionally the components in `EXTRA_COMPONENT_DIRS` last. If two or more of these directories contain component subdirectories with the same name, the component in the last place searched is used. This allows, for example, overriding ESP8266\_RTOS\_SDK components with a modified version by simply copying the component from the ESP8266\_RTOS\_SDK component directory to the project component tree and then modifying it there. If used in this way, the ESP8266\_RTOS\_SDK directory itself can remain untouched.

### Minimal Component Makefile

The minimal `component.mk` file is an empty file(!). If the file is empty, the default component behaviour is set:

- All source files in the same directory as the makefile (`*.c`, `*.cpp`, `*.cc`, `*.S`) will be compiled into the component library
- A sub-directory “include” will be added to the global include search path for all other components.
- The component library will be linked into the project app.

See [example component makefiles](#) for more complete component makefile examples.

Note that there is a difference between an empty `component.mk` file (which invokes default component build behaviour) and no `component.mk` file (which means no default component build behaviour will occur.) It is possible for a component to have no `component.mk` file, if it only contains other files which influence the project configuration or build process.

### Preset Component Variables

The following component-specific variables are available for use inside `component.mk`, but should not be modified:

- `COMPONENT_PATH`: The component directory. Evaluates to the absolute path of the directory containing `component.mk`. The component path cannot contain spaces.
- `COMPONENT_NAME`: Name of the component. Defaults to the name of the component directory.
- `COMPONENT_BUILD_DIR`: The component build directory. Evaluates to the absolute path of a directory inside  $\$(BUILD\_DIR\_BASE)$  where this component's source files are to be built. This is also the Current Working Directory any time the component is being built, so relative paths in make targets, etc. will be relative to this directory.
- `COMPONENT_LIBRARY`: Name of the static library file (relative to the component build directory) that will be built for this component. Defaults to  $\$(COMPONENT\_NAME).a$ .

The following variables are set at the project level, but exported for use in the component build:

- `PROJECT_NAME`: Name of the project, as set in project Makefile
- `PROJECT_PATH`: Absolute path of the project directory containing the project Makefile.
- `COMPONENTS`: Name of all components that are included in this build.
- `CONFIG_*`: Each value in the project configuration has a corresponding variable available in make. All names begin with `CONFIG_`.
- `CC, LD, AR, OBJCOPY`: Full paths to each tool from the gcc xtensa cross-toolchain.
- `HOSTCC, HOSTLD, HOSTAR`: Full names of each tool from the host native toolchain.
- `IDF_VER`: ESP8266\_RTOS\_SDK version, retrieved from either  $\$(IDF\_PATH)/version.txt$  file (if present) else using git command `git describe`. Recommended format here is single liner that specifies major IDF release version, e.g. `v2.0` for a tagged release or `v2.0-275-g0efaa4f` for an arbitrary commit. Application can make use of this by calling `esp_get_idf_version()`.

If you modify any of these variables inside `component.mk` then this will not prevent other components from building but it may make your component hard to build and/or debug.

### Optional Project-Wide Component Variables

The following variables can be set inside `component.mk` to control build settings across the entire project:

- `COMPONENT_ADD_INCLUDEDIRS`: Paths, relative to the component directory, which will be added to the include search path for all components in the project. Defaults to `include` if not overridden. If an include directory is only needed to compile this specific component, add it to `COMPONENT_PRIV_INCLUDEDIRS` instead.
- `COMPONENT_ADD_LDFLAGS`: Add linker arguments to the `LD_FLAGS` for the app executable. Defaults to `-l$(COMPONENT_NAME)`. If adding pre-compiled libraries to this directory, add them as absolute paths - ie  $\$(COMPONENT\_PATH)/libwhatever.a$
- `COMPONENT_DEPENDS`: Optional list of component names that should be compiled before this component. This is not necessary for link-time dependencies, because all component include directories are available at all times. It is necessary if one component generates an include file which you then want to include in another component. Most components do not need to set this variable.
- `COMPONENT_ADD_LINKER_DEPS`: Optional list of component-relative paths to files which should trigger a re-link of the ELF file if they change. Typically used for linker script files and binary libraries. Most components do not need to set this variable.

The following variable only works for components that are part of ESP8266\_RTOS\_SDK itself:

- `COMPONENT_SUBMODULES`: Optional list of git submodule paths (relative to `COMPONENT_PATH`) used by the component. These will be checked (and initialised if necessary) by the build process. This variable is ignored if the component is outside the `IDF_PATH` directory.

## Optional Component-Specific Variables

The following variables can be set inside `component.mk` to control the build of that component:

- `COMPONENT_PRIV_INCLUDEDIRS`: Directory paths, must be relative to the component directory, which will be added to the include search path for this component's source files only.
- `COMPONENT_EXTRA_INCLUDES`: Any extra include paths used when compiling the component's source files. These will be prefixed with `'-I'` and passed as-is to the compiler. Similar to the `COMPONENT_PRIV_INCLUDEDIRS` variable, except these paths are not expanded relative to the component directory.
- `COMPONENT_SRCDIRS`: Directory paths, must be relative to the component directory, which will be searched for source files (`*.cpp`, `*.c`, `*.S`). Defaults to `'.'`, ie the component directory itself. Override this to specify a different list of directories which contain source files.
- `COMPONENT_OBJS`: Object files to compile. Default value is a `.o` file for each source file that is found in `COMPONENT_SRCDIRS`. Overriding this list allows you to exclude source files in `COMPONENT_SRCDIRS` that would otherwise be compiled. See *Specifying source files*
- `COMPONENT_EXTRA_CLEAN`: Paths, relative to the component build directory, of any files that are generated using custom make rules in the `component.mk` file and which need to be removed as part of `make clean`. See *Source Code Generation* for an example.
- `COMPONENT_OWNBUILDTARGET` & `COMPONENT_OWNCLEANTARGET`: These targets allow you to fully override the default build behaviour for the component. See *Fully Overriding The Component Makefile* for more details.
- `COMPONENT_CONFIG_ONLY`: If set, this flag indicates that the component produces no built output at all (ie `COMPONENT_LIBRARY` is not built), and most other component variables are ignored. This flag is used for IDF internal components which contain only `KConfig.projbuild` and/or `Makefile.projbuild` files to configure the project, but no source files.
- `CFLAGS`: Flags passed to the C compiler. A default set of `CFLAGS` is defined based on project settings. Component-specific additions can be made via `CFLAGS +=`. It is also possible (although not recommended) to override this variable completely for a component.
- `CPPFLAGS`: Flags passed to the C preprocessor (used for `.c`, `.cpp` and `.S` files). A default set of `CPPFLAGS` is defined based on project settings. Component-specific additions can be made via `CPPFLAGS +=`. It is also possible (although not recommended) to override this variable completely for a component.
- `CXXFLAGS`: Flags passed to the C++ compiler. A default set of `CXXFLAGS` is defined based on project settings. Component-specific additions can be made via `CXXFLAGS +=`. It is also possible (although not recommended) to override this variable completely for a component.

To apply compilation flags to a single source file, you can add a variable override as a target, ie:

```
apps/dhcpserver.o: CFLAGS += -Wno-unused-variable
```

This can be useful if there is upstream code that emits warnings.



## Component Configuration

Each component can also have a Kconfig file, alongside `component.mk`. This contains configuration settings to add to the “make menuconfig” for this component.

These settings are found under the “Component Settings” menu when menuconfig is run.

To create a component KConfig file, it is easiest to start with one of the KConfig files distributed with ESP8266\_RTOS\_SDK.

For an example, see *Adding conditional configuration*.

## Preprocessor Definitions

ESP8266\_RTOS\_SDK build systems adds the following C preprocessor definitions on the command line:

- `ESP_PLATFORM` — Can be used to detect that build happens within ESP8266\_RTOS\_SDK.
- `IDF_VER` — ESP8266\_RTOS\_SDK version, see *Preset Component Variables* for more details.

## Build Process Internals

### Top Level: Project Makefile

- “make” is always run from the project directory and the project makefile, typically named `Makefile`.
- The project makefile sets `PROJECT_NAME` and optionally customises other *optional project variables*
- The project makefile includes `$(IDF_PATH)/make/project.mk` which contains the project-level Make logic.
- `project.mk` fills in default project-level make variables and includes make variables from the project configuration. If the generated makefile containing project configuration is out of date, then it is regenerated (via targets in `project_config.mk`) and then the make process restarts from the top.
- `project.mk` builds a list of components to build, based on the default component directories or a custom list of components set in *optional project variables*.
- Each component can set some *optional project-wide component variables*. These are included via generated makefiles named `component_project_vars.mk` - there is one per component. These generated makefiles are included into `project.mk`. If any are missing or out of date, they are regenerated (via a recursive make call to the component makefile) and then the make process restarts from the top.
- *Makefile.projbuild* files from components are included into the make process, to add extra targets or configuration.
- By default, the project makefile also generates top-level build & clean targets for each component and sets up *app* and *clean* targets to invoke all of these sub-targets.
- In order to compile each component, a recursive make is performed for the component makefile.

To better understand the project make process, have a read through the `project.mk` file itself.

### Second Level: Component Makefiles

- Each call to a component makefile goes via the `$(IDF_PATH)/make/component_wrapper.mk` wrapper makefile.

- This component wrapper includes all component `Makefile.componentbuild` files, making any recipes, variables etc in these files available to every component.
- The `component_wrapper.mk` is called with the current directory set to the component build directory, and the `COMPONENT_MAKEFILE` variable is set to the absolute path to `component.mk`.
- `component_wrapper.mk` sets default values for all *component variables*, then includes the `component.mk` file which can override or modify these.
- If `COMPONENT_OWNBUILDTARGET` and `COMPONENT_OWNCLEANTARGET` are not defined, default build and clean targets are created for the component's source files and the prerequisite `COMPONENT_LIBRARY` static library file.
- The `component_project_vars.mk` file has its own target in `component_wrapper.mk`, which is evaluated from `project.mk` if this file needs to be rebuilt due to changes in the component makefile or the project configuration.

To better understand the component make process, have a read through the `component_wrapper.mk` file and some of the `component.mk` files included with `ESP8266_RTOS_SDK`.

### Running Make Non-Interactively

When running `make` in a situation where you don't want interactive prompts (for example: inside an IDE or an automated build system) append `BATCH_BUILD=1` to the make arguments (or set it as an environment variable).

Setting `BATCH_BUILD` implies the following:

- Verbose output (same as `V=1`, see below). If you don't want verbose output, also set `V=0`.
- If the project configuration is missing new configuration items (from new components or `ESP8266_RTOS_SDK` updates) then the project use the default values, instead of prompting the user for each item.
- If the build system needs to invoke `menuconfig`, an error is printed and the build fails.

### Debugging The Make Process

Some tips for debugging the `ESP8266_RTOS_SDK` build system:

- Appending `V=1` to the make arguments (or setting it as an environment variable) will cause make to echo all commands executed, and also each directory as it is entered for a sub-make.
- Running `make -w` will cause make to echo each directory as it is entered for a sub-make - same as `V=1` but without also echoing all commands.
- Running `make --trace` (possibly in addition to one of the above arguments) will print out every target as it is built, and the dependency which caused it to be built.
- Running `make -p` prints a (very verbose) summary of every generated target in each makefile.

For more debugging tips and general make information, see the *GNU Make Manual*.

### Warning On Undefined Variables

By default, the build process will print a warning if an undefined variable is referenced (like `$(DOES_NOT_EXIST)`). This can be useful to find errors in variable names.

If you don't want this behaviour, it can be disabled in `menuconfig`'s top level menu under *SDK tool configuration*.

Note that this option doesn't trigger a warning if `ifdef` or `ifndef` are used in Makefiles.

## Overriding Parts of the Project

### Makefile.projbuild

For components that have build requirements that must be evaluated in the top-level project make pass, you can create a file called `Makefile.projbuild` in the component directory. This makefile is included when `project.mk` is evaluated.

For example, if your component needs to add to `CFLAGS` for the entire project (not just for its own source files) then you can set `CFLAGS +=` in `Makefile.projbuild`.

`Makefile.projbuild` files are used heavily inside `ESP8266_RTOS_SDK`, for defining project-wide build features such as `esptool.py` command line arguments and the boot loader “special app”.

Note that `Makefile.projbuild` isn’t necessary for the most common component uses - such as adding include directories to the project, or `LD_FLAGS` to the final linking step. These values can be customised via the `component.mk` file itself. See *Optional Project-Wide Component Variables* for details.

Take care when setting variables or targets in this file. As the values are included into the top-level project makefile pass, they can influence or break functionality across all components!

### KConfig.projbuild

This is an equivalent to `Makefile.projbuild` for *component configuration* `KConfig` files. If you want to include configuration options at the top-level of `menuconfig`, rather than inside the “Component Configuration” sub-menu, then these can be defined in the `KConfig.projbuild` file alongside the `component.mk` file.

Take care when adding configuration values in this file, as they will be included across the entire project configuration. Where possible, it’s generally better to create a `KConfig` file for *component configuration*.

### Makefile.componentbuild

For components that e.g. include tools to generate source files from other files, it is necessary to be able to add recipes, macros or variable definitions into the component build process of every components. This is done by having a `Makefile.componentbuild` in a component directory. This file gets included in `component_wrapper.mk`, before the `component.mk` of the component is included. As with the `Makefile.projbuild`, take care with these files: as they’re included in each component build, a `Makefile.componentbuild` error may only show up when compiling an entirely different component.

## Configuration-Only Components

Some special components which contain no source files, only `Kconfig.projbuild` and `Makefile.projbuild`, may set the flag `COMPONENT_CONFIG_ONLY` in the `component.mk` file. If this flag is set, most other component variables are ignored and no build step is run for the component.

## Example Component Makefiles

Because the build environment tries to set reasonable defaults that will work most of the time, `component.mk` can be very small or even empty (see *Minimal Component Makefile*). However, overriding *component variables* is usually required for some functionality.

Here are some more advanced examples of `component.mk` makefiles:

## Adding source directories

By default, sub-directories are ignored. If your project has sources in sub-directories instead of in the root of the component then you can tell that to the build system by setting `COMPONENT_SRCDIRS`:

```
COMPONENT_SRCDIRS := src1 src2
```

This will compile all source files in the `src1/` and `src2/` sub-directories instead.

## Specifying source files

The standard `component.mk` logic adds all `.S` and `.c` files in the source directories as sources to be compiled unconditionally. It is possible to circumvent that logic and hard-code the objects to be compiled by manually setting the `COMPONENT_OBJS` variable to the name of the objects that need to be generated:

```
COMPONENT_OBJS := file1.o file2.o thing/filea.o thing/fileb.o anotherthing/main.o
COMPONENT_SRCDIRS := . thing anotherthing
```

Note that `COMPONENT_SRCDIRS` must be set as well.

## Adding conditional configuration

The configuration system can be used to conditionally compile some files depending on the options selected in `menuconfig`. For this, `ESP8266_RTOS_SDK` has the `compile_only_if` and `compile_only_if_not` macros:

Kconfig:

```
config FOO_ENABLE_BAR
    bool "Enable the BAR feature."
    help
        This enables the BAR feature of the FOO component.
```

`component.mk`:

```
$(call compile_only_if,$(CONFIG_FOO_ENABLE_BAR),bar.o)
```

As can be seen in the example, the `compile_only_if` macro takes a condition and a list of object files as parameters. If the condition is true (in this case: if the `BAR` feature is enabled in `menuconfig`) the object files (in this case: `bar.o`) will always be compiled. The opposite goes as well: if the condition is not true, `bar.o` will never be compiled. `compile_only_if_not` does the opposite: compile if the condition is false, not compile if the condition is true.

This can also be used to select or stub out an implementation, as such:

Kconfig:

```
config ENABLE_LCD_OUTPUT
    bool "Enable LCD output."
    help
        Select this if your board has a LCD.

config ENABLE_LCD_CONSOLE
    bool "Output console text to LCD"
    depends on ENABLE_LCD_OUTPUT
    help
        Select this to output debugging output to the lcd
```

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```

config ENABLE_LCD_PLOT
    bool "Output temperature plots to LCD"
    depends on ENABLE_LCD_OUTPUT
    help
        Select this to output temperature plots

```

component.mk:

```

# If LCD is enabled, compile interface to it, otherwise compile dummy interface
$(call compile_only_if,$(CONFIG_ENABLE_LCD_OUTPUT),lcd-real.o lcd-spi.o)
$(call compile_only_if_not,$(CONFIG_ENABLE_LCD_OUTPUT),lcd-dummy.o)

#We need font if either console or plot is enabled
$(call compile_only_if,$(or $(CONFIG_ENABLE_LCD_CONSOLE),$(CONFIG_ENABLE_LCD_PLOT)),  
→font.o)

```

Note the use of the Make ‘or’ function to include the font file. Other substitution functions, like ‘and’ and ‘if’ will also work here. Variables that do not come from menuconfig can also be used: ESP8266\_RTOS\_SDK uses the default Make policy of judging a variable which is empty or contains only whitespace to be false while a variable with any non-whitespace in it is true.

(Note: Older versions of this document advised conditionally adding object file names to COMPONENT\_OBJS. While this still is possible, this will only work when all object files for a component are named explicitly, and will not clean up deselected object files in a make clean pass.)

## Source Code Generation

Some components will have a situation where a source file isn’t supplied with the component itself but has to be generated from another file. Say our component has a header file that consists of the converted binary data of a BMP file, converted using a hypothetical tool called bmp2h. The header file is then included in as C source file called graphics\_lib.c:

```

COMPONENT_EXTRA_CLEAN := logo.h

graphics_lib.o: logo.h

logo.h: $(COMPONENT_PATH)/logo.bmp
    bmp2h -i $^ -o $@

```

In this example, graphics\_lib.o and logo.h will be generated in the current directory (the build directory) while logo.bmp comes with the component and resides under the component path. Because logo.h is a generated file, it needs to be cleaned when make clean is called which why it is added to the COMPONENT\_EXTRA\_CLEAN variable.

## Cosmetic Improvements

Because logo.h is a generated file, it needs to be cleaned when make clean is called which why it is added to the COMPONENT\_EXTRA\_CLEAN variable.

Adding logo.h to the graphics\_lib.o dependencies causes it to be generated before graphics\_lib.c is compiled.

If a source file in another component included `logo.h`, then this component's name would have to be added to the other component's `COMPONENT_DEPENDS` list to ensure that the components were built in-order.

### Embedding Binary Data

Sometimes you have a file with some binary or text data that you'd like to make available to your component - but you don't want to reformat the file as C source.

You can set a variable `COMPONENT_EMBED_FILES` in `component.mk`, giving the names of the files to embed in this way:

```
COMPONENT_EMBED_FILES := server_root_cert.der
```

Or if the file is a string, you can use the variable `COMPONENT_EMBED_TXTFILES`. This will embed the contents of the text file as a null-terminated string:

```
COMPONENT_EMBED_TXTFILES := server_root_cert.pem
```

The file's contents will be added to the `.rodata` section in flash, and are available via symbol names as follows:

```
extern const uint8_t server_root_cert_pem_start[] asm("_binary_server_root_cert_pem_↵start");
extern const uint8_t server_root_cert_pem_end[]   asm("_binary_server_root_cert_pem_↵end");
```

The names are generated from the full name of the file, as given in `COMPONENT_EMBED_FILES`. Characters `/`, `.`, etc. are replaced with underscores. The `_binary` prefix in the symbol name is added by `objcopy` and is the same for both text and binary files.

For an example of using this technique, see [protocols/https\\_mbedtls](#) - the certificate file contents are loaded from the text `.pem` file at compile time.

### Fully Overriding The Component Makefile

Obviously, there are cases where all these recipes are insufficient for a certain component, for example when the component is basically a wrapper around another third-party component not originally intended to be compiled under this build system. In that case, it's possible to forego the `ESP8266_RTOS_SDK` build system entirely by setting `COMPONENT_OWNBUILDTARGET` and possibly `COMPONENT_OWNCLEANTARGET` and defining your own targets named `build` and `clean` in `component.mk` target. The build target can do anything as long as it creates `$(COMPONENT_LIBRARY)` for the project make process to link into the app binary.

(Actually, even this is not strictly necessary - if the `COMPONENT_ADD_LDFLAGS` variable is overridden then the component can instruct the linker to link other binaries instead.)

### Custom `sdkconfig` defaults

For example projects or other projects where you don't want to specify a full `sdkconfig` configuration, but you do want to override some key values from the `ESP8266_RTOS_SDK` defaults, it is possible to create a file `sdkconfig.defaults` in the project directory. This file will be used when running `make defconfig`, or creating a new config from scratch.

To override the name of this file, set the `SDKCONFIG_DEFAULTS` environment variable.

## Save flash arguments

There're some scenarios that we want to flash the target board without IDF. For this case we want to save the built binaries, `esptool.py` and `esptool write_flash` arguments. It's simple to write a script to save binaries and `esptool.py`. We can use command `make print_flash_cmd`, it will print the flash arguments:

```
--flash_mode qio --flash_freq 40m --flash_size 2MB 0x0000 bootloader/bootloader.bin_
↪0x10000 ssc.bin 0x8000 partitions_singleapp.bin
```

Then use flash arguments as the arguemnts for `esptool write_flash` arguments:

```
python esptool.py --chip esp8266 --port /dev/ttyUSB0 --baud 921600 --before default_
↪reset --after hard_reset write_flash -z --flash_mode qio --flash_freq 40m --flash_
↪size detect 0 bootloader/bootloader.bin 0x10000 example_app.bin 0x8000 partitions_
↪singleapp.bin
```

### 3.1.3 Building the Bootloader

The bootloader is built by default as part of “make all”, or can be built standalone via “make bootloader-clean”. There is also “make bootloader-list-components” to see the components included in the bootloader build.

The component in IDF components/bootloader is special, as the second stage bootloader is a separate .ELF and .BIN file to the main project. However it shares its configuration and build directory with the main project.

This is accomplished by adding a subproject under components/bootloader/subproject. This subproject has its own Makefile, but it expects to be called from the project's own Makefile via some glue in the components/bootloader/Makefile.projectbuild file. See these files for more details.

## 3.2 Partition Tables

### 3.2.1 Overview

A single ESP8266's flash can contain multiple apps, as well as many different kinds of data (calibration data, file systems, parameter storage, etc). For this reason a partition table is flashed to offset 0x8000 in the flash.

Partition table length is 0xC00 bytes (maximum 95 partition table entries). An MD5 checksum is appended after the table data.

Each entry in the partition table has a name (label), type (app, data, or something else), subtype and the offset in flash where the partition is loaded.

The simplest way to use the partition table is to *make menuconfig* and choose one of the simple predefined partition tables:

- “Single factory app, no OTA”
- “Two OTA app”

If you *make partition\_table* then it will print a summary of the partition table.

### 3.2.2 Built-in Partition Tables

Here is the summary printed for the “Single factory app, no OTA” configuration:

```
# Espressif ESP8266 Partition Table
# Name, Type, SubType, Offset, Size
nvs, data, nvs, 0x9000, 0x6000
phy_init, data, phy, 0xf000, 0x1000
factory, app, factory, 0x10000, 0xF0000
```

- At a 0x10000 (64KB) offset in the flash is the app labelled “factory”. The bootloader will run this app by default.
- There are also two data regions defined in the partition table for storing NVS library partition and PHY init data.

Here is the summary printed for the “Two OTA definitions” configuration:

```
# Espressif ESP8266 Partition Table
# Name, Type, SubType, Offset, Size
nvs, data, nvs, 0x9000, 0x4000
otadata, data, ota, 0xd000, 0x2000
phy_init, data, phy, 0xf000, 0x1000
ota_0, 0, ota_0, 0x10000, 0xF0000
ota_1, 0, ota_1, 0x110000, 0xF0000
```

- There are now two app partition definitions, ota\_0 at 0x10000 and ota\_1 at 0x110000
- There is also a new “ota data” slot, which holds the data for OTA updates. The bootloader consults this data in order to know which app to execute. If “ota data” is empty, it will execute the ota\_0 app.

### 3.2.3 Creating Custom Tables

If you choose “Custom partition table CSV” in menuconfig then you can also enter the name of a CSV file (in the project directory) to use for your partition table. The CSV file can describe any number of definitions for the table you need.

The CSV format is the same format as printed in the summaries shown above. However, not all fields are required in the CSV. For example, here is the “input” CSV for the OTA partition table:

```
# Name, Type, SubType, Offset, Size
nvs, data, nvs, 0x9000, 0x4000
otadata, data, ota, 0xd000, 0x2000
phy_init, data, phy, 0xf000, 0x1000
ota_0, app, ota_0, 0x10000, 0xF0000
ota_1, app, ota_1, 0x110000, 0xF0000
```

- Whitespace between fields is ignored, and so is any line starting with # (comments).
- Each non-comment line in the CSV file is a partition definition.
- Only the offset for the first partition is supplied. The gen\_esp32part.py tool fills in each remaining offset to start after the preceding partition.

#### Name field

Name field can be any meaningful name. It is not significant to the ESP8266. Names longer than 16 characters will be truncated.



## Type field

Partition type field can be specified as app (0) or data (1). Or it can be a number 0-254 (or as hex 0x00-0xFE). Types 0x00-0x3F are reserved for ESP8266\_RTOS\_SDK core functions.

If your application needs to store data, please add a custom partition type in the range 0x40-0xFE.

The bootloader ignores any partition types other than app (0) & data (1).

## Subtype

The 8-bit subtype field is specific to a given partition type.

ESP8266\_RTOS\_SDK currently only specifies the meaning of the subtype field for “app” and “data” partition types.

## App Subtypes

When type is “app”, the subtype field can be specified as ota\_0 (0x10), ota\_1 (0x11) ... ota\_15 (0x1F) or test (0x20).

- ota\_0 (0x10) is the default app partition. The bootloader will execute the ota\_0 app unless there it sees another partition of type data/ota, in which case it reads this partition to determine which OTA image to boot.
- ota\_0 (0x10) ... ota\_15 (0x1F) are the OTA app slots. If using OTA, an application should have at least two OTA application slots (ota\_0 & ota\_1).

## Data Subtypes

When type is “data”, the subtype field can be specified as ota (0), phy (1), nvs (2).

- ota (0) is the **OTA data partition** which stores information about the currently selected OTA application. This partition should be 0x2000 bytes in size. Refer to the **OTA documentation** for more details.
- phy (1) is for storing PHY initialisation data. This allows PHY to be configured per-device, instead of in firmware.
  - In the default configuration, the phy partition is not used and PHY initialisation data is compiled into the app itself. As such, this partition can be removed from the partition table to save space.
  - To load PHY data from this partition, run `make menuconfig` and enable **ESP\_PHY\_INIT\_DATA\_IN\_PARTITION** option. You will also need to flash your devices with phy init data as the ESP8266\_RTOS\_SDK build system does not do this automatically.
- nvs (2) is for the **Non-Volatile Storage (NVS) API**.
  - NVS is used to store per-device PHY calibration data (different to initialisation data).
  - NVS is used to store WiFi data if the `esp_wifi_set_storage(WIFI_STORAGE_FLASH)` initialisation function is used.
  - The NVS API can also be used for other application data.
  - It is strongly recommended that you include an NVS partition of at least 0x3000 bytes in your project.
  - If using NVS API to store a lot of data, increase the NVS partition size from the default 0x6000 bytes.

Other data subtypes are reserved for future ESP8266\_RTOS\_SDK uses.

## Offset & Size

Please note that the app partition must fall in only one integrated partition of 1M. Otherwise, the application crashes.

The starting address of firmware is configured to 0x10000 by default. If you want to change the starting address of firmware, please:

- Configure the value in `menu -> partition table -> select "Custom partition table CSV" -> (0x10000) Factory app partition offset`;
- Configure the `ota_1` offset in the CSV file of partition table to the value `,` and `ota_2` offset to the mirror value (`ota_2 = ota_1 + 0x100000`).
  - Please enter an aligned offset. Otherwise, the tool will return errors.
  - Don't leave it blank, because, in this case, the tool will automatically align the app partition, which may cause app partition overlaps. That said, the app partition falls in more than one integrated partitions of 1M.

Sizes and offsets can be specified as decimal numbers, hex numbers with the prefix 0x, or size multipliers K or M (1024 and 1024\*1024 bytes).

### 3.2.4 Generating Binary Partition Table

The partition table which is flashed to the ESP8266 is in a binary format, not CSV. The tool **partition\_table/gen\_esp32part.py** is used to convert between CSV and binary formats.

If you configure the partition table CSV name in `make menuconfig` and then `make partition_table`, this conversion is done as part of the build process.

To convert CSV to Binary manually:

```
python gen_esp32part.py --verify input_partitions.csv binary_partitions.bin
```

To convert binary format back to CSV:

```
python gen_esp32part.py --verify binary_partitions.bin input_partitions.csv
```

To display the contents of a binary partition table on stdout (this is how the summaries displayed when running `make partition_table` are generated:

```
python gen_esp32part.py binary_partitions.bin
```

`gen_esp32part.py` takes one optional argument, `--verify`, which will also verify the partition table during conversion (checking for overlapping partitions, unaligned partitions, etc.)

### 3.2.5 Flashing the partition table

- `make partition_table-flash`: will flash the partition table with `esptool.py`.
- `make flash`: Will flash everything including the partition table.

A manual flashing command is also printed as part of `make partition_table`.

Note that updating the partition table doesn't erase data that may have been stored according to the old partition table. You can use `make erase_flash` (or `esptool.py erase_flash`) to erase the entire flash contents.

## 3.3 System Tasks

This document explains the ESP8266 RTOS SDK internal system tasks.

### 3.3.1 Overview

The main tasks and their attributes are as following:

Names	stack size	Priority
uiT	3584(C)	14
IDLE	768	0
Tmr	2048(C)	2
ppT	2048(C)	13
pmT	1024	11
rtT	2048	12
tiT	2048(C)	8
esp_event_loop_task	2048(C)	10

Note: (C) means it is configurable by “menuconfig”.

### 3.3.2 Tasks Introduction

#### uiT

This task initializes the system, including peripherals, file system, user entry function and so on. This task will delete itself and free the resources after calling *app\_main*.

#### IDLE

This task is freeRTOS internal idle callback task, it is created when starting the freeRTOS. Its hook function is *vApplicationIdleHook*. The system's function of *sleep* and function of feeding *task watch dog* are called in the *vApplicationIdleHook*.

#### Tmr

This task is the processor of freeRTOS internal software timer.

#### ppT

This task is to process Wi-Fi hardware driver and stack. It posts messages from the logic link layer to the upper layer TCP/IP stack after transforming them into ethernet packets.

#### pmT

The task is for system power management. It will check if the system can sleep right now, and if it is, it will start preparing for system sleep.

**rtT**

The task is the processor of high priority hardware timer. It mainly process Wi-Fi real time events. It is suggested that functions based on this component should not be called in application, because it may block other low layer Wi-Fi functions.

**tiT**

The task is the main task of TCP-IP stack(LwIP) , it is to deal with TCP-IP packets.

**esp\_event\_loop\_task**

The task processes system events, for example, Wi-Fi and TCP-IP stack events.

**3.3.3 Suggestions**

In general, the priority of user task should NOT be higher than the system real timer task's priority (12). So it is suggested that keep your user tasks' priorities less than 12. If you want to speed up the TCP/UDP throughput, you can try to set the priority of send/receive task to be higher than the "tiT" task's priority (8).

**3.4 PWM & Sniffer Co-exists****3.4.1 1. Overview**

Without hardware PWM, ESP8266 has to use the hardware timer to simulate the PWM. We are using the Wi-Fi internal timer to drive the PWM, so there may be resource competition issue when using PWM and sniffer/SmartConfig at the same time.

**3.4.2 2. Root Cause**

To ensure the high precision of the PWM, the hardware Timer1 will trigger the interrupt AHEAD\_TICKS1(6us by default) earlier. And in the interrupt, it will poll to wait for AHEAD\_TICKS1(6us by default). After handling the GPIO invert in one channel, the system will check the remaining time (T1) to the next channel invert.

If the  $T1 < AHEAD\_TICKS2$ (8us by default), the system will not exit the interrupt, but poll to wait till timeout, and then invert the GPIO in the next channel; then the system will repeat these steps until all channels inverted.

So theoretically, the max time that PWM may occupy the CPU is  $6 + 8 * n$ , n means the channel count. For example, if there are 3 channels, then PWM may take 30us at most.

In this case, PWM will affect the Wi-Fi sniffer/SmartConfig function, especially for the capture of the LDPC packets, or HT40 packets which require the CPU to handle them in time, otherwise those packets will loss.

**3.4.3 3. Issue that may happen**

If your application used both PWM and sniffer/SmartConfig, the sniffer/SmartConfig may take a long time to connect to an AP. You can stop the PWM and try it again. If the sniffer/SmartConfig becomes much faster, then it is the PWM that affect the sniffer/SmartConfig. In this case, you should adjust the frequency, duty cycle and phase of the PWM.

### 3.4.4 4. Suggestion

When using the PWM and SmartConfig at the same time, please note:

1. The PWM's frequency cannot be too high, 2KHz at most.
2. Revise the PWM's duty cycle and phase, make the time intervals ( $T_n$ ) between each channel inverting be equal to 0 or be larger than 50us ( $T_n = 0$ , or  $T_n > 50$ ).

## 3.5 FOTA from an Old SDK to the New ESP8266 RTOS SDK (IDF Style)

FOTA: firmware over the air, herein it means the firmware upgrading through Wi-Fi. Since the ESP8266 RTOS SDK V3.0, we refactored the SDK to be the ESP-IDF style. This document introduces the FOTA from a non-OS (or an old RTOS that earlier than V3.0) firmware to the new IDF style RTOS firmware. Please note that users need to make modifications to the application, because the new APIs are not compatible with the old SDKs', due to underlying changes in the architecture.

### 3.5.1 SDK Partition Map

Here are the partition maps of the old SDK and the new IDF style RTOS SDK:

#### 1. The Old ESP8266 SDK

Boot/4KB	APP1	APP2	System Parameter/16KB
----------	------	------	-----------------------

#### 2. The New ESP8266 SDK (IDF Style)

Boot/16KB	Partition Table/4KB	NVS	APP1	APP2
-----------	---------------------	-----	------	------

In the new IDF style ESP8266 RTOS SDK SDK, each partition's base address is configurable in menuconfig, except boot's.

### 3.5.2 Firmware Compatibility

To implement FOTA from an old SDK firmware to the new one, users need to download all necessary partitions of the new firmware (including new boot, new partition table, and new application), into the old one's APP partition.

Then the new bootloader will unpack the packed new firmware, and copy each partition data to the target partition address.

When FOTA completing, the partition map may look like the following graph (what will it be is based on your actual partition table):

old SDK Boot/4KB	new Boot/16KB	new Partition Table/4KB   new NVS	new APP1	new APP2	System Parame- ter/16KB
------------------------	------------------	--------------------------------------	-------------	-------------	-------------------------------

In this case, there are about 40KB(4KB + 16KB + 4KB + 16KB) flash size cannot be used by users.

## FOTA by Single Firmware URL

## FOTA by Multi Firmware URLs

### 3.5.3 Workflow

Herein we provide an example of the FOTA.

#### Step 1: Connect to AP

Connect your host PC and the ESP8266 to the same AP.

#### Step 2: Configure and Build

Here, we use the `system/ota/native_ota/1MB_flash/new_to_new_with_old` if flash is 1MB or `system/ota/native_ota/2+MB_flash/new_to_new_with_old` if flash is 2MB or larger.

Open a new terminal on your PC, set the following configurations, and then compile the example:

##### 1. Enter the target directory

```
cd $IDF_PATH/examples/system/ota
```

##### 2. Enable the OTA compatibility function

```
Component config --->
  ESP8266-specific --->
    [*] (**Expected**)ESP8266 update from old SDK by OTA
```

##### 3. ESP8285(ESP8266 + 1MB flash) configuration:

Configure the flash size according to your actual development board's flash.

```
Serial flasher config --->
  Flash size (x MB) ---> real flash size
```

##### 4. Configure example's parameters

```
Example Configuration --->
(myssid) WiFi SSID
(mypassword) WiFi Password
(192.168.0.3) HTTP Server IP
(8070)HTTP Server Port
(/hello_world.ota.bin) HTTP GET Filename
```

- WiFi SSID: Wi-Fi SSID of router
- WiFi Password: Wi-Fi password of router
- HTTP Server IP: It may be the PC's IP address
- HTTP Server Port: HTTP server port
- HTTP GET Filename: Using "ota.ota.bin" which is the target firmware of the example

## 5. Select connecting to the original AP

If users want to connect to the original AP of old SDK, then configurate as following:

```
Example Configuration --->
[*] Connect to the original AP
```

## 5. Build the project

Input following command to start building:

```
make ota
```

After compiling, the final firmware "ota.v2\_to\_v3.ota.bin" will be generated. Then users can download and update to this new firmware when running an old SDK OTA application.

- Note: The finally firmware's name mentioned above will be as "xxx.v2\_to\_v3.ota.bin", "xxx" is the name of your project.

## 4. Start HTTP Server

```
cd build
python -m SimpleHTTPServer 8070
```

### 3.5.4 Note

- It will take a lot of time for the new bootloader unpacking the firmware at the first time, please wait a while.
- **The terminal will print some log that shows the progress:**
  - log "I (281) boot: Start unpacking V3 firmware ...", it means that bootloader starts unpacking.
  - log "Pack V3 firmware successfully and start to reboot", it means that bootloader unpacked firmware successfully.

- This “unpacking workflow” will only be executed when it is an old SDK firmware that upgrade to the new SDK firmware, for example, V2.0 upgrade to V3.1. After that, the FOTA in later versions (for example, V3.1 upgrade to later) will be the [normal FOTA workflow](#).

### 3.5.5 Inheritance Data

Users can refer to the source code `system/ota/native_ota/2+MB_flash/new_to_new_with_old/main/ota_example_main.c` to check how to load original AP's information.

See structure `old_sysconf` in the file of `esp8266/include/internal/esp_system_internal.h` for the organization of this information.

## 3.6 Factory Test

### 3.6.1 1. Overview

The document introduces how to develop, compile, download and run the factory test firmware.

The factory test software development kit is also an example of the SDK, and it is located at `examples/system/factory-test`.

### 3.6.2 2. Development

Users can use ready-to-use applications directly, or can also add custom application code into the factory test software development kit.

More details of adding customer components, please refer to *Documentation for the GNU Make based build system*.

Users can just develop the factory test application as normal examples of the SDK.

#### 2.1 Application code

Just like other applications, the entry function of factory test application is `app_main`. It should be added into the source code file of users. For example, users can add the `app_main` into `main.c` of the above sample project.

Users can refer to the source code in file `/examples/system/factory-test/main/main.c` to build custom project.

#### 2.2 Linking address

The SDK's partition only supports two applications that named as `ota_0` and `ota_1`.

In this case, we link the factory test firmware to the partition of `ota_1`. So, please do not flash the factory test firmware into the partition of `ota_0`.

### 3.6.3 3. Compile

To make the bootloader run the `ota_1`(factory test firmware), please enable the GPIO triggers `boot from test app` partition and set the correct GPIO of your development board in `menuconfig`:



```

Bootloader config --->
  [*] GPIO triggers boot from test app partition
  (12) Number of the GPIO input to boot TEST partition

```

Using the partition table file which has two “OTA” definitions partition:

```

Partition Table --->
  Partition Table (Factory app, two OTA definitions) --->
  (X) Factory app, two OTA definitions

```

Enable the console which is used for human-computer interaction:

```

Component config --->
  Virtual file system --->
  [*] Using espressif VFS

```

Enable pthread for this function:

```

Component config --->
  PThreads --->
  [*] Enable pthread

```

Then call command `make app2` in the terminal to compile the firmware which is able to run at `ota_1` partition. The Make System will start compiling bootloader, partition table file, factory test firmware and so on one by one.

### 3.6.4 3.1 Special Commands

1. `make app2`: only compile factory test firmware which is able to run at `ota_1`, with bootloader, partition table file and so on
2. `make app2-flash`: flash(download) only the factory test firmware which is able to run at `ota_1`, without bootloader, partition table file and so on
3. `make app2-flash-all`: flash(download) the factory test firmware which is able to run at `ota_1`, with bootloader, partition table file and so on

### 3.6.5 4. Download

Input command `make app2-flash-all` in the terminal to download bootloader, partition table file and factory test firmware which is located at `ota_1` one by one.

If users only want to download factory test firmware, please use command `make app2-flash` instead.

### 3.6.6 5. Run

Please hold the correct GPIO, which is configured in the menuconfig in Section 3 Compile, to be low level and power on. Input command `make monitor` in the terminal, and then logs will appear like following:

```

ets Jan  8 2013,rst cause:1, boot mode:(3,6)

load 0x40100000, len 7872, room 16
0x40100000: _stext at ???
tail 0

```

(continues on next page)

(continued from previous page)

```

chksum 0xf1
load 0x3ffe8408, len 24, room 8
tail 0
chksum 0x78
load 0x3ffe8420, len 3604, room 8
tail 12
chksum 0x1b
I (64) boot: ESP-IDF v3.2-dev-354-gbalf90cd-dirty 2nd stage bootloader
I (64) boot: compile time 13:56:17
I (72) gpio_mode: Enabling default flash chip QIO
I (73) boot: SPI Speed      : 40MHz
I (80) boot: SPI Mode      : QIO
I (86) boot: SPI Flash Size : 2MB
I (92) boot: Partition Table:
I (98) boot: ## Label           Usage             Type ST Offset   Length
I (109) boot:  0 nvs             WiFi data         01 02 00009000 00004000
I (120) boot:  1 otadata         OTA data          01 00 0000d000 00002000
I (132) boot:  2 phy_init        RF data           01 01 0000f000 00001000
I (144) boot:  3 ota_0           OTA app           00 10 00010000 000f0000
I (155) boot:  4 ota_1           OTA app           00 11 00110000 000f0000
I (167) boot: End of partition table
I (173) boot: No factory image, trying OTA 0
I (5180) boot: Detect a boot condition of the test firmware
I (5180) esp_image: segment 0: paddr=0x00110010 vaddr=0x40210010 size=0x37b18 (
↳(228120) map
I (5263) esp_image: segment 1: paddr=0x00147b30 vaddr=0x3ffe8000 size=0x00718 (
↳1816) load
I (5264) esp_image: segment 2: paddr=0x00148250 vaddr=0x3ffe8718 size=0x0019c (
↳412) load
I (5275) esp_image: segment 3: paddr=0x001483f4 vaddr=0x40100000 size=0x084b0 (
↳33968) load
0x40100000: _stext at ???

I (5299) boot: Loaded app from partition at offset 0x110000
I (5340) system_api: Base MAC address is not set, read default base MAC address from
↳BLK0 of EFUSE
I (5340) system_api: Base MAC address is not set, read default base MAC address from
↳BLK0 of EFUSE
I (5530) phy_init: phy ver: 1055_12
I (5530) reset_reason: RTC reset 1 wakeup 0 store 0, reason is 1
I (5530) factory-test: SDK factory test firmware version:v3.2-dev-354-gbalf90cd-dirty

```

Then users can input test commands to start factory testing.

### 3.6.7 6. Test Commands

#### 1. rftest\_init:

```

parameters: no
function: initialize RF to prepare for test

```

#### 2. tx\_contin\_en <parameter 1>:

```
parameter 1: value 1 means that chip transmits packets continuously with 92% duty_
↳cycle,
           value 0 means that "iqview" test mode

function: set test mode
```

### 3. esp\_tx <parameter 1> <parameter 2> <parameter 3>:

```
parameter 1: transmit channel which ranges from 1 to 14
parameter 2: transmit rate which ranges from 0 to 23
parameter 2: transmit power attenuation which ranges from -127 to 127, unit is 0.
↳25dB

function: start transmitting Wi-Fi packets

note 1: command "wifitxout" is the same as "esp_tx"
note 2: the function can be stopped by command "cmdstop"
```

### 4. esp\_rx <parameter 1> <parameter 2>:

```
parameter 1: transmit channel which ranges from 1 to 14
parameter 2: transmit rate which ranges from 0 to 23

function: start receiving Wi-Fi packets

note 1: the function can be stopped by command "cmdstop"
```

### 5. wifiscwout <parameter 1> <parameter 2> <parameter 3>:

```
parameter 1: enable signal, value 1 means enable, value 0 means disable
parameter 2: transmit channel which ranges from 1 to 14
parameter 3: transmit power attenuation which ranges from -127 to 127, unit is 0.
↳25dB

function: start transmitting single carrier Wi-Fi packets

note 1: the function can be stopped by command "cmdstop"
```

### 6. cmdstop:

```
parameters: no

function: stop transmitting or receiving Wi-Fi packets

note 1: command "CmdStop" is the same as "cmdstop"
```



Adding this content here is to improve the user's development efficiency and avoid stepping into known problems.

### 4.1 1. Bootloader

V3.1 updated the bootloader to initialize SPI flash I/O mode and clock. So if you are using the V3.0 bootloader, and now upgrade to the new SDK, please disable the following configuration in the menuconfig:

```
"Bootloader config --->
 [ ] Bootloader init SPI flash"
```

### 4.2 2. OTA

We split the native OTA example into several sub-examples to let customers to choose which application matches the scenario they really want. [examples/system/ota/native\\_ota](#).

### 4.3 3. 802.11n only AP

For better compatibility, the SDK is in bg mode by default. And application can set it to be bgn mode for reconnecting when it fails to connect some 11n only APs, refer to the [examples/wifi/simple\\_wifi](#).

### 4.4 4. JTAG I/O

In some cases, if enable JTAG I/O (default options), it will cost some more current so that the hardware will cost more power. So if users don't use Jtag or these GPIOs directly and want to save more power, please enable this option in the menuconfig:

```
"Bootloader config --->  
[ ] Bootloader disable JTAG I/O"
```

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