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# **Read the Docs Template Documentation**

*Release v3.3*

**Read the Docs**

**Nov 22, 2019**



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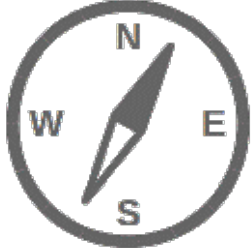
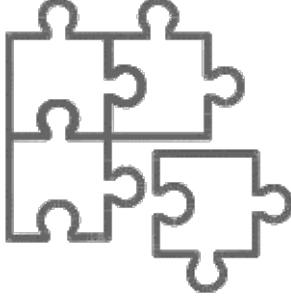

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□

This is the documentation for Espressif IoT Development Framework ([esp-idf](#)). ESP-IDF is the official development framework for the [ESP32](#) chip.

		
Get Started	API Reference	H/W Reference
		
API Guides	Contribute	Resources





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This document is intended to help users set up the software environment for development of applications using hardware based on the Espressif ESP32. Through a simple example we would like to illustrate how to use ESP-IDF (Espressif IoT Development Framework), including the menu based configuration, compiling the ESP-IDF and firmware download to ESP32 boards.

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**Note:** This is documentation for stable version v3.3 of ESP-IDF. Other *ESP-IDF Versions* are also available.

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## 1.1 Introduction

ESP32 integrates Wi-Fi (2.4 GHz band) and Bluetooth 4.2 solutions on a single chip, along with dual high performance cores, Ultra Low Power co-processor and several peripherals. Powered by 40 nm technology, ESP32 provides a robust, highly integrated platform to meet the continuous demands for efficient power usage, compact design, security, high performance, and reliability.

Espressif provides the basic hardware and software resources that help application developers to build their ideas around the ESP32 series hardware. The software development framework by Espressif is intended for rapidly developing Internet-of-Things (IoT) applications, with Wi-Fi, Bluetooth, power management and several other system features.

## 1.2 What You Need

To develop applications for ESP32 you need:

- **PC** loaded with either Windows, Linux or Mac operating system
- **Toolchain** to build the **Application** for ESP32
- **ESP-IDF** that essentially contains API for ESP32 and scripts to operate the **Toolchain**

- A text editor to write programs (**Projects**) in C, e.g. [Eclipse](#)
- The **ESP32** board itself and a **USB cable** to connect it to the **PC**

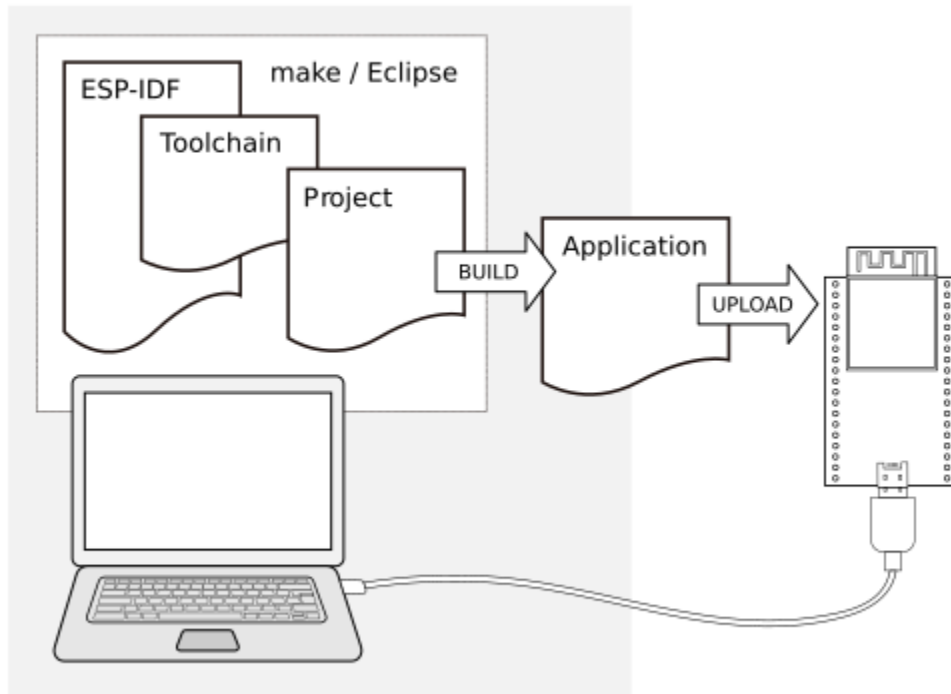


Fig. 1: Development of applications for ESP32

Preparation of development environment consists of three steps:

1. Setup of **Toolchain**
2. Getting of **ESP-IDF** 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 **ESP32**
4. Monitoring / debugging of the **Application**

See instructions below that will walk you through these steps.

## 1.3 Guides

If you have one of ESP32 development boards listed below, click on provided links to get you up and running.

## 1.3.1 ESP32-DevKitC V4 Getting Started Guide

□

This user guide shows how to get started with ESP32-DevKitC V4 development board. For description of other versions of the ESP32-DevKitC check [ESP32 Hardware Reference](#).

### What You Need

- 1 × [ESP32-DevKitC V4 board](#)
- 1 × USB A / micro USB B cable
- 1 × PC loaded with Windows, Linux or Mac OS

### Overview

ESP32-DevKitC V4 is a small-sized ESP32-based development board produced by [Espressif](#). Most of the I/O pins are broken out to the female pin headers on both sides for easy interfacing. Developers can connect these pins to peripherals as needed. Standard female headers also make development easy and convenient when using Dupont wires.

The board supports various ESP32 modules, including [ESP32-WROOM-32](#), [ESP32-WROOM-32U](#), [ESP32-WROOM-32D](#), [ESP32-SOLO-1](#), and [ESP32-WROVER](#) series.

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**Note:** Espressif also provides several variants of ESP32-DevKitC that come with specific ESP32 module and female or male pin headers, supporting different requirements of different users. For details please refer to [Espressif Product Ordering Information](#).

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### Functional Description

The following list and figure below describe key components, interfaces and controls of ESP32-DevKitC V4 board.

**ESP32-WROOM-32D** [ESP32-WROOM-32D](#) soldered to the ESP32-DevKitC V4 board.

**Optional Space for ESP32-WROVER** Longer [ESP32-WROVER](#) modules may be soldered instead of the ESP32-WROOM-32.

**USB-to-UART Bridge** A single chip USB-to-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.

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

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

**Power On LED** Turns on when the power supply is applied to the board. For details see schematic in [Related Documents](#).

**I/O Connector** Most of the pins on the ESP module are broken out to the female pin headers on the board. Users can program ESP32 to enable multiple functions such as PWM, ADC, DAC, I2C, I2S, SPI, etc.

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**Note:** Some of broken out pins are used internally by the ESP32-WROOM-32, ESP32-WROOM-32D/U and ESP32-SOLO-1 modules to communicate with SPI memory. They are grouped on one side of the board besides

the USB connector and labeled CLK, D0, D1, D2, D3 and CMD (GPIO6 - GPIO11). In general these pins should be left unconnected, otherwise access to the SPI flash memory / SPI RAM may be disturbed.

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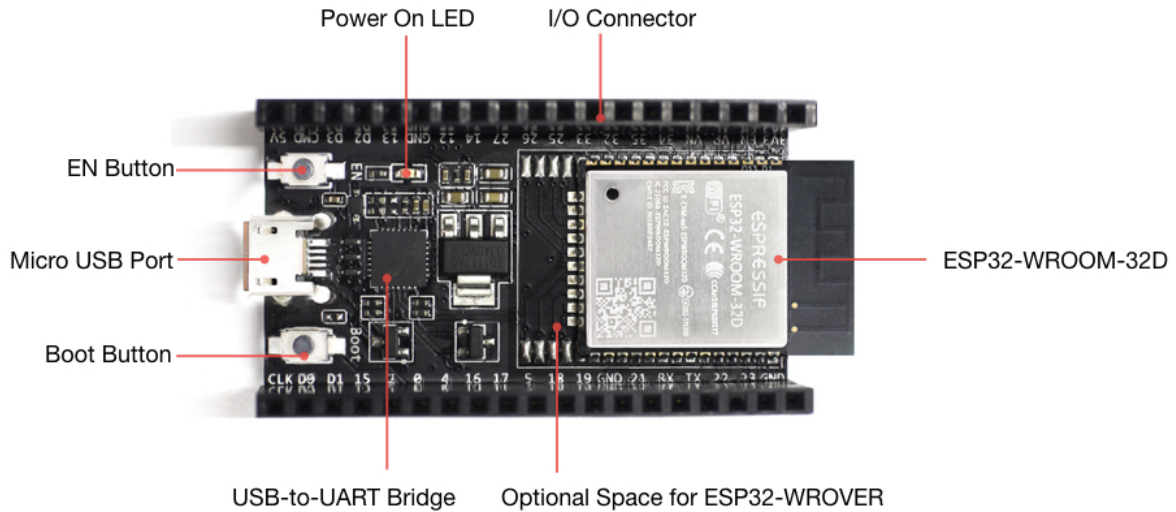


Fig. 2: ESP32-DevKitC V4 with ESP32-WROOM-32D module soldered

### 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.

### Note on C15

The C15, on the board of earlier batches of V4, may bring two issues:

1. The board may boot into download mode;
2. If users output clock on GPIO0, C15 may impact the clock output.

As a result, if users believe that C15 will impact their use of the board, they can remove it completely (please refer to the screenshot below for the precise location of C15 that is colored in yellow). Otherwise, users do not need to concern about C15.

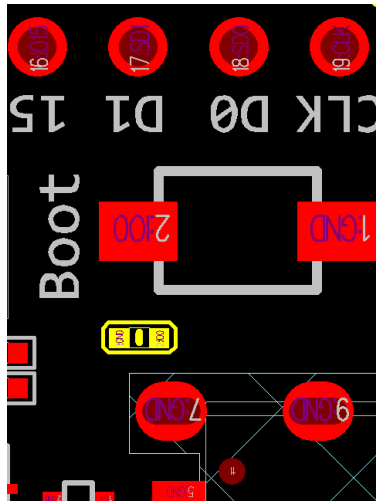


Fig. 3: Location of C15 (colored yellow) on ESP32-DevKitC V4 board

## Start Application Development

Before powering up the ESP32-DevKitC, please make sure that the board has been received in good condition with no obvious signs of damage.

To start development of applications, proceed to section *Get Started*, that will walk you through the following steps:

- *Setup Toolchain* in your PC to develop applications for ESP32 in C language
- *Connect* the module to the PC and verify if it is accessible
- *Build and Flash* an example application to the ESP32
- *Monitor* instantly what the application is doing

## Board Dimensions

## Related Documents

- [ESP32-DevKitC V4 schematic \(PDF\)](#)
- [ESP32 Datasheet \(PDF\)](#)
- [ESP32-WROOM-32 Datasheet \(PDF\)](#)
- [ESP32-WROOM-32D/U Datasheet \(PDF\)](#)
- [Espressif Product Ordering Information \(PDF\)](#)

## ESP32-DevKitC V2 Getting Started Guide

This user guide shows how to get started with ESP32-DevKitC development board.

## What You Need

- 1 × *ESP32-DevKitC V2 board*

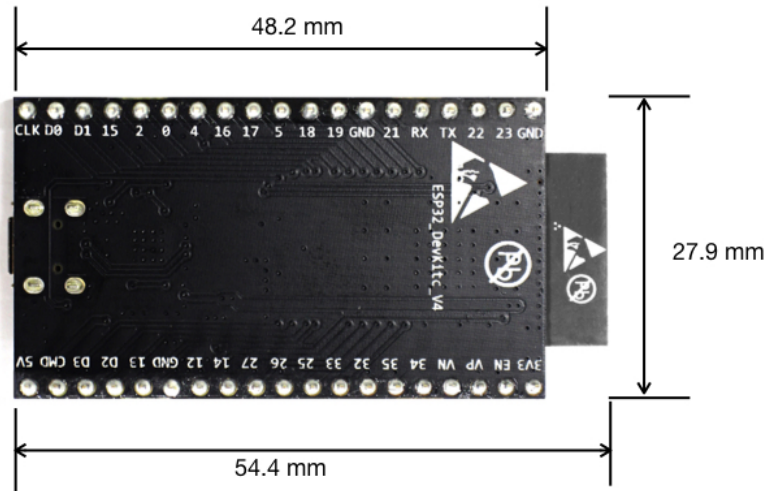


Fig. 4: ESP32-DevKitC board dimensions - back

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

## Overview

ESP32-DevKitC is a small-sized ESP32-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 ESP32-DevKitC board.

**ESP-WROOM-32** Standard [ESP-WROOM-32](#) module soldered to the ESP32-DevKitC board.

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

**Boot** 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.

**USB** USB interface. It functions as the power supply for the board and the communication interface between PC and ESP-WROOM-32.

**I/O** Most of the pins on the ESP-WROOM-32 are broken out to the pin headers on the board. Users can program ESP32 to enable multiple functions such as PWM, ADC, DAC, I2C, I2S, SPI, etc.

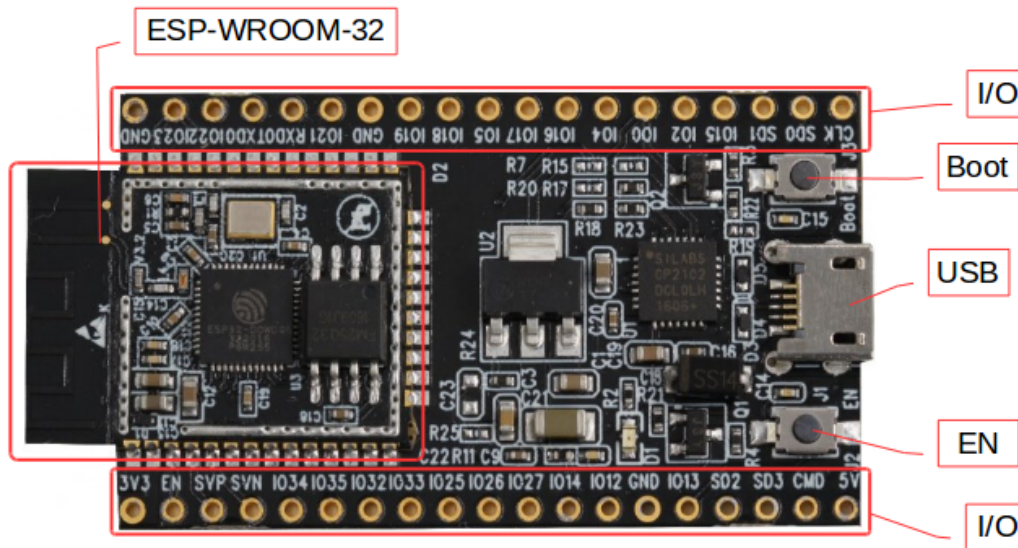


Fig. 5: ESP32-DevKitC V2 board layout

## 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 ESP32-DevKitC, please make sure that the board has been received in good condition with no obvious signs of damage.

To start development of applications, proceed to section [Get Started](#), that will walk you through the following steps:

- *Setup Toolchain* in your PC to develop applications for ESP32 in C language
- *Connect* the module to the PC and verify if it is accessible
- *Build and Flash* an example application to the ESP32
- *Monitor* instantly what the application is doing

### Related Documents

- [ESP32-DevKitC schematic \(PDF\)](#)
- [ESP32 Datasheet \(PDF\)](#)
- [ESP-WROOM-32 Datasheet \(PDF\)](#)

### 1.3.2 ESP-WROVER-KIT V4.1 Getting Started Guide

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This user guide shows how to get started with the ESP-WROVER-KIT V4.1 development board including description of its functionality and configuration options. For descriptions of other versions of the ESP-WROVER-KIT check [ESP32 Hardware Reference](#).

If you would like to start using this board right now, go directly to the [Start Application Development](#) section.

#### What You Need

- 1 × *ESP-WROVER-KIT V4.1 board*
- 1 × Micro USB 2.0 Cable, Type A to Micro B
- 1 × PC loaded with Windows, Linux or Mac OS

#### Overview

The ESP-WROVER-KIT is a development board built around the ESP32 and produced by [Espressif](#). This board is compatible with multiple ESP32 modules, including the ESP32-WROOM-32, ESP32-WROVER and ESP32-WROVER-B. The ESP-WROVER-KIT features support for an LCD and a MicroSD card. The I/O pins have been broken out from the ESP32 module for easy extension. The board carries an advanced multi-protocol USB bridge (the FTDI FT2232HL), enabling developers to use JTAG directly to debug the ESP32 through the USB interface. The development board makes secondary development easy and cost-effective.

#### Functionality Overview

The block diagram below illustrates the ESP-WROVER-KIT's main components and their interconnections.

#### Functional Description

The following lists and figures describe the key components, interfaces, and controls of ESP-WROVER-KIT board.

**32.768 kHz** An external precision 32.768 kHz crystal oscillator provides a low-power consumption clock used during Deep-Sleep mode.

**FT2232** The FT2232 chip is a multi-protocol USB-to-serial bridge. Users can control and program the FT2232 chip through the USB interface to establish communication with ESP32. The FT2232 chip also features USB-to-JTAG interface. USB-to-JTAG is available on channel A of the FT2232, whilst USB-to-serial is on channel B. The embedded FT2232 chip is one of the distinguishing features of the ESP-WROVER-KIT. It enhances users' convenience in terms of application development and debugging. In addition, users need not purchase a JTAG debugger separately, which reduces the development cost, see [ESP-WROVER-KIT V4.1 schematic](#).

**0R** A zero Ohm resistor intended as a placeholder for a current shunt. May be desoldered or replaced with a current shunt to facilitate measurement of current required by ESP32 module depending on power mode.



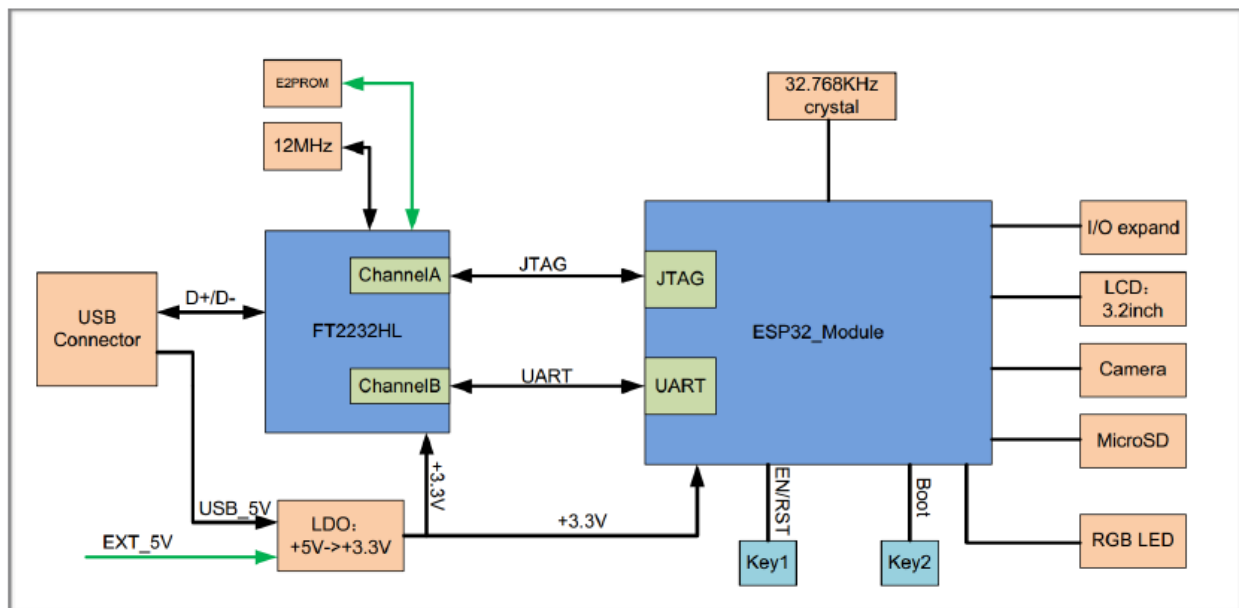


Fig. 6: ESP-WROVER-KIT block diagram

**ESP32-WROVER** This version of ESP-WROVER-KIT board has ESP-WROVER-B module installed that integrates 64-Mbit PSRAM for flexible extended storage and data processing capabilities. The board can accommodate other versions of ESP modules described under *WROOM*, *SOLO* and *WROVER Modules*.

**Note:** GPIO16 and GPIO17 are used as the CS and clock signal for PSRAM. To ensure reliable performance, the two GPIOs are not broken out.

**Diagnostic LEDs** Four red LEDs connected to GPIO pins of the FT2232 chip. Intended for future use.

**UART** Serial port: the serial TX/RX signals on the FT2232HL and the ESP32 are broken out to each side of JP2. By default, the two signals are connected with jumpers. To use the ESP32 module serial interface only, the jumpers may be removed and the module can be connected to another external serial device.

**SPI** SPI interface used by ESP32 to access flash and PSRAM memories inside the module. Please note that the voltage level on this interface depends on the module used.

**CTS/RTS** Serial port flow control signals: the pins are not connected to the circuitry by default. To enable them, respective pins of JP14 must be shorted with jumpers.

**JTAG** JTAG interface: the JTAG signals on FT2232HL and ESP32 are broken out to the two sides of JP2. By default, the two signals are disconnected. To enable JTAG, shorting jumpers are required on the signals as shown in section *Setup Options*.

**USB Port** USB interface. It functions as the power supply for the board and the communication interface between PC and ESP32 module.

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

**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.

**Power Switch** Power on/off button: toggling to the right powers the board on; toggling to the left powers the board off.

**Power Selector** Power supply selection interface: the ESP-WROVER-KIT can be powered through the USB interface or the 5V Input interface. The user can select the power supply with a jumper. More details can be found in section *Setup Options*, jumper header JP7.

**5V Input** The 5V power supply interface is used as a backup power supply in case of full-load operation.

**5V Power On LED** This red LED indicates that a power supply (either from **USB** or **5V Input**) is applied to the board.

**LDO** NCP1117(1A). 5V-to-3.3V LDO. (There is an alternative pin-compatible LDO — LM317DCY, with an output current of up to 1.5A). NCP1117 can provide a maximum current of 1A. The LDO solutions are available with both fixed output voltage and variable output voltage. For details please refer to [ESP-WROVER-KIT V4.1 schematic](#).

**Camera Connector** Camera interface: a standard OV7670 camera module is supported.

**RGB LED** Red, green and blue (RGB) light emitting diodes (LEDs), which may be controlled by pulse width modulation (PWM).

**I/O Connector** All the pins on the ESP32 module are led out to the pin headers on the ESP-WROVER-KIT. Users can program ESP32 to enable multiple functions such as PWM, ADC, DAC, I2C, I2S, SPI, etc.

**Micro SD Card Slot** Develop applications that access Micro SD card for data storage and retrieval.

**LCD** ESP-WROVER-KIT supports mounting and interfacing a 3.2" SPI (standard 4-wire Serial Peripheral Interface) LCD, as shown on figure *ESP-WROVER-KIT board layout - back*.

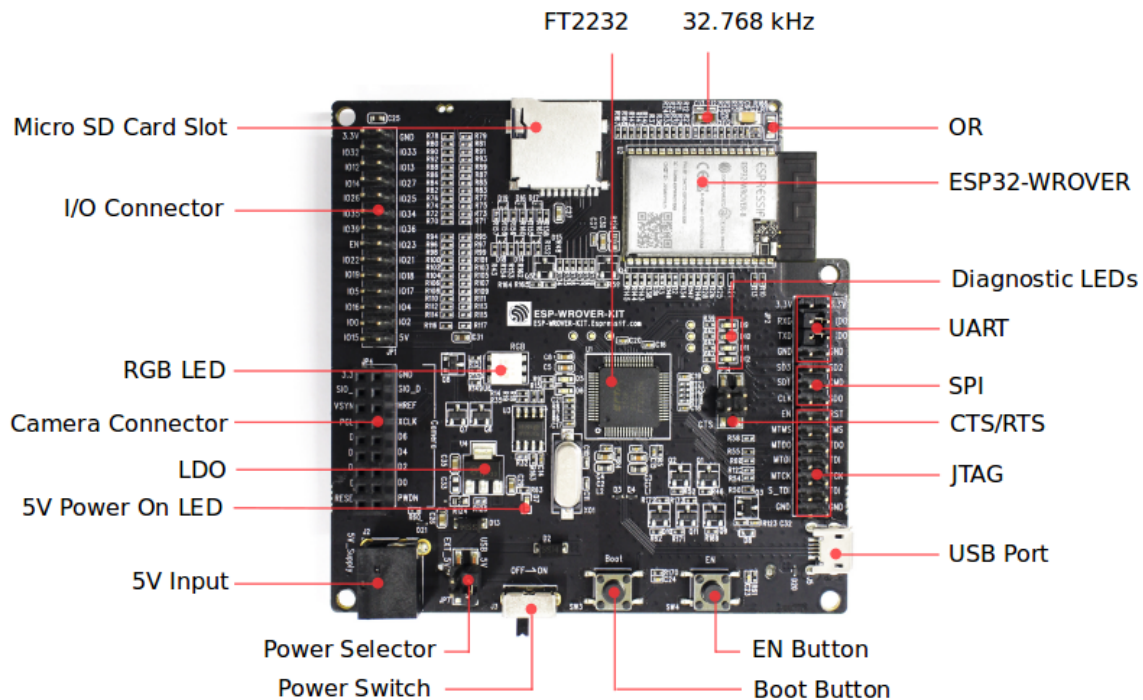


Fig. 7: ESP-WROVER-KIT board layout - front

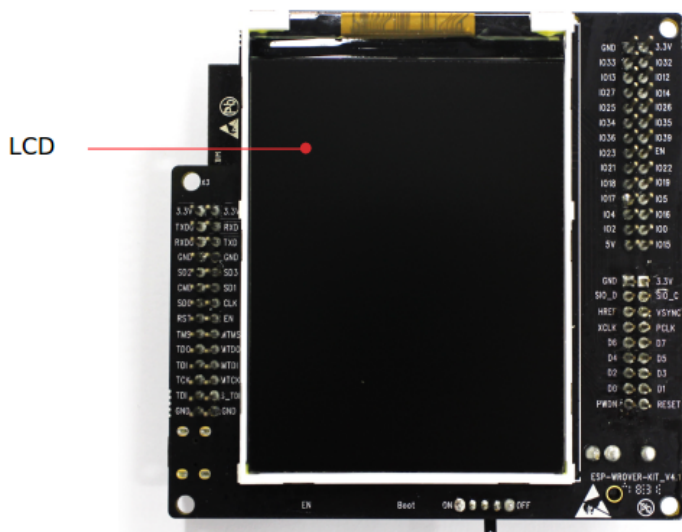

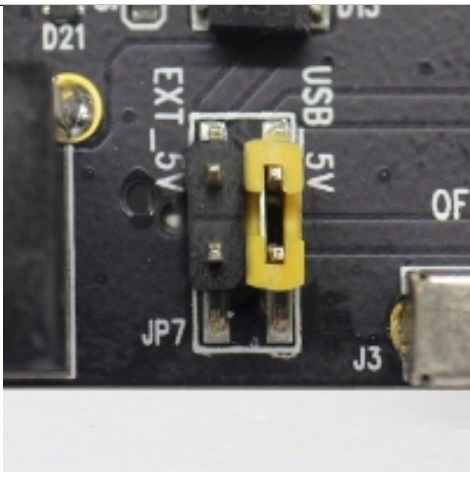
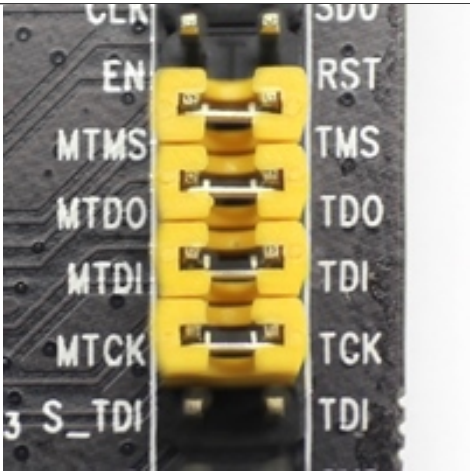
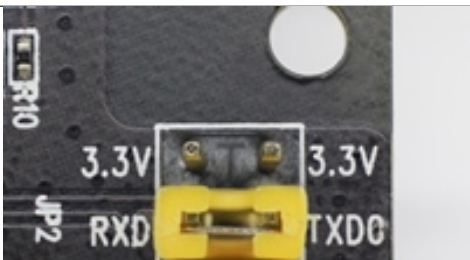


Fig. 8: ESP-WROVER-KIT board layout - back

## Setup Options

There are three jumper headers available to set up the board functionality. Typical options to select from are listed in table below.

Header	Jumper Setting	Description of Functionality
JP7		Power ESP-WROVER-KIT board from an external power supply
JP7		Power ESP-WROVER-KIT board from an USB port
JP2		Enable JTAG functionality
14		Chapter 1. Get Started

## Allocation of ESP32 Pins

Several pins / terminals of ESP32 module are allocated to the on board hardware. If certain hardware is not installed, e.g. nothing is plugged in to the Camera / JP4 header, then selected GPIOs may be used for other purposes.

Some of pins, like GPIO0 or GPIO2, have multiple functions and some of them are shared among on board and optional peripheral devices. Certain combinations of peripherals cannot work together. For example it is not possible to do JTAG debugging of an application that is using SD card, because several pins are shared by JTAG and the SD card slot.

In other cases peripherals can coexist under certain conditions. This is applicable to e.g. LCD screen and SD card that share only a single pin GPIO21. This pin is used to provide D/C (Data / Control) signal for the LCD and CD (Card Detect) signal read from the SD card slot. If the card detect functionality is not essential, then it may be disabled by removing R167, so both LCD and SD may operate together.

For more details what pins are shared among peripherals please refer to the table below.

## Main I/O Connector / JP1

The JP1 connector is shown in two columns in the middle under “I/O” headers. The two columns “Shared With” outside, describe where else on the board certain GPIO is used.

Shared With	I/O	I/O	Shared With
NC/XTAL	IO32	IO33	NC/XTAL
JTAG, MicroSD	IO12	IO13	JTAG, MicroSD
JTAG, MicroSD	IO14	IO27	Camera
Camera	IO26	IO25	Camera, LCD
Camera	IO35	IO34	Camera
Camera	IO39	IO36	Camera
JTAG	EN	IO23	Camera, LCD
Camera, LCD	IO22	IO21	Camera, LCD, MicroSD
Camera, LCD	IO19	IO18	Camera, LCD
Camera, LCD	IO5	IO17	PSRAM
PSRAM	IO16	IO4	LED, Camera, MicroSD
Camera, LED, Boot	IO0	IO2	LED, MicroSD
JTAG, MicroSD	IO15	5V	

Legend:

- NC/XTAL - *32.768 kHz Oscillator*
- JTAG - *JTAG / JP8*
- Boot - *Boot button / SW2*
- Camera - *Camera / JP4*
- LED - *RGB LED*
- MicroSD - *MicroSD Card / J4*
- LCD - *LCD / U5*
- PSRAM - *ESP32-WROVER's PSRAM, if ESP32-WROVER is installed*

### 32.768 kHz Oscillator

.	ESP32 Pin
1	GPIO32
2	GPIO33

---

**Note:** As GPIO32 and GPIO33 are connected to the oscillator, they are not connected to JP1 I/O expansion connector to maintain signal integrity. This allocation may be changed from oscillator to JP1 by desoldering the 0R resistors from positions R11 / R23 and installing them in positions R12 / R24.

---

### SPI Flash / JP2

.	ESP32 Pin
1	CLK / GPIO6
2	SD0 / GPIO7
3	SD1 / GPIO8
4	SD2 / GPIO9
5	SD3 / GPIO10
6	CMD / GPIO11

---

**Important:** The module's flash bus is connected to the pin header JP2 through 0-Ohm resistors R140 ~ R145. If the flash frequency needs to operate at 80 MHz for reasons such as improving the integrity of bus signals, it is recommended that resistors R140 ~ R145 be desoldered. At this point, the module's flash bus is disconnected with the pin header JP2.

---

### JTAG / JP2

.	ESP32 Pin	JTAG Signal
1	EN	TRST_N
2	MTMS / GPIO14	TMS
3	MTDO / GPIO15	TDO
4	MTDI / GPIO12	TDI
5	MTCK / GPIO13	TCK

**Camera / JP4**

.	ESP32 Pin	Camera Signal
1	n/a	3.3V
2	n/a	Ground
3	GPIO27	SIO_C / SCCB Clock
4	GPIO26	SIO_D / SCCB Data
5	GPIO25	VSYNC / Vertical Sync
6	GPIO23	HREF / Horizontal Reference
7	GPIO22	PCLK / Pixel Clock
8	GPIO21	XCLK / System Clock
9	GPIO35	D7 / Pixel Data Bit 7
10	GPIO34	D6 / Pixel Data Bit 6
11	GPIO39	D5 / Pixel Data Bit 5
12	GPIO36	D4 / Pixel Data Bit 4
13	GPIO19	D3 / Pixel Data Bit 3
14	GPIO18	D2 / Pixel Data Bit 2
15	GPIO5	D1 / Pixel Data Bit 1
16	GPIO4	D0 / Pixel Data Bit 0
17	GPIO0	RESET / Camera Reset
18	n/a	PWDN / Camera Power Down

- Signals D0 .. D7 denote camera data bus

**RGB LED**

.	ESP32 Pin	RGB LED
1	GPIO0	Red
2	GPIO2	Green
3	GPIO4	Blue

**MicroSD Card / J4**

.	ESP32 Pin	MicroSD Signal
1	MTDI / GPIO12	DATA2
2	MTCK / GPIO13	CD / DATA3
3	MTDO / GPIO15	CMD
4	MTMS / GPIO14	CLK
5	GPIO2	DATA0
6	GPIO4	DATA1
7	GPIO21	CD

## LCD / U5

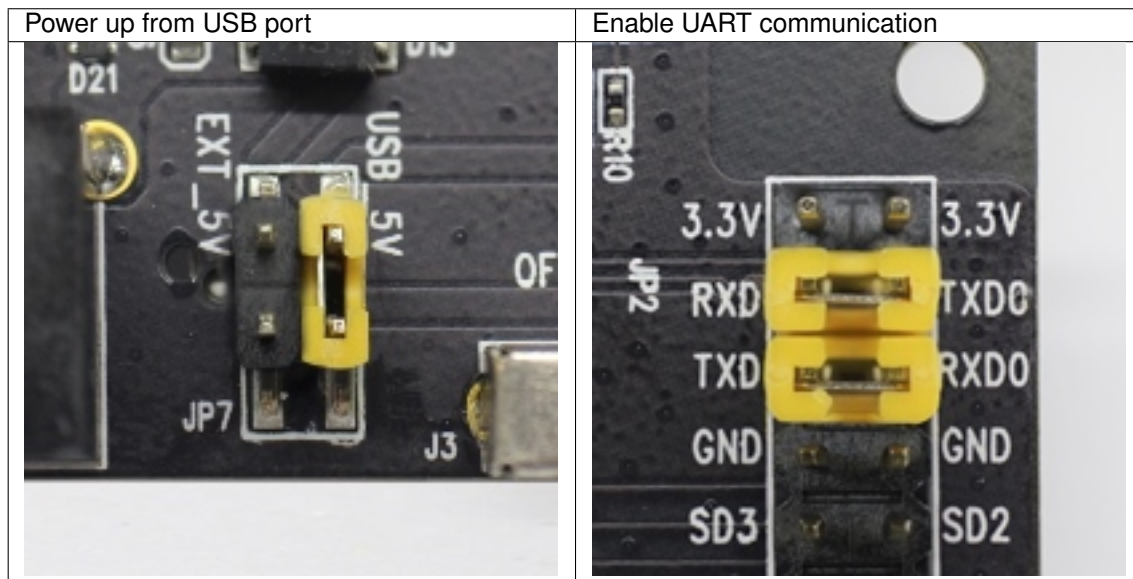
.	ESP32 Pin	LCD Signal
1	GPIO18	RESET
2	GPIO19	SCL
3	GPIO21	D/C
4	GPIO22	CS
5	GPIO23	SDA
6	GPIO25	SDO
7	GPIO5	Backlight

### Start Application Development

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

### Initial Setup

Select the source of power supply for the board by setting jumper JP7. The options are either **USB** port or an external **5V Input**. For this application, the selection of the USB port is sufficient. Enable UART communication by installing jumpers on JP2. Both selections are shown in table below.



Do not install any other jumpers.

Turn the **Power Switch** on. The **5V Power On LED** should turn on.

### Now to Development

To start development of applications for ESP-WROVER-KIT, proceed to the *Get Started* section which will walk you through the following steps:



- *Setup Toolchain* in your PC to develop applications for ESP32 in C language
- *Connect* the module to the PC and verify if it is accessible
- *Build and Flash* an example application to the ESP32
- *Monitor* instantly what the application is doing

## Related Documents

- [ESP-WROVER-KIT V4.1 schematic \(PDF\)](#)
- [ESP32 Datasheet \(PDF\)](#)
- [ESP32-WROVER-B Datasheet \(PDF\)](#)
- [JTAG Debugging](#)
- [ESP32 Hardware Reference](#)

## ESP-WROVER-KIT V3 Getting Started Guide

This user guide shows how to get started with the ESP-WROVER-KIT V3 development board including description of its functionality and configuration options. For descriptions of other versions of the ESP-WROVER-KIT check [ESP32 Hardware Reference](#).

If you would like to start using this board right now, go directly to the [Start Application Development](#) section.

## What You Need

- 1 × *ESP-WROVER-KIT V3 board*
- 1 × Micro USB 2.0 Cable, Type A to Micro B
- 1 × PC loaded with Windows, Linux or Mac OS

## Overview

The ESP-WROVER-KIT is a development board built around the ESP32 and produced by [Espressif](#). This board is compatible with multiple ESP32 modules, including the ESP32-WROOM-32 and ESP32-WROVER. The ESP-WROVER-KIT features support for an LCD and MicroSD card. The I/O pins have been broken out from the ESP32 module for easy extension. The board carries an advanced multi-protocol USB bridge (the FTDI FT2232HL), enabling developers to use JTAG directly to debug the ESP32 through the USB interface. The development board makes secondary development easy and cost-effective.

---

**Note:** ESP-WROVER-KIT V3 integrates the ESP32-WROVER module by default.

---

## Functionality Overview

The block diagram below illustrates the ESP-WROVER-KIT's main components and their interconnections.

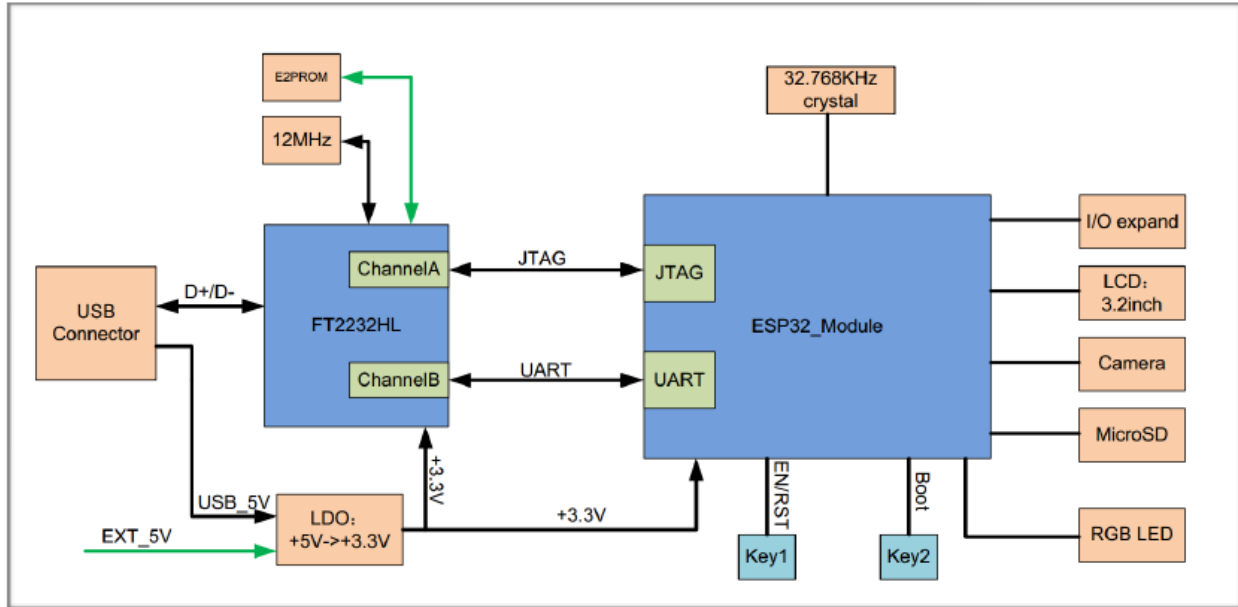


Fig. 9: ESP-WROVER-KIT block diagram

## Functional Description

The following lists and figures describe the key components, interfaces, and controls of ESP-WROVER-KIT board.

**32.768 kHz** An external precision 32.768 kHz crystal oscillator provides a low-power consumption clock used during Deep-Sleep mode.

**0R** A zero Ohm resistor intended as a placeholder for a current shunt. May be desoldered or replaced with a current shunt to facilitate measurement of current required by ESP32 module depending on power mode.

**ESP32 Module** ESP-WROVER-KIT is compatible with both the ESP32-WROOM-32 and the ESP32-WROVER. The ESP32-WROVER module features all the functions of ESP32-WROOM-32 and integrates an external 32-Mbit PSRAM for flexible extended storage and data processing capabilities.

---

**Note:** GPIO16 and GPIO17 are used as the CS and clock signal for PSRAM. To ensure reliable performance, the two GPIOs are not broken out.

---

**FT2232** The FT2232 chip is a multi-protocol USB-to-serial bridge. Users can control and program the FT2232 chip through the USB interface to establish communication with ESP32. The FT2232 chip also features USB-to-JTAG interface. USB-to-JTAG is available on channel A of the FT2232, whilst USB-to-serial is on channel B. The embedded FT2232 chip is one of the distinguishing features of the ESP-WROVER-KIT. It enhances users' convenience in terms of application development and debugging. In addition, users need not purchase a JTAG debugger separately, which reduces the development cost, see [ESP-WROVER-KIT V3 schematic](#).

**UART** Serial port: the serial TX/RX signals on the FT2232HL and the ESP32 are broken out to each side of JP11. By default, the two signals are connected with jumpers. To use the ESP32 module serial interface only, the jumpers may be removed and the module can be connected to another external serial device.

**SPI** The SPI interface is used by the ESP32 to access flash and PSRAM memories within the module itself. To interface with another SPI device, an extra CS signal is needed. Please note that the voltage level on this interface depends on the module used (e.g 1.8V and 3.3V for the ESP32-WROVER and ESP32-WROOM-32 respectively).

**CTS/RTS** Serial port flow control signals: the pins are not connected to the circuitry by default. To enable them, respective pins of JP14 must be shorted with jumpers.

**JTAG** JTAG interface: the JTAG signals on FT2232HL and ESP32 are broken out to the two sides of JP8. By default, the two signals are disconnected. To enable JTAG, shorting jumpers are required on the signals.

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

**Boot** 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.

**USB** USB interface. It functions as the power supply for the board and the communication interface between PC and ESP32 module.

**Power Select** Power supply selection interface: the ESP-WROVER-KIT can be powered through the USB interface or the 5V Input interface. The user can select the power supply with a jumper. More details can be found in section *Setup Options*, jumper header JP7.

**Power Key** Power on/off button: toggling to the right powers the board on; toggling to the left powers the board off.

**5V Input** The 5V power supply interface is used as a backup power supply in case of full-load operation.

**LDO** NCP1117(1A). 5V-to-3.3V LDO. (There is an alternative pin-compatible LDO — LM317DCY, with an output current of up to 1.5A). NCP1117 can provide a maximum current of 1A. The LDO solutions are available with both fixed output voltage and variable output voltage. For details please refer to [ESP-WROVER-KIT V3 schematic](#).

**Camera** Camera interface: a standard OV7670 camera module is supported.

**RGB** Red, green and blue (RGB) light emitting diodes (LEDs), which may be controlled by pulse width modulation (PWM).

**I/O** All the pins on the ESP32 module are led out to the pin headers on the ESP-WROVER-KIT. Users can program ESP32 to enable multiple functions such as PWM, ADC, DAC, I2C, I2S, SPI, etc.

**Micro SD Card** Develop applications that access Micro SD card for data storage and retrieval.

**LCD** ESP-WROVER-KIT supports mounting and interfacing a 3.2" SPI (standard 4-wire Serial Peripheral Interface) LCD, as shown on figure *ESP-WROVER-KIT board layout - back*.

## Setup Options

There are five jumper headers available to set up the board functionality. Typical options to select from are listed in table below.

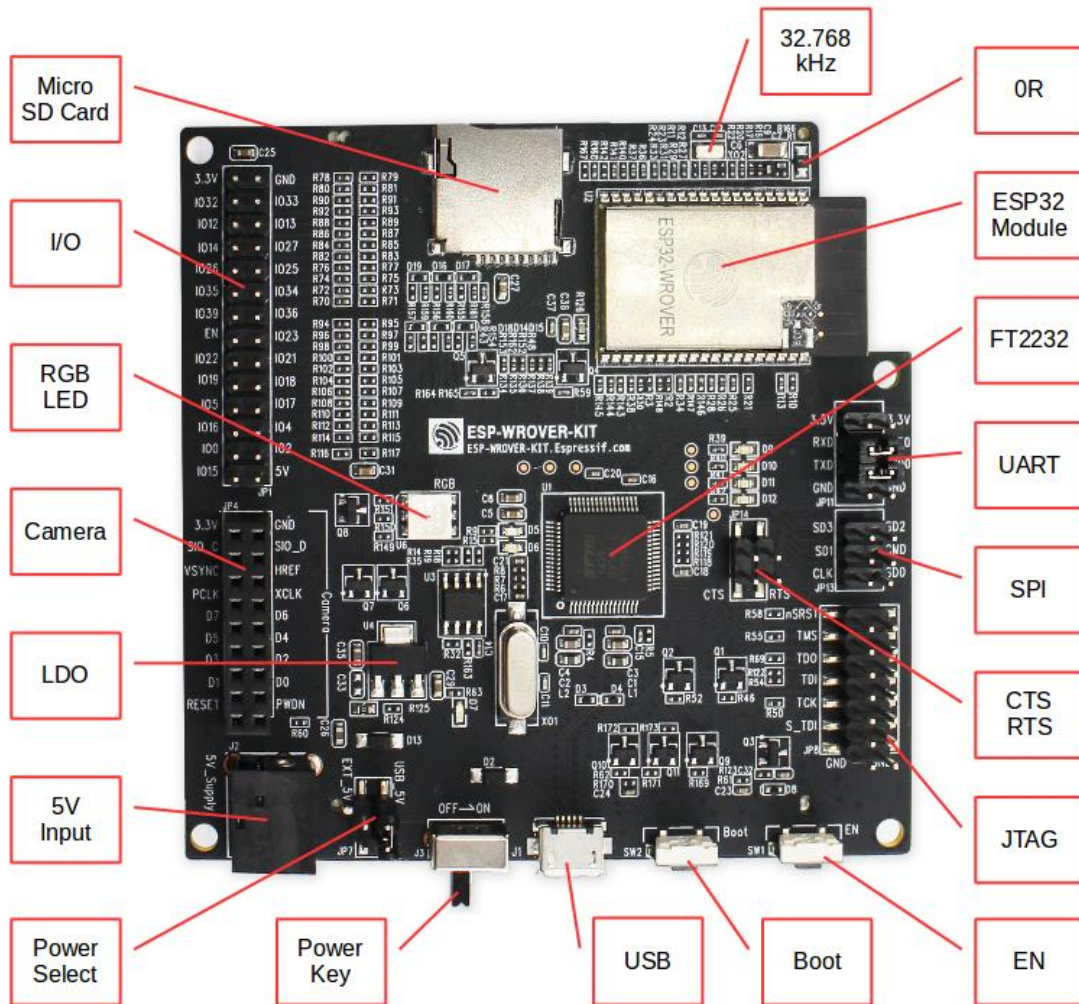


Fig. 10: ESP-WROVER-KIT board layout - front

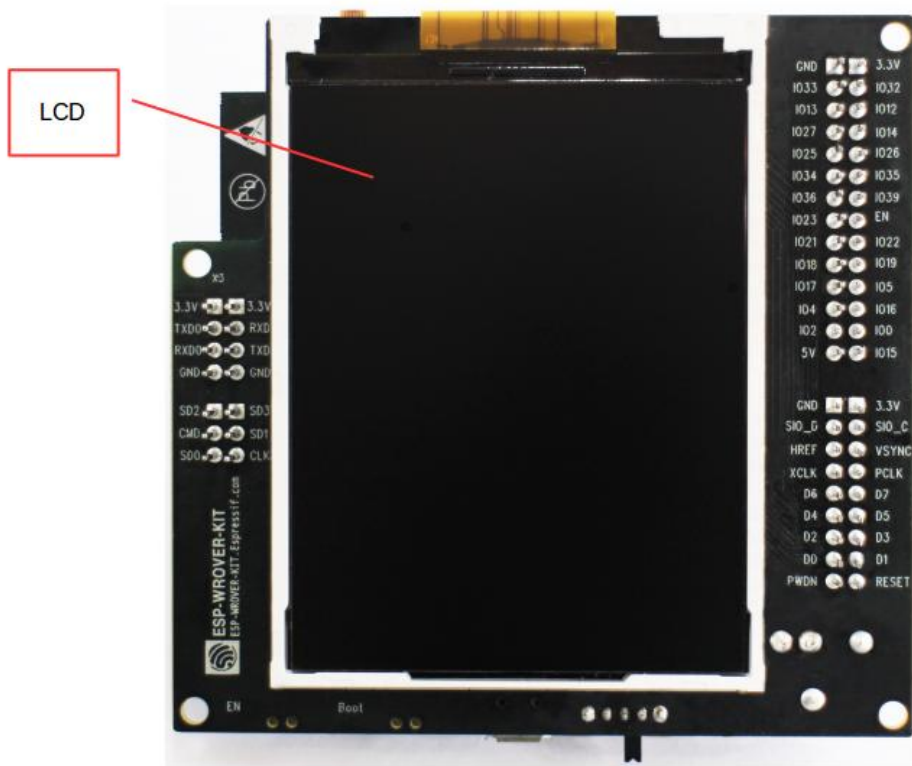
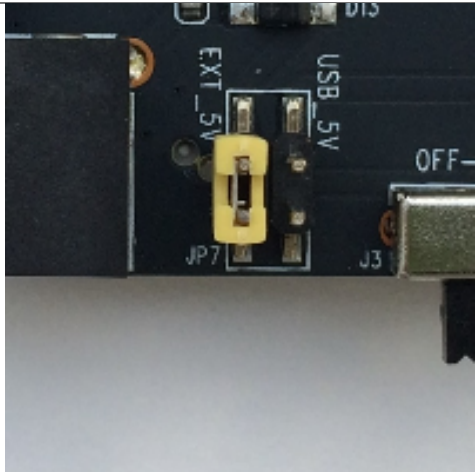
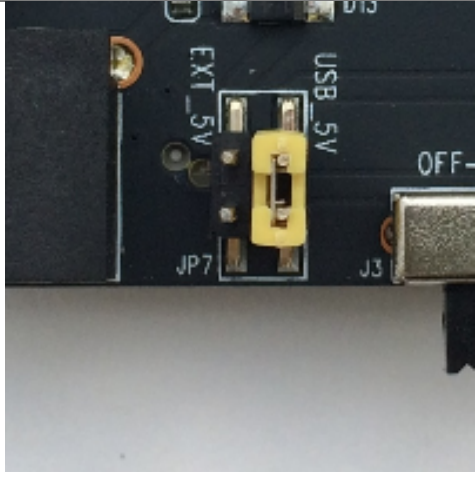
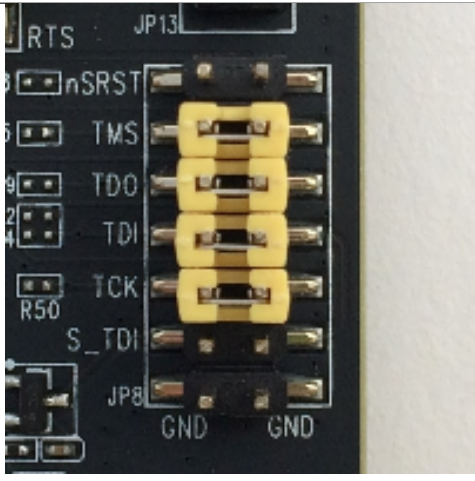
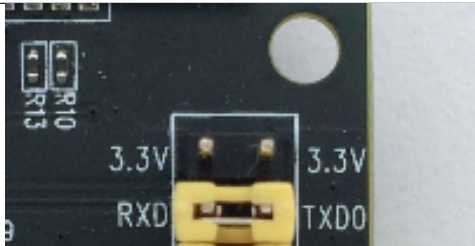


Fig. 11: ESP-WROVER-KIT board layout - back

Header	Jumper Setting	Description of Functionality
JP7		Power ESP-WROVER-KIT board from an external power supply
JP7		Power ESP-WROVER-KIT board from an USB port
JP8		Enable JTAG functionality
24		Chapter 1. Get Started

## Allocation of ESP32 Pins

Several pins / terminals of ESP32 module are allocated to the on board hardware. Some of them, like GPIO0 or GPIO2, have multiple functions. If certain hardware is not installed, e.g. nothing is plugged in to the Camera / JP4 header, then selected GPIOs may be used for other purposes.

### Main I/O Connector / JP1

The JP1 connector is shown in two columns in the middle under “I/O” headers. The two columns “Shared With” outside, describe where else on the board certain GPIO is used.

Shared With	I/O	I/O	Shared With
	3.3V	GND	
NC/XTAL	IO32	IO33	NC/XTAL
JTAG, MicroSD	IO12	IO13	JTAG, MicroSD
JTAG, MicroSD	IO14	IO27	Camera
Camera	IO26	IO25	Camera, LCD
Camera	IO35	IO34	Camera
Camera	IO39	IO36	Camera
JTAG	EN	IO23	Camera, LCD
Camera, LCD	IO22	IO21	Camera, LCD, MicroSD
Camera, LCD	IO19	IO18	Camera, LCD
Camera, LCD	IO5	IO17	PSRAM
PSRAM	IO16	IO4	LED, Camera, MicroSD
Camera, LED, Boot	IO0	IO2	LED, MicroSD
JTAG, MicroSD	IO15	5V	

Legend:

- NC/XTAL - *32.768 kHz Oscillator*
- JTAG - *JTAG / JP8*
- Boot - *Boot button / SW2*
- Camera - *Camera / JP4*
- LED - *RGB LED*
- MicroSD - *MicroSD Card / J4*
- LCD - *LCD / U5*
- PSRAM - *ESP32-WROVER’s PSRAM, if ESP32-WROVER is installed*

### 32.768 kHz Oscillator

	ESP32 Pin
1	GPIO32
2	GPIO33

**Note:** As GPIO32 and GPIO33 are connected to the oscillator, they are not connected to JP1 I/O expansion connector to maintain signal integrity. This allocation may be changed from oscillator to JP1 by desoldering the 0R resistors from positions R11 / R23 and installing them in positions R12 / R24.

---

### SPI Flash / JP13

	ESP32 Pin
1	CLK / GPIO6
2	SD0 / GPIO7
3	SD1 / GPIO8
4	SD2 / GPIO9
5	SD3 / GPIO10
6	CMD / GPIO11

**Important:** The module's flash bus is connected to the pin header JP13 through 0-Ohm resistors R140 ~ R145. If the flash frequency needs to operate at 80 MHz for reasons such as improving the integrity of bus signals, it is recommended that resistors R140 ~ R145 be desoldered. At this point, the module's flash bus is disconnected with the pin header JP13.

---

### JTAG / JP8

	ESP32 Pin	JTAG Signal
1	EN	TRST_N
2	MTDO / GPIO15	TDO
3	MTDI / GPIO12	TDI
4	MTCK / GPIO13	TCK
5	MTMS / GPIO14	TMS



**Camera / JP4**

	ESP32 Pin	Camera Signal
1	n/a	3.3V
2	n/a	Ground
3	GPIO27	SIO_C / SCCB Clock
4	GPIO26	SIO_D / SCCB Data
5	GPIO25	VSYNC / Vertical Sync
6	GPIO23	HREF / Horizontal Reference
7	GPIO22	PCLK / Pixel Clock
8	GPIO21	XCLK / System Clock
9	GPIO35	D7 / Pixel Data Bit 7
10	GPIO34	D6 / Pixel Data Bit 6
11	GPIO39	D5 / Pixel Data Bit 5
12	GPIO36	D4 / Pixel Data Bit 4
13	GPIO19	D3 / Pixel Data Bit 3
14	GPIO18	D2 / Pixel Data Bit 2
15	GPIO5	D1 / Pixel Data Bit 1
16	GPIO4	D0 / Pixel Data Bit 0
17	GPIO0	RESET / Camera Reset
18	n/a	PWDN / Camera Power Down

**RGB LED**

	ESP32 Pin	RGB LED
1	GPIO0	Red
2	GPIO2	Green
3	GPIO4	Blue

**MicroSD Card / J4**

	ESP32 Pin	MicroSD Signal
1	MTDI / GPIO12	DATA2
2	MTCK / GPIO13	CD / DATA3
3	MTDO / GPIO15	CMD
4	MTMS / GPIO14	CLK
5	GPIO2	DATA0
6	GPIO4	DATA1
7	GPIO21	CD

## LCD / U5

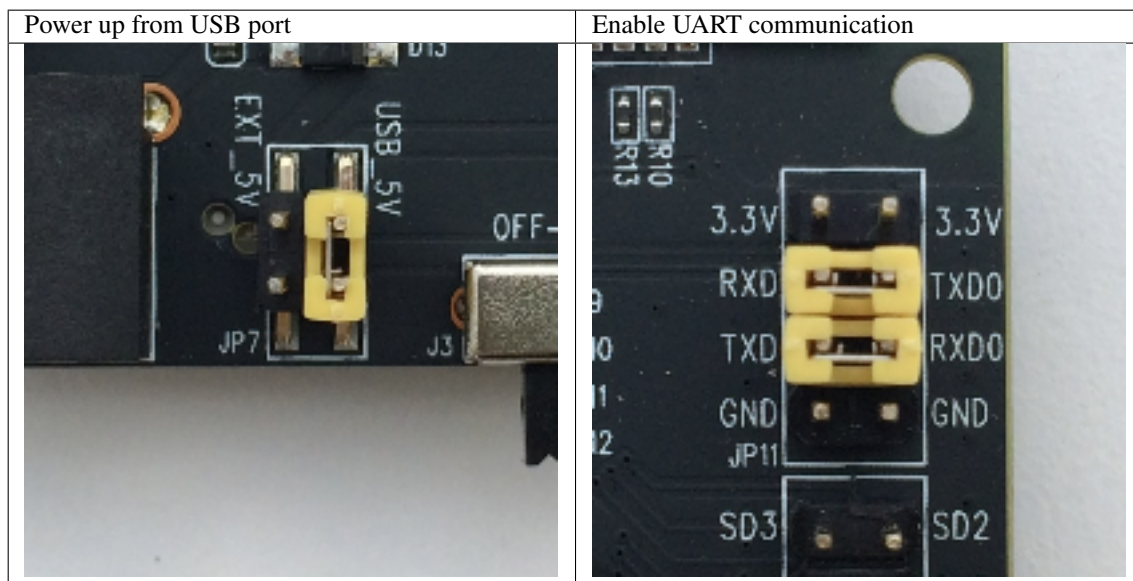
	ESP32 Pin	LCD Signal
1	GPIO18	RESET
2	GPIO19	SCL
3	GPIO21	D/C
4	GPIO22	CS
5	GPIO23	SDA
6	GPIO25	SDO
7	GPIO5	Backlight

## Start Application Development

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

## Initial Setup

Select the source of power supply for the board by setting jumper JP7. The options are either USB port or an external power supply. For this application selection of USB port is sufficient. Enable UART communication by installing jumpers on JP11. Both selections are shown in table below.



Do not install any other jumpers.

## Now to Development

To start development of applications for ESP-WROVER-KIT, proceed to the *Get Started* section which will walk you through the following steps:

- *Setup Toolchain* in your PC to develop applications for ESP32 in C language

- *Connect* the module to the PC and verify if it is accessible
- *Build and Flash* an example application to the ESP32
- *Monitor* instantly what the application is doing

## Related Documents

- [ESP-WROVER-KIT V3 schematic \(PDF\)](#)
- [ESP32 Datasheet \(PDF\)](#)
- [ESP32-WROVER Datasheet \(PDF\)](#)
- [ESP32-WROOM-32 Datasheet \(PDF\)](#)
- [JTAG Debugging](#)
- [ESP32 Hardware Reference](#)

## ESP-WROVER-KIT V2 Getting Started Guide

This user guide shows how to get started with ESP-WROVER-KIT V2 development board including description of its functionality and configuration options. For description of other versions of the ESP-WROVER-KIT check [ESP32 Hardware Reference](#).

If you like to start using this board right now, go directly to section [Start Application Development](#).

## What You Need

- 1 × ESP-WROVER-KIT V2 board
- 1 x Micro USB 2.0 Cable, Type A to Micro B
- 1 × PC loaded with Windows, Linux or Mac OS

## Overview

The ESP-WROVER-KIT is a development board produced by [Espressif](#) built around ESP32. This board is compatible with ESP32 modules, including the ESP-WROOM-32 and ESP32-WROVER. The ESP-WROVER-KIT features support for an LCD and MicroSD card. The I/O pins have been broken out from the ESP32 module for easy extension. The board carries an advanced multi-protocol USB bridge (the FTDI FT2232HL), enabling developers to use JTAG directly to debug the ESP32 through the USB interface. The development board makes secondary development easy and cost-effective.

---

**Note:** ESP-WROVER-KIT V2 integrates the ESP-WROOM-32 module by default.

---

## Functionality Overview

Block diagram below presents main components of ESP-WROVER-KIT and interconnections between components.

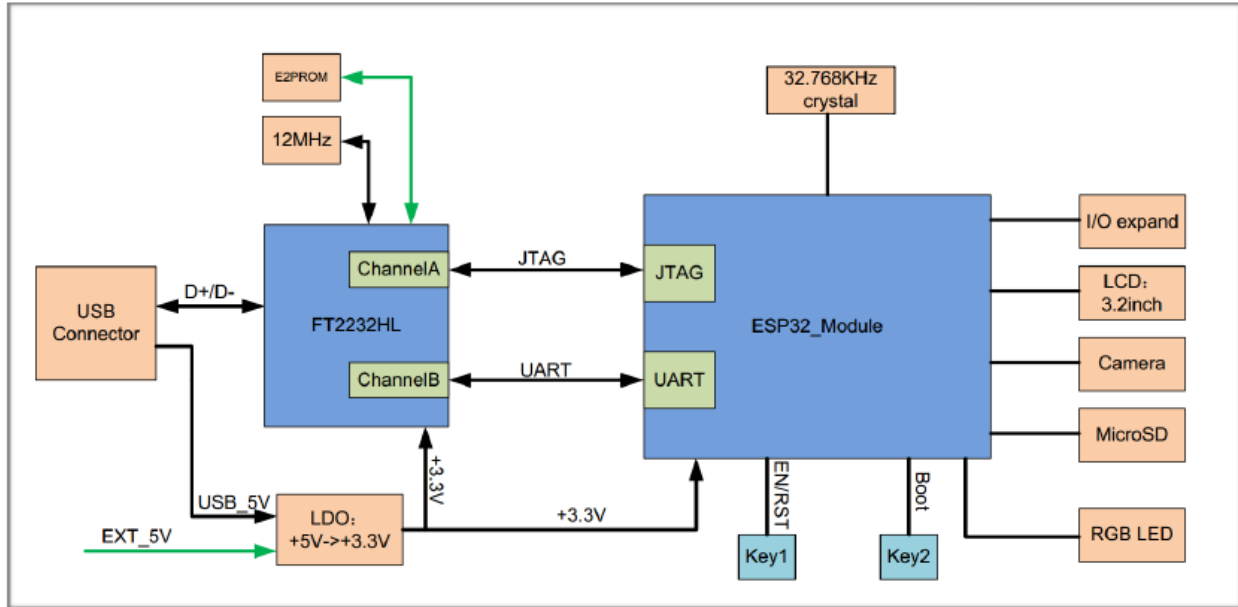


Fig. 12: ESP-WROVER-KIT block diagram

## Functional Description

The following list and figures below describe key components, interfaces and controls of ESP-WROVER-KIT board.

**32.768 kHz** An external precision 32.768 kHz crystal oscillator provides the chip with a clock of low-power consumption during the Deep-sleep mode.

**ESP32 Module** ESP-WROVER-KIT is compatible with both ESP-WROOM-32 and ESP32-WROVER. The ESP32-WROVER module features all the functions of ESP-WROOM-32 and integrates an external 32-MBit PSRAM for flexible extended storage and data processing capabilities.

---

**Note:** GPIO16 and GPIO17 are used as the CS and clock signal for PSRAM. To ensure reliable performance, the two GPIOs are not broken out.

---

**CTS/RTS** Serial port flow control signals: the pins are not connected to the circuitry by default. To enable them, respective pins of JP14 must be shorted with jumpers.

**UART** Serial port: the serial TX/RX signals on FT2232HL and ESP32 are broken out to the two sides of JP11. By default, the two signals are connected with jumpers. To use the ESP32 module serial interface only, the jumpers may be removed and the module can be connected to another external serial device.

**SPI** SPI interface: the SPI interface connects to an external flash (PSRAM). To interface another SPI device, an extra CS signal is needed. If an ESP32-WROVER is being used, please note that the electrical level on the flash and SRAM is 1.8V.

**JTAG** JTAG interface: the JTAG signals on FT2232HL and ESP32 are broken out to the two sides of JP8. By default, the two signals are disconnected. To enable JTAG, shorting jumpers are required on the signals.

**FT2232** FT2232 chip is a multi-protocol USB-to-serial bridge. The FT2232 chip features USB-to-UART and USB-to-JTAG functionalities. Users can control and program the FT2232 chip through the USB interface to establish communication with ESP32.

The embedded FT2232 chip is one of the distinguishing features of the ESP-WROVER-KIT. It enhances users'

convenience in terms of application development and debugging. In addition, users do not need to buy a JTAG debugger separately, which reduces the development cost, see [ESP-WROVER-KIT V2 schematic](#).

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

**Boot** 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.

**USB** USB interface. It functions as the power supply for the board and the communication interface between PC and ESP32 module.

**Power Select** Power supply selection interface: the ESP-WROVER-KIT can be powered through the USB interface or the 5V Input interface. The user can select the power supply with a jumper. More details can be found in section [Setup Options](#), jumper header JP7.

**Power Key** Power on/off button: toggling to the right powers the board on; toggling to the left powers the board off.

**5V Input** The 5V power supply interface is used as a backup power supply in case of full-load operation.

**LDO** NCP1117(1A). 5V-to-3.3V LDO. (There is an alternative pin-compatible LDO — LM317DCY, with an output current of up to 1.5A). NCP1117 can provide a maximum current of 1A. The LDO solutions are available with both fixed output voltage and variable output voltage. For details please refer to [ESP-WROVER-KIT V2 schematic](#).

**Camera** Camera interface: a standard OV7670 camera module is supported.

**RGB** Red, green and blue (RGB) light emitting diodes (LEDs), which may be controlled by pulse width modulation (PWM).

**I/O** All the pins on the ESP32 module are led out to the pin headers on the ESPWROVER-KIT. Users can program ESP32 to enable multiple functions such as PWM, ADC, DAC, I2C, I2S, SPI, etc.

**Micro SD Card** Micro SD card slot for data storage: when ESP32 enters the download mode, GPIO2 cannot be held high. However, a pull-up resistor is required on GPIO2 to enable the Micro SD Card. By default, GPIO2 and the pull-up resistor R153 are disconnected. To enable the SD Card, use jumpers on JP1 as shown in section [Setup Options](#).

**LCD** ESP-WROVER-KIT supports mounting and interfacing a 3.2" SPI (standard 4-wire Serial Peripheral Interface) LCD, as shown on figure [ESP-WROVER-KIT board layout - back](#).

## Setup Options

There are five jumper headers available to set up the board functionality. Typical options to select from are listed in table below.

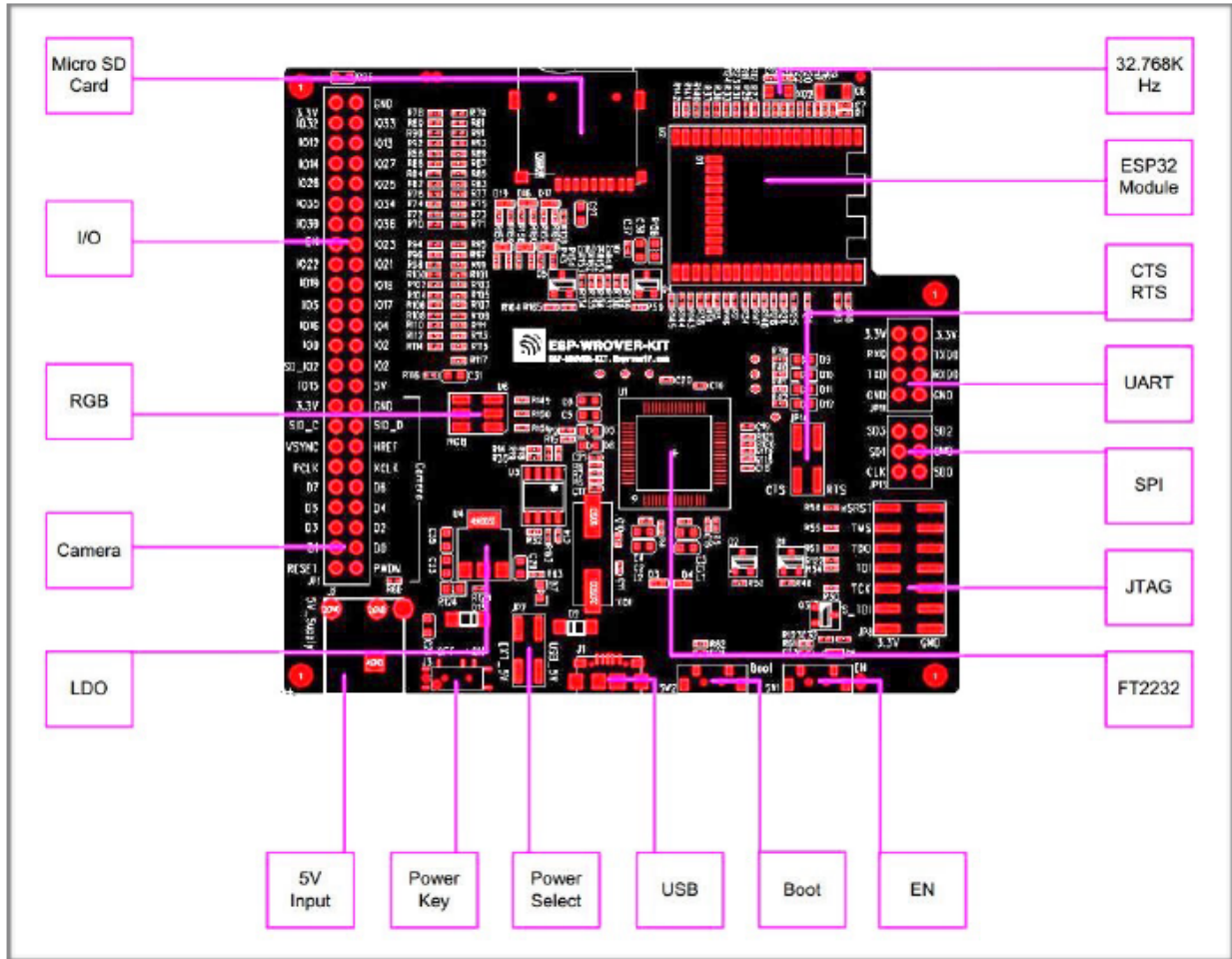


Fig. 13: ESP-WROVER-KIT board layout - front

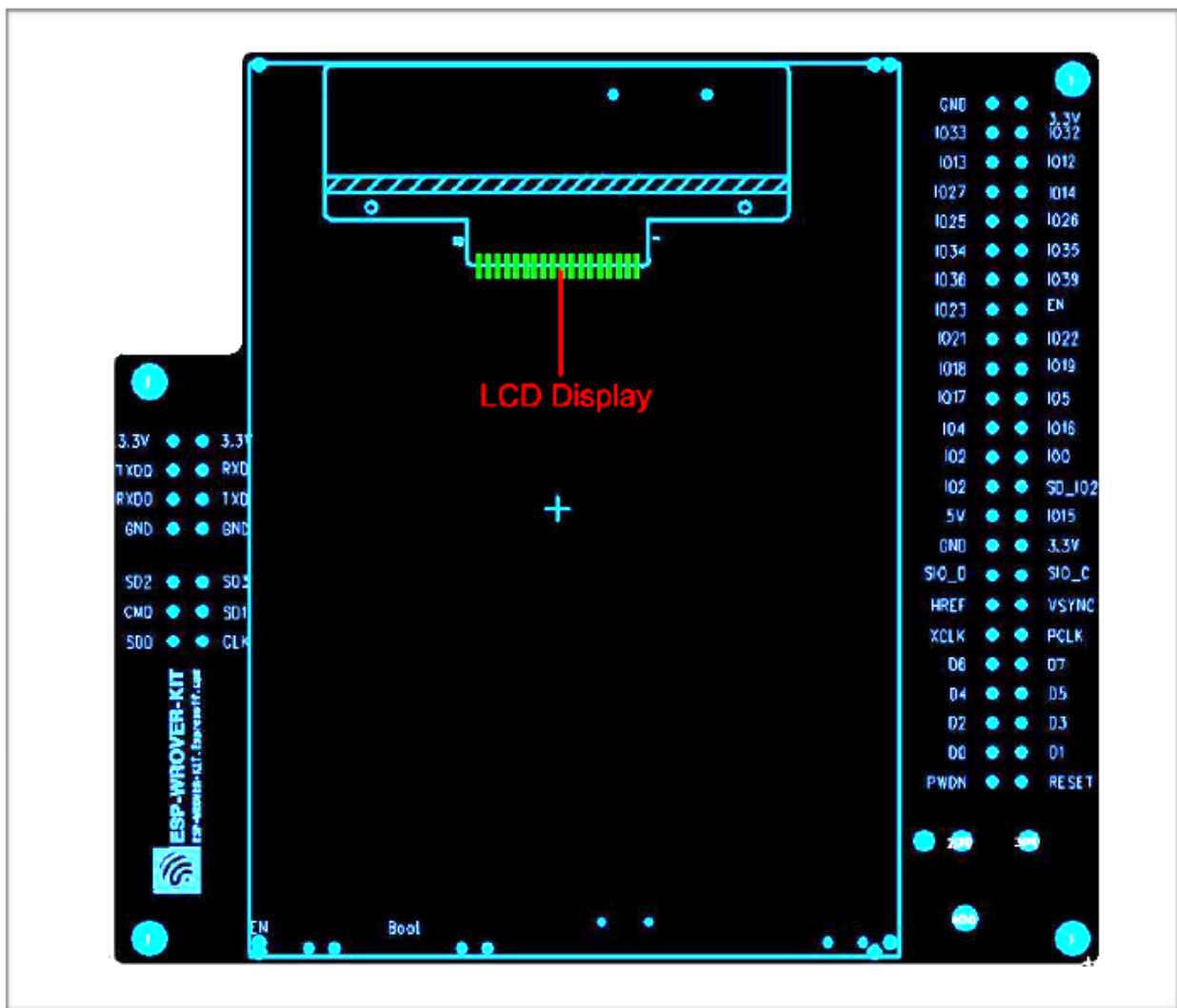
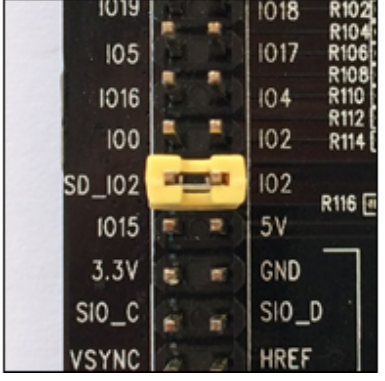
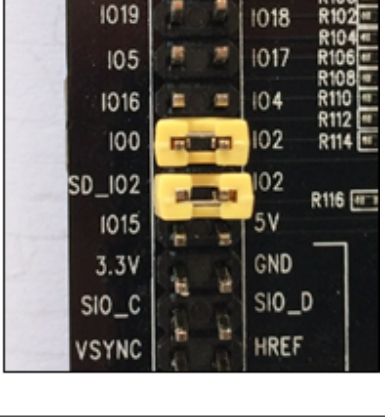
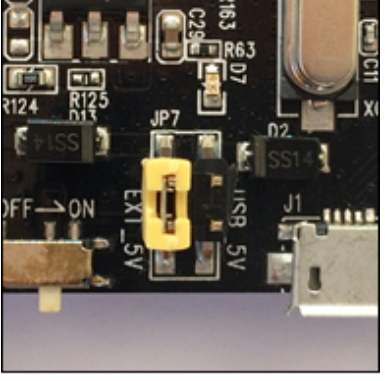
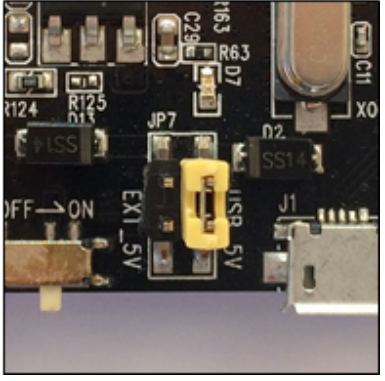
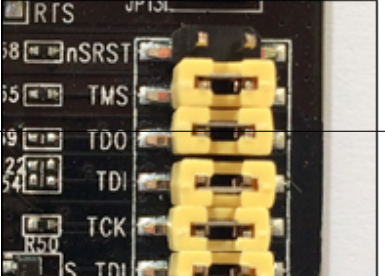


Fig. 14: ESP-WROVER-KIT board layout - back

Header	Jumper Setting	Description of Functionality
JP1		Enable pull up for the Micro SD Card
JP1		Assert GPIO2 low during each download (by jumping it to GPIO0)
JP7		Power ESP-WROVER-KIT board from an external power supply
JP7		Power ESP-WROVER-KIT board from an USB port
34		Chapter 1. Get Started

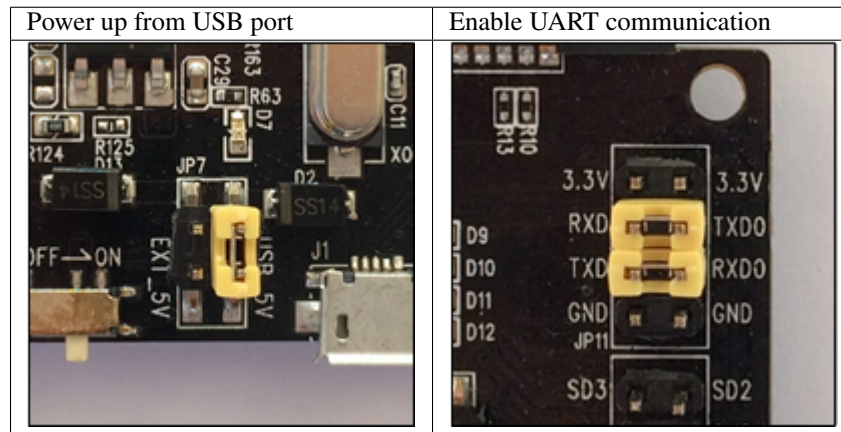


## Start Application Development

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

### Initial Setup

Select the source of power supply for the board by setting jumper JP7. The options are either USB port or an external power supply. For this application selection of USB port is sufficient. Enable UART communication by installing jumpers on JP11. Both selections are shown in table below.



Do not install any other jumpers.

### Now to Development

To start development of applications for ESP32-DevKitC, proceed to section *Get Started*, that will walk you through the following steps:

- *Setup Toolchain* in your PC to develop applications for ESP32 in C language
- *Connect* the module to the PC and verify if it is accessible
- *Build and Flash* an example application to the ESP32
- *Monitor* instantly what the application is doing

### Related Documents

- [ESP-WROVER-KIT V2 schematic \(PDF\)](#)
- [ESP32 Datasheet \(PDF\)](#)
- [ESP-WROOM-32 Datasheet \(PDF\)](#)
- [ESP32-WROVER Datasheet \(PDF\)](#)
- [JTAG Debugging](#)
- [ESP32 Hardware Reference](#)

### 1.3.3 ESP32-PICO-KIT V4 / V4.1 Getting Started Guide

□

This user guide shows how to get started with the ESP32-PICO-KIT V4 / V4.1 mini development board. For description of other versions of the ESP32-PICO-KIT check [ESP32 Hardware Reference](#).

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**Note:** This particular description covers ESP32-PICO-KIT V4 and V4.1. The difference is USB-UART bridge that has been changed from CP2102 in V4 to CP2102N in V4.1. The first provides up to 1 Mbps transfer rates, while the later up to 3 Mbps transfer rates.

---

#### What You Need

- 1 × *ESP32-PICO-KIT mini development board*
- 1 × USB A / Micro USB B cable
- 1 × PC loaded with Windows, Linux or Mac OS

If you like to start using this board right now, go directly to section [Start Application Development](#).

#### Overview

ESP32-PICO-KIT is a mini development board produced by [Espressif](#). At the core of this board is the ESP32-PICO-D4, a System-in-Package (SiP) module with complete Wi-Fi and Bluetooth functionalities. Comparing to other ESP32 modules, the ESP32-PICO-D4 integrates several peripheral components in one single package, that otherwise would need to be installed separately. This includes a 40 MHz crystal oscillator, a 4 MB flash, filter capacitors and RF matching links in. This greatly reduces quantity and costs of additional components, subsequent assembly and testing cost, as well as overall product complexity.

The development board integrates a USB-UART Bridge circuit, allowing the developers to connect the board to a PC's USB port for downloads and debugging.

For easy interfacing, all the IO signals and system power on ESP32-PICO-D4 are led out through two rows of 20 x 0.1" pitch header pads on both sides of the development board. To make the ESP32-PICO-KIT easier for Dupont wires, 2 x 17 header pads are populated with two rows of female pin headers. The remaining 2 x 3 header pads grouped on each side of the board besides the antenna are not populated, and may be populated later by the user if required.

---

#### Note:

1. The 2 x 3 pads not populated with female pin headers are internally connected to the flash memory embedded in the ESP32-PICO-D4 SiP module. For more details see module's datasheet in [Related Documents](#).
  2. Earlier versions of ESP32-PICO-KIT come with male headers by default.
- 

The board dimensions are 52 x 20.3 x 10 mm (2.1" x 0.8" x 0.4"), see section [Board Dimensions](#). An overview functional block diagram is shown below.

#### Functional Description

The following list and figure below describe key components, interfaces and controls of ESP32-PICO-KIT board.

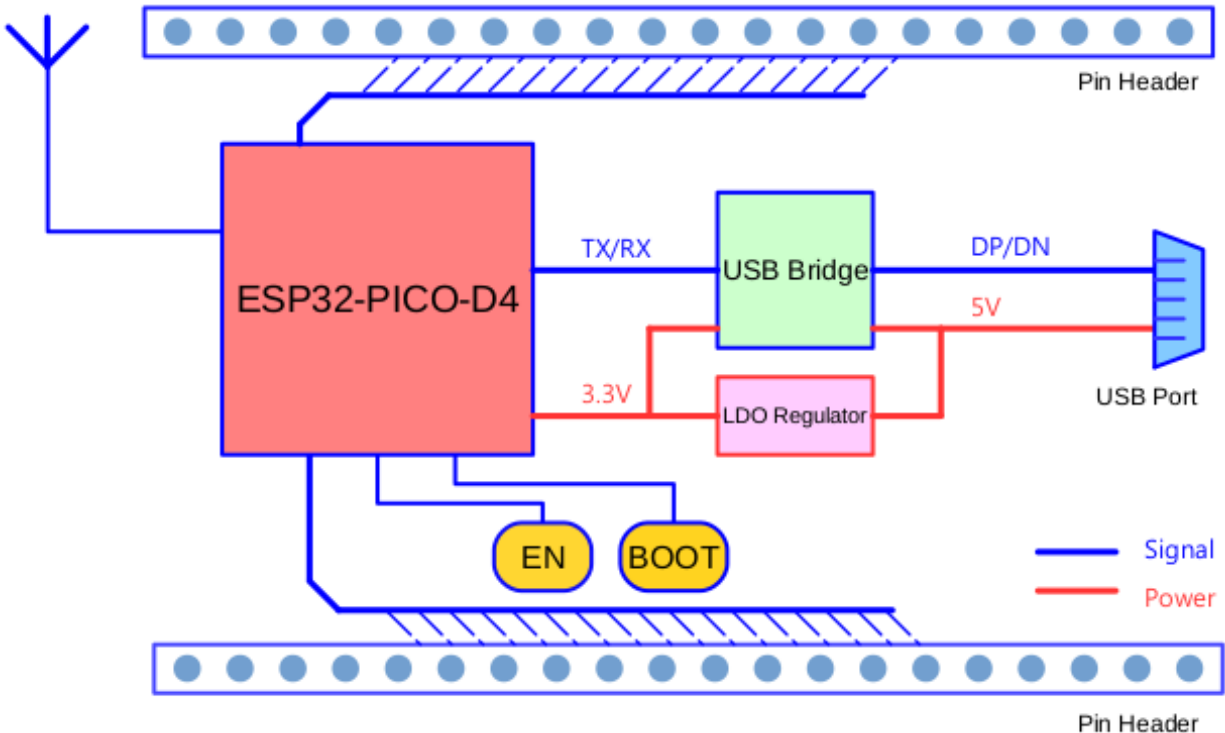


Fig. 15: ESP32-PICO-KIT functional block diagram

**ESP32-PICO-D4** Standard ESP32-PICO-D4 module soldered to the ESP32-PICO-KIT board. The complete system of the ESP32 chip has been integrated into the SiP module, requiring only external antenna with LC matching network, decoupling capacitors and pull-up resistors for EN signals to function properly.

**LDO** 5V-to-3.3V Low dropout voltage regulator (LDO).

**USB-UART Bridge** A single chip USB-UART bridge: CP2102 in V4 of the board and CP2102N in V4.1. The first provides up to 1 Mbps transfer rates, while the latter up to 3 Mbps transfers rates.

**Micro USB Port** USB interface. It functions as the power supply for the board and the communication interface between PC and ESP32-PICO-KIT.

**Power On LED** Turns on when the power supply is applied to the board. For details see schematic in *Related Documents*.

**I/O** All the pins on ESP32-PICO-D4 are broken out to the female pin headers on the board. Users can program ESP32 to enable multiple functions such as PWM, ADC, DAC, I2C, I2S, SPI, etc. For details please see section *Pin Descriptions*.

**BOOT 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.

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

### Power Supply Options

The following options are available to provide power supply to the ESP32-PICO-KIT:

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

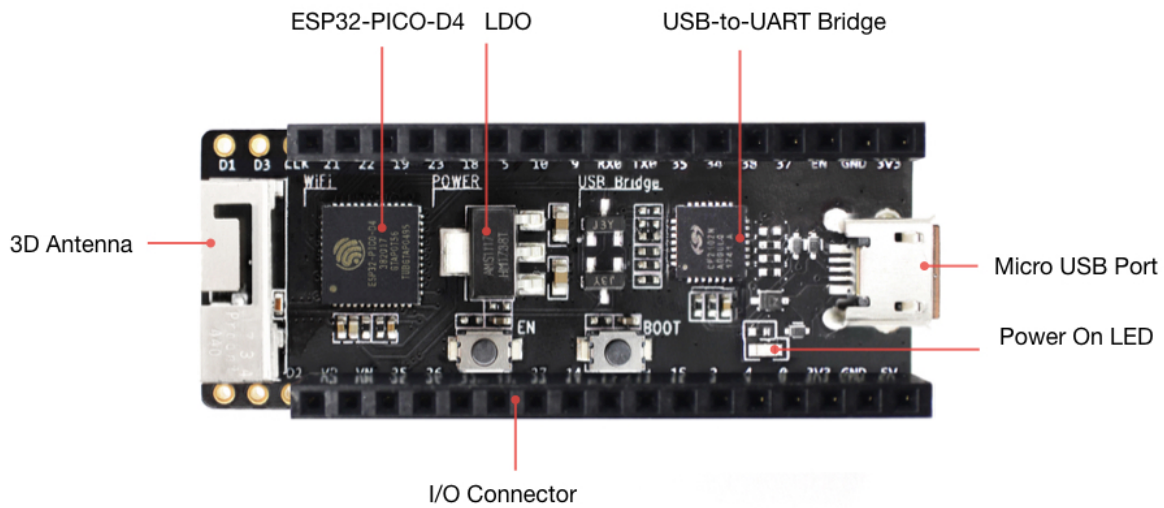


Fig. 16: ESP32-PICO-KIT board layout

### 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 ESP32-PICO-KIT, please make sure that the board has been received in good condition with no obvious signs of damage.

To start development of applications, proceed to section *Get Started*, that will walk you through the following steps:

- *Setup Toolchain* in your PC to develop applications for ESP32 in C language
- *Connect* the module to the PC and verify if it is accessible
- *Build and Flash* an example application to the ESP32
- *Monitor* instantly what the application is doing

## Pin Descriptions

The two tables below provide the **Name** and **Function** of I/O female headers on both sides of the board, see *ESP32-PICO-KIT board layout*. The pin numbering and header names are the same as on a schematic in *Related Documents*.



Header J2

No.	Name	Type	Function
1	FLASH_SD1 (FSD1)	I/O	GPIO8, SD_DATA1, SPIID, HS1_DATA1 (1), U2CTS
2	FLASH_SD3 (FSD3)	I/O	GPIO7, SD_DATA0, SPIQ, HS1_DATA0 (1), U2RTS
3	FLASH_CLK (FCLK)	I/O	GPIO6, SD_CLK, SPICLK, HS1_CLK (1), U1CTS
4	IO21	I/O	GPIO21, VSPIHD, EMAC_TX_EN
5	IO22	I/O	GPIO22, VSPIWP, U0RTS, EMAC_TXD1
6	IO19	I/O	GPIO19, VSPIQ, U0CTS, EMAC_TXD0
7	IO23	I/O	GPIO23, VSPID, HS1_STROBE
8	IO18	I/O	GPIO18, VSPICLK, HS1_DATA7
9	IO5	I/O	GPIO5, VSPICS0, HS1_DATA6, EMAC_RX_CLK
10	IO10	I/O	GPIO10, SD_DATA3, SPIWP, HS1_DATA3, U1TXD
11 40	IO9	I/O	<b>Chapter 1. Get Started</b> GPIO9, SD_DATA2, SPIHD, HS1_DATA2, U1RXD



Header J3

No.	Name	Type	Function
1	FLASH_CS (FCS)	I/O	GPIO16, HS1_DATA4 (1), U2RXD, EMAC_CLK_OUT
2	FLASH_SD0 (FSD0)	I/O	GPIO17, HS1_DATA5 (1), U2TXD, EMAC_CLK_OUT_180
3	FLASH_SD2 (FSD2)	I/O	GPIO11, SD_CMD, SPICS0, HS1_CMD (1), U1RTS
4	SENSOR_VP (FSVP)	I	GPIO36, ADC1_CH0, ADC_PRE_AMP (2a), RTC_GPIO0
5	SENSOR_VN (FSVN)	I	GPIO39, ADC1_CH3, ADC_PRE_AMP (2b), RTC_GPIO3
6	IO25	I/O	GPIO25, DAC_1, ADC2_CH8, RTC_GPIO6, EMAC_RXD0
7	IO26	I/O	GPIO26, DAC_2, ADC2_CH9, RTC_GPIO7, EMAC_RXD1
8	IO32	I/O	32K_XP (3a), ADC1_CH4, TOUCH9, RTC_GPIO9
9	IO33	I/O	32K_XN (3b), ADC1_CH5, TOUCH8, RTC_GPIO8
42 10	IO27	I/O	<b>Chapter 1. Get Started</b> GPIO27, ADC2_CH7, TOUCH7, RTC_GPIO17



**Notes to *Pin Descriptions***

1. This pin is connected to the flash pin of ESP32-PICO-D4.
2. When used as ADC\_PRE\_AMP, connect 270 pF capacitors between: (a) SENSOR\_VP and IO37, (b) SENSOR\_VN and IO38.
3. 32.768 kHz crystal oscillator: (a) input, (b) output.
4. This pin is connected to the pin of the USB bridge chip on the board.
5. The operating voltage of ESP32-PICO-KIT's embedded SPI flash is 3.3V. Therefore, the strapping pin MTDI should hold bit "0" during the module power-on reset.

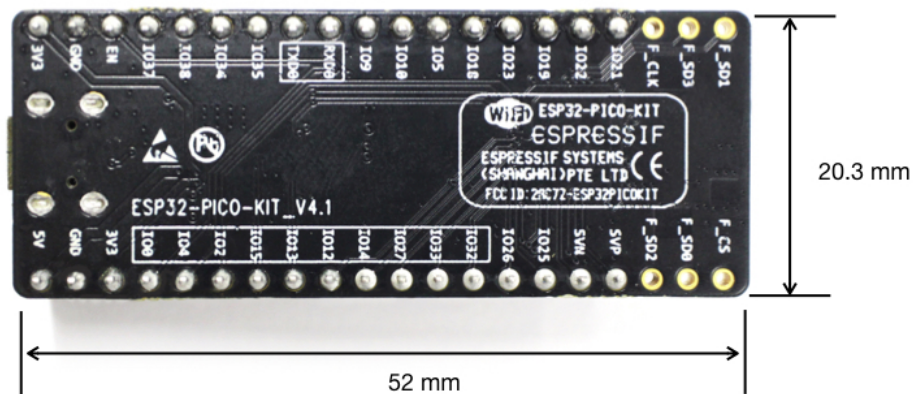
**Board Dimensions**

Fig. 17: ESP32-PICO-KIT dimensions - back

For the board physical construction details, please refer to Reference Design listed below.

**Related Documents**

- [ESP32-PICO-KIT V4 schematic \(PDF\)](#)
- [ESP32-PICO-KIT V4.1 schematic \(PDF\)](#)
- [ESP32-PICO-KIT Reference Design containing OrCAD schematic, PCB layout, gerbers and BOM](#)
- [ESP32-PICO-D4 Datasheet \(PDF\)](#)
- [ESP32 Hardware Reference](#)

### ESP32-PICO-KIT V3 Getting Started Guide

This user guide shows how to get started with the ESP32-PICO-KIT V3 mini development board. For description of other versions of the ESP32-PICO-KIT check *ESP32 Hardware Reference*.

#### What You Need

- 1 × ESP32-PICO-KIT V3 mini development board
- 1 × USB A / Micro USB B cable
- 1 × PC loaded with Windows, Linux or Mac OS

#### Overview

ESP32-PICO-KIT V3 is a mini development board based on the ESP32-PICO-D4 SIP module produced by Espressif. All the IO signals and system power on ESP32-PICO-D4 are led out through two standard 20 pin x 0.1” pitch headers on both sides for easy interfacing. The development board integrates a USB-UART Bridge circuit, allowing the developers to connect the development board to a PC’s USB port for downloads and debugging.

#### Functional Description

The following list and figure below describe key components, interfaces and controls of ESP32-PICO-KIT V3 board.

**ESP32-PICO-D4** Standard ESP32-PICO-D4 module soldered to the ESP32-PICO-KIT V3 board. The complete system of the ESP32 chip has been integrated into the SIP module, requiring only external antenna with LC matching network, decoupling capacitors and pull-up resistors for EN signals to function properly.

**USB-UART Bridge** A single chip USB-UART bridge provides up to 1 Mbps transfers rates.

**I/O** All the pins on ESP32-PICO-D4 are broken out to the pin headers on the board. Users can program ESP32 to enable multiple functions such as PWM, ADC, DAC, I2C, I2S, SPI, etc.

**Micro USB Port** USB interface. It functions as the power supply for the board and the communication interface between PC and ESP32-PICO-KIT V3.

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

**BOOT 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.

#### Start Application Development

Before powering up the ESP32-PICO-KIT V3, please make sure that the board has been received in good condition with no obvious signs of damage.

To start development of applications, proceed to section *Get Started*, that will walk you through the following steps:

- *Setup Toolchain* in your PC to develop applications for ESP32 in C language
- *Connect* the module to the PC and verify if it is accessible
- *Build and Flash* an example application to the ESP32
- *Monitor* instantly what the application is doing

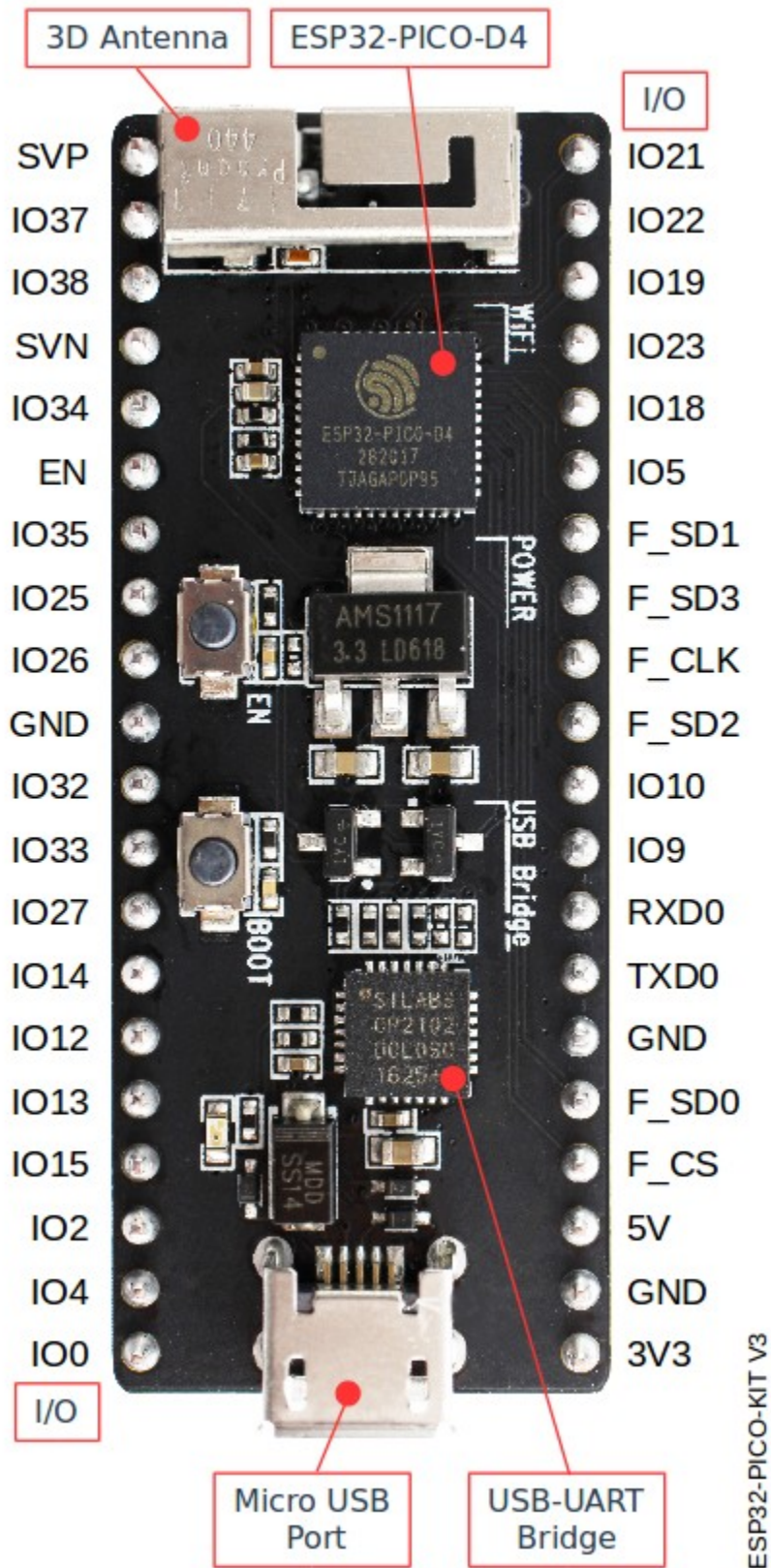


Fig. 18: ESP32-PICO-KIT V3 board layout

## Related Documents

- [ESP32-PICO-KIT V3 schematic \(PDF\)](#)
- [ESP32-PICO-D4 Datasheet \(PDF\)](#)
- [ESP32 Hardware Reference](#)

If you have different board, move to sections below.

## 1.4 Setup Toolchain

The quickest way to start development with ESP32 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](https://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.

#### 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 ESP32 applications. To do so, run the following shell command:

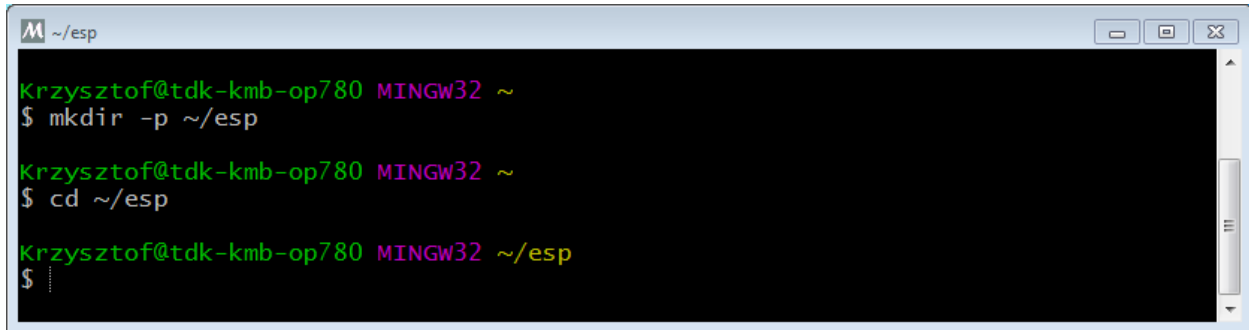
```
mkdir -p ~/esp
```

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 ESP32.

#### Next Steps

To carry on with development environment setup, proceed to section [Get ESP-IDF](#).



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

Fig. 19: MSYS2 MINGW32 shell window

## Updating The Environment

When IDF is updated, sometimes new toolchains are required or new requirements are added to the Windows MSYS2 environment. To move any data from an old version of the precompiled environment to a new one:

- Take the old MSYS2 environment (ie `C:\msys32`) and move/rename it to a different directory (ie `C:\msys32_old`).
- Download the new precompiled environment using the steps above.
- Unzip the new MSYS2 environment to `C:\msys32` (or another location).
- Find the old `C:\msys32_old\home` directory and move this into `C:\msys32`.
- You can now delete the `C:\msys32_old` directory if you no longer need it.

You can have independent different MSYS2 environments on your system, as long as they are in different directories. There are *also steps to update the existing environment without downloading a new one*, although this is more complex.

## Related Documents

### Setup Windows Toolchain from Scratch

Setting up the environment gives you some more control over the process, and also provides the information for advanced users to customize the install. The *pre-built environment*, addressed to less experienced users, has been prepared by following these steps.

To quickly setup the toolchain in standard way, using a prebuilt environment, proceed to section *Standard Setup of Toolchain for Windows*.

### Configure Toolchain & Environment from Scratch

This process involves installing MSYS2, then installing the MSYS2 and Python packages which ESP-IDF uses, and finally downloading and installing the Xtensa toolchain.

- Navigate to the [MSYS2 installer page](#) and download the `msys2-i686-xxxxxxx.exe` installer executable (we only support a 32-bit MSYS environment, it works on both 32-bit and 64-bit Windows.) At time of writing, the latest installer is `msys2-i686-20161025.exe`.
- Run through the installer steps. **Uncheck the “Run MSYS2 32-bit now” checkbox at the end.**

- Once the installer exits, open Start Menu and find “MSYS2 MinGW 32-bit” to run the terminal.  
*(Why launch this different terminal? MSYS2 has the concept of different kinds of environments. The default “MSYS” environment is Cygwin-like and uses a translation layer for all Windows API calls. We need the “MinGW” environment in order to have a native Python which supports COM ports.)*
- The ESP-IDF repository on github contains a script in the tools directory titled `windows_install_prerequisites.sh`. If you haven’t got a local copy of the ESP-IDF yet, that’s OK - you can just download that one file in Raw format from here: [tools/windows/windows\\_install\\_prerequisites.sh](#). Save it somewhere on your computer.
- Type the path to the shell script into the MSYS2 terminal window. You can type it as a normal Windows path, but use forward-slashes instead of back-slashes. ie: `C:/Users/myuser/Downloads/windows_install_prerequisites.sh`. You can read the script beforehand to check what it does.
- The `windows_install_prerequisites.sh` script will download and install packages for ESP-IDF support, and the ESP32 toolchain.

### Troubleshooting

- While the install script runs, MSYS may update itself into a state where it can no longer operate. You may see errors like the following:

```
*** fatal error - cygheap base mismatch detected - 0x612E5408/0x612E4408. This
↳problem is probably due to using incompatible versions of the cygwin DLL.
```

If you see errors like this, close the terminal window entirely (terminating the processes running there) and then re-open a new terminal. Re-run `windows_install_prerequisites.sh` (tip: use the up arrow key to see the last run command). The update process will resume after this step.

- MSYS2 is a “rolling” distribution so running the installer script may install newer packages than what is used in the prebuilt environments. If you see any errors that appear to be related to installing MSYS2 packages, please check the [MSYS2-packages issues list](#) for known issues. If you don’t see any relevant issues, please raise an [IDF issue](#).

### MSYS2 Mirrors in China

There are some (unofficial) MSYS2 mirrors inside China, which substantially improves download speeds inside China.

To add these mirrors, edit the following two MSYS2 mirrorlist files before running the setup script. The mirrorlist files can be found in the `/etc/pacman.d` directory (i.e. `c:\msys2\etc\pacman.d`).

Add these lines at the top of `mirrorlist.mingw32`:

```
Server = https://mirrors.ustc.edu.cn/msys2/mingw/i686/
Server = http://mirror.bit.edu.cn/msys2/REPOS/MINGW/i686
```

Add these lines at the top of `mirrorlist.msys`:

```
Server = http://mirrors.ustc.edu.cn/msys2/msys/$arch
Server = http://mirror.bit.edu.cn/msys2/REPOS/MSYS2/$arch
```

## HTTP Proxy

You can enable an HTTP proxy for MSYS and PIP downloads by setting the `http_proxy` variable in the terminal before running the setup script:

```
export http_proxy='http://http.proxy.server:PORT'
```

Or with credentials:

```
export http_proxy='http://user:password@http.proxy.server:PORT'
```

Add this line to `/etc/profile` in the MSYS directory in order to permanently enable the proxy when using MSYS.

## Alternative Setup: Just download a toolchain

If you already have an MSYS2 install or want to do things differently, you can download just the toolchain here:

<https://dl.espressif.com/dl/xtensa-esp32-elf-win32-1.22.0-80-g6c4433a-5.2.0.zip>

---

**Note:** If you followed instructions *Configure Toolchain & Environment from Scratch*, you already have the toolchain and you won't need this download.

---

---

**Important:** Just having this toolchain is *not enough* to use ESP-IDF on Windows. You will need GNU make, bash, and sed at minimum. The above environments provide all this, plus a host compiler (required for menuconfig support).

---

## Next Steps

To carry on with development environment setup, proceed to section *Get ESP-IDF*.

## Updating The Environment

When IDF is updated, sometimes new toolchains are required or new system requirements are added to the Windows MSYS2 environment.

Rather than setting up a new environment, you can update an existing Windows environment & toolchain:

- Update IDF to the new version you want to use.
- Run the `tools/windows/windows_install_prerequisites.sh` script inside IDF. This will install any new software packages that weren't previously installed, and download and replace the toolchain with the latest version.

The script to update MSYS2 may also fail with the same errors mentioned under *Troubleshooting*.

If you need to support multiple IDF versions concurrently, you can have different independent MSYS2 environments in different directories. Alternatively you can download multiple toolchains and unzip these to different directories, then use the `PATH` environment variable to set which one is the default.

### 1.4.2 Standard Setup of Toolchain for Linux

□

### Install Prerequisites

To compile with ESP-IDF you need to get the following packages:

- CentOS 7:

```
sudo yum install gcc git wget make ncurses-devel flex bison gperf python python2-  
↳ cryptography
```

- Ubuntu and Debian:

```
sudo apt-get install gcc git wget make libncurses-dev flex bison gperf python_  
↳python-pip python-setuptools python-serial python-cryptography python-future_  
↳python-pyparsing
```

- Arch:

```
sudo pacman -S --needed gcc git make ncurses flex bison gperf python2-pyserial_  
↳python2-cryptography python2-future python2-pyparsing
```

---

**Note:** Some older Linux distributions may be missing some of the Python packages listed above (or may use `pyserial` version 2.x which is not supported by ESP-IDF). It is possible to install these packages via `pip` instead - as described in section *Install the Required Python Packages*.

---

### Toolchain Setup

ESP32 toolchain for Linux is available for download from Espressif website:

- for 64-bit Linux:

<https://dl.espressif.com/dl/xtensa-esp32-elf-linux64-1.22.0-80-g6c4433a-5.2.0.tar.gz>

- for 32-bit Linux:

<https://dl.espressif.com/dl/xtensa-esp32-elf-linux32-1.22.0-80-g6c4433a-5.2.0.tar.gz>

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

- for 64-bit Linux:

```
mkdir -p ~/esp  
cd ~/esp  
tar -xzf ~/Downloads/xtensa-esp32-elf-linux64-1.22.0-80-g6c4433a-5.2.0.tar.gz
```

- for 32-bit Linux:

```
mkdir -p ~/esp  
cd ~/esp  
tar -xzf ~/Downloads/xtensa-esp32-elf-linux32-1.22.0-80-g6c4433a-5.2.0.tar.gz
```

2. The toolchain will be extracted into `~/esp/xtensa-esp32-elf/` directory.

To use it, you will need to update your `PATH` environment variable in `~/.profile` file. To make `xtensa-esp32-elf` available for all terminal sessions, add the following line to your `~/.profile` file:

```
export PATH="$HOME/esp/xtensa-esp32-elf/bin:$PATH"
```



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_esp32='export PATH="$HOME/esp/xtensa-esp32-elf/bin:$PATH"'
```

Then when you need the toolchain you can type `get_esp32` 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. In CentOS, alias should set in `.bashrc`.

---

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 beginning of displayed string:

```
$ printenv PATH
/home/user-name/esp/xtensa-esp32-elf/bin:/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
```

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 ESP32. *This can be solved by adding the current user to the dialout group.*

## Arch Linux Users

To run the precompiled `gdb` (`xtensa-esp32-elf-gdb`) in Arch Linux requires `ncurses 5`, but Arch uses `ncurses 6`.

Backwards compatibility libraries are available in [AUR](#) for native and `lib32` configurations:

- <https://aur.archlinux.org/packages/ncurses5-compat-libs/>
- <https://aur.archlinux.org/packages/lib32-ncurses5-compat-libs/>

Before installing these packages you might need to add the author's public key to your keyring as described in the "Comments" section at the links above.

Alternatively, use `crosstool-NG` to compile a `gdb` that links against `ncurses 6`.

## Next Steps

To carry on with development environment setup, proceed to section [Get ESP-IDF](#).

## Related Documents

### Setup Linux Toolchain from Scratch

[]

---

**Note:** Standard process for installing the toolchain is described [here](#). See *Customized Setup of Toolchain* section for some of the reasons why installing the toolchain from scratch may be necessary.

---

### Install Prerequisites

To compile with ESP-IDF you need to get the following packages:

- Ubuntu and Debian:

```
sudo apt-get install gcc git wget make libncurses-dev flex bison gperf python_↵  
↵python-pip python-setuptools python-serial python-cryptography python-future_↵  
↵python-pyparsing
```

- Arch:

```
sudo pacman -S --needed gcc git make ncurses flex bison gperf python2-pyserial_↵  
↵python2-cryptography python2-future python2-pyparsing
```

---

**Note:** Some older (pre-2014) Linux distributions may use `pyserial` version 2.x which is not supported by ESP-IDF. In this case please install a supported version via `pip` as it is described in section *Install the Required Python Packages*.

---

### Compile the Toolchain from Source

- Install dependencies:

- CentOS 7:

```
sudo yum install gawk gperf grep gettext ncurses-devel python python-devel_↵  
↵automake bison flex texinfo help2man libtool
```

- Ubuntu pre-16.04:

```
sudo apt-get install gawk gperf grep gettext libncurses-dev python python-dev_↵  
↵automake bison flex texinfo help2man libtool
```

- Ubuntu 16.04 or newer:

```
sudo apt-get install gawk gperf grep gettext python python-dev automake bison_↵  
↵flex texinfo help2man libtool libtool-bin
```

- Debian 9:

```
sudo apt-get install gawk gperf grep gettext libncurses-dev python python-dev_↵  
↵automake bison flex texinfo help2man libtool libtool-bin
```

- Arch:

```
TODO
```

Create the working directory and go into it:

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

Download `crosstool-NG` and build it:

```
git clone -b xtensa-1.22.x https://github.com/espressif/crosstool-NG.git
cd crosstool-NG
./bootstrap && ./configure --enable-local && make install
```

Build the toolchain:

```
./ct-ng xtensa-esp32-elf
./ct-ng build
chmod -R u+w builds/xtensa-esp32-elf
```

Toolchain will be built in `~/esp/crosstool-NG/builds/xtensa-esp32-elf`. Follow *instructions for standard setup* to add the toolchain to your `PATH`.

## Next Steps

To carry on with development environment setup, proceed to section *Get ESP-IDF*.

### 1.4.3 Standard Setup of Toolchain for Mac OS

[]

#### Install Prerequisites

- install pip:

```
sudo easy_install pip
```

---

**Note:** pip will be used later for installing *the required Python packages*.

---

#### Toolchain Setup

ESP32 toolchain for macOS is available for download from Espressif website:

<https://dl.espressif.com/dl/xtensa-esp32-elf-osx-1.22.0-80-g6c4433a-5.2.0.tar.gz>

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

```
mkdir -p ~/esp
cd ~/esp
tar -xzf ~/Downloads/xtensa-esp32-elf-osx-1.22.0-80-g6c4433a-5.2.0.tar.gz
```

The toolchain will be extracted into `~/esp/xtensa-esp32-elf/` directory.

To use it, you will need to update your `PATH` environment variable in `~/.profile` file. To make `xtensa-esp32-elf` available for all terminal sessions, add the following line to your `~/.profile` file:

```
export PATH=$HOME/esp/xtensa-esp32-elf/bin:$PATH
```

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_esp32="export PATH=$HOME/esp/xtensa-esp32-elf/bin:$PATH"
```

Then when you need the toolchain you can type `get_esp32` 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 ESP-IDF](#).

### Related Documents

#### Setup Toolchain for Mac OS from Scratch

[]

---

**Note:** Standard process for installing the toolchain is described [here](#). See [Customized Setup of Toolchain](#) section for some of the reasons why installing the toolchain from scratch may be necessary.

---

### Install Prerequisites

- install pip:

```
sudo easy_install pip
```

---

**Note:** pip will be used later for installing [the required Python packages](#).

---

### Compile the Toolchain from Source

- Install dependencies:
  - Install either [MacPorts](#) or [homebrew](#) package manager. MacPorts needs a full XCode installation, while homebrew only needs XCode command line tools.

- with MacPorts:

```
sudo port install gsed gawk binutils gperf grep gettext wget libtool autoconf_↵  
↵automake
```

- with homebrew:

```
brew install gnu-sed gawk binutils gperf tools gettext wget help2man libtool_
↳ autoconf automake
```

Create a case-sensitive filesystem image:

```
hdiutil create ~/esp/crosstool.dmg -volname "ctng" -size 10g -fs "Case-sensitive HFS+"
```

Mount it:

```
hdiutil mount ~/esp/crosstool.dmg
```

Create a symlink to your work directory:

```
mkdir -p ~/esp
ln -s /Volumes/ctng ~/esp/ctng-volume
```

Go into the newly created directory:

```
cd ~/esp/ctng-volume
```

Download crosstool-NG and build it:

```
git clone -b xtensa-1.22.x https://github.com/espressif/crosstool-NG.git
cd crosstool-NG
./bootstrap && ./configure --enable-local && make install
```

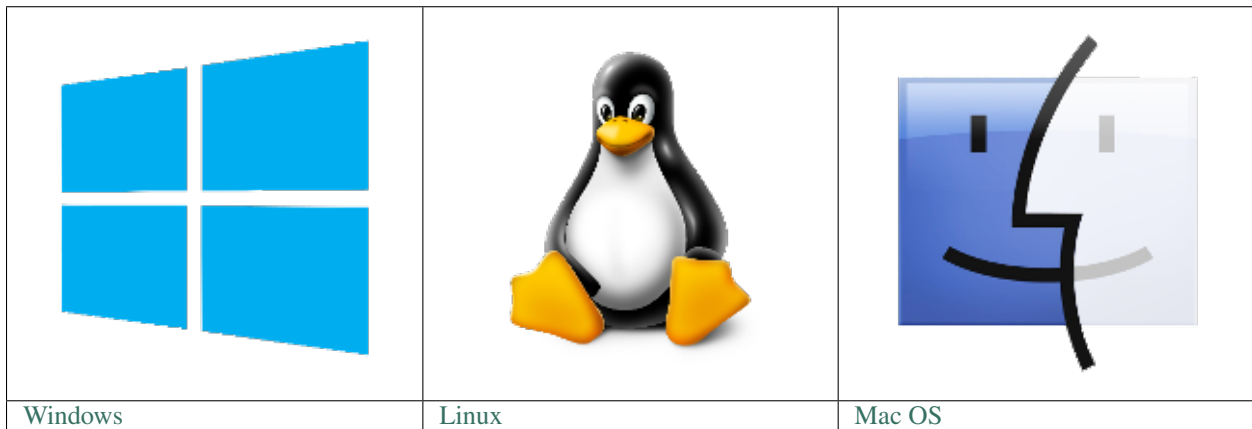
Build the toolchain:

```
./ct-ng xtensa-esp32-elf
./ct-ng build
chmod -R u+w builds/xtensa-esp32-elf
```

Toolchain will be built in `~/esp/ctng-volume/crosstool-NG/builds/xtensa-esp32-elf`. Follow *instructions for standard setup* to add the toolchain to your PATH.

## Next Steps

To carry on with development environment setup, proceed to section *Get ESP-IDF*.



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

---

Depending on your experience and preferences, instead of using a prebuilt toolchain, you may want to customize your environment. To set up the system your own way go to section [Customized Setup of Toolchain](#).

Once you are done with setting up the toolchain then go to section [Get ESP-IDF](#).

## 1.5 Get ESP-IDF

Besides the toolchain (that contains programs to compile and build the application), you also need ESP32 specific API / libraries. They are provided by Espressif in [ESP-IDF repository](#).

To obtain a local copy: open terminal, navigate to the directory you want to put ESP-IDF, and clone the repository using `git clone` command:

```
cd ~/esp
git clone -b v3.3 --recursive https://github.com/espressif/esp-idf.git
```

ESP-IDF will be downloaded into `~/esp/esp-idf`.

Consult [ESP-IDF Versions](#) for information about which version of ESP-IDF to use in a given situation.

**Note:** The `git clone -b v3.3` tells git to clone the tag in the ESP-IDF repository `git clone` corresponding to this version of the documentation.

---

**Note:** As a fallback, it is also possible to download a zip file of this stable release from the [Releases page](#). Do not download the “Source code” zip file(s) generated automatically by GitHub, they do not work with ESP-IDF.

---

**Note:** Do not miss the `--recursive` option. If you have already cloned ESP-IDF without this option, run another command to get all the submodules:

```
cd esp-idf
git submodule update --init --recursive
```

## 1.6 Setup Path to ESP-IDF

The toolchain programs access ESP-IDF 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. To do so, follow instructions specific to [Windows](#), [Linux and MacOS](#) in section [Add IDF\\_PATH to User Profile](#).

## 1.7 Install the Required Python Packages

Python packages required by ESP-IDF 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 ESP-IDF. 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 ESP32. 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 `esp-idf` build system does not support spaces in paths to `esp-idf` or to projects.

## 1.9 Connect

You are almost there. To be able to proceed further, connect ESP32 board to PC, check under what serial port the board is visible and verify if serial communication works. If you are not sure how to do it, check instructions in section *Establish Serial Connection with ESP32*. 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 >`.

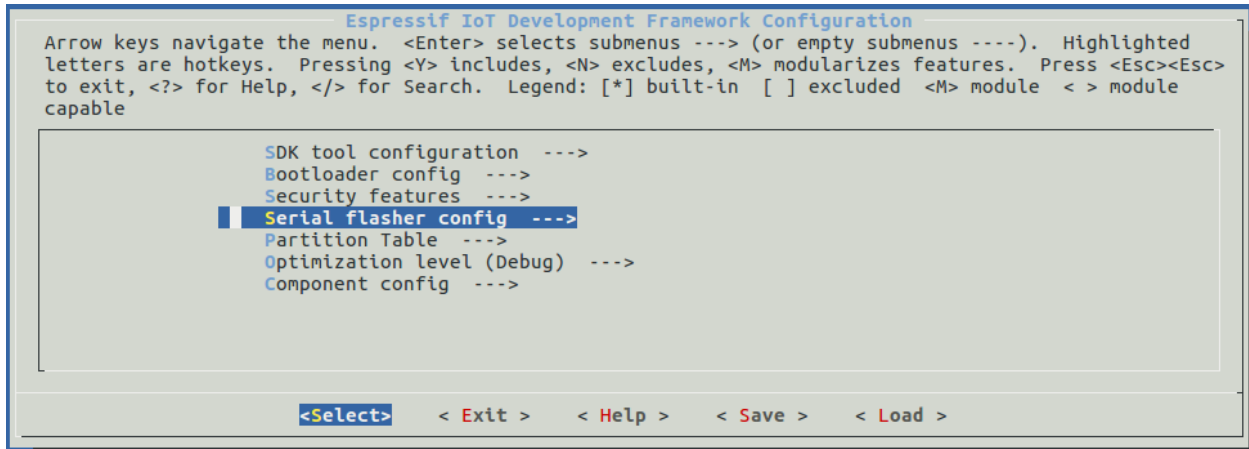


Fig. 20: Project configuration - Home window

---

**Note:** On Windows, serial ports have names like COM1. On MacOS, they start with `/dev/cu..` On Linux, they start with `/dev/tty.` (See *Establish Serial Connection with ESP32* for full details.)

---

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`.

---

**Attention:** When using ESP32-DevKitC board with ESP32-SOLO-1 module, enable single core mode (`CONFIG_FREERTOS_UNICORE`) in menuconfig before flashing example applications.

## 1.11 Build and Flash

Now you can build and flash the application. Run:

```
make flash
```

This will compile the application and all the ESP-IDF components, generate bootloader, partition table, and application binaries, and flash these binaries to your ESP32 board.



```

esptool.py v2.0-beta2
Flashing binaries to serial port /dev/ttyUSB0 (app at offset 0x10000)...
esptool.py v2.0-beta2
Connecting.....____
Uploading stub...
Running stub...
Stub running...
Changing baud rate to 921600
Changed.
Attaching SPI flash...
Configuring flash size...
Auto-detected Flash size: 4MB
Flash params set to 0x0220
Compressed 11616 bytes to 6695...
Wrote 11616 bytes (6695 compressed) at 0x00001000 in 0.1 seconds (effective 920.5_
↪kbit/s)...
Hash of data verified.
Compressed 408096 bytes to 171625...
Wrote 408096 bytes (171625 compressed) at 0x00010000 in 3.9 seconds (effective 847.3_
↪kbit/s)...
Hash of data verified.
Compressed 3072 bytes to 82...
Wrote 3072 bytes (82 compressed) at 0x00008000 in 0.0 seconds (effective 8297.4 kbit/
↪s)...
Hash of data verified.

Leaving...
Hard resetting...

```

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`. This command is launching *IDF Monitor* application:

```

$ make monitor
MONITOR
--- idf_monitor on /dev/ttyUSB0 115200 ---
--- Quit: Ctrl+] | Menu: Ctrl+T | Help: Ctrl+T followed by Ctrl+H ---
ets Jun  8 2016 00:22:57

rst:0x1 (POWERON_RESET),boot:0x13 (SPI_FAST_FLASH_BOOT)
ets Jun  8 2016 00:22:57
...

```

Several lines below, after start up and diagnostic log, you should see “Hello world!” printed out by the application.

```

...
Hello world!
Restarting in 10 seconds...
I (211) cpu_start: Starting scheduler on APP CPU.

```

(continues on next page)

(continued from previous page)

```
Restarting in 9 seconds...
Restarting in 8 seconds...
Restarting in 7 seconds...
```

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
```

or monitor fails shortly after upload, your board is likely using 26MHz crystal, while the ESP-IDF assumes default of 40MHz. Exit the monitor, go back to the *menuconfig*, change `CONFIG_ESP32_XTAL_FREQ_SEL` to 26MHz, then *build and flash* the application again. This is found under `make menuconfig` under Component config -> ESP32-specific -> Main XTAL frequency.

To execute `make flash` and `make monitor` in one go, type `make flash monitor`. Check section *IDF Monitor* for handy shortcuts and more details on using this application.

That's all what you need to get started with ESP32!

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 Updating ESP-IDF

After some time of using ESP-IDF, you may want to update it to take advantage of new features or bug fixes. The simplest way to do so is by deleting existing `esp-idf` folder and cloning it again, exactly as when doing initial installation described in sections *Get ESP-IDF*.

If downloading to a new path, remember to *Add IDF\_PATH to User Profile* so that the toolchain scripts know where to find the ESP-IDF in its release specific location.

Another solution is to update only what has changed. *The update procedure depends on the version of ESP-IDF you are using.*

## 1.15 Related Documents

### 1.15.1 Add IDF\_PATH to User Profile

[]

To preserve setting of `IDF_PATH` environment variable between system restarts, add it to the user profile, following instructions below.

#### Windows

The user profile scripts are contained in `C:/msys32/etc/profile.d/` directory. They are executed every time you open an MSYS2 window.

1. Create a new script file in `C:/msys32/etc/profile.d/` directory. Name it `export_idf_path.sh`.
2. Identify the path to ESP-IDF directory. It is specific to your system configuration and may look something like `C:\msys32\home\user-name\esp\esp-idf`
3. Add the `export` command to the script file, e.g.:

```
export IDF_PATH="C:/msys32/home/user-name/esp/esp-idf"
```

Remember to replace back-slashes with forward-slashes in the original Windows path.

4. Save the script file.
5. Close MSYS2 window and open it again. Check if `IDF_PATH` is set, by typing:

```
printenv IDF_PATH
```

The path previously entered in the script file should be printed out.

If you do not like to have `IDF_PATH` set up permanently in user profile, you should enter it manually on opening of an MSYS2 window:

```
export IDF_PATH="C:/msys32/home/user-name/esp/esp-idf"
```

If you got here from section *Setup Path to ESP-IDF*, while installing s/w for ESP32 development, then go back to section *Start a Project*.

#### Linux and MacOS

Set up `IDF_PATH` by adding the following line to `~/ .profile` file:

```
export IDF_PATH=~ /esp/esp-idf
```

Log off and log in back to make this change effective.

---

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

---

Run the following command to check if `IDF_PATH` is set:

```
printenv IDF_PATH
```

The path previously entered in `~/.profile` file (or set manually) should be printed out.

If you do not like to have `IDF_PATH` set up permanently, you should enter it manually in terminal window on each restart or logout:

```
export IDF_PATH=~/.esp/esp-idf
```

If you got here from section *Setup Path to ESP-IDF*, while installing s/w for ESP32 development, then go back to section *Start a Project*.

### 1.15.2 Establish Serial Connection with ESP32

□

This section provides guidance how to establish serial connection between ESP32 and PC.

#### Connect ESP32 to PC

Connect the ESP32 board to the PC using the USB cable. If device driver does not install automatically, identify USB to serial converter chip on your ESP32 board (or external converter dongle), search for drivers in internet and install them.

Below are the links to drivers for ESP32 and other boards produced by Espressif:

Development Board	USB Driver	Remarks
<i>ESP32-DevKitC</i>	CP210x	
ESP32-LyraT	CP210x	
ESP32-LyraTD-MSK	CP210x	
<i>ESP32-PICO-KIT</i>	CP210x	
<i>ESP-WROVER-KIT</i>	FTDI	
<i>ESP32 Demo Board</i>	FTDI	
ESP-Prog	FTDI	Programmer board (w/o ESP32)
ESP32-MeshKit-Sense	n/a	Use with ESP-Prog
ESP32-Sense Kit	n/a	Use with ESP-Prog

- CP210x: [CP210x USB to UART Bridge VCP Drivers](#)
- FTDI: [FTDI Virtual COM Port Drivers](#)

The drivers above are primarily for reference. Under normal circumstances, the drivers should be bundled with and operating system and automatically installed upon connecting one of the listed boards to the PC.

#### Check port on Windows

Check the list of identified COM ports in the Windows Device Manager. Disconnect ESP32 and connect it back, to verify which port disappears from the list and then shows back again.

Figures below show serial port for ESP32 DevKitC and ESP32 WROVER KIT

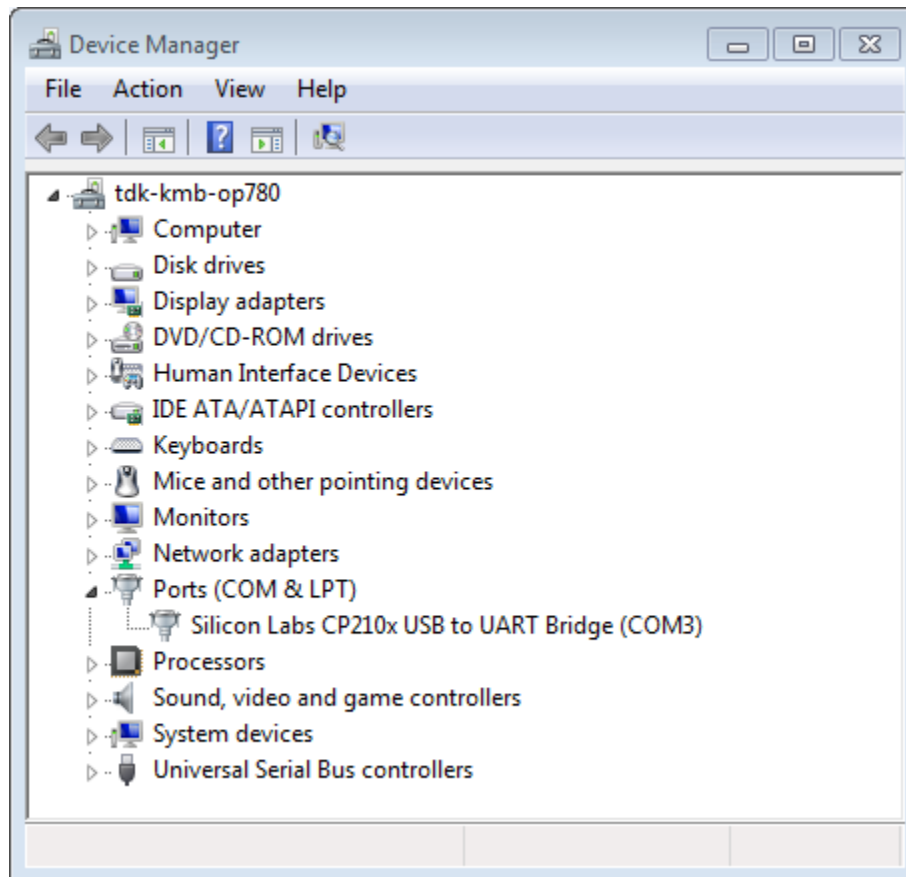


Fig. 21: USB to UART bridge of ESP32-DevKitC in Windows Device Manager

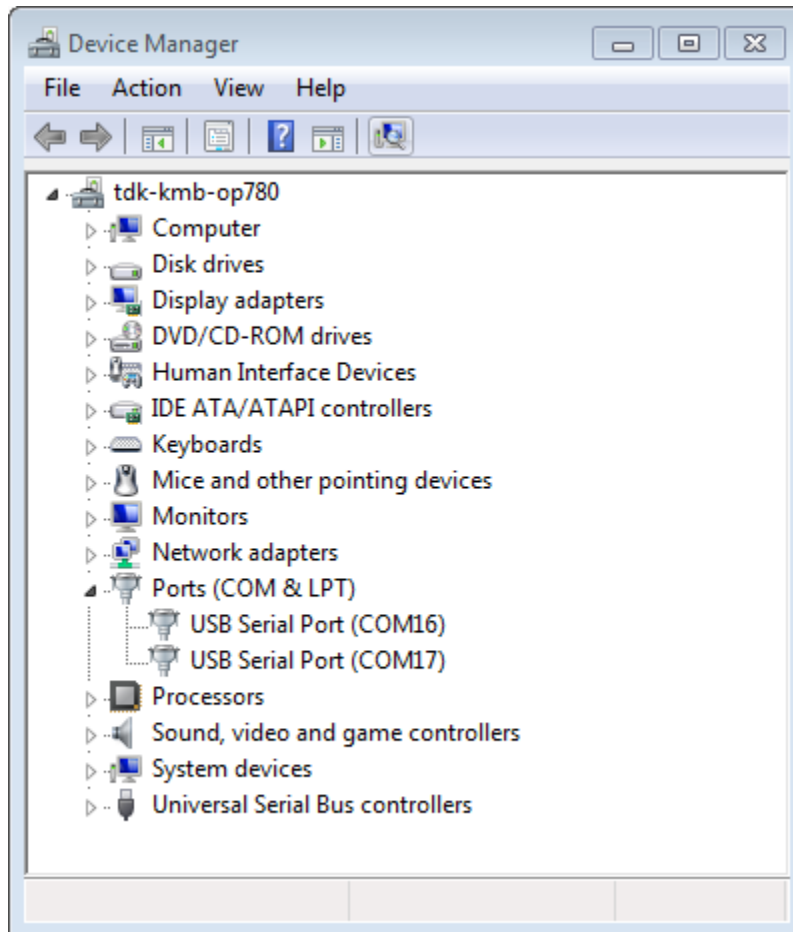


Fig. 22: Two USB Serial Ports of ESP-WROVER-KIT in Windows Device Manager

## Check port on Linux and MacOS

To check the device name for the serial port of your ESP32 board (or external converter dongle), run this command two times, first with the board / dongle unplugged, then with plugged in. The port which appears the second time is the one you need:

Linux

```
ls /dev/tty*
```

MacOS

```
ls /dev/cu.*
```

## Adding user to dialout on Linux

The currently logged user should have read and write access the serial port over USB. On most Linux distributions, this is done by adding the user to `dialout` group with the following command:

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

on Arch Linux this is done by adding the user to `uucp` group with the following command:

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

Make sure you re-login to enable read and write permissions for the serial port.

## Verify serial connection

Now verify that the serial connection is operational. You can do this using a serial terminal program. In this example we will use [PuTTY SSH Client](#) that is available for both Windows and Linux. You can use other serial program and set communication parameters like below.

Run terminal, set identified serial port, baud rate = 115200, data bits = 8, stop bits = 1, and parity = N. Below are example screen shots of setting the port and such transmission parameters (in short described as 115200-8-1-N) on Windows and Linux. Remember to select exactly the same serial port you have identified in steps above.

Then open serial port in terminal and check, if you see any log printed out by ESP32. The log contents will depend on application loaded to ESP32. An example log by ESP32 is shown below.

```
ets Jun  8 2016 00:22:57

rst:0x5 (DEEPSLEEP_RESET),boot:0x13 (SPI_FAST_FLASH_BOOT)
ets Jun  8 2016 00:22:57

rst:0x7 (TG0WDT_SYS_RESET),boot:0x13 (SPI_FAST_FLASH_BOOT)
configsip: 0, SPIWP:0x00
clk_drv:0x00,q_drv:0x00,d_drv:0x00,cs0_drv:0x00,hd_drv:0x00,wp_drv:0x00
mode:DIO, clock div:2
load:0x3fff0008,len:8
load:0x3fff0010,len:3464
load:0x40078000,len:7828
load:0x40080000,len:252
entry 0x40080034
I (44) boot: ESP-IDF v2.0-rc1-401-gf9fba35 2nd stage bootloader
```

(continues on next page)

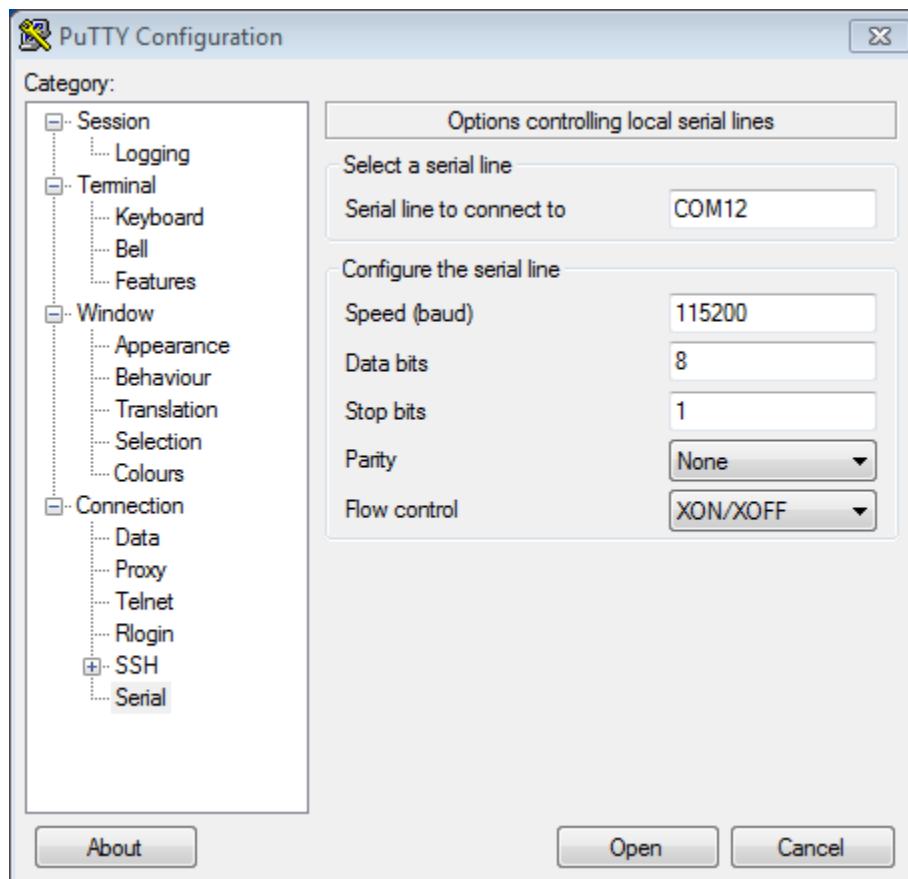


Fig. 23: Setting Serial Communication in PuTTY on Windows



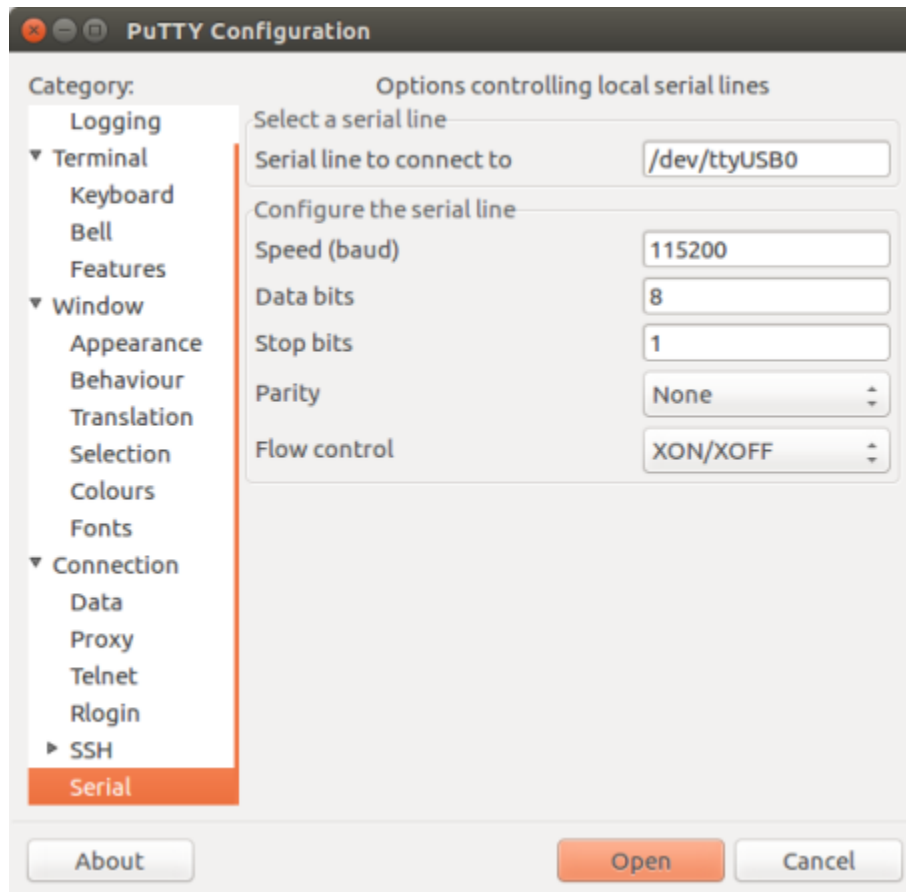


Fig. 24: Setting Serial Communication in PuTTY on Linux

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```
I (45) boot: compile time 18:48:10
...
```

If you see some legible log, it means serial connection is working and you are ready to proceed with installation and finally upload of application to ESP32.

---

**Note:** For some serial port wiring configurations, the serial RTS & DTR pins need to be disabled in the terminal program before the ESP32 will boot and produce serial output. This depends on the hardware itself, most development boards (including all Espressif boards) *do not* have this issue. The issue is present if RTS & DTR are wired directly to the EN & GPIO0 pins. See the [esptool documentation](#) for more details.

---

---

**Note:** Close serial terminal after verification that communication is working. In next step we are going to use another application to upload ESP32. This application will not be able to access serial port while it is open in terminal.

---

If you got here from section [Connect](#) when installing s/w for ESP32 development, then go back to section [Configure](#).

### 1.15.3 Build and Flash with Make

□

#### Finding a project

As well as the [esp-idf-template](#) project, ESP-IDF comes with some example projects on github in the [examples](#) directory.

Once you've found the project you want to work with, change to its directory and you can configure and build it.

#### Configuring your project

```
make menuconfig
```

#### Compiling your project

```
make all
```

... will compile app, bootloader and generate a partition table based on the config.

#### Flashing your project

When `make all` finishes, it will print a command line to use `esptool.py` to flash the chip. However you can also do this from `make` by running:

```
make flash
```

This will flash the entire project (app, bootloader and partition table) to a new chip. Also if partition table has `ota_data` then this command will flash a initial `ota_data`. It allows to run the newly loaded app from a factory partition (or the first OTA partition, if factory partition is not present). The settings for serial port flashing can be configured with `make menuconfig`.

You don't need to run `make all` before running `make flash`, `make flash` will automatically rebuild anything which needs it.

## Compiling & Flashing Just the App

After the initial flash, you may just want to build and flash just your app, not the bootloader and partition table:

- `make app` - build just the app.
- `make app-flash` - flash just the app.

`make app-flash` will automatically rebuild the app if it needs it.

There's no downside to reflashing the bootloader and partition table each time, if they haven't changed.

## The Partition Table

Once you've compiled your project, the "build" directory will contain a binary file with a name like "my\_app.bin". This is an ESP32 image binary that can be loaded by the bootloader.

A single ESP32's flash can contain multiple apps, as well as many kinds of data (calibration data, filesystems, parameter storage, etc). For this reason, a partition table is flashed to offset 0x8000 in the flash.

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"
- "Factory app, two OTA definitions"

In both cases the factory app is flashed at offset 0x10000. If you `make partition_table` then it will print a summary of the partition table.

For more details about [partition tables](#) and how to create custom variations, view the [documentation](#).

## 1.15.4 Build and Flash with Eclipse IDE

□

### Installing Eclipse IDE

The Eclipse IDE gives you a graphical integrated development environment for writing, compiling and debugging ESP-IDF projects.

- Start by installing the esp-idf 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 esp-idf 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.)

### Setting up Eclipse

Once your new Eclipse installation launches, follow these steps:

### Import New Project

- Eclipse makes use of the Makefile support in ESP-IDF. This means you need to start by creating an ESP-IDF project. You can use the `idf-template` project from github, or open one of the examples in the `esp-idf 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 IDF project. Don’t specify the path to the ESP-IDF 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 ESP-IDF is installed. Windows users can copy the `IDF_PATH` from windows explorer.
- Edit the `PATH` environment variable. Keep the current value, and append the path to the Xtensa toolchain installed as part of IDF setup, if this is not already listed on the `PATH`. A typical path to the toolchain looks like `/home/user-name/esp/xtensa-esp32-elf/bin`. Note that you need to add a colon `:` before the appended path. Windows users will need to prepend `C:\msys32\mingw32\bin;` `C:\msys32\opt\xtensa-esp32-elf\bin;` `C:\msys32\usr\bin` to `PATH` environment variable (If you installed `msys32` to a different directory then you’ll need to change these paths to match).
- 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.

**ADDITIONAL NOTE:** If either the `IDF_PATH` directory or the project directory is located outside `C:\msys32\home` directory, you will have to give custom build command in C/C++ Build properties as: `python ${IDF_PATH}/tools/windows/eclipse_make.py` (Please note that the build time may get significantly increased by this method.)

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-esp32-elf-gcc ${FLAGS} -std=c++11 -E -P -v -dD "${INPUTS}"`.

- In the list of providers, click “CDT GCC Build Output Parser” and change the “Compiler command pattern” to `xtensa-esp32-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 esp-idf 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 esp-idf settings. This step currently has to be run outside Eclipse.

*If you try to build without running a configuration step first, esp-idf 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.

### 1.15.5 IDF Monitor

□

The IDF Monitor tool is a Python program which runs when the `make monitor` target is invoked in IDF.

It is mainly a serial terminal program which relays serial data to and from the target device's serial port, but it has some other IDF-specific features.

### Interacting With IDF Monitor

- `Ctrl-]` will exit the monitor.
- `Ctrl-T Ctrl-H` will display a help menu with all other keyboard shortcuts.
- Any other key apart from `Ctrl-]` and `Ctrl-T` is sent through the serial port.

### Automatically Decoding Addresses

Any time esp-idf prints a hexadecimal code address of the form `0x4_____`, IDF Monitor will use `addr2line` to look up the source code location and function name.

When an esp-idf app crashes and panics a register dump and backtrace such as this is produced:

```
Guru Meditation Error of type StoreProhibited occurred on core 0. Exception was
↳unhandled.
Register dump:
PC      : 0x400f360d  PS      : 0x00060330  A0      : 0x800dbf56  A1      : 0x3ffb7e00
A2      : 0x3ffb136c  A3      : 0x00000005  A4      : 0x00000000  A5      : 0x00000000
A6      : 0x00000000  A7      : 0x00000080  A8      : 0x00000000  A9      : 0x3ffb7dd0
A10     : 0x00000003  A11     : 0x00060f23  A12     : 0x00060f20  A13     : 0x3ffba6d0
A14     : 0x00000047  A15     : 0x0000000f  SAR     : 0x00000019  EXCCAUSE: 0x0000001d
EXCVADDR: 0x00000000  LBEG    : 0x4000c46c  LEND    : 0x4000c477  LCOUNT  : 0x00000000

Backtrace: 0x400f360d:0x3ffb7e00 0x400dbf56:0x3ffb7e20 0x400dbf5e:0x3ffb7e40
↳0x400dbf82:0x3ffb7e60 0x400d071d:0x3ffb7e90
```

IDF Monitor will augment the dump:

```
Guru Meditation Error of type StoreProhibited occurred on core 0. Exception was
↳unhandled.
Register dump:
PC      : 0x400f360d  PS      : 0x00060330  A0      : 0x800dbf56  A1      : 0x3ffb7e00
0x400f360d: do_something_to_crash at /home/gus/esp/32/idf/examples/get-started/hello_
↳world/main/./hello_world_main.c:57
(inlined by) inner_dont_crash at /home/gus/esp/32/idf/examples/get-started/hello_
↳world/main/./hello_world_main.c:52
A2      : 0x3ffb136c  A3      : 0x00000005  A4      : 0x00000000  A5      : 0x00000000
A6      : 0x00000000  A7      : 0x00000080  A8      : 0x00000000  A9      : 0x3ffb7dd0
A10     : 0x00000003  A11     : 0x00060f23  A12     : 0x00060f20  A13     : 0x3ffba6d0
A14     : 0x00000047  A15     : 0x0000000f  SAR     : 0x00000019  EXCCAUSE: 0x0000001d
EXCVADDR: 0x00000000  LBEG    : 0x4000c46c  LEND    : 0x4000c477  LCOUNT  : 0x00000000

Backtrace: 0x400f360d:0x3ffb7e00 0x400dbf56:0x3ffb7e20 0x400dbf5e:0x3ffb7e40
↳0x400dbf82:0x3ffb7e60 0x400d071d:0x3ffb7e90
0x400f360d: do_something_to_crash at /home/gus/esp/32/idf/examples/get-started/hello_
↳world/main/./hello_world_main.c:57
(inlined by) inner_dont_crash at /home/gus/esp/32/idf/examples/get-started/hello_
↳world/main/./hello_world_main.c:52
0x400dbf56: still_dont_crash at /home/gus/esp/32/idf/examples/get-started/hello_world/
↳main/./hello_world_main.c:47
0x400dbf5e: dont_crash at /home/gus/esp/32/idf/examples/get-started/hello_world/main/.
↳/hello_world_main.c:42
```

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```
0x400dbf82: app_main at /home/gus/esp/32/idf/examples/get-started/hello_world/main/.//
↳hello_world_main.c:33
0x400d071d: main_task at /home/gus/esp/32/idf/components/esp32/./cpu_start.c:254
```

Behind the scenes, the command IDF Monitor runs to decode each address is:

```
xtensa-esp32-elf-addr2line -pfiaC -e build/PROJECT.elf ADDRESS
```

## Launch GDB for GDBStub

By default, if an esp-idf app crashes then the panic handler prints registers and a stack dump as shown above, and then resets.

Optionally, the panic handler can be configured to run a serial “gdb stub” which can communicate with a [gdb](#) debugger program and allow memory to be read, variables and stack frames examined, etc. This is not as versatile as JTAG debugging, but no special hardware is required.

To enable the gdbstub, run `make menuconfig` and set `CONFIG_ESP32_PANIC` option to Invoke GDBStub.

If this option is enabled and IDF Monitor sees the gdb stub has loaded, it will automatically pause serial monitoring and run GDB with the correct arguments. After GDB exits, the board will be reset via the RTS serial line (if this is connected.)

Behind the scenes, the command IDF Monitor runs is:

```
xtensa-esp32-elf-gdb -ex "set serial baud BAUD" -ex "target remote PORT" -ex
↳interrupt build/PROJECT.elf
```

## Quick Compile and Flash

The keyboard shortcut `Ctrl-T Ctrl-F` will pause IDF Monitor, run the `make flash` target, then resume IDF Monitor. Any changed source files will be recompiled before re-flashing.

The keyboard shortcut `Ctrl-T Ctrl-A` will pause IDF Monitor, run the `make app-flash` target, then resume IDF Monitor. This is similar to `make flash`, but only the main app is compiled and reflashed.

## Quick Reset

The keyboard shortcut `Ctrl-T Ctrl-R` will reset the target board via the RTS line (if it is connected.)

## Pause the Application

The keyboard shortcut `Ctrl-T Ctrl-P` will reset the target into bootloader, so that the board will run nothing. This is useful when you want to wait for another device to startup. Then shortcut `Ctrl-T Ctrl-R` can be used to restart the application.

## Toggle Output Display

Sometimes you may want to stop new output printed to screen, to see the log before. The keyboard shortcut `Ctrl-T Ctrl-Y` will toggle the display (discard all serial data when the display is off) so that you can stop to see the log, and revert again quickly without quitting the monitor.

### Filtering the Output

The IDF monitor can be invoked as `make monitor PRINT_FILTER=""` with specifying a custom `PRINT_FILTER` option for filtering outputs. The default value is an empty string which means that everything will be printed. Restrictions on what to print can be specified as a series of `<tag>:<log_level>` items where `<tag>` is the tag string and `<log_level>` is a character from set {N, E, W, I, D, V, \*} referring to a level for *logging*. For example, `PRINT_FILTER="tag1:W"` will match and print (only) the outputs written with `ESP_LOGW("tag1", ...)` or at lower verbosity level, i.e. `ESP_LOGE("tag1", ...)`. Not specifying a `<log_level>` or using `*` defaults to Verbose level.

---

**Note:** The primary logging is set up at compilation time through the *logging library*. Output filtering by the IDF monitor is only a secondary solution because one cannot filter something which has been disabled at compilation time. The advantage of the secondary filtering is that one can use various filtering options without recompiling the application.

---

A restriction applies to tags when one wants to use them together with output filtering: they cannot contain spaces, asterisks `*` and semicolons `:`.

If the last line of the output is written without an end of line then the output filtering might get confused, i.e. the monitor starts to print the line and only later finds out that the line should have not been written. This is a known issue and can be avoided by always adding an end of line after printing something (especially when no output follows immediately afterwards).

### Examples Of Filtering Rules:

- Asterisk can be used to match any tags. However, specifying `PRINT_FILTER="*:I tag1:E"` will print for `tag1` only errors because the rule for `tag1` has a precedence over the rule for `*`.
- The default (empty) rule is equivalent to `*:V` because matching every tag at level Verbose or lower means matching everything.
- Rule `"tag1:W tag1:E"` is equivalent to `"tag1:E"` because any consequent occurrence of the same tag name overwrites the previous one.
- Rule `"tag1:I tag2:W"` will print only `tag1` at verbosity level Info or lower and `tag2` at verbosity level Warning or lower.
- Rule `"tag1:I tag2:W tag3:N"` is essentially equivalent to the previous one because `tag3:N` specifies that `tag3` should not be printed.
- `tag3:N` in rule `"tag1:I tag2:W tag3:N *:V"` is more meaningful because in this context the result will be that `tag3` will not be printed, `tag1` and `tag2` will be at the specified (or lower) verbosity level and everything else will be printed by default.
- `"*:N"` will suppress all outputs even prints made by something else than the logging functions, e.g. `printf`. For printing those outputs one need to use `*:E` or higher verbosity level.
- Rules `"tag1:V"`, `"tag1:v"`, `"tag1:"`, `"tag1:*"` and `"tag1"` are all equivalent ones.

### A More Complex Filtering Example

The following log snippet was acquired using `make monitor`:



```
load:0x40078000,len:13564
entry 0x40078d4c
E (31) esp_image: image at 0x30000 has invalid magic byte
W (31) esp_image: image at 0x30000 has invalid SPI mode 255
E (39) boot: Factory app partition is not bootable
I (568) cpu_start: Pro cpu up.
I (569) heap_init: Initializing. RAM available for dynamic allocation:
I (603) cpu_start: Pro cpu start user code
D (309) light_driver: [light_init, 74]:status: 1, mode: 2
D (318) vfs: esp_vfs_register_fd_range is successful for range <54; 64) and VFS ID 1
I (328) wifi: wifi driver task: 3ffdbf84, prio:23, stack:4096, core=0
```

The captured output for `make monitor PRINT_FILTER="wifi esp_image:E light_driver:I"` is the following:

```
E (31) esp_image: image at 0x30000 has invalid magic byte
I (328) wifi: wifi driver task: 3ffdbf84, prio:23, stack:4096, core=0
```

`make monitor PRINT_FILTER="light_driver:D esp_image:N boot:N cpu_start:N vfs:N wifi:N *:V"` gives the following output:

```
load:0x40078000,len:13564
entry 0x40078d4c
I (569) heap_init: Initializing. RAM available for dynamic allocation:
D (309) light_driver: [light_init, 74]:status: 1, mode: 2
```

## Simple Monitor

Earlier versions of ESP-IDF used the `pySerial` command line program `miniterm` as a serial console program.

This program can still be run, via `make simple_monitor`.

IDF Monitor is based on `miniterm` and shares the same basic keyboard shortcuts.

## Known Issues with IDF Monitor

### Issues Observed on Windows

- If you are using the supported Windows environment and receive the error “winpty: command not found” then run `pacman -S winpty` to fix.
- Arrow keys and some other special keys in `gdb` don’t work, due to Windows Console limitations.
- Occasionally when “make” exits, it may stall for up to 30 seconds before `idf_monitor` resumes.
- Occasionally when “gdb” is run, it may stall for a short time before it begins communicating with the `gdbstub`.

## 1.15.6 Customized Setup of Toolchain

Instead of downloading binary toolchain from Espressif website (see *Setup Toolchain*) you may build the toolchain yourself.

If you can’t think of a reason why you need to build it yourself, then probably it’s better to stick with the binary version. However, here are some of the reasons why you might want to compile it from source:

- if you want to customize toolchain build configuration

- if you want to use a different GCC version (such as 4.8.5)
- if you want to hack gcc or newlib or libstdc++
- if you are curious and/or have time to spare
- if you don't trust binaries downloaded from the Internet

In any case, here are the instructions to compile the toolchain yourself.

---

## Get Started (CMake)

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□

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**Note:** This is documentation for the CMake-based build system which is currently in preview release. If you encounter any gaps or bugs, please report them in the [Issues](#) section of the ESP-IDF repository.

The CMake-based build system will become the default build system in ESP-IDF V4.0. The existing GNU Make based build system will be deprecated in ESP-IDF V5.0.

---

**Important:** The following features are not yet supported with the CMake-based build system:

- Eclipse IDE Documentation
- Secure Boot
- Flash Encryption

Support for these features will be available before CMake becomes the default build system.

---

This document is intended to help users set up the software environment for development of applications using hardware based on the Espressif ESP32. Through a simple example we would like to illustrate how to use ESP-IDF (Espressif IoT Development Framework), including the menu based configuration, compiling the ESP-IDF and firmware download to ESP32 boards.

---

**Note:** This is documentation for stable version v3.3 of ESP-IDF. Other *ESP-IDF Versions* are also available.

---

## 2.1 Introduction

ESP32 integrates Wi-Fi (2.4 GHz band) and Bluetooth 4.2 solutions on a single chip, along with dual high performance cores, Ultra Low Power co-processor and several peripherals. Powered by 40 nm technology, ESP32 provides a robust,

highly integrated platform to meet the continuous demands for efficient power usage, compact design, security, high performance, and reliability.

Espressif provides the basic hardware and software resources that help application developers to build their ideas around the ESP32 series hardware. The software development framework by Espressif is intended for rapidly developing Internet-of-Things (IoT) applications, with Wi-Fi, Bluetooth, power management and several other system features.

## 2.2 What You Need

To develop applications for ESP32 you need:

- **PC** loaded with either Windows, Linux or Mac operating system
- **Toolchain** to compile code for ESP32
- **Build tools** CMake and Ninja to build a full **Application** for ESP32
- **ESP-IDF** that essentially contains API for ESP32 and scripts to operate the **Toolchain**
- A text editor to write programs (**Projects**) in C, e.g. [Eclipse](#)
- The **ESP32** board itself and a **USB cable** to connect it to the **PC**

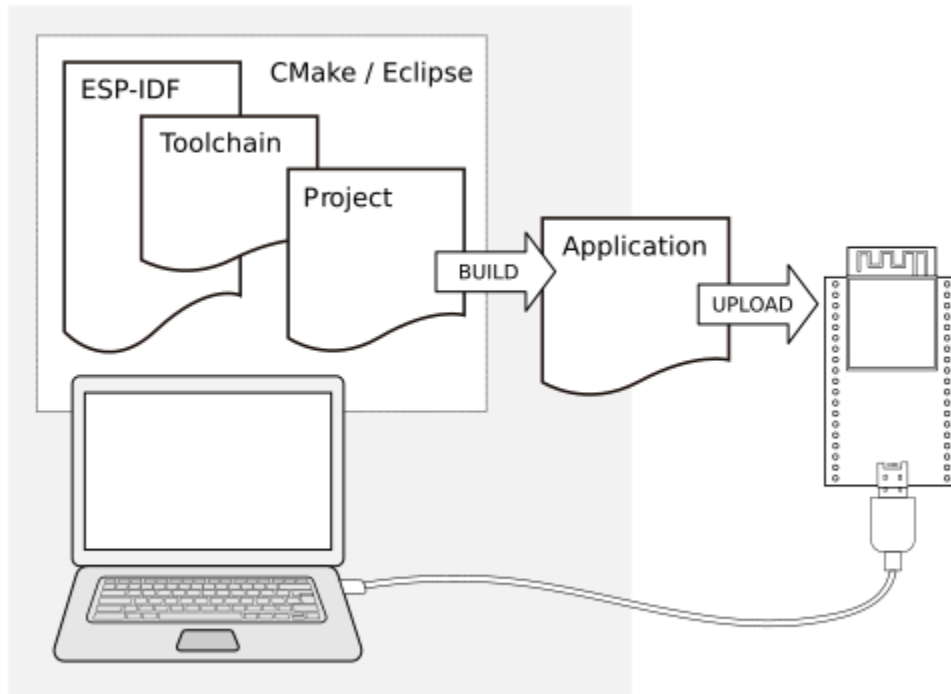


Fig. 1: Development of applications for ESP32

## 2.3 Installation Step by Step

This is a detailed roadmap to walk you through the installation process.

### 2.3.1 Setting up Development Environment

- *Step 1. Set up Toolchain for Windows, Linux or MacOS*
- *Step 2. Get ESP-IDF*
- *Step 3. Set Environment Variables*
- *Step 4. Install the Required Python Packages*

### 2.3.2 Creating Your First Project

- *Step 5. Start a Project*
- *Step 6. Connect the Device*
- *Step 7. Configure*
- *Step 8. Build the Project*
- *Step 9. Flash to a Device*
- *Step 10. Monitor*

## 2.4 Development Board Guides

If you have one of ESP32 development boards listed below, click on the link for hardware setup:

### 2.4.1 ESP32-DevKitC V4 Getting Started Guide (CMake)

This user guide shows how to get started with ESP32-DevKitC V4 development board. For description of other versions of the ESP32-DevKitC check *ESP32 Hardware Reference*.

#### What You Need

- 1 × *ESP32-DevKitC V4 board*
- 1 × USB A / micro USB B cable
- 1 × PC loaded with Windows, Linux or Mac OS

If you want to start using this board right now, go directly to Section *Start Application Development*.

#### Overview

ESP32-DevKitC V4 is a small-sized ESP32-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.

The board supports various ESP32 modules, including *ESP32-WROOM-32*, *ESP32-WROOM-32U*, *ESP32-WROOM-32D* and *ESP32-SOLO-1*.

### Functional Description

The following list and figure below describe key components, interfaces and controls of ESP32-DevKitC V4 board.

**ESP-WROOM-32** *ESP32-WROOM-32* module soldered to the ESP32-DevKitC V4 board. Optionally ESP32-WROOM-32D, ESP32-WROOM-32U or ESP32-SOLO-1 module may be soldered instead of the ESP32-WROOM-32.

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

**Boot** 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 ESP module.

**5V Power On LED** This LED lights when the USB or an external 5V power supply is applied to the board. For details see schematic in *Related Documents*.

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

**I/O** Most of the pins on the ESP module are broken out to the pin headers on the board. Users can program ESP32 to enable multiple functions such as PWM, ADC, DAC, I2C, I2S, SPI, etc.

---

**Note:** Some of broken out pins are used internally by the ESP32 module to communicate with SPI memory. They are grouped on one side of the board besides the USB connector and labeled D0, D1, D2, D3, CMD and CLK. In general these pins should be left unconnected or access to the SPI flash memory / SPI RAM may be disturbed.

---

---

**Note:** GPIO16 and 17 are used internally by the ESP32-WROVER module. They are broken out and available for use only for boards that have the ESP-WROOM-32 module installed.

---

### 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 ESP32-DevKitC, please make sure that the board has been received in good condition with no obvious signs of damage.

To start development of applications, proceed to Section *Get Started (CMake)*, that will walk you through the *Installation Step by Step*.

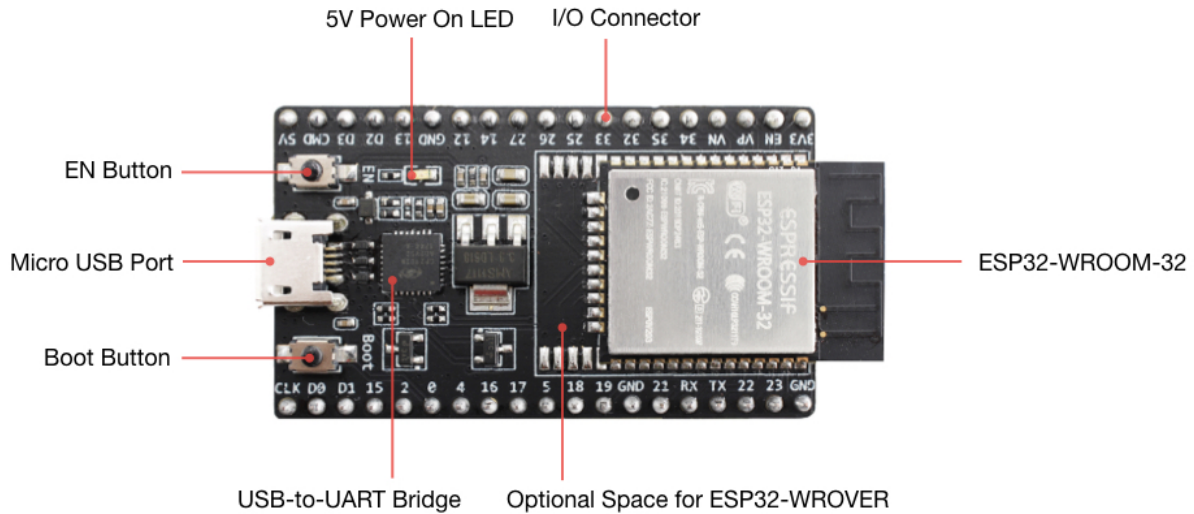


Fig. 2: ESP32-DevKitC V4 with ESP-WROOM-32 module soldered

## Board Dimensions

## Related Documents

- [ESP32-DevKitC V4 schematic \(PDF\)](#)
- [ESP32 Datasheet \(PDF\)](#)
- [ESP-WROOM-32 Datasheet \(PDF\)](#)
- [ESP32-WROVER Datasheet \(PDF\)](#)

## ESP32-DevKitC V2 Getting Started Guide (CMake)

This user guide shows how to get started with ESP32-DevKitC development board.

## What You Need

- 1 × *ESP32-DevKitC V2 board*
- 1 × USB A / micro USB B cable
- 1 × PC loaded with Windows, Linux or Mac OS

If you want to start using this board right now, go directly to Section *Start Application Development*.

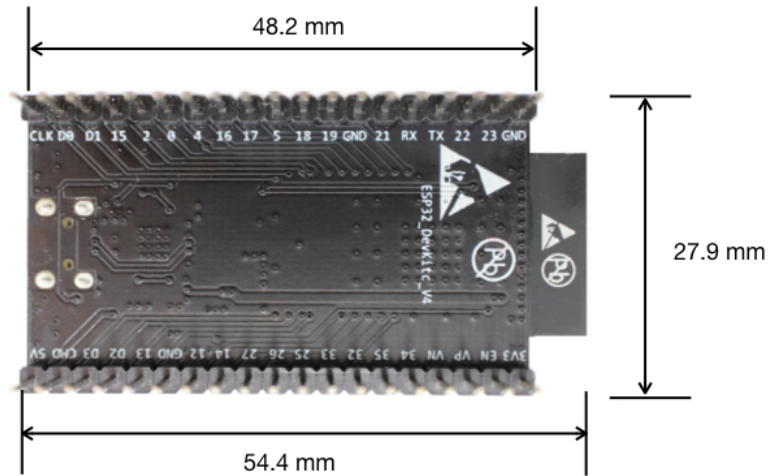


Fig. 3: ESP32 DevKitC board dimensions - back

## Overview

ESP32-DevKitC is a small-sized ESP32-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 ESP32-DevKitC board.

**ESP-WROOM-32** Standard [ESP-WROOM-32](#) module soldered to the ESP32-DevKitC board.

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

**Boot** 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.

**USB** USB interface. It functions as the power supply for the board and the communication interface between PC and ESP-WROOM-32.

**I/O** Most of the pins on the ESP-WROOM-32 are broken out to the pin headers on the board. Users can program ESP32 to enable multiple functions such as PWM, ADC, DAC, I2C, I2S, SPI, etc.

## 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



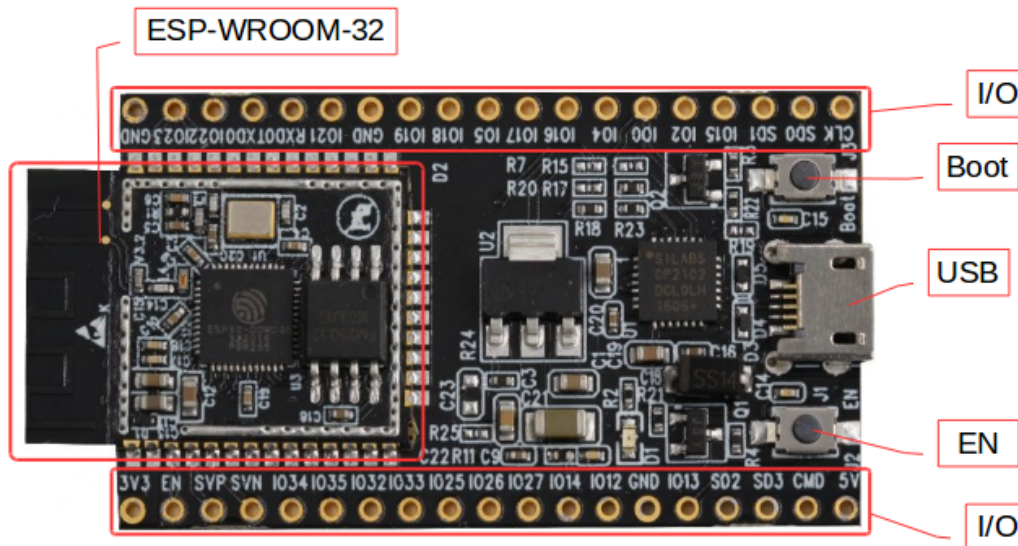


Fig. 4: ESP32-DevKitC V2 board layout

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 ESP32-DevKitC, please make sure that the board has been received in good condition with no obvious signs of damage.

To start development of applications, proceed to Section *Get Started (CMake)*, that will walk you through the *Installation Step by Step*.

## Related Documents

- [ESP32-DevKitC schematic \(PDF\)](#)
- [ESP32 Datasheet \(PDF\)](#)
- [ESP-WROOM-32 Datasheet \(PDF\)](#)

## 2.4.2 ESP-WROVER-KIT V3 Getting Started Guide (CMake)

This user guide shows how to get started with ESP-WROVER-KIT V3 development board including description of its functionality and configuration options. For description of other versions of the ESP-WROVER-KIT check [ESP32 Hardware Reference](#).

### What You Need

- 1 × *ESP-WROVER-KIT V3 board*
- 1 x Micro USB 2.0 Cable, Type A to Micro B
- 1 × PC loaded with Windows, Linux or Mac OS

If you want to start using this board right now, go directly to Section [Start Application Development](#).

### Overview

The ESP-WROVER-KIT is a development board produced by [Espressif](#) built around ESP32. This board is compatible with ESP32 modules, including the ESP-WROOM-32 and ESP32-WROVER. The ESP-WROVER-KIT features support for an LCD and MicroSD card. The I/O pins have been broken out from the ESP32 module for easy extension. The board carries an advanced multi-protocol USB bridge (the FTDI FT2232HL), enabling developers to use JTAG directly to debug the ESP32 through the USB interface. The development board makes secondary development easy and cost-effective.

---

**Note:** ESP-WROVER-KIT V3 integrates the ESP32-WROVER module by default.

---

### Functionality Overview

Block diagram below presents main components of ESP-WROVER-KIT and interconnections between components.

### Functional Description

The following list and figures below describe key components, interfaces and controls of ESP-WROVER-KIT board.

**32.768 kHz** An external precision 32.768 kHz crystal oscillator provides the chip with a clock of low-power consumption during the Deep-sleep mode.

**0R** A zero Ohm resistor intended as a placeholder for a current shunt. May be desoldered or replaced with a current shunt to facilitate measurement of current required by ESP32 module depending on power mode.

**ESP32 Module** ESP-WROVER-KIT is compatible with both ESP-WROOM-32 and ESP32-WROVER. The ESP32-WROVER module features all the functions of ESP-WROOM-32 and integrates an external 32-MBit PSRAM for flexible extended storage and data processing capabilities.

---

**Note:** GPIO16 and GPIO17 are used as the CS and clock signal for PSRAM. To ensure reliable performance, the two GPIOs are not broken out.

---

**FT2232** The FT2232 chip is a multi-protocol USB-to-serial bridge. Users can control and program the FT2232 chip through the USB interface to establish communication with ESP32. The FT2232 chip also features USB-to-JTAG interface. USB-to-JTAG is available on channel A of FT2232, USB-to-serial on channel B. The embedded

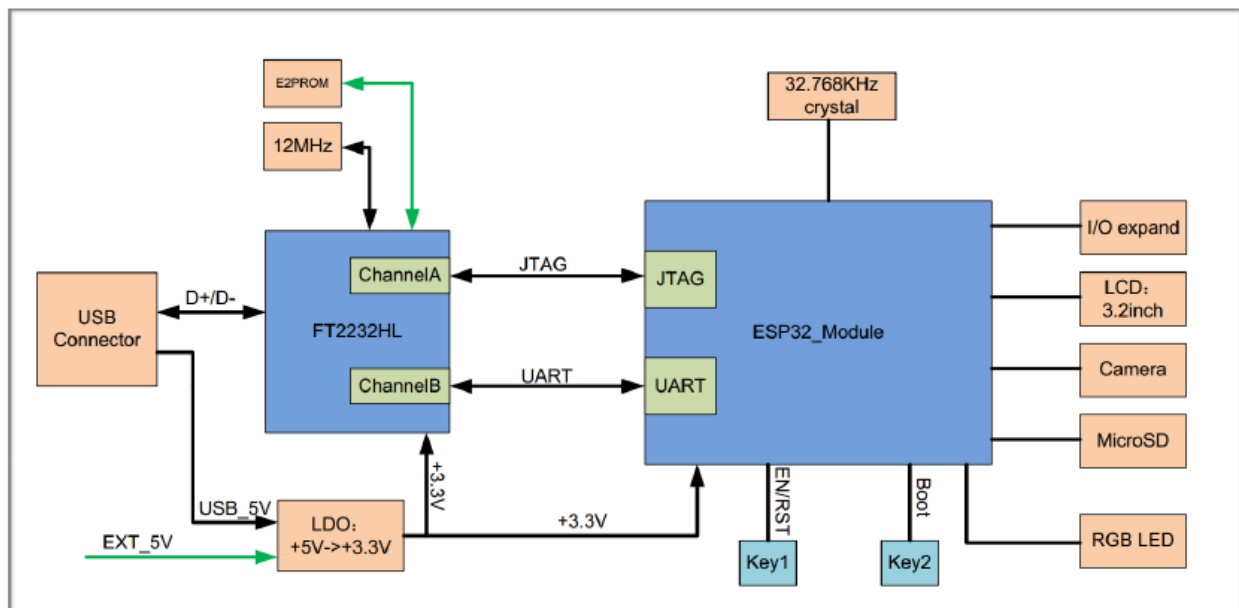


Fig. 5: ESP-WROVER-KIT block diagram

FT2232 chip is one of the distinguishing features of the ESPWROVER-KIT. It enhances users' convenience in terms of application development and debugging. In addition, users do not need to buy a JTAG debugger separately, which reduces the development cost, see [ESP-WROVER-KIT V3 schematic](#).

**UART** Serial port: the serial TX/RX signals on FT2232HL and ESP32 are broken out to the two sides of JP11. By default, the two signals are connected with jumpers. To use the ESP32 module serial interface only, the jumpers may be removed and the module can be connected to another external serial device.

**SPI** SPI interface: the SPI interface connects to an external flash (PSRAM). To interface another SPI device, an extra CS signal is needed. The electrical level on the flash of this module is 1.8V. If an ESP-WROOM-32 is being used, please note that the electrical level on the flash of this module is 3.3V.

**CTS/RTS** Serial port flow control signals: the pins are not connected to the circuitry by default. To enable them, respective pins of JP14 must be shorted with jumpers.

**JTAG** JTAG interface: the JTAG signals on FT2232HL and ESP32 are broken out to the two sides of JP8. By default, the two signals are disconnected. To enable JTAG, shorting jumpers are required on the signals.

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

**Boot** 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.

**USB** USB interface. It functions as the power supply for the board and the communication interface between PC and ESP32 module.

**Power Select** Power supply selection interface: the ESP-WROVER-KIT can be powered through the USB interface or the 5V Input interface. The user can select the power supply with a jumper. More details can be found in Section [Setup Options](#), jumper header JP7.

**Power Key** Power on/off button: toggling to the right powers the board on; toggling to the left powers the board off.

**5V Input** The 5V power supply interface is used as a backup power supply in case of full-load operation.

**LDO** NCP1117(1A). 5V-to-3.3V LDO. (There is an alternative pin-compatible LDO — LM317DCY, with an output current of up to 1.5A). NCP1117 can provide a maximum current of 1A. The LDO solutions are available

with both fixed output voltage and variable output voltage. For details please refer to [ESP-WROVER-KIT V3 schematic](#).

**Camera** Camera interface: a standard OV7670 camera module is supported.

**RGB** Red, green and blue (RGB) light emitting diodes (LEDs), which may be controlled by pulse width modulation (PWM).

**I/O** All the pins on the ESP32 module are led out to the pin headers on the ESP-WROVER-KIT. Users can program ESP32 to enable multiple functions such as PWM, ADC, DAC, I2C, I2S, SPI, etc.

**Micro SD Card** Micro SD card slot for data storage.

**LCD** ESP-WROVER-KIT supports mounting and interfacing a 3.2" SPI (standard 4-wire Serial Peripheral Interface) LCD, as shown on figure [ESP-WROVER-KIT board layout - back](#).

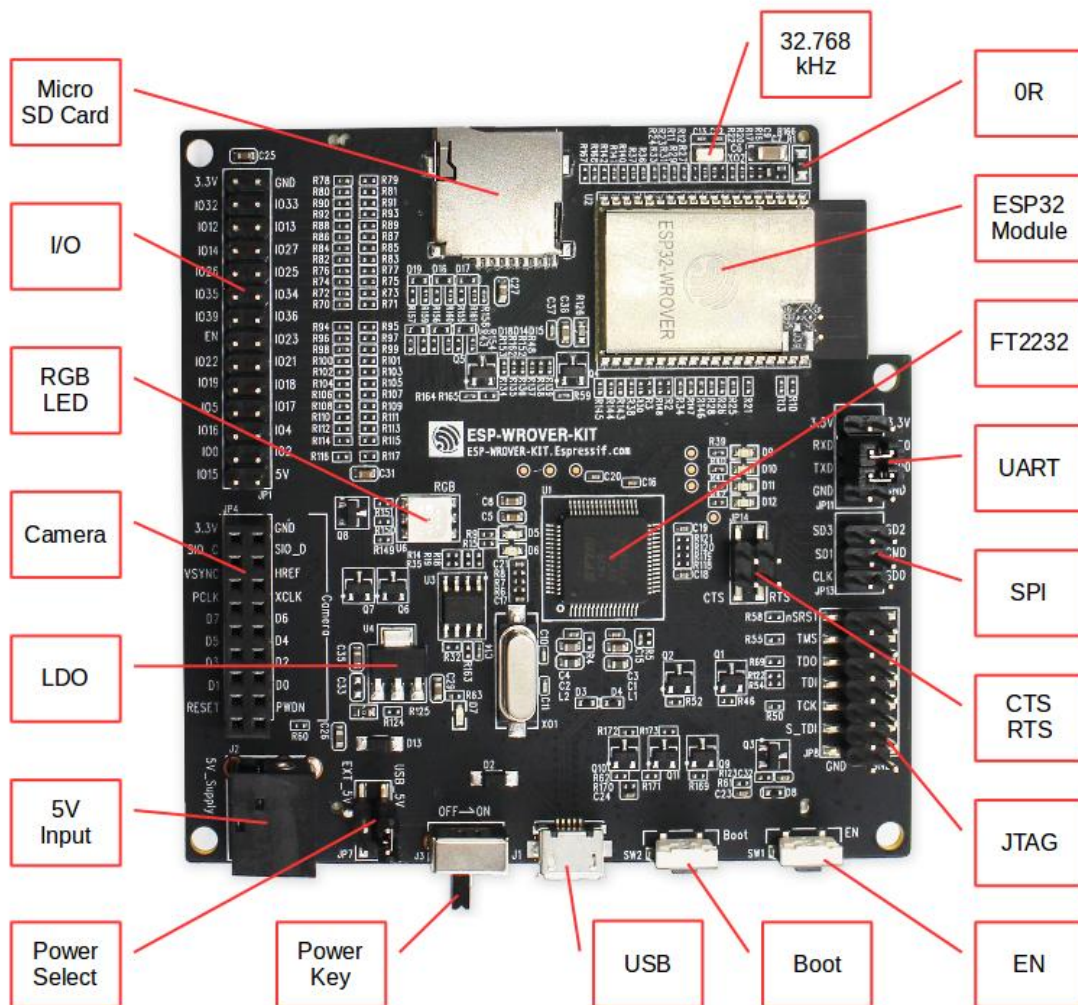


Fig. 6: ESP-WROVER-KIT board layout - front

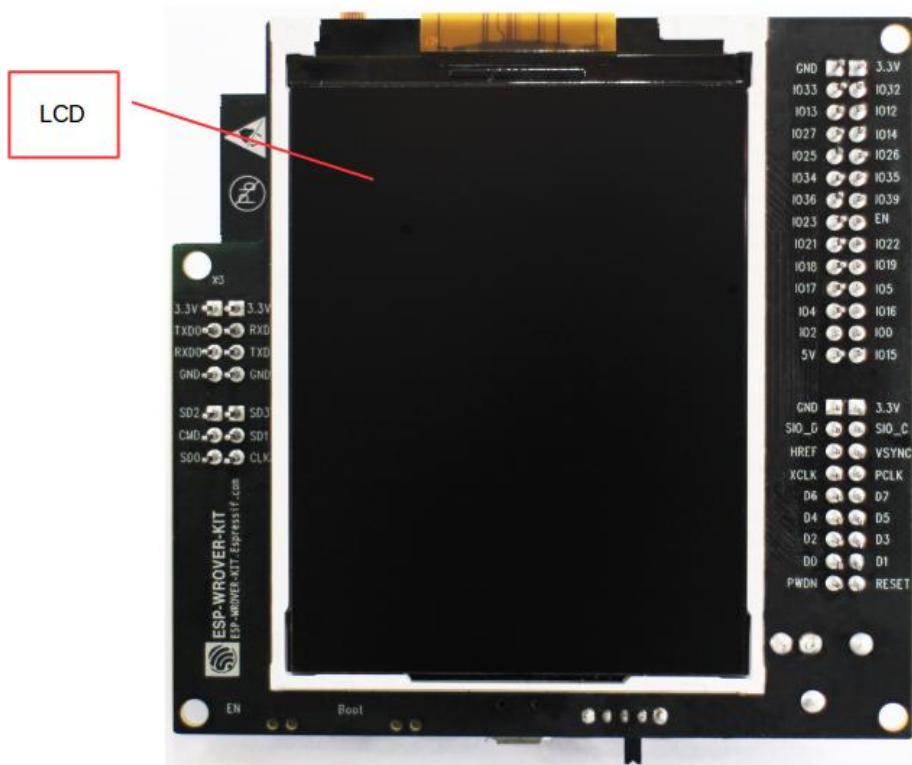
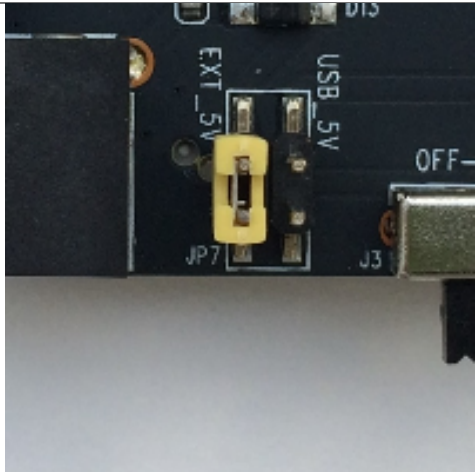
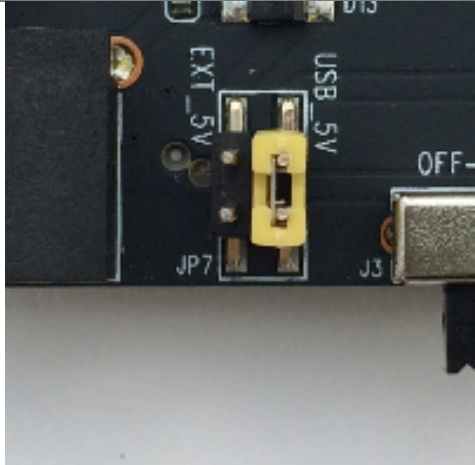
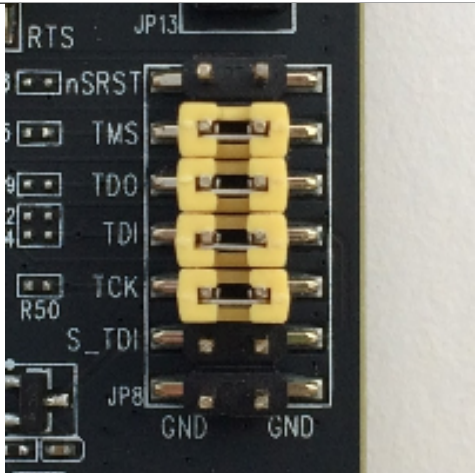
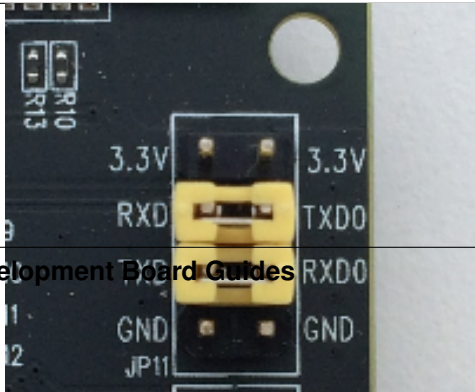


Fig. 7: ESP-WROVER-KIT board layout - back

## **Setup Options**

There are five jumper headers available to set up the board functionality. Typical options to select from are listed in table below.

Header	Jumper Setting	Description of Functionality
JP7		Power ESP-WROVER-KIT board from an external power supply
JP7		Power ESP-WROVER-KIT board from an USB port
JP8		Enable JTAG functionality
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## Allocation of ESP32 Pins

Several pins / terminals of ESP32 module are allocated to the on board hardware. Some of them, like GPIO0 or GPIO2, have multiple functions. If certain hardware is not installed, e.g. nothing is plugged in to the Camera / JP4 header, then selected GPIOs may be used for other purposes.

### Main I/O Connector / JP1

The JP1 connector is shown in two columns in the middle under “I/O” headers. The two columns “Shared With” outside, describe where else on the board certain GPIO is used.

Shared With	I/O	I/O	Shared With
	3.3V	GND	
NC/XTAL	IO32	IO33	NC/XTAL
JTAG, MicroSD	IO12	IO13	JTAG, MicroSD
JTAG, MicroSD	IO14	IO27	Camera
Camera	IO26	IO25	Camera, LCD
Camera	IO35	IO34	Camera
Camera	IO39	IO36	Camera
JTAG	EN	IO23	Camera, LCD
Camera, LCD	IO22	IO21	Camera, LCD, MicroSD
Camera, LCD	IO19	IO18	Camera, LCD
Camera, LCD	IO5	IO17	PSRAM
PSRAM	IO16	IO4	LED, Camera, MicroSD
LED, Boot	IO0	IO2	LED, Camera, MicroSD
JTAG, MicroSD	IO15	5V	

Legend:

- NC/XTAL - *32.768 kHz Oscillator*
- JTAG - *JTAG / JP8*
- Boot - *Boot button / SW2*
- Camera - *Camera / JP4*
- LED - *RGB LED*
- MicroSD - *MicroSD Card / J4*
- LCD - *LCD / U5*
- PSRAM - *ESP32-WROVER’s PSRAM, if ESP32-WROVER is installed*

### 32.768 kHz Oscillator

	ESP32 Pin
1	GPIO32
2	GPIO33



**Note:** As GPIO32 and GPIO33 are connected to the oscillator, to maintain signal integrity, they are not connected to JP1 I/O expansion connector. This allocation may be changed from oscillator to JP1 by desoldering 0R resistors from positions R11 / R23 and installing them in positions R12 / R24.

---

### SPI Flash / JP13

	ESP32 Pin
1	CLK / GPIO6
2	SD0 / GPIO7
3	SD1 / GPIO8
4	SD2 / GPIO9
5	SD3 / GPIO10
6	CMD / GPIO11

**Important:** The module's flash bus is connected to the pin header JP13 through 0-Ohm resistors R140 ~ R145. If the flash frequency needs to operate at 80 MHz, to improve integrity of the bus signals, it is recommended to desolder resistors R140 ~ R145. At this point, the module's flash bus is disconnected with the pin header JP13.

---

### JTAG / JP8

	ESP32 Pin	JTAG Signal
1	EN	TRST_N
2	MTDO / GPIO15	TDO
3	MTDI / GPIO12	TDI
4	MTCK / GPIO13	TCK
5	MTMS / GPIO14	TMS

## Camera / JP4

	ESP32 Pin	Camera Signal
1	GPIO27	SCCB Clock
2	GPIO26	SCCB Data
3	GPIO21	System Clock
4	GPIO25	Vertical Sync
5	GPIO23	Horizontal Reference
6	GPIO22	Pixel Clock
7	GPIO4	Pixel Data Bit 0
8	GPIO5	Pixel Data Bit 1
9	GPIO18	Pixel Data Bit 2
10	GPIO19	Pixel Data Bit 3
11	GPIO36	Pixel Data Bit 4
11	GPIO39	Pixel Data Bit 5
11	GPIO34	Pixel Data Bit 6
11	GPIO35	Pixel Data Bit 7
11	GPIO2	Camera Reset

## RGB LED

	ESP32 Pin	RGB LED
1	GPIO0	Red
2	GPIO2	Blue
3	GPIO4	Green

## MicroSD Card / J4

	ESP32 Pin	MicroSD Signal
1	MTDI / GPIO12	DATA2
2	MTCK / GPIO13	CD / DATA3
3	MTDO / GPIO15	CMD
4	MTMS / GPIO14	CLK
5	GPIO2	DATA0
6	GPIO4	DATA1
7	GPIO21	CD

## LCD / U5

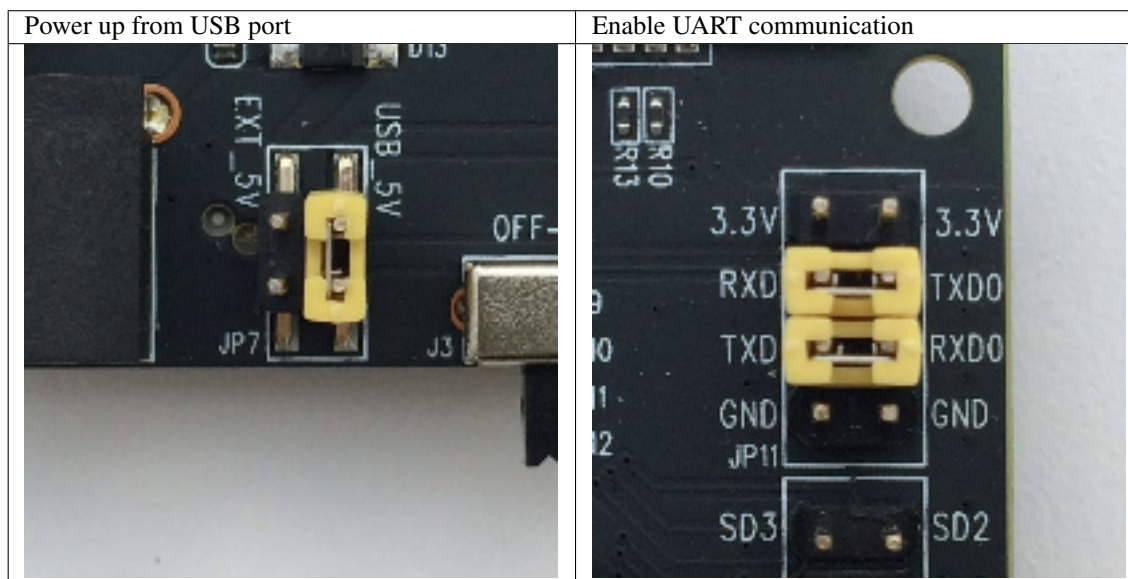
	ESP32 Pin	LCD Signal
1	GPIO18	RESET
2	GPIO19	SCL
3	GPIO21	D/C
4	GPIO22	CS
5	GPIO23	SDA
6	GPIO25	SDO
7	GPIO5	Backlight

### Start Application Development

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

### Initial Setup

Select the source of power supply for the board by setting jumper JP7. The options are either USB port or an external power supply. For this application selection of USB port is sufficient. Enable UART communication by installing jumpers on JP11. Both selections are shown in table below.



Do not install any other jumpers.

### Now to Development

To start development of applications, proceed to Section *Get Started (CMake)*, that will walk you through the *Installation Step by Step*.

### Related Documents

- [ESP-WROVER-KIT V3 schematic \(PDF\)](#)
- [ESP32 Datasheet \(PDF\)](#)
- [ESP32-WROVER Datasheet \(PDF\)](#)
- [ESP-WROOM-32 Datasheet \(PDF\)](#)
- [JTAG Debugging](#)
- [ESP32 Hardware Reference](#)

### ESP-WROVER-KIT V2 Getting Started Guide (CMake)

This user guide shows how to get started with ESP-WROVER-KIT V2 development board including description of its functionality and configuration options. For description of other versions of the ESP-WROVER-KIT check [ESP32 Hardware Reference](#).

If you want to start using this board right now, go directly to Section [Start Application Development](#).

### What You Need

- 1 × ESP-WROVER-KIT V2 board
- 1 x Micro USB 2.0 Cable, Type A to Micro B
- 1 × PC loaded with Windows, Linux or Mac OS

### Overview

The ESP-WROVER-KIT is a development board produced by [Espressif](#) built around ESP32. This board is compatible with ESP32 modules, including the ESP-WROOM-32 and ESP32-WROVER. The ESP-WROVER-KIT features support for an LCD and MicroSD card. The I/O pins have been broken out from the ESP32 module for easy extension. The board carries an advanced multi-protocol USB bridge (the FTDI FT2232HL), enabling developers to use JTAG directly to debug the ESP32 through the USB interface. The development board makes secondary development easy and cost-effective.

---

**Note:** ESP-WROVER-KIT V2 integrates the ESP-WROOM-32 module by default.

---

### Functionality Overview

Block diagram below presents main components of ESP-WROVER-KIT and interconnections between components.

### Functional Description

The following list and figures below describe key components, interfaces and controls of ESP-WROVER-KIT board.

**32.768 kHz** An external precision 32.768 kHz crystal oscillator provides the chip with a clock of low-power consumption during the Deep-sleep mode.

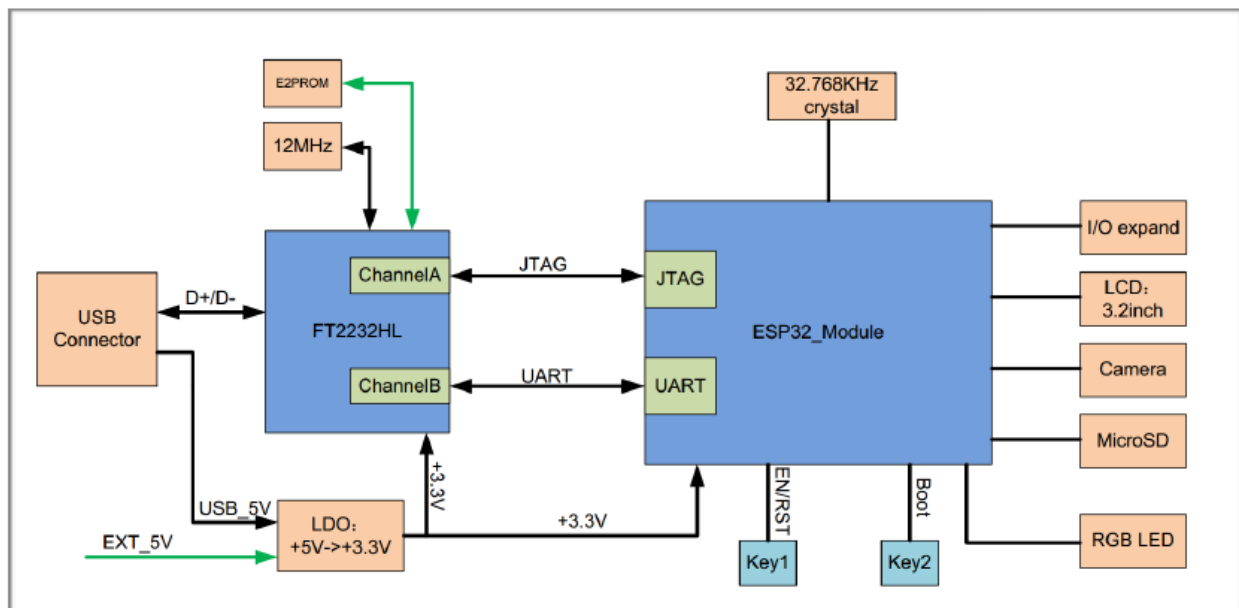


Fig. 8: ESP-WROVER-KIT block diagram

**ESP32 Module** ESP-WROVER-KIT is compatible with both ESP-WROOM-32 and ESP32-WROVER. The ESP32-WROVER module features all the functions of ESP-WROOM-32 and integrates an external 32-MBit PSRAM for flexible extended storage and data processing capabilities.

**Note:** GPIO16 and GPIO17 are used as the CS and clock signal for PSRAM. To ensure reliable performance, the two GPIOs are not broken out.

**CTS/RTS** Serial port flow control signals: the pins are not connected to the circuitry by default. To enable them, respective pins of JP14 must be shorted with jumpers.

**UART** Serial port: the serial TX/RX signals on FT2232HL and ESP32 are broken out to the two sides of JP11. By default, the two signals are connected with jumpers. To use the ESP32 module serial interface only, the jumpers may be removed and the module can be connected to another external serial device.

**SPI** SPI interface: the SPI interface connects to an external flash (PSRAM). To interface another SPI device, an extra CS signal is needed. If an ESP32-WROVER is being used, please note that the electrical level on the flash and SRAM is 1.8V.

**JTAG** JTAG interface: the JTAG signals on FT2232HL and ESP32 are broken out to the two sides of JP8. By default, the two signals are disconnected. To enable JTAG, shorting jumpers are required on the signals.

**FT2232** FT2232 chip is a multi-protocol USB-to-serial bridge. The FT2232 chip features USB-to-UART and USB-to-JTAG functionalities. Users can control and program the FT2232 chip through the USB interface to establish communication with ESP32.

The embedded FT2232 chip is one of the distinguishing features of the ESP-WROVER-KIT. It enhances users' convenience in terms of application development and debugging. In addition, users do not need to buy a JTAG debugger separately, which reduces the development cost, see [ESP-WROVER-KIT V2 schematic](#).

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

**Boot** 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.

**USB** USB interface. It functions as the power supply for the board and the communication interface between PC and ESP32 module.

**Power Select** Power supply selection interface: the ESP-WROVER-KIT can be powered through the USB interface or the 5V Input interface. The user can select the power supply with a jumper. More details can be found in Section *Setup Options*, jumper header JP7.

**Power Key** Power on/off button: toggling to the right powers the board on; toggling to the left powers the board off.

**5V Input** The 5V power supply interface is used as a backup power supply in case of full-load operation.

**LDO** NCP1117(1A). 5V-to-3.3V LDO. (There is an alternative pin-compatible LDO — LM317DCY, with an output current of up to 1.5A). NCP1117 can provide a maximum current of 1A. The LDO solutions are available with both fixed output voltage and variable output voltage. For details please refer to [ESP-WROVER-KIT V2 schematic](#).

**Camera** Camera interface: a standard OV7670 camera module is supported.

**RGB** Red, green and blue (RGB) light emitting diodes (LEDs), which may be controlled by pulse width modulation (PWM).

**I/O** All the pins on the ESP32 module are led out to the pin headers on the ESPWROVER-KIT. Users can program ESP32 to enable multiple functions such as PWM, ADC, DAC, I2C, I2S, SPI, etc.

**Micro SD Card** Micro SD card slot for data storage: when ESP32 enters the download mode, GPIO2 cannot be held high. However, a pull-up resistor is required on GPIO2 to enable the Micro SD Card. By default, GPIO2 and the pull-up resistor R153 are disconnected. To enable the SD Card, use jumpers on JP1 as shown in Section *Setup Options*.

**LCD** ESP-WROVER-KIT supports mounting and interfacing a 3.2" SPI (standard 4-wire Serial Peripheral Interface) LCD, as shown on figure [ESP-WROVER-KIT board layout - back](#).

### Setup Options

There are five jumper headers available to set up the board functionality. Typical options to select from are listed in table below.

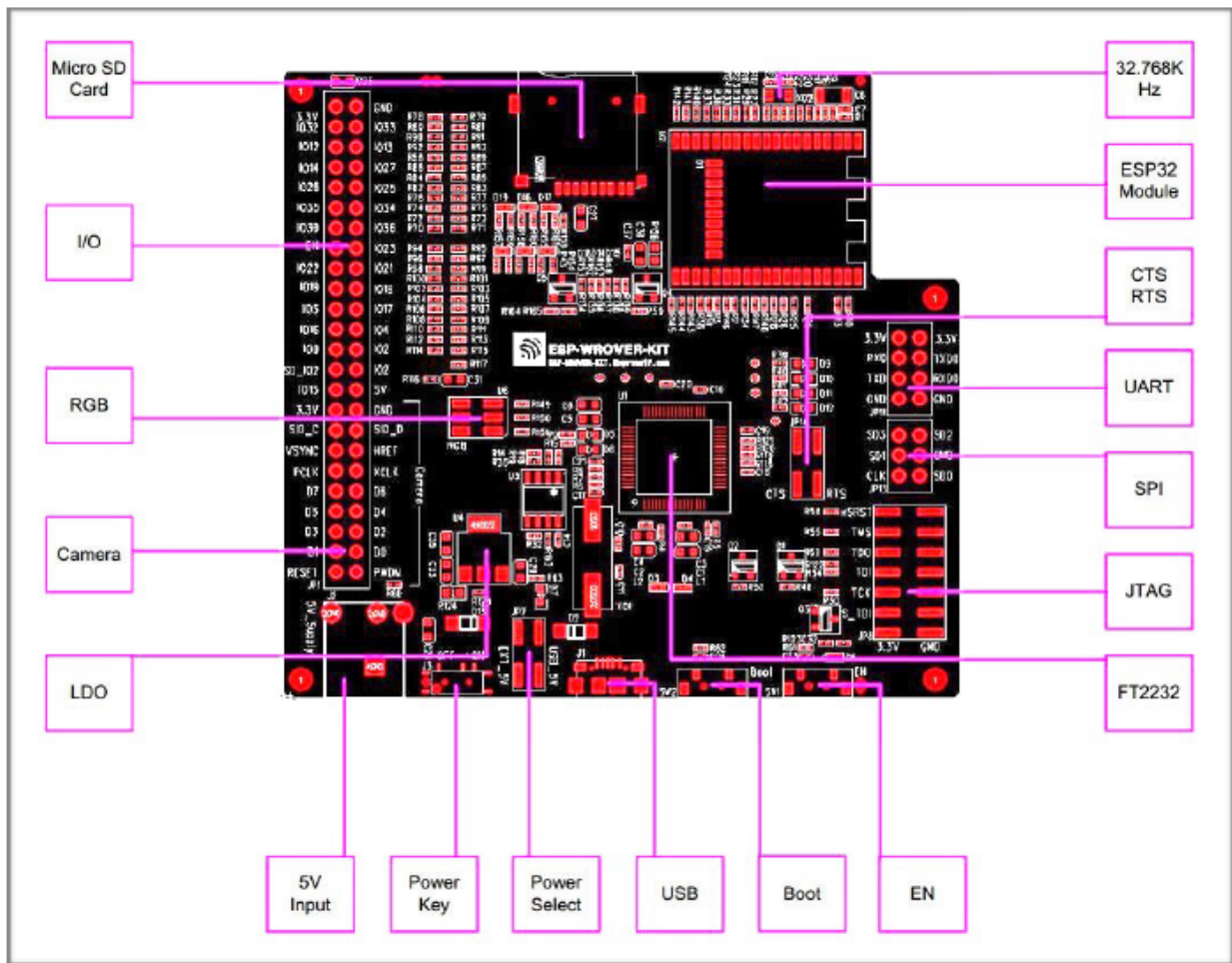


Fig. 9: ESP-WROVER-KIT board layout - front

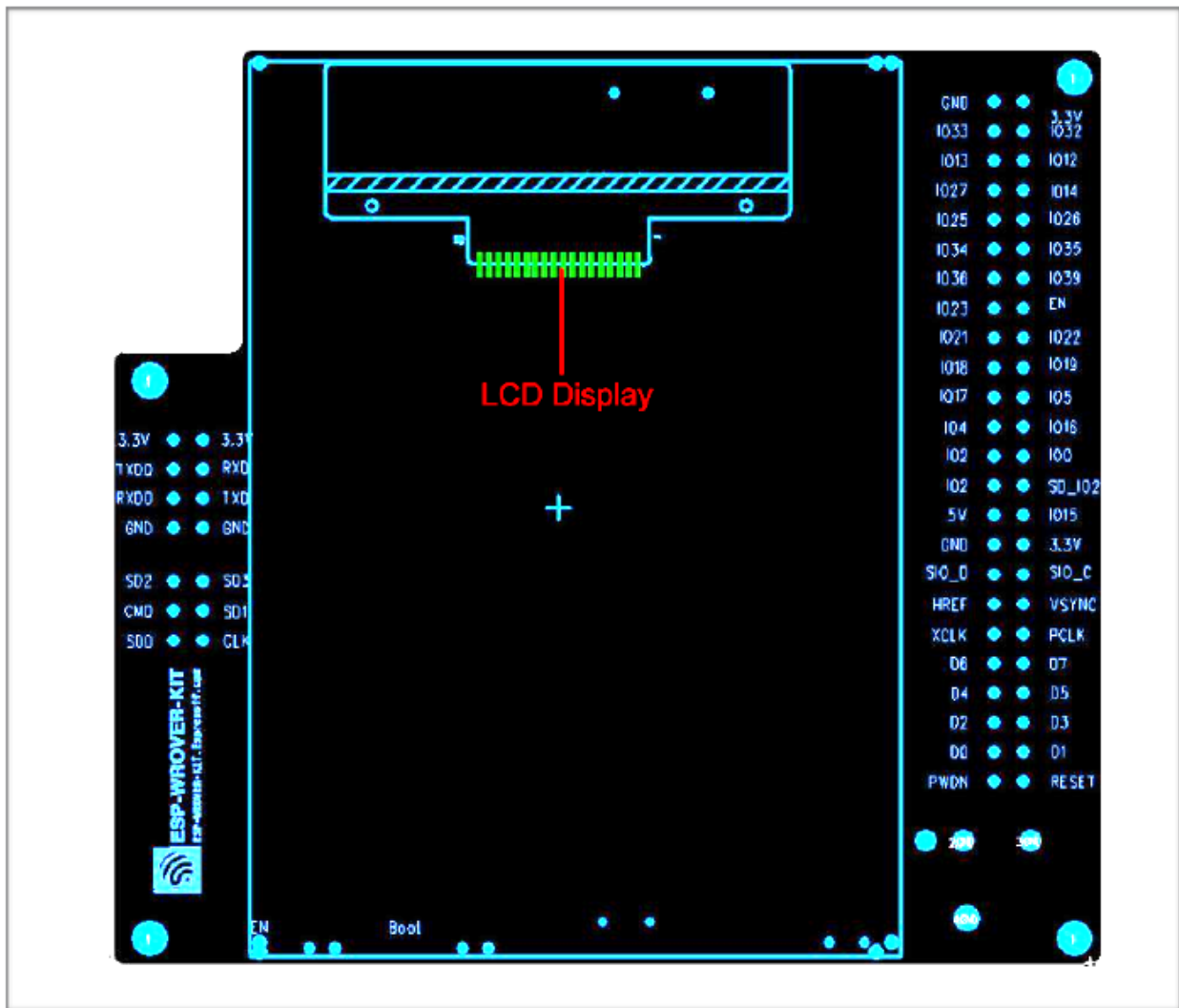
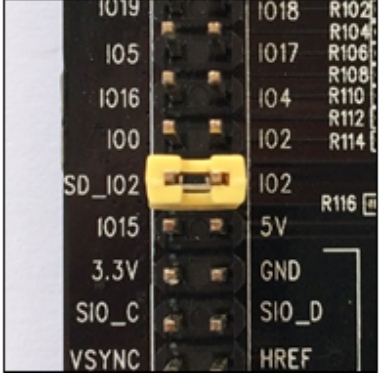
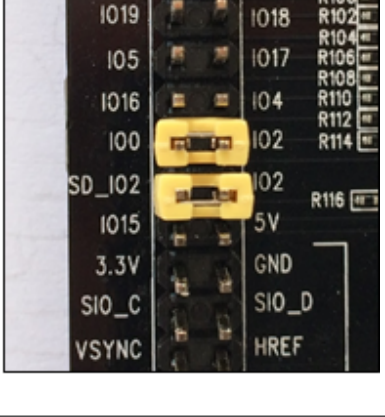
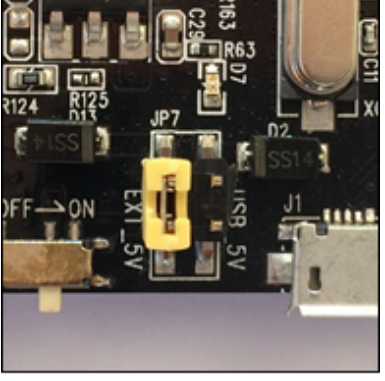
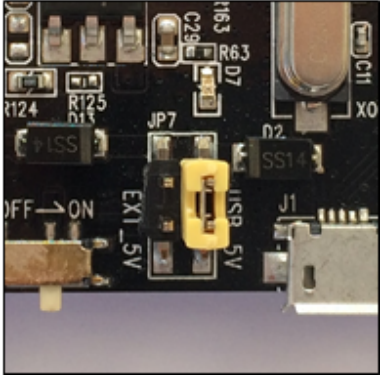
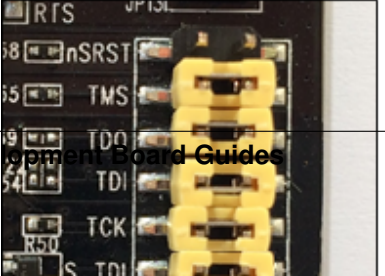


Fig. 10: ESP-WROVER-KIT board layout - back



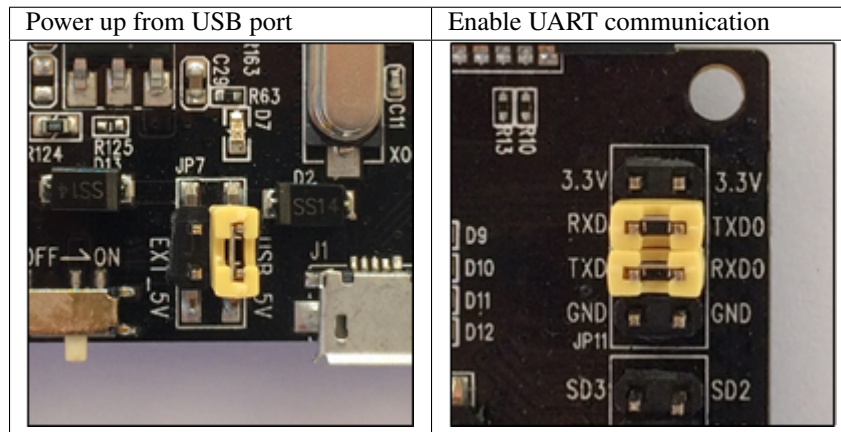
Header	Jumper Setting	Description of Functionality
JP1		Enable pull up for the Micro SD Card
JP1		Assert GPIO2 low during each download (by jumping it to GPIO0)
JP7		Power ESP-WROVER-KIT board from an external power supply
JP7		Power ESP-WROVER-KIT board from an USB port
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## Start Application Development

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

### Initial Setup

Select the source of power supply for the board by setting jumper JP7. The options are either USB port or an external power supply. For this application selection of USB port is sufficient. Enable UART communication by installing jumpers on JP11. Both selections are shown in table below.



Do not install any other jumpers.

### Now to Development

To start development of applications, proceed to Section *Get Started (CMake)*, that will walk you through the *Installation Step by Step*.

### Related Documents

- [ESP-WROVER-KIT V2 schematic \(PDF\)](#)
- [ESP32 Datasheet \(PDF\)](#)
- [ESP-WROOM-32 Datasheet \(PDF\)](#)
- [ESP32-WROVER Datasheet \(PDF\)](#)
- [JTAG Debugging](#)
- [ESP32 Hardware Reference](#)

### 2.4.3 ESP32-PICO-KIT V4 Getting Started Guide (CMake)

This user guide shows how to get started with the ESP32-PICO-KIT V4 mini development board. For description of other versions of the ESP32-PICO-KIT check [ESP32 Hardware Reference](#).

## What You Need

- 1 × *ESP32-PICO-KIT V4 mini development board*
- 1 × USB A / Micro USB B cable
- 1 × PC loaded with Windows, Linux or Mac OS

If you want to start using this board right now, go directly to Section *Start Application Development*.

## Overview

ESP32-PICO-KIT V4 is a mini development board produced by [Espressif](#). At the core of this board is the ESP32-PICO-D4, a System-in-Package (SIP) module with complete Wi-Fi and Bluetooth functionalities. Comparing to other ESP32 chips, the ESP32-PICO-D4 integrates several peripheral components in one single package, that otherwise would need to be installed separately. This includes a 40 MHz crystal oscillator, 4 MB flash, filter capacitors and RF matching links in. This greatly reduces quantity and costs of additional components, subsequent assembly and testing cost, as well as overall product complexity.

The development board integrates a USB-UART Bridge circuit, allowing the developers to connect the board to a PC's USB port for downloads and debugging.

For easy interfacing, all the IO signals and system power on ESP32-PICO-D4 are led out through two rows of 20 x 0.1" pitch header pads on both sides of the development board. To make the ESP32-PICO-KIT V4 fit into mini breadboards, the header pads are populated with two rows of 17 pin headers. Remaining 2 x 3 pads grouped on each side of the board besides the antenna are not populated. The remaining 2 x 3 pin headers may be soldered later by the user.

---

**Note:** The 2 x 3 pads not populated with pin headers are internally connected to the flash memory embedded in the ESP32-PICO-D4 SIP module. For more details see module's datasheet in *Related Documents*.

---

The board dimensions are 52 x 20.3 x 10 mm (2.1" x 0.8" x 0.4"), see Section *Board Dimensions*. An overview functional block diagram is shown below.

## Functional Description

The following list and figure below describe key components, interfaces and controls of ESP32-PICO-KIT V4 board.

**ESP32-PICO-D4** Standard ESP32-PICO-D4 module soldered to the ESP32-PICO-KIT V4 board. The complete system of the ESP32 chip has been integrated into the SIP module, requiring only external antenna with LC matching network, decoupling capacitors and pull-up resistors for EN signals to function properly.

**LDO** 5V-to-3.3V Low dropout voltage regulator (LDO).

**USB-UART Bridge** A single chip USB-UART bridge provides up to 1 Mbps transfers rates.

**Micro USB Port** USB interface. It functions as the power supply for the board and the communication interface between PC and ESP32-PICO-KIT V4.

**5V Power On LED** This light emitting diode lits when the USB or an external 5V power supply is applied to the board. For details see schematic in *Related Documents*.

**I/O** All the pins on ESP32-PICO-D4 are broken out to the pin headers on the board. Users can program ESP32 to enable multiple functions such as PWM, ADC, DAC, I2C, I2S, SPI, etc. For details please see Section *Pin Descriptions*.

**BOOT 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.

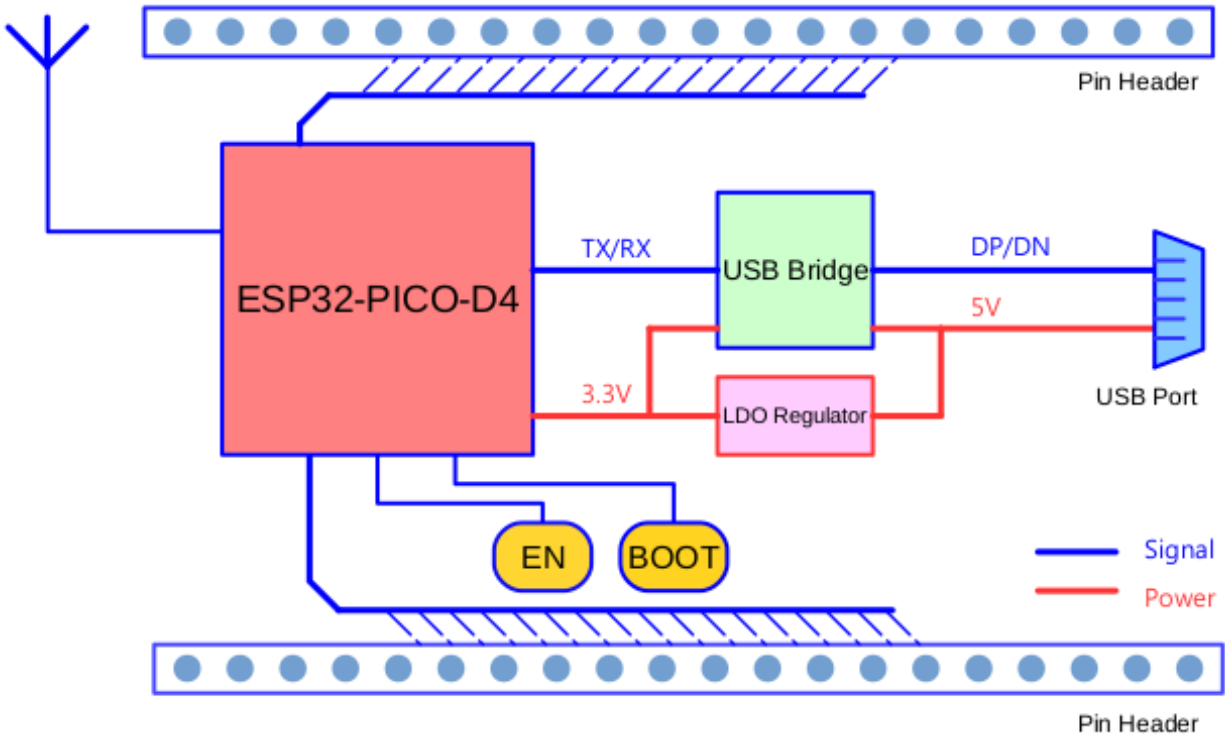


Fig. 11: ESP32-PICO-KIT V4 functional block diagram

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

### Power Supply Options

There following options are available to provide power supply to the ESP32-PICO-KIT V4:

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 ESP32-PICO-KIT V4, please make sure that the board has been received in good condition with no obvious signs of damage.

To start development of applications, proceed to Section *Get Started (CMake)*, that will walk you through the *Installation Step by Step*.

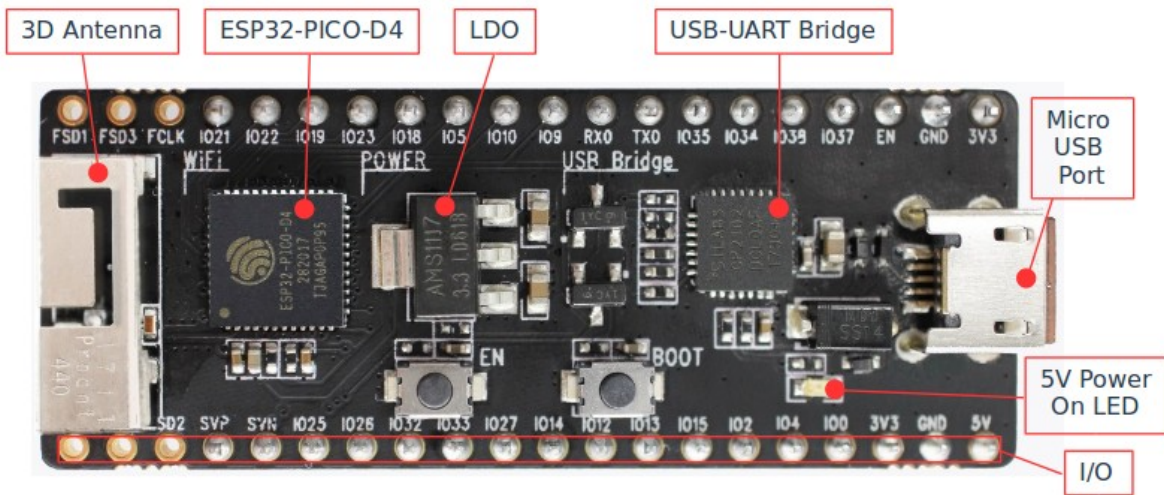


Fig. 12: ESP32-PICO-KIT V4 board layout

### Pin Descriptions

The two tables below provide the **Name** and **Function** of I/O headers on both sides of the board, see *ESP32-PICO-KIT V4 board layout*. The pin numbering and header names are the same as on a schematic in *Related Documents*.

Header J2

No.	Name	Type	Function
1	FLASH_SD1 (FSD1)	I/O	GPIO8, SD_DATA1, SPIID, HS1_DATA1 (1) , U2CTS
2	FLASH_SD3 (FSD3)	I/O	GPIO7, SD_DATA0, SPIQ, HS1_DATA0 (1) , U2RTS
3	FLASH_CLK (FCLK)	I/O	GPIO6, SD_CLK, SPICLK, HS1_CLK (1) , U1CTS
4	IO21	I/O	GPIO21, VSPIHD, EMAC_TX_EN
5	IO22	I/O	GPIO22, VSPIWP, U0RTS, EMAC_TXD1
6	IO19	I/O	GPIO19, VSPIQ, U0CTS, EMAC_TXD0
7	IO23	I/O	GPIO23, VSPID, HS1_STROBE
8	IO18	I/O	GPIO18, VSPICLK, HS1_DATA7
9	IO5	I/O	GPIO5, VSPICS0, HS1_DATA6, EMAC_RX_CLK
10	IO10	I/O	GPIO10, SD_DATA3, SPIWP, HS1_DATA3, U1TXD
11 104	IO9	I/O	<b>Chapter 2. Get Started (CMake)</b> GPIO9, SD_DATA2, SPIHD, HS1_DATA2, U1RXD



Header J3

No.	Name	Type	Function
1	FLASH_CS (FCS)	I/O	GPIO16, HS1_DATA4 (1), U2RXD, EMAC_CLK_OUT
2	FLASH_SD0 (FSD0)	I/O	GPIO17, HS1_DATA5 (1), U2TXD, EMAC_CLK_OUT_180
3	FLASH_SD2 (FSD2)	I/O	GPIO11, SD_CMD, SPICS0, HS1_CMD (1), U1RTS
4	SENSOR_VP (FSVP)	I	GPIO36, ADC1_CH0, ADC_PRE_AMP (2a), RTC_GPIO0
5	SENSOR_VN (FSVN)	I	GPIO39, ADC1_CH3, ADC_PRE_AMP (2b), RTC_GPIO3
6	IO25	I/O	GPIO25, DAC_1, ADC2_CH8, RTC_GPIO6, EMAC_RXD0
7	IO26	I/O	GPIO26, DAC_2, ADC2_CH9, RTC_GPIO7, EMAC_RXD1
8	IO32	I/O	32K_XP (3a), ADC1_CH4, TOUCH9, RTC_GPIO9
9	IO33	I/O	32K_XN (3b), ADC1_CH5, TOUCH8, RTC_GPIO8
106			<b>Chapter 2. Get Started (CMake)</b>
10	IO27	I/O	GPIO27, ADC2_CH7, TOUCH7, RTC_GPIO17



**Notes to Pin Descriptions**

1. This pin is connected to the flash pin of ESP32-PICO-D4.
2. When used as ADC\_PRE\_AMP, connect 270 pF capacitors between: (a) SENSOR\_VP and IO37, (b) SENSOR\_VN and IO38.
3. 32.768 kHz crystal oscillator: (a) input, (b) output.
4. This pin is connected to the pin of the USB bridge chip on the board.
5. The operating voltage of ESP32-PICO-KIT's embedded SPI flash is 3.3V. Therefore, the strapping pin MTDI should hold bit "0" during the module power-on reset.

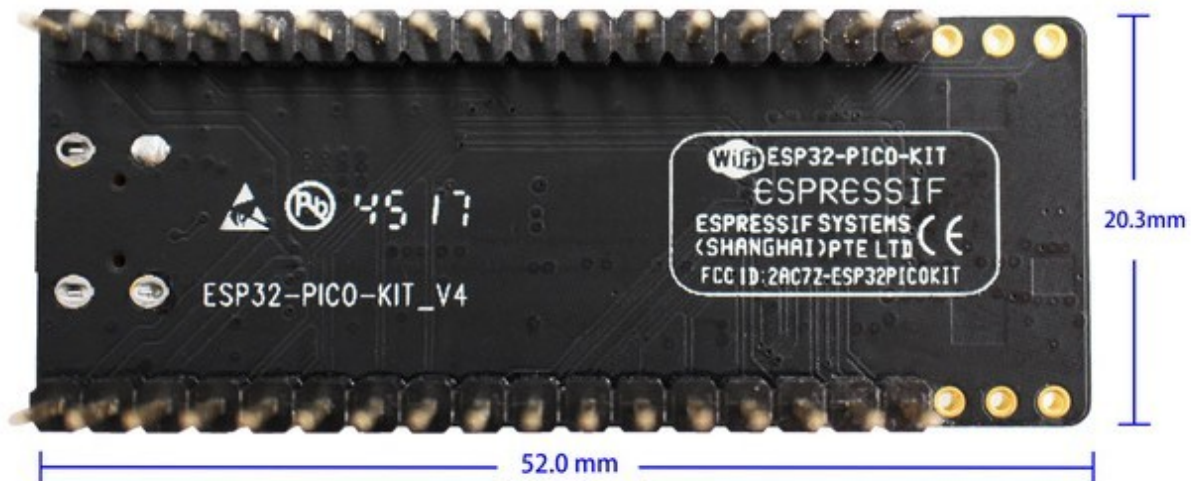
**Board Dimensions**

Fig. 13: ESP32-PICO-KIT V4 dimensions - back

**Related Documents**

- [ESP32-PICO-KIT V4 schematic \(PDF\)](#)
- [ESP32-PICO-D4 Datasheet \(PDF\)](#)
- [ESP32 Hardware Reference](#)

**ESP32-PICO-KIT V3 Getting Started Guide (CMake)**

This user guide shows how to get started with the ESP32-PICO-KIT V3 mini development board. For description of other versions of the ESP32-PICO-KIT check [ESP32 Hardware Reference](#).

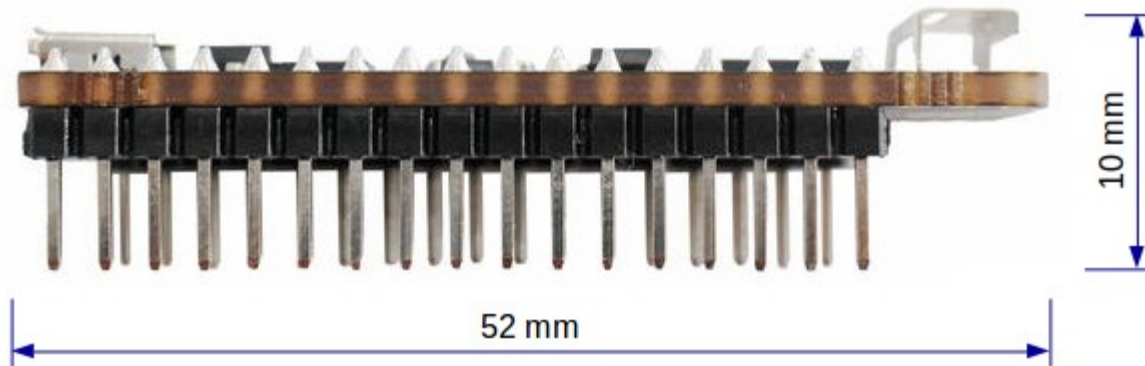


Fig. 14: ESP32-PICO-KIT V4 dimensions - side

### What You Need

- 1 × ESP32-PICO-KIT V3 mini development board
- 1 × USB A / Micro USB B cable
- 1 × PC loaded with Windows, Linux or Mac OS

If you want to start using this board right now, go directly to Section [Start Application Development](#).

### Overview

ESP32-PICO-KIT V3 is a mini development board based on the ESP32-PICO-D4 SIP module produced by [Espressif](#). All the IO signals and system power on ESP32-PICO-D4 are led out through two standard 20 pin x 0.1" pitch headers on both sides for easy interfacing. The development board integrates a USB-UART Bridge circuit, allowing the developers to connect the development board to a PC's USB port for downloads and debugging.

### Functional Description

The following list and figure below describe key components, interfaces and controls of ESP32-PICO-KIT V3 board.

**ESP32-PICO-D4** Standard ESP32-PICO-D4 module soldered to the ESP32-PICO-KIT V3 board. The complete system of the ESP32 chip has been integrated into the SIP module, requiring only external antenna with LC matching network, decoupling capacitors and pull-up resistors for EN signals to function properly.

**USB-UART Bridge** A single chip USB-UART bridge provides up to 1 Mbps transfers rates.

**I/O** All the pins on ESP32-PICO-D4 are broken out to the pin headers on the board. Users can program ESP32 to enable multiple functions such as PWM, ADC, DAC, I2C, I2S, SPI, etc.

**Micro USB Port** USB interface. It functions as the power supply for the board and the communication interface between PC and ESP32-PICO-KIT V3.

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

**BOOT 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.

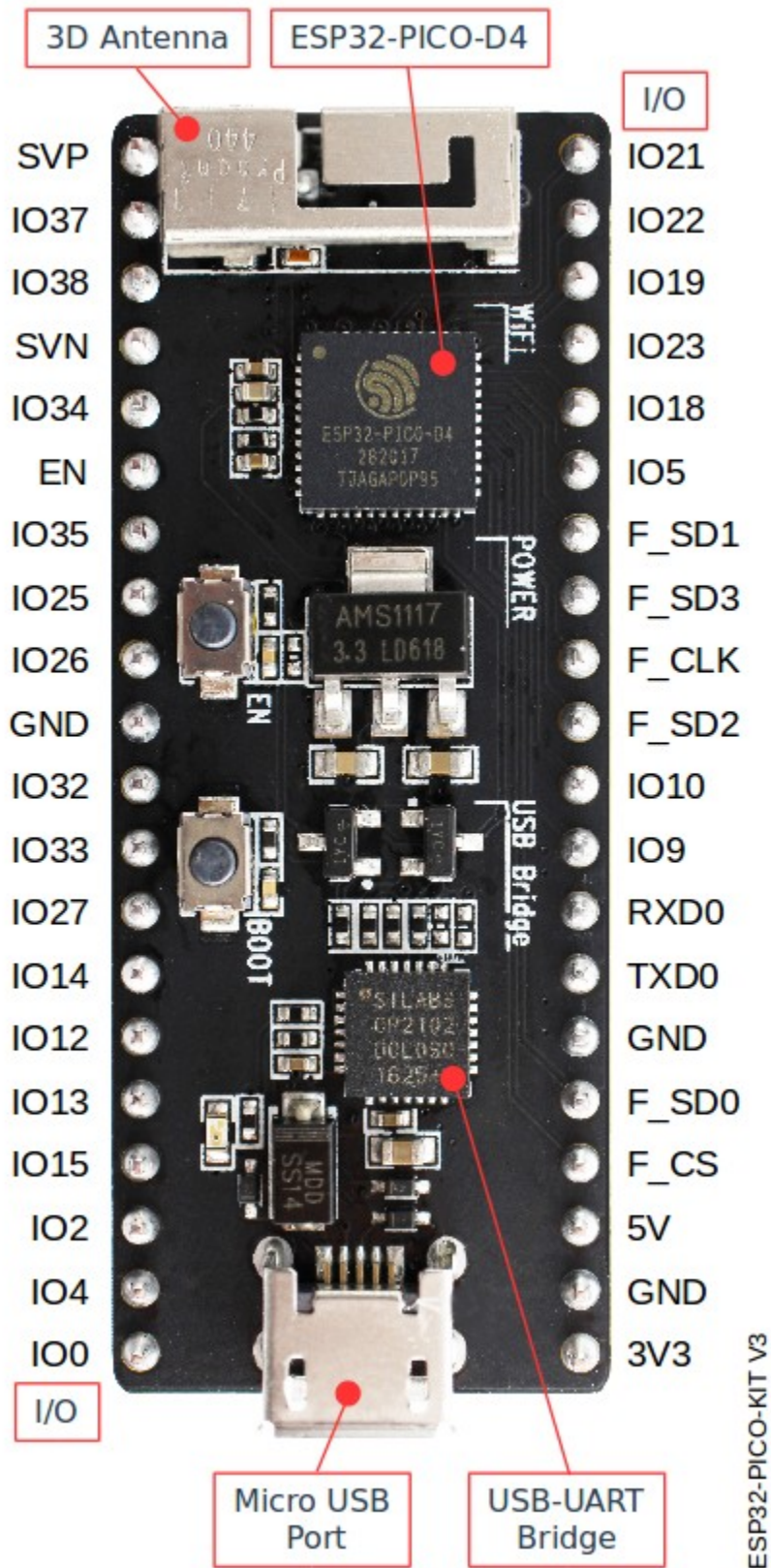


Fig. 15: ESP32-PICO-KIT V3 board layout

## Start Application Development

Before powering up the ESP32-PICO-KIT V3, please make sure that the board has been received in good condition with no obvious signs of damage.

To start development of applications, proceed to Section *Get Started (CMake)*, that will walk you through the *Installation Step by Step*.

## Related Documents

- [ESP32-PICO-KIT V3 schematic \(PDF\)](#)
- [ESP32-PICO-D4 Datasheet \(PDF\)](#)
- [ESP32 Hardware Reference](#)

If you have different board, move to sections below.

## 2.5 Step 1. Set up Toolchain

The quickest way to start development with ESP32 is by installing a prebuilt toolchain. Pick up your OS below and follow provided instructions.

### 2.5.1 Standard Setup of Toolchain for Windows (CMake)

□

---

**Note:** This is documentation for the CMake-based build system which is currently in preview release. If you encounter any gaps or bugs, please report them in the [Issues](#) section of the ESP-IDF repository.

The CMake-based build system will become the default build system in ESP-IDF V4.0. The existing GNU Make based build system will be deprecated in ESP-IDF V5.0.

---

---

**Note:** The CMake-based build system is only supported on 64-bit versions of Windows.

---

## Introduction

ESP-IDF requires some prerequisite tools to be installed so you can build firmware for the ESP32. The prerequisite tools include Git, a cross-compiler and the CMake build tool. We'll go over each one in this document.

For this Getting Started we're going to use a command prompt, but after ESP-IDF is installed you can use *Eclipse* or another graphical IDE with CMake support instead.

---

**Note:** The GNU Make based build system requires the [MSYS2](#) Unix compatibility environment on Windows. The CMake-based build system does not require this environment.

---

## ESP-IDF Tools Installer

The easiest way to install ESP-IDF's prerequisites is to download the ESP-IDF Tools installer from this URL:

<https://dl.espressif.com/dl/esp-idf-tools-setup-1.2.exe>

The installer will automatically install the ESP32 Xtensa gcc toolchain, [Ninja](#) build tool, and a configuration tool called `mconf-idf`. The installer can also download and run installers for [CMake](#) and [Python 2.7](#) if these are not already installed on the computer.

By default, the installer updates the Windows `Path` environment variable so all of these tools can be run from anywhere. If you disable this option, you will need to configure the environment where you are using ESP-IDF (terminal or chosen IDE) with the correct paths.

Note that this installer is for the ESP-IDF Tools package, it doesn't include ESP-IDF itself.

## Installing Git

The ESP-IDF tools installer does not install Git. By default, the getting started guide assumes you will be using Git on the command line. You can download and install a command line Git for Windows (along with the "Git Bash" terminal) from [Git For Windows](#).

If you prefer to use a different graphical Git client, then you can install one such as *Github Desktop*. You will need to translate the Git commands in the Getting Started guide for use with your chosen Git client.

## Using a Terminal

For the remaining Getting Started steps, we're going to use a terminal command prompt. It doesn't matter which command prompt you use:

- You can use the built-in Windows Command Prompt, under the Start menu. All Windows command line instructions in this documentation are "batch" commands for use with the Windows Command Prompt.
- You can use the "Git Bash" terminal which is part of [Git for Windows](#). This uses the same "bash" command prompt syntax as is given for Mac OS or Linux. You can find it in the Start menu once installed.
- If you have `MSYS2` installed (maybe from a previous ESP-IDF version), then you can also use the `MSYS` terminal.

## Next Steps

To carry on with development environment setup, proceed to [Step 2. Get ESP-IDF](#).

## Related Documents

For advanced users who want to customize the install process:

### Setup Windows Toolchain from Scratch (CMake)

□

---

**Note:** This is documentation for the CMake-based build system which is currently in preview release. If you encounter any gaps or bugs, please report them in the [Issues](#) section of the ESP-IDF repository.

The CMake-based build system will become the default build system in ESP-IDF V4.0. The existing GNU Make based build system will be deprecated in ESP-IDF V5.0.

---

This is a step-by-step alternative to running the *ESP-IDF Tools Installer* for the CMake-based build system. Installing all of the tools by hand allows more control over the process, and also provides the information for advanced users to customize the install.

To quickly setup the toolchain and other tools in standard way, using the ESP-IDF Tools installer, proceed to section *Standard Setup of Toolchain for Windows (CMake)*.

---

**Note:** The GNU Make based build system requires the *MSYS2* Unix compatibility environment on Windows. The CMake-based build system does not require this environment.

---

## Tools

### cmake

Download the latest stable release of *CMake* for Windows and run the installer.

When the installer asks for Install Options, choose either “Add CMake to the system PATH for all users” or “Add CMake to the system PATH for the current user”.

### Ninja build

---

**Note:** Ninja currently only provides binaries for 64-bit Windows. It is possible to use CMake and `idf.py` with other build tools, such as `mingw-make`, on 32-bit windows. However this is currently undocumented.

---

Download the [ninja](#) latest stable Windows release from the ([download page](#)).

The Ninja for Windows download is a `.zip` file containing a single `ninja.exe` file which needs to be unzipped to a directory which is then [added to your Path](#) (or you can choose a directory which is already on your Path).

### Python 2.x

Download the latest [Python 2.7](#) for Windows installer, and run it.

The “Customise” step of the Python installer gives a list of options. The last option is “Add python.exe to Path”. Change this option to select “Will be installed”.

Once Python is installed, open a Windows Command Prompt from the Start menu and run the following command:

```
pip install --user pyserial
```

### MConf for IDF

Download the configuration tool `mconf-idf` from the [kconfig-frontends releases page](#). This is the `mconf` configuration tool with some minor customizations for ESP-IDF.

This tool will also need to be unzipped to a directory which is then [added to your Path](#).

---

## Toolchain Setup

Download the precompiled Windows toolchain:

<https://dl.espressif.com/dl/xtensa-esp32-elf-win32-1.22.0-80-g6c4433a-5.2.0.zip>

Unzip the zip file to C:\Program Files (or some other location). The zip file contains a single directory `xtensa-esp32-elf`.

Next, the `bin` subdirectory of this directory must be added to your Path. For example, the directory to add may be `C:\Program Files\xtensa-esp32-elf\bin`.

---

**Note:** If you already have the MSYS2 environment (for use with the “GNU Make” build system) installed, you can skip the separate download and add the directory `C:\msys32\opt\xtensa-esp32-elf\bin` to the Path instead, as the toolchain is included in the MSYS2 environment.

---

## Adding Directory to Path

To add any new directory to your Windows Path environment variable:

Open the System control panel and navigate to the Environment Variables dialog. (On Windows 10, this is found under Advanced System Settings).

Double-click the `Path` variable (either User or System Path, depending if you want other users to have this directory on their path.) Go to the end of the value, and append  `; <new value>`.

## Next Steps

To carry on with development environment setup, proceed to *Step 2. Get ESP-IDF*.

## 2.5.2 Standard Setup of Toolchain for Linux (CMake)

□

---

**Note:** This is documentation for the CMake-based build system which is currently in preview release. If you encounter any gaps or bugs, please report them in the [Issues](#) section of the ESP-IDF repository.

The CMake-based build system will become the default build system in ESP-IDF V4.0. The existing GNU Make based build system will be deprecated in ESP-IDF V5.0.

---

## Install Prerequisites

To compile with ESP-IDF you need to get the following packages:

- CentOS 7:

```
sudo yum install git wget ncurses-devel flex bison gperf python pyserial cmake ↵  
↵ninja-build ccache
```

- Ubuntu and Debian:

```
sudo apt-get install git wget libncurses-dev flex bison gperf python python-pip ↵  
↳python-setuptools python-serial python-cryptography python-future python-  
↳pyparsing cmake ninja-build ccache
```

- Arch:

```
sudo pacman -S --needed gcc git make ncurses flex bison gperf python2-pyserial ↵  
↳python2-cryptography python2-future python2-pyparsing cmake ninja ccache
```

---

**Note:** CMake version 3.5 or newer is required for use with ESP-IDF. Older Linux distributions may require updating, enabling of a “backports” repository, or installing of a “cmake3” package rather than “cmake”.

---

### Toolchain Setup

ESP32 toolchain for Linux is available for download from Espressif website:

- for 64-bit Linux:

<https://dl.espressif.com/dl/xtensa-esp32-elf-linux64-1.22.0-80-g6c4433a-5.2.0.tar.gz>

- for 32-bit Linux:

<https://dl.espressif.com/dl/xtensa-esp32-elf-linux32-1.22.0-80-g6c4433a-5.2.0.tar.gz>

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

- for 64-bit Linux:

```
mkdir -p ~/esp  
cd ~/esp  
tar -xzf ~/Downloads/xtensa-esp32-elf-linux64-1.22.0-80-g6c4433a-5.2.0.tar.gz
```

- for 32-bit Linux:

```
mkdir -p ~/esp  
cd ~/esp  
tar -xzf ~/Downloads/xtensa-esp32-elf-linux32-1.22.0-80-g6c4433a-5.2.0.tar.gz
```

2. The toolchain will be extracted into ~/esp/xtensa-esp32-elf/ directory.

To use it, you will need to update your PATH environment variable in ~/.profile file. To make xtensa-esp32-elf available for all terminal sessions, add the following line to your ~/.profile file:

```
export PATH="$HOME/esp/xtensa-esp32-elf/bin:$PATH"
```

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_esp32='export PATH="$HOME/esp/xtensa-esp32-elf/bin:$PATH"'
```

Then when you need the toolchain you can type get\_esp32 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 beginning of displayed string:

```
$ printenv PATH
/home/user-name/esp/xtensa-esp32-elf/bin:/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
```

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 ESP32. *This can be solved by adding the current user to the dialout group.*

## Arch Linux Users

To run the precompiled gdb (`xtensa-esp32-elf-gdb`) in Arch Linux requires ncurses 5, but Arch uses ncurses 6.

Backwards compatibility libraries are available in [AUR](#) for native and lib32 configurations:

- <https://aur.archlinux.org/packages/ncurses5-compat-libs/>
- <https://aur.archlinux.org/packages/lib32-ncurses5-compat-libs/>

Before installing these packages you might need to add the author's public key to your keyring as described in the "Comments" section at the links above.

Alternatively, use `crosstool-NG` to compile a gdb that links against ncurses 6.

## Next Steps

To carry on with development environment setup, proceed to [Step 2. Get ESP-IDF](#).

## Related Documents

### Setup Linux Toolchain from Scratch (CMake)

□

---

**Note:** This is documentation for the CMake-based build system which is currently in preview release. If you encounter any gaps or bugs, please report them in the [Issues](#) section of the ESP-IDF repository.

The CMake-based build system will become the default build system in ESP-IDF V4.0. The existing GNU Make based build system will be deprecated in ESP-IDF V5.0.

---

The following instructions are alternative to downloading binary toolchain from Espressif website. To quickly setup the binary toolchain, instead of compiling it yourself, backup and proceed to section [Standard Setup of Toolchain for Linux \(CMake\)](#).

### Install Prerequisites

To compile with ESP-IDF you need to get the following packages:

- CentOS 7:

```
sudo yum install git wget ncurses-devel flex bison gperf python pyserial cmake  
↳ninja-build ccache
```

- Ubuntu and Debian:

```
sudo apt-get install git wget libncurses-dev flex bison gperf python python-pip  
↳python-setuptools python-serial python-cryptography python-future python-  
↳pyparsing cmake ninja-build ccache
```

- Arch:

```
sudo pacman -S --needed gcc git make ncurses flex bison gperf python2-pyserial  
↳python2-cryptography python2-future python2-pyparsing cmake ninja ccache
```

---

**Note:** CMake version 3.5 or newer is required for use with ESP-IDF. Older Linux distributions may require updating, enabling of a “backports” repository, or installing of a “cmake3” package rather than “cmake”.

---

### Compile the Toolchain from Source

- Install dependencies:

- CentOS 7:

```
sudo yum install gawk gperf grep gettext ncurses-devel python python-devel  
↳automake bison flex texinfo help2man libtool make
```

- Ubuntu pre-16.04:

```
sudo apt-get install gawk gperf grep gettext libncurses-dev python python-dev  
↳automake bison flex texinfo help2man libtool make
```

- Ubuntu 16.04 or newer:

```
sudo apt-get install gawk gperf grep gettext python python-dev automake bison  
↳flex texinfo help2man libtool libtool-bin make
```

- Debian 9:

```
sudo apt-get install gawk gperf grep gettext libncurses-dev python python-dev  
↳automake bison flex texinfo help2man libtool libtool-bin make
```

- Arch:

```
TODO
```

Create the working directory and go into it:

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

Download `crosstool-NG` and build it:

```
git clone -b xtensa-1.22.x https://github.com/espressif/crosstool-NG.git
cd crosstool-NG
./bootstrap && ./configure --enable-local && make install
```

Build the toolchain:

```
./ct-ng xtensa-esp32-elf
./ct-ng build
chmod -R u+w builds/xtensa-esp32-elf
```

Toolchain will be built in `~/esp/crosstool-NG/builds/xtensa-esp32-elf`. Follow [instructions for standard setup](#) to add the toolchain to your `PATH`.

## Next Steps

To carry on with development environment setup, proceed to *Step 2. Get ESP-IDF*.

### 2.5.3 Standard Setup of Toolchain for Mac OS (CMake)

□

---

**Note:** This is documentation for the CMake-based build system which is currently in preview release. If you encounter any gaps or bugs, please report them in the [Issues](#) section of the ESP-IDF repository.

The CMake-based build system will become the default build system in ESP-IDF V4.0. The existing GNU Make based build system will be deprecated in ESP-IDF V5.0.

---

## Install Prerequisites

ESP-IDF will use the version of Python installed by default on Mac OS.

- install pip:

```
sudo easy_install pip
```

- install pyserial:

```
pip install --user pyserial
```

- install CMake & Ninja build:

- If you have [HomeBrew](#), you can run:

```
brew install cmake ninja
```

- If you have [MacPorts](#), you can run:

```
sudo port install cmake ninja
```

- Otherwise, consult the [CMake](#) and [Ninja](#) home pages for Mac OS installation downloads.

- It is strongly recommended to also install `ccache` for faster builds. If you have `HomeBrew`, this can be done via `brew install ccache` or `sudo port install ccache` on `MacPorts`.

**Note:** If an error like this is shown during any step:

```
xcrun: error: invalid active developer path (/Library/Developer/CommandLineTools),  
↳missing xcrun at: /Library/Developer/CommandLineTools/usr/bin/xcrun
```

Then you will need to install the XCode command line tools to continue. You can  
↳install these by running ```xcode-select --install```.

### Toolchain Setup

ESP32 toolchain for macOS is available for download from Espressif website:

<https://dl.espressif.com/dl/xtensa-esp32-elf-osx-1.22.0-80-g6c4433a-5.2.0.tar.gz>

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

```
mkdir -p ~/esp  
cd ~/esp  
tar -xzf ~/Downloads/xtensa-esp32-elf-osx-1.22.0-80-g6c4433a-5.2.0.tar.gz
```

The toolchain will be extracted into `~/esp/xtensa-esp32-elf/` directory.

To use it, you will need to update your `PATH` environment variable in `~/.profile` file. To make `xtensa-esp32-elf` available for all terminal sessions, add the following line to your `~/.profile` file:

```
export PATH=$HOME/esp/xtensa-esp32-elf/bin:$PATH
```

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_esp32="export PATH=$HOME/esp/xtensa-esp32-elf/bin:$PATH"
```

Then when you need the toolchain you can type `get_esp32` on the command line and the toolchain will be added to your `PATH`.

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
```

### Next Steps

To carry on with development environment setup, proceed to *Step 2. Get ESP-IDF*.

### Related Documents

#### Setup Toolchain for Mac OS from Scratch (CMake)

□

---

**Note:** This is documentation for the CMake-based build system which is currently in preview release. If you encounter any gaps or bugs, please report them in the [Issues](#) section of the ESP-IDF repository.

The CMake-based build system will become the default build system in ESP-IDF V4.0. The existing GNU Make based build system will be deprecated in ESP-IDF V5.0.

---

## Package Manager

To set up the toolchain from scratch, rather than *downloading a pre-compiled toolchain*, you will need to install either the [MacPorts](#) or [homebrew](#) package manager.

MacPorts needs a full XCode installation, while homebrew only needs XCode command line tools.

See *Customized Setup of Toolchain* section for some of the reasons why installing the toolchain from scratch may be necessary.

## Install Prerequisites

- install pip:

```
sudo easy_install pip
```

- install pyserial:

```
pip install --user pyserial
```

- install CMake & Ninja build:

- If you have HomeBrew, you can run:

```
brew install cmake ninja
```

- If you have MacPorts, you can run:

```
sudo port install cmake ninja
```

## Compile the Toolchain from Source

- Install dependencies:

- with MacPorts:

```
sudo port install gsed gawk binutils gperf grep gettext wget libtool autoconf ↵  
↵automake make
```

- with homebrew:

```
brew install gnu-sed gawk binutils gperftools gettext wget help2man libtool ↵  
↵autoconf automake make
```

Create a case-sensitive filesystem image:

```
hdiutil create ~/esp/crosstool.dmg -volname "ctng" -size 10g -fs "Case-sensitive HFS+"
```

Mount it:

```
hdiutil mount ~/esp/crosstool.dmg
```

Create a symlink to your work directory:

```
mkdir -p ~/esp  
ln -s /Volumes/ctng ~/esp/ctng-volume
```

Go into the newly created directory:

```
cd ~/esp/ctng-volume
```

Download crosstool-NG and build it:

```
git clone -b xtensa-1.22.x https://github.com/espressif/crosstool-NG.git  
cd crosstool-NG  
./bootstrap && ./configure --enable-local && make install
```

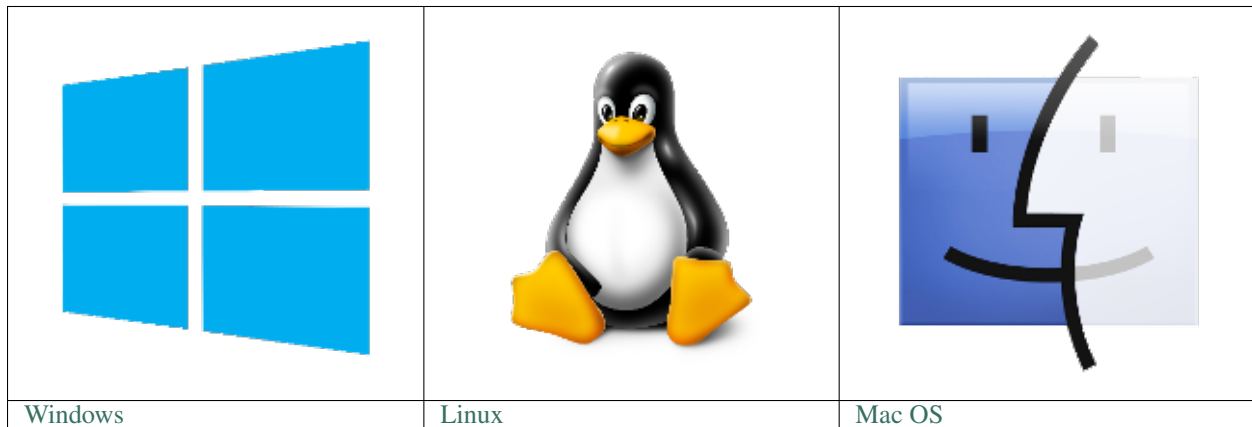
Build the toolchain:

```
./ct-ng xtensa-esp32-elf  
./ct-ng build  
chmod -R u+w builds/xtensa-esp32-elf
```

Toolchain will be built in `~/esp/ctng-volume/crosstool-NG/builds/xtensa-esp32-elf`. Follow *instructions for standard setup* to add the toolchain to your PATH.

## Next Steps

To carry on with development environment setup, proceed to *Step 2. Get ESP-IDF*.



---

**Note:** We are using esp subdirectory in your user's home directory (`~/esp` on Linux and MacOS, `%userprofile%\esp` on Windows) to install everything needed for ESP-IDF. You can use any different directory, but will need to adjust the respective commands.

---

Depending on your experience and preferences, instead of using a prebuilt toolchain, you may want to customize your environment. To set up the system your own way go to Section *Customized Setup of Toolchain (CMake)*.

## 2.6 Step 2. Get ESP-IDF

Besides the toolchain (that contains programs to compile and build the application), you also need ESP32 specific API / libraries. They are provided by Espressif in [ESP-IDF repository](#). To get it, open terminal, navigate to the directory you want to put ESP-IDF, and clone it using `git clone` command.

### 2.6.1 Linux and MacOS

To obtain a local copy: open terminal, navigate to the directory you want to put ESP-IDF, and clone the repository using `git clone` command:

```
cd ~/esp
git clone -b v3.3 --recursive https://github.com/espressif/esp-idf.git
```

ESP-IDF will be downloaded into `~/esp/esp-idf`.

Consult [ESP-IDF Versions](#) for information about which version of ESP-IDF to use in a given situation.

### 2.6.2 Windows Command Prompt

```
mkdir %userprofile%\esp
cd %userprofile%\esp
git clone -b v3.3 --recursive https://github.com/espressif/esp-idf.git
```

ESP-IDF will be downloaded into `esp\esp-idf` in the user's profile directory.

Consult [ESP-IDF Versions](#) for information about which version of ESP-IDF to use in a given situation.

---

**Note:** The `git clone` option `-b v3.3` tells `git` to clone the tag in the ESP-IDF repository `git clone` corresponding to this version of the documentation.

---

---

**Note:** As a fallback, it is also possible to download a zip file of this stable release from the [Releases page](#). Do not download the "Source code" zip file(s) generated automatically by GitHub, they do not work with ESP-IDF.

---

---

**Note:** Do not miss the `--recursive` option. If you have already cloned ESP-IDF without this option, run another command to get all the submodules:

```
cd esp-idf
git submodule update --init
```

## 2.7 Step 3. Set Environment Variables

ESP-IDF requires two environment variables to be set for normal operation:

- `IDF_PATH` should be set to the path to the ESP-IDF root directory.
- `PATH` should include the path to the `tools` directory inside the same `IDF_PATH` directory.

These two variables 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 them permanently in user profile. To do this, follow instructions specific to *Windows*, *Linux* and *MacOS* in Section *Add IDF\_PATH & idf.py PATH to User Profile (CMake)*.

## 2.8 Step 4. Install the Required Python Packages

Python packages required by ESP-IDF 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 ESP-IDF. 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
```

---

## 2.9 Step 5. Start a Project

Now you are ready to prepare your application for ESP32. 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:

### 2.9.1 Linux and MacOS

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

### 2.9.2 Windows Command Prompt

```
cd %userprofile%\esp
xcopy /e /i %IDF_PATH%\examples\get-started\hello_world 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.

It is also possible to build examples in-place, without copying them first.

---

**Important:** The `esp-idf` build system does not support spaces in the path to either `esp-idf` or to projects.

---



## 2.10 Step 6. Connect the Device

You are almost there. To be able to proceed further, connect ESP32 board to PC, check under what serial port the board is visible and verify if serial communication works. If you are not sure how to do it, check instructions in Section *Establish Serial Connection with ESP32 (CMake)*. Note the port number, as it will be required in the next step.

## 2.11 Step 7. Configure

Navigate to the directory of the `hello_world` application copy, and run the `menuconfig` project configuration utility:

### 2.11.1 Linux and MacOS

```
cd ~/esp/hello_world
idf.py menuconfig
```

### 2.11.2 Windows Command Prompt

```
cd %userprofile%\esp\hello_world
idf.py menuconfig
```

---

**Note:** If you get an error about `idf.py` not being found, check the `tools` directory is part of your Path as described above in *Step 3. Set Environment Variables*. If there is no `idf.py` in the `tools` directory, check you have the correct branch for the CMake preview as shown under *Step 2. Get ESP-IDF*.

---

---

**Note:** Windows users, the Python 2.7 installer will try to configure Windows to associate files with a `.py` extension with Python 2. If a separate installed program (such as Visual Studio Python Tools) has created an association with a different version of Python, then running `idf.py` may not work (it opens the file in Visual Studio instead). You can either run `C:\Python27\python idf.py` each time instead, or change the association that Windows uses for `.py` files.

---

---

**Note:** Linux users, if your default version of Python is 3.x then you may need to run `python2 idf.py` instead.

---

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

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 up a level or 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.

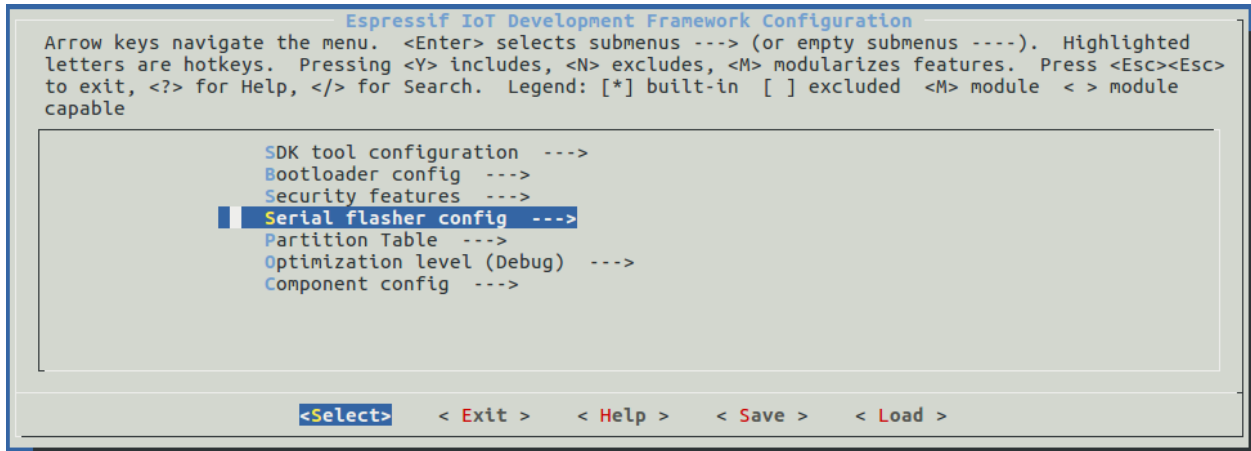


Fig. 16: Project configuration - Home window

- Type / to search the configuration items.

**Attention:** When using ESP32-DevKitC board with ESP32-SOLO-1 module, enable single core mode (*CONFIG\_FREERTOS\_UNICORE*) in menuconfig before flashing example applications.

## 2.12 Step 8. Build the Project

Now you can build the project. Run:

```
idf.py build
```

This command will compile the application and all the ESP-IDF components, generate bootloader, partition table, and application binaries.

```
$ idf.py build
Running cmake in directory /path/to/hello_world/build
Executing "cmake -G Ninja --warn-uninitialized /path/to/hello_world"...
Warn about uninitialized values.
-- Found Git: /usr/bin/git (found version "2.17.0")
-- Building empty aws_iot component due to configuration
-- Component names: ...
-- Component paths: ...

... (more lines of build system output)

[527/527] Generating hello-world.bin
esptool.py v2.3.1

Project build complete. To flash, run this command:
../../components/esptool_py/esptool/esptool.py -p (PORT) -b 921600 write_flash --
↳ flash_mode dio --flash_size detect --flash_freq 40m 0x10000 build/hello-world.bin
↳ build 0x1000 build/bootloader/bootloader.bin 0x8000 build/partition_table/partition-
↳ table.bin
or run 'idf.py -p PORT flash'
```

If there are no errors, the build will finish by generating the firmware binary .bin file.

## 2.13 Step 9. Flash to a Device

Now you can flash the application to the ESP32 board. Run:

```
idf.py -p PORT flash
```

Replace `PORT` with the name of your ESP32 board's serial port. On Windows, serial ports have names like `COM1`. On MacOS, they start with `/dev/cu..` On Linux, they start with `/dev/tty`. See [Establish Serial Connection with ESP32 \(CMake\)](#) for full details.

This step will flash the binaries that you just built to your ESP32 board.

**Note:** Running `idf.py build` before `idf.py flash` is not actually necessary, the flash step will automatically build the project if required before flashing.

```
Running esptool.py in directory [...]esp/hello_world
Executing "python [...]esp-idf/components/esptool_py/esptool/esptool.py -b 460800_
↳write_flash @flash_project_args"...
esptool.py -b 460800 write_flash --flash_mode dio --flash_size detect --flash_freq_
↳40m 0x1000 bootloader/bootloader.bin 0x8000 partition_table/partition-table.bin_
↳0x10000 hello-world.bin
esptool.py v2.3.1
Connecting....
Detecting chip type... ESP32
Chip is ESP32D0WDQ6 (revision 1)
Features: WiFi, BT, Dual Core
Uploading stub...
Running stub...
Stub running...
Changing baud rate to 460800
Changed.
Configuring flash size...
Auto-detected Flash size: 4MB
Flash params set to 0x0220
Compressed 22992 bytes to 13019...
Wrote 22992 bytes (13019 compressed) at 0x00001000 in 0.3 seconds (effective 558.9_
↳kbit/s)...
Hash of data verified.
Compressed 3072 bytes to 82...
Wrote 3072 bytes (82 compressed) at 0x00008000 in 0.0 seconds (effective 5789.3 kbit/_
↳s)...
Hash of data verified.
Compressed 136672 bytes to 67544...
Wrote 136672 bytes (67544 compressed) at 0x00010000 in 1.9 seconds (effective 567.5_
↳kbit/s)...
Hash of data verified.

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

If there are no issues, at the end of flash process, the module will be reset and “hello\_world” application will be running there.

## 2.14 Step 10. Monitor

To see if “hello\_world” application is indeed running, type `idf.py -p PORT monitor`. This command is launching *IDF Monitor* application:

```
$ idf.py -p /dev/ttyUSB0 monitor
Running idf_monitor in directory [...]esp/hello_world/build
Executing "python [...]esp-idf/tools/idf_monitor.py -b 115200 [...]esp/hello_world/
↳build/hello-world.elf"...
--- idf_monitor on /dev/ttyUSB0 115200 ---
--- Quit: Ctrl+] | Menu: Ctrl+T | Help: Ctrl+T followed by Ctrl+H ---
ets Jun  8 2016 00:22:57

rst:0x1 (POWERON_RESET),boot:0x13 (SPI_FAST_FLASH_BOOT)
ets Jun  8 2016 00:22:57
...
```

Several lines below, after start up and diagnostic log, you should see “Hello world!” printed out by the application.

```
...
Hello world!
Restarting in 10 seconds...
I (211) cpu_start: Starting scheduler on APP CPU.
Restarting in 9 seconds...
Restarting in 8 seconds...
Restarting in 7 seconds...
```

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
```

or monitor fails shortly after upload, your board is likely using 26MHz crystal. Most development board designs use 40MHz and the ESP-IDF uses this default value. Exit the monitor, go back to the *menuconfig*, change *CONFIG\_ESP32\_XTAL\_FREQ\_SEL* to 26MHz, then *build and flash* the application again. This is found under `idf.py menuconfig` under Component config → ESP32-specific → Main XTAL frequency.

---

**Note:** You can combine building, flashing and monitoring into one step as follows:

```
idf.py -p PORT flash monitor
```

Check the Section *IDF Monitor* for handy shortcuts and more details on using the monitor.

Check the Section *idf.py* for a full reference of `idf.py` commands and options.

That’s all what you need to get started with ESP32!

Now you are ready to try some other *examples*, or go right to developing your own applications.

## 2.15 Updating ESP-IDF

You should update ESP-IDF from time to time, as newer versions fix bugs and provide new features. The simplest way to do the update is to delete the existing `esp-idf` folder and clone it again, as if performing the initial installation described in *Step 2. Get ESP-IDF*.

If downloading to a new path, remember to *Add IDF\_PATH & idf.py PATH to User Profile (CMake)* so that the toolchain scripts know where to find the ESP-IDF in its release specific location.

Another solution is to update only what has changed. *The update procedure depends on the version of ESP-IDF you are using.*

## 2.16 Related Documents

### 2.16.1 Add IDF\_PATH & idf.py PATH to User Profile (CMake)

□

---

**Note:** This is documentation for the CMake-based build system which is currently in preview release. If you encounter any gaps or bugs, please report them in the *Issues* section of the ESP-IDF repository.

The CMake-based build system will become the default build system in ESP-IDF V4.0. The existing GNU Make based build system will be deprecated in ESP-IDF V5.0.

---

To use the CMake-based build system and the `idf.py` tool, two modifications need to be made to system environment variables:

- `IDF_PATH` needs to be set to the path of the directory containing ESP-IDF.
- System `PATH` variable to include the directory containing the `idf.py` tool (part of ESP-IDF).

To preserve setting of these variables between system restarts, add them to the user profile by following the instructions below.

---

**Note:** If using an IDE, you can optionally set these environment variables in your IDE's project environment rather than from the command line as described below.

---

---

**Note:** If you don't ever use the command line `idf.py` tool, but run `cmake` directly or via an IDE, then it is not necessary to set the `PATH` variable - only `IDF_PATH`. However it can be useful to set both.

---

---

**Note:** If you only ever use the command line `idf.py` tool, and never use `cmake` directly or via an IDE, then it is not necessary to set the `IDF_PATH` variable - `idf.py` will detect the directory it is contained within and set `IDF_PATH` appropriately if it is missing.

---

### Windows

To edit Environment Variables on Windows 10, search for "Edit Environment Variables" under the Start menu.

On earlier Windows versions, open the System Control Panel then choose “Advanced” and look for the Environment Variables button.

You can set these environment variables for all users, or only for the current user, depending on whether other users of your computer will be using ESP-IDF.

- Click **New . . .** to add a new system variable named `IDF_PATH`. Set the path to directory containing ESP-IDF, for example `C:\Users\user-name\esp\esp-idf`.
- Locate the `Path` environment variable and double-click to edit it. Append the following to the end: `;%IDF_PATH%\tools`. This will allow you to run `idf.py` and other tools from Windows Command Prompt.

If you got here from [Step 3. Set Environment Variables](#), while installing s/w for ESP32 development, then you can continue with [Step 4. Install the Required Python Packages](#).

## Linux and MacOS

Set up `IDF_PATH` and add `idf.py` to the `PATH` by adding the following two lines to your `~/ .profile` file:

```
export IDF_PATH=~/.esp/esp-idf
export PATH="$IDF_PATH/tools:$PATH"
```

---

**Note:** `~/ .profile` means a file named `.profile` in your user’s home directory (which is abbreviated `~` in the shell).

---

Log off and log in back to make this change effective.

---

**Note:** Not all shells use `.profile`. If you have `/bin/bash` and `.bash_profile` exists then update this file instead. For `zsh`, update `.zprofile`. Other shells may use other profile files (consult the shell’s documentation).

---

Run the following command to check if `IDF_PATH` is set:

```
printenv IDF_PATH
```

The path previously entered in `~/ .profile` file (or set manually) should be printed out.

To verify `idf.py` is now on the `PATH`, you can run the following:

```
which idf.py
```

A path like `${IDF_PATH}/tools/idf.py` should be printed.

If you do not like to have `IDF_PATH` or `PATH` modifications set, you can enter it manually in terminal window on each restart or logout:

```
export IDF_PATH=~/.esp/esp-idf
export PATH="$IDF_PATH/tools:$PATH"
```

If you got here from [Step 3. Set Environment Variables](#), while installing s/w for ESP32 development, then you can continue with [Step 4. Install the Required Python Packages](#).

## 2.16.2 Establish Serial Connection with ESP32 (CMake)

□

This section provides guidance how to establish serial connection between ESP32 and PC.

## Connect ESP32 to PC

Connect the ESP32 board to the PC using the USB cable. If device driver does not install automatically, identify USB to serial converter chip on your ESP32 board (or external converter dongle), search for drivers in internet and install them.

Below are the links to drivers for ESP32 boards produced by Espressif:

Development Board	USB Driver	Remarks
<i>ESP32-DevKitC</i>	CP210x	
ESP32-LyraT	CP210x	
ESP32-LyraTD-MSK	CP210x	
<i>ESP32-PICO-KIT</i>	CP210x	
<i>ESP-WROVER-KIT</i>	FTDI	
<i>ESP32 Demo Board</i>	FTDI	
ESP-Prog	FTDI	Programmer board (w/o ESP32)
ESP32-MeshKit-Sense	n/a	Use with ESP-Prog
ESP32-Sense Kit	n/a	Use with ESP-Prog

- CP210x: [CP210x USB to UART Bridge VCP Drivers](#)
- FTDI: [FTDI Virtual COM Port Drivers](#)

The drivers above are primarily for reference. Under normal circumstances, the drivers should be bundled with and operating system and automatically installed upon connecting one of the listed boards to the PC.

## Check port on Windows

Check the list of identified COM ports in the Windows Device Manager. Disconnect ESP32 and connect it back, to verify which port disappears from the list and then shows back again.

Figures below show serial port for ESP32 DevKitC and ESP32 WROVER KIT

## Check port on Linux and MacOS

To check the device name for the serial port of your ESP32 board (or external converter dongle), run this command two times, first with the board / dongle unplugged, then with plugged in. The port which appears the second time is the one you need:

Linux

```
ls /dev/tty*
```

MacOS

```
ls /dev/cu.*
```

**Note:** MacOS users: if you don't see the serial port then check you have the USB/serial drivers installed as shown in the Getting Started guide for your particular development board. For MacOS High Sierra (10.13), you may also have to explicitly allow the drivers to load. Open System Preferences -> Security & Privacy -> General and check if there

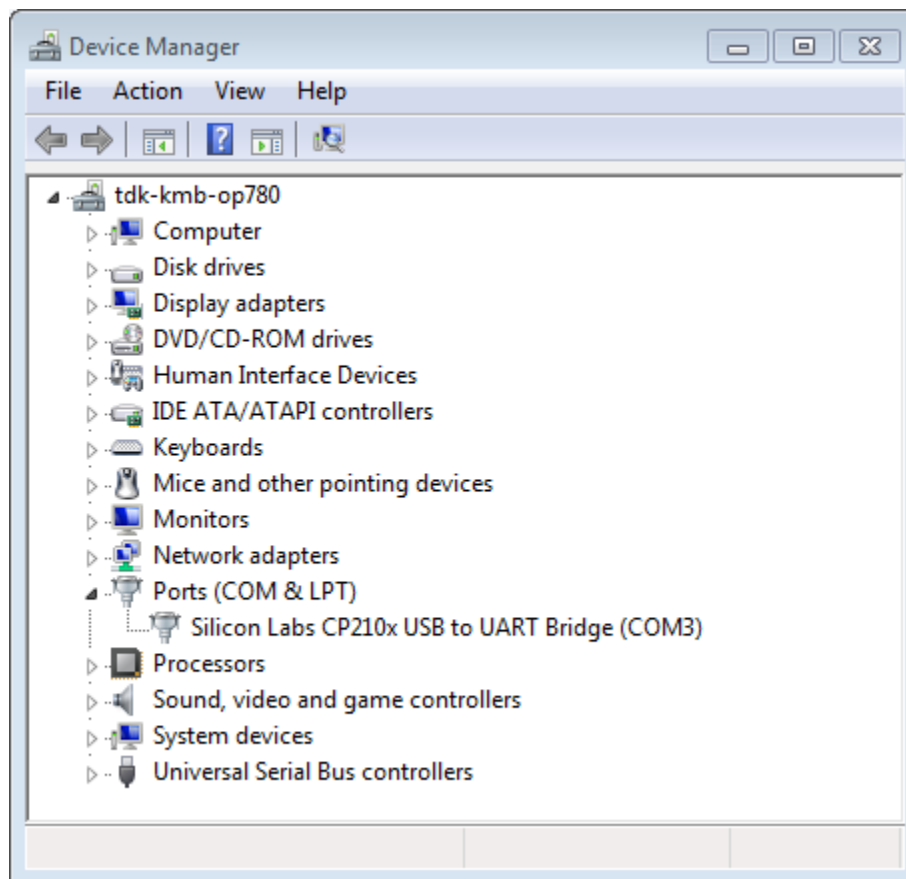


Fig. 17: USB to UART bridge of ESP32-DevKitC in Windows Device Manager



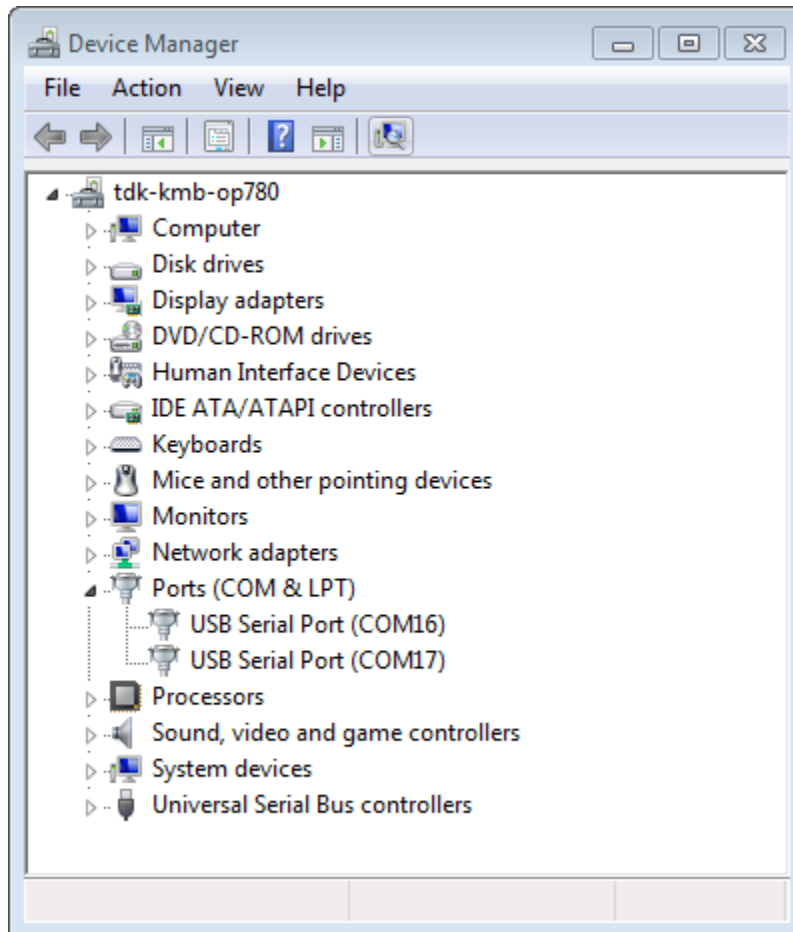


Fig. 18: Two USB Serial Ports of ESP-WROVER-KIT in Windows Device Manager

is a message shown here about “System Software from developer ...” where the developer name is Silicon Labs or FTDI.

---

### Adding user to dialout on Linux

The currently logged user should have read and write access the serial port over USB. On most Linux distributions, this is done by adding the user to `dialout` group with the following command:

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

on Arch Linux this is done by adding the user to `uucp` group with the following command:

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

Make sure you re-login to enable read and write permissions for the serial port.

### Verify serial connection

Now verify that the serial connection is operational. You can do this using a serial terminal program. In this example we will use [PuTTY SSH Client](#) that is available for both Windows and Linux. You can use other serial program and set communication parameters like below.

Run terminal, set identified serial port, baud rate = 115200, data bits = 8, stop bits = 1, and parity = N. Below are example screen shots of setting the port and such transmission parameters (in short described as 115200-8-1-N) on Windows and Linux. Remember to select exactly the same serial port you have identified in steps above.

Then open serial port in terminal and check, if you see any log printed out by ESP32. The log contents will depend on application loaded to ESP32. An example log by ESP32 is shown below.

```
ets Jun  8 2016 00:22:57

rst:0x5 (DEEPSLEEP_RESET),boot:0x13 (SPI_FAST_FLASH_BOOT)
ets Jun  8 2016 00:22:57

rst:0x7 (TG0WDT_SYS_RESET),boot:0x13 (SPI_FAST_FLASH_BOOT)
configsip: 0, SPIWP:0x00
clk_drv:0x00,q_drv:0x00,d_drv:0x00,cs0_drv:0x00,hd_drv:0x00,wp_drv:0x00
mode:DIO, clock div:2
load:0x3fff0008,len:8
load:0x3fff0010,len:3464
load:0x40078000,len:7828
load:0x40080000,len:252
entry 0x40080034
I (44) boot: ESP-IDF v2.0-rc1-401-gf9fba35 2nd stage bootloader
I (45) boot: compile time 18:48:10

...
```

If you can see readable log output, it means serial connection is working and you are ready to proceed with installation and finally upload of application to ESP32.

---

**Note:** For some serial port wiring configurations, the serial RTS & DTR pins need to be disabled in the terminal program before the ESP32 will boot and produce serial output. This depends on the hardware itself, most development

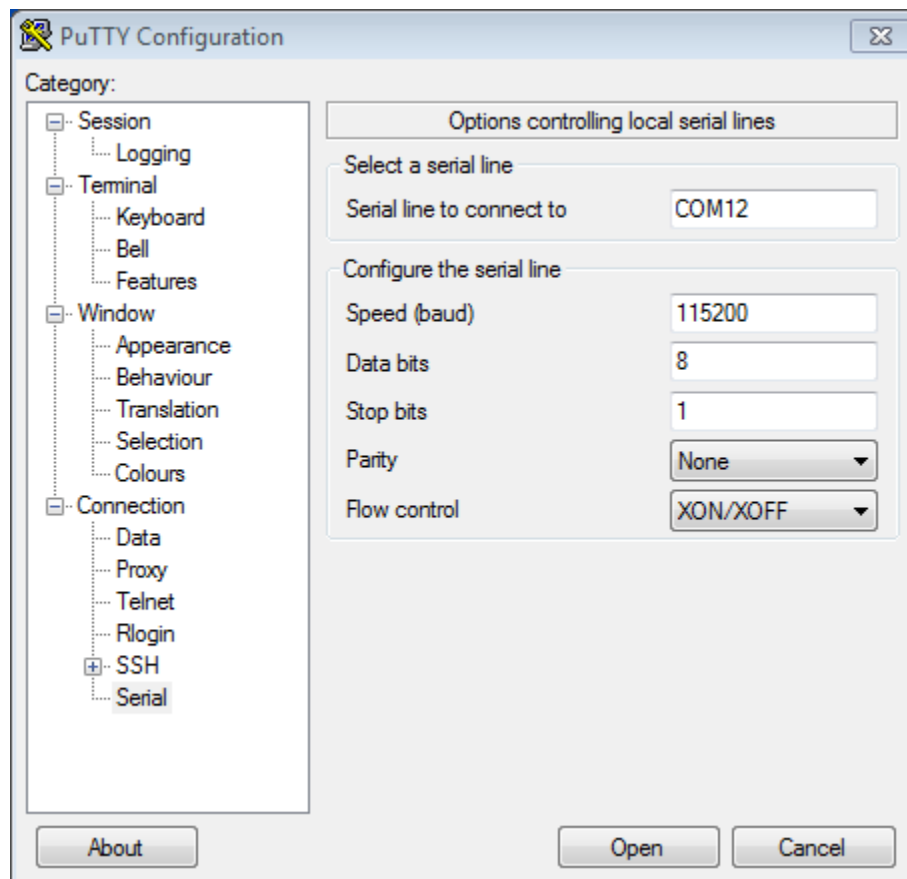


Fig. 19: Setting Serial Communication in PuTTY on Windows

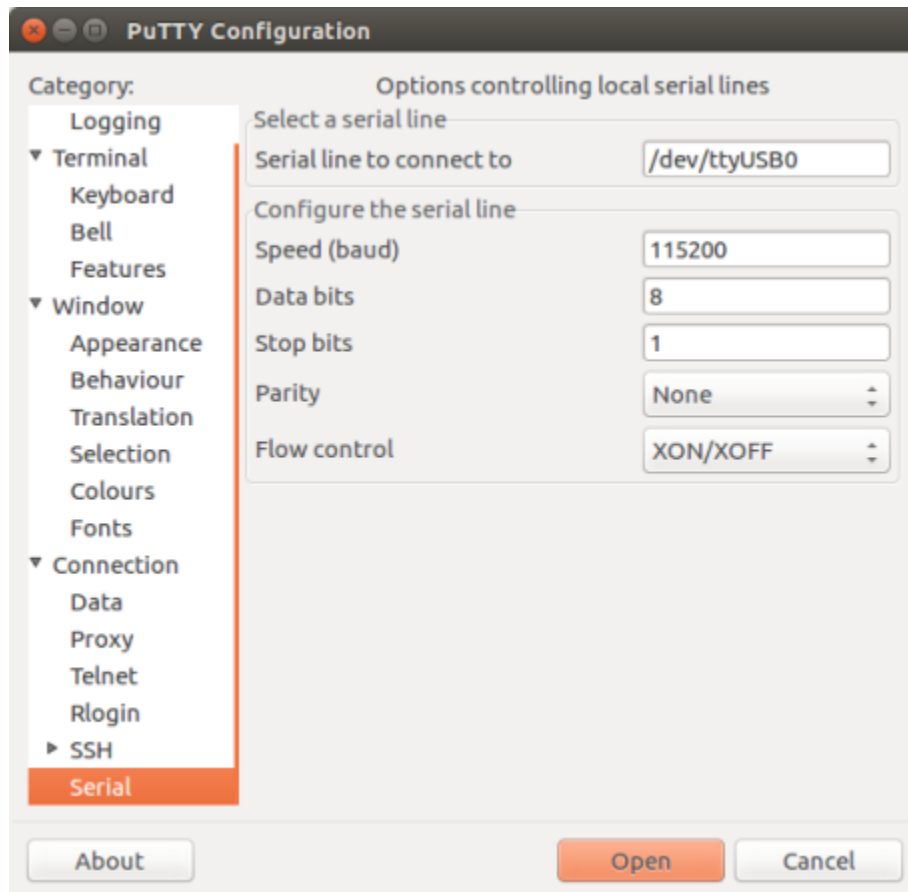


Fig. 20: Setting Serial Communication in PuTTY on Linux

boards (including all Espressif boards) *do not* have this issue. The issue is present if RTS & DTR are wired directly to the EN & GPIO0 pins. See the [esptool documentation](#) for more details.

**Note:** Close serial terminal after verification that communication is working. In the next step we are going to use a different application to upload a new firmware to ESP32. This application will not be able to access serial port while it is open in terminal.

If you got here from *Step 6. Connect the Device* when installing s/w for ESP32 development, then you can continue with *Step 7. Configure*.

### 2.16.3 Build and Flash with Eclipse IDE (CMake)

□

**Note:** This is documentation for the CMake-based build system which is currently in preview release. If you encounter any gaps or bugs, please report them in the [Issues](#) section of the ESP-IDF repository.

The CMake-based build system will become the default build system in ESP-IDF V4.0. The existing GNU Make based build system will be deprecated in ESP-IDF V5.0.

Documentation for Eclipse setup with CMake-based build system and Eclipse CDT is coming soon.

### 2.16.4 IDF Monitor (CMake)

The `idf_monitor` tool is a Python program which runs when the `idf.py monitor` target is invoked in IDF.

It is mainly a serial terminal program which relays serial data to and from the target device's serial port, but it has some other IDF-specific features.

#### Interacting With IDF Monitor

- `Ctrl-]` will exit the monitor.
- `Ctrl-T Ctrl-H` will display a help menu with all other keyboard shortcuts.
- Any other key apart from `Ctrl-]` and `Ctrl-T` is sent through the serial port.

#### Automatically Decoding Addresses

Any time `esp-idf` prints a hexadecimal code address of the form `0x4_____`, IDF Monitor will use `addr2line` to look up the source code location and function name.

When an `esp-idf` app crashes and panics a register dump and backtrace such as this is produced:

```
Guru Meditation Error of type StoreProhibited occurred on core 0. Exception was
↳unhandled.
Register dump:
PC      : 0x400f360d  PS      : 0x00060330  A0      : 0x800dbf56  A1      : 0x3ffb7e00
A2      : 0x3ffb136c  A3      : 0x00000005  A4      : 0x00000000  A5      : 0x00000000
A6      : 0x00000000  A7      : 0x00000080  A8      : 0x00000000  A9      : 0x3ffb7dd0
```

(continues on next page)

(continued from previous page)

```
A10      : 0x00000003  A11      : 0x00060f23  A12      : 0x00060f20  A13      : 0x3ffba6d0
A14      : 0x00000047  A15      : 0x0000000f  SAR      : 0x00000019  EXCCAUSE: 0x0000001d
EXCVADDR: 0x00000000  LBEG     : 0x4000c46c  LEND     : 0x4000c477  LCOUNT  : 0x00000000

Backtrace: 0x400f360d:0x3ffb7e00 0x400dbf56:0x3ffb7e20 0x400dbf5e:0x3ffb7e40
↳0x400dbf82:0x3ffb7e60 0x400d071d:0x3ffb7e90
```

IDF Monitor will augment the dump:

```
Guru Meditation Error of type StoreProhibited occurred on core 0. Exception was
↳unhandled.
Register dump:
PC       : 0x400f360d  PS       : 0x00060330  A0       : 0x800dbf56  A1       : 0x3ffb7e00
0x400f360d: do_something_to_crash at /home/gus/esp/32/idf/examples/get-started/hello_
↳world/main/./hello_world_main.c:57
(inlined by) inner_dont_crash at /home/gus/esp/32/idf/examples/get-started/hello_
↳world/main/./hello_world_main.c:52
A2       : 0x3ffb136c  A3       : 0x00000005  A4       : 0x00000000  A5       : 0x00000000
A6       : 0x00000000  A7       : 0x00000080  A8       : 0x00000000  A9       : 0x3ffb7dd0
A10      : 0x00000003  A11      : 0x00060f23  A12      : 0x00060f20  A13      : 0x3ffba6d0
A14      : 0x00000047  A15      : 0x0000000f  SAR      : 0x00000019  EXCCAUSE: 0x0000001d
EXCVADDR: 0x00000000  LBEG     : 0x4000c46c  LEND     : 0x4000c477  LCOUNT  : 0x00000000

Backtrace: 0x400f360d:0x3ffb7e00 0x400dbf56:0x3ffb7e20 0x400dbf5e:0x3ffb7e40
↳0x400dbf82:0x3ffb7e60 0x400d071d:0x3ffb7e90
0x400f360d: do_something_to_crash at /home/gus/esp/32/idf/examples/get-started/hello_
↳world/main/./hello_world_main.c:57
(inlined by) inner_dont_crash at /home/gus/esp/32/idf/examples/get-started/hello_
↳world/main/./hello_world_main.c:52
0x400dbf56: still_dont_crash at /home/gus/esp/32/idf/examples/get-started/hello_world/
↳main/./hello_world_main.c:47
0x400dbf5e: dont_crash at /home/gus/esp/32/idf/examples/get-started/hello_world/main/.
↳/hello_world_main.c:42
0x400dbf82: app_main at /home/gus/esp/32/idf/examples/get-started/hello_world/main/./
↳hello_world_main.c:33
0x400d071d: main_task at /home/gus/esp/32/idf/components/esp32/./cpu_start.c:254
```

Behind the scenes, the command IDF Monitor runs to decode each address is:

```
xtensa-esp32-elf-addr2line -pfiaC -e build/PROJECT.elf ADDRESS
```

## Launch GDB for GDBStub

By default, if an esp-idf app crashes then the panic handler prints registers and a stack dump as shown above, and then resets.

Optionally, the panic handler can be configured to run a serial “gdb stub” which can communicate with a [gdb](#) debugger program and allow memory to be read, variables and stack frames examined, etc. This is not as versatile as JTAG debugging, but no special hardware is required.

To enable the gdbstub, run `idf.py menuconfig` and set `CONFIG_ESP32_PANIC` option to Invoke GDBStub.

If this option is enabled and IDF Monitor sees the gdb stub has loaded, it will automatically pause serial monitoring and run GDB with the correct arguments. After GDB exits, the board will be reset via the RTS serial line (if this is connected.)

Behind the scenes, the command IDF Monitor runs is:

```
xtensa-esp32-elf-gdb -ex "set serial baud BAUD" -ex "target remote PORT" -ex ↵
↵interrupt build/PROJECT.elf
```

## Quick Compile and Flash

The keyboard shortcut `Ctrl-T Ctrl-F` will pause `idf_monitor`, run the `idf.py flash` target, then resume `idf_monitor`. Any changed source files will be recompiled before re-flashing.

The keyboard shortcut `Ctrl-T Ctrl-A` will pause `idf-monitor`, run the `idf.py app-flash` target, then resume `idf_monitor`. This is similar to `idf.py flash`, but only the main app is compiled and reflashed.

## Quick Reset

The keyboard shortcut `Ctrl-T Ctrl-R` will reset the target board via the RTS line (if it is connected.)

## Pause the Application

The keyboard shortcut `Ctrl-T Ctrl-P` will reset the target into bootloader, so that the board will run nothing. This is useful when you want to wait for another device to startup. Then shortcut `Ctrl-T Ctrl-R` can be used to restart the application.

## Toggle Output Display

Sometimes you may want to stop new output printed to screen, to see the log before. The keyboard shortcut `Ctrl-T Ctrl-Y` will toggle the display (discard all serial data when the display is off) so that you can stop to see the log, and revert again quickly without quitting the monitor.

## Simple Monitor

Earlier versions of ESP-IDF used the `pySerial` command line program `miniterm` as a serial console program.

This program can still be run, via `make simple_monitor`.

IDF Monitor is based on `miniterm` and shares the same basic keyboard shortcuts.

---

**Note:** This target only works in the GNU Make based build system, not the CMake-based build system preview.

---

## Known Issues with IDF Monitor

### Issues Observed on Windows

- If you are using the supported Windows environment and receive the error “winpty: command not found” then run `pacman -S winpty` to fix.
- Arrow keys and some other special keys in `gdb` don’t work, due to Windows Console limitations.
- Occasionally when “make” exits, it may stall for up to 30 seconds before `idf_monitor` resumes.
- Occasionally when “gdb” is run, it may stall for a short time before it begins communicating with the `gdbstub`.

## 2.16.5 Customized Setup of Toolchain (CMake)

□

Instead of downloading binary toolchain from Espressif website (see *Step 1. Set up Toolchain*) you may build the toolchain yourself.

If you can't think of a reason why you need to build it yourself, then probably it's better to stick with the binary version. However, here are some of the reasons why you might want to compile it from source:

- if you want to customize toolchain build configuration
- if you want to use a different GCC version (such as 4.8.5)
- if you want to hack gcc or newlib or libstdc++
- if you are curious and/or have time to spare
- if you don't trust binaries downloaded from the Internet

In any case, here are the instructions to compile the toolchain yourself.



### 3.1 Bluetooth API

#### 3.1.1 Controller && VHCI

##### Overview

Instructions

##### Application Example

Check `bluetooth` folder in ESP-IDF examples, which contains the following application:

- This is a BLE advertising demo with virtual HCI interface. Send `Reset/ADV_PARAM/ADV_DATA/ADV_ENABLE` HCI command for BLE advertising - [bluetooth/ble\\_adv](#).

##### API Reference

##### Header File

- `bt/include/esp_bt.h`

##### Functions

`esp_err_t esp_ble_tx_power_set(esp_ble_power_type_t power_type, esp_power_level_t power_level)`  
Set BLE TX power Connection Tx power should only be set after connection created.

**Return** ESP\_OK - success, other - failed

**Parameters**

- `power_type`: : The type of which tx power, could set Advertising/Connection/Default and etc
- `power_level`: Power level(index) corresponding to absolute value(dbm)

*esp\_power\_level\_t* **esp\_ble\_tx\_power\_get** (*esp\_ble\_power\_type\_t* *power\_type*)

Get BLE TX power Connection Tx power should only be get after connection created.

**Return**  $\geq 0$  - Power level,  $< 0$  - Invalid

**Parameters**

- `power_type`: : The type of which tx power, could set Advertising/Connection/Default and etc

*esp\_err\_t* **esp\_bredr\_tx\_power\_set** (*esp\_power\_level\_t* *min\_power\_level*, *esp\_power\_level\_t* *max\_power\_level*)

Set BR/EDR TX power BR/EDR power control will use the power in range of minimum value and maximum value. The power level will effect the global BR/EDR TX power, such inquire, page, connection and so on. Please call the function after `esp_bt_controller_enable` and before any function which cause RF do TX. So you can call the function before doing discovery, profile init and so on. For example, if you want BR/EDR use the new TX power to do inquire, you should call this function before inquire. Another word, If call this function when BR/EDR is in inquire(ING), please do inquire again after call this function. Default minimum power level is `ESP_PWR_LVL_N0`, and maximum power level is `ESP_PWR_LVL_P3`.

**Return** `ESP_OK` - success, other - failed

**Parameters**

- `min_power_level`: The minimum power level
- `max_power_level`: The maximum power level

*esp\_err\_t* **esp\_bredr\_tx\_power\_get** (*esp\_power\_level\_t* *\*min\_power\_level*, *esp\_power\_level\_t* *\*max\_power\_level*)

Get BR/EDR TX power If the argument is not NULL, then store the corresponding value.

**Return** `ESP_OK` - success, other - failed

**Parameters**

- `min_power_level`: The minimum power level
- `max_power_level`: The maximum power level

*esp\_err\_t* **esp\_bredr\_sco\_datapath\_set** (*esp\_sco\_data\_path\_t* *data\_path*)

set default SCO data path Should be called after controller is enabled, and before (e)SCO link is established

**Return** `ESP_OK` - success, other - failed

**Parameters**

- `data_path`: SCO data path

*esp\_err\_t* **esp\_bt\_controller\_init** (*esp\_bt\_controller\_config\_t* *\*cfg*)

Initialize BT controller to allocate task and other resource. This function should be called only once, before any other BT functions are called.

**Return** `ESP_OK` - success, other - failed

**Parameters**

- `cfg`: Initial configuration of BT controller. Different from previous version, there's a mode and some connection configuration in "cfg" to configure controller work mode and allocate the resource which is needed.

*esp\_err\_t* **esp\_bt\_controller\_deinit** (void)

De-initialize BT controller to free resource and delete task.

This function should be called only once, after any other BT functions are called. This function is not whole completed, `esp_bt_controller_init` cannot be called after this function.

**Return** ESP\_OK - success, other - failed

*esp\_err\_t* **esp\_bt\_controller\_enable** (*esp\_bt\_mode\_t mode*)

Enable BT controller. Due to a known issue, you cannot call `esp_bt_controller_enable()` a second time to change the controller mode dynamically. To change controller mode, call `esp_bt_controller_disable()` and then call `esp_bt_controller_enable()` with the new mode.

**Return** ESP\_OK - success, other - failed

#### Parameters

- `mode`: : the mode(BLE/BT/BTDM) to enable. For compatible of API, retain this argument. This mode must be equal as the mode in "cfg" of `esp_bt_controller_init()`.

*esp\_err\_t* **esp\_bt\_controller\_disable** (void)

Disable BT controller.

**Return** ESP\_OK - success, other - failed

*esp\_bt\_controller\_status\_t* **esp\_bt\_controller\_get\_status** (void)

Get BT controller is initialised/de-initialised/enabled/disabled.

**Return** status value

bool **esp\_vhci\_host\_check\_send\_available** (void)

`esp_vhci_host_check_send_available` used for check actively if the host can send packet to controller or not.

**Return** true for ready to send, false means cannot send packet

void **esp\_vhci\_host\_send\_packet** (uint8\_t \**data*, uint16\_t *len*)

`esp_vhci_host_send_packet` host send packet to controller

Should not call this function from within a critical section or when the scheduler is suspended.

#### Parameters

- `data`: the packet point
- `len`: the packet length

*esp\_err\_t* **esp\_vhci\_host\_register\_callback** (const *esp\_vhci\_host\_callback\_t* \**callback*)

`esp_vhci_host_register_callback` register the vhci reference callback struct defined by `vhci_host_callback` structure.

**Return** ESP\_OK - success, ESP\_FAIL - failed

#### Parameters

- `callback`: *esp\_vhci\_host\_callback* type variable

*esp\_err\_t* **esp\_bt\_controller\_mem\_release**(*esp\_bt\_mode\_t mode*)

esp\_bt\_controller\_mem\_release release the controller memory as per the mode

This function releases the BSS, data and other sections of the controller to heap. The total size is about 70k bytes.

esp\_bt\_controller\_mem\_release(mode) should be called only before esp\_bt\_controller\_init() or after esp\_bt\_controller\_deinit().

Note that once BT controller memory is released, the process cannot be reversed. It means you cannot use the bluetooth mode which you have released by this function.

If your firmware will later upgrade the Bluetooth controller mode (BLE -> BT Classic or disabled -> enabled) then do not call this function.

If the app calls esp\_bt\_controller\_enable(ESP\_BT\_MODE\_BLE) to use BLE only then it is safe to call esp\_bt\_controller\_mem\_release(ESP\_BT\_MODE\_CLASSIC\_BT) at initialization time to free unused BT Classic memory.

If the mode is ESP\_BT\_MODE\_BTDM, then it may be useful to call API esp\_bt\_mem\_release(ESP\_BT\_MODE\_BTDM) instead, which internally calls esp\_bt\_controller\_mem\_release(ESP\_BT\_MODE\_BTDM) and additionally releases the BSS and data consumed by the BT/BLE host stack to heap. For more details about usage please refer to the documentation of esp\_bt\_mem\_release() function

**Return** ESP\_OK - success, other - failed

### Parameters

- mode: : the mode want to release memory

*esp\_err\_t* **esp\_bt\_mem\_release**(*esp\_bt\_mode\_t mode*)

esp\_bt\_mem\_release release controller memory and BSS and data section of the BT/BLE host stack as per the mode

This function first releases controller memory by internally calling esp\_bt\_controller\_mem\_release(). Additionally, if the mode is set to ESP\_BT\_MODE\_BTDM, it also releases the BSS and data consumed by the BT/BLE host stack to heap

Note that once BT memory is released, the process cannot be reversed. It means you cannot use the bluetooth mode which you have released by this function.

If your firmware will later upgrade the Bluetooth controller mode (BLE -> BT Classic or disabled -> enabled) then do not call this function.

If you never intend to use bluetooth in a current boot-up cycle, you can call esp\_bt\_mem\_release(ESP\_BT\_MODE\_BTDM) before esp\_bt\_controller\_init or after esp\_bt\_controller\_deinit.

For example, if a user only uses bluetooth for setting the WiFi configuration, and does not use bluetooth in the rest of the product operation". In such cases, after receiving the WiFi configuration, you can disable/deinit bluetooth and release its memory. Below is the sequence of APIs to be called for such scenarios:

```
esp_bluedroid_disable();
esp_bluedroid_deinit();
esp_bt_controller_disable();
esp_bt_controller_deinit();
esp_bt_mem_release(ESP_BT_MODE_BTDM);
```

**Return** ESP\_OK - success, other - failed

### Parameters

- mode: : the mode whose memory is to be released

*esp\_err\_t* **esp\_bt\_sleep\_enable** (void)  
enable bluetooth to enter modem sleep

Note that this function shall not be invoked before `esp_bt_controller_enable()`

There are currently two options for bluetooth modem sleep, one is ORIG mode, and another is EVED Mode. EVED Mode is intended for BLE only.

For ORIG mode: Bluetooth modem sleep is enabled in controller start up by default if `CONFIG_BTDM_CONTROLLER_MODEM_SLEEP` is set and “ORIG mode” is selected. In ORIG modem sleep mode, bluetooth controller will switch off some components and pause to work every now and then, if there is no event to process; and wakeup according to the scheduled interval and resume the work. It can also wakeup earlier upon external request using function “`esp_bt_controller_wakeup_request`”.

#### Return

- ESP\_OK : success
- other : failed

*esp\_err\_t* **esp\_bt\_sleep\_disable** (void)  
disable bluetooth modem sleep

Note that this function shall not be invoked before `esp_bt_controller_enable()`

If `esp_bt_sleep_disable()` is called, bluetooth controller will not be allowed to enter modem sleep;

If ORIG modem sleep mode is in use, if this function is called, bluetooth controller may not immediately wake up if it is dormant then. In this case, `esp_bt_controller_wakeup_request()` can be used to shorten the time for wakeup.

#### Return

- ESP\_OK : success
- other : failed

bool **esp\_bt\_controller\_is\_sleeping** (void)  
to check whether bluetooth controller is sleeping at the instant, if modem sleep is enabled

Note that this function shall not be invoked before `esp_bt_controller_enable()` This function is supposed to be used ORIG mode of modem sleep

**Return** true if in modem sleep state, false otherwise

void **esp\_bt\_controller\_wakeup\_request** (void)  
request controller to wakeup from sleeping state during sleep mode

Note that this function shall not be invoked before `esp_bt_controller_enable()` Note that this function is supposed to be used ORIG mode of modem sleep Note that after this request, bluetooth controller may again enter sleep as long as the modem sleep is enabled

Profiling shows that it takes several milliseconds to wakeup from modem sleep after this request. Generally it takes longer if 32kHz XTAL is used than the main XTAL, due to the lower frequency of the former as the bluetooth low power clock source.

*esp\_err\_t* **esp\_ble\_scan\_duplicate\_list\_flush** (void)  
Manually clear scan duplicate list.

Note that scan duplicate list will be automatically cleared when the maximum amount of device in the filter is reached the amount of device in the filter can be configured in menuconfig.

### Return

- ESP\_OK : success
- other : failed

## Structures

### **struct esp\_bt\_controller\_config\_t**

Controller config options, depend on config mask. Config mask indicate which functions enabled, this means some options or parameters of some functions enabled by config mask.

### Public Members

**uint16\_t controller\_task\_stack\_size**

Bluetooth controller task stack size

**uint8\_t controller\_task\_prio**

Bluetooth controller task priority

**uint8\_t hci\_uart\_no**

If use UART1/2 as HCI IO interface, indicate UART number

**uint32\_t hci\_uart\_baudrate**

If use UART1/2 as HCI IO interface, indicate UART baudrate

**uint8\_t scan\_duplicate\_mode**

scan duplicate mode

**uint8\_t scan\_duplicate\_type**

scan duplicate type

**uint16\_t normal\_adv\_size**

Normal adv size for scan duplicate

**uint16\_t mesh\_adv\_size**

Mesh adv size for scan duplicate

**uint16\_t send\_adv\_reserved\_size**

Controller minimum memory value

**uint32\_t controller\_debug\_flag**

Controller debug log flag

**uint8\_t mode**

Controller mode: BR/EDR, BLE or Dual Mode

**uint8\_t ble\_max\_conn**

BLE maximum connection numbers

**uint8\_t bt\_max\_acl\_conn**

BR/EDR maximum ACL connection numbers

**uint8\_t bt\_max\_sync\_conn**

BR/EDR maximum ACL connection numbers. Effective in menuconfig

`uint32_t magic`  
 Magic number

**struct esp\_vhci\_host\_callback**

*esp\_vhci\_host\_callback* used for vhci call host function to notify what host need to do

### Public Members

`void (*notify_host_send_available) (void)`  
 callback used to notify that the host can send packet to controller

`int (*notify_host_recv) (uint8_t *data, uint16_t len)`  
 callback used to notify that the controller has a packet to send to the host

### Macros

`ESP_BT_CONTROLLER_CONFIG_MAGIC_VAL`

`BT_CONTROLLER_INIT_CONFIG_DEFAULT ()`

### Type Definitions

**typedef struct esp\_vhci\_host\_callback esp\_vhci\_host\_callback\_t**

*esp\_vhci\_host\_callback* used for vhci call host function to notify what host need to do

### Enumerations

**enum esp\_bt\_mode\_t**

Bluetooth mode for controller enable/disable.

*Values:*

`ESP_BT_MODE_IDLE = 0x00`

Bluetooth is not running

`ESP_BT_MODE_BLE = 0x01`

Run BLE mode

`ESP_BT_MODE_CLASSIC_BT = 0x02`

Run Classic BT mode

`ESP_BT_MODE_BTDM = 0x03`

Run dual mode

**enum esp\_bt\_controller\_status\_t**

Bluetooth controller enable/disable/initialised/de-initialised status.

*Values:*

`ESP_BT_CONTROLLER_STATUS_IDLE = 0`

`ESP_BT_CONTROLLER_STATUS_INITED`

`ESP_BT_CONTROLLER_STATUS_ENABLED`

`ESP_BT_CONTROLLER_STATUS_NUM`

**enum esp\_ble\_power\_type\_t**

BLE tx power type ESP\_BLE\_PWR\_TYPE\_CONN\_HDL0-8: for each connection, and only be set after connection completed. when disconnect, the correspond TX power is not effected. ESP\_BLE\_PWR\_TYPE\_ADV : for advertising/scan response. ESP\_BLE\_PWR\_TYPE\_SCAN : for scan. ESP\_BLE\_PWR\_TYPE\_DEFAULT : if each connection's TX power is not set, it will use this default value. if neither in scan mode nor in adv mode, it will use this default value. If none of power type is set, system will use ESP\_PWR\_LVL\_P3 as default for ADV/SCAN/CONN0-9.

*Values:*

- ESP\_BLE\_PWR\_TYPE\_CONN\_HDL0** = 0  
For connection handle 0
- ESP\_BLE\_PWR\_TYPE\_CONN\_HDL1** = 1  
For connection handle 1
- ESP\_BLE\_PWR\_TYPE\_CONN\_HDL2** = 2  
For connection handle 2
- ESP\_BLE\_PWR\_TYPE\_CONN\_HDL3** = 3  
For connection handle 3
- ESP\_BLE\_PWR\_TYPE\_CONN\_HDL4** = 4  
For connection handle 4
- ESP\_BLE\_PWR\_TYPE\_CONN\_HDL5** = 5  
For connection handle 5
- ESP\_BLE\_PWR\_TYPE\_CONN\_HDL6** = 6  
For connection handle 6
- ESP\_BLE\_PWR\_TYPE\_CONN\_HDL7** = 7  
For connection handle 7
- ESP\_BLE\_PWR\_TYPE\_CONN\_HDL8** = 8  
For connection handle 8
- ESP\_BLE\_PWR\_TYPE\_ADV** = 9  
For advertising
- ESP\_BLE\_PWR\_TYPE\_SCAN** = 10  
For scan
- ESP\_BLE\_PWR\_TYPE\_DEFAULT** = 11  
For default, if not set other, it will use default value
- ESP\_BLE\_PWR\_TYPE\_NUM** = 12  
TYPE numbers

**enum esp\_power\_level\_t**

Bluetooth TX power level(index), it's just a index corresponding to power(dbm).

*Values:*

- ESP\_PWR\_LVL\_N12** = 0  
Corresponding to -12dbm
- ESP\_PWR\_LVL\_N9** = 1  
Corresponding to -9dbm
- ESP\_PWR\_LVL\_N6** = 2  
Corresponding to -6dbm



**ESP\_PWR\_LVL\_N3** = 3  
Corresponding to -3dbm

**ESP\_PWR\_LVL\_N0** = 4  
Corresponding to 0dbm

**ESP\_PWR\_LVL\_P3** = 5  
Corresponding to +3dbm

**ESP\_PWR\_LVL\_P6** = 6  
Corresponding to +6dbm

**ESP\_PWR\_LVL\_P9** = 7  
Corresponding to +9dbm

**ESP\_PWR\_LVL\_N14** = ESP\_PWR\_LVL\_N12  
Backward compatibility! Setting to -14dbm will actually result to -12dbm

**ESP\_PWR\_LVL\_N11** = ESP\_PWR\_LVL\_N9  
Backward compatibility! Setting to -11dbm will actually result to -9dbm

**ESP\_PWR\_LVL\_N8** = ESP\_PWR\_LVL\_N6  
Backward compatibility! Setting to -8dbm will actually result to -6dbm

**ESP\_PWR\_LVL\_N5** = ESP\_PWR\_LVL\_N3  
Backward compatibility! Setting to -5dbm will actually result to -3dbm

**ESP\_PWR\_LVL\_N2** = ESP\_PWR\_LVL\_N0  
Backward compatibility! Setting to -2dbm will actually result to 0dbm

**ESP\_PWR\_LVL\_P1** = ESP\_PWR\_LVL\_P3  
Backward compatibility! Setting to +1dbm will actually result to +3dbm

**ESP\_PWR\_LVL\_P4** = ESP\_PWR\_LVL\_P6  
Backward compatibility! Setting to +4dbm will actually result to +6dbm

**ESP\_PWR\_LVL\_P7** = ESP\_PWR\_LVL\_P9  
Backward compatibility! Setting to +7dbm will actually result to +9dbm

**enum esp\_sco\_data\_path\_t**  
Bluetooth audio data transport path.

*Values:*

**ESP\_SCO\_DATA\_PATH\_HCI** = 0  
data over HCI transport

**ESP\_SCO\_DATA\_PATH\_PCM** = 1  
data over PCM interface

## 3.1.2 BT COMMON

### BT GENERIC DEFINES

#### Overview

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## Application Example

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## API Reference

### Header File

- `bt/bluedroid/api/include/api/esp_bt_defs.h`

### Structures

**struct esp\_bt\_uuid\_t**  
UUID type.

#### Public Members

**uint16\_t len**  
UUID length, 16bit, 32bit or 128bit

**union esp\_bt\_uuid\_t::[anonymous] uuid**  
UUID

### Macros

**ESP\_BLUEDROID\_STATUS\_CHECK** (status)

**ESP\_BT\_OCTET16\_LEN**

**ESP\_BT\_OCTET8\_LEN**

**ESP\_DEFAULT\_GATT\_IF**  
Default GATT interface id.

**ESP\_BLE\_CONN\_INT\_MIN**  
relate to BTM\_BLE\_CONN\_INT\_MIN in stack/btm\_ble\_api.h

**ESP\_BLE\_CONN\_INT\_MAX**  
relate to BTM\_BLE\_CONN\_INT\_MAX in stack/btm\_ble\_api.h

**ESP\_BLE\_CONN\_LATENCY\_MAX**  
relate to ESP\_BLE\_CONN\_LATENCY\_MAX in stack/btm\_ble\_api.h

**ESP\_BLE\_CONN\_SUP\_TOUT\_MIN**  
relate to BTM\_BLE\_CONN\_SUP\_TOUT\_MIN in stack/btm\_ble\_api.h

**ESP\_BLE\_CONN\_SUP\_TOUT\_MAX**  
relate to ESP\_BLE\_CONN\_SUP\_TOUT\_MAX in stack/btm\_ble\_api.h

**ESP\_BLE\_CONN\_PARAM\_UNDEF**

**ESP\_BLE\_SCAN\_PARAM\_UNDEF**

**ESP\_BLE\_IS\_VALID\_PARAM** (x, min, max)  
Check the param is valid or not.

**ESP\_UUID\_LEN\_16****ESP\_UUID\_LEN\_32****ESP\_UUID\_LEN\_128****ESP\_BD\_ADDR\_LEN**

Bluetooth address length.

**ESP\_BLE\_ENC\_KEY\_MASK**

Used to exchange the encryption key in the init key &amp; response key.

**ESP\_BLE\_ID\_KEY\_MASK**

Used to exchange the IRK key in the init key &amp; response key.

**ESP\_BLE\_CSR\_KEY\_MASK**

Used to exchange the CSRK key in the init key &amp; response key.

**ESP\_BLE\_LINK\_KEY\_MASK**

Used to exchange the link key (this key just used in the BLE &amp; BR/EDR coexist mode) in the init key &amp; response key.

**ESP\_APP\_ID\_MIN**

Minimum of the application id.

**ESP\_APP\_ID\_MAX**

Maximum of the application id.

**ESP\_BD\_ADDR\_STR****ESP\_BD\_ADDR\_HEX** (addr)

## Type Definitions

```
typedef uint8_t esp_bt_octet16_t[ESP_BT_OCTET16_LEN]
```

```
typedef uint8_t esp_bt_octet8_t[ESP_BT_OCTET8_LEN]
```

```
typedef uint8_t esp_link_key[ESP_BT_OCTET16_LEN]
```

```
typedef uint8_t esp_bd_addr_t[ESP_BD_ADDR_LEN]
```

Bluetooth device address.

```
typedef uint8_t esp_ble_key_mask_t
```

## Enumerations

```
enum esp_bt_status_t
```

Status Return Value.

*Values:***ESP\_BT\_STATUS\_SUCCESS** = 0**ESP\_BT\_STATUS\_FAIL****ESP\_BT\_STATUS\_NOT\_READY****ESP\_BT\_STATUS\_NOMEM****ESP\_BT\_STATUS\_BUSY****ESP\_BT\_STATUS\_DONE** = 5

```
ESP_BT_STATUS_UNSUPPORTED
ESP_BT_STATUS_PARM_INVALID
ESP_BT_STATUS_UNHANDLED
ESP_BT_STATUS_AUTH_FAILURE
ESP_BT_STATUS_RMT_DEV_DOWN = 10
ESP_BT_STATUS_AUTH_REJECTED
ESP_BT_STATUS_INVALID_STATIC_RAND_ADDR
ESP_BT_STATUS_PENDING
ESP_BT_STATUS_UNACCEPT_CONN_INTERVAL
ESP_BT_STATUS_PARAM_OUT_OF_RANGE
ESP_BT_STATUS_TIMEOUT
ESP_BT_STATUS_PEER_LE_DATA_LEN_UNSUPPORTED
ESP_BT_STATUS_CONTROL_LE_DATA_LEN_UNSUPPORTED
ESP_BT_STATUS_ERR_ILLEGAL_PARAMETER_FMT
ESP_BT_STATUS_MEMORY_FULL
```

**enum esp\_bt\_dev\_type\_t**

Bluetooth device type.

*Values:*

```
ESP_BT_DEVICE_TYPE_BREDR = 0x01
```

```
ESP_BT_DEVICE_TYPE_BLE = 0x02
```

```
ESP_BT_DEVICE_TYPE_DUMO = 0x03
```

**enum esp\_ble\_addr\_type\_t**

BLE device address type.

*Values:*

```
BLE_ADDR_TYPE_PUBLIC = 0x00
```

```
BLE_ADDR_TYPE_RANDOM = 0x01
```

```
BLE_ADDR_TYPE_RPA_PUBLIC = 0x02
```

```
BLE_ADDR_TYPE_RPA_RANDOM = 0x03
```

## BT MAIN API

### Overview

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### Application Example

[Instructions](#)

## API Reference

### Header File

- `bt/bluedroid/api/include/api/esp_bt_main.h`

### Functions

*esp\_bluedroid\_status\_t* **esp\_bluedroid\_get\_status** (void)

Get bluetooth stack status.

**Return** Bluetooth stack status

*esp\_err\_t* **esp\_bluedroid\_enable** (void)

Enable bluetooth, must after `esp_bluedroid_init()`

**Return**

- ESP\_OK : Succeed
- Other : Failed

*esp\_err\_t* **esp\_bluedroid\_disable** (void)

Disable bluetooth, must prior to `esp_bluedroid_deinit()`

**Return**

- ESP\_OK : Succeed
- Other : Failed

*esp\_err\_t* **esp\_bluedroid\_init** (void)

Init and alloc the resource for bluetooth, must be prior to every bluetooth stuff.

**Return**

- ESP\_OK : Succeed
- Other : Failed

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

Deinit and free the resource for bluetooth, must be after every bluetooth stuff.

**Return**

- ESP\_OK : Succeed
- Other : Failed

### Enumerations

**enum esp\_bluedroid\_status\_t**

Bluetooth stack status type, to indicate whether the bluetooth stack is ready.

*Values:*

**ESP\_BLUEROID\_STATUS\_UNINITIALIZED** = 0

Bluetooth not initialized

**ESP\_BLUEROID\_STATUS\_INITIALIZED**

Bluetooth initialized but not enabled

**ESP\_BLUEROID\_STATUS\_ENABLED**

Bluetooth initialized and enabled

## BT DEVICE APIs

### Overview

Bluetooth device reference APIs.

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### Application Example

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### API Reference

#### Header File

- `bt/bluedroid/api/include/api/esp_bt_device.h`

#### Functions

**const** uint8\_t \***esp\_bt\_dev\_get\_address** (void)

Get bluetooth device address. Must use after “esp\_bluedroid\_enable”.

**Return** bluetooth device address (six bytes), or NULL if bluetooth stack is not enabled

*esp\_err\_t* **esp\_bt\_dev\_set\_device\_name** (const char \*name)

Set bluetooth device name. This function should be called after esp\_bluedroid\_enable() completes successfully. A BR/EDR/LE device type shall have a single Bluetooth device name which shall be identical irrespective of the physical channel used to perform the name discovery procedure.

#### Return

- ESP\_OK : Succeed
- ESP\_ERR\_INVALID\_ARG : if name is NULL pointer or empty, or string length out of limit
- ESP\_ERR\_INVALID\_STATE : if bluetooth stack is not yet enabled
- ESP\_FAIL : others

#### Parameters

- name: : device name to be set

### 3.1.3 BT LE

#### GAP API

##### Overview

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#### Application Example

Check `bluetooth` folder in ESP-IDF examples, which contains the following demos and their tutorials:

- This is a SMP security client demo and its tutorial. This demo initiates its security parameters and acts as a GATT client, which can send a security request to the peer device and then complete the encryption procedure.
  - `bluetooth/gatt_security_client`
  - GATT Security Client Example Walkthrough
- This is a SMP security server demo and its tutorial. This demo initiates its security parameters and acts as a GATT server, which can send a pair request to the peer device and then complete the encryption procedure.
  - `bluetooth/gatt_security_server`
  - GATT Security Server Example Walkthrough

#### API Reference

##### Header File

- `bt/bluedroid/api/include/api/esp_gap_ble_api.h`

##### Functions

*esp\_err\_t* **esp\_ble\_gap\_register\_callback** (*esp\_gap\_ble\_cb\_t* callback)

This function is called to occur gap event, such as scan result.

##### Return

- `ESP_OK` : success
- other : failed

##### Parameters

- `callback`: callback function

*esp\_err\_t* **esp\_ble\_gap\_config\_adv\_data** (*esp\_ble\_adv\_data\_t* \*adv\_data)

This function is called to override the BTA default ADV parameters.

##### Return

- `ESP_OK` : success
- other : failed

##### Parameters

- `adv_data`: Pointer to User defined ADV data structure. This memory space can not be freed until callback of `config_adv_data` is received.

*esp\_err\_t* **esp\_ble\_gap\_set\_scan\_params** (*esp\_ble\_scan\_params\_t* \**scan\_params*)

This function is called to set scan parameters.

**Return**

- `ESP_OK` : success
- other : failed

**Parameters**

- `scan_params`: Pointer to User defined `scan_params` data structure. This memory space can not be freed until callback of `set_scan_params`

*esp\_err\_t* **esp\_ble\_gap\_start\_scanning** (*uint32\_t* *duration*)

This procedure keep the device scanning the peer device which advertising on the air.

**Return**

- `ESP_OK` : success
- other : failed

**Parameters**

- `duration`: Keeping the scanning time, the unit is second.

*esp\_err\_t* **esp\_ble\_gap\_stop\_scanning** (void)

This function call to stop the device scanning the peer device which advertising on the air.

**Return**

- `ESP_OK` : success
- other : failed

*esp\_err\_t* **esp\_ble\_gap\_start\_advertising** (*esp\_ble\_adv\_params\_t* \**adv\_params*)

This function is called to start advertising.

**Return**

- `ESP_OK` : success
- other : failed

**Parameters**

- `adv_params`: pointer to User defined `adv_params` data structure.

*esp\_err\_t* **esp\_ble\_gap\_stop\_advertising** (void)

This function is called to stop advertising.

**Return**

- `ESP_OK` : success
- other : failed



*esp\_err\_t* **esp\_ble\_gap\_update\_conn\_params** (*esp\_ble\_conn\_update\_params\_t* \*params)

Update connection parameters, can only be used when connection is up.

**Return**

- ESP\_OK : success
- other : failed

**Parameters**

- params: - connection update parameters

*esp\_err\_t* **esp\_ble\_gap\_set\_pkt\_data\_len** (*esp\_bd\_addr\_t* remote\_device, uint16\_t tx\_data\_length)

This function is to set maximum LE data packet size.

**Return**

- ESP\_OK : success
- other : failed

*esp\_err\_t* **esp\_ble\_gap\_set\_rand\_addr** (*esp\_bd\_addr\_t* rand\_addr)

This function sets the random address for the application.

**Return**

- ESP\_OK : success
- other : failed

**Parameters**

- rand\_addr: the random address which should be setting

*esp\_err\_t* **esp\_ble\_gap\_clear\_rand\_addr** (void)

This function clears the random address for the application.

**Return**

- ESP\_OK : success
- other : failed

*esp\_err\_t* **esp\_ble\_gap\_config\_local\_privacy** (bool privacy\_enable)

Enable/disable privacy on the local device.

**Return**

- ESP\_OK : success
- other : failed

**Parameters**

- privacy\_enable: - enable/disable privacy on remote device.

*esp\_err\_t* **esp\_ble\_gap\_config\_local\_icon** (uint16\_t icon)

set local gap appearance icon

**Return**

- ESP\_OK : success
- other : failed

#### Parameters

- `icon`: - External appearance value, these values are defined by the Bluetooth SIG, please refer to <https://www.bluetooth.com/specifications/gatt/viewer?attributeXmlFile=org.bluetooth.characteristic.gap.appearance.xml>

*esp\_err\_t* **esp\_ble\_gap\_update\_whitelist** (bool *add\_remove*, *esp\_bd\_addr\_t* *remote\_bda*)  
Add or remove device from white list.

#### Return

- ESP\_OK : success
- other : failed

#### Parameters

- `add_remove`: the value is true if added the ble device to the white list, and false remove to the white list.
- `remote_bda`: the remote device address add/remove from the white list.

*esp\_err\_t* **esp\_ble\_gap\_get\_whitelist\_size** (uint16\_t \**length*)  
Get the whitelist size in the controller.

#### Return

- ESP\_OK : success
- other : failed

#### Parameters

- `length`: the white list length.

*esp\_err\_t* **esp\_ble\_gap\_set\_prefer\_conn\_params** (*esp\_bd\_addr\_t* *bd\_addr*, uint16\_t *min\_conn\_int*,  
uint16\_t *max\_conn\_int*, uint16\_t *slave\_latency*,  
uint16\_t *supervision\_tout*)

This function is called to set the preferred connection parameters when default connection parameter is not desired before connecting. This API can only be used in the master role.

#### Return

- ESP\_OK : success
- other : failed

#### Parameters

- `bd_addr`: BD address of the peripheral
- `min_conn_int`: minimum preferred connection interval
- `max_conn_int`: maximum preferred connection interval
- `slave_latency`: preferred slave latency
- `supervision_tout`: preferred supervision timeout

*esp\_err\_t* **esp\_ble\_gap\_set\_device\_name** (const char \*name)

Set device name to the local device.

#### Return

- ESP\_OK : success
- other : failed

#### Parameters

- name: - device name.

*esp\_err\_t* **esp\_ble\_gap\_get\_local\_used\_addr** (*esp\_bd\_addr\_t* local\_used\_addr, *uint8\_t* \*addr\_type)

This function is called to get local used address and address type. *uint8\_t* \*esp\_bt\_dev\_get\_address(void) get the public address.

**Return** - ESP\_OK : success

- other : failed

#### Parameters

- local\_used\_addr: - current local used ble address (six bytes)
- addr\_type: - ble address type

*uint8\_t* \***esp\_ble\_resolve\_adv\_data** (*uint8\_t* \*adv\_data, *uint8\_t* type, *uint8\_t* \*length)

This function is called to get ADV data for a specific type.

**Return** pointer of ADV data

#### Parameters

- adv\_data: - pointer of ADV data which to be resolved
- type: - finding ADV data type
- length: - return the length of ADV data not including type

*esp\_err\_t* **esp\_ble\_gap\_config\_adv\_data\_raw** (*uint8\_t* \*raw\_data, *uint32\_t* raw\_data\_len)

This function is called to set raw advertising data. User need to fill ADV data by self.

#### Return

- ESP\_OK : success
- other : failed

#### Parameters

- raw\_data: : raw advertising data
- raw\_data\_len: : raw advertising data length , less than 31 bytes

*esp\_err\_t* **esp\_ble\_gap\_config\_scan\_rsp\_data\_raw** (*uint8\_t* \*raw\_data, *uint32\_t* raw\_data\_len)

This function is called to set raw scan response data. User need to fill scan response data by self.

#### Return

- ESP\_OK : success
- other : failed

#### Parameters

- `raw_data`: : raw scan response data
- `raw_data_len`: : raw scan response data length , less than 31 bytes

*esp\_err\_t* **esp\_ble\_gap\_read\_rssi** (*esp\_bd\_addr\_t* remote\_addr)

This function is called to read the RSSI of remote device. The address of link policy results are returned in the gap callback function with ESP\_GAP\_BLE\_READ\_RSSI\_COMPLETE\_EVT event.

#### Return

- ESP\_OK : success
- other : failed

#### Parameters

- `remote_addr`: : The remote connection device address.

*esp\_err\_t* **esp\_ble\_gap\_add\_duplicate\_scan\_exceptional\_device** (*esp\_ble\_duplicate\_exceptional\_info\_type\_t* type, *esp\_duplicate\_info\_t* device\_info)

This function is called to add a device info into the duplicate scan exceptional list.

#### Return

- ESP\_OK : success
- other : failed

#### Parameters

- `type`: device info type, it is defined in `esp_ble_duplicate_exceptional_info_type_t` when type is MESH\_BEACON\_TYPE, MESH\_PROV\_SRV\_ADV or MESH\_PROXY\_SRV\_ADV , device\_info is invalid.
- `device_info`: the device information.

*esp\_err\_t* **esp\_ble\_gap\_remove\_duplicate\_scan\_exceptional\_device** (*esp\_ble\_duplicate\_exceptional\_info\_type\_t* type, *esp\_duplicate\_info\_t* device\_info)

This function is called to remove a device info from the duplicate scan exceptional list.

#### Return

- ESP\_OK : success
- other : failed

#### Parameters

- `type`: device info type, it is defined in `esp_ble_duplicate_exceptional_info_type_t` when type is MESH\_BEACON\_TYPE, MESH\_PROV\_SRV\_ADV or MESH\_PROXY\_SRV\_ADV , device\_info is invalid.
- `device_info`: the device information.

*esp\_err\_t* **esp\_ble\_gap\_clean\_duplicate\_scan\_exceptional\_list** (*esp\_duplicate\_scan\_exceptional\_list\_type\_t* *list\_type*)

This function is called to clean the duplicate scan exceptional list. This API will delete all device information in the duplicate scan exceptional list.

#### Return

- ESP\_OK : success
- other : failed

#### Parameters

- *list\_type*: duplicate scan exceptional list type, the value can be one or more of *esp\_duplicate\_scan\_exceptional\_list\_type\_t*.

*esp\_err\_t* **esp\_ble\_gap\_set\_security\_param** (*esp\_ble\_sm\_param\_t* *param\_type*, void \**value*, *uint8\_t* *len*)

Set a GAP security parameter value. Overrides the default value.

**Return** - ESP\_OK : success

- other : failed

#### Parameters

- *param\_type*: : the type of the param which to be set
- *value*: : the param value
- *len*: : the length of the param value

*esp\_err\_t* **esp\_ble\_gap\_security\_rsp** (*esp\_bd\_addr\_t* *bd\_addr*, bool *accept*)

Grant security request access.

**Return** - ESP\_OK : success

- other : failed

#### Parameters

- *bd\_addr*: : BD address of the peer
- *accept*: : accept the security request or not

*esp\_err\_t* **esp\_ble\_set\_encryption** (*esp\_bd\_addr\_t* *bd\_addr*, *esp\_ble\_sec\_act\_t* *sec\_act*)

Set a gap parameter value. Use this function to change the default GAP parameter values.

**Return** - ESP\_OK : success

- other : failed

#### Parameters

- *bd\_addr*: : the address of the peer device need to encryption
- *sec\_act*: : This is the security action to indicate what kind of BLE security level is required for the BLE link if the BLE is supported

*esp\_err\_t* **esp\_ble\_passkey\_reply** (*esp\_bd\_addr\_t* *bd\_addr*, bool *accept*, *uint32\_t* *passkey*)

Reply the key value to the peer device in the legacy connection stage.

**Return** - ESP\_OK : success

- other : failed

**Parameters**

- `bd_addr`: : BD address of the peer
- `accept`: : passkey entry successful or declined.
- `passkey`: : passkey value, must be a 6 digit number, can be lead by 0.

*esp\_err\_t* **esp\_ble\_confirm\_reply** (*esp\_bd\_addr\_t* `bd_addr`, bool `accept`)

Reply the confirm value to the peer device in the secure connection stage.

**Return** - ESP\_OK : success

- other : failed

**Parameters**

- `bd_addr`: : BD address of the peer device
- `accept`: : numbers to compare are the same or different.

*esp\_err\_t* **esp\_ble\_remove\_bond\_device** (*esp\_bd\_addr\_t* `bd_addr`)

Removes a device from the security database list of peer device. It manages unpairing event while connected.

**Return** - ESP\_OK : success

- other : failed

**Parameters**

- `bd_addr`: : BD address of the peer device

int **esp\_ble\_get\_bond\_device\_num** (void)

Get the device number from the security database list of peer device. It will return the device bonded number immediately.

**Return** -  $\geq 0$  : bonded devices number.

- ESP\_FAIL : failed

*esp\_err\_t* **esp\_ble\_get\_bond\_device\_list** (int \*`dev_num`, *esp\_ble\_bond\_dev\_t* \*`dev_list`)

Get the device from the security database list of peer device. It will return the device bonded information immediately.

**Return** - ESP\_OK : success

- other : failed

**Parameters**

- `dev_num`: Indicate the `dev_list` array(buffer) size as input. If `dev_num` is large enough, it means the actual number as output. Suggest that `dev_num` value equal to `esp_ble_get_bond_device_num()`.
- `dev_list`: an array(buffer) of *esp\_ble\_bond\_dev\_t* type. Use for storing the bonded devices address. The `dev_list` should be allocated by who call this API.

*esp\_err\_t* **esp\_ble\_oob\_req\_reply** (*esp\_bd\_addr\_t* `bd_addr`, uint8\_t \*`TK`, uint8\_t `len`)

This function is called to provide the OOB data for SMP in response to ESP\_GAP\_BLE\_OOB\_REQ\_EVT.

**Return** - ESP\_OK : success

- other : failed

#### Parameters

- `bd_addr`: BD address of the peer device.
- `TK`: TK value, the TK value shall be a 128-bit random number
- `len`: length of tk, should always be 128-bit

*esp\_err\_t* **esp\_ble\_gap\_disconnect** (*esp\_bd\_addr\_t* remote\_device)

This function is to disconnect the physical connection of the peer device gattc may have multiple virtual GATT server connections when multiple app\_id registered. `esp_ble_gattc_close` (`esp_gatt_if_t` gattc\_if, `uint16_t` conn\_id) only close one virtual GATT server connection. if there exist other virtual GATT server connections, it does not disconnect the physical connection. `esp_ble_gap_disconnect`(`esp_bd_addr_t` remote\_device) disconnect the physical connection directly.

**Return** - `ESP_OK` : success

- other : failed

#### Parameters

- `remote_device`: : BD address of the peer device

## Unions

**union esp\_ble\_key\_value\_t**

*#include <esp\_gap\_ble\_api.h>* union type of the security key value

#### Public Members

*esp\_ble\_penc\_keys\_t* **penc\_key**  
received peer encryption key

*esp\_ble\_pcsrkeys\_t* **pcsrk\_key**  
received peer device SRK

*esp\_ble\_pidkeys\_t* **pid\_key**  
peer device ID key

*esp\_ble\_lenckeys\_t* **lenc\_key**  
local encryption reproduction keys LTK == d1(ER,DIV,0)

*esp\_ble\_lcsrkeys\_t* **lcsrkey**  
local device CSRK = d1(ER,DIV,1)

**union esp\_ble\_sec\_t**

*#include <esp\_gap\_ble\_api.h>* union associated with ble security

#### Public Members

*esp\_ble\_sec\_key\_notif\_t* **key\_notif**  
passkey notification

*esp\_ble\_sec\_req\_t* **ble\_req**  
BLE SMP related request

*esp\_ble\_key\_t* **ble\_key**  
BLE SMP keys used when pairing

*esp\_ble\_local\_id\_keys\_t* **ble\_id\_keys**  
BLE IR event

*esp\_ble\_auth\_cmpl\_t* **auth\_cmpl**  
Authentication complete indication.

**union esp\_ble\_gap\_cb\_param\_t**  
*#include <esp\_gap\_ble\_api.h>* Gap callback parameters union.

## Public Members

**struct** *esp\_ble\_gap\_cb\_param\_t::ble\_adv\_data\_cmpl\_evt\_param* **adv\_data\_cmpl**  
Event parameter of ESP\_GAP\_BLE\_ADV\_DATA\_SET\_COMPLETE\_EVT

**struct** *esp\_ble\_gap\_cb\_param\_t::ble\_scan\_rsp\_data\_cmpl\_evt\_param* **scan\_rsp\_data\_cmpl**  
Event parameter of ESP\_GAP\_BLE\_SCAN\_RSP\_DATA\_SET\_COMPLETE\_EVT

**struct** *esp\_ble\_gap\_cb\_param\_t::ble\_scan\_param\_cmpl\_evt\_param* **scan\_param\_cmpl**  
Event parameter of ESP\_GAP\_BLE\_SCAN\_PARAM\_SET\_COMPLETE\_EVT

**struct** *esp\_ble\_gap\_cb\_param\_t::ble\_scan\_result\_evt\_param* **scan\_rst**  
Event parameter of ESP\_GAP\_BLE\_SCAN\_RESULT\_EVT

**struct** *esp\_ble\_gap\_cb\_param\_t::ble\_adv\_data\_raw\_cmpl\_evt\_param* **adv\_data\_raw\_cmpl**  
Event parameter of ESP\_GAP\_BLE\_ADV\_DATA\_RAW\_SET\_COMPLETE\_EVT

**struct** *esp\_ble\_gap\_cb\_param\_t::ble\_scan\_rsp\_data\_raw\_cmpl\_evt\_param* **scan\_rsp\_data\_raw\_cmpl**  
Event parameter of ESP\_GAP\_BLE\_SCAN\_RSP\_DATA\_RAW\_SET\_COMPLETE\_EVT

**struct** *esp\_ble\_gap\_cb\_param\_t::ble\_adv\_start\_cmpl\_evt\_param* **adv\_start\_cmpl**  
Event parameter of ESP\_GAP\_BLE\_ADV\_START\_COMPLETE\_EVT

**struct** *esp\_ble\_gap\_cb\_param\_t::ble\_scan\_start\_cmpl\_evt\_param* **scan\_start\_cmpl**  
Event parameter of ESP\_GAP\_BLE\_SCAN\_START\_COMPLETE\_EVT

*esp\_ble\_sec\_t* **ble\_security**  
ble gap security union type

**struct** *esp\_ble\_gap\_cb\_param\_t::ble\_scan\_stop\_cmpl\_evt\_param* **scan\_stop\_cmpl**  
Event parameter of ESP\_GAP\_BLE\_SCAN\_STOP\_COMPLETE\_EVT

**struct** *esp\_ble\_gap\_cb\_param\_t::ble\_adv\_stop\_cmpl\_evt\_param* **adv\_stop\_cmpl**  
Event parameter of ESP\_GAP\_BLE\_ADV\_STOP\_COMPLETE\_EVT

**struct** *esp\_ble\_gap\_cb\_param\_t::ble\_set\_rand\_cmpl\_evt\_param* **set\_rand\_addr\_cmpl**  
Event parameter of ESP\_GAP\_BLE\_SET\_STATIC\_RAND\_ADDR\_EVT

**struct** *esp\_ble\_gap\_cb\_param\_t::ble\_update\_conn\_params\_evt\_param* **update\_conn\_params**  
Event parameter of ESP\_GAP\_BLE\_UPDATE\_CONN\_PARAMS\_EVT

**struct** *esp\_ble\_gap\_cb\_param\_t::ble\_pkt\_data\_length\_cmpl\_evt\_param* **pkt\_data\_lenth\_cmpl**  
Event parameter of ESP\_GAP\_BLE\_SET\_PKT\_LENGTH\_COMPLETE\_EVT

**struct** *esp\_ble\_gap\_cb\_param\_t::ble\_local\_privacy\_cmpl\_evt\_param* **local\_privacy\_cmpl**  
Event parameter of ESP\_GAP\_BLE\_SET\_LOCAL\_PRIVACY\_COMPLETE\_EVT

**struct** *esp\_ble\_gap\_cb\_param\_t::ble\_remove\_bond\_dev\_cmpl\_evt\_param* **remove\_bond\_dev\_cmpl**  
Event parameter of ESP\_GAP\_BLE\_REMOVE\_BOND\_DEV\_COMPLETE\_EVT



```
struct esp_ble_gap_cb_param_t::ble_clear_bond_dev_cmpl_evt_param clear_bond_dev_cmpl
    Event parameter of ESP_GAP_BLE_CLEAR_BOND_DEV_COMPLETE_EVT
```

```
struct esp_ble_gap_cb_param_t::ble_get_bond_dev_cmpl_evt_param get_bond_dev_cmpl
    Event parameter of ESP_GAP_BLE_GET_BOND_DEV_COMPLETE_EVT
```

```
struct esp_ble_gap_cb_param_t::ble_read_rssi_cmpl_evt_param read_rssi_cmpl
    Event parameter of ESP_GAP_BLE_READ_RSSI_COMPLETE_EVT
```

```
struct esp_ble_gap_cb_param_t::ble_update_whitelist_cmpl_evt_param update_whitelist_cmpl
    Event parameter of ESP_GAP_BLE_UPDATE_WHITELIST_COMPLETE_EVT
```

```
struct esp_ble_gap_cb_param_t::ble_update_duplicate_exceptional_list_cmpl_evt_param update_duplicate_except.
    Event parameter of ESP_GAP_BLE_UPDATE_DUPLICATE_EXCEPTIONAL_LIST_COMPLETE_EVT
```

```
struct ble_adv_data_cmpl_evt_param
    #include <esp_gap_ble_api.h> ESP_GAP_BLE_ADV_DATA_SET_COMPLETE_EVT.
```

### Public Members

```
esp_bt_status_t status
    Indicate the set advertising data operation success status
```

```
struct ble_adv_data_raw_cmpl_evt_param
    #include <esp_gap_ble_api.h> ESP_GAP_BLE_ADV_DATA_RAW_SET_COMPLETE_EVT.
```

### Public Members

```
esp_bt_status_t status
    Indicate the set raw advertising data operation success status
```

```
struct ble_adv_start_cmpl_evt_param
    #include <esp_gap_ble_api.h> ESP_GAP_BLE_ADV_START_COMPLETE_EVT.
```

### Public Members

```
esp_bt_status_t status
    Indicate advertising start operation success status
```

```
struct ble_adv_stop_cmpl_evt_param
    #include <esp_gap_ble_api.h> ESP_GAP_BLE_ADV_STOP_COMPLETE_EVT.
```

### Public Members

```
esp_bt_status_t status
    Indicate adv stop operation success status
```

```
struct ble_clear_bond_dev_cmpl_evt_param
    #include <esp_gap_ble_api.h> ESP_GAP_BLE_CLEAR_BOND_DEV_COMPLETE_EVT.
```

### Public Members

*esp\_bt\_status\_t* **status**

Indicate the clear bond device operation success status

**struct ble\_get\_bond\_dev\_cmpl\_evt\_param**

*#include <esp\_gap\_ble\_api.h>* ESP\_GAP\_BLE\_GET\_BOND\_DEV\_COMPLETE\_EVT.

### Public Members

*esp\_bt\_status\_t* **status**

Indicate the get bond device operation success status

*uint8\_t* **dev\_num**

Indicate the get number device in the bond list

*esp\_ble\_bond\_dev\_t* \***bond\_dev**

the pointer to the bond device Structure

**struct ble\_local\_privacy\_cmpl\_evt\_param**

*#include <esp\_gap\_ble\_api.h>* ESP\_GAP\_BLE\_SET\_LOCAL\_PRIVACY\_COMPLETE\_EVT.

### Public Members

*esp\_bt\_status\_t* **status**

Indicate the set local privacy operation success status

**struct ble\_pkt\_data\_length\_cmpl\_evt\_param**

*#include <esp\_gap\_ble\_api.h>* ESP\_GAP\_BLE\_SET\_PKT\_LENGTH\_COMPLETE\_EVT.

### Public Members

*esp\_bt\_status\_t* **status**

Indicate the set pkt data length operation success status

*esp\_ble\_pkt\_data\_length\_params\_t* **params**

pkt data length value

**struct ble\_read\_rssi\_cmpl\_evt\_param**

*#include <esp\_gap\_ble\_api.h>* ESP\_GAP\_BLE\_READ\_RSSI\_COMPLETE\_EVT.

### Public Members

*esp\_bt\_status\_t* **status**

Indicate the read adv tx power operation success status

*int8\_t* **rssi**

The ble remote device rssi value, the range is from -127 to 20, the unit is dbm, if the RSSI cannot be read, the RSSI metric shall be set to 127.

*esp\_bd\_addr\_t* **remote\_addr**

The remote device address

**struct ble\_remove\_bond\_dev\_cmpl\_evt\_param**

*#include <esp\_gap\_ble\_api.h>* ESP\_GAP\_BLE\_REMOVE\_BOND\_DEV\_COMPLETE\_EVT.

## Public Members

*esp\_bt\_status\_t* **status**

Indicate the remove bond device operation success status

*esp\_bd\_addr\_t* **bd\_addr**

The device address which has been remove from the bond list

**struct ble\_scan\_param\_cmpl\_evt\_param**

*#include <esp\_gap\_ble\_api.h>* ESP\_GAP\_BLE\_SCAN\_PARAM\_SET\_COMPLETE\_EVT.

## Public Members

*esp\_bt\_status\_t* **status**

Indicate the set scan param operation success status

**struct ble\_scan\_result\_evt\_param**

*#include <esp\_gap\_ble\_api.h>* ESP\_GAP\_BLE\_SCAN\_RESULT\_EVT.

## Public Members

*esp\_gap\_search\_evt\_t* **search\_evt**

Search event type

*esp\_bd\_addr\_t* **bda**

Bluetooth device address which has been searched

*esp\_bt\_dev\_type\_t* **dev\_type**

Device type

*esp\_ble\_addr\_type\_t* **ble\_addr\_type**

Ble device address type

*esp\_ble\_evt\_type\_t* **ble\_evt\_type**

Ble scan result event type

int **rssi**

Searched device's RSSI

uint8\_t **ble\_adv**[ESP\_BLE\_ADV\_DATA\_LEN\_MAX + ESP\_BLE\_SCAN\_RSP\_DATA\_LEN\_MAX]

Received EIR

int **flag**

Advertising data flag bit

int **num\_resps**

Scan result number

uint8\_t **adv\_data\_len**

Adv data length

uint8\_t **scan\_rsp\_len**

Scan response length

uint32\_t **num\_dis**

The number of discard packets

**struct ble\_scan\_rsp\_data\_cmpl\_evt\_param**

*#include <esp\_gap\_ble\_api.h>* ESP\_GAP\_BLE\_SCAN\_RSP\_DATA\_SET\_COMPLETE\_EVT.

### Public Members

*esp\_bt\_status\_t* **status**

Indicate the set scan response data operation success status

**struct ble\_scan\_rsp\_data\_raw\_cmpl\_evt\_param**

*#include <esp\_gap\_ble\_api.h>* ESP\_GAP\_BLE\_SCAN\_RSP\_DATA\_RAW\_SET\_COMPLETE\_EVT.

### Public Members

*esp\_bt\_status\_t* **status**

Indicate the set raw advertising data operation success status

**struct ble\_scan\_start\_cmpl\_evt\_param**

*#include <esp\_gap\_ble\_api.h>* ESP\_GAP\_BLE\_SCAN\_START\_COMPLETE\_EVT.

### Public Members

*esp\_bt\_status\_t* **status**

Indicate scan start operation success status

**struct ble\_scan\_stop\_cmpl\_evt\_param**

*#include <esp\_gap\_ble\_api.h>* ESP\_GAP\_BLE\_SCAN\_STOP\_COMPLETE\_EVT.

### Public Members

*esp\_bt\_status\_t* **status**

Indicate scan stop operation success status

**struct ble\_set\_rand\_cmpl\_evt\_param**

*#include <esp\_gap\_ble\_api.h>* ESP\_GAP\_BLE\_SET\_STATIC\_RAND\_ADDR\_EVT.

### Public Members

*esp\_bt\_status\_t* **status**

Indicate set static rand address operation success status

**struct ble\_update\_conn\_params\_evt\_param**

*#include <esp\_gap\_ble\_api.h>* ESP\_GAP\_BLE\_UPDATE\_CONN\_PARAMS\_EVT.

### Public Members

*esp\_bt\_status\_t* **status**

Indicate update connection parameters success status

*esp\_bd\_addr\_t* **bda**

Bluetooth device address

**uint16\_t min\_int**

Min connection interval

**uint16\_t max\_int**

Max connection interval

**uint16\_t latency**

Slave latency for the connection in number of connection events. Range: 0x0000 to 0x01F3

**uint16\_t conn\_int**

Current connection interval

**uint16\_t timeout**

Supervision timeout for the LE Link. Range: 0x000A to 0x0C80. Mandatory Range: 0x000A to 0x0C80 Time = N \* 10 msec

**struct ble\_update\_duplicate\_exceptional\_list\_cmpl\_evt\_param**

*#include <esp\_gap\_ble\_api.h>* ESP\_GAP\_BLE\_UPDATE\_DUPLICATE\_EXCEPTIONAL\_LIST\_COMPLETE\_EVT.

**Public Members***esp\_bt\_status\_t* **status**

Indicate update duplicate scan exceptional list operation success status

**uint8\_t subcode**

Define in esp\_bt\_duplicate\_exceptional\_subcode\_type\_t

**uint16\_t length**

The length of device\_info

*esp\_duplicate\_info\_t* **device\_info**

device information, when subcode is ESP\_BLE\_DUPLICATE\_EXCEPTIONAL\_LIST\_CLEAN, the value is invalid

**struct ble\_update\_whitelist\_cmpl\_evt\_param**

*#include <esp\_gap\_ble\_api.h>* ESP\_GAP\_BLE\_UPDATE\_WHITELIST\_COMPLETE\_EVT.

**Public Members***esp\_bt\_status\_t* **status**

Indicate the add or remove whitelist operation success status

*esp\_ble\_wl\_operation\_t* **wl\_operation**

The value is ESP\_BLE\_WHITELIST\_ADD if add address to whitelist operation success, ESP\_BLE\_WHITELIST\_REMOVE if remove address from the whitelist operation success

**Structures****struct esp\_ble\_adv\_params\_t**

Advertising parameters.

**Public Members****uint16\_t adv\_int\_min**

Minimum advertising interval for undirected and low duty cycle directed advertising. Range: 0x0020 to 0x4000 Default: N = 0x0800 (1.28 second) Time = N \* 0.625 msec Time Range: 20 ms to 10.24 sec

**uint16\_t adv\_int\_max**

Maximum advertising interval for undirected and low duty cycle directed advertising. Range: 0x0020 to 0x4000 Default: N = 0x0800 (1.28 second) Time = N \* 0.625 msec Time Range: 20 ms to 10.24 sec Advertising max interval

*esp\_ble\_adv\_type\_t* **adv\_type**  
Advertising type

*esp\_ble\_addr\_type\_t* **own\_addr\_type**  
Owner bluetooth device address type

*esp\_bd\_addr\_t* **peer\_addr**  
Peer device bluetooth device address

*esp\_ble\_addr\_type\_t* **peer\_addr\_type**  
Peer device bluetooth device address type, only support public address type and random address type

*esp\_ble\_adv\_channel\_t* **channel\_map**  
Advertising channel map

*esp\_ble\_adv\_filter\_t* **adv\_filter\_policy**  
Advertising filter policy

**struct esp\_ble\_adv\_data\_t**  
Advertising data content, according to “Supplement to the Bluetooth Core Specification”.

### Public Members

bool **set\_scan\_rsp**  
Set this advertising data as scan response or not

bool **include\_name**  
Advertising data include device name or not

bool **include\_txpower**  
Advertising data include TX power

int **min\_interval**  
Advertising data show slave preferred connection min interval. The connection interval in the following manner:  $\text{connIntervalmin} = \text{Conn\_Interval\_Min} * 1.25 \text{ ms}$  **Conn\\_Interval\\_Min** range: 0x0006 to 0x0C80  
Value of 0xFFFF indicates no specific minimum. Values not defined above are reserved for future use.

int **max\_interval**  
Advertising data show slave preferred connection max interval. The connection interval in the following manner:  $\text{connIntervalmax} = \text{Conn\_Interval\_Max} * 1.25 \text{ ms}$  **Conn\\_Interval\\_Max** range: 0x0006 to 0x0C80  
**Conn\\_Interval\\_Max** shall be equal to or greater than the **Conn\\_Interval\\_Min**. Value of 0xFFFF indicates no specific maximum. Values not defined above are reserved for future use.

int **appearance**  
External appearance of device

uint16\_t **manufacturer\_len**  
Manufacturer data length

uint8\_t \***p\_manufacturer\_data**  
Manufacturer data point

uint16\_t **service\_data\_len**  
Service data length

uint8\_t \***p\_service\_data**  
Service data point

uint16\_t **service\_uuid\_len**  
Service uuid length

`uint8_t *p_service_uuid`

Service uuid array point

`uint8_t flag`

Advertising flag of discovery mode, see BLE\_ADV\_DATA\_FLAG detail

**struct esp\_ble\_scan\_params\_t**

Ble scan parameters.

### Public Members

`esp_ble_scan_type_t scan_type`

Scan type

`esp_ble_addr_type_t own_addr_type`

Owner address type

`esp_ble_scan_filter_t scan_filter_policy`

Scan filter policy

`uint16_t scan_interval`

Scan interval. This is defined as the time interval from when the Controller started its last LE scan until it begins the subsequent LE scan. Range: 0x0004 to 0x4000 Default: 0x0010 (10 ms) Time = N \* 0.625 msec Time Range: 2.5 msec to 10.24 seconds

`uint16_t scan_window`

Scan window. The duration of the LE scan. LE\_Scan\_Window shall be less than or equal to LE\_Scan\_Interval Range: 0x0004 to 0x4000 Default: 0x0010 (10 ms) Time = N \* 0.625 msec Time Range: 2.5 msec to 10240 msec

`esp_ble_scan_duplicate_t scan_duplicate`

The Scan\_Duplicates parameter controls whether the Link Layer should filter out duplicate advertising reports (BLE\_SCAN\_DUPLICATE\_ENABLE) to the Host, or if the Link Layer should generate advertising reports for each packet received

**struct esp\_ble\_conn\_update\_params\_t**

Connection update parameters.

### Public Members

`esp_bd_addr_t bda`

Bluetooth device address

`uint16_t min_int`

Min connection interval

`uint16_t max_int`

Max connection interval

`uint16_t latency`

Slave latency for the connection in number of connection events. Range: 0x0000 to 0x01F3

`uint16_t timeout`

Supervision timeout for the LE Link. Range: 0x000A to 0x0C80. Mandatory Range: 0x000A to 0x0C80 Time = N \* 10 msec Time Range: 100 msec to 32 seconds

**struct esp\_ble\_pkt\_data\_length\_params\_t**

BLE pkt data length keys.

### Public Members

`uint16_t rx_len`  
pkt rx data length value

`uint16_t tx_len`  
pkt tx data length value

**struct esp\_ble\_penc\_keys\_t**  
BLE encryption keys.

### Public Members

`esp_bt_octet16_t ltk`  
The long term key

`esp_bt_octet8_t rand`  
The random number

`uint16_t ediv`  
The ediv value

`uint8_t sec_level`  
The security level of the security link

`uint8_t key_size`  
The key size(7~16) of the security link

**struct esp\_ble\_pcsrkeys\_t**  
BLE CSRK keys.

### Public Members

`uint32_t counter`  
The counter

`esp_bt_octet16_t csrkey`  
The csrkey

`uint8_t sec_level`  
The security level

**struct esp\_ble\_pidkeys\_t**  
BLE pid keys.

### Public Members

`esp_bt_octet16_t irk`  
The irk value

`esp_ble_addr_type_t addr_type`  
The address type

`esp_bd_addr_t static_addr`  
The static address

**struct esp\_ble\_lenc\_keys\_t**  
BLE Encryption reproduction keys.



**Public Members**

*esp\_bt\_octet16\_t* **ltk**  
The long term key

**uint16\_t div**  
The div value

**uint8\_t key\_size**  
The key size of the security link

**uint8\_t sec\_level**  
The security level of the security link

**struct esp\_ble\_lcsrkeys**  
BLE SRK keys.

**Public Members**

**uint32\_t counter**  
The counter value

**uint16\_t div**  
The div value

**uint8\_t sec\_level**  
The security level of the security link

*esp\_bt\_octet16\_t* **csrkey**  
The csrkey value

**struct esp\_ble\_sec\_key\_notif\_t**  
Structure associated with ESP\_KEY\_NOTIF\_EVT.

**Public Members**

*esp\_bd\_addr\_t* **bd\_addr**  
peer address

**uint32\_t passkey**  
the numeric value for comparison. If just\_works, do not show this number to UI

**struct esp\_ble\_sec\_req\_t**  
Structure of the security request.

**Public Members**

*esp\_bd\_addr\_t* **bd\_addr**  
peer address

**struct esp\_ble\_bond\_key\_info\_t**  
struct type of the bond key information value

### Public Members

*esp\_ble\_key\_mask\_t* **key\_mask**  
the key mask to indicate witch key is present

*esp\_ble\_penc\_keys\_t* **penc\_key**  
received peer encryption key

*esp\_ble\_pcsrkeys\_t* **pcsrk\_key**  
received peer device SRK

*esp\_ble\_pid\_keys\_t* **pid\_key**  
peer device ID key

**struct esp\_ble\_bond\_dev\_t**  
struct type of the bond device value

### Public Members

*esp\_bd\_addr\_t* **bd\_addr**  
peer address

*esp\_ble\_bond\_key\_info\_t* **bond\_key**  
the bond key information

**struct esp\_ble\_key\_t**  
union type of the security key value

### Public Members

*esp\_bd\_addr\_t* **bd\_addr**  
peer address

*esp\_ble\_key\_type\_t* **key\_type**  
key type of the security link

*esp\_ble\_key\_value\_t* **p\_key\_value**  
the pointer to the key value

**struct esp\_ble\_local\_id\_keys\_t**  
structure type of the ble local id keys value

### Public Members

*esp\_bt\_octet16\_t* **ir**  
the 16 bits of the ir value

*esp\_bt\_octet16\_t* **irk**  
the 16 bits of the ir key value

*esp\_bt\_octet16\_t* **dhk**  
the 16 bits of the dh key value

**struct esp\_ble\_auth\_cmpl\_t**  
Structure associated with ESP\_AUTH\_CMPL\_EVT.

## Public Members

*esp\_bd\_addr\_t* **bd\_addr**  
BD address peer device.

bool **key\_present**  
Valid link key value in key element

*esp\_link\_key* **key**  
Link key associated with peer device.

uint8\_t **key\_type**  
The type of Link Key

bool **success**  
TRUE of authentication succeeded, FALSE if failed.

uint8\_t **fail\_reason**  
The HCI reason/error code for when success=FALSE

*esp\_ble\_addr\_type\_t* **addr\_type**  
Peer device address type

*esp\_bt\_dev\_type\_t* **dev\_type**  
Device type

*esp\_ble\_auth\_req\_t* **auth\_mode**  
authentication mode

## Macros

**ESP\_BLE\_ADV\_FLAG\_LIMIT\_DISC**  
BLE\_ADV\_DATA\_FLAG data flag bit definition used for advertising data flag

**ESP\_BLE\_ADV\_FLAG\_GEN\_DISC**

**ESP\_BLE\_ADV\_FLAG\_BREDR\_NOT\_SPT**

**ESP\_BLE\_ADV\_FLAG\_DMT\_CONTROLLER\_SPT**

**ESP\_BLE\_ADV\_FLAG\_DMT\_HOST\_SPT**

**ESP\_BLE\_ADV\_FLAG\_NON\_LIMIT\_DISC**

**ESP\_LE\_KEY\_NONE**

**ESP\_LE\_KEY\_PENC**

**ESP\_LE\_KEY\_PID**

**ESP\_LE\_KEY\_PCSRK**

**ESP\_LE\_KEY\_PLK**

**ESP\_LE\_KEY\_LLK**

**ESP\_LE\_KEY\_LENC**

**ESP\_LE\_KEY\_LID**

**ESP\_LE\_KEY\_LCSRK**

**ESP\_LE\_AUTH\_NO\_BOND**

**ESP\_LE\_AUTH\_BOND**

ESP\_LE\_AUTH\_REQ\_MITM  
ESP\_LE\_AUTH\_REQ\_BOND\_MITM  
0101  
ESP\_LE\_AUTH\_REQ\_SC\_ONLY  
ESP\_LE\_AUTH\_REQ\_SC\_BOND  
ESP\_LE\_AUTH\_REQ\_SC\_MITM  
ESP\_LE\_AUTH\_REQ\_SC\_MITM\_BOND  
ESP\_BLE\_ONLY\_ACCEPT\_SPECIFIED\_AUTH\_DISABLE  
ESP\_BLE\_ONLY\_ACCEPT\_SPECIFIED\_AUTH\_ENABLE  
ESP\_BLE\_OOB\_DISABLE  
ESP\_BLE\_OOB\_ENABLE  
ESP\_IO\_CAP\_OUT  
ESP\_IO\_CAP\_IO  
ESP\_IO\_CAP\_IN  
ESP\_IO\_CAP\_NONE  
ESP\_IO\_CAP\_KBDISP  
ESP\_BLE\_APPEARANCE\_UNKNOWN  
ESP\_BLE\_APPEARANCE\_GENERIC\_PHONE  
ESP\_BLE\_APPEARANCE\_GENERIC\_COMPUTER  
ESP\_BLE\_APPEARANCE\_GENERIC\_WATCH  
ESP\_BLE\_APPEARANCE\_SPORTS\_WATCH  
ESP\_BLE\_APPEARANCE\_GENERIC\_CLOCK  
ESP\_BLE\_APPEARANCE\_GENERIC\_DISPLAY  
ESP\_BLE\_APPEARANCE\_GENERIC\_REMOTE  
ESP\_BLE\_APPEARANCE\_GENERIC\_EYEGLASSES  
ESP\_BLE\_APPEARANCE\_GENERIC\_TAG  
ESP\_BLE\_APPEARANCE\_GENERIC\_KEYRING  
ESP\_BLE\_APPEARANCE\_GENERIC\_MEDIA\_PLAYER  
ESP\_BLE\_APPEARANCE\_GENERIC\_BARCODE\_SCANNER  
ESP\_BLE\_APPEARANCE\_GENERIC\_THERMOMETER  
ESP\_BLE\_APPEARANCE\_THERMOMETER\_EAR  
ESP\_BLE\_APPEARANCE\_GENERIC\_HEART\_RATE  
ESP\_BLE\_APPEARANCE\_HEART\_RATE\_BELT  
ESP\_BLE\_APPEARANCE\_GENERIC\_BLOOD\_PRESSURE  
ESP\_BLE\_APPEARANCE\_BLOOD\_PRESSURE\_ARM  
ESP\_BLE\_APPEARANCE\_BLOOD\_PRESSURE\_WRIST

ESP\_BLE\_APPEARANCE\_GENERIC\_HID  
ESP\_BLE\_APPEARANCE\_HID\_KEYBOARD  
ESP\_BLE\_APPEARANCE\_HID\_MOUSE  
ESP\_BLE\_APPEARANCE\_HID\_JOYSTICK  
ESP\_BLE\_APPEARANCE\_HID\_GAMEPAD  
ESP\_BLE\_APPEARANCE\_HID\_DIGITIZER\_TABLET  
ESP\_BLE\_APPEARANCE\_HID\_CARD\_READER  
ESP\_BLE\_APPEARANCE\_HID\_DIGITAL\_PEN  
ESP\_BLE\_APPEARANCE\_HID\_BARCODE\_SCANNER  
ESP\_BLE\_APPEARANCE\_GENERIC\_GLUKOSE  
ESP\_BLE\_APPEARANCE\_GENERIC\_WALKING  
ESP\_BLE\_APPEARANCE\_WALKING\_IN\_SHOE  
ESP\_BLE\_APPEARANCE\_WALKING\_ON\_SHOE  
ESP\_BLE\_APPEARANCE\_WALKING\_ON\_HIP  
ESP\_BLE\_APPEARANCE\_GENERIC\_CYCLING  
ESP\_BLE\_APPEARANCE\_CYCLING\_COMPUTER  
ESP\_BLE\_APPEARANCE\_CYCLING\_SPEED  
ESP\_BLE\_APPEARANCE\_CYCLING\_CADENCE  
ESP\_BLE\_APPEARANCE\_CYCLING\_POWER  
ESP\_BLE\_APPEARANCE\_CYCLING\_SPEED\_CADENCE  
ESP\_BLE\_APPEARANCE\_GENERIC\_PULSE\_OXIMETER  
ESP\_BLE\_APPEARANCE\_PULSE\_OXIMETER\_FINGERTIP  
ESP\_BLE\_APPEARANCE\_PULSE\_OXIMETER\_WRIST  
ESP\_BLE\_APPEARANCE\_GENERIC\_WEIGHT  
ESP\_BLE\_APPEARANCE\_GENERIC\_PERSONAL\_MOBILITY\_DEVICE  
ESP\_BLE\_APPEARANCE\_POWERED\_WHEELCHAIR  
ESP\_BLE\_APPEARANCE\_MOBILITY\_SCOOTER  
ESP\_BLE\_APPEARANCE\_GENERIC\_CONTINUOUS\_GLUKOSE\_MONITOR  
ESP\_BLE\_APPEARANCE\_GENERIC\_INSULIN\_PUMP  
ESP\_BLE\_APPEARANCE\_INSULIN\_PUMP\_DURABLE\_PUMP  
ESP\_BLE\_APPEARANCE\_INSULIN\_PUMP\_PATCH\_PUMP  
ESP\_BLE\_APPEARANCE\_INSULIN\_PEN  
ESP\_BLE\_APPEARANCE\_GENERIC\_MEDICATION\_DELIVERY  
ESP\_BLE\_APPEARANCE\_GENERIC\_OUTDOOR\_SPORTS  
ESP\_BLE\_APPEARANCE\_OUTDOOR\_SPORTS\_LOCATION  
ESP\_BLE\_APPEARANCE\_OUTDOOR\_SPORTS\_LOCATION\_AND\_NAV

**ESP\_BLE\_APPEARANCE\_OUTDOOR\_SPORTS\_LOCATION\_POD**

**ESP\_BLE\_APPEARANCE\_OUTDOOR\_SPORTS\_LOCATION\_POD\_AND\_NAV**

**ESP\_GAP\_BLE\_ADD\_WHITELIST\_COMPLETE\_EVT**

This is the old name, just for backwards compatibility.

**ESP\_BLE\_ADV\_DATA\_LEN\_MAX**

Advertising data maximum length.

**ESP\_BLE\_SCAN\_RSP\_DATA\_LEN\_MAX**

Scan response data maximum length.

**BLE\_BIT** (n)

## Type Definitions

```
typedef uint8_t esp_ble_key_type_t
```

```
typedef uint8_t esp_ble_auth_req_t
```

combination of the above bit pattern

```
typedef uint8_t esp_ble_io_cap_t
```

combination of the io capability

```
typedef uint8_t esp_duplicate_info_t[ESP_BD_ADDR_LEN]
```

```
typedef void (*esp_gap_ble_cb_t) (esp_gap_ble_cb_event_t event, esp_ble_gap_cb_param_t *param)
```

GAP callback function type.

### Parameters

- event: : Event type
- param: : Point to callback parameter, currently is union type

## Enumerations

```
enum esp_gap_ble_cb_event_t
```

GAP BLE callback event type.

*Values:*

**ESP\_GAP\_BLE\_ADV\_DATA\_SET\_COMPLETE\_EVT = 0**

When advertising data set complete, the event comes

**ESP\_GAP\_BLE\_SCAN\_RSP\_DATA\_SET\_COMPLETE\_EVT**

When scan response data set complete, the event comes

**ESP\_GAP\_BLE\_SCAN\_PARAM\_SET\_COMPLETE\_EVT**

When scan parameters set complete, the event comes

**ESP\_GAP\_BLE\_SCAN\_RESULT\_EVT**

When one scan result ready, the event comes each time

**ESP\_GAP\_BLE\_ADV\_DATA\_RAW\_SET\_COMPLETE\_EVT**

When raw advertising data set complete, the event comes

**ESP\_GAP\_BLE\_SCAN\_RSP\_DATA\_RAW\_SET\_COMPLETE\_EVT**

When raw advertising data set complete, the event comes

**ESP\_GAP\_BLE\_ADV\_START\_COMPLETE\_EVT**

When start advertising complete, the event comes

**ESP\_GAP\_BLE\_SCAN\_START\_COMPLETE\_EVT**

When start scan complete, the event comes

**ESP\_GAP\_BLE\_AUTH\_CMPL\_EVT****ESP\_GAP\_BLE\_KEY\_EVT****ESP\_GAP\_BLE\_SEC\_REQ\_EVT****ESP\_GAP\_BLE\_PASSKEY\_NOTIF\_EVT****ESP\_GAP\_BLE\_PASSKEY\_REQ\_EVT****ESP\_GAP\_BLE\_OOB\_REQ\_EVT****ESP\_GAP\_BLE\_LOCAL\_IR\_EVT****ESP\_GAP\_BLE\_LOCAL\_ER\_EVT****ESP\_GAP\_BLE\_NC\_REQ\_EVT****ESP\_GAP\_BLE\_ADV\_STOP\_COMPLETE\_EVT**

When stop adv complete, the event comes

**ESP\_GAP\_BLE\_SCAN\_STOP\_COMPLETE\_EVT**

When stop scan complete, the event comes

**ESP\_GAP\_BLE\_SET\_STATIC\_RAND\_ADDR\_EVT**

When set the static rand address complete, the event comes

**ESP\_GAP\_BLE\_UPDATE\_CONN\_PARAMS\_EVT**

When update connection parameters complete, the event comes

**ESP\_GAP\_BLE\_SET\_PKT\_LENGTH\_COMPLETE\_EVT**

When set pkt length complete, the event comes

**ESP\_GAP\_BLE\_SET\_LOCAL\_PRIVACY\_COMPLETE\_EVT**

When Enable/disable privacy on the local device complete, the event comes

**ESP\_GAP\_BLE\_REMOVE\_BOND\_DEV\_COMPLETE\_EVT**

When remove the bond device complete, the event comes

**ESP\_GAP\_BLE\_CLEAR\_BOND\_DEV\_COMPLETE\_EVT**

When clear the bond device clear complete, the event comes

**ESP\_GAP\_BLE\_GET\_BOND\_DEV\_COMPLETE\_EVT**

When get the bond device list complete, the event comes

**ESP\_GAP\_BLE\_READ\_RSSI\_COMPLETE\_EVT**

When read the rssi complete, the event comes

**ESP\_GAP\_BLE\_UPDATE\_WHITELIST\_COMPLETE\_EVT**

When add or remove whitelist complete, the event comes

**ESP\_GAP\_BLE\_UPDATE\_DUPLICATE\_EXCEPTIONAL\_LIST\_COMPLETE\_EVT**

When update duplicate exceptional list complete, the event comes

**ESP\_GAP\_BLE\_EVT\_MAX****enum esp\_ble\_adv\_data\_type**

The type of advertising data(not adv\_type)

*Values:*

ESP\_BLE\_AD\_TYPE\_FLAG = 0x01  
ESP\_BLE\_AD\_TYPE\_16SRV\_PART = 0x02  
ESP\_BLE\_AD\_TYPE\_16SRV\_CMPL = 0x03  
ESP\_BLE\_AD\_TYPE\_32SRV\_PART = 0x04  
ESP\_BLE\_AD\_TYPE\_32SRV\_CMPL = 0x05  
ESP\_BLE\_AD\_TYPE\_128SRV\_PART = 0x06  
ESP\_BLE\_AD\_TYPE\_128SRV\_CMPL = 0x07  
ESP\_BLE\_AD\_TYPE\_NAME\_SHORT = 0x08  
ESP\_BLE\_AD\_TYPE\_NAME\_CMPL = 0x09  
ESP\_BLE\_AD\_TYPE\_TX\_PWR = 0x0A  
ESP\_BLE\_AD\_TYPE\_DEV\_CLASS = 0x0D  
ESP\_BLE\_AD\_TYPE\_SM\_TK = 0x10  
ESP\_BLE\_AD\_TYPE\_SM\_OOB\_FLAG = 0x11  
ESP\_BLE\_AD\_TYPE\_INT\_RANGE = 0x12  
ESP\_BLE\_AD\_TYPE\_SOL\_SRV\_UUID = 0x14  
ESP\_BLE\_AD\_TYPE\_128SOL\_SRV\_UUID = 0x15  
ESP\_BLE\_AD\_TYPE\_SERVICE\_DATA = 0x16  
ESP\_BLE\_AD\_TYPE\_PUBLIC\_TARGET = 0x17  
ESP\_BLE\_AD\_TYPE\_RANDOM\_TARGET = 0x18  
ESP\_BLE\_AD\_TYPE\_APPEARANCE = 0x19  
ESP\_BLE\_AD\_TYPE\_ADV\_INT = 0x1A  
ESP\_BLE\_AD\_TYPE\_LE\_DEV\_ADDR = 0x1b  
ESP\_BLE\_AD\_TYPE\_LE\_ROLE = 0x1c  
ESP\_BLE\_AD\_TYPE\_SPAIR\_C256 = 0x1d  
ESP\_BLE\_AD\_TYPE\_SPAIR\_R256 = 0x1e  
ESP\_BLE\_AD\_TYPE\_32SOL\_SRV\_UUID = 0x1f  
ESP\_BLE\_AD\_TYPE\_32SERVICE\_DATA = 0x20  
ESP\_BLE\_AD\_TYPE\_128SERVICE\_DATA = 0x21  
ESP\_BLE\_AD\_TYPE\_LE\_SECURE\_CONFIRM = 0x22  
ESP\_BLE\_AD\_TYPE\_LE\_SECURE\_RANDOM = 0x23  
ESP\_BLE\_AD\_TYPE\_URI = 0x24  
ESP\_BLE\_AD\_TYPE\_INDOOR\_POSITION = 0x25  
ESP\_BLE\_AD\_TYPE\_TRANS\_DISC\_DATA = 0x26  
ESP\_BLE\_AD\_TYPE\_LE\_SUPPORT\_FEATURE = 0x27  
ESP\_BLE\_AD\_TYPE\_CHAN\_MAP\_UPDATE = 0x28  
ESP\_BLE\_AD\_MANUFACTURER\_SPECIFIC\_TYPE = 0xFF



**enum esp\_ble\_adv\_type\_t**

Advertising mode.

*Values:*

**ADV\_TYPE\_IND** = 0x00

**ADV\_TYPE\_DIRECT\_IND\_HIGH** = 0x01

**ADV\_TYPE\_SCAN\_IND** = 0x02

**ADV\_TYPE\_NONCONN\_IND** = 0x03

**ADV\_TYPE\_DIRECT\_IND\_LOW** = 0x04

**enum esp\_ble\_adv\_channel\_t**

Advertising channel mask.

*Values:*

**ADV\_CHNL\_37** = 0x01

**ADV\_CHNL\_38** = 0x02

**ADV\_CHNL\_39** = 0x04

**ADV\_CHNL\_ALL** = 0x07

**enum esp\_ble\_adv\_filter\_t**

*Values:*

**ADV\_FILTER\_ALLOW\_SCAN\_ANY\_CON\_ANY** = 0x00

Allow both scan and connection requests from anyone.

**ADV\_FILTER\_ALLOW\_SCAN\_WLST\_CON\_ANY**

Allow both scan req from White List devices only and connection req from anyone.

**ADV\_FILTER\_ALLOW\_SCAN\_ANY\_CON\_WLST**

Allow both scan req from anyone and connection req from White List devices only.

**ADV\_FILTER\_ALLOW\_SCAN\_WLST\_CON\_WLST**

Allow scan and connection requests from White List devices only.

**enum esp\_ble\_sec\_act\_t**

*Values:*

**ESP\_BLE\_SEC\_ENCRYPT** = 1

**ESP\_BLE\_SEC\_ENCRYPT\_NO\_MITM**

**ESP\_BLE\_SEC\_ENCRYPT\_MITM**

**enum esp\_ble\_sm\_param\_t**

*Values:*

**ESP\_BLE\_SM\_PASSKEY** = 0

**ESP\_BLE\_SM\_AUTHEN\_REQ\_MODE**

**ESP\_BLE\_SM\_IOCAP\_MODE**

**ESP\_BLE\_SM\_SET\_INIT\_KEY**

**ESP\_BLE\_SM\_SET\_RSP\_KEY**

**ESP\_BLE\_SM\_MAX\_KEY\_SIZE**

**ESP\_BLE\_SM\_SET\_STATIC\_PASSKEY**

**ESP\_BLE\_SM\_CLEAR\_STATIC\_PASSKEY**

**ESP\_BLE\_SM\_ONLY\_ACCEPT\_SPECIFIED\_SEC\_AUTH**

**ESP\_BLE\_SM\_OOB\_SUPPORT**

**ESP\_BLE\_SM\_MAX\_PARAM**

**enum esp\_ble\_scan\_type\_t**

Ble scan type.

*Values:*

**BLE\_SCAN\_TYPE\_PASSIVE** = 0x0

Passive scan

**BLE\_SCAN\_TYPE\_ACTIVE** = 0x1

Active scan

**enum esp\_ble\_scan\_filter\_t**

Ble scan filter type.

*Values:*

**BLE\_SCAN\_FILTER\_ALLOW\_ALL** = 0x0

Accept all :

1. advertisement packets except directed advertising packets not addressed to this device (default).

**BLE\_SCAN\_FILTER\_ALLOW\_ONLY\_WLST** = 0x1

Accept only :

1. advertisement packets from devices where the advertiser's address is in the White list.
2. Directed advertising packets which are not addressed for this device shall be ignored.

**BLE\_SCAN\_FILTER\_ALLOW\_UND\_RPA\_DIR** = 0x2

Accept all :

1. undirected advertisement packets, and
2. directed advertising packets where the initiator address is a resolvable private address, and
3. directed advertising packets addressed to this device.

**BLE\_SCAN\_FILTER\_ALLOW\_WLIST\_PRA\_DIR** = 0x3

Accept all :

1. advertisement packets from devices where the advertiser's address is in the White list, and
2. directed advertising packets where the initiator address is a resolvable private address, and
3. directed advertising packets addressed to this device.

**enum esp\_ble\_scan\_duplicate\_t**

Ble scan duplicate type.

*Values:*

**BLE\_SCAN\_DUPLICATE\_DISABLE** = 0x0

the Link Layer should generate advertising reports to the host for each packet received

**BLE\_SCAN\_DUPLICATE\_ENABLE** = 0x1

the Link Layer should filter out duplicate advertising reports to the Host

**BLE\_SCAN\_DUPLICATE\_MAX** = 0x2

0x02 – 0xFF, Reserved for future use

**enum esp\_gap\_search\_evt\_t**

Sub Event of ESP\_GAP\_BLE\_SCAN\_RESULT\_EVT.

*Values:*

**ESP\_GAP\_SEARCH\_INQ\_RES\_EVT = 0**

Inquiry result for a peer device.

**ESP\_GAP\_SEARCH\_INQ\_CMPL\_EVT = 1**

Inquiry complete.

**ESP\_GAP\_SEARCH\_DISC\_RES\_EVT = 2**

Discovery result for a peer device.

**ESP\_GAP\_SEARCH\_DISC\_BLE\_RES\_EVT = 3**

Discovery result for BLE GATT based service on a peer device.

**ESP\_GAP\_SEARCH\_DISC\_CMPL\_EVT = 4**

Discovery complete.

**ESP\_GAP\_SEARCH\_DI\_DISC\_CMPL\_EVT = 5**

Discovery complete.

**ESP\_GAP\_SEARCH\_SEARCH\_CANCEL\_CMPL\_EVT = 6**

Search cancelled

**ESP\_GAP\_SEARCH\_INQ\_DISCARD\_NUM\_EVT = 7**

The number of pkt discarded by flow control

**enum esp\_ble\_evt\_type\_t**

Ble scan result event type, to indicate the result is scan response or advertising data or other.

*Values:*

**ESP\_BLE\_EVT\_CONN\_ADV = 0x00**

Connectable undirected advertising (ADV\_IND)

**ESP\_BLE\_EVT\_CONN\_DIR\_ADV = 0x01**

Connectable directed advertising (ADV\_DIRECT\_IND)

**ESP\_BLE\_EVT\_DISC\_ADV = 0x02**

Scannable undirected advertising (ADV\_SCAN\_IND)

**ESP\_BLE\_EVT\_NON\_CONN\_ADV = 0x03**

Non connectable undirected advertising (ADV\_NONCONN\_IND)

**ESP\_BLE\_EVT\_SCAN\_RSP = 0x04**

Scan Response (SCAN\_RSP)

**enum esp\_ble\_wl\_opration\_t**

*Values:*

**ESP\_BLE\_WHITELIST\_REMOVE = 0X00**

remove mac from whitelist

**ESP\_BLE\_WHITELIST\_ADD = 0X01**

add address to whitelist

**enum esp\_bt\_duplicate\_exceptional\_subcode\_type\_t**

*Values:*

**ESP\_BLE\_DUPLICATE\_EXCEPTIONAL\_LIST\_ADD = 0**

Add device info into duplicate scan exceptional list

**ESP\_BLE\_DUPLICATE\_EXCEPTIONAL\_LIST\_REMOVE**

Remove device info from duplicate scan exceptional list

**ESP\_BLE\_DUPLICATE\_EXCEPTIONAL\_LIST\_CLEAN**

Clean duplicate scan exceptional list

**enum esp\_ble\_duplicate\_exceptional\_info\_type\_t**

*Values:*

**ESP\_BLE\_DUPLICATE\_SCAN\_EXCEPTIONAL\_INFO\_ADV\_ADDR = 0**

BLE advertising address, device info will be added into ESP\_BLE\_DUPLICATE\_SCAN\_EXCEPTIONAL\_ADDR\_LIST

**ESP\_BLE\_DUPLICATE\_SCAN\_EXCEPTIONAL\_INFO\_MESH\_LINK\_ID**

BLE mesh link ID, it is for BLE mesh, device info will be added into ESP\_BLE\_DUPLICATE\_SCAN\_EXCEPTIONAL\_MESH\_LINK\_ID\_LIST

**ESP\_BLE\_DUPLICATE\_SCAN\_EXCEPTIONAL\_INFO\_MESH\_BEACON\_TYPE**

BLE mesh beacon AD type, the format is | Len | 0x2B | Beacon Type | Beacon Data |

**ESP\_BLE\_DUPLICATE\_SCAN\_EXCEPTIONAL\_INFO\_MESH\_PROV\_SRV\_ADV**

BLE mesh provisioning service uuid, the format is | 0x02 | 0x01 | flags | 0x03 | 0x03 | 0x1827 | ... |

**ESP\_BLE\_DUPLICATE\_SCAN\_EXCEPTIONAL\_INFO\_MESH\_PROXY\_SRV\_ADV**

BLE mesh adv with proxy service uuid, the format is | 0x02 | 0x01 | flags | 0x03 | 0x03 | 0x1828 | ... |

**enum esp\_duplicate\_scan\_exceptional\_list\_type\_t**

*Values:*

**ESP\_BLE\_DUPLICATE\_SCAN\_EXCEPTIONAL\_ADDR\_LIST = BLE\_BIT(0)**

duplicate scan exceptional addr list

**ESP\_BLE\_DUPLICATE\_SCAN\_EXCEPTIONAL\_MESH\_LINK\_ID\_LIST = BLE\_BIT(1)**

duplicate scan exceptional mesh link ID list

**ESP\_BLE\_DUPLICATE\_SCAN\_EXCEPTIONAL\_MESH\_BEACON\_TYPE\_LIST = BLE\_BIT(2)**

duplicate scan exceptional mesh beacon type list

**ESP\_BLE\_DUPLICATE\_SCAN\_EXCEPTIONAL\_MESH\_PROV\_SRV\_ADV\_LIST = BLE\_BIT(3)**

duplicate scan exceptional mesh adv with provisioning service uuid

**ESP\_BLE\_DUPLICATE\_SCAN\_EXCEPTIONAL\_MESH\_PROXY\_SRV\_ADV\_LIST = BLE\_BIT(4)**

duplicate scan exceptional mesh adv with provisioning service uuid

**ESP\_BLE\_DUPLICATE\_SCAN\_EXCEPTIONAL\_ALL\_LIST = 0xFFFF**

duplicate scan exceptional all list

## GATT DEFINES

### Overview

[Instructions](#)

### Application Example

[Instructions](#)

## API Reference

### Header File

- `bt/bluedroid/api/include/api/esp_gatt_defs.h`

### Unions

#### **union esp\_gatt\_rsp\_t**

*#include <esp\_gatt\_defs.h>* GATT remote read request response type.

#### **Public Members**

*esp\_gatt\_value\_t* **attr\_value**  
Gatt attribute structure

`uint16_t` **handle**  
Gatt attribute handle

### Structures

#### **struct esp\_gatt\_id\_t**

Gatt id, include uuid and instance id.

#### **Public Members**

*esp\_bt\_uuid\_t* **uuid**  
UUID

`uint8_t` **inst\_id**  
Instance id

#### **struct esp\_gatt\_srvc\_id\_t**

Gatt service id, include id (uuid and instance id) and primary flag.

#### **Public Members**

*esp\_gatt\_id\_t* **id**  
Gatt id, include uuid and instance

`bool` **is\_primary**  
This service is primary or not

#### **struct esp\_attr\_desc\_t**

Attribute description (used to create database)

#### **Public Members**

`uint16_t` **uuid\_length**  
UUID length

`uint8_t *uuid_p`  
UUID value

`uint16_t perm`  
Attribute permission

`uint16_t max_length`  
Maximum length of the element

`uint16_t length`  
Current length of the element

`uint8_t *value`  
Element value array

**struct esp\_attr\_control\_t**  
attribute auto response flag

### Public Members

`uint8_t auto_rsp`  
if `auto_rsp` set to `ESP_GATT_RSP_BY_APP`, means the response of Write/Read operation will be replied by application. if `auto_rsp` set to `ESP_GATT_AUTO_RSP`, means the response of Write/Read operation will be replied by GATT stack automatically.

**struct esp\_gatts\_attr\_db\_t**  
attribute type added to the gatt server database

### Public Members

`esp_attr_control_t attr_control`  
The attribute control type

`esp_attr_desc_t att_desc`  
The attribute type

**struct esp\_attr\_value\_t**  
set the attribute value type

### Public Members

`uint16_t attr_max_len`  
attribute max value length

`uint16_t attr_len`  
attribute current value length

`uint8_t *attr_value`  
the pointer to attribute value

**struct esp\_gatts\_incl\_svc\_desc\_t**  
Gatt include service entry element.

### Public Members

`uint16_t start_hdl`  
Gatt start handle value of included service

`uint16_t end_hdl`  
Gatt end handle value of included service

`uint16_t uuid`  
Gatt attribute value UUID of included service

**struct esp\_gatts\_incl128\_svc\_desc\_t**  
Gatt include 128 bit service entry element.

### Public Members

`uint16_t start_hdl`  
Gatt start handle value of included 128 bit service

`uint16_t end_hdl`  
Gatt end handle value of included 128 bit service

**struct esp\_gatt\_value\_t**  
Gatt attribute value.

### Public Members

`uint8_t value[ESP_GATT_MAX_ATTR_LEN]`  
Gatt attribute value

`uint16_t handle`  
Gatt attribute handle

`uint16_t offset`  
Gatt attribute value offset

`uint16_t len`  
Gatt attribute value length

`uint8_t auth_req`  
Gatt authentication request

**struct esp\_gattc\_multi\_t**  
read multiple attribute

### Public Members

`uint8_t num_attr`  
The number of the attribute

`uint16_t handles[ESP_GATT_MAX_READ_MULTI_HANDLES]`  
The handles list

**struct esp\_gattc\_db\_elem\_t**  
data base attribute element

### Public Members

`esp_gatt_db_attr_type_t type`  
The attribute type

`uint16_t attribute_handle`

The attribute handle, it's valid for all of the type

`uint16_t start_handle`

The service start handle, it's valid only when the type = `ESP_GATT_DB_PRIMARY_SERVICE` or `ESP_GATT_DB_SECONDARY_SERVICE`

`uint16_t end_handle`

The service end handle, it's valid only when the type = `ESP_GATT_DB_PRIMARY_SERVICE` or `ESP_GATT_DB_SECONDARY_SERVICE`

`esp_gatt_char_prop_t properties`

The characteristic properties, it's valid only when the type = `ESP_GATT_DB_CHARACTERISTIC`

`esp_bt_uuid_t uuid`

The attribute uuid, it's valid for all of the type

`struct esp_gattc_service_elem_t`

service element

### Public Members

`bool is_primary`

The service flag, true if the service is primary service, else is secondly service

`uint16_t start_handle`

The start handle of the service

`uint16_t end_handle`

The end handle of the service

`esp_bt_uuid_t uuid`

The uuid of the service

`struct esp_gattc_char_elem_t`

characteristic element

### Public Members

`uint16_t char_handle`

The characteristic handle

`esp_gatt_char_prop_t properties`

The characteristic properties

`esp_bt_uuid_t uuid`

The characteristic uuid

`struct esp_gattc_descr_elem_t`

descriptor element

### Public Members

`uint16_t handle`

The characteristic descriptor handle

`esp_bt_uuid_t uuid`

The characteristic descriptor uuid



**struct esp\_gattc\_incl\_svc\_elem\_t**  
include service element

### Public Members

**uint16\_t handle**  
The include service current attribute handle

**uint16\_t incl\_srvc\_s\_handle**  
The start handle of the service which has been included

**uint16\_t incl\_srvc\_e\_handle**  
The end handle of the service which has been included

*esp\_bt\_uuid\_t* **uuid**  
The include service uuid

### Macros

**ESP\_GATT\_UUID\_IMMEDIATE\_ALERT\_SVC**  
All “ESP\_GATT\_UUID\_XXX” is attribute types

**ESP\_GATT\_UUID\_LINK\_LOSS\_SVC**

**ESP\_GATT\_UUID\_TX\_POWER\_SVC**

**ESP\_GATT\_UUID\_CURRENT\_TIME\_SVC**

**ESP\_GATT\_UUID\_REF\_TIME\_UPDATE\_SVC**

**ESP\_GATT\_UUID\_NEXT\_DST\_CHANGE\_SVC**

**ESP\_GATT\_UUID\_GLUCOSE\_SVC**

**ESP\_GATT\_UUID\_HEALTH\_THERMOM\_SVC**

**ESP\_GATT\_UUID\_DEVICE\_INFO\_SVC**

**ESP\_GATT\_UUID\_HEART\_RATE\_SVC**

**ESP\_GATT\_UUID\_PHONE\_ALERT\_STATUS\_SVC**

**ESP\_GATT\_UUID\_BATTERY\_SERVICE\_SVC**

**ESP\_GATT\_UUID\_BLOOD\_PRESSURE\_SVC**

**ESP\_GATT\_UUID\_ALERT\_NTF\_SVC**

**ESP\_GATT\_UUID\_HID\_SVC**

**ESP\_GATT\_UUID\_SCAN\_PARAMETERS\_SVC**

**ESP\_GATT\_UUID\_RUNNING\_SPEED\_CADENCE\_SVC**

**ESP\_GATT\_UUID\_CYCLING\_SPEED\_CADENCE\_SVC**

**ESP\_GATT\_UUID\_CYCLING\_POWER\_SVC**

**ESP\_GATT\_UUID\_LOCATION\_AND\_NAVIGATION\_SVC**

**ESP\_GATT\_UUID\_USER\_DATA\_SVC**

**ESP\_GATT\_UUID\_WEIGHT\_SCALE\_SVC**

**ESP\_GATT\_UUID\_PRI\_SERVICE**

ESP\_GATT\_UUID\_SEC\_SERVICE  
ESP\_GATT\_UUID\_INCLUDE\_SERVICE  
ESP\_GATT\_UUID\_CHAR\_DECLARE  
ESP\_GATT\_UUID\_CHAR\_EXT\_PROP  
ESP\_GATT\_UUID\_CHAR\_DESCRIPTION  
ESP\_GATT\_UUID\_CHAR\_CLIENT\_CONFIG  
ESP\_GATT\_UUID\_CHAR\_SRVR\_CONFIG  
ESP\_GATT\_UUID\_CHAR\_PRESENT\_FORMAT  
ESP\_GATT\_UUID\_CHAR\_AGG\_FORMAT  
ESP\_GATT\_UUID\_CHAR\_VALID\_RANGE  
ESP\_GATT\_UUID\_EXT\_RPT\_REF\_DESCR  
ESP\_GATT\_UUID\_RPT\_REF\_DESCR  
ESP\_GATT\_UUID\_GAP\_DEVICE\_NAME  
ESP\_GATT\_UUID\_GAP\_ICON  
ESP\_GATT\_UUID\_GAP\_PREF\_CONN\_PARAM  
ESP\_GATT\_UUID\_GAP\_CENTRAL\_ADDR\_RESOL  
ESP\_GATT\_UUID\_GATT\_SRV\_CHGD  
ESP\_GATT\_UUID\_ALERT\_LEVEL  
ESP\_GATT\_UUID\_TX\_POWER\_LEVEL  
ESP\_GATT\_UUID\_CURRENT\_TIME  
ESP\_GATT\_UUID\_LOCAL\_TIME\_INFO  
ESP\_GATT\_UUID\_REF\_TIME\_INFO  
ESP\_GATT\_UUID\_NW\_STATUS  
ESP\_GATT\_UUID\_NW\_TRIGGER  
ESP\_GATT\_UUID\_ALERT\_STATUS  
ESP\_GATT\_UUID\_RINGER\_CP  
ESP\_GATT\_UUID\_RINGER\_SETTING  
ESP\_GATT\_UUID\_GM\_MEASUREMENT  
ESP\_GATT\_UUID\_GM\_CONTEXT  
ESP\_GATT\_UUID\_GM\_CONTROL\_POINT  
ESP\_GATT\_UUID\_GM\_FEATURE  
ESP\_GATT\_UUID\_SYSTEM\_ID  
ESP\_GATT\_UUID\_MODEL\_NUMBER\_STR  
ESP\_GATT\_UUID\_SERIAL\_NUMBER\_STR  
ESP\_GATT\_UUID\_FW\_VERSION\_STR  
ESP\_GATT\_UUID\_HW\_VERSION\_STR

**ESP\_GATT\_UUID\_SW\_VERSION\_STR**  
**ESP\_GATT\_UUID\_MANU\_NAME**  
**ESP\_GATT\_UUID\_IEEE\_DATA**  
**ESP\_GATT\_UUID\_PNP\_ID**  
**ESP\_GATT\_UUID\_HID\_INFORMATION**  
**ESP\_GATT\_UUID\_HID\_REPORT\_MAP**  
**ESP\_GATT\_UUID\_HID\_CONTROL\_POINT**  
**ESP\_GATT\_UUID\_HID\_REPORT**  
**ESP\_GATT\_UUID\_HID\_PROTO\_MODE**  
**ESP\_GATT\_UUID\_HID\_BT\_KB\_INPUT**  
**ESP\_GATT\_UUID\_HID\_BT\_KB\_OUTPUT**  
**ESP\_GATT\_UUID\_HID\_BT\_MOUSE\_INPUT**  
**ESP\_GATT\_HEART\_RATE\_MEAS**  
Heart Rate Measurement.  
**ESP\_GATT\_BODY\_SENSOR\_LOCATION**  
Body Sensor Location.  
**ESP\_GATT\_HEART\_RATE\_CNTL\_POINT**  
Heart Rate Control Point.  
**ESP\_GATT\_UUID\_BATTERY\_LEVEL**  
**ESP\_GATT\_UUID\_SC\_CONTROL\_POINT**  
**ESP\_GATT\_UUID\_SENSOR\_LOCATION**  
**ESP\_GATT\_UUID\_RSC\_MEASUREMENT**  
**ESP\_GATT\_UUID\_RSC\_FEATURE**  
**ESP\_GATT\_UUID\_CSC\_MEASUREMENT**  
**ESP\_GATT\_UUID\_CSC\_FEATURE**  
**ESP\_GATT\_UUID\_SCAN\_INT\_WINDOW**  
**ESP\_GATT\_UUID\_SCAN\_REFRESH**  
**ESP\_GATT\_ILLEGAL\_UUID**  
GATT INVALID UUID.  
**ESP\_GATT\_ILLEGAL\_HANDLE**  
GATT INVALID HANDLE.  
**ESP\_GATT\_ATTR\_HANDLE\_MAX**  
GATT attribute max handle.  
**ESP\_GATT\_MAX\_READ\_MULTI\_HANDLES**  
**ESP\_GATT\_PERM\_READ**  
Attribute permissions.  
**ESP\_GATT\_PERM\_READ\_ENCRYPTED**  
**ESP\_GATT\_PERM\_READ\_ENC\_MITM**

**ESP\_GATT\_PERM\_WRITE**

**ESP\_GATT\_PERM\_WRITE\_ENCRYPTED**

**ESP\_GATT\_PERM\_WRITE\_ENC\_MITM**

**ESP\_GATT\_PERM\_WRITE\_SIGNED**

**ESP\_GATT\_PERM\_WRITE\_SIGNED\_MITM**

**ESP\_GATT\_CHAR\_PROP\_BIT\_BROADCAST**

**ESP\_GATT\_CHAR\_PROP\_BIT\_READ**

**ESP\_GATT\_CHAR\_PROP\_BIT\_WRITE\_NR**

**ESP\_GATT\_CHAR\_PROP\_BIT\_WRITE**

**ESP\_GATT\_CHAR\_PROP\_BIT\_NOTIFY**

**ESP\_GATT\_CHAR\_PROP\_BIT\_INDICATE**

**ESP\_GATT\_CHAR\_PROP\_BIT\_AUTH**

**ESP\_GATT\_CHAR\_PROP\_BIT\_EXT\_PROP**

**ESP\_GATT\_MAX\_ATTR\_LEN**

GATT maximum attribute length.

**ESP\_GATT\_RSP\_BY\_APP**

**ESP\_GATT\_AUTO\_RSP**

**ESP\_GATT\_IF\_NONE**

If callback report `gattc_if/gatts_if` as this macro, means this event is not correspond to any app

## Type Definitions

```
typedef uint16_t esp_gatt_perm_t
```

```
typedef uint8_t esp_gatt_char_prop_t
```

```
typedef uint8_t esp_gatt_if_t
```

Gatt interface type, different application on GATT client use different `gatt_if`

## Enumerations

```
enum esp_gatt_prep_write_type
```

Attribute write data type from the client.

*Values:*

```
ESP_GATT_PREP_WRITE_CANCEL = 0x00
```

Prepare write cancel

```
ESP_GATT_PREP_WRITE_EXEC = 0x01
```

Prepare write execute

```
enum esp_gatt_status_t
```

GATT success code and error codes.

*Values:*

```
ESP_GATT_OK = 0x0
```

```
ESP_GATT_INVALID_HANDLE = 0x01
ESP_GATT_READ_NOT_PERMIT = 0x02
ESP_GATT_WRITE_NOT_PERMIT = 0x03
ESP_GATT_INVALID_PDU = 0x04
ESP_GATT_INSUF_AUTHENTICATION = 0x05
ESP_GATT_REQ_NOT_SUPPORTED = 0x06
ESP_GATT_INVALID_OFFSET = 0x07
ESP_GATT_INSUF_AUTHORIZATION = 0x08
ESP_GATT_PREPARE_Q_FULL = 0x09
ESP_GATT_NOT_FOUND = 0x0a
ESP_GATT_NOT_LONG = 0x0b
ESP_GATT_INSUF_KEY_SIZE = 0x0c
ESP_GATT_INVALID_ATTR_LEN = 0x0d
ESP_GATT_ERR_UNLIKELY = 0x0e
ESP_GATT_INSUF_ENCRYPTION = 0x0f
ESP_GATT_UNSUPPORT_GRP_TYPE = 0x10
ESP_GATT_INSUF_RESOURCE = 0x11
ESP_GATT_NO_RESOURCES = 0x80
ESP_GATT_INTERNAL_ERROR = 0x81
ESP_GATT_WRONG_STATE = 0x82
ESP_GATT_DB_FULL = 0x83
ESP_GATT_BUSY = 0x84
ESP_GATT_ERROR = 0x85
ESP_GATT_CMD_STARTED = 0x86
ESP_GATT_ILLEGAL_PARAMETER = 0x87
ESP_GATT_PENDING = 0x88
ESP_GATT_AUTH_FAIL = 0x89
ESP_GATT_MORE = 0x8a
ESP_GATT_INVALID_CFG = 0x8b
ESP_GATT_SERVICE_STARTED = 0x8c
ESP_GATT_ENCRYPED_MITM = ESP_GATT_OK
ESP_GATT_ENCRYPED_NO_MITM = 0x8d
ESP_GATT_NOT_ENCRYPTED = 0x8e
ESP_GATT_CONGESTED = 0x8f
ESP_GATT_DUP_REG = 0x90
ESP_GATT_ALREADY_OPEN = 0x91
```

```
ESP_GATT_CANCEL = 0x92
ESP_GATT_STACK_RSP = 0xe0
ESP_GATT_APP_RSP = 0xe1
ESP_GATT_UNKNOWN_ERROR = 0xef
ESP_GATT_CCC_CFG_ERR = 0xfd
ESP_GATT_PRC_IN_PROGRESS = 0xfe
ESP_GATT_OUT_OF_RANGE = 0xff
```

**enum esp\_gatt\_conn\_reason\_t**

Gatt Connection reason enum.

*Values:*

```
ESP_GATT_CONN_UNKNOWN = 0
    Gatt connection unknown

ESP_GATT_CONN_L2C_FAILURE = 1
    General L2cap failure

ESP_GATT_CONN_TIMEOUT = 0x08
    Connection timeout

ESP_GATT_CONN_TERMINATE_PEER_USER = 0x13
    Connection terminate by peer user

ESP_GATT_CONN_TERMINATE_LOCAL_HOST = 0x16
    Connection terminated by local host

ESP_GATT_CONN_FAIL_ESTABLISH = 0x3e
    Connection fail to establish

ESP_GATT_CONN_LMP_TIMEOUT = 0x22
    Connection fail for LMP response tout

ESP_GATT_CONN_CONN_CANCEL = 0x0100
    L2CAP connection cancelled

ESP_GATT_CONN_NONE = 0x0101
    No connection to cancel
```

**enum esp\_gatt\_auth\_req\_t**

Gatt authentication request type.

*Values:*

```
ESP_GATT_AUTH_REQ_NONE = 0
ESP_GATT_AUTH_REQ_NO_MITM = 1
ESP_GATT_AUTH_REQ_MITM = 2
ESP_GATT_AUTH_REQ_SIGNED_NO_MITM = 3
ESP_GATT_AUTH_REQ_SIGNED_MITM = 4
```

**enum esp\_service\_source\_t**

*Values:*

```
ESP_GATT_SERVICE_FROM_REMOTE_DEVICE = 0
ESP_GATT_SERVICE_FROM_NVS_FLASH = 1
```

**ESP\_GATT\_SERVICE\_FROM\_UNKNOWN** = 2

**enum esp\_gatt\_write\_type\_t**

Gatt write type.

*Values:*

**ESP\_GATT\_WRITE\_TYPE\_NO\_RSP** = 1

Gatt write attribute need no response

**ESP\_GATT\_WRITE\_TYPE\_RSP**

Gatt write attribute need remote response

**enum esp\_gatt\_db\_attr\_type\_t**

the type of attribute element

*Values:*

**ESP\_GATT\_DB\_PRIMARY\_SERVICE**

Gattc primary service attribute type in the cache

**ESP\_GATT\_DB\_SECONDARY\_SERVICE**

Gattc secondary service attribute type in the cache

**ESP\_GATT\_DB\_CHARACTERISTIC**

Gattc characteristic attribute type in the cache

**ESP\_GATT\_DB\_DESCRIPTOR**

Gattc characteristic descriptor attribute type in the cache

**ESP\_GATT\_DB\_INCLUDED\_SERVICE**

Gattc include service attribute type in the cache

**ESP\_GATT\_DB\_ALL**

Gattc all the attribute (primary service & secondary service & include service & char & descriptor) type in the cache

## GATT SERVER API

### Overview

#### Instructions

### Application Example

Check [bluetooth](#) folder in ESP-IDF examples, which contains the following demos and their tutorials:

- This is a GATT sever demo and its tutorial. This demo creates a GATT service with an attribute table, which releases the user from adding attributes one by one. This is the recommended method of adding attributes.
  - [bluetooth/gatt\\_server\\_service\\_table](#)
  - [GATT Server Service Table Example Walkthrough](#)
- This is a GATT server demo and its tutorial. This demo creates a GATT service by adding attributes one by one as defined by Bluetooth. The recommended method of adding attributes is presented in example above.
  - [bluetooth/gatt\\_server](#)
  - [GATT Server Example Walkthrough](#)

- This is a BLE SPP-Like demo. This demo, which acts as a GATT server, can receive data from UART and then send the data to the peer device automatically.
  - `bluetooth/ble_spp_server`

### API Reference

#### Header File

- `bt/bluedroid/api/include/api/esp_gatts_api.h`

#### Functions

*esp\_err\_t* **esp\_ble\_gatts\_register\_callback** (*esp\_gatts\_cb\_t* callback)

This function is called to register application callbacks with BTA GATTS module.

##### Return

- `ESP_OK` : success
- other : failed

*esp\_err\_t* **esp\_ble\_gatts\_app\_register** (*uint16\_t* app\_id)

This function is called to register application identifier.

##### Return

- `ESP_OK` : success
- other : failed

*esp\_err\_t* **esp\_ble\_gatts\_app\_unregister** (*esp\_gatt\_if\_t* gatts\_if)

unregister with GATT Server.

##### Return

- `ESP_OK` : success
- other : failed

##### Parameters

- `gatts_if`: GATT server access interface

*esp\_err\_t* **esp\_ble\_gatts\_create\_service** (*esp\_gatt\_if\_t* gatts\_if, *esp\_gatt\_srvc\_id\_t* \*service\_id, *uint16\_t* num\_handle)

Create a service. When service creation is done, a callback event `BTA_GATTS_CREATE_SRVC_EVT` is called to report status and service ID to the profile. The service ID obtained in the callback function needs to be used when adding included service and characteristics/descriptors into the service.

##### Return

- `ESP_OK` : success
- other : failed

##### Parameters



- `gatts_if`: GATT server access interface
- `service_id`: service ID.
- `num_handle`: number of handle requested for this service.

```
esp_err_t esp_ble_gatts_create_attr_tab(const esp_gatts_attr_db_t *gatts_attr_db,
esp_gatt_if_t gatts_if, uint8_t max_nb_attr, uint8_t
srvc_inst_id)
```

Create a service attribute tab.

#### Return

- `ESP_OK` : success
- other : failed

#### Parameters

- `gatts_attr_db`: the pointer to the service attr tab
- `gatts_if`: GATT server access interface
- `max_nb_attr`: the number of attribute to be added to the service database.
- `srvc_inst_id`: the instance id of the service

```
esp_err_t esp_ble_gatts_add_included_service(uint16_t service_handle, uint16_t in-
cluded_service_handle)
```

This function is called to add an included service. This function have to be called between 'esp\_ble\_gatts\_create\_service' and 'esp\_ble\_gatts\_add\_char'. After included service is included, a callback event `BTA_GATTS_ADD_INCL_SRVC_EVT` is reported the included service ID.

#### Return

- `ESP_OK` : success
- other : failed

#### Parameters

- `service_handle`: service handle to which this included service is to be added.
- `included_service_handle`: the service ID to be included.

```
esp_err_t esp_ble_gatts_add_char(uint16_t service_handle, esp_bt_uuid_t *char_uuid,
esp_gatt_perm_t perm, esp_gatt_char_prop_t property,
esp_attr_value_t *char_val, esp_attr_control_t *control)
```

This function is called to add a characteristic into a service.

#### Return

- `ESP_OK` : success
- other : failed

#### Parameters

- `service_handle`: service handle to which this included service is to be added.
- `char_uuid`: : Characteristic UUID.
- `perm`: : Characteristic value declaration attribute permission.
- `property`: : Characteristic Properties

- `char_val`: : Characteristic value
- `control`: : attribute response control byte

*esp\_err\_t* **esp\_ble\_gatts\_add\_char\_descr**(uint16\_t *service\_handle*, *esp\_bt\_uuid\_t* \**descr\_uuid*, *esp\_gatt\_perm\_t* *perm*, *esp\_attr\_value\_t* \**char\_descr\_val*, *esp\_attr\_control\_t* \**control*)

This function is called to add characteristic descriptor. When it's done, a callback event BTA\_GATTS\_ADD\_DESCR\_EVT is called to report the status and an ID number for this descriptor.

#### Return

- ESP\_OK : success
- other : failed

#### Parameters

- `service_handle`: service handle to which this characteristic descriptor is to be added.
- `perm`: descriptor access permission.
- `descr_uuid`: descriptor UUID.
- `char_descr_val`: : Characteristic descriptor value
- `control`: : attribute response control byte

*esp\_err\_t* **esp\_ble\_gatts\_delete\_service**(uint16\_t *service\_handle*)

This function is called to delete a service. When this is done, a callback event BTA\_GATTS\_DELETE\_EVT is report with the status.

#### Return

- ESP\_OK : success
- other : failed

#### Parameters

- `service_handle`: service\_handle to be deleted.

*esp\_err\_t* **esp\_ble\_gatts\_start\_service**(uint16\_t *service\_handle*)

This function is called to start a service.

#### Return

- ESP\_OK : success
- other : failed

#### Parameters

- `service_handle`: the service handle to be started.

*esp\_err\_t* **esp\_ble\_gatts\_stop\_service**(uint16\_t *service\_handle*)

This function is called to stop a service.

#### Return

- ESP\_OK : success
- other : failed

**Parameters**

- `service_handle`: - service to be topped.

*esp\_err\_t* **esp\_ble\_gatts\_send\_indicate**(*esp\_gatt\_if\_t* *gatts\_if*, *uint16\_t* *conn\_id*, *uint16\_t* *attr\_handle*, *uint16\_t* *value\_len*, *uint8\_t* *\*value*, *bool* *need\_confirm*)

Send indicate or notify to GATT client. Set param `need_confirm` as false will send notification, otherwise indication.

**Return**

- `ESP_OK` : success
- other : failed

**Parameters**

- `gatts_if`: GATT server access interface
- `conn_id`: - connection id to indicate.
- `attr_handle`: - attribute handle to indicate.
- `value_len`: - indicate value length.
- `value`: value to indicate.
- `need_confirm`: - Whether a confirmation is required. false sends a GATT notification, true sends a GATT indication.

*esp\_err\_t* **esp\_ble\_gatts\_send\_response**(*esp\_gatt\_if\_t* *gatts\_if*, *uint16\_t* *conn\_id*, *uint32\_t* *trans\_id*, *esp\_gatt\_status\_t* *status*, *esp\_gatt\_rsp\_t* *\*rsp*)

This function is called to send a response to a request.

**Return**

- `ESP_OK` : success
- other : failed

**Parameters**

- `gatts_if`: GATT server access interface
- `conn_id`: - connection identifier.
- `trans_id`: - transfer id
- `status`: - response status
- `rsp`: - response data.

*esp\_err\_t* **esp\_ble\_gatts\_set\_attr\_value**(*uint16\_t* *attr\_handle*, *uint16\_t* *length*, *const* *uint8\_t* *\*value*)

This function is called to set the attribute value by the application.

**Return**

- `ESP_OK` : success
- other : failed

**Parameters**

- `attr_handle`: the attribute handle which to be set
- `length`: the value length
- `value`: the pointer to the attribute value

*esp\_gatt\_status\_t* **esp\_ble\_gatts\_get\_attr\_value** (*uint16\_t attr\_handle*, *uint16\_t \*length*, **const** *uint8\_t \*\*value*)

Retrieve attribute value.

**Return**

- `ESP_GATT_OK` : success
- other : failed

**Parameters**

- `attr_handle`: Attribute handle.
- `length`: pointer to the attribute value length
- `value`: Pointer to attribute value payload, the value cannot be modified by user

*esp\_err\_t* **esp\_ble\_gatts\_open** (*esp\_gatt\_if\_t gatts\_if*, *esp\_bd\_addr\_t remote\_bda*, *bool is\_direct*)

Open a direct open connection or add a background auto connection.

**Return**

- `ESP_OK` : success
- other : failed

**Parameters**

- `gatts_if`: GATT server access interface
- `remote_bda`: remote device bluetooth device address.
- `is_direct`: direct connection or background auto connection

*esp\_err\_t* **esp\_ble\_gatts\_close** (*esp\_gatt\_if\_t gatts\_if*, *uint16\_t conn\_id*)

Close a connection a remote device.

**Return**

- `ESP_OK` : success
- other : failed

**Parameters**

- `gatts_if`: GATT server access interface
- `conn_id`: connection ID to be closed.

*esp\_err\_t* **esp\_ble\_gatts\_send\_service\_change\_indication** (*esp\_gatt\_if\_t gatts\_if*, *esp\_bd\_addr\_t remote\_bda*)

Send service change indication.

**Return**

- `ESP_OK` : success
- other : failed

## Parameters

- `gatts_if`: GATT server access interface
- `remote_bda`: remote device bluetooth device address. If `remote_bda` is NULL then it will send service change indication to all the connected devices and if not then to a specific device

## Unions

```
union esp_ble_gatts_cb_param_t
```

```
#include <esp_gatts_api.h> Gatt server callback parameters union.
```

## Public Members

```
struct esp_ble_gatts_cb_param_t::gatts_reg_evt_param reg
```

```
Gatt server callback param of ESP_GATTS_REG_EVT
```

```
struct esp_ble_gatts_cb_param_t::gatts_read_evt_param read
```

```
Gatt server callback param of ESP_GATTS_READ_EVT
```

```
struct esp_ble_gatts_cb_param_t::gatts_write_evt_param write
```

```
Gatt server callback param of ESP_GATTS_WRITE_EVT
```

```
struct esp_ble_gatts_cb_param_t::gatts_exec_write_evt_param exec_write
```

```
Gatt server callback param of ESP_GATTS_EXEC_WRITE_EVT
```

```
struct esp_ble_gatts_cb_param_t::gatts_mtu_evt_param mtu
```

```
Gatt server callback param of ESP_GATTS_MTU_EVT
```

```
struct esp_ble_gatts_cb_param_t::gatts_conf_evt_param conf
```

```
Gatt server callback param of ESP_GATTS_CONF_EVT (confirm)
```

```
struct esp_ble_gatts_cb_param_t::gatts_create_evt_param create
```

```
Gatt server callback param of ESP_GATTS_CREATE_EVT
```

```
struct esp_ble_gatts_cb_param_t::gatts_add_incl_srvc_evt_param add_incl_srvc
```

```
Gatt server callback param of ESP_GATTS_ADD_INCL_SRVC_EVT
```

```
struct esp_ble_gatts_cb_param_t::gatts_add_char_evt_param add_char
```

```
Gatt server callback param of ESP_GATTS_ADD_CHAR_EVT
```

```
struct esp_ble_gatts_cb_param_t::gatts_add_char_descr_evt_param add_char_descr
```

```
Gatt server callback param of ESP_GATTS_ADD_CHAR_DESCR_EVT
```

```
struct esp_ble_gatts_cb_param_t::gatts_delete_evt_param del
```

```
Gatt server callback param of ESP_GATTS_DELETE_EVT
```

```
struct esp_ble_gatts_cb_param_t::gatts_start_evt_param start
```

```
Gatt server callback param of ESP_GATTS_START_EVT
```

```
struct esp_ble_gatts_cb_param_t::gatts_stop_evt_param stop
```

```
Gatt server callback param of ESP_GATTS_STOP_EVT
```

```
struct esp_ble_gatts_cb_param_t::gatts_connect_evt_param connect
```

```
Gatt server callback param of ESP_GATTS_CONNECT_EVT
```

```
struct esp_ble_gatts_cb_param_t::gatts_disconnect_evt_param disconnect
```

```
Gatt server callback param of ESP_GATTS_DISCONNECT_EVT
```

```
struct esp_ble_gatts_cb_param_t::gatts_open_evt_param open
```

```
Gatt server callback param of ESP_GATTS_OPEN_EVT
```

```

struct esp_ble_gatts_cb_param_t::gatts_cancel_open_evt_param cancel_open
    Gatt server callback param of ESP_GATTS_CANCEL_OPEN_EVT

struct esp_ble_gatts_cb_param_t::gatts_close_evt_param close
    Gatt server callback param of ESP_GATTS_CLOSE_EVT

struct esp_ble_gatts_cb_param_t::gatts_congest_evt_param congest
    Gatt server callback param of ESP_GATTS_CONGEST_EVT

struct esp_ble_gatts_cb_param_t::gatts_rsp_evt_param rsp
    Gatt server callback param of ESP_GATTS_RESPONSE_EVT

struct esp_ble_gatts_cb_param_t::gatts_add_attr_tab_evt_param add_attr_tab
    Gatt server callback param of ESP_GATTS_CREAT_ATTR_TAB_EVT

struct esp_ble_gatts_cb_param_t::gatts_set_attr_val_evt_param set_attr_val
    Gatt server callback param of ESP_GATTS_SET_ATTR_VAL_EVT

struct esp_ble_gatts_cb_param_t::gatts_send_service_change_evt_param service_change
    Gatt server callback param of ESP_GATTS_SEND_SERVICE_CHANGE_EVT

struct gatts_add_attr_tab_evt_param
    #include <esp_gatts_api.h> ESP_GATTS_CREAT_ATTR_TAB_EVT.

```

### Public Members

```

esp_gatt_status_t status
    Operation status

esp_bt_uuid_t svc_uuid
    Service uuid type

uint16_t num_handle
    The number of the attribute handle to be added to the gatts database

uint16_t *handles
    The number to the handles

struct gatts_add_char_descr_evt_param
    #include <esp_gatts_api.h> ESP_GATTS_ADD_CHAR_DESCR_EVT.

```

### Public Members

```

esp_gatt_status_t status
    Operation status

uint16_t attr_handle
    Descriptor attribute handle

uint16_t service_handle
    Service attribute handle

esp_bt_uuid_t descr_uuid
    Characteristic descriptor uuid

struct gatts_add_char_evt_param
    #include <esp_gatts_api.h> ESP_GATTS_ADD_CHAR_EVT.

```

### Public Members

*esp\_gatt\_status\_t* **status**

Operation status

uint16\_t **attr\_handle**

Characteristic attribute handle

uint16\_t **service\_handle**

Service attribute handle

*esp\_bt\_uuid\_t* **char\_uuid**

Characteristic uuid

**struct gatts\_add\_incl\_srvc\_evt\_param**

*#include <esp\_gatts\_api.h>* ESP\_GATTS\_ADD\_INCL\_SRVC\_EVT.

### Public Members

*esp\_gatt\_status\_t* **status**

Operation status

uint16\_t **attr\_handle**

Included service attribute handle

uint16\_t **service\_handle**

Service attribute handle

**struct gatts\_cancel\_open\_evt\_param**

*#include <esp\_gatts\_api.h>* ESP\_GATTS\_CANCEL\_OPEN\_EVT.

### Public Members

*esp\_gatt\_status\_t* **status**

Operation status

**struct gatts\_close\_evt\_param**

*#include <esp\_gatts\_api.h>* ESP\_GATTS\_CLOSE\_EVT.

### Public Members

*esp\_gatt\_status\_t* **status**

Operation status

uint16\_t **conn\_id**

Connection id

**struct gatts\_conf\_evt\_param**

*#include <esp\_gatts\_api.h>* ESP\_GATTS\_CONF\_EVT.

### Public Members

*esp\_gatt\_status\_t* **status**

Operation status

**uint16\_t conn\_id**  
Connection id

**uint16\_t handle**  
attribute handle

**uint16\_t len**  
The indication or notification value length, len is valid when send notification or indication failed

**uint8\_t \*value**  
The indication or notification value , value is valid when send notification or indication failed

**struct gatts\_congest\_evt\_param**  
*#include <esp\_gatts\_api.h> ESP\_GATTS\_LISTEN\_EVT.*  
ESP\_GATTS\_CONGEST\_EVT

### Public Members

**uint16\_t conn\_id**  
Connection id

**bool congested**  
Congested or not

**struct gatts\_connect\_evt\_param**  
*#include <esp\_gatts\_api.h> ESP\_GATTS\_CONNECT\_EVT.*

### Public Members

**uint16\_t conn\_id**  
Connection id

*esp\_bd\_addr\_t remote\_bda*  
Remote bluetooth device address

**struct gatts\_create\_evt\_param**  
*#include <esp\_gatts\_api.h> ESP\_GATTS\_UNREG\_EVT.*  
ESP\_GATTS\_CREATE\_EVT

### Public Members

*esp\_gatt\_status\_t status*  
Operation status

**uint16\_t service\_handle**  
Service attribute handle

*esp\_gatt\_srvc\_id\_t service\_id*  
Service id, include service uuid and other information

**struct gatts\_delete\_evt\_param**  
*#include <esp\_gatts\_api.h> ESP\_GATTS\_DELETE\_EVT.*



**Public Members**

*esp\_gatt\_status\_t* **status**  
Operation status

uint16\_t **service\_handle**  
Service attribute handle

**struct gatts\_disconnect\_evt\_param**  
*#include <esp\_gatts\_api.h>* ESP\_GATTS\_DISCONNECT\_EVT.

**Public Members**

uint16\_t **conn\_id**  
Connection id

*esp\_bd\_addr\_t* **remote\_bda**  
Remote bluetooth device address

*esp\_gatt\_conn\_reason\_t* **reason**  
Indicate the reason of disconnection

**struct gatts\_exec\_write\_evt\_param**  
*#include <esp\_gatts\_api.h>* ESP\_GATTS\_EXEC\_WRITE\_EVT.

**Public Members**

uint16\_t **conn\_id**  
Connection id

uint32\_t **trans\_id**  
Transfer id

*esp\_bd\_addr\_t* **bda**  
The bluetooth device address which been written

uint8\_t **exec\_write\_flag**  
Execute write flag

**struct gatts\_mtu\_evt\_param**  
*#include <esp\_gatts\_api.h>* ESP\_GATTS\_MTU\_EVT.

**Public Members**

uint16\_t **conn\_id**  
Connection id

uint16\_t **mtu**  
MTU size

**struct gatts\_open\_evt\_param**  
*#include <esp\_gatts\_api.h>* ESP\_GATTS\_OPEN\_EVT.

### Public Members

*esp\_gatt\_status\_t* **status**  
Operation status

**struct gatts\_read\_evt\_param**  
*#include <esp\_gatts\_api.h>* ESP\_GATTS\_READ\_EVT.

### Public Members

uint16\_t **conn\_id**  
Connection id

uint32\_t **trans\_id**  
Transfer id

*esp\_bd\_addr\_t* **bda**  
The bluetooth device address which been read

uint16\_t **handle**  
The attribute handle

uint16\_t **offset**  
Offset of the value, if the value is too long

bool **is\_long**  
The value is too long or not

bool **need\_rsp**  
The read operation need to do response

**struct gatts\_reg\_evt\_param**  
*#include <esp\_gatts\_api.h>* ESP\_GATTS\_REG\_EVT.

### Public Members

*esp\_gatt\_status\_t* **status**  
Operation status

uint16\_t **app\_id**  
Application id which input in register API

**struct gatts\_rsp\_evt\_param**  
*#include <esp\_gatts\_api.h>* ESP\_GATTS\_RESPONSE\_EVT.

### Public Members

*esp\_gatt\_status\_t* **status**  
Operation status

uint16\_t **handle**  
Attribute handle which send response

**struct gatts\_send\_service\_change\_evt\_param**  
*#include <esp\_gatts\_api.h>* ESP\_GATTS\_SEND\_SERVICE\_CHANGE\_EVT.

### Public Members

*esp\_gatt\_status\_t* **status**  
Operation status

**struct gatts\_set\_attr\_val\_evt\_param**  
*#include <esp\_gatts\_api.h>* ESP\_GATTS\_SET\_ATTR\_VAL\_EVT.

### Public Members

uint16\_t **srvc\_handle**  
The service handle

uint16\_t **attr\_handle**  
The attribute handle

*esp\_gatt\_status\_t* **status**  
Operation status

**struct gatts\_start\_evt\_param**  
*#include <esp\_gatts\_api.h>* ESP\_GATTS\_START\_EVT.

### Public Members

*esp\_gatt\_status\_t* **status**  
Operation status

uint16\_t **service\_handle**  
Service attribute handle

**struct gatts\_stop\_evt\_param**  
*#include <esp\_gatts\_api.h>* ESP\_GATTS\_STOP\_EVT.

### Public Members

*esp\_gatt\_status\_t* **status**  
Operation status

uint16\_t **service\_handle**  
Service attribute handle

**struct gatts\_write\_evt\_param**  
*#include <esp\_gatts\_api.h>* ESP\_GATTS\_WRITE\_EVT.

### Public Members

uint16\_t **conn\_id**  
Connection id

uint32\_t **trans\_id**  
Transfer id

*esp\_bd\_addr\_t* **bda**  
The bluetooth device address which been written

`uint16_t handle`  
The attribute handle

`uint16_t offset`  
Offset of the value, if the value is too long

`bool need_rsp`  
The write operation need to do response

`bool is_prep`  
This write operation is prepare write

`uint16_t len`  
The write attribute value length

`uint8_t *value`  
The write attribute value

## Macros

**ESP\_GATT\_PREP\_WRITE\_CANCEL**  
Prepare write flag to indicate cancel prepare write

**ESP\_GATT\_PREP\_WRITE\_EXEC**  
Prepare write flag to indicate execute prepare write

## Type Definitions

**typedef void (\*esp\_gatts\_cb\_t)** (*esp\_gatts\_cb\_event\_t* event, *esp\_gatt\_if\_t* gatts\_if, *esp\_ble\_gatts\_cb\_param\_t* \*param)  
GATT Server callback function type.

### Parameters

- `event`: : Event type
- `gatts_if`: : GATT server access interface, normally different `gatts_if` correspond to different profile
- `param`: : Point to callback parameter, currently is union type

## Enumerations

**enum esp\_gatts\_cb\_event\_t**  
GATT Server callback function events.

*Values:*

**ESP\_GATTS\_REG\_EVT** = 0  
When register application id, the event comes

**ESP\_GATTS\_READ\_EVT** = 1  
When gatt client request read operation, the event comes

**ESP\_GATTS\_WRITE\_EVT** = 2  
When gatt client request write operation, the event comes

**ESP\_GATTS\_EXEC\_WRITE\_EVT** = 3  
When gatt client request execute write, the event comes

- ESP\_GATTS\_MTU\_EVT = 4**  
When set mtu complete, the event comes
- ESP\_GATTS\_CONF\_EVT = 5**  
When receive confirm, the event comes
- ESP\_GATTS\_UNREG\_EVT = 6**  
When unregister application id, the event comes
- ESP\_GATTS\_CREATE\_EVT = 7**  
When create service complete, the event comes
- ESP\_GATTS\_ADD\_INCL\_SRVC\_EVT = 8**  
When add included service complete, the event comes
- ESP\_GATTS\_ADD\_CHAR\_EVT = 9**  
When add characteristic complete, the event comes
- ESP\_GATTS\_ADD\_CHAR\_DESCR\_EVT = 10**  
When add descriptor complete, the event comes
- ESP\_GATTS\_DELETE\_EVT = 11**  
When delete service complete, the event comes
- ESP\_GATTS\_START\_EVT = 12**  
When start service complete, the event comes
- ESP\_GATTS\_STOP\_EVT = 13**  
When stop service complete, the event comes
- ESP\_GATTS\_CONNECT\_EVT = 14**  
When gatt client connect, the event comes
- ESP\_GATTS\_DISCONNECT\_EVT = 15**  
When gatt client disconnect, the event comes
- ESP\_GATTS\_OPEN\_EVT = 16**  
When connect to peer, the event comes
- ESP\_GATTS\_CANCEL\_OPEN\_EVT = 17**  
When disconnect from peer, the event comes
- ESP\_GATTS\_CLOSE\_EVT = 18**  
When gatt server close, the event comes
- ESP\_GATTS\_LISTEN\_EVT = 19**  
When gatt listen to be connected the event comes
- ESP\_GATTS\_CONGEST\_EVT = 20**  
When congest happen, the event comes
- ESP\_GATTS\_RESPONSE\_EVT = 21**  
When gatt send response complete, the event comes
- ESP\_GATTS\_CREAT\_ATTR\_TAB\_EVT = 22**  
When gatt create table complete, the event comes
- ESP\_GATTS\_SET\_ATTR\_VAL\_EVT = 23**  
When gatt set attr value complete, the event comes
- ESP\_GATTS\_SEND\_SERVICE\_CHANGE\_EVT = 24**  
When gatt send service change indication complete, the event comes

## GATT CLIENT API

### Overview

#### Instructions

### Application Example

Check `bluetooth` folder in ESP-IDF examples, which contains the following demos and their tutorials:

- This is a GATT client demo and its tutorial. This demo can scan for devices, connect to the GATT server and discover its services.
  - `bluetooth/gatt_client`
  - [GATT Client Example Walkthrough](#)
- This is a multiple connection demo and its tutorial. This demo can connect to multiple GATT server devices and discover their services.
  - `bluetooth/gattc_multi_connect`
  - [GATT Client Multi-connection Example Walkthrough](#)
- This is a BLE SPP-Like demo. This demo, which acts as a GATT client, can receive data from UART and then send the data to the peer device automatically.
  - `bluetooth/ble_spp_client`

### API Reference

#### Header File

- `bt/bluedroid/api/include/api/esp_gattc_api.h`

#### Functions

*esp\_err\_t* **esp\_ble\_gattc\_register\_callback** (*esp\_gattc\_cb\_t* callback)

This function is called to register application callbacks with GATTC module.

##### Return

- ESP\_OK: success
- other: failed

##### Parameters

- callback: : pointer to the application callback function.

*esp\_err\_t* **esp\_ble\_gattc\_app\_register** (*uint16\_t* app\_id)

This function is called to register application callbacks with GATTC module.

##### Return

- ESP\_OK: success

- other: failed

#### Parameters

- `app_id`: : Application Identify (UUID), for different application

*esp\_err\_t* **esp\_ble\_gattc\_app\_unregister** (*esp\_gatt\_if\_t* *gattc\_if*)

This function is called to unregister an application from GATT module.

#### Return

- ESP\_OK: success
- other: failed

#### Parameters

- `gattc_if`: Gatt client access interface.

*esp\_err\_t* **esp\_ble\_gattc\_open** (*esp\_gatt\_if\_t* *gattc\_if*, *esp\_bd\_addr\_t* *remote\_bda*, *esp\_ble\_addr\_type\_t* *remote\_addr\_type*, bool *is\_direct*)

Open a direct connection or add a background auto connection.

#### Return

- ESP\_OK: success
- other: failed

#### Parameters

- `gattc_if`: Gatt client access interface.
- `remote_bda`: remote device bluetooth device address.
- `remote_addr_type`: remote device bluetooth device the address type.
- `is_direct`: direct connection or background auto connection

*esp\_err\_t* **esp\_ble\_gattc\_close** (*esp\_gatt\_if\_t* *gattc\_if*, *uint16\_t* *conn\_id*)

Close the virtual connection to the GATT server. `gattc` may have multiple virtual GATT server connections when multiple `app_id` registered, this API only close one virtual GATT server connection. if there exist other virtual GATT server connections, it does not disconnect the physical connection. if you want to disconnect the physical connection directly, you can use `esp_ble_gap_disconnect(esp_bd_addr_t remote_device)`.

#### Return

- ESP\_OK: success
- other: failed

#### Parameters

- `gattc_if`: Gatt client access interface.
- `conn_id`: connection ID to be closed.

*esp\_err\_t* **esp\_ble\_gattc\_send\_mtu\_req** (*esp\_gatt\_if\_t* *gattc\_if*, *uint16\_t* *conn\_id*)

Configure the MTU size in the GATT channel. This can be done only once per connection. Before using, use `esp_ble_gatt_set_local_mtu()` to configure the local MTU size.

#### Return

- ESP\_OK: success

- other: failed

#### Parameters

- `gattc_if`: Gatt client access interface.
- `conn_id`: connection ID.

`esp_err_t esp_ble_gattc_search_service(esp_gatt_if_t gattc_if, uint16_t conn_id, esp_bt_uuid_t *filter_uuid)`

This function is called to get service from local cache. If it does not exist, request a GATT service discovery on a GATT server. This function report service search result by a callback event, and followed by a service search complete event.

#### Return

- `ESP_OK`: success
- other: failed

#### Parameters

- `gattc_if`: Gatt client access interface.
- `conn_id`: connection ID.
- `filter_uuid`: a UUID of the service application is interested in. If Null, discover for all services.

`esp_gatt_status_t esp_ble_gattc_get_service(esp_gatt_if_t gattc_if, uint16_t conn_id, esp_bt_uuid_t *svc_uuid, esp_gattc_service_elem_t *result, uint16_t *count, uint16_t offset)`

Find all the service with the given service uuid in the gattc cache, if the `svc_uuid` is NULL, find all the service. Note: It just get service from local cache, won't get from remote devices. If want to get it from remote device, need to used the `esp_ble_gattc_search_service`.

#### Return

- `ESP_OK`: success
- other: failed

#### Parameters

- `gattc_if`: Gatt client access interface.
- `conn_id`: connection ID which identify the server.
- `svc_uuid`: the pointer to the service uuid.
- `result`: The pointer to the service which has been found in the gattc cache.
- `count`: input the number of service want to find, it will output the number of service has been found in the gattc cache with the given service uuid.
- `offset`: Offset of the service position to get.

`esp_gatt_status_t esp_ble_gattc_get_all_char(esp_gatt_if_t gattc_if, uint16_t conn_id, uint16_t start_handle, uint16_t end_handle, esp_gattc_char_elem_t *result, uint16_t *count, uint16_t offset)`

Find all the characteristic with the given service in the gattc cache Note: It just get characteristic from local cache, won't get from remote devices.



**Return**

- ESP\_OK: success
- other: failed

**Parameters**

- `gattc_if`: Gatt client access interface.
- `conn_id`: connection ID which identify the server.
- `start_handle`: the attribute start handle.
- `end_handle`: the attribute end handle
- `result`: The pointer to the characteristic in the service.
- `count`: input the number of characteristic want to find, it will output the number of characteristic has been found in the gattc cache with the given service.
- `offset`: Offset of the characteristic position to get.

```
esp_gatt_status_t esp_ble_gattc_get_all_descr(esp_gatt_if_t gattc_if, uint16_t conn_id, uint16_t
char_handle, esp_gattc_descr_elem_t *result,
uint16_t *count, uint16_t offset)
```

Find all the descriptor with the given characteristic in the gattc cache Note: It just get descriptor from local cache, won't get from remote devices.

**Return**

- ESP\_OK: success
- other: failed

**Parameters**

- `gattc_if`: Gatt client access interface.
- `conn_id`: connection ID which identify the server.
- `char_handle`: the given characteristic handle
- `result`: The pointer to the descriptor in the characteristic.
- `count`: input the number of descriptor want to find, it will output the number of descriptor has been found in the gattc cache with the given characteristic.
- `offset`: Offset of the descriptor position to get.

```
esp_gatt_status_t esp_ble_gattc_get_char_by_uuid(esp_gatt_if_t gattc_if, uint16_t conn_id,
uint16_t start_handle, uint16_t
end_handle, esp_bt_uuid_t char_uuid,
esp_gattc_char_elem_t *result, uint16_t
*count)
```

Find the characteristic with the given characteristic uuid in the gattc cache Note: It just get characteristic from local cache, won't get from remote devices.

**Return**

- ESP\_OK: success
- other: failed

**Parameters**

- `gattc_if`: Gatt client access interface.
- `conn_id`: connection ID which identify the server.
- `start_handle`: the attribute start handle
- `end_handle`: the attribute end handle
- `char_uuid`: the characteristic uuid
- `result`: The pointer to the characteristic in the service.
- `count`: input the number of characteristic want to find, it will output the number of characteristic has been found in the gattc cache with the given service.

```
esp_gatt_status_t esp_ble_gattc_get_descr_by_uuid(esp_gatt_if_t gattc_if, uint16_t conn_id,  
uint16_t start_handle, uint16_t end_handle,  
esp_bt_uuid_t char_uuid, esp_bt_uuid_t descr_uuid, esp_gattc_descr_elem_t *result,  
uint16_t *count)
```

Find the descriptor with the given characteristic uuid in the gattc cache Note: It just get descriptor from local cache, won't get from remote devices.

#### Return

- `ESP_OK`: success
- other: failed

#### Parameters

- `gattc_if`: Gatt client access interface.
- `conn_id`: connection ID which identify the server.
- `start_handle`: the attribute start handle
- `end_handle`: the attribute end handle
- `char_uuid`: the characteristic uuid.
- `descr_uuid`: the descriptor uuid.
- `result`: The pointer to the descriptor in the given characteristic.
- `count`: input the number of descriptor want to find, it will output the number of descriptor has been found in the gattc cache with the given characteristic.

```
esp_gatt_status_t esp_ble_gattc_get_descr_by_char_handle(esp_gatt_if_t gattc_if, uint16_t  
conn_id, uint16_t char_handle,  
esp_bt_uuid_t descr_uuid,  
esp_gattc_descr_elem_t *result, uint16_t *count)
```

Find the descriptor with the given characteristic handle in the gattc cache Note: It just get descriptor from local cache, won't get from remote devices.

#### Return

- `ESP_OK`: success
- other: failed

#### Parameters

- `gattc_if`: Gatt client access interface.

- `conn_id`: connection ID which identify the server.
- `char_handle`: the characteristic handle.
- `descr_uuid`: the descriptor uuid.
- `result`: The pointer to the descriptor in the given characteristic.
- `count`: input the number of descriptor want to find, it will output the number of descriptor has been found in the gattc cache with the given characteristic.

```
esp_gatt_status_t esp_ble_gattc_get_include_service (esp_gatt_if_t gattc_if, uint16_t conn_id,
                                                    uint16_t start_handle, uint16_t
                                                    end_handle, esp_bt_uuid_t *incl_uuid,
                                                    esp_gattc_incl_svc_elem_t *result,
                                                    uint16_t *count)
```

Find the include service with the given service handle in the gattc cache Note: It just get include service from local cache, won't get from remote devices.

#### Return

- ESP\_OK: success
- other: failed

#### Parameters

- `gattc_if`: Gatt client access interface.
- `conn_id`: connection ID which identify the server.
- `start_handle`: the attribute start handle
- `end_handle`: the attribute end handle
- `incl_uuid`: the include service uuid
- `result`: The pointer to the include service in the given service.
- `count`: input the number of include service want to find, it will output the number of include service has been found in the gattc cache with the given service.

```
esp_gatt_status_t esp_ble_gattc_get_attr_count (esp_gatt_if_t gattc_if, uint16_t conn_id,
                                                    esp_gatt_db_attr_type_t type, uint16_t
                                                    start_handle, uint16_t end_handle, uint16_t
                                                    char_handle, uint16_t *count)
```

Find the attribute count with the given service or characteristic in the gattc cache.

#### Return

- ESP\_OK: success
- other: failed

#### Parameters

- `gattc_if`: Gatt client access interface.
- `conn_id`: connection ID which identify the server.
- `type`: the attribute type.
- `start_handle`: the attribute start handle, if the type is ESP\_GATT\_DB\_DESCRIPTOR, this parameter should be ignore

- `end_handle`: the attribute end handle, if the type is `ESP_GATT_DB_DESCRIPTOR`, this parameter should be ignore
- `char_handle`: the characteristic handle, this parameter valid when the type is `ESP_GATT_DB_DESCRIPTOR`. If the type isn't `ESP_GATT_DB_DESCRIPTOR`, this parameter should be ignore.
- `count`: output the number of attribute has been found in the gattc cache with the given attribute type.

```
esp_gatt_status_t esp_ble_gattc_get_db (esp_gatt_if_t gattc_if, uint16_t conn_id, uint16_t start_handle, uint16_t end_handle, esp_gattc_db_elem_t *db, uint16_t *count)
```

This function is called to get the GATT database. Note: It just get attribute data base from local cache, won't get from remote devices.

### Return

- `ESP_OK`: success
- other: failed

### Parameters

- `gattc_if`: Gatt client access interface.
- `start_handle`: the attribute start handle
- `end_handle`: the attribute end handle
- `conn_id`: connection ID which identify the server.
- `db`: output parameter which will contain the GATT database copy. Caller is responsible for freeing it.
- `count`: number of elements in database.

```
esp_err_t esp_ble_gattc_read_char (esp_gatt_if_t gattc_if, uint16_t conn_id, uint16_t handle, esp_gatt_auth_req_t auth_req)
```

This function is called to read a service's characteristics of the given characteristic handle.

### Return

- `ESP_OK`: success
- other: failed

### Parameters

- `gattc_if`: Gatt client access interface.
- `conn_id`: : connection ID.
- `handle`: : characteritic handle to read.
- `auth_req`: : authenticate request type

```
esp_err_t esp_ble_gattc_read_multiple (esp_gatt_if_t gattc_if, uint16_t conn_id, esp_gattc_multi_t *read_multi, esp_gatt_auth_req_t auth_req)
```

This function is called to read multiple characteristic or characteristic descriptors.

### Return

- `ESP_OK`: success
- other: failed

**Parameters**

- `gattc_if`: Gatt client access interface.
- `conn_id`: : connection ID.
- `read_multi`: : pointer to the read multiple parameter.
- `auth_req`: : authenticate request type

`esp_err_t esp_ble_gattc_read_char_descr` (`esp_gatt_if_t gattc_if`, `uint16_t conn_id`, `uint16_t handle`, `esp_gatt_auth_req_t auth_req`)

This function is called to read a characteristics descriptor.

**Return**

- `ESP_OK`: success
- other: failed

**Parameters**

- `gattc_if`: Gatt client access interface.
- `conn_id`: : connection ID.
- `handle`: : descriptor handle to read.
- `auth_req`: : authenticate request type

`esp_err_t esp_ble_gattc_write_char` (`esp_gatt_if_t gattc_if`, `uint16_t conn_id`, `uint16_t handle`, `uint16_t value_len`, `uint8_t *value`, `esp_gatt_write_type_t write_type`, `esp_gatt_auth_req_t auth_req`)

This function is called to write characteristic value.

**Return**

- `ESP_OK`: success
- other: failed

**Parameters**

- `gattc_if`: Gatt client access interface.
- `conn_id`: : connection ID.
- `handle`: : characteristic handle to write.
- `value_len`: length of the value to be written.
- `value`: : the value to be written.
- `write_type`: : the type of attribute write operation.
- `auth_req`: : authentication request.

`esp_err_t esp_ble_gattc_write_char_descr` (`esp_gatt_if_t gattc_if`, `uint16_t conn_id`, `uint16_t handle`, `uint16_t value_len`, `uint8_t *value`, `esp_gatt_write_type_t write_type`, `esp_gatt_auth_req_t auth_req`)

This function is called to write characteristic descriptor value.

**Return**

- ESP\_OK: success
- other: failed

#### Parameters

- `gattc_if`: Gatt client access interface.
- `conn_id`: : connection ID
- `handle`: : descriptor handle to write.
- `value_len`: length of the value to be written.
- `value`: : the value to be written.
- `write_type`: : the type of attribute write operation.
- `auth_req`: : authentication request.

*esp\_err\_t* **esp\_ble\_gattc\_prepare\_write**(*esp\_gatt\_if\_t* `gattc_if`, *uint16\_t* `conn_id`, *uint16\_t* `handle`, *uint16\_t* `offset`, *uint16\_t* `value_len`, *uint8\_t* `*value`, *esp\_gatt\_auth\_req\_t* `auth_req`)

This function is called to prepare write a characteristic value.

#### Return

- ESP\_OK: success
- other: failed

#### Parameters

- `gattc_if`: Gatt client access interface.
- `conn_id`: : connection ID.
- `handle`: : characteristic handle to prepare write.
- `offset`: : offset of the write value.
- `value_len`: length of the value to be written.
- `value`: : the value to be written.
- `auth_req`: : authentication request.

*esp\_err\_t* **esp\_ble\_gattc\_prepare\_write\_char\_descr**(*esp\_gatt\_if\_t* `gattc_if`, *uint16\_t* `conn_id`, *uint16\_t* `handle`, *uint16\_t* `offset`, *uint16\_t* `value_len`, *uint8\_t* `*value`, *esp\_gatt\_auth\_req\_t* `auth_req`)

This function is called to prepare write a characteristic descriptor value.

#### Return

- ESP\_OK: success
- other: failed

#### Parameters

- `gattc_if`: Gatt client access interface.
- `conn_id`: : connection ID.
- `handle`: : characteristic descriptor handle to prepare write.

- `offset`: : offset of the write value.
- `value_len`: length of the value to be written.
- `value`: : the value to be written.
- `auth_req`: : authentication request.

*esp\_err\_t* **esp\_ble\_gattc\_execute\_write** (*esp\_gatt\_if\_t* *gattc\_if*, *uint16\_t* *conn\_id*, *bool* *is\_execute*)

This function is called to execute write a prepare write sequence.

#### Return

- `ESP_OK`: success
- other: failed

#### Parameters

- `gattc_if`: Gatt client access interface.
- `conn_id`: : connection ID.
- `is_execute`: : execute or cancel.

*esp\_err\_t* **esp\_ble\_gattc\_register\_for\_notify** (*esp\_gatt\_if\_t* *gattc\_if*, *esp\_bd\_addr\_t* *server\_bda*, *uint16\_t* *handle*)

This function is called to register for notification of a service.

#### Return

- `ESP_OK`: registration succeeds
- other: failed

#### Parameters

- `gattc_if`: Gatt client access interface.
- `server_bda`: : target GATT server.
- `handle`: : GATT characteristic handle.

*esp\_err\_t* **esp\_ble\_gattc\_unregister\_for\_notify** (*esp\_gatt\_if\_t* *gattc\_if*, *esp\_bd\_addr\_t* *server\_bda*, *uint16\_t* *handle*)

This function is called to de-register for notification of a service.

#### Return

- `ESP_OK`: unregister succeeds
- other: failed

#### Parameters

- `gattc_if`: Gatt client access interface.
- `server_bda`: : target GATT server.
- `handle`: : GATT characteristic handle.

*esp\_err\_t* **esp\_ble\_gattc\_cache\_refresh** (*esp\_bd\_addr\_t* *remote\_bda*)

Refresh the server cache store in the gattc stack of the remote device.

#### Return

- ESP\_OK: success
- other: failed

### Parameters

- `remote_bda`: remote device BD address.

*esp\_err\_t* **esp\_ble\_gattc\_cache\_assoc** (*esp\_gatt\_if\_t* *gattc\_if*, *esp\_bd\_addr\_t* *src\_addr*,  
*esp\_bd\_addr\_t* *assoc\_addr*, *bool* *is\_assoc*)

Add or delete the associated address with the source address. Note: The role of this API is mainly when the client side has stored a server-side database, when it needs to connect another device, but the device's attribute database is the same as the server database stored on the client-side, calling this API can use the database that the device has stored used as the peer server database to reduce the attribute database search and discovery process and speed up the connection time. The associated address means that device want to use the database has stored in the local cache. The source address means that device want to share the database to the associated address device.

### Return

- ESP\_OK: success
- other: failed

### Parameters

- `gattc_if`: Gatt client access interface.
- `src_addr`: the source address which provide the attribute table.
- `assoc_addr`: the associated device address which went to share the attribute table with the source address.
- `is_assoc`: true add the associated device address, false remove the associated device address.

*esp\_err\_t* **esp\_ble\_gattc\_cache\_get\_addr\_list** (*esp\_gatt\_if\_t* *gattc\_if*)

Get the address list which has store the attribute table in the gattc cache. There will callback ESP\_GATTC\_GET\_ADDR\_LIST\_EVT event when get address list complete.

### Return

- ESP\_OK: success
- other: failed

### Parameters

- `gattc_if`: Gatt client access interface.

## Unions

**union** `esp_ble_gattc_cb_param_t`

*#include* <esp\_gattc\_api.h> Gatt client callback parameters union.

### Public Members

**struct** `esp_ble_gattc_cb_param_t::gattc_reg_evt_param` **reg**  
Gatt client callback param of ESP\_GATTC\_REG\_EVT



```

struct esp_ble_gattc_cb_param_t::gattc_open_evt_param open
    Gatt client callback param of ESP_GATTC_OPEN_EVT

struct esp_ble_gattc_cb_param_t::gattc_close_evt_param close
    Gatt client callback param of ESP_GATTC_CLOSE_EVT

struct esp_ble_gattc_cb_param_t::gattc_cfg_mtu_evt_param cfg_mtu
    Gatt client callback param of ESP_GATTC_CFG_MTU_EVT

struct esp_ble_gattc_cb_param_t::gattc_search_cmpl_evt_param search_cmpl
    Gatt client callback param of ESP_GATTC_SEARCH_CMPL_EVT

struct esp_ble_gattc_cb_param_t::gattc_search_res_evt_param search_res
    Gatt client callback param of ESP_GATTC_SEARCH_RES_EVT

struct esp_ble_gattc_cb_param_t::gattc_read_char_evt_param read
    Gatt client callback param of ESP_GATTC_READ_CHAR_EVT

struct esp_ble_gattc_cb_param_t::gattc_write_evt_param write
    Gatt client callback param of ESP_GATTC_WRITE_DESCR_EVT

struct esp_ble_gattc_cb_param_t::gattc_exec_cmpl_evt_param exec_cmpl
    Gatt client callback param of ESP_GATTC_EXEC_EVT

struct esp_ble_gattc_cb_param_t::gattc_notify_evt_param notify
    Gatt client callback param of ESP_GATTC_NOTIFY_EVT

struct esp_ble_gattc_cb_param_t::gattc_srvc_chg_evt_param srvc_chg
    Gatt client callback param of ESP_GATTC_SRVC_CHG_EVT

struct esp_ble_gattc_cb_param_t::gattc_congest_evt_param congest
    Gatt client callback param of ESP_GATTC_CONGEST_EVT

struct esp_ble_gattc_cb_param_t::gattc_reg_for_notify_evt_param reg_for_notify
    Gatt client callback param of ESP_GATTC_REG_FOR_NOTIFY_EVT

struct esp_ble_gattc_cb_param_t::gattc_unreg_for_notify_evt_param unreg_for_notify
    Gatt client callback param of ESP_GATTC_UNREG_FOR_NOTIFY_EVT

struct esp_ble_gattc_cb_param_t::gattc_connect_evt_param connect
    Gatt client callback param of ESP_GATTC_CONNECT_EVT

struct esp_ble_gattc_cb_param_t::gattc_disconnect_evt_param disconnect
    Gatt client callback param of ESP_GATTC_DISCONNECT_EVT

struct esp_ble_gattc_cb_param_t::gattc_set_assoc_addr_cmp_evt_param set_assoc_cmp
    Gatt client callback param of ESP_GATTC_SET_ASSOC_EVT

struct esp_ble_gattc_cb_param_t::gattc_get_addr_list_evt_param get_addr_list
    Gatt client callback param of ESP_GATTC_GET_ADDR_LIST_EVT

struct esp_ble_gattc_cb_param_t::gattc_queue_full_evt_param queue_full
    Gatt client callback param of ESP_GATTC_QUEUE_FULL_EVT

struct gattc_cfg_mtu_evt_param
    #include <esp_gattc_api.h> ESP_GATTC_CFG_MTU_EVT.

```

## Public Members

```

esp_gatt_status_t status
    Operation status

```

`uint16_t conn_id`  
Connection id

`uint16_t mtu`  
MTU size

**struct gattc\_close\_evt\_param**  
*#include <esp\_gattc\_api.h> ESP\_GATTC\_CLOSE\_EVT.*

### Public Members

*esp\_gatt\_status\_t* **status**  
Operation status

`uint16_t conn_id`  
Connection id

*esp\_bd\_addr\_t* **remote\_bda**  
Remote bluetooth device address

*esp\_gatt\_conn\_reason\_t* **reason**  
The reason of gatt connection close

**struct gattc\_congest\_evt\_param**  
*#include <esp\_gattc\_api.h> ESP\_GATTC\_CONGEST\_EVT.*

### Public Members

`uint16_t conn_id`  
Connection id

`bool congested`  
Congested or not

**struct gattc\_connect\_evt\_param**  
*#include <esp\_gattc\_api.h> ESP\_GATTC\_CONNECT\_EVT.*

### Public Members

`uint16_t conn_id`  
Connection id

*esp\_bd\_addr\_t* **remote\_bda**  
Remote bluetooth device address

**struct gattc\_disconnect\_evt\_param**  
*#include <esp\_gattc\_api.h> ESP\_GATTC\_DISCONNECT\_EVT.*

### Public Members

*esp\_gatt\_conn\_reason\_t* **reason**  
disconnection reason

`uint16_t conn_id`  
Connection id

*esp\_bd\_addr\_t* **remote\_bda**  
Remote bluetooth device address

**struct gattc\_exec\_cmpl\_evt\_param**  
*#include <esp\_gattc\_api.h>* ESP\_GATTC\_EXEC\_EVT.

### Public Members

*esp\_gatt\_status\_t* **status**  
Operation status

uint16\_t **conn\_id**  
Connection id

**struct gattc\_get\_addr\_list\_evt\_param**  
*#include <esp\_gattc\_api.h>* ESP\_GATTC\_GET\_ADDR\_LIST\_EVT.

### Public Members

*esp\_gatt\_status\_t* **status**  
Operation status

uint8\_t **num\_addr**  
The number of address in the gattc cache address list

*esp\_bd\_addr\_t* \***addr\_list**  
The pointer to the address list which has been get from the gattc cache

**struct gattc\_notify\_evt\_param**  
*#include <esp\_gattc\_api.h>* ESP\_GATTC\_NOTIFY\_EVT.

### Public Members

uint16\_t **conn\_id**  
Connection id

*esp\_bd\_addr\_t* **remote\_bda**  
Remote bluetooth device address

uint16\_t **handle**  
The Characteristic or descriptor handle

uint16\_t **value\_len**  
Notify attribute value

uint8\_t \***value**  
Notify attribute value

bool **is\_notify**  
True means notify, false means indicate

**struct gattc\_open\_evt\_param**  
*#include <esp\_gattc\_api.h>* ESP\_GATTC\_OPEN\_EVT.

### Public Members

*esp\_gatt\_status\_t* **status**

Operation status

uint16\_t **conn\_id**

Connection id

*esp\_bd\_addr\_t* **remote\_bda**

Remote bluetooth device address

uint16\_t **mtu**

MTU size

**struct gattc\_queue\_full\_evt\_param**

*#include <esp\_gattc\_api.h>* ESP\_GATTC\_QUEUE\_FULL\_EVT.

### Public Members

*esp\_gatt\_status\_t* **status**

Operation status

uint16\_t **conn\_id**

Connection id

bool **is\_full**

The gattc command queue is full or not

**struct gattc\_read\_char\_evt\_param**

*#include <esp\_gattc\_api.h>* ESP\_GATTC\_READ\_CHAR\_EVT, ESP\_GATTC\_READ\_DESCR\_EVT.

### Public Members

*esp\_gatt\_status\_t* **status**

Operation status

uint16\_t **conn\_id**

Connection id

uint16\_t **handle**

Characteristic handle

uint8\_t \***value**

Characteristic value

uint16\_t **value\_len**

Characteristic value length

**struct gattc\_reg\_evt\_param**

*#include <esp\_gattc\_api.h>* ESP\_GATTC\_REG\_EVT.

### Public Members

*esp\_gatt\_status\_t* **status**

Operation status

uint16\_t **app\_id**

Application id which input in register API

```
struct gattc_reg_for_notify_evt_param
    #include <esp_gattc_api.h> ESP_GATTC_REG_FOR_NOTIFY_EVT.
```

### Public Members

*esp\_gatt\_status\_t* **status**  
Operation status

uint16\_t **handle**  
The characteristic or descriptor handle

```
struct gattc_search_cmpl_evt_param
    #include <esp_gattc_api.h> ESP_GATTC_SEARCH_CMPL_EVT.
```

### Public Members

*esp\_gatt\_status\_t* **status**  
Operation status

uint16\_t **conn\_id**  
Connection id

*esp\_service\_source\_t* **searched\_service\_source**  
The source of the service information

```
struct gattc_search_res_evt_param
    #include <esp_gattc_api.h> ESP_GATTC_SEARCH_RES_EVT.
```

### Public Members

uint16\_t **conn\_id**  
Connection id

uint16\_t **start\_handle**  
Service start handle

uint16\_t **end\_handle**  
Service end handle

*esp\_gatt\_id\_t* **srvc\_id**  
Service id, include service uuid and other information

bool **is\_primary**  
True if this is the primary service

```
struct gattc_set_assoc_addr_cmp_evt_param
    #include <esp_gattc_api.h> ESP_GATTC_SET_ASSOC_EVT.
```

### Public Members

*esp\_gatt\_status\_t* **status**  
Operation status

```
struct gattc_srvc_chg_evt_param
    #include <esp_gattc_api.h> ESP_GATTC_SRVC_CHG_EVT.
```

### Public Members

*esp\_bd\_addr\_t* **remote\_bda**  
Remote bluetooth device address

**struct gattc\_unreg\_for\_notify\_evt\_param**  
*#include <esp\_gattc\_api.h>* ESP\_GATTC\_UNREG\_FOR\_NOTIFY\_EVT.

### Public Members

*esp\_gatt\_status\_t* **status**  
Operation status

*uint16\_t* **handle**  
The characteristic or descriptor handle

**struct gattc\_write\_evt\_param**  
*#include <esp\_gattc\_api.h>* ESP\_GATTC\_WRITE\_CHAR\_EVT, ESP\_GATTC\_PREP\_WRITE\_EVT,  
ESP\_GATTC\_WRITE\_DESCR\_EVT.

### Public Members

*esp\_gatt\_status\_t* **status**  
Operation status

*uint16\_t* **conn\_id**  
Connection id

*uint16\_t* **handle**  
The Characteristic or descriptor handle

*uint16\_t* **offset**  
The prepare write offset, this value is valid only when prepare write

### Type Definitions

```
typedef void (*esp_gattc_cb_t) (esp_gattc_cb_event_t event, esp_gatt_if_t gattc_if,  
esp_ble_gattc_cb_param_t *param)
```

GATT Client callback function type.

#### Parameters

- *event*: : Event type
- *gatts\_if*: : GATT client access interface, normally different *gattc\_if* correspond to different profile
- *param*: : Point to callback parameter, currently is union type

### Enumerations

**enum esp\_gattc\_cb\_event\_t**  
GATT Client callback function events.

*Values:*

- ESP\_GATTC\_REG\_EVT = 0**  
When GATT client is registered, the event comes
- ESP\_GATTC\_UNREG\_EVT = 1**  
When GATT client is unregistered, the event comes
- ESP\_GATTC\_OPEN\_EVT = 2**  
When GATT virtual connection is set up, the event comes
- ESP\_GATTC\_READ\_CHAR\_EVT = 3**  
When GATT characteristic is read, the event comes
- ESP\_GATTC\_WRITE\_CHAR\_EVT = 4**  
When GATT characteristic write operation completes, the event comes
- ESP\_GATTC\_CLOSE\_EVT = 5**  
When GATT virtual connection is closed, the event comes
- ESP\_GATTC\_SEARCH\_CMPL\_EVT = 6**  
When GATT service discovery is completed, the event comes
- ESP\_GATTC\_SEARCH\_RES\_EVT = 7**  
When GATT service discovery result is got, the event comes
- ESP\_GATTC\_READ\_DESCR\_EVT = 8**  
When GATT characteristic descriptor read completes, the event comes
- ESP\_GATTC\_WRITE\_DESCR\_EVT = 9**  
When GATT characteristic descriptor write completes, the event comes
- ESP\_GATTC\_NOTIFY\_EVT = 10**  
When GATT notification or indication arrives, the event comes
- ESP\_GATTC\_PREP\_WRITE\_EVT = 11**  
When GATT prepare-write operation completes, the event comes
- ESP\_GATTC\_EXEC\_EVT = 12**  
When write execution completes, the event comes
- ESP\_GATTC\_ACL\_EVT = 13**  
When ACL connection is up, the event comes
- ESP\_GATTC\_CANCEL\_OPEN\_EVT = 14**  
When GATT client ongoing connection is cancelled, the event comes
- ESP\_GATTC\_SRVC\_CHG\_EVT = 15**  
When “service changed” occurs, the event comes
- ESP\_GATTC\_ENC\_CMPL\_CB\_EVT = 17**  
When encryption procedure completes, the event comes
- ESP\_GATTC\_CFG\_MTU\_EVT = 18**  
When configuration of MTU completes, the event comes
- ESP\_GATTC\_ADV\_DATA\_EVT = 19**  
When advertising of data, the event comes
- ESP\_GATTC\_MULT\_ADV\_ENB\_EVT = 20**  
When multi-advertising is enabled, the event comes
- ESP\_GATTC\_MULT\_ADV\_UPD\_EVT = 21**  
When multi-advertising parameters are updated, the event comes

- ESP\_GATTC\_MULT\_ADV\_DATA\_EVT = 22**  
When multi-advertising data arrives, the event comes
- ESP\_GATTC\_MULT\_ADV\_DIS\_EVT = 23**  
When multi-advertising is disabled, the event comes
- ESP\_GATTC\_CONGEST\_EVT = 24**  
When GATT connection congestion comes, the event comes
- ESP\_GATTC\_BTH\_SCAN\_ENB\_EVT = 25**  
When batch scan is enabled, the event comes
- ESP\_GATTC\_BTH\_SCAN\_CFG\_EVT = 26**  
When batch scan storage is configured, the event comes
- ESP\_GATTC\_BTH\_SCAN\_RD\_EVT = 27**  
When Batch scan read event is reported, the event comes
- ESP\_GATTC\_BTH\_SCAN\_THR\_EVT = 28**  
When Batch scan threshold is set, the event comes
- ESP\_GATTC\_BTH\_SCAN\_PARAM\_EVT = 29**  
When Batch scan parameters are set, the event comes
- ESP\_GATTC\_BTH\_SCAN\_DIS\_EVT = 30**  
When Batch scan is disabled, the event comes
- ESP\_GATTC\_SCAN\_FLT\_CFG\_EVT = 31**  
When Scan filter configuration completes, the event comes
- ESP\_GATTC\_SCAN\_FLT\_PARAM\_EVT = 32**  
When Scan filter parameters are set, the event comes
- ESP\_GATTC\_SCAN\_FLT\_STATUS\_EVT = 33**  
When Scan filter status is reported, the event comes
- ESP\_GATTC\_ADV\_VSC\_EVT = 34**  
When advertising vendor spec content event is reported, the event comes
- ESP\_GATTC\_REG\_FOR\_NOTIFY\_EVT = 38**  
When register for notification of a service completes, the event comes
- ESP\_GATTC\_UNREG\_FOR\_NOTIFY\_EVT = 39**  
When unregister for notification of a service completes, the event comes
- ESP\_GATTC\_CONNECT\_EVT = 40**  
When the ble physical connection is set up, the event comes
- ESP\_GATTC\_DISCONNECT\_EVT = 41**  
When the ble physical connection disconnected, the event comes
- ESP\_GATTC\_READ\_MULTIPLE\_EVT = 42**  
When the ble characteristic or descriptor multiple complete, the event comes
- ESP\_GATTC\_QUEUE\_FULL\_EVT = 43**  
When the gattc command queue full, the event comes
- ESP\_GATTC\_SET\_ASSOC\_EVT = 44**  
When the ble gattc set the associated address complete, the event comes
- ESP\_GATTC\_GET\_ADDR\_LIST\_EVT = 45**  
When the ble get gattc address list in cache finish, the event comes



## BLUFI API

### Overview

BLUFI is a profile based GATT to config ESP32 WIFI to connect/disconnect AP or setup a softap and etc. Use should concern these things:

1. The event sent from profile. Then you need to do something as the event indicate.
2. Security reference. You can write your own Security functions such as symmetrical encryption/decryption and checksum functions. Even you can define the “Key Exchange/Negotiation” procedure.

### Application Example

Check `bluetooth` folder in ESP-IDF examples, which contains the following application:

- This is a BLUFI demo. This demo can set ESP32’s wifi to softap/station/softap&station mode and config wifi connections - `bluetooth/blufi`

### API Reference

#### Header File

- `bt/bluedroid/api/include/api/esp_blufi_api.h`

#### Functions

*esp\_err\_t* **esp\_blufi\_register\_callbacks** (*esp\_blufi\_callbacks\_t* \*callbacks)

This function is called to receive blufi callback event.

**Return** ESP\_OK - success, other - failed

#### Parameters

- `callbacks`: callback functions

*esp\_err\_t* **esp\_blufi\_profile\_init** (void)

This function is called to initialize blufi\_profile.

**Return** ESP\_OK - success, other - failed

*esp\_err\_t* **esp\_blufi\_profile\_deinit** (void)

This function is called to de-initialize blufi\_profile.

**Return** ESP\_OK - success, other - failed

*esp\_err\_t* **esp\_blufi\_send\_wifi\_conn\_report** (*wifi\_mode\_t* opmode, *esp\_blufi\_sta\_conn\_state\_t* sta\_conn\_state, *uint8\_t* softap\_conn\_num, *esp\_blufi\_extra\_info\_t* \*extra\_info)

This function is called to send wifi connection report.

**Return** ESP\_OK - success, other - failed

**Parameters**

- `opmode`: : wifi opmode
- `sta_conn_state`: : station is already in connection or not
- `softap_conn_num`: : softap connection number
- `extra_info`: : extra information, such as `sta_ssid`, `softap_ssid` and etc.

*esp\_err\_t* **esp\_blufi\_send\_wifi\_list** (*uint16\_t apCount, esp\_blufi\_ap\_record\_t \*list*)

This function is called to send wifi list.

**Return** ESP\_OK - success, other - failed

**Parameters**

- `apCount`: : wifi list count
- `list`: : wifi list

*uint16\_t* **esp\_blufi\_get\_version** (*void*)

Get BLUFI profile version.

**Return** Most 8bit significant is Great version, Least 8bit is Sub version

*esp\_err\_t* **esp\_blufi\_close** (*esp\_gatt\_if\_t gatts\_if, uint16\_t conn\_id*)

Close a connection a remote device.

**Return**

- ESP\_OK : success
- other : failed

**Parameters**

- `gatts_if`: GATT server access interface
- `conn_id`: connection ID to be closed.

*esp\_err\_t* **esp\_blufi\_send\_error\_info** (*esp\_blufi\_error\_state\_t state*)

This function is called to send blufi error information.

**Return** ESP\_OK - success, other - failed

**Parameters**

- `state`: : error state

*esp\_err\_t* **esp\_blufi\_send\_custom\_data** (*uint8\_t \*data, uint32\_t data\_len*)

This function is called to custom data.

**Return** ESP\_OK - success, other - failed

**Parameters**

- `data`: : custom data value
- `data_len`: : the length of custom data

## Unions

```
union esp_blufi_cb_param_t
```

```
#include <esp_blufi_api.h> BLUFI callback parameters union.
```

### Public Members

```
struct esp_blufi_cb_param_t::blufi_init_finish_evt_param init_finish
```

```
Blufi callback param of ESP_BLUFI_EVENT_INIT_FINISH
```

```
struct esp_blufi_cb_param_t::blufi_deinit_finish_evt_param deinit_finish
```

```
Blufi callback param of ESP_BLUFI_EVENT_DEINIT_FINISH
```

```
struct esp_blufi_cb_param_t::blufi_set_wifi_mode_evt_param wifi_mode
```

```
Blufi callback param of ESP_BLUFI_EVENT_INIT_FINISH
```

```
struct esp_blufi_cb_param_t::blufi_connect_evt_param connect
```

```
Blufi callback param of ESP_BLUFI_EVENT_CONNECT
```

```
struct esp_blufi_cb_param_t::blufi_disconnect_evt_param disconnect
```

```
Blufi callback param of ESP_BLUFI_EVENT_DISCONNECT
```

```
struct esp_blufi_cb_param_t::blufi_recv_sta_bssid_evt_param sta_bssid
```

```
Blufi callback param of ESP_BLUFI_EVENT_RECV_STA_BSSID
```

```
struct esp_blufi_cb_param_t::blufi_recv_sta_ssid_evt_param sta_ssid
```

```
Blufi callback param of ESP_BLUFI_EVENT_RECV_STA_SSID
```

```
struct esp_blufi_cb_param_t::blufi_recv_sta_passwd_evt_param sta_passwd
```

```
Blufi callback param of ESP_BLUFI_EVENT_RECV_STA_PASSWD
```

```
struct esp_blufi_cb_param_t::blufi_recv_softap_ssid_evt_param softap_ssid
```

```
Blufi callback param of ESP_BLUFI_EVENT_RECV_SOFTAP_SSID
```

```
struct esp_blufi_cb_param_t::blufi_recv_softap_passwd_evt_param softap_passwd
```

```
Blufi callback param of ESP_BLUFI_EVENT_RECV_SOFTAP_PASSWD
```

```
struct esp_blufi_cb_param_t::blufi_recv_softap_max_conn_num_evt_param softap_max_conn_num
```

```
Blufi callback param of ESP_BLUFI_EVENT_RECV_SOFTAP_MAX_CONN_NUM
```

```
struct esp_blufi_cb_param_t::blufi_recv_softap_auth_mode_evt_param softap_auth_mode
```

```
Blufi callback param of ESP_BLUFI_EVENT_RECV_SOFTAP_AUTH_MODE
```

```
struct esp_blufi_cb_param_t::blufi_recv_softap_channel_evt_param softap_channel
```

```
Blufi callback param of ESP_BLUFI_EVENT_RECV_SOFTAP_CHANNEL
```

```
struct esp_blufi_cb_param_t::blufi_recv_username_evt_param username
```

```
Blufi callback param of ESP_BLUFI_EVENT_RECV_USERNAME
```

```
struct esp_blufi_cb_param_t::blufi_recv_ca_evt_param ca
```

```
Blufi callback param of ESP_BLUFI_EVENT_RECV_CA_CERT
```

```
struct esp_blufi_cb_param_t::blufi_recv_client_cert_evt_param client_cert
```

```
Blufi callback param of ESP_BLUFI_EVENT_RECV_CLIENT_CERT
```

```
struct esp_blufi_cb_param_t::blufi_recv_server_cert_evt_param server_cert
```

```
Blufi callback param of ESP_BLUFI_EVENT_RECV_SERVER_CERT
```

```
struct esp_blufi_cb_param_t::blufi_recv_client_pkey_evt_param client_pkey
```

```
Blufi callback param of ESP_BLUFI_EVENT_RECV_CLIENT_PRIV_KEY
```

**struct** *esp\_blufi\_cb\_param\_t::blufi\_recv\_server\_pkey\_evt\_param* **server\_pkey**  
Blufi callback param of ESP\_BLUFI\_EVENT\_RECV\_SERVER\_PRIV\_KEY

**struct** *esp\_blufi\_cb\_param\_t::blufi\_get\_error\_evt\_param* **report\_error**  
Blufi callback param of ESP\_BLUFI\_EVENT\_REPORT\_ERROR

**struct** *esp\_blufi\_cb\_param\_t::blufi\_recv\_custom\_data\_evt\_param* **custom\_data**  
Blufi callback param of ESP\_BLUFI\_EVENT\_RECV\_CUSTOM\_DATA

**struct** **blufi\_connect\_evt\_param**  
*#include <esp\_blufi\_api.h>* ESP\_BLUFI\_EVENT\_CONNECT.

### Public Members

*esp\_bd\_addr\_t* **remote\_bda**  
Blufi Remote bluetooth device address

**uint8\_t** **server\_if**  
server interface

**uint16\_t** **conn\_id**  
Connection id

**struct** **blufi\_deinit\_finish\_evt\_param**  
*#include <esp\_blufi\_api.h>* ESP\_BLUFI\_EVENT\_DEINIT\_FINISH.

### Public Members

*esp\_blufi\_deinit\_state\_t* **state**  
De-initial status

**struct** **blufi\_disconnect\_evt\_param**  
*#include <esp\_blufi\_api.h>* ESP\_BLUFI\_EVENT\_DISCONNECT.

### Public Members

*esp\_bd\_addr\_t* **remote\_bda**  
Blufi Remote bluetooth device address

**struct** **blufi\_get\_error\_evt\_param**  
*#include <esp\_blufi\_api.h>* ESP\_BLUFI\_EVENT\_REPORT\_ERROR.

### Public Members

*esp\_blufi\_error\_state\_t* **state**  
Blufi error state

**struct** **blufi\_init\_finish\_evt\_param**  
*#include <esp\_blufi\_api.h>* ESP\_BLUFI\_EVENT\_INIT\_FINISH.

**Public Members**

*esp\_blufi\_init\_state\_t* **state**  
Initial status

**struct blufi\_recv\_ca\_evt\_param**  
*#include <esp\_blufi\_api.h>* ESP\_BLUFI\_EVENT\_RECV\_CA\_CERT.

**Public Members**

uint8\_t \***cert**  
CA certificate point

int **cert\_len**  
CA certificate length

**struct blufi\_recv\_client\_cert\_evt\_param**  
*#include <esp\_blufi\_api.h>* ESP\_BLUFI\_EVENT\_RECV\_CLIENT\_CERT

**Public Members**

uint8\_t \***cert**  
Client certificate point

int **cert\_len**  
Client certificate length

**struct blufi\_recv\_client\_pkey\_evt\_param**  
*#include <esp\_blufi\_api.h>* ESP\_BLUFI\_EVENT\_RECV\_CLIENT\_PRIV\_KEY

**Public Members**

uint8\_t \***pkey**  
Client Private Key point, if Client certificate not contain Key

int **pkey\_len**  
Client Private key length

**struct blufi\_recv\_custom\_data\_evt\_param**  
*#include <esp\_blufi\_api.h>* ESP\_BLUFI\_EVENT\_RECV\_CUSTOM\_DATA.

**Public Members**

uint8\_t \***data**  
Custom data

uint32\_t **data\_len**  
Custom data Length

**struct blufi\_recv\_server\_cert\_evt\_param**  
*#include <esp\_blufi\_api.h>* ESP\_BLUFI\_EVENT\_RECV\_SERVER\_CERT

### Public Members

uint8\_t \***cert**  
Client certificate point

int **cert\_len**  
Client certificate length

**struct blufi\_rcv\_server\_pkey\_evt\_param**  
*#include <esp\_blufi\_api.h>* ESP\_BLUFI\_EVENT\_RECV\_SERVER\_PRIV\_KEY

### Public Members

uint8\_t \***pkey**  
Client Private Key point, if Client certificate not contain Key

int **pkey\_len**  
Client Private key length

**struct blufi\_rcv\_softap\_auth\_mode\_evt\_param**  
*#include <esp\_blufi\_api.h>* ESP\_BLUFI\_EVENT\_RECV\_SOFTAP\_AUTH\_MODE.

### Public Members

*wifi\_auth\_mode\_t* **auth\_mode**  
Authentication mode

**struct blufi\_rcv\_softap\_channel\_evt\_param**  
*#include <esp\_blufi\_api.h>* ESP\_BLUFI\_EVENT\_RECV\_SOFTAP\_CHANNEL.

### Public Members

uint8\_t **channel**  
Authentication mode

**struct blufi\_rcv\_softap\_max\_conn\_num\_evt\_param**  
*#include <esp\_blufi\_api.h>* ESP\_BLUFI\_EVENT\_RECV\_SOFTAP\_MAX\_CONN\_NUM.

### Public Members

int **max\_conn\_num**  
SSID

**struct blufi\_rcv\_softap\_passwd\_evt\_param**  
*#include <esp\_blufi\_api.h>* ESP\_BLUFI\_EVENT\_RECV\_SOFTAP\_PASSWD.

### Public Members

uint8\_t \***passwd**  
Password

int **passwd\_len**  
Password Length

```
struct blufi_rcv_softap_ssid_evt_param  
#include <esp_blufi_api.h> ESP_BLUFI_EVENT_RECV_SOFTAP_SSID.
```

### Public Members

```
uint8_t *ssid  
    SSID  
  
int ssid_len  
    SSID length
```

```
struct blufi_rcv_sta_bssid_evt_param  
#include <esp_blufi_api.h> ESP_BLUFI_EVENT_RECV_STA_BSSID.
```

### Public Members

```
uint8_t bssid[6]  
    BSSID
```

```
struct blufi_rcv_sta_passwd_evt_param  
#include <esp_blufi_api.h> ESP_BLUFI_EVENT_RECV_STA_PASSWD.
```

### Public Members

```
uint8_t *passwd  
    Password  
  
int passwd_len  
    Password Length
```

```
struct blufi_rcv_sta_ssid_evt_param  
#include <esp_blufi_api.h> ESP_BLUFI_EVENT_RECV_STA_SSID.
```

### Public Members

```
uint8_t *ssid  
    SSID  
  
int ssid_len  
    SSID length
```

```
struct blufi_rcv_username_evt_param  
#include <esp_blufi_api.h> ESP_BLUFI_EVENT_RECV_USERNAME.
```

### Public Members

```
uint8_t *name  
    Username point  
  
int name_len  
    Username length
```

```
struct blufi_set_wifi_mode_evt_param  
#include <esp_blufi_api.h> ESP_BLUFI_EVENT_SET_WIFI_MODE.
```

## Public Members

*wifi\_mode\_t* **op\_mode**  
Wifi operation mode

## Structures

**struct esp\_blufi\_extra\_info\_t**  
BLUFI extra information structure.

### Public Members

**uint8\_t sta\_bssid[6]**  
BSSID of station interface

**bool sta\_bssid\_set**  
is BSSID of station interface set

**uint8\_t \*sta\_ssid**  
SSID of station interface

**int sta\_ssid\_len**  
length of SSID of station interface

**uint8\_t \*sta\_passwd**  
password of station interface

**int sta\_passwd\_len**  
length of password of station interface

**uint8\_t \*softap\_ssid**  
SSID of softap interface

**int softap\_ssid\_len**  
length of SSID of softap interface

**uint8\_t \*softap\_passwd**  
password of station interface

**int softap\_passwd\_len**  
length of password of station interface

**uint8\_t softap\_authmode**  
authentication mode of softap interface

**bool softap\_authmode\_set**  
is authentication mode of softap interface set

**uint8\_t softap\_max\_conn\_num**  
max connection number of softap interface

**bool softap\_max\_conn\_num\_set**  
is max connection number of softap interface set

**uint8\_t softap\_channel**  
channel of softap interface

**bool softap\_channel\_set**  
is channel of softap interface set



**struct esp\_blufi\_ap\_record\_t**  
Description of an WiFi AP.

### Public Members

uint8\_t **ssid**[33]  
SSID of AP

int8\_t **rssi**  
signal strength of AP

**struct esp\_blufi\_callbacks\_t**  
BLUFI callback functions type.

### Public Members

*esp\_blufi\_event\_cb\_t* **event\_cb**  
BLUFI event callback

*esp\_blufi\_negotiate\_data\_handler\_t* **negotiate\_data\_handler**  
BLUFI negotiate data function for negotiate share key

*esp\_blufi\_encrypt\_func\_t* **encrypt\_func**  
BLUFI encrypt data function with share key generated by negotiate\_data\_handler

*esp\_blufi\_decrypt\_func\_t* **decrypt\_func**  
BLUFI decrypt data function with share key generated by negotiate\_data\_handler

*esp\_blufi\_checksum\_func\_t* **checksum\_func**  
BLUFI check sum function (FCS)

### Type Definitions

**typedef void (\*esp\_blufi\_event\_cb\_t)** (*esp\_blufi\_cb\_event\_t* event, *esp\_blufi\_cb\_param\_t* \*param)  
BLUFI event callback function type.

#### Parameters

- event: : Event type
- param: : Point to callback parameter, currently is union type

**typedef void (\*esp\_blufi\_negotiate\_data\_handler\_t)** (uint8\_t \*data, int len, uint8\_t \*\*output\_data, int \*output\_len, bool \*need\_free)

BLUFI negotiate data handler.

#### Parameters

- data: : data from phone
- len: : length of data from phone
- output\_data: : data want to send to phone
- output\_len: : length of data want to send to phone

**typedef** int (\***esp\_blufi\_encrypt\_func\_t**) (uint8\_t iv8, uint8\_t \*crypt\_data, int cyprt\_len)  
BLUFI encrypt the data after negotiate a share key.

**Return** Nonnegative number is encrypted length, if error, return negative number;

**Parameters**

- **iv8**: : initial vector(8bit), normally, blufi core will input packet sequence number
- **crypt\_data**: : plain text and encrypted data, the encrypt function must support autochthonous encrypt
- **crypt\_len**: : length of plain text

**typedef** int (\***esp\_blufi\_decrypt\_func\_t**) (uint8\_t iv8, uint8\_t \*crypt\_data, int crypt\_len)  
BLUFI decrypt the data after negotiate a share key.

**Return** Nonnegative number is decrypted length, if error, return negative number;

**Parameters**

- **iv8**: : initial vector(8bit), normally, blufi core will input packet sequence number
- **crypt\_data**: : encrypted data and plain text, the encrypt function must support autochthonous decrypt
- **crypt\_len**: : length of encrypted text

**typedef** uint16\_t (\***esp\_blufi\_checksum\_func\_t**) (uint8\_t iv8, uint8\_t \*data, int len)  
BLUFI checksum.

**Parameters**

- **iv8**: : initial vector(8bit), normally, blufi core will input packet sequence number
- **data**: : data need to checksum
- **len**: : length of data

## Enumerations

**enum** **esp\_blufi\_cb\_event\_t**

*Values:*

**ESP\_BLUFI\_EVENT\_INIT\_FINISH = 0**  
**ESP\_BLUFI\_EVENT\_DEINIT\_FINISH**  
**ESP\_BLUFI\_EVENT\_SET\_WIFI\_OPMODE**  
**ESP\_BLUFI\_EVENT\_BLE\_CONNECT**  
**ESP\_BLUFI\_EVENT\_BLE\_DISCONNECT**  
**ESP\_BLUFI\_EVENT\_REQ\_CONNECT\_TO\_AP**  
**ESP\_BLUFI\_EVENT\_REQ\_DISCONNECT\_FROM\_AP**  
**ESP\_BLUFI\_EVENT\_GET\_WIFI\_STATUS**  
**ESP\_BLUFI\_EVENT\_DEAUTHENTICATE\_STA**  
**ESP\_BLUFI\_EVENT\_RECV\_STA\_BSSID**

```
ESP_BLUFI_EVENT_RECV_STA_SSID
ESP_BLUFI_EVENT_RECV_STA_PASSWD
ESP_BLUFI_EVENT_RECV_SOFTAP_SSID
ESP_BLUFI_EVENT_RECV_SOFTAP_PASSWD
ESP_BLUFI_EVENT_RECV_SOFTAP_MAX_CONN_NUM
ESP_BLUFI_EVENT_RECV_SOFTAP_AUTH_MODE
ESP_BLUFI_EVENT_RECV_SOFTAP_CHANNEL
ESP_BLUFI_EVENT_RECV_USERNAME
ESP_BLUFI_EVENT_RECV_CA_CERT
ESP_BLUFI_EVENT_RECV_CLIENT_CERT
ESP_BLUFI_EVENT_RECV_SERVER_CERT
ESP_BLUFI_EVENT_RECV_CLIENT_PRIV_KEY
ESP_BLUFI_EVENT_RECV_SERVER_PRIV_KEY
ESP_BLUFI_EVENT_RECV_SLAVE_DISCONNECT_BLE
ESP_BLUFI_EVENT_GET_WIFI_LIST
ESP_BLUFI_EVENT_REPORT_ERROR
ESP_BLUFI_EVENT_RECV_CUSTOM_DATA
```

```
enum esp_blufi_sta_conn_state_t
    BLUFI config status.
```

*Values:*

```
ESP_BLUFI_STA_CONN_SUCCESS = 0x00
ESP_BLUFI_STA_CONN_FAIL = 0x01
```

```
enum esp_blufi_init_state_t
    BLUFI init status.
```

*Values:*

```
ESP_BLUFI_INIT_OK = 0
ESP_BLUFI_INIT_FAILED
```

```
enum esp_blufi_deinit_state_t
    BLUFI deinit status.
```

*Values:*

```
ESP_BLUFI_DEINIT_OK = 0
ESP_BLUFI_DEINIT_FAILED
```

```
enum esp_blufi_error_state_t
    BLUFI error status.
```

*Values:*

```
ESP_BLUFI_SEQUENCE_ERROR = 0
ESP_BLUFI_CHECKSUM_ERROR
ESP_BLUFI_DECRYPT_ERROR
```

`ESP_BLUFI_ENCRYPT_ERROR`  
`ESP_BLUFI_INIT_SECURITY_ERROR`  
`ESP_BLUFI_DH_MALLOC_ERROR`  
`ESP_BLUFI_DH_PARAM_ERROR`  
`ESP_BLUFI_READ_PARAM_ERROR`  
`ESP_BLUFI_MAKE_PUBLIC_ERROR`

## 3.1.4 CLASSIC BT

### CLASSIC BLUETOOTH GAP API

#### Overview

Instructions

#### Application Example

Instructions

#### API Reference

##### Header File

- `bt/bluedroid/api/include/api/esp_gap_bt_api.h`

##### Functions

`uint32_t esp_bt_gap_get_cod_srvc (uint32_t cod)`  
get major service field of COD

**Return** major service bits

##### Parameters

- `cod`: Class of Device

`uint32_t esp_bt_gap_get_cod_major_dev (uint32_t cod)`  
get major device field of COD

**Return** major device bits

##### Parameters

- `cod`: Class of Device

`uint32_t esp_bt_gap_get_cod_minor_dev (uint32_t cod)`  
get minor service field of COD

**Return** minor service bits

**Parameters**

- `cod`: Class of Device

`uint32_t esp_bt_gap_get_cod_format_type (uint32_t cod)`  
get format type of COD

**Return** format type

**Parameters**

- `cod`: Class of Device

`bool esp_bt_gap_is_valid_cod (uint32_t cod)`  
decide the integrity of COD

**Return**

- true if `cod` is valid
- false otherwise

**Parameters**

- `cod`: Class of Device

`esp_err_t esp_bt_gap_register_callback (esp_bt_gap_cb_t callback)`  
register callback function. This function should be called after `esp_bluedroid_enable()` completes successfully

**Return**

- `ESP_OK` : Succeed
- `ESP_FAIL`: others

`esp_err_t esp_bt_gap_set_scan_mode (esp_bt_scan_mode_t mode)`  
Set discoverability and connectability mode for legacy bluetooth. This function should be called after `esp_bluedroid_enable()` completes successfully.

**Return**

- `ESP_OK` : Succeed
- `ESP_ERR_INVALID_ARG`: if argument invalid
- `ESP_ERR_INVALID_STATE`: if bluetooth stack is not yet enabled
- `ESP_FAIL`: others

**Parameters**

- `mode`: : one of the enums of `bt_scan_mode_t`

`esp_err_t esp_bt_gap_start_discovery (esp_bt_inq_mode_t mode, uint8_t inq_len, uint8_t num_rsps)`

Start device discovery. This function should be called after `esp_bluedroid_enable()` completes successfully. `esp_bt_gap_cb_t` will be called with `ESP_BT_GAP_DISC_STATE_CHANGED_EVT` if discovery is started or halted. `esp_bt_gap_cb_t` will be called with `ESP_BT_GAP_DISC_RES_EVT` if discovery result is got.

**Return**

- `ESP_OK` : Succeed

- ESP\_ERR\_INVALID\_STATE: if bluetooth stack is not yet enabled
- ESP\_ERR\_INVALID\_ARG: if invalid parameters are provided
- ESP\_FAIL: others

#### Parameters

- mode: - inquiry mode
- inq\_len: - inquiry duration in 1.28 sec units, ranging from 0x01 to 0x30
- num\_rsps: - number of inquiry responses that can be received, value 0 indicates an unlimited number of responses

*esp\_err\_t* **esp\_bt\_gap\_cancel\_discovery** (void)

Cancel device discovery. This function should be called after `esp_bluedroid_enable()` completes successfully. `esp_bt_gap_cb_t` will be called with `ESP_BT_GAP_DISC_STATE_CHANGED_EVT` if discovery is stopped.

#### Return

- ESP\_OK : Succeed
- ESP\_ERR\_INVALID\_STATE: if bluetooth stack is not yet enabled
- ESP\_FAIL: others

*esp\_err\_t* **esp\_bt\_gap\_get\_remote\_services** (*esp\_bd\_addr\_t* remote\_bda)

Start SDP to get remote services. This function should be called after `esp_bluedroid_enable()` completes successfully. `esp_bt_gap_cb_t` will be called with `ESP_BT_GAP_RMT_SRVCS_EVT` after service discovery ends.

#### Return

- ESP\_OK : Succeed
- ESP\_ERR\_INVALID\_STATE: if bluetooth stack is not yet enabled
- ESP\_FAIL: others

*esp\_err\_t* **esp\_bt\_gap\_get\_remote\_service\_record** (*esp\_bd\_addr\_t* remote\_bda, *esp\_bt\_uuid\_t* \*uuid)

Start SDP to look up the service matching uuid on the remote device. This function should be called after `esp_bluedroid_enable()` completes successfully.

`esp_bt_gap_cb_t` will be called with `ESP_BT_GAP_RMT_SRVC_REC_EVT` after service discovery ends

#### Return

- ESP\_OK : Succeed
- ESP\_ERR\_INVALID\_STATE: if bluetooth stack is not yet enabled
- ESP\_FAIL: others

*uint8\_t\** **esp\_bt\_gap\_resolve\_eir\_data** (*uint8\_t\** eir, *esp\_bt\_eir\_type\_t* type, *uint8\_t\** length)

This function is called to get EIR data for a specific type.

**Return** pointer of starting position of eir data excluding eir data type, NULL if not found

#### Parameters

- eir: - pointer of raw eir data to be resolved
- type: - specific EIR data type

- `length`: - return the length of EIR data excluding fields of length and data type

*esp\_err\_t* **esp\_bt\_gap\_set\_cod** (*esp\_bt\_cod\_t* cod, *esp\_bt\_cod\_mode\_t* mode)

This function is called to set class of device. `esp_bt_gap_cb_t` will be called with `ESP_BT_GAP_SET_COD_EVT` after set COD ends. Some profiles have special restrictions on class of device, changes may cause these profiles do not work.

#### Return

- `ESP_OK` : Succeed
- `ESP_ERR_INVALID_STATE`: if bluetooth stack is not yet enabled
- `ESP_ERR_INVALID_ARG`: if param is invalid
- `ESP_FAIL`: others

#### Parameters

- `cod`: - class of device
- `mode`: - setting mode

*esp\_err\_t* **esp\_bt\_gap\_get\_cod** (*esp\_bt\_cod\_t* \*cod)

This function is called to get class of device.

#### Return

- `ESP_OK` : Succeed
- `ESP_FAIL`: others

#### Parameters

- `cod`: - class of device

*esp\_err\_t* **esp\_bt\_gap\_read\_rssi\_delta** (*esp\_bd\_addr\_t* remote\_addr)

This function is called to read RSSI delta by address after connected. The RSSI value returned by `ESP_BT_GAP_READ_RSSI_DELTA_EVT`.

#### Return

- `ESP_OK` : Succeed
- `ESP_FAIL`: others

#### Parameters

- `remote_addr`: - remote device address, corresponding to a certain connection handle.

*esp\_err\_t* **esp\_bt\_gap\_remove\_bond\_device** (*esp\_bd\_addr\_t* bd\_addr)

Removes a device from the security database list of peer device.

**Return** - `ESP_OK` : success

- `ESP_FAIL` : failed

#### Parameters

- `bd_addr`: : BD address of the peer device

int **esp\_bt\_gap\_get\_bond\_device\_num** (void)

Get the device number from the security database list of peer device. It will return the device bonded number immediately.

**Return** - >= 0 : bonded devices number.

- ESP\_FAIL : failed

*esp\_err\_t* **esp\_bt\_gap\_get\_bond\_device\_list** (int \**dev\_num*, *esp\_bd\_addr\_t* \**dev\_list*)

Get the device from the security database list of peer device. It will return the device bonded information immediately.

**Return**

- ESP\_OK : Succeed
- ESP\_ERR\_INVALID\_STATE: if bluetooth stack is not yet enabled
- ESP\_FAIL: others

**Parameters**

- *dev\_num*: Indicate the *dev\_list* array(buffer) size as input. If *dev\_num* is large enough, it means the actual number as output. Suggest that *dev\_num* value equal to `esp_ble_get_bond_device_num()`.
- *dev\_list*: an array(buffer) of *esp\_bd\_addr\_t* type. Use for storing the bonded devices address. The *dev\_list* should be allocated by who call this API.

*esp\_err\_t* **esp\_bt\_gap\_set\_pin** (*esp\_bt\_pin\_type\_t* *pin\_type*, uint8\_t *pin\_code\_len*, *esp\_bt\_pin\_code\_t* *pin\_code*)

Set pin type and default pin code for legacy pairing.

**Return** - ESP\_OK : success

- ESP\_ERR\_INVALID\_STATE: if bluetooth stack is not yet enabled
- other : failed

**Parameters**

- *pin\_type*: Use variable or fixed pin. If *pin\_type* is ESP\_BT\_PIN\_TYPE\_VARIABLE, *pin\_code* and *pin\_code\_len* will be ignored, and ESP\_BT\_GAP\_PIN\_REQ\_EVT will come when control requests for pin code. Else, will use fixed pin code and not callback to users.
- *pin\_code\_len*: Length of *pin\_code*
- *pin\_code*: Pin\_code

*esp\_err\_t* **esp\_bt\_gap\_pin\_reply** (*esp\_bd\_addr\_t* *bd\_addr*, bool *accept*, uint8\_t *pin\_code\_len*, *esp\_bt\_pin\_code\_t* *pin\_code*)

Reply the *pin\_code* to the peer device for legacy pairing when ESP\_BT\_GAP\_PIN\_REQ\_EVT is coming.

**Return** - ESP\_OK : success

- ESP\_ERR\_INVALID\_STATE: if bluetooth stack is not yet enabled
- other : failed

**Parameters**

- *bd\_addr*: BD address of the peer
- *accept*: Pin\_code reply successful or declined.



- `pin_code_len`: Length of `pin_code`
- `pin_code`: Pin\_code

*esp\_err\_t* **esp\_bt\_gap\_set\_security\_param**(*esp\_bt\_sp\_param\_t* param\_type, void \*value, uint8\_t len)

Set a GAP security parameter value. Overrides the default value.

**Return** - ESP\_OK : success

- ESP\_ERR\_INVALID\_STATE: if bluetooth stack is not yet enabled
- other : failed

#### Parameters

- param\_type: : the type of the param which is to be set
- value: : the param value
- len: : the length of the param value

*esp\_err\_t* **esp\_bt\_gap\_ssp\_passkey\_reply**(*esp\_bd\_addr\_t* bd\_addr, bool accept, uint32\_t passkey)

Reply the key value to the peer device in the legacy connection stage.

**Return** - ESP\_OK : success

- ESP\_ERR\_INVALID\_STATE: if bluetooth stack is not yet enabled
- other : failed

#### Parameters

- bd\_addr: : BD address of the peer
- accept: : passkey entry successful or declined.
- passkey: : passkey value, must be a 6 digit number, can be lead by 0.

*esp\_err\_t* **esp\_bt\_gap\_ssp\_confirm\_reply**(*esp\_bd\_addr\_t* bd\_addr, bool accept)

Reply the confirm value to the peer device in the legacy connection stage.

**Return** - ESP\_OK : success

- ESP\_ERR\_INVALID\_STATE: if bluetooth stack is not yet enabled
- other : failed

#### Parameters

- bd\_addr: : BD address of the peer device
- accept: : numbers to compare are the same or different.

## Unions

**union esp\_bt\_gap\_cb\_param\_t**

#include <esp\_gap\_bt\_api.h> A2DP state callback parameters.

## Public Members

```

struct esp_bt_gap_cb_param_t::disc_res_param disc_res
    discovery result parameter struct

struct esp_bt_gap_cb_param_t::disc_state_changed_param disc_st_chg
    discovery state changed parameter struct

struct esp_bt_gap_cb_param_t::rmt_srvcs_param rmt_srvcs
    services of remote device parameter struct

struct esp_bt_gap_cb_param_t::rmt_srvc_rec_param rmt_srvc_rec
    specific service record from remote device parameter struct

struct esp_bt_gap_cb_param_t::read_rssi_delta_param read_rssi_delta
    read rssi parameter struct

struct esp_bt_gap_cb_param_t::auth_cmpl_param auth_cmpl
    authentication complete parameter struct

struct esp_bt_gap_cb_param_t::pin_req_param pin_req
    pin request parameter struct

struct esp_bt_gap_cb_param_t::cfm_req_param cfm_req
    confirm request parameter struct

struct esp_bt_gap_cb_param_t::key_notif_param key_notif
    passkey notif parameter struct

struct esp_bt_gap_cb_param_t::key_req_param key_req
    passkey request parameter struct

struct auth_cmpl_param
    #include <esp_gap_bt_api.h> ESP_BT_GAP_AUTH_CMPL_EVT.
    
```

## Public Members

```

esp_bd_addr_t bda
    remote bluetooth device address

esp_bt_status_t stat
    authentication complete status

uint8_t device_name[ESP_BT_GAP_MAX_BDNAME_LEN + 1]
    device name

struct cfm_req_param
    #include <esp_gap_bt_api.h> ESP_BT_GAP_CFM_REQ_EVT.
    
```

## Public Members

```

esp_bd_addr_t bda
    remote bluetooth device address

uint32_t num_val
    the numeric value for comparison.

struct disc_res_param
    #include <esp_gap_bt_api.h> ESP_BT_GAP_DISC_RES_EVT.
    
```

### Public Members

*esp\_bd\_addr\_t* **bda**  
remote bluetooth device address

int **num\_prop**  
number of properties got

*esp\_bt\_gap\_dev\_prop\_t* \***prop**  
properties discovered from the new device

**struct disc\_state\_changed\_param**  
*#include <esp\_gap\_bt\_api.h>* ESP\_BT\_GAP\_DISC\_STATE\_CHANGED\_EVT.

### Public Members

*esp\_bt\_gap\_discovery\_state\_t* **state**  
discovery state

**struct key\_notif\_param**  
*#include <esp\_gap\_bt\_api.h>* ESP\_BT\_GAP\_KEY\_NOTIF\_EVT.

### Public Members

*esp\_bd\_addr\_t* **bda**  
remote bluetooth device address

uint32\_t **passkey**  
the numeric value for passkey entry.

**struct key\_req\_param**  
*#include <esp\_gap\_bt\_api.h>* ESP\_BT\_GAP\_KEY\_REQ\_EVT.

### Public Members

*esp\_bd\_addr\_t* **bda**  
remote bluetooth device address

**struct pin\_req\_param**  
*#include <esp\_gap\_bt\_api.h>* ESP\_BT\_GAP\_PIN\_REQ\_EVT.

### Public Members

*esp\_bd\_addr\_t* **bda**  
remote bluetooth device address

bool **min\_16\_digit**  
TRUE if the pin returned must be at least 16 digits

**struct read\_rssi\_delta\_param**  
*#include <esp\_gap\_bt\_api.h>* ESP\_BT\_GAP\_READ\_RSSI\_DELTA\_EVT \*.

### Public Members

*esp\_bd\_addr\_t* **bda**  
remote bluetooth device address

*esp\_bt\_status\_t* **stat**  
read rssi status

*int8\_t* **rssi\_delta**  
rssi delta value range -128 ~127, The value zero indicates that the RSSI is inside the Golden Receive Power Range, the Golden Receive Power Range is from ESP\_BT\_GAP\_RSSI\_LOW\_THRLD to ESP\_BT\_GAP\_RSSI\_HIGH\_THRLD

**struct rmt\_srvc\_rec\_param**  
*#include <esp\_gap\_bt\_api.h>* ESP\_BT\_GAP\_RMT\_SRVC\_REC\_EVT.

### Public Members

*esp\_bd\_addr\_t* **bda**  
remote bluetooth device address

*esp\_bt\_status\_t* **stat**  
service search status

**struct rmt\_srvcs\_param**  
*#include <esp\_gap\_bt\_api.h>* ESP\_BT\_GAP\_RMT\_SRVCS\_EVT.

### Public Members

*esp\_bd\_addr\_t* **bda**  
remote bluetooth device address

*esp\_bt\_status\_t* **stat**  
service search status

*int* **num\_uuids**  
number of UUID in uuid\_list

*esp\_bt\_uuid\_t* \***uuid\_list**  
list of service UUIDs of remote device

## Structures

**struct esp\_bt\_cod\_t**  
Class of device.

### Public Members

*uint32\_t* **reserved\_2**  
undefined

*uint32\_t* **minor**  
minor class

`uint32_t major`  
major class

`uint32_t service`  
service class

`uint32_t reserved_8`  
undefined

**struct esp\_bt\_gap\_dev\_prop\_t**  
Bluetooth Device Property Descriptor.

### Public Members

*esp\_bt\_gap\_dev\_prop\_type\_t* **type**  
device property type

int **len**  
device property value length

void \***val**  
device property value

### Macros

**ESP\_BT\_GAP\_RSSI\_HIGH\_THRLD**  
RSSI threshold.

High RSSI threshold

**ESP\_BT\_GAP\_RSSI\_LOW\_THRLD**  
Low RSSI threshold

**ESP\_BT\_GAP\_MAX\_BDNAME\_LEN**  
Maximum bytes of Bluetooth device name.

**ESP\_BT\_GAP\_EIR\_DATA\_LEN**  
Maximum size of EIR Significant part.

**ESP\_BT\_PIN\_CODE\_LEN**  
Max pin code length

**ESP\_BT\_IO\_CAP\_OUT**

**ESP\_BT\_IO\_CAP\_IO**

**ESP\_BT\_IO\_CAP\_IN**

**ESP\_BT\_IO\_CAP\_NONE**

**ESP\_BT\_COD\_SRVC\_BIT\_MASK**  
Bits of major service class field.

Major service bit mask

**ESP\_BT\_COD\_SRVC\_BIT\_OFFSET**  
Major service bit offset

**ESP\_BT\_COD\_MAJOR\_DEV\_BIT\_MASK**  
Bits of major device class field.

Major device bit mask

**ESP\_BT\_COD\_MAJOR\_DEV\_BIT\_OFFSET**

Major device bit offset

**ESP\_BT\_COD\_MINOR\_DEV\_BIT\_MASK**

Bits of minor device class field.

Minor device bit mask

**ESP\_BT\_COD\_MINOR\_DEV\_BIT\_OFFSET**

Minor device bit offset

**ESP\_BT\_COD\_FORMAT\_TYPE\_BIT\_MASK**

Bits of format type.

Format type bit mask

**ESP\_BT\_COD\_FORMAT\_TYPE\_BIT\_OFFSET**

Format type bit offset

**ESP\_BT\_COD\_FORMAT\_TYPE\_1**

Class of device format type 1.

**ESP\_BT\_GAP\_MIN\_INQ\_LEN**

Minimum and Maximum inquiry length Minimum inquiry duration, unit is 1.28s

**ESP\_BT\_GAP\_MAX\_INQ\_LEN**

Maximum inquiry duration, unit is 1.28s

## Type Definitions

**typedef** uint8\_t **esp\_bt\_pin\_code\_t**[ESP\_BT\_PIN\_CODE\_LEN]

Pin Code (upto 128 bits) MSB is 0

**typedef** uint8\_t **esp\_bt\_io\_cap\_t**

combination of the io capability

**typedef** void (\***esp\_bt\_gap\_cb\_t**) (*esp\_bt\_gap\_cb\_event\_t* event, *esp\_bt\_gap\_cb\_param\_t* \*param)

bluetooth GAP callback function type

### Parameters

- *event*: : Event type
- *param*: : Pointer to callback parameter

## Enumerations

**enum** **esp\_bt\_cod\_mode\_t**

class of device settings

*Values:*

**ESP\_BT\_SET\_COD\_MAJOR\_MINOR** = 0x01

overwrite major, minor class

**ESP\_BT\_SET\_COD\_SERVICE\_CLASS** = 0x02

set the bits in the input, the current bit will remain

**ESP\_BT\_CLR\_COD\_SERVICE\_CLASS** = 0x04

clear the bits in the input, others will remain

**ESP\_BT\_SET\_COD\_ALL** = 0x08  
 overwrite major, minor, set the bits in service class

**ESP\_BT\_INIT\_COD** = 0x0a  
 overwrite major, minor, and service class

**enum esp\_bt\_scan\_mode\_t**  
 Discoverability and Connectability mode.

*Values:*

**ESP\_BT\_SCAN\_MODE\_NONE** = 0  
 Neither discoverable nor connectable

**ESP\_BT\_SCAN\_MODE\_CONNECTABLE**  
 Connectable but not discoverable

**ESP\_BT\_SCAN\_MODE\_CONNECTABLE\_DISCOVERABLE**  
 both discoverable and connectable

**enum esp\_bt\_gap\_dev\_prop\_type\_t**  
 Bluetooth Device Property type.

*Values:*

**ESP\_BT\_GAP\_DEV\_PROP\_BDNAME** = 1  
 Bluetooth device name, value type is int8\_t []

**ESP\_BT\_GAP\_DEV\_PROP\_COD**  
 Class of Device, value type is uint32\_t

**ESP\_BT\_GAP\_DEV\_PROP\_RSSI**  
 Received Signal strength Indication, value type is int8\_t, ranging from -128 to 127

**ESP\_BT\_GAP\_DEV\_PROP\_EIR**  
 Extended Inquiry Response, value type is uint8\_t []

**enum esp\_bt\_eir\_type\_t**  
 Extended Inquiry Response data type.

*Values:*

**ESP\_BT\_EIR\_TYPE\_FLAGS** = 0x01  
 Flag with information such as BR/EDR and LE support

**ESP\_BT\_EIR\_TYPE\_INCMPL\_16BITS\_UUID** = 0x02  
 Incomplete list of 16-bit service UUIDs

**ESP\_BT\_EIR\_TYPE\_CMPL\_16BITS\_UUID** = 0x03  
 Complete list of 16-bit service UUIDs

**ESP\_BT\_EIR\_TYPE\_INCMPL\_32BITS\_UUID** = 0x04  
 Incomplete list of 32-bit service UUIDs

**ESP\_BT\_EIR\_TYPE\_CMPL\_32BITS\_UUID** = 0x05  
 Complete list of 32-bit service UUIDs

**ESP\_BT\_EIR\_TYPE\_INCMPL\_128BITS\_UUID** = 0x06  
 Incomplete list of 128-bit service UUIDs

**ESP\_BT\_EIR\_TYPE\_CMPL\_128BITS\_UUID** = 0x07  
 Complete list of 128-bit service UUIDs

**ESP\_BT\_EIR\_TYPE\_SHORT\_LOCAL\_NAME** = 0x08  
 Shortened Local Name

**ESP\_BT\_EIR\_TYPE\_CMPL\_LOCAL\_NAME** = 0x09

Complete Local Name

**ESP\_BT\_EIR\_TYPE\_TX\_POWER\_LEVEL** = 0x0a

Tx power level, value is 1 octet ranging from -127 to 127, unit is dBm

**ESP\_BT\_EIR\_TYPE\_MANU\_SPECIFIC** = 0xff

Manufacturer specific data

**enum esp\_bt\_cod\_srvc\_t**

Major service class field of Class of Device, mutple bits can be set.

*Values:*

**ESP\_BT\_COD\_SRVC\_NONE** = 0

None indicates an invalid value

**ESP\_BT\_COD\_SRVC\_LMTD\_DISCOVER** = 0x1

Limited Discoverable Mode

**ESP\_BT\_COD\_SRVC\_POSITIONING** = 0x8

Positioning (Location identification)

**ESP\_BT\_COD\_SRVC\_NETWORKING** = 0x10

Networking, e.g. LAN, Ad hoc

**ESP\_BT\_COD\_SRVC\_RENDERING** = 0x20

Rendering, e.g. Printing, Speakers

**ESP\_BT\_COD\_SRVC\_CAPTURING** = 0x40

Capturing, e.g. Scanner, Microphone

**ESP\_BT\_COD\_SRVC\_OBJ\_TRANSFER** = 0x80

Object Transfer, e.g. v-Inbox, v-Folder

**ESP\_BT\_COD\_SRVC\_AUDIO** = 0x100

Audio, e.g. Speaker, Microphone, Headset service

**ESP\_BT\_COD\_SRVC\_TELEPHONY** = 0x200

Telephony, e.g. Cordless telephony, Modem, Headset service

**ESP\_BT\_COD\_SRVC\_INFORMATION** = 0x400

Information, e.g., WEB-server, WAP-server

**enum esp\_bt\_pin\_type\_t**

*Values:*

**ESP\_BT\_PIN\_TYPE\_VARIABLE** = 0

Refer to BTM\_PIN\_TYPE\_VARIABLE

**ESP\_BT\_PIN\_TYPE\_FIXED** = 1

Refer to BTM\_PIN\_TYPE\_FIXED

**enum esp\_bt\_sp\_param\_t**

*Values:*

**ESP\_BT\_SP\_IOCTL\_MODE** = 0

Set IO mode

**enum esp\_bt\_cod\_major\_dev\_t**

Major device class field of Class of Device.

*Values:*



**ESP\_BT\_COD\_MAJOR\_DEV\_MISC** = 0  
Miscellaneous

**ESP\_BT\_COD\_MAJOR\_DEV\_COMPUTER** = 1  
Computer

**ESP\_BT\_COD\_MAJOR\_DEV\_PHONE** = 2  
Phone(cellular, cordless, pay phone, modem)

**ESP\_BT\_COD\_MAJOR\_DEV\_LAN\_NAP** = 3  
LAN, Network Access Point

**ESP\_BT\_COD\_MAJOR\_DEV\_AV** = 4  
Audio/Video(headset, speaker, stereo, video display, VCR)

**ESP\_BT\_COD\_MAJOR\_DEV\_PERIPHERAL** = 5  
Peripheral(mouse, joystick, keyboard)

**ESP\_BT\_COD\_MAJOR\_DEV\_IMAGING** = 6  
Imaging(printer, scanner, camera, display)

**ESP\_BT\_COD\_MAJOR\_DEV\_WEARABLE** = 7  
Wearable

**ESP\_BT\_COD\_MAJOR\_DEV\_TOY** = 8  
Toy

**ESP\_BT\_COD\_MAJOR\_DEV\_HEALTH** = 9  
Health

**ESP\_BT\_COD\_MAJOR\_DEV\_UNCATEGORIZED** = 31  
Uncategorized: device not specified

**enum esp\_bt\_gap\_discovery\_state\_t**  
Bluetooth Device Discovery state

*Values:*

**ESP\_BT\_GAP\_DISCOVERY\_STOPPED**  
device discovery stopped

**ESP\_BT\_GAP\_DISCOVERY\_STARTED**  
device discovery started

**enum esp\_bt\_gap\_cb\_event\_t**  
BT GAP callback events.

*Values:*

**ESP\_BT\_GAP\_DISC\_RES\_EVT** = 0  
device discovery result event

**ESP\_BT\_GAP\_DISC\_STATE\_CHANGED\_EVT**  
discovery state changed event

**ESP\_BT\_GAP\_RMT\_SRVCS\_EVT**  
get remote services event

**ESP\_BT\_GAP\_RMT\_SRVC\_REC\_EVT**  
get remote service record event

**ESP\_BT\_GAP\_AUTH\_CMPL\_EVT**  
AUTH complete event

**ESP\_BT\_GAP\_PIN\_REQ\_EVT**  
Legacy Pairing Pin code request

**ESP\_BT\_GAP\_CFM\_REQ\_EVT**  
Simple Pairing User Confirmation request.

**ESP\_BT\_GAP\_KEY\_NOTIF\_EVT**  
Simple Pairing Passkey Notification

**ESP\_BT\_GAP\_KEY\_REQ\_EVT**  
Simple Pairing Passkey request

**ESP\_BT\_GAP\_READ\_RSSI\_DELTA\_EVT**  
read rssi event

**ESP\_BT\_GAP\_EVT\_MAX**

**enum esp\_bt\_inq\_mode\_t**  
Inquiry Mode

*Values:*

**ESP\_BT\_INQ\_MODE\_GENERAL\_INQUIRY**  
General inquiry mode

**ESP\_BT\_INQ\_MODE\_LIMITED\_INQUIRY**  
Limited inquiry mode

## Bluetooth A2DP API

### Overview

Instructions

### Application Example

Check [bluetooth](#) folder in ESP-IDF examples, which contains the following application:

- This is a A2DP sink client demo. This demo can be discovered and connected by A2DP source device and receive the audio stream from remote device - [bluetooth/a2dp\\_sink](#)

### API Reference

#### Header File

- [bt/bluedroid/api/include/api/esp\\_a2dp\\_api.h](#)

#### Functions

*esp\_err\_t* **esp\_a2d\_register\_callback** (*esp\_a2d\_cb\_t* callback)

Register application callback function to A2DP module. This function should be called only after `esp_bluedroid_enable()` completes successfully, used by both A2DP source and sink.

#### Return

- ESP\_OK: success
- ESP\_INVALID\_STATE: if bluetooth stack is not yet enabled
- ESP\_FAIL: if callback is a NULL function pointer

#### Parameters

- `callback`: A2DP event callback function

*esp\_err\_t* **esp\_a2d\_sink\_register\_data\_callback** (*esp\_a2d\_sink\_data\_cb\_t* *callback*)

Register A2DP sink data output function; For now the output is PCM data stream decoded from SBC format. This function should be called only after `esp_bluedroid_enable()` completes successfully, used only by A2DP sink. The callback is invoked in the context of A2DP sink task whose stack size is configurable through menu-config.

#### Return

- ESP\_OK: success
- ESP\_INVALID\_STATE: if bluetooth stack is not yet enabled
- ESP\_FAIL: if callback is a NULL function pointer

#### Parameters

- `callback`: A2DP sink data callback function

*esp\_err\_t* **esp\_a2d\_sink\_init** (void)

Initialize the bluetooth A2DP sink module. This function should be called after `esp_bluedroid_enable()` completes successfully.

#### Return

- ESP\_OK: if the initialization request is sent successfully
- ESP\_INVALID\_STATE: if bluetooth stack is not yet enabled
- ESP\_FAIL: others

*esp\_err\_t* **esp\_a2d\_sink\_deinit** (void)

De-initialize for A2DP sink module. This function should be called only after `esp_bluedroid_enable()` completes successfully.

#### Return

- ESP\_OK: success
- ESP\_INVALID\_STATE: if bluetooth stack is not yet enabled
- ESP\_FAIL: others

*esp\_err\_t* **esp\_a2d\_sink\_connect** (*esp\_bd\_addr\_t* *remote\_bda*)

Connect to remote bluetooth A2DP source device, must after `esp_a2d_sink_init()`

#### Return

- ESP\_OK: connect request is sent to lower layer
- ESP\_INVALID\_STATE: if bluetooth stack is not yet enabled
- ESP\_FAIL: others

#### Parameters

- `remote_bda`: remote bluetooth device address

*esp\_err\_t* **esp\_a2d\_sink\_disconnect** (*esp\_bd\_addr\_t* `remote_bda`)

Disconnect from the remote A2DP source device.

#### Return

- `ESP_OK`: disconnect request is sent to lower layer
- `ESP_INVALID_STATE`: if bluetooth stack is not yet enabled
- `ESP_FAIL`: others

#### Parameters

- `remote_bda`: remote bluetooth device address

*esp\_err\_t* **esp\_a2d\_media\_ctrl** (*esp\_a2d\_media\_ctrl\_t* `ctrl`)

media control commands; this API can be used for both A2DP sink and source

#### Return

- `ESP_OK`: control command is sent to lower layer
- `ESP_INVALID_STATE`: if bluetooth stack is not yet enabled
- `ESP_FAIL`: others

#### Parameters

- `ctrl`: control commands for A2DP data channel

*esp\_err\_t* **esp\_a2d\_source\_init** (void)

Initialize the bluetooth A2DP source module. This function should be called after `esp_bluedroid_enable()` completes successfully.

#### Return

- `ESP_OK`: if the initialization request is sent successfully
- `ESP_INVALID_STATE`: if bluetooth stack is not yet enabled
- `ESP_FAIL`: others

*esp\_err\_t* **esp\_a2d\_source\_deinit** (void)

De-initialize for A2DP source module. This function should be called only after `esp_bluedroid_enable()` completes successfully.

#### Return

- `ESP_OK`: success
- `ESP_INVALID_STATE`: if bluetooth stack is not yet enabled
- `ESP_FAIL`: others

*esp\_err\_t* **esp\_a2d\_source\_register\_data\_callback** (*esp\_a2d\_source\_data\_cb\_t* `callback`)

Register A2DP source data input function; For now the input is PCM data stream. This function should be called only after `esp_bluedroid_enable()` completes successfully. The callback is invoked in the context of A2DP source task whose stack size is configurable through `menuconfig`.

**Return**

- ESP\_OK: success
- ESP\_INVALID\_STATE: if bluetooth stack is not yet enabled
- ESP\_FAIL: if callback is a NULL function pointer

**Parameters**

- `callback`: A2DP source data callback function

*esp\_err\_t* **esp\_a2d\_source\_connect** (*esp\_bd\_addr\_t* remote\_bda)  
Connect to remote A2DP sink device, must after `esp_a2d_source_init()`

**Return**

- ESP\_OK: connect request is sent to lower layer
- ESP\_INVALID\_STATE: if bluetooth stack is not yet enabled
- ESP\_FAIL: others

**Parameters**

- `remote_bda`: remote bluetooth device address

*esp\_err\_t* **esp\_a2d\_source\_disconnect** (*esp\_bd\_addr\_t* remote\_bda)  
Disconnect from the remote A2DP sink device.

**Return**

- ESP\_OK: disconnect request is sent to lower layer
- ESP\_INVALID\_STATE: if bluetooth stack is not yet enabled
- ESP\_FAIL: others

**Parameters**

- `remote_bda`: remote bluetooth device address

**Unions**

**union esp\_a2d\_cb\_param\_t**  
*#include <esp\_a2dp\_api.h>* A2DP state callback parameters.

**Public Members**

```
struct esp_a2d_cb_param_t::a2d_conn_stat_param conn_stat
    A2DP connection status

struct esp_a2d_cb_param_t::a2d_audio_stat_param audio_stat
    audio stream playing state

struct esp_a2d_cb_param_t::a2d_audio_cfg_param audio_cfg
    media codec configuration information

struct esp_a2d_cb_param_t::media_ctrl_stat_param media_ctrl_stat
    status in acknowledgement to media control commands
```

```
struct a2d_audio_cfg_param  
    #include <esp_a2dp_api.h> ESP_A2D_AUDIO_CFG_EVT.
```

### Public Members

```
esp_bd_addr_t remote_bda  
    remote bluetooth device address  
  
esp_a2d_mcc_t mcc  
    A2DP media codec capability information
```

```
struct a2d_audio_stat_param  
    #include <esp_a2dp_api.h> ESP_A2D_AUDIO_STATE_EVT.
```

### Public Members

```
esp_a2d_audio_state_t state  
    one of the values from esp_a2d_audio_state_t  
  
esp_bd_addr_t remote_bda  
    remote bluetooth device address
```

```
struct a2d_conn_stat_param  
    #include <esp_a2dp_api.h> ESP_A2D_CONNECTION_STATE_EVT.
```

### Public Members

```
esp_a2d_connection_state_t state  
    one of values from esp_a2d_connection_state_t  
  
esp_bd_addr_t remote_bda  
    remote bluetooth device address  
  
esp_a2d_disc_rsn_t disc_rsn  
    reason of disconnection for “DISCONNECTED”
```

```
struct media_ctrl_stat_param  
    #include <esp_a2dp_api.h> ESP_A2D_MEDIA_CTRL_ACK_EVT.
```

### Public Members

```
esp_a2d_media_ctrl_t cmd  
    media control commands to acknowledge  
  
esp_a2d_media_ctrl_ack_t status  
    acknowledgement to media control commands
```

## Structures

```
struct esp_a2d_mcc_t  
    A2DP media codec capabilities union.
```

## Public Members

*esp\_a2d\_mct\_t* **type**

A2DP media codec type

**union** *esp\_a2d\_mcc\_t::[anonymous]* **cie**

A2DP codec information element

## Macros

**ESP\_A2D\_MCT\_SBC**

Media codec types supported by A2DP.

SBC

**ESP\_A2D\_MCT\_M12**

MPEG-1, 2 Audio

**ESP\_A2D\_MCT\_M24**

MPEG-2, 4 AAC

**ESP\_A2D\_MCT\_ATRAC**

ATRAC family

**ESP\_A2D\_MCT\_NON\_A2DP**

**ESP\_A2D\_CIE\_LEN\_SBC**

**ESP\_A2D\_CIE\_LEN\_M12**

**ESP\_A2D\_CIE\_LEN\_M24**

**ESP\_A2D\_CIE\_LEN\_ATRAC**

## Type Definitions

**typedef** `uint8_t esp_a2d_mct_t`

**typedef** `void (*esp_a2d_cb_t) (esp_a2d_cb_event_t event, esp_a2d_cb_param_t *param)`

A2DP profile callback function type.

### Parameters

- `event`: : Event type
- `param`: : Pointer to callback parameter

**typedef** `void (*esp_a2d_sink_data_cb_t) (const uint8_t *buf, uint32_t len)`

A2DP profile data callback function.

### Parameters

- `buf`: : data received from A2DP source device and is PCM format decoder from SBC decoder; `buf` references to a static memory block and can be overwritten by upcoming data
- `len`: : size(in bytes) in `buf`

**typedef** `int32_t (*esp_a2d_source_data_cb_t) (uint8_t *buf, int32_t len)`

A2DP source data read callback function.

**Return** size of bytes read successfully, if the argument len is -1, this value is ignored.

**Parameters**

- **buf**: : buffer to be filled with PCM data stream from higher layer
- **len**: : size(in bytes) of data block to be copied to buf. -1 is an indication to user that data buffer shall be flushed

**Enumerations**

**enum esp\_a2d\_connection\_state\_t**

Bluetooth A2DP connection states.

*Values:*

**ESP\_A2D\_CONNECTION\_STATE\_DISCONNECTED** = 0  
connection released

**ESP\_A2D\_CONNECTION\_STATE\_CONNECTING**  
connecting remote device

**ESP\_A2D\_CONNECTION\_STATE\_CONNECTED**  
connection established

**ESP\_A2D\_CONNECTION\_STATE\_DISCONNECTING**  
disconnecting remote device

**enum esp\_a2d\_disc\_rsn\_t**

Bluetooth A2DP disconnection reason.

*Values:*

**ESP\_A2D\_DISC\_RSN\_NORMAL** = 0  
Finished disconnection that is initiated by local or remote device

**ESP\_A2D\_DISC\_RSN\_ABNORMAL**  
Abnormal disconnection caused by signal loss

**enum esp\_a2d\_audio\_state\_t**

Bluetooth A2DP datapath states.

*Values:*

**ESP\_A2D\_AUDIO\_STATE\_REMOTE\_SUSPEND** = 0  
audio stream datapath suspended by remote device

**ESP\_A2D\_AUDIO\_STATE\_STOPPED**  
audio stream datapath stopped

**ESP\_A2D\_AUDIO\_STATE\_STARTED**  
audio stream datapath started

**enum esp\_a2d\_media\_ctrl\_ack\_t**

A2DP media control command acknowledgement code.

*Values:*

**ESP\_A2D\_MEDIA\_CTRL\_ACK\_SUCCESS** = 0  
media control command is acknowledged with success

**ESP\_A2D\_MEDIA\_CTRL\_ACK\_FAILURE**  
media control command is acknowledged with failure



**ESP\_A2D\_MEDIA\_CTRL\_ACK\_BUSY**

media control command is rejected, as previous command is not yet acknowledged

**enum esp\_a2d\_media\_ctrl\_t**

A2DP media control commands.

*Values:*

**ESP\_A2D\_MEDIA\_CTRL\_NONE = 0**

dummy command

**ESP\_A2D\_MEDIA\_CTRL\_CHECK\_SRC\_RDY**

check whether AVDTP is connected, only used in A2DP source

**ESP\_A2D\_MEDIA\_CTRL\_START**

command to set up media transmission channel

**ESP\_A2D\_MEDIA\_CTRL\_STOP**

command to stop media transmission

**ESP\_A2D\_MEDIA\_CTRL\_SUSPEND**

command to suspend media transmission

**enum esp\_a2d\_cb\_event\_t**

A2DP callback events.

*Values:*

**ESP\_A2D\_CONNECTION\_STATE\_EVT = 0**

connection state changed event

**ESP\_A2D\_AUDIO\_STATE\_EVT**

audio stream transmission state changed event

**ESP\_A2D\_AUDIO\_CFG\_EVT**

audio codec is configured, only used for A2DP SINK

**ESP\_A2D\_MEDIA\_CTRL\_ACK\_EVT**

acknowledge event in response to media control commands

**BT AVRCP APIs****Overview**

Bluetooth AVRCP reference APIs.

[Instructions](#)

**Application Example**

[Instructions](#)

**API Reference****Header File**

- [bt/bluedroid/api/include/api/esp\\_avrc\\_api.h](#)

## Functions

*esp\_err\_t* **esp\_avrc\_ct\_register\_callback** (*esp\_avrc\_ct\_cb\_t* callback)

Register application callbacks to AVRCP module; for now only AVRCP Controller role is supported. This function should be called after `esp_bluedroid_enable()` completes successfully.

### Return

- `ESP_OK`: success
- `ESP_INVALID_STATE`: if bluetooth stack is not yet enabled
- `ESP_FAIL`: others

### Parameters

- `callback`: AVRCP controller callback function

*esp\_err\_t* **esp\_avrc\_ct\_init** (void)

Initialize the bluetooth AVRCP controller module, This function should be called after `esp_bluedroid_enable()` completes successfully.

### Return

- `ESP_OK`: success
- `ESP_INVALID_STATE`: if bluetooth stack is not yet enabled
- `ESP_FAIL`: others

*esp\_err\_t* **esp\_avrc\_ct\_deinit** (void)

De-initialize AVRCP controller module. This function should be called after `esp_bluedroid_enable()` completes successfully.

### Return

- `ESP_OK`: success
- `ESP_INVALID_STATE`: if bluetooth stack is not yet enabled
- `ESP_FAIL`: others

*esp\_err\_t* **esp\_avrc\_ct\_send\_set\_player\_value\_cmd** (uint8\_t *tl*, uint8\_t *attr\_id*, uint8\_t *value\_id*)

Send player application settings command to AVRCP target. This function should be called after `ESP_AVRC_CT_CONNECTION_STATE_EVT` is received and AVRCP connection is established.

### Return

- `ESP_OK`: success
- `ESP_INVALID_STATE`: if bluetooth stack is not yet enabled
- `ESP_FAIL`: others

### Parameters

- `tl`: : transaction label, 0 to 15, consecutive commands should use different values.
- `attr_id`: : player application setting attribute IDs from one of `esp_avrc_ps_attr_ids_t`
- `value_id`: : attribute value defined for the specific player application setting attribute

*esp\_err\_t* **esp\_avrc\_ct\_send\_register\_notification\_cmd** (uint8\_t *tl*, uint8\_t *event\_id*, uint32\_t *event\_parameter*)

Send register notification command to AVRCP target, This function should be called after ESP\_AVRC\_CT\_CONNECTION\_STATE\_EVT is received and AVRCP connection is established.

#### Return

- ESP\_OK: success
- ESP\_INVALID\_STATE: if bluetooth stack is not yet enabled
- ESP\_FAIL: others

#### Parameters

- *tl*: : transaction label, 0 to 15, consecutive commands should use different values.
- *event\_id*: : id of events, e.g. ESP\_AVRC\_RN\_PLAY\_STATUS\_CHANGE, ESP\_AVRC\_RN\_TRACK\_CHANGE, etc.
- *event\_parameter*: : special parameters, eg. playback interval for ESP\_AVRC\_RN\_PLAY\_POS\_CHANGED

*esp\_err\_t* **esp\_avrc\_ct\_send\_metadata\_cmd** (uint8\_t *tl*, uint8\_t *attr\_mask*)

Send metadata command to AVRCP target, This function should be called after ESP\_AVRC\_CT\_CONNECTION\_STATE\_EVT is received and AVRCP connection is established.

#### Return

- ESP\_OK: success
- ESP\_INVALID\_STATE: if bluetooth stack is not yet enabled
- ESP\_FAIL: others

#### Parameters

- *tl*: : transaction label, 0 to 15, consecutive commands should use different values.
- *attr\_mask*: : mask of attributes, e.g. ESP\_AVRC\_MD\_ATTR\_ID\_TITLE | ESP\_AVRC\_MD\_ATTR\_ID\_ARTIST.

*esp\_err\_t* **esp\_avrc\_ct\_send\_passthrough\_cmd** (uint8\_t *tl*, uint8\_t *key\_code*, uint8\_t *key\_state*)

Send passthrough command to AVRCP target, This function should be called after ESP\_AVRC\_CT\_CONNECTION\_STATE\_EVT is received and AVRCP connection is established.

#### Return

- ESP\_OK: success
- ESP\_INVALID\_STATE: if bluetooth stack is not yet enabled
- ESP\_FAIL: others

#### Parameters

- *tl*: : transaction label, 0 to 15, consecutive commands should use different values.
- *key\_code*: : passthrough command code, e.g. ESP\_AVRC\_PT\_CMD\_PLAY, ESP\_AVRC\_PT\_CMD\_STOP, etc.
- *key\_state*: : passthrough command key state, ESP\_AVRC\_PT\_CMD\_STATE\_PRESSED or ESP\_AVRC\_PT\_CMD\_STATE\_RELEASED

## Unions

**union esp\_avrc\_ct\_cb\_param\_t**

*#include <esp\_avrc\_api.h>* AVRC controller callback parameters.

### Public Members

**struct esp\_avrc\_ct\_cb\_param\_t::avrc\_ct\_conn\_stat\_param conn\_stat**  
AVRC connection status

**struct esp\_avrc\_ct\_cb\_param\_t::avrc\_ct\_psth\_rsp\_param psth\_rsp**  
passthrough command response

**struct esp\_avrc\_ct\_cb\_param\_t::avrc\_ct\_meta\_rsp\_param meta\_rsp**  
metadata attributes response

**struct esp\_avrc\_ct\_cb\_param\_t::avrc\_ct\_change\_notify\_param change\_ntf**  
notifications

**struct esp\_avrc\_ct\_cb\_param\_t::avrc\_ct\_rmt\_feats\_param rmt\_feats**  
AVRC features discovered from remote SDP server

**struct avrc\_ct\_change\_notify\_param**  
*#include <esp\_avrc\_api.h>* ESP\_AVRC\_CT\_CHANGE\_NOTIFY\_EVT.

### Public Members

**uint8\_t event\_id**  
id of AVRC event notification

**uint32\_t event\_parameter**  
event notification parameter

**struct avrc\_ct\_conn\_stat\_param**  
*#include <esp\_avrc\_api.h>* ESP\_AVRC\_CT\_CONNECTION\_STATE\_EVT.

### Public Members

**bool connected**  
whether AVRC connection is set up

**esp\_bd\_addr\_t remote\_bda**  
remote bluetooth device address

**struct avrc\_ct\_meta\_rsp\_param**  
*#include <esp\_avrc\_api.h>* ESP\_AVRC\_CT\_METADATA\_RSP\_EVT.

### Public Members

**uint8\_t attr\_id**  
id of metadata attribute

**uint8\_t \*attr\_text**  
attribute itself

**int attr\_length**  
attribute character length

**struct avrc\_ct\_psth\_rsp\_param**  
*#include <esp\_avrc\_api.h>* ESP\_AVRC\_CT\_PASSTHROUGH\_RSP\_EVT.

### Public Members

**uint8\_t t1**  
transaction label, 0 to 15

**uint8\_t key\_code**  
passthrough command code

**uint8\_t key\_state**  
0 for PRESSED, 1 for RELEASED

**struct avrc\_ct\_rmt\_feats\_param**  
*#include <esp\_avrc\_api.h>* ESP\_AVRC\_CT\_REMOTE\_FEATURES\_EVT.

### Public Members

**uint32\_t feat\_mask**  
AVRC feature mask of remote device

*esp\_bd\_addr\_t* **remote\_bda**  
remote bluetooth device address

## Type Definitions

**typedef void (\*esp\_avrc\_ct\_cb\_t)** (*esp\_avrc\_ct\_cb\_event\_t* event, *esp\_avrc\_ct\_cb\_param\_t* \*param)  
AVRCP controller callback function type.

### Parameters

- event: : Event type
- param: : Pointer to callback parameter union

## Enumerations

**enum esp\_avrc\_features\_t**  
AVRC feature bit mask.

*Values:*

**ESP\_AVRC\_FEAT\_RCTG** = 0x0001  
remote control target

**ESP\_AVRC\_FEAT\_RCCT** = 0x0002  
remote control controller

**ESP\_AVRC\_FEAT\_VENDOR** = 0x0008  
remote control vendor dependent commands

**ESP\_AVRC\_FEAT\_BROWSE** = 0x0010  
use browsing channel

**ESP\_AVRC\_FEAT\_META\_DATA** = 0x0040  
remote control metadata transfer command/response

**ESP\_AVRC\_FEAT\_ADV\_CTRL** = 0x0200  
remote control advanced control command/response

**enum esp\_avrc\_pt\_cmd\_t**  
AVRC passthrough command code.

*Values:*

**ESP\_AVRC\_PT\_CMD\_PLAY** = 0x44  
play

**ESP\_AVRC\_PT\_CMD\_STOP** = 0x45  
stop

**ESP\_AVRC\_PT\_CMD\_PAUSE** = 0x46  
pause

**ESP\_AVRC\_PT\_CMD\_FORWARD** = 0x4B  
forward

**ESP\_AVRC\_PT\_CMD\_BACKWARD** = 0x4C  
backward

**ESP\_AVRC\_PT\_CMD\_REWIND** = 0x48  
rewind

**ESP\_AVRC\_PT\_CMD\_FAST\_FORWARD** = 0x49  
fast forward

**enum esp\_avrc\_pt\_cmd\_state\_t**  
AVRC passthrough command state.

*Values:*

**ESP\_AVRC\_PT\_CMD\_STATE\_PRESSED** = 0  
key pressed

**ESP\_AVRC\_PT\_CMD\_STATE\_RELEASED** = 1  
key released

**enum esp\_avrc\_ct\_cb\_event\_t**  
AVRC Controller callback events.

*Values:*

**ESP\_AVRC\_CT\_CONNECTION\_STATE\_EVT** = 0  
connection state changed event

**ESP\_AVRC\_CT\_PASSTHROUGH\_RSP\_EVT** = 1  
passthrough response event

**ESP\_AVRC\_CT\_METADATA\_RSP\_EVT** = 2  
metadata response event

**ESP\_AVRC\_CT\_PLAY\_STATUS\_RSP\_EVT** = 3  
play status response event

**ESP\_AVRC\_CT\_CHANGE\_NOTIFY\_EVT** = 4  
notification event

**ESP\_AVRC\_CT\_REMOTE\_FEATURES\_EVT** = 5  
feature of remote device indication event

**enum esp\_avrc\_md\_attr\_mask\_t**

AVRC metadata attribute mask.

*Values:*

**ESP\_AVRC\_MD\_ATTR\_TITLE** = 0x1  
title of the playing track

**ESP\_AVRC\_MD\_ATTR\_ARTIST** = 0x2  
track artist

**ESP\_AVRC\_MD\_ATTR\_ALBUM** = 0x4  
album name

**ESP\_AVRC\_MD\_ATTR\_TRACK\_NUM** = 0x8  
track position on the album

**ESP\_AVRC\_MD\_ATTR\_NUM\_TRACKS** = 0x10  
number of tracks on the album

**ESP\_AVRC\_MD\_ATTR\_GENRE** = 0x20  
track genre

**ESP\_AVRC\_MD\_ATTR\_PLAYING\_TIME** = 0x40  
total album playing time in milliseconds

**enum esp\_avrc\_rn\_event\_ids\_t**

AVRC event notification ids.

*Values:*

**ESP\_AVRC\_RN\_PLAY\_STATUS\_CHANGE** = 0x01  
track status change, eg. from playing to paused

**ESP\_AVRC\_RN\_TRACK\_CHANGE** = 0x02  
new track is loaded

**ESP\_AVRC\_RN\_TRACK\_REACHED\_END** = 0x03  
current track reached end

**ESP\_AVRC\_RN\_TRACK\_REACHED\_START** = 0x04  
current track reached start position

**ESP\_AVRC\_RN\_PLAY\_POS\_CHANGED** = 0x05  
track playing position changed

**ESP\_AVRC\_RN\_BATTERY\_STATUS\_CHANGE** = 0x06  
battery status changed

**ESP\_AVRC\_RN\_SYSTEM\_STATUS\_CHANGE** = 0x07  
system status changed

**ESP\_AVRC\_RN\_APP\_SETTING\_CHANGE** = 0x08  
application settings changed

**ESP\_AVRC\_RN\_MAX\_EVT**

**enum esp\_avrc\_ps\_attr\_ids\_t**

AVRC player setting ids.

*Values:*

**ESP\_AVRC\_PS\_EQUALIZER** = 0x01  
equalizer, on or off

**ESP\_AVRC\_PS\_REPEAT\_MODE** = 0x02  
repeat mode

**ESP\_AVRC\_PS\_SHUFFLE\_MODE** = 0x03  
shuffle mode

**ESP\_AVRC\_PS\_SCAN\_MODE** = 0x04  
scan mode on or off

**ESP\_AVRC\_PS\_MAX\_ATTR**

**enum esp\_avrc\_ps\_eq\_value\_ids\_t**  
AVRC equalizer modes.

*Values:*

**ESP\_AVRC\_PS\_EQUALIZER\_OFF** = 0x1  
equalizer OFF

**ESP\_AVRC\_PS\_EQUALIZER\_ON** = 0x2  
equalizer ON

**enum esp\_avrc\_ps\_rpt\_value\_ids\_t**  
AVRC repeat modes.

*Values:*

**ESP\_AVRC\_PS\_REPEAT\_OFF** = 0x1  
repeat mode off

**ESP\_AVRC\_PS\_REPEAT\_SINGLE** = 0x2  
single track repeat

**ESP\_AVRC\_PS\_REPEAT\_GROUP** = 0x3  
group repeat

**enum esp\_avrc\_ps\_shf\_value\_ids\_t**  
AVRC shuffle modes.

*Values:*

**ESP\_AVRC\_PS\_SHUFFLE\_OFF** = 0x1

**ESP\_AVRC\_PS\_SHUFFLE\_ALL** = 0x2

**ESP\_AVRC\_PS\_SHUFFLE\_GROUP** = 0x3

**enum esp\_avrc\_ps\_scn\_value\_ids\_t**  
AVRC scan modes.

*Values:*

**ESP\_AVRC\_PS\_SCAN\_OFF** = 0x1  
scan off

**ESP\_AVRC\_PS\_SCAN\_ALL** = 0x2  
all tracks scan

**ESP\_AVRC\_PS\_SCAN\_GROUP** = 0x3  
group scan



## SPP API

### Overview

#### Instructions

### Application Example

Check `bluetooth` folder in ESP-IDF examples, which contains the following application:

- This is a SPP demo. This demo can discover the service, connect, send and receive SPP data `bluetooth/bt_spp_acceptor`, `bluetooth/bt_spp_initiator`

### API Reference

#### Header File

- `bt/bluedroid/api/include/api/esp_spp_api.h`

#### Functions

*esp\_err\_t* **esp\_spp\_register\_callback** (*esp\_spp\_cb\_t callback*)

This function is called to init callbacks with SPP module.

##### Return

- `ESP_OK`: success
- other: failed

##### Parameters

- `callback`: pointer to the init callback function.

*esp\_err\_t* **esp\_spp\_init** (*esp\_spp\_mode\_t mode*)

This function is called to init SPP.

##### Return

- `ESP_OK`: success
- other: failed

##### Parameters

- `mode`: Choose the mode of SPP, `ESP_SPP_MODE_CB` or `ESP_SPP_MODE_VFS`.

*esp\_err\_t* **esp\_spp\_deinit** ()

This function is called to uninit SPP.

##### Return

- `ESP_OK`: success
- other: failed

*esp\_err\_t* **esp\_spp\_start\_discovery** (*esp\_bd\_addr\_t* *bd\_addr*)

This function is called to performs service discovery for the services provided by the given peer device. When the operation is complete the callback function will be called with a ESP\_SPP\_DISCOVERY\_COMP\_EVT.

**Return**

- ESP\_OK: success
- other: failed

**Parameters**

- *bd\_addr*: Remote device bluetooth device address.

*esp\_err\_t* **esp\_spp\_connect** (*esp\_spp\_sec\_t* *sec\_mask*, *esp\_spp\_role\_t* *role*, *uint8\_t* *remote\_scn*,  
*esp\_bd\_addr\_t* *peer\_bd\_addr*)

This function makes an SPP connection to a remote BD Address. When the connection is initiated or failed to initiate, the callback is called with ESP\_SPP\_CL\_INIT\_EVT. When the connection is established or failed, the callback is called with ESP\_SPP\_OPEN\_EVT.

**Return**

- ESP\_OK: success
- other: failed

**Parameters**

- *sec\_mask*: Security Setting Mask .
- *role*: Master or slave.
- *remote\_scn*: Remote device bluetooth device SCN.
- *peer\_bd\_addr*: Remote device bluetooth device address.

*esp\_err\_t* **esp\_spp\_disconnect** (*uint32\_t* *handle*)

This function closes an SPP connection.

**Return**

- ESP\_OK: success
- other: failed

**Parameters**

- *handle*: The connection handle.

*esp\_err\_t* **esp\_spp\_start\_srv** (*esp\_spp\_sec\_t* *sec\_mask*, *esp\_spp\_role\_t* *role*, *uint8\_t* *local\_scn*, **const**  
*char* *\*name*)

This function create a SPP server and starts listening for an SPP connection request from a remote Bluetooth device. When the server is started successfully, the callback is called with ESP\_SPP\_START\_EVT. When the connection is established, the callback is called with ESP\_SPP\_SRV\_OPEN\_EVT.

**Return**

- ESP\_OK: success
- other: failed

**Parameters**

- *sec\_mask*: Security Setting Mask .

- `role`: Master or slave.
- `local_scn`: The specific channel you want to get. If channel is 0, means get any channel.
- `name`: Server's name.

*esp\_err\_t* **esp\_spp\_write** (*uint32\_t handle*, *int len*, *uint8\_t \*p\_data*)

This function is used to write data, only for ESP\_SPP\_MODE\_CB.

#### Return

- ESP\_OK: success
- other: failed

#### Parameters

- `handle`: The connection handle.
- `len`: The length of the data written.
- `p_data`: The data written.

*esp\_err\_t* **esp\_spp\_vfs\_register** (*void*)

This function is used to register VFS.

#### Return

- ESP\_OK: success
- other: failed

## Unions

**union esp\_spp\_cb\_param\_t**

*#include <esp\_spp\_api.h>* SPP callback parameters union.

#### Public Members

**struct esp\_spp\_cb\_param\_t::spp\_init\_evt\_param** **init**

SPP callback param of SPP\_INIT\_EVT

**struct esp\_spp\_cb\_param\_t::spp\_discovery\_comp\_evt\_param** **disc\_comp**

SPP callback param of SPP\_DISCOVERY\_COMP\_EVT

**struct esp\_spp\_cb\_param\_t::spp\_open\_evt\_param** **open**

SPP callback param of ESP\_SPP\_OPEN\_EVT

**struct esp\_spp\_cb\_param\_t::spp\_srv\_open\_evt\_param** **srv\_open**

SPP callback param of ESP\_SPP\_SRV\_OPEN\_EVT

**struct esp\_spp\_cb\_param\_t::spp\_close\_evt\_param** **close**

SPP callback param of ESP\_SPP\_CLOSE\_EVT

**struct esp\_spp\_cb\_param\_t::spp\_start\_evt\_param** **start**

SPP callback param of ESP\_SPP\_START\_EVT

**struct esp\_spp\_cb\_param\_t::spp\_cl\_init\_evt\_param** **cl\_init**

SPP callback param of ESP\_SPP\_CL\_INIT\_EVT

**struct** *esp\_spp\_cb\_param\_t::spp\_write\_evt\_param* **write**  
SPP callback param of ESP\_SPP\_WRITE\_EVT

**struct** *esp\_spp\_cb\_param\_t::spp\_data\_ind\_evt\_param* **data\_ind**  
SPP callback param of ESP\_SPP\_DATA\_IND\_EVT

**struct** *esp\_spp\_cb\_param\_t::spp\_cong\_evt\_param* **cong**  
SPP callback param of ESP\_SPP\_CONG\_EVT

**struct** **spp\_cl\_init\_evt\_param**  
*#include <esp\_spp\_api.h>* ESP\_SPP\_CL\_INIT\_EVT.

### Public Members

*esp\_spp\_status\_t* **status**  
status

uint32\_t **handle**  
The connection handle

uint8\_t **sec\_id**  
security ID used by this server

bool **use\_co**  
TRUE to use co\_rfc\_data

**struct** **spp\_close\_evt\_param**  
*#include <esp\_spp\_api.h>* ESP\_SPP\_CLOSE\_EVT.

### Public Members

*esp\_spp\_status\_t* **status**  
status

uint32\_t **port\_status**  
PORT status

uint32\_t **handle**  
The connection handle

bool **async**  
FALSE, if local initiates disconnect

**struct** **spp\_cong\_evt\_param**  
*#include <esp\_spp\_api.h>* ESP\_SPP\_CONG\_EVT.

### Public Members

*esp\_spp\_status\_t* **status**  
status

uint32\_t **handle**  
The connection handle

bool **cong**  
TRUE, congested. FALSE, uncongested

```
struct spp_data_ind_evt_param
    #include <esp_spp_api.h> ESP_SPP_DATA_IND_EVT.
```

### Public Members

*esp\_spp\_status\_t* **status**  
status

uint32\_t **handle**  
The connection handle

uint16\_t **len**  
The length of data

uint8\_t \***data**  
The data received

```
struct spp_discovery_comp_evt_param
    #include <esp_spp_api.h> SPP_DISCOVERY_COMP_EVT.
```

### Public Members

*esp\_spp\_status\_t* **status**  
status

uint8\_t **scn\_num**  
The num of scn\_num

uint8\_t **scn[ESP\_SPP\_MAX\_SCN]**  
channel #

```
struct spp_init_evt_param
    #include <esp_spp_api.h> SPP_INIT_EVT.
```

### Public Members

*esp\_spp\_status\_t* **status**  
status

```
struct spp_open_evt_param
    #include <esp_spp_api.h> ESP_SPP_OPEN_EVT.
```

### Public Members

*esp\_spp\_status\_t* **status**  
status

uint32\_t **handle**  
The connection handle

int **fd**  
The file descriptor only for ESP\_SPP\_MODE\_VFS

*esp\_bd\_addr\_t* **rem\_bda**  
The peer address

```
struct spp_srv_open_evt_param  
    #include <esp_spp_api.h> ESP_SPP_SRV_OPEN_EVT.
```

### Public Members

*esp\_spp\_status\_t* **status**  
 status

uint32\_t **handle**  
 The connection handle

uint32\_t **new\_listen\_handle**  
 The new listen handle

int **fd**  
 The file descriptor only for ESP\_SPP\_MODE\_VFS

*esp\_bd\_addr\_t* **rem\_bda**  
 The peer address

```
struct spp_start_evt_param  
    #include <esp_spp_api.h> ESP_SPP_START_EVT.
```

### Public Members

*esp\_spp\_status\_t* **status**  
 status

uint32\_t **handle**  
 The connection handle

uint8\_t **sec\_id**  
 security ID used by this server

bool **use\_co**  
 TRUE to use co\_rfc\_data

```
struct spp_write_evt_param  
    #include <esp_spp_api.h> ESP_SPP_WRITE_EVT.
```

### Public Members

*esp\_spp\_status\_t* **status**  
 status

uint32\_t **handle**  
 The connection handle

int **len**  
 The length of the data written.

bool **cong**  
 congestion status

## Macros

### **ESP\_SPP\_SEC\_NONE**

No security. relate to BTA\_SEC\_NONE in bta/bta\_api.h

### **ESP\_SPP\_SEC\_AUTHORIZE**

Authorization required (only needed for out going connection ) relate to BTA\_SEC\_AUTHORIZE in bta/bta\_api.h

### **ESP\_SPP\_SEC\_AUTHENTICATE**

Authentication required. relate to BTA\_SEC\_AUTHENTICATE in bta/bta\_api.h

### **ESP\_SPP\_SEC\_ENCRYPT**

Encryption required. relate to BTA\_SEC\_ENCRYPT in bta/bta\_api.h

### **ESP\_SPP\_SEC\_MODE4\_LEVEL4**

Mode 4 level 4 service, i.e. incoming/outgoing MITM and P-256 encryption relate to BTA\_SEC\_MODE4\_LEVEL4 in bta/bta\_api.h

### **ESP\_SPP\_SEC\_MITM**

Man-In-The-Middle protection relate to BTA\_SEC\_MITM in bta/bta\_api.h

### **ESP\_SPP\_SEC\_IN\_16\_DIGITS**

Min 16 digit for pin code relate to BTA\_SEC\_IN\_16\_DIGITS in bta/bta\_api.h

### **ESP\_SPP\_MAX\_MTU**

SPP max MTU

### **ESP\_SPP\_MAX\_SCN**

SPP max SCN

## Type Definitions

```
typedef uint16_t esp_spp_sec_t
```

```
typedef void() esp_spp_cb_t(esp_spp_cb_event_t event, esp_spp_cb_param_t *param)
```

SPP callback function type.

### Parameters

- event: Event type
- param: Point to callback parameter, currently is union type

## Enumerations

```
enum esp_spp_status_t
```

*Values:*

**ESP\_SPP\_SUCCESS** = 0  
Successful operation.

**ESP\_SPP\_FAILURE**  
Generic failure.

**ESP\_SPP\_BUSY**  
Temporarily can not handle this request.

**ESP\_SPP\_NO\_DATA**

no data.

**ESP\_SPP\_NO\_RESOURCE**

No more set pm control block

**enum esp\_spp\_role\_t**

*Values:*

**ESP\_SPP\_ROLE\_MASTER = 0**

Role: master

**ESP\_SPP\_ROLE\_SLAVE = 1**

Role: slave

**enum esp\_spp\_mode\_t**

*Values:*

**ESP\_SPP\_MODE\_CB = 0**

When data is coming, a callback will come with data

**ESP\_SPP\_MODE\_VFS = 1**

Use VFS to write/read data

**enum esp\_spp\_cb\_event\_t**

SPP callback function events.

*Values:*

**ESP\_SPP\_INIT\_EVT = 0**

When SPP is initied, the event comes

**ESP\_SPP\_DISCOVERY\_COMP\_EVT = 8**

When SDP discovery complete, the event comes

**ESP\_SPP\_OPEN\_EVT = 26**

When SPP Client connection open, the event comes

**ESP\_SPP\_CLOSE\_EVT = 27**

When SPP connection closed, the event comes

**ESP\_SPP\_START\_EVT = 28**

When SPP server started, the event comes

**ESP\_SPP\_CL\_INIT\_EVT = 29**

When SPP client initiated a connection, the event comes

**ESP\_SPP\_DATA\_IND\_EVT = 30**

When SPP connection received data, the event comes, only for ESP\_SPP\_MODE\_CB

**ESP\_SPP\_CONG\_EVT = 31**

When SPP connection congestion status changed, the event comes, only for ESP\_SPP\_MODE\_CB

**ESP\_SPP\_WRITE\_EVT = 33**

When SPP write operation completes, the event comes, only for ESP\_SPP\_MODE\_CB

**ESP\_SPP\_SRV\_OPEN\_EVT = 34**

When SPP Server connection open, the event comes

## HFP DEFINES



## Overview

Instructions

## API Reference

### Header File

- `bt/bluedroid/api/include/api/esp_hf_defs.h`

### Enumerations

**enum esp\_hf\_volume\_control\_target\_t**

Bluetooth HFP audio volume control target.

*Values:*

**ESP\_HF\_VOLUME\_CONTROL\_TARGET\_SPK** = 0  
speaker

**ESP\_HF\_VOLUME\_CONTROL\_TARGET\_MIC**  
microphone

**enum esp\_hf\_roaming\_status\_t**

+CIND roaming status indicator values

*Values:*

**ESP\_HF\_ROAMING\_STATUS\_INACTIVE** = 0  
roaming is not active

**ESP\_HF\_ROAMING\_STATUS\_ACTIVE**  
a roaming is active

**enum esp\_hf\_call\_status\_t**

+CIND call status indicator values

*Values:*

**ESP\_HF\_CALL\_STATUS\_NO\_CALLS** = 0  
no call in progress

**ESP\_HF\_CALL\_STATUS\_CALL\_IN\_PROGRESS** = 1  
call is present(active or held)

**enum esp\_hf\_call\_setup\_status\_t**

+CIND call setup status indicator values

*Values:*

**ESP\_HF\_CALL\_SETUP\_STATUS\_NONE** = 0  
no call setup in progress

**ESP\_HF\_CALL\_SETUP\_STATUS\_INCOMING** = 1  
incoming call setup in progress

**ESP\_HF\_CALL\_SETUP\_STATUS\_OUTGOING\_DIALING** = 2  
outgoing call setup in dialing state

**ESP\_HF\_CALL\_SETUP\_STATUS\_OUTGOING\_ALERTING = 3**  
outgoing call setup in alerting state

**enum esp\_hf\_call\_held\_status\_t**

+CIND call held indicator values

*Values:*

**ESP\_HF\_CALL\_HELD\_STATUS\_NONE = 0**  
no calls held

**ESP\_HF\_CALL\_HELD\_STATUS\_HELD\_AND\_ACTIVE = 1**  
both active and held call

**ESP\_HF\_CALL\_HELD\_STATUS\_HELD = 2**  
call on hold, no active call

**enum esp\_hf\_service\_availability\_status\_t**

+CIND network service availability status

*Values:*

**ESP\_HF\_SERVICE\_AVAILABILITY\_STATUS\_UNAVAILABLE = 0**  
service not available

**ESP\_HF\_SERVICE\_AVAILABILITY\_STATUS\_AVAILABLE**  
service available

**enum esp\_hf\_current\_call\_status\_t**

+CLCC status of the call

*Values:*

**ESP\_HF\_CURRENT\_CALL\_STATUS\_ACTIVE = 0**  
active

**ESP\_HF\_CURRENT\_CALL\_STATUS\_HELD = 1**  
held

**ESP\_HF\_CURRENT\_CALL\_STATUS\_DIALING = 2**  
dialing (outgoing calls only)

**ESP\_HF\_CURRENT\_CALL\_STATUS\_ALERTING = 3**  
alerting (outgoing calls only)

**ESP\_HF\_CURRENT\_CALL\_STATUS\_INCOMING = 4**  
incoming (incoming calls only)

**ESP\_HF\_CURRENT\_CALL\_STATUS\_WAITING = 5**  
waiting (incoming calls only)

**ESP\_HF\_CURRENT\_CALL\_STATUS\_HELD\_BY\_RESP\_HOLD = 6**  
call held by response and hold

**enum esp\_hf\_current\_call\_direction\_t**

+CLCC direction of the call

*Values:*

**ESP\_HF\_CURRENT\_CALL\_DIRECTION\_OUTGOING = 0**  
outgoing

**ESP\_HF\_CURRENT\_CALL\_DIRECTION\_INCOMING = 1**  
incoming

**enum esp\_hf\_current\_call\_mpty\_type\_t**  
+CLCC multi-party call flag

*Values:*

**ESP\_HF\_CURRENT\_CALL\_MPTY\_TYPE\_SINGLE** = 0  
not a member of a multi-party call

**ESP\_HF\_CURRENT\_CALL\_MPTY\_TYPE\_MULTI** = 1  
member of a multi-party call

**enum esp\_hf\_current\_call\_mode\_t**  
+CLCC call mode

*Values:*

**ESP\_HF\_CURRENT\_CALL\_MODE\_VOICE** = 0

**ESP\_HF\_CURRENT\_CALL\_MODE\_DATA** = 1

**ESP\_HF\_CURRENT\_CALL\_MODE\_FAX** = 2

**enum esp\_hf\_call\_addr\_type\_t**  
+CLCC address type

*Values:*

**ESP\_HF\_CALL\_ADDR\_TYPE\_UNKNOWN** = 0x81  
unknown address type

**ESP\_HF\_CALL\_ADDR\_TYPE\_INTERNATIONAL** = 0x91  
international address

**enum esp\_hf\_subscriber\_service\_type\_t**  
+CNUM service type of the phone number

*Values:*

**ESP\_HF\_SUBSCRIBER\_SERVICE\_TYPE\_UNKNOWN** = 0  
unknown

**ESP\_HF\_SUBSCRIBER\_SERVICE\_TYPE\_VOICE**  
voice service

**ESP\_HF\_SUBSCRIBER\_SERVICE\_TYPE\_FAX**  
fax service

**enum esp\_hf\_btrh\_status\_t**  
+BTRH response and hold result code

*Values:*

**ESP\_HF\_BTRH\_STATUS\_HELD** = 0  
incoming call is put on held in AG

**ESP\_HF\_BTRH\_STATUS\_ACCEPTED**  
held incoming call is accepted in AG

**ESP\_HF\_BTRH\_STATUS\_REJECTED**  
held incoming call is rejected in AG

**enum esp\_hf\_btrh\_cmd\_t**  
AT+BTRH response and hold action code.

*Values:*

**ESP\_HF\_BTRH\_CMD\_HOLD** = 0  
put the incoming call on hold

**ESP\_HF\_BTRH\_CMD\_ACCEPT** = 1  
accept a held incoming call

**ESP\_HF\_BTRH\_CMD\_REJECT** = 2  
reject a held incoming call

**enum esp\_hf\_at\_response\_code\_t**  
response indication codes for AT commands

*Values:*

**ESP\_HF\_AT\_RESPONSE\_CODE\_OK** = 0  
acknowledges execution of a command line

**ESP\_HF\_AT\_RESPONSE\_CODE\_ERR**  
command not accepted

**ESP\_HF\_AT\_RESPONSE\_CODE\_NO\_CARRIER**  
connection terminated

**ESP\_HF\_AT\_RESPONSE\_CODE\_BUSY**  
busy signal detected

**ESP\_HF\_AT\_RESPONSE\_CODE\_NO\_ANSWER**  
connection completion timeout

**ESP\_HF\_AT\_RESPONSE\_CODE\_DELAYED**  
delayed

**ESP\_HF\_AT\_RESPONSE\_CODE\_BLACKLISTED**  
blacklisted

**ESP\_HF\_AT\_RESPONSE\_CODE\_CME**  
CME error

**enum esp\_hf\_vr\_state\_t**  
voice recognition state

*Values:*

**ESP\_HF\_VR\_STATE\_DISABLED** = 0  
voice recognition disabled

**ESP\_HF\_VR\_STATE\_ENABLED**  
voice recognition enabled

**enum esp\_hf\_chld\_type\_t**  
AT+CHLD command values.

*Values:*

**ESP\_HF\_CHLD\_TYPE\_REL** = 0  
<0>, Terminate all held or set UDUB("busy") to a waiting call

**ESP\_HF\_CHLD\_TYPE\_REL\_ACC**  
<1>, Terminate all active calls and accepts a waiting/held call

**ESP\_HF\_CHLD\_TYPE\_HOLD\_ACC**  
<2>, Hold all active calls and accepts a waiting/held call

**ESP\_HF\_CHLD\_TYPE\_MERGE**  
<3>, Add all held calls to a conference

**ESP\_HF\_CHLD\_TYPE\_MERGE\_DETACH**

<4>, connect the two calls and disconnects the subscriber from both calls

**ESP\_HF\_CHLD\_TYPE\_REL\_X**

<1x>, releases specified calls only

**ESP\_HF\_CHLD\_TYPE\_PRIV\_X**

<2x>, request private consultation mode with specified call

**enum esp\_hf\_cme\_err\_t**

Extended Audio Gateway Error Result Code Response.

*Values:*

**ESP\_HF\_CME\_AG\_FAILURE = 0**

ag failure

**ESP\_HF\_CME\_NO\_CONNECTION\_TO\_PHONE = 1**

no connection to phone

**ESP\_HF\_CME\_OPERATION\_NOT\_ALLOWED = 3**

operation not allowed

**ESP\_HF\_CME\_OPERATION\_NOT\_SUPPORTED = 4**

operation not supported

**ESP\_HF\_CME\_PH\_SIM\_PIN\_REQUIRED = 5**

PH-SIM PIN Required

**ESP\_HF\_CME\_SIM\_NOT\_INSERTED = 10**

SIM not inserted

**ESP\_HF\_CME\_SIM\_PIN\_REQUIRED = 11**

SIM PIN required

**ESP\_HF\_CME\_SIM\_PUK\_REQUIRED = 12**

SIM PUK required

**ESP\_HF\_CME\_SIM\_FAILURE = 13**

SIM failure

**ESP\_HF\_CME\_SIM\_BUSY = 14**

SIM busy

**ESP\_HF\_CME\_INCORRECT\_PASSWORD = 16**

incorrect password

**ESP\_HF\_CME\_SIM\_PIN2\_REQUIRED = 17**

SIM PIN2 required

**ESP\_HF\_CME\_SIM\_PUK2\_REQUIRED = 18**

SIM PUK2 required

**ESP\_HF\_CME\_MEMEORY\_FULL = 20**

memory full

**ESP\_HF\_CME\_INVALID\_INDEX = 21**

invalid index

**ESP\_HF\_CME\_MEMEORY\_FAILURE = 23**

memory failure

**ESP\_HF\_CME\_TEXT\_STRING\_TOO\_LONG = 24**

test string too long

**ESP\_HF\_CME\_INVALID\_CHARACTERS\_IN\_TEXT\_STRING** = 25  
invalid characters in text string

**ESP\_HF\_CME\_DIAL\_STRING\_TOO\_LONG** = 26  
dial string too long

**ESP\_HF\_CME\_INVALID\_CHARACTERS\_IN\_DIAL\_STRING** = 27  
invalid characters in dial string

**ESP\_HF\_CME\_NO\_NETWORK\_SERVICE** = 30  
no network service

**ESP\_HF\_CME\_NETWORK\_TIMEOUT** = 31  
network timeout

**ESP\_HF\_CME\_NETWORK\_NOT\_ALLOWED** = 32  
network not allowed emergency calls only

## HFP CLIENT API

### Overview

Instructions

### API Reference

#### Header File

- [bt/bluedroid/api/include/api/esp\\_hf\\_client\\_api.h](#)

#### Functions

*esp\_err\_t* **esp\_hf\_client\_register\_callback** (*esp\_hf\_client\_cb\_t* callback)

Register application callback function to HFP client module. This function should be called only after `esp_bluedroid_enable()` completes successfully, used by HFP client.

#### Return

- `ESP_OK`: success
- `ESP_INVALID_STATE`: if bluetooth stack is not yet enabled
- `ESP_FAIL`: if callback is a NULL function pointer

#### Parameters

- `callback`: HFP client event callback function

*esp\_err\_t* **esp\_hf\_client\_init** (void)

Initialize the bluetooth HFP client module. This function should be called after `esp_bluedroid_enable()` completes successfully.

#### Return

- `ESP_OK`: if the initialization request is sent successfully
- `ESP_INVALID_STATE`: if bluetooth stack is not yet enabled

- ESP\_FAIL: others

*esp\_err\_t* **esp\_hf\_client\_deinit** (void)

De-initialize for HFP client module. This function should be called only after `esp_bluetooth_enable()` completes successfully.

#### Return

- ESP\_OK: success
- ESP\_INVALID\_STATE: if bluetooth stack is not yet enabled
- ESP\_FAIL: others

*esp\_err\_t* **esp\_hf\_client\_connect** (*esp\_bd\_addr\_t* remote\_bda)

Connect to remote bluetooth HFP audio gateway(AG) device, must after `esp_hf_client_init()`

#### Return

- ESP\_OK: connect request is sent to lower layer
- ESP\_INVALID\_STATE: if bluetooth stack is not yet enabled
- ESP\_FAIL: others

#### Parameters

- remote\_bda: remote bluetooth device address

*esp\_err\_t* **esp\_hf\_client\_disconnect** (*esp\_bd\_addr\_t* remote\_bda)

Disconnect from the remote HFP audio gateway.

#### Return

- ESP\_OK: disconnect request is sent to lower layer
- ESP\_INVALID\_STATE: if bluetooth stack is not yet enabled
- ESP\_FAIL: others

#### Parameters

- remote\_bda: remote bluetooth device address

*esp\_err\_t* **esp\_hf\_client\_connect\_audio** (*esp\_bd\_addr\_t* remote\_bda)

Create audio connection with remote HFP AG. As a precondition to use this API, Service Level Connection shall exist with AG.

#### Return

- ESP\_OK: disconnect request is sent to lower layer
- ESP\_INVALID\_STATE: if bluetooth stack is not yet enabled
- ESP\_FAIL: others

#### Parameters

- remote\_bda: remote bluetooth device address

*esp\_err\_t* **esp\_hf\_client\_disconnect\_audio** (*esp\_bd\_addr\_t* remote\_bda)

Release the established audio connection with remote HFP AG.

**Return**

- ESP\_OK: disconnect request is sent to lower layer
- ESP\_INVALID\_STATE: if bluetooth stack is not yet enabled
- ESP\_FAIL: others

**Parameters**

- `remote_bda`: remote bluetooth device address

*esp\_err\_t* **esp\_hf\_client\_start\_voice\_recognition** (void)

Enable voice recognition in the AG. As a precondition to use this API, Service Level Connection shall exist with AG.

**Return**

- ESP\_OK: disconnect request is sent to lower layer
- ESP\_INVALID\_STATE: if bluetooth stack is not yet enabled
- ESP\_FAIL: others

*esp\_err\_t* **esp\_hf\_client\_stop\_voice\_recognition** (void)

Disable voice recognition in the AG. As a precondition to use this API, Service Level Connection shall exist with AG.

**Return**

- ESP\_OK: disconnect request is sent to lower layer
- ESP\_INVALID\_STATE: if bluetooth stack is not yet enabled
- ESP\_FAIL: others

*esp\_err\_t* **esp\_hf\_client\_volume\_update** (*esp\_hf\_volume\_control\_target\_t* type, int volume)

Volume synchronization with AG. As a precondition to use this API, Service Level Connection shall exist with AG.

**Return**

- ESP\_OK: disconnect request is sent to lower layer
- ESP\_INVALID\_STATE: if bluetooth stack is not yet enabled
- ESP\_FAIL: others

**Parameters**

- `type`: volume control target, speaker or microphone
- `volume`: gain of the speaker of microphone, ranges 0 to 15

*esp\_err\_t* **esp\_hf\_client\_dial** (const char \*number)

Place a call with a specified number, if number is NULL, last called number is called. As a precondition to use this API, Service Level Connection shall exist with AG.

**Return**

- ESP\_OK: disconnect request is sent to lower layer
- ESP\_INVALID\_STATE: if bluetooth stack is not yet enabled



- ESP\_FAIL: others

#### Parameters

- `number`: number string of the call. If NULL, the last number is called(aka re-dial)

*esp\_err\_t* **esp\_hf\_client\_dial\_memory** (int *location*)

Place a call with number specified by location(speed dial). As a precondition, to use this API, Service Level Connection shall exist with AG.

#### Return

- ESP\_OK: disconnect request is sent to lower layer
- ESP\_INVALID\_STATE: if bluetooth stack is not yet enabled
- ESP\_FAIL: others

#### Parameters

- `location`: location of the number in the memory

*esp\_err\_t* **esp\_hf\_client\_send\_chld\_cmd** (*esp\_hf\_chld\_type\_t* *chld*, int *idx*)

Send call hold and multiparty commands, or enhanced call control commands(Use AT+CHLD). As a precondition to use this API, Service Level Connection shall exist with AG.

#### Return

- ESP\_OK: disconnect request is sent to lower layer
- ESP\_INVALID\_STATE: if bluetooth stack is not yet enabled
- ESP\_FAIL: others

#### Parameters

- `chld`: AT+CHLD call hold and multiparty handling AT command.
- `idx`: used in Enhanced Call Control Mechanisms, used if `chld` is ESP\_HF\_CHLD\_TYPE\_REL\_X or ESP\_HF\_CHLD\_TYPE\_PRIV\_X

*esp\_err\_t* **esp\_hf\_client\_send\_btrh\_cmd** (*esp\_hf\_btrh\_cmd\_t* *btrh*)

Send response and hold action command(Send AT+BTRH command) As a precondition to use this API, Service Level Connection shall exist with AG.

#### Return

- ESP\_OK: disconnect request is sent to lower layer
- ESP\_INVALID\_STATE: if bluetooth stack is not yet enabled
- ESP\_FAIL: others

#### Parameters

- `btrh`: response and hold action to send

*esp\_err\_t* **esp\_hf\_client\_answer\_call** (void)

Answer an incoming call(send ATA command). As a precondition to use this API, Service Level Connection shall exist with AG.

#### Return

- ESP\_OK: disconnect request is sent to lower layer
- ESP\_INVALID\_STATE: if bluetooth stack is not yet enabled
- ESP\_FAIL: others

*esp\_err\_t* **esp\_hf\_client\_reject\_call** (void)

Reject an incoming call(send AT+CHUP command), As a precondition to use this API, Service Level Connection shall exist with AG.

### Return

- ESP\_OK: disconnect request is sent to lower layer
- ESP\_INVALID\_STATE: if bluetooth stack is not yet enabled
- ESP\_FAIL: others

*esp\_err\_t* **esp\_hf\_client\_query\_current\_calls** (void)

Query list of current calls in AG(send AT+CLCC command), As a precondition to use this API, Service Level Connection shall exist with AG.

### Return

- ESP\_OK: disconnect request is sent to lower layer
- ESP\_INVALID\_STATE: if bluetooth stack is not yet enabled
- ESP\_FAIL: others

*esp\_err\_t* **esp\_hf\_client\_query\_current\_operator\_name** (void)

Query the name of currently selected network operator in AG(use AT+COPS commands) As a precondition to use this API, Service Level Connection shall exist with AG.

### Return

- ESP\_OK: disconnect request is sent to lower layer
- ESP\_INVALID\_STATE: if bluetooth stack is not yet enabled
- ESP\_FAIL: others

*esp\_err\_t* **esp\_hf\_client\_retrieve\_subscriber\_info** (void)

Get subscriber information number from AG(send AT+CNUM command) As a precondition to use this API, Service Level Connection shall exist with AG.

### Return

- ESP\_OK: disconnect request is sent to lower layer
- ESP\_INVALID\_STATE: if bluetooth stack is not yet enabled
- ESP\_FAIL: others

*esp\_err\_t* **esp\_hf\_client\_send\_dtmf** (char *code*)

Transmit DTMF codes during an ongoing call(use AT+VTS commands) As a precondition to use this API, Service Level Connection shall exist with AG.

### Return

- ESP\_OK: disconnect request is sent to lower layer

- `ESP_INVALID_STATE`: if bluetooth stack is not yet enabled
- `ESP_FAIL`: others

**Parameters**

- `code`: dtmf code, single ascii character in the set 0-9, #, \*, A-D

*esp\_err\_t* **esp\_hf\_client\_request\_last\_voice\_tag\_number** (void)

Request a phone number from AG corresponding to last voice tag recorded (send AT+BINP command). As a precondition to use this API, Service Level Connection shall exist with AG.

**Return**

- `ESP_OK`: disconnect request is sent to lower layer
- `ESP_INVALID_STATE`: if bluetooth stack is not yet enabled
- `ESP_FAIL`: others

*esp\_err\_t* **esp\_hf\_client\_register\_data\_callback** (*esp\_hf\_client\_incoming\_data\_cb\_t* *recv*,  
*esp\_hf\_client\_outgoing\_data\_cb\_t* *send*)

Register HFP client data output function; the callback is only used in the case that Voice Over HCI is enabled.

**Return**

- `ESP_OK`: success
- `ESP_INVALID_STATE`: if bluetooth stack is not yet enabled
- `ESP_FAIL`: if callback is a NULL function pointer

**Parameters**

- *recv*: HFP client incoming data callback function
- *send*: HFP client outgoing data callback function

void **esp\_hf\_client\_outgoing\_data\_ready** (void)

Trigger the lower-layer to fetch and send audio data. This function is only used in the case that Voice Over HCI is enabled. Precondition is that the HFP audio connection is connected. After this function is called, lower layer will invoke `esp_hf_client_outgoing_data_cb_t` to fetch data.

void **esp\_hf\_client\_pcm\_resample\_init** (uint32\_t *src\_sps*, uint32\_t *bits*, uint32\_t *channels*)

Initialize the down sampling converter. This is a utility function that can only be used in the case that Voice Over HCI is enabled.

**Parameters**

- *src\_sps*: original samples per second(source audio data, i.e. 48000, 32000, 16000, 44100, 22050, 11025)
- *bits*: number of bits per pcm sample (16)
- *channels*: number of channels (i.e. mono(1), stereo(2)...)

int32\_t **esp\_hf\_client\_pcm\_resample** (void \**src*, uint32\_t *in\_bytes*, void \**dst*)

Down sampling utility to convert high sampling rate into 8K/16bits 1-channel mode PCM samples. This can only be used in the case that Voice Over HCI is enabled.

**Return** number of samples converted

**Parameters**

- `src`: pointer to the buffer where the original sampling PCM are stored
- `in_bytes`: length of the input PCM sample buffer in byte
- `dst`: pointer to the buffer which is to be used to store the converted PCM samples

## Unions

**union** `esp_hf_client_cb_param_t`

*#include* <esp\_hf\_client\_api.h> HFP client callback parameters.

### Public Members

**struct** `esp_hf_client_cb_param_t::hf_client_conn_stat_param` **conn\_stat**  
HF callback param of ESP\_HF\_CLIENT\_CONNECTION\_STATE\_EVT

**struct** `esp_hf_client_cb_param_t::hf_client_audio_stat_param` **audio\_stat**  
HF callback param of ESP\_HF\_CLIENT\_AUDIO\_STATE\_EVT

**struct** `esp_hf_client_cb_param_t::hf_client_bvra_param` **bvra**  
HF callback param of ESP\_HF\_CLIENT\_BVRA\_EVT

**struct** `esp_hf_client_cb_param_t::hf_client_service_availability_param` **service\_availability**  
HF callback param of ESP\_HF\_CLIENT\_CIND\_SERVICE\_AVAILABILITY\_EVT

**struct** `esp_hf_client_cb_param_t::hf_client_network_roaming_param` **roaming**  
HF callback param of ESP\_HF\_CLIENT\_CIND\_ROAMING\_STATUS\_EVT

**struct** `esp_hf_client_cb_param_t::hf_client_signal_strength_ind_param` **signal\_strength**  
HF callback param of ESP\_HF\_CLIENT\_CIND\_SIGNAL\_STRENGTH\_EVT

**struct** `esp_hf_client_cb_param_t::hf_client_battery_level_ind_param` **battery\_level**  
HF callback param of ESP\_HF\_CLIENT\_CIND\_BATTERY\_LEVEL\_EVT

**struct** `esp_hf_client_cb_param_t::hf_client_current_operator_param` **cops**  
HF callback param of ESP\_HF\_CLIENT\_COPS\_CURRENT\_OPERATOR\_EVT

**struct** `esp_hf_client_cb_param_t::hf_client_call_ind_param` **call**  
HF callback param of ESP\_HF\_CLIENT\_CIND\_CALL\_EVT

**struct** `esp_hf_client_cb_param_t::hf_client_call_setup_ind_param` **call\_setup**  
HF callback param of ESP\_HF\_CLIENT\_BVRA\_EVT

**struct** `esp_hf_client_cb_param_t::hf_client_call_held_ind_param` **call\_held**  
HF callback param of ESP\_HF\_CLIENT\_CIND\_CALL\_HELD\_EVT

**struct** `esp_hf_client_cb_param_t::hf_client_btrh_param` **btrh**  
HF callback param of ESP\_HF\_CLIENT\_BRTH\_EVT

**struct** `esp_hf_client_cb_param_t::hf_client_clip_param` **clip**  
HF callback param of ESP\_HF\_CLIENT\_CLIP\_EVT

**struct** `esp_hf_client_cb_param_t::hf_client_ccwa_param` **ccwa**  
HF callback param of ESP\_HF\_CLIENT\_BVRA\_EVT

**struct** `esp_hf_client_cb_param_t::hf_client_clcc_param` **clcc**  
HF callback param of ESP\_HF\_CLIENT\_CLCC\_EVT

**struct** `esp_hf_client_cb_param_t::hf_client_volume_control_param` **volume\_control**  
HF callback param of ESP\_HF\_CLIENT\_VOLUME\_CONTROL\_EVT

```
struct esp_hf_client_cb_param_t::hf_client_at_response_param at_response
    HF callback param of ESP_HF_CLIENT_AT_RESPONSE_EVT
```

```
struct esp_hf_client_cb_param_t::hf_client_cnum_param cnum
    HF callback param of ESP_HF_CLIENT_CNUM_EVT
```

```
struct esp_hf_client_cb_param_t::hf_client_bsirparam bsir
    HF callback param of ESP_HF_CLIENT_BSIR_EVT
```

```
struct esp_hf_client_cb_param_t::hf_client_binp_param binp
    HF callback param of ESP_HF_CLIENT_BINP_EVT
```

```
struct hf_client_at_response_param
    #include <esp_hf_client_api.h> ESP_HF_CLIENT_AT_RESPONSE_EVT.
```

### Public Members

```
esp_hf_at_response_code_t code
    AT response code
```

```
esp_hf_cme_err_t cme
    Extended Audio Gateway Error Result Code
```

```
struct hf_client_audio_stat_param
    #include <esp_hf_client_api.h> ESP_HF_CLIENT_AUDIO_STATE_EVT.
```

### Public Members

```
esp_hf_client_audio_state_t state
    audio connection state
```

```
esp_bd_addr_t remote_bda
    remote bluetooth device address
```

```
struct hf_client_battery_level_ind_param
    #include <esp_hf_client_api.h> ESP_HF_CLIENT_CIND_BATTERY_LEVEL_EVT.
```

### Public Members

```
int value
    battery charge value, ranges from 0 to 5
```

```
struct hf_client_binp_param
    #include <esp_hf_client_api.h> ESP_HF_CLIENT_BINP_EVT.
```

### Public Members

```
const char *number
    phone number corresponding to the last voice tag in the HF
```

```
struct hf_client_bsirparam
    #include <esp_hf_client_api.h> ESP_HF_CLIENT_BSIR_EVT.
```

### Public Members

*esp\_hf\_client\_in\_band\_ring\_state\_t* **state**  
setting state of in-band ring tone

**struct hf\_client\_btrh\_param**  
*#include <esp\_hf\_client\_api.h>* ESP\_HF\_CLIENT\_BTRH\_EVT.

### Public Members

*esp\_hf\_btrh\_status\_t* **status**  
call hold and response status result code

**struct hf\_client\_bvra\_param**  
*#include <esp\_hf\_client\_api.h>* ESP\_HF\_CLIENT\_BVRA\_EVT.

### Public Members

*esp\_hf\_vr\_state\_t* **value**  
voice recognition state

**struct hf\_client\_call\_held\_ind\_param**  
*#include <esp\_hf\_client\_api.h>* ESP\_HF\_CLIENT\_CIND\_CALL\_HELD\_EVT.

### Public Members

*esp\_hf\_call\_held\_status\_t* **status**  
bluetooth proprietary call hold status indicator

**struct hf\_client\_call\_ind\_param**  
*#include <esp\_hf\_client\_api.h>* ESP\_HF\_CLIENT\_CIND\_CALL\_EVT.

### Public Members

*esp\_hf\_call\_status\_t* **status**  
call status indicator

**struct hf\_client\_call\_setup\_ind\_param**  
*#include <esp\_hf\_client\_api.h>* ESP\_HF\_CLIENT\_CIND\_CALL\_SETUP\_EVT.

### Public Members

*esp\_hf\_call\_setup\_status\_t* **status**  
call setup status indicator

**struct hf\_client\_ccwa\_param**  
*#include <esp\_hf\_client\_api.h>* ESP\_HF\_CLIENT\_CCWA\_EVT.

### Public Members

**const char \*number**  
phone number string of waiting call

**struct hf\_client\_clcc\_param**  
*#include <esp\_hf\_client\_api.h>* ESP\_HF\_CLIENT\_CLCC\_EVT.

### Public Members

**int idx**  
numbering(starting with 1) of the call

*esp\_hf\_current\_call\_direction\_t* **dir**  
direction of the call

*esp\_hf\_current\_call\_status\_t* **status**  
status of the call

*esp\_hf\_current\_call\_mpty\_type\_t* **mpty**  
multi-party flag

**char \*number**  
phone number(optional)

**struct hf\_client\_clip\_param**  
*#include <esp\_hf\_client\_api.h>* ESP\_HF\_CLIENT\_CLIP\_EVT.

### Public Members

**const char \*number**  
phone number string of call

**struct hf\_client\_cnum\_param**  
*#include <esp\_hf\_client\_api.h>* ESP\_HF\_CLIENT\_CNUM\_EVT.

### Public Members

**const char \*number**  
phone number string

*esp\_hf\_subscriber\_service\_type\_t* **type**  
service type that the phone number relates to

**struct hf\_client\_conn\_stat\_param**  
*#include <esp\_hf\_client\_api.h>* ESP\_HF\_CLIENT\_CONNECTION\_STATE\_EVT.

### Public Members

*esp\_hf\_client\_connection\_state\_t* **state**  
HF connection state

**uint32\_t peer\_feat**  
AG supported features

`uint32_t chld_feat`  
AG supported features on call hold and multiparty services

`esp_bd_addr_t remote_bda`  
remote bluetooth device address

**struct hf\_client\_current\_operator\_param**  
*#include <esp\_hf\_client\_api.h> ESP\_HF\_CLIENT\_COPS\_CURRENT\_OPERATOR\_EVT.*

### Public Members

**const char \*name**  
name of the network operator

**struct hf\_client\_network\_roaming\_param**  
*#include <esp\_hf\_client\_api.h> ESP\_HF\_CLIENT\_CIND\_ROAMING\_STATUS\_EVT.*

### Public Members

`esp_hf_roaming_status_t status`  
roaming status

**struct hf\_client\_service\_availability\_param**  
*#include <esp\_hf\_client\_api.h> ESP\_HF\_CLIENT\_CIND\_SERVICE\_AVAILABILITY\_EVT.*

### Public Members

`esp_hf_service_availability_status_t status`  
service availability status

**struct hf\_client\_signal\_strength\_ind\_param**  
*#include <esp\_hf\_client\_api.h> ESP\_HF\_CLIENT\_CIND\_SIGNAL\_STRENGTH\_EVT.*

### Public Members

**int value**  
signal strength value, ranges from 0 to 5

**struct hf\_client\_volume\_control\_param**  
*#include <esp\_hf\_client\_api.h> ESP\_HF\_CLIENT\_VOLUME\_CONTROL\_EVT.*

### Public Members

`esp_hf_volume_control_target_t type`  
volume control target, speaker or microphone

**int volume**  
gain, ranges from 0 to 15



## Macros

```

ESP_BT_HF_CLIENT_NUMBER_LEN
ESP_BT_HF_CLIENT_OPERATOR_NAME_LEN
ESP_HF_CLIENT_PEER_FEAT_3WAY
ESP_HF_CLIENT_PEER_FEAT_ECNR
ESP_HF_CLIENT_PEER_FEAT_VREC
ESP_HF_CLIENT_PEER_FEAT_INBAND
ESP_HF_CLIENT_PEER_FEAT_VTAG
ESP_HF_CLIENT_PEER_FEAT_REJECT
ESP_HF_CLIENT_PEER_FEAT_ECS
ESP_HF_CLIENT_PEER_FEAT_ECC
ESP_HF_CLIENT_PEER_FEAT_EXTERR
ESP_HF_CLIENT_PEER_FEAT_CODEC
ESP_HF_CLIENT_CHLD_FEAT_REL
ESP_HF_CLIENT_CHLD_FEAT_REL_ACC
ESP_HF_CLIENT_CHLD_FEAT_REL_X
ESP_HF_CLIENT_CHLD_FEAT_HOLD_ACC
ESP_HF_CLIENT_CHLD_FEAT_PRIV_X
ESP_HF_CLIENT_CHLD_FEAT_MERGE
ESP_HF_CLIENT_CHLD_FEAT_MERGE_DETACH

```

## Type Definitions

```

typedef void (*esp_hf_client_incoming_data_cb_t)(const uint8_t *buf, uint32_t len)
    HFP client incoming data callback function, the callback is useful in case of Voice Over HCI.

```

### Parameters

- `buf`: : pointer to incoming data(payload of HCI synchronous data packet), the buffer is allocated inside bluetooth protocol stack and will be released after invoke of the callback is finished.
- `len`: : size(in bytes) in buf

```

typedef uint32_t (*esp_hf_client_outgoing_data_cb_t)(uint8_t *buf, uint32_t len)
    HFP client outgoing data callback function, the callback is useful in case of Voice Over HCI. Once audio connection is set up and the application layer has prepared data to send, the lower layer will call this function to read data and then send. This callback is supposed to be implemented as non-blocking, and if data is not enough, return value 0 is supposed.

```

### Parameters

- `buf`: : pointer to incoming data(payload of HCI synchronous data packet), the buffer is allocated inside bluetooth protocol stack and will be released after invoke of the callback is finished.
- `len`: : size(in bytes) in buf

- length: of data successfully read

```
typedef void (*esp_hf_client_cb_t) (esp_hf_client_cb_event_t event, esp_hf_client_cb_param_t  
                                  *param)
```

HFP client callback function type.

#### Parameters

- event: : Event type
- param: : Pointer to callback parameter

### Enumerations

```
enum esp_hf_client_connection_state_t
```

Bluetooth HFP RFCOMM connection and service level connection status.

*Values:*

```
ESP_HF_CLIENT_CONNECTION_STATE_DISCONNECTED = 0  
RFCOMM data link channel released
```

```
ESP_HF_CLIENT_CONNECTION_STATE_CONNECTING  
connecting remote device on the RFCOMM data link
```

```
ESP_HF_CLIENT_CONNECTION_STATE_CONNECTED  
RFCOMM connection established
```

```
ESP_HF_CLIENT_CONNECTION_STATE_SLC_CONNECTED  
service level connection established
```

```
ESP_HF_CLIENT_CONNECTION_STATE_DISCONNECTING  
disconnecting with remote device on the RFCOMM data link
```

```
enum esp_hf_client_audio_state_t
```

Bluetooth HFP audio connection status.

*Values:*

```
ESP_HF_CLIENT_AUDIO_STATE_DISCONNECTED = 0  
audio connection released
```

```
ESP_HF_CLIENT_AUDIO_STATE_CONNECTING  
audio connection has been initiated
```

```
ESP_HF_CLIENT_AUDIO_STATE_CONNECTED  
audio connection is established
```

```
ESP_HF_CLIENT_AUDIO_STATE_CONNECTED_MSBC  
mSBC audio connection is established
```

```
enum esp_hf_client_in_band_ring_state_t
```

in-band ring tone state

*Values:*

```
ESP_HF_CLIENT_IN_BAND_RINGTONE_NOT_PROVIDED = 0
```

```
ESP_HF_CLIENT_IN_BAND_RINGTONE_PROVIDED
```

**enum esp\_hf\_client\_cb\_event\_t**

HF CLIENT callback events.

*Values:*

**ESP\_HF\_CLIENT\_CONNECTION\_STATE\_EVT = 0**  
connection state changed event

**ESP\_HF\_CLIENT\_AUDIO\_STATE\_EVT**  
audio connection state change event

**ESP\_HF\_CLIENT\_BVRA\_EVT**  
voice recognition state change event

**ESP\_HF\_CLIENT\_CIND\_CALL\_EVT**  
call indication

**ESP\_HF\_CLIENT\_CIND\_CALL\_SETUP\_EVT**  
call setup indication

**ESP\_HF\_CLIENT\_CIND\_CALL\_HELD\_EVT**  
call held indication

**ESP\_HF\_CLIENT\_CIND\_SERVICE\_AVAILABILITY\_EVT**  
network service availability indication

**ESP\_HF\_CLIENT\_CIND\_SIGNAL\_STRENGTH\_EVT**  
signal strength indication

**ESP\_HF\_CLIENT\_CIND\_ROAMING\_STATUS\_EVT**  
roaming status indication

**ESP\_HF\_CLIENT\_CIND\_BATTERY\_LEVEL\_EVT**  
battery level indication

**ESP\_HF\_CLIENT\_COPS\_CURRENT\_OPERATOR\_EVT**  
current operator information

**ESP\_HF\_CLIENT\_BTRH\_EVT**  
call response and hold event

**ESP\_HF\_CLIENT\_CLIP\_EVT**  
Calling Line Identification notification

**ESP\_HF\_CLIENT\_CCWA\_EVT**  
call waiting notification

**ESP\_HF\_CLIENT\_CLCC\_EVT**  
list of current calls notification

**ESP\_HF\_CLIENT\_VOLUME\_CONTROL\_EVT**  
audio volume control command from AG, provided by +VGM or +VGS message

**ESP\_HF\_CLIENT\_AT\_RESPONSE\_EVT**  
AT command response event

**ESP\_HF\_CLIENT\_CNUM\_EVT**  
subscriber information response from AG

**ESP\_HF\_CLIENT\_BSIR\_EVT**  
setting of in-band ring tone

**ESP\_HF\_CLIENT\_BINP\_EVT**  
requested number of last voice tag from AG

**ESP\_HF\_CLIENT\_RING\_IND\_EVT**  
ring indication event

To see the overview of the ESP32 Bluetooth stack architecture, follow links below:

- [ESP32 Bluetooth Architecture \(PDF\) \[English\]](#)
- [ESP32 Bluetooth Architecture \(PDF\) \[\]](#)

Example code for this API section is provided in `bluetooth` directory of ESP-IDF examples.

Several examples contain detailed description. To see them please follow links below:

- [GATT Client Example Walkthrough](#)
- [GATT Server Service Table Example Walkthrough](#)
- [GATT Server Example Walkthrough](#)
- [GATT Security Client Example Walkthrough](#)
- [GATT Security Server Example Walkthrough](#)
- [GATT Client Multi-connection Example Walkthrough](#)

## 3.2 Networking APIs

### 3.2.1 Wi-Fi

#### Wi-Fi

##### Introduction

The WiFi libraries provide support for configuring and monitoring the ESP32 WiFi networking functionality. This includes configuration for:

- Station mode (aka STA mode or WiFi client mode). ESP32 connects to an access point.
- AP mode (aka Soft-AP mode or Access Point mode). Stations connect to the ESP32.
- Combined AP-STA mode (ESP32 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 ESP-IDF examples that contains the following applications:

- Simple application showing how to connect ESP32 module to an Access Point - [esp-idf-template](#).
- Using power save mode of Wi-Fi - [wifi/power\\_save](#).

## API Reference

### Header File

- esp32/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\_WIFI\_NOT\_INIT: WiFi is not initialized by esp\_wifi\_init

*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 ESP32 WiFi station to the AP.

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

**Attention** 2. If the ESP32 is connected to an AP, call `esp_wifi_disconnect` to disconnect.

**Attention** 3. The scanning triggered by `esp_wifi_start_scan()` will not be effective until connection between ESP32 and the AP is established. If ESP32 is scanning and connecting at the same time, ESP32 will abort scanning and return a warning message and error number `ESP_ERR_WIFI_STATE`. If you want to do reconnection after ESP32 received disconnect event, remember to add the maximum retry time, otherwise the called scan will not work. This is especially true when the AP doesn't exist, and you still try reconnection after ESP32 received disconnect event with the reason code `WIFI_REASON_NO_AP_FOUND`.

#### 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 ESP32 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
- `ESP_ERR_WIFI_STATE`: wifi still connecting when invoke `esp_wifi_scan_start`
- 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 ESP32 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\_1r 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 WiFi power save type.

**Attention** Default power save type is WIFI\_PS\_MIN\_MODEM.

**Return** ESP\_OK: succeed

#### Parameters

- type: power save type

*esp\_err\_t* **esp\_wifi\_get\_ps** (*wifi\_ps\_type\_t \*type*)

Get current WiFi power save type.

**Attention** Default power save type is WIFI\_PS\_MIN\_MODEM.

**Return** ESP\_OK: succeed

#### 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\_11BIWIFI\_PROTOCOL\_11GIWIFI\_PROTOCOL\_11GHE)

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

**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 ESP32 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 ESP32 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 ESP32.

**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 ESP32.

**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 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 ESP32 WiFi station or the soft-AP interface.

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

**Attention** 2. ESP32 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 ESP32 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\_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\_set\_config** (*wifi\_interface\_t* interface, *wifi\_config\_t* \*conf)

Set the configuration of the ESP32 STA or AP.

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

**Attention** 2. For station configuration, `ssid_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. ESP32 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 ESP32 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 error code in `esp_err.h`

#### Parameters

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

*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\_1r* 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** 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:

- [78, 127]: level0
- [76, 77]: level1
- [74, 75]: level2
- [68, 73]: level3
- [60, 67]: level4
- [52, 59]: level5
- [44, 51]: level5 - 2dBm
- [34, 43]: level5 - 4.5dBm

- [28, 33]: level5 - 6dBm
- [20, 27]: level5 - 8dBm
- [8, 19]: level5 - 11dBm
- [-128, 7]: level5 - 14dBm

**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.

*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_PROBEREQRCVED`.

**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 raw ieee80211 data.

**Attention** Currently only support for sending beacon/probe request/probe response/action and non-QoS data frame

#### Return

- `ESP_OK`: success
- `ESP_ERR_WIFI_IF`: Invalid interface
- `ESP_ERR_INVALID_ARG`: Invalid parameter
- `ESP_ERR_WIFI_NO_MEM`: out of memory

#### 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`: raw ieee80211 buffer
- `len`: the length of raw buffer, the `len` must be `<= 1500 Bytes` and `>= 24 Bytes`
- `en_sys_seq`: indicate whether use the internal sequence number. If `en_sys_seq` is false, the sequence in raw buffer is unchanged, otherwise it will be overwritten by WiFi driver with the system sequence number. Generally, if `esp_wifi_80211_tx` is called before the Wi-Fi connection has been set up, both `en_sys_seq==true` and `en_sys_seq==false` are fine. However, if the API is called after the Wi-Fi connection has been set up, `en_sys_seq` must be true, otherwise `ESP_ERR_WIFI_ARG` is returned.

*esp\_err\_t* **esp\_wifi\_set\_csi\_rx\_cb** (*wifi\_csi\_cb\_t* cb, void \*ctx)

Register the RX callback function of CSI data.

Each time a CSI data is received, the 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
- ctx: context argument, passed to callback function

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

Set CSI data configuration.

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 or promiscuous mode is not enabled
- ESP\_ERR\_INVALID\_ARG: invalid argument

**Parameters**

- config: configuration

*esp\_err\_t* **esp\_wifi\_set\_csi** (bool en)

Enable or disable CSI.

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 or promiscuous mode is not enabled
- ESP\_ERR\_INVALID\_ARG: invalid argument

**Parameters**

- en: true - enable, false - disable

*esp\_err\_t* **esp\_wifi\_set\_ant\_gpio** (const *wifi\_ant\_gpio\_config\_t* \*config)

Set antenna GPIO configuration.

**Return**

- ESP\_OK: succeed
- ESP\_ERR\_WIFI\_NOT\_INIT: WiFi is not initialized by esp\_wifi\_init
- ESP\_ERR\_WIFI\_ARG: Invalid argument, e.g. parameter is NULL, invalid GPIO number etc

**Parameters**

- config: Antenna GPIO configuration.

*esp\_err\_t* **esp\_wifi\_get\_ant\_gpio** (*wifi\_ant\_gpio\_config\_t* \**config*)

Get current antenna GPIO configuration.

#### Return

- ESP\_OK: succeed
- ESP\_ERR\_WIFI\_NOT\_INIT: WiFi is not initialized by esp\_wifi\_init
- ESP\_ERR\_WIFI\_ARG: invalid argument, e.g. parameter is NULL

#### Parameters

- *config*: Antenna GPIO configuration.

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

Set antenna configuration.

#### Return

- ESP\_OK: succeed
- ESP\_ERR\_WIFI\_NOT\_INIT: WiFi is not initialized by esp\_wifi\_init
- ESP\_ERR\_WIFI\_ARG: Invalid argument, e.g. parameter is NULL, invalid antenna mode or invalid GPIO number

#### Parameters

- *config*: Antenna configuration.

*esp\_err\_t* **esp\_wifi\_get\_ant** (*wifi\_ant\_config\_t* \**config*)

Get current antenna configuration.

#### Return

- ESP\_OK: succeed
- ESP\_ERR\_WIFI\_NOT\_INIT: WiFi is not initialized by esp\_wifi\_init
- ESP\_ERR\_WIFI\_ARG: invalid argument, e.g. parameter is NULL

#### Parameters

- *config*: Antenna configuration.

*esp\_err\_t* **esp\_wifi\_internal\_ioctl** (**int** *cmd*, *wifi\_ioctl\_config\_t* \**cfg*)

A general API to set/get WiFi internal configuration, it's for debug only.

#### Return

- ESP\_OK: succeed
- others: failed

#### Parameters

- *cmd*: : ioctl command type
- *cfg*: : configuration for the command

## 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

wifi\_osi\_funcs\_t \***osi\_funcs**  
WiFi OS functions

wpa\_crypto\_funcs\_t **wpa\_crypto\_funcs**  
WiFi station crypto functions when connect

int **static\_rx\_buf\_num**  
WiFi static RX buffer number

int **dynamic\_rx\_buf\_num**  
WiFi dynamic RX buffer number

int **tx\_buf\_type**  
WiFi TX buffer type

int **static\_tx\_buf\_num**  
WiFi static TX buffer number

int **dynamic\_tx\_buf\_num**  
WiFi dynamic TX buffer number

int **csi\_enable**  
WiFi channel state information enable flag

int **ampdu\_rx\_enable**  
WiFi AMPDU RX feature enable flag

int **ampdu\_tx\_enable**  
WiFi AMPDU TX feature enable flag

int **nvs\_enable**  
WiFi NVS flash enable flag

int **nano\_enable**  
Nano option for printf/scan family enable flag

int **tx\_ba\_win**  
WiFi Block Ack TX window size

int **rx\_ba\_win**  
WiFi Block Ack RX window size

int **wifi\_task\_core\_id**  
WiFi Task Core ID

int **beacon\_max\_len**  
WiFi softAP maximum length of the beacon

int **mgmt\_sbuf\_num**  
WiFi management short buffer number, the minimum value is 6, the maximum value is 32

`int 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

**WIFI\_STATIC\_TX\_BUFFER\_NUM**

**WIFI\_DYNAMIC\_TX\_BUFFER\_NUM**

**WIFI\_CSI\_ENABLED**

**WIFI\_AMPDU\_RX\_ENABLED**

**WIFI\_AMPDU\_TX\_ENABLED**

**WIFI\_NVS\_ENABLED**

**WIFI\_NANO\_FORMAT\_ENABLED**

```
WIFI_INIT_CONFIG_MAGIC
WIFI_DEFAULT_TX_BA_WIN
WIFI_DEFAULT_RX_BA_WIN
WIFI_TASK_CORE_ID
WIFI_SOFTAP_BEACON_MAX_LEN
WIFI_MGMT_SBUF_NUM
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.

**typedef** void (\***wifi\_csi\_cb\_t**) (void \*ctx, *wifi\_csi\_info\_t* \*data)

The RX callback function of Channel State Information(CSI) data.

Each time a CSI data is received, the callback function will be called.

### Parameters

- ctx: context argument, passed to `esp_wifi_set_csi_rx_cb()` when registering callback function.
- data: CSI data received. The memory that it points to will be deallocated after callback function returns.

## Header File

- `esp32/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 ESP32 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 rssi`  
signal strength 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 **rssi**

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 wifi\_ap\_config\_t**

Soft-AP configuration settings for the ESP32.

### Public Members

uint8\_t **ssid**[32]

SSID of ESP32 soft-AP

uint8\_t **password**[64]

Password of ESP32 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 ESP32 soft-AP

*wifi\_auth\_mode\_t* **authmode**

Auth mode of ESP32 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 ESP32.

### 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 ESP32 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_scan_threshold_t threshold`  
When `scan_method` is set, 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.

`struct wifi_sta_info_t`  
Description of STA associated with AP.

### Public Members

`uint8_t mac[6]`  
mac address

`int8_t rssi`  
current average rssi of sta connected

`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 ESP32 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**  
 Received Signal Strength Indicator(RSSI) of packet. unit: dBm

unsigned **rate**  
 PHY rate encoding of the packet. Only valid for non HT(11bg) packet

unsigned **\_\_pad0\_\_**  
 reserve

unsigned **sig\_mode**  
 0: non HT(11bg) packet; 1: HT(11n) packet; 3: VHT(11ac) packet

unsigned **\_\_pad1\_\_**  
 reserve

unsigned **mcs**  
Modulation Coding Scheme. If is HT(11n) packet, shows the modulation, range from 0 to 76(MSC0 ~ MCS76)

unsigned **cwb**  
Channel Bandwidth of the packet. 0: 20MHz; 1: 40MHz

unsigned **\_\_pad2\_\_**  
reserve

unsigned **smoothing**  
reserve

unsigned **not\_sounding**  
reserve

unsigned **\_\_pad3\_\_**  
reserve

unsigned **aggregation**  
Aggregation. 0: MPDU packet; 1: AMPDU packet

unsigned **stbc**  
Space Time Block Code(STBC). 0: non STBC packet; 1: STBC packet

unsigned **fec\_coding**  
Flag is set for 11n packets which are LDPC

unsigned **sgi**  
Short Guide Interval(SGI). 0: Long GI; 1: Short GI

signed **noise\_floor**  
noise floor of Radio Frequency Module(RF). unit: 0.25dBm

unsigned **ampdu\_cnt**  
ampdu cnt

unsigned **channel**  
primary channel on which this packet is received

unsigned **secondary\_channel**  
secondary channel on which this packet is received. 0: none; 1: above; 2: below

unsigned **\_\_pad4\_\_**  
reserve

unsigned **timestamp**  
timestamp. The local time when this packet is received. It is precise only if modem sleep or light sleep is not enabled. unit: microsecond

unsigned **\_\_pad5\_\_**  
reserve

unsigned **\_\_pad6\_\_**  
reserve

unsigned **ant**  
antenna number from which this packet is received. 0: WiFi antenna 0; 1: WiFi antenna 1

unsigned **sig\_len**  
length of packet including Frame Check Sequence(FCS)

unsigned **\_\_pad7\_\_**  
reserve

unsigned **rx\_state**  
state of the packet. 0: no error; others: error numbers which are not public

**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 payload. Length of payload is described by rx\_ctrl.sig\_len. 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\_csi\_config\_t**  
Channel state information(CSI) configuration type.

### Public Members

bool **lltf\_en**  
enable to receive legacy long training field(lltf) data. Default enabled

bool **htltf\_en**  
enable to receive HT long training field(htltf) data. Default enabled

bool **stbc\_htltf2\_en**  
enable to receive space time block code HT long training field(stbc-htltf2) data. Default enabled

bool **ltf\_merge\_en**  
enable to generate htltf data by averaging lltf and ht\_ltf data when receiving HT packet. Otherwise, use ht\_ltf data directly. Default enabled

bool **channel\_filter\_en**  
enable to turn on channel filter to smooth adjacent sub-carrier. Disable it to keep independence of adjacent sub-carrier. Default enabled

bool **manu\_scale**  
manually scale the CSI data by left shifting or automatically scale the CSI data. If set true, please set the shift bits. false: automatically. true: manually. Default false

uint8\_t **shift**  
manually left shift bits of the scale of the CSI data. The range of the left shift bits is 0~15

**struct wifi\_csi\_info\_t**  
CSI data type.

### Public Members

*wifi\_pkt\_rx\_ctrl\_t* **rx\_ctrl**  
received packet radio metadata header of the CSI data

**uint8\_t mac**[6]  
source MAC address of the CSI data

**bool first\_word\_invalid**  
first four bytes of the CSI data is invalid or not

**int8\_t \*buf**  
buffer of CSI data

**uint16\_t len**  
length of CSI data

**struct wifi\_ant\_gpio\_t**  
WiFi GPIO configuration for antenna selection.

### Public Members

**uint8\_t gpio\_select**  
Whether this GPIO is connected to external antenna switch

**uint8\_t gpio\_num**  
The GPIO number that connects to external antenna switch

**struct wifi\_ant\_gpio\_config\_t**  
WiFi GPIOs configuration for antenna selection.

### Public Members

*wifi\_ant\_gpio\_t* **gpio\_cfg**[4]  
The configurations of GPIOs that connect to external antenna switch

**struct wifi\_ant\_config\_t**  
WiFi antenna configuration.

### Public Members

*wifi\_ant\_mode\_t* **rx\_ant\_mode**  
WiFi antenna mode for receiving

*wifi\_ant\_t* **rx\_ant\_default**  
Default antenna mode for receiving, it's ignored if rx\_ant\_mode is not WIFI\_ANT\_MODE\_AUTO

*wifi\_ant\_mode\_t* **tx\_ant\_mode**  
WiFi antenna mode for transmission, it can be set to WIFI\_ANT\_MODE\_AUTO only if rx\_ant\_mode is set to WIFI\_ANT\_MODE\_AUTO

**uint8\_t enabled\_ant0**  
Index (in antenna GPIO configuration) of enabled WIFI\_ANT\_MODE\_ANT0

**uint8\_t enabled\_ant1**  
Index (in antenna GPIO configuration) of enabled WIFI\_ANT\_MODE\_ANT1



```
struct wifi_ht2040_coex_t
```

Configuration for STA's HT2040 coexist management.

### Public Members

```
int enable
```

Indicate whether STA's HT2040 coexist management is enabled or not

```
struct wifi_ioctl_config_t
```

Configuration for WiFi ioctl.

### Public Members

```
wifi_ht2040_coex_t ht2040_coex
```

Configuration of STA's HT2040 coexist management

```
union wifi_ioctl_config_t::[anonymous] data
```

Configuration of ioctl command

### 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 ESP32 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_FILTER_MASK_DATA_MPDU
```

filter the MPDU which is a kind of WIFI\_PKT\_DATA

```
WIFI_PROMIS_FILTER_MASK_DATA_AMPDU
```

filter the AMPDU which is a kind of WIFI\_PKT\_DATA

**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\_PROBEREQRECVD**  
mask SYSTEM\_EVENT\_AP\_PROBEREQRECVD event

### Type Definitions

```
typedef esp_interface_t wifi_interface_t
```

```
typedef wifi_fast_scan_threshold_t wifi_scan_threshold_t  
wifi_fast_scan_threshold_t only used in fast scan mode once, now it enabled in all channel scan, the  
wifi_fast_scan_threshold_t will be remove in version 4.0
```

### 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\_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\_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

**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 secondary channel is above the primary channel  
**WIFI\_SECOND\_CHAN\_BELOW**  
the channel width is HT40 and the secondary 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\_UNKNOWN**

the cipher type is unknown

**enum wifi\_ant\_t**

WiFi antenna.

*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\_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`

**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\_ant\_mode\_t**

WiFi antenna mode.

*Values:*

**WIFI\_ANT\_MODE\_ANT0**

Enable WiFi antenna 0 only

**WIFI\_ANT\_MODE\_ANT1**

Enable WiFi antenna 1 only

**WIFI\_ANT\_MODE\_AUTO**

Enable WiFi antenna 0 and 1, automatically select an antenna

**WIFI\_ANT\_MODE\_MAX**

Invalid WiFi enabled antenna

**enum wifi\_phy\_rate\_t**

WiFi PHY rate encodings.

*Values:***WIFI\_PHY\_RATE\_1M\_L** = 0x00

1 Mbps with long preamble

**WIFI\_PHY\_RATE\_2M\_L** = 0x01

2 Mbps with long preamble

**WIFI\_PHY\_RATE\_5M\_L** = 0x02

5.5 Mbps with long preamble

**WIFI\_PHY\_RATE\_11M\_L** = 0x03

11 Mbps with long preamble

**WIFI\_PHY\_RATE\_2M\_S** = 0x05

2 Mbps with short preamble

**WIFI\_PHY\_RATE\_5M\_S** = 0x06

5.5 Mbps with short preamble

**WIFI\_PHY\_RATE\_11M\_S** = 0x07

11 Mbps with short preamble

**WIFI\_PHY\_RATE\_48M** = 0x08

48 Mbps

**WIFI\_PHY\_RATE\_24M** = 0x09

24 Mbps

**WIFI\_PHY\_RATE\_12M** = 0x0A

12 Mbps

**WIFI\_PHY\_RATE\_6M** = 0x0B

6 Mbps

**WIFI\_PHY\_RATE\_54M** = 0x0C

54 Mbps

**WIFI\_PHY\_RATE\_36M** = 0x0D

36 Mbps

**WIFI\_PHY\_RATE\_18M** = 0x0E

18 Mbps

**WIFI\_PHY\_RATE\_9M** = 0x0F

9 Mbps

**WIFI\_PHY\_RATE\_MCS0\_LGI** = 0x10

MCS0 with long GI, 6.5 Mbps for 20MHz, 13.5 Mbps for 40MHz

**WIFI\_PHY\_RATE\_MCS1\_LGI** = 0x11

MCS1 with long GI, 13 Mbps for 20MHz, 27 Mbps for 40MHz

**WIFI\_PHY\_RATE\_MCS2\_LGI** = 0x12

MCS2 with long GI, 19.5 Mbps for 20MHz, 40.5 Mbps for 40MHz

**WIFI\_PHY\_RATE\_MCS3\_LGI** = 0x13

MCS3 with long GI, 26 Mbps for 20MHz, 54 Mbps for 40MHz

**WIFI\_PHY\_RATE\_MCS4\_LGI** = 0x14  
MCS4 with long GI, 39 Mbps for 20MHz, 81 Mbps for 40MHz

**WIFI\_PHY\_RATE\_MCS5\_LGI** = 0x15  
MCS5 with long GI, 52 Mbps for 20MHz, 108 Mbps for 40MHz

**WIFI\_PHY\_RATE\_MCS6\_LGI** = 0x16  
MCS6 with long GI, 58.5 Mbps for 20MHz, 121.5 Mbps for 40MHz

**WIFI\_PHY\_RATE\_MCS7\_LGI** = 0x17  
MCS7 with long GI, 65 Mbps for 20MHz, 135 Mbps for 40MHz

**WIFI\_PHY\_RATE\_MCS0\_SGI** = 0x18  
MCS0 with short GI, 7.2 Mbps for 20MHz, 15 Mbps for 40MHz

**WIFI\_PHY\_RATE\_MCS1\_SGI** = 0x19  
MCS1 with short GI, 14.4 Mbps for 20MHz, 30 Mbps for 40MHz

**WIFI\_PHY\_RATE\_MCS2\_SGI** = 0x1A  
MCS2 with short GI, 21.7 Mbps for 20MHz, 45 Mbps for 40MHz

**WIFI\_PHY\_RATE\_MCS3\_SGI** = 0x1B  
MCS3 with short GI, 28.9 Mbps for 20MHz, 60 Mbps for 40MHz

**WIFI\_PHY\_RATE\_MCS4\_SGI** = 0x1C  
MCS4 with short GI, 43.3 Mbps for 20MHz, 90 Mbps for 40MHz

**WIFI\_PHY\_RATE\_MCS5\_SGI** = 0x1D  
MCS5 with short GI, 57.8 Mbps for 20MHz, 120 Mbps for 40MHz

**WIFI\_PHY\_RATE\_MCS6\_SGI** = 0x1E  
MCS6 with short GI, 65 Mbps for 20MHz, 135 Mbps for 40MHz

**WIFI\_PHY\_RATE\_MCS7\_SGI** = 0x1F  
MCS7 with short GI, 72.2 Mbps for 20MHz, 150 Mbps for 40MHz

**WIFI\_PHY\_RATE\_LORA\_250K** = 0x29  
250 Kbps

**WIFI\_PHY\_RATE\_LORA\_500K** = 0x2A  
500 Kbps

**WIFI\_PHY\_RATE\_MAX**

**enum wifi\_ioctl\_cmd\_t**  
WiFi ioctl command type.

*Values:*

**WIFI\_IOCTL\_SET\_STA\_HT2040\_COEX** = 1  
Set the configuration of STA's HT2040 coexist management

**WIFI\_IOCTL\_GET\_STA\_HT2040\_COEX**  
Get the configuration of STA's HT2040 coexist management

**WIFI\_IOCTL\_MAX**

## Smart Config

## API Reference



## Header File

- esp32/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** (*sc\_callback\_t* cb, ...)

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 or softAP-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

- cb: SmartConfig callback function.
- . . . : log 1: UART output logs; 0: UART only outputs the result.

*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;

## Type Definitions

**typedef** void (\***sc\_callback\_t**) (*smartconfig\_status\_t* status, void \*pdata)

The callback of SmartConfig, executed when smart-config status changed.

### Parameters

- status: Status of SmartConfig:
  - SC\_STATUS\_GETTING\_SSID\_PSWD : pdata is a pointer of `smartconfig_type_t`, means config type.
  - SC\_STATUS\_LINK : pdata is a pointer to `wifi_config_t`.
  - SC\_STATUS\_LINK\_OVER : pdata is a pointer of phone's IP address(4 bytes) if pdata unequal NULL.
  - otherwise : parameter void \*pdata is NULL.
- pdata: According to the different status have different values.

## Enumerations

**enum** `smartconfig_status_t`

Values:

```

SC_STATUS_WAIT = 0
    Waiting to start connect

SC_STATUS_FIND_CHANNEL
    Finding target channel

SC_STATUS_GETTING_SSID_PSWD
    Getting SSID and password of target AP

SC_STATUS_LINK
    Connecting to target AP

SC_STATUS_LINK_OVER
    Connected to AP successfully

```

```
enum smartconfig_type_t
```

*Values:*

```

SC_TYPE_ESPTOUCH = 0
    protocol: ESPTouch

SC_TYPE_AIRKISS
    protocol: AirKiss

SC_TYPE_ESPTOUCH_AIRKISS
    protocol: ESPTouch and AirKiss

```

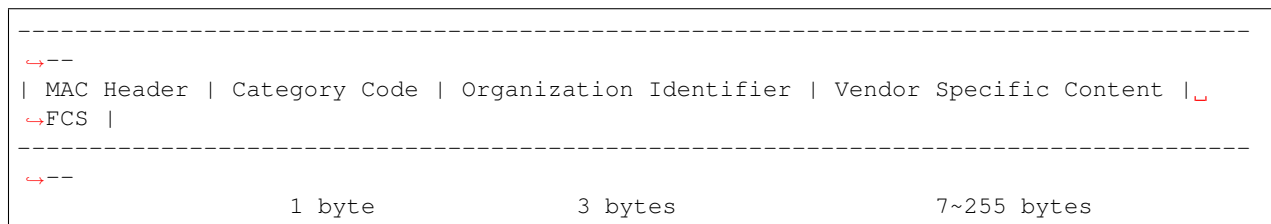
## ESP-NOW

### Overview

ESP-NOW is a kind of connectionless WiFi communication protocol which is defined by Espressif. In ESP-NOW, application data is encapsulated in vendor-specific action frame and then transmitted from one WiFi device to another without connection. CTR with CBC-MAC Protocol(CCMP) is used to protect the action frame for security. ESP-NOW is widely used in smart light, remote controlling, sensor, etc.

### Frame Format

ESP-NOW uses vendor-specific action frame to transmit ESP-NOW data. The format of vendor-specific action frame is as follows:



- Category Code: The Category field is set to the value(127) indicating the vendor-specific category.
- **Organization Identifier: The Organization Identifier contains a unique identifier(0x18fe34) which is the first three bytes of MAC address applied by Espressif.**
- Vendor Specific Content: The Vendor Specific Content contains vendor-specific field as follows:

Element ID	Length	Organization Identifier	Type	Version	Body
1 byte	1 byte	3 bytes	1 byte	1 byte	0~250 bytes

- Element ID: The Element ID field is set to the value(221) indicating the vendor-specific element.
- Length: The length is the total length of Organization Identifier, Type, Version and Body.
- **Organization Identifier: The Organization Identifier contains a unique identifier(0x18fe34) which is the first three bytes of MAC address applied by Espressif.**
- Type: The Type field is set to the value(4) indicating ESP-NOW.
- Version: The Version field is set to the version of ESP-NOW.
- Body: The Body contains the ESP-NOW data.

As ESP-NOW is connectionless, the MAC header is a little different from that of standard frames. The FromDS and ToDS bits of FrameControl field are both 0. The first address field is set to the destination address. The second address field is set to the source address. The third address field is set to broadcast address(0xff:0xff:0xff:0xff:0xff).

## Security

ESP-NOW use CCMP method which can be referenced in IEEE Std. 802.11-2012 to protect the vendor-specific action frame. The WiFi device maintains a Primary Master Key(PMK) and several Local Master Keys(LMK). The lengths of them are 16 bytes. PMK is used to encrypt LMK with AES-128 algorithm. Call `esp_now_set_pmk()` to set PMK. If PMK is not set, a default PMK will be used. If LMK of the paired device is set, it will be used to encrypt the vendor-specific action frame with CCMP method. The maximum number of different LMKs is six. Do not support encrypting multicast vendor-specific action frame.

## Initialization and De-initialization

Call `esp_now_init()` to initialize ESP-NOW and `esp_now_deinit()` to de-initialize ESP-NOW. ESP-NOW data must be transmitted after WiFi is started, so it is recommended to start WiFi before initializing ESP-NOW and stop WiFi after de-initializing ESP-NOW. When `esp_now_deinit()` is called, all of the information of paired devices will be deleted.

## Add Paired Device

Before sending data to other device, call `esp_now_add_peer()` to add it to the paired device list first. The maximum number of paired devices is twenty. If security is enabled, the LMK must be set. ESP-NOW data can be sent from station or softap interface. Make sure that the interface is enabled before sending ESP-NOW data. A device with broadcast MAC address must be added before sending broadcast data. The range of the channel of paired device is from 0 to 14. If the channel is set to 0, data will be sent on the current channel. Otherwise, the channel must be set as the channel that the local device is on.

## Send ESP-NOW Data

Call `esp_now_send()` to send ESP-NOW data and `esp_now_register_send_cb` to register sending callback function. It will return `ESP_NOW_SEND_SUCCESS` in sending callback function if the data is received successfully on MAC layer. Otherwise, it will return `ESP_NOW_SEND_FAIL`. There are several reasons failing to send ESP-NOW data, for example, the destination device doesn't exist, the channels of the devices are not the same, the action frame

is lost when transmitting on the air, etc. It is not guaranteed that application layer can receive the data. If necessary, send back ack data when receiving ESP-NOW data. If receiving ack data timeout happens, retransmit the ESP-NOW data. A sequence number can also be assigned to ESP-NOW data to drop the duplicated data.

If there is a lot of ESP-NOW data to send, call `esp_now_send()` to send less than or equal to 250 bytes of data once a time. Note that too short interval between sending two ESP-NOW datas may lead to disorder of sending callback function. So, it is recommended that sending the next ESP-NOW data after the sending callback function of previous sending has returned. The sending callback function runs from a high-priority WiFi task. So, do not do lengthy operations in the callback function. Instead, post necessary data to a queue and handle it from a lower priority task.

## Receiving ESP-NOW Data

Call `esp_now_register_recv_cb` to register receiving callback function. When receiving ESP-NOW data, receiving callback function is called. The receiving callback function also runs from WiFi task. So, do not do lengthy operations in the callback function. Instead, post necessary data to a queue and handle it from a lower priority task.

## API Reference

### Header File

- `esp32/include/esp_now.h`

### Functions

`esp_err_t esp_now_init` (void)  
Initialize ESPNOW function.

#### Return

- `ESP_OK` : succeed
- `ESP_ERR_ESPNOW_INTERNAL` : Internal error

`esp_err_t esp_now_deinit` (void)  
De-initialize ESPNOW function.

#### Return

- `ESP_OK` : succeed

`esp_err_t esp_now_get_version` (uint32\_t \*version)  
Get the version of ESPNOW.

#### Return

- `ESP_OK` : succeed
- `ESP_ERR_ESPNOW_ARG` : invalid argument

#### Parameters

- `version`: ESPNOW version

`esp_err_t esp_now_register_recv_cb` (`esp_now_recv_cb_t cb`)  
Register callback function of receiving ESPNOW data.

**Return**

- ESP\_OK : succeed
- ESP\_ERR\_ESPNOW\_NOT\_INIT : ESPNOW is not initialized
- ESP\_ERR\_ESPNOW\_INTERNAL : internal error

**Parameters**

- cb: callback function of receiving ESPNOW data

*esp\_err\_t* **esp\_now\_unregister\_recv\_cb**(void)  
Unregister callback function of receiving ESPNOW data.

**Return**

- ESP\_OK : succeed
- ESP\_ERR\_ESPNOW\_NOT\_INIT : ESPNOW is not initialized

*esp\_err\_t* **esp\_now\_register\_send\_cb**(*esp\_now\_send\_cb\_t* cb)  
Register callback function of sending ESPNOW data.

**Return**

- ESP\_OK : succeed
- ESP\_ERR\_ESPNOW\_NOT\_INIT : ESPNOW is not initialized
- ESP\_ERR\_ESPNOW\_INTERNAL : internal error

**Parameters**

- cb: callback function of sending ESPNOW data

*esp\_err\_t* **esp\_now\_unregister\_send\_cb**(void)  
Unregister callback function of sending ESPNOW data.

**Return**

- ESP\_OK : succeed
- ESP\_ERR\_ESPNOW\_NOT\_INIT : ESPNOW is not initialized

*esp\_err\_t* **esp\_now\_send**(**const** uint8\_t \*peer\_addr, **const** uint8\_t \*data, size\_t len)  
Send ESPNOW data.

**Attention** 1. If peer\_addr is not NULL, send data to the peer whose MAC address matches peer\_addr

**Attention** 2. If peer\_addr is NULL, send data to all of the peers that are added to the peer list

**Attention** 3. The maximum length of data must be less than ESP\_NOW\_MAX\_DATA\_LEN

**Attention** 4. The buffer pointed to by data argument does not need to be valid after esp\_now\_send returns

**Return**

- ESP\_OK : succeed
- ESP\_ERR\_ESPNOW\_NOT\_INIT : ESPNOW is not initialized
- ESP\_ERR\_ESPNOW\_ARG : invalid argument
- ESP\_ERR\_ESPNOW\_INTERNAL : internal error

- `ESP_ERR_ESPNOW_NO_MEM` : out of memory
- `ESP_ERR_ESPNOW_NOT_FOUND` : peer is not found
- `ESP_ERR_ESPNOW_IF` : current WiFi interface doesn't match that of peer

#### Parameters

- `peer_addr`: peer MAC address
- `data`: data to send
- `len`: length of data

*esp\_err\_t* **esp\_now\_add\_peer** (**const** *esp\_now\_peer\_info\_t* \*peer)

Add a peer to peer list.

#### Return

- `ESP_OK` : succeed
- `ESP_ERR_ESPNOW_NOT_INIT` : ESPNOW is not initialized
- `ESP_ERR_ESPNOW_ARG` : invalid argument
- `ESP_ERR_ESPNOW_FULL` : peer list is full
- `ESP_ERR_ESPNOW_NO_MEM` : out of memory
- `ESP_ERR_ESPNOW_EXIST` : peer has existed

#### Parameters

- `peer`: peer information

*esp\_err\_t* **esp\_now\_del\_peer** (**const** `uint8_t` \*peer\_addr)

Delete a peer from peer list.

#### Return

- `ESP_OK` : succeed
- `ESP_ERR_ESPNOW_NOT_INIT` : ESPNOW is not initialized
- `ESP_ERR_ESPNOW_ARG` : invalid argument
- `ESP_ERR_ESPNOW_NOT_FOUND` : peer is not found

#### Parameters

- `peer_addr`: peer MAC address

*esp\_err\_t* **esp\_now\_mod\_peer** (**const** *esp\_now\_peer\_info\_t* \*peer)

Modify a peer.

#### Return

- `ESP_OK` : succeed
- `ESP_ERR_ESPNOW_NOT_INIT` : ESPNOW is not initialized
- `ESP_ERR_ESPNOW_ARG` : invalid argument
- `ESP_ERR_ESPNOW_FULL` : peer list is full

#### Parameters

- `peer`: peer information

*esp\_err\_t* **esp\_now\_get\_peer** (`const uint8_t *peer_addr`, *esp\_now\_peer\_info\_t \*peer*)

Get a peer whose MAC address matches `peer_addr` from peer list.

**Return**

- `ESP_OK` : succeed
- `ESP_ERR_ESPNOW_NOT_INIT` : ESPNOW is not initialized
- `ESP_ERR_ESPNOW_ARG` : invalid argument
- `ESP_ERR_ESPNOW_NOT_FOUND` : peer is not found

**Parameters**

- `peer_addr`: peer MAC address
- `peer`: peer information

*esp\_err\_t* **esp\_now\_fetch\_peer** (`bool from_head`, *esp\_now\_peer\_info\_t \*peer*)

Fetch a peer from peer list.

**Return**

- `ESP_OK` : succeed
- `ESP_ERR_ESPNOW_NOT_INIT` : ESPNOW is not initialized
- `ESP_ERR_ESPNOW_ARG` : invalid argument
- `ESP_ERR_ESPNOW_NOT_FOUND` : peer is not found

**Parameters**

- `from_head`: fetch from head of list or not
- `peer`: peer information

`bool` **esp\_now\_is\_peer\_exist** (`const uint8_t *peer_addr`)

Peer exists or not.

**Return**

- `true` : peer exists
- `false` : peer not exists

**Parameters**

- `peer_addr`: peer MAC address

*esp\_err\_t* **esp\_now\_get\_peer\_num** (*esp\_now\_peer\_num\_t \*num*)

Get the number of peers.

**Return**

- `ESP_OK` : succeed
- `ESP_ERR_ESPNOW_NOT_INIT` : ESPNOW is not initialized
- `ESP_ERR_ESPNOW_ARG` : invalid argument

**Parameters**



- num: number of peers

*esp\_err\_t* **esp\_now\_set\_pmk** (*const* uint8\_t \**pmk*)

Set the primary master key.

**Attention** 1. primary master key is used to encrypt local master key

#### Return

- ESP\_OK : succeed
- ESP\_ERR\_ESPNOW\_NOT\_INIT : ESPNOW is not initialized
- ESP\_ERR\_ESPNOW\_ARG : invalid argument

#### Parameters

- pmk: primary master key

## Structures

**struct esp\_now\_peer\_info**

ESPNOW peer information parameters.

#### Public Members

uint8\_t **peer\_addr**[ESP\_NOW\_ETH\_ALEN]

ESPNOW peer MAC address that is also the MAC address of station or softap

uint8\_t **lmk**[ESP\_NOW\_KEY\_LEN]

ESPNOW peer local master key that is used to encrypt data

uint8\_t **channel**

Wi-Fi channel that peer uses to send/receive ESPNOW data. If the value is 0, use the current channel which station or softap is on. Otherwise, it must be set as the channel that station or softap is on.

*wifi\_interface\_t* **ifidx**

Wi-Fi interface that peer uses to send/receive ESPNOW data

bool **encrypt**

ESPNOW data that this peer sends/receives is encrypted or not

void \***priv**

ESPNOW peer private data

**struct esp\_now\_peer\_num**

Number of ESPNOW peers which exist currently.

#### Public Members

int **total\_num**

Total number of ESPNOW peers, maximum value is ESP\_NOW\_MAX\_TOTAL\_PEER\_NUM

int **encrypt\_num**

Number of encrypted ESPNOW peers, maximum value is ESP\_NOW\_MAX\_ENCRYPT\_PEER\_NUM

## Macros

- ESP\_ERR\_ESPNOW\_BASE**  
ESPNOW error number base.
- ESP\_ERR\_ESPNOW\_NOT\_INIT**  
ESPNOW is not initialized.
- ESP\_ERR\_ESPNOW\_ARG**  
Invalid argument
- ESP\_ERR\_ESPNOW\_NO\_MEM**  
Out of memory
- ESP\_ERR\_ESPNOW\_FULL**  
ESPNOW peer list is full
- ESP\_ERR\_ESPNOW\_NOT\_FOUND**  
ESPNOW peer is not found
- ESP\_ERR\_ESPNOW\_INTERNAL**  
Internal error
- ESP\_ERR\_ESPNOW\_EXIST**  
ESPNOW peer has existed
- ESP\_ERR\_ESPNOW\_IF**  
Interface error
- ESP\_NOW\_ETH\_ALEN**  
Length of ESPNOW peer MAC address
- ESP\_NOW\_KEY\_LEN**  
Length of ESPNOW peer local master key
- ESP\_NOW\_MAX\_TOTAL\_PEER\_NUM**  
Maximum number of ESPNOW total peers
- ESP\_NOW\_MAX\_ENCRYPT\_PEER\_NUM**  
Maximum number of ESPNOW encrypted peers
- ESP\_NOW\_MAX\_DATA\_LEN**  
Maximum length of ESPNOW data which is sent very time

## Type Definitions

- ```
typedef struct esp_now_peer_info esp_now_peer_info_t  
    ESPNOW peer information parameters.
```
- ```
typedef struct esp_now_peer_num esp_now_peer_num_t  
    Number of ESPNOW peers which exist currently.
```
- ```
typedef void (*esp_now_recv_cb_t) (const uint8_t *mac_addr, const uint8_t *data, int data_len)  
    Callback function of receiving ESPNOW data.
```

### Parameters

- `mac_addr`: peer MAC address
- `data`: received data
- `data_len`: length of received data

```
typedef void (*esp_now_send_cb_t) (const uint8_t *mac_addr, esp_now_send_status_t status)
    Callback function of sending ESPNOW data.
```

#### Parameters

- `mac_addr`: peer MAC address
- `status`: status of sending ESPNOW data (succeed or fail)

#### Enumerations

```
enum esp_now_send_status_t
    Status of sending ESPNOW data .
```

*Values:*

```
ESP_NOW_SEND_SUCCESS = 0
    Send ESPNOW data successfully

ESP_NOW_SEND_FAIL
    Send ESPNOW data fail
```

### ESP-MESH Programming Guide

This is a programming guide for ESP-MESH, including the API reference and coding examples. This guide is split into the following parts:

1. *ESP-MESH Programming Model*
2. *Writing an ESP-MESH Application*
3. *Self Organized Networking*
4. *Application Examples*
5. *API Reference*

For documentation regarding the ESP-MESH protocol, please see the *ESP-MESH API Guide*.

### ESP-MESH Programming Model

#### Software Stack

The ESP-MESH software stack is built atop the Wi-Fi Driver/FreeRTOS and may use the LwIP Stack in some instances (i.e. the root node). The following diagram illustrates the ESP-MESH software stack.

#### System Events

An application interfaces with ESP-MESH via **ESP-MESH Events**. Since ESP-MESH is built atop the Wi-Fi stack, it is also possible for the application to interface with the Wi-Fi driver via the **Wi-Fi Event Task**. The following diagram illustrates the interfaces for the various System Events in an ESP-MESH application.

The `mesh_event_id_t` defines all possible ESP-MESH system events and can indicate events such as the connection/disconnection of parent/child. Before ESP-MESH system events can be used, the application must register a **Mesh Event Callback** via `esp_mesh_set_config()`. The callback is used to receive events from the ESP-MESH stack as well as the LwIP Stack and should contain handlers for each event relevant to the application.

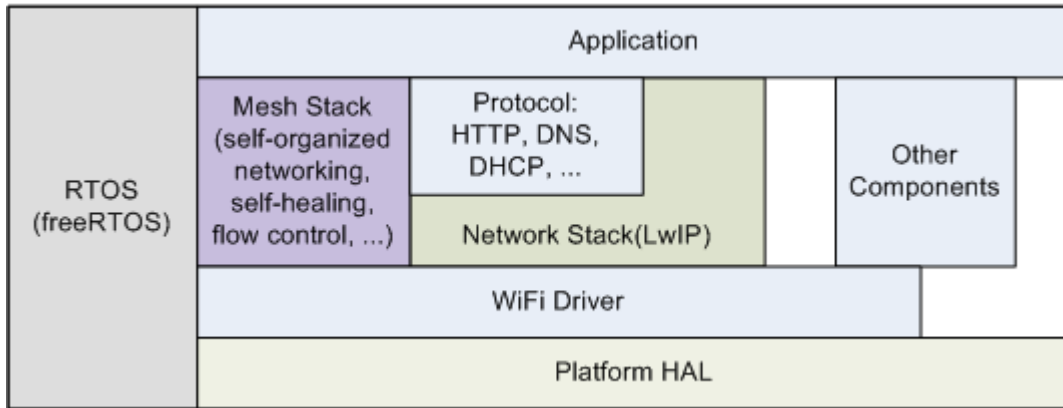


Fig. 1: ESP-MESH Software Stack

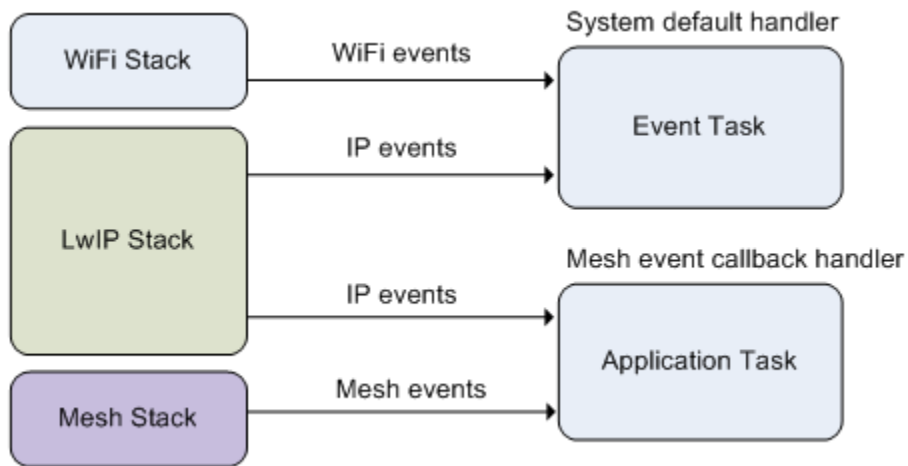


Fig. 2: ESP-MESH System Events Delivery

Typical use cases of system events include using events such as `MESH_EVENT_PARENT_CONNECTED` and `MESH_EVENT_CHILD_CONNECTED` to indicate when a node can begin transmitting data upstream and downstream respectively. Likewise, `MESH_EVENT_ROOT_GOT_IP` and `MESH_EVENT_ROOT_LOST_IP` can be used to indicate when the root node can and cannot transmit data to the external IP network.

**Warning:** When using ESP-MESH under self-organized mode, users must ensure that no calls to Wi-Fi API are made. This is due to the fact that the self-organizing mode will internally make Wi-Fi API calls to connect/disconnect/scan etc. **Any Wi-Fi calls from the application (including calls from callbacks and handlers of Wi-Fi events) may interfere with ESP-MESH's self-organizing behavior.** Therefore, user's should not call Wi-Fi APIs after `esp_mesh_start()` is called, and before `esp_mesh_stop()` is called.

## LwIP & ESP-MESH

The application can access the ESP-MESH stack directly without having to go through the LwIP stack. The LwIP stack is only required by the root node to transmit/receive data to/from an external IP network. However, since every node can potentially become the root node (due to automatic root node selection), each node must still initialize the LwIP stack.

**Each node is required to initialize LwIP by calling `tcpip_adapter_init()`.** In order to prevent non-root node access to LwIP, the application should stop the following services after LwIP initialization:

- DHCP server service on the softAP interface.
- DHCP client service on the station interface.

The following code snippet demonstrates how to initialize LwIP for ESP-MESH applications.

```
/* tcpip initialization */
tcpip_adapter_init();
/*
 * for mesh
 * stop DHCP server on softAP interface by default
 * stop DHCP client on station interface by default
 */
ESP_ERROR_CHECK(tcpip_adapter_dhcps_stop(TCPIP_ADAPTER_IF_AP));
ESP_ERROR_CHECK(tcpip_adapter_dhcpc_stop(TCPIP_ADAPTER_IF_STA));
/* do not specify system event callback, use NULL instead. */
ESP_ERROR_CHECK(esp_event_loop_init(NULL, NULL));
```

**Note:** ESP-MESH requires a root node to be connected with a router. Therefore, in the event that a node becomes the root, **the corresponding handler must start the DHCP client service and immediately obtain an IP address.** Doing so will allow other nodes to begin transmitting/receiving packets to/from the external IP network. However, this step is unnecessary if static IP settings are used.

## Writing an ESP-MESH Application

The prerequisites for starting ESP-MESH is to initialize LwIP and Wi-Fi, The following code snippet demonstrates the necessary prerequisite steps before ESP-MESH itself can be initialized.

```
tcpip_adapter_init();
/*
```

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```

* for mesh
* stop DHCP server on softAP interface by default
* stop DHCP client on station interface by default
*/
ESP_ERROR_CHECK(tcpip_adapter_dhcps_stop(TCPIP_ADAPTER_IF_AP));
ESP_ERROR_CHECK(tcpip_adapter_dhcpc_stop(TCPIP_ADAPTER_IF_STA));
/* do not specify system event callback, use NULL instead. */
ESP_ERROR_CHECK(esp_event_loop_init(NULL, NULL));

/* Wi-Fi initialization */
wifi_init_config_t config = WIFI_INIT_CONFIG_DEFAULT();
ESP_ERROR_CHECK(esp_wifi_init(&config));
ESP_ERROR_CHECK(esp_wifi_set_storage(WIFI_STORAGE_FLASH));
ESP_ERROR_CHECK(esp_wifi_start());

```

After initializing LwIP and Wi-Fi, the process of getting an ESP-MESH network up and running can be summarized into the following three steps:

1. *Initialize Mesh*
2. *Configuring an ESP-MESH Network*
3. *Start Mesh*

### Initialize Mesh

The following code snippet demonstrates how to initialize ESP-MESH

```

/* mesh initialization */
ESP_ERROR_CHECK(esp_mesh_init());

```

### Configuring an ESP-MESH Network

ESP-MESH is configured via `esp_mesh_set_config()` which receives its arguments using the `mesh_cfg_t` structure. The structure contains the following parameters used to configure ESP-MESH:

| Parameter        | Description                                                           |
|------------------|-----------------------------------------------------------------------|
| Channel          | Range from 1 to 14                                                    |
| Event Callback   | Callback for Mesh Events, see <a href="#">mesh_event_cb_t</a>         |
| Mesh ID          | ID of ESP-MESH Network, see <a href="#">mesh_addr_t</a>               |
| Router           | Router Configuration, see <a href="#">mesh_router_t</a>               |
| Mesh AP          | Mesh AP Configuration, see <a href="#">mesh_ap_cfg_t</a>              |
| Crypto Functions | Crypto Functions for Mesh IE, see <a href="#">mesh_crypto_funcs_t</a> |

The following code snippet demonstrates how to configure ESP-MESH.

```

/* Enable the Mesh IE encryption by default */
mesh_cfg_t cfg = MESH_INIT_CONFIG_DEFAULT();
/* mesh ID */
memcpy((uint8_t *) &cfg.mesh_id, MESH_ID, 6);
/* mesh event callback */
cfg.event_cb = &mesh_event_handler;

```

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```

/* channel (must match the router's channel) */
cfg.channel = CONFIG_MESH_CHANNEL;
/* router */
cfg.router.ssid_len = strlen(CONFIG_MESH_ROUTER_SSID);
memcpy((uint8_t *) &cfg.router.ssid, CONFIG_MESH_ROUTER_SSID, cfg.router.ssid_len);
memcpy((uint8_t *) &cfg.router.password, CONFIG_MESH_ROUTER_PASSWD,
       strlen(CONFIG_MESH_ROUTER_PASSWD));
/* mesh softAP */
cfg.mesh_ap.max_connection = CONFIG_MESH_AP_CONNECTIONS;
memcpy((uint8_t *) &cfg.mesh_ap.password, CONFIG_MESH_AP_PASSWD,
       strlen(CONFIG_MESH_AP_PASSWD));
ESP_ERROR_CHECK(esp_mesh_set_config(&cfg));

```

## Start Mesh

The following code snippet demonstrates how to start ESP-MESH.

```

/* mesh start */
ESP_ERROR_CHECK(esp_mesh_start());

```

After starting ESP-MESH, the application should check for ESP-MESH events to determine when it has connected to the network. After connecting, the application can start transmitting and receiving packets over the ESP-MESH network using `esp_mesh_send()` and `esp_mesh_recv()`.

## Self Organized Networking

Self organized networking is a feature of ESP-MESH where nodes can autonomously scan/select/connect/reconnect to other nodes and routers. This feature allows an ESP-MESH network to operate with high degree of autonomy by making the network robust to dynamic network topologies and conditions. With self organized networking enabled, nodes in an ESP-MESH network are able to carryout the following actions without autonomously:

- Selection or election of the root node (see **Automatic Root Node Selection** in *Building a Network*)
- Selection of a preferred parent node (see **Parent Node Selection** in *Building a Network*)
- Automatic reconnection upon detecting a disconnection (see **Intermediate Parent Node Failure** in *Managing a Network*)

When self organized networking is enabled, the ESP-MESH stack will internally make calls to Wi-Fi driver APIs. Therefore, **the application layer should not make any calls to Wi-Fi driver APIs whilst self organized networking is enabled as doing so would risk interfering with ESP-MESH.**

## Toggling Self Organized Networking

Self organized networking can be enabled or disabled by the application at runtime by calling the `esp_mesh_set_self_organized()` function. The function has the two following parameters:

- `bool enable` specifies whether to enable or disable self organized networking.
- `bool select_parent` specifies whether a new parent node should be selected when enabling self organized networking. Selecting a new parent has different effects depending the node type and the node's current state. This parameter is unused when disabling self organized networking.

## Disabling Self Organized Networking

The following code snippet demonstrates how to disable self organized networking.

```
//Disable self organized networking  
esp_mesh_set_self_organized(false, false);
```

ESP-MESH will attempt to maintain the node's current Wi-Fi state when disabling self organized networking.

- If the node was previously connected to other nodes, it will remain connected.
- If the node was previously disconnected and was scanning for a parent node or router, it will stop scanning.
- If the node was previously attempting to reconnect to a parent node or router, it will stop reconnecting.

## Enabling Self Organized Networking

ESP-MESH will attempt to maintain the node's current Wi-Fi state when enabling self organized networking. However, depending on the node type and whether a new parent is selected, the Wi-Fi state of the node can change. The following table shows effects of enabling self organized networking.



| Select Parent | Is Root Node | Effects                                                                                                                                                                                                                                                       |
|---------------|--------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| N             | N            | <ul style="list-style-type: none"> <li>• Nodes already connected to a parent node will remain connected.</li> <li>• Nodes previously scanning for a parent nodes will stop scanning. Call <code>esp_mesh_connect()</code> to restart.</li> </ul>              |
|               | Y            | <ul style="list-style-type: none"> <li>• A root node already connected to router will stay connected.</li> <li>• A root node disconnected from router will need to call <code>esp_mesh_connect()</code> to reconnect.</li> </ul>                              |
| Y             | N            | <ul style="list-style-type: none"> <li>• Nodes without a parent node will automatically select a preferred parent and connect.</li> <li>• Nodes already connected to a parent node will disconnect, reselect a preferred parent node, and connect.</li> </ul> |
|               | Y            | <ul style="list-style-type: none"> <li>• For a root node to connect to a parent node, it must give up its role as root. Therefore, a root node will disconnect from the router and all child nodes, select a preferred parent node, and connect.</li> </ul>   |

The following code snippet demonstrates how to enable self organized networking.

```
//Enable self organized networking and select a new parent
esp_mesh_set_self_organized(true, true);

...

//Enable self organized networking and manually reconnect
esp_mesh_set_self_organized(true, false);
esp_mesh_connect();
```

### Calling Wi-Fi Driver API

There can be instances in which an application may want to directly call Wi-Fi driver API whilst using ESP-MESH. For example, an application may want to manually scan for neighboring APs. However, **self organized networking**

**must be disabled before the application calls any Wi-Fi driver APIs.** This will prevent the ESP-MESH stack from attempting to call any Wi-Fi driver APIs and potentially interfering with the application's calls.

Therefore, application calls to Wi-Fi driver APIs should be placed in between calls of `esp_mesh_set_self_organized()` which disable and enable self organized networking. The following code snippet demonstrates how an application can safely call `esp_wifi_scan_start()` whilst using ESP-MESH.

```
//Disable self organized networking
esp_mesh_set_self_organized(0, 0);

//Stop any scans already in progress
esp_wifi_scan_stop();
//Manually start scan. Will automatically stop when run to completion
esp_wifi_scan_start();

//Process scan results

...

//Re-enable self organized networking if still connected
esp_mesh_set_self_organized(1, 0);

...

//Re-enable self organized networking if non-root and disconnected
esp_mesh_set_self_organized(1, 1);

...

//Re-enable self organized networking if root and disconnected
esp_mesh_set_self_organized(1, 0); //Don't select new parent
esp_mesh_connect(); //Manually reconnect to router
```

## Application Examples

ESP-IDF contains these ESP-MESH example projects:

The [Internal Communication Example](#) demonstrates how to setup a ESP-MESH network and have the root node send a data packet to every node within the network.

The [Manual Networking Example](#) demonstrates how to use ESP-MESH without the self-organizing features. This example shows how to program a node to manually scan for a list of potential parent nodes and select a parent node based on custom criteria.

## API Reference

### Header File

- `esp32/include/esp_mesh.h`

## Functions

*esp\_err\_t* **esp\_mesh\_init** (void)

Mesh initialization.

- Check whether Wi-Fi is started.
- Initialize mesh global variables with default values.

**Attention** This API shall be called after Wi-Fi is started.

### Return

- ESP\_OK
- ESP\_FAIL

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

Mesh de-initialization.

- Release resources and stop the mesh

### Return

- ESP\_OK
- ESP\_FAIL

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

Start mesh.

- Initialize mesh IE.
- Start mesh network management service.
- Create TX and RX queues according to the configuration.
- Register mesh packets receive callback.

**Attention** This API shall be called after mesh initialization and configuration.

### Return

- ESP\_OK
- ESP\_FAIL
- ESP\_ERR\_MESH\_NOT\_INIT
- ESP\_ERR\_MESH\_NOT\_CONFIG
- ESP\_ERR\_MESH\_NO\_MEMORY

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

Stop mesh.

- Deinitialize mesh IE.
- Disconnect with current parent.
- Disassociate all currently associated children.
- Stop mesh network management service.

- Unregister mesh packets receive callback.
- Delete TX and RX queues.
- Release resources.
- Restore Wi-Fi softAP to default settings if Wi-Fi dual mode is enabled.

**Return**

- ESP\_OK
- ESP\_FAIL

*esp\_err\_t* **esp\_mesh\_send**(**const** *mesh\_addr\_t* \*to, **const** *mesh\_data\_t* \*data, int flag, **const** *mesh\_opt\_t* opt[], int opt\_count)

Send a packet over the mesh network.

- Send a packet to any device in the mesh network.
- Send a packet to external IP network.

**Attention** This API is not reentrant.

**Return**

- ESP\_OK
- ESP\_FAIL
- ESP\_ERR\_MESH\_ARGUMENT
- ESP\_ERR\_MESH\_NOT\_START
- ESP\_ERR\_MESH\_DISCONNECTED
- ESP\_ERR\_MESH\_OPT\_UNKNOWN
- ESP\_ERR\_MESH\_EXCEED\_MTU
- ESP\_ERR\_MESH\_NO\_MEMORY
- ESP\_ERR\_MESH\_TIMEOUT
- ESP\_ERR\_MESH\_QUEUE\_FULL
- ESP\_ERR\_MESH\_NO\_ROUTE\_FOUND
- ESP\_ERR\_MESH\_DISCARD

**Parameters**

- to: the address of the final destination of the packet
  - If the packet is to the root, set this parameter to NULL.
  - If the packet is to an external IP network, set this parameter to the IPv4:PORT combination. This packet will be delivered to the root firstly, then the root will forward this packet to the final IP server address.
- data: pointer to a sending mesh packet
  - Field size should not exceed MESH\_MPS. Note that the size of one mesh packet should not exceed MESH\_MTU.
  - Field proto should be set to data protocol in use (default is MESH\_PROTO\_BIN for binary).

- Field `tos` should be set to transmission `tos` (type of service) in use (default is `MESH_TOS_P2P` for point-to-point reliable).
- `flag`: bitmap for data sent
  - Speed up the route search
    - \* If the packet is to the root and “`to`” parameter is `NULL`, set this parameter to 0.
    - \* If the packet is to an internal device, `MESH_DATA_P2P` should be set.
    - \* If the packet is to the root (“`to`” parameter isn’t `NULL`) or to external IP network, `MESH_DATA_TODS` should be set.
    - \* If the packet is from the root to an internal device, `MESH_DATA_FROMDS` should be set.
  - Specify whether this API is block or non-block, block by default
    - \* If needs non-block, `MESH_DATA_NONBLOCK` should be set.
  - In the situation of the root change, `MESH_DATA_DROP` identifies this packet can be dropped by the new root for upstream data to external IP network, we try our best to avoid data loss caused by the root change, but there is a risk that the new root is running out of memory because most of memory is occupied by the pending data which isn’t read out in time by `esp_mesh_rcv_toDS()`.  
 Generally, we suggest `esp_mesh_rcv_toDS()` is called after a connection with IP network is created. Thus data outgoing to external IP network via socket is just from reading `esp_mesh_rcv_toDS()` which avoids unnecessary memory copy.
- `opt`: options
  - In case of sending a packet to a certain group, `MESH_OPT_SEND_GROUP` is a good choice. In this option, the value field should be set to the target receiver addresses in this group.
  - Root sends a packet to an internal device, this packet is from external IP network in case the receiver device responds this packet, `MESH_OPT_RECV_DS_ADDR` is required to attach the target DS address.
- `opt_count`: option count
  - Currently, this API only takes one option, so `opt_count` is only supported to be 1.

*esp\_err\_t* **esp\_mesh\_rcv** (*mesh\_addr\_t* \*from, *mesh\_data\_t* \*data, int timeout\_ms, int \*flag, *mesh\_opt\_t* opt[], int opt\_count)

Receive a packet targeted to self over the mesh network.

flag could be `MESH_DATA_FROMDS` or `MESH_DATA_TODS`.

**Attention** Mesh RX queue should be checked regularly to avoid running out of memory.

- Use `esp_mesh_get_rx_pending()` to check the number of packets available in the queue waiting to be received by applications.

#### Return

- `ESP_OK`
- `ESP_ERR_MESH_ARGUMENT`
- `ESP_ERR_MESH_NOT_START`
- `ESP_ERR_MESH_TIMEOUT`
- `ESP_ERR_MESH_DISCARD`

#### Parameters

- `from`: the address of the original source of the packet
- `data`: pointer to the received mesh packet
  - Field `proto` is the data protocol in use. Should follow it to parse the received data.
  - Field `tos` is the transmission tos (type of service) in use.
- `timeout_ms`: wait time if a packet isn't immediately available (0:no wait, `portMAX_DELAY`:wait forever)
- `flag`: bitmap for data received
  - `MESH_DATA_FROMDS` represents data from external IP network
  - `MESH_DATA_TODS` represents data directed upward within the mesh network

#### Parameters

- `opt`: options desired to receive
  - `MESH_OPT_RECV_DS_ADDR` attaches the DS address
- `opt_count`: option count desired to receive
  - Currently, this API only takes one option, so `opt_count` is only supported to be 1.

`esp_err_t esp_mesh_recv_toDS(mesh_addr_t *from, mesh_addr_t *to, mesh_data_t *data, int timeout_ms, int *flag, mesh_opt_t opt[], int opt_count)`

Receive a packet targeted to external IP network.

- Root uses this API to receive packets destined to external IP network
- Root forwards the received packets to the final destination via socket.
- If no socket connection is ready to send out the received packets and this `esp_mesh_recv_toDS()` hasn't been called by applications, packets from the whole mesh network will be pending in `toDS` queue.

Use `esp_mesh_get_rx_pending()` to check the number of packets available in the queue waiting to be received by applications in case of running out of memory in the root.

Using `esp_mesh_set_xon_qsize()` users may configure the RX queue size, default:32. If this size is too large, and `esp_mesh_recv_toDS()` isn't called in time, there is a risk that a great deal of memory is occupied by the pending packets. If this size is too small, it will impact the efficiency on upstream. How to decide this value depends on the specific application scenarios.

`flag` could be `MESH_DATA_TODS`.

**Attention** This API is only called by the root.

#### Return

- `ESP_OK`
- `ESP_ERR_MESH_ARGUMENT`
- `ESP_ERR_MESH_NOT_START`
- `ESP_ERR_MESH_TIMEOUT`
- `ESP_ERR_MESH_DISCARD`

#### Parameters

- `from`: the address of the original source of the packet
- `to`: the address contains remote IP address and port (IPv4:PORT)

- `data`: pointer to the received packet
  - Contain the protocol and applications should follow it to parse the data.
- `timeout_ms`: wait time if a packet isn't immediately available (0:no wait, portMAX\_DELAY:wait forever)
- `flag`: bitmap for data received
  - MESH\_DATA\_TODS represents the received data target to external IP network. Root shall forward this data to external IP network via the association with router.

#### Parameters

- `opt`: options desired to receive
- `opt_count`: option count desired to receive

*esp\_err\_t* **esp\_mesh\_set\_config**(const *mesh\_cfg\_t* \*config)

Set mesh stack configuration.

- Use MESH\_INIT\_CONFIG\_DEFAULT() to initialize the default values, mesh IE is encrypted by default.
- Mesh network is established on a fixed channel (1-14).
- Mesh event callback is mandatory.
- Mesh ID is an identifier of an MBSS. Nodes with the same mesh ID can communicate with each other.
- Regarding to the router configuration, if the router is hidden, BSSID field is mandatory.

If BSSID field isn't set and there exists more than one router with same SSID, there is a risk that more roots than one connected with different BSSID will appear. It means more than one mesh network is established with the same mesh ID.

Root conflict function could eliminate redundant roots connected with the same BSSID, but couldn't handle roots connected with different BSSID. Because users might have such requirements of setting up routers with same SSID for the future replacement. But in that case, if the above situations happen, please make sure applications implement forward functions on the root to guarantee devices in different mesh networks can communicate with each other. `max_connection` of mesh softAP is limited by the max number of Wi-Fi softAP supported (max:10).

**Attention** This API shall be called before mesh is started after mesh is initialized.

#### Return

- ESP\_OK
- ESP\_ERR\_MESH\_ARGUMENT
- ESP\_ERR\_MESH\_NOT\_ALLOWED

#### Parameters

- `config`: pointer to mesh stack configuration

*esp\_err\_t* **esp\_mesh\_get\_config**(*mesh\_cfg\_t* \*config)

Get mesh stack configuration.

#### Return

- ESP\_OK
- ESP\_ERR\_MESH\_ARGUMENT

#### Parameters

- `config`: pointer to mesh stack configuration

*esp\_err\_t* **esp\_mesh\_set\_router** (**const** *mesh\_router\_t* \**router*)

Get router configuration.

**Attention** This API is used to dynamically modify the router configuration after mesh is configured.

#### Return

- `ESP_OK`
- `ESP_ERR_MESH_ARGUMENT`

#### Parameters

- `router`: pointer to router configuration

*esp\_err\_t* **esp\_mesh\_get\_router** (*mesh\_router\_t* \**router*)

Get router configuration.

#### Return

- `ESP_OK`
- `ESP_ERR_MESH_ARGUMENT`

#### Parameters

- `router`: pointer to router configuration

*esp\_err\_t* **esp\_mesh\_set\_id** (**const** *mesh\_addr\_t* \**id*)

Set mesh network ID.

**Attention** This API is used to dynamically modify the mesh network ID.

#### Return

- `ESP_OK`
- `ESP_ERR_MESH_ARGUMENT`: invalid argument

#### Parameters

- `id`: pointer to mesh network ID

*esp\_err\_t* **esp\_mesh\_get\_id** (*mesh\_addr\_t* \**id*)

Get mesh network ID.

#### Return

- `ESP_OK`
- `ESP_ERR_MESH_ARGUMENT`

#### Parameters

- `id`: pointer to mesh network ID

*esp\_err\_t* **esp\_mesh\_set\_type** (*mesh\_type\_t* *type*)

Designate device type over the mesh network.



- MESH\_ROOT: designates the root node for a mesh network
- MESH\_LEAF: designates a device as a standalone Wi-Fi station

**Return**

- ESP\_OK
- ESP\_ERR\_MESH\_NOT\_ALLOWED

**Parameters**

- `type`: device type

*mesh\_type\_t* **esp\_mesh\_get\_type** (void)

Get device type over mesh network.

**Attention** This API shall be called after having received the event MESH\_EVENT\_PARENT\_CONNECTED.

**Return** mesh type

*esp\_err\_t* **esp\_mesh\_set\_max\_layer** (int *max\_layer*)

Set network max layer value (max:25, default:25)

- Network max layer limits the max hop count.

**Attention** This API shall be called before mesh is started.

**Return**

- ESP\_OK
- ESP\_ERR\_MESH\_ARGUMENT
- ESP\_ERR\_MESH\_NOT\_ALLOWED

**Parameters**

- `max_layer`: max layer value

int **esp\_mesh\_get\_max\_layer** (void)

Get max layer value.

**Return** max layer value

*esp\_err\_t* **esp\_mesh\_set\_ap\_password** (const uint8\_t \**pwd*, int *len*)

Set mesh softAP password.

**Attention** This API shall be called before mesh is started.

**Return**

- ESP\_OK
- ESP\_ERR\_MESH\_ARGUMENT
- ESP\_ERR\_MESH\_NOT\_ALLOWED

**Parameters**

- `pwd`: pointer to the password
- `len`: password length

*esp\_err\_t* **esp\_mesh\_set\_ap\_authmode** (*wifi\_auth\_mode\_t* authmode)  
Set mesh softAP authentication mode.

**Attention** This API shall be called before mesh is started.

**Return**

- ESP\_OK
- ESP\_ERR\_MESH\_ARGUMENT
- ESP\_ERR\_MESH\_NOT\_ALLOWED

**Parameters**

- authmode: authentication mode

*wifi\_auth\_mode\_t* **esp\_mesh\_get\_ap\_authmode** (void)  
Get mesh softAP authentication mode.

**Return** authentication mode

*esp\_err\_t* **esp\_mesh\_set\_ap\_connections** (int connections)  
Set mesh softAP max connection value.

**Attention** This API shall be called before mesh is started.

**Return**

- ESP\_OK
- ESP\_ERR\_MESH\_ARGUMENT

**Parameters**

- connections: the number of max connections

int **esp\_mesh\_get\_ap\_connections** (void)  
Get mesh softAP max connection configuration.

**Return** the number of max connections

int **esp\_mesh\_get\_layer** (void)  
Get current layer value over the mesh network.

**Attention** This API shall be called after having received the event MESH\_EVENT\_PARENT\_CONNECTED.

**Return** layer value

*esp\_err\_t* **esp\_mesh\_get\_parent\_bssid** (*mesh\_addr\_t* \*bssid)  
Get the parent BSSID.

**Attention** This API shall be called after having received the event MESH\_EVENT\_PARENT\_CONNECTED.

**Return**

- ESP\_OK
- ESP\_FAIL

**Parameters**

- `bssid`: pointer to parent BSSID

bool **esp\_mesh\_is\_root** (void)

Return whether the device is the root node of the network.

**Return** true/false

*esp\_err\_t* **esp\_mesh\_set\_self\_organized** (bool *enable*, bool *select\_parent*)

Enable/disable self-organized networking.

- Self-organized networking has three main functions: select the root node; find a preferred parent; initiate reconnection if a disconnection is detected.
- Self-organized networking is enabled by default.
- If self-organized is disabled, users should set a parent for the device via `esp_mesh_set_parent()`.

**Attention** This API is used to dynamically modify whether to enable the self organizing.

**Return**

- ESP\_OK
- ESP\_FAIL

**Parameters**

- `enable`: enable or disable self-organized networking
- `select_parent`: Only valid when self-organized networking is enabled.
  - if `select_parent` is set to true, the root will give up its mesh root status and search for a new parent like other non-root devices.

bool **esp\_mesh\_get\_self\_organized** (void)

Return whether enable self-organized networking or not.

**Return** true/false

*esp\_err\_t* **esp\_mesh\_waive\_root** (const *mesh\_vote\_t* \**vote*, int *reason*)

Cause the root device to give up (waive) its mesh root status.

- A device is elected root primarily based on RSSI from the external router.
- If external router conditions change, users can call this API to perform a root switch.
- In this API, users could specify a desired root address to replace itself or specify an `attempts` value to ask current root to initiate a new round of voting. During the voting, a better root candidate would be expected to find to replace the current one.
- If no desired root candidate, the vote will try a specified number of attempts (at least 15). If no better root candidate is found, keep the current one. If a better candidate is found, the new better one will send a root switch request to the current root, current root will respond with a root switch acknowledgment.
- After that, the new candidate will connect to the router to be a new root, the previous root will disconnect with the router and choose another parent instead.

Root switch is completed with minimal disruption to the whole mesh network.

**Attention** This API is only called by the root.

**Return**

- ESP\_OK
- ESP\_ERR\_MESH\_QUEUE\_FULL
- ESP\_ERR\_MESH\_DISCARD
- ESP\_FAIL

**Parameters**

- `vote`: vote configuration
  - If this parameter is set NULL, the vote will perform the default 15 times.
  - Field percentage threshold is 0.9 by default.
  - Field `is_rc_specified` shall be false.
  - Field `attempts` shall be at least 15 times.
- `reason`: only accept MESH\_VOTE\_REASON\_ROOT\_INITIATED for now

*esp\_err\_t* **esp\_mesh\_set\_vote\_percentage** (float *percentage*)

Set vote percentage threshold for approval of being a root.

- During the networking, only obtaining vote percentage reaches this threshold, the device could be a root.

**Attention** This API shall be called before mesh is started.

**Return**

- ESP\_OK
- ESP\_FAIL

**Parameters**

- `percentage`: vote percentage threshold

float **esp\_mesh\_get\_vote\_percentage** (void)

Get vote percentage threshold for approval of being a root.

**Return** percentage threshold

*esp\_err\_t* **esp\_mesh\_set\_ap\_assoc\_expire** (int *seconds*)

Set mesh softAP associate expired time (default:10 seconds)

- If mesh softAP hasn't received any data from an associated child within this time, mesh softAP will take this child inactive and disassociate it.
- If mesh softAP is encrypted, this value should be set a greater value, such as 30 seconds.

**Return**

- ESP\_OK
- ESP\_FAIL

**Parameters**

- `seconds`: the expired time

int **esp\_mesh\_get\_ap\_assoc\_expire** (void)  
Get mesh softAP associate expired time.

**Return** seconds

int **esp\_mesh\_get\_total\_node\_num** (void)  
Get total number of devices in current network (including the root)

**Attention** The returned value might be incorrect when the network is changing.

**Return** total number of devices (including the root)

int **esp\_mesh\_get\_routing\_table\_size** (void)  
Get the number of devices in this device's sub-network (including self)

**Return** the number of devices over this device's sub-network (including self)

*esp\_err\_t* **esp\_mesh\_get\_routing\_table** (*mesh\_addr\_t* \*mac, int len, int \*size)  
Get routing table of this device's sub-network (including itself)

**Return**

- ESP\_OK
- ESP\_ERR\_MESH\_ARGUMENT

**Parameters**

- mac: pointer to routing table
- len: routing table size(in bytes)
- size: pointer to the number of devices in routing table (including itself)

*esp\_err\_t* **esp\_mesh\_post\_toDS\_state** (bool *reachable*)  
Post the toDS state to the mesh stack.

**Attention** This API is only for the root.

**Return**

- ESP\_OK
- ESP\_FAIL

**Parameters**

- *reachable*: this state represents whether the root is able to access external IP network

*esp\_err\_t* **esp\_mesh\_get\_tx\_pending** (*mesh\_tx\_pending\_t* \*pending)  
Return the number of packets pending in the queue waiting to be sent by the mesh stack.

**Return**

- ESP\_OK
- ESP\_FAIL

**Parameters**

- *pending*: pointer to the TX pending

*esp\_err\_t* **esp\_mesh\_get\_rx\_pending** (*mesh\_rx\_pending\_t* \*pending)

Return the number of packets available in the queue waiting to be received by applications.

**Return**

- ESP\_OK
- ESP\_FAIL

**Parameters**

- pending: pointer to the RX pending

int **esp\_mesh\_available\_txupQ\_num** (const *mesh\_addr\_t* \*addr, uint32\_t \*xseqno\_in)

Return the number of packets could be accepted from the specified address.

**Return** the number of upQ for a certain address

**Parameters**

- addr: self address or an associate children address
- xseqno\_in: sequence number of the last received packet from the specified address

*esp\_err\_t* **esp\_mesh\_set\_xon\_qsize** (int qsize)

Set the number of queue.

**Attention** This API shall be called before mesh is started.

**Return**

- ESP\_OK
- ESP\_FAIL

**Parameters**

- qsize: default:32 (min:16)

int **esp\_mesh\_get\_xon\_qsize** (void)

Get queue size.

**Return** the number of queue

*esp\_err\_t* **esp\_mesh\_allow\_root\_conflicts** (bool allowed)

Set whether allow more than one root existing in one network.

**Return**

- ESP\_OK
- ESP\_WIFI\_ERR\_NOT\_INIT
- ESP\_WIFI\_ERR\_NOT\_START

**Parameters**

- allowed: allow or not

bool **esp\_mesh\_is\_root\_conflicts\_allowed** (void)

Check whether allow more than one root to exist in one network.

**Return** true/false

*esp\_err\_t* **esp\_mesh\_set\_group\_id** (*const mesh\_addr\_t* \**addr*, *int num*)  
Set group ID addresses.

**Return**

- ESP\_OK
- ESP\_MESH\_ERR\_ARGUMENT

**Parameters**

- *addr*: pointer to new group ID addresses
- *num*: the number of group ID addresses

*esp\_err\_t* **esp\_mesh\_delete\_group\_id** (*const mesh\_addr\_t* \**addr*, *int num*)  
Delete group ID addresses.

**Return**

- ESP\_OK
- ESP\_MESH\_ERR\_ARGUMENT

**Parameters**

- *addr*: pointer to deleted group ID address
- *num*: the number of group ID addresses

*int* **esp\_mesh\_get\_group\_num** (*void*)  
Get the number of group ID addresses.

**Return** the number of group ID addresses

*esp\_err\_t* **esp\_mesh\_get\_group\_list** (*mesh\_addr\_t* \**addr*, *int num*)  
Get group ID addresses.

**Return**

- ESP\_OK
- ESP\_MESH\_ERR\_ARGUMENT

**Parameters**

- *addr*: pointer to group ID addresses
- *num*: the number of group ID addresses

*bool* **esp\_mesh\_is\_my\_group** (*const mesh\_addr\_t* \**addr*)  
Check whether the specified group address is my group.

**Return** true/false

*esp\_err\_t* **esp\_mesh\_set\_capacity\_num** (*int num*)  
Set mesh network capacity (max:1000, default:300)

**Attention** This API shall be called before mesh is started.

**Return**

- ESP\_OK
- ESP\_ERR\_MESH\_NOT\_ALLOWED
- ESP\_MESH\_ERR\_ARGUMENT

**Parameters**

- num: mesh network capacity

int **esp\_mesh\_get\_capacity\_num** (void)  
Get mesh network capacity.

**Return** mesh network capacity

*esp\_err\_t* **esp\_mesh\_set\_ie\_crypto\_funcs** (const mesh\_crypto\_funcs\_t \**crypto\_funcs*)  
Set mesh IE crypto functions.

**Attention** This API can be called at any time after mesh is initialized.

**Return**

- ESP\_OK

**Parameters**

- *crypto\_funcs*: crypto functions for mesh IE
  - If *crypto\_funcs* is set to NULL, mesh IE is no longer encrypted.

*esp\_err\_t* **esp\_mesh\_set\_ie\_crypto\_key** (const char \**key*, int *len*)  
Set mesh IE crypto key.

**Attention** This API can be called at any time after mesh is initialized.

**Return**

- ESP\_OK
- ESP\_MESH\_ERR\_ARGUMENT

**Parameters**

- *key*: ASCII crypto key
- *len*: length in bytes, range:8-64

*esp\_err\_t* **esp\_mesh\_get\_ie\_crypto\_key** (char \**key*, int *len*)  
Get mesh IE crypto key.

**Return**

- ESP\_OK
- ESP\_MESH\_ERR\_ARGUMENT

**Parameters**

- *key*: ASCII crypto key
- *len*: length in bytes, range:8-64



*esp\_err\_t* **esp\_mesh\_set\_root\_healing\_delay** (int *delay\_ms*)  
Set delay time before starting root healing.

**Return**

- ESP\_OK

**Parameters**

- *delay\_ms*: delay time in milliseconds

int **esp\_mesh\_get\_root\_healing\_delay** (void)  
Get delay time before network starts root healing.

**Return** delay time in milliseconds

*esp\_err\_t* **esp\_mesh\_set\_event\_cb** (const *mesh\_event\_cb\_t* *event\_cb*)  
Set mesh event callback.

**Return**

- ESP\_OK

**Parameters**

- *event\_cb*: mesh event call back

*esp\_err\_t* **esp\_mesh\_fix\_root** (bool *enable*)  
Enable network Fixed Root Setting.

- Enabling fixed root disables automatic election of the root node via voting.
- All devices in the network shall use the same Fixed Root Setting (enabled or disabled).
- If Fixed Root is enabled, users should make sure a root node is designated for the network.

**Return**

- ESP\_OK

**Parameters**

- *enable*: enable or not

bool **esp\_mesh\_is\_root\_fixed** (void)  
Check whether network Fixed Root Setting is enabled.

- Enable/disable network Fixed Root Setting by API `esp_mesh_fix_root()`.
- Network Fixed Root Setting also changes with the “flag” value in parent networking IE.

**Return** true/false

*esp\_err\_t* **esp\_mesh\_set\_parent** (const *wifi\_config\_t* \**parent*, const *mesh\_addr\_t* \**parent\_mesh\_id*,  
*mesh\_type\_t* *my\_type*, int *my\_layer*)  
Set a specified parent for the device.

**Attention** This API can be called at any time after mesh is configured.

**Return**

- ESP\_OK
- ESP\_ERR\_ARGUMENT
- ESP\_ERR\_MESH\_NOT\_CONFIG

#### Parameters

- `parent`: parent configuration, the SSID and the channel of the parent are mandatory.
  - If the BSSID is set, make sure that the SSID and BSSID represent the same parent, otherwise the device will never find this specified parent.
- `parent_mesh_id`: parent mesh ID,
  - If this value is not set, the original mesh ID is used.
- `my_type`: mesh type
  - If the parent set for the device is the same as the router in the network configuration, then `my_type` shall set MESH\_ROOT and `my_layer` shall set MESH\_ROOT\_LAYER.
- `my_layer`: mesh layer
  - `my_layer` of the device may change after joining the network.
  - If `my_type` is set MESH\_NODE, `my_layer` shall be greater than MESH\_ROOT\_LAYER.
  - If `my_type` is set MESH\_LEAF, the device becomes a standalone Wi-Fi station and no longer has the ability to extend the network.

*esp\_err\_t* **esp\_mesh\_scan\_get\_ap\_ie\_len** (int \*len)

Get mesh networking IE length of one AP.

#### Return

- ESP\_OK
- ESP\_ERR\_WIFI\_NOT\_INIT
- ESP\_ERR\_WIFI\_ARG
- ESP\_ERR\_WIFI\_FAIL

#### Parameters

- `len`: mesh networking IE length

*esp\_err\_t* **esp\_mesh\_scan\_get\_ap\_record** (*wifi\_ap\_record\_t* \*ap\_record, void \*buffer)

Get AP record.

**Attention** Different from `esp_wifi_scan_get_ap_records()`, this API only gets one of APs scanned each time. See “manual\_networking” example.

#### Return

- ESP\_OK
- ESP\_ERR\_WIFI\_NOT\_INIT
- ESP\_ERR\_WIFI\_ARG
- ESP\_ERR\_WIFI\_FAIL

#### Parameters

- `ap_record`: pointer to one AP record

- `buffer`: pointer to the mesh networking IE of this AP

*esp\_err\_t* **esp\_mesh\_flush\_upstream\_packets** (void)

Flush upstream packets pending in `to_parent` queue and `to_parent_p2p` queue.

**Return**

- ESP\_OK

*esp\_err\_t* **esp\_mesh\_get\_subnet\_nodes\_num** (const *mesh\_addr\_t* \**child\_mac*, int \**nodes\_num*)

Get the number of nodes in the subnet of a specific child.

**Return**

- ESP\_OK
- ESP\_ERR\_MESH\_NOT\_START
- ESP\_ERR\_MESH\_ARGUMENT

**Parameters**

- `child_mac`: an associated child address of this device
- `nodes_num`: pointer to the number of nodes in the subnet of a specific child

*esp\_err\_t* **esp\_mesh\_get\_subnet\_nodes\_list** (const *mesh\_addr\_t* \**child\_mac*, *mesh\_addr\_t* \**nodes*, int *nodes\_num*)

Get nodes in the subnet of a specific child.

**Return**

- ESP\_OK
- ESP\_ERR\_MESH\_NOT\_START
- ESP\_ERR\_MESH\_ARGUMENT

**Parameters**

- `child_mac`: an associated child address of this device
- `nodes`: pointer to nodes in the subnet of a specific child
- `nodes_num`: the number of nodes in the subnet of a specific child

*esp\_err\_t* **esp\_mesh\_disconnect** (void)

Disconnect from current parent.

**Return**

- ESP\_OK

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

Connect to current parent.

**Return**

- ESP\_OK

*esp\_err\_t* **esp\_mesh\_flush\_scan\_result** (void)

Flush scan result.

### Return

- ESP\_OK

*esp\_err\_t* **esp\_mesh\_switch\_channel** (**const** uint8\_t \**new\_bssid*, int *csa\_newchan*, int *csa\_count*)  
Cause the root device to add Channel Switch Announcement Element (CSA IE) to beacon.

- Set the new channel
- Set how many beacons with CSA IE will be sent before changing a new channel
- Enable the channel switch function

**Attention** This API is only called by the root.

### Return

- ESP\_OK

### Parameters

- *new\_bssid*: the new router BSSID if the router changes
- *csa\_newchan*: the new channel number to which the whole network is moving
- *csa\_count*: channel switch period(beacon count), unit is based on beacon interval of its softAP, the default value is 15.

*esp\_err\_t* **esp\_mesh\_get\_router\_bssid** (uint8\_t \**router\_bssid*)  
Get the router BSSID.

### Return

- ESP\_OK
- ESP\_ERR\_WIFI\_NOT\_INIT
- ESP\_ERR\_WIFI\_ARG

### Parameters

- *router\_bssid*: pointer to the router BSSID

int64\_t **esp\_mesh\_get\_tsf\_time** (void)  
Get the TSF time.

**Return** the TSF time

## Unions

**union mesh\_addr\_t**  
*#include <esp\_mesh.h>* Mesh address.

### Public Members

uint8\_t **addr**[6]  
mac address

*mip\_t* **mip**  
mip address

**union mesh\_event\_info\_t**

*#include <esp\_mesh.h>* Mesh event information.

### Public Members

*mesh\_event\_channel\_switch\_t* **channel\_switch**  
channel switch

*mesh\_event\_child\_connected\_t* **child\_connected**  
child connected

*mesh\_event\_child\_disconnected\_t* **child\_disconnected**  
child disconnected

*mesh\_event\_routing\_table\_change\_t* **routing\_table**  
routing table change

*mesh\_event\_connected\_t* **connected**  
parent connected

*mesh\_event\_disconnected\_t* **disconnected**  
parent disconnected

*mesh\_event\_no\_parent\_found\_t* **no\_parent**  
no parent found

*mesh\_event\_layer\_change\_t* **layer\_change**  
layer change

*mesh\_event\_toDS\_state\_t* **toDS\_state**  
toDS state, devices shall check this state firstly before trying to send packets to external IP network. This state indicates right now whether the root is capable of sending packets out. If not, devices had better to wait until this state changes to be MESH\_TODS\_REACHABLE.

*mesh\_event\_vote\_started\_t* **vote\_started**  
vote started

*mesh\_event\_root\_got\_ip\_t* **got\_ip**  
root obtains IP address

*mesh\_event\_root\_address\_t* **root\_addr**  
root address

*mesh\_event\_root\_switch\_req\_t* **switch\_req**  
root switch request

*mesh\_event\_root\_conflict\_t* **root\_conflict**  
other powerful root

*mesh\_event\_root\_fixed\_t* **root\_fixed**  
fixed root

*mesh\_event\_scan\_done\_t* **scan\_done**  
scan done

*mesh\_event\_network\_state\_t* **network\_state**  
network state, such as whether current mesh network has a root.

*mesh\_event\_find\_network\_t* **find\_network**  
network found that can join

*mesh\_event\_router\_switch\_t* **router\_switch**  
new router information

**union mesh\_rc\_config\_t**  
*#include <esp\_mesh.h>* Vote address configuration.

### Public Members

int **attempts**  
max vote attempts before a new root is elected automatically by mesh network. (min:15, 15 by default)

*mesh\_addr\_t* **rc\_addr**  
a new root address specified by users for API esp\_mesh\_waive\_root()

### Structures

**struct mip\_t**  
IP address and port.

### Public Members

*ip4\_addr\_t* **ip4**  
IP address

*uint16\_t* **port**  
port

**struct mesh\_event\_channel\_switch\_t**  
Channel switch information.

### Public Members

*uint8\_t* **channel**  
new channel

**struct mesh\_event\_connected\_t**  
Parent connected information.

### Public Members

*system\_event\_sta\_connected\_t* **connected**  
parent information, same as Wi-Fi event SYSTEM\_EVENT\_STA\_CONNECTED does

*uint8\_t* **self\_layer**  
layer

**struct mesh\_event\_no\_parent\_found\_t**  
No parent found information.

### Public Members

int **scan\_times**  
scan times being through

**struct mesh\_event\_layer\_change\_t**  
Layer change information.

### Public Members

uint8\_t **new\_layer**  
new layer

**struct mesh\_event\_vote\_started\_t**  
vote started information

### Public Members

int **reason**  
vote reason, vote could be initiated by children or by the root itself

int **attempts**  
max vote attempts before stopped

*mesh\_addr\_t* **rc\_addr**  
root address specified by users via API `esp_mesh_waive_root()`

**struct mesh\_event\_find\_network\_t**  
find a mesh network that this device can join

### Public Members

uint8\_t **channel**  
channel number of the new found network

uint8\_t **router\_bssid**[6]  
router BSSID

**struct mesh\_event\_root\_switch\_req\_t**  
Root switch request information.

### Public Members

int **reason**  
root switch reason, generally root switch is initialized by users via API `esp_mesh_waive_root()`

*mesh\_addr\_t* **rc\_addr**  
the address of root switch requester

**struct mesh\_event\_root\_conflict\_t**  
Other powerful root address.

### Public Members

`int8_t rssi`  
rssi with router

`uint16_t capacity`  
the number of devices in current network

`uint8_t addr[6]`  
other powerful root address

**struct mesh\_event\_routing\_table\_change\_t**  
Routing table change.

### Public Members

`uint16_t rt_size_new`  
the new value

`uint16_t rt_size_change`  
the changed value

**struct mesh\_event\_root\_fixed\_t**  
Root fixed.

### Public Members

`bool is_fixed`  
status

**struct mesh\_event\_scan\_done\_t**  
Scan doneevent information.

### Public Members

`uint8_t number`  
the number of APs scanned

**struct mesh\_event\_network\_state\_t**  
Network state information.

### Public Members

`bool is_rootless`  
whether current mesh network has a root

**struct mesh\_event\_t**  
Mesh event.

### Public Members

`mesh_event_id_t id`  
mesh event id



*mesh\_event\_info\_t* **info**  
mesh event info

**struct mesh\_opt\_t**  
Mesh option.

### Public Members

uint8\_t **type**  
option type

uint16\_t **len**  
option length

uint8\_t \***val**  
option value

**struct mesh\_data\_t**  
Mesh data for esp\_mesh\_send() and esp\_mesh\_recv()

### Public Members

uint8\_t \***data**  
data

uint16\_t **size**  
data size

*mesh\_proto\_t* **proto**  
data protocol

*mesh\_tos\_t* **tos**  
data type of service

**struct mesh\_router\_t**  
Router configuration.

### Public Members

uint8\_t **ssid**[32]  
SSID

uint8\_t **ssid\_len**  
length of SSID

uint8\_t **bssid**[6]  
BSSID, if this value is specified, users should also specify “allow\_router\_switch”.

uint8\_t **password**[64]  
password

bool **allow\_router\_switch**  
if the BSSID is specified and this value is also set, when the router of this specified BSSID fails to be found after “fail” (mesh\_attempts\_t) times, the whole network is allowed to switch to another router with the same SSID. The new router might also be on a different channel. The default value is false. There is a risk that if the password is different between the new switched router and the previous one, the mesh network could be established but the root will never connect to the new switched router.

**struct mesh\_ap\_cfg\_t**  
Mesh softAP configuration.

### Public Members

uint8\_t **password**[64]  
mesh softAP password

uint8\_t **max\_connection**  
max number of stations allowed to connect in, max 10

**struct mesh\_cfg\_t**  
Mesh initialization configuration.

### Public Members

uint8\_t **channel**  
channel, the mesh network on

bool **allow\_channel\_switch**  
if this value is set, when “fail” (mesh\_attempts\_t) times is reached, device will change to a full channel scan for a network that could join. The default value is false.

*mesh\_event\_cb\_t* **event\_cb**  
mesh event callback

*mesh\_addr\_t* **mesh\_id**  
mesh network identification

*mesh\_router\_t* **router**  
router configuration

*mesh\_ap\_cfg\_t* **mesh\_ap**  
mesh softAP configuration

const mesh\_crypto\_funcs\_t \***crypto\_funcs**  
crypto functions

**struct mesh\_vote\_t**  
Vote.

### Public Members

float **percentage**  
vote percentage threshold for approval of being a root

bool **is\_rc\_specified**  
if true, rc\_addr shall be specified (Unimplemented). if false, attempts value shall be specified to make network start root election.

*mesh\_rc\_config\_t* **config**  
vote address configuration

**struct mesh\_tx\_pending\_t**  
The number of packets pending in the queue waiting to be sent by the mesh stack.

### Public Members

int **to\_parent**  
to parent queue

int **to\_parent\_p2p**  
to parent (P2P) queue

int **to\_child**  
to child queue

int **to\_child\_p2p**  
to child (P2P) queue

int **mgmt**  
management queue

int **broadcast**  
broadcast and multicast queue

### struct mesh\_rx\_pending\_t

The number of packets available in the queue waiting to be received by applications.

### Public Members

int **toDS**  
to external DS

int **toSelf**  
to self

### Macros

**MESH\_ROOT\_LAYER**  
root layer value

**MESH\_MTU**  
max transmit unit(in bytes)

**MESH\_MPS**  
max payload size(in bytes)

**ESP\_ERR\_MESH\_WIFI\_NOT\_START**  
Mesh error code definition.  
Wi-Fi isn't started

**ESP\_ERR\_MESH\_NOT\_INIT**  
mesh isn't initialized

**ESP\_ERR\_MESH\_NOT\_CONFIG**  
mesh isn't configured

**ESP\_ERR\_MESH\_NOT\_START**  
mesh isn't started

**ESP\_ERR\_MESH\_NOT\_SUPPORT**  
not supported yet

**ESP\_ERR\_MESH\_NOT\_ALLOWED**  
operation is not allowed

**ESP\_ERR\_MESH\_NO\_MEMORY**  
out of memory

**ESP\_ERR\_MESH\_ARGUMENT**  
illegal argument

**ESP\_ERR\_MESH\_EXCEED\_MTU**  
packet size exceeds MTU

**ESP\_ERR\_MESH\_TIMEOUT**  
timeout

**ESP\_ERR\_MESH\_DISCONNECTED**  
disconnected with parent on station interface

**ESP\_ERR\_MESH\_QUEUE\_FAIL**  
queue fail

**ESP\_ERR\_MESH\_QUEUE\_FULL**  
queue full

**ESP\_ERR\_MESH\_NO\_PARENT\_FOUND**  
no parent found to join the mesh network

**ESP\_ERR\_MESH\_NO\_ROUTE\_FOUND**  
no route found to forward the packet

**ESP\_ERR\_MESH\_OPTION\_NULL**  
no option found

**ESP\_ERR\_MESH\_OPTION\_UNKNOWN**  
unknown option

**ESP\_ERR\_MESH\_XON\_NO\_WINDOW**  
no window for software flow control on upstream

**ESP\_ERR\_MESH\_INTERFACE**  
low-level Wi-Fi interface error

**ESP\_ERR\_MESH\_DISCARD\_DUPLICATE**  
discard the packet due to the duplicate sequence number

**ESP\_ERR\_MESH\_DISCARD**  
discard the packet

**ESP\_ERR\_MESH\_VOTING**  
vote in progress

**MESH\_DATA\_ENC**  
Flags bitmap for esp\_mesh\_send() and esp\_mesh\_rcv()  
data encrypted (Unimplemented)

**MESH\_DATA\_P2P**  
point-to-point delivery over the mesh network

**MESH\_DATA\_FROMDS**  
receive from external IP network

**MESH\_DATA\_TODS**  
identify this packet is target to external IP network

**MESH\_DATA\_NONBLOCK**

esp\_mesh\_send() non-block

**MESH\_DATA\_DROP**

in the situation of the root having been changed, identify this packet can be dropped by new root

**MESH\_DATA\_GROUP**

identify this packet is target to a group address

**MESH\_OPT\_SEND\_GROUP**

Option definitions for esp\_mesh\_send() and esp\_mesh\_rcv()

data transmission by group; used with esp\_mesh\_send() and shall have payload

**MESH\_OPT\_RECV\_DS\_ADDR**

return a remote IP address; used with esp\_mesh\_send() and esp\_mesh\_rcv()

**MESH\_ASSOC\_FLAG\_VOTE\_IN\_PROGRESS**

Flag of mesh networking IE.

vote in progress

**MESH\_ASSOC\_FLAG\_NETWORK\_FREE**

no root in current network

**MESH\_ASSOC\_FLAG\_ROOTS\_FOUND**

root conflict is found

**MESH\_ASSOC\_FLAG\_ROOT\_FIXED**

fixed root

**MESH\_INIT\_CONFIG\_DEFAULT ( )****Type Definitions**

```
typedef system_event_sta_got_ip_t mesh_event_root_got_ip_t
```

IP settings from LwIP stack.

```
typedef mesh_addr_t mesh_event_root_address_t
```

Root address.

```
typedef system_event_sta_disconnected_t mesh_event_disconnected_t
```

Parent disconnected information.

```
typedef system_event_ap_staconnected_t mesh_event_child_connected_t
```

Child connected information.

```
typedef system_event_ap_stadisconnected_t mesh_event_child_disconnected_t
```

Child disconnected information.

```
typedef system_event_sta_connected_t mesh_event_router_switch_t
```

New router information.

```
typedef void (*mesh_event_cb_t) (mesh_event_t event)
```

Mesh event callback handler prototype definition.

**Parameters**

- event: *mesh\_event\_t*

## Enumerations

### **enum mesh\_event\_id\_t**

Enumerated list of mesh event id.

*Values:*

#### **MESH\_EVENT\_STARTED**

mesh is started

#### **MESH\_EVENT\_STOPPED**

mesh is stopped

#### **MESH\_EVENT\_CHANNEL\_SWITCH**

channel switch

#### **MESH\_EVENT\_CHILD\_CONNECTED**

a child is connected on softAP interface

#### **MESH\_EVENT\_CHILD\_DISCONNECTED**

a child is disconnected on softAP interface

#### **MESH\_EVENT\_ROUTING\_TABLE\_ADD**

routing table is changed by adding newly joined children

#### **MESH\_EVENT\_ROUTING\_TABLE\_REMOVE**

routing table is changed by removing leave children

#### **MESH\_EVENT\_PARENT\_CONNECTED**

parent is connected on station interface

#### **MESH\_EVENT\_PARENT\_DISCONNECTED**

parent is disconnected on station interface

#### **MESH\_EVENT\_NO\_PARENT\_FOUND**

no parent found

#### **MESH\_EVENT\_LAYER\_CHANGE**

layer changes over the mesh network

#### **MESH\_EVENT\_TODS\_STATE**

state represents whether the root is able to access external IP network

#### **MESH\_EVENT\_VOTE\_STARTED**

the process of voting a new root is started either by children or by the root

#### **MESH\_EVENT\_VOTE\_STOPPED**

the process of voting a new root is stopped

#### **MESH\_EVENT\_ROOT\_ADDRESS**

the root address is obtained. It is posted by mesh stack automatically.

#### **MESH\_EVENT\_ROOT\_SWITCH\_REQ**

root switch request sent from a new voted root candidate

#### **MESH\_EVENT\_ROOT\_SWITCH\_ACK**

root switch acknowledgment responds the above request sent from current root

#### **MESH\_EVENT\_ROOT\_GOT\_IP**

the root obtains the IP address. It is posted by LwIP stack automatically

#### **MESH\_EVENT\_ROOT\_LOST\_IP**

the root loses the IP address. It is posted by LwIP stack automatically

**MESH\_EVENT\_ROOT\_ASKED\_YIELD**

the root is asked yield by a more powerful existing root. If self organized is disabled and this device is specified to be a root by users, users should set a new parent for this device. if self organized is enabled, this device will find a new parent by itself, users could ignore this event.

**MESH\_EVENT\_ROOT\_FIXED**

when devices join a network, if the setting of Fixed Root for one device is different from that of its parent, the device will update the setting the same as its parent's. Fixed Root Setting of each device is variable as that setting changes of the root.

**MESH\_EVENT\_SCAN\_DONE**

if self-organized networking is disabled, user can call `esp_wifi_scan_start()` to trigger this event, and add the corresponding scan done handler in this event.

**MESH\_EVENT\_NETWORK\_STATE**

network state, such as whether current mesh network has a root.

**MESH\_EVENT\_STOP\_RECONNECTION**

the root stops reconnecting to the router and non-root devices stop reconnecting to their parents.

**MESH\_EVENT\_FIND\_NETWORK**

when the channel field in mesh configuration is set to zero, mesh stack will perform a full channel scan to find a mesh network that can join, and return the channel value after finding it.

**MESH\_EVENT\_ROUTER\_SWITCH**

if users specify BSSID of the router in mesh configuration, when the root connects to another router with the same SSID, this event will be posted and the new router information is attached.

**MESH\_EVENT\_MAX****enum mesh\_type\_t**

Device type.

*Values:*

**MESH\_IDLE**

hasn't joined the mesh network yet

**MESH\_ROOT**

the only sink of the mesh network. Has the ability to access external IP network

**MESH\_NODE**

intermediate device. Has the ability to forward packets over the mesh network

**MESH\_LEAF**

has no forwarding ability

**enum mesh\_proto\_t**

Protocol of transmitted application data.

*Values:*

**MESH\_PROTO\_BIN**

binary

**MESH\_PROTO\_HTTP**

HTTP protocol

**MESH\_PROTO\_JSON**

JSON format

**MESH\_PROTO\_MQTT**

MQTT protocol

**enum mesh\_tos\_t**

For reliable transmission, mesh stack provides three type of services.

*Values:*

**MESH\_TOS\_P2P**

provide P2P (point-to-point) retransmission on mesh stack by default

**MESH\_TOS\_E2E**

provide E2E (end-to-end) retransmission on mesh stack (Unimplemented)

**MESH\_TOS\_DEF**

no retransmission on mesh stack

**enum mesh\_vote\_reason\_t**

Vote reason.

*Values:*

**MESH\_VOTE\_REASON\_ROOT\_INITIATED = 1**

vote is initiated by the root

**MESH\_VOTE\_REASON\_CHILD\_INITIATED**

vote is initiated by children

**enum mesh\_disconnect\_reason\_t**

Mesh disconnect reason code.

*Values:*

**MESH\_REASON\_CYCLIC = 100**

cyclic is detected

**MESH\_REASON\_PARENT\_IDLE**

parent is idle

**MESH\_REASON\_LEAF**

the connected device is changed to a leaf

**MESH\_REASON\_DIFF\_ID**

in different mesh ID

**MESH\_REASON\_ROOTS**

root conflict is detected

**MESH\_REASON\_PARENT\_STOPPED**

parent has stopped the mesh

**MESH\_REASON\_SCAN\_FAIL**

scan fail

**MESH\_REASON\_IE\_UNKNOWN**

unknown IE

**MESH\_REASON\_WAIVE\_ROOT**

waive root

**MESH\_REASON\_PARENT\_WORSE**

parent with very poor RSSI

**MESH\_REASON\_EMPTY\_PASSWORD**

use an empty password to connect to an encrypted parent

**MESH\_REASON\_PARENT\_UNENCRYPTED**

connect to an unencrypted parent/router



**enum mesh\_event\_toDS\_state\_t**

The reachability of the root to a DS (distribute system)

*Values:*

**MESH\_TODS\_UNREACHABLE**

the root isn't able to access external IP network

**MESH\_TODS\_REACHABLE**

the root is able to access external IP network

Example code for the Wi-Fi API is provided in [wifi](#) directory of ESP-IDF examples.

Example code for ESP Mesh is provided in [mesh](#) directory of ESP-IDF examples.

## 3.2.2 Ethernet

### Ethernet

#### Application Example

- Ethernet basic example: [ethernet/ethernet](#).
- Ethernet iperf example: [ethernet/iperf](#).

### PHY Interfaces

The configured PHY model(s) are set in software by configuring the `eth_config_t` structure for the given PHY.

Headers include a default configuration structure. These default configurations will need some members overridden or re-set before they can be used for a particular PHY hardware configuration. Consult the Ethernet example to see how this is done.

- [ethernet/include/eth\\_phy/phy.h](#) (common)
- [ethernet/include/eth\\_phy/phy\\_tlk110.h](#)
- [ethernet/include/eth\\_phy/phy\\_lan8720.h](#)
- [ethernet/include/eth\\_phy/phy\\_ip101.h](#)

### PHY Configuration Constants

**const *eth\_config\_t* phy\_tlk110\_default\_ethernet\_config**

Default TLK110 PHY configuration.

**Note** This configuration is not suitable for use as-is, it will need to be modified for your particular PHY hardware setup.

**const *eth\_config\_t* phy\_lan8720\_default\_ethernet\_config**

Default LAN8720 PHY configuration.

**Note** This configuration is not suitable for use as-is, it will need to be modified for your particular PHY hardware setup.

**const** *eth\_config\_t* **phy\_ip101\_default\_ethernet\_config**

Default IP101 PHY configuration.

**Note** This configuration is not suitable for use as-is, it will need to be modified for your particular PHY hardware setup.

## API Reference - Ethernet

### Header File

- `ethernet/include/esp_eth.h`

### Functions

*esp\_err\_t* **esp\_eth\_init** (*eth\_config\_t* \**config*)

Init ethernet mac.

**Note** *config* can not be NULL, and phy chip must be suitable to phy init func.

#### Return

- ESP\_OK
- ESP\_FAIL

#### Parameters

- *config*: mac init data.

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

Deinit ethernet mac.

#### Return

- ESP\_OK
- ESP\_FAIL
- ESP\_ERR\_INVALID\_STATE

*esp\_err\_t* **esp\_eth\_init\_internal** (*eth\_config\_t* \**config*)

Init Ethernet mac driver only.

For the most part, you need not call this function directly. It gets called from `esp_eth_init()`.

This function may be called, if you only need to initialize the Ethernet driver without having to use the network stack on top.

**Note** *config* can not be NULL, and phy chip must be suitable to phy init func.

#### Return

- ESP\_OK
- ESP\_FAIL

#### Parameters

- *config*: mac init data.

*esp\_err\_t* **esp\_eth\_tx** (uint8\_t \*buf, uint16\_t size)  
Send packet from tcp/ip to mac.

**Note** buf can not be NULL, size must be less than 1580

**Return**

- ESP\_OK
- ESP\_FAIL

**Parameters**

- buf: start address of packet data.
- size: size (byte) of packet data.

*esp\_err\_t* **esp\_eth\_enable** (void)  
Enable ethernet interface.

**Note** Should be called after esp\_eth\_init

**Return**

- ESP\_OK
- ESP\_FAIL

*esp\_err\_t* **esp\_eth\_disable** (void)  
Disable ethernet interface.

**Note** Should be called after esp\_eth\_init

**Return**

- ESP\_OK
- ESP\_FAIL

void **esp\_eth\_get\_mac** (uint8\_t mac[6])  
Get mac addr.

**Note** mac addr must be a valid unicast address

**Parameters**

- mac: start address of mac address.

void **esp\_eth\_smi\_write** (uint32\_t reg\_num, uint16\_t value)  
Write PHY reg with SMI interface.

**Note** PHY base addr must be right.

**Parameters**

- reg\_num: PHY reg num.
- value: value which is written to PHY reg.

uint16\_t **esp\_eth\_smi\_read** (uint32\_t reg\_num)  
Read PHY reg with SMI interface.

**Note** PHY base addr must be right.

**Return** value that is read from PHY reg

**Parameters**

- `reg_num`: PHY reg num.

*esp\_err\_t* **esp\_eth\_smi\_wait\_value** (`uint32_t reg_num`, `uint16_t value`, `uint16_t value_mask`, `int timeout_ms`)

Continuously read a PHY register over SMI interface, wait until the register has the desired value.

**Note** PHY base address must be right.

**Return** ESP\_OK if desired value matches, ESP\_ERR\_TIMEOUT if timed out.

**Parameters**

- `reg_num`: PHY register number
- `value`: Value to wait for (masked with `value_mask`)
- `value_mask`: Mask of bits to match in the register.
- `timeout_ms`: Timeout to wait for this value (milliseconds). 0 means never timeout.

**static** *esp\_err\_t* **esp\_eth\_smi\_wait\_set** (`uint32_t reg_num`, `uint16_t value_mask`, `int timeout_ms`)

Continuously read a PHY register over SMI interface, wait until the register has all bits in a mask set.

**Note** PHY base address must be right.

**Return** ESP\_OK if desired value matches, ESP\_ERR\_TIMEOUT if timed out.

**Parameters**

- `reg_num`: PHY register number
- `value_mask`: Value mask to wait for (all bits in this mask must be set)
- `timeout_ms`: Timeout to wait for this value (milliseconds). 0 means never timeout.

**void** **esp\_eth\_free\_rx\_buf** (`void *buf`)

Free emac rx buf.

**Note** `buf` can not be null, and it is tcpip input buf.

**Parameters**

- `buf`: start address of received packet data.

*esp\_err\_t* **esp\_eth\_set\_mac** (`const uint8_t mac[6]`)

Set mac of ethernet interface.

**Note** user can call this function after `emac_init`, and the new mac address will be enabled after `emac_enable`.

**Return**

- ESP\_OK: succeed
- ESP\_ERR\_INVALID\_MAC: invalid mac address

**Parameters**

- `mac`: the Mac address.

*eth\_speed\_mode\_t* **esp\_eth\_get\_speed**(void)

Get Ethernet link speed.

**Return** *eth\_speed\_mode\_t* ETH\_SPEED\_MODE\_10M when link speed is 10Mbps  
ETH\_SPEED\_MODE\_100M when link speed is 100Mbps

## Structures

**struct eth\_config\_t**

ethernet configuration

### Public Members

*eth\_phy\_base\_t* **phy\_addr**

PHY address (0~31)

*eth\_mode\_t* **mac\_mode**

MAC mode: only support RMII now

*eth\_clock\_mode\_t* **clock\_mode**

external/internal clock mode selection

*eth\_tcpip\_input\_func* **tcpip\_input**

tcpip input func

*eth\_phy\_func* **phy\_init**

phy init func

*eth\_phy\_check\_link\_func* **phy\_check\_link**

phy check link func

*eth\_phy\_check\_init\_func* **phy\_check\_init**

phy check init func

*eth\_phy\_get\_speed\_mode\_func* **phy\_get\_speed\_mode**

phy check init func

*eth\_phy\_get\_duplex\_mode\_func* **phy\_get\_duplex\_mode**

phy check init func

*eth\_gpio\_config\_func* **gpio\_config**

gpio config func

bool **flow\_ctrl\_enable**

flag of flow ctrl enable

*eth\_phy\_get\_partner\_pause\_enable\_func* **phy\_get\_partner\_pause\_enable**

get partner pause enable

*eth\_phy\_power\_enable\_func* **phy\_power\_enable**

enable or disable phy power

uint32\_t **reset\_timeout\_ms**

timeout value for reset emac

bool **promiscuous\_enable**

set true to enable promiscuous mode

## Type Definitions

```
typedef bool (*eth_phy_check_link_func) (void)
typedef void (*eth_phy_check_init_func) (void)
typedef eth_speed_mode_t (*eth_phy_get_speed_mode_func) (void)
typedef eth_duplex_mode_t (*eth_phy_get_duplex_mode_func) (void)
typedef esp_err_t (*eth_phy_func) (void)
typedef esp_err_t (*eth_tcpip_input_func) (void *buffer, uint16_t len, void *eb)
typedef void (*eth_gpio_config_func) (void)
typedef bool (*eth_phy_get_partner_pause_enable_func) (void)
typedef void (*eth_phy_power_enable_func) (bool enable)
```

## Enumerations

**enum eth\_mode\_t**

Ethernet interface mode.

*Values:*

**ETH\_MODE\_RMII** = 0  
RMII mode

**ETH\_MODE\_MII**  
MII mode

**enum eth\_clock\_mode\_t**

Ethernet clock mode.

*Values:*

**ETH\_CLOCK\_GPIO0\_IN** = 0  
RMII clock input to GPIO0

**ETH\_CLOCK\_GPIO0\_OUT** = 1  
RMII clock output from GPIO0

**ETH\_CLOCK\_GPIO16\_OUT** = 2  
RMII clock output from GPIO16

**ETH\_CLOCK\_GPIO17\_OUT** = 3  
RMII clock output from GPIO17

**enum eth\_speed\_mode\_t**

Ethernet Speed.

*Values:*

**ETH\_SPEED\_MODE\_10M** = 0  
Ethernet speed: 10Mbps

**ETH\_SPEED\_MODE\_100M**  
Ethernet speed: 100Mbps

**enum eth\_duplex\_mode\_t**

Ethernet Duplex.

*Values:***ETH\_MODE\_HALFDUPLEX = 0**

Ethernet half duplex

**ETH\_MODE\_FULLDUPLEX**

Ethernet full duplex

**enum eth\_phy\_base\_t**

Ethernet PHY address.

*Values:***PHY0 = 0**

PHY address 0

**PHY1**

PHY address 1

**PHY2**

PHY address 2

**PHY3**

PHY address 3

**PHY4**

PHY address 4

**PHY5**

PHY address 5

**PHY6**

PHY address 6

**PHY7**

PHY address 7

**PHY8**

PHY address 8

**PHY9**

PHY address 9

**PHY10**

PHY address 10

**PHY11**

PHY address 11

**PHY12**

PHY address 12

**PHY13**

PHY address 13

**PHY14**

PHY address 14

**PHY15**

PHY address 15

**PHY16**  
PHY address 16

**PHY17**  
PHY address 17

**PHY18**  
PHY address 18

**PHY19**  
PHY address 19

**PHY20**  
PHY address 20

**PHY21**  
PHY address 21

**PHY22**  
PHY address 22

**PHY23**  
PHY address 23

**PHY24**  
PHY address 24

**PHY25**  
PHY address 25

**PHY26**  
PHY address 26

**PHY27**  
PHY address 27

**PHY28**  
PHY address 28

**PHY29**  
PHY address 29

**PHY30**  
PHY address 30

**PHY31**  
PHY address 31

## API Reference - PHY Common

### Header File

- `ethernet/include/eth_phy/phy.h`

### Functions

void `phy_rmii_configure_data_interface_pins` (void)  
Common PHY-management functions.



**Note** These are not enough to drive any particular Ethernet PHY. They provide a common configuration structure and management functions. Configure fixed pins for RMI data interface.

**Note** This configures GPIOs 0, 19, 22, 25, 26, 27 for use with RMI data interface. These pins cannot be changed, and must be wired to ethernet functions. This is not sufficient to fully configure the Ethernet PHY. MDIO configuration interface pins (such as SMI MDC, MDO, MDI) must also be configured correctly in the GPIO matrix.

void **phy\_rmii\_smi\_configure\_pins** (uint8\_t *mdc\_gpio*, uint8\_t *mdio\_gpio*)  
Configure variable pins for SMI ethernet functions.

**Note** Calling this function along with `mii_configure_default_pins()` will fully configure the GPIOs for the ethernet PHY.

#### Parameters

- `mdc_gpio`: MDC GPIO Pin number
- `mdio_gpio`: MDIO GPIO Pin number

void **phy\_mii\_enable\_flow\_ctrl** (void)  
Enable flow control in standard PHY MII register.

bool **phy\_mii\_check\_link\_status** (void)  
Check Ethernet link status via MII interface.

**Return** true Link is on

**Return** false Link is off

bool **phy\_mii\_get\_partner\_pause\_enable** (void)  
Check pause frame ability of partner via MII interface.

**Return** true Partner is able to process pause frame

**Return** false Partner can not process pause frame

## API Reference - PHY TLK110

### Header File

- `ethernet/include/eth_phy/phy_tlk110.h`

### Functions

void **phy\_tlk110\_dump\_registers** ()  
Dump TLK110 PHY SMI configuration registers.

void **phy\_tlk110\_check\_phy\_init** (void)  
Default TLK110 `phy_check_init` function.

*eth\_speed\_mode\_t* **phy\_tlk110\_get\_speed\_mode** (void)  
Default TLK110 `phy_get_speed_mode` function.

**Return** `eth_speed_mode_t` Ethernet speed mode

*eth\_duplex\_mode\_t* **phy\_tlk110\_get\_duplex\_mode** (void)  
Default TLK110 phy\_get\_duplex\_mode function.

**Return** eth\_duplex\_mode\_t Ethernet duplex mode

void **phy\_tlk110\_power\_enable** (bool)  
Default TLK110 phy\_power\_enable function.

*esp\_err\_t* **phy\_tlk110\_init** (void)  
Default TLK110 phy\_init function.

**Return** esp\_err\_t

- ESP\_OK on success
- ESP\_FAIL on error

## API Reference - PHY LAN8720

### Header File

- ethernet/include/eth\_phy/phy\_lan8720.h

### Functions

void **phy\_lan8720\_dump\_registers** ()  
Dump LAN8720 PHY SMI configuration registers.

void **phy\_lan8720\_check\_phy\_init** (void)  
Default LAN8720 phy\_check\_init function.

*eth\_speed\_mode\_t* **phy\_lan8720\_get\_speed\_mode** (void)  
Default LAN8720 phy\_get\_speed\_mode function.

**Return** eth\_speed\_mode\_t Ethernet speed mode

*eth\_duplex\_mode\_t* **phy\_lan8720\_get\_duplex\_mode** (void)  
Default LAN8720 phy\_get\_duplex\_mode function.

**Return** eth\_duplex\_mode\_t Ethernet duplex mode

void **phy\_lan8720\_power\_enable** (bool)  
Default LAN8720 phy\_power\_enable function.

*esp\_err\_t* **phy\_lan8720\_init** (void)  
Default LAN8720 phy\_init function.

**Return** esp\_err\_t

- ESP\_OK on success
- ESP\_FAIL on error

## API Reference - PHY IP101

### Header File

- [ethernet/include/eth\\_phy/phy\\_ip101.h](#)

### Functions

void **phy\_ip101\_dump\_registers** ()  
Dump IP101 PHY SMI configuration registers.

void **phy\_ip101\_check\_phy\_init** (void)  
Default IP101 phy\_check\_init function.

*eth\_speed\_mode\_t* **phy\_ip101\_get\_speed\_mode** (void)  
Default IP101 phy\_get\_speed\_mode function.

**Return** *eth\_speed\_mode\_t* Ethernet speed mode

*eth\_duplex\_mode\_t* **phy\_ip101\_get\_duplex\_mode** (void)  
Default IP101 phy\_get\_duplex\_mode function.

**Return** *eth\_duplex\_mode\_t* Ethernet duplex mode

void **phy\_ip101\_power\_enable** (bool)  
Default IP101 phy\_power\_enable function.

*esp\_err\_t* **phy\_ip101\_init** (void)  
Default IP101 phy\_init function.

**Return** *esp\_err\_t*

- ESP\_OK on success
- ESP\_FAIL on error

Example code for the Ethernet API is provided in [ethernet](#) directory of ESP-IDF examples.

## 3.2.3 IP Network Layer

### TCP/IP Adapter

The purpose of TCP/IP Adapter library is twofold:

- It provides an abstraction layer for the application on top of the TCP/IP stack. This will allow applications to choose between IP stacks in the future.
- The APIs it provides are thread safe, even if the underlying TCP/IP stack APIs are not.

ESP-IDF currently implements TCP/IP Adapter for the lwIP TCP/IP stack only. However, the adapter itself is TCP/IP implementation agnostic and different implementations are possible.

Some TCP/IP Adapter API functions are intended to be called by application code, for example to get/set interface IP addresses, configure DHCP. Other functions are intended for internal ESP-IDF use by the network driver layer.

In many cases, applications do not need to call TCP/IP Adapter APIs directly as they are called from the default network event handlers.

### API Reference

#### Header File

- `tcpip_adapter/include/tcpip_adapter.h`

#### Functions

void **tcpip\_adapter\_init** (void)  
Initialize the underlying TCP/IP stack.

**Note** This function should be called exactly once from application code, when the application starts up.

*esp\_err\_t* **tcpip\_adapter\_eth\_start** (uint8\_t \*mac, tcpip\_adapter\_ip\_info\_t \*ip\_info)  
Cause the TCP/IP stack to start the Ethernet interface with specified MAC and IP.

**Note** This function should be called after the Ethernet MAC hardware is initialized. In the default configuration, application code does not need to call this function - it is called automatically by the default handler for the SYSTEM\_EVENT\_ETH\_START event.

#### Return

- ESP\_OK
- ESP\_ERR\_TCPIP\_ADAPTER\_INVALID\_PARAMS
- ESP\_ERR\_NO\_MEM

#### Parameters

- mac: Set MAC address of this interface
- ip\_info: Set IP address of this interface

*esp\_err\_t* **tcpip\_adapter\_sta\_start** (uint8\_t \*mac, tcpip\_adapter\_ip\_info\_t \*ip\_info)  
Cause the TCP/IP stack to start the Wi-Fi station interface with specified MAC and IP.

**Note** This function should be called after the Wi-Fi Station hardware is initialized. In the default configuration, application code does not need to call this function - it is called automatically by the default handler for the SYSTEM\_EVENT\_STA\_START event.

#### Return

- ESP\_OK
- ESP\_ERR\_TCPIP\_ADAPTER\_INVALID\_PARAMS
- ESP\_ERR\_NO\_MEM

#### Parameters

- mac: Set MAC address of this interface
- ip\_info: Set IP address of this interface

*esp\_err\_t* **tcpip\_adapter\_ap\_start** (uint8\_t \*mac, tcpip\_adapter\_ip\_info\_t \*ip\_info)

Cause the TCP/IP stack to start the Wi-Fi AP interface with specified MAC and IP.

DHCP server will be started automatically when this function is called.

**Note** This function should be called after the Wi-Fi AP hardware is initialized. In the default configuration, application code does not need to call this function - it is called automatically by the default handler for the SYSTEM\_EVENT\_AP\_START event.

#### Return

- ESP\_OK
- ESP\_ERR\_TCPIP\_ADAPTER\_INVALID\_PARAMS
- ESP\_ERR\_NO\_MEM

#### Parameters

- 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)

Cause the TCP/IP stack to stop a network interface.

Causes TCP/IP stack to clean up this interface. This includes stopping the DHCP server or client, if they are started.

**Note** This API is called by the default Wi-Fi and Ethernet event handlers if the underlying network driver reports that the interface has stopped.

**Note** To stop an interface from application code, call the network-specific API (esp\_wifi\_stop() or esp\_eth\_stop()). The driver layer will then send a stop event and the event handler should call this API. Otherwise, the driver and MAC layer will remain started.

#### Return

- ESP\_OK
- ESP\_ERR\_TCPIP\_ADAPTER\_INVALID\_PARAMS
- ESP\_ERR\_TCPIP\_ADAPTER\_IF\_NOT\_READY

#### Parameters

- tcpip\_if: Interface which will be stopped

*esp\_err\_t* **tcpip\_adapter\_up** (tcpip\_adapter\_if\_t tcpip\_if)

Cause the TCP/IP stack to bring up an interface.

**Note** This function is called automatically by the default event handlers for the Wi-Fi Station and Ethernet interfaces, in response to the SYSTEM\_EVENT\_STA\_CONNECTED and SYSTEM\_EVENT\_ETH\_CONNECTED events, respectively.

**Note** This function is not normally used with Wi-Fi AP interface. If the AP interface is started, it is up.

#### Return

- ESP\_OK
- ESP\_ERR\_TCPIP\_ADAPTER\_IF\_NOT\_READY

#### Parameters

- `tcpip_if`: Interface to bring up

*esp\_err\_t* **tcpip\_adapter\_down** (*tcpip\_adapter\_if\_t* *tcpip\_if*)

Cause the TCP/IP stack to shutdown an interface.

**Note** This function is called automatically by the default event handlers for the Wi-Fi Station and Ethernet interfaces, in response to the `SYSTEM_EVENT_STA_DISCONNECTED` and `SYSTEM_EVENT_ETH_DISCONNECTED` events, respectively.

**Note** This function is not normally used with Wi-Fi AP interface. If the AP interface is stopped, it is down.

**Return**

- `ESP_OK`
- `ESP_ERR_TCPIP_ADAPTER_IF_NOT_READY`

**Parameters**

- `tcpip_if`: Interface to shutdown

*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 address information.

If the interface is up, IP information is read directly from the TCP/IP stack.

If the interface is down, IP information is read from a copy kept in the TCP/IP adapter library itself.

**Return**

- `ESP_OK`
- `ESP_ERR_TCPIP_ADAPTER_INVALID_PARAMS`

**Parameters**

- `tcpip_if`: Interface 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*, **const** *tcpip\_adapter\_ip\_info\_t* *\*ip\_info*)

Set interface's IP address information.

This function is mainly used to set a static IP on an interface.

If the interface is up, the new IP information is set directly in the TCP/IP stack.

The copy of IP information kept in the TCP/IP adapter library is also updated (this copy is returned if the IP is queried while the interface is still down.)

**Note** DHCP client/server must be stopped before setting new IP information.

**Note** Calling this interface for the Wi-Fi STA or Ethernet interfaces may generate a `SYSTEM_EVENT_STA_GOT_IP` or `SYSTEM_EVENT_ETH_GOT_IP` event.

**Return**

- `ESP_OK`
- `ESP_ERR_TCPIP_ADAPTER_INVALID_PARAMS`
- `ESP_ERR_TCPIP_ADAPTER_DHCP_NOT_STOPPED` If DHCP server or client is still running

**Parameters**

- `tcpip_if`: Interface to set IP information
- `ip_info`: IP information to set on the 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 information.

This function behaves differently for different interfaces:

- For Wi-Fi Station interface and Ethernet interface, up to three types of DNS server can be set (in order of priority):
  - Main DNS Server (TCPIP\_ADAPTER\_DNS\_MAIN)
  - Backup DNS Server (TCPIP\_ADAPTER\_DNS\_BACKUP)
  - Fallback DNS Server (TCPIP\_ADAPTER\_DNS\_FALLBACK)

If DHCP client is enabled, main and backup DNS servers will be updated automatically from the DHCP lease if the relevant DHCP options are set. Fallback DNS Server is never updated from the DHCP lease and is designed to be set via this API.

If DHCP client is disabled, all DNS server types can be set via this API only.

- For Wi-Fi AP interface, the Main DNS Server setting is used by the DHCP server to provide a DNS Server option to DHCP clients (Wi-Fi stations).
  - The default Main DNS server is the IP of the Wi-Fi AP interface itself.
  - This function can override it by setting server type TCPIP\_ADAPTER\_DNS\_MAIN.
  - Other DNS Server types are not supported for the Wi-Fi AP interface.

**Return**

- ESP\_OK on success
- ESP\_ERR\_TCPIP\_ADAPTER\_INVALID\_PARAMS invalid params

**Parameters**

- `tcpip_if`: Interface to set DNS Server information
- `type`: Type of DNS Server to set: TCPIP\_ADAPTER\_DNS\_MAIN, TCPIP\_ADAPTER\_DNS\_BACKUP, TCPIP\_ADAPTER\_DNS\_FALLBACK
- `dns`: DNS Server address to 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 information.

Return the currently configured DNS Server address for the specified interface and Server type.

This may be result of a previous call to `tcpip_adapter_set_dns_info()`. If the interface's DHCP client is enabled, the Main or Backup DNS Server may be set by the current DHCP lease.

**Return**

- ESP\_OK on success
- ESP\_ERR\_TCPIP\_ADAPTER\_INVALID\_PARAMS invalid params

### Parameters

- `tcpip_if`: Interface to get DNS Server information
- `type`: Type of DNS Server to get: `TCPIP_ADAPTER_DNS_MAIN`, `TCPIP_ADAPTER_DNS_BACKUP`, `TCPIP_ADAPTER_DNS_FALLBACK`
- `dns`: DNS Server result is written here on success

*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.

Returns an "old" IP address previously stored for the interface when the valid IP changed.

If the IP lost timer has expired (meaning the interface was down for longer than the configured interval) then the old IP information will be zero.

### Return

- `ESP_OK`
- `ESP_ERR_TCPIP_ADAPTER_INVALID_PARAMS`

### Parameters

- `tcpip_if`: Interface 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`, *const*

Set interface old IP information.

This function is called from the DHCP client for the Wi-Fi STA and Ethernet interfaces, before a new IP is set. It is also called from the default handlers for the `SYSTEM_EVENT_STA_CONNECTED` and `SYSTEM_EVENT_ETH_CONNECTED` events.

Calling this function stores the previously configured IP, which can be used to determine if the IP changes in the future.

If the interface is disconnected or down for too long, the "IP lost timer" will expire (after the configured interval) and set the old IP information to zero.

### Return

- `ESP_OK`
- `ESP_ERR_TCPIP_ADAPTER_INVALID_PARAMS`

### Parameters

- `tcpip_if`: Interface to set old IP information
- `ip_info`: Store the old IP information for the specified interface

*esp\_err\_t* **tcpip\_adapter\_create\_ip6\_linklocal**(*tcpip\_adapter\_if\_t* `tcpip_if`)

Create interface link-local IPv6 address.

Cause the TCP/IP stack to create a link-local IPv6 address for the specified interface.

This function also registers a callback for the specified interface, so that if the link-local address becomes verified as the preferred address then a `SYSTEM_EVENT_GOT_IP6` event will be sent.



**Return**

- ESP\_OK
- ESP\_ERR\_TCPIP\_ADAPTER\_INVALID\_PARAMS

**Parameters**

- `tcpip_if`: Interface to create a link-local IPv6 address

`esp_err_t tcpip_adapter_get_ip6_linklocal (tcpip_adapter_if_t tcpip_if, ip6_addr_t *if_ip6)`

Get interface link-local IPv6 address.

If the specified interface is up and a preferred link-local IPv6 address has been created for the interface, return a copy of it.

**Return**

- ESP\_OK
- ESP\_FAIL If interface is down, does not have a link-local IPv6 address, or the link-local IPv6 address is not a preferred address.

**Parameters**

- `tcpip_if`: Interface to get link-local IPv6 address
- `if_ip6`: IPv6 information will be returned in this argument if successful.

`esp_err_t tcpip_adapter_dhcps_get_status (tcpip_adapter_if_t tcpip_if, tcpip_adapter_dhcp_status_t *status)`

Get DHCP Server status.

**Return**

- ESP\_OK

**Parameters**

- `tcpip_if`: Interface to get status of DHCP server.
- `status`: If successful, the status of the DHCP server will be returned in this argument.

`esp_err_t tcpip_adapter_dhcps_option (tcpip_adapter_dhcp_option_mode_t opt_op, tcpip_adapter_dhcp_option_id_t opt_id, void *opt_val, uint32_t opt_len)`

Set or Get DHCP server option.

**Return**

- ESP\_OK
- ESP\_ERR\_TCPIP\_ADAPTER\_INVALID\_PARAMS
- ESP\_ERR\_TCPIP\_ADAPTER\_DHCP\_ALREADY\_STOPPED
- ESP\_ERR\_TCPIP\_ADAPTER\_DHCP\_ALREADY\_STARTED

**Parameters**

- `opt_op`: TCPIP\_ADAPTER\_OP\_SET to set an option, TCPIP\_ADAPTER\_OP\_GET to get an option.
- `opt_id`: Option index to get or set, must be one of the supported enum values.

- `opt_val`: Pointer to the option parameter.
- `opt_len`: Length of the option parameter.

*esp\_err\_t* **tcpip\_adapter\_dhcps\_start** (*tcpip\_adapter\_if\_t* *tcpip\_if*)  
Start DHCP server.

**Note** Currently DHCP server is only supported on the Wi-Fi AP interface.

**Return**

- `ESP_OK`
- `ESP_ERR_TCPIP_ADAPTER_INVALID_PARAMS`
- `ESP_ERR_TCPIP_ADAPTER_DHCP_ALREADY_STARTED`

**Parameters**

- `tcpip_if`: Interface to start DHCP server. Must be `TCPIP_ADAPTER_IF_AP`.

*esp\_err\_t* **tcpip\_adapter\_dhcps\_stop** (*tcpip\_adapter\_if\_t* *tcpip\_if*)  
Stop DHCP server.

**Note** Currently DHCP server is only supported on the Wi-Fi AP interface.

**Return**

- `ESP_OK`
- `ESP_ERR_TCPIP_ADAPTER_INVALID_PARAMS`
- `ESP_ERR_TCPIP_ADAPTER_DHCP_ALREADY_STOPPED`
- `ESP_ERR_TCPIP_ADAPTER_IF_NOT_READY`

**Parameters**

- `tcpip_if`: Interface to stop DHCP server. Must be `TCPIP_ADAPTER_IF_AP`.

*esp\_err\_t* **tcpip\_adapter\_dhcpc\_get\_status** (*tcpip\_adapter\_if\_t* *tcpip\_if*,  
*tcpip\_adapter\_dhcp\_status\_t* \**status*)  
Get DHCP client status.

**Return**

- `ESP_OK`

**Parameters**

- `tcpip_if`: Interface to get status of DHCP client
- `status`: If successful, the status of DHCP client will be returned in this argument.

*esp\_err\_t* **tcpip\_adapter\_dhcpc\_option** (*tcpip\_adapter\_dhcp\_option\_mode\_t* *opt\_op*,  
*tcpip\_adapter\_dhcp\_option\_id\_t* *opt\_id*, void \**opt\_val*,  
uint32\_t *opt\_len*)  
Set or Get DHCP client's option.

**Note** This function is not yet implemented

**Return**

- `ESP_ERR_NOT_SUPPORTED` (not implemented)

**Parameters**

- `opt_op`: TCPIP\_ADAPTER\_OP\_SET to set an option, TCPIP\_ADAPTER\_OP\_GET to get an option.
- `opt_id`: Option index to get or set, must be one of the supported enum values.
- `opt_val`: Pointer to the option parameter.
- `opt_len`: Length of the option parameter.

*esp\_err\_t* **tcpip\_adapter\_dhcpc\_start** (*tcpip\_adapter\_if\_t* *tcpip\_if*)

Start DHCP client.

**Note** DHCP Client is only supported for the Wi-Fi station and Ethernet interfaces.

**Note** The default event handlers for the SYSTEM\_EVENT\_STA\_CONNECTED and SYSTEM\_EVENT\_ETH\_CONNECTED events call this function.

**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`: Interface to start the DHCP client

*esp\_err\_t* **tcpip\_adapter\_dhcpc\_stop** (*tcpip\_adapter\_if\_t* *tcpip\_if*)

Stop DHCP client.

**Note** DHCP Client is only supported for the Wi-Fi station and Ethernet interfaces.

**Note** Calling `tcpip_adapter_stop()` or `tcpip_adapter_down()` will also stop the DHCP Client if it is running.

**Return**

- ESP\_OK
- ESP\_ERR\_TCPIP\_ADAPTER\_INVALID\_PARAMS
- ESP\_ERR\_TCPIP\_ADAPTER\_DHCP\_ALREADY\_STOPPED
- ESP\_ERR\_TCPIP\_ADAPTER\_IF\_NOT\_READY

**Parameters**

- `tcpip_if`: Interface to stop the DHCP client

*esp\_err\_t* **tcpip\_adapter\_eth\_input** (*void \*buffer*, *uint16\_t len*, *void \*eb*)

Receive an Ethernet frame from the Ethernet interface.

This function will automatically be installed by `esp_eth_init()`. The Ethernet driver layer will then call this function to forward frames to the TCP/IP stack.

**Note** Application code does not usually need to use this function directly.

**Return**

- ESP\_OK

#### Parameters

- `buffer`: Received data
- `len`: Length of the data frame
- `eb`: Pointer to internal Wi-Fi buffer (ignored for Ethernet)

`esp_err_t tcpip_adapter_sta_input` (void \**buffer*, uint16\_t *len*, void \**eb*)

Receive an 802.11 data frame from the Wi-Fi Station interface.

This function should be installed by calling `esp_wifi_reg_rxcb()`. The Wi-Fi driver layer will then call this function to forward frames to the TCP/IP stack.

**Note** Installation happens automatically in the default handler for the `SYSTEM_EVENT_STA_CONNECTED` event.

**Note** Application code does not usually need to call this function directly.

#### Return

- `ESP_OK`

#### Parameters

- `buffer`: Received data
- `len`: Length of the data frame
- `eb`: Pointer to internal Wi-Fi buffer

`esp_err_t tcpip_adapter_ap_input` (void \**buffer*, uint16\_t *len*, void \**eb*)

Receive an 802.11 data frame from the Wi-Fi AP interface.

This function should be installed by calling `esp_wifi_reg_rxcb()`. The Wi-Fi driver layer will then call this function to forward frames to the TCP/IP stack.

**Note** Installation happens automatically in the default handler for the `SYSTEM_EVENT_AP_START` event.

**Note** Application code does not usually need to call this function directly.

#### Return

- `ESP_OK`

#### Parameters

- `buffer`: Received data
- `len`: Length of the data frame
- `eb`: Pointer to internal Wi-Fi buffer

`esp_interface_t tcpip_adapter_get_esp_if` (void \**dev*)

Get network interface index.

Get network interface from TCP/IP implementation-specific interface pointer.

#### Return

- `ESP_IF_WIFI_STA`
- `ESP_IF_WIFI_AP`
- `ESP_IF_ETH`

- ESP\_IF\_MAX - invalid parameter

#### Parameters

- dev: Implementation-specific TCP/IP stack interface pointer.

```
esp_err_t tcpip_adapter_get_sta_list(const wifi_sta_list_t *wifi_sta_list,
                                     tcpip_adapter_sta_list_t *tcpip_sta_list)
```

Get IP information for stations connected to the Wi-Fi AP interface.

#### Return

- ESP\_OK
- ESP\_ERR\_TCPIP\_ADAPTER\_NO\_MEM
- ESP\_ERR\_TCPIP\_ADAPTER\_INVALID\_PARAMS

#### Parameters

- *wifi\_sta\_list*: Wi-Fi station info list, returned from `esp_wifi_ap_get_sta_list()`
- *tcpip\_sta\_list*: IP layer station info list, corresponding to MAC addresses provided in *wifi\_sta\_list*

```
esp_err_t tcpip_adapter_set_hostname(tcpip_adapter_if_t tcpip_if, const char *hostname)
```

Set the hostname of an 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*: Interface to set the hostname
- *hostname*: New hostname for the interface. Maximum length 32 bytes.

```
esp_err_t tcpip_adapter_get_hostname(tcpip_adapter_if_t tcpip_if, const char **hostname)
```

Get interface hostname.

#### 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*: Interface to get the hostname
- *hostname*: Returns a pointer to the hostname. May be NULL if no hostname is set. If set non-NULL, pointer remains valid (and string may change if the hostname changes).

```
esp_err_t tcpip_adapter_get_netif(tcpip_adapter_if_t tcpip_if, void **netif)
```

Get the TCP/IP stack-specific interface that is assigned to a given interface.

**Note** For lwIP, this returns a pointer to a `netif` structure.

### 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`: Interface to get the implementation-specific interface
- `netif`: Pointer to the implementation-specific interface

bool `tcpip_adapter_is_netif_up` (*tcpip\_adapter\_if\_t tcpip\_if*)  
Test if supplied interface is up or down.

### Return

- true - Interface is up
- false - Interface is down

### Parameters

- `tcpip_if`: Interface to test up/down status

## Structures

`struct tcpip_adapter_dns_info_t`  
DNS server info.

### Public Members

`ip_addr_t ip`  
IPV4 address of DNS server

## Macros

`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_HOSTNAME_MAX_SIZE`

## Type Definitions

```
typedef tcpip_adapter_dhcp_option_mode_t tcpip_adapter_option_mode_t
```

```
typedef tcpip_adapter_dhcp_option_id_t tcpip_adapter_option_id_t
```

## 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_MAX
```

```
enum tcpip_adapter_dns_type_t
```

Type of DNS server.

*Values:*

```
TCPIP_ADAPTER_DNS_MAIN = 0
    DNS main server address
```

```
TCPIP_ADAPTER_DNS_BACKUP
    DNS backup server address (Wi-Fi STA and Ethernet only)
```

```
TCPIP_ADAPTER_DNS_FALLBACK
    DNS fallback server address (Wi-Fi STA and Ethernet only)
```

```
TCPIP_ADAPTER_DNS_MAX
```

```
enum tcpip_adapter_dhcp_status_t
```

Status of DHCP client or DHCP server.

*Values:*

```
TCPIP_ADAPTER_DHCP_INIT = 0
    DHCP client/server is in initial state (not yet started)
```

```
TCPIP_ADAPTER_DHCP_STARTED
    DHCP client/server has been started
```

```
TCPIP_ADAPTER_DHCP_STOPPED
    DHCP client/server has been stopped
```

```
TCPIP_ADAPTER_DHCP_STATUS_MAX
```

```
enum tcpip_adapter_dhcp_option_mode_t
```

Mode for DHCP client or DHCP server option functions.

*Values:*

```
TCPIP_ADAPTER_OP_START = 0
```

```
TCPIP_ADAPTER_OP_SET
    Set option
```

**TCPIP\_ADAPTER\_OP\_GET**

Get option

**TCPIP\_ADAPTER\_OP\_MAX**

**enum tcpip\_adapter\_dhcp\_option\_id\_t**

Supported options for DHCP client or DHCP server.

*Values:*

**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 specific IP address

**TCPIP\_ADAPTER\_IP\_ADDRESS\_LEASE\_TIME = 51**

Request IP address lease time

**TCPIP\_ADAPTER\_IP\_REQUEST\_RETRY\_TIME = 52**

Request IP address retry counter

Example code for TCP/IP socket APIs is provided in [protocols/sockets](#) directory of ESP-IDF examples.

## 3.2.4 Application Layer

Documentation for application layer network protocols (above the IP network layer) is provided in *Application Protocols*.

## 3.3 Peripherals API

### 3.3.1 Analog to Digital Converter

#### Overview

The ESP32 integrates two 12-bit SAR ([Successive Approximation Register](#)) ADCs supporting a total of 18 measurement channels (analog enabled pins).

The ADC driver API supports ADC1 (8 channels, attached to GPIOs 32 - 39), and ADC2 (10 channels, attached to GPIOs 0, 2, 4, 12 - 15 and 25 - 27). However, the usage of ADC2 has some restrictions for the application:

1. ADC2 is used by the Wi-Fi driver. Therefore the application can only use ADC2 when the Wi-Fi driver has not started.
2. Some of the ADC2 pins are used as strapping pins (GPIO 0, 2, 15) thus cannot be used freely. Such is the case in the following official Development Kits:
  - *ESP32 DevKitC*: GPIO 0 cannot be used due to external auto program circuits.
  - *ESP-WROVER-KIT*: GPIO 0, 2, 4 and 15 cannot be used due to external connections for different purposes.



## Configuration and Reading ADC

The ADC should be configured before reading is taken.

- For ADC1, configure desired precision and attenuation by calling functions `adc1_config_width()` and `adc1_config_channel_atten()`.
- For ADC2, configure the attenuation by `adc2_config_channel_atten()`. The reading width of ADC2 is configured every time you take the reading.

Attenuation configuration is done per channel, see `adc1_channel_t` and `adc2_channel_t`, set as a parameter of above functions.

Then it is possible to read ADC conversion result with `adc1_get_raw()` and `adc2_get_raw()`. Reading width of ADC2 should be set as a parameter of `adc2_get_raw()` instead of in the configuration functions.

---

**Note:** Since the ADC2 is shared with the WIFI module, which has higher priority, reading operation of `adc2_get_raw()` will fail between `esp_wifi_start()` and `esp_wifi_stop()`. Use the return code to see whether the reading is successful.

---

It is also possible to read the internal hall effect sensor via ADC1 by calling dedicated function `hall_sensor_read()`. Note that even the hall sensor is internal to ESP32, reading from it uses channels 0 and 3 of ADC1 (GPIO 36 and 39). Do not connect anything else to these pins and do not change their configuration. Otherwise it may affect the measurement of low value signal from the sensor.

This API provides convenient way to configure ADC1 for reading from *ULP*. To do so, call function `adc1_ulp_enable()` and then set precision and attenuation as discussed above.

There is another specific function `adc2_vref_to_gpio()` used to route internal reference voltage to a GPIO pin. It comes handy to calibrate ADC reading and this is discussed in section *Minimizing Noise*.

## Application Examples

Reading voltage on ADC1 channel 0 (GPIO 36):

```
#include <driver/adc.h>

...

adc1_config_width(ADC_WIDTH_BIT_12);
adc1_config_channel_atten(ADC1_CHANNEL_0, ADC_ATTEN_DB_0);
int val = adc1_get_raw(ADC1_CHANNEL_0);
```

The input voltage in above example is from 0 to 1.1V (0 dB attenuation). The input range can be extended by setting higher attenuation, see `adc_atten_t`. An example using the ADC driver including calibration (discussed below) is available in esp-idf: `peripherals/adc`

Reading voltage on ADC2 channel 7 (GPIO 27):

```
#include <driver/adc.h>

...

int read_raw;
adc2_config_channel_atten( ADC2_CHANNEL_7, ADC_ATTEN_0db );
```

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```

esp_err_t r = adc2_get_raw( ADC2_CHANNEL_7, ADC_WIDTH_12Bit, &read_raw);
if ( r == ESP_OK ) {
    printf("%d\n", read_raw );
} else if ( r == ESP_ERR_TIMEOUT ) {
    printf("ADC2 used by Wi-Fi.\n");
}

```

The reading may fail due to collision with Wi-Fi, should check it. An example using the ADC2 driver to read the output of DAC is available in esp-idf: [peripherals/adc2](#)

Reading the internal hall effect sensor:

```

#include <driver/adc.h>

...

adc1_config_width(ADC_WIDTH_BIT_12);
int val = hall_sensor_read();

```

The value read in both these examples is 12 bits wide (range 0-4095).

## Minimizing Noise

The ESP32 ADC can be sensitive to noise leading to large discrepancies in ADC readings. To minimize noise, users may connect a 0.1uF capacitor to the ADC input pad in use. Multisampling may also be used to further mitigate the effects of noise.

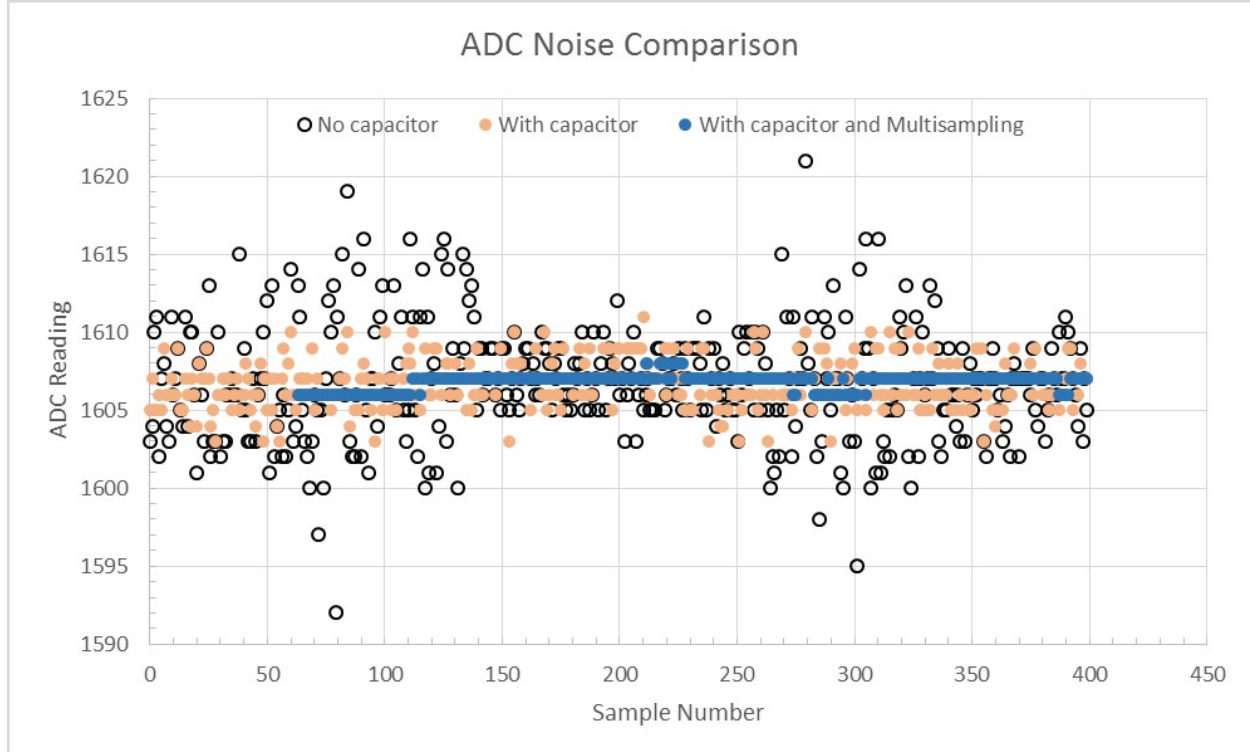


Fig. 3: Graph illustrating noise mitigation using capacitor and multisampling of 64 samples.

## ADC Calibration

The `esp_adc_cal/include/esp_adc_cal.h` API provides functions to correct for differences in measured voltages caused by variation of ADC reference voltages ( $V_{ref}$ ) between chips. Per design the ADC reference voltage is 1100mV, however the true reference voltage can range from 1000mV to 1200mV amongst different ESP32s.

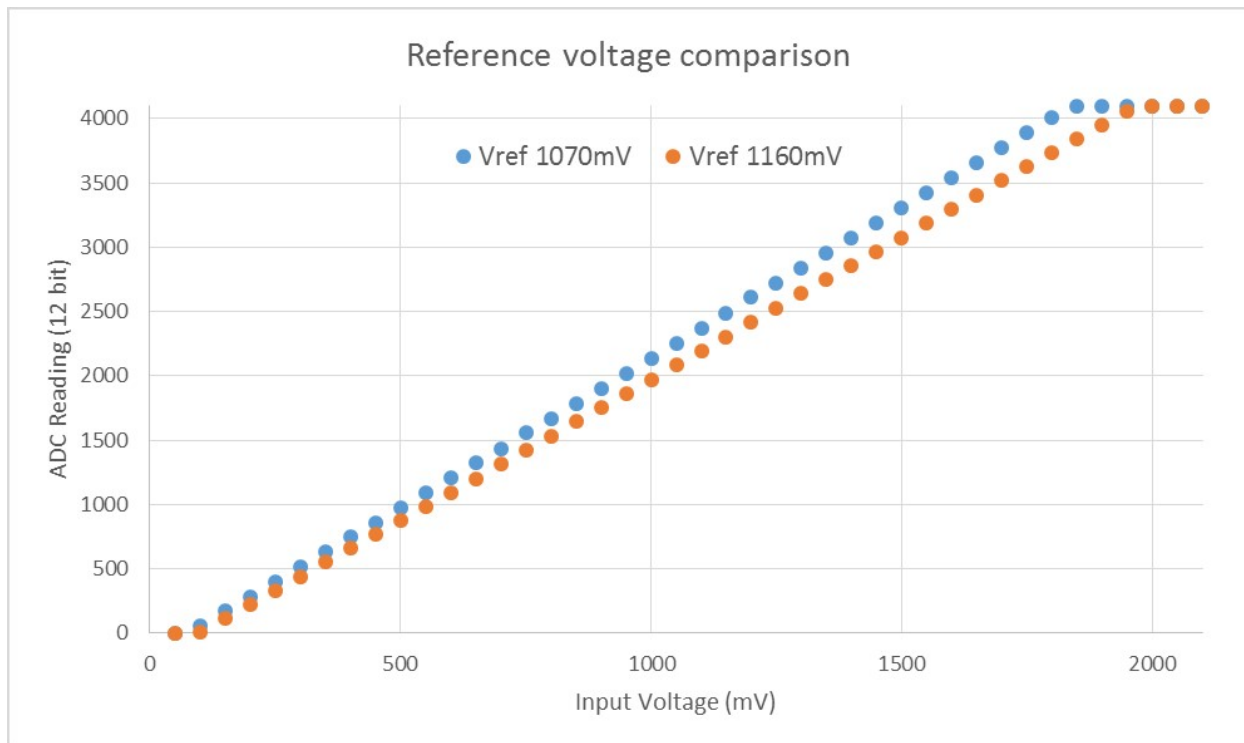


Fig. 4: Graph illustrating effect of differing reference voltages on the ADC voltage curve.

Correcting ADC readings using this API involves characterizing one of the ADCs at a given attenuation to obtain a characteristics curve (ADC-Voltage curve) that takes into account the difference in ADC reference voltage. The characteristics curve is in the form of  $y = \text{coeff\_a} * x + \text{coeff\_b}$  and is used to convert ADC readings to voltages in mV. Calculation of the characteristics curve is based on calibration values which can be stored in eFuse or provided by the user.

### Calibration Values

Calibration values are used to generate characteristic curves that account for the unique ADC reference voltage of a particular ESP32. There are currently three sources of calibration values. The availability of these calibration values will depend on the type and production date of the ESP32 chip/module.

- **Two Point** values represent each of the ADCs' readings at 150mV and 850mV. To obtain more accurate calibration results these values should be measured by user and burned into eFuse BLOCK3.
- **eFuse Vref** represents the true ADC reference voltage. This value is measured and burned into eFuse BLOCK0 during factory calibration.
- **Default Vref** is an estimate of the ADC reference voltage provided by the user as a parameter during characterization. If Two Point or eFuse Vref values are unavailable, **Default Vref** will be used.

Individual measurement and burning of the **eFuse Vref** has been applied to ESP32-D0WD and ESP32-D0WDQ6 chips produced on/after the 1st week of 2018. Such chips may be recognized by date codes on/later than 012018 (see

Line 4 on figure below).

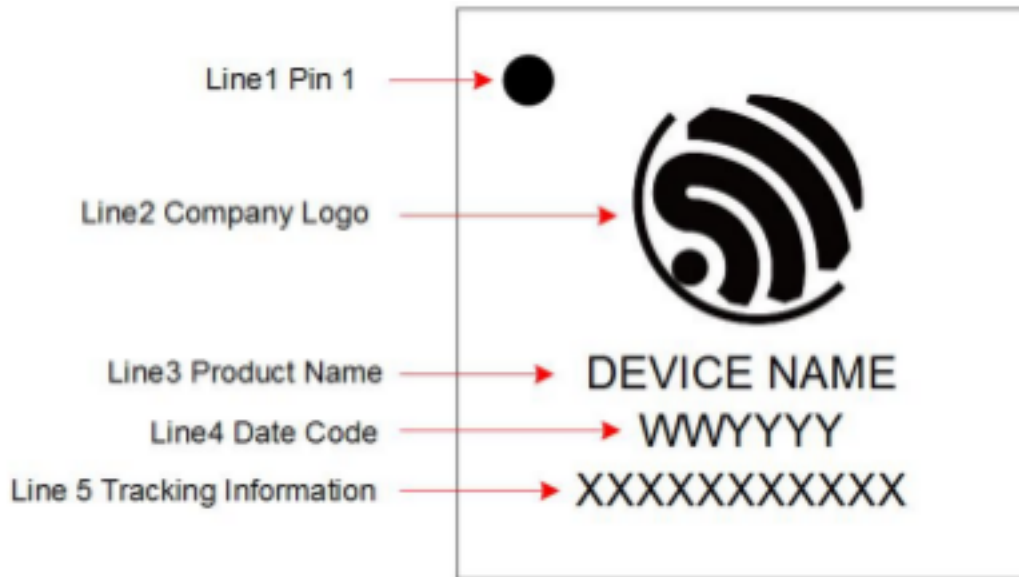


Fig. 5: ESP32 Chip Surface Marking

If you would like to purchase chips or modules with calibration, double check with distributor or Espressif directly.

If you are unable to check the date code (i.e. the chip may be enclosed inside a canned module, etc.), you can still verify if **eFuse Vref** is present by running `espefuse.py` tool with `adc_info` parameter

```
$IDF_PATH/components/esptool_py/esptool/espefuse.py --port /dev/ttyUSB0 adc_info
```

Replace `/dev/ttyUSB0` with ESP32 board's port name.

A chip that has specific **eFuse Vref** value programmed (in this case 1093mV) will be reported as follows:

```
ADC VRef calibration: 1093mV
```

In another example below the **eFuse Vref** is not programmed:

```
ADC VRef calibration: None (1100mV nominal)
```

For a chip with two point calibration the message will look similar to:

```
ADC VRef calibration: 1149mV
ADC readings stored in efuse BLK3:
  ADC1 Low reading (150mV): 306
  ADC1 High reading (850mV): 3153
  ADC2 Low reading (150mV): 389
  ADC2 High reading (850mV): 3206
```

## Application Example

For a full example see esp-idf: [peripherals/adc](#)

Characterizing an ADC at a particular attenuation:

```
#include "driver/adc.h"
#include "esp_adc_cal.h"

...

//Characterize ADC at particular atten
esp_adc_cal_characteristics_t *adc_chars = calloc(1, sizeof(esp_adc_cal_
↪characteristics_t));
esp_adc_cal_value_t val_type = esp_adc_cal_characterize(unit, atten, ADC_WIDTH_
↪BIT_12, DEFAULT_VREF, adc_chars);
//Check type of calibration value used to characterize ADC
if (val_type == ESP_ADC_CAL_VAL_EFUSE_VREF) {
    printf("eFuse Vref");
} else if (val_type == ESP_ADC_CAL_VAL_EFUSE_TP) {
    printf("Two Point");
} else {
    printf("Default");
}
}
```

Reading an ADC then converting the reading to a voltage:

```
#include "driver/adc.h"
#include "esp_adc_cal.h"

...

uint32_t reading = adc1_get_raw(ADC1_CHANNEL_5);
uint32_t voltage = esp_adc_cal_raw_to_voltage(reading, adc_chars);
```

Routing ADC reference voltage to GPIO, so it can be manually measured (for **Default Vref**):

```
#include "driver/adc.h"

...

esp_err_t status = adc2_vref_to_gpio(GPIO_NUM_25);
if (status == ESP_OK) {
    printf("v_ref routed to GPIO\n");
} else {
    printf("failed to route v_ref\n");
}
}
```

## GPIO Lookup Macros

There are macros available to specify the GPIO number of a ADC channel, or vice versa. e.g.

1. `ADC1_CHANNEL_0_GPIO_NUM` is the GPIO number of ADC1 channel 0 (36);
2. `ADC1_GPIO32_CHANNEL` is the ADC1 channel number of GPIO 32 (ADC1 channel 4).

## API Reference

This reference covers three components:

- *ADC driver*
- *ADC Calibration*

- *GPIO Lookup Macros*

### ADC driver

#### Header File

- `driver/include/driver/adc.h`

#### Functions

*esp\_err\_t* **adc1\_pad\_get\_io\_num**(*adc1\_channel\_t* channel, *gpio\_num\_t* \**gpio\_num*)

Get the gpio number of a specific ADC1 channel.

##### Return

- ESP\_OK if success
- ESP\_ERR\_INVALID\_ARG if channel not valid

##### Parameters

- channel: Channel to get the gpio number
- gpio\_num: output buffer to hold the gpio number

*esp\_err\_t* **adc1\_config\_width**(*adc\_bits\_width\_t* width\_bit)

Configure ADC1 capture width, meanwhile enable output invert for ADC1. The configuration is for all channels of ADC1.

##### Return

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

##### Parameters

- width\_bit: Bit capture width for ADC1

*esp\_err\_t* **adc\_set\_data\_width**(*adc\_unit\_t* adc\_unit, *adc\_bits\_width\_t* width\_bit)

Configure ADC capture width.

##### Return

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

##### Parameters

- adc\_unit: ADC unit index
- width\_bit: Bit capture width for ADC unit.

*esp\_err\_t* **adc1\_config\_channel\_atten**(*adc1\_channel\_t* channel, *adc\_atten\_t* atten)

Set the attenuation of a particular channel on ADC1, and configure its associated GPIO pin mux.

The default ADC full-scale voltage is 1.1V. To read higher voltages (up to the pin maximum voltage, usually 3.3V) requires setting >0dB signal attenuation for that ADC channel.

**Note** For any given channel, this function must be called before the first time `adc1_get_raw()` is called for that channel.

**Note** This function can be called multiple times to configure multiple ADC channels simultaneously. `adc1_get_raw()` can then be called for any configured channel.

When VDD\_A is 3.3V:

- 0dB attenuaton (ADC\_ATTEN\_DB\_0) gives full-scale voltage 1.1V
- 2.5dB attenuation (ADC\_ATTEN\_DB\_2\_5) gives full-scale voltage 1.5V
- 6dB attenuation (ADC\_ATTEN\_DB\_6) gives full-scale voltage 2.2V
- 11dB attenuation (ADC\_ATTEN\_DB\_11) gives full-scale voltage 3.9V (see note below)

Due to ADC characteristics, most accurate results are obtained within the following approximate voltage ranges:

**Note** The full-scale voltage is the voltage corresponding to a maximum reading (depending on ADC1 configured bit width, this value is: 4095 for 12-bits, 2047 for 11-bits, 1023 for 10-bits, 511 for 9 bits.)

**Note** At 11dB attenuation the maximum voltage is limited by VDD\_A, not the full scale voltage.

- 0dB attenuaton (ADC\_ATTEN\_DB\_0) between 100 and 950mV
- 2.5dB attenuation (ADC\_ATTEN\_DB\_2\_5) between 100 and 1250mV
- 6dB attenuation (ADC\_ATTEN\_DB\_6) between 150 to 1750mV
- 11dB attenuation (ADC\_ATTEN\_DB\_11) between 150 to 2450mV

For maximum accuracy, use the ADC calibration APIs and measure voltages within these recommended ranges.

#### Return

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

#### Parameters

- `channel`: ADC1 channel to configure
- `atten`: Attenuation level

int `adc1_get_raw` (*adc1\_channel\_t* channel)

Take an ADC1 reading from a single channel.

**Note** When the power switch of SARADC1, SARADC2, HALL sensor and AMP sensor is turned on, the input of GPIO36 and GPIO39 will be pulled down for about 80ns. When enabling power for any of these peripherals, ignore input from GPIO36 and GPIO39. Please refer to section 3.11 of ‘ECO\_and\_Workarounds\_for\_Bugs\_in\_ESP32’ for the description of this issue.

**Note** Call `adc1_config_width()` before the first time this function is called.

**Note** For any given channel, `adc1_config_channel_atten(channel)` must be called before the first time this function is called. Configuring a new channel does not prevent a previously configured channel from being read.

#### Return

- -1: Parameter error
- Other: ADC1 channel reading.

#### Parameters

- `channel`: ADC1 channel to read

void **adc\_power\_on** ()

Enable ADC power.

void **adc\_power\_off** ()

Power off SAR ADC This function will force power down for ADC.

*esp\_err\_t* **adc\_gpio\_init** (*adc\_unit\_t* `adc_unit`, *adc\_channel\_t* `channel`)

Initialize ADC pad.

#### Return

- `ESP_OK` success
- `ESP_ERR_INVALID_ARG` Parameter error

#### Parameters

- `adc_unit`: ADC unit index
- `channel`: ADC channel index

*esp\_err\_t* **adc\_set\_data\_inv** (*adc\_unit\_t* `adc_unit`, bool `inv_en`)

Set ADC data invert.

#### Return

- `ESP_OK` success
- `ESP_ERR_INVALID_ARG` Parameter error

#### Parameters

- `adc_unit`: ADC unit index
- `inv_en`: whether enable data invert

*esp\_err\_t* **adc\_set\_clk\_div** (uint8\_t `clk_div`)

Set ADC source clock.

#### Return

- `ESP_OK` success

#### Parameters

- `clk_div`: ADC clock divider, ADC clock is divided from APB clock

*esp\_err\_t* **adc\_set\_i2s\_data\_source** (*adc\_i2s\_source\_t* `src`)

Set I2S data source.

#### Return

- `ESP_OK` success

#### Parameters

- `src`: I2S DMA data source, I2S DMA can get data from digital signals or from ADC.



*esp\_err\_t* **adc\_i2s\_mode\_init** (*adc\_unit\_t* *adc\_unit*, *adc\_channel\_t* *channel*)

Initialize I2S ADC mode.

#### Return

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

#### Parameters

- *adc\_unit*: ADC unit index
- *channel*: ADC channel index

void **adc1\_ulp\_enable** ()

Configure ADC1 to be usable by the ULP.

This function reconfigures ADC1 to be controlled by the ULP. Effect of this function can be reverted using `adc1_get_raw` function.

Note that `adc1_config_channel_atten`, `adc1_config_width` functions need to be called to configure ADC1 channels, before ADC1 is used by the ULP.

int **hall\_sensor\_read** ()

Read Hall Sensor.

**Note** When the power switch of SARADC1, SARADC2, HALL sensor and AMP sensor is turned on, the input of GPIO36 and GPIO39 will be pulled down for about 80ns. When enabling power for any of these peripherals, ignore input from GPIO36 and GPIO39. Please refer to section 3.11 of ‘ECO\_and\_Workarounds\_for\_Bugs\_in\_ESP32’ for the description of this issue.

**Note** The Hall Sensor uses channels 0 and 3 of ADC1. Do not configure these channels for use as ADC channels.

**Note** The ADC1 module must be enabled by calling `adc1_config_width()` before calling `hall_sensor_read()`. ADC1 should be configured for 12 bit readings, as the hall sensor readings are low values and do not cover the full range of the ADC.

**Return** The hall sensor reading.

*esp\_err\_t* **adc2\_pad\_get\_io\_num** (*adc2\_channel\_t* *channel*, *gpio\_num\_t* \**gpio\_num*)

Get the gpio number of a specific ADC2 channel.

#### Return

- ESP\_OK if success
- ESP\_ERR\_INVALID\_ARG if channel not valid

#### Parameters

- *channel*: Channel to get the gpio number
- *gpio\_num*: output buffer to hold the gpio number

*esp\_err\_t* **adc2\_config\_channel\_atten** (*adc2\_channel\_t* *channel*, *adc\_atten\_t* *atten*)

Configure the ADC2 channel, including setting attenuation.

The default ADC full-scale voltage is 1.1V. To read higher voltages (up to the pin maximum voltage, usually 3.3V) requires setting >0dB signal attenuation for that ADC channel.

**Note** This function also configures the input GPIO pin mux to connect it to the ADC2 channel. It must be called before calling `adc2_get_raw()` for this channel.

When VDD\_A is 3.3V:

- 0dB attenuation (`ADC_ATTEN_0db`) gives full-scale voltage 1.1V
- 2.5dB attenuation (`ADC_ATTEN_2_5db`) gives full-scale voltage 1.5V
- 6dB attenuation (`ADC_ATTEN_6db`) gives full-scale voltage 2.2V
- 11dB attenuation (`ADC_ATTEN_11db`) gives full-scale voltage 3.9V (see note below)

**Note** The full-scale voltage is the voltage corresponding to a maximum reading (depending on ADC2 configured bit width, this value is: 4095 for 12-bits, 2047 for 11-bits, 1023 for 10-bits, 511 for 9 bits.)

**Note** At 11dB attenuation the maximum voltage is limited by VDD\_A, not the full scale voltage.

#### Return

- `ESP_OK` success
- `ESP_ERR_INVALID_ARG` Parameter error

#### Parameters

- `channel`: ADC2 channel to configure
- `atten`: Attenuation level

*esp\_err\_t* `adc2_get_raw`(*adc2\_channel\_t* channel, *adc\_bits\_width\_t* width\_bit, int \*raw\_out)

Take an ADC2 reading on a single channel.

**Note** When the power switch of SARADC1, SARADC2, HALL sensor and AMP sensor is turned on, the input of GPIO36 and GPIO39 will be pulled down for about 80ns. When enabling power for any of these peripherals, ignore input from GPIO36 and GPIO39. Please refer to section 3.11 of ‘ECO\_and\_Workarounds\_for\_Bugs\_in\_ESP32’ for the description of this issue.

**Note** For a given channel, `adc2_config_channel_atten()` must be called before the first time this function is called. If Wi-Fi is started via `esp_wifi_start()`, this function will always fail with `ESP_ERR_TIMEOUT`.

#### Return

- `ESP_OK` if success
- `ESP_ERR_TIMEOUT` the WIFI is started, using the ADC2

#### Parameters

- `channel`: ADC2 channel to read
- `width_bit`: Bit capture width for ADC2
- `raw_out`: the variable to hold the output data.

*esp\_err\_t* `adc2_vref_to_gpio`(*gpio\_num\_t* gpio)

Output ADC2 reference voltage to gpio 25 or 26 or 27.

This function utilizes the testing mux exclusive to ADC 2 to route the reference voltage one of ADC2’s channels. Supported gpios are gpios 25, 26, and 27. This reference voltage can be manually read from the pin and used in the `esp_adc_cal` component.

#### Return

- ESP\_OK: v\_ref successfully routed to selected gpio
- ESP\_ERR\_INVALID\_ARG: Unsupported gpio

#### Parameters

- gpio: GPIO number (gpios 25,26,27 supported)

#### Macros

**ADC\_ATTEN\_0db**

**ADC\_ATTEN\_2\_5db**

**ADC\_ATTEN\_6db**

**ADC\_ATTEN\_11db**

**ADC\_WIDTH\_9Bit**

**ADC\_WIDTH\_10Bit**

**ADC\_WIDTH\_11Bit**

**ADC\_WIDTH\_12Bit**

#### Enumerations

**enum adc\_atten\_t**

*Values:*

**ADC\_ATTEN\_DB\_0 = 0**

The input voltage of ADC will be reduced to about 1/1

**ADC\_ATTEN\_DB\_2\_5 = 1**

The input voltage of ADC will be reduced to about 1/1.34

**ADC\_ATTEN\_DB\_6 = 2**

The input voltage of ADC will be reduced to about 1/2

**ADC\_ATTEN\_DB\_11 = 3**

The input voltage of ADC will be reduced to about 1/3.6

**ADC\_ATTEN\_MAX**

**enum adc\_bits\_width\_t**

*Values:*

**ADC\_WIDTH\_BIT\_9 = 0**

ADC capture width is 9Bit

**ADC\_WIDTH\_BIT\_10 = 1**

ADC capture width is 10Bit

**ADC\_WIDTH\_BIT\_11 = 2**

ADC capture width is 11Bit

**ADC\_WIDTH\_BIT\_12 = 3**

ADC capture width is 12Bit

**ADC\_WIDTH\_MAX**

**enum adc1\_channel\_t**

*Values:*

**ADC1\_CHANNEL\_0** = 0  
ADC1 channel 0 is GPIO36

**ADC1\_CHANNEL\_1**  
ADC1 channel 1 is GPIO37

**ADC1\_CHANNEL\_2**  
ADC1 channel 2 is GPIO38

**ADC1\_CHANNEL\_3**  
ADC1 channel 3 is GPIO39

**ADC1\_CHANNEL\_4**  
ADC1 channel 4 is GPIO32

**ADC1\_CHANNEL\_5**  
ADC1 channel 5 is GPIO33

**ADC1\_CHANNEL\_6**  
ADC1 channel 6 is GPIO34

**ADC1\_CHANNEL\_7**  
ADC1 channel 7 is GPIO35

**ADC1\_CHANNEL\_MAX**

**enum adc2\_channel\_t**

*Values:*

**ADC2\_CHANNEL\_0** = 0  
ADC2 channel 0 is GPIO4

**ADC2\_CHANNEL\_1**  
ADC2 channel 1 is GPIO0

**ADC2\_CHANNEL\_2**  
ADC2 channel 2 is GPIO2

**ADC2\_CHANNEL\_3**  
ADC2 channel 3 is GPIO15

**ADC2\_CHANNEL\_4**  
ADC2 channel 4 is GPIO13

**ADC2\_CHANNEL\_5**  
ADC2 channel 5 is GPIO12

**ADC2\_CHANNEL\_6**  
ADC2 channel 6 is GPIO14

**ADC2\_CHANNEL\_7**  
ADC2 channel 7 is GPIO27

**ADC2\_CHANNEL\_8**  
ADC2 channel 8 is GPIO25

**ADC2\_CHANNEL\_9**  
ADC2 channel 9 is GPIO26

**ADC2\_CHANNEL\_MAX**

```
enum adc_channel_t
```

*Values:*

```
ADC_CHANNEL_0 = 0
    ADC channel
```

```
ADC_CHANNEL_1
    ADC channel
```

```
ADC_CHANNEL_2
    ADC channel
```

```
ADC_CHANNEL_3
    ADC channel
```

```
ADC_CHANNEL_4
    ADC channel
```

```
ADC_CHANNEL_5
    ADC channel
```

```
ADC_CHANNEL_6
    ADC channel
```

```
ADC_CHANNEL_7
    ADC channel
```

```
ADC_CHANNEL_8
    ADC channel
```

```
ADC_CHANNEL_9
    ADC channel
```

```
ADC_CHANNEL_MAX
```

```
enum adc_unit_t
```

*Values:*

```
ADC_UNIT_1 = 1
    SAR ADC 1
```

```
ADC_UNIT_2 = 2
    SAR ADC 2, not supported yet
```

```
ADC_UNIT_BOTH = 3
    SAR ADC 1 and 2, not supported yet
```

```
ADC_UNIT_ALTER = 7
    SAR ADC 1 and 2 alternative mode, not supported yet
```

```
ADC_UNIT_MAX
```

```
enum adc_i2s_encode_t
```

*Values:*

```
ADC_ENCODE_12BIT
    ADC to I2S data format, [15:12]-channel [11:0]-12 bits ADC data
```

```
ADC_ENCODE_11BIT
    ADC to I2S data format, [15]-1 [14:11]-channel [10:0]-11 bits ADC data
```

```
ADC_ENCODE_MAX
```

```
enum adc_i2s_source_t
```

*Values:*

```
ADC_I2S_DATA_SRC_IO_SIG = 0
    I2S data from GPIO matrix signal

ADC_I2S_DATA_SRC_ADC = 1
    I2S data from ADC

ADC_I2S_DATA_SRC_MAX
```

## ADC Calibration

### Header File

- `esp_adc_cal/include/esp_adc_cal.h`

### Functions

*esp\_err\_t* **esp\_adc\_cal\_check\_efuse** (*esp\_adc\_cal\_value\_t* *value\_type*)

Checks if ADC calibration values are burned into eFuse.

This function checks if ADC reference voltage or Two Point values have been burned to the eFuse of the current ESP32

#### Return

- `ESP_OK`: The calibration mode is supported in eFuse
- `ESP_ERR_NOT_SUPPORTED`: Error, eFuse values are not burned
- `ESP_ERR_INVALID_ARG`: Error, invalid argument (`ESP_ADC_CAL_VAL_DEFAULT_VREF`)

#### Parameters

- *value\_type*: Type of calibration value (`ESP_ADC_CAL_VAL_EFUSE_VREF` or `ESP_ADC_CAL_VAL_EFUSE_TP`)

*esp\_adc\_cal\_value\_t* **esp\_adc\_cal\_characterize** (*adc\_unit\_t* *adc\_num*, *adc\_atten\_t* *atten*, *adc\_bits\_width\_t* *bit\_width*, *uint32\_t* *default\_vref*, *esp\_adc\_cal\_characteristics\_t* \**chars*)

Characterize an ADC at a particular attenuation.

This function will characterize the ADC at a particular attenuation and generate the ADC-Voltage curve in the form of  $[y = \text{coeff\_a} * x + \text{coeff\_b}]$ . Characterization can be based on Two Point values, eFuse Vref, or default Vref and the calibration values will be prioritized in that order.

**Note** Two Point values and eFuse Vref can be enabled/disabled using `menuconfig`.

#### Return

- `ESP_ADC_CAL_VAL_EFUSE_VREF`: eFuse Vref used for characterization
- `ESP_ADC_CAL_VAL_EFUSE_TP`: Two Point value used for characterization (only in Linear Mode)
- `ESP_ADC_CAL_VAL_DEFAULT_VREF`: Default Vref used for characterization

#### Parameters

- *adc\_num*: ADC to characterize (`ADC_UNIT_1` or `ADC_UNIT_2`)
- *atten*: Attenuation to characterize

- `bit_width`: Bit width configuration of ADC
- `default_vref`: Default ADC reference voltage in mV (used if eFuse values is not available)
- `chars`: Pointer to empty structure used to store ADC characteristics

`uint32_t esp_adc_cal_raw_to_voltage` (`uint32_t adc_reading`, `const esp_adc_cal_characteristics_t *chars`)

Convert an ADC reading to voltage in mV.

This function converts an ADC reading to a voltage in mV based on the ADC's characteristics.

**Note** Characteristics structure must be initialized before this function is called (call `esp_adc_cal_characterize()`)

**Return** Voltage in mV

#### Parameters

- `adc_reading`: ADC reading
- `chars`: Pointer to initialized structure containing ADC characteristics

`esp_err_t esp_adc_cal_get_voltage` (`adc_channel_t channel`, `const esp_adc_cal_characteristics_t *chars`, `uint32_t *voltage`)

Reads an ADC and converts the reading to a voltage in mV.

This function reads an ADC then converts the raw reading to a voltage in mV based on the characteristics provided. The ADC that is read is also determined by the characteristics.

**Note** The Characteristics structure must be initialized before this function is called (call `esp_adc_cal_characterize()`)

#### Return

- `ESP_OK`: ADC read and converted to mV
- `ESP_ERR_TIMEOUT`: Error, timed out attempting to read ADC
- `ESP_ERR_INVALID_ARG`: Error due to invalid arguments

#### Parameters

- `channel`: ADC Channel to read
- `chars`: Pointer to initialized ADC characteristics structure
- `voltage`: Pointer to store converted voltage

## Structures

`struct esp_adc_cal_characteristics_t`

Structure storing characteristics of an ADC.

**Note** Call `esp_adc_cal_characterize()` to initialize the structure

#### Public Members

`adc_unit_t adc_num`

ADC number

*adc\_atten\_t* **atten**  
ADC attenuation

*adc\_bits\_width\_t* **bit\_width**  
ADC bit width

uint32\_t **coeff\_a**  
Gradient of ADC-Voltage curve

uint32\_t **coeff\_b**  
Offset of ADC-Voltage curve

uint32\_t **vref**  
Vref used by lookup table

**const** uint32\_t \***low\_curve**  
Pointer to low Vref curve of lookup table (NULL if unused)

**const** uint32\_t \***high\_curve**  
Pointer to high Vref curve of lookup table (NULL if unused)

## Enumerations

**enum** **esp\_adc\_cal\_value\_t**  
Type of calibration value used in characterization.

*Values:*

**ESP\_ADC\_CAL\_VAL\_EFUSE\_VREF** = 0  
Characterization based on reference voltage stored in eFuse

**ESP\_ADC\_CAL\_VAL\_EFUSE\_TP** = 1  
Characterization based on Two Point values stored in eFuse

**ESP\_ADC\_CAL\_VAL\_DEFAULT\_VREF** = 2  
Characterization based on default reference voltage

## GPIO Lookup Macros

### Header File

- `soc/esp32/include/soc/adc_channel.h`

### Macros

**ADC1\_GPIO36\_CHANNEL**

**ADC1\_CHANNEL\_0\_GPIO\_NUM**

**ADC1\_GPIO37\_CHANNEL**

**ADC1\_CHANNEL\_1\_GPIO\_NUM**

**ADC1\_GPIO38\_CHANNEL**

**ADC1\_CHANNEL\_2\_GPIO\_NUM**

**ADC1\_GPIO39\_CHANNEL**



ADC1\_CHANNEL\_3\_GPIO\_NUM  
ADC1\_GPIO32\_CHANNEL  
ADC1\_CHANNEL\_4\_GPIO\_NUM  
ADC1\_GPIO33\_CHANNEL  
ADC1\_CHANNEL\_5\_GPIO\_NUM  
ADC1\_GPIO34\_CHANNEL  
ADC1\_CHANNEL\_6\_GPIO\_NUM  
ADC1\_GPIO35\_CHANNEL  
ADC1\_CHANNEL\_7\_GPIO\_NUM  
ADC2\_GPIO4\_CHANNEL  
ADC2\_CHANNEL\_0\_GPIO\_NUM  
ADC2\_GPIO0\_CHANNEL  
ADC2\_CHANNEL\_1\_GPIO\_NUM  
ADC2\_GPIO2\_CHANNEL  
ADC2\_CHANNEL\_2\_GPIO\_NUM  
ADC2\_GPIO15\_CHANNEL  
ADC2\_CHANNEL\_3\_GPIO\_NUM  
ADC2\_GPIO13\_CHANNEL  
ADC2\_CHANNEL\_4\_GPIO\_NUM  
ADC2\_GPIO12\_CHANNEL  
ADC2\_CHANNEL\_5\_GPIO\_NUM  
ADC2\_GPIO14\_CHANNEL  
ADC2\_CHANNEL\_6\_GPIO\_NUM  
ADC2\_GPIO27\_CHANNEL  
ADC2\_CHANNEL\_7\_GPIO\_NUM  
ADC2\_GPIO25\_CHANNEL  
ADC2\_CHANNEL\_8\_GPIO\_NUM  
ADC2\_GPIO26\_CHANNEL  
ADC2\_CHANNEL\_9\_GPIO\_NUM

### 3.3.2 Controller Area Network (CAN)

#### Overview

The ESP32's peripherals contains a CAN Controller that supports Standard Frame Format (11-bit ID) and Extended Frame Format (29-bit ID) of the CAN2.0B specification.

**Warning:** The ESP32 CAN controller is not compatible with CAN FD frames and will interpret such frames as errors.

This programming guide is split into the following sections:

1. *Basic CAN Concepts*
2. *Signals Lines and Transceiver*
3. *Configuration*
4. *Driver Operation*
5. *Examples*

### Basic CAN Concepts

---

**Note:** The following section only covers the basic aspects of CAN. For full details, see the CAN2.0B specification

---

The CAN protocol is a multi-master, multi-cast communication protocol with error detection/signalling and inbuilt message prioritization. The CAN protocol is commonly used as a communication bus in automotive applications.

**Multi-master:** Any node in a CAN bus is allowed initiate the transfer of data.

**Multi-cast:** When a node transmits a message, all nodes are able to receive the message (broadcast). However some nodes can selective choose which messages to accept via the use of acceptance filtering (multi-cast).

**Error Detection and Signalling:** Every CAN node will constantly monitor the CAN bus. When any node detects an error, it will signal the error by transmitting an error frame. Other nodes will receive the error frame and transmit their own error frames in response. This will result in an error detection being propagated to all nodes on the bus.

**Message Priorities:** If two nodes attempt to transmit simultaneously, the node transmitting the message with the lower ID will win arbitration. All other nodes will become receivers ensuring there is at most one transmitter at any time.

### CAN Message Frames

The CAN2.0B specification contains two frame formats known as **Extended Frame** and **Standard Frame** which contain 29-bit IDs and 11-bit IDs respectively. A CAN message consists of the following components

- 29-bit or 11-bit ID
- Data Length Code (DLC) between 0 to 8
- Up to 8 bytes of data (should match DLC)

### Error States and Counters

The CAN2.0B specification implements fault confinement by requiring every CAN node to maintain two internal error counters known as the **Transmit Error Counter (TEC)** and the **Receive Error Counter (REC)**. The two error counters are used to determine a CAN node's **error state**, and the counters are incremented and decremented following a set of rules (see CAN2.0B specification). These error states are known as **Error Active**, **Error Passive**, and **Bus-Off**.

**Error Active:** A CAN node is Error Active when **both TEC and REC are less than 128** and indicates a CAN node is operating normally. Error Active nodes are allowed to participate in CAN bus activities, and will actively signal any error conditions it detects by transmitting an **Active Error Flag** over the CAN bus.

**Error Passive:** A CAN node is Error Passive when **either the TEC or REC becomes greater than or equal to 128**. Error Passive nodes are still able to take part in CAN bus activities, but will instead transmit a **Passive Error Flag** upon detection of an error.

**Bus-Off:** A CAN node becomes Bus-Off when the **TEC becomes greater than or equal to 256**. A Bus-Off node is unable take part in CAN bus activity and will remain so until it undergoes bus recovery.

### Signals Lines and Transceiver

The CAN controller does not contain a internal transceiver and therefore **requires an external transceiver** to operate. The type of external transceiver will depend on the application's physical layer specification (e.g. using SN65HVD23X transceivers for ISO 11898-2 compatibility).

The CAN controller's interface consists of 4 signal lines known as **TX, RX, BUS-OFF, and CLKOUT**. These four signal lines can be routed through the GPIO Matrix to GPIOs.

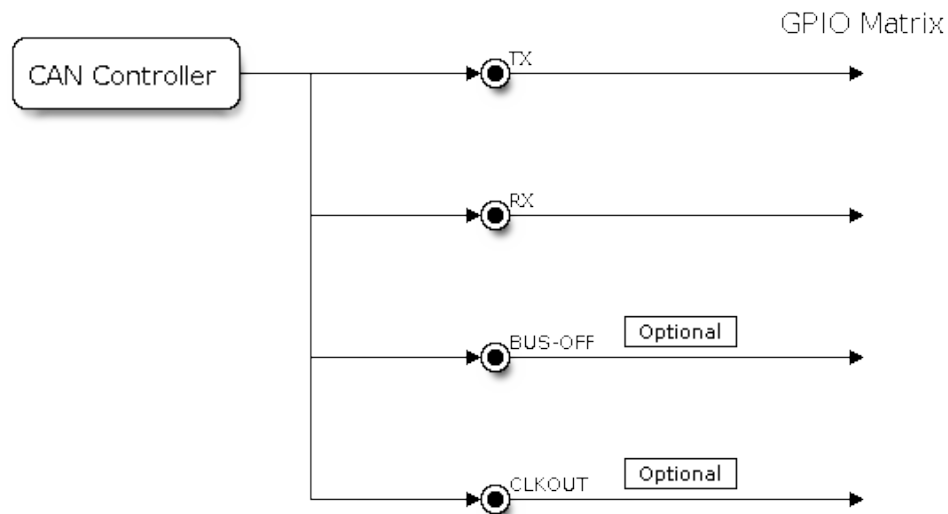


Fig. 6: Signal lines of the CAN controller

**TX and RX:** The TX and RX signal lines are required to interface with an external CAN transceiver. Both signal lines represent/interpret a dominant bit as a low logic level (0V), and a recessive bit as a high logic level (3.3V).

**BUS-OFF:** The BUS-OFF signal line is **optional** and is set to a low logic level (0V) whenever the CAN controller reaches a bus-off state. The BUS-OFF signal line is set to a high logic level (3.3V) otherwise.

**CLKOUT:** The CLKOUT signal line is **optional** and outputs a prescaled version of the CAN controller's source clock (APB Clock).

**Note:** An external transceiver **must internally tie the TX input and the RX output** such that a change in logic level to the TX signal line can be observed on the RX line. Failing to do so will cause the CAN controller to interpret differences in logic levels between the two signal lines as a lost in arbitration or a bit error.

## Configuration

### Operating Modes

The CAN driver supports the following modes of operations:

**Normal Mode:** The normal operating mode allows the CAN controller to take part in bus activities such as transmitting and receiving messages/error frames. Acknowledgement from another CAN node is required when transmitting message frames.

**No Ack Mode:** The No Acknowledgement mode is similar to normal mode, however acknowledgements are not required when transmitting message frames. This mode is useful when self testing the CAN controller.

**Listen Only Mode:** This mode will prevent the CAN controller from taking part in bus activities. Therefore transmissions of messages/acknowledgement/error frames will be disabled. However the the CAN controller will still be able to receive messages (without acknowledging). This mode is suited for applications such as CAN bus monitoring.

### Alerts

The CAN driver contains an alert feature which is used to notify the application level of certain CAN driver events. Alerts are selectively enabled when the CAN driver is installed, but can be reconfigured during runtime by calling `can_reconfigure_alerts()`. The application can then wait for any enabled alerts to occur by calling `can_read_alerts()`. The CAN driver supports the following alerts:

| Alert                          | Description                                                            |
|--------------------------------|------------------------------------------------------------------------|
| CAN_ALERT_TX_IDLE              | No more messages queued for transmission                               |
| CAN_ALERT_TX_SUCCESS           | The previous transmission was successful                               |
| CAN_ALERT_BELOW_ERR_WARN       | Both error counters have dropped below error warning limit             |
| CAN_ALERT_ERR_ACTIVE           | CAN controller has become error active                                 |
| CAN_ALERT_RECOVERY_IN_PROGRESS | CAN controller is undergoing bus recovery                              |
| CAN_ALERT_BUS_RECOVERED        | CAN controller has successfully completed bus recovery                 |
| CAN_ALERT_ARB_LOST             | The previous transmission lost arbitration                             |
| CAN_ALERT_ABOVE_ERR_WARN       | One of the error counters have exceeded the error warning limit        |
| CAN_ALERT_BUS_ERROR            | A (Bit, Stuff, CRC, Form, ACK) error has occurred on the bus           |
| CAN_ALERT_TX_FAILED            | The previous transmission has failed                                   |
| CAN_ALERT_RX_QUEUE_FULL        | The RX queue is full causing a received frame to be lost               |
| CAN_ALERT_ERR_PASS             | CAN controller has become error passive                                |
| CAN_ALERT_BUS_OFF              | Bus-off condition occurred. CAN controller can no longer influence bus |

---

**Note:** The **error warning limit** can be used to preemptively warn the application of bus errors before the error passive state is reached. By default the CAN driver sets the **error warning limit** to **96**. The CAN\_ALERT\_ABOVE\_ERR\_WARN is raised when the TEC or REC becomes larger then or equal to the error warning limit. The CAN\_ALERT\_BELOW\_ERR\_WARN is raised when both TEC and REC return back to values below **96**.

---

**Note:** When enabling alerts, the CAN\_ALERT\_AND\_LOG flag can be used to cause the CAN driver to log any raised alerts to UART. The CAN\_ALERT\_ALL and CAN\_ALERT\_NONE macros can also be used to enable/disable all alerts during configuration/reconfiguration.

---

## Bit Timing

The operating bit rate of the CAN controller is configured using the `can_timing_config_t` structure. The period of each bit is made up of multiple **time quanta**, and the period of a **time quanta** is determined by a prescaled version of the CAN controller's source clock. A single bit contains the following segments in the following order:

1. The **Synchronization Segment** consists of a single time quanta
2. **Timing Segment 1** consists of 1 to 16 time quanta before sample point
3. **Timing Segment 2** consists of 1 to 8 time quanta after sample point

The **Baudrate Prescaler** is used to determine the period of each time quanta by dividing the CAN controller's source clock (80 MHz APB clock). The `brp` can be **any even number from 2 to 128**.

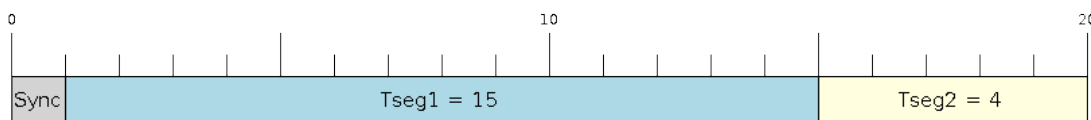


Fig. 7: Bit timing configuration for 500kbit/s given BRP = 8

The sample point of a bit is located on the intersection of Timing Segment 1 and 2. Enabling **Triple Sampling** will cause 3 time quanta to be sampled per bit instead of 1 (extra samples are located at the tail end of Timing Segment 1).

The **Synchronization Jump Width** is used to determine the maximum number of time quanta a single bit time can be lengthened/shortened for synchronization purposes. `sjw` can **range from 1 to 4**.

---

**Note:** Multiple combinations of `brp`, `tseg_1`, `tseg_2`, and `sjw` can achieve the same bit rate. Users should tune these values to the physical characteristics of their CAN bus by taking into account factors such as **propagation delay, node information processing time, and phase errors**.

---

Bit timing **macro initializers** are also available for commonly used CAN bus bit rates. The following macro initializers are provided by the CAN driver.

- `CAN_TIMING_CONFIG_25KBITS ()`
- `CAN_TIMING_CONFIG_50KBITS ()`
- `CAN_TIMING_CONFIG_100KBITS ()`
- `CAN_TIMING_CONFIG_125KBITS ()`
- `CAN_TIMING_CONFIG_250KBITS ()`
- `CAN_TIMING_CONFIG_500KBITS ()`
- `CAN_TIMING_CONFIG_800KBITS ()`
- `CAN_TIMING_CONFIG_1MBITS ()`

## Acceptance Filter

The CAN controller contains a hardware acceptance filter which can be used to filter CAN messages of a particular ID. A node that filters out a message **will not receive the message, but will still acknowledge it**. Acceptance filters can

make a node more efficient by filtering out messages sent over the CAN bus that are irrelevant to the CAN node in question. The CAN controller's acceptance filter is configured using two 32-bit values within `can_filter_config_t` known as the **acceptance code** and the **acceptance mask**.

The **acceptance code** specifies the bit sequence which a message's ID, RTR, and data bytes must match in order for the message to be received by the CAN controller. The **acceptance mask** is a bit sequence specifying which bits of the acceptance code can be ignored. This allows for a messages of different IDs to be accepted by a single acceptance code.

The acceptance filter can be used under **Single or Dual Filter Mode**. Single Filter Mode will use the acceptance code and mask to define a single filter. This allows for the first two data bytes of a standard frame to be filtered, or the entirety of an extended frame's 29-bit ID. The following diagram illustrates how the 32-bit acceptance code and mask will be interpreted under Single Filter Mode (Note: The yellow and blue fields represent standard and extended CAN frames respectively).

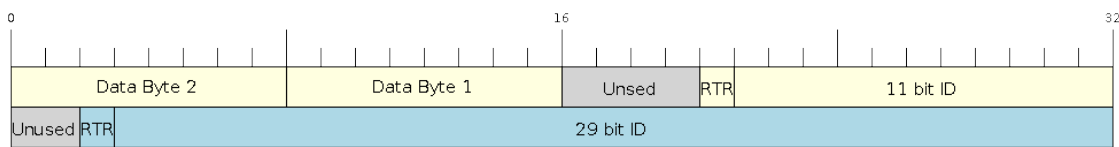


Fig. 8: Bit layout of single filter mode (Right side MSBit)

**Dual Filter Mode** will use the acceptance code and mask to define two separate filters allowing for increased flexibility of ID's to accept, but does not allow for all 29-bits of an extended ID to be filtered. The following diagram illustrates how the 32-bit acceptance code and mask will be interpreted under **Dual Filter Mode** (Note: The yellow and blue fields represent standard and extended CAN frames respectively).

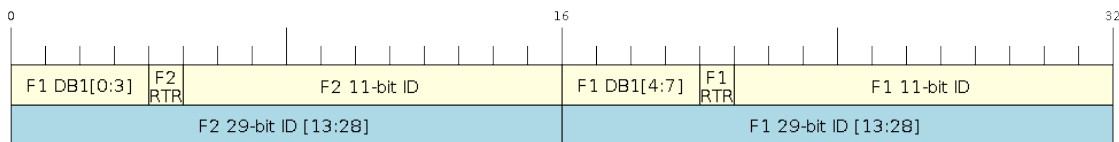


Fig. 9: Bit layout of dual filter mode (Right side MSBit)

### Disabling TX Queue

The TX queue can be disabled during configuration by setting the `tx_queue_len` member of `can_general_config_t` to 0. This will allow applications that do not require message transmission to save a small amount of memory when using the CAN driver.

### Driver Operation

The CAN driver is designed with distinct states and strict rules regarding the functions or conditions that trigger a state transition. The following diagram illustrates the various states and their transitions.

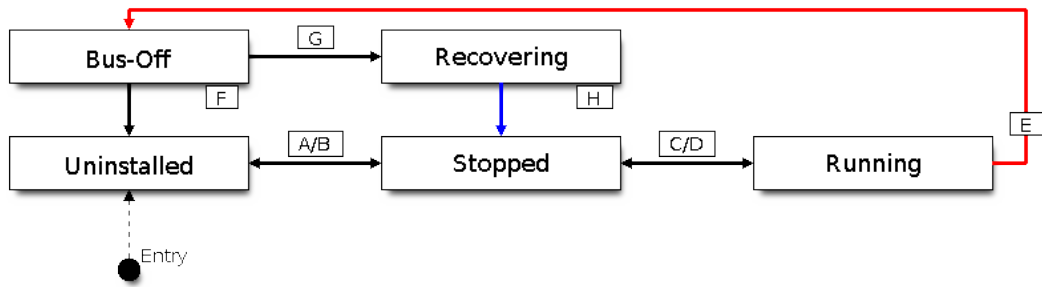


Fig. 10: State transition diagram of the CAN driver (see table below)

| Label | Transition             | Action/Condition                     |
|-------|------------------------|--------------------------------------|
| A     | Uninstalled -> Stopped | <code>can_driver_install()</code>    |
| B     | Stopped -> Uninstalled | <code>can_driver_uninstall()</code>  |
| C     | Stopped -> Running     | <code>can_start()</code>             |
| D     | Running -> Stopped     | <code>can_stop()</code>              |
| E     | Running -> Bus-Off     | Transmit Error Counter $\geq$ 256    |
| F     | Bus-Off -> Uninstalled | <code>can_driver_uninstall()</code>  |
| G     | Bus-Off -> Recovering  | <code>can_initiate_recovery()</code> |
| H     | Recovering -> Stopped  | 128 occurrences of bus-free signal   |

## Driver States

**Uninstalled:** In the uninstalled state, no memory is allocated for the driver and the CAN controller is powered OFF.

**Stopped:** In this state, the CAN controller is powered ON and the CAN driver has been installed. However the CAN controller will be unable to take part in any CAN bus activities such as transmitting, receiving, or acknowledging messages.

**Running:** In the running state, the CAN controller is able to take part in bus activities. Therefore messages can be transmitted/received/acknowledged. Furthermore the CAN controller will be able to transmit error frames upon detection of errors on the CAN bus.

**Bus-Off:** The bus-off state is automatically entered when the CAN controller's Transmit Error Counter becomes greater than or equal to 256 (see CAN2.0B specification regarding error counter rules). The bus-off state indicates the occurrence of severe errors on the CAN bus or in the CAN controller. Whilst in the bus-off state, the CAN controller will be unable to take part in any CAN bus activities. To exit the bus-off state, the CAN controller must undergo the bus recovery process.

**Recovering:** The recovering state is entered when the CAN driver undergoes bus recovery. The CAN driver/controller will remain in the recovering state until the 128 occurrences of the bus-free signal (see CAN2.0B specification) is observed on the CAN bus.

## Message Flags

The CAN driver distinguishes different types of CAN messages by using the message flags in the `flags` field of `can_message_t`. These flags help distinguish whether a message is in standard or extended format, an RTR, and the type of transmission to use when transmitting such a message. The CAN driver supports the following flags:

| Flag                 | Description                                                                                                           |
|----------------------|-----------------------------------------------------------------------------------------------------------------------|
| CAN_MSG_FLAG_EXTD    | Message is in Extended Frame Format (29bit ID)                                                                        |
| CAN_MSG_FLAG_RTR     | Message is a Remote Transmit Request                                                                                  |
| CAN_MSG_FLAG_SS      | Transmit message using Single Shot Transmission (Message will not be retransmitted upon error or loss of arbitration) |
| CAN_MSG_FLAG_SELF    | Transmit message using Self Reception Request (Transmitted message will also received by the same node)               |
| CAN_MSG_FLAG_DLC_NON | Message's Data length code is larger than 8. This will break compliance with CAN2.0B                                  |

**Note:** The CAN\_MSG\_FLAG\_NONE flag can be used for Standard Frame Format messages

## Examples

### Configuration & Installation

The following code snippet demonstrates how to configure, install, and start the CAN driver via the use of the various configuration structures, macro initializers, the `can_driver_install()` function, and the `can_start()` function.

```
#include "driver/gpio.h"
#include "driver/can.h"

void app_main()
{
    //Initialize configuration structures using macro initializers
    can_general_config_t g_config = CAN_GENERAL_CONFIG_DEFAULT(GPIO_NUM_21, GPIO_NUM_
    ↪22, CAN_MODE_NORMAL);
    can_timing_config_t t_config = CAN_TIMING_CONFIG_500KBITS();
    can_filter_config_t f_config = CAN_FILTER_CONFIG_ACCEPT_ALL();

    //Install CAN driver
    if (can_driver_install(&g_config, &t_config, &f_config) == ESP_OK) {
        printf("Driver installed\n");
    } else {
        printf("Failed to install driver\n");
        return;
    }

    //Start CAN driver
    if (can_start() == ESP_OK) {
        printf("Driver started\n");
    } else {
        printf("Failed to start driver\n");
        return;
    }

    ...
}
```

The usage of macro initializers are not mandatory and each of the configuration structures can be manually.



## Message Transmission

The following code snippet demonstrates how to transmit a message via the usage of the `can_message_t` type and `can_transmit()` function.

```
#include "driver/can.h"

...

//Configure message to transmit
can_message_t message;
message.identifier = 0xAAAA;
message.flags = CAN_MSG_FLAG_EXTD;
message.data_length_code = 4;
for (int i = 0; i < 4; i++) {
    message.data[i] = 0;
}

//Queue message for transmission
if (can_transmit(&message, pdMS_TO_TICKS(1000)) == ESP_OK) {
    printf("Message queued for transmission\n");
} else {
    printf("Failed to queue message for transmission\n");
}
```

## Message Reception

The following code snippet demonstrates how to receive a message via the usage of the `can_message_t` type and `can_receive()` function.

```
#include "driver/can.h"

...

//Wait for message to be received
can_message_t message;
if (can_receive(&message, pdMS_TO_TICKS(10000)) == ESP_OK) {
    printf("Message received\n");
} else {
    printf("Failed to receive message\n");
    return;
}

//Process received message
if (message.flags & CAN_MSG_FLAG_EXTD) {
    printf("Message is in Extended Format\n");
} else {
    printf("Message is in Standard Format\n");
}
printf("ID is %d\n", message.identifier);
if (!(message.flags & CAN_MSG_FLAG_RTR)) {
    for (int i = 0; i < message.data_length_code; i++) {
        printf("Data byte %d = %d\n", i, message.data[i]);
    }
}
```

## Reconfiguring and Reading Alerts

The following code snippet demonstrates how to reconfigure and read CAN driver alerts via the use of the `can_reconfigure_alerts()` and `can_read_alerts()` functions.

```
#include "driver/can.h"

...

//Reconfigure alerts to detect Error Passive and Bus-Off error states
uint32_t alerts_to_enable = CAN_ALERT_ERR_PASS | CAN_ALERT_BUS_OFF;
if (can_reconfigure_alerts(alerts_to_enable, NULL) == ESP_OK) {
    printf("Alerts reconfigured\n");
} else {
    printf("Failed to reconfigure alerts");
}

//Block indefinitely until an alert occurs
uint32_t alerts_triggered;
can_read_alerts(&alerts_triggered, portMAX_DELAY);
```

## Stop and Uninstall

The following code demonstrates how to stop and uninstall the CAN driver via the use of the `can_stop()` and `can_driver_uninstall()` functions.

```
#include "driver/can.h"

...

//Stop the CAN driver
if (can_stop() == ESP_OK) {
    printf("Driver stopped\n");
} else {
    printf("Failed to stop driver\n");
    return;
}

//Uninstall the CAN driver
if (can_driver_uninstall() == ESP_OK) {
    printf("Driver uninstalled\n");
} else {
    printf("Failed to uninstall driver\n");
    return;
}
```

## Multiple ID Filter Configuration

The acceptance mask in `can_filter_config_t` can be configured such that two or more IDs will be accepted for a single filter. For a particular filter to accept multiple IDs, the conflicting bit positions amongst the IDs must be set in the acceptance mask. The acceptance code can be set to any one of the IDs.

The following example shows how to calculate the acceptance mask given multiple IDs:

```

ID1 = 11'b101 1010 0000
ID2 = 11'b101 1010 0001
ID3 = 11'b101 1010 0100
ID4 = 11'b101 1010 1000
//Acceptance Mask
MASK = 11'b000 0000 1101

```

## Application Examples

**Network Example:** The CAN Network example demonstrates communication between two ESP32s using the CAN driver API. One CAN node acts as a network master initiate and ceasing the transfer of a data from another CAN node acting as a network slave. The example can be found via [peripherals/can/can\\_network](#).

**Alert and Recovery Example:** This example demonstrates how to use the CAN driver's alert and bus recovery API. The example purposely introduces errors on the CAN bus to put the CAN controller into the Bus-Off state. An alert is used to detect the Bus-Off state and trigger the bus recovery process. The example can be found via [peripherals/can/can\\_alert\\_and\\_recovery](#).

**Self Test Example:** This example uses the No Acknowledge Mode and Self Reception Request to cause the CAN controller to send and simultaneously receive a series of messages. This example can be used to verify if the connections between the CAN controller and the external transceiver are working correctly. The example can be found via [peripherals/can/can\\_self\\_test](#).

## API Reference

### Header File

- [driver/include/driver/can.h](#)

### Functions

```

esp_err_t can_driver_install(const can_general_config_t *g_config, const can_timing_config_t
                             *t_config, const can_filter_config_t *f_config)

```

Install CAN driver.

This function installs the CAN driver using three configuration structures. The required memory is allocated and the CAN driver is placed in the stopped state after running this function.

**Note** Macro initializers are available for the configuration structures (see documentation)

**Note** To reinstall the CAN driver, call `can_driver_uninstall()` first

#### Return

- `ESP_OK`: Successfully installed CAN driver
- `ESP_ERR_INVALID_ARG`: Arguments are invalid
- `ESP_ERR_NO_MEM`: Insufficient memory
- `ESP_ERR_INVALID_STATE`: Driver is already installed

#### Parameters

- `g_config`: General configuration structure
- `t_config`: Timing configuration structure

- `f_config`: Filter configuration structure

### `esp_err_t can_driver_uninstall()`

Uninstall the CAN driver.

This function uninstalls the CAN driver, freeing the memory utilized by the driver. This function can only be called when the driver is in the stopped state or the bus-off state.

**Warning** The application must ensure that no tasks are blocked on TX/RX queues or alerts when this function is called.

#### **Return**

- `ESP_OK`: Successfully uninstalled CAN driver
- `ESP_ERR_INVALID_STATE`: Driver is not in stopped/bus-off state, or is not installed

### `esp_err_t can_start()`

Start the CAN driver.

This function starts the CAN driver, putting the CAN driver into the running state. This allows the CAN driver to participate in CAN bus activities such as transmitting/receiving messages. The RX queue is reset in this function, clearing any unread messages. This function can only be called when the CAN driver is in the stopped state.

#### **Return**

- `ESP_OK`: CAN driver is now running
- `ESP_ERR_INVALID_STATE`: Driver is not in stopped state, or is not installed

### `esp_err_t can_stop()`

Stop the CAN driver.

This function stops the CAN driver, preventing any further message from being transmitted or received until `can_start()` is called. Any messages in the TX queue are cleared. Any messages in the RX queue should be read by the application after this function is called. This function can only be called when the CAN driver is in the running state.

**Warning** A message currently being transmitted/received on the CAN bus will be ceased immediately. This may lead to other CAN nodes interpreting the unfinished message as an error.

#### **Return**

- `ESP_OK`: CAN driver is now Stopped
- `ESP_ERR_INVALID_STATE`: Driver is not in running state, or is not installed

### `esp_err_t can_transmit(const can_message_t *message, TickType_t ticks_to_wait)`

Transmit a CAN message.

This function queues a CAN message for transmission. Transmission will start immediately if no other messages are queued for transmission. If the TX queue is full, this function will block until more space becomes available or until it timesout. If the TX queue is disabled (TX queue length = 0 in configuration), this function will return immediately if another message is undergoing transmission. This function can only be called when the CAN driver is in the running state and cannot be called under Listen Only Mode.

**Note** This function does not guarantee that the transmission is successful. The `TX_SUCCESS/TX_FAILED` alert can be enabled to alert the application upon the success/failure of a transmission.

**Note** The TX\_IDLE alert can be used to alert the application when no other messages are awaiting transmission.

#### Return

- ESP\_OK: Transmission successfully queued/initiated
- ESP\_ERR\_INVALID\_ARG: Arguments are invalid
- ESP\_ERR\_TIMEOUT: Timed out waiting for space on TX queue
- ESP\_FAIL: TX queue is disabled and another message is currently transmitting
- ESP\_ERR\_INVALID\_STATE: CAN driver is not in running state, or is not installed
- ESP\_ERR\_NOT\_SUPPORTED: Listen Only Mode does not support transmissions

#### Parameters

- message: Message to transmit
- ticks\_to\_wait: Number of FreeRTOS ticks to block on the TX queue

*esp\_err\_t* **can\_receive** (*can\_message\_t* \*message, TickType\_t ticks\_to\_wait)

Receive a CAN message.

This function receives a message from the RX queue. The flags field of the message structure will indicate the type of message received. This function will block if there are no messages in the RX queue

**Warning** The flags field of the received message should be checked to determine if the received message contains any data bytes.

#### Return

- ESP\_OK: Message successfully received from RX queue
- ESP\_ERR\_TIMEOUT: Timed out waiting for message
- ESP\_ERR\_INVALID\_ARG: Arguments are invalid
- ESP\_ERR\_INVALID\_STATE: CAN driver is not installed

#### Parameters

- message: Received message
- ticks\_to\_wait: Number of FreeRTOS ticks to block on RX queue

*esp\_err\_t* **can\_read\_alerts** (uint32\_t \*alerts, TickType\_t ticks\_to\_wait)

Read CAN driver alerts.

This function will read the alerts raised by the CAN driver. If no alert has been when this function is called, this function will block until an alert occurs or until it timeouts.

**Note** Multiple alerts can be raised simultaneously. The application should check for all alerts that have been enabled.

#### Return

- ESP\_OK: Alerts read
- ESP\_ERR\_TIMEOUT: Timed out waiting for alerts
- ESP\_ERR\_INVALID\_ARG: Arguments are invalid
- ESP\_ERR\_INVALID\_STATE: CAN driver is not installed

#### Parameters

- `alerts`: Bit field of raised alerts (see documentation for alert flags)
- `ticks_to_wait`: Number of FreeRTOS ticks to block for alert

*esp\_err\_t* **can\_reconfigure\_alerts** (uint32\_t *alerts\_enabled*, uint32\_t \**current\_alerts*)

Reconfigure which alerts are enabled.

This function reconfigures which alerts are enabled. If there are alerts which have not been read whilst reconfiguring, this function can read those alerts.

### Return

- `ESP_OK`: Alerts reconfigured
- `ESP_ERR_INVALID_STATE`: CAN driver is not installed

### Parameters

- `alerts_enabled`: Bit field of alerts to enable (see documentation for alert flags)
- `current_alerts`: Bit field of currently raised alerts. Set to NULL if unused

*esp\_err\_t* **can\_initiate\_recovery** ()

Start the bus recovery process.

This function initiates the bus recovery process when the CAN driver is in the bus-off state. Once initiated, the CAN driver will enter the recovering state and wait for 128 occurrences of the bus-free signal on the CAN bus before returning to the stopped state. This function will reset the TX queue, clearing any messages pending transmission.

**Note** The `BUS_RECOVERED` alert can be enabled to alert the application when the bus recovery process completes.

### Return

- `ESP_OK`: Bus recovery started
- `ESP_ERR_INVALID_STATE`: CAN driver is not in the bus-off state, or is not installed

*esp\_err\_t* **can\_get\_status\_info** (*can\_status\_info\_t* \**status\_info*)

Get current status information of the CAN driver.

### Return

- `ESP_OK`: Status information retrieved
- `ESP_ERR_INVALID_ARG`: Arguments are invalid
- `ESP_ERR_INVALID_STATE`: CAN driver is not installed

### Parameters

- `status_info`: Status information

*esp\_err\_t* **can\_clear\_transmit\_queue** ()

Clear the transmit queue.

This function will clear the transmit queue of all messages.

**Note** The transmit queue is automatically cleared when `can_stop()` or `can_initiate_recovery()` is called.

### Return

- ESP\_OK: Transmit queue cleared
- ESP\_ERR\_INVALID\_STATE: CAN driver is not installed or TX queue is disabled

*esp\_err\_t* **can\_clear\_receive\_queue** ()

Clear the receive queue.

This function will clear the receive queue of all messages.

**Note** The receive queue is automatically cleared when `can_start()` is called.

#### Return

- ESP\_OK: Transmit queue cleared
- ESP\_ERR\_INVALID\_STATE: CAN driver is not installed

## Structures

**struct can\_general\_config\_t**

Structure for general configuration of the CAN driver.

**Note** Macro initializers are available for this structure

#### Public Members

*can\_mode\_t* **mode**

Mode of CAN controller

*gpio\_num\_t* **tx\_io**

Transmit GPIO number

*gpio\_num\_t* **rx\_io**

Receive GPIO number

*gpio\_num\_t* **clkout\_io**

CLKOUT GPIO number (optional, set to -1 if unused)

*gpio\_num\_t* **bus\_off\_io**

Bus off indicator GPIO number (optional, set to -1 if unused)

*uint32\_t* **tx\_queue\_len**

Number of messages TX queue can hold (set to 0 to disable TX Queue)

*uint32\_t* **rx\_queue\_len**

Number of messages RX queue can hold

*uint32\_t* **alerts\_enabled**

Bit field of alerts to enable (see documentation)

*uint32\_t* **clkout\_divider**

CLKOUT divider. Can be 1 or any even number from 2 to 14 (optional, set to 0 if unused)

**struct can\_timing\_config\_t**

Structure for bit timing configuration of the CAN driver.

**Note** Macro initializers are available for this structure

### Public Members

`uint8_t brp`  
Baudrate prescaler (APB clock divider, even number from 2 to 128)

`uint8_t tseg_1`  
Timing segment 1 (Number of time quanta, between 1 to 16)

`uint8_t tseg_2`  
Timing segment 2 (Number of time quanta, 1 to 8)

`uint8_t sjw`  
Synchronization Jump Width (Max time quanta jump for synchronize from 1 to 4)

`bool triple_sampling`  
Enables triple sampling when the CAN controller samples a bit

`struct can_filter_config_t`  
Structure for acceptance filter configuration of the CAN driver (see documentation)

**Note** Macro initializers are available for this structure

### Public Members

`uint32_t acceptance_code`  
32-bit acceptance code

`uint32_t acceptance_mask`  
32-bit acceptance mask

`bool single_filter`  
Use Single Filter Mode (see documentation)

`struct can_status_info_t`  
Structure to store status information of CAN driver.

### Public Members

`can_state_t state`  
Current state of CAN controller (Stopped/Running/Bus-Off/Recovery)

`uint32_t msgs_to_tx`  
Number of messages queued for transmission or awaiting transmission completion

`uint32_t msgs_to_rx`  
Number of messages in RX queue waiting to be read

`uint32_t tx_error_counter`  
Current value of Transmit Error Counter

`uint32_t rx_error_counter`  
Current value of Receive Error Counter

`uint32_t tx_failed_count`  
Number of messages that failed transmissions

`uint32_t rx_missed_count`  
Number of messages that were lost due to a full RX queue



`uint32_t arb_lost_count`  
Number of instances arbitration was lost

`uint32_t bus_error_count`  
Number of instances a bus error has occurred

**struct can\_message\_t**  
Structure to store a CAN message.

**Note** The flags member is used to control the message type, and transmission type (see documentation for message flags)

### Public Members

`uint32_t flags`  
Bit field of message flags indicates frame/transmission type (see documentation)

`uint32_t identifier`  
11 or 29 bit identifier

`uint8_t data_length_code`  
Data length code

`uint8_t data[CAN_MAX_DATA_LEN]`  
Data bytes (not relevant in RTR frame)

### Enumerations

**enum can\_mode\_t**  
CAN driver operating modes.

*Values:*

**CAN\_MODE\_NORMAL**  
Normal operating mode where CAN controller can send/receive/acknowledge messages

**CAN\_MODE\_NO\_ACK**  
Transmission does not require acknowledgment. Use this mode for self testing

**CAN\_MODE\_LISTEN\_ONLY**  
The CAN controller will not influence the bus (No transmissions or acknowledgments) but can receive messages

**enum can\_state\_t**  
CAN driver states.

*Values:*

**CAN\_STATE\_STOPPED**  
Stopped state. The CAN controller will not participate in any CAN bus activities

**CAN\_STATE\_RUNNING**  
Running state. The CAN controller can transmit and receive messages

**CAN\_STATE\_BUS\_OFF**  
Bus-off state. The CAN controller cannot participate in bus activities until it has recovered

**CAN\_STATE\_RECOVERING**  
Recovering state. The CAN controller is undergoing bus recovery

### 3.3.3 Digital To Analog Converter

#### Overview

ESP32 has two 8-bit DAC (digital to analog converter) channels, connected to GPIO25 (Channel 1) and GPIO26 (Channel 2).

The DAC driver allows these channels to be set to arbitrary voltages.

The DAC channels can also be driven with DMA-style written sample data, via the *I2S driver* when using the “built-in DAC mode”.

For other analog output options, see the *Sigma-delta Modulation module* and the *LED Control module*. Both these modules produce high frequency PWM output, which can be hardware low-pass filtered in order to generate a lower frequency analog output.

#### Application Example

Setting DAC channel 1 (GPIO 25) voltage to approx 0.78 of VDD\_A voltage ( $VDD * 200 / 255$ ). For VDD\_A 3.3V, this is 2.59V:

```
#include <driver/dac.h>

...

dac_output_enable(DAC_CHANNEL_1);
dac_output_voltage(DAC_CHANNEL_1, 200);
```

#### API Reference

##### Header File

- `driver/include/driver/dac.h`

##### Functions

*esp\_err\_t* **dac\_pad\_get\_io\_num**(*dac\_channel\_t* channel, *gpio\_num\_t* \**gpio\_num*)

Get the gpio number of a specific DAC channel.

##### Return

- ESP\_OK if success
- ESP\_ERR\_INVALID\_ARG if channel not valid

##### Parameters

- channel: Channel to get the gpio number
- gpio\_num: output buffer to hold the gpio number

*esp\_err\_t* **dac\_output\_voltage**(*dac\_channel\_t* channel, *uint8\_t* *dac\_value*)

Set DAC output voltage.

DAC output is 8-bit. Maximum (255) corresponds to VDD.

**Note** Need to configure DAC pad before calling this function. DAC channel 1 is attached to GPIO25, DAC channel 2 is attached to GPIO26

#### Return

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

#### Parameters

- channel: DAC channel
- dac\_value: DAC output value

*esp\_err\_t* **dac\_output\_enable** (*dac\_channel\_t* channel)

DAC pad output enable.

**Note** DAC channel 1 is attached to GPIO25, DAC channel 2 is attached to GPIO26 I2S left channel will be mapped to DAC channel 2 I2S right channel will be mapped to DAC channel 1

#### Parameters

- channel: DAC channel

*esp\_err\_t* **dac\_output\_disable** (*dac\_channel\_t* channel)

DAC pad output disable.

**Note** DAC channel 1 is attached to GPIO25, DAC channel 2 is attached to GPIO26

#### Parameters

- channel: DAC channel

*esp\_err\_t* **dac\_i2s\_enable** ()

Enable DAC output data from I2S.

*esp\_err\_t* **dac\_i2s\_disable** ()

Disable DAC output data from I2S.

## Enumerations

**enum dac\_channel\_t**

Values:

**DAC\_CHANNEL\_1** = 1

DAC channel 1 is GPIO25

**DAC\_CHANNEL\_2**

DAC channel 2 is GPIO26

**DAC\_CHANNEL\_MAX**

## GPIO Lookup Macros

Some useful macros can be used to specified the GPIO number of a DAC channel, or vice versa. e.g.

1. DAC\_CHANNEL\_1\_GPIO\_NUM is the GPIO number of channel 1 (25);
2. DAC\_GPIO26\_CHANNEL is the channel number of GPIO 26 (channel 2).

## Header File

- [soc/esp32/include/soc/dac\\_channel.h](#)

## Macros

`DAC_GPIO25_CHANNEL`

`DAC_CHANNEL_1_GPIO_NUM`

`DAC_GPIO26_CHANNEL`

`DAC_CHANNEL_2_GPIO_NUM`

## 3.3.4 GPIO & RTC GPIO

### Overview

The ESP32 chip features 40 physical GPIO pads. Some GPIO pads cannot be used or do not have the corresponding pin on the chip package (refer to technical reference manual). Each pad can be used as a general purpose I/O or can be connected to an internal peripheral signal.

- Note that GPIO6-11 are usually used for SPI flash.
- GPIO34-39 can only be set as input mode and do not have software pullup or pulldown functions.

There is also separate “RTC GPIO” support, which functions when GPIOs are routed to the “RTC” low-power and analog subsystem. These pin functions can be used when in deep sleep, when the *Ultra Low Power co-processor* is running, or when analog functions such as ADC/DAC/etc are in use.

### Application Example

GPIO output and input interrupt example: [peripherals/gpio](#).

## API Reference - Normal GPIO

### Header File

- [driver/include/driver/gpio.h](#)

### Functions

`esp_err_t gpio_config(const gpio_config_t *pGPIOConfig)`

GPIO common configuration.

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

#### Return

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

#### Parameters

- `pGPIOConfig`: Pointer to GPIO configure struct

*esp\_err\_t* **gpio\_reset\_pin** (*gpio\_num\_t* *gpio\_num*)

Reset an gpio to default state (select gpio function, enable pullup and disable input and output).

**Note** This function also configures the IOMUX for this pin to the GPIO function, and disconnects any other peripheral output configured via GPIO Matrix.

**Return** Always return `ESP_OK`.

#### Parameters

- `gpio_num`: GPIO number.

*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 GPIO16, `gpio_num` should be `GPIO_NUM_16` (16);
- `intr_type`: Interrupt type, select from `gpio_int_type_t`

*esp\_err\_t* **gpio\_intr\_enable** (*gpio\_num\_t* *gpio\_num*)

Enable GPIO module interrupt signal.

**Note** Please do not use the interrupt of GPIO36 and GPIO39 when using ADC. Please refer to the comments of `adc1_get_raw`. Please refer to section 3.11 of ‘ECO\_and\_Workarounds\_for\_Bugs\_in\_ESP32’ for the description of this issue.

#### Return

- `ESP_OK` Success
- `ESP_ERR_INVALID_ARG` Parameter error

#### Parameters

- `gpio_num`: GPIO number. If you want to enable an interrupt on e.g. GPIO16, `gpio_num` should be `GPIO_NUM_16` (16);

*esp\_err\_t* **gpio\_intr\_disable** (*gpio\_num\_t* *gpio\_num*)

Disable GPIO module interrupt signal.

#### Return

- `ESP_OK` success
- `ESP_ERR_INVALID_ARG` Parameter error

#### Parameters

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

*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.

**Warning** 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,output\_and\_input

**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.

Only pins that support both input & output have integrated pull-up and pull-down resistors. Input-only GPIOs 34-39 do not.

**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.

#### 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.

#### 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 intr\_alloc\_flags, gpio\_isr\_handle\_t \*handle Register GPIO interrupt handler, the handler is an ISR. The handler will be attached to the same CPU core that this function is running on.

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.

To disable or remove the ISR, pass the returned handle to the *interrupt allocation functions*.

#### Parameters

- `fn`: Interrupt handler function.
- `intr_alloc_flags`: Flags used to allocate the interrupt. One or multiple (ORred) `ESP_INTR_FLAG_*` values. See `esp_intr_alloc.h` for more info.
- `arg`: Parameter for handler function
- `handle`: Pointer to return handle. If non-NULL, a handle for the interrupt will be returned here.

#### Return

- `ESP_OK` Success ;
- `ESP_ERR_INVALID_ARG` GPIO error
- `ESP_ERR_NOT_FOUND` No free interrupt found with the specified flags

`esp_err_t gpio_pullup_en(gpio_num_t gpio_num)`

Enable pull-up on GPIO.

**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.

**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.

**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.

**Return**

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

**Parameters**

- gpio\_num: GPIO number

*esp\_err\_t* **gpio\_install\_isr\_service** (int intr\_alloc\_flags)  
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

- `intr_alloc_flags`: Flags used to allocate the interrupt. One or multiple (ORred) ESP\_INTR\_FLAG\_\* values. See `esp_intr_alloc.h` for more info.

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.

The pin ISR handlers no longer need to be declared with `IRAM_ATTR`, unless you pass the `ESP_INTR_FLAG_IRAM` flag when allocating the ISR in `gpio_install_isr_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

*esp\_err\_t* **gpio\_set\_drive\_capability** (*gpio\_num\_t* gpio\_num, *gpio\_drive\_cap\_t* strength)

Set GPIO pad drive capability.

#### Return

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

#### Parameters

- `gpio_num`: GPIO number, only support output GPIOs
- `strength`: Drive capability of the pad

*esp\_err\_t* **gpio\_get\_drive\_capability** (*gpio\_num\_t* `gpio_num`, *gpio\_drive\_cap\_t* `*strength`)  
Get GPIO pad drive capability.

**Return**

- `ESP_OK` Success
- `ESP_ERR_INVALID_ARG` Parameter error

**Parameters**

- `gpio_num`: GPIO number, only support output GPIOs
- `strength`: Pointer to accept drive capability of the pad

*esp\_err\_t* **gpio\_hold\_en** (*gpio\_num\_t* `gpio_num`)  
Enable gpio pad hold function.

The gpio pad hold function works in both input and output modes, but must be output-capable gpios. If pad hold enabled: in output mode: the output level of the pad will be force locked and can not be changed. in input mode: the input value read will not change, regardless the changes of input signal.

The state of digital gpio cannot be held during Deep-sleep, and it will resume the hold function when the chip wakes up from Deep-sleep. If the digital gpio also needs to be held during Deep-sleep, `gpio_deep_sleep_hold_en` should also be called.

Power down or call `gpio_hold_dis` will disable this function.

**Return**

- `ESP_OK` Success
- `ESP_ERR_NOT_SUPPORTED` Not support pad hold function

**Parameters**

- `gpio_num`: GPIO number, only support output-capable GPIOs

*esp\_err\_t* **gpio\_hold\_dis** (*gpio\_num\_t* `gpio_num`)  
Disable gpio pad hold function.

When the chip is woken up from Deep-sleep, the gpio will be set to the default mode, so, the gpio will output the default level if this function is called. If you don't want the level changes, the gpio should be configured to a known state before this function is called. e.g. If you hold `gpio18` high during Deep-sleep, after the chip is woken up and `gpio_hold_dis` is called, `gpio18` will output low level(because `gpio18` is input mode by default). If you don't want this behavior, you should configure `gpio18` as output mode and set it to high level before calling `gpio_hold_dis`.

**Return**

- `ESP_OK` Success
- `ESP_ERR_NOT_SUPPORTED` Not support pad hold function

**Parameters**

- `gpio_num`: GPIO number, only support output-capable GPIOs

void **gpio\_deep\_sleep\_hold\_en** (void)  
 Enable all digital gpio pad hold function during Deep-sleep.

When the chip is in Deep-sleep mode, all digital gpio will hold the state before sleep, and when the chip is woken up, the status of digital gpio will not be held. Note that the pad hold feature only works when the chip is in Deep-sleep mode, when not in sleep mode, the digital gpio state can be changed even you have called this function.

Power down or call `gpio_hold_dis` will disable this function, otherwise, the digital gpio hold feature works as long as the chip enter Deep-sleep.

void **gpio\_deep\_sleep\_hold\_dis** (void)  
 Disable all digital gpio pad hold function during Deep-sleep.

void **gpio\_iomux\_in** (uint32\_t *gpio\_num*, uint32\_t *signal\_idx*)  
 Set pad input to a peripheral signal through the IOMUX.

#### Parameters

- `gpio_num`: GPIO number of the pad.
- `signal_idx`: Peripheral signal id to input. One of the `*_IN_IDX` signals in `soc/gpio_sig_map.h`.

void **gpio\_iomux\_out** (uint8\_t *gpio\_num*, int *func*, bool *oen\_inv*)  
 Set peripheral output to an GPIO pad through the IOMUX.

#### Parameters

- `gpio_num`: `gpio_num` GPIO number of the pad.
- `func`: The function number of the peripheral pin to output pin. One of the `FUNC_X_*` of specified pin (X) in `soc/io_mux_reg.h`.
- `oen_inv`: True if the output enable needs to be inversed, otherwise False.

## Structures

**struct gpio\_config\_t**  
 Configuration parameters of GPIO pad for `gpio_config` function.

#### Public Members

uint64\_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

**GPIO\_SEL\_0**  
Pin 0 selected

**GPIO\_SEL\_1**  
Pin 1 selected

**GPIO\_SEL\_2**  
Pin 2 selected

**Note** There are more macros like that up to pin 39, excluding pins 20, 24 and 28..31. They are not shown here to reduce redundant information.

**GPIO\_IS\_VALID\_GPIO** (gpio\_num)  
Check whether it is a valid GPIO number

**GPIO\_IS\_VALID\_OUTPUT\_GPIO** (gpio\_num)  
Check whether it can be a valid GPIO number of output mode

## Type Definitions

**typedef** void (\***gpio\_isr\_t**) (void \*)

**typedef** *intr\_handle\_t* **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

**Note** There are more enumerations like that up to GPIO39, excluding GPIO20, GPIO24 and GPIO28..31. They are not shown here to reduce redundant information.

**Note** GPIO34..39 are input mode only.

**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

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

**GPIO\_MODE\_INPUT\_OUTPUT** = ((GPIO\_MODE\_DEF\_INPUT)|(GPIO\_MODE\_DEF\_OUTPUT))  
GPIO mode : output and input mode

**enum gpio\_pullup\_t**

*Values:*

**GPIO\_PULLUP\_DISABLE** = 0x0  
Disable GPIO pull-up resistor

**GPIO\_PULLUP\_ENABLE** = 0x1  
Enable GPIO pull-up resistor

**enum gpio\_pulldown\_t**

*Values:*

**GPIO\_PULLDOWN\_DISABLE** = 0x0  
Disable GPIO pull-down resistor

**GPIO\_PULLDOWN\_ENABLE** = 0x1  
Enable GPIO pull-down resistor

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

*Values:*

**GPIO\_PULLUP\_ONLY**  
Pad pull up

**GPIO\_PULLDOWN\_ONLY**  
Pad pull down

**GPIO\_PULLUP\_PULLDOWN**  
Pad pull up + pull down

**GPIO\_FLOATING**  
Pad floating

**enum gpio\_drive\_cap\_t**

*Values:*

**GPIO\_DRIVE\_CAP\_0** = 0  
Pad drive capability: weak

**GPIO\_DRIVE\_CAP\_1** = 1  
Pad drive capability: stronger

**GPIO\_DRIVE\_CAP\_2** = 2  
Pad drive capability: default value

**GPIO\_DRIVE\_CAP\_DEFAULT** = 2  
Pad drive capability: default value

**GPIO\_DRIVE\_CAP\_3** = 3  
Pad drive capability: strongest

**GPIO\_DRIVE\_CAP\_MAX**

## API Reference - RTC GPIO

### Header File

- [driver/include/driver/rtc\\_io.h](#)

### Functions

**static bool** `rtc_gpio_is_valid_gpio` (*gpio\_num\_t* gpio\_num)  
Determine if the specified GPIO is a valid RTC GPIO.

**Return** true if GPIO is valid for RTC GPIO use. false otherwise.

#### Parameters

- `gpio_num`: GPIO number

*esp\_err\_t* `rtc_gpio_init` (*gpio\_num\_t* gpio\_num)  
Init a GPIO as RTC GPIO.

This function must be called when initializing a pad for an analog function.

#### Return

- `ESP_OK` success
- `ESP_ERR_INVALID_ARG` GPIO is not an RTC IO

#### Parameters

- `gpio_num`: GPIO number (e.g. `GPIO_NUM_12`)

*esp\_err\_t* `rtc_gpio_deinit` (*gpio\_num\_t* gpio\_num)  
Init a GPIO as digital GPIO.

#### Return

- `ESP_OK` success
- `ESP_ERR_INVALID_ARG` GPIO is not an RTC IO

#### Parameters

- `gpio_num`: GPIO number (e.g. `GPIO_NUM_12`)

`uint32_t rtc_gpio_get_level` (*gpio\_num\_t* `gpio_num`)

Get the RTC IO input level.

#### Return

- 1 High level
- 0 Low level
- `ESP_ERR_INVALID_ARG` GPIO is not an RTC IO

#### Parameters

- `gpio_num`: GPIO number (e.g. `GPIO_NUM_12`)

`esp_err_t rtc_gpio_set_level` (*gpio\_num\_t* `gpio_num`, `uint32_t` `level`)

Set the RTC IO output level.

#### Return

- `ESP_OK` Success
- `ESP_ERR_INVALID_ARG` GPIO is not an RTC IO

#### Parameters

- `gpio_num`: GPIO number (e.g. `GPIO_NUM_12`)
- `level`: output level

`esp_err_t rtc_gpio_set_direction` (*gpio\_num\_t* `gpio_num`, *rtc\_gpio\_mode\_t* `mode`)

RTC GPIO set direction.

Configure RTC GPIO direction, such as output only, input only, output and input.

#### Return

- `ESP_OK` Success
- `ESP_ERR_INVALID_ARG` GPIO is not an RTC IO

#### Parameters

- `gpio_num`: GPIO number (e.g. `GPIO_NUM_12`)
- `mode`: GPIO direction

`esp_err_t rtc_gpio_pullup_en` (*gpio\_num\_t* `gpio_num`)

RTC GPIO pullup enable.

This function only works for RTC IOs. In general, call `gpio_pullup_en`, which will work both for normal GPIOs and RTC IOs.

#### Return

- `ESP_OK` Success
- `ESP_ERR_INVALID_ARG` GPIO is not an RTC IO

#### Parameters

- `gpio_num`: GPIO number (e.g. `GPIO_NUM_12`)

*esp\_err\_t rtc\_gpio\_pulldown\_en(gpio\_num\_t gpio\_num)*

RTC GPIO pulldown enable.

This function only works for RTC IOs. In general, call `gpio_pulldown_en`, which will work both for normal GPIOs and RTC IOs.

**Return**

- ESP\_OK Success
- ESP\_ERR\_INVALID\_ARG GPIO is not an RTC IO

**Parameters**

- `gpio_num`: GPIO number (e.g. GPIO\_NUM\_12)

*esp\_err\_t rtc\_gpio\_pullup\_dis(gpio\_num\_t gpio\_num)*

RTC GPIO pullup disable.

This function only works for RTC IOs. In general, call `gpio_pullup_dis`, which will work both for normal GPIOs and RTC IOs.

**Return**

- ESP\_OK Success
- ESP\_ERR\_INVALID\_ARG GPIO is not an RTC IO

**Parameters**

- `gpio_num`: GPIO number (e.g. GPIO\_NUM\_12)

*esp\_err\_t rtc\_gpio\_pulldown\_dis(gpio\_num\_t gpio\_num)*

RTC GPIO pulldown disable.

This function only works for RTC IOs. In general, call `gpio_pulldown_dis`, which will work both for normal GPIOs and RTC IOs.

**Return**

- ESP\_OK Success
- ESP\_ERR\_INVALID\_ARG GPIO is not an RTC IO

**Parameters**

- `gpio_num`: GPIO number (e.g. GPIO\_NUM\_12)

*esp\_err\_t rtc\_gpio\_hold\_en(gpio\_num\_t gpio\_num)*

Enable hold function on an RTC IO pad.

Enabling HOLD function will cause the pad to latch current values of input enable, output enable, output value, function, drive strength values. This function is useful when going into light or deep sleep mode to prevent the pin configuration from changing.

**Return**

- ESP\_OK Success
- ESP\_ERR\_INVALID\_ARG GPIO is not an RTC IO

**Parameters**

- `gpio_num`: GPIO number (e.g. GPIO\_NUM\_12)



*esp\_err\_t* **rtc\_gpio\_hold\_dis** (*gpio\_num\_t* gpio\_num)

Disable hold function on an RTC IO pad.

Disabling hold function will allow the pad receive the values of input enable, output enable, output value, function, drive strength from RTC\_IO peripheral.

#### Return

- ESP\_OK Success
- ESP\_ERR\_INVALID\_ARG GPIO is not an RTC IO

#### Parameters

- gpio\_num: GPIO number (e.g. GPIO\_NUM\_12)

*esp\_err\_t* **rtc\_gpio\_isolate** (*gpio\_num\_t* gpio\_num)

Helper function to disconnect internal circuits from an RTC IO This function disables input, output, pullup, pulldown, and enables hold feature for an RTC IO. Use this function if an RTC IO needs to be disconnected from internal circuits in deep sleep, to minimize leakage current.

In particular, for ESP32-WROVER module, call `rtc_gpio_isolate(GPIO_NUM_12)` before entering deep sleep, to reduce deep sleep current.

#### Return

- ESP\_OK on success
- ESP\_ERR\_INVALID\_ARG if GPIO is not an RTC IO

#### Parameters

- gpio\_num: GPIO number (e.g. GPIO\_NUM\_12).

void **rtc\_gpio\_force\_hold\_dis\_all** ()

Disable force hold signal for all RTC IOs.

Each RTC pad has a “force hold” input signal from the RTC controller. If this signal is set, pad latches current values of input enable, function, output enable, and other signals which come from the RTC mux. Force hold signal is enabled before going into deep sleep for pins which are used for EXT1 wakeup.

*esp\_err\_t* **rtc\_gpio\_set\_drive\_capability** (*gpio\_num\_t* gpio\_num, *gpio\_drive\_cap\_t* strength)

Set RTC GPIO pad drive capability.

#### Return

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

#### Parameters

- gpio\_num: GPIO number, only support output GPIOs
- strength: Drive capability of the pad

*esp\_err\_t* **rtc\_gpio\_get\_drive\_capability** (*gpio\_num\_t* gpio\_num, *gpio\_drive\_cap\_t* \*strength)

Get RTC GPIO pad drive capability.

#### Return

- ESP\_OK Success

- ESP\_ERR\_INVALID\_ARG Parameter error

#### Parameters

- `gpio_num`: GPIO number, only support output GPIOs
- `strength`: Pointer to accept drive capability of the pad

*esp\_err\_t* **rtc\_gpio\_wakeup\_enable**(*gpio\_num\_t* `gpio_num`, *gpio\_int\_type\_t* `intr_type`)

Enable wakeup from sleep mode using specific GPIO.

#### Return

- ESP\_OK on success
- ESP\_ERR\_INVALID\_ARG if `gpio_num` is not an RTC IO, or `intr_type` is not one of GPIO\_INTR\_HIGH\_LEVEL, GPIO\_INTR\_LOW\_LEVEL.

#### Parameters

- `gpio_num`: GPIO number
- `intr_type`: Wakeup on high level (GPIO\_INTR\_HIGH\_LEVEL) or low level (GPIO\_INTR\_LOW\_LEVEL)

*esp\_err\_t* **rtc\_gpio\_wakeup\_disable**(*gpio\_num\_t* `gpio_num`)

Disable wakeup from sleep mode using specific GPIO.

#### Return

- ESP\_OK on success
- ESP\_ERR\_INVALID\_ARG if `gpio_num` is not an RTC IO

#### Parameters

- `gpio_num`: GPIO number

## Macros

**RTC\_GPIO\_IS\_VALID\_GPIO**(`gpio_num`)

## Enumerations

**enum** `rtc_gpio_mode_t`

Values:

**RTC\_GPIO\_MODE\_INPUT\_ONLY**

Pad input

**RTC\_GPIO\_MODE\_OUTPUT\_ONLY**

Pad output

**RTC\_GPIO\_MODE\_INPUT\_OUTPUT**

Pad pull input + output

**RTC\_GPIO\_MODE\_DISABLED**

Pad (output + input) disable

### 3.3.5 I2C

An I2C (Inter-Integrated Circuit) bus can be used for communication with several external devices connected to the same bus as ESP32. There are two I2C controllers on board of the ESP32, each of which can be set to master mode or slave mode.

#### Overview

The following sections will walk you through typical steps to configure and operate the I2C driver:

1. *Configure Driver* - select driver's parameters like master or slave mode, set specific GPIO pins to act as SDA and SCL, set the clock speed, etc.
2. *Install Driver*- activate driver in master or slave mode to operate on one of the two I2C controllers available on ESP32.
3. *Run Communication*:
  - a) *Master Mode* - run communication acting as a master
  - b) *Slave Mode* - get slave responding to messages from the master
4. *Interrupt Handling* - configure and service I2C interrupts.
5. *Going Beyond Defaults* - adjust timing, pin configuration and other parameters of the I2C communication.
6. *Error Handling* - how to recognize and handle driver configuration and communication errors.
7. *Delete Driver*- on communication end to free resources used by the I2C driver.

The top level identification of an I2C driver is one of the two port numbers selected from `i2c_port_t`. The mode of operation for a given port is provided during driver configuration by selecting either “master” or “slave” from `i2c_mode_t`.

#### Configure Driver

The first step to establishing I2C communication is to configure the driver. This is done by setting several parameters contained in `i2c_config_t` structure:

- **I2C operation mode** - select either slave or master from `i2c_opmode_t`
- Settings of the **communication pins**:
  - GPIO pin numbers assigned to the SDA and SCL signals
  - Whether to enable ESP32's internal pull up for respective pins
- **I2C clock speed**, if this configuration concerns the master mode
- If this configuration concerns the slave mode:
  - Whether **10 bit address mode** should be enabled
  - The **slave address**

Then, to initialize configuration for a given I2C port, call function `i2c_param_config()` with the port number and `i2c_config_t` structure as the function call parameters.

At this stage `i2c_param_config()` also sets “behind the scenes” couple of other I2C configuration parameters to commonly used default values. To check what are the values and how to change them, see *Going Beyond Defaults*.

## Install Driver

Having the configuration initialized, the next step is to install the I2C driver by calling `i2c_driver_install()`. This function call requires the following parameters:

- The port number, one of the two ports available, selected from `i2c_port_t`
- The operation mode, slave or master selected from `i2c_opmode_t`
- Sizes of buffers that will be allocated for sending and receiving data **in the slave mode**
- Flags used to allocate the interrupt

## Run Communication

With the I2C driver installed, ESP32 is ready to communicate with other I2C devices. Programming of communication depends on whether selected I2C port operates in a master or a slave mode.

### Master Mode

ESP32's I2C port working in the master mode is responsible for establishing communication with slave I2C devices and sending commands to trigger actions by slaves, like doing a measurement and sending back a result.

To organize this process the driver provides a container, called a “command link”, that should be populated with a sequence of commands and then passed to the I2C controller for execution.

### Master Write

An example of building a command link for I2C master sending *n* bytes to slave is shown below:

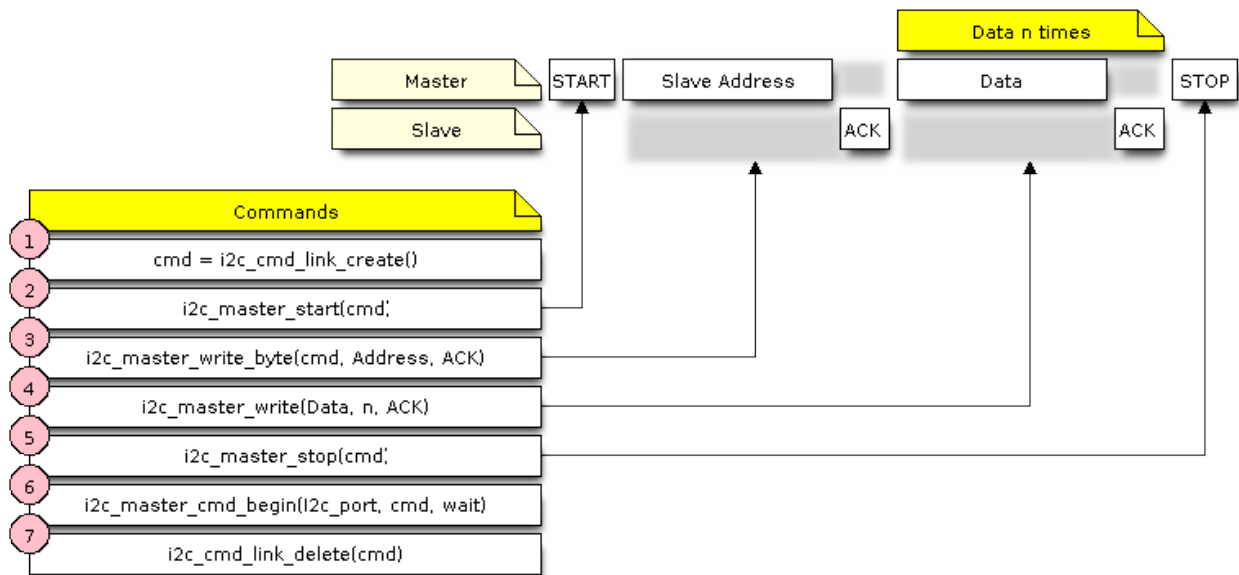


Fig. 11: I2C command link - master write example

The following describes how the command link for a “master write” is set up and what comes inside:

1. The first step is to create a command link with `i2c_cmd_link_create()`.

Then the command link is populated with series of data to be sent to the slave:

2. **Start bit** - `i2c_master_start()`
3. Single byte **slave address** - `i2c_master_write_byte()`. The address is provided as an argument of this function call.
4. One or more bytes of **data** as an argument of `i2c_master_write()`.
5. **Stop bit** - `i2c_master_stop()`

Both `i2c_master_write_byte()` and `i2c_master_write()` commands have additional argument defining whether slave should **acknowledge** received data or not.

6. Execution of command link by I2C controller is triggered by calling `i2c_master_cmd_begin()`.
7. As the last step, after sending of the commands is finished, the resources used by the command link are released by calling `i2c_cmd_link_delete()`.

### Master Read

There is a similar sequence of steps for the master to read the data from a slave.

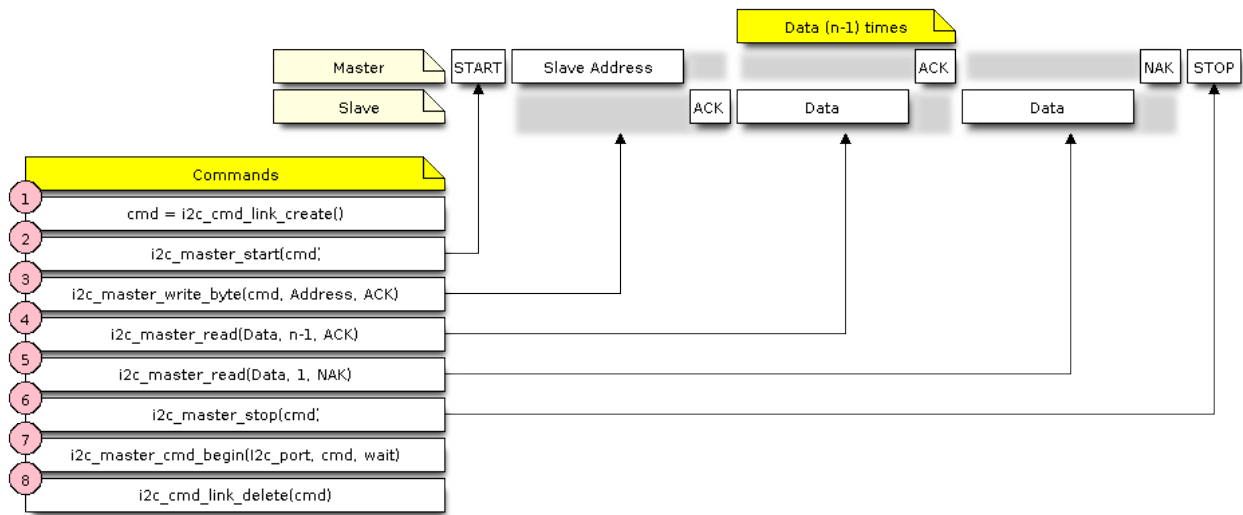


Fig. 12: I2C command link - master read example

When reading the data, instead of “`i2c_master_read...`”, the command link is populated with `i2c_master_read_byte()` and / or `i2c_master_read()`. Also, the last read is configured for not providing an acknowledge by the master.

### Master Write or Read?

After sending a slave’s address, see step 3 on pictures above, the master either writes to or reads from the slave. The information what the master will actually do is hidden in the least significant bit of the slave’s address.

Therefore the command link instructing the slave that the master will write the data contains the address like `(ESP_SLAVE_ADDR << 1) | I2C_MASTER_WRITE` and looks as follows:

```
i2c_master_write_byte(cmd, (ESP_SLAVE_ADDR << 1) | I2C_MASTER_WRITE, ACK_CHECK_EN)
```

By similar token the command link to read from the slave looks as follows:

```
i2c_master_write_byte(cmd, (ESP_SLAVE_ADDR << 1) | I2C_MASTER_READ, ACK_CHECK_EN)
```

### Slave Mode

The API provides functions to read and write data by the slave - \* `i2c_slave_read_buffer()` and `i2c_slave_write_buffer()`. An example of using these functions is provided in `peripherals/i2c`.

### Interrupt Handling

To register an interrupt handler, call function `i2c_isr_register()`, to delete the handler call `i2c_isr_free()`. Description of interrupts triggered by I2C controller is provided in the [ESP32 Technical Reference Manual \(PDF\)](#).

### Going Beyond Defaults

There are couple of I2C communication parameters setup during driver configuration (when calling `i2c_param_config()`, see *Configure Driver*), to some default commonly used values. Some parameters are also already configured in registers of the I2C controller. These parameters can be changed to user defined values by calling dedicated functions:

- Period of SCL pulses being high and low - `i2c_set_period()`
- SCL and SDA signal timing used during generation of start / stop signals - `i2c_set_start_timing()` / `i2c_set_stop_timing()`
- Timing relationship between SCL and SDA signals when sampling by slave, as well as when transmitting by master - `i2c_set_data_timing()`
- I2C timeout - `i2c_set_timeout()`

---

**Note:** The timing values are defined in APB clock cycles. The frequency of APB is specified in `I2C_APB_CLK_FREQ`.

---

- What bit, LSB or MSB, is transmitted / received first - `i2c_set_data_mode()` selectable out of modes defined in `i2c_trans_mode_t`

Each one of the above functions has a `_get_` counterpart to check the currently set value.

To see the default values of parameters setup during driver configuration, please refer to file `driver/i2c.c` looking up defines with `_DEFAULT` suffix.

With function `i2c_set_pin()` it is also possible to select different SDA and SCL pins and alter configuration of pull ups, changing what has been already entered with `i2c_param_config()`.

---

**Note:** ESP32's internal pull ups are in the range of some tens of kOhm, and as such in most cases insufficient for use as I2C pull ups by themselves. We suggest to add external pull ups as well, with values as described in the I2C standard.

---

### Error Handling

Most of driver's function return the `ESP_OK` on successful completion or a specific error code on a failure. It is a good practice to always check the returned values and implement the error handling. The driver is also printing out log messages, when e.g. checking the correctness of entered configuration, that contain explanation of errors. For details please refer to file `driver/i2c.c` looking up defines with `_ERR_STR` suffix.

Use dedicated interrupts to capture communication failures. For instance there is `I2C_TIME_OUT_INT` interrupt triggered when I2C takes too long to receive data. See *Interrupt Handling* for related information.

To reset internal hardware buffers in case of communication failure, you can use `i2c_reset_tx_fifo()` and `i2c_reset_rx_fifo()`.

## Delete Driver

If the I2C communication is established with `i2c_driver_install()` for some specific period of time and then not required, the driver may be removed to free allocated resources by calling `i2c_driver_delete()`.

## Application Example

I2C master and slave example: [peripherals/i2c](#).

## API Reference

### Header File

- `driver/include/driver/i2c.h`

### Functions

`esp_err_t i2c_driver_install(i2c_port_t i2c_num, i2c_mode_t mode, size_t slv_rx_buf_len, size_t slv_tx_buf_len, int intr_alloc_flags)`

I2C driver install.

**Note** Only slave mode will use this value, driver will ignore this value in master mode.

**Note** Only slave mode will use this value, driver will ignore this value in master mode.

**Note** In master mode, if the cache is likely to be disabled(such as write flash) and the slave is time-sensitive, `ESP_INTR_FLAG_IRAM` is suggested to be used. In this case, please use the memory allocated from internal RAM in i2c read and write function, because we can not access the psram(if psram is enabled) in interrupt handle function when cache is disabled.

### 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 )
- `slv_rx_buf_len`: receiving buffer size for slave mode

### Parameters

- `slv_tx_buf_len`: sending buffer size for slave mode

### Parameters

- `intr_alloc_flags`: Flags used to allocate the interrupt. One or multiple (ORred) `ESP_INTR_FLAG_*` values. See `esp_intr_alloc.h` for more info.

`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.

**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_reset_tx_fifo(i2c_port_t i2c_num)`

reset I2C tx hardware fifo

**Return**

- `ESP_OK` Success
- `ESP_ERR_INVALID_ARG` Parameter error

**Parameters**

- `i2c_num`: I2C port number

`esp_err_t i2c_reset_rx_fifo(i2c_port_t i2c_num)`

reset I2C rx fifo

**Return**

- `ESP_OK` Success
- `ESP_ERR_INVALID_ARG` Parameter error

**Parameters**

- `i2c_num`: I2C port number

`esp_err_t i2c_isr_register(i2c_port_t i2c_num, void (*fn)) void *`

, void \*arg, int intr\_alloc\_flags, intr\_handle\_t \*handle) I2C isr handler register.

**Return**

- `ESP_OK` Success



- ESP\_ERR\_INVALID\_ARG Parameter error

#### Parameters

- `i2c_num`: I2C port number
- `fn`: isr handler function
- `arg`: parameter for isr handler function
- `intr_alloc_flags`: Flags used to allocate the interrupt. One or multiple (ORred) ESP\_INTR\_FLAG\_\* values. See `esp_intr_alloc.h` for more info.
- `handle`: handle return from `esp_intr_alloc`.

`esp_err_t i2c_isr_free (intr_handle_t handle)`

to delete and free I2C isr.

#### Return

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

#### Parameters

- `handle`: handle of isr.

`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

**Note** If the psram is enabled and `intr_flag` is `ESP_INTR_FLAG_IRAM`, please use the memory allocated from internal RAM.

**Return**

- `ESP_OK` Success
- `ESP_ERR_INVALID_ARG` Parameter error

**Parameters**

- `cmd_handle`: I2C cmd link
- `data`: data to send

**Parameters**

- `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

**Note** If the psram is enabled and `intr_flag` is `ESP_INTR_FLAG_IRAM`, please use the memory allocated from internal RAM.

#### Return

- `ESP_OK` Success
- `ESP_ERR_INVALID_ARG` Parameter error

#### Parameters

- `cmd_handle`: I2C cmd link
- `data`: pointer accept the data byte

#### Parameters

- `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

**Note** If the psram is enabled and `intr_flag` is `ESP_INTR_FLAG_IRAM`, please use the memory allocated from internal RAM.

#### 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

#### Parameters

- `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.

`int i2c_slave_write_buffer(i2c_port_t i2c_num, uint8_t *data, int size, TickType_t ticks_to_wait)`

I2C slave write data to internal ringbuffer, when tx fifo empty, isr will fill the hardware fifo from the internal ringbuffer.

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

**Return**

- `ESP_FAIL(-1)` Parameter error
- Others( $\geq 0$ ) The number of data bytes that pushed to the I2C slave buffer.

**Parameters**

- `i2c_num`: I2C port number
- `data`: data pointer to write into internal buffer
- `size`: data size
- `ticks_to_wait`: Maximum waiting ticks

`int i2c_slave_read_buffer(i2c_port_t i2c_num, uint8_t *data, size_t max_size, TickType_t ticks_to_wait)`

I2C slave read data from internal buffer. When I2C slave receive data, isr will copy received data from hardware rx fifo to internal ringbuffer. Then users can read from internal ringbuffer.

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

**Return**

- `ESP_FAIL(-1)` Parameter error
- Others( $\geq 0$ ) The number of data bytes that read from I2C slave buffer.

**Parameters**

- `i2c_num`: I2C port number
- `data`: data pointer to write into internal buffer
- `max_size`: Maximum data size to read
- `ticks_to_wait`: Maximum waiting ticks

*esp\_err\_t* **i2c\_set\_period** (*i2c\_port\_t* `i2c_num`, int `high_period`, int `low_period`)  
set I2C master clock period

**Return**

- `ESP_OK` Success
- `ESP_ERR_INVALID_ARG` Parameter error

**Parameters**

- `i2c_num`: I2C port number
- `high_period`: clock cycle number during SCL is high level, `high_period` is a 14 bit value
- `low_period`: clock cycle number during SCL is low level, `low_period` is a 14 bit value

*esp\_err\_t* **i2c\_get\_period** (*i2c\_port\_t* `i2c_num`, int *\*high\_period*, int *\*low\_period*)  
get I2C master clock period

**Return**

- `ESP_OK` Success
- `ESP_ERR_INVALID_ARG` Parameter error

**Parameters**

- `i2c_num`: I2C port number
- `high_period`: pointer to get clock cycle number during SCL is high level, will get a 14 bit value
- `low_period`: pointer to get clock cycle number during SCL is low level, will get a 14 bit value

*esp\_err\_t* **i2c\_filter\_enable** (*i2c\_port\_t* `i2c_num`, uint8\_t `cyc_num`)

enable hardware filter on I2C bus Sometimes the I2C bus is disturbed by high frequency noise (about 20ns), or the rising edge of the SCL clock is very slow, these may cause the master state machine broken. enable hardware filter can filter out high frequency interference and make the master more stable.

**Note** Enable filter will slow the SCL clock.

**Return**

- `ESP_OK` Success
- `ESP_ERR_INVALID_ARG` Parameter error

**Parameters**

- `i2c_num`: I2C port number
- `cyc_num`: the APB cycles need to be filtered ( $0 \leq \text{cyc\_num} \leq 7$ ). When the period of a pulse is less than `cyc_num * APB_cycle`, the I2C controller will ignore this pulse.

*esp\_err\_t* **i2c\_filter\_disable** (*i2c\_port\_t* *i2c\_num*)  
disable filter on I2C bus

**Return**

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

**Parameters**

- *i2c\_num*: I2C port number

*esp\_err\_t* **i2c\_set\_start\_timing** (*i2c\_port\_t* *i2c\_num*, int *setup\_time*, int *hold\_time*)  
set I2C master start signal timing

**Return**

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

**Parameters**

- *i2c\_num*: I2C port number
- *setup\_time*: clock number between the falling-edge of SDA and rising-edge of SCL for start mark, it's a 10-bit value.
- *hold\_time*: clock num between the falling-edge of SDA and falling-edge of SCL for start mark, it's a 10-bit value.

*esp\_err\_t* **i2c\_get\_start\_timing** (*i2c\_port\_t* *i2c\_num*, int \**setup\_time*, int \**hold\_time*)  
get I2C master start signal timing

**Return**

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

**Parameters**

- *i2c\_num*: I2C port number
- *setup\_time*: pointer to get setup time
- *hold\_time*: pointer to get hold time

*esp\_err\_t* **i2c\_set\_stop\_timing** (*i2c\_port\_t* *i2c\_num*, int *setup\_time*, int *hold\_time*)  
set I2C master stop signal timing

**Return**

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

**Parameters**

- *i2c\_num*: I2C port number
- *setup\_time*: clock num between the rising-edge of SCL and the rising-edge of SDA, it's a 10-bit value.

- `hold_time`: clock number after the STOP bit's rising-edge, it's a 14-bit value.

`esp_err_t i2c_get_stop_timing(i2c_port_t i2c_num, int *setup_time, int *hold_time)`  
get I2C master stop signal timing

#### Return

- `ESP_OK` Success
- `ESP_ERR_INVALID_ARG` Parameter error

#### Parameters

- `i2c_num`: I2C port number
- `setup_time`: pointer to get setup time.
- `hold_time`: pointer to get hold time.

`esp_err_t i2c_set_data_timing(i2c_port_t i2c_num, int sample_time, int hold_time)`  
set I2C data signal timing

#### Return

- `ESP_OK` Success
- `ESP_ERR_INVALID_ARG` Parameter error

#### Parameters

- `i2c_num`: I2C port number
- `sample_time`: clock number I2C used to sample data on SDA after the rising-edge of SCL, it's a 10-bit value
- `hold_time`: clock number I2C used to hold the data after the falling-edge of SCL, it's a 10-bit value

`esp_err_t i2c_get_data_timing(i2c_port_t i2c_num, int *sample_time, int *hold_time)`  
get I2C data signal timing

#### Return

- `ESP_OK` Success
- `ESP_ERR_INVALID_ARG` Parameter error

#### Parameters

- `i2c_num`: I2C port number
- `sample_time`: pointer to get sample time
- `hold_time`: pointer to get hold time

`esp_err_t i2c_set_timeout(i2c_port_t i2c_num, int timeout)`  
set I2C timeout value

#### Return

- `ESP_OK` Success
- `ESP_ERR_INVALID_ARG` Parameter error

#### Parameters

- `i2c_num`: I2C port number
- `timeout`: timeout value for I2C bus (unit: APB 80Mhz clock cycle)

`esp_err_t i2c_get_timeout(i2c_port_t i2c_num, int *timeout)`  
get I2C timeout value

**Return**

- `ESP_OK` Success
- `ESP_ERR_INVALID_ARG` Parameter error

**Parameters**

- `i2c_num`: I2C port number
- `timeout`: pointer to get timeout value

`esp_err_t i2c_set_data_mode(i2c_port_t i2c_num, i2c_trans_mode_t tx_trans_mode, i2c_trans_mode_t rx_trans_mode)`  
set I2C data transfer mode

**Return**

- `ESP_OK` Success
- `ESP_ERR_INVALID_ARG` Parameter error

**Parameters**

- `i2c_num`: I2C port number
- `tx_trans_mode`: I2C sending data mode
- `rx_trans_mode`: I2C receiving data mode

`esp_err_t i2c_get_data_mode(i2c_port_t i2c_num, i2c_trans_mode_t *tx_trans_mode, i2c_trans_mode_t *rx_trans_mode)`  
get I2C data transfer mode

**Return**

- `ESP_OK` Success
- `ESP_ERR_INVALID_ARG` Parameter error

**Parameters**

- `i2c_num`: I2C port number
- `tx_trans_mode`: pointer to get I2C sending data mode
- `rx_trans_mode`: pointer to get I2C receiving data mode

**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\_speed**

I2C clock frequency for master mode, (no higher than 1MHz for now)

uint8\_t **addr\_10bit\_en**

I2C 10bit address mode enable for slave mode

uint16\_t **slave\_addr**

I2C address for slave mode

## Macros

**I2C\_APB\_CLK\_FREQ**

I2C source clock is APB clock, 80MHz

**I2C\_FIFO\_LEN**

I2C hardware fifo length

## Type Definitions

**typedef** void \***i2c\_cmd\_handle\_t**

I2C command handle

## Enumerations

**enum** **i2c\_mode\_t**

*Values:*

**I2C\_MODE\_SLAVE** = 0

I2C slave mode

**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\_trans\_mode\_t**

*Values:*

**I2C\_DATA\_MODE\_MSB\_FIRST** = 0

I2C data msb first

**I2C\_DATA\_MODE\_LSB\_FIRST** = 1

I2C data lsb first

**I2C\_DATA\_MODE\_MAX**

**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

**I2C\_CMD\_END**

I2C end command

**enum i2c\_port\_t**

*Values:*

**I2C\_NUM\_0** = 0

I2C port 0

**I2C\_NUM\_1**

I2C port 1

**I2C\_NUM\_MAX**

**enum i2c\_addr\_mode\_t**

*Values:*

**I2C\_ADDR\_BIT\_7** = 0

I2C 7bit address for slave mode

**I2C\_ADDR\_BIT\_10**

I2C 10bit address for slave mode

**I2C\_ADDR\_BIT\_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****3.3.6 I2S****Overview**

ESP32 contains two I2S peripherals. These peripherals can be configured to input and output sample data via the I2S driver.

The I2S peripheral supports DMA meaning it can stream sample data without requiring each sample to be read or written by the CPU.

I2S output can also be routed directly to the Digital/Analog Converter output channels (GPIO 25 & GPIO 26) to produce analog output directly, rather than via an external I2S codec.

---

**Note:** For high accuracy clock applications, APLL clock source can be used with `.use_apll = true` and ESP32 will automatically calculate APLL parameter.

---



---

**Note:** If `use_apll = true` and `fixed_mclk > 0`, then the Master clock output for I2S is fixed and equal to the `fixed_mclk` value. The audio clock rate (LRCK) is always the MCLK divisor and  $0 < \text{MCLK}/\text{LRCK}/\text{channels}/\text{bits\_per\_sample} < 64$

---

**Application Example**

A full I2S example is available in esp-idf: [peripherals/i2s](#).

Short example of I2S configuration:

```
#include "driver/i2s.h"
#include "freertos/queue.h"

static const int i2s_num = 0; // i2s port number

static const i2s_config_t i2s_config = {
    .mode = I2S_MODE_MASTER | I2S_MODE_TX,
    .sample_rate = 44100,
    .bits_per_sample = 16,
    .channel_format = I2S_CHANNEL_FMT_RIGHT_LEFT,
    .communication_format = I2S_COMM_FORMAT_I2S | I2S_COMM_FORMAT_I2S_MSB,
    .intr_alloc_flags = 0, // default interrupt priority
    .dma_buf_count = 8,
    .dma_buf_len = 64,
    .use_apll = false
};

static const i2s_pin_config_t pin_config = {
    .bck_io_num = 26,
    .ws_io_num = 25,
    .data_out_num = 22,
    .data_in_num = I2S_PIN_NO_CHANGE
};
```

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```

...

    i2s_driver_install(i2s_num, &i2s_config, 0, NULL); //install and start i2s_
↳driver

    i2s_set_pin(i2s_num, &pin_config);

    i2s_set_sample_rates(i2s_num, 22050); //set sample rates

    i2s_driver_uninstall(i2s_num); //stop & destroy i2s driver

```

Short example configuring I2S to use internal DAC for analog output:

```

#include "driver/i2s.h"
#include "freertos/queue.h"

static const int i2s_num = 0; // i2s port number

static const i2s_config_t i2s_config = {
    .mode = I2S_MODE_MASTER | I2S_MODE_TX | I2S_MODE_DAC_BUILT_IN,
    .sample_rate = 44100,
    .bits_per_sample = 16, /* the DAC module will only take the 8bits from MSB */
    .channel_format = I2S_CHANNEL_FMT_RIGHT_LEFT,
    .communication_format = I2S_COMM_FORMAT_I2S_MSB,
    .intr_alloc_flags = 0, // default interrupt priority
    .dma_buf_count = 8,
    .dma_buf_len = 64,
    .use_apll = false
};

...

    i2s_driver_install(i2s_num, &i2s_config, 0, NULL); //install and start i2s_
↳driver

    i2s_set_pin(i2s_num, NULL); //for internal DAC, this will enable both of the_
↳internal channels

    //You can call i2s_set_dac_mode to set built-in DAC output mode.
    //i2s_set_dac_mode(I2S_DAC_CHANNEL_BOTH_EN);

    i2s_set_sample_rates(i2s_num, 22050); //set sample rates

    i2s_driver_uninstall(i2s_num); //stop & destroy i2s driver

```

## API Reference

### Header File

- driver/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.

Inside the pin configuration structure, set I2S\_PIN\_NO\_CHANGE for any pin where the current configuration should not be changed.

**Note** The I2S peripheral output signals can be connected to multiple GPIO pads. However, the I2S peripheral input signal can only be connected to one GPIO pad.

### Parameters

- *i2s\_num*: I2S\_NUM\_0 or I2S\_NUM\_1
- *pin*: I2S Pin structure, or NULL to set 2-channel 8-bit internal DAC pin configuration (GPIO25 & GPIO26)

**Note** if \**pin* is set as NULL, this function will initialize both of the built-in DAC channels by default. if you don't want this to happen and you want to initialize only one of the DAC channels, you can call *i2s\_set\_dac\_mode* instead.

### Return

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

*esp\_err\_t* **i2s\_set\_pdm\_rx\_down\_sample**(*i2s\_port\_t* *i2s\_num*, *i2s\_pdm\_dsr\_t* *dsr*)

Set PDM mode down-sample rate In PDM RX mode, there would be 2 rounds of downsample process in hardware. In the first downsample process, the sampling number can be 16 or 8. In the second downsample process, the sampling number is fixed as 8. So the clock frequency in PDM RX mode would be (*fpcm* \* 64) or (*fpcm* \* 128) accordingly.

**Note** After calling this function, it would call *i2s\_set\_clk* inside to update the clock frequency. Please call this function after I2S driver has been initialized.

### Return

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

### Parameters

- *i2s\_num*: I2S\_NUM\_0, I2S\_NUM\_1
- *dsr*: i2s RX down sample rate for PDM mode.

*esp\_err\_t* **i2s\_set\_dac\_mode**(*i2s\_dac\_mode\_t* *dac\_mode*)

Set I2S dac mode, I2S built-in DAC is disabled by default.

**Note** Built-in DAC functions are only supported on I2S0 for current ESP32 chip. If either of the built-in DAC channel are enabled, the other one can not be used as RTC DAC function at the same time.

### Return

- ESP\_OK Success

- ESP\_ERR\_INVALID\_ARG Parameter error

#### Parameters

- `dac_mode`: DAC mode configurations - see `i2s_dac_mode_t`

`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.

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

#### Parameters

- `i2s_num`: I2S\_NUM\_0, I2S\_NUM\_1
- `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.

#### Return

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

`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, I2S\_NUM\_1

int `i2s_write_bytes` (*`i2s_port_t`* *`i2s_num`*, **const** void \**`src`*, size\_t *`size`*, TickType\_t *`ticks_to_wait`*)  
Write data to I2S DMA transmit buffer.

This function is deprecated. Use 'i2s\_write' instead. This definition will be removed in a future release.

#### Return

- The amount of bytes written, if timeout, the result will be less than the size passed in.
- ESP\_FAIL Parameter error

`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.

#### Return

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

#### Parameters

- `i2s_num`: I2S\_NUM\_0, I2S\_NUM\_1
- `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 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.

`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.

Format of the data in source buffer is determined by the I2S configuration (see `i2s_config_t`).

#### Parameters

- `i2s_num`: I2S\_NUM\_0, I2S\_NUM\_1
- `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 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

`int i2s_read_bytes(i2s_port_t i2s_num, void *dest, size_t size, TickType_t ticks_to_wait)`

Read data from I2S DMA receive buffer.

This function is deprecated. Use 'i2s\_read' instead. This definition will be removed in a future release.

#### Return

- The amount of bytes read, if timeout, bytes read will be less than the size passed in
- `ESP_FAIL` Parameter error

`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`, `I2S_NUM_1`
- `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.

int **`i2s_push_sample`** (*`i2s_port_t i2s_num`*, const void \**sample*, TickType\_t *ticks\_to\_wait*)

Write a single sample to the I2S DMA TX buffer.

This function is deprecated. Use 'i2s\_write' instead. This definition will be removed in a future release.

### Return

- Number of bytes successfully pushed to DMA buffer, will be either zero or the size of configured sample buffer (in bytes).
- `ESP_FAIL` Parameter error

### Parameters

- `i2s_num`: `I2S_NUM_0`, `I2S_NUM_1`
- `sample`: Buffer to read data. Size of buffer (in bytes) = `bits_per_sample / 8`.
- `ticks_to_wait`: Timeout in RTOS ticks. If a sample is not available in the DMA buffer within this period, no data is read and function returns zero.

int **`i2s_pop_sample`** (*`i2s_port_t i2s_num`*, void \**sample*, TickType\_t *ticks\_to\_wait*)

Read a single sample from the I2S DMA RX buffer.

This function is deprecated. Use 'i2s\_read' instead. This definition will be removed in a future release.

### Return

- Number of bytes successfully read from DMA buffer, will be either zero or the size of configured sample buffer (in bytes).
- `ESP_FAIL` Parameter error

### Parameters

- `i2s_num`: `I2S_NUM_0`, `I2S_NUM_1`
- `sample`: Buffer to write data. Size of buffer (in bytes) = `bits_per_sample / 8`.
- `ticks_to_wait`: Timeout in RTOS ticks. If a sample is not available in the DMA buffer within this period, no data is read and function returns zero.



*esp\_err\_t* **i2s\_set\_sample\_rates** (*i2s\_port\_t* *i2s\_num*, *uint32\_t* *rate*)

Set sample rate used for I2S RX and TX.

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, I2S\_NUM\_1
- *rate*: I2S sample rate (ex: 8000, 44100...)

*esp\_err\_t* **i2s\_stop** (*i2s\_port\_t* *i2s\_num*)

Stop I2S driver.

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, I2S\_NUM\_1

*esp\_err\_t* **i2s\_start** (*i2s\_port\_t* *i2s\_num*)

Start I2S driver.

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, I2S\_NUM\_1

*esp\_err\_t* **i2s\_zero\_dma\_buffer** (*i2s\_port\_t* *i2s\_num*)

Zero the contents of the TX DMA buffer.

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, I2S\_NUM\_1

*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.

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, I2S\_NUM\_1
- `rate`: I2S sample rate (ex: 8000, 44100...)
- `bits`: I2S bit width (I2S\_BITS\_PER\_SAMPLE\_16BIT, I2S\_BITS\_PER\_SAMPLE\_24BIT, I2S\_BITS\_PER\_SAMPLE\_32BIT)
- `ch`: I2S channel, (I2S\_CHANNEL\_MONO, I2S\_CHANNEL\_STEREO)

*float* **i2s\_get\_clk** (*i2s\_port\_t* *i2s\_num*)

get clock set on particular port number.

#### Return

- actual clock set by i2s driver

#### Parameters

- `i2s_num`: I2S\_NUM\_0, I2S\_NUM\_1

*esp\_err\_t* **i2s\_set\_adc\_mode** (*adc\_unit\_t* *adc\_unit*, *adc1\_channel\_t* *adc\_channel*)

Set built-in ADC mode for I2S DMA, this function will initialize ADC pad, and set ADC parameters.

#### Return

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

#### Parameters

- `adc_unit`: SAR ADC unit index
- `adc_channel`: ADC channel index

*esp\_err\_t* **i2s\_adc\_enable** (*i2s\_port\_t* *i2s\_num*)

Start to use I2S built-in ADC mode.

**Note** This function would acquire the lock of ADC to prevent the data getting corrupted during the I2S peripheral is being used to do fully continuous ADC sampling.

#### Return

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

- ESP\_ERR\_INVALID\_STATE Driver state error

#### Parameters

- `i2s_num`: i2s port index

`esp_err_t i2s_adc_disable(i2s_port_t i2s_num)`

Stop to use I2S built-in ADC mode.

**Note** This function would release the lock of ADC so that other tasks can use ADC.

#### Return

- ESP\_OK Success
- ESP\_ERR\_INVALID\_ARG Parameter error
- ESP\_ERR\_INVALID\_STATE Driver state error

#### Parameters

- `i2s_num`: i2s port index

### 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 `intr_alloc_flags`

Flags used to allocate the interrupt. One or multiple (ORred) ESP\_INTR\_FLAG\_\* values. See `esp_intr_alloc.h` for more info

int `dma_buf_count`

I2S DMA Buffer Count

int `dma_buf_len`

I2S DMA Buffer Length

bool `use_apll`

I2S using APLL as main I2S clock, enable it to get accurate clock

bool `tx_desc_auto_clear`

I2S auto clear tx descriptor if there is underflow condition (helps in avoiding noise in case of data unavailability)

int **fixed\_mclk**

I2S using fixed MCLK output. If `use_apll = true` and `fixed_mclk > 0`, then the clock output for i2s is fixed and equal to the `fixed_mclk` value.

**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 number for `i2s_set_pin`.

### Public Members

int **bck\_io\_num**

BCK in out pin

int **ws\_io\_num**

WS in out pin

int **data\_out\_num**

DATA out pin

int **data\_in\_num**

DATA in pin

### Macros

**I2S\_PIN\_NO\_CHANGE**

Use in `i2s_pin_config_t` for pins which should not be changed

### Type Definitions

**typedef intr\_handle\_t i2s\_isr\_handle\_t**

### 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

**I2S\_BITS\_PER\_SAMPLE\_32BIT** = 32

I2S bits per sample: 32-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

**I2S\_COMM\_FORMAT\_PCM** = 0x08

I2S communication format PCM

**I2S\_COMM\_FORMAT\_PCM\_SHORT** = 0x10

PCM Short

**I2S\_COMM\_FORMAT\_PCM\_LONG** = 0x20

PCM Long

**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 pdm\_sample\_rate\_ratio\_t**

PDM sample rate ratio, measured in Hz.

*Values:*

**PDM\_SAMPLE\_RATE\_RATIO\_64**

**PDM\_SAMPLE\_RATE\_RATIO\_128**

**enum pdm\_pcm\_conv\_t**

PDM PCM convter enable/disable.

*Values:*

**PDM\_PCM\_CONV\_ENABLE**

**PDM\_PCM\_CONV\_DISABLE**

**enum i2s\_port\_t**

I2S Peripheral, 0 & 1.

*Values:*

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

I2S 0

**I2S\_NUM\_1** = 0x1

I2S 1

**I2S\_NUM\_MAX**

**enum i2s\_mode\_t**

I2S Mode, default is I2S\_MODE\_MASTER | I2S\_MODE\_TX.

**Note** PDM and built-in DAC functions are only supported on I2S0 for current ESP32 chip.

*Values:*

**I2S\_MODE\_MASTER** = 1

**I2S\_MODE\_SLAVE** = 2

**I2S\_MODE\_TX** = 4

**I2S\_MODE\_RX** = 8

**I2S\_MODE\_DAC\_BUILT\_IN** = 16

Output I2S data to built-in DAC, no matter the data format is 16bit or 32 bit, the DAC module will only take the 8bits from MSB

**I2S\_MODE\_ADC\_BUILT\_IN** = 32

Input I2S data from built-in ADC, each data can be 12-bit width at most

**I2S\_MODE\_PDM** = 64

**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

**enum i2s\_dac\_mode\_t**

I2S DAC mode for i2s\_set\_dac\_mode.

**Note** PDM and built-in DAC functions are only supported on I2S0 for current ESP32 chip.

*Values:*

```

I2S_DAC_CHANNEL_DISABLE = 0
    Disable I2S built-in DAC signals

I2S_DAC_CHANNEL_RIGHT_EN = 1
    Enable I2S built-in DAC right channel, maps to DAC channel 1 on GPIO25

I2S_DAC_CHANNEL_LEFT_EN = 2
    Enable I2S built-in DAC left channel, maps to DAC channel 2 on GPIO26

I2S_DAC_CHANNEL_BOTH_EN = 0x3
    Enable both of the I2S built-in DAC channels.

I2S_DAC_CHANNEL_MAX = 0x4
    I2S built-in DAC mode max index

```

```

enum i2s_pdm_dsr_t
    I2S PDM RX downsample mode.

```

*Values:*

```

I2S_PDM_DSR_8S = 0
    downsampling number is 8 for PDM RX mode

I2S_PDM_DSR_16S
    downsampling number is 16 for PDM RX mode

I2S_PDM_DSR_MAX

```

### 3.3.7 LED Control

#### Introduction

The LED control (LEDC) module is primarily designed to control the intensity of LEDs, although it can be used to generate PWM signals for other purposes as well. It has 16 channels which can generate independent waveforms, that can be used to drive e.g. RGB LED devices.

Half of all LEDC's channels provide high speed mode of operation. This mode offers implemented in hardware, automatic and glitch free change of PWM duty cycle. The other half of channels operate in a low speed mode, where the moment of change depends on the application software. Each group of channels is also able to use different clock sources but this feature is not implemented in the API.

The PWM controller also has the ability to automatically increase or decrease the duty cycle gradually, allowing for fades without any processor interference.

#### Functionality Overview

Getting LEDC to work on specific channel in either *high or low speed mode* is done in three steps:

1. *Configure Timer* to determine PWM signal's frequency and the a number (resolution of duty range).
2. *Configure Channel* by associating it with the timer and GPIO to output the PWM signal.
3. *Change PWM Signal* that drives the output to change LED's intensity. This may be done under full control by software or with help of hardware fading functions.

In an optional step it is also possible to set up an interrupt on the fade end.

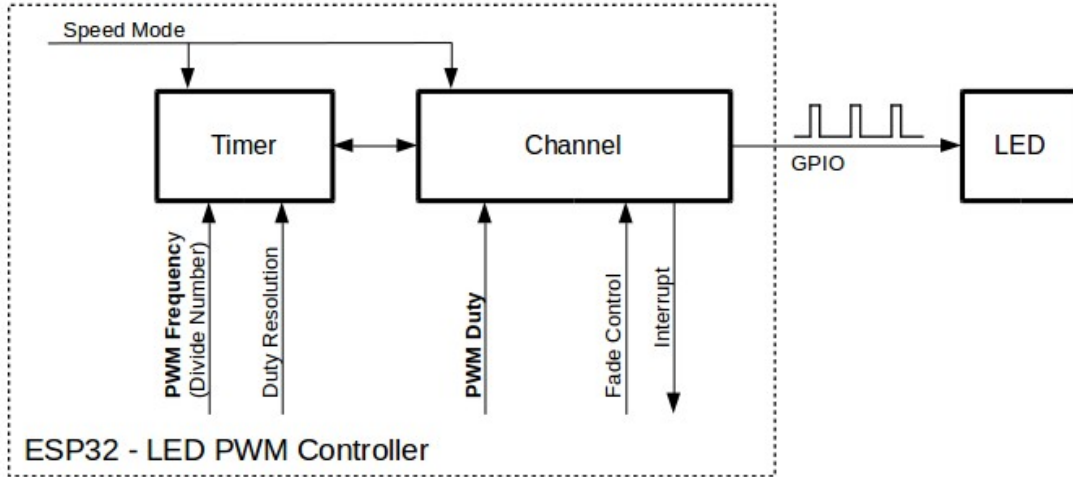


Fig. 13: Key Settings of LED PWM Controller's API

### Configure Timer

Setting of the timer is done by calling function `ledc_timer_config()`. This function should be provided with a data structure `ledc_timer_config_t` that contains the following configuration settings:

- The timer number `ledc_timer_t` and a speed mode `ledc_mode_t`.
- The PWM signal's frequency and resolution of PWM's duty value changes.

The frequency and the duty resolution are interdependent. The higher the PWM frequency, the lower duty resolution is available and vice versa. This relationship may become important, if you are planning to use this API for purposes other than changing intensity of LEDs. Check section *Supported Range of Frequency and Duty Resolution* for more details.

### Configure Channel

Having set up the timer, the next step is to configure selected channel (one out of `ledc_channel_t`). This is done by calling function `ledc_channel_config()`.

In similar way, like with the timer configuration, the channel setup function should be provided with specific structure `ledc_channel_config_t`, that contains channel's configuration parameters.

At this point channel should become operational and start generating PWM signal of frequency determined by the timer settings and the duty on selected GPIO, as configured in `ledc_channel_config_t`. The channel operation / the signal generation may be suspended at any time by calling function `ledc_stop()`.

### Change PWM Signal

Once the channel is operational and generating the PWM signal of constant duty and frequency, there are a couple of ways to change this signal. When driving LEDs we are changing primarily the duty to vary the light intensity. See the



two section below how to change the duty by software or with hardware fading. If required, we can change signal's frequency as well and this is covered in section *Change PWM Frequency*.

### Change PWM Duty by Software

Setting of the duty is done by first calling dedicated function `ledc_set_duty()` and then calling `ledc_update_duty()` to make the change effective. To check the value currently set, there is a corresponding `_get_` function `ledc_get_duty()`.

Another way to set the duty, and some other channel parameters as well, is by calling `ledc_channel_config()` discussed in the previous section.

The range of the duty value entered into functions depends on selected `duty_resolution` and should be from 0 to  $(2^{**} \text{duty\_resolution}) - 1$ . For example, if selected duty resolution is 10, then the duty range is from 0 to 1023. This provides the resolution of ~0.1%.

### Change PWM Duty with Hardware Fading

The LEDC hardware provides the means to gradually fade from one duty value to another. To use this functionality first enable fading with `ledc_fade_func_install()`. Then configure it by calling one of available fading functions:

- `ledc_set_fade_with_time()`
- `ledc_set_fade_with_step()`
- `ledc_set_fade()`

Finally start fading with `ledc_fade_start()`.

If not required anymore, fading and associated interrupt may be disabled with `ledc_fade_func_uninstall()`.

### Change PWM Frequency

The LEDC API provides several means to change the PWM frequency “on the fly”.

- One of options is to call `ledc_set_freq()`. There is a corresponding function `ledc_get_freq()` to check what frequency is currently set.
- Another option to change the frequency, and the duty resolution as well, is by calling `ledc_bind_channel_timer()` to bind other timer to the channel.
- Finally the channel's timer may be changed by calling `ledc_channel_config()`.

### More Control Over PWM

There are couple of lower level timer specific functions, that may be used to provide additional means to change the PWM settings:

- `ledc_timer_set()`
- `ledc_timer_rst()`
- `ledc_timer_pause()`
- `ledc_timer_resume()`

The first two functions are called “behind the scenes” by `ledc_channel_config()` to provide “clean” start up of a timer after is it configured.

### Use Interrupts

When configuring a LEDC channel, one of parameters selected within `ledc_channel_config_t` is `ledc_intr_type_t` and allows to enable an interrupt on fade completion.

Registration of a handler to service this interrupt is done by calling `ledc_isr_register()`.

### LEDC High and Low Speed Mode

Out of the total 8 timers and 16 channels available in the LED PWM Controller, half of them are dedicated to operate in the high speed mode and the other half in the low speed mode. Selection of the low or high speed “capable” timer or the channel is done with parameter `ledc_mode_t` that is present in applicable function calls.

The advantage of the high speed mode is h/w supported, glitch-free changeover of the timer settings. This means that if the timer settings are modified, the changes will be applied automatically after the next overflow interrupt of the timer. In contrast, when updating the low-speed timer, the change of settings should be specifically triggered by software. The LEDC API is doing it “behind the scenes”, e.g. when `ledc_timer_config()` or `ledc_timer_set()` is called.

For additional details regarding speed modes please refer to [ESP32 Technical Reference Manual \(PDF\)](#). Note that support for `SLOW_CLOCK` mentioned in this manual is not implemented in the LEDC API.

### Supported Range of Frequency and Duty Resolution

The LED PWM Controller is designed primarily to drive LEDs and provides wide resolution of PWM duty settings. For instance for the PWM frequency at 5 kHz, the maximum duty resolution is 13 bits. It means that the duty may be set anywhere from 0 to 100% with resolution of ~0.012% ( $13 \times 2 = 8192$  discrete levels of the LED intensity).

The LEDC may be used for providing signals at much higher frequencies to clock other devices, e.g. a digital camera module. In such a case the maximum available frequency is 40 MHz with duty resolution of 1 bit. This means that duty is fixed at 50% and cannot be adjusted.

The API is designed to report an error when trying to set a frequency and a duty resolution that is out of the range of LEDC’s hardware. For example, an attempt to set the frequency at 20 MHz and the duty resolution of 3 bits will result in the following error reported on a serial monitor:

```
E (196) ledc: requested frequency and duty resolution can not be achieved, try_
↪reducing freq_hz or duty_resolution. div_param=128
```

In such a case either the duty resolution or the frequency should be reduced. For example setting the duty resolution at 2 will resolve this issue and provide possibility to set the duty with 25% steps, i.e. at 25%, 50% or 75%.

The LEDC API will also capture and report an attempt to configure frequency / duty resolution combination that is below the supported minimum, e.g.:

```
E (196) ledc: requested frequency and duty resolution can not be achieved, try_
↪increasing freq_hz or duty_resolution. div_param=128000000
```

Setting of the duty resolution is normally done using `ledc_timer_bit_t`. This enumeration covers the range from 10 to 15 bits. If a smaller duty resolution is required (below 10 down to 1), enter the equivalent numeric values directly.

### Application Example

The LEDC change duty cycle and fading control example: [peripherals/ledc](#).

## API Reference

### Header File

- `driver/include/driver/ledc.h`

### Functions

*esp\_err\_t* **ledc\_channel\_config**(const *ledc\_channel\_config\_t* \*ledc\_conf)

LEDC channel configuration Configure LEDC channel with the given channel/output gpio\_num/interrupt/source timer/frequency(Hz)/LEDC duty resolution.

#### Return

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

#### Parameters

- ledc\_conf: Pointer of LEDC channel configure struct

*esp\_err\_t* **ledc\_timer\_config**(const *ledc\_timer\_config\_t* \*timer\_conf)

LEDC timer configuration Configure LEDC timer with the given source timer/frequency(Hz)/duty\_resolution.

#### Return

- ESP\_OK Success
- ESP\_ERR\_INVALID\_ARG Parameter error
- ESP\_FAIL Can not find a proper pre-divider number base on the given frequency and the current duty\_resolution.

#### Parameters

- timer\_conf: Pointer of LEDC timer configure struct

*esp\_err\_t* **ledc\_update\_duty**(*ledc\_mode\_t* speed\_mode, *ledc\_channel\_t* channel)

LEDC update channel parameters.

**Note** Call this function to activate the LEDC updated parameters. After `ledc_set_duty`, we need to call this function to update the settings.

**Note** `ledc_set_duty`, `ledc_set_duty_with_hpoint` and `ledc_update_duty` are not thread-safe, do not call these functions to control one LEDC channel in different tasks at the same time. A thread-safe version of API is `ledc_set_duty_and_update`

#### Return

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

#### Parameters

- speed\_mode: Select the LEDC speed\_mode, high-speed mode and low-speed mode,
- channel: LEDC channel (0-7), select from `ledc_channel_t`

*esp\_err\_t* **ledc\_stop** (*ledc\_mode\_t* speed\_mode, *ledc\_channel\_t* channel, *uint32\_t* idle\_level)  
LEDC stop. Disable LEDC output, and set idle level.

**Return**

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

**Parameters**

- speed\_mode: Select the LEDC speed\_mode, high-speed mode and low-speed mode
- channel: LEDC channel (0-7), select from *ledc\_channel\_t*
- idle\_level: Set output idle level after LEDC stops.

*esp\_err\_t* **ledc\_set\_freq** (*ledc\_mode\_t* speed\_mode, *ledc\_timer\_t* timer\_num, *uint32\_t* freq\_hz)  
LEDC set channel frequency (Hz)

**Return**

- ESP\_OK Success
- ESP\_ERR\_INVALID\_ARG Parameter error
- ESP\_FAIL Can not find a proper pre-divider number base on the given frequency and the current duty\_resolution.

**Parameters**

- speed\_mode: Select the LEDC speed\_mode, high-speed mode and low-speed mode
- timer\_num: LEDC timer index (0-3), select from *ledc\_timer\_t*
- freq\_hz: Set the LEDC frequency

*uint32\_t* **ledc\_get\_freq** (*ledc\_mode\_t* speed\_mode, *ledc\_timer\_t* timer\_num)  
LEDC get channel frequency (Hz)

**Return**

- 0 error
- Others Current LEDC frequency

**Parameters**

- speed\_mode: Select the LEDC speed\_mode, high-speed mode and low-speed mode
- timer\_num: LEDC timer index (0-3), select from *ledc\_timer\_t*

*esp\_err\_t* **ledc\_set\_duty\_with\_hpoint** (*ledc\_mode\_t* speed\_mode, *ledc\_channel\_t* channel, *uint32\_t* duty, *uint32\_t* hpoint)

LEDC set duty and hpoint value Only after calling *ledc\_update\_duty* will the duty update.

**Note** *ledc\_set\_duty*, *ledc\_set\_duty\_with\_hpoint* and *ledc\_update\_duty* are not thread-safe, do not call these functions to control one LEDC channel in different tasks at the same time. A thread-safe version of API is *ledc\_set\_duty\_and\_update*

**Note** If a fade operation is running in progress on that channel, the driver would not allow it to be stopped. Other duty operations will have to wait until the fade operation has finished.

**Return**

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

#### Parameters

- `speed_mode`: Select the LEDC `speed_mode`, high-speed mode and low-speed mode
- `channel`: LEDC channel (0-7), select from `ledc_channel_t`
- `duty`: Set the LEDC duty, the range of duty setting is  $[0, (2^{**}duty\_resolution)]$
- `hpoint`: Set the LEDC hpoint value(max: 0xfffff)

int **ledc\_get\_hpoint** (*ledc\_mode\_t speed\_mode, ledc\_channel\_t channel*)  
LEDC get hpoint value, the counter value when the output is set high level.

#### Return

- LEDC\_ERR\_VAL if parameter error
- Others Current hpoint value of LEDC channel

#### Parameters

- `speed_mode`: Select the LEDC `speed_mode`, high-speed mode and low-speed mode
- `channel`: LEDC channel (0-7), select from `ledc_channel_t`

*esp\_err\_t* **ledc\_set\_duty** (*ledc\_mode\_t speed\_mode, ledc\_channel\_t channel, uint32\_t duty*)  
LEDC set duty This function do not change the hpoint value of this channel. if needed, please call `ledc_set_duty_with_hpoint`. only after calling `ledc_update_duty` will the duty update.

**Note** `ledc_set_duty`, `ledc_set_duty_with_hpoint` and `ledc_update_duty` are not thread-safe, do not call these functions to control one LEDC channel in different tasks at the same time. A thread-safe version of API is `ledc_set_duty_and_update`.

**Note** If a fade operation is running in progress on that channel, the driver would not allow it to be stopped. Other duty operations will have to wait until the fade operation has finished.

#### Return

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

#### Parameters

- `speed_mode`: Select the LEDC `speed_mode`, high-speed mode and low-speed mode
- `channel`: LEDC channel (0-7), select from `ledc_channel_t`
- `duty`: Set the LEDC duty, the range of duty setting is  $[0, (2^{**}duty\_resolution)]$

uint32\_t **ledc\_get\_duty** (*ledc\_mode\_t speed\_mode, ledc\_channel\_t channel*)  
LEDC get duty.

#### Return

- LEDC\_ERR\_DUTY if parameter error
- Others Current LEDC duty

#### Parameters

- `speed_mode`: Select the LEDC `speed_mode`, high-speed mode and low-speed mode
- `channel`: LEDC channel (0-7), select from `ledc_channel_t`

*esp\_err\_t* **ledc\_set\_fade** (*ledc\_mode\_t* `speed_mode`, *ledc\_channel\_t* `channel`, *uint32\_t* `duty`,  
*ledc\_duty\_direction\_t* `fade_direction`, *uint32\_t* `step_num`, *uint32\_t*  
*duty\_cycle\_num*, *uint32\_t* `duty_scale`)

LEDC set gradient Set LEDC gradient, After the function calls the `ledc_update_duty` function, the function can take effect.

**Note** If a fade operation is running in progress on that channel, the driver would not allow it to be stopped. Other duty operations will have to wait until the fade operation has finished.

#### Return

- `ESP_OK` Success
- `ESP_ERR_INVALID_ARG` Parameter error

#### Parameters

- `speed_mode`: Select the LEDC `speed_mode`, high-speed mode and low-speed mode
- `channel`: LEDC channel (0-7), select from `ledc_channel_t`
- `duty`: Set the start of the gradient duty, the range of duty setting is  $[0, (2^{**}duty\_resolution)]$
- `fade_direction`: Set the direction of the gradient
- `step_num`: Set the number of the gradient
- `duty_cycle_num`: Set how many LEDC tick each time the gradient lasts
- `duty_scale`: Set gradient change amplitude

*esp\_err\_t* **ledc\_isr\_register** (*void (\*fn)*) *void \**  
*, void \*arg*, *int intr\_alloc\_flags*, *ledc\_isr\_handle\_t \*handle* Register LEDC interrupt handler, the handler is an ISR. The handler will be attached to the same CPU core that this function is running on.

#### Return

- `ESP_OK` Success
- `ESP_ERR_INVALID_ARG` Function pointer error.

#### Parameters

- `fn`: Interrupt handler function.
- `arg`: User-supplied argument passed to the handler function.
- `intr_alloc_flags`: Flags used to allocate the interrupt. One or multiple (ORred) `ESP_INTR_FLAG_*` values. See `esp_intr_alloc.h` for more info.
- `arg`: Parameter for handler function
- `handle`: Pointer to return handle. If non-NULL, a handle for the interrupt will be returned here.

*esp\_err\_t* **ledc\_timer\_set** (*ledc\_mode\_t* `speed_mode`, *ledc\_timer\_t* `timer_sel`, *uint32\_t* `clock_divider`,  
*uint32\_t* `duty_resolution`, *ledc\_clk\_src\_t* `clk_src`)

Configure LEDC settings.

#### Return

- (-1) Parameter error

- Other Current LEDC duty

#### Parameters

- `speed_mode`: Select the LEDC `speed_mode`, high-speed mode and low-speed mode
- `timer_sel`: Timer index (0-3), there are 4 timers in LEDC module
- `clock_divider`: Timer clock divide value, the timer clock is divided from the selected clock source
- `duty_resolution`: Resolution of duty setting in number of bits. The range of duty values is [0, (2\*\*`duty_resolution`)]
- `clk_src`: Select LEDC source clock.

*esp\_err\_t ledc\_timer\_rst* (*ledc\_mode\_t speed\_mode*, *uint32\_t timer\_sel*)

Reset LEDC timer.

#### Return

- `ESP_ERR_INVALID_ARG` Parameter error
- `ESP_OK` Success

#### Parameters

- `speed_mode`: Select the LEDC `speed_mode`, high-speed mode and low-speed mode
- `timer_sel`: LEDC timer index (0-3), select from `ledc_timer_t`

*esp\_err\_t ledc\_timer\_pause* (*ledc\_mode\_t speed\_mode*, *uint32\_t timer\_sel*)

Pause LEDC timer counter.

#### Return

- `ESP_ERR_INVALID_ARG` Parameter error
- `ESP_OK` Success

#### Parameters

- `speed_mode`: Select the LEDC `speed_mode`, high-speed mode and low-speed mode
- `timer_sel`: LEDC timer index (0-3), select from `ledc_timer_t`

*esp\_err\_t ledc\_timer\_resume* (*ledc\_mode\_t speed\_mode*, *uint32\_t timer\_sel*)

Resume LEDC timer.

#### Return

- `ESP_ERR_INVALID_ARG` Parameter error
- `ESP_OK` Success

#### Parameters

- `speed_mode`: Select the LEDC `speed_mode`, high-speed mode and low-speed mode
- `timer_sel`: LEDC timer index (0-3), select from `ledc_timer_t`

*esp\_err\_t ledc\_bind\_channel\_timer* (*ledc\_mode\_t speed\_mode*, *uint32\_t channel*, *uint32\_t timer\_idx*)

Bind LEDC channel with the selected timer.

#### Return

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

#### Parameters

- `speed_mode`: Select the LEDC `speed_mode`, high-speed mode and low-speed mode
- `channel`: LEDC channel index (0-7), select from `ledc_channel_t`
- `timer_idx`: LEDC timer index (0-3), select from `ledc_timer_t`

*esp\_err\_t* **ledc\_set\_fade\_with\_step** (*ledc\_mode\_t* `speed_mode`, *ledc\_channel\_t* `channel`, *uint32\_t* `target_duty`, *uint32\_t* `scale`, *uint32\_t* `cycle_num`)

Set LEDC fade function.

**Note** Call `ledc_fade_func_install()` once before calling this function. Call `ledc_fade_start()` after this to start fading.

**Note** `ledc_set_fade_with_step`, `ledc_set_fade_with_time` and `ledc_fade_start` are not thread-safe, do not call these functions to control one LEDC channel in different tasks at the same time. A thread-safe version of API is `ledc_set_fade_step_and_start`

**Note** If a fade operation is running in progress on that channel, the driver would not allow it to be stopped. Other duty operations will have to wait until the fade operation has finished.

#### Return

- ESP\_ERR\_INVALID\_ARG Parameter error
- ESP\_OK Success
- ESP\_ERR\_INVALID\_STATE Fade function not installed.
- ESP\_FAIL Fade function init error

#### Parameters

- `speed_mode`: Select the LEDC `speed_mode`, high-speed mode and low-speed mode,
- `channel`: LEDC channel index (0-7), select from `ledc_channel_t`
- `target_duty`: Target duty of fading [0, (2\*\*`duty_resolution`) - 1]
- `scale`: Controls the increase or decrease step scale.
- `cycle_num`: increase or decrease the duty every `cycle_num` cycles

*esp\_err\_t* **ledc\_set\_fade\_with\_time** (*ledc\_mode\_t* `speed_mode`, *ledc\_channel\_t* `channel`, *uint32\_t* `target_duty`, *int* `max_fade_time_ms`)

Set LEDC fade function, with a limited time.

**Note** Call `ledc_fade_func_install()` once before calling this function. Call `ledc_fade_start()` after this to start fading.

**Note** `ledc_set_fade_with_step`, `ledc_set_fade_with_time` and `ledc_fade_start` are not thread-safe, do not call these functions to control one LEDC channel in different tasks at the same time. A thread-safe version of API is `ledc_set_fade_step_and_start`

**Note** If a fade operation is running in progress on that channel, the driver would not allow it to be stopped. Other duty operations will have to wait until the fade operation has finished.

#### Return



- ESP\_ERR\_INVALID\_ARG Parameter error
- ESP\_OK Success
- ESP\_ERR\_INVALID\_STATE Fade function not installed.
- ESP\_FAIL Fade function init error

#### Parameters

- `speed_mode`: Select the LEDC `speed_mode`, high-speed mode and low-speed mode,
- `channel`: LEDC channel index (0-7), select from `ledc_channel_t`
- `target_duty`: Target duty of fading.(  $0 - (2^{**} \text{duty\_resolution} - 1)$ ))
- `max_fade_time_ms`: The maximum time of the fading ( ms ).

*esp\_err\_t* **ledc\_fade\_func\_install** (int *intr\_alloc\_flags*)

Install LEDC fade function. This function will occupy interrupt of LEDC module.

#### Return

- ESP\_OK Success
- ESP\_ERR\_INVALID\_STATE Fade function already installed.

#### Parameters

- `intr_alloc_flags`: Flags used to allocate the interrupt. One or multiple (ORred) ESP\_INTR\_FLAG\_\* values. See `esp_intr_alloc.h` for more info.

void **ledc\_fade\_func\_uninstall** ()

Uninstall LEDC fade function.

*esp\_err\_t* **ledc\_fade\_start** (*ledc\_mode\_t* *speed\_mode*, *ledc\_channel\_t* *channel*, *ledc\_fade\_mode\_t* *fade\_mode*)

Start LEDC fading.

**Note** Call `ledc_fade_func_install()` once before calling this function. Call this API right after `ledc_set_fade_with_time` or `ledc_set_fade_with_step` before to start fading.

**Note** If a fade operation is running in progress on that channel, the driver would not allow it to be stopped. Other duty operations will have to wait until the fade operation has finished.

#### Return

- ESP\_OK Success
- ESP\_ERR\_INVALID\_STATE Fade function not installed.
- ESP\_ERR\_INVALID\_ARG Parameter error.

#### Parameters

- `speed_mode`: Select the LEDC `speed_mode`, high-speed mode and low-speed mode
- `channel`: LEDC channel number
- `fade_mode`: Whether to block until fading done.

*esp\_err\_t* **ledc\_set\_duty\_and\_update** (*ledc\_mode\_t* *speed\_mode*, *ledc\_channel\_t* *channel*, uint32\_t *duty*, uint32\_t *hpoint*)

A thread-safe API to set duty for LEDC channel and return when duty updated.

**Note** If a fade operation is running in progress on that channel, the driver would not allow it to be stopped. Other duty operations will have to wait until the fade operation has finished.

**Parameters**

- `speed_mode`: Select the LEDC `speed_mode`, high-speed mode and low-speed mode
- `channel`: LEDC channel (0-7), select from `ledc_channel_t`
- `duty`: Set the LEDC duty, the range of duty setting is  $[0, (2^{**}duty\_resolution)]$
- `hpoint`: Set the LEDC hpoint value(max: 0xfffff)

`esp_err_t ledc_set_fade_time_and_start` (*ledc\_mode\_t speed\_mode, ledc\_channel\_t channel, uint32\_t target\_duty, uint32\_t max\_fade\_time\_ms, ledc\_fade\_mode\_t fade\_mode*)

A thread-safe API to set and start LEDC fade function, with a limited time.

**Note** Call `ledc_fade_func_install()` once, before calling this function.

**Note** If a fade operation is running in progress on that channel, the driver would not allow it to be stopped. Other duty operations will have to wait until the fade operation has finished.

**Return**

- `ESP_ERR_INVALID_ARG` Parameter error
- `ESP_OK` Success
- `ESP_ERR_INVALID_STATE` Fade function not installed.
- `ESP_FAIL` Fade function init error

**Parameters**

- `speed_mode`: Select the LEDC `speed_mode`, high-speed mode and low-speed mode,
- `channel`: LEDC channel index (0-7), select from `ledc_channel_t`
- `target_duty`: Target duty of fading.(  $0 - (2^{**} duty\_resolution - 1)$ ))
- `max_fade_time_ms`: The maximum time of the fading ( ms ).
- `fade_mode`: choose blocking or non-blocking mode

`esp_err_t ledc_set_fade_step_and_start` (*ledc\_mode\_t speed\_mode, ledc\_channel\_t channel, uint32\_t target\_duty, uint32\_t scale, uint32\_t cycle\_num, ledc\_fade\_mode\_t fade\_mode*)

A thread-safe API to set and start LEDC fade function.

**Note** Call `ledc_fade_func_install()` once before calling this function.

**Note** If a fade operation is running in progress on that channel, the driver would not allow it to be stopped. Other duty operations will have to wait until the fade operation has finished.

**Return**

- `ESP_ERR_INVALID_ARG` Parameter error
- `ESP_OK` Success
- `ESP_ERR_INVALID_STATE` Fade function not installed.
- `ESP_FAIL` Fade function init error

**Parameters**

- `speed_mode`: Select the LEDC `speed_mode`, high-speed mode and low-speed mode,
- `channel`: LEDC channel index (0-7), select from `ledc_channel_t`
- `target_duty`: Target duty of fading  $[0, (2^{**}duty\_resolution) - 1]$
- `scale`: Controls the increase or decrease step scale.
- `cycle_num`: increase or decrease the duty every `cycle_num` cycles
- `fade_mode`: choose blocking or non-blocking mode

## Structures

### **struct ledc\_channel\_config\_t**

Configuration parameters of LEDC channel for `ledc_channel_config` function.

#### Public Members

`int gpio_num`

the LEDC output `gpio_num`, if you want to use `gpio16`, `gpio_num = 16`

`ledc_mode_t speed_mode`

LEDC speed `speed_mode`, high-speed mode or low-speed mode

`ledc_channel_t channel`

LEDC channel (0 - 7)

`ledc_intr_type_t intr_type`

configure interrupt, Fade interrupt enable or Fade interrupt disable

`ledc_timer_t timer_sel`

Select the timer source of channel (0 - 3)

`uint32_t duty`

LEDC channel duty, the range of duty setting is  $[0, (2^{**}duty\_resolution)]$

`int hpoint`

LEDC channel `hpoint` value, the max value is `0xffff`

### **struct ledc\_timer\_config\_t**

Configuration parameters of LEDC Timer timer for `ledc_timer_config` function.

#### Public Members

`ledc_mode_t speed_mode`

LEDC speed `speed_mode`, high-speed mode or low-speed mode

`ledc_timer_bit_t duty_resolution`

LEDC channel duty resolution

`ledc_timer_bit_t bit_num`

Deprecated in ESP-IDF 3.0. This is an alias to 'duty\_resolution' for backward compatibility with ESP-IDF 2.1

`ledc_timer_t timer_num`

The timer source of channel (0 - 3)

`uint32_t freq_hz`

LEDC timer frequency (Hz)

## Macros

**LEDC\_APB\_CLK\_HZ**

**LEDC\_REF\_CLK\_HZ**

**LEDC\_ERR\_DUTY**

**LEDC\_ERR\_VAL**

## Type Definitions

```
typedef intr_handle_t ledc_isr_handle_t
```

## Enumerations

**enum ledc\_mode\_t**

*Values:*

**LEDC\_HIGH\_SPEED\_MODE** = 0  
LEDC high speed speed\_mode

**LEDC\_LOW\_SPEED\_MODE**  
LEDC low speed speed\_mode

**LEDC\_SPEED\_MODE\_MAX**  
LEDC speed limit

**enum ledc\_intr\_type\_t**

*Values:*

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

**LEDC\_INTR\_FADE\_END**  
Enable LEDC interrupt

**enum ledc\_duty\_direction\_t**

*Values:*

**LEDC\_DUTY\_DIR\_DECREASE** = 0  
LEDC duty decrease direction

**LEDC\_DUTY\_DIR\_INCREASE** = 1  
LEDC duty increase direction

**LEDC\_DUTY\_DIR\_MAX**

**enum ledc\_clk\_src\_t**

*Values:*

**LEDC\_REF\_TICK** = 0  
LEDC timer clock divided from reference tick (1Mhz)

**LEDC\_APB\_CLK**  
LEDC timer clock divided from APB clock (80Mhz)

**enum ledc\_timer\_t**

*Values:*

**LEDC\_TIMER\_0** = 0  
LEDC timer 0

**LEDC\_TIMER\_1**  
LEDC timer 1

**LEDC\_TIMER\_2**  
LEDC timer 2

**LEDC\_TIMER\_3**  
LEDC timer 3

**LEDC\_TIMER\_MAX**

**enum ledc\_channel\_t**

*Values:*

**LEDC\_CHANNEL\_0** = 0  
LEDC channel 0

**LEDC\_CHANNEL\_1**  
LEDC channel 1

**LEDC\_CHANNEL\_2**  
LEDC channel 2

**LEDC\_CHANNEL\_3**  
LEDC channel 3

**LEDC\_CHANNEL\_4**  
LEDC channel 4

**LEDC\_CHANNEL\_5**  
LEDC channel 5

**LEDC\_CHANNEL\_6**  
LEDC channel 6

**LEDC\_CHANNEL\_7**  
LEDC channel 7

**LEDC\_CHANNEL\_MAX**

**enum ledc\_timer\_bit\_t**

*Values:*

**LEDC\_TIMER\_1\_BIT** = 1  
LEDC PWM duty resolution of 1 bits

**LEDC\_TIMER\_2\_BIT**  
LEDC PWM duty resolution of 2 bits

**LEDC\_TIMER\_3\_BIT**  
LEDC PWM duty resolution of 3 bits

**LEDC\_TIMER\_4\_BIT**  
LEDC PWM duty resolution of 4 bits

**LEDC\_TIMER\_5\_BIT**  
LEDC PWM duty resolution of 5 bits

**LEDC\_TIMER\_6\_BIT**  
LEDC PWM duty resolution of 6 bits

**LEDC\_TIMER\_7\_BIT**  
LEDC PWM duty resolution of 7 bits

**LEDC\_TIMER\_8\_BIT**  
LEDC PWM duty resolution of 8 bits

**LEDC\_TIMER\_9\_BIT**  
LEDC PWM duty resolution of 9 bits

**LEDC\_TIMER\_10\_BIT**  
LEDC PWM duty resolution of 10 bits

**LEDC\_TIMER\_11\_BIT**  
LEDC PWM duty resolution of 11 bits

**LEDC\_TIMER\_12\_BIT**  
LEDC PWM duty resolution of 12 bits

**LEDC\_TIMER\_13\_BIT**  
LEDC PWM duty resolution of 13 bits

**LEDC\_TIMER\_14\_BIT**  
LEDC PWM duty resolution of 14 bits

**LEDC\_TIMER\_15\_BIT**  
LEDC PWM duty resolution of 15 bits

**LEDC\_TIMER\_16\_BIT**  
LEDC PWM duty resolution of 16 bits

**LEDC\_TIMER\_17\_BIT**  
LEDC PWM duty resolution of 17 bits

**LEDC\_TIMER\_18\_BIT**  
LEDC PWM duty resolution of 18 bits

**LEDC\_TIMER\_19\_BIT**  
LEDC PWM duty resolution of 19 bits

**LEDC\_TIMER\_20\_BIT**  
LEDC PWM duty resolution of 20 bits

**LEDC\_TIMER\_BIT\_MAX**

**enum ledc\_fade\_mode\_t**

*Values:*

**LEDC\_FADE\_NO\_WAIT = 0**  
LEDC fade function will return immediately

**LEDC\_FADE\_WAIT\_DONE**  
LEDC fade function will block until fading to the target duty

**LEDC\_FADE\_MAX**

### 3.3.8 MCPWM

ESP32 has two MCPWM units which can be used to control different types of motors. Each unit has three pairs of PWM outputs.

Further in documentation the outputs of a single unit are labeled PWMxA / PWMxB.

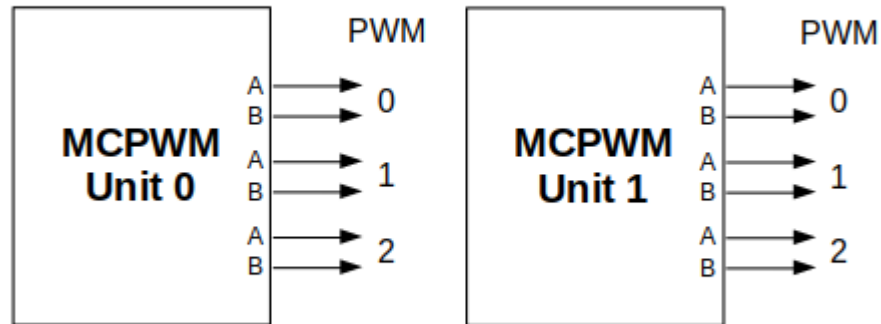


Fig. 14: MCPWM Overview

More detailed block diagram of the MCPWM unit is shown below. Each A/B pair may be clocked by any one of the three timers Timer 0, 1 and 2. The same timer may be used to clock more than one pair of PWM outputs. Each unit is also able to collect inputs such as SYNC SIGNALS, detect FAULT SIGNALS like motor overcurrent or overvoltage, as well as obtain feedback with CAPTURE SIGNALS on e.g. a rotor position.

Description of this API starts with configuration of MCPWM's **Timer** and **Operator** submodules to provide the basic motor control functionality. Then it discusses more advanced submodules and functionalities of a **Fault Handler**, signal **Capture**, **Carrier** and **Interrupts**.

## Contents

- *Configure* a basic functionality of the outputs
- *Operate* the outputs to drive a motor
- *Adjust* how the motor is driven
- *Capture* external signals to provide additional control over the outputs
- Use *Fault Handler* to detect and manage faults
- Add a higher frequency *Carrier*, if output signals are passed through an isolation transformer
- Configuration and handling of *Interrupts*.

## Configure

The scope of configuration depends on the motor type, in particular how many outputs and inputs are required, and what will be the sequence of signals to drive the motor.

In this case we will describe a simple configuration to control a brushed DC motor that is using only some of the available MCPWM's resources. An example circuit is shown below. It includes a **H-Bridge** to switch polarization of a voltage applied to the motor (M) and to provide sufficient current to drive it.

Configuration covers the following steps:

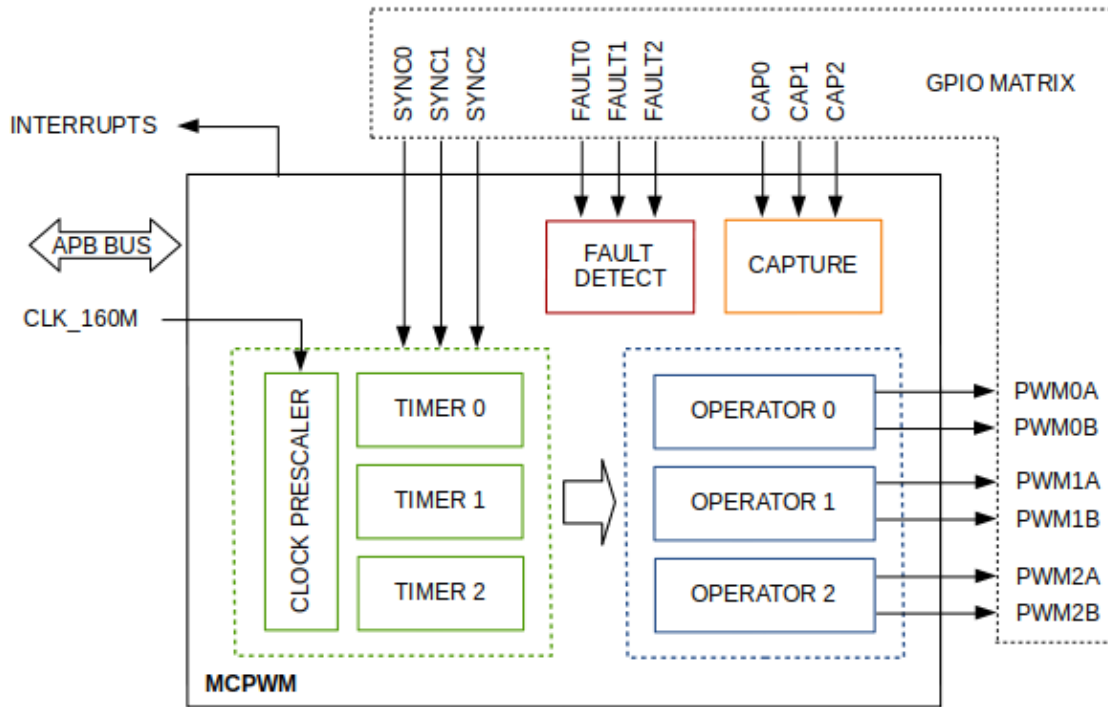


Fig. 15: MCPWM Block Diagram

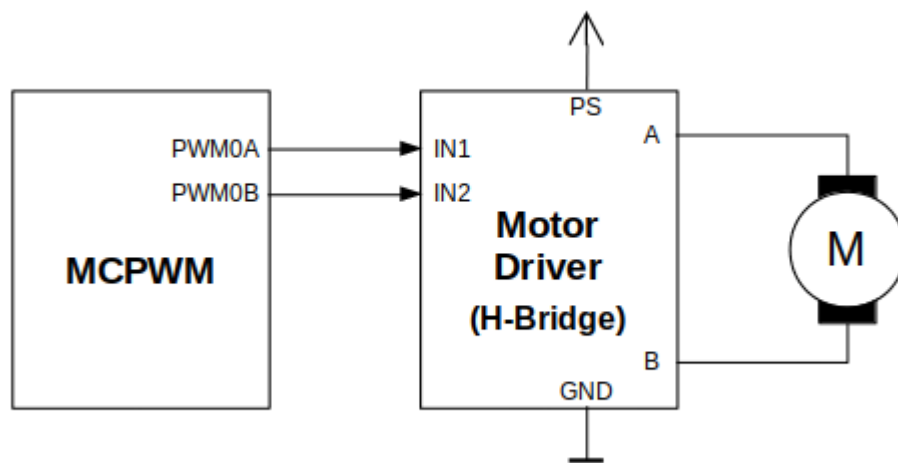


Fig. 16: Example of Brushed DC Motor Control with MCPWM



1. Selection of a MPWN unit that will be used to drive the motor. There are two units available on-board of ESP32 and enumerated in `mcpwm_unit_t`.
2. Initialization of two GPIOs as output signals within selected unit by calling `mcpwm_gpio_init()`. The two output signals are typically used to command the motor to rotate right or left. All available signal options are listed in `mcpwm_io_signals_t`. To set more than a single pin at a time, use function `mcpwm_set_pin()` together with `mcpwm_pin_config_t`.
3. Selection of a timer. There are three timers available within the unit. The timers are listed in `mcpwm_timer_t`.
4. Setting of the timer frequency and initial duty within `mcpwm_config_t` structure.
5. Calling of `mcpwm_init()` with the above parameters to make the configuration effective.

## Operate

To operate a motor connected to the MCPWM unit, e.g. turn it left or right, or vary the speed, we should apply some control signals to the unit's outputs. The outputs are organized into three pairs. Within a pair they are labeled "A" and "B" and driven by a submodule called an "Operator". To provide a PWM signal, the Operator itself should be clocked by one of three available Timers. To make the API simpler, each Timer is automatically associated by the API to drive an Operator of the same index, e.g. Timer 0 is associated with Operator 0.

There are the following basic ways to control the outputs:

- We can drive particular signal steady high or steady low with function `mcpwm_set_signal_high()` or `mcpwm_set_signal_low()`. This will make the motor to turn with a maximum speed or stop. Depending on selected output A or B the motor will rotate either right or left.
- Another option is to drive the outputs with the PWM signal by calling `mcpwm_start()` or `mcpwm_stop()`. The motor speed will be proportional to the PWM duty.
- To vary PWM's duty call `mcpwm_set_duty()` and provide the duty value in %. Optionally, you may call `mcpwm_set_duty_in_us()`, if you prefer to set the duty in microseconds. Checking of currently set value is possible by calling `mcpwm_get_duty()`. Phase of the PWM signal may be altered by calling `mcpwm_set_duty_type()`. The duty is set individually for each A and B output using `mcpwm_operator_t` in specific function calls. The duty value refers either to high or low output signal duration. This is configured when calling `mcpwm_init()`, as discussed in section *Configure*, and selecting one of options from `mcpwm_duty_type_t`.

---

**Note:** Call function `mcpwm_set_duty_type()` every time after `mcpwm_set_signal_high()` or `mcpwm_set_signal_low()` to resume with previously set duty cycle.

---

## Adjust

There are couple of ways to adjust a signal on the outputs and changing how the motor operates.

- Set specific PWM frequency by calling `mcpwm_set_frequency()`. This may be required to adjust to electrical or mechanical characteristics of particular motor and driver. To check what frequency is set, use function `mcpwm_get_frequency()`.
- Introduce a dead time between outputs A and B when they are changing the state to reverse direction of the motor rotation. This is to make up for on/off switching delay of the motor driver FETs. The dead time options are defined in `mcpwm_deadtime_type_t` and enabled by calling `mcpwm_deadtime_enable()`. To disable this functionality call `mcpwm_deadtime_disable()`.

- Synchronize outputs of operator submodules, e.g. to get raising edge of PWM0A/B and PWM1A/B to start exactly at the same time, or shift them between each other by a given phase. Synchronization is triggered by SYNC SIGNALS shown on the *block diagram* of the MCPWM above, and defined in `mcpwm_sync_signal_t`. To attach the signal to a GPIO call `mcpwm_gpio_init()`. You can then enable synchronization with function `mcpwm_sync_enable()`. As input parameters provide MCPWM unit, timer to synchronize, the synchronization signal and a phase to delay the timer.

**Note:** Synchronization signals are referred to using two different enumerations. First one `mcpwm_io_signals_t` is used together with function `mcpwm_gpio_init()` when selecting a GPIO as the signal input source. The second one `mcpwm_sync_signal_t` is used when enabling or disabling synchronization with `mcpwm_sync_enable()` or `mcpwm_sync_disable()`.

- Vary the pattern of the A/B output signals by getting MCPWM counters to count up, down and up/down (automatically changing the count direction). Respective configuration is done when calling `mcpwm_init()`, as discussed in section *Configure*, and selecting one of counter types from `mcpwm_counter_type_t`. For explanation of how A/B PWM output signals are generated please refer to [ESP32 Technical Reference Manual](#).

## Capture

One of requirements of BLDC (Brushless DC, see figure below) motor control is sensing of the rotor position. To facilitate this task each MCPWM unit provides three sensing inputs together with dedicated hardware. The hardware is able to detect the input signal's edge and measure time between signals. As result the control software is simpler and the CPU power may be used for other tasks.

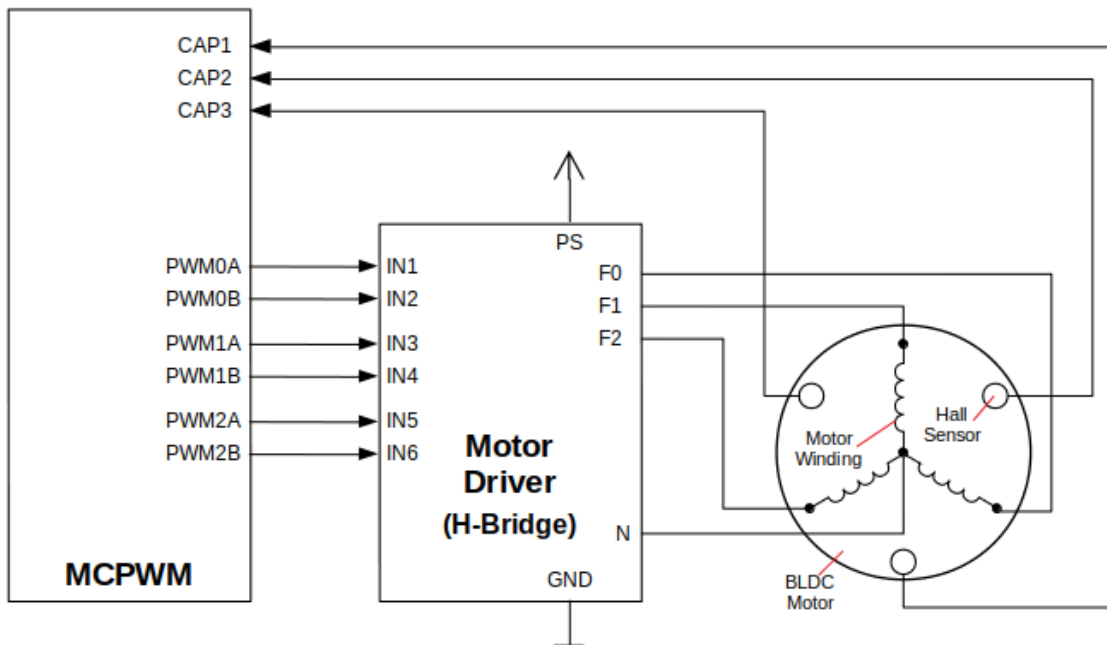


Fig. 17: Example of Brushless DC Motor Control with MCPWM

The capture functionality may be used for other types of motors or tasks. The functionality is enabled in two steps:

1. Configuration of GPIOs to act as the capture signal inputs by calling functions `mcpwm_gpio_init()` or `mcpwm_set_pin()`, that were described in section *Configure*.
2. Enabling of the functionality itself by invoking `mcpwm_capture_enable()`, selecting desired signal input from `mcpwm_capture_signal_t`, setting the signal edge with `mcpwm_capture_on_edge_t` and the signal count prescaler.

Within the second step above a 32-bit capture timer is enabled. The timer runs continuously driven by the APB clock. The clock frequency is typically 80 MHz. On each capture event the capture timer's value is stored in time-stamp register that may be then checked by calling `mcpwm_capture_signal_get_value()`. The edge of the last signal may be checked with `mcpwm_capture_signal_get_edge()`.

If not required anymore, the capture functionality may be disabled with `mcpwm_capture_disable()`.

## Fault Handler

Each unit of the MCPWM is able to sense external signals with information about failure of the motor, the motor driver or any other device connected to the MCPWM. There are three fault inputs per unit that may be routed to user selectable GPIOs. The MCPWM may be configured to perform one of four predefined actions on A/B outputs when a fault signal is received:

- lock current state of the output
- set the output low
- set the output high
- toggle the output

The user should determine possible failure modes of the motor and what action should be performed on detection of particular fault, e.g. drive all outputs low for a brushed motor, or lock current state for a stepper motor, etc. As result of this action the motor should be put into a safe state to reduce likelihood of a damage caused by the fault.

The fault handler functionality is enabled in two steps:

1. Configuration of GPIOs to act as fault signal inputs. This is done in analogous way as described for capture signals in section above. It includes setting the signal level to trigger the fault as defined in `mcpwm_fault_input_level_t`.
2. Initialization of the fault handler by calling either `mcpwm_fault_set_one_shot_mode()` or `mcpwm_fault_set_cyc_mode()`. These functions set the mode that MCPWM should operate once fault signal becomes inactive. There are two modes possible:
  - State of MCPWM unit will be locked until reset - `mcpwm_fault_set_one_shot_mode()`.
  - The MCPWM will resume operation once fault signal becoming inactive - `mcpwm_fault_set_cyc_mode()`.

The function call parameters include selection of one of three fault inputs defined in `mcpwm_fault_signal_t` and specific action on outputs A and B defined in `mcpwm_action_on_pwmxa_t` and `mcpwm_action_on_pwmxb_t`.

Particular fault signal may be disabled at the runtime by calling `mcpwm_fault_deinit()`.

## Carrier

The MCPWM has a carrier submodule used if galvanic isolation from the motor driver is required by passing the A/B output signals through transformers. Any of A and B output signals may be at 100% duty and not changing whenever motor is required to run steady at the full load. Coupling of non alternating signals with a transformer is problematic, so the signals are modulated by the carrier submodule to create an AC waveform, to make the coupling possible.

To use the carrier submodule, it should be first initialized by calling `mcpwm_carrier_init()`. The carrier parameters are defined in `mcpwm_carrier_config_t` structure invoked within the function call. Then the carrier functionality may be enabled by calling `mcpwm_carrier_enable()`.

The carrier parameters may be then alerted at a runtime by calling dedicated functions to change individual fields of the `mcpwm_carrier_config_t` structure, like `mcpwm_carrier_set_period()`, `mcpwm_carrier_set_duty_cycle()`, `mcpwm_carrier_output_invert()`, etc.

This includes enabling and setting duration of the first pulse of the career with `mcpwm_carrier_oneshot_mode_enable()`. For more details please refer to “PWM Carrier Submodule” section of the [ESP32 Technical Reference Manual](#).

To disable carrier functionality call `mcpwm_carrier_disable()`.

### Interrupts

Registering of the MCPWM interrupt handler is possible by calling `mcpwm_isr_register()`.

### Application Example

Examples of using MCPWM for motor control: [peripherals/mcpwm](#):

- Demonstration how to use each submodule of the MCPWM - [peripherals/mcpwm/mcpwm\\_basic\\_config](#)
- Control of BLDC (brushless DC) motor with hall sensor feedback - [peripherals/mcpwm/mcpwm\\_blcdc\\_control](#)
- Brushed DC motor control - [peripherals/mcpwm/mcpwm\\_brushed\\_dc\\_control](#)
- Servo motor control - [peripherals/mcpwm/mcpwm\\_servo\\_control](#)

### API Reference

#### Header File

- [driver/include/driver/mcpwm.h](#)

#### Functions

`esp_err_t mcpwm_gpio_init(mcpwm_unit_t mcpwm_num, mcpwm_io_signals_t io_signal, int gpio_num)`

This function initializes each gpio signal for MCPWM.

**Note** This function initializes one gpio at a time.

#### Return

- `ESP_OK` Success
- `ESP_ERR_INVALID_ARG` Parameter error

#### Parameters

- `mcpwm_num`: set MCPWM unit(0-1)
- `io_signal`: set MCPWM signals, each MCPWM unit has 6 output(MCPWMXA, MCPWMXB) and 9 input(SYNC\_X, FAULT\_X, CAP\_X) ‘X’ is timer\_num(0-2)
- `gpio_num`: set this to configure gpio for MCPWM, if you want to use gpio16, `gpio_num = 16`

*esp\_err\_t* **mcpwm\_set\_pin** (*mcpwm\_unit\_t* mcpwm\_num, **const** *mcpwm\_pin\_config\_t* \*mcpwm\_pin)  
Initialize MCPWM gpio structure.

**Note** This function can be used to initialize more than one gpio at a time.

**Return**

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

**Parameters**

- mcpwm\_num: set MCPWM unit(0-1)
- mcpwm\_pin: MCPWM pin structure

*esp\_err\_t* **mcpwm\_init** (*mcpwm\_unit\_t* mcpwm\_num, *mcpwm\_timer\_t* timer\_num, **const** *mcpwm\_config\_t* \*mcpwm\_conf)  
Initialize MCPWM parameters.

**Return**

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

**Parameters**

- mcpwm\_num: set MCPWM unit(0-1)
- timer\_num: set timer number(0-2) of MCPWM, each MCPWM unit has 3 timers
- mcpwm\_conf: configure structure *mcpwm\_config\_t*

*esp\_err\_t* **mcpwm\_set\_frequency** (*mcpwm\_unit\_t* mcpwm\_num, *mcpwm\_timer\_t* timer\_num, *uint32\_t* frequency)  
Set frequency(in Hz) of MCPWM timer.

**Return**

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

**Parameters**

- mcpwm\_num: set MCPWM unit(0-1)
- timer\_num: set timer number(0-2) of MCPWM, each MCPWM unit has 3 timers
- frequency: set the frequency in Hz of each timer

*esp\_err\_t* **mcpwm\_set\_duty** (*mcpwm\_unit\_t* mcpwm\_num, *mcpwm\_timer\_t* timer\_num, *mcpwm\_operator\_t* op\_num, *float* duty)  
Set duty cycle of each operator(MCPWMXA/MCPWMB)

**Return**

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

**Parameters**

- `mcpwm_num`: set MCPWM unit(0-1)
- `timer_num`: set timer number(0-2) of MCPWM, each MCPWM unit has 3 timers
- `op_num`: set the operator(MCPWMXA/MCPWMB), 'X' is timer number selected
- `duty`: set duty cycle in % (i.e for 62.3% duty cycle, `duty = 62.3`) of each operator

`esp_err_t mcpwm_set_duty_in_us` (`mcpwm_unit_t mcpwm_num`, `mcpwm_timer_t timer_num`,  
`mcpwm_operator_t op_num`, `uint32_t duty`)

Set duty cycle of each operator(MCPWMXA/MCPWMB) in us.

**Return**

- `ESP_OK` Success
- `ESP_ERR_INVALID_ARG` Parameter error

**Parameters**

- `mcpwm_num`: set MCPWM unit(0-1)
- `timer_num`: set timer number(0-2) of MCPWM, each MCPWM unit has 3 timers
- `op_num`: set the operator(MCPWMXA/MCPWMB), 'x' is timer number selected
- `duty`: set duty value in microseconds of each operator

`esp_err_t mcpwm_set_duty_type` (`mcpwm_unit_t mcpwm_num`, `mcpwm_timer_t timer_num`,  
`mcpwm_operator_t op_num`, `mcpwm_duty_type_t duty_num`)

Set duty either active high or active low(out of phase/inverted)

**Note** Call this function every time after `mcpwm_set_signal_high` or `mcpwm_set_signal_low` to resume with previously set duty cycle

**Return**

- `ESP_OK` Success
- `ESP_ERR_INVALID_ARG` Parameter error

**Parameters**

- `mcpwm_num`: set MCPWM unit(0-1)
- `timer_num`: set timer number(0-2) of MCPWM, each MCPWM unit has 3 timers
- `op_num`: set the operator(MCPWMXA/MCPWMB), 'x' is timer number selected
- `duty_num`: set active low or active high duty type

`uint32_t mcpwm_get_frequency` (`mcpwm_unit_t mcpwm_num`, `mcpwm_timer_t timer_num`)

Get frequency of timer.

**Return**

- frequency of timer

**Parameters**

- `mcpwm_num`: set MCPWM unit(0-1)
- `timer_num`: set timer number(0-2) of MCPWM, each MCPWM unit has 3 timers

float **mcpwm\_get\_duty** (*mcpwm\_unit\_t* mcpwm\_num, *mcpwm\_timer\_t* timer\_num, *mcpwm\_operator\_t* op\_num)

Get duty cycle of each operator.

#### Return

- duty cycle in % of each operator(56.7 means duty is 56.7%)

#### Parameters

- mcpwm\_num: set MCPWM unit(0-1)
- timer\_num: set timer number(0-2) of MCPWM, each MCPWM unit has 3 timers
- op\_num: set the operator(MCPWMXA/MCPWMB), 'x' is timer number selected

*esp\_err\_t* **mcpwm\_set\_signal\_high** (*mcpwm\_unit\_t* mcpwm\_num, *mcpwm\_timer\_t* timer\_num, *mcpwm\_operator\_t* op\_num)

Use this function to set MCPWM signal high.

#### Return

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

#### Parameters

- mcpwm\_num: set MCPWM unit(0-1)
- timer\_num: set timer number(0-2) of MCPWM, each MCPWM unit has 3 timers
- op\_num: set the operator(MCPWMXA/MCPWMB), 'x' is timer number selected

*esp\_err\_t* **mcpwm\_set\_signal\_low** (*mcpwm\_unit\_t* mcpwm\_num, *mcpwm\_timer\_t* timer\_num, *mcpwm\_operator\_t* op\_num)

Use this function to set MCPWM signal low.

#### Return

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

#### Parameters

- mcpwm\_num: set MCPWM unit(0-1)
- timer\_num: set timer number(0-2) of MCPWM, each MCPWM unit has 3 timers
- op\_num: set the operator(MCPWMXA/MCPWMB), 'x' is timer number selected

*esp\_err\_t* **mcpwm\_start** (*mcpwm\_unit\_t* mcpwm\_num, *mcpwm\_timer\_t* timer\_num)

Start MCPWM signal on timer 'x'.

#### Return

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

#### Parameters

- mcpwm\_num: set MCPWM unit(0-1)

- `timer_num`: set timer number(0-2) of MCPWM, each MCPWM unit has 3 timers

`esp_err_t mcpwm_stop` (`mcpwm_unit_t mcpwm_num`, `mcpwm_timer_t timer_num`)  
Start MCPWM signal on timer 'x'.

**Return**

- `ESP_OK` Success
- `ESP_ERR_INVALID_ARG` Parameter error

**Parameters**

- `mcpwm_num`: set MCPWM unit(0-1)
- `timer_num`: set timer number(0-2) of MCPWM, each MCPWM unit has 3 timers

`esp_err_t mcpwm_carrier_init` (`mcpwm_unit_t mcpwm_num`, `mcpwm_timer_t timer_num`, `const mcpwm_carrier_config_t *carrier_conf`)  
Initialize carrier configuration.

**Return**

- `ESP_OK` Success
- `ESP_ERR_INVALID_ARG` Parameter error

**Parameters**

- `mcpwm_num`: set MCPWM unit(0-1)
- `timer_num`: set timer number(0-2) of MCPWM, each MCPWM unit has 3 timers
- `carrier_conf`: configure structure `mcpwm_carrier_config_t`

`esp_err_t mcpwm_carrier_enable` (`mcpwm_unit_t mcpwm_num`, `mcpwm_timer_t timer_num`)  
Enable MCPWM carrier submodule, for respective timer.

**Return**

- `ESP_OK` Success
- `ESP_ERR_INVALID_ARG` Parameter error

**Parameters**

- `mcpwm_num`: set MCPWM unit(0-1)
- `timer_num`: set timer number(0-2) of MCPWM, each MCPWM unit has 3 timers

`esp_err_t mcpwm_carrier_disable` (`mcpwm_unit_t mcpwm_num`, `mcpwm_timer_t timer_num`)  
Disable MCPWM carrier submodule, for respective timer.

**Return**

- `ESP_OK` Success
- `ESP_ERR_INVALID_ARG` Parameter error

**Parameters**

- `mcpwm_num`: set MCPWM unit(0-1)
- `timer_num`: set timer number(0-2) of MCPWM, each MCPWM unit has 3 timers



*esp\_err\_t* **mcpwm\_carrier\_set\_period**(*mcpwm\_unit\_t* mcpwm\_num, *mcpwm\_timer\_t* timer\_num, *uint8\_t* carrier\_period)

Set period of carrier.

#### Return

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

#### Parameters

- mcpwm\_num: set MCPWM unit(0-1)
- timer\_num: set timer number(0-2) of MCPWM, each MCPWM unit has 3 timers
- carrier\_period: set the carrier period of each timer, carrier period = (carrier\_period + 1)\*800ns (carrier\_period <= 15)

*esp\_err\_t* **mcpwm\_carrier\_set\_duty\_cycle**(*mcpwm\_unit\_t* mcpwm\_num, *mcpwm\_timer\_t* timer\_num, *uint8\_t* carrier\_duty)

Set duty\_cycle of carrier.

#### Return

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

#### Parameters

- mcpwm\_num: set MCPWM unit(0-1)
- timer\_num: set timer number(0-2) of MCPWM, each MCPWM unit has 3 timers
- carrier\_duty: set duty\_cycle of carrier , carrier duty cycle = carrier\_duty\*12.5% (chop\_duty <= 7)

*esp\_err\_t* **mcpwm\_carrier\_oneshot\_mode\_enable**(*mcpwm\_unit\_t* mcpwm\_num, *mcpwm\_timer\_t* timer\_num, *uint8\_t* pulse\_width)

Enable and set width of first pulse in carrier oneshot mode.

#### Return

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

#### Parameters

- mcpwm\_num: set MCPWM unit(0-1)
- timer\_num: set timer number(0-2) of MCPWM, each MCPWM unit has 3 timers
- pulse\_width: set pulse width of first pulse in oneshot mode, width = (carrier period)\*(pulse\_width + 1) (pulse\_width <= 15)

*esp\_err\_t* **mcpwm\_carrier\_oneshot\_mode\_disable**(*mcpwm\_unit\_t* mcpwm\_num, *mcpwm\_timer\_t* timer\_num)

Disable oneshot mode, width of first pulse = carrier period.

#### Return

- ESP\_OK Success

- ESP\_ERR\_INVALID\_ARG Parameter error

**Parameters**

- mcpwm\_num: set MCPWM unit(0-1)
- timer\_num: set timer number(0-2) of MCPWM, each MCPWM unit has 3 timers

*esp\_err\_t* **mcpwm\_carrier\_output\_invert** (*mcpwm\_unit\_t* mcpwm\_num, *mcpwm\_timer\_t* timer\_num, *mcpwm\_carrier\_out\_ivt\_t* carrier\_ivt\_mode)

Enable or disable carrier output inversion.

**Return**

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

**Parameters**

- mcpwm\_num: set MCPWM unit(0-1)
- timer\_num: set timer number(0-2) of MCPWM, each MCPWM unit has 3 timers
- carrier\_ivt\_mode: enable or disable carrier output inversion

*esp\_err\_t* **mcpwm\_deadtime\_enable** (*mcpwm\_unit\_t* mcpwm\_num, *mcpwm\_timer\_t* timer\_num, *mcpwm\_deadtime\_type\_t* dt\_mode, *uint32\_t* red, *uint32\_t* fed)

Enable and initialize deadtime for each MCPWM timer.

**Return**

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

**Parameters**

- mcpwm\_num: set MCPWM unit(0-1)
- timer\_num: set timer number(0-2) of MCPWM, each MCPWM unit has 3 timers
- dt\_mode: set deadtime mode
- red: set rising edge delay = red\*100ns
- fed: set rising edge delay = fed\*100ns

*esp\_err\_t* **mcpwm\_deadtime\_disable** (*mcpwm\_unit\_t* mcpwm\_num, *mcpwm\_timer\_t* timer\_num)

Disable deadtime on MCPWM timer.

**Return**

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

**Parameters**

- mcpwm\_num: set MCPWM unit(0-1)
- timer\_num: set timer number(0-2) of MCPWM, each MCPWM unit has 3 timers

```
esp_err_t mcpwm_fault_init(mcpwm_unit_t mcpwm_num, mcpwm_fault_input_level_t input_level,
                           mcpwm_fault_signal_t fault_sig)
```

Initialize fault submodule, currently low level triggering is not supported.

#### Return

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

#### Parameters

- mcpwm\_num: set MCPWM unit(0-1)
- input\_level: set fault signal level, which will cause fault to occur
- fault\_sig: set the fault pin, which needs to be enabled

```
esp_err_t mcpwm_fault_set_oneshot_mode(mcpwm_unit_t mcpwm_num, mcpwm_timer_t
                                       timer_num, mcpwm_fault_signal_t fault_sig,
                                       mcpwm_action_on_pwmxa_t action_on_pwmxa,
                                       mcpwm_action_on_pwmxb_t action_on_pwmxb)
```

Set oneshot mode on fault detection, once fault occur in oneshot mode reset is required to resume MCPWM signals.

**Note** currently low level triggering is not supported

#### Return

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

#### Parameters

- mcpwm\_num: set MCPWM unit(0-1)
- timer\_num: set timer number(0-2) of MCPWM, each MCPWM unit has 3 timers
- fault\_sig: set the fault pin, which needs to be enabled for oneshot mode
- action\_on\_pwmxa: action to be taken on MCPWMXA when fault occurs, either no change or high or low or toggle
- action\_on\_pwmxb: action to be taken on MCPWMXB when fault occurs, either no change or high or low or toggle

```
esp_err_t mcpwm_fault_set_cyc_mode(mcpwm_unit_t mcpwm_num, mcpwm_timer_t timer_num,
                                    mcpwm_fault_signal_t fault_sig, mcpwm_action_on_pwmxa_t
                                    action_on_pwmxa, mcpwm_action_on_pwmxb_t ac-
                                    tion_on_pwmxb)
```

Set cycle-by-cycle mode on fault detection, once fault occur in cyc mode MCPWM signal resumes as soon as fault signal becomes inactive.

**Note** currently low level triggering is not supported

#### Return

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

#### Parameters

- `mcpwm_num`: set MCPWM unit(0-1)
- `timer_num`: set timer number(0-2) of MCPWM, each MCPWM unit has 3 timers
- `fault_sig`: set the fault pin, which needs to be enabled for cyc mode
- `action_on_pwmxa`: action to be taken on MCPWMXA when fault occurs, either no change or high or low or toggle
- `action_on_pwmxb`: action to be taken on MCPWMXB when fault occurs, either no change or high or low or toggle

*esp\_err\_t* **mcpwm\_fault\_deinit** (*mcpwm\_unit\_t* *mcpwm\_num*, *mcpwm\_fault\_signal\_t* *fault\_sig*)  
Disable fault signal.

**Return**

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

**Parameters**

- `mcpwm_num`: set MCPWM unit(0-1)
- `fault_sig`: fault pin, which needs to be disabled

*esp\_err\_t* **mcpwm\_capture\_enable** (*mcpwm\_unit\_t* *mcpwm\_num*, *mcpwm\_capture\_signal\_t* *cap\_sig*,  
*mcpwm\_capture\_on\_edge\_t* *cap\_edge*, *uint32\_t* *num\_of\_pulse*)  
Initialize capture submodule.

**Return**

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

**Parameters**

- `mcpwm_num`: set MCPWM unit(0-1)
- `cap_edge`: set capture edge, BIT(0) - negative edge, BIT(1) - positive edge
- `cap_sig`: capture pin, which needs to be enabled
- `num_of_pulse`: count time between rising/falling edge between 2 \*(pulses mentioned), counter uses APB\_CLK

*esp\_err\_t* **mcpwm\_capture\_disable** (*mcpwm\_unit\_t* *mcpwm\_num*, *mcpwm\_capture\_signal\_t* *cap\_sig*)  
Disable capture signal.

**Return**

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

**Parameters**

- `mcpwm_num`: set MCPWM unit(0-1)
- `cap_sig`: capture pin, which needs to be disabled

`uint32_t mcpwm_capture_signal_get_value` (*mcpwm\_unit\_t* *mcpwm\_num*, *mcpwm\_capture\_signal\_t* *cap\_sig*)

Get capture value.

**Return** Captured value

**Parameters**

- *mcpwm\_num*: set MCPWM unit(0-1)
- *cap\_sig*: capture pin on which value is to be measured

`uint32_t mcpwm_capture_signal_get_edge` (*mcpwm\_unit\_t* *mcpwm\_num*, *mcpwm\_capture\_signal\_t* *cap\_sig*)

Get edge of capture signal.

**Return** Capture signal edge: 1 - positive edge, 2 - negative edge

**Parameters**

- *mcpwm\_num*: set MCPWM unit(0-1)
- *cap\_sig*: capture pin of whose edge is to be determined

`esp_err_t mcpwm_sync_enable` (*mcpwm\_unit\_t* *mcpwm\_num*, *mcpwm\_timer\_t* *timer\_num*, *mcpwm\_sync\_signal\_t* *sync\_sig*, *uint32\_t* *phase\_val*)

Initialize sync submodule.

**Return**

- `ESP_OK` Success
- `ESP_ERR_INVALID_ARG` Parameter error

**Parameters**

- *mcpwm\_num*: set MCPWM unit(0-1)
- *timer\_num*: set timer number(0-2) of MCPWM, each MCPWM unit has 3 timers
- *sync\_sig*: set the synchronization pin, which needs to be enabled
- *phase\_val*: phase value in 1/1000 (for 86.7%, *phase\_val* = 867) which timer moves to on sync signal

`esp_err_t mcpwm_sync_disable` (*mcpwm\_unit\_t* *mcpwm\_num*, *mcpwm\_timer\_t* *timer\_num*)

Disable sync submodule on given timer.

**Return**

- `ESP_OK` Success
- `ESP_ERR_INVALID_ARG` Parameter error

**Parameters**

- *mcpwm\_num*: set MCPWM unit(0-1)
- *timer\_num*: set timer number(0-2) of MCPWM, each MCPWM unit has 3 timers

`esp_err_t mcpwm_isr_register` (*mcpwm\_unit\_t* *mcpwm\_num*, `void (*fn)`) `void *`, `void *arg`, `int intr_alloc_flags`, *intr\_handle\_t* \**handle* Register MCPWM interrupt handler, the handler is an ISR. the handler will be attached to the same CPU core that this function is running on.

### Return

- ESP\_OK Success
- ESP\_ERR\_INVALID\_ARG Function pointer error.

### Parameters

- `mcpwm_num`: set MCPWM unit(0-1)
- `fn`: interrupt handler function.
- `arg`: user-supplied argument passed to the handler function.
- `intr_alloc_flags`: flags used to allocate the interrupt. One or multiple (ORred) ESP\_INTR\_FLAG\_\* values. see `esp_intr_alloc.h` for more info.
- `arg`: parameter for handler function
- `handle`: pointer to return handle. If non-NULL, a handle for the interrupt will be returned here.

### Structures

**struct mcpwm\_pin\_config\_t**  
MCPWM pin number for.

#### Public Members

`int mcpwm0a_out_num`  
MCPWM0A out pin

`int mcpwm0b_out_num`  
MCPWM0A out pin

`int mcpwm1a_out_num`  
MCPWM0A out pin

`int mcpwm1b_out_num`  
MCPWM0A out pin

`int mcpwm2a_out_num`  
MCPWM0A out pin

`int mcpwm2b_out_num`  
MCPWM0A out pin

`int mcpwm_sync0_in_num`  
SYNC0 in pin

`int mcpwm_sync1_in_num`  
SYNC1 in pin

`int mcpwm_sync2_in_num`  
SYNC2 in pin

`int mcpwm_fault0_in_num`  
FAULT0 in pin

`int mcpwm_fault1_in_num`  
FAULT1 in pin

int **mcpwm\_fault2\_in\_num**  
 FAULT2 in pin

int **mcpwm\_cap0\_in\_num**  
 CAP0 in pin

int **mcpwm\_cap1\_in\_num**  
 CAP1 in pin

int **mcpwm\_cap2\_in\_num**  
 CAP2 in pin

**struct mcpwm\_config\_t**  
 MCPWM config structure.

### Public Members

uint32\_t **frequency**  
 Set frequency of MCPWM in Hz

float **cmp\_r\_a**  
 Set % duty cycle for operator a(MCPWMXA), i.e for 62.3% duty cycle, duty\_a = 62.3

float **cmp\_r\_b**  
 Set % duty cycle for operator b(MCPWMXB), i.e for 48% duty cycle, duty\_b = 48.0

*mcpwm\_duty\_type\_t* **duty\_mode**  
 Set type of duty cycle

*mcpwm\_counter\_type\_t* **counter\_mode**  
 Set type of MCPWM counter

**struct mcpwm\_carrier\_config\_t**  
 MCPWM config carrier structure.

### Public Members

uint8\_t **carrier\_period**  
 Set carrier period = (carrier\_period + 1)\*800ns, carrier\_period should be < 16

uint8\_t **carrier\_duty**  
 Set carrier duty cycle, carrier\_duty should be less than 8 (increment every 12.5%)

uint8\_t **pulse\_width\_in\_os**  
 Set pulse width of first pulse in one shot mode = (carrier period)\*(pulse\_width\_in\_os + 1), should be less than 16

*mcpwm\_carrier\_os\_t* **carrier\_os\_mode**  
 Enable or disable carrier oneshot mode

*mcpwm\_carrier\_out\_ivt\_t* **carrier\_ivt\_mode**  
 Invert output of carrier

### Enumerations

**enum mcpwm\_io\_signals\_t**  
 IO signals for the MCPWM.

- 6 MCPWM output pins that generate PWM signals
- 3 MCPWM fault input pins to detect faults like overcurrent, overvoltage, etc.
- 3 MCPWM sync input pins to synchronize MCPWM outputs signals
- 3 MCPWM capture input pins to gather feedback from controlled motors, using e.g. hall sensors

*Values:*

**MCPWM0A** = 0  
PWM0A output pin

**MCPWM0B**  
PWM0B output pin

**MCPWM1A**  
PWM1A output pin

**MCPWM1B**  
PWM1B output pin

**MCPWM2A**  
PWM2A output pin

**MCPWM2B**  
PWM2B output pin

**MCPWM\_SYNC\_0**  
SYNC0 input pin

**MCPWM\_SYNC\_1**  
SYNC1 input pin

**MCPWM\_SYNC\_2**  
SYNC2 input pin

**MCPWM\_FAULT\_0**  
FAULT0 input pin

**MCPWM\_FAULT\_1**  
FAULT1 input pin

**MCPWM\_FAULT\_2**  
FAULT2 input pin

**MCPWM\_CAP\_0** = 84  
CAP0 input pin

**MCPWM\_CAP\_1**  
CAP1 input pin

**MCPWM\_CAP\_2**  
CAP2 input pin

**enum mcpwm\_unit\_t**  
Select MCPWM unit.

*Values:*

**MCPWM\_UNIT\_0** = 0  
MCPWM unit0 selected

**MCPWM\_UNIT\_1**  
MCPWM unit1 selected



**MCPWM\_UNIT\_MAX**

Num of MCPWM units on ESP32

**enum mcpwm\_timer\_t**

Select MCPWM timer.

*Values:*

**MCPWM\_TIMER\_0 = 0**

Select MCPWM timer0

**MCPWM\_TIMER\_1**

Select MCPWM timer1

**MCPWM\_TIMER\_2**

Select MCPWM timer2

**MCPWM\_TIMER\_MAX**

Num of MCPWM timers on ESP32

**enum mcpwm\_operator\_t**

Select MCPWM operator.

*Values:*

**MCPWM\_OPR\_A = 0**

Select MCPWMXA, where 'X' is timer number

**MCPWM\_OPR\_B**

Select MCPWMXB, where 'X' is timer number

**MCPWM\_OPR\_MAX**

Num of operators to each timer of MCPWM

**enum mcpwm\_counter\_type\_t**

Select type of MCPWM counter.

*Values:*

**MCPWM\_UP\_COUNTER = 1**

For asymmetric MCPWM

**MCPWM\_DOWN\_COUNTER**

For asymmetric MCPWM

**MCPWM\_UP\_DOWN\_COUNTER**

For symmetric MCPWM, frequency is half of MCPWM frequency set

**MCPWM\_COUNTER\_MAX**

Maximum counter mode

**enum mcpwm\_duty\_type\_t**

Select type of MCPWM duty cycle mode.

*Values:*

**MCPWM\_DUTY\_MODE\_0 = 0**

Active high duty, i.e. duty cycle proportional to high time for asymmetric MCPWM

**MCPWM\_DUTY\_MODE\_1**

Active low duty, i.e. duty cycle proportional to low time for asymmetric MCPWM, out of phase(inverted) MCPWM

**MCPWM\_DUTY\_MODE\_MAX**

Num of duty cycle modes

**enum mcpwm\_carrier\_os\_t**

MCPWM carrier oneshot mode, in this mode the width of the first pulse of carrier can be programmed.

*Values:*

**MCPWM\_ONESHOT\_MODE\_DIS = 0**

Enable oneshot mode

**MCPWM\_ONESHOT\_MODE\_EN**

Disable oneshot mode

**enum mcpwm\_carrier\_out\_ivt\_t**

MCPWM carrier output inversion, high frequency carrier signal active with MCPWM signal is high.

*Values:*

**MCPWM\_CARRIER\_OUT\_IVT\_DIS = 0**

Enable carrier output inversion

**MCPWM\_CARRIER\_OUT\_IVT\_EN**

Disable carrier output inversion

**enum mcpwm\_sync\_signal\_t**

MCPWM select sync signal input.

*Values:*

**MCPWM\_SELECT\_SYNC0 = 4**

Select SYNC0 as input

**MCPWM\_SELECT\_SYNC1**

Select SYNC1 as input

**MCPWM\_SELECT\_SYNC2**

Select SYNC2 as input

**enum mcpwm\_fault\_signal\_t**

MCPWM select fault signal input.

*Values:*

**MCPWM\_SELECT\_F0 = 0**

Select F0 as input

**MCPWM\_SELECT\_F1**

Select F1 as input

**MCPWM\_SELECT\_F2**

Select F2 as input

**enum mcpwm\_fault\_input\_level\_t**

MCPWM select triggering level of fault signal.

*Values:*

**MCPWM\_LOW\_LEVEL\_TGR = 0**

Fault condition occurs when fault input signal goes from high to low, currently not supported

**MCPWM\_HIGH\_LEVEL\_TGR**

Fault condition occurs when fault input signal goes low to high

**enum mcpwm\_action\_on\_pwmxa\_t**

MCPWM select action to be taken on MCPWMXA when fault occurs.

*Values:*

**MCPWM\_NO\_CHANGE\_IN\_MCPWMXA** = 0

No change in MCPWMXA output

**MCPWM\_FORCE\_MCPWMXA\_LOW**

Make MCPWMXA output low

**MCPWM\_FORCE\_MCPWMXA\_HIGH**

Make MCPWMXA output high

**MCPWM\_TOG\_MCPWMXA**

Make MCPWMXA output toggle

**enum mcpwm\_action\_on\_pwmxb\_t**

MCPWM select action to be taken on MCPWMxB when fault occurs.

*Values:*

**MCPWM\_NO\_CHANGE\_IN\_MCPWMXB** = 0

No change in MCPWMXB output

**MCPWM\_FORCE\_MCPWMXB\_LOW**

Make MCPWMXB output low

**MCPWM\_FORCE\_MCPWMXB\_HIGH**

Make MCPWMXB output high

**MCPWM\_TOG\_MCPWMXB**

Make MCPWMXB output toggle

**enum mcpwm\_capture\_signal\_t**

MCPWM select capture signal input.

*Values:*

**MCPWM\_SELECT\_CAP0** = 0

Select CAP0 as input

**MCPWM\_SELECT\_CAP1**

Select CAP1 as input

**MCPWM\_SELECT\_CAP2**

Select CAP2 as input

**enum mcpwm\_capture\_on\_edge\_t**

MCPWM select capture starts from which edge.

*Values:*

**MCPWM\_NEG\_EDGE** = 0

Capture starts from negative edge

**MCPWM\_POS\_EDGE**

Capture starts from positive edge

**enum mcpwm\_deadtime\_type\_t**

MCPWM deadtime types, used to generate deadtime, RED refers to rising edge delay and FED refers to falling edge delay.

*Values:*

**MCPWM\_BYPASS\_RED** = 0

MCPWMXA = no change, MCPWMXB = falling edge delay

**MCPWM\_BYPASS\_FED**

MCPWMXA = rising edge delay, MCPWMXB = no change

**MCPWM\_ACTIVE\_HIGH\_MODE**

MCPWMXA = rising edge delay, MCPWMXB = falling edge delay

**MCPWM\_ACTIVE\_LOW\_MODE**

MCPWMXA = compliment of rising edge delay, MCPWMXB = compliment of falling edge delay

**MCPWM\_ACTIVE\_HIGH\_COMPLIMENT\_MODE**

MCPWMXA = rising edge delay, MCPWMXB = compliment of falling edge delay

**MCPWM\_ACTIVE\_LOW\_COMPLIMENT\_MODE**

MCPWMXA = compliment of rising edge delay, MCPWMXB = falling edge delay

**MCPWM\_ACTIVE\_RED\_FED\_FROM\_PWMXA**

MCPWMXA = MCPWMXB = rising edge delay as well as falling edge delay, generated from MCPWMXA

**MCPWM\_ACTIVE\_RED\_FED\_FROM\_PWMXB**

MCPWMXA = MCPWMXB = rising edge delay as well as falling edge delay, generated from MCPWMXB

**MCPWM\_DEADTIME\_TYPE\_MAX**

### 3.3.9 Pulse Counter

#### Introduction

The PCNT (Pulse Counter) module is designed to count the number of rising and/or falling edges of an input signal. Each pulse counter unit has a 16-bit signed counter register and two channels that can be configured to either increment or decrement the counter. Each channel has a signal input that accepts signal edges to be detected, as well as a control input that can be used to enable or disable the signal input. The inputs have optional filters that can be used to discard unwanted glitches in the signal.

#### Functionality Overview

Description of functionality of this API has been broken down into four sections:

- *Configuration* - describes counter's configuration parameters and how to setup the counter.
- *Operating the Counter* - provides information on control functions to pause, measure and clear the counter.
- *Filtering Pulses* - describes options to filtering pulses and the counter control signals.
- *Using Interrupts* - presents how to trigger interrupts on specific states of the counter.

#### Configuration

The PCNT module has eight independent counting "units" numbered from 0 to 7. In the API they are referred to using `pcnt_unit_t`. Each unit has two independent channels numbered as 0 and 1 and specified with `pcnt_channel_t`.

The configuration is provided separately per unit's channel using `pcnt_config_t` and covers:

- The unit and the channel number this configuration refers to.
- GPIO numbers of the pulse input and the pulse gate input.
- Two pairs of parameters: `pcnt_ctrl_mode_t` and `pcnt_count_mode_t` to define how the counter reacts depending on the the status of control signal and how counting is done positive / negative edge of the pulses.

- Two limit values (minimum / maximum) that are used to establish watchpoints and trigger interrupts when the pulse count is meeting particular limit.

Setting up of particular channel is then done by calling a function `pcnt_unit_config()` with above `pcnt_config_t` as the input parameter.

To disable the pulse or the control input pin in configuration, provide `PCNT_PIN_NOT_USED` instead of the GPIO number.

## Operating the Counter

After doing setup with `pcnt_unit_config()`, the counter immediately starts to operate. The accumulated pulse count can be checked by calling `pcnt_get_counter_value()`.

There are couple of functions that allow to control the counter's operation: `pcnt_counter_pause()`, `pcnt_counter_resume()` and `pcnt_counter_clear()`

It is also possible to dynamically change the previously set up counter modes with `pcnt_unit_config()` by calling `pcnt_set_mode()`.

If desired, the pulse input pin and the control input pin may be changed “on the fly” using `pcnt_set_pin()`. To disable particular input provide as a function parameter `PCNT_PIN_NOT_USED` instead of the GPIO number.

---

**Note:** For the counter not to miss any pulses, the pulse duration should be longer than one APB\_CLK cycle (12.5 ns). The pulses are sampled on the edges of the APB\_CLK clock and may be missed, if fall between the edges. This applies to counter operation with or without a *filer*.

---

## Filtering Pulses

The PCNT unit features filters on each of the pulse and control inputs, adding the option to ignore short glitches in the signals.

The length of ignored pulses is provided in APB\_CLK clock cycles by calling `pcnt_set_filter_value()`. The current filter setting may be checked with `pcnt_get_filter_value()`. The APB\_CLK clock is running at 80 MHz.

The filter is put into operation / suspended by calling `pcnt_filter_enable()` / `pcnt_filter_disable()`.

## Using Interrupts

There are five counter state watch events, defined in `pcnt_evt_type_t`, that are able to trigger an interrupt. The event happens on the pulse counter reaching specific values:

- Minimum or maximum count values: `counter_l_lim` or `counter_h_lim` provided in `pcnt_config_t` as discussed in *Configuration*
- Threshold 0 or Threshold 1 values set using function `pcnt_set_event_value()`.
- Pulse count = 0

To register, enable or disable an interrupt to service the above events, call `pcnt_isr_register()`, `pcnt_intr_enable()`. and `pcnt_intr_disable()`. To enable or disable events on reaching threshold values, you will also need to call functions `pcnt_event_enable()` and `pcnt_event_disable()`.

In order to check what are the threshold values currently set, use function `pcnt_get_event_value()`.

## Application Example

Pulse counter with control signal and event interrupt example: [peripherals/pcnt](#).

## API Reference

### Header File

- `driver/include/driver/pcnt.h`

### Functions

*esp\_err\_t* **pcnt\_unit\_config**(*const pcnt\_config\_t* \**pcnt\_config*)  
Configure Pulse Counter unit.

**Note** This function will disable three events: PCNT\_EVT\_L\_LIM, PCNT\_EVT\_H\_LIM, PCNT\_EVT\_ZERO.

#### Return

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

#### Parameters

- *pcnt\_config*: Pointer of Pulse Counter unit configure parameter

*esp\_err\_t* **pcnt\_get\_counter\_value**(*pcnt\_unit\_t* *pcnt\_unit*, *int16\_t* \**count*)  
Get pulse counter value.

#### Return

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

#### Parameters

- *pcnt\_unit*: Pulse Counter unit number
- *count*: Pointer to accept counter value

*esp\_err\_t* **pcnt\_counter\_pause**(*pcnt\_unit\_t* *pcnt\_unit*)  
Pause PCNT counter of PCNT unit.

#### Return

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

#### Parameters

- *pcnt\_unit*: PCNT unit number

*esp\_err\_t* **pcnt\_counter\_resume**(*pcnt\_unit\_t* *pcnt\_unit*)  
Resume counting for PCNT counter.

#### Return

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

**Parameters**

- `pcnt_unit`: PCNT unit number, select from `pcnt_unit_t`

*esp\_err\_t* **pcnt\_counter\_clear** (*pcnt\_unit\_t* *pcnt\_unit*)

Clear and reset PCNT counter value to zero.

**Return**

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

**Parameters**

- `pcnt_unit`: PCNT unit number, select from `pcnt_unit_t`

*esp\_err\_t* **pcnt\_intr\_enable** (*pcnt\_unit\_t* *pcnt\_unit*)

Enable PCNT interrupt for PCNT unit.

**Note** Each Pulse counter unit has five watch point events that share the same interrupt. Configure events with `pcnt_event_enable()` and `pcnt_event_disable()`

**Return**

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

**Parameters**

- `pcnt_unit`: PCNT unit number

*esp\_err\_t* **pcnt\_intr\_disable** (*pcnt\_unit\_t* *pcnt\_unit*)

Disable PCNT interrupt for PCNT unit.

**Return**

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

**Parameters**

- `pcnt_unit`: PCNT unit number

*esp\_err\_t* **pcnt\_event\_enable** (*pcnt\_unit\_t* *unit*, *pcnt\_evt\_type\_t* *evt\_type*)

Enable PCNT event of PCNT unit.

**Return**

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

**Parameters**

- `unit`: PCNT unit number

- `evt_type`: Watch point event type. All enabled events share the same interrupt (one interrupt per pulse counter unit).

*esp\_err\_t* **pcnt\_event\_disable** (*pcnt\_unit\_t* unit, *pcnt\_evt\_type\_t* evt\_type)

Disable PCNT event of PCNT unit.

**Return**

- `ESP_OK` Success
- `ESP_ERR_INVALID_ARG` Parameter error

**Parameters**

- `unit`: PCNT unit number
- `evt_type`: Watch point event type. All enabled events share the same interrupt (one interrupt per pulse counter unit).

*esp\_err\_t* **pcnt\_set\_event\_value** (*pcnt\_unit\_t* unit, *pcnt\_evt\_type\_t* evt\_type, *int16\_t* value)

Set PCNT event value of PCNT unit.

**Return**

- `ESP_OK` Success
- `ESP_ERR_INVALID_ARG` Parameter error

**Parameters**

- `unit`: PCNT unit number
- `evt_type`: Watch point event type. All enabled events share the same interrupt (one interrupt per pulse counter unit).
- `value`: Counter value for PCNT event

*esp\_err\_t* **pcnt\_get\_event\_value** (*pcnt\_unit\_t* unit, *pcnt\_evt\_type\_t* evt\_type, *int16\_t* \*value)

Get PCNT event value of PCNT unit.

**Return**

- `ESP_OK` Success
- `ESP_ERR_INVALID_ARG` Parameter error

**Parameters**

- `unit`: PCNT unit number
- `evt_type`: Watch point event type. All enabled events share the same interrupt (one interrupt per pulse counter unit).
- `value`: Pointer to accept counter value for PCNT event

*esp\_err\_t* **pcnt\_isr\_register** (void (\*fn)) void \*

, void \*arg, int intr\_alloc\_flags, *pcnt\_isr\_handle\_t* \*handle Register PCNT interrupt handler, the handler is an ISR. The handler will be attached to the same CPU core that this function is running on. Please do not use `pcnt_isr_service_install` if this function was called.

**Return**

- `ESP_OK` Success



- `ESP_ERR_NOT_FOUND` Can not find the interrupt that matches the flags.
- `ESP_ERR_INVALID_ARG` Function pointer error.

#### Parameters

- `fn`: Interrupt handler function.
- `arg`: Parameter for handler function
- `intr_alloc_flags`: Flags used to allocate the interrupt. One or multiple (ORred) `ESP_INTR_FLAG_*` values. See `esp_intr_alloc.h` for more info.
- `handle`: Pointer to return handle. If non-NULL, a handle for the interrupt will be returned here. Calling `esp_intr_free` to unregister this ISR service if needed, but only if the handle is not NULL.

*esp\_err\_t* **pcnt\_set\_pin** (*pcnt\_unit\_t* unit, *pcnt\_channel\_t* channel, int pulse\_io, int ctrl\_io)  
Configure PCNT pulse signal input pin and control input pin.

**Note** Set the signal input to `PCNT_PIN_NOT_USED` if unused.

#### Return

- `ESP_OK` Success
- `ESP_ERR_INVALID_ARG` Parameter error

#### Parameters

- `unit`: PCNT unit number
- `channel`: PCNT channel number
- `pulse_io`: Pulse signal input GPIO
- `ctrl_io`: Control signal input GPIO

*esp\_err\_t* **pcnt\_filter\_enable** (*pcnt\_unit\_t* unit)  
Enable PCNT input filter.

#### Return

- `ESP_OK` Success
- `ESP_ERR_INVALID_ARG` Parameter error

#### Parameters

- `unit`: PCNT unit number

*esp\_err\_t* **pcnt\_filter\_disable** (*pcnt\_unit\_t* unit)  
Disable PCNT input filter.

#### Return

- `ESP_OK` Success
- `ESP_ERR_INVALID_ARG` Parameter error

#### Parameters

- `unit`: PCNT unit number

*esp\_err\_t* **pcnt\_set\_filter\_value** (*pcnt\_unit\_t* unit, uint16\_t filter\_val)  
Set PCNT filter value.

**Note** `filter_val` is a 10-bit value, so the maximum `filter_val` should be limited to 1023.

**Return**

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

**Parameters**

- `unit`: PCNT unit number
- `filter_val`: PCNT signal filter value, counter in APB\_CLK cycles. Any pulses lasting shorter than this will be ignored when the filter is enabled.

*esp\_err\_t* **pcnt\_get\_filter\_value** (*pcnt\_unit\_t* `unit`, *uint16\_t* \*`filter_val`)

Get PCNT filter value.

**Return**

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

**Parameters**

- `unit`: PCNT unit number
- `filter_val`: Pointer to accept PCNT filter value.

*esp\_err\_t* **pcnt\_set\_mode** (*pcnt\_unit\_t* `unit`, *pcnt\_channel\_t* `channel`, *pcnt\_count\_mode\_t* `pos_mode`, *pcnt\_count\_mode\_t* `neg_mode`, *pcnt\_ctrl\_mode\_t* `hctrl_mode`, *pcnt\_ctrl\_mode\_t* `lctrl_mode`)

Set PCNT counter mode.

**Return**

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

**Parameters**

- `unit`: PCNT unit number
- `channel`: PCNT channel number
- `pos_mode`: Counter mode when detecting positive edge
- `neg_mode`: Counter mode when detecting negative edge
- `hctrl_mode`: Counter mode when control signal is high level
- `lctrl_mode`: Counter mode when control signal is low level

*esp\_err\_t* **pcnt\_isr\_handler\_add** (*pcnt\_unit\_t* `unit`, *void* (\*`isr_handler`)) *void* \*`args`

Add ISR handler for specified unit.

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

The ISR handlers do not need to be declared with `IRAM_ATTR`, unless you pass the `ESP_INTR_FLAG_IRAM` flag when allocating the ISR in `pcnt_isr_service_install()`.

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 PCNT interrupt handler due to the additional level of indirection.

**Return**

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

**Parameters**

- `unit`: PCNT unit number
- `isr_handler`: Interrupt handler function.
- `args`: Parameter for handler function

*esp\_err\_t* **pcnt\_isr\_service\_install** (int *intr\_alloc\_flags*)

Install PCNT ISR service.

**Note** We can manage different interrupt service for each unit. This function will use the default ISR handle service, Calling `pcnt_isr_service_uninstall` to uninstall the default service if needed. Please do not use `pcnt_isr_register` if this function was called.

**Return**

- ESP\_OK Success
- ESP\_ERR\_NO\_MEM No memory to install this service
- ESP\_ERR\_INVALID\_STATE ISR service already installed

**Parameters**

- `intr_alloc_flags`: Flags used to allocate the interrupt. One or multiple (ORred) `ESP_INTR_FLAG_*` values. See `esp_intr_alloc.h` for more info.

void **pcnt\_isr\_service\_uninstall** (void)

Uninstall PCNT ISR service, freeing related resources.

*esp\_err\_t* **pcnt\_isr\_handler\_remove** (*pcnt\_unit\_t* *unit*)

Delete ISR handler for specified unit.

**Return**

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

**Parameters**

- `unit`: PCNT unit number

**Structures**

**struct pcnt\_config\_t**

Pulse Counter configuration for a single channel.

**Public Members**

int **pulse\_gpio\_num**

Pulse input GPIO number, if you want to use GPIO16, enter `pulse_gpio_num = 16`, a negative value will be ignored

`int ctrl_gpio_num`  
Control signal input GPIO number, a negative value will be ignored

`pcnt_ctrl_mode_t lctrl_mode`  
PCNT low control mode

`pcnt_ctrl_mode_t hctrl_mode`  
PCNT high control mode

`pcnt_count_mode_t pos_mode`  
PCNT positive edge count mode

`pcnt_count_mode_t neg_mode`  
PCNT negative edge count mode

`int16_t counter_h_lim`  
Maximum counter value

`int16_t counter_l_lim`  
Minimum counter value

`pcnt_unit_t unit`  
PCNT unit number

`pcnt_channel_t channel`  
the PCNT channel

## Macros

**PCNT\_PIN\_NOT\_USED**  
When selected for a pin, this pin will not be used

## Type Definitions

`typedef intr_handle_t pcnt_isr_handle_t`

## Enumerations

**enum pcnt\_ctrl\_mode\_t**  
Selection of available modes that determine the counter's action depending on the state of the control signal's input GPIO.

**Note** Configuration covers two actions, one for high, and one for low level on the control input

*Values:*

**PCNT\_MODE\_KEEP** = 0  
Control mode: won't change counter mode

**PCNT\_MODE\_REVERSE** = 1  
Control mode: invert counter mode(increase -> decrease, decrease -> increase)

**PCNT\_MODE\_DISABLE** = 2  
Control mode: Inhibit counter(counter value will not change in this condition)

**PCNT\_MODE\_MAX**

**enum pcnt\_count\_mode\_t**

Selection of available modes that determine the counter's action on the edge of the pulse signal's input GPIO.

**Note** Configuration covers two actions, one for positive, and one for negative edge on the pulse input

*Values:*

**PCNT\_COUNT\_DIS** = 0

Counter mode: Inhibit counter(counter value will not change in this condition)

**PCNT\_COUNT\_INC** = 1

Counter mode: Increase counter value

**PCNT\_COUNT\_DEC** = 2

Counter mode: Decrease counter value

**PCNT\_COUNT\_MAX**

**enum pcnt\_unit\_t**

Selection of all available PCNT units.

*Values:*

**PCNT\_UNIT\_0** = 0

PCNT unit 0

**PCNT\_UNIT\_1** = 1

PCNT unit 1

**PCNT\_UNIT\_2** = 2

PCNT unit 2

**PCNT\_UNIT\_3** = 3

PCNT unit 3

**PCNT\_UNIT\_4** = 4

PCNT unit 4

**PCNT\_UNIT\_5** = 5

PCNT unit 5

**PCNT\_UNIT\_6** = 6

PCNT unit 6

**PCNT\_UNIT\_7** = 7

PCNT unit 7

**PCNT\_UNIT\_MAX**

**enum pcnt\_channel\_t**

Selection of channels available for a single PCNT unit.

*Values:*

**PCNT\_CHANNEL\_0** = 0x00

PCNT channel 0

**PCNT\_CHANNEL\_1** = 0x01

PCNT channel 1

**PCNT\_CHANNEL\_MAX**

**enum pcnt\_evt\_type\_t**

Selection of counter's events that may trigger an interrupt.

Values:

**PCNT\_EVT\_L\_LIM** = 0  
 PCNT watch point event: Minimum counter value

**PCNT\_EVT\_H\_LIM** = 1  
 PCNT watch point event: Maximum counter value

**PCNT\_EVT\_THRES\_0** = 2  
 PCNT watch point event: threshold0 value event

**PCNT\_EVT\_THRES\_1** = 3  
 PCNT watch point event: threshold1 value event

**PCNT\_EVT\_ZERO** = 4  
 PCNT watch point event: counter value zero event

**PCNT\_EVT\_MAX**

### 3.3.10 RMT

The RMT (Remote Control) module driver can be used to send and receive infrared remote control signals. Due to flexibility of RMT module, the driver can also be used to generate or receive many other types of signals.

The signal, which consists of a series of pulses, is generated by RMT's transmitter based on a list of values. The values define the pulse duration and a binary level, see below. The transmitter can also provide a carrier and modulate it with provided pulses.

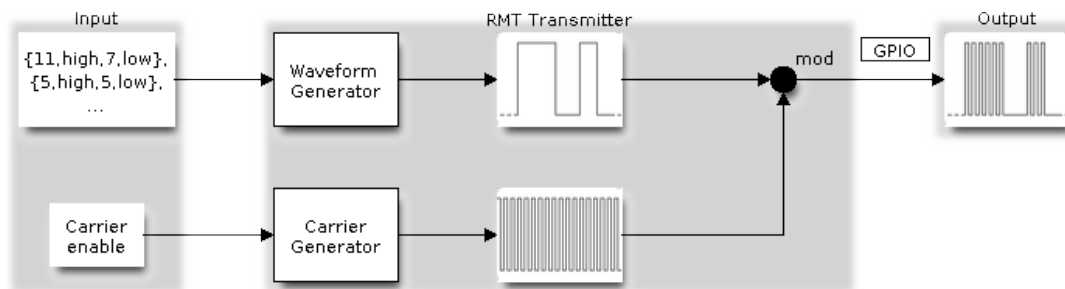


Fig. 18: RMT Transmitter Overview

The reverse operation is performed by the receiver, where a series of pulses is decoded into a list of values containing the pulse duration and binary level. A filter may be applied to remove high frequency noise from the input signal.

There couple of typical steps to setup and operate the RMT and they are discussed in the following sections:

1. *Configure Driver*
2. *Transmit Data or Receive Data*
3. *Change Operation Parameters*
4. *Use Interrupts*

The RMT has eight channels numbered from zero to seven. Each channel is able to independently transmit or receive data. They are referred to using indexes defined in structure `rmt_channel_t`.

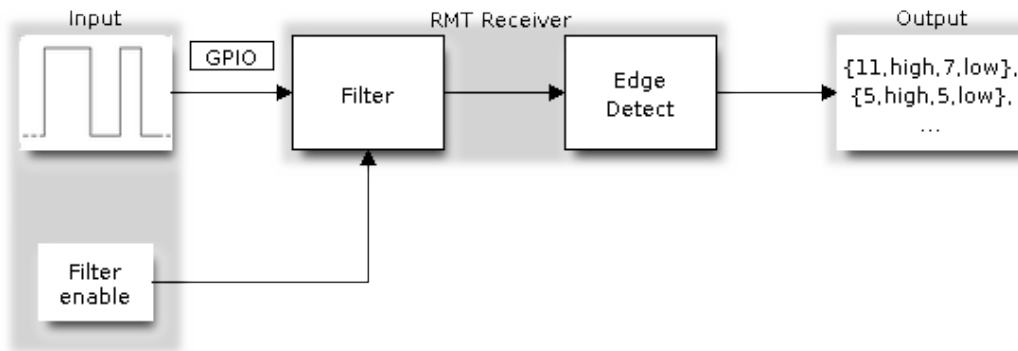


Fig. 19: RMT Receiver Overview

## Configure Driver

There are several parameters that define how particular channel operates. Most of these parameters are configured by setting specific members of `rmt_config_t` structure. Some of the parameters are common to both transmit or receive mode, and some are mode specific. They are all discussed below.

## Common Parameters

- The **channel** to be configured, select one from the `rmt_channel_t` enumerator.
- The RMT **operation mode** - whether this channel is used to transmit or receive data, selected by setting a **rmt\_mode** members to one of the values from `rmt_mode_t`.
- What is the **pin number** to transmit or receive RMT signals, selected by setting **gpio\_num**.
- How many **memory blocks** will be used by the channel, set with **mem\_block\_num**.
- A **clock divider**, that will determine the range of pulse length generated by the RMT transmitter or discriminated by the receiver. Selected by setting **clk\_div** to a value within [1 .. 255] range. The RMT source clock is typically APB CLK, 80Mhz by default.

---

**Note:** The period of a square wave after the clock divider is called a 'tick'. The length of the pulses generated by the RMT transmitter or discriminated by the receiver is configured in number of 'ticks'.

---

There are also couple of specific parameters that should be set up depending if selected channel is configured in *Transmit Mode* or *Receive Mode*:

## Transmit Mode

When configuring channel in transmit mode, set **tx\_config** and the following members of `rmt_tx_config_t`:

- Transmit the currently configured data items in a loop - **loop\_en**
- Enable the RMT carrier signal - **carrier\_en**
- Frequency of the carrier in Hz - **carrier\_freq\_hz**

- Duty cycle of the carrier signal in percent (%) - **carrier\_duty\_percent**
- Level of the RMT output, when the carrier is applied - **carrier\_level**
- Enable the RMT output if idle - **idle\_output\_en**
- Set the signal level on the RMT output if idle - **idle\_level**

### Receive Mode

In receive mode, set **rx\_config** and the following members of `rmt_rx_config_t`:

- Enable a filter on the input of the RMT receiver - **filter\_en**
- A threshold of the filter, set in the number of ticks - **filter\_ticks\_thresh**. Pulses shorter than this setting will be filtered out. Note, that the range of entered tick values is [0..255].
- A pulse length threshold that will turn the RMT receiver idle, set in number of ticks - **idle\_threshold**. The receiver will ignore pulses longer than this setting.

### Finalize Configuration

Once the `rmt_config_t` structure is populated with parameters, it should be then invoked with `rmt_config()` to make the configuration effective.

The last configuration step is installation of the driver in memory by calling `rmt_driver_install()`. If `rx_buf_size` parameter of this function is  $> 0$ , then a ring buffer for incoming data will be allocated. A default ISR handler will be installed, see a note in *Use Interrupts*.

Now, depending on how the channel is configured, we are ready to either *Transmit Data* or *Receive Data*. This is described in next two sections.

### Transmit Data

Before being able to transmit some RMT pulses, we need to define the pulse pattern. The minimum pattern recognized by the RMT controller, later called an 'item', is provided in a structure `rmt_item32_t`, see `soc/esp32/include/soc/rmt_struct.h`. Each item consists of two pairs of two values. The first value in a pair describes the signal duration in ticks and is 15 bits long, the second provides the signal level (high or low) and is contained in a single bit. A block of couple of items and the structure of an item is presented below.

For a simple example how to define a block of items see `peripherals/rmt_tx`.

The items are provided to the RMT controller by calling function `rmt_write_items()`. This function also automatically triggers start of transmission. It may be called to wait for transmission completion or exit just after transmission start. In such case you can wait for the transmission end by calling `rmt_wait_tx_done()`. This function does not limit the number of data items to transmit. It is using an interrupt to successively copy the new data chunks to RMT's internal memory as previously provided data are sent out.

Another way to provide data for transmission is by calling `rmt_fill_tx_items()`. In this case transmission is not started automatically. To control the transmission process use `rmt_tx_start()` and `rmt_tx_stop()`. The number of items to sent is restricted by the size of memory blocks allocated in the RMT controller's internal memory, see `rmt_set_mem_block_num()`.



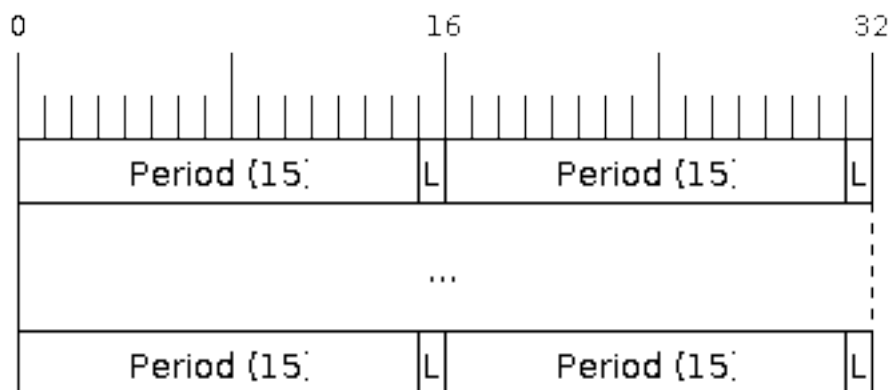


Fig. 20: Structure of RMT items (L - signal level)

## Receive Data

Before starting the receiver we need some storage for incoming items. The RMT controller has 512 x 32-bits of internal RAM shared between all eight channels. In typical scenarios it is not enough as an ultimate storage for all incoming (and outgoing) items. Therefore this API supports retrieval of incoming items on the fly to save them in a ring buffer of a size defined by the user. The size is provided when calling `rmt_driver_install()` discussed above. To get a handle to this buffer call `rmt_get_ringbuf_handle()`.

With the above steps complete we can start the receiver by calling `rmt_rx_start()` and then move to checking what's inside the buffer. To do so, you can use common FreeRTOS functions that interact with the ring buffer. Please see an example how to do it in `peripherals/rmt_nec_tx_rx`.

To stop the receiver, call `rmt_rx_stop()`.

## Change Operation Parameters

Previously described function `rmt_config()` provides a convenient way to set several configuration parameters in one shot. This is usually done on application start. Then, when the application is running, the API provides an alternate way to update individual parameters by calling dedicated functions. Each function refers to the specific RMT channel provided as the first input parameter. Most of the functions have `_get_` counterpart to read back the currently configured value.

## Parameters Common to Transmit and Receive Mode

- Selection of a GPIO pin number on the input or output of the RMT - `rmt_set_pin()`
- Number of memory blocks allocated for the incoming or outgoing data - `rmt_set_mem_pd()`
- Setting of the clock divider - `rmt_set_clk_div()`
- Selection of the clock source, note that currently one clock source is supported, the APB clock which is 80Mhz - `rmt_set_source_clk()`

## Transmit Mode Parameters

- Enable or disable the loop back mode for the transmitter - `rmt_set_tx_loop_mode()`
- Binary level on the output to apply the carrier - `rmt_set_tx_carrier()`, selected from `rmt_carrier_level_t`
- Determines the binary level on the output when transmitter is idle - `rmt_set_idle_level()`, selected from `rmt_idle_level_t`

## Receive Mode Parameters

- The filter setting - `rmt_set_rx_filter()`
- The receiver threshold setting - `rmt_set_rx_idle_thresh()`
- Whether the transmitter or receiver is entitled to access RMT's memory - `rmt_set_memory_owner()`, selection is from `rmt_mem_owner_t`.

## Use Interrupts

Registering of an interrupt handler for the RMT controller is done by calling `rmt_isr_register()`.

---

**Note:** When calling `rmt_driver_install()` to use the system RMT driver, a default ISR is being installed. In such a case you cannot register a generic ISR handler with `rmt_isr_register()`.

---

The RMT controller triggers interrupts on four specific events described below. To enable interrupts on these events, the following functions are provided:

- The RMT receiver has finished receiving a signal - `rmt_set_rx_intr_en()`
- The RMT transmitter has finished transmitting the signal - `rmt_set_tx_intr_en()`
- The number of events the transmitter has sent matches a threshold value `rmt_set_tx_thr_intr_en()`
- Ownership to the RMT memory block has been violated - `rmt_set_err_intr_en()`

Setting or clearing an interrupt enable mask for specific channels and events may be also done by calling `rmt_set_intr_enable_mask()` or `rmt_clr_intr_enable_mask()`.

When servicing an interrupt within an ISR, the interrupt need to explicitly cleared. To do so, set specific bits described as `RMT.int_clr.val.chN_event_name` and defined as a volatile struct in `soc/esp32/include/soc/rmt_struct.h`, where N is the RMT channel number [0, 7] and the `event_name` is one of four events described above.

If you do not need an ISR anymore, you can deregister it by calling a function `rmt_isr_deregister()`.

## Uninstall Driver

If the RMT driver has been installed with `rmt_driver_install()` for some specific period of time and then not required, the driver may be removed to free allocated resources by calling `rmt_driver_uninstall()`.

## Application Examples

- A simple RMT TX example: [peripherals/rmt\\_tx](#).
- NEC remote control TX and RX example: [peripherals/rmt\\_nec\\_tx\\_rx](#).

## API Reference

### Header File

- [driver/include/driver/rmt.h](#)

### Functions

*esp\_err\_t* **rmt\_set\_clk\_div** (*rmt\_channel\_t* channel, uint8\_t div\_cnt)  
Set RMT clock divider, channel clock is divided from source clock.

#### Return

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

#### Parameters

- channel: RMT channel (0-7)
- div\_cnt: RMT counter clock divider

*esp\_err\_t* **rmt\_get\_clk\_div** (*rmt\_channel\_t* channel, uint8\_t \*div\_cnt)  
Get RMT clock divider, channel clock is divided from source clock.

#### Return

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

#### Parameters

- channel: RMT channel (0-7)
- div\_cnt: pointer to accept RMT counter divider

*esp\_err\_t* **rmt\_set\_rx\_idle\_thresh** (*rmt\_channel\_t* channel, uint16\_t thresh)  
Set RMT RX idle threshold value.

In receive mode, when no edge is detected on the input signal for longer than idle\_thres channel clock cycles, the receive process is finished.

#### Return

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

#### Parameters

- channel: RMT channel (0-7)

- `thresh`: RMT RX idle threshold

*esp\_err\_t* `rmt_get_rx_idle_thresh`(*rmt\_channel\_t* `channel`, *uint16\_t* `*thresh`)

Get RMT idle threshold value.

In receive mode, when no edge is detected on the input signal for longer than `idle_thres` channel clock cycles, the receive process is finished.

#### Return

- `ESP_ERR_INVALID_ARG` Parameter error
- `ESP_OK` Success

#### Parameters

- `channel`: RMT channel (0-7)
- `thresh`: pointer to accept RMT RX idle threshold value

*esp\_err\_t* `rmt_set_mem_block_num`(*rmt\_channel\_t* `channel`, *uint8\_t* `rmt_mem_num`)

Set RMT memory block number for RMT channel.

This function is used to configure the amount of memory blocks allocated to channel `n`. The 8 channels share a 512x32-bit RAM block which can be read and written by the processor cores over the APB bus, as well as read by the transmitters and written by the receivers.

The RAM address range for channel `n` is `start_addr_CHn` to `end_addr_CHn`, which are defined by: Memory block start address is `RMT_CHANNEL_MEM(n)` (in `soc/rmt_reg.h`), that is, `start_addr_chn = RMT base address + 0x800 + 64 * n`, and `end_addr_chn = RMT base address + 0x800 + 64 * n + 64 * RMT_MEM_SIZE_CHn mod 512`.

**Note** If memory block number of one channel is set to a value greater than 1, this channel will occupy the memory block of the next channel. Channel 0 can use at most 8 blocks of memory, accordingly channel 7 can only use one memory block.

#### Return

- `ESP_ERR_INVALID_ARG` Parameter error
- `ESP_OK` Success

#### Parameters

- `channel`: RMT channel (0-7)
- `rmt_mem_num`: RMT RX memory block number, one block has  $64 * 32$  bits.

*esp\_err\_t* `rmt_get_mem_block_num`(*rmt\_channel\_t* `channel`, *uint8\_t* `*rmt_mem_num`)

Get RMT memory block number.

#### Return

- `ESP_ERR_INVALID_ARG` Parameter error
- `ESP_OK` Success

#### Parameters

- `channel`: RMT channel (0-7)
- `rmt_mem_num`: Pointer to accept RMT RX memory block number

*esp\_err\_t* **rmt\_set\_tx\_carrier** (*rmt\_channel\_t* channel, bool carrier\_en, uint16\_t high\_level, uint16\_t low\_level, *rmt\_carrier\_level\_t* carrier\_level)

Configure RMT carrier for TX signal.

Set different values for carrier\_high and carrier\_low to set different frequency of carrier. The unit of carrier\_high/low is the source clock tick, not the divided channel counter clock.

#### Return

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

#### Parameters

- channel: RMT channel (0-7)
- carrier\_en: Whether to enable output carrier.
- high\_level: High level duration of carrier
- low\_level: Low level duration of carrier.
- carrier\_level: Configure the way carrier wave is modulated for channel 0-7.
  - 1'b1:transmit on low output level
  - 1'b0:transmit on high output level

*esp\_err\_t* **rmt\_set\_mem\_pd** (*rmt\_channel\_t* channel, bool pd\_en)

Set RMT memory in low power mode.

Reduce power consumed by memory. 1:memory is in low power state.

#### Return

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

#### Parameters

- channel: RMT channel (0-7)
- pd\_en: RMT memory low power enable.

*esp\_err\_t* **rmt\_get\_mem\_pd** (*rmt\_channel\_t* channel, bool \*pd\_en)

Get RMT memory low power mode.

#### Return

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

#### Parameters

- channel: RMT channel (0-7)
- pd\_en: Pointer to accept RMT memory low power mode.

*esp\_err\_t* **rmt\_tx\_start** (*rmt\_channel\_t* channel, bool tx\_idx\_rst)

Set RMT start sending data from memory.

#### Return

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

**Parameters**

- `channel`: RMT channel (0-7)
- `tx_idx_rst`: Set true to reset memory index for TX. Otherwise, transmitter will continue sending from the last index in memory.

*esp\_err\_t* **rmt\_tx\_stop** (*rmt\_channel\_t* channel)

Set RMT stop sending.

**Return**

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

**Parameters**

- `channel`: RMT channel (0-7)

*esp\_err\_t* **rmt\_rx\_start** (*rmt\_channel\_t* channel, bool rx\_idx\_rst)

Set RMT start receiving data.

**Return**

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

**Parameters**

- `channel`: RMT channel (0-7)
- `rx_idx_rst`: Set true to reset memory index for receiver. Otherwise, receiver will continue receiving data to the last index in memory.

*esp\_err\_t* **rmt\_rx\_stop** (*rmt\_channel\_t* channel)

Set RMT stop receiving data.

**Return**

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

**Parameters**

- `channel`: RMT channel (0-7)

*esp\_err\_t* **rmt\_memory\_rw\_rst** (*rmt\_channel\_t* channel)

Reset RMT TX/RX memory index.

**Return**

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

**Parameters**

- `channel`: RMT channel (0-7)

`esp_err_t rmt_set_memory_owner` (*rmt\_channel\_t* channel, *rmt\_mem\_owner\_t* owner)  
Set RMT memory owner.

#### Return

- `ESP_ERR_INVALID_ARG` Parameter error
- `ESP_OK` Success

#### Parameters

- `channel`: RMT channel (0-7)
- `owner`: To set when the transmitter or receiver can process the memory of channel.

`esp_err_t rmt_get_memory_owner` (*rmt\_channel\_t* channel, *rmt\_mem\_owner\_t* \*owner)  
Get RMT memory owner.

#### Return

- `ESP_ERR_INVALID_ARG` Parameter error
- `ESP_OK` Success

#### Parameters

- `channel`: RMT channel (0-7)
- `owner`: Pointer to get memory owner.

`esp_err_t rmt_set_tx_loop_mode` (*rmt\_channel\_t* channel, bool loop\_en)  
Set RMT tx loop mode.

#### Return

- `ESP_ERR_INVALID_ARG` Parameter error
- `ESP_OK` Success

#### Parameters

- `channel`: RMT channel (0-7)
- `loop_en`: Enable RMT transmitter loop sending mode. If set true, transmitter will continue sending from the first data to the last data in channel 0-7 over and over again in a loop.

`esp_err_t rmt_get_tx_loop_mode` (*rmt\_channel\_t* channel, bool \*loop\_en)  
Get RMT tx loop mode.

#### Return

- `ESP_ERR_INVALID_ARG` Parameter error
- `ESP_OK` Success

#### Parameters

- `channel`: RMT channel (0-7)
- `loop_en`: Pointer to accept RMT transmitter loop sending mode.

*esp\_err\_t* **rmt\_set\_rx\_filter** (*rmt\_channel\_t* channel, bool rx\_filter\_en, uint8\_t thresh)

Set RMT RX filter.

In receive mode, channel 0-7 will ignore input pulse when the pulse width is smaller than threshold. Counted in source clock, not divided counter clock.

### Return

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

### Parameters

- channel: RMT channel (0-7)
- rx\_filter\_en: To enable RMT receiver filter.
- thresh: Threshold of pulse width for receiver.

*esp\_err\_t* **rmt\_set\_source\_clk** (*rmt\_channel\_t* channel, *rmt\_source\_clk\_t* base\_clk)

Set RMT source clock.

RMT module has two clock sources:

1. APB clock which is 80Mhz
2. REF tick clock, which would be 1Mhz (not supported in this version).

### Return

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

### Parameters

- channel: RMT channel (0-7)
- base\_clk: To choose source clock for RMT module.

*esp\_err\_t* **rmt\_get\_source\_clk** (*rmt\_channel\_t* channel, *rmt\_source\_clk\_t* \*src\_clk)

Get RMT source clock.

RMT module has two clock sources:

1. APB clock which is 80Mhz
2. REF tick clock, which would be 1Mhz (not supported in this version).

### Return

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

### Parameters

- channel: RMT channel (0-7)
- src\_clk: Pointer to accept source clock for RMT module.

*esp\_err\_t* **rmt\_set\_idle\_level** (*rmt\_channel\_t* channel, bool idle\_out\_en, *rmt\_idle\_level\_t* level)

Set RMT idle output level for transmitter.



**Return**

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

**Parameters**

- `channel`: RMT channel (0-7)
- `idle_out_en`: To enable idle level output.
- `level`: To set the output signal's level for channel 0-7 in idle state.

`esp_err_t rmt_get_idle_level(rmt_channel_t channel, bool *idle_out_en, rmt_idle_level_t *level)`  
Get RMT idle output level for transmitter.

**Return**

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

**Parameters**

- `channel`: RMT channel (0-7)
- `idle_out_en`: Pointer to accept value of enable idle.
- `level`: Pointer to accept value of output signal's level in idle state for specified channel.

`esp_err_t rmt_get_status(rmt_channel_t channel, uint32_t *status)`  
Get RMT status.

**Return**

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

**Parameters**

- `channel`: RMT channel (0-7)
- `status`: Pointer to accept channel status. Please refer to RMT\_CHnSTATUS\_REG(n=0~7) in `rmt_reg.h` for more details of each field.

void `rmt_set_intr_enable_mask`(uint32\_t `mask`)  
Set mask value to RMT interrupt enable register.

**Parameters**

- `mask`: Bit mask to set to the register

void `rmt_clr_intr_enable_mask`(uint32\_t `mask`)  
Clear mask value to RMT interrupt enable register.

**Parameters**

- `mask`: Bit mask to clear the register

`esp_err_t rmt_set_rx_intr_en(rmt_channel_t channel, bool en)`  
Set RMT RX interrupt enable.

**Return**

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

**Parameters**

- channel: RMT channel (0 - 7)
- en: enable or disable RX interrupt.

*esp\_err\_t rmt\_set\_err\_intr\_en(rmt\_channel\_t channel, bool en)*  
Set RMT RX error interrupt enable.

**Return**

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

**Parameters**

- channel: RMT channel (0 - 7)
- en: enable or disable RX err interrupt.

*esp\_err\_t rmt\_set\_tx\_intr\_en(rmt\_channel\_t channel, bool en)*  
Set RMT TX interrupt enable.

**Return**

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

**Parameters**

- channel: RMT channel (0 - 7)
- en: enable or disable TX interrupt.

*esp\_err\_t rmt\_set\_tx\_thr\_intr\_en(rmt\_channel\_t channel, bool en, uint16\_t evt\_thresh)*  
Set RMT TX threshold event interrupt enable.

An interrupt will be triggered when the number of transmitted items reaches the threshold value

**Return**

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

**Parameters**

- channel: RMT channel (0 - 7)
- en: enable or disable TX event interrupt.
- evt\_thresh: RMT event interrupt threshold value

*esp\_err\_t rmt\_set\_pin(rmt\_channel\_t channel, rmt\_mode\_t mode, gpio\_num\_t gpio\_num)*  
Set RMT pin.

**Return**

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

#### Parameters

- channel: RMT channel (0 - 7)
- mode: TX or RX mode for RMT
- gpio\_num: GPIO number to transmit or receive the signal.

*esp\_err\_t* **rmt\_config**(const *rmt\_config\_t* \**rmt\_param*)  
Configure RMT parameters.

#### Return

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

#### Parameters

- rmt\_param: RMT parameter struct

*esp\_err\_t* **rmt\_isr\_register**(void (\**fn*)) void \*  
, void \**arg*, int *intr\_alloc\_flags*, *rmt\_isr\_handle\_t* \**handle*) Register RMT interrupt handler, the handler is an ISR.

The handler will be attached to the same CPU core that this function is running on.

**Note** If you already called `rmt_driver_install` to use system RMT driver, please do not register ISR handler again.

#### Return

- ESP\_OK Success
- ESP\_ERR\_INVALID\_ARG Function pointer error.
- ESP\_FAIL System driver installed, can not register ISR handler for RMT

#### Parameters

- *fn*: Interrupt handler function.
- *arg*: Parameter for the handler function
- *intr\_alloc\_flags*: Flags used to allocate the interrupt. One or multiple (ORred) ESP\_INTR\_FLAG\_\* values. See `esp_intr_alloc.h` for more info.
- *handle*: If non-zero, a handle to later clean up the ISR gets stored here.

*esp\_err\_t* **rmt\_isr\_deregister**(*rmt\_isr\_handle\_t* *handle*)  
Deregister previously registered RMT interrupt handler.

#### Return

- ESP\_OK Success
- ESP\_ERR\_INVALID\_ARG Handle invalid

#### Parameters

- *handle*: Handle obtained from `rmt_isr_register`

*esp\_err\_t* **rmt\_fill\_tx\_items** (*rmt\_channel\_t* channel, const *rmt\_item32\_t* \*item, *uint16\_t* item\_num, *uint16\_t* mem\_offset)

Fill memory data of channel with given RMT items.

**Return**

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

**Parameters**

- channel: RMT channel (0 - 7)
- item: Pointer of items.
- item\_num: RMT sending items number.
- mem\_offset: Index offset of memory.

*esp\_err\_t* **rmt\_driver\_install** (*rmt\_channel\_t* channel, *size\_t* rx\_buf\_size, int intr\_alloc\_flags)

Initialize RMT driver.

**Return**

- ESP\_ERR\_INVALID\_STATE Driver is already installed, call rmt\_driver\_uninstall first.
- ESP\_ERR\_NO\_MEM Memory allocation failure
- ESP\_ERR\_INVALID\_ARG Parameter error
- ESP\_OK Success

**Parameters**

- channel: RMT channel (0 - 7)
- rx\_buf\_size: Size of RMT RX ringbuffer. Can be 0 if the RX ringbuffer is not used.
- intr\_alloc\_flags: Flags for the RMT driver interrupt handler. Pass 0 for default flags. See esp\_intr\_alloc.h for details. If ESP\_INTR\_FLAG\_IRAM is used, please do not use the memory allocated from psram when calling rmt\_write\_items.

*esp\_err\_t* **rmt\_driver\_uninstall** (*rmt\_channel\_t* channel)

Uninstall RMT driver.

**Return**

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

**Parameters**

- channel: RMT channel (0 - 7)

*esp\_err\_t* **rmt\_get\_channel\_status** (*rmt\_channel\_status\_result\_t* \*channel\_status)

Get the current status of eight channels.

**Note** Do not call this function if it is possible that rmt\_driver\_uninstall will be called at the same time.

**Return**

- ESP\_ERR\_INVALID\_ARG Parameter is NULL

- ESP\_OK Success

#### Parameters

- `channel_status`: store the current status of each channel

`esp_err_t rmt_write_items (rmt_channel_t channel, const rmt_item32_t *rmt_item, int item_num, bool wait_tx_done)`

RMT send waveform from `rmt_item` array.

This API allows user to send waveform with any length.

**Note** This function will not copy data, instead, it will point to the original items, and send the waveform items. If `wait_tx_done` is set to true, this function will block and will not return until all items have been sent out. If `wait_tx_done` is set to false, this function will return immediately, and the driver interrupt will continue sending the items. We must make sure the item data will not be damaged when the driver is still sending items in driver interrupt.

#### Return

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

#### Parameters

- `channel`: RMT channel (0 - 7)
- `rmt_item`: head point of RMT items array. If ESP\_INTR\_FLAG\_IRAM is used, please do not use the memory allocated from psram when calling `rmt_write_items`.
- `item_num`: RMT data item number.
- `wait_tx_done`:
  - If set 1, it will block the task and wait for sending done.
  - If set 0, it will not wait and return immediately.

`esp_err_t rmt_wait_tx_done (rmt_channel_t channel, TickType_t wait_time)`

Wait RMT TX finished.

#### Return

- ESP\_OK RMT Tx done successfully
- ESP\_ERR\_TIMEOUT Exceeded the 'wait\_time' given
- ESP\_ERR\_INVALID\_ARG Parameter error
- ESP\_FAIL Driver not installed

#### Parameters

- `channel`: RMT channel (0 - 7)
- `wait_time`: Maximum time in ticks to wait for transmission to be complete. If set 0, return immediately with ESP\_ERR\_TIMEOUT if TX is busy (polling).

`esp_err_t rmt_get_ringbuf_handle (rmt_channel_t channel, RingbufHandle_t *buf_handle)`

Get ringbuffer from RMT.

Users can get the RMT RX ringbuffer handle, and process the RX data.

#### Return

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

**Parameters**

- channel: RMT channel (0 - 7)
- buf\_handle: Pointer to buffer handle to accept RX ringbuffer handle.

*esp\_err\_t* **rmt\_translator\_init** (*rmt\_channel\_t* channel, *sample\_to\_rmt\_t* fn)

Init rmt translator and register user callback. The callback will convert the raw data that needs to be sent to rmt format. If a channel is initialized more than once, the user callback will be replaced by the later.

**Return**

- ESP\_FAIL Init fail.
- ESP\_OK Init success.

**Parameters**

- channel: RMT channel (0 - 7).
- fn: Point to the data conversion function.

*esp\_err\_t* **rmt\_write\_sample** (*rmt\_channel\_t* channel, **const** uint8\_t \*src, size\_t src\_size, bool wait\_tx\_done)

Translate uint8\_t type of data into rmt format and send it out. Requires rmt\_translator\_init to init the translator first.

**Return**

- ESP\_FAIL Send fail
- ESP\_OK Send success

**Parameters**

- channel: RMT channel (0 - 7).
- src: Pointer to the raw data.
- src\_size: The size of the raw data.
- wait\_tx\_done: Set true to wait all data send done.

*rmt\_tx\_end\_callback\_t* **rmt\_register\_tx\_end\_callback** (*rmt\_tx\_end\_fn\_t* function, void \*arg)

Registers a callback that will be called when transmission ends.

Called by rmt\_driver\_isr\_default in interrupt context.

**Note** Requires rmt\_driver\_install to install the default ISR handler.

**Return** the previous callback settings (members will be set to NULL if there was none)

**Parameters**

- function: Function to be called from the default interrupt handler or NULL.
- arg: Argument which will be provided to the callback when it is called.

## Structures

**struct rmt\_channel\_status\_result\_t**

Data struct of RMT channel status.

### Public Members

*rmt\_channel\_status\_t* **status**[RMT\_CHANNEL\_MAX]

Store the current status of each channel

**struct rmt\_tx\_config\_t**

Data struct of RMT TX configure parameters.

### Public Members

bool **loop\_en**

Enable sending RMT items in a loop

uint32\_t **carrier\_freq\_hz**

RMT carrier frequency

uint8\_t **carrier\_duty\_percent**

RMT carrier duty (%)

*rmt\_carrier\_level\_t* **carrier\_level**

Level of the RMT output, when the carrier is applied

bool **carrier\_en**

RMT carrier enable

*rmt\_idle\_level\_t* **idle\_level**

RMT idle level

bool **idle\_output\_en**

RMT idle level output enable

**struct rmt\_rx\_config\_t**

Data struct of RMT RX configure parameters.

### Public Members

bool **filter\_en**

RMT receiver filter enable

uint8\_t **filter\_ticks\_thresh**

RMT filter tick number

uint16\_t **idle\_threshold**

RMT RX idle threshold

**struct rmt\_config\_t**

Data struct of RMT configure parameters.

## Public Members

*rmt\_mode\_t* **rmt\_mode**  
RMT mode: transmitter or receiver

*rmt\_channel\_t* **channel**  
RMT channel

*uint8\_t* **clk\_div**  
RMT channel counter divider

*gpio\_num\_t* **gpio\_num**  
RMT GPIO number

*uint8\_t* **mem\_block\_num**  
RMT memory block number

*rmt\_tx\_config\_t* **tx\_config**  
RMT TX parameter

*rmt\_rx\_config\_t* **rx\_config**  
RMT RX parameter

**struct rmt\_tx\_end\_callback\_t**  
Structure encapsulating a RMT TX end callback.

## Public Members

*rmt\_tx\_end\_fn\_t* **function**  
Function which is called on RMT TX end

void **\*arg**  
Optional argument passed to function

## Macros

**RMT\_MEM\_BLOCK\_BYTE\_NUM**

**RMT\_MEM\_ITEM\_NUM**

## Type Definitions

**typedef** *intr\_handle\_t* **rmt\_isr\_handle\_t**

**typedef** void (\***rmt\_tx\_end\_fn\_t**) (*rmt\_channel\_t* channel, void \*arg)

**typedef** void (\***sample\_to\_rmt\_t**) (**const** void \*src, *rmt\_item32\_t* \*dest, *size\_t* src\_size, *size\_t* wanted\_num, *size\_t* \*translated\_size, *size\_t* \*item\_num)

User callback function to convert *uint8\_t* type data to rmt format(*rmt\_item32\_t*).

This function may be called from an ISR, so, the code should be short and efficient.

**Note** In fact, *item\_num* should be a multiple of *translated\_size*, e.g. : When we convert each byte of *uint8\_t* type data to rmt format data, the relation between *item\_num* and *translated\_size* should be  $item\_num = translated\_size * 8$ .

## Parameters



- `src`: Pointer to the buffer storing the raw data that needs to be converted to rmt format.
- `dest`: Pointer to the buffer storing the rmt format data.
- `src_size`: The raw data size.
- `wanted_num`: The number of rmt format data that wanted to get.
- `translated_size`: The size of the raw data that has been converted to rmt format, it should return 0 if no data is converted in user callback.
- `item_num`: The number of the rmt format data that actually converted to, it can be less than `wanted_num` if there is not enough raw data, but cannot exceed `wanted_num`. it should return 0 if no data was converted.

## Enumerations

### `enum rmt_channel_t`

*Values:*

`RMT_CHANNEL_0` = 0  
RMT Channel 0

`RMT_CHANNEL_1`  
RMT Channel 1

`RMT_CHANNEL_2`  
RMT Channel 2

`RMT_CHANNEL_3`  
RMT Channel 3

`RMT_CHANNEL_4`  
RMT Channel 4

`RMT_CHANNEL_5`  
RMT Channel 5

`RMT_CHANNEL_6`  
RMT Channel 6

`RMT_CHANNEL_7`  
RMT Channel 7

`RMT_CHANNEL_MAX`

### `enum rmt_mem_owner_t`

*Values:*

`RMT_MEM_OWNER_TX` = 0  
RMT RX mode, RMT transmitter owns the memory block

`RMT_MEM_OWNER_RX` = 1  
RMT RX mode, RMT receiver owns the memory block

`RMT_MEM_OWNER_MAX`

### `enum rmt_source_clk_t`

*Values:*

`RMT_BASECLK_REF` = 0  
RMT source clock system reference tick, 1MHz by default (not supported in this version)

**RMT\_BASECLK\_APB**

RMT source clock is APB CLK, 80Mhz by default

**RMT\_BASECLK\_MAX**

**enum rmt\_data\_mode\_t**

*Values:*

**RMT\_DATA\_MODE\_FIFO** = 0

**RMT\_DATA\_MODE\_MEM** = 1

**RMT\_DATA\_MODE\_MAX**

**enum rmt\_mode\_t**

*Values:*

**RMT\_MODE\_TX** = 0

RMT TX mode

**RMT\_MODE\_RX**

RMT RX mode

**RMT\_MODE\_MAX**

**enum rmt\_idle\_level\_t**

*Values:*

**RMT\_IDLE\_LEVEL\_LOW** = 0

RMT TX idle level: low Level

**RMT\_IDLE\_LEVEL\_HIGH**

RMT TX idle level: high Level

**RMT\_IDLE\_LEVEL\_MAX**

**enum rmt\_carrier\_level\_t**

*Values:*

**RMT\_CARRIER\_LEVEL\_LOW** = 0

RMT carrier wave is modulated for low Level output

**RMT\_CARRIER\_LEVEL\_HIGH**

RMT carrier wave is modulated for high Level output

**RMT\_CARRIER\_LEVEL\_MAX**

**enum rmt\_channel\_status\_t**

*Values:*

**RMT\_CHANNEL\_UNINIT** = 0

RMT channel uninitialized

**RMT\_CHANNEL\_IDLE** = 1

RMT channel status idle

**RMT\_CHANNEL\_BUSY** = 2

RMT channel status busy

### 3.3.11 SDMMC Host Driver

## Overview

On the ESP32, SDMMC host peripheral has two slots:

- Slot 0 (`SDMMC_HOST_SLOT_0`) is an 8-bit slot. It uses HS1\_\* signals in the PIN MUX.
- Slot 1 (`SDMMC_HOST_SLOT_1`) is a 4-bit slot. It uses HS2\_\* signals in the PIN MUX.

Pin mappings of these slots are given in the following table:

| Signal | Slot 0                    | Slot 1 |
|--------|---------------------------|--------|
| CMD    | GPIO11                    | GPIO15 |
| CLK    | GPIO6                     | GPIO14 |
| D0     | GPIO7                     | GPIO2  |
| D1     | GPIO8                     | GPIO4  |
| D2     | GPIO9                     | GPIO12 |
| D3     | GPIO10                    | GPIO13 |
| D4     | GPIO16                    |        |
| D5     | GPIO17                    |        |
| D6     | GPIO5                     |        |
| D7     | GPIO18                    |        |
| CD     | any input via GPIO matrix |        |
| WP     | any input via GPIO matrix |        |

Card Detect and Write Protect signals can be routed to arbitrary pins using GPIO matrix. To use these pins, set `gpio_cd` and `gpio_wp` members of `sdmmc_slot_config_t` structure before calling `sdmmc_host_init_slot()`. Note that it is not advised to specify Card Detect pin when working with SDIO cards, because in ESP32 card detect signal can also trigger SDIO slave interrupt.

**Warning:** Pins used by slot 0 (HS1\_\*) are also used to connect SPI flash chip in ESP-WROOM32 and ESP32-WROVER modules. These pins can not be shared between SD card and SPI flash. If you need to use Slot 0, connect SPI flash to different pins and set Efuses accordingly.

## Supported speed modes

SDMMC Host driver supports the following speed modes:

- Default Speed (20MHz), 4-line/1-line (with SD cards), and 8-line (with 3.3V eMMC).
- High Speed (40MHz), 4-line/1-line (with SD cards), and 8-line (with 3.3V eMMC)
- High Speed DDR (40MHz), 4-line (with 3.3V eMMC)

Not supported at present are:

- High Speed DDR mode, 8-line eMMC
- UHS-I 1.8V modes, 4-line SD cards

## Using the SDMMC Host driver

Of all the funtions listed below, only `sdmmc_host_init()`, `sdmmc_host_init_slot()`, and `sdmmc_host_deinit()` will be used directly by most applications.

Other functions, such as `sdmmc_host_set_bus_width()`, `sdmmc_host_set_card_clk()`, and `sdmmc_host_do_transaction()` will be called by the SD/MMC protocol layer via function pointers in `sdmmc_host_t` structure.

### Configuring bus width and frequency

With the default initializers for `sdmmc_host_t` and `sdmmc_slot_config_t` (`SDMMC_HOST_DEFAULT` and `SDMMC_SLOT_CONFIG_DEFAULT`), SDMMC Host driver will attempt to use widest bus supported by the card (4 lines for SD, 8 lines for eMMC) and 20MHz frequency.

In designs where communication at 40MHz frequency can be achieved, it is possible to increase the bus frequency to by changing `max_freq_khz` field of `sdmmc_host_t`:

```
sdmmc_host_t host = SDMMC_HOST_DEFAULT();
host.max_freq_khz = SDMMC_FREQ_HIGHSPEED;
```

To configure bus width, set `width` field of `sdmmc_slot_config_t`. For example, to set 1-line mode:

```
sdmmc_slot_config_t slot = SDMMC_SLOT_CONFIG_DEFAULT();
slot.width = 1;
```

### See also

See *SD/SDIO/MMC Driver* for the higher level driver which implements the protocol layer.

See *SD SPI Host Driver* for a similar driver which uses SPI controller and is limited to SPI mode of SD protocol.

See *SD Pullup Requirements* for pullup support and compatibilities about modules and devkits.

### API Reference

#### Header File

- `driver/include/driver/sdmmc_host.h`

#### Functions

`esp_err_t sdmmc_host_init()`  
Initialize SDMMC host peripheral.

**Note** This function is not thread safe

#### Return

- `ESP_OK` on success
- `ESP_ERR_INVALID_STATE` if `sdmmc_host_init` was already called
- `ESP_ERR_NO_MEM` if memory can not be allocated

`esp_err_t sdmmc_host_init_slot(int slot, const sdmmc_slot_config_t *slot_config)`  
Initialize given slot of SDMMC peripheral.

On the ESP32, SDMMC peripheral has two slots:

- Slot 0: 8-bit wide, maps to HS1\_\* signals in PIN MUX
- Slot 1: 4-bit wide, maps to HS2\_\* signals in PIN MUX

Card detect and write protect signals can be routed to arbitrary GPIOs using GPIO matrix.

**Note** This function is not thread safe

#### Return

- ESP\_OK on success
- ESP\_ERR\_INVALID\_STATE if host has not been initialized using `sdmmc_host_init`

#### Parameters

- `slot`: slot number (SDMMC\_HOST\_SLOT\_0 or SDMMC\_HOST\_SLOT\_1)
- `slot_config`: additional configuration for the slot

*esp\_err\_t* **sdmmc\_host\_set\_bus\_width** (int *slot*, size\_t *width*)

Select bus width to be used for data transfer.

SD/MMC card must be initialized prior to this command, and a command to set bus width has to be sent to the card (e.g. SD\_APP\_SET\_BUS\_WIDTH)

**Note** This function is not thread safe

#### Return

- ESP\_OK on success
- ESP\_ERR\_INVALID\_ARG if slot number or width is not valid

#### Parameters

- `slot`: slot number (SDMMC\_HOST\_SLOT\_0 or SDMMC\_HOST\_SLOT\_1)
- `width`: bus width (1, 4, or 8 for slot 0; 1 or 4 for slot 1)

size\_t **sdmmc\_host\_get\_slot\_width** (int *slot*)

Get bus width configured in `sdmmc_host_init_slot` to be used for data transfer.

**Return** configured bus width of the specified slot.

#### Parameters

- `slot`: slot number (SDMMC\_HOST\_SLOT\_0 or SDMMC\_HOST\_SLOT\_1)

*esp\_err\_t* **sdmmc\_host\_set\_card\_clk** (int *slot*, uint32\_t *freq\_khz*)

Set card clock frequency.

Currently only integer fractions of 40MHz clock can be used. For High Speed cards, 40MHz can be used. For Default Speed cards, 20MHz can be used.

**Note** This function is not thread safe

#### Return

- ESP\_OK on success
- other error codes may be returned in the future

#### Parameters

- `slot`: slot number (SDMMC\_HOST\_SLOT\_0 or SDMMC\_HOST\_SLOT\_1)
- `freq_khz`: card clock frequency, in kHz

*esp\_err\_t* **sdmmc\_host\_set\_bus\_ddr\_mode** (int *slot*, bool *ddr\_enabled*)

Enable or disable DDR mode of SD interface.

**Return**

- ESP\_OK on success
- ESP\_ERR\_NOT\_SUPPORTED if DDR mode is not supported on this slot

**Parameters**

- `slot`: slot number (SDMMC\_HOST\_SLOT\_0 or SDMMC\_HOST\_SLOT\_1)
- `ddr_enabled`: enable or disable DDR mode

*esp\_err\_t* **sdmmc\_host\_do\_transaction** (int *slot*, *sdmmc\_command\_t* \**cmdinfo*)

Send command to the card and get response.

This function returns when command is sent and response is received, or data is transferred, or timeout occurs.

**Note** This function is not thread safe w.r.t. `init/deinit` functions, and `bus width/clock speed configuration` functions. Multiple tasks can call `sdmmc_host_do_transaction` as long as other `sdmmc_host_*` functions are not called.

**Attention** Data buffer passed in `cmdinfo->data` must be in DMA capable memory

**Return**

- ESP\_OK on success
- ESP\_ERR\_TIMEOUT if response or data transfer has timed out
- ESP\_ERR\_INVALID\_CRC if response or data transfer CRC check has failed
- ESP\_ERR\_INVALID\_RESPONSE if the card has sent an invalid response
- ESP\_ERR\_INVALID\_SIZE if the size of data transfer is not valid in SD protocol
- ESP\_ERR\_INVALID\_ARG if the data buffer is not in DMA capable memory

**Parameters**

- `slot`: slot number (SDMMC\_HOST\_SLOT\_0 or SDMMC\_HOST\_SLOT\_1)
- `cmdinfo`: pointer to structure describing command and data to transfer

*esp\_err\_t* **sdmmc\_host\_io\_int\_enable** (int *slot*)

Enable IO interrupts.

This function configures the host to accept SDIO interrupts.

**Return** returns ESP\_OK, other errors possible in the future

**Parameters**

- `slot`: slot number (SDMMC\_HOST\_SLOT\_0 or SDMMC\_HOST\_SLOT\_1)

*esp\_err\_t* **sdmmc\_host\_io\_int\_wait** (int *slot*, TickType\_t *timeout\_ticks*)

Block until an SDIO interrupt is received, or timeout occurs.

**Return**

- ESP\_OK on success (interrupt received)
- ESP\_ERR\_TIMEOUT if the interrupt did not occur within `timeout_ticks`

**Parameters**

- `slot`: slot number (SDMMC\_HOST\_SLOT\_0 or SDMMC\_HOST\_SLOT\_1)
- `timeout_ticks`: number of RTOS ticks to wait for the interrupt

*esp\_err\_t* **sdmmc\_host\_deinit** ()

Disable SDMMC host and release allocated resources.

**Note** This function is not thread safe

**Return**

- ESP\_OK on success
- ESP\_ERR\_INVALID\_STATE if `sdmmc_host_init` function has not been called

*esp\_err\_t* **sdmmc\_host\_pullup\_en** (int *slot*, int *width*)

Enable the pull-ups of sd pins.

**Note** You should always place actual pullups on the lines instead of using this function. Internal pullup resistance are high and not sufficient, may cause instability in products. This is for debug or examples only.

**Return**

- ESP\_OK: if success
- ESP\_ERR\_INVALID\_ARG: if configured width larger than maximum the slot can support

**Parameters**

- `slot`: Slot to use, normally set it to 1.
- `width`: Bit width of your configuration, 1 or 4.

**Structures**

**struct sdmmc\_slot\_config\_t**

Extra configuration for SDMMC peripheral slot

**Public Members**

*gpio\_num\_t* **gpio\_cd**

GPIO number of card detect signal.

*gpio\_num\_t* **gpio\_wp**

GPIO number of write protect signal.

**uint8\_t width**

Bus width used by the slot (might be less than the max width supported)

**uint32\_t flags**

Features used by this slot.

## Macros

### **SDMMC\_HOST\_SLOT\_0**

SDMMC slot 0.

### **SDMMC\_HOST\_SLOT\_1**

SDMMC slot 1.

### **SDMMC\_HOST\_DEFAULT ( )**

Default *sdmmc\_host\_t* structure initializer for SDMMC peripheral.

Uses SDMMC peripheral, with 4-bit mode enabled, and max frequency set to 20MHz

### **SDMMC\_SLOT\_FLAG\_INTERNAL\_PULLUP**

Enable internal pullups on enabled pins. The internal pullups are insufficient however, please make sure external pullups are connected on the bus. This is for debug / example purpose only.

### **SDMMC\_SLOT\_NO\_CD**

indicates that card detect line is not used

### **SDMMC\_SLOT\_NO\_WP**

indicates that write protect line is not used

### **SDMMC\_SLOT\_WIDTH\_DEFAULT**

use the default width for the slot (8 for slot 0, 4 for slot 1)

### **SDMMC\_SLOT\_CONFIG\_DEFAULT ( )**

Macro defining default configuration of SDMMC host slot

## 3.3.12 SD SPI Host Driver

### Overview

SPI controllers accessible via *spi\_master* driver (HSPI, VSPI) can be used to work with SD cards. The driver which provides this capability is called “SD SPI Host”, due to its similarity with the *SDMMC Host* driver.

In SPI mode, SD driver has lower throughput than in 1-line SD mode. However SPI mode makes pin selection more flexible, as SPI peripheral can be connected to any ESP32 pins using GPIO Matrix. SD SPI driver uses software controlled CS signal. Currently SD SPI driver assumes that it can use the SPI controller exclusively, so applications which need to share SPI bus between SD cards and other peripherals need to make sure that SD card and other devices are not used at the same time from different tasks.

SD SPI driver is represented using an *sdmmc\_host\_t* structure initialized using *SDSPI\_HOST\_DEFAULT* macro. For slot initialization, *SDSPI\_SLOT\_CONFIG\_DEFAULT* can be used to fill in default pin mapping, which is the same as the pin mapping in SD mode.

SD SPI driver APIs are very similar to *SDMMC host APIs*. As with the SDMMC host driver, only *sdspi\_host\_init()*, *sdspi\_host\_init\_slot()*, and *sdspi\_host\_deinit()* functions are normally used by the applications. Other functions are called by the protocol level driver via function pointers in *sdmmc\_host\_t* structure.

See *SD/SDIO/MMC Driver* for the higher level driver which implements the protocol layer.

### API Reference

#### Header File

- `driver/include/driver/sds_pi_host.h`



## Functions

*esp\_err\_t* **sdspi\_host\_init** ()

Initialize SD SPI driver.

**Note** This function is not thread safe

### Return

- ESP\_OK on success
- other error codes may be returned in future versions

*esp\_err\_t* **sdspi\_host\_init\_slot** (int *slot*, const *sdspi\_slot\_config\_t* \**slot\_config*)

Initialize SD SPI driver for the specific SPI controller.

**Note** This function is not thread safe

### Return

- ESP\_OK on success
- ESP\_ERR\_INVALID\_ARG if *sdspi\_init\_slot* has invalid arguments
- ESP\_ERR\_NO\_MEM if memory can not be allocated
- other errors from the underlying *spi\_master* and *gpio* drivers

### Parameters

- *slot*: SPI controller to use (HSPI\_HOST or VSPI\_HOST)
- *slot\_config*: pointer to slot configuration structure

*esp\_err\_t* **sdspi\_host\_do\_transaction** (int *slot*, *sdmmc\_command\_t* \**cmdinfo*)

Send command to the card and get response.

This function returns when command is sent and response is received, or data is transferred, or timeout occurs.

**Note** This function is not thread safe w.r.t. *init/deinit* functions, and *bus width/clock speed configuration* functions. Multiple tasks can call *sdspi\_host\_do\_transaction* as long as other *sdspi\_host\_\** functions are not called.

### Return

- ESP\_OK on success
- ESP\_ERR\_TIMEOUT if response or data transfer has timed out
- ESP\_ERR\_INVALID\_CRC if response or data transfer CRC check has failed
- ESP\_ERR\_INVALID\_RESPONSE if the card has sent an invalid response

### Parameters

- *slot*: SPI controller (HSPI\_HOST or VSPI\_HOST)
- *cmdinfo*: pointer to structure describing command and data to transfer

*esp\_err\_t* **sdspi\_host\_set\_card\_clk** (int *slot*, *uint32\_t* *freq\_khz*)

Set card clock frequency.

Currently only integer fractions of 40MHz clock can be used. For High Speed cards, 40MHz can be used. For Default Speed cards, 20MHz can be used.

**Note** This function is not thread safe

**Return**

- ESP\_OK on success
- other error codes may be returned in the future

**Parameters**

- `slot`: SPI controller (HSPI\_HOST or VSPI\_HOST)
- `freq_khz`: card clock frequency, in kHz

*esp\_err\_t* **sdspi\_host\_deinit** ()

Release resources allocated using `sdspi_host_init`.

**Note** This function is not thread safe

**Return**

- ESP\_OK on success
- ESP\_ERR\_INVALID\_STATE if `sdspi_host_init` function has not been called

## Structures

**struct** `sdspi_slot_config_t`

Extra configuration for SPI host

### Public Members

*gpio\_num\_t* **gpio\_miso**  
GPIO number of MISO signal.

*gpio\_num\_t* **gpio\_mosi**  
GPIO number of MOSI signal.

*gpio\_num\_t* **gpio\_sck**  
GPIO number of SCK signal.

*gpio\_num\_t* **gpio\_cs**  
GPIO number of CS signal.

*gpio\_num\_t* **gpio\_cd**  
GPIO number of card detect signal.

*gpio\_num\_t* **gpio\_wp**  
GPIO number of write protect signal.

int **dma\_channel**  
DMA channel to be used by SPI driver (1 or 2)

## Macros

**SDSPI\_HOST\_DEFAULT** ()

Default *sdmmc\_host\_t* structure initializer for SD over SPI driver.

Uses SPI mode and max frequency set to 20MHz

'slot' can be set to one of HSPI\_HOST, VSPI\_HOST.

**SDSPI\_SLOT\_NO\_CD**

indicates that card detect line is not used

**SDSPI\_SLOT\_NO\_WP**

indicates that write protect line is not used

**SDSPI\_SLOT\_CONFIG\_DEFAULT ( )**

Macro defining default configuration of SPI host

### 3.3.13 SDIO Card Slave Driver

#### Overview

The ESP32 SDIO Card peripherals (Host, Slave) shares two sets of pins as below table. The first set is usually occupied by SPI0 bus which is responsible for the SPI flash holding the code to run. This means SDIO slave driver can only runs on the second set of pins while SDIO host is not using it.

| Pin Name | Slot1       | Slot2 |
|----------|-------------|-------|
|          | GPIO Number |       |
| CLK      | 6           | 14    |
| CMD      | 11          | 15    |
| DAT0     | 7           | 2     |
| DAT1     | 8           | 4     |
| DAT2     | 9           | 12    |
| DAT3     | 10          | 13    |

The SDIO slave can run under 3 modes: SPI, 1-bit SD and 4-bit SD modes, which is detected automatically by the hardware. According to the SDIO specification, CMD and DAT0-3 lines should be pulled up no matter in 1-bit, 4-bit or SPI mode. Then the host initialize the slave into SD mode by first sending CMD0 with DAT3 pin high, while initialize the slave into SPI mode by sending CMD0 with CS pin (the same pin as DAT3) low.

---

**Note:** CMD and DATA lines D0-D3 of the card should be pulled up by 50KOhm resistor even in 1-bit mode or SPI mode. Most official devkits don't meet the pullup requirements by default, and there are conflicts on strapping pins as well. Please refer to *SD Pullup Requirements* to see how to setup your system correctly.

---

#### SD Pullup Requirements

CMD and DATA lines D0-D3 of the slave should be pulled up by 50KOhm resistor even in 1-bit mode or SPI mode. The pullups of the slave cards should be connected even if they're not connected to the host.

The MTDI strapping pin is incompatible with DAT2 line pull-up by default when the code flash is 3.3V. See *MTDI strapping pin* below.

#### Pullup inside Official Modules

For Espressif official modules, different weak pullups / pulldowns are connected to CMD, and DATA pins as below. To use these modules, these pins are required to be pulled up by 50KOhm resistors, since internal weak pullups are insufficient.

|                       |     |                          |      |                                         |      |
|-----------------------|-----|--------------------------|------|-----------------------------------------|------|
| GPIO                  | 15  | 2                        | 4    | 12                                      | 13   |
| Name                  | CMD | DAT0                     | DAT1 | DAT2                                    | DAT3 |
| At startup            | WPU | WPD                      | WPD  | PU for 1.8v flash; WPD for 3.3v flash   | WPU  |
| Strapping requirement |     | Low to download to flash |      | High for 1.8v flash; Low for 3.3v flash |      |

- WPU: Weak pullup
- WPD: Weak pulldown
- PU: Pullup inside the module

For Wrover modules, they use 1.8v flash, and have pullup on GPIO12 inside. For Wroom-32 Series, PICO-D4 modules, they use 3.3v flash, and is weakly pulled down internally. See *MTDI strapping pin* below.

### Pullup on Official Devkit (WroverKit)

For official Wrover Kit (till version 3), some of the pullups are provided on the board as the table below. For other devkits that don't have pullups, please connect them yourselves.

|                   |     |      |      |      |         |
|-------------------|-----|------|------|------|---------|
| GPIO              | 15  | 2    | 4    | 12   | 13      |
| Name              | CMD | DAT0 | DAT1 | DAT2 | DAT3    |
| Pullup on the Kit | PU  | PU   | PU   |      | PU & PD |

- PU: Pullup
- PD: Pulldown

The DAT3 pullup conflicts with JTAG pulldown in WroverKit v3 and earlier, please either:

1. pull it up by resistor less than 5KOhm (2kOhm suggested) in 4-bit mode.
2. pull it up or drive it high by host or VDD3.3V in 1-bit mode.

### MTDI strapping pin

MTDI (GPIO12) is used as a bootstrapping pin to select output voltage of an internal regulator which powers the flash chip (VDD\_SDIO). This pin has an internal pulldown so if left unconnected it will read low at reset (selecting default 3.3V operation). When adding a pullup to this pin for SD card operation, consider the following:

- For boards which don't use the internal regulator (VDD\_SDIO) to power the flash, GPIO12 can be pulled high.
- For boards which use 1.8V flash chip, GPIO12 needs to be pulled high at reset. This is fully compatible with SD card operation.
- On boards which use the internal regulator and a 3.3V flash chip, GPIO12 must be low at reset. This is incompatible with SD card operation. Please check the table below to see whether your modules/kits use 3.3v flash.

| Module          | Flash voltage | DAT2 connections                                           |
|-----------------|---------------|------------------------------------------------------------|
| PICO-D4         | 3.3V          | Internal PD, change EFUSE and pullup or disable DAT2 line* |
| Wroom-32 Series |               |                                                            |
| Wrover          | 1.8V          | Internal PU, pullup suggested                              |

Official devkits of different types and version mount different types of modules, please refer to the table below to see whether your devkit can support SDIO slave without steps above.

| Devkit                   | Module          | Flash voltage          |
|--------------------------|-----------------|------------------------|
| PICO Kit                 | PICO-D4         | 3.3V (see steps below) |
| DevKitC                  | Wroom-32 Series |                        |
| WroverKit v2 and earlier |                 |                        |
| WroverKit v3             | Wrover          | 1.8V                   |

If your board requires internal regulator with 3.3v output, to make it compatible with SD pullup, you can either:

- **In the case using ESP32 host only**, external pullup can be omitted and an internal pullup can be enabled using a `gpio_pullup_en(GPIO_NUM_12)`; call. Most SD cards work fine when an internal pullup on GPIO12 line is enabled. Note that if ESP32 experiences a power-on reset while the SD card is sending data, high level on GPIO12 can be latched into the bootstrapping register, and ESP32 will enter a boot loop until external reset with correct GPIO12 level is applied.
- **In the case using ESP32 slave in 1-bit mode**, specify `SDIO_SLAVE_FLAG_DAT2_DISABLED` in the slave to avoid slave detecting on DAT2 line. Note the host will not know 4-bit mode is not supported any more by the standard CCCR register. You have to tell the host use 1-bit only.
- **For ESP32 host or slave**, another option is to burn the flash voltage selection efuses. This will permanently select 3.3V output voltage for the internal regulator, and GPIO12 will not be used as a bootstrapping pin. Then it is safe to connect a pullup resistor to GPIO12. This option is suggested for production use. NOTE this cannot be reverted once the EFUSE is burnt.

The following command can be used to program flash voltage selection efuses **to 3.3V**:

```
components/esptool_py/esptool/espefuse.py set_flash_voltage 3.3V
```

This command will burn the `XPD_SDIO_TIEH`, `XPD_SDIO_FORCE`, and `XPD_SDIO_REG` efuses. With all three burned to value 1, the internal VDD\_SDIO flash voltage regulator is permanently enabled at 3.3V. See the technical reference manual for more details.

`espefuse.py` has a `-do-not-confirm` option if running from an automated flashing script.

## GPIO2 Strapping pin

GPIO2 pin is used as a bootstrapping pin, and should be low to enter UART download mode. You may find it unable to enter the UART download mode if you correctly connect the pullup of SD on GPIO2. For WroverKit v3, there are dedicated circuits to pulldown the GPIO2 when downloading. For other boards, one way to do this is to connect GPIO0 and GPIO2 using a jumper, and then the auto-reset circuit on most development boards will pull GPIO2 low along with GPIO0, when entering download mode.

- Some boards have pulldown and/or LED on GPIO2. LED is usually ok, but pulldown will interfere with D0 signals and must be removed. Check the schematic of your development board for anything connected to GPIO2.

After the initialization, the host can enable the 4-bit SD mode by writing CCCR register 0x07 by CMD52. All the bus detection process are handled by the slave peripheral.

The host has to communicate with the slave by an ESP-slave-specific protocol. The slave driver offers 3 services over Function 1 access by CMD52 and CMD53: (1) a sending FIFO and a receiving FIFO, (2) 52 8-bit R/W registers shared by host and slave, (3) 16 interrupt sources (8 from host to slave, and 8 from slave to host).

## Terminology

The SDIO slave driver uses the following terms:

- Transfer: a transfer is always started by a command token from the host, and may contain a reply and several data blocks. ESP32 slave software is based on transfers.
- Sending: slave to host transfers.
- Receiving: host to slave transfers.

---

**Note:** Register names in ESP Rechnical Reference Manual are oriented from the point of view of the host, i.e. ‘rx’ registers refer to sending, while ‘tx’ registers refer to receiving. We’re not using *tx* or *rx* in the driver to avoid ambiguities.

---

- FIFO: specific address in Function 1 that can be access by CMD53 to read/write large amount of data. The address is related to the length requested to read from/write to the slave in a single transfer: *requested length* = 0x1F800-address.
- Ownership: When the driver takes ownership of a buffer, it means the driver can randomly read/write the buffer (usually via DMA). The application should not read/write the buffer until the ownership is returned to the application. If the application reads from a buffer owned by a receiving driver, the data read can be random; if the application writes to a buffer owned by a sending driver, the data sent may be corrupted.
- Requested length: The length requested in one transfer determined by the FIFO address.
- Transfer length: The length requested in one transfer determined by the CMD53 byte/block count field.

---

**Note:** Requested length is different from the transfer length. ESP32 slave DMA base on the *requested length* rather than the *transfer length*. The *transfer length* should be no shorter than the *requested length*, and the rest part will be filled with 0 (sending) or discard (receiving).

---

- Receiving buffer size: The buffer size is pre-defined between the host and the slave before communication starts. Slave application has to set the buffer size during initialization by the `recv_buffer_size` member of `sdio_slave_config_t`.
- Interrupts: the esp32 slave support interrupts in two directions: from host to slave (called slave interrupts below) and from slave to host (called host interrupts below). See more in *Interrupts*.
- Registers: specific address in Function 1 access by CMD52 or CMD53.

### Communication with ESP SDIO Slave

The host should initialize the ESP32 SDIO slave according to the standard SDIO initialization process (Sector 3.1.2 of [SDIO Simplified Specification](#)), which is described briefly in *ESP SDIO slave initialization*.

However, there’s an ESP32-specific upper-level communication protocol upon the CMD52/CMD53 to Func 1. Please refer to *ESP SDIO slave protocol*, or example [peripherals/sdio](#) when programming your host.

### Communication with ESP SDIO Slave

#### ESP SDIO slave initialization

The host should initialize the ESP32 SDIO slave according to the standard SDIO initialization process (Sector 3.1.2 of [SDIO Simplified Specification](#)). In this specification and below, the SDIO slave is also called an (SD)IO card. All the initialization CMD52 and CMD53 are sent to Func 0 (CIA region). Here is an brief example on how to do this:

1. **SDIO reset** CMD52 (Write 0x6=0x8)

2. **SD reset** CMD0
3. **Check whether IO card (optional)** CMD8
4. **Send SDIO op cond and wait for card ready** CMD5 arg = 0x00000000  
 CMD5 arg = 0x00ff8000 (according to the response above, poll until ready)  
**Example:** Arg of R4 after first CMD5 (arg=0x00000000) is 0xXXXXFFF0.  
 Keep sending CMD5 with arg=0x00FFFF00 until the R4 shows card ready (arg bit 31=1).
5. **Set address** CMD3
6. **Select card** CMD7 (arg address according to CMD3 response)  
**Example:** Arg of R6 after CMD3 is 0x0001xxxx.  
 Arg of CMD7 should be 0x00010000.
7. **Select 4-bit mode (optional)** CMD52 (Write 0x07=0x02)
8. **Enable func1** CMD52 (Write 0x02=0x02)
9. **Enable SDIO interrupt (required if interrupt line (DAT1) is used)** CMD52 (Write 0x04=0x03)
10. **Set Func0 blocksize (optional, default value is 512 (0x200))** CMD52/53 (Read 0x10~0x11)  
 CMD52/53 (Write 0x10=0x00)  
 CMD52/53 (Write 0x11=0x02)  
 CMD52/53 (Read 0x10~0x11, read to check the final value)
11. **Set Func1 blocksize (optional, default value is 512 (0x200))** CMD52/53 (Read 0x110~0x111)  
 CMD52/53 (Write 0x110=0x00)  
 CMD52/53 (Write 0x111=0x02)  
 CMD52/53 (Read 0x110~0x111, read to check the final value)

## ESP SDIO slave protocol

The protocol is based on Function 1 access by CMD52 and CMD53, offering 3 services: (1) sending and receiving FIFO, (2) 52 8-bit R/W register shared by host and slave, (3) 8 general purpose interrupt sources from host to slave and 8 in the opposite direction.

The host should access the registers below as described to communicate with slave.

### Slave register table

#### 32-bit

- 0x044 (TOKEN\_RDATA): in which bit 27-16 holds the receiving buffer number.
- 0x058 (INT\_ST): holds the interrupt source bits from slave to host.
- 0x060 (PKT\_LEN): holds the accumulated length (by byte) to be sent from slave to host.
- 0x0D4 (INT\_CLR): write 1 to clear interrupt bits corresponding to INT\_ST.
- 0x0DC (INT\_ENA): mask bits for interrupts from slave to host.

### 8-bit

Shared general purpose registers:

- 0x06C-0x077: R/W registers 0-11 shared by slave and host.
- 0x07A-0x07B: R/W registers 14-15 shared by slave and host.
- 0x07E-0x07F: R/W registers 18-19 shared by slave and host.
- 0x088-0x08B: R/W registers 24-27 shared by slave and host.
- 0x09C-0x0BB: R/W registers 32-63 shared by slave and host.

Interrupt Registers: - 0x08D (SLAVE\_INT): bits for host to interrupt slave. auto clear.

### FIFO (sending and receiving)

0x090 - 0x1F7FF are reserved for FIFOs.

The address of CMD53 is related to the length requested to read from/write to the slave in a single transfer:

$$\text{requested length} = 0x1F800 - \text{address}$$

The slave will respond with the length according to the length field in CMD53, with the data longer than *requested length* filled with 0 (sending) or discard (receiving).

---

**Note:** This includes both the block and the byte mode of CMD53.

The function number should be set to 1, OP Code should be set to 1 (for CMD53).

It is allowed to use CMD53 mode combination of block+byte to get higher efficiency when accessing the FIFO by arbitrary length. E.g. The block size is set to 512 by default, you can write/get 1031 bytes of data to/from the FIFO by:

1. Send CMD53 in block mode, block count=2 (1024 bytes) to address 0x1F3F9=0x1F800-**1031**.
  2. Then send CMD53 in byte mode, byte count=8 (or 7 if your controller supports that) to address 0x1F7F9=0x1F800-7.
- 

### Interrupts

For the host interrupts, the slave raise the interrupt by pulling DAT1 line down at a proper time (level sensitive). The host detect this and read the INT\_ST register to see the source. Then the host can clear it by writing the INT\_CLR register and do something with the interrupt. The host can also mask unneeded sources by clearing the bits in INT\_ENA register corresponding to the sources. If all the sources are cleared (or masked), the DAT1 line goes inactive.

`sdio_slave_hostint_t` (*SDIO Card Slave Driver*) shows the bit definition corresponding to host interrupt sources.

For the slave interrupts, the host send transfers to write the SLAVE\_INT register. Once a bit is written from 0 to 1, the slave hardware and driver will detect it and inform the app.

### Receiving FIFO

To write the receiving FIFO in the slave, host should work in the following steps:



1. Read the TOKEN1 field (bits 27-16) of TOKEN\_RDATA (0x044) register. The buffer number remaining is TOKEN1 minus the number of buffers used by host.
2. Make sure the buffer number is sufficient ( $buffer\_size * buffer\_num$  is greater than data to write,  $buffer\_size$  is pre-defined between the host and the slave before the communication starts). Or go back to step 1 until the buffer is enough.
3. Write to the FIFO address with CMD53. Note that the *requested length* should not be larger than calculated in step 2, and the FIFO address is related to *requested length*.
4. Calculate used buffers, note that non-full buffer at the tail should be seen as one that is used.

## Sending FIFO

To read the sending FIFO in the slave, host should work in the following steps:

1. Wait for the interrupt line to be active (optional, low by default).
2. Read (poll) the interrupt bits in INT\_ST register to see whether new packets exists.
3. If new packets are ready, reads the PKT\_LEN reg. The data length to read from slave is PKT\_LEN minuses the length that has been read from the host. If the PKT\_LEN is not larger than used, wait and poll until the slave is ready and update the PKT\_LEN.
4. Read from the FIFO with CMD53. Note that the *requested length* should not be larger than calculated in step3, and the FIFO address is related to *requested length*.
5. Recored read length.

## Interrupts

There are interrupts from host to slave, and from slave to host to help communicating conveniently.

### Slave Interrupts

The host can interrupt the slave by writing any one bit in the register 0x08D. Once any bit of the register is set, an interrupt is raised and the SDIO slave driver calls the callback function defined in the `slave_intr_cb` member in the `sdio_slave_config_t` structure.

---

**Note:** The callback function is called in the ISR, do not use any delay, loop or spinlock in the callback.

---

There's another set of functions can be used. You can call `sdio_slave_wait_int` to wait for an interrupt within a certain time, or call `sdio_slave_clear_int` to clear interrupts from host. The callback function can work with the wait functions perfectly.

### Host Interrupts

The slave can interrupt the host by an interrupt line (at certain time) which is level sensitive. When the host see the interrupt line pulled down, it may read the slave interrupt status register, to see the interrupt source. Host can clear interrupt bits, or choose to disable a interrupt source. The interrupt line will hold active until all the sources are cleared or disabled.

There are several dedicated interrupt sources as well as general purpose sources. see `sdio_slave_hostint_t` for more information.

### Shared Registers

There are 52 8-bit R/W shared registers to share information between host and slave. The slave can write or read the registers at any time by `sdio_slave_read_reg` and `sdio_slave_write_reg`. The host can access (R/W) the register by `CMD52` or `CMD53`.

### Receiving FIFO

When the host is going to send the slave some packets, it has to check whether the slave is ready to receive by reading the buffer number of slave.

To allow the host sending data to the slave, the application has to load buffers to the slave driver by the following steps:

1. Register the buffer by calling `sdio_slave_recv_register_buf`, and get the handle of the registered buffer. The driver will allocate memory for the linked-list descriptor needed to link the buffer onto the hardware.
2. Load buffers onto the driver by passing the buffer handle to `sdio_slave_recv_load_buf`.
3. Call `sdio_slave_recv` to get the received data. If non-blocking call is needed, set `wait=0`.
4. Pass the handle of processed buffer back to the driver by `sdio_recv_load_buf` again.

---

**Note:** To avoid overhead from copying data, the driver itself doesn't have any buffer inside, the application is responsible to offer new buffers in time. The DMA will automatically store received data to the buffer.

---

### Sending FIFO

Each time the slave has data to send, it raises an interrupt and the host will request for the packet length. There are two sending modes:

- **Stream Mode:** when a buffer is loaded to the driver, the buffer length will be counted into the packet length requested by host in the incoming communications. Regardless previous packets are sent or not. This means the host can get data of several buffers in one transfer.
- **Packet Mode:** the packet length is updated packet by packet, and only when previous packet is sent. This means that the host can only get data of one buffer in one transfer.

---

**Note:** To avoid overhead from copying data, the driver itself doesn't have any buffer inside. Namely, the DMA takes data directly from the buffer provided by the application. The application should not touch the buffer until the sending is finished.

---

The sending mode can be set in the `sending_mode` member of `sdio_slave_config_t`, and the buffer numbers can be set in the `send_queue_size`. All the buffers are restricted to be no larger than 4092 bytes. Though in the stream mode several buffers can be sent in one transfer, each buffer is still counted as one in the queue.

The application can call `sdio_slave_transmit` to send packets. In this case the function returns when the transfer is successfully done, so the queue is not fully used. When higher efficiency is required, the application can use the following functions instead:

1. Pass buffer information (address, length, as well as an `arg` indicating the buffer) to `sdio_slave_send_queue`. If non-blocking call is needed, set `wait=0`. If the `wait` is not `portMAX_DELAY` (wait until success), application has to check the result to know whether the data is put in to the queue or discard.

2. Call `sdio_slave_send_get_finished` to get and deal with a finished transfer. A buffer should be kept unmodified until returned from `sdio_slave_send_get_finished`. This means the buffer is actually sent to the host, rather than just staying in the queue.

There are several ways to use the `arg` in the queue parameter:

1. Directly point `arg` to a dynamic-allocated buffer, and use the `arg` to free it when transfer finished.
2. Wrap transfer informations in a transfer structure, and point `arg` to the structure. You can use the structure to do more things like:

```
typedef struct {
    uint8_t* buffer;
    size_t   size;
    int      id;
}sdio_transfer_t;

//and send as:
sdio_transfer_t trans = {
    .buffer = ADDRESS_TO_SEND,
    .size = 8,
    .id = 3, //the 3rd transfer so far
};
sdio_slave_send_queue(trans.buffer, trans.size, &trans, portMAX_DELAY);

//... maybe more transfers are sent here

//and deal with finished transfer as:
sdio_transfer_t* arg = NULL;
sdio_slave_send_get_finished((void*)&arg, portMAX_DELAY);
ESP_LOGI("tag", "(%d) successfully send %d bytes of %p", arg->id, arg->size, arg->
->buffer);
some_post_callback(arg); //do more things
```

3. Working with the receiving part of this driver, point `arg` to the receive buffer handle of this buffer. So that we can directly use the buffer to receive data when it's sent:

```
uint8_t buffer[256]={1,2,3,4,5,6,7,8};
sdio_slave_buf_handle_t handle = sdio_slave_rcv_register_buf(buffer);
sdio_slave_send_queue(buffer, 8, handle, portMAX_DELAY);

//... maybe more transfers are sent here

//and load finished buffer to receive as
sdio_slave_buf_handle_t handle = NULL;
sdio_slave_send_get_finished((void*)&handle, portMAX_DELAY);
sdio_slave_rcv_load_buf(handle);
```

More about this, see [peripherals/sdio](#).

## Application Example

Slave/master communication: [peripherals/sdio](#).

## API Reference

## Header File

- `driver/include/driver/sdio_slave.h`

## Functions

*esp\_err\_t* **sdio\_slave\_initialize** (*sdio\_slave\_config\_t* \**config*)  
Initialize the sdio slave driver

### Return

- `ESP_ERR_NOT_FOUND` if no free interrupt found.
- `ESP_ERR_INVALID_STATE` if already initialized.
- `ESP_ERR_NO_MEM` if fail due to memory allocation failed.
- `ESP_OK` if success

### Parameters

- *config*: Configuration of the sdio slave driver.

void **sdio\_slave\_deinit** ()  
De-initialize the sdio slave driver to release the resources.

*esp\_err\_t* **sdio\_slave\_start** ()  
Start hardware for sending and receiving, as well as set the `IOREADY1` to 1.

**Note** The driver will continue sending from previous data and `PKT_LEN` counting, keep data received as well as start receiving from current `TOKEN1` counting. See `sdio_slave_reset`.

### Return

- `ESP_ERR_INVALID_STATE` if already started.
- `ESP_OK` otherwise.

void **sdio\_slave\_stop** ()  
Stop hardware from sending and receiving, also set `IOREADY1` to 0.

**Note** this will not clear the data already in the driver, and also not reset the `PKT_LEN` and `TOKEN1` counting. Call `sdio_slave_reset` to do that.

*esp\_err\_t* **sdio\_slave\_reset** ()  
Clear the data still in the driver, as well as reset the `PKT_LEN` and `TOKEN1` counting.

**Return** always return `ESP_OK`.

*sdio\_slave\_buf\_handle\_t* **sdio\_slave\_recv\_register\_buf** (*uint8\_t* \**start*)  
Register buffer used for receiving. All buffers should be registered before used, and then can be used (again) in the driver by the handle returned.

**Note** The driver will use and only use the amount of space specified in the `recv_buffer_size` member set in the `sdio_slave_config_t`. All buffers should be larger than that. The buffer is used by the DMA, so it should be DMA capable and 32-bit aligned.

**Return** The buffer handle if success, otherwise `NULL`.

**Parameters**

- `start`: The start address of the buffer.

*esp\_err\_t* **sdio\_slave\_recv\_unregister\_buf** (*sdio\_slave\_buf\_handle\_t* handle)

Unregister buffer from driver, and free the space used by the descriptor pointing to the buffer.

**Return** ESP\_OK if success, ESP\_ERR\_INVALID\_ARG if the handle is NULL or the buffer is being used.

**Parameters**

- `handle`: Handle to the buffer to release.

*esp\_err\_t* **sdio\_slave\_recv\_load\_buf** (*sdio\_slave\_buf\_handle\_t* handle)

Load buffer to the queue waiting to receive data. The driver takes ownership of the buffer until the buffer is returned by `sdio_slave_send_get_finished` after the transaction is finished.

**Return**

- ESP\_ERR\_INVALID\_ARG if invalid handle or the buffer is already in the queue. Only after the buffer is returned by `sdio_slave_recv` can you load it again.
- ESP\_OK if success

**Parameters**

- `handle`: Handle to the buffer ready to receive data.

*esp\_err\_t* **sdio\_slave\_recv** (*sdio\_slave\_buf\_handle\_t* \*handle\_ret, uint8\_t \*\*out\_addr, size\_t \*out\_len, TickType\_t wait)

Get received data if exist. The driver returns the ownership of the buffer to the app.

**Note** Call `sdio_slave_load_buf` with the handle to re-load the buffer onto the link list, and receive with the same buffer again. The address and length of the buffer got here is the same as got from `sdio_slave_get_buffer`.

**Return**

- ESP\_ERR\_INVALID\_ARG if handle\_ret is NULL
- ESP\_ERR\_TIMEOUT if timeout before receiving new data
- ESP\_OK if success

**Parameters**

- `handle_ret`: Handle to the buffer holding received data. Use this handle in `sdio_slave_recv_load_buf` to receive in the same buffer again.
- `out_addr`: Output of the start address, set to NULL if not needed.
- `out_len`: Actual length of the data in the buffer, set to NULL if not needed.
- `wait`: Time to wait before data received.

uint8\_t \***sdio\_slave\_recv\_get\_buf** (*sdio\_slave\_buf\_handle\_t* handle, size\_t \*len\_o)

Retrieve the buffer corresponding to a handle.

**Return** buffer address if success, otherwise NULL.

**Parameters**

- `handle`: Handle to get the buffer.

- `len_o`: Output of buffer length

*esp\_err\_t* **sdio\_slave\_send\_queue** (*uint8\_t \*addr, size\_t len, void \*arg, TickType\_t wait*)

Put a new sending transfer into the send queue. The driver takes ownership of the buffer until the buffer is returned by `sdio_slave_send_get_finished` after the transaction is finished.

**Return**

- `ESP_ERR_INVALID_ARG` if the length is not greater than 0.
- `ESP_ERR_TIMEOUT` if the queue is still full until timeout.
- `ESP_OK` if success.

**Parameters**

- `addr`: Address for data to be sent. The buffer should be DMA capable and 32-bit aligned.
- `len`: Length of the data, should not be longer than 4092 bytes (may support longer in the future).
- `arg`: Argument to returned in `sdio_slave_send_get_finished`. The argument can be used to indicate which transaction is done, or as a parameter for a callback. Set to `NULL` if not needed.
- `wait`: Time to wait if the buffer is full.

*esp\_err\_t* **sdio\_slave\_send\_get\_finished** (*void \*\*out\_arg, TickType\_t wait*)

Return the ownership of a finished transaction.

**Return** `ESP_ERR_TIMEOUT` if no transaction finished, or `ESP_OK` if succeed.

**Parameters**

- `out_arg`: Argument of the finished transaction. Set to `NULL` if unused.
- `wait`: Time to wait if there's no finished sending transaction.

*esp\_err\_t* **sdio\_slave\_transmit** (*uint8\_t \*addr, size\_t len*)

Start a new sending transfer, and wait for it (blocked) to be finished.

**Return**

- `ESP_ERR_INVALID_ARG` if the length of descriptor is not greater than 0.
- `ESP_ERR_TIMEOUT` if the queue is full or host do not start a transfer before timeout.
- `ESP_OK` if success.

**Parameters**

- `addr`: Start address of the buffer to send
- `len`: Length of buffer to send.

*uint8\_t* **sdio\_slave\_read\_reg** (*int pos*)

Read the spi slave register shared with host.

**Note** register 28 to 31 are reserved for interrupt vector.

**Return** value of the register.

**Parameters**

- `pos`: register address, 0-27 or 32-63.

*esp\_err\_t* **sdio\_slave\_write\_reg** (int *pos*, uint8\_t *reg*)

Write the spi slave register shared with host.

**Note** register 29 and 31 are used for interrupt vector.

**Return** ESP\_ERR\_INVALID\_ARG if address wrong, otherwise ESP\_OK.

**Parameters**

- *pos*: register address, 0-11, 14-15, 18-19, 24-27 and 32-63, other address are reserved.
- *reg*: the value to write.

*sdio\_slave\_hostint\_t* **sdio\_slave\_get\_host\_intena** ()

Get the interrupt enable for host.

**Return** the interrupt mask.

void **sdio\_slave\_set\_host\_intena** (*sdio\_slave\_hostint\_t* *ena*)

Set the interrupt enable for host.

**Parameters**

- *ena*: Enable mask for host interrupt.

*esp\_err\_t* **sdio\_slave\_send\_host\_int** (uint8\_t *pos*)

Interrupt the host by general purpose interrupt.

**Return**

- ESP\_ERR\_INVALID\_ARG if interrupt num error
- ESP\_OK otherwise

**Parameters**

- *pos*: Interrupt num, 0-7.

void **sdio\_slave\_clear\_host\_int** (uint8\_t *mask*)

Clear general purpose interrupt to host.

**Parameters**

- *mask*: Interrupt bits to clear, by bit mask.

*esp\_err\_t* **sdio\_slave\_wait\_int** (int *pos*, TickType\_t *wait*)

Wait for general purpose interrupt from host.

**Note** this clears the interrupt at the same time.

**Return** ESP\_OK if success, ESP\_ERR\_TIMEOUT if timeout.

**Parameters**

- *pos*: Interrupt source number to wait for. is set.
- *wait*: Time to wait before interrupt triggered.

## Structures

### **struct sdio\_slave\_config\_t**

Configuration of SDIO slave.

#### Public Members

##### *sdio\_slave\_timing\_t* **timing**

timing of `sdio_slave`. see `sdio_slave_timing_t`.

##### *sdio\_slave\_sending\_mode\_t* **sending\_mode**

mode of `sdio_slave`. `SDIO_SLAVE_MODE_STREAM` if the data needs to be sent as much as possible; `SDIO_SLAVE_MODE_PACKET` if the data should be sent in packets.

##### int **send\_queue\_size**

max buffers that can be queued before sending.

##### size\_t **recv\_buffer\_size**

If `buffer_size` is too small, it costs more CPU time to handle larger number of buffers. If `buffer_size` is too large, the space larger than the transaction length is left blank but still counts a buffer, and the buffers are easily run out. Should be set according to length of data really transferred. All data that do not fully fill a buffer is still counted as one buffer. E.g. 10 bytes data costs 2 buffers if the size is 8 bytes per buffer. Buffer size of the slave pre-defined between host and slave before communication. All receive buffer given to the driver should be larger than this.

##### *sdio\_event\_cb\_t* **event\_cb**

when the host interrupts slave, this callback will be called with interrupt number (0-7).

##### uint32\_t **flags**

Features to be enabled for the slave, combinations of `SDIO_SLAVE_FLAG_*`.

## Macros

### **SDIO\_SLAVE\_RECV\_MAX\_BUFFER**

### **SDIO\_SLAVE\_FLAG\_DAT2\_DISABLED**

It is required by the SD specification that all 4 data lines should be used and pulled up even in 1-bit mode or SPI mode. However, as a feature, the user can specify this flag to make use of DAT2 pin in 1-bit mode. Note that the host cannot read CCCR registers to know we don't support 4-bit mode anymore, please do this at your own risk.

### **SDIO\_SLAVE\_FLAG\_HOST\_INTR\_DISABLED**

The DAT1 line is used as the interrupt line in SDIO protocol. However, as a feature, the user can specify this flag to make use of DAT1 pin of the slave in 1-bit mode. Note that the host has to do polling to the interrupt registers to know whether there are interrupts from the slave. And it cannot read CCCR registers to know we don't support 4-bit mode anymore, please do this at your own risk.

### **SDIO\_SLAVE\_FLAG\_INTERNAL\_PULLUP**

Enable internal pullups for enabled pins. It is required by the SD specification that all the 4 data lines should be pulled up even in 1-bit mode or SPI mode. Note that the internal pull-ups are not sufficient for stable communication, please do connect external pull-ups on the bus. This is only for example and debug use.

## Type Definitions

```
typedef void (*sdio_event_cb_t) (uint8_t event)
```



```
typedef void *sdio_slave_buf_handle_t
```

Handle of a receive buffer, register a handle by calling `sdio_slave_recv_register_buf`. Use the handle to load the buffer to the driver, or call `sdio_slave_recv_unregister_buf` if it is no longer used.

## Enumerations

```
enum sdio_slave_hostint_t
```

Mask of interrupts sending to the host.

*Values:*

```
SDIO_SLAVE_HOSTINT_SEND_NEW_PACKET = HOST_SLC0_RX_NEW_PACKET_INT_ENA
```

New packet available.

```
SDIO_SLAVE_HOSTINT_RECV_OVF = HOST_SLC0_TX_OVF_INT_ENA
```

Slave receive buffer overflow.

```
SDIO_SLAVE_HOSTINT_SEND_UDF = HOST_SLC0_RX_UDF_INT_ENA
```

Slave sending buffer underflow (this case only happen when the host do not request for packet according to the packet len).

```
SDIO_SLAVE_HOSTINT_BIT7 = HOST_SLC0_TOHOST_BIT7_INT_ENA
```

General purpose interrupt bits that can be used by the user.

```
SDIO_SLAVE_HOSTINT_BIT6 = HOST_SLC0_TOHOST_BIT6_INT_ENA
```

```
SDIO_SLAVE_HOSTINT_BIT5 = HOST_SLC0_TOHOST_BIT5_INT_ENA
```

```
SDIO_SLAVE_HOSTINT_BIT4 = HOST_SLC0_TOHOST_BIT4_INT_ENA
```

```
SDIO_SLAVE_HOSTINT_BIT3 = HOST_SLC0_TOHOST_BIT3_INT_ENA
```

```
SDIO_SLAVE_HOSTINT_BIT2 = HOST_SLC0_TOHOST_BIT2_INT_ENA
```

```
SDIO_SLAVE_HOSTINT_BIT1 = HOST_SLC0_TOHOST_BIT1_INT_ENA
```

```
SDIO_SLAVE_HOSTINT_BIT0 = HOST_SLC0_TOHOST_BIT0_INT_ENA
```

```
enum sdio_slave_timing_t
```

Timing of SDIO slave.

*Values:*

```
SDIO_SLAVE_TIMING_PSEND_PSAMPLE = 0
```

Send at posedge, and sample at posedge. Default value for HS mode. Normally there's no problem using this to work in DS mode.

```
SDIO_SLAVE_TIMING_NSEND_PSAMPLE
```

Send at negedge, and sample at posedge. Default value for DS mode and below.

```
SDIO_SLAVE_TIMING_PSEND_NSAMPLE
```

Send at posedge, and sample at negedge.

```
SDIO_SLAVE_TIMING_NSEND_NSAMPLE
```

Send at negedge, and sample at negedge.

```
enum sdio_slave_sending_mode_t
```

Configuration of SDIO slave mode.

*Values:*

```
SDIO_SLAVE_SEND_STREAM = 0
```

Stream mode, all packets to send will be combined as one if possible.

`SDIO_SLAVE_SEND_PACKET = 1`

Packet mode, one packets will be sent one after another (only increase `packet_len` if last packet sent).

### 3.3.14 Sigma-delta Modulation

#### Introduction

ESP32 has a second-order sigma-delta modulation module. This driver configures the channels of the sigma-delta module.

#### Functionality Overview

There are eight independent sigma-delta modulation channels identified with `sigmadelta_channel_t`. Each channel is capable to output the binary, hardware generated signal with the sigma-delta modulation.

Selected channel should be set up by providing configuration parameters in `sigmadelta_config_t` and then applying this configuration with `sigmadelta_config()`.

Another option is to call individual functions, that will configure all required parameters one by one:

- **Prescaler** of the sigma-delta generator - `sigmadelta_set_prescale()`
- **Duty** of the output signal - `sigmadelta_set_duty()`
- **GPIO pin** to output modulated signal - `sigmadelta_set_pin()`

The range of the 'duty' input parameter of `sigmadelta_set_duty()` is from -128 to 127 (eight bit signed integer). If zero value is set, then the output signal's duty will be about 50%, see description of `sigmadelta_set_duty()`.

#### Application Example

Sigma-delta Modulation example: [peripherals/sigmadelta](#).

#### API Reference

##### Header File

- `driver/include/driver/sigmadelta.h`

##### Functions

`esp_err_t sigmadelta_config(const sigmadelta_config_t *config)`  
Configure Sigma-delta channel.

##### Return

- `ESP_OK` Success
- `ESP_ERR_INVALID_ARG` Parameter error

##### Parameters

- `config`: Pointer of Sigma-delta channel configuration struct

*esp\_err\_t* **sigmadelta\_set\_duty** (*sigmadelta\_channel\_t* channel, int8\_t duty)

Set Sigma-delta channel duty.

This function is used to set Sigma-delta channel duty, If you add a capacitor between the output pin and ground, the average output voltage will be  $V_{dc} = VDDIO / 256 * duty + VDDIO/2$ , where VDDIO is the power supply voltage.

#### Return

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

#### Parameters

- channel: Sigma-delta channel number
- duty: Sigma-delta duty of one channel, the value ranges from -128 to 127, recommended range is -90 ~ 90. The waveform is more like a random one in this range.

*esp\_err\_t* **sigmadelta\_set\_prescale** (*sigmadelta\_channel\_t* channel, uint8\_t prescale)

Set Sigma-delta channel's clock pre-scale value. The source clock is APP\_CLK, 80MHz. The clock frequency of the sigma-delta channel is APP\_CLK / pre\_scale.

#### Return

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

#### Parameters

- channel: Sigma-delta channel number
- prescale: The divider of source clock, ranges from 0 to 255

*esp\_err\_t* **sigmadelta\_set\_pin** (*sigmadelta\_channel\_t* channel, *gpio\_num\_t* gpio\_num)

Set Sigma-delta signal output pin.

#### Return

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

#### Parameters

- channel: Sigma-delta channel number
- gpio\_num: GPIO number of output pin.

## Structures

**struct sigmadelta\_config\_t**

Sigma-delta configure struct.

## Public Members

*sigmadelta\_channel\_t* **channel**

Sigma-delta channel number

*int8\_t* **sigmadelta\_duty**

Sigma-delta duty, duty ranges from -128 to 127.

*uint8\_t* **sigmadelta\_prescale**

Sigma-delta prescale, prescale ranges from 0 to 255.

*uint8\_t* **sigmadelta\_gpio**

Sigma-delta output io number, refer to gpio.h for more details.

## Enumerations

**enum sigmadelta\_channel\_t**

Sigma-delta channel list.

*Values:*

**SIGMADELTA\_CHANNEL\_0** = 0

Sigma-delta channel 0

**SIGMADELTA\_CHANNEL\_1** = 1

Sigma-delta channel 1

**SIGMADELTA\_CHANNEL\_2** = 2

Sigma-delta channel 2

**SIGMADELTA\_CHANNEL\_3** = 3

Sigma-delta channel 3

**SIGMADELTA\_CHANNEL\_4** = 4

Sigma-delta channel 4

**SIGMADELTA\_CHANNEL\_5** = 5

Sigma-delta channel 5

**SIGMADELTA\_CHANNEL\_6** = 6

Sigma-delta channel 6

**SIGMADELTA\_CHANNEL\_7** = 7

Sigma-delta channel 7

**SIGMADELTA\_CHANNEL\_MAX**

### 3.3.15 SPI Master driver

#### Overview

The ESP32 has four SPI peripheral devices, called SPI0, SPI1, HSPI and VSPI. SPI0 is entirely dedicated to the flash cache the ESP32 uses to map the SPI flash device it is connected to into memory. SPI1 is connected to the same hardware lines as SPI0 and is used to write to the flash chip. HSPI and VSPI are free to use. SPI1, HSPI and VSPI all have three chip select lines, allowing them to drive up to three SPI devices each as a master.

## The spi\_master driver

The spi\_master driver allows easy communicating with SPI slave devices, even in a multithreaded environment. It fully transparently handles DMA transfers to read and write data and automatically takes care of multiplexing between different SPI slaves on the same master.

---

### Note: Notes about thread safety

The SPI driver API is thread safe when multiple SPI devices on the same bus are accessed from different tasks. However, the driver is not thread safe if the same SPI device is accessed from multiple tasks.

In this case, it is recommended to either refactor your application so only a single task accesses each SPI device, or to add mutex locking around access of the shared device.

---

## Terminology

The spi\_master driver uses the following terms:

- **Host:** The SPI peripheral inside the ESP32 initiating the SPI transmissions. One of SPI, HSPI or VSPI. (For now, only HSPI or VSPI are actually supported in the driver; it will support all 3 peripherals somewhere in the future.)
- **Bus:** The SPI bus, common to all SPI devices connected to one host. In general the bus consists of the miso, mosi, sclk and optionally quadwp and quadhd signals. The SPI slaves are connected to these signals in parallel.
  - miso - Also known as q, this is the input of the serial stream into the ESP32
  - mosi - Also known as d, this is the output of the serial stream from the ESP32
  - sclk - Clock signal. Each data bit is clocked out or in on the positive or negative edge of this signal
  - quadwp - Write Protect signal. Only used for 4-bit (qio/qout) transactions.
  - quadhd - Hold signal. Only used for 4-bit (qio/qout) transactions.
- **Device:** A SPI slave. Each SPI slave has its own chip select (CS) line, which is made active when a transmission to/from the SPI slave occurs.
- **Transaction:** One instance of CS going active, data transfer from and/or to a device happening, and CS going inactive again. Transactions are atomic, as in they will never be interrupted by another transaction.

## SPI transactions

A transaction on the SPI bus consists of five phases, any of which may be skipped:

- The command phase. In this phase, a command (0-16 bit) is clocked out.
- The address phase. In this phase, an address (0-64 bit) is clocked out.
- The write phase. The master sends data to the slave.
- The dummy phase. The phase is configurable, used to meet the timing requirements.
- The read phase. The slave sends data to the master.

In full duplex mode, the read and write phases are combined, and the SPI host reads and writes data simultaneously. The total transaction length is decided by `command_bits + address_bits + trans_conf.length`, while the `trans_conf.rx_length` only determines length of data received into the buffer.

While in half duplex mode, the host have independent write and read phases. The length of write phase and read phase are decided by `trans_conf.length` and `trans_conf.rx_length` respectively.

The command and address phase are optional in that not every SPI device will need to be sent a command and/or address. This is reflected in the device configuration: when the `command_bits` or `address_bits` fields are set to zero, no command or address phase is done.

Something similar is true for the read and write phase: not every transaction needs both data to be written as well as data to be read. When `rx_buffer` is NULL (and `SPI_USE_RXDATA`) is not set) the read phase is skipped. When `tx_buffer` is NULL (and `SPI_USE_TXDATA`) is not set) the write phase is skipped.

The driver offers two different kinds of transactions: the interrupt transactions and the polling transactions. Each device can choose one kind of transaction to send. See *Notes to send mixed transactions to the same device* if your device do require both kinds of transactions.

### Interrupt transactions

The interrupt transactions use an interrupt-driven logic when the transactions are in-flight. The routine will get blocked, allowing the CPU to run other tasks, while it is waiting for a transaction to be finished.

Interrupt transactions can be queued into a device, the driver automatically send them one-by-one in the ISR. A task can queue several transactions, and then do something else before the transactions are finished.

### Polling transactions

The polling transactions don't rely on the interrupt, the routine keeps polling the status bit of the SPI peripheral until the transaction is done.

All the tasks that do interrupt transactions may get blocked by the queue, at which point they need to wait for the ISR to run twice before the transaction is done. Polling transactions save the time spent on queue handling and context switching, resulting in a smaller transaction interval smaller. The disadvantage is that the the CPU is busy while these transactions are in flight.

The `spi_device_polling_end` routine spends at least 1us overhead to unblock other tasks when the transaction is done. It is strongly recommended to wrap a series of polling transactions inside of `spi_device_acquire_bus` and `spi_device_release_bus` to avoid the overhead. (See *Bus acquiring*)

### Command and address phases

During the command and address phases, `cmd` and `addr` field in the `spi_transaction_t` struct are sent to the bus, while nothing is read at the same time. The default length of command and address phase are set in the `spi_device_interface_config_t` and by `spi_bus_add_device`. When the the flag `SPI_TRANS_VARIABLE_CMD` and `SPI_TRANS_VARIABLE_ADDR` are not set in the `spi_transaction_t`, the driver automatically set the length of these phases to the default value as set when the device is initialized respectively.

If the length of command and address phases needs to be variable, declare a `spi_transaction_ext_t` descriptor, set the flag `SPI_TRANS_VARIABLE_CMD` or/and `SPI_TRANS_VARIABLE_ADDR` in the flags of base member and configure the rest part of base as usual. Then the length of each phases will be `command_bits` and `address_bits` set in the `spi_transaction_ext_t`.

## Write and read phases

Normally, data to be transferred to or from a device will be read from or written to a chunk of memory indicated by the `rx_buffer` and `tx_buffer` members of the transaction structure. When DMA is enabled for transfers, these buffers are highly recommended to meet the requirements as below:

1. allocated in DMA-capable memory using `pvPortMallocCaps(size, MALLOC_CAP_DMA);`
2. 32-bit aligned (start from the boundary and have length of multiples of 4 bytes).

If these requirements are not satisfied, efficiency of the transaction will suffer due to the allocation and memcpy of temporary buffers.

---

**Note:** Half duplex transactions with both read and write phases are not supported when using DMA. See *Known Issues* for details and workarounds.

---

## Bus acquiring

Sometimes you may want to send spi transactions exclusively, continuously, to make it as fast as possible. You may use `spi_device_acquire_bus` and `spi_device_release_bus` to realize this. When the bus is acquired, transactions to other devices (no matter polling or interrupt) are pending until the bus is released.

## Using the spi\_master driver

- Initialize a SPI bus by calling `spi_bus_initialize`. Make sure to set the correct IO pins in the `bus_config` struct. Take care to set signals that are not needed to -1.
- Tell the driver about a SPI slave device connected to the bus by calling `spi_bus_add_device`. Make sure to configure any timing requirements the device has in the `dev_config` structure. You should now have a handle for the device, to be used when sending it a transaction.
- To interact with the device, fill one or more `spi_transaction_t` structure with any transaction parameters you need. Then send them either in a polling way or the interrupt way:
  - **Interrupt** Either queue all transactions by calling `spi_device_queue_trans`, and at a later time query the result using `spi_device_get_trans_result`, or handle all requests synchronously by feeding them into `spi_device_transmit`.
  - **Polling** Call the `spi_device_polling_transmit` to send polling transactions. Alternatively, you can send a polling transaction by `spi_device_polling_start` and `spi_device_polling_end` if you want to insert something between them.
- Optional: to do back-to-back transactions to a device, call `spi_device_acquire_bus` before and `spi_device_release_bus` after the transactions.
- Optional: to unload the driver for a device, call `spi_bus_remove_device` with the device handle as an argument
- Optional: to remove the driver for a bus, make sure no more drivers are attached and call `spi_bus_free`.

## Tips

1. **Transactions with small amount of data:** Sometimes, the amount of data is very small making it less than optimal allocating a separate buffer for it. If the data to be transferred is 32 bits or less, it can

be stored in the transaction struct itself. For transmitted data, use the `tx_data` member for this and set the `SPI_USE_TXDATA` flag on the transmission. For received data, use `rx_data` and set `SPI_USE_RXDATA`. In both cases, do not touch the `tx_buffer` or `rx_buffer` members, because they use the same memory locations as `tx_data` and `rx_data`.

- 2. Transactions with integers other than `uint8_t`** The SPI peripheral reads and writes the memory byte-by-byte. By default, the SPI works at MSB first mode, each bytes are sent or received from the MSB to the LSB. However, if you want to send data with length which is not multiples of 8 bits, unused bits are sent.

E.g. you write `uint8_t data = 0x15 (00010101B)`, and set length to only 5 bits, the sent data is `00010B` rather than expected `10101B`.

Moreover, ESP32 is a little-endian chip whose lowest byte is stored at the very beginning address for `uint16_t` and `uint32_t` variables. Hence if a `uint16_t` is stored in the memory, it's bit 7 is first sent, then bit 6 to 0, then comes its bit 15 to bit 8.

To send data other than `uint8_t` arrays, macros `SPI_SWAP_DATA_TX` is provided to shift your data to the MSB and swap the MSB to the lowest address; while `SPI_SWAP_DATA_RX` can be used to swap received data from the MSB to it's correct place.

## GPIO matrix and IOMUX

Most peripheral signals in ESP32 can connect directly to a specific GPIO, which is called its IOMUX pin. When a peripheral signal is routed to a pin other than its IOMUX pin, ESP32 uses the less direct GPIO matrix to make this connection.

If the driver is configured with all SPI signals set to their specific IOMUX pins (or left unconnected), it will bypass the GPIO matrix. If any SPI signal is configured to a pin other than its IOMUX pin, the driver will automatically route all the signals via the GPIO Matrix. The GPIO matrix samples all signals at 80MHz and sends them between the GPIO and the peripheral.

When the GPIO matrix is used, signals faster than 40MHz cannot propagate and the setup time of MISO is more easily violated, since the input delay of MISO signal is increased. The maximum clock frequency with GPIO Matrix is 40MHz or less, whereas using all IOMUX pins allows 80MHz.

---

**Note:** More details about influence of input delay on the maximum clock frequency, see *Timing considerations* below.

---

IOMUX pins for SPI controllers are as below:

| Pin Name | HSPI        | VSPI |
|----------|-------------|------|
|          | GPIO Number |      |
| CS0*     | 15          | 5    |
| SCLK     | 14          | 18   |
| MISO     | 12          | 19   |
| MOSI     | 13          | 23   |
| QUADWP   | 2           | 22   |
| QUADHD   | 4           | 21   |

note \* Only the first device attaching to the bus can use CS0 pin.



## Notes to send mixed transactions to the same device

Though we suggest to send only one type (interrupt or polling) of transactions to one device to reduce coding complexity, it is supported to send both interrupt and polling transactions alternately. Notes below is to help you do this.

The polling transactions should be started when all the other transactions are finished, no matter they are polling or interrupt.

An unfinished polling transaction forbid other transactions from being sent. Always call `spi_device_polling_end` after `spi_device_polling_start` to allow other device using the bus, or allow other transactions to be started to the same device. You can use `spi_device_polling_transmit` to simplify this if you don't need to do something during your polling transaction.

An in-flight polling transaction would get disturbed by the ISR operation caused by interrupt transactions. Always make sure all the interrupt transactions sent to the ISR are finished before you call `spi_device_polling_start`. To do that, you can call `spi_device_get_trans_result` until all the transactions are returned.

It is strongly recommended to send mixed transactions to the same device in only one task to control the calling sequence of functions.

## Speed and Timing Considerations

### Transferring speed

There're three factors limiting the transferring speed: (1) The transaction interval, (2) The SPI clock frequency used. (3) The cache miss of SPI functions including callbacks. When large transactions are used, the clock frequency determines the transferring speed; while the interval effects the speed a lot if small transactions are used.

1. Transaction interval: It takes time for the software to setup spi peripheral registers as well as copy data to FIFOs, or setup DMA links. When the interrupt transactions are used, an extra overhead is appended, from the cost of FreeRTOS queues and the time switching between tasks and the ISR.
  1. For **interrupt transactions**, the CPU can switched to other tasks when the transaction is in flight. This save the cpu time but increase the interval (See *Interrupt transactions*). For **polling transactions**, it does not block the task but do polling when the transaction is in flight. (See *Polling transactions*).
  2. When the DMA is enabled, it needs about 2us per transaction to setup the linked list. When the master is transferring, it automatically read data from the linked list. If the DMA is not enabled, CPU has to write/read each byte to/from the FIFO by itself. Usually this is faster than 2us, but the transaction length is limited to 64 bytes for both write and read.

Typical transaction interval with one byte data is as below:

|        | Typical Transaction Time (us) |         |
|--------|-------------------------------|---------|
|        | Interrupt                     | Polling |
| DMA    | 24                            | 8       |
| No DMA | 22                            | 7       |

2. SPI clock frequency: Each byte transferred takes 8 times of the clock period  $8/f_{spi}$ . If the clock frequency is too high, some functions may be limited to use. See *Timing considerations*.
3. The cache miss: the default config puts only the ISR into the IRAM. Other SPI related functions including the driver itself and the callback may suffer from the cache miss and wait for some time while reading code from the flash. Select `CONFIG_SPI_MASTER_IN_IRAM` to put the whole SPI driver into IRAM, and put the entire callback(s) and its callee functions into IRAM to prevent this.

For an interrupt transaction, the overall cost is  $20+8n/F_{spi}[MHz]$  [us] for n bytes transferred in one transaction. Hence the transferring speed is :  $n/(20+8n/F_{spi})$ . Example of transferring speed under 8MHz clock speed:

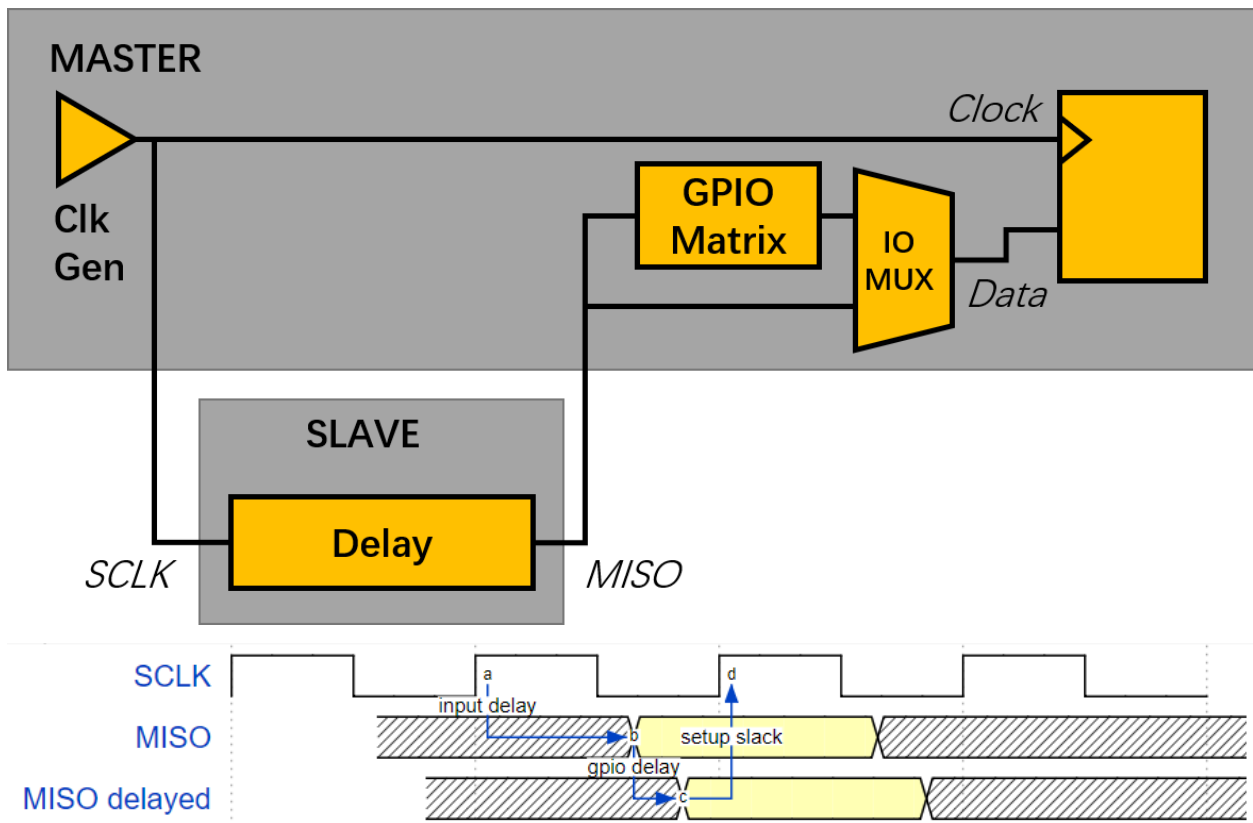
| Frequency (MHz) | Transaction Interval (us) | Transaction Length (bytes) | Total Time (us) | Total Speed (kBps) |
|-----------------|---------------------------|----------------------------|-----------------|--------------------|
| 8               | 25                        | 1                          | 26              | 38.5               |
| 8               | 25                        | 8                          | 33              | 242.4              |
| 8               | 25                        | 16                         | 41              | 490.2              |
| 8               | 25                        | 64                         | 89              | 719.1              |
| 8               | 25                        | 128                        | 153             | 836.6              |

When the length of transaction is short, the cost of transaction interval is really high. Please try to squash data into one transaction if possible to get higher transfer speed.

BTW, the ISR is disabled during flash operation by default. To keep sending transactions during flash operations, enable `CONFIG_SPI_MASTER_ISR_IN_IRAM` and set `ESP_INTR_FLAG_IRAM` in the `intr_flags` member of `spi_bus_config_t`. Then all the transactions queued before the flash operations will be handled by the ISR continuously during flash operation. Note that the callback of each devices, and their callee functions, should be in the IRAM in this case, or your callback will crash due to cache miss.

### Timing considerations

As shown in the figure below, there is a delay on the MISO signal after SCLK launch edge and before it's latched by the internal register. As a result, the MISO pin setup time is the limiting factor for SPI clock speed. When the delay is too large, setup slack is  $< 0$  and the setup timing requirement is violated, leads to the failure of reading correctly.



The maximum frequency allowed is related to the *input delay* (maximum valid time after SCLK on the MISO bus), as well as the usage of GPIO matrix. The maximum frequency allowed is reduced to about 33~77% (related to existing *input delay*) when the GPIO matrix is used. To work at higher frequency, you have to use the IOMUX pins or the *dummy bit workaround*. You can get the maximum reading frequency of the master by `spi_get_freq_limit`.

**Dummy bit workaround:** We can insert dummy clocks (during which the host does not read data) before the read phase actually begins. The slave still sees the dummy clocks and gives out data, but the host does not read until the read phase. This compensates the lack of setup time of MISO required by the host, allowing the host reading at higher frequency.

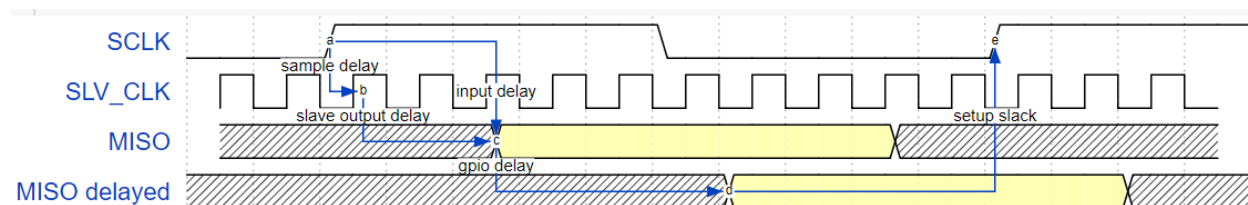
In the ideal case (the slave is so fast that the input delay is shorter than an apb clock, 12.5ns), the maximum frequency host can read (or read and write) under different conditions is as below:

| Frequency Limit (MHz) |            | Dummy Bits Used By Driver | Comments                    |
|-----------------------|------------|---------------------------|-----------------------------|
| GPIO matrix           | IOMUX pins |                           |                             |
| 26.6                  | 80         | No                        |                             |
| 40                    | –          | Yes                       | Half Duplex, no DMA allowed |

And if the host only writes, the *dummy bit workaround* is not used and the frequency limit is as below:

| GPIO matrix (MHz) | IOMUX pins (MHz) |
|-------------------|------------------|
| 40                | 80               |

The spi master driver can work even if the *input delay* in the `spi_device_interface_config_t` is set to 0. However, setting a accurate value helps to: (1) calculate the frequency limit in full duplex mode, and (2) compensate the timing correctly by dummy bits in half duplex mode. You may find the maximum data valid time after the launch edge of SPI clocks in the AC characteristics chapter of the device specifications, or measure the time on a oscilloscope or logic analyzer.



As shown in the figure above, the input delay is usually:

$$[input\ delay] = [sample\ delay] + [slave\ output\ delay]$$

1. The sample delay is the maximum random delay due to the asynchronization of SCLK and peripheral clock of the slave. It's usually 1 slave peripheral clock if the clock is asynchronize with SCLK, or 0 if the slave just use the SCLK to latch the SCLK and launch MISO data. e.g. for ESP32 slaves, the delay is 12.5ns (1 apb clock), while it is reduced to 0 if the slave is in the same chip as the master.
2. The slave output delay is the time for the MOSI to be stable after the launch edge. e.g. for ESP32 slaves, the output delay is 37.5ns (3 apb clocks) when IOMUX pins in the slave is used, or 62.5ns (5 apb clocks) if through the GPIO matrix.

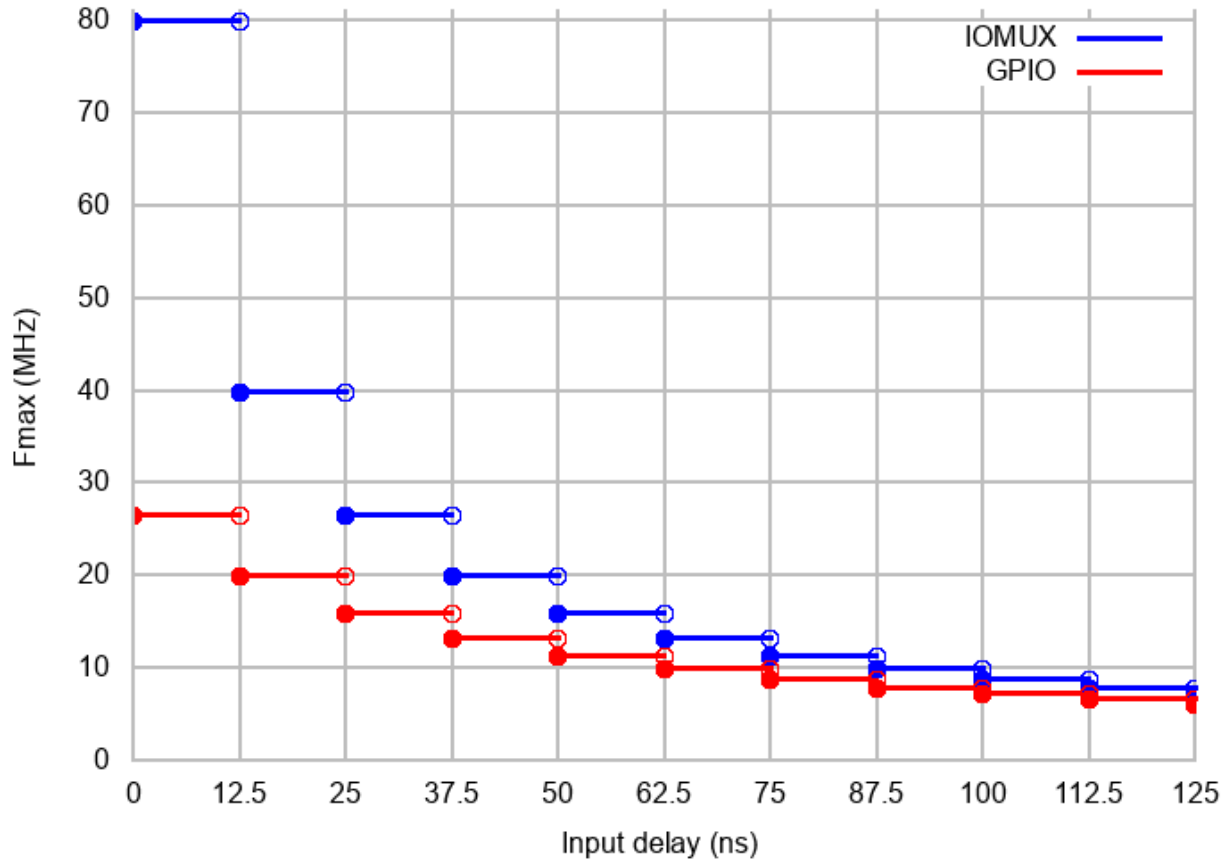
Some typical delays are shown in the following table:

| Device                                                               | Input delay (ns) |
|----------------------------------------------------------------------|------------------|
| Ideal device                                                         | 0                |
| ESP32 slave IOMUX*                                                   | 50               |
| ESP32 slave GPIO*                                                    | 75               |
| ESP32 slave is on an independent chip, 12.5ns sample delay included. |                  |

The MISO path delay( $t_v$ ), consists of slave *input delay* and master *GPIO matrix delay*, finally determines the frequency limit, above which the full duplex mode will not work, or dummy bits are used in the half duplex mode. The frequency limit is:

$$Freq\ limit[MHz] = 80 / (\text{floor}(MISO\ delay[ns]/12.5) + 1)$$

The figure below shows the relations of frequency limit against the input delay. 2 extra apb clocks should be counted into the MISO delay if the GPIO matrix in the master is used.



Corresponding frequency limit for different devices with different *input delay* are shown in the following table:

| Master      | Input delay (ns) | MISO path delay (ns) | Freq. limit (MHz) |
|-------------|------------------|----------------------|-------------------|
| IOMUX (0ns) | 0                | 0                    | 80                |
|             | 50               | 50                   | 16                |
|             | 75               | 75                   | 11.43             |
| GPIO (25ns) | 0                | 25                   | 26.67             |
|             | 50               | 75                   | 11.43             |
|             | 75               | 100                  | 8.89              |

### Known Issues

1. Half duplex mode is not compatible with DMA when both writing and reading phases exist.

If such transactions are required, you have to use one of the alternative solutions:

1. use full-duplex mode instead.

2. disable the DMA by setting the last parameter to 0 in bus initialization function just as below:
 

```
ret=spi_bus_initialize(VSPI_HOST, &buscfg, 0);
```

 this may prohibit you from transmitting and receiving data longer than 64 bytes.
3. try to use command and address field to replace the write phase.
2. Full duplex mode is not compatible with the *dummy bit workaround*, hence the frequency is limited. See *dummy bit speed-up workaround*.
3. `cs_ena_pretrans` is not compatible with command, address phases in full duplex mode.

## Application Example

Display graphics on the 320x240 LCD of WROVER-Kits: [peripherals/spi\\_master](#).

## API Reference - SPI Common

### Header File

- [driver/include/driver/spi\\_common.h](#)

### Functions

bool **spicommon\_periph\_claim** (*spi\_host\_device\_t* host, const char \*source)

Try to claim a SPI peripheral.

Call this if your driver wants to manage a SPI peripheral.

**Return** True if peripheral is claimed successfully; false if peripheral already is claimed.

#### Parameters

- host: Peripheral to claim
- source: The caller identification string.

bool **spicommon\_periph\_in\_use** (*spi\_host\_device\_t* host)

Check whether the spi periph is in use.

**Return** True if in use, otherwise false.

#### Parameters

- host: Peripheral to check.

bool **spicommon\_periph\_free** (*spi\_host\_device\_t* host)

Return the SPI peripheral so another driver can claim it.

**Return** True if peripheral is returned successfully; false if peripheral was free to claim already.

#### Parameters

- host: Peripheral to return

bool **spicommon\_dma\_chan\_claim** (int *dma\_chan*)

Try to claim a SPI DMA channel.

Call this if your driver wants to use SPI with a DMA channel.

**Return** True if success; false otherwise.

**Parameters**

- *dma\_chan*: channel to claim

bool **spicommon\_dma\_chan\_in\_use** (int *dma\_chan*)

Check whether the spi DMA channel is in use.

**Return** True if in use, otherwise false.

**Parameters**

- *dma\_chan*: DMA channel to check.

bool **spicommon\_dma\_chan\_free** (int *dma\_chan*)

Return the SPI DMA channel so other driver can claim it, or just to power down DMA.

**Return** True if success; false otherwise.

**Parameters**

- *dma\_chan*: channel to return

*esp\_err\_t* **spicommon\_bus\_initialize\_io** (*spi\_host\_device\_t* *host*, **const** *spi\_bus\_config\_t* *bus\_config*, int *dma\_chan*, uint32\_t *flags*, uint32\_t *flags\_o*)

Connect a SPI peripheral to GPIO pins.

This routine is used to connect a SPI peripheral to the IO-pads and DMA channel given in the arguments. Depending on the IO-pads requested, the routing is done either using the IO\_mux or using the GPIO matrix.

**Return**

- ESP\_ERR\_INVALID\_ARG if parameter is invalid
- ESP\_OK on success

**Parameters**

- *host*: SPI peripheral to be routed
- *bus\_config*: Pointer to a *spi\_bus\_config* struct detailing the GPIO pins
- *dma\_chan*: DMA-channel (1 or 2) to use, or 0 for no DMA.
- *flags*: Combination of SPICOMMON\_BUSFLAG\_\* flags, set to ensure the pins set are capable with some functions:
  - SPICOMMON\_BUSFLAG\_MASTER: Initialize I/O in master mode
  - SPICOMMON\_BUSFLAG\_SLAVE: Initialize I/O in slave mode
  - SPICOMMON\_BUSFLAG\_NATIVE\_PINS: Pins set should match the iomux pins of the controller.
  - SPICOMMON\_BUSFLAG\_SCLK, SPICOMMON\_BUSFLAG\_MISO, SPICOMMON\_BUSFLAG\_MOSI: Make sure SCLK/MISO/MOSI is/are set to a valid GPIO. Also check output capability according to the mode.

- SPICOMMON\_BUSFLAG\_DUAL: Make sure both MISO and MOSI are output capable so that DIO mode is capable.
- SPICOMMON\_BUSFLAG\_WPHD Make sure WP and HD are set to valid output GPIOs.
- SPICOMMON\_BUSFLAG\_QUAD: Combination of SPICOMMON\_BUSFLAG\_DUAL and SPICOMMON\_BUSFLAG\_WPHD.
- flags\_o: A SPICOMMON\_BUSFLAG\_\* flag combination of bus abilities will be written to this address. Leave to NULL if not needed.
  - SPICOMMON\_BUSFLAG\_NATIVE\_PINS: The bus is connected to iomux pins.
  - SPICOMMON\_BUSFLAG\_SCLK, SPICOMMON\_BUSFLAG\_MISO, SPICOMMON\_BUSFLAG\_MOSI: The bus has CLK/MISO/MOSI connected.
  - SPICOMMON\_BUSFLAG\_DUAL: The bus is capable with DIO mode.
  - SPICOMMON\_BUSFLAG\_WPHD The bus has WP and HD connected.
  - SPICOMMON\_BUSFLAG\_QUAD: Combination of SPICOMMON\_BUSFLAG\_DUAL and SPICOMMON\_BUSFLAG\_WPHD.

*esp\_err\_t* **spicommon\_bus\_free\_io** (*spi\_host\_device\_t* host)

Free the IO used by a SPI peripheral.

#### Return

- ESP\_ERR\_INVALID\_ARG if parameter is invalid
- ESP\_OK on success

#### Parameters

- host: SPI peripheral to be freed

*esp\_err\_t* **spicommon\_bus\_free\_io\_cfg** (**const** *spi\_bus\_config\_t* \*bus\_cfg)

Free the IO used by a SPI peripheral.

#### Return

- ESP\_ERR\_INVALID\_ARG if parameter is invalid
- ESP\_OK on success

#### Parameters

- bus\_cfg: Bus config struct which defines which pins to be used.

void **spicommon\_cs\_initialize** (*spi\_host\_device\_t* host, int cs\_io\_num, int cs\_num, int force\_gpio\_matrix)

Initialize a Chip Select pin for a specific SPI peripheral.

#### Parameters

- host: SPI peripheral
- cs\_io\_num: GPIO pin to route
- cs\_num: CS id to route
- force\_gpio\_matrix: If true, CS will always be routed through the GPIO matrix. If false, if the GPIO number allows it, the routing will happen through the IO\_mux.

void **spicommon\_cs\_free** (*spi\_host\_device\_t* host, int cs\_num)  
Free a chip select line.

**Parameters**

- host: SPI peripheral
- cs\_num: CS id to free

void **spicommon\_cs\_free\_io** (int cs\_gpio\_num)  
Free a chip select line.

**Parameters**

- cs\_gpio\_num: CS gpio num to free

void **spicommon\_setup\_dma\_desc\_links** (lldesc\_t \*dmdesc, int len, const uint8\_t \*data, bool isrx)  
Setup a DMA link chain.

This routine will set up a chain of linked DMA descriptors in the array pointed to by *dmdesc*. Enough DMA descriptors will be used to fit the buffer of *len* bytes in, and the descriptors will point to the corresponding positions in *buffer* and linked together. The end result is that feeding *dmdesc*[0] into DMA hardware results in the entirety *len* bytes of *data* being read or written.

**Parameters**

- *dmdesc*: Pointer to array of DMA descriptors big enough to be able to convey *len* bytes
- *len*: Length of buffer
- *data*: Data buffer to use for DMA transfer
- *isrx*: True if data is to be written into *data*, false if it's to be read from *data*.

spi\_dev\_t \***spicommon\_hw\_for\_host** (*spi\_host\_device\_t* host)  
Get the position of the hardware registers for a specific SPI host.

**Return** A register descriptor struct pointer, pointed at the hardware registers

**Parameters**

- host: The SPI host

int **spicommon\_irqsource\_for\_host** (*spi\_host\_device\_t* host)  
Get the IRQ source for a specific SPI host.

**Return** The hosts IRQ source

**Parameters**

- host: The SPI host

bool **spicommon\_dmaworkaround\_req\_reset** (int dmachan, *dmaworkaround\_cb\_t* cb, void \*arg)  
Request a reset for a certain DMA channel.

Essentially, when a reset is needed, a driver can request this using `spicommon_dmaworkaround_req_reset`. This is supposed to be called with an user-supplied function as an argument. If both DMA channels are idle, this call will reset the DMA subsystem and return true. If the other DMA channel is still busy, it will return false; as soon as the other DMA channel is done, however, it will reset the DMA subsystem and call the callback. The callback is then supposed to be used to continue the SPI drivers activity.



**Note** In some (well-defined) cases in the ESP32 (at least rev v.0 and v.1), a SPI DMA channel will get confused. This can be remedied by resetting the SPI DMA hardware in case this happens. Unfortunately, the reset knob used for this will reset *both* DMA channels, and as such can only be done safely when both DMA channels are idle. These functions coordinate this.

**Return** True when a DMA reset could be executed immediately. False when it could not; in this case the callback will be called with the specified argument when the logic can execute a reset, after that reset.

#### Parameters

- `dmachan`: DMA channel associated with the SPI host that needs a reset
- `cb`: Callback to call in case DMA channel cannot be reset immediately
- `arg`: Argument to the callback

bool `spicommon_dmaworkaround_reset_in_progress()`  
Check if a DMA reset is requested but has not completed yet.

**Return** True when a DMA reset is requested but hasn't completed yet. False otherwise.

void `spicommon_dmaworkaround_idle(int dmachan)`  
Mark a DMA channel as idle.

A call to this function tells the workaround logic that this channel will not be affected by a global SPI DMA reset.

void `spicommon_dmaworkaround_transfer_active(int dmachan)`  
Mark a DMA channel as active.

A call to this function tells the workaround logic that this channel will be affected by a global SPI DMA reset, and a reset like that should not be attempted.

## Structures

**struct spi\_bus\_config\_t**

This is a configuration structure for a SPI bus.

You can use this structure to specify the GPIO pins of the bus. Normally, the driver will use the GPIO matrix to route the signals. An exception is made when all signals either can be routed through the IO\_MUX or are -1. In that case, the IO\_MUX is used, allowing for >40MHz speeds.

**Note** Be advised that the slave driver does not use the quadwp/quadhd lines and fields in `spi_bus_config_t` referring to these lines will be ignored and can thus safely be left uninitialized.

#### Public Members

int `mosi_io_num`  
GPIO pin for Master Out Slave In (=spi\_d) signal, or -1 if not used.

int `miso_io_num`  
GPIO pin for Master In Slave Out (=spi\_q) signal, or -1 if not used.

int `sclk_io_num`  
GPIO pin for Spi CLock signal, or -1 if not used.

int **quadwp\_io\_num**

GPIO pin for WP (Write Protect) signal which is used as D2 in 4-bit communication modes, or -1 if not used.

int **quadhd\_io\_num**

GPIO pin for HD (Hold) signal which is used as D3 in 4-bit communication modes, or -1 if not used.

int **max\_transfer\_sz**

Maximum transfer size, in bytes. Defaults to 4094 if 0.

uint32\_t **flags**

Abilities of bus to be checked by the driver. Or-ed value of `SPICOMMON_BUSFLAG_*` flags.

int **intr\_flags**

Interrupt flag for the bus to set the priority, and IRAM attribute, see `esp_intr_alloc.h`. Note that the `EDGE`, `INTRDISABLED` attribute are ignored by the driver. Note that if `ESP_INTR_FLAG_IRAM` is set, ALL the callbacks of the driver, and their callee functions, should be put in the IRAM.

## Macros

**SPI\_MAX\_DMA\_LEN**

**SPI\_SWAP\_DATA\_TX** (data, len)

Transform unsigned integer of length  $\leq 32$  bits to the format which can be sent by the SPI driver directly.

E.g. to send 9 bits of data, you can:

```
uint16_t data = SPI_SWAP_DATA_TX(0x145, 9);
```

Then points `tx_buffer` to `&data`.

### Parameters

- `data`: Data to be sent, can be `uint8_t`, `uint16_t` or `uint32_t`.
- `len`: Length of data to be sent, since the SPI peripheral sends from the MSB, this helps to shift the data to the MSB.

**SPI\_SWAP\_DATA\_RX** (data, len)

Transform received data of length  $\leq 32$  bits to the format of an unsigned integer.

E.g. to transform the data of 15 bits placed in a 4-byte array to integer:

```
uint16_t data = SPI_SWAP_DATA_RX(*(uint32_t*)t->rx_data, 15);
```

### Parameters

- `data`: Data to be rearranged, can be `uint8_t`, `uint16_t` or `uint32_t`.
- `len`: Length of data received, since the SPI peripheral writes from the MSB, this helps to shift the data to the LSB.

**spicommon\_periph\_claim** (host...)

**\_\_spicommon\_periph\_claim** (host, source, n, ...)

**\_\_spicommon\_periph\_claim1** (host, \_)

**\_\_spicommon\_periph\_claim2** (host, func)

**SPICOMMON\_BUSFLAG\_SLAVE**

Initialize I/O in slave mode.

**SPICOMMON\_BUSFLAG\_MASTER**

Initialize I/O in master mode.

**SPICOMMON\_BUSFLAG\_NATIVE\_PINS**

Check using iomux pins. Or indicates the pins are configured through the IO mux rather than GPIO matrix.

**SPICOMMON\_BUSFLAG\_SCLK**

Check existing of SCLK pin. Or indicates CLK line initialized.

**SPICOMMON\_BUSFLAG\_MISO**

Check existing of MISO pin. Or indicates MISO line initialized.

**SPICOMMON\_BUSFLAG\_MOSI**

Check existing of MOSI pin. Or indicates CLK line initialized.

**SPICOMMON\_BUSFLAG\_DUAL**

Check MOSI and MISO pins can output. Or indicates bus able to work under DIO mode.

**SPICOMMON\_BUSFLAG\_WPHD**

Check existing of WP and HD pins. Or indicates WP & HD pins initialized.

**SPICOMMON\_BUSFLAG\_QUAD**

Check existing of MOSI/MISO/WP/HD pins as output. Or indicates bus able to work under QIO mode.

**Type Definitions**

```
typedef void (*dmaworkaround_cb_t) (void *arg)
```

Callback, to be called when a DMA engine reset is completed

**Enumerations**

```
enum spi_host_device_t
```

Enum with the three SPI peripherals that are software-accessible in it.

*Values:*

```
SPI_HOST =0
```

SPI1, SPI.

```
HSPI_HOST =1
```

SPI2, HSPI.

```
VSPI_HOST =2
```

SPI3, VSPI.

**API Reference - SPI Master****Header File**

- driver/include/driver/spi\_master.h

## Functions

*esp\_err\_t* **spi\_bus\_initialize**(*spi\_host\_device\_t* host, **const** *spi\_bus\_config\_t* \*bus\_config, int dma\_chan)

Initialize a SPI bus.

**Warning** For now, only supports HSPI and VSPI.

**Warning** If a DMA channel is selected, any transmit and receive buffer used should be allocated in DMA-capable memory.

**Warning** The ISR of SPI is always executed on the core which calls this function. Never starve the ISR on this core or the SPI transactions will not be handled.

### Return

- ESP\_ERR\_INVALID\_ARG if configuration is invalid
- ESP\_ERR\_INVALID\_STATE if host already is in use
- ESP\_ERR\_NO\_MEM if out of memory
- ESP\_OK on success

### Parameters

- host: SPI peripheral that controls this bus
- bus\_config: Pointer to a *spi\_bus\_config\_t* struct specifying how the host should be initialized
- dma\_chan: Either channel 1 or 2, or 0 in the case when no DMA is required. Selecting a DMA channel for a SPI bus allows transfers on the bus to have sizes only limited by the amount of internal memory. Selecting no DMA channel (by passing the value 0) limits the amount of bytes transferred to a maximum of 32.

*esp\_err\_t* **spi\_bus\_free**(*spi\_host\_device\_t* host)

Free a SPI bus.

**Warning** In order for this to succeed, all devices have to be removed first.

### Return

- ESP\_ERR\_INVALID\_ARG if parameter is invalid
- ESP\_ERR\_INVALID\_STATE if not all devices on the bus are freed
- ESP\_OK on success

### Parameters

- host: SPI peripheral to free

*esp\_err\_t* **spi\_bus\_add\_device**(*spi\_host\_device\_t* host, **const** *spi\_device\_interface\_config\_t* \*dev\_config, *spi\_device\_handle\_t* \*handle)

Allocate a device on a SPI bus.

This initializes the internal structures for a device, plus allocates a CS pin on the indicated SPI master peripheral and routes it to the indicated GPIO. All SPI master devices have three CS pins and can thus control up to three devices.

**Note** While in general, speeds up to 80MHz on the dedicated SPI pins and 40MHz on GPIO-matrix-routed pins are supported, full-duplex transfers routed over the GPIO matrix only support speeds up to 26MHz.

**Return**

- ESP\_ERR\_INVALID\_ARG if parameter is invalid
- ESP\_ERR\_NOT\_FOUND if host doesn't have any free CS slots
- ESP\_ERR\_NO\_MEM if out of memory
- ESP\_OK on success

**Parameters**

- host: SPI peripheral to allocate device on
- dev\_config: SPI interface protocol config for the device
- handle: Pointer to variable to hold the device handle

*esp\_err\_t* **spi\_bus\_remove\_device** (*spi\_device\_handle\_t* handle)

Remove a device from the SPI bus.

**Return**

- ESP\_ERR\_INVALID\_ARG if parameter is invalid
- ESP\_ERR\_INVALID\_STATE if device already is freed
- ESP\_OK on success

**Parameters**

- handle: Device handle to free

*esp\_err\_t* **spi\_device\_queue\_trans** (*spi\_device\_handle\_t* handle, *spi\_transaction\_t* \*trans\_desc, Tick-  
Type\_t ticks\_to\_wait)

Queue a SPI transaction for interrupt transaction execution. Get the result by *spi\_device\_get\_trans\_result*.

**Note** Normally a device cannot start (queue) polling and interrupt transactions simultaneously.

**Return**

- ESP\_ERR\_INVALID\_ARG if parameter is invalid
- ESP\_ERR\_TIMEOUT if there was no room in the queue before ticks\_to\_wait expired
- ESP\_ERR\_NO\_MEM if allocating DMA-capable temporary buffer failed
- ESP\_ERR\_INVALID\_STATE if previous transactions are not finished
- ESP\_OK on success

**Parameters**

- handle: Device handle obtained using *spi\_host\_add\_dev*
- trans\_desc: Description of transaction to execute
- ticks\_to\_wait: Ticks to wait until there's room in the queue; use *portMAX\_DELAY* to never time out.

*esp\_err\_t* **spi\_device\_get\_trans\_result** (*spi\_device\_handle\_t* handle, *spi\_transaction\_t* \*\*trans\_desc, TickType\_t ticks\_to\_wait)

Get the result of a SPI transaction queued earlier by *spi\_device\_queue\_trans*.

This routine will wait until a transaction to the given device successfully completed. It will then return the description of the completed transaction so software can inspect the result and e.g. free the memory or re-use the buffers.

**Return**

- ESP\_ERR\_INVALID\_ARG if parameter is invalid
- ESP\_ERR\_TIMEOUT if there was no completed transaction before ticks\_to\_wait expired
- ESP\_OK on success

**Parameters**

- handle: Device handle obtained using spi\_host\_add\_dev
- trans\_desc: Pointer to variable able to contain a pointer to the description of the transaction that is executed. The descriptor should not be modified until the descriptor is returned by spi\_device\_get\_trans\_result.
- ticks\_to\_wait: Ticks to wait until there's a returned item; use portMAX\_DELAY to never time out.

*esp\_err\_t* **spi\_device\_transmit** (*spi\_device\_handle\_t* handle, *spi\_transaction\_t* \*trans\_desc)

Send a SPI transaction, wait for it to complete, and return the result.

This function is the equivalent of calling spi\_device\_queue\_trans() followed by spi\_device\_get\_trans\_result(). Do not use this when there is still a transaction separately queued (started) from spi\_device\_queue\_trans() or polling\_start/transmit that hasn't been finalized.

**Note** This function is not thread safe when multiple tasks access the same SPI device. Normally a device cannot start (queue) polling and interrupt transactions simultaneously.

**Return**

- ESP\_ERR\_INVALID\_ARG if parameter is invalid
- ESP\_OK on success

**Parameters**

- handle: Device handle obtained using spi\_host\_add\_dev
- trans\_desc: Description of transaction to execute

*esp\_err\_t* **spi\_device\_polling\_start** (*spi\_device\_handle\_t* handle, *spi\_transaction\_t* \*trans\_desc, TickType\_t ticks\_to\_wait)

Immediately start a polling transaction.

**Note** Normally a device cannot start (queue) polling and interrupt transactions simultaneously. Moreover, a device cannot start a new polling transaction if another polling transaction is not finished.

**Return**

- ESP\_ERR\_INVALID\_ARG if parameter is invalid
- ESP\_ERR\_TIMEOUT if the device cannot get control of the bus before ticks\_to\_wait expired
- ESP\_ERR\_NO\_MEM if allocating DMA-capable temporary buffer failed
- ESP\_ERR\_INVALID\_STATE if previous transactions are not finished
- ESP\_OK on success

**Parameters**

- `handle`: Device handle obtained using `spi_host_add_dev`
- `trans_desc`: Description of transaction to execute
- `ticks_to_wait`: Ticks to wait until there's room in the queue; currently only `portMAX_DELAY` is supported.

*esp\_err\_t* **spi\_device\_polling\_end** (*spi\_device\_handle\_t* *handle*, *TickType\_t* *ticks\_to\_wait*)

Poll until the polling transaction ends.

This routine will not return until the transaction to the given device has successfully completed. The task is not blocked, but actively busy-spins for the transaction to be completed.

#### Return

- `ESP_ERR_INVALID_ARG` if parameter is invalid
- `ESP_ERR_TIMEOUT` if the transaction cannot finish before `ticks_to_wait` expired
- `ESP_OK` on success

#### Parameters

- `handle`: Device handle obtained using `spi_host_add_dev`
- `ticks_to_wait`: Ticks to wait until there's a returned item; use `portMAX_DELAY` to never time out.

*esp\_err\_t* **spi\_device\_polling\_transmit** (*spi\_device\_handle\_t* *handle*, *spi\_transaction\_t* *\*trans\_desc*)

Send a polling transaction, wait for it to complete, and return the result.

This function is the equivalent of calling `spi_device_polling_start()` followed by `spi_device_polling_end()`. Do not use this when there is still a transaction that hasn't been finalized.

**Note** This function is not thread safe when multiple tasks access the same SPI device. Normally a device cannot start (queue) polling and interrupt transactions simultaneously.

#### Return

- `ESP_ERR_INVALID_ARG` if parameter is invalid
- `ESP_OK` on success

#### Parameters

- `handle`: Device handle obtained using `spi_host_add_dev`
- `trans_desc`: Description of transaction to execute

*esp\_err\_t* **spi\_device\_acquire\_bus** (*spi\_device\_handle\_t* *device*, *TickType\_t* *wait*)

Occupy the SPI bus for a device to do continuous transactions.

Transactions to all other devices will be put off until `spi_device_release_bus` is called.

**Note** The function will wait until all the existing transactions have been sent.

#### Return

- `ESP_ERR_INVALID_ARG` : `wait` is not set to `portMAX_DELAY`.
- `ESP_OK` : Success.

#### Parameters

- `device`: The device to occupy the bus.
- `wait`: Time to wait before the the bus is occupied by the device. Currently MUST set to `port-MAX_DELAY`.

void **spi\_device\_release\_bus** (*spi\_device\_handle\_t dev*)

Release the SPI bus occupied by the device. All other devices can start sending transactions.

### Parameters

- `dev`: The device to release the bus.

int **spi\_cal\_clock** (int *fapb*, int *hz*, int *duty\_cycle*, uint32\_t \**reg\_o*)

Calculate the working frequency that is most close to desired frequency, and also the register value.

**Return** Actual working frequency that most fit.

### Parameters

- `fapb`: The frequency of apb clock, should be `APB_CLK_FREQ`.
- `hz`: Desired working frequency
- `duty_cycle`: Duty cycle of the spi clock
- `reg_o`: Output of value to be set in clock register, or NULL if not needed.

void **spi\_get\_timing** (bool *gpio\_is\_used*, int *input\_delay\_ns*, int *eff\_clk*, int \**dummy\_o*, int \**cycles\_remain\_o*)

Calculate the timing settings of specified frequency and settings.

**Note** If `**dummy_o*` is not zero, it means dummy bits should be applied in half duplex mode, and full duplex mode may not work.

### Parameters

- `gpio_is_used`: True if using GPIO matrix, or False if iomux pins are used.
- `input_delay_ns`: Input delay from SCLK launch edge to MISO data valid.
- `eff_clk`: Effective clock frequency (in Hz) from `spi_cal_clock`.
- `dummy_o`: Address of dummy bits used output. Set to NULL if not needed.
- `cycles_remain_o`: Address of cycles remaining (after dummy bits are used) output.
  - -1 If too many cycles remaining, suggest to compensate half a clock.
  - 0 If no remaining cycles or dummy bits are not used.
  - positive value: cycles suggest to compensate.

int **spi\_get\_freq\_limit** (bool *gpio\_is\_used*, int *input\_delay\_ns*)

Get the frequency limit of current configurations. SPI master working at this limit is OK, while above the limit, full duplex mode and DMA will not work, and dummy bits will be applied in the half duplex mode.

**Return** Frequency limit of current configurations.

### Parameters

- `gpio_is_used`: True if using GPIO matrix, or False if native pins are used.
- `input_delay_ns`: Input delay from SCLK launch edge to MISO data valid.



## Structures

### **struct spi\_device\_interface\_config\_t**

This is a configuration for a SPI slave device that is connected to one of the SPI buses.

#### Public Members

##### **uint8\_t command\_bits**

Default amount of bits in command phase (0-16), used when `SPI_TRANS_VARIABLE_CMD` is not used, otherwise ignored.

##### **uint8\_t address\_bits**

Default amount of bits in address phase (0-64), used when `SPI_TRANS_VARIABLE_ADDR` is not used, otherwise ignored.

##### **uint8\_t dummy\_bits**

Amount of dummy bits to insert between address and data phase.

##### **uint8\_t mode**

SPI mode (0-3)

##### **uint8\_t duty\_cycle\_pos**

Duty cycle of positive clock, in 1/256th increments (128 = 50%/50% duty). Setting this to 0 (=not setting it) is equivalent to setting this to 128.

##### **uint8\_t cs\_ena\_pretrans**

Amount of SPI bit-cycles the cs should be activated before the transmission (0-16). This only works on half-duplex transactions.

##### **uint8\_t cs\_ena\_posttrans**

Amount of SPI bit-cycles the cs should stay active after the transmission (0-16)

##### **int clock\_speed\_hz**

Clock speed, divisors of 80MHz, in Hz. See `SPI_MASTER_FREQ_*`.

##### **int input\_delay\_ns**

Maximum data valid time of slave. The time required between SCLK and MISO valid, including the possible clock delay from slave to master. The driver uses this value to give an extra delay before the MISO is ready on the line. Leave at 0 unless you know you need a delay. For better timing performance at high frequency (over 8MHz), it's suggest to have the right value.

##### **int spics\_io\_num**

CS GPIO pin for this device, or -1 if not used.

##### **uint32\_t flags**

Bitwise OR of `SPI_DEVICE_*` flags.

##### **int queue\_size**

Transaction queue size. This sets how many transactions can be 'in the air' (queued using `spi_device_queue_trans` but not yet finished using `spi_device_get_trans_result`) at the same time.

##### *transaction\_cb\_t pre\_cb*

Callback to be called before a transmission is started.

This callback is called within interrupt context should be in IRAM for best performance, see "Transferring Speed" section in the SPI Master documentation for full details. If not, the callback may crash during flash operation when the driver is initialized with `ESP_INTR_FLAG_IRAM`.

##### *transaction\_cb\_t post\_cb*

Callback to be called after a transmission has completed.

This callback is called within interrupt context should be in IRAM for best performance, see “Transferring Speed” section in the SPI Master documentation for full details. If not, the callback may crash during flash operation when the driver is initialized with `ESP_INTR_FLAG_IRAM`.

**struct spi\_transaction\_t**

This structure describes one SPI transaction. The descriptor should not be modified until the transaction finishes.

**Public Members**

**uint32\_t flags**

Bitwise OR of `SPI_TRANS_*` flags.

**uint16\_t cmd**

Command data, of which the length is set in the `command_bits` of `spi_device_interface_config_t`.

**NOTE: this field, used to be “command” in ESP-IDF 2.1 and before, is re-written to be used in a new way in ESP-IDF 3.0.**

Example: write 0x0123 and `command_bits=12` to send command 0x12, 0x3\_ (in previous version, you may have to write 0x3\_12).

**uint64\_t addr**

Address data, of which the length is set in the `address_bits` of `spi_device_interface_config_t`.

**NOTE: this field, used to be “address” in ESP-IDF 2.1 and before, is re-written to be used in a new way in ESP-IDF3.0.**

Example: write 0x123400 and `address_bits=24` to send address of 0x12, 0x34, 0x00 (in previous version, you may have to write 0x12340000).

**size\_t length**

Total data length, in bits.

**size\_t rxlength**

Total data length received, should be not greater than `length` in full-duplex mode (0 defaults this to the value of `length`).

**void \*user**

User-defined variable. Can be used to store eg transaction ID.

**const void \*tx\_buffer**

Pointer to transmit buffer, or NULL for no MOSI phase.

**uint8\_t tx\_data[4]**

If `SPI_USE_TXDATA` is set, data set here is sent directly from this variable.

**void \*rx\_buffer**

Pointer to receive buffer, or NULL for no MISO phase. Written by 4 bytes-unit if DMA is used.

**uint8\_t rx\_data[4]**

If `SPI_USE_RXDATA` is set, data is received directly to this variable.

**struct spi\_transaction\_ext\_t**

This struct is for SPI transactions which may change their address and command length. Please do set the flags in base to `SPI_TRANS_VARIABLE_CMD_ADR` to use the bit length here.

**Public Members**

**struct spi\_transaction\_t base**

Transaction data, so that pointer to `spi_transaction_t` can be converted into `spi_transaction_ext_t`.

`uint8_t command_bits`

The command length in this transaction, in bits.

`uint8_t address_bits`

The address length in this transaction, in bits.

## Macros

### **SPI\_MASTER\_FREQ\_8M**

SPI master clock is divided by 80MHz apb clock. Below defines are example frequencies, and are accurate. Be free to specify a random frequency, it will be rounded to closest frequency (to macros below if above 8MHz). 8MHz

### **SPI\_MASTER\_FREQ\_9M**

8.89MHz

### **SPI\_MASTER\_FREQ\_10M**

10MHz

### **SPI\_MASTER\_FREQ\_11M**

11.43MHz

### **SPI\_MASTER\_FREQ\_13M**

13.33MHz

### **SPI\_MASTER\_FREQ\_16M**

16MHz

### **SPI\_MASTER\_FREQ\_20M**

20MHz

### **SPI\_MASTER\_FREQ\_26M**

26.67MHz

### **SPI\_MASTER\_FREQ\_40M**

40MHz

### **SPI\_MASTER\_FREQ\_80M**

80MHz

### **SPI\_DEVICE\_TXBIT\_LSBFIRST**

Transmit command/address/data LSB first instead of the default MSB first.

### **SPI\_DEVICE\_RXBIT\_LSBFIRST**

Receive data LSB first instead of the default MSB first.

### **SPI\_DEVICE\_BIT\_LSBFIRST**

Transmit and receive LSB first.

### **SPI\_DEVICE\_3WIRE**

Use MOSI (=spid) for both sending and receiving data.

### **SPI\_DEVICE\_POSITIVE\_CS**

Make CS positive during a transaction instead of negative.

### **SPI\_DEVICE\_HALFDUPLEX**

Transmit data before receiving it, instead of simultaneously.

### **SPI\_DEVICE\_CLK\_AS\_CS**

Output clock on CS line if CS is active.

### **SPI\_DEVICE\_NO\_DUMMY**

There are timing issue when reading at high frequency (the frequency is related to whether iomux pins are used, valid time after slave sees the clock).

- In half-duplex mode, the driver automatically inserts dummy bits before reading phase to fix the timing issue. Set this flag to disable this feature.
- In full-duplex mode, however, the hardware cannot use dummy bits, so there is no way to prevent data being read from getting corrupted. Set this flag to confirm that you're going to work with output only, or read without dummy bits at your own risk.

### **SPI\_TRANS\_MODE\_DIO**

Transmit/receive data in 2-bit mode.

### **SPI\_TRANS\_MODE\_QIO**

Transmit/receive data in 4-bit mode.

### **SPI\_TRANS\_USE\_RXDATA**

Receive into rx\_data member of *spi\_transaction\_t* instead into memory at rx\_buffer.

### **SPI\_TRANS\_USE\_TXDATA**

Transmit tx\_data member of *spi\_transaction\_t* instead of data at tx\_buffer. Do not set tx\_buffer when using this.

### **SPI\_TRANS\_MODE\_DIOQIO\_ADDR**

Also transmit address in mode selected by SPI\_MODE\_DIO/SPI\_MODE\_QIO.

### **SPI\_TRANS\_VARIABLE\_CMD**

Use the command\_bits in *spi\_transaction\_ext\_t* rather than default value in *spi\_device\_interface\_config\_t*.

### **SPI\_TRANS\_VARIABLE\_ADDR**

Use the address\_bits in *spi\_transaction\_ext\_t* rather than default value in *spi\_device\_interface\_config\_t*.

## Type Definitions

```
typedef struct spi_transaction_t spi_transaction_t
```

```
typedef void (*transaction_cb_t) (spi_transaction_t *trans)
```

```
typedef struct spi_device_t *spi_device_handle_t
```

Handle for a device on a SPI bus.

## 3.3.16 SPI Slave driver

### Overview

The ESP32 has four SPI peripheral devices, called SPI0, SPI1, HSPI and VSPI. SPI0 is entirely dedicated to the flash cache the ESP32 uses to map the SPI flash device it is connected to into memory. SPI1 is connected to the same hardware lines as SPI0 and is used to write to the flash chip. HSPI and VSPI are free to use, and with the *spi\_slave* driver, these can be used as a SPI slave, driven from a connected SPI master.

### The *spi\_slave* driver

The *spi\_slave* driver allows using the HSPI and/or VSPI peripheral as a full-duplex SPI slave. It can send/receive transactions within 64 bytes, or make use of DMA to send/receive transactions longer than that. However, there are some [known issues](#) when the DMA is enabled.

## Terminology

The `spi_slave` driver uses the following terms:

- **Host:** The SPI peripheral inside the ESP32 initiating the SPI transmissions. One of HSPI or VSPI.
- **Bus:** The SPI bus, common to all SPI devices connected to a master. In general the bus consists of the `miso`, `mosi`, `sclk` and optionally `quadwp` and `quadhd` signals. The SPI slaves are connected to these signals in parallel. Each SPI slave is also connected to one CS signal.
  - `miso` - Also known as `q`, this is the output of the serial stream from the ESP32 to the SPI master
  - `mosi` - Also known as `d`, this is the output of the serial stream from the SPI master to the ESP32
  - `sclk` - Clock signal. Each data bit is clocked out or in on the positive or negative edge of this signal
  - `cs` - Chip Select. An active Chip Select delineates a single transaction to/from a slave.
- **Transaction:** One instance of CS going active, data transfer from and to a master happening, and CS going inactive again. Transactions are atomic, as in they will never be interrupted by another transaction.

## SPI transactions

A full-duplex SPI transaction starts with the master pulling CS low. After this happens, the master starts sending out clock pulses on the CLK line: every clock pulse causes a data bit to be shifted from the master to the slave on the MOSI line and vice versa on the MISO line. At the end of the transaction, the master makes CS high again.

---

**Note:** The SPI slave peripheral relies on the control of software very much. The master shouldn't start a transaction when the slave hasn't prepared for it. Using one more GPIO as the handshake signal to sync is a good idea. For more details, see *Transaction interval*.

---

## GPIO matrix and IOMUX

Most peripheral signals in ESP32 can connect directly to a specific GPIO, which is called its IOMUX pin. When a peripheral signal is routed to a pin other than its IOMUX pin, ESP32 uses the less direct GPIO matrix to make this connection.

If the driver is configured with all SPI signals set to their specific IOMUX pins (or left unconnected), it will bypass the GPIO matrix. If any SPI signal is configured to a pin other than its IOMUX pin, the driver will automatically route all the signals via the GPIO Matrix. The GPIO matrix samples all signals at 80MHz and sends them between the GPIO and the peripheral.

When the GPIO matrix is used, setup time of MISO is more easily violated, since the output delay of MISO signal is increased.

---

**Note:** More details about influence of output delay on the maximum clock frequency, see *Timing considerations* below.

---

IOMUX pins for SPI controllers are as below:

| Pin Name | HSPI        | VSPI |
|----------|-------------|------|
|          | GPIO Number |      |
| CS0*     | 15          | 5    |
| SCLK     | 14          | 18   |
| MISO     | 12          | 19   |
| MOSI     | 13          | 23   |
| QUADWP   | 2           | 22   |
| QUADHD   | 4           | 21   |

note \* Only the first device attaching to the bus can use CS0 pin.

### Using the `spi_slave` driver

- Initialize a SPI peripheral as a slave by calling `spi_slave_initialize`. Make sure to set the correct IO pins in the `bus_config` struct. Take care to set signals that are not needed to -1. A DMA channel (either 1 or 2) must be given if transactions will be larger than 32 bytes, if not the `dma_chan` parameter may be 0.
- To set up a transaction, fill one or more `spi_transaction_t` structure with any transaction parameters you need. Either queue all transactions by calling `spi_slave_queue_trans`, later querying the result using `spi_slave_get_trans_result`, or handle all requests synchronously by feeding them into `spi_slave_transmit`. The latter two functions will block until the master has initiated and finished a transaction, causing the queued data to be sent and received.
- Optional: to unload the SPI slave driver, call `spi_slave_free`.

### Transaction data and master/slave length mismatches

Normally, data to be transferred to or from a device will be read from or written to a chunk of memory indicated by the `rx_buffer` and `tx_buffer` members of the transaction structure. The SPI driver may decide to use DMA for transfers, so these buffers should be allocated in DMA-capable memory using `pvPortMallocCaps(size, MALLOC_CAP_DMA)`.

The amount of data written to the buffers is limited by the `length` member of the transaction structure: the driver will never read/write more data than indicated there. The `length` cannot define the actual length of the SPI transaction; this is determined by the master as it drives the clock and CS lines. The actual length transferred can be read from the `trans_len` member of the `spi_slave_transaction_t` structure after transaction. In case the length of the transmission is larger than the buffer length, only the start of the transmission will be sent and received, and the `trans_len` is set to `length` instead of the actual length. It's recommended to set `length` longer than the maximum length expected if the `trans_len` is required. In case the transmission length is shorter than the buffer length, only data up to the length of the buffer will be exchanged.

Warning: Due to a design peculiarity in the ESP32, if the amount of bytes sent by the master or the length of the transmission queues in the slave driver, in bytes, is not both larger than eight and dividable by four, the SPI hardware can fail to write the last one to seven bytes to the receive buffer.

### Speed and Timing considerations

#### Transaction interval

The SPI slave is designed as a general purpose device controlled by the CPU. Different from dedicated devices, CPU-based SPI slave doesn't have too much pre-defined registers. All transactions should be triggered by the CPU, which means the response speed would not be real-time, and there'll always be noticeable intervals between transfers.

During the transaction intervals, the device is not prepared for transactions, the response is not meaningful at all. It is suggested to use `spi_slave_queue_trans()` with `spi_slave_get_trans_result()` to shorten the interval to half the case when using `spi_slave_transmit()`.

The master should always wait for the slave to be ready to start new transactions. Suggested way is to use a gpio by the slave to indicate whether it's ready. The example is in `peripherals/spi_slave`.

### SCLK frequency requirement

The spi slave is designed to work under 10MHz or lower. The clock and data cannot be recognized or received correctly if the clock is too fast or doesn't have a 50% duty cycle.

Moreover, there are more requirements if the data meets the timing requirement:

- **Read (MOSI):** Given that the MOSI is valid right at the launch edge, the slave can read data correctly. Luckily, it's usually the case for most masters.
- **Write (MISO):** To meet the requirement that MISO is stable before the next latch edge of SPI clock, the output delay of MISO signal should be shorter than half a clock. The output delay and frequency limitation (given that the clock is balanced) of different cases are as below :

|             | Output delay of MISO (ns) | Freq. limit (MHZ) |
|-------------|---------------------------|-------------------|
| IOMUX       | 43.75                     | <11.4             |
| GPIO matrix | 68.75                     | <7.2              |

**Note:**

1. Random error will happen if the frequency exactly equals the limitation
2. The clock uncertainty between master and slave (12.5ns) is included.
3. The output delay is measured under ideal case (free of load). When the loading of MISO pin is too heavy, the output delay will be longer, and the maximum allowed frequency will be lower.

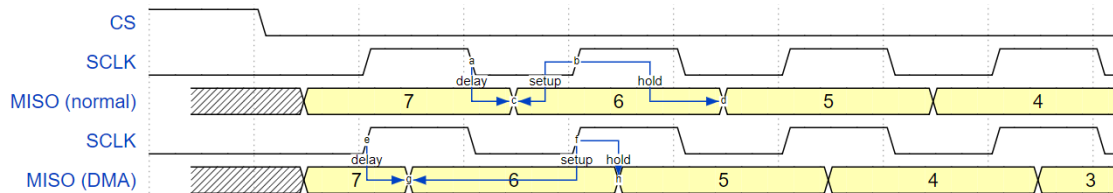
There is an exceptions: The frequency is allowed to be higher if the master has more toleration for the MISO setup time, e.g. latch data at the next edge than expected, or configurable latching time.

### Restrictions and Known issues

1. If the DMA is enabled, the rx buffer should be WORD aligned, i.e. Start from the boundary of 32-bit and have length of multiples of 4 bytes. Or the DMA may write incorrectly or out of the boundary. The driver will check for this.

Also, master should write lengths which are a multiple of 4 bytes. Data longer than that will be discarded.

2. Furthermore, the DMA requires a spi mode 1/3 timing. When using spi mode 0/2, the MISO signal has to output half a clock earlier to meet the timing. The new timing is as below:



The hold time after the latch edge is 68.75ns (when GPIO matrix is bypassed), no longer half a SPI clock. The master should sample immediately at the latch edge, or communicate in mode 1/3. Or just initial the spi slave without DMA.

## Application Example

Slave/master communication: [peripherals/spi\\_slave](#).

## API Reference

### Header File

- `driver/include/driver/spi_slave.h`

### Functions

*esp\_err\_t* **spi\_slave\_initialize**(*spi\_host\_device\_t* host, **const** *spi\_bus\_config\_t* \*bus\_config, **const** *spi\_slave\_interface\_config\_t* \*slave\_config, int dma\_chan)

Initialize a SPI bus as a slave interface.

**Warning** For now, only supports HSPI and VSPI.

**Warning** If a DMA channel is selected, any transmit and receive buffer used should be allocated in DMA-capable memory.

**Warning** The ISR of SPI is always executed on the core which calls this function. Never starve the ISR on this core or the SPI transactions will not be handled.

#### Return

- `ESP_ERR_INVALID_ARG` if configuration is invalid
- `ESP_ERR_INVALID_STATE` if host already is in use
- `ESP_ERR_NO_MEM` if out of memory
- `ESP_OK` on success

#### Parameters

- `host`: SPI peripheral to use as a SPI slave interface
- `bus_config`: Pointer to a *spi\_bus\_config\_t* struct specifying how the host should be initialized
- `slave_config`: Pointer to a *spi\_slave\_interface\_config\_t* struct specifying the details for the slave interface
- `dma_chan`: Either 1 or 2. A SPI bus used by this driver must have a DMA channel associated with it. The SPI hardware has two DMA channels to share. This parameter indicates which one to use.

*esp\_err\_t* **spi\_slave\_free**(*spi\_host\_device\_t* host)

Free a SPI bus claimed as a SPI slave interface.

#### Return

- `ESP_ERR_INVALID_ARG` if parameter is invalid
- `ESP_ERR_INVALID_STATE` if not all devices on the bus are freed
- `ESP_OK` on success

#### Parameters

- `host`: SPI peripheral to free



```
esp_err_t spi_slave_queue_trans (spi_host_device_t host, const spi_slave_transaction_t
                                *trans_desc, TickType_t ticks_to_wait)
```

Queue a SPI transaction for execution.

Queues a SPI transaction to be executed by this slave device. (The transaction queue size was specified when the slave device was initialised via `spi_slave_initialize`.) This function may block if the queue is full (depending on the `ticks_to_wait` parameter). No SPI operation is directly initiated by this function, the next queued transaction will happen when the master initiates a SPI transaction by pulling down CS and sending out clock signals.

This function hands over ownership of the buffers in `trans_desc` to the SPI slave driver; the application is not to access this memory until `spi_slave_queue_trans` is called to hand ownership back to the application.

#### Return

- `ESP_ERR_INVALID_ARG` if parameter is invalid
- `ESP_OK` on success

#### Parameters

- `host`: SPI peripheral that is acting as a slave
- `trans_desc`: Description of transaction to execute. Not const because we may want to write status back into the transaction description.
- `ticks_to_wait`: Ticks to wait until there's room in the queue; use `portMAX_DELAY` to never time out.

```
esp_err_t spi_slave_get_trans_result (spi_host_device_t host, spi_slave_transaction_t
                                       **trans_desc, TickType_t ticks_to_wait)
```

Get the result of a SPI transaction queued earlier.

This routine will wait until a transaction to the given device (queued earlier with `spi_slave_queue_trans`) has successfully completed. It will then return the description of the completed transaction so software can inspect the result and e.g. free the memory or re-use the buffers.

It is mandatory to eventually use this function for any transaction queued by `spi_slave_queue_trans`.

#### Return

- `ESP_ERR_INVALID_ARG` if parameter is invalid
- `ESP_OK` on success

#### Parameters

- `host`: SPI peripheral to that is acting as a slave
- `trans_desc`: Pointer to variable able to contain a pointer to the description of the transaction that is executed
- `ticks_to_wait`: Ticks to wait until there's a returned item; use `portMAX_DELAY` to never time out.

```
esp_err_t spi_slave_transmit (spi_host_device_t host, spi_slave_transaction_t *trans_desc, Tick-
                               Type_t ticks_to_wait)
```

Do a SPI transaction.

Essentially does the same as `spi_slave_queue_trans` followed by `spi_slave_get_trans_result`. Do not use this when there is still a transaction queued that hasn't been finalized using `spi_slave_get_trans_result`.

#### Return

- ESP\_ERR\_INVALID\_ARG if parameter is invalid
- ESP\_OK on success

#### Parameters

- `host`: SPI peripheral to that is acting as a slave
- `trans_desc`: Pointer to variable able to contain a pointer to the description of the transaction that is executed. Not const because we may want to write status back into the transaction description.
- `ticks_to_wait`: Ticks to wait until there's a returned item; use `portMAX_DELAY` to never time out.

## Structures

### **struct spi\_slave\_interface\_config\_t**

This is a configuration for a SPI host acting as a slave device.

#### Public Members

**int spics\_io\_num**  
CS GPIO pin for this device.

**uint32\_t flags**  
Bitwise OR of SPI\_SLAVE\_\* flags.

**int queue\_size**  
Transaction queue size. This sets how many transactions can be ‘in the air’ (queued using `spi_slave_queue_trans` but not yet finished using `spi_slave_get_trans_result`) at the same time.

**uint8\_t mode**  
SPI mode (0-3)

*slave\_transaction\_cb\_t* **post\_setup\_cb**  
Callback called after the SPI registers are loaded with new data.

This callback is called within interrupt context should be in IRAM for best performance, see “Transferring Speed” section in the SPI Master documentation for full details. If not, the callback may crash during flash operation when the driver is initialized with `ESP_INTR_FLAG_IRAM`.

*slave\_transaction\_cb\_t* **post\_trans\_cb**  
Callback called after a transaction is done.

This callback is called within interrupt context should be in IRAM for best performance, see “Transferring Speed” section in the SPI Master documentation for full details. If not, the callback may crash during flash operation when the driver is initialized with `ESP_INTR_FLAG_IRAM`.

### **struct spi\_slave\_transaction\_t**

This structure describes one SPI transaction

#### Public Members

**size\_t length**  
Total data length, in bits.

**size\_t trans\_len**  
Transaction data length, in bits.

**const void \*tx\_buffer**  
 Pointer to transmit buffer, or NULL for no MOSI phase.

void \***rx\_buffer**  
 Pointer to receive buffer, or NULL for no MISO phase. When the DMA is enabled, must start at WORD boundary (`rx_buffer%4==0`), and has length of a multiple of 4 bytes.

void \***user**  
 User-defined variable. Can be used to store eg transaction ID.

## Macros

**SPI\_SLAVE\_TXBIT\_LSBFIRST**  
 Transmit command/address/data LSB first instead of the default MSB first.

**SPI\_SLAVE\_RXBIT\_LSBFIRST**  
 Receive data LSB first instead of the default MSB first.

**SPI\_SLAVE\_BIT\_LSBFIRST**  
 Transmit and receive LSB first.

## Type Definitions

```
typedef struct spi_slave_transaction_t spi_slave_transaction_t
typedef void (*slave_transaction_cb_t) (spi_slave_transaction_t *trans)
```

## 3.3.17 TIMER

### Introduction

The ESP32 chip contains two hardware timer groups. Each group has two general-purpose hardware timers. They are all 64-bit generic timers based on 16-bit prescalers and 64-bit auto-reload-capable up / down counters.

### Functional Overview

Typical steps to configure and operate the timer are described in the following sections:

- *Timer Initialization* - what parameters should be set up to get the timer working and what specific functionality is provided depending on the set up.
- *Timer Control* - how to read the timer's value, pause / start the timer, and change how it operates.
- *Alarms* - setting and using alarms.
- *Interrupts* - how to enable and use interrupts.

### Timer Initialization

The two timer groups on-board of the ESP32 are identified using `timer_group_t`. Individual timers in a group are identified with `timer_idx_t`. The two groups, each having two timers, provide the total of four individual timers to our disposal.

Before starting the timer, it should be initialized by calling `timer_init()`. This function should be provided with a structure `timer_config_t` to define how timer should operate. In particular the following timer's parameters may be set:

- **Divider:** How quickly the timer's counter is "ticking". This depends on the setting of `divider`, that will be used as divisor of the incoming 80 MHz APB\_CLK clock.
- **Mode:** If the the counter is incrementing or decrementing, defined using `counter_dir` by selecting one of values from `timer_count_dir_t`.
- **Counter Enable:** If the counter is enabled, then it will start incrementing / decrementing immediately after calling `timer_init()`. This action is set using `counter_en` by selecting one of vales from `timer_start_t`.
- **Alarm Enable:** Determined by the setting of `alarm_en`.
- **Auto Reload:** Whether the counter should `auto_reload` a specific initial value on the timer's alarm, or continue incrementing or decrementing.
- **Interrupt Type:** Whether an interrupt is triggered on timer's alarm. Set the value defined in `timer_intr_mode_t`.

To get the current values of the timers settings, use function `timer_get_config()`.

### Timer Control

Once the timer is configured and enabled, it is already "ticking". To check it's current value call `timer_get_counter_value()` or `timer_get_counter_time_sec()`. To set the timer to specific starting value call `timer_set_counter_value()`.

The timer may be paused at any time by calling `timer_pause()`. To start it again call `timer_start()`.

To change how the timer operates you can call once more `timer_init()` described in section *Timer Initialization*. Another option is to use dedicated functions to change individual settings:

- **Divider** value - `timer_set_divider()`. **Note:** the timer should be paused when changing the divider to avoid unpredictable results. If the timer is already running, `timer_set_divider()` will first pause the timer, change the divider, and finally start the timer again.
- **Mode** (whether the counter incrementing or decrementing) - `timer_set_counter_mode()`
- **Auto Reload** counter on alarm - `timer_set_auto_reload()`

### Alarms

To set an alarm, call function `timer_set_alarm_value()` and then enable it with `timer_set_alarm()`. The alarm may be also enabled during the timer initialization stage, when `timer_init()` is called.

After the alarm is enabled and the timer reaches the alarm value, depending on configuration, the following two actions may happen:

- An interrupt will be triggered, if previously configured. See section *Interrupts* how to configure interrupts.
- When `auto_reload` is enabled, the timer's counter will be reloaded to start counting from specific initial value. The value to start should be set in advance with `timer_set_counter_value()`.

---

#### Note:

- The alarm will be triggered immediately, if an alarm value is set and the timer has already passed this value.

- Once triggered the alarm will be disabled automatically and needs to be re-armed to trigger again.

To check what alarm value has been set up, call `timer_get_alarm_value()`.

## Interrupts

Registration of the interrupt handler for a specific timer group and timer is done by calling `timer_isr_register()`.

To enable interrupts for a timer group call `timer_group_intr_enable()`. To do it for a specific timer, call `timer_enable_intr()`. Disabling of interrupts is done with corresponding functions `timer_group_intr_disable()` and `timer_disable_intr()`.

When servicing an interrupt within an ISR, the interrupt needs to be explicitly cleared. To do so, set the `TIMERGN.int_clr_timers.tM` structure defined in `soc/esp32/include/soc/timer_group_struct.h`, where N is the timer group number [0, 1] and M is the timer number [0, 1]. For example to clear an interrupt for the timer 1 in the timer group 0, call the following:

```
TIMERG0.int_clr_timers.t1 = 1
```

See the application example below how to use interrupts.

## Application Example

The 64-bit hardware timer example: [peripherals/timer\\_group](#).

## API Reference

### Header File

- `driver/include/driver/timer.h`

### Functions

`esp_err_t timer_get_counter_value` (`timer_group_t group_num`, `timer_idx_t timer_num`, `uint64_t *timer_val`)

Read the counter value of hardware timer.

#### Return

- `ESP_OK` Success
- `ESP_ERR_INVALID_ARG` Parameter error

#### Parameters

- `group_num`: Timer group, 0 for `TIMERG0` or 1 for `TIMERG1`
- `timer_num`: Timer index, 0 for `hw_timer[0]` & 1 for `hw_timer[1]`
- `timer_val`: Pointer to accept timer counter value.

`esp_err_t timer_get_counter_time_sec` (`timer_group_t group_num`, `timer_idx_t timer_num`, `double *time`)

Read the counter value of hardware timer, in unit of a given scale.

**Return**

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

**Parameters**

- `group_num`: Timer group, 0 for TIMERG0 or 1 for TIMERG1
- `timer_num`: Timer index, 0 for `hw_timer[0]` & 1 for `hw_timer[1]`
- `time`: Pointer, type of `double*`, to accept timer counter value, in seconds.

`esp_err_t timer_set_counter_value` (*timer\_group\_t* `group_num`, *timer\_idx\_t* `timer_num`, *uint64\_t* `load_val`)

Set counter value to hardware timer.

**Return**

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

**Parameters**

- `group_num`: Timer group, 0 for TIMERG0 or 1 for TIMERG1
- `timer_num`: Timer index, 0 for `hw_timer[0]` & 1 for `hw_timer[1]`
- `load_val`: Counter value to write to the hardware timer.

`esp_err_t timer_start` (*timer\_group\_t* `group_num`, *timer\_idx\_t* `timer_num`)

Start the counter of hardware timer.

**Return**

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

**Parameters**

- `group_num`: Timer group number, 0 for TIMERG0 or 1 for TIMERG1
- `timer_num`: Timer index, 0 for `hw_timer[0]` & 1 for `hw_timer[1]`

`esp_err_t timer_pause` (*timer\_group\_t* `group_num`, *timer\_idx\_t* `timer_num`)

Pause the counter of hardware timer.

**Return**

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

**Parameters**

- `group_num`: Timer group number, 0 for TIMERG0 or 1 for TIMERG1
- `timer_num`: Timer index, 0 for `hw_timer[0]` & 1 for `hw_timer[1]`

`esp_err_t timer_set_counter_mode` (*timer\_group\_t* `group_num`, *timer\_idx\_t* `timer_num`, *timer\_count\_dir\_t* `counter_dir`)

Set counting mode for hardware timer.

**Return**

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

**Parameters**

- `group_num`: Timer group number, 0 for TIMERG0 or 1 for TIMERG1
- `timer_num`: Timer index, 0 for `hw_timer[0]` & 1 for `hw_timer[1]`
- `counter_dir`: Counting direction of timer, count-up or count-down

`esp_err_t timer_set_auto_reload(timer_group_t group_num, timer_idx_t timer_num, timer_autoreload_t reload)`

Enable or disable counter reload function when alarm event occurs.

**Return**

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

**Parameters**

- `group_num`: Timer group number, 0 for TIMERG0 or 1 for TIMERG1
- `timer_num`: Timer index, 0 for `hw_timer[0]` & 1 for `hw_timer[1]`
- `reload`: Counter reload mode.

`esp_err_t timer_set_divider(timer_group_t group_num, timer_idx_t timer_num, uint32_t divider)`

Set hardware timer source clock divider. Timer groups clock are divider from APB clock.

**Return**

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

**Parameters**

- `group_num`: Timer group number, 0 for TIMERG0 or 1 for TIMERG1
- `timer_num`: Timer index, 0 for `hw_timer[0]` & 1 for `hw_timer[1]`
- `divider`: Timer clock divider value. The divider's range is from from 2 to 65536.

`esp_err_t timer_set_alarm_value(timer_group_t group_num, timer_idx_t timer_num, uint64_t alarm_value)`

Set timer alarm value.

**Return**

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

**Parameters**

- `group_num`: Timer group, 0 for TIMERG0 or 1 for TIMERG1
- `timer_num`: Timer index, 0 for `hw_timer[0]` & 1 for `hw_timer[1]`
- `alarm_value`: A 64-bit value to set the alarm value.

*esp\_err\_t* **timer\_get\_alarm\_value**(*timer\_group\_t* group\_num, *timer\_idx\_t* timer\_num, uint64\_t \*alarm\_value)

Get timer alarm value.

**Return**

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

**Parameters**

- group\_num: Timer group, 0 for TIMERG0 or 1 for TIMERG1
- timer\_num: Timer index, 0 for hw\_timer[0] & 1 for hw\_timer[1]
- alarm\_value: Pointer of A 64-bit value to accept the alarm value.

*esp\_err\_t* **timer\_set\_alarm**(*timer\_group\_t* group\_num, *timer\_idx\_t* timer\_num, *timer\_alarm\_t* alarm\_en)

Enable or disable generation of timer alarm events.

**Return**

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

**Parameters**

- group\_num: Timer group, 0 for TIMERG0 or 1 for TIMERG1
- timer\_num: Timer index, 0 for hw\_timer[0] & 1 for hw\_timer[1]
- alarm\_en: To enable or disable timer alarm function.

*esp\_err\_t* **timer\_isr\_register**(*timer\_group\_t* group\_num, *timer\_idx\_t* timer\_num, void (\*fn)) void \*, void \*arg, int intr\_alloc\_flags, *timer\_isr\_handle\_t* \*handle) Register Timer interrupt handler, the handler is an ISR. The handler will be attached to the same CPU core that this function is running on.

**Note** If the intr\_alloc\_flags value ESP\_INTR\_FLAG\_IRAM is set, the handler function must be declared with IRAM\_ATTR attribute and can only call functions in IRAM or ROM. It cannot call other timer APIs. Use direct register access to configure timers from inside the ISR in this case.

**Return**

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

**Parameters**

- group\_num: Timer group number
- timer\_num: Timer index of timer group
- fn: Interrupt handler function.
- arg: Parameter for handler function
- intr\_alloc\_flags: Flags used to allocate the interrupt. One or multiple (ORred) ESP\_INTR\_FLAG\_\* values. See esp\_intr\_alloc.h for more info.
- handle: Pointer to return handle. If non-NULL, a handle for the interrupt will be returned here.



*esp\_err\_t timer\_init* (*timer\_group\_t group\_num*, *timer\_idx\_t timer\_num*, **const** *timer\_config\_t \*config*)  
Initializes and configure the timer.

**Return**

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

**Parameters**

- *group\_num*: Timer group number, 0 for TIMERG0 or 1 for TIMERG1
- *timer\_num*: Timer index, 0 for hw\_timer[0] & 1 for hw\_timer[1]
- *config*: Pointer to timer initialization parameters.

*esp\_err\_t timer\_get\_config* (*timer\_group\_t group\_num*, *timer\_idx\_t timer\_num*, *timer\_config\_t \*config*)  
Get timer configure value.

**Return**

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

**Parameters**

- *group\_num*: Timer group number, 0 for TIMERG0 or 1 for TIMERG1
- *timer\_num*: Timer index, 0 for hw\_timer[0] & 1 for hw\_timer[1]
- *config*: Pointer of struct to accept timer parameters.

*esp\_err\_t timer\_group\_intr\_enable* (*timer\_group\_t group\_num*, *uint32\_t en\_mask*)  
Enable timer group interrupt, by enable mask.

**Return**

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

**Parameters**

- *group\_num*: Timer group number, 0 for TIMERG0 or 1 for TIMERG1
- *en\_mask*: Timer interrupt enable mask. Use TIMG\_T0\_INT\_ENA\_M to enable t0 interrupt Use TIMG\_T1\_INT\_ENA\_M to enable t1 interrupt

*esp\_err\_t timer\_group\_intr\_disable* (*timer\_group\_t group\_num*, *uint32\_t disable\_mask*)  
Disable timer group interrupt, by disable mask.

**Return**

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

**Parameters**

- *group\_num*: Timer group number, 0 for TIMERG0 or 1 for TIMERG1
- *disable\_mask*: Timer interrupt disable mask. Use TIMG\_T0\_INT\_ENA\_M to disable t0 interrupt Use TIMG\_T1\_INT\_ENA\_M to disable t1 interrupt

*esp\_err\_t* **timer\_enable\_intr** (*timer\_group\_t* group\_num, *timer\_idx\_t* timer\_num)

Enable timer interrupt.

**Return**

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

**Parameters**

- group\_num: Timer group number, 0 for TIMERG0 or 1 for TIMERG1
- timer\_num: Timer index.

*esp\_err\_t* **timer\_disable\_intr** (*timer\_group\_t* group\_num, *timer\_idx\_t* timer\_num)

Disable timer interrupt.

**Return**

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

**Parameters**

- group\_num: Timer group number, 0 for TIMERG0 or 1 for TIMERG1
- timer\_num: Timer index.

## Structures

**struct timer\_config\_t**

Data structure with timer's configuration settings.

### Public Members

bool **alarm\_en**

Timer alarm enable

bool **counter\_en**

Counter enable

*timer\_intr\_mode\_t* **intr\_type**

Interrupt mode

*timer\_count\_dir\_t* **counter\_dir**

Counter direction

bool **auto\_reload**

Timer auto-reload

uint32\_t **divider**

Counter clock divider. The divider's range is from from 2 to 65536.

## Macros

**TIMER\_BASE\_CLK**

Frequency of the clock on the input of the timer groups

## Type Definitions

```
typedef intr_handle_t timer_isr_handle_t
```

Interrupt handle, used in order to free the isr after use. Aliases to an int handle for now.

## Enumerations

```
enum timer_group_t
```

Selects a Timer-Group out of 2 available groups.

*Values:*

```
TIMER_GROUP_0 = 0
```

Hw timer group 0

```
TIMER_GROUP_1 = 1
```

Hw timer group 1

```
TIMER_GROUP_MAX
```

```
enum timer_idx_t
```

Select a hardware timer from timer groups.

*Values:*

```
TIMER_0 = 0
```

Select timer0 of GROUPx

```
TIMER_1 = 1
```

Select timer1 of GROUPx

```
TIMER_MAX
```

```
enum timer_count_dir_t
```

Decides the direction of counter.

*Values:*

```
TIMER_COUNT_DOWN = 0
```

Descending Count from cnt.highcnt.low

```
TIMER_COUNT_UP = 1
```

Ascending Count from Zero

```
TIMER_COUNT_MAX
```

```
enum timer_start_t
```

Decides whether timer is on or paused.

*Values:*

```
TIMER_PAUSE = 0
```

Pause timer counter

```
TIMER_START = 1
```

Start timer counter

```
enum timer_alarm_t
```

Decides whether to enable alarm mode.

*Values:*

**TIMER\_ALARM\_DIS** = 0

Disable timer alarm

**TIMER\_ALARM\_EN** = 1

Enable timer alarm

**TIMER\_ALARM\_MAX**

**enum timer\_intr\_mode\_t**

Select interrupt type if running in alarm mode.

*Values:*

**TIMER\_INTR\_LEVEL** = 0

Interrupt mode: level mode

**TIMER\_INTR\_MAX**

**enum timer\_autoreload\_t**

Select if Alarm needs to be loaded by software or automatically reload by hardware.

*Values:*

**TIMER\_AUTORELOAD\_DIS** = 0

Disable auto-reload: hardware will not load counter value after an alarm event

**TIMER\_AUTORELOAD\_EN** = 1

Enable auto-reload: hardware will load counter value after an alarm event

**TIMER\_AUTORELOAD\_MAX**

### 3.3.18 Touch Sensor

#### Introduction

A touch-sensor system is built on a substrate which carries electrodes and relevant connections under a protective flat surface. When a user touches the surface, the capacitance variation is triggered and a binary signal is generated to indicate whether the touch is valid.

ESP32 can provide up to 10 capacitive touch pads / GPIOs. The sensing pads can be arranged in different combinations (e.g. matrix, slider), so that a larger area or more points can be detected. The touch pad sensing process is under the control of a hardware-implemented finite-state machine (FSM) which is initiated by software or a dedicated hardware timer.

Design, operation and control registers of touch sensor are discussed in [ESP32 Technical Reference Manual \(PDF\)](#). Please refer to it for additional details how this subsystem works.

In depth details of design of touch sensors and firmware development guidelines for the ESP32 are available in [Touch Sensor Application Note](#). If you would like to test touch sensors in various configurations without building them on your own, check [Guide for ESP32-Sense Development Kit](#).

#### Functionality Overview

Description of API is broken down into groups of functions to provide quick overview of features like:

- Initialization of touch pad driver
- Configuration of touch pad GPIO pins
- Taking measurements

- Adjusting parameters of measurements
- Filtering measurements
- Touch detection methods
- Setting up interrupts to report touch detection
- Waking up from sleep mode on interrupt

For detailed description of particular function please go to section *API Reference*. Practical implementation of this API is covered in section *Application Examples*.

## Initialization

Touch pad driver should be initialized before use by calling function `touch_pad_init()`. This function sets several `._DEFAULT` driver parameters listed in *API Reference* under “Macros”. It also clears information what pads have been touched before (if any) and disables interrupts.

If not required anymore, driver can be disabled by calling `touch_pad_deinit()`.

## Configuration

Enabling of touch sensor functionality for particular GPIO is done with `touch_pad_config()`.

The function `touch_pad_set_fsm_mode()` is used to select whether touch pad measurement (operated by FSM) is started automatically by hardware timer, or by software. If software mode is selected, then use `touch_pad_sw_start()` to start of the FSM.

## Touch State Measurements

The following two functions come handy to read raw or filtered measurements from the sensor:

- `touch_pad_read()`
- `touch_pad_read_filtered()`

They may be used to characterize particular touch pad design by checking the range of sensor readings when a pad is touched or released. This information can be then used to establish the touch threshold.

---

**Note:** Start and configure filter before using `touch_pad_read_filtered()` by calling specific filter functions described down below.

---

To see how to use both read functions check [peripherals/touch\\_pad\\_read](#) application example.

## Optimization of Measurements

Touch sensor has several configurable parameters to match characteristics of particular touch pad design. For instance, to sense smaller capacity changes, it is possible to narrow the reference voltage range within which the touch pads are charged / discharged. The high and low reference voltages are set using function `touch_pad_set_voltage()`. A positive side effect, besides ability to discern smaller capacity changes, will be reduction of power consumption for low power applications. A likely negative effect will be increase of measurement noise. If dynamic range of obtained readings is still satisfactory, then further reduction of power consumption may be done by lowering the measurement time with `touch_pad_set_meas_time()`.

The following summarizes available measurement parameters and corresponding ‘set’ functions:

- Touch pad charge / discharge parameters:
  - voltage range: `touch_pad_set_voltage()`
  - speed (slope): `touch_pad_set_cnt_mode()`
- Measure time: `touch_pad_set_meas_time()`

Relationship between voltage range (high / low reference voltages), speed (slope) and measure time is shown on figure below.

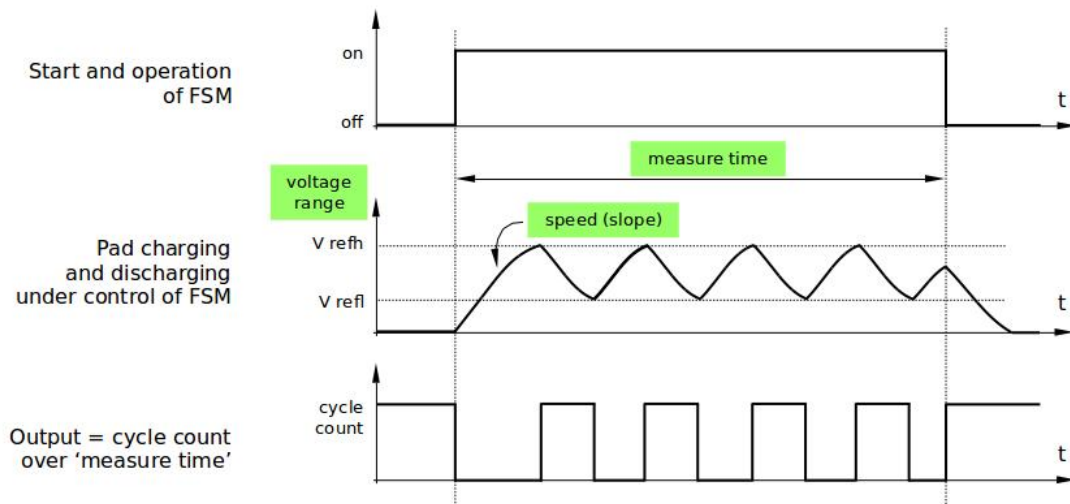


Fig. 21: Touch Pad - relationship between measurement parameters

The last chart “Output” represents the touch sensor reading, i.e. the count of pulses collected within measure time.

All functions are provided in pairs to ‘set’ specific parameter and to ‘get’ the current parameter’s value, e.g. `touch_pad_set_voltage()` and `touch_pad_get_voltage()`.

### Filtering of Measurements

If measurements are noisy, you may filter them with provided API. The filter should be started before first use by calling `touch_pad_filter_start()`.

The filter type is IIR (Infinite Impulse Response) and it has configurable period that can be set with function `touch_pad_set_filter_period()`.

You can stop the filter with `touch_pad_filter_stop()`. If not required anymore, the filter may be deleted by invoking `touch_pad_filter_delete()`.

### Touch Detection

Touch detection is implemented in ESP32’s hardware basing on user configured threshold and raw measurements executed by FSM. Use function `touch_pad_get_status()` to check what pads have been touched and `touch_pad_clear_status()` to clear the touch status information.

Hardware touch detection may be also wired to interrupts and this is described in next section.

If measurements are noisy and capacity changes small, then hardware touch detection may be not reliable. To resolve this issue, instead of using hardware detection / provided interrupts, implement measurement filtering and perform touch detection in your own application. See [peripherals/touch\\_pad\\_interrupt](#) for sample implementation of both methods of touch detection.

### Touch Triggered Interrupts

Before enabling an interrupt on touch detection, user should establish touch detection threshold. Use functions described above to read and display sensor measurements when pad is touched and released. Apply a filter when measurements are noisy and relative changes are small. Depending on your application and environmental conditions, test the influence of temperature and power supply voltage changes on measured values.

Once detection threshold is established, it may be set on initialization with `touch_pad_config()` or at the runtime with `touch_pad_set_thresh()`.

In next step configure how interrupts are triggered. They may be triggered below or above threshold and this is set with function `touch_pad_set_trigger_mode()`.

Finally configure and manage interrupt calls using the following functions:

- `touch_pad_isr_register()` / `touch_pad_isr_deregister()`
- `touch_pad_intr_enable()` / `touch_pad_intr_disable()`

When interrupts are operational, you can obtain information what particular pad triggered interrupt by invoking `touch_pad_get_status()` and clear pad status with `touch_pad_clear_status()`.

---

**Note:** Interrupts on touch detection operate on raw / unfiltered measurements checked against user established threshold and are implemented in hardware. Enabling software filtering API (see [Filtering of Measurements](#)) does not affect this process.

---

### Wakeup from Sleep Mode

If touch pad interrupts are used to wakeup the chip from a sleep mode, then user can select certain configuration of pads (SET1 or both SET1 and SET2), that should be touched to trigger the interrupt and cause subsequent wakeup. To do so, use function `touch_pad_set_trigger_source()`.

Configuration of required bit patterns of pads may be managed for each 'SET' with:

- `touch_pad_set_group_mask()` / `touch_pad_get_group_mask()`
- `touch_pad_clear_group_mask()`

### Application Examples

- Touch sensor read example: [peripherals/touch\\_pad\\_read](#).
- Touch sensor interrupt example: [peripherals/touch\\_pad\\_interrupt](#).

## API Reference

### Header File

- `driver/include/driver/touch_pad.h`

### Functions

*esp\_err\_t* **touch\_pad\_init** ()

Initialize touch module.

**Note** The default FSM mode is 'TOUCH\_FSM\_MODE\_SW'. If you want to use interrupt trigger mode, then set it using function 'touch\_pad\_set\_fsm\_mode' to 'TOUCH\_FSM\_MODE\_TIMER' after calling 'touch\_pad\_init'.

#### Return

- ESP\_OK Success
- ESP\_FAIL Touch pad init error

*esp\_err\_t* **touch\_pad\_deinit** ()

Un-install touch pad driver.

**Note** After this function is called, other touch functions are prohibited from being called.

#### Return

- ESP\_OK Success
- ESP\_FAIL Touch pad driver not initialized

*esp\_err\_t* **touch\_pad\_config** (*touch\_pad\_t touch\_num*, *uint16\_t threshold*)

Configure touch pad interrupt threshold.

**Note** If FSM mode is set to TOUCH\_FSM\_MODE\_TIMER, this function will be blocked for one measurement cycle and wait for data to be valid.

#### Return

- ESP\_OK Success
- ESP\_ERR\_INVALID\_ARG if argument wrong
- ESP\_FAIL if touch pad not initialized

#### Parameters

- *touch\_num*: touch pad index
- *threshold*: interrupt threshold,

*esp\_err\_t* **touch\_pad\_read** (*touch\_pad\_t touch\_num*, *uint16\_t \*touch\_value*)

get touch sensor counter value. Each touch sensor has a counter to count the number of charge/discharge cycles. When the pad is not 'touched', we can get a number of the counter. When the pad is 'touched', the value in counter will get smaller because of the larger equivalent capacitance.

**Note** This API requests hardware measurement once. If IIR filter mode is enabled, please use 'touch\_pad\_read\_raw\_data' interface instead.



**Return**

- ESP\_OK Success
- ESP\_ERR\_INVALID\_ARG Touch pad parameter error
- ESP\_ERR\_INVALID\_STATE This touch pad hardware connection is error, the value of “touch\_value” is 0.
- ESP\_FAIL Touch pad not initialized

**Parameters**

- touch\_num: touch pad index
- touch\_value: pointer to accept touch sensor value

*esp\_err\_t* **touch\_pad\_read\_filtered**(*touch\_pad\_t* touch\_num, uint16\_t \*touch\_value)  
get filtered touch sensor counter value by IIR filter.

**Note** touch\_pad\_filter\_start has to be called before calling touch\_pad\_read\_filtered. This function can be called from ISR

**Return**

- ESP\_OK Success
- ESP\_ERR\_INVALID\_ARG Touch pad parameter error
- ESP\_ERR\_INVALID\_STATE This touch pad hardware connection is error, the value of “touch\_value” is 0.
- ESP\_FAIL Touch pad not initialized

**Parameters**

- touch\_num: touch pad index
- touch\_value: pointer to accept touch sensor value

*esp\_err\_t* **touch\_pad\_read\_raw\_data**(*touch\_pad\_t* touch\_num, uint16\_t \*touch\_value)  
get raw data (touch sensor counter value) from IIR filter process. Need not request hardware measurements.

**Note** touch\_pad\_filter\_start has to be called before calling touch\_pad\_read\_raw\_data. This function can be called from ISR

**Return**

- ESP\_OK Success
- ESP\_ERR\_INVALID\_ARG Touch pad parameter error
- ESP\_ERR\_INVALID\_STATE This touch pad hardware connection is error, the value of “touch\_value” is 0.
- ESP\_FAIL Touch pad not initialized

**Parameters**

- touch\_num: touch pad index
- touch\_value: pointer to accept touch sensor value

*esp\_err\_t* **touch\_pad\_set\_filter\_read\_cb**(*filter\_cb\_t* read\_cb)  
Register the callback function that is called after each IIR filter calculation.

**Note** The ‘read\_cb’ callback is called in timer task in each filtering cycle.

**Return**

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

**Parameters**

- read\_cb: Pointer to filtered callback function. If the argument passed in is NULL, the callback will stop.

*esp\_err\_t* **touch\_pad\_isr\_handler\_register** (void (\*fn)) void \*  
, void \*arg, int unused, intr\_handler\_t \*handle\_unused Register touch-pad ISR,.

**Note** Deprecated function, users should replace this with touch\_pad\_isr\_register, because RTC modules share a same interrupt index.

**Return**

- ESP\_OK Success ;
- ESP\_ERR\_INVALID\_ARG GPIO error
- ESP\_ERR\_NO\_MEM No memory

**Parameters**

- fn: Pointer to ISR handler
- arg: Parameter for ISR
- unused: Reserved, not used
- handle\_unused: Reserved, not used

*esp\_err\_t* **touch\_pad\_isr\_register** (intr\_handler\_t fn, void \*arg)  
Register touch-pad ISR. The handler will be attached to the same CPU core that this function is running on.

**Return**

- ESP\_OK Success ;
- ESP\_ERR\_INVALID\_ARG GPIO error
- ESP\_ERR\_NO\_MEM No memory

**Parameters**

- fn: Pointer to ISR handler
- arg: Parameter for ISR

*esp\_err\_t* **touch\_pad\_isr\_deregister** (void (\*fn)) void \*  
, void \*arg Deregister the handler previously registered using touch\_pad\_isr\_handler\_register.

**Return**

- ESP\_OK on success
- ESP\_ERR\_INVALID\_STATE if a handler matching both fn and arg isn't registered

**Parameters**

- fn: handler function to call (as passed to touch\_pad\_isr\_handler\_register)

- `arg`: argument of the handler (as passed to `touch_pad_isr_handler_register`)

`esp_err_t touch_pad_set_meas_time` (`uint16_t sleep_cycle`, `uint16_t meas_cycle`)

Set touch sensor measurement and sleep time.

#### Return

- `ESP_OK` on success

#### Parameters

- `sleep_cycle`: The touch sensor will sleep after each measurement. `sleep_cycle` decide the interval between each measurement.  $t_{\text{sleep}} = \text{sleep\_cycle} / (\text{RTC\_SLOW\_CLK frequency})$ . The approximate frequency value of `RTC_SLOW_CLK` can be obtained using `rtc_clk_slow_freq_get_hz` function.
- `meas_cycle`: The duration of the touch sensor measurement.  $t_{\text{meas}} = \text{meas\_cycle} / 8M$ , the maximum measure time is  $0xffff / 8M = 8.19 \text{ ms}$

`esp_err_t touch_pad_get_meas_time` (`uint16_t *sleep_cycle`, `uint16_t *meas_cycle`)

Get touch sensor measurement and sleep time.

#### Return

- `ESP_OK` on success

#### Parameters

- `sleep_cycle`: Pointer to accept sleep cycle number
- `meas_cycle`: Pointer to accept measurement cycle count.

`esp_err_t touch_pad_set_voltage` (`touch_high_volt_t refh`, `touch_low_volt_t refl`, `touch_volt_atten_t atten`)

Set touch sensor reference voltage, if the voltage gap between high and low reference voltage get less, the charging and discharging time would be faster, accordingly, the counter value would be larger. In the case of detecting very slight change of capacitance, we can narrow down the gap so as to increase the sensitivity. On the other hand, narrow voltage gap would also introduce more noise, but we can use a software filter to pre-process the counter value.

#### Return

- `ESP_OK` on success
- `ESP_ERR_INVALID_ARG` if argument is wrong

#### Parameters

- `refh`: the value of `DREFH`
- `refl`: the value of `DREFL`
- `atten`: the attenuation on `DREFH`

`esp_err_t touch_pad_get_voltage` (`touch_high_volt_t *refh`, `touch_low_volt_t *refl`, `touch_volt_atten_t *atten`)

Get touch sensor reference voltage,.

#### Return

- `ESP_OK` on success

#### Parameters

- `refh`: pointer to accept DREFH value
- `refl`: pointer to accept DREFL value
- `atten`: pointer to accept the attenuation on DREFH

`esp_err_t touch_pad_set_cnt_mode(touch_pad_t touch_num, touch_cnt_slope_t slope, touch_tie_opt_t opt)`

Set touch sensor charge/discharge speed for each pad. If the slope is 0, the counter would always be zero. If the slope is 1, the charging and discharging would be slow, accordingly, the counter value would be small. If the slope is set 7, which is the maximum value, the charging and discharging would be fast, accordingly, the counter value would be larger.

**Return**

- `ESP_OK` on success
- `ESP_ERR_INVALID_ARG` if argument is wrong

**Parameters**

- `touch_num`: touch pad index
- `slope`: touch pad charge/discharge speed
- `opt`: the initial voltage

`esp_err_t touch_pad_get_cnt_mode(touch_pad_t touch_num, touch_cnt_slope_t *slope, touch_tie_opt_t *opt)`

Get touch sensor charge/discharge speed for each pad.

**Return**

- `ESP_OK` on success
- `ESP_ERR_INVALID_ARG` if argument is wrong

**Parameters**

- `touch_num`: touch pad index
- `slope`: pointer to accept touch pad charge/discharge slope
- `opt`: pointer to accept the initial voltage

`esp_err_t touch_pad_io_init(touch_pad_t touch_num)`

Initialize touch pad GPIO.

**Return**

- `ESP_OK` on success
- `ESP_ERR_INVALID_ARG` if argument is wrong

**Parameters**

- `touch_num`: touch pad index

`esp_err_t touch_pad_set_fsm_mode(touch_fsm_mode_t mode)`

Set touch sensor FSM mode, the test action can be triggered by the timer, as well as by the software.

**Return**

- `ESP_OK` on success

- ESP\_ERR\_INVALID\_ARG if argument is wrong

#### Parameters

- mode: FSM mode

*esp\_err\_t* **touch\_pad\_get\_fsm\_mode** (*touch\_fsm\_mode\_t \*mode*)

Get touch sensor FSM mode.

#### Return

- ESP\_OK on success

#### Parameters

- mode: pointer to accept FSM mode

*esp\_err\_t* **touch\_pad\_sw\_start** ()

Trigger a touch sensor measurement, only support in SW mode of FSM.

#### Return

- ESP\_OK on success

*esp\_err\_t* **touch\_pad\_set\_thresh** (*touch\_pad\_t touch\_num*, *uint16\_t threshold*)

Set touch sensor interrupt threshold.

#### Return

- ESP\_OK on success
- ESP\_ERR\_INVALID\_ARG if argument is wrong

#### Parameters

- touch\_num: touch pad index
- threshold: threshold of touchpad count, refer to touch\_pad\_set\_trigger\_mode to see how to set trigger mode.

*esp\_err\_t* **touch\_pad\_get\_thresh** (*touch\_pad\_t touch\_num*, *uint16\_t \*threshold*)

Get touch sensor interrupt threshold.

#### Return

- ESP\_OK on success
- ESP\_ERR\_INVALID\_ARG if argument is wrong

#### Parameters

- touch\_num: touch pad index
- threshold: pointer to accept threshold

*esp\_err\_t* **touch\_pad\_set\_trigger\_mode** (*touch\_trigger\_mode\_t mode*)

Set touch sensor interrupt trigger mode. Interrupt can be triggered either when counter result is less than threshold or when counter result is more than threshold.

#### Return

- ESP\_OK on success

- ESP\_ERR\_INVALID\_ARG if argument is wrong

**Parameters**

- mode: touch sensor interrupt trigger mode

*esp\_err\_t touch\_pad\_get\_trigger\_mode(touch\_trigger\_mode\_t \*mode)*

Get touch sensor interrupt trigger mode.

**Return**

- ESP\_OK on success

**Parameters**

- mode: pointer to accept touch sensor interrupt trigger mode

*esp\_err\_t touch\_pad\_set\_trigger\_source(touch\_trigger\_src\_t src)*

Set touch sensor interrupt trigger source. There are two sets of touch signals. Set1 and set2 can be mapped to several touch signals. Either set will be triggered if at least one of its touch signal is 'touched'. The interrupt can be configured to be generated if set1 is triggered, or only if both sets are triggered.

**Return**

- ESP\_OK on success
- ESP\_ERR\_INVALID\_ARG if argument is wrong

**Parameters**

- src: touch sensor interrupt trigger source

*esp\_err\_t touch\_pad\_get\_trigger\_source(touch\_trigger\_src\_t \*src)*

Get touch sensor interrupt trigger source.

**Return**

- ESP\_OK on success

**Parameters**

- src: pointer to accept touch sensor interrupt trigger source

*esp\_err\_t touch\_pad\_set\_group\_mask(uint16\_t set1\_mask, uint16\_t set2\_mask, uint16\_t en\_mask)*

Set touch sensor group mask. Touch pad module has two sets of signals, 'Touched' signal is triggered only if at least one of touch pad in this group is "touched". This function will set the register bits according to the given bitmask.

**Return**

- ESP\_OK on success
- ESP\_ERR\_INVALID\_ARG if argument is wrong

**Parameters**

- set1\_mask: bitmask of touch sensor signal group1, it's a 10-bit value
- set2\_mask: bitmask of touch sensor signal group2, it's a 10-bit value
- en\_mask: bitmask of touch sensor work enable, it's a 10-bit value

*esp\_err\_t* **touch\_pad\_get\_group\_mask** (uint16\_t \*set1\_mask, uint16\_t \*set2\_mask, uint16\_t \*en\_mask)

Get touch sensor group mask.

#### Return

- ESP\_OK on success

#### Parameters

- set1\_mask: pointer to accept bitmask of touch sensor signal group1, it's a 10-bit value
- set2\_mask: pointer to accept bitmask of touch sensor signal group2, it's a 10-bit value
- en\_mask: pointer to accept bitmask of touch sensor work enable, it's a 10-bit value

*esp\_err\_t* **touch\_pad\_clear\_group\_mask** (uint16\_t set1\_mask, uint16\_t set2\_mask, uint16\_t en\_mask)

Clear touch sensor group mask. Touch pad module has two sets of signals, Interrupt is triggered only if at least one of touch pad in this group is “touched”. This function will clear the register bits according to the given bitmask.

#### Return

- ESP\_OK on success
- ESP\_ERR\_INVALID\_ARG if argument is wrong

#### Parameters

- set1\_mask: bitmask touch sensor signal group1, it's a 10-bit value
- set2\_mask: bitmask touch sensor signal group2, it's a 10-bit value
- en\_mask: bitmask of touch sensor work enable, it's a 10-bit value

*esp\_err\_t* **touch\_pad\_clear\_status** ()

To clear the touch status register, usually use this function in touch ISR to clear status.

#### Return

- ESP\_OK on success

uint32\_t **touch\_pad\_get\_status** ()

Get the touch sensor status, usually used in ISR to decide which pads are ‘touched’.

#### Return

- touch status

*esp\_err\_t* **touch\_pad\_intr\_enable** ()

To enable touch pad interrupt.

#### Return

- ESP\_OK on success

*esp\_err\_t* **touch\_pad\_intr\_disable** ()

To disable touch pad interrupt.

#### Return

- ESP\_OK on success

*esp\_err\_t* **touch\_pad\_set\_filter\_period**(uint32\_t *new\_period\_ms*)

set touch pad filter calibration period, in ms. Need to call touch\_pad\_filter\_start before all touch filter APIs

**Return**

- ESP\_OK Success
- ESP\_ERR\_INVALID\_STATE driver state error
- ESP\_ERR\_INVALID\_ARG parameter error

**Parameters**

- *new\_period\_ms*: filter period, in ms

*esp\_err\_t* **touch\_pad\_get\_filter\_period**(uint32\_t \**p\_period\_ms*)

get touch pad filter calibration period, in ms Need to call touch\_pad\_filter\_start before all touch filter APIs

**Return**

- ESP\_OK Success
- ESP\_ERR\_INVALID\_STATE driver state error
- ESP\_ERR\_INVALID\_ARG parameter error

**Parameters**

- *p\_period\_ms*: pointer to accept period

*esp\_err\_t* **touch\_pad\_filter\_start**(uint32\_t *filter\_period\_ms*)

start touch pad filter function This API will start a filter to process the noise in order to prevent false triggering when detecting slight change of capacitance. Need to call touch\_pad\_filter\_start before all touch filter APIs

**Note** This filter uses FreeRTOS timer, which is dispatched from a task with priority 1 by default on CPU 0. So if some application task with higher priority takes a lot of CPU0 time, then the quality of data obtained from this filter will be affected. You can adjust FreeRTOS timer task priority in menuconfig.

**Return**

- ESP\_OK Success
- ESP\_ERR\_INVALID\_ARG parameter error
- ESP\_ERR\_NO\_MEM No memory for driver
- ESP\_ERR\_INVALID\_STATE driver state error

**Parameters**

- *filter\_period\_ms*: filter calibration period, in ms

*esp\_err\_t* **touch\_pad\_filter\_stop**()

stop touch pad filter function Need to call touch\_pad\_filter\_start before all touch filter APIs

**Return**

- ESP\_OK Success
- ESP\_ERR\_INVALID\_STATE driver state error



*esp\_err\_t* **touch\_pad\_filter\_delete** ()

delete touch pad filter driver and release the memory Need to call touch\_pad\_filter\_start before all touch filter APIs

**Return**

- ESP\_OK Success
- ESP\_ERR\_INVALID\_STATE driver state error

*esp\_err\_t* **touch\_pad\_get\_wakeup\_status** (*touch\_pad\_t* \**pad\_num*)

Get the touch pad which caused wakeup from sleep.

**Return**

- ESP\_OK Success
- ESP\_FAIL get status err

**Parameters**

- *pad\_num*: pointer to touch pad which caused wakeup

## Macros

**TOUCH\_PAD\_SLEEP\_CYCLE\_DEFAULT**

The timer frequency is RTC\_SLOW\_CLK (can be 150k or 32k depending on the options), max value is 0xffff

**TOUCH\_PAD\_MEASURE\_CYCLE\_DEFAULT**

The timer frequency is 8Mhz, the max value is 0x7fff

**TOUCH\_PAD\_MEASURE\_WAIT\_DEFAULT**

The timer frequency is 8Mhz, the max value is 0xff

**TOUCH\_FSM\_MODE\_DEFAULT**

The touch FSM my be started by the software or timer

**TOUCH\_TRIGGER\_MODE\_DEFAULT**

Interrupts can be triggered if sensor value gets below or above threshold

**TOUCH\_TRIGGER\_SOURCE\_DEFAULT**

The wakeup trigger source can be SET1 or both SET1 and SET2

**TOUCH\_PAD\_BIT\_MASK\_MAX**

## Type Definitions

**typedef** *intr\_handle\_t* **touch\_isr\_handle\_t**

**typedef** void (\***filter\_cb\_t**) (uint16\_t \**raw\_value*, uint16\_t \**filtered\_value*)

Callback function that is called after each IIR filter calculation.

**Note** This callback is called in timer task in each filtering cycle.

**Note** This callback should not be blocked.

**Parameters**

- *raw\_value*: The latest raw data(touch sensor counter value) that points to all channels(*raw\_value*[0..TOUCH\_PAD\_MAX-1]).

- `filtered_value`: The latest IIR filtered data(calculated from raw data) that points to all channels(`filtered_value[0..TOUCH_PAD_MAX-1]`).

## Enumerations

### `enum touch_pad_t`

*Values:*

`TOUCH_PAD_NUM0 = 0`

Touch pad channel 0 is GPIO4

`TOUCH_PAD_NUM1`

Touch pad channel 1 is GPIO0

`TOUCH_PAD_NUM2`

Touch pad channel 2 is GPIO2

`TOUCH_PAD_NUM3`

Touch pad channel 3 is GPIO15

`TOUCH_PAD_NUM4`

Touch pad channel 4 is GPIO13

`TOUCH_PAD_NUM5`

Touch pad channel 5 is GPIO12

`TOUCH_PAD_NUM6`

Touch pad channel 6 is GPIO14

`TOUCH_PAD_NUM7`

Touch pad channel 7 is GPIO27

`TOUCH_PAD_NUM8`

Touch pad channel 8 is GPIO33

`TOUCH_PAD_NUM9`

Touch pad channel 9 is GPIO32

`TOUCH_PAD_MAX`

### `enum touch_high_volt_t`

*Values:*

`TOUCH_HVOLT_KEEP = -1`

Touch sensor high reference voltage, no change

`TOUCH_HVOLT_2V4 = 0`

Touch sensor high reference voltage, 2.4V

`TOUCH_HVOLT_2V5`

Touch sensor high reference voltage, 2.5V

`TOUCH_HVOLT_2V6`

Touch sensor high reference voltage, 2.6V

`TOUCH_HVOLT_2V7`

Touch sensor high reference voltage, 2.7V

`TOUCH_HVOLT_MAX`

### `enum touch_low_volt_t`

*Values:*

**TOUCH\_LVOLT\_KEEP = -1**  
Touch sensor low reference voltage, no change

**TOUCH\_LVOLT\_0V5 = 0**  
Touch sensor low reference voltage, 0.5V

**TOUCH\_LVOLT\_0V6**  
Touch sensor low reference voltage, 0.6V

**TOUCH\_LVOLT\_0V7**  
Touch sensor low reference voltage, 0.7V

**TOUCH\_LVOLT\_0V8**  
Touch sensor low reference voltage, 0.8V

**TOUCH\_LVOLT\_MAX**

**enum touch\_volt\_atten\_t**

*Values:*

**TOUCH\_HVOLT\_ATTEN\_KEEP = -1**  
Touch sensor high reference voltage attenuation, no change

**TOUCH\_HVOLT\_ATTEN\_1V5 = 0**  
Touch sensor high reference voltage attenuation, 1.5V attenuation

**TOUCH\_HVOLT\_ATTEN\_1V**  
Touch sensor high reference voltage attenuation, 1.0V attenuation

**TOUCH\_HVOLT\_ATTEN\_0V5**  
Touch sensor high reference voltage attenuation, 0.5V attenuation

**TOUCH\_HVOLT\_ATTEN\_0V**  
Touch sensor high reference voltage attenuation, 0V attenuation

**TOUCH\_HVOLT\_ATTEN\_MAX**

**enum touch\_cnt\_slope\_t**

*Values:*

**TOUCH\_PAD\_SLOPE\_0 = 0**  
Touch sensor charge / discharge speed, always zero

**TOUCH\_PAD\_SLOPE\_1 = 1**  
Touch sensor charge / discharge speed, slowest

**TOUCH\_PAD\_SLOPE\_2 = 2**  
Touch sensor charge / discharge speed

**TOUCH\_PAD\_SLOPE\_3 = 3**  
Touch sensor charge / discharge speed

**TOUCH\_PAD\_SLOPE\_4 = 4**  
Touch sensor charge / discharge speed

**TOUCH\_PAD\_SLOPE\_5 = 5**  
Touch sensor charge / discharge speed

**TOUCH\_PAD\_SLOPE\_6 = 6**  
Touch sensor charge / discharge speed

**TOUCH\_PAD\_SLOPE\_7 = 7**  
Touch sensor charge / discharge speed, fast

**TOUCH\_PAD\_SLOPE\_MAX**

**enum touch\_trigger\_mode\_t**

*Values:*

**TOUCH\_TRIGGER\_BELOW = 0**

Touch interrupt will happen if counter value is less than threshold.

**TOUCH\_TRIGGER\_ABOVE = 1**

Touch interrupt will happen if counter value is larger than threshold.

**TOUCH\_TRIGGER\_MAX**

**enum touch\_trigger\_src\_t**

*Values:*

**TOUCH\_TRIGGER\_SOURCE\_BOTH = 0**

wakeup interrupt is generated if both SET1 and SET2 are “touched”

**TOUCH\_TRIGGER\_SOURCE\_SET1 = 1**

wakeup interrupt is generated if SET1 is “touched”

**TOUCH\_TRIGGER\_SOURCE\_MAX**

**enum touch\_tie\_opt\_t**

*Values:*

**TOUCH\_PAD\_TIE\_OPT\_LOW = 0**

Initial level of charging voltage, low level

**TOUCH\_PAD\_TIE\_OPT\_HIGH = 1**

Initial level of charging voltage, high level

**TOUCH\_PAD\_TIE\_OPT\_MAX**

**enum touch\_fsm\_mode\_t**

*Values:*

**TOUCH\_FSM\_MODE\_TIMER = 0**

To start touch FSM by timer

**TOUCH\_FSM\_MODE\_SW**

To start touch FSM by software trigger

**TOUCH\_FSM\_MODE\_MAX**

## GPIO Lookup Macros

Some useful macros can be used to specified the GPIO number of a touchpad channel, or vice versa. e.g.

1. `TOUCH_PAD_NUM5_GPIO_NUM` is the GPIO number of channel 5 (12);
2. `TOUCH_PAD_GPIO4_CHANNEL` is the channel number of GPIO 4 (channel 0).

## Header File

- `soc/esp32/include/soc/touch_channel.h`

## Macros

TOUCH\_PAD\_GPIO4\_CHANNEL  
TOUCH\_PAD\_NUM0\_GPIO\_NUM  
TOUCH\_PAD\_GPIO0\_CHANNEL  
TOUCH\_PAD\_NUM1\_GPIO\_NUM  
TOUCH\_PAD\_GPIO2\_CHANNEL  
TOUCH\_PAD\_NUM2\_GPIO\_NUM  
TOUCH\_PAD\_GPIO15\_CHANNEL  
TOUCH\_PAD\_NUM3\_GPIO\_NUM  
TOUCH\_PAD\_GPIO13\_CHANNEL  
TOUCH\_PAD\_NUM4\_GPIO\_NUM  
TOUCH\_PAD\_GPIO12\_CHANNEL  
TOUCH\_PAD\_NUM5\_GPIO\_NUM  
TOUCH\_PAD\_GPIO14\_CHANNEL  
TOUCH\_PAD\_NUM6\_GPIO\_NUM  
TOUCH\_PAD\_GPIO27\_CHANNEL  
TOUCH\_PAD\_NUM7\_GPIO\_NUM  
TOUCH\_PAD\_GPIO33\_CHANNEL  
TOUCH\_PAD\_NUM8\_GPIO\_NUM  
TOUCH\_PAD\_GPIO32\_CHANNEL  
TOUCH\_PAD\_NUM9\_GPIO\_NUM

### 3.3.19 UART

#### Overview

A Universal Asynchronous Receiver/Transmitter (UART) is a component known to handle the timing requirements for a variety of widely-adapted interfaces (RS232, RS485, RS422, ...). A UART provides a widely adopted and cheap method to realize full-duplex or half-duplex data exchange among different devices.

There are three UART controllers available on the ESP32 chip. They are compatible with UART-enabled devices from various manufacturers. All UART controllers integrated in the ESP32 feature an identical set of registers for ease of programming and flexibility. In this documentation, these controllers are referred to as UART0, UART1, and UART2.

#### Functional Overview

The following overview describes functions and data types used to establish communication between ESP32 and some other UART device. The overview reflects a typical workflow when programming ESP32's UART driver and is broken down into the following sections:

1. *Setting Communication Parameters* - baud rate, data bits, stop bits, etc,
2. *Setting Communication Pins* - pins the other UART is connected to

3. *Driver Installation* - allocate ESP32's resources for the UART driver
4. *Running UART Communication* - send / receive the data
5. *Using Interrupts* - trigger interrupts on specific communication events
6. *Deleting Driver* - release ESP32's resources, if UART communication is not required anymore

The minimum to make the UART working is to complete the first four steps, the last two steps are optional.

The driver is identified by `uart_port_t`, that corresponds to one of the tree UART controllers. Such identification is present in all the following function calls.

### Setting Communication Parameters

There are two ways to set the communications parameters for UART. One is to do it in one shot by calling `uart_param_config()` provided with configuration parameters in `uart_config_t` structure.

The alternate way is to configure specific parameters individually by calling dedicated functions:

- Baud rate - `uart_set_baudrate()`
- Number of transmitted bits - `uart_set_word_length()` selected out of `uart_word_length_t`
- Parity control - `uart_set_parity()` selected out of `uart_parity_t`
- Number of stop bits - `uart_set_stop_bits()` selected out of `uart_stop_bits_t`
- Hardware flow control mode - `uart_set_hw_flow_ctrl()` selected out of `uart_hw_flowcontrol_t`
- Communication mode - `uart_set_mode()` selected out of `uart_mode_t`

Configuration example:

```
const int uart_num = UART_NUM_2;
uart_config_t uart_config = {
    .baud_rate = 115200,
    .data_bits = UART_DATA_8_BITS,
    .parity = UART_PARITY_DISABLE,
    .stop_bits = UART_STOP_BITS_1,
    .flow_ctrl = UART_HW_FLOWCTRL_CTS_RTS,
    .rx_flow_ctrl_thresh = 122,
};
// Configure UART parameters
ESP_ERROR_CHECK(uart_param_config(uart_num, &uart_config));
```

All the above functions have a `_get_` equivalent to retrieve the current setting, e.g. `uart_get_baudrate()`.

### Setting Communication Pins

In next step, after configuring communication parameters, we are setting physical GPIO pin numbers the other UART will be connected to. This is done in a single step by calling function `uart_set_pin()` and providing it with GPIO numbers, that driver should use for the Tx, Rx, RTS and CTS signals.

Instead of GPIO pin number we can enter a macro `UART_PIN_NO_CHANGE` and the currently allocated pin will not be changed. The same macro should be entered if certain pin will not be used.

```
// Set UART pins(TX: IO16 (UART2 default), RX: IO17 (UART2 default), RTS: IO18, CTS:
↪IO19)
ESP_ERROR_CHECK(uart_set_pin(UART_NUM_2, UART_PIN_NO_CHANGE, UART_PIN_NO_CHANGE, 18,
↪19));
```

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## Driver Installation

Once configuration of driver is complete, we can install it by calling `uart_driver_install()`. As result several resources required by the UART will be allocated. The type / size of resources are specified as function call parameters and concern:

- size of the send buffer
- size of the receive buffer
- the event queue handle and size
- flags to allocate an interrupt

Example:

```
// Setup UART buffered IO with event queue
const int uart_buffer_size = (1024 * 2);
QueueHandle_t uart_queue;
// Install UART driver using an event queue here
ESP_ERROR_CHECK(uart_driver_install(UART_NUM_2, uart_buffer_size, \
                                   uart_buffer_size, 10, &uart_queue, 0));
```

If all above steps have been complete, we are ready to connect the other UART device and check the communication.

## Running UART Communication

The processes of serial communication are under control of UART's hardware FSM. The data to be sent should be put into Tx FIFO buffer, FSM will serialize them and sent out. A similar process, but in reverse order, is done to receive the data. Incoming serial stream is processed by FSM and moved to the Rx FIFO buffer. Therefore the task of API's communication functions is limited to writing and reading the data to / from the respective buffer. This is reflected in some function names, e.g.: `uart_write_bytes()` to transmit the data out, or `uart_read_bytes()` to read the incoming data.

## Transmitting

The basic API function to write the data to Tx FIFO buffer is `uart_tx_chars()`. If the buffer contains not sent characters, this function will write what fits into the empty space and exit reporting the number of bytes actually written.

There is a 'companion' function `uart_wait_tx_done()` that waits until all the data are transmitted out and the Tx FIFO is empty.

```
// Wait for packet to be sent
const int uart_num = UART_NUM_2;
ESP_ERROR_CHECK(uart_wait_tx_done(uart_num, 100)); // wait timeout is 100 RTOS ticks
↳ (TickType_t)
```

An easier to work with function is `uart_write_bytes()`. It sets up an intermediate ring buffer and exits after copying the data to this buffer. When there is an empty space in the FIFO, the data are moved from the ring buffer to the FIFO in the background by an ISR. The code below demonstrates using of this function.

```
// Write data to UART.
char* test_str = "This is a test string.\n";
uart_write_bytes(uart_num, (const char*)test_str, strlen(test_str));
```

There is a similar function as above that adds a serial break signal after sending the data - `uart_write_bytes_with_break()`. The 'serial break signal' means holding TX line low for period longer than one data frame

```
// Write data to UART, end with a break signal.
uart_write_bytes_with_break(uart_num, "test break\n", strlen("test break\n"), 100);
```

### Receiving

To retrieve the data received by UART and saved in Rx FIFO, use function `uart_read_bytes()`. You can check in advance what is the number of bytes available in Rx FIFO by calling `uart_get_buffered_data_len()`. Below is the example of using this function:

```
// Read data from UART.
const int uart_num = UART_NUM_2;
uint8_t data[128];
int length = 0;
ESP_ERROR_CHECK(uart_get_buffered_data_len(uart_num, (size_t*)&length));
length = uart_read_bytes(uart_num, data, length, 100);
```

If the data in Rx FIFO is not required and should be discarded, call `uart_flush()`.

### Software Flow Control

When the hardware flow control is disabled, then use `uart_set_rts()` and `uart_set_dtr()` to manually set the levels of the RTS and DTR signals.

### Communication Mode Selection

The UART controller supports set of communication modes. The selection of mode can be performed using function `uart_set_mode()`. Once the specific mode is selected the UART driver will handle behavior of external peripheral according to mode. As an example it can control RS485 driver chip over RTS line to allow half-duplex RS485 communication.

```
// Setup UART in rs485 half duplex mode
ESP_ERROR_CHECK(uart_set_mode(uart_num, UART_MODE_RS485_HALF_DUPLEX));
```

### Using Interrupts

There are nineteen interrupts reported on specific states of UART or on detected errors. The full list of available interrupts is described in [ESP32 Technical Reference Manual \(PDF\)](#). To enable specific interrupts call `uart_enable_intr_mask()`, to disable call `uart_disable_intr_mask()`. The mask of all interrupts is available as `UART_INTR_MASK`. Registration of an handler to service interrupts is done with `uart_isr_register()`, freeing the handler with `uart_isr_free()`. To clear the interrupt status bits once the handler is called use `uart_clear_intr_status()`.



The API provides a convenient way to handle specific interrupts discussed above by wrapping them into dedicated functions:

- **Event detection** - there are several events defined in `uart_event_type_t` that may be reported to user application using FreeRTOS queue functionality. You can enable this functionality when calling `uart_driver_install()` described in *Driver Installation*. Example how to use it is covered in *peripherals/uart\_events*.
- **FIFO space threshold or transmission timeout reached** - the interrupts on TX or Rx FIFO buffer being filled with specific number of characters or on a timeout of sending or receiving data. To use these interrupts, first configure respective threshold values of the buffer length and the timeout by entering them in `uart_intr_config_t` structure and calling `uart_intr_config()`. Then enable interrupts with functions `uart_enable_rx_intr()` and `uart_enable_tx_intr()`. To disable these interrupts there are corresponding functions `uart_disable_rx_intr()` or `uart_disable_tx_intr()`.
- **Pattern detection** - an interrupt triggered on detecting a 'pattern' of the same character being sent number of times. The functions that allow to configure, enable and disable this interrupt are `uart_enable_pattern_det_intr()` and `cpp:func:uart_disable_pattern_det_intr`.

## Macros

The API provides several macros to define configuration parameters, e.g. `UART_FIFO_LEN` to define the length of the hardware FIFO buffers, `UART_BITRATE_MAX` that gives the maximum baud rate supported by UART, etc.

## Deleting Driver

If communication is established with `uart_driver_install()` for some specific period of time and then not required, the driver may be removed to free allocated resources by calling `uart_driver_delete()`.

## Overview of RS485 specific communication options

---

**Note:** Here and below the notation `UART_REGISTER.UART_OPTION_BIT` will be used to describe register options of UART. See the ESP32 Technical Reference Manual for more information.

---

- `UART_RS485_CONF_REG.UART_RS485_EN = 1`, enable RS485 communication mode support.
- `UART_RS485_CONF_REG.UART_RS485TX_RX_EN`, transmitter's output signal loop back to the receiver's input signal when this bit is set.
- `UART_RS485_CONF_REG.UART_RS485RXBY_TX_EN`, when bit is set the transmitter should send data when its receiver is busy (remove collisions automatically by hardware).

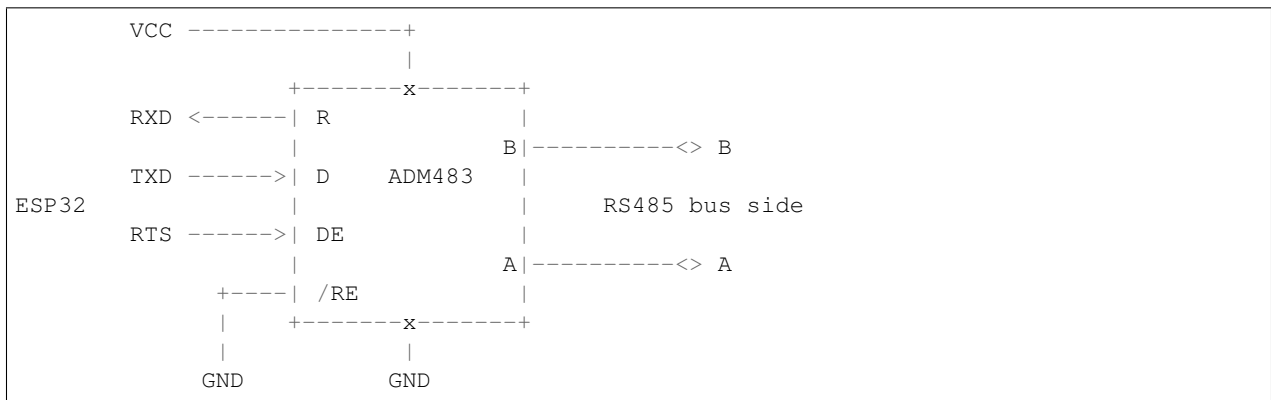
The on chip RS485 UART hardware is able to detect signal collisions during transmission of datagram and generate an interrupt `UART_RS485_CLASH_INT` when it is enabled. The term collision means that during transmission of datagram the received data is different with what has been transmitted out or framing errors exist. Data collisions are usually associated with the presence of other active devices on the bus or due to bus errors. The collision detection feature allows suppressing the collisions when its interrupt is activated and triggered. The `UART_RS485_FRM_ERR_INT` and `UART_RS485_PARITY_ERR_INT` interrupts can be used with collision detection feature to control frame errors and parity errors accordingly in RS485 mode. This functionality is supported in the UART driver and can be used with selected `UART_MODE_RS485_A` mode (see `uart_set_mode()` function). The collision detection option can work with circuit A and circuit C (see below) which allow collision detection. In case of using circuit number A or B, control of RTS pin connected to DE pin of bus driver should be provided manually by application. The function `uart_get_collision_flag()` allows to get collision detection flag from driver.

The ESP32 UART hardware is not able to control automatically the RTS pin connected to  $\sim$ RE/DE input of RS485 bus driver to provide half duplex communication. This can be done by UART driver software when `UART_MODE_RS485_HALF_DUPLEX` mode is selected using `uart_set_mode()` function. The UART driver software automatically asserts the RTS pin (logic 1) once the host writes data to the transmit FIFO, and deasserts RTS pin (logic 0) once the last bit of the data has been transmitted. To use this mode the software would have to disable the hardware flow control function. This mode works with any of used circuit showed below.

### Overview of RS485 interface connection options

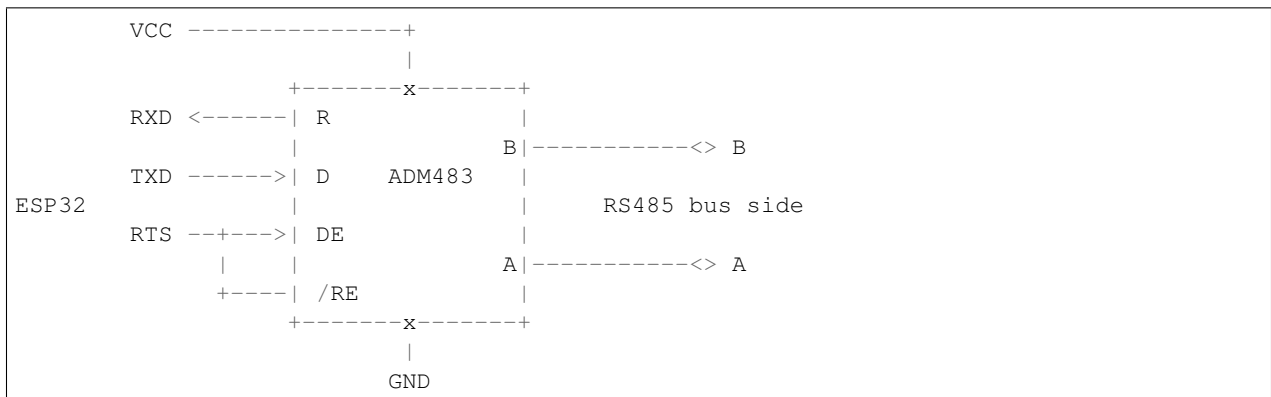
**Note:** The example schematics below are prepared for just demonstration of basic aspects of RS485 interface connection for ESP32 and may not contain all required elements. The Analog Devices ADM483 & ADM2483 are examples of common RS485 transceivers and other similar transceivers can also be used.

#### The circuit A: Collision detection circuit



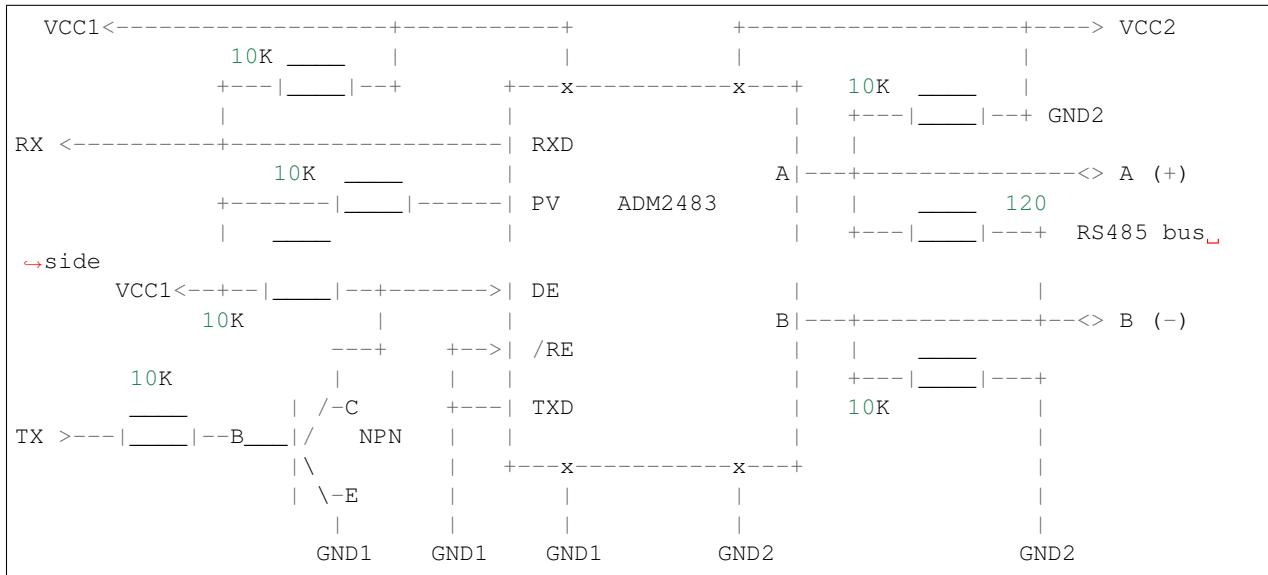
This circuit is preferred because it allows collision detection and is simple enough. The receiver in the line driver is constantly enabled that allows UART to monitor the RS485 bus. Echo suppression is done by the ESP32 chip hardware when the `UART_RS485_CONF_REG.UART_RS485TX_RX_EN` bit is enabled.

#### The circuit B: manual switching of transmitter/receiver without collision detection



This circuit does not allow collision detection. It suppresses the null bytes receive by hardware when UART\_RS485\_CONF\_REG.UART\_RS485TX\_RX\_EN is set. The bit UART\_RS485\_CONF\_REG.UART\_RS485RXBY\_TX\_EN is not applicable in this case.

### The circuit C: auto switching of transmitter/receiver



This galvanic isolated circuit does not require RTS pin control by software application or driver because it controls transceiver direction automatically. However it requires removing null bytes during transmission by setting UART\_RS485\_CONF\_REG.UART\_RS485RXBY\_TX\_EN = 1, UART\_RS485\_CONF\_REG.UART\_RS485TX\_RX\_EN = 0. This variant can work in any RS485 UART mode or even in UART\_MODE\_UART.

### Application Examples

Configure UART settings and install UART driver to read/write using UART1 interface: [peripherals/uart/uart\\_echo](#).

Demonstration of how to report various communication events and how to use pattern detection interrupts: [peripherals/uart/uart\\_events](#).

Transmitting and receiving with the same UART in two separate FreeRTOS tasks: [peripherals/uart/uart\\_async\\_rxtxtasks](#).

Using synchronous I/O multiplexing for UART file descriptors: [peripherals/uart/uart\\_select](#).

Setup of UART driver to communicate over RS485 interface in half-duplex mode: [peripherals/uart/uart\\_echo\\_rs485](#). This example is similar to `uart_echo` but provide communication through RS485 interface chip connected to ESP32 pins.

Demonstration of how to get GPS information by parsing NMEA0183 statements received from GPS via UART peripheral: [peripherals/uart/nmea0183\\_parser](#).

### API Reference

## Header File

- `driver/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\_FAIL Parameter error

### Parameters

- *uart\_num*: UART\_NUM\_0, UART\_NUM\_1 or UART\_NUM\_2
- *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\_FAIL Parameter error
- ESP\_OK Success, result will be put in (*\*data\_bit*)

### Parameters

- *uart\_num*: UART\_NUM\_0, UART\_NUM\_1 or UART\_NUM\_2
- *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\_FAIL Fail

### Parameters

- *uart\_num*: UART\_NUM\_0, UART\_NUM\_1 or UART\_NUM\_2
- *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\_FAIL Parameter error
- ESP\_OK Success, result will be put in (*\*stop\_bit*)

### Parameters

- `uart_num`: UART\_NUM\_0, UART\_NUM\_1 or UART\_NUM\_2
- `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\_FAIL Parameter error
- ESP\_OK Success

#### Parameters

- `uart_num`: UART\_NUM\_0, UART\_NUM\_1 or UART\_NUM\_2
- `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\_FAIL Parameter error
- ESP\_OK Success, result will be put in (*\*parity\_mode*)

#### Parameters

- `uart_num`: UART\_NUM\_0, UART\_NUM\_1 or UART\_NUM\_2
- `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\_FAIL Parameter error
- ESP\_OK Success

#### Parameters

- `uart_num`: UART\_NUM\_0, UART\_NUM\_1 or UART\_NUM\_2
- `baudrate`: UART baud rate.

*esp\_err\_t* **uart\_get\_baudrate** (*uart\_port\_t* *uart\_num*, *uint32\_t* *\*baudrate*)  
Get UART baud rate.

#### Return

- ESP\_FAIL Parameter error
- ESP\_OK Success, result will be put in (*\*baudrate*)

#### Parameters

- `uart_num`: UART\_NUM\_0, UART\_NUM\_1 or UART\_NUM\_2
- `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\_FAIL Parameter error

**Parameters**

- *uart\_num*: UART\_NUM\_0, UART\_NUM\_1 or UART\_NUM\_2
- *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*)

Set hardware flow control.

**Return**

- ESP\_OK Success
- ESP\_FAIL Parameter error

**Parameters**

- *uart\_num*: UART\_NUM\_0, UART\_NUM\_1 or UART\_NUM\_2
- *flow\_ctrl*: Hardware flow control mode
- *rx\_thresh*: Threshold of Hardware RX flow control (0 ~ UART\_FIFO\_LEN). Only when UART\_HW\_FLOWCTRL\_RTS is set, will the *rx\_thresh* value be set.

*esp\_err\_t* **uart\_set\_sw\_flow\_ctrl** (*uart\_port\_t* *uart\_num*, *bool* *enable*, *uint8\_t* *rx\_thresh\_xon*, *uint8\_t* *rx\_thresh\_xoff*)

Set software flow control.

**Return**

- ESP\_OK Success
- ESP\_FAIL Parameter error

**Parameters**

- *uart\_num*: UART\_NUM\_0, UART\_NUM\_1 or UART\_NUM\_2
- *enable*: switch on or off
- *rx\_thresh\_xon*: low water mark
- *rx\_thresh\_xoff*: high water mark

*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\_FAIL Parameter error
- ESP\_OK Success, result will be put in (*\*flow\_ctrl*)

**Parameters**

- `uart_num`: UART\_NUM\_0, UART\_NUM\_1 or UART\_NUM\_2
- `flow_ctrl`: Option for different flow control mode.

*esp\_err\_t* **uart\_clear\_intr\_status** (*uart\_port\_t* `uart_num`, *uint32\_t* `clr_mask`)

Clear UART interrupt status.

**Return**

- ESP\_OK Success
- ESP\_FAIL Parameter error

**Parameters**

- `uart_num`: UART\_NUM\_0, UART\_NUM\_1 or UART\_NUM\_2
- `clr_mask`: Bit mask of the interrupt status to be cleared. The bit mask should be composed from the fields of register UART\_INT\_CLR\_REG.

*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\_FAIL Parameter error

**Parameters**

- `uart_num`: UART\_NUM\_0, UART\_NUM\_1 or UART\_NUM\_2
- `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\_FAIL Parameter error

**Parameters**

- `uart_num`: UART\_NUM\_0, UART\_NUM\_1 or UART\_NUM\_2
- `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\_FAIL Parameter error

**Parameters**

- `uart_num`: UART\_NUM\_0, UART\_NUM\_1 or UART\_NUM\_2

*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\_FAIL Parameter error

**Parameters**

- `uart_num`: UART\_NUM\_0, UART\_NUM\_1 or UART\_NUM\_2

*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\_FAIL Parameter error

**Parameters**

- `uart_num`: UART\_NUM\_0, UART\_NUM\_1 or UART\_NUM\_2

*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\_FAIL Parameter error

**Parameters**

- `uart_num`: UART\_NUM\_0, UART\_NUM\_1 or UART\_NUM\_2
- `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*, int *intr\_alloc\_flags*, *uart\_isr\_handle\_t* \**handle* Register UART interrupt handler (ISR).

**Note** UART ISR handler will be attached to the same CPU core that this function is running on.

**Return**

- ESP\_OK Success
- ESP\_FAIL Parameter error

**Parameters**

- `uart_num`: UART\_NUM\_0, UART\_NUM\_1 or UART\_NUM\_2
- `fn`: Interrupt handler function.
- `arg`: parameter for handler function



- `intr_alloc_flags`: Flags used to allocate the interrupt. One or multiple (ORred) `ESP_INTR_FLAG_*` values. See `esp_intr_alloc.h` for more info.
- `handle`: Pointer to return handle. If non-NULL, a handle for the interrupt will be returned here.

*esp\_err\_t* **uart\_isr\_free** (*uart\_port\_t* *uart\_num*)

Free UART interrupt handler registered by `uart_isr_register`. Must be called on the same core as `uart_isr_register` was called.

#### Return

- `ESP_OK` Success
- `ESP_FAIL` Parameter error

#### Parameters

- `uart_num`: `UART_NUM_0`, `UART_NUM_1` or `UART_NUM_2`

*esp\_err\_t* **uart\_set\_pin** (*uart\_port\_t* *uart\_num*, *int* *tx\_io\_num*, *int* *rx\_io\_num*, *int* *rts\_io\_num*, *int* *cts\_io\_num*)

Set UART pin number.

**Note** Internal signal can be output to multiple GPIO pads. Only one GPIO pad can connect with input signal.

**Note** Instead of GPIO number a macro ‘`UART_PIN_NO_CHANGE`’ may be provided to keep the currently allocated pin.

#### Return

- `ESP_OK` Success
- `ESP_FAIL` Parameter error

#### Parameters

- `uart_num`: `UART_NUM_0`, `UART_NUM_1` or `UART_NUM_2`
- `tx_io_num`: UART TX pin GPIO number.
- `rx_io_num`: UART RX pin GPIO number.
- `rts_io_num`: UART RTS pin GPIO number.
- `cts_io_num`: UART CTS pin GPIO number.

*esp\_err\_t* **uart\_set\_rts** (*uart\_port\_t* *uart\_num*, *int* *level*)

Manually set the UART RTS pin level.

**Note** UART must be configured with hardware flow control disabled.

#### Return

- `ESP_OK` Success
- `ESP_FAIL` Parameter error

#### Parameters

- `uart_num`: `UART_NUM_0`, `UART_NUM_1` or `UART_NUM_2`
- `level`: 1: RTS output low (active); 0: RTS output high (block)

*esp\_err\_t* **uart\_set\_dtr** (*uart\_port\_t* *uart\_num*, *int* *level*)

Manually set the UART DTR pin level.

**Return**

- ESP\_OK Success
- ESP\_FAIL Parameter error

**Parameters**

- `uart_num`: UART\_NUM\_0, UART\_NUM\_1 or UART\_NUM\_2
- `level`: 1: DTR output low; 0: DTR output high

*esp\_err\_t* **uart\_set\_tx\_idle\_num**(*uart\_port\_t* `uart_num`, *uint16\_t* `idle_num`)  
Set UART idle interval after tx FIFO is empty.

**Return**

- ESP\_OK Success
- ESP\_FAIL Parameter error

**Parameters**

- `uart_num`: UART\_NUM\_0, UART\_NUM\_1 or UART\_NUM\_2
- `idle_num`: idle interval after tx FIFO is empty(unit: the time it takes to send one bit under current baudrate)

*esp\_err\_t* **uart\_param\_config**(*uart\_port\_t* `uart_num`, **const** *uart\_config\_t* \*`uart_config`)  
Set UART configuration parameters.

**Return**

- ESP\_OK Success
- ESP\_FAIL Parameter error

**Parameters**

- `uart_num`: UART\_NUM\_0, UART\_NUM\_1 or UART\_NUM\_2
- `uart_config`: UART parameter settings

*esp\_err\_t* **uart\_intr\_config**(*uart\_port\_t* `uart_num`, **const** *uart\_intr\_config\_t* \*`intr_conf`)  
Configure UART interrupts.

**Return**

- ESP\_OK Success
- ESP\_FAIL Parameter error

**Parameters**

- `uart_num`: UART\_NUM\_0, UART\_NUM\_1 or UART\_NUM\_2
- `intr_conf`: UART interrupt settings

*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* `intr_alloc_flags`)

Install UART driver.

UART ISR handler will be attached to the same CPU core that this function is running on.

**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\_FAIL Parameter error

#### Parameters

- uart\_num: UART\_NUM\_0, UART\_NUM\_1 or UART\_NUM\_2
- 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.
- intr\_alloc\_flags: Flags used to allocate the interrupt. One or multiple (ORred) ESP\_INTR\_FLAG\_\* values. See esp\_intr\_alloc.h for more info. Do not set ESP\_INTR\_FLAG\_IRAM here (the driver's ISR handler is not located in IRAM)

*esp\_err\_t* **uart\_driver\_delete** (*uart\_port\_t* uart\_num)

Uninstall UART driver.

#### Return

- ESP\_OK Success
- ESP\_FAIL Parameter error

#### Parameters

- uart\_num: UART\_NUM\_0, UART\_NUM\_1 or UART\_NUM\_2

*esp\_err\_t* **uart\_wait\_tx\_done** (*uart\_port\_t* uart\_num, TickType\_t ticks\_to\_wait)

Wait until UART TX FIFO is empty.

#### Return

- ESP\_OK Success
- ESP\_FAIL Parameter error
- ESP\_ERR\_TIMEOUT Timeout

#### Parameters

- uart\_num: UART\_NUM\_0, UART\_NUM\_1 or UART\_NUM\_2
- 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\_NUM\_0, UART\_NUM\_1 or UART\_NUM\_2
- `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\_NUM\_0, UART\_NUM\_1 or UART\_NUM\_2
- `src`: data buffer address
- `size`: data length to send

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

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 and the break signal have been sent out. After all data is sent out, send a break signal.

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. After all data sent out, send a break signal.

#### Return

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

#### Parameters

- `uart_num`: UART\_NUM\_0, UART\_NUM\_1 or UART\_NUM\_2
- `src`: data buffer address
- `size`: data length to send
- `brk_len`: break signal duration(unit: the time it takes to send one bit at current baudrate)

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\_NUM\_0, UART\_NUM\_1 or UART\_NUM\_2
- `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\_FAIL Parameter error

**Parameters**

- `uart_num`: UART\_NUM\_0, UART\_NUM\_1 or UART\_NUM\_2

*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\_FAIL Parameter error

**Parameters**

- `uart_num`: UART\_NUM\_0, UART\_NUM\_1 or UART\_NUM\_2

*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\_FAIL Parameter error

**Parameters**

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

*esp\_err\_t* **uart\_disable\_pattern\_det\_intr** (*uart\_port\_t* *uart\_num*)

UART disable pattern detect function. Designed for applications like 'AT commands'. When the hardware detects a series of one same character, the interrupt will be triggered.

#### Return

- ESP\_OK Success
- ESP\_FAIL Parameter error

#### Parameters

- `uart_num`: UART port number.

`esp_err_t uart_enable_pattern_det_intr`(*uart\_port\_t* `uart_num`, *char* `pattern_chr`, *uint8\_t* `chr_num`, *int* `chr_tout`, *int* `post_idle`, *int* `pre_idle`)

UART enable pattern detect function. Designed for applications like 'AT commands'. When the hardware detect a series of one same character, the interrupt will be triggered.

#### Return

- ESP\_OK Success
- ESP\_FAIL Parameter error

#### Parameters

- `uart_num`: UART port number.
- `pattern_chr`: character of the pattern
- `chr_num`: number of the character, 8bit value.
- `chr_tout`: timeout of the interval between each pattern characters, 24bit value, unit is APB (80Mhz) clock cycle. When the duration is less than this value, it will not take this data as `at_cmd` char
- `post_idle`: idle time after the last pattern character, 24bit value, unit is APB (80Mhz) clock cycle. When the duration is less than this value, it will not take the previous data as the last `at_cmd` char
- `pre_idle`: idle time before the first pattern character, 24bit value, unit is APB (80Mhz) clock cycle. When the duration is less than this value, it will not take this data as the first `at_cmd` char

`int uart_pattern_pop_pos`(*uart\_port\_t* `uart_num`)

Return the nearest detected pattern position in buffer. The positions of the detected pattern are saved in a queue, this function will dequeue the first pattern position and move the pointer to next pattern position.

The following APIs will modify the pattern position info: `uart_flush_input`, `uart_read_bytes`, `uart_driver_delete`, `uart_pop_pattern_pos` It is the application's responsibility to ensure atomic access to the pattern queue and the rx data buffer when using pattern detect feature.

**Note** If the RX buffer is full and flow control is not enabled, the detected pattern may not be found in the rx buffer due to overflow.

#### Return

- (-1) No pattern found for current index or parameter error
- others the pattern position in rx buffer.

#### Parameters

- `uart_num`: UART port number

`int uart_pattern_get_pos`(*uart\_port\_t* `uart_num`)

Return the nearest detected pattern position in buffer. The positions of the detected pattern are saved in a queue, This function do nothing to the queue.

The following APIs will modify the pattern position info: `uart_flush_input`, `uart_read_bytes`, `uart_driver_delete`, `uart_pop_pattern_pos`. It is the application's responsibility to ensure atomic access to the pattern queue and the rx data buffer when using pattern detect feature.

**Note** If the RX buffer is full and flow control is not enabled, the detected pattern may not be found in the rx buffer due to overflow.

#### Return

- (-1) No pattern found for current index or parameter error
- others the pattern position in rx buffer.

#### Parameters

- `uart_num`: UART port number

*esp\_err\_t* **uart\_pattern\_queue\_reset** (*uart\_port\_t* `uart_num`, *int* `queue_length`)

Allocate a new memory with the given length to save record the detected pattern position in rx buffer.

#### Return

- `ESP_ERR_NO_MEM` No enough memory
- `ESP_ERR_INVALID_STATE` Driver not installed
- `ESP_FAIL` Parameter error
- `ESP_OK` Success

#### Parameters

- `uart_num`: UART port number
- `queue_length`: Max queue length for the detected pattern. If the queue length is not large enough, some pattern positions might be lost. Set this value to the maximum number of patterns that could be saved in data buffer at the same time.

*esp\_err\_t* **uart\_set\_mode** (*uart\_port\_t* `uart_num`, *uart\_mode\_t* `mode`)

UART set communication mode.

**Note** This function must be executed after `uart_driver_install()`, when the driver object is initialized.

#### Return

- `ESP_OK` Success
- `ESP_ERR_INVALID_ARG` Parameter error

#### Parameters

- `uart_num`: Uart number to configure
- `mode`: UART UART mode to set

*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

- ESP\_ERR\_INVALID\_STATE Driver is not installed

#### 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.

*esp\_err\_t* **uart\_get\_collision\_flag**(*uart\_port\_t* `uart_num`, *bool \**`collision_flag`)

Returns collision detection flag for RS485 mode Function returns the collision detection flag into variable pointed by `collision_flag`. `*collision_flag = true`, if collision detected else it is equal to false. This function should be executed when actual transmission is completed (after `uart_write_bytes()`).

#### Return

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

#### Parameters

- `uart_num`: Uart number to configure
- `collision_flag`: Pointer to variable of type `bool` to return collision flag.

*esp\_err\_t* **uart\_set\_wakeup\_threshold**(*uart\_port\_t* `uart_num`, *int* `wakeup_threshold`)

Set the number of RX pin signal edges for light sleep wakeup.

UART can be used to wake up the system from light sleep. This feature works by counting the number of positive edges on RX pin and comparing the count to the threshold. When the count exceeds the threshold, system is woken up from light sleep. This function allows setting the threshold value.

Stop bit and parity bits (if enabled) also contribute to the number of edges. For example, letter 'a' with ASCII code 97 is encoded as 0100001101 on the wire (with 8n1 configuration), start and stop bits included. This sequence has 3 positive edges (transitions from 0 to 1). Therefore, to wake up the system when 'a' is sent, set `wakeup_threshold=3`.

The character that triggers wakeup is not received by UART (i.e. it can not be obtained from UART FIFO). Depending on the baud rate, a few characters after that will also not be received. Note that when the chip enters and exits light sleep mode, APB frequency will be changing. To make sure that UART has correct baud rate all the time, select REF\_TICK as UART clock source, by setting `use_ref_tick` field in `uart_config_t` to true.

**Note** in ESP32, the wakeup signal can only be input via IO\_MUX (i.e. GPIO3 should be configured as `function_1` to wake up UART0, GPIO9 should be configured as `function_5` to wake up UART1), UART2 does not support light sleep wakeup feature.

#### Return

- ESP\_OK on success
- ESP\_ERR\_INVALID\_ARG if `uart_num` is incorrect or `wakeup_threshold` is outside of [3, 0x3ff] range.

#### Parameters

- `uart_num`: UART number
- `wakeup_threshold`: number of RX edges for light sleep wakeup, value is 3 .. 0x3ff.



*esp\_err\_t* **uart\_get\_wakeup\_threshold**(*uart\_port\_t* *uart\_num*, int \**out\_wakeup\_threshold*)

Get the number of RX pin signal edges for light sleep wakeup.

See description of `uart_set_wakeup_threshold` for the explanation of UART wakeup feature.

#### Return

- ESP\_OK on success
- ESP\_ERR\_INVALID\_ARG if `out_wakeup_threshold` is NULL

#### Parameters

- `uart_num`: UART number
- `out_wakeup_threshold`: output, set to the current value of wakeup threshold for the given UART.

## 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

bool **use\_ref\_tick**

Set to true if UART should be clocked from REF\_TICK

**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_BITRATE_MAX`  
Max bit rate supported by UART

`UART_PIN_NO_CHANGE`  
Constant for `uart_set_pin` function which indicates that UART pin should not be changed

`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

### Type Definitions

`typedef intr_handle_t uart_isr_handle_t`

## Enumerations

### enum uart\_mode\_t

UART mode selection.

*Values:*

**UART\_MODE\_UART** = 0x00

mode: regular UART mode

**UART\_MODE\_RS485\_HALF\_DUPLEX** = 0x01

mode: half duplex RS485 UART mode control by RTS pin

**UART\_MODE\_IRDA** = 0x02

mode: IRDA UART mode

**UART\_MODE\_RS485\_COLLISION\_DETECT** = 0x03

mode: RS485 collision detection UART mode (used for test purposes)

**UART\_MODE\_RS485\_APP\_CTRL** = 0x04

mode: application control RS485 UART mode (used for test purposes)

### 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 base address 0x3ff40000

**UART\_NUM\_1** = 0x1  
UART base address 0x3ff50000

**UART\_NUM\_2** = 0x2  
UART base address 0x3ff6e000

**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\_BREAK**  
UART break 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\_DATA\_BREAK**

UART TX data and break event

**UART\_PATTERN\_DET**

UART pattern detected

**UART\_EVENT\_MAX**

UART event max index

## GPIO Lookup Macros

You can use macros to specify the **direct** GPIO (UART module connected to pads through direct IO mux without the GPIO mux) number of a UART channel, or vice versa. The pin name can be omitted if the channel of a GPIO number is specified, e.g.:

1. `UART_NUM_2_TXD_DIRECT_GPIO_NUM` is the GPIO number of UART channel 2 TXD pin (17);
2. `UART_GPIO19_DIRECT_CHANNEL` is the UART channel number of GPIO 19 (channel 0);
3. `UART_CTS_GPIO19_DIRECT_CHANNEL` is the UART channel number of GPIO 19, and GPIO 19 must be a CTS pin (channel 0).

## Header File

- `soc/esp32/include/soc/uart_channel.h`

## Macros

`UART_GPIO1_DIRECT_CHANNEL``UART_NUM_0_TXD_DIRECT_GPIO_NUM``UART_GPIO3_DIRECT_CHANNEL``UART_NUM_0_RXD_DIRECT_GPIO_NUM``UART_GPIO19_DIRECT_CHANNEL``UART_NUM_0_CTS_DIRECT_GPIO_NUM``UART_GPIO22_DIRECT_CHANNEL``UART_NUM_0_RTS_DIRECT_GPIO_NUM``UART_TXD_GPIO1_DIRECT_CHANNEL``UART_RXD_GPIO3_DIRECT_CHANNEL``UART_CTS_GPIO19_DIRECT_CHANNEL``UART_RTS_GPIO22_DIRECT_CHANNEL``UART_GPIO10_DIRECT_CHANNEL``UART_NUM_1_TXD_DIRECT_GPIO_NUM``UART_GPIO9_DIRECT_CHANNEL``UART_NUM_1_RXD_DIRECT_GPIO_NUM``UART_GPIO6_DIRECT_CHANNEL`

```
UART_NUM_1_CTS_DIRECT_GPIO_NUM
UART_GPIO11_DIRECT_CHANNEL
UART_NUM_1_RTS_DIRECT_GPIO_NUM
UART_TXD_GPIO10_DIRECT_CHANNEL
UART_RXD_GPIO9_DIRECT_CHANNEL
UART_CTS_GPIO6_DIRECT_CHANNEL
UART_RTS_GPIO11_DIRECT_CHANNEL
UART_GPIO17_DIRECT_CHANNEL
UART_NUM_2_TXD_DIRECT_GPIO_NUM
UART_GPIO16_DIRECT_CHANNEL
UART_NUM_2_RXD_DIRECT_GPIO_NUM
UART_GPIO8_DIRECT_CHANNEL
UART_NUM_2_CTS_DIRECT_GPIO_NUM
UART_GPIO7_DIRECT_CHANNEL
UART_NUM_2_RTS_DIRECT_GPIO_NUM
UART_TXD_GPIO17_DIRECT_CHANNEL
UART_RXD_GPIO16_DIRECT_CHANNEL
UART_CTS_GPIO8_DIRECT_CHANNEL
UART_RTS_GPIO7_DIRECT_CHANNEL
```

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

## 3.4 Application Protocols

### 3.4.1 mDNS Service

#### Overview

mDNS is a multicast UDP service that is used to provide local network service and host discovery.

mDNS is installed by default on most operating systems or is available as separate package. On Mac OS it is installed by default and is called `Bonjour`. Apple releases an installer for Windows that can be found on [Apple's support page](#). On Linux, mDNS is provided by `avahi` and is usually installed by default.

#### mDNS Properties

- `hostname`: the hostname that the device will respond to. If not set, the hostname will be read from the interface. Example: `my-esp32` will resolve to `my-esp32.local`
- `default_instance`: friendly name for your device, like `Jhon's ESP32 Thing`. If not set, hostname will be used.

Example method to start mDNS for the STA interface and set `hostname` and `default_instance`:

```

void start_mdns_service()
{
    //initialize mDNS service
    esp_err_t err = mdns_init();
    if (err) {
        printf("MDNS Init failed: %d\n", err);
        return;
    }

    //set hostname
    mdns_hostname_set("my-esp32");
    //set default instance
    mdns_instance_name_set("Jhon's ESP32 Thing");
}

```

## mDNS Services

mDNS can advertise information about network services that your device offers. Each service is defined by a few properties.

- `instance_name`: friendly name for your service, like Jhon's ESP32 Web Server. If not defined, `default_instance` will be used.
- `service_type`: (required) service type, prepended with underscore. Some common types can be found [here](#).
- `proto`: (required) protocol that the service runs on, prepended with underscore. Example: `_tcp` or `_udp`
- `port`: (required) network port that the service runs on
- `txt`: {var, val} array of strings, used to define properties for your service

Example method to add a few services and different properties:

```

void add_mdns_services()
{
    //add our services
    mdns_service_add(NULL, "_http", "_tcp", 80, NULL, 0);
    mdns_service_add(NULL, "_arduino", "_tcp", 3232, NULL, 0);
    mdns_service_add(NULL, "_myservice", "_udp", 1234, NULL, 0);

    //NOTE: services must be added before their properties can be set
    //use custom instance for the web server
    mdns_service_instance_name_set("_http", "_tcp", "Jhon's ESP32 Web Server");

    mdns_txt_item_t serviceTxtData[3] = {
        {"board", "esp32"},
        {"u", "user"},
        {"p", "password"}
    };
    //set txt data for service (will free and replace current data)
    mdns_service_txt_set("_http", "_tcp", serviceTxtData, 3);

    //change service port
    mdns_service_port_set("_myservice", "_udp", 4321);
}

```

## mDNS Query

mDNS provides methods for browsing for services and resolving host's IP/IPv6 addresses.

Results for services are returned as a linked list of `mdns_result_t` objects.

Example method to resolve host IPs:

```
void resolve_mdns_host(const char * host_name)
{
    printf("Query A: %s.local", host_name);

    struct ip4_addr addr;
    addr.addr = 0;

    esp_err_t err = mdns_query_a(host_name, 2000, &addr);
    if(err){
        if(err == ESP_ERR_NOT_FOUND){
            printf("Host was not found!");
            return;
        }
        printf("Query Failed");
        return;
    }

    printf(IPSTR, IP2STR(&addr));
}
```

Example method to resolve local services:

```
static const char * if_str[] = {"STA", "AP", "ETH", "MAX"};
static const char * ip_protocol_str[] = {"V4", "V6", "MAX"};

void mdns_print_results(mdns_result_t * results){
    mdns_result_t * r = results;
    mdns_ip_addr_t * a = NULL;
    int i = 1, t;
    while(r){
        printf("%d: Interface: %s, Type: %s\n", i++, if_str[r->tcpip_if], ip_protocol_
        ↪str[r->ip_protocol]);
        if(r->instance_name){
            printf(" PTR : %s\n", r->instance_name);
        }
        if(r->hostname){
            printf(" SRV : %s.local:%u\n", r->hostname, r->port);
        }
        if(r->txt_count){
            printf(" TXT : [%u] ", r->txt_count);
            for(t=0; t<r->txt_count; t++){
                printf("%s=%s; ", r->txt[t].key, r->txt[t].value);
            }
            printf("\n");
        }
        a = r->addr;
        while(a){
            if(a->addr.type == MDNS_IP_PROTOCOL_V6){
                printf(" AAAA: " IPV6STR "\n", IPV62STR(a->addr.u_addr.ip6));
            } else {
```

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```

        printf(" A : " IPSTR "\n", IP2STR(&(a->addr.u_addr.ip4)));
    }
    a = a->next;
}
r = r->next;
}

}

void find_mdns_service(const char * service_name, const char * proto)
{
    ESP_LOGI(TAG, "Query PTR: %s.%s.local", service_name, proto);

    mdns_result_t * results = NULL;
    esp_err_t err = mdns_query_ptr(service_name, proto, 3000, 20, &results);
    if(err){
        ESP_LOGE(TAG, "Query Failed");
        return;
    }
    if(!results){
        ESP_LOGW(TAG, "No results found!");
        return;
    }

    mdns_print_results(results);
    mdns_query_results_free(results);
}

```

Example of using the methods above:

```

void my_app_some_method(){
    //search for esp32-mdns.local
    resolve_mdns_host("esp32-mdns");

    //search for HTTP servers
    find_mdns_service("_http", "_tcp");
    //or file servers
    find_mdns_service("_smb", "_tcp"); //windows sharing
    find_mdns_service("_afpovertcp", "_tcp"); //apple sharing
    find_mdns_service("_nfs", "_tcp"); //NFS server
    find_mdns_service("_ftp", "_tcp"); //FTP server
    //or networked printer
    find_mdns_service("_printer", "_tcp");
    find_mdns_service("_ipp", "_tcp");
}

```

## Application Example

mDNS server/scanner example: [protocols/mdns](#).

## API Reference

## Header File

- `mdns/include/mdns.h`

## Functions

*esp\_err\_t* **mdns\_init** ()

Initialize mDNS on given interface.

### Return

- `ESP_OK` on success
- `ESP_ERR_INVALID_ARG` when bad `tcpip_if` is given
- `ESP_ERR_INVALID_STATE` when the network returned error
- `ESP_ERR_NO_MEM` on memory error
- `ESP_ERR_WIFI_NOT_INIT` when WiFi is not initialized by `eps_wifi_init`

void **mdns\_free** ()

Stop and free mDNS server.

*esp\_err\_t* **mdns\_hostname\_set** (**const** char \**hostname*)

Set the hostname for mDNS server required if you want to advertise services.

### Return

- `ESP_OK` success
- `ESP_ERR_INVALID_ARG` Parameter error
- `ESP_ERR_NO_MEM` memory error

### Parameters

- `hostname`: Hostname to set

*esp\_err\_t* **mdns\_instance\_name\_set** (**const** char \**instance\_name*)

Set the default instance name for mDNS server.

### Return

- `ESP_OK` success
- `ESP_ERR_INVALID_ARG` Parameter error
- `ESP_ERR_NO_MEM` memory error

### Parameters

- `instance_name`: Instance name to set

*esp\_err\_t* **mdns\_service\_add** (**const** char \**instance\_name*, **const** char \**service\_type*, **const** char \**proto*, **uint16\_t** *port*, *mdns\_txt\_item\_t* *txt*[], **size\_t** *num\_items*)

Add service to mDNS server.

### Return

- `ESP_OK` success

- ESP\_ERR\_INVALID\_ARG Parameter error
- ESP\_ERR\_NO\_MEM memory error

#### Parameters

- `instance_name`: instance name to set. If NULL, global instance name or hostname will be used
- `service_type`: service type (`_http`, `_ftp`, etc)
- `proto`: service protocol (`_tcp`, `_udp`)
- `port`: service port
- `num_items`: number of items in TXT data
- `txt`: string array of TXT data (eg. `{{"var","val"},"{"other","2"}}`)

*esp\_err\_t* **mdns\_service\_remove** (**const** char \**service\_type*, **const** char \**proto*)  
Remove service from mDNS server.

#### Return

- ESP\_OK success
- ESP\_ERR\_INVALID\_ARG Parameter error
- ESP\_ERR\_NOT\_FOUND Service not found
- ESP\_FAIL unknown error

#### Parameters

- `service_type`: service type (`_http`, `_ftp`, etc)
- `proto`: service protocol (`_tcp`, `_udp`)

*esp\_err\_t* **mdns\_service\_instance\_name\_set** (**const** char \**service\_type*, **const** char \**proto*,  
**const** char \**instance\_name*)

Set instance name for service.

#### Return

- ESP\_OK success
- ESP\_ERR\_INVALID\_ARG Parameter error
- ESP\_ERR\_NOT\_FOUND Service not found
- ESP\_ERR\_NO\_MEM memory error

#### Parameters

- `service_type`: service type (`_http`, `_ftp`, etc)
- `proto`: service protocol (`_tcp`, `_udp`)
- `instance_name`: instance name to set

*esp\_err\_t* **mdns\_service\_port\_set** (**const** char \**service\_type*, **const** char \**proto*, `uint16_t` *port*)  
Set service port.

#### Return

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

- ESP\_ERR\_NOT\_FOUND Service not found

**Parameters**

- *service\_type*: service type (*\_http*, *\_ftp*, etc)
- *proto*: service protocol (*\_tcp*, *\_udp*)
- *port*: service port

*esp\_err\_t* **mdns\_service\_txt\_set** (**const** char *\*service\_type*, **const** char *\*proto*, *mdns\_txt\_item\_t* *txt*[], *uint8\_t num\_items*)

Replace all TXT items for service.

**Return**

- ESP\_OK success
- ESP\_ERR\_INVALID\_ARG Parameter error
- ESP\_ERR\_NOT\_FOUND Service not found
- ESP\_ERR\_NO\_MEM memory error

**Parameters**

- *service\_type*: service type (*\_http*, *\_ftp*, etc)
- *proto*: service protocol (*\_tcp*, *\_udp*)
- *num\_items*: number of items in TXT data
- *txt*: array of TXT data (eg. `{{"var","val"}, {"other","2"}}`)

*esp\_err\_t* **mdns\_service\_txt\_item\_set** (**const** char *\*service\_type*, **const** char *\*proto*, **const** char *\*key*, **const** char *\*value*)

Set/Add TXT item for service TXT record.

**Return**

- ESP\_OK success
- ESP\_ERR\_INVALID\_ARG Parameter error
- ESP\_ERR\_NOT\_FOUND Service not found
- ESP\_ERR\_NO\_MEM memory error

**Parameters**

- *service\_type*: service type (*\_http*, *\_ftp*, etc)
- *proto*: service protocol (*\_tcp*, *\_udp*)
- *key*: the key that you want to add/update
- *value*: the new value of the key

*esp\_err\_t* **mdns\_service\_txt\_item\_remove** (**const** char *\*service\_type*, **const** char *\*proto*, **const** char *\*key*)

Remove TXT item for service TXT record.

**Return**

- ESP\_OK success

- `ESP_ERR_INVALID_ARG` Parameter error
- `ESP_ERR_NOT_FOUND` Service not found
- `ESP_ERR_NO_MEM` memory error

#### Parameters

- `service_type`: service type (`_http`, `_ftp`, etc)
- `proto`: service protocol (`_tcp`, `_udp`)
- `key`: the key that you want to remove

`esp_err_t mdns_service_remove_all()`

Remove and free all services from mDNS server.

#### Return

- `ESP_OK` success
- `ESP_ERR_INVALID_ARG` Parameter error

`esp_err_t mdns_query(const char *name, const char *service_type, const char *proto, uint16_t type, uint32_t timeout, size_t max_results, mdns_result_t **results)`

Query mDNS for host or service All following query methods are derived from this one.

#### Return

- `ESP_OK` success
- `ESP_ERR_INVALID_STATE` mDNS is not running
- `ESP_ERR_NO_MEM` memory error
- `ESP_ERR_INVALID_ARG` timeout was not given

#### Parameters

- `name`: service instance or host name (NULL for PTR queries)
- `service_type`: service type (`_http`, `_arduino`, `_ftp` etc.) (NULL for host queries)
- `proto`: service protocol (`_tcp`, `_udp`, etc.) (NULL for host queries)
- `type`: type of query (`MDNS_TYPE_*`)
- `timeout`: time in milliseconds to wait for answers.
- `max_results`: maximum results to be collected
- `results`: pointer to the results of the query results must be freed using `mdns_query_results_free` below

`void mdns_query_results_free(mdns_result_t *results)`

Free query results.

#### Parameters

- `results`: linked list of results to be freed

`esp_err_t mdns_query_ptr(const char *service_type, const char *proto, uint32_t timeout, size_t max_results, mdns_result_t **results)`

Query mDNS for service.

**Return**

- ESP\_OK success
- ESP\_ERR\_INVALID\_STATE mDNS is not running
- ESP\_ERR\_NO\_MEM memory error
- ESP\_ERR\_INVALID\_ARG parameter error

**Parameters**

- *service\_type*: service type (*\_http*, *\_arduino*, *\_ftp* etc.)
- *proto*: service protocol (*\_tcp*, *\_udp*, etc.)
- *timeout*: time in milliseconds to wait for answer.
- *max\_results*: maximum results to be collected
- *results*: pointer to the results of the query

*esp\_err\_t* **mdns\_query\_srv** (**const** char \**instance\_name*, **const** char \**service\_type*, **const** char \**proto*,  
uint32\_t *timeout*, *mdns\_result\_t* \*\**result*)  
Query mDNS for SRV record.

**Return**

- ESP\_OK success
- ESP\_ERR\_INVALID\_STATE mDNS is not running
- ESP\_ERR\_NO\_MEM memory error
- ESP\_ERR\_INVALID\_ARG parameter error

**Parameters**

- *instance\_name*: service instance name
- *service\_type*: service type (*\_http*, *\_arduino*, *\_ftp* etc.)
- *proto*: service protocol (*\_tcp*, *\_udp*, etc.)
- *timeout*: time in milliseconds to wait for answer.
- *result*: pointer to the result of the query

*esp\_err\_t* **mdns\_query\_txt** (**const** char \**instance\_name*, **const** char \**service\_type*, **const** char \**proto*,  
uint32\_t *timeout*, *mdns\_result\_t* \*\**result*)  
Query mDNS for TXT record.

**Return**

- ESP\_OK success
- ESP\_ERR\_INVALID\_STATE mDNS is not running
- ESP\_ERR\_NO\_MEM memory error
- ESP\_ERR\_INVALID\_ARG parameter error

**Parameters**

- *instance\_name*: service instance name
- *service\_type*: service type (*\_http*, *\_arduino*, *\_ftp* etc.)

- `proto`: service protocol (`_tcp`, `_udp`, etc.)
- `timeout`: time in milliseconds to wait for answer.
- `result`: pointer to the result of the query

*esp\_err\_t* **mdns\_query\_a** (**const** char \**host\_name*, uint32\_t *timeout*, ip4\_addr\_t \**addr*)

Query mDNS for A record.

#### Return

- `ESP_OK` success
- `ESP_ERR_INVALID_STATE` mDNS is not running
- `ESP_ERR_NO_MEM` memory error
- `ESP_ERR_INVALID_ARG` parameter error

#### Parameters

- `host_name`: host name to look for
- `timeout`: time in milliseconds to wait for answer.
- `addr`: pointer to the resulting IP4 address

*esp\_err\_t* **mdns\_query\_aaaa** (**const** char \**host\_name*, uint32\_t *timeout*, ip6\_addr\_t \**addr*)

Query mDNS for A record.

#### Return

- `ESP_OK` success
- `ESP_ERR_INVALID_STATE` mDNS is not running
- `ESP_ERR_NO_MEM` memory error
- `ESP_ERR_INVALID_ARG` parameter error

#### Parameters

- `host_name`: host name to look for
- `timeout`: time in milliseconds to wait for answer. If 0, `max_results` needs to be defined
- `addr`: pointer to the resulting IP6 address

*esp\_err\_t* **mdns\_handle\_system\_event** (void \**ctx*, system\_event\_t \**event*)

System event handler This method controls the service state on all active interfaces and applications are required to call it from the system event handler for normal operation of mDNS service.

#### Parameters

- `ctx`: The system event context
- `event`: The system event

## Structures

**struct mdns\_txt\_item\_t**

mDNS basic text item structure Used in `mdns_service_add()`

### Public Members

char **\*key**  
item key name

char **\*value**  
item value string

**struct mdns\_ip\_addr\_s**  
mDNS query linked list IP item

### Public Members

ip\_addr\_t **addr**  
IP address

**struct mdns\_ip\_addr\_s \*next**  
next IP, or NULL for the last IP in the list

**struct mdns\_result\_s**  
mDNS query result structure

### Public Members

**struct mdns\_result\_s \*next**  
next result, or NULL for the last result in the list

*tcpip\_adapter\_if\_t* **tcpip\_if**  
interface on which the result came (AP/STA/ETH)

*mdns\_ip\_protocol\_t* **ip\_protocol**  
ip\_protocol type of the interface (v4/v6)

char **\*instance\_name**  
instance name

char **\*hostname**  
hostname

uint16\_t **port**  
service port

*mdns\_txt\_item\_t* **\*txt**  
txt record

size\_t **txt\_count**  
number of txt items

*mdns\_ip\_addr\_t* **\*addr**  
linked list of IP addresses found

### Macros

**MDNS\_TYPE\_A**

**MDNS\_TYPE\_PTR**

**MDNS\_TYPE\_TXT**



**MDNS\_TYPE\_AAAA****MDNS\_TYPE\_SRV****MDNS\_TYPE\_OPT****MDNS\_TYPE\_NSEC****MDNS\_TYPE\_ANY**

## Type Definitions

```
typedef struct mdns_ip_addr_s mdns_ip_addr_t
    mDNS query linked list IP item
```

```
typedef struct mdns_result_s mdns_result_t
    mDNS query result structure
```

## Enumerations

```
enum mdns_ip_protocol_t
    mDNS enum to specify the ip_protocol type
```

*Values:***MDNS\_IP\_PROTOCOL\_V4****MDNS\_IP\_PROTOCOL\_V6****MDNS\_IP\_PROTOCOL\_MAX**

## 3.4.2 ESP-TLS

### Overview

The ESP-TLS component provides a simplified API interface for accessing the commonly used TLS functionality. It supports common scenarios like CA certification validation, SNI, ALPN negotiation, non-blocking connection among others. All the configuration can be specified in the `esp_tls_cfg_t` data structure. Once done, TLS communication can be conducted using the following APIs: `* esp_tls_conn_new()`: for opening a new TLS connection `* esp_tls_conn_read/write()`: for reading/writing from the connection `* esp_tls_conn_delete()`: for freeing up the connection Any application layer protocol like HTTP1, HTTP2 etc can be executed on top of this layer.

### Application Example

Simple HTTPS example that uses ESP-TLS to establish a secure socket connection: [protocols/https\\_request](#).

### API Reference

#### Header File

- `esp-tls/esp_tls.h`

## Functions

*esp\_tls\_t* \***esp\_tls\_conn\_new** (**const** char \*hostname, int hostlen, int port, **const** *esp\_tls\_cfg\_t* \*cfg)

Create a new blocking TLS/SSL connection.

This function establishes a TLS/SSL connection with the specified host in blocking manner.

**Return** pointer to *esp\_tls\_t*, or NULL if connection couldn't be opened.

### Parameters

- hostname: Hostname of the host.
- hostlen: Length of hostname.
- port: Port number of the host.
- cfg: TLS configuration as *esp\_tls\_cfg\_t*. If you wish to open non-TLS connection, keep this NULL. For TLS connection, a pass pointer to *esp\_tls\_cfg\_t*. At a minimum, this structure should be zero-initialized.

*esp\_tls\_t* \***esp\_tls\_conn\_http\_new** (**const** char \*url, **const** *esp\_tls\_cfg\_t* \*cfg)

Create a new blocking TLS/SSL connection with a given "HTTP" url.

The behaviour is same as *esp\_tls\_conn\_new*() API. However this API accepts host's url.

**Return** pointer to *esp\_tls\_t*, or NULL if connection couldn't be opened.

### Parameters

- url: url of host.
- cfg: TLS configuration as *esp\_tls\_cfg\_t*. If you wish to open non-TLS connection, keep this NULL. For TLS connection, a pass pointer to '*esp\_tls\_cfg\_t*'. At a minimum, this structure should be zero-initialized.

int **esp\_tls\_conn\_new\_async** (**const** char \*hostname, int hostlen, int port, **const** *esp\_tls\_cfg\_t* \*cfg, *esp\_tls\_t* \*tls)

Create a new non-blocking TLS/SSL connection.

This function initiates a non-blocking TLS/SSL connection with the specified host, but due to its non-blocking nature, it doesn't wait for the connection to get established.

### Return

- -1 If connection establishment fails.
- 0 If connection establishment is in progress.
- 1 If connection establishment is successful.

### Parameters

- hostname: Hostname of the host.
- hostlen: Length of hostname.
- port: Port number of the host.
- cfg: TLS configuration as *esp\_tls\_cfg\_t*. `non_block` member of this structure should be set to be true.
- tls: pointer to *esp-tls* as *esp-tls* handle.

int **esp\_tls\_conn\_http\_new\_async** (const char \*url, const esp\_tls\_cfg\_t \*cfg, esp\_tls\_t \*tls)  
 Create a new non-blocking TLS/SSL connection with a given “HTTP” url.

The behaviour is same as esp\_tls\_conn\_new() API. However this API accepts host’s url.

#### Return

- -1 If connection establishment fails.
- 0 If connection establishment is in progress.
- 1 If connection establishment is successful.

#### Parameters

- url: url of host.
- cfg: TLS configuration as esp\_tls\_cfg\_t.
- tls: pointer to esp-tls as esp-tls handle.

static ssize\_t **esp\_tls\_conn\_write** (esp\_tls\_t \*tls, const void \*data, size\_t datalen)  
 Write from buffer ‘data’ into specified tls connection.

#### Return

- >0 if write operation was successful, the return value is the number of bytes actually written to the TLS/SSL connection.
- 0 if write operation was not successful. The underlying connection was closed.
- <0 if write operation was not successful, because either an error occurred or an action must be taken by the calling process.

#### Parameters

- tls: pointer to esp-tls as esp-tls handle.
- data: Buffer from which data will be written.
- datalen: Length of data buffer.

static ssize\_t **esp\_tls\_conn\_read** (esp\_tls\_t \*tls, void \*data, size\_t datalen)  
 Read from specified tls connection into the buffer ‘data’.

#### Return

- >0 if read operation was successful, the return value is the number of bytes actually read from the TLS/SSL connection.
- 0 if read operation was not successful. The underlying connection was closed.
- <0 if read operation was not successful, because either an error occurred or an action must be taken by the calling process.

#### Parameters

- tls: pointer to esp-tls as esp-tls handle.
- data: Buffer to hold read data.
- datalen: Length of data buffer.

void **esp\_tls\_conn\_delete** (*esp\_tls\_t* \*tls)

Close the TLS/SSL connection and free any allocated resources.

This function should be called to close each tls connection opened with `esp_tls_conn_new()` or `esp_tls_conn_http_new()` APIs.

### Parameters

- `tls`: pointer to esp-tls as esp-tls handle.

size\_t **esp\_tls\_get\_bytes\_avail** (*esp\_tls\_t* \*tls)

Return the number of application data bytes remaining to be read from the current record.

This API is a wrapper over mbedtls's `mbedtls_ssl_get_bytes_avail()` API.

### Return

- -1 in case of invalid arg
- bytes available in the application data record read buffer

### Parameters

- `tls`: pointer to esp-tls as esp-tls handle.

*esp\_err\_t* **esp\_tls\_init\_global\_ca\_store** ()

Create a global CA store, initially empty.

This function should be called if the application wants to use the same CA store for multiple connections. This function initialises the global CA store which can be then set by calling `esp_tls_set_global_ca_store()`. To be effective, this function must be called before any call to `esp_tls_set_global_ca_store()`.

### Return

- `ESP_OK` if creating global CA store was successful.
- `ESP_ERR_NO_MEM` if an error occurred when allocating the mbedTLS resources.

*esp\_err\_t* **esp\_tls\_set\_global\_ca\_store** (**const** unsigned char \*cacert\_pem\_buf, **const** unsigned int cacert\_pem\_bytes)

Set the global CA store with the buffer provided in pem format.

This function should be called if the application wants to set the global CA store for multiple connections i.e. to add the certificates in the provided buffer to the certificate chain. This function implicitly calls `esp_tls_init_global_ca_store()` if it has not already been called. The application must call this function before calling `esp_tls_conn_new()`.

### Return

- `ESP_OK` if adding certificates was successful.
- Other if an error occurred or an action must be taken by the calling process.

### Parameters

- `cacert_pem_buf`: Buffer which has certificates in pem format. This buffer is used for creating a global CA store, which can be used by other tls connections.
- `cacert_pem_bytes`: Length of the buffer.

```
mbedtls_x509_crt *esp_tls_get_global_ca_store ()
```

Get the pointer to the global CA store currently being used.

The application must first call `esp_tls_set_global_ca_store()`. Then the same CA store could be used by the application for APIs other than *esp\_tls*.

**Note** Modifying the pointer might cause a failure in verifying the certificates.

#### Return

- Pointer to the global CA store currently being used if successful.
- NULL if there is no global CA store set.

```
void esp_tls_free_global_ca_store ()
```

Free the global CA store currently being used.

The memory being used by the global CA store to store all the parsed certificates is freed up. The application can call this API if it no longer needs the global CA store.

## Structures

```
struct esp_tls_cfg
```

ESP-TLS configuration parameters.

### Public Members

```
const char **alpn_protos
```

Application protocols required for HTTP2. If HTTP2/ALPN support is required, a list of protocols that should be negotiated. The format is length followed by protocol name. For the most common cases the following is ok: “\x02h2”

- where the first ‘2’ is the length of the protocol and
- the subsequent ‘h2’ is the protocol name

```
const unsigned char *cacert_pem_buf
```

Certificate Authority’s certificate in a buffer

```
unsigned int cacert_pem_bytes
```

Size of Certificate Authority certificate pointed to by `cacert_pem_buf`

```
const unsigned char *clientcert_pem_buf
```

Client certificate in a buffer

```
unsigned int clientcert_pem_bytes
```

Size of client certificate pointed to by `clientcert_pem_buf`

```
const unsigned char *clientkey_pem_buf
```

Client key in a buffer

```
unsigned int clientkey_pem_bytes
```

Size of client key pointed to by `clientkey_pem_buf`

```
const unsigned char *clientkey_password
```

Client key decryption password string

```
unsigned int clientkey_password_len
```

String length of the password pointed to by `clientkey_password`

bool **non\_block**  
Configure non-blocking mode. If set to true the underneath socket will be configured in non blocking mode after tls session is established

int **timeout\_ms**  
Network timeout in milliseconds

bool **use\_global\_ca\_store**  
Use a global ca\_store for all the connections in which this bool is set.

**struct esp\_tls**  
ESP-TLS Connection Handle.

### Public Members

mbedtls\_ssl\_context **ssl**  
TLS/SSL context

mbedtls\_entropy\_context **entropy**  
mbedtls entropy context structure

mbedtls\_ctr\_drbg\_context **ctr\_drbg**  
mbedtls ctr drbg context structure. CTR\_DRBG is deterministic random bit generation based on AES-256

mbedtls\_ssl\_config **conf**  
TLS/SSL configuration to be shared between mbedtls\_ssl\_context structures

mbedtls\_net\_context **server\_fd**  
mbedtls wrapper type for sockets

mbedtls\_x509\_crt **cacert**  
Container for the X.509 CA certificate

mbedtls\_x509\_crt \***cacert\_ptr**  
Pointer to the cacert being used.

mbedtls\_x509\_crt **clientcert**  
Container for the X.509 client certificate

mbedtls\_pk\_context **clientkey**  
Container for the private key of the client certificate

int **sockfd**  
Underlying socket file descriptor.

ssize\_t (\***read**)(**struct esp\_tls** \*tls, char \*data, size\_t datalen)  
Callback function for reading data from TLS/SSL connection.

ssize\_t (\***write**)(**struct esp\_tls** \*tls, **const** char \*data, size\_t datalen)  
Callback function for writing data to TLS/SSL connection.

*esp\_tls\_conn\_state\_t* **conn\_state**  
ESP-TLS Connection state

fd\_set **rset**  
read file descriptors

fd\_set **wset**  
write file descriptors

## Type Definitions

```
typedef enum esp_tls_conn_state esp_tls_conn_state_t
    ESP-TLS Connection State.
```

```
typedef struct esp_tls_cfg esp_tls_cfg_t
    ESP-TLS configuration parameters.
```

```
typedef struct esp_tls esp_tls_t
    ESP-TLS Connection Handle.
```

## Enumerations

```
enum esp_tls_conn_state
    ESP-TLS Connection State.
```

*Values:*

```
ESP_TLS_INIT = 0
```

```
ESP_TLS_CONNECTING
```

```
ESP_TLS_HANDSHAKE
```

```
ESP_TLS_FAIL
```

```
ESP_TLS_DONE
```

### 3.4.3 ESP HTTP Client

#### Overview

`esp_http_client` provides an API for making HTTP/S requests from ESP-IDF programs. The steps to use this API for an HTTP request are:

- `esp_http_client_init()`: To use the HTTP client, the first thing we must do is create an `esp_http_client` by pass into this function with the `esp_http_client_config_t` configurations. Which configuration values we do not define, the library will use default.
- `esp_http_client_perform()`: The `esp_http_client` argument created from the init function is needed. This function performs all operations of the `esp_http_client`, from opening the connection, sending data, downloading data and closing the connection if necessary. All related events will be invoked in the `event_handle` (defined by `esp_http_client_config_t`). This function performs its job and blocks the current task until it's done
- `esp_http_client_cleanup()`: After completing our `esp_http_client`'s task, this is the last function to be called. It will close the connection (if any) and free up all the memory allocated to the HTTP client

#### Application Example

```
esp_err_t _http_event_handle(esp_http_client_event_t *evt)
{
    switch(evt->event_id) {
        case HTTP_EVENT_ERROR:
            ESP_LOGI(TAG, "HTTP_EVENT_ERROR");
            break;
```

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```

    case HTTP_EVENT_ON_CONNECTED:
        ESP_LOGI(TAG, "HTTP_EVENT_ON_CONNECTED");
        break;
    case HTTP_EVENT_HEADER_SENT:
        ESP_LOGI(TAG, "HTTP_EVENT_HEADER_SENT");
        break;
    case HTTP_EVENT_ON_HEADER:
        ESP_LOGI(TAG, "HTTP_EVENT_ON_HEADER");
        printf("%.s", evt->data_len, (char*)evt->data);
        break;
    case HTTP_EVENT_ON_DATA:
        ESP_LOGI(TAG, "HTTP_EVENT_ON_DATA, len=%d", evt->data_len);
        if (!esp_http_client_is_chunked_response(evt->client)) {
            printf("%.s", evt->data_len, (char*)evt->data);
        }

        break;
    case HTTP_EVENT_ON_FINISH:
        ESP_LOGI(TAG, "HTTP_EVENT_ON_FINISH");
        break;
    case HTTP_EVENT_DISCONNECTED:
        ESP_LOGI(TAG, "HTTP_EVENT_DISCONNECTED");
        break;
}
return ESP_OK;
}

esp_http_client_config_t config = {
    .url = "http://httpbin.org/redirect/2",
    .event_handler = _http_event_handle,
};
esp_http_client_handle_t client = esp_http_client_init(&config);
esp_err_t err = esp_http_client_perform(client);

if (err == ESP_OK) {
    ESP_LOGI(TAG, "Status = %d, content_length = %d",
        esp_http_client_get_status_code(client),
        esp_http_client_get_content_length(client));
}
esp_http_client_cleanup(client);

```

## Persistent Connections

Persistent connections means that the HTTP client can re-use the same connection for several transfers. If the server does not request to close the connection with the `Connection: close` header, the new transfer with sample ip address, port, and protocol.

To allow the HTTP client to take full advantage of persistent connections, you should do as many of your file transfers as possible using the same handle.

## Persistent Connections example



```

esp_err_t err;
esp_http_client_config_t config = {
    .url = "http://httpbin.org/get",
};
esp_http_client_handle_t client = esp_http_client_init(&config);
// first request
err = esp_http_client_perform(client);

// second request
esp_http_client_set_url(client, "http://httpbin.org/anything")
esp_http_client_set_method(client, HTTP_METHOD_DELETE);
esp_http_client_set_header(client, "HeaderKey", "HeaderValue");
err = esp_http_client_perform(client);

esp_http_client_cleanup(client);

```

## HTTPS

The HTTP client supports SSL connections using **mbedtls**, with the **url** configuration starting with `https` scheme (or `transport_type = HTTP_TRANSPORT_OVER_SSL`). HTTPS support can be configured via `:ref:CONFIG_ENABLE_HTTPS` (enabled by default)..

---

**Note:** By providing information using HTTPS, the library will use the SSL transport type to connect to the server. If you want to verify server, then need to provide additional certificate in PEM format, and provide to `cert_pem` in `esp_http_client_config_t`

---

## HTTPS example

```

static void https()
{
    esp_http_client_config_t config = {
        .url = "https://www.howsmyssl.com",
        .cert_pem = howsmyssl_com_root_cert_pem_start,
    };
    esp_http_client_handle_t client = esp_http_client_init(&config);
    esp_err_t err = esp_http_client_perform(client);

    if (err == ESP_OK) {
        ESP_LOGI(TAG, "Status = %d, content_length = %d",
            esp_http_client_get_status_code(client),
            esp_http_client_get_content_length(client));
    }
    esp_http_client_cleanup(client);
}

```

## HTTP Stream

Some applications need to open the connection and control the reading of the data in an active manner. the HTTP client supports some functions to make this easier, of course, once you use these functions you should not use the `esp_http_client_perform()` function with that handle, and `esp_http_client_init()` always to called first to get the handle. Perform that functions in the order below:

- `esp_http_client_init()`: to create and handle
- `esp_http_client_set_*` or `esp_http_client_delete_*`: to modify the http connection information (optional)
- `esp_http_client_open()`: Open the http connection with `write_len` parameter, `write_len=0` if we only need read
- `esp_http_client_write()`: Upload data, max length equal to `write_len` of `esp_http_client_open()` function. We may not need to call it if `write_len=0`
- `esp_http_client_fetch_headers()`: After sending the headers and write data (if any) to the server, this function will read the HTTP Server response headers. Calling this function will return the `content-length` from the Server, and we can call `esp_http_client_get_status_code()` for the HTTP status of the connection.
- `esp_http_client_read()`: Now, we can read the HTTP stream by this function.
- `esp_http_client_close()`: We should the connection after finish
- `esp_http_client_cleanup()`: And release the resources

### Perform HTTP request as Stream reader

Check the example function `http_perform_as_stream_reader` at [protocols/esp\\_http\\_client](#).

### HTTP Authentication

The HTTP client supports both **Basic** and **Digest** Authentication. By providing usernames and passwords in `url` or in the `username`, `password` of config entry. And with `auth_type = HTTP_AUTH_TYPE_BASIC`, the HTTP client takes only 1 perform to pass the authentication process. If `auth_type = HTTP_AUTH_TYPE_NONE`, but there are `username` and `password` in the configuration, the HTTP client takes 2 performs. The first time it connects to the server and receives the `UNAUTHORIZED` header. Based on this information, it will know which authentication method to choose, and perform it on the second.

### Config authentication example with URI

```
esp_http_client_config_t config = {
    .url = "http://user:passwd@httpbin.org/basic-auth/user/passwd",
    .auth_type = HTTP_AUTH_TYPE_BASIC,
};
```

### Config authentication example with username, password entry

```
esp_http_client_config_t config = {
    .url = "http://httpbin.org/basic-auth/user/passwd",
    .username = "user",
    .password = "passwd",
    .auth_type = HTTP_AUTH_TYPE_BASIC,
};
```

HTTP Client example: [protocols/esp\\_http\\_client](#).

## API Reference

### Header File

- `esp_http_client/include/esp_http_client.h`

### Functions

*esp\_http\_client\_handle\_t* **esp\_http\_client\_init** (**const** *esp\_http\_client\_config\_t* \**config*)

Start a HTTP session This function must be the first function to call, and it returns a `esp_http_client_handle_t` that you must use as input to other functions in the interface. This call **MUST** have a corresponding call to `esp_http_client_cleanup` when the operation is complete.

#### Return

- `esp_http_client_handle_t`
- NULL if any errors

#### Parameters

- `config`: The configurations, see `http_client_config_t`

*esp\_err\_t* **esp\_http\_client\_perform** (*esp\_http\_client\_handle\_t* *client*)

Invoke this function after `esp_http_client_init` and all the options calls are made, and will perform the transfer as described in the options. It must be called with the same `esp_http_client_handle_t` as input as the `esp_http_client_init` call returned. `esp_http_client_perform` performs the entire request in either blocking or non-blocking manner. By default, the API performs request in a blocking manner and returns when done, or if it failed, and in non-blocking manner, it returns if EAGAIN/EWOULDBLOCK or EINPROGRESS is encountered, or if it failed. And in case of non-blocking request, the user may call this API multiple times unless request & response is complete or there is a failure. To enable non-blocking `esp_http_client_perform()`, `is_async` member of *esp\_http\_client\_config\_t* must be set while making a call to `esp_http_client_init()` API. You can do any amount of calls to `esp_http_client_perform` while using the same `esp_http_client_handle_t`. The underlying connection may be kept open if the server allows it. If you intend to transfer more than one file, you are even encouraged to do so. `esp_http_client` will then attempt to re-use the same connection for the following transfers, thus making the operations faster, less CPU intense and using less network resources. Just note that you will have to use `esp_http_client_set_*` between the invokes to set options for the following `esp_http_client_perform`.

**Note** You must never call this function simultaneously from two places using the same client handle. Let the function return first before invoking it another time. If you want parallel transfers, you must use several `esp_http_client_handle_t`. This function include `esp_http_client_open` -> `esp_http_client_write` -> `esp_http_client_fetch_headers` -> `esp_http_client_read` (and option) `esp_http_client_close`.

#### Return

- ESP\_OK on successful
- ESP\_FAIL on error

#### Parameters

- `client`: The `esp_http_client` handle

*esp\_err\_t* **esp\_http\_client\_set\_url** (*esp\_http\_client\_handle\_t* *client*, **const** char \**url*)

Set URL for client, when performing this behavior, the options in the URL will replace the old ones.

**Return**

- ESP\_OK
- ESP\_FAIL

**Parameters**

- *client*: The `esp_http_client` handle
- *url*: The url

*esp\_err\_t* **esp\_http\_client\_set\_post\_field**(*esp\_http\_client\_handle\_t client*, **const** char \**data*,  
int *len*)

Set post data, this function must be called before `esp_http_client_perform`. Note: The data parameter passed to this function is a pointer and this function will not copy the data.

**Return**

- ESP\_OK
- ESP\_FAIL

**Parameters**

- *client*: The `esp_http_client` handle
- *data*: post data pointer
- *len*: post length

int **esp\_http\_client\_get\_post\_field**(*esp\_http\_client\_handle\_t client*, char \*\**data*)

Get current post field information.

**Return** Size of post data

**Parameters**

- *client*: The client
- *data*: Point to post data pointer

*esp\_err\_t* **esp\_http\_client\_set\_header**(*esp\_http\_client\_handle\_t client*, **const** char \**key*, **const**  
char \**value*)

Set http request header, this function must be called after `esp_http_client_init` and before any perform function.

**Return**

- ESP\_OK
- ESP\_FAIL

**Parameters**

- *client*: The `esp_http_client` handle
- *key*: The header key
- *value*: The header value

*esp\_err\_t* **esp\_http\_client\_get\_header**(*esp\_http\_client\_handle\_t client*, **const** char \**key*, char  
\*\**value*)

Get http request header. The value parameter will be set to NULL if there is no header which is same as the key specified, otherwise the address of header value will be assigned to value parameter. This function must be called after `esp_http_client_init`.

**Return**

- ESP\_OK
- ESP\_FAIL

**Parameters**

- `client`: The `esp_http_client` handle
- `key`: The header key
- `value`: The header value

*esp\_err\_t* **esp\_http\_client\_get\_username**(*esp\_http\_client\_handle\_t client*, char **\*\*value**)

Get http request username. The address of username buffer will be assigned to value parameter. This function must be called after `esp_http_client_init`.

**Return**

- ESP\_OK
- ESP\_ERR\_INVALID\_ARG

**Parameters**

- `client`: The `esp_http_client` handle
- `value`: The username value

*esp\_err\_t* **esp\_http\_client\_get\_password**(*esp\_http\_client\_handle\_t client*, char **\*\*value**)

Get http request password. The address of password buffer will be assigned to value parameter. This function must be called after `esp_http_client_init`.

**Return**

- ESP\_OK
- ESP\_ERR\_INVALID\_ARG

**Parameters**

- `client`: The `esp_http_client` handle
- `value`: The password value

*esp\_err\_t* **esp\_http\_client\_set\_method**(*esp\_http\_client\_handle\_t client*, *esp\_http\_client\_method\_t method*)

Set http request method.

**Return**

- ESP\_OK
- ESP\_ERR\_INVALID\_ARG

**Parameters**

- `client`: The `esp_http_client` handle
- `method`: The method

*esp\_err\_t* **esp\_http\_client\_delete\_header**(*esp\_http\_client\_handle\_t client*, **const** char **\*key**)

Delete http request header.

**Return**

- ESP\_OK
- ESP\_FAIL

**Parameters**

- `client`: The `esp_http_client` handle
- `key`: The key

`esp_err_t esp_http_client_open(esp_http_client_handle_t client, int write_len)`

This function will be open the connection, write all header strings and return.

**Return**

- ESP\_OK
- ESP\_FAIL

**Parameters**

- `client`: The `esp_http_client` handle
- `write_len`: HTTP Content length need to write to the server

`int esp_http_client_write(esp_http_client_handle_t client, const char *buffer, int len)`

This function will write data to the HTTP connection previously opened by `esp_http_client_open()`

**Return**

- (-1) if any errors
- Length of data written

**Parameters**

- `client`: The `esp_http_client` handle
- `buffer`: The buffer
- `len`: This value must not be larger than the `write_len` parameter provided to `esp_http_client_open()`

`int esp_http_client_fetch_headers(esp_http_client_handle_t client)`

This function need to call after `esp_http_client_open`, it will read from http stream, process all receive headers.

**Return**

- (0) if stream doesn't contain content-length header, or chunked encoding (checked by `esp_http_client_is_chunked` response)
- (-1: ESP\_FAIL) if any errors
- Download data length defined by content-length header

**Parameters**

- `client`: The `esp_http_client` handle

`bool esp_http_client_is_chunked_response(esp_http_client_handle_t client)`

Check response data is chunked.

**Return** true or false

**Parameters**

- `client`: The `esp_http_client` handle

int **esp\_http\_client\_read** (*esp\_http\_client\_handle\_t client*, char \**buffer*, int *len*)  
Read data from http stream.

**Return**

- (-1) if any errors
- Length of data was read

**Parameters**

- `client`: The `esp_http_client` handle
- `buffer`: The buffer
- `len`: The length

int **esp\_http\_client\_get\_status\_code** (*esp\_http\_client\_handle\_t client*)  
Get http response status code, the valid value if this function invoke after `esp_http_client_perform`

**Return** Status code

**Parameters**

- `client`: The `esp_http_client` handle

int **esp\_http\_client\_get\_content\_length** (*esp\_http\_client\_handle\_t client*)  
Get http response content length (from header Content-Length) the valid value if this function invoke after `esp_http_client_perform`

**Return**

- (-1) Chunked transfer
- Content-Length value as bytes

**Parameters**

- `client`: The `esp_http_client` handle

*esp\_err\_t* **esp\_http\_client\_close** (*esp\_http\_client\_handle\_t client*)  
Close http connection, still kept all http request resources.

**Return**

- `ESP_OK`
- `ESP_FAIL`

**Parameters**

- `client`: The `esp_http_client` handle

*esp\_err\_t* **esp\_http\_client\_cleanup** (*esp\_http\_client\_handle\_t client*)

This function must be the last function to call for an session. It is the opposite of the `esp_http_client_init` function and must be called with the same handle as input that a `esp_http_client_init` call returned. This might close all connections this handle has used and possibly has kept open until now. Don't call this function if you intend to transfer more files, re-using handles is a key to good performance with `esp_http_client`.

**Return**

- ESP\_OK
- ESP\_FAIL

**Parameters**

- `client`: The `esp_http_client` handle

*esp\_http\_client\_transport\_t* **esp\_http\_client\_get\_transport\_type** (*esp\_http\_client\_handle\_t client*)

Get transport type.

**Return**

- HTTP\_TRANSPORT\_UNKNOWN
- HTTP\_TRANSPORT\_OVER\_TCP
- HTTP\_TRANSPORT\_OVER\_SSL

**Parameters**

- `client`: The `esp_http_client` handle

*esp\_err\_t* **esp\_http\_client\_set\_redirection** (*esp\_http\_client\_handle\_t client*)

Set redirection URL. When received the 30x code from the server, the client stores the redirect URL provided by the server. This function will set the current URL to redirect to enable client to execute the redirection request.

**Return**

- ESP\_OK
- ESP\_FAIL

**Parameters**

- `client`: The `esp_http_client` handle

**Structures**

**struct esp\_http\_client\_event**

HTTP Client events data.

**Public Members**

*esp\_http\_client\_event\_id\_t* **event\_id**  
event\_id, to know the cause of the event

*esp\_http\_client\_handle\_t* **client**  
esp\_http\_client\_handle\_t context

void \***data**  
data of the event

int **data\_len**  
data length of data

void \***user\_data**  
user\_data context, from *esp\_http\_client\_config\_t* user\_data



char **\*header\_key**  
For HTTP\_EVENT\_ON\_HEADER event\_id, it's store current http header key

char **\*header\_value**  
For HTTP\_EVENT\_ON\_HEADER event\_id, it's store current http header value

**struct esp\_http\_client\_config\_t**  
HTTP configuration.

### Public Members

**const char \*url**  
HTTP URL, the information on the URL is most important, it overrides the other fields below, if any

**const char \*host**  
Domain or IP as string

**int port**  
Port to connect, default depend on esp\_http\_client\_transport\_t (80 or 443)

**const char \*username**  
Using for Http authentication

**const char \*password**  
Using for Http authentication

*esp\_http\_client\_auth\_type\_t* **auth\_type**  
Http authentication type, see esp\_http\_client\_auth\_type\_t

**const char \*path**  
HTTP Path, if not set, default is /

**const char \*query**  
HTTP query

**const char \*cert\_pem**  
SSL server certification, PEM format as string, if the client requires to verify server

**const char \*client\_cert\_pem**  
SSL client certification, PEM format as string, if the server requires to verify client

**const char \*client\_key\_pem**  
SSL client key, PEM format as string, if the server requires to verify client

*esp\_http\_client\_method\_t* **method**  
HTTP Method

**int timeout\_ms**  
Network timeout in milliseconds

**bool disable\_auto\_redirect**  
Disable HTTP automatic redirects

**int max\_redirection\_count**  
Max redirection number, using default value if zero

*http\_event\_handle\_cb* **event\_handler**  
HTTP Event Handle

*esp\_http\_client\_transport\_t* **transport\_type**  
HTTP transport type, see esp\_http\_client\_transport\_t

**int `buffer_size`**  
HTTP buffer size (both send and receive)

**void `*user_data`**  
HTTP user\_data context

**bool `is_async`**  
Set asynchronous mode, only supported with HTTPS for now

**bool `use_global_ca_store`**  
Use a global ca\_store for all the connections in which this bool is set.

## Macros

**`DEFAULT_HTTP_BUF_SIZE`**

**`ESP_ERR_HTTP_BASE`**  
Starting number of HTTP error codes

**`ESP_ERR_HTTP_MAX_REDIRECT`**  
The error exceeds the number of HTTP redirects

**`ESP_ERR_HTTP_CONNECT`**  
Error open the HTTP connection

**`ESP_ERR_HTTP_WRITE_DATA`**  
Error write HTTP data

**`ESP_ERR_HTTP_FETCH_HEADER`**  
Error read HTTP header from server

**`ESP_ERR_HTTP_INVALID_TRANSPORT`**  
There are no transport support for the input scheme

**`ESP_ERR_HTTP_CONNECTING`**  
HTTP connection hasn't been established yet

**`ESP_ERR_HTTP_EAGAIN`**  
Mapping of errno EAGAIN to esp\_err\_t

## Type Definitions

```
typedef struct esp_http_client *esp_http_client_handle_t
typedef struct esp_http_client_event *esp_http_client_event_handle_t
typedef struct esp_http_client_event esp_http_client_event_t
    HTTP Client events data.
typedef esp_err_t (*http_event_handle_cb)(esp_http_client_event_t *evt)
```

## Enumerations

```
enum esp_http_client_event_id_t
    HTTP Client events id.

    Values:
```

**HTTP\_EVENT\_ERROR = 0**

This event occurs when there are any errors during execution

**HTTP\_EVENT\_ON\_CONNECTED**

Once the HTTP has been connected to the server, no data exchange has been performed

**HTTP\_EVENT\_HEADER\_SENT**

After sending all the headers to the server

**HTTP\_EVENT\_ON\_HEADER**

Occurs when receiving each header sent from the server

**HTTP\_EVENT\_ON\_DATA**

Occurs when receiving data from the server, possibly multiple portions of the packet

**HTTP\_EVENT\_ON\_FINISH**

Occurs when finish a HTTP session

**HTTP\_EVENT\_DISCONNECTED**

The connection has been disconnected

**enum esp\_http\_client\_transport\_t**

HTTP Client transport.

*Values:*

**HTTP\_TRANSPORT\_UNKNOWN = 0x0**

Unknown

**HTTP\_TRANSPORT\_OVER\_TCP**

Transport over tcp

**HTTP\_TRANSPORT\_OVER\_SSL**

Transport over ssl

**enum esp\_http\_client\_method\_t**

HTTP method.

*Values:*

**HTTP\_METHOD\_GET = 0**

HTTP GET Method

**HTTP\_METHOD\_POST**

HTTP POST Method

**HTTP\_METHOD\_PUT**

HTTP PUT Method

**HTTP\_METHOD\_PATCH**

HTTP PATCH Method

**HTTP\_METHOD\_DELETE**

HTTP DELETE Method

**HTTP\_METHOD\_HEAD**

HTTP HEAD Method

**HTTP\_METHOD\_NOTIFY**

HTTP NOTIFY Method

**HTTP\_METHOD\_SUBSCRIBE**

HTTP SUBSCRIBE Method

**HTTP\_METHOD\_UNSUBSCRIBE**  
HTTP UNSUBSCRIBE Method

**HTTP\_METHOD\_OPTIONS**  
HTTP OPTIONS Method

**HTTP\_METHOD\_MAX**

**enum esp\_http\_client\_auth\_type\_t**  
HTTP Authentication type.

*Values:*

**HTTP\_AUTH\_TYPE\_NONE = 0**  
No authentication

**HTTP\_AUTH\_TYPE\_BASIC**  
HTTP Basic authentication

**HTTP\_AUTH\_TYPE\_DIGEST**  
HTTP Digest authentication

### 3.4.4 HTTP Server

#### Overview

The HTTP Server component provides an ability for running a lightweight web server on ESP32. Following are detailed steps to use the API exposed by HTTP Server:

- `httpd_start()`: Creates an instance of HTTP server, allocate memory/resources for it depending upon the specified configuration and outputs a handle to the server instance. The server has both, a listening socket (TCP) for HTTP traffic, and a control socket (UDP) for control signals, which are selected in a round robin fashion in the server task loop. The task priority and stack size are configurable during server instance creation by passing `httpd_config_t` structure to `httpd_start()`. TCP traffic is parsed as HTTP requests and, depending on the requested URI, user registered handlers are invoked which are supposed to send back HTTP response packets.
- `httpd_stop()`: This stops the server with the provided handle and frees up any associated memory/resources. This is a blocking function that first signals a halt to the server task and then waits for the task to terminate. While stopping, the task will close all open connections, remove registered URI handlers and reset all session context data to empty.
- `httpd_register_uri_handler()`: A URI handler is registered by passing object of type `httpd_uri_t` structure which has members including `uri` name, `method` type (eg. `HTTPD_GET/HTTPD_POST/HTTPD_PUT` etc.), `function` pointer of type `esp_err_t *handler (httpd_req_t *req)` and `user_ctx` pointer to user context data.

#### Application Example

```
/* Our URI handler function to be called during GET /uri request */
esp_err_t get_handler(httpd_req_t *req)
{
    /* Send a simple response */
    const char[] resp = "URI GET Response";
    httpd_resp_send(req, resp, strlen(resp));
    return ESP_OK;
}
```

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```

/* Our URI handler function to be called during POST /uri request */
esp_err_t post_handler(httpd_req_t *req)
{
    /* Destination buffer for content of HTTP POST request.
     * httpd_req_recv() accepts char* only, but content could
     * as well be any binary data (needs type casting).
     * In case of string data, null termination will be absent, and
     * content length would give length of string */
    char[100] content;

    /* Truncate if content length larger than the buffer */
    size_t recv_size = MIN(req->content_len, sizeof(content));

    int ret = httpd_req_recv(req, content, recv_size);
    if (ret <= 0) { /* 0 return value indicates connection closed */
        /* Check if timeout occurred */
        if (ret == HTTPD_SOCK_ERR_TIMEOUT) {
            /* In case of timeout one can choose to retry calling
             * httpd_req_recv(), but to keep it simple, here we
             * respond with an HTTP 408 (Request Timeout) error */
            httpd_resp_send_408(req);
        }
        /* In case of error, returning ESP_FAIL will
         * ensure that the underlying socket is closed */
        return ESP_FAIL;
    }

    /* Send a simple response */
    const char[] resp = "URI POST Response";
    httpd_resp_send(req, resp, strlen(resp));
    return ESP_OK;
}

/* URI handler structure for GET /uri */
httpd_uri_t uri_get = {
    .uri      = "/uri",
    .method   = HTTP_GET,
    .handler  = get_handler,
    .user_ctx = NULL
};

/* URI handler structure for POST /uri */
httpd_uri_t uri_post = {
    .uri      = "/uri",
    .method   = HTTP_POST,
    .handler  = post_handler,
    .user_ctx = NULL
};

/* Function for starting the webserver */
httpd_handle_t start_webserver(void)
{
    /* Generate default configuration */
    httpd_config_t config = HTTPD_DEFAULT_CONFIG();

    /* Empty handle to esp_http_server */
    httpd_handle_t server = NULL;

```

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```

    /* Start the httpd server */
    if (httpd_start(&server, &config) == ESP_OK) {
        /* Register URI handlers */
        httpd_register_uri_handler(server, &uri_get);
        httpd_register_uri_handler(server, &uri_post);
    }
    /* If server failed to start, handle will be NULL */
    return server;
}

/* Function for stopping the webserver */
void stop_webserver(httpd_handle_t server)
{
    if (server) {
        /* Stop the httpd server */
        httpd_stop(server);
    }
}

```

### Simple HTTP server example

Check HTTP server example under [protocols/http\\_server/simple](#) where handling of arbitrary content lengths, reading request headers and URL query parameters, and setting response headers is demonstrated.

### Persistent Connections

HTTP server features persistent connections, allowing for the re-use of the same connection (session) for several transfers, all the while maintaining context specific data for the session. Context data may be allocated dynamically by the handler in which case a custom function may need to be specified for freeing this data when the connection/session is closed.

### Persistent Connections Example

```

/* Custom function to free context */
void free_ctx_func(void *ctx)
{
    /* Could be something other than free */
    free(ctx);
}

esp_err_t adder_post_handler(httpd_req_t *req)
{
    /* Create session's context if not already available */
    if (! req->sess_ctx) {
        req->sess_ctx = malloc(sizeof(ANY_DATA_TYPE)); /*!< Pointer to context data_
↪*/
        req->free_ctx = free_ctx_func; /*!< Function to free context_
↪data */
    }
}

```

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```

/* Access context data */
ANY_DATA_TYPE *ctx_data = (ANY_DATA_TYPE *)req->sess_ctx;

/* Respond */
.....
.....
.....

return ESP_OK;
}

```

Check the example under [protocols/http\\_server/persistent\\_sockets](#).

## API Reference

### Header File

- `esp_http_server/include/esp_http_server.h`

### Functions

`esp_err_t httpd_register_uri_handler` (`httpd_handle_t handle`, `const httpd_uri_t *uri_handler`)  
Registers a URI handler.

Example usage:

```

esp_err_t my_uri_handler(httpd_req_t* req)
{
    // Recv , Process and Send
    ....
    ....
    ....

    // Fail condition
    if (....) {
        // Return fail to close session //
        return ESP_FAIL;
    }

    // On success
    return ESP_OK;
}

// URI handler structure
httpd_uri_t my_uri {
    .uri      = "/my_uri/path/xyz",
    .method   = HTTPD_GET,
    .handler  = my_uri_handler,
    .user_ctx = NULL
};

// Register handler
if (httpd_register_uri_handler(server_handle, &my_uri) != ESP_OK) {
    // If failed to register handler

```

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```
    . . . .  
}
```

**Note** URI handlers can be registered in real time as long as the server handle is valid.

**Return**

- `ESP_OK` : On successfully registering the handler
- `ESP_ERR_INVALID_ARG` : Null arguments
- `ESP_ERR_HTTPD_HANDLERS_FULL` : If no slots left for new handler
- `ESP_ERR_HTTPD_HANDLER_EXISTS` : If handler with same URI and method is already registered

**Parameters**

- `handle`: handle to HTTPD server instance
- `uri_handler`: pointer to handler that needs to be registered

*esp\_err\_t* **httpd\_unregister\_uri\_handler** (*httpd\_handle\_t* handle, **const** char \*uri, *httpd\_method\_t* method)

Unregister a URI handler.

**Return**

- `ESP_OK` : On successfully deregistering the handler
- `ESP_ERR_INVALID_ARG` : Null arguments
- `ESP_ERR_NOT_FOUND` : Handler with specified URI and method not found

**Parameters**

- `handle`: handle to HTTPD server instance
- `uri`: URI string
- `method`: HTTP method

*esp\_err\_t* **httpd\_unregister\_uri** (*httpd\_handle\_t* handle, **const** char \*uri)

Unregister all URI handlers with the specified uri string.

**Return**

- `ESP_OK` : On successfully deregistering all such handlers
- `ESP_ERR_INVALID_ARG` : Null arguments
- `ESP_ERR_NOT_FOUND` : No handler registered with specified uri string

**Parameters**

- `handle`: handle to HTTPD server instance
- `uri`: uri string specifying all handlers that need to be deregistered



*esp\_err\_t* **httpd\_sess\_set\_recv\_override**(*httpd\_handle\_t* *hd*, int *sockfd*, *httpd\_recv\_func\_t* *recv\_func*)

Override web server's receive function (by session FD)

This function overrides the web server's receive function. This same function is used to read HTTP request packets.

**Note** This API is supposed to be called either from the context of

- an http session APIs where sockfd is a valid parameter
- a URI handler where sockfd is obtained using `httpd_req_to_sockfd()`

#### Return

- ESP\_OK : On successfully registering override
- ESP\_ERR\_INVALID\_ARG : Null arguments

#### Parameters

- *hd*: HTTPD instance handle
- *sockfd*: Session socket FD
- *recv\_func*: The receive function to be set for this session

*esp\_err\_t* **httpd\_sess\_set\_send\_override**(*httpd\_handle\_t* *hd*, int *sockfd*, *httpd\_send\_func\_t* *send\_func*)

Override web server's send function (by session FD)

This function overrides the web server's send function. This same function is used to send out any response to any HTTP request.

**Note** This API is supposed to be called either from the context of

- an http session APIs where sockfd is a valid parameter
- a URI handler where sockfd is obtained using `httpd_req_to_sockfd()`

#### Return

- ESP\_OK : On successfully registering override
- ESP\_ERR\_INVALID\_ARG : Null arguments

#### Parameters

- *hd*: HTTPD instance handle
- *sockfd*: Session socket FD
- *send\_func*: The send function to be set for this session

*esp\_err\_t* **httpd\_sess\_set\_pending\_override**(*httpd\_handle\_t* *hd*, int *sockfd*, *httpd\_pending\_func\_t* *pending\_func*)

Override web server's pending function (by session FD)

This function overrides the web server's pending function. This function is used to test for pending bytes in a socket.

**Note** This API is supposed to be called either from the context of

- an http session APIs where sockfd is a valid parameter
- a URI handler where sockfd is obtained using `httpd_req_to_sockfd()`

#### Return

- ESP\_OK : On successfully registering override
- ESP\_ERR\_INVALID\_ARG : Null arguments

#### Parameters

- `hd`: HTTPD instance handle
- `sockfd`: Session socket FD
- `pending_func`: The receive function to be set for this session

int `httpd_req_to_sockfd` (*httpd\_req\_t* \**r*)

Get the Socket Descriptor from the HTTP request.

This API will return the socket descriptor of the session for which URI handler was executed on reception of HTTP request. This is useful when user wants to call functions that require session socket fd, from within a URI handler, ie. : `httpd_sess_get_ctx()`, `httpd_sess_trigger_close()`, `httpd_sess_update_lru_counter()`.

**Note** This API is supposed to be called only from the context of a URI handler where `httpd_req_t*` request pointer is valid.

#### Return

- Socket descriptor : The socket descriptor for this request
- -1 : Invalid/NULL request pointer

#### Parameters

- `r`: The request whose socket descriptor should be found

int `httpd_req_recv` (*httpd\_req\_t* \**r*, char \**buf*, size\_t *buf\_len*)

API to read content data from the HTTP request.

This API will read HTTP content data from the HTTP request into provided buffer. Use `content_len` provided in `httpd_req_t` structure to know the length of data to be fetched. If `content_len` is too large for the buffer then user may have to make multiple calls to this function, each time fetching 'buf\_len' number of bytes, while the pointer to content data is incremented internally by the same number.

#### Note

- This API is supposed to be called only from the context of a URI handler where `httpd_req_t*` request pointer is valid.
- If an error is returned, the URI handler must further return an error. This will ensure that the erroneous socket is closed and cleaned up by the web server.
- Presently Chunked Encoding is not supported

#### Return

- Bytes : Number of bytes read into the buffer successfully
- 0 : Buffer length parameter is zero / connection closed by peer
- HTTPD SOCK\_ERR\_INVALID : Invalid arguments
- HTTPD SOCK\_ERR\_TIMEOUT : Timeout/interrupted while calling `socket recv()`
- HTTPD SOCK\_ERR\_FAIL : Unrecoverable error while calling `socket recv()`

#### Parameters

- `r`: The request being responded to
- `buf`: Pointer to a buffer that the data will be read into
- `buf_len`: Length of the buffer

`size_t httpd_req_get_hdr_value_len` (`httpd_req_t *r`, `const char *field`)

Search for a field in request headers and return the string length of it's value.

#### Note

- This API is supposed to be called only from the context of a URI handler where `httpd_req_t*` request pointer is valid.
- Once `httpd_resp_send()` API is called all request headers are purged, so request headers need be copied into separate buffers if they are required later.

#### Return

- Length : If field is found in the request URL
- Zero : Field not found / Invalid request / Null arguments

#### Parameters

- `r`: The request being responded to
- `field`: The header field to be searched in the request

`esp_err_t httpd_req_get_hdr_value_str` (`httpd_req_t *r`, `const char *field`, `char *val`, `size_t val_size`)

Get the value string of a field from the request headers.

#### Note

- This API is supposed to be called only from the context of a URI handler where `httpd_req_t*` request pointer is valid.
- Once `httpd_resp_send()` API is called all request headers are purged, so request headers need be copied into separate buffers if they are required later.
- If output size is greater than input, then the value is truncated, accompanied by truncation error as return value.
- Use `httpd_req_get_hdr_value_len()` to know the right buffer length

#### Return

- `ESP_OK` : Field found in the request header and value string copied
- `ESP_ERR_NOT_FOUND` : Key not found
- `ESP_ERR_INVALID_ARG` : Null arguments
- `ESP_ERR_HTTPD_INVALID_REQ` : Invalid HTTP request pointer
- `ESP_ERR_HTTPD_RESULT_TRUNC` : Value string truncated

#### Parameters

- `r`: The request being responded to
- `field`: The field to be searched in the header
- `val`: Pointer to the buffer into which the value will be copied if the field is found
- `val_size`: Size of the user buffer "val"

`size_t httpd_req_get_url_query_len (httpd_req_t *r)`

Get Query string length from the request URL.

**Note** This API is supposed to be called only from the context of a URI handler where `httpd_req_t*` request pointer is valid

### Return

- Length : Query is found in the request URL
- Zero : Query not found / Null arguments / Invalid request

### Parameters

- `r`: The request being responded to

`esp_err_t httpd_req_get_url_query_str (httpd_req_t *r, char *buf, size_t buf_len)`

Get Query string from the request URL.

### Note

- Presently, the user can fetch the full URL query string, but decoding will have to be performed by the user. Request headers can be read using `httpd_req_get_hdr_value_str()` to know the 'Content-Type' (eg. Content-Type: application/x-www-form-urlencoded) and then the appropriate decoding algorithm needs to be applied.
- This API is supposed to be called only from the context of a URI handler where `httpd_req_t*` request pointer is valid
- If output size is greater than input, then the value is truncated, accompanied by truncation error as return value
- Prior to calling this function, one can use `httpd_req_get_url_query_len()` to know the query string length beforehand and hence allocate the buffer of right size (usually query string length + 1 for null termination) for storing the query string

### Return

- `ESP_OK` : Query is found in the request URL and copied to buffer
- `ESP_ERR_NOT_FOUND` : Query not found
- `ESP_ERR_INVALID_ARG` : Null arguments
- `ESP_ERR_HTTPD_INVALID_REQ` : Invalid HTTP request pointer
- `ESP_ERR_HTTPD_RESULT_TRUNC` : Query string truncated

### Parameters

- `r`: The request being responded to
- `buf`: Pointer to the buffer into which the query string will be copied (if found)
- `buf_len`: Length of output buffer

`esp_err_t httpd_query_key_value (const char *qry, const char *key, char *val, size_t val_size)`

Helper function to get a URL query tag from a query string of the type `param1=val1&param2=val2`.

### Note

- The components of URL query string (keys and values) are not URLdecoded. The user must check for 'Content-Type' field in the request headers and then depending upon the specified encoding (URL-encoded or otherwise) apply the appropriate decoding algorithm.

- If actual value size is greater than `val_size`, then the value is truncated, accompanied by truncation error as return value.

**Return**

- `ESP_OK` : Key is found in the URL query string and copied to buffer
- `ESP_ERR_NOT_FOUND` : Key not found
- `ESP_ERR_INVALID_ARG` : Null arguments
- `ESP_ERR_HTTPD_RESULT_TRUNC` : Value string truncated

**Parameters**

- `qry`: Pointer to query string
- `key`: The key to be searched in the query string
- `val`: Pointer to the buffer into which the value will be copied if the key is found
- `val_size`: Size of the user buffer “val”

bool `httpd_uri_match_wildcard`(const char \**uri\_template*, const char \**uri\_to\_match*, size\_t *match\_upto*)

Test if a URI matches the given wildcard template.

Template may end with “?” to make the previous character optional (typically a slash), “\*” for a wildcard match, and “?\*” to make the previous character optional, and if present, allow anything to follow.

Example:

- \* matches everything
- `/foo/?` matches `/foo` and `/foo/`
- `/foo/*` (sans the backslash) matches `/foo/` and `/foo/bar`, but not `/foo` or `/fo`
- `/foo/?*` or `/foo/*?` (sans the backslash) matches `/foo/`, `/foo/bar`, and also `/foo`, but not `/foox` or `/fo`

The special characters “?” and “\*” anywhere else in the template will be taken literally.

**Return** true if a match was found

**Parameters**

- `uri_template`: URI template (pattern)
- `uri_to_match`: URI to be matched
- `match_upto`: how many characters of the URI buffer to test (there may be trailing query string etc.)

*esp\_err\_t* `httpd_resp_send`(*httpd\_req\_t* \**r*, const char \**buf*, ssize\_t *buf\_len*)

API to send a complete HTTP response.

This API will send the data as an HTTP response to the request. This assumes that you have the entire response ready in a single buffer. If you wish to send response in incremental chunks use `httpd_resp_send_chunk()` instead.

If no status code and content-type were set, by default this will send 200 OK status code and content type as text/html. You may call the following functions before this API to configure the response headers : `httpd_resp_set_status()` - for setting the HTTP status string, `httpd_resp_set_type()` - for setting the Content Type, `httpd_resp_set_hdr()` - for appending any additional field value entries in the response header

**Note**

- This API is supposed to be called only from the context of a URI handler where `httpd_req_t*` request pointer is valid.
- Once this API is called, the request has been responded to.
- No additional data can then be sent for the request.
- Once this API is called, all request headers are purged, so request headers need be copied into separate buffers if they are required later.

**Return**

- `ESP_OK` : On successfully sending the response packet
- `ESP_ERR_INVALID_ARG` : Null request pointer
- `ESP_ERR_HTTPD_RESP_HDR` : Essential headers are too large for internal buffer
- `ESP_ERR_HTTPD_RESP_SEND` : Error in raw send
- `ESP_ERR_HTTPD_INVALID_REQ` : Invalid request

**Parameters**

- `r`: The request being responded to
- `buf`: Buffer from where the content is to be fetched
- `buf_len`: Length of the buffer, `HTTPD_RESP_USE_STRLEN` to use `strlen()`

*esp\_err\_t* **httpd\_resp\_send\_chunk** (*httpd\_req\_t* \*r, const char \*buf, ssize\_t buf\_len)

API to send one HTTP chunk.

This API will send the data as an HTTP response to the request. This API will use chunked-encoding and send the response in the form of chunks. If you have the entire response contained in a single buffer, please use `httpd_resp_send()` instead.

If no status code and content-type were set, by default this will send 200 OK status code and content type as text/html. You may call the following functions before this API to configure the response headers `httpd_resp_set_status()` - for setting the HTTP status string, `httpd_resp_set_type()` - for setting the Content Type, `httpd_resp_set_hdr()` - for appending any additional field value entries in the response header

**Note**

- This API is supposed to be called only from the context of a URI handler where `httpd_req_t*` request pointer is valid.
- When you are finished sending all your chunks, you must call this function with `buf_len` as 0.
- Once this API is called, all request headers are purged, so request headers need be copied into separate buffers if they are required later.

**Return**

- `ESP_OK` : On successfully sending the response packet chunk
- `ESP_ERR_INVALID_ARG` : Null request pointer
- `ESP_ERR_HTTPD_RESP_HDR` : Essential headers are too large for internal buffer
- `ESP_ERR_HTTPD_RESP_SEND` : Error in raw send
- `ESP_ERR_HTTPD_INVALID_REQ` : Invalid request pointer

**Parameters**

- `r`: The request being responded to

- `buf`: Pointer to a buffer that stores the data
- `buf_len`: Length of the buffer, `HTTPD_RESP_USE_STRLEN` to use `strlen()`

**static *esp\_err\_t* httpd\_resp\_sendstr (*httpd\_req\_t* \**r*, const char \**str*)**

API to send a complete string as HTTP response.

This API simply calls `http_resp_send` with buffer length set to string length assuming the buffer contains a null terminated string

#### Return

- `ESP_OK` : On successfully sending the response packet
- `ESP_ERR_INVALID_ARG` : Null request pointer
- `ESP_ERR_HTTPD_RESP_HDR` : Essential headers are too large for internal buffer
- `ESP_ERR_HTTPD_RESP_SEND` : Error in raw send
- `ESP_ERR_HTTPD_INVALID_REQ` : Invalid request

#### Parameters

- `r`: The request being responded to
- `str`: String to be sent as response body

**static *esp\_err\_t* httpd\_resp\_sendstr\_chunk (*httpd\_req\_t* \**r*, const char \**str*)**

API to send a string as an HTTP response chunk.

This API simply calls `http_resp_send_chunk` with buffer length set to string length assuming the buffer contains a null terminated string

#### Return

- `ESP_OK` : On successfully sending the response packet
- `ESP_ERR_INVALID_ARG` : Null request pointer
- `ESP_ERR_HTTPD_RESP_HDR` : Essential headers are too large for internal buffer
- `ESP_ERR_HTTPD_RESP_SEND` : Error in raw send
- `ESP_ERR_HTTPD_INVALID_REQ` : Invalid request

#### Parameters

- `r`: The request being responded to
- `str`: String to be sent as response body (NULL to finish response packet)

***esp\_err\_t* httpd\_resp\_set\_status (*httpd\_req\_t* \**r*, const char \**status*)**

API to set the HTTP status code.

This API sets the status of the HTTP response to the value specified. By default, the '200 OK' response is sent as the response.

#### Note

- This API is supposed to be called only from the context of a URI handler where `httpd_req_t*` request pointer is valid.
- This API only sets the status to this value. The status isn't sent out until any of the send APIs is executed.

- Make sure that the lifetime of the status string is valid till send function is called.

**Return**

- ESP\_OK : On success
- ESP\_ERR\_INVALID\_ARG : Null arguments
- ESP\_ERR\_HTTPD\_INVALID\_REQ : Invalid request pointer

**Parameters**

- *r*: The request being responded to
- *status*: The HTTP status code of this response

*esp\_err\_t* **httpd\_resp\_set\_type** (*httpd\_req\_t* \**r*, **const** char \**type*)

API to set the HTTP content type.

This API sets the 'Content Type' field of the response. The default content type is 'text/html'.

**Note**

- This API is supposed to be called only from the context of a URI handler where *httpd\_req\_t*\* request pointer is valid.
- This API only sets the content type to this value. The type isn't sent out until any of the send APIs is executed.
- Make sure that the lifetime of the type string is valid till send function is called.

**Return**

- ESP\_OK : On success
- ESP\_ERR\_INVALID\_ARG : Null arguments
- ESP\_ERR\_HTTPD\_INVALID\_REQ : Invalid request pointer

**Parameters**

- *r*: The request being responded to
- *type*: The Content Type of the response

*esp\_err\_t* **httpd\_resp\_set\_hdr** (*httpd\_req\_t* \**r*, **const** char \**field*, **const** char \**value*)

API to append any additional headers.

This API sets any additional header fields that need to be sent in the response.

**Note**

- This API is supposed to be called only from the context of a URI handler where *httpd\_req\_t*\* request pointer is valid.
- The header isn't sent out until any of the send APIs is executed.
- The maximum allowed number of additional headers is limited to value of *max\_resp\_headers* in config structure.
- Make sure that the lifetime of the field value strings are valid till send function is called.

**Return**

- ESP\_OK : On successfully appending new header
- ESP\_ERR\_INVALID\_ARG : Null arguments



- `ESP_ERR_HTTPD_RESP_HDR` : Total additional headers exceed max allowed
- `ESP_ERR_HTTPD_INVALID_REQ` : Invalid request pointer

#### Parameters

- `r`: The request being responded to
- `field`: The field name of the HTTP header
- `value`: The value of this HTTP header

`esp_err_t httpd_resp_send_err` (`httpd_req_t *req`, `httpd_err_code_t error`, `const char *msg`)

For sending out error code in response to HTTP request.

#### Note

- This API is supposed to be called only from the context of a URI handler where `httpd_req_t*` request pointer is valid.
- Once this API is called, all request headers are purged, so request headers need be copied into separate buffers if they are required later.
- If you wish to send additional data in the body of the response, please use the lower-level functions directly.

#### Return

- `ESP_OK` : On successfully sending the response packet
- `ESP_ERR_INVALID_ARG` : Null arguments
- `ESP_ERR_HTTPD_RESP_SEND` : Error in raw send
- `ESP_ERR_HTTPD_INVALID_REQ` : Invalid request pointer

#### Parameters

- `req`: Pointer to the HTTP request for which the response needs to be sent
- `error`: Error type to send
- `msg`: Error message string (pass NULL for default message)

`static esp_err_t httpd_resp_send_404` (`httpd_req_t *r`)

Helper function for HTTP 404.

Send HTTP 404 message. If you wish to send additional data in the body of the response, please use the lower-level functions directly.

#### Note

- This API is supposed to be called only from the context of a URI handler where `httpd_req_t*` request pointer is valid.
- Once this API is called, all request headers are purged, so request headers need be copied into separate buffers if they are required later.

#### Return

- `ESP_OK` : On successfully sending the response packet
- `ESP_ERR_INVALID_ARG` : Null arguments
- `ESP_ERR_HTTPD_RESP_SEND` : Error in raw send

- `ESP_ERR_HTTPD_INVALID_REQ` : Invalid request pointer

**Parameters**

- `r`: The request being responded to

**static** *esp\_err\_t* `httpd_resp_send_408` (*httpd\_req\_t* \**r*)

Helper function for HTTP 408.

Send HTTP 408 message. If you wish to send additional data in the body of the response, please use the lower-level functions directly.

**Note**

- This API is supposed to be called only from the context of a URI handler where `httpd_req_t*` request pointer is valid.
- Once this API is called, all request headers are purged, so request headers need be copied into separate buffers if they are required later.

**Return**

- `ESP_OK` : On successfully sending the response packet
- `ESP_ERR_INVALID_ARG` : Null arguments
- `ESP_ERR_HTTPD_RESP_SEND` : Error in raw send
- `ESP_ERR_HTTPD_INVALID_REQ` : Invalid request pointer

**Parameters**

- `r`: The request being responded to

**static** *esp\_err\_t* `httpd_resp_send_500` (*httpd\_req\_t* \**r*)

Helper function for HTTP 500.

Send HTTP 500 message. If you wish to send additional data in the body of the response, please use the lower-level functions directly.

**Note**

- This API is supposed to be called only from the context of a URI handler where `httpd_req_t*` request pointer is valid.
- Once this API is called, all request headers are purged, so request headers need be copied into separate buffers if they are required later.

**Return**

- `ESP_OK` : On successfully sending the response packet
- `ESP_ERR_INVALID_ARG` : Null arguments
- `ESP_ERR_HTTPD_RESP_SEND` : Error in raw send
- `ESP_ERR_HTTPD_INVALID_REQ` : Invalid request pointer

**Parameters**

- `r`: The request being responded to

int **httpd\_send** (*httpd\_req\_t* \*r, const char \*buf, size\_t buf\_len)

Raw HTTP send.

Call this API if you wish to construct your custom response packet. When using this, all essential header, eg. HTTP version, Status Code, Content Type and Length, Encoding, etc. will have to be constructed manually, and HTTP delimiters (CRLF) will need to be placed correctly for separating sub-sections of the HTTP response packet.

If the send override function is set, this API will end up calling that function eventually to send data out.

#### Note

- This API is supposed to be called only from the context of a URI handler where *httpd\_req\_t*\* request pointer is valid.
- Unless the response has the correct HTTP structure (which the user must now ensure) it is not guaranteed that it will be recognized by the client. For most cases, you wouldn't have to call this API, but you would rather use either of : *httpd\_resp\_send*(), *httpd\_resp\_send\_chunk*()

#### Return

- Bytes : Number of bytes that were sent successfully
- *HTTPD\_SOCK\_ERR\_INVALID* : Invalid arguments
- *HTTPD\_SOCK\_ERR\_TIMEOUT* : Timeout/interrupted while calling socket send()
- *HTTPD\_SOCK\_ERR\_FAIL* : Unrecoverable error while calling socket send()

#### Parameters

- r: The request being responded to
- buf: Buffer from where the fully constructed packet is to be read
- buf\_len: Length of the buffer

*esp\_err\_t* **httpd\_register\_err\_handler** (*httpd\_handle\_t* handle, *httpd\_err\_code\_t* error, *httpd\_err\_handler\_func\_t* handler\_fn)

Function for registering HTTP error handlers.

This function maps a handler function to any supported error code given by *httpd\_err\_code\_t*. See prototype *httpd\_err\_handler\_func\_t* above for details.

#### Return

- *ESP\_OK* : handler registered successfully
- *ESP\_ERR\_INVALID\_ARG* : invalid error code or server handle

#### Parameters

- handle: HTTP server handle
- error: Error type
- handler\_fn: User implemented handler function (Pass NULL to unset any previously set handler)

*esp\_err\_t* **httpd\_start** (*httpd\_handle\_t* \*handle, const *httpd\_config\_t* \*config)

Starts the web server.

Create an instance of HTTP server and allocate memory/resources for it depending upon the specified configuration.

Example usage:

```
//Function for starting the webserver
httpd_handle_t start_webserver(void)
{
    // Generate default configuration
    httpd_config_t config = HTTPD_DEFAULT_CONFIG();

    // Empty handle to http_server
    httpd_handle_t server = NULL;

    // Start the httpd server
    if (httpd_start(&server, &config) == ESP_OK) {
        // Register URI handlers
        httpd_register_uri_handler(server, &uri_get);
        httpd_register_uri_handler(server, &uri_post);
    }
    // If server failed to start, handle will be NULL
    return server;
}
```

### Return

- ESP\_OK : Instance created successfully
- ESP\_ERR\_INVALID\_ARG : Null argument(s)
- ESP\_ERR\_HTTPD\_ALLOC\_MEM : Failed to allocate memory for instance
- ESP\_ERR\_HTTPD\_TASK : Failed to launch server task

### Parameters

- config: Configuration for new instance of the server
- handle: Handle to newly created instance of the server. NULL on error

*esp\_err\_t* **httpd\_stop**(*httpd\_handle\_t* handle)

Stops the web server.

Deallocates memory/resources used by an HTTP server instance and deletes it. Once deleted the handle can no longer be used for accessing the instance.

Example usage:

```
// Function for stopping the webserver
void stop_webserver(httpd_handle_t server)
{
    // Ensure handle is non NULL
    if (server != NULL) {
        // Stop the httpd server
        httpd_stop(server);
    }
}
```

### Return

- ESP\_OK : Server stopped successfully
- ESP\_ERR\_INVALID\_ARG : Handle argument is Null

### Parameters

- `handle`: Handle to server returned by `httpd_start`

`esp_err_t httpd_queue_work` (*httpd\_handle\_t* handle, *httpd\_work\_fn\_t* work, void \*arg)

Queue execution of a function in HTTPD's context.

This API queues a work function for asynchronous execution

**Note** Some protocols require that the web server generate some asynchronous data and send it to the persistently opened connection. This facility is for use by such protocols.

#### Return

- `ESP_OK` : On successfully queueing the work
- `ESP_FAIL` : Failure in ctrl socket
- `ESP_ERR_INVALID_ARG` : Null arguments

#### Parameters

- `handle`: Handle to server returned by `httpd_start`
- `work`: Pointer to the function to be executed in the HTTPD's context
- `arg`: Pointer to the arguments that should be passed to this function

void \*`httpd_sess_get_ctx` (*httpd\_handle\_t* handle, int sockfd)

Get session context from socket descriptor.

Typically if a session context is created, it is available to URI handlers through the `httpd_req_t` structure. But, there are cases where the web server's send/receive functions may require the context (for example, for accessing keying information etc). Since the send/receive function only have the socket descriptor at their disposal, this API provides them with a way to retrieve the session context.

#### Return

- void\* : Pointer to the context associated with this session
- NULL : Empty context / Invalid handle / Invalid socket fd

#### Parameters

- `handle`: Handle to server returned by `httpd_start`
- `sockfd`: The socket descriptor for which the context should be extracted.

void `httpd_sess_set_ctx` (*httpd\_handle\_t* handle, int sockfd, void \*ctx, *httpd\_free\_ctx\_fn\_t* free\_fn)

Set session context by socket descriptor.

#### Parameters

- `handle`: Handle to server returned by `httpd_start`
- `sockfd`: The socket descriptor for which the context should be extracted.
- `ctx`: Context object to assign to the session
- `free_fn`: Function that should be called to free the context

void \*`httpd_sess_get_transport_ctx` (*httpd\_handle\_t* handle, int sockfd)

Get session 'transport' context by socket descriptor.

This context is used by the send/receive functions, for example to manage SSL context.

See `httpd_sess_get_ctx()`

**Return**

- `void*` : Pointer to the transport context associated with this session
- `NULL` : Empty context / Invalid handle / Invalid socket fd

**Parameters**

- `handle`: Handle to server returned by `httpd_start`
- `sockfd`: The socket descriptor for which the context should be extracted.

void `httpd_sess_set_transport_ctx` (*httpd\_handle\_t* handle, int sockfd, void \*ctx, *httpd\_free\_ctx\_fn\_t* free\_fn)

Set session 'transport' context by socket descriptor.

See `httpd_sess_set_ctx()`

**Parameters**

- `handle`: Handle to server returned by `httpd_start`
- `sockfd`: The socket descriptor for which the context should be extracted.
- `ctx`: Transport context object to assign to the session
- `free_fn`: Function that should be called to free the transport context

void \*`httpd_get_global_user_ctx` (*httpd\_handle\_t* handle)

Get HTTPD global user context (it was set in the server config struct)

**Return** global user context

**Parameters**

- `handle`: Handle to server returned by `httpd_start`

void \*`httpd_get_global_transport_ctx` (*httpd\_handle\_t* handle)

Get HTTPD global transport context (it was set in the server config struct)

**Return** global transport context

**Parameters**

- `handle`: Handle to server returned by `httpd_start`

*esp\_err\_t* `httpd_sess_trigger_close` (*httpd\_handle\_t* handle, int sockfd)

Trigger an httpd session close externally.

**Note** Calling this API is only required in special circumstances wherein some application requires to close an httpd client session asynchronously.

**Return**

- `ESP_OK` : On successfully initiating closure
- `ESP_FAIL` : Failure to queue work
- `ESP_ERR_NOT_FOUND` : Socket fd not found
- `ESP_ERR_INVALID_ARG` : Null arguments

**Parameters**

- `handle`: Handle to server returned by `httpd_start`
- `sockfd`: The socket descriptor of the session to be closed

*esp\_err\_t* **httpd\_sess\_update\_lru\_counter** (*httpd\_handle\_t* handle, int sockfd)

Update LRU counter for a given socket.

LRU Counters are internally associated with each session to monitor how recently a session exchanged traffic. When LRU purge is enabled, if a client is requesting for connection but maximum number of sockets/sessions is reached, then the session having the earliest LRU counter is closed automatically.

Updating the LRU counter manually prevents the socket from being purged due to the Least Recently Used (LRU) logic, even though it might not have received traffic for some time. This is useful when all open sockets/session are frequently exchanging traffic but the user specifically wants one of the sessions to be kept open, irrespective of when it last exchanged a packet.

**Note** Calling this API is only necessary if the LRU Purge Enable option is enabled.

**Return**

- `ESP_OK` : Socket found and LRU counter updated
- `ESP_ERR_NOT_FOUND` : Socket not found
- `ESP_ERR_INVALID_ARG` : Null arguments

**Parameters**

- `handle`: Handle to server returned by `httpd_start`
- `sockfd`: The socket descriptor of the session for which LRU counter is to be updated

**Structures**

**struct** `httpd_config`

HTTP Server Configuration Structure.

**Note** Use `HTTPD_DEFAULT_CONFIG()` to initialize the configuration to a default value and then modify only those fields that are specifically determined by the use case.

**Public Members**

unsigned `task_priority`

Priority of FreeRTOS task which runs the server

size\_t `stack_size`

The maximum stack size allowed for the server task

uint16\_t `server_port`

TCP Port number for receiving and transmitting HTTP traffic

uint16\_t `ctrl_port`

UDP Port number for asynchronously exchanging control signals between various components of the server

uint16\_t `max_open_sockets`

Max number of sockets/clients connected at any time

`uint16_t max_uri_handlers`

Maximum allowed uri handlers

`uint16_t max_resp_headers`

Maximum allowed additional headers in HTTP response

`uint16_t backlog_conn`

Number of backlog connections

`bool lru_purge_enable`

Purge “Least Recently Used” connection

`uint16_t recv_wait_timeout`

Timeout for recv function (in seconds)

`uint16_t send_wait_timeout`

Timeout for send function (in seconds)

`void *global_user_ctx`

Global user context.

This field can be used to store arbitrary user data within the server context. The value can be retrieved using the server handle, available e.g. in the `httpd_req_t` struct.

When shutting down, the server frees up the user context by calling `free()` on the `global_user_ctx` field. If you wish to use a custom function for freeing the global user context, please specify that here.

`httpd_free_ctx_fn_t global_user_ctx_free_fn`

Free function for global user context

`void *global_transport_ctx`

Global transport context.

Similar to `global_user_ctx`, but used for session encoding or encryption (e.g. to hold the SSL context). It will be freed using `free()`, unless `global_transport_ctx_free_fn` is specified.

`httpd_free_ctx_fn_t global_transport_ctx_free_fn`

Free function for global transport context

`httpd_open_func_t open_fn`

Custom session opening callback.

Called on a new session socket just after `accept()`, but before reading any data.

This is an opportunity to set up e.g. SSL encryption using `global_transport_ctx` and the `send/recv/pending` session overrides.

If a context needs to be maintained between these functions, store it in the session using `httpd_sess_set_transport_ctx()` and retrieve it later with `httpd_sess_get_transport_ctx()`

Returning a value other than `ESP_OK` will immediately close the new socket.

`httpd_close_func_t close_fn`

Custom session closing callback.

Called when a session is deleted, before freeing user and transport contexts and before closing the socket. This is a place for custom de-init code common to all sockets.

Set the user or transport context to `NULL` if it was freed here, so the server does not try to free it again.

This function is run for all terminated sessions, including sessions where the socket was closed by the network stack - that is, the file descriptor may not be valid anymore.

`httpd_uri_match_func_t uri_match_fn`

URI matcher function.



Called when searching for a matching URI: 1) whose request handler is to be executed right after an HTTP request is successfully parsed 2) in order to prevent duplication while registering a new URI handler using `httpd_register_uri_handler()`

Available options are: 1) `NULL` : Internally do basic matching using `strcmp()` 2) `httpd_uri_match_wildcard()` : URI wildcard matcher

Users can implement their own matching functions (See description of the `httpd_uri_match_func_t` function prototype)

## **struct httpd\_req**

HTTP Request Data Structure.

### **Public Members**

#### *httpd\_handle\_t* **handle**

Handle to server instance

#### int **method**

The type of HTTP request, -1 if unsupported method

#### **const** char **uri**[`HTTPD_MAX_URI_LEN + 1`]

The URI of this request (1 byte extra for null termination)

#### size\_t **content\_len**

Length of the request body

#### void \***aux**

Internally used members

#### void \***user\_ctx**

User context pointer passed during URI registration.

#### void \***sess\_ctx**

Session Context Pointer

A session context. Contexts are maintained across ‘sessions’ for a given open TCP connection. One session could have multiple request responses. The web server will ensure that the context persists across all these request and responses.

By default, this is `NULL`. URI Handlers can set this to any meaningful value.

If the underlying socket gets closed, and this pointer is non-`NULL`, the web server will free up the context by calling `free()`, unless `free_ctx` function is set.

#### *httpd\_free\_ctx\_fn\_t* **free\_ctx**

Pointer to free context hook

Function to free session context

If the web server’s socket closes, it frees up the session context by calling `free()` on the `sess_ctx` member. If you wish to use a custom function for freeing the session context, please specify that here.

#### bool **ignore\_sess\_ctx\_changes**

Flag indicating if Session Context changes should be ignored

By default, if you change the `sess_ctx` in some URI handler, the http server will internally free the earlier context (if non `NULL`), after the URI handler returns. If you want to manage the allocation/reallocation/freeing of `sess_ctx` yourself, set this flag to true, so that the server will not perform any checks on it. The context will be cleared by the server (by calling `free_ctx` or `free()`) only if the socket gets closed.

## **struct httpd\_uri**

Structure for URI handler.

### **Public Members**

**const char \*uri**

The URI to handle

*httpd\_method\_t* **method**

Method supported by the URI

*esp\_err\_t* (\***handler**) (*httpd\_req\_t* \*r)

Handler to call for supported request method. This must return ESP\_OK, or else the underlying socket will be closed.

void \***user\_ctx**

Pointer to user context data which will be available to handler

### **Macros**

**HTTPD\_MAX\_REQ\_HDR\_LEN**

**HTTPD\_MAX\_URI\_LEN**

**HTTPD SOCK\_ERR\_FAIL**

**HTTPD SOCK\_ERR\_INVALID**

**HTTPD SOCK\_ERR\_TIMEOUT**

**HTTPD\_200**

HTTP Response 200

**HTTPD\_204**

HTTP Response 204

**HTTPD\_207**

HTTP Response 207

**HTTPD\_400**

HTTP Response 400

**HTTPD\_404**

HTTP Response 404

**HTTPD\_408**

HTTP Response 408

**HTTPD\_500**

HTTP Response 500

**HTTPD\_TYPE\_JSON**

HTTP Content type JSON

**HTTPD\_TYPE\_TEXT**

HTTP Content type text/HTML

**HTTPD\_TYPE\_OCTET**

HTTP Content type octext-stream

**HTTPD\_DEFAULT\_CONFIG ()**

**ESP\_ERR\_HTTPD\_BASE**

Starting number of HTTPD error codes

**ESP\_ERR\_HTTPD\_HANDLERS\_FULL**

All slots for registering URI handlers have been consumed

**ESP\_ERR\_HTTPD\_HANDLER\_EXISTS**

URI handler with same method and target URI already registered

**ESP\_ERR\_HTTPD\_INVALID\_REQ**

Invalid request pointer

**ESP\_ERR\_HTTPD\_RESULT\_TRUNC**

Result string truncated

**ESP\_ERR\_HTTPD\_RESP\_HDR**

Response header field larger than supported

**ESP\_ERR\_HTTPD\_RESP\_SEND**

Error occurred while sending response packet

**ESP\_ERR\_HTTPD\_ALLOC\_MEM**

Failed to dynamically allocate memory for resource

**ESP\_ERR\_HTTPD\_TASK**

Failed to launch server task/thread

**HTTPD\_RESP\_USE\_STRLEN****Type Definitions**

```
typedef struct httpd_req httpd_req_t
```

HTTP Request Data Structure.

```
typedef struct httpd_uri httpd_uri_t
```

Structure for URI handler.

```
typedef int (*httpd_send_func_t) (httpd_handle_t hd, int sockfd, const char *buf, size_t buf_len,
                                int flags)
```

Prototype for HTTPD's low-level send function.

**Note** User specified send function must handle errors internally, depending upon the set value of `errno`, and return specific `HTTPD SOCK_ERR_` codes, which will eventually be conveyed as return value of `httpd_send()` function

**Return**

- Bytes : The number of bytes sent successfully
- `HTTPD SOCK_ERR_INVALID` : Invalid arguments
- `HTTPD SOCK_ERR_TIMEOUT` : Timeout/interrupted while calling socket `send()`
- `HTTPD SOCK_ERR_FAIL` : Unrecoverable error while calling socket `send()`

**Parameters**

- `hd`: server instance
- `sockfd`: session socket file descriptor
- `buf`: buffer with bytes to send
- `buf_len`: data size

- flags: flags for the send() function

**typedef** int (\***httpd\_recv\_func\_t**) (*httpd\_handle\_t* hd, int sockfd, char \*buf, size\_t buf\_len, int flags)  
Prototype for HTTPDs low-level recv function.

**Note** User specified recv function must handle errors internally, depending upon the set value of errno, and return specific HTTPD\_SOCK\_ERR\_ codes, which will eventually be conveyed as return value of httpd\_req\_recv() function

**Return**

- Bytes : The number of bytes received successfully
- 0 : Buffer length parameter is zero / connection closed by peer
- HTTPD\_SOCK\_ERR\_INVALID : Invalid arguments
- HTTPD\_SOCK\_ERR\_TIMEOUT : Timeout/interrupted while calling socket recv()
- HTTPD\_SOCK\_ERR\_FAIL : Unrecoverable error while calling socket recv()

**Parameters**

- hd: server instance
- sockfd: session socket file descriptor
- buf: buffer with bytes to send
- buf\_len: data size
- flags: flags for the send() function

**typedef** int (\***httpd\_pending\_func\_t**) (*httpd\_handle\_t* hd, int sockfd)  
Prototype for HTTPDs low-level “get pending bytes” function.

**Note** User specified pending function must handle errors internally, depending upon the set value of errno, and return specific HTTPD\_SOCK\_ERR\_ codes, which will be handled accordingly in the server task.

**Return**

- Bytes : The number of bytes waiting to be received
- HTTPD\_SOCK\_ERR\_INVALID : Invalid arguments
- HTTPD\_SOCK\_ERR\_TIMEOUT : Timeout/interrupted while calling socket pending()
- HTTPD\_SOCK\_ERR\_FAIL : Unrecoverable error while calling socket pending()

**Parameters**

- hd: server instance
- sockfd: session socket file descriptor

**typedef** *esp\_err\_t* (\***httpd\_err\_handler\_func\_t**) (*httpd\_req\_t* \*req, *httpd\_err\_code\_t* error)  
Function prototype for HTTP error handling.

This function is executed upon HTTP errors generated during internal processing of an HTTP request. This is used to override the default behavior on error, which is to send HTTP error response and close the underlying socket.

**Note**

- If implemented, the server will not automatically send out HTTP error response codes, therefore, `httpd_resp_send_err()` must be invoked inside this function if user wishes to generate HTTP error responses.
- When invoked, the validity of `uri`, `method`, `content_len` and `user_ctx` fields of the `httpd_req_t` parameter is not guaranteed as the HTTP request may be partially received/parsed.
- The function must return `ESP_OK` if underlying socket needs to be kept open. Any other value will ensure that the socket is closed. The return value is ignored when error is of type `HTTPD_500_INTERNAL_SERVER_ERROR` and the socket closed anyway.

**Return**

- `ESP_OK` : error handled successful
- `ESP_FAIL` : failure indicates that the underlying socket needs to be closed

**Parameters**

- `req`: HTTP request for which the error needs to be handled
- `error`: Error type

```
typedef void *httpd_handle_t
    HTTP Server Instance Handle.
```

Every instance of the server will have a unique handle.

```
typedef enum http_method httpd_method_t
    HTTP Method Type wrapper over “enum http_method” available in “http_parser” library.
```

```
typedef void (*httpd_free_ctx_fn_t) (void *ctx)
    Prototype for freeing context data (if any)
```

**Parameters**

- `ctx`: object to free

```
typedef esp_err_t (*httpd_open_func_t) (httpd_handle_t hd, int sockfd)
    Function prototype for opening a session.
```

Called immediately after the socket was opened to set up the send/rcv functions and other parameters of the socket.

**Return**

- `ESP_OK` : On success
- Any value other than `ESP_OK` will signal the server to close the socket immediately

**Parameters**

- `hd`: server instance
- `sockfd`: session socket file descriptor

```
typedef void (*httpd_close_func_t) (httpd_handle_t hd, int sockfd)
    Function prototype for closing a session.
```

**Note** It’s possible that the socket descriptor is invalid at this point, the function is called for all terminated sessions. Ensure proper handling of return codes.

**Parameters**

- `hd`: server instance
- `sockfd`: session socket file descriptor

```
typedef bool (*httpd_uri_match_func_t) (const char *reference_uri, const char *uri_to_match,  
   size_t match_upto)
```

Function prototype for URI matching.

**Return** true on match

### Parameters

- `reference_uri`: URI/template with respect to which the other URI is matched
- `uri_to_match`: URI/template being matched to the reference URI/template
- `match_upto`: For specifying the actual length of `uri_to_match` up to which the matching algorithm is to be applied (The maximum value is `strlen(uri_to_match)`, independent of the length of `reference_uri`)

```
typedef struct httpd_config httpd_config_t
```

HTTP Server Configuration Structure.

**Note** Use `HTTPD_DEFAULT_CONFIG()` to initialize the configuration to a default value and then modify only those fields that are specifically determined by the use case.

```
typedef void (*httpd_work_fn_t) (void *arg)
```

Prototype of the HTTPD work function Please refer to `httpd_queue_work()` for more details.

### Parameters

- `arg`: The arguments for this work function

## Enumerations

```
enum httpd_err_code_t
```

Error codes sent as HTTP response in case of errors encountered during processing of an HTTP request.

*Values:*

```
HTTPD_500_INTERNAL_SERVER_ERROR = 0
```

```
HTTPD_501_METHOD_NOT_IMPLEMENTED
```

```
HTTPD_505_VERSION_NOT_SUPPORTED
```

```
HTTPD_400_BAD_REQUEST
```

```
HTTPD_404_NOT_FOUND
```

```
HTTPD_405_METHOD_NOT_ALLOWED
```

```
HTTPD_408_REQ_TIMEOUT
```

```
HTTPD_411_LENGTH_REQUIRED
```

```
HTTPD_414_URI_TOO_LONG
```

```
HTTPD_431_REQ_HDR_FIELDS_TOO_LARGE
```

```
HTTPD_ERR_CODE_MAX
```

### 3.4.5 HTTPS server

#### Overview

This component is built on top of *esp\_http\_server*. The HTTPS server takes advantage of hooks and function overrides in the regular HTTP server to provide encryption using OpenSSL.

All documentation for *esp\_http\_server* applies also to a server you create this way.

#### Used APIs

The following API of *esp\_http\_server* should not be used with *esp\_https\_server*, as they are used internally to handle secure sessions and to maintain internal state:

- “send”, “receive” and “pending” function overrides - secure socket handling
  - `httpd_sess_set_send_override()`
  - `httpd_sess_set_recv_override()`
  - `httpd_sess_set_pending_override()`
- “transport context” - both global and session
  - `httpd_sess_get_transport_ctx()` - returns SSL used for the session
  - `httpd_sess_set_transport_ctx()`
  - `httpd_get_global_transport_ctx()` - returns the shared SSL context
  - `httpd_config_t.global_transport_ctx`
  - `httpd_config_t.global_transport_ctx_free_fn`
  - `httpd_config_t.open_fn` - used to set up secure sockets

Everything else can be used without limitations.

#### Usage

Please see the example [protocols/https\\_server](#) to learn how to set up a secure server.

Basically all you need is to generate a certificate, embed it in the firmware, and provide its pointers and lengths to the start function via the init struct.

The server can be started with or without SSL by changing a flag in the init struct - `httpd_ssl_config.transport_mode`. This could be used e.g. for testing or in trusted environments where you prefer speed over security.

#### Performance

The initial session setup can take about two seconds, or more with slower clock speeds or more verbose logging. Subsequent requests through the open secure socket are much faster (down to under 100 ms).

## API Reference

### Header File

- `esp_https_server/include/esp_https_server.h`

### Functions

*esp\_err\_t* **httpd\_ssl\_start** (*httpd\_handle\_t* \*handle, *httpd\_ssl\_config\_t* \*config)  
Create a SSL capable HTTP server (secure mode may be disabled in config)

**Return** success

#### Parameters

- `config`: - server config, must not be const. Does not have to stay valid after calling this function.
- `handle`: - storage for the server handle, must be a valid pointer

void **httpd\_ssl\_stop** (*httpd\_handle\_t* handle)  
Stop the server. Blocks until the server is shut down.

#### Parameters

- `handle`:

### Structures

**struct httpd\_ssl\_config**  
HTTPS server config struct  
Please use `HTTPD_SSL_CONFIG_DEFAULT()` to initialize it.

#### Public Members

*httpd\_config\_t* **httpd**  
Underlying HTTPD server config  
Parameters like task stack size and priority can be adjusted here.

**const uint8\_t \*cacert\_pem**  
CA certificate

**size\_t cacert\_len**  
CA certificate byte length

**const uint8\_t \*prvtkey\_pem**  
Private key

**size\_t prvtkey\_len**  
Private key byte length

*httpd\_ssl\_transport\_mode\_t* **transport\_mode**  
Transport Mode (default secure)

**uint16\_t port\_secure**  
Port used when transport mode is secure (default 443)



`uint16_t port_insecure`  
 Port used when transport mode is insecure (default 80)

## Macros

`HTTPD_SSL_CONFIG_DEFAULT()`  
 Default config struct init  
 (http\_server default config had to be copied for customization)

Notes:

- port is set when starting the server, according to 'transport\_mode'
- one socket uses ~ 40kB RAM with SSL, we reduce the default socket count to 4
- SSL sockets are usually long-lived, closing LRU prevents pool exhaustion DOS
- Stack size may need adjustments depending on the user application

## Type Definitions

`typedef struct httpd_ssl_config httpd_ssl_config_t`

## Enumerations

`enum httpd_ssl_transport_mode_t`  
*Values:*  
`HTTPD_SSL_TRANSPORT_SECURE`  
`HTTPD_SSL_TRANSPORT_INSECURE`

## 3.4.6 ASIO port

### Overview

Asio is a cross-platform C++ library, see <https://think-async.com>. It provides a consistent asynchronous model using a modern C++ approach.

### ASIO documentation

Please refer to the original asio documentation at <https://think-async.com/Asio/Documentation>. Asio also comes with a number of examples which could be find under Documentation/Examples on that web site.

### Supported features

ESP platform port currently supports only network asynchronous socket operations; does not support serial port and ssl. Internal asio settings for ESP include - EXCEPTIONS: Supported, choice in menuconfig - SIGNAL, SIGACTION: Not supported - EPOLL, EVENTFD: Not supported - TYPEID: Disabled by default, but supported in toolchain and asio (provided stdlib recompiled with -frtti)

### Application Example

ESP examples are based on standard asio examples *examples/protocols/asio*: - `udp_echo_server` - `tcp_echo_server` - `chat_client` - `chat_server` Please refer to the specific example README.md for details

### 3.4.7 ESP-MQTT

#### Overview

ESP-MQTT is an implementation of MQTT protocol client (MQTT is a lightweight publish/subscribe messaging protocol).

#### Features

- supports MQTT over TCP, SSL with mbedtls, MQTT over Websocket, MQTT over Websocket Secure.
- Easy to setup with URI
- Multiple instances (Multiple clients in one application)
- Support subscribing, publishing, authentication, will messages, keep alive pings and all 3 QoS levels (it should be a fully functional client).

#### Application Example

- `protocols/mqtt/tcp`: MQTT over tcp, default port 1883
- `protocols/mqtt/ssl`: MQTT over tcp, default port 8883
- `protocols/mqtt/ws`: MQTT over Websocket, default port 80
- `protocols/mqtt/wss`: MQTT over Websocket Secure, default port 443

#### Configuration

##### URI

- Curently support `mqtt`, `mqttps`, `ws`, `wss` schemes
- MQTT over TCP samples:
  - `mqtt://iot.eclipse.org`: MQTT over TCP, default port 1883:
  - `mqtt://iot.eclipse.org:1884` MQTT over TCP, port 1884:
  - `mqtt://username:password@iot.eclipse.org:1884` MQTT over TCP, port 1884, with username and password
- MQTT over SSL samples:
  - `mqttps://iot.eclipse.org`: MQTT over SSL, port 8883
  - `mqttps://iot.eclipse.org:8884`: MQTT over SSL, port 8884
- MQTT over Websocket samples:
  - `ws://iot.eclipse.org:80/ws`

- MQTT over Websocket Secure samples:
  - wss://iot.eclipse.org:443/ws
- Minimal configurations:

```
const esp_mqtt_client_config_t mqtt_cfg = {
    .uri = "mqtt://iot.eclipse.org",
    .event_handle = mqtt_event_handler,
    // .user_context = (void *)your_context
};
```

- If there are any options related to the URI in `esp_mqtt_client_config_t`, the option defined by the URI will be overridden. Sample:

```
const esp_mqtt_client_config_t mqtt_cfg = {
    .uri = "mqtt://iot.eclipse.org:1234",
    .event_handle = mqtt_event_handler,
    .port = 4567,
};
//MQTT client will connect to iot.eclipse.org using port 4567
```

## SSL

- Get certificate from server, example: `iot.eclipse.org openssl s_client -showcerts -connect iot.eclipse.org:8883 </dev/null 2>/dev/null|openssl x509 -outform PEM >iot_eclipse_org.pem`
- Check the sample application: `examples/mqtt_ssl`
- Configuration:

```
const esp_mqtt_client_config_t mqtt_cfg = {
    .uri = "mqtts://iot.eclipse.org:8883",
    .event_handle = mqtt_event_handler,
    .cert_pem = (const char *)iot_eclipse_org_pem_start,
};
```

For more options on `esp_mqtt_client_config_t`, please refer to API reference below

## Change settings in `menuconfig`

:: make menuconfig -> Component config -> ESP-MQTT Configuration

- `CONFIG_MQTT_PROTOCOL_311`: Enables 3.1.1 version of MQTT protocol
- `CONFIG_MQTT_TRANSPORT_SSL`, `CONFIG_MQTT_TRANSPORT_WEBSOCKET`: Enables specific MQTT transport layer, such as SSL, WEBSOCKET, WEBSOCKET\_SECURE
- `CONFIG_MQTT_CUSTOM_OUTBOX`: Disables default implementation of `mqtt_outbox`, so a specific implementation can be supplied

## API Reference

## Header File

- `mqtt/esp-mqtt/include/mqtt_client.h`

## Functions

```
esp_mqtt_client_handle_t esp_mqtt_client_init (const esp_mqtt_client_config_t *config)  
esp_err_t esp_mqtt_client_set_uri (esp_mqtt_client_handle_t client, const char *uri)  
esp_err_t esp_mqtt_client_start (esp_mqtt_client_handle_t client)  
esp_err_t esp_mqtt_client_stop (esp_mqtt_client_handle_t client)  
esp_err_t esp_mqtt_client_subscribe (esp_mqtt_client_handle_t client, const char *topic, int qos)  
esp_err_t esp_mqtt_client_unsubscribe (esp_mqtt_client_handle_t client, const char *topic)  
int esp_mqtt_client_publish (esp_mqtt_client_handle_t client, const char *topic, const char  
    *data, int len, int qos, int retain)  
esp_err_t esp_mqtt_client_destroy (esp_mqtt_client_handle_t client)  
esp_err_t esp_mqtt_set_config (esp_mqtt_client_handle_t client, const esp_mqtt_client_config_t  
    *config)
```

## Structures

```
struct esp_mqtt_event_t  
MQTT event configuration structure
```

### Public Members

```
esp_mqtt_event_id_t event_id  
MQTT event type  
esp_mqtt_client_handle_t client  
MQTT client handle for this event  
void *user_context  
User context passed from MQTT client config  
char *data  
Data associated with this event  
int data_len  
Length of the data for this event  
int total_data_len  
Total length of the data (longer data are supplied with multiple events)  
int current_data_offset  
Actual offset for the data associated with this event  
char *topic  
Topic associated with this event  
int topic_len  
Length of the topic for this event associated with this event
```

int **msg\_id**  
MQTT messaged id of message

int **session\_present**  
MQTT session\_present flag for connection event

**struct esp\_mqtt\_client\_config\_t**  
MQTT client configuration structure

### Public Members

*mqtt\_event\_callback\_t* **event\_handle**  
handle for MQTT events

**const char \*host**  
MQTT server domain (ipv4 as string)

**const char \*uri**  
Complete MQTT broker URI

uint32\_t **port**  
MQTT server port

**const char \*client\_id**  
default client id is ESP32\_CHIPID% where CHIPID% are last 3 bytes of MAC address in hex format

**const char \*username**  
MQTT username

**const char \*password**  
MQTT password

**const char \*lwt\_topic**  
LWT (Last Will and Testament) message topic (NULL by default)

**const char \*lwt\_msg**  
LWT message (NULL by default)

int **lwt\_qos**  
LWT message qos

int **lwt\_retain**  
LWT retained message flag

int **lwt\_msg\_len**  
LWT message length

int **disable\_clean\_session**  
mqtt clean session, default clean\_session is true

int **keepalive**  
mqtt keepalive, default is 120 seconds

bool **disable\_auto\_reconnect**  
this mqtt client will reconnect to server (when errors/disconnect). Set disable\_auto\_reconnect=true to disable

void **\*user\_context**  
pass user context to this option, then can receive that context in event->user\_context

int **task\_prio**  
MQTT task priority, default is 5, can be changed in make menuconfig

int **task\_stack**

MQTT task stack size, default is 6144 bytes, can be changed in `make menuconfig`

int **buffer\_size**

size of MQTT send/receive buffer, default is 1024

const char \***cert\_pem**

Pointer to certificate data in PEM format for server verify (with SSL), default is NULL, not required to verify the server

const char \***client\_cert\_pem**

Pointer to certificate data in PEM format for SSL mutual authentication, default is NULL, not required if mutual authentication is not needed. If it is not NULL, also `client_key_pem` has to be provided.

const char \***client\_key\_pem**

Pointer to private key data in PEM format for SSL mutual authentication, default is NULL, not required if mutual authentication is not needed. If it is not NULL, also `client_cert_pem` has to be provided.

*esp\_mqtt\_transport\_t* **transport**

overrides URI transport

int **refresh\_connection\_after\_ms**

Refresh connection after this value (in milliseconds)

## Type Definitions

**typedef struct** esp\_mqtt\_client \***esp\_mqtt\_client\_handle\_t**

**typedef** *esp\_mqtt\_event\_t* \***esp\_mqtt\_event\_handle\_t**

**typedef** *esp\_err\_t* (\***mqtt\_event\_callback\_t**)(*esp\_mqtt\_event\_handle\_t* event)

## Enumerations

**enum** **esp\_mqtt\_event\_id\_t**

MQTT event types.

User event handler receives context data in *esp\_mqtt\_event\_t* structure with

- `user_context` - user data from *esp\_mqtt\_client\_config\_t*
- `client` - mqtt client handle
- various other data depending on event type

*Values:*

**MQTT\_EVENT\_ERROR** = 0

**MQTT\_EVENT\_CONNECTED**

connected event, additional context: `session_present` flag

**MQTT\_EVENT\_DISCONNECTED**

disconnected event

**MQTT\_EVENT\_SUBSCRIBED**

subscribed event, additional context: `msg_id`

**MQTT\_EVENT\_UNSUBSCRIBED**

unsubscribed event

**MQTT\_EVENT\_PUBLISHED**

published event, additional context: `msg_id`

**MQTT\_EVENT\_DATA**

data event, additional context:

- `msg_id` message id
- topic pointer to the received topic
- `topic_len` length of the topic
- data pointer to the received data
- `data_len` length of the data for this event
- `current_data_offset` offset of the current data for this event
- `total_data_len` total length of the data received

**MQTT\_EVENT\_BEFORE\_CONNECT**

The event occurs before connecting

**enum esp\_mqtt\_transport\_t**

*Values:*

**MQTT\_TRANSPORT\_UNKNOWN** = 0x0

**MQTT\_TRANSPORT\_OVER\_TCP**

MQTT over TCP, using scheme: `mqtt`

**MQTT\_TRANSPORT\_OVER\_SSL**

MQTT over SSL, using scheme: `mqttssl`

**MQTT\_TRANSPORT\_OVER\_WS**

MQTT over Websocket, using scheme: `ws`

**MQTT\_TRANSPORT\_OVER\_WSS**

MQTT over Websocket Secure, using scheme: `wss`

### 3.4.8 ESP-Modbus

#### Overview

The Modbus serial communication protocol is de facto standard protocol widely used to connect industrial electronic devices. Modbus allows communication among many devices connected to the same network, for example, a system that measures temperature and humidity and communicates the results to a computer. The Modbus protocol uses several types of data: Holding Registers, Input Registers, Coils (single bit output), Discrete Inputs. Versions of the Modbus protocol exist for serial port and for Ethernet and other protocols that support the Internet protocol suite. There are many variants of Modbus protocols, some of them are:

- `Modbus RTU` — This is used in serial communication and makes use of a compact, binary representation of the data for protocol communication. The RTU format follows the commands/data with a cyclic redundancy check checksum as an error check mechanism to ensure the reliability of data. Modbus RTU is the most common implementation available for Modbus. A Modbus RTU message must be transmitted continuously without inter-character hesitations. Modbus messages are framed (separated) by idle (silent) periods. The RS-485 interface communication is usually used for this type.
- `Modbus ASCII` — This is used in serial communication and makes use of ASCII characters for protocol communication. The ASCII format uses a longitudinal redundancy check checksum. Modbus ASCII messages are framed by leading colon (":") and trailing newline (CR/LF).

- Modbus TCP/IP or Modbus TCP — This is a Modbus variant used for communications over TCP/IP networks, connecting over port 502. It does not require a checksum calculation, as lower layers already provide checksum protection.

### Modbus slave interface API overview

ESP-IDF supports Modbus slave protocol and provides `modbus_controller` interface API to interact with user application. The interface API functions below are used to setup and use Modbus slave stack from application and could be executed in next order:

The files `deviceparams.c/h` contain the user structures which represent Modbus parameters accessed by stack. These parameters should be prepared by user and be assigned to the `modbus_controller` interface using `mbcontroller_set_descriptor()` API call before start of communication.

`esp_err_t mbcontroller_init` (void)  
Initialize modbus controller and stack.

#### Return

- ESP\_OK Success
- ESP\_FAIL Parameter error

The function initializes the Modbus controller interface and its active context (tasks, RTOS objects and other resources).

`esp_err_t mbcontroller_setup` (mb\_communication\_info\_t *comm\_info*)  
Set Modbus communication parameters for the controller.

#### Return

- ESP\_OK Success
- ESP\_ERR\_INVALID\_ARG Incorrect parameter data

#### Parameters

- `comm_info`: Communication parameters structure.

The function is used to setup communication parameters of the Modbus stack. See the Modbus controller API documentation for more information.

`esp_err_t mbcontroller_set_descriptor` (mb\_register\_area\_descriptor\_t *descr\_data*)  
Set Modbus area descriptor.

#### Return

- ESP\_OK: The appropriate descriptor is set
- ESP\_ERR\_INVALID\_ARG: The argument is incorrect

#### Parameters

- `descr_data`: Modbus registers area descriptor structure

The function initializes Modbus communication descriptors for each type of Modbus register area (Holding Registers, Input Registers, Coils (single bit output), Discrete Inputs). Once areas are initialized and the `mbcontroller_start()` API is called the Modbus stack can access the data in user data structures by request from master. See the `mb_register_area_descriptor_t` for more information.



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

Start Modbus communication stack.

**Return**

- ESP\_OK Success
- ESP\_ERR\_INVALID\_ARG Modbus stack start error

Modbus controller start function. Starts stack and interface and allows communication.

*mb\_event\_group\_t* **mbcontroller\_check\_event** (*mb\_event\_group\_t group*)

Wait for specific event on parameter change.

**Return**

- *mb\_event\_group\_t* event bits triggered

**Parameters**

- *group*: Group event bit mask to wait for change

The blocking call to function waits for event specified in the input parameter as event mask. Once master access the parameter and event mask matches the parameter the application task will be unblocked and function will return ESP\_OK. See the *mb\_event\_group\_t* for more information about Modbus event masks.

*esp\_err\_t* **mbcontroller\_get\_param\_info** (*mb\_param\_info\_t \*reg\_info*, *uint32\_t timeout*)

Get parameter information.

**Return**

- ESP\_OK Success
- ESP\_ERR\_TIMEOUT Can not get data from parameter queue or queue overflow

**Parameters**

- *reg\_info*: parameter info structure
- *timeout*: Timeout in milliseconds to read information from parameter queue

The function gets information about accessed parameters from modbus controller event queue. The KConfig 'CONFIG\_MB\_CONTROLLER\_NOTIFY\_QUEUE\_SIZE' key can be used to configure the notification queue size. The timeout parameter allows to specify timeout for waiting notification. The *mb\_param\_info\_t* structure contain information about accessed parameter.

*esp\_err\_t* **mbcontroller\_destroy** (void)

Destroy Modbus controller and stack.

**Return**

- ESP\_OK Success
- ESP\_FAIL Parameter error

This function stops Modbus communication stack and destroys controller interface.

There are some configuration parameters modbus\_controller interface and Modbus stack can be configured using KConfig values in "Modbus configuration" menu. See the example application for more information about how to use these API functions.

## Application Example

The example uses the FreeModbus library port for slave implementation:

`protocols/modbus_slave`

Example code for this API section is provided in `protocols` directory of ESP-IDF examples.

### 3.4.9 IP Network Layer

Documentation for IP Network Layer protocols (below the Application Protocol layer) is provided in *Networking APIs*.

## 3.5 Provisioning API

### 3.5.1 Unified Provisioning

#### Overview

Unified provisioning support in the ESP-IDF provides an extensible mechanism to the developers to configure the device with the Wi-Fi credentials and/or other custom configuration using various transports and different security schemes. Depending on the use-case it provides a complete and ready solution for Wi-Fi network provisioning along with example iOS and Android applications. Or developers can extend the device-side and phone-app side implementations to accommodate their requirements for sending additional configuration data. Following are the important features of this implementation.

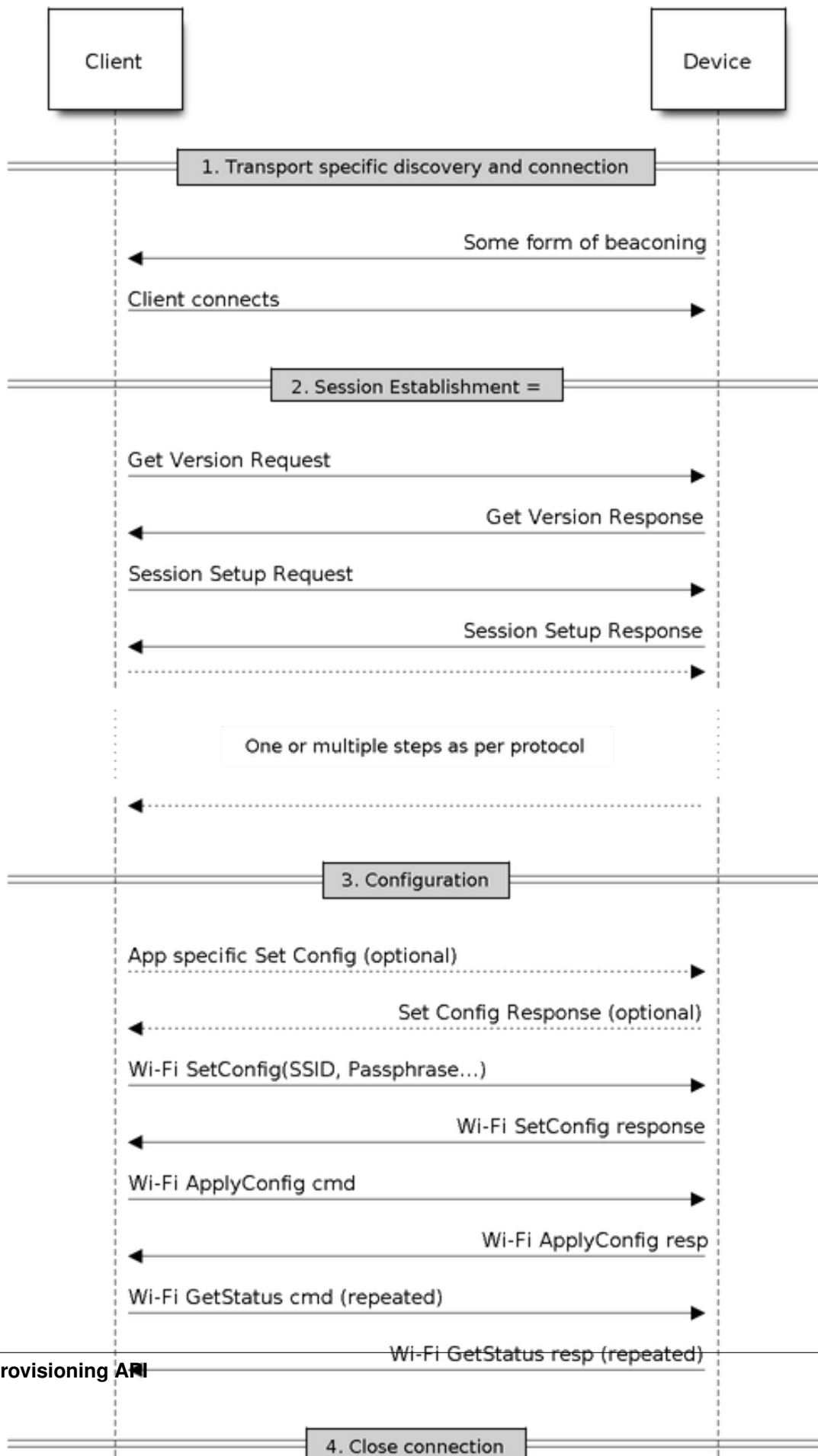
1. *Extensible Protocol*: The protocol is completely flexible and it offers the ability for the developers to send custom configuration in the provisioning process. The data representation too is left to the application to decide.
2. *Transport Flexibility*: The protocol can work on Wi-Fi (SoftAP + HTTP server) or on BLE as a transport protocol. The framework provides an ability to add support for any other transport easily as long as command-response behaviour can be supported on the transport.
3. *Security Scheme Flexibility*: It's understood that each use-case may require different security scheme to secure the data that is exchanged in the provisioning process. Some applications may work with SoftAP that's WPA2 protected or BLE with "just-works" security. Or the applications may consider the transport to be insecure and may want application level security. The unified provisioning framework allows application to choose the security as deemed suitable.
4. *Compact Data Representation*: The protocol uses [Google Protobufs](#) as a data representation for session setup and Wi-Fi provisioning. They provide a compact data representation and ability to parse the data in multiple programming languages in native format. Please note that this data representation is not forced on application specific data and the developers may choose the representation of their choice.

#### Typical Provisioning Process

##### Deciding on Transport

Unified provisioning subsystem supports Wi-Fi (SoftAP+HTTP server) and BLE (GATT based) transport schemes. Following points need to be considered while selecting the best possible transport for provisioning.

1. BLE based transport has an advantage that in the provisioning process, the BLE communication channel stays intact between the device and the client. That provides reliable provisioning feedback.



2. BLE based provisioning implementation makes the user-experience better from the phone apps as on Android and iOS both, the phone app can discover and connect to the device without requiring user to go out of the phone app
3. BLE transport however consumes ~110KB memory at runtime. If the product does not use the BLE or BT functionality after provisioning is done, almost all the memory can be reclaimed back and can be added into the heap.
4. SoftAP based transport is highly interoperable; however as the same radio is shared between SoftAP and Station interface, the transport is not reliable in the phase when the Wi-Fi connection to external AP is attempted. Also, the client may roam back to different network when the SoftAP changes the channel at the time of Station connection.
5. SoftAP transport does not require much additional memory for the Wi-Fi use-cases
6. SoftAP based provisioning requires the phone app user to go to “System Settings” to connect to Wi-Fi network hosted by the device in case of iOS. The discovery (scanning) as well as connection API is not available for the iOS applications.

### Deciding on Security

Depending on the transport and other constraints the security scheme needs to be selected by the application developers. Following considerations need to be given from the provisioning security perspective: 1. The configuration data sent from the client to the device and the response has to be secured. 2. The client should authenticate the device it is connected to. 3. The device manufacturer may choose proof-of-possession - a unique per device secret to be entered on the provisioning client as a security measure to make sure that the user can provision the device in the possession.

There are two levels of security schemes. The developer may select one or combination depending on requirements.

1. *Transport Security*: SoftAP provisioning may choose WPA2 protected security with unique per-device passphrase. Per-device unique passphrase can also act as a proof-of-possession. For BLE, “just-works” security can be used as a transport level security after understanding the level of security it provides.
2. *Application Security*: The unified provisioning subsystem provides application level security (*securityI*) that provides data protection and authentication (through proof-of-possession) if the application does not use the transport level security or if the transport level security is not sufficient for the use-case.

### Device Discovery

The advertisement and device discovery is left to the application and depending on the protocol chosen, the phone apps and device firmware application can choose appropriate method to advertise and discovery.

For the SoftAP+HTTP transport, typically the SSID (network name) of the AP hosted by the device can be used for discovery.

For the BLE transport device name or primary service included in the advertisement or combination of both can be used for discovery.

### Architecture

The below diagram shows architecture of unified provisioning.

It relies on the base layer called *Protocol Communication* (Protocol Communication) which provides a framework for security schemes and transport mechanisms. Wi-Fi Provisioning layer uses Protocomm to provide simple callbacks to the application for setting the configuration and getting the Wi-Fi status. The application has control over implementation of these callbacks. In addition application can directly use protocomm to register custom handlers.

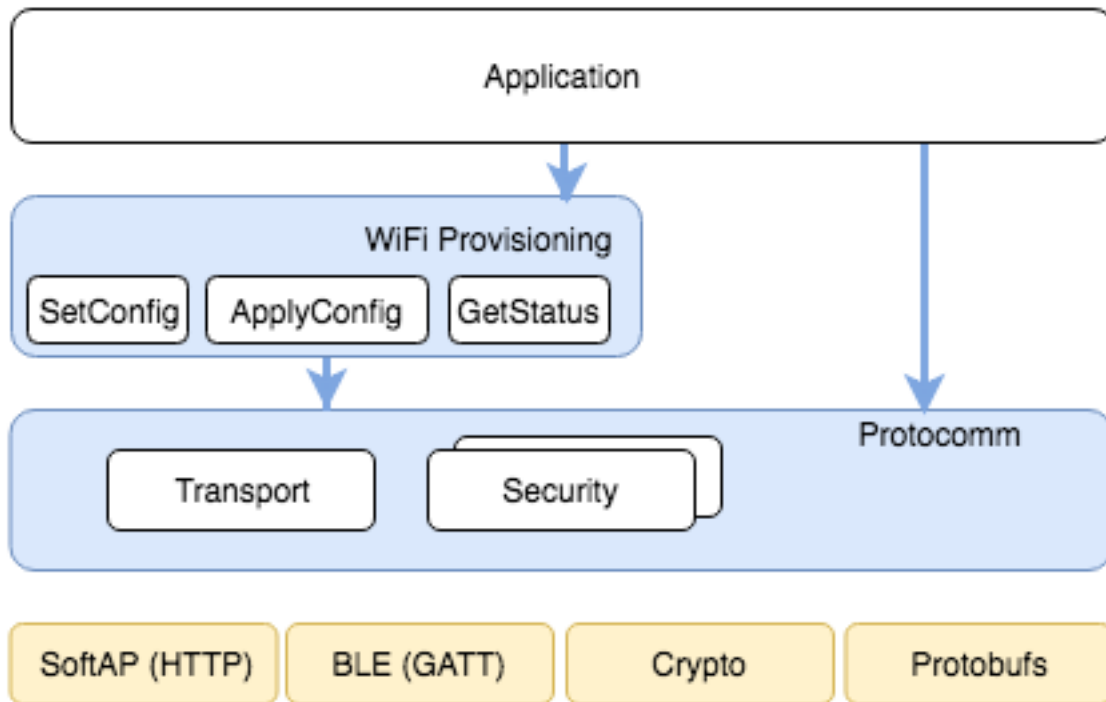


Fig. 23: Unified Provisioning Architecture

Application creates a protocomm instance which is mapped to a specific transport and specific security scheme. Each transport in the protocomm has a concept of an “end-point” which corresponds to logical channel for communication for specific type of information. For example security handshake happens on a different endpoint than the Wi-Fi configuration endpoint. Each end-point is identified using a string and depending on the transport internal representation of the end-point changes. In case of SoftAP+HTTP transport the end-point corresponds to URI whereas in case of BLE the end-point corresponds to GATT characteristic with specific UUID. Developers can create custom end-points and implement handler for the data that is received or sent over the same end-point.

### Security Schemes

At present unified provisioning supports two security schemes: 1. Security0 - No security (No encryption) 2. Security1 - Curve25519 based key exchange, shared key derivation and AES256-CTR mode encryption of the data. It supports two modes :

- a. Authorized - Proof of Possession (PoP) string used to authorize session and derive shared key
- b. No Auth (Null PoP) - Shared key derived through key exchange only

Security1 scheme details are shown in the below sequence diagram

### Sample Code

Please refer to *Protocol Communication* and *Wi-Fi Provisioning* for API guides and code snippets on example usage. Various use case implementations can be found as examples under [provisioning](#).

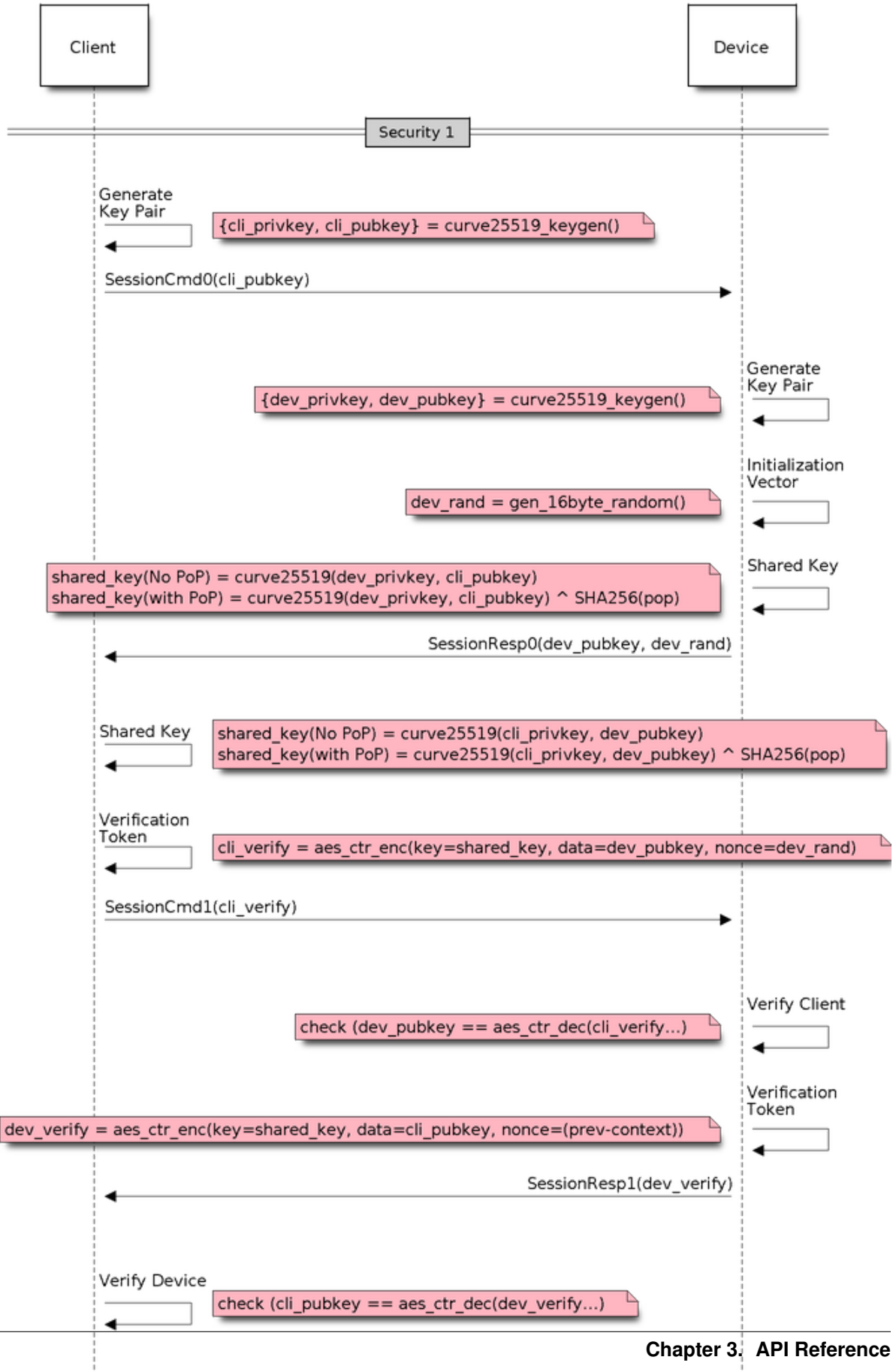


Fig. 24: Security1

## Provisioning Tools

Provisioning applications are available for various platforms, along with source code:

- Android : `esp-idf-provisioning-android`
- iOS : `esp-idf-provisioning-ios`
- Linux/MacOS/Windows : `tools/esp_prov` (a python based command line tool for provisioning)

The phone applications offer simple UI and thus more user centric, while the command line application is useful as a debugging tool for developers.

## 3.5.2 Protocol Communication

### Overview

Protocol Communication (protocomm) component manages secure sessions and provides framework for multiple transports. The application can also use protocomm layer directly to have application specific extensions for the provisioning (or non-provisioning) use cases.

**Following features are available for provisioning :**

- **Communication security at application level -**
  - `protocomm_security0` (no security)
  - `protocomm_security1` (curve25519 key exchange + AES-CTR encryption)
- Proof-of-possession (support with `protocomm_security1` only)

Protocomm internally uses protobuf (protocol buffers) for secure session establishment. Though users can implement their own security (even without using protobuf). One can even use protocomm without any security layer.

Protocomm provides framework for various transports - WiFi (SoftAP+HTTPD), BLE, console - in which case the handler invocation is automatically taken care of on the device side (see Transport Examples below for code snippets).

Note that the client still needs to establish session (only for `protocomm_security1`) by performing the two way handshake. See *Unified Provisioning* for more details about the secure handshake logic.

### Transport Example (SoftAP + HTTP) with Security 1

For complete example see `provisioning/softap_prov`

```

/* Endpoint handler to be registered with protocomm.
 * This simply echoes back the received data. */
esp_err_t echo_req_handler (uint32_t session_id,
                            const uint8_t *inbuf, ssize_t inlen,
                            uint8_t **outbuf, ssize_t *outlen,
                            void *priv_data)
{
    /* Session ID may be used for persistence */
    printf("Session ID : %d", session_id);

    /* Echo back the received data */
    *outlen = inlen;          /* Output data length updated */
    *outbuf = malloc(inlen); /* This will be deallocated outside */
    memcpy(*outbuf, inbuf, inlen);

```

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```

/* Private data that was passed at the time of endpoint creation */
uint32_t *priv = (uint32_t *) priv_data;
if (priv) {
    printf("Private data : %d", *priv);
}

return ESP_OK;
}

/* Example function for launching a protocomm instance over HTTP */
protocomm_t *start_pc(const char *pop_string)
{
    protocomm_t *pc = protocomm_new();

    /* Config for protocomm_httpd_start() */
    protocomm_httpd_config_t pc_config = {
        .data = {
            .config = PROTOCOMM_HTTPD_DEFAULT_CONFIG()
        }
    };

    /* Start protocomm server on top of HTTP */
    protocomm_httpd_start(pc, &pc_config);

    /* Create Proof of Possession object from pop_string. It must be valid
     * throughout the scope of protocomm endpoint. This need not be static,
     * ie. could be dynamically allocated and freed at the time of endpoint
     * removal */
    const static protocomm_security_pop_t pop_obj = {
        .data = (const uint8_t *) strdup(pop_string),
        .len = strlen(pop_string)
    };

    /* Set security for communication at application level. Just like for
     * request handlers, setting security creates an endpoint and registers
     * the handler provided by protocomm_security1. One can similarly use
     * protocomm_security0. Only one type of security can be set for a
     * protocomm instance at a time. */
    protocomm_set_security(pc, "security_endpoint", &protocomm_security1, &
↪pop_obj);

    /* Private data passed to the endpoint must be valid throughout the scope
     * of protocomm endpoint. This need not be static, ie. could be
↪dynamically
     * allocated and freed at the time of endpoint removal */
    static uint32_t priv_data = 1234;

    /* Add a new endpoint for the protocomm instance, identified by a unique
↪name
     * and register a handler function along with private data to be passed
↪at the
     * time of handler execution. Multiple endpoints can be added as long as
↪they
     * are identified by unique names */
    protocomm_add_endpoint(pc, "echo_req_endpoint",
        echo_req_handler, (void *) &priv_data);

```

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```

    return pc;
}

/* Example function for stopping a protocomm instance */
void stop_pc(protocomm_t *pc)
{
    /* Remove endpoint identified by it's unique name */
    protocomm_remove_endpoint(pc, "echo_req_endpoint");

    /* Remove security endpoint identified by it's name */
    protocomm_unset_security(pc, "security_endpoint");

    /* Stop HTTP server */
    protocomm_httpd_stop(pc);

    /* Delete (deallocate) the protocomm instance */
    protocomm_delete(pc);
}

```

### Transport Example (BLE) with Security 0

For complete example see [provisioning/ble\\_prov](#)

```

/* Example function for launching a secure protocomm instance over BLE */
protocomm_t *start_pc()
{
    protocomm_t *pc = protocomm_new();

    /* Endpoint UUIDs */
    protocomm_ble_name_uuid_t nu_lookup_table[] = {
        {"security_endpoint", 0xFF51},
        {"echo_req_endpoint", 0xFF52}
    };

    /* Config for protocomm_ble_start() */
    protocomm_ble_config_t config = {
        .service_uuid = {
            /* LSB <-----
             * -----> MSB */
            0xfb, 0x34, 0x9b, 0x5f, 0x80, 0x00, 0x00, 0x80,
            0x00, 0x10, 0x00, 0x00, 0xFF, 0xFF, 0x00, 0x00,
        },
        .nu_lookup_count = sizeof(nu_lookup_table)/sizeof(nu_lookup_
↪table[0]),
        .nu_lookup = nu_lookup_table
    };

    /* Start protocomm layer on top of BLE */
    protocomm_ble_start(pc, &config);

    /* For protocomm_security0, Proof of Possession is not used, and can be_
↪kept NULL */
    protocomm_set_security(pc, "security_endpoint", &protocomm_security0, ↪
↪NULL);
    protocomm_add_endpoint(pc, "echo_req_endpoint", echo_req_handler, NULL);
}

```

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```

    return pc;
}

/* Example function for stopping a protocomm instance */
void stop_pc(protocomm_t *pc)
{
    protocomm_remove_endpoint(pc, "echo_req_endpoint");
    protocomm_unset_security(pc, "security_endpoint");

    /* Stop BLE protocomm service */
    protocomm_ble_stop(pc);

    protocomm_delete(pc);
}

```

## API Reference

### Header File

- `protocomm/include/common/protocomm.h`

### Functions

`protocomm_t*` **protocomm\_new** ()

Create a new protocomm instance.

This API will return a new dynamically allocated protocomm instance with all elements of the `protocomm_t` structure initialized to NULL.

#### Return

- `protocomm_t*` : On success
- NULL : No memory for allocating new instance

void **protocomm\_delete** (`protocomm_t` \*pc)

Delete a protocomm instance.

This API will deallocate a protocomm instance that was created using `protocomm_new()`.

#### Parameters

- pc: Pointer to the protocomm instance to be deleted

`esp_err_t` **protocomm\_add\_endpoint** (`protocomm_t` \*pc, const char \*ep\_name, `protocomm_req_handler_t` h, void \*priv\_data)

Add endpoint request handler for a protocomm instance.

This API will bind an endpoint handler function to the specified endpoint name, along with any private data that needs to be pass to the handler at the time of call.

#### Note

- An endpoint must be bound to a valid protocomm instance, created using `protocomm_new()`.

- This function internally calls the registered `add_endpoint()` function of the selected transport which is a member of the `protocomm_t` instance structure.

#### Return

- `ESP_OK` : Success
- `ESP_FAIL` : Error adding endpoint / Endpoint with this name already exists
- `ESP_ERR_NO_MEM` : Error allocating endpoint resource
- `ESP_ERR_INVALID_ARG` : Null instance/name/handler arguments

#### Parameters

- `pc`: Pointer to the `protocomm` instance
- `ep_name`: Endpoint identifier(name) string
- `h`: Endpoint handler function
- `priv_data`: Pointer to private data to be passed as a parameter to the handler function on call. Pass `NULL` if not needed.

*esp\_err\_t* **protocomm\_remove\_endpoint** (*protocomm\_t* \*pc, const char \*ep\_name)

Remove endpoint request handler for a `protocomm` instance.

This API will remove a registered endpoint handler identified by an endpoint name.

#### Note

- This function internally calls the registered `remove_endpoint()` function which is a member of the `protocomm_t` instance structure.

#### Return

- `ESP_OK` : Success
- `ESP_ERR_NOT_FOUND` : Endpoint with specified name doesn't exist
- `ESP_ERR_INVALID_ARG` : Null instance/name arguments

#### Parameters

- `pc`: Pointer to the `protocomm` instance
- `ep_name`: Endpoint identifier(name) string

*esp\_err\_t* **protocomm\_req\_handle** (*protocomm\_t* \*pc, const char \*ep\_name, uint32\_t session\_id, const uint8\_t \*inbuf, ssize\_t inlen, uint8\_t \*\*outbuf, ssize\_t \*outlen)

Calls the registered handler of an endpoint session for processing incoming data and generating the response.

#### Note

- An endpoint must be bound to a valid `protocomm` instance, created using `protocomm_new()`.
- Resulting output buffer must be deallocated by the caller.

#### Return

- `ESP_OK` : Request handled successfully
- `ESP_FAIL` : Internal error in execution of registered handler
- `ESP_ERR_NO_MEM` : Error allocating internal resource

- `ESP_ERR_NOT_FOUND` : Endpoint with specified name doesn't exist
- `ESP_ERR_INVALID_ARG` : Null instance/name arguments

#### Parameters

- `pc`: Pointer to the protocomm instance
- `ep_name`: Endpoint identifier(name) string
- `session_id`: Unique ID for a communication session
- `inbuf`: Input buffer contains input request data which is to be processed by the registered handler
- `inlen`: Length of the input buffer
- `outbuf`: Pointer to internally allocated output buffer, where the resulting response data output from the registered handler is to be stored
- `outlen`: Buffer length of the allocated output buffer

*esp\_err\_t* **protocomm\_set\_security**(*protocomm\_t* \*pc, **const** char \*ep\_name, **const** *protocomm\_security\_t* \*sec, **const** *protocomm\_security\_pop\_t* \*pop)

Add endpoint security for a protocomm instance.

This API will bind a security session establisher to the specified endpoint name, along with any proof of possession that may be required for authenticating a session client.

#### Note

- An endpoint must be bound to a valid protocomm instance, created using `protocomm_new()`.
- The choice of security can be any `protocomm_security_t` instance. Choices `protocomm_security0` and `protocomm_security1` are readily available.

#### Return

- `ESP_OK` : Success
- `ESP_FAIL` : Error adding endpoint / Endpoint with this name already exists
- `ESP_ERR_INVALID_STATE` : Security endpoint already set
- `ESP_ERR_NO_MEM` : Error allocating endpoint resource
- `ESP_ERR_INVALID_ARG` : Null instance/name/handler arguments

#### Parameters

- `pc`: Pointer to the protocomm instance
- `ep_name`: Endpoint identifier(name) string
- `sec`: Pointer to endpoint security instance
- `pop`: Pointer to proof of possession for authenticating a client

*esp\_err\_t* **protocomm\_unset\_security**(*protocomm\_t* \*pc, **const** char \*ep\_name)

Remove endpoint security for a protocomm instance.

This API will remove a registered security endpoint identified by an endpoint name.

#### Return

- `ESP_OK` : Success
- `ESP_ERR_NOT_FOUND` : Endpoint with specified name doesn't exist

- `ESP_ERR_INVALID_ARG` : Null instance/name arguments

#### Parameters

- `pc`: Pointer to the protocomm instance
- `ep_name`: Endpoint identifier(name) string

*esp\_err\_t* **protocomm\_set\_version** (*protocomm\_t* \**pc*, **const** char \**ep\_name*, **const** char \**version*)  
Set endpoint for version verification.

This API can be used for setting an application specific protocol version which can be verified by clients through the endpoint.

#### Note

- An endpoint must be bound to a valid protocomm instance, created using `protocomm_new()`.

#### Return

- `ESP_OK` : Success
- `ESP_FAIL` : Error adding endpoint / Endpoint with this name already exists
- `ESP_ERR_INVALID_STATE` : Version endpoint already set
- `ESP_ERR_NO_MEM` : Error allocating endpoint resource
- `ESP_ERR_INVALID_ARG` : Null instance/name/handler arguments

#### Parameters

- `pc`: Pointer to the protocomm instance
- `ep_name`: Endpoint identifier(name) string
- `version`: Version identifier(name) string

*esp\_err\_t* **protocomm\_unset\_version** (*protocomm\_t* \**pc*, **const** char \**ep\_name*)  
Remove version verification endpoint from a protocomm instance.

This API will remove a registered version endpoint identified by an endpoint name.

#### Return

- `ESP_OK` : Success
- `ESP_ERR_NOT_FOUND` : Endpoint with specified name doesn't exist
- `ESP_ERR_INVALID_ARG` : Null instance/name arguments

#### Parameters

- `pc`: Pointer to the protocomm instance
- `ep_name`: Endpoint identifier(name) string

### Type Definitions

```
typedef esp_err_t (*protocomm_req_handler_t) (uint32_t session_id, const uint8_t *inbuf,
   ssize_t inlen, uint8_t **outbuf, ssize_t *outlen,
   void *priv_data)
```

Function prototype for protocomm endpoint handler.

**typedef struct** protocomm **protocomm\_t**

This structure corresponds to a unique instance of protocomm returned when the API `protocomm_new()` is called. The remaining Protocomm APIs require this object as the first parameter.

**Note** Structure of the protocomm object is kept private

## Header File

- `protocomm/include/security/protocomm_security.h`

## Structures

**struct protocomm\_security\_pop**

Proof Of Possession for authenticating a secure session.

### Public Members

**const uint8\_t \*data**

Pointer to buffer containing the proof of possession data

**uint16\_t len**

Length (in bytes) of the proof of possession data

**struct protocomm\_security**

Protocomm security object structure.

The member functions are used for implementing secure protocomm sessions.

**Note** This structure should not have any dynamic members to allow re-entrancy

### Public Members

**int ver**

Unique version number of security implementation

*esp\_err\_t* (\***init**)()

Function for initializing/allocating security infrastructure

*esp\_err\_t* (\***cleanup**)()

Function for deallocating security infrastructure

*esp\_err\_t* (\***new\_transport\_session**)(uint32\_t session\_id)

Starts new secure transport session with specified ID

*esp\_err\_t* (\***close\_transport\_session**)(uint32\_t session\_id)

Closes a secure transport session with specified ID

*esp\_err\_t* (\***security\_req\_handler**)(**const** *protocomm\_security\_pop\_t* \*pop, uint32\_t session\_id, **const** uint8\_t \*inbuf, ssize\_t inlen, uint8\_t \*\*outbuf, ssize\_t \*outlen, void \*priv\_data)

Handler function for authenticating connection request and establishing secure session

*esp\_err\_t* (\***encrypt**)(uint32\_t session\_id, **const** uint8\_t \*inbuf, ssize\_t inlen, uint8\_t \*outbuf, ssize\_t \*outlen)

Function which implements the encryption algorithm

*esp\_err\_t* (\***decrypt**) (uint32\_t session\_id, **const** uint8\_t \*inbuf, ssize\_t inlen, uint8\_t \*outbuf, ssize\_t \*outlen)  
Function which implements the decryption algorithm

## Type Definitions

**typedef struct** *protocomm\_security\_pop* **protocomm\_security\_pop\_t**  
Proof Of Possession for authenticating a secure session.

**typedef struct** *protocomm\_security* **protocomm\_security\_t**  
Protocomm security object structure.

The member functions are used for implementing secure protocomm sessions.

**Note** This structure should not have any dynamic members to allow re-entrancy

## Header File

- [protocomm/include/security/protocomm\\_security0.h](#)

## Header File

- [protocomm/include/security/protocomm\\_security1.h](#)

## Header File

- [protocomm/include/transports/protocomm\\_httpd.h](#)

## Functions

*esp\_err\_t* **protocomm\_httpd\_start** (*protocomm\_t* \*pc, **const** *protocomm\_httpd\_config\_t* \*config)  
Start HTTPD protocomm transport.

This API internally creates a framework to allow endpoint registration and security configuration for the protocomm.

**Note** This is a singleton. ie. Protocomm can have multiple instances, but only one instance can be bound to an HTTP transport layer.

### Return

- ESP\_OK : Success
- ESP\_ERR\_INVALID\_ARG : Null arguments
- ESP\_ERR\_NOT\_SUPPORTED : Transport layer bound to another protocomm instance
- ESP\_ERR\_INVALID\_STATE : Transport layer already bound to this protocomm instance
- ESP\_ERR\_NO\_MEM : Memory allocation for server resource failed
- ESP\_ERR\_HTTPD\_\* : HTTP server error on start

### Parameters

- `pc`: Protocomm instance pointer obtained from `protocomm_new()`
- `config`: Pointer to config structure for initializing HTTP server

*esp\_err\_t* **protocomm\_httpd\_stop** (*protocomm\_t* \**pc*)

Stop HTTPD protocomm transport.

This API cleans up the HTTPD transport protocomm and frees all the handlers registered with the protocomm.

### Return

- `ESP_OK` : Success
- `ESP_ERR_INVALID_ARG` : Null / incorrect protocomm instance pointer

### Parameters

- `pc`: Same protocomm instance that was passed to `protocomm_httpd_start()`

## Unions

**union protocomm\_httpd\_config\_data\_t**

*#include <protocomm\_httpd.h>* Protocomm HTTPD Configuration Data

### Public Members

void \***handle**

HTTP Server Handle, if `ext_handle_provided` is set to true

*protocomm\_http\_server\_config\_t* **config**

HTTP Server Configuration, if a server is not already active

## Structures

**struct protocomm\_http\_server\_config\_t**

Config parameters for protocomm HTTP server.

### Public Members

uint16\_t **port**

Port on which the HTTP server will listen

size\_t **stack\_size**

Stack size of server task, adjusted depending upon stack usage of endpoint handler

unsigned **task\_priority**

Priority of server task

**struct protocomm\_httpd\_config\_t**

Config parameters for protocomm HTTP server.



## Public Members

bool **ext\_handle\_provided**

Flag to indicate of an external HTTP Server Handle has been provided. In such as case, protocomm will use the same HTTP Server and not start a new one internally.

*protocomm\_httpd\_config\_data\_t* **data**

Protocomm HTTPD Configuration Data

## Macros

**PROTOCOLM\_HTTPD\_DEFAULT\_CONFIG()**

## Header File

- `protocomm/include/transport/protocomm_ble.h`

## Functions

*esp\_err\_t* **protocomm\_ble\_start** (*protocomm\_t* \*pc, const *protocomm\_ble\_config\_t* \*config)

Start Bluetooth Low Energy based transport layer for provisioning.

Initialize and start required BLE service for provisioning. This includes the initialization for characteristics/service for BLE.

### Return

- `ESP_OK` : Success
- `ESP_FAIL` : Simple BLE start error
- `ESP_ERR_NO_MEM` : Error allocating memory for internal resources
- `ESP_ERR_INVALID_STATE` : Error in ble config
- `ESP_ERR_INVALID_ARG` : Null arguments

### Parameters

- `pc`: Protocomm instance pointer obtained from `protocomm_new()`
- `config`: Pointer to config structure for initializing BLE

*esp\_err\_t* **protocomm\_ble\_stop** (*protocomm\_t* \*pc)

Stop Bluetooth Low Energy based transport layer for provisioning.

Stops service/task responsible for BLE based interactions for provisioning

**Note** You might want to optionally reclaim memory from Bluetooth. Refer to the documentation of `esp_bt_mem_release` in that case.

### Return

- `ESP_OK` : Success
- `ESP_FAIL` : Simple BLE stop error
- `ESP_ERR_INVALID_ARG` : Null / incorrect protocomm instance

### Parameters

- `pc`: Same protocomm instance that was passed to `protocomm_ble_start()`

### Structures

#### **struct name\_uuid**

This structure maps handler required by protocomm layer to UUIDs which are used to uniquely identify BLE characteristics from a smartphone or a similar client device.

#### Public Members

**const char \*name**

Name of the handler, which is passed to protocomm layer

**uint16\_t uuid**

UUID to be assigned to the BLE characteristic which is mapped to the handler

#### **struct protocomm\_ble\_config\_t**

Config parameters for protocomm BLE service.

#### Public Members

char **device\_name**[**MAX\_BLE\_DEVNAME\_LEN**]

BLE device name being broadcast at the time of provisioning

**uint8\_t service\_uuid**[**ESP\_UUID\_LEN\_128**]

128 bit UUID of the provisioning service

**ssize\_t nu\_lookup\_count**

Number of entries in the Name-UUID lookup table

*protocomm\_ble\_name\_uuid\_t* \***nu\_lookup**

Pointer to the Name-UUID lookup table

### Macros

#### **MAX\_BLE\_DEVNAME\_LEN**

BLE device name cannot be larger than this value 31 bytes (max scan response size) - 1 byte (length) - 1 byte (type) = 29 bytes

### Type Definitions

**typedef struct name\_uuid protocomm\_ble\_name\_uuid\_t**

This structure maps handler required by protocomm layer to UUIDs which are used to uniquely identify BLE characteristics from a smartphone or a similar client device.

### 3.5.3 Wi-Fi Provisioning

#### Overview

This component provides APIs that control Wi-Fi provisioning service for receiving and configuring Wi-Fi credentials over SoftAP or BLE transport via secure *Protocol Communication (protocomm)* sessions. The set of `wifi_prov_mgr_` APIs help in quickly implementing a provisioning service having necessary features with minimal amount of code and sufficient flexibility.

#### Initialization

`wifi_prov_mgr_init()` is called to configure and initialize the provisioning manager and thus this must be called prior to invoking any other `wifi_prov_mgr_` APIs. Note that the manager relies on other components of IDF, namely NVS, TCP/IP, Event Loop and Wi-Fi (and optionally mDNS), hence these must be initialized beforehand. The manager can be de-initialized at any moment by making a call to `wifi_prov_mgr_deinit()`.

```
wifi_prov_mgr_config_t config = {
    .scheme = wifi_prov_scheme_ble,
    .scheme_event_handler = WIFI_PROV_SCHEME_BLE_EVENT_HANDLER_FREE_BTDM,
    .app_event_handler = {
        .event_cb = prov_event_handler,
        .user_data = NULL
    }
};

ESP_ERR_CHECK( wifi_prov_mgr_init(config) );
```

The configuration structure `wifi_prov_mgr_config_t` has a few fields to specify the behavior desired of the manager :

- *scheme* : This is used to specify the provisioning scheme. Each scheme corresponds to one of the modes of transport supported by `protocomm`. Hence, we have three options :
  - `wifi_prov_scheme_ble` : BLE transport and GATT Server for handling provisioning commands
  - `wifi_prov_scheme_softap` : Wi-Fi SoftAP transport and HTTP Server for handling provisioning commands
  - `wifi_prov_scheme_console` : Serial transport and console for handling provisioning commands
- *scheme\_event\_handler* : An event handler defined along with `scheme`. Choosing appropriate scheme specific event handler allows the manager to take care of certain matters automatically. Presently this is not used for either SoftAP or Console based provisioning, but is very convenient for BLE. To understand how, we must recall that Bluetooth requires quite some amount of memory to function and once provisioning is finished, the main application may want to reclaim back this memory (or part of it, if it needs to use either BLE or classic BT). Also, upon every future reboot of a provisioned device, this reclamation of memory needs to be performed again. To reduce this complication in using `wifi_prov_scheme_ble`, the scheme specific handlers have been defined, and depending upon the chosen handler, the BLE / classic BT / BTDM memory will be freed automatically when the provisioning manager is de-initialized. The available options are:
  - `WIFI_PROV_SCHEME_BLE_EVENT_HANDLER_FREE_BTDM` - Free both classic BT and BLE (BTDM) memory. Used when main application doesn't require Bluetooth at all.

- `WIFI_PROV_SCHEME_BLE_EVENT_HANDLER_FREE_BLE` - Free only BLE memory. Used when main application requires classic BT.
  - `WIFI_PROV_SCHEME_BLE_EVENT_HANDLER_FREE_BT` - Free only classic BT. Used when main application requires BLE. In this case freeing happens right when the manager is initialized.
  - `WIFI_PROV_EVENT_HANDLER_NONE` - Don't use any scheme specific handler. Used when provisioning scheme is not BLE (i.e. SoftAP or Console), or when main application wants to handle the memory reclaiming on its own, or needs both BLE and classic BT to function.
- *app\_event\_handler* : Application specific event handler which can be used to execute specific calls depending on the state of the provisioning service. This is to be set to a function of the form `void app_event_handler(void *user_data, wifi_prov_cb_event_t event, void *event_data)` along with any user data to be made available at the time of handling. This can also be set to `WIFI_PROV_EVENT_HANDLER_NONE` if not used. See definition of `wifi_prov_cb_event_t` for the list of events that are generated by the provisioning service. Following is a snippet showing a typical application specific provisioning event handler along with usage of the `event_data` parameter :

```

void prov_event_handler(void *user_data,
                       wifi_prov_cb_event_t event,
                       void *event_data)
{
    switch (event) {
        case WIFI_PROV_INIT:
            ESP_LOGI(TAG, "Manager initialized");
            break;
        case WIFI_PROV_START:
            ESP_LOGI(TAG, "Provisioning started");
            break;
        case WIFI_PROV_CRED_RECV: {
            wifi_sta_config_t *wifi_sta_cfg = (wifi_sta_config_t *)event_
↳data;
            ESP_LOGI(TAG, "Received Wi-Fi credentials"
                    "\n\tSSID      : %s\n\tPassword : %s",
                    (const char *) wifi_sta_cfg->ssid,
                    (const char *) wifi_sta_cfg->password);
            break;
        }
        case WIFI_PROV_CRED_FAIL: {
            wifi_prov_sta_fail_reason_t *reason = (wifi_prov_sta_fail_reason_
↳t *)event_data;
            ESP_LOGE(TAG, "Provisioning failed : %s",
                    (*reason == WIFI_PROV_STA_AUTH_ERROR) ?
                    "Wi-Fi AP password incorrect" :
                    "Wi-Fi AP not found");
            break;
        }
        case WIFI_PROV_CRED_SUCCESS:
            ESP_LOGI(TAG, "Provisioning successful");
            break;
        case WIFI_PROV_END:
            ESP_LOGI(TAG, "Provisioning stopped");
            break;
        case WIFI_PROV_DEINIT:
            ESP_LOGI(TAG, "Manager de-initialized");
            break;
    }
}

```

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```

        default:
            break;
    }
}

```

## Check Provisioning State

Whether device is provisioned or not can be checked at runtime by calling `wifi_prov_mgr_is_provisioned()`. This internally checks if the Wi-Fi credentials are stored in NVS.

Note that presently manager does not have its own NVS namespace for storage of Wi-Fi credentials, instead it relies on the `esp_wifi_` APIs to set and get the credentials stored in NVS from the default location.

If provisioning state needs to be reset, any of the following approaches may be taken :

- the associated part of NVS partition has to be erased manually
- main application must implement some logic to call `esp_wifi_` APIs for erasing the credentials at runtime
- main application must implement some logic to force start the provisioning irrespective of the provisioning state

```

bool provisioned = false;
ESP_ERR_CHECK( wifi_prov_mgr_is_provisioned(&provisioned) );

```

## Event Loop Handling

Presently Wi-Fi provisioning manager cannot directly catch external system events, hence it is necessary to explicitly call `wifi_prov_mgr_event_handler()` from inside the global event loop handler. See the following snippet :

```

static esp_err_t global_event_loop_handler(void *ctx, system_event_t *event)
{
    /* Pass event information to provisioning manager so that it can
     * maintain its internal state depending upon the system event */
    wifi_prov_mgr_event_handler(ctx, event);

    /* Event handling logic for main application */
    switch (event->event_id) {
        .....
        .....
        .....
    }
    return ESP_OK;
}

```

## Start Provisioning Service

At the time of starting provisioning we need to specify a service name and the corresponding key. These translate to :

- Wi-Fi SoftAP SSID and passphrase, respectively, when scheme is `wifi_prov_scheme_softap`
- BLE Device name (service key is ignored) when scheme is `wifi_prov_scheme_ble`

Also, since internally the manager uses *protocomm*, we have the option of choosing one of the security features provided by it :

- Security 1 is secure communication which consists of a prior handshake involving X25519 key exchange along with authentication using a proof of possession (*pop*), followed by AES-CTR for encryption/decryption of subsequent messages
- Security 0 is simply plain text communication. In this case the *pop* is simply ignored

See *Provisioning* for details about the security features.

```
const char *service_name = "my_device";
const char *service_key  = "password";

wifi_prov_security_t security = WIFI_PROV_SECURITY_1;
const char *pop = "abcd1234";

ESP_ERR_CHECK( wifi_prov_mgr_start_provisioning(security, pop, service_name, ↵
↵service_key) );
```

The provisioning service will automatically finish only if it receives valid Wi-Fi AP credentials followed by successfully connection of device to the AP (IP obtained). Regardless of that, the provisioning service can be stopped at any moment by making a call to *wifi\_prov\_mgr\_stop\_provisioning()*.

---

**Note:** If the device fails to connect with the provided credentials, it won't accept new credentials anymore, but the provisioning service will keep on running (only to convey failure to the client), until the device is restarted. Upon restart the provisioning state will turn out to be true this time (as credentials will be found in NVS), but device will again fail to connect with those same credentials (unless an AP with the matching credentials somehow does become available). This situation can be fixed by resetting the credentials in NVS or force starting the provisioning service. This has been explained above in *Check Provisioning State*.

---

### Waiting For Completion

Typically, the main application will wait for the provisioning to finish, then de-initialize the manager to free up resources and finally start executing its own logic.

There are two ways for making this possible. The simpler way is to use a blocking call to *wifi\_prov\_mgr\_wait()*.

```
// Start provisioning service
ESP_ERR_CHECK( wifi_prov_mgr_start_provisioning(security, pop, service_name, ↵
↵service_key) );

// Wait for service to complete
wifi_prov_mgr_wait();

// Finally de-initialize the manager
wifi_prov_mgr_deinit();
```

The other way is to use the application specific event handler which is to be configured during initialization, as explained above in *Initialization*.

```
void prov_event_handler(void *user_data, wifi_prov_cb_event_t event, void ↵
↵*event_data)
{
```

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```

switch (event) {
    case WIFI_PROV_END:
        // De-initialize manager once provisioning is finished
        wifi_prov_mgr_deinit();
        break;
    default:
        break;
}
}

```

## User Side Implementation

When the service is started, the device to be provisioned is identified by the advertised service name which, depending upon the selected transport, is either the BLE device name or the SoftAP SSID.

When using SoftAP transport, for allowing service discovery, mDNS must be initialized before starting provisioning. In this case the hostname set by the main application is used, and the service type is internally set to `_esp_wifi_prov`.

When using BLE transport, a custom 128 bit UUID should be set using `wifi_prov_scheme_ble_set_service_uuid()`. This UUID will be included in the BLE advertisement and will correspond to the primary GATT service that provides provisioning endpoints as GATT characteristics. Each GATT characteristic will be formed using the primary service UUID as base, with different auto assigned 12th and 13th bytes (assume counting starts from 0th byte). Since, an endpoint characteristic UUID is auto assigned, it shouldn't be used to identify the endpoint. Instead, client side applications should identify the endpoints by reading the User Characteristic Description (0x2901) descriptor for each characteristic, which contains the endpoint name of the characteristic. For example, if the service UUID is set to `55cc035e-fb27-4f80-be02-3c60828b7451`, each endpoint characteristic will be assigned a UUID like `55cc____-fb27-4f80-be02-3c60828b7451`, with unique values at the 12th and 13th bytes.

Once connected to the device, the provisioning related proto-comm endpoints can be identified as follows :

Table 1: Endpoints provided by Provisioning Service

| Endpoint Name (BLE + GATT Server) | URI (SoftAP + HTTP Server + mDNS)                            | Description                                                      |
|-----------------------------------|--------------------------------------------------------------|------------------------------------------------------------------|
| prov-session                      | <code>http://&lt;mdns-hostname&gt;.local/prov-session</code> | Security endpoint used for session establishment                 |
| prov-scan                         | <code>http://wifi-prov.local/prov-scan</code>                | Endpoint used for starting Wi-Fi scan and receiving scan results |
| prov-config                       | <code>http://&lt;mdns-hostname&gt;.local/prov-config</code>  | Endpoint used for configuring Wi-Fi credentials on device        |
| proto-ver                         | <code>http://&lt;mdns-hostname&gt;.local/proto-ver</code>    | Endpoint for retrieving version info                             |

Immediately after connecting, the client application may fetch the version / capabilities information from the `proto-ver` endpoint. All communications to this endpoint are un-encrypted, hence necessary information (that may be relevant for deciding compatibility) can be retrieved before establishing a secure session. The response is in JSON format and looks like: `prov: { ver: v1.1, cap: [no_pop] }, my_app: { ver: 1.345, cap: [cloud, local_ctrl] }, . . . .`. Here label `prov` provides provisioning service version (`ver`) and capabilities (`cap`). For now, only `no_pop` capability is supported, which indicates that the service doesn't require proof of possession for authentication. Any application related version / capabilities will be given by other labels (like `my_app` in this example). These additional fields are set using `wifi_prov_mgr_set_app_info()`.

User side applications need to implement the signature handshaking required for establishing and authenticating secure protocomm sessions as per the security scheme configured for use (this is not needed when manager is configured to use protocomm security 0).

See Unified Provisioning for more details about the secure handshake and encryption used. Applications must use the *.proto* files found under [components/protocomm/proto](#), which define the Protobuf message structures supported by *prov-session* endpoint.

Once a session is established, Wi-Fi credentials are configured using the following set of *wifi\_config* commands, serialized as Protobuf messages (the corresponding *.proto* files can be found under [components/wifi\\_provisioning/proto](#)):

- *get\_status* - For querying the Wi-Fi connection status. The device will respond with a status which will be one of connecting / connected / disconnected. If status is disconnected, a disconnection reason will also be included in the status response.
- *set\_config* - For setting the Wi-Fi connection credentials
- *apply\_config* - For applying the credentials saved during *set\_config* and start the Wi-Fi station

After session establishment, client can also request Wi-Fi scan results from the device. The results returned is a list of AP SSIDs, sorted in descending order of signal strength. This allows client applications to display APs nearby to the device at the time of provisioning, and users can select one of the SSIDs and provide the password which is then sent using the *wifi\_config* commands described above. The *wifi\_scan* endpoint supports the following protobuf commands:

- *scan\_start* - For starting Wi-Fi scan with various options :
  - *blocking* (input) - If true, the command returns only when the scanning is finished
  - *passive* (input) - If true scan is started in passive mode (this may be slower) instead of active mode
  - *group\_channels* (input) - This specifies whether to scan all channels in one go (when zero) or perform scanning of channels in groups, with 120ms delay between scanning of consecutive groups, and the value of this parameter sets the number of channels in each group. This is useful when transport mode is SoftAP, where scanning all channels in one go may not give the Wi-Fi driver enough time to send out beacons, and hence may cause disconnection with any connected stations. When scanning in groups, the manager will wait for atleast 120ms after completing scan on a group of channels, and thus allow the driver to send out the beacons. For example, given that the total number of Wi-Fi channels is 14, then setting *group\_channels* to 4, will create 5 groups, with each group having 3 channels, except the last one which will have  $14 \% 3 = 2$  channels. So, when scan is started, the first 3 channels will be scanned, followed by a 120ms delay, and then the next 3 channels, and so on, until all the 14 channels have been scanned. One may need to adjust this parameter as having only few channels in a group may slow down the overall scan time, while having too many may again cause disconnection. Usually a value of 4 should work for most cases. Note that for any other mode of transport, e.g. BLE, this can be safely set to 0, and hence achieve the fastest overall scanning time.
  - *period\_ms* (input) - Scan parameter specifying how long to wait on each channel
- *scan\_status* - Gives the status of scanning process :
  - *scan\_finished* (output) - When scan has finished this returns true
  - *result\_count* (output) - This gives the total number of results obtained till now. If scan is yet happening this number will keep on updating
- *scan\_result* - For fetching scan results. This can be called even if scan is still on going
  - *start\_index* (input) - Starting index from where to fetch the entries from the results list
  - *count* (input) - Number of entries to fetch from the starting index
  - *entries* (output) - List of entries returned. Each entry consists of *ssid*, *channel* and *rssi* information



## Additional Endpoints

In case users want to have some additional protocomm endpoints customized to their requirements, this is done in two steps. First is creation of an endpoint with a specific name, and the second step is the registration of a handler for this endpoint. See *protocomm* for the function signature of an endpoint handler. A custom endpoint must be created after initialization and before starting the provisioning service. Whereas, the protocomm handler is registered for this endpoint only after starting the provisioning service.

```
wifi_prov_mgr_init(config);
wifi_prov_mgr_endpoint_create("custom-endpoint");
wifi_prov_mgr_start_provisioning(security, pop, service_name, service_key);
wifi_prov_mgr_endpoint_register("custom-endpoint", custom_ep_handler, custom_
↪ep_data);
```

When the provisioning service stops, the endpoint is unregistered automatically.

One can also choose to call *wifi\_prov\_mgr\_endpoint\_unregister()* to manually deactivate an endpoint at runtime. This can also be used to deactivate the internal endpoints used by the provisioning service.

## When / How To Stop Provisioning Service?

The default behavior is that once the device successfully connects using the Wi-Fi credentials set by the *apply\_config* command, the provisioning service will be stopped (and BLE / SoftAP turned off) automatically after responding to the next *get\_status* command. If *get\_status* command is not received by the device, the service will be stopped after a 30s timeout.

On the other hand, if device was not able to connect using the provided Wi-Fi credentials, due to incorrect SSID / passphrase, the service will keep running, and *get\_status* will keep responding with disconnected status and reason for disconnection. Any further attempts to provide another set of Wi-Fi credentials, will be rejected. These credentials will be preserved, unless the provisioning service is force started, or NVS erased.

If this default behavior is not desired, it can be disabled by calling *wifi\_prov\_mgr\_disable\_auto\_stop()*. Now the provisioning service will only be stopped after an explicit call to *wifi\_prov\_mgr\_stop\_provisioning()*, which returns immediately after scheduling a task for stopping the service. The service stops after a certain delay and WIFI\_PROV\_END event gets emitted. This delay is specified by the argument to *wifi\_prov\_mgr\_disable\_auto\_stop()*.

The customized behavior is useful for applications which want the provisioning service to be stopped some time after the Wi-Fi connection is successfully established. For example, if the application requires the device to connect to some cloud service and obtain another set of credentials, and exchange this credentials over a custom protocomm endpoint, then after successfully doing so stop the provisioning service by calling *wifi\_prov\_mgr\_stop\_provisioning()* inside the protocomm handler itself. The right amount of delay ensures that the transport resources are freed only after the response from the protocomm handler reaches the client side application.

## Application Examples

For complete example implementation see [provisioning/manager](#)

## API Reference

### Header File

- [wifi\\_provisioning/include/wifi\\_provisioning/manager.h](#)

## Functions

*esp\_err\_t* **wifi\_prov\_mgr\_init** (*wifi\_prov\_mgr\_config\_t* config)

Initialize provisioning manager instance.

Configures the manager and allocates internal resources

Configuration specifies the provisioning scheme (transport) and event handlers

Event WIFI\_PROV\_INIT is emitted right after initialization is complete

### Return

- ESP\_OK : Success
- ESP\_FAIL : Fail

### Parameters

- config: Configuration structure

void **wifi\_prov\_mgr\_deinit** (void)

Stop provisioning (if running) and release resource used by the manager.

Event WIFI\_PROV\_DEINIT is emitted right after de-initialization is finished

If provisioning service is still active when this API is called, it first stops the service, hence emitting WIFI\_PROV\_END, and then performs the de-initialization

*esp\_err\_t* **wifi\_prov\_mgr\_is\_provisioned** (bool \*provisioned)

Checks if device is provisioned.

This checks if Wi-Fi credentials are present on the NVS

The Wi-Fi credentials are assumed to be kept in the same NVS namespace as used by esp\_wifi component

If one were to call esp\_wifi\_set\_config() directly instead of going through the provisioning process, this function will still yield true (i.e. device will be found to be provisioned)

**Note** Calling wifi\_prov\_mgr\_start\_provisioning() automatically resets the provision state, irrespective of what the state was prior to making the call.

### Return

- ESP\_OK : Retrieved provision state successfully
- ESP\_FAIL : Wi-Fi not initialized
- ESP\_ERR\_INVALID\_ARG : Null argument supplied
- ESP\_ERR\_INVALID\_STATE : Manager not initialized

### Parameters

- provisioned: True if provisioned, else false

*esp\_err\_t* **wifi\_prov\_mgr\_start\_provisioning** (*wifi\_prov\_security\_t* security, const char \*pop, const char \*service\_name, const char \*service\_key)

Start provisioning service.

This starts the provisioning service according to the scheme configured at the time of initialization. For scheme :

- `wifi_prov_scheme_ble` : This starts `protocomm_ble`, which internally initializes BLE transport and starts GATT server for handling provisioning requests
- `wifi_prov_scheme_softap` : This activates SoftAP mode of Wi-Fi and starts `protocomm_httpd`, which internally starts an HTTP server for handling provisioning requests (If mDNS is active it also starts advertising service with type `_esp_wifi_prov._tcp`)

Event `WIFI_PROV_START` is emitted right after provisioning starts without failure

**Note** This API will start provisioning service even if device is found to be already provisioned, i.e. `wifi_prov_mgr_is_provisioned()` yields true

#### Return

- `ESP_OK` : Provisioning started successfully
- `ESP_FAIL` : Failed to start provisioning service
- `ESP_ERR_INVALID_STATE` : Provisioning manager not initialized or already started

#### Parameters

- `security`: Specify which `protocomm` security scheme to use :
  - `WIFI_PROV_SECURITY_0` : For no security
  - `WIFI_PROV_SECURITY_1` : x25519 secure handshake for session establishment followed by AES-CTR encryption of provisioning messages
- `pop`: Pointer to proof of possession string (NULL if not needed). This is relevant only for `protocomm` security 1, in which case it is used for authenticating secure session
- `service_name`: Unique name of the service. This translates to:
  - Wi-Fi SSID when provisioning mode is softAP
  - Device name when provisioning mode is BLE
- `service_key`: Key required by client to access the service (NULL if not needed). This translates to:
  - Wi-Fi password when provisioning mode is softAP
  - ignored when provisioning mode is BLE

void `wifi_prov_mgr_stop_provisioning` (void)

Stop provisioning service.

If provisioning service is active, this API will initiate a process to stop the service and return. Once the service actually stops, the event `WIFI_PROV_END` will be emitted.

If `wifi_prov_mgr_deinit()` is called without calling this API first, it will automatically stop the provisioning service and emit the `WIFI_PROV_END`, followed by `WIFI_PROV_DEINIT`, before returning.

This API will generally be used along with `wifi_prov_mgr_disable_auto_stop()` in the scenario when the main application has registered its own endpoints, and wishes that the provisioning service is stopped only when some `protocomm` command from the client side application is received.

Calling this API inside an endpoint handler, with sufficient `cleanup_delay`, will allow the response / acknowledgment to be sent successfully before the underlying `protocomm` service is stopped.

`Cleaup_delay` is set when calling `wifi_prov_mgr_disable_auto_stop()`. If not specified, it defaults to 1000ms.

For straightforward cases, using this API is usually not necessary as provisioning is stopped automatically once `WIFI_PROV_CRED_SUCCESS` is emitted. Stopping is delayed (maximum 30 seconds) thus allowing the

client side application to query for Wi-Fi state, i.e. after receiving the first query and sending `Wi-Fi state connected` response the service is stopped immediately.

void `wifi_prov_mgr_wait` (void)

Wait for provisioning service to finish.

Calling this API will block until provisioning service is stopped i.e. till event `WIFI_PROV_END` is emitted.

This will not block if provisioning is not started or not initialized.

*esp\_err\_t* `wifi_prov_mgr_disable_auto_stop` (uint32\_t *cleanup\_delay*)

Disable auto stopping of provisioning service upon completion.

By default, once provisioning is complete, the provisioning service is automatically stopped, and all endpoints (along with those registered by main application) are deactivated.

This API is useful in the case when main application wishes to close provisioning service only after it receives some protocomm command from the client side app. For example, after connecting to Wi-Fi, the device may want to connect to the cloud, and only once that is successfully, the device is said to be fully configured. But, then it is upto the main application to explicitly call `wifi_prov_mgr_stop_provisioning()` later when the device is fully configured and the provisioning service is no longer required.

**Note** This must be called before executing `wifi_prov_mgr_start_provisioning()`

### Return

- `ESP_OK` : Success
- `ESP_ERR_INVALID_STATE` : Manager not initialized or provisioning service already started

### Parameters

- `cleanup_delay`: Sets the delay after which the actual cleanup of transport related resources is done after a call to `wifi_prov_mgr_stop_provisioning()` returns. Minimum allowed value is 100ms. If not specified, this will default to 1000ms.

*esp\_err\_t* `wifi_prov_mgr_set_app_info` (const char \**label*, const char \**version*, const char \*\**capabilities*, size\_t *total\_capabilities*)

Set application version and capabilities in the JSON data returned by proto-ver endpoint.

This function can be called multiple times, to specify information about the various application specific services running on the device, identified by unique labels.

The provisioning service itself registers an entry in the JSON data, by the label “prov”, containing only provisioning service version and capabilities. Application services should use a label other than “prov” so as not to overwrite this.

**Note** This must be called before executing `wifi_prov_mgr_start_provisioning()`

### Return

- `ESP_OK` : Success
- `ESP_ERR_INVALID_STATE` : Manager not initialized or provisioning service already started
- `ESP_ERR_NO_MEM` : Failed to allocate memory for version string
- `ESP_ERR_INVALID_ARG` : Null argument

### Parameters

- `label`: String indicating the application name.
- `version`: String indicating the application version. There is no constraint on format.

- `capabilities`: Array of strings with capabilities. These could be used by the client side app to know the application registered endpoint capabilities
- `total_capabilities`: Size of capabilities array

*esp\_err\_t* **wifi\_prov\_mgr\_endpoint\_create** (**const** char \**ep\_name*)

Create an additional endpoint and allocate internal resources for it.

This API is to be called by the application if it wants to create an additional endpoint. All additional endpoints will be assigned UUIDs starting from 0xFF54 and so on in the order of execution.

protocomm handler for the created endpoint is to be registered later using `wifi_prov_mgr_endpoint_register()` after provisioning has started.

**Note** This API can only be called BEFORE provisioning is started

**Note** Additional endpoints can be used for configuring client provided parameters other than Wi-Fi credentials, that are necessary for the main application and hence must be set prior to starting the application

**Note** After session establishment, the additional endpoints must be targeted first by the client side application before sending Wi-Fi configuration, because once Wi-Fi configuration finishes the provisioning service is stopped and hence all endpoints are unregistered

#### Return

- `ESP_OK` : Success
- `ESP_FAIL` : Failure

#### Parameters

- `ep_name`: unique name of the endpoint

*esp\_err\_t* **wifi\_prov\_mgr\_endpoint\_register** (**const** char \**ep\_name*, *protocomm\_req\_handler\_t* *handler*, void \**user\_ctx*)

Register a handler for the previously created endpoint.

This API can be called by the application to register a protocomm handler to any endpoint that was created using `wifi_prov_mgr_endpoint_create()`.

**Note** This API can only be called AFTER provisioning has started

**Note** Additional endpoints can be used for configuring client provided parameters other than Wi-Fi credentials, that are necessary for the main application and hence must be set prior to starting the application

**Note** After session establishment, the additional endpoints must be targeted first by the client side application before sending Wi-Fi configuration, because once Wi-Fi configuration finishes the provisioning service is stopped and hence all endpoints are unregistered

#### Return

- `ESP_OK` : Success
- `ESP_FAIL` : Failure

#### Parameters

- `ep_name`: Name of the endpoint
- `handler`: Endpoint handler function
- `user_ctx`: User data

void **wifi\_prov\_mgr\_endpoint\_unregister** (const char \*ep\_name)

Unregister the handler for an endpoint.

This API can be called if the application wants to selectively unregister the handler of an endpoint while the provisioning is still in progress.

All the endpoint handlers are unregistered automatically when the provisioning stops.

### Parameters

- ep\_name: Name of the endpoint

*esp\_err\_t* **wifi\_prov\_mgr\_event\_handler** (void \*ctx, system\_event\_t \*event)

Event handler for provisioning manager.

This is called from the main event handler and controls the provisioning manager's internal state machine depending on incoming Wi-Fi events

### Return

- ESP\_OK : Event handled successfully
- ESP\_ERR\_FAIL : This event cannot be handled

### Parameters

- ctx: Event context data
- event: Event info

*esp\_err\_t* **wifi\_prov\_mgr\_get\_wifi\_state** (wifi\_prov\_sta\_state\_t \*state)

Get state of Wi-Fi Station during provisioning.

### Return

- ESP\_OK : Successfully retrieved Wi-Fi state
- ESP\_FAIL : Provisioning app not running

### Parameters

- state: Pointer to wifi\_prov\_sta\_state\_t variable to be filled

*esp\_err\_t* **wifi\_prov\_mgr\_get\_wifi\_disconnect\_reason** (wifi\_prov\_sta\_fail\_reason\_t \*reason)

Get reason code in case of Wi-Fi station disconnection during provisioning.

### Return

- ESP\_OK : Successfully retrieved Wi-Fi disconnect reason
- ESP\_FAIL : Provisioning app not running

### Parameters

- reason: Pointer to wifi\_prov\_sta\_fail\_reason\_t variable to be filled

*esp\_err\_t* **wifi\_prov\_mgr\_configure\_sta** (wifi\_config\_t \*wifi\_cfg)

Runs Wi-Fi as Station with the supplied configuration.

Configures the Wi-Fi station mode to connect to the AP with SSID and password specified in config structure and sets Wi-Fi to run as station.

This is automatically called by provisioning service upon receiving new credentials.

If credentials are to be supplied to the manager via a different mode other than through `protocomm`, then this API needs to be called.

Event `WIFI_PROV_CRED_RECV` is emitted after credentials have been applied and Wi-Fi station started

#### Return

- `ESP_OK` : Wi-Fi configured and started successfully
- `ESP_FAIL` : Failed to set configuration

#### Parameters

- `wifi_cfg`: Pointer to Wi-Fi configuration structure

### Structures

#### `struct wifi_prov_event_handler_t`

Event handler that is used by the manager while provisioning service is active.

#### Public Members

##### `wifi_prov_cb_func_t event_cb`

Callback function to be executed on provisioning events

##### `void *user_data`

User context data to pass as parameter to callback function

#### `struct wifi_prov_scheme`

Structure for specifying the provisioning scheme to be followed by the manager.

**Note** Ready to use schemes are available:

- `wifi_prov_scheme_ble` : for provisioning over BLE transport + GATT server
- `wifi_prov_scheme_softap` : for provisioning over SoftAP transport + HTTP server
- `wifi_prov_scheme_console` : for provisioning over Serial UART transport + Console (for debugging)

#### Public Members

##### `esp_err_t (*prov_start)(protocomm_t *pc, void *config)`

Function which is to be called by the manager when it is to start the provisioning service associated with a `protocomm` instance and a scheme specific configuration

##### `esp_err_t (*prov_stop)(protocomm_t *pc)`

Function which is to be called by the manager to stop the provisioning service previously associated with a `protocomm` instance

##### `void (*new_config)(void)`

Function which is to be called by the manager to generate a new configuration for the provisioning service, that is to be passed to `prov_start()`

##### `void (*delete_config)(void *config)`

Function which is to be called by the manager to delete a configuration generated using `new_config()`

*esp\_err\_t* (\***set\_config\_service**) (void \*config, **const** char \*service\_name, **const** char \*service\_key)

Function which is to be called by the manager to set the service name and key values in the configuration structure

*esp\_err\_t* (\***set\_config\_endpoint**) (void \*config, **const** char \*endpoint\_name, uint16\_t uuid)

Function which is to be called by the manager to set a protocomm endpoint with an identifying name and UUID in the configuration structure

*wifi\_mode\_t* **wifi\_mode**

Sets mode of operation of Wi-Fi during provisioning This is set to :

- **WIFI\_MODE\_APSTA** for SoftAP transport
- **WIFI\_MODE\_STA** for BLE transport

**struct** **wifi\_prov\_mgr\_config\_t**

Structure for specifying the manager configuration.

## Public Members

*wifi\_prov\_scheme\_t* **scheme**

Provisioning scheme to use. Following schemes are already available:

- **wifi\_prov\_scheme\_ble** : for provisioning over BLE transport + GATT server
- **wifi\_prov\_scheme\_softap** : for provisioning over SoftAP transport + HTTP server + mDNS (optional)
- **wifi\_prov\_scheme\_console** : for provisioning over Serial UART transport + Console (for debugging)

*wifi\_prov\_event\_handler\_t* **scheme\_event\_handler**

Event handler required by the scheme for incorporating scheme specific behavior while provisioning manager is running. Various options may be provided by the scheme for setting this field. Use **WIFI\_PROV\_EVENT\_HANDLER\_NONE** when not used. When using scheme **wifi\_prov\_scheme\_ble**, the following options are available:

- **WIFI\_PROV\_SCHEME\_BLE\_EVENT\_HANDLER\_FREE\_BTDM**
- **WIFI\_PROV\_SCHEME\_BLE\_EVENT\_HANDLER\_FREE\_BLE**
- **WIFI\_PROV\_SCHEME\_BLE\_EVENT\_HANDLER\_FREE\_BT**

*wifi\_prov\_event\_handler\_t* **app\_event\_handler**

Event handler that can be set for the purpose of incorporating application specific behavior. Use **WIFI\_PROV\_EVENT\_HANDLER\_NONE** when not used.

## Macros

**WIFI\_PROV\_EVENT\_HANDLER\_NONE**

Event handler can be set to none if not used.

## Type Definitions

**typedef** void (\***wifi\_prov\_cb\_func\_t**) (void \*user\_data, *wifi\_prov\_cb\_event\_t* event, void \*event\_data)

**typedef struct** *wifi\_prov\_scheme* **wifi\_prov\_scheme\_t**

Structure for specifying the provisioning scheme to be followed by the manager.



**Note** Ready to use schemes are available:

- `wifi_prov_scheme_ble` : for provisioning over BLE transport + GATT server
- `wifi_prov_scheme_softap` : for provisioning over SoftAP transport + HTTP server
- `wifi_prov_scheme_console` : for provisioning over Serial UART transport + Console (for debugging)

**typedef enum** *wifi\_prov\_security* **wifi\_prov\_security\_t**  
Security modes supported by the Provisioning Manager.

These are same as the security modes provided by protocomm

## Enumerations

**enum** `wifi_prov_cb_event_t`  
Events generated by manager.

These events are generated in order of declaration and, for the stretch of time between initialization and de-initialization of the manager, each event is signaled only once

*Values:*

**WIFI\_PROV\_INIT**  
Emitted when the manager is initialized

**WIFI\_PROV\_START**  
Indicates that provisioning has started

**WIFI\_PROV\_CRED\_RECV**  
Emitted when Wi-Fi AP credentials are received via `protocomm` endpoint `wifi_config`. The event data in this case is a pointer to the corresponding `wifi_sta_config_t` structure

**WIFI\_PROV\_CRED\_FAIL**  
Emitted when device fails to connect to the AP of which the credentials were received earlier on event `WIFI_PROV_CRED_RECV`. The event data in this case is a pointer to the disconnection reason code with type `wifi_prov_sta_fail_reason_t`

**WIFI\_PROV\_CRED\_SUCCESS**  
Emitted when device successfully connects to the AP of which the credentials were received earlier on event `WIFI_PROV_CRED_RECV`

**WIFI\_PROV\_END**  
Signals that provisioning service has stopped

**WIFI\_PROV\_DEINIT**  
Signals that manager has been de-initialized

**enum** `wifi_prov_security`  
Security modes supported by the Provisioning Manager.

These are same as the security modes provided by protocomm

*Values:*

**WIFI\_PROV\_SECURITY\_0** = 0  
No security (plain-text communication)

**WIFI\_PROV\_SECURITY\_1**  
This secure communication mode consists of X25519 key exchange

- proof of possession (pop) based authentication

- AES-CTR encryption

## Header File

- `wifi_provisioning/include/wifi_provisioning/scheme_ble.h`

## Functions

void `wifi_prov_scheme_ble_event_cb_free_bt`(void \**user\_data*, *wifi\_prov\_cb\_event\_t* event, void \**event\_data*)

void `wifi_prov_scheme_ble_event_cb_free_ble`(void \**user\_data*, *wifi\_prov\_cb\_event\_t* event, void \**event\_data*)

void `wifi_prov_scheme_ble_event_cb_free_bt`(void \**user\_data*, *wifi\_prov\_cb\_event\_t* event, void \**event\_data*)

*esp\_err\_t* `wifi_prov_scheme_ble_set_service_uuid`(uint8\_t \**uuid128*)

Set the 128 bit GATT service UUID used for provisioning.

This API is used to override the default 128 bit provisioning service UUID, which is 0000ffff-0000-1000-8000-00805f9b34fb.

This must be called before starting provisioning, i.e. before making a call to `wifi_prov_mgr_start_provisioning()`, otherwise the default UUID will be used.

**Note** The data being pointed to by the argument must be valid atleast till provisioning is started. Upon start, the manager will store an internal copy of this UUID, and this data can be freed or invalidated afterwards.

### Return

- `ESP_OK` : Success
- `ESP_ERR_INVALID_ARG` : Null argument

### Parameters

- `uuid128`: A custom 128 bit UUID

## Macros

`WIFI_PROV_SCHEME_BLE_EVENT_HANDLER_FREE_BTDM`

`WIFI_PROV_SCHEME_BLE_EVENT_HANDLER_FREE_BLE`

`WIFI_PROV_SCHEME_BLE_EVENT_HANDLER_FREE_BT`

## Header File

- `wifi_provisioning/include/wifi_provisioning/scheme_softap.h`

## Header File

- `wifi_provisioning/include/wifi_provisioning/scheme_console.h`

## Header File

- `wifi_provisioning/include/wifi_provisioning/wifi_config.h`

## Functions

`esp_err_t wifi_prov_config_data_handler` (uint32\_t *session\_id*, const uint8\_t \**inbuf*, ssize\_t *inlen*, uint8\_t \*\**outbuf*, ssize\_t \**outlen*, void \**priv\_data*)

Handler for receiving and responding to requests from master.

This is to be registered as the `wifi_config` endpoint handler (protocomm `protocomm_req_handler_t`) using `protocomm_add_endpoint()`

## Structures

**struct wifi\_prov\_sta\_conn\_info\_t**

WiFi STA connected status information.

### Public Members

char **ip\_addr**[IP4ADDR\_STRLEN\_MAX]  
IP Address received by station

char **bssid**[6]  
BSSID of the AP to which connection was established

char **ssid**[33]  
SSID of the to which connection was established

uint8\_t **channel**  
Channel of the AP

uint8\_t **auth\_mode**  
Authorization mode of the AP

**struct wifi\_prov\_config\_get\_data\_t**

WiFi status data to be sent in response to `get_status` request from master.

### Public Members

`wifi_prov_sta_state_t` **wifi\_state**  
WiFi state of the station

`wifi_prov_sta_fail_reason_t` **fail\_reason**  
Reason for disconnection (valid only when `wifi_state` is `WIFI_STATION_DISCONNECTED`)

`wifi_prov_sta_conn_info_t` **conn\_info**  
Connection information (valid only when `wifi_state` is `WIFI_STATION_CONNECTED`)

**struct wifi\_prov\_config\_set\_data\_t**

WiFi config data received by slave during `set_config` request from master.

## Public Members

char **ssid**[33]  
SSID of the AP to which the slave is to be connected

char **password**[64]  
Password of the AP

char **bssid**[6]  
BSSID of the AP

uint8\_t **channel**  
Channel of the AP

## struct **wifi\_prov\_config\_handlers**

Internal handlers for receiving and responding to protocomm requests from master.

This is to be passed as `priv_data` for protocomm request handler (refer to `wifi_prov_config_data_handler()`) when calling `protocomm_add_endpoint()`.

## Public Members

*esp\_err\_t* (**\*get\_status\_handler**) (*wifi\_prov\_config\_get\_data\_t* \*resp\_data, *wifi\_prov\_ctx\_t* \*\*ctx)

Handler function called when connection status of the slave (in WiFi station mode) is requested

*esp\_err\_t* (**\*set\_config\_handler**) (**const** *wifi\_prov\_config\_set\_data\_t* \*req\_data, *wifi\_prov\_ctx\_t* \*\*ctx)

Handler function called when WiFi connection configuration (eg. AP SSID, password, etc.) of the slave (in WiFi station mode) is to be set to user provided values

*esp\_err\_t* (**\*apply\_config\_handler**) (*wifi\_prov\_ctx\_t* \*\*ctx)

Handler function for applying the configuration that was set in `set_config_handler`. After applying the station may get connected to the AP or may fail to connect. The slave must be ready to convey the updated connection status information when `get_status_handler` is invoked again by the master.

*wifi\_prov\_ctx\_t* \***ctx**

Context pointer to be passed to above handler functions upon invocation

## Type Definitions

**typedef struct** *wifi\_prov\_ctx* **wifi\_prov\_ctx\_t**

Type of context data passed to each get/set/apply handler function set in *wifi\_prov\_config\_handlers* structure.

This is passed as an opaque pointer, thereby allowing it be defined later in application code as per requirements.

**typedef struct** *wifi\_prov\_config\_handlers* **wifi\_prov\_config\_handlers\_t**

Internal handlers for receiving and responding to protocomm requests from master.

This is to be passed as `priv_data` for protocomm request handler (refer to `wifi_prov_config_data_handler()`) when calling `protocomm_add_endpoint()`.

## Enumerations

**enum** *wifi\_prov\_sta\_state\_t*

WiFi STA status for conveying back to the provisioning master.

Values:

**WIFI\_PROV\_STA\_CONNECTING**

**WIFI\_PROV\_STA\_CONNECTED**

**WIFI\_PROV\_STA\_DISCONNECTED**

**enum wifi\_prov\_sta\_fail\_reason\_t**  
WiFi STA connection fail reason.

Values:

**WIFI\_PROV\_STA\_AUTH\_ERROR**

**WIFI\_PROV\_STA\_AP\_NOT\_FOUND**

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

## 3.6 Storage API

### 3.6.1 SPI Flash APIs

#### Overview

The `spi_flash` component contains APIs related to reading, writing, erasing, memory mapping data in the external SPI flash. It also has higher-level APIs which work with partitions defined in the *partition table*.

Note that all the functionality is limited to the “main” SPI flash chip, the same SPI flash chip from which program runs. For `spi_flash_*` functions, this is a software limitation. The underlying ROM functions which work with SPI flash do not have provisions for working with flash chips attached to SPI peripherals other than SPI0.

#### SPI flash access APIs

This is the set of APIs for working with data in flash:

- `spi_flash_read()` used to read data from flash to RAM
- `spi_flash_write()` used to write data from RAM to flash
- `spi_flash_erase_sector()` used to erase individual sectors of flash
- `spi_flash_erase_range()` used to erase range of addresses in flash
- `spi_flash_get_chip_size()` returns flash chip size, in bytes, as configured in `menuconfig`

Generally, try to avoid using the raw SPI flash functions in favour of *partition-specific functions*.

#### SPI Flash Size

The SPI flash size is configured by writing a field in the software bootloader image header, flashed at offset 0x1000.

By default, the SPI flash size is detected by `esptool.py` when this bootloader is written to flash, and the header is updated with the correct size. Alternatively, it is possible to generate a fixed flash size by setting `CONFIG_ESPTOOLPY_FLASHSIZE` in `make menuconfig`.

If it is necessary to override the configured flash size at runtime, it is possible to set the `chip_size` member of `g_rom_flashchip` structure. This size is used by `spi_flash_*` functions (in both software & ROM) for bounds checking.

### Concurrency Constraints

Because the SPI flash is also used for firmware execution (via the instruction & data caches), these caches must be disabled while reading/writing/erasing. This means that both CPUs must be running code from IRAM and only reading data from DRAM while flash write operations occur.

If you use the APIs documented here, then this happens automatically and transparently. However note that it will have some performance impact on other tasks in the system.

Refer to the *application memory layout* documentation for an explanation of the differences between IRAM, DRAM and flash cache.

To avoid reading flash cache accidentally, when one CPU commences a flash write or erase operation the other CPU is put into a blocked state and all non-IRAM-safe interrupts are disabled on both CPUs, until the flash operation completes.

### IRAM-Safe Interrupt Handlers

If you have an interrupt handler that you want to execute even when a flash operation is in progress (for example, for low latency operations), set the `ESP_INTR_FLAG_IRAM` flag when the *interrupt handler is registered*.

You must ensure all data and functions accessed by these interrupt handlers are located in IRAM or DRAM. This includes any functions that the handler calls.

Use the `IRAM_ATTR` attribute for functions:

```
#include "esp_attr.h"

void IRAM_ATTR gpio_isr_handler(void* arg)
{
    // ...
}
```

Use the `DRAM_ATTR` and `DRAM_STR` attributes for constant data:

```
void IRAM_ATTR gpio_isr_handler(void* arg)
{
    const static DRAM_ATTR uint8_t INDEX_DATA[] = { 45, 33, 12, 0 };
    const static char *MSG = DRAM_STR("I am a string stored in RAM");
}
```

Note that knowing which data should be marked with `DRAM_ATTR` can be hard, the compiler will sometimes recognise that a variable or expression is constant (even if it is not marked `const`) and optimise it into flash, unless it is marked with `DRAM_ATTR`.

If a function or symbol is not correctly put into IRAM/DRAM and the interrupt handler reads from the flash cache during a flash operation, it will cause a crash due to Illegal Instruction exception (for code which should be in IRAM) or garbage data to be read (for constant data which should be in DRAM).

### Partition table APIs

ESP-IDF projects use a partition table to maintain information about various regions of SPI flash memory (bootloader, various application binaries, data, filesystems). More information about partition tables can be found *here*.

This component provides APIs to enumerate partitions found in the partition table and perform operations on them. These functions are declared in `esp_partition.h`:

- `esp_partition_find()` used to search partition table for entries with specific type, returns an opaque iterator
- `esp_partition_get()` returns a structure describing the partition, for the given iterator
- `esp_partition_next()` advances iterator to the next partition found
- `esp_partition_iterator_release()` releases iterator returned by `esp_partition_find`
- `esp_partition_find_first()` is a convenience function which returns structure describing the first partition found by `esp_partition_find`
- `esp_partition_read()`, `esp_partition_write()`, `esp_partition_erase_range()` are equivalent to `spi_flash_read()`, `spi_flash_write()`, `spi_flash_erase_range()`, but operate within partition boundaries

---

**Note:** Most application code should use these `esp_partition_*` APIs instead of lower level `spi_flash_*` APIs. Partition APIs do bounds checking and calculate correct offsets in flash based on data stored in partition table.

---

## SPI Flash Encryption

It is possible to encrypt SPI flash contents, and have it transparently decrypted by hardware.

Refer to the *Flash Encryption documentation* for more details.

## Memory mapping APIs

ESP32 features memory hardware which allows regions of flash memory to be mapped into instruction and data address spaces. This mapping works only for read operations, it is not possible to modify contents of flash memory by writing to mapped memory region. Mapping happens in 64KB pages. Memory mapping hardware can map up to 4 megabytes of flash into data address space, and up to 16 megabytes of flash into instruction address space. See the technical reference manual for more details about memory mapping hardware.

Note that some number of 64KB pages is used to map the application itself into memory, so the actual number of available 64KB pages may be less.

Reading data from flash using a memory mapped region is the only way to decrypt contents of flash when *flash encryption* is enabled. Decryption is performed at hardware level.

Memory mapping APIs are declared in `esp_spi_flash.h` and `esp_partition.h`:

- `spi_flash_mmap()` maps a region of physical flash addresses into instruction space or data space of the CPU
- `spi_flash_munmap()` unmaps previously mapped region
- `esp_partition_mmap()` maps part of a partition into the instruction space or data space of the CPU

Differences between `spi_flash_mmap()` and `esp_partition_mmap()` are as follows:

- `spi_flash_mmap()` must be given a 64KB aligned physical address
- `esp_partition_mmap()` may be given any arbitrary offset within the partition, it will adjust returned pointer to mapped memory as necessary

Note that because memory mapping happens in 64KB blocks, it may be possible to read data outside of the partition provided to `esp_partition_mmap`.

### See also

- *Partition Table documentation*
- *Over The Air Update (OTA) API* provides high-level API for updating app firmware stored in flash.
- *Non-Volatile Storage (NVS) API* provides a structured API for storing small items of data in SPI flash.

### Implementation details

In order to perform some flash operations, we need to make sure both CPUs are not running any code from flash for the duration of the flash operation. In a single-core setup this is easy: we disable interrupts/scheduler and do the flash operation. In the dual-core setup this is slightly more complicated. We need to make sure that the other CPU doesn't run any code from flash.

When SPI flash API is called on CPU A (can be PRO or APP), we start `spi_flash_op_block_func` function on CPU B using `esp_ipc_call` API. This API wakes up high priority task on CPU B and tells it to execute given function, in this case `spi_flash_op_block_func`. This function disables cache on CPU B and signals that cache is disabled by setting `s_flash_op_can_start` flag. Then the task on CPU A disables cache as well, and proceeds to execute flash operation.

While flash operation is running, interrupts can still run on CPUs A and B. We assume that all interrupt code is placed into RAM. Once interrupt allocation API is added, we should add a flag to request interrupt to be disabled for the duration of flash operations.

Once flash operation is complete, function on CPU A sets another flag, `s_flash_op_complete`, to let the task on CPU B know that it can re-enable cache and release the CPU. Then the function on CPU A re-enables the cache on CPU A as well and returns control to the calling code.

Additionally, all API functions are protected with a mutex (`s_flash_op_mutex`).

In a single core environment (`CONFIG_FREERTOS_UNICORE` enabled), we simply disable both caches, no inter-CPU communication takes place.

### API Reference - SPI Flash

#### Header File

- `spi_flash/include/esp_spi_flash.h`

#### Functions

void **spi\_flash\_init** ()  
Initialize SPI flash access driver.

This function must be called exactly once, before any other `spi_flash_*` functions are called. Currently this function is called from startup code. There is no need to call it from application code.

size\_t **spi\_flash\_get\_chip\_size** ()  
Get flash chip size, as set in binary image header.

**Note** This value does not necessarily match real flash size.

**Return** size of flash chip, in bytes

`esp_err_t` **spi\_flash\_erase\_sector** (size\_t *sector*)  
Erase the Flash sector.



**Return** `esp_err_t`

**Parameters**

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

*esp\_err\_t* **spi\_flash\_erase\_range** (*size\_t start\_address*, *size\_t size*)

Erase a range of flash sectors.

**Return** `esp_err_t`

**Parameters**

- `start_address`: Address where erase operation has to start. Must be 4kB-aligned
- `size`: Size of erased range, in bytes. Must be divisible by 4kB.

*esp\_err\_t* **spi\_flash\_write** (*size\_t dest\_addr*, **const** void \**src*, *size\_t size*)

Write data to Flash.

**Note** For fastest write performance, write a 4 byte aligned size at a 4 byte aligned offset in flash from a source buffer in DRAM. Varying any of these parameters will still work, but will be slower due to buffering.

**Note** Writing more than 8KB at a time will be split into multiple write operations to avoid disrupting other tasks in the system.

**Return** `esp_err_t`

**Parameters**

- `dest_addr`: Destination address in Flash.
- `src`: Pointer to the source buffer.
- `size`: Length of data, in bytes.

*esp\_err\_t* **spi\_flash\_write\_encrypted** (*size\_t dest\_addr*, **const** void \**src*, *size\_t size*)

Write data encrypted to Flash.

**Note** Flash encryption must be enabled for this function to work.

**Note** Flash encryption must be enabled when calling this function. If flash encryption is disabled, the function returns `ESP_ERR_INVALID_STATE`. Use `esp_flash_encryption_enabled()` function to determine if flash encryption is enabled.

**Note** Both `dest_addr` and `size` must be multiples of 16 bytes. For absolute best performance, both `dest_addr` and `size` arguments should be multiples of 32 bytes.

**Return** `esp_err_t`

**Parameters**

- `dest_addr`: Destination address in Flash. Must be a multiple of 16 bytes.
- `src`: Pointer to the source buffer.
- `size`: Length of data, in bytes. Must be a multiple of 16 bytes.

*esp\_err\_t* **spi\_flash\_read** (*size\_t src\_addr*, void \**dest*, *size\_t size*)

Read data from Flash.

**Note** For fastest read performance, all parameters should be 4 byte aligned. If source address and read size are not 4 byte aligned, read may be split into multiple flash operations. If destination buffer is not 4 byte aligned, a temporary buffer will be allocated on the stack.

**Note** Reading more than 16KB of data at a time will be split into multiple reads to avoid disruption to other tasks in the system. Consider using `spi_flash_mmap()` to read large amounts of data.

**Return** `esp_err_t`

### Parameters

- `src_addr`: source address of the data in Flash.
- `dest`: pointer to the destination buffer
- `size`: length of data

`esp_err_t spi_flash_read_encrypted` (`size_t src`, `void *dest`, `size_t size`)

Read data from Encrypted Flash.

If flash encryption is enabled, this function will transparently decrypt data as it is read. If flash encryption is not enabled, this function behaves the same as `spi_flash_read()`.

See `spi_flash_encryption_enabled()` for a function to check if flash encryption is enabled.

**Return** `esp_err_t`

### Parameters

- `src`: source address of the data in Flash.
- `dest`: pointer to the destination buffer
- `size`: length of data

`esp_err_t spi_flash_mmap` (`size_t src_addr`, `size_t size`, `spi_flash_mmap_memory_t memory`, `const void **out_ptr`, `spi_flash_mmap_handle_t *out_handle`)

Map region of flash memory into data or instruction address space.

This function allocates sufficient number of 64kB MMU pages and configures them to map the requested region of flash memory into the address space. It may reuse MMU pages which already provide the required mapping.

As with any allocator, if `mmap/munmap` are heavily used then the address space may become fragmented. To troubleshoot issues with page allocation, use `spi_flash_mmap_dump()` function.

**Return** `ESP_OK` on success, `ESP_ERR_NO_MEM` if pages can not be allocated

### Parameters

- `src_addr`: Physical address in flash where requested region starts. This address *must* be aligned to 64kB boundary (`SPI_FLASH_MMU_PAGE_SIZE`)
- `size`: Size of region to be mapped. This size will be rounded up to a 64kB boundary
- `memory`: Address space where the region should be mapped (data or instruction)
- `out_ptr`: Output, pointer to the mapped memory region
- `out_handle`: Output, handle which should be used for `spi_flash_munmap` call

`esp_err_t spi_flash_mmap_pages` (`const int *pages`, `size_t page_count`, `spi_flash_mmap_memory_t memory`, `const void **out_ptr`, `spi_flash_mmap_handle_t *out_handle`)

Map sequences of pages of flash memory into data or instruction address space.

This function allocates sufficient number of 64kB MMU pages and configures them to map the indicated pages of flash memory contiguously into address space. In this respect, it works in a similar way as `spi_flash_mmap()` but it allows mapping a (maybe non-contiguous) set of pages into a contiguous region of memory.

#### Return

- `ESP_OK` on success
- `ESP_ERR_NO_MEM` if pages can not be allocated
- `ESP_ERR_INVALID_ARG` if pagecount is zero or pages array is not in internal memory

#### Parameters

- `pages`: An array of numbers indicating the 64kB pages in flash to be mapped contiguously into memory. These indicate the indexes of the 64kB pages, not the byte-size addresses as used in other functions. Array must be located in internal memory.
- `page_count`: Number of entries in the pages array
- `memory`: Address space where the region should be mapped (instruction or data)
- `out_ptr`: Output, pointer to the mapped memory region
- `out_handle`: Output, handle which should be used for `spi_flash_munmap` call

void **spi\_flash\_munmap** (*spi\_flash\_mmap\_handle\_t* handle)  
Release region previously obtained using `spi_flash_mmap`.

**Note** Calling this function will not necessarily unmap memory region. Region will only be unmapped when there are no other handles which reference this region. In case of partially overlapping regions it is possible that memory will be unmapped partially.

#### Parameters

- `handle`: Handle obtained from `spi_flash_mmap`

void **spi\_flash\_mmap\_dump** ()  
Display information about mapped regions.

This function lists handles obtained using `spi_flash_mmap`, along with range of pages allocated to each handle. It also lists all non-zero entries of MMU table and corresponding reference counts.

uint32\_t **spi\_flash\_mmap\_get\_free\_pages** (*spi\_flash\_mmap\_memory\_t* memory)  
get free pages number which can be mmap

This function will return number of free pages available in mmu table. This could be useful before calling actual `spi_flash_mmap` (maps flash range to DCache or ICache memory) to check if there is sufficient space available for mapping.

**Return** number of free pages which can be mmaped

#### Parameters

- `memory`: memory type of MMU table free page

size\_t **spi\_flash\_cache2phys** (**const** void \**cached*)  
Given a memory address where flash is mapped, return the corresponding physical flash offset.

Cache address does not have have been assigned via `spi_flash_mmap()`, any address in memory mapped flash space can be looked up.

**Return**

- SPI\_FLASH\_CACHE2PHYS\_FAIL If cache address is outside flash cache region, or the address is not mapped.
- Otherwise, returns physical offset in flash

**Parameters**

- *cached*: Pointer to flashed cached memory.

**const void \*spi\_flash\_phys2cache** (*size\_t phys\_offs*, *spi\_flash\_mmap\_memory\_t memory*)

Given a physical offset in flash, return the address where it is mapped in the memory space.

Physical address does not have to have been assigned via `spi_flash_mmap()`, any address in flash can be looked up.

**Note** Only the first matching cache address is returned. If MMU flash cache table is configured so multiple entries point to the same physical address, there may be more than one cache address corresponding to that physical address. It is also possible for a single physical address to be mapped to both the IROM and DROM regions.

**Note** This function doesn't impose any alignment constraints, but if memory argument is SPI\_FLASH\_MMAP\_INST and *phys\_offs* is not 4-byte aligned, then reading from the returned pointer will result in a crash.

**Return**

- NULL if the physical address is invalid or not mapped to flash cache of the specified memory type.
- Cached memory address (in IROM or DROM space) corresponding to *phys\_offs*.

**Parameters**

- *phys\_offs*: Physical offset in flash memory to look up.
- *memory*: Address space type to look up a flash cache address mapping for (instruction or data)

**bool spi\_flash\_cache\_enabled** ()

Check at runtime if flash cache is enabled on both CPUs.

**Return** true if both CPUs have flash cache enabled, false otherwise.

**void spi\_flash\_guard\_set** (**const** *spi\_flash\_guard\_funcs\_t \*funcs*)

Sets guard functions to access flash.

**Note** Pointed structure and corresponding guard functions should not reside in flash. For example structure can be placed in DRAM and functions in IRAM sections.

**Parameters**

- *funcs*: pointer to structure holding flash access guard functions.

**const spi\_flash\_guard\_funcs\_t \*spi\_flash\_guard\_get** ()

Get the guard functions used for flash access.

**Return** The guard functions that were set via `spi_flash_guard_set()`. These functions can be called if implementing custom low-level SPI flash operations.

## Structures

### **struct spi\_flash\_guard\_funcs\_t**

Structure holding SPI flash access critical sections management functions.

Flash API uses two types of flash access management functions: 1) Functions which prepare/restore flash cache and interrupts before calling appropriate ROM functions (SPIWrite, SPIRead and SPIEraseBlock):

- 'start' function should disables flash cache and non-IRAM interrupts and is invoked before the call to one of ROM function above.
- 'end' function should restore state of flash cache and non-IRAM interrupts and is invoked after the call to one of ROM function above. These two functions are not recursive. 2) Functions which synchronizes access to internal data used by flash API. This functions are mostly intended to synchronize access to flash API internal data in multithreaded environment and use OS primitives:
- 'op\_lock' locks access to flash API internal data.
- 'op\_unlock' unlocks access to flash API internal data. These two functions are recursive and can be used around the outside of multiple calls to 'start' & 'end', in order to create atomic multi-part flash operations. 3) When CONFIG\_SPI\_FLASH\_WRITING\_DANGEROUS\_REGIONS\_ALLOWED is disabled, flash writing/erasing API checks for addresses provided by user to avoid corruption of critical flash regions (bootloader, partition table, running application etc.).

Different versions of the guarding functions should be used depending on the context of execution (with or without functional OS). In normal conditions when flash API is called from task the functions use OS primitives. When there is no OS at all or when it is not guaranteed that OS is functional (accessing flash from exception handler) these functions cannot use OS primitives or even does not need them (multithreaded access is not possible).

**Note** Structure and corresponding guard functions should not reside in flash. For example structure can be placed in DRAM and functions in IRAM sections.

### Public Members

*spi\_flash\_guard\_start\_func\_t* **start**  
critical section start function.

*spi\_flash\_guard\_end\_func\_t* **end**  
critical section end function.

*spi\_flash\_op\_lock\_func\_t* **op\_lock**  
flash access API lock function.

*spi\_flash\_op\_unlock\_func\_t* **op\_unlock**  
flash access API unlock function.

*spi\_flash\_is\_safe\_write\_address\_t* **is\_safe\_write\_address**  
checks flash write addresses.

## Macros

**ESP\_ERR\_FLASH\_BASE**

**ESP\_ERR\_FLASH\_OP\_FAIL**

**ESP\_ERR\_FLASH\_OP\_TIMEOUT**

**SPI\_FLASH\_SEC\_SIZE**

SPI Flash sector size

**SPI\_FLASH\_MMU\_PAGE\_SIZE**

Flash cache MMU mapping page size

**SPI\_FLASH\_CACHE2PHYS\_FAIL**

## Type Definitions

**typedef** uint32\_t **spi\_flash\_mmap\_handle\_t**

Opaque handle for memory region obtained from spi\_flash\_mmap.

**typedef** void (\***spi\_flash\_guard\_start\_func\_t**) (void)

SPI flash critical section enter function.

**typedef** void (\***spi\_flash\_guard\_end\_func\_t**) (void)

SPI flash critical section exit function.

**typedef** void (\***spi\_flash\_op\_lock\_func\_t**) (void)

SPI flash operation lock function.

**typedef** void (\***spi\_flash\_op\_unlock\_func\_t**) (void)

SPI flash operation unlock function.

**typedef** bool (\***spi\_flash\_is\_safe\_write\_address\_t**) (size\_t addr, size\_t size)

Function to protect SPI flash critical regions corruption.

## Enumerations

**enum** **spi\_flash\_mmap\_memory\_t**

Enumeration which specifies memory space requested in an mmap call.

*Values:*

**SPI\_FLASH\_MMAP\_DATA**

map to data memory (Vaddr0), allows byte-aligned access, 4 MB total

**SPI\_FLASH\_MMAP\_INST**

map to instruction memory (Vaddr1-3), allows only 4-byte-aligned access, 11 MB total

## API Reference - Partition Table

### Header File

- [spi\\_flash/include/esp\\_partition.h](#)

### Functions

*esp\_partition\_iterator\_t* **esp\_partition\_find**(*esp\_partition\_type\_t* type, *esp\_partition\_subtype\_t* subtype, **const** char \*label)

Find partition based on one or more parameters.

**Return** iterator which can be used to enumerate all the partitions found, or NULL if no partitions were found. Iterator obtained through this function has to be released using `esp_partition_iterator_release` when not used any more.

#### Parameters

- `type`: Partition type, one of `esp_partition_type_t` values
- `subtype`: Partition subtype, one of `esp_partition_subtype_t` values. To find all partitions of given type, use `ESP_PARTITION_SUBTYPE_ANY`.
- `label`: (optional) Partition label. Set this value if looking for partition with a specific name. Pass NULL otherwise.

```
const esp_partition_t *esp_partition_find_first (esp_partition_type_t          type,
   esp_partition_subtype_t subtype, const
   char *label)
```

Find first partition based on one or more parameters.

**Return** pointer to `esp_partition_t` structure, or NULL if no partition is found. This pointer is valid for the lifetime of the application.

#### Parameters

- `type`: Partition type, one of `esp_partition_type_t` values
- `subtype`: Partition subtype, one of `esp_partition_subtype_t` values. To find all partitions of given type, use `ESP_PARTITION_SUBTYPE_ANY`.
- `label`: (optional) Partition label. Set this value if looking for partition with a specific name. Pass NULL otherwise.

```
const esp_partition_t *esp_partition_get (esp_partition_iterator_t iterator)
Get esp_partition_t structure for given partition.
```

**Return** pointer to `esp_partition_t` structure. This pointer is valid for the lifetime of the application.

#### Parameters

- `iterator`: Iterator obtained using `esp_partition_find`. Must be non-NULL.

```
esp_partition_iterator_t esp_partition_next (esp_partition_iterator_t iterator)
Move partition iterator to the next partition found.
```

Any copies of the iterator will be invalid after this call.

**Return** NULL if no partition was found, valid `esp_partition_iterator_t` otherwise.

#### Parameters

- `iterator`: Iterator obtained using `esp_partition_find`. Must be non-NULL.

```
void esp_partition_iterator_release (esp_partition_iterator_t iterator)
Release partition iterator.
```

#### Parameters

- `iterator`: Iterator obtained using `esp_partition_find`. Must be non-NULL.

**const** *esp\_partition\_t*\***esp\_partition\_verify**(**const** *esp\_partition\_t* \*partition)

Verify partition data.

Given a pointer to partition data, verify this partition exists in the partition table (all fields match.)

This function is also useful to take partition data which may be in a RAM buffer and convert it to a pointer to the permanent partition data stored in flash.

Pointers returned from this function can be compared directly to the address of any pointer returned from *esp\_partition\_get()*, as a test for equality.

#### Return

- If partition not found, returns NULL.
- If found, returns a pointer to the *esp\_partition\_t* structure in flash. This pointer is always valid for the lifetime of the application.

#### Parameters

- *partition*: Pointer to partition data to verify. Must be non-NULL. All fields of this structure must match the partition table entry in flash for this function to return a successful match.

*esp\_err\_t* **esp\_partition\_read**(**const** *esp\_partition\_t* \*partition, size\_t *src\_offset*, void \**dst*, size\_t *size*)

Read data from the partition.

**Return** ESP\_OK, if data was read successfully; ESP\_ERR\_INVALID\_ARG, if *src\_offset* exceeds partition size; ESP\_ERR\_INVALID\_SIZE, if read would go out of bounds of the partition; or one of error codes from lower-level flash driver.

#### Parameters

- *partition*: Pointer to partition structure obtained using *esp\_partition\_find\_first* or *esp\_partition\_get*. Must be non-NULL.
- *dst*: Pointer to the buffer where data should be stored. Pointer must be non-NULL and buffer must be at least 'size' bytes long.
- *src\_offset*: Address of the data to be read, relative to the beginning of the partition.
- *size*: Size of data to be read, in bytes.

*esp\_err\_t* **esp\_partition\_write**(**const** *esp\_partition\_t* \*partition, size\_t *dst\_offset*, **const** void \**src*, size\_t *size*)

Write data to the partition.

Before writing data to flash, corresponding region of flash needs to be erased. This can be done using *esp\_partition\_erase\_range* function.

Partitions marked with an encryption flag will automatically be written via the *spi\_flash\_write\_encrypted()* function. If writing to an encrypted partition, all write offsets and lengths must be multiples of 16 bytes. See the *spi\_flash\_write\_encrypted()* function for more details. Unencrypted partitions do not have this restriction.

**Note** Prior to writing to flash memory, make sure it has been erased with *esp\_partition\_erase\_range* call.

**Return** ESP\_OK, if data was written successfully; ESP\_ERR\_INVALID\_ARG, if *dst\_offset* exceeds partition size; ESP\_ERR\_INVALID\_SIZE, if write would go out of bounds of the partition; or one of error codes from lower-level flash driver.

#### Parameters



- `partition`: Pointer to partition structure obtained using `esp_partition_find_first` or `esp_partition_get`. Must be non-NULL.
- `dst_offset`: Address where the data should be written, relative to the beginning of the partition.
- `src`: Pointer to the source buffer. Pointer must be non-NULL and buffer must be at least 'size' bytes long.
- `size`: Size of data to be written, in bytes.

```
esp_err_t esp_partition_erase_range(const esp_partition_t *partition, uint32_t start_addr,
                                   uint32_t size)
```

Erase part of the partition.

**Return** ESP\_OK, if the range was erased successfully; ESP\_ERR\_INVALID\_ARG, if iterator or dst are NULL; ESP\_ERR\_INVALID\_SIZE, if erase would go out of bounds of the partition; or one of error codes from lower-level flash driver.

#### Parameters

- `partition`: Pointer to partition structure obtained using `esp_partition_find_first` or `esp_partition_get`. Must be non-NULL.
- `start_addr`: Address where erase operation should start. Must be aligned to 4 kilobytes.
- `size`: Size of the range which should be erased, in bytes. Must be divisible by 4 kilobytes.

```
esp_err_t esp_partition_mmap(const esp_partition_t *partition, uint32_t offset, uint32_t size,
                             spi_flash_mmap_memory_t memory, const void **out_ptr,
                             spi_flash_mmap_handle_t *out_handle)
```

Configure MMU to map partition into data memory.

Unlike `spi_flash_mmap` function, which requires a 64kB aligned base address, this function doesn't impose such a requirement. If offset results in a flash address which is not aligned to 64kB boundary, address will be rounded to the lower 64kB boundary, so that mapped region includes requested range. Pointer returned via `out_ptr` argument will be adjusted to point to the requested offset (not necessarily to the beginning of mmap-ed region).

To release mapped memory, pass handle returned via `out_handle` argument to `spi_flash_munmap` function.

**Return** ESP\_OK, if successful

#### Parameters

- `partition`: Pointer to partition structure obtained using `esp_partition_find_first` or `esp_partition_get`. Must be non-NULL.
- `offset`: Offset from the beginning of partition where mapping should start.
- `size`: Size of the area to be mapped.
- `memory`: Memory space where the region should be mapped
- `out_ptr`: Output, pointer to the mapped memory region
- `out_handle`: Output, handle which should be used for `spi_flash_munmap` call

```
esp_err_t esp_partition_get_sha256(const esp_partition_t *partition, uint8_t *sha_256)
```

Get SHA-256 digest for required partition.

For apps with SHA-256 appended to the app image, the result is the appended SHA-256 value for the app image content. The hash is verified before returning, if app content is invalid then the function returns

ESP\_ERR\_IMAGE\_INVALID. For apps without SHA-256 appended to the image, the result is the SHA-256 of all bytes in the app image. For other partition types, the result is the SHA-256 of the entire partition.

### Return

- ESP\_OK: In case of successful operation.
- ESP\_ERR\_INVALID\_ARG: The size was 0 or the sha\_256 was NULL.
- ESP\_ERR\_NO\_MEM: Cannot allocate memory for sha256 operation.
- ESP\_ERR\_IMAGE\_INVALID: App partition doesn't contain a valid app image.
- ESP\_FAIL: An allocation error occurred.

### Parameters

- `partition`: Pointer to info for partition containing app or data. (fields: address, size and type, are required to be filled).
- `sha_256`: Returned SHA-256 digest for a given partition.

bool **esp\_partition\_check\_identity**(const *esp\_partition\_t* \**partition\_1*, const *esp\_partition\_t* \**partition\_2*)

Check for the identity of two partitions by SHA-256 digest.

### Return

- True: In case of the two firmware is equal.
- False: Otherwise

### Parameters

- `partition_1`: Pointer to info for partition 1 containing app or data. (fields: address, size and type, are required to be filled).
- `partition_2`: Pointer to info for partition 2 containing app or data. (fields: address, size and type, are required to be filled).

## Structures

**struct esp\_partition\_t**  
partition information structure

This is not the format in flash, that format is `esp_partition_info_t`.

However, this is the format used by this API.

### Public Members

*esp\_partition\_type\_t* **type**  
partition type (app/data)

*esp\_partition\_subtype\_t* **subtype**  
partition subtype

uint32\_t **address**  
starting address of the partition in flash

uint32\_t **size**  
size of the partition, in bytes

char **label**[17]  
partition label, zero-terminated ASCII string

bool **encrypted**  
flag is set to true if partition is encrypted

## Macros

**ESP\_PARTITION\_SUBTYPE\_OTA**(i)  
Convenience macro to get esp\_partition\_subtype\_t value for the i-th OTA partition.

## Type Definitions

**typedef struct** esp\_partition\_iterator\_opaque\_ \***esp\_partition\_iterator\_t**  
Opaque partition iterator type.

## Enumerations

**enum esp\_partition\_type\_t**  
Partition type.

**Note** Keep this enum in sync with PartitionDefinition class gen\_esp32part.py

*Values:*

**ESP\_PARTITION\_TYPE\_APP** = 0x00  
Application partition type.

**ESP\_PARTITION\_TYPE\_DATA** = 0x01  
Data partition type.

**enum esp\_partition\_subtype\_t**  
Partition subtype.

**Note** Keep this enum in sync with PartitionDefinition class gen\_esp32part.py

*Values:*

**ESP\_PARTITION\_SUBTYPE\_APP\_FACTORY** = 0x00  
Factory application partition.

**ESP\_PARTITION\_SUBTYPE\_APP\_OTA\_MIN** = 0x10  
Base for OTA partition subtypes.

**ESP\_PARTITION\_SUBTYPE\_APP\_OTA\_0** = ESP\_PARTITION\_SUBTYPE\_APP\_OTA\_MIN + 0  
OTA partition 0.

**ESP\_PARTITION\_SUBTYPE\_APP\_OTA\_1** = ESP\_PARTITION\_SUBTYPE\_APP\_OTA\_MIN + 1  
OTA partition 1.

**ESP\_PARTITION\_SUBTYPE\_APP\_OTA\_2** = ESP\_PARTITION\_SUBTYPE\_APP\_OTA\_MIN + 2  
OTA partition 2.

**ESP\_PARTITION\_SUBTYPE\_APP\_OTA\_3** = ESP\_PARTITION\_SUBTYPE\_APP\_OTA\_MIN + 3  
OTA partition 3.

**ESP\_PARTITION\_SUBTYPE\_APP\_OTA\_4** = ESP\_PARTITION\_SUBTYPE\_APP\_OTA\_MIN + 4  
OTA partition 4.

**ESP\_PARTITION\_SUBTYPE\_APP\_OTA\_5** = ESP\_PARTITION\_SUBTYPE\_APP\_OTA\_MIN + 5  
OTA partition 5.

**ESP\_PARTITION\_SUBTYPE\_APP\_OTA\_6** = ESP\_PARTITION\_SUBTYPE\_APP\_OTA\_MIN + 6  
OTA partition 6.

**ESP\_PARTITION\_SUBTYPE\_APP\_OTA\_7** = ESP\_PARTITION\_SUBTYPE\_APP\_OTA\_MIN + 7  
OTA partition 7.

**ESP\_PARTITION\_SUBTYPE\_APP\_OTA\_8** = ESP\_PARTITION\_SUBTYPE\_APP\_OTA\_MIN + 8  
OTA partition 8.

**ESP\_PARTITION\_SUBTYPE\_APP\_OTA\_9** = ESP\_PARTITION\_SUBTYPE\_APP\_OTA\_MIN + 9  
OTA partition 9.

**ESP\_PARTITION\_SUBTYPE\_APP\_OTA\_10** = ESP\_PARTITION\_SUBTYPE\_APP\_OTA\_MIN + 10  
OTA partition 10.

**ESP\_PARTITION\_SUBTYPE\_APP\_OTA\_11** = ESP\_PARTITION\_SUBTYPE\_APP\_OTA\_MIN + 11  
OTA partition 11.

**ESP\_PARTITION\_SUBTYPE\_APP\_OTA\_12** = ESP\_PARTITION\_SUBTYPE\_APP\_OTA\_MIN + 12  
OTA partition 12.

**ESP\_PARTITION\_SUBTYPE\_APP\_OTA\_13** = ESP\_PARTITION\_SUBTYPE\_APP\_OTA\_MIN + 13  
OTA partition 13.

**ESP\_PARTITION\_SUBTYPE\_APP\_OTA\_14** = ESP\_PARTITION\_SUBTYPE\_APP\_OTA\_MIN + 14  
OTA partition 14.

**ESP\_PARTITION\_SUBTYPE\_APP\_OTA\_15** = ESP\_PARTITION\_SUBTYPE\_APP\_OTA\_MIN + 15  
OTA partition 15.

**ESP\_PARTITION\_SUBTYPE\_APP\_OTA\_MAX** = ESP\_PARTITION\_SUBTYPE\_APP\_OTA\_MIN + 16  
Max subtype of OTA partition.

**ESP\_PARTITION\_SUBTYPE\_APP\_TEST** = 0x20  
Test application partition.

**ESP\_PARTITION\_SUBTYPE\_DATA\_OTA** = 0x00  
OTA selection partition.

**ESP\_PARTITION\_SUBTYPE\_DATA\_PHY** = 0x01  
PHY init data partition.

**ESP\_PARTITION\_SUBTYPE\_DATA\_NVS** = 0x02  
NVS partition.

**ESP\_PARTITION\_SUBTYPE\_DATA\_COREDUMP** = 0x03  
COREDUMP partition.

**ESP\_PARTITION\_SUBTYPE\_DATA\_NVS\_KEYS** = 0x04  
Partition for NVS keys.

**ESP\_PARTITION\_SUBTYPE\_DATA\_EFUSE\_EM** = 0x05  
Partition for emulate eFuse bits.

**ESP\_PARTITION\_SUBTYPE\_DATA\_ESPHTTPD** = 0x80  
ESPHTTPD partition.

**ESP\_PARTITION\_SUBTYPE\_DATA\_FAT** = 0x81  
FAT partition.

**ESP\_PARTITION\_SUBTYPE\_DATA\_SPIFFS** = 0x82  
SPIFFS partition.

**ESP\_PARTITION\_SUBTYPE\_ANY** = 0xff  
Used to search for partitions with any subtype.

## API Reference - Flash Encrypt

### Header File

- `bootloader_support/include/esp_flash_encrypt.h`

### Functions

**static bool esp\_flash\_encryption\_enabled** (void)  
Is flash encryption currently enabled in hardware?

Flash encryption is enabled if the FLASH\_CRYPT\_CNT efuse has an odd number of bits set.

**Return** true if flash encryption is enabled.

*esp\_err\_t* **esp\_flash\_encrypt\_check\_and\_update** (void)

*esp\_err\_t* **esp\_flash\_encrypt\_region** (uint32\_t *src\_addr*, size\_t *data\_length*)  
Encrypt-in-place a block of flash sectors.

**Note** This function resets RTC\_WDT between operations with sectors.

**Return** ESP\_OK if all operations succeeded, ESP\_ERR\_FLASH\_OP\_FAIL if SPI flash fails, ESP\_ERR\_FLASH\_OP\_TIMEOUT if flash times out.

#### Parameters

- *src\_addr*: Source offset in flash. Should be multiple of 4096 bytes.
- *data\_length*: Length of data to encrypt in bytes. Will be rounded up to next multiple of 4096 bytes.

void **esp\_flash\_write\_protect\_crypt\_cnt** ()  
Write protect FLASH\_CRYPT\_CNT.

Intended to be called as a part of boot process if flash encryption is enabled but secure boot is not used. This should protect against serial re-flashing of an unauthorised code in absence of secure boot.

**Return**

## 3.6.2 SD/SDIO/MMC Driver

### Overview

SD/SDIO/MMC driver currently supports SD memory, SDIO cards, and eMMC chips. This protocol level driver builds on top of SDMMC and SD SPI host drivers.

SDMMC and SD SPI host drivers (`driver/sdmmc_host.h`) provide APIs to send commands to the slave device(s), send and receive data, and handle error conditions on the bus.

- See *SDMMC Host API* for functions used to initialize and configure SDMMC host.
- See *SD SPI Host API* for functions used to initialize and configure SD SPI host.

SDMMC protocol layer (`sdmmc_cmd.h`), described in this document, handles specifics of SD protocol such as card initialization and data transfer commands.

Protocol layer works with the host via `sdmmc_host_t` structure. This structure contains pointers to various functions of the host.

### Application Example

An example which combines SDMMC driver with FATFS library is provided in `examples/storage/sd_card` directory. This example initializes the card, writes and reads data from it using POSIX and C library APIs. See `README.md` file in the example directory for more information.

### Protocol layer APIs

Protocol layer is given `sdmmc_host_t` structure which describes the SD/MMC host driver, lists its capabilities, and provides pointers to functions of the driver. Protocol layer stores card-specific information in `sdmmc_card_t` structure. When sending commands to the SD/MMC host driver, protocol layer uses `sdmmc_command_t` structure to describe the command, argument, expected return value, and data to transfer, if any.

### Usage with SD memory cards

1. Call the host driver functions to initialize the host (e.g. `sdmmc_host_init()`, `sdmmc_host_init_slot()`).
2. Call `sdmmc_card_init()` to initialize the card, passing it host driver information (`host`) and a pointer to `sdmmc_card_t` structure which will be filled in (`card`).
3. To read and write sectors of the card, use `sdmmc_read_sectors()` and `sdmmc_write_sectors()`, passing the pointer to card information structure (`card`).
4. When card is not used anymore, call the host driver function to disable the host peripheral and free resources allocated by the driver (e.g. `sdmmc_host_deinit()`).

### Usage with eMMC chips

From the perspective of the protocol layer, eMMC memory chips behave the same way as SD memory cards. Because of similarity of the protocol, even though eMMC are chips don't have the "card" form factor, same terminology is used as for SD cards (`sdmmc_card_t`, `sdmmc_card_init`). Note that eMMC chips can not be used over SPI, therefore are incompatible with SD SPI host driver.

To initialize eMMC memory and do read/write operations, follow the steps listed above for SD cards.

## Usage with SDIO cards

Initialization and probing process is the same as with SD memory cards. Only data transfer commands differ in SDIO mode.

During probing and card initialization (done by `sdmmc_card_init()`), the driver only configures the following registers of the IO card:

1. The IO portion of the card is reset by setting RES bit in “I/O Abort” (0x06) register.
2. If 4-line mode is enabled in host and slot configuration, driver attempts to set “Bus width” field in “Bus Interface Control” (0x07) register. If that succeeds (which means that slave supports 4-line mode), host is also switched to 4-line mode.
3. If high-speed mode is enabled in host configuration, SHS bit is set in “High Speed” (0x13) register.

In particular, the driver does not set any of the bits in I/O Enable, Int Enable registers, IO block sizes, etc. Applications can set these by calling `sdmmc_io_write_byte()`.

For card configuration and data transfer, use one of the following functions:

- `sdmmc_io_read_byte()`, `sdmmc_io_write_byte()` — read and write single byte using IO\_RW\_DIRECT (CMD52).
- `sdmmc_io_read_bytes()`, `sdmmc_io_write_bytes()` — read and write multiple bytes using IO\_RW\_EXTENDED (CMD53), in byte mode.
- `sdmmc_io_read_blocks()`, `sdmmc_io_write_blocks()` — read and write blocks of data using IO\_RW\_EXTENDED (CMD53), in block mode.

SDIO interrupts can be enabled by the application using `sdmmc_io_enable_int()` function. When using SDIO in 1-line mode, D1 line also needs to be connected to use SDIO interrupts.

The application can wait for SDIO interrupt to occur using `sdmmc_io_wait_int()`.

## Combo (memory + IO) cards

The driver does not support SD combo cards. Combo cards will be treated as IO cards.

## Thread safety

Most applications need to use the protocol layer only in one task; therefore the protocol layer doesn’t implement any kind of locking on the `sdmmc_card_t` structure, or when accessing SDMMC or SD SPI host drivers. Such locking is usually implemented in the higher layer (e.g. in the filesystem driver).

## API Reference

### Header File

- `sdmmc/include/sdmmc_cmd.h`

### Functions

`esp_err_t sdmmc_card_init(const sdmmc_host_t *host, sdmmc_card_t *out_card)`  
Probe and initialize SD/MMC card using given host

**Note** Only SD cards (SDSC and SDHC/SDXC) are supported now. Support for MMC/eMMC cards will be added later.

### Return

- ESP\_OK on success
- One of the error codes from SDMMC host controller

### Parameters

- `host`: pointer to structure defining host controller
- `out_card`: pointer to structure which will receive information about the card when the function completes

void **sdmmc\_card\_print\_info** (FILE *\*stream*, const *sdmmc\_card\_t* *\*card*)

Print information about the card to a stream.

### Parameters

- `stream`: stream obtained using `fopen` or `fdopen`
- `card`: card information structure initialized using `sdmmc_card_init`

*esp\_err\_t* **sdmmc\_write\_sectors** (*sdmmc\_card\_t* *\*card*, const void *\*src*, size\_t *start\_sector*, size\_t *sector\_count*)

Write given number of sectors to SD/MMC card

### Return

- ESP\_OK on success
- One of the error codes from SDMMC host controller

### Parameters

- `card`: pointer to card information structure previously initialized using `sdmmc_card_init`
- `src`: pointer to data buffer to read data from; data size must be equal to `sector_count * card->csd.sector_size`
- `start_sector`: sector where to start writing
- `sector_count`: number of sectors to write

*esp\_err\_t* **sdmmc\_read\_sectors** (*sdmmc\_card\_t* *\*card*, void *\*dst*, size\_t *start\_sector*, size\_t *sector\_count*)

Write given number of sectors to SD/MMC card

### Return

- ESP\_OK on success
- One of the error codes from SDMMC host controller

### Parameters

- `card`: pointer to card information structure previously initialized using `sdmmc_card_init`
- `dst`: pointer to data buffer to write into; buffer size must be at least `sector_count * card->csd.sector_size`
- `start_sector`: sector where to start reading
- `sector_count`: number of sectors to read



*esp\_err\_t* **sdmmc\_io\_read\_byte** (*sdmmc\_card\_t* \*card, uint32\_t function, uint32\_t reg, uint8\_t \*out\_byte)  
 Read one byte from an SDIO card using IO\_RW\_DIRECT (CMD52)

**Return**

- ESP\_OK on success
- One of the error codes from SDMMC host controller

**Parameters**

- card: pointer to card information structure previously initialized using sdmmc\_card\_init
- function: IO function number
- reg: byte address within IO function
- out\_byte: output, receives the value read from the card

*esp\_err\_t* **sdmmc\_io\_write\_byte** (*sdmmc\_card\_t* \*card, uint32\_t function, uint32\_t reg, uint8\_t in\_byte, uint8\_t \*out\_byte)  
 Write one byte to an SDIO card using IO\_RW\_DIRECT (CMD52)

**Return**

- ESP\_OK on success
- One of the error codes from SDMMC host controller

**Parameters**

- card: pointer to card information structure previously initialized using sdmmc\_card\_init
- function: IO function number
- reg: byte address within IO function
- in\_byte: value to be written
- out\_byte: if not NULL, receives new byte value read from the card (read-after-write).

*esp\_err\_t* **sdmmc\_io\_read\_bytes** (*sdmmc\_card\_t* \*card, uint32\_t function, uint32\_t addr, void \*dst, size\_t size)  
 Read multiple bytes from an SDIO card using IO\_RW\_EXTENDED (CMD53)

This function performs read operation using CMD53 in byte mode. For block mode, see sdmmc\_io\_read\_blocks.

**Return**

- ESP\_OK on success
- ESP\_ERR\_INVALID\_SIZE if size exceeds 512 bytes
- One of the error codes from SDMMC host controller

**Parameters**

- card: pointer to card information structure previously initialized using sdmmc\_card\_init
- function: IO function number
- addr: byte address within IO function where reading starts
- dst: buffer which receives the data read from card
- size: number of bytes to read

*esp\_err\_t* **sdmmc\_io\_write\_bytes** (*sdmmc\_card\_t* \*card, uint32\_t function, uint32\_t addr, const void \*src, size\_t size)

Write multiple bytes to an SDIO card using IO\_RW\_EXTENDED (CMD53)

This function performs write operation using CMD53 in byte mode. For block mode, see sdmmc\_io\_write\_blocks.

**Return**

- ESP\_OK on success
- ESP\_ERR\_INVALID\_SIZE if size exceeds 512 bytes
- One of the error codes from SDMMC host controller

**Parameters**

- card: pointer to card information structure previously initialized using sdmmc\_card\_init
- function: IO function number
- addr: byte address within IO function where writing starts
- src: data to be written
- size: number of bytes to write

*esp\_err\_t* **sdmmc\_io\_read\_blocks** (*sdmmc\_card\_t* \*card, uint32\_t function, uint32\_t addr, void \*dst, size\_t size)

Read blocks of data from an SDIO card using IO\_RW\_EXTENDED (CMD53)

This function performs read operation using CMD53 in block mode. For byte mode, see sdmmc\_io\_read\_bytes.

**Return**

- ESP\_OK on success
- ESP\_ERR\_INVALID\_SIZE if size is not divisible by 512 bytes
- One of the error codes from SDMMC host controller

**Parameters**

- card: pointer to card information structure previously initialized using sdmmc\_card\_init
- function: IO function number
- addr: byte address within IO function where writing starts
- dst: buffer which receives the data read from card
- size: number of bytes to read, must be divisible by the card block size.

*esp\_err\_t* **sdmmc\_io\_write\_blocks** (*sdmmc\_card\_t* \*card, uint32\_t function, uint32\_t addr, const void \*src, size\_t size)

Write blocks of data to an SDIO card using IO\_RW\_EXTENDED (CMD53)

This function performs write operation using CMD53 in block mode. For byte mode, see sdmmc\_io\_write\_bytes.

**Return**

- ESP\_OK on success
- ESP\_ERR\_INVALID\_SIZE if size is not divisible by 512 bytes
- One of the error codes from SDMMC host controller

**Parameters**

- `card`: pointer to card information structure previously initialized using `sdmmc_card_init`
- `function`: IO function number
- `addr`: byte address within IO function where writing starts
- `src`: data to be written
- `size`: number of bytes to read, must be divisible by the card block size.

*esp\_err\_t* **sdmmc\_io\_enable\_int** (*sdmmc\_card\_t* \**card*)

Enable SDIO interrupt in the SDMMC host

**Return**

- `ESP_OK` on success
- `ESP_ERR_NOT_SUPPORTED` if the host controller does not support IO interrupts

**Parameters**

- `card`: pointer to card information structure previously initialized using `sdmmc_card_init`

*esp\_err\_t* **sdmmc\_io\_wait\_int** (*sdmmc\_card\_t* \**card*, *TickType\_t* *timeout\_ticks*)

Block until an SDIO interrupt is received

Slave uses D1 line to signal interrupt condition to the host. This function can be used to wait for the interrupt.

**Return**

- `ESP_OK` if the interrupt is received
- `ESP_ERR_NOT_SUPPORTED` if the host controller does not support IO interrupts
- `ESP_ERR_TIMEOUT` if the interrupt does not happen in `timeout_ticks`

**Parameters**

- `card`: pointer to card information structure previously initialized using `sdmmc_card_init`
- `timeout_ticks`: time to wait for the interrupt, in RTOS ticks

**Header File**

- `driver/include/driver/sdmmc_types.h`

**Structures**

**struct** `sdmmc_csd_t`

Decoded values from SD card Card Specific Data register

**Public Members**

int `csd_ver`

CSD structure format

int `mmc_ver`

MMC version (for CID format)

int **capacity**  
total number of sectors

int **sector\_size**  
sector size in bytes

int **read\_block\_len**  
block length for reads

int **card\_command\_class**  
Card Command Class for SD

int **tr\_speed**  
Max transfer speed

**struct sdmmc\_cid\_t**  
Decoded values from SD card Card IDentification register

### Public Members

int **mfg\_id**  
manufacturer identification number

int **oem\_id**  
OEM/product identification number

char **name**[8]  
product name (MMC v1 has the longest)

int **revision**  
product revision

int **serial**  
product serial number

int **date**  
manufacturing date

**struct sdmmc\_scr\_t**  
Decoded values from SD Configuration Register

### Public Members

int **sd\_spec**  
SD Physical layer specification version, reported by card

int **bus\_width**  
bus widths supported by card: BIT(0) — 1-bit bus, BIT(2) — 4-bit bus

**struct sdmmc\_ext\_csd\_t**  
Decoded values of Extended Card Specific Data

### Public Members

uint8\_t **power\_class**  
Power class used by the card

**struct sdmmc\_switch\_func\_rsp\_t**  
SD SWITCH\_FUNC response buffer

### Public Members

uint32\_t **data**[512 / 8 / sizeof(uint32\_t)]  
response data

**struct sdmmc\_command\_t**  
SD/MMC command information

### Public Members

uint32\_t **opcode**  
SD or MMC command index

uint32\_t **arg**  
SD/MMC command argument

*sdmmc\_response\_t* **response**  
response buffer

void \***data**  
buffer to send or read into

size\_t **datalen**  
length of data buffer

size\_t **blklen**  
block length

int **flags**  
see below

*esp\_err\_t* **error**  
error returned from transfer

int **timeout\_ms**  
response timeout, in milliseconds

**struct sdmmc\_host\_t**  
SD/MMC Host description

This structure defines properties of SD/MMC host and functions of SD/MMC host which can be used by upper layers.

### Public Members

uint32\_t **flags**  
flags defining host properties

int **slot**  
slot number, to be passed to host functions

int **max\_freq\_khz**  
max frequency supported by the host

float **io\_voltage**  
I/O voltage used by the controller (voltage switching is not supported)

*esp\_err\_t* (\***init**) (void)  
Host function to initialize the driver

*esp\_err\_t* (\***set\_bus\_width**) (int slot, size\_t width)  
host function to set bus width

size\_t (\***get\_bus\_width**) (int slot)  
host function to get bus width

*esp\_err\_t* (\***set\_bus\_ddr\_mode**) (int slot, bool ddr\_enable)  
host function to set DDR mode

*esp\_err\_t* (\***set\_card\_clk**) (int slot, uint32\_t freq\_khz)  
host function to set card clock frequency

*esp\_err\_t* (\***do\_transaction**) (int slot, *sdmmc\_command\_t* \*cmdinfo)  
host function to do a transaction

*esp\_err\_t* (\***deinit**) (void)  
host function to deinitialize the driver

*esp\_err\_t* (\***io\_int\_enable**) (int slot)  
Host function to enable SDIO interrupt line

*esp\_err\_t* (\***io\_int\_wait**) (int slot, TickType\_t timeout\_ticks)  
Host function to wait for SDIO interrupt line to be active

int **command\_timeout\_ms**  
timeout, in milliseconds, of a single command. Set to 0 to use the default value.

**struct sdmmc\_card\_t**  
SD/MMC card information structure

## Public Members

*sdmmc\_host\_t* **host**  
Host with which the card is associated

uint32\_t **ocr**  
OCR (Operation Conditions Register) value

*sdmmc\_cid\_t* **cid**  
decoded CID (Card IDentification) register value

*sdmmc\_csd\_t* **csd**  
decoded CSD (Card-Specific Data) register value

*sdmmc\_scr\_t* **scr**  
decoded SCR (SD card Configuration Register) value

*sdmmc\_ext\_csd\_t* **ext\_csd**  
decoded EXT\_CSD (Extended Card Specific Data) register value

uint16\_t **rca**  
RCA (Relative Card Address)

uint16\_t **max\_freq\_khz**  
Maximum frequency, in kHz, supported by the card

uint32\_t **is\_mem**  
Bit indicates if the card is a memory card

uint32\_t **is\_sdio**  
Bit indicates if the card is an IO card

`uint32_t is_mmc`  
 Bit indicates if the card is MMC

`uint32_t num_io_functions`  
 If `is_sdio` is 1, contains the number of IO functions on the card

`uint32_t log_bus_width`  
 $\log_2(\text{bus width supported by card})$

`uint32_t is_ddr`  
 Card supports DDR mode

`uint32_t reserved`  
 Reserved for future expansion

## Macros

`SDMMC_HOST_FLAG_1BIT`  
 host supports 1-line SD and MMC protocol

`SDMMC_HOST_FLAG_4BIT`  
 host supports 4-line SD and MMC protocol

`SDMMC_HOST_FLAG_8BIT`  
 host supports 8-line MMC protocol

`SDMMC_HOST_FLAG_SPI`  
 host supports SPI protocol

`SDMMC_HOST_FLAG_DDR`  
 host supports DDR mode for SD/MMC

`SDMMC_FREQ_DEFAULT`  
 SD/MMC Default speed (limited by clock divider)

`SDMMC_FREQ_HIGHSPEED`  
 SD High speed (limited by clock divider)

`SDMMC_FREQ_PROBING`  
 SD/MMC probing speed

`SDMMC_FREQ_52M`  
 MMC 52MHz speed

`SDMMC_FREQ_26M`  
 MMC 26MHz speed

## Type Definitions

`typedef uint32_t sdmmc_response_t[4]`  
 SD/MMC command response buffer

## 3.6.3 Non-volatile storage library

### Introduction

Non-volatile storage (NVS) library is designed to store key-value pairs in flash. This sections introduces some concepts used by NVS.

### Underlying storage

Currently NVS uses a portion of main flash memory through `spi_flash_{read|write|erase}` APIs. The library uses the all the partitions with `data` type and `nvs` subtype. The application can choose to use the partition with label `nvs` through `nvs_open` API or any of the other partition by specifying its name through `nvs_open_from_part` API.

Future versions of this library may add other storage backends to keep data in another flash chip (SPI or I2C), RTC, FRAM, etc.

---

**Note:** if an NVS partition is truncated (for example, when the partition table layout is changed), its contents should be erased. ESP-IDF build system provides a `make erase_flash` target to erase all contents of the flash chip.

---

---

**Note:** NVS works best for storing many small values, rather than a few large values of type ‘string’ and ‘blob’. If storing large blobs or strings is required, consider using the facilities provided by the FAT filesystem on top of the wear levelling library.

---

### Keys and values

NVS operates on key-value pairs. Keys are ASCII strings, maximum key length is currently 15 characters. Values can have one of the following types:

- integer types: `uint8_t`, `int8_t`, `uint16_t`, `int16_t`, `uint32_t`, `int32_t`, `uint64_t`, `int64_t`
- zero-terminated string
- variable length binary data (blob)

---

**Note:** String values are currently limited to 4000 bytes. This includes the null terminator. Blob values are limited to 508000 bytes or (97.6% of the partition size - 4000) bytes whichever is lower.

---

Additional types, such as `float` and `double` may be added later.

Keys are required to be unique. Writing a value for a key which already exists behaves as follows:

- if the new value is of the same type as old one, value is updated
- if the new value has different data type, an error is returned

Data type check is also performed when reading a value. An error is returned if data type of read operation doesn't match the data type of the value.

### Namespaces

To mitigate potential conflicts in key names between different components, NVS assigns each key-value pair to one of namespaces. Namespace names follow the same rules as key names, i.e. 15 character maximum length. Namespace name is specified in the `nvs_open` or `nvs_open_from_part` call. This call returns an opaque handle, which is used in subsequent calls to `nvs_read_*`, `nvs_write_*`, and `nvs_commit` functions. This way, handle is associated with a namespace, and key names will not collide with same names in other namespaces. Please note that the namespaces with same name in different NVS partitions are considered as separate namespaces.



## Security, tampering, and robustness

NVS is not directly compatible with the ESP32 flash encryption system. However, data can still be stored in encrypted form if NVS encryption is used together with ESP32 flash encryption. Please refer to *NVS Encryption* for more details.

If NVS encryption is not used, it is possible for anyone with physical access to the flash chip to alter, erase, or add key-value pairs. With NVS encryption enabled, it is not possible to alter or add a key-value pair and get recognized as a valid pair without knowing corresponding NVS encryption keys. However, there is no tamper-resistance against erase operation.

The library does try to recover from conditions when flash memory is in an inconsistent state. In particular, one should be able to power off the device at any point and time and then power it back on. This should not result in loss of data, expect for the new key-value pair if it was being written at the moment of power off. The library should also be able to initialize properly with any random data present in flash memory.

## Internals

### Log of key-value pairs

NVS stores key-value pairs sequentially, with new key-value pairs being added at the end. When a value of any given key has to be updated, new key-value pair is added at the end of the log and old key-value pair is marked as erased.

### Pages and entries

NVS library uses two main entities in its operation: pages and entries. Page is a logical structure which stores a portion of the overall log. Logical page corresponds to one physical sector of flash memory. Pages which are in use have a *sequence number* associated with them. Sequence numbers impose an ordering on pages. Higher sequence numbers correspond to pages which were created later. Each page can be in one of the following states:

**Empty/uninitialized** Flash storage for the page is empty (all bytes are `0xFF`). Page isn't used to store any data at this point and doesn't have a sequence number.

**Active** Flash storage is initialized, page header has been written to flash, page has a valid sequence number. Page has some empty entries and data can be written there. At most one page can be in this state at any given moment.

**Full** Flash storage is in a consistent state and is filled with key-value pairs. Writing new key-value pairs into this page is not possible. It is still possible to mark some key-value pairs as erased.

**Erasing** Non-erased key-value pairs are being moved into another page so that the current page can be erased. This is a transient state, i.e. page should never stay in this state when any API call returns. In case of a sudden power off, move-and-erase process will be completed upon next power on.

**Corrupted** Page header contains invalid data, and further parsing of page data was canceled. Any items previously written into this page will not be accessible. Corresponding flash sector will not be erased immediately, and will be kept along with sectors in *uninitialized* state for later use. This may be useful for debugging.

Mapping from flash sectors to logical pages doesn't have any particular order. Library will inspect sequence numbers of pages found in each flash sector and organize pages in a list based on these numbers.

```

+-----+      +-----+      +-----+      +-----+
| Page 1 |      | Page 2 |      | Page 3 |      | Page 4 |
| Full   +----> | Full   +----> | Active |      | Empty |    <- states
| #11    /      / #12    /      / #14    /      /          <- sequence numbers
+---+---+      +---+---+      +---+---+      +---+---+
|           |      |           |      |           |      |           |

```

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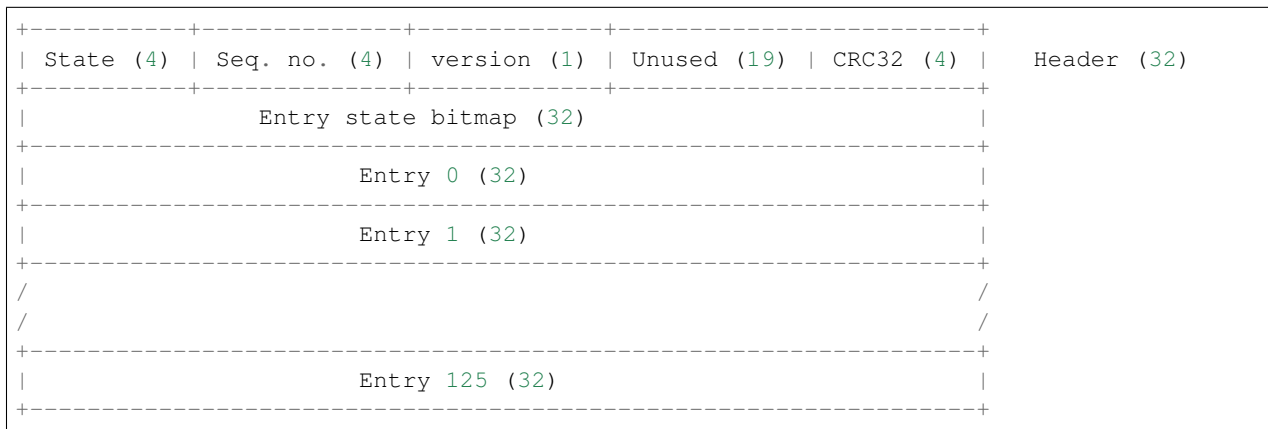


## Structure of a page

For now we assume that flash sector size is 4096 bytes and that ESP32 flash encryption hardware operates on 32-byte blocks. It is possible to introduce some settings configurable at compile-time (e.g. via menuconfig) to accommodate flash chips with different sector sizes (although it is not clear if other components in the system, e.g. SPI flash driver and SPI flash cache can support these other sizes).

Page consists of three parts: header, entry state bitmap, and entries themselves. To be compatible with ESP32 flash encryption, entry size is 32 bytes. For integer types, entry holds one key-value pair. For strings and blobs, an entry holds part of key-value pair (more on that in the entry structure description).

The following diagram illustrates page structure. Numbers in parentheses indicate size of each part in bytes.



Page header and entry state bitmap are always written to flash unencrypted. Entries are encrypted if flash encryption feature of the ESP32 is used.

Page state values are defined in such a way that changing state is possible by writing 0 into some of the bits. Therefore it not necessary to erase the page to change page state, unless that is a change to *erased* state.

The version field in the header reflects NVS format version used. For backward compatibility reasons, it is decremented for every version upgrade starting at 0xff (i.e. 0xff for version-1, 0xfe for version-2 and so on).

CRC32 value in header is calculated over the part which doesn't include state value (bytes 4 to 28). Unused part is currently filled with 0xff bytes.

The following sections describe structure of entry state bitmap and entry itself.

## Entry and entry state bitmap

Each entry can be in one of the following three states. Each state is represented with two bits in the entry state bitmap. Final four bits in the bitmap (256 - 2 \* 126) are unused.

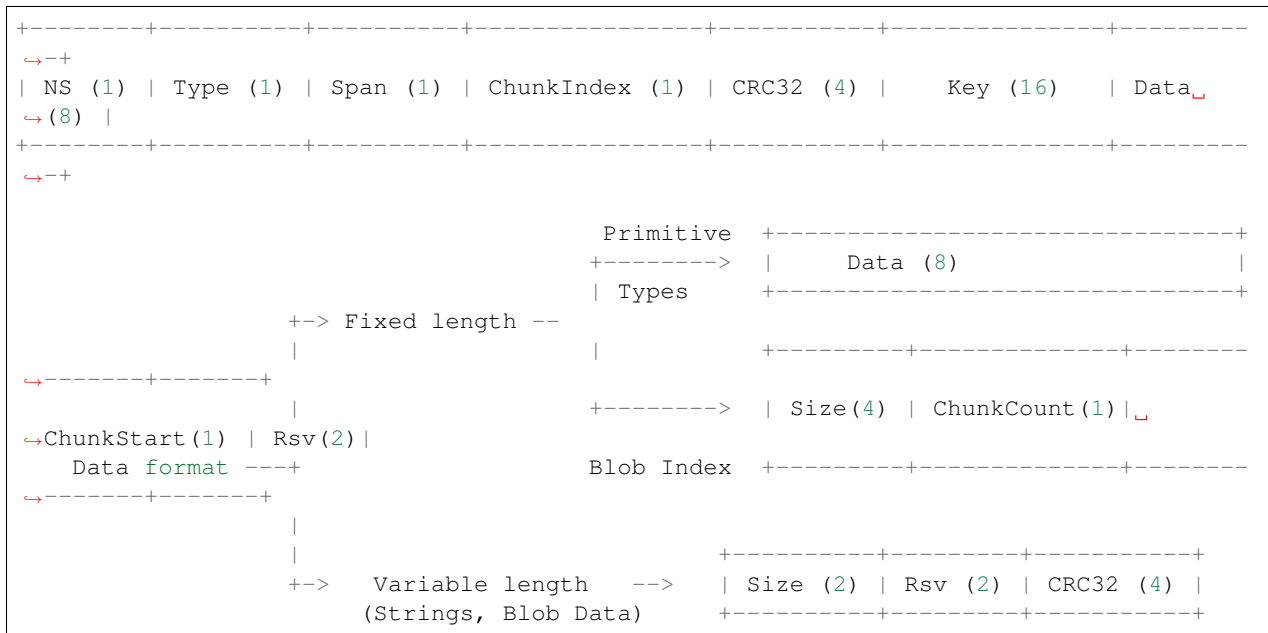
**Empty (2'b11)** Nothing is written into the specific entry yet. It is in an uninitialized state (all bytes 0xff).

**Written (2'b10)** A key-value pair (or part of key-value pair which spans multiple entries) has been written into the entry.

**Erased (2'b00)** A key-value pair in this entry has been discarded. Contents of this entry will not be parsed anymore.

### Structure of entry

For values of primitive types (currently integers from 1 to 8 bytes long), entry holds one key-value pair. For string and blob types, entry holds part of the whole key-value pair. For strings, in case when a key-value pair spans multiple entries, all entries are stored in the same page. Blobs are allowed to span over multiple pages by dividing them into smaller chunks. For the purpose tracking these chunks, an additional fixed length metadata entry is stored called “blob index” entry. Earlier format of blobs are still supported (can be read and modified). However, once the blobs are modified, they are stored using the new format.



Individual fields in entry structure have the following meanings:

**NS** Namespace index for this entry. See section on namespaces implementation for explanation of this value.

**Type** One byte indicating data type of value. See `ItemType` enumeration in `nvs_types.h` for possible values.

**Span** Number of entries used by this key-value pair. For integer types, this is equal to 1. For strings and blobs this depends on value length.

**ChunkIndex** Used to store index of the blob-data chunk for blob types. For other types, this should be `0xff`.

**CRC32** Checksum calculated over all the bytes in this entry, except for the CRC32 field itself.

**Key** Zero-terminated ASCII string containing key name. Maximum string length is 15 bytes, excluding zero terminator.

**Data** For integer types, this field contains the value itself. If the value itself is shorter than 8 bytes it is padded to the right, with unused bytes filled with `0xff`.

For “blob index” entry, these 8 bytes hold the following information about data-chunks:

- **Size** (Only for blob index.) Size, in bytes, of complete blob data.

- **ChunkCount** (Only for blob index.) Total number of blob-data chunks into which the blob was divided during storage.
- **ChunkStart** (Only for blob index.) ChunkIndex of the first blob-data chunk of this blob. Subsequent chunks have chunkIndex incrementally allocated (step of 1).

For string and blob data chunks, these 8 bytes hold additional data about the value, described next:

- **Size** (Only for strings and blobs.) Size, in bytes, of actual data. For strings, this includes zero terminator.
- **CRC32** (Only for strings and blobs.) Checksum calculated over all bytes of data.

Variable length values (strings and blobs) are written into subsequent entries, 32 bytes per entry. *Span* field of the first entry indicates how many entries are used.

### Namespaces

As mentioned above, each key-value pair belongs to one of the namespaces. Namespaces identifiers (strings) are stored as keys of key-value pairs in namespace with index 0. Values corresponding to these keys are indexes of these namespaces.

|                                                        |                                   |
|--------------------------------------------------------|-----------------------------------|
| +-----+<br>  NS=0 Type=uint8_t Key="wifi" Value=1      | Entry describing namespace "wifi" |
| +-----+<br>  NS=1 Type=uint32_t Key="channel" Value=6  | Key "channel" in namespace "wifi" |
| +-----+<br>  NS=0 Type=uint8_t Key="pwm" Value=2       | Entry describing namespace "pwm"  |
| +-----+<br>  NS=2 Type=uint16_t Key="channel" Value=20 | Key "channel" in namespace "pwm"  |
| +-----+                                                |                                   |

### Item hash list

To reduce the number of reads performed from flash memory, each member of Page class maintains a list of pairs: (item index; item hash). This list makes searches much quicker. Instead of iterating over all entries, reading them from flash one at a time, `Page::findItem` first performs search for item hash in the hash list. This gives the item index within the page, if such an item exists. Due to a hash collision it is possible that a different item will be found. This is handled by falling back to iteration over items in flash.

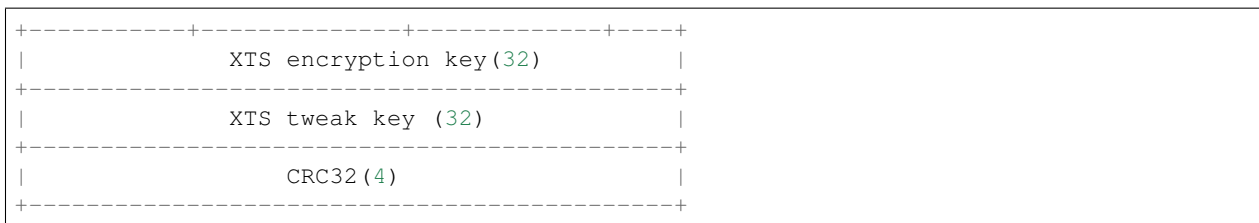
Each node in hash list contains a 24-bit hash and 8-bit item index. Hash is calculated based on item namespace, key name and ChunkIndex. CRC32 is used for calculation, result is truncated to 24 bits. To reduce overhead of storing 32-bit entries in a linked list, list is implemented as a doubly-linked list of arrays. Each array holds 29 entries, for the total size of 128 bytes, together with linked list pointers and 32-bit count field. Minimal amount of extra RAM usage per page is therefore 128 bytes, maximum is 640 bytes.

### NVS Encryption

Data stored in NVS partitions can be encrypted using AES-XTS in the manner similar to one mentioned in disc encryption standard IEEE P1619. For the purpose of encryption, each entry is considered as one *sector* and relative address of the entry (w.r.t. partition-start) is fed to the encryption algorithm as *sector-number*. The keys required for nvs encryption are stored in yet another partition, which is protected using *Flash Encryption*. Therefore, enabling *Flash Encryption* is a prerequisite for NVS encryption.

## NVS key partition

An application requiring NVS encryption support needs to be compiled with a key-partition of type *data* and subtype *key*. This partition should be marked as *encrypted*. Refer to *Partition Tables* for more details. The size of the partition should be 4096 bytes (minimum partition size). The structure of this partition is depicted below.



This partition can be generated using *nvs partition generator* utility and flashed onto the device. Since the partition is marked *encrypted* and *Flash Encryption* is enabled, bootloader will encrypt this partition using flash encryption key on first boot. Alternatively, the keys can be generated after startup using `nvs_flash_generate_keys` API provided by `nvs_flash.h`, which will then write those keys onto the key-partition in encrypted form.

It is possible for an application to use different keys for different NVS partitions and thereby have multiple key-partitions. However, it is a responsibility of the application to provide correct key-partition/keys for the purpose of encryption/decryption.

## Encrypted Read/Write

The same NVS APIs `nvs_read_*` or `nvs_write_*` can be used for reading and writing of encrypted nvs partition as well. However, the APIs for initialising NVS partitions are different. `nvs_flash_secure_init` and `nvs_flash_secure_init_partition` are used for initialising instead of `nvs_flash_init` and `nvs_flash_init_partition` respectively. `nvs_sec_cfg_t` structure required for these APIs can be populated using `nvs_flash_generate_keys` or `nvs_flash_read_security_cfg`.

Applications are expected to follow the following steps in order to perform NVS read/write operations with encryption enabled.

1. Find key partition and NVS data partition using `esp_partition_find*` APIs.
2. Populate `nvs_sec_cfg_t` struct using `nvs_flash_read_security_cfg` or `nvs_flash_generate_keys` APIs.
3. Initialise NVS flash partition using `nvs_flash_secure_init` or `nvs_flash_secure_init_partition` APIs.
4. Open a namespace using `nvs_open` or `nvs_open_from_part` APIs
5. Perform NVS read/write operations using `nvs_read_*` or `nvs_write_*`
6. Deinitialise NVS partition using `nvs_flash_deinit`.

## NVS Partition Generator Utility

This utility helps in generating NVS-esque partition binary file which can be flashed separately on a dedicated partition via a flashing utility. Key-value pairs to be flashed onto the partition can be provided via a CSV file. Refer to *NVS Partition Generator Utility* for more details.

## Application Example

Two examples are provided in `storage` directory of ESP-IDF examples:

`storage/nvs_rw_value`

Demonstrates how to read and write a single integer value using NVS.

The value holds the number of ESP32 module restarts. Since it is written to NVS, the value is preserved between restarts.

Example also shows how to check if read / write operation was successful, or certain value is not initialized in NVS. Diagnostic is provided in plain text to help track program flow and capture any issues on the way.

`storage/nvs_rw_blob`

Demonstrates how to read and write a single integer value and a blob (binary large object) using NVS to preserve them between ESP32 module restarts.

- `value` - tracks number of ESP32 module soft and hard restarts.
- `blob` - contains a table with module run times. The table is read from NVS to dynamically allocated RAM. New run time is added to the table on each manually triggered soft restart and written back to NVS. Triggering is done by pulling down GPIO0.

Example also shows how to implement diagnostics if read / write operation was successful.

## API Reference

### Header File

- `nvs_flash/include/nvs_flash.h`

### Functions

`esp_err_t nvs_flash_init` (void)

Initialize the default NVS partition.

This API initialises the default NVS partition. The default NVS partition is the one that is labeled “nvs” in the partition table.

#### Return

- `ESP_OK` if storage was successfully initialized.
- `ESP_ERR_NVS_NO_FREE_PAGES` if the NVS storage contains no empty pages (which may happen if NVS partition was truncated)
- `ESP_ERR_NOT_FOUND` if no partition with label “nvs” is found in the partition table
- one of the error codes from the underlying flash storage driver

`esp_err_t nvs_flash_init_partition` (const char \**partition\_label*)

Initialize NVS flash storage for the specified partition.

#### Return

- `ESP_OK` if storage was successfully initialized.

- `ESP_ERR_NVS_NO_FREE_PAGES` if the NVS storage contains no empty pages (which may happen if NVS partition was truncated)
- `ESP_ERR_NOT_FOUND` if specified partition is not found in the partition table
- one of the error codes from the underlying flash storage driver

#### Parameters

- `partition_label`: Label of the partition. Note that internally a reference to passed value is kept and it should be accessible for future operations

`esp_err_t nvs_flash_deinit` (void)

Deinitialize NVS storage for the default NVS partition.

Default NVS partition is the partition with “nvs” label in the partition table.

#### Return

- `ESP_OK` on success (storage was deinitialized)
- `ESP_ERR_NVS_NOT_INITIALIZED` if the storage was not initialized prior to this call

`esp_err_t nvs_flash_deinit_partition` (const char \**partition\_label*)

Deinitialize NVS storage for the given NVS partition.

#### Return

- `ESP_OK` on success
- `ESP_ERR_NVS_NOT_INITIALIZED` if the storage for given partition was not initialized prior to this call

#### Parameters

- `partition_label`: Label of the partition

`esp_err_t nvs_flash_erase` (void)

Erase the default NVS partition.

This function erases all contents of the default NVS partition (one with label “nvs”)

#### Return

- `ESP_OK` on success
- `ESP_ERR_NOT_FOUND` if there is no NVS partition labeled “nvs” in the partition table

`esp_err_t nvs_flash_erase_partition` (const char \**part\_name*)

Erase specified NVS partition.

This function erases all contents of specified NVS partition

#### Return

- `ESP_OK` on success
- `ESP_ERR_NOT_FOUND` if there is no NVS partition with the specified name in the partition table

#### Parameters

- `part_name`: Name (label) of the partition to be erased

*esp\_err\_t* **nvs\_flash\_secure\_init** (*nvs\_sec\_cfg\_t* \*cfg)

Initialize the default NVS partition.

This API initialises the default NVS partition. The default NVS partition is the one that is labeled “nvs” in the partition table.

**Return**

- ESP\_OK if storage was successfully initialized.
- ESP\_ERR\_NVS\_NO\_FREE\_PAGES if the NVS storage contains no empty pages (which may happen if NVS partition was truncated)
- ESP\_ERR\_NOT\_FOUND if no partition with label “nvs” is found in the partition table
- one of the error codes from the underlying flash storage driver

**Parameters**

- *cfg*: Security configuration (keys) to be used for NVS encryption/decryption. If *cfg* is NULL, no encryption is used.

*esp\_err\_t* **nvs\_flash\_secure\_init\_partition** (**const** char \**partition\_label*, *nvs\_sec\_cfg\_t* \**cfg*)

Initialize NVS flash storage for the specified partition.

**Return**

- ESP\_OK if storage was successfully initialized.
- ESP\_ERR\_NVS\_NO\_FREE\_PAGES if the NVS storage contains no empty pages (which may happen if NVS partition was truncated)
- ESP\_ERR\_NOT\_FOUND if specified partition is not found in the partition table
- one of the error codes from the underlying flash storage driver

**Parameters**

- *partition\_label*: Label of the partition. Note that internally a reference to passed value is kept and it should be accessible for future operations
- *cfg*: Security configuration (keys) to be used for NVS encryption/decryption. If *cfg* is null, no encryption/decryption is used.

*esp\_err\_t* **nvs\_flash\_generate\_keys** (**const** *esp\_partition\_t* \**partition*, *nvs\_sec\_cfg\_t* \**cfg*)

Generate and store NVS keys in the provided esp partition.

**Return** -ESP\_OK, if *cfg* was read successfully; -or error codes from *esp\_partition\_write/erase* APIs.

**Parameters**

- *partition*: Pointer to partition structure obtained using *esp\_partition\_find\_first* or *esp\_partition\_get*. Must be non-NULL.
- *cfg*: Pointer to nvs security configuration structure. Pointer must be non-NULL. Generated keys will be populated in this structure.

*esp\_err\_t* **nvs\_flash\_read\_security\_cfg** (**const** *esp\_partition\_t* \**partition*, *nvs\_sec\_cfg\_t* \**cfg*)

Read NVS security configuration from a partition.

**Note** Provided partition is assumed to be marked ‘encrypted’.



**Return** -ESP\_OK, if `cfg` was read successfully; -ESP\_ERR\_NVS\_KEYS\_NOT\_INITIALIZED, if the partition is not yet written with keys. -ESP\_ERR\_NVS\_CORRUPT\_KEY\_PART, if the partition containing keys is found to be corrupt -or error codes from `esp_partition_read` API.

#### Parameters

- `partition`: Pointer to partition structure obtained using `esp_partition_find_first` or `esp_partition_get`. Must be non-NULL.
- `cfg`: Pointer to nvs security configuration structure. Pointer must be non-NULL.

## Structures

**struct nvs\_sec\_cfg\_t**

Key for encryption and decryption.

#### Public Members

`uint8_t eky[NVS_KEY_SIZE]`  
XTS encryption and decryption key

`uint8_t tky[NVS_KEY_SIZE]`  
XTS tweak key

## Macros

**NVS\_KEY\_SIZE**

## Header File

- `nvs_flash/include/nvs.h`

## Functions

*esp\_err\_t* **nvs\_set\_i8** (*nvs\_handle* handle, **const** char \*key, int8\_t value)  
set value for given key

This family of functions set value for the key, given its name. Note that actual storage will not be updated until `nvs_commit` function is called.

#### Return

- ESP\_OK if value was set successfully
- ESP\_ERR\_NVS\_INVALID\_HANDLE if handle has been closed or is NULL
- ESP\_ERR\_NVS\_READ\_ONLY if storage handle was opened as read only
- ESP\_ERR\_NVS\_INVALID\_NAME if key name doesn't satisfy constraints
- ESP\_ERR\_NVS\_NOT\_ENOUGH\_SPACE if there is not enough space in the underlying storage to save the value

- `ESP_ERR_NVS_REMOVE_FAILED` if the value wasn't updated because flash write operation has failed. The value was written however, and update will be finished after re-initialization of nvs, provided that flash operation doesn't fail again.
- `ESP_ERR_NVS_VALUE_TOO_LONG` if the string value is too long

#### Parameters

- `handle`: Handle obtained from `nvs_open` function. Handles that were opened read only cannot be used.
- `key`: Key name. Maximal length is determined by the underlying implementation, but is guaranteed to be at least 15 characters. Shouldn't be empty.
- `value`: The value to set. For strings, the maximum length (including null character) is 4000 bytes.

`esp_err_t nvs_set_u8(nvs_handle handle, const char *key, uint8_t value)`

`esp_err_t nvs_set_i16(nvs_handle handle, const char *key, int16_t value)`

`esp_err_t nvs_set_u16(nvs_handle handle, const char *key, uint16_t value)`

`esp_err_t nvs_set_i32(nvs_handle handle, const char *key, int32_t value)`

`esp_err_t nvs_set_u32(nvs_handle handle, const char *key, uint32_t value)`

`esp_err_t nvs_set_i64(nvs_handle handle, const char *key, int64_t value)`

`esp_err_t nvs_set_u64(nvs_handle handle, const char *key, uint64_t value)`

`esp_err_t nvs_set_str(nvs_handle handle, const char *key, const char *value)`

`esp_err_t nvs_get_i8(nvs_handle handle, const char *key, int8_t *out_value)`  
get value for given key

These functions retrieve value for the key, given its name. If key does not exist, or the requested variable type doesn't match the type which was used when setting a value, an error is returned.

In case of any error, `out_value` is not modified.

All functions expect `out_value` to be a pointer to an already allocated variable of the given type.

```
// Example of using nvs_get_i32:
int32_t max_buffer_size = 4096; // default value
esp_err_t err = nvs_get_i32(my_handle, "max_buffer_size", &max_buffer_size);
assert(err == ESP_OK || err == ESP_ERR_NVS_NOT_FOUND);
// if ESP_ERR_NVS_NOT_FOUND was returned, max_buffer_size will still
// have its default value.
```

#### Return

- `ESP_OK` if the value was retrieved successfully
- `ESP_ERR_NVS_NOT_FOUND` if the requested key doesn't exist
- `ESP_ERR_NVS_INVALID_HANDLE` if handle has been closed or is `NULL`
- `ESP_ERR_NVS_INVALID_NAME` if key name doesn't satisfy constraints
- `ESP_ERR_NVS_INVALID_LENGTH` if length is not sufficient to store data

#### Parameters

- `handle`: Handle obtained from `nvs_open` function.

- `key`: Key name. Maximal length is determined by the underlying implementation, but is guaranteed to be at least 15 characters. Shouldn't be empty.
- `out_value`: Pointer to the output value. May be NULL for `nvs_get_str` and `nvs_get_blob`, in this case required length will be returned in `length` argument.

```
esp_err_t nvs_get_u8(nvs_handle handle, const char *key, uint8_t *out_value)
```

```
esp_err_t nvs_get_i16(nvs_handle handle, const char *key, int16_t *out_value)
```

```
esp_err_t nvs_get_u16(nvs_handle handle, const char *key, uint16_t *out_value)
```

```
esp_err_t nvs_get_i32(nvs_handle handle, const char *key, int32_t *out_value)
```

```
esp_err_t nvs_get_u32(nvs_handle handle, const char *key, uint32_t *out_value)
```

```
esp_err_t nvs_get_i64(nvs_handle handle, const char *key, int64_t *out_value)
```

```
esp_err_t nvs_get_u64(nvs_handle handle, const char *key, uint64_t *out_value)
```

```
esp_err_t nvs_get_str(nvs_handle handle, const char *key, char *out_value, size_t *length)  
get value for given key
```

These functions retrieve value for the key, given its name. If key does not exist, or the requested variable type doesn't match the type which was used when setting a value, an error is returned.

In case of any error, `out_value` is not modified.

All functions expect `out_value` to be a pointer to an already allocated variable of the given type.

`nvs_get_str` and `nvs_get_blob` functions support WinAPI-style length queries. To get the size necessary to store the value, call `nvs_get_str` or `nvs_get_blob` with zero `out_value` and non-zero pointer to length. Variable pointed to by length argument will be set to the required length. For `nvs_get_str`, this length includes the zero terminator. When calling `nvs_get_str` and `nvs_get_blob` with non-zero `out_value`, length has to be non-zero and has to point to the length available in `out_value`. It is suggested that `nvs_get/set_str` is used for zero-terminated C strings, and `nvs_get/set_blob` used for arbitrary data structures.

```
// Example (without error checking) of using nvs_get_str to get a string into a
↳dynamic array:
size_t required_size;
nvs_get_str(my_handle, "server_name", NULL, &required_size);
char* server_name = malloc(required_size);
nvs_get_str(my_handle, "server_name", server_name, &required_size);

// Example (without error checking) of using nvs_get_blob to get a binary data
into a static array:
uint8_t mac_addr[6];
size_t size = sizeof(mac_addr);
nvs_get_blob(my_handle, "dst_mac_addr", mac_addr, &size);
```

### Return

- `ESP_OK` if the value was retrieved successfully
- `ESP_ERR_NVS_NOT_FOUND` if the requested key doesn't exist
- `ESP_ERR_NVS_INVALID_HANDLE` if handle has been closed or is NULL
- `ESP_ERR_NVS_INVALID_NAME` if key name doesn't satisfy constraints
- `ESP_ERR_NVS_INVALID_LENGTH` if length is not sufficient to store data

### Parameters

- `handle`: Handle obtained from `nvs_open` function.
- `key`: Key name. Maximal length is determined by the underlying implementation, but is guaranteed to be at least 15 characters. Shouldn't be empty.
- `out_value`: Pointer to the output value. May be `NULL` for `nvs_get_str` and `nvs_get_blob`, in this case required length will be returned in `length` argument.
- `length`: A non-zero pointer to the variable holding the length of `out_value`. In case `out_value` a zero, will be set to the length required to hold the value. In case `out_value` is not zero, will be set to the actual length of the value written. For `nvs_get_str` this includes zero terminator.

*esp\_err\_t* **nvs\_get\_blob**(*nvs\_handle* `handle`, **const** `char *key`, `void *out_value`, `size_t *length`)

*esp\_err\_t* **nvs\_open**(**const** `char *name`, *nvs\_open\_mode* `open_mode`, *nvs\_handle* `*out_handle`)

Open non-volatile storage with a given namespace from the default NVS partition.

Multiple internal ESP-IDF and third party application modules can store their key-value pairs in the NVS module. In order to reduce possible conflicts on key names, each module can use its own namespace. The default NVS partition is the one that is labelled "nvs" in the partition table.

### Return

- `ESP_OK` if storage handle was opened successfully
- `ESP_ERR_NVS_NOT_INITIALIZED` if the storage driver is not initialized
- `ESP_ERR_NVS_PART_NOT_FOUND` if the partition with label "nvs" is not found
- `ESP_ERR_NVS_NOT_FOUND` id namespace doesn't exist yet and mode is `NVS_READONLY`
- `ESP_ERR_NVS_INVALID_NAME` if namespace name doesn't satisfy constraints
- other error codes from the underlying storage driver

### Parameters

- `name`: Namespace name. Maximal length is determined by the underlying implementation, but is guaranteed to be at least 15 characters. Shouldn't be empty.
- `open_mode`: `NVS_READWRITE` or `NVS_READONLY`. If `NVS_READONLY`, will open a handle for reading only. All write requests will be rejected for this handle.
- `out_handle`: If successful (return code is zero), handle will be returned in this argument.

*esp\_err\_t* **nvs\_open\_from\_partition**(**const** `char *part_name`, **const** `char *name`, *nvs\_open\_mode* `open_mode`, *nvs\_handle* `*out_handle`)

Open non-volatile storage with a given namespace from specified partition.

The behaviour is same as `nvs_open()` API. However this API can operate on a specified NVS partition instead of default NVS partition. Note that the specified partition must be registered with NVS using `nvs_flash_init_partition()` API.

### Return

- `ESP_OK` if storage handle was opened successfully
- `ESP_ERR_NVS_NOT_INITIALIZED` if the storage driver is not initialized
- `ESP_ERR_NVS_PART_NOT_FOUND` if the partition with specified name is not found
- `ESP_ERR_NVS_NOT_FOUND` id namespace doesn't exist yet and mode is `NVS_READONLY`
- `ESP_ERR_NVS_INVALID_NAME` if namespace name doesn't satisfy constraints

- other error codes from the underlying storage driver

#### Parameters

- `part_name`: Label (name) of the partition of interest for object read/write/erase
- `name`: Namespace name. Maximal length is determined by the underlying implementation, but is guaranteed to be at least 15 characters. Shouldn't be empty.
- `open_mode`: `NVS_READWRITE` or `NVS_READONLY`. If `NVS_READONLY`, will open a handle for reading only. All write requests will be rejected for this handle.
- `out_handle`: If successful (return code is zero), handle will be returned in this argument.

*esp\_err\_t* **nvs\_set\_blob** (*nvs\_handle* handle, **const** char \*key, **const** void \*value, size\_t length)  
set variable length binary value for given key

This family of functions set value for the key, given its name. Note that actual storage will not be updated until `nvs_commit` function is called.

#### Return

- `ESP_OK` if value was set successfully
- `ESP_ERR_NVS_INVALID_HANDLE` if handle has been closed or is `NULL`
- `ESP_ERR_NVS_READ_ONLY` if storage handle was opened as read only
- `ESP_ERR_NVS_INVALID_NAME` if key name doesn't satisfy constraints
- `ESP_ERR_NVS_NOT_ENOUGH_SPACE` if there is not enough space in the underlying storage to save the value
- `ESP_ERR_NVS_REMOVE_FAILED` if the value wasn't updated because flash write operation has failed. The value was written however, and update will be finished after re-initialization of `nvs`, provided that flash operation doesn't fail again.
- `ESP_ERR_NVS_VALUE_TOO_LONG` if the value is too long

#### Parameters

- `handle`: Handle obtained from `nvs_open` function. Handles that were opened read only cannot be used.
- `key`: Key name. Maximal length is 15 characters. Shouldn't be empty.
- `value`: The value to set.
- `length`: length of binary value to set, in bytes; Maximum length is 508000 bytes or (97.6% of the partition size - 4000) bytes whichever is lower.

*esp\_err\_t* **nvs\_erase\_key** (*nvs\_handle* handle, **const** char \*key)  
Erase key-value pair with given key name.

Note that actual storage may not be updated until `nvs_commit` function is called.

#### Return

- `ESP_OK` if erase operation was successful
- `ESP_ERR_NVS_INVALID_HANDLE` if handle has been closed or is `NULL`
- `ESP_ERR_NVS_READ_ONLY` if handle was opened as read only
- `ESP_ERR_NVS_NOT_FOUND` if the requested key doesn't exist

- other error codes from the underlying storage driver

**Parameters**

- `handle`: Storage handle obtained with `nvs_open`. Handles that were opened read only cannot be used.
- `key`: Key name. Maximal length is determined by the underlying implementation, but is guaranteed to be at least 15 characters. Shouldn't be empty.

*esp\_err\_t* **nvs\_erase\_all** (*nvs\_handle* handle)

Erase all key-value pairs in a namespace.

Note that actual storage may not be updated until `nvs_commit` function is called.

**Return**

- `ESP_OK` if erase operation was successful
- `ESP_ERR_NVS_INVALID_HANDLE` if handle has been closed or is `NULL`
- `ESP_ERR_NVS_READ_ONLY` if handle was opened as read only
- other error codes from the underlying storage driver

**Parameters**

- `handle`: Storage handle obtained with `nvs_open`. Handles that were opened read only cannot be used.

*esp\_err\_t* **nvs\_commit** (*nvs\_handle* handle)

Write any pending changes to non-volatile storage.

After setting any values, `nvs_commit()` must be called to ensure changes are written to non-volatile storage. Individual implementations may write to storage at other times, but this is not guaranteed.

**Return**

- `ESP_OK` if the changes have been written successfully
- `ESP_ERR_NVS_INVALID_HANDLE` if handle has been closed or is `NULL`
- other error codes from the underlying storage driver

**Parameters**

- `handle`: Storage handle obtained with `nvs_open`. Handles that were opened read only cannot be used.

void **nvs\_close** (*nvs\_handle* handle)

Close the storage handle and free any allocated resources.

This function should be called for each handle opened with `nvs_open` once the handle is not in use any more. Closing the handle may not automatically write the changes to nonvolatile storage. This has to be done explicitly using `nvs_commit` function. Once this function is called on a handle, the handle should no longer be used.

**Parameters**

- `handle`: Storage handle to close

*esp\_err\_t* **nvs\_get\_stats** (const char \**part\_name*, *nvs\_stats\_t* \**nvs\_stats*)

Fill structure *nvs\_stats\_t*. It provides info about used memory the partition.

This function calculates to runtime the number of used entries, free entries, total entries, and amount namespace in partition.

```
// Example of nvs_get_stats() to get the number of used entries and free entries:
nvs_stats_t nvs_stats;
nvs_get_stats(NULL, &nvs_stats);
printf("Count: UsedEntries = (%d), FreeEntries = (%d), AllEntries = (%d)\n",
       nvs_stats.used_entries, nvs_stats.free_entries, nvs_stats.total_entries);
```

### Return

- ESP\_OK if the changes have been written successfully. Return param *nvs\_stats* will be filled.
- ESP\_ERR\_NVS\_PART\_NOT\_FOUND if the partition with label “name” is not found. Return param *nvs\_stats* will be filled 0.
- ESP\_ERR\_NVS\_NOT\_INITIALIZED if the storage driver is not initialized. Return param *nvs\_stats* will be filled 0.
- ESP\_ERR\_INVALID\_ARG if *nvs\_stats* equal to NULL.
- ESP\_ERR\_INVALID\_STATE if there is page with the status of INVALID. Return param *nvs\_stats* will be filled not with correct values because not all pages will be counted. Counting will be interrupted at the first INVALID page.

### Parameters

- *part\_name*: Partition name NVS in the partition table. If pass a NULL than will use NVS\_DEFAULT\_PART\_NAME (“nvs”).
- *nvs\_stats*: Returns filled structure *nvs\_states\_t*. It provides info about used memory the partition.

*esp\_err\_t* **nvs\_get\_used\_entry\_count** (*nvs\_handle* *handle*, size\_t \**used\_entries*)

Calculate all entries in a namespace.

Note that to find out the total number of records occupied by the namespace, add one to the returned value *used\_entries* (if *err* is equal to ESP\_OK). Because the name space entry takes one entry.

```
// Example of nvs_get_used_entry_count() to get amount of all key-value pairs in_
↳one namespace:
nvs_handle handle;
nvs_open("namespace1", NVS_READWRITE, &handle);
...
size_t used_entries;
size_t total_entries_namespace;
if(nvs_get_used_entry_count(handle, &used_entries) == ESP_OK){
    // the total number of records occupied by the namespace
    total_entries_namespace = used_entries + 1;
}
```

### Return

- ESP\_OK if the changes have been written successfully. Return param *used\_entries* will be filled valid value.
- ESP\_ERR\_NVS\_NOT\_INITIALIZED if the storage driver is not initialized. Return param *used\_entries* will be filled 0.

- `ESP_ERR_NVS_INVALID_HANDLE` if handle has been closed or is NULL. Return param `used_entries` will be filled 0.
- `ESP_ERR_INVALID_ARG` if `nvs_stats` equal to NULL.
- Other error codes from the underlying storage driver. Return param `used_entries` will be filled 0.

### Parameters

- `handle`: Handle obtained from `nvs_open` function.
- `used_entries`: Returns amount of used entries from a namespace.

### Structures

#### `struct nvs_stats_t`

**Note** Info about storage space NVS.

#### Public Members

- `size_t used_entries`  
Amount of used entries.
- `size_t free_entries`  
Amount of free entries.
- `size_t total_entries`  
Amount all available entries.
- `size_t namespace_count`  
Amount name space.

### Macros

- `ESP_ERR_NVS_BASE`**  
Starting number of error codes
- `ESP_ERR_NVS_NOT_INITIALIZED`**  
The storage driver is not initialized
- `ESP_ERR_NVS_NOT_FOUND`**  
Id namespace doesn't exist yet and mode is `NVS_READONLY`
- `ESP_ERR_NVS_TYPE_MISMATCH`**  
The type of set or get operation doesn't match the type of value stored in NVS
- `ESP_ERR_NVS_READ_ONLY`**  
Storage handle was opened as read only
- `ESP_ERR_NVS_NOT_ENOUGH_SPACE`**  
There is not enough space in the underlying storage to save the value
- `ESP_ERR_NVS_INVALID_NAME`**  
Namespace name doesn't satisfy constraints
- `ESP_ERR_NVS_INVALID_HANDLE`**  
Handle has been closed or is NULL



**ESP\_ERR\_NVS\_REMOVE\_FAILED**

The value wasn't updated because flash write operation has failed. The value was written however, and update will be finished after re-initialization of nvs, provided that flash operation doesn't fail again.

**ESP\_ERR\_NVS\_KEY\_TOO\_LONG**

Key name is too long

**ESP\_ERR\_NVS\_PAGE\_FULL**

Internal error; never returned by nvs API functions

**ESP\_ERR\_NVS\_INVALID\_STATE**

NVS is in an inconsistent state due to a previous error. Call `nvs_flash_init` and `nvs_open` again, then retry.

**ESP\_ERR\_NVS\_INVALID\_LENGTH**

String or blob length is not sufficient to store data

**ESP\_ERR\_NVS\_NO\_FREE\_PAGES**

NVS partition doesn't contain any empty pages. This may happen if NVS partition was truncated. Erase the whole partition and call `nvs_flash_init` again.

**ESP\_ERR\_NVS\_VALUE\_TOO\_LONG**

String or blob length is longer than supported by the implementation

**ESP\_ERR\_NVS\_PART\_NOT\_FOUND**

Partition with specified name is not found in the partition table

**ESP\_ERR\_NVS\_NEW\_VERSION\_FOUND**

NVS partition contains data in new format and cannot be recognized by this version of code

**ESP\_ERR\_NVS\_XTS\_ENCR\_FAILED**

XTS encryption failed while writing NVS entry

**ESP\_ERR\_NVS\_XTS\_DECR\_FAILED**

XTS decryption failed while reading NVS entry

**ESP\_ERR\_NVS\_XTS\_CFG\_FAILED**

XTS configuration setting failed

**ESP\_ERR\_NVS\_XTS\_CFG\_NOT\_FOUND**

XTS configuration not found

**ESP\_ERR\_NVS\_ENCR\_NOT\_SUPPORTED**

NVS encryption is not supported in this version

**ESP\_ERR\_NVS\_KEYS\_NOT\_INITIALIZED**

NVS key partition is uninitialized

**ESP\_ERR\_NVS\_CORRUPT\_KEY\_PART**

NVS key partition is corrupt

**NVS\_DEFAULT\_PART\_NAME**

Default partition name of the NVS partition in the partition table

## Type Definitions

```
typedef uint32_t nvs_handle
```

Opaque pointer type representing non-volatile storage handle

## Enumerations

### `enum nvs_open_mode`

Mode of opening the non-volatile storage.

*Values:*

`NVS_READONLY`

Read only

`NVS_READWRITE`

Read and write

### `enum nvs_type_t`

*Values:*

`NVS_TYPE_U8` = 0x01

`NVS_TYPE_I8` = 0x11

`NVS_TYPE_U16` = 0x02

`NVS_TYPE_I16` = 0x12

`NVS_TYPE_U32` = 0x04

`NVS_TYPE_I32` = 0x14

`NVS_TYPE_U64` = 0x08

`NVS_TYPE_I64` = 0x18

`NVS_TYPE_STR` = 0x21

`NVS_TYPE_BLOB` = 0x42

`NVS_TYPE_ANY` = 0xff

## 3.6.4 NVS Partition Generator Utility

### Introduction

`nvs_flash/nvs_partition_generator/nvs_partition_gen.py` utility is designed to help create a binary file, compatible with NVS architecture defined in *Non-Volatile Storage*, based on user provided key-value pairs in a CSV file. Utility is ideally suited for generating a binary blob, containing data specific to ODM/OEM, which can be flashed externally at the time of device manufacturing. This helps manufacturers set unique value for various parameters for each device, e.g. serial number, while using same application firmware for all devices.

### Prerequisites

**To use this utility in encryption mode, the following packages need to be installed:**

- cryptography package

These dependencies is already captured by including these packages in *requirement.txt* in top level IDF directory.

## CSV file format

Each row of the .csv file should have 4 parameters, separated by comma. Below is the description of each of these parameters:

**Key** Key of the data. Data can later be accessed from an application via this key.

**Type** Supported values are `file`, `data` and `namespace`.

**Encoding** Supported values are: `u8`, `i8`, `u16`, `u32`, `i32`, `string`, `hex2bin`, `base64` and `binary`. This specifies how actual data values are encoded in the resultant binary file. Difference between `string` and `binary` encoding is that `string` data is terminated with a NULL character, whereas `binary` data is not.

---

**Note:** For `file` type, only `hex2bin`, `base64`, `string` and `binary` is supported as of now.

---

**Value** Data value.

---

**Note:** Encoding and Value cells for `namespace` field type should be empty. Encoding and Value of `namespace` is fixed and isn't configurable. Any value in these cells are ignored.

---

---

**Note:** First row of the CSV file should always be column header and isn't configurable.

---

Below is an example dump of such CSV file:

```
key,type,encoding,value      <-- column header
namespace_name,namespace,,   <-- First entry should be of type "namespace"
key1,data,u8,1
key2,file,string,/path/to/file
```

---

**Note:** Make sure there are no spaces before and after ',' or at the end of each line in CSV file.

---

## NVS Entry and Namespace association

When a new namespace entry is encountered in the CSV file, each follow-up entries will be part of that namespace, until next namespace entry is found, in which case all the follow-up entries will be part of the new namespace.

---

**Note:** First entry in a CSV file should always be namespace entry.

---

## Multipage Blob Support

By default, binary blobs are allowed to span over multiple pages and written in the format mentioned in section *Structure of entry*. If older format is intended to be used, the utility provides an option to disable this feature.

## Encryption Support

This utility allows you to create an encrypted binary file also. Encryption used is AES-XTS encryption. Refer to *NVS Encryption* for more details.

## Running the utility

### Usage:

```
python nvs_partition_gen.py [-h] [--input INPUT] [--output OUTPUT]
                             [--size SIZE] [--version {v1,v2}]
                             [--keygen {true,false}] [--encrypt {true,false}]
                             [--keyfile KEYFILE] [--outdir OUTDIR]
```

| Arguments             | Description                                                                  |
|-----------------------|------------------------------------------------------------------------------|
| -input INPUT          | Path to CSV file to parse.                                                   |
| -output OUTPUT        | Path to output generated binary file.                                        |
| -size SIZE            | Size of NVS Partition in bytes (must be multiple of 4096)                    |
| -version {v1,v2}      | Set version. Default: v2                                                     |
| -keygen {true,false}  | Generate keys for encryption.                                                |
| -encrypt {true,false} | Set encryption mode. Default: false                                          |
| -keyfile KEYFILE      | File having key for encryption (Applicable only if encryption mode is true)  |
| -outdir OUTDIR        | The output directory to store the files created (Default: current directory) |

### You can run this utility in two modes:

- Default mode - Binary generated in this mode is an unencrypted binary file.
- Encryption mode - Binary generated in this mode is an encrypted binary file.

### In default mode:

#### Usage:

```
python nvs_partition_gen.py [-h] --input INPUT --output OUTPUT
                             --size SIZE [--version {v1,v2}]
                             [--keygen {true,false}] [--encrypt {true,false}]
                             [--keyfile KEYFILE] [--outdir OUTDIR]
```

You can run the utility using below command:

```
python nvs_partition_gen.py --input sample.csv --output sample.bin --size 0x3000
```

### In encryption mode:

#### Usage:

```
python nvs_partition_gen.py [-h] --input INPUT --output OUTPUT
                             --size SIZE --encrypt {true,false}
                             --keygen {true,false} --keyfile KEYFILE
                             [--version {v1,v2}] [--outdir OUTDIR]
```

You can run the utility using below commands:

- By enabling generation of encryption keys:

```
python nvs_partition_gen.py --input sample.csv --output sample_encrypted.bin --
↪size 0x3000 --encrypt true --keygen true
```

- By taking encryption keys as an input file. A sample encryption keys binary file is provided with the utility:

```
python nvs_partition_gen.py --input sample.csv --output sample_encrypted.bin --
↳size 0x3000 --encrypt true --keyfile testdata/sample_encryption_keys.bin
```

- By enabling generation of encryption keys and storing the keys in custom filename:

```
python nvs_partition_gen.py --input sample.csv --output sample_encrypted.bin --
↳size 0x3000 --encrypt true --keygen true --keyfile encryption_keys_generated.bin
```

---

**Note:** If `-keygen` is given with `-keyfile` argument, generated keys will be stored in `-keyfile` file. If `-keygen` argument is absent, `-keyfile` is taken as input file having key for encryption.

---

To generate **only** encryption keys with this utility:

```
python nvs_partition_gen.py --keygen true
```

This creates an `encryption_keys_<timestamp>.bin` file.

---

**Note:** This newly created file having encryption keys in `keys/` directory is compatible with NVS key-partition structure. Refer to *NVS key partition* for more details.

---

**You can also provide the format version number (in any of the two modes):**

- Multipage Blob Support Enabled (v2)
- Multipage Blob Support Disabled (v1)

### Multipage Blob Support Enabled (v2):

You can run the utility in this format by setting the version parameter to v2, as shown below. A sample CSV file is provided with the utility:

```
python nvs_partition_gen.py --input sample_multipage_blob.csv --output partition_
↳multipage_blob.bin --size 0x4000 --version v2
```

### Multipage Blob Support Disabled (v1):

You can run the utility in this format by setting the version parameter to v1, as shown below. A sample CSV file is provided with the utility:

```
python nvs_partition_gen.py --input sample_singlepage_blob.csv --output partition_
↳single_page.bin --size 0x3000 --version v1
```

---

**Note:** *Minimum NVS Partition Size needed is 0x3000 bytes.*

---



---

**Note:** *When flashing the binary onto the device, make sure it is consistent with the application's `sdkconfig`.*

---

### Caveats

- Utility doesn't check for duplicate keys and will write data pertaining to both keys. User needs to make sure keys are distinct.
- Once a new page is created, no data will be written in the space left in previous page. Fields in the CSV file need to be ordered in such a way so as to optimize memory.
- 64-bit datatype is not yet supported.

## 3.6.5 Virtual filesystem component

### Overview

Virtual filesystem (VFS) component provides a unified interface for drivers which can perform operations on file-like objects. This can be a real filesystems (FAT, SPIFFS, etc.), or device drivers which exposes file-like interface.

This component allows C library functions, such as `fopen` and `fprintf`, to work with FS drivers. At high level, each FS driver is associated with some path prefix. When one of C library functions needs to open a file, VFS component searches for the FS driver associated with the file's path, and forwards the call to that driver. VFS also forwards read, write, and other calls for the given file to the same FS driver.

For example, one can register a FAT filesystem driver with `/fat` prefix, and call `fopen("/fat/file.txt", "w")`. VFS component will then call `open` function of FAT driver and pass `/file.txt` argument to it (and appropriate mode flags). All subsequent calls to C library functions for the returned `FILE*` stream will also be forwarded to the FAT driver.

### FS registration

To register an FS driver, application needs to define an instance of `esp_vfs_t` structure and populate it with function pointers to FS APIs:

```
esp_vfs_t myfs = {
    .flags = ESP_VFS_FLAG_DEFAULT,
    .write = &myfs_write,
    .open = &myfs_open,
    .fstat = &myfs_fstat,
    .close = &myfs_close,
    .read = &myfs_read,
};

ESP_ERROR_CHECK(esp_vfs_register("/data", &myfs, NULL));
```

Depending on the way FS driver declares its APIs, either `read`, `write`, etc., or `read_p`, `write_p`, etc. should be used.

Case 1: API functions are declared without an extra context pointer (FS driver is a singleton):

```
ssize_t myfs_write(int fd, const void * data, size_t size);

// In definition of esp_vfs_t:
    .flags = ESP_VFS_FLAG_DEFAULT,
    .write = &myfs_write,
// ... other members initialized
```

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```
// When registering FS, context pointer (third argument) is NULL:
ESP_ERROR_CHECK(esp_vfs_register("/data", &myfs, NULL));
```

Case 2: API functions are declared with an extra context pointer (FS driver supports multiple instances):

```
ssize_t myfs_write(myfs_t* fs, int fd, const void * data, size_t size);

// In definition of esp_vfs_t:
    .flags = ESP_VFS_FLAG_CONTEXT_PTR,
    .write_p = &myfs_write,
// ... other members initialized

// When registering FS, pass the FS context pointer into the third argument
// (hypothetical myfs_mount function is used for illustrative purposes)
myfs_t* myfs_inst1 = myfs_mount(partition1->offset, partition1->size);
ESP_ERROR_CHECK(esp_vfs_register("/data1", &myfs, myfs_inst1));

// Can register another instance:
myfs_t* myfs_inst2 = myfs_mount(partition2->offset, partition2->size);
ESP_ERROR_CHECK(esp_vfs_register("/data2", &myfs, myfs_inst2));
```

## Synchronous input/output multiplexing

If you want to use synchronous input/output multiplexing by `select()` then you need to register the VFS with `start_select()` and `end_select()` functions similarly to the following example:

```
// In definition of esp_vfs_t:
    .start_select = &uart_start_select,
    .end_select = &uart_end_select,
// ... other members initialized
```

`start_select()` is called for setting up the environment for detection of read/write/error conditions on file descriptors belonging to the given VFS. `end_select()` is called to stop/deinitialize/free the environment which was setup by `start_select()`. Please refer to the reference implementation for the UART peripheral in `vfs/vfs_uart.c` and most particularly to functions `esp_vfs_dev_uart_register()`, `uart_start_select()` and `uart_end_select()`.

Examples demonstrating the use of `select()` with VFS file descriptors are the `peripherals/uart_select` and the `system/select` examples.

If `select()` is used for socket file descriptors only then one can enable the `CONFIG_USE_ONLY_LWIP_SELECT` option which can reduce the code size and improve performance.

## Paths

Each registered FS has a path prefix associated with it. This prefix may be considered a “mount point” of this partition.

In case when mount points are nested, the mount point with the longest matching path prefix is used when opening the file. For instance, suppose that the following filesystems are registered in VFS:

- FS 1 on /data
- FS 2 on /data/static

Then:

- FS 1 will be used when opening a file called `/data/log.txt`
- FS 2 will be used when opening a file called `/data/static/index.html`
- Even if `/index.html` " doesn't exist in FS 2, FS 1 will *not* be searched for `/static/index.html`.

As a general rule, mount point names must start with the path separator (`/`) and must contain at least one character after path separator. However an empty mount point name is also supported, and may be used in cases when application needs to provide "fallback" filesystem, or override VFS functionality altogether. Such filesystem will be used if no prefix matches the path given.

VFS does not handle dots (`.`) in path names in any special way. VFS does not treat `..` as a reference to the parent directory. I.e. in the above example, using a path `/data/static/../../log.txt` will not result in a call to FS 1 to open `/log.txt`. Specific FS drivers (such as FATFS) may handle dots in file names differently.

When opening files, FS driver will only be given relative path to files. For example:

- `myfs` driver is registered with `/data` as path prefix
- and application calls `fopen("/data/config.json", ...)`
- then VFS component will call `myfs_open("/config.json", ...)`.
- `myfs` driver will open `/config.json` file

VFS doesn't impose a limit on total file path length, but it does limit FS path prefix to `ESP_VFS_PATH_MAX` characters. Individual FS drivers may have their own filename length limitations.

### File descriptors

File descriptors are small positive integers from 0 to `FD_SETSIZE - 1` where `FD_SETSIZE` is defined in `newlib's sys/types.h`. The largest file descriptors (configured by `CONFIG_LWIP_MAX_SOCKETS`) are reserved for sockets. The VFS component contains a lookup-table called `s_fd_table` for mapping global file descriptors to VFS driver indexes registered in the `s_vfs` array.

### Standard IO streams (stdin, stdout, stderr)

If "UART for console output" menuconfig option is not set to "None", then `stdin`, `stdout`, and `stderr` are configured to read from, and write to, a UART. It is possible to use UART0 or UART1 for standard IO. By default, UART0 is used, with 115200 baud rate, TX pin is GPIO1 and RX pin is GPIO3. These parameters can be changed in menuconfig.

Writing to `stdout` or `stderr` will send characters to the UART transmit FIFO. Reading from `stdin` will retrieve characters from the UART receive FIFO.

By default, VFS uses simple functions for reading from and writing to UART. Writes busy-wait until all data is put into UART FIFO, and reads are non-blocking, returning only the data present in the FIFO. Because of this non-blocking read behavior, higher level C library calls, such as `fscanf("%d\n", &var);` may not have desired results.

Applications which use UART driver may instruct VFS to use the driver's interrupt driven, blocking read and write functions instead. This can be done using a call to `esp_vfs_dev_uart_use_driver` function. It is also possible to revert to the basic non-blocking functions using a call to `esp_vfs_dev_uart_use_nonblocking`.

VFS also provides optional newline conversion feature for input and output. Internally, most applications send and receive lines terminated by LF (`'\n'`) character. Different terminal programs may require different line termination, such as CR or CRLF. Applications can configure this separately for input and output either via menuconfig, or by calls to `esp_vfs_dev_uart_set_rx_line_endings` and `esp_vfs_dev_uart_set_tx_line_endings` functions.



## Standard streams and FreeRTOS tasks

FILE objects for `stdin`, `stdout`, and `stderr` are shared between all FreeRTOS tasks, but the pointers to these objects are stored in per-task `struct _reent`. The following code:

```
fprintf(stderr, "42\n");
```

actually is translated to to this (by the preprocessor):

```
fprintf(__getreent()->_stderr, "42\n");
```

where the `__getreent()` function returns a per-task pointer to `struct _reent` ([newlib/include/sys/reent.h#L370-L417](#)). This structure is allocated on the TCB of each task. When a task is initialized, `_stdin`, `_stdout` and `_stderr` members of `struct _reent` are set to the values of `_stdin`, `_stdout` and `_stderr` of `_GLOBAL_REENT` (i.e. the structure which is used before FreeRTOS is started).

Such a design has the following consequences:

- It is possible to set `stdin`, `stdout`, and `stderr` for any given task without affecting other tasks, e.g. by doing `stdin = fopen("/dev/uart/1", "r")`.
- Closing default `stdin`, `stdout`, or `stderr` using `fclose` will close the FILE stream object — this will affect all other tasks.
- To change the default `stdin`, `stdout`, `stderr` streams for new tasks, modify `_GLOBAL_REENT->_stdin` (`_stdout`, `_stderr`) before creating the task.

## Application Example

Instructions

## API Reference

### Header File

- `vfs/include/esp_vfs.h`

### Functions

`ssize_t esp_vfs_write(struct _reent *r, int fd, const void *data, size_t size)`

These functions are to be used in newlib syscall table. They will be called by newlib when it needs to use any of the syscalls.

`off_t esp_vfs_lseek(struct _reent *r, int fd, off_t size, int mode)`

`ssize_t esp_vfs_read(struct _reent *r, int fd, void *dst, size_t size)`

`int esp_vfs_open(struct _reent *r, const char *path, int flags, int mode)`

`int esp_vfs_close(struct _reent *r, int fd)`

`int esp_vfs_fstat(struct _reent *r, int fd, struct stat *st)`

`int esp_vfs_stat(struct _reent *r, const char *path, struct stat *st)`

`int esp_vfs_link(struct _reent *r, const char *n1, const char *n2)`

`int esp_vfs_unlink (struct _reent *r, const char *path)`

`int esp_vfs_rename (struct _reent *r, const char *src, const char *dst)`

`int esp_vfs_utime (const char *path, const struct utimbuf *times)`

`esp_err_t esp_vfs_register (const char *base_path, const esp_vfs_t *vfs, void *ctx)`

Register a virtual filesystem for given path prefix.

**Return** ESP\_OK if successful, ESP\_ERR\_NO\_MEM if too many VFSEs are registered.

**Parameters**

- `base_path`: file path prefix associated with the filesystem. Must be a zero-terminated C string, up to ESP\_VFS\_PATH\_MAX characters long, and at least 2 characters long. Name must start with a “/” and must not end with “/”. For example, “/data” or “/dev/spi” are valid. These VFSEs would then be called to handle file paths such as “/data/myfile.txt” or “/dev/spi/0”.
- `vfs`: Pointer to `esp_vfs_t`, a structure which maps syscalls to the filesystem driver functions. VFS component doesn’t assume ownership of this pointer.
- `ctx`: If `vfs->flags` has ESP\_VFS\_FLAG\_CONTEXT\_PTR set, a pointer which should be passed to VFS functions. Otherwise, NULL.

`esp_err_t esp_vfs_register_fd_range (const esp_vfs_t *vfs, void *ctx, int min_fd, int max_fd)`

Special case function for registering a VFS that uses a method other than `open()` to open new file descriptors from the interval `<min_fd; max_fd)`.

This is a special-purpose function intended for registering LWIP sockets to VFS.

**Return** ESP\_OK if successful, ESP\_ERR\_NO\_MEM if too many VFSEs are registered, ESP\_ERR\_INVALID\_ARG if the file descriptor boundaries are incorrect.

**Parameters**

- `vfs`: Pointer to `esp_vfs_t`. Meaning is the same as for `esp_vfs_register()`.
- `ctx`: Pointer to context structure. Meaning is the same as for `esp_vfs_register()`.
- `min_fd`: The smallest file descriptor this VFS will use.
- `max_fd`: Upper boundary for file descriptors this VFS will use (the biggest file descriptor plus one).

`esp_err_t esp_vfs_register_with_id (const esp_vfs_t *vfs, void *ctx, esp_vfs_id_t *vfs_id)`

Special case function for registering a VFS that uses a method other than `open()` to open new file descriptors. In comparison with `esp_vfs_register_fd_range`, this function doesn’t pre-registers an interval of file descriptors. File descriptors can be registered later, by using `esp_vfs_register_fd`.

**Return** ESP\_OK if successful, ESP\_ERR\_NO\_MEM if too many VFSEs are registered, ESP\_ERR\_INVALID\_ARG if the file descriptor boundaries are incorrect.

**Parameters**

- `vfs`: Pointer to `esp_vfs_t`. Meaning is the same as for `esp_vfs_register()`.
- `ctx`: Pointer to context structure. Meaning is the same as for `esp_vfs_register()`.
- `vfs_id`: Here will be written the VFS ID which can be passed to `esp_vfs_register_fd` for registering file descriptors.

`esp_err_t esp_vfs_unregister (const char *base_path)`

Unregister a virtual filesystem for given path prefix

**Return** ESP\_OK if successful, ESP\_ERR\_INVALID\_STATE if VFS for given prefix hasn't been registered

**Parameters**

- `base_path`: file prefix previously used in `esp_vfs_register` call

*esp\_err\_t* **esp\_vfs\_register\_fd**(*esp\_vfs\_id\_t* *vfs\_id*, int *\*fd*)

Special function for registering another file descriptor for a VFS registered by `esp_vfs_register_with_id`.

**Return** ESP\_OK if the registration is successful, ESP\_ERR\_NO\_MEM if too many file descriptors are registered, ESP\_ERR\_INVALID\_ARG if the arguments are incorrect.

**Parameters**

- `vfs_id`: VFS identifier returned by `esp_vfs_register_with_id`.
- `fd`: The registered file descriptor will be written to this address.

*esp\_err\_t* **esp\_vfs\_unregister\_fd**(*esp\_vfs\_id\_t* *vfs\_id*, int *fd*)

Special function for unregistering a file descriptor belonging to a VFS registered by `esp_vfs_register_with_id`.

**Return** ESP\_OK if the registration is successful, ESP\_ERR\_INVALID\_ARG if the arguments are incorrect.

**Parameters**

- `vfs_id`: VFS identifier returned by `esp_vfs_register_with_id`.
- `fd`: File descriptor which should be unregistered.

int **esp\_vfs\_select**(int *nfds*, fd\_set *\*readfds*, fd\_set *\*writefds*, fd\_set *\*errorfds*, **struct** timeval *\*timeout*)

Synchronous I/O multiplexing which implements the functionality of POSIX `select()` for VFS.

**Return** The number of descriptors set in the descriptor sets, or -1 when an error (specified by `errno`) have occurred.

**Parameters**

- `nfds`: Specifies the range of descriptors which should be checked. The first `nfds` descriptors will be checked in each set.
- `readfds`: If not NULL, then points to a descriptor set that on input specifies which descriptors should be checked for being ready to read, and on output indicates which descriptors are ready to read.
- `writefds`: If not NULL, then points to a descriptor set that on input specifies which descriptors should be checked for being ready to write, and on output indicates which descriptors are ready to write.
- `errorfds`: If not NULL, then points to a descriptor set that on input specifies which descriptors should be checked for error conditions, and on output indicates which descriptors have error conditions.
- `timeout`: If not NULL, then points to `timeval` structure which specifies the time period after which the functions should time-out and return. If it is NULL, then the function will not time-out.

void **esp\_vfs\_select\_triggered**(*SemaphoreHandle\_t* *\*signal\_sem*)

Notification from a VFS driver about a read/write/error condition.

This function is called when the VFS driver detects a read/write/error condition as it was requested by the previous call to `start_select`.

### Parameters

- `signal_sem`: semaphore handle which was passed to the driver by the `start_select` call

void **esp\_vfs\_select\_triggered\_isr** (*SemaphoreHandle\_t* \*`signal_sem`, *BaseType\_t* \*`woken`)  
Notification from a VFS driver about a read/write/error condition (ISR version)

This function is called when the VFS driver detects a read/write/error condition as it was requested by the previous call to `start_select`.

### Parameters

- `signal_sem`: semaphore handle which was passed to the driver by the `start_select` call
- `woken`: is set to `pdTRUE` if the function wakes up a task with higher priority

int **esp\_vfs\_poll** (**struct** `pollfd` \*`fds`, `nfds_t` `nfds`, int `timeout`)  
Implements the VFS layer for synchronous I/O multiplexing by `poll()`

The implementation is based on `esp_vfs_select`. The parameters and return values are compatible with POSIX `poll()`.

**Return** A positive return value indicates the number of file descriptors that have been selected. The 0 return value indicates a timed-out poll. -1 is return on failure and `errno` is set accordingly.

### Parameters

- `fds`: Pointer to the array containing file descriptors and events `poll()` should consider.
- `nfds`: Number of items in the array `fds`.
- `timeout`: `Poll()` should wait at least `timeout` milliseconds. If the value is 0 then it should return immediately. If the value is -1 then it should wait (block) until the event occurs.

## Structures

**struct esp\_vfs\_t**

VFS definition structure.

This structure should be filled with pointers to corresponding FS driver functions.

VFS component will translate all FDs so that the filesystem implementation sees them starting at zero. The caller sees a global FD which is prefixed with an pre-filesystem-implementation.

Some FS implementations expect some state (e.g. pointer to some structure) to be passed in as a first argument. For these implementations, populate the members of this structure which have `_p` suffix, set `flags` member to `ESP_VFS_FLAG_CONTEXT_PTR` and provide the context pointer to `esp_vfs_register` function. If the implementation doesn't use this extra argument, populate the members without `_p` suffix and set `flags` member to `ESP_VFS_FLAG_DEFAULT`.

If the FS driver doesn't provide some of the functions, set corresponding members to `NULL`.

### Public Members

int **flags**

`ESP_VFS_FLAG_CONTEXT_PTR` or `ESP_VFS_FLAG_DEFAULT`

*esp\_err\_t* (\***start\_select**) (int nfd, fd\_set \*readfds, fd\_set \*writefds, fd\_set \*exceptfds, *Semaphore-Handle\_t* \*signal\_sem)

start\_select is called for setting up synchronous I/O multiplexing of the desired file descriptors in the given VFS

int (\***socket\_select**) (int nfd, fd\_set \*readfds, fd\_set \*writefds, fd\_set \*errorfds, **struct** timeval \*timeout)

socket select function for socket FDs with the functionality of POSIX select(); this should be set only for the socket VFS

void (\***stop\_socket\_select**) ()

called by VFS to interrupt the socket\_select call when select is activated from a non-socket VFS driver; set only for the socket driver

void (\***stop\_socket\_select\_isr**) (BaseType\_t \*woken)

stop\_socket\_select which can be called from ISR; set only for the socket driver

void (\***get\_socket\_select\_semaphore**) ()

end\_select is called to stop the I/O multiplexing and deinitialize the environment created by start\_select for the given VFS

void (\***end\_select**) ()

get\_socket\_select\_semaphore returns semaphore allocated in the socket driver; set only for the socket driver

## Macros

### **MAX\_FDS**

Maximum number of (global) file descriptors.

### **ESP\_VFS\_PATH\_MAX**

Maximum length of path prefix (not including zero terminator)

### **ESP\_VFS\_FLAG\_DEFAULT**

Default value of flags member in *esp\_vfs\_t* structure.

### **ESP\_VFS\_FLAG\_CONTEXT\_PTR**

Flag which indicates that FS needs extra context pointer in syscalls.

## Type Definitions

```
typedef int esp_vfs_id_t
```

## Header File

- [vfs/include/esp\\_vfs\\_dev.h](#)

## Functions

void **esp\_vfs\_dev\_uart\_register** ()

add /dev/uart virtual filesystem driver

This function is called from startup code to enable serial output

void **esp\_vfs\_dev\_uart\_set\_rx\_line\_endings** (*esp\_line\_endings\_t mode*)

Set the line endings expected to be received on UART.

This specifies the conversion between line endings received on UART and newlines (‘\n’, LF) passed into stdin:

- **ESP\_LINE\_ENDINGS\_CRLF**: convert CRLF to LF
- **ESP\_LINE\_ENDINGS\_CR**: convert CR to LF
- **ESP\_LINE\_ENDINGS\_LF**: no modification

**Note** this function is not thread safe w.r.t. reading from UART

### Parameters

- *mode*: line endings expected on UART

void **esp\_vfs\_dev\_uart\_set\_tx\_line\_endings** (*esp\_line\_endings\_t mode*)

Set the line endings to sent to UART.

This specifies the conversion between newlines (‘\n’, LF) on stdout and line endings sent over UART:

- **ESP\_LINE\_ENDINGS\_CRLF**: convert LF to CRLF
- **ESP\_LINE\_ENDINGS\_CR**: convert LF to CR
- **ESP\_LINE\_ENDINGS\_LF**: no modification

**Note** this function is not thread safe w.r.t. writing to UART

### Parameters

- *mode*: line endings to send to UART

void **esp\_vfs\_dev\_uart\_use\_nonblocking** (int *uart\_num*)

set VFS to use simple functions for reading and writing UART Read is non-blocking, write is busy waiting until TX FIFO has enough space. These functions are used by default.

### Parameters

- *uart\_num*: UART peripheral number

void **esp\_vfs\_dev\_uart\_use\_driver** (int *uart\_num*)

set VFS to use UART driver for reading and writing

**Note** application must configure UART driver before calling these functions With these functions, read and write are blocking and interrupt-driven.

### Parameters

- *uart\_num*: UART peripheral number

## Enumerations

enum **esp\_line\_endings\_t**

Line ending settings.

*Values:*

**ESP\_LINE\_ENDINGS\_CRLF**

CR + LF.

**ESP\_LINE\_ENDINGS\_CR**

CR.

**ESP\_LINE\_ENDINGS\_LF**

LF.

## 3.6.6 FAT Filesystem Support

ESP-IDF uses `FatFs` library to work with FAT filesystems. `FatFs` library resides in `fatfs` component. Although it can be used directly, many of its features can be accessed via VFS using C standard library and POSIX APIs.

Additionally, `FatFs` has been modified to support run-time pluggable disk IO layer. This allows mapping of `FatFs` drives to physical disks at run-time.

### Using FatFs with VFS

`fatfs/src/esp_vfs_fat.h` header file defines functions to connect `FatFs` with VFS. `esp_vfs_fat_register()` function allocates a `FATFS` structure, and registers a given path prefix in VFS. Subsequent operations on files starting with this prefix are forwarded to `FatFs` APIs. `esp_vfs_fat_unregister_path()` function deletes the registration with VFS, and frees the `FATFS` structure.

Most applications will use the following flow when working with `esp_vfs_fat_*` functions:

1. Call `esp_vfs_fat_register()`, specifying path prefix where the filesystem has to be mounted (e.g. `"/sdcard"`, `"/spiflash"`), `FatFs` drive number, and a variable which will receive a pointer to `FATFS` structure.
2. Call `ff_diskio_register()` function to register disk IO driver for the drive number used in step 1.
3. Call `FatFs` `f_mount` function (and optionally `f_fdisk`, `f_mkfs`) to mount the filesystem using the same drive number which was passed to `esp_vfs_fat_register()`. See *FatFs documentation for more details* <<http://www.elm-chan.org/ffsw/ff/doc/mount.html>>.
4. Call POSIX and C standard library functions to open, read, write, erase, copy files, etc. Use paths starting with the prefix passed to `esp_vfs_fat_register()` (such as `"/sdcard/hello.txt"`).
5. Optionally, call `FatFs` library functions directly. Use paths without a VFS prefix in this case (`"/hello.txt"`).
6. Close all open files.
7. Call `FatFs` `f_mount` function for the same drive number, with `NULL` `FATFS*` argument, to unmount the filesystem.
8. Call `FatFs` `ff_diskio_register()` with `NULL` `ff_diskio_impl_t*` argument and the same drive number.
9. Call `esp_vfs_fat_unregister_path()` with the path where the file system is mounted to remove `FatFs` from VFS, and free the `FATFS` structure allocated on step 1.

Convenience functions, `esp_vfs_fat_sdmmc_mount` and `esp_vfs_fat_sdmmc_unmount`, which wrap these steps and also handle SD card initialization, are described in the next section.

```
esp_err_t esp_vfs_fat_register(const char *base_path, const char *fat_drive, size_t max_files,
                             FATFS **out_fs)
```

Register `FATFS` with VFS component.

This function registers given FAT drive in VFS, at the specified base path. If only one drive is used, `fat_drive` argument can be an empty string. Refer to FATFS library documentation on how to specify FAT drive. This function also allocates FATFS structure which should be used for `f_mount` call.

**Note** This function doesn't mount the drive into FATFS, it just connects POSIX and C standard library IO function with FATFS. You need to mount desired drive into FATFS separately.

### Return

- `ESP_OK` on success
- `ESP_ERR_INVALID_STATE` if `esp_vfs_fat_register` was already called
- `ESP_ERR_NO_MEM` if not enough memory or too many VFSSes already registered

### Parameters

- `base_path`: path prefix where FATFS should be registered
- `fat_drive`: FATFS drive specification; if only one drive is used, can be an empty string
- `max_files`: maximum number of files which can be open at the same time
- `out_fs`: pointer to FATFS structure which can be used for FATFS `f_mount` call is returned via this argument.

*esp\_err\_t* **esp\_vfs\_fat\_unregister\_path**(const char \*base\_path)

Un-register FATFS from VFS.

**Note** FATFS structure returned by `esp_vfs_fat_register` is destroyed after this call. Make sure to call `f_mount` function to unmount it before calling `esp_vfs_fat_unregister_ctx`. Difference between this function and the one above is that this one will release the correct drive, while the one above will release the last registered one

### Return

- `ESP_OK` on success
- `ESP_ERR_INVALID_STATE` if FATFS is not registered in VFS

### Parameters

- `base_path`: path prefix where FATFS is registered. This is the same used when `esp_vfs_fat_register` was called

## Using FatFs with VFS and SD cards

`fatfs/src/esp_vfs_fat.h` header file also provides a convenience function to perform steps 1–3 and 7–9, and also handle SD card initialization: `esp_vfs_fat_sdmmc_mount()`. This function does only limited error handling. Developers are encouraged to look at its source code and incorporate more advanced versions into production applications. `esp_vfs_fat_sdmmc_unmount()` function unmounts the filesystem and releases resources acquired by `esp_vfs_fat_sdmmc_mount()`.

*esp\_err\_t* **esp\_vfs\_fat\_sdmmc\_mount**(const char \*base\_path, const *sdmmc\_host\_t* \*host\_config, const void \*slot\_config, const *esp\_vfs\_fat\_mount\_config\_t* \*mount\_config, *sdmmc\_card\_t* \*\*out\_card)

Convenience function to get FAT filesystem on SD card registered in VFS.

This is an all-in-one function which does the following:

- initializes SDMMC driver or SPI driver with configuration in `host_config`



- initializes SD card with configuration in `slot_config`
- mounts FAT partition on SD card using FATFS library, with configuration in `mount_config`
- registers FATFS library with VFS, with prefix given by `base_prefix` variable

This function is intended to make example code more compact. For real world applications, developers should implement the logic of probing SD card, locating and mounting partition, and registering FATFS in VFS, with proper error checking and handling of exceptional conditions.

#### Return

- `ESP_OK` on success
- `ESP_ERR_INVALID_STATE` if `esp_vfs_fat_sdmmc_mount` was already called
- `ESP_ERR_NO_MEM` if memory can not be allocated
- `ESP_FAIL` if partition can not be mounted
- other error codes from SDMMC or SPI drivers, SDMMC protocol, or FATFS drivers

#### Parameters

- `base_path`: path where partition should be registered (e.g. `"/sdcard"`)
- `host_config`: Pointer to structure describing SDMMC host. When using SDMMC peripheral, this structure can be initialized using `SDMMC_HOST_DEFAULT()` macro. When using SPI peripheral, this structure can be initialized using `SDSPI_HOST_DEFAULT()` macro.
- `slot_config`: Pointer to structure with slot configuration. For SDMMC peripheral, pass a pointer to `sdmmc_slot_config_t` structure initialized using `SDMMC_SLOT_CONFIG_DEFAULT`. For SPI peripheral, pass a pointer to `sdspi_slot_config_t` structure initialized using `SDSPI_SLOT_CONFIG_DEFAULT`.
- `mount_config`: pointer to structure with extra parameters for mounting FATFS
- `out_card`: if not `NULL`, pointer to the card information structure will be returned via this argument

#### **struct esp\_vfs\_fat\_mount\_config\_t**

Configuration arguments for `esp_vfs_fat_sdmmc_mount` and `esp_vfs_fat_spiflash_mount` functions.

#### Public Members

##### bool `format_if_mount_failed`

If FAT partition can not be mounted, and this parameter is true, create partition table and format the filesystem.

##### int `max_files`

Max number of open files.

##### size\_t `allocation_unit_size`

If `format_if_mount_failed` is set, and mount fails, format the card with given allocation unit size. Must be a power of 2, between sector size and  $128 * \text{sector size}$ . For SD cards, sector size is always 512 bytes. For wear\_levelling, sector size is determined by `CONFIG_WL_SECTOR_SIZE` option.

Using larger allocation unit size will result in higher read/write performance and higher overhead when storing small files.

Setting this field to 0 will result in allocation unit set to the sector size.

#### *esp\_err\_t* `esp_vfs_fat_sdmmc_unmount()`

Unmount FAT filesystem and release resources acquired using `esp_vfs_fat_sdmmc_mount`.

### Return

- ESP\_OK on success
- ESP\_ERR\_INVALID\_STATE if esp\_vfs\_fat\_sdmmc\_mount hasn't been called

## Using FatFs with VFS in read-only mode

Convenience functions, `esp_vfs_fat_rawflash_mount()` and `esp_vfs_fat_rawflash_unmount()`, are provided by `fatfs/src/esp_vfs_fat.h` header file in order to perform steps 1-3 and 7-9 for read-only FAT partitions. These are particularly helpful for data partitions written only once during factory provisioning and need not be changed by production application throughout the lifetime.

`esp_err_t esp_vfs_fat_rawflash_mount(const char *base_path, const char *partition_label, const esp_vfs_fat_mount_config_t *mount_config)`

Convenience function to initialize read-only FAT filesystem and register it in VFS.

This is an all-in-one function which does the following:

- finds the partition with defined partition\_label. Partition label should be configured in the partition table.
- mounts FAT partition using FATFS library
- registers FATFS library with VFS, with prefix given by base\_prefix variable

**Note** Wear levelling is not used when FAT is mounted in read-only mode using this function.

### Return

- ESP\_OK on success
- ESP\_ERR\_NOT\_FOUND if the partition table does not contain FATFS partition with given label
- ESP\_ERR\_INVALID\_STATE if esp\_vfs\_fat\_rawflash\_mount was already called for the same partition
- ESP\_ERR\_NO\_MEM if memory can not be allocated
- ESP\_FAIL if partition can not be mounted
- other error codes from SPI flash driver, or FATFS drivers

### Parameters

- base\_path: path where FATFS partition should be mounted (e.g. "/spiflash")
- partition\_label: label of the partition which should be used
- mount\_config: pointer to structure with extra parameters for mounting FATFS

`esp_err_t esp_vfs_fat_rawflash_unmount(const char *base_path, const char *partition_label)`

Unmount FAT filesystem and release resources acquired using esp\_vfs\_fat\_rawflash\_mount.

### Return

- ESP\_OK on success
- ESP\_ERR\_INVALID\_STATE if esp\_vfs\_fat\_spiflash\_mount hasn't been called

### Parameters

- base\_path: path where partition should be registered (e.g. "/spiflash")
- partition\_label: label of partition to be unmounted

## FatFS disk IO layer

FatFs has been extended with an API to register disk IO driver at runtime.

Implementation of disk IO functions for SD/MMC cards is provided. It can be registered for the given FatFs drive number using `ff_diskio_register_sdmmc()` function.

void **ff\_diskio\_register** (BYTE *pdrv*, const *ff\_diskio\_impl\_t* \**discio\_impl*)  
 Register or unregister diskio driver for given drive number.

When FATFS library calls one of disk\_XXX functions for driver number *pdrv*, corresponding function in *discio\_impl* for given *pdrv* will be called.

### Parameters

- *pdrv*: drive number
- *discio\_impl*: pointer to *ff\_diskio\_impl\_t* structure with diskio functions or NULL to unregister and free previously registered drive

**struct ff\_diskio\_impl\_t**  
 Structure of pointers to disk IO driver functions.  
 See FatFs documentation for details about these functions

### Public Members

DSTATUS (\***init**) (BYTE *pdrv*)  
 disk initialization function

DSTATUS (\***status**) (BYTE *pdrv*)  
 disk status check function

DRESULT (\***read**) (BYTE *pdrv*, BYTE \**buff*, DWORD *sector*, UINT *count*)  
 sector read function

DRESULT (\***write**) (BYTE *pdrv*, const BYTE \**buff*, DWORD *sector*, UINT *count*)  
 sector write function

DRESULT (\***ioctl**) (BYTE *pdrv*, BYTE *cmd*, void \**buff*)  
 function to get info about disk and do some misc operations

void **ff\_diskio\_register\_sdmmc** (BYTE *pdrv*, *sdmmc\_card\_t* \**card*)  
 Register SD/MMC diskio driver

### Parameters

- *pdrv*: drive number
- *card*: pointer to *sdmmc\_card\_t* structure describing a card; card should be initialized before calling `f_mount`.

## 3.6.7 Wear Levelling APIs

### Overview

Most of the flash devices and specially SPI flash devices that are used in ESP32 have sector based organization and have limited amount of erase/modification cycles per memory sector. To avoid situation when one sector reach the limit of erases when other sectors was used not often, we have made a component that avoid this situation. The wear

levelling component share the amount of erases between all sectors in the memory without user interaction. The `wear_levelling` component contains APIs related to reading, writing, erasing, memory mapping data in the external SPI flash through the partition component. It also has higher-level APIs which work with FAT filesystem defined in the *FAT filesystem*.

The wear levelling component, together with FAT FS component, works with FAT FS sector size 4096 bytes which is standard size of the flash devices. In this mode the component has best performance, but needs additional memory in the RAM. To save internal memory the component has two additional modes to work with sector size 512 bytes: Performance and Safety modes. In Performance mode by erase sector operation data will be stored to the RAM, sector will be erased and then data will be stored back to the flash. If by this operation power off situation will occur, the complete 4096 bytes will be lost. To prevent this the Safety mode was implemented. In safety mode the data will be first stored to the flash and after sector will be erased, will be stored back. If power off situation will occur, after power on, the data will be recovered. By default defined the sector size 512 bytes and Performance mode. To change these values please use the configuration menu.

The wear levelling component does not cache data in RAM. Write and erase functions modify flash directly, and flash contents is consistent when the function returns.

### Wear Levelling access APIs

This is the set of APIs for working with data in flash:

- `wl_mount` mount wear levelling module for defined partition
- `wl_unmount` used to unmount levelling module
- `wl_erase_range` used to erase range of addresses in flash
- `wl_write` used to write data to the partition
- `wl_read` used to read data from the partition
- `wl_size` return size of available memory in bytes
- `wl_sector_size` returns size of one sector

Generally, try to avoid using the raw wear levelling functions in favor of filesystem-specific functions.

### Memory Size

The memory size calculated in the wear Levelling module based on parameters of partition. The module use few sectors of flash for internal data.

### See also

- *FAT Filesystem*
- *Partition Table documentation*

### Application Example

An example which combines wear levelling driver with FATFS library is provided in `examples/storage/wear_levelling` directory. This example initializes the wear levelling driver, mounts FATFS partition, and writes and reads data from it using POSIX and C library APIs. See `README.md` file in the example directory for more information.

## High level API Reference

### Header Files

- `fatfs/src/esp_vfs_fat.h`

### Functions

```
esp_err_t esp_vfs_fat_spiflash_mount(const char *base_path, const char *partition_label,
                                     const esp_vfs_fat_mount_config_t *mount_config,
                                     wl_handle_t *wl_handle)
```

Convenience function to initialize FAT filesystem in SPI flash and register it in VFS.

This is an all-in-one function which does the following:

- finds the partition with defined `partition_label`. Partition label should be configured in the partition table.
- initializes flash wear levelling library on top of the given partition
- mounts FAT partition using FATFS library on top of flash wear levelling library
- registers FATFS library with VFS, with prefix given by `base_prefix` variable

This function is intended to make example code more compact.

#### Return

- `ESP_OK` on success
- `ESP_ERR_NOT_FOUND` if the partition table does not contain FATFS partition with given label
- `ESP_ERR_INVALID_STATE` if `esp_vfs_fat_spiflash_mount` was already called
- `ESP_ERR_NO_MEM` if memory can not be allocated
- `ESP_FAIL` if partition can not be mounted
- other error codes from wear levelling library, SPI flash driver, or FATFS drivers

#### Parameters

- `base_path`: path where FATFS partition should be mounted (e.g. `"/spiflash"`)
- `partition_label`: label of the partition which should be used
- `mount_config`: pointer to structure with extra parameters for mounting FATFS
- `wl_handle`: wear levelling driver handle

```
struct esp_vfs_fat_mount_config_t
```

Configuration arguments for `esp_vfs_fat_sdmmc_mount` and `esp_vfs_fat_spiflash_mount` functions.

#### Public Members

```
bool format_if_mount_failed
```

If FAT partition can not be mounted, and this parameter is true, create partition table and format the filesystem.

```
int max_files
```

Max number of open files.

### `size_t allocation_unit_size`

If `format_if_mount_failed` is set, and mount fails, format the card with given allocation unit size. Must be a power of 2, between sector size and  $128 * \text{sector size}$ . For SD cards, sector size is always 512 bytes. For wear\_levelling, sector size is determined by `CONFIG_WL_SECTOR_SIZE` option.

Using larger allocation unit size will result in higher read/write performance and higher overhead when storing small files.

Setting this field to 0 will result in allocation unit set to the sector size.

`esp_err_t esp_vfs_fat_spiflash_unmount (const char *base_path, wl_handle_t wl_handle)`

Unmount FAT filesystem and release resources acquired using `esp_vfs_fat_spiflash_mount`.

### Return

- `ESP_OK` on success
- `ESP_ERR_INVALID_STATE` if `esp_vfs_fat_spiflash_mount` hasn't been called

### Parameters

- `base_path`: path where partition should be registered (e.g. `"/spiflash"`)
- `wl_handle`: wear levelling driver handle returned by `esp_vfs_fat_spiflash_mount`

## Mid level API Reference

### Header File

- [wear\\_levelling/include/wear\\_levelling.h](#)

### Functions

`esp_err_t wl_mount (const esp_partition_t *partition, wl_handle_t *out_handle)`

Mount WL for defined partition.

### Return

- `ESP_OK`, if the allocation was successfully;
- `ESP_ERR_INVALID_ARG`, if WL allocation was unsuccessful;
- `ESP_ERR_NO_MEM`, if there was no memory to allocate WL components;

### Parameters

- `partition`: that will be used for access
- `out_handle`: handle of the WL instance

`esp_err_t wl_unmount (wl_handle_t handle)`

Unmount WL for defined partition.

### Return

- `ESP_OK`, if the operation completed successfully;
- or one of error codes from lower-level flash driver.

### Parameters

- `handle`: WL partition handle

*esp\_err\_t* **wl\_erase\_range** (*wl\_handle\_t* *handle*, *size\_t* *start\_addr*, *size\_t* *size*)

Erase part of the WL storage.

#### Return

- `ESP_OK`, if the range was erased successfully;
- `ESP_ERR_INVALID_ARG`, if iterator or `dst` are `NULL`;
- `ESP_ERR_INVALID_SIZE`, if erase would go out of bounds of the partition;
- or one of error codes from lower-level flash driver.

#### Parameters

- `handle`: WL handle that are related to the partition
- `start_addr`: Address where erase operation should start. Must be aligned to the result of function `wl_sector_size(...)`.
- `size`: Size of the range which should be erased, in bytes. Must be divisible by result of function `wl_sector_size(...)`.

*esp\_err\_t* **wl\_write** (*wl\_handle\_t* *handle*, *size\_t* *dest\_addr*, **const** void \**src*, *size\_t* *size*)

Write data to the WL storage.

Before writing data to flash, corresponding region of flash needs to be erased. This can be done using `wl_erase_range` function.

**Note** Prior to writing to WL storage, make sure it has been erased with `wl_erase_range` call.

#### Return

- `ESP_OK`, if data was written successfully;
- `ESP_ERR_INVALID_ARG`, if `dst_offset` exceeds partition size;
- `ESP_ERR_INVALID_SIZE`, if write would go out of bounds of the partition;
- or one of error codes from lower-level flash driver.

#### Parameters

- `handle`: WL handle that are related to the partition
- `dest_addr`: Address where the data should be written, relative to the beginning of the partition.
- `src`: Pointer to the source buffer. Pointer must be non-`NULL` and buffer must be at least 'size' bytes long.
- `size`: Size of data to be written, in bytes.

*esp\_err\_t* **wl\_read** (*wl\_handle\_t* *handle*, *size\_t* *src\_addr*, void \**dest*, *size\_t* *size*)

Read data from the WL storage.

#### Return

- `ESP_OK`, if data was read successfully;
- `ESP_ERR_INVALID_ARG`, if `src_offset` exceeds partition size;
- `ESP_ERR_INVALID_SIZE`, if read would go out of bounds of the partition;

- or one of error codes from lower-level flash driver.

#### Parameters

- `handle`: WL module instance that was initialized before
- `dest`: Pointer to the buffer where data should be stored. Pointer must be non-NULL and buffer must be at least 'size' bytes long.
- `src_addr`: Address of the data to be read, relative to the beginning of the partition.
- `size`: Size of data to be read, in bytes.

`size_t wl_size (wl_handle_t handle)`

Get size of the WL storage.

**Return** usable size, in bytes

#### Parameters

- `handle`: WL module handle that was initialized before

`size_t wl_sector_size (wl_handle_t handle)`

Get sector size of the WL instance.

**Return** sector size, in bytes

#### Parameters

- `handle`: WL module handle that was initialized before

## Macros

`WL_INVALID_HANDLE`

## Type Definitions

```
typedef int32_t wl_handle_t
    wear levelling handle
```

## 3.6.8 SPIFFS Filesystem

### Overview

SPIFFS is a file system intended for SPI NOR flash devices on embedded targets. It supports wear leveling, file system consistency checks and more.

### Notes

- Presently, spiffs does not support directories. It produces a flat structure. If SPIFFS is mounted under `/spiffs` creating a file with path `/spiffs/tmp/myfile.txt` will create a file called `/tmp/myfile.txt` in SPIFFS, instead of `myfile.txt` under directory `/spiffs/tmp`.
- It is not a realtime stack. One write operation might last much longer than another.
- Presently, it does not detect or handle bad blocks.



## Tools

Host-Side tools for creating SPIFS partition images exist and one such tool is `mkspiiffs`. You can use it to create image from a given folder and then flash that image with `esptool.py`

To do that you need to obtain some parameters:

- Block Size: 4096 (standard for SPI Flash)
- Page Size: 256 (standard for SPI Flash)
- Image Size: Size of the partition in bytes (can be obtained from partition table)
- Partition Offset: Starting address of the partition (can be obtained from partition table)

To pack a folder into 1 Megabyte image:

```
mkspiiffs -c [src_folder] -b 4096 -p 256 -s 0x100000 spiiffs.bin
```

To flash the image to ESP32 at offset 0x110000:

```
python esptool.py --chip esp32 --port [port] --baud [baud] write_flash -z 0x110000_
↪spiiffs.bin
```

## See also

- [Partition Table documentation](#)

## Application Example

An example for using SPIFFS is provided in `storage/spiiffs` directory. This example initializes and mounts SPIFFS partition, and writes and reads data from it using POSIX and C library APIs. See `README.md` file in the example directory for more information.

## High level API Reference

- `spiiffs/include/esp_spiiffs.h`

## Header File

- `spiiffs/include/esp_spiiffs.h`

## Functions

`esp_err_t esp_vfs_spiiffs_register(const esp_vfs_spiiffs_conf_t *conf)`

Register and mount SPIFFS to VFS with given path prefix.

### Return

- `ESP_OK` if success
- `ESP_ERR_NO_MEM` if objects could not be allocated
- `ESP_ERR_INVALID_STATE` if already mounted or partition is encrypted

- ESP\_ERR\_NOT\_FOUND if partition for SPIFFS was not found
- ESP\_FAIL if mount or format fails

**Parameters**

- `conf`: Pointer to `esp_vfs_spiffs_conf_t` configuration structure

*esp\_err\_t* **esp\_vfs\_spiffs\_unregister** (**const** char \**partition\_label*)  
Unregister and unmount SPIFFS from VFS

**Return**

- ESP\_OK if successful
- ESP\_ERR\_INVALID\_STATE already unregistered

**Parameters**

- `partition_label`: Optional, label of the partition to unregister. If not specified, first partition with subtype=spiffs is used.

bool **esp\_spiffs\_mounted** (**const** char \**partition\_label*)  
Check if SPIFFS is mounted

**Return**

- true if mounted
- false if not mounted

**Parameters**

- `partition_label`: Optional, label of the partition to check. If not specified, first partition with subtype=spiffs is used.

*esp\_err\_t* **esp\_spiffs\_format** (**const** char \**partition\_label*)  
Format the SPIFFS partition

**Return**

- ESP\_OK if successful
- ESP\_FAIL on error

**Parameters**

- `partition_label`: Optional, label of the partition to format. If not specified, first partition with subtype=spiffs is used.

*esp\_err\_t* **esp\_spiffs\_info** (**const** char \**partition\_label*, size\_t \**total\_bytes*, size\_t \**used\_bytes*)  
Get information for SPIFFS

**Return**

- ESP\_OK if success
- ESP\_ERR\_INVALID\_STATE if not mounted

**Parameters**

- `partition_label`: Optional, label of the partition to get info for. If not specified, first partition with subtype=spiffs is used.

- `total_bytes`: Size of the file system
- `used_bytes`: Current used bytes in the file system

## Structures

**struct** `esp_vfs_spiffs_conf_t`

Configuration structure for `esp_vfs_spiffs_register`.

### Public Members

**const** char \*`base_path`

File path prefix associated with the filesystem.

**const** char \*`partition_label`

Optional, label of SPIFFS partition to use. If set to NULL, first partition with subtype=spiffs will be used.

size\_t `max_files`

Maximum files that could be open at the same time.

bool `format_if_mount_failed`

If true, it will format the file system if it fails to mount.

## 3.6.9 Manufacturing Utility

### Introduction

This utility is designed to create per device instances factory nvs partition images for mass manufacturing purposes. These images are created from user provided configuration and values csv files. This utility only creates the manufacturing binary images and you can choose to use `esptool.py` or Windows based flash programming utility or direct flash programming to program these images at the time of manufacturing.

### Prerequisites

**This utility is dependent on the `esp-idf nvs partition utility`.**

- **Operating System requirements:**
  - Linux / MacOS / Windows (standard distributions)
- **The following packages are needed for using this utility:**
  - Python version: 2.7 (minimum) is required.
  - Link to install python: <<https://www.python.org/downloads/>>

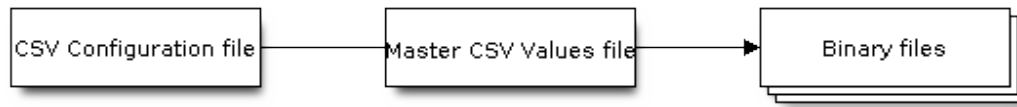
---

**Note:** Make sure the python path is set in the PATH environment variable before using this utility.

---

Make sure to include packages from `requirement.txt` in top level IDF directory.

## Workflow



### CSV Configuration File:

This file contains the configuration of the device to be manufactured.

The data in configuration file **must** have the following format (*REPEAT* tag is optional):

```
name1,namespace,    <-- First entry should be of type "namespace"
key1,type1,encoding1
key2,type2,encoding2,REPEAT
name2,namespace,
key3,type3,encoding3
key4,type4,encoding4
```

---

**Note:** First entry in this file should always be namespace entry.

---

Each row should have these 3 parameters: *key*, *type*, *encoding* separated by comma. If *REPEAT* tag is present, the value corresponding to this key in the Master CSV Values File will be the same for all devices.

*Please refer to README of nvs\_partition utility for detailed description of each parameter.*

Below is a sample example of such a configuration file:

```
app,namespace,
firmware_key,data,hex2bin
serial_no,data,string,REPEAT
device_no,data,i32
```

---

**Note:** Make sure there are no spaces before and after ‘,’ in the configuration file.

---

### Master CSV Values File:

This file contains details of the device to be manufactured. Each row in this file corresponds to a device instance.

The data in values file **must** have the following format:

```
key1,key2,key3,....
value1,value2,value3,....
```

---

**Note:** First line in this file should always be the *key* names. All the keys from the configuration file should be present here in the **same order**. This file can have additional columns(keys) and they will act like metadata and would not be

part of final binary files.

Each row should have the value of the corresponding keys, separated by comma. If key has REPEAT tag, then its corresponding value **must** be entered in the second line only. Keep the entry empty for this value in the next lines. Below is the description of this parameter:

**value** Data value.

Below is a sample example of such a values file:

```
id,firmware_key,serial_no,device_no
1,1a2b3c4d5e6faabb,A1,101
2,1a2b3c4d5e6fccdd,,102
3,1a2b3c4d5e6feeff,,103
```

**Note:** If 'REPEAT' tag is present, a new Master CSV Values File is created in the same folder as the input Master CSV File with the values inserted at each line for the key with 'REPEAT' tag.

**Note:** Intermediate CSV files are created by this utility which are input to the nvs partition utility to generate the binary files.

The format of this intermediate csv file will be:

```
key,type,encoding,value
key,namespace, ,
key1,type1,encoding1,value1
key2,type2,encoding2,value2
```

**Note:** An intermediate csv file will be created for each device instance.

## Running the utility

The mfg\_gen.py utility is using the generated CSV Configuration file and Master CSV Values file and is generating per device instance factory images.

Sample CSV Configuration file and Master CSV Values file is provided with this utility.

**Usage:**

```
$ ./mfg_gen.py [-h] [--conf CONFIG_FILE] [--values VALUES_FILE]
               [--prefix PREFIX] [--fileid FILEID] [--outdir OUTDIR]
               [--size PART_SIZE] [--version {v1,v2}]
               [--keygen {true,false}] [--encrypt {true,false}]
               [--keyfile KEYFILE]
```

| Arguments                          | Description                                                                                                   |
|------------------------------------|---------------------------------------------------------------------------------------------------------------|
| <code>-conf CON-FIG_FILE</code>    | the input configuration csv file                                                                              |
| <code>-values VAL-UES_FILE</code>  | the input values csv file                                                                                     |
| <code>-prefix PREFIX</code>        | the unique name as each filename prefix                                                                       |
| <code>-fileid FILEID</code>        | the unique file identifier(any key in values file) as each filename suffix (Default: numeric value(1,2,3...)) |
| <code>-outdir OUTDIR</code>        | the output directory to store the files created (Default: current directory)                                  |
| <code>-size PART_SIZE</code>       | Size of NVS Partition in bytes (must be multiple of 4096)                                                     |
| <code>-version {v1,v2}</code>      | Set version. Default: v2                                                                                      |
| <code>-keygen {true,false}</code>  | Generate keys for encryption. Default: false                                                                  |
| <code>-encrypt {true,false}</code> | Set encryption mode. Default: false                                                                           |
| <code>-keyfile KEYFILE</code>      | File having key for encryption (Applicable only if encryption mode is true)                                   |

You can use the below commands to run this utility with the sample files provided:

```
$ ./mfg_gen.py --conf samples/sample_config.csv --values samples/sample_values_
↪singlepage_blob.csv --prefix Fan --size 0x3000

$ ./mfg_gen.py --conf samples/sample_config.csv --values samples/sample_values_
↪multipage_blob.csv --prefix Fan --size 0x4000
```

---

**Note:** When you use this utility to generate per device instance factory images `-conf`, `-values`, `-prefix` and `-size` arguments are mandatory.

```
$ ./mfg_gen.py --conf samples/sample_config.csv --values samples/sample_values_singlepage_blob.csv --prefix Fan
--size 0x3000 --outdir tmp
```

---

**Note:** The `-outdir` directory is created if not present.

---

**Note:** The file path given in the `file` type in the values file is expected to be relative to the current directory from which you are running the utility.

```
$ ./mfg_gen.py --conf samples/sample_config.csv --values samples/sample_values_singlepage_blob.csv --prefix Fan
--size 0x3000 --encrypt true --keygen true
```

---

**Note:** `keys/` directory is generated with the encryption keys filename of the form `prefix-fileid-keys.bin`.

You can also run the below command to use the utility to **only** generate encryption keys binary file ( following example 'keys/' directory is created in current path), which can further be used to encrypt per device instance factory images:

```
$ ./mfg_gen.py --keygen true

$ ./mfg_gen.py --keygen true --keyfile encr_keys.bin
```

---

**Note:** When running utility to generate only keys, if `-keyfile` is given it will generate encryption keys with filename

given in `-keyfile` argument.

---

**Note:** When you use this utility to generate only encryption keys `-keygen` argument is mandatory.

---



---

**Note:** The default numeric value: 1,2,3... of `fileid` argument, corresponds to each row having device instance values in master csv values file.

---



---

**Note:** `bin/` and `csv/` sub-directories are created in the `outdir` directory specified while running this utility. The binary files generated will be stored in `bin/` and the intermediate csv files generated will be stored in `csv/`.

---



---

**Note:** Comments are supported in input config csv file only.

---

Example code for this API section is provided in `storage` directory of ESP-IDF examples.

## 3.7 System API

### 3.7.1 FreeRTOS

#### Overview

This section contains documentation of FreeRTOS types, functions, and macros. It is automatically generated from FreeRTOS header files.

For more information about FreeRTOS features specific to ESP-IDF, see [ESP-IDF FreeRTOS SMP Changes](#) and [ESP-IDF FreeRTOS Additions](#).

#### Task API

##### Header File

- `freertos/include/freertos/task.h`

##### Functions

`BaseType_t xTaskCreatePinnedToCore` (`TaskFunction_t pvTaskCode`, `const char *const pcName`, `const uint32_t usStackDepth`, `void *const pvParameters`, `UBaseType_t uxPriority`, `TaskHandle_t *const pvCreatedTask`, `const BaseType_t xCoreID`)

Create a new task with a specified affinity.

This function is similar to `xTaskCreate`, but allows setting task affinity in SMP system.

**Return** `pdPASS` if the task was successfully created and added to a ready list, otherwise an error code defined in the file `projdefs.h`

**Parameters**

- `pvTaskCode`: Pointer to the task entry function. Tasks must be implemented to never return (i.e. continuous loop).
- `pcName`: A descriptive name for the task. This is mainly used to facilitate debugging. Max length defined by `configMAX_TASK_NAME_LEN` - default is 16.
- `usStackDepth`: The size of the task stack specified as the number of bytes. Note that this differs from vanilla FreeRTOS.
- `pvParameters`: Pointer that will be used as the parameter for the task being created.
- `uxPriority`: The priority at which the task should run. Systems that include MPU support can optionally create tasks in a privileged (system) mode by setting bit `portPRIVILEGE_BIT` of the priority parameter. For example, to create a privileged task at priority 2 the `uxPriority` parameter should be set to `( 2 | portPRIVILEGE_BIT )`.
- `pvCreatedTask`: Used to pass back a handle by which the created task can be referenced.
- `xCoreID`: If the value is `tskNO_AFFINITY`, the created task is not pinned to any CPU, and the scheduler can run it on any core available. Other values indicate the index number of the CPU which the task should be pinned to. Specifying values larger than `(portNUM_PROCESSORS - 1)` will cause the function to fail.

**static BaseType\_t xTaskCreate** (TaskFunction\_t *pvTaskCode*, **const** char \***const** *pcName*, **const** uint32\_t *usStackDepth*, void \***const** *pvParameters*, UBaseType\_t *uxPriority*, TaskHandle\_t \***const** *pvCreatedTask*)

Create a new task and add it to the list of tasks that are ready to run.

Internally, within the FreeRTOS implementation, tasks use two blocks of memory. The first block is used to hold the task's data structures. The second block is used by the task as its stack. If a task is created using `xTaskCreate()` then both blocks of memory are automatically dynamically allocated inside the `xTaskCreate()` function. (see <http://www.freertos.org/a00111.html>). If a task is created using `xTaskCreateStatic()` then the application writer must provide the required memory. `xTaskCreateStatic()` therefore allows a task to be created without using any dynamic memory allocation.

See `xTaskCreateStatic()` for a version that does not use any dynamic memory allocation.

`xTaskCreate()` can only be used to create a task that has unrestricted access to the entire microcontroller memory map. Systems that include MPU support can alternatively create an MPU constrained task using `xTaskCreateRestricted()`.

Example usage:

```
// Task to be created.
void vTaskCode( void * pvParameters )
{
    for( ;; )
    {
        // Task code goes here.
    }
}

// Function that creates a task.
void vOtherFunction( void )
{
    static uint8_t ucParameterToPass;
    TaskHandle_t xHandle = NULL;
```

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```

// Create the task, storing the handle. Note that the passed parameter_
↪ucParameterToPass
// must exist for the lifetime of the task, so in this case is declared static. _
↪If it was just an
// an automatic stack variable it might no longer exist, or at least have been_
↪corrupted, by the time
// the new task attempts to access it.
xTaskCreate( vTaskCode, "NAME", STACK_SIZE, &ucParameterToPass, tskIDLE_PRIORITY,
↪ &xHandle );
    configASSERT( xHandle );

// Use the handle to delete the task.
if( xHandle != NULL )
{
    vTaskDelete( xHandle );
}
}

```

**Return** pdPASS if the task was successfully created and added to a ready list, otherwise an error code defined in the file projdefs.h

**Note** If program uses thread local variables (ones specified with “\_\_thread” keyword) then storage for them will be allocated on the task’s stack.

#### Parameters

- pvTaskCode: Pointer to the task entry function. Tasks must be implemented to never return (i.e. continuous loop).
- pcName: A descriptive name for the task. This is mainly used to facilitate debugging. Max length defined by configMAX\_TASK\_NAME\_LEN - default is 16.
- usStackDepth: The size of the task stack specified as the number of bytes. Note that this differs from vanilla FreeRTOS.
- pvParameters: Pointer that will be used as the parameter for the task being created.
- uxPriority: The priority at which the task should run. Systems that include MPU support can optionally create tasks in a privileged (system) mode by setting bit portPRIVILEGE\_BIT of the priority parameter. For example, to create a privileged task at priority 2 the uxPriority parameter should be set to ( 2 | portPRIVILEGE\_BIT ).
- pvCreatedTask: Used to pass back a handle by which the created task can be referenced.

*TaskHandle\_t* **xTaskCreateStaticPinnedToCore** (TaskFunction\_t pvTaskCode, **const** char \***const** pcName, **const** uint32\_t ulStackDepth, void \***const** pvParameters, UBaseType\_t uxPriority, StackType\_t \***const** pxStackBuffer, StaticTask\_t \***const** pxTaskBuffer, **const** BaseType\_t xCoreID)

Create a new task with a specified affinity.

This function is similar to xTaskCreateStatic, but allows specifying task affinity in an SMP system.

**Return** If neither pxStackBuffer or pxTaskBuffer are NULL, then the task will be created and pdPASS is returned. If either pxStackBuffer or pxTaskBuffer are NULL then the task will not be created and errCOULD\_NOT\_ALLOCATE\_REQUIRED\_MEMORY is returned.

#### Parameters

- `pvTaskCode`: Pointer to the task entry function. Tasks must be implemented to never return (i.e. continuous loop).
- `pcName`: A descriptive name for the task. This is mainly used to facilitate debugging. The maximum length of the string is defined by `configMAX_TASK_NAME_LEN` in `FreeRTOSConfig.h`.
- `ulStackDepth`: The size of the task stack specified as the number of bytes. Note that this differs from vanilla FreeRTOS.
- `pvParameters`: Pointer that will be used as the parameter for the task being created.
- `uxPriority`: The priority at which the task will run.
- `pxStackBuffer`: Must point to a `StackType_t` array that has at least `ulStackDepth` indexes - the array will then be used as the task's stack, removing the need for the stack to be allocated dynamically.
- `pxTaskBuffer`: Must point to a variable of type `StaticTask_t`, which will then be used to hold the task's data structures, removing the need for the memory to be allocated dynamically.
- `xCoreID`: If the value is `tskNO_AFFINITY`, the created task is not pinned to any CPU, and the scheduler can run it on any core available. Other values indicate the index number of the CPU which the task should be pinned to. Specifying values larger than `(portNUM_PROCESSORS - 1)` will cause the function to fail.

```
static TaskHandle_t xTaskCreateStatic (TaskFunction_t pvTaskCode, const char *const pcName,
                                     const uint32_t ulStackDepth, void *const pvParameters,
                                     UBaseType_t uxPriority, StackType_t *const pxStackBuffer,
                                     StaticTask_t *const pxTaskBuffer)
```

Create a new task and add it to the list of tasks that are ready to run.

Internally, within the FreeRTOS implementation, tasks use two blocks of memory. The first block is used to hold the task's data structures. The second block is used by the task as its stack. If a task is created using `xTaskCreate()` then both blocks of memory are automatically dynamically allocated inside the `xTaskCreate()` function. (see <http://www.freertos.org/a00111.html>). If a task is created using `xTaskCreateStatic()` then the application writer must provide the required memory. `xTaskCreateStatic()` therefore allows a task to be created without using any dynamic memory allocation.

Example usage:

```
// Dimensions the buffer that the task being created will use as its stack.
// NOTE: This is the number of bytes the stack will hold, not the number of
// words as found in vanilla FreeRTOS.
#define STACK_SIZE 200

// Structure that will hold the TCB of the task being created.
StaticTask_t xTaskBuffer;

// Buffer that the task being created will use as its stack. Note this is
// an array of StackType_t variables. The size of StackType_t is dependent on
// the RTOS port.
StackType_t xStack[ STACK_SIZE ];

// Function that implements the task being created.
void vTaskCode( void * pvParameters )
{
    // The parameter value is expected to be 1 as 1 is passed in the
    // pvParameters value in the call to xTaskCreateStatic().
    configASSERT( ( uint32_t ) pvParameters == 1UL );

    for( ;; )
```

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```

    {
        // Task code goes here.
    }
}

// Function that creates a task.
void vOtherFunction( void )
{
    TaskHandle_t xHandle = NULL;

    // Create the task without using any dynamic memory allocation.
    xHandle = xTaskCreateStatic(
        vTaskCode,          // Function that implements the task.
        "NAME",             // Text name for the task.
        STACK_SIZE,        // Stack size in bytes, not words.
        ( void * ) 1,      // Parameter passed into the task.
        tskIDLE_PRIORITY, // Priority at which the task is created.
        xStack,            // Array to use as the task's stack.
        &xTaskBuffer );    // Variable to hold the task's data structure.

    // puxStackBuffer and pxTaskBuffer were not NULL, so the task will have
    // been created, and xHandle will be the task's handle. Use the handle
    // to suspend the task.
    vTaskSuspend( xHandle );
}

```

**Return** If neither `pxStackBuffer` or `pxTaskBuffer` are NULL, then the task will be created and `pdPASS` is returned. If either `pxStackBuffer` or `pxTaskBuffer` are NULL then the task will not be created and `errCOULD_NOT_ALLOCATE_REQUIRED_MEMORY` is returned.

**Note** If program uses thread local variables (ones specified with “`__thread`” keyword) then storage for them will be allocated on the task’s stack.

#### Parameters

- `pvTaskCode`: Pointer to the task entry function. Tasks must be implemented to never return (i.e. continuous loop).
- `pcName`: A descriptive name for the task. This is mainly used to facilitate debugging. The maximum length of the string is defined by `configMAX_TASK_NAME_LEN` in `FreeRTOSConfig.h`.
- `ulStackDepth`: The size of the task stack specified as the number of bytes. Note that this differs from vanilla FreeRTOS.
- `pvParameters`: Pointer that will be used as the parameter for the task being created.
- `uxPriority`: The priority at which the task will run.
- `pxStackBuffer`: Must point to a `StackType_t` array that has at least `ulStackDepth` indexes - the array will then be used as the task’s stack, removing the need for the stack to be allocated dynamically.
- `pxTaskBuffer`: Must point to a variable of type `StaticTask_t`, which will then be used to hold the task’s data structures, removing the need for the memory to be allocated dynamically.

void **vTaskDelete** (*TaskHandle\_t xTaskToDelete*)

Remove a task from the RTOS real time kernel’s management.

The task being deleted will be removed from all ready, blocked, suspended and event lists.

INCLUDE\_vTaskDelete must be defined as 1 for this function to be available. See the configuration section for more information.

See the demo application file death.c for sample code that utilises vTaskDelete ().

**Note** The idle task is responsible for freeing the kernel allocated memory from tasks that have been deleted. It is therefore important that the idle task is not starved of microcontroller processing time if your application makes any calls to vTaskDelete (). Memory allocated by the task code is not automatically freed, and should be freed before the task is deleted.

Example usage:

```
void vOtherFunction( void )
{
    TaskHandle_t xHandle;

    // Create the task, storing the handle.
    xTaskCreate( vTaskCode, "NAME", STACK_SIZE, NULL, tskIDLE_PRIORITY, &xHandle_
    ↪);

    // Use the handle to delete the task.
    vTaskDelete( xHandle );
}
```

### Parameters

- xTaskToDelete: The handle of the task to be deleted. Passing NULL will cause the calling task to be deleted.

void **vTaskDelay** (const TickType\_t xTicksToDelay)

Delay a task for a given number of ticks.

The actual time that the task remains blocked depends on the tick rate. The constant portTICK\_PERIOD\_MS can be used to calculate real time from the tick rate - with the resolution of one tick period.

INCLUDE\_vTaskDelay must be defined as 1 for this function to be available. See the configuration section for more information.

vTaskDelay() specifies a time at which the task wishes to unblock relative to the time at which vTaskDelay() is called. For example, specifying a block period of 100 ticks will cause the task to unblock 100 ticks after vTaskDelay() is called. vTaskDelay() does not therefore provide a good method of controlling the frequency of a periodic task as the path taken through the code, as well as other task and interrupt activity, will effect the frequency at which vTaskDelay() gets called and therefore the time at which the task next executes. See vTaskDelayUntil() for an alternative API function designed to facilitate fixed frequency execution. It does this by specifying an absolute time (rather than a relative time) at which the calling task should unblock.

Example usage:

```
void vTaskFunction( void * pvParameters )
{
    // Block for 500ms.
    const TickType_t xDelay = 500 / portTICK_PERIOD_MS;

    for( ;; )
    {
        // Simply toggle the LED every 500ms, blocking between each toggle.
        vToggleLED();
        vTaskDelay( xDelay );
    }
}
```

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```

}
}

```

**Parameters**

- `xTicksToDelay`: The amount of time, in tick periods, that the calling task should block.

void **vTaskDelayUntil** (TickType\_t \***const** *pxPreviousWakeTime*, **const** TickType\_t *xTimeIncrement*)  
Delay a task until a specified time.

INCLUDE\_vTaskDelayUntil must be defined as 1 for this function to be available. See the configuration section for more information.

This function can be used by periodic tasks to ensure a constant execution frequency.

This function differs from vTaskDelay () in one important aspect: vTaskDelay () will cause a task to block for the specified number of ticks from the time vTaskDelay () is called. It is therefore difficult to use vTaskDelay () by itself to generate a fixed execution frequency as the time between a task starting to execute and that task calling vTaskDelay () may not be fixed [the task may take a different path though the code between calls, or may get interrupted or preempted a different number of times each time it executes].

Whereas vTaskDelay () specifies a wake time relative to the time at which the function is called, vTaskDelayUntil () specifies the absolute (exact) time at which it wishes to unblock.

The constant portTICK\_PERIOD\_MS can be used to calculate real time from the tick rate - with the resolution of one tick period.

Example usage:

```

// Perform an action every 10 ticks.
void vTaskFunction( void * pvParameters )
{
    TickType_t xLastWakeTime;
    const TickType_t xFrequency = 10;

    // Initialise the xLastWakeTime variable with the current time.
    xLastWakeTime = xTaskGetTickCount ();
    for( ;; )
    {
        // Wait for the next cycle.
        vTaskDelayUntil( &xLastWakeTime, xFrequency );

        // Perform action here.
    }
}

```

**Parameters**

- `pxPreviousWakeTime`: Pointer to a variable that holds the time at which the task was last unblocked. The variable must be initialised with the current time prior to its first use (see the example below). Following this the variable is automatically updated within vTaskDelayUntil ().
- `xTimeIncrement`: The cycle time period. The task will be unblocked at time \*pxPreviousWakeTime + xTimeIncrement. Calling vTaskDelayUntil with the same xTimeIncrement parameter value will cause the task to execute with a fixed interface period.

UBaseType\_t **uxTaskPriorityGet** (*TaskHandle\_t xTask*)  
Obtain the priority of any task.

INCLUDE\_uxTaskPriorityGet must be defined as 1 for this function to be available. See the configuration section for more information.

Example usage:

```
void vAFunction( void )
{
    TaskHandle_t xHandle;

    // Create a task, storing the handle.
    xTaskCreate( vTaskCode, "NAME", STACK_SIZE, NULL, tskIDLE_PRIORITY, &xHandle );

    // ...

    // Use the handle to obtain the priority of the created task.
    // It was created with tskIDLE_PRIORITY, but may have changed
    // it itself.
    if( uxTaskPriorityGet( xHandle ) != tskIDLE_PRIORITY )
    {
        // The task has changed it's priority.
    }

    // ...

    // Is our priority higher than the created task?
    if( uxTaskPriorityGet( xHandle ) < uxTaskPriorityGet( NULL ) )
    {
        // Our priority (obtained using NULL handle) is higher.
    }
}
```

**Return** The priority of xTask.

**Parameters**

- xTask: Handle of the task to be queried. Passing a NULL handle results in the priority of the calling task being returned.

UBaseType\_t **uxTaskPriorityGetFromISR** (*TaskHandle\_t* xTask)

A version of uxTaskPriorityGet() that can be used from an ISR.

**Return** The priority of xTask.

**Parameters**

- xTask: Handle of the task to be queried. Passing a NULL handle results in the priority of the calling task being returned.

*eTaskState* **eTaskGetState** (*TaskHandle\_t* xTask)

Obtain the state of any task.

States are encoded by the eTaskState enumerated type.

INCLUDE\_eTaskGetState must be defined as 1 for this function to be available. See the configuration section for more information.

**Return** The state of xTask at the time the function was called. Note the state of the task might change between the function being called, and the functions return value being tested by the calling task.

**Parameters**

- `xTask`: Handle of the task to be queried.

void **vTaskPrioritySet** (*TaskHandle\_t* `xTask`, *UBaseType\_t* `uxNewPriority`)

Set the priority of any task.

`INCLUDE_vTaskPrioritySet` must be defined as 1 for this function to be available. See the configuration section for more information.

A context switch will occur before the function returns if the priority being set is higher than the currently executing task.

Example usage:

```
void vAFunction( void )
{
    TaskHandle_t xHandle;

    // Create a task, storing the handle.
    xTaskCreate( vTaskCode, "NAME", STACK_SIZE, NULL, tskIDLE_PRIORITY, &xHandle );

    // ...

    // Use the handle to raise the priority of the created task.
    vTaskPrioritySet( xHandle, tskIDLE_PRIORITY + 1 );

    // ...

    // Use a NULL handle to raise our priority to the same value.
    vTaskPrioritySet( NULL, tskIDLE_PRIORITY + 1 );
}
```

### Parameters

- `xTask`: Handle to the task for which the priority is being set. Passing a NULL handle results in the priority of the calling task being set.
- `uxNewPriority`: The priority to which the task will be set.

void **vTaskSuspend** (*TaskHandle\_t* `xTaskToSuspend`)

Suspend a task.

`INCLUDE_vTaskSuspend` must be defined as 1 for this function to be available. See the configuration section for more information.

When suspended, a task will never get any microcontroller processing time, no matter what its priority.

Calls to `vTaskSuspend` are not accumulative - i.e. calling `vTaskSuspend ()` twice on the same task still only requires one call to `vTaskResume ()` to ready the suspended task.

Example usage:

```
void vAFunction( void )
{
    TaskHandle_t xHandle;

    // Create a task, storing the handle.
    xTaskCreate( vTaskCode, "NAME", STACK_SIZE, NULL, tskIDLE_PRIORITY, &xHandle );

    // ...
```

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```

// Use the handle to suspend the created task.
vTaskSuspend( xHandle );

// ...

// The created task will not run during this period, unless
// another task calls vTaskResume( xHandle ).

//...

// Suspend ourselves.
vTaskSuspend( NULL );

// We cannot get here unless another task calls vTaskResume
// with our handle as the parameter.
}

```

### Parameters

- `xTaskToSuspend`: Handle to the task being suspended. Passing a NULL handle will cause the calling task to be suspended.

void **vTaskResume** (*TaskHandle\_t xTaskToResume*)

Resumes a suspended task.

INCLUDE\_vTaskSuspend must be defined as 1 for this function to be available. See the configuration section for more information.

A task that has been suspended by one or more calls to vTaskSuspend () will be made available for running again by a single call to vTaskResume ().

Example usage:

```

void vAFunction( void )
{
TaskHandle_t xHandle;

// Create a task, storing the handle.
xTaskCreate( vTaskCode, "NAME", STACK_SIZE, NULL, tskIDLE_PRIORITY, &xHandle );

// ...

// Use the handle to suspend the created task.
vTaskSuspend( xHandle );

// ...

// The created task will not run during this period, unless
// another task calls vTaskResume( xHandle ).

//...

// Resume the suspended task ourselves.
vTaskResume( xHandle );
}

```

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```

// The created task will once again get microcontroller processing
// time in accordance with its priority within the system.
}

```

**Parameters**

- `xTaskToResume`: Handle to the task being readied.

`BaseType_t xTaskResumeFromISR (TaskHandle_t xTaskToResume)`

An implementation of `vTaskResume()` that can be called from within an ISR.

`INCLUDE_xTaskResumeFromISR` must be defined as 1 for this function to be available. See the configuration section for more information.

A task that has been suspended by one or more calls to `vTaskSuspend ()` will be made available for running again by a single call to `xTaskResumeFromISR ()`.

`xTaskResumeFromISR()` should not be used to synchronise a task with an interrupt if there is a chance that the interrupt could arrive prior to the task being suspended - as this can lead to interrupts being missed. Use of a semaphore as a synchronisation mechanism would avoid this eventuality.

**Return** `pdTRUE` if resuming the task should result in a context switch, otherwise `pdFALSE`. This is used by the ISR to determine if a context switch may be required following the ISR.

**Parameters**

- `xTaskToResume`: Handle to the task being readied.

`void vTaskSuspendAll (void)`

Suspends the scheduler without disabling interrupts.

Context switches will not occur while the scheduler is suspended.

After calling `vTaskSuspendAll ()` the calling task will continue to execute without risk of being swapped out until a call to `xTaskResumeAll ()` has been made.

API functions that have the potential to cause a context switch (for example, `vTaskDelayUntil()`, `xQueueSend()`, etc.) must not be called while the scheduler is suspended.

Example usage:

```

void vTask1( void * pvParameters )
{
    for( ;; )
    {
        // Task code goes here.

        // ...

        // At some point the task wants to perform a long operation during
        // which it does not want to get swapped out. It cannot use
        // taskENTER_CRITICAL ()/taskEXIT_CRITICAL () as the length of the
        // operation may cause interrupts to be missed - including the
        // ticks.

        // Prevent the real time kernel swapping out the task.
        vTaskSuspendAll ();
    }
}

```

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```

// Perform the operation here.  There is no need to use critical
// sections as we have all the microcontroller processing time.
// During this time interrupts will still operate and the kernel
// tick count will be maintained.

// ...

// The operation is complete.  Restart the kernel.
xTaskResumeAll ();
}
}

```

BaseType\_t **xTaskResumeAll** (void)

Resumes scheduler activity after it was suspended by a call to vTaskSuspendAll().

xTaskResumeAll() only resumes the scheduler. It does not unsuspend tasks that were previously suspended by a call to vTaskSuspend().

Example usage:

```

void vTask1( void * pvParameters )
{
  for( ;; )
  {
    // Task code goes here.

    // ...

    // At some point the task wants to perform a long operation during
    // which it does not want to get swapped out.  It cannot use
    // taskENTER_CRITICAL ()/taskEXIT_CRITICAL () as the length of the
    // operation may cause interrupts to be missed - including the
    // ticks.

    // Prevent the real time kernel swapping out the task.
    vTaskSuspendAll ();

    // Perform the operation here.  There is no need to use critical
    // sections as we have all the microcontroller processing time.
    // During this time interrupts will still operate and the real
    // time kernel tick count will be maintained.

    // ...

    // The operation is complete.  Restart the kernel.  We want to force
    // a context switch - but there is no point if resuming the scheduler
    // caused a context switch already.
    if( !xTaskResumeAll () )
    {
      taskYIELD ();
    }
  }
}

```

**Return** If resuming the scheduler caused a context switch then pdTRUE is returned, otherwise pdFALSE is returned.

TickType\_t **xTaskGetTickCount** (void)  
Get tick count

**Return** The count of ticks since vTaskStartScheduler was called.

TickType\_t **xTaskGetTickCountFromISR** (void)  
Get tick count from ISR

This is a version of xTaskGetTickCount() that is safe to be called from an ISR - provided that TickType\_t is the natural word size of the microcontroller being used or interrupt nesting is either not supported or not being used.

**Return** The count of ticks since vTaskStartScheduler was called.

UBaseType\_t **uxTaskGetNumberOfTasks** (void)  
Get current number of tasks

**Return** The number of tasks that the real time kernel is currently managing. This includes all ready, blocked and suspended tasks. A task that has been deleted but not yet freed by the idle task will also be included in the count.

char **\*pcTaskGetTaskName** (*TaskHandle\_t* xTaskToQuery)  
Get task name

**Return** The text (human readable) name of the task referenced by the handle xTaskToQuery. A task can query its own name by either passing in its own handle, or by setting xTaskToQuery to NULL. INCLUDE\_pcTaskGetTaskName must be set to 1 in FreeRTOSConfig.h for pcTaskGetTaskName() to be available.

UBaseType\_t **uxTaskGetStackHighWaterMark** (*TaskHandle\_t* xTask)  
Returns the high water mark of the stack associated with xTask.

INCLUDE\_uxTaskGetStackHighWaterMark must be set to 1 in FreeRTOSConfig.h for this function to be available.

High water mark is the minimum free stack space there has been (in bytes rather than words as found in vanilla FreeRTOS) since the task started. The smaller the returned number the closer the task has come to overflowing its stack.

**Return** The smallest amount of free stack space there has been (in bytes rather than words as found in vanilla FreeRTOS) since the task referenced by xTask was created.

#### Parameters

- *xTask*: Handle of the task associated with the stack to be checked. Set xTask to NULL to check the stack of the calling task.

uint8\_t **\*pxTaskGetStackStart** (*TaskHandle\_t* xTask)  
Returns the start of the stack associated with xTask.

INCLUDE\_pxTaskGetStackStart must be set to 1 in FreeRTOSConfig.h for this function to be available.

Returns the highest stack memory address on architectures where the stack grows down from high memory, and the lowest memory address on architectures where the stack grows up from low memory.

**Return** A pointer to the start of the stack.

#### Parameters

- `xTask`: Handle of the task associated with the stack returned. Set `xTask` to `NULL` to return the stack of the calling task.

void **vTaskSetApplicationTaskTag** (*TaskHandle\_t* `xTask`, *TaskHookFunction\_t* `pxHookFunction`)  
Sets `pxHookFunction` to be the task hook function used by the task `xTask`.

**Parameters**

- `xTask`: Handle of the task to set the hook function for Passing `xTask` as `NULL` has the effect of setting the calling tasks hook function.
- `pxHookFunction`: Pointer to the hook function.

*TaskHookFunction\_t* **xTaskGetApplicationTaskTag** (*TaskHandle\_t* `xTask`)  
Get the hook function assigned to given task.

**Return** The `pxHookFunction` value assigned to the task `xTask`.

**Parameters**

- `xTask`: Handle of the task to get the hook function for Passing `xTask` as `NULL` has the effect of getting the calling tasks hook function.

void **vTaskSetThreadLocalStoragePointer** (*TaskHandle\_t* `xTaskToSet`,  *BaseType\_t* `xIndex`, void *\*pvValue*)

Set local storage pointer specific to the given task.

Each task contains an array of pointers that is dimensioned by the `configNUM_THREAD_LOCAL_STORAGE_POINTERS` setting in `FreeRTOSConfig.h`. The kernel does not use the pointers itself, so the application writer can use the pointers for any purpose they wish.

**Parameters**

- `xTaskToSet`: Task to set thread local storage pointer for
- `xIndex`: The index of the pointer to set, from 0 to `configNUM_THREAD_LOCAL_STORAGE_POINTERS - 1`.
- `pvValue`: Pointer value to set.

void **\*pvTaskGetThreadLocalStoragePointer** (*TaskHandle\_t* `xTaskToQuery`,  *BaseType\_t* `xIndex`)  
Get local storage pointer specific to the given task.

Each task contains an array of pointers that is dimensioned by the `configNUM_THREAD_LOCAL_STORAGE_POINTERS` setting in `FreeRTOSConfig.h`. The kernel does not use the pointers itself, so the application writer can use the pointers for any purpose they wish.

**Return** Pointer value

**Parameters**

- `xTaskToQuery`: Task to get thread local storage pointer for
- `xIndex`: The index of the pointer to get, from 0 to `configNUM_THREAD_LOCAL_STORAGE_POINTERS - 1`.

void **vTaskSetThreadLocalStoragePointerAndDelCallback** (*TaskHandle\_t* `xTaskToSet`,  *BaseType\_t* `xIndex`, void *\*pvValue*, *TlsDeleteCallbackFunction\_t* `pvDeleteCallback`)  
Set local storage pointer and deletion callback.

Each task contains an array of pointers that is dimensioned by the `configNUM_THREAD_LOCAL_STORAGE_POINTERS` setting in `FreeRTOSConfig.h`. The kernel does not use the pointers itself, so the application writer can use the pointers for any purpose they wish.

Local storage pointers set for a task can reference dynamically allocated resources. This function is similar to `vTaskSetThreadLocalStoragePointer`, but provides a way to release these resources when the task gets deleted. For each pointer, a callback function can be set. This function will be called when task is deleted, with the local storage pointer index and value as arguments.

#### Parameters

- `xTaskToSet`: Task to set thread local storage pointer for
- `xIndex`: The index of the pointer to set, from 0 to `configNUM_THREAD_LOCAL_STORAGE_POINTERS - 1`.
- `pvValue`: Pointer value to set.
- `pvDelCallback`: Function to call to dispose of the local storage pointer when the task is deleted.

`BaseType_t xTaskCallApplicationTaskHook` (*TaskHandle\_t* `xTask`, void *\*pvParameter*)

Calls the hook function associated with `xTask`. Passing `xTask` as NULL has the effect of calling the Running tasks (the calling task) hook function.

#### Parameters

- `xTask`: Handle of the task to call the hook for.
- `pvParameter`: Parameter passed to the hook function for the task to interpret as it wants. The return value is the value returned by the task hook function registered by the user.

*TaskHandle\_t* `xTaskGetIdleTaskHandle` (void)

Get the handle of idle task for the current CPU.

`xTaskGetIdleTaskHandle()` is only available if `INCLUDE_xTaskGetIdleTaskHandle` is set to 1 in `FreeRTOSConfig.h`.

**Return** The handle of the idle task. It is not valid to call `xTaskGetIdleTaskHandle()` before the scheduler has been started.

*TaskHandle\_t* `xTaskGetIdleTaskHandleForCPU` (UBaseType\_t *cpuid*)

Get the handle of idle task for the given CPU.

`xTaskGetIdleTaskHandleForCPU()` is only available if `INCLUDE_xTaskGetIdleTaskHandle` is set to 1 in `FreeRTOSConfig.h`.

**Return** Idle task handle of a given cpu. It is not valid to call `xTaskGetIdleTaskHandleForCPU()` before the scheduler has been started.

#### Parameters

- `cpuid`: The CPU to get the handle for

UBaseType\_t `uxTaskGetSystemState` (*TaskStatus\_t* *\*const* `pxTaskStatusArray`, *const* UBaseType\_t `uxArraySize`, uint32\_t *\*const* `pulTotalRunTime`)

Get the state of tasks in the system.

`configUSE_TRACE_FACILITY` must be defined as 1 in `FreeRTOSConfig.h` for `uxTaskGetSystemState()` to be available.

uxTaskGetSystemState() populates an TaskStatus\_t structure for each task in the system. TaskStatus\_t structures contain, among other things, members for the task handle, task name, task priority, task state, and total amount of run time consumed by the task. See the TaskStatus\_t structure definition in this file for the full member list.

Example usage:

```
// This example demonstrates how a human readable table of run time stats
// information is generated from raw data provided by uxTaskGetSystemState().
// The human readable table is written to pcWriteBuffer
void vTaskGetRunTimeStats( char *pcWriteBuffer )
{
    TaskStatus_t *pxTaskStatusArray;
    volatile UBaseType_t uxArraySize, x;
    uint32_t ulTotalRunTime, ulStatsAsPercentage;

    // Make sure the write buffer does not contain a string.
    *pcWriteBuffer = 0x00;

    // Take a snapshot of the number of tasks in case it changes while this
    // function is executing.
    uxArraySize = uxTaskGetNumberOfTasks();

    // Allocate a TaskStatus_t structure for each task. An array could be
    // allocated statically at compile time.
    pxTaskStatusArray = pvPortMalloc( uxArraySize * sizeof( TaskStatus_t ) );

    if( pxTaskStatusArray != NULL )
    {
        // Generate raw status information about each task.
        uxArraySize = uxTaskGetSystemState( pxTaskStatusArray, uxArraySize, &
        ↪ulTotalRunTime );

        // For percentage calculations.
        ulTotalRunTime /= 100UL;

        // Avoid divide by zero errors.
        if( ulTotalRunTime > 0 )
        {
            // For each populated position in the pxTaskStatusArray array,
            // format the raw data as human readable ASCII data
            for( x = 0; x < uxArraySize; x++ )
            {
                // What percentage of the total run time has the task used?
                // This will always be rounded down to the nearest integer.
                // ulTotalRunTimeDiv100 has already been divided by 100.
                ulStatsAsPercentage = pxTaskStatusArray[ x ].ulRunTimeCounter / ↪
        ↪ulTotalRunTime;

                if( ulStatsAsPercentage > 0UL )
                {
                    sprintf( pcWriteBuffer, "%s\t\t%lu\t\t%lu%%\r\n", ↪
        ↪pxTaskStatusArray[ x ].pcTaskName, pxTaskStatusArray[ x ].ulRunTimeCounter, ↪
        ↪ulStatsAsPercentage );
                }
                else
                {
                    // If the percentage is zero here then the task has
                    // consumed less than 1% of the total run time.
                }
            }
        }
    }
}
```

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```

        sprintf( pcWriteBuffer, "%s\t\t%lu\t\t<1%%\r\n",
↳pxTaskStatusArray[ x ].pcTaskName, pxTaskStatusArray[ x ].ulRunTimeCounter );
    }

    pcWriteBuffer += strlen( ( char * ) pcWriteBuffer );
}

// The array is no longer needed, free the memory it consumes.
vPortFree( pxTaskStatusArray );
}
}

```

**Note** This function is intended for debugging use only as its use results in the scheduler remaining suspended for an extended period.

**Return** The number of TaskStatus\_t structures that were populated by uxTaskGetSystemState(). This should equal the number returned by the uxTaskGetNumberOfTasks() API function, but will be zero if the value passed in the uxArraySize parameter was too small.

#### Parameters

- **pxTaskStatusArray**: A pointer to an array of TaskStatus\_t structures. The array must contain at least one TaskStatus\_t structure for each task that is under the control of the RTOS. The number of tasks under the control of the RTOS can be determined using the uxTaskGetNumberOfTasks() API function.
- **uxArraySize**: The size of the array pointed to by the pxTaskStatusArray parameter. The size is specified as the number of indexes in the array, or the number of TaskStatus\_t structures contained in the array, not by the number of bytes in the array.
- **pulTotalRunTime**: If configGENERATE\_RUN\_TIME\_STATS is set to 1 in FreeRTOSConfig.h then \*pulTotalRunTime is set by uxTaskGetSystemState() to the total run time (as defined by the run time stats clock, see <http://www.freertos.org/rtos-run-time-stats.html>) since the target booted. pulTotalRunTime can be set to NULL to omit the total run time information.

void **vTaskList** (char \*pcWriteBuffer)

List all the current tasks.

configUSE\_TRACE\_FACILITY and configUSE\_STATS\_FORMATTING\_FUNCTIONS must both be defined as 1 for this function to be available. See the configuration section of the FreeRTOS.org website for more information.

Lists all the current tasks, along with their current state and stack usage high water mark.

**Note** This function will disable interrupts for its duration. It is not intended for normal application runtime use but as a debug aid.

Tasks are reported as blocked ('B'), ready ('R'), deleted ('D') or suspended ('S').

vTaskList() calls uxTaskGetSystemState(), then formats part of the uxTaskGetSystemState() output into a human readable table that displays task names, states and stack usage.

**Note** This function is provided for convenience only, and is used by many of the demo applications. Do not consider it to be part of the scheduler.

vTaskList() has a dependency on the sprintf() C library function that might bloat the code size, use a lot of stack, and provide different results on different platforms. An alternative, tiny, third party, and limited functionality

implementation of `sprintf()` is provided in many of the FreeRTOS/Demo sub-directories in a file called `printf-stdarg.c` (note `printf-stdarg.c` does not provide a full `snprintf()` implementation!).

It is recommended that production systems call `uxTaskGetSystemState()` directly to get access to raw stats data, rather than indirectly through a call to `vTaskList()`.

### Parameters

- `pcWriteBuffer`: A buffer into which the above mentioned details will be written, in ASCII form. This buffer is assumed to be large enough to contain the generated report. Approximately 40 bytes per task should be sufficient.

void **vTaskGetRunTimeStats** (char \**pcWriteBuffer*)

Get the state of running tasks as a string

`configGENERATE_RUN_TIME_STATS` and `configUSE_STATS_FORMATTING_FUNCTIONS` must both be defined as 1 for this function to be available. The application must also then provide definitions for `portCONFIGURE_TIMER_FOR_RUN_TIME_STATS()` and `portGET_RUN_TIME_COUNTER_VALUE()` to configure a peripheral timer/counter and return the timers current count value respectively. The counter should be at least 10 times the frequency of the tick count.

Setting `configGENERATE_RUN_TIME_STATS` to 1 will result in a total accumulated execution time being stored for each task. The resolution of the accumulated time value depends on the frequency of the timer configured by the `portCONFIGURE_TIMER_FOR_RUN_TIME_STATS()` macro. Calling `vTaskGetRunTimeStats()` writes the total execution time of each task into a buffer, both as an absolute count value and as a percentage of the total system execution time.

**Note** This function will disable interrupts for its duration. It is not intended for normal application runtime use but as a debug aid.

`vTaskGetRunTimeStats()` calls `uxTaskGetSystemState()`, then formats part of the `uxTaskGetSystemState()` output into a human readable table that displays the amount of time each task has spent in the Running state in both absolute and percentage terms.

**Note** This function is provided for convenience only, and is used by many of the demo applications. Do not consider it to be part of the scheduler.

`vTaskGetRunTimeStats()` has a dependency on the `sprintf()` C library function that might bloat the code size, use a lot of stack, and provide different results on different platforms. An alternative, tiny, third party, and limited functionality implementation of `sprintf()` is provided in many of the FreeRTOS/Demo sub-directories in a file called `printf-stdarg.c` (note `printf-stdarg.c` does not provide a full `snprintf()` implementation!).

It is recommended that production systems call `uxTaskGetSystemState()` directly to get access to raw stats data, rather than indirectly through a call to `vTaskGetRunTimeStats()`.

### Parameters

- `pcWriteBuffer`: A buffer into which the execution times will be written, in ASCII form. This buffer is assumed to be large enough to contain the generated report. Approximately 40 bytes per task should be sufficient.

BaseType\_t **xTaskNotify** (*TaskHandle\_t xTaskToNotify*, *uint32\_t ulValue*, *eNotifyAction eAction*)

Send task notification.

`configUSE_TASK_NOTIFICATIONS` must be undefined or defined as 1 for this function to be available.

When `configUSE_TASK_NOTIFICATIONS` is set to one each task has its own private “notification value”, which is a 32-bit unsigned integer (`uint32_t`).



Events can be sent to a task using an intermediary object. Examples of such objects are queues, semaphores, mutexes and event groups. Task notifications are a method of sending an event directly to a task without the need for such an intermediary object.

A notification sent to a task can optionally perform an action, such as update, overwrite or increment the task's notification value. In that way task notifications can be used to send data to a task, or be used as light weight and fast binary or counting semaphores.

A notification sent to a task will remain pending until it is cleared by the task calling `xTaskNotifyWait()` or `ulTaskNotifyTake()`. If the task was already in the Blocked state to wait for a notification when the notification arrives then the task will automatically be removed from the Blocked state (unblocked) and the notification cleared.

A task can use `xTaskNotifyWait()` to [optionally] block to wait for a notification to be pending, or `ulTaskNotifyTake()` to [optionally] block to wait for its notification value to have a non-zero value. The task does not consume any CPU time while it is in the Blocked state.

See <http://www.FreeRTOS.org/RTOS-task-notifications.html> for details.

**Return** Dependent on the value of `eAction`. See the description of the `eAction` parameter.

#### Parameters

- `xTaskToNotify`: The handle of the task being notified. The handle to a task can be returned from the `xTaskCreate()` API function used to create the task, and the handle of the currently running task can be obtained by calling `xTaskGetCurrentTaskHandle()`.
- `ulValue`: Data that can be sent with the notification. How the data is used depends on the value of the `eAction` parameter.
- `eAction`: Specifies how the notification updates the task's notification value, if at all. Valid values for `eAction` are as follows:
  - `eSetBits`: The task's notification value is bitwise ORed with `ulValue`. `xTaskNotify()` always returns `pdPASS` in this case.
  - `eIncrement`: The task's notification value is incremented. `ulValue` is not used and `xTaskNotify()` always returns `pdPASS` in this case.
  - `eSetValueWithOverwrite`: The task's notification value is set to the value of `ulValue`, even if the task being notified had not yet processed the previous notification (the task already had a notification pending). `xTaskNotify()` always returns `pdPASS` in this case.
  - `eSetValueWithoutOverwrite`: If the task being notified did not already have a notification pending then the task's notification value is set to `ulValue` and `xTaskNotify()` will return `pdPASS`. If the task being notified already had a notification pending then no action is performed and `pdFAIL` is returned.
  - `eNoAction`: The task receives a notification without its notification value being updated. `ulValue` is not used and `xTaskNotify()` always returns `pdPASS` in this case.

`BaseType_t` **xTaskNotifyFromISR** (*TaskHandle\_t* `xTaskToNotify`, *uint32\_t* `ulValue`, *eNotifyAction* `eAction`, *BaseType\_t* `*pxHigherPriorityTaskWoken`)

Send task notification from an ISR.

`configUSE_TASK_NOTIFICATIONS` must be undefined or defined as 1 for this function to be available.

When `configUSE_TASK_NOTIFICATIONS` is set to one each task has its own private "notification value", which is a 32-bit unsigned integer (`uint32_t`).

A version of `xTaskNotify()` that can be used from an interrupt service routine (ISR).

Events can be sent to a task using an intermediary object. Examples of such objects are queues, semaphores, mutexes and event groups. Task notifications are a method of sending an event directly to a task without the need for such an intermediary object.

A notification sent to a task can optionally perform an action, such as update, overwrite or increment the task's notification value. In that way task notifications can be used to send data to a task, or be used as light weight and fast binary or counting semaphores.

A notification sent to a task will remain pending until it is cleared by the task calling `xTaskNotifyWait()` or `ulTaskNotifyTake()`. If the task was already in the Blocked state to wait for a notification when the notification arrives then the task will automatically be removed from the Blocked state (unblocked) and the notification cleared.

A task can use `xTaskNotifyWait()` to [optionally] block to wait for a notification to be pending, or `ulTaskNotifyTake()` to [optionally] block to wait for its notification value to have a non-zero value. The task does not consume any CPU time while it is in the Blocked state.

See <http://www.FreeRTOS.org/RTOS-task-notifications.html> for details.

**Return** Dependent on the value of `eAction`. See the description of the `eAction` parameter.

### Parameters

- `xTaskToNotify`: The handle of the task being notified. The handle to a task can be returned from the `xTaskCreate()` API function used to create the task, and the handle of the currently running task can be obtained by calling `xTaskGetCurrentTaskHandle()`.
- `ulValue`: Data that can be sent with the notification. How the data is used depends on the value of the `eAction` parameter.
- `eAction`: Specifies how the notification updates the task's notification value, if at all. Valid values for `eAction` are as follows:
  - `eSetBits`: The task's notification value is bitwise ORed with `ulValue`. `xTaskNotify()` always returns `pdPASS` in this case.
  - `eIncrement`: The task's notification value is incremented. `ulValue` is not used and `xTaskNotify()` always returns `pdPASS` in this case.
  - `eSetValueWithOverwrite`: The task's notification value is set to the value of `ulValue`, even if the task being notified had not yet processed the previous notification (the task already had a notification pending). `xTaskNotify()` always returns `pdPASS` in this case.
  - `eSetValueWithoutOverwrite`: If the task being notified did not already have a notification pending then the task's notification value is set to `ulValue` and `xTaskNotify()` will return `pdPASS`. If the task being notified already had a notification pending then no action is performed and `pdFAIL` is returned.
  - `eNoAction`: The task receives a notification without its notification value being updated. `ulValue` is not used and `xTaskNotify()` always returns `pdPASS` in this case.
- `pxHigherPriorityTaskWoken`: `xTaskNotifyFromISR()` will set `*pxHigherPriorityTaskWoken` to `pdTRUE` if sending the notification caused the task to which the notification was sent to leave the Blocked state, and the unblocked task has a priority higher than the currently running task. If `xTaskNotifyFromISR()` sets this value to `pdTRUE` then a context switch should be requested before the interrupt is exited. How a context switch is requested from an ISR is dependent on the port - see the documentation page for the port in use.

`BaseType_t xTaskNotifyWait` (`uint32_t ulBitsToClearOnEntry`, `uint32_t ulBitsToClearOnExit`, `uint32_t *pulNotificationValue`, `TickType_t xTicksToWait`)

Wait for task notification

`configUSE_TASK_NOTIFICATIONS` must be undefined or defined as 1 for this function to be available.

When `configUSE_TASK_NOTIFICATIONS` is set to one each task has its own private “notification value”, which is a 32-bit unsigned integer (`uint32_t`).

Events can be sent to a task using an intermediary object. Examples of such objects are queues, semaphores, mutexes and event groups. Task notifications are a method of sending an event directly to a task without the need for such an intermediary object.

A notification sent to a task can optionally perform an action, such as update, overwrite or increment the task’s notification value. In that way task notifications can be used to send data to a task, or be used as light weight and fast binary or counting semaphores.

A notification sent to a task will remain pending until it is cleared by the task calling `xTaskNotifyWait()` or `ulTaskNotifyTake()`. If the task was already in the Blocked state to wait for a notification when the notification arrives then the task will automatically be removed from the Blocked state (unblocked) and the notification cleared.

A task can use `xTaskNotifyWait()` to [optionally] block to wait for a notification to be pending, or `ulTaskNotifyTake()` to [optionally] block to wait for its notification value to have a non-zero value. The task does not consume any CPU time while it is in the Blocked state.

See <http://www.FreeRTOS.org/RTOS-task-notifications.html> for details.

**Return** If a notification was received (including notifications that were already pending when `xTaskNotifyWait` was called) then `pdPASS` is returned. Otherwise `pdFAIL` is returned.

#### Parameters

- `ulBitsToClearOnEntry`: Bits that are set in `ulBitsToClearOnEntry` value will be cleared in the calling task’s notification value before the task checks to see if any notifications are pending, and optionally blocks if no notifications are pending. Setting `ulBitsToClearOnEntry` to `ULONG_MAX` (if `limits.h` is included) or `0xffffffffUL` (if `limits.h` is not included) will have the effect of resetting the task’s notification value to 0. Setting `ulBitsToClearOnEntry` to 0 will leave the task’s notification value unchanged.
- `ulBitsToClearOnExit`: If a notification is pending or received before the calling task exits the `xTaskNotifyWait()` function then the task’s notification value (see the `xTaskNotify()` API function) is passed out using the `pulNotificationValue` parameter. Then any bits that are set in `ulBitsToClearOnExit` will be cleared in the task’s notification value (note `*pulNotificationValue` is set before any bits are cleared). Setting `ulBitsToClearOnExit` to `ULONG_MAX` (if `limits.h` is included) or `0xffffffffUL` (if `limits.h` is not included) will have the effect of resetting the task’s notification value to 0 before the function exits. Setting `ulBitsToClearOnExit` to 0 will leave the task’s notification value unchanged when the function exits (in which case the value passed out in `pulNotificationValue` will match the task’s notification value).
- `pulNotificationValue`: Used to pass the task’s notification value out of the function. Note the value passed out will not be effected by the clearing of any bits caused by `ulBitsToClearOnExit` being non-zero.
- `xTicksToWait`: The maximum amount of time that the task should wait in the Blocked state for a notification to be received, should a notification not already be pending when `xTaskNotifyWait()` was called. The task will not consume any processing time while it is in the Blocked state. This is specified in kernel ticks, the macro `pdMS_TO_TICSK( value_in_ms )` can be used to convert a time specified in milliseconds to a time specified in ticks.

void **vTaskNotifyGiveFromISR** (*TaskHandle\_t* *xTaskToNotify*, *BaseType\_t* *\*pxHigherPriorityTaskWoken*)

Simplified macro for sending task notification from ISR.

`configUSE_TASK_NOTIFICATIONS` must be undefined or defined as 1 for this macro to be available.

When `configUSE_TASK_NOTIFICATIONS` is set to one each task has its own private “notification value”, which is a 32-bit unsigned integer (`uint32_t`).

A version of `xTaskNotifyGive()` that can be called from an interrupt service routine (ISR).

Events can be sent to a task using an intermediary object. Examples of such objects are queues, semaphores, mutexes and event groups. Task notifications are a method of sending an event directly to a task without the need for such an intermediary object.

A notification sent to a task can optionally perform an action, such as update, overwrite or increment the task’s notification value. In that way task notifications can be used to send data to a task, or be used as light weight and fast binary or counting semaphores.

`vTaskNotifyGiveFromISR()` is intended for use when task notifications are used as light weight and faster binary or counting semaphore equivalents. Actual FreeRTOS semaphores are given from an ISR using the `xSemaphoreGiveFromISR()` API function, the equivalent action that instead uses a task notification is `vTaskNotifyGiveFromISR()`.

When task notifications are being used as a binary or counting semaphore equivalent then the task being notified should wait for the notification using the `ulTaskNotificationTake()` API function rather than the `xTaskNotifyWait()` API function.

See <http://www.FreeRTOS.org/RTOS-task-notifications.html> for more details.

### Parameters

- `xTaskToNotify`: The handle of the task being notified. The handle to a task can be returned from the `xTaskCreate()` API function used to create the task, and the handle of the currently running task can be obtained by calling `xTaskGetCurrentTaskHandle()`.
- `pxHigherPriorityTaskWoken`: `vTaskNotifyGiveFromISR()` will set `*pxHigherPriorityTaskWoken` to `pdTRUE` if sending the notification caused the task to which the notification was sent to leave the Blocked state, and the unblocked task has a priority higher than the currently running task. If `vTaskNotifyGiveFromISR()` sets this value to `pdTRUE` then a context switch should be requested before the interrupt is exited. How a context switch is requested from an ISR is dependent on the port - see the documentation page for the port in use.

`uint32_t ulTaskNotifyTake` (`BaseType_t xClearCountOnExit`, `TickType_t xTicksToWait`)

Simplified macro for receiving task notification.

`configUSE_TASK_NOTIFICATIONS` must be undefined or defined as 1 for this function to be available.

When `configUSE_TASK_NOTIFICATIONS` is set to one each task has its own private “notification value”, which is a 32-bit unsigned integer (`uint32_t`).

Events can be sent to a task using an intermediary object. Examples of such objects are queues, semaphores, mutexes and event groups. Task notifications are a method of sending an event directly to a task without the need for such an intermediary object.

A notification sent to a task can optionally perform an action, such as update, overwrite or increment the task’s notification value. In that way task notifications can be used to send data to a task, or be used as light weight and fast binary or counting semaphores.

`ulTaskNotifyTake()` is intended for use when a task notification is used as a faster and lighter weight binary or counting semaphore alternative. Actual FreeRTOS semaphores are taken using the `xSemaphoreTake()` API function, the equivalent action that instead uses a task notification is `ulTaskNotifyTake()`.

When a task is using its notification value as a binary or counting semaphore other tasks should send notifications to it using the `xTaskNotifyGive()` macro, or `xTaskNotify()` function with the `eAction` parameter set to `eIncrement`.

`ulTaskNotifyTake()` can either clear the task's notification value to zero on exit, in which case the notification value acts like a binary semaphore, or decrement the task's notification value on exit, in which case the notification value acts like a counting semaphore.

A task can use `ulTaskNotifyTake()` to [optionally] block to wait for a the task's notification value to be non-zero. The task does not consume any CPU time while it is in the Blocked state.

Where as `xTaskNotifyWait()` will return when a notification is pending, `ulTaskNotifyTake()` will return when the task's notification value is not zero.

See <http://www.FreeRTOS.org/RTOS-task-notifications.html> for details.

**Return** The task's notification count before it is either cleared to zero or decremented (see the `xClearCountOnExit` parameter).

#### Parameters

- `xClearCountOnExit`: if `xClearCountOnExit` is `pdFALSE` then the task's notification value is decremented when the function exits. In this way the notification value acts like a counting semaphore. If `xClearCountOnExit` is not `pdFALSE` then the task's notification value is cleared to zero when the function exits. In this way the notification value acts like a binary semaphore.
- `xTicksToWait`: The maximum amount of time that the task should wait in the Blocked state for the task's notification value to be greater than zero, should the count not already be greater than zero when `ulTaskNotifyTake()` was called. The task will not consume any processing time while it is in the Blocked state. This is specified in kernel ticks, the macro `pdMS_TO_TICSK( value_in_ms )` can be used to convert a time specified in milliseconds to a time specified in ticks.

## Structures

### `struct xTASK_STATUS`

Used with the `uxTaskGetSystemState()` function to return the state of each task in the system.

#### Public Members

##### *TaskHandle\_t* `xHandle`

The handle of the task to which the rest of the information in the structure relates.

##### `const char *``pcTaskName`

A pointer to the task's name. This value will be invalid if the task was deleted since the structure was populated!

##### `UBaseType_t` `xTaskNumber`

A number unique to the task.

##### *eTaskState* `eCurrentState`

The state in which the task existed when the structure was populated.

##### `UBaseType_t` `uxCurrentPriority`

The priority at which the task was running (may be inherited) when the structure was populated.

**UBaseType\_t uxBasePriority**

The priority to which the task will return if the task's current priority has been inherited to avoid unbounded priority inversion when obtaining a mutex. Only valid if configUSE\_MUTEXES is defined as 1 in FreeRTOSConfig.h.

**uint32\_t ulRunTimeCounter**

The total run time allocated to the task so far, as defined by the run time stats clock. See <http://www.freertos.org/rtos-run-time-stats.html>. Only valid when configGENERATE\_RUN\_TIME\_STATS is defined as 1 in FreeRTOSConfig.h.

**StackType\_t \*pxStackBase**

Points to the lowest address of the task's stack area.

**uint32\_t usStackHighWaterMark**

The minimum amount of stack space that has remained for the task since the task was created. The closer this value is to zero the closer the task has come to overflowing its stack.

**BaseType\_t xCoreID**

Core this task is pinned to. This field is present if CONFIG\_FREERTOS\_VTASKLIST\_INCLUDE\_COREID is set.

**struct xTASK\_SNAPSHOT**

Used with the uxTaskGetSnapshotAll() function to save memory snapshot of each task in the system. We need this struct because TCB\_t is defined (hidden) in tasks.c.

## Public Members

**void \*pxTCB**

Address of task control block.

**StackType\_t \*pxTopOfStack**

Points to the location of the last item placed on the tasks stack.

**StackType\_t \*pxEndOfStack**

Points to the end of the stack. pxTopOfStack < pxEndOfStack, stack grows hi2lo pxTopOfStack > pxEndOfStack, stack grows lo2hi

## Macros

**tskKERNEL\_VERSION\_NUMBER**

**tskKERNEL\_VERSION\_MAJOR**

**tskKERNEL\_VERSION\_MINOR**

**tskKERNEL\_VERSION\_BUILD**

**tskNO\_AFFINITY**

Argument of xTaskCreatePinnedToCore indicating that task has no affinity.

**tskIDLE\_PRIORITY**

Defines the priority used by the idle task. This must not be modified.

**taskYIELD ()**

task. h

Macro for forcing a context switch.

**taskENTER\_CRITICAL** (mux)

task. h

Macro to mark the start of a critical code region. Preemptive context switches cannot occur when in a critical region.

**Note** This may alter the stack (depending on the portable implementation) so must be used with care!

**taskENTER\_CRITICAL\_ISR** (mux)

**taskEXIT\_CRITICAL** (mux)

task. h

Macro to mark the end of a critical code region. Preemptive context switches cannot occur when in a critical region.

**Note** This may alter the stack (depending on the portable implementation) so must be used with care!

**taskEXIT\_CRITICAL\_ISR** (mux)

**taskDISABLE\_INTERRUPTS** ()

task. h

Macro to disable all maskable interrupts.

**taskENABLE\_INTERRUPTS** ()

task. h

Macro to enable microcontroller interrupts.

**taskSCHEDULER\_SUSPENDED**

**taskSCHEDULER\_NOT\_STARTED**

**taskSCHEDULER\_RUNNING**

**xTaskNotifyGive** (xTaskToNotify)

Simplified macro for sending task notification.

configUSE\_TASK\_NOTIFICATIONS must be undefined or defined as 1 for this macro to be available.

When configUSE\_TASK\_NOTIFICATIONS is set to one each task has its own private “notification value”, which is a 32-bit unsigned integer (uint32\_t).

Events can be sent to a task using an intermediary object. Examples of such objects are queues, semaphores, mutexes and event groups. Task notifications are a method of sending an event directly to a task without the need for such an intermediary object.

A notification sent to a task can optionally perform an action, such as update, overwrite or increment the task’s notification value. In that way task notifications can be used to send data to a task, or be used as light weight and fast binary or counting semaphores.

xTaskNotifyGive() is a helper macro intended for use when task notifications are used as light weight and faster binary or counting semaphore equivalents. Actual FreeRTOS semaphores are given using the xSemaphoreGive() API function, the equivalent action that instead uses a task notification is xTaskNotifyGive().

When task notifications are being used as a binary or counting semaphore equivalent then the task being notified should wait for the notification using the ulTaskNotificationTake() API function rather than the xTaskNotifyWait() API function.

See <http://www.FreeRTOS.org/RTOS-task-notifications.html> for more details.

**Return** `xTaskNotifyGive()` is a macro that calls `xTaskNotify()` with the `eAction` parameter set to `eIncrement` - so `pdPASS` is always returned.

### Parameters

- `xTaskToNotify`: The handle of the task being notified. The handle to a task can be returned from the `xTaskCreate()` API function used to create the task, and the handle of the currently running task can be obtained by calling `xTaskGetCurrentTaskHandle()`.

## Type Definitions

```
typedef void *TaskHandle_t
task. h
```

Type by which tasks are referenced. For example, a call to `xTaskCreate` returns (via a pointer parameter) an `TaskHandle_t` variable that can then be used as a parameter to `vTaskDelete` to delete the task.

```
typedef BaseType_t (*TaskHookFunction_t) (void *)
Defines the prototype to which the application task hook function must conform.
```

```
typedef struct xTASK_STATUS TaskStatus_t
Used with the uxTaskGetSystemState() function to return the state of each task in the system.
```

```
typedef struct xTASK_SNAPSHOT TaskSnapshot_t
Used with the uxTaskGetSnapshotAll() function to save memory snapshot of each task in the system. We need this struct because TCB_t is defined (hidden) in tasks.c.
```

```
typedef void (*TlsDeleteCallbackFunction_t) (int, void *)
Prototype of local storage pointer deletion callback.
```

## Enumerations

```
enum eTaskState
Task states returned by eTaskGetState.
```

*Values:*

```
eRunning = 0
A task is querying the state of itself, so must be running.
```

```
eReady
The task being queried is in a read or pending ready list.
```

```
eBlocked
The task being queried is in the Blocked state.
```

```
eSuspended
The task being queried is in the Suspended state, or is in the Blocked state with an infinite time out.
```

```
eDeleted
The task being queried has been deleted, but its TCB has not yet been freed.
```

```
enum eNotifyAction
Actions that can be performed when vTaskNotify() is called.
```

*Values:*

```
eNoAction = 0
Notify the task without updating its notify value.
```



**eSetBits**

Set bits in the task's notification value.

**eIncrement**

Increment the task's notification value.

**eSetValueWithOverwrite**

Set the task's notification value to a specific value even if the previous value has not yet been read by the task.

**eSetValueWithoutOverwrite**

Set the task's notification value if the previous value has been read by the task.

**enum eSleepModeStatus**

Possible return values for eTaskConfirmSleepModeStatus().

*Values:*

**eAbortSleep = 0**

A task has been made ready or a context switch pended since portSUPPORESS\_TICKS\_AND\_SLEEP() was called - abort entering a sleep mode.

**eStandardSleep**

Enter a sleep mode that will not last any longer than the expected idle time.

**eNoTasksWaitingTimeout**

No tasks are waiting for a timeout so it is safe to enter a sleep mode that can only be exited by an external interrupt.

**Queue API****Header File**

- [freertos/include/freertos/queue.h](#)

**Functions**

BaseType\_t **xQueueGenericSendFromISR** (*QueueHandle\_t xQueue, const void \*const pvItemToQueue, BaseType\_t \*const pxHigherPriorityTaskWoken, const BaseType\_t xCopyPosition*)

It is preferred that the macros xQueueSendFromISR(), xQueueSendToFrontFromISR() and xQueueSendToBackFromISR() be used in place of calling this function directly. xQueueGiveFromISR() is an equivalent for use by semaphores that don't actually copy any data.

Post an item on a queue. It is safe to use this function from within an interrupt service routine.

Items are queued by copy not reference so it is preferable to only queue small items, especially when called from an ISR. In most cases it would be preferable to store a pointer to the item being queued.

Example usage for buffered IO (where the ISR can obtain more than one value per call):

```
void vBufferISR( void )
{
char cIn;
BaseType_t xHigherPriorityTaskWokenByPost;

// We have not woken a task at the start of the ISR.
```

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```

xHigherPriorityTaskWokenByPost = pdFALSE;

// Loop until the buffer is empty.
do
{
    // Obtain a byte from the buffer.
    cIn = portINPUT_BYTE( RX_REGISTER_ADDRESS );

    // Post each byte.
    xQueueGenericSendFromISR( xRxQueue, &cIn, &xHigherPriorityTaskWokenByPost,
↪queueSEND_TO_BACK );

} while( portINPUT_BYTE( BUFFER_COUNT ) );

// Now the buffer is empty we can switch context if necessary. Note that the
// name of the yield function required is port specific.
if( xHigherPriorityTaskWokenByPost )
{
    taskYIELD_YIELD_FROM_ISR();
}
}

```

**Return** pdTRUE if the data was successfully sent to the queue, otherwise errQUEUE\_FULL.

#### Parameters

- xQueue: The handle to the queue on which the item is to be posted.
- pvItemToQueue: A pointer to the item that is to be placed on the queue. The size of the items the queue will hold was defined when the queue was created, so this many bytes will be copied from pvItemToQueue into the queue storage area.
- pxHigherPriorityTaskWoken: xQueueGenericSendFromISR() will set \*pxHigherPriorityTaskWoken to pdTRUE if sending to the queue caused a task to unblock, and the unblocked task has a priority higher than the currently running task. If xQueueGenericSendFromISR() sets this value to pdTRUE then a context switch should be requested before the interrupt is exited.
- xCopyPosition: Can take the value queueSEND\_TO\_BACK to place the item at the back of the queue, or queueSEND\_TO\_FRONT to place the item at the front of the queue (for high priority messages).

BaseType\_t **xQueueGiveFromISR**( *QueueHandle\_t* xQueue, BaseType\_t \*const pxHigherPriorityTaskWoken)

BaseType\_t **xQueueIsQueueEmptyFromISR**( const *QueueHandle\_t* xQueue)

Utilities to query queues that are safe to use from an ISR. These utilities should be used only from within an ISR, or within a critical section.

BaseType\_t **xQueueIsQueueFullFromISR**( const *QueueHandle\_t* xQueue)

UBaseType\_t **uxQueueMessagesWaitingFromISR**( const *QueueHandle\_t* xQueue)

BaseType\_t **xQueueGenericSend**( *QueueHandle\_t* xQueue, const void \*const pvItemToQueue, TickType\_t xTicksToWait, const BaseType\_t xCopyPosition)

It is preferred that the macros xQueueSend(), xQueueSendToFront() and xQueueSendToBack() are used in place of calling this function directly.

Post an item on a queue. The item is queued by copy, not by reference. This function must not be called from an interrupt service routine. See xQueueSendFromISR() for an alternative which may be used in an ISR.

Example usage:

```

struct AMessage
{
char ucMessageID;
char ucData[ 20 ];
} xMessage;

uint32_t ulVar = 10UL;

void vATask( void *pvParameters )
{
QueueHandle_t xQueue1, xQueue2;
struct AMessage *pxMessage;

// Create a queue capable of containing 10 uint32_t values.
xQueue1 = xQueueCreate( 10, sizeof( uint32_t ) );

// Create a queue capable of containing 10 pointers to AMessage structures.
// These should be passed by pointer as they contain a lot of data.
xQueue2 = xQueueCreate( 10, sizeof( struct AMessage * ) );

// ...

if( xQueue1 != 0 )
{
    // Send an uint32_t. Wait for 10 ticks for space to become
    // available if necessary.
    if( xQueueGenericSend( xQueue1, ( void * ) &ulVar, ( TickType_t ) 10,
↳queueSEND_TO_BACK ) != pdPASS )
    {
        // Failed to post the message, even after 10 ticks.
    }
}

if( xQueue2 != 0 )
{
    // Send a pointer to a struct AMessage object. Don't block if the
    // queue is already full.
    pxMessage = & xMessage;
    xQueueGenericSend( xQueue2, ( void * ) &pxMessage, ( TickType_t ) 0,
↳queueSEND_TO_BACK );
}

// ... Rest of task code.
}

```

**Return** pdTRUE if the item was successfully posted, otherwise errQUEUE\_FULL.

#### Parameters

- xQueue: The handle to the queue on which the item is to be posted.
- pvItemToQueue: A pointer to the item that is to be placed on the queue. The size of the items the queue will hold was defined when the queue was created, so this many bytes will be copied from pvItemToQueue into the queue storage area.
- xTicksToWait: The maximum amount of time the task should block waiting for space to become available on the queue, should it already be full. The call will return immediately if this is set to 0 and

the queue is full. The time is defined in tick periods so the constant portTICK\_PERIOD\_MS should be used to convert to real time if this is required.

- xCopyPosition: Can take the value queueSEND\_TO\_BACK to place the item at the back of the queue, or queueSEND\_TO\_FRONT to place the item at the front of the queue (for high priority messages).

BaseType\_t **xQueuePeekFromISR** (*QueueHandle\_t* xQueue, void \***const** pvBuffer)

A version of xQueuePeek() that can be called from an interrupt service routine (ISR).

Receive an item from a queue without removing the item from the queue. The item is received by copy so a buffer of adequate size must be provided. The number of bytes copied into the buffer was defined when the queue was created.

Successfully received items remain on the queue so will be returned again by the next call, or a call to xQueueReceive().

**Return** pdTRUE if an item was successfully received from the queue, otherwise pdFALSE.

#### Parameters

- xQueue: The handle to the queue from which the item is to be received.
- pvBuffer: Pointer to the buffer into which the received item will be copied.

BaseType\_t **xQueueGenericReceive** (*QueueHandle\_t* xQueue, void \***const** pvBuffer, TickType\_t xTicksToWait, **const** BaseType\_t xJustPeek)

It is preferred that the macro xQueueReceive() be used rather than calling this function directly.

Receive an item from a queue. The item is received by copy so a buffer of adequate size must be provided. The number of bytes copied into the buffer was defined when the queue was created.

This function must not be used in an interrupt service routine. See xQueueReceiveFromISR for an alternative that can.

Example usage:

```
struct AMessage
{
    char ucMessageID;
    char ucData[ 20 ];
} xMessage;

QueueHandle_t xQueue;

// Task to create a queue and post a value.
void vATask( void *pvParameters )
{
    struct AMessage *pxMessage;

    // Create a queue capable of containing 10 pointers to AMessage structures.
    // These should be passed by pointer as they contain a lot of data.
    xQueue = xQueueCreate( 10, sizeof( struct AMessage * ) );
    if( xQueue == 0 )
    {
        // Failed to create the queue.
    }

    // ...
}
```

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```

// Send a pointer to a struct AMessage object. Don't block if the
// queue is already full.
pxMessage = & xMessage;
xQueueSend( xQueue, ( void * ) &pxMessage, ( TickType_t ) 0 );

// ... Rest of task code.
}

// Task to receive from the queue.
void vADifferentTask( void *pvParameters )
{
struct AMessage *pxRxdMessage;

if( xQueue != 0 )
{
// Receive a message on the created queue. Block for 10 ticks if a
// message is not immediately available.
if( xQueueGenericReceive( xQueue, &( pxRxdMessage ), ( TickType_t ) 10 ) )
{
// pcRxdMessage now points to the struct AMessage variable posted
// by vATask.
}
}

// ... Rest of task code.
}

```

**Return** pdTRUE if an item was successfully received from the queue, otherwise pdFALSE.

#### Parameters

- xQueue: The handle to the queue from which the item is to be received.
- pvBuffer: Pointer to the buffer into which the received item will be copied.
- xTicksToWait: The maximum amount of time the task should block waiting for an item to receive should the queue be empty at the time of the call. The time is defined in tick periods so the constant portTICK\_PERIOD\_MS should be used to convert to real time if this is required. xQueueGenericReceive() will return immediately if the queue is empty and xTicksToWait is 0.
- xJustPeek: When set to true, the item received from the queue is not actually removed from the queue - meaning a subsequent call to xQueueReceive() will return the same item. When set to false, the item being received from the queue is also removed from the queue.

UBaseType\_t **uxQueueMessagesWaiting**( const *QueueHandle\_t* xQueue )

Return the number of messages stored in a queue.

**Return** The number of messages available in the queue.

#### Parameters

- xQueue: A handle to the queue being queried.

UBaseType\_t **uxQueueSpacesAvailable**( const *QueueHandle\_t* xQueue )

Return the number of free spaces available in a queue. This is equal to the number of items that can be sent to the queue before the queue becomes full if no items are removed.

**Return** The number of spaces available in the queue.

### Parameters

- xQueue: A handle to the queue being queried.

void **vQueueDelete** (*QueueHandle\_t* xQueue)

Delete a queue - freeing all the memory allocated for storing of items placed on the queue.

### Parameters

- xQueue: A handle to the queue to be deleted.

BaseType\_t **xQueueReceiveFromISR** (*QueueHandle\_t* xQueue, void \***const** pvBuffer, BaseType\_t \***const** pxHigherPriorityTaskWoken)

Receive an item from a queue. It is safe to use this function from within an interrupt service routine.

Example usage:

```

QueueHandle_t xQueue;

// Function to create a queue and post some values.
void vAFunction( void *pvParameters )
{
    char cValueToPost;
    const TickType_t xTicksToWait = ( TickType_t )0xffff;

    // Create a queue capable of containing 10 characters.
    xQueue = xQueueCreate( 10, sizeof( char ) );
    if( xQueue == 0 )
    {
        // Failed to create the queue.
    }

    // ...

    // Post some characters that will be used within an ISR.  If the queue
    // is full then this task will block for xTicksToWait ticks.
    cValueToPost = 'a';
    xQueueSend( xQueue, ( void * ) &cValueToPost, xTicksToWait );
    cValueToPost = 'b';
    xQueueSend( xQueue, ( void * ) &cValueToPost, xTicksToWait );

    // ... keep posting characters ... this task may block when the queue
    // becomes full.

    cValueToPost = 'c';
    xQueueSend( xQueue, ( void * ) &cValueToPost, xTicksToWait );
}

// ISR that outputs all the characters received on the queue.
void vISR_Routine( void )
{
    BaseType_t xTaskWokenByReceive = pdFALSE;
    char cRxdChar;

    while( xQueueReceiveFromISR( xQueue, ( void * ) &cRxdChar, &
    ↪xTaskWokenByReceive) )
    {
        // A character was received.  Output the character now.
    }
}

```

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```

vOutputCharacter( cRxdChar );

// If removing the character from the queue woke the task that was
// posting onto the queue cTaskWokenByReceive will have been set to
// pdTRUE. No matter how many times this loop iterates only one
// task will be woken.
}

if( cTaskWokenByPost != ( char ) pdFALSE;
{
    taskYIELD ();
}
}

```

**Return** pdTRUE if an item was successfully received from the queue, otherwise pdFALSE.

#### Parameters

- xQueue: The handle to the queue from which the item is to be received.
- pvBuffer: Pointer to the buffer into which the received item will be copied.
- pxHigherPriorityTaskWoken: A task may be blocked waiting for space to become available on the queue. If xQueueReceiveFromISR causes such a task to unblock \*pxTaskWoken will get set to pdTRUE, otherwise \*pxTaskWoken will remain unchanged.

void **vQueueAddToRegistry** (*QueueHandle\_t* xQueue, const char \*pcName)

The registry is provided as a means for kernel aware debuggers to locate queues, semaphores and mutexes. Call vQueueAddToRegistry() add a queue, semaphore or mutex handle to the registry if you want the handle to be available to a kernel aware debugger. If you are not using a kernel aware debugger then this function can be ignored.

configQUEUE\_REGISTRY\_SIZE defines the maximum number of handles the registry can hold. configQUEUE\_REGISTRY\_SIZE must be greater than 0 within FreeRTOSConfig.h for the registry to be available. Its value does not effect the number of queues, semaphores and mutexes that can be created - just the number that the registry can hold.

#### Parameters

- xQueue: The handle of the queue being added to the registry. This is the handle returned by a call to xQueueCreate(). Semaphore and mutex handles can also be passed in here.
- pcName: The name to be associated with the handle. This is the name that the kernel aware debugger will display. The queue registry only stores a pointer to the string - so the string must be persistent (global or preferably in ROM/Flash), not on the stack.

void **vQueueUnregisterQueue** (*QueueHandle\_t* xQueue)

The registry is provided as a means for kernel aware debuggers to locate queues, semaphores and mutexes. Call vQueueAddToRegistry() add a queue, semaphore or mutex handle to the registry if you want the handle to be available to a kernel aware debugger, and vQueueUnregisterQueue() to remove the queue, semaphore or mutex from the register. If you are not using a kernel aware debugger then this function can be ignored.

#### Parameters

- xQueue: The handle of the queue being removed from the registry.

**const** char \*pcQueueGetName (*QueueHandle\_t* xQueue)

The queue registry is provided as a means for kernel aware debuggers to locate queues, semaphores and mutexes. Call pcQueueGetName() to look up and return the name of a queue in the queue registry from the queue's handle.

**Note** This function has been back ported from FreeRTOS v9.0.0

**Return** If the queue is in the registry then a pointer to the name of the queue is returned. If the queue is not in the registry then NULL is returned.

**Parameters**

- xQueue: The handle of the queue the name of which will be returned.

*QueueHandle\_t* xQueueGenericCreate (**const** UBaseType\_t uxQueueLength, **const** UBaseType\_t uxItemSize, **const** uint8\_t ucQueueType)

Generic version of the function used to create a queue using dynamic memory allocation. This is called by other functions and macros that create other RTOS objects that use the queue structure as their base.

*QueueHandle\_t* xQueueGenericCreateStatic (**const** UBaseType\_t uxQueueLength, **const** UBaseType\_t uxItemSize, uint8\_t \*pucQueueStorage, StaticQueue\_t \*pxStaticQueue, **const** uint8\_t ucQueueType)

Generic version of the function used to create a queue using dynamic memory allocation. This is called by other functions and macros that create other RTOS objects that use the queue structure as their base.

*QueueSetHandle\_t* xQueueCreateSet (**const** UBaseType\_t uxEventQueueLength)

Queue sets provide a mechanism to allow a task to block (pend) on a read operation from multiple queues or semaphores simultaneously.

See FreeRTOS/Source/Demo/Common/Minimal/QueueSet.c for an example using this function.

A queue set must be explicitly created using a call to xQueueCreateSet() before it can be used. Once created, standard FreeRTOS queues and semaphores can be added to the set using calls to xQueueAddToSet(). xQueueSelectFromSet() is then used to determine which, if any, of the queues or semaphores contained in the set is in a state where a queue read or semaphore take operation would be successful.

**Note 1:** See the documentation on <http://www.FreeRTOS.org/RTOS-queue-sets.html> for reasons why queue sets are very rarely needed in practice as there are simpler methods of blocking on multiple objects.

**Note 2:** Blocking on a queue set that contains a mutex will not cause the mutex holder to inherit the priority of the blocked task.

**Note 3:** An additional 4 bytes of RAM is required for each space in a every queue added to a queue set. Therefore counting semaphores that have a high maximum count value should not be added to a queue set.

**Note 4:** A receive (in the case of a queue) or take (in the case of a semaphore) operation must not be performed on a member of a queue set unless a call to xQueueSelectFromSet() has first returned a handle to that set member.

**Return** If the queue set is created successfully then a handle to the created queue set is returned. Otherwise NULL is returned.

**Parameters**

- uxEventQueueLength: Queue sets store events that occur on the queues and semaphores contained in the set. uxEventQueueLength specifies the maximum number of events that can be queued at once. To be absolutely certain that events are not lost uxEventQueueLength should be set to the total sum of the length of the queues added to the set, where binary semaphores and mutexes have a length of 1, and counting semaphores have a length set by their maximum count value. Examples:
  - If a queue set is to hold a queue of length 5, another queue of length 12, and a binary semaphore, then uxEventQueueLength should be set to (5 + 12 + 1), or 18.



- If a queue set is to hold three binary semaphores then uxEventQueueLength should be set to (1 + 1 + 1), or 3.
- If a queue set is to hold a counting semaphore that has a maximum count of 5, and a counting semaphore that has a maximum count of 3, then uxEventQueueLength should be set to (5 + 3), or 8.

BaseType\_t **xQueueAddToSet** (*QueueSetMemberHandle\_t* xQueueOrSemaphore, *QueueSetHandle\_t* xQueueSet)

Adds a queue or semaphore to a queue set that was previously created by a call to xQueueCreateSet().

See FreeRTOS/Source/Demo/Common/Minimal/QueueSet.c for an example using this function.

Note 1: A receive (in the case of a queue) or take (in the case of a semaphore) operation must not be performed on a member of a queue set unless a call to xQueueSelectFromSet() has first returned a handle to that set member.

**Return** If the queue or semaphore was successfully added to the queue set then pdPASS is returned. If the queue could not be successfully added to the queue set because it is already a member of a different queue set then pdFAIL is returned.

#### Parameters

- xQueueOrSemaphore: The handle of the queue or semaphore being added to the queue set (cast to an QueueSetMemberHandle\_t type).
- xQueueSet: The handle of the queue set to which the queue or semaphore is being added.

BaseType\_t **xQueueRemoveFromSet** (*QueueSetMemberHandle\_t* xQueueOrSemaphore, *QueueSetHandle\_t* xQueueSet)

Removes a queue or semaphore from a queue set. A queue or semaphore can only be removed from a set if the queue or semaphore is empty.

See FreeRTOS/Source/Demo/Common/Minimal/QueueSet.c for an example using this function.

**Return** If the queue or semaphore was successfully removed from the queue set then pdPASS is returned. If the queue was not in the queue set, or the queue (or semaphore) was not empty, then pdFAIL is returned.

#### Parameters

- xQueueOrSemaphore: The handle of the queue or semaphore being removed from the queue set (cast to an QueueSetMemberHandle\_t type).
- xQueueSet: The handle of the queue set in which the queue or semaphore is included.

*QueueSetMemberHandle\_t* **xQueueSelectFromSet** (*QueueSetHandle\_t* xQueueSet, const TickType\_t xTicksToWait)

xQueueSelectFromSet() selects from the members of a queue set a queue or semaphore that either contains data (in the case of a queue) or is available to take (in the case of a semaphore). xQueueSelectFromSet() effectively allows a task to block (pend) on a read operation on all the queues and semaphores in a queue set simultaneously.

See FreeRTOS/Source/Demo/Common/Minimal/QueueSet.c for an example using this function.

Note 1: See the documentation on <http://www.FreeRTOS.org/RTOS-queue-sets.html> for reasons why queue sets are very rarely needed in practice as there are simpler methods of blocking on multiple objects.

Note 2: Blocking on a queue set that contains a mutex will not cause the mutex holder to inherit the priority of the blocked task.

Note 3: A receive (in the case of a queue) or take (in the case of a semaphore) operation must not be performed on a member of a queue set unless a call to xQueueSelectFromSet() has first returned a handle to that set member.

**Return** `xQueueSelectFromSet()` will return the handle of a queue (cast to a `QueueSetMemberHandle_t` type) contained in the queue set that contains data, or the handle of a semaphore (cast to a `QueueSetMemberHandle_t` type) contained in the queue set that is available, or `NULL` if no such queue or semaphore exists before before the specified block time expires.

#### Parameters

- `xQueueSet`: The queue set on which the task will (potentially) block.
- `xTicksToWait`: The maximum time, in ticks, that the calling task will remain in the Blocked state (with other tasks executing) to wait for a member of the queue set to be ready for a successful queue read or semaphore take operation.

*QueueSetMemberHandle\_t* **xQueueSelectFromSetFromISR** (*QueueSetHandle\_t* *xQueueSet*)

A version of `xQueueSelectFromSet()` that can be used from an ISR.

#### Macros

**xQueueCreate** (`uxQueueLength`, `uxItemSize`)

Creates a new queue instance. This allocates the storage required by the new queue and returns a handle for the queue.

Example usage:

```
struct AMessage
{
char ucMessageID;
char ucData[ 20 ];
};

void vATask( void *pvParameters )
{
QueueHandle_t xQueue1, xQueue2;

// Create a queue capable of containing 10 uint32_t values.
xQueue1 = xQueueCreate( 10, sizeof( uint32_t ) );
if( xQueue1 == 0 )
{
// Queue was not created and must not be used.
}

// Create a queue capable of containing 10 pointers to AMessage structures.
// These should be passed by pointer as they contain a lot of data.
xQueue2 = xQueueCreate( 10, sizeof( struct AMessage * ) );
if( xQueue2 == 0 )
{
// Queue was not created and must not be used.
}

// ... Rest of task code.
}
```

**Return** If the queue is successfully create then a handle to the newly created queue is returned. If the queue cannot be created then 0 is returned.

#### Parameters

- `uxQueueLength`: The maximum number of items that the queue can contain.

- `uxItemSize`: The number of bytes each item in the queue will require. Items are queued by copy, not by reference, so this is the number of bytes that will be copied for each posted item. Each item on the queue must be the same size.

**xQueueCreateStatic** (`uxQueueLength`, `uxItemSize`, `pucQueueStorage`, `pxQueueBuffer`)

Creates a new queue instance, and returns a handle by which the new queue can be referenced.

Internally, within the FreeRTOS implementation, queues use two blocks of memory. The first block is used to hold the queue's data structures. The second block is used to hold items placed into the queue. If a queue is created using `xQueueCreate()` then both blocks of memory are automatically dynamically allocated inside the `xQueueCreate()` function. (see <http://www.freertos.org/a00111.html>). If a queue is created using `xQueueCreateStatic()` then the application writer must provide the memory that will get used by the queue. `xQueueCreateStatic()` therefore allows a queue to be created without using any dynamic memory allocation.

<http://www.FreeRTOS.org/Embedded-RTOS-Queues.html>

Example usage:

```
struct AMessage
{
    char ucMessageID;
    char ucData[ 20 ];
};

#define QUEUE_LENGTH 10
#define ITEM_SIZE sizeof( uint32_t )

// xQueueBuffer will hold the queue structure.
StaticQueue_t xQueueBuffer;

// ucQueueStorage will hold the items posted to the queue. Must be at least
// [(queue length) * ( queue item size)] bytes long.
uint8_t ucQueueStorage[ QUEUE_LENGTH * ITEM_SIZE ];

void vATask( void *pvParameters )
{
    QueueHandle_t xQueue1;

    // Create a queue capable of containing 10 uint32_t values.
    xQueue1 = xQueueCreate( QUEUE_LENGTH, // The number of items the queue can hold.
                          ITEM_SIZE    // The size of each item in the queue
                          &( ucQueueStorage[ 0 ] ), // The buffer that will hold
↳the items in the queue.
                          &xQueueBuffer ); // The buffer that will hold the queue
↳structure.

    // The queue is guaranteed to be created successfully as no dynamic memory
    // allocation is used. Therefore xQueue1 is now a handle to a valid queue.

    // ... Rest of task code.
}
```

**Return** If the queue is created then a handle to the created queue is returned. If `pxQueueBuffer` is NULL then NULL is returned.

#### Parameters

- `uxQueueLength`: The maximum number of items that the queue can contain.

- `uxItemSize`: The number of bytes each item in the queue will require. Items are queued by copy, not by reference, so this is the number of bytes that will be copied for each posted item. Each item on the queue must be the same size.
- `pucQueueStorage`: If `uxItemSize` is not zero then `pucQueueStorageBuffer` must point to a `uint8_t` array that is at least large enough to hold the maximum number of items that can be in the queue at any one time - which is  $( uxQueueLength * uxItemsSize )$  bytes. If `uxItemSize` is zero then `pucQueueStorageBuffer` can be `NULL`.
- `pxQueueBuffer`: Must point to a variable of type `StaticQueue_t`, which will be used to hold the queue's data structure.

**xQueueSendToFront** (xQueue, pvItemToQueue, xTicksToWait)

This is a macro that calls `xQueueGenericSend()`.

Post an item to the front of a queue. The item is queued by copy, not by reference. This function must not be called from an interrupt service routine. See `xQueueSendFromISR ()` for an alternative which may be used in an ISR.

Example usage:

```

struct AMessage
{
char ucMessageID;
char ucData[ 20 ];
} xMessage;

uint32_t ulVar = 10UL;

void vATask( void *pvParameters )
{
QueueHandle_t xQueue1, xQueue2;
struct AMessage *pxMessage;

// Create a queue capable of containing 10 uint32_t values.
xQueue1 = xQueueCreate( 10, sizeof( uint32_t ) );

// Create a queue capable of containing 10 pointers to AMessage structures.
// These should be passed by pointer as they contain a lot of data.
xQueue2 = xQueueCreate( 10, sizeof( struct AMessage * ) );

// ...

if( xQueue1 != 0 )
{
// Send an uint32_t. Wait for 10 ticks for space to become
// available if necessary.
if( xQueueSendToFront( xQueue1, ( void * ) &ulVar, ( TickType_t ) 10 ) != pdPASS )
{
// Failed to post the message, even after 10 ticks.
}
}

if( xQueue2 != 0 )
{
// Send a pointer to a struct AMessage object. Don't block if the
// queue is already full.

```

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```

    pxMessage = & xMessage;
    xQueueSendToFront( xQueue2, ( void * ) &pxMessage, ( TickType_t ) 0 );
}

// ... Rest of task code.
}

```

**Return** pdTRUE if the item was successfully posted, otherwise errQUEUE\_FULL.

#### Parameters

- **xQueue**: The handle to the queue on which the item is to be posted.
- **pvItemToQueue**: A pointer to the item that is to be placed on the queue. The size of the items the queue will hold was defined when the queue was created, so this many bytes will be copied from pvItemToQueue into the queue storage area.
- **xTicksToWait**: The maximum amount of time the task should block waiting for space to become available on the queue, should it already be full. The call will return immediately if this is set to 0 and the queue is full. The time is defined in tick periods so the constant portTICK\_PERIOD\_MS should be used to convert to real time if this is required.

#### **xQueueSendToBack** (xQueue, pvItemToQueue, xTicksToWait)

This is a macro that calls xQueueGenericSend().

Post an item to the back of a queue. The item is queued by copy, not by reference. This function must not be called from an interrupt service routine. See xQueueSendFromISR () for an alternative which may be used in an ISR.

Example usage:

```

struct AMessage
{
    char ucMessageID;
    char ucData[ 20 ];
} xMessage;

uint32_t ulVar = 10UL;

void vATask( void *pvParameters )
{
    QueueHandle_t xQueue1, xQueue2;
    struct AMessage *pxMessage;

    // Create a queue capable of containing 10 uint32_t values.
    xQueue1 = xQueueCreate( 10, sizeof( uint32_t ) );

    // Create a queue capable of containing 10 pointers to AMessage structures.
    // These should be passed by pointer as they contain a lot of data.
    xQueue2 = xQueueCreate( 10, sizeof( struct AMessage * ) );

    // ...

    if( xQueue1 != 0 )
    {
        // Send an uint32_t. Wait for 10 ticks for space to become
        // available if necessary.
    }
}

```

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```

    if( xQueueSendToBack( xQueue1, ( void * ) &ulVar, ( TickType_t ) 10 ) != pdPASS )
    {
        // Failed to post the message, even after 10 ticks.
    }
}

if( xQueue2 != 0 )
{
    // Send a pointer to a struct AMessage object. Don't block if the
    // queue is already full.
    pxMessage = &xMessage;
    xQueueSendToBack( xQueue2, ( void * ) &pxMessage, ( TickType_t ) 0 );
}

// ... Rest of task code.
}

```

**Return** pdTRUE if the item was successfully posted, otherwise errQUEUE\_FULL.

#### Parameters

- **xQueue**: The handle to the queue on which the item is to be posted.
- **pvItemToQueue**: A pointer to the item that is to be placed on the queue. The size of the items the queue will hold was defined when the queue was created, so this many bytes will be copied from pvItemToQueue into the queue storage area.
- **xTicksToWait**: The maximum amount of time the task should block waiting for space to become available on the queue, should it already be full. The call will return immediately if this is set to 0 and the queue is full. The time is defined in tick periods so the constant portTICK\_PERIOD\_MS should be used to convert to real time if this is required.

#### **xQueueSend** (xQueue, pvItemToQueue, xTicksToWait)

This is a macro that calls xQueueGenericSend(). It is included for backward compatibility with versions of FreeRTOS.org that did not include the xQueueSendToFront() and xQueueSendToBack() macros. It is equivalent to xQueueSendToBack().

Post an item on a queue. The item is queued by copy, not by reference. This function must not be called from an interrupt service routine. See xQueueSendFromISR () for an alternative which may be used in an ISR.

Example usage:

```

struct AMessage
{
    char ucMessageID;
    char ucData[ 20 ];
} xMessage;

uint32_t ulVar = 10UL;

void vATask( void *pvParameters )
{
    QueueHandle_t xQueue1, xQueue2;
    struct AMessage *pxMessage;

    // Create a queue capable of containing 10 uint32_t values.

```

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```

xQueue1 = xQueueCreate( 10, sizeof( uint32_t ) );

// Create a queue capable of containing 10 pointers to AMessage structures.
// These should be passed by pointer as they contain a lot of data.
xQueue2 = xQueueCreate( 10, sizeof( struct AMessage * ) );

// ...

if( xQueue1 != 0 )
{
    // Send an uint32_t. Wait for 10 ticks for space to become
    // available if necessary.
    if( xQueueSend( xQueue1, ( void * ) &ulVar, ( TickType_t ) 10 ) != pdPASS )
    {
        // Failed to post the message, even after 10 ticks.
    }
}

if( xQueue2 != 0 )
{
    // Send a pointer to a struct AMessage object. Don't block if the
    // queue is already full.
    pxMessage = &xMessage;
    xQueueSend( xQueue2, ( void * ) &pxMessage, ( TickType_t ) 0 );
}

// ... Rest of task code.
}

```

**Return** pdTRUE if the item was successfully posted, otherwise errQUEUE\_FULL.

#### Parameters

- **xQueue**: The handle to the queue on which the item is to be posted.
- **pvItemToQueue**: A pointer to the item that is to be placed on the queue. The size of the items the queue will hold was defined when the queue was created, so this many bytes will be copied from **pvItemToQueue** into the queue storage area.
- **xTicksToWait**: The maximum amount of time the task should block waiting for space to become available on the queue, should it already be full. The call will return immediately if this is set to 0 and the queue is full. The time is defined in tick periods so the constant portTICK\_PERIOD\_MS should be used to convert to real time if this is required.

#### **xQueueOverwrite**( xQueue, pvItemToQueue )

Only for use with queues that have a length of one - so the queue is either empty or full.

Post an item on a queue. If the queue is already full then overwrite the value held in the queue. The item is queued by copy, not by reference.

This function must not be called from an interrupt service routine. See **xQueueOverwriteFromISR** () for an alternative which may be used in an ISR.

Example usage:

```

void vFunction( void *pvParameters )
{
    QueueHandle_t xQueue;

```

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```
uint32_t ulVarToSend, ulValReceived;

// Create a queue to hold one uint32_t value.  It is strongly
// recommended *not* to use xQueueOverwrite() on queues that can
// contain more than one value, and doing so will trigger an assertion
// if configASSERT() is defined.
xQueue = xQueueCreate( 1, sizeof( uint32_t ) );

// Write the value 10 to the queue using xQueueOverwrite().
ulVarToSend = 10;
xQueueOverwrite( xQueue, &ulVarToSend );

// Peeking the queue should now return 10, but leave the value 10 in
// the queue.  A block time of zero is used as it is known that the
// queue holds a value.
ulValReceived = 0;
xQueuePeek( xQueue, &ulValReceived, 0 );

if( ulValReceived != 10 )
{
    // Error unless the item was removed by a different task.
}

// The queue is still full.  Use xQueueOverwrite() to overwrite the
// value held in the queue with 100.
ulVarToSend = 100;
xQueueOverwrite( xQueue, &ulVarToSend );

// This time read from the queue, leaving the queue empty once more.
// A block time of 0 is used again.
xQueueReceive( xQueue, &ulValReceived, 0 );

// The value read should be the last value written, even though the
// queue was already full when the value was written.
if( ulValReceived != 100 )
{
    // Error!
}

// ...
}
```

**Return** `xQueueOverwrite()` is a macro that calls `xQueueGenericSend()`, and therefore has the same return values as `xQueueSendToFront()`. However, `pdPASS` is the only value that can be returned because `xQueueOverwrite()` will write to the queue even when the queue is already full.

#### Parameters

- `xQueue`: The handle of the queue to which the data is being sent.
- `pvItemToQueue`: A pointer to the item that is to be placed on the queue. The size of the items the queue will hold was defined when the queue was created, so this many bytes will be copied from `pvItemToQueue` into the queue storage area.

#### **xQueuePeek** (`xQueue`, `pvBuffer`, `xTicksToWait`)

This is a macro that calls the `xQueueGenericReceive()` function.

Receive an item from a queue without removing the item from the queue. The item is received by copy so a



buffer of adequate size must be provided. The number of bytes copied into the buffer was defined when the queue was created.

Successfully received items remain on the queue so will be returned again by the next call, or a call to `xQueueReceive()`.

This macro must not be used in an interrupt service routine. See `xQueuePeekFromISR()` for an alternative that can be called from an interrupt service routine.

Example usage:

```

struct AMessage
{
char ucMessageID;
char ucData[ 20 ];
} xMessage;

QueueHandle_t xQueue;

// Task to create a queue and post a value.
void vATask( void *pvParameters )
{
struct AMessage *pxMessage;

// Create a queue capable of containing 10 pointers to AMessage structures.
// These should be passed by pointer as they contain a lot of data.
xQueue = xQueueCreate( 10, sizeof( struct AMessage * ) );
if( xQueue == 0 )
{
// Failed to create the queue.
}

// ...

// Send a pointer to a struct AMessage object. Don't block if the
// queue is already full.
pxMessage = & xMessage;
xQueueSend( xQueue, ( void * ) &pxMessage, ( TickType_t ) 0 );

// ... Rest of task code.
}

// Task to peek the data from the queue.
void vADifferentTask( void *pvParameters )
{
struct AMessage *pRxedMessage;

if( xQueue != 0 )
{
// Peek a message on the created queue. Block for 10 ticks if a
// message is not immediately available.
if( xQueuePeek( xQueue, &( pRxedMessage ), ( TickType_t ) 10 ) )
{
// pRxedMessage now points to the struct AMessage variable posted
// by vATask, but the item still remains on the queue.
}
}

// ... Rest of task code.
}

```

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}

**Return** pdTRUE if an item was successfully received from the queue, otherwise pdFALSE.

#### Parameters

- `xQueue`: The handle to the queue from which the item is to be received.
- `pvBuffer`: Pointer to the buffer into which the received item will be copied.
- `xTicksToWait`: The maximum amount of time the task should block waiting for an item to receive should the queue be empty at the time of the call. The time is defined in tick periods so the constant `portTICK_PERIOD_MS` should be used to convert to real time if this is required. `xQueuePeek()` will return immediately if `xTicksToWait` is 0 and the queue is empty.

#### **xQueueReceive** (xQueue, pvBuffer, xTicksToWait)

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This is a macro that calls the `xQueueGenericReceive()` function.

Receive an item from a queue. The item is received by copy so a buffer of adequate size must be provided. The number of bytes copied into the buffer was defined when the queue was created.

Successfully received items are removed from the queue.

This function must not be used in an interrupt service routine. See `xQueueReceiveFromISR` for an alternative that can.

Example usage:

```
struct AMessage
{
    char ucMessageID;
    char ucData[ 20 ];
} xMessage;

QueueHandle_t xQueue;

// Task to create a queue and post a value.
void vATask( void *pvParameters )
{
    struct AMessage *pxMessage;

    // Create a queue capable of containing 10 pointers to AMessage structures.
    // These should be passed by pointer as they contain a lot of data.
    xQueue = xQueueCreate( 10, sizeof( struct AMessage * ) );
    if( xQueue == 0 )
    {
        // Failed to create the queue.
    }

    // ...

    // Send a pointer to a struct AMessage object. Don't block if the
    // queue is already full.
    pxMessage = &xMessage;
    xQueueSend( xQueue, ( void * ) &pxMessage, ( TickType_t ) 0 );

    // ... Rest of task code.
```

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```

}

// Task to receive from the queue.
void vADifferentTask( void *pvParameters )
{
    struct AMessage *pxRxdMessage;

    if( xQueue != 0 )
    {
        // Receive a message on the created queue. Block for 10 ticks if a
        // message is not immediately available.
        if( xQueueReceive( xQueue, &( pxRxdMessage ), ( TickType_t ) 10 ) )
        {
            // pxRxdMessage now points to the struct AMessage variable posted
            // by vATask.
        }
    }

    // ... Rest of task code.
}

```

**Return** pdTRUE if an item was successfully received from the queue, otherwise pdFALSE.

#### Parameters

- xQueue: The handle to the queue from which the item is to be received.
- pvBuffer: Pointer to the buffer into which the received item will be copied.
- xTicksToWait: The maximum amount of time the task should block waiting for an item to receive should the queue be empty at the time of the call. xQueueReceive() will return immediately if xTicksToWait is zero and the queue is empty. The time is defined in tick periods so the constant portTICK\_PERIOD\_MS should be used to convert to real time if this is required.

#### **xQueueSendToFrontFromISR** (xQueue, pvItemToQueue, pxHigherPriorityTaskWoken)

This is a macro that calls xQueueGenericSendFromISR().

Post an item to the front of a queue. It is safe to use this macro from within an interrupt service routine.

Items are queued by copy not reference so it is preferable to only queue small items, especially when called from an ISR. In most cases it would be preferable to store a pointer to the item being queued.

Example usage for buffered IO (where the ISR can obtain more than one value per call):

```

void vBufferISR( void )
{
    char cIn;
    BaseType_t xHigherPriorityTaskWoken;

    // We have not woken a task at the start of the ISR.
    xHigherPriorityTaskWoken = pdFALSE;

    // Loop until the buffer is empty.
    do
    {
        // Obtain a byte from the buffer.
        cIn = portINPUT_BYTE( RX_REGISTER_ADDRESS );
    }
}

```

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```

    // Post the byte.
    xQueueSendToFrontFromISR( xRxQueue, &cIn, &xHigherPriorityTaskWoken );

} while( portINPUT_BYTE( BUFFER_COUNT ) );

// Now the buffer is empty we can switch context if necessary.
if( xHigherPriorityTaskWoken )
{
    portYIELD_FROM_ISR ();
}
}

```

**Return** pdTRUE if the data was successfully sent to the queue, otherwise errQUEUE\_FULL.

#### Parameters

- xQueue: The handle to the queue on which the item is to be posted.
- pvItemToQueue: A pointer to the item that is to be placed on the queue. The size of the items the queue will hold was defined when the queue was created, so this many bytes will be copied from pvItemToQueue into the queue storage area.
- pxHigherPriorityTaskWoken: xQueueSendToFrontFromISR() will set \*pxHigherPriorityTaskWoken to pdTRUE if sending to the queue caused a task to unblock, and the unblocked task has a priority higher than the currently running task. If xQueueSendToFromFromISR() sets this value to pdTRUE then a context switch should be requested before the interrupt is exited.

**xQueueSendToBackFromISR**(xQueue, pvItemToQueue, pxHigherPriorityTaskWoken)

This is a macro that calls xQueueGenericSendFromISR().

Post an item to the back of a queue. It is safe to use this macro from within an interrupt service routine.

Items are queued by copy not reference so it is preferable to only queue small items, especially when called from an ISR. In most cases it would be preferable to store a pointer to the item being queued.

Example usage for buffered IO (where the ISR can obtain more than one value per call):

```

void vBufferISR( void )
{
    char cIn;
    BaseType_t xHigherPriorityTaskWoken;

    // We have not woken a task at the start of the ISR.
    xHigherPriorityTaskWoken = pdFALSE;

    // Loop until the buffer is empty.
    do
    {
        // Obtain a byte from the buffer.
        cIn = portINPUT_BYTE( RX_REGISTER_ADDRESS );

        // Post the byte.
        xQueueSendToBackFromISR( xRxQueue, &cIn, &xHigherPriorityTaskWoken );

    } while( portINPUT_BYTE( BUFFER_COUNT ) );

    // Now the buffer is empty we can switch context if necessary.
    if( xHigherPriorityTaskWoken )

```

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```

{
    portYIELD_FROM_ISR ();
}
}

```

**Return** pdTRUE if the data was successfully sent to the queue, otherwise errQUEUE\_FULL.

#### Parameters

- xQueue: The handle to the queue on which the item is to be posted.
- pvItemToQueue: A pointer to the item that is to be placed on the queue. The size of the items the queue will hold was defined when the queue was created, so this many bytes will be copied from pvItemToQueue into the queue storage area.
- pxHigherPriorityTaskWoken: xQueueSendToBackFromISR() will set \*pxHigherPriorityTaskWoken to pdTRUE if sending to the queue caused a task to unblock, and the unblocked task has a priority higher than the currently running task. If xQueueSendToBackFromISR() sets this value to pdTRUE then a context switch should be requested before the interrupt is exited.

**xQueueOverwriteFromISR** (xQueue, pvItemToQueue, pxHigherPriorityTaskWoken)

A version of xQueueOverwrite() that can be used in an interrupt service routine (ISR).

Only for use with queues that can hold a single item - so the queue is either empty or full.

Post an item on a queue. If the queue is already full then overwrite the value held in the queue. The item is queued by copy, not by reference.

Example usage:

```

QueueHandle_t xQueue;

void vFunction( void *pvParameters )
{
    // Create a queue to hold one uint32_t value. It is strongly
    // recommended *not* to use xQueueOverwriteFromISR() on queues that can
    // contain more than one value, and doing so will trigger an assertion
    // if configASSERT() is defined.
    xQueue = xQueueCreate( 1, sizeof( uint32_t ) );
}

void vAnInterruptHandler( void )
{
    // xHigherPriorityTaskWoken must be set to pdFALSE before it is used.
    BaseType_t xHigherPriorityTaskWoken = pdFALSE;
    uint32_t ulVarToSend, ulValReceived;

    // Write the value 10 to the queue using xQueueOverwriteFromISR().
    ulVarToSend = 10;
    xQueueOverwriteFromISR( xQueue, &ulVarToSend, &xHigherPriorityTaskWoken );

    // The queue is full, but calling xQueueOverwriteFromISR() again will still
    // pass because the value held in the queue will be overwritten with the
    // new value.
    ulVarToSend = 100;
    xQueueOverwriteFromISR( xQueue, &ulVarToSend, &xHigherPriorityTaskWoken );

    // Reading from the queue will now return 100.
}

```

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```

// ...

if( xHigherPriorityTaskWoken == pdTRUE )
{
    // Writing to the queue caused a task to unblock and the unblocked task
    // has a priority higher than or equal to the priority of the currently
    // executing task (the task this interrupt interrupted). Perform a
↪context
    // switch so this interrupt returns directly to the unblocked task.
    portYIELD_FROM_ISR(); // or portEND_SWITCHING_ISR() depending on the port.
}
}

```

**Return** `xQueueOverwriteFromISR()` is a macro that calls `xQueueGenericSendFromISR()`, and therefore has the same return values as `xQueueSendToFrontFromISR()`. However, `pdPASS` is the only value that can be returned because `xQueueOverwriteFromISR()` will write to the queue even when the queue is already full.

#### Parameters

- `xQueue`: The handle to the queue on which the item is to be posted.
- `pvItemToQueue`: A pointer to the item that is to be placed on the queue. The size of the items the queue will hold was defined when the queue was created, so this many bytes will be copied from `pvItemToQueue` into the queue storage area.
- `pxHigherPriorityTaskWoken`: `xQueueOverwriteFromISR()` will set `*pxHigherPriorityTaskWoken` to `pdTRUE` if sending to the queue caused a task to unblock, and the unblocked task has a priority higher than the currently running task. If `xQueueOverwriteFromISR()` sets this value to `pdTRUE` then a context switch should be requested before the interrupt is exited.

#### **xQueueSendFromISR** (`xQueue`, `pvItemToQueue`, `pxHigherPriorityTaskWoken`)

This is a macro that calls `xQueueGenericSendFromISR()`. It is included for backward compatibility with versions of FreeRTOS.org that did not include the `xQueueSendToBackFromISR()` and `xQueueSendToFrontFromISR()` macros.

Post an item to the back of a queue. It is safe to use this function from within an interrupt service routine.

Items are queued by copy not reference so it is preferable to only queue small items, especially when called from an ISR. In most cases it would be preferable to store a pointer to the item being queued.

Example usage for buffered IO (where the ISR can obtain more than one value per call):

```

void vBufferISR( void )
{
    char cIn;
    BaseType_t xHigherPriorityTaskWoken;

    // We have not woken a task at the start of the ISR.
    xHigherPriorityTaskWoken = pdFALSE;

    // Loop until the buffer is empty.
    do
    {
        // Obtain a byte from the buffer.
        cIn = portINPUT_BYTE( RX_REGISTER_ADDRESS );
    }
}

```

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```

    // Post the byte.
    xQueueSendFromISR( xRxQueue, &cIn, &xHigherPriorityTaskWoken );

} while( portINPUT_BYTE( BUFFER_COUNT ) );

// Now the buffer is empty we can switch context if necessary.
if( xHigherPriorityTaskWoken )
{
    // Actual macro used here is port specific.
    portYIELD_FROM_ISR ();
}
}

```

**Return** pdTRUE if the data was successfully sent to the queue, otherwise errQUEUE\_FULL.

#### Parameters

- `xQueue`: The handle to the queue on which the item is to be posted.
- `pvItemToQueue`: A pointer to the item that is to be placed on the queue. The size of the items the queue will hold was defined when the queue was created, so this many bytes will be copied from `pvItemToQueue` into the queue storage area.
- `pxHigherPriorityTaskWoken`: `xQueueSendFromISR()` will set `*pxHigherPriorityTaskWoken` to pdTRUE if sending to the queue caused a task to unblock, and the unblocked task has a priority higher than the currently running task. If `xQueueSendFromISR()` sets this value to pdTRUE then a context switch should be requested before the interrupt is exited.

#### `xQueueReset` (`xQueue`)

Reset a queue back to its original empty state. pdPASS is returned if the queue is successfully reset. pdFAIL is returned if the queue could not be reset because there are tasks blocked on the queue waiting to either receive from the queue or send to the queue.

**Return** always returns pdPASS

#### Parameters

- `xQueue`: The queue to reset

## Type Definitions

**typedef** void \*`QueueHandle_t`

Type by which queues are referenced. For example, a call to `xQueueCreate()` returns an `QueueHandle_t` variable that can then be used as a parameter to `xQueueSend()`, `xQueueReceive()`, etc.

**typedef** void \*`QueueSetHandle_t`

Type by which queue sets are referenced. For example, a call to `xQueueCreateSet()` returns an `xQueueSet` variable that can then be used as a parameter to `xQueueSelectFromSet()`, `xQueueAddToSet()`, etc.

**typedef** void \*`QueueSetMemberHandle_t`

Queue sets can contain both queues and semaphores, so the `QueueSetMemberHandle_t` is defined as a type to be used where a parameter or return value can be either an `QueueHandle_t` or an `SemaphoreHandle_t`.

## Semaphore API

## Header File

- `freertos/include/freertos/semphr.h`

## Macros

`semBINARY_SEMAPHORE_QUEUE_LENGTH`

`semSEMAPHORE_QUEUE_ITEM_LENGTH`

`semGIVE_BLOCK_TIME`

`xSemaphoreCreateBinary()`

Creates a new binary semaphore instance, and returns a handle by which the new semaphore can be referenced.

In many usage scenarios it is faster and more memory efficient to use a direct to task notification in place of a binary semaphore! <http://www.freertos.org/RTOS-task-notifications.html>

Internally, within the FreeRTOS implementation, binary semaphores use a block of memory, in which the semaphore structure is stored. If a binary semaphore is created using `xSemaphoreCreateBinary()` then the required memory is automatically dynamically allocated inside the `xSemaphoreCreateBinary()` function. (see <http://www.freertos.org/a00111.html>). If a binary semaphore is created using `xSemaphoreCreateBinaryStatic()` then the application writer must provide the memory. `xSemaphoreCreateBinaryStatic()` therefore allows a binary semaphore to be created without using any dynamic memory allocation.

The old `vSemaphoreCreateBinary()` macro is now deprecated in favour of this `xSemaphoreCreateBinary()` function. Note that binary semaphores created using the `vSemaphoreCreateBinary()` macro are created in a state such that the first call to 'take' the semaphore would pass, whereas binary semaphores created using `xSemaphoreCreateBinary()` are created in a state such that the semaphore must first be 'given' before it can be 'taken'.

Function that creates a semaphore by using the existing queue mechanism. The queue length is 1 as this is a binary semaphore. The data size is 0 as nothing is actually stored - all that is important is whether the queue is empty or full (the binary semaphore is available or not).

This type of semaphore can be used for pure synchronisation between tasks or between an interrupt and a task. The semaphore need not be given back once obtained, so one task/interrupt can continuously 'give' the semaphore while another continuously 'takes' the semaphore. For this reason this type of semaphore does not use a priority inheritance mechanism. For an alternative that does use priority inheritance see `xSemaphoreCreateMutex()`.

Example usage:

```
SemaphoreHandle_t xSemaphore = NULL;

void vATask( void * pvParameters )
{
    // Semaphore cannot be used before a call to vSemaphoreCreateBinary ().
    // This is a macro so pass the variable in directly.
    xSemaphore = xSemaphoreCreateBinary();

    if( xSemaphore != NULL )
    {
        // The semaphore was created successfully.
        // The semaphore can now be used.
    }
}
```

**Return** Handle to the created semaphore.



**xSemaphoreCreateBinaryStatic** (pxStaticSemaphore)

Creates a new binary semaphore instance, and returns a handle by which the new semaphore can be referenced.

NOTE: In many usage scenarios it is faster and more memory efficient to use a direct to task notification in place of a binary semaphore! <http://www.freertos.org/RTOS-task-notifications.html>

Internally, within the FreeRTOS implementation, binary semaphores use a block of memory, in which the semaphore structure is stored. If a binary semaphore is created using `xSemaphoreCreateBinary()` then the required memory is automatically dynamically allocated inside the `xSemaphoreCreateBinary()` function. (see <http://www.freertos.org/a00111.html>). If a binary semaphore is created using `xSemaphoreCreateBinaryStatic()` then the application writer must provide the memory. `xSemaphoreCreateBinaryStatic()` therefore allows a binary semaphore to be created without using any dynamic memory allocation.

This type of semaphore can be used for pure synchronisation between tasks or between an interrupt and a task. The semaphore need not be given back once obtained, so one task/interrupt can continuously ‘give’ the semaphore while another continuously ‘takes’ the semaphore. For this reason this type of semaphore does not use a priority inheritance mechanism. For an alternative that does use priority inheritance see `xSemaphoreCreateMutex()`.

Example usage:

```
SemaphoreHandle_t xSemaphore = NULL;
StaticSemaphore_t xSemaphoreBuffer;

void vATask( void * pvParameters )
{
    // Semaphore cannot be used before a call to xSemaphoreCreateBinary().
    // The semaphore's data structures will be placed in the xSemaphoreBuffer
    // variable, the address of which is passed into the function. The
    // function's parameter is not NULL, so the function will not attempt any
    // dynamic memory allocation, and therefore the function will not return
    // return NULL.
    xSemaphore = xSemaphoreCreateBinary( &xSemaphoreBuffer );

    // Rest of task code goes here.
}
```

**Return** If the semaphore is created then a handle to the created semaphore is returned. If `pxSemaphoreBuffer` is NULL then NULL is returned.

**Parameters**

- `pxStaticSemaphore`: Must point to a variable of type `StaticSemaphore_t`, which will then be used to hold the semaphore’s data structure, removing the need for the memory to be allocated dynamically.

**xSemaphoreTake** (xSemaphore, xBlockTime)

*Macro* to obtain a semaphore. The semaphore must have previously been created with a call to `vSemaphoreCreateBinary()`, `xSemaphoreCreateMutex()` or `xSemaphoreCreateCounting()`.

Example usage:

```
SemaphoreHandle_t xSemaphore = NULL;

// A task that creates a semaphore.
void vATask( void * pvParameters )
{
    // Create the semaphore to guard a shared resource.
```

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```

vSemaphoreCreateBinary( xSemaphore );
}

// A task that uses the semaphore.
void vAnotherTask( void * pvParameters )
{
    // ... Do other things.

    if( xSemaphore != NULL )
    {
        // See if we can obtain the semaphore.  If the semaphore is not available
        // wait 10 ticks to see if it becomes free.
        if( xSemaphoreTake( xSemaphore, ( TickType_t ) 10 ) == pdTRUE )
        {
            // We were able to obtain the semaphore and can now access the
            // shared resource.

            // ...

            // We have finished accessing the shared resource.  Release the
            // semaphore.
            xSemaphoreGive( xSemaphore );
        }
        else
        {
            // We could not obtain the semaphore and can therefore not access
            // the shared resource safely.
        }
    }
}
}

```

**Return** pdTRUE if the semaphore was obtained. pdFALSE if xBlockTime expired without the semaphore becoming available.

#### Parameters

- xSemaphore: A handle to the semaphore being taken - obtained when the semaphore was created.
- xBlockTime: The time in ticks to wait for the semaphore to become available. The macro portTICK\_PERIOD\_MS can be used to convert this to a real time. A block time of zero can be used to poll the semaphore. A block time of portMAX\_DELAY can be used to block indefinitely (provided INCLUDE\_vTaskSuspend is set to 1 in FreeRTOSConfig.h).

#### **xSemaphoreTakeRecursive**(xMutex, xBlockTime)

*Macro* to recursively obtain, or ‘take’, a mutex type semaphore. The mutex must have previously been created using a call to xSemaphoreCreateRecursiveMutex();

configUSE\_RECURSIVE\_MUTEXES must be set to 1 in FreeRTOSConfig.h for this macro to be available.

This macro must not be used on mutexes created using xSemaphoreCreateMutex().

A mutex used recursively can be ‘taken’ repeatedly by the owner. The mutex doesn’t become available again until the owner has called xSemaphoreGiveRecursive() for each successful ‘take’ request. For example, if a task successfully ‘takes’ the same mutex 5 times then the mutex will not be available to any other task until it has also ‘given’ the mutex back exactly five times.

Example usage:

```

SemaphoreHandle_t xMutex = NULL;

// A task that creates a mutex.
void vATask( void * pvParameters )
{
    // Create the mutex to guard a shared resource.
    xMutex = xSemaphoreCreateRecursiveMutex();
}

// A task that uses the mutex.
void vAnotherTask( void * pvParameters )
{
    // ... Do other things.

    if( xMutex != NULL )
    {
        // See if we can obtain the mutex.  If the mutex is not available
        // wait 10 ticks to see if it becomes free.
        if( xSemaphoreTakeRecursive( xSemaphore, ( TickType_t ) 10 ) == pdTRUE )
        {
            // We were able to obtain the mutex and can now access the
            // shared resource.

            // ...
            // For some reason due to the nature of the code further calls to
            // xSemaphoreTakeRecursive() are made on the same mutex.  In real
            // code these would not be just sequential calls as this would make
            // no sense.  Instead the calls are likely to be buried inside
            // a more complex call structure.
            xSemaphoreTakeRecursive( xMutex, ( TickType_t ) 10 );
            xSemaphoreTakeRecursive( xMutex, ( TickType_t ) 10 );

            // The mutex has now been 'taken' three times, so will not be
            // available to another task until it has also been given back
            // three times.  Again it is unlikely that real code would have
            // these calls sequentially, but instead buried in a more complex
            // call structure.  This is just for illustrative purposes.
            xSemaphoreGiveRecursive( xMutex );
            xSemaphoreGiveRecursive( xMutex );
            xSemaphoreGiveRecursive( xMutex );

            // Now the mutex can be taken by other tasks.
        }
        else
        {
            // We could not obtain the mutex and can therefore not access
            // the shared resource safely.
        }
    }
}

```

**Return** pdTRUE if the semaphore was obtained. pdFALSE if xBlockTime expired without the semaphore becoming available.

#### Parameters

- xMutex: A handle to the mutex being obtained. This is the handle returned by xSemaphoreCreateRecursiveMutex();

- `xBlockTime`: The time in ticks to wait for the semaphore to become available. The macro `portTICK_PERIOD_MS` can be used to convert this to a real time. A block time of zero can be used to poll the semaphore. If the task already owns the semaphore then `xSemaphoreTakeRecursive()` will return immediately no matter what the value of `xBlockTime`.

### **xSemaphoreGive** (xSemaphore)

*Macro* to release a semaphore. The semaphore must have previously been created with a call to `vSemaphoreCreateBinary()`, `xSemaphoreCreateMutex()` or `xSemaphoreCreateCounting()`. and obtained using `sSemaphoreTake()`.

This macro must not be used from an ISR. See `xSemaphoreGiveFromISR ()` for an alternative which can be used from an ISR.

This macro must also not be used on semaphores created using `xSemaphoreCreateRecursiveMutex()`.

Example usage:

```
SemaphoreHandle_t xSemaphore = NULL;

void vATask( void * pvParameters )
{
    // Create the semaphore to guard a shared resource.
    vSemaphoreCreateBinary( xSemaphore );

    if( xSemaphore != NULL )
    {
        if( xSemaphoreGive( xSemaphore ) != pdTRUE )
        {
            // We would expect this call to fail because we cannot give
            // a semaphore without first "taking" it!
        }

        // Obtain the semaphore - don't block if the semaphore is not
        // immediately available.
        if( xSemaphoreTake( xSemaphore, ( TickType_t ) 0 ) )
        {
            // We now have the semaphore and can access the shared resource.

            // ...

            // We have finished accessing the shared resource so can free the
            // semaphore.
            if( xSemaphoreGive( xSemaphore ) != pdTRUE )
            {
                // We would not expect this call to fail because we must have
                // obtained the semaphore to get here.
            }
        }
    }
}
```

**Return** `pdTRUE` if the semaphore was released. `pdFALSE` if an error occurred. Semaphores are implemented using queues. An error can occur if there is no space on the queue to post a message - indicating that the semaphore was not first obtained correctly.

### **Parameters**

- `xSemaphore`: A handle to the semaphore being released. This is the handle returned when the semaphore was created.

**xSemaphoreGiveRecursive** (xMutex)

*Macro* to recursively release, or 'give', a mutex type semaphore. The mutex must have previously been created using a call to `xSemaphoreCreateRecursiveMutex()`;

`configUSE_RECURSIVE_MUTEXES` must be set to 1 in `FreeRTOSConfig.h` for this macro to be available.

This macro must not be used on mutexes created using `xSemaphoreCreateMutex()`.

A mutex used recursively can be 'taken' repeatedly by the owner. The mutex doesn't become available again until the owner has called `xSemaphoreGiveRecursive()` for each successful 'take' request. For example, if a task successfully 'takes' the same mutex 5 times then the mutex will not be available to any other task until it has also 'given' the mutex back exactly five times.

Example usage:

```

SemaphoreHandle_t xMutex = NULL;

// A task that creates a mutex.
void vATask( void * pvParameters )
{
    // Create the mutex to guard a shared resource.
    xMutex = xSemaphoreCreateRecursiveMutex();
}

// A task that uses the mutex.
void vAnotherTask( void * pvParameters )
{
    // ... Do other things.

    if( xMutex != NULL )
    {
        // See if we can obtain the mutex.  If the mutex is not available
        // wait 10 ticks to see if it becomes free.
        if( xSemaphoreTakeRecursive( xMutex, ( TickType_t ) 10 ) == pdTRUE )
        {
            // We were able to obtain the mutex and can now access the
            // shared resource.

            // ...
            // For some reason due to the nature of the code further calls to
            // xSemaphoreTakeRecursive() are made on the same mutex.  In real
            // code these would not be just sequential calls as this would make
            // no sense.  Instead the calls are likely to be buried inside
            // a more complex call structure.
            xSemaphoreTakeRecursive( xMutex, ( TickType_t ) 10 );
            xSemaphoreTakeRecursive( xMutex, ( TickType_t ) 10 );

            // The mutex has now been 'taken' three times, so will not be
            // available to another task until it has also been given back
            // three times.  Again it is unlikely that real code would have
            // these calls sequentially, it would be more likely that the calls
            // to xSemaphoreGiveRecursive() would be called as a call stack
            // unwound.  This is just for demonstrative purposes.
            xSemaphoreGiveRecursive( xMutex );
            xSemaphoreGiveRecursive( xMutex );
            xSemaphoreGiveRecursive( xMutex );

            // Now the mutex can be taken by other tasks.
        }
    }
}

```

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```

else
{
    // We could not obtain the mutex and can therefore not access
    // the shared resource safely.
}
}
}
}

```

**Return** pdTRUE if the semaphore was given.

#### Parameters

- xMutex: A handle to the mutex being released, or 'given'. This is the handle returned by xSemaphoreCreateMutex();

#### **xSemaphoreGiveFromISR** (xSemaphore, pxHigherPriorityTaskWoken)

*Macro* to release a semaphore. The semaphore must have previously been created with a call to vSemaphoreCreateBinary() or xSemaphoreCreateCounting().

Mutex type semaphores (those created using a call to xSemaphoreCreateMutex()) must not be used with this macro.

This macro can be used from an ISR.

Example usage:

```

#define LONG_TIME 0xffff
#define TICKS_TO_WAIT 10
SemaphoreHandle_t xSemaphore = NULL;

// Repetitive task.
void vATask( void * pvParameters )
{
    for( ;; )
    {
        // We want this task to run every 10 ticks of a timer. The semaphore
        // was created before this task was started.

        // Block waiting for the semaphore to become available.
        if( xSemaphoreTake( xSemaphore, LONG_TIME ) == pdTRUE )
        {
            // It is time to execute.

            // ...

            // We have finished our task. Return to the top of the loop where
            // we will block on the semaphore until it is time to execute
            // again. Note when using the semaphore for synchronisation with an
            // ISR in this manner there is no need to 'give' the semaphore back.
        }
    }
}

// Timer ISR
void vTimerISR( void * pvParameters )
{
    static uint8_t ucLocalTickCount = 0;

```

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```

static BaseType_t xHigherPriorityTaskWoken;

// A timer tick has occurred.

// ... Do other time functions.

// Is it time for vATask () to run?
xHigherPriorityTaskWoken = pdFALSE;
ucLocalTickCount++;
if( ucLocalTickCount >= TICKS_TO_WAIT )
{
    // Unblock the task by releasing the semaphore.
    xSemaphoreGiveFromISR( xSemaphore, &xHigherPriorityTaskWoken );

    // Reset the count so we release the semaphore again in 10 ticks time.
    ucLocalTickCount = 0;
}

if( xHigherPriorityTaskWoken != pdFALSE )
{
    // We can force a context switch here. Context switching from an
    // ISR uses port specific syntax. Check the demo task for your port
    // to find the syntax required.
}
}

```

**Return** pdTRUE if the semaphore was successfully given, otherwise errQUEUE\_FULL.

#### Parameters

- **xSemaphore**: A handle to the semaphore being released. This is the handle returned when the semaphore was created.
- **pxHigherPriorityTaskWoken**: `xSemaphoreGiveFromISR()` will set `*pxHigherPriorityTaskWoken` to pdTRUE if giving the semaphore caused a task to unblock, and the unblocked task has a priority higher than the currently running task. If `xSemaphoreGiveFromISR()` sets this value to pdTRUE then a context switch should be requested before the interrupt is exited.

#### **xSemaphoreTakeFromISR** (xSemaphore, pxHigherPriorityTaskWoken)

*Macro* to take a semaphore from an ISR. The semaphore must have previously been created with a call to `vSemaphoreCreateBinary()` or `xSemaphoreCreateCounting()`.

Mutex type semaphores (those created using a call to `xSemaphoreCreateMutex()`) must not be used with this macro.

This macro can be used from an ISR, however taking a semaphore from an ISR is not a common operation. It is likely to only be useful when taking a counting semaphore when an interrupt is obtaining an object from a resource pool (when the semaphore count indicates the number of resources available).

**Return** pdTRUE if the semaphore was successfully taken, otherwise pdFALSE

#### Parameters

- **xSemaphore**: A handle to the semaphore being taken. This is the handle returned when the semaphore was created.
- **pxHigherPriorityTaskWoken**: `xSemaphoreTakeFromISR()` will set `*pxHigherPriorityTaskWoken` to pdTRUE if taking the semaphore caused a task to unblock, and the unblocked task

has a priority higher than the currently running task. If `xSemaphoreTakeFromISR()` sets this value to `pdTRUE` then a context switch should be requested before the interrupt is exited.

#### **xSemaphoreCreateMutex()**

*Macro* that implements a mutex semaphore by using the existing queue mechanism.

Internally, within the FreeRTOS implementation, mutex semaphores use a block of memory, in which the mutex structure is stored. If a mutex is created using `xSemaphoreCreateMutex()` then the required memory is automatically dynamically allocated inside the `xSemaphoreCreateMutex()` function. (see <http://www.freertos.org/a00111.html>). If a mutex is created using `xSemaphoreCreateMutexStatic()` then the application writer must provide the memory. `xSemaphoreCreateMutexStatic()` therefore allows a mutex to be created without using any dynamic memory allocation.

Mutexes created using this function can be accessed using the `xSemaphoreTake()` and `xSemaphoreGive()` macros. The `xSemaphoreTakeRecursive()` and `xSemaphoreGiveRecursive()` macros must not be used.

This type of semaphore uses a priority inheritance mechanism so a task ‘taking’ a semaphore **MUST ALWAYS** ‘give’ the semaphore back once the semaphore it is no longer required.

Mutex type semaphores cannot be used from within interrupt service routines.

See `vSemaphoreCreateBinary()` for an alternative implementation that can be used for pure synchronisation (where one task or interrupt always ‘gives’ the semaphore and another always ‘takes’ the semaphore) and from within interrupt service routines.

Example usage:

```
SemaphoreHandle_t xSemaphore;

void vATask( void * pvParameters )
{
    // Semaphore cannot be used before a call to xSemaphoreCreateMutex().
    // This is a macro so pass the variable in directly.
    xSemaphore = xSemaphoreCreateMutex();

    if( xSemaphore != NULL )
    {
        // The semaphore was created successfully.
        // The semaphore can now be used.
    }
}
```

**Return** If the mutex was successfully created then a handle to the created semaphore is returned. If there was not enough heap to allocate the mutex data structures then `NULL` is returned.

#### **xSemaphoreCreateMutexStatic()** (pxMutexBuffer)

Creates a new mutex type semaphore instance, and returns a handle by which the new mutex can be referenced.

Internally, within the FreeRTOS implementation, mutex semaphores use a block of memory, in which the mutex structure is stored. If a mutex is created using `xSemaphoreCreateMutex()` then the required memory is automatically dynamically allocated inside the `xSemaphoreCreateMutex()` function. (see <http://www.freertos.org/a00111.html>). If a mutex is created using `xSemaphoreCreateMutexStatic()` then the application writer must provide the memory. `xSemaphoreCreateMutexStatic()` therefore allows a mutex to be created without using any dynamic memory allocation.

Mutexes created using this function can be accessed using the `xSemaphoreTake()` and `xSemaphoreGive()` macros. The `xSemaphoreTakeRecursive()` and `xSemaphoreGiveRecursive()` macros must not be used.



This type of semaphore uses a priority inheritance mechanism so a task ‘taking’ a semaphore MUST ALWAYS ‘give’ the semaphore back once the semaphore it is no longer required.

Mutex type semaphores cannot be used from within interrupt service routines.

See `xSemaphoreCreateBinary()` for an alternative implementation that can be used for pure synchronisation (where one task or interrupt always ‘gives’ the semaphore and another always ‘takes’ the semaphore) and from within interrupt service routines.

Example usage:

```
SemaphoreHandle_t xSemaphore;
StaticSemaphore_t xMutexBuffer;

void vATask( void * pvParameters )
{
    // A mutex cannot be used before it has been created. xMutexBuffer is
    // into xSemaphoreCreateMutexStatic() so no dynamic memory allocation is
    // attempted.
    xSemaphore = xSemaphoreCreateMutexStatic( &xMutexBuffer );

    // As no dynamic memory allocation was performed, xSemaphore cannot be NULL,
    // so there is no need to check it.
}
```

**Return** If the mutex was successfully created then a handle to the created mutex is returned. If `pxMutexBuffer` was NULL then NULL is returned.

#### Parameters

- `pxMutexBuffer`: Must point to a variable of type `StaticSemaphore_t`, which will be used to hold the mutex’s data structure, removing the need for the memory to be allocated dynamically.

#### **xSemaphoreCreateRecursiveMutex()**

Creates a new recursive mutex type semaphore instance, and returns a handle by which the new recursive mutex can be referenced.

Internally, within the FreeRTOS implementation, recursive mutexes use a block of memory, in which the mutex structure is stored. If a recursive mutex is created using `xSemaphoreCreateRecursiveMutex()` then the required memory is automatically dynamically allocated inside the `xSemaphoreCreateRecursiveMutex()` function. (see <http://www.freertos.org/a00111.html>). If a recursive mutex is created using `xSemaphoreCreateRecursiveMutexStatic()` then the application writer must provide the memory that will get used by the mutex. `xSemaphoreCreateRecursiveMutexStatic()` therefore allows a recursive mutex to be created without using any dynamic memory allocation.

Mutexes created using this macro can be accessed using the `xSemaphoreTakeRecursive()` and `xSemaphoreGiveRecursive()` macros. The `xSemaphoreTake()` and `xSemaphoreGive()` macros must not be used.

A mutex used recursively can be ‘taken’ repeatedly by the owner. The mutex doesn’t become available again until the owner has called `xSemaphoreGiveRecursive()` for each successful ‘take’ request. For example, if a task successfully ‘takes’ the same mutex 5 times then the mutex will not be available to any other task until it has also ‘given’ the mutex back exactly five times.

This type of semaphore uses a priority inheritance mechanism so a task ‘taking’ a semaphore MUST ALWAYS ‘give’ the semaphore back once the semaphore it is no longer required.

Mutex type semaphores cannot be used from within interrupt service routines.

See `vSemaphoreCreateBinary()` for an alternative implementation that can be used for pure synchronisation (where one task or interrupt always ‘gives’ the semaphore and another always ‘takes’ the semaphore) and from

within interrupt service routines.

Example usage:

```
SemaphoreHandle_t xSemaphore;

void vATask( void * pvParameters )
{
    // Semaphore cannot be used before a call to xSemaphoreCreateMutex().
    // This is a macro so pass the variable in directly.
    xSemaphore = xSemaphoreCreateRecursiveMutex();

    if( xSemaphore != NULL )
    {
        // The semaphore was created successfully.
        // The semaphore can now be used.
    }
}
```

**Return** xSemaphore Handle to the created mutex semaphore. Should be of type SemaphoreHandle\_t.

#### **xSemaphoreCreateRecursiveMutexStatic** (pxStaticSemaphore)

Creates a new recursive mutex type semaphore instance, and returns a handle by which the new recursive mutex can be referenced.

Internally, within the FreeRTOS implementation, recursive mutexes use a block of memory, in which the mutex structure is stored. If a recursive mutex is created using xSemaphoreCreateRecursiveMutex() then the required memory is automatically dynamically allocated inside the xSemaphoreCreateRecursiveMutex() function. (see <http://www.freertos.org/a00111.html>). If a recursive mutex is created using xSemaphoreCreateRecursiveMutexStatic() then the application writer must provide the memory that will get used by the mutex. xSemaphoreCreateRecursiveMutexStatic() therefore allows a recursive mutex to be created without using any dynamic memory allocation.

Mutexes created using this macro can be accessed using the xSemaphoreTakeRecursive() and xSemaphoreGiveRecursive() macros. The xSemaphoreTake() and xSemaphoreGive() macros must not be used.

A mutex used recursively can be ‘taken’ repeatedly by the owner. The mutex doesn’t become available again until the owner has called xSemaphoreGiveRecursive() for each successful ‘take’ request. For example, if a task successfully ‘takes’ the same mutex 5 times then the mutex will not be available to any other task until it has also ‘given’ the mutex back exactly five times.

This type of semaphore uses a priority inheritance mechanism so a task ‘taking’ a semaphore **MUST ALWAYS** ‘give’ the semaphore back once the semaphore it is no longer required.

Mutex type semaphores cannot be used from within interrupt service routines.

See xSemaphoreCreateBinary() for an alternative implementation that can be used for pure synchronisation (where one task or interrupt always ‘gives’ the semaphore and another always ‘takes’ the semaphore) and from within interrupt service routines.

Example usage:

```
SemaphoreHandle_t xSemaphore;
StaticSemaphore_t xMutexBuffer;

void vATask( void * pvParameters )
{
    // A recursive semaphore cannot be used before it is created. Here a
    // recursive mutex is created using xSemaphoreCreateRecursiveMutexStatic().
```

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```

// The address of xMutexBuffer is passed into the function, and will hold
// the mutexes data structures - so no dynamic memory allocation will be
// attempted.
xSemaphore = xSemaphoreCreateRecursiveMutexStatic( &xMutexBuffer );

// As no dynamic memory allocation was performed, xSemaphore cannot be NULL,
// so there is no need to check it.
}

```

**Return** If the recursive mutex was successfully created then a handle to the created recursive mutex is returned. If pxMutexBuffer was NULL then NULL is returned.

#### Parameters

- pxStaticSemaphore: Must point to a variable of type StaticSemaphore\_t, which will then be used to hold the recursive mutex's data structure, removing the need for the memory to be allocated dynamically.

#### **xSemaphoreCreateCounting** (uxMaxCount, uxInitialCount)

Creates a new counting semaphore instance, and returns a handle by which the new counting semaphore can be referenced.

In many usage scenarios it is faster and more memory efficient to use a direct to task notification in place of a counting semaphore! <http://www.freertos.org/RTOS-task-notifications.html>

Internally, within the FreeRTOS implementation, counting semaphores use a block of memory, in which the counting semaphore structure is stored. If a counting semaphore is created using xSemaphoreCreateCounting() then the required memory is automatically dynamically allocated inside the xSemaphoreCreateCounting() function. (see <http://www.freertos.org/a00111.html>). If a counting semaphore is created using xSemaphoreCreateCountingStatic() then the application writer can instead optionally provide the memory that will get used by the counting semaphore. xSemaphoreCreateCountingStatic() therefore allows a counting semaphore to be created without using any dynamic memory allocation.

Counting semaphores are typically used for two things:

##### 1) Counting events.

In this usage scenario an event handler will 'give' a semaphore each time an event occurs (incrementing the semaphore count value), and a handler task will 'take' a semaphore each time it processes an event (decrementing the semaphore count value). The count value is therefore the difference between the number of events that have occurred and the number that have been processed. In this case it is desirable for the initial count value to be zero.

##### 2) Resource management.

In this usage scenario the count value indicates the number of resources available. To obtain control of a resource a task must first obtain a semaphore - decrementing the semaphore count value. When the count value reaches zero there are no free resources. When a task finishes with the resource it 'gives' the semaphore back - incrementing the semaphore count value. In this case it is desirable for the initial count value to be equal to the maximum count value, indicating that all resources are free.

Example usage:

```

SemaphoreHandle_t xSemaphore;

void vATask( void * pvParameters )
{
    SemaphoreHandle_t xSemaphore = NULL;
}

```

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```

// Semaphore cannot be used before a call to xSemaphoreCreateCounting().
// The max value to which the semaphore can count should be 10, and the
// initial value assigned to the count should be 0.
xSemaphore = xSemaphoreCreateCounting( 10, 0 );

if( xSemaphore != NULL )
{
    // The semaphore was created successfully.
    // The semaphore can now be used.
}
}

```

**Return** Handle to the created semaphore. Null if the semaphore could not be created.

#### Parameters

- `uxMaxCount`: The maximum count value that can be reached. When the semaphore reaches this value it can no longer be ‘given’.
- `uxInitialCount`: The count value assigned to the semaphore when it is created.

#### **xSemaphoreCreateCountingStatic** (`uxMaxCount`, `uxInitialCount`, `pxSemaphoreBuffer`)

Creates a new counting semaphore instance, and returns a handle by which the new counting semaphore can be referenced.

In many usage scenarios it is faster and more memory efficient to use a direct to task notification in place of a counting semaphore! <http://www.freertos.org/RTOS-task-notifications.html>

Internally, within the FreeRTOS implementation, counting semaphores use a block of memory, in which the counting semaphore structure is stored. If a counting semaphore is created using `xSemaphoreCreateCounting()` then the required memory is automatically dynamically allocated inside the `xSemaphoreCreateCounting()` function. (see <http://www.freertos.org/a00111.html>). If a counting semaphore is created using `xSemaphoreCreateCountingStatic()` then the application writer must provide the memory. `xSemaphoreCreateCountingStatic()` therefore allows a counting semaphore to be created without using any dynamic memory allocation.

Counting semaphores are typically used for two things:

##### 1) Counting events.

In this usage scenario an event handler will ‘give’ a semaphore each time an event occurs (incrementing the semaphore count value), and a handler task will ‘take’ a semaphore each time it processes an event (decrementing the semaphore count value). The count value is therefore the difference between the number of events that have occurred and the number that have been processed. In this case it is desirable for the initial count value to be zero.

##### 2) Resource management.

In this usage scenario the count value indicates the number of resources available. To obtain control of a resource a task must first obtain a semaphore - decrementing the semaphore count value. When the count value reaches zero there are no free resources. When a task finishes with the resource it ‘gives’ the semaphore back - incrementing the semaphore count value. In this case it is desirable for the initial count value to be equal to the maximum count value, indicating that all resources are free.

Example usage:

```

SemaphoreHandle_t xSemaphore;
StaticSemaphore_t xSemaphoreBuffer;

```

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```

void vATask( void * pvParameters )
{
SemaphoreHandle_t xSemaphore = NULL;

    // Counting semaphore cannot be used before they have been created. Create
    // a counting semaphore using xSemaphoreCreateCountingStatic(). The max
    // value to which the semaphore can count is 10, and the initial value
    // assigned to the count will be 0. The address of xSemaphoreBuffer is
    // passed in and will be used to hold the semaphore structure, so no dynamic
    // memory allocation will be used.
    xSemaphore = xSemaphoreCreateCounting( 10, 0, &xSemaphoreBuffer );

    // No memory allocation was attempted so xSemaphore cannot be NULL, so there
    // is no need to check its value.
}

```

**Return** If the counting semaphore was successfully created then a handle to the created counting semaphore is returned. If pxSemaphoreBuffer was NULL then NULL is returned.

#### Parameters

- uxMaxCount: The maximum count value that can be reached. When the semaphore reaches this value it can no longer be ‘given’.
- uxInitialCount: The count value assigned to the semaphore when it is created.
- pxSemaphoreBuffer: Must point to a variable of type StaticSemaphore\_t, which will then be used to hold the semaphore’s data structure, removing the need for the memory to be allocated dynamically.

#### **vSemaphoreDelete** (xSemaphore)

Delete a semaphore. This function must be used with care. For example, do not delete a mutex type semaphore if the mutex is held by a task.

#### Parameters

- xSemaphore: A handle to the semaphore to be deleted.

#### **xSemaphoreGetMutexHolder** (xSemaphore)

If xMutex is indeed a mutex type semaphore, return the current mutex holder. If xMutex is not a mutex type semaphore, or the mutex is available (not held by a task), return NULL.

Note: This is a good way of determining if the calling task is the mutex holder, but not a good way of determining the identity of the mutex holder as the holder may change between the function exiting and the returned value being tested.

#### **uxSemaphoreGetCount** (xSemaphore)

If the semaphore is a counting semaphore then uxSemaphoreGetCount() returns its current count value. If the semaphore is a binary semaphore then uxSemaphoreGetCount() returns 1 if the semaphore is available, and 0 if the semaphore is not available.

## Type Definitions

```
typedef QueueHandle_t SemaphoreHandle_t
```

## Timer API

### Header File

- `freertos/include/freertos/timers.h`

### Functions

*TimerHandle\_t* **xTimerCreate**(**const** char \***const** *pcTimerName*, **const** TickType\_t *xTimerPeriodInTicks*, **const** UBaseType\_t *uxAutoReload*, void \***const** *pvTimerID*, *TimerCallbackFunction\_t* *pxCallbackFunction*)

Creates a new software timer instance, and returns a handle by which the created software timer can be referenced.

Internally, within the FreeRTOS implementation, software timers use a block of memory, in which the timer data structure is stored. If a software timer is created using `xTimerCreate()` then the required memory is automatically dynamically allocated inside the `xTimerCreate()` function. (see <http://www.freertos.org/a00111.html>). If a software timer is created using `xTimerCreateStatic()` then the application writer must provide the memory that will get used by the software timer. `xTimerCreateStatic()` therefore allows a software timer to be created without using any dynamic memory allocation.

Timers are created in the dormant state. The `xTimerStart()`, `xTimerReset()`, `xTimerStartFromISR()`, `xTimerResetFromISR()`, `xTimerChangePeriod()` and `xTimerChangePeriodFromISR()` API functions can all be used to transition a timer into the active state.

Example usage:

```
#define NUM_TIMERS 5

// An array to hold handles to the created timers.
TimerHandle_t xTimers[ NUM_TIMERS ];

// An array to hold a count of the number of times each timer expires.
int32_t lExpireCounters[ NUM_TIMERS ] = { 0 };

// Define a callback function that will be used by multiple timer instances.
// The callback function does nothing but count the number of times the
// associated timer expires, and stop the timer once the timer has expired
// 10 times.
void vTimerCallback( TimerHandle_t pxTimer )
{
    int32_t lArrayIndex;
    const int32_t xMaxExpiryCountBeforeStopping = 10;

    // Optionally do something if the pxTimer parameter is NULL.
    configASSERT( pxTimer );

    // Which timer expired?
    lArrayIndex = ( int32_t ) pvTimerGetTimerID( pxTimer );

    // Increment the number of times that pxTimer has expired.
    lExpireCounters[ lArrayIndex ] += 1;

    // If the timer has expired 10 times then stop it from running.
    if( lExpireCounters[ lArrayIndex ] == xMaxExpiryCountBeforeStopping )
    {
```

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```

        // Do not use a block time if calling a timer API function from a
        // timer callback function, as doing so could cause a deadlock!
        xTimerStop( pxTimer, 0 );
    }
}

void main( void )
{
    int32_t x;

    // Create then start some timers. Starting the timers before the scheduler
    // has been started means the timers will start running immediately that
    // the scheduler starts.
    for( x = 0; x < NUM_TIMERS; x++ )
    {
        xTimers[ x ] = xTimerCreate( "Timer", // Just a text name, not
        ←used by the kernel.
                                     ( 100 * x ), // The timer period in
        ←ticks.
                                     pdTRUE, // The timers will auto-
        ←reload themselves when they expire.
                                     ( void * ) x, // Assign each timer a
        ←unique id equal to its array index.
                                     vTimerCallback // Each timer calls the
        ←same callback when it expires.
                                     );

        if( xTimers[ x ] == NULL )
        {
            // The timer was not created.
        }
        else
        {
            // Start the timer. No block time is specified, and even if one was
            // it would be ignored because the scheduler has not yet been
            // started.
            if( xTimerStart( xTimers[ x ], 0 ) != pdPASS )
            {
                // The timer could not be set into the Active state.
            }
        }
    }

    // ...
    // Create tasks here.
    // ...

    // Starting the scheduler will start the timers running as they have already
    // been set into the active state.
    vTaskStartScheduler();

    // Should not reach here.
    for( ;; );
}

```

**Return** If the timer is successfully created then a handle to the newly created timer is returned. If the timer cannot be created (because either there is insufficient FreeRTOS heap remaining to allocate the timer

structures, or the timer period was set to 0) then NULL is returned.

### Parameters

- `pcTimerName`: A text name that is assigned to the timer. This is done purely to assist debugging. The kernel itself only ever references a timer by its handle, and never by its name.
- `xTimerPeriodInTicks`: The timer period. The time is defined in tick periods so the constant `portTICK_PERIOD_MS` can be used to convert a time that has been specified in milliseconds. For example, if the timer must expire after 100 ticks, then `xTimerPeriodInTicks` should be set to 100. Alternatively, if the timer must expire after 500ms, then `xPeriod` can be set to  $(500 / \text{portTICK\_PERIOD\_MS})$  provided `configTICK_RATE_HZ` is less than or equal to 1000.
- `uxAutoReload`: If `uxAutoReload` is set to `pdTRUE` then the timer will expire repeatedly with a frequency set by the `xTimerPeriodInTicks` parameter. If `uxAutoReload` is set to `pdFALSE` then the timer will be a one-shot timer and enter the dormant state after it expires.
- `pvTimerID`: An identifier that is assigned to the timer being created. Typically this would be used in the timer callback function to identify which timer expired when the same callback function is assigned to more than one timer.
- `pxCallbackFunction`: The function to call when the timer expires. Callback functions must have the prototype defined by `TimerCallbackFunction_t`, which is “void vCallbackFunction( TimerHandle\_t xTimer);”.

*TimerHandle\_t* **xTimerCreateStatic**(const char \*const *pcTimerName*, const TickType\_t *xTimerPeriodInTicks*, const UBaseType\_t *uxAutoReload*, void \*const *pvTimerID*, *TimerCallbackFunction\_t* *pxCallbackFunction*, StaticTimer\_t \**pxTimerBuffer*)

Creates a new software timer instance, and returns a handle by which the created software timer can be referenced.

Internally, within the FreeRTOS implementation, software timers use a block of memory, in which the timer data structure is stored. If a software timer is created using `xTimerCreate()` then the required memory is automatically dynamically allocated inside the `xTimerCreate()` function. (see <http://www.freertos.org/a00111.html>). If a software timer is created using `xTimerCreateStatic()` then the application writer must provide the memory that will get used by the software timer. `xTimerCreateStatic()` therefore allows a software timer to be created without using any dynamic memory allocation.

Timers are created in the dormant state. The `xTimerStart()`, `xTimerReset()`, `xTimerStartFromISR()`, `xTimerResetFromISR()`, `xTimerChangePeriod()` and `xTimerChangePeriodFromISR()` API functions can all be used to transition a timer into the active state.

Example usage:

```
// The buffer used to hold the software timer's data structure.
static StaticTimer_t xTimerBuffer;

// A variable that will be incremented by the software timer's callback
// function.
UBaseType_t uxVariableToIncrement = 0;

// A software timer callback function that increments a variable passed to
// it when the software timer was created. After the 5th increment the
// callback function stops the software timer.
static void prvTimerCallback( TimerHandle_t xExpiredTimer )
{
    UBaseType_t *puxVariableToIncrement;
    BaseType_t xReturned;
```

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```

// Obtain the address of the variable to increment from the timer ID.
puxVariableToIncrement = ( UBaseType_t * ) pvTimerGetTimerID( xExpiredTimer );

// Increment the variable to show the timer callback has executed.
( *puxVariableToIncrement )++;

// If this callback has executed the required number of times, stop the
// timer.
if( *puxVariableToIncrement == 5 )
{
    // This is called from a timer callback so must not block.
    xTimerStop( xExpiredTimer, staticDONT_BLOCK );
}
}

void main( void )
{
    // Create the software time. xTimerCreateStatic() has an extra parameter
    // than the normal xTimerCreate() API function. The parameter is a pointer
    // to the StaticTimer_t structure that will hold the software timer
    // structure. If the parameter is passed as NULL then the structure will be
    // allocated dynamically, just as if xTimerCreate() had been called.
    xTimer = xTimerCreateStatic( "T1", // Text name for the task.
    ↪Helps debugging only. Not used by FreeRTOS.
                                xTimerPeriod, // The period of the timer in
    ↪ticks.
                                pdTRUE, // This is an auto-reload
    ↪timer.
                                ( void * ) &uxVariableToIncrement, // A
    ↪variable incremented by the software timer's callback function
                                prvTimerCallback, // The function to execute
    ↪when the timer expires.
                                &xTimerBuffer ); // The buffer that will hold
    ↪the software timer structure.

    // The scheduler has not started yet so a block time is not used.
    xReturned = xTimerStart( xTimer, 0 );

    // ...
    // Create tasks here.
    // ...

    // Starting the scheduler will start the timers running as they have already
    // been set into the active state.
    vTaskStartScheduler();

    // Should not reach here.
    for( ;; );
}

```

**Return** If the timer is created then a handle to the created timer is returned. If pxTimerBuffer was NULL then NULL is returned.

#### Parameters

- `pcTimerName`: A text name that is assigned to the timer. This is done purely to assist debugging. The kernel itself only ever references a timer by its handle, and never by its name.
- `xTimerPeriodInTicks`: The timer period. The time is defined in tick periods so the constant `portTICK_PERIOD_MS` can be used to convert a time that has been specified in milliseconds. For example, if the timer must expire after 100 ticks, then `xTimerPeriodInTicks` should be set to 100. Alternatively, if the timer must expire after 500ms, then `xPeriod` can be set to  $( 500 / \text{portTICK\_PERIOD\_MS} )$  provided `configTICK_RATE_HZ` is less than or equal to 1000.
- `uxAutoReload`: If `uxAutoReload` is set to `pdTRUE` then the timer will expire repeatedly with a frequency set by the `xTimerPeriodInTicks` parameter. If `uxAutoReload` is set to `pdFALSE` then the timer will be a one-shot timer and enter the dormant state after it expires.
- `pvTimerID`: An identifier that is assigned to the timer being created. Typically this would be used in the timer callback function to identify which timer expired when the same callback function is assigned to more than one timer.
- `pxCallbackFunction`: The function to call when the timer expires. Callback functions must have the prototype defined by `TimerCallbackFunction_t`, which is “void vCallbackFunction( TimerHandle\_t xTimer );”.
- `pxTimerBuffer`: Must point to a variable of type `StaticTimer_t`, which will be then be used to hold the software timer’s data structures, removing the need for the memory to be allocated dynamically.

void \***pvTimerGetTimerID** (*TimerHandle\_t xTimer*)

Returns the ID assigned to the timer.

IDs are assigned to timers using the `pvTimerID` parameter of the call to `xTimerCreated()` that was used to create the timer.

If the same callback function is assigned to multiple timers then the timer ID can be used within the callback function to identify which timer actually expired.

Example usage:

**Return** The ID assigned to the timer being queried.

#### Parameters

- `xTimer`: The timer being queried.

See the `xTimerCreate()` API function example usage scenario.

void **vTimerSetTimerID** (*TimerHandle\_t xTimer*, void \**pvNewID*)

Sets the ID assigned to the timer.

IDs are assigned to timers using the `pvTimerID` parameter of the call to `xTimerCreated()` that was used to create the timer.

If the same callback function is assigned to multiple timers then the timer ID can be used as time specific (timer local) storage.

Example usage:

#### Parameters

- `xTimer`: The timer being updated.
- `pvNewID`: The ID to assign to the timer.

See the `xTimerCreate()` API function example usage scenario.

BaseType\_t **xTimerIsTimerActive** (*TimerHandle\_t xTimer*)

Queries a timer to see if it is active or dormant.

A timer will be dormant if:

- 1) It has been created but **not** started, **or**
- 2) It **is** an expired one-shot timer that has **not** been restarted.

Timers are created in the dormant state. The `xTimerStart()`, `xTimerReset()`, `xTimerStartFromISR()`, `xTimerResetFromISR()`, `xTimerChangePeriod()` and `xTimerChangePeriodFromISR()` API functions can all be used to transition a timer into the active state.

Example usage:

```
// This function assumes xTimer has already been created.
void vAFunction( TimerHandle_t xTimer )
{
    if( xTimerIsTimerActive( xTimer ) != pdFALSE ) // or more simply and_
    ↪equivalently "if( xTimerIsTimerActive( xTimer ) )"
    {
        // xTimer is active, do something.
    }
    else
    {
        // xTimer is not active, do something else.
    }
}
```

**Return** `pdFALSE` will be returned if the timer is dormant. A value other than `pdFALSE` will be returned if the timer is active.

#### Parameters

- `xTimer`: The timer being queried.

*TaskHandle\_t* **xTimerGetTimerDaemonTaskHandle** (void)

`xTimerGetTimerDaemonTaskHandle()` is only available if `INCLUDE_xTimerGetTimerDaemonTaskHandle` is set to 1 in `FreeRTOSConfig.h`.

Simply returns the handle of the timer service/daemon task. It is not valid to call `xTimerGetTimerDaemonTaskHandle()` before the scheduler has been started.

*TickType\_t* **xTimerGetPeriod** (*TimerHandle\_t* `xTimer`)

Returns the period of a timer.

**Return** The period of the timer in ticks.

#### Parameters

- `xTimer`: The handle of the timer being queried.

*TickType\_t* **xTimerGetExpiryTime** (*TimerHandle\_t* `xTimer`)

Returns the time in ticks at which the timer will expire. If this is less than the current tick count then the expiry time has overflowed from the current time.

**Return** If the timer is running then the time in ticks at which the timer will next expire is returned. If the timer is not running then the return value is undefined.

#### Parameters

- `xTimer`: The handle of the timer being queried.

BaseType\_t xTimerPendFunctionCallFromISR( PendedFunction\_t xFunctionToPend, void \*pvParameter1, uint32\_t ulParameter2, BaseType\_t \*pxHigherPriorityTaskWoken )

Used from application interrupt service routines to defer the execution of a function to the RTOS daemon task (the timer service task, hence this function is implemented in timers.c and is prefixed with 'Timer').

Ideally an interrupt service routine (ISR) is kept as short as possible, but sometimes an ISR either has a lot of processing to do, or needs to perform processing that is not deterministic. In these cases xTimerPendFunctionCallFromISR() can be used to defer processing of a function to the RTOS daemon task.

A mechanism is provided that allows the interrupt to return directly to the task that will subsequently execute the pended callback function. This allows the callback function to execute contiguously in time with the interrupt - just as if the callback had executed in the interrupt itself.

Example usage:

```
// The callback function that will execute in the context of the daemon task.
// Note callback functions must all use this same prototype.
void vProcessInterface( void *pvParameter1, uint32_t ulParameter2 )
{
    BaseType_t xInterfaceToService;

    // The interface that requires servicing is passed in the second
    // parameter. The first parameter is not used in this case.
    xInterfaceToService = ( BaseType_t ) ulParameter2;

    // ...Perform the processing here...
}

// An ISR that receives data packets from multiple interfaces
void vAnISR( void )
{
    BaseType_t xInterfaceToService, xHigherPriorityTaskWoken;

    // Query the hardware to determine which interface needs processing.
    xInterfaceToService = prvCheckInterfaces();

    // The actual processing is to be deferred to a task. Request the
    // vProcessInterface() callback function is executed, passing in the
    // number of the interface that needs processing. The interface to
    // service is passed in the second parameter. The first parameter is
    // not used in this case.
    xHigherPriorityTaskWoken = pdFALSE;
    xTimerPendFunctionCallFromISR( vProcessInterface, NULL, ( uint32_t )_
    ↪xInterfaceToService, &xHigherPriorityTaskWoken );

    // If xHigherPriorityTaskWoken is now set to pdTRUE then a context
    // switch should be requested. The macro used is port specific and will
    // be either portYIELD_FROM_ISR() or portEND_SWITCHING_ISR() - refer to
    // the documentation page for the port being used.
    portYIELD_FROM_ISR( xHigherPriorityTaskWoken );
}
```

**Return** pdPASS is returned if the message was successfully sent to the timer daemon task, otherwise pdFALSE is returned.

**Parameters**

- `xFunctionToPend`: The function to execute from the timer service/ daemon task. The function must conform to the `PendedFunction_t` prototype.
- `pvParameter1`: The value of the callback function's first parameter. The parameter has a void \* type to allow it to be used to pass any type. For example, unsigned longs can be cast to a void \*, or the void \* can be used to point to a structure.
- `ulParameter2`: The value of the callback function's second parameter.
- `pxHigherPriorityTaskWoken`: As mentioned above, calling this function will result in a message being sent to the timer daemon task. If the priority of the timer daemon task (which is set using `configTIMER_TASK_PRIORITY` in `FreeRTOSConfig.h`) is higher than the priority of the currently running task (the task the interrupt interrupted) then `*pxHigherPriorityTaskWoken` will be set to `pdTRUE` within `xTimerPendFunctionCallFromISR()`, indicating that a context switch should be requested before the interrupt exits. For that reason `*pxHigherPriorityTaskWoken` must be initialised to `pdFALSE`. See the example code below.

`BaseType_t xTimerPendFunctionCall` (*PendedFunction\_t xFunctionToPend*, void \**pvParameter1*, `uint32_t ulParameter2`, `TickType_t xTicksToWait`)

Used to defer the execution of a function to the RTOS daemon task (the timer service task, hence this function is implemented in `timers.c` and is prefixed with 'Timer').

**Return** `pdPASS` is returned if the message was successfully sent to the timer daemon task, otherwise `pdFALSE` is returned.

#### Parameters

- `xFunctionToPend`: The function to execute from the timer service/ daemon task. The function must conform to the `PendedFunction_t` prototype.
- `pvParameter1`: The value of the callback function's first parameter. The parameter has a void \* type to allow it to be used to pass any type. For example, unsigned longs can be cast to a void \*, or the void \* can be used to point to a structure.
- `ulParameter2`: The value of the callback function's second parameter.
- `xTicksToWait`: Calling this function will result in a message being sent to the timer daemon task on a queue. `xTicksToWait` is the amount of time the calling task should remain in the Blocked state (so not using any processing time) for space to become available on the timer queue if the queue is found to be full.

`const char *pcTimerGetTimerName` (*TimerHandle\_t xTimer*)

Returns the name that was assigned to a timer when the timer was created.

**Return** The name assigned to the timer specified by the `xTimer` parameter.

#### Parameters

- `xTimer`: The handle of the timer being queried.

#### Macros

`tmrCOMMAND_EXECUTE_CALLBACK_FROM_ISR`

`tmrCOMMAND_EXECUTE_CALLBACK`

`tmrCOMMAND_START_DONT_TRACE`

`tmrCOMMAND_START`

`tmrCOMMAND_RESET`

`tmrCOMMAND_STOP`

`tmrCOMMAND_CHANGE_PERIOD`

`tmrCOMMAND_DELETE`

`tmrFIRST_FROM_ISR_COMMAND`

`tmrCOMMAND_START_FROM_ISR`

`tmrCOMMAND_RESET_FROM_ISR`

`tmrCOMMAND_STOP_FROM_ISR`

`tmrCOMMAND_CHANGE_PERIOD_FROM_ISR`

**xTimerStart** (xTimer, xTicksToWait)

Timer functionality is provided by a timer service/daemon task. Many of the public FreeRTOS timer API functions send commands to the timer service task through a queue called the timer command queue. The timer command queue is private to the kernel itself and is not directly accessible to application code. The length of the timer command queue is set by the `configTIMER_QUEUE_LENGTH` configuration constant.

`xTimerStart()` starts a timer that was previously created using the `xTimerCreate()` API function. If the timer had already been started and was already in the active state, then `xTimerStart()` has equivalent functionality to the `xTimerReset()` API function.

Starting a timer ensures the timer is in the active state. If the timer is not stopped, deleted, or reset in the mean time, the callback function associated with the timer will get called 'n' ticks after `xTimerStart()` was called, where 'n' is the timers defined period.

It is valid to call `xTimerStart()` before the scheduler has been started, but when this is done the timer will not actually start until the scheduler is started, and the timers expiry time will be relative to when the scheduler is started, not relative to when `xTimerStart()` was called.

The `configUSE_TIMERS` configuration constant must be set to 1 for `xTimerStart()` to be available.

Example usage:

**Return** `pdFAIL` will be returned if the start command could not be sent to the timer command queue even after `xTicksToWait` ticks had passed. `pdPASS` will be returned if the command was successfully sent to the timer command queue. When the command is actually processed will depend on the priority of the timer service/daemon task relative to other tasks in the system, although the timers expiry time is relative to when `xTimerStart()` is actually called. The timer service/daemon task priority is set by the `configTIMER_TASK_PRIORITY` configuration constant.

#### Parameters

- `xTimer`: The handle of the timer being started/restarted.
- `xTicksToWait`: Specifies the time, in ticks, that the calling task should be held in the Blocked state to wait for the start command to be successfully sent to the timer command queue, should the queue already be full when `xTimerStart()` was called. `xTicksToWait` is ignored if `xTimerStart()` is called before the scheduler is started.

See the `xTimerCreate()` API function example usage scenario.

**xTimerStop** (xTimer, xTicksToWait)

Timer functionality is provided by a timer service/daemon task. Many of the public FreeRTOS timer API functions send commands to the timer service task through a queue called the timer command queue. The timer command queue is private to the kernel itself and is not directly accessible to application code. The length of the timer command queue is set by the `configTIMER_QUEUE_LENGTH` configuration constant.

xTimerStop() stops a timer that was previously started using either of the The xTimerStart(), xTimerReset(), xTimerStartFromISR(), xTimerResetFromISR(), xTimerChangePeriod() or xTimerChangePeriodFromISR() API functions.

Stopping a timer ensures the timer is not in the active state.

The configUSE\_TIMERS configuration constant must be set to 1 for xTimerStop() to be available.

Example usage:

**Return** pdFAIL will be returned if the stop command could not be sent to the timer command queue even after xTicksToWait ticks had passed. pdPASS will be returned if the command was successfully sent to the timer command queue. When the command is actually processed will depend on the priority of the timer service/daemon task relative to other tasks in the system. The timer service/daemon task priority is set by the configTIMER\_TASK\_PRIORITY configuration constant.

#### Parameters

- xTimer: The handle of the timer being stopped.
- xTicksToWait: Specifies the time, in ticks, that the calling task should be held in the Blocked state to wait for the stop command to be successfully sent to the timer command queue, should the queue already be full when xTimerStop() was called. xTicksToWait is ignored if xTimerStop() is called before the scheduler is started.

See the xTimerCreate() API function example usage scenario.

#### xTimerChangePeriod (xTimer, xNewPeriod, xTicksToWait)

Timer functionality is provided by a timer service/daemon task. Many of the public FreeRTOS timer API functions send commands to the timer service task through a queue called the timer command queue. The timer command queue is private to the kernel itself and is not directly accessible to application code. The length of the timer command queue is set by the configTIMER\_QUEUE\_LENGTH configuration constant.

xTimerChangePeriod() changes the period of a timer that was previously created using the xTimerCreate() API function.

xTimerChangePeriod() can be called to change the period of an active or dormant state timer.

The configUSE\_TIMERS configuration constant must be set to 1 for xTimerChangePeriod() to be available.

Example usage:

```
// This function assumes xTimer has already been created.  If the timer
// referenced by xTimer is already active when it is called, then the timer
// is deleted.  If the timer referenced by xTimer is not active when it is
// called, then the period of the timer is set to 500ms and the timer is
// started.
void vAFunction( TimerHandle_t xTimer )
{
    if( xTimerIsTimerActive( xTimer ) != pdFALSE ) // or more simply and_
    ↪equivalently "if( xTimerIsTimerActive( xTimer ) )"
    {
        // xTimer is already active - delete it.
        xTimerDelete( xTimer );
    }
    else
    {
        // xTimer is not active, change its period to 500ms.  This will also
        // cause the timer to start.  Block for a maximum of 100 ticks if the
        // change period command cannot immediately be sent to the timer
        // command queue.
    }
}
```

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```
→)    if( xTimerChangePeriod( xTimer, 500 / portTICK_PERIOD_MS, 100 ) == pdPASS_  
    {  
        // The command was successfully sent.  
    }  
    else  
    {  
        // The command could not be sent, even after waiting for 100 ticks  
        // to pass. Take appropriate action here.  
    }  
}
```

**Return** pdFAIL will be returned if the change period command could not be sent to the timer command queue even after xTicksToWait ticks had passed. pdPASS will be returned if the command was successfully sent to the timer command queue. When the command is actually processed will depend on the priority of the timer service/daemon task relative to other tasks in the system. The timer service/daemon task priority is set by the configTIMER\_TASK\_PRIORITY configuration constant.

#### Parameters

- xTimer: The handle of the timer that is having its period changed.
- xNewPeriod: The new period for xTimer. Timer periods are specified in tick periods, so the constant portTICK\_PERIOD\_MS can be used to convert a time that has been specified in milliseconds. For example, if the timer must expire after 100 ticks, then xNewPeriod should be set to 100. Alternatively, if the timer must expire after 500ms, then xNewPeriod can be set to ( 500 / portTICK\_PERIOD\_MS ) provided configTICK\_RATE\_HZ is less than or equal to 1000.
- xTicksToWait: Specifies the time, in ticks, that the calling task should be held in the Blocked state to wait for the change period command to be successfully sent to the timer command queue, should the queue already be full when xTimerChangePeriod() was called. xTicksToWait is ignored if xTimerChangePeriod() is called before the scheduler is started.

#### xTimerDelete (xTimer, xTicksToWait)

Timer functionality is provided by a timer service/daemon task. Many of the public FreeRTOS timer API functions send commands to the timer service task through a queue called the timer command queue. The timer command queue is private to the kernel itself and is not directly accessible to application code. The length of the timer command queue is set by the configTIMER\_QUEUE\_LENGTH configuration constant.

xTimerDelete() deletes a timer that was previously created using the xTimerCreate() API function.

The configUSE\_TIMERS configuration constant must be set to 1 for xTimerDelete() to be available.

Example usage:

**Return** pdFAIL will be returned if the delete command could not be sent to the timer command queue even after xTicksToWait ticks had passed. pdPASS will be returned if the command was successfully sent to the timer command queue. When the command is actually processed will depend on the priority of the timer service/daemon task relative to other tasks in the system. The timer service/daemon task priority is set by the configTIMER\_TASK\_PRIORITY configuration constant.

#### Parameters

- xTimer: The handle of the timer being deleted.
- xTicksToWait: Specifies the time, in ticks, that the calling task should be held in the Blocked state to wait for the delete command to be successfully sent to the timer command queue, should the queue



already be full when `xTimerDelete()` was called. `xTicksToWait` is ignored if `xTimerDelete()` is called before the scheduler is started.

See the `xTimerChangePeriod()` API function example usage scenario.

#### **xTimerReset** (xTimer, xTicksToWait)

Timer functionality is provided by a timer service/daemon task. Many of the public FreeRTOS timer API functions send commands to the timer service task through a queue called the timer command queue. The timer command queue is private to the kernel itself and is not directly accessible to application code. The length of the timer command queue is set by the `configTIMER_QUEUE_LENGTH` configuration constant.

`xTimerReset()` re-starts a timer that was previously created using the `xTimerCreate()` API function. If the timer had already been started and was already in the active state, then `xTimerReset()` will cause the timer to re-evaluate its expiry time so that it is relative to when `xTimerReset()` was called. If the timer was in the dormant state then `xTimerReset()` has equivalent functionality to the `xTimerStart()` API function.

Resetting a timer ensures the timer is in the active state. If the timer is not stopped, deleted, or reset in the mean time, the callback function associated with the timer will get called 'n' ticks after `xTimerReset()` was called, where 'n' is the timers defined period.

It is valid to call `xTimerReset()` before the scheduler has been started, but when this is done the timer will not actually start until the scheduler is started, and the timers expiry time will be relative to when the scheduler is started, not relative to when `xTimerReset()` was called.

The `configUSE_TIMERS` configuration constant must be set to 1 for `xTimerReset()` to be available.

Example usage:

```
// When a key is pressed, an LCD back-light is switched on. If 5 seconds pass
// without a key being pressed, then the LCD back-light is switched off. In
// this case, the timer is a one-shot timer.

TimerHandle_t xBacklightTimer = NULL;

// The callback function assigned to the one-shot timer. In this case the
// parameter is not used.
void vBacklightTimerCallback( TimerHandle_t pxTimer )
{
    // The timer expired, therefore 5 seconds must have passed since a key
    // was pressed. Switch off the LCD back-light.
    vSetBacklightState( BACKLIGHT_OFF );
}

// The key press event handler.
void vKeyPressEventHandler( char cKey )
{
    // Ensure the LCD back-light is on, then reset the timer that is
    // responsible for turning the back-light off after 5 seconds of
    // key inactivity. Wait 10 ticks for the command to be successfully sent
    // if it cannot be sent immediately.
    vSetBacklightState( BACKLIGHT_ON );
    if( xTimerReset( xBacklightTimer, 100 ) != pdPASS )
    {
        // The reset command was not executed successfully. Take appropriate
        // action here.
    }

    // Perform the rest of the key processing here.
}
```

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```

void main( void )
{
int32_t x;

    // Create then start the one-shot timer that is responsible for turning
    // the back-light off if no keys are pressed within a 5 second period.
    xBacklightTimer = xTimerCreate( "BacklightTimer",           // Just a text
    ↪name, not used by the kernel.
                                ( 5000 / portTICK_PERIOD_MS), // The timer
    ↪period in ticks.
                                pdFALSE,                       // The timer is a
    ↪one-shot timer.
                                0,                             // The id is not
    ↪used by the callback so can take any value.
                                vBacklightTimerCallback        // The callback
    ↪function that switches the LCD back-light off.
                                );

    if( xBacklightTimer == NULL )
    {
        // The timer was not created.
    }
    else
    {
        // Start the timer. No block time is specified, and even if one was
        // it would be ignored because the scheduler has not yet been
        // started.
        if( xTimerStart( xBacklightTimer, 0 ) != pdPASS )
        {
            // The timer could not be set into the Active state.
        }
    }

    // ...
    // Create tasks here.
    // ...

    // Starting the scheduler will start the timer running as it has already
    // been set into the active state.
    xTaskStartScheduler();

    // Should not reach here.
    for( ;; );
}

```

**Return** pdFAIL will be returned if the reset command could not be sent to the timer command queue even after xTicksToWait ticks had passed. pdPASS will be returned if the command was successfully sent to the timer command queue. When the command is actually processed will depend on the priority of the timer service/daemon task relative to other tasks in the system, although the timers expiry time is relative to when xTimerStart() is actually called. The timer service/daemon task priority is set by the configTIMER\_TASK\_PRIORITY configuration constant.

#### Parameters

- xTimer: The handle of the timer being reset/started/restarted.

- `xTicksToWait`: Specifies the time, in ticks, that the calling task should be held in the Blocked state to wait for the reset command to be successfully sent to the timer command queue, should the queue already be full when `xTimerReset()` was called. `xTicksToWait` is ignored if `xTimerReset()` is called before the scheduler is started.

#### **xTimerStartFromISR** (xTimer, pxHigherPriorityTaskWoken)

A version of `xTimerStart()` that can be called from an interrupt service routine.

Example usage:

```
// This scenario assumes xBacklightTimer has already been created. When a
// key is pressed, an LCD back-light is switched on. If 5 seconds pass
// without a key being pressed, then the LCD back-light is switched off. In
// this case, the timer is a one-shot timer, and unlike the example given for
// the xTimerReset() function, the key press event handler is an interrupt
// service routine.

// The callback function assigned to the one-shot timer. In this case the
// parameter is not used.
void vBacklightTimerCallback( TimerHandle_t pxTimer )
{
    // The timer expired, therefore 5 seconds must have passed since a key
    // was pressed. Switch off the LCD back-light.
    vSetBacklightState( BACKLIGHT_OFF );
}

// The key press interrupt service routine.
void vKeyPressEventInterruptHandler( void )
{
    BaseType_t xHigherPriorityTaskWoken = pdFALSE;

    // Ensure the LCD back-light is on, then restart the timer that is
    // responsible for turning the back-light off after 5 seconds of
    // key inactivity. This is an interrupt service routine so can only
    // call FreeRTOS API functions that end in "FromISR".
    vSetBacklightState( BACKLIGHT_ON );

    // xTimerStartFromISR() or xTimerResetFromISR() could be called here
    // as both cause the timer to re-calculate its expiry time.
    // xHigherPriorityTaskWoken was initialised to pdFALSE when it was
    // declared (in this function).
    if( xTimerStartFromISR( xBacklightTimer, &xHigherPriorityTaskWoken ) !=
↳pdPASS )
    {
        // The start command was not executed successfully. Take appropriate
        // action here.
    }

    // Perform the rest of the key processing here.

    // If xHigherPriorityTaskWoken equals pdTRUE, then a context switch
    // should be performed. The syntax required to perform a context switch
    // from inside an ISR varies from port to port, and from compiler to
    // compiler. Inspect the demos for the port you are using to find the
    // actual syntax required.
    if( xHigherPriorityTaskWoken != pdFALSE )
    {
        // Call the interrupt safe yield function here (actual function
```

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```

    // depends on the FreeRTOS port being used).
}
}

```

**Return** pdFAIL will be returned if the start command could not be sent to the timer command queue. pdPASS will be returned if the command was successfully sent to the timer command queue. When the command is actually processed will depend on the priority of the timer service/daemon task relative to other tasks in the system, although the timers expiry time is relative to when xTimerStartFromISR() is actually called. The timer service/daemon task priority is set by the configTIMER\_TASK\_PRIORITY configuration constant.

#### Parameters

- xTimer: The handle of the timer being started/restarted.
- pxHigherPriorityTaskWoken: The timer service/daemon task spends most of its time in the Blocked state, waiting for messages to arrive on the timer command queue. Calling xTimerStartFromISR() writes a message to the timer command queue, so has the potential to transition the timer service/daemon task out of the Blocked state. If calling xTimerStartFromISR() causes the timer service/daemon task to leave the Blocked state, and the timer service/ daemon task has a priority equal to or greater than the currently executing task (the task that was interrupted), then \*pxHigherPriorityTaskWoken will get set to pdTRUE internally within the xTimerStartFromISR() function. If xTimerStartFromISR() sets this value to pdTRUE then a context switch should be performed before the interrupt exits.

#### xTimerStopFromISR (xTimer, pxHigherPriorityTaskWoken)

A version of xTimerStop() that can be called from an interrupt service routine.

Example usage:

```

// This scenario assumes xTimer has already been created and started.  When
// an interrupt occurs, the timer should be simply stopped.

// The interrupt service routine that stops the timer.
void vAnExampleInterruptServiceRoutine( void )
{
    BaseType_t xHigherPriorityTaskWoken = pdFALSE;

    // The interrupt has occurred - simply stop the timer.
    // xHigherPriorityTaskWoken was set to pdFALSE where it was defined
    // (within this function).  As this is an interrupt service routine, only
    // FreeRTOS API functions that end in "FromISR" can be used.
    if( xTimerStopFromISR( xTimer, &xHigherPriorityTaskWoken ) != pdPASS )
    {
        // The stop command was not executed successfully.  Take appropriate
        // action here.
    }

    // If xHigherPriorityTaskWoken equals pdTRUE, then a context switch
    // should be performed.  The syntax required to perform a context switch
    // from inside an ISR varies from port to port, and from compiler to
    // compiler.  Inspect the demos for the port you are using to find the
    // actual syntax required.
    if( xHigherPriorityTaskWoken != pdFALSE )
    {
        // Call the interrupt safe yield function here (actual function
        // depends on the FreeRTOS port being used).
    }
}

```

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```
}
}
```

**Return** pdFAIL will be returned if the stop command could not be sent to the timer command queue. pdPASS will be returned if the command was successfully sent to the timer command queue. When the command is actually processed will depend on the priority of the timer service/daemon task relative to other tasks in the system. The timer service/daemon task priority is set by the configTIMER\_TASK\_PRIORITY configuration constant.

#### Parameters

- xTimer: The handle of the timer being stopped.
- pxHigherPriorityTaskWoken: The timer service/daemon task spends most of its time in the Blocked state, waiting for messages to arrive on the timer command queue. Calling xTimerStopFromISR() writes a message to the timer command queue, so has the potential to transition the timer service/daemon task out of the Blocked state. If calling xTimerStopFromISR() causes the timer service/daemon task to leave the Blocked state, and the timer service/ daemon task has a priority equal to or greater than the currently executing task (the task that was interrupted), then \*pxHigherPriorityTaskWoken will get set to pdTRUE internally within the xTimerStopFromISR() function. If xTimerStopFromISR() sets this value to pdTRUE then a context switch should be performed before the interrupt exits.

#### xTimerChangePeriodFromISR (xTimer, xNewPeriod, pxHigherPriorityTaskWoken)

A version of xTimerChangePeriod() that can be called from an interrupt service routine.

Example usage:

```
// This scenario assumes xTimer has already been created and started. When
// an interrupt occurs, the period of xTimer should be changed to 500ms.

// The interrupt service routine that changes the period of xTimer.
void vAnExampleInterruptServiceRoutine( void )
{
    BaseType_t xHigherPriorityTaskWoken = pdFALSE;

    // The interrupt has occurred - change the period of xTimer to 500ms.
    // xHigherPriorityTaskWoken was set to pdFALSE where it was defined
    // (within this function). As this is an interrupt service routine, only
    // FreeRTOS API functions that end in "FromISR" can be used.
    if( xTimerChangePeriodFromISR( xTimer, &xHigherPriorityTaskWoken ) != pdPASS )
    {
        // The command to change the timers period was not executed
        // successfully. Take appropriate action here.
    }

    // If xHigherPriorityTaskWoken equals pdTRUE, then a context switch
    // should be performed. The syntax required to perform a context switch
    // from inside an ISR varies from port to port, and from compiler to
    // compiler. Inspect the demos for the port you are using to find the
    // actual syntax required.
    if( xHigherPriorityTaskWoken != pdFALSE )
    {
        // Call the interrupt safe yield function here (actual function
        // depends on the FreeRTOS port being used).
    }
}
```

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```

    }
}

```

**Return** pdFAIL will be returned if the command to change the timers period could not be sent to the timer command queue. pdPASS will be returned if the command was successfully sent to the timer command queue. When the command is actually processed will depend on the priority of the timer service/daemon task relative to other tasks in the system. The timer service/daemon task priority is set by the configTIMER\_TASK\_PRIORITY configuration constant.

#### Parameters

- xTimer: The handle of the timer that is having its period changed.
- xNewPeriod: The new period for xTimer. Timer periods are specified in tick periods, so the constant portTICK\_PERIOD\_MS can be used to convert a time that has been specified in milliseconds. For example, if the timer must expire after 100 ticks, then xNewPeriod should be set to 100. Alternatively, if the timer must expire after 500ms, then xNewPeriod can be set to ( 500 / portTICK\_PERIOD\_MS ) provided configTICK\_RATE\_HZ is less than or equal to 1000.
- pxHigherPriorityTaskWoken: The timer service/daemon task spends most of its time in the Blocked state, waiting for messages to arrive on the timer command queue. Calling xTimerChangePeriodFromISR() writes a message to the timer command queue, so has the potential to transition the timer service/daemon task out of the Blocked state. If calling xTimerChangePeriodFromISR() causes the timer service/daemon task to leave the Blocked state, and the timer service/daemon task has a priority equal to or greater than the currently executing task (the task that was interrupted), then \*pxHigherPriorityTaskWoken will get set to pdTRUE internally within the xTimerChangePeriodFromISR() function. If xTimerChangePeriodFromISR() sets this value to pdTRUE then a context switch should be performed before the interrupt exits.

#### **xTimerResetFromISR** (xTimer, pxHigherPriorityTaskWoken)

A version of xTimerReset() that can be called from an interrupt service routine.

Example usage:

```

// This scenario assumes xBacklightTimer has already been created. When a
// key is pressed, an LCD back-light is switched on. If 5 seconds pass
// without a key being pressed, then the LCD back-light is switched off. In
// this case, the timer is a one-shot timer, and unlike the example given for
// the xTimerReset() function, the key press event handler is an interrupt
// service routine.

// The callback function assigned to the one-shot timer. In this case the
// parameter is not used.
void vBacklightTimerCallback( TimerHandle_t pxTimer )
{
    // The timer expired, therefore 5 seconds must have passed since a key
    // was pressed. Switch off the LCD back-light.
    vSetBacklightState( BACKLIGHT_OFF );
}

// The key press interrupt service routine.
void vKeyPressEventInterruptHandler( void )
{
    BaseType_t xHigherPriorityTaskWoken = pdFALSE;

    // Ensure the LCD back-light is on, then reset the timer that is

```

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```

// responsible for turning the back-light off after 5 seconds of
// key inactivity. This is an interrupt service routine so can only
// call FreeRTOS API functions that end in "FromISR".
vSetBacklightState( BACKLIGHT_ON );

// xTimerStartFromISR() or xTimerResetFromISR() could be called here
// as both cause the timer to re-calculate its expiry time.
// xHigherPriorityTaskWoken was initialised to pdFALSE when it was
// declared (in this function).
if( xTimerResetFromISR( xBacklightTimer, &xHigherPriorityTaskWoken ) !=
→pdPASS )
{
    // The reset command was not executed successfully. Take appropriate
    // action here.
}

// Perform the rest of the key processing here.

// If xHigherPriorityTaskWoken equals pdTRUE, then a context switch
// should be performed. The syntax required to perform a context switch
// from inside an ISR varies from port to port, and from compiler to
// compiler. Inspect the demos for the port you are using to find the
// actual syntax required.
if( xHigherPriorityTaskWoken != pdFALSE )
{
    // Call the interrupt safe yield function here (actual function
    // depends on the FreeRTOS port being used).
}
}

```

**Return** pdFAIL will be returned if the reset command could not be sent to the timer command queue. pdPASS will be returned if the command was successfully sent to the timer command queue. When the command is actually processed will depend on the priority of the timer service/daemon task relative to other tasks in the system, although the timers expiry time is relative to when xTimerResetFromISR() is actually called. The timer service/daemon task priority is set by the configTIMER\_TASK\_PRIORITY configuration constant.

### Parameters

- xTimer: The handle of the timer that is to be started, reset, or restarted.
- pxHigherPriorityTaskWoken: The timer service/daemon task spends most of its time in the Blocked state, waiting for messages to arrive on the timer command queue. Calling xTimerResetFromISR() writes a message to the timer command queue, so has the potential to transition the timer service/daemon task out of the Blocked state. If calling xTimerResetFromISR() causes the timer service/daemon task to leave the Blocked state, and the timer service/ daemon task has a priority equal to or greater than the currently executing task (the task that was interrupted), then \*pxHigherPriorityTaskWoken will get set to pdTRUE internally within the xTimerResetFromISR() function. If xTimerResetFromISR() sets this value to pdTRUE then a context switch should be performed before the interrupt exits.

### Type Definitions

```
typedef void *TimerHandle_t
```

Type by which software timers are referenced. For example, a call to xTimerCreate() returns an TimerHandle\_t

variable that can then be used to reference the subject timer in calls to other software timer API functions (for example, `xTimerStart()`, `xTimerReset()`, etc.).

**typedef** void (\***TimerCallbackFunction\_t**) (*TimerHandle\_t* xTimer)

Defines the prototype to which timer callback functions must conform.

**typedef** void (\***PendedFunction\_t**) (void \*, uint32\_t)

Defines the prototype to which functions used with the `xTimerPendFunctionCallFromISR()` function must conform.

## Event Group API

### Header File

- [freertos/include/freertos/event\\_groups.h](#)

### Functions

*EventGroupHandle\_t* **xEventGroupCreate** (void)

Create a new event group.

Internally, within the FreeRTOS implementation, event groups use a [small] block of memory, in which the event group's structure is stored. If an event group is created using `xEventGroupCreate()` then the required memory is automatically dynamically allocated inside the `xEventGroupCreate()` function. (see <http://www.freertos.org/a00111.html>). If an event group is created using `xEventGroupCreateStatic()` then the application writer must instead provide the memory that will get used by the event group. `xEventGroupCreateStatic()` therefore allows an event group to be created without using any dynamic memory allocation.

Although event groups are not related to ticks, for internal implementation reasons the number of bits available for use in an event group is dependent on the `configUSE_16_BIT_TICKS` setting in `FreeRTOSConfig.h`. If `configUSE_16_BIT_TICKS` is 1 then each event group contains 8 usable bits (bit 0 to bit 7). If `configUSE_16_BIT_TICKS` is set to 0 then each event group has 24 usable bits (bit 0 to bit 23). The `EventBits_t` type is used to store event bits within an event group.

Example usage:

```
// Declare a variable to hold the created event group.
EventGroupHandle_t xCreatedEventGroup;

// Attempt to create the event group.
xCreatedEventGroup = xEventGroupCreate();

// Was the event group created successfully?
if( xCreatedEventGroup == NULL )
{
    // The event group was not created because there was insufficient
    // FreeRTOS heap available.
}
else
{
    // The event group was created.
}
```

**Return** If the event group was created then a handle to the event group is returned. If there was insufficient FreeRTOS heap available to create the event group then NULL is returned. See <http://www.freertos.org/a00111.html>



*EventGroupHandle\_t* **xEventGroupCreateStatic** (*StaticEventGroup\_t \*pxEventGroupBuffer*)

Create a new event group.

Internally, within the FreeRTOS implementation, event groups use a [small] block of memory, in which the event group's structure is stored. If an event groups is created using `xEventGropuCreate()` then the required memory is automatically dynamically allocated inside the `xEventGroupCreate()` function. (see <http://www.freertos.org/a00111.html>). If an event group is created using `xEventGropuCreateStatic()` then the application writer must instead provide the memory that will get used by the event group. `xEventGroupCreateStatic()` therefore allows an event group to be created without using any dynamic memory allocation.

Although event groups are not related to ticks, for internal implementation reasons the number of bits available for use in an event group is dependent on the `configUSE_16_BIT_TICKS` setting in `FreeRTOSConfig.h`. If `configUSE_16_BIT_TICKS` is 1 then each event group contains 8 usable bits (bit 0 to bit 7). If `configUSE_16_BIT_TICKS` is set to 0 then each event group has 24 usable bits (bit 0 to bit 23). The `EventBits_t` type is used to store event bits within an event group.

Example usage:

```
// StaticEventGroup_t is a publicly accessible structure that has the same
// size and alignment requirements as the real event group structure. It is
// provided as a mechanism for applications to know the size of the event
// group (which is dependent on the architecture and configuration file
// settings) without breaking the strict data hiding policy by exposing the
// real event group internals. This StaticEventGroup_t variable is passed
// into the xSemaphoreCreateEventGroupStatic() function and is used to store
// the event group's data structures
StaticEventGroup_t xEventGroupBuffer;

// Create the event group without dynamically allocating any memory.
xEventGroup = xEventGroupCreateStatic( &xEventGroupBuffer );
```

**Return** If the event group was created then a handle to the event group is returned. If `pxEventGroupBuffer` was NULL then NULL is returned.

#### Parameters

- `pxEventGroupBuffer`: `pxEventGroupBuffer` must point to a variable of type `StaticEventGroup_t`, which will be then be used to hold the event group's data structures, removing the need for the memory to be allocated dynamically.

*EventBits\_t* **xEventGroupWaitBits** (*EventGroupHandle\_t* *xEventGroup*, **const** *EventBits\_t* *uxBitsToWaitFor*, **const** *BaseType\_t* *xClearOnExit*, **const** *BaseType\_t* *xWaitForAllBits*, *TickType\_t* *xTicksToWait*)

[Potentially] block to wait for one or more bits to be set within a previously created event group.

This function cannot be called from an interrupt.

Example usage:

```
#define BIT_0    ( 1 << 0 )
#define BIT_4    ( 1 << 4 )

void aFunction( EventGroupHandle_t xEventGroup )
{
    EventBits_t uxBits;
    const TickType_t xTicksToWait = 100 / portTICK_PERIOD_MS;

    // Wait a maximum of 100ms for either bit 0 or bit 4 to be set within
```

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```

// the event group. Clear the bits before exiting.
uxBits = xEventGroupWaitBits(
    xEventGroup,    // The event group being tested.
    BIT_0 | BIT_4, // The bits within the event group to wait for.
    pdTRUE,        // BIT_0 and BIT_4 should be cleared before_
↳returning.
    pdFALSE,       // Don't wait for both bits, either bit will do.
    xTicksToWait ); // Wait a maximum of 100ms for either bit to be_
↳set.

if( ( uxBits & ( BIT_0 | BIT_4 ) ) == ( BIT_0 | BIT_4 ) )
{
    // xEventGroupWaitBits() returned because both bits were set.
}
else if( ( uxBits & BIT_0 ) != 0 )
{
    // xEventGroupWaitBits() returned because just BIT_0 was set.
}
else if( ( uxBits & BIT_4 ) != 0 )
{
    // xEventGroupWaitBits() returned because just BIT_4 was set.
}
else
{
    // xEventGroupWaitBits() returned because xTicksToWait ticks passed
    // without either BIT_0 or BIT_4 becoming set.
}
}
}

```

{c}

**Return** The value of the event group at the time either the bits being waited for became set, or the block time expired. Test the return value to know which bits were set. If `xEventGroupWaitBits()` returned because its timeout expired then not all the bits being waited for will be set. If `xEventGroupWaitBits()` returned because the bits it was waiting for were set then the returned value is the event group value before any bits were automatically cleared in the case that `xClearOnExit` parameter was set to `pdTRUE`.

### Parameters

- `xEventGroup`: The event group in which the bits are being tested. The event group must have previously been created using a call to `xEventGroupCreate()`.
- `uxBitsToWaitFor`: A bitwise value that indicates the bit or bits to test inside the event group. For example, to wait for bit 0 and/or bit 2 set `uxBitsToWaitFor` to `0x05`. To wait for bits 0 and/or bit 1 and/or bit 2 set `uxBitsToWaitFor` to `0x07`. Etc.
- `xClearOnExit`: If `xClearOnExit` is set to `pdTRUE` then any bits within `uxBitsToWaitFor` that are set within the event group will be cleared before `xEventGroupWaitBits()` returns if the wait condition was met (if the function returns for a reason other than a timeout). If `xClearOnExit` is set to `pdFALSE` then the bits set in the event group are not altered when the call to `xEventGroupWaitBits()` returns.
- `xWaitForAllBits`: If `xWaitForAllBits` is set to `pdTRUE` then `xEventGroupWaitBits()` will return when either all the bits in `uxBitsToWaitFor` are set or the specified block time expires. If `xWaitForAllBits` is set to `pdFALSE` then `xEventGroupWaitBits()` will return when any one of the bits set in `uxBitsToWaitFor` is set or the specified block time expires. The block time is specified by the `xTicksToWait` parameter.
- `xTicksToWait`: The maximum amount of time (specified in ‘ticks’) to wait for one/all (depending

on the `xWaitForAllBits` value) of the bits specified by `uxBitsToWaitFor` to become set.

***EventBits\_t* xEventGroupClearBits** (*EventGroupHandle\_t* xEventGroup, **const** *EventBits\_t* uxBitsToClear)

Clear bits within an event group. This function cannot be called from an interrupt.

Example usage:

```
#define BIT_0    ( 1 << 0 )
#define BIT_4    ( 1 << 4 )

void aFunction( EventGroupHandle_t xEventGroup )
{
    EventBits_t uxBits;

    // Clear bit 0 and bit 4 in xEventGroup.
    uxBits = xEventGroupClearBits(
                xEventGroup,    // The event group being updated.
                BIT_0 | BIT_4 ); // The bits being cleared.

    if( ( uxBits & ( BIT_0 | BIT_4 ) ) == ( BIT_0 | BIT_4 ) )
    {
        // Both bit 0 and bit 4 were set before xEventGroupClearBits() was
        // called. Both will now be clear (not set).
    }
    else if( ( uxBits & BIT_0 ) != 0 )
    {
        // Bit 0 was set before xEventGroupClearBits() was called. It will
        // now be clear.
    }
    else if( ( uxBits & BIT_4 ) != 0 )
    {
        // Bit 4 was set before xEventGroupClearBits() was called. It will
        // now be clear.
    }
    else
    {
        // Neither bit 0 nor bit 4 were set in the first place.
    }
}
```

**Return** The value of the event group before the specified bits were cleared.

#### Parameters

- `xEventGroup`: The event group in which the bits are to be cleared.
- `uxBitsToClear`: A bitwise value that indicates the bit or bits to clear in the event group. For example, to clear bit 3 only, set `uxBitsToClear` to `0x08`. To clear bit 3 and bit 0 set `uxBitsToClear` to `0x09`.

***EventBits\_t* xEventGroupSetBits** (*EventGroupHandle\_t* xEventGroup, **const** *EventBits\_t* uxBitsToSet)

Set bits within an event group. This function cannot be called from an interrupt. `xEventGroupSetBitsFromISR()` is a version that can be called from an interrupt.

Setting bits in an event group will automatically unblock tasks that are blocked waiting for the bits.

Example usage:

```

#define BIT_0    ( 1 << 0 )
#define BIT_4    ( 1 << 4 )

void aFunction( EventGroupHandle_t xEventGroup )
{
    EventBits_t uxBits;

    // Set bit 0 and bit 4 in xEventGroup.
    uxBits = xEventGroupSetBits(
        xEventGroup,    // The event group being updated.
        BIT_0 | BIT_4 ); // The bits being set.

    if( ( uxBits & ( BIT_0 | BIT_4 ) ) == ( BIT_0 | BIT_4 ) )
    {
        // Both bit 0 and bit 4 remained set when the function returned.
    }
    else if( ( uxBits & BIT_0 ) != 0 )
    {
        // Bit 0 remained set when the function returned, but bit 4 was
        // cleared. It might be that bit 4 was cleared automatically as a
        // task that was waiting for bit 4 was removed from the Blocked
        // state.
    }
    else if( ( uxBits & BIT_4 ) != 0 )
    {
        // Bit 4 remained set when the function returned, but bit 0 was
        // cleared. It might be that bit 0 was cleared automatically as a
        // task that was waiting for bit 0 was removed from the Blocked
        // state.
    }
    else
    {
        // Neither bit 0 nor bit 4 remained set. It might be that a task
        // was waiting for both of the bits to be set, and the bits were
        // cleared as the task left the Blocked state.
    }
}

```

{c}

**Return** The value of the event group at the time the call to `xEventGroupSetBits()` returns. There are two reasons why the returned value might have the bits specified by the `uxBitsToSet` parameter cleared. First, if setting a bit results in a task that was waiting for the bit leaving the blocked state then it is possible the bit will be cleared automatically (see the `xClearBitOnExit` parameter of `xEventGroupWaitBits()`). Second, any unblocked (or otherwise Ready state) task that has a priority above that of the task that called `xEventGroupSetBits()` will execute and may change the event group value before the call to `xEventGroupSetBits()` returns.

### Parameters

- `xEventGroup`: The event group in which the bits are to be set.
- `uxBitsToSet`: A bitwise value that indicates the bit or bits to set. For example, to set bit 3 only, set `uxBitsToSet` to `0x08`. To set bit 3 and bit 0 set `uxBitsToSet` to `0x09`.

*EventBits\_t* **xEventGroupSync** (*EventGroupHandle\_t* *xEventGroup*, **const** *EventBits\_t* *uxBitsToSet*, **const** *EventBits\_t* *uxBitsToWaitFor*, *TickType\_t* *xTicksToWait*)

Atomically set bits within an event group, then wait for a combination of bits to be set within the same event group. This functionality is typically used to synchronise multiple tasks, where each task has to wait for the

other tasks to reach a synchronisation point before proceeding.

This function cannot be used from an interrupt.

The function will return before its block time expires if the bits specified by the `uxBitsToWait` parameter are set, or become set within that time. In this case all the bits specified by `uxBitsToWait` will be automatically cleared before the function returns.

Example usage:

```
// Bits used by the three tasks.
#define TASK_0_BIT    ( 1 << 0 )
#define TASK_1_BIT    ( 1 << 1 )
#define TASK_2_BIT    ( 1 << 2 )

#define ALL_SYNC_BITS ( TASK_0_BIT | TASK_1_BIT | TASK_2_BIT )

// Use an event group to synchronise three tasks. It is assumed this event
// group has already been created elsewhere.
EventGroupHandle_t xEventBits;

void vTask0( void *pvParameters )
{
    EventBits_t uxReturn;
    TickType_t xTicksToWait = 100 / portTICK_PERIOD_MS;

    for( ;; )
    {
        // Perform task functionality here.

        // Set bit 0 in the event flag to note this task has reached the
        // sync point. The other two tasks will set the other two bits defined
        // by ALL_SYNC_BITS. All three tasks have reached the synchronisation
        // point when all the ALL_SYNC_BITS are set. Wait a maximum of 100ms
        // for this to happen.
        uxReturn = xEventGroupSync( xEventBits, TASK_0_BIT, ALL_SYNC_BITS,
        ↪xTicksToWait );

        if( ( uxReturn & ALL_SYNC_BITS ) == ALL_SYNC_BITS )
        {
            // All three tasks reached the synchronisation point before the call
            // to xEventGroupSync() timed out.
        }
    }
}

void vTask1( void *pvParameters )
{
    for( ;; )
    {
        // Perform task functionality here.

        // Set bit 1 in the event flag to note this task has reached the
        // synchronisation point. The other two tasks will set the other two
        // bits defined by ALL_SYNC_BITS. All three tasks have reached the
        // synchronisation point when all the ALL_SYNC_BITS are set. Wait
        // indefinitely for this to happen.
        xEventGroupSync( xEventBits, TASK_1_BIT, ALL_SYNC_BITS, portMAX_DELAY );
    }
}
```

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```

        // xEventGroupSync() was called with an indefinite block time, so
        // this task will only reach here if the synchronisation was made by all
        // three tasks, so there is no need to test the return value.
    }
}

void vTask2( void *pvParameters )
{
    for( ;; )
    {
        // Perform task functionality here.

        // Set bit 2 in the event flag to note this task has reached the
        // synchronisation point. The other two tasks will set the other two
        // bits defined by ALL_SYNC_BITS. All three tasks have reached the
        // synchronisation point when all the ALL_SYNC_BITS are set. Wait
        // indefinitely for this to happen.
        xEventGroupSync( xEventBits, TASK_2_BIT, ALL_SYNC_BITS, portMAX_DELAY );

        // xEventGroupSync() was called with an indefinite block time, so
        // this task will only reach here if the synchronisation was made by all
        // three tasks, so there is no need to test the return value.
    }
}

```

**Return** The value of the event group at the time either the bits being waited for became set, or the block time expired. Test the return value to know which bits were set. If xEventGroupSync() returned because its timeout expired then not all the bits being waited for will be set. If xEventGroupSync() returned because all the bits it was waiting for were set then the returned value is the event group value before any bits were automatically cleared.

#### Parameters

- xEventGroup: The event group in which the bits are being tested. The event group must have previously been created using a call to xEventGroupCreate().
- uxBitsToSet: The bits to set in the event group before determining if, and possibly waiting for, all the bits specified by the uxBitsToWait parameter are set.
- uxBitsToWaitFor: A bitwise value that indicates the bit or bits to test inside the event group. For example, to wait for bit 0 and bit 2 set uxBitsToWaitFor to 0x05. To wait for bits 0 and bit 1 and bit 2 set uxBitsToWaitFor to 0x07. Etc.
- xTicksToWait: The maximum amount of time (specified in 'ticks') to wait for all of the bits specified by uxBitsToWaitFor to become set.

#### *EventBits\_t* xEventGroupGetBitsFromISR (*EventGroupHandle\_t* xEventGroup)

A version of xEventGroupGetBits() that can be called from an ISR.

**Return** The event group bits at the time xEventGroupGetBitsFromISR() was called.

#### Parameters

- xEventGroup: The event group being queried.

#### void vEventGroupDelete (*EventGroupHandle\_t* xEventGroup)

Delete an event group that was previously created by a call to xEventGroupCreate(). Tasks that are blocked on the event group will be unblocked and obtain 0 as the event group's value.

### Parameters

- `xEventGroup`: The event group being deleted.

### Macros

#### **xEventGroupClearBitsFromISR** (`xEventGroup`, `uxBitsToClear`)

A version of `xEventGroupClearBits()` that can be called from an interrupt.

Setting bits in an event group is not a deterministic operation because there are an unknown number of tasks that may be waiting for the bit or bits being set. FreeRTOS does not allow nondeterministic operations to be performed while interrupts are disabled, so protects event groups that are accessed from tasks by suspending the scheduler rather than disabling interrupts. As a result event groups cannot be accessed directly from an interrupt service routine. Therefore `xEventGroupClearBitsFromISR()` sends a message to the timer task to have the clear operation performed in the context of the timer task.

Example usage:

```
#define BIT_0    ( 1 << 0 )
#define BIT_4    ( 1 << 4 )

// An event group which it is assumed has already been created by a call to
// xEventGroupCreate().
EventGroupHandle_t xEventGroup;

void anInterruptHandler( void )
{
    // Clear bit 0 and bit 4 in xEventGroup.
    xResult = xEventGroupClearBitsFromISR(
        xEventGroup,    // The event group being updated.
        BIT_0 | BIT_4 ); // The bits being set.

    if( xResult == pdPASS )
    {
        // The message was posted successfully.
    }
}
```

**Return** If the request to execute the function was posted successfully then `pdPASS` is returned, otherwise `pdFALSE` is returned. `pdFALSE` will be returned if the timer service queue was full.

### Parameters

- `xEventGroup`: The event group in which the bits are to be cleared.
- `uxBitsToClear`: A bitwise value that indicates the bit or bits to clear. For example, to clear bit 3 only, set `uxBitsToClear` to `0x08`. To clear bit 3 and bit 0 set `uxBitsToClear` to `0x09`.

#### **xEventGroupSetBitsFromISR** (`xEventGroup`, `uxBitsToSet`, `pxHigherPriorityTaskWoken`)

A version of `xEventGroupSetBits()` that can be called from an interrupt.

Setting bits in an event group is not a deterministic operation because there are an unknown number of tasks that may be waiting for the bit or bits being set. FreeRTOS does not allow nondeterministic operations to be performed in interrupts or from critical sections. Therefore `xEventGroupSetBitFromISR()` sends a message to the timer task to have the set operation performed in the context of the timer task - where a scheduler lock is used in place of a critical section.

Example usage:

```

#define BIT_0    ( 1 << 0 )
#define BIT_4    ( 1 << 4 )

// An event group which it is assumed has already been created by a call to
// xEventGroupCreate().
EventGroupHandle_t xEventGroup;

void anInterruptHandler( void )
{
BaseType_t xHigherPriorityTaskWoken, xResult;

    // xHigherPriorityTaskWoken must be initialised to pdFALSE.
    xHigherPriorityTaskWoken = pdFALSE;

    // Set bit 0 and bit 4 in xEventGroup.
    xResult = xEventGroupSetBitsFromISR(
                xEventGroup,    // The event group being updated.
                BIT_0 | BIT_4    // The bits being set.
                &xHigherPriorityTaskWoken );

    // Was the message posted successfully?
    if( xResult == pdPASS )
    {
        // If xHigherPriorityTaskWoken is now set to pdTRUE then a context
        // switch should be requested. The macro used is port specific and
        // will be either portYIELD_FROM_ISR() or portEND_SWITCHING_ISR() -
        // refer to the documentation page for the port being used.
        portYIELD_FROM_ISR( xHigherPriorityTaskWoken );
    }
}

```

**Return** If the request to execute the function was posted successfully then `pdPASS` is returned, otherwise `pdFALSE` is returned. `pdFALSE` will be returned if the timer service queue was full.

#### Parameters

- `xEventGroup`: The event group in which the bits are to be set.
- `uxBitsToSet`: A bitwise value that indicates the bit or bits to set. For example, to set bit 3 only, set `uxBitsToSet` to `0x08`. To set bit 3 and bit 0 set `uxBitsToSet` to `0x09`.
- `pxHigherPriorityTaskWoken`: As mentioned above, calling this function will result in a message being sent to the timer daemon task. If the priority of the timer daemon task is higher than the priority of the currently running task (the task the interrupt interrupted) then `*pxHigherPriorityTaskWoken` will be set to `pdTRUE` by `xEventGroupSetBitsFromISR()`, indicating that a context switch should be requested before the interrupt exits. For that reason `*pxHigherPriorityTaskWoken` must be initialised to `pdFALSE`. See the example code below.

#### **xEventGroupGetBits** (xEventGroup)

Returns the current value of the bits in an event group. This function cannot be used from an interrupt.

**Return** The event group bits at the time `xEventGroupGetBits()` was called.

#### Parameters

- `xEventGroup`: The event group being queried.



## Type Definitions

```
typedef void *EventGroupHandle_t
```

An event group is a collection of bits to which an application can assign a meaning. For example, an application may create an event group to convey the status of various CAN bus related events in which bit 0 might mean “A CAN

message has been received and is ready for processing”, bit 1 might mean “The application has queued a message that is ready for sending onto the CAN network”, and bit 2 might mean “It is time to send a SYNC message onto the CAN network” etc. A task can then test the bit values to see which events are active, and optionally enter the Blocked state to wait for a specified bit or a group of specified bits to be active. To continue the CAN bus example, a CAN controlling task can enter the Blocked state (and therefore not consume any processing time) until either bit 0, bit 1 or bit 2 are active, at which time the bit that was actually active would inform the task which action it had to take (process a received message, send a message, or send a SYNC).

The event groups implementation contains intelligence to avoid race conditions that would otherwise occur were an application to use a simple variable for the same purpose. This is particularly important with respect to when a bit within an event group is to be cleared, and when bits have to be set and then tested atomically - as is the case where event groups are used to create a synchronisation point between multiple tasks (a ‘rendezvous’).  
event\_groups.h

Type by which event groups are referenced. For example, a call to xEventGroupCreate() returns an EventGroupHandle\_t variable that can then be used as a parameter to other event group functions.

```
typedef TickType_t EventBits_t
```

## 3.7.2 FreeRTOS Additions

### Overview

ESP-IDF FreeRTOS is based on the Xtensa port of FreeRTOS v8.2.0 with significant modifications for SMP compatibility (see *ESP-IDF FreeRTOS SMP Changes*). However various features specific to ESP-IDF FreeRTOS have been added. The features are as follows:

*Ring Buffers*: Ring buffers were added to provide a form of buffer that could accept entries of arbitrary lengths.

*Hooks*: ESP-IDF FreeRTOS hooks provides support for registering extra Idle and Tick hooks at run time. Moreover, the hooks can be asymmetric amongst both CPUs.

### Ring Buffers

The ESP-IDF FreeRTOS ring buffer is a strictly FIFO buffer that supports arbitrarily sized items. Ring buffers are a more memory efficient alternative to FreeRTOS queues in situations where the size of items is variable. The capacity of a ring buffer is not measured by the number of items it can store, but rather by the amount of memory used for storing items. Items are sent to ring buffers by copy, however for efficiency reasons **items are retrieved by reference**. As a result, all retrieved items **must also be returned** in order for them to be removed from the ring buffer completely. The ring buffers are split into the three following types:

**No-Split** buffers will guarantee that an item is stored in contiguous memory and will not attempt to split an item under any circumstances. Use no-split buffers when items must occupy contiguous memory.

**Allow-Split** buffers will allow an item to be split when wrapping around if doing so will allow the item to be stored. Allow-split buffers are more memory efficient than no-split buffers but can return an item in two parts when retrieving.

**Byte buffers** do not store data as separate items. All data is stored as a sequence of bytes, and any number of bytes can be sent or retrieved each time. Use byte buffers when separate items do not need to be maintained (e.g. a byte stream).

---

**Note:** No-split/allow-split buffers will always store items at 32-bit aligned addresses. Therefore when retrieving an item, the item pointer is guaranteed to be 32-bit aligned.

---

---

**Note:** Each item stored in no-split/allow-split buffers will **require an additional 8 bytes for a header**. Item sizes will also be rounded up to a 32-bit aligned size (multiple of 4 bytes), however the true item size is recorded within the header. The sizes of no-split/allow-split buffers will also be rounded up when created.

---

## Usage

The following example demonstrates the usage of `xRingbufferCreate()` and `xRingbufferSend()` to create a ring buffer then send an item to it.

```
#include "freertos/ringbuf.h"
static char tx_item[] = "test_item";

...

//Create ring buffer
RingbufHandle_t buf_handle;
buf_handle = xRingbufferCreate(1028, RINGBUF_TYPE_NOSPLIT);
if (buf_handle == NULL) {
    printf("Failed to create ring buffer\n");
}

//Send an item
UBaseType_t res = xRingbufferSend(buf_handle, tx_item, sizeof(tx_item), pdMS_TO_
↳TICKS(1000));
if (res != pdTRUE) {
    printf("Failed to send item\n");
}
```

The following example demonstrates retrieving and returning an item from a **no-split ring buffer** using `xRingbufferReceive()` and `vRingbufferReturnItem()`

```
...

//Receive an item from no-split ring buffer
size_t item_size;
char *item = (char *)xRingbufferReceive(buf_handle, &item_size, pdMS_TO_
↳TICKS(1000));

//Check received item
if (item != NULL) {
    //Print item
    for (int i = 0; i < item_size; i++) {
        printf("%c", item[i]);
    }
    printf("\n");
}
```

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```

    //Return Item
    vRingbufferReturnItem(buf_handle, (void *)item);
} else {
    //Failed to receive item
    printf("Failed to receive item\n");
}

```

The following example demonstrates retrieving and returning an item from an **allow-split ring buffer** using `xRingbufferReceiveSplit()` and `vRingbufferReturnItem()`

```

...

//Receive an item from allow-split ring buffer
size_t item_size1, item_size2;
char *item1, *item2;
 BaseType_t ret = xRingbufferReceiveSplit(buf_handle, (void **)&item1, (void **)&
↪item2, &item_size1, &item_size2, pdMS_TO_TICKS(1000));

//Check received item
if (ret == pdTRUE && item1 != NULL) {
    for (int i = 0; i < item_size1; i++) {
        printf("%c", item1[i]);
    }
    vRingbufferReturnItem(buf_handle, (void *)item1);
    //Check if item was split
    if (item2 != NULL) {
        for (int i = 0; i < item_size2; i++) {
            printf("%c", item2[i]);
        }
        vRingbufferReturnItem(buf_handle, (void *)item2);
    }
    printf("\n");
} else {
    //Failed to receive item
    printf("Failed to receive item\n");
}

```

The following example demonstrates retrieving and returning an item from a **byte buffer** using `xRingbufferReceiveUpTo()` and `vRingbufferReturnItem()`

```

...

//Receive data from byte buffer
size_t item_size;
char *item = (char *)xRingbufferReceiveUpTo(buf_handle, &item_size, pdMS_TO_
↪TICKS(1000), sizeof(tx_item));

//Check received data
if (item != NULL) {
    //Print item
    for (int i = 0; i < item_size; i++) {
        printf("%c", item[i]);
    }
    printf("\n");
    //Return Item
    vRingbufferReturnItem(buf_handle, (void *)item);
}

```

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```

} else {
    //Failed to receive item
    printf("Failed to receive item\n");
}
    
```

For ISR safe versions of the functions used above, call `xRingbufferSendFromISR()`, `xRingbufferReceiveFromISR()`, `xRingbufferReceiveSplitFromISR()`, `xRingbufferReceiveUpToFromISR()`, and `vRingbufferReturnItemFromISR()`

### Sending to Ring Buffer

The following diagrams illustrate the differences between no-split/allow-split buffers and byte buffers with regards to sending items/data. The diagrams assume that three items of sizes **18, 3, and 27 bytes** are sent respectively to a **buffer of 128 bytes**.

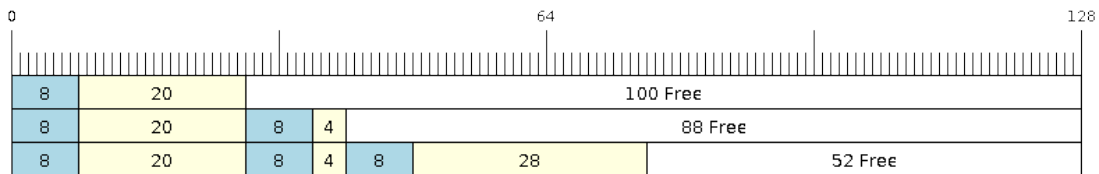


Fig. 25: Sending items to no-split/allow-split ring buffers

For no-split/allow-split buffers, a header of 8 bytes precedes every data item. Furthermore, the space occupied by each item is **rounded up to the nearest 32-bit aligned size** in order to maintain overall 32-bit alignment. However the true size of the item is recorded inside the header which will be returned when the item is retrieved.

Referring to the diagram above, the 18, 3, and 27 byte items are **rounded up to 20, 4, and 28 bytes** respectively. An 8 byte header is then added in front of each item.

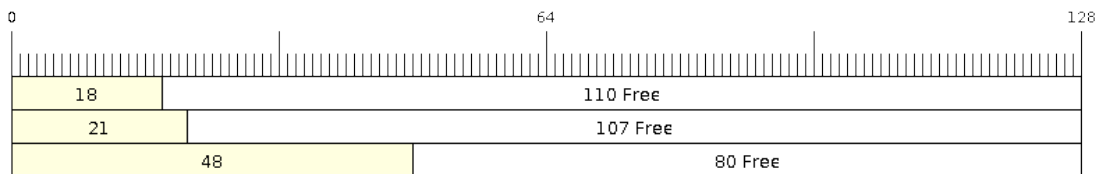


Fig. 26: Sending items to byte buffers

Byte buffers treat data as a sequence of bytes and does not incur any overhead (no headers). As a result, all data sent to a byte buffer is merged into a single item.

Referring to the diagram above, the 18, 3, and 27 byte items are sequentially written to the byte buffer and **merged into a single item of 48 bytes**.

## Wrap around

The following diagrams illustrate the differences between no-split, allow-split, and byte buffers when a sent item requires a wrap around. The diagrams assumes a buffer of **128 bytes** with **56 bytes of free space that wraps around** and a sent item of **28 bytes**.

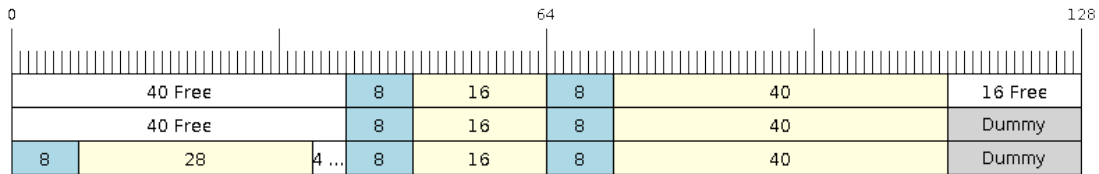


Fig. 27: Wrap around in no-split buffers

No-split buffers will **only store an item in continuous free space and will not split an item under any circumstances**. When the free space at the tail of the buffer is insufficient to completely store the item and its header, the free space at the tail will be **marked as dummy data**. The buffer will then wrap around and store the item in the free space at the head of the buffer.

Referring to the diagram above, the 16 bytes of free space at the tail of the buffer is insufficient to store the 28 byte item. Therefore the 16 bytes is marked as dummy data and the item is written to the free space at the head of the buffer instead.

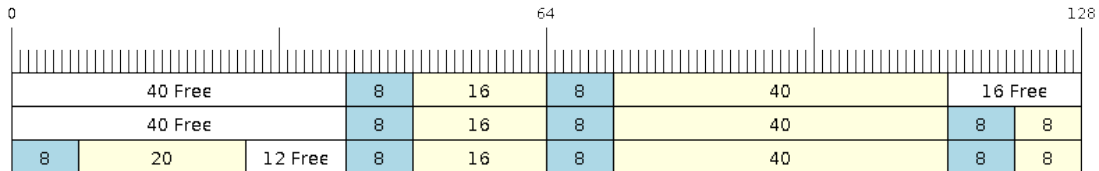


Fig. 28: Wrap around in allow-split buffers

Allow-split buffers will attempt to **split the item into two parts** when the free space at the tail of the buffer is insufficient to store the item data and its header. Both parts of the split item will have their own headers (therefore incurring an extra 8 bytes of overhead).

Referring to the diagram above, the 16 bytes of free space at the tail of the buffer is insufficient to store the 28 byte item. Therefore the item is split into two parts (8 and 20 bytes) and written as two parts to the buffer.

---

**Note:** Allow-split buffers treats the both parts of the split item as two separate items, therefore call `xRingbufferReceiveSplit()` instead of `xRingbufferReceive()` to receive both parts of a split item in a thread safe manner.

---

Byte buffers will **store as much data as possible into the free space at the tail of buffer**. The remaining data will then be stored in the free space at the head of the buffer. No overhead is incurred when wrapping around in byte buffers.

Referring to the diagram above, the 16 bytes of free space at the tail of the buffer is insufficient to completely store the 28 bytes of data. Therefore the 16 bytes of free space is filled with data, and the remaining 12 bytes are written to

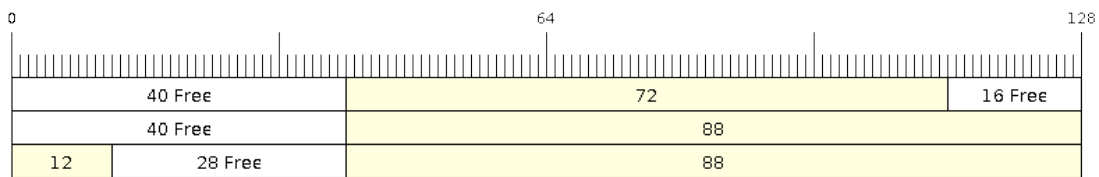


Fig. 29: Wrap around in byte buffers

the free space at the head of the buffer. The buffer now contains data in two separate continuous parts, and each part continuous will be treated as a separate item by the byte buffer.

### Retrieving/Returning

The following diagrams illustrates the differences between no-split/allow-split and byte buffers in retrieving and returning data.

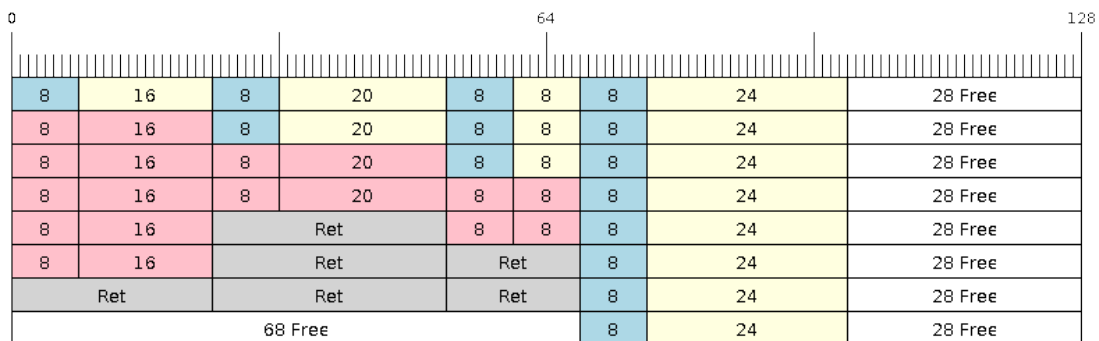


Fig. 30: Retrieving/Returning items in no-split/allow-split ring buffers

Items in no-split/allow-split buffers are **retrieved in strict FIFO order** and **must be returned** for the occupied space to be freed. Multiple items can be retrieved before returning, and the items do not necessarily need to be returned in the order they were retrieved. However the freeing of space must occur in FIFO order, therefore not returning the earliest retrieved item will prevent the space of subsequent items from being freed.

Referring to the diagram above, the **16, 20, and 8 byte items are retrieved in FIFO order**. However the items are not returned in they were retrieved (20, 8, 16). As such, the space is not freed until the first item (16 byte) is returned.

Byte buffers **do not allow multiple retrievals before returning** (every retrieval must be followed by a return before another retrieval is permitted). When using `xRingbufferReceive()` or `xRingbufferReceiveFromISR()`, all continuous stored data will be retrieved. `xRingbufferReceiveUpTo()` or `xRingbufferReceiveUpToFromISR()` can be used to restrict the maximum number of bytes retrieved. Since every retrieval must be followed by a return, the space will be freed as soon as the data is returned.

Referring to the diagram above, the 38 bytes of continuous stored data at the tail of the buffer is retrieved, returned, and freed. The next call to `xRingbufferReceive()` or `xRingbufferReceiveFromISR()` then wraps around and does the same to the 30 bytes of continuous stored data at the head of the buffer.

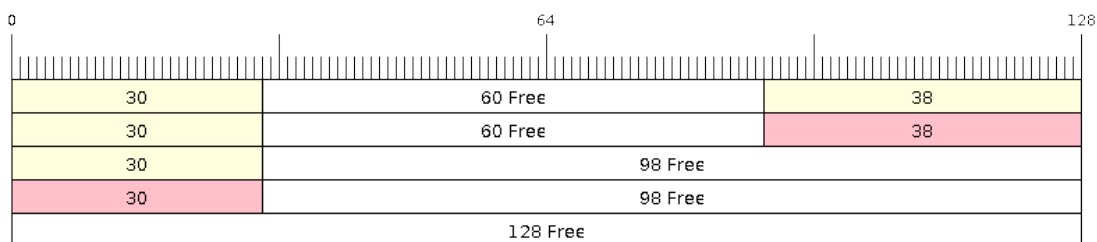


Fig. 31: Retrieving/Returning data in byte buffers

### Ring Buffers with Queue Sets

Ring buffers can be added to FreeRTOS queue sets using `xRingbufferAddToQueueSetRead()` such that every time a ring buffer receives an item or data, the queue set is notified. Once added to a queue set, every attempt to retrieve an item from a ring buffer should be preceded by a call to `xQueueSelectFromSet()`. To check whether the selected queue set member is the ring buffer, call `xRingbufferCanRead()`.

The following example demonstrates queue set usage with ring buffers.

```
#include "freertos/queue.h"
#include "freertos/ringbuf.h"

...

//Create ring buffer and queue set
RingbufHandle_t buf_handle = xRingbufferCreate(1028, RINGBUF_TYPE_NOSPLIT);
QueueSetHandle_t queue_set = xQueueCreateSet(3);

//Add ring buffer to queue set
if (xRingbufferAddToQueueSetRead(buf_handle, queue_set) != pdTRUE) {
    printf("Failed to add to queue set\n");
}

...

//Block on queue set
xQueueSetMemberHandle member = xQueueSelectFromSet(queue_set, pdMS_TO_
↪TICKS(1000));

//Check if member is ring buffer
if (member != NULL && xRingbufferCanRead(buf_handle, member) == pdTRUE) {
    //Member is ring buffer, receive item from ring buffer
    size_t item_size;
    char *item = (char *)xRingbufferReceive(buf_handle, &item_size, 0);

    //Handle item
    ...
} else {
    ...
}
```

## Ring Buffer API Reference

**Note:** Ideally, ring buffers can be used with multiple tasks in an SMP fashion where the **highest priority task will always be serviced first**. However due to the usage of binary semaphores in the ring buffer's underlying implementation, priority inversion may occur under very specific circumstances.

The ring buffer governs sending by a binary semaphore which is given whenever space is freed on the ring buffer. The highest priority task waiting to send will repeatedly take the semaphore until sufficient free space becomes available or until it times out. Ideally this should prevent any lower priority tasks from being serviced as the semaphore should always be given to the highest priority task.

However in between iterations of acquiring the semaphore, there is a **gap in the critical section** which may permit another task (on the other core or with an even higher priority) to free some space on the ring buffer and as a result give the semaphore. Therefore the semaphore will be given before the highest priority task can re-acquire the semaphore. This will result in the **semaphore being acquired by the second highest priority task** waiting to send, hence causing priority inversion.

This side effect will not affect ring buffer performance drastically given if the number of tasks using the ring buffer simultaneously is low, and the ring buffer is not operating near maximum capacity.

---

### Header File

- `esp_ringbuf/include/freertos/ringbuf.h`

### Functions

*RingbufHandle\_t* **xRingbufferCreate** (*size\_t* xBufferSize, *ringbuf\_type\_t* xBufferType)

Create a ring buffer.

**Note** xBufferSize of no-split/allow-split buffers will be rounded up to the nearest 32-bit aligned size.

**Return** A handle to the created ring buffer, or NULL in case of error.

#### Parameters

- xBufferSize: Size of the buffer in bytes. Note that items require space for overhead in no-split/allow-split buffers
- xBufferType: Type of ring buffer, see documentation.

*RingbufHandle\_t* **xRingbufferCreateNoSplit** (*size\_t* xItemSize, *size\_t* xItemNum)

Create a ring buffer of type RINGBUF\_TYPE\_NOSPLIT for a fixed item\_size.

This API is similar to xRingbufferCreate(), but it will internally allocate additional space for the headers.

**Return** A RingbufHandle\_t handle to the created ring buffer, or NULL in case of error.

#### Parameters

- xItemSize: Size of each item to be put into the ring buffer
- xItemNum: Maximum number of items the buffer needs to hold simultaneously



BaseType\_t **xRingbufferSend** (*RingbufHandle\_t* xRingbuffer, const void \*pvItem, size\_t xItemSize, TickType\_t xTicksToWait)

Insert an item into the ring buffer.

Attempt to insert an item into the ring buffer. This function will block until enough free space is available or until it timesout.

**Note** For no-split/allow-split ring buffers, the actual size of memory that the item will occupy will be rounded up to the nearest 32-bit aligned size. This is done to ensure all items are always stored in 32-bit aligned fashion.

#### Return

- pdTRUE if succeeded
- pdFALSE on time-out or when the data is larger than the maximum permissible size of the buffer

#### Parameters

- xRingbuffer: Ring buffer to insert the item into
- pvItem: Pointer to data to insert. NULL is allowed if xItemSize is 0.
- xItemSize: Size of data to insert.
- xTicksToWait: Ticks to wait for room in the ring buffer.

BaseType\_t **xRingbufferSendFromISR** (*RingbufHandle\_t* xRingbuffer, const void \*pvItem, size\_t xItemSize, BaseType\_t \*pxHigherPriorityTaskWoken)

Insert an item into the ring buffer in an ISR.

Attempt to insert an item into the ring buffer from an ISR. This function will return immediately if there is insufficient free space in the buffer.

**Note** For no-split/allow-split ring buffers, the actual size of memory that the item will occupy will be rounded up to the nearest 32-bit aligned size. This is done to ensure all items are always stored in 32-bit aligned fashion.

#### Return

- pdTRUE if succeeded
- pdFALSE when the ring buffer does not have space.

#### Parameters

- xRingbuffer: Ring buffer to insert the item into
- pvItem: Pointer to data to insert. NULL is allowed if xItemSize is 0.
- xItemSize: Size of data to insert.
- pxHigherPriorityTaskWoken: Value pointed to will be set to pdTRUE if the function woke up a higher priority task.

void \***xRingbufferReceive** (*RingbufHandle\_t* xRingbuffer, size\_t \*pxItemSize, TickType\_t xTicksToWait)

Retrieve an item from the ring buffer.

Attempt to retrieve an item from the ring buffer. This function will block until an item is available or until it timesout.

**Note** A call to vRingbufferReturnItem() is required after this to free the item retrieved.

### Return

- Pointer to the retrieved item on success; \*pxItemSize filled with the length of the item.
- NULL on timeout, \*pxItemSize is untouched in that case.

### Parameters

- xRingbuffer: Ring buffer to retrieve the item from
- pxItemSize: Pointer to a variable to which the size of the retrieved item will be written.
- xTicksToWait: Ticks to wait for items in the ring buffer.

void \***xRingbufferReceiveFromISR** (*RingbufHandle\_t xRingbuffer, size\_t \*pxItemSize*)

Retrieve an item from the ring buffer in an ISR.

Attempt to retrieve an item from the ring buffer. This function returns immediately if there are no items available for retrieval

**Note** A call to vRingbufferReturnItemFromISR() is required after this to free the item retrieved.

**Note** Byte buffers do not allow multiple retrievals before returning an item

### Return

- Pointer to the retrieved item on success; \*pxItemSize filled with the length of the item.
- NULL when the ring buffer is empty, \*pxItemSize is untouched in that case.

### Parameters

- xRingbuffer: Ring buffer to retrieve the item from
- pxItemSize: Pointer to a variable to which the size of the retrieved item will be written.

BaseType\_t **xRingbufferReceiveSplit** (*RingbufHandle\_t xRingbuffer, void \*\*ppvHeadItem, void \*\*ppvTailItem, size\_t \*pxHeadItemSize, size\_t \*pxTailItemSize, TickType\_t xTicksToWait*)

Retrieve a split item from an allow-split ring buffer.

Attempt to retrieve a split item from an allow-split ring buffer. If the item is not split, only a single item is retrieved. If the item is split, both parts will be retrieved. This function will block until an item is available or until it timesout.

**Note** Call(s) to vRingbufferReturnItem() is required after this to free up the item(s) retrieved.

**Note** This function should only be called on allow-split buffers

### Return

- pdTRUE if an item (split or unsplit) was retrieved
- pdFALSE when no item was retrieved

### Parameters

- xRingbuffer: Ring buffer to retrieve the item from
- ppvHeadItem: Double pointer to first part (set to NULL if no items were retrieved)
- ppvTailItem: Double pointer to second part (set to NULL if item is not split)
- pxHeadItemSize: Pointer to size of first part (unmodified if no items were retrieved)
- pxTailItemSize: Pointer to size of second part (unmodified if item is not split)

- `xTicksToWait`: Ticks to wait for items in the ring buffer.

BaseType\_t **xRingbufferReceiveSplitFromISR** (*RingbufHandle\_t xRingbuffer*, void \*\**ppvHeadItem*, void \*\**ppvTailItem*, size\_t \**pxHeadItemSize*, size\_t \**pxTailItemSize*)

Retrieve a split item from an allow-split ring buffer in an ISR.

Attempt to retrieve a split item from an allow-split ring buffer. If the item is not split, only a single item is retrieved. If the item is split, both parts will be retrieved. This function returns immediately if there are no items available for retrieval

**Note** Calls to `vRingbufferReturnItemFromISR()` is required after this to free up the item(s) retrieved.

**Note** This function should only be called on allow-split buffers

#### Return

- `pdTRUE` if an item (split or unsplit) was retrieved
- `pdFALSE` when no item was retrieved

#### Parameters

- `xRingbuffer`: Ring buffer to retrieve the item from
- `ppvHeadItem`: Double pointer to first part (set to NULL if no items were retrieved)
- `ppvTailItem`: Double pointer to second part (set to NULL if item is not split)
- `pxHeadItemSize`: Pointer to size of first part (unmodified if no items were retrieved)
- `pxTailItemSize`: Pointer to size of second part (unmodified if item is not split)

void \***xRingbufferReceiveUpTo** (*RingbufHandle\_t xRingbuffer*, size\_t \**pxItemSize*, TickType\_t \**ticksToWait*, size\_t \**xMaxSize*)

Retrieve bytes from a byte buffer, specifying the maximum amount of bytes to retrieve.

Attempt to retrieve data from a byte buffer whilst specifying a maximum number of bytes to retrieve. This function will block until there is data available for retrieval or until it timesout.

**Note** A call to `vRingbufferReturnItem()` is required after this to free up the data retrieved.

**Note** This function should only be called on byte buffers

**Note** Byte buffers do not allow multiple retrievals before returning an item

#### Return

- Pointer to the retrieved item on success; \*`pxItemSize` filled with the length of the item.
- NULL on timeout, \*`pxItemSize` is untouched in that case.

#### Parameters

- `xRingbuffer`: Ring buffer to retrieve the item from
- `pxItemSize`: Pointer to a variable to which the size of the retrieved item will be written.
- `xTicksToWait`: Ticks to wait for items in the ring buffer.
- `xMaxSize`: Maximum number of bytes to return.

void **\*xRingbufferReceiveUpToFromISR** (*RingbufHandle\_t* xRingbuffer, size\_t \*pxItemSize, size\_t xMaxSize)

Retrieve bytes from a byte buffer, specifying the maximum amount of bytes to retrieve. Call this from an ISR.

Attempt to retrieve bytes from a byte buffer whilst specifying a maximum number of bytes to retrieve. This function will return immediately if there is no data available for retrieval.

**Note** A call to `vRingbufferReturnItemFromISR()` is required after this to free up the data received.

**Note** This function should only be called on byte buffers

**Note** Byte buffers do not allow multiple retrievals before returning an item

**Return**

- Pointer to the retrieved item on success; \*pxItemSize filled with the length of the item.
- NULL when the ring buffer is empty, \*pxItemSize is untouched in that case.

**Parameters**

- xRingbuffer: Ring buffer to retrieve the item from
- pxItemSize: Pointer to a variable to which the size of the retrieved item will be written.
- xMaxSize: Maximum number of bytes to return.

void **vRingbufferReturnItem** (*RingbufHandle\_t* xRingbuffer, void \*pvItem)

Return a previously-retrieved item to the ring buffer.

**Note** If a split item is retrieved, both parts should be returned by calling this function twice

**Parameters**

- xRingbuffer: Ring buffer the item was retrieved from
- pvItem: Item that was received earlier

void **vRingbufferReturnItemFromISR** (*RingbufHandle\_t* xRingbuffer, void \*pvItem, BaseType\_t \*pxHigherPriorityTaskWoken)

Return a previously-retrieved item to the ring buffer from an ISR.

**Note** If a split item is retrieved, both parts should be returned by calling this function twice

**Parameters**

- xRingbuffer: Ring buffer the item was retrieved from
- pvItem: Item that was received earlier
- pxHigherPriorityTaskWoken: Value pointed to will be set to pdTRUE if the function woke up a higher priority task.

void **vRingbufferDelete** (*RingbufHandle\_t* xRingbuffer)

Delete a ring buffer.

**Parameters**

- xRingbuffer: Ring buffer to delete

size\_t **xRingbufferGetMaxItemSize** (*RingbufHandle\_t* xRingbuffer)

Get maximum size of an item that can be placed in the ring buffer.

This function returns the maximum size an item can have if it was placed in an empty ring buffer.

**Return** Maximum size, in bytes, of an item that can be placed in a ring buffer.

**Parameters**

- `xRingbuffer`: Ring buffer to query

`size_t xRingbufferGetCurFreeSize (RingbufHandle_t xRingbuffer)`

Get current free size available for an item/data in the buffer.

This gives the real time free space available for an item/data in the ring buffer. This represents the maximum size an item/data can have if it was currently sent to the ring buffer.

**Warning** This API is not thread safe. So, if multiple threads are accessing the same ring buffer, it is the application's responsibility to ensure atomic access to this API and the subsequent Send

**Return** Current free size, in bytes, available for an entry

**Parameters**

- `xRingbuffer`: Ring buffer to query

`BaseType_t xRingbufferAddToQueueSetRead (RingbufHandle_t xRingbuffer, QueueSetHandle_t xQueueSet)`

Add the ring buffer's read semaphore to a queue set.

The ring buffer's read semaphore indicates that data has been written to the ring buffer. This function adds the ring buffer's read semaphore to a queue set.

**Return**

- `pdTRUE` on success, `pdFALSE` otherwise

**Parameters**

- `xRingbuffer`: Ring buffer to add to the queue set
- `xQueueSet`: Queue set to add the ring buffer's read semaphore to

`BaseType_t xRingbufferCanRead (RingbufHandle_t xRingbuffer, QueueSetMemberHandle_t xMember)`

Check if the selected queue set member is the ring buffer's read semaphore.

This API checks if queue set member returned from `xQueueSelectFromSet()` is the read semaphore of this ring buffer. If so, this indicates the ring buffer has items waiting to be retrieved.

**Return**

- `pdTRUE` when semaphore belongs to ring buffer
- `pdFALSE` otherwise.

**Parameters**

- `xRingbuffer`: Ring buffer which should be checked
- `xMember`: Member returned from `xQueueSelectFromSet`

`BaseType_t xRingbufferRemoveFromQueueSetRead (RingbufHandle_t xRingbuffer, QueueSetHandle_t xQueueSet)`

Remove the ring buffer's read semaphore from a queue set.

This specifically removes a ring buffer's read semaphore from a queue set. The read semaphore is used to indicate when data has been written to the ring buffer

### Return

- pdTRUE on success
- pdFALSE otherwise

### Parameters

- xRingbuffer: Ring buffer to remove from the queue set
- xQueueSet: Queue set to remove the ring buffer's read semaphore from

void **vRingbufferGetInfo** (*RingbufHandle\_t* xRingbuffer, UBaseType\_t \*uxFree, UBaseType\_t \*uxRead, UBaseType\_t \*uxWrite, UBaseType\_t \*uxItemsWaiting)

Get information about ring buffer status.

Get information of the a ring buffer's current status such as free/read/write pointer positions, and number of items waiting to be retrieved. Arguments can be set to NULL if they are not required.

### Parameters

- xRingbuffer: Ring buffer to remove from the queue set
- uxFree: Pointer use to store free pointer position
- uxRead: Pointer use to store read pointer position
- uxWrite: Pointer use to store write pointer position
- uxItemsWaiting: Pointer use to store number of items (bytes for byte buffer) waiting to be retrieved

void **xRingbufferPrintInfo** (*RingbufHandle\_t* xRingbuffer)

Debugging function to print the internal pointers in the ring buffer.

### Parameters

- xRingbuffer: Ring buffer to show

## Type Definitions

**typedef** void \***RingbufHandle\_t**

Type by which ring buffers are referenced. For example, a call to xRingbufferCreate() returns a RingbufHandle\_t variable that can then be used as a parameter to xRingbufferSend(), xRingbufferReceive(), etc.

## Enumerations

**enum** ringbuf\_type\_t

*Values:*

**RINGBUF\_TYPE\_NOSPLIT** = 0

No-split buffers will only store an item in contiguous memory and will never split an item. Each item requires an 8 byte overhead for a header and will always internally occupy a 32-bit aligned size of space.

**RINGBUF\_TYPE\_ALLOWSPLIT**

Allow-split buffers will split an item into two parts if necessary in order to store it. Each item requires an 8 byte overhead for a header, splitting incurs an extra header. Each item will always internally occupy a 32-bit aligned size of space.

**RINGBUF\_TYPE\_BYTEBUF**

Byte buffers store data as a sequence of bytes and do not maintain separate items, therefore byte buffers have no overhead. All data is stored as a sequence of byte and any number of bytes can be sent or retrieved each time.

**Hooks**

FreeRTOS consists of Idle Hooks and Tick Hooks which allow for application specific functionality to be added to the Idle Task and Tick Interrupt. ESP-IDF provides its own Idle and Tick Hook API in addition to the hooks provided by Vanilla FreeRTOS. ESP-IDF hooks have the added benefit of being run time configurable and asymmetrical.

**Vanilla FreeRTOS Hooks**

Idle and Tick Hooks in vanilla FreeRTOS are implemented by the user defining the functions `vApplicationIdleHook()` and `vApplicationTickHook()` respectively somewhere in the application. Vanilla FreeRTOS will run the user defined Idle Hook and Tick Hook on every iteration of the Idle Task and Tick Interrupt respectively.

Vanilla FreeRTOS hooks are referred to as **Legacy Hooks** in ESP-IDF FreeRTOS. To enable legacy hooks, `CONFIG_FREERTOS_LEGACY_HOOKS` should be enabled in `make menuconfig`.

Due to vanilla FreeRTOS being designed for single core, `vApplicationIdleHook()` and `vApplicationTickHook()` can only be defined once. However, the ESP32 is dual core in nature, therefore same Idle Hook and Tick Hook are used for both cores (in other words, the hooks are symmetrical for both cores).

**ESP-IDF Idle and Tick Hooks**

Due to the the dual core nature of the ESP32, it may be necessary for some applications to have separate hooks for each core. Furthermore, it may be necessary for the Idle Tasks or Tick Interrupts to execute multiple hooks that are configurable at run time. Therefore the ESP-IDF provides it's own hooks API in addition to the legacy hooks provided by Vanilla FreeRTOS.

The ESP-IDF tick/idle hooks are registered at run time, and each tick/idle hook must be registered to a specific CPU. When the idle task runs/tick Interrupt occurs on a particular CPU, the CPU will run each of its registered idle/tick hooks in turn.

**Hooks API Reference****Header File**

- `esp32/include/esp_freertos_hooks.h`

**Functions**

```
esp_err_t esp_register_freertos_idle_hook_for_cpu(esp_freertos_idle_cb_t new_idle_cb,
  UBaseType_t cpuid)
```

Register a callback to be called from the specified core's idle hook. The callback should return true if it should be called by the idle hook once per interrupt (or FreeRTOS tick), and return false if it should be called repeatedly as fast as possible by the idle hook.

**Warning** Idle callbacks MUST NOT, UNDER ANY CIRCUMSTANCES, CALL A FUNCTION THAT MIGHT BLOCK.

**Return**

- ESP\_OK: Callback registered to the specified core's idle hook
- ESP\_ERR\_NO\_MEM: No more space on the specified core's idle hook to register callback
- ESP\_ERR\_INVALID\_ARG: cpuid is invalid

**Parameters**

- *new\_idle\_cb*: Callback to be called
- *cpuid*: id of the core

*esp\_err\_t* **esp\_register\_freertos\_idle\_hook** (*esp\_freertos\_idle\_cb\_t* *new\_idle\_cb*)

Register a callback to the idle hook of the core that calls this function. The callback should return true if it should be called by the idle hook once per interrupt (or FreeRTOS tick), and return false if it should be called repeatedly as fast as possible by the idle hook.

**Warning** Idle callbacks MUST NOT, UNDER ANY CIRCUMSTANCES, CALL A FUNCTION THAT MIGHT BLOCK.

**Return**

- ESP\_OK: Callback registered to the calling core's idle hook
- ESP\_ERR\_NO\_MEM: No more space on the calling core's idle hook to register callback

**Parameters**

- *new\_idle\_cb*: Callback to be called

*esp\_err\_t* **esp\_register\_freertos\_tick\_hook\_for\_cpu** (*esp\_freertos\_tick\_cb\_t* *new\_tick\_cb*,  
UBaseType\_t *cpuid*)

Register a callback to be called from the specified core's tick hook.

**Return**

- ESP\_OK: Callback registered to specified core's tick hook
- ESP\_ERR\_NO\_MEM: No more space on the specified core's tick hook to register the callback
- ESP\_ERR\_INVALID\_ARG: cpuid is invalid

**Parameters**

- *new\_tick\_cb*: Callback to be called
- *cpuid*: id of the core

*esp\_err\_t* **esp\_register\_freertos\_tick\_hook** (*esp\_freertos\_tick\_cb\_t* *new\_tick\_cb*)

Register a callback to be called from the calling core's tick hook.

**Return**

- ESP\_OK: Callback registered to the calling core's tick hook
- ESP\_ERR\_NO\_MEM: No more space on the calling core's tick hook to register the callback

**Parameters**

- *new\_tick\_cb*: Callback to be called



```
void esp_deregister_freertos_idle_hook_for_cpu (esp_freertos_idle_cb_t      old_idle_cb,
   UBaseType_t cpuid)
```

Unregister an idle callback from the idle hook of the specified core.

#### Parameters

- `old_idle_cb`: Callback to be unregistered
- `cpuid`: id of the core

```
void esp_deregister_freertos_idle_hook (esp_freertos_idle_cb_t old_idle_cb)
```

Unregister an idle callback. If the idle callback is registered to the idle hooks of both cores, the idle hook will be unregistered from both cores.

#### Parameters

- `old_idle_cb`: Callback to be unregistered

```
void esp_deregister_freertos_tick_hook_for_cpu (esp_freertos_tick_cb_t      old_tick_cb,
   UBaseType_t cpuid)
```

Unregister a tick callback from the tick hook of the specified core.

#### Parameters

- `old_tick_cb`: Callback to be unregistered
- `cpuid`: id of the core

```
void esp_deregister_freertos_tick_hook (esp_freertos_tick_cb_t old_tick_cb)
```

Unregister a tick callback. If the tick callback is registered to the tick hooks of both cores, the tick hook will be unregistered from both cores.

#### Parameters

- `old_tick_cb`: Callback to be unregistered

## Type Definitions

```
typedef bool (*esp_freertos_idle_cb_t) ()
```

```
typedef void (*esp_freertos_tick_cb_t) ()
```

## 3.7.3 Heap Memory Allocation

### Stack and Heap

ESP-IDF applications use the common computer architecture patterns of *stack* (dynamic memory allocated by program control flow) and *heap* (dynamic memory allocated by function calls), as well as statically allocated memory (allocated at compile time).

Because ESP-IDF is a multi-threaded RTOS environment, each RTOS task has its own stack. By default, each of these stacks is allocated from the heap when the task is created. (See `xTaskCreateStatic()` for the alternative where stacks are statically allocated.)

Because ESP32 uses multiple types of RAM, it also contains multiple heaps with different capabilities. A capabilities-based memory allocator allows apps to make heap allocations for different purposes.

For most purposes, the standard libc `malloc()` and `free()` functions can be used for heap allocation without any special consideration.

However, in order to fully make use of all of the memory types and their characteristics, ESP-IDF also has a capabilities-based heap memory allocator. If you want to have memory with certain properties (for example, *DMA-Capable Memory* or executable-memory), you can create an OR-mask of the required capabilities and pass that to `heap_caps_malloc()`.

### Memory Capabilities

The ESP32 contains multiple types of RAM:

- DRAM (Data RAM) is memory used to hold data. This is the most common kind of memory accessed as heap.
- IRAM (Instruction RAM) usually holds executable data only. If accessed as generic memory, all accesses must be *32-bit aligned*.
- D/IRAM is RAM which can be used as either Instruction or Data RAM.

For more details on these internal memory types, see *Application memory layout*.

It's also possible to connect external SPI RAM to the ESP32 - *external RAM* can be integrated into the ESP32's memory map using the flash cache, and accessed similarly to DRAM.

DRAM uses capability `MALLOC_CAP_8BIT` (accessible in single byte reads and writes). When calling `malloc()`, the ESP-IDF `malloc()` implementation internally calls `heap_caps_malloc(size, MALLOC_CAP_8BIT)` in order to allocate DRAM that is byte-addressable. To test the free DRAM heap size at runtime, call `cpp:func:heap_caps_get_free_size(MALLOC_CAP_8BIT)`.

Because `malloc` uses the capabilities-based allocation system, memory allocated using `heap_caps_malloc()` can be freed by calling the standard `free()` function.

### Available Heap

#### DRAM

At startup, the DRAM heap contains all data memory which is not statically allocated by the app. Reducing statically allocated buffers will increase the amount of available free heap.

To find the amount of statically allocated memory, use the *make size* or *idf.py size* (for CMake) command.

---

**Note:** Due to a technical limitation, the maximum statically allocated DRAM usage is 160KB. The remaining 160KB (for a total of 320KB of DRAM) can only be allocated at runtime as heap.

---

---

**Note:** At runtime, the available heap DRAM may be less than calculated at compile time, because at startup some memory is allocated from the heap before the FreeRTOS scheduler is started (including memory for the stacks of initial FreeRTOS tasks).

---

#### IRAM

At startup, the IRAM heap contains all instruction memory which is not used by the app executable code.

The *make size* and *idf.py size* commands can be used to find the amount of IRAM used by the app.

## D/IRAM

Some memory in the ESP32 is available as either DRAM or IRAM. If memory is allocated from a D/IRAM region, the free heap size for both types of memory will decrease.

## Heap Sizes

At startup, all ESP-IDF apps log a summary of all heap addresses (and sizes) at level Info:

```
I (252) heap_init: Initializing. RAM available for dynamic allocation:
I (259) heap_init: At 3FFAE6E0 len 00001920 (6 KiB): DRAM
I (265) heap_init: At 3FFB2EC8 len 0002D138 (180 KiB): DRAM
I (272) heap_init: At 3FFE0440 len 00003AE0 (14 KiB): D/IRAM
I (278) heap_init: At 3FFE4350 len 0001BCB0 (111 KiB): D/IRAM
I (284) heap_init: At 4008944C len 00016BB4 (90 KiB): IRAM
```

## Finding available heap

See [Heap Information](#).

## Special Capabilities

### DMA-Capable Memory

Use the `MALLOC_CAP_DMA` flag to allocate memory which is suitable for use with hardware DMA engines (for example SPI and I2S). This capability flag excludes any external PSRAM.

### 32-Bit Accessible Memory

If a certain memory structure is only addressed in 32-bit units, for example an array of ints or pointers, it can be useful to allocate it with the `MALLOC_CAP_32BIT` flag. This also allows the allocator to give out IRAM memory; something which it can't do for a normal `malloc()` call. This can help to use all the available memory in the ESP32.

Memory allocated with `MALLOC_CAP_32BIT` can *only* be accessed via 32-bit reads and writes, any other type of access will generate a fatal `LoadStoreError` exception.

### External SPI Memory

When *external RAM* is enabled, external SPI RAM under 4MiB in size can be allocated using standard `malloc` calls, or via `heap_caps_malloc(MALLOC_CAP_SPIRAM)`, depending on configuration. See [Configuring External RAM](#) for more details.

To use the region above the 4MiB limit, you can use the [himem API](#).

## API Reference - Heap Allocation

### Header File

- `heap/include/esp_heap_caps.h`

## Functions

void **\*heap\_caps\_malloc** (size\_t *size*, uint32\_t *caps*)

Allocate a chunk of memory which has the given capabilities.

Equivalent semantics to libc malloc(), for capability-aware memory.

In IDF, malloc(*p*) is equivalent to heap\_caps\_malloc(*p*, MALLOC\_CAP\_8BIT).

**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

void **heap\_caps\_free** (void \**ptr*)

Free memory previously allocated via heap\_caps\_malloc() or heap\_caps\_realloc().

Equivalent semantics to libc free(), for capability-aware memory.

In IDF, free(*p*) is equivalent to heap\_caps\_free(*p*).

### Parameters

- *ptr*: Pointer to memory previously returned from heap\_caps\_malloc() or heap\_caps\_realloc(). Can be NULL.

void **\*heap\_caps\_realloc** (void \**ptr*, size\_t *size*, int *caps*)

Reallocate memory previously allocated via heap\_caps\_malloc() or heap\_caps\_realloc().

Equivalent semantics to libc realloc(), for capability-aware memory.

In IDF, realloc(*p*, *s*) is equivalent to heap\_caps\_realloc(*p*, *s*, MALLOC\_CAP\_8BIT).

'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.

void **\*heap\_caps\_calloc** (size\_t *n*, size\_t *size*, uint32\_t *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(*p*) is equivalent to heap\_caps\_calloc(*p*, MALLOC\_CAP\_8BIT).

**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

`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.

Note that because of heap fragmentation it is probably not possible to allocate a single block of memory of this size. Use `heap_caps_get_largest_free_block()` for this purpose.

**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.

Note the result may be less than the global all-time minimum available heap of this kind, as “low water marks” are tracked per-region. Individual regions’ heaps may have reached their “low water marks” at different points in time. However this result still gives a “worst case” indication for all-time minimum free heap.

**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_largest_free_block (uint32_t caps)`

Get the largest free block of memory able to be allocated with the given capabilities.

Returns the largest value of `s` for which `heap_caps_malloc(s, caps)` will succeed.

**Return** Size of largest free block in bytes.

#### Parameters

- `caps`: Bitwise OR of `MALLOC_CAP_*` flags indicating the type of memory

`void heap_caps_get_info (multi_heap_info_t *info, uint32_t caps)`

Get heap info for all regions with the given capabilities.

Calls `multi_heap_info()` on all heaps which share the given capabilities. The information returned is an aggregate across all matching heaps. The meanings of fields are the same as defined for `multi_heap_info_t`, except that `minimum_free_bytes` has the same caveats described in `heap_caps_get_minimum_free_size()`.

#### Parameters

- `info`: Pointer to a structure which will be filled with relevant heap metadata.
- `caps`: Bitwise OR of `MALLOC_CAP_*` flags indicating the type of memory

`void heap_caps_print_heap_info (uint32_t caps)`

Print a summary of all memory with the given capabilities.

Calls `multi_heap_info` on all heaps which share the given capabilities, and prints a two-line summary for each, then a total summary.

#### Parameters

- `caps`: Bitwise OR of `MALLOC_CAP_*` flags indicating the type of memory

bool **heap\_caps\_check\_integrity\_all** (bool *print\_errors*)

Check integrity of all heap memory in the system.

Calls `multi_heap_check` on all heaps. Optionally print errors if heaps are corrupt.

Calling this function is equivalent to calling `heap_caps_check_integrity` with the `caps` argument set to `MALLOC_CAP_INVALID`.

**Return** True if all heaps are valid, False if at least one heap is corrupt.

#### Parameters

- `print_errors`: Print specific errors if heap corruption is found.

bool **heap\_caps\_check\_integrity** (uint32\_t *caps*, bool *print\_errors*)

Check integrity of all heaps with the given capabilities.

Calls `multi_heap_check` on all heaps which share the given capabilities. Optionally print errors if the heaps are corrupt.

See also `heap_caps_check_integrity_all` to check all heap memory in the system and `heap_caps_check_integrity_addr` to check memory around a single address.

**Return** True if all heaps are valid, False if at least one heap is corrupt.

#### Parameters

- `caps`: Bitwise OR of `MALLOC_CAP_*` flags indicating the type of memory
- `print_errors`: Print specific errors if heap corruption is found.

bool **heap\_caps\_check\_integrity\_addr** (intptr\_t *addr*, bool *print\_errors*)

Check integrity of heap memory around a given address.

This function can be used to check the integrity of a single region of heap memory, which contains the given address.

This can be useful if debugging heap integrity for corruption at a known address, as it has a lower overhead than checking all heap regions. Note that if the corrupt address moves around between runs (due to timing or other factors) then this approach won't work and you should call `heap_caps_check_integrity` or `heap_caps_check_integrity_all` instead.

**Note** The entire heap region around the address is checked, not only the adjacent heap blocks.

**Return** True if the heap containing the specified address is valid, False if at least one heap is corrupt or the address doesn't belong to a heap region.

#### Parameters

- `addr`: Address in memory. Check for corruption in region containing this address.
- `print_errors`: Print specific errors if heap corruption is found.

void **heap\_caps\_malloc\_extmem\_enable** (size\_t *limit*)

Enable `malloc()` in external memory and set limit below which `malloc()` attempts are placed in internal memory.

When external memory is in use, the allocation strategy is to initially try to satisfy smaller allocation requests with internal memory and larger requests with external memory. This sets the limit between the two, as well as generally enabling allocation in external memory.

#### Parameters

- `limit`: Limit, in bytes.

void **heap\_caps\_malloc\_prefer** (`size_t size`, `size_t num`, ...)  
Allocate a chunk of memory as preference in decreasing order.

**Attention** The variable parameters are bitwise OR of `MALLOC_CAP_*` flags indicating the type of memory. This API prefers to allocate memory with the first parameter. If failed, allocate memory with the next parameter. It will try in this order until allocating a chunk of memory successfully or fail to allocate memories with any of the parameters.

**Return** A pointer to the memory allocated on success, NULL on failure

#### Parameters

- `size`: Size, in bytes, of the amount of memory to allocate
- `num`: Number of variable parameters

void **heap\_caps\_realloc\_prefer** (`void *ptr`, `size_t size`, `size_t num`, ...)  
Allocate a chunk of memory as preference in decreasing order.

**Return** Pointer to a new buffer of size 'size', 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.
- `num`: Number of variable parameters

void **heap\_caps\_calloc\_prefer** (`size_t n`, `size_t size`, `size_t num`, ...)  
Allocate a chunk of memory as preference in decreasing order.

**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
- `num`: Number of variable parameters

void **heap\_caps\_dump** (`uint32_t caps`)  
Dump the full structure of all heaps with matching capabilities.

Prints a large amount of output to serial (because of locking limitations, the output bypasses stdout/stderr). For each (variable sized) block in each matching heap, the following output is printed on a single line:

- Block address (the data buffer returned by malloc is 4 bytes after this if heap debugging is set to Basic, or 8 bytes otherwise).
- Data size (the data size may be larger than the size requested by malloc, either due to heap fragmentation or because of heap debugging level).

- Address of next block in the heap.
- If the block is free, the address of the next free block is also printed.

### Parameters

- caps: Bitwise OR of MALLOC\_CAP\_\* flags indicating the type of memory

void **heap\_caps\_dump\_all** ()

Dump the full structure of all heaps.

Covers all registered heaps. Prints a large amount of output to serial.

Output is the same as for heap\_caps\_dump.

### Macros

#### **MALLOC\_CAP\_EXEC**

Flags to indicate the capabilities of the various memory systems.

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 8/16/...-bit data accesses.

#### **MALLOC\_CAP\_DMA**

Memory must be able to accessed by DMA.

#### **MALLOC\_CAP\_PID2**

Memory must be mapped to PID2 memory space (PIDs are not currently used)

#### **MALLOC\_CAP\_PID3**

Memory must be mapped to PID3 memory space (PIDs are not currently used)

#### **MALLOC\_CAP\_PID4**

Memory must be mapped to PID4 memory space (PIDs are not currently used)

#### **MALLOC\_CAP\_PID5**

Memory must be mapped to PID5 memory space (PIDs are not currently used)

#### **MALLOC\_CAP\_PID6**

Memory must be mapped to PID6 memory space (PIDs are not currently used)

#### **MALLOC\_CAP\_PID7**

Memory must be mapped to PID7 memory space (PIDs are not currently used)

#### **MALLOC\_CAP\_SPIRAM**

Memory must be in SPI RAM.

#### **MALLOC\_CAP\_INTERNAL**

Memory must be internal; specifically it should not disappear when flash/spiram cache is switched off.

#### **MALLOC\_CAP\_DEFAULT**

Memory can be returned in a non-capability-specific memory allocation (e.g. malloc(), calloc()) call.

#### **MALLOC\_CAP\_INVALID**

Memory can't be used / list end marker.



## Heap Tracing & Debugging

The following features are documented on the *Heap Memory Debugging* page:

- *Heap Information* (free space, etc.)
- *Heap Corruption Detection*
- *Heap Tracing* (memory leak detection, monitoring, etc.)

## API Reference - Initialisation

### 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 IDF startup code. Do not call it at other times.

void `heap_caps_enable_nonos_stack_heaps` ()

Enable heap(s) in memory regions where the startup stacks are located.

On startup, the pro/app CPUs have a certain memory region they use as stack, so we cannot do allocations in the regions these stack frames are. When FreeRTOS is completely started, they do not use that memory anymore and heap(s) there can be enabled.

*esp\_err\_t* `heap_caps_add_region` (intptr\_t *start*, intptr\_t *end*)

Add a region of memory to the collection of heaps at runtime.

Most memory regions are defined in `soc_memory_layout.c` for the SoC, and are registered via `heap_caps_init()`. Some regions can't be used immediately and are later enabled via `heap_caps_enable_nonos_stack_heaps()`.

Call this function to add a region of memory to the heap at some later time.

This function does not consider any of the "reserved" regions or other data in `soc_memory_layout`, caller needs to consider this themselves.

All memory within the region specified by `start` & `end` parameters must be otherwise unused.

The capabilities of the newly registered memory will be determined by the start address, as looked up in the regions specified in `soc_memory_layout.c`.

Use `heap_caps_add_region_with_caps()` to register a region with custom capabilities.

**Return** `ESP_OK` on success, `ESP_ERR_INVALID_ARG` if a parameter is invalid, `ESP_ERR_NOT_FOUND` if the specified start address doesn't reside in a known region, or any error returned by `heap_caps_add_region_with_caps()`.

#### Parameters

- `start`: Start address of new region.
- `end`: End address of new region.

*esp\_err\_t* **heap\_caps\_add\_region\_with\_caps** (**const** uint32\_t caps[], intptr\_t start, intptr\_t end)

Add a region of memory to the collection of heaps at runtime, with custom capabilities.

Similar to `heap_caps_add_region()`, only custom memory capabilities are specified by the caller.

### Return

- ESP\_OK on success
- ESP\_ERR\_INVALID\_ARG if a parameter is invalid
- ESP\_ERR\_NO\_MEM if no memory to register new heap.
- ESP\_ERR\_INVALID\_SIZE if the memory region is too small to fit a heap
- ESP\_FAIL if region overlaps the start and/or end of an existing region

### Parameters

- caps: Ordered array of capability masks for the new region, in order of priority. Must have length SOC\_MEMORY\_TYPE\_NO\_PRIOS. Does not need to remain valid after the call returns.
- start: Start address of new region.
- end: End address of new region.

## Implementation Notes

Knowledge about the regions of memory in the chip comes from the “soc” component, which contains memory layout information for the chip, and the different capabilities of each region. Each region’s capabilities are prioritised, so that (for example) dedicated DRAM and IRAM regions will be used for allocations ahead of the more versatile D/IRAM regions.

Each contiguous region of memory contains its own memory heap. The heaps are created using the `multi_heap` functionality. `multi_heap` allows any contiguous region of memory to be used as a heap.

The heap capabilities allocator uses knowledge of the memory regions to initialize each individual heap. Allocation functions in the heap capabilities API will find the most appropriate heap for the allocation (based on desired capabilities, available space, and preferences for each region’s use) and then calling `multi_heap_malloc()` or `multi_heap_calloc()` for the heap situated in that particular region.

Calling `free()` involves finding the particular heap corresponding to the freed address, and then calling `multi_heap_free()` on that particular `multi_heap` instance.

## API Reference - Multi Heap API

(Note: The multi heap API is used internally by the heap capabilities allocator. Most IDF programs will never need to call this API directly.)

### Header File

- `heap/include/multi_heap.h`

## Functions

void **\*multi\_heap\_malloc** (*multi\_heap\_handle\_t heap*, *size\_t size*)  
malloc() a buffer in a given heap

Semantics are the same as standard malloc(), only the returned buffer will be allocated in the specified heap.

**Return** Pointer to new memory, or NULL if allocation fails.

### Parameters

- *heap*: Handle to a registered heap.
- *size*: Size of desired buffer.

void **multi\_heap\_free** (*multi\_heap\_handle\_t heap*, void *\*p*)  
free() a buffer in a given heap.

Semantics are the same as standard free(), only the argument 'p' must be NULL or have been allocated in the specified heap.

### Parameters

- *heap*: Handle to a registered heap.
- *p*: NULL, or a pointer previously returned from multi\_heap\_malloc() or multi\_heap\_realloc() for the same heap.

void **\*multi\_heap\_realloc** (*multi\_heap\_handle\_t heap*, void *\*p*, *size\_t size*)  
realloc() a buffer in a given heap.

Semantics are the same as standard realloc(), only the argument 'p' must be NULL or have been allocated in the specified heap.

**Return** New buffer of 'size' containing contents of 'p', or NULL if reallocation failed.

### Parameters

- *heap*: Handle to a registered heap.
- *p*: NULL, or a pointer previously returned from multi\_heap\_malloc() or multi\_heap\_realloc() for the same heap.
- *size*: Desired new size for buffer.

*size\_t* **multi\_heap\_get\_allocated\_size** (*multi\_heap\_handle\_t heap*, void *\*p*)  
Return the size that a particular pointer was allocated with.

**Return** Size of the memory allocated at this block. May be more than the original size argument, due to padding and minimum block sizes.

### Parameters

- *heap*: Handle to a registered heap.
- *p*: Pointer, must have been previously returned from multi\_heap\_malloc() or multi\_heap\_realloc() for the same heap.

*multi\_heap\_handle\_t* **multi\_heap\_register** (void \**start*, size\_t *size*)

Register a new heap for use.

This function initialises a heap at the specified address, and returns a handle for future heap operations.

There is no equivalent function for deregistering a heap - if all blocks in the heap are free, you can immediately start using the memory for other purposes.

**Return** Handle of a new heap ready for use, or NULL if the heap region was too small to be initialised.

**Parameters**

- *start*: Start address of the memory to use for a new heap.
- *size*: Size (in bytes) of the new heap.

void **multi\_heap\_set\_lock** (*multi\_heap\_handle\_t* *heap*, void \**lock*)

Associate a private lock pointer with a heap.

The lock argument is supplied to the MULTI\_HEAP\_LOCK() and MULTI\_HEAP\_UNLOCK() macros, defined in multi\_heap\_platform.h.

The lock in question must be recursive.

When the heap is first registered, the associated lock is NULL.

**Parameters**

- *heap*: Handle to a registered heap.
- *lock*: Optional pointer to a locking structure to associate with this heap.

void **multi\_heap\_dump** (*multi\_heap\_handle\_t* *heap*)

Dump heap information to stdout.

For debugging purposes, this function dumps information about every block in the heap to stdout.

**Parameters**

- *heap*: Handle to a registered heap.

bool **multi\_heap\_check** (*multi\_heap\_handle\_t* *heap*, bool *print\_errors*)

Check heap integrity.

Walks the heap and checks all heap data structures are valid. If any errors are detected, an error-specific message can be optionally printed to stderr. Print behaviour can be overridden at compile time by defining MULTI\_CHECK\_FAIL\_PRINTF in multi\_heap\_platform.h.

**Return** true if heap is valid, false otherwise.

**Parameters**

- *heap*: Handle to a registered heap.
- *print\_errors*: If true, errors will be printed to stderr.

size\_t **multi\_heap\_free\_size** (*multi\_heap\_handle\_t* *heap*)

Return free heap size.

Returns the number of bytes available in the heap.

Equivalent to the total\_free\_bytes member returned by multi\_heap\_get\_heap\_info().

Note that the heap may be fragmented, so the actual maximum size for a single `malloc()` may be lower. To know this size, see the `largest_free_block` member returned by `multi_heap_get_heap_info()`.

**Return** Number of free bytes.

#### Parameters

- `heap`: Handle to a registered heap.

`size_t` **multi\_heap\_minimum\_free\_size** (*multi\_heap\_handle\_t* heap)

Return the lifetime minimum free heap size.

Equivalent to the `minimum_free_bytes` member returned by `multi_heap_get_info()`.

Returns the lifetime “low water mark” of possible values returned from `multi_free_heap_size()`, for the specified heap.

**Return** Number of free bytes.

#### Parameters

- `heap`: Handle to a registered heap.

`void` **multi\_heap\_get\_info** (*multi\_heap\_handle\_t* heap, *multi\_heap\_info\_t* \*info)

Return metadata about a given heap.

Fills a *multi\_heap\_info\_t* structure with information about the specified heap.

#### Parameters

- `heap`: Handle to a registered heap.
- `info`: Pointer to a structure to fill with heap metadata.

## Structures

`struct` **multi\_heap\_info\_t**

Structure to access heap metadata via `multi_heap_get_info`.

#### Public Members

`size_t` **total\_free\_bytes**

Total free bytes in the heap. Equivalent to `multi_free_heap_size()`.

`size_t` **total\_allocated\_bytes**

Total bytes allocated to data in the heap.

`size_t` **largest\_free\_block**

Size of largest free block in the heap. This is the largest `malloc`-able size.

`size_t` **minimum\_free\_bytes**

Lifetime minimum free heap size. Equivalent to `multi_minimum_free_heap_size()`.

`size_t` **allocated\_blocks**

Number of (variable size) blocks allocated in the heap.

`size_t` **free\_blocks**

Number of (variable size) free blocks in the heap.

`size_t total_blocks`

Total number of (variable size) blocks in the heap.

## Type Definitions

`typedef struct multi_heap_info *multi_heap_handle_t`

Opaque handle to a registered heap.

## 3.7.4 Heap Memory Debugging

### Overview

ESP-IDF integrates tools for requesting *heap information*, *detecting heap corruption*, and *tracing memory leaks*. These can help track down memory-related bugs.

For general information about the heap memory allocator, see the *Heap Memory Allocation* page.

### Heap Information

To obtain information about the state of the heap:

- `xPortGetFreeHeapSize()` is a FreeRTOS function which returns the number of free bytes in the (data memory) heap. This is equivalent to calling `heap_caps_get_free_size(MALLOC_CAP_8BIT)`.
- `heap_caps_get_free_size()` can also be used to return the current free memory for different memory capabilities.
- `heap_caps_get_largest_free_block()` can be used to return the largest free block in the heap. This is the largest single allocation which is currently possible. Tracking this value and comparing to total free heap allows you to detect heap fragmentation.
- `xPortGetMinimumEverFreeHeapSize()` and the related `heap_caps_get_minimum_free_size()` can be used to track the heap “low water mark” since boot.
- `heap_caps_get_info()` returns a `multi_heap_info_t` structure which contains the information from the above functions, plus some additional heap-specific data (number of allocations, etc.).
- `heap_caps_print_heap_info()` prints a summary to stdout of the information returned by `heap_caps_get_info()`.
- `heap_caps_dump()` and `heap_caps_dump_all()` will output detailed information about the structure of each block in the heap. Note that this can be large amount of output.

### Heap Corruption Detection

Heap corruption detection allows you to detect various types of heap memory errors:

- Out of bounds writes & buffer overflow.
- Writes to freed memory.
- Reads from freed or uninitialized memory,

## Assertions

The heap implementation (`multi_heap.c`, etc.) includes a lot of assertions which will fail if the heap memory is corrupted. To detect heap corruption most effectively, ensure that assertions are enabled in `make menuconfig` under `Compiler options`.

If a heap integrity assertion fails, a line will be printed like `CORRUPT HEAP: multi_heap.c:225 detected at 0x3ffbb71c`. The memory address which is printed is the address of the heap structure which has corrupt content.

It's also possible to manually check heap integrity by calling `heap_caps_check_integrity_all()` or related functions. This function checks all of requested heap memory for integrity, and can be used even if assertions are disabled. If the integrity check prints an error, it will also contain the address(es) of corrupt heap structures.

## Finding Heap Corruption

Memory corruption can be one of the hardest classes of bugs to find and fix, as one area of memory can be corrupted from a totally different place. Some tips:

- A crash with a `CORRUPT HEAP :` message will usually include a stack trace, but this stack trace is rarely useful. The crash is the symptom of memory corruption when the system realises the heap is corrupt, but usually the corruption happened elsewhere and earlier in time.
- Increasing the Heap memory debugging *Configuration* level to “Light impact” or “Comprehensive” can give you a more accurate message with the first corrupt memory address.
- Adding regular calls to `heap_caps_check_integrity_all()` or `heap_caps_check_integrity_addr()` in your code will help you pin down the exact time that the corruption happened. You can move these checks around to “close in on” the section of code that corrupted the heap.
- Based on the memory address which is being corrupted, you can use *JTAG debugging* to set a watchpoint on this address and have the CPU halt when it is written to.
- If you don't have JTAG, but you do know roughly when the corruption happens, then you can set a watchpoint in software just beforehand via `esp_set_watchpoint()`. A fatal exception will occur when the watchpoint triggers. For example `esp_set_watchpoint(0, (void *)addr, 4, ESP_WATCHPOINT_STORE`. Note that watchpoints are per-CPU and are set on the current running CPU only, so if you don't know which CPU is corrupting memory then you will need to call this function on both CPUs.
- For buffer overflows, *heap tracing* in `HEAP_TRACE_ALL` mode lets you see which callers are allocating which addresses from the heap. See *Heap Tracing To Find Heap Corruption* for more details. If you can find the function which allocates memory with an address immediately before the address which is corrupted, this will probably be the function which overflows the buffer.
- Calling `heap_caps_dump()` or `heap_caps_dump_all()` can give an indication of what heap blocks are surrounding the corrupted region and may have overflowed/underflowed/etc.

## Configuration

Temporarily increasing the heap corruption detection level can give more detailed information about heap corruption errors.

In `make menuconfig`, under `Component config` there is a menu `Heap memory debugging`. The setting `CONFIG_HEAP_CORRUPTION_DETECTION` can be set to one of three levels:

### Basic (no poisoning)

This is the default level. No special heap corruption features are enabled, but provided assertions are enabled (the default configuration) then a heap corruption error will be printed if any of the heap's internal data structures appear overwritten or corrupted. This usually indicates a buffer overrun or out of bounds write.

If assertions are enabled, an assertion will also trigger if a double-free occurs (the same memory is freed twice).

Calling `heap_caps_check_integrity()` in Basic mode will check the integrity of all heap structures, and print errors if any appear to be corrupted.

### Light Impact

At this level, heap memory is additionally “poisoned” with head and tail “canary bytes” before and after each block which is allocated. If an application writes outside the bounds of allocated buffers, the canary bytes will be corrupted and the integrity check will fail.

The head canary word is 0xABBA1234 (3412BAAB in byte order), and the tail canary word is 0xBAAD5678 (7856ADBA in byte order).

“Basic” heap corruption checks can also detect most out of bounds writes, but this setting is more precise as even a single byte overrun can be detected. With Basic heap checks, the number of overrun bytes before a failure is detected will depend on the properties of the heap.

Enabling “Light Impact” checking increases memory usage, each individual allocation will use 9 to 12 additional bytes of memory (depending on alignment).

Each time `free()` is called in Light Impact mode, the head and tail canary bytes of the buffer being freed are checked against the expected values.

When `heap_caps_check_integrity()` is called, all allocated blocks of heap memory have their canary bytes checked against the expected values.

In both cases, the check is that the first 4 bytes of an allocated block (before the buffer returned to the user) should be the word 0xABBA1234. Then the last 4 bytes of the allocated block (after the buffer returned to the user) should be the word 0xBAAD5678.

Different values usually indicate buffer underrun or overrun, respectively.

### Comprehensive

This level incorporates the “light impact” detection features plus additional checks for uninitialised-access and use-after-free bugs. In this mode, all freshly allocated memory is filled with the pattern 0xCE, and all freed memory is filled with the pattern 0xFE.

Enabling “Comprehensive” detection has a substantial runtime performance impact (as all memory needs to be set to the allocation patterns each time a malloc/free completes, and the memory also needs to be checked each time.) However it allows easier detection of memory corruption bugs which are much more subtle to find otherwise. It is recommended to only enable this mode when debugging, not in production.

### Crashes in Comprehensive Mode

If an application crashes reading/writing an address related to 0xCECECECE in Comprehensive mode, this indicates it has read uninitialized memory. The application should be changed to either use `calloc()` (which zeroes memory), or initialize the memory before using it. The value 0xCECECECE may also be seen in stack-allocated automatic



variables, because in IDF most task stacks are originally allocated from the heap and in C stack memory is uninitialized by default.

If an application crashes and the exception register dump indicates that some addresses or values were 0xFEFEFEFE, this indicates it is reading heap memory after it has been freed (a “use after free bug”.) The application should be changed to not access heap memory after it has been freed.

If a call to `malloc()` or `realloc()` causes a crash because it expected to find the pattern 0xFEFEFEFE in free memory and a different pattern was found, then this indicates the app has a use-after-free bug where it is writing to memory which has already been freed.

## Manual Heap Checks in Comprehensive Mode

Calls to `heap_caps_check_integrity()` may print errors relating to 0xFEFEFEFE, 0xABBA1234 or 0xBAAD5678. In each case the checker is expecting to find a given pattern, and will error out if this is not found:

- For free heap blocks, the checker expects to find all bytes set to 0xFE. Any other values indicate a use-after-free bug where free memory has been incorrectly overwritten.
- For allocated heap blocks, the behaviour is the same as for *Light Impact* mode. The canary bytes 0xABBA1234 and 0xBAAD5678 are checked at the head and tail of each allocated buffer, and any variation indicates a buffer overrun/underrun.

## Heap Tracing

Heap Tracing allows tracing of code which allocates/frees memory.

---

**Note:** Heap tracing “standalone” mode is currently implemented, meaning that tracing does not require any external hardware but uses internal memory to hold trace data. Heap tracing via JTAG trace port is also planned.

---

Heap tracing can perform two functions:

- Leak checking: find memory which is allocated and never freed.
- Heap use analysis: show all functions that are allocating/freeing memory while the trace is running.

## How To Diagnose Memory Leaks

If you suspect a memory leak, the first step is to figure out which part of the program is leaking memory. Use the `xPortGetFreeHeapSize()`, `heap_caps_get_free_size()`, or *related functions* to track memory use over the life of the application. Try to narrow the leak down to a single function or sequence of functions where free memory always decreases and never recovers.

Once you’ve identified the code which you think is leaking:

- Under make menuconfig, navigate to Component settings -> Heap Memory Debugging and set `CONFIG_HEAP_TRACING`.
- Call the function `heap_trace_init_standalone()` early in the program, to register a buffer which can be used to record the memory trace.
- Call the function `heap_trace_start()` to begin recording all mallocs/frees in the system. Call this immediately before the piece of code which you suspect is leaking memory.
- Call the function `heap_trace_stop()` to stop the trace once the suspect piece of code has finished executing.

- Call the function `heap_trace_dump()` to dump the results of the heap trace.

An example:

```
#include "esp_heap_trace.h"

#define NUM_RECORDS 100
static heap_trace_record_t trace_record[NUM_RECORDS]; // This buffer must be in
↳ internal RAM

...

void app_main()
{
    ...
    ESP_ERROR_CHECK( heap_trace_init_standalone(trace_record, NUM_RECORDS) );
    ...
}

void some_function()
{
    ESP_ERROR_CHECK( heap_trace_start(HEAP_TRACE_LEAKS) );

    do_something_you_suspect_is_leaking();

    ESP_ERROR_CHECK( heap_trace_stop() );
    heap_trace_dump();
    ...
}
```

The output from the heap trace will look something like this:

```
2 allocations trace (100 entry buffer)
32 bytes (@ 0x3ffaf214) allocated CPU 0 ccount 0x2e9b7384 caller 0x400d276d:0x400d27c1
0x400d276d: leak_some_memory at /path/to/idf/examples/get-started/blink/main/./blink.
↳ c:27

0x400d27c1: blink_task at /path/to/idf/examples/get-started/blink/main/./blink.c:52

8 bytes (@ 0x3ffaf804) allocated CPU 0 ccount 0x2e9b79c0 caller 0x400d2776:0x400d27c1
0x400d2776: leak_some_memory at /path/to/idf/examples/get-started/blink/main/./blink.
↳ c:29

0x400d27c1: blink_task at /path/to/idf/examples/get-started/blink/main/./blink.c:52

40 bytes 'leaked' in trace (2 allocations)
total allocations 2 total frees 0
```

(Above example output is using *IDF Monitor* to automatically decode PC addresses to their source files & line number.)

The first line indicates how many allocation entries are in the buffer, compared to its total size.

In `HEAP_TRACE_LEAKS` mode, for each traced memory allocation which has not already been freed a line is printed with:

- `XX bytes` is number of bytes allocated
- `@ 0x...` is the heap address returned from `malloc/calloc`.
- `CPU x` is the CPU (0 or 1) running when the allocation was made.

- `ccount 0x...` is the CCOUNT (CPU cycle count) register value when the allocation was made. Is different for CPU 0 vs CPU 1.
- `caller 0x...` gives the call stack of the call to `malloc()/free()`, as a list of PC addresses. These can be decoded to source files and line numbers, as shown above.

The depth of the call stack recorded for each trace entry can be configured in `make menuconfig`, under `Heap Memory Debugging -> Enable heap tracing -> Heap tracing stack depth`. Up to 10 stack frames can be recorded for each allocation (the default is 2). Each additional stack frame increases the memory usage of each `heap_trace_record_t` record by eight bytes.

Finally, the total number of ‘leaked’ bytes (bytes allocated but not freed while trace was running) is printed, and the total number of allocations this represents.

A warning will be printed if the trace buffer was not large enough to hold all the allocations which happened. If you see this warning, consider either shortening the tracing period or increasing the number of records in the trace buffer.

### Heap Tracing To Find Heap Corruption

Heap tracing can also be used to help track down heap corruption. When a region in heap is corrupted, it may be from some other part of the program which allocated memory at a nearby address.

If you have some idea at what time the corruption occurred, enabling heap tracing in `HEAP_TRACE_ALL` mode allows you to record all of the functions which allocated memory, and the addresses of the allocations.

Using heap tracing in this way is very similar to memory leak detection as described above. For memory which is allocated and not freed, the output is the same. However, records will also be shown for memory which has been freed.

### Performance Impact

Enabling heap tracing in `menuconfig` increases the code size of your program, and has a very small negative impact on performance of heap allocation/free operations even when heap tracing is not running.

When heap tracing is running, heap allocation/free operations are substantially slower than when heap tracing is stopped. Increasing the depth of stack frames recorded for each allocation (see above) will also increase this performance impact.

### False-Positive Memory Leaks

Not everything printed by `heap_trace_dump()` is necessarily a memory leak. Among things which may show up here, but are not memory leaks:

- Any memory which is allocated after `heap_trace_start()` but then freed after `heap_trace_stop()` will appear in the leak dump.
- Allocations may be made by other tasks in the system. Depending on the timing of these tasks, it’s quite possible this memory is freed after `heap_trace_stop()` is called.
- The first time a task uses `stdio` - for example, when it calls `printf()` - a lock (RTOS mutex semaphore) is allocated by the `libc`. This allocation lasts until the task is deleted.
- Certain uses of `printf()`, such as printing floating point numbers, will allocate some memory from the heap on demand. These allocations last until the task is deleted.
- The Bluetooth, WiFi, and TCP/IP libraries will allocate heap memory buffers to handle incoming or outgoing data. These memory buffers are usually short lived, but some may be shown in the heap leak trace if the data was received/transmitted by the lower levels of the network while the leak trace was running.

- TCP connections will continue to use some memory after they are closed, because of the `TIME_WAIT` state. After the `TIME_WAIT` period has completed, this memory will be freed.

One way to differentiate between “real” and “false positive” memory leaks is to call the suspect code multiple times while tracing is running, and look for patterns (multiple matching allocations) in the heap trace output.

### API Reference - Heap Tracing

#### Header File

- `heap/include/esp_heap_trace.h`

#### Functions

*esp\_err\_t* **heap\_trace\_init\_standalone** (*heap\_trace\_record\_t* \*record\_buffer, size\_t num\_records)

Initialise heap tracing in standalone mode.

This function must be called before any other heap tracing functions.

**Note** Standalone mode is the only mode currently supported.

To disable heap tracing and allow the buffer to be freed, stop tracing and then call `heap_trace_init_standalone(NULL, 0)`;

#### Return

- `ESP_ERR_NOT_SUPPORTED` Project was compiled without heap tracing enabled in menuconfig.
- `ESP_ERR_INVALID_STATE` Heap tracing is currently in progress.
- `ESP_OK` Heap tracing initialised successfully.

#### Parameters

- `record_buffer`: Provide a buffer to use for heap trace data. Must remain valid any time heap tracing is enabled, meaning it must be allocated from internal memory not in PSRAM.
- `num_records`: Size of the heap trace buffer, as number of record structures.

*esp\_err\_t* **heap\_trace\_start** (*heap\_trace\_mode\_t* mode)

Start heap tracing. All heap allocations & frees will be traced, until `heap_trace_stop()` is called.

**Note** `heap_trace_init_standalone()` must be called to provide a valid buffer, before this function is called.

**Note** Calling this function while heap tracing is running will reset the heap trace state and continue tracing.

#### Return

- `ESP_ERR_NOT_SUPPORTED` Project was compiled without heap tracing enabled in menuconfig.
- `ESP_ERR_INVALID_STATE` A non-zero-length buffer has not been set via `heap_trace_init_standalone()`.
- `ESP_OK` Tracing is started.

#### Parameters

- `mode`: Mode for tracing.
  - `HEAP_TRACE_ALL` means all heap allocations and frees are traced.

- `HEAP_TRACE_LEAKS` means only suspected memory leaks are traced. (When memory is freed, the record is removed from the trace buffer.)

*esp\_err\_t* **heap\_trace\_stop** (void)

Stop heap tracing.

#### Return

- `ESP_ERR_NOT_SUPPORTED` Project was compiled without heap tracing enabled in menuconfig.
- `ESP_ERR_INVALID_STATE` Heap tracing was not in progress.
- `ESP_OK` Heap tracing stopped..

*esp\_err\_t* **heap\_trace\_resume** (void)

Resume heap tracing which was previously stopped.

Unlike `heap_trace_start()`, this function does not clear the buffer of any pre-existing trace records.

The heap trace mode is the same as when `heap_trace_start()` was last called (or `HEAP_TRACE_ALL` if `heap_trace_start()` was never called).

#### Return

- `ESP_ERR_NOT_SUPPORTED` Project was compiled without heap tracing enabled in menuconfig.
- `ESP_ERR_INVALID_STATE` Heap tracing was already started.
- `ESP_OK` Heap tracing resumed.

*size\_t* **heap\_trace\_get\_count** (void)

Return number of records in the heap trace buffer.

It is safe to call this function while heap tracing is running.

*esp\_err\_t* **heap\_trace\_get** (*size\_t* *index*, *heap\_trace\_record\_t* \**record*)

Return a raw record from the heap trace buffer.

**Note** It is safe to call this function while heap tracing is running, however in `HEAP_TRACE_LEAK` mode record indexing may skip entries unless heap tracing is stopped first.

#### Return

- `ESP_ERR_NOT_SUPPORTED` Project was compiled without heap tracing enabled in menuconfig.
- `ESP_ERR_INVALID_STATE` Heap tracing was not initialised.
- `ESP_ERR_INVALID_ARG` Index is out of bounds for current heap trace record count.
- `ESP_OK` Record returned successfully.

#### Parameters

- *index*: Index (zero-based) of the record to return.
- *record*: Record where the heap trace record will be copied.

void **heap\_trace\_dump** (void)

Dump heap trace record data to stdout.

**Note** It is safe to call this function while heap tracing is running, however in `HEAP_TRACE_LEAK` mode the dump may skip entries unless heap tracing is stopped first.

## Structures

### **struct heap\_trace\_record\_t**

Trace record data type. Stores information about an allocated region of memory.

#### **Public Members**

##### **uint32\_t ccount**

CCOUNT of the CPU when the allocation was made. LSB (bit value 1) is the CPU number (0 or 1).

##### **void \*address**

Address which was allocated.

##### **size\_t size**

Size of the allocation.

##### **void \*allocated\_by[CONFIG\_HEAP\_TRACING\_STACK\_DEPTH]**

Call stack of the caller which allocated the memory.

##### **void \*freed\_by[CONFIG\_HEAP\_TRACING\_STACK\_DEPTH]**

Call stack of the caller which freed the memory (all zero if not freed.)

## Macros

### **CONFIG\_HEAP\_TRACING\_STACK\_DEPTH**

## Enumerations

### **enum heap\_trace\_mode\_t**

*Values:*

**HEAP\_TRACE\_ALL**

**HEAP\_TRACE\_LEAKS**

## 3.7.5 The himem allocation API

### Overview

The ESP32 can access external SPI RAM transparently, so you can use it as normal memory in your program code. However, because the address space for external memory is limited in size, only the first 4MiB can be used as such. Access to the remaining memory is still possible, however this needs to go through a bankswitching scheme controlled by the himem API.

Specifically, what is implemented by the himem API is a bankswitching scheme. Hardware-wise, the 4MiB region for external SPI RAM is mapped into the CPU address space by a MMU, which maps a configurable 32K bank/page of external SPI RAM into each of the 32K pages in the 4MiB region accessed by the CPU. For external memories that are <=4MiB, this MMU is configured to unity mapping, effectively mapping each CPU address 1-to-1 to the external SPI RAM address.

In order to use the himem API, you have to enable it in the menuconfig using `CONFIG_SPIRAM_BANKSWITCH_ENABLE`, as well as set the amount of banks reserved for this in `CONFIG_SPIRAM_BANKSWITCH_RESERVE`. This decreases the amount of external memory allocated by

functions like `malloc()`, but it allows you to use the `himem` api to map any of the remaining memory into the reserved banks.

The `himem` API is more-or-less an abstraction of the bankswitching scheme: it allows you to claim one or more banks of address space (called 'regions' in the API) as well as one or more of banks of memory to map into the ranges.

## Example

An example doing a simple memory test of the high memory range is available in `esp-idf: system/himem`

## API Reference

### Header File

- `esp32/include/esp_himem.h`

### Functions

*esp\_err\_t* **esp\_himem\_alloc** (*size\_t size, esp\_himem\_handle\_t \*handle\_out*)  
Allocate a block in high memory.

**Return** - ESP\_OK if succesful

- ESP\_ERR\_NO\_MEM if out of memory
- ESP\_ERR\_INVALID\_SIZE if size is not a multiple of 32K

#### Parameters

- `size`: Size of the to-be-allocated block, in bytes. Note that this needs to be a multiple of the external RAM mmu block size (32K).
- `handle_out`: Handle to be returned

*esp\_err\_t* **esp\_himem\_alloc\_map\_range** (*size\_t size, esp\_himem\_rangehandle\_t \*handle\_out*)  
Allocate a memory region to map blocks into.

This allocates a contiguous CPU memory region that can be used to map blocks of physical memory into.

**Return** - ESP\_OK if succesful

- ESP\_ERR\_NO\_MEM if out of memory or address space
- ESP\_ERR\_INVALID\_SIZE if size is not a multiple of 32K

#### Parameters

- `size`: Size of the range to be allocated. Note this needs to be a multiple of the external RAM mmu block size (32K).
- `handle_out`: Handle to be returned

*esp\_err\_t* **esp\_himem\_map** (*esp\_himem\_handle\_t handle, esp\_himem\_rangehandle\_t range, size\_t ram\_offset, size\_t range\_offset, size\_t len, int flags, void \*\*out\_ptr*)  
Map a block of high memory into the CPU's address space.

This effectively makes the block available for read/write operations.

**Note** The region to be mapped needs to have offsets and sizes that are aligned to the SPI RAM MMU block size (32K)

**Return** - ESP\_OK if the memory could be mapped

- ESP\_ERR\_INVALID\_ARG if offset, range or len aren't MMU-block-aligned (32K)
- ESP\_ERR\_INVALID\_SIZE if the offsets/lengths don't fit in the allocated memory or range
- ESP\_ERR\_INVALID\_STATE if a block in the selected ram offset/length is already mapped, or if a block in the selected range offset/length already has a mapping.

**Parameters**

- handle: Handle to the block of memory, as given by esp\_himem\_alloc
- range: Range handle to map the memory in
- ram\_offset: Offset into the block of physical memory of the block to map
- range\_offset: Offset into the address range where the block will be mapped
- len: Length of region to map
- flags: One of ESP\_HIMEM\_MAPFLAG\_\*
- out\_ptr: Pointer to variable to store resulting memory pointer in

*esp\_err\_t* **esp\_himem\_free** (*esp\_himem\_handle\_t* handle)

Free a block of physical memory.

This clears out the associated handle making the memory available for re-allocation again. This will only succeed if none of the memory blocks currently have a mapping.

**Return** - ESP\_OK if the memory is successfully freed

- ESP\_ERR\_INVALID\_ARG if the handle still is (partially) mapped

**Parameters**

- handle: Handle to the block of memory, as given by esp\_himem\_alloc

*esp\_err\_t* **esp\_himem\_free\_map\_range** (*esp\_himem\_rangehandle\_t* handle)

Free a mapping range.

This clears out the associated handle making the range available for re-allocation again. This will only succeed if none of the range blocks currently are used for a mapping.

**Return** - ESP\_OK if the memory is successfully freed

- ESP\_ERR\_INVALID\_ARG if the handle still is (partially) mapped to

**Parameters**

- handle: Handle to the range block, as given by esp\_himem\_alloc\_map\_range

*esp\_err\_t* **esp\_himem\_unmap** (*esp\_himem\_rangehandle\_t* range, void \*ptr, size\_t len)

Unmap a region.

**Return** - ESP\_OK if the memory is successfully unmapped,

- ESP\_ERR\_INVALID\_ARG if ptr or len are invalid.

**Parameters**



- `range`: Range handle
- `ptr`: Pointer returned by `esp_himem_map`
- `len`: Length of the block to be unmapped. Must be aligned to the SPI RAM MMU blocksize (32K)

`size_t esp_himem_get_phys_size()`  
Get total amount of memory under control of himem API.

**Return** Amount of memory, in bytes

`size_t esp_himem_get_free_size()`  
Get free amount of memory under control of himem API.

**Return** Amount of free memory, in bytes

`size_t esp_himem_reserved_area_size()`  
Get amount of SPI memory address space needed for bankswitching.

**Note** This is also weakly defined in `esp32/spiram.c` and returns 0 there, so if no other function in this file is used, no memory is reserved.

**Return** Amount of reserved area, in bytes

## Macros

**ESP\_HIMEM\_BLKSZ**

**ESP\_HIMEM\_MAPFLAG\_RO**

Indicates that a mapping will only be read from. Note that this is unused for now.

## Type Definitions

```
typedef struct esp_himem_ramdata_t *esp_himem_handle_t
```

```
typedef struct esp_himem_rangedata_t *esp_himem_rangehandle_t
```

## 3.7.6 Interrupt allocation

### Overview

The ESP32 has two cores, with 32 interrupts each. Each interrupt has a certain priority level, most (but not all) interrupts are connected to the interrupt mux. Because there are more interrupt sources than interrupts, sometimes it makes sense to share an interrupt in multiple drivers. The `esp_intr_alloc` abstraction exists to hide all these implementation details.

A driver can allocate an interrupt for a certain peripheral by calling `esp_intr_alloc` (or `esp_intr_alloc_sintrstatus`). It can use the flags passed to this function to set the type of interrupt allocated, specifying a specific level or trigger method. The interrupt allocation code will then find an applicable interrupt, use the interrupt mux to hook it up to the peripheral, and install the given interrupt handler and ISR to it.

This code has two different types of interrupts it handles differently: Shared interrupts and non-shared interrupts. The simplest of the two are non-shared interrupts: a separate interrupt is allocated per `esp_intr_alloc` call and this interrupt is solely used for the peripheral attached to it, with only one ISR that will get called. Shared interrupts can have

multiple peripherals triggering it, with multiple ISRs being called when one of the peripherals attached signals an interrupt. Thus, ISRs that are intended for shared interrupts should check the interrupt status of the peripheral they service in order to see if any action is required.

Non-shared interrupts can be either level- or edge-triggered. Shared interrupts can only be level interrupts (because of the chance of missed interrupts when edge interrupts are used.) (The logic behind this: DevA and DevB share an int. DevB signals an int. Int line goes high. ISR handler calls code for DevA -> does nothing. ISR handler calls code for DevB, but while doing that, DevA signals an int. ISR DevB is done, clears int for DevB, exits interrupt code. Now an interrupt for DevA is still pending, but because the int line never went low (DevA kept it high even when the int for DevB was cleared) the interrupt is never serviced.)

### Multicore issues

Peripherals that can generate interrupts can be divided in two types:

- External peripherals, within the ESP32 but outside the Xtensa cores themselves. Most ESP32 peripherals are of this type.
- Internal peripherals, part of the Xtensa CPU cores themselves.

Interrupt handling differs slightly between these two types of peripherals.

### Internal peripheral interrupts

Each Xtensa CPU core has its own set of six internal peripherals:

- Three timer comparators
- A performance monitor
- Two software interrupts.

Internal interrupt sources are defined in `esp_intr_alloc.h` as `ETS_INTERNAL_*_INTR_SOURCE`.

These peripherals can only be configured from the core they are associated with. When generating an interrupt, the interrupt they generate is hard-wired to their associated core; it's not possible to have e.g. an internal timer comparator of one core generate an interrupt on another core. That is why these sources can only be managed using a task running on that specific core. Internal interrupt sources are still allocatable using `esp_intr_alloc` as normal, but they cannot be shared and will always have a fixed interrupt level (namely, the one associated in hardware with the peripheral).

### External Peripheral Interrupts

The remaining interrupt sources are from external peripherals. These are defined in `soc/soc.h` as `ETS_*_INTR_SOURCE`.

Non-internal interrupt slots in both CPU cores are wired to an interrupt multiplexer, which can be used to route any external interrupt source to any of these interrupt slots.

- Allocating an external interrupt will always allocate it on the core that does the allocation.
- Freeing an external interrupt must always happen on the same core it was allocated on.
- Disabling and enabling external interrupts from another core is allowed.
- Multiple external interrupt sources can share an interrupt slot by passing `ESP_INTR_FLAG_SHARED` as a flag to `esp_intr_alloc()`.

Care should be taken when calling `esp_intr_alloc()` from a task which is not pinned to a core. During task switching, these tasks can migrate between cores. Therefore it is impossible to tell which CPU the interrupt is allocated on, which makes it difficult to free the interrupt handle and may also cause debugging difficulties. It is advised to use `xTaskCreatePinnedToCore()` with a specific `CoreID` argument to create tasks that will allocate interrupts. In the case of internal interrupt sources, this is required.

### IRAM-Safe Interrupt Handlers

The `ESP_INTR_FLAG_IRAM` flag registers an interrupt handler that always runs from IRAM (and reads all its data from DRAM), and therefore does not need to be disabled during flash erase and write operations.

This is useful for interrupts which need a guaranteed minimum execution latency, as flash write and erase operations can be slow (erases can take tens or hundreds of milliseconds to complete).

It can also be useful to keep an interrupt handler in IRAM if it is called very frequently, to avoid flash cache misses.

Refer to the *SPI flash API documentation* for more details.

### Multiple Handlers Sharing A Source

Several handlers can be assigned to a same source, given that all handlers are allocated using the `ESP_INTR_FLAG_SHARED` flag. They'll be all allocated to the interrupt, which the source is attached to, and called sequentially when the source is active. The handlers can be disabled and freed individually. The source is attached to the interrupt (enabled), if one or more handlers are enabled, otherwise detached. A handler will never be called when disabled, while **its source may still be triggered** if any one of its handler enabled.

Sources attached to non-shared interrupt do not support this feature.

Though the framework support this feature, you have to use it *very carefully*. There usually exist 2 ways to stop a interrupt from being triggered: *disable the source* or *mask peripheral interrupt status*. IDF only handles the enabling and disabling of the source itself, leaving status and mask bits to be handled by users. **Status bits should always be masked before the handler responsible for it is disabled, or the status should be handled in other enabled interrupt properly.** You may leave some status bits unhandled if you just disable one of all the handlers without mask the status bits, which causes the interrupt being triggered infinitely, and finally a system crash.

## API Reference

### Header File

- `esp32/include/esp_intr_alloc.h`

### Functions

`esp_err_t esp_intr_mark_shared(int intno, int cpu, bool is_in_iram)`

Mark an interrupt as a shared interrupt.

This will mark a certain interrupt on the specified CPU as an interrupt that can be used to hook shared interrupt handlers to.

**Return** `ESP_ERR_INVALID_ARG` if `cpu` or `intno` is invalid `ESP_OK` otherwise

#### Parameters

- `intno`: The number of the interrupt (0-31)

- `cpu`: CPU on which the interrupt should be marked as shared (0 or 1)
- `is_in_iram`: Shared interrupt is for handlers that reside in IRAM and the int can be left enabled while the flash cache is disabled.

*esp\_err\_t* **esp\_intr\_reserve** (int *intno*, int *cpu*)

Reserve an interrupt to be used outside of this framework.

This will mark a certain interrupt on the specified CPU as reserved, not to be allocated for any reason.

**Return** ESP\_ERR\_INVALID\_ARG if `cpu` or `intno` is invalid ESP\_OK otherwise

#### Parameters

- `intno`: The number of the interrupt (0-31)
- `cpu`: CPU on which the interrupt should be marked as shared (0 or 1)

*esp\_err\_t* **esp\_intr\_alloc** (int *source*, int *flags*, *intr\_handler\_t* *handler*, void *\*arg*, *intr\_handle\_t* *\*ret\_handle*)

Allocate an interrupt with the given parameters.

This finds an interrupt that matches the restrictions as given in the `flags` parameter, maps the given interrupt source to it and hooks up the given interrupt handler (with optional argument) as well. If needed, it can return a handle for the interrupt as well.

The interrupt will always be allocated on the core that runs this function.

If ESP\_INTR\_FLAG\_IRAM flag is used, and handler address is not in IRAM or RTC\_FAST\_MEM, then ESP\_ERR\_INVALID\_ARG is returned.

**Return** ESP\_ERR\_INVALID\_ARG if the combination of arguments is invalid. ESP\_ERR\_NOT\_FOUND No free interrupt found with the specified flags ESP\_OK otherwise

#### Parameters

- `source`: The interrupt source. One of the ETS\_\*\_INTR\_SOURCE interrupt mux sources, as defined in `soc/soc.h`, or one of the internal ETS\_INTERNAL\_\*\_INTR\_SOURCE sources as defined in this header.
- `flags`: An ORred mask of the ESP\_INTR\_FLAG\_\* defines. These restrict the choice of interrupts that this routine can choose from. If this value is 0, it will default to allocating a non-shared interrupt of level 1, 2 or 3. If this is ESP\_INTR\_FLAG\_SHARED, it will allocate a shared interrupt of level 1. Setting ESP\_INTR\_FLAG\_INTRDISABLED will return from this function with the interrupt disabled.
- `handler`: The interrupt handler. Must be NULL when an interrupt of level >3 is requested, because these types of interrupts aren't C-callable.
- `arg`: Optional argument for passed to the interrupt handler
- `ret_handle`: Pointer to an `intr_handle_t` to store a handle that can later be used to request details or free the interrupt. Can be NULL if no handle is required.

*esp\_err\_t* **esp\_intr\_alloc\_intrstatus** (int *source*, int *flags*, uint32\_t *intrstatusreg*, uint32\_t *intrstatusmask*, *intr\_handler\_t* *handler*, void *\*arg*, *intr\_handle\_t* *\*ret\_handle*)

Allocate an interrupt with the given parameters.

This essentially does the same as `esp_intr_alloc`, but allows specifying a register and mask combo. For shared interrupts, the handler is only called if a read from the specified register, ANDed with the mask, returns non-zero. By passing an interrupt status register address and a fitting mask, this can be used to accelerate interrupt

handling in the case a shared interrupt is triggered; by checking the interrupt statuses first, the code can decide which ISRs can be skipped

**Return** ESP\_ERR\_INVALID\_ARG if the combination of arguments is invalid. ESP\_ERR\_NOT\_FOUND No free interrupt found with the specified flags ESP\_OK otherwise

#### Parameters

- **source**: The interrupt source. One of the ETS\*\_INTR\_SOURCE interrupt mux sources, as defined in soc/soc.h, or one of the internal ETS\_INTERNAL\*\_INTR\_SOURCE sources as defined in this header.
- **flags**: An ORred mask of the ESP\_INTR\_FLAG\_\* defines. These restrict the choice of interrupts that this routine can choose from. If this value is 0, it will default to allocating a non-shared interrupt of level 1, 2 or 3. If this is ESP\_INTR\_FLAG\_SHARED, it will allocate a shared interrupt of level 1. Setting ESP\_INTR\_FLAG\_INTRDISABLED will return from this function with the interrupt disabled.
- **intrstatusreg**: The address of an interrupt status register
- **intrstatusmask**: A mask. If a read of address intrstatusreg has any of the bits that are 1 in the mask set, the ISR will be called. If not, it will be skipped.
- **handler**: The interrupt handler. Must be NULL when an interrupt of level >3 is requested, because these types of interrupts aren't C-callable.
- **arg**: Optional argument for passed to the interrupt handler
- **ret\_handle**: Pointer to an intr\_handle\_t to store a handle that can later be used to request details or free the interrupt. Can be NULL if no handle is required.

*esp\_err\_t* **esp\_intr\_free** (*intr\_handle\_t* handle)

Disable and free an interrupt.

Use an interrupt handle to disable the interrupt and release the resources associated with it. If the current core is not the core that registered this interrupt, this routine will be assigned to the core that allocated this interrupt, blocking and waiting until the resource is successfully released.

**Note** When the handler shares its source with other handlers, the interrupt status bits it's responsible for should be managed properly before freeing it. see `esp_intr_disable` for more details. Please do not call this function in `esp_ipc_call_blocking`.

**Return** ESP\_ERR\_INVALID\_ARG the handle is NULL ESP\_FAIL failed to release this handle ESP\_OK otherwise

#### Parameters

- **handle**: The handle, as obtained by `esp_intr_alloc` or `esp_intr_alloc_intrstatus`

*int* **esp\_intr\_get\_cpu** (*intr\_handle\_t* handle)

Get CPU number an interrupt is tied to.

**Return** The core number where the interrupt is allocated

#### Parameters

- **handle**: The handle, as obtained by `esp_intr_alloc` or `esp_intr_alloc_intrstatus`

*int* **esp\_intr\_get\_intno** (*intr\_handle\_t* handle)

Get the allocated interrupt for a certain handle.

**Return** The interrupt number

**Parameters**

- `handle`: The handle, as obtained by `esp_intr_alloc` or `esp_intr_alloc_intrstatus`

*esp\_err\_t* **esp\_intr\_disable** (*intr\_handle\_t* `handle`)

Disable the interrupt associated with the handle.

**Note**

1. For local interrupts (ESP\_INTERNAL\_\* sources), this function has to be called on the CPU the interrupt is allocated on. Other interrupts have no such restriction.
2. When several handlers sharing a same interrupt source, interrupt status bits, which are handled in the handler to be disabled, should be masked before the disabling, or handled in other enabled interrupts properly. Miss of interrupt status handling will cause infinite interrupt calls and finally system crash.

**Return** ESP\_ERR\_INVALID\_ARG if the combination of arguments is invalid. ESP\_OK otherwise

**Parameters**

- `handle`: The handle, as obtained by `esp_intr_alloc` or `esp_intr_alloc_intrstatus`

*esp\_err\_t* **esp\_intr\_enable** (*intr\_handle\_t* `handle`)

Enable the interrupt associated with the handle.

**Note** For local interrupts (ESP\_INTERNAL\_\* sources), this function has to be called on the CPU the interrupt is allocated on. Other interrupts have no such restriction.

**Return** ESP\_ERR\_INVALID\_ARG if the combination of arguments is invalid. ESP\_OK otherwise

**Parameters**

- `handle`: The handle, as obtained by `esp_intr_alloc` or `esp_intr_alloc_intrstatus`

*esp\_err\_t* **esp\_intr\_set\_in\_iram** (*intr\_handle\_t* `handle`, bool `is_in_iram`)

Set the “in IRAM” status of the handler.

**Note** Does not work on shared interrupts.

**Return** ESP\_ERR\_INVALID\_ARG if the combination of arguments is invalid. ESP\_OK otherwise

**Parameters**

- `handle`: The handle, as obtained by `esp_intr_alloc` or `esp_intr_alloc_intrstatus`
- `is_in_iram`: Whether the handler associated with this handle resides in IRAM. Handlers residing in IRAM can be called when cache is disabled.

void **esp\_intr\_noniram\_disable** ()

Disable interrupts that aren't specifically marked as running from IRAM.

void **esp\_intr\_noniram\_enable** ()

Re-enable interrupts disabled by `esp_intr_noniram_disable`.

## Macros

### **ESP\_INTR\_FLAG\_LEVEL1**

Interrupt allocation flags.

These flags can be used to specify which interrupt qualities the code calling `esp_intr_alloc*` needs. Accept a Level 1 interrupt vector (lowest priority)

### **ESP\_INTR\_FLAG\_LEVEL2**

Accept a Level 2 interrupt vector.

### **ESP\_INTR\_FLAG\_LEVEL3**

Accept a Level 3 interrupt vector.

### **ESP\_INTR\_FLAG\_LEVEL4**

Accept a Level 4 interrupt vector.

### **ESP\_INTR\_FLAG\_LEVEL5**

Accept a Level 5 interrupt vector.

### **ESP\_INTR\_FLAG\_LEVEL6**

Accept a Level 6 interrupt vector.

### **ESP\_INTR\_FLAG\_NMI**

Accept a Level 7 interrupt vector (highest priority)

### **ESP\_INTR\_FLAG\_SHARED**

Interrupt can be shared between ISRs.

### **ESP\_INTR\_FLAG\_EDGE**

Edge-triggered interrupt.

### **ESP\_INTR\_FLAG\_IRAM**

ISR can be called if cache is disabled.

### **ESP\_INTR\_FLAG\_INTRDISABLED**

Return with this interrupt disabled.

### **ESP\_INTR\_FLAG\_LOWMED**

Low and medium prio interrupts. These can be handled in C.

### **ESP\_INTR\_FLAG\_HIGH**

High level interrupts. Need to be handled in assembly.

### **ESP\_INTR\_FLAG\_LEVELMASK**

Mask for all level flags.

### **ETS\_INTERNAL\_TIMER0\_INTR\_SOURCE**

Xtensa timer 0 interrupt source.

The `esp_intr_alloc*` functions can allocate an int for all `ETS*_INTR_SOURCE` interrupt sources that are routed through the interrupt mux. Apart from these sources, each core also has some internal sources that do not pass through the interrupt mux. To allocate an interrupt for these sources, pass these pseudo-sources to the functions.

### **ETS\_INTERNAL\_TIMER1\_INTR\_SOURCE**

Xtensa timer 1 interrupt source.

### **ETS\_INTERNAL\_TIMER2\_INTR\_SOURCE**

Xtensa timer 2 interrupt source.

### **ETS\_INTERNAL\_SW0\_INTR\_SOURCE**

Software int source 1.

**ETS\_INTERNAL\_SW1\_INTR\_SOURCE**

Software int source 2.

**ETS\_INTERNAL\_PROFILING\_INTR\_SOURCE**

Int source for profiling.

**ETS\_INTERNAL\_INTR\_SOURCE\_OFF**

## Type Definitions

```
typedef void (*intr_handler_t) (void *arg)
```

```
typedef struct intr_handle_data_t intr_handle_data_t
```

```
typedef intr_handle_data_t *intr_handle_t
```

## 3.7.7 Watchdogs

### Overview

The ESP-IDF has support for two types of watchdogs: The Interrupt Watchdog Timer and the Task Watchdog Timer (TWDT). The Interrupt Watchdog Timer and the TWDT can both be enabled using `make menuconfig`, however the TWDT can also be enabled during runtime. The Interrupt Watchdog is responsible for detecting instances where FreeRTOS task switching is blocked for a prolonged period of time. The TWDT is responsible for detecting instances of tasks running without yielding for a prolonged period.

### Interrupt watchdog

The interrupt watchdog makes sure the FreeRTOS task switching interrupt isn't blocked for a long time. This is bad because no other tasks, including potentially important ones like the WiFi task and the idle task, can't get any CPU runtime. A blocked task switching interrupt can happen because a program runs into an infinite loop with interrupts disabled or hangs in an interrupt.

The default action of the interrupt watchdog is to invoke the panic handler, causing a register dump and an opportunity for the programmer to find out, using either OpenOCD or gdbstub, what bit of code is stuck with interrupts disabled. Depending on the configuration of the panic handler, it can also blindly reset the CPU, which may be preferred in a production environment.

The interrupt watchdog is built around the hardware watchdog in timer group 1. If this watchdog for some reason cannot execute the NMI handler that invokes the panic handler (e.g. because IRAM is overwritten by garbage), it will hard-reset the SOC.

### Task Watchdog Timer

The Task Watchdog Timer (TWDT) is responsible for detecting instances of tasks running for a prolonged period of time without yielding. This is a symptom of CPU starvation and is usually caused by a higher priority task looping without yielding to a lower-priority task thus starving the lower priority task from CPU time. This can be an indicator of poorly written code that spinloops on a peripheral, or a task that is stuck in an infinite loop.

By default the TWDT will watch the Idle Tasks of each CPU, however any task can elect to be watched by the TWDT. Each watched task must 'reset' the TWDT periodically to indicate that they have been allocated CPU time. If a task does not reset within the TWDT timeout period, a warning will be printed with information about which tasks failed



to reset the TWDT in time and which tasks are currently running on the ESP32 CPUs. And also there is a possibility to redefine the function `esp_task_wdt_isr_user_handler` in the user code to receive this event.

The TWDT is built around the Hardware Watchdog Timer in Timer Group 0. The TWDT can be initialized by calling `esp_task_wdt_init()` which will configure the hardware timer. A task can then subscribe to the TWDT using `esp_task_wdt_add()` in order to be watched. Each subscribed task must periodically call `esp_task_wdt_reset()` to reset the TWDT. Failure by any subscribed tasks to periodically call `esp_task_wdt_reset()` indicates that one or more tasks have been starved of CPU time or are stuck in a loop somewhere.

A watched task can be unsubscribed from the TWDT using `esp_task_wdt_delete()`. A task that has been unsubscribed should no longer call `esp_task_wdt_reset()`. Once all tasks have unsubscribed from the TWDT, the TWDT can be deinitialized by calling `esp_task_wdt_deinit()`.

By default `CONFIG_TASK_WDT` in `make menuconfig` will be enabled causing the TWDT to be initialized automatically during startup. Likewise `CONFIG_TASK_WDT_CHECK_IDLE_TASK_CPU0` and `CONFIG_TASK_WDT_CHECK_IDLE_TASK_CPU1` are also enabled by default causing the two Idle Tasks to be subscribed to the TWDT during startup.

## JTAG and watchdogs

While debugging using OpenOCD, the CPUs will be halted every time a breakpoint is reached. However if the watchdog timers continue to run when a breakpoint is encountered, they will eventually trigger a reset making it very difficult to debug code. Therefore OpenOCD will disable the hardware timers of both the interrupt and task watchdogs at every breakpoint. Moreover, OpenOCD will not reenale them upon leaving the breakpoint. This means that interrupt watchdog and task watchdog functionality will essentially be disabled. No warnings or panics from either watchdogs will be generated when the ESP32 is connected to OpenOCD via JTAG.

## Interrupt Watchdog API Reference

### Header File

- `esp32/include/esp_int_wdt.h`

### Functions

void `esp_int_wdt_init()`

Initialize the non-CPU-specific parts of interrupt watchdog. This is called in the init code if the interrupt watchdog is enabled in `menuconfig`.

## Task Watchdog API Reference

A full example using the Task Watchdog is available in esp-idf: `system/task_watchdog`

### Header File

- `esp32/include/esp_task_wdt.h`

## Functions

*esp\_err\_t* **esp\_task\_wdt\_init** (uint32\_t *timeout*, bool *panic*)

Initialize the Task Watchdog Timer (TWDT)

This function configures and initializes the TWDT. If the TWDT is already initialized when this function is called, this function will update the TWDT's timeout period and panic configurations instead. After initializing the TWDT, any task can elect to be watched by the TWDT by subscribing to it using `esp_task_wdt_add()`.

### 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

### Parameters

- `timeout`: Timeout period of TWDT in seconds
- `panic`: Flag that controls whether the panic handler will be executed when the TWDT times out

*esp\_err\_t* **esp\_task\_wdt\_deinit** ()

Deinitialize the Task Watchdog Timer (TWDT)

This function will deinitialize the TWDT. Calling this function whilst tasks are still subscribed to the TWDT, or when the TWDT is already deinitialized, will result in an error code being returned.

### Return

- `ESP_OK`: TWDT successfully deinitialized
- `ESP_ERR_INVALID_STATE`: Error, tasks are still subscribed to the TWDT
- `ESP_ERR_NOT_FOUND`: Error, TWDT has already been deinitialized

*esp\_err\_t* **esp\_task\_wdt\_add** (*TaskHandle\_t* *handle*)

Subscribe a task to the Task Watchdog Timer (TWDT)

This function subscribes a task to the TWDT. Each subscribed task must periodically call `esp_task_wdt_reset()` to prevent the TWDT from elapsing its timeout period. Failure to do so will result in a TWDT timeout. If the task being subscribed is one of the Idle Tasks, this function will automatically enable `esp_task_wdt_reset()` to be called from the Idle Hook of the Idle Task. Calling this function whilst the TWDT is uninitialized or attempting to subscribe an already subscribed task will result in an error code being returned.

### Return

- `ESP_OK`: Successfully subscribed the task to the TWDT
- `ESP_ERR_INVALID_ARG`: Error, the task is already subscribed
- `ESP_ERR_NO_MEM`: Error, could not subscribe the task due to lack of memory
- `ESP_ERR_INVALID_STATE`: Error, the TWDT has not been initialized yet

### Parameters

- `handle`: Handle of the task. Input `NULL` to subscribe the current running task to the TWDT

**`esp_err_t esp_task_wdt_reset()`**

Reset the Task Watchdog Timer (TWDT) on behalf of the currently running task.

This function will reset the TWDT on behalf of the currently running task. Each subscribed task must periodically call this function to prevent the TWDT from timing out. If one or more subscribed tasks fail to reset the TWDT on their own behalf, a TWDT timeout will occur. If the IDLE tasks have been subscribed to the TWDT, they will automatically call this function from their idle hooks. Calling this function from a task that has not subscribed to the TWDT, or when the TWDT is uninitialized will result in an error code being returned.

**Return**

- `ESP_OK`: Successfully reset the TWDT on behalf of the currently running task
- `ESP_ERR_NOT_FOUND`: Error, the current running task has not subscribed to the TWDT
- `ESP_ERR_INVALID_STATE`: Error, the TWDT has not been initialized yet

**`esp_err_t esp_task_wdt_delete(TaskHandle_t handle)`**

Unsubscribes a task from the Task Watchdog Timer (TWDT)

This function will unsubscribe a task from the TWDT. After being unsubscribed, the task should no longer call `esp_task_wdt_reset()`. If the task is an IDLE task, this function will automatically disable the calling of `esp_task_wdt_reset()` from the Idle Hook. Calling this function whilst the TWDT is uninitialized or attempting to unsubscribe an already unsubscribed task from the TWDT will result in an error code being returned.

**Return**

- `ESP_OK`: Successfully unsubscribed the task from the TWDT
- `ESP_ERR_INVALID_ARG`: Error, the task is already unsubscribed
- `ESP_ERR_INVALID_STATE`: Error, the TWDT has not been initialized yet

**Parameters**

- `handle`: Handle of the task. Input NULL to unsubscribe the current running task.

**`esp_err_t esp_task_wdt_status(TaskHandle_t handle)`**

Query whether a task is subscribed to the Task Watchdog Timer (TWDT)

This function will query whether a task is currently subscribed to the TWDT, or whether the TWDT is initialized.

**Return :**

- `ESP_OK`: The task is currently subscribed to the TWDT
- `ESP_ERR_NOT_FOUND`: The task is currently not subscribed to the TWDT
- `ESP_ERR_INVALID_STATE`: The TWDT is not initialized, therefore no tasks can be subscribed

**Parameters**

- `handle`: Handle of the task. Input NULL to query the current running task.

**`void esp_task_wdt_feed()`**

Reset the TWDT on behalf of the current running task, or subscribe the TWDT to if it has not done so already.

This function is similar to `esp_task_wdt_reset()` and will reset the TWDT on behalf of the current running task. However if this task has not subscribed to the TWDT, this function will automatically subscribe the task. Therefore, an unsubscribed task will subscribe to the TWDT on its first call to this function, then proceed to reset the TWDT on subsequent calls of this function.

**Warning** This function is deprecated, use `esp_task_wdt_add()` and `esp_task_wdt_reset()` instead

## 3.7.8 eFuse Manager

### Introduction

The eFuse Manager library is designed to structure access to eFuse bits and make using these easy. This library operates eFuse bits by a structure name which is assigned in eFuse table. This section introduces some concepts used by eFuse Manager.

### Hardware description

The ESP32 has a number of eFuses which can store system and user parameters. Each eFuse is a one-bit field which can be programmed to 1 after which it cannot be reverted back to 0. Some of system parameters are using these eFuse bits directly by hardware modules and have special place (for example EFUSE\_BLK0). For more details see [ESP32 Technical Reference Manual](#) in part 20 eFuse controller. Some eFuse bits are available for user applications.

ESP32 has 4 eFuse blocks each of the size of 256 bits (not all bits are available):

- EFUSE\_BLK0 is used entirely for system purposes;
- EFUSE\_BLK1 is used for flash encrypt key. If not using that Flash Encryption feature, they can be used for another purpose;
- EFUSE\_BLK2 is used for security boot key. If not using that Secure Boot feature, they can be used for another purpose;
- EFUSE\_BLK3 can be partially reserved for the custom MAC address, or used entirely for user application. Note that some bits are already used in IDF.

Each block is divided into 8 32-bits registers.

### eFuse Manager component

The component has API functions for reading and writing fields. Access to the fields is carried out through the structures that describe the location of the eFuse bits in the blocks. The component provides the ability to form fields of any length and from any number of individual bits. The description of the fields is made in a CSV file in a table form. To generate from a tabular form (CSV file) in the C-source uses the tool *efuse\_table\_gen.py*. The tool checks the CSV file for uniqueness of field names and bit intersection, in case of using a *custom* file from the user's project directory, the utility will check with the *common* CSV file.

CSV files:

- *common* (*esp\_efuse\_table.csv*) - contains eFuse fields which are used inside the IDF. C-source generation should be done manually when changing this file (run command 'make efuse\_common\_table' or *idf.py efuse\_common\_table*). Note that changes in this file can lead to incorrect operation.
- *custom* - (optional and can be enabled by `CONFIG_EFUSE_CUSTOM_TABLE`) contains eFuse fields that are used by the user in their application. C-source generation should be done manually when changing this file (run command 'make efuse\_custom\_table' or *idf.py efuse\_custom\_table*).

### Description CSV file

The CSV file contains a description of the eFuse fields. In the simple case, one field has one line of description. Table header:

```
# field_name, efuse_block(EFUSE_BLK0..EFUSE_BLK3), bit_start(0..255), bit_count(1..  
↪256), comment
```

Individual params in CSV file the following meanings:

**field\_name** Name of field. The prefix `ESP_EFUSE_` will be added to the name, and this field name will be available in the code. This name will be used to access the fields. The name must be unique for all fields. If the line has an empty name, then this line is combined with the previous field. This allows you to set an arbitrary order of bits in the field, and expand the field as well (see `MAC_FACTORY` field in the common table).

**efuse\_block** Block number. It determines where the eFuse bits will be placed for this field. Available `EFUSE_BLK0..EFUSE_BLK3`.

**bit\_start** Start bit number (0..255). The `bit_start` field can be omitted. In this case, it will be set to `bit_start + bit_count` from the previous record, if it has the same `efuse_block`. Otherwise (if `efuse_block` is different, or this is the first entry), an error will be generated.

**bit\_count** The number of bits to use in this field (1..-). This parameter can not be omitted. This field also may be `MAX_BLK_LEN` in this case, the field length will have the maximum block length, taking into account the coding scheme (applicable for `ESP_EFUSE_SECURE_BOOT_KEY` and `ESP_EFUSE_ENCRYPT_FLASH_KEY` fields). The value `MAX_BLK_LEN` depends on `CONFIG_EFUSE_MAX_BLK_LEN`, will be replaced with “None” - 256, “3/4” - 192, “REPEAT” - 128.

**comment** This param is using for comment field, it also move to C-header file. The comment field can be omitted.

If a non-sequential bit order is required to describe a field, then the field description in the following lines should be continued without specifying a name, this will indicate that it belongs to one field. For example two fields `MAC_FACTORY` and `MAC_FACTORY_CRC`:

```
# Factory MAC address #
#####
MAC_FACTORY,      EFUSE_BLK0,    72,    8,    Factory MAC addr [0]
,                 EFUSE_BLK0,    64,    8,    Factory MAC addr [1]
,                 EFUSE_BLK0,    56,    8,    Factory MAC addr [2]
,                 EFUSE_BLK0,    48,    8,    Factory MAC addr [3]
,                 EFUSE_BLK0,    40,    8,    Factory MAC addr [4]
,                 EFUSE_BLK0,    32,    8,    Factory MAC addr [5]
MAC_FACTORY_CRC, EFUSE_BLK0,    80,    8,    CRC8 for factory MAC address
```

This field will available in code as `ESP_EFUSE_MAC_FACTORY` and `ESP_EFUSE_MAC_FACTORY_CRC`.

### efuse\_table\_gen.py tool

The tool is designed to generate C-source files from CSV file and validate fields. First of all, the check is carried out on the uniqueness of the names and overlaps of the field bits. If an additional *custom* file is used, it will be checked with the existing *common* file (`esp_efuse_table.csv`). In case of errors, a message will be displayed and the string that caused the error. C-source files contain structures of type `esp_efuse_desc_t`.

To generate a *common* files, use the following command ‘make `efuse_common_table`’ or `idf.py efuse_common_table` or:

```
cd $IDF_PATH/components/efuse/
./efuse_table_gen.py esp32/esp_efuse_table.csv
```

After generation in the folder `esp32` create:

- `esp_efuse_table.c` file.
- In *include* folder `esp_efuse_table.c` file.

To generate a *custom* files, use the following command ‘make `efuse_custom_table`’ or `idf.py efuse_custom_table` or:

```
cd $IDF_PATH/components/efuse/  
./efuse_table_gen.py esp32/esp_efuse_table.csv PROJECT_PATH/main/esp_efuse_custom_  
→table.csv
```

After generation in the folder `PROJECT_PATH/main` create:

- `esp_efuse_custom_table.c` file.
- In `include` folder `esp_efuse_custom_table.c` file.

To use the generated fields, you need to include two files:

```
#include "esp_efuse.h"  
#include "esp_efuse_table.h" or "esp_efuse_custom_table.h"
```

### Support coding scheme

eFuse have three coding schemes:

- None (value 0).
- 3/4 (value 1).
- Repeat (value 2).

The coding scheme affects only `EFUSE_BLK1`, `EFUSE_BLK2` and `EFUSE_BLK3` blocks. `EUSE_BLK0` block always has a coding scheme `None`. Coding changes the number of bits that can be written into a block, the block length is constant 256, some of these bits are used for encoding and are not used.

When using a coding scheme, the length of the payload that can be written is limited (for more details 20.3.1.3 System Parameter `coding_scheme`):

- None 256 bits.
- 3/4 192 bits.
- Repeat 128 bits.

You can find out the coding scheme of your chip:

- run a `espefuse.py -p COM4 summary` command.
- from `esptool` utility logs (during flashing).
- calling the function in the code `esp_efuse_get_coding_scheme()` for the `EFUSE_BLK3` block.

eFuse tables must always comply with the coding scheme in the chip. There is an `EFUSE_CODE_SCHEME_SELECTOR` option to select the coding type for tables in a Kconfig. When generating source files, if your tables do not follow the coding scheme, an error message will be displayed. Adjust the length or offset fields. If your program was compiled with `None` encoding and `3/4` is used in the chip, then the `ESP_ERR_CODING` error may occur when calling the eFuse API (the field is outside the block boundaries). If the field matches the new block boundaries, then the API will work without errors.

Also, `3/4` coding scheme imposes restrictions on writing bits belonging to one coding unit. The whole block with a length of 256 bits is divided into 4 coding units, and in each coding unit there are 6 bytes of useful data and 2 service bytes. These 2 service bytes contain the checksum of the previous 6 data bytes.

It turns out that only one field can be written into one coding unit. Repeated rewriting in one coding unit is prohibited. But if the record was made in advance or through a `esp_efuse_write_block()` function, then reading the fields belonging to one coding unit is possible.

After changing the coding scheme, run `efuse_common_table` and `efuse_custom_table` commands to check the tables of the new coding scheme.

## eFuse API

Access to the fields is via a pointer to the description structure. API functions have some basic operation:

- `esp_efuse_read_field_blob()` - returns an array of read eFuse bits.
- `esp_efuse_read_field_cnt()` - returns the number of bits programmed as “1”.
- `esp_efuse_write_field_blob()` - writes an array.
- `esp_efuse_write_field_cnt()` - writes a required count of bits as “1”.
- `esp_efuse_get_field_size()` - returns the number of bits by the field name.
- `esp_efuse_read_reg()` - returns value of eFuse register.
- `esp_efuse_write_reg()` - writes value to eFuse register.
- `esp_efuse_get_coding_scheme()` - returns eFuse coding scheme for blocks.
- `esp_efuse_read_block()` - reads key to eFuse block starting at the offset and the required size.
- `esp_efuse_write_block()` - writes key to eFuse block starting at the offset and the required size.

For frequently used fields, special functions are made, like this `esp_efuse_get_chip_ver()`, `esp_efuse_get_pkg_ver()`.

## How add a new field

1. Find a free bits for field. Show `esp_efuse_table.csv` file or run `make show_efuse_table` or `idf.py show_efuse_table` or the next command:

```
$ ./efuse_table_gen.py esp32/esp_efuse_table.csv --info
eFuse coding scheme: NONE
#      field_name      efuse_block      bit_start      bit_count
1      WR_DIS_FLASH_CRYPT_CNT      EFUSE_BLK0      2              1
2      WR_DIS_BLK1      EFUSE_BLK0      7              1
3      WR_DIS_BLK2      EFUSE_BLK0      8              1
4      WR_DIS_BLK3      EFUSE_BLK0      9              1
5      RD_DIS_BLK1      EFUSE_BLK0      16             1
6      RD_DIS_BLK2      EFUSE_BLK0      17             1
7      RD_DIS_BLK3      EFUSE_BLK0      18             1
8      FLASH_CRYPT_CNT      EFUSE_BLK0      20             7
9      MAC_FACTORY      EFUSE_BLK0      32             8
10     MAC_FACTORY      EFUSE_BLK0      40             8
11     MAC_FACTORY      EFUSE_BLK0      48             8
12     MAC_FACTORY      EFUSE_BLK0      56             8
13     MAC_FACTORY      EFUSE_BLK0      64             8
14     MAC_FACTORY      EFUSE_BLK0      72             8
15     MAC_FACTORY_CRC      EFUSE_BLK0      80             8
16     CHIP_VER_DIS_APP_CPU      EFUSE_BLK0      96             1
17     CHIP_VER_DIS_BT      EFUSE_BLK0      97             1
18     CHIP_VER_PKG      EFUSE_BLK0      105            3
19     CHIP_CPU_FREQ_LOW      EFUSE_BLK0      108            1
20     CHIP_CPU_FREQ_RATED      EFUSE_BLK0      109            1
21     CHIP_VER_REV1      EFUSE_BLK0      111            1
```

(continues on next page)

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|    |                        |            |     |     |
|----|------------------------|------------|-----|-----|
| 22 | ADC_VREF_AND_SDIO_DREF | EFUSE_BLK0 | 136 | 6   |
| 23 | XPD_SDIO_REG           | EFUSE_BLK0 | 142 | 1   |
| 24 | SDIO_TIEH              | EFUSE_BLK0 | 143 | 1   |
| 25 | SDIO_FORCE             | EFUSE_BLK0 | 144 | 1   |
| 26 | ENCRYPT_CONFIG         | EFUSE_BLK0 | 188 | 4   |
| 27 | CONSOLE_DEBUG_DISABLE  | EFUSE_BLK0 | 194 | 1   |
| 28 | ABS_DONE_0             | EFUSE_BLK0 | 196 | 1   |
| 29 | DISABLE_JTAG           | EFUSE_BLK0 | 198 | 1   |
| 30 | DISABLE_DL_ENCRYPT     | EFUSE_BLK0 | 199 | 1   |
| 31 | DISABLE_DL_DECRYPT     | EFUSE_BLK0 | 200 | 1   |
| 32 | DISABLE_DL_CACHE       | EFUSE_BLK0 | 201 | 1   |
| 33 | ENCRYPT_FLASH_KEY      | EFUSE_BLK1 | 0   | 256 |
| 34 | SECURE_BOOT_KEY        | EFUSE_BLK2 | 0   | 256 |
| 35 | MAC_CUSTOM_CRC         | EFUSE_BLK3 | 0   | 8   |
| 36 | MAC_CUSTOM             | EFUSE_BLK3 | 8   | 48  |
| 37 | ADC1_TP_LOW            | EFUSE_BLK3 | 96  | 7   |
| 38 | ADC1_TP_HIGH           | EFUSE_BLK3 | 103 | 9   |
| 39 | ADC2_TP_LOW            | EFUSE_BLK3 | 112 | 7   |
| 40 | ADC2_TP_HIGH           | EFUSE_BLK3 | 119 | 9   |
| 41 | SECURE_VERSION         | EFUSE_BLK3 | 128 | 32  |
| 42 | MAC_CUSTOM_VER         | EFUSE_BLK3 | 184 | 8   |

Used bits in eFuse table:  
EFUSE\_BLK0  
[2 2] [7 9] [16 18] [20 27] [32 87] [96 97] [105 109] [111 111] [136 144] [188 191] ↵  
↪ [194 194] [196 196] [198 201]

EFUSE\_BLK1  
[0 255]

EFUSE\_BLK2  
[0 255]

EFUSE\_BLK3  
[0 55] [96 159] [184 191]

Note: Not printed ranges are free for using. (bits in EFUSE\_BLK0 are reserved for ↵  
↪ Espressif)

Parsing eFuse CSV input file \$IDF\_PATH/components/efuse/esp32/esp\_efuse\_table.csv ...  
Verifying eFuse table...

The number of bits not included in square brackets is free (bits in EFUSE\_BLK0 are reserved for Espressif). All fields are checked for overlapping.

2. Fill a line for field: field\_name, efuse\_block, bit\_start, bit\_count, comment.
3. Run a show\_efuse\_table command to check eFuse table. To generate source files run efuse\_common\_table or efuse\_custom\_table command.

## Debug eFuse & Unit tests

### Virtual eFuses

The Kconfig option CONFIG\_EFUSE\_VIRTUAL will virtualize eFuse values inside the eFuse Manager, so writes are emulated and no eFuse values are permanently changed. This can be useful for debugging app and unit tests.





(continued from previous page)

|                           |                    |            |
|---------------------------|--------------------|------------|
| ADC1_TP_LOW<br>↪ (0x11)   | ADC1 150mV reading | = 346 R/W  |
| ADC1_TP_HIGH<br>↪ (0x5)   | ADC1 850mV reading | = 3285 R/W |
| ADC2_TP_LOW<br>↪ (0x7)    | ADC2 150mV reading | = 449 R/W  |
| ADC2_TP_HIGH<br>↪ (0x1f5) | ADC2 850mV reading | = 3362 R/W |

Flash voltage (VDD\_SDIO) determined by GPIO12 on reset (High **for** 1.8V, Low/NC **for** 3.↪3V).

To get a dump for all eFuse registers.

```
espefuse.py -p COM4 dump
$ espefuse.py -p COM4 dump
espefuse.py v2.3.1
Connecting.....
EFUSE block 0:
00000000 c403bb68 0082240a 00000000 00000035 00000000 00000000
EFUSE block 1:
00000000 00000000 00000000 00000000 00000000 00000000 00000000
EFUSE block 2:
00000000 00000000 00000000 00000000 00000000 00000000 00000000
EFUSE block 3:
00000000 00000000 00000000 00000000 00000000 00000000 00000000
```

## Header File

- `efuse/include/esp_efuse.h`

## Functions

`esp_err_t esp_efuse_read_field_blob(const esp_efuse_desc_t *field[], void *dst, size_t dst_size_bits)`

Reads bits from EFUSE field and writes it into an array.

The number of read bits will be limited to the minimum value from the description of the bits in “field” structure or “dst\_size\_bits” required size. Use “esp\_efuse\_get\_field\_size()” function to determine the length of the field.

### Return

- ESP\_OK: The operation was successfully completed.
- ESP\_ERR\_INVALID\_ARG: Error in the passed arguments.

### Parameters

- field: A pointer to the structure describing the fields of efuse.
- dst: A pointer to array that will contain the result of reading.
- dst\_size\_bits: The number of bits required to read. If the requested number of bits is greater than the field, the number will be limited to the field size.

*esp\_err\_t* **esp\_efuse\_read\_field\_cnt** (*const esp\_efuse\_desc\_t \*field*[], *size\_t \*out\_cnt*)  
 Reads bits from EFUSE field and returns number of bits programmed as “1”.

If the bits are set not sequentially, they will still be counted.

#### Return

- ESP\_OK: The operation was successfully completed.
- ESP\_ERR\_INVALID\_ARG: Error in the passed arguments.

#### Parameters

- *field*: A pointer to the structure describing the fields of efuse.
- *out\_cnt*: A pointer that will contain the number of programmed as “1” bits.

*esp\_err\_t* **esp\_efuse\_write\_field\_blob** (*const esp\_efuse\_desc\_t \*field*[], *const void \*src*, *size\_t src\_size\_bits*)

Writes array to EFUSE field.

The number of write bits will be limited to the minimum value from the description of the bits in “field” structure or “src\_size\_bits” required size. Use “esp\_efuse\_get\_field\_size()” function to determine the length of the field. After the function is completed, the writing registers are cleared.

#### Return

- ESP\_OK: The operation was successfully completed.
- ESP\_ERR\_INVALID\_ARG: Error in the passed arguments.
- ESP\_ERR\_EFUSE\_REPEATED\_PROG: Error repeated programming of programmed bits is strictly forbidden.
- ESP\_ERR\_CODING: Error range of data does not match the coding scheme.

#### Parameters

- *field*: A pointer to the structure describing the fields of efuse.
- *src*: A pointer to array that contains the data for writing.
- *src\_size\_bits*: The number of bits required to write.

*esp\_err\_t* **esp\_efuse\_write\_field\_cnt** (*const esp\_efuse\_desc\_t \*field*[], *size\_t cnt*)  
 Writes a required count of bits as “1” to EFUSE field.

If there are no free bits in the field to set the required number of bits to “1”, ESP\_ERR\_EFUSE\_CNT\_IS\_FULL error is returned, the field will not be partially recorded. After the function is completed, the writing registers are cleared.

#### Return

- ESP\_OK: The operation was successfully completed.
- ESP\_ERR\_INVALID\_ARG: Error in the passed arguments.
- ESP\_ERR\_EFUSE\_CNT\_IS\_FULL: Not all requested cnt bits is set.

#### Parameters

- *field*: A pointer to the structure describing the fields of efuse.
- *cnt*: Required number of programmed as “1” bits.

*esp\_err\_t* **esp\_efuse\_set\_write\_protect** (*esp\_efuse\_block\_t blk*)  
 Sets a write protection for the whole block.

After that, it is impossible to write to this block. The write protection does not apply to block 0.

**Return**

- ESP\_OK: The operation was successfully completed.
- ESP\_ERR\_INVALID\_ARG: Error in the passed arguments.
- ESP\_ERR\_EFUSE\_CNT\_IS\_FULL: Not all requested cnt bits is set.
- ESP\_ERR\_NOT\_SUPPORTED: The block does not support this command.

**Parameters**

- blk: Block number of eFuse. (EFUSE\_BLK1, EFUSE\_BLK2 and EFUSE\_BLK3)

*esp\_err\_t* **esp\_efuse\_set\_read\_protect** (*esp\_efuse\_block\_t* blk)

Sets a read protection for the whole block.

After that, it is impossible to read from this block. The read protection does not apply to block 0.

**Return**

- ESP\_OK: The operation was successfully completed.
- ESP\_ERR\_INVALID\_ARG: Error in the passed arguments.
- ESP\_ERR\_EFUSE\_CNT\_IS\_FULL: Not all requested cnt bits is set.
- ESP\_ERR\_NOT\_SUPPORTED: The block does not support this command.

**Parameters**

- blk: Block number of eFuse. (EFUSE\_BLK1, EFUSE\_BLK2 and EFUSE\_BLK3)

int **esp\_efuse\_get\_field\_size** (const *esp\_efuse\_desc\_t* \*field[])

Returns the number of bits used by field.

**Return** Returns the number of bits used by field.

**Parameters**

- field: A pointer to the structure describing the fields of efuse.

uint32\_t **esp\_efuse\_read\_reg** (*esp\_efuse\_block\_t* blk, unsigned int num\_reg)

Returns value of efuse register.

This is a thread-safe implementation. Example: EFUSE\_BLK2\_RDATA3\_REG where (blk=2, num\_reg=3)

**Return** Value of register

**Parameters**

- blk: Block number of eFuse.
- num\_reg: The register number in the block.

*esp\_err\_t* **esp\_efuse\_write\_reg** (*esp\_efuse\_block\_t* blk, unsigned int num\_reg, uint32\_t val)

Write value to efuse register.

Apply a coding scheme if necessary. This is a thread-safe implementation. Example: EFUSE\_BLK3\_WDATA0\_REG where (blk=3, num\_reg=0)

**Return**

- ESP\_OK: The operation was successfully completed.
- ESP\_ERR\_EFUSE\_REPEATED\_PROG: Error repeated programming of programmed bits is strictly forbidden.

**Parameters**

- `blk`: Block number of eFuse.
- `num_reg`: The register number in the block.
- `val`: Value to write.

*esp\_efuse\_coding\_scheme\_t* **esp\_efuse\_get\_coding\_scheme** (*esp\_efuse\_block\_t* blk)

Return efuse coding scheme for blocks.

Note: The coding scheme is applicable only to 1, 2 and 3 blocks. For 0 block, the coding scheme is always NONE.

**Return** Return efuse coding scheme for blocks

**Parameters**

- `blk`: Block number of eFuse.

*esp\_err\_t* **esp\_efuse\_read\_block** (*esp\_efuse\_block\_t* blk, void \**dst\_key*, size\_t *offset\_in\_bits*, size\_t *size\_bits*)

Read key to efuse block starting at the offset and the required size.

**Return**

- `ESP_OK`: The operation was successfully completed.
- `ESP_ERR_INVALID_ARG`: Error in the passed arguments.
- `ESP_ERR_CODING`: Error range of data does not match the coding scheme.

**Parameters**

- `blk`: Block number of eFuse.
- `dst_key`: A pointer to array that will contain the result of reading.
- `offset_in_bits`: Start bit in block.
- `size_bits`: The number of bits required to read.

*esp\_err\_t* **esp\_efuse\_write\_block** (*esp\_efuse\_block\_t* blk, const void \**src\_key*, size\_t *offset\_in\_bits*, size\_t *size\_bits*)

Write key to efuse block starting at the offset and the required size.

**Return**

- `ESP_OK`: The operation was successfully completed.
- `ESP_ERR_INVALID_ARG`: Error in the passed arguments.
- `ESP_ERR_CODING`: Error range of data does not match the coding scheme.
- `ESP_ERR_EFUSE_REPEATED_PROG`: Error repeated programming of programmed bits

**Parameters**

- `blk`: Block number of eFuse.
- `src_key`: A pointer to array that contains the key for writing.
- `offset_in_bits`: Start bit in block.
- `size_bits`: The number of bits required to write.

`uint8_t esp_efuse_get_chip_ver` (void)

Returns chip version from efuse.

**Return** chip version

`uint32_t esp_efuse_get_pkg_ver` (void)

Returns chip package from efuse.

**Return** chip package

void `esp_efuse_burn_new_values` (void)

void `esp_efuse_reset` (void)

void `esp_efuse_disable_basic_rom_console` (void)

*esp\_err\_t* `esp_efuse_apply_34_encoding` (const uint8\_t \**in\_bytes*, uint32\_t \**out\_words*, size\_t *in\_bytes\_len*)

void `esp_efuse_write_random_key` (uint32\_t *blk\_wdata0\_reg*)

uint32\_t `esp_efuse_read_secure_version` ()

bool `esp_efuse_check_secure_version` (uint32\_t *secure\_version*)

*esp\_err\_t* `esp_efuse_update_secure_version` (uint32\_t *secure\_version*)

void `esp_efuse_init` (uint32\_t *offset*, uint32\_t *size*)

## Structures

**struct** `esp_efuse_desc_t`

Structure eFuse field.

### Public Members

*esp\_efuse\_block\_t* **efuse\_block**

Block of eFuse

uint8\_t **bit\_start**

Start bit [0..255]

uint16\_t **bit\_count**

Length of bit field [1..-]

## Macros

**ESP\_ERR\_EFUSE**

Base error code for efuse api.

**ESP\_OK\_EFUSE\_CNT**

OK the required number of bits is set.

**ESP\_ERR\_EFUSE\_CNT\_IS\_FULL**

Error field is full.

**ESP\_ERR\_EFUSE\_REPEATED\_PROG**

Error repeated programming of programmed bits is strictly forbidden.

**ESP\_ERR\_CODING**

Error while a encoding operation.

**Enumerations****enum esp\_efuse\_block\_t**

Type of eFuse blocks.

*Values:*

**EFUSE\_BLK0 = 0**

Number of eFuse block. Reserved.

**EFUSE\_BLK1 = 1**

Number of eFuse block. Used for Flash Encryption. If not using that Flash Encryption feature, they can be used for another purpose.

**EFUSE\_BLK2 = 2**

Number of eFuse block. Used for Secure Boot. If not using that Secure Boot feature, they can be used for another purpose.

**EFUSE\_BLK3 = 3**

Number of eFuse block. Uses for the purpose of the user.

**enum esp\_efuse\_coding\_scheme\_t**

Type of coding scheme.

*Values:*

**EFUSE\_CODING\_SCHEME\_NONE = 0**

None

**EFUSE\_CODING\_SCHEME\_3\_4 = 1**

3/4 coding

**EFUSE\_CODING\_SCHEME\_REPEAT = 2**

Repeat coding

**3.7.9 Inter-Processor Call****Overview**

Due to the dual core nature of the ESP32, there are instances where a certain function must be run in the context of a particular core (e.g. allocating ISR to an interrupt source of a particular core). The IPC (Inter-Processor Call) feature allows for the execution of functions on a particular CPU.

A given function can be executed on a particular core by calling `esp_ipc_call()` or `esp_ipc_call_blocking()`. IPC is implemented via two high priority FreeRTOS tasks pinned to each CPU known as the IPC Tasks. The two IPC Tasks remain inactive (blocked) until `esp_ipc_call()` or `esp_ipc_call_blocking()` is called. When an IPC Task of a particular core is unblocked, it will preempt the current running task on that core and execute a given function.

**Usage**

`esp_ipc_call()` unblocks the IPC task on a particular core to execute a given function. The task that calls `esp_ipc_call()` will be blocked until the IPC Task begins execution of the given function.

`esp_ipc_call_blocking()` is similar but will block the calling task until the IPC Task has completed execution of the given function.

Functions executed by IPCs must be functions of type `void func(void *arg)`. To run more complex functions which require a larger stack, the IPC tasks' stack size can be configured by modifying `CONFIG_IPC_TASK_STACK_SIZE` in `menuconfig`. The IPC API is protected by a mutex hence simultaneous IPC calls are not possible.

Care should be taken to avoid deadlock when writing functions to be executed by IPC, especially when attempting to take a mutex within the function.

## API Reference

### Header File

- `esp32/include/esp_ipc.h`

### Functions

`esp_err_t esp_ipc_call` (uint32\_t *cpu\_id*, esp\_ipc\_func\_t *func*, void \**arg*)

Execute a function on the given CPU.

Run a given function on a particular CPU. The given function must accept a void\* argument and return void. The given function is run in the context of the IPC task of the CPU specified by the `cpu_id` parameter. The calling task will be blocked until the IPC task begins executing the given function. If another IPC call is ongoing, the calling task will block until the other IPC call completes. The stack size allocated for the IPC task can be configured in the “Inter-Processor Call (IPC) task stack size” setting in `menuconfig`. Increase this setting if the given function requires more stack than default.

**Note** In single-core mode, returns `ESP_ERR_INVALID_ARG` for `cpu_id` 1.

#### Return

- `ESP_ERR_INVALID_ARG` if `cpu_id` is invalid
- `ESP_ERR_INVALID_STATE` if the FreeRTOS scheduler is not running
- `ESP_OK` otherwise

#### Parameters

- `cpu_id`: CPU where the given function should be executed (0 or 1)
- `func`: Pointer to a function of type `void func(void* arg)` to be executed
- `arg`: Arbitrary argument of type void\* to be passed into the function

`esp_err_t esp_ipc_call_blocking` (uint32\_t *cpu\_id*, esp\_ipc\_func\_t *func*, void \**arg*)

Execute a function on the given CPU and blocks until it completes.

Run a given function on a particular CPU. The given function must accept a void\* argument and return void. The given function is run in the context of the IPC task of the CPU specified by the `cpu_id` parameter. The calling task will be blocked until the IPC task completes execution of the given function. If another IPC call is ongoing, the calling task will block until the other IPC call completes. The stack size allocated for the IPC task can be configured in the “Inter-Processor Call (IPC) task stack size” setting in `menuconfig`. Increase this setting if the given function requires more stack than default.

**Note** In single-core mode, returns `ESP_ERR_INVALID_ARG` for `cpu_id` 1.



**Return**

- `ESP_ERR_INVALID_ARG` if `cpu_id` is invalid
- `ESP_ERR_INVALID_STATE` if the FreeRTOS scheduler is not running
- `ESP_OK` otherwise

**Parameters**

- `cpu_id`: CPU where the given function should be executed (0 or 1)
- `func`: Pointer to a function of type `void func(void* arg)` to be executed
- `arg`: Arbitrary argument of type `void*` to be passed into the function

### 3.7.10 High Resolution Timer

**Overview**

Although FreeRTOS provides software timers, these timers have a few limitations:

- Maximum resolution is equal to RTOS tick period
- Timer callbacks are dispatched from a low-priority task

Hardware timers are free from both of the limitations, but often they are less convenient to use. For example, application components may need timer events to fire at certain times in the future, but the hardware timer only contains one “compare” value used for interrupt generation. This means that some facility needs to be built on top of the hardware timer to manage the list of pending events can dispatch the callbacks for these events as corresponding hardware interrupts happen.

`esp_timer` set of APIs provide such facility. Internally, `esp_timer` uses a 32-bit hardware timer (FRC1, “legacy” timer). `esp_timer` provides one-shot and periodic timers, microsecond time resolution, and 64-bit range.

Timer callbacks are dispatched from a high-priority `esp_timer` task. Because all the callbacks are dispatched from the same task, it is recommended to only do the minimal possible amount of work from the callback itself, posting an event to a lower priority task using a queue instead.

If other tasks with priority higher than `esp_timer` are running, callback dispatching will be delayed until `esp_timer` task has a chance to run. For example, this will happen if a SPI Flash operation is in progress.

Creating and starting a timer, and dispatching the callback takes some time. Therefore there is a lower limit to the timeout value of one-shot `esp_timer`. If `esp_timer_start_once()` is called with a timeout value less than 20us, the callback will be dispatched only after approximately 20us.

Periodic `esp_timer` also imposes a 50us restriction on the minimal timer period. Periodic software timers with period of less than 50us are not practical since they would consume most of the CPU time. Consider using dedicated hardware peripherals or DMA features if you find that a timer with small period is required.

**Using `esp_timer` APIs**

Single timer is represented by `esp_timer_handle_t` type. Timer has a callback function associated with it. This callback function is called from the `esp_timer` task each time the timer elapses.

- To create a timer, call `esp_timer_create()`.
- To delete the timer when it is no longer needed, call `esp_timer_delete()`.

The timer can be started in one-shot mode or in periodic mode.

- To start the timer in one-shot mode, call `esp_timer_start_once()`, passing the time interval after which the callback should be called. When the callback gets called, the timer is considered to be stopped.
- To start the timer in periodic mode, call `esp_timer_start_periodic()`, passing the period with which the callback should be called. The timer keeps running until `esp_timer_stop()` is called.

Note that the timer must not be running when `esp_timer_start_once()` or `esp_timer_start_periodic()` is called. To restart a running timer, call `esp_timer_stop()` first, then call one of the start functions.

### Obtaining Current Time

`esp_timer` also provides a convenience function to obtain the time passed since start-up, with microsecond precision: `esp_timer_get_time()`. This function returns the number of microseconds since `esp_timer` was initialized, which usually happens shortly before `app_main` function is called.

Unlike `gettimeofday` function, values returned by `esp_timer_get_time()`:

- Start from zero after the chip wakes up from deep sleep
- Do not have timezone or DST adjustments applied

### Application Example

The following example illustrates usage of `esp_timer` APIs: [system/esp\\_timer](#).

### API Reference

#### Header File

- `esp32/include/esp_timer.h`

#### Functions

`esp_err_t esp_timer_init()`  
Initialize `esp_timer` library.

**Note** This function is called from startup code. Applications do not need to call this function before using other `esp_timer` APIs.

#### Return

- `ESP_OK` on success
- `ESP_ERR_NO_MEM` if allocation has failed
- `ESP_ERR_INVALID_STATE` if already initialized
- other errors from interrupt allocator

`esp_err_t esp_timer_deinit()`  
De-initialize `esp_timer` library.

**Note** Normally this function should not be called from applications

#### Return

- ESP\_OK on success
- ESP\_ERR\_INVALID\_STATE if not yet initialized

*esp\_err\_t* **esp\_timer\_create**(**const** *esp\_timer\_create\_args\_t* \**create\_args*, *esp\_timer\_handle\_t* \**out\_handle*)

Create an esp\_timer instance.

**Note** When done using the timer, delete it with esp\_timer\_delete function.

#### Return

- ESP\_OK on success
- ESP\_ERR\_INVALID\_ARG if some of the create\_args are not valid
- ESP\_ERR\_INVALID\_STATE if esp\_timer library is not initialized yet
- ESP\_ERR\_NO\_MEM if memory allocation fails

#### Parameters

- *create\_args*: Pointer to a structure with timer creation arguments. Not saved by the library, can be allocated on the stack.
- *out\_handle*: Output, pointer to esp\_timer\_handle\_t variable which will hold the created timer handle.

*esp\_err\_t* **esp\_timer\_start\_once**(*esp\_timer\_handle\_t* *timer*, *uint64\_t* *timeout\_us*)

Start one-shot timer.

Timer should not be running when this function is called.

#### Return

- ESP\_OK on success
- ESP\_ERR\_INVALID\_ARG if the handle is invalid
- ESP\_ERR\_INVALID\_STATE if the timer is already running

#### Parameters

- *timer*: timer handle created using esp\_timer\_create
- *timeout\_us*: timer timeout, in microseconds relative to the current moment

*esp\_err\_t* **esp\_timer\_start\_periodic**(*esp\_timer\_handle\_t* *timer*, *uint64\_t* *period*)

Start a periodic timer.

Timer should not be running when this function is called. This function will start the timer which will trigger every 'period' microseconds.

#### Return

- ESP\_OK on success
- ESP\_ERR\_INVALID\_ARG if the handle is invalid
- ESP\_ERR\_INVALID\_STATE if the timer is already running

#### Parameters

- *timer*: timer handle created using esp\_timer\_create
- *period*: timer period, in microseconds

*esp\_err\_t* **esp\_timer\_stop** (*esp\_timer\_handle\_t* timer)

Stop the timer.

This function stops the timer previously started using `esp_timer_start_once` or `esp_timer_start_periodic`.

**Return**

- ESP\_OK on success
- ESP\_ERR\_INVALID\_STATE if the timer is not running

**Parameters**

- timer: timer handle created using `esp_timer_create`

*esp\_err\_t* **esp\_timer\_delete** (*esp\_timer\_handle\_t* timer)

Delete an `esp_timer` instance.

The timer must be stopped before deleting. A one-shot timer which has expired does not need to be stopped.

**Return**

- ESP\_OK on success
- ESP\_ERR\_INVALID\_STATE if the timer is not running

**Parameters**

- timer: timer handle allocated using `esp_timer_create`

*int64\_t* **esp\_timer\_get\_time** ()

Get time in microseconds since boot.

**Return** number of microseconds since `esp_timer_init` was called (this normally happens early during application startup).

*int64\_t* **esp\_timer\_get\_next\_alarm** ()

Get the timestamp when the next timeout is expected to occur.

**Return** Timestamp of the nearest timer event, in microseconds. The timebase is the same as for the values returned by `esp_timer_get_time`.

*esp\_err\_t* **esp\_timer\_dump** (FILE \*stream)

Dump the list of timers to a stream.

If `CONFIG_ESP_TIMER_PROFILING` option is enabled, this prints the list of all the existing timers. Otherwise, only the list active timers is printed.

The format is:

name period alarm times\_armed times\_triggered total\_callback\_run\_time

where:

name — timer name (if `CONFIG_ESP_TIMER_PROFILING` is defined), or timer pointer  
period — period of timer, in microseconds, or 0 for one-shot timer  
alarm - time of the next alarm, in microseconds since boot, or 0 if the timer is not started

The following fields are printed if `CONFIG_ESP_TIMER_PROFILING` is defined:

times\_armed — number of times the timer was armed via `esp_timer_start_X`  
times\_triggered - number of times the callback was called  
total\_callback\_run\_time - total time taken by callback to execute, across all calls

**Return**

- ESP\_OK on success
- ESP\_ERR\_NO\_MEM if can not allocate temporary buffer for the output

**Parameters**

- `stream`: stream (such as stdout) to dump the information to

**Structures****struct esp\_timer\_create\_args\_t**

Timer configuration passed to `esp_timer_create`.

**Public Members***esp\_timer\_cb\_t* **callback**

Function to call when timer expires.

void **\*arg**

Argument to pass to the callback.

*esp\_timer\_dispatch\_t* **dispatch\_method**

Call the callback from task or from ISR.

**const** char **\*name**

Timer name, used in `esp_timer_dump` function.

**Type Definitions****typedef struct** esp\_timer **\*esp\_timer\_handle\_t**

Opaque type representing a single `esp_timer`.

**typedef** void (**\*esp\_timer\_cb\_t**) (void **\*arg**)

Timer callback function type.

**Parameters**

- `arg`: pointer to opaque user-specific data

**Enumerations****enum esp\_timer\_dispatch\_t**

Method for dispatching timer callback.

*Values:*

**ESP\_TIMER\_TASK**

Callback is called from timer task.

### 3.7.11 Logging library

#### Overview

Log library has two ways of managing log verbosity: compile time, set via menuconfig; and runtime, using `esp_log_level_set()` function.

The log levels are Error, Warning, Info, Debug, and Verbose (from lowest to highest level of verbosity).

At compile time, filtering is done using `CONFIG_LOG_DEFAULT_LEVEL` option, set via menuconfig. All logging statements for levels higher than `CONFIG_LOG_DEFAULT_LEVEL` will be removed by the preprocessor.

At run time, all logs below `CONFIG_LOG_DEFAULT_LEVEL` are enabled by default. `esp_log_level_set()` function may be used to reduce logging level per module. Modules are identified by their tags, which are human-readable ASCII zero-terminated strings.

Note that `esp_log_level_set()` can not increase logging level beyond that set by `CONFIG_LOG_DEFAULT_LEVEL`. To increase log level for a specific file at compile time, `LOG_LOCAL_LEVEL` macro can be used (see below for details).

#### How to use this library

In each C file which uses logging functionality, define TAG variable like this:

```
static const char* TAG = "MyModule";
```

then use one of logging macros to produce output, e.g:

```
ESP_LOGW(TAG, "Baud rate error %.1f%%. Requested: %d baud, actual: %d baud", error * 100, baud_req, baud_real);
```

Several macros are available for different verbosity levels:

- `ESP_LOGE` - error (lowest)
- `ESP_LOGW` - warning
- `ESP_LOGI` - info
- `ESP_LOGD` - debug
- `ESP_LOGV` - verbose (highest)

Additionally there is an `_EARLY` variant for each of these macros (e.g. `ESP_EARLY_LOGE`). These variants can run in startup code, before heap allocator and syscalls have been initialized. When compiling bootloader, normal `ESP_LOGx` macros fall back to the same implementation as `ESP_EARLY_LOGx` macros. So the only place where `ESP_EARLY_LOGx` have to be used explicitly is the early startup code, such as heap allocator initialization code.

To override default verbosity level at file or component scope, define `LOG_LOCAL_LEVEL` macro. At file scope, define it before including `esp_log.h`, e.g.:

```
#define LOG_LOCAL_LEVEL ESP_LOG_VERBOSE
#include "esp_log.h"
```

At component scope, define it in component makefile:

```
CFLAGS += -D LOG_LOCAL_LEVEL=ESP_LOG_DEBUG
```

To configure logging output per module at runtime, add calls to `esp_log_level_set()` function:

```
esp_log_level_set ("*", ESP_LOG_ERROR); // set all components to ERROR level
esp_log_level_set ("wifi", ESP_LOG_WARN); // enable WARN logs from WiFi stack
esp_log_level_set ("dhcpc", ESP_LOG_INFO); // enable INFO logs from DHCP client
```

## Logging to Host via JTAG

By default logging library uses `vprintf`-like function to write formatted output to dedicated UART. By calling a simple API, all log output may be routed to JTAG instead, making logging several times faster. For details please refer to section *Logging to Host*.

## Application Example

Log library is commonly used by most of esp-idf components and examples. For demonstration of log functionality check `examples` folder of `espresif/esp-idf` repository, that among others, contains the following examples:

- `system/ota`
- `storage/sd_card`
- `protocols/https_request`

## API Reference

### Header File

- `log/include/esp_log.h`

### Functions

void **esp\_log\_level\_set** (`const char *tag`, `esp_log_level_t level`)

Set log level for given tag.

If logging for given component has already been enabled, changes previous setting.

Note that this function can not raise log level above the level set using `CONFIG_LOG_DEFAULT_LEVEL` setting in `menuconfig`.

To raise log level above the default one for a given file, define `LOG_LOCAL_LEVEL` to one of the `ESP_LOG_*` values, before including `esp_log.h` in this file.

#### Parameters

- `tag`: Tag of the log entries to enable. Must be a non-NULL zero terminated string. Value `"*"` resets log level for all tags to the given value.
- `level`: Selects log level to enable. Only logs at this and lower verbosity levels will be shown.

*vprintf\_like\_t* **esp\_log\_set\_vprintf** (*vprintf\_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 `vprintf`.

`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.

## Macros

**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 (*vprintf_like_t) (const char *, va_list)
```

## Enumerations

```
enum esp_log_level_t  
Log level.
```

*Values:*

**ESP\_LOG\_NONE**

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.

## 3.7.12 Event Loop Library

### Overview

The event loop library allows components to declare events to which other components can register handlers – code which will execute when those events occur. This allows loosely coupled components to attach desired behavior to changes in state of other components without application involvement. For instance, a high level connection handling library may subscribe to events produced by the wifi subsystem directly and act on those events. This also simplifies event processing by serializing and deferring code execution to another context.

### Using `esp_event` APIs

There are two objects of concern for users of this library: events and event loops.

Events are occurrences of note. For example, for WiFi, a successful connection to the access point may be an event. Events are referenced using a two part identifier which are discussed more [here](#). Event loops are the vehicle by which events get posted by event sources and handled by event handler functions. These two appear prominently in the event loop library APIs.

Using this library roughly entails the following flow:

1. A user defines a function that should run when an event is posted to a loop. This function is referred to as the event handler. It should have the same signature as `esp_event_handler_t`.
2. An event loop is created using `esp_event_loop_create()`, which outputs a handle to the loop of type `esp_event_loop_handle_t`. Event loops created using this API are referred to as user event loops. There is, however, a special type of event loop called the default event loop which are discussed [here](#).
3. Components register event handlers to the loop using `esp_event_handler_register_with()`. Handlers can be registered with multiple loops, more on that [here](#).
4. Event sources post an event to the loop using `esp_event_post_to()`.
5. Components wanting to remove their handlers from being called can do so by unregistering from the loop using `esp_event_handler_unregister_with()`.
6. Event loops which are no longer needed can be deleted using `esp_event_loop_delete()`.

In code, the flow above may look like as follows:

```
// 1. Define the event handler
void run_on_event(void* handler_arg, esp_event_base_t base, int32_t id, void* event_
↳data)
{
    // Event handler logic
}

void app_main()
{
    // 2. A configuration structure of type esp_event_loop_args_t is needed to
↳specify the properties of the loop to be
    // created. A handle of type esp_event_loop_handle_t is obtained, which is needed
↳by the other APIs to reference the loop
    // to perform their operations on.
    esp_event_loop_args_t loop_args = {
        .queue_size = ...,
        .task_name = ...
        .task_priority = ...,
        .task_stack_size = ...,
        .task_core_id = ...
    };

    esp_event_loop_handle_t loop_handle;

    esp_event_loop_create(&loop_args, &loop_handle)

    // 3. Register event handler defined in (1). MY_EVENT_BASE and MY_EVENT_ID
↳specifies a hypothetical
    // event that handler run_on_event should execute on when it gets posted to the
↳loop.
    esp_event_handler_register_with(loop_handle, MY_EVENT_BASE, MY_EVENT_ID, run_on_
↳event, ...);

    ...

    // 4. Post events to the loop. This queues the event on the event loop. At some
↳point in time
    // the event loop executes the event handler registered to the posted event, in
↳this case run_on_event.
    // For simplicity sake this example calls esp_event_post_to from app_main, but
↳posting can be done from
    // any other tasks (which is the more interesting use case).
    esp_event_post_to(loop_handle, MY_EVENT_BASE, MY_EVENT_ID, ...);

    ...

    // 5. Unregistering an unneeded handler
    esp_event_handler_unregister_with(loop_handle, MY_EVENT_BASE, MY_EVENT_ID, run_on_
↳event);

    ...

    // 6. Deleting an unneeded event loop
    esp_event_loop_delete(loop_handle);
}
```

## Declaring and defining events

As mentioned previously, events consists of two-part identifiers: the event base and the event ID. The event base identifies an independent group of events; the event ID identifies the event within that group. Think of the event base and event ID as a person's last name and first name, respectively. A last name identifies a family, and the first name identifies a person within that family.

The event loop library provides macros to declare and define the event base easily.

Event base declaration:

```
ESP_EVENT_DECLARE_BASE (EVENT_BASE)
```

Event base definition:

```
ESP_EVENT_DEFINE_BASE (EVENT_BASE)
```

**Note:** In IDF, the base identifiers for system events are uppercase and are postfixed with `_EVENT`. For example, the base for wifi events is declared and defined as `WIFI_EVENT`, the ethernet event base `ETHERNET_EVENT`, and so on. The purpose is to have event bases look like constants (although they are global variables considering the definitions of macros `ESP_EVENT_DECLARE_BASE` and `ESP_EVENT_DEFINE_BASE`).

For event ID's, declaring them as enumerations is recommended. Once again, for visibility, these are typically placed in public header files.

Event ID:

```
enum {
    EVENT_ID_1,
    EVENT_ID_2,
    EVENT_ID_3,
    ...
}
```

## Default Event Loop

The default event loop is a special type of loop used for system events (WiFi events, for example). The handle for this loop is hidden from the user. The creation, deletion, handler registration/unregistration and posting of events is done through a variant of the APIs for user event loops. The table below enumerates those variants, and the user event loops equivalent.

| User Event Loops                                 | Default Event Loops                          |
|--------------------------------------------------|----------------------------------------------|
| <code>esp_event_loop_create()</code>             | <code>esp_event_loop_create_default()</code> |
| <code>esp_event_loop_delete()</code>             | <code>esp_event_loop_delete_default()</code> |
| <code>esp_event_handler_register_with()</code>   | <code>esp_event_handler_register()</code>    |
| <code>esp_event_handler_unregister_with()</code> | <code>esp_event_handler_unregister()</code>  |
| <code>esp_event_post_to()</code>                 | <code>esp_event_post()</code>                |

If you compare the signatures for both, they are mostly similar except the for the lack of loop handle specification for the default event loop APIs.

Other than the API difference and the special designation to which system events are posted to, there is no difference to how default event loops and user event loops behave. It is even possible for users to post their own events to the default event loop, should the user opt to not create their own loops to save memory.

## Notes on Handler Registration

It is possible to register a single handler to multiple events individually, i.e. using multiple calls to `esp_event_handler_register_with()`. For those multiple calls, the specific event base and event ID can be specified with which the handler should execute.

However, in some cases it is desirable for a handler to execute on (1) all events that get posted to a loop or (2) all events of a particular base identifier. This is possible using the special event base identifier `ESP_EVENT_ANY_BASE` and special event ID `ESP_EVENT_ANY_ID`. These special identifiers may be passed as the event base and event ID arguments for `esp_event_handler_register_with()`.

Therefore, the valid arguments to `esp_event_handler_register_with()` are:

1. <event base>, <event ID> - handler executes when the event with base <event base> and event ID <event ID> gets posted to the loop
2. <event base>, `ESP_EVENT_ANY_ID` - handler executes when any event with base <event base> gets posted to the loop
3. `ESP_EVENT_ANY_BASE`, `ESP_EVENT_ANY_ID` - handler executes when any event gets posted to the loop

As an example, suppose the following handler registrations were performed:

```
esp_event_handler_register_with(loop_handle, MY_EVENT_BASE, MY_EVENT_ID, run_on_event_
↳1, ...);
esp_event_handler_register_with(loop_handle, MY_EVENT_BASE, ESP_EVENT_ANY_ID, run_on_
↳event_2, ...);
esp_event_handler_register_with(loop_handle, ESP_EVENT_ANY_BASE, ESP_EVENT_ANY_ID,
↳run_on_event_3, ...);
```

If the hypothetical event `MY_EVENT_BASE`, `MY_EVENT_ID` is posted, all three handlers `run_on_event_1`, `run_on_event_2`, and `run_on_event_3` would execute.

If the hypothetical event `MY_EVENT_BASE`, `MY_OTHER_EVENT_ID` is posted, only `run_on_event_2` and `run_on_event_3` would execute.

If the hypothetical event `MY_OTHER_EVENT_BASE`, `MY_OTHER_EVENT_ID` is posted, only `run_on_event_3` would execute.

## Handler Registration and Handler Dispatch Order

The general rule is that for handlers that match a certain posted event during dispatch, those which are registered first also gets executed first. The user can then control which handlers get executed first by registering them before other handlers, provided that all registrations are performed using a single task. If the user plans to take advantage of this behavior, caution must be exercised if there are multiple tasks registering handlers. While the ‘first registered, first executed’ behavior still holds true, the task which gets executed first will also get their handlers registered first. Handlers registered one after the other by a single task will still be dispatched in the order relative to each other, but if that task gets pre-empted in between registration by another task which also registers handlers; then during dispatch those handlers will also get executed in between.

## Event loop profiling

A configuration option `CONFIG_EVENT_LOOP_PROFILING` can be enabled in order to activate statistics collection for all event loops created. The function `esp_event_dump()` can be used to output the collected statistics to a file stream. More details on the information included in the dump can be found in the `esp_event_dump()` API Reference.

## Application Example

Examples on using the `esp_event` library can be found in `system/esp_event`. The examples cover event declaration, loop creation, handler registration and unregistration and event posting.

Other examples which also adopt `esp_event` library:

- [NMEA Parser](#) , which will decode the statements received from GPS.

## API Reference

### Header File

- `esp_event/include/esp_event.h`

### Functions

*esp\_err\_t* **esp\_event\_loop\_create** (*const esp\_event\_loop\_args\_t \*event\_loop\_args,*  
*esp\_event\_loop\_handle\_t \*event\_loop*)

Create a new event loop.

#### Return

- `ESP_OK`: Success
- `ESP_ERR_NO_MEM`: Cannot allocate memory for event loops list
- `ESP_FAIL`: Failed to create task loop
- Others: Fail

#### Parameters

- `event_loop_args`: configuration structure for the event loop to create
- `event_loop`: handle to the created event loop

*esp\_err\_t* **esp\_event\_loop\_delete** (*esp\_event\_loop\_handle\_t event\_loop*)

Delete an existing event loop.

#### Return

- `ESP_OK`: Success
- Others: Fail

#### Parameters

- `event_loop`: event loop to delete

*esp\_err\_t* **esp\_event\_loop\_create\_default** ()

Create default event loop.

#### Return

- `ESP_OK`: Success
- `ESP_ERR_NO_MEM`: Cannot allocate memory for event loops list
- `ESP_FAIL`: Failed to create task loop

- Others: Fail

*esp\_err\_t* **esp\_event\_loop\_delete\_default** ()

Delete the default event loop.

**Return**

- ESP\_OK: Success
- Others: Fail

*esp\_err\_t* **esp\_event\_loop\_run** (*esp\_event\_loop\_handle\_t* *event\_loop*, TickType\_t *ticks\_to\_run*)

Dispatch events posted to an event loop.

This function is used to dispatch events posted to a loop with no dedicated task, i.e task name was set to NULL in *event\_loop\_args* argument during loop creation. This function includes an argument to limit the amount of time it runs, returning control to the caller when that time expires (or some time afterwards). There is no guarantee that a call to this function will exit at exactly the time of expiry. There is also no guarantee that events have been dispatched during the call, as the function might have spent all of the allotted time waiting on the event queue. Once an event has been unqueued, however, it is guaranteed to be dispatched. This guarantee contributes to not being able to exit exactly at time of expiry as (1) blocking on internal mutexes is necessary for dispatching the unqueued event, and (2) during dispatch of the unqueued event there is no way to control the time occupied by handler code execution. The guaranteed time of exit is therefore the allotted time + amount of time required to dispatch the last unqueued event.

In cases where waiting on the queue times out, ESP\_OK is returned and not ESP\_ERR\_TIMEOUT, since it is normal behavior.

**Note** encountering an unknown event that has been posted to the loop will only generate a warning, not an error.

**Return**

- ESP\_OK: Success
- Others: Fail

**Parameters**

- *event\_loop*: event loop to dispatch posted events from
- *ticks\_to\_run*: number of ticks to run the loop

*esp\_err\_t* **esp\_event\_handler\_register** (*esp\_event\_base\_t* *event\_base*, int32\_t *event\_id*,  
*esp\_event\_handler\_t* *event\_handler*, void  
*\*event\_handler\_arg*)

Register an event handler to the system event loop.

This function can be used to register a handler for either: (1) specific events, (2) all events of a certain event base, or (3) all events known by the system event loop.

- specific events: specify exact *event\_base* and *event\_id*
- all events of a certain base: specify exact *event\_base* and use ESP\_EVENT\_ANY\_ID as the *event\_id*
- all events known by the loop: use ESP\_EVENT\_ANY\_BASE for *event\_base* and ESP\_EVENT\_ANY\_ID as the *event\_id*

Registering multiple handlers to events is possible. Registering a single handler to multiple events is also possible. However, registering the same handler to the same event multiple times would cause the previous registrations to be overwritten.



**Note** the event loop library does not maintain a copy of `event_handler_arg`, therefore the user should ensure that `event_handler_arg` still points to a valid location by the time the handler gets called

#### Return

- `ESP_OK`: Success
- `ESP_ERR_NO_MEM`: Cannot allocate memory for the handler
- `ESP_ERR_INVALID_ARG`: Invalid combination of event base and event id
- Others: Fail

#### Parameters

- `event_base`: the base id of the event to register the handler for
- `event_id`: the id of the event to register the handler for
- `event_handler`: the handler function which gets called when the event is dispatched
- `event_handler_arg`: data, aside from event data, that is passed to the handler when it is called

```
esp_err_t esp_event_handler_register_with(esp_event_loop_handle_t event_loop,
   esp_event_base_t event_base, int32_t event_id,
   esp_event_handler_t event_handler, void
   *event_handler_arg)
```

Register an event handler to a specific loop.

This function behaves in the same manner as `esp_event_handler_register`, except the additional specification of the event loop to register the handler to.

**Note** the event loop library does not maintain a copy of `event_handler_arg`, therefore the user should ensure that `event_handler_arg` still points to a valid location by the time the handler gets called

#### Return

- `ESP_OK`: Success
- `ESP_ERR_NO_MEM`: Cannot allocate memory for the handler
- `ESP_ERR_INVALID_ARG`: Invalid combination of event base and event id
- Others: Fail

#### Parameters

- `event_loop`: the event loop to register this handler function to
- `event_base`: the base id of the event to register the handler for
- `event_id`: the id of the event to register the handler for
- `event_handler`: the handler function which gets called when the event is dispatched
- `event_handler_arg`: data, aside from event data, that is passed to the handler when it is called

```
esp_err_t esp_event_handler_unregister(esp_event_base_t event_base, int32_t event_id,
                                       esp_event_handler_t event_handler)
```

Unregister a handler with the system event loop.

This function can be used to unregister a handler so that it no longer gets called during dispatch. Handlers can be unregistered for either: (1) specific events, (2) all events of a certain event base, or (3) all events known by the system event loop

- specific events: specify exact `event_base` and `event_id`

- all events of a certain base: specify exact `event_base` and use `ESP_EVENT_ANY_ID` as the `event_id`
- all events known by the loop: use `ESP_EVENT_ANY_BASE` for `event_base` and `ESP_EVENT_ANY_ID` as the `event_id`

This function ignores unregistration of handlers that has not been previously registered.

**Return** `ESP_OK` success

**Return** `ESP_ERR_INVALID_ARG` invalid combination of event base and event id

**Return** others fail

**Parameters**

- `event_base`: the base of the event with which to unregister the handler
- `event_id`: the id of the event with which to unregister the handler
- `event_handler`: the handler to unregister

```
esp_err_t esp_event_handler_unregister_with(esp_event_loop_handle_t event_loop,  
   esp_event_base_t event_base, int32_t event_id,  
   esp_event_handler_t event_handler)
```

Unregister a handler with the system event loop.

This function behaves in the same manner as `esp_event_handler_unregister`, except the additional specification of the event loop to unregister the handler with.

**Return**

- `ESP_OK`: Success
- `ESP_ERR_INVALID_ARG`: Invalid combination of event base and event id
- Others: Fail

**Parameters**

- `event_loop`: the event loop with which to unregister this handler function
- `event_base`: the base of the event with which to unregister the handler
- `event_id`: the id of the event with which to unregister the handler
- `event_handler`: the handler to unregister

```
esp_err_t esp_event_post(esp_event_base_t event_base, int32_t event_id, void *event_data, size_t  
                        event_data_size, TickType_t ticks_to_wait)
```

Posts an event to the system default event loop. The event loop library keeps a copy of `event_data` and manages the copy's lifetime automatically (allocation + deletion); this ensures that the data the handler receives is always valid.

**Note** posting events from an ISR is not supported

**Return**

- `ESP_OK`: Success
- `ESP_ERR_TIMEOUT`: Time to wait for event queue to unblock expired
- `ESP_ERR_INVALID_ARG`: Invalid combination of event base and event id
- Others: Fail

**Parameters**

- `event_base`: the event base that identifies the event
- `event_id`: the the event id that identifies the event
- `event_data`: the data, specific to the event occurrence, that gets passed to the handler
- `event_data_size`: the size of the event data
- `ticks_to_wait`: number of ticks to block on a full event queue

`esp_err_t esp_event_post_to(esp_event_loop_handle_t event_loop, esp_event_base_t event_base, int32_t event_id, void *event_data, size_t event_data_size, TickType_t ticks_to_wait)`

Posts an event to the specified event loop. The event loop library keeps a copy of `event_data` and manages the copy's lifetime automatically (allocation + deletion); this ensures that the data the handler receives is always valid.

This function behaves in the same manner as `esp_event_post_to`, except the additional specification of the event loop to post the event to.

**Note** posting events from an ISR is not supported

**Return**

- `ESP_OK`: Success
- `ESP_ERR_TIMEOUT`: Time to wait for event queue to unblock expired
- `ESP_ERR_INVALID_ARG`: Invalid combination of event base and event id
- Others: Fail

**Parameters**

- `event_loop`: the event loop to post to
- `event_base`: the event base that identifies the event
- `event_id`: the the event id that identifies the event
- `event_data`: the data, specific to the event occurrence, that gets passed to the handler
- `event_data_size`: the size of the event data
- `ticks_to_wait`: number of ticks to block on a full event queue

`esp_err_t esp_event_dump(FILE *file)`

Dumps statistics of all event loops.

Dumps event loop info in the format:

```

event loop
  handler
  handler
  ...
event loop
  handler
  handler
  ...

where:
```

(continues on next page)

(continued from previous page)

```

event loop
    format: address,name rx:total_recieved dr:total_dropped
    where:
        address - memory address of the event loop
        name - name of the event loop, 'none' if no dedicated task
        total_recieved - number of successfully posted events
        total_dropped - number of events unsuccessfully posted due to queue_
↪being full

handler
    format: address ev:base,id inv:total_invoked run:total_runtime
    where:
        address - address of the handler function
        base,id - the event specified by event base and id this handler executes
        total_invoked - number of times this handler has been invoked
        total_runtime - total amount of time used for invoking this handler

```

**Note** this function is a noop when CONFIG\_EVENT\_LOOP\_PROFILING is disabled

#### Return

- ESP\_OK: Success
- ESP\_ERR\_NO\_MEM: Cannot allocate memory for event loops list
- Others: Fail

#### Parameters

- file: the file stream to output to

## Structures

### struct esp\_event\_loop\_args\_t

Configuration for creating event loops.

#### Public Members

int32\_t **queue\_size**

size of the event loop queue

const char \***task\_name**

name of the event loop task; if NULL, a dedicated task is not created for event loop

UBaseType\_t **task\_priority**

priority of the event loop task, ignored if task name is NULL

uint32\_t **task\_stack\_size**

stack size of the event loop task, ignored if task name is NULL

BaseType\_t **task\_core\_id**

core to which the event loop task is pinned to, ignored if task name is NULL

## Header File

- [esp\\_event/include/esp\\_event\\_base.h](#)

## Macros

**ESP\_EVENT\_DECLARE\_BASE** (id)

**ESP\_EVENT\_DEFINE\_BASE** (id)

**ESP\_EVENT\_ANY\_BASE**  
register handler for any event base

**ESP\_EVENT\_ANY\_ID**  
register handler for any event id

## Type Definitions

**typedef const char \*esp\_event\_base\_t**  
unique pointer to a subsystem that exposes events

**typedef void \*esp\_event\_loop\_handle\_t**  
a number that identifies an event with respect to a base

**typedef void (\*esp\_event\_handler\_t)** (void \*event\_handler\_arg, *esp\_event\_base\_t* event\_base,  
int32\_t event\_id, void \*event\_data)  
function called when an event is posted to the queue

## 3.7.13 Application Level Tracing

### Overview

IDF provides useful feature for program behaviour analysis: application level tracing. It is implemented in the corresponding library and can be enabled via menuconfig. This feature allows to transfer arbitrary data between host and ESP32 via JTAG interface with small overhead on program execution. Developers can use this library to send application specific state of execution to the host and receive commands or other type of info in the opposite direction at runtime. The main use cases of this library are:

1. Collecting application specific data, see *Application Specific Tracing*
2. Lightweight logging to the host, see *Logging to Host*
3. System behaviour analysis, see *System Behaviour Analysis with SEGGER SystemView*

### API Reference

#### Header File

- `app_trace/include/esp_app_trace.h`

#### Functions

*esp\_err\_t* **esp\_apprtrace\_init** ()  
Initializes application tracing module.

**Note** Should be called before any `esp_apprtrace_xxx` call.

**Return** ESP\_OK on success, otherwise see `esp_err_t`

void **esp\_appttrace\_down\_buffer\_config** (uint8\_t \*buf, uint32\_t size)  
Configures down buffer.

**Note** Needs to be called before initiating any data transfer using `esp_appttrace_buffer_get` and `esp_appttrace_write`. This function does not protect internal data by lock.

### Parameters

- `buf`: Address of buffer to use for down channel (host to target) data.
- `size`: Size of the buffer.

uint8\_t \***esp\_appttrace\_buffer\_get** (*esp\_appttrace\_dest\_t* dest, uint32\_t size, uint32\_t tmo)  
Allocates buffer for trace data. After data in buffer are ready to be sent off `esp_appttrace_buffer_put` must be called to indicate it.

**Return** non-NULL on success, otherwise NULL.

### Parameters

- `dest`: Indicates HW interface to send data.
- `size`: Size of data to write to trace buffer.
- `tmo`: Timeout for operation (in us). Use `ESP_APPTTRACE_TMO_INFINITE` to wait indefinitely.

*esp\_err\_t* **esp\_appttrace\_buffer\_put** (*esp\_appttrace\_dest\_t* dest, uint8\_t \*ptr, uint32\_t tmo)  
Indicates that the data in buffer are ready to be sent off. This function is a counterpart of and must be preceded by `esp_appttrace_buffer_get`.

**Return** `ESP_OK` on success, otherwise see `esp_err_t`

### Parameters

- `dest`: Indicates HW interface to send data. Should be identical to the same parameter in call to `esp_appttrace_buffer_get`.
- `ptr`: Address of trace buffer to release. Should be the value returned by call to `esp_appttrace_buffer_get`.
- `tmo`: Timeout for operation (in us). Use `ESP_APPTTRACE_TMO_INFINITE` to wait indefinitely.

*esp\_err\_t* **esp\_appttrace\_write** (*esp\_appttrace\_dest\_t* dest, const void \*data, uint32\_t size, uint32\_t tmo)  
Writes data to trace buffer.

**Return** `ESP_OK` on success, otherwise see `esp_err_t`

### Parameters

- `dest`: Indicates HW interface to send data.
- `data`: Address of data to write to trace buffer.
- `size`: Size of data to write to trace buffer.
- `tmo`: Timeout for operation (in us). Use `ESP_APPTTRACE_TMO_INFINITE` to wait indefinitely.

int **esp\_appttrace\_vprintf\_to** (*esp\_appttrace\_dest\_t* dest, uint32\_t tmo, const char \*fmt, va\_list ap)  
vprintf-like function to sent log messages to host via specified HW interface.

**Return** Number of bytes written.

**Parameters**

- `dest`: Indicates HW interface to send data.
- `tmo`: Timeout for operation (in us). Use `ESP_APPTRACE_TMO_INFINITE` to wait indefinitely.
- `fmt`: Address of format string.
- `ap`: List of arguments.

`int esp_apprtrace_vprintf (const char *fmt, va_list ap)`  
vprintf-like function to sent log messages to host.

**Return** Number of bytes written.

**Parameters**

- `fmt`: Address of format string.
- `ap`: List of arguments.

`esp_err_t esp_apprtrace_flush (esp_apprtrace_dest_t dest, uint32_t tmo)`  
Flushes remaining data in trace buffer to host.

**Return** `ESP_OK` on success, otherwise see `esp_err_t`

**Parameters**

- `dest`: Indicates HW interface to flush data on.
- `tmo`: Timeout for operation (in us). Use `ESP_APPTRACE_TMO_INFINITE` to wait indefinitely.

`esp_err_t esp_apprtrace_flush_nolock (esp_apprtrace_dest_t dest, uint32_t min_sz, uint32_t tmo)`  
Flushes remaining data in trace buffer to host without locking internal data. This is special version of `esp_apprtrace_flush` which should be called from panic handler.

**Return** `ESP_OK` on success, otherwise see `esp_err_t`

**Parameters**

- `dest`: Indicates HW interface to flush data on.
- `min_sz`: Threshold for flushing data. If current filling level is above this value, data will be flushed. TRAX destinations only.
- `tmo`: Timeout for operation (in us). Use `ESP_APPTRACE_TMO_INFINITE` to wait indefinitely.

`esp_err_t esp_apprtrace_read (esp_apprtrace_dest_t dest, void *data, uint32_t *size, uint32_t tmo)`  
Reads host data from trace buffer.

**Return** `ESP_OK` on success, otherwise see `esp_err_t`

**Parameters**

- `dest`: Indicates HW interface to read the data on.
- `data`: Address of buffer to put data from trace buffer.
- `size`: Pointer to store size of read data. Before call to this function pointed memory must hold requested size of data
- `tmo`: Timeout for operation (in us). Use `ESP_APPTRACE_TMO_INFINITE` to wait indefinitely.

`uint8_t *esp_apprtrace_down_buffer_get (esp_apprtrace_dest_t dest, uint32_t *size, uint32_t tmo)`

Retrieves incoming data buffer if any. After data in buffer are processed `esp_apprtrace_down_buffer_put` must be called to indicate it.

**Return** non-NULL on success, otherwise NULL.

### Parameters

- `dest`: Indicates HW interface to receive data.
- `size`: Address to store size of available data in down buffer. Must be initialized with requested value.
- `tmo`: Timeout for operation (in us). Use `ESP_APPTRACE_TMO_INFINITE` to wait indefinitely.

`esp_err_t esp_apprtrace_down_buffer_put (esp_apprtrace_dest_t dest, uint8_t *ptr, uint32_t tmo)`

Indicates that the data in down buffer are processed. This function is a counterpart of and must be preceded by `esp_apprtrace_down_buffer_get`.

**Return** `ESP_OK` on success, otherwise see `esp_err_t`

### Parameters

- `dest`: Indicates HW interface to receive data. Should be identical to the same parameter in call to `esp_apprtrace_down_buffer_get`.
- `ptr`: Address of trace buffer to release. Should be the value returned by call to `esp_apprtrace_down_buffer_get`.
- `tmo`: Timeout for operation (in us). Use `ESP_APPTRACE_TMO_INFINITE` to wait indefinitely.

`bool esp_apprtrace_host_is_connected (esp_apprtrace_dest_t dest)`

Checks whether host is connected.

**Return** true if host is connected, otherwise false

### Parameters

- `dest`: Indicates HW interface to use.

`void *esp_apprtrace_fopen (esp_apprtrace_dest_t dest, const char *path, const char *mode)`

Opens file on host. This function has the same semantic as 'fopen' except for the first argument.

**Return** non zero file handle on success, otherwise 0

### Parameters

- `dest`: Indicates HW interface to use.
- `path`: Path to file.
- `mode`: Mode string. See `fopen` for details.

`int esp_apprtrace_fclose (esp_apprtrace_dest_t dest, void *stream)`

Closes file on host. This function has the same semantic as 'fclose' except for the first argument.

**Return** Zero on success, otherwise non-zero. See `fclose` for details.

### Parameters

- `dest`: Indicates HW interface to use.
- `stream`: File handle returned by `esp_apprtrace_fopen`.



`size_t esp_apprtrace_fwrite` (*esp\_apprtrace\_dest\_t* *dest*, `const void *ptr`, `size_t size`, `size_t nmemb`, `void *stream`)

Writes to file on host. This function has the same semantic as ‘fwrite’ except for the first argument.

**Return** Number of written items. See fwrite for details.

#### Parameters

- *dest*: Indicates HW interface to use.
- *ptr*: Address of data to write.
- *size*: Size of an item.
- *nmemb*: Number of items to write.
- *stream*: File handle returned by `esp_apprtrace_fopen`.

`size_t esp_apprtrace_fread` (*esp\_apprtrace\_dest\_t* *dest*, `void *ptr`, `size_t size`, `size_t nmemb`, `void *stream`)

Read file on host. This function has the same semantic as ‘fread’ except for the first argument.

**Return** Number of read items. See fread for details.

#### Parameters

- *dest*: Indicates HW interface to use.
- *ptr*: Address to store read data.
- *size*: Size of an item.
- *nmemb*: Number of items to read.
- *stream*: File handle returned by `esp_apprtrace_fopen`.

`int esp_apprtrace_fseek` (*esp\_apprtrace\_dest\_t* *dest*, `void *stream`, `long offset`, `int whence`)

Set position indicator in file on host. This function has the same semantic as ‘fseek’ except for the first argument.

**Return** Zero on success, otherwise non-zero. See fseek for details.

#### Parameters

- *dest*: Indicates HW interface to use.
- *stream*: File handle returned by `esp_apprtrace_fopen`.
- *offset*: Offset. See fseek for details.
- *whence*: Position in file. See fseek for details.

`int esp_apprtrace_ftell` (*esp\_apprtrace\_dest\_t* *dest*, `void *stream`)

Get current position indicator for file on host. This function has the same semantic as ‘ftell’ except for the first argument.

**Return** Current position in file. See ftell for details.

#### Parameters

- *dest*: Indicates HW interface to use.
- *stream*: File handle returned by `esp_apprtrace_fopen`.

int **esp\_apptrace\_fstop** (*esp\_apptrace\_dest\_t dest*)

Indicates to the host that all file operations are completed. This function should be called after all file operations are finished and indicate to the host that it can perform cleanup operations (close open files etc.).

**Return** ESP\_OK on success, otherwise see esp\_err\_t

### Parameters

- *dest*: Indicates HW interface to use.

void **esp\_gcov\_dump** (void)

Triggers gcov info dump. This function waits for the host to connect to target before dumping data.

## Enumerations

enum **esp\_apptrace\_dest\_t**

Application trace data destinations bits.

*Values:*

**ESP\_APPTRACE\_DEST\_TRAX** = 0x1  
JTAG destination.

**ESP\_APPTRACE\_DEST\_UART0** = 0x2  
UART destination.

## 3.7.14 Power Management

### Overview

Power management algorithm included in ESP-IDF can adjust APB frequency, CPU frequency, and put the chip into light sleep mode to run the application at smallest possible power consumption, given the requirements of application components.

Application components can express their requirements by creating and acquiring power management locks.

For instance, a driver for a peripheral clocked from APB can request the APB frequency to be set to 80 MHz, for the duration while the peripheral is used. Another example is that the RTOS will request the CPU to run at the highest configured frequency while there are tasks ready to run. Yet another example is a peripheral driver which needs interrupts to be enabled. Such driver can request light sleep to be disabled.

Naturally, requesting higher APB or CPU frequency or disabling light sleep causes higher current consumption. Components should try to limit usage of power management locks to the shortest amount of time possible.

### Configuration

Power management can be enabled at compile time, using *CONFIG\_PM\_ENABLE* option.

Enabling power management features comes at the cost of increased interrupt latency. Extra latency depends on a number of factors, among which are CPU frequency, single/dual core mode, whether frequency switch needs to be performed or not. Minimal extra latency is 0.2us (when CPU frequency is 240MHz, and frequency scaling is not enabled), maximum extra latency is 40us (when frequency scaling is enabled, and a switch from 40MHz to 80MHz is performed on interrupt entry).

Dynamic frequency scaling (DFS) and automatic light sleep can be enabled in the application by calling `esp_pm_configure()` function. Its argument is a structure defining frequency scaling settings, `cpp:class:esp_pm_config_esp32_t`. In this structure, 3 fields need to be initialized:

- `max_freq_mhz` - Maximal CPU frequency, in MHZ (i.e. frequency used when `ESP_PM_CPU_FREQ_MAX` lock is taken). This will usually be set to `CONFIG_ESP32_DEFAULT_CPU_FREQ_MHZ`.
- `min_freq_mhz` — Minimal CPU frequency, in MHz (i.e. frequency used when only `ESP_PM_APB_FREQ_MAX` locks are taken). This can be set to XTAL frequency, or XTAL frequency divided by integer. Note that 10MHz is the lowest frequency at which the default REF\_TICK clock of 1MHz can be generated.
- `light_sleep_enable` — Whether system should automatically enter light sleep when no locks are taken (`true/false`).

---

**Note:** Automatic light sleep is based on FreeRTOS Tickless Idle functionality. `esp_pm_configure()` will return an `ESP_ERR_NOT_SUPPORTED` error if `CONFIG_FREERTOS_USE_TICKLESS_IDLE` option is not enabled in menuconfig, but automatic light sleep is requested.

---



---

**Note:** In light sleep, peripherals are clock gated, and interrupts (from GPIOs and internal peripherals) will not be generated. Wakeup source described in *Sleep Modes* documentation can be used to wake from light sleep state. For example, EXT0 and EXT1 wakeup source can be used to wake up from a GPIO.

---

Alternatively, `CONFIG_PM_DFS_INIT_AUTO` option can be enabled in menuconfig. If enabled, maximal CPU frequency is determined by `CONFIG_ESP32_DEFAULT_CPU_FREQ_MHZ` setting, and minimal CPU frequency is set to the XTAL frequency.

## Power Management Locks

As mentioned in the overview, applications can acquire/release locks to control the power management algorithm. When application takes a lock, power management algorithm operation is restricted in a way described below, for each lock. When the lock is released, such restriction is removed.

Different parts of the application can take the same lock. In this case, the lock must be released the same number of times as it was acquired, in order for power management algorithm to resume.

In ESP32, three types of locks are supported:

**ESP\_PM\_CPU\_FREQ\_MAX** Requests CPU frequency to be at the maximal value set via `esp_pm_configure()`. For ESP32, this value can be set to 80, 160, or 240MHz.

**ESP\_PM\_APB\_FREQ\_MAX** Requests APB frequency to be at the maximal supported value. For ESP32, this is 80 MHz.

**ESP\_PM\_NO\_LIGHT\_SLEEP** Prevents automatic light sleep from being used.

## Power Management Algorithm for the ESP32

When dynamic frequency scaling is enabled, CPU frequency will be switched as follows:

- If maximal CPU frequency (set using `esp_pm_configure()` or `CONFIG_ESP32_DEFAULT_CPU_FREQ_MHZ`) is 240 MHz:
  1. When `ESP_PM_CPU_FREQ_MAX` or `ESP_PM_APB_FREQ_MAX` locks are acquired, CPU frequency will be 240 MHz, and APB frequency will be 80 MHz.

2. Otherwise, frequency will be switched to the minimal value set using `esp_pm_configure()`.
- If maximal CPU frequency is 160 MHz:
    1. When `ESP_PM_CPU_FREQ_MAX` is acquired, CPU frequency is set to 160 MHz, and APB frequency to 80 MHz.
    2. When `ESP_PM_CPU_FREQ_MAX` is not acquired, but `ESP_PM_APB_FREQ_MAX` is, CPU and APB frequencies are set to 80 MHz.
    3. Otherwise, frequency will be switched to the minimal value set using `esp_pm_configure()`.
  - If maximal CPU frequency is 80 MHz:
    1. When `ESP_PM_CPU_FREQ_MAX` or `ESP_PM_APB_FREQ_MAX` locks are acquired, CPU and APB frequencies will be 80 MHz.
    2. Otherwise, frequency will be switched to the minimal value set using `esp_pm_configure()`.
  - When none of the locks are acquired, and light sleep is enabled in a call to `esp_pm_configure()`, the system will go into light sleep mode. The duration of light sleep will be determined by:
    - FreeRTOS tasks blocked with finite timeouts
    - Timers registered with *High resolution timer* APIs
- Light sleep will duration will be chosen to wake up before the nearest event (task being unblocked, or timer elapses).

## Dynamic Frequency Scaling and Peripheral Drivers

When DFS is enabled, APB frequency can be changed several times within a single RTOS tick. Some peripherals can work normally even when APB frequency changes; some can not.

The following peripherals can work even when APB frequency is changing:

- UART: if `REF_TICK` is used as clock source (see `use_ref_tick` member of `uart_config_t`).
- LEDC: if `REF_TICK` is used as clock source (see `ledc_timer_config()` function).
- RMT: if `REF_TICK` is used as clock source. Currently the driver does not support `REF_TICK`, but it can be enabled by clearing `RMT_REF_ALWAYS_ON_CHx` bit for the respective channel.

Currently, the following peripheral drivers are aware of DFS and will use `ESP_PM_APB_FREQ_MAX` lock for the duration of the transaction:

- SPI master
- SDMMC

The following drivers will hold `ESP_PM_APB_FREQ_MAX` lock while the driver is enabled:

- SPI slave — between calls to `spi_slave_initialize()` and `spi_slave_free()`.
- Ethernet — between calls to `esp_eth_enable()` and `esp_eth_disable()`.
- WiFi — between calls to `esp_wifi_start()` and `esp_wifi_stop()`. If modem sleep is enabled, lock will be released for the periods of time when radio is disabled.
- Bluetooth — between calls to `esp_bt_controller_enable()` and `esp_bt_controller_disable()`.
- CAN - between calls to `can_driver_install()` and `can_driver_uninstall()`

The following peripheral drivers are not aware of DFS yet. Applications need to acquire/release locks when necessary:

- I2C
- I2S
- MCPWM
- PCNT
- Sigma-delta
- Timer group

## API Reference

### Header File

- `esp32/include/esp_pm.h`

### Functions

*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, or if CONFIG\_PM\_ENABLE is not enabled in sdkconfig

#### Parameters

- *config*: pointer to implementation-specific configuration structure (e.g. `esp_pm_config_esp32`)

*esp\_err\_t* **esp\_pm\_lock\_create** (*esp\_pm\_lock\_type\_t* *lock\_type*, int *arg*, **const** char \**name*,  
*esp\_pm\_lock\_handle\_t* \**out\_handle*)

Initialize a lock handle for certain power management parameter.

When lock is created, initially it is not taken. Call `esp_pm_lock_acquire` to take the lock.

This function must not be called from an ISR.

#### Return

- ESP\_OK on success
- ESP\_ERR\_NO\_MEM if the lock structure can not be allocated
- ESP\_ERR\_INVALID\_ARG if *out\_handle* is NULL or type argument is not valid
- ESP\_ERR\_NOT\_SUPPORTED if CONFIG\_PM\_ENABLE is not enabled in sdkconfig

#### Parameters

- *lock\_type*: Power management constraint which the lock should control
- *arg*: argument, value depends on *lock\_type*, see `esp_pm_lock_type_t`

- `name`: arbitrary string identifying the lock (e.g. “wifi” or “spi”). Used by the `esp_pm_dump_locks` function to list existing locks. May be set to `NULL`. If not set to `NULL`, must point to a string which is valid for the lifetime of the lock.
- `out_handle`: handle returned from this function. Use this handle when calling `esp_pm_lock_delete`, `esp_pm_lock_acquire`, `esp_pm_lock_release`. Must not be `NULL`.

*esp\_err\_t* **esp\_pm\_lock\_acquire** (*esp\_pm\_lock\_handle\_t* handle)

Take a power management lock.

Once the lock is taken, power management algorithm will not switch to the mode specified in a call to `esp_pm_lock_create`, or any of the lower power modes (higher numeric values of ‘mode’).

The lock is recursive, in the sense that if `esp_pm_lock_acquire` is called a number of times, `esp_pm_lock_release` has to be called the same number of times in order to release the lock.

This function may be called from an ISR.

This function is not thread-safe w.r.t. calls to other `esp_pm_lock_*` functions for the same handle.

### Return

- `ESP_OK` on success
- `ESP_ERR_INVALID_ARG` if the handle is invalid
- `ESP_ERR_NOT_SUPPORTED` if `CONFIG_PM_ENABLE` is not enabled in `sdkconfig`

### Parameters

- `handle`: handle obtained from `esp_pm_lock_create` function

*esp\_err\_t* **esp\_pm\_lock\_release** (*esp\_pm\_lock\_handle\_t* handle)

Release the lock taken using `esp_pm_lock_acquire`.

Call to this functions removes power management restrictions placed when taking the lock.

Locks are recursive, so if `esp_pm_lock_acquire` is called a number of times, `esp_pm_lock_release` has to be called the same number of times in order to actually release the lock.

This function may be called from an ISR.

This function is not thread-safe w.r.t. calls to other `esp_pm_lock_*` functions for the same handle.

### Return

- `ESP_OK` on success
- `ESP_ERR_INVALID_ARG` if the handle is invalid
- `ESP_ERR_INVALID_STATE` if lock is not acquired
- `ESP_ERR_NOT_SUPPORTED` if `CONFIG_PM_ENABLE` is not enabled in `sdkconfig`

### Parameters

- `handle`: handle obtained from `esp_pm_lock_create` function

*esp\_err\_t* **esp\_pm\_lock\_delete** (*esp\_pm\_lock\_handle\_t* handle)

Delete a lock created using `esp_pm_lock`.

The lock must be released before calling this function.

This function must not be called from an ISR.

**Return**

- ESP\_OK on success
- ESP\_ERR\_INVALID\_ARG if the handle argument is NULL
- ESP\_ERR\_INVALID\_STATE if the lock is still acquired
- ESP\_ERR\_NOT\_SUPPORTED if CONFIG\_PM\_ENABLE is not enabled in sdkconfig

**Parameters**

- `handle`: handle obtained from `esp_pm_lock_create` function

*esp\_err\_t* **esp\_pm\_dump\_locks** (FILE \**stream*)

Dump the list of all locks to stderr

This function dumps debugging information about locks created using `esp_pm_lock_create` to an output stream.

This function must not be called from an ISR. If `esp_pm_lock_acquire/release` are called while this function is running, inconsistent results may be reported.

**Return**

- ESP\_OK on success
- ESP\_ERR\_NOT\_SUPPORTED if CONFIG\_PM\_ENABLE is not enabled in sdkconfig

**Parameters**

- `stream`: stream to print information to; use `stdout` or `stderr` to print to the console; use `fmemopen/open_memstream` to print to a string buffer.

**Type Definitions**

```
typedef struct esp_pm_lock *esp_pm_lock_handle_t
```

Opaque handle to the power management lock.

**Enumerations**

```
enum esp_pm_lock_type_t
```

Power management constraints.

*Values:*

**ESP\_PM\_CPU\_FREQ\_MAX**

Require CPU frequency to be at the maximum value set via `esp_pm_configure`. Argument is unused and should be set to 0.

**ESP\_PM\_APB\_FREQ\_MAX**

Require APB frequency to be at the maximum value supported by the chip. Argument is unused and should be set to 0.

**ESP\_PM\_NO\_LIGHT\_SLEEP**

Prevent the system from going into light sleep. Argument is unused and should be set to 0.

**Header File**

- `esp32/include/esp32/pm.h`

## Structures

**struct esp\_pm\_config\_esp32\_t**

Power management config for ESP32.

Pass a pointer to this structure as an argument to `esp_pm_configure` function.

### Public Members

`rtc_cpu_freq_t max_cpu_freq`

Maximum CPU frequency to use. Deprecated, use `max_freq_mhz` instead.

`int max_freq_mhz`

Maximum CPU frequency, in MHz

`rtc_cpu_freq_t min_cpu_freq`

Minimum CPU frequency to use when no frequency locks are taken. Deprecated, use `min_freq_mhz` instead.

`int min_freq_mhz`

Minimum CPU frequency to use when no locks are taken, in MHz

`bool light_sleep_enable`

Enter light sleep when no locks are taken

## 3.7.15 Sleep Modes

### Overview

ESP32 is capable of light sleep and deep sleep power saving modes.

In light sleep mode, digital peripherals, most of the RAM, and CPUs are clock-gated, and supply voltage is reduced. Upon exit from light sleep, peripherals and CPUs resume operation, their internal state is preserved.

In deep sleep mode, CPUs, most of the RAM, and all the digital peripherals which are clocked from APB\_CLK are powered off. The only parts of the chip which can still be powered on are: RTC controller, RTC peripherals (including ULP coprocessor), and RTC memories (slow and fast).

Wakeup from deep and light sleep modes can be done using several sources. These sources can be combined, in this case the chip will wake up when any one of the sources is triggered. Wakeup sources can be enabled using `esp_sleep_enable_X_wakeup` APIs and can be disabled using `esp_sleep_disable_wakeup_source()` API. Next section describes these APIs in detail. Wakeup sources can be configured at any moment before entering light or deep sleep mode.

Additionally, the application can force specific powerdown modes for the RTC peripherals and RTC memories using `esp_sleep_pd_config()` API.

Once wakeup sources are configured, application can enter sleep mode using `esp_light_sleep_start()` or `esp_deep_sleep_start()` APIs. At this point the hardware will be configured according to the requested wakeup sources, and RTC controller will either power down or power off the CPUs and digital peripherals.

### WiFi/BT and sleep modes

In deep sleep and light sleep modes, wireless peripherals are powered down. Before entering deep sleep or light sleep modes, applications must disable WiFi and BT using appropriate calls (`esp_bluedroid_disable()`),



`esp_bt_controller_disable()`, `esp_wifi_stop()`). WiFi and BT connections will not be maintained in deep sleep or light sleep, even if these functions are not called.

If WiFi connection needs to be maintained, enable WiFi modem sleep, and enable automatic light sleep feature (see *Power Management APIs*). This will allow the system to wake up from sleep automatically when required by WiFi driver, thereby maintaining connection to the AP.

## Wakeup sources

### Timer

RTC controller has a built in timer which can be used to wake up the chip after a predefined amount of time. Time is specified at microsecond precision, but the actual resolution depends on the clock source selected for RTC SLOW\_CLK. See chapter “Reset and Clock” of the ESP32 Technical Reference Manual for details about RTC clock options.

This wakeup mode doesn't require RTC peripherals or RTC memories to be powered on during sleep.

`esp_sleep_enable_timer_wakeup()` function can be used to enable deep sleep wakeup using a timer.

### Touch pad

RTC IO module contains logic to trigger wakeup when a touch sensor interrupt occurs. You need to configure the touch pad interrupt before the chip starts deep sleep.

Revisions 0 and 1 of the ESP32 only support this wakeup mode when RTC peripherals are not forced to be powered on (i.e. ESP\_PD\_DOMAIN\_RTC\_PERIPH should be set to ESP\_PD\_OPTION\_AUTO).

`esp_sleep_enable_touchpad_wakeup()` function can be used to enable this wakeup source.

### External wakeup (ext0)

RTC IO module contains logic to trigger wakeup when one of RTC GPIOs is set to a predefined logic level. RTC IO is part of RTC peripherals power domain, so RTC peripherals will be kept powered on during deep sleep if this wakeup source is requested.

Because RTC IO module is enabled in this mode, internal pullup or pulldown resistors can also be used. They need to be configured by the application using `rtc_gpio_pullup_en()` and `rtc_gpio_pulldown_en()` functions, before calling `esp_sleep_start()`.

In revisions 0 and 1 of the ESP32, this wakeup source is incompatible with ULP and touch wakeup sources.

`esp_sleep_enable_ext0_wakeup()` function can be used to enable this wakeup source.

**Warning:** After wake up from sleep, IO pad used for wakeup will be configured as RTC IO. Before using this pad as digital GPIO, reconfigure it using `rtc_gpio_deinit(gpio_num)` function.

### External wakeup (ext1)

RTC controller contains logic to trigger wakeup using multiple RTC GPIOs. One of the two logic functions can be used to trigger wakeup:

- wake up if any of the selected pins is high (ESP\_EXT1\_WAKEUP\_ANY\_HIGH)

- wake up if all the selected pins are low (ESP\_EXT1\_WAKEUP\_ALL\_LOW)

This wakeup source is implemented by the RTC controller. As such, RTC peripherals and RTC memories can be powered down in this mode. However, if RTC peripherals are powered down, internal pullup and pulldown resistors will be disabled. To use internal pullup or pulldown resistors, request RTC peripherals power domain to be kept on during sleep, and configure pullup/pulldown resistors using `rtc_gpio_` functions, before entering sleep:

```
esp_sleep_pd_config(ESP_PD_DOMAIN_RTC_PERIPH, ESP_PD_OPTION_ON);
gpio_pullup_dis(gpio_num);
gpio_pulldown_en(gpio_num);
```

**Warning:** After wake up from sleep, IO pad(s) used for wakeup will be configured as RTC IO. Before using these pads as digital GPIOs, reconfigure them using `rtc_gpio_deinit(gpio_num)` function.

`esp_sleep_enable_ext1_wakeup()` function can be used to enable this wakeup source.

### ULP coprocessor wakeup

ULP coprocessor can run while the chip is in sleep mode, and may be used to poll sensors, monitor ADC or touch sensor values, and wake up the chip when a specific event is detected. ULP coprocessor is part of RTC peripherals power domain, and it runs the program stored in RTC slow memory. RTC slow memory will be powered on during sleep if this wakeup mode is requested. RTC peripherals will be automatically powered on before ULP coprocessor starts running the program; once the program stops running, RTC peripherals are automatically powered down again.

Revisions 0 and 1 of the ESP32 only support this wakeup mode when RTC peripherals are not forced to be powered on (i.e. ESP\_PD\_DOMAIN\_RTC\_PERIPH should be set to ESP\_PD\_OPTION\_AUTO).

`esp_sleep_enable_ulp_wakeup()` function can be used to enable this wakeup source.

### GPIO wakeup (light sleep only)

In addition to EXT0 and EXT1 wakeup sources described above, one more method of wakeup from external inputs is available in light sleep mode. With this wakeup source, each pin can be individually configured to trigger wakeup on high or low level using `gpio_wakeup_enable()` function. Unlike EXT0 and EXT1 wakeup sources, which can only be used with RTC IOs, this wakeup source can be used with any IO (RTC or digital).

`esp_sleep_enable_gpio_wakeup()` function can be used to enable this wakeup source.

### UART wakeup (light sleep only)

When ESP32 receives UART input from external devices, it is often required to wake up the chip when input data is available. UART peripheral contains a feature which allows waking up the chip from light sleep when a certain number of positive edges on RX pin are seen. This number of positive edges can be set using `uart_set_wakeup_threshold()` function. Note that the character which triggers wakeup (and any characters before it) will not be received by the UART after wakeup. This means that the external device typically needs to send an extra character to the ESP32 to trigger wakeup, before sending the data.

`esp_sleep_enable_uart_wakeup()` function can be used to enable this wakeup source.

## Power-down of RTC peripherals and memories

By default, `esp_deep_sleep_start()` and `esp_light_sleep_start()` functions will power down all RTC power domains which are not needed by the enabled wakeup sources. To override this behaviour, `esp_sleep_pd_config()` function is provided.

Note: in revision 0 of the ESP32, RTC fast memory will always be kept enabled in deep sleep, so that the deep sleep stub can run after reset. This can be overridden, if the application doesn't need clean reset behaviour after deep sleep.

If some variables in the program are placed into RTC slow memory (for example, using `RTC_DATA_ATTR` attribute), RTC slow memory will be kept powered on by default. This can be overridden using `esp_sleep_pd_config()` function, if desired.

## Entering light sleep

`esp_light_sleep_start()` function can be used to enter light sleep once wakeup sources are configured. It is also possible to go into light sleep with no wakeup sources configured, in this case the chip will be in light sleep mode indefinitely, until external reset is applied.

## Entering deep sleep

`esp_deep_sleep_start()` function can be used to enter deep sleep once wakeup sources are configured. It is also possible to go into deep sleep with no wakeup sources configured, in this case the chip will be in deep sleep mode indefinitely, until external reset is applied.

## Configuring IOs

Some ESP32 IOs have internal pullups or pulldowns, which are enabled by default. If an external circuit drives this pin in deep sleep mode, current consumption may increase due to current flowing through these pullups and pulldowns.

To isolate a pin, preventing extra current draw, call `rtc_gpio_isolate()` function.

For example, on ESP32-WROVER module, GPIO12 is pulled up externally. GPIO12 also has an internal pull-down in the ESP32 chip. This means that in deep sleep, some current will flow through these external and internal resistors, increasing deep sleep current above the minimal possible value. Add the following code before `esp_deep_sleep_start()` to remove this extra current:

```
rtc_gpio_isolate(GPIO_NUM_12);
```

## UART output handling

Before entering sleep mode, `esp_deep_sleep_start()` will flush the contents of UART FIFOs.

When entering light sleep mode using `esp_light_sleep_start()`, UART FIFOs will not be flushed. Instead, UART output will be suspended, and remaining characters in the FIFO will be sent out after wakeup from light sleep.

## Checking sleep wakeup cause

`esp_sleep_get_wakeup_cause()` function can be used to check which wakeup source has triggered wakeup from sleep mode.

For touch pad and ext1 wakeup sources, it is possible to identify pin or touch pad which has caused wakeup using `esp_sleep_get_touchpad_wakeup_status()` and `esp_sleep_get_ext1_wakeup_status()` functions.

### Disable sleep wakeup source

Previously configured wakeup source can be disabled later using `esp_sleep_disable_wakeup_source()` API. This function deactivates trigger for the given wakeup source. Additionally it can disable all triggers if the argument is `ESP_SLEEP_WAKEUP_ALL`.

### Application Example

Implementation of basic functionality of deep sleep is shown in [protocols/sntp](#) example, where ESP module is periodically waken up to retrieve time from NTP server.

More extensive example in [system/deep\\_sleep](#) illustrates usage of various deep sleep wakeup triggers and ULP coprocessor programming.

### API Reference

#### Header File

- `esp32/include/esp_sleep.h`

#### Functions

*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.

See docs/sleep-modes.rst for details.

**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`

*esp\_err\_t* **esp\_sleep\_enable\_ulp\_wakeup** ()

Enable wakeup by ULP coprocessor.

**Note** In revisions 0 and 1 of the ESP32, ULP wakeup source can not be used when `RTC_PERIPH` power domain is forced to be powered on (`ESP_PD_OPTION_ON`) or when `ext0` wakeup source is used.

#### Return

- `ESP_OK` on success
- `ESP_ERR_NOT_SUPPORTED` if additional current by touch (`CONFIG_ESP32_RTC_EXTERNAL_CRYSTAL_ADDITIONAL_CURRENT`) is enabled.
- `ESP_ERR_INVALID_STATE` if ULP co-processor is not enabled or if wakeup triggers conflict

*esp\_err\_t* **esp\_sleep\_enable\_timer\_wakeup** (uint64\_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\_sleep\_enable\_touchpad\_wakeup** ()

Enable wakeup by touch sensor.

**Note** In revisions 0 and 1 of the ESP32, touch wakeup source can not be used when RTC\_PERIPH power domain is forced to be powered on (ESP\_PD\_OPTION\_ON) or when ext0 wakeup source is used.

**Note** The FSM mode of the touch button should be configured as the timer trigger mode.

#### Return

- ESP\_OK on success
- ESP\_ERR\_NOT\_SUPPORTED if additional current by touch (CONFIG\_ESP32\_RTC\_EXTERNAL\_CRYSTAL\_ADDITIONAL\_CURRENT) is enabled.
- ESP\_ERR\_INVALID\_STATE if wakeup triggers conflict

*touch\_pad\_t* **esp\_sleep\_get\_touchpad\_wakeup\_status** ()

Get the touch pad which caused wakeup.

If wakeup was caused by another source, this function will return TOUCH\_PAD\_MAX;

**Return** touch pad which caused wakeup

*esp\_err\_t* **esp\_sleep\_enable\_ext0\_wakeup** (*gpio\_num\_t* *gpio\_num*, int *level*)

Enable wakeup using a pin.

This function uses external wakeup feature of RTC\_IO peripheral. It will work only if RTC peripherals are kept on during sleep.

This feature can monitor any pin which is an RTC IO. Once the pin transitions into the state given by level argument, the chip will be woken up.

**Note** This function does not modify pin configuration. The pin is configured in `esp_sleep_start`, immediately before entering sleep mode.

**Note** In revisions 0 and 1 of the ESP32, ext0 wakeup source can not be used together with touch or ULP wakeup sources.

#### Return

- ESP\_OK on success
- ESP\_ERR\_INVALID\_ARG if the selected GPIO is not an RTC GPIO, or the mode is invalid
- ESP\_ERR\_INVALID\_STATE if wakeup triggers conflict

#### Parameters

- `gpio_num`: GPIO number used as wakeup source. Only GPIOs which are have RTC functionality can be used: 0,2,4,12-15,25-27,32-39.
- `level`: input level which will trigger wakeup (0=low, 1=high)

*esp\_err\_t* **esp\_sleep\_enable\_ext1\_wakeup** (uint64\_t *mask*, *esp\_sleep\_ext1\_wakeup\_mode\_t* *mode*)

Enable wakeup using multiple pins.

This function uses external wakeup feature of RTC controller. It will work even if RTC peripherals are shut down during sleep.

This feature can monitor any number of pins which are in RTC IOs. Once any of the selected pins goes into the state given by mode argument, the chip will be woken up.

**Note** This function does not modify pin configuration. The pins are configured in `esp_sleep_start`, immediately before entering sleep mode.

**Note** internal pullups and pulldowns don't work when RTC peripherals are shut down. In this case, external resistors need to be added. Alternatively, RTC peripherals (and pullups/pulldowns) may be kept enabled using `esp_sleep_pd_config` function.

#### Return

- ESP\_OK on success
- ESP\_ERR\_INVALID\_ARG if any of the selected GPIOs is not an RTC GPIO, or mode is invalid

#### Parameters

- `mask`: bit mask of GPIO numbers which will cause wakeup. Only GPIOs which are have RTC functionality can be used in this bit map: 0,2,4,12-15,25-27,32-39.
- `mode`: select logic function used to determine wakeup condition:
  - ESP\_EXT1\_WAKEUP\_ALL\_LOW: wake up when all selected GPIOs are low
  - ESP\_EXT1\_WAKEUP\_ANY\_HIGH: wake up when any of the selected GPIOs is high

*esp\_err\_t* **esp\_sleep\_enable\_gpio\_wakeup** ()

Enable wakeup from light sleep using GPIOs.

Each GPIO supports wakeup function, which can be triggered on either low level or high level. Unlike EXT0 and EXT1 wakeup sources, this method can be used both for all IOs: RTC IOs and digital IOs. It can only be used to wakeup from light sleep though.

To enable wakeup, first call `gpio_wakeup_enable`, specifying `gpio` number and wakeup level, for each GPIO which is used for wakeup. Then call this function to enable wakeup feature.

**Note** In revisions 0 and 1 of the ESP32, GPIO wakeup source can not be used together with touch or ULP wakeup sources.

#### Return

- ESP\_OK on success
- ESP\_ERR\_INVALID\_STATE if wakeup triggers conflict

*esp\_err\_t* **esp\_sleep\_enable\_uart\_wakeup** (int *uart\_num*)

Enable wakeup from light sleep using UART.

Use `uart_set_wakeup_threshold` function to configure UART wakeup threshold.

Wakeup from light sleep takes some time, so not every character sent to the UART can be received by the application.

**Note** ESP32 does not support wakeup from UART2.

**Return**

- ESP\_OK on success
- ESP\_ERR\_INVALID\_ARG if wakeup from given UART is not supported

**Parameters**

- `uart_num`: UART port to wake up from

`uint64_t esp_sleep_get_ext1_wakeup_status ()`

Get the bit mask of GPIOs which caused wakeup (ext1)

If wakeup was caused by another source, this function will return 0.

**Return** bit mask, if GPIO $n$  caused wakeup, BIT( $n$ ) will be set

`esp_err_t esp_sleep_pd_config (esp_sleep_pd_domain_t domain, esp_sleep_pd_option_t option)`

Set power down mode for an RTC power domain in sleep mode.

If not set using this API, all power domains default to ESP\_PD\_OPTION\_AUTO.

**Return**

- ESP\_OK on success
- ESP\_ERR\_INVALID\_ARG if either of the arguments is out of range

**Parameters**

- `domain`: power domain to configure
- `option`: power down option (ESP\_PD\_OPTION\_OFF, ESP\_PD\_OPTION\_ON, or ESP\_PD\_OPTION\_AUTO)

`void esp_deep_sleep_start ()`

Enter deep sleep with the configured wakeup options.

This function does not return.

`esp_err_t esp_light_sleep_start ()`

Enter light sleep with the configured wakeup options.

**Return**

- ESP\_OK on success (returned after wakeup)
- ESP\_ERR\_INVALID\_STATE if WiFi or BT is not stopped

`void esp_deep_sleep (uint64_t time_in_us)`

Enter deep-sleep mode.

The device will automatically wake up after the deep-sleep time. Upon waking up, the device calls deep sleep wake stub, and then proceeds to load application.

Call to this function is equivalent to a call to `esp_deep_sleep_enable_timer_wakeup` followed by a call to `esp_deep_sleep_start`.

`esp_deep_sleep` does not shut down WiFi, BT, and higher level protocol connections gracefully. Make sure relevant WiFi and BT stack functions are called to close any connections and deinitialize the peripherals. These include:

- `esp_bluedroid_disable`
- `esp_bt_controller_disable`
- `esp_wifi_stop`

This function does not return.

### Parameters

- `time_in_us`: deep-sleep time, unit: microsecond

void **system\_deep\_sleep** (`uint64_t time_in_us`)

Enter deep-sleep mode.

Function has been renamed to `esp_deep_sleep`. This name is deprecated and will be removed in a future version.

### Parameters

- `time_in_us`: deep-sleep time, unit: microsecond

*esp\_sleep\_wakeup\_cause\_t* **esp\_sleep\_get\_wakeup\_cause** ()

Get the wakeup source which caused wakeup from sleep.

**Return** cause of wake up from last sleep (deep sleep or light sleep)

void **esp\_wake\_deep\_sleep** (void)

Default stub to run on wake from deep sleep.

Allows for executing code immediately on wake from sleep, before the software bootloader or ESP-IDF app has started up.

This function is weak-linked, so you can implement your own version to run code immediately when the chip wakes from sleep.

See docs/deep-sleep-stub.rst for details.

void **esp\_set\_deep\_sleep\_wake\_stub** (*esp\_deep\_sleep\_wake\_stub\_fn\_t new\_stub*)

Install a new stub at runtime to run on wake from deep sleep.

If implementing `esp_wake_deep_sleep()` then it is not necessary to call this function.

However, it is possible to call this function to substitute a different deep sleep stub. Any function used as a deep sleep stub must be marked `RTC_IRAM_ATTR`, and must obey the same rules given for `esp_wake_deep_sleep()`.

*esp\_deep\_sleep\_wake\_stub\_fn\_t* **esp\_get\_deep\_sleep\_wake\_stub** (void)

Get current wake from deep sleep stub.

**Return** Return current wake from deep sleep stub, or NULL if no stub is installed.

void **esp\_default\_wake\_deep\_sleep** (void)

The default esp-idf-provided `esp_wake_deep_sleep()` stub.

See docs/deep-sleep-stub.rst for details.



void **esp\_deep\_sleep\_disable\_rom\_logging** (void)  
 Disable logging from the ROM code after deep sleep.  
 Using LSB of RTC\_STORE4.

## Type Definitions

**typedef** *esp\_sleep\_source\_t* **esp\_sleep\_wakeup\_cause\_t**  
**typedef** void (\***esp\_deep\_sleep\_wake\_stub\_fn\_t**) (void)  
 Function type for stub to run on wake from sleep.

## Enumerations

**enum** **esp\_sleep\_ext1\_wakeup\_mode\_t**  
 Logic function used for EXT1 wakeup mode.  
*Values:*  
**ESP\_EXT1\_WAKEUP\_ALL\_LOW** = 0  
 Wake the chip when all selected GPIOs go low.  
**ESP\_EXT1\_WAKEUP\_ANY\_HIGH** = 1  
 Wake the chip when any of the selected GPIOs go high.

**enum** **esp\_sleep\_pd\_domain\_t**  
 Power domains which can be powered down in sleep mode.  
*Values:*  
**ESP\_PD\_DOMAIN\_RTC\_PERIPH**  
 RTC IO, sensors and ULP co-processor.  
**ESP\_PD\_DOMAIN\_RTC\_SLOW\_MEM**  
 RTC slow memory.  
**ESP\_PD\_DOMAIN\_RTC\_FAST\_MEM**  
 RTC fast memory.  
**ESP\_PD\_DOMAIN\_XTAL**  
 XTAL oscillator.  
**ESP\_PD\_DOMAIN\_MAX**  
 Number of domains.

**enum** **esp\_sleep\_pd\_option\_t**  
 Power down options.  
*Values:*  
**ESP\_PD\_OPTION\_OFF**  
 Power down the power domain in sleep mode.  
**ESP\_PD\_OPTION\_ON**  
 Keep power domain enabled during sleep mode.  
**ESP\_PD\_OPTION\_AUTO**  
 Keep power domain enabled in sleep mode, if it is needed by one of the wakeup options. Otherwise power it down.

**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\_EXT0**

Wakeup caused by external signal using `RTC_IO`.

**ESP\_SLEEP\_WAKEUP\_EXT1**

Wakeup caused by external signal using `RTC_CNTL`.

**ESP\_SLEEP\_WAKEUP\_TIMER**

Wakeup caused by timer.

**ESP\_SLEEP\_WAKEUP\_TOUCHPAD**

Wakeup caused by touchpad.

**ESP\_SLEEP\_WAKEUP\_ULP**

Wakeup caused by ULP program.

**ESP\_SLEEP\_WAKEUP\_GPIO**

Wakeup caused by GPIO (light sleep only)

**ESP\_SLEEP\_WAKEUP\_UART**

Wakeup caused by UART (light sleep only)

## 3.7.16 Over The Air Updates (OTA)

### OTA Process Overview

The OTA update mechanism allows a device to update itself based on data received while the normal firmware is running (for example, over WiFi or Bluetooth.)

OTA requires configuring the *Partition Table* of the device with at least two “OTA app slot” partitions (ie `ota_0` and `ota_1`) and an “OTA Data Partition”.

The OTA operation functions write a new app firmware image to whichever OTA app slot is not currently being used for booting. Once the image is verified, the OTA Data partition is updated to specify that this image should be used for the next boot.

### OTA Data Partition

An OTA data partition (type `data`, subtype `ota`) must be included in the *Partition Table* of any project which uses the OTA functions.

For factory boot settings, the OTA data partition should contain no data (all bytes erased to `0xFF`). In this case the esp-idf software bootloader will boot the factory app if it is present in the the partition table. If no factory app is included in the partition table, the first available OTA slot (usually `ota_0`) is booted.

After the first OTA update, the OTA data partition is updated to specify which OTA app slot partition should be booted next.

The OTA data partition is two flash sectors (0x2000 bytes) in size, to prevent problems if there is a power failure while it is being written. Sectors are independently erased and written with matching data, and if they disagree a counter field is used to determine which sector was written more recently.

## App rollback

The main purpose of the application rollback is to keep the device working after the update. This feature allows you to roll back to the previous working application in case a new application has critical errors. When the rollback process is enabled and an OTA update provides a new version of the app, one of three things can happen:

- The application works fine, `esp_ota_mark_app_valid_cancel_rollback()` marks the running application with the state `ESP_OTA_IMG_VALID`. There are no restrictions on booting this application.
- The application has critical errors and further work is not possible, a rollback to the previous application is required, `esp_ota_mark_app_invalid_rollback_and_reboot()` marks the running application with the state `ESP_OTA_IMG_INVALID` and reset. This application will not be selected by the bootloader for boot and will boot the previously working application.
- If the `CONFIG_APP_ROLLBACK_ENABLE` option is set, and occur a reset without calling either function then happen and is rolled back.

Note: The state is not written to the binary image of the application it is written to the `otadata` partition. The partition contains a `ota_seq` counter which is a pointer to the slot (`ota_0`, `ota_1`, ...) from which the application will be selected for boot.

## App OTA State

States control the process of selecting a boot app:

| States                                  | Restriction of selecting a boot app in bootloader                                                                                                                                |
|-----------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <code>ESP_OTA_IMG_VALID</code>          | None restriction. Will be selected.                                                                                                                                              |
| <code>ESP_OTA_IMG_UNFINISHED</code>     | None restriction. Will be selected.                                                                                                                                              |
| <code>ESP_OTA_IMG_INVALID</code>        | Will not be selected.                                                                                                                                                            |
| <code>ESP_OTA_IMG_ABORTED</code>        | Will not be selected.                                                                                                                                                            |
| <code>ESP_OTA_IMG_NEW</code>            | If <code>CONFIG_APP_ROLLBACK_ENABLE</code> option is set it will be selected only once. In bootloader the state immediately changes to <code>ESP_OTA_IMG_PENDING_VERIFY</code> . |
| <code>ESP_OTA_IMG_PENDING_VERIFY</code> | If <code>CONFIG_APP_ROLLBACK_ENABLE</code> option is set it will not be selected and the state will change to <code>ESP_OTA_IMG_ABORTED</code> .                                 |

If `CONFIG_APP_ROLLBACK_ENABLE` option is not enabled (by default), then the use of the following functions `esp_ota_mark_app_valid_cancel_rollback()` and `esp_ota_mark_app_invalid_rollback_and_reboot()` are optional, and `ESP_OTA_IMG_NEW` and `ESP_OTA_IMG_PENDING_VERIFY` states are not used.

An option in Kconfig `CONFIG_APP_ROLLBACK_ENABLE` allows you to track the first boot of a new application. In this case, the application must confirm its operability by calling `esp_ota_mark_app_valid_cancel_rollback()` function, otherwise the application will be rolled back upon reboot. It allows you to control the operability of the application during the boot phase. Thus, a new application has only one attempt to boot successfully.

## Rollback Process

The description of the rollback process when `CONFIG_APP_ROLLBACK_ENABLE` option is enabled:

- The new application successfully downloaded and `esp_ota_set_boot_partition()` function makes this partition bootable and sets the state `ESP_OTA_IMG_NEW`. This state means that the application is new and should be monitored for its first boot.
- Reboot `esp_restart()`.
- The bootloader checks for the `ESP_OTA_IMG_PENDING_VERIFY` state if it is set, then it will be written to `ESP_OTA_IMG_ABORTED`.
- The bootloader selects a new application to boot so that the state is not set as `ESP_OTA_IMG_INVALID` or `ESP_OTA_IMG_ABORTED`.
- The bootloader checks the selected application for `ESP_OTA_IMG_NEW` state if it is set, then it will be written to `ESP_OTA_IMG_PENDING_VERIFY`. This state means that the application requires confirmation of its operability, if this does not happen and a reboot occurs, this state will be overwritten to `ESP_OTA_IMG_ABORTED` (see above) and this application will no longer be able to start, i.e. there will be a rollback to the previous work application.
- A new application has started and should make a self-test.
- If the self-test has completed successfully, then you must call the function `esp_ota_mark_app_valid_cancel_rollback()` because the application is awaiting confirmation of operability (`ESP_OTA_IMG_PENDING_VERIFY` state).
- If the self-test fails then call `esp_ota_mark_app_invalid_rollback_and_reboot()` function to roll back to the previous working application, while the invalid application is set `ESP_OTA_IMG_INVALID` state.
- If the application has not been confirmed, the state remains `ESP_OTA_IMG_PENDING_VERIFY`, and the next boot it will be changed to `ESP_OTA_IMG_ABORTED`. That will prevent re-boot of this application. There will be a rollback to the previous working application.

### Unexpected Reset

If a power loss or an unexpected crash occurs at the time of the first boot of a new application, it will roll back the application.

Recommendation: Perform the self-test procedure as quickly as possible, to prevent rollback due to power loss.

Only OTA partitions can be rolled back. Factory partition is not rolled back.

### Booting invalid/aborted apps

Booting an application which was previously set to `ESP_OTA_IMG_INVALID` or `ESP_OTA_IMG_ABORTED` is possible:

- Get the last invalid application partition `esp_ota_get_last_invalid_partition()`.
- Pass the received partition to `esp_ota_set_boot_partition()`, this will update the otadata.
- Restart `esp_restart()`. The bootloader will boot the specified application.

To determine if self-tests should be run during startup of an application, call the `esp_ota_get_state_partition()` function. If result is `ESP_OTA_IMG_PENDING_VERIFY` then self-testing and subsequent confirmation of operability is required.

## Where the states are set

A brief description of where the states are set:

- ESP\_OTA\_IMG\_VALID state is set by `esp_ota_mark_app_valid_cancel_rollback()` function.
- ESP\_OTA\_IMG\_UNDEFINED state is set by `esp_ota_set_boot_partition()` function if `CONFIG_APP_ROLLBACK_ENABLE` option is not enabled.
- ESP\_OTA\_IMG\_NEW state is set by `esp_ota_set_boot_partition()` function if `CONFIG_APP_ROLLBACK_ENABLE` option is enabled.
- ESP\_OTA\_IMG\_INVALID state is set by `esp_ota_mark_app_invalid_rollback_and_reboot()` function.
- ESP\_OTA\_IMG\_ABORTED state is set if there was no confirmation of the application operability and occurs reboots (if `CONFIG_APP_ROLLBACK_ENABLE` option is enabled).
- ESP\_OTA\_IMG\_PENDING\_VERIFY state is set in a bootloader if `CONFIG_APP_ROLLBACK_ENABLE` option is enabled and selected app has ESP\_OTA\_IMG\_NEW state.

## Anti-rollback

Anti-rollback prevents rollback to application with security version lower than one programmed in eFuse of chip.

This function works if set `CONFIG_APP_ANTI_ROLLBACK` option. In the bootloader, when selecting a bootable application, an additional security version check is added which is on the chip and in the application image. The version in the bootable firmware must be greater than or equal to the version in the chip.

`CONFIG_APP_ANTI_ROLLBACK` and `CONFIG_APP_ROLLBACK_ENABLE` options are used together. In this case, rollback is possible only on the security version which is equal or higher than the version in the chip.

## A typical anti-rollback scheme is

- New firmware released with the elimination of vulnerabilities with the previous version of security.
- After the developer makes sure that this firmware is working. He can increase the security version and release a new firmware.
- Download new application.
- To make it bootable, run the function `esp_ota_set_boot_partition()`. If the security version of the new application is smaller than the version in the chip, the new application will be erased. Update to new firmware is not possible.
- Reboot.
- In the bootloader, an application with a security version greater than or equal to the version in the chip will be selected. If otadata is in the initial state, and one firmware was loaded via a serial channel, whose secure version is higher than the chip, then the secure version of efuse will be immediately updated in the bootloader.
- New application booted. Then the application should perform diagnostics of the operation and if it is completed successfully, you should call `esp_ota_mark_app_valid_cancel_rollback()` function to mark the running application with the ESP\_OTA\_IMG\_VALID state and update the secure version on chip. Note that if was called `esp_ota_mark_app_invalid_rollback_and_reboot()` function a rollback may not happen due to the device may not have any bootable apps then it will return ESP\_ERR\_OTA\_ROLLBACK\_FAILED error and stay in the ESP\_OTA\_IMG\_PENDING\_VERIFY state.
- The next update of app is possible if a running app is in the ESP\_OTA\_IMG\_VALID state.

### Recommendation:

If you want to avoid the download/erase overhead in case of the app from the server has security version lower than running app you have to get `new_app_info.secure_version` from the first package of an image and compare it with the secure version of efuse. Use `esp_efuse_check_secure_version(new_app_info.secure_version)` function if it is true then continue downloading otherwise abort.

```
....
bool image_header_was_checked = false;
while (1) {
    int data_read = esp_http_client_read(client, ota_write_data, BUFFSIZE);
    ...
    if (data_read > 0) {
        if (image_header_was_checked == false) {
            esp_app_desc_t new_app_info;
            if (data_read > sizeof(esp_image_header_t) + sizeof(esp_image_segment_
↪header_t) + sizeof(esp_app_desc_t)) {
                // check current version with downloading
                if (esp_efuse_check_secure_version(new_app_info.secure_version) ==_
↪false) {
                    ESP_LOGE(TAG, "This a new app can not be downloaded due to a_
↪secure version is lower than stored in efuse.");
                    http_cleanup(client);
                    task_fatal_error();
                }

                image_header_was_checked = true;

                esp_ota_begin(update_partition, OTA_SIZE_UNKNOWN, &update_handle);
            }
            esp_ota_write( update_handle, (const void *)ota_write_data, data_read);
        }
    }
}
....
```

### Restrictions:

- The number of bits in the `secure_version` field is limited to 32 bits. This means that only 32 times you can do an anti-rollback. You can reduce the length of this efuse field use `CONFIG_APP_SECURE_VERSION_SIZE_EFUSE_FIELD` option.
- Anti-rollback only works if the encoding scheme for efuse is set to NONE.
- The partition table should not have a factory partition, only two of the app.

### security\_version:

- In application image it is stored in `esp_app_desc` structure. The number is set `CONFIG_APP_SECURE_VERSION`.
- In ESP32 it is stored in efuse `EFUSE_BLK3_RDATA4_REG`. (when a eFuse bit is programmed to 1, it can never be reverted to 0). The number of bits set in this register is the `security_version` from app.

## Secure OTA Updates Without Secure boot

The verification of signed OTA updates can be performed even without enabling hardware secure boot. For doing so, refer *Signed App Verification Without Hardware Secure Boot*

## See also

- *Partition Table documentation*
- *Lower-Level SPI Flash/Partition API*
- *ESP HTTPS OTA*

## Application Example

End-to-end example of OTA firmware update workflow: [system/ota](#).

## API Reference

### Header File

- `app_update/include/esp_ota_ops.h`

### Functions

**const** `esp_app_desc_t` \***esp\_ota\_get\_app\_description** (void)

Return `esp_app_desc` structure. This structure includes app version.

Return description for running app.

**Return** Pointer to `esp_app_desc` structure.

int **esp\_ota\_get\_app\_elf\_sha256** (char \**dst*, size\_t *size*)

Fill the provided buffer with SHA256 of the ELF file, formatted as hexadecimal, null-terminated. If the buffer size is not sufficient to fit the entire SHA256 in hex plus a null terminator, the largest possible number of bytes will be written followed by a null.

**Return** Number of bytes written to *dst* (including null terminator)

#### Parameters

- *dst*: Destination buffer
- *size*: Size of the buffer

`esp_err_t` **esp\_ota\_begin** (**const** `esp_partition_t` \**partition*, size\_t *image\_size*, `esp_ota_handle_t` \**out\_handle*)

Commence an OTA update writing to the specified partition.

The specified partition is erased to the specified image size.

If image size is not yet known, pass `OTA_SIZE_UNKNOWN` which will cause the entire partition to be erased.

On success, this function allocates memory that remains in use until `esp_ota_end()` is called with the returned handle.

Note: If the rollback option is enabled and the running application has the `ESP_OTA_IMG_PENDING_VERIFY` state then it will lead to the `ESP_ERR_OTA_ROLLBACK_INVALID_STATE` error. Confirm the running app before to run download a new app, use `esp_ota_mark_app_valid_cancel_rollback()` function for it (this should be done as early as possible when you first download a new application).

### Return

- **ESP\_OK**: OTA operation commenced successfully.
- **ESP\_ERR\_INVALID\_ARG**: partition or out\_handle arguments were NULL, or partition doesn't point to an OTA app partition.
- **ESP\_ERR\_NO\_MEM**: Cannot allocate memory for OTA operation.
- **ESP\_ERR\_OTA\_PARTITION\_CONFLICT**: Partition holds the currently running firmware, cannot update in place.
- **ESP\_ERR\_NOT\_FOUND**: Partition argument not found in partition table.
- **ESP\_ERR\_OTA\_SELECT\_INFO\_INVALID**: The OTA data partition contains invalid data.
- **ESP\_ERR\_INVALID\_SIZE**: Partition doesn't fit in configured flash size.
- **ESP\_ERR\_FLASH\_OP\_TIMEOUT** or **ESP\_ERR\_FLASH\_OP\_FAIL**: Flash write failed.
- **ESP\_ERR\_OTA\_ROLLBACK\_INVALID\_STATE**: If the running app has not confirmed state. Before performing an update, the application must be valid.

### Parameters

- **partition**: Pointer to info for partition which will receive the OTA update. Required.
- **image\_size**: Size of new OTA app image. Partition will be erased in order to receive this size of image. If 0 or **OTA\_SIZE\_UNKNOWN**, the entire partition is erased.
- **out\_handle**: On success, returns a handle which should be used for subsequent `esp_ota_write()` and `esp_ota_end()` calls.

*esp\_err\_t* **esp\_ota\_write** (*esp\_ota\_handle\_t* handle, **const** void \*data, size\_t size)

Write OTA update data to partition.

This function can be called multiple times as data is received during the OTA operation. Data is written sequentially to the partition.

### Return

- **ESP\_OK**: Data was written to flash successfully.
- **ESP\_ERR\_INVALID\_ARG**: handle is invalid.
- **ESP\_ERR\_OTA\_VALIDATE\_FAILED**: First byte of image contains invalid app image magic byte.
- **ESP\_ERR\_FLASH\_OP\_TIMEOUT** or **ESP\_ERR\_FLASH\_OP\_FAIL**: Flash write failed.
- **ESP\_ERR\_OTA\_SELECT\_INFO\_INVALID**: OTA data partition has invalid contents

### Parameters

- **handle**: Handle obtained from `esp_ota_begin`
- **data**: Data buffer to write
- **size**: Size of data buffer in bytes.

*esp\_err\_t* **esp\_ota\_end** (*esp\_ota\_handle\_t* handle)

Finish OTA update and validate newly written app image.

**Note** After calling `esp_ota_end()`, the handle is no longer valid and any memory associated with it is freed (regardless of result).

### Return



- ESP\_OK: Newly written OTA app image is valid.
- ESP\_ERR\_NOT\_FOUND: OTA handle was not found.
- ESP\_ERR\_INVALID\_ARG: Handle was never written to.
- ESP\_ERR\_OTA\_VALIDATE\_FAILED: OTA image is invalid (either not a valid app image, or - if secure boot is enabled - signature failed to verify.)
- ESP\_ERR\_INVALID\_STATE: If flash encryption is enabled, this result indicates an internal error writing the final encrypted bytes to flash.

#### Parameters

- handle: Handle obtained from esp\_ota\_begin().

*esp\_err\_t* esp\_ota\_set\_boot\_partition(const *esp\_partition\_t* \*partition)

Configure OTA data for a new boot partition.

**Note** If this function returns ESP\_OK, calling esp\_restart() will boot the newly configured app partition.

#### Return

- ESP\_OK: OTA data updated, next reboot will use specified partition.
- ESP\_ERR\_INVALID\_ARG: partition argument was NULL or didn't point to a valid OTA partition of type "app".
- ESP\_ERR\_OTA\_VALIDATE\_FAILED: Partition contained invalid app image. Also returned if secure boot is enabled and signature validation failed.
- ESP\_ERR\_NOT\_FOUND: OTA data partition not found.
- ESP\_ERR\_FLASH\_OP\_TIMEOUT or ESP\_ERR\_FLASH\_OP\_FAIL: Flash erase or write failed.

#### Parameters

- partition: Pointer to info for partition containing app image to boot.

const *esp\_partition\_t* \*esp\_ota\_get\_boot\_partition(void)

Get partition info of currently configured boot app.

If esp\_ota\_set\_boot\_partition() has been called, the partition which was set by that function will be returned.

If esp\_ota\_set\_boot\_partition() has not been called, the result is usually the same as esp\_ota\_get\_running\_partition(). The two results are not equal if the configured boot partition does not contain a valid app (meaning that the running partition will be an app that the bootloader chose via fallback).

If the OTA data partition is not present or not valid then the result is the first app partition found in the partition table. In priority order, this means: the factory app, the first OTA app slot, or the test app partition.

Note that there is no guarantee the returned partition is a valid app. Use esp\_image\_verify(ESP\_IMAGE\_VERIFY, ...) to verify if the returned partition contains a bootable image.

**Return** Pointer to info for partition structure, or NULL if partition table is invalid or a flash read operation failed. Any returned pointer is valid for the lifetime of the application.

const *esp\_partition\_t* \*esp\_ota\_get\_running\_partition(void)

Get partition info of currently running app.

This function is different to `esp_ota_get_boot_partition()` in that it ignores any change of selected boot partition caused by `esp_ota_set_boot_partition()`. Only the app whose code is currently running will have its partition information returned.

The partition returned by this function may also differ from `esp_ota_get_boot_partition()` if the configured boot partition is somehow invalid, and the bootloader fell back to a different app partition at boot.

**Return** Pointer to info for partition structure, or NULL if no partition is found or flash read operation failed. Returned pointer is valid for the lifetime of the application.

`const esp_partition_t *esp_ota_get_next_update_partition(const esp_partition_t *start_from)`

Return the next OTA app partition which should be written with a new firmware.

Call this function to find an OTA app partition which can be passed to `esp_ota_begin()`.

Finds next partition round-robin, starting from the current running partition.

**Return** Pointer to info for partition which should be updated next. NULL result indicates invalid OTA data partition, or that no eligible OTA app slot partition was found.

### Parameters

- `start_from`: If set, treat this partition info as describing the current running partition. Can be NULL, in which case `esp_ota_get_running_partition()` is used to find the currently running partition. The result of this function is never the same as this argument.

`esp_err_t esp_ota_get_partition_description(const esp_partition_t *partition, esp_app_desc_t *app_desc)`

Returns `esp_app_desc` structure for app partition. This structure includes app version.

Returns a description for the requested app partition.

### Return

- `ESP_OK` Successful.
- `ESP_ERR_NOT_FOUND` `app_desc` structure is not found. Magic word is incorrect.
- `ESP_ERR_NOT_SUPPORTED` Partition is not application.
- `ESP_ERR_INVALID_ARG` Arguments is NULL or if partition's offset exceeds partition size.
- `ESP_ERR_INVALID_SIZE` Read would go out of bounds of the partition.
- or one of error codes from lower-level flash driver.

### Parameters

- `partition`: Pointer to app partition. (only app partition)
- `app_desc`: Structure of info about app.

`esp_err_t esp_ota_mark_app_valid_cancel_rollback()`

This function is called to indicate that the running app is working well.

### Return

- `ESP_OK`: if successful.

`esp_err_t esp_ota_mark_app_invalid_rollback_and_reboot()`

This function is called to roll back to the previously workable app with reboot.

If rollback is successful then device will reset else API will return with error code. Checks applications on a flash drive that can be booted in case of rollback. If the flash does not have at least one app (except the running app) then rollback is not possible.

#### Return

- ESP\_FAIL: if not successful.
- ESP\_ERR\_OTA\_ROLLBACK\_FAILED: The rollback is not possible due to flash does not have any apps.

**const** *esp\_partition\_t* \***esp\_ota\_get\_last\_invalid\_partition** ()

Returns last partition with invalid state (ESP\_OTA\_IMG\_INVALID or ESP\_OTA\_IMG\_ABORTED).

**Return** partition.

*esp\_err\_t* **esp\_ota\_get\_state\_partition**(**const** *esp\_partition\_t* \**partition*, *esp\_ota\_img\_states\_t* \**ota\_state*)

Returns state for given partition.

#### Return

- ESP\_OK: Successful.
- ESP\_ERR\_INVALID\_ARG: partition or ota\_state arguments were NULL.
- ESP\_ERR\_NOT\_SUPPORTED: partition is not ota.
- ESP\_ERR\_NOT\_FOUND: Partition table does not have otadata or state was not found for given partition.

#### Parameters

- *partition*: Pointer to partition.
- *ota\_state*: state of partition (if this partition has a record in otadata).

*esp\_err\_t* **esp\_ota\_erase\_last\_boot\_app\_partition** (void)

Erase previous boot app partition and corresponding otadata select for this partition.

When current app is marked to as valid then you can erase previous app partition.

#### Return

- ESP\_OK: Successful, otherwise ESP\_ERR.

**bool** **esp\_ota\_check\_rollback\_is\_possible** (void)

Checks applications on the slots which can be booted in case of rollback.

These applications should be valid (marked in otadata as not UNDEFINED, INVALID or ABORTED and crc is good) and be able booted, and secure\_version of app >= secure\_version of efuse (if anti-rollback is enabled).

#### Return

- True: Returns true if the slots have at least one app (except the running app).
- False: The rollback is not possible.

## Macros

**OTA\_SIZE\_UNKNOWN**

Used for esp\_ota\_begin() if new image size is unknown

### **ESP\_ERR\_OTA\_BASE**

Base error code for ota\_ops api

### **ESP\_ERR\_OTA\_PARTITION\_CONFLICT**

Error if request was to write or erase the current running partition

### **ESP\_ERR\_OTA\_SELECT\_INFO\_INVALID**

Error if OTA data partition contains invalid content

### **ESP\_ERR\_OTA\_VALIDATE\_FAILED**

Error if OTA app image is invalid

### **ESP\_ERR\_OTA\_SMALL\_SEC\_VER**

Error if the firmware has a secure version less than the running firmware.

### **ESP\_ERR\_OTA\_ROLLBACK\_FAILED**

Error if flash does not have valid firmware in passive partition and hence rollback is not possible

### **ESP\_ERR\_OTA\_ROLLBACK\_INVALID\_STATE**

Error if current active firmware is still marked in pending validation state (ESP\_OTA\_IMG\_PENDING\_VERIFY), essentially first boot of firmware image post upgrade and hence firmware upgrade is not possible

## Type Definitions

```
typedef uint32_t esp_ota_handle_t
```

Opaque handle for an application OTA update.

esp\_ota\_begin() returns a handle which is then used for subsequent calls to esp\_ota\_write() and esp\_ota\_end().

## 3.7.17 ESP HTTPS OTA

### Overview

esp\_https\_ota provides simplified APIs to perform firmware upgrades over HTTPS. It's an abstraction layer over existing OTA APIs.

### Application Example

```
esp_err_t do_firmware_upgrade()
{
    esp_http_client_config_t config = {
        .url = CONFIG_FIRMWARE_UPGRADE_URL,
        .cert_pem = (char *)server_cert_pem_start,
    };
    esp_err_t ret = esp_https_ota(&config);
    if (ret == ESP_OK) {
        esp_restart();
    } else {
        return ESP_FAIL;
    }
    return ESP_OK;
}
```

## Signature Verification

For additional security, signature of OTA firmware images can be verified. For that, refer *Secure OTA Updates Without Secure boot*

## API Reference

### Header File

- `esp_https_ota/include/esp_https_ota.h`

### Functions

`esp_err_t esp_https_ota (const esp_http_client_config_t *config)`

HTTPS OTA Firmware upgrade.

This function performs HTTPS OTA Firmware upgrade

**Note** For secure HTTPS updates, the `cert_pem` member of `config` structure must be set to the server certificate.

#### Return

- `ESP_OK`: OTA data updated, next reboot will use specified partition.
- `ESP_FAIL`: For generic failure.
- `ESP_ERR_INVALID_ARG`: Invalid argument
- `ESP_ERR_OTA_VALIDATE_FAILED`: Invalid app image
- `ESP_ERR_NO_MEM`: Cannot allocate memory for OTA operation.
- `ESP_ERR_FLASH_OP_TIMEOUT` or `ESP_ERR_FLASH_OP_FAIL`: Flash write failed.
- For other return codes, refer OTA documentation in esp-idf's `app_update` component.

#### Parameters

- `config`: pointer to `esp_http_client_config_t` structure.

## 3.7.18 ESP-pthread

### Overview

This module offers Espressif specific extensions to the pthread library that can be used to influence the behaviour of pthreads. C

- Stack size of the pthreads
- Priority of the created pthreads
- Inheriting this configuration across threads
- Thread name
- Core affinity / core pinning.

Example to tune the stack size of the pthread:

```
main()
{
    pthread_t t1;

    esp_thread_cfg_t cfg = esp_create_default_thread_config();
    cfg.stack_size = (4 * 1024);
    esp_thread_set_cfg(&cfg);

    pthread_create(&t1, NULL, thread_func);
}
```

The API can also be used for inheriting the settings across threads. For example:

```
void * my_thread2(void * p)
{
    /* This thread will inherit the stack size of 4K */
    printf("In my_thread2\n");
}

void * my_thread1(void * p)
{
    printf("In my_thread1\n");
    pthread_t t2;
    pthread_create(&t2, NULL, my_thread2);
}

main()
{
    pthread_t t1;

    esp_thread_cfg_t cfg = esp_create_default_thread_config();
    cfg.stack_size = (4 * 1024);
    cfg.inherit_cfg = true;
    esp_thread_set_cfg(&cfg);

    pthread_create(&t1, NULL, my_thread1);
}
```

## API Reference

### Header File

- `pthread/include/esp_thread.h`

### Functions

`esp_thread_cfg_t esp_thread_get_default_config()`

Creates a default pthread configuration based on the values set via menuconfig.

**Return** A default configuration structure.

`esp_err_t esp_thread_set_cfg(const esp_thread_cfg_t *cfg)`

Configure parameters for creating pthread.

This API allows you to configure how the subsequent `pthread_create()` call will behave. This call can be used to setup configuration parameters like stack size, priority, configuration inheritance etc.

If the ‘inherit’ flag in the configuration structure is enabled, then the same configuration is also inherited in the thread subtree.

**Note** Passing non-NULL attributes to `pthread_create()` will override the `stack_size` parameter set using this API

#### Return

- `ESP_OK` if configuration was successfully set
- `ESP_ERR_NO_MEM` if out of memory
- `ESP_ERR_INVALID_ARG` if `stack_size` is less than `PTHREAD_STACK_MIN`

#### Parameters

- `cfg`: The pthread config parameters

*esp\_err\_t* **esp\_pthread\_get\_cfg**(*esp\_pthread\_cfg\_t* \*p)

Get current pthread creation configuration.

This will retrieve the current configuration that will be used for creating threads.

#### Return

- `ESP_OK` if the configuration was available
- `ESP_ERR_NOT_FOUND` if a configuration wasn’t previously set

#### Parameters

- `p`: Pointer to the pthread config structure that will be updated with the currently configured parameters

## Structures

**struct esp\_pthread\_cfg\_t**

pthread configuration structure that influences pthread creation

#### Public Members

`size_t` **stack\_size**

The stack size of the pthread.

`size_t` **prio**

The thread’s priority.

`bool` **inherit\_cfg**

Inherit this configuration further.

`const char *`**thread\_name**

The thread name.

`int` **pin\_to\_core**

The core id to pin the thread to. Has the same value range as `xCoreId` argument of `xTaskCreatePinnedToCore`.

## Macros

`PTHREAD_STACK_MIN`

## 3.7.19 Error Codes and Helper Functions

This section lists definitions of common ESP-IDF error codes and several helper functions related to error handling.

For general information about error codes in ESP-IDF, see *Error Handling*.

For the full list of error codes defined in ESP-IDF, see *Error Code Reference*.

## API Reference

### Header File

- `esp32/include/esp_err.h`

### Functions

**const** char \***esp\_err\_to\_name** (*esp\_err\_t code*)

Returns string for `esp_err_t` error codes.

This function finds the error code in a pre-generated lookup-table and returns its string representation.

The function is generated by the Python script `tools/gen_esp_err_to_name.py` which should be run each time an `esp_err_t` error is modified, created or removed from the IDF project.

**Return** string error message

#### Parameters

- `code`: `esp_err_t` error code

**const** char \***esp\_err\_to\_name\_r** (*esp\_err\_t code*, char \**buf*, size\_t *buflen*)

Returns string for `esp_err_t` and system error codes.

This function finds the error code in a pre-generated lookup-table of `esp_err_t` errors and returns its string representation. If the error code is not found then it is attempted to be found among system errors.

The function is generated by the Python script `tools/gen_esp_err_to_name.py` which should be run each time an `esp_err_t` error is modified, created or removed from the IDF project.

**Return** `buf` containing the string error message

#### Parameters

- `code`: `esp_err_t` error code
- `buf`: buffer where the error message should be written
- `buflen`: Size of buffer `buf`. At most `buflen` bytes are written into the `buf` buffer (including the terminating null byte).



## Macros

### **ESP\_OK**

esp\_err\_t value indicating success (no error)

### **ESP\_FAIL**

Generic esp\_err\_t code indicating failure

### **ESP\_ERR\_NO\_MEM**

Out of memory

### **ESP\_ERR\_INVALID\_ARG**

Invalid argument

### **ESP\_ERR\_INVALID\_STATE**

Invalid state

### **ESP\_ERR\_INVALID\_SIZE**

Invalid size

### **ESP\_ERR\_NOT\_FOUND**

Requested resource not found

### **ESP\_ERR\_NOT\_SUPPORTED**

Operation or feature not supported

### **ESP\_ERR\_TIMEOUT**

Operation timed out

### **ESP\_ERR\_INVALID\_RESPONSE**

Received response was invalid

### **ESP\_ERR\_INVALID\_CRC**

CRC or checksum was invalid

### **ESP\_ERR\_INVALID\_VERSION**

Version was invalid

### **ESP\_ERR\_INVALID\_MAC**

MAC address was invalid

### **ESP\_ERR\_WIFI\_BASE**

Starting number of WiFi error codes

### **ESP\_ERR\_MESH\_BASE**

Starting number of MESH error codes

### **ESP\_ERROR\_CHECK**(x)

Macro which can be used to check the error code, and terminate the program in case the code is not ESP\_OK. Prints the error code, error location, and the failed statement to serial output.

Disabled if assertions are disabled.

### **ESP\_ERROR\_CHECK\_WITHOUT\_ABORT**(x)

Macro which can be used to check the error code. Prints the error code, error location, and the failed statement to serial output. In comparison with ESP\_ERROR\_CHECK(), this prints the same error message but isn't terminating the program.

## Type Definitions

```
typedef int32_t esp_err_t
```

## 3.7.20 Miscellaneous System APIs

### Software reset

To perform software reset of the chip, `esp_restart()` function is provided. When the function is called, execution of the program will stop, both CPUs will be reset, application will be loaded by the bootloader and started again.

Additionally, `esp_register_shutdown_handler()` function is provided to register a routine which needs to be called prior to restart (when done by `esp_restart()`). This is similar to the functionality of `atexit` POSIX function.

### Reset reason

ESP-IDF application can be started or restarted due to a variety of reasons. To get the last reset reason, call `esp_reset_reason()` function. See description of `esp_reset_reason_t` for the list of possible reset reasons.

### Heap memory

Two heap memory related functions are provided:

- `esp_get_free_heap_size()` returns the current size of free heap memory
- `esp_get_minimum_free_heap_size()` returns the minimum size of free heap memory that was available during program execution.

Note that ESP-IDF supports multiple heaps with different capabilities. Functions mentioned in this section return the size of heap memory which can be allocated using `malloc` family of functions. For further information about heap memory see [Heap Memory Allocation](#).

### Random number generation

ESP32 contains a hardware random number generator, values from it can be obtained using `esp_random()`.

When Wi-Fi or Bluetooth are enabled, numbers returned by hardware random number generator (RNG) can be considered true random numbers. Without Wi-Fi or Bluetooth enabled, hardware RNG is a pseudo-random number generator. At startup, ESP-IDF bootloader seeds the hardware RNG with entropy, but care must be taken when reading random values between the start of `app_main` and initialization of Wi-Fi or Bluetooth drivers.

### MAC Address

These APIs allow querying and customizing MAC addresses used by Wi-Fi, Bluetooth, and Ethernet drivers.

ESP32 has up to 4 network interfaces: Wi-Fi station, Wi-Fi AP, Ethernet, and Bluetooth. Each of these interfaces needs to have a MAC address assigned to it. In ESP-IDF these addresses are calculated from *Base MAC address*. Base MAC address can be initialized with factory-programmed value from EFUSE, or with a user-defined value. In addition to setting the base MAC address, applications can specify the way in which MAC addresses are allocated to devices. See [Number of universally administered MAC address](#) section for more details.

| Interface     | MAC address (4 universally administered) | MAC address (2 universally administered)               |
|---------------|------------------------------------------|--------------------------------------------------------|
| Wi-Fi Station | base_mac                                 | base_mac                                               |
| Wi-Fi SoftAP  | base_mac, +1 to the last octet           | base_mac, first octet randomized                       |
| Bluetooth     | base_mac, +2 to the last octet           | base_mac, +1 to the last octet                         |
| Ethernet      | base_mac, +3 to the last octet           | base_mac, +1 to the last octet, first octet randomized |

## Base MAC address

Wi-Fi, Bluetooth, and Ethernet drivers use `esp_read_mac()` function to get MAC address for a specific interface.

By default, this function will use MAC address factory programmed in BLK0 of EFUSE as the base MAC address. MAC addresses of each interface will be calculated according to the table above.

Applications which don't use MAC address factory programmed into BLK0 of EFUSE can modify base MAC address used by `esp_read_mac()` using a call to `esp_base_mac_addr_set()`. Custom value of MAC address can come from application defined storage, such as Flash, NVS, etc. Note that the call to `esp_base_mac_addr_set()` needs to happen before network protocol stacks are initialized, for example, early in `app_main`.

## Custom MAC address in BLK3 of EFUSE

To facilitate usage of custom MAC addresses, ESP-IDF provides `esp_efuse_mac_get_custom()` function, which loads MAC address from BLK3 of EFUSE. This function assumes that custom MAC address is stored in BLK3 of EFUSE (EFUSE\_BLK3\_RDATA0, EFUSE\_BLK3\_RDATA1, EFUSE\_BLK3\_RDATA2, EFUSE\_BLK3\_RDATA3, EFUSE\_BLK3\_RDATA4, EFUSE\_BLK3\_RDATA5 registers) in the following format:

| Field           | # of bits | Range of bits | Notes                        |
|-----------------|-----------|---------------|------------------------------|
| Version         | 8         | 191:184       | 0: invalid, others — valid   |
| Reserved        | 128       | 183:56        |                              |
| MAC address     | 48        | 55:8          |                              |
| MAC address CRC | 8         | 7:0           | CRC-8-CCITT, polynomial 0x07 |

Once MAC address has been obtained using `esp_efuse_mac_get_custom()`, call `esp_base_mac_addr_set()` to set this MAC address as base MAC address.

## Number of universally administered MAC address

Several MAC addresses (universally administered by IEEE) are uniquely assigned to the networking interfaces (Wi-Fi/BT/Ethernet). The final octet of each universally administered MAC address increases by one. Only the first one of them (which is called base MAC address) is stored in EFUSE or external storage, the others are generated from it. Here, 'generate' means adding 0, 1, 2 and 3 (respectively) to the final octet of the base MAC address.

If the universally administered MAC addresses are not enough for all of the networking interfaces, locally administered MAC addresses which are derived from universally administered MAC addresses are assigned to the rest of networking interfaces.

See [this article](#) for the definition of local and universally administered MAC addresses.

The number of universally administered MAC address can be configured using `CONFIG_NUMBER_OF_UNIVERSAL_MAC_ADDRESS`.

If the number of universal MAC addresses is two, only two interfaces (Wi-Fi Station and Bluetooth) receive a universally administered MAC address. These are generated sequentially by adding 0 and 1 (respectively) to the base MAC address. The remaining two interfaces (Wi-Fi SoftAP and Ethernet) receive local MAC addresses. These are derived from the universal Wi-Fi station and Bluetooth MAC addresses, respectively.

If the number of universal MAC addresses is four, all four interfaces (Wi-Fi Station, Wi-Fi SoftAP, Bluetooth and Ethernet) receive a universally administered MAC address. These are generated sequentially by adding 0, 1, 2 and 3 (respectively) to the final octet of the base MAC address.

When using the default (Espressif-assigned) base MAC address, either setting can be used. When using a custom universal MAC address range, the correct setting will depend on the allocation of MAC addresses in this range (either 2 or 4 per device.)

### Chip version

`esp_chip_info()` function fills `esp_chip_info_t` structure with information about the chip. This includes the chip revision, number of CPU cores, and a bit mask of features enabled in the chip.

### SDK version

`esp_get_idf_version()` returns a string describing the IDF version which was used to compile the application. This is the same value as the one available through `IDF_VER` variable of the build system. The version string generally has the format of `git describe` output.

### App version

Application version is stored in `esp_app_desc_t` structure. It is located in DROM sector and has a fixed offset from the beginning of the binary file. The structure is located after `esp_image_header_t` and `esp_image_segment_header_t` structures. The field `version` has string type and max length 32 chars.

To set version in your project manually you need to set `PROJECT_VER` variable in your project Makefile/CMakeLists.txt:

- For Make build system: in application Makefile put `PROJECT_VER = "0.1.0.1"` before including `project.mk`
- For Cmake build system: in application CMakeLists.txt put `set (PROJECT_VER "0.1.0.1")` before including `project.cmake`.

If `PROJECT_VER` variable is not set in project Makefile/CMakeLists.txt then it will be retrieved from either `$(PROJECT_PATH)/version.txt` file (if present) else using `git` command `git describe`. If neither is available then `PROJECT_VER` will be set to "1". Application can make use of this by calling `esp_ota_get_app_description()` or `esp_ota_get_partition_description()` functions.

### API Reference

#### Header File

- `esp32/include/esp_system.h`

## Functions

*esp\_err\_t* **esp\_register\_shutdown\_handler** (*shutdown\_handler\_t* handle)

Register shutdown handler.

This function allows you to register a handler that gets invoked before the application is restarted using `esp_restart` function.

void **esp\_restart** (void)

Restart PRO and APP CPUs.

This function can be called both from PRO and APP CPUs. After successful restart, CPU reset reason will be `SW_CPU_RESET`. Peripherals (except for WiFi, BT, UART0, SPI1, and legacy timers) are not reset. 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.

The hardware RNG is fully functional whenever an RF subsystem is running (ie Bluetooth or WiFi is enabled). For random values, call this function after WiFi or Bluetooth are started.

If the RF subsystem is not used by the program, the function `bootloader_random_enable()` can be called to enable an entropy source. `bootloader_random_disable()` must be called before RF subsystem or I2S peripheral are used. See these functions' documentation for more details.

Any time the app is running without an RF subsystem (or `bootloader_random`) enabled, RNG hardware should be considered a PRNG. A very small amount of entropy is available due to pre-seeding while the IDF bootloader is running, but this should not be relied upon for any use.

**Return** Random value between 0 and `UINT32_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\_base\_mac\_addr\_set** (uint8\_t \*mac)

Set base MAC address with the MAC address which is stored in BLK3 of 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 BLK3 of EFUSE or external storage, call this API to set base MAC address with the MAC address which is stored in BLK3 of EFUSE or external storage before initializing WiFi/BT/Ethernet.

**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\_custom** (uint8\_t \*mac)

Return base MAC address which was previously written to BLK3 of EFUSE.

Base MAC address is used to generate the MAC addresses used by the networking interfaces. This API returns the custom base MAC address which was previously written to BLK3 of EFUSE. Writing this EFUSE allows setting of a different (non-Espressif) base MAC address. It is also possible to store a custom base MAC address elsewhere, see esp\_base\_mac\_addr\_set() for details.

**Return** ESP\_OK on success ESP\_ERR\_INVALID\_VERSION An invalid MAC version field was read from BLK3 of EFUSE ESP\_ERR\_INVALID\_CRC An invalid MAC CRC was read from BLK3 of EFUSE

### 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 BLK0 of 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 BLK0 of EFUSE. Then set the MAC address of the interface including wifi station, wifi softap, bluetooth and ethernet.

**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, 2:bluetooth, 3:ethernet.

*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 ESP32, 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.

const char \***esp\_get\_idf\_version** (void)

Get IDF version

**Return** constant string from IDF\_VER

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

## 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

**CHIP\_FEATURE\_EMB\_FLASH**

Chip has embedded flash memory.

**CHIP\_FEATURE\_WIFI\_BGN**

Chip has 2.4GHz WiFi.

**CHIP\_FEATURE\_BLE**

Chip has Bluetooth LE.

**CHIP\_FEATURE\_BT**

Chip has Bluetooth Classic.

## Type Definitions

```
typedef void (*shutdown_handler_t) (void)
    Shutdown handler type
```

## Enumerations

```
enum esp_mac_type_t
```

*Values:*

**ESP\_MAC\_WIFI\_STA**

**ESP\_MAC\_WIFI\_SOFTAP**

**ESP\_MAC\_BT**

**ESP\_MAC\_ETH**

```
enum esp_reset_reason_t
```

Reset reasons.

*Values:*

**ESP\_RST\_UNKNOWN**

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 ESP32)

**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.



```
enum esp_chip_model_t
```

Chip models.

*Values:*

```
CHIP_ESP32 = 1
    ESP32.
```

Example code for this API section is provided in `system` directory of ESP-IDF examples.

## 3.8 Configuration Options

### 3.8.1 Introduction

ESP-IDF uses `Kconfig` system to provide a compile-time configuration mechanism. `Kconfig` is based around options of several types: integer, string, boolean. `Kconfig` files specify dependencies between options, default values of the options, the way the options are grouped together, etc.

Applications developers can use `make menuconfig` build target to edit components' configuration. This configuration is saved inside `sdkconfig` file in the project root directory. Based on `sdkconfig`, application build targets will generate `sdkconfig.h` file in the build directory, and will make `sdkconfig` options available to component makefiles.

### 3.8.2 Using `sdkconfig.defaults`

When updating ESP-IDF version, it is not uncommon to find that new `Kconfig` options are introduced. When this happens, application build targets will offer an interactive prompt to select values for the new options. New values are then written into `sdkconfig` file. To suppress interactive prompts, applications can either define `BATCH_BUILD` environment variable, which will cause all prompts to be suppressed. This is the same effect as that of `V` or `VERBOSE` variables. Alternatively, `defconfig` build target can be used to update configuration for all new variables to the default values.

In some cases, such as when `sdkconfig` file is under revision control, the fact that `sdkconfig` file gets changed by the build system may be inconvenient. The build system offers a way to avoid this, in the form of `sdkconfig.defaults` file. This file is never touched by the build system, and must be created manually. It can contain all the options which matter for the given application. The format is the same as that of the `sdkconfig` file. Once `sdkconfig.defaults` is created, `sdkconfig` can be deleted and added to the ignore list of the revision control system (e.g. `.gitignore` file for git). Project build targets will automatically create `sdkconfig` file, populated with the settings from `sdkconfig.defaults` file, and the rest of the settings will be set to their default values. Note that when `make defconfig` is used, settings in `sdkconfig` will be overridden by the ones in `sdkconfig.defaults`. For more information, see *Custom `sdkconfig` defaults*.

### 3.8.3 Configuration Options Reference

Subsequent sections contain the list of available ESP-IDF options, automatically generated from `Kconfig` files. Note that depending on the options selected, some options listed here may not be visible by default in the interface of `menuconfig`.

By convention, all option names are upper case with underscores. When `Kconfig` generates `sdkconfig` and `sdkconfig.h` files, option names are prefixed with `CONFIG_`. So if an option `ENABLE_FOO` is defined in a `Kconfig` file and selected in `menuconfig`, then `sdkconfig` and `sdkconfig.h` files will have `CONFIG_ENABLE_FOO` defined. In this reference, option names are also prefixed with `CONFIG_`, same as in the source code.

## SDK tool configuration

Contains:

- *CONFIG\_TOOLPREFIX*
- *CONFIG\_PYTHON*
- *CONFIG\_MAKE\_WARN\_UNDEFINED\_VARIABLES*

### CONFIG\_TOOLPREFIX

Compiler toolchain path/prefix

*Found in: SDK tool configuration*

The prefix/path that is used to call the toolchain. The default setting assumes a crosstool-ng gcc setup that is in your PATH.

### CONFIG\_PYTHON

Python 2 interpreter

*Found in: SDK tool configuration*

The executable name/path that is used to run python. On some systems Python 2.x may need to be invoked as python2.

(Note: This option is used with the GNU Make build system only, not idf.py or CMake-based builds.)

### CONFIG\_MAKE\_WARN\_UNDEFINED\_VARIABLES

‘make’ warns on undefined variables

*Found in: SDK tool configuration*

Adds `-warn-undefined-variables` to MAKEFLAGS. This causes make to print a warning any time an undefined variable is referenced.

This option helps find places where a variable reference is misspelled or otherwise missing, but it can be unwanted if you have Makefiles which depend on undefined variables expanding to an empty string.

## Application manager

Contains:

- *CONFIG\_APP\_COMPILE\_TIME\_DATE*
- *CONFIG\_APP\_EXCLUDE\_PROJECT\_VER\_VAR*
- *CONFIG\_APP\_EXCLUDE\_PROJECT\_NAME\_VAR*

## CONFIG\_APP\_COMPILE\_TIME\_DATE

Use time/date stamp for app

*Found in: Application manager*

If set, then the app will be built with the current time/date stamp. It is stored in the app description structure. If not set, time/date stamp will be excluded from app image. This can be useful for getting the same binary image files made from the same source, but at different times.

## CONFIG\_APP\_EXCLUDE\_PROJECT\_VER\_VAR

Exclude PROJECT\_VER from firmware image

*Found in: Application manager*

The PROJECT\_VER variable from the build system will not affect the firmware image. This value will not be contained in the esp\_app\_desc structure.

## CONFIG\_APP\_EXCLUDE\_PROJECT\_NAME\_VAR

Exclude PROJECT\_NAME from firmware image

*Found in: Application manager*

The PROJECT\_NAME variable from the build system will not affect the firmware image. This value will not be contained in the esp\_app\_desc structure.

## Bootloader config

Contains:

- *CONFIG\_LOG\_BOOTLOADER\_LEVEL*
- *CONFIG\_BOOTLOADER\_SPI\_WP\_PIN*
- *CONFIG\_BOOTLOADER\_VDDSDIO\_BOOST*
- *CONFIG\_BOOTLOADER\_FACTORY\_RESET*
- *CONFIG\_BOOTLOADER\_APP\_TEST*
- *CONFIG\_BOOTLOADER\_HOLD\_TIME\_GPIO*
- *CONFIG\_BOOTLOADER\_WDT\_ENABLE*
- *CONFIG\_APP\_ROLLBACK\_ENABLE*

## CONFIG\_LOG\_BOOTLOADER\_LEVEL

Bootloader log verbosity

*Found in: Bootloader config*

Specify how much output to see in bootloader logs.

**Available options:**

- No output (LOG\_BOOTLOADER\_LEVEL\_NONE)

- Error (LOG\_BOOTLOADER\_LEVEL\_ERROR)
- Warning (LOG\_BOOTLOADER\_LEVEL\_WARN)
- Info (LOG\_BOOTLOADER\_LEVEL\_INFO)
- Debug (LOG\_BOOTLOADER\_LEVEL\_DEBUG)
- Verbose (LOG\_BOOTLOADER\_LEVEL\_VERBOSE)

## CONFIG\_BOOTLOADER\_SPI\_WP\_PIN

SPI Flash WP Pin when customising pins via eFuse (read help)

*Found in: [Bootloader config](#)*

This value is ignored unless flash mode is set to QIO or QOUT \*and\* the SPI flash pins have been overridden by setting the eFuses SPI\_PAD\_CONFIG\_XXX.

When this is the case, the eFuse config only defines 3 of the 4 Quad I/O data pins. The WP pin (aka ESP32 pin “SD\_DATA\_3” or SPI flash pin “IO2”) is not specified in eFuse. That pin number is compiled into the bootloader instead.

The default value (GPIO 7) is correct for WP pin on ESP32-D2WD integrated flash.

## CONFIG\_BOOTLOADER\_VDDSDIO\_BOOST

VDDSDIO LDO voltage

*Found in: [Bootloader config](#)*

If this option is enabled, and VDDSDIO LDO is set to 1.8V (using eFuse or MTDI bootstrapping pin), bootloader will change LDO settings to output 1.9V instead. This helps prevent flash chip from browning out during flash programming operations.

This option has no effect if VDDSDIO is set to 3.3V, or if the internal VDDSDIO regulator is disabled via eFuse.

### Available options:

- 1.8V (BOOTLOADER\_VDDSDIO\_BOOST\_1\_8V)
- 1.9V (BOOTLOADER\_VDDSDIO\_BOOST\_1\_9V)

## CONFIG\_BOOTLOADER\_FACTORY\_RESET

GPIO triggers factory reset

*Found in: [Bootloader config](#)*

Allows to reset the device to factory settings: - clear one or more data partitions; - boot from “factory” partition. The factory reset will occur if there is a GPIO input pulled low while device starts up. See settings below.

### CONFIG\_BOOTLOADER\_NUM\_PIN\_FACTORY\_RESET

Number of the GPIO input for factory reset

*Found in: Bootloader config > CONFIG\_BOOTLOADER\_FACTORY\_RESET*

The selected GPIO will be configured as an input with internal pull-up enabled. To trigger a factory reset, this GPIO must be pulled low on reset. Note that GPIO34-39 do not have an internal pullup and an external one must be provided.

### CONFIG\_BOOTLOADER\_OTA\_DATA\_ERASE

Clear OTA data on factory reset (select factory partition)

*Found in: Bootloader config > CONFIG\_BOOTLOADER\_FACTORY\_RESET*

The device will boot from “factory” partition (or OTA slot 0 if no factory partition is present) after a factory reset.

### CONFIG\_BOOTLOADER\_DATA\_FACTORY\_RESET

Comma-separated names of partitions to clear on factory reset

*Found in: Bootloader config > CONFIG\_BOOTLOADER\_FACTORY\_RESET*

Allows customers to select which data partitions will be erased while factory reset.

Specify the names of partitions as a comma-delimited with optional spaces for readability. (Like this: “nvs, phy\_init, …”) Make sure that the name specified in the partition table and here are the same. Partitions of type “app” cannot be specified here.

### CONFIG\_BOOTLOADER\_APP\_TEST

GPIO triggers boot from test app partition

*Found in: Bootloader config*

Allows to run the test app from “TEST” partition. A boot from “test” partition will occur if there is a GPIO input pulled low while device starts up. See settings below.

### CONFIG\_BOOTLOADER\_NUM\_PIN\_APP\_TEST

Number of the GPIO input to boot TEST partition

*Found in: Bootloader config > CONFIG\_BOOTLOADER\_APP\_TEST*

The selected GPIO will be configured as an input with internal pull-up enabled. To trigger a test app, this GPIO must be pulled low on reset. After the GPIO input is deactivated and the device reboots, the old application will boot. (factory or OTA[x]). Note that GPIO34-39 do not have an internal pullup and an external one must be provided.

## CONFIG\_BOOTLOADER\_HOLD\_TIME\_GPIO

Hold time of GPIO for reset/test mode (seconds)

*Found in: Bootloader config*

The GPIO must be held low continuously for this period of time after reset before a factory reset or test partition boot (as applicable) is performed.

## CONFIG\_BOOTLOADER\_WDT\_ENABLE

Use RTC watchdog in start code

*Found in: Bootloader config*

Tracks the execution time of startup code. If the execution time is exceeded, the RTC\_WDT will restart system. It is also useful to prevent a lock up in start code caused by an unstable power source. NOTE: Tracks the execution time starts from the bootloader code - re-set timeout, while selecting the source for slow\_clk - and ends calling app\_main. Re-set timeout is needed due to WDT uses a SLOW\_CLK clock source. After changing a frequency slow\_clk a time of WDT needs to re-set for new frequency. slow\_clk depends on ESP32\_RTC\_CLOCK\_SOURCE (INTERNAL\_RC or EXTERNAL\_CRYSTAL).

## CONFIG\_BOOTLOADER\_WDT\_DISABLE\_IN\_USER\_CODE

Allows RTC watchdog disable in user code

*Found in: Bootloader config > CONFIG\_BOOTLOADER\_WDT\_ENABLE*

If it is set, the client must itself reset or disable rtc\_wdt in their code (app\_main()). Otherwise rtc\_wdt will be disabled before calling app\_main function. Use function rtc\_wdt\_feed() for resetting counter of rtc\_wdt. Use function rtc\_wdt\_disable() for disabling rtc\_wdt.

## CONFIG\_BOOTLOADER\_WDT\_TIME\_MS

Timeout for RTC watchdog (ms)

*Found in: Bootloader config > CONFIG\_BOOTLOADER\_WDT\_ENABLE*

Verify that this parameter is correct and more then the execution time. Pay attention to options such as reset to factory, trigger test partition and encryption on boot - these options can increase the execution time. Note: RTC\_WDT will reset while encryption operations will be performed.

## CONFIG\_APP\_ROLLBACK\_ENABLE

Enable app rollback support

*Found in: Bootloader config*

After updating the app, the bootloader runs a new app with the “ESP\_OTA\_IMG\_PENDING\_VERIFY” state set. This state prevents the re-run of this app. After the first boot of the new app in the user code, the function should be called to confirm the operability of the app or vice versa about its non-operability. If the app is working, then it is marked as valid. Otherwise, it is marked as not valid and rolls back to the previous working app. A reboot is performed, and the app is booted before the software update. Note: If during the first boot a new app the power goes out or the WDT works, then roll back will happen. Rollback is possible only between the apps with the same security versions.

## CONFIG\_APP\_ANTI\_ROLLBACK

Enable app anti-rollback support

*Found in: Bootloader config > CONFIG\_APP\_ROLLBACK\_ENABLE*

This option prevents rollback to previous firmware/application image with lower security version.

## CONFIG\_APP\_SECURE\_VERSION

eFuse secure version of app

*Found in: Bootloader config > CONFIG\_APP\_ROLLBACK\_ENABLE > CONFIG\_APP\_ANTI\_ROLLBACK*

The secure version is the sequence number stored in the header of each firmware. The security version is set in the bootloader, version is recorded in the eFuse field as the number of set ones. The allocated number of bits in the efuse field for storing the security version is limited (see APP\_SECURE\_VERSION\_SIZE\_EFUSE\_FIELD option).

Bootloader: When bootloader selects an app to boot, an app is selected that has a security version greater or equal that recorded in eFuse field. The app is booted with a higher (or equal) secure version.

The security version is worth increasing if in previous versions there is a significant vulnerability and their use is not acceptable.

Your partition table should has a scheme with ota\_0 + ota\_1 (without factory).

## CONFIG\_APP\_SECURE\_VERSION\_SIZE\_EFUSE\_FIELD

Size of the efuse secure version field

*Found in: Bootloader config > CONFIG\_APP\_ROLLBACK\_ENABLE > CONFIG\_APP\_ANTI\_ROLLBACK*

The size of the efuse secure version field. Its length is limited to 32 bits. This determines how many times the security version can be increased.

## CONFIG\_EFUSE\_SECURE\_VERSION\_EMULATE

Emulate operations with efuse secure version(only test)

*Found in: Bootloader config > CONFIG\_APP\_ROLLBACK\_ENABLE > CONFIG\_APP\_ANTI\_ROLLBACK*

This option allow emulate read/write operations with efuse secure version. It allow to test anti-rollback implementation without permanent write eFuse bits. In partition table should be exist this partition *emul\_efuse, data, 5, , 0x2000*.

## Security features

Contains:

- *CONFIG\_SECURE\_SIGNED\_APPS\_NO\_SECURE\_BOOT*
- *CONFIG\_SECURE\_BOOT\_ENABLED*

- `CONFIG_SECURE_BOOT_BUILD_SIGNED_BINARIES`
- `CONFIG_SECURE_BOOT_VERIFICATION_KEY`
- `CONFIG_SECURE_BOOTLOADER_KEY_ENCODING`
- `CONFIG_SECURE_BOOT_INSECURE`
- `CONFIG_FLASH_ENCRYPTION_ENABLED`
- *Potentially insecure options*

## **CONFIG\_SECURE\_SIGNED\_APPS\_NO\_SECURE\_BOOT**

Require signed app images

*Found in: Security features*

Require apps to be signed to verify their integrity.

This option uses the same app signature scheme as hardware secure boot, but unlike hardware secure boot it does not prevent the bootloader from being physically updated. This means that the device can be secured against remote network access, but not physical access. Compared to using hardware Secure Boot this option is much simpler to implement.

## **CONFIG\_SECURE\_SIGNED\_ON\_BOOT\_NO\_SECURE\_BOOT**

Bootloader verifies app signatures

*Found in: Security features > CONFIG\_SECURE\_SIGNED\_APPS\_NO\_SECURE\_BOOT*

If this option is set, the bootloader will be compiled with code to verify that an app is signed before booting it.

If hardware secure boot is enabled, this option is always enabled and cannot be disabled. If hardware secure boot is not enabled, this option doesn't add significant security by itself so most users will want to leave it disabled.

## **CONFIG\_SECURE\_SIGNED\_ON\_UPDATE\_NO\_SECURE\_BOOT**

Verify app signature on update

*Found in: Security features > CONFIG\_SECURE\_SIGNED\_APPS\_NO\_SECURE\_BOOT*

If this option is set, any OTA updated apps will have the signature verified before being considered valid.

When enabled, the signature is automatically checked whenever the `esp_ota_ops.h` APIs are used for OTA updates, or `esp_image_format.h` APIs are used to verify apps.

If hardware secure boot is enabled, this option is always enabled and cannot be disabled. If hardware secure boot is not enabled, this option still adds significant security against network-based attackers by preventing spoofing of OTA updates.

## **CONFIG\_SECURE\_BOOT\_ENABLED**

Enable hardware secure boot in bootloader (READ DOCS FIRST)

*Found in: Security features*



Build a bootloader which enables secure boot on first boot.

Once enabled, secure boot will not boot a modified bootloader. The bootloader will only load a partition table or boot an app if the data has a verified digital signature. There are implications for reflashing updated apps once secure boot is enabled.

When enabling secure boot, JTAG and ROM BASIC Interpreter are permanently disabled by default.

Refer to *Secure Boot* before enabling.

## CONFIG\_SECURE\_BOOTLOADER\_MODE

Secure bootloader mode

*Found in: Security features > CONFIG\_SECURE\_BOOT\_ENABLED*

### Available options:

- One-time flash (SECURE\_BOOTLOADER\_ONE\_TIME\_FLASH)

On first boot, the bootloader will generate a key which is not readable externally or by software. A digest is generated from the bootloader image itself. This digest will be verified on each subsequent boot.

Enabling this option means that the bootloader cannot be changed after the first time it is booted.

- Reflashable (SECURE\_BOOTLOADER\_REFLASHABLE)

Generate a reusable secure bootloader key, derived (via SHA-256) from the secure boot signing key.

This allows the secure bootloader to be re-flashed by anyone with access to the secure boot signing key.

This option is less secure than one-time flash, because a leak of the digest key from one device allows reflashing of any device that uses it.

## CONFIG\_SECURE\_BOOT\_BUILD\_SIGNED\_BINARIES

Sign binaries during build

*Found in: Security features*

Once secure boot or signed app requirement is enabled, app images are required to be signed.

If enabled (default), these binary files are signed as part of the build process. The file named in “Secure boot private signing key” will be used to sign the image.

If disabled, unsigned app/partition data will be built. They must be signed manually using `espsecure.py` (for example, on a remote signing server.)

## CONFIG\_SECURE\_BOOT\_SIGNING\_KEY

Secure boot private signing key

*Found in: Security features > CONFIG\_SECURE\_BOOT\_BUILD\_SIGNED\_BINARIES*

Path to the key file used to sign app images.

Key file is an ECDSA private key (NIST256p curve) in PEM format.

Path is evaluated relative to the project directory.

You can generate a new signing key by running the following command: `espsecure.py generate_signing_key secure_boot_signing_key.pem`

See *Secure Boot* for details.

## CONFIG\_SECURE\_BOOT\_VERIFICATION\_KEY

Secure boot public signature verification key

*Found in: Security features*

Path to a public key file used to verify signed images. This key is compiled into the bootloader and/or app, to verify app images.

Key file is in raw binary format, and can be extracted from a PEM formatted private key using the `espsecure.py extract_public_key` command.

Refer to *Secure Boot* before enabling.

## CONFIG\_SECURE\_BOOTLOADER\_KEY\_ENCODING

Hardware Key Encoding

*Found in: Security features*

In reflashable secure bootloader mode, a hardware key is derived from the signing key (with SHA-256) and can be written to eFuse with `espefuse.py`.

Normally this is a 256-bit key, but if 3/4 Coding Scheme is used on the device then the eFuse key is truncated to 192 bits.

This configuration item doesn't change any firmware code, it only changes the size of key binary which is generated at build time.

### Available options:

- No encoding (256 bit key) (`SECURE_BOOTLOADER_KEY_ENCODING_256BIT`)
- 3/4 encoding (192 bit key) (`SECURE_BOOTLOADER_KEY_ENCODING_192BIT`)

## CONFIG\_SECURE\_BOOT\_INSECURE

Allow potentially insecure options

*Found in: Security features*

You can disable some of the default protections offered by secure boot, in order to enable testing or a custom combination of security features.

Only enable these options if you are very sure.

Refer to *Secure Boot* before enabling.

## CONFIG\_FLASH\_ENCRYPTION\_ENABLED

Enable flash encryption on boot (READ DOCS FIRST)

*Found in: Security features*

If this option is set, flash contents will be encrypted by the bootloader on first boot.

Note: After first boot, the system will be permanently encrypted. Re-flashing an encrypted system is complicated and not always possible.

Read *Flash Encryption* before enabling.

## CONFIG\_FLASH\_ENCRYPTION\_INSECURE

Allow potentially insecure options

*Found in: Security features > CONFIG\_FLASH\_ENCRYPTION\_ENABLED*

You can disable some of the default protections offered by flash encryption, in order to enable testing or a custom combination of security features.

Only enable these options if you are very sure.

Refer to *Secure Boot* and *Flash Encryption* for details.

### Potentially insecure options

Contains:

- *CONFIG\_SECURE\_BOOT\_ALLOW\_ROM\_BASIC*
- *CONFIG\_SECURE\_BOOT\_ALLOW\_JTAG*
- *CONFIG\_SECURE\_BOOT\_ALLOW\_SHORT\_APP\_PARTITION*
- *CONFIG\_FLASH\_ENCRYPTION\_UART\_BOOTLOADER\_ALLOW\_ENCRYPT*
- *CONFIG\_FLASH\_ENCRYPTION\_UART\_BOOTLOADER\_ALLOW\_DECRYPT*
- *CONFIG\_FLASH\_ENCRYPTION\_UART\_BOOTLOADER\_ALLOW\_CACHE*

## CONFIG\_SECURE\_BOOT\_ALLOW\_ROM\_BASIC

Leave ROM BASIC Interpreter available on reset

*Found in: Security features > Potentially insecure options*

By default, the BASIC ROM Console starts on reset if no valid bootloader is read from the flash.

When either flash encryption or secure boot are enabled, the default is to disable this BASIC fallback mode permanently via eFuse.

If this option is set, this eFuse is not burned and the BASIC ROM Console may remain accessible. Only set this option in testing environments.

## CONFIG\_SECURE\_BOOT\_ALLOW\_JTAG

Allow JTAG Debugging

*Found in: Security features > Potentially insecure options*

If not set (default), the bootloader will permanently disable JTAG (across entire chip) on first boot when either secure boot or flash encryption is enabled.

Setting this option leaves JTAG on for debugging, which negates all protections of flash encryption and some of the protections of secure boot.

Only set this option in testing environments.

## CONFIG\_SECURE\_BOOT\_ALLOW\_SHORT\_APP\_PARTITION

Allow app partition length not 64KB aligned

*Found in: Security features > Potentially insecure options*

If not set (default), app partition size must be a multiple of 64KB. App images are padded to 64KB length, and the bootloader checks any trailing bytes after the signature (before the next 64KB boundary) have not been written. This is because flash cache maps entire 64KB pages into the address space. This prevents an attacker from appending unverified data after the app image in the flash, causing it to be mapped into the address space.

Setting this option allows the app partition length to be unaligned, and disables padding of the app image to this length. It is generally not recommended to set this option, unless you have a legacy partitioning scheme which doesn't support 64KB aligned partition lengths.

## CONFIG\_FLASH\_ENCRYPTION\_UART\_BOOTLOADER\_ALLOW\_ENCRYPT

Leave UART bootloader encryption enabled

*Found in: Security features > Potentially insecure options*

If not set (default), the bootloader will permanently disable UART bootloader encryption access on first boot. If set, the UART bootloader will still be able to access hardware encryption.

It is recommended to only set this option in testing environments.

## CONFIG\_FLASH\_ENCRYPTION\_UART\_BOOTLOADER\_ALLOW\_DECRYPT

Leave UART bootloader decryption enabled

*Found in: Security features > Potentially insecure options*

If not set (default), the bootloader will permanently disable UART bootloader decryption access on first boot. If set, the UART bootloader will still be able to access hardware decryption.

Only set this option in testing environments. Setting this option allows complete bypass of flash encryption.

## CONFIG\_FLASH\_ENCRYPTION\_UART\_BOOTLOADER\_ALLOW\_CACHE

Leave UART bootloader flash cache enabled

*Found in: Security features > Potentially insecure options*

If not set (default), the bootloader will permanently disable UART bootloader flash cache access on first boot. If set, the UART bootloader will still be able to access the flash cache.

Only set this option in testing environments.

### Serial flasher config

Contains:

- `CONFIG_ESPTOOLPY_PORT`
- `CONFIG_ESPTOOLPY_BAUD`
- `CONFIG_ESPTOOLPY_BAUD_OTHER_VAL`
- `CONFIG_ESPTOOLPY_COMPRESSED`
- `CONFIG_FLASHMODE`
- `CONFIG_ESPTOOLPY_FLASHFREQ`
- `CONFIG_ESPTOOLPY_FLASHSIZE`
- `CONFIG_ESPTOOLPY_FLASHSIZE_DETECT`
- `CONFIG_ESPTOOLPY_BEFORE`
- `CONFIG_ESPTOOLPY_AFTER`
- `CONFIG_MONITOR_BAUD`
- `CONFIG_MONITOR_BAUD_OTHER_VAL`

## CONFIG\_ESPTOOLPY\_PORT

Default serial port

*Found in: Serial flasher config*

The serial port that's connected to the ESP chip. This can be overridden by setting the `ESPPORT` environment variable.

This value is ignored when using the CMake-based build system or `idf.py`.

## CONFIG\_ESPTOOLPY\_BAUD

Default baud rate

*Found in: Serial flasher config*

Default baud rate to use while communicating with the ESP chip. Can be overridden by setting the `ESPBAUD` variable.

This value is ignored when using the CMake-based build system or `idf.py`.

**Available options:**

- 115200 baud (ESPTOOLPY\_BAUD\_115200B)
- 230400 baud (ESPTOOLPY\_BAUD\_230400B)
- 921600 baud (ESPTOOLPY\_BAUD\_921600B)
- 2Mbaud (ESPTOOLPY\_BAUD\_2MB)
- Other baud rate (ESPTOOLPY\_BAUD\_OTHER)

### CONFIG\_ESPTOOLPY\_BAUD\_OTHER\_VAL

Other baud rate value

*Found in: Serial flasher config*

### CONFIG\_ESPTOOLPY\_COMPRESSED

Use compressed upload

*Found in: Serial flasher config*

The flasher tool can send data compressed using zlib, letting the ROM on the ESP chip decompress it on the fly before flashing it. For most payloads, this should result in a speed increase.

### CONFIG\_FLASHMODE

Flash SPI mode

*Found in: Serial flasher config*

Mode the flash chip is flashed in, as well as the default mode for the binary to run in.

**Available options:**

- QIO (FLASHMODE\_QIO)
- QOUT (FLASHMODE\_QOUT)
- DIO (FLASHMODE\_DIO)
- DOUT (FLASHMODE\_DOUT)

### CONFIG\_ESPTOOLPY\_FLASHFREQ

Flash SPI speed

*Found in: Serial flasher config*

The SPI flash frequency to be used.

**Available options:**

- 80 MHz (ESPTOOLPY\_FLASHFREQ\_80M)
- 40 MHz (ESPTOOLPY\_FLASHFREQ\_40M)
- 26 MHz (ESPTOOLPY\_FLASHFREQ\_26M)
- 20 MHz (ESPTOOLPY\_FLASHFREQ\_20M)

## CONFIG\_ESPTOOLPY\_FLASHSIZE

Flash size

*Found in: Serial flasher config*

SPI flash size, in megabytes

**Available options:**

- 1 MB (ESPTOOLPY\_FLASHSIZE\_1MB)
- 2 MB (ESPTOOLPY\_FLASHSIZE\_2MB)
- 4 MB (ESPTOOLPY\_FLASHSIZE\_4MB)
- 8 MB (ESPTOOLPY\_FLASHSIZE\_8MB)
- 16 MB (ESPTOOLPY\_FLASHSIZE\_16MB)

## CONFIG\_ESPTOOLPY\_FLASHSIZE\_DETECT

Detect flash size when flashing bootloader

*Found in: Serial flasher config*

If this option is set, ‘make flash’ targets will automatically detect the flash size and update the bootloader image when flashing.

## CONFIG\_ESPTOOLPY\_BEFORE

Before flashing

*Found in: Serial flasher config*

Configure whether esptool.py should reset the ESP32 before flashing.

Automatic resetting depends on the RTS & DTR signals being wired from the serial port to the ESP32. Most USB development boards do this internally.

**Available options:**

- Reset to bootloader (ESPTOOLPY\_BEFORE\_RESET)
- No reset (ESPTOOLPY\_BEFORE\_NORESET)

## CONFIG\_ESPTOOLPY\_AFTER

After flashing

*Found in: Serial flasher config*

Configure whether esptool.py should reset the ESP32 after flashing.

Automatic resetting depends on the RTS & DTR signals being wired from the serial port to the ESP32. Most USB development boards do this internally.

**Available options:**

- Reset after flashing (ESPTOOLPY\_AFTER\_RESET)
- Stay in bootloader (ESPTOOLPY\_AFTER\_NORESET)

## CONFIG\_MONITOR\_BAUD

‘make monitor’ baud rate

*Found in: Serial flasher config*

Baud rate to use when running ‘make monitor’ to view serial output from a running chip.

Can override by setting the MONITORBAUD environment variable.

### Available options:

- 9600 bps (MONITOR\_BAUD\_9600B)
- 57600 bps (MONITOR\_BAUD\_57600B)
- 115200 bps (MONITOR\_BAUD\_115200B)
- 230400 bps (MONITOR\_BAUD\_230400B)
- 921600 bps (MONITOR\_BAUD\_921600B)
- 2 Mbps (MONITOR\_BAUD\_2MB)
- Custom baud rate (MONITOR\_BAUD\_OTHER)

## CONFIG\_MONITOR\_BAUD\_OTHER\_VAL

Custom baud rate value

*Found in: Serial flasher config*

## Partition Table

Contains:

- *CONFIG\_PARTITION\_TABLE\_TYPE*
- *CONFIG\_PARTITION\_TABLE\_CUSTOM\_FILENAME*
- *CONFIG\_PARTITION\_TABLE\_OFFSET*
- *CONFIG\_PARTITION\_TABLE\_MD5*

## CONFIG\_PARTITION\_TABLE\_TYPE

Partition Table

*Found in: Partition Table*

The partition table to flash to the ESP32. The partition table determines where apps, data and other resources are expected to be found.

The predefined partition table CSV descriptions can be found in the components/partition\_table directory. Otherwise it's possible to create a new custom partition CSV for your application.

### Available options:

- Single factory app, no OTA (PARTITION\_TABLE\_SINGLE\_APP)
- Factory app, two OTA definitions (PARTITION\_TABLE\_TWO\_OTA)



- Custom partition table CSV (PARTITION\_TABLE\_CUSTOM)

### CONFIG\_PARTITION\_TABLE\_CUSTOM\_FILENAME

Custom partition CSV file

*Found in: Partition Table*

Name of the custom partition CSV filename. This path is evaluated relative to the project root directory.

### CONFIG\_PARTITION\_TABLE\_OFFSET

Offset of partition table

*Found in: Partition Table*

The address of partition table (by default 0x8000). Allows you to move the partition table, it gives more space for the bootloader. Note that the bootloader and app will both need to be compiled with the same PARTITION\_TABLE\_OFFSET value.

This number should be a multiple of 0x1000.

Note that partition offsets in the partition table CSV file may need to be changed if this value is set to a higher value. To have each partition offset adapt to the configured partition table offset, leave all partition offsets blank in the CSV file.

### CONFIG\_PARTITION\_TABLE\_MD5

Generate an MD5 checksum for the partition table

*Found in: Partition Table*

Generate an MD5 checksum for the partition table for protecting the integrity of the table. The generation should be turned off for legacy bootloaders which cannot recognize the MD5 checksum in the partition table.

### Compiler options

Contains:

- *CONFIG\_OPTIMIZATION\_COMPILER*
- *CONFIG\_OPTIMIZATION\_ASSERTION\_LEVEL*
- *CONFIG\_CXX\_EXCEPTIONS*
- *CONFIG\_STACK\_CHECK\_MODE*
- *CONFIG\_WARN\_WRITE\_STRINGS*
- *CONFIG\_DISABLE\_GCC8\_WARNINGS*

## CONFIG\_OPTIMIZATION\_COMPILER

Optimization Level

*Found in: Compiler options*

This option sets compiler optimization level (gcc -O argument).

- for “Release” setting, -Os flag is added to CFLAGS.
- for “Debug” setting, -Og flag is added to CFLAGS.

“Release” with -Os produces smaller & faster compiled code but it may be harder to correlated code addresses to source files when debugging.

To add custom optimization settings, set CFLAGS and/or CPPFLAGS in project makefile, before including \$(IDF\_PATH)/make/project.mk. Note that custom optimization levels may be unsupported.

**Available options:**

- Debug (-Og) (OPTIMIZATION\_LEVEL\_DEBUG)
- Release (-Os) (OPTIMIZATION\_LEVEL\_RELEASE)

## CONFIG\_OPTIMIZATION\_ASSERTION\_LEVEL

Assertion level

*Found in: Compiler options*

Assertions can be:

- Enabled. Failure will print verbose assertion details. This is the default.
- Set to “silent” to save code size (failed assertions will abort() but user needs to use the aborting address to find the line number with the failed assertion.)
- Disabled entirely (not recommended for most configurations.) -DNDEBUG is added to CPPFLAGS in this case.

**Available options:**

- Enabled (OPTIMIZATION\_ASSERTIONS\_ENABLED)  
Enable assertions. Assertion content and line number will be printed on failure.
- Silent (saves code size) (OPTIMIZATION\_ASSERTIONS\_SILENT)  
Enable silent assertions. Failed assertions will abort(), user needs to use the aborting address to find the line number with the failed assertion.
- Disabled (sets -DNDEBUG) (OPTIMIZATION\_ASSERTIONS\_DISABLED)  
If assertions are disabled, -DNDEBUG is added to CPPFLAGS.

## CONFIG\_CXX\_EXCEPTIONS

Enable C++ exceptions

*Found in: Compiler options*

Enabling this option compiles all IDF C++ files with exception support enabled.

Disabling this option disables C++ exception support in all compiled files, and any libstdc++ code which throws an exception will abort instead.

Enabling this option currently adds an additional ~500 bytes of heap overhead when an exception is thrown in user code for the first time.

Contains:

- `CONFIG_CXX_EXCEPTIONS_EMG_POOL_SIZE`

## CONFIG\_CXX\_EXCEPTIONS\_EMG\_POOL\_SIZE

Emergency Pool Size

*Found in: `Compiler options` > `CONFIG_CXX_EXCEPTIONS`*

Size (in bytes) of the emergency memory pool for C++ exceptions. This pool will be used to allocate memory for thrown exceptions when there is not enough memory on the heap.

## CONFIG\_STACK\_CHECK\_MODE

Stack smashing protection mode

*Found in: `Compiler options`*

Stack smashing protection mode. Emit extra code to check for buffer overflows, such as stack smashing attacks. This is done by adding a guard variable to functions with vulnerable objects. The guards are initialized when a function is entered and then checked when the function exits. If a guard check fails, program is halted. Protection has the following modes:

- In NORMAL mode (GCC flag: `-fstack-protector`) only functions that call `alloca`, and functions with buffers larger than 8 bytes are protected.
- STRONG mode (GCC flag: `-fstack-protector-strong`) is like NORMAL, but includes additional functions to be protected – those that have local array definitions, or have references to local frame addresses.
- In OVERALL mode (GCC flag: `-fstack-protector-all`) all functions are protected.

Modes have the following impact on code performance and coverage:

- performance: NORMAL > STRONG > OVERALL
- coverage: NORMAL < STRONG < OVERALL

**Available options:**

- None (`STACK_CHECK_NONE`)
- Normal (`STACK_CHECK_NORM`)
- Strong (`STACK_CHECK_STRONG`)
- Overall (`STACK_CHECK_ALL`)

## CONFIG\_WARN\_WRITE\_STRINGS

Enable `-Wwrite-strings` warning flag

*Found in: `Compiler options`*

Adds `-Wwrite-strings` flag for the C/C++ compilers.

For C, this gives string constants the type `const char[]` so that copying the address of one into a non-const `char *` pointer produces a warning. This warning helps to find at compile time code that tries to write into a string constant.

For C++, this warns about the deprecated conversion from string literals to `char *`.

### CONFIG\_DISABLE\_GCC8\_WARNINGS

Disable new warnings introduced in GCC 6 - 8

*Found in: Compiler options*

Enable this option if using GCC 6 or newer, and wanting to disable warnings which don't appear with GCC 5.

### Component config

Contains:

- *Application Level Tracing*
- *CONFIG\_AWS\_IOT\_SDK*
- *Bluetooth*
- *Driver configurations*
- *eFuse Bit Manager*
- *ESP32-specific*
- *Wi-Fi*
- *PHY*
- *Power Management*
- *ADC-Calibration*
- *Event Loop Library*
- *ESP HTTP client*
- *HTTP Server*
- *ESP HTTPS OTA*
- *Core dump*
- *Ethernet*
- *FAT Filesystem support*
- *Modbus configuration*
- *FreeRTOS*
- *Heap memory debugging*
- *libsodium*
- *Log output*
- *LWIP*

- *mbedTLS*
- *mDNS*
- *ESP-MQTT Configurations*
- *NVS*
- *OpenSSL*
- *PThreads*
- *SPI Flash driver*
- *SPIFFS Configuration*
- *TCP/IP Adapter*
- *Unity unit testing library*
- *Virtual file system*
- *Wear Levelling*
- *Wi-Fi Provisioning Manager*

### Application Level Tracing

Contains:

- *CONFIG\_ESP32\_APPTRACE\_DESTINATION*
- *CONFIG\_ESP32\_APPTRACE\_ONPANIC\_HOST\_FLUSH\_TMO*
- *CONFIG\_ESP32\_APPTRACE\_POSTMORTEM\_FLUSH\_TRAX\_THRESH*
- *CONFIG\_ESP32\_APPTRACE\_PENDING\_DATA\_SIZE\_MAX*
- *FreeRTOS SystemView Tracing*
- *CONFIG\_ESP32\_GCOV\_ENABLE*

### CONFIG\_ESP32\_APPTRACE\_DESTINATION

Data Destination

*Found in: Component config > Application Level Tracing*

Select destination for application trace: trace memory or none (to disable).

**Available options:**

- Trace memory (ESP32\_APPTRACE\_DEST\_TRAX)
- None (ESP32\_APPTRACE\_DEST\_NONE)

### CONFIG\_ESP32\_APPTRACE\_ONPANIC\_HOST\_FLUSH\_TMO

Timeout for flushing last trace data to host on panic

*Found in: Component config > Application Level Tracing*

Timeout for flushing last trace data to host in case of panic. In ms. Use -1 to disable timeout and wait forever.

## CONFIG\_ESP32\_APPTRACE\_POSTMORTEM\_FLUSH\_TRAX\_THRESH

Threshold for flushing last trace data to host on panic

*Found in: Component config > Application Level Tracing*

Threshold for flushing last trace data to host on panic in post-mortem mode. This is minimal amount of data needed to perform flush. In bytes.

## CONFIG\_ESP32\_APPTRACE\_PENDING\_DATA\_SIZE\_MAX

Size of the pending data buffer

*Found in: Component config > Application Level Tracing*

Size of the buffer for events in bytes. It is useful for buffering events from the time critical code (scheduler, ISRs etc). If this parameter is 0 then events will be discarded when main HW buffer is full.

## FreeRTOS SystemView Tracing

Contains:

- *CONFIG\_SYSVIEW\_ENABLE*

## CONFIG\_SYSVIEW\_ENABLE

SystemView Tracing Enable

*Found in: Component config > Application Level Tracing > FreeRTOS SystemView Tracing*

Enables support for SEGGER SystemView tracing functionality.

## CONFIG\_SYSVIEW\_TS\_SOURCE

Timer to use as timestamp source

*Found in: Component config > Application Level Tracing > FreeRTOS SystemView Tracing > CONFIG\_SYSVIEW\_ENABLE*

SystemView needs to use a hardware timer as the source of timestamps when tracing. This option selects the timer for it.

**Available options:**

- CPU cycle counter (CCOUNT) (SYSVIEW\_TS\_SOURCE\_CCOUNT)
- Timer 0, Group 0 (SYSVIEW\_TS\_SOURCE\_TIMER\_00)
- Timer 1, Group 0 (SYSVIEW\_TS\_SOURCE\_TIMER\_01)
- Timer 0, Group 1 (SYSVIEW\_TS\_SOURCE\_TIMER\_10)
- Timer 1, Group 1 (SYSVIEW\_TS\_SOURCE\_TIMER\_11)
- esp\_timer high resolution timer (SYSVIEW\_TS\_SOURCE\_ESP\_TIMER)

### CONFIG\_SYSVIEW\_MAX\_TASKS

Maximum supported tasks

*Found in: Component config > Application Level Tracing > FreeRTOS SystemView Tracing > CONFIG\_SYSVIEW\_ENABLE*

Configures maximum supported tasks in sysview debug

### CONFIG\_SYSVIEW\_EVT\_OVERFLOW\_ENABLE

Trace Buffer Overflow Event

*Found in: Component config > Application Level Tracing > FreeRTOS SystemView Tracing > CONFIG\_SYSVIEW\_ENABLE*

Enables “Trace Buffer Overflow” event.

### CONFIG\_SYSVIEW\_EVT\_ISR\_ENTER\_ENABLE

ISR Enter Event

*Found in: Component config > Application Level Tracing > FreeRTOS SystemView Tracing > CONFIG\_SYSVIEW\_ENABLE*

Enables “ISR Enter” event.

### CONFIG\_SYSVIEW\_EVT\_ISR\_EXIT\_ENABLE

ISR Exit Event

*Found in: Component config > Application Level Tracing > FreeRTOS SystemView Tracing > CONFIG\_SYSVIEW\_ENABLE*

Enables “ISR Exit” event.

### CONFIG\_SYSVIEW\_EVT\_ISR\_TO\_SCHEDULER\_ENABLE

ISR Exit to Scheduler Event

*Found in: Component config > Application Level Tracing > FreeRTOS SystemView Tracing > CONFIG\_SYSVIEW\_ENABLE*

Enables “ISR to Scheduler” event.

### CONFIG\_SYSVIEW\_EVT\_TASK\_START\_EXEC\_ENABLE

Task Start Execution Event

*Found in: Component config > Application Level Tracing > FreeRTOS SystemView Tracing > CONFIG\_SYSVIEW\_ENABLE*

Enables “Task Start Execution” event.

## CONFIG\_SYSVIEW\_EVT\_TASK\_STOP\_EXEC\_ENABLE

Task Stop Execution Event

*Found in: Component config > Application Level Tracing > FreeRTOS SystemView Tracing > CONFIG\_SYSVIEW\_ENABLE*

Enables “Task Stop Execution” event.

## CONFIG\_SYSVIEW\_EVT\_TASK\_START\_READY\_ENABLE

Task Start Ready State Event

*Found in: Component config > Application Level Tracing > FreeRTOS SystemView Tracing > CONFIG\_SYSVIEW\_ENABLE*

Enables “Task Start Ready State” event.

## CONFIG\_SYSVIEW\_EVT\_TASK\_STOP\_READY\_ENABLE

Task Stop Ready State Event

*Found in: Component config > Application Level Tracing > FreeRTOS SystemView Tracing > CONFIG\_SYSVIEW\_ENABLE*

Enables “Task Stop Ready State” event.

## CONFIG\_SYSVIEW\_EVT\_TASK\_CREATE\_ENABLE

Task Create Event

*Found in: Component config > Application Level Tracing > FreeRTOS SystemView Tracing > CONFIG\_SYSVIEW\_ENABLE*

Enables “Task Create” event.

## CONFIG\_SYSVIEW\_EVT\_TASK\_TERMINATE\_ENABLE

Task Terminate Event

*Found in: Component config > Application Level Tracing > FreeRTOS SystemView Tracing > CONFIG\_SYSVIEW\_ENABLE*

Enables “Task Terminate” event.

## CONFIG\_SYSVIEW\_EVT\_IDLE\_ENABLE

System Idle Event

*Found in: Component config > Application Level Tracing > FreeRTOS SystemView Tracing > CONFIG\_SYSVIEW\_ENABLE*

Enables “System Idle” event.



## CONFIG\_SYSVIEW\_EVT\_TIMER\_ENTER\_ENABLE

Timer Enter Event

*Found in: Component config > Application Level Tracing > FreeRTOS SystemView Tracing > CONFIG\_SYSVIEW\_ENABLE*

Enables “Timer Enter” event.

## CONFIG\_SYSVIEW\_EVT\_TIMER\_EXIT\_ENABLE

Timer Exit Event

*Found in: Component config > Application Level Tracing > FreeRTOS SystemView Tracing > CONFIG\_SYSVIEW\_ENABLE*

Enables “Timer Exit” event.

## CONFIG\_ESP32\_GCOV\_ENABLE

GCOV to Host Enable

*Found in: Component config > Application Level Tracing*

Enables support for GCOV data transfer to host.

## CONFIG\_AWS\_IOT\_SDK

Amazon Web Services IoT Platform

*Found in: Component config*

Select this option to enable support for the AWS IoT platform, via the esp-idf component for the AWS IoT Device C SDK.

Contains:

- *CONFIG\_AWS\_IOT\_MQTT\_HOST*
- *CONFIG\_AWS\_IOT\_MQTT\_PORT*
- *CONFIG\_AWS\_IOT\_MQTT\_TX\_BUF\_LEN*
- *CONFIG\_AWS\_IOT\_MQTT\_RX\_BUF\_LEN*
- *CONFIG\_AWS\_IOT\_MQTT\_NUM\_SUBSCRIBE\_HANDLERS*
- *CONFIG\_AWS\_IOT\_MQTT\_MIN\_RECONNECT\_WAIT\_INTERVAL*
- *CONFIG\_AWS\_IOT\_MQTT\_MAX\_RECONNECT\_WAIT\_INTERVAL*
- *Thing Shadow*

## CONFIG\_AWS\_IOT\_MQTT\_HOST

AWS IoT Endpoint Hostname

*Found in: Component config > CONFIG\_AWS\_IOT\_SDK*

Default endpoint host name to connect to AWS IoT MQTT/S gateway

This is the custom endpoint hostname and is specific to an AWS IoT account. You can find it by logging into your AWS IoT Console and clicking the Settings button. The endpoint hostname is shown under the “Custom Endpoint” heading on this page.

If you need per-device hostnames for different regions or accounts, you can override the default hostname in your app.

## **CONFIG\_AWS\_IOT\_MQTT\_PORT**

AWS IoT MQTT Port

*Found in: Component config > CONFIG\_AWS\_IOT\_SDK*

Default port number to connect to AWS IoT MQTT/S gateway

If you need per-device port numbers for different regions, you can override the default port number in your app.

## **CONFIG\_AWS\_IOT\_MQTT\_TX\_BUF\_LEN**

MQTT TX Buffer Length

*Found in: Component config > CONFIG\_AWS\_IOT\_SDK*

Maximum MQTT transmit buffer size. This is the maximum MQTT message length (including protocol overhead) which can be sent.

Sending longer messages will fail.

## **CONFIG\_AWS\_IOT\_MQTT\_RX\_BUF\_LEN**

MQTT RX Buffer Length

*Found in: Component config > CONFIG\_AWS\_IOT\_SDK*

Maximum MQTT receive buffer size. This is the maximum MQTT message length (including protocol overhead) which can be received.

Longer messages are dropped.

## **CONFIG\_AWS\_IOT\_MQTT\_NUM\_SUBSCRIBE\_HANDLERS**

Maximum MQTT Topic Filters

*Found in: Component config > CONFIG\_AWS\_IOT\_SDK*

Maximum number of concurrent MQTT topic filters.

## **CONFIG\_AWS\_IOT\_MQTT\_MIN\_RECONNECT\_WAIT\_INTERVAL**

Auto reconnect initial interval (ms)

*Found in: Component config > CONFIG\_AWS\_IOT\_SDK*

Initial delay before making first reconnect attempt, if the AWS IoT connection fails. Client will perform exponential backoff, starting from this value.

### CONFIG\_AWS\_IOT\_MQTT\_MAX\_RECONNECT\_WAIT\_INTERVAL

Auto reconnect maximum interval (ms)

*Found in: Component config > CONFIG\_AWS\_IOT\_SDK*

Maximum delay between reconnection attempts. If the exponentially increased delay interval reaches this value, the client will stop automatically attempting to reconnect.

### Thing Shadow

Contains:

- *CONFIG\_AWS\_IOT\_OVERRIDE\_THING\_SHADOW\_RX\_BUFFER*
- *CONFIG\_AWS\_IOT\_SHADOW\_MAX\_SIZE\_OF\_UNIQUE\_CLIENT\_ID\_BYTES*
- *CONFIG\_AWS\_IOT\_SHADOW\_MAX\_SIMULTANEOUS\_ACKS*
- *CONFIG\_AWS\_IOT\_SHADOW\_MAX\_SIMULTANEOUS\_THINGNAMES*
- *CONFIG\_AWS\_IOT\_SHADOW\_MAX\_JSON\_TOKEN\_EXPECTED*
- *CONFIG\_AWS\_IOT\_SHADOW\_MAX\_SHADOW\_TOPIC\_LENGTH\_WITHOUT\_THINGNAME*
- *CONFIG\_AWS\_IOT\_SHADOW\_MAX\_SIZE\_OF\_THING\_NAME*

### CONFIG\_AWS\_IOT\_OVERRIDE\_THING\_SHADOW\_RX\_BUFFER

Override Shadow RX buffer size

*Found in: Component config > CONFIG\_AWS\_IOT\_SDK > Thing Shadow*

Allows setting a different Thing Shadow RX buffer size. This is the maximum size of a Thing Shadow message in bytes, plus one.

If not overridden, the default value is the MQTT RX Buffer length plus one. If overridden, do not set higher than the default value.

### CONFIG\_AWS\_IOT\_SHADOW\_MAX\_SIZE\_OF\_RX\_BUFFER

Maximum RX Buffer (bytes)

*Found in: Component config > CONFIG\_AWS\_IOT\_SDK > Thing Shadow > CONFIG\_AWS\_IOT\_OVERRIDE\_THING\_SHADOW\_RX\_BUFFER*

Allows setting a different Thing Shadow RX buffer size. This is the maximum size of a Thing Shadow message in bytes, plus one.

## CONFIG\_AWS\_IOT\_SHADOW\_MAX\_SIZE\_OF\_UNIQUE\_CLIENT\_ID\_BYTES

Maximum unique client ID size (bytes)

*Found in: Component config > CONFIG\_AWS\_IOT\_SDK > Thing Shadow*

Maximum size of the Unique Client Id.

## CONFIG\_AWS\_IOT\_SHADOW\_MAX\_SIMULTANEOUS\_ACKS

Maximum simultaneous responses

*Found in: Component config > CONFIG\_AWS\_IOT\_SDK > Thing Shadow*

At any given time we will wait for this many responses. This will correlate to the rate at which the shadow actions are requested

## CONFIG\_AWS\_IOT\_SHADOW\_MAX\_SIMULTANEOUS\_THINGNAMES

Maximum simultaneous Thing Name operations

*Found in: Component config > CONFIG\_AWS\_IOT\_SDK > Thing Shadow*

We could perform shadow action on any thing Name and this is maximum Thing Names we can act on at any given time

## CONFIG\_AWS\_IOT\_SHADOW\_MAX\_JSON\_TOKEN\_EXPECTED

Maximum expected JSON tokens

*Found in: Component config > CONFIG\_AWS\_IOT\_SDK > Thing Shadow*

These are the max tokens that is expected to be in the Shadow JSON document. Includes the metadata which is published

## CONFIG\_AWS\_IOT\_SHADOW\_MAX\_SHADOW\_TOPIC\_LENGTH\_WITHOUT\_THINGNAME

Maximum topic length (not including Thing Name)

*Found in: Component config > CONFIG\_AWS\_IOT\_SDK > Thing Shadow*

All shadow actions have to be published or subscribed to a topic which is of the format \$aws/things/{thingName}/shadow/update/accepted. This refers to the size of the topic without the Thing Name

## CONFIG\_AWS\_IOT\_SHADOW\_MAX\_SIZE\_OF\_THING\_NAME

Maximum Thing Name length

*Found in: Component config > CONFIG\_AWS\_IOT\_SDK > Thing Shadow*

Maximum length of a Thing Name.

## Bluetooth

Contains:

- *CONFIG\_BT\_ENABLED*
- *Bluetooth controller*
- *CONFIG\_BLUEDROID\_ENABLED*

### CONFIG\_BT\_ENABLED

Bluetooth

*Found in: Component config > Bluetooth*

Select this option to enable Bluetooth and show the submenu with Bluetooth configuration choices.

### Bluetooth controller

Contains:

- *CONFIG\_BTDM\_CONTROLLER\_MODE*
- *CONFIG\_BTDM\_CONTROLLER\_BLE\_MAX\_CONN*
- *CONFIG\_BTDM\_CONTROLLER\_BR\_EDR\_MAX\_ACL\_CONN*
- *CONFIG\_BTDM\_CONTROLLER\_BR\_EDR\_MAX\_SYNC\_CONN*
- *CONFIG\_BTDM\_CONTROLLER\_PINNED\_TO\_CORE\_CHOICE*
- *CONFIG\_BTDM\_CONTROLLER\_HCI\_MODE\_CHOICE*
- *HCI UART(H4) Options*
- *MODEM SLEEP Options*
- *CONFIG\_BLE\_SCAN\_DUPLICATE*
- *CONFIG\_BTDM\_CONTROLLER\_FULL\_SCAN\_SUPPORTED*
- *CONFIG\_BLE\_ADV\_REPORT\_FLOW\_CONTROL\_SUPPORTED*

### CONFIG\_BTDM\_CONTROLLER\_MODE

Bluetooth controller mode (BR/EDR/BLE/DUALMODE)

*Found in: Component config > Bluetooth > Bluetooth controller*

Specify the bluetooth controller mode (BR/EDR, BLE or dual mode).

**Available options:**

- BLE Only (BTDM\_CONTROLLER\_MODE\_BLE\_ONLY)
- BR/EDR Only (BTDM\_CONTROLLER\_MODE\_BR\_EDR\_ONLY)
- Bluetooth Dual Mode (BTDM\_CONTROLLER\_MODE\_BTDM)

## CONFIG\_BTDM\_CONTROLLER\_BLE\_MAX\_CONN

BLE Max Connections

*Found in: Component config > Bluetooth > Bluetooth controller*

BLE maximum connections of bluetooth controller. Each connection uses 1KB static DRAM whenever the BT controller is enabled.

## CONFIG\_BTDM\_CONTROLLER\_BR\_EDR\_MAX\_ACL\_CONN

BR/EDR ACL Max Connections

*Found in: Component config > Bluetooth > Bluetooth controller*

BR/EDR ACL maximum connections of bluetooth controller. Each connection uses 1.2KB static DRAM whenever the BT controller is enabled.

## CONFIG\_BTDM\_CONTROLLER\_BR\_EDR\_MAX\_SYNC\_CONN

BR/EDR Sync(SCO/eSCO) Max Connections

*Found in: Component config > Bluetooth > Bluetooth controller*

BR/EDR Synchronize maximum connections of bluetooth controller. Each connection uses 2KB static DRAM whenever the BT controller is enabled.

## CONFIG\_BTDM\_CONTROLLER\_PINNED\_TO\_CORE\_CHOICE

The cpu core which bluetooth controller run

*Found in: Component config > Bluetooth > Bluetooth controller*

Specify the cpu core to run bluetooth controller. Can not specify no-affinity.

**Available options:**

- Core 0 (PRO CPU) (BTDM\_CONTROLLER\_PINNED\_TO\_CORE\_0)
- Core 1 (APP CPU) (BTDM\_CONTROLLER\_PINNED\_TO\_CORE\_1)

## CONFIG\_BTDM\_CONTROLLER\_HCI\_MODE\_CHOICE

HCI mode

*Found in: Component config > Bluetooth > Bluetooth controller*

Specify HCI mode as VHCI or UART(H4)

**Available options:**

- VHCI (BTDM\_CONTROLLER\_HCI\_MODE\_VHCI)  
Normal option. Mostly, choose this VHCI when bluetooth host run on ESP32, too.
- UART(H4) (BTDM\_CONTROLLER\_HCI\_MODE\_UART\_H4)

If use external bluetooth host which run on other hardware and use UART as the HCI interface, choose this option.

## HCI UART(H4) Options

Contains:

- *CONFIG\_BT\_HCI\_UART\_NO*
- *CONFIG\_BT\_HCI\_UART\_BAUDRATE*

### CONFIG\_BT\_HCI\_UART\_NO

UART Number for HCI

*Found in: Component config > Bluetooth > Bluetooth controller > HCI UART(H4) Options*

Uart number for HCI. The available uart is UART1 and UART2.

### CONFIG\_BT\_HCI\_UART\_BAUDRATE

UART Baudrate for HCI

*Found in: Component config > Bluetooth > Bluetooth controller > HCI UART(H4) Options*

UART Baudrate for HCI. Please use standard baudrate.

## MODEM SLEEP Options

Contains:

- *CONFIG\_BTDM\_CONTROLLER\_MODEM\_SLEEP*
- *CONFIG\_BTDM\_LOW\_POWER\_CLOCK*

### CONFIG\_BTDM\_CONTROLLER\_MODEM\_SLEEP

Bluetooth modem sleep

*Found in: Component config > Bluetooth > Bluetooth controller > MODEM SLEEP Options*

Enable/disable bluetooth controller low power mode.

### CONFIG\_BTDM\_MODEM\_SLEEP\_MODE

Bluetooth Modem sleep mode

*Found in: Component config > Bluetooth > Bluetooth controller > MODEM SLEEP Options > CONFIG\_BTDM\_CONTROLLER\_MODEM\_SLEEP*

To select which strategy to use for modem sleep

**Available options:**

- **ORIG Mode(sleep with low power clock) (BTDM\_MODEM\_SLEEP\_MODE\_ORIG)**  
ORIG mode is a bluetooth sleep mode that can be used for dual mode controller. In this mode, bluetooth controller sleeps between BR/EDR frames and BLE events. A low power clock is used to maintain bluetooth reference clock.

- EVED Mode(For internal test only) (BTDM\_MODEM\_SLEEP\_MODE\_EVED)  
EVED mode is for BLE only and is only for internal test. Do not use it for production. this mode is not compatible with DFS nor light sleep

## CONFIG\_BTDM\_LOW\_POWER\_CLOCK

Bluetooth low power clock

*Found in: Component config > Bluetooth > Bluetooth controller > MODEM SLEEP Options*

Select the low power clock source for bluetooth controller

### Available options:

- Main crystal (BTDM\_LPCLK\_SEL\_MAIN\_XTAL)  
Main crystal can be used as low power clock for bluetooth modem sleep. If this option is selected, bluetooth modem sleep can work under Dynamic Frequency Scaling(DFS) enabled, but cannot work when light sleep is enabled. Main crystal has a relatively better performance than other bluetooth low power clock sources.
- External 32kHz crystal (BTDM\_LPCLK\_SEL\_EXT\_32K\_XTAL)

## CONFIG\_BLE\_SCAN\_DUPLICATE

BLE Scan Duplicate Options

*Found in: Component config > Bluetooth > Bluetooth controller*

This select enables parameters setting of BLE scan duplicate.

## CONFIG\_SCAN\_DUPLICATE\_TYPE

Scan Duplicate Type

*Found in: Component config > Bluetooth > Bluetooth controller > CONFIG\_BLE\_SCAN\_DUPLICATE*

Scan duplicate have three ways. one is “Scan Duplicate By Device Address”, This way is to use advertiser address filtering. The adv packet of the same address is only allowed to be reported once. Another way is “Scan Duplicate By Device Address And Advertising Data”. This way is to use advertising data and device address filtering. All different adv packets with the same address are allowed to be reported. The last way is “Scan Duplicate By Advertising Data”. This way is to use advertising data filtering. All same advertising data only allow to be reported once even though they are from different devices.

### Available options:

- Scan Duplicate By Device Address (SCAN\_DUPLICATE\_BY\_DEVICE\_ADDR)  
This way is to use advertiser address filtering. The adv packet of the same address is only allowed to be reported once
- Scan Duplicate By Advertising Data (SCAN\_DUPLICATE\_BY\_ADV\_DATA)  
This way is to use advertising data filtering. All same advertising data only allow to be reported once even though they are from different devices.



- Scan Duplicate By Device Address And Advertising Data (SCAN\_DUPLICATE\_BY\_ADV\_DATA\_AND\_DEVICE\_ADDR)

This way is to use advertising data and device address filtering. All different adv packets with the same address are allowed to be reported.

### CONFIG\_DUPLICATE\_SCAN\_CACHE\_SIZE

Maximum number of devices in scan duplicate filter

*Found in: Component config > Bluetooth > Bluetooth controller > CONFIG\_BLE\_SCAN\_DUPLICATE*

Maximum number of devices which can be recorded in scan duplicate filter. When the maximum amount of device in the filter is reached, the cache will be refreshed.

### CONFIG\_BLE\_MESH\_SCAN\_DUPLICATE\_EN

Special duplicate scan mechanism for BLE Mesh scan

*Found in: Component config > Bluetooth > Bluetooth controller > CONFIG\_BLE\_SCAN\_DUPLICATE*

This enables the BLE scan duplicate for special BLE Mesh scan.

### CONFIG\_MESH\_DUPLICATE\_SCAN\_CACHE\_SIZE

Maximum number of Mesh adv packets in scan duplicate filter

*Found in: Component config > Bluetooth > Bluetooth controller > CONFIG\_BLE\_SCAN\_DUPLICATE > CONFIG\_BLE\_MESH\_SCAN\_DUPLICATE\_EN*

Maximum number of adv packets which can be recorded in duplicate scan cache for BLE Mesh. When the maximum amount of device in the filter is reached, the cache will be refreshed.

### CONFIG\_BTDM\_CONTROLLER\_FULL\_SCAN\_SUPPORTED

BLE full scan feature supported

*Found in: Component config > Bluetooth > Bluetooth controller*

The full scan function is mainly used to provide BLE scan performance. This is required for scenes with high scan performance requirements, such as BLE Mesh scenes.

### CONFIG\_BLE\_ADV\_REPORT\_FLOW\_CONTROL\_SUPPORTED

BLE adv report flow control supported

*Found in: Component config > Bluetooth > Bluetooth controller*

The function is mainly used to enable flow control for advertising reports. When it is enabled, advertising reports will be discarded by the controller if the number of unprocessed advertising reports exceeds the size of BLE adv report flow control.

## CONFIG\_BLE\_ADV\_REPORT\_FLOW\_CONTROL\_NUM

BLE adv report flow control number

*Found in: Component config > Bluetooth > Bluetooth controller > CONFIG\_BLE\_ADV\_REPORT\_FLOW\_CONTROL\_SUPPORTED*

The number of unprocessed advertising report that Bluedroid can save. If you set *BLE\_ADV\_REPORT\_FLOW\_CONTROL\_NUM* to a small value, this may cause adv packets lost. If you set *BLE\_ADV\_REPORT\_FLOW\_CONTROL\_NUM* to a large value, Bluedroid may cache a lot of adv packets and this may cause system memory run out. For example, if you set it to 50, the maximum memory consumed by host is 35 \* 50 bytes. Please set *BLE\_ADV\_REPORT\_FLOW\_CONTROL\_NUM* according to your system free memory and handle adv packets as fast as possible, otherwise it will cause adv packets lost.

## CONFIG\_BLE\_ADV\_REPORT\_DISCARD\_THRSHOLD

BLE adv lost event threshold value

*Found in: Component config > Bluetooth > Bluetooth controller > CONFIG\_BLE\_ADV\_REPORT\_FLOW\_CONTROL\_SUPPORTED*

When adv report flow control is enabled, The ADV lost event will be generated when the number of ADV packets lost in the controller reaches this threshold. It is better to set a larger value. If you set *BLE\_ADV\_REPORT\_DISCARD\_THRSHOLD* to a small value or printf every adv lost event, it may cause adv packets lost more.

## CONFIG\_BLUEDROID\_ENABLED

Bluedroid Enable

*Found in: Component config > Bluetooth*

This enables the default Bluedroid Bluetooth stack

Contains:

- *CONFIG\_BLUEDROID\_PINNED\_TO\_CORE\_CHOICE*
- *CONFIG\_BTC\_TASK\_STACK\_SIZE*
- *CONFIG\_BTU\_TASK\_STACK\_SIZE*
- *CONFIG\_BLUEDROID\_MEM\_DEBUG*
- *CONFIG\_CLASSIC\_BT\_ENABLED*
- *CONFIG\_GATTS\_ENABLE*
- *CONFIG\_GATTC\_ENABLE*
- *CONFIG\_BLE\_SMP\_ENABLE*
- *CONFIG\_BT\_STACK\_NO\_LOG*
- *BT DEBUG LOG LEVEL*
- *CONFIG\_BT\_ACL\_CONNECTIONS*
- *CONFIG\_BT\_ALLOCATION\_FROM\_SPIRAM\_FIRST*
- *CONFIG\_BT\_BLE\_DYNAMIC\_ENV\_MEMORY*

- *CONFIG\_BLE\_HOST\_QUEUE\_CONGESTION\_CHECK*
- *CONFIG\_BLE\_ACTIVE\_SCAN\_REPORT\_ADV\_SCAN\_RSP\_INDIVIDUALLY*
- *CONFIG\_BLE\_ESTABLISH\_LINK\_CONNECTION\_TIMEOUT*

### **CONFIG\_BLUEDROID\_PINNED\_TO\_CORE\_CHOICE**

The cpu core which Bluedroid run

*Found in: Component config > Bluetooth > CONFIG\_BLUEDROID\_ENABLED*

Which the cpu core to run Bluedroid. Can choose core0 and core1. Can not specify no-affinity.

#### **Available options:**

- Core 0 (PRO CPU) (BLUEDROID\_PINNED\_TO\_CORE\_0)
- Core 1 (APP CPU) (BLUEDROID\_PINNED\_TO\_CORE\_1)

### **CONFIG\_BTC\_TASK\_STACK\_SIZE**

Bluetooth event (callback to application) task stack size

*Found in: Component config > Bluetooth > CONFIG\_BLUEDROID\_ENABLED*

This select btc task stack size

### **CONFIG\_BTU\_TASK\_STACK\_SIZE**

Bluetooth Bluedroid Host Stack task stack size

*Found in: Component config > Bluetooth > CONFIG\_BLUEDROID\_ENABLED*

This select btu task stack size

### **CONFIG\_BLUEDROID\_MEM\_DEBUG**

Bluedroid memory debug

*Found in: Component config > Bluetooth > CONFIG\_BLUEDROID\_ENABLED*

Bluedroid memory debug

### **CONFIG\_CLASSIC\_BT\_ENABLED**

Classic Bluetooth

*Found in: Component config > Bluetooth > CONFIG\_BLUEDROID\_ENABLED*

For now this option needs “SMP\_ENABLE” to be set to yes

## CONFIG\_A2DP\_ENABLE

A2DP

*Found in:* *Component config > Bluetooth > CONFIG\_BLUEDROID\_ENABLED > CONFIG\_CLASSIC\_BT\_ENABLED*

Advanced Audio Distribution Profile

## CONFIG\_A2DP\_SINK\_TASK\_STACK\_SIZE

A2DP sink (audio stream decoding) task stack size

*Found in:* *Component config > Bluetooth > CONFIG\_BLUEDROID\_ENABLED > CONFIG\_CLASSIC\_BT\_ENABLED > CONFIG\_A2DP\_ENABLE*

## CONFIG\_A2DP\_SOURCE\_TASK\_STACK\_SIZE

A2DP source (audio stream encoding) task stack size

*Found in:* *Component config > Bluetooth > CONFIG\_BLUEDROID\_ENABLED > CONFIG\_CLASSIC\_BT\_ENABLED > CONFIG\_A2DP\_ENABLE*

## CONFIG\_BT\_SPP\_ENABLED

SPP

*Found in:* *Component config > Bluetooth > CONFIG\_BLUEDROID\_ENABLED > CONFIG\_CLASSIC\_BT\_ENABLED*

This enables the Serial Port Profile

## CONFIG\_HFP\_ENABLE

Hands Free/Handset Profile

*Found in:* *Component config > Bluetooth > CONFIG\_BLUEDROID\_ENABLED > CONFIG\_CLASSIC\_BT\_ENABLED*

## CONFIG\_HFP\_ROLE

Hands-free Profile Role configuration

*Found in:* *Component config > Bluetooth > CONFIG\_BLUEDROID\_ENABLED > CONFIG\_CLASSIC\_BT\_ENABLED > CONFIG\_HFP\_ENABLE*

**Available options:**

- Hands Free Unit (HFP\_CLIENT\_ENABLE)

## CONFIG\_HFP\_AUDIO\_DATA\_PATH

audio(SCO) data path

*Found in: Component config > Bluetooth > CONFIG\_BLUEDROID\_ENABLED > CONFIG\_CLASSIC\_BT\_ENABLED > CONFIG\_HFP\_ENABLE*

### Available options:

- PCM (HFP\_AUDIO\_DATA\_PATH\_PCM)  
This enables the Serial Port Profile
- HCI (HFP\_AUDIO\_DATA\_PATH\_HCI)  
This enables the Serial Port Profile

## CONFIG\_BT\_SSP\_ENABLED

Secure Simple Pairing

*Found in: Component config > Bluetooth > CONFIG\_BLUEDROID\_ENABLED > CONFIG\_CLASSIC\_BT\_ENABLED*

This enables the Secure Simple Pairing. If disable this option, Bluedroid will only support Legacy Pairing

## CONFIG\_GATTS\_ENABLE

Include GATT server module(GATTS)

*Found in: Component config > Bluetooth > CONFIG\_BLUEDROID\_ENABLED*

This option can be disabled when the app work only on gatt client mode

## CONFIG\_GATTS\_SEND\_SERVICE\_CHANGE\_MODE

GATTS Service Change Mode

*Found in: Component config > Bluetooth > CONFIG\_BLUEDROID\_ENABLED > CONFIG\_GATTS\_ENABLE*

Service change indication mode for GATT Server.

### Available options:

- GATTS manually send service change indication (GATTS\_SEND\_SERVICE\_CHANGE\_MANUAL)  
Manually send service change indication through API  
`esp_ble_gatts_send_service_change_indication()`
- GATTS automatically send service change indication (GATTS\_SEND\_SERVICE\_CHANGE\_AUTO)  
Let Bluedroid handle the service change indication internally

## CONFIG\_GATTC\_ENABLE

Include GATT client module(GATTC)

*Found in: Component config > Bluetooth > CONFIG\_BLUEDROID\_ENABLED*

This option can be close when the app work only on gatt server mode

## CONFIG\_GATTC\_CACHE\_NVS\_FLASH

Save gattc cache data to nvs flash

*Found in: Component config > Bluetooth > CONFIG\_BLUEDROID\_ENABLED > CONFIG\_GATTC\_ENABLE*

This select can save gattc cache data to nvs flash

## CONFIG\_BLE\_SMP\_ENABLE

Include BLE security module(SMP)

*Found in: Component config > Bluetooth > CONFIG\_BLUEDROID\_ENABLED*

This option can be close when the app not used the ble security connect.

## CONFIG\_SMP\_SLAVE\_CON\_PARAMS\_UPD\_ENABLE

Slave enable connection parameters update during pairing

*Found in: Component config > Bluetooth > CONFIG\_BLUEDROID\_ENABLED > CONFIG\_BLE\_SMP\_ENABLE*

In order to reduce the pairing time, slave actively initiates connection parameters update during pairing.

## CONFIG\_BT\_STACK\_NO\_LOG

Disable BT debug logs (minimize bin size)

*Found in: Component config > Bluetooth > CONFIG\_BLUEDROID\_ENABLED*

This select can save the rodata code size

## BT DEBUG LOG LEVEL

Contains:

- *CONFIG\_HCI\_INITIAL\_TRACE\_LEVEL*
- *CONFIG\_BTM\_INITIAL\_TRACE\_LEVEL*
- *CONFIG\_L2CAP\_INITIAL\_TRACE\_LEVEL*
- *CONFIG\_RFCOMM\_INITIAL\_TRACE\_LEVEL*
- *CONFIG\_SDP\_INITIAL\_TRACE\_LEVEL*
- *CONFIG\_GAP\_INITIAL\_TRACE\_LEVEL*

- `CONFIG_BNEP_INITIAL_TRACE_LEVEL`
- `CONFIG_PAN_INITIAL_TRACE_LEVEL`
- `CONFIG_A2D_INITIAL_TRACE_LEVEL`
- `CONFIG_AVDT_INITIAL_TRACE_LEVEL`
- `CONFIG_AVCT_INITIAL_TRACE_LEVEL`
- `CONFIG_AVRC_INITIAL_TRACE_LEVEL`
- `CONFIG_MCA_INITIAL_TRACE_LEVEL`
- `CONFIG_HID_INITIAL_TRACE_LEVEL`
- `CONFIG_APPL_INITIAL_TRACE_LEVEL`
- `CONFIG_GATT_INITIAL_TRACE_LEVEL`
- `CONFIG_SMP_INITIAL_TRACE_LEVEL`
- `CONFIG_BTIF_INITIAL_TRACE_LEVEL`
- `CONFIG_BTC_INITIAL_TRACE_LEVEL`
- `CONFIG_OSI_INITIAL_TRACE_LEVEL`
- `CONFIG_BLUFI_INITIAL_TRACE_LEVEL`

### CONFIG\_HCI\_INITIAL\_TRACE\_LEVEL

HCI layer

*Found in:* `Component config > Bluetooth > CONFIG_BLUEDROID_ENABLED > BT_DEBUG_LOG_LEVEL`

Define BT trace level for HCI layer

**Available options:**

- NONE (`HCI_TRACE_LEVEL_NONE`)
- ERROR (`HCI_TRACE_LEVEL_ERROR`)
- WARNING (`HCI_TRACE_LEVEL_WARNING`)
- API (`HCI_TRACE_LEVEL_API`)
- EVENT (`HCI_TRACE_LEVEL_EVENT`)
- DEBUG (`HCI_TRACE_LEVEL_DEBUG`)
- VERBOSE (`HCI_TRACE_LEVEL_VERBOSE`)

### CONFIG\_BTM\_INITIAL\_TRACE\_LEVEL

BTM layer

*Found in:* `Component config > Bluetooth > CONFIG_BLUEDROID_ENABLED > BT_DEBUG_LOG_LEVEL`

Define BT trace level for BTM layer

**Available options:**

- NONE (BTM\_TRACE\_LEVEL\_NONE)
- ERROR (BTM\_TRACE\_LEVEL\_ERROR)
- WARNING (BTM\_TRACE\_LEVEL\_WARNING)
- API (BTM\_TRACE\_LEVEL\_API)
- EVENT (BTM\_TRACE\_LEVEL\_EVENT)
- DEBUG (BTM\_TRACE\_LEVEL\_DEBUG)
- VERBOSE (BTM\_TRACE\_LEVEL\_VERBOSE)

### CONFIG\_L2CAP\_INITIAL\_TRACE\_LEVEL

L2CAP layer

*Found in: Component config > Bluetooth > CONFIG\_BLUEDROID\_ENABLED > BT DEBUG LOG LEVEL*

Define BT trace level for L2CAP layer

**Available options:**

- NONE (L2CAP\_TRACE\_LEVEL\_NONE)
- ERROR (L2CAP\_TRACE\_LEVEL\_ERROR)
- WARNING (L2CAP\_TRACE\_LEVEL\_WARNING)
- API (L2CAP\_TRACE\_LEVEL\_API)
- EVENT (L2CAP\_TRACE\_LEVEL\_EVENT)
- DEBUG (L2CAP\_TRACE\_LEVEL\_DEBUG)
- VERBOSE (L2CAP\_TRACE\_LEVEL\_VERBOSE)

### CONFIG\_RFCOMM\_INITIAL\_TRACE\_LEVEL

RFCOMM layer

*Found in: Component config > Bluetooth > CONFIG\_BLUEDROID\_ENABLED > BT DEBUG LOG LEVEL*

Define BT trace level for RFCOMM layer

**Available options:**

- NONE (RFCOMM\_TRACE\_LEVEL\_NONE)
- ERROR (RFCOMM\_TRACE\_LEVEL\_ERROR)
- WARNING (RFCOMM\_TRACE\_LEVEL\_WARNING)
- API (RFCOMM\_TRACE\_LEVEL\_API)
- EVENT (RFCOMM\_TRACE\_LEVEL\_EVENT)
- DEBUG (RFCOMM\_TRACE\_LEVEL\_DEBUG)
- VERBOSE (RFCOMM\_TRACE\_LEVEL\_VERBOSE)



## CONFIG\_SDP\_INITIAL\_TRACE\_LEVEL

SDP layer

*Found in: Component config > Bluetooth > CONFIG\_BLUEDROID\_ENABLED > BT DEBUG LOG LEVEL*

Define BT trace level for SDP layer

**Available options:**

- NONE (SDP\_TRACE\_LEVEL\_NONE)
- ERROR (SDP\_TRACE\_LEVEL\_ERROR)
- WARNING (SDP\_TRACE\_LEVEL\_WARNING)
- API (SDP\_TRACE\_LEVEL\_API)
- EVENT (SDP\_TRACE\_LEVEL\_EVENT)
- DEBUG (SDP\_TRACE\_LEVEL\_DEBUG)
- VERBOSE (SDP\_TRACE\_LEVEL\_VERBOSE)

## CONFIG\_GAP\_INITIAL\_TRACE\_LEVEL

GAP layer

*Found in: Component config > Bluetooth > CONFIG\_BLUEDROID\_ENABLED > BT DEBUG LOG LEVEL*

Define BT trace level for GAP layer

**Available options:**

- NONE (GAP\_TRACE\_LEVEL\_NONE)
- ERROR (GAP\_TRACE\_LEVEL\_ERROR)
- WARNING (GAP\_TRACE\_LEVEL\_WARNING)
- API (GAP\_TRACE\_LEVEL\_API)
- EVENT (GAP\_TRACE\_LEVEL\_EVENT)
- DEBUG (GAP\_TRACE\_LEVEL\_DEBUG)
- VERBOSE (GAP\_TRACE\_LEVEL\_VERBOSE)

## CONFIG\_BNEP\_INITIAL\_TRACE\_LEVEL

BNEP layer

*Found in: Component config > Bluetooth > CONFIG\_BLUEDROID\_ENABLED > BT DEBUG LOG LEVEL*

Define BT trace level for BNEP layer

**Available options:**

- NONE (BNEP\_TRACE\_LEVEL\_NONE)
- ERROR (BNEP\_TRACE\_LEVEL\_ERROR)

- WARNING (BNEP\_TRACE\_LEVEL\_WARNING)
- API (BNEP\_TRACE\_LEVEL\_API)
- EVENT (BNEP\_TRACE\_LEVEL\_EVENT)
- DEBUG (BNEP\_TRACE\_LEVEL\_DEBUG)
- VERBOSE (BNEP\_TRACE\_LEVEL\_VERBOSE)

## CONFIG\_PAN\_INITIAL\_TRACE\_LEVEL

PAN layer

*Found in: Component config > Bluetooth > CONFIG\_BLUEDROID\_ENABLED > BT DEBUG LOG LEVEL*

Define BT trace level for PAN layer

**Available options:**

- NONE (PAN\_TRACE\_LEVEL\_NONE)
- ERROR (PAN\_TRACE\_LEVEL\_ERROR)
- WARNING (PAN\_TRACE\_LEVEL\_WARNING)
- API (PAN\_TRACE\_LEVEL\_API)
- EVENT (PAN\_TRACE\_LEVEL\_EVENT)
- DEBUG (PAN\_TRACE\_LEVEL\_DEBUG)
- VERBOSE (PAN\_TRACE\_LEVEL\_VERBOSE)

## CONFIG\_A2D\_INITIAL\_TRACE\_LEVEL

A2D layer

*Found in: Component config > Bluetooth > CONFIG\_BLUEDROID\_ENABLED > BT DEBUG LOG LEVEL*

Define BT trace level for A2D layer

**Available options:**

- NONE (A2D\_TRACE\_LEVEL\_NONE)
- ERROR (A2D\_TRACE\_LEVEL\_ERROR)
- WARNING (A2D\_TRACE\_LEVEL\_WARNING)
- API (A2D\_TRACE\_LEVEL\_API)
- EVENT (A2D\_TRACE\_LEVEL\_EVENT)
- DEBUG (A2D\_TRACE\_LEVEL\_DEBUG)
- VERBOSE (A2D\_TRACE\_LEVEL\_VERBOSE)

## CONFIG\_AVDT\_INITIAL\_TRACE\_LEVEL

AVDT layer

*Found in: Component config > Bluetooth > CONFIG\_BLUEDROID\_ENABLED > BT DEBUG LOG LEVEL*

Define BT trace level for AVDT layer

**Available options:**

- NONE (AVDT\_TRACE\_LEVEL\_NONE)
- ERROR (AVDT\_TRACE\_LEVEL\_ERROR)
- WARNING (AVDT\_TRACE\_LEVEL\_WARNING)
- API (AVDT\_TRACE\_LEVEL\_API)
- EVENT (AVDT\_TRACE\_LEVEL\_EVENT)
- DEBUG (AVDT\_TRACE\_LEVEL\_DEBUG)
- VERBOSE (AVDT\_TRACE\_LEVEL\_VERBOSE)

## CONFIG\_AVCT\_INITIAL\_TRACE\_LEVEL

AVCT layer

*Found in: Component config > Bluetooth > CONFIG\_BLUEDROID\_ENABLED > BT DEBUG LOG LEVEL*

Define BT trace level for AVCT layer

**Available options:**

- NONE (AVCT\_TRACE\_LEVEL\_NONE)
- ERROR (AVCT\_TRACE\_LEVEL\_ERROR)
- WARNING (AVCT\_TRACE\_LEVEL\_WARNING)
- API (AVCT\_TRACE\_LEVEL\_API)
- EVENT (AVCT\_TRACE\_LEVEL\_EVENT)
- DEBUG (AVCT\_TRACE\_LEVEL\_DEBUG)
- VERBOSE (AVCT\_TRACE\_LEVEL\_VERBOSE)

## CONFIG\_AVRC\_INITIAL\_TRACE\_LEVEL

AVRC layer

*Found in: Component config > Bluetooth > CONFIG\_BLUEDROID\_ENABLED > BT DEBUG LOG LEVEL*

Define BT trace level for AVRC layer

**Available options:**

- NONE (AVRC\_TRACE\_LEVEL\_NONE)
- ERROR (AVRC\_TRACE\_LEVEL\_ERROR)

- WARNING (AVRC\_TRACE\_LEVEL\_WARNING)
- API (AVRC\_TRACE\_LEVEL\_API)
- EVENT (AVRC\_TRACE\_LEVEL\_EVENT)
- DEBUG (AVRC\_TRACE\_LEVEL\_DEBUG)
- VERBOSE (AVRC\_TRACE\_LEVEL\_VERBOSE)

## CONFIG\_MCA\_INITIAL\_TRACE\_LEVEL

MCA layer

*Found in:* *Component config > Bluetooth > CONFIG\_BLUEDROID\_ENABLED > BT DEBUG LOG LEVEL*

Define BT trace level for MCA layer

**Available options:**

- NONE (MCA\_TRACE\_LEVEL\_NONE)
- ERROR (MCA\_TRACE\_LEVEL\_ERROR)
- WARNING (MCA\_TRACE\_LEVEL\_WARNING)
- API (MCA\_TRACE\_LEVEL\_API)
- EVENT (MCA\_TRACE\_LEVEL\_EVENT)
- DEBUG (MCA\_TRACE\_LEVEL\_DEBUG)
- VERBOSE (MCA\_TRACE\_LEVEL\_VERBOSE)

## CONFIG\_HID\_INITIAL\_TRACE\_LEVEL

HID layer

*Found in:* *Component config > Bluetooth > CONFIG\_BLUEDROID\_ENABLED > BT DEBUG LOG LEVEL*

Define BT trace level for HID layer

**Available options:**

- NONE (HID\_TRACE\_LEVEL\_NONE)
- ERROR (HID\_TRACE\_LEVEL\_ERROR)
- WARNING (HID\_TRACE\_LEVEL\_WARNING)
- API (HID\_TRACE\_LEVEL\_API)
- EVENT (HID\_TRACE\_LEVEL\_EVENT)
- DEBUG (HID\_TRACE\_LEVEL\_DEBUG)
- VERBOSE (HID\_TRACE\_LEVEL\_VERBOSE)

## CONFIG\_APPL\_INITIAL\_TRACE\_LEVEL

APPL layer

*Found in: Component config > Bluetooth > CONFIG\_BLUEDROID\_ENABLED > BT DEBUG LOG LEVEL*

Define BT trace level for APPL layer

**Available options:**

- NONE (APPL\_TRACE\_LEVEL\_NONE)
- ERROR (APPL\_TRACE\_LEVEL\_ERROR)
- WARNING (APPL\_TRACE\_LEVEL\_WARNING)
- API (APPL\_TRACE\_LEVEL\_API)
- EVENT (APPL\_TRACE\_LEVEL\_EVENT)
- DEBUG (APPL\_TRACE\_LEVEL\_DEBUG)
- VERBOSE (APPL\_TRACE\_LEVEL\_VERBOSE)

## CONFIG\_GATT\_INITIAL\_TRACE\_LEVEL

GATT layer

*Found in: Component config > Bluetooth > CONFIG\_BLUEDROID\_ENABLED > BT DEBUG LOG LEVEL*

Define BT trace level for GATT layer

**Available options:**

- NONE (GATT\_TRACE\_LEVEL\_NONE)
- ERROR (GATT\_TRACE\_LEVEL\_ERROR)
- WARNING (GATT\_TRACE\_LEVEL\_WARNING)
- API (GATT\_TRACE\_LEVEL\_API)
- EVENT (GATT\_TRACE\_LEVEL\_EVENT)
- DEBUG (GATT\_TRACE\_LEVEL\_DEBUG)
- VERBOSE (GATT\_TRACE\_LEVEL\_VERBOSE)

## CONFIG\_SMP\_INITIAL\_TRACE\_LEVEL

SMP layer

*Found in: Component config > Bluetooth > CONFIG\_BLUEDROID\_ENABLED > BT DEBUG LOG LEVEL*

Define BT trace level for SMP layer

**Available options:**

- NONE (SMP\_TRACE\_LEVEL\_NONE)
- ERROR (SMP\_TRACE\_LEVEL\_ERROR)

- WARNING (SMP\_TRACE\_LEVEL\_WARNING)
- API (SMP\_TRACE\_LEVEL\_API)
- EVENT (SMP\_TRACE\_LEVEL\_EVENT)
- DEBUG (SMP\_TRACE\_LEVEL\_DEBUG)
- VERBOSE (SMP\_TRACE\_LEVEL\_VERBOSE)

## CONFIG\_BTIF\_INITIAL\_TRACE\_LEVEL

BTIF layer

*Found in: Component config > Bluetooth > CONFIG\_BLUEDROID\_ENABLED > BT DEBUG LOG LEVEL*

Define BT trace level for BTIF layer

### Available options:

- NONE (BTIF\_TRACE\_LEVEL\_NONE)
- ERROR (BTIF\_TRACE\_LEVEL\_ERROR)
- WARNING (BTIF\_TRACE\_LEVEL\_WARNING)
- API (BTIF\_TRACE\_LEVEL\_API)
- EVENT (BTIF\_TRACE\_LEVEL\_EVENT)
- DEBUG (BTIF\_TRACE\_LEVEL\_DEBUG)
- VERBOSE (BTIF\_TRACE\_LEVEL\_VERBOSE)

## CONFIG\_BTC\_INITIAL\_TRACE\_LEVEL

BTC layer

*Found in: Component config > Bluetooth > CONFIG\_BLUEDROID\_ENABLED > BT DEBUG LOG LEVEL*

Define BT trace level for BTC layer

### Available options:

- NONE (BTC\_TRACE\_LEVEL\_NONE)
- ERROR (BTC\_TRACE\_LEVEL\_ERROR)
- WARNING (BTC\_TRACE\_LEVEL\_WARNING)
- API (BTC\_TRACE\_LEVEL\_API)
- EVENT (BTC\_TRACE\_LEVEL\_EVENT)
- DEBUG (BTC\_TRACE\_LEVEL\_DEBUG)
- VERBOSE (BTC\_TRACE\_LEVEL\_VERBOSE)

## CONFIG\_OSI\_INITIAL\_TRACE\_LEVEL

OSI layer

*Found in: Component config > Bluetooth > CONFIG\_BLUEDROID\_ENABLED > BT\_DEBUG\_LOG\_LEVEL*

Define BT trace level for OSI layer

**Available options:**

- NONE (OSI\_TRACE\_LEVEL\_NONE)
- ERROR (OSI\_TRACE\_LEVEL\_ERROR)
- WARNING (OSI\_TRACE\_LEVEL\_WARNING)
- API (OSI\_TRACE\_LEVEL\_API)
- EVENT (OSI\_TRACE\_LEVEL\_EVENT)
- DEBUG (OSI\_TRACE\_LEVEL\_DEBUG)
- VERBOSE (OSI\_TRACE\_LEVEL\_VERBOSE)

## CONFIG\_BLUFI\_INITIAL\_TRACE\_LEVEL

BLUFI layer

*Found in: Component config > Bluetooth > CONFIG\_BLUEDROID\_ENABLED > BT\_DEBUG\_LOG\_LEVEL*

Define BT trace level for BLUFI layer

**Available options:**

- NONE (BLUFI\_TRACE\_LEVEL\_NONE)
- ERROR (BLUFI\_TRACE\_LEVEL\_ERROR)
- WARNING (BLUFI\_TRACE\_LEVEL\_WARNING)
- API (BLUFI\_TRACE\_LEVEL\_API)
- EVENT (BLUFI\_TRACE\_LEVEL\_EVENT)
- DEBUG (BLUFI\_TRACE\_LEVEL\_DEBUG)
- VERBOSE (BLUFI\_TRACE\_LEVEL\_VERBOSE)

## CONFIG\_BT\_ACL\_CONNECTIONS

BT/BLE MAX ACL CONNECTIONS(1~7)

*Found in: Component config > Bluetooth > CONFIG\_BLUEDROID\_ENABLED*

Maximum BT/BLE connection count

## CONFIG\_BT\_ALLOCATION\_FROM\_SPIRAM\_FIRST

BT/BLE will first malloc the memory from the PSRAM

*Found in: Component config > Bluetooth > CONFIG\_BLUEDROID\_ENABLED*

This select can save the internal RAM if there have the PSRAM

## CONFIG\_BT\_BLE\_DYNAMIC\_ENV\_MEMORY

Use dynamic memory allocation in BT/BLE stack

*Found in: Component config > Bluetooth > CONFIG\_BLUEDROID\_ENABLED*

This select can make the allocation of memory will become more flexible

## CONFIG\_BLE\_HOST\_QUEUE\_CONGESTION\_CHECK

BLE queue congestion check

*Found in: Component config > Bluetooth > CONFIG\_BLUEDROID\_ENABLED*

When scanning and scan duplicate is not enabled, if there are a lot of adv packets around or application layer handling adv packets is slow, it will cause the controller memory to run out. if enabled, adv packets will be lost when host queue is congested.

## CONFIG\_BLE\_ACTIVE\_SCAN\_REPORT\_ADV\_SCAN\_RSP\_INDIVIDUALLY

Report adv data and scan response individually when BLE active scan

*Found in: Component config > Bluetooth > CONFIG\_BLUEDROID\_ENABLED*

Originally, when doing BLE active scan, Bluedroid will not report adv to application layer until receive scan response. This option is used to disable the behavior. When enable this option, Bluedroid will report adv data or scan response to application layer immediately.

# Memory reserved at start of DRAM for Bluetooth stack

## CONFIG\_BLE\_ESTABLISH\_LINK\_CONNECTION\_TIMEOUT

Timeout of BLE connection establishment

*Found in: Component config > Bluetooth > CONFIG\_BLUEDROID\_ENABLED*

Bluetooth Connection establishment maximum time, if connection time exceeds this value, the connection establishment fails, ESP\_GATTC\_OPEN\_EVT or ESP\_GATTS\_OPEN\_EVT is triggered.

## Driver configurations

Contains:

- *ADC configuration*
- *SPI configuration*



## ADC configuration

Contains:

- *CONFIG\_ADC\_FORCE\_XPD\_FSM*
- *CONFIG\_ADC2\_DISABLE\_DAC*

### CONFIG\_ADC\_FORCE\_XPD\_FSM

Use the FSM to control ADC power

*Found in: Component config > Driver configurations > ADC configuration*

ADC power can be controlled by the FSM instead of software. This allows the ADC to be shut off when it is not working leading to lower power consumption. However using the FSM control ADC power will increase the noise of ADC.

### CONFIG\_ADC2\_DISABLE\_DAC

Disable DAC when ADC2 is used on GPIO 25 and 26

*Found in: Component config > Driver configurations > ADC configuration*

If this is set, the ADC2 driver will disable the output of the DAC corresponding to the specified channel. This is the default value.

For testing, disable this option so that we can measure the output of DAC by internal ADC.

## SPI configuration

Contains:

- *CONFIG\_SPI\_MASTER\_IN\_IRAM*
- *CONFIG\_SPI\_MASTER\_ISR\_IN\_IRAM*
- *CONFIG\_SPI\_SLAVE\_IN\_IRAM*
- *CONFIG\_SPI\_SLAVE\_ISR\_IN\_IRAM*

### CONFIG\_SPI\_MASTER\_IN\_IRAM

Place transmitting functions of SPI master into IRAM

*Found in: Component config > Driver configurations > SPI configuration*

Normally only the ISR of SPI master is placed in the IRAM, so that it can work without the flash when interrupt is triggered. For other functions, there's some possibility that the flash cache miss when running inside and out of SPI functions, which may increase the interval of SPI transactions. Enable this to put `queue\_trans`, `get\_trans\_result` and `transmit` functions into the IRAM to avoid possible cache miss.

During unit test, this is enabled to measure the ideal case of api.

## CONFIG\_SPI\_MASTER\_ISR\_IN\_IRAM

Place SPI master ISR function into IRAM

*Found in: Component config > Driver configurations > SPI configuration*

Place the SPI master ISR in to IRAM to avoid possible cache miss.

Also you can forbid the ISR being disabled during flash writing access, by add `ESP_INTR_FLAG_IRAM` when initializing the driver.

## CONFIG\_SPI\_SLAVE\_IN\_IRAM

Place transmitting functions of SPI slave into IRAM

*Found in: Component config > Driver configurations > SPI configuration*

Normally only the ISR of SPI slave is placed in the IRAM, so that it can work without the flash when interrupt is triggered. For other functions, there's some possibility that the flash cache miss when running inside and out of SPI functions, which may increase the interval of SPI transactions. Enable this to put `queue\_trans`, `get\_trans\_result` and `transmit` functions into the IRAM to avoid possible cache miss.

## CONFIG\_SPI\_SLAVE\_ISR\_IN\_IRAM

Place SPI slave ISR function into IRAM

*Found in: Component config > Driver configurations > SPI configuration*

Place the SPI slave ISR in to IRAM to avoid possible cache miss.

Also you can forbid the ISR being disabled during flash writing access, by add `ESP_INTR_FLAG_IRAM` when initializing the driver.

## eFuse Bit Manager

Contains:

- `CONFIG_EFUSE_CUSTOM_TABLE`
- `CONFIG_EFUSE_VIRTUAL`
- `CONFIG_EFUSE_CODE_SCHEME_SELECTOR`

## CONFIG\_EFUSE\_CUSTOM\_TABLE

Use custom eFuse table

*Found in: Component config > eFuse Bit Manager*

Allows to generate a structure for eFuse from the CSV file.

## CONFIG\_EFUSE\_CUSTOM\_TABLE\_FILENAME

Custom eFuse CSV file

*Found in: Component config > eFuse Bit Manager > CONFIG\_EFUSE\_CUSTOM\_TABLE*

Name of the custom eFuse CSV filename. This path is evaluated relative to the project root directory.

## CONFIG\_EFUSE\_VIRTUAL

Simulate eFuse operations in RAM

*Found in: Component config > eFuse Bit Manager*

All read and writes operations are redirected to RAM instead of eFuse registers. If this option is set, all permanent changes (via eFuse) are disabled. Log output will state changes which would be applied, but they will not be.

## CONFIG\_EFUSE\_CODE\_SCHEME\_SELECTOR

Coding Scheme Compatibility

*Found in: Component config > eFuse Bit Manager*

Selector eFuse code scheme.

### Available options:

- None Only (EFUSE\_CODE\_SCHEME\_COMPAT\_NONE)
- 3/4 and None (EFUSE\_CODE\_SCHEME\_COMPAT\_3\_4)
- Repeat, 3/4 and None (common table does not support it) (EFUSE\_CODE\_SCHEME\_COMPAT\_REPEAT)

## ESP32-specific

Contains:

- *CONFIG\_ESP32\_REV\_MIN*
- *CONFIG\_ESP32\_DEFAULT\_CPU\_FREQ\_MHZ*
- *CONFIG\_SPIRAM\_SUPPORT*
- *CONFIG\_ESP32\_TRAX*
- *CONFIG\_NUMBER\_OF\_UNIVERSAL\_MAC\_ADDRESS*
- *CONFIG\_SYSTEM\_EVENT\_QUEUE\_SIZE*
- *CONFIG\_SYSTEM\_EVENT\_TASK\_STACK\_SIZE*
- *CONFIG\_MAIN\_TASK\_STACK\_SIZE*
- *CONFIG\_IPC\_TASK\_STACK\_SIZE*
- *CONFIG\_TIMER\_TASK\_STACK\_SIZE*
- *CONFIG\_NEWLIB\_STDOUT\_LINE\_ENDING*
- *CONFIG\_NEWLIB\_STDIN\_LINE\_ENDING*

- `CONFIG_NEWLIB_NANO_FORMAT`
- `CONFIG_CONSOLE_UART`
- `CONFIG_CONSOLE_UART_NUM`
- `CONFIG_CONSOLE_UART_TX_GPIO`
- `CONFIG_CONSOLE_UART_RX_GPIO`
- `CONFIG_CONSOLE_UART_BAUDRATE`
- `CONFIG_ULP_COPROC_ENABLED`
- `CONFIG_ESP32_PANIC`
- `CONFIG_GDBSTUB_SUPPORT_TASKS`
- `CONFIG_ESP32_DEBUG_OCDAWARE`
- `CONFIG_ESP32_DEBUG_STUBS_ENABLE`
- `CONFIG_INT_WDT`
- `CONFIG_TASK_WDT`
- `CONFIG_BROWNOUT_DET`
- `CONFIG_REDUCE_PHY_TX_POWER`
- `CONFIG_ESP32_TIME_SYSCALL`
- `CONFIG_ESP32_RTC_CLOCK_SOURCE`
- `CONFIG_ESP32_RTC_EXTERNAL_CRYSTAL_ADDITIONAL_CURRENT`
- `CONFIG_ESP32_RTC_CLK_CAL_CYCLES`
- `CONFIG_ESP32_RTC_XTAL_BOOTSTRAP_CYCLES`
- `CONFIG_ESP32_DEEP_SLEEP_WAKEUP_DELAY`
- `CONFIG_ESP32_XTAL_FREQ_SEL`
- `CONFIG_DISABLE_BASIC_ROM_CONSOLE`
- `CONFIG_NO_BLOBS`
- `CONFIG_ESP_TIMER_PROFILING`
- `CONFIG_COMPATIBLE_PRE_V2_1_BOOTLOADERS`
- `CONFIG_ESP_ERR_TO_NAME_LOOKUP`
- `CONFIG_ESP32_RTCDATA_IN_FAST_MEM`

## **CONFIG\_ESP32\_REV\_MIN**

Minimum Supported ESP32 Revision

*Found in: Component config > ESP32-specific*

Minimum revision that ESP-IDF would support. ESP-IDF performs different strategy on different esp32 revision.

**Available options:**

- Rev 0 (`ESP32_REV_MIN_0`)

- Rev 1 (ESP32\_REV\_MIN\_1)
- Rev 2 (ESP32\_REV\_MIN\_2)
- Rev 3 (ESP32\_REV\_MIN\_3)

## CONFIG\_ESP32\_DEFAULT\_CPU\_FREQ\_MHZ

CPU frequency

*Found in: Component config > ESP32-specific*

CPU frequency to be set on application startup.

**Available options:**

- 80 MHz (ESP32\_DEFAULT\_CPU\_FREQ\_80)
- 160 MHz (ESP32\_DEFAULT\_CPU\_FREQ\_160)
- 240 MHz (ESP32\_DEFAULT\_CPU\_FREQ\_240)

## CONFIG\_SPIRAM\_SUPPORT

Support for external, SPI-connected RAM

*Found in: Component config > ESP32-specific*

This enables support for an external SPI RAM chip, connected in parallel with the main SPI flash chip.

## SPI RAM config

Contains:

- *CONFIG\_SPIRAM\_BOOT\_INIT*
- *CONFIG\_SPIRAM\_USE*
- *CONFIG\_SPIRAM\_TYPE*
- *CONFIG\_SPIRAM\_SPEED*
- *CONFIG\_SPIRAM\_MEMTEST*
- *CONFIG\_SPIRAM\_CACHE\_WORKAROUND*
- *CONFIG\_SPIRAM\_BANKSWITCH\_ENABLE*
- *CONFIG\_SPIRAM\_MALLOC\_ALWAYSINTERNAL*
- *CONFIG\_WIFI\_LWIP\_ALLOCATION\_FROM\_SPIRAM\_FIRST*
- *CONFIG\_SPIRAM\_MALLOC\_RESERVE\_INTERNAL*
- *CONFIG\_SPIRAM\_ALLOW\_STACK\_EXTERNAL\_MEMORY*
- *CONFIG\_SPIRAM\_ALLOW\_BSS\_SEG\_EXTERNAL\_MEMORY*
- *CONFIG\_SPIRAM\_OCCUPY\_SPI\_HOST*
- *PSRAM clock and cs IO for ESP32-D0WD*
- *PSRAM clock and cs IO for ESP32-D2WD*

- *PSRAM clock and cs IO for ESP32-PICO*
- *CONFIG\_SPIRAM\_SPIWP\_SD3\_PIN*

## CONFIG\_SPIRAM\_BOOT\_INIT

Initialize SPI RAM when booting the ESP32

*Found in: Component config > ESP32-specific > CONFIG\_SPIRAM\_SUPPORT > SPI RAM config*

If this is enabled, the SPI RAM will be enabled during initial boot. Unless you have specific requirements, you'll want to leave this enabled so memory allocated during boot-up can also be placed in SPI RAM.

## CONFIG\_SPIRAM\_IGNORE\_NOTFOUND

Ignore PSRAM when not found

*Found in: Component config > ESP32-specific > CONFIG\_SPIRAM\_SUPPORT > SPI RAM config > CONFIG\_SPIRAM\_BOOT\_INIT*

Normally, if psram initialization is enabled during compile time but not found at runtime, it is seen as an error making the ESP32 panic. If this is enabled, the ESP32 will keep on running but will not add the (non-existing) RAM to any allocator.

## CONFIG\_SPIRAM\_USE

SPI RAM access method

*Found in: Component config > ESP32-specific > CONFIG\_SPIRAM\_SUPPORT > SPI RAM config*

The SPI RAM can be accessed in multiple methods: by just having it available as an unmanaged memory region in the ESP32 memory map, by integrating it in the ESP32s heap as 'special' memory needing `heap_caps_malloc` to allocate, or by fully integrating it making `malloc()` also able to return SPI RAM pointers.

### Available options:

- Integrate RAM into ESP32 memory map (`SPIRAM_USE_MEMMAP`)
- Make RAM allocatable using `heap_caps_malloc(..., MALLOC_CAP_SPIRAM)` (`SPIRAM_USE_CAPS_ALLOC`)
- Make RAM allocatable using `malloc()` as well (`SPIRAM_USE_MALLOC`)

## CONFIG\_SPIRAM\_TYPE

Type of SPI RAM chip in use

*Found in: Component config > ESP32-specific > CONFIG\_SPIRAM\_SUPPORT > SPI RAM config*

### Available options:

- Auto-detect (`SPIRAM_TYPE_AUTO`)
- ESP-PSRAM32 or IS25WP032 (`SPIRAM_TYPE_ESPPSRAM32`)
- ESP-PSRAM64 or LY68L6400 (`SPIRAM_TYPE_ESPPSRAM64`)

## CONFIG\_SPIRAM\_SPEED

Set RAM clock speed

*Found in: Component config > ESP32-specific > CONFIG\_SPIRAM\_SUPPORT > SPI RAM config*

Select the speed for the SPI RAM chip. If SPI RAM is enabled, we only support three combinations of SPI speed mode we supported now:

1. Flash SPI running at 40Mhz and RAM SPI running at 40Mhz
2. Flash SPI running at 80Mhz and RAM SPI running at 40Mhz
3. Flash SPI running at 80Mhz and RAM SPI running at 80Mhz

Note: If the third mode(80Mhz+80Mhz) is enabled for SPI RAM of type 32MBit, one of the HSPI/VSPI host will be occupied by the system. Which SPI host to use can be selected by the config item SPIRAM\_OCCUPY\_SPI\_HOST. Application code should never touch HSPI/VSPI hardware in this case. The option to select 80MHz will only be visible if the flash SPI speed is also 80MHz. (ESP-TOOLPY\_FLASHFREQ\_80M is true)

**Available options:**

- 40MHz clock speed (SPIRAM\_SPEED\_40M)
- 80MHz clock speed (SPIRAM\_SPEED\_80M)

## CONFIG\_SPIRAM\_MEMTEST

Run memory test on SPI RAM initialization

*Found in: Component config > ESP32-specific > CONFIG\_SPIRAM\_SUPPORT > SPI RAM config*

Runs a rudimentary memory test on initialization. Aborts when memory test fails. Disable this for slightly faster startup.

## CONFIG\_SPIRAM\_CACHE\_WORKAROUND

Enable workaround for bug in SPI RAM cache for Rev1 ESP32s

*Found in: Component config > ESP32-specific > CONFIG\_SPIRAM\_SUPPORT > SPI RAM config*

Revision 1 of the ESP32 has a bug that can cause a write to PSRAM not to take place in some situations when the cache line needs to be fetched from external RAM and an interrupt occurs. This enables a fix in the compiler (-mfix-esp32-psram-cache-issue) that makes sure the specific code that is vulnerable to this will not be emitted.

This will also not use any bits of newlib that are located in ROM, opting for a version that is compiled with the workaround and located in flash instead.

## CONFIG\_SPIRAM\_BANKSWITCH\_ENABLE

Enable bank switching for >4MiB external RAM

*Found in: Component config > ESP32-specific > CONFIG\_SPIRAM\_SUPPORT > SPI RAM config*

The ESP32 only supports 4MiB of external RAM in its address space. The hardware does support larger memories, but these have to be bank-switched in and out of this address space. Enabling this allows you to reserve some MMU pages for this, which allows the use of the esp\_himem api to manage these banks.

#Note that this is limited to 62 banks, as esp\_spiram\_writeback\_cache needs some kind of mapping of #some banks below that mark to work. We cannot at this moment guarantee this to exist when himem is #enabled.

## CONFIG\_SPIRAM\_BANKSWITCH\_RESERVE

Amount of 32K pages to reserve for bank switching

*Found in: Component config > ESP32-specific > CONFIG\_SPIRAM\_SUPPORT > SPI RAM config > CONFIG\_SPIRAM\_BANKSWITCH\_ENABLE*

Select the amount of banks reserved for bank switching. Note that the amount of RAM allocatable with malloc/esp\_heap\_alloc\_caps will decrease by 32K for each page reserved here.

Note that this reservation is only actually done if your program actually uses the himem API. Without any himem calls, the reservation is not done and the original amount of memory will be available to malloc/esp\_heap\_alloc\_caps.

## CONFIG\_SPIRAM\_MALLOC\_ALWAYSINTERNAL

Maximum malloc() size, in bytes, to always put in internal memory

*Found in: Component config > ESP32-specific > CONFIG\_SPIRAM\_SUPPORT > SPI RAM config*

If malloc() is capable of also allocating SPI-connected ram, its allocation strategy will prefer to allocate chunks less than this size in internal memory, while allocations larger than this will be done from external RAM. If allocation from the preferred region fails, an attempt is made to allocate from the non-preferred region instead, so malloc() will not suddenly fail when either internal or external memory is full.

## CONFIG\_WIFI\_LWIP\_ALLOCATION\_FROM\_SPIRAM\_FIRST

Try to allocate memories of WiFi and LWIP in SPIRAM firstly. If failed, allocate internal memory

*Found in: Component config > ESP32-specific > CONFIG\_SPIRAM\_SUPPORT > SPI RAM config*

Try to allocate memories of WiFi and LWIP in SPIRAM firstly. If failed, try to allocate internal memory then.

## CONFIG\_SPIRAM\_MALLOC\_RESERVE\_INTERNAL

Reserve this amount of bytes for data that specifically needs to be in DMA or internal memory

*Found in: Component config > ESP32-specific > CONFIG\_SPIRAM\_SUPPORT > SPI RAM config*

Because the external/internal RAM allocation strategy is not always perfect, it sometimes may happen that the internal memory is entirely filled up. This causes allocations that are specifically done in internal memory, for example the stack for new tasks or memory to service DMA or have memory that's also available when SPI cache is down, to fail. This option reserves a pool specifically for requests like that; the memory in this pool is not given out when a normal malloc() is called.

Set this to 0 to disable this feature.

Note that because FreeRTOS stacks are forced to internal memory, they will also use this memory pool; be sure to keep this in mind when adjusting this value.



Note also that the DMA reserved pool may not be one single contiguous memory region, depending on the configured size and the static memory usage of the app.

### CONFIG\_SPIRAM\_ALLOW\_STACK\_EXTERNAL\_MEMORY

Allow external memory as an argument to `xTaskCreateStatic`

*Found in: Component config > ESP32-specific > CONFIG\_SPIRAM\_SUPPORT > SPI RAM config*

Because some bits of the ESP32 code environment cannot be recompiled with the cache workaround, normally tasks cannot be safely run with their stack residing in external memory; for this reason `xTaskCreate` and friends always allocate stack in internal memory and `xTaskCreateStatic` will check if the memory passed to it is in internal memory. If you have a task that needs a large amount of stack and does not call on ROM code in any way (no direct calls, but also no Bluetooth/WiFi), you can try to disable this and use `xTaskCreateStatic` to create the tasks stack in external memory.

### CONFIG\_SPIRAM\_ALLOW\_BSS\_SEG\_EXTERNAL\_MEMORY

Allow .bss segment placed in external memory

*Found in: Component config > ESP32-specific > CONFIG\_SPIRAM\_SUPPORT > SPI RAM config*

If enabled the option, and add `EXT_RAM_ATTR` defined your variable, then your variable will be placed in PSRAM instead of internal memory, and placed most of variables of lwip, net802.11, pp, bluebird library to external memory defaultly.

### CONFIG\_SPIRAM\_OCCUPY\_SPI\_HOST

SPI host to use for 32MBit PSRAM

*Found in: Component config > ESP32-specific > CONFIG\_SPIRAM\_SUPPORT > SPI RAM config*

When both flash and PSRAM is working under 80MHz, and the PSRAM is of type 32MBit, one of the HSPI/VSPI host will be used to output the clock. Select which one to use here.

**Available options:**

- HSPI host (SPI2) (`SPIRAM_OCCUPY_HSPI_HOST`)
- VSPI host (SPI3) (`SPIRAM_OCCUPY_VSPI_HOST`)

### PSRAM clock and cs IO for ESP32-D0WD

Contains:

- `CONFIG_D0WD_PSRAM_CLK_IO`
- `CONFIG_D0WD_PSRAM_CS_IO`

### CONFIG\_D0WD\_PSRAM\_CLK\_IO

PSRAM CLK IO number

*Found in: Component config > ESP32-specific > CONFIG\_SPIRAM\_SUPPORT > SPI RAM config > PSRAM clock and cs IO for ESP32-D0WD*

The PSRAM CLOCK IO can be any unused GPIO, user can config it based on hardware design. If user use 1.8V flash and 1.8V psram, this value can only be one of 6, 7, 8, 9, 10, 11, 16, 17.

### CONFIG\_D0WD\_PSRAM\_CS\_IO

PSRAM CS IO number

*Found in: Component config > ESP32-specific > CONFIG\_SPIRAM\_SUPPORT > SPI RAM config > PSRAM clock and cs IO for ESP32-D0WD*

The PSRAM CS IO can be any unused GPIO, user can config it based on hardware design. If user use 1.8V flash and 1.8V psram, this value can only be one of 6, 7, 8, 9, 10, 11, 16, 17.

### PSRAM clock and cs IO for ESP32-D2WD

Contains:

- *CONFIG\_D2WD\_PSRAM\_CLK\_IO*
- *CONFIG\_D2WD\_PSRAM\_CS\_IO*

### CONFIG\_D2WD\_PSRAM\_CLK\_IO

PSRAM CLK IO number

*Found in: Component config > ESP32-specific > CONFIG\_SPIRAM\_SUPPORT > SPI RAM config > PSRAM clock and cs IO for ESP32-D2WD*

User can config it based on hardware design. For ESP32-D2WD chip, the psram can only be 1.8V psram, so this value can only be one of 6, 7, 8, 9, 10, 11, 16, 17.

### CONFIG\_D2WD\_PSRAM\_CS\_IO

PSRAM CS IO number

*Found in: Component config > ESP32-specific > CONFIG\_SPIRAM\_SUPPORT > SPI RAM config > PSRAM clock and cs IO for ESP32-D2WD*

User can config it based on hardware design. For ESP32-D2WD chip, the psram can only be 1.8V psram, so this value can only be one of 6, 7, 8, 9, 10, 11, 16, 17.

### PSRAM clock and cs IO for ESP32-PICO

Contains:

- *CONFIG\_PICO\_PSRAM\_CS\_IO*

### CONFIG\_PICO\_PSRAM\_CS\_IO

PSRAM CS IO number

*Found in: Component config > ESP32-specific > CONFIG\_SPIRAM\_SUPPORT > SPI RAM config > PSRAM clock and cs IO for ESP32-PICO*

The PSRAM CS IO can be any unused GPIO, user can config it based on hardware design.

For ESP32-PICO chip, the psram share clock with flash, so user do not need to configure the clock IO. For the reference hardware design, please refer to [https://www.espressif.com/sites/default/files/documentation/esp32-pico-d4\\_datasheet\\_en.pdf](https://www.espressif.com/sites/default/files/documentation/esp32-pico-d4_datasheet_en.pdf)

### CONFIG\_SPIRAM\_SPIWP\_SD3\_PIN

SPI PSRAM WP(SD3) Pin when customising pins via eFuse (read help)

*Found in: Component config > ESP32-specific > CONFIG\_SPIRAM\_SUPPORT > SPI RAM config*

This value is ignored unless flash mode is set to DIO or DOUT and the SPI flash pins have been overridden by setting the eFuses SPI\_PAD\_CONFIG\_XXX.

When this is the case, the eFuse config only defines 3 of the 4 Quad I/O data pins. The WP pin (aka ESP32 pin “SD\_DATA\_3” or SPI flash pin “IO2”) is not specified in eFuse. And the psram only has QPI mode, the WP pin is necessary, so we need to configure this value here.

When flash mode is set to QIO or QOUT, the PSRAM WP pin will be set as the value configured in bootloader.

For ESP32-PICO chip, the default value of this config should be 7.

### CONFIG\_ESP32\_TRAX

Use TRAX tracing feature

*Found in: Component config > ESP32-specific*

The ESP32 contains a feature which allows you to trace the execution path the processor has taken through the program. This is stored in a chunk of 32K (16K for single-processor) of memory that can’t be used for general purposes anymore. Disable this if you do not know what this is.

### CONFIG\_ESP32\_TRAX\_TWOBANKS

Reserve memory for tracing both pro as well as app cpu execution

*Found in: Component config > ESP32-specific > CONFIG\_ESP32\_TRAX*

The ESP32 contains a feature which allows you to trace the execution path the processor has taken through the program. This is stored in a chunk of 32K (16K for single-processor) of memory that can’t be used for general purposes anymore. Disable this if you do not know what this is.

# Memory to reserve for trace, used in linker script

### CONFIG\_NUMBER\_OF\_UNIVERSAL\_MAC\_ADDRESS

Number of universally administered (by IEEE) MAC address

*Found in: Component config > ESP32-specific*

Configure the number of universally administered (by IEEE) MAC addresses. During initialisation, MAC addresses for each network interface are generated or derived from a single base MAC address. If the number of universal MAC addresses is four, all four interfaces (WiFi station, WiFi softap, Bluetooth and Ethernet) receive a universally administered MAC address. These are generated sequentially by adding

0, 1, 2 and 3 (respectively) to the final octet of the base MAC address. If the number of universal MAC addresses is two, only two interfaces (WiFi station and Bluetooth) receive a universally administered MAC address. These are generated sequentially by adding 0 and 1 (respectively) to the base MAC address. The remaining two interfaces (WiFi softap and Ethernet) receive local MAC addresses. These are derived from the universal WiFi station and Bluetooth MAC addresses, respectively. When using the default (Espressif-assigned) base MAC address, either setting can be used. When using a custom universal MAC address range, the correct setting will depend on the allocation of MAC addresses in this range (either 2 or 4 per device.)

**Available options:**

- Two (TWO\_UNIVERSAL\_MAC\_ADDRESS)
- Four (FOUR\_UNIVERSAL\_MAC\_ADDRESS)

### CONFIG\_SYSTEM\_EVENT\_QUEUE\_SIZE

System event queue size

*Found in: Component config > ESP32-specific*

Config system event queue size in different application.

### CONFIG\_SYSTEM\_EVENT\_TASK\_STACK\_SIZE

Event loop task stack size

*Found in: Component config > ESP32-specific*

Config system event task stack size in different application.

### CONFIG\_MAIN\_TASK\_STACK\_SIZE

Main task stack size

*Found in: Component config > ESP32-specific*

Configure the “main task” stack size. This is the stack of the task which calls `app_main()`. If `app_main()` returns then this task is deleted and its stack memory is freed.

### CONFIG\_IPC\_TASK\_STACK\_SIZE

Inter-Processor Call (IPC) task stack size

*Found in: Component config > ESP32-specific*

Configure the IPC tasks stack size. One IPC task runs on each core (in dual core mode), and allows for cross-core function calls.

See IPC documentation for more details.

The default stack size should be enough for most common use cases. It can be shrunk if you are sure that you do not use any custom IPC functionality.

## CONFIG\_TIMER\_TASK\_STACK\_SIZE

High-resolution timer task stack size

*Found in: Component config > ESP32-specific*

Configure the stack size of esp\_timer/ets\_timer task. This task is used to dispatch callbacks of timers created using ets\_timer and esp\_timer APIs. If you are seeing stack overflow errors in timer task, increase this value.

Note that this is not the same as FreeRTOS timer task. To configure FreeRTOS timer task size, see “FreeRTOS timer task stack size” option in “FreeRTOS” menu.

## CONFIG\_NEWLIB\_STDOUT\_LINE\_ENDING

Line ending for UART output

*Found in: Component config > ESP32-specific*

This option allows configuring the desired line endings sent to UART when a newline (‘n’, LF) appears on stdout. Three options are possible:

CRLF: whenever LF is encountered, prepend it with CR

LF: no modification is applied, stdout is sent as is

CR: each occurrence of LF is replaced with CR

This option doesn’t affect behavior of the UART driver (drivers/uart.h).

**Available options:**

- CRLF (NEWLIB\_STDOUT\_LINE\_ENDING\_CRLF)
- LF (NEWLIB\_STDOUT\_LINE\_ENDING\_LF)
- CR (NEWLIB\_STDOUT\_LINE\_ENDING\_CR)

## CONFIG\_NEWLIB\_STDIN\_LINE\_ENDING

Line ending for UART input

*Found in: Component config > ESP32-specific*

This option allows configuring which input sequence on UART produces a newline (‘n’, LF) on stdin. Three options are possible:

CRLF: CRLF is converted to LF

LF: no modification is applied, input is sent to stdin as is

CR: each occurrence of CR is replaced with LF

This option doesn’t affect behavior of the UART driver (drivers/uart.h).

**Available options:**

- CRLF (NEWLIB\_STDIN\_LINE\_ENDING\_CRLF)
- LF (NEWLIB\_STDIN\_LINE\_ENDING\_LF)
- CR (NEWLIB\_STDIN\_LINE\_ENDING\_CR)

## CONFIG\_NEWLIB\_NANO\_FORMAT

Enable ‘nano’ formatting options for printf/scanf family

*Found in: Component config > ESP32-specific*

ESP32 ROM contains parts of newlib C library, including printf/scanf family of functions. These functions have been compiled with so-called “nano” formatting option. This option doesn’t support 64-bit integer formats and C99 features, such as positional arguments.

For more details about “nano” formatting option, please see newlib readme file, search for ‘-enable-newlib-nano-formatted-io’: <https://sourceware.org/newlib/README>

If this option is enabled, build system will use functions available in ROM, reducing the application binary size. Functions available in ROM run faster than functions which run from flash. Functions available in ROM can also run when flash instruction cache is disabled.

If you need 64-bit integer formatting support or C99 features, keep this option disabled.

## CONFIG\_CONSOLE\_UART

UART for console output

*Found in: Component config > ESP32-specific*

Select whether to use UART for console output (through stdout and stderr).

- Default is to use UART0 on pins GPIO1(TX) and GPIO3(RX).
- If “Custom” is selected, UART0 or UART1 can be chosen, and any pins can be selected.
- If “None” is selected, there will be no console output on any UART, except for initial output from ROM bootloader. This output can be further suppressed by bootstrapping GPIO13 pin to low logic level.

### Available options:

- Default: UART0, TX=GPIO1, RX=GPIO3 (CONFIG\_CONSOLE\_UART\_DEFAULT)
- Custom (CONFIG\_CONSOLE\_UART\_CUSTOM)
- None (CONFIG\_CONSOLE\_UART\_NONE)

## CONFIG\_CONSOLE\_UART\_NUM

UART peripheral to use for console output (0-1)

*Found in: Component config > ESP32-specific*

Due of a ROM bug, UART2 is not supported for console output via ets\_printf.

### Available options:

- UART0 (CONFIG\_CONSOLE\_UART\_CUSTOM\_NUM\_0)
- UART1 (CONFIG\_CONSOLE\_UART\_CUSTOM\_NUM\_1)

### CONFIG\_CONSOLE\_UART\_TX\_GPIO

UART TX on GPIO#

*Found in: Component config > ESP32-specific*

### CONFIG\_CONSOLE\_UART\_RX\_GPIO

UART RX on GPIO#

*Found in: Component config > ESP32-specific*

### CONFIG\_CONSOLE\_UART\_BAUDRATE

UART console baud rate

*Found in: Component config > ESP32-specific*

### CONFIG\_ULP\_COPROC\_ENABLED

Enable Ultra Low Power (ULP) Coprocessor

*Found in: Component config > ESP32-specific*

Set to 'y' if you plan to load a firmware for the coprocessor.

If this option is enabled, further coprocessor configuration will appear in the Components menu.

### CONFIG\_ULP\_COPROC\_RESERVE\_MEM

RTC slow memory reserved for coprocessor

*Found in: Component config > ESP32-specific > CONFIG\_ULP\_COPROC\_ENABLED*

Bytes of memory to reserve for ULP coprocessor firmware & data.

Data is reserved at the beginning of RTC slow memory.

### CONFIG\_ESP32\_PANIC

Panic handler behaviour

*Found in: Component config > ESP32-specific*

If FreeRTOS detects unexpected behaviour or an unhandled exception, the panic handler is invoked. Configure the panic handlers action here.

#### Available options:

- Print registers and halt (ESP32\_PANIC\_PRINT\_HALT)  
Outputs the relevant registers over the serial port and halt the processor. Needs a manual reset to restart.
- Print registers and reboot (ESP32\_PANIC\_PRINT\_REBOOT)  
Outputs the relevant registers over the serial port and immediately reset the processor.

- Silent reboot (ESP32\_PANIC\_SILENT\_REBOOT)  
Just resets the processor without outputting anything
- Invoke GDBStub (ESP32\_PANIC\_GDBSTUB)  
Invoke gdbstub on the serial port, allowing for gdb to attach to it to do a postmortem of the crash.

### CONFIG\_GDBSTUB\_SUPPORT\_TASKS

GDBStub: enable listing FreeRTOS tasks

*Found in: Component config > ESP32-specific*

If enabled, GDBStub can supply the list of FreeRTOS tasks to GDB. Thread list can be queried from GDB using 'info threads' command. Note that if GDB task lists were corrupted, this feature may not work. If GDBStub fails, try disabling this feature.

### CONFIG\_GDBSTUB\_MAX\_TASKS

GDBStub: maximum number of tasks supported

*Found in: Component config > ESP32-specific > CONFIG\_GDBSTUB\_SUPPORT\_TASKS*

Set the number of tasks which GDB Stub will support.

### CONFIG\_ESP32\_DEBUG\_OCDAWARE

Make exception and panic handlers JTAG/OCD aware

*Found in: Component config > ESP32-specific*

The FreeRTOS panic and unhandled exception handlers can detect a JTAG OCD debugger and instead of panicking, have the debugger stop on the offending instruction.

### CONFIG\_ESP32\_DEBUG\_STUBS\_ENABLE

OpenOCD debug stubs

*Found in: Component config > ESP32-specific*

Debug stubs are used by OpenOCD to execute pre-compiled onboard code which does some useful debugging, e.g. GCOV data dump.

### CONFIG\_INT\_WDT

Interrupt watchdog

*Found in: Component config > ESP32-specific*

This watchdog timer can detect if the FreeRTOS tick interrupt has not been called for a certain time, either because a task turned off interrupts and did not turn them on for a long time, or because an interrupt handler did not return. It will try to invoke the panic handler first and failing that reset the SoC.



### CONFIG\_INT\_WDT\_TIMEOUT\_MS

Interrupt watchdog timeout (ms)

*Found in: Component config > ESP32-specific > CONFIG\_INT\_WDT*

The timeout of the watchdog, in milliseconds. Make this higher than the FreeRTOS tick rate.

### CONFIG\_INT\_WDT\_CHECK\_CPU1

Also watch CPU1 tick interrupt

*Found in: Component config > ESP32-specific > CONFIG\_INT\_WDT*

Also detect if interrupts on CPU 1 are disabled for too long.

### CONFIG\_TASK\_WDT

Initialize Task Watchdog Timer on startup

*Found in: Component config > ESP32-specific*

The Task Watchdog Timer can be used to make sure individual tasks are still running. Enabling this option will cause the Task Watchdog Timer to be initialized automatically at startup. The Task Watchdog timer can be initialized after startup as well (see Task Watchdog Timer API Reference)

### CONFIG\_TASK\_WDT\_PANIC

Invoke panic handler on Task Watchdog timeout

*Found in: Component config > ESP32-specific > CONFIG\_TASK\_WDT*

If this option is enabled, the Task Watchdog Timer will be configured to trigger the panic handler when it times out. This can also be configured at run time (see Task Watchdog Timer API Reference)

### CONFIG\_TASK\_WDT\_TIMEOUT\_S

Task Watchdog timeout period (seconds)

*Found in: Component config > ESP32-specific > CONFIG\_TASK\_WDT*

Timeout period configuration for the Task Watchdog Timer in seconds. This is also configurable at run time (see Task Watchdog Timer API Reference)

### CONFIG\_TASK\_WDT\_CHECK\_IDLE\_TASK\_CPU0

Watch CPU0 Idle Task

*Found in: Component config > ESP32-specific > CONFIG\_TASK\_WDT*

If this option is enabled, the Task Watchdog Timer will watch the CPU0 Idle Task. Having the Task Watchdog watch the Idle Task allows for detection of CPU starvation as the Idle Task not being called is usually a symptom of CPU starvation. Starvation of the Idle Task is detrimental as FreeRTOS household tasks depend on the Idle Task getting some runtime every now and then.

## CONFIG\_TASK\_WDT\_CHECK\_IDLE\_TASK\_CPU1

Watch CPU1 Idle Task

*Found in: Component config > ESP32-specific > CONFIG\_TASK\_WDT*

If this option is enabled, the Task Wtachdog Timer will wach the CPU1 Idle Task.

## CONFIG\_BROWNOUT\_DET

Hardware brownout detect & reset

*Found in: Component config > ESP32-specific*

The ESP32 has a built-in brownout detector which can detect if the voltage is lower than a specific value. If this happens, it will reset the chip in order to prevent unintended behaviour.

## CONFIG\_BROWNOUT\_DET\_LVL\_SEL

Brownout voltage level

*Found in: Component config > ESP32-specific > CONFIG\_BROWNOUT\_DET*

The brownout detector will reset the chip when the supply voltage is approximately below this level. Note that there may be some variation of brownout voltage level between each ESP32 chip.

#The voltage levels here are estimates, more work needs to be done to figure out the exact voltages #of the brownout threshold levels.

### Available options:

- 2.43V +/- 0.05 (BROWNOUT\_DET\_LVL\_SEL\_0)
- 2.48V +/- 0.05 (BROWNOUT\_DET\_LVL\_SEL\_1)
- 2.58V +/- 0.05 (BROWNOUT\_DET\_LVL\_SEL\_2)
- 2.62V +/- 0.05 (BROWNOUT\_DET\_LVL\_SEL\_3)
- 2.67V +/- 0.05 (BROWNOUT\_DET\_LVL\_SEL\_4)
- 2.70V +/- 0.05 (BROWNOUT\_DET\_LVL\_SEL\_5)
- 2.77V +/- 0.05 (BROWNOUT\_DET\_LVL\_SEL\_6)
- 2.80V +/- 0.05 (BROWNOUT\_DET\_LVL\_SEL\_7)

## CONFIG\_REDUCE\_PHY\_TX\_POWER

Reduce PHY TX power when brownout reset

*Found in: Component config > ESP32-specific*

When brownout reset occurs, reduce PHY TX power to keep the code running

# Note about the use of “FRC1” name: currently FRC1 timer is not used for # high resolution timekeeping anymore. Instead the esp\_timer API, implemented # using FRC2 timer, is used. # FRC1 name in the option name is kept for compatibility.

## CONFIG\_ESP32\_TIME\_SYSCALL

Timers used for gettimeofday function

*Found in: Component config > ESP32-specific*

This setting defines which hardware timers are used to implement ‘gettimeofday’ and ‘time’ functions in C library.

- If both high-resolution and RTC timers are used, timekeeping will continue in deep sleep. Time will be reported at 1 microsecond resolution. This is the default, and the recommended option.
- If only high-resolution timer is used, gettimeofday will provide time at microsecond resolution. Time will not be preserved when going into deep sleep mode.
- If only RTC timer is used, timekeeping will continue in deep sleep, but time will be measured at 6.(6) microsecond resolution. Also the gettimeofday function itself may take longer to run.
- If no timers are used, gettimeofday and time functions return -1 and set errno to ENOSYS.
- When RTC is used for timekeeping, two RTC\_STORE registers are used to keep time in deep sleep mode.

### Available options:

- RTC and high-resolution timer (ESP32\_TIME\_SYSCALL\_USE\_RTC\_FRC1)
- RTC (ESP32\_TIME\_SYSCALL\_USE\_RTC)
- High-resolution timer (ESP32\_TIME\_SYSCALL\_USE\_FRC1)
- None (ESP32\_TIME\_SYSCALL\_USE\_NONE)

## CONFIG\_ESP32\_RTC\_CLOCK\_SOURCE

RTC clock source

*Found in: Component config > ESP32-specific*

Choose which clock is used as RTC clock source.

- “Internal 150kHz oscillator” option provides lowest deep sleep current consumption, and does not require extra external components. However frequency stability with respect to temperature is poor, so time may drift in deep/light sleep modes.
- “External 32kHz crystal” provides better frequency stability, at the expense of slightly higher (1uA) deep sleep current consumption.
- “External 32kHz oscillator” allows using 32kHz clock generated by an external circuit. In this case, external clock signal must be connected to 32K\_XP pin. Amplitude should be <1.2V in case of sine wave signal, and <1V in case of square wave signal. Common mode voltage should be  $0.1 < V_{cm} < 0.5V_{amp}$ , where  $V_{amp}$  is the signal amplitude. Additionally, 1nF capacitor must be connected between 32K\_XN pin and ground. 32K\_XN pin can not be used as a GPIO in this case.
- “Internal 8.5MHz oscillator divided by 256” option results in higher deep sleep current (by 5uA) but has better frequency stability than the internal 150kHz oscillator. It does not require external components.

### Available options:

- Internal 150kHz RC oscillator (ESP32\_RTC\_CLOCK\_SOURCE\_INTERNAL\_RC)
- External 32kHz crystal (ESP32\_RTC\_CLOCK\_SOURCE\_EXTERNAL\_CRYSTAL)

- External 32kHz oscillator at 32K\_XP pin (ESP32\_RTC\_CLOCK\_SOURCE\_EXTERNAL\_OSC)
- Internal 8.5MHz oscillator, divided by 256 (~33kHz) (ESP32\_RTC\_CLOCK\_SOURCE\_INTERNAL\_8MD256)

### CONFIG\_ESP32\_RTC\_EXTERNAL\_CRYSTAL\_ADDITIONAL\_CURRENT

Additional current for external 32kHz crystal

*Found in: Component config > ESP32-specific*

Choose which additional current is used for rtc external crystal.

- With some 32kHz crystal configurations, the X32N and X32P pins may not have enough drive strength to keep the crystal oscillating during deep sleep. If this option is enabled, additional current from touchpad 9 is provided internally to drive the 32kHz crystal. If this option is enabled, deep sleep current is slightly higher (4-5uA) and the touchpad and ULP wakeup sources are not available.

### CONFIG\_ESP32\_RTC\_CLK\_CAL\_CYCLES

Number of cycles for RTC\_SLOW\_CLK calibration

*Found in: Component config > ESP32-specific*

When the startup code initializes RTC\_SLOW\_CLK, it can perform calibration by comparing the RTC\_SLOW\_CLK frequency with main XTAL frequency. This option sets the number of RTC\_SLOW\_CLK cycles measured by the calibration routine. Higher numbers increase calibration precision, which may be important for applications which spend a lot of time in deep sleep. Lower numbers reduce startup time.

When this option is set to 0, clock calibration will not be performed at startup, and approximate clock frequencies will be assumed:

- 150000 Hz if internal RC oscillator is used as clock source. For this use value 1024.
- 32768 Hz if the 32k crystal oscillator is used. For this use value 3000 or more. In case more value will help improve the definition of the launch of the crystal. If the crystal could not start, it will be switched to internal RC.

### CONFIG\_ESP32\_RTC\_XTAL\_BOOTSTRAP\_CYCLES

Bootstrap cycles for external 32kHz crystal

*Found in: Component config > ESP32-specific*

To reduce the startup time of an external RTC crystal, we bootstrap it with a 32kHz square wave for a fixed number of cycles. Setting 0 will disable bootstrapping (if disabled, the crystal may take longer to start up or fail to oscillate under some conditions).

If this value is too high, a faulty crystal may initially start and then fail. If this value is too low, an otherwise good crystal may not start.

To accurately determine if the crystal has started, set a larger “Number of cycles for RTC\_SLOW\_CLK calibration” (about 3000).

## CONFIG\_ESP32\_DEEP\_SLEEP\_WAKEUP\_DELAY

Extra delay in deep sleep wake stub (in us)

*Found in: Component config > ESP32-specific*

When ESP32 exits deep sleep, the CPU and the flash chip are powered on at the same time. CPU will run deep sleep stub first, and then proceed to load code from flash. Some flash chips need sufficient time to pass between power on and first read operation. By default, without any extra delay, this time is approximately 900us, although some flash chip types need more than that.

By default extra delay is set to 2000us. When optimizing startup time for applications which require it, this value may be reduced.

If you are seeing “flash read err, 1000” message printed to the console after deep sleep reset, try increasing this value.

## CONFIG\_ESP32\_XTAL\_FREQ\_SEL

Main XTAL frequency

*Found in: Component config > ESP32-specific*

ESP32 currently supports the following XTAL frequencies:

- 26 MHz
- 40 MHz

Startup code can automatically estimate XTAL frequency. This feature uses the internal 8MHz oscillator as a reference. Because the internal oscillator frequency is temperature dependent, it is not recommended to use automatic XTAL frequency detection in applications which need to work at high ambient temperatures and use high-temperature qualified chips and modules.

**Available options:**

- 40 MHz (ESP32\_XTAL\_FREQ\_40)
- 26 MHz (ESP32\_XTAL\_FREQ\_26)
- Autodetect (ESP32\_XTAL\_FREQ\_AUTO)

## CONFIG\_DISABLE\_BASIC\_ROM\_CONSOLE

Permanently disable BASIC ROM Console

*Found in: Component config > ESP32-specific*

If set, the first time the app boots it will disable the BASIC ROM Console permanently (by burning an eFuse).

Otherwise, the BASIC ROM Console starts on reset if no valid bootloader is read from the flash.

(Enabling secure boot also disables the BASIC ROM Console by default.)

## CONFIG\_NO\_BLOBS

No Binary Blobs

*Found in: Component config > ESP32-specific*

If enabled, this disables the linking of binary libraries in the application build. Note that after enabling this Wi-Fi/Bluetooth will not work.

### CONFIG\_ESP\_TIMER\_PROFILING

Enable esp\_timer profiling features

*Found in: Component config > ESP32-specific*

If enabled, esp\_timer\_dump will dump information such as number of times the timer was started, number of times the timer has triggered, and the total time it took for the callback to run. This option has some effect on timer performance and the amount of memory used for timer storage, and should only be used for debugging/testing purposes.

### CONFIG\_COMPATIBLE\_PRE\_V2\_1\_BOOTLOADERS

App compatible with bootloaders before IDF v2.1

*Found in: Component config > ESP32-specific*

Bootloaders before IDF v2.1 did less initialisation of the system clock. This setting needs to be enabled to build an app which can be booted by these older bootloaders.

If this setting is enabled, the app can be booted by any bootloader from IDF v1.0 up to the current version.

If this setting is disabled, the app can only be booted by bootloaders from IDF v2.1 or newer.

Enabling this setting adds approximately 1KB to the app's IRAM usage.

### CONFIG\_ESP\_ERR\_TO\_NAME\_LOOKUP

Enable lookup of error code strings

*Found in: Component config > ESP32-specific*

Functions esp\_err\_to\_name() and esp\_err\_to\_name\_r() return string representations of error codes from a pre-generated lookup table. This option can be used to turn off the use of the look-up table in order to save memory but this comes at the price of sacrificing distinguishable (meaningful) output string representations.

### CONFIG\_ESP32\_RTCDATA\_IN\_FAST\_MEM

Place RTC\_DATA\_ATTR and RTC\_RODATA\_ATTR variables into RTC fast memory segment

*Found in: Component config > ESP32-specific*

This option allows to place .rtc\_data and .rtc\_rodata sections into RTC fast memory segment to free the slow memory region for ULP programs. This option depends on the CONFIG\_FREERTOS\_UNICORE option because RTC fast memory can be accessed only by PRO\_CPU core.

### Wi-Fi

Contains:

- *CONFIG\_SW\_COEXIST\_ENABLE*

- `CONFIG_ESP32_WIFI_STATIC_RX_BUFFER_NUM`
- `CONFIG_ESP32_WIFI_DYNAMIC_RX_BUFFER_NUM`
- `CONFIG_ESP32_WIFI_TX_BUFFER`
- `CONFIG_ESP32_WIFI_STATIC_TX_BUFFER_NUM`
- `CONFIG_ESP32_WIFI_DYNAMIC_TX_BUFFER_NUM`
- `CONFIG_ESP32_WIFI_CSI_ENABLED`
- `CONFIG_ESP32_WIFI_AMPDU_TX_ENABLED`
- `CONFIG_ESP32_WIFI_AMPDU_RX_ENABLED`
- `CONFIG_ESP32_WIFI_NVS_ENABLED`
- `CONFIG_ESP32_WIFI_TASK_CORE_ID`
- `CONFIG_ESP32_WIFI_SOFTAP_BEACON_MAX_LEN`
- `CONFIG_ESP32_WIFI_MGMT_SBUF_NUM`
- `CONFIG_ESP32_WIFI_DEBUG_LOG_ENABLE`
- `CONFIG_ESP32_WIFI_IRAM_OPT`

### CONFIG\_SW\_COEXIST\_ENABLE

Software controls WiFi/Bluetooth coexistence

*Found in: Component config > Wi-Fi*

If enabled, WiFi & Bluetooth coexistence is controlled by software rather than hardware. Recommended for heavy traffic scenarios. Both coexistence configuration options are automatically managed, no user intervention is required. If only Bluetooth is used, it is recommended to disable this option to reduce binary file size.

### CONFIG\_SW\_COEXIST\_PREFERENCE

WiFi/Bluetooth coexistence performance preference

*Found in: Component config > Wi-Fi > CONFIG\_SW\_COEXIST\_ENABLE*

Choose Bluetooth/WiFi/Balance for different preference. If choose WiFi, it will make WiFi performance better. Such, keep WiFi Audio more fluent. If choose Bluetooth, it will make Bluetooth performance better. Such, keep Bluetooth(A2DP) Audio more fluent. If choose Balance, the performance of WiFi and bluetooth will be balance. It's default. Normally, just choose balance, the A2DP audio can play fluently, too. Except config preference in menuconfig, you can also call `esp_coex_preference_set()` dynamically.

#### Available options:

- WiFi (`SW_COEXIST_PREFERENCE_WIFI`)
- Bluetooth(include BR/EDR and BLE) (`SW_COEXIST_PREFERENCE_BT`)
- Balance (`SW_COEXIST_PREFERENCE_BALANCE`)

## CONFIG\_ESP32\_WIFI\_STATIC\_RX\_BUFFER\_NUM

Max number of WiFi static RX buffers

*Found in: Component config > Wi-Fi*

Set the number of WiFi static RX buffers. Each buffer takes approximately 1.6KB of RAM. The static rx buffers are allocated when esp\_wifi\_init is called, they are not freed until esp\_wifi\_deinit is called.

WiFi hardware use these buffers to receive all 802.11 frames. A higher number may allow higher throughput but increases memory use. If ESP32\_WIFI\_AMPDU\_RX\_ENABLED is enabled, this value is recommended to set equal or bigger than ESP32\_WIFI\_RX\_BA\_WIN in order to achieve better throughput and compatibility with both stations and APs.

## CONFIG\_ESP32\_WIFI\_DYNAMIC\_RX\_BUFFER\_NUM

Max number of WiFi dynamic RX buffers

*Found in: Component config > Wi-Fi*

Set the number of WiFi dynamic RX buffers, 0 means unlimited RX buffers will be allocated (provided sufficient free RAM). The size of each dynamic RX buffer depends on the size of the received data frame.

For each received data frame, the WiFi driver makes a copy to an RX buffer and then delivers it to the high layer TCP/IP stack. The dynamic RX buffer is freed after the higher layer has successfully received the data frame.

For some applications, WiFi data frames may be received faster than the application can process them. In these cases we may run out of memory if RX buffer number is unlimited (0).

If a dynamic RX buffer limit is set, it should be at least the number of static RX buffers.

## CONFIG\_ESP32\_WIFI\_TX\_BUFFER

Type of WiFi TX buffers

*Found in: Component config > Wi-Fi*

Select type of WiFi TX buffers:

If “Static” is selected, WiFi TX buffers are allocated when WiFi is initialized and released when WiFi is de-initialized. The size of each static TX buffer is fixed to about 1.6KB.

If “Dynamic” is selected, each WiFi TX buffer is allocated as needed when a data frame is delivered to the Wifi driver from the TCP/IP stack. The buffer is freed after the data frame has been sent by the WiFi driver. The size of each dynamic TX buffer depends on the length of each data frame sent by the TCP/IP layer.

If PSRAM is enabled, “Static” should be selected to guarantee enough WiFi TX buffers. If PSRAM is disabled, “Dynamic” should be selected to improve the utilization of RAM.

**Available options:**

- Static (ESP32\_WIFI\_STATIC\_TX\_BUFFER)
- Dynamic (ESP32\_WIFI\_DYNAMIC\_TX\_BUFFER)



## CONFIG\_ESP32\_WIFI\_STATIC\_TX\_BUFFER\_NUM

Max number of WiFi static TX buffers

*Found in: Component config > Wi-Fi*

Set the number of WiFi static TX buffers. Each buffer takes approximately 1.6KB of RAM. The static RX buffers are allocated when `esp_wifi_init()` is called, they are not released until `esp_wifi_deinit()` is called.

For each transmitted data frame from the higher layer TCP/IP stack, the WiFi driver makes a copy of it in a TX buffer. For some applications especially UDP applications, the upper layer can deliver frames faster than WiFi layer can transmit. In these cases, we may run out of TX buffers.

## CONFIG\_ESP32\_WIFI\_DYNAMIC\_TX\_BUFFER\_NUM

Max number of WiFi dynamic TX buffers

*Found in: Component config > Wi-Fi*

Set the number of WiFi dynamic TX buffers. The size of each dynamic TX buffer is not fixed, it depends on the size of each transmitted data frame.

For each transmitted frame from the higher layer TCP/IP stack, the WiFi driver makes a copy of it in a TX buffer. For some applications, especially UDP applications, the upper layer can deliver frames faster than WiFi layer can transmit. In these cases, we may run out of TX buffers.

## CONFIG\_ESP32\_WIFI\_CSI\_ENABLED

WiFi CSI(Channel State Information)

*Found in: Component config > Wi-Fi*

Select this option to enable CSI(Channel State Information) feature. CSI takes about CONFIG\_ESP32\_WIFI\_STATIC\_RX\_BUFFER\_NUM KB of RAM. If CSI is not used, it is better to disable this feature in order to save memory.

## CONFIG\_ESP32\_WIFI\_AMPDU\_TX\_ENABLED

WiFi AMPDU TX

*Found in: Component config > Wi-Fi*

Select this option to enable AMPDU TX feature

## CONFIG\_ESP32\_WIFI\_TX\_BA\_WIN

WiFi AMPDU TX BA window size

*Found in: Component config > Wi-Fi > CONFIG\_ESP32\_WIFI\_AMPDU\_TX\_ENABLED*

Set the size of WiFi Block Ack TX window. Generally a bigger value means higher throughput but more memory. Most of time we should NOT change the default value unless special reason, e.g. test the maximum UDP TX throughput with iperf etc. For iperf test in shieldbox, the recommended value is 9~12.

## CONFIG\_ESP32\_WIFI\_AMPDU\_RX\_ENABLED

WiFi AMPDU RX

*Found in: Component config > Wi-Fi*

Select this option to enable AMPDU RX feature

## CONFIG\_ESP32\_WIFI\_RX\_BA\_WIN

WiFi AMPDU RX BA window size

*Found in: Component config > Wi-Fi > CONFIG\_ESP32\_WIFI\_AMPDU\_RX\_ENABLED*

Set the size of WiFi Block Ack RX window. Generally a bigger value means higher throughput and better compatibility but more memory. Most of time we should NOT change the default value unless special reason, e.g. test the maximum UDP RX throughput with iperf etc. For iperf test in shieldbox, the recommended value is 9~12. If PSRAM is used and WiFi memory is preferred to allocate in PSRAM first, the default and minimum value should be 16 to achieve better throughput and compatibility with both stations and APs.

## CONFIG\_ESP32\_WIFI\_NVS\_ENABLED

WiFi NVS flash

*Found in: Component config > Wi-Fi*

Select this option to enable WiFi NVS flash

## CONFIG\_ESP32\_WIFI\_TASK\_CORE\_ID

WiFi Task Core ID

*Found in: Component config > Wi-Fi*

Pinned WiFi task to core 0 or core 1.

**Available options:**

- Core 0 (ESP32\_WIFI\_TASK\_PINNED\_TO\_CORE\_0)
- Core 1 (ESP32\_WIFI\_TASK\_PINNED\_TO\_CORE\_1)

## CONFIG\_ESP32\_WIFI\_SOFTAP\_BEACON\_MAX\_LEN

Max length of WiFi SoftAP Beacon

*Found in: Component config > Wi-Fi*

ESP-MESH utilizes beacon frames to detect and resolve root node conflicts (see documentation). However the default length of a beacon frame can simultaneously hold only five root node identifier structures, meaning that a root node conflict of up to five nodes can be detected at one time. In the occurrence of more root nodes conflict involving more than five root nodes, the conflict resolution process will detect five of the root nodes, resolve the conflict, and re-detect more root nodes. This process will repeat until all root node conflicts are resolved. However this process can generally take a very long time.

To counter this situation, the beacon frame length can be increased such that more root nodes can be detected simultaneously. Each additional root node will require 36 bytes and should be added on top of the default beacon frame length of 752 bytes. For example, if you want to detect 10 root nodes simultaneously, you need to set the beacon frame length as 932 (752+36\*5).

Setting a longer beacon length also assists with debugging as the conflicting root nodes can be identified more quickly.

### CONFIG\_ESP32\_WIFI\_MGMT\_SBUF\_NUM

WiFi mgmt short buffer number

*Found in: Component config > Wi-Fi*

Set the number of WiFi management short buffer.

### CONFIG\_ESP32\_WIFI\_DEBUG\_LOG\_ENABLE

Enable WiFi debug log

*Found in: Component config > Wi-Fi*

Select this option to enable WiFi debug log

### CONFIG\_ESP32\_WIFI\_DEBUG\_LOG\_LEVEL

WiFi debug log level

*Found in: Component config > Wi-Fi > CONFIG\_ESP32\_WIFI\_DEBUG\_LOG\_ENABLE*

The WiFi log is divided into the following levels: ERROR,WARNING,INFO,DEBUG,VERBOSE. The ERROR,WARNING,INFO levels are enabled by default, and the DEBUG,VERBOSE levels can be enabled here.

#### Available options:

- WiFi Debug Log Debug (ESP32\_WIFI\_DEBUG\_LOG\_DEBUG)
- WiFi Debug Log Verbose (ESP32\_WIFI\_DEBUG\_LOG\_VERBOSE)

### CONFIG\_ESP32\_WIFI\_DEBUG\_LOG\_MODULE

WiFi debug log module

*Found in: Component config > Wi-Fi > CONFIG\_ESP32\_WIFI\_DEBUG\_LOG\_ENABLE*

The WiFi log module contains three parts: WIFI,COEX,MESH. The WIFI module indicates the logs related to WiFi, the COEX module indicates the logs related to WiFi and BT(or BLE) coexist, the MESH module indicates the logs related to Mesh. When ESP32\_WIFI\_LOG\_MODULE\_ALL is enabled, all modules are selected.

#### Available options:

- WiFi Debug Log Module All (ESP32\_WIFI\_DEBUG\_LOG\_MODULE\_ALL)
- WiFi Debug Log Module WiFi (ESP32\_WIFI\_DEBUG\_LOG\_MODULE\_WIFI)
- WiFi Debug Log Module Coex (ESP32\_WIFI\_DEBUG\_LOG\_MODULE\_COEX)

- WiFi Debug Log Module Mesh (ESP32\_WIFI\_DEBUG\_LOG\_MODULE\_MESH)

## CONFIG\_ESP32\_WIFI\_DEBUG\_LOG\_SUBMODULE

WiFi debug log submodule

*Found in: Component config > Wi-Fi > CONFIG\_ESP32\_WIFI\_DEBUG\_LOG\_ENABLE*

Enable this option to set the WiFi debug log submodule. Currently the log submodule contains the following parts: INIT,IOCTL,CONN,SCAN. The INIT submodule indicates the initialization process.The IOCTL submodule indicates the API calling process. The CONN submodule indicates the connecting process.The SCAN submodule indicates the scanning process.

## CONFIG\_ESP32\_WIFI\_DEBUG\_LOG\_SUBMODULE\_ALL

WiFi Debug Log Submodule All

*Found in: Component config > Wi-Fi > CONFIG\_ESP32\_WIFI\_DEBUG\_LOG\_ENABLE > CONFIG\_ESP32\_WIFI\_DEBUG\_LOG\_SUBMODULE*

When this option is enabled, all debug submodules are selected.

## CONFIG\_ESP32\_WIFI\_DEBUG\_LOG\_SUBMODULE\_INIT

WiFi Debug Log Submodule Init

*Found in: Component config > Wi-Fi > CONFIG\_ESP32\_WIFI\_DEBUG\_LOG\_ENABLE > CONFIG\_ESP32\_WIFI\_DEBUG\_LOG\_SUBMODULE*

## CONFIG\_ESP32\_WIFI\_DEBUG\_LOG\_SUBMODULE\_IOCTL

WiFi Debug Log Submodule Ioctl

*Found in: Component config > Wi-Fi > CONFIG\_ESP32\_WIFI\_DEBUG\_LOG\_ENABLE > CONFIG\_ESP32\_WIFI\_DEBUG\_LOG\_SUBMODULE*

## CONFIG\_ESP32\_WIFI\_DEBUG\_LOG\_SUBMODULE\_CONN

WiFi Debug Log Submodule Conn

*Found in: Component config > Wi-Fi > CONFIG\_ESP32\_WIFI\_DEBUG\_LOG\_ENABLE > CONFIG\_ESP32\_WIFI\_DEBUG\_LOG\_SUBMODULE*

## CONFIG\_ESP32\_WIFI\_DEBUG\_LOG\_SUBMODULE\_SCAN

WiFi Debug Log Submodule Scan

*Found in: Component config > Wi-Fi > CONFIG\_ESP32\_WIFI\_DEBUG\_LOG\_ENABLE > CONFIG\_ESP32\_WIFI\_DEBUG\_LOG\_SUBMODULE*

## CONFIG\_ESP32\_WIFI\_IRAM\_OPT

WiFi IRAM speed optimization

*Found in: Component config > Wi-Fi*

Select this option to place frequently called Wi-Fi library functions in IRAM. When this option is disabled, more than 10Kbytes of IRAM memory will be saved but Wi-Fi throughput will be reduced.

## PHY

Contains:

- *CONFIG\_ESP32\_PHY\_CALIBRATION\_AND\_DATA\_STORAGE*
- *CONFIG\_ESP32\_PHY\_INIT\_DATA\_IN\_PARTITION*
- *CONFIG\_ESP32\_PHY\_MAX\_WIFI\_TX\_POWER*

## CONFIG\_ESP32\_PHY\_CALIBRATION\_AND\_DATA\_STORAGE

Store phy calibration data in NVS

*Found in: Component config > PHY*

If this option is enabled, NVS will be initialized and calibration data will be loaded from there. PHY calibration will be skipped on deep sleep wakeup. If calibration data is not found, full calibration will be performed and stored in NVS. Normally, only partial calibration will be performed. If this option is disabled, full calibration will be performed.

If it's easy that your board calibrate bad data, choose 'n'. Two cases for example, you should choose 'n':  
1.If your board is easy to be booted up with antenna disconnected. 2.Because of your board design, each time when you do calibration, the result are too unstable. If unsure, choose 'y'.

## CONFIG\_ESP32\_PHY\_INIT\_DATA\_IN\_PARTITION

Use a partition to store PHY init data

*Found in: Component config > PHY*

If enabled, PHY init data will be loaded from a partition. When using a custom partition table, make sure that PHY data partition is included (type: 'data', subtype: 'phy'). With default partition tables, this is done automatically. If PHY init data is stored in a partition, it has to be flashed there, otherwise runtime error will occur.

If this option is not enabled, PHY init data will be embedded into the application binary.

If unsure, choose 'n'.

## CONFIG\_ESP32\_PHY\_MAX\_WIFI\_TX\_POWER

Max WiFi TX power (dBm)

*Found in: Component config > PHY*

Set maximum transmit power for WiFi radio. Actual transmit power for high data rates may be lower than this setting.

## Power Management

Contains:

- `CONFIG_PM_ENABLE`

### CONFIG\_PM\_ENABLE

Support for power management

*Found in: Component config > Power Management*

If enabled, application is compiled with support for power management. This option has run-time overhead (increased interrupt latency, longer time to enter idle state), and it also reduces accuracy of RTOS ticks and timers used for timekeeping. Enable this option if application uses power management APIs.

### CONFIG\_PM\_DFS\_INIT\_AUTO

Enable dynamic frequency scaling (DFS) at startup

*Found in: Component config > Power Management > CONFIG\_PM\_ENABLE*

If enabled, startup code configures dynamic frequency scaling. Max CPU frequency is set to `CONFIG_ESP32_DEFAULT_CPU_FREQ_MHZ` setting, min frequency is set to XTAL frequency. If disabled, DFS will not be active until the application configures it using `esp_pm_configure` function.

### CONFIG\_PM\_USE\_RTC\_TIMER\_REF

Use RTC timer to prevent time drift (EXPERIMENTAL)

*Found in: Component config > Power Management > CONFIG\_PM\_ENABLE*

When APB clock frequency changes, high-resolution timer (`esp_timer`) scale and base value need to be adjusted. Each adjustment may cause small error, and over time such small errors may cause time drift. If this option is enabled, RTC timer will be used as a reference to compensate for the drift. It is recommended that this option is only used if 32k XTAL is selected as RTC clock source.

### CONFIG\_PM\_PROFILING

Enable profiling counters for PM locks

*Found in: Component config > Power Management > CONFIG\_PM\_ENABLE*

If enabled, `esp_pm_*` functions will keep track of the amount of time each of the power management locks has been held, and `esp_pm_dump_locks` function will print this information. This feature can be used to analyze which locks are preventing the chip from going into a lower power state, and see what time the chip spends in each power saving mode. This feature does incur some run-time overhead, so should typically be disabled in production builds.

## CONFIG\_PM\_TRACE

Enable debug tracing of PM using GPIOs

*Found in: Component config > Power Management > CONFIG\_PM\_ENABLE*

If enabled, some GPIOs will be used to signal events such as RTOS ticks, frequency switching, entry/exit from idle state. Refer to pm\_trace.c file for the list of GPIOs. This feature is intended to be used when analyzing/debugging behavior of power management implementation, and should be kept disabled in applications.

## ADC-Calibration

Contains:

- *CONFIG\_ADC\_CAL\_EFUSE\_TP\_ENABLE*
- *CONFIG\_ADC\_CAL\_EFUSE\_VREF\_ENABLE*
- *CONFIG\_ADC\_CAL\_LUT\_ENABLE*

## CONFIG\_ADC\_CAL\_EFUSE\_TP\_ENABLE

Use Two Point Values

*Found in: Component config > ADC-Calibration*

Some ESP32s have Two Point calibration values burned into eFuse BLOCK3. This option will allow the ADC calibration component to characterize the ADC-Voltage curve using Two Point values if they are available.

## CONFIG\_ADC\_CAL\_EFUSE\_VREF\_ENABLE

Use eFuse Vref

*Found in: Component config > ADC-Calibration*

Some ESP32s have Vref burned into eFuse BLOCK0. This option will allow the ADC calibration component to characterize the ADC-Voltage curve using eFuse Vref if it is available.

## CONFIG\_ADC\_CAL\_LUT\_ENABLE

Use Lookup Tables

*Found in: Component config > ADC-Calibration*

This option will allow the ADC calibration component to use Lookup Tables to correct for non-linear behavior in 11db attenuation. Other attenuations do not exhibit non-linear behavior hence will not be affected by this option.

## Event Loop Library

Contains:

- *CONFIG\_EVENT\_LOOP\_PROFILING*

## CONFIG\_EVENT\_LOOP\_PROFILING

Enable event loop profiling

*Found in: Component config > Event Loop Library*

Enables collections of statistics in the event loop library such as the number of events posted to/received by an event loop, number of callbacks involved, number of events dropped to a full event loop queue, run time of event handlers, and number of times/run time of each event handler.

## ESP HTTP client

Contains:

- *CONFIG\_ESP\_HTTP\_CLIENT\_ENABLE\_HTTPS*

## CONFIG\_ESP\_HTTP\_CLIENT\_ENABLE\_HTTPS

Enable https

*Found in: Component config > ESP HTTP client*

This option will enable https protocol by linking mbedtls library and initializing SSL transport

## HTTP Server

Contains:

- *CONFIG\_HTTPD\_MAX\_REQ\_HDR\_LEN*
- *CONFIG\_HTTPD\_MAX\_URI\_LEN*
- *CONFIG\_HTTPD\_ERR\_RESP\_NO\_DELAY*
- *CONFIG\_HTTPD\_PURGE\_BUF\_LEN*
- *CONFIG\_HTTPD\_LOG\_PURGE\_DATA*

## CONFIG\_HTTPD\_MAX\_REQ\_HDR\_LEN

Max HTTP Request Header Length

*Found in: Component config > HTTP Server*

This sets the maximum supported size of headers section in HTTP request packet to be processed by the server

## CONFIG\_HTTPD\_MAX\_URI\_LEN

Max HTTP URI Length

*Found in: Component config > HTTP Server*

This sets the maximum supported size of HTTP request URI to be processed by the server



## CONFIG\_HTTPD\_ERR\_RESP\_NO\_DELAY

Use TCP\_NODELAY socket option when sending HTTP error responses

*Found in: Component config > HTTP Server*

Using TCP\_NODELAY socket option ensures that HTTP error response reaches the client before the underlying socket is closed. Please note that turning this off may cause multiple test failures

## CONFIG\_HTTPD\_PURGE\_BUF\_LEN

Length of temporary buffer for purging data

*Found in: Component config > HTTP Server*

This sets the size of the temporary buffer used to receive and discard any remaining data that is received from the HTTP client in the request, but not processed as part of the server HTTP request handler.

If the remaining data is larger than the available buffer size, the buffer will be filled in multiple iterations. The buffer should be small enough to fit on the stack, but large enough to avoid excessive iterations.

## CONFIG\_HTTPD\_LOG\_PURGE\_DATA

Log purged content data at Debug level

*Found in: Component config > HTTP Server*

Enabling this will log discarded binary HTTP request data at Debug level. For large content data this may not be desirable as it will clutter the log.

## ESP HTTPS OTA

Contains:

- *CONFIG\_OTA\_ALLOW\_HTTP*

## CONFIG\_OTA\_ALLOW\_HTTP

Allow HTTP for OTA (WARNING: ONLY FOR TESTING PURPOSE, READ HELP)

*Found in: Component config > ESP HTTPS OTA*

It is highly recommended to keep HTTPS (along with server certificate validation) enabled. Enabling this option comes with potential risk of: - Non-encrypted communication channel with server - Accepting firmware upgrade image from server with fake identity

## Core dump

Contains:

- *CONFIG\_ESP32\_COREDUMP\_TO\_FLASH\_OR\_UART*
- *CONFIG\_ESP32\_CORE\_DUMP\_MAX\_TASKS\_NUM*
- *CONFIG\_ESP32\_CORE\_DUMP\_UART\_DELAY*

## CONFIG\_ESP32\_COREDUMP\_TO\_FLASH\_OR\_UART

Data destination

*Found in: Component config > Core dump*

Select place to store core dump: flash, uart or none (to disable core dumps generation).

If core dump is configured to be stored in flash and custom partition table is used add corresponding entry to your CSV. For examples, please see predefined partition table CSV descriptions in the components/partition\_table directory.

### Available options:

- Flash (ESP32\_ENABLE\_COREDUMP\_TO\_FLASH)
- UART (ESP32\_ENABLE\_COREDUMP\_TO\_UART)
- None (ESP32\_ENABLE\_COREDUMP\_TO\_NONE)

## CONFIG\_ESP32\_CORE\_DUMP\_MAX\_TASKS\_NUM

Maximum number of tasks

*Found in: Component config > Core dump*

Maximum number of tasks snapshots in core dump.

## CONFIG\_ESP32\_CORE\_DUMP\_UART\_DELAY

Delay before print to UART

*Found in: Component config > Core dump*

Config delay (in ms) before printing core dump to UART. Delay can be interrupted by pressing Enter key.

## Ethernet

Contains:

- *CONFIG\_DMA\_RX\_BUF\_NUM*
- *CONFIG\_DMA\_TX\_BUF\_NUM*
- *CONFIG\_EMAC\_L2\_TO\_L3\_RX\_BUF\_MODE*
- *CONFIG\_EMAC\_CHECK\_LINK\_PERIOD\_MS*
- *CONFIG\_EMAC\_TASK\_PRIORITY*
- *CONFIG\_EMAC\_TASK\_STACK\_SIZE*

## CONFIG\_DMA\_RX\_BUF\_NUM

Number of DMA RX buffers

*Found in: Component config > Ethernet*

Number of DMA receive buffers. Each buffer is 1600 bytes. These buffers are allocated dynamically. More buffers will increase throughput. If flow ctrl is enabled, make sure this number is larger than 9.

### **CONFIG\_DMA\_TX\_BUF\_NUM**

Number of DMA TX buffers

*Found in: Component config > Ethernet*

Number of DMA transmit buffers. Each buffer is 1600 bytes. These buffers are allocated dynamically. More buffers will increase throughput.

### **CONFIG\_EMAC\_L2\_TO\_L3\_RX\_BUF\_MODE**

Enable received buffers be copied to Layer3 from Layer2

*Found in: Component config > Ethernet*

If this option is selected, a copy of each received buffer will be allocated from the heap before passing it to the IP Layer (L3). Which means, the total amount of received buffers is limited by the heap size.

If this option is not selected, IP layer only uses the pointers to the DMA buffers owned by Ethernet MAC. When Ethernet MAC doesn't have any available buffers left, it will drop the incoming packets.

### **CONFIG\_EMAC\_CHECK\_LINK\_PERIOD\_MS**

Period (ms) of checking Ethernet linkup status

*Found in: Component config > Ethernet*

The emac driver uses an internal timer to check the Ethernet linkup status. Here you should choose a valid interval time.

### **CONFIG\_EMAC\_TASK\_PRIORITY**

EMAC\_TASK\_PRIORITY

*Found in: Component config > Ethernet*

Priority of Ethernet MAC task.

### **CONFIG\_EMAC\_TASK\_STACK\_SIZE**

Stack Size of EMAC Task

*Found in: Component config > Ethernet*

Stack Size of Ethernet MAC task.

## FAT Filesystem support

Contains:

- `CONFIG_FATFS_CHOOSE_CODEPAGE`
- `CONFIG_FATFS_LONG_FILENAMES`
- `CONFIG_FATFS_MAX_LFN`
- `CONFIG_FATFS_API_ENCODING`
- `CONFIG_FATFS_FS_LOCK`
- `CONFIG_FATFS_TIMEOUT_MS`
- `CONFIG_FATFS_PER_FILE_CACHE`
- `CONFIG_FATFS_ALLOC_PREFER_EXTRAM`

### CONFIG\_FATFS\_CHOOSE\_CODEPAGE

OEM Code Page

*Found in: Component config > FAT Filesystem support*

OEM code page used for file name encodings.

If “Dynamic” is selected, code page can be chosen at runtime using `f_setcp` function. Note that choosing this option will increase application size by ~480kB.

**Available options:**

- Dynamic (all code pages supported) (`FATFS_CODEPAGE_DYNAMIC`)
- US (CP437) (`FATFS_CODEPAGE_437`)
- Arabic (CP720) (`FATFS_CODEPAGE_720`)
- Greek (CP737) (`FATFS_CODEPAGE_737`)
- KBL (CP771) (`FATFS_CODEPAGE_771`)
- Baltic (CP775) (`FATFS_CODEPAGE_775`)
- Latin 1 (CP850) (`FATFS_CODEPAGE_850`)
- Latin 2 (CP852) (`FATFS_CODEPAGE_852`)
- Cyrillic (CP855) (`FATFS_CODEPAGE_855`)
- Turkish (CP857) (`FATFS_CODEPAGE_857`)
- Portugese (CP860) (`FATFS_CODEPAGE_860`)
- Icelandic (CP861) (`FATFS_CODEPAGE_861`)
- Hebrew (CP862) (`FATFS_CODEPAGE_862`)
- Canadian French (CP863) (`FATFS_CODEPAGE_863`)
- Arabic (CP864) (`FATFS_CODEPAGE_864`)
- Nordic (CP865) (`FATFS_CODEPAGE_865`)
- Russian (CP866) (`FATFS_CODEPAGE_866`)
- Greek 2 (CP869) (`FATFS_CODEPAGE_869`)

- Japanese (DBCS) (CP932) (FATFS\_CODEPAGE\_932)
- Simplified Chinese (DBCS) (CP936) (FATFS\_CODEPAGE\_936)
- Korean (DBCS) (CP949) (FATFS\_CODEPAGE\_949)
- Traditional Chinese (DBCS) (CP950) (FATFS\_CODEPAGE\_950)

## CONFIG\_FATFS\_LONG\_FILENAMES

Long filename support

*Found in: Component config > FAT Filesystem support*

Support long filenames in FAT. Long filename data increases memory usage. FATFS can be configured to store the buffer for long filename data in stack or heap.

### Available options:

- No long filenames (FATFS\_LFN\_NONE)
- Long filename buffer in heap (FATFS\_LFN\_HEAP)
- Long filename buffer on stack (FATFS\_LFN\_STACK)

## CONFIG\_FATFS\_MAX\_LFN

Max long filename length

*Found in: Component config > FAT Filesystem support*

Maximum long filename length. Can be reduced to save RAM.

## CONFIG\_FATFS\_API\_ENCODING

API character encoding

*Found in: Component config > FAT Filesystem support*

Choose encoding for character and string arguments/returns when using FATFS APIs. The encoding of arguments will usually depend on text editor settings.

### Available options:

- API uses ANSI/OEM encoding (FATFS\_API\_ENCODING\_ANSI\_OEM)
- API uses UTF-16 encoding (FATFS\_API\_ENCODING\_UTF\_16)
- API uses UTF-8 encoding (FATFS\_API\_ENCODING\_UTF\_8)

## CONFIG\_FATFS\_FS\_LOCK

Number of simultaneously open files protected by lock function

*Found in: Component config > FAT Filesystem support*

This option sets the FATFS configuration value `_FS_LOCK`. The option `_FS_LOCK` switches file lock function to control duplicated file open and illegal operation to open objects.

\* 0: Disable file lock function. To avoid volume corruption, application should avoid illegal open, remove and rename to the open objects.

\* >0: Enable file lock function. The value defines how many files/sub-directories can be opened simultaneously under file lock control.

Note that the file lock control is independent of re-entrancy.

### CONFIG\_FATFS\_TIMEOUT\_MS

Timeout for acquiring a file lock, ms

*Found in: Component config > FAT Filesystem support*

This option sets FATFS configuration value `_FS_TIMEOUT`, scaled to milliseconds. Sets the number of milliseconds FATFS will wait to acquire a mutex when operating on an open file. For example, if one task is performing a lengthy operation, another task will wait for the first task to release the lock, and time out after amount of time set by this option.

### CONFIG\_FATFS\_PER\_FILE\_CACHE

Use separate cache for each file

*Found in: Component config > FAT Filesystem support*

This option affects FATFS configuration value `_FS_TINY`.

If this option is set, `_FS_TINY` is 0, and each open file has its own cache, size of the cache is equal to the `_MAX_SS` variable (512 or 4096 bytes). This option uses more RAM if more than 1 file is open, but needs less reads and writes to the storage for some operations.

If this option is not set, `_FS_TINY` is 1, and single cache is used for all open files, size is also equal to `_MAX_SS` variable. This reduces the amount of heap used when multiple files are open, but increases the number of read and write operations which FATFS needs to make.

### CONFIG\_FATFS\_ALLOC\_PREFER\_EXTRAM

Prefer external RAM when allocating FATFS buffers

*Found in: Component config > FAT Filesystem support*

When the option is enabled, internal buffers used by FATFS will be allocated from external RAM. If the allocation from external RAM fails, the buffer will be allocated from the internal RAM. Disable this option if optimizing for performance. Enable this option if optimizing for internal memory size.

### Modbus configuration

Contains:

- `CONFIG_MB_QUEUE_LENGTH`
- `CONFIG_MB_SERIAL_TASK_STACK_SIZE`
- `CONFIG_MB_SERIAL_BUF_SIZE`
- `CONFIG_MB_SERIAL_TASK_PRIO`

- `CONFIG_MB_CONTROLLER_SLAVE_ID_SUPPORT`
- `CONFIG_MB_CONTROLLER_NOTIFY_TIMEOUT`
- `CONFIG_MB_CONTROLLER_NOTIFY_QUEUE_SIZE`
- `CONFIG_MB_CONTROLLER_STACK_SIZE`
- `CONFIG_MB_EVENT_QUEUE_TIMEOUT`
- `CONFIG_MB_TIMER_PORT_ENABLED`

### **CONFIG\_MB\_QUEUE\_LENGTH**

Modbus serial task queue length

*Found in: Component config > Modbus configuration*

Modbus serial driver queue length. It is used by event queue task. See the serial driver API for more information.

### **CONFIG\_MB\_SERIAL\_TASK\_STACK\_SIZE**

Modbus serial task stack size

*Found in: Component config > Modbus configuration*

Modbus serial task stack size for event queue task. It may be adjusted when debugging is enabled (for example).

### **CONFIG\_MB\_SERIAL\_BUF\_SIZE**

Modbus serial task RX/TX buffer size

*Found in: Component config > Modbus configuration*

Modbus serial task RX and TX buffer size for UART driver initialization. This buffer is used for Modbus frame transfer. The Modbus protocol maximum frame size is 256 bytes. Bigger size can be used for non standard implementations.

### **CONFIG\_MB\_SERIAL\_TASK\_PRIO**

Modbus serial task priority

*Found in: Component config > Modbus configuration*

Modbus UART driver event task priority. The priority of Modbus controller task is equal to (`CONFIG_MB_SERIAL_TASK_PRIO - 1`).

### **CONFIG\_MB\_CONTROLLER\_SLAVE\_ID\_SUPPORT**

Modbus controller slave ID support

*Found in: Component config > Modbus configuration*

Modbus slave ID support enable. When enabled the Modbus <Report Slave ID> command is supported by stack.

## CONFIG\_MB\_CONTROLLER\_SLAVE\_ID

Modbus controller slave ID

*Found in: Component config > Modbus configuration > CONFIG\_MB\_CONTROLLER\_SLAVE\_ID\_SUPPORT*

Modbus slave ID value to identify modbus device in the network using <Report Slave ID> command. Most significant byte of ID is used as short device ID and other three bytes used as long ID.

## CONFIG\_MB\_CONTROLLER\_NOTIFY\_TIMEOUT

Modbus controller notification timeout (ms)

*Found in: Component config > Modbus configuration*

Modbus controller notification timeout in milliseconds. This timeout is used to send notification about accessed parameters.

## CONFIG\_MB\_CONTROLLER\_NOTIFY\_QUEUE\_SIZE

Modbus controller notification queue size

*Found in: Component config > Modbus configuration*

Modbus controller notification queue size. The notification queue is used to get information about accessed parameters.

## CONFIG\_MB\_CONTROLLER\_STACK\_SIZE

Modbus controller stack size

*Found in: Component config > Modbus configuration*

Modbus controller task stack size. The Stack size may be adjusted when debug mode is used which requires more stack size (for example).

## CONFIG\_MB\_EVENT\_QUEUE\_TIMEOUT

Modbus stack event queue timeout (ms)

*Found in: Component config > Modbus configuration*

Modbus stack event queue timeout in milliseconds. This may help to optimize Modbus stack event processing time.

## CONFIG\_MB\_TIMER\_PORT\_ENABLED

Modbus stack use timer for 3.5T symbol time measurement

*Found in: Component config > Modbus configuration*

If this option is set the Modbus stack uses timer for T3.5 time measurement. Else the internal UART TOUT timeout is used for 3.5T symbol time measurement.



## CONFIG\_MB\_TIMER\_GROUP

Modbus Timer group number

*Found in: Component config > Modbus configuration > CONFIG\_MB\_TIMER\_PORT\_ENABLED*

Modbus Timer group number that is used for timeout measurement.

## CONFIG\_MB\_TIMER\_INDEX

Modbus Timer index in the group

*Found in: Component config > Modbus configuration > CONFIG\_MB\_TIMER\_PORT\_ENABLED*

Modbus Timer Index in the group that is used for timeout measurement.

## FreeRTOS

Contains:

- *CONFIG\_FREERTOS\_UNICORE*
- *CONFIG\_FREERTOS\_CORETIMER*
- *CONFIG\_FREERTOS\_HZ*
- *CONFIG\_FREERTOS\_ASSERT\_ON\_UNTESTED\_FUNCTION*
- *CONFIG\_FREERTOS\_CHECK\_STACKOVERFLOW*
- *CONFIG\_FREERTOS\_WATCHPOINT\_END\_OF\_STACK*
- *CONFIG\_FREERTOS\_INTERRUPT\_BACKTRACE*
- *CONFIG\_FREERTOS\_THREAD\_LOCAL\_STORAGE\_POINTERS*
- *CONFIG\_FREERTOS\_ASSERT*
- *CONFIG\_FREERTOS\_IDLE\_TASK\_STACKSIZE*
- *CONFIG\_FREERTOS\_ISR\_STACKSIZE*
- *CONFIG\_FREERTOS\_LEGACY\_HOOKS*
- *CONFIG\_FREERTOS\_MAX\_TASK\_NAME\_LEN*
- *CONFIG\_SUPPORT\_STATIC\_ALLOCATION*
- *CONFIG\_TIMER\_TASK\_PRIORITY*
- *CONFIG\_TIMER\_TASK\_STACK\_DEPTH*
- *CONFIG\_TIMER\_QUEUE\_LENGTH*
- *CONFIG\_FREERTOS\_QUEUE\_REGISTRY\_SIZE*
- *CONFIG\_FREERTOS\_USE\_TRACE\_FACILITY*
- *CONFIG\_FREERTOS\_GENERATE\_RUN\_TIME\_STATS*
- *CONFIG\_FREERTOS\_USE\_TICKLESS\_IDLE*
- *CONFIG\_FREERTOS\_DEBUG\_INTERNALS*
- *CONFIG\_FREERTOS\_TASK\_FUNCTION\_WRAPPER*

- `CONFIG_FREERTOS_CHECK_MUTEX_GIVEN_BY_OWNER`
- `CONFIG_FREERTOS_CHECK_PORT_CRITICAL_COMPLIANCE`

## CONFIG\_FREERTOS\_UNICORE

Run FreeRTOS only on first core

*Found in: Component config > FreeRTOS*

This version of FreeRTOS normally takes control of all cores of the CPU. Select this if you only want to start it on the first core. This is needed when e.g. another process needs complete control over the second core.

# This invisible config value sets the value of `tskNO_AFFINITY` in `task.h`. # Intended to be used as a constant from other Kconfig files. # Value is (32-bit) `INT_MAX`.

## CONFIG\_FREERTOS\_CORETIMER

Xtensa timer to use as the FreeRTOS tick source

*Found in: Component config > FreeRTOS*

FreeRTOS needs a timer with an associated interrupt to use as the main tick source to increase counters, run timers and do pre-emptive multitasking with. There are multiple timers available to do this, with different interrupt priorities. Check

### Available options:

- Timer 0 (int 6, level 1) (`FREERTOS_CORETIMER_0`)  
Select this to use timer 0
- Timer 1 (int 15, level 3) (`FREERTOS_CORETIMER_1`)  
Select this to use timer 1

## CONFIG\_FREERTOS\_HZ

Tick rate (Hz)

*Found in: Component config > FreeRTOS*

Select the tick rate at which FreeRTOS does pre-emptive context switching.

## CONFIG\_FREERTOS\_ASSERT\_ON\_UNTESTED\_FUNCTION

Halt when an SMP-untested function is called

*Found in: Component config > FreeRTOS*

Some functions in FreeRTOS have not been thoroughly tested yet when moving to the SMP implementation of FreeRTOS. When this option is enabled, these functions will throw an `assert()`.

## CONFIG\_FREERTOS\_CHECK\_STACKOVERFLOW

Check for stack overflow

*Found in: Component config > FreeRTOS*

FreeRTOS can check for stack overflows in threads and trigger an user function called `vApplicationStackOverflowHook` when this happens.

### Available options:

- No checking (`FREERTOS_CHECK_STACKOVERFLOW_NONE`)  
Do not check for stack overflows (`configCHECK_FOR_STACK_OVERFLOW=0`)
- Check by stack pointer value (`FREERTOS_CHECK_STACKOVERFLOW_PTRVAL`)  
Check for stack overflows on each context switch by checking if the stack pointer is in a valid range. Quick but does not detect stack overflows that happened between context switches (`configCHECK_FOR_STACK_OVERFLOW=1`)
- Check using canary bytes (`FREERTOS_CHECK_STACKOVERFLOW_CANARY`)  
Places some magic bytes at the end of the stack area and on each context switch, check if these bytes are still intact. More thorough than just checking the pointer, but also slightly slower. (`configCHECK_FOR_STACK_OVERFLOW=2`)

## CONFIG\_FREERTOS\_WATCHPOINT\_END\_OF\_STACK

Set a debug watchpoint as a stack overflow check

*Found in: Component config > FreeRTOS*

FreeRTOS can check if a stack has overflown its bounds by checking either the value of the stack pointer or by checking the integrity of canary bytes. (See `FREERTOS_CHECK_STACKOVERFLOW` for more information.) These checks only happen on a context switch, and the situation that caused the stack overflow may already be long gone by then. This option will use the debug memory watchpoint 1 (the second one) to allow breaking into the debugger (or panic'ing) as soon as any of the last 32 bytes on the stack of a task are overwritten. The side effect is that using gdb, you effectively only have one watchpoint; the 2nd one is overwritten as soon as a task switch happens.

This check only triggers if the stack overflow writes within 4 bytes of the end of the stack, rather than overshooting further, so it is worth combining this approach with one of the other stack overflow check methods.

When this watchpoint is hit, gdb will stop with a SIGTRAP message. When no JTAG OCD is attached, esp-idf will panic on an unhandled debug exception.

## CONFIG\_FREERTOS\_INTERRUPT\_BACKTRACE

Enable backtrace from interrupt to task context

*Found in: Component config > FreeRTOS*

If this option is enabled, interrupt stack frame will be modified to point to the code of the interrupted task as its return address. This helps the debugger (or the panic handler) show a backtrace from the interrupt to the task which was interrupted. This also works for nested interrupts: higer level interrupt stack can be traced back to the lower level interrupt. This option adds 4 instructions to the interrupt dispatching code.

## CONFIG\_FREERTOS\_THREAD\_LOCAL\_STORAGE\_POINTERS

Number of thread local storage pointers

*Found in: Component config > FreeRTOS*

FreeRTOS has the ability to store per-thread pointers in the task control block. This controls the number of pointers available.

This value must be at least 1. Index 0 is reserved for use by the pthreads API thread-local-storage. Other indexes can be used for any desired purpose.

## CONFIG\_FREERTOS\_ASSERT

FreeRTOS assertions

*Found in: Component config > FreeRTOS*

Failed FreeRTOS configASSERT() assertions can be configured to behave in different ways.

### Available options:

- abort() on failed assertions (FREERTOS\_ASSERT\_FAIL\_ABORT)  
If a FreeRTOS configASSERT() fails, FreeRTOS will abort() and halt execution. The panic handler can be configured to handle the outcome of an abort() in different ways.
- Print and continue failed assertions (FREERTOS\_ASSERT\_FAIL\_PRINT\_CONTINUE)  
If a FreeRTOS assertion fails, print it out and continue.
- Disable FreeRTOS assertions (FREERTOS\_ASSERT\_DISABLE)  
FreeRTOS configASSERT() will not be compiled into the binary.

## CONFIG\_FREERTOS\_IDLE\_TASK\_STACKSIZE

Idle Task stack size

*Found in: Component config > FreeRTOS*

The idle task has its own stack, sized in bytes. The default size is enough for most uses. Size can be reduced to 768 bytes if no (or simple) FreeRTOS idle hooks are used and pthread local storage or FreeRTOS local storage cleanup callbacks are not used.

The stack size may need to be increased above the default if the app installs idle or thread local storage cleanup hooks that use a lot of stack memory.

## CONFIG\_FREERTOS\_ISR\_STACKSIZE

ISR stack size

*Found in: Component config > FreeRTOS*

The interrupt handlers have their own stack. The size of the stack can be defined here. Each processor has its own stack, so the total size occupied will be twice this.

## CONFIG\_FREERTOS\_LEGACY\_HOOKS

Use FreeRTOS legacy hooks

*Found in: Component config > FreeRTOS*

FreeRTOS offers a number of hooks/callback functions that are called when a timer tick happens, the idle thread runs etc. esp-idf replaces these by runtime registerable hooks using the esp\_register\_freertos\_XXX\_hook system, but for legacy reasons the old hooks can also still be enabled. Please enable this only if you have code that for some reason can't be migrated to the esp\_register\_freertos\_XXX\_hook system.

## CONFIG\_FREERTOS\_MAX\_TASK\_NAME\_LEN

Maximum task name length

*Found in: Component config > FreeRTOS*

Changes the maximum task name length. Each task allocated will include this many bytes for a task name. Using a shorter value saves a small amount of RAM, a longer value allows more complex names.

For most uses, the default of 16 is OK.

## CONFIG\_SUPPORT\_STATIC\_ALLOCATION

Enable FreeRTOS static allocation API

*Found in: Component config > FreeRTOS*

FreeRTOS gives the application writer the ability to instead provide the memory themselves, allowing the following objects to optionally be created without any memory being allocated dynamically:

- Tasks
- Software Timers (Daemon task is still dynamic. See documentation)
- Queues
- Event Groups
- Binary Semaphores
- Counting Semaphores
- Recursive Semaphores
- Mutexes

Whether it is preferable to use static or dynamic memory allocation is dependent on the application, and the preference of the application writer. Both methods have pros and cons, and both methods can be used within the same RTOS application.

Creating RTOS objects using statically allocated RAM has the benefit of providing the application writer with more control: RTOS objects can be placed at specific memory locations. The maximum RAM footprint can be determined at link time, rather than run time. The application writer does not need to concern themselves with graceful handling of memory allocation failures. It allows the RTOS to be used in applications that simply don't allow any dynamic memory allocation (although FreeRTOS includes allocation schemes that can overcome most objections).

## CONFIG\_ENABLE\_STATIC\_TASK\_CLEAN\_UP\_HOOK

Enable static task clean up hook

*Found in: Component config > FreeRTOS > CONFIG\_SUPPORT\_STATIC\_ALLOCATION*

Enable this option to make FreeRTOS call the static task clean up hook when a task is deleted.

Bear in mind that if this option is enabled you will need to implement the following function:

```
void vPortCleanUpTCB ( void *pxTCB ) {  
    // place clean up code here  
}
```

## CONFIG\_TIMER\_TASK\_PRIORITY

FreeRTOS timer task priority

*Found in: Component config > FreeRTOS*

The timer service task (primarily) makes use of existing FreeRTOS features, allowing timer functionality to be added to an application with minimal impact on the size of the application's executable binary.

Use this constant to define the priority that the timer task will run at.

## CONFIG\_TIMER\_TASK\_STACK\_DEPTH

FreeRTOS timer task stack size

*Found in: Component config > FreeRTOS*

The timer service task (primarily) makes use of existing FreeRTOS features, allowing timer functionality to be added to an application with minimal impact on the size of the application's executable binary.

Use this constant to define the size (in bytes) of the stack allocated for the timer task.

## CONFIG\_TIMER\_QUEUE\_LENGTH

FreeRTOS timer queue length

*Found in: Component config > FreeRTOS*

FreeRTOS provides a set of timer related API functions. Many of these functions use a standard FreeRTOS queue to send commands to the timer service task. The queue used for this purpose is called the 'timer command queue'. The 'timer command queue' is private to the FreeRTOS timer implementation, and cannot be accessed directly.

For most uses the default value of 10 is OK.

## CONFIG\_FREERTOS\_QUEUE\_REGISTRY\_SIZE

FreeRTOS queue registry size

*Found in: Component config > FreeRTOS*

FreeRTOS uses the queue registry as a means for kernel aware debuggers to locate queues, semaphores, and mutexes. The registry allows for a textual name to be associated with a queue for easy identification

within a debugging GUI. A value of 0 will disable queue registry functionality, and a value larger than 0 will specify the number of queues/semaphores/mutexes that the registry can hold.

### CONFIG\_FREERTOS\_USE\_TRACE\_FACILITY

Enable FreeRTOS trace facility

*Found in: Component config > FreeRTOS*

If enabled, configUSE\_TRACE\_FACILITY will be defined as 1 in FreeRTOS. This will allow the usage of trace facility functions such as uxTaskGetSystemState().

### CONFIG\_FREERTOS\_USE\_STATS\_FORMATTING\_FUNCTIONS

Enable FreeRTOS stats formatting functions

*Found in: Component config > FreeRTOS > CONFIG\_FREERTOS\_USE\_TRACE\_FACILITY*

If enabled, configUSE\_STATS\_FORMATTING\_FUNCTIONS will be defined as 1 in FreeRTOS. This will allow the usage of stats formatting functions such as vTaskList().

### CONFIG\_FREERTOS\_VTASKLIST\_INCLUDE\_COREID

Enable display of xCoreID in vTaskList

*Found in: Component config > FreeRTOS > CONFIG\_FREERTOS\_USE\_TRACE\_FACILITY > CONFIG\_FREERTOS\_USE\_STATS\_FORMATTING\_FUNCTIONS*

If enabled, this will include an extra column when vTaskList is called to display the CoreID the task is pinned to (0,1) or -1 if not pinned.

### CONFIG\_FREERTOS\_GENERATE\_RUN\_TIME\_STATS

Enable FreeRTOS to collect run time stats

*Found in: Component config > FreeRTOS*

If enabled, configGENERATE\_RUN\_TIME\_STATS will be defined as 1 in FreeRTOS. This will allow FreeRTOS to collect information regarding the usage of processor time amongst FreeRTOS tasks. Run time stats are generated using either the ESP Timer or the CPU Clock as the clock source (Note that run time stats are only valid until the clock source overflows). The function vTaskGetRunTimeStats() will also be available if FREERTOS\_USE\_STATS\_FORMATTING\_FUNCTIONS and FREERTOS\_USE\_TRACE\_FACILITY are enabled. vTaskGetRunTimeStats() will display the run time of each task as a % of the total run time of all CPUs (task run time / no of CPUs) / (total run time / 100 )

### CONFIG\_FREERTOS\_RUN\_TIME\_STATS\_CLK

Choose the clock source for run time stats

*Found in: Component config > FreeRTOS > CONFIG\_FREERTOS\_GENERATE\_RUN\_TIME\_STATS*

Choose the clock source for FreeRTOS run time stats. Options are CPU0's CPU Clock or the ESP Timer. Both clock sources are 32 bits. The CPU Clock can run at a higher frequency hence provide a finer

resolution but will overflow much quicker. Note that run time stats are only valid until the clock source overflows.

### Available options:

- Use ESP TIMER for run time stats (`FREERTOS_RUN_TIME_STATS_USING_ESP_TIMER`)  
ESP Timer will be used as the clock source for FreeRTOS run time stats. The ESP Timer runs at a frequency of 1MHz regardless of Dynamic Frequency Scaling. Therefore the ESP Timer will overflow in approximately 4290 seconds.
- Use CPU Clock for run time stats (`FREERTOS_RUN_TIME_STATS_USING_CPU_CLK`)  
CPU Clock will be used as the clock source for the generation of run time stats. The CPU Clock has a frequency dependent on `ESP32_DEFAULT_CPU_FREQ_MHZ` and Dynamic Frequency Scaling (DFS). Therefore the CPU Clock frequency can fluctuate between 80 to 240MHz. Run time stats generated using the CPU Clock represents the number of CPU cycles each task is allocated and DOES NOT reflect the amount of time each task runs for (as CPU clock frequency can change). If the CPU clock consistently runs at the maximum frequency of 240MHz, it will overflow in approximately 17 seconds.

## CONFIG\_FREERTOS\_USE\_TICKLESS\_IDLE

Tickless idle support

*Found in: Component config > FreeRTOS*

If power management support is enabled, FreeRTOS will be able to put the system into light sleep mode when no tasks need to run for a number of ticks. This number can be set using `FREERTOS_IDLE_TIME_BEFORE_SLEEP` option. This feature is also known as “automatic light sleep”.

Note that timers created using `esp_timer` APIs may prevent the system from entering sleep mode, even when no tasks need to run.

If disabled, automatic light sleep support will be disabled.

## CONFIG\_FREERTOS\_IDLE\_TIME\_BEFORE\_SLEEP

Minimum number of ticks to enter sleep mode for

*Found in: Component config > FreeRTOS > CONFIG\_FREERTOS\_USE\_TICKLESS\_IDLE*

FreeRTOS will enter light sleep mode if no tasks need to run for this number of ticks.

## CONFIG\_FREERTOS\_DEBUG\_INTERNALS

Debug FreeRTOS internals

*Found in: Component config > FreeRTOS*

Enable this option to show the menu with internal FreeRTOS debugging features. This option does not change any code by itself, it just shows/hides some options.

Contains:

- `CONFIG_FREERTOS_PORTMUX_DEBUG`
- `CONFIG_FREERTOS_PORTMUX_DEBUG_RECURSIVE`



### CONFIG\_FREERTOS\_PORTMUX\_DEBUG

Debug portMUX portENTER\_CRITICAL/portEXIT\_CRITICAL

*Found in: Component config > FreeRTOS > CONFIG\_FREERTOS\_DEBUG\_INTERNALS*

If enabled, debug information (including integrity checks) will be printed to UART for the port-specific MUX implementation.

### CONFIG\_FREERTOS\_PORTMUX\_DEBUG\_RECURSIVE

Debug portMUX Recursion

*Found in: Component config > FreeRTOS > CONFIG\_FREERTOS\_DEBUG\_INTERNALS*

If enabled, additional debug information will be printed for recursive portMUX usage.

### CONFIG\_FREERTOS\_TASK\_FUNCTION\_WRAPPER

Enclose all task functions in a wrapper function

*Found in: Component config > FreeRTOS*

If enabled, all FreeRTOS task functions will be enclosed in a wrapper function. If a task function mistakenly returns (i.e. does not delete), the call flow will return to the wrapper function. The wrapper function will then log an error and abort the application. This option is also required for GDB backtraces and C++ exceptions to work correctly inside top-level task functions.

### CONFIG\_FREERTOS\_CHECK\_MUTEX\_GIVEN\_BY\_OWNER

Check that mutex semaphore is given by owner task

*Found in: Component config > FreeRTOS*

If enabled, assert that when a mutex semaphore is given, the task giving the semaphore is the task which is currently holding the mutex.

### CONFIG\_FREERTOS\_CHECK\_PORT\_CRITICAL\_COMPLIANCE

Tests compliance with Vanilla FreeRTOS port\*\_CRITICAL calls

*Found in: Component config > FreeRTOS*

If enabled, context of port\*\_CRITICAL calls (ISR or Non-ISR) would be checked to be in compliance with Vanilla FreeRTOS. e.g Calling port\*\_CRITICAL from ISR context would cause assert failure

### Heap memory debugging

Contains:

- *CONFIG\_HEAP\_CORRUPTION\_DETECTION*
- *CONFIG\_HEAP\_TRACING*
- *CONFIG\_HEAP\_TASK\_TRACKING*

## CONFIG\_HEAP\_CORRUPTION\_DETECTION

Heap corruption detection

*Found in: Component config > Heap memory debugging*

Enable heap poisoning features to detect heap corruption caused by out-of-bounds access to heap memory.

See the “Heap Memory Debugging” page of the IDF documentation for a description of each level of heap corruption detection.

### Available options:

- Basic (no poisoning) (HEAP\_POISONING\_DISABLED)
- Light impact (HEAP\_POISONING\_LIGHT)
- Comprehensive (HEAP\_POISONING\_COMPREHENSIVE)

## CONFIG\_HEAP\_TRACING

Enable heap tracing

*Found in: Component config > Heap memory debugging*

Enables the heap tracing API defined in esp\_heap\_trace.h.

This function causes a moderate increase in IRAM code size and a minor increase in heap function (malloc/free/realloc) CPU overhead, even when the tracing feature is not used. So it's best to keep it disabled unless tracing is being used.

## CONFIG\_HEAP\_TRACING\_STACK\_DEPTH

Heap tracing stack depth

*Found in: Component config > Heap memory debugging > CONFIG\_HEAP\_TRACING*

Number of stack frames to save when tracing heap operation callers.

More stack frames uses more memory in the heap trace buffer (and slows down allocation), but can provide useful information.

## CONFIG\_HEAP\_TASK\_TRACKING

Enable heap task tracking

*Found in: Component config > Heap memory debugging*

Enables tracking the task responsible for each heap allocation.

This function depends on heap poisoning being enabled and adds four more bytes of overhead for each block allocated.

## libsodium

Contains:

- *CONFIG\_LIBSODIUM\_USE\_MBEDTLS\_SHA*

## CONFIG\_LIBSODIUM\_USE\_MBEDTLS\_SHA

Use mbedTLS SHA256 & SHA512 implementations

*Found in: Component config > libsodium*

If this option is enabled, libsodium will use thin wrappers around mbedTLS for SHA256 & SHA512 operations.

This saves some code size if mbedTLS is also used. However it is incompatible with hardware SHA acceleration (due to the way libsodium's API manages SHA state).

## Log output

Contains:

- *CONFIG\_LOG\_DEFAULT\_LEVEL*
- *CONFIG\_LOG\_COLORS*

## CONFIG\_LOG\_DEFAULT\_LEVEL

Default log verbosity

*Found in: Component config > Log output*

Specify how much output to see in logs by default. You can set lower verbosity level at runtime using `esp_log_level_set` function.

Note that this setting limits which log statements are compiled into the program. So setting this to, say, "Warning" would mean that changing log level to "Debug" at runtime will not be possible.

### Available options:

- No output (LOG\_DEFAULT\_LEVEL\_NONE)
- Error (LOG\_DEFAULT\_LEVEL\_ERROR)
- Warning (LOG\_DEFAULT\_LEVEL\_WARN)
- Info (LOG\_DEFAULT\_LEVEL\_INFO)
- Debug (LOG\_DEFAULT\_LEVEL\_DEBUG)
- Verbose (LOG\_DEFAULT\_LEVEL\_VERBOSE)

## CONFIG\_LOG\_COLORS

Use ANSI terminal colors in log output

*Found in: Component config > Log output*

Enable ANSI terminal color codes in bootloader output.

In order to view these, your terminal program must support ANSI color codes.

## LWIP

Contains:

- *CONFIG\_L2\_TO\_L3\_COPY*
- *CONFIG\_LWIP\_IRAM\_OPTIMIZATION*
- *CONFIG\_LWIP\_MAX\_SOCKETS*
- *CONFIG\_USE\_ONLY\_LWIP\_SELECT*
- *CONFIG\_LWIP\_SO\_REUSE*
- *CONFIG\_LWIP\_SO\_RCVBUF*
- *CONFIG\_LWIP\_DHCP\_MAX\_NTP\_SERVERS*
- *CONFIG\_LWIP\_IP\_FRAG*
- *CONFIG\_LWIP\_IP\_REASSEMBLY*
- *CONFIG\_LWIP\_STATS*
- *CONFIG\_LWIP\_ETHARP\_TRUST\_IP\_MAC*
- *CONFIG\_ESP\_GRATUITOUS\_ARP*
- *CONFIG\_TCPIP\_RECVMBOX\_SIZE*
- *CONFIG\_LWIP\_DHCP\_DOES\_ARP\_CHECK*
- *CONFIG\_LWIP\_DHCP\_RESTORE\_LAST\_IP*
- *DHCP server*
- *CONFIG\_LWIP\_AUTOIP*
- *CONFIG\_LWIP\_NETIF\_LOOPBACK*
- *TCP*
- *UDP*
- *CONFIG\_TCPIP\_TASK\_STACK\_SIZE*
- *CONFIG\_TCPIP\_TASK\_AFFINITY*
- *CONFIG\_PPP\_SUPPORT*
- *ICMP*
- *LWIP RAW API*

### CONFIG\_L2\_TO\_L3\_COPY

Enable copy between Layer2 and Layer3 packets

*Found in: Component config > LWIP*

If this feature is enabled, all traffic from layer2(WIFI Driver) will be copied to a new buffer before sending it to layer3(LWIP stack), freeing the layer2 buffer. Please be notified that the total layer2 receiving buffer is fixed and ESP32 currently supports 25 layer2 receiving buffer, when layer2 buffer runs out of memory, then the incoming packets will be dropped in hardware. The layer3 buffer is allocated from the heap, so the total layer3 receiving buffer depends on the available heap size, when heap runs out of memory, no

copy will be sent to layer3 and packet will be dropped in layer2. Please make sure you fully understand the impact of this feature before enabling it.

### CONFIG\_LWIP\_IRAM\_OPTIMIZATION

Enable LWIP IRAM optimization

*Found in: Component config > LWIP*

If this feature is enabled, some functions relating to RX/TX in LWIP will be put into IRAM, it can improve UDP/TCP throughput by >10% for single core mode, it doesn't help too much for dual core mode. On the other hand, it needs about 10KB IRAM for these optimizations.

If this feature is disabled, all lwip functions will be put into FLASH.

### CONFIG\_LWIP\_MAX\_SOCKETS

Max number of open sockets

*Found in: Component config > LWIP*

Sockets take up a certain amount of memory, and allowing fewer sockets to be open at the same time conserves memory. Specify the maximum amount of sockets here. The valid value is from 1 to 16.

### CONFIG\_USE\_ONLY\_LWIP\_SELECT

Support LWIP socket select() only

*Found in: Component config > LWIP*

The virtual filesystem layer of select() redirects sockets to lwip\_select() and non-socket file descriptors to their respective driver implementations. If this option is enabled then all calls of select() will be redirected to lwip\_select(), therefore, select can be used for sockets only.

### CONFIG\_LWIP\_SO\_REUSE

Enable SO\_REUSEADDR option

*Found in: Component config > LWIP*

Enabling this option allows binding to a port which remains in TIME\_WAIT.

### CONFIG\_LWIP\_SO\_REUSE\_RXTOALL

SO\_REUSEADDR copies broadcast/multicast to all matches

*Found in: Component config > LWIP > CONFIG\_LWIP\_SO\_REUSE*

Enabling this option means that any incoming broadcast or multicast packet will be copied to all of the local sockets that it matches (may be more than one if SO\_REUSEADDR is set on the socket.)

This increases memory overhead as the packets need to be copied, however they are only copied per matching socket. You can safely disable it if you don't plan to receive broadcast or multicast traffic on more than one socket at a time.

### CONFIG\_LWIP\_SO\_RCVBUF

Enable SO\_RCVBUF option

*Found in: Component config > LWIP*

Enabling this option allows checking for available data on a netconn.

### CONFIG\_LWIP\_DHCP\_MAX\_NTP\_SERVERS

Maximum number of NTP servers

*Found in: Component config > LWIP*

Set maximum number of NTP servers used by LwIP SNTP module. First argument of sntp\_setserver/sntp\_setservername functions is limited to this value.

### CONFIG\_LWIP\_IP\_FRAG

Enable fragment outgoing IP packets

*Found in: Component config > LWIP*

Enabling this option allows fragmenting outgoing IP packets if their size exceeds MTU.

### CONFIG\_LWIP\_IP\_REASSEMBLY

Enable reassembly incoming fragmented IP packets

*Found in: Component config > LWIP*

Enabling this option allows reassembling incoming fragmented IP packets.

### CONFIG\_LWIP\_STATS

Enable LWIP statistics

*Found in: Component config > LWIP*

Enabling this option allows LWIP statistics

### CONFIG\_LWIP\_ETHARP\_TRUST\_IP\_MAC

Enable LWIP ARP trust

*Found in: Component config > LWIP*

Enabling this option allows ARP table to be updated.

If this option is enabled, the incoming IP packets cause the ARP table to be updated with the source MAC and IP addresses supplied in the packet. You may want to disable this if you do not trust LAN peers to have the correct addresses, or as a limited approach to attempt to handle spoofing. If disabled, lwIP will need to make a new ARP request if the peer is not already in the ARP table, adding a little latency. The peer \*is\* in the ARP table if it requested our address before. Also notice that this slows down input processing of every IP packet!

There are two known issues in real application if this feature is enabled: - The LAN peer may have bug to update the ARP table after the ARP entry is aged out. If the ARP entry on the LAN peer is aged out but failed to be updated, all IP packets sent from LWIP to the LAN peer will be dropped by LAN peer. - The LAN peer may not be trustful, the LAN peer may send IP packets to LWIP with two different MACs, but the same IP address. If this happens, the LWIP has problem to receive IP packets from LAN peer.

So the recommendation is to disable this option. Here the LAN peer means the other side to which the ESP station or soft-AP is connected.

### CONFIG\_ESP\_GRATUITOUS\_ARP

Send gratuitous ARP periodically

*Found in: Component config > LWIP*

Enable this option allows to send gratuitous ARP periodically.

This option solve the compatibility issues.If the ARP table of the AP is old, and the AP doesn't send ARP request to update it's ARP table, this will lead to the STA sending IP packet fail. Thus we send gratuitous ARP periodically to let AP update it's ARP table.

### CONFIG\_GARP\_TMR\_INTERVAL

GARP timer interval(seconds)

*Found in: Component config > LWIP > CONFIG\_ESP\_GRATUITOUS\_ARP*

Set the timer interval for gratuitous ARP. The default value is 60s

### CONFIG\_TCPIP\_RECVMBOX\_SIZE

TCPIP task receive mail box size

*Found in: Component config > LWIP*

Set TCPIP task receive mail box size. Generally bigger value means higher throughput but more memory. The value should be bigger than UDP/TCP mail box size.

### CONFIG\_LWIP\_DHCP\_DOES\_ARP\_CHECK

DHCP: Perform ARP check on any offered address

*Found in: Component config > LWIP*

Enabling this option performs a check (via ARP request) if the offered IP address is not already in use by another host on the network.

### CONFIG\_LWIP\_DHCP\_RESTORE\_LAST\_IP

DHCP: Restore last IP obtained from DHCP server

*Found in: Component config > LWIP*

When this option is enabled, DHCP client tries to re-obtain last valid IP address obtained from DHCP server. Last valid DHCP configuration is stored in nvs and restored after reset/power-up. If IP is still available, there is no need for sending discovery message to DHCP server and save some time.

### DHCP server

Contains:

- *CONFIG\_LWIP\_DHCPS\_LEASE\_UNIT*
- *CONFIG\_LWIP\_DHCPS\_MAX\_STATION\_NUM*

### CONFIG\_LWIP\_DHCPS\_LEASE\_UNIT

Multiplier for lease time, in seconds

*Found in: Component config > LWIP > DHCP server*

The DHCP server is calculating lease time multiplying the sent and received times by this number of seconds per unit. The default is 60, that equals one minute.

### CONFIG\_LWIP\_DHCPS\_MAX\_STATION\_NUM

Maximum number of stations

*Found in: Component config > LWIP > DHCP server*

The maximum number of DHCP clients that are connected to the server. After this number is exceeded, DHCP server removes of the oldest device from it's address pool, without notification.

### CONFIG\_LWIP\_AUTOIP

Enable IPV4 Link-Local Addressing (AUTOIP)

*Found in: Component config > LWIP*

Enabling this option allows the device to self-assign an address in the 169.256/16 range if none is assigned statically or via DHCP.

See RFC 3927.

Contains:

- *CONFIG\_LWIP\_AUTOIP\_TRIES*
- *CONFIG\_LWIP\_AUTOIP\_MAX\_CONFLICTS*
- *CONFIG\_LWIP\_AUTOIP\_RATE\_LIMIT\_INTERVAL*

### CONFIG\_LWIP\_AUTOIP\_TRIES

DHCP Probes before self-assigning IPv4 LL address

*Found in: Component config > LWIP > CONFIG\_LWIP\_AUTOIP*

DHCP client will send this many probes before self-assigning a link local address.



From LWIP help: “This can be set as low as 1 to get an AutoIP address very quickly, but you should be prepared to handle a changing IP address when DHCP overrides AutoIP.” (In the case of ESP-IDF, this means multiple SYSTEM\_EVENT\_STA\_GOT\_IP events.)

### CONFIG\_LWIP\_AUTOIP\_MAX\_CONFLICTS

Max IP conflicts before rate limiting

*Found in: Component config > LWIP > CONFIG\_LWIP\_AUTOIP*

If the AUTOIP functionality detects this many IP conflicts while self-assigning an address, it will go into a rate limited mode.

### CONFIG\_LWIP\_AUTOIP\_RATE\_LIMIT\_INTERVAL

Rate limited interval (seconds)

*Found in: Component config > LWIP > CONFIG\_LWIP\_AUTOIP*

If rate limiting self-assignment requests, wait this long between each request.

### CONFIG\_LWIP\_NETIF\_LOOPBACK

Support per-interface loopback

*Found in: Component config > LWIP*

Enabling this option means that if a packet is sent with a destination address equal to the interface’s own IP address, it will “loop back” and be received by this interface.

Contains:

- *CONFIG\_LWIP\_LOOPBACK\_MAX\_PBUFS*

### CONFIG\_LWIP\_LOOPBACK\_MAX\_PBUFS

Max queued loopback packets per interface

*Found in: Component config > LWIP > CONFIG\_LWIP\_NETIF\_LOOPBACK*

Configure the maximum number of packets which can be queued for loopback on a given interface. Reducing this number may cause packets to be dropped, but will avoid filling memory with queued packet data.

### TCP

Contains:

- *CONFIG\_LWIP\_MAX\_ACTIVE\_TCP*
- *CONFIG\_LWIP\_MAX\_LISTENING\_TCP*
- *CONFIG\_TCP\_MAXRTX*
- *CONFIG\_TCP\_SYNMAXRTX*

- *CONFIG\_TCP\_MSS*
- *CONFIG\_TCP\_MSL*
- *CONFIG\_TCP\_SND\_BUF\_DEFAULT*
- *CONFIG\_TCP\_WND\_DEFAULT*
- *CONFIG\_TCP\_RECVMBOX\_SIZE*
- *CONFIG\_TCP\_QUEUE\_OOSEQ*
- *CONFIG\_ESP\_TCP\_KEEP\_CONNECTION\_WHEN\_IP\_CHANGES*
- *CONFIG\_TCP\_OVERSIZE*
- *CONFIG\_LWIP\_WND\_SCALE*

### **CONFIG\_LWIP\_MAX\_ACTIVE\_TCP**

Maximum active TCP Connections

*Found in: Component config > LWIP > TCP*

The maximum number of simultaneously active TCP connections. The practical maximum limit is determined by available heap memory at runtime.

Changing this value by itself does not substantially change the memory usage of LWIP, except for preventing new TCP connections after the limit is reached.

### **CONFIG\_LWIP\_MAX\_LISTENING\_TCP**

Maximum listening TCP Connections

*Found in: Component config > LWIP > TCP*

The maximum number of simultaneously listening TCP connections. The practical maximum limit is determined by available heap memory at runtime.

Changing this value by itself does not substantially change the memory usage of LWIP, except for preventing new listening TCP connections after the limit is reached.

### **CONFIG\_TCP\_MAXRTX**

Maximum number of retransmissions of data segments

*Found in: Component config > LWIP > TCP*

Set maximum number of retransmissions of data segments.

### **CONFIG\_TCP\_SYNMAXRTX**

Maximum number of retransmissions of SYN segments

*Found in: Component config > LWIP > TCP*

Set maximum number of retransmissions of SYN segments.

## CONFIG\_TCP\_MSS

Maximum Segment Size (MSS)

*Found in: Component config > LWIP > TCP*

Set maximum segment size for TCP transmission.

Can be set lower to save RAM, the default value 1436 will give best throughput.

## CONFIG\_TCP\_MSL

Maximum segment lifetime (MSL)

*Found in: Component config > LWIP > TCP*

Set maximum segment lifetime in in milliseconds.

## CONFIG\_TCP\_SND\_BUF\_DEFAULT

Default send buffer size

*Found in: Component config > LWIP > TCP*

Set default send buffer size for new TCP sockets.

Per-socket send buffer size can be changed at runtime with `lwip_setsockopt(s, TCP_SNDBUF, ...)`.

This value must be at least 2x the MSS size, and the default is 4x the default MSS size.

Setting a smaller default SNDBUF size can save some RAM, but will decrease performance.

## CONFIG\_TCP\_WND\_DEFAULT

Default receive window size

*Found in: Component config > LWIP > TCP*

Set default TCP receive window size for new TCP sockets.

Per-socket receive window size can be changed at runtime with `lwip_setsockopt(s, TCP_WINDOW, ...)`.

Setting a smaller default receive window size can save some RAM, but will significantly decrease performance.

## CONFIG\_TCP\_RECVMBOX\_SIZE

Default TCP receive mail box size

*Found in: Component config > LWIP > TCP*

Set TCP receive mail box size. Generally bigger value means higher throughput but more memory. The recommended value is:  $TCP\_WND\_DEFAULT/TCP\_MSS + 2$ , e.g. if  $TCP\_WND\_DEFAULT=14360$ ,  $TCP\_MSS=1436$ , then the recommended receive mail box size is  $(14360/1436 + 2) = 12$ .

TCP receive mail box is a per socket mail box, when the application receives packets from TCP socket, LWIP core firstly posts the packets to TCP receive mail box and the application then fetches the packets from mail box. It means LWIP can caches maximum `TCP_RECCVMBOX_SIZE` packets for each TCP

socket, so the maximum possible cached TCP packets for all TCP sockets is `TCP_RECCVMBOX_SIZE` multiples the maximum TCP socket number. In other words, the bigger `TCP_RECCVMBOX_SIZE` means more memory. On the other hand, if the receive mail box is too small, the mail box may be full. If the mail box is full, the LWIP drops the packets. So generally we need to make sure the TCP receive mail box is big enough to avoid packet drop between LWIP core and application.

### CONFIG\_TCP\_QUEUE\_OOSEQ

Queue incoming out-of-order segments

*Found in: Component config > LWIP > TCP*

Queue incoming out-of-order segments for later use.

Disable this option to save some RAM during TCP sessions, at the expense of increased retransmissions if segments arrive out of order.

### CONFIG\_ESP\_TCP\_KEEP\_CONNECTION\_WHEN\_IP\_CHANGES

Keep TCP connections when IP changed

*Found in: Component config > LWIP > TCP*

This option is enabled when the following scenario happen: network dropped and reconnected, IP changes is like: 192.168.0.2->0.0.0.0->192.168.0.2

Disable this option to keep consistent with the original LWIP code behavior.

### CONFIG\_TCP\_OVERSIZE

Pre-allocate transmit PBUF size

*Found in: Component config > LWIP > TCP*

Allows enabling “oversize” allocation of TCP transmission pbufs ahead of time, which can reduce the length of pbuf chains used for transmission.

This will not make a difference to sockets where Nagle’s algorithm is disabled.

Default value of MSS is fine for most applications, 25% MSS may save some RAM when only transmitting small amounts of data. Disabled will have worst performance and fragmentation characteristics, but uses least RAM overall.

**Available options:**

- MSS (`TCP_OVERSIZE_MSS`)
- 25% MSS (`TCP_OVERSIZE_QUARTER_MSS`)
- Disabled (`TCP_OVERSIZE_DISABLE`)

### CONFIG\_LWIP\_WND\_SCALE

Support TCP window scale

*Found in: Component config > LWIP > TCP*

Enable this feature to support TCP window scaling.

## CONFIG\_TCP\_RCV\_SCALE

Set TCP receiving window scaling factor

*Found in: Component config > LWIP > TCP > CONFIG\_LWIP\_WND\_SCALE*

Enable this feature to support TCP window scaling.

## UDP

Contains:

- *CONFIG\_LWIP\_MAX\_UDP\_PCBS*
- *CONFIG\_UDP\_RECVMBOX\_SIZE*

## CONFIG\_LWIP\_MAX\_UDP\_PCBS

Maximum active UDP control blocks

*Found in: Component config > LWIP > UDP*

The maximum number of active UDP “connections” (ie UDP sockets sending/receiving data). The practical maximum limit is determined by available heap memory at runtime.

## CONFIG\_UDP\_RECVMBOX\_SIZE

Default UDP receive mail box size

*Found in: Component config > LWIP > UDP*

Set UDP receive mail box size. The recommended value is 6.

UDP receive mail box is a per socket mail box, when the application receives packets from UDP socket, LWIP core firstly posts the packets to UDP receive mail box and the application then fetches the packets from mail box. It means LWIP can cache maximum UDP\_RECVMBOX\_SIZE packets for each UDP socket, so the maximum possible cached UDP packets for all UDP sockets is UDP\_RECVMBOX\_SIZE multiplies the maximum UDP socket number. In other words, the bigger UDP\_RECVMBOX\_SIZE means more memory. On the other hand, if the receive mail box is too small, the mail box may be full. If the mail box is full, the LWIP drops the packets. So generally we need to make sure the UDP receive mail box is big enough to avoid packet drop between LWIP core and application.

## CONFIG\_TCPIP\_TASK\_STACK\_SIZE

TCP/IP Task Stack Size

*Found in: Component config > LWIP*

Configure TCP/IP task stack size, used by LWIP to process multi-threaded TCP/IP operations. Setting this stack too small will result in stack overflow crashes.

## CONFIG\_TCPIP\_TASK\_AFFINITY

TCP/IP task affinity

*Found in: Component config > LWIP*

Allows setting LwIP tasks affinity, i.e. whether the task is pinned to CPU0, pinned to CPU1, or allowed to run on any CPU. Currently this applies to “TCP/IP” task and “Ping” task.

### Available options:

- No affinity (TCPIP\_TASK\_AFFINITY\_NO\_AFFINITY)
- CPU0 (TCPIP\_TASK\_AFFINITY\_CPU0)
- CPU1 (TCPIP\_TASK\_AFFINITY\_CPU1)

## CONFIG\_PPP\_SUPPORT

Enable PPP support (new/experimental)

*Found in: Component config > LWIP*

Enable PPP stack. Now only PPP over serial is possible.

PPP over serial support is experimental and unsupported.

Contains:

- *CONFIG\_PPP\_NOTIFY\_PHASE\_SUPPORT*
- *CONFIG\_PPP\_PAP\_SUPPORT*
- *CONFIG\_PPP\_CHAP\_SUPPORT*
- *CONFIG\_PPP\_MSCHAP\_SUPPORT*
- *CONFIG\_PPP\_MPPE\_SUPPORT*
- *CONFIG\_PPP\_DEBUG\_ON*

## CONFIG\_PPP\_NOTIFY\_PHASE\_SUPPORT

Enable Notify Phase Callback

*Found in: Component config > LWIP > CONFIG\_PPP\_SUPPORT*

Enable to set a callback which is called on change of the internal PPP state machine.

## CONFIG\_PPP\_PAP\_SUPPORT

Enable PAP support

*Found in: Component config > LWIP > CONFIG\_PPP\_SUPPORT*

Enable Password Authentication Protocol (PAP) support

### **CONFIG\_PPP\_CHAP\_SUPPORT**

Enable CHAP support

*Found in: Component config > LWIP > CONFIG\_PPP\_SUPPORT*

Enable Challenge Handshake Authentication Protocol (CHAP) support

### **CONFIG\_PPP\_MSCHAP\_SUPPORT**

Enable MSCHAP support

*Found in: Component config > LWIP > CONFIG\_PPP\_SUPPORT*

Enable Microsoft version of the Challenge-Handshake Authentication Protocol (MSCHAP) support

### **CONFIG\_PPP\_MPPE\_SUPPORT**

Enable MPPE support

*Found in: Component config > LWIP > CONFIG\_PPP\_SUPPORT*

Enable Microsoft Point-to-Point Encryption (MPPE) support

### **CONFIG\_PPP\_DEBUG\_ON**

Enable PPP debug log output

*Found in: Component config > LWIP > CONFIG\_PPP\_SUPPORT*

Enable PPP debug log output

### **ICMP**

Contains:

- *CONFIG\_LWIP\_MULTICAST\_PING*
- *CONFIG\_LWIP\_BROADCAST\_PING*

### **CONFIG\_LWIP\_MULTICAST\_PING**

Respond to multicast pings

*Found in: Component config > LWIP > ICMP*

### **CONFIG\_LWIP\_BROADCAST\_PING**

Respond to broadcast pings

*Found in: Component config > LWIP > ICMP*

## LWIP RAW API

Contains:

- *CONFIG\_LWIP\_MAX\_RAW\_PCBS*

## CONFIG\_LWIP\_MAX\_RAW\_PCBS

Maximum LWIP RAW PCBs

*Found in: Component config > LWIP > LWIP RAW API*

The maximum number of simultaneously active LWIP RAW protocol control blocks. The practical maximum limit is determined by available heap memory at runtime.

## mbedTLS

Contains:

- *CONFIG\_MBEDTLS\_MEM\_ALLOC\_MODE*
- *CONFIG\_MBEDTLS\_SSL\_MAX\_CONTENT\_LEN*
- *CONFIG\_MBEDTLS\_ASYMMETRIC\_CONTENT\_LEN*
- *CONFIG\_MBEDTLS\_DEBUG*
- *CONFIG\_MBEDTLS\_HARDWARE\_AES*
- *CONFIG\_MBEDTLS\_HARDWARE\_MPI*
- *CONFIG\_MBEDTLS\_HARDWARE\_SHA*
- *CONFIG\_MBEDTLS\_HAVE\_TIME*
- *CONFIG\_MBEDTLS\_TLS\_MODE*
- *TLS Key Exchange Methods*
- *CONFIG\_MBEDTLS\_SSL\_RENEGOTIATION*
- *CONFIG\_MBEDTLS\_SSL\_PROTO\_SSL3*
- *CONFIG\_MBEDTLS\_SSL\_PROTO\_TLS1*
- *CONFIG\_MBEDTLS\_SSL\_PROTO\_TLS1\_1*
- *CONFIG\_MBEDTLS\_SSL\_PROTO\_TLS1\_2*
- *CONFIG\_MBEDTLS\_SSL\_PROTO\_DTLS*
- *CONFIG\_MBEDTLS\_SSL\_ALPN*
- *CONFIG\_MBEDTLS\_SSL\_SESSION\_TICKETS*
- *Symmetric Ciphers*
- *CONFIG\_MBEDTLS\_RIPEMD160\_C*
- *Certificates*
- *CONFIG\_MBEDTLS\_ECP\_C*



## CONFIG\_MBEDTLS\_MEM\_ALLOC\_MODE

Memory allocation strategy

*Found in: Component config > mbedTLS*

Allocation strategy for mbedTLS, essentially provides ability to allocate all required dynamic allocations from,

- Internal DRAM memory only
- External SPIRAM memory only
- Either internal or external memory based on default malloc() behavior in ESP-IDF
- Custom allocation mode, by overwriting calloc()/free() using mbedtls\_platform\_set\_calloc\_free() function

Recommended mode here is always internal, since that is most preferred from security perspective. But if application requirement does not allow sufficient free internal memory then alternate mode can be selected.

### Available options:

- Internal memory (MBEDTLS\_INTERNAL\_MEM\_ALLOC)
- External SPIRAM (MBEDTLS\_EXTERNAL\_MEM\_ALLOC)
- Default alloc mode (MBEDTLS\_DEFAULT\_MEM\_ALLOC)
- Custom alloc mode (MBEDTLS\_CUSTOM\_MEM\_ALLOC)

## CONFIG\_MBEDTLS\_SSL\_MAX\_CONTENT\_LEN

TLS maximum message content length

*Found in: Component config > mbedTLS*

Maximum TLS message length (in bytes) supported by mbedTLS.

16384 is the default and this value is required to comply fully with TLS standards.

However you can set a lower value in order to save RAM. This is safe if the other end of the connection supports Maximum Fragment Length Negotiation Extension (max\_fragment\_length, see RFC6066) or you know for certain that it will never send a message longer than a certain number of bytes.

If the value is set too low, symptoms are a failed TLS handshake or a return value of MBEDTLS\_ERR\_SSL\_INVALID\_RECORD (-0x7200).

## CONFIG\_MBEDTLS\_ASYMMETRIC\_CONTENT\_LEN

Asymmetric in/out fragment length

*Found in: Component config > mbedTLS*

If enabled, this option allows customizing TLS in/out fragment length in asymmetric way. Please note that enabling this with default values saves 12KB of dynamic memory per TLS connection.

### CONFIG\_MBEDTLS\_SSL\_IN\_CONTENT\_LEN

TLS maximum incoming fragment length

*Found in: Component config > mbedTLS > CONFIG\_MBEDTLS\_ASYMMETRIC\_CONTENT\_LEN*

This defines maximum incoming fragment length, overriding default maximum content length (MBEDTLS\_SSL\_MAX\_CONTENT\_LEN).

### CONFIG\_MBEDTLS\_SSL\_OUT\_CONTENT\_LEN

TLS maximum outgoing fragment length

*Found in: Component config > mbedTLS > CONFIG\_MBEDTLS\_ASYMMETRIC\_CONTENT\_LEN*

This defines maximum outgoing fragment length, overriding default maximum content length (MBEDTLS\_SSL\_MAX\_CONTENT\_LEN).

### CONFIG\_MBEDTLS\_DEBUG

Enable mbedTLS debugging

*Found in: Component config > mbedTLS*

Enable mbedTLS debugging functions at compile time.

If this option is enabled, you can include “mbedtls/esp\_debug.h” and call `mbedtls_esp_enable_debug_log()` at runtime in order to enable mbedTLS debug output via the ESP log mechanism.

### CONFIG\_MBEDTLS\_HARDWARE\_AES

Enable hardware AES acceleration

*Found in: Component config > mbedTLS*

Enable hardware accelerated AES encryption & decryption.

Note that if the ESP32 CPU is running at 240MHz, hardware AES does not offer any speed boost over software AES.

### CONFIG\_MBEDTLS\_HARDWARE\_MPI

Enable hardware MPI (bignum) acceleration

*Found in: Component config > mbedTLS*

Enable hardware accelerated multiple precision integer operations.

Hardware accelerated multiplication, modulo multiplication, and modular exponentiation for up to 4096 bit results.

These operations are used by RSA.

## CONFIG\_MBEDTLS\_MPI\_USE\_INTERRUPT

Use interrupt for MPI operations

*Found in: Component config > mbedTLS > CONFIG\_MBEDTLS\_HARDWARE\_MPI*

Use an interrupt to coordinate MPI operations.

This allows other code to run on the CPU while an MPI operation is pending. Otherwise the CPU busy-waits.

## CONFIG\_MBEDTLS\_HARDWARE\_SHA

Enable hardware SHA acceleration

*Found in: Component config > mbedTLS*

Enable hardware accelerated SHA1, SHA256, SHA384 & SHA512 in mbedTLS.

Due to a hardware limitation, hardware acceleration is only guaranteed if SHA digests are calculated one at a time. If more than one SHA digest is calculated at the same time, one will be calculated fully in hardware and the rest will be calculated (at least partially calculated) in software. This happens automatically.

SHA hardware acceleration is faster than software in some situations but slower in others. You should benchmark to find the best setting for you.

## CONFIG\_MBEDTLS\_HAVE\_TIME

Enable mbedtls time

*Found in: Component config > mbedTLS*

System has time.h and time(). The time does not need to be correct, only time differences are used.

## CONFIG\_MBEDTLS\_HAVE\_TIME\_DATE

Enable mbedtls certificate expiry check

*Found in: Component config > mbedTLS > CONFIG\_MBEDTLS\_HAVE\_TIME*

System has time.h and time(), gmtime() and the clock is correct. The time needs to be correct (not necessarily very accurate, but at least the date should be correct). This is used to verify the validity period of X.509 certificates.

It is suggested that you should get the real time by “SNTP”.

## CONFIG\_MBEDTLS\_TLS\_MODE

TLS Protocol Role

*Found in: Component config > mbedTLS*

mbedTLS can be compiled with protocol support for the TLS server, TLS client, or both server and client.

Reducing the number of TLS roles supported saves code size.

**Available options:**

- Server & Client (MBEDTLS\_TLS\_SERVER\_AND\_CLIENT)
- Server (MBEDTLS\_TLS\_SERVER\_ONLY)
- Client (MBEDTLS\_TLS\_CLIENT\_ONLY)
- None (MBEDTLS\_TLS\_DISABLED)

## TLS Key Exchange Methods

Contains:

- *CONFIG\_MBEDTLS\_PSK\_MODES*
- *CONFIG\_MBEDTLS\_KEY\_EXCHANGE\_RSA*
- *CONFIG\_MBEDTLS\_KEY\_EXCHANGE\_DHE\_RSA*
- *CONFIG\_MBEDTLS\_KEY\_EXCHANGE\_ELLIPTIC\_CURVE*

## CONFIG\_MBEDTLS\_PSK\_MODES

Enable pre-shared-key ciphersuites

*Found in: Component config > mbedTLS > TLS Key Exchange Methods*

Enable to show configuration for different types of pre-shared-key TLS authentication methods.

Leaving this options disabled will save code size if they are not used.

## CONFIG\_MBEDTLS\_KEY\_EXCHANGE\_PSK

Enable PSK based ciphersuite modes

*Found in: Component config > mbedTLS > TLS Key Exchange Methods > CONFIG\_MBEDTLS\_PSK\_MODES*

Enable to support symmetric key PSK (pre-shared-key) TLS key exchange modes.

## CONFIG\_MBEDTLS\_KEY\_EXCHANGE\_DHE\_PSK

Enable DHE-PSK based ciphersuite modes

*Found in: Component config > mbedTLS > TLS Key Exchange Methods > CONFIG\_MBEDTLS\_PSK\_MODES*

Enable to support Diffie-Hellman PSK (pre-shared-key) TLS authentication modes.

## CONFIG\_MBEDTLS\_KEY\_EXCHANGE\_ECDHE\_PSK

Enable ECDHE-PSK based ciphersuite modes

*Found in: Component config > mbedTLS > TLS Key Exchange Methods > CONFIG\_MBEDTLS\_PSK\_MODES*

Enable to support Elliptic-Curve-Diffie-Hellman PSK (pre-shared-key) TLS authentication modes.

### **CONFIG\_MBEDTLS\_KEY\_EXCHANGE\_RSA\_PSK**

Enable RSA-PSK based ciphersuite modes

*Found in: Component config > mbedTLS > TLS Key Exchange Methods > CONFIG\_MBEDTLS\_PSK\_MODES*

Enable to support RSA PSK (pre-shared-key) TLS authentication modes.

### **CONFIG\_MBEDTLS\_KEY\_EXCHANGE\_RSA**

Enable RSA-only based ciphersuite modes

*Found in: Component config > mbedTLS > TLS Key Exchange Methods*

Enable to support ciphersuites with prefix TLS-RSA-WITH-

### **CONFIG\_MBEDTLS\_KEY\_EXCHANGE\_DHE\_RSA**

Enable DHE-RSA based ciphersuite modes

*Found in: Component config > mbedTLS > TLS Key Exchange Methods*

Enable to support ciphersuites with prefix TLS-DHE-RSA-WITH-

### **CONFIG\_MBEDTLS\_KEY\_EXCHANGE\_ELLIPTIC\_CURVE**

Support Elliptic Curve based ciphersuites

*Found in: Component config > mbedTLS > TLS Key Exchange Methods*

Enable to show Elliptic Curve based ciphersuite mode options.

Disabling all Elliptic Curve ciphersuites saves code size and can give slightly faster TLS handshakes, provided the server supports RSA-only ciphersuite modes.

### **CONFIG\_MBEDTLS\_KEY\_EXCHANGE\_ECDHE\_RSA**

Enable ECDHE-RSA based ciphersuite modes

*Found in: Component config > mbedTLS > TLS Key Exchange Methods > CONFIG\_MBEDTLS\_KEY\_EXCHANGE\_ELLIPTIC\_CURVE*

Enable to support ciphersuites with prefix TLS-ECDHE-RSA-WITH-

### **CONFIG\_MBEDTLS\_KEY\_EXCHANGE\_ECDHE\_ECDSA**

Enable ECDHE-ECDSA based ciphersuite modes

*Found in: Component config > mbedTLS > TLS Key Exchange Methods > CONFIG\_MBEDTLS\_KEY\_EXCHANGE\_ELLIPTIC\_CURVE*

Enable to support ciphersuites with prefix TLS-ECDHE-RSA-WITH-

## CONFIG\_MBEDTLS\_KEY\_EXCHANGE\_ECDH\_ECDSA

Enable ECDH-ECDSA based ciphersuite modes

*Found in: Component config > mbedTLS > TLS Key Exchange Methods > CONFIG\_MBEDTLS\_KEY\_EXCHANGE\_ELLIPTIC\_CURVE*

Enable to support ciphersuites with prefix TLS-ECDHE-RSA-WITH-

## CONFIG\_MBEDTLS\_KEY\_EXCHANGE\_ECDH\_RSA

Enable ECDH-RSA based ciphersuite modes

*Found in: Component config > mbedTLS > TLS Key Exchange Methods > CONFIG\_MBEDTLS\_KEY\_EXCHANGE\_ELLIPTIC\_CURVE*

Enable to support ciphersuites with prefix TLS-ECDHE-RSA-WITH-

## CONFIG\_MBEDTLS\_SSL\_RENEGOTIATION

Support TLS renegotiation

*Found in: Component config > mbedTLS*

The two main uses of renegotiation are (1) refresh keys on long-lived connections and (2) client authentication after the initial handshake. If you don't need renegotiation, disabling it will save code size and reduce the possibility of abuse/vulnerability.

## CONFIG\_MBEDTLS\_SSL\_PROTO\_SSL3

Legacy SSL 3.0 support

*Found in: Component config > mbedTLS*

Support the legacy SSL 3.0 protocol. Most servers will speak a newer TLS protocol these days.

## CONFIG\_MBEDTLS\_SSL\_PROTO\_TLS1

Support TLS 1.0 protocol

*Found in: Component config > mbedTLS*

## CONFIG\_MBEDTLS\_SSL\_PROTO\_TLS1\_1

Support TLS 1.1 protocol

*Found in: Component config > mbedTLS*

## CONFIG\_MBEDTLS\_SSL\_PROTO\_TLS1\_2

Support TLS 1.2 protocol

*Found in: Component config > mbedTLS*

### CONFIG\_MBEDTLS\_SSL\_PROTO\_DTLS

Support DTLS protocol (all versions)

*Found in: Component config > mbedTLS*

Requires TLS 1.1 to be enabled for DTLS 1.0 Requires TLS 1.2 to be enabled for DTLS 1.2

### CONFIG\_MBEDTLS\_SSL\_ALPN

Support ALPN (Application Layer Protocol Negotiation)

*Found in: Component config > mbedTLS*

Disabling this option will save some code size if it is not needed.

### CONFIG\_MBEDTLS\_SSL\_SESSION\_TICKETS

TLS: Support RFC 5077 SSL session tickets

*Found in: Component config > mbedTLS*

Support RFC 5077 session tickets. See mbedTLS documentation for more details.

Disabling this option will save some code size.

## Symmetric Ciphers

Contains:

- *CONFIG\_MBEDTLS\_AES\_C*
- *CONFIG\_MBEDTLS\_CAMELLIA\_C*
- *CONFIG\_MBEDTLS\_DES\_C*
- *CONFIG\_MBEDTLS\_RC4\_MODE*
- *CONFIG\_MBEDTLS\_BLOWFISH\_C*
- *CONFIG\_MBEDTLS\_XTEA\_C*
- *CONFIG\_MBEDTLS\_CCM\_C*
- *CONFIG\_MBEDTLS\_GCM\_C*

### CONFIG\_MBEDTLS\_AES\_C

AES block cipher

*Found in: Component config > mbedTLS > Symmetric Ciphers*

### CONFIG\_MBEDTLS\_CAMELLIA\_C

Camellia block cipher

*Found in: Component config > mbedTLS > Symmetric Ciphers*

## CONFIG\_MBEDTLS\_DES\_C

DES block cipher (legacy, insecure)

*Found in: Component config > mbedTLS > Symmetric Ciphers*

Enables the DES block cipher to support 3DES-based TLS ciphersuites.

3DES is vulnerable to the Sweet32 attack and should only be enabled if absolutely necessary.

## CONFIG\_MBEDTLS\_RC4\_MODE

RC4 Stream Cipher (legacy, insecure)

*Found in: Component config > mbedTLS > Symmetric Ciphers*

ARCFOUR (RC4) stream cipher can be disabled entirely, enabled but not added to default ciphersuites, or enabled completely.

Please consider the security implications before enabling RC4.

### Available options:

- Disabled (MBEDTLS\_RC4\_DISABLED)
- Enabled, not in default ciphersuites (MBEDTLS\_RC4\_ENABLED\_NO\_DEFAULT)
- Enabled (MBEDTLS\_RC4\_ENABLED)

## CONFIG\_MBEDTLS\_BLOWFISH\_C

Blowfish block cipher (read help)

*Found in: Component config > mbedTLS > Symmetric Ciphers*

Enables the Blowfish block cipher (not used for TLS sessions.)

The Blowfish cipher is not used for mbedTLS TLS sessions but can be used for other purposes. Read up on the limitations of Blowfish (including Sweet32) before enabling.

## CONFIG\_MBEDTLS\_XTEA\_C

XTEA block cipher

*Found in: Component config > mbedTLS > Symmetric Ciphers*

Enables the XTEA block cipher.

## CONFIG\_MBEDTLS\_CCM\_C

CCM (Counter with CBC-MAC) block cipher modes

*Found in: Component config > mbedTLS > Symmetric Ciphers*

Enable Counter with CBC-MAC (CCM) modes for AES and/or Camellia ciphers.

Disabling this option saves some code size.



### CONFIG\_MBEDTLS\_GCM\_C

GCM (Galois/Counter) block cipher modes

*Found in: Component config > mbedTLS > Symmetric Ciphers*

Enable Galois/Counter Mode for AES and/or Camellia ciphers.

This option is generally faster than CCM.

### CONFIG\_MBEDTLS\_RIPEMD160\_C

Enable RIPEMD-160 hash algorithm

*Found in: Component config > mbedTLS*

Enable the RIPEMD-160 hash algorithm.

### Certificates

Contains:

- *CONFIG\_MBEDTLS\_PEM\_PARSE\_C*
- *CONFIG\_MBEDTLS\_PEM\_WRITE\_C*
- *CONFIG\_MBEDTLS\_X509\_CRL\_PARSE\_C*
- *CONFIG\_MBEDTLS\_X509\_CSR\_PARSE\_C*

### CONFIG\_MBEDTLS\_PEM\_PARSE\_C

Read & Parse PEM formatted certificates

*Found in: Component config > mbedTLS > Certificates*

Enable decoding/parsing of PEM formatted certificates.

If your certificates are all in the simpler DER format, disabling this option will save some code size.

### CONFIG\_MBEDTLS\_PEM\_WRITE\_C

Write PEM formatted certificates

*Found in: Component config > mbedTLS > Certificates*

Enable writing of PEM formatted certificates.

If writing certificate data only in DER format, disabling this option will save some code size.

### CONFIG\_MBEDTLS\_X509\_CRL\_PARSE\_C

X.509 CRL parsing

*Found in: Component config > mbedTLS > Certificates*

Support for parsing X.509 Certificate Revocation Lists.

## CONFIG\_MBEDTLS\_X509\_CSR\_PARSE\_C

X.509 CSR parsing

*Found in: Component config > mbedTLS > Certificates*

Support for parsing X.509 Certificate Signing Requests

## CONFIG\_MBEDTLS\_ECP\_C

Elliptic Curve Ciphers

*Found in: Component config > mbedTLS*

Contains:

- *CONFIG\_MBEDTLS\_ECDH\_C*
- *CONFIG\_MBEDTLS\_ECP\_DP\_SECP192R1\_ENABLED*
- *CONFIG\_MBEDTLS\_ECP\_DP\_SECP224R1\_ENABLED*
- *CONFIG\_MBEDTLS\_ECP\_DP\_SECP256R1\_ENABLED*
- *CONFIG\_MBEDTLS\_ECP\_DP\_SECP384R1\_ENABLED*
- *CONFIG\_MBEDTLS\_ECP\_DP\_SECP521R1\_ENABLED*
- *CONFIG\_MBEDTLS\_ECP\_DP\_SECP192K1\_ENABLED*
- *CONFIG\_MBEDTLS\_ECP\_DP\_SECP224K1\_ENABLED*
- *CONFIG\_MBEDTLS\_ECP\_DP\_SECP256K1\_ENABLED*
- *CONFIG\_MBEDTLS\_ECP\_DP\_BP256R1\_ENABLED*
- *CONFIG\_MBEDTLS\_ECP\_DP\_BP384R1\_ENABLED*
- *CONFIG\_MBEDTLS\_ECP\_DP\_BP512R1\_ENABLED*
- *CONFIG\_MBEDTLS\_ECP\_DP\_CURVE25519\_ENABLED*
- *CONFIG\_MBEDTLS\_ECP\_NIST\_OPTIM*

## CONFIG\_MBEDTLS\_ECDH\_C

Elliptic Curve Diffie-Hellman (ECDH)

*Found in: Component config > mbedTLS > CONFIG\_MBEDTLS\_ECP\_C*

Enable ECDH. Needed to use ECDHE-xxx TLS ciphersuites.

## CONFIG\_MBEDTLS\_ECDSA\_C

Elliptic Curve DSA

*Found in: Component config > mbedTLS > CONFIG\_MBEDTLS\_ECP\_C > CONFIG\_MBEDTLS\_ECDH\_C*

Enable ECDSA. Needed to use ECDSA-xxx TLS ciphersuites.

### **CONFIG\_MBEDTLS\_ECP\_DP\_SECP192R1\_ENABLED**

Enable SECP192R1 curve

*Found in: Component config > mbedTLS > CONFIG\_MBEDTLS\_ECP\_C*

Enable support for SECP192R1 Elliptic Curve.

### **CONFIG\_MBEDTLS\_ECP\_DP\_SECP224R1\_ENABLED**

Enable SECP224R1 curve

*Found in: Component config > mbedTLS > CONFIG\_MBEDTLS\_ECP\_C*

Enable support for SECP224R1 Elliptic Curve.

### **CONFIG\_MBEDTLS\_ECP\_DP\_SECP256R1\_ENABLED**

Enable SECP256R1 curve

*Found in: Component config > mbedTLS > CONFIG\_MBEDTLS\_ECP\_C*

Enable support for SECP256R1 Elliptic Curve.

### **CONFIG\_MBEDTLS\_ECP\_DP\_SECP384R1\_ENABLED**

Enable SECP384R1 curve

*Found in: Component config > mbedTLS > CONFIG\_MBEDTLS\_ECP\_C*

Enable support for SECP384R1 Elliptic Curve.

### **CONFIG\_MBEDTLS\_ECP\_DP\_SECP521R1\_ENABLED**

Enable SECP521R1 curve

*Found in: Component config > mbedTLS > CONFIG\_MBEDTLS\_ECP\_C*

Enable support for SECP521R1 Elliptic Curve.

### **CONFIG\_MBEDTLS\_ECP\_DP\_SECP192K1\_ENABLED**

Enable SECP192K1 curve

*Found in: Component config > mbedTLS > CONFIG\_MBEDTLS\_ECP\_C*

Enable support for SECP192K1 Elliptic Curve.

### **CONFIG\_MBEDTLS\_ECP\_DP\_SECP224K1\_ENABLED**

Enable SECP224K1 curve

*Found in: Component config > mbedTLS > CONFIG\_MBEDTLS\_ECP\_C*

Enable support for SECP224K1 Elliptic Curve.

### **CONFIG\_MBEDTLS\_ECP\_DP\_SECP256K1\_ENABLED**

Enable SECP256K1 curve

*Found in: Component config > mbedTLS > CONFIG\_MBEDTLS\_ECP\_C*

Enable support for SECP256K1 Elliptic Curve.

### **CONFIG\_MBEDTLS\_ECP\_DP\_BP256R1\_ENABLED**

Enable BP256R1 curve

*Found in: Component config > mbedTLS > CONFIG\_MBEDTLS\_ECP\_C*

support for DP Elliptic Curve.

### **CONFIG\_MBEDTLS\_ECP\_DP\_BP384R1\_ENABLED**

Enable BP384R1 curve

*Found in: Component config > mbedTLS > CONFIG\_MBEDTLS\_ECP\_C*

support for DP Elliptic Curve.

### **CONFIG\_MBEDTLS\_ECP\_DP\_BP512R1\_ENABLED**

Enable BP512R1 curve

*Found in: Component config > mbedTLS > CONFIG\_MBEDTLS\_ECP\_C*

support for DP Elliptic Curve.

### **CONFIG\_MBEDTLS\_ECP\_DP\_CURVE25519\_ENABLED**

Enable CURVE25519 curve

*Found in: Component config > mbedTLS > CONFIG\_MBEDTLS\_ECP\_C*

Enable support for CURVE25519 Elliptic Curve.

### **CONFIG\_MBEDTLS\_ECP\_NIST\_OPTIM**

NIST ‘modulo p’ optimisations

*Found in: Component config > mbedTLS > CONFIG\_MBEDTLS\_ECP\_C*

NIST ‘modulo p’ optimisations increase Elliptic Curve operation performance.

Disabling this option saves some code size.

# end of Elliptic Curve options

## mDNS

Contains:

- *CONFIG\_MDNS\_MAX\_SERVICES*

### CONFIG\_MDNS\_MAX\_SERVICES

Max number of services

*Found in: Component config > mDNS*

Services take up a certain amount of memory, and allowing fewer services to be open at the same time conserves memory. Specify the maximum amount of services here. The valid value is from 1 to 64.

## ESP-MQTT Configurations

Contains:

- *CONFIG\_MQTT\_PROTOCOL\_311*
- *CONFIG\_MQTT\_TRANSPORT\_SSL*
- *CONFIG\_MQTT\_TRANSPORT\_WEBSOCKET*
- *CONFIG\_MQTT\_USE\_CUSTOM\_CONFIG*
- *CONFIG\_MQTT\_TASK\_CORE\_SELECTION\_ENABLED*
- *CONFIG\_MQTT\_CUSTOM\_OUTBOX*

### CONFIG\_MQTT\_PROTOCOL\_311

Enable MQTT protocol 3.1.1

*Found in: Component config > ESP-MQTT Configurations*

If not, this library will use MQTT protocol 3.1

### CONFIG\_MQTT\_TRANSPORT\_SSL

Enable MQTT over SSL

*Found in: Component config > ESP-MQTT Configurations*

Enable MQTT transport over SSL with mbedtls

### CONFIG\_MQTT\_TRANSPORT\_WEBSOCKET

Enable MQTT over Websocket

*Found in: Component config > ESP-MQTT Configurations*

Enable MQTT transport over Websocket.

### CONFIG\_MQTT\_TRANSPORT\_WEBSOCKET\_SECURE

Enable MQTT over Websocket Secure

*Found in: Component config > ESP-MQTT Configurations > CONFIG\_MQTT\_TRANSPORT\_WEBSOCKET\_SECURE*

Enable MQTT transport over Websocket Secure.

### CONFIG\_MQTT\_USE\_CUSTOM\_CONFIG

MQTT Using custom configurations

*Found in: Component config > ESP-MQTT Configurations*

Custom MQTT configurations.

### CONFIG\_MQTT\_TCP\_DEFAULT\_PORT

Default MQTT over TCP port

*Found in: Component config > ESP-MQTT Configurations > CONFIG\_MQTT\_USE\_CUSTOM\_CONFIG*

Default MQTT over TCP port

### CONFIG\_MQTT\_SSL\_DEFAULT\_PORT

Default MQTT over SSL port

*Found in: Component config > ESP-MQTT Configurations > CONFIG\_MQTT\_USE\_CUSTOM\_CONFIG*

Default MQTT over SSL port

### CONFIG\_MQTT\_WS\_DEFAULT\_PORT

Default MQTT over Websocket port

*Found in: Component config > ESP-MQTT Configurations > CONFIG\_MQTT\_USE\_CUSTOM\_CONFIG*

Default MQTT over Websocket port

### CONFIG\_MQTT\_WSS\_DEFAULT\_PORT

Default MQTT over Websocket Secure port

*Found in: Component config > ESP-MQTT Configurations > CONFIG\_MQTT\_USE\_CUSTOM\_CONFIG*

Default MQTT over Websocket Secure port

## CONFIG\_MQTT\_BUFFER\_SIZE

Default MQTT Buffer Size

*Found in: Component config > ESP-MQTT Configurations > CONFIG\_MQTT\_USE\_CUSTOM\_CONFIG*

This buffer size using for both transmit and receive

## CONFIG\_MQTT\_TASK\_STACK\_SIZE

MQTT task stack size

*Found in: Component config > ESP-MQTT Configurations > CONFIG\_MQTT\_USE\_CUSTOM\_CONFIG*

MQTT task stack size

## CONFIG\_MQTT\_TASK\_CORE\_SELECTION\_ENABLED

Enable MQTT task core selection

*Found in: Component config > ESP-MQTT Configurations*

This will enable core selection

## CONFIG\_MQTT\_TASK\_CORE\_SELECTION

Core to use ?

*Found in: Component config > ESP-MQTT Configurations > CONFIG\_MQTT\_TASK\_CORE\_SELECTION\_ENABLED*

**Available options:**

- Core 0 (MQTT\_USE\_CORE\_0)
- Core 1 (MQTT\_USE\_CORE\_1)

## CONFIG\_MQTT\_CUSTOM\_OUTBOX

Enable custom outbox implementation

*Found in: Component config > ESP-MQTT Configurations*

Set to true if a specific implementation of message outbox is needed (e.g. persistent outbox in NVM or similar).

## NVS

Contains:

- *CONFIG\_NVS\_ENCRYPTION*

## CONFIG\_NVS\_ENCRYPTION

Enable NVS encryption

*Found in: Component config > NVS*

This option enables encryption for NVS. When enabled, AES-XTS is used to encrypt the complete NVS data, except the page headers. It requires XTS encryption keys to be stored in an encrypted partition. This means enabling flash encryption is a pre-requisite for this feature.

## OpenSSL

Contains:

- *CONFIG\_OPENSSL\_DEBUG*
- *CONFIG\_OPENSSL\_ASSERT*

## CONFIG\_OPENSSL\_DEBUG

Enable OpenSSL debugging

*Found in: Component config > OpenSSL*

Enable OpenSSL debugging function.

If the option is enabled, “SSL\_DEBUG” works.

## CONFIG\_OPENSSL\_DEBUG\_LEVEL

OpenSSL debugging level

*Found in: Component config > OpenSSL > CONFIG\_OPENSSL\_DEBUG*

OpenSSL debugging level.

Only function whose debugging level is higher than “OPENSSL\_DEBUG\_LEVEL” works.

For example: If OPENSSL\_DEBUG\_LEVEL = 2, you use function “SSL\_DEBUG(1, “malloc failed”)”. Because  $1 < 2$ , it will not print.

## CONFIG\_OPENSSL\_LOWLEVEL\_DEBUG

Enable OpenSSL low-level module debugging

*Found in: Component config > OpenSSL > CONFIG\_OPENSSL\_DEBUG*

If the option is enabled, low-level module debugging function of OpenSSL is enabled, e.g. mbedtls internal debugging function.



## CONFIG\_OPENSSL\_ASSERT

Select OpenSSL assert function

*Found in: Component config > OpenSSL*

OpenSSL function needs “assert” function to check if input parameters are valid.

If you want to use assert debugging function, “OPENSSL\_DEBUG” should be enabled.

### Available options:

- Do nothing (OPENSSL\_ASSERT\_DO\_NOTHING)  
Do nothing and “SSL\_ASSERT” does not work.
- Check and exit (OPENSSL\_ASSERT\_EXIT)  
Enable assert exiting, it will check and return error code.
- Show debugging message (OPENSSL\_ASSERT\_DEBUG)  
Enable assert debugging, it will check and show debugging message.
- Show debugging message and exit (OPENSSL\_ASSERT\_DEBUG\_EXIT)  
Enable assert debugging and exiting, it will check, show debugging message and return error code.
- Show debugging message and block (OPENSSL\_ASSERT\_DEBUG\_BLOCK)  
Enable assert debugging and blocking, it will check, show debugging message and block by “while (1);”.

## PThreads

Contains:

- *CONFIG\_ESP32\_PTHREAD\_TASK\_PRIO\_DEFAULT*
- *CONFIG\_ESP32\_PTHREAD\_TASK\_STACK\_SIZE\_DEFAULT*
- *CONFIG\_PTHREAD\_STACK\_MIN*
- *CONFIG\_ESP32\_PTHREAD\_TASK\_CORE\_DEFAULT*
- *CONFIG\_ESP32\_PTHREAD\_TASK\_NAME\_DEFAULT*

## CONFIG\_ESP32\_PTHREAD\_TASK\_PRIO\_DEFAULT

Default task priority

*Found in: Component config > PThreads*

Priority used to create new tasks with default pthread parameters.

## CONFIG\_ESP32\_PTHREAD\_TASK\_STACK\_SIZE\_DEFAULT

Default task stack size

*Found in: Component config > PThreads*

Stack size used to create new tasks with default pthread parameters.

### CONFIG\_PTHREAD\_STACK\_MIN

Minimum allowed pthread stack size

*Found in: Component config > PThreads*

Minimum allowed pthread stack size set in attributes passed to pthread\_create

### CONFIG\_ESP32\_PTHREAD\_TASK\_CORE\_DEFAULT

Default pthread core affinity

*Found in: Component config > PThreads*

The default core to which pthreads are pinned.

**Available options:**

- No affinity (ESP32\_DEFAULT\_PTHREAD\_CORE\_NO\_AFFINITY)
- Core 0 (ESP32\_DEFAULT\_PTHREAD\_CORE\_0)
- Core 1 (ESP32\_DEFAULT\_PTHREAD\_CORE\_1)

### CONFIG\_ESP32\_PTHREAD\_TASK\_NAME\_DEFAULT

Default name of pthreads

*Found in: Component config > PThreads*

The default name of pthreads.

## SPI Flash driver

Contains:

- *CONFIG\_SPI\_FLASH\_VERIFY\_WRITE*
- *CONFIG\_SPI\_FLASH\_ENABLE\_COUNTERS*
- *CONFIG\_SPI\_FLASH\_ROM\_DRIVER\_PATCH*
- *CONFIG\_SPI\_FLASH\_WRITING\_DANGEROUS\_REGIONS*
- *CONFIG\_SPI\_FLASH\_YIELD\_DURING\_ERASE*

### CONFIG\_SPI\_FLASH\_VERIFY\_WRITE

Verify SPI flash writes

*Found in: Component config > SPI Flash driver*

If this option is enabled, any time SPI flash is written then the data will be read back and verified. This can catch hardware problems with SPI flash, or flash which was not erased before verification.

## CONFIG\_SPI\_FLASH\_LOG\_FAILED\_WRITE

Log errors if verification fails

*Found in: Component config > SPI Flash driver > CONFIG\_SPI\_FLASH\_VERIFY\_WRITE*

If this option is enabled, if SPI flash write verification fails then a log error line will be written with the address, expected & actual values. This can be useful when debugging hardware SPI flash problems.

## CONFIG\_SPI\_FLASH\_WARN\_SETTING\_ZERO\_TO\_ONE

Log warning if writing zero bits to ones

*Found in: Component config > SPI Flash driver > CONFIG\_SPI\_FLASH\_VERIFY\_WRITE*

If this option is enabled, any SPI flash write which tries to set zero bits in the flash to ones will log a warning. Such writes will not result in the requested data appearing identically in flash once written, as SPI NOR flash can only set bits to one when an entire sector is erased. After erasing, individual bits can only be written from one to zero.

Note that some software (such as SPIFFS) which is aware of SPI NOR flash may write one bits as an optimisation, relying on the data in flash becoming a bitwise AND of the new data and any existing data. Such software will log spurious warnings if this option is enabled.

## CONFIG\_SPI\_FLASH\_ENABLE\_COUNTERS

Enable operation counters

*Found in: Component config > SPI Flash driver*

This option enables the following APIs:

- spi\_flash\_reset\_counters
- spi\_flash\_dump\_counters
- spi\_flash\_get\_counters

These APIs may be used to collect performance data for spi\_flash APIs and to help understand behaviour of libraries which use SPI flash.

## CONFIG\_SPI\_FLASH\_ROM\_DRIVER\_PATCH

Enable SPI flash ROM driver patched functions

*Found in: Component config > SPI Flash driver*

Enable this flag to use patched versions of SPI flash ROM driver functions. This option is needed to write to flash on ESP32-D2WD, and any configuration where external SPI flash is connected to non-default pins.

## CONFIG\_SPI\_FLASH\_WRITING\_DANGEROUS\_REGIONS

Writing to dangerous flash regions

*Found in: Component config > SPI Flash driver*

SPI flash APIs can optionally abort or return a failure code if erasing or writing addresses that fall at the beginning of flash (covering the bootloader and partition table) or that overlap the app partition that contains the running app.

It is not recommended to ever write to these regions from an IDF app, and this check prevents logic errors or corrupted firmware memory from damaging these regions.

Note that this feature *\*does not\** check calls to the `esp_rom_xxx` SPI flash ROM functions. These functions should not be called directly from IDF applications.

### Available options:

- Aborts (`SPI_FLASH_WRITING_DANGEROUS_REGIONS_ABORTS`)
- Fails (`SPI_FLASH_WRITING_DANGEROUS_REGIONS_FAILS`)
- Allowed (`SPI_FLASH_WRITING_DANGEROUS_REGIONS_ALLOWED`)

## CONFIG\_SPI\_FLASH\_YIELD\_DURING\_ERASE

Enables yield operation during flash erase

*Found in: Component config > SPI Flash driver*

This allows to yield the CPUs between erase commands. Prevents starvation of other tasks.

## CONFIG\_SPI\_FLASH\_ERASE\_YIELD\_DURATION\_MS

Duration of erasing to yield CPUs (ms)

*Found in: Component config > SPI Flash driver > CONFIG\_SPI\_FLASH\_YIELD\_DURING\_ERASE*

If a duration of one erase command is large then it will yield CPUs after finishing a current command.

## CONFIG\_SPI\_FLASH\_ERASE\_YIELD\_TICKS

CPU release time (tick)

*Found in: Component config > SPI Flash driver > CONFIG\_SPI\_FLASH\_YIELD\_DURING\_ERASE*

Defines how many ticks will be before returning to continue a erasing.

## SPIFFS Configuration

Contains:

- `CONFIG_SPIFFS_MAX_PARTITIONS`
- *SPIFFS Cache Configuration*
- `CONFIG_SPIFFS_PAGE_CHECK`
- `CONFIG_SPIFFS_GC_MAX_RUNS`
- `CONFIG_SPIFFS_GC_STATS`
- `CONFIG_SPIFFS_PAGE_SIZE`
- `CONFIG_SPIFFS_OBJ_NAME_LEN`

- *CONFIG\_SPIFFS\_USE\_MAGIC*
- *CONFIG\_SPIFFS\_META\_LENGTH*
- *CONFIG\_SPIFFS\_USE\_MTIME*
- *Debug Configuration*

### **CONFIG\_SPIFFS\_MAX\_PARTITIONS**

Maximum Number of Partitions

*Found in: Component config > SPIFFS Configuration*

Define maximum number of partitions that can be mounted.

### **SPIFFS Cache Configuration**

Contains:

- *CONFIG\_SPIFFS\_CACHE*

### **CONFIG\_SPIFFS\_CACHE**

Enable SPIFFS Cache

*Found in: Component config > SPIFFS Configuration > SPIFFS Cache Configuration*

Enables/disable memory read caching of nucleus file system operations.

### **CONFIG\_SPIFFS\_CACHE\_WR**

Enable SPIFFS Write Caching

*Found in: Component config > SPIFFS Configuration > SPIFFS Cache Configuration > CONFIG\_SPIFFS\_CACHE*

Enables memory write caching for file descriptors in hydrogen.

### **CONFIG\_SPIFFS\_CACHE\_STATS**

Enable SPIFFS Cache Statistics

*Found in: Component config > SPIFFS Configuration > SPIFFS Cache Configuration > CONFIG\_SPIFFS\_CACHE*

Enable/disable statistics on caching. Debug/test purpose only.

### **CONFIG\_SPIFFS\_PAGE\_CHECK**

Enable SPIFFS Page Check

*Found in: Component config > SPIFFS Configuration*

Always check header of each accessed page to ensure consistent state. If enabled it will increase number of reads from flash, especially if cache is disabled.

### CONFIG\_SPIFFS\_GC\_MAX\_RUNS

Set Maximum GC Runs

*Found in: Component config > SPIFFS Configuration*

Define maximum number of GC runs to perform to reach desired free pages.

### CONFIG\_SPIFFS\_GC\_STATS

Enable SPIFFS GC Statistics

*Found in: Component config > SPIFFS Configuration*

Enable/disable statistics on gc. Debug/test purpose only.

### CONFIG\_SPIFFS\_PAGE\_SIZE

SPIFFS logical page size

*Found in: Component config > SPIFFS Configuration*

Logical page size of SPIFFS partition, in bytes. Must be multiple of flash page size (which is usually 256 bytes). Larger page sizes reduce overhead when storing large files, and improve filesystem performance when reading large files. Smaller page sizes reduce overhead when storing small (< page size) files.

### CONFIG\_SPIFFS\_OBJ\_NAME\_LEN

Set SPIFFS Maximum Name Length

*Found in: Component config > SPIFFS Configuration*

Object name maximum length. Note that this length include the zero-termination character, meaning maximum string of characters can at most be SPIFFS\_OBJ\_NAME\_LEN - 1.

$SPIFFS\_OBJ\_NAME\_LEN + SPIFFS\_META\_LENGTH$  should not exceed  $SPIFFS\_PAGE\_SIZE - 64$ .

### CONFIG\_SPIFFS\_USE\_MAGIC

Enable SPIFFS Filesystem Magic

*Found in: Component config > SPIFFS Configuration*

Enable this to have an identifiable spiffs filesystem. This will look for a magic in all sectors to determine if this is a valid spiffs system or not at mount time.

## CONFIG\_SPIFFS\_USE\_MAGIC\_LENGTH

Enable SPIFFS Filesystem Length Magic

*Found in: Component config > SPIFFS Configuration > CONFIG\_SPIFFS\_USE\_MAGIC*

If this option is enabled, the magic will also be dependent on the length of the filesystem. For example, a filesystem configured and formatted for 4 megabytes will not be accepted for mounting with a configuration defining the filesystem as 2 megabytes.

## CONFIG\_SPIFFS\_META\_LENGTH

Size of per-file metadata field

*Found in: Component config > SPIFFS Configuration*

This option sets the number of extra bytes stored in the file header. These bytes can be used in an application-specific manner. Set this to at least 4 bytes to enable support for saving file modification time.

$SPIFFS\_OBJ\_NAME\_LEN + SPIFFS\_META\_LENGTH$  should not exceed  $SPIFFS\_PAGE\_SIZE - 64$ .

## CONFIG\_SPIFFS\_USE\_MTIME

Save file modification time

*Found in: Component config > SPIFFS Configuration*

If enabled, then the first 4 bytes of per-file metadata will be used to store file modification time (mtime), accessible through stat/fstat functions. Modification time is updated when the file is opened.

## Debug Configuration

Contains:

- *CONFIG\_SPIFFS\_DBG*
- *CONFIG\_SPIFFS\_API\_DBG*
- *CONFIG\_SPIFFS\_GC\_DBG*
- *CONFIG\_SPIFFS\_CACHE\_DBG*
- *CONFIG\_SPIFFS\_CHECK\_DBG*
- *CONFIG\_SPIFFS\_TEST\_VISUALISATION*

## CONFIG\_SPIFFS\_DBG

Enable general SPIFFS debug

*Found in: Component config > SPIFFS Configuration > Debug Configuration*

Enabling this option will print general debug messages to the console.

### **CONFIG\_SPIFFS\_API\_DBG**

Enable SPIFFS API debug

*Found in: Component config > SPIFFS Configuration > Debug Configuration*

Enabling this option will print API debug messages to the console.

### **CONFIG\_SPIFFS\_GC\_DBG**

Enable SPIFFS Garbage Cleaner debug

*Found in: Component config > SPIFFS Configuration > Debug Configuration*

Enabling this option will print GC debug messages to the console.

### **CONFIG\_SPIFFS\_CACHE\_DBG**

Enable SPIFFS Cache debug

*Found in: Component config > SPIFFS Configuration > Debug Configuration*

Enabling this option will print cache debug messages to the console.

### **CONFIG\_SPIFFS\_CHECK\_DBG**

Enable SPIFFS Filesystem Check debug

*Found in: Component config > SPIFFS Configuration > Debug Configuration*

Enabling this option will print Filesystem Check debug messages to the console.

### **CONFIG\_SPIFFS\_TEST\_VISUALISATION**

Enable SPIFFS Filesystem Visualization

*Found in: Component config > SPIFFS Configuration > Debug Configuration*

Enable this option to enable SPIFFS\_vis function in the API.

### **TCP/IP Adapter**

Contains:

- *CONFIG\_IP\_LOST\_TIMER\_INTERVAL*
- *CONFIG\_USE\_TCPIP\_STACK\_LIB*



## CONFIG\_IP\_LOST\_TIMER\_INTERVAL

IP Address lost timer interval (seconds)

*Found in: Component config > TCP/IP Adapter*

The value of 0 indicates the IP lost timer is disabled, otherwise the timer is enabled.

The IP address may be lost because of some reasons, e.g. when the station disconnects from soft-AP, or when DHCP IP renew fails etc. If the IP lost timer is enabled, it will be started everytime the IP is lost. Event SYSTEM\_EVENT\_STA\_LOST\_IP will be raised if the timer expires. The IP lost timer is stopped if the station get the IP again before the timer expires.

## CONFIG\_USE\_TCPIP\_STACK\_LIB

TCP/IP Stack Library

*Found in: Component config > TCP/IP Adapter*

Choose the TCP/IP Stack to work, for example, LwIP, uIP, etc.

**Available options:**

- LwIP (TCPIP\_LWIP)

lwIP is a small independent implementation of the TCP/IP protocol suite.

## Unity unit testing library

Contains:

- *CONFIG\_UNITY\_ENABLE\_FLOAT*
- *CONFIG\_UNITY\_ENABLE\_DOUBLE*
- *CONFIG\_UNITY\_ENABLE\_COLOR*
- *CONFIG\_UNITY\_ENABLE\_IDF\_TEST\_RUNNER*
- *CONFIG\_UNITY\_ENABLE\_FIXTURE*

## CONFIG\_UNITY\_ENABLE\_FLOAT

Support for float type

*Found in: Component config > Unity unit testing library*

If not set, assertions on float arguments will not be available.

## CONFIG\_UNITY\_ENABLE\_DOUBLE

Support for double type

*Found in: Component config > Unity unit testing library*

If not set, assertions on double arguments will not be available.

## CONFIG\_UNITY\_ENABLE\_COLOR

Colorize test output

*Found in: Component config > Unity unit testing library*

If set, Unity will colorize test results using console escape sequences.

## CONFIG\_UNITY\_ENABLE\_IDF\_TEST\_RUNNER

Include ESP-IDF test registration/running helpers

*Found in: Component config > Unity unit testing library*

If set, then the following features will be available:

- TEST\_CASE macro which performs automatic registration of test functions
- Functions to run registered test functions: `unity_run_all_tests`, `unity_run_tests_with_filter`, `unity_run_single_test_by_name`.
- Interactive menu which lists test cases and allows choosing the tests to be run, available via `unity_run_menu` function.

Disable if a different test registration mechanism is used.

## CONFIG\_UNITY\_ENABLE\_FIXTURE

Include Unity test fixture

*Found in: Component config > Unity unit testing library*

If set, `unity_fixture.h` header file and associated source files are part of the build. These provide an optional set of macros and functions to implement test groups.

## Virtual file system

Contains:

- `CONFIG_SUPPRESS_SELECT_DEBUG_OUTPUT`
- `CONFIG_SUPPORT_TERMIOS`

## CONFIG\_SUPPRESS\_SELECT\_DEBUG\_OUTPUT

Suppress `select()` related debug outputs

*Found in: Component config > Virtual file system*

`select()` related functions might produce an inconveniently lot of debug outputs when one sets the default log level to `DEBUG` or higher. It is possible to suppress these debug outputs by enabling this option.

## CONFIG\_SUPPORT\_TERMIOS

Add support for termios.h

*Found in: Component config > Virtual file system*

Disabling this option can save memory when the support for termios.h is not required.

## Wear Levelling

Contains:

- *CONFIG\_WL\_SECTOR\_SIZE*
- *CONFIG\_WL\_SECTOR\_MODE*

## CONFIG\_WL\_SECTOR\_SIZE

Wear Levelling library sector size

*Found in: Component config > Wear Levelling*

Sector size used by wear levelling library. You can set default sector size or size that will fit to the flash device sector size.

With sector size set to 4096 bytes, wear levelling library is more efficient. However if FAT filesystem is used on top of wear levelling library, it will need more temporary storage: 4096 bytes for each mounted filesystem and 4096 bytes for each opened file.

With sector size set to 512 bytes, wear levelling library will perform more operations with flash memory, but less RAM will be used by FAT filesystem library (512 bytes for the filesystem and 512 bytes for each file opened).

### Available options:

- 512 (WL\_SECTOR\_SIZE\_512)
- 4096 (WL\_SECTOR\_SIZE\_4096)

## CONFIG\_WL\_SECTOR\_MODE

Sector store mode

*Found in: Component config > Wear Levelling*

Specify the mode to store data into flash:

- In Performance mode a data will be stored to the RAM and then stored back to the flash. Compared to the Safety mode, this operation is faster, but if power will be lost when erase sector operation is in progress, then the data from complete flash device sector will be lost.
- In Safety mode data from complete flash device sector will be read from flash, modified, and then stored back to flash. Compared to the Performance mode, this operation is slower, but if power is lost during erase sector operation, then the data from full flash device sector will not be lost.

### Available options:

- Performance (WL\_SECTOR\_MODE\_PERF)
- Safety (WL\_SECTOR\_MODE\_SAFE)

## Wi-Fi Provisioning Manager

Contains:

- `CONFIG_WIFI_PROV_SCAN_MAX_ENTRIES`

### CONFIG\_WIFI\_PROV\_SCAN\_MAX\_ENTRIES

Max Wi-Fi Scan Result Entries

*Found in: Component config > Wi-Fi Provisioning Manager*

This sets the maximum number of entries of Wi-Fi scan results that will be kept by the provisioning manager

## 3.8.4 Customisations

Because IDF builds by default with *Warning On Undefined Variables*, when the Kconfig tool generates Makefiles (the `auto.conf` file) its behaviour has been customised. In normal Kconfig, a variable which is set to “no” is undefined. In IDF’s version of Kconfig, this variable is defined in the Makefile but has an empty value.

(Note that `ifdef` and `ifndef` can still be used in Makefiles, because they test if a variable is defined *and has a non-empty value.*)

When generating header files for C & C++, the behaviour is not customised - so `#ifdef` can be used to test if a boolean config item is set or not.

## 3.9 Error Codes Reference

This section lists various error code constants defined in ESP-IDF.

For general information about error codes in ESP-IDF, see *Error Handling*.

`ESP_FAIL` (-1): Generic `esp_err_t` code indicating failure

`ESP_OK` (0): `esp_err_t` value indicating success (no error)

`ESP_ERR_NO_MEM` (0x101): Out of memory

`ESP_ERR_INVALID_ARG` (0x102): Invalid argument

`ESP_ERR_INVALID_STATE` (0x103): Invalid state

`ESP_ERR_INVALID_SIZE` (0x104): Invalid size

`ESP_ERR_NOT_FOUND` (0x105): Requested resource not found

`ESP_ERR_NOT_SUPPORTED` (0x106): Operation or feature not supported

`ESP_ERR_TIMEOUT` (0x107): Operation timed out

`ESP_ERR_INVALID_RESPONSE` (0x108): Received response was invalid

`ESP_ERR_INVALID_CRC` (0x109): CRC or checksum was invalid

`ESP_ERR_INVALID_VERSION` (0x10a): Version was invalid

`ESP_ERR_INVALID_MAC` (0x10b): MAC address was invalid

`ESP_ERR_NVS_BASE` (0x1100): Starting number of error codes

*ESP\_ERR\_NVS\_NOT\_INITIALIZED (0x1101)*: The storage driver is not initialized

*ESP\_ERR\_NVS\_NOT\_FOUND (0x1102)*: Id namespace doesn't exist yet and mode is NVS\_READONLY

*ESP\_ERR\_NVS\_TYPE\_MISMATCH (0x1103)*: The type of set or get operation doesn't match the type of value stored in NVS

*ESP\_ERR\_NVS\_READ\_ONLY (0x1104)*: Storage handle was opened as read only

*ESP\_ERR\_NVS\_NOT\_ENOUGH\_SPACE (0x1105)*: There is not enough space in the underlying storage to save the value

*ESP\_ERR\_NVS\_INVALID\_NAME (0x1106)*: Namespace name doesn't satisfy constraints

*ESP\_ERR\_NVS\_INVALID\_HANDLE (0x1107)*: Handle has been closed or is NULL

*ESP\_ERR\_NVS\_REMOVE\_FAILED (0x1108)*: The value wasn't updated because flash write operation has failed. The value was written however, and update will be finished after re-initialization of nvs, provided that flash operation doesn't fail again.

*ESP\_ERR\_NVS\_KEY\_TOO\_LONG (0x1109)*: Key name is too long

*ESP\_ERR\_NVS\_PAGE\_FULL (0x110a)*: Internal error; never returned by nvs API functions

*ESP\_ERR\_NVS\_INVALID\_STATE (0x110b)*: NVS is in an inconsistent state due to a previous error. Call `nvs_flash_init` and `nvs_open` again, then retry.

*ESP\_ERR\_NVS\_INVALID\_LENGTH (0x110c)*: String or blob length is not sufficient to store data

*ESP\_ERR\_NVS\_NO\_FREE\_PAGES (0x110d)*: NVS partition doesn't contain any empty pages. This may happen if NVS partition was truncated. Erase the whole partition and call `nvs_flash_init` again.

*ESP\_ERR\_NVS\_VALUE\_TOO\_LONG (0x110e)*: String or blob length is longer than supported by the implementation

*ESP\_ERR\_NVS\_PART\_NOT\_FOUND (0x110f)*: Partition with specified name is not found in the partition table

*ESP\_ERR\_NVS\_NEW\_VERSION\_FOUND (0x1110)*: NVS partition contains data in new format and cannot be recognized by this version of code

*ESP\_ERR\_NVS\_XTS\_ENCR\_FAILED (0x1111)*: XTS encryption failed while writing NVS entry

*ESP\_ERR\_NVS\_XTS\_DECR\_FAILED (0x1112)*: XTS decryption failed while reading NVS entry

*ESP\_ERR\_NVS\_XTS\_CFG\_FAILED (0x1113)*: XTS configuration setting failed

*ESP\_ERR\_NVS\_XTS\_CFG\_NOT\_FOUND (0x1114)*: XTS configuration not found

*ESP\_ERR\_NVS\_ENCR\_NOT\_SUPPORTED (0x1115)*: NVS encryption is not supported in this version

*ESP\_ERR\_NVS\_KEYS\_NOT\_INITIALIZED (0x1116)*: NVS key partition is uninitialized

*ESP\_ERR\_NVS\_CORRUPT\_KEY\_PART (0x1117)*: NVS key partition is corrupt

*ESP\_ERR\_ULP\_BASE (0x1200)*: Offset for ULP-related error codes

*ESP\_ERR\_ULP\_SIZE\_TOO\_BIG (0x1201)*: Program doesn't fit into RTC memory reserved for the ULP

*ESP\_ERR\_ULP\_INVALID\_LOAD\_ADDR (0x1202)*: Load address is outside of RTC memory reserved for the ULP

*ESP\_ERR\_ULP\_DUPLICATE\_LABEL (0x1203)*: More than one label with the same number was defined

*ESP\_ERR\_ULP\_UNDEFINED\_LABEL (0x1204)*: Branch instructions references an undefined label

*ESP\_ERR\_ULP\_BRANCH\_OUT\_OF\_RANGE (0x1205)*: Branch target is out of range of B instruction (try replacing with BX)

*ESP\_ERR\_OTA\_BASE (0x1500)*: Base error code for `ota_ops` api

*ESP\_ERR\_OTA\_PARTITION\_CONFLICT (0x1501)*: Error if request was to write or erase the current running partition

*ESP\_ERR\_OTA\_SELECT\_INFO\_INVALID (0x1502)*: Error if OTA data partition contains invalid content

*ESP\_ERR\_OTA\_VALIDATE\_FAILED (0x1503)*: Error if OTA app image is invalid

*ESP\_ERR\_OTA\_SMALL\_SEC\_VER (0x1504)*: Error if the firmware has a secure version less than the running firmware.

*ESP\_ERR\_OTA\_ROLLBACK\_FAILED (0x1505)*: Error if flash does not have valid firmware in passive partition and hence rollback is not possible

*ESP\_ERR\_OTA\_ROLLBACK\_INVALID\_STATE (0x1506)*: Error if current active firmware is still marked in pending validation state (*ESP\_OTA\_IMG\_PENDING\_VERIFY*), essentially first boot of firmware image post upgrade and hence firmware upgrade is not possible

*ESP\_ERR\_EFUSE (0x1600)*: Base error code for efuse api.

*ESP\_OK\_EFUSE\_CNT (0x1601)*: OK the required number of bits is set.

*ESP\_ERR\_EFUSE\_CNT\_IS\_FULL (0x1602)*: Error field is full.

*ESP\_ERR\_EFUSE\_REPEATED\_PROG (0x1603)*: Error repeated programming of programmed bits is strictly forbidden.

*ESP\_ERR\_CODING (0x1604)*: Error while a encoding operation.

*ESP\_ERR\_IMAGE\_BASE (0x2000)*

*ESP\_ERR\_IMAGE\_FLASH\_FAIL (0x2001)*

*ESP\_ERR\_IMAGE\_INVALID (0x2002)*

*ESP\_ERR\_WIFI\_BASE (0x3000)*: Starting number of WiFi error codes

*ESP\_ERR\_WIFI\_NOT\_INIT (0x3001)*: WiFi driver was not installed by *esp\_wifi\_init*

*ESP\_ERR\_WIFI\_NOT\_STARTED (0x3002)*: WiFi driver was not started by *esp\_wifi\_start*

*ESP\_ERR\_WIFI\_NOT\_STOPPED (0x3003)*: WiFi driver was not stopped by *esp\_wifi\_stop*

*ESP\_ERR\_WIFI\_IF (0x3004)*: WiFi interface error

*ESP\_ERR\_WIFI\_MODE (0x3005)*: WiFi mode error

*ESP\_ERR\_WIFI\_STATE (0x3006)*: WiFi internal state error

*ESP\_ERR\_WIFI\_CONN (0x3007)*: WiFi internal control block of station or soft-AP error

*ESP\_ERR\_WIFI\_NVS (0x3008)*: WiFi internal NVS module error

*ESP\_ERR\_WIFI\_MAC (0x3009)*: MAC address is invalid

*ESP\_ERR\_WIFI\_SSID (0x300a)*: SSID is invalid

*ESP\_ERR\_WIFI\_PASSWORD (0x300b)*: Password is invalid

*ESP\_ERR\_WIFI\_TIMEOUT (0x300c)*: Timeout error

*ESP\_ERR\_WIFI\_WAKE\_FAIL (0x300d)*: WiFi is in sleep state(RF closed) and wakeup fail

*ESP\_ERR\_WIFI\_WOULD\_BLOCK (0x300e)*: The caller would block

*ESP\_ERR\_WIFI\_NOT\_CONNECT (0x300f)*: Station still in disconnect status

*ESP\_ERR\_WIFI\_REGISTRAR (0x3033)*: WPS registrar is not supported

*ESP\_ERR\_WIFI\_WPS\_TYPE (0x3034)*: WPS type error

*ESP\_ERR\_WIFI\_WPS\_SM (0x3035)*: WPS state machine is not initialized

*ESP\_ERR\_ESPNOW\_BASE (0x3064)*: ESPNOW error number base.

*ESP\_ERR\_ESPNOW\_NOT\_INIT (0x3065)*: ESPNOW is not initialized.

*ESP\_ERR\_ESPNOW\_ARG (0x3066)*: Invalid argument

*ESP\_ERR\_ESPNOW\_NO\_MEM (0x3067)*: Out of memory

*ESP\_ERR\_ESPNOW\_FULL (0x3068)*: ESPNOW peer list is full

*ESP\_ERR\_ESPNOW\_NOT\_FOUND (0x3069)*: ESPNOW peer is not found

*ESP\_ERR\_ESPNOW\_INTERNAL (0x306a)*: Internal error

*ESP\_ERR\_ESPNOW\_EXIST (0x306b)*: ESPNOW peer has existed

*ESP\_ERR\_ESPNOW\_IF (0x306c)*: Interface error

*ESP\_ERR\_MESH\_BASE (0x4000)*: Starting number of MESH error codes

*ESP\_ERR\_MESH\_WIFI\_NOT\_START (0x4001)*

*ESP\_ERR\_MESH\_NOT\_INIT (0x4002)*

*ESP\_ERR\_MESH\_NOT\_CONFIG (0x4003)*

*ESP\_ERR\_MESH\_NOT\_START (0x4004)*

*ESP\_ERR\_MESH\_NOT\_SUPPORT (0x4005)*

*ESP\_ERR\_MESH\_NOT\_ALLOWED (0x4006)*

*ESP\_ERR\_MESH\_NO\_MEMORY (0x4007)*

*ESP\_ERR\_MESH\_ARGUMENT (0x4008)*

*ESP\_ERR\_MESH\_EXCEED\_MTU (0x4009)*

*ESP\_ERR\_MESH\_TIMEOUT (0x400a)*

*ESP\_ERR\_MESH\_DISCONNECTED (0x400b)*

*ESP\_ERR\_MESH\_QUEUE\_FAIL (0x400c)*

*ESP\_ERR\_MESH\_QUEUE\_FULL (0x400d)*

*ESP\_ERR\_MESH\_NO\_PARENT\_FOUND (0x400e)*

*ESP\_ERR\_MESH\_NO\_ROUTE\_FOUND (0x400f)*

*ESP\_ERR\_MESH\_OPTION\_NULL (0x4010)*

*ESP\_ERR\_MESH\_OPTION\_UNKNOWN (0x4011)*

*ESP\_ERR\_MESH\_XON\_NO\_WINDOW (0x4012)*

*ESP\_ERR\_MESH\_INTERFACE (0x4013)*

*ESP\_ERR\_MESH\_DISCARD\_DUPLICATE (0x4014)*

*ESP\_ERR\_MESH\_DISCARD (0x4015)*

*ESP\_ERR\_MESH\_VOTING (0x4016)*

*ESP\_ERR\_TCPIP\_ADAPTER\_BASE (0x5000)*

*ESP\_ERR\_TCPIP\_ADAPTER\_INVALID\_PARAMS (0x5001)*

*ESP\_ERR\_TCPIP\_ADAPTER\_IF\_NOT\_READY (0x5002)*

*ESP\_ERR\_TCPIP\_ADAPTER\_DHCP\_START\_FAILED (0x5003)*

*ESP\_ERR\_TCPIP\_ADAPTER\_DHCP\_ALREADY\_STARTED (0x5004)*

*ESP\_ERR\_TCPIP\_ADAPTER\_DHCP\_ALREADY\_STOPPED (0x5005)*

*ESP\_ERR\_TCPIP\_ADAPTER\_NO\_MEM (0x5006)*

*ESP\_ERR\_TCPIP\_ADAPTER\_DHCP\_NOT\_STOPPED (0x5007)*

*ESP\_ERR\_PING\_BASE (0x6000)*

*ESP\_ERR\_PING\_INVALID\_PARAMS (0x6001)*

*ESP\_ERR\_PING\_NO\_MEM (0x6002)*

*ESP\_ERR\_HTTP\_BASE (0x7000)*: Starting number of HTTP error codes

*ESP\_ERR\_HTTP\_MAX\_REDIRECT (0x7001)*: The error exceeds the number of HTTP redirects

*ESP\_ERR\_HTTP\_CONNECT (0x7002)*: Error open the HTTP connection

*ESP\_ERR\_HTTP\_WRITE\_DATA (0x7003)*: Error write HTTP data

*ESP\_ERR\_HTTP\_FETCH\_HEADER (0x7004)*: Error read HTTP header from server

*ESP\_ERR\_HTTP\_INVALID\_TRANSPORT (0x7005)*: There are no transport support for the input scheme

*ESP\_ERR\_HTTP\_CONNECTING (0x7006)*: HTTP connection hasn't been established yet

*ESP\_ERR\_HTTP\_EAGAIN (0x7007)*: Mapping of errno EAGAIN to esp\_err\_t

*ESP\_ERR\_HTTPD\_BASE (0x8000)*: Starting number of HTTPD error codes

*ESP\_ERR\_HTTPD\_HANDLERS\_FULL (0x8001)*: All slots for registering URI handlers have been consumed

*ESP\_ERR\_HTTPD\_HANDLER\_EXISTS (0x8002)*: URI handler with same method and target URI already registered

*ESP\_ERR\_HTTPD\_INVALID\_REQ (0x8003)*: Invalid request pointer

*ESP\_ERR\_HTTPD\_RESULT\_TRUNC (0x8004)*: Result string truncated

*ESP\_ERR\_HTTPD\_RESP\_HDR (0x8005)*: Response header field larger than supported

*ESP\_ERR\_HTTPD\_RESP\_SEND (0x8006)*: Error occurred while sending response packet

*ESP\_ERR\_HTTPD\_ALLOC\_MEM (0x8007)*: Failed to dynamically allocate memory for resource

*ESP\_ERR\_HTTPD\_TASK (0x8008)*: Failed to launch server task/thread

*ESP\_ERR\_FLASH\_BASE (0x10010)*

*ESP\_ERR\_FLASH\_OP\_FAIL (0x10011)*

*ESP\_ERR\_FLASH\_OP\_TIMEOUT (0x10012)*



□

## 4.1 ESP32 Modules and Boards

Espressif designed and manufactured several development modules and boards to help users evaluate functionality of the ESP32 family of chips. Development boards, depending on intended functionality, have exposed GPIO pins headers, provide USB programming interface, JTAG interface as well as peripherals like touch pads, LCD screen, SD card slot, camera module header, etc.

For details please refer to documentation below, provided together with description of particular boards.

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**Note:** This section describes the latest versions of boards. Previous versions of boards, including these not produced anymore, are described in section *Previous Versions of ESP32 Modules and Boards*.

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### 4.1.1 WROOM, SOLO and WROVER Modules

A family of small modules that contain ESP32 chip on board together with some key components including a crystal oscillator and an antenna matching circuit. This makes it easier to provide an ESP32 based solution ready to integrate into final products. Such modules can be also used for evaluation after adding a few extra components like a programming interface, bootstrapping resistors and break out headers. The key characteristics of these modules are summarized in the following table. Some additional details are covered in the following chapters.

| –               | Key Components |       |       |      |
|-----------------|----------------|-------|-------|------|
| Module          | Chip           | Flash | PSRAM | Ant. |
| ESP32-WROOM-32  | ESP32-D0WDQ6   | 4MB   | –     | MIFA |
| ESP32-WROOM-32D | ESP32-D0WD     | 4MB   | –     | MIFA |
| ESP32-WROOM-32U | ESP32-D0WD     | 4MB   | –     | U.FL |
| ESP32-SOLO-1    | ESP32-S0WD     | 4MB   | –     | MIFA |
| ESP32-WROVER    | ESP32-D0WDQ6   | 4MB   | 8MB   | MIFA |
| ESP32-WROVER-I  | ESP32-D0WDQ6   | 4MB   | 8MB   | U.FL |
| ESP32-WROVER-B  | ESP32-D0WD     | 4MB   | 8MB   | MIFA |
| ESP32-WROVER-IB | ESP32-D0WD     | 4MB   | 8MB   | U.FL |

- ESP32-**D**.. denotes dual core, ESP32-**S**.. denotes single core chip
- MIFA - Meandered Inverted-F Antenna
- U.FL - U.FL / IPEX antenna connector
- ESP32-WROOM-x and ESP32-WROVER-x modules are also available with custom flash sizes of 8MB or 16MB, see [Espressif Products Ordering Information \(PDF\)](#)
- [ESP32 Chip Datasheet \(PDF\)](#)
- Initial release of ESP32-WROVER module had 4MB of PSRAM
- *ESP32-WROOM-32* was previously called *ESP-WROOM-32*

## ESP32-WROOM-32

A basic and commonly adopted ESP32 module with ESP32-D0WDQ6 chip on board. The first one of the WROOM / WROVER family released to the market. By default the module has 4MB flash and may be also ordered with custom flash size of 8 or 16MB, see [Espressif Products Ordering Information](#).



Fig. 1: ESP32-WROOM-32 module (front and back)

## Documentation

- [ESP32-WROOM-32 Datasheet \(PDF\)](#)
- [ESP32-WROOM-32 Reference Design](#) containing OrCAD schematic, PCB layout, gerbers and BOM

## ESP32-WROOM-32D / ESP32-WROOM-32U

Both modules have ESP32-D0WD chip on board of a smaller footprint than ESP32-D0WDQ6 installed in *ESP32-WROOM-32*. By default the module has 4MB flash and may be also ordered with custom flash size of 8 or 16MB, see [Espressif Products Ordering Information](#). Version “D” has a MIFA antenna. Version “U” has just an U.FL / IPEX antenna connector. That makes it 6.3 mm shorter comparing to “D”, and also the smallest representative of the whole WROOM / WROVER family of modules.



Fig. 2: ESP32-WROOM-32D module (front and back)

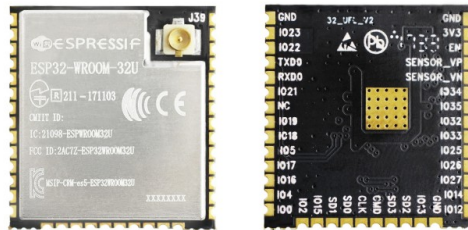


Fig. 3: ESP32-WROOM-32U module (front and back)

## Documentation

- [ESP32-WROOM-32D / ESP32-WROOM-32U Datasheet \(PDF\)](#)

## ESP32-SOLO-1

Simplified version of ESP32-WROOM-32D module. It contains a single core ESP32 chip that supports clock frequency of up to 160 MHz.

## Documentation

- [ESP32-SOLO-1 Datasheet \(PDF\)](#)

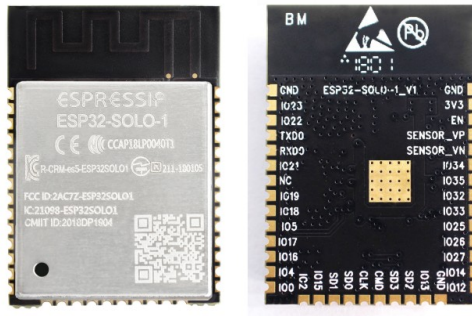


Fig. 4: ESP32-SOLO-1 module (front and back)

## ESP32-WROVER

A step upgrade of ESP32-WROOM-32x modules with an additional 8MB SPI PSRAM (Pseudo static RAM).

The module comes in couple of versions listed in section *WROOM, SOLO and WROVER Modules*:

- **ESP32-WROVER** and **ESP32-WROVER-I** have PSRAM that operates at 1.8V and can support up to 144 MHz clock rate.
- **ESP32-WROVER-B** and **ESP32-WROVER-IB** have PSRAM that operates at 3.3V and can support up to 133 MHz clock rate.

By default the module has 4MB flash and may be also ordered with custom flash size of 8 or 16MB, see [Espressif Products Ordering Information](#).

Depending on version the module has PCB antenna (shown below) or an U.FL / IPEX antenna connector. Because of additional components inside, this module is 5.9 mm longer than *ESP32-WROOM-32*.

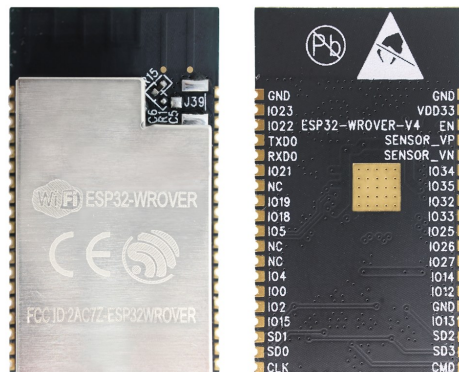


Fig. 5: ESP32-WROVER module (front and back)

## Documentation

- [ESP32-WROVER Datasheet \(PDF\)](#)
- [ESP-PSRAM64 & ESP-PSRAM64H Datasheet \(PDF\)](#)
- [ESP32-WROVER Reference Design](#) containing OrCAD schematic, PCB layout, gerbers and BOM

### 4.1.2 ESP32-PICO-KIT V4.1

The smallest ESP32 development board with all the components required to connect it directly to a PC USB port, and pin headers to plug into a mini breadboard. It is equipped with ESP32-PICO-D4 module that integrates 4 MB flash memory, a crystal oscillator, filter capacitors and RF matching circuit in one single package. As result, the fully functional development board requires only a few external components that can easy fit on a 20 x 52 mm PCB including antenna, LDO, USB-UART bridge and two buttons to reset it and put into download mode.

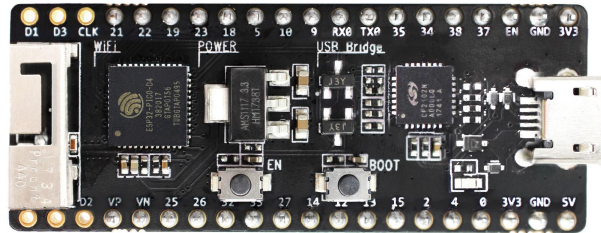


Fig. 6: ESP32-PICO-KIT V4.1 board

Comparing to ESP32-PICO-KIT V4, this version contains a more capable CP2102N USB-UART bridge that provides up to 3 Mbps transfers rates.

#### Documentation

- [ESP32-PICO-KIT V4 / V4.1 Getting Started Guide](#)
- [ESP32-PICO-KIT V4.1 Schematic \(PDF\)](#)
- [ESP32-PICO-KIT Reference Design](#) containing OrCAD schematic, PCB layout, gerbers and BOM
- [ESP32-PICO-D4 Datasheet \(PDF\)](#)

#### Previous Versions

- [ESP32-PICO-KIT V4](#)
- [ESP32-PICO-KIT V3](#)

### 4.1.3 ESP32 DevKitC V4

Small and convenient development board with [ESP32-WROOM-32](#) module installed, break out pin headers and minimum additional components. Includes USB to serial programming interface, that also provides power supply for the board. Has pushbuttons to reset the board and put it in upload mode. Comparing to the previous [ESP32 Core Board V2 / ESP32 DevKitC](#), instead of ESP32-WROOM-32 it can accommodate [ESP32-WROVER](#) module and has CP2102N chip that supports faster baud rates.

#### Documentation

- [ESP32-DevKitC V4 Getting Started Guide](#)
- [ESP32-DevKitC schematic \(PDF\)](#)
- [ESP32-DevKitC Reference Design](#) containing OrCAD schematic, PCB layout, gerbers and BOM
- [CP210x USB to UART Bridge VCP Drivers](#)

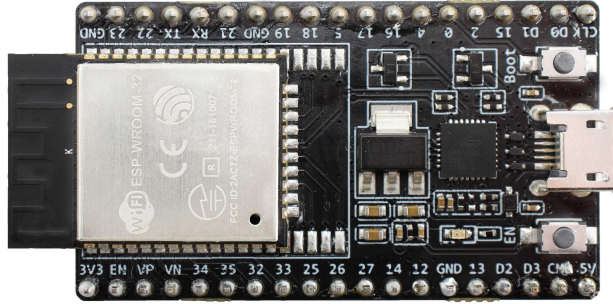


Fig. 7: ESP32 DevKitC V4 board

## Previous Versions

- [ESP32 Core Board V2 / ESP32 DevKitC](#)

### 4.1.4 ESP-WROVER-KIT V4.1

The ESP-WROVER-KIT V4.1 development board has dual port USB to serial converter for programming and JTAG interface for debugging. Power supply is provided by USB interface or from standard 5 mm power supply jack. Power supply selection is done with a jumper and may be put on/off with a separate switch. This board has MicroSD card slot, 3.2" SPI LCD screen and dedicated header to connect a camera. It provides RGB diode for diagnostics. Includes 32.768 kHz XTAL for internal RTC to operate it in low power modes.

This version of ESP-WROVER-KIT board has ESP-WROVER-B module installed that integrates 64-MBit PSRAM for flexible extended storage and data processing capabilities. The board can accommodate other versions of ESP modules described under *WROOM*, *SOLO* and *WROVER Modules*.

Comparing to *ESP-WROVER-KIT V3*, this board has the following design changes:

- JP8, JP11 and JP13 have been combined into a single JP2
- USB connector has been changed to DIP type and moved to the lower right corner of the board
- R61 has been changed to 0R
- Some other components, e.g. EN and Boot buttons, have been replaced with functional equivalents basing on test results and sourcing options

The board on picture above has ESP32-WROVER-B module is installed.

## Documentation

- [ESP-WROVER-KIT V4.1 Getting Started Guide](#)
- [ESP-WROVER-KIT V4.1 Schematic \(PDF\)](#)
- [JTAG Debugging](#)
- [FTDI Virtual COM Port Drivers](#)

## Previous Versions

- [ESP-WROVER-KIT V3](#)
- [ESP-WROVER-KIT V2](#)

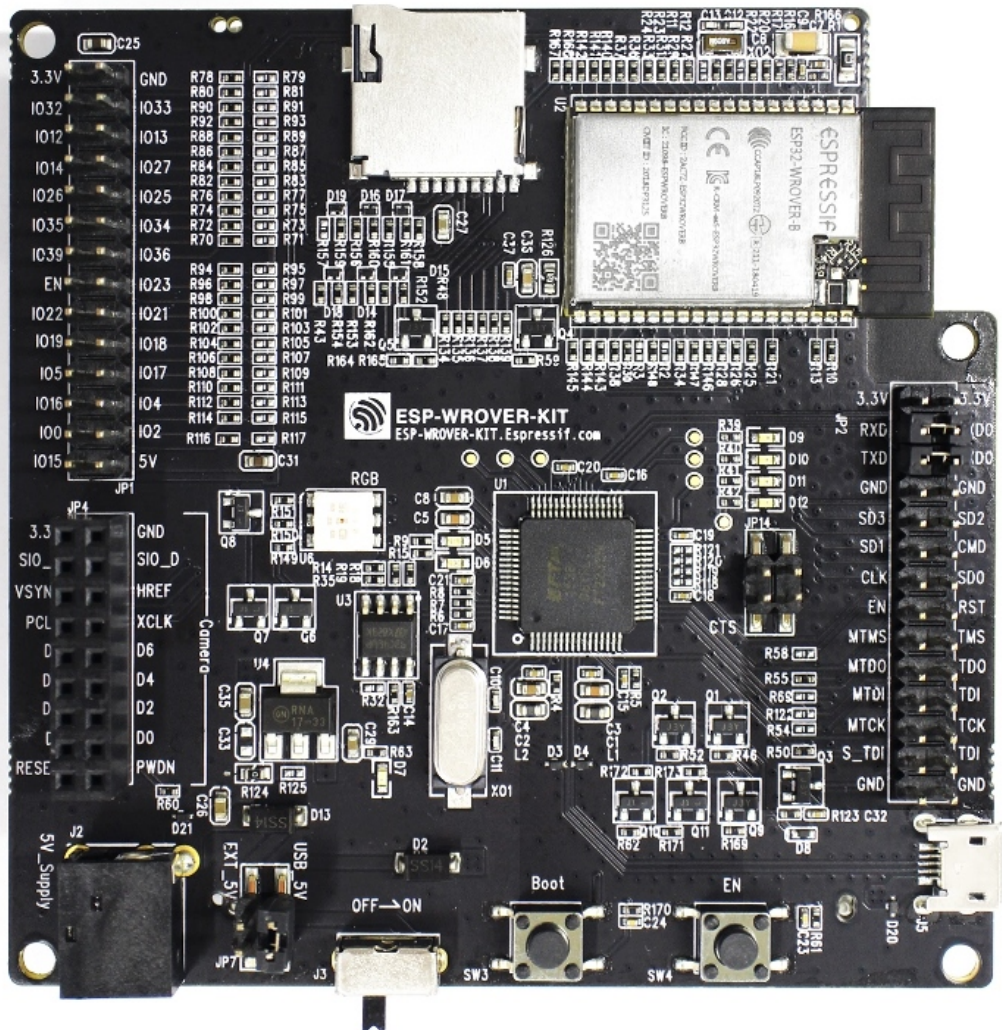


Fig. 8: ESP-WROVER-KIT V4.1 board

- [ESP-WROVER-KIT V1 / ESP32 DevKitJ V1](#)

## 4.1.5 Related Documents

- [Previous Versions of ESP32 Modules and Boards](#)

## 4.2 Previous Versions of ESP32 Modules and Boards

This sections contains overview and links to documentation of previous version ESP32 Modules and Boards that have been replaced with newer versions or discontinued. It is maintained for convenience of users as several of these boards are still in use and some may still be available for purchase.

To see the latest development boards, please refer to section [ESP32 Modules and Boards](#).

### 4.2.1 ESP32-PICO-KIT V4

The smallest ESP32 development board with all the components required to connect it directly to a PC USB port, and pin headers to plug into a mini breadboard. It is equipped with ESP32-PICO-D4 module that integrates 4 MB flash memory, a crystal oscillator, filter capacitors and RF matching circuit in one single package. As result, the fully functional development board requires only a few external components that can easy fit on a 20 x 52 mm PCB including antenna, LDO, USB-UART bridge and two buttons to reset it and put into download mode.

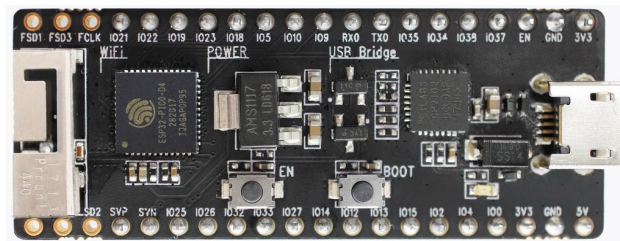


Fig. 9: ESP32-PICO-KIT V4 board

Comparing to ESP32-PICO-KIT V3, this version has revised printout and reduced number of exposed pins. Instead of 20, only 17 header pins are populated, so V4 can fit into a mini breadboard.

### Documentation

- [ESP32-PICO-KIT V4 / V4.1 Getting Started Guide](#)
- [ESP32-PICO-KIT V4 Schematic \(PDF\)](#)
- [ESP32-PICO-D4 Datasheet \(PDF\)](#)

### 4.2.2 ESP32-PICO-KIT V3

The first public release of Espressif's ESP32-PICO-D4 module on a mini development board. The board has a USB port for programming and debugging and two rows of 20 pin headers to plug into a breadboard. The ESP32-PICO-D4 module itself is small and requires only a few external components. Besides two core CPUs it integrates 4MB flash memory, a crystal oscillator and antenna matching components in one single 7 x 7 mm package. As a result the module and all the components making the complete development board fit into 20 x 52 mm PCB.



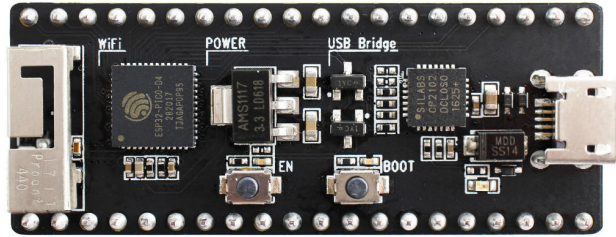


Fig. 10: ESP32-PICO-KIT V3 board

## Documentation

- [ESP32-PICO-KIT V3 Getting Started Guide](#)
- [ESP32-PICO-KIT V3 Schematic \(PDF\)](#)
- [ESP32-PICO-D4 Datasheet \(PDF\)](#)

### 4.2.3 ESP32 Core Board V2 / ESP32 DevKitC

Small and convenient development board with ESP-WROOM-32 module installed, break out pin headers and minimum additional components. Includes USB to serial programming interface, that also provides power supply for the board. Has pushbuttons to reset the board and put it in upload mode.

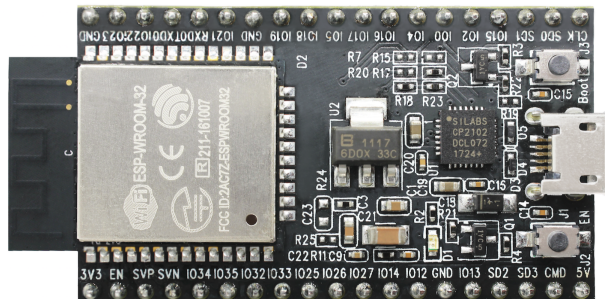


Fig. 11: ESP32 Core Board V2 / ESP32 DevKitC board

## Documentation

- [ESP32-DevKitC V2 Getting Started Guide](#)
- [ESP32 DevKitC V2 Schematic \(PDF\)](#)
- [CP210x USB to UART Bridge VCP Drivers](#)

### 4.2.4 ESP-WROVER-KIT V3

The ESP-WROVER-KIT V3 development board has dual port USB to serial converter for programming and JTAG interface for debugging. Power supply is provided by USB interface or from standard 5 mm power supply jack. Power supply selection is done with a jumper and may be put on/off with a separate switch. This board has MicroSD card slot, 3.2" SPI LCD screen and dedicated header to connect a camera. It provides RGB diode for diagnostics. Includes 32.768 kHz XTAL for internal RTC to operate it in low power modes.

As all previous versions of ESP-WROVER-KIT boards, it is ready to accommodate an *ESP32-WROOM-32* or *ESP32-WROVER* module.

This is the first release of ESP-WROVER-KIT shipped with *ESP32-WROVER* module installed by default. This release also introduced several design changes to conditioning and interlocking of signals to the bootstrapping pins. Also, a zero Ohm resistor (R166) has been added between WROVER/WROOM module and VDD33 net, which can be desoldered, or replaced with a shunt resistor, for current measurement. This is intended to facilitate power consumption analysis in various operation modes of ESP32. Refer to schematic - the changes are enclosed in green border.

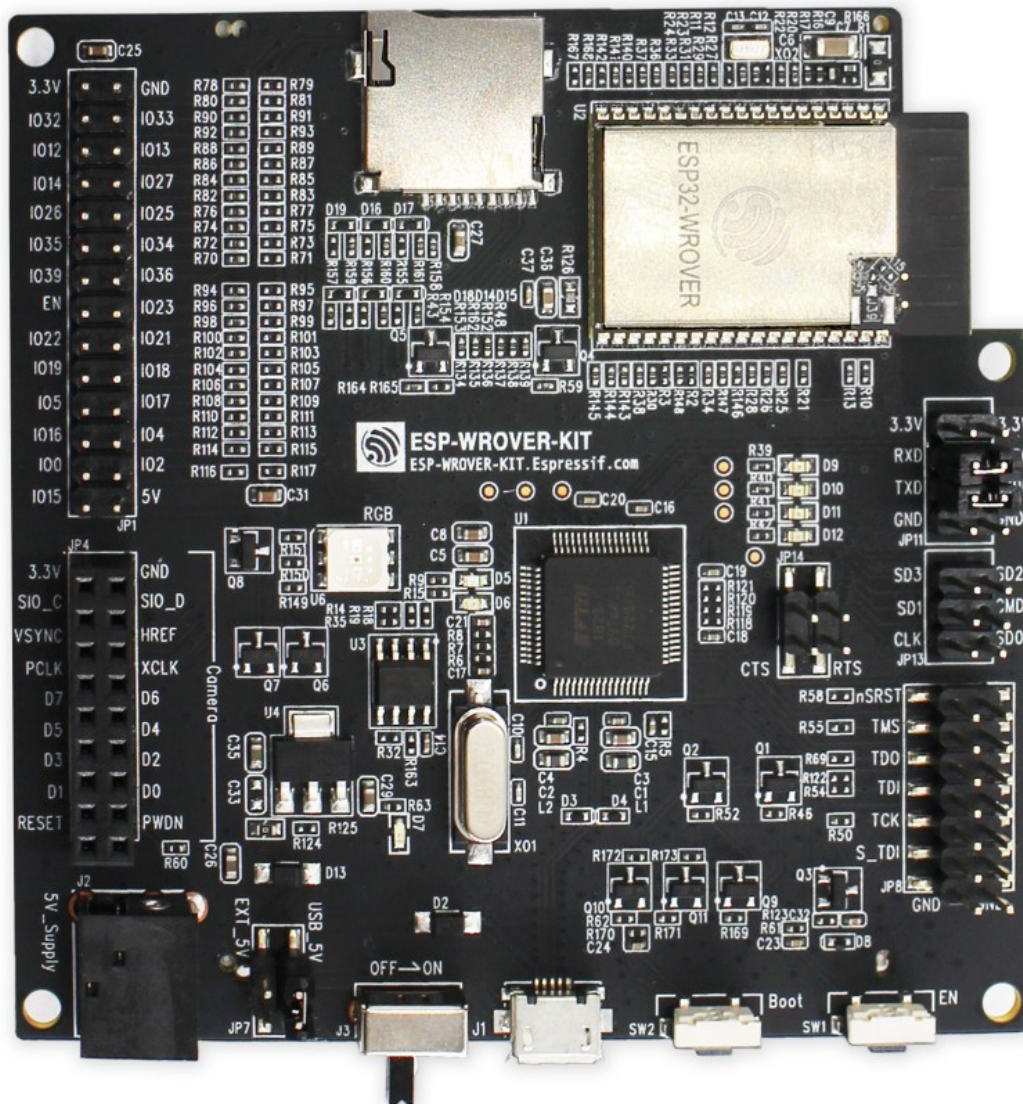


Fig. 12: ESP-WROVER-KIT V3 board

The camera header has been changed from male back to female. The board soldermask is matte black. The board on picture above has *ESP32-WROVER* is installed.

## Documentation

- [ESP-WROVER-KIT V3 Getting Started Guide](#)
- [ESP-WROVER-KIT V3 Schematic \(PDF\)](#)
- [JTAG Debugging](#)
- [FTDI Virtual COM Port Drivers](#)

### 4.2.5 ESP-WROVER-KIT V2

This is updated version of ESP32 DevKitJ V1 described above with design improvements identified when DevKitJ was in use, e.g. improved support for SD card. By default board has ESP-WROOM-32 module installed.

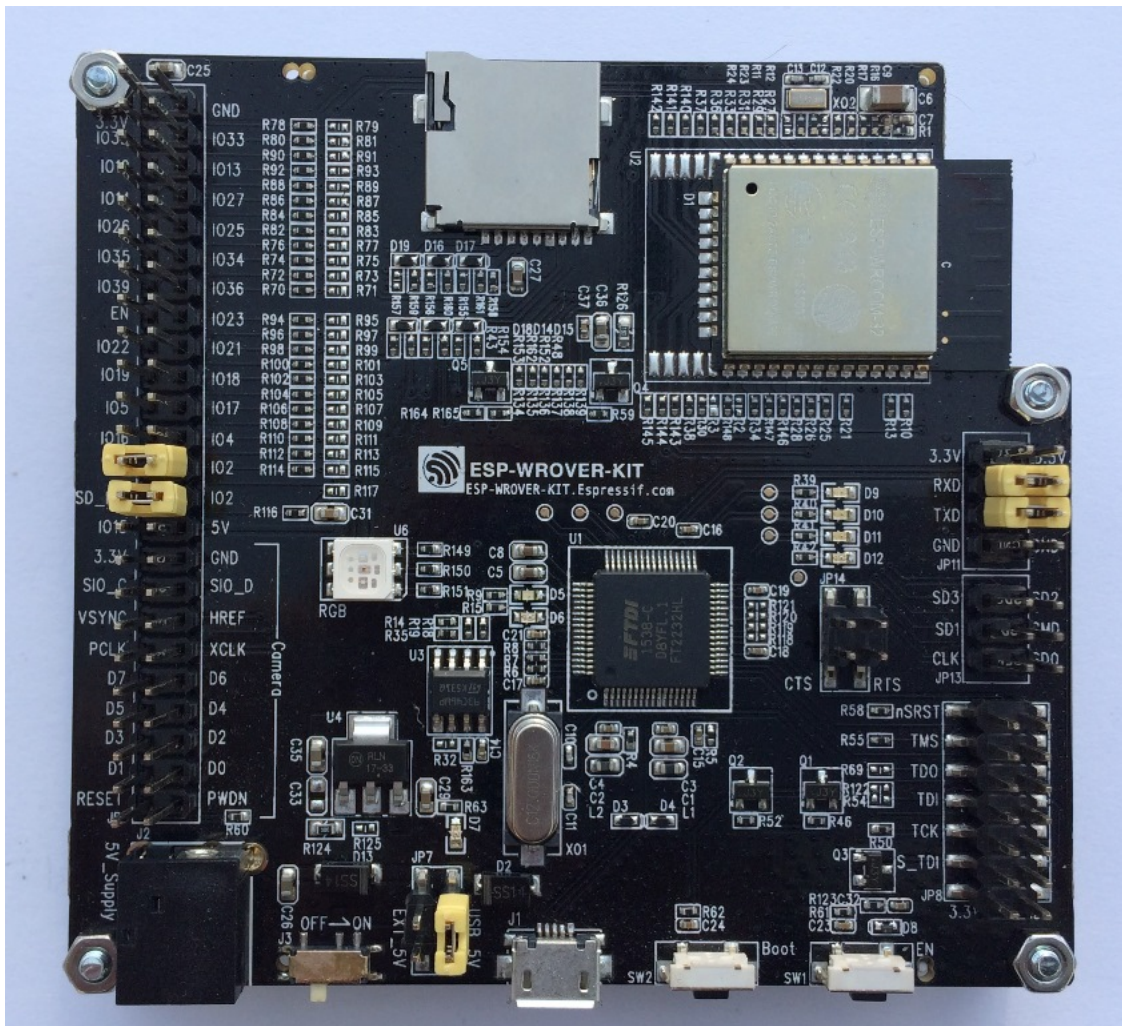


Fig. 13: ESP-WROVER-KIT V2 board

Comparing to previous version, this board has a shiny black finish and a male camera header.

## Documentation

- [ESP-WROVER-KIT V2 Getting Started Guide](#)
- [ESP-WROVER-KIT V2 Schematic \(PDF\)](#)
- [JTAG Debugging](#)
- [FTDI Virtual COM Port Drivers](#)

### 4.2.6 ESP-WROVER-KIT V1 / ESP32 DevKitJ V1

The first version of ESP-WROVER-KIT development board. Shipped with ESP-WROOM-32 on board.

ESP-WROVER-KIT has dual port USB to serial converter for programming and JTAG interface for debugging. Power supply is provided by USB interface or from standard 5 mm power supply jack. Power supply selection is done with a jumper and may be put on/off with a separate switch. The board has MicroSD card slot, 3.2" SPI LCD screen and dedicated header to connect a camera. It provides RGB diode for diagnostics. Includes 32.768 kHz XTAL for internal RTC to operate it in low power modes.

All versions of ESP-WROVER-KIT are ready to accommodate an ESP-WROOM-32 or ESP32-WROVER module.

The board has red soldermask.

## Documentation

- [ESP-WROVER-KIT V1 Schematic \(PDF\)](#)
- [JTAG Debugging](#)
- [FTDI Virtual COM Port Drivers](#)

### 4.2.7 ESP32 Demo Board V2

One of first feature rich evaluation boards that contains several pin headers, dip switches, USB to serial programming interface, reset and boot mode press buttons, power switch, 10 touch pads and separate header to connect LCD screen.

Production of this board is discontinued.

## Documentation

- [ESP32 Demo Board V2 Schematic \(PDF\)](#)
- [FTDI Virtual COM Port Drivers](#)

### 4.2.8 Related Documents

- [ESP32 Modules and Boards](#)

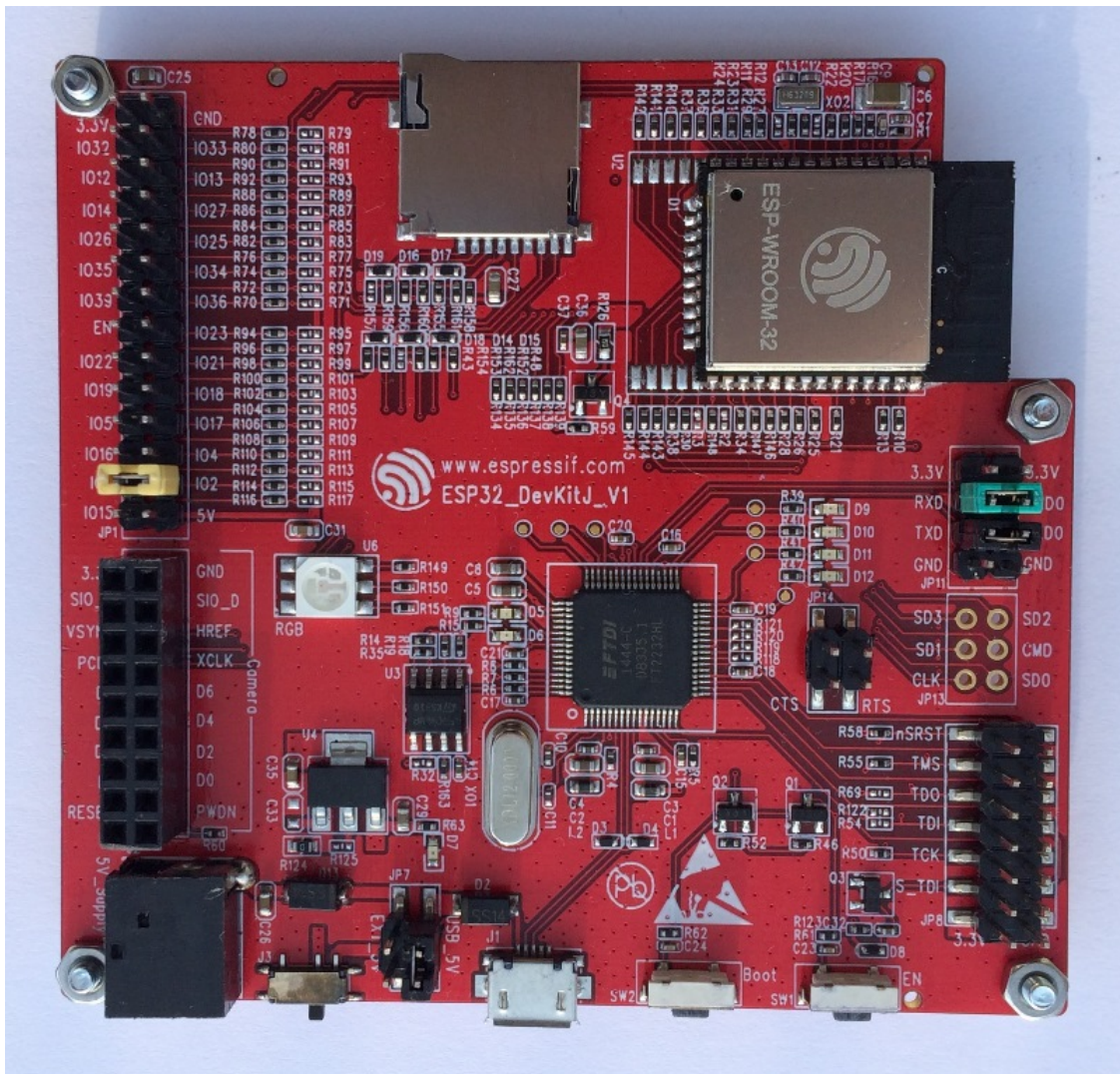


Fig. 14: ESP-WROVER-KIT V1 / ESP32 DevKitJ V1 board

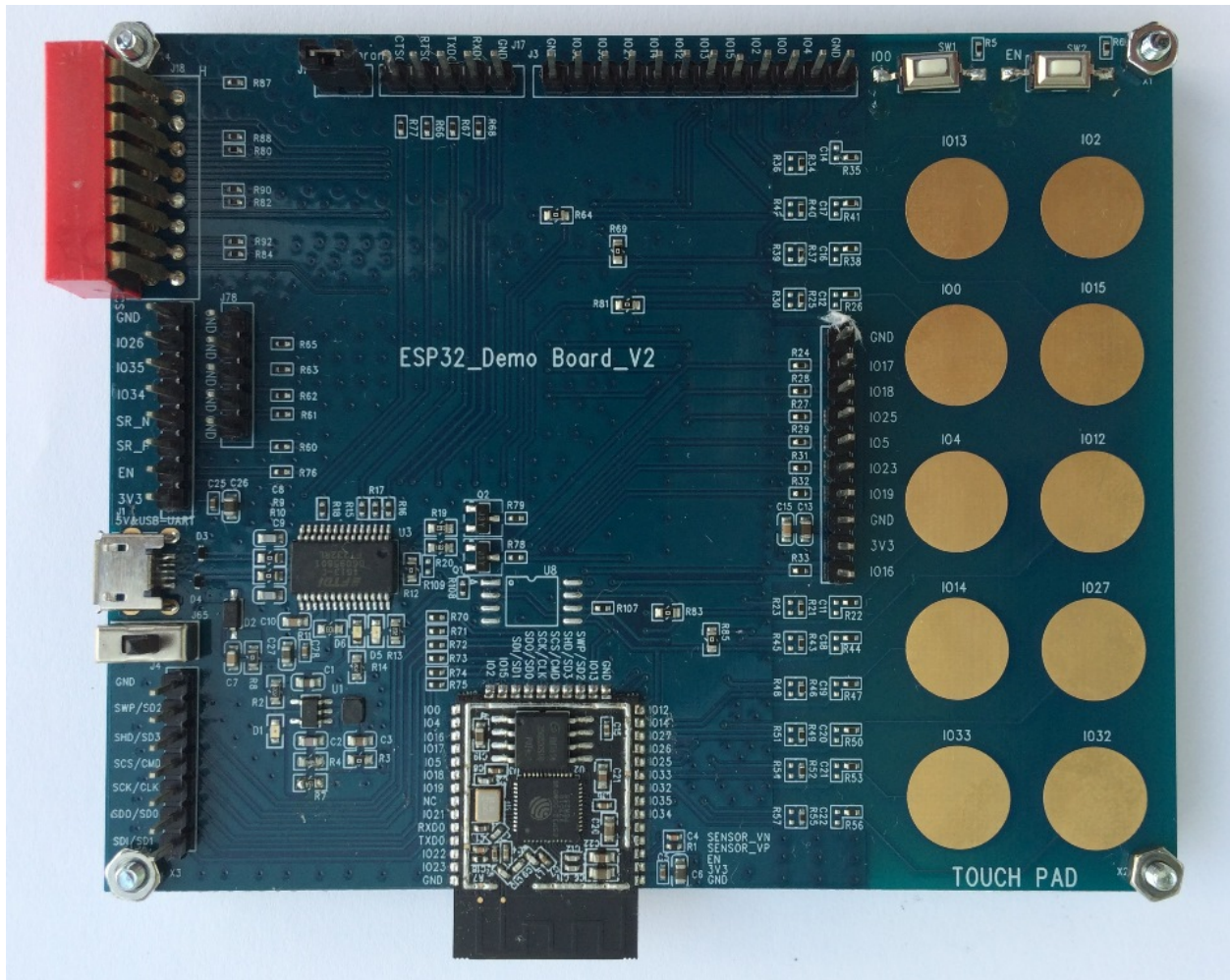


Fig. 15: ESP32 Demo Board V2

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## 5.1 General Notes About ESP-IDF Programming

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### 5.1.1 Application startup flow

This note explains various steps which happen before `app_main` function of an ESP-IDF application is called.

The high level view of startup process is as follows:

1. First-stage bootloader in ROM loads second-stage bootloader image to RAM (IRAM & DRAM) from flash offset 0x1000.
2. Second-stage bootloader loads partition table and main app image from flash. Main app incorporates both RAM segments and read-only segments mapped via flash cache.
3. Main app image executes. At this point the second CPU and RTOS scheduler can be started.

This process is explained in detail in the following sections.

#### First stage bootloader

After SoC reset, PRO CPU will start running immediately, executing reset vector code, while APP CPU will be held in reset. During startup process, PRO CPU does all the initialization. APP CPU reset is de-asserted in the `call_start_cpu0` function of application startup code. Reset vector code is located at address 0x40000400 in the mask ROM of the ESP32 chip and can not be modified.

Startup code called from the reset vector determines the boot mode by checking `GPIO_STRAP_REG` register for bootstrap pin states. Depending on the reset reason, the following takes place:

1. Reset from deep sleep: if the value in `RTC_CNTL_STORE6_REG` is non-zero, and CRC value of RTC memory in `RTC_CNTL_STORE7_REG` is valid, use `RTC_CNTL_STORE6_REG` as an entry point address and jump immediately to it. If `RTC_CNTL_STORE6_REG` is zero, or `RTC_CNTL_STORE7_REG` contains invalid CRC, or once the code called via `RTC_CNTL_STORE6_REG` returns, proceed with boot as if it was a power-on reset. **Note:** to run customized code at this point, a deep sleep stub mechanism is provided. Please see [deep sleep](#) documentation for this.
2. For power-on reset, software SOC reset, and watchdog SOC reset: check the `GPIO_STRAP_REG` register if UART or SDIO download mode is requested. If this is the case, configure UART or SDIO, and wait for code to be downloaded. Otherwise, proceed with boot as if it was due to software CPU reset.
3. For software CPU reset and watchdog CPU reset: configure SPI flash based on EFUSE values, and attempt to load the code from flash. This step is described in more detail in the next paragraphs. If loading code from flash fails, unpack BASIC interpreter into the RAM and start it. Note that RTC watchdog is still enabled when this happens, so unless any input is received by the interpreter, watchdog will reset the SOC in a few hundred milliseconds, repeating the whole process. If the interpreter receives any input from the UART, it disables the watchdog.

Application binary image is loaded from flash starting at address 0x1000. First 4kB sector of flash is used to store secure boot IV and signature of the application image. Please check secure boot documentation for details about this.

### Second stage bootloader

In ESP-IDF, the binary image which resides at offset 0x1000 in flash is the second stage bootloader. Second stage bootloader source code is available in `components/bootloader` directory of ESP-IDF. Note that this arrangement is not the only one possible with the ESP32 chip. It is possible to write a fully featured application which would work when flashed to offset 0x1000, but this is out of scope of this document. Second stage bootloader is used in ESP-IDF to add flexibility to flash layout (using partition tables), and allow for various flows associated with flash encryption, secure boot, and over-the-air updates (OTA) to take place.

When the first stage bootloader is finished checking and loading the second stage bootloader, it jumps to the second stage bootloader entry point found in the binary image header.

Second stage bootloader reads the partition table found at offset 0x8000. See [partition tables](#) documentation for more information. The bootloader finds factory and OTA partitions, and decides which one to boot based on data found in `OTA info` partition.

For the selected partition, second stage bootloader copies data and code sections which are mapped into IRAM and DRAM to their load addresses. For sections which have load addresses in DROM and IROM regions, flash MMU is configured to provide the correct mapping. Note that the second stage bootloader configures flash MMU for both PRO and APP CPUs, but it only enables flash MMU for PRO CPU. Reason for this is that second stage bootloader code is loaded into the memory region used by APP CPU cache. The duty of enabling cache for APP CPU is passed on to the application. Once code is loaded and flash MMU is set up, second stage bootloader jumps to the application entry point found in the binary image header.

Currently it is not possible to add application-defined hooks to the bootloader to customize application partition selection logic. This may be required to load different application image depending on a state of a GPIO, for example. Such customization features will be added to ESP-IDF in the future. For now, bootloader can be customized by copying bootloader component into application directory and making necessary changes there. ESP-IDF build system will compile the component in application directory instead of ESP-IDF components directory in this case.

### Application startup

ESP-IDF application entry point is `call_start_cpu0` function found in `components/esp32/cpu_start.c`. Two main things this function does are to enable heap allocator and to make APP CPU jump to its entry point, `call_start_cpu1`. The code on PRO CPU sets the entry point for APP CPU, de-asserts APP CPU reset, and waits



for a global flag to be set by the code running on APP CPU, indicating that it has started. Once this is done, PRO CPU jumps to `start_cpu0` function, and APP CPU jumps to `start_cpu1` function.

Both `start_cpu0` and `start_cpu1` are weak functions, meaning that they can be overridden in the application, if some application-specific change to initialization sequence is needed. Default implementation of `start_cpu0` enables or initializes components depending on choices made in `menuconfig`. Please see source code of this function in `components/esp32/cpu_start.c` for an up to date list of steps performed. Note that any C++ global constructors present in the application will be called at this stage. Once all essential components are initialized, *main task* is created and FreeRTOS scheduler is started.

While PRO CPU does initialization in `start_cpu0` function, APP CPU spins in `start_cpu1` function, waiting for the scheduler to be started on the PRO CPU. Once the scheduler is started on the PRO CPU, code on the APP CPU starts the scheduler as well.

Main task is the task which runs `app_main` function. Main task stack size and priority can be configured in `menuconfig`. Application can use this task for initial application-specific setup, for example to launch other tasks. Application can also use main task for event loops and other general purpose activities. If `app_main` function returns, main task is deleted.

## 5.1.2 Application memory layout

ESP32 chip has flexible memory mapping features. This section describes how ESP-IDF uses these features by default. Application code in ESP-IDF can be placed into one of the following memory regions.

### IRAM (instruction RAM)

ESP-IDF allocates part of *Internal SRAM0* region (defined in the Technical Reference Manual) for instruction RAM. Except for the first 64 kB block which is used for PRO and APP CPU caches, the rest of this memory range (i.e. from `0x40080000` to `0x400A0000`) is used to store parts of application which need to run from RAM.

A few components of ESP-IDF and parts of WiFi stack are placed into this region using the linker script.

If some application code needs to be placed into IRAM, it can be done using `IRAM_ATTR` define:

```
#include "esp_attr.h"

void IRAM_ATTR gpio_isr_handler(void* arg)
{
    // ...
}
```

Here are the cases when parts of application may or should be placed into IRAM.

- Interrupt handlers must be placed into IRAM if `ESP_INTR_FLAG_IRAM` is used when registering the interrupt handler. In this case, ISR may only call functions placed into IRAM or functions present in ROM. *Note 1:* all FreeRTOS APIs are currently placed into IRAM, so are safe to call from interrupt handlers. If the ISR is placed into IRAM, all constant data used by the ISR and functions called from ISR (including, but not limited to, `const char` arrays), must be placed into DRAM using `DRAM_ATTR`.
- Some timing critical code may be placed into IRAM to reduce the penalty associated with loading the code from flash. ESP32 reads code and data from flash via a 32 kB cache. In some cases, placing a function into IRAM may reduce delays caused by a cache miss.

### IROM (code executed from Flash)

If a function is not explicitly placed into IRAM or RTC memory, it is placed into flash. The mechanism by which Flash MMU is used to allow code execution from flash is described in the Technical Reference Manual. ESP-IDF places the code which should be executed from flash starting from the beginning of `0x400D0000 -- 0x40400000` region. Upon startup, second stage bootloader initializes Flash MMU to map the location in flash where code is located into the beginning of this region. Access to this region is transparently cached using two 32kB blocks in `0x40070000 -- 0x40080000` range.

Note that the code outside `0x40000000 -- 0x40400000` region may not be reachable with Window ABI `CALLX` instructions, so special care is required if `0x40400000 -- 0x40800000` or `0x40800000 -- 0x40C00000` regions are used by the application. ESP-IDF doesn't use these regions by default.

### RTC fast memory

The code which has to run after wake-up from deep sleep mode has to be placed into RTC memory. Please check detailed description in *deep sleep* documentation.

### DRAM (data RAM)

Non-constant static data and zero-initialized data is placed by the linker into the 256 kB `0x3FFB0000 -- 0x3FFF0000` region. Note that this region is reduced by 64kB (by shifting start address to `0x3FFC0000`) if Bluetooth stack is used. Length of this region is also reduced by 16 kB or 32kB if trace memory is used. All space which is left in this region after placing static data there is used for the runtime heap.

Constant data may also be placed into DRAM, for example if it is used in an ISR (see notes in IRAM section above). To do that, `DRAM_ATTR` define can be used:

```
DRAM_ATTR const char[] format_string = "%p %x";
char buffer[64];
sprintf(buffer, format_string, ptr, val);
```

Needless to say, it is not advised to use `printf` and other output functions in ISRs. For debugging purposes, use `ESP_EARLY_LOGx` macros when logging from ISRs. Make sure that both TAG and format string are placed into DRAM in that case.

The macro `__NOINIT_ATTR` can be used as attribute to place data into `.noinit` section. The values placed into this section will not be initialized at startup and keep its value after software restart.

Example:

```
__NOINIT_ATTR uint32_t noinit_data;
```

### DROM (data stored in Flash)

By default, constant data is placed by the linker into a 4 MB region (`0x3F400000 -- 0x3F800000`) which is used to access external flash memory via Flash MMU and cache. Exceptions to this are literal constants which are embedded by the compiler into application code.

### RTC slow memory

Global and static variables used by code which runs from RTC memory (i.e. deep sleep stub code) must be placed into RTC slow memory. Please check detailed description in *deep sleep* documentation.

The attribute macro named `RTC_NOINIT_ATTR` can be used to place data into this type of memory. The values placed into this section keep their value after waking from deep sleep.

Example:

```
RTC_NOINIT_ATTR uint32_t rtc_noinit_data;
```

### 5.1.3 DMA Capable Requirement

Most DMA controllers (e.g. SPI, sdmmc, etc.) have requirements that sending/receiving buffers should be placed in DRAM and word-aligned. We suggest to place DMA buffers in static variables rather than in the stack. Use macro `DMA_ATTR` to declare global/local static variables like:

```
DMA_ATTR uint8_t buffer[]="I want to send something";

void app_main()
{
    // initialization code...
    spi_transaction_t temp = {
        .tx_buffer = buffer,
        .length = 8*sizeof(buffer),
    };
    spi_device_transmit( spi, &temp );
    // other stuff
}
```

Or:

```
void app_main()
{
    DMA_ATTR static uint8_t buffer[]="I want to send something";
    // initialization code...
    spi_transaction_t temp = {
        .tx_buffer = buffer,
        .length = 8*sizeof(buffer),
    };
    spi_device_transmit( spi, &temp );
    // other stuff
}
```

Placing DMA buffers in the stack is still allowed, though you have to keep in mind:

1. Never try to do this if the stack is in the pSRAM. If the stack of a task is placed in the pSRAM, several steps have to be taken as described in [Support for external RAM](#) (at least `SPIRAM_ALLOW_STACK_EXTERNAL_MEMORY` option enabled in the menuconfig). Make sure your task is not in the pSRAM.
2. Use macro `WORD_ALIGNED_ATTR` in functions before variables to place them in proper positions like:

```
void app_main()
{
    uint8_t stuff;
    WORD_ALIGNED_ATTR uint8_t buffer[]="I want to send something"; //or the ↵
    ↵buffer will be placed right after stuff.
    // initialization code...
    spi_transaction_t temp = {
        .tx_buffer = buffer,
```

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```
        .length = 8*sizeof(buffer),
    };
    spi_device_transmit( spi, &temp );
    // other stuff
}
```

## 5.2 Build System

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This document explains the Espressif IoT Development Framework build system and the concept of “components”

Read this document if you want to know how to organise a new ESP-IDF project.

We recommend using the [esp-idf-template](#) project as a starting point for your project.

### 5.2.1 Using the Build System

The esp-idf README file contains a description of how to use the build system to build your project.

### 5.2.2 Overview

An ESP-IDF project can be seen as an amalgamation of a number of components. For example, for a webserver that shows the current humidity, there could be:

- The ESP32 base libraries (libc, rom bindings etc)
- The WiFi drivers
- A TCP/IP stack
- The FreeRTOS operating system
- A webserver
- A driver for the humidity sensor
- Main code tying it all together

ESP-IDF 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 ESP-IDF directories, the project directories and (optionally) in additional custom component directories. It then allows the user to configure the ESP-IDF 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 esp-idf. 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 esp-idf itself, others may be sourced from other places.

Some things are not part of the project:

- “ESP-IDF” 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 `esp-idf` 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 sets 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 ESP-IDF 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 esp-idf 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 ESP-IDF.
- “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.
- `TEST_EXCLUDE_COMPONENTS`: Optional list of component names to exclude during the build process of unit tests.

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 esp-idf 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 esp-idf 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 esp-idf components with a modified version by simply copying the component from the esp-idf component directory to the project component tree and then modifying it there. If used in this way, the esp-idf 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`: ESP-IDF version, retrieved from either `$(IDF_PATH)/version.txt` file (if present) else using `git describe`. Recommended format here is single liner that specifies major IDF release version, e.g. `v2.0` for a tagged release or `v2.0-275-g0efaa4f` for an arbitrary commit. Application can make use of this by calling `esp_get_idf_version()`.
- `PROJECT_VER`: Project version.
  - If `PROJECT_VER` variable is set in project Makefile file, its value will be used.
  - Else, if the `$(PROJECT_PATH)/version.txt` exists, its contents will be used as `PROJECT_VER`.
  - Else, if the project is located inside a Git repository, the output of `git describe` will be used.
  - Otherwise, `PROJECT_VER` will be “1”.

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 `LDFLAGS` 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 esp-idf 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.
- `COMPONENT_ADD_LDFRAGMENTS`: Paths to linker fragment files for the linker script generation functionality. See *Linker Script Generation*.

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 esp-idf.

For an example, see *Adding conditional configuration*.

### Preprocessor Definitions

ESP-IDF build systems adds the following C preprocessor definitions on the command line:

- `ESP_PLATFORM` — Can be used to detect that build happens within ESP-IDF.
- `IDF_VER` — ESP-IDF 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 `esp-idf`.

### 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 `esp-idf` 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.

### Advanced Make Targets

- `make app`, `make bootloader`, `make partition table` can be used to build only the app, bootloader, or partition table from the project as applicable.
- `make erase_flash` and `make erase_ota` will use `esptool.py` to erase the entire flash chip and the OTA selection setting from the flash chip, respectively.
- `make size` prints some size information about the app. `make size-components` and `make size-files` are similar targets which print more detailed per-component or per-source-file information, respectively.

### Debugging The Make Process

Some tips for debugging the `esp-idf` 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 `esp-idf`, for defining project-wide build features such as `esptool.py` command line arguments and the `bootloader` "special app".

Note that `Makefile.projbuild` isn't necessary for the most common component uses - such as adding include directories to the project, or `LDFLAGS` 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, ESP-IDF 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

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: ESP-IDF 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\\_request](#) - the certificate file contents are loaded from the text `.pem` file at compile time.

## Code and Data Placements

ESP-IDF has a feature called linker script generation that enables components to define where its code and data will be placed in memory through linker fragment files. These files are processed by the build system, and is used to augment the linker script used for linking app binary. See [Linker Script Generation](#) for a quick start guide as well as a detailed discussion of the mechanism.

## 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 esp-idf 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.)

---

**Note:** When using an external build process with PSRAM, remember to add `-mfix-esp32-psram-cache-issue` to the C compiler arguments. See [CONFIG\\_SPIRAM\\_CACHE\\_WORKAROUND](#) for details of this flag.

---

### 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 `esp-idf` 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 dio --flash_freq 40m --flash_size detect 0x1000 bootloader/bootloader.  
↪bin 0x10000 example_app.bin 0x8000 partition_table_unit_test_app.bin
```

Then use flash arguments as the arguemnts for `esptool write_flash` arguments:

```
python esptool.py --chip esp32 --port /dev/ttyUSB0 --baud 921600 --before default_  
↪reset --after hard_reset write_flash -z --flash_mode dio --flash_freq 40m --flash_  
↪size detect 0x1000 bootloader/bootloader.bin 0x10000 example_app.bin 0x8000_  
↪partition_table_unit_test_app.bin
```

## 5.2.3 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.

## 5.3 Build System (CMake)

```
[] .. include:: ../cmake-warning.rst
```

---

**Important:** The following features are not yet supported with the CMake-based build system:



- Eclipse IDE Documentation
- Secure Boot
- Flash Encryption

Support for these features will be available before CMake becomes the default build system.

---

This document explains the implementation of the CMake-based ESP-IDF build system and the concept of “components”. *Documentation for the GNU Make based build system* is also available

Read this document if you want to know how to organise and build a new ESP-IDF project or component using the CMake-based build system.

### 5.3.1 Overview

An ESP-IDF project can be seen as an amalgamation of a number of components. For example, for a webserver that shows the current humidity, there could be:

- The ESP32 base libraries (libc, ROM bindings, etc)
- The WiFi drivers
- A TCP/IP stack
- The FreeRTOS operating system
- A webserver
- A driver for the humidity sensor
- Main code tying it all together

ESP-IDF makes these components explicit and configurable. To do that, when a project is compiled, the build system will look up all the components in the ESP-IDF directories, the project directories and (optionally) in additional custom component directories. It then allows the user to configure the ESP-IDF project using a text-based menu system to customize each component. After the components in the project are configured, the build system 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 elements 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 `idf.py 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 ESP-IDF. 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 ESP-IDF itself, others may be sourced from other places.
- “Target” is the hardware for which an application is built. At the moment, ESP-IDF supports only one target, `esp32`.

Some things are not part of the project:

- “ESP-IDF” 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 `esp-idf` 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`.

### 5.3.2 Using the Build System

#### `idf.py`

The `idf.py` command line tool provides a front-end for easily managing your project builds. It manages the following tools:

- `CMake`, which configures the project to be built
- A command line build tool (either `Ninja` build or `GNU Make`)
- `esptool.py` for flashing ESP32.

The *getting started guide* contains a brief introduction to how to set up `idf.py` to configure, build, and flash projects.

`idf.py` should be run in an ESP-IDF “project” directory, ie one containing a `CMakeLists.txt` file. Older style projects with a `Makefile` will not work with `idf.py`.

Type `idf.py --help` for a full list of commands. Here are a summary of the most useful ones:

- `idf.py menuconfig` runs the “menuconfig” tool to configure the project.
- `idf.py build` will build the project found in the current directory. This can involve multiple steps:
  - Create the build directory if needed. The sub-directory `build` is used to hold build output, although this can be changed with the `-B` option.
  - Run `CMake` as necessary to configure the project and generate build files for the main build tool.
  - Run the main build tool (`Ninja` or `GNU Make`). By default, the build tool is automatically detected but it can be explicitly set by passing the `-G` option to `idf.py`.

Building is incremental so if no source files or configuration has changed since the last build, nothing will be done.

- `idf.py clean` will “clean” the project by deleting build output files from the build directory, forcing a “full rebuild” the next time the project is built. Cleaning doesn’t delete `CMake` configuration output and some other files.
- `idf.py fullclean` will delete the entire “build” directory contents. This includes all `CMake` configuration output. The next time the project is built, `CMake` will configure it from scratch. Note that this option recursively deletes *all* files in the build directory, so use with care. Project configuration is not deleted.
- `idf.py flash` will automatically build the project if necessary, and then flash it to an ESP32. The `-p` and `-b` options can be used to set serial port name and flasher baud rate, respectively.
- `idf.py monitor` will display serial output from the ESP32. The `-p` option can be used to set the serial port name. Type `Ctrl-]` to exit the monitor. See *IDF Monitor* for more details about using the monitor.

Multiple `idf.py` commands can be combined into one. For example, `idf.py -p COM4 clean flash monitor` will clean the source tree, then build the project and flash it to the ESP32 before running the serial monitor.

---

**Note:** The environment variables `ESPPORT` and `ESPBAUD` can be used to set default values for the `-p` and `-b` options, respectively. Providing these options on the command line overrides the default.

---

## Advanced Commands

- `idf.py app`, `idf.py bootloader`, `idf.py partition_table` can be used to build only the app, bootloader, or partition table from the project as applicable.
- There are matching commands `idf.py app-flash`, etc. to flash only that single part of the project to the ESP32.
- `idf.py -p PORT erase_flash` will use `esptool.py` to erase the ESP32's entire flash chip.
- `idf.py size` prints some size information about the app. `size-components` and `size-files` are similar commands which print more detailed per-component or per-source-file information, respectively.
- `idf.py reconfigure` re-runs `CMake` even if it doesn't seem to need re-running. This isn't necessary during normal usage, but can be useful after adding/removing files from the source tree, or when modifying `CMake` cache variables. For example, `idf.py -DNAME='VALUE' reconfigure` can be used to set variable `NAME` in `CMake` cache to value `VALUE`.

The order of multiple `idf.py` commands on the same invocation is not important, they will automatically be executed in the correct order for everything to take effect (ie building before flashing, erasing before flashing, etc.).

## Using CMake Directly

`idf.py` is a wrapper around `CMake` for convenience. However, you can also invoke `CMake` directly if you prefer.

When `idf.py` does something, it prints each command that it runs for easy reference. For example, the `idf.py build` command is the same as running these commands in a bash shell (or similar commands for Windows Command Prompt):

```
mkdir -p build
cd build
cmake .. -G Ninja # or 'Unix Makefiles'
ninja
```

In the above list, the `cmake` command configures the project and generates build files for use with the final build tool. In this case the final build tool is `Ninja`: running `ninja` actually builds the project.

It's not necessary to run `cmake` more than once. After the first build, you only need to run `ninja` each time. `ninja` will automatically re-invoke `cmake` if the project needs reconfiguration.

If using `CMake` with `ninja` or `make`, there are also targets for more of the `idf.py` sub-commands - for example running `make menuconfig` or `ninja menuconfig` in the build directory will work the same as `idf.py menuconfig`.

---

**Note:** If you're already familiar with `CMake`, you may find the ESP-IDF `CMake`-based build system unusual because it wraps a lot of `CMake`'s functionality to reduce boilerplate. See [writing pure CMake components](#) for some information about writing more "CMake style" components.

---

### Flashing with ninja or make

It's possible to build and flash directly from ninja or make by running a target like:

```
ninja flash
```

Or:

```
make app-flash
```

Available targets are: `flash`, `app-flash` (app only), `bootloader-flash` (bootloader only).

When flashing this way, optionally set the `ESPPORT` and `ESPBAUD` environment variables to specify the serial port and baud rate. You can set environment variables in your operating system or IDE project. Alternatively, set them directly on the command line:

```
ESPPORT=/dev/ttyUSB0 ninja flash
```

---

**Note:** Providing environment variables at the start of the command like this is Bash shell Syntax. It will work on Linux and macOS. It won't work when using Windows Command Prompt, but it will work when using Bash-like shells on Windows.

---

Or:

```
make -j3 app-flash ESPPORT=COM4 ESPBAUD=2000000
```

---

**Note:** Providing variables at the end of the command line is make syntax, and works for make on all platforms.

---

### Using CMake in an IDE

You can also use an IDE with CMake integration. The IDE will want to know the path to the project's `CMakeLists.txt` file. IDEs with CMake integration often provide their own build tools (CMake calls these "generators") to build the source files as part of the IDE.

When adding custom non-build steps like "flash" to the IDE, it is recommended to execute `idf.py` for these "special" commands.

For more detailed information about integrating ESP-IDF with CMake into an IDE, see [Build System Metadata](#).

### Setting the Python Interpreter

Currently, ESP-IDF only works with Python 2.7. If you have a system where the default `python` interpreter is Python 3.x, this can lead to problems.

If using `idf.py`, running `idf.py` as `python2 $IDF_PATH/tools/idf.py ...` will work around this issue (`idf.py` will tell other Python processes to use the same Python interpreter). You can set up a shell alias or another script to simplify the command.

If using CMake directly, running `cmake -D PYTHON=python2 ...` will cause CMake to override the default Python interpreter.

If using an IDE with CMake, setting the `PYTHON` value as a CMake cache override in the IDE UI will override the default Python interpreter.

To manage the Python version more generally via the command line, check out the tools `pyenv` or `virtualenv`. These let you change the default python version.

### 5.3.3 Example Project

An example project directory tree might look like this:

```

- myProject/
  - CMakeLists.txt
  - sdkconfig
  - components/
    - component1/
      - CMakeLists.txt
      - Kconfig
      - src1.c
    - component2/
      - CMakeLists.txt
      - Kconfig
      - src1.c
      - include/
        - component2.h
  - main/
    - src1.c
    - src2.c
  - build/

```

This example “myProject” contains the following elements:

- A top-level project `CMakeLists.txt` file. This is the primary file which CMake uses to learn how to build the project; and may set project-wide CMake variables. It includes the file `/tools/cmake/project.cmake` which implements the rest of the build system. Finally, it sets the project name and defines the project.
- “`sdkconfig`” project configuration file. This file is created/updated when `idf.py menuconfig` runs, and holds configuration for all of the components in the project (including ESP-IDF 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 ESP-IDF.
- “`main`” directory is a special “pseudo-component” that contains source code for the project itself. “`main`” is a default name, the CMake variable `COMPONENT_DIRS` includes this component but you can modify this variable. Alternatively, `EXTRA_COMPONENT_DIRS` can be set in the top-level `CMakeLists.txt` to look for components in other places. See the [renaming main](#) section for more info. If you have a lot of source files in your project, we recommend grouping most into components instead of putting them all in “`main`”.
- “`build`” directory is where build output is created. This directory is created by `idf.py` if it doesn’t already exist. CMake configures the project and generates interim build files in this directory. Then, after the main build process is run, this directory will also 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 each contain a component `CMakeLists.txt` file. This file contains variable definitions to control the build process of the component, and its integration into the overall project. See [Component CMakeLists Files](#) for more details.

Each component may also include a `Kconfig` file defining the [component configuration](#) options that can be set via `menuconfig`. Some components may also include `Kconfig.projbuild` and `project_include.cmake` files, which are special files for [overriding parts of the project](#).

### 5.3.4 Project CMakeLists File

Each project has a single top-level `CMakeLists.txt` file that contains build settings for the entire project. By default, the project `CMakeLists` can be quite minimal.

#### Minimal Example CMakeLists

Minimal project:

```
cmake_minimum_required(VERSION 3.5)
include($ENV{IDF_PATH}/tools/cmake/project.cmake)
project(myProject)
```

#### Mandatory Parts

The inclusion of these three lines, in the order shown above, is necessary for every project:

- `cmake_minimum_required(VERSION 3.5)` tells CMake the minimum version that is required to build the project. ESP-IDF is designed to work with CMake 3.5 or newer. This line must be the first line in the `CMakeLists.txt` file.
- `include($ENV{IDF_PATH}/tools/cmake/project.cmake)` pulls in the rest of the CMake functionality to configure the project, discover all the components, etc.
- `project(myProject)` creates the project itself, and specifies the project name. The project name is used for the final binary output files of the app - ie `myProject.elf`, `myProject.bin`. Only one project can be defined per `CMakeLists` file.

#### Optional Project Variables

These variables all have default values that can be overridden for custom behaviour. Look in `/tools/cmake/project.cmake` for all of the implementation details.

- `COMPONENT_DIRS`: Directories to search for components. Defaults to `$(IDF_PATH)/components`, `$(PROJECT_PATH)/components`, 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. Paths can be relative to the project directory, or absolute.
- `COMPONENTS`: A list of component names to build into the project. Defaults to all components found in the `COMPONENT_DIRS` directories. Use this variable to “trim down” the project for faster build times. Note that any component which “requires” another component via `COMPONENT_REQUIRES` will automatically have it added to this list, so the `COMPONENTS` list can be very short.
- `COMPONENT_REQUIRES_COMMON`: A list of components that every component requires. These components are automatically added to every component's `COMPONENT_PRIV_REQUIRES` list and also the project's `COMPONENTS` list. By default, this variable is set to the minimal set of core “system” components needed for any ESP-IDF project. Usually, you would not change this variable in your project.

Any paths in these variables can be absolute paths, or set relative to the project directory.

To set these variables, use the `cmake` `set` command ie `set(VARIABLE "VALUE")`. The `set()` commands should be placed after the `cmake_minimum(...)` line but before the `include(...)` line.

## Renaming `main` component

The build system provides special treatment to the `main` component. It is a component that gets automatically added to the build provided that it is in the expected location, `$(PROJECT_PATH)/main`. All other components in the build are also added as its dependencies, saving the user from hunting down dependencies and providing a build that works right out of the box. Renaming the `main` component causes the loss of these behind-the-scenes heavy lifting, requiring the user to specify the location of the newly renamed component and manually specifying its dependencies. Specifically, the steps to renaming `main` are as follows:

1. Rename `main` directory.
2. Set `EXTRA_COMPONENT_DIRS` in the project `CMakeLists.txt` to include the renamed `main` directory.
3. Specify the dependencies in the renamed component's `CMakeLists.txt` file via `COMPONENT_REQUIRES` or `COMPONENT_PRIV_REQUIRES`.

### 5.3.5 Component `CMakeLists` Files

Each project contains one or more components. Components can be part of ESP-IDF, part of the project's own components directory, or added from custom component directories (*see above*).

A component is any directory in the `COMPONENT_DIRS` list which contains a `CMakeLists.txt` 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 `CMakeLists.txt` file), or they can be top-level directories whose sub-directories are components.

When CMake runs to configure the project, it logs the components included in the build. This list can be useful for debugging the inclusion/exclusion of certain components.

### Multiple components with the same name

When ESP-IDF is collecting all the components to compile, it will do this in the order specified by `COMPONENT_DIRS`; by default, this means ESP-IDF's internal components first, then the project's components, and finally any components set in `EXTRA_COMPONENT_DIRS`. If two or more of these directories contain component sub-directories with the same name, the component in the last place searched is used. This allows, for example, overriding ESP-IDF components with a modified version by copying that component from the ESP-IDF components directory to the project components directory and then modifying it there. If used in this way, the ESP-IDF directory itself can remain untouched.

### Minimal Component `CMakeLists`

The minimal component `CMakeLists.txt` file is as follows:

```
set(COMPONENT_SRCS "foo.c")
set(COMPONENT_ADD_INCLUDEDIRS "include")
register_component()
```

- `COMPONENT_SRCS` is a (space-separated) list of source files (`*.c`, `*.cpp`, `*.cc`, `*.S`). These source files will be compiled into the component library.

- `COMPONENT_ADD_INCLUDEDIRS` is a (space-separated) list of directories to add to the global include search path for any component which requires this component, and also the main source files.
- `register_component()` is required to add the component (using the variables set above) to the build. A library with the name of the component will be built and linked into the final app. If this step is skipped (perhaps due to use of a CMake `if` function or similar), this component will not be part of the build.

Directories are usually specified relative to the `CMakeLists.txt` file itself, although they can be absolute.

See *example component CMakeLists* for more complete component `CMakeLists.txt` examples.

### Preset Component Variables

The following component-specific variables are available for use inside component `CMakeLists`, but should not be modified:

- `COMPONENT_PATH`: The component directory. Evaluates to the absolute path of the directory containing `CMakeLists.txt`. The component path cannot contain spaces. This is the same as the `CMAKE_CURRENT_SOURCE_DIR` variable.
- `COMPONENT_NAME`: Name of the component. Same as the name of the component directory.
- `COMPONENT_TARGET`: Name of the library target created internally by the build system for the component.

The following variables are set at the project level, but available for use in component `CMakeLists`:

- `PROJECT_NAME`: Name of the project, as set in project `CMakeLists.txt` file.
- `PROJECT_PATH`: Absolute path of the project directory containing the project `CMakeLists`. Same as the `CMAKE_SOURCE_DIR` variable.
- `COMPONENTS`: Names of all components that are included in this build, formatted as a semicolon-delimited CMake list.
- `CONFIG_*`: Each value in the project configuration has a corresponding variable available in `cmake`. All names begin with `CONFIG_`. *More information here.*
- `IDF_VER`: Git version of ESP-IDF (produced by `git describe`)
- `IDF_TARGET`: Name of the target for which the project is being built.
- `PROJECT_VER`: Project version.
  - If `PROJECT_VER` variable is set in project `CMakeLists.txt` file, its value will be used.
  - Else, if the `$(PROJECT_PATH)/version.txt` exists, its contents will be used as `PROJECT_VER`.
  - Else, if the project is located inside a Git repository, the output of `git describe` will be used.
  - Otherwise, `PROJECT_VER` will be “1”.
- `ESP_PLATFORM`: Set to 1 whenever the ESP-IDF build system is being used.

If you modify any of these variables inside `CMakeLists.txt` then this will not prevent other components from building but it may make your component hard to build and/or debug.

- `COMPONENT_ADD_INCLUDEDIRS`: Paths, relative to the component directory, which will be added to the include search path for all other components which require this one. If an include directory is only needed to compile this specific component, add it to `COMPONENT_PRIV_INCLUDEDIRS` instead.
- `COMPONENT_REQUIRES` is a (space-separated) list of components that are required to include this project’s header files into other components. If this component has a header file in a `COMPONENT_ADD_INCLUDEDIRS` directory that includes a header from another component, that component should be listed in `COMPONENT_REQUIRES`. Requirements are recursive.



The `COMPONENT_REQUIRES` list can be empty because some very common components (like `newlib` for `libc`, `freertos` for RTOS functions, etc) are always required by all components. This list is found in the project-level variable `COMPONENT_REQUIRES_COMMON`.

If a component only requires another component's headers to compile its source files (not for including this component's headers), then these components should be listed in `COMPONENT_PRIV_REQUIRES` instead.

See *Component Requirements* for more details.

## Optional Component-Specific Variables

The following variables can be set inside `CMakeLists.txt` 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_PRIV_REQUIRES` is a (space-separated) list of components that are required to either compile or link this component's source files. These components' header paths do not propagate to other components which require it, they are only used to compile this component's sources. See *Component Requirements* for more details.
- `COMPONENT_SRCS`: Paths to individual source files to compile as part of the component. This is the recommended way of adding source files to the build.
- `COMPONENT_SRCDIRS`: Directory paths, must be relative to the component directory, which will be searched for source files (`*.cpp`, `*.c`, `*.S`). Source files are globbed from the listed directories and compiled as part of the component in place of `COMPONENT_SRCS`, i.e. setting this will cause `COMPONENT_SRCS` to be ignored. This can be a convenient way of including source files to the components en masse, but is generally not recommended due to caveats attached to CMake globbing (see *File Globbing & Incremental Builds*).
- `COMPONENT_SRCEXCLUDE`: Paths to source files to exclude from component. Can be set in conjunction with `COMPONENT_SRCDIRS` if there is a directory with a large number of source files to include in the component but one or more source files which should not be. Paths can be specified relative to the component directory or absolute.
- `COMPONENT_ADD_LDFRAGMENTS`: Paths to linker fragment files for the linker script generation functionality. See *Linker Script Generation*.

---

**Note:** If you don't set `COMPONENT_SRCDIRS` or `COMPONENT_SRCS`, your component won't compile a library but it may still add include paths for use when compiling other components.

---

## Controlling Component Compilation

To pass compiler options when compiling source files belonging to a particular component, use the `component_compile_options` function:

```
component_compile_options(-Wno-unused-variable)
```

This is a wrapper around the CMake `target_compile_options` command.

To apply the compilation flags to a single source file, use the CMake `set_source_files_properties` command:

```
set_source_files_properties(mysrc.c
    PROPERTIES COMPILE_FLAGS
        -Wno-unused-variable
)
```

This can be useful if there is upstream code that emits warnings.

When using these commands, place them after the `register_component()` line in the component CMakeLists file.

### 5.3.6 Component Configuration

Each component can also have a `Kconfig` file, alongside `CMakeLists.txt`. This contains configuration settings to add to the configuration menu 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 ESP-IDF.

For an example, see [Adding conditional configuration](#).

### 5.3.7 Preprocessor Definitions

The ESP-IDF build system adds the following C preprocessor definitions on the command line:

- `ESP_PLATFORM` : Can be used to detect that build happens within ESP-IDF.
- `IDF_VER` : Defined to a git version string. E.g. `v2.0` for a tagged release or `v1.0-275-g0efaa4f` for an arbitrary commit.

### 5.3.8 Component Requirements

When compiling each component, the ESP-IDF build system recursively evaluates its components.

Each component’s source file is compiled with these include path directories:

- The current component’s `COMPONENT_ADD_INCLUDEDIRS` and `COMPONENT_PRIV_INCLUDEDIRS`.
- The `COMPONENT_ADD_INCLUDEDIRS` set by all components in the current component’s `COMPONENT_REQUIRES` and `COMPONENT_PRIV_REQUIRES` variables (ie all the current component’s public and private dependencies).
- All of the `COMPONENT_REQUIRES` of those components, evaluated recursively (ie all public dependencies of this component’s dependencies, recursively expanded).

#### When writing a component

- `COMPONENT_REQUIRES` should be set to all components whose header files are `#included` from the *public* header files of this component.
- `COMPONENT_PRIV_REQUIRES` should be set to all components whose header files are `#included` from *any source files* of this component, unless already listed in `COMPONENT_REQUIRES`. Or any component which is required to be linked in order for this component to function correctly.
- `COMPONENT_REQUIRES` and/or `COMPONENT_PRIV_REQUIRES` should be set before calling `register_component()`.
- The values of `COMPONENT_REQUIRES` and `COMPONENT_PRIV_REQUIRES` should not depend on any configuration choices (`CONFIG_XXX` macros). This is because requirements are expanded before configuration is loaded. Other component variables (like include paths or source files) can depend on configuration choices.

- Not setting either or both `REQUIRES` variables is fine. If the component has no requirements except for the “common” components needed for RTOS, libc, etc (`COMPONENT_REQUIRES_COMMON`) then both variables can be empty or unset.

Components which support only some targets (values of `IDF_TARGET`) may call `require_idf_targets(NAMES...)` CMake function to express these requirements. In this case the build system will generate an error if the component is included into the build, but does not support selected target.

### When creating a project

- By default, every component is included in the build.
- If you set the `COMPONENTS` variable to a minimal list of components used directly by your project, then the build will include:
  - Components mentioned explicitly in `COMPONENTS`.
  - Those components’ requirements (evaluated recursively).
  - The “common” components that every component depends on.
- Setting `COMPONENTS` to the minimal list of required components can significantly reduce compile times.

### Requirements in the build system implementation

- Very early in the CMake configuration process, the script `expand_requirements.cmake` is run. This script does a partial evaluation of all component `CMakeLists.txt` files and builds a graph of component requirements (this graph may have cycles). The graph is used to generate a file `component_depends.cmake` in the build directory.
- The main CMake process then includes this file and uses it to determine the list of components to include in the build (internal `BUILD_COMPONENTS` variable). The `BUILD_COMPONENTS` variable is sorted so dependencies are listed first, however as the component dependency graph has cycles this cannot be guaranteed for all components. The order should be deterministic given the same set of components and component dependencies.
- The value of `BUILD_COMPONENTS` is logged by CMake as “Component names: “
- Configuration is then evaluated for the components included in the build.
- Each component is included in the build normally and the `CMakeLists.txt` file is evaluated again to add the component libraries to the build.

### Component Dependency Order

The order of components in the `BUILD_COMPONENTS` variable determines other orderings during the build:

- Order that *project\_include.cmake* files are included into the project.
- Order that the list of header paths is generated for compilation (via `-I` argument). (Note that for a given component’s source files, only that component’s dependency’s header paths are passed to the compiler.)
- Order that component object archives are passed to the linker (note that the build system also passes `--start-group` and `--end-group` to the linker to allow cycles in linker dependencies, however the basic order is determined by `BUILD_COMPONENTS`).

### 5.3.9 Build Process Internals

For full details about CMake and CMake commands, see the [CMake v3.5 documentation](#).

#### project.cmake contents

When included from a project CMakeLists file, the `project.cmake` file defines some utility modules and global variables and then sets `IDF_PATH` if it was not set in the system environment.

It also defines an overridden custom version of the built-in CMake `project` function. This function is overridden to add all of the ESP-IDF specific project functionality.

#### project function

The custom `project()` function performs the following steps:

- Determines the target (set by `IDF_TARGET` environment variable) and saves the target in CMake cache. If the target set in the environment does not match the one in cache, exits with an error.
- Evaluates component dependencies and builds the `BUILD_COMPONENTS` list of components to include in the build (see *above*).
- Finds all components in the project (searching `COMPONENT_DIRS` and filtering by `COMPONENTS` if this is set).
- Loads the project configuration from the `sdkconfig` file and generates a `sdkconfig.cmake` file and a `sdkconfig.h` header. These define configuration values in CMake and C/C++, respectively. If the project configuration changes, `cmake` will automatically be re-run to re-generate these files and re-configure the project.
- Sets the `CMAKE_TOOLCHAIN_FILE` variable to the correct toolchain file, depending on the target.
- Declares the actual `cmake`-level project by calling the CMake `project` function.
- Loads the git version. This includes some magic which will automatically re-run CMake if a new revision is checked out in git. See *File Globbing & Incremental Builds*.
- Includes `project_include.cmake` files from any components which have them.
- Adds each component to the build. Each component CMakeLists file calls `register_component`, calls the CMake `add_library` function to add a library and then adds source files, compile options, etc.
- Adds the final app executable to the build.
- Goes back and adds inter-component dependencies between components (ie adding the public header directories of each component to each other component).

Browse the `/tools/cmake/project.cmake` file and supporting functions in `/tools/cmake/idf_functions.cmake` for more details.

#### Debugging CMake

Some tips for debugging the ESP-IDF CMake-based build system:

- When CMake runs, it prints quite a lot of diagnostic information including lists of components and component paths.
- Running `cmake -DDEBUG=1` will produce more verbose diagnostic output from the IDF build system.
- Running `cmake` with the `--trace` or `--trace-expand` options will give a lot of information about control flow. See the [cmake command line documentation](#).

## Warning On Undefined Variables

By default, `idf.py` passes the `--warn-uninitialized` flag to CMake so it will print a warning if an undefined variable is referenced in the build. This can be very useful to find buggy CMake files.

If you don't want this behaviour, it can be disabled by passing `--no-warnings` to `idf.py`.

## Overriding Parts of the Project

### `project_include.cmake`

For components that have build requirements which must be evaluated before any component CMakeLists files are evaluated, you can create a file called `project_include.cmake` in the component directory. This CMake file is included when `project.cmake` is evaluating the entire project.

`project_include.cmake` files are used inside ESP-IDF, for defining project-wide build features such as `esptool.py` command line arguments and the bootloader “special app”.

Unlike component CMakeLists.txt files, when including a `project_include.cmake` file the current source directory (`CMAKE_CURRENT_SOURCE_DIR` and working directory) is the project directory. Use the variable `COMPONENT_PATH` for the absolute directory of the component.

Note that `project_include.cmake` isn't necessary for the most common component uses - such as adding include directories to the project, or `LDFLAGS` to the final linking step. These values can be customised via the CMakeLists.txt file itself. See *Optional Project Variables* for details.

`project_include.cmake` files are included in the order given in `BUILD_COMPONENTS` variable (as logged by CMake). This means that a component's `project_include.cmake` file will be included after it's all dependencies' `project_include.cmake` files, unless both components are part of a dependency cycle. This is important if a `project_include.cmake` file relies on variables set by another component. See also *above*.

Take great care when setting variables or targets in a `project_include.cmake` file. As the values are included into the top-level project CMake pass, they can influence or break functionality across all components!

### KConfig.projbuild

This is an equivalent to `project_include.cmake` 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 `CMakeLists.txt` 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*.

## Configuration-Only Components

Special components which contain no source files, only `Kconfig.projbuild` and `KConfig`, can have a one-line `CMakeLists.txt` file which calls the function `register_config_only_component()`. This function will include the component in the project build, but no library will be built *and* no header files will be added to any include paths.

If a `CMakeLists.txt` file doesn't call `register_component()` or `register_config_only_component()`, it will be excluded from the project entirely. This may sometimes be desirable, depending on the project configuration.

### 5.3.10 Example Component CMakeLists

Because the build environment tries to set reasonable defaults that will work most of the time, component `CMakeLists.txt` can be very small or even empty (see *Minimal Component CMakeLists*). However, overriding *component variables* is usually required for some functionality.

Here are some more advanced examples of component CMakeLists files.

#### Adding conditional configuration

The configuration system can be used to conditionally compile some files depending on the options selected in the project configuration.

Kconfig:

```
config FOO_ENABLE_BAR
    bool "Enable the BAR feature."
    help
        This enables the BAR feature of the FOO component.
```

CMakeLists.txt:

```
set(COMPONENT_SRCS "foo.c" "more_foo.c")

if(CONFIG_FOO_ENABLE_BAR)
    list(APPEND COMPONENT_SRCS "bar.c")
endif()
```

This example makes use of the CMake `if` function and `list APPEND` function.

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

config ENABLE_LCD_PLOT
    bool "Output temperature plots to LCD"
    depends on ENABLE_LCD_OUTPUT
    help
        Select this to output temperature plots
```

CMakeLists.txt:

```
if(CONFIG_ENABLE_LCD_OUTPUT)
    set(COMPONENT_SRCS lcd-real.c lcd-spi.c)
else()
    set(COMPONENT_SRCS lcd-dummy.c)
endif()
```

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```
# We need font if either console or plot is enabled
if(CONFIG_ENABLE_LCD_CONSOLE OR CONFIG_ENABLE_LCD_PLOT)
    list(APPEND COMPONENT_SRCS "font.c")
endif()
```

### Conditions which depend on the target

The current target is available to CMake files via `IDF_TARGET` variable.

In addition to that, if target `xyz` is used (`IDF_TARGET=xyz`), then Kconfig variable `CONFIG_IDF_TARGET_XYZ` will be set.

Note that component dependencies may depend on `IDF_TARGET` variable, but not on Kconfig variables. Also one can not use Kconfig variables in `include` statements in CMake files, but `IDF_TARGET` can be used in such context.

### 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`:

```
add_custom_command(OUTPUT logo.h
    COMMAND bmp2h -i ${COMPONENT_PATH}/logo.bmp -o log.h
    DEPENDS ${COMPONENT_PATH}/logo.bmp
    VERBATIM)

add_custom_target(logo DEPENDS logo.h)
add_dependencies(${COMPONENT_TARGET} logo)

set_property(DIRECTORY "${COMPONENT_PATH}" APPEND PROPERTY
    ADDITIONAL_MAKE_CLEAN_FILES logo.h)
```

This answer is adapted from the [CMake FAQ](#) entry, which contains some other examples that will also work with ESP-IDF builds.

In this example, `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 should be cleaned when the project is cleaned. For this reason it is added to the `ADDITIONAL_MAKE_CLEAN_FILES` property.

---

**Note:** If generating files as part of the project `CMakeLists.txt` file, not a component `CMakeLists.txt`, then use `${PROJECT_PATH}` instead of `${COMPONENT_PATH}` and `${PROJECT_NAME}.elf` instead of `${COMPONENT_TARGET}`.)

---

If a source file from another component included `logo.h`, then `add_dependencies` would need to be called to add a dependency between the two components, to ensure that the component source files were always compiled in the correct 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 your component's CMakeLists, giving space-delimited names of the files to embed:

```
set(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:

```
set(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.

To embed a file into a project, rather than a component, you can call the function `target_add_binary_data` like this:

```
target_add_binary_data(myproject.elf "main/data.bin" TEXT)
```

Place this line after the `project()` line in your project CMakeLists.txt file. Replace `myproject.elf` with your project name. The final argument can be `TEXT` to embed a null-terminated string, or `BINARY` to embed the content as-is.

For an example of using this technique, see [protocols/https\\_request](#) - the certificate file contents are loaded from the text `.pem` file at compile time.

### Code and Data Placements

ESP-IDF has a feature called linker script generation that enables components to define where its code and data will be placed in memory through linker fragment files. These files are processed by the build system, and is used to augment the linker script used for linking app binary. See [Linker Script Generation](#) for a quick start guide as well as a detailed discussion of the mechanism.

### Fully Overriding The Component Build Process

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 ESP-IDF build system entirely by using a CMake feature called `ExternalProject`. Example component CMakeLists:

```
# External build process for quirc, runs in source dir and
# produces libquirc.a
externalproject_add(quirc_build
```

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```

PREFIX ${COMPONENT_PATH}
SOURCE_DIR ${COMPONENT_PATH}/quirc
CONFIGURE_COMMAND ""
BUILD_IN_SOURCE 1
BUILD_COMMAND make CC=${CMAKE_C_COMPILER} libquirc.a
INSTALL_COMMAND ""
)

# Add libquirc.a to the build process
#
add_library(quirc STATIC IMPORTED GLOBAL)
add_dependencies(quirc quirc_build)

set_target_properties(quirc PROPERTIES IMPORTED_LOCATION
    ${COMPONENT_PATH}/quirc/libquirc.a)
set_target_properties(quirc PROPERTIES INTERFACE_INCLUDE_DIRECTORIES
    ${COMPONENT_PATH}/quirc/lib)

set_directory_properties( PROPERTIES ADDITIONAL_MAKE_CLEAN_FILES
    "${COMPONENT_PATH}/quirc/libquirc.a")

```

(The above CMakeLists.txt can be used to create a component named `quirc` that builds the `quirc` project using its own Makefile.)

- `externalproject_add` defines an external build system.
  - `SOURCE_DIR`, `CONFIGURE_COMMAND`, `BUILD_COMMAND` and `INSTALL_COMMAND` should always be set. `CONFIGURE_COMMAND` can be set to an empty string if the build system has no “configure” step. `INSTALL_COMMAND` will generally be empty for ESP-IDF builds.
  - Setting `BUILD_IN_SOURCE` means the build directory is the same as the source directory. Otherwise you can set `BUILD_DIR`.
  - Consult the [ExternalProject](#) documentation for more details about `externalproject_add()`
- The second set of commands adds a library target, which points to the “imported” library file built by the external system. Some properties need to be set in order to add include directories and tell CMake where this file is.
- Finally, the generated library is added to `ADDITIONAL_MAKE_CLEAN_FILES`. This means `make clean` will delete this library. (Note that the other object files from the build won’t be deleted.)

---

**Note:** When using an external build process with PSRAM, remember to add `-mfix-esp32-psram-cache-issue` to the C compiler arguments. See [CONFIG\\_SPIRAM\\_CACHE\\_WORKAROUND](#) for details of this flag.

---

### ExternalProject dependencies, clean builds

CMake has some unusual behaviour around external project builds:

- `ADDITIONAL_MAKE_CLEAN_FILES` only works when “make” is used as the build system. If `Ninja` or an IDE build system is used, it won’t delete these files when cleaning.
- However, the `ExternalProject` configure & build commands will *always* be re-run after a clean is run.
- Therefore, there are two alternative recommended ways to configure the external build command:

1. Have the external `BUILD_COMMAND` run a full clean compile of all sources. The build command will be run if any of the dependencies passed to `externalproject_add` with `DEPENDS` have changed, or if this is a clean build (ie any of `idf.py clean`, `ninja clean`, or `make clean` was run.)
2. Have the external `BUILD_COMMAND` be an incremental build command. Pass the parameter `BUILD_ALWAYS 1` to `externalproject_add`. This means the external project will be built each time a build is run, regardless of dependencies. This is only recommended if the external project has correct incremental build behaviour, and doesn't take too long to run.

The best of these approaches for building an external project will depend on the project itself, its build system, and whether you anticipate needing to frequently recompile the project.

### 5.3.11 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 ESP-IDF defaults, it is possible to create a file `sdkconfig.defaults` in the project directory. This file will be used when creating a new config from scratch, or when any new config value hasn't yet been set in the `sdkconfig` file.

To override the name of this file, set the `SDKCONFIG_DEFAULTS` environment variable.

#### Target-dependent sdkconfig defaults

In addition to `sdkconfig.defaults` file, build system will also load defaults from `sdkconfig.defaults.TARGET_NAME` file, where `TARGET_NAME` is the value of `IDF_TARGET`. For example, for `esp32` target, default settings will be taken from `sdkconfig.defaults` first, and then from `sdkconfig.defaults.esp32`.

If `SDKCONFIG_DEFAULTS` is used to override the name of defaults file, the name of target-specific defaults file will be derived from `SDKCONFIG_DEFAULTS` value.

### 5.3.12 Flash arguments

There are 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`.

After running a project build, the build directory contains binary output files (`.bin` files) for the project and also the following flashing data files:

- `flash_project_args` contains arguments to flash the entire project (app, bootloader, partition table, PHY data if this is configured).
- `flash_app_args` contains arguments to flash only the app.
- `flash_bootloader_args` contains arguments to flash only the bootloader.

You can pass any of these flasher argument files to `esptool.py` as follows:

```
python esptool.py --chip esp32 write_flash @build/flash_project_args
```

Alternatively, it is possible to manually copy the parameters from the argument file and pass them on the command line.

The build directory also contains a generated file `flasher_args.json` which contains project flash information, in JSON format. This file is used by `idf.py` and can also be used by other tools which need information about the project build.

### 5.3.13 Building the Bootloader

The bootloader is built by default as part of `idf.py build`, or can be built standalone via `idf.py bootloader`.

The bootloader is a special “subproject” inside `/components/bootloader/subproject`. It has its own project CMakeLists.txt file and builds separate .ELF and .BIN files to the main project. However it shares its configuration and build directory with the main project.

The subproject is inserted as an external project from the top-level project, by the file `/components/bootloader/project_include.cmake`. The main build process runs CMake for the subproject, which includes discovering components (a subset of the main components) and generating a bootloader-specific config (derived from the main `sdkconfig`).

### 5.3.14 Selecting the Target

Currently ESP-IDF supports one target, `esp32`. It is used by default by the build system. Developers working on adding multiple target support can change the target as follows:

```
rm sdkconfig
idf.py -DIDF_TARGET=new_target reconfigure
```

### 5.3.15 Writing Pure CMake Components

The ESP-IDF build system “wraps” CMake with the concept of “components”, and helper functions to automatically integrate these components into a project build.

However, underneath the concept of “components” is a full CMake build system. It is also possible to make a component which is pure CMake.

Here is an example minimal “pure CMake” component CMakeLists file for a component named `json`:

```
add_library(json STATIC
  cJSON/cJSON.c
  cJSON/cJSON_Utils.c)

target_include_directories(json PUBLIC cJSON)
```

- This is actually an equivalent declaration to the IDF `json` component `/components/json/CMakeLists.txt`.
- This file is quite simple as there are not a lot of source files. For components with a large number of files, the globbing behaviour of ESP-IDF’s component logic can make the component CMakeLists style simpler.)
- Any time a component adds a library target with the component name, the ESP-IDF build system will automatically add this to the build, expose public include directories, etc. If a component wants to add a library target with a different name, dependencies will need to be added manually via CMake commands.

### 5.3.16 Using Third-Party CMake Projects with Components

CMake is used for a lot of open-source C and C++ projects — code that users can tap into for their applications. One of the benefits of having a CMake build system is the ability to import these third-party projects, sometimes even without modification! This allows for users to be able to get functionality that may not yet be provided by a component, or use another library for the same functionality.

Importing a library might look like this for a hypothetical library `foo` to be used in the `main` component:

```
# Register the component
register_component ()

# Set values of hypothetical variables that control the build of `foo`
set(FOO_BUILD_STATIC OFF)
set(FOO_BUILD_TESTS OFF)

# Create and import the library targets
add_subdirectory(foo)

# Propagate IDF-wide compile settings/definitions/options to `foo`
target_include_directories(foo ${IDF_INCLUDE_DIRECTORIES})
target_compile_options(foo ${IDF_COMPILE_OPTIONS})
target_compile_definitions(foo ${IDF_COMPILE_DEFINITIONS})

# Link `foo` to `main` component
target_link_libraries(main foo)
```

For an actual example, take a look at `build_system/cmake/import_lib`. Take note that what needs to be done in order to import the library may vary. It is recommended to read up on the library's documentation for instructions on how to import it from other projects. Studying the library's `CMakeLists.txt` and build structure can also be helpful.

It is also possible to wrap a third-party library to be used as a component in this manner. For example, the `mbedtls` component is a wrapper for Espressif's fork of `mbedtls`. See its `component CMakeLists.txt`.

The CMake variable `ESP_PLATFORM` is set to 1 whenever the ESP-IDF build system is being used. Tests such as `if (ESP_PLATFORM)` can be used in generic CMake code if special IDF-specific logic is required.

### 5.3.17 Using ESP-IDF in Custom CMake Projects

ESP-IDF provides a template CMake project for easily creating an application. However, in some instances the user might already have an existing CMake project or may want to create one. In these cases it is desirable to be able to consume IDF components as libraries to be linked to the user's targets (libraries/ executables).

It is possible to do so by using functions `idf_import_components` and `idf_link_components` provided provided by `tools/cmake/idf_functions.cmake`. For example:

```
cmake_minimum_required(VERSION 3.5)
project(my_custom_app C)

# The source file main.c contains app_main() definition
add_executable(${CMAKE_PROJECT_NAME}.elf main.c)

# Provides idf_import_components and idf_link_components
include($ENV{IDF_PATH}/tools/cmake/idf_functions.cmake)

# Do some configuration for idf_import_components. This enables creation of artifacts,
→ (which might not be
# needed) for some projects
set(IDF_BUILD_ARTIFACTS ON)
set(IDF_PROJECT_EXECUTABLE ${CMAKE_PROJECT_NAME}.elf)
set(IDF_BUILD_ARTIFACTS_DIR ${CMAKE_BINARY_DIR})

# Wraps add_subdirectory() to create library targets for components, and then,
→ `return` them using the given variable.
# In this case the variable is named `component`
```

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```
idf_import_components(components $ENV{IDF_PATH} esp-idf)

# Wraps target_link_libraries() to link processed components by idf_import_components_
↳to target
idf_link_components(${CMAKE_PROJECT_NAME}.elf "${components}")
```

The snippet above includes all of the components in the ESP-IDF directory and uses KConfig defaults. It also builds artifacts (partition table, project information json files, bootloader, etc.). There are also other build parameters which can be set, the full list of which is as follows:

- **IDF\_BUILD\_ARTIFACTS:** Build artifacts such as bootloader, partition table binary file, partition binaries, project information json typically needed for flashing binaries to the target chip. Requires `IDF_PROJECT_EXECUTABLE` and `IDF_BUILD_ARTIFACTS_DIR` to be set as well.
- **IDF\_PROJECT\_EXECUTABLE:** Name of the final executable file. This parameter is needed for creating some of the artifacts.
- **IDF\_BUILD\_ARTIFACTS\_DIR:** Location where created artifacts are to be placed.
- **IDF\_EXTRA\_COMPONENTS\_DIR:** Locations to search for components in aside from the [default components directory](#)
- **IDF\_COMPONENTS:** A list of components to import. Use this to trim down the imported components to only what is needed for faster builds. If not set, all components found from the default components directory as well as `IDF_EXTRA_COMPONENTS_DIR` (if specified) are imported. Note that dependencies of components in this list (other than `IDF_COMPONENT_REQUIRES_COMMON`) will also get pulled into the build.
- **IDF\_COMPONENT\_REQUIRES\_COMMON:** List of components that every component requires. Components in this list (and their dependencies) are imported regardless of the value of `IDF_COMPONENTS`. By default, this variable is set to the minimal set of core “system” components.
- **IDF\_SDKCONFIG\_DEFAULTS:** Path to the configuration override file. If unset, components are built with default configurations.
- **IDF\_BUILD\_TESTS:** Include component tests in the build. By default, all component tests are included. The component tests are filtered using `IDF_TEST_COMPONENTS` and `IDF_TEST_EXCLUDE_COMPONENTS`.
- **IDF\_TEST\_COMPONENTS:** If `IDF_BUILD_TESTS` is set, only component tests in this list will be included in the build. Ignored if `IDF_BUILD_TESTS` is not set.
- **IDF\_TEST\_EXCLUDE\_COMPONENTS:** If `IDF_BUILD_TESTS` is set, component tests in this list will not be included in the build. Ignored if `IDF_BUILD_TESTS` is not set. This variable takes precedence over `IDF_TEST_COMPONENTS`. This means that a component test in this list will not be included in the build even if it is also present in `IDF_TEST_COMPONENTS`.

The example in [build\\_system/cmake/idf\\_as\\_lib](#) demonstrates the creation of an application equivalent to [hello world application](#) using a custom CMake project.

---

**Note:** The IDF build system can only set compiler flags for source files that it builds. When an external CMake-Lists.txt file is used and PSRAM is enabled, remember to add `-mfix-esp32-psram-cache-issue` to the C compiler arguments. See [CONFIG\\_SPIRAM\\_CACHE\\_WORKAROUND](#) for details of this flag.

---

### 5.3.18 File Globbing & Incremental Builds

The preferred way to include source files in an ESP-IDF component is to list them manually in `COMPONENT_SRCS`:

```
set(COMPONENT_SRCS library/a.c library/b.c platform/platform.c)
```

This preference reflects the [CMake best practice](#) of manually listing source files. This could, however, be inconvenient when there are lots of source files to add to the build. The ESP-IDF build system provides an alternative way for specifying source files using `COMPONENT_SRCDIRS`:

```
set(COMPONENT_SRCDIRS library platform)
```

This uses globbing behind the scenes to find source files in the specified directories. Be aware, however, that if a new source file is added and this method is used, then CMake won't know to automatically re-run and this file won't be added to the build.

The trade-off is acceptable when you're adding the file yourself, because you can trigger a clean build or run `idf.py reconfigure` to manually re-run CMake. However, the problem gets harder when you share your project with others who may check out a new version using a source control tool like Git...

For components which are part of ESP-IDF, we use a third party Git CMake integration module (`/tools/cmake/third_party/GetGitRevisionDescription.cmake`) which automatically re-runs CMake any time the repository commit changes. This means if you check out a new ESP-IDF version, CMake will automatically rerun.

For project components (not part of ESP-IDF), there are a few different options:

- If keeping your project file in Git, ESP-IDF will automatically track the Git revision and re-run CMake if the revision changes.
- If some components are kept in a third git repository (not the project repository or ESP-IDF repository), you can add a call to the `git_describe` function in a component CMakeLists file in order to automatically trigger re-runs of CMake when the Git revision changes.
- If not using Git, remember to manually run `idf.py reconfigure` whenever a source file may change.
- To avoid this problem entirely, use `COMPONENT_SRCS` to list all source files in project components.

The best option will depend on your particular project and its users.

### 5.3.19 Build System Metadata

For integration into IDEs and other build systems, when CMake runs the build process generates a number of metadata files in the `build/` directory. To regenerate these files, run `cmake` or `idf.py reconfigure` (or any other `idf.py` build command).

- `compile_commands.json` is a standard format JSON file which describes every source file which is compiled in the project. A CMake feature generates this file, and many IDEs know how to parse it.
- `project_description.json` contains some general information about the ESP-IDF project, configured paths, etc.
- `flasher_args.json` contains `esptool.py` arguments to flash the project's binary files. There are also `flash_*_args` files which can be used directly with `esptool.py`. See [Flash arguments](#).
- `CMakeCache.txt` is the CMake cache file which contains other information about the CMake process, toolchain, etc.
- `config/sdkconfig.json` is a JSON-formatted version of the project configuration values.
- `config/kconfig_menus.json` is a JSON-formatted version of the menus shown in `menuconfig`, for use in external IDE UIs.

## JSON Configuration Server

A tool called `confserver.py` is provided to allow IDEs to easily integrate with the configuration system logic. `confserver.py` is designed to run in the background and interact with a calling process by reading and writing JSON over process stdin & stdout.

You can run `confserver.py` from a project via `idf.py confserver` or `ninja confserver`, or a similar target triggered from a different build generator.

The config server outputs human-readable errors and warnings on stderr and JSON on stdout. On startup, it will output the full values of each configuration item in the system as a JSON dictionary, and the available ranges for values which are range constrained. The same information is contained in `sdkconfig.json`:

```
{ "version": 1, "values": { "ITEM": "value", "ITEM_2": 1024, "ITEM_3": false }, "ranges"
↪  : { "ITEM_2" : [ 0, 32768 ] } }
```

Only visible configuration items are sent. Invisible/disabled items can be parsed from the static `kconfig_menus.json` file which also contains the menu structure and other metadata (descriptions, types, ranges, etc.)

The Configuration Server will then wait for input from the client. The client passes a request to change one or more values, as a JSON object followed by a newline:

```
{ "version": "1", "set": { "SOME_NAME": false, "OTHER_NAME": true } }
```

The Configuration Server will parse this request, update the project `sdkconfig` file, and return a full list of changes:

```
{ "version": 1, "values": { "SOME_NAME": false, "OTHER_NAME": true , "DEPENDS_ON_SOME_
↪ NAME": null } }
```

Items which are now invisible/disabled will return value `null`. Any item which is newly visible will return its newly visible current value.

If the range of a config item changes, due to conditional range depending on another value, then this is also sent:

```
{ "version": 1, "values": { "OTHER_NAME": true }, "ranges" : { "HAS_RANGE" : [ 3, 4 ] }
↪ }
```

If invalid data is passed, an “error” field is present on the object:

```
{ "version": 1, "values": {}, "error": ["The following config symbol(s) were not
↪ visible so were not updated: NOT_VISIBLE_ITEM"] }
```

By default, no config changes are written to the `sdkconfig` file. Changes are held in memory until a “save” command is sent:

```
{ "version": 1, "save": null }
```

To reload the config values from a saved file, discarding any changes in memory, a “load” command can be sent:

```
{ "version": 1, "load": null }
```

The value for both “load” and “save” can be a new pathname, or “null” to load/save the previous pathname.

The response to a “load” command is always the full set of config values and ranges, the same as when the server is initially started.

Any combination of “load”, “set”, and “save” can be sent in a single command and commands are executed in that order. Therefore it’s possible to load config from a file, set some config item values and then save to a file in a single command.

---

**Note:** The configuration server does not automatically load any changes which are applied externally to the `sdkconfig` file. Send a “load” command or restart the server if the file is externally edited.

---

---

**Note:** The configuration server does not re-run CMake to regenerate other build files or metadata files after `sdkconfig` is updated. This will happen automatically the next time CMake or `idf.py` is run.

---

### 5.3.20 Migrating from ESP-IDF GNU Make System

Some aspects of the CMake-based ESP-IDF build system are very similar to the older GNU Make-based system. For example, to adapt a `component.mk` file to `CMakeLists.txt` variables like `COMPONENT_ADD_INCLUDEDIRS` and `COMPONENT_SRCDIRS` can stay the same and the syntax only needs changing to CMake syntax.

#### Automatic Conversion Tool

An automatic project conversion tool is available in `/tools/cmake/convert_to_cmake.py`. Run this command line tool with the path to a project like this:

```
$IDF_PATH/tools/cmake/convert_to_cmake.py /path/to/project_dir
```

The project directory must contain a Makefile, and GNU Make (`make`) must be installed and available on the `PATH`.

The tool will convert the project Makefile and any component `component.mk` files to their equivalent `CMakeLists.txt` files.

It does so by running `make` to expand the ESP-IDF build system variables which are set by the build, and then producing equivalent CMakefiles to set the same variables.

The conversion tool is not capable of dealing with complex Makefile logic or unusual targets. These will need to be converted by hand.

#### No Longer Available in CMake

Some features are significantly different or removed in the CMake-based system. The following variables no longer exist in the CMake-based build system:

- `COMPONENT_BUILD_DIR`: Use `CMAKE_CURRENT_BINARY_DIR` instead.
- `COMPONENT_LIBRARY`: Defaulted to `$(COMPONENT_NAME).a`, but the library name could be overridden by the component. The name of the component library can no longer be overridden by the component.
- `CC`, `LD`, `AR`, `OBJCOPY`: Full paths to each tool from the gcc xtensa cross-toolchain. Use `CMAKE_C_COMPILER`, `CMAKE_C_LINK_EXECUTABLE`, `CMAKE_OBJCOPY`, etc instead. [Full list here](#).
- `HOSTCC`, `HOSTLD`, `HOSTAR`: Full names of each tool from the host native toolchain. These are no longer provided, external projects should detect any required host toolchain manually.
- `COMPONENT_ADD_LDFLAGS`: Used to override linker flags. Use the CMake `target_link_libraries` command instead.
- `COMPONENT_ADD_LINKER_DEPS`: List of files that linking should depend on. `target_link_libraries` will usually infer these dependencies automatically. For linker scripts, use the provided custom CMake function `target_linker_scripts`.



- `COMPONENT_SUBMODULES`: No longer used, the build system will automatically enumerate all submodules in the ESP-IDF repository.
- `COMPONENT_EXTRA_INCLUDES`: Used to be an alternative to `COMPONENT_PRIV_INCLUDEDIRS` for absolute paths. Use `COMPONENT_PRIV_INCLUDEDIRS` for all cases now (can be relative or absolute).
- `COMPONENT_OBJS`: Previously, component sources could be specified as a list of object files. Now they can be specified as an list of source files via `COMPONENT_SRCS`.
- `COMPONENT_OBJEXCLUDE`: Has been replaced with `COMPONENT_SRCEXCLUDE`. Specify source files (as absolute paths or relative to component directory), instead.
- `COMPONENT_EXTRA_CLEAN`: Set property `ADDITIONAL_MAKE_CLEAN_FILES` instead but note *CMake has some restrictions around this functionality*.
- `COMPONENT_OWNBUILDTARGET` & `COMPONENT_OWNCLEANTARGET`: Use CMake `ExternalProject` instead. See *Fully Overriding The Component Build Process* for full details.
- `COMPONENT_CONFIG_ONLY`: Call `register_config_only_component()` instead. See *Configuration-Only Components*.
- `CFLAGS`, `CPPFLAGS`, `CXXFLAGS`: Use equivalent CMake commands instead. See *Controlling Component Compilation*.

## No Default Values

The following variables no longer have default values:

- `COMPONENT_SRCDIRS`
- `COMPONENT_ADD_INCLUDEDIRS`

## No Longer Necessary

It is no longer necessary to set `COMPONENT_SRCDIRS` if setting `COMPONENT_SRCS` (in fact, in the CMake-based system `COMPONENT_SRCS` is ignored if `COMPONENT_SRCDIRS` is set).

## Flashing from make

`make flash` and similar targets still work to build and flash. However, project `sdkconfig` no longer specifies serial port and baud rate. Environment variables can be used to override these. See *Flashing with ninja or make* for more details.

## 5.4 Error Handling

□

### 5.4.1 Overview

Identifying and handling run-time errors is important for developing robust applications. There can be multiple kinds of run-time errors:

- Recoverable errors:
  - Errors indicated by functions through return values (error codes)

- C++ exceptions, thrown using `throw` keyword
- Unrecoverable (fatal) errors:
  - Failed assertions (using `assert` macro and equivalent methods) and `abort()` calls.
  - CPU exceptions: access to protected regions of memory, illegal instruction, etc.
  - System level checks: watchdog timeout, cache access error, stack overflow, stack smashing, heap corruption, etc.

This guide explains ESP-IDF error handling mechanisms related to recoverable errors, and provides some common error handling patterns.

For instructions on diagnosing unrecoverable errors, see [Fatal Errors](#).

### 5.4.2 Error codes

The majority of ESP-IDF-specific functions use `esp_err_t` type to return error codes. `esp_err_t` is a signed integer type. Success (no error) is indicated with `ESP_OK` code, which is defined as zero.

Various ESP-IDF header files define possible error codes using preprocessor defines. Usually these defines start with `ESP_ERR_` prefix. Common error codes for generic failures (out of memory, timeout, invalid argument, etc.) are defined in `esp_err.h` file. Various components in ESP-IDF may define additional error codes for specific situations.

For the complete list of error codes, see [Error Code Reference](#).

### 5.4.3 Converting error codes to error messages

For each error code defined in ESP-IDF components, `esp_err_t` value can be converted to an error code name using `esp_err_to_name()` or `esp_err_to_name_r()` functions. For example, passing `0x101` to `esp_err_to_name()` will return “ESP\_ERR\_NO\_MEM” string. Such strings can be used in log output to make it easier to understand which error has happened.

Additionally, `esp_err_to_name_r()` function will attempt to interpret the error code as a [standard POSIX error code](#), if no matching `ESP_ERR_` value is found. This is done using `strerror_r` function. POSIX error codes (such as `ENOENT`, `ENOMEM`) are defined in `errno.h` and are typically obtained from `errno` variable. In ESP-IDF this variable is thread-local: multiple FreeRTOS tasks have their own copies of `errno`. Functions which set `errno` only modify its value for the task they run in.

This feature is enabled by default, but can be disabled to reduce application binary size. See [CONFIG\\_ESP\\_ERR\\_TO\\_NAME\\_LOOKUP](#). When this feature is disabled, `esp_err_to_name()` and `esp_err_to_name_r()` are still defined and can be called. In this case, `esp_err_to_name()` will return `UNKNOWN_ERROR`, and `esp_err_to_name_r()` will return `Unknown error 0xXXXX (YYYY)`, where `0xXXXX` and `YYYY` are the hexadecimal and decimal representations of the error code, respectively.

### 5.4.4 ESP\_ERROR\_CHECK macro

`ESP_ERROR_CHECK()` macro serves similar purpose as `assert`, except that it checks `esp_err_t` value rather than a `bool` condition. If the argument of `ESP_ERROR_CHECK()` is not equal `ESP_OK`, then an error message is printed on the console, and `abort()` is called.

Error message will typically look like this:

```
ESP_ERROR_CHECK failed: esp_err_t 0x107 (ESP_ERR_TIMEOUT) at 0x400d1fdf

file: "/Users/user/esp/example/main/main.c" line 20
func: app_main
expression: sdmmc_card_init(host, &card)

Backtrace: 0x40086e7c:0x3ffb4ff0 0x40087328:0x3ffb5010 0x400d1fdf:0x3ffb5030
↳0x400d0816:0x3ffb5050
```

**Note:** If *IDF monitor* is used, addresses in the backtrace will be converted to file names and line numbers.

- The first line mentions the error code as a hexadecimal value, and the identifier used for this error in source code. The latter depends on `CONFIG_ESP_ERR_TO_NAME_LOOKUP` option being set. Address in the program where error has occurred is printed as well.
- Subsequent lines show the location in the program where `ESP_ERROR_CHECK()` macro was called, and the expression which was passed to the macro as an argument.
- Finally, backtrace is printed. This is part of panic handler output common to all fatal errors. See *Fatal Errors* for more information about the backtrace.

### 5.4.5 Error handling patterns

1. Attempt to recover. Depending on the situation, this might mean to retry the call after some time, or attempt to de-initialize the driver and re-initialize it again, or fix the error condition using an out-of-band mechanism (e.g. reset an external peripheral which is not responding).

Example:

```
esp_err_t err;
do {
    err = sdio_slave_send_queue(addr, len, arg, timeout);
    // keep retrying while the sending queue is full
} while (err == ESP_ERR_TIMEOUT);
if (err != ESP_OK) {
    // handle other errors
}
```

2. Propagate the error to the caller. In some middleware components this means that a function must exit with the same error code, making sure any resource allocations are rolled back.

Example:

```
sdmmc_card_t* card = calloc(1, sizeof(sdmmc_card_t));
if (card == NULL) {
    return ESP_ERR_NO_MEM;
}
esp_err_t err = sdmmc_card_init(host, &card);
if (err != ESP_OK) {
    // Clean up
    free(card);
    // Propagate the error to the upper layer (e.g. to notify the user).
    // Alternatively, application can define and return custom error code.
    return err;
}
```

3. Convert into unrecoverable error, for example using `ESP_ERROR_CHECK`. See [ESP\\_ERROR\\_CHECK macro](#) section for details.

Terminating the application in case of an error is usually undesirable behaviour for middleware components, but is sometimes acceptable at application level.

Many ESP-IDF examples use `ESP_ERROR_CHECK` to handle errors from various APIs. This is not the best practice for applications, and is done to make example code more concise.

Example:

```
ESP_ERROR_CHECK(spi_bus_initialize(host, bus_config, dma_chan));
```

### 5.4.6 C++ Exceptions

Support for C++ Exceptions in ESP-IDF is disabled by default, but can be enabled using `CONFIG_CXX_EXCEPTIONS` option.

Enabling exception handling normally increases application binary size by a few kB. Additionally it may be necessary to reserve some amount of RAM for exception emergency pool. Memory from this pool will be used if it is not possible to allocate exception object from the heap. Amount of memory in the emergency pool can be set using `CONFIG_CXX_EXCEPTIONS_EMG_POOL_SIZE` variable.

If an exception is thrown, but there is no `catch` block, the program will be terminated by `abort` function, and backtrace will be printed. See [Fatal Errors](#) for more information about backtraces.

See [system/cpp\\_exceptions](#) for an example of C++ exception handling.

## 5.5 Fatal Errors

### 5.5.1 Overview

In certain situations, execution of the program can not be continued in a well defined way. In ESP-IDF, these situations include:

- CPU Exceptions: Illegal Instruction, Load/Store Alignment Error, Load/Store Prohibited error, Double Exception.
- System level checks and safeguards:
  - *Interrupt watchdog* timeout
  - *Task watchdog* timeout (only fatal if `CONFIG_TASK_WDT_PANIC` is set)
  - Cache access error
  - Brownout detection event
  - Stack overflow
  - Stack smashing protection check
  - Heap integrity check
- Failed assertions, via `assert`, `configASSERT` and similar macros.

This guide explains the procedure used in ESP-IDF for handling these errors, and provides suggestions on troubleshooting the errors.

## 5.5.2 Panic Handler

Every error cause listed in the *Overview* will be handled by *panic handler*.

Panic handler will start by printing the cause of the error to the console. For CPU exceptions, the message will be similar to:

```
Guru Meditation Error: Core 0 panic'ed (IllegalInstruction). Exception was unhandled.
```

For some of the system level checks (interrupt watchdog, cache access error), the message will be similar to:

```
Guru Meditation Error: Core 0 panic'ed (Cache disabled but cached memory region_
↪accessed)
```

In all cases, error cause will be printed in parens. See *Guru Meditation Errors* for a list of possible error causes.

Subsequent behavior of the panic handler can be set using *CONFIG\_ESP32\_PANIC* configuration choice. The available options are:

- Print registers and reboot (*CONFIG\_ESP32\_PANIC\_PRINT\_REBOOT*) — default option.  
This will print register values at the point of the exception, print the backtrace, and restart the chip.
- Print registers and halt (*CONFIG\_ESP32\_PANIC\_PRINT\_HALT*)  
Similar to the above option, but halt instead of rebooting. External reset is required to restart the program.
- Silent reboot (*CONFIG\_ESP32\_PANIC\_SILENT\_REBOOT*)  
Don't print registers or backtrace, restart the chip immediately.
- Invoke GDB Stub (*CONFIG\_ESP32\_PANIC\_GDBSTUB*)  
Start GDB server which can communicate with GDB over console UART port. See *GDB Stub* for more details.

Behavior of panic handler is affected by two other configuration options.

- If *CONFIG\_ESP32\_DEBUG\_OCDAWARE* is enabled (which is the default), panic handler will detect whether a JTAG debugger is connected. If it is, execution will be halted and control will be passed to the debugger. In this case registers and backtrace are not dumped to the console, and GDBStub / Core Dump functions are not used.
- If *Core Dump* feature is enabled (*CONFIG\_ESP32\_ENABLE\_COREDUMP\_TO\_FLASH* or *CONFIG\_ESP32\_ENABLE\_COREDUMP\_TO\_UART* options), then system state (task stacks and registers) will be dumped either to Flash or UART, for later analysis.

The following diagram illustrates panic handler behavior:

## 5.5.3 Register Dump and Backtrace

Unless *CONFIG\_ESP32\_PANIC\_SILENT\_REBOOT* option is enabled, panic handler prints some of the CPU registers, and the backtrace, to the console:

```
Core 0 register dump:
PC      : 0x400e14ed  PS      : 0x00060030  A0      : 0x800d0805  A1      : 0x3ffb5030
A2      : 0x00000000  A3      : 0x00000001  A4      : 0x00000001  A5      : 0x3ffb50dc
A6      : 0x00000000  A7      : 0x00000001  A8      : 0x00000000  A9      : 0x3ffb5000
A10     : 0x00000000  A11     : 0x3ffb2bac  A12     : 0x40082d1c  A13     : 0x06ff1ff8
A14     : 0x3ffb7078  A15     : 0x00000000  SAR     : 0x00000014  EXCCAUSE: 0x0000001d
EXCVADDR: 0x00000000  LBEG    : 0x4000c46c  LEND    : 0x4000c477  LCOUNT : 0xffffffff
```

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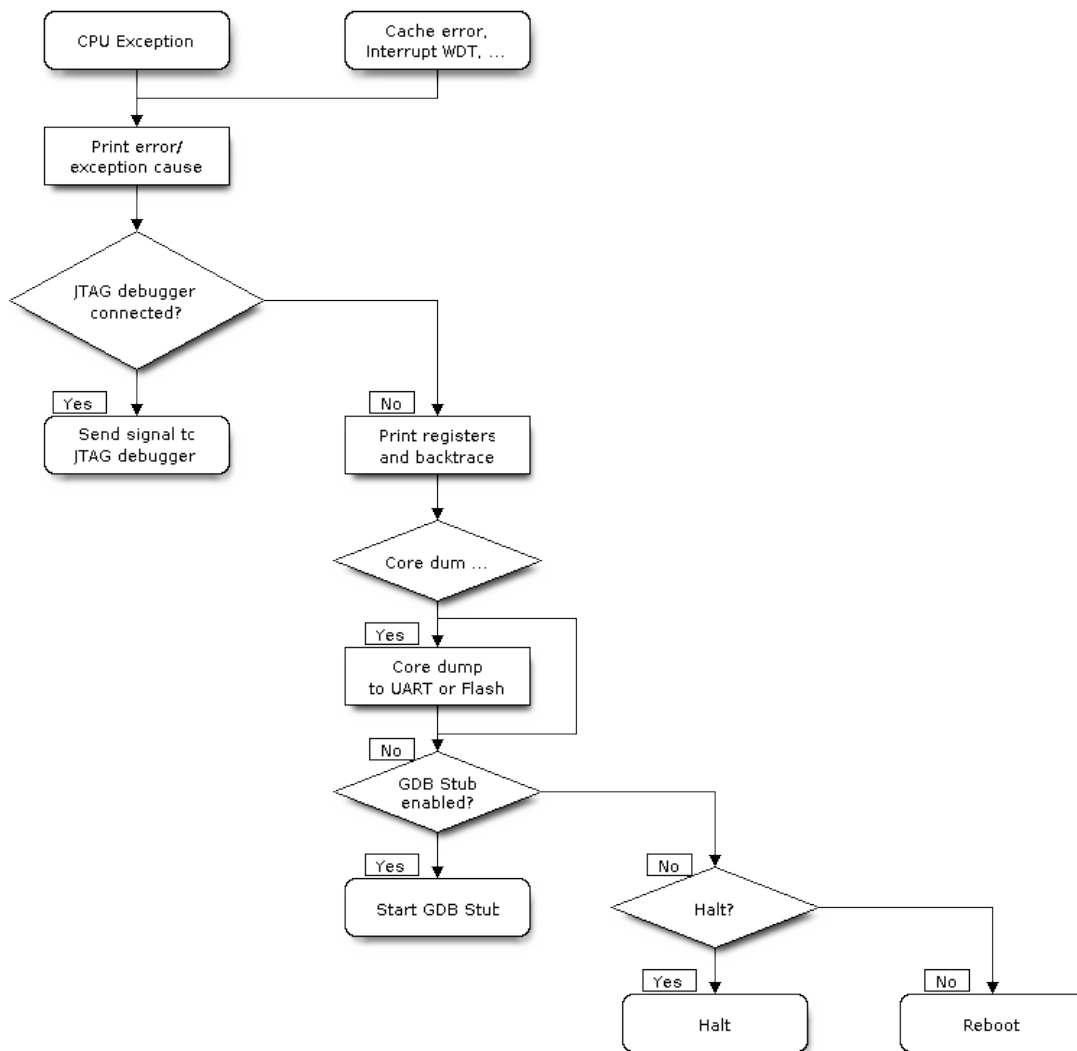


Fig. 1: Panic Handler Flowchart

(continued from previous page)

```
Backtrace: 0x400e14ed:0x3ffb5030 0x400d0802:0x3ffb5050
```

Register values printed are the register values in the exception frame, i.e. values at the moment when CPU exception or other fatal error has occurred.

Register dump is not printed if the panic handler was executed as a result of an `abort()` call.

In some cases, such as interrupt watchdog timeout, panic handler may print additional CPU registers (EPC1-EPC4) and the registers/backtrace of the code running on the other CPU.

Backtrace line contains PC:SP pairs, where PC is the Program Counter and SP is Stack Pointer, for each stack frame of the current task. If a fatal error happens inside an ISR, the backtrace may include PC:SP pairs both from the task which was interrupted, and from the ISR.

If *IDF Monitor* is used, Program Counter values will be converted to code locations (function name, file name, and line number), and the output will be annotated with additional lines:

```
Core 0 register dump:
PC      : 0x400e14ed  PS      : 0x00060030  A0      : 0x800d0805  A1      : 0x3ffb5030
0x400e14ed: app_main at /Users/user/esp/example/main/main.cpp:36

A2      : 0x00000000  A3      : 0x00000001  A4      : 0x00000001  A5      : 0x3ffb50dc
A6      : 0x00000000  A7      : 0x00000001  A8      : 0x00000000  A9      : 0x3ffb5000
A10     : 0x00000000  A11     : 0x3ffb2bac  A12     : 0x40082d1c  A13     : 0x06ff1ff8
0x40082d1c: _calloc_r at /Users/user/esp/esp-idf/components/newlib/syscalls.c:51

A14     : 0x3ffb7078  A15     : 0x00000000  SAR     : 0x00000014  EXCCAUSE: 0x0000001d
EXCVADDR: 0x00000000  LBEG    : 0x400c46c  LEND    : 0x400c477  LCOUNT  : 0xffffffff

Backtrace: 0x400e14ed:0x3ffb5030 0x400d0802:0x3ffb5050
0x400e14ed: app_main at /Users/user/esp/example/main/main.cpp:36

0x400d0802: main_task at /Users/user/esp/esp-idf/components/esp32/cpu_start.c:470
```

To find the location where a fatal error has happened, look at the lines which follow the “Backtrace” line. Fatal error location is the top line, and subsequent lines show the call stack.

## 5.5.4 GDB Stub

If `CONFIG_ESP32_PANIC_GDBSTUB` option is enabled, panic handler will not reset the chip when fatal error happens. Instead, it will start GDB remote protocol server, commonly referred to as GDB Stub. When this happens, GDB instance running on the host computer can be instructed to connect to the ESP32 UART port.

If *IDF Monitor* is used, GDB is started automatically when GDB Stub prompt is detected on the UART. The output would look like this:

```
Entering gdb stub now.
$T0b#e6GNU gdb (crosstool-NG crosstool-ng-1.22.0-80-gff1f415) 7.10
Copyright (C) 2015 Free Software Foundation, Inc.
License GPLv3+: GNU GPL version 3 or later <http://gnu.org/licenses/gpl.html>
This is free software: you are free to change and redistribute it.
There is NO WARRANTY, to the extent permitted by law.  Type "show copying"
and "show warranty" for details.
This GDB was configured as "--host=x86_64-build_apple-darwin16.3.0 --target=xtensa-
↳ esp32-elf".
```

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```
Type "show configuration" for configuration details.
For bug reporting instructions, please see:
<http://www.gnu.org/software/gdb/bugs/>.
Find the GDB manual and other documentation resources online at:
<http://www.gnu.org/software/gdb/documentation/>.
For help, type "help".
Type "apropos word" to search for commands related to "word"...
Reading symbols from /Users/user/esp/example/build/example.elf...done.
Remote debugging using /dev/cu.usbserial-31301
0x400e1b41 in app_main ()
    at /Users/user/esp/example/main/main.cpp:36
36      *((int*) 0) = 0;
(gdb)
```

GDB prompt can be used to inspect CPU registers, local and static variables, and arbitrary locations in memory. It is not possible to set breakpoints, change PC, or continue execution. To reset the program, exit GDB and perform external reset: Ctrl-T Ctrl-R in IDF Monitor, or using external reset button on the development board.

### 5.5.5 Guru Meditation Errors

This section explains the meaning of different error causes, printed in parens after `Guru Meditation Error: Core panic'ed` message.

---

**Note:** See [Wikipedia article](#) for historical origins of “Guru Meditation”.

---

#### IllegalInstruction

This CPU exception indicates that the instruction which was executed was not a valid instruction. Most common reasons for this error include:

- FreeRTOS task function has returned. In FreeRTOS, if task function needs to terminate, it should call `vTaskDelete()` function and delete itself, instead of returning.
- Failure to load next instruction from SPI flash. This usually happens if:
  - Application has reconfigured SPI flash pins as some other function (GPIO, UART, etc.). Consult Hardware Design Guidelines and the Datasheet for the chip or module for details about SPI flash pins.
  - Some external device was accidentally connected to SPI flash pins, and has interfered with communication between ESP32 and SPI flash.

#### InstrFetchProhibited

This CPU exception indicates that CPU could not load an instruction because the the address of the instruction did not belong to a valid region in instruction RAM or ROM.

Usually this means an attempt to call a function pointer, which does not point to valid code. PC (Program Counter) register can be used as an indicator: it will be zero or will contain garbage value (not `0x4xxxxxxx`).



### LoadProhibited, StoreProhibited

This CPU exception happens when application attempts to read from or write to an invalid memory location. The address which was written/read is found in `EXCVADDR` register in the register dump. If this address is zero, it usually means that application attempted to dereference a `NULL` pointer. If this address is close to zero, it usually means that application attempted to access member of a structure, but the pointer to the structure was `NULL`. If this address is something else (garbage value, not in `0x3fxxxxxxx - 0x6xxxxxxx` range), it likely means that the pointer used to access the data was either not initialized or was corrupted.

### IntegerDivideByZero

Application has attempted to do integer division by zero.

### LoadStoreAlignment

Application has attempted to read or write memory location, and address alignment did not match load/store size. For example, 32-bit load can only be done from 4-byte aligned address, and 16-bit load can only be done from a 2-byte aligned address.

### LoadStoreError

Application has attempted to do a 8- or 16- bit load/store from a memory region which only supports 32-bit loads/stores. For example, dereferencing a `char*` pointer which points into instruction memory will result in such an error.

### Unhandled debug exception

This will usually be followed by a message like:

```
Debug exception reason: Stack canary watchpoint triggered (task_name)
```

This error indicates that application has written past the end of the stack of `task_name` task. Note that not every stack overflow is guaranteed to trigger this error. It is possible that the task writes to stack beyond the stack canary location, in which case the watchpoint will not be triggered.

### Interrupt wdt timeout on CPU0 / CPU1

Indicates that interrupt watchdog timeout has occurred. See [Watchdogs](#) for more information.

### Cache disabled but cached memory region accessed

In some situations ESP-IDF will temporarily disable access to external SPI Flash and SPI RAM via caches. For example, this happens with `spi_flash` APIs are used to read/write/erase/mmap regions of SPI Flash. In these situations, tasks are suspended, and interrupt handlers not registered with `ESP_INTR_FLAG_IRAM` are disabled. Make sure that any interrupt handlers registered with this flag have all the code and data in IRAM/DRAM. Refer to the [SPI flash API documentation](#) for more details.

## 5.5.6 Other Fatal Errors

### Brownout

ESP32 has a built-in brownout detector, which is enabled by default. Brownout detector can trigger system reset if supply voltage goes below safe level. Brownout detector can be configured using `CONFIG_BROWNOUT_DET` and `CONFIG_BROWNOUT_DET_LVL_SEL` options. When brownout detector triggers, the following message is printed:

```
Brownout detector was triggered
```

Chip is reset after the message is printed.

Note that if supply voltage is dropping at a fast rate, only part of the message may be seen on the console.

### Corrupt Heap

ESP-IDF heap implementation contains a number of run-time checks of heap structure. Additional checks (“Heap Poisoning”) can be enabled in menuconfig. If one of the checks fails, message similar to the following will be printed:

```
CORRUPT HEAP: Bad tail at 0x3ffe270a. Expected 0xbaad5678 got 0xbaac5678
assertion "head != NULL" failed: file "/Users/user/esp/esp-idf/components/heap/multi_
↪heap_poisoning.c", line 201, function: multi_heap_free
abort() was called at PC 0x400dca43 on core 0
```

Consult *Heap Memory Debugging* documentation for further information.

### Stack Smashing

Stack smashing protection (based on GCC `-fstack-protector*` flags) can be enabled in ESP-IDF using `CONFIG_STACK_CHECK_MODE` option. If stack smashing is detected, message similar to the following will be printed:

```
Stack smashing protect failure!

abort() was called at PC 0x400d2138 on core 0

Backtrace: 0x4008e6c0:0x3ffc1780 0x4008e8b7:0x3ffc17a0 0x400d2138:0x3ffc17c0
↪0x400e79d5:0x3ffc17e0 0x400e79a7:0x3ffc1840 0x400e79df:0x3ffc18a0
↪0x400e2235:0x3ffc18c0 0x400e1916:0x3ffc18f0 0x400e19cd:0x3ffc1910
↪0x400e1a11:0x3ffc1930 0x400e1bb2:0x3ffc1950 0x400d2c44:0x3ffc1a80
0
```

The backtrace should point to the function where stack smashing has occurred. Check the function code for unbounded access to local arrays.

## 5.6 Deep Sleep Wake Stubs

ESP32 supports running a “deep sleep wake stub” when coming out of deep sleep. This function runs immediately as soon as the chip wakes up - before any normal initialisation, bootloader, or ESP-IDF code has run. After the wake stub runs, the SoC can go back to sleep or continue to start ESP-IDF normally.

Deep sleep wake stub code is loaded into “RTC Fast Memory” and any data which it uses must also be loaded into RTC memory. RTC memory regions hold their contents during deep sleep.

### 5.6.1 Rules for Wake Stubs

Wake stub code must be carefully written:

- As the SoC has freshly woken from sleep, most of the peripherals are in reset states. The SPI flash is unmapped.
- The wake stub code can only call functions implemented in ROM or loaded into RTC Fast Memory (see below.)
- The wake stub code can only access data loaded in RTC memory. All other RAM will be uninitialised and have random contents. The wake stub can use other RAM for temporary storage, but the contents will be overwritten when the SoC goes back to sleep or starts ESP-IDF.
- RTC memory must include any read-only data (.rodata) used by the stub.
- Data in RTC memory is initialised whenever the SoC restarts, except when waking from deep sleep. When waking from deep sleep, the values which were present before going to sleep are kept.
- Wake stub code is a part of the main esp-idf app. During normal running of esp-idf, functions can call the wake stub functions or access RTC memory. It is as if these were regular parts of the app.

### 5.6.2 Implementing A Stub

The wake stub in esp-idf is called `esp_wake_deep_sleep()`. This function runs whenever the SoC wakes from deep sleep. There is a default version of this function provided in esp-idf, but the default function is weak-linked so if your app contains a function named `esp_wake_deep_sleep()` then this will override the default.

If supplying a custom wake stub, the first thing it does should be to call `esp_default_wake_deep_sleep()`.

It is not necessary to implement `esp_wake_deep_sleep()` in your app in order to use deep sleep. It is only necessary if you want to have special behaviour immediately on wake.

If you want to swap between different deep sleep stubs at runtime, it is also possible to do this by calling the `esp_set_deep_sleep_wake_stub()` function. This is not necessary if you only use the default `esp_wake_deep_sleep()` function.

All of these functions are declared in the `esp_deepsleep.h` header under `components/esp32`.

### 5.6.3 Loading Code Into RTC Memory

Wake stub code must be resident in RTC Fast Memory. This can be done in one of two ways.

The first way is to use the `RTC_IRAM_ATTR` attribute to place a function into RTC memory:

```
void RTC_IRAM_ATTR esp_wake_deep_sleep(void) {
    esp_default_wake_deep_sleep();
    // Add additional functionality here
}
```

The second way is to place the function into any source file whose name starts with `rtc_wake_stub`. Files names `rtc_wake_stub*` have their contents automatically put into RTC memory by the linker.

The first way is simpler for very short and simple code, or for source files where you want to mix “normal” and “RTC” code. The second way is simpler when you want to write longer pieces of code for RTC memory.

### 5.6.4 Loading Data Into RTC Memory

Data used by stub code must be resident in RTC memory. The data can be placed in RTC Fast memory or in RTC Slow memory which is also used by the ULP.

Specifying this data can be done in one of two ways:

The first way is to use the `RTC_DATA_ATTR` and `RTC_RODATA_ATTR` to specify any data (writeable or read-only, respectively) which should be loaded into RTC memory:

```
RTC_DATA_ATTR int wake_count;

void RTC_IRAM_ATTR esp_wake_deep_sleep(void) {
    esp_default_wake_deep_sleep();
    static RTC_RODATA_ATTR const char fmt_str[] = "Wake count %d\n";
    ets_printf(fmt_str, wake_count++);
}
```

The RTC memory area where this data will be placed can be configured via menuconfig option named `CONFIG_ESP32_RTCDATA_IN_FAST_MEM`. This option allows to keep slow memory area for ULP programs and once it is enabled the data marked with `RTC_DATA_ATTR` and `RTC_RODATA_ATTR` are placed in the RTC fast memory segment otherwise it goes to RTC slow memory (default option). This option depends on the `CONFIG_FREERTOS_UNICORE` because RTC fast memory can be accessed only by `PRO_CPU`.

The similar attributes `RTC_FAST_ATTR` and `RTC_SLOW_ATTR` can be used to specify data that will be force placed into `RTC_FAST` and `RTC_SLOW` memory respectively. Any access to data marked with `RTC_FAST_ATTR` is allowed by `PRO_CPU` only and it is responsibility of user to make sure about it.

Unfortunately, any string constants used in this way must be declared as arrays and marked with `RTC_RODATA_ATTR`, as shown in the example above.

The second way is to place the data into any source file whose name starts with `rtc_wake_stub`.

For example, the equivalent example in `rtc_wake_stub_counter.c`:

```
int wake_count;

void RTC_IRAM_ATTR esp_wake_deep_sleep(void) {
    esp_default_wake_deep_sleep();
    ets_printf("Wake count %d\n", wake_count++);
}
```

The second way is a better option if you need to use strings, or write other more complex code.

## 5.7 ESP32 Core Dump

### 5.7.1 Overview

ESP-IDF provides support to generate core dumps on unrecoverable software errors. This useful technique allows post-mortem analysis of software state at the moment of failure. Upon the crash system enters panic state, prints some information and halts or reboots depending configuration. User can choose to generate core dump in order to analyse the reason of failure on PC later on. Core dump contains snapshots of all tasks in the system at the moment of failure. Snapshots include tasks control blocks (TCB) and stacks. So it is possible to find out what task, at what instruction (line of code) and what callstack of that task lead to the crash. ESP-IDF provides special script `espcoredump.py` to help users to retrieve and analyse core dumps. This tool provides two commands for core dumps analysis:

- `info_corefile` - prints crashed task's registers, callstack, list of available tasks in the system, memory regions and contents of memory stored in core dump (TCBs and stacks)
- `dbg_corefile` - creates core dump ELF file and runs GDB debug session with this file. User can examine memory, variables and tasks states manually. Note that since not all memory is saved in core dump only values of variables allocated on stack will be meaningful

## 5.7.2 Configuration

There are a number of core dump related configuration options which user can choose in configuration menu of the application (*make menuconfig*).

1. Core dump data destination (*Components -> ESP32-specific config -> Core dump -> Data destination*):
  - Disable core dump generation
  - Save core dump to flash
  - Print core dump to UART
2. Maximum number of tasks snapshots in core dump (*Components -> ESP32-specific config -> Core dump -> Maximum number of tasks*).
3. Delay before core dump is printed to UART (*Components -> ESP32-specific config -> Core dump -> Delay before print to UART*). Value is in ms.

## 5.7.3 Save core dump to flash

When this option is selected core dumps are saved to special partition on flash. When using default partition table files which are provided with ESP-IDF it automatically allocates necessary space on flash, But if user wants to use its own layout file together with core dump feature it should define separate partition for core dump as it is shown below:

```
# Name,   Type, SubType, Offset, Size
# Note: if you change the phy_init or app partition offset, make sure to change the_
↳offset in Kconfig.projbuild
nvs,     data, nvs,      0x9000, 0x6000
phy_init, data, phy,      0xf000, 0x1000
factory, app,  factory, 0x10000, 1M
coredump, data, coredump, ,      64K
```

There are no special requirements for partition name. It can be chosen according to the user application needs, but partition type should be 'data' and sub-type should be 'coredump'. Also when choosing partition size note that core dump data structure introduces constant overhead of 20 bytes and per-task overhead of 12 bytes. This overhead does not include size of TCB and stack for every task. So partition size should be at least 20 + max tasks number x (12 + TCB size + max task stack size) bytes.

The example of generic command to analyze core dump from flash is: *espcoredump.py -p </path/to/serial/port> info\_corefile </path/to/program/elf/file>* or *espcoredump.py -p </path/to/serial/port> dbg\_corefile </path/to/program/elf/file>*

## 5.7.4 Print core dump to UART

When this option is selected base64-encoded core dumps are printed on UART upon system panic. In this case user should save core dump text body to some file manually and then run the following command: *espcoredump.py info\_corefile -t b64 -c </path/to/saved/base64/text> </path/to/program/elf/file>* or *espcoredump.py dbg\_corefile -t b64 -c </path/to/saved/base64/text> </path/to/program/elf/file>*

Base64-encoded body of core dump will be between the following header and footer:

```
===== CORE DUMP START =====
<body of base64-encoded core dump, save it to file on disk>
===== CORE DUMP END =====
```

The *CORE DUMP START* and *CORE DUMP END* lines must not be included in core dump text file.

### 5.7.5 ROM Functions in Backtraces

It is possible situation that at the moment of crash some tasks or/and crashed task itself have one or more ROM functions in their callstacks. Since ROM is not part of the program ELF it will be impossible for GDB to parse such callstacks, because it tries to analyse functions' prologues to accomplish that. In that case callstack printing will be broken with error message at the first ROM function. To overcome this issue you can use ROM ELF provided by Espressif ([https://dl.espressif.com/dl/esp32\\_rom.elf](https://dl.espressif.com/dl/esp32_rom.elf)) and pass it to 'espcoredump.py'.

### 5.7.6 Running 'espcoredump.py'

Generic command syntax:

```
espcoredump.py [options] command [args]
```

#### Script Options

- `-chip,-c {auto,esp32}`. Target chip type. Supported values are *auto* and *esp32*.
- `-port,-p PORT`. Serial port device.
- `-baud,-b BAUD`. Serial port baud rate used when flashing/reading.

#### Commands

- `info_corefile`. Retrieve core dump and print useful info.
- `dbg_corefile`. Retrieve core dump and start GDB session with it.

#### Command Arguments

- `-debug,-d DEBUG`. Log level (0..3).
- `-gdb,-g GDB`. Path to gdb to use for data retrieval.
- `-core,-c CORE`. Path to core dump file to use (if skipped core dump will be read from flash).
- `-core-format,-t CORE_FORMAT`. Specifies that file passed with “-c” is an ELF (“elf”), dumped raw binary (“raw”) or base64-encoded (“b64”) format.
- `-off,-o OFF`. Offset of coredump partition in flash (type *make partition\_table* to see it).
- `-save-core,-s SAVE_CORE`. Save core to file. Otherwise temporary core file will be deleted. Ignored with “-c”.
- `-rom-elf,-r ROM_ELF`. Path to ROM ELF file to use (if skipped “esp32\_rom.elf” is used).
- `-print-mem,-m` Print memory dump. Used only with “info\_corefile”.

## 5.8 Flash Encryption

Flash Encryption is a feature for encrypting the contents of the ESP32's attached SPI flash. When flash encryption is enabled, physical readout of the SPI flash is not sufficient to recover most flash contents.

Flash Encryption is separate from the *Secure Boot* feature, and you can use flash encryption without enabling secure boot. However, for a secure environment both should be used simultaneously. In absence of secure boot, additional configuration needs to be performed to ensure effectiveness of flash encryption. See *Using Flash Encryption without Secure Boot* for more details.

---

**Important:** Enabling flash encryption limits your options for further updates of your ESP32. Make sure to read this document (including *Limitations of Flash Encryption*) and understand the implications of enabling flash encryption.

---

## 5.8.1 Background

- The contents of the flash are encrypted using AES-256. The flash encryption key is stored in efuse internal to the chip, and is (by default) protected from software access.
- Flash access is transparent via the flash cache mapping feature of ESP32 - any flash regions which are mapped to the address space will be transparently decrypted when read.
- Encryption is applied by flashing the ESP32 with plaintext data, and (if encryption is enabled) the bootloader encrypts the data in place on first boot.
- Not all of the flash is encrypted. The following kinds of flash data are encrypted:
  - Bootloader
  - Secure boot bootloader digest (if secure boot is enabled)
  - Partition Table
  - All “app” type partitions
  - Any partition marked with the “encrypted” flag in the partition table

It may be desirable for some data partitions to remain unencrypted for ease of access, or to use flash-friendly update algorithms that are ineffective if the data is encrypted. NVS partitions for non-volatile storage cannot be encrypted since NVS library is not directly compatible with flash encryption. Refer to *NVS Encryption* for more details.

- The flash encryption key is stored in efuse key block 1, internal to the ESP32 chip. By default, this key is read-and write-protected so software cannot access it or change it.
- By default, the Efuse Block 1 Coding Scheme is “None” and a 256 bit key is stored in this block. On some ESP32s, the Coding Scheme is set to 3/4 Encoding (CODING\_SCHEME efuse has value 1) and a 192 bit key must be stored in this block. See ESP32 Technical Reference Manual section 20.3.1.3 *System Parameter coding\_scheme* for more details. The algorithm operates on a 256 bit key in all cases, 192 bit keys are extended by repeating some bits (*details*). The coding scheme is shown in the `Features` line when `esptool.py` connects to the chip, or in the `espefuse.py` summary output.
- The *flash encryption algorithm* is AES-256, where the key is “tweaked” with the offset address of each 32 byte block of flash. This means every 32 byte block (two consecutive 16 byte AES blocks) is encrypted with a unique key derived from the flash encryption key.
- Although software running on the chip can transparently decrypt flash contents, by default it is made impossible for the UART bootloader to decrypt (or encrypt) data when flash encryption is enabled.
- If flash encryption may be enabled, the programmer must take certain precautions when writing code that *uses encrypted flash*.

## 5.8.2 Flash Encryption Initialisation

This is the default (and recommended) flash encryption initialisation process. It is possible to customise this process for development or other purposes, see *Flash Encryption Advanced Features* for details.

**Important:** Once flash encryption is enabled on first boot, the hardware allows a maximum of 3 subsequent flash updates via serial re-flashing. A special procedure (documented in *Serial Flashing*) must be followed to perform these updates.

---

- If secure boot is enabled, physical reflashing with plaintext data requires a “Reflashable” secure boot digest (see *Flash Encryption & Secure Boot*).
- OTA updates can be used to update flash content without counting towards this limit.
- When enabling flash encryption in development, use a *pregenerated flash encryption key* to allow physically re-flashing an unlimited number of times with pre-encrypted data.\*\*

Process to enable flash encryption:

- The bootloader must be compiled with flash encryption support enabled. In `make menuconfig`, navigate to “Security Features” and select “Yes” for “Enable flash encryption on boot”.
- If enabling Secure Boot at the same time, it is best to simultaneously select those options now. Read the *Secure Boot* documentation first.
- Build and flash the bootloader, partition table and factory app image as normal. These partitions are initially written to the flash unencrypted.

**Note:** The bootloader app binary `bootloader.bin` may become too large when both secure boot and flash encryption are enabled. See *Bootloader Size*.

---

- On first boot, the bootloader sees *FLASH\_CRYPT\_CNT efuse* is set to 0 (factory default) so it generates a flash encryption key using the hardware random number generator. This key is stored in efuse. The key is read and write protected against further software access.
- All of the encrypted partitions are then encrypted in-place by the bootloader. Encrypting in-place can take some time (up to a minute for large partitions.)

**Important:** Do not interrupt power to the ESP32 while the first boot encryption pass is running. If power is interrupted, the flash contents will be corrupted and require flashing with unencrypted data again. A reflash like this will not count towards the flashing limit.

---

- Once flashing is complete. efuses are blown (by default) to disable encrypted flash access while the UART bootloader is running. See *Enabling UART Bootloader Encryption/Decryption* for advanced details.
- The `FLASH_CRYPT_CONFIG` efuse is also burned to the maximum value (0xF) to maximise the number of key bits which are tweaked in the flash algorithm. See *Setting FLASH\_CRYPT\_CONFIG* for advanced details.
- Finally, the *FLASH\_CRYPT\_CNT efuse* is burned with the initial value 1. It is this efuse which activates the transparent flash encryption layer, and limits the number of subsequent reflashes. See the *Updating Encrypted Flash* section for details about *FLASH\_CRYPT\_CNT efuse*.
- The bootloader resets itself to reboot from the newly encrypted flash.

### 5.8.3 Using Encrypted Flash

ESP32 app code can check if flash encryption is currently enabled by calling `esp_flash_encryption_enabled()`.

Once flash encryption is enabled, some care needs to be taken when accessing flash contents from code.



## Scope of Flash Encryption

Whenever the *FLASH\_CRYPT\_CNT* *efuse* is set to a value with an odd number of bits set, all flash content which is accessed via the MMU's flash cache is transparently decrypted. This includes:

- Executable application code in flash (IROM).
- All read-only data stored in flash (DROM).
- Any data accessed via `esp_spi_flash_mmap()`.
- The software bootloader image when it is read by the ROM bootloader.

---

**Important:** The MMU flash cache unconditionally decrypts all data. Data which is stored unencrypted in the flash will be “transparently decrypted” via the flash cache and appear to software like random garbage.

---

## Reading Encrypted Flash

To read data without using a flash cache MMU mapping, we recommend using the partition read function `esp_partition_read()`. When using this function, data will only be decrypted when it is read from an encrypted partition. Other partitions will be read unencrypted. In this way, software can access encrypted and non-encrypted flash in the same way.

Data which is read via other SPI read APIs are not decrypted:

- Data read via `esp_spi_flash_read()` is not decrypted
- Data read via ROM function `SPIRead()` is not decrypted (this function is not supported in esp-idf apps).
- Data stored using the Non-Volatile Storage (NVS) API is always stored and read decrypted from the perspective of Flash Encryption. It is up to the library to provide encryption feature if required. Refer to *NVS Encryption* for more details.

## Writing Encrypted Flash

Where possible, we recommend using the partition write function `esp_partition_write`. When using this function, data will only be encrypted when writing to encrypted partitions. Data will be written to other partitions unencrypted. In this way, software can access encrypted and non-encrypted flash in the same way.

The `esp_spi_flash_write` function will write data when the `write_encrypted` parameter is set to true. Otherwise, data will be written unencrypted.

The ROM function `esp_rom_spiflash_write_encrypted` will write encrypted data to flash, the ROM function `SPIWrite` will write unencrypted to flash. (these function are not supported in esp-idf apps).

The minimum write size for unencrypted data is 4 bytes (and the alignment is 4 bytes). Because data is encrypted in blocks, the minimum write size for encrypted data is 16 bytes (and the alignment is 16 bytes.)

## 5.8.4 Updating Encrypted Flash

### OTA Updates

OTA updates to encrypted partitions will automatically write encrypted, as long as the `esp_partition_write` function is used.

### Serial Flashing

The `FLASH_CRYPT_CNT` *efuse* allows the flash to be updated with new plaintext data via serial flashing (or other physical methods), up to 3 additional times.

The process involves flashing plaintext data, and then bumping the value of `FLASH_CRYPT_CNT` *efuse* which causes the bootloader to re-encrypt this data.

### Limited Updates

Only 4 plaintext serial update cycles of this kind are possible, including the initial encrypted flash.

After the fourth time encryption is enabled, `FLASH_CRYPT_CNT` *efuse* has the maximum value `0x7F` (7 bits set) and encryption is permanently enabled.

Using *OTA Updates* or *Reflashing via Pregenerated Flash Encryption Key* allows you to exceed this limit.

### Cautions With Serial Flashing

- When reflashing via serial, reflash every partition that was initially written with plaintext data (including bootloader). It is possible to skip app partitions which are not the “currently selected” OTA partition (these will not be re-encrypted unless a plaintext app image is found there.) However any partition marked with the “encrypt” flag will be unconditionally re-encrypted, meaning that any already encrypted data will be encrypted twice and corrupted.
  - Using `make flash` should flash all partitions which need to be flashed.
- If secure boot is enabled, you can’t reflash plaintext data via serial at all unless you used the “Reflashable” option for Secure Boot. See *Flash Encryption & Secure Boot*.

### Serial Re-Flashing Procedure

- Build the application as usual.
- Flash the device with plaintext data as usual (`make flash` or `esptool.py` commands.) Flash all previously encrypted partitions, including the bootloader (see previous section).
- At this point, the device will fail to boot (message is `flash read err, 1000`) because it expects to see an encrypted bootloader, but the bootloader is plaintext.
- Burn the `FLASH_CRYPT_CNT` *efuse* by running the command `espefuse.py burn_efuse FLASH_CRYPT_CNT`. `espefuse.py` will automatically increment the bit count by 1, which disables encryption.
- Reset the device and it will re-encrypt plaintext partitions, then burn the `FLASH_CRYPT_CNT` *efuse* again to re-enable encryption.

### Disabling Serial Updates

To prevent further plaintext updates via serial, use `espefuse.py` to write protect the `FLASH_CRYPT_CNT` *efuse* after flash encryption has been enabled (ie after first boot is complete):

```
espefuse.py --port PORT write_protect_efuse FLASH_CRYPT_CNT
```

This prevents any further modifications to disable or re-enable flash encryption.

## Reflashing via Pregenerated Flash Encryption Key

It is possible to pregenerate a flash encryption key on the host computer and burn it into the ESP32's efuse key block. This allows data to be pre-encrypted on the host and flashed to the ESP32 without needing a plaintext flash update.

This is useful for development, because it removes the 4 time reflashing limit. It also allows reflashing the app with secure boot enabled, because the bootloader doesn't need to be reflashed each time.

---

**Important:** This method is intended to assist with development only, not for production devices. If pre-generating flash encryption for production, ensure the keys are generated from a high quality random number source and do not share the same flash encryption key across multiple devices.

---

## Pregenerating a Flash Encryption Key

Flash encryption keys are 32 bytes of random data. You can generate a random key with `espsecure.py`:

```
espsecure.py generate_flash_encryption_key my_flash_encryption_key.bin
```

(The randomness of this data is only as good as the OS and it's Python installation's random data source.)

Alternatively, if you're using *secure boot* and have a *secure boot signing key* then you can generate a deterministic SHA-256 digest of the secure boot private signing key and use this as the flash encryption key:

```
espsecure.py digest_private_key --keyfile secure_boot_signing_key.pem --keylen 256 my_
↳ flash_encryption_key.bin
```

(The same 32 bytes is used as the secure boot digest key if you enable *reflashable mode* for secure boot.)

Generating the flash encryption key from the secure boot signing key in this way means that you only need to store one key file. However this method is **not at all suitable** for production devices.

## Burning Flash Encryption Key

Once you have generated a flash encryption key, you need to burn it to the ESP32's efuse key block. **This must be done before first encrypted boot**, otherwise the ESP32 will generate a random key that software can't access or modify.

To burn a key to the device (one time only):

```
espefuse.py --port PORT burn_key flash_encryption my_flash_encryption_key.bin
```

## First Flash with pregenerated key

After flashing the key, follow the same steps as for default *Flash Encryption Initialisation* and flash a plaintext image for the first boot. The bootloader will enable flash encryption using the pre-burned key and encrypt all partitions.

## Reflashing with pregenerated key

After encryption is enabled on first boot, reflashing an encrypted image requires an additional manual step. This is where we pre-encrypt the data that we wish to update in flash.

Suppose that this is the normal command used to flash plaintext data:

```
esptool.py --port /dev/ttyUSB0 --baud 115200 write_flash 0x10000 build/my-app.bin
```

Binary app image `build/my-app.bin` is written to offset `0x10000`. This file name and offset need to be used to encrypt the data, as follows:

```
espsecure.py encrypt_flash_data --keyfile my_flash_encryption_key.bin --address_
↪0x10000 -o build/my-app-encrypted.bin build/my-app.bin
```

This example command will encrypts `my-app.bin` using the supplied key, and produce an encrypted file `my-app-encrypted.bin`. Be sure that the address argument matches the address where you plan to flash the binary.

Then, flash the encrypted binary with `esptool.py`:

```
esptool.py --port /dev/ttyUSB0 --baud 115200 write_flash 0x10000 build/my-app-
↪encrypted.bin
```

No further steps or efuse manipulation is necessary, because the data is already encrypted when we flash it.

### 5.8.5 Disabling Flash Encryption

If you've accidentally enabled flash encryption for some reason, the next flash of plaintext data will soft-brick the ESP32 (the device will reboot continuously, printing the error `flash read err, 1000`).

You can disable flash encryption again by writing `FLASH_CRYPT_CNT` efuse:

- First, run `make menuconfig` and uncheck “Enable flash encryption boot” under “Security Features”.
- Exit `menuconfig` and save the new configuration.
- Run `make menuconfig` again and double-check you really disabled this option! *If this option is left enabled, the bootloader will immediately re-enable encryption when it boots.*
- Run `make flash` to build and flash a new bootloader and app, without flash encryption enabled.
- **Run `espefuse.py` (in `components/esptool_py/esptool`) to disable the `FLASH_CRYPT_CNT` efuse)::**  
`espefuse.py burn_efuse FLASH_CRYPT_CNT`

Reset the ESP32 and flash encryption should be disabled, the bootloader will boot as normal.

### 5.8.6 Limitations of Flash Encryption

Flash Encryption prevents plaintext readout of the encrypted flash, to protect firmware against unauthorised readout and modification. It is important to understand the limitations of the flash encryption system:

- Flash encryption is only as strong as the key. For this reason, we recommend keys are generated on the device during first boot (default behaviour). If generating keys off-device (see [Reflashing via Pregenerated Flash Encryption Key](#)), ensure proper procedure is followed.
- Not all data is stored encrypted. If storing data on flash, check if the method you are using (library, API, etc.) supports flash encryption.
- Flash encryption does not prevent an attacker from understanding the high-level layout of the flash. This is because the same AES key is used for every pair of adjacent 16 byte AES blocks. When these adjacent 16 byte blocks contain identical content (such as empty or padding areas), these blocks will encrypt to produce matching pairs of encrypted blocks. This may allow an attacker to make high-level comparisons between encrypted devices (ie to tell if two devices are probably running the same firmware version).

- For the same reason, an attacker can always tell when a pair of adjacent 16 byte blocks (32 byte aligned) contain identical content. Keep this in mind if storing sensitive data on the flash, design your flash storage so this doesn't happen (using a counter byte or some other non-identical value every 16 bytes is sufficient).
- Flash encryption alone may not prevent an attacker from modifying the firmware of the device. To prevent unauthorised firmware from running on the device, use flash encryption in combination with *Secure Boot*.

## 5.8.7 Flash Encryption & Secure Boot

It is recommended to use flash encryption and secure boot together. However, if Secure Boot is enabled then additional restrictions apply to reflashing the device:

- *OTA Updates* are not restricted (provided the new app is signed correctly with the Secure Boot signing key).
- *Plaintext serial flash updates* are only possible if the *Reflashable* Secure Boot mode is selected and a Secure Boot key was pre-generated and burned to the ESP32 (refer to *Secure Boot* docs.). In this configuration, `make bootloader` will produce a pre-digested bootloader and secure boot digest file for flashing at offset 0x0. When following the plaintext serial reflashing steps it is necessary to re-flash this file before flashing other plaintext data.
- *Reflashing via Pregenerated Flash Encryption Key* is still possible, provided the bootloader is not reflashed. Reflashing the bootloader requires the same *Reflashable* option to be enabled in the Secure Boot config.

## 5.8.8 Using Flash Encryption without Secure Boot

If flash encryption is used without secure boot, it is possible to load unauthorised code using serial re-flashing. See *Serial Flashing* for details. This unauthorised code can then read all encrypted partitions (in decrypted form) making flash-encryption ineffective. This can be avoided by write-protecting *FLASH\_CRYPT\_CNT efuse* and thereby disallowing serial re-flashing. *FLASH\_CRYPT\_CNT efuse* can be write-protected using command:

```
espefuse.py --port PORT write_protect_efuse FLASH_CRYPT_CNT
```

Alternatively, the app can call `esp_flash_write_protect_crypt_cnt()` during its startup process.

## 5.8.9 Flash Encryption Advanced Features

The following information is useful for advanced use of flash encryption:

### Encrypted Partition Flag

Some partitions are encrypted by default. Otherwise, it is possible to mark any partition as requiring encryption:

In the *partition table* description CSV files, there is a field for flags.

Usually left blank, if you write “encrypted” in this field then the partition will be marked as encrypted in the partition table, and data written here will be treated as encrypted (same as an app partition):

```
# Name, Type, SubType, Offset, Size, Flags
nvs, data, nvs, 0x9000, 0x6000
phy_init, data, phy, 0xf000, 0x1000
factory, app, factory, 0x10000, 1M
secret_data, 0x40, 0x01, 0x20000, 256K, encrypted
```

- None of the default partition tables include any encrypted data partitions.

- It is not necessary to mark “app” partitions as encrypted, they are always treated as encrypted.
- The “encrypted” flag does nothing if flash encryption is not enabled.
- It is possible to mark the optional `phy` partition with `phy_init` data as encrypted, if you wish to protect this data from physical access readout or modification.
- It is not possible to mark the `nvs` partition as encrypted.

### Enabling UART Bootloader Encryption/Decryption

By default, on first boot the flash encryption process will burn efuses `DISABLE_DL_ENCRYPT`, `DISABLE_DL_DECRYPT` and `DISABLE_DL_CACHE`:

- `DISABLE_DL_ENCRYPT` disables the flash encryption operations when running in UART bootloader boot mode.
- `DISABLE_DL_DECRYPT` disables transparent flash decryption when running in UART bootloader mode, even if `FLASH_CRYPT_CNT` efuse is set to enable it in normal operation.
- `DISABLE_DL_CACHE` disables the entire MMU flash cache when running in UART bootloader mode.

It is possible to burn only some of these efuses, and write-protect the rest (with unset value 0) before the first boot, in order to preserve them. For example:

```
espefuse.py --port PORT burn_efuse DISABLE_DL_DECRYPT
espefuse.py --port PORT write_protect_efuse DISABLE_DL_ENCRYPT
```

(Note that all 3 of these efuses are disabled via one write protect bit, so write protecting one will write protect all of them. For this reason, it's necessary to set any bits before write-protecting.)

---

**Important:** Write protecting these efuses to keep them unset is not currently very useful, as `esptool.py` does not support writing or reading encrypted flash.

---

---

**Important:** If `DISABLE_DL_DECRYPT` is left unset (0) this effectively makes flash encryption useless, as an attacker with physical access can use UART bootloader mode (with custom stub code) to read out the flash contents.

---

### Setting FLASH\_CRYPT\_CONFIG

The `FLASH_CRYPT_CONFIG` efuse determines the number of bits in the flash encryption key which are “tweaked” with the block offset. See *Flash Encryption Algorithm* for details.

First boot of the bootloader always sets this value to the maximum `0xF`.

It is possible to write these efuse manually, and write protect it before first boot in order to select different tweak values. This is not recommended.

It is strongly recommended to never write protect `FLASH_CRYPT_CONFIG` when it the value is zero. If this efuse is set to zero, no bits in the flash encryption key are tweaked and the flash encryption algorithm is equivalent to AES ECB mode.

## 5.8.10 Technical Details

The following sections provide some reference information about the operation of flash encryption.

## FLASH\_CRYPT\_CNT efuse

FLASH\_CRYPT\_CNT is a 7-bit efuse field which controls flash encryption. Flash encryption enables or disables based on the number of bits in this efuse which are set to “1”:

- When an even number of bits (0,2,4,6) are set: Flash encryption is disabled, any encrypted data cannot be decrypted.
  - If the bootloader was built with “Enable flash encryption on boot” then it will see this situation and immediately re-encrypt the flash wherever it finds unencrypted data. Once done, it sets another bit in the efuse to ‘1’ meaning an odd number of bits are now set.
    1. On first plaintext boot, bit count has brand new value 0 and bootloader changes it to bit count 1 (value 0x01) following encryption.
    2. After next plaintext flash update, bit count is manually updated to 2 (value 0x03). After re-encrypting the bootloader changes efuse bit count to 3 (value 0x07).
    3. After next plaintext flash, bit count is manually updated to 4 (value 0x0F). After re-encrypting the bootloader changes efuse bit count to 5 (value 0x1F).
    4. After final plaintext flash, bit count is manually updated to 6 (value 0x3F). After re-encrypting the bootloader changes efuse bit count to 7 (value 0x7F).
- When an odd number of bits (1,3,5,7) are set: Transparent reading of encrypted flash is enabled.
- To avoid use of *FLASH\_CRYPT\_CNT efuse* state to disable flash encryption, load unauthorised code, then re-enabled flash encryption, secure boot must be used or *FLASH\_CRYPT\_CNT efuse* must be write-protected.

## Flash Encryption Algorithm

- AES-256 operates on 16 byte blocks of data. The flash encryption engine encrypts and decrypts data in 32 byte blocks, two AES blocks in series.
- The main flash encryption key is stored in efuse (BLOCK1) and by default is protected from further writes or software readout.
- AES-256 key size is 256 bits (32 bytes), read from efuse block 1. The hardware AES engine uses the key in reversed byte order to the order stored in the efuse block.
  - If CODING\_SCHEME efuse is set to 0 (default “None” Coding Scheme) then the efuse key block is 256 bits and the key is stored as-is (in reversed byte order).
  - If CODING\_SCHEME efuse is set to 1 (3/4 Encoding) then the efuse key block is 192 bits (in reversed byte order), so overall entropy is reduced. The hardware flash encryption still operates on a 256-bit key, after being read (and un-reversed), the key is extended by as  $key = key[0:255] + key[64:127]$ .
- AES algorithm is used inverted in flash encryption, so the flash encryption “encrypt” operation is AES decrypt and the “decrypt” operation is AES encrypt. This is for performance reasons and does not alter the effectiveness of the algorithm.
- Each 32 byte block (two adjacent 16 byte AES blocks) is encrypted with a unique key. The key is derived from the main flash encryption key in efuse, XORed with the offset of this block in the flash (a “key tweak”).
- The specific tweak depends on the setting of FLASH\_CRYPT\_CONFIG efuse. This is a 4 bit efuse, where each bit enables XORing of a particular range of the key bits:
  - Bit 1, bits 0-66 of the key are XORed.
  - Bit 2, bits 67-131 of the key are XORed.
  - Bit 3, bits 132-194 of the key are XORed.
  - Bit 4, bits 195-256 of the key are XORed.

It is recommended that `FLASH_CRYPT_CONFIG` is always left to set the default value `0xF`, so that all key bits are XORed with the block offset. See *Setting FLASH\_CRYPT\_CONFIG* for details.

- The high 19 bits of the block offset (bit 5 to bit 23) are XORed with the main flash encryption key. This range is chosen for two reasons: the maximum flash size is 16MB (24 bits), and each block is 32 bytes so the least significant 5 bits are always zero.
- There is a particular mapping from each of the 19 block offset bits to the 256 bits of the flash encryption key, to determine which bit is XORed with which. See the variable `_FLASH_ENCRYPTION_TWEAK_PATTERN` in the `espsecure.py` source code for the complete mapping.
- To see the full flash encryption algorithm implemented in Python, refer to the `_flash_encryption_operation()` function in the `espsecure.py` source code.

## 5.9 ESP-IDF FreeRTOS SMP Changes

### 5.9.1 Overview

The vanilla FreeRTOS is designed to run on a single core. However the ESP32 is dual core containing a Protocol CPU (known as **CPU 0** or **PRO\_CPU**) and an Application CPU (known as **CPU 1** or **APP\_CPU**). The two cores are identical in practice and share the same memory. This allows the two cores to run tasks interchangeably between them.

The ESP-IDF FreeRTOS is a modified version of vanilla FreeRTOS which supports symmetric multiprocessing (SMP). ESP-IDF FreeRTOS is based on the Xtensa port of FreeRTOS v8.2.0. This guide outlines the major differences between vanilla FreeRTOS and ESP-IDF FreeRTOS. The API reference for vanilla FreeRTOS can be found via <http://www.freertos.org/a00106.html>

For information regarding features that are exclusive to ESP-IDF FreeRTOS, see *ESP-IDF FreeRTOS Additions*.

*Backported Features:* Although ESP-IDF FreeRTOS is based on the Xtensa port of FreeRTOS v8.2.0, a number of FreeRTOS v9.0.0 features have been backported to ESP-IDF.

*Tasks and Task Creation:* Use `xTaskCreatePinnedToCore()` or `xTaskCreateStaticPinnedToCore()` to create tasks in ESP-IDF FreeRTOS. The last parameter of the two functions is `xCoreID`. This parameter specifies which core the task is pinned to. Acceptable values are 0 for **PRO\_CPU**, 1 for **APP\_CPU**, or `tskNO_AFFINITY` which allows the task to run on both.

*Round Robin Scheduling:* The ESP-IDF FreeRTOS scheduler will skip tasks when implementing Round-Robin scheduling between multiple tasks in the Ready state that are of the same priority. To avoid this behavior, ensure that those tasks either enter a blocked state, or are distributed across a wider range of priorities.

*Scheduler Suspension:* Suspending the scheduler in ESP-IDF FreeRTOS will only affect the scheduler on the the calling core. In other words, calling `vTaskSuspendAll()` on **PRO\_CPU** will not prevent **APP\_CPU** from scheduling, and vice versa. Use critical sections or semaphores instead for simultaneous access protection.

*Tick Interrupt Synchronicity:* Tick interrupts of **PRO\_CPU** and **APP\_CPU** are not synchronized. Do not expect to use `vTaskDelay()` or `vTaskDelayUntil()` as an accurate method of synchronizing task execution between the two cores. Use a counting semaphore instead as their context switches are not tied to tick interrupts due to preemption.

*Critical Sections & Disabling Interrupts:* In ESP-IDF FreeRTOS, critical sections are implemented using mutexes. Entering critical sections involve taking a mutex, then disabling the scheduler and interrupts of the calling core. However the other core is left unaffected. If the other core attempts to take same mutex, it will spin until the calling core has released the mutex by exiting the critical section.

*Floating Point Arithmetic:* The ESP32 supports hardware acceleration of single precision floating point arithmetic (`float`). However the use of hardware acceleration leads to some behavioral restrictions in ESP-IDF FreeRTOS.



Therefore, tasks that utilize `float` will automatically be pinned to a core if not done so already. Furthermore, `float` cannot be used in interrupt service routines.

*Task Deletion:* Task deletion behavior has been backported from FreeRTOS v9.0.0 and modified to be SMP compatible. Task memory will be freed immediately when `vTaskDelete()` is called to delete a task that is not currently running and not pinned to the other core. Otherwise, freeing of task memory will still be delegated to the Idle Task.

*Thread Local Storage Pointers & Deletion Callbacks:* ESP-IDF FreeRTOS has backported the Thread Local Storage Pointers (TLSP) feature. However the extra feature of Deletion Callbacks has been added. Deletion callbacks are called automatically during task deletion and are used to free memory pointed to by TLSP. Call `vTaskSetThreadLocalStoragePointerAndDelCallback()` to set TLSP and Deletion Callbacks.

*Configuring ESP-IDF FreeRTOS:* Several aspects of ESP-IDF FreeRTOS can be configured using `menuconfig` such as running ESP-IDF in Unicore Mode, or configuring the number of Thread Local Storage Pointers each task will have.

## 5.9.2 Backported Features

The following features have been backported from FreeRTOS v9.0.0 to ESP-IDF.

### Static Allocation

This feature has been backported from FreeRTOS v9.0.0 to ESP-IDF. The `CONFIG_SUPPORT_STATIC_ALLOCATION` option must be enabled in `menuconfig` in order for static allocation functions to be available. Once enabled, the following functions can be called...

- `xTaskCreateStatic()` (see *Backporting Notes* below)
- `xQueueCreateStatic`
- `xSemaphoreCreateBinaryStatic`
- `xSemaphoreCreateCountingStatic`
- `xSemaphoreCreateMutexStatic`
- `xSemaphoreCreateRecursiveMutexStatic`
- `xTimerCreateStatic()` (see *Backporting Notes* below)
- `xEventGroupCreateStatic()`

### Other Features

- `vTaskSetThreadLocalStoragePointer()` (see *Backporting Notes* below)
- `pvTaskGetThreadLocalStoragePointer()` (see *Backporting Notes* below)
- `vTimerSetTimerID()`
- `xTimerGetPeriod()`
- `xTimerGetExpiryTime()`
- `pcQueueGetName()`
- `uxSemaphoreGetCount`

## Backporting Notes

- 1) `xTaskCreateStatic()` has been made SMP compatible in a similar fashion to `xTaskCreate()` (see *Tasks and Task Creation*). Therefore `xTaskCreateStaticPinnedToCore()` can also be called.
- 2) Although vanilla FreeRTOS allows the Timer feature's daemon task to be statically allocated, the daemon task is always dynamically allocated in ESP-IDF. Therefore `vApplicationGetTimerTaskMemory` **does not** need to be defined when using statically allocated timers in ESP-IDF FreeRTOS.
- 3) The Thread Local Storage Pointer feature has been modified in ESP-IDF FreeRTOS to include Deletion Callbacks (see *Thread Local Storage Pointers & Deletion Callbacks*). Therefore the function `vTaskSetThreadLocalStoragePointerAndDelCallback()` can also be called.

## 5.9.3 Tasks and Task Creation

Tasks in ESP-IDF FreeRTOS are designed to run on a particular core, therefore two new task creation functions have been added to ESP-IDF FreeRTOS by appending `PinnedToCore` to the names of the task creation functions in vanilla FreeRTOS. The vanilla FreeRTOS functions of `xTaskCreate()` and `xTaskCreateStatic()` have led to the addition of `xTaskCreatePinnedToCore()` and `xTaskCreateStaticPinnedToCore()` in ESP-IDF FreeRTOS (see *Backported Features*).

For more details see `freertos/task.c`

The ESP-IDF FreeRTOS task creation functions are nearly identical to their vanilla counterparts with the exception of the extra parameter known as `xCoreID`. This parameter specifies the core on which the task should run on and can be one of the following values.

- 0 pins the task to **PRO\_CPU**
- 1 pins the task to **APP\_CPU**
- `tskNO_AFFINITY` allows the task to be run on both CPUs

For example `xTaskCreatePinnedToCore(tsk_callback, "APP_CPU Task", 1000, NULL, 10, NULL, 1)` creates a task of priority 10 that is pinned to **APP\_CPU** with a stack size of 1000 bytes. It should be noted that the `uxStackDepth` parameter in vanilla FreeRTOS specifies a task's stack depth in terms of the number of words, whereas ESP-IDF FreeRTOS specifies the stack depth in terms of bytes.

Note that the vanilla FreeRTOS functions `xTaskCreate()` and `xTaskCreateStatic()` have been defined in ESP-IDF FreeRTOS as inline functions which call `xTaskCreatePinnedToCore()` and `xTaskCreateStaticPinnedToCore()` respectively with `tskNO_AFFINITY` as the `xCoreID` value.

Each Task Control Block (TCB) in ESP-IDF stores the `xCoreID` as a member. Hence when each core calls the scheduler to select a task to run, the `xCoreID` member will allow the scheduler to determine if a given task is permitted to run on the core that called it.

## 5.9.4 Scheduling

The vanilla FreeRTOS implements scheduling in the `vTaskSwitchContext()` function. This function is responsible for selecting the highest priority task to run from a list of tasks in the Ready state known as the Ready Tasks List (described in the next section). In ESP-IDF FreeRTOS, each core will call `vTaskSwitchContext()` independently to select a task to run from the Ready Tasks List which is shared between both cores. There are several differences in scheduling behavior between vanilla and ESP-IDF FreeRTOS such as differences in Round Robin scheduling, scheduler suspension, and tick interrupt synchronicity.

## Round Robin Scheduling

Given multiple tasks in the Ready state and of the same priority, vanilla FreeRTOS implements Round Robin scheduling between each task. This will result in running those tasks in turn each time the scheduler is called (e.g. every tick interrupt). On the other hand, the ESP-IDF FreeRTOS scheduler may skip tasks when Round Robin scheduling multiple Ready state tasks of the same priority.

The issue of skipping tasks during Round Robin scheduling arises from the way the Ready Tasks List is implemented in FreeRTOS. In vanilla FreeRTOS, `pxReadyTasksList` is used to store a list of tasks that are in the Ready state. The list is implemented as an array of length `configMAX_PRIORITIES` where each element of the array is a linked list. Each linked list is of type `List_t` and contains TCBs of tasks of the same priority that are in the Ready state. The following diagram illustrates the `pxReadyTasksList` structure.

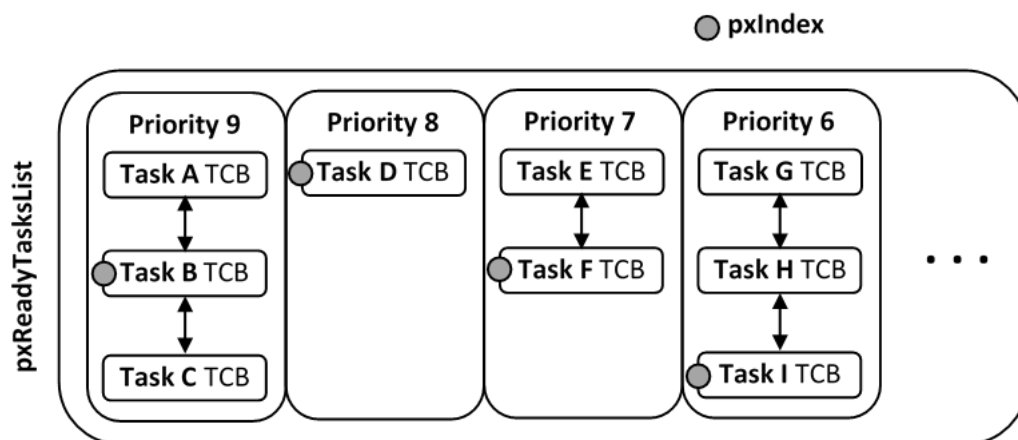


Fig. 2: Illustration of FreeRTOS Ready Task List Data Structure

Each linked list also contains a `pxIndex` which points to the last TCB returned when the list was queried. This index allows the `vTaskSwitchContext()` to start traversing the list at the TCB immediately after `pxIndex` hence implementing Round Robin Scheduling between tasks of the same priority.

In ESP-IDF FreeRTOS, the Ready Tasks List is shared between cores hence `pxReadyTasksList` will contain tasks pinned to different cores. When a core calls the scheduler, it is able to look at the `xCoreID` member of each TCB in the list to determine if a task is allowed to run on calling the core. The ESP-IDF FreeRTOS `pxReadyTasksList` is illustrated below.

Therefore when **PRO\_CPU** calls the scheduler, it will only consider the tasks in blue or purple. Whereas when **APP\_CPU** calls the scheduler, it will only consider the tasks in orange or purple.

Although each TCB has an `xCoreID` in ESP-IDF FreeRTOS, the linked list of each priority only has a single `pxIndex`. Therefore when the scheduler is called from a particular core and traverses the linked list, it will skip all TCBs pinned to the other core and point the `pxIndex` at the selected task. If the other core then calls the scheduler, it will traverse the linked list starting at the TCB immediately after `pxIndex`. Therefore, TCBs skipped on the previous scheduler call from the other core would not be considered on the current scheduler call. This issue is demonstrated in the following illustration.

Referring to the illustration above, assume that priority 9 is the highest priority, and none of the tasks in priority 9 will block hence will always be either in the running or Ready state.

- 1) **PRO\_CPU** calls the scheduler and selects Task A to run, hence moves `pxIndex` to point to Task A
- 2) **APP\_CPU** calls the scheduler and starts traversing from the task after `pxIndex` which is Task B. However Task B is not selected to run as it is not pinned to **APP\_CPU** hence it is skipped and Task C is selected instead. `pxIndex` now points to Task C

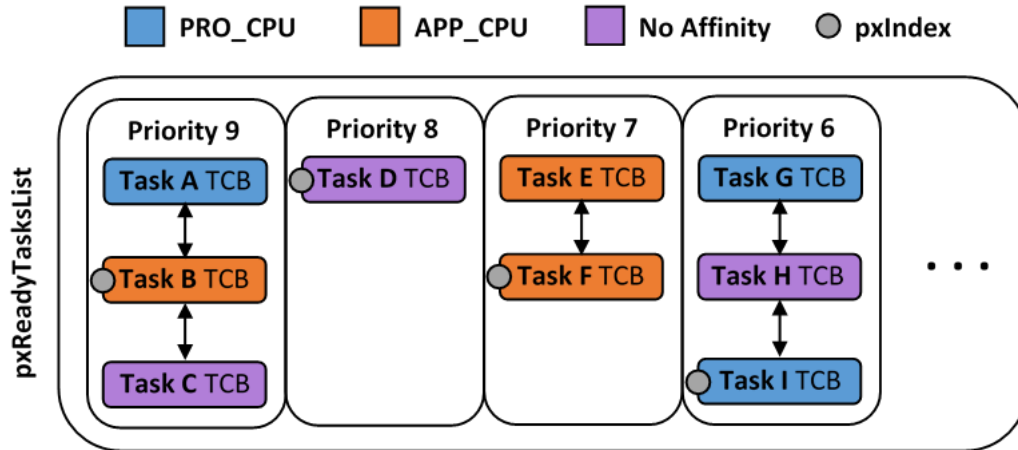


Fig. 3: Illustration of FreeRTOS Ready Task List Data Structure in ESP-IDF

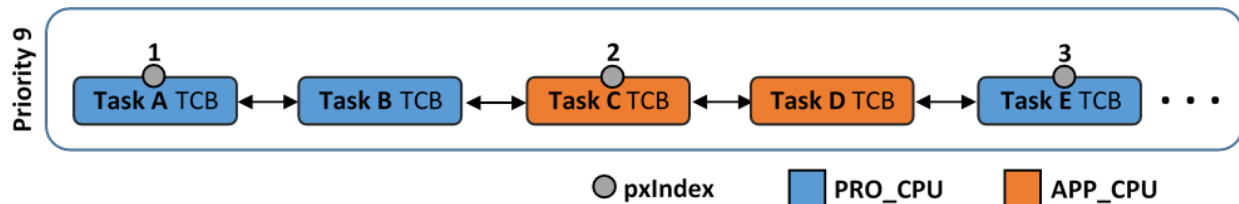


Fig. 4: Illustration of pxIndex behavior in ESP-IDF FreeRTOS

3) **PRO\_CPU** calls the scheduler and starts traversing from Task D. It skips Task D and selects Task E to run and points `pxIndex` to Task E. Notice that Task B isn't traversed because it was skipped the last time **APP\_CPU** called the scheduler to traverse the list.

4) The same situation with Task D will occur if **APP\_CPU** calls the scheduler again as `pxIndex` now points to Task E

One solution to the issue of task skipping is to ensure that every task will enter a blocked state so that they are removed from the Ready Task List. Another solution is to distribute tasks across multiple priorities such that a given priority will not be assigned multiple tasks that are pinned to different cores.

### Scheduler Suspension

In vanilla FreeRTOS, suspending the scheduler via `vTaskSuspendAll()` will prevent calls of `vTaskSwitchContext` from context switching until the scheduler has been resumed with `xTaskResumeAll()`. However servicing ISRs are still permitted. Therefore any changes in task states as a result from the current running task or ISRSs will not be executed until the scheduler is resumed. Scheduler suspension in vanilla FreeRTOS is a common protection method against simultaneous access of data shared between tasks, whilst still allowing ISRs to be serviced.

In ESP-IDF FreeRTOS, `xTaskResumeAll()` will only prevent calls of `vTaskSwitchContext()` from switching contexts on the core that called for the suspension. Hence if **PRO\_CPU** calls `vTaskSuspendAll()`, **APP\_CPU** will still be able to switch contexts. If data is shared between tasks that are pinned to different cores, scheduler suspension is **NOT** a valid method of protection against simultaneous access. Consider using critical sections (disables interrupts) or semaphores (does not disable interrupts) instead when protecting shared resources in ESP-IDF FreeRTOS.

In general, it's better to use other RTOS primitives like mutex semaphores to protect against data shared between tasks, rather than `vTaskSuspendAll()`.

### Tick Interrupt Synchronicity

In ESP-IDF FreeRTOS, tasks on different cores that unblock on the same tick count might not run at exactly the same time due to the scheduler calls from each core being independent, and the tick interrupts to each core being unsynchronized.

In vanilla FreeRTOS the tick interrupt triggers a call to `xTaskIncrementTick()` which is responsible for incrementing the tick counter, checking if tasks which have called `vTaskDelay()` have fulfilled their delay period, and moving those tasks from the Delayed Task List to the Ready Task List. The tick interrupt will then call the scheduler if a context switch is necessary.

In ESP-IDF FreeRTOS, delayed tasks are unblocked with reference to the tick interrupt on PRO\_CPU as PRO\_CPU is responsible for incrementing the shared tick count. However tick interrupts to each core might not be synchronized (same frequency but out of phase) hence when PRO\_CPU receives a tick interrupt, APP\_CPU might not have received it yet. Therefore if multiple tasks of the same priority are unblocked on the same tick count, the task pinned to PRO\_CPU will run immediately whereas the task pinned to APP\_CPU must wait until APP\_CPU receives its out of sync tick interrupt. Upon receiving the tick interrupt, APP\_CPU will then call for a context switch and finally switches contexts to the newly unblocked task.

Therefore, task delays should **NOT** be used as a method of synchronization between tasks in ESP-IDF FreeRTOS. Instead, consider using a counting semaphore to unblock multiple tasks at the same time.

## 5.9.5 Critical Sections & Disabling Interrupts

Vanilla FreeRTOS implements critical sections in `vTaskEnterCritical` which disables the scheduler and calls `portDISABLE_INTERRUPTS`. This prevents context switches and servicing of ISRs during a critical section. Therefore, critical sections are used as a valid protection method against simultaneous access in vanilla FreeRTOS.

On the other hand, the ESP32 has no hardware method for cores to disable each other's interrupts. Calling `portDISABLE_INTERRUPTS()` will have no effect on the interrupts of the other core. Therefore, disabling interrupts is **NOT** a valid protection method against simultaneous access to shared data as it leaves the other core free to access the data even if the current core has disabled its own interrupts.

For this reason, ESP-IDF FreeRTOS implements critical sections using mutexes, and calls to enter or exit a critical must provide a mutex that is associated with a shared resource requiring access protection. When entering a critical section in ESP-IDF FreeRTOS, the calling core will disable its scheduler and interrupts similar to the vanilla FreeRTOS implementation. However, the calling core will also take the mutex whilst the other core is left unaffected during the critical section. If the other core attempts to take the same mutex, it will spin until the mutex is released. Therefore, the ESP-IDF FreeRTOS implementation of critical sections allows a core to have protected access to a shared resource without disabling the other core. The other core will only be affected if it tries to concurrently access the same resource.

The ESP-IDF FreeRTOS critical section functions have been modified as follows...

- `taskENTER_CRITICAL(mux)`, `taskENTER_CRITICAL_ISR(mux)`, `portENTER_CRITICAL(mux)`, `portENTER_CRITICAL_ISR(mux)` are all macro defined to call `vTaskEnterCritical()`
- `taskEXIT_CRITICAL(mux)`, `taskEXIT_CRITICAL_ISR(mux)`, `portEXIT_CRITICAL(mux)`, `portEXIT_CRITICAL_ISR(mux)` are all macro defined to call `vTaskExitCritical()`
- `portENTER_CRITICAL_SAFE(mux)`, `portEXIT_CRITICAL_SAFE(mux)` macro identifies the context of execution, i.e. ISR or Non-ISR, and calls appropriate critical section functions (`port*_CRITICAL` in Non-ISR and `port*_CRITICAL_ISR` in ISR) in order to be in compliance with Vanilla FreeRTOS.

For more details see `freertos/include/freertos/portmacro.h` and `freertos/task.c`

It should be noted that when modifying vanilla FreeRTOS code to be ESP-IDF FreeRTOS compatible, it is trivial to modify the type of critical section called as they are all defined to call the same function. As long as the same mutex is provided upon entering and exiting, the type of call should not matter.

### 5.9.6 Floating Point Arithmetic

The ESP32 supports hardware acceleration of single precision floating point arithmetic (`float`) via Floating Point Units (FPU, also known as coprocessors) attached to each core. The use of the FPUs imposes some behavioral restrictions on ESP-IDF FreeRTOS.

ESP-IDF FreeRTOS implements Lazy Context Switching for FPUs. In other words, the state of a core's FPU registers are not immediately saved when a context switch occurs. Therefore, tasks that utilize `float` must be pinned to a particular core upon creation. If not, ESP-IDF FreeRTOS will automatically pin the task in question to whichever core the task was running on upon the task's first use of `float`. Likewise due to Lazy Context Switching, interrupt service routines must also not use `float`.

ESP32 does not support hardware acceleration for double precision floating point arithmetic (`double`). Instead `double` is implemented via software hence the behavioral restrictions with regards to `float` do not apply to `double`. Note that due to the lack of hardware acceleration, `double` operations may consume significantly larger amount of CPU time in comparison to `float`.

### 5.9.7 Task Deletion

FreeRTOS task deletion prior to v9.0.0 delegated the freeing of task memory entirely to the Idle Task. Currently, the freeing of task memory will occur immediately (within `vTaskDelete()`) if the task being deleted is not currently running or is not pinned to the other core (with respect to the core `vTaskDelete()` is called on). TLSP deletion callbacks will also run immediately if the same conditions are met.

However, calling `vTaskDelete()` to delete a task that is either currently running or pinned to the other core will still result in the freeing of memory being delegated to the Idle Task.

### 5.9.8 Thread Local Storage Pointers & Deletion Callbacks

Thread Local Storage Pointers (TLSP) are pointers stored directly in the TCB. TLSP allow each task to have its own unique set of pointers to data structures. However task deletion behavior in vanilla FreeRTOS does not automatically free the memory pointed to by TLSP. Therefore if the memory pointed to by TLSP is not explicitly freed by the user before task deletion, memory leak will occur.

ESP-IDF FreeRTOS provides the added feature of Deletion Callbacks. Deletion Callbacks are called automatically during task deletion to free memory pointed to by TLSP. Each TLSP can have its own Deletion Callback. Note that due to the `Task Deletion` behavior, there can be instances where Deletion Callbacks are called in the context of the Idle Tasks. Therefore Deletion Callbacks **should never attempt to block** and critical sections should be kept as short as possible to minimize priority inversion.

Deletion callbacks are of type `void (*TlsDeleteCallbackFunction_t)(int, void *)` where the first parameter is the index number of the associated TLSP, and the second parameter is the TLSP itself.

Deletion callbacks are set alongside TLSP by calling `vTaskSetThreadLocalStoragePointerAndDelCallback()`. Calling the vanilla FreeRTOS function `vTaskSetThreadLocalStoragePointer()` will simply set the TLSP's associated Deletion Callback to `NULL` meaning that no callback will be called for that TLSP during task deletion. If a deletion callback is `NULL`, users should manually free the memory pointed to by the associated TLSP before task deletion in order to avoid memory leak.

`CONFIG_FREERTOS_THREAD_LOCAL_STORAGE_POINTERS` in menuconfig can be used to configure the number TLSP and Deletion Callbacks a TCB will have.

For more details see *FreeRTOS API reference*.

## 5.9.9 Configuring ESP-IDF FreeRTOS

The ESP-IDF FreeRTOS can be configured using `make menuconfig` under `Component_Config/FreeRTOS`. The following section highlights some of the ESP-IDF FreeRTOS configuration options. For a full list of ESP-IDF FreeRTOS configurations, see *FreeRTOS*

`CONFIG_FREERTOS_UNICORE` will run ESP-IDF FreeRTOS only on **PRO\_CPU**. Note that this is **not equivalent to running vanilla FreeRTOS**. Behaviors of multiple components in ESP-IDF will be modified such as `esp32/cpu_start.c`. For more details regarding the effects of running ESP-IDF FreeRTOS on a single core, search for occurrences of `CONFIG_FREERTOS_UNICORE` in the ESP-IDF components.

`CONFIG_FREERTOS_THREAD_LOCAL_STORAGE_POINTERS` will define the number of Thread Local Storage Pointers each task will have in ESP-IDF FreeRTOS.

`CONFIG_SUPPORT_STATIC_ALLOCATION` will enable the backported functionality of `xTaskCreateStaticPinnedToCore()` in ESP-IDF FreeRTOS

`CONFIG_FREERTOS_ASSERT_ON_UNTESTED_FUNCTION` will trigger a halt in particular functions in ESP-IDF FreeRTOS which have not been fully tested in an SMP context.

`CONFIG_FREERTOS_TASK_FUNCTION_WRAPPER` will enclose all task functions within a wrapper function. In the case that a task function mistakenly returns (i.e. does not call `vTaskDelete()`), the call flow will return to the wrapper function. The wrapper function will then log an error and abort the application, as illustrated below:

```
E (25) FreeRTOS: FreeRTOS task should not return. Aborting now!
abort() was called at PC 0x40085c53 on core 0
```

## 5.10 Thread Local Storage

### 5.10.1 Overview

Thread-local storage (TLS) is a mechanism by which variables are allocated such that there is one instance of the variable per extant thread. ESP-IDF provides three ways to make use of such variables:

- *FreeRTOS Native API*: ESP-IDF FreeRTOS native API.
- *Pthread API*: ESP-IDF's pthread API.
- *C11 Standard*: C11 standard introduces special keyword to declare variables as thread local.

### 5.10.2 FreeRTOS Native API

The ESP-IDF FreeRTOS provides the following API to manage thread local variables:

- `vTaskSetThreadLocalStoragePointer()`
- `pvTaskGetThreadLocalStoragePointer()`
- `vTaskSetThreadLocalStoragePointerAndDelCallback()`

In this case maximum number of variables that can be allocated is limited by `configNUM_THREAD_LOCAL_STORAGE_POINTERS` macro. Variables are kept in the task control block (TCB) and accessed by their index. Note that index 0 is reserved for ESP-IDF internal uses. Using that API user can allocate thread local variables of an arbitrary size and assign them to any number of tasks. Different tasks can have different sets of TLS variables. If size of the variable is more than 4 bytes then user is responsible for allocating/deallocating memory for it. Variable's deallocation is initiated by FreeRTOS when task is deleted, but user must provide function (callback) to do proper cleanup.

### 5.10.3 Pthread API

The ESP-IDF provides the following pthread API to manage thread local variables:

- `pthread_key_create()`
- `pthread_key_delete()`
- `pthread_getspecific()`
- `pthread_setspecific()`

This API has all benefits of the one above, but eliminates some its limits. The number of variables is limited only by size of available memory on the heap. Due to the dynamic nature this API introduces additional performance overhead compared to the native one.

### 5.10.4 C11 Standard

The ESP-IDF FreeRTOS supports thread local variables according to C11 standard (ones specified with `__thread` keyword). For details on this GCC feature please see <https://gcc.gnu.org/onlinedocs/gcc-5.5.0/gcc/Thread-Local.html#Thread-Local>. Storage for that kind of variables is allocated on the task's stack. Note that area for all such variables in the program will be allocated on the stack of every task in the system even if that task does not use such variables at all. For example ESP-IDF system tasks (like `ipc`, `timer` tasks etc.) will also have that extra stack space allocated. So this feature should be used with care. There is a tradeoff: C11 thread local variables are quite handy to use in programming and can be accessed using just a few Xtensa instructions, but this benefit goes with the cost of additional stack usage for all tasks in the system. Due to static nature of variables allocation all tasks in the system have the same sets of C11 thread local variables.

## 5.11 High-Level Interrupts

The Xtensa architecture has support for 32 interrupts, divided over 8 levels, plus an assortment of exceptions. On the ESP32, the interrupt mux allows most interrupt sources to be routed to these interrupts using the *interrupt allocator*. Normally, interrupts will be written in C, but ESP-IDF allows high-level interrupts to be written in assembly as well, allowing for very low interrupt latencies.

### 5.11.1 Interrupt Levels

Level	Symbol	Remark
1	N/A	Exception and level 0 interrupts. Handled by ESP-IDF
2-3	N/A	Medium level interrupts. Handled by ESP-IDF
4	<code>xt_highint4</code>	Normally used by ESP-IDF debug logic
5	<code>xt_highint5</code>	Free to use
NMI	<code>xt_nmi</code>	Free to use
dbg	<code>xt_debugexception</code>	Debug exception. Called on e.g. a BREAK instruction.



Using these symbols is done by creating an assembly file (suffix `.S`) and defining the named symbols, like this:

```
.section .iram1, "ax"
.global xt_highint5
.type xt_highint5, @function
.align 4
xt_highint5:
... your code here
rsr a0, EXCSAVE_5
rfi 5
```

For a real-life example, see the `esp32/dport_panic_highint_hdl.S` file; the panic handler interrupt is implemented there.

### 5.11.2 Notes

- Do not call C code from a high-level interrupt; because these interrupts still run in critical sections, this can cause crashes. (The panic handler interrupt does call normal C code, but this is OK because there is no intention of returning to the normal code flow afterwards.)
- Make sure your assembly code gets linked in. If the interrupt handler symbol is the only symbol the rest of the code uses from this file, the linker will take the default ISR instead and not link the assembly file into the final project. To get around this, in the assembly file, define a symbol, like this:

```
.global ld_include_my_isr_file
ld_include_my_isr_file:
```

(The symbol is called `ld_include_my_isr_file` here but can have any arbitrary name not defined anywhere else.) Then, in the `component.mk`, add this file as an unresolved symbol to the `ld` command line arguments:

```
COMPONENT_ADD_LDFLAGS := -u ld_include_my_isr_file
```

This should cause the linker to always include a file defining `ld_include_my_isr_file`, causing the ISR to always be linked in.

- High-level interrupts can be routed and handled using `esp_intr_alloc` and associated functions. The handler and handler arguments to `esp_intr_alloc` must be `NULL`, however.
- In theory, medium priority interrupts could also be handled in this way. For now, ESP-IDF does not support this.

## 5.12 JTAG Debugging

□

This document provides a guide to installing OpenOCD for ESP32 and debugging using GDB. The document is structured as follows:

**Introduction** Introduction to the purpose of this guide.

**How it Works?** Description how ESP32, JTAG interface, OpenOCD and GDB are interconnected and working together to enable debugging of ESP32.

**Selecting JTAG Adapter** What are the criteria and options to select JTAG adapter hardware.

**Setup of OpenOCD** Procedure to install OpenOCD using prebuilt software packages for *Windows*, *Linux* and *MacOS* operating systems.

**Configuring ESP32 Target** Configuration of OpenOCD software and set up JTAG adapter hardware that will make together a debugging target.

*Launching Debugger* Steps to start up a debug session with GDB from *Eclipse* and from *Command Line*.

*Debugging Examples* If you are not familiar with GDB, check this section for debugging examples provided from *Eclipse* as well as from *Command Line*.

*Building OpenOCD from Sources* Procedure to build OpenOCD from sources for *Windows*, *Linux* and *MacOS* operating systems.

*Tips and Quirks* This section provides collection of tips and quirks related JTAG debugging of ESP32 with OpenOCD and GDB.

### 5.12.1 Introduction

The ESP32 has two powerful Xtensa cores, allowing for a great deal of variety of program architectures. The FreeRTOS OS that comes with ESP-IDF is capable of multi-core preemptive multithreading, allowing for an intuitive way of writing software.

The downside of the ease of programming is that debugging without the right tools is harder: figuring out a bug that is caused by two threads, running even simultaneously on two different CPU cores, can take a long time when all you have are printf statements. A better and in many cases quicker way to debug such problems is by using a debugger, connected to the processors over a debug port.

Espressif has ported OpenOCD to support the ESP32 processor and the multicore FreeRTOS, which will be the foundation of most ESP32 apps, and has written some tools to help with features OpenOCD does not support natively.

This document provides a guide to installing OpenOCD for ESP32 and debugging using GDB under Linux, Windows and MacOS. Except for OS specific installation procedures, the s/w user interface and use procedures are the same across all supported operating systems.

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**Note:** Screenshots presented in this document have been made for Eclipse Neon 3 running on Ubuntu 16.04 LTE. There may be some small differences in what a particular user interface looks like, depending on whether you are using Windows, MacOS or Linux and / or a different release of Eclipse.

---

### 5.12.2 How it Works?

The key software and hardware to perform debugging of ESP32 with OpenOCD over JTAG (Joint Test Action Group) interface is presented below and includes **xtensa-esp32-elf-gdb debugger**, **OpenOCD on chip debugger** and **JTAG adapter** connected to **ESP32** target.

Under “Application Loading and Monitoring” there is another software and hardware to compile, build and flash application to ESP32, as well as to provide means to monitor diagnostic messages from ESP32.

Debugging using JTAG and application loading / monitoring is integrated under the *Eclipse* environment, to provide quick and easy transition from writing, compiling and loading the code to debugging, back to writing the code, and so on. All the software is available for Windows, Linux and MacOS platforms.

If the *ESP-WROVER-KIT* is used, then connection from PC to ESP32 is done effectively with a single USB cable thanks to FT2232H chip installed on WROVER, which provides two USB channels, one for JTAG and the second for UART connection.

Depending on user preferences, both *debugger* and *make* can be operated directly from terminal / command line, instead from Eclipse.

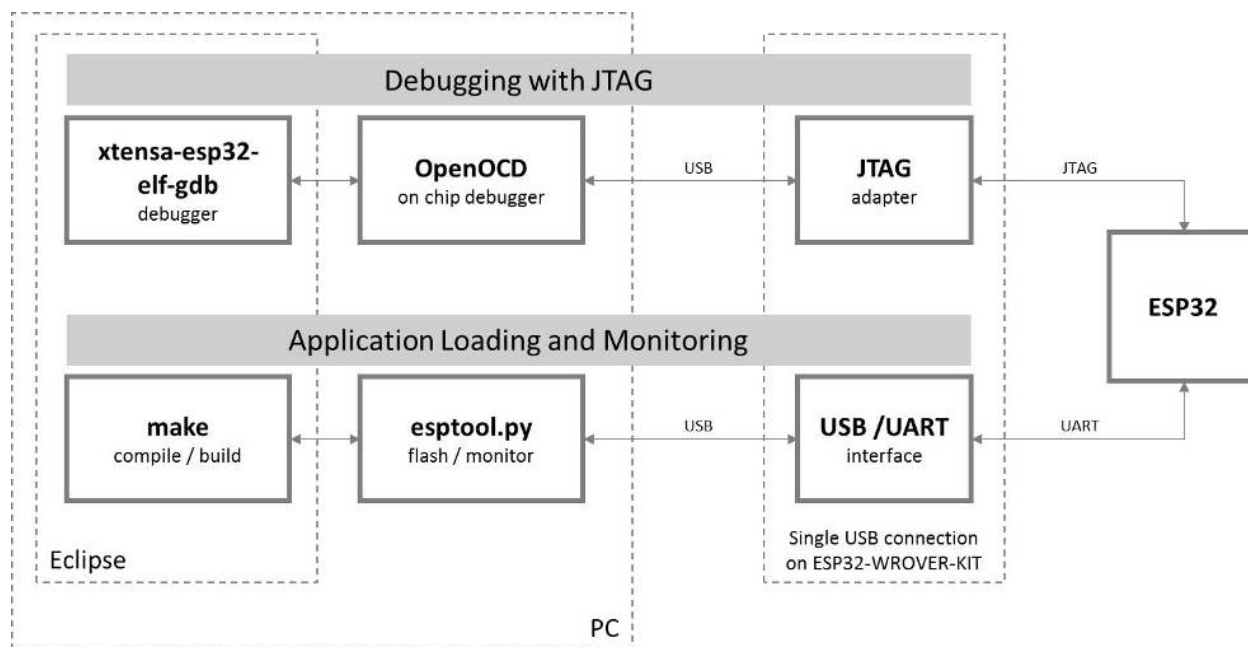


Fig. 5: JTAG debugging - overview diagram

### 5.12.3 Selecting JTAG Adapter

The quickest and most convenient way to start with JTAG debugging is by using *ESP-WROVER-KIT*. Each version of this development board has JTAG interface already build in. No need for an external JTAG adapter and extra wiring / cable to connect JTAG to ESP32. WROVER KIT is using FT2232H JTAG interface operating at 20 MHz clock speed, which is difficult to achieve with an external adapter.

If you decide to use separate JTAG adapter, look for one that is compatible with both the voltage levels on the ESP32 as well as with the OpenOCD software. The JTAG port on the ESP32 is an industry-standard JTAG port which lacks (and does not need) the TRST pin. The JTAG I/O pins all are powered from the VDD\_3P3\_RTC pin (which normally would be powered by a 3.3 V rail) so the JTAG adapter needs to be able to work with JTAG pins in that voltage range.

On the software side, OpenOCD supports a fair amount of JTAG adapters. See <http://openocd.org/doc/html/Debug-Adapter-Hardware.html> for an (unfortunately slightly incomplete) list of the adapters OpenOCD works with. This page lists SWD-compatible adapters as well; take note that the ESP32 does not support SWD. JTAG adapters that are hardcoded to a specific product line, e.g. ST-LINK debugging adapters for STM32 families, will not work.

The minimal signalling to get a working JTAG connection are TDI, TDO, TCK, TMS and GND. Some JTAG debuggers also need a connection from the ESP32 power line to a line called e.g. Vtar to set the working voltage. SRST can optionally be connected to the CH\_PD of the ESP32, although for now, support in OpenOCD for that line is pretty minimal.

### 5.12.4 Setup of OpenOCD

This step covers installation of OpenOCD binaries. If you like to build OpenOCD from sources then refer to section *Building OpenOCD from Sources*. All OpenOCD files will be placed in `~/esp/openocd-esp32` directory. You may choose any other directory, but need to adjust respective paths used in examples.

### Set up OpenOCD for Windows

□

#### IDF Tools Installer

If you are using CMake build system and followed the *Standard Setup of Toolchain for Windows (CMake)* with the ESP-IDF Tools Installer V1.2 or newer, then by default you will already have `openocd` installed.

ESP-IDF Tools Installer adds `openocd` to the `PATH` so that it can be run from any directory.

#### Set up OpenOCD

OpenOCD for Windows is available for download from Github:

<https://github.com/espressif/openocd-esp32/releases>

Download latest release archive with `win32` in its name, for example `openocd-esp32-macos-0.10.0-win32-20180418.zip`.

Extract the downloaded file in `~/esp/` directory.

```
cd ~/esp unzip /c/Users/<user>/Downloads/openocd-esp32-win32-<version>.zip
```

#### Next Steps

To carry on with debugging environment setup, proceed to section *Configuring ESP32 Target*.

#### Related Documents

##### Building OpenOCD from Sources for Windows

□

The following instructions are alternative to downloading binary OpenOCD from [Espressif GitHub](#). To quickly setup the binary OpenOCD, instead of compiling it yourself, backup and proceed to section *Set up OpenOCD for Windows*.

##### Download Sources of OpenOCD

The sources for the ESP32-enabled variant of OpenOCD are available from Espressif GitHub under <https://github.com/espressif/openocd-esp32>. To download the sources, use the following commands:

```
cd ~/esp
git clone --recursive https://github.com/espressif/openocd-esp32.git
```

The clone of sources should be now saved in `~/esp/openocd-esp32` directory.

## Install Dependencies

Install packages that are required to compile OpenOCD:

---

**Note:** Install the following packages one by one, check if installation was successful and then proceed to the next package. Resolve reported problems before moving to the next step.

---

```
pacman -S libtool
pacman -S autoconf
pacman -S automake
pacman -S texinfo
pacman -S mingw-w64-i686-libusb-compat-git
pacman -S pkg-config
```

---

**Note:** Installation of `pkg-config` is breaking operation of `esp-idf` toolchain. After building of OpenOCD it should be uninstalled. It be covered at the end of this instruction. To build OpenOCD again, you will need to run `pacman -S pkg-config` once more. This issue does not concern other packages installed in this step (before `pkg-config`).

---

## Build OpenOCD

Proceed with configuring and building OpenOCD:

```
cd ~/esp/openocd-esp32
./bootstrap
./configure
make
```

Optionally you can add `make install` step at the end. Skip it, if you have an existing OpenOCD (from e.g. another development platform), as it may get overwritten.

---

### Note:

- Should an error occur, resolve it and try again until the command `make` works.
  - If there is a submodule problem from OpenOCD, please `cd` to the `openocd-esp32` directory and input `git submodule update --init`.
  - If the `./configure` is successfully run, information of enabled JTAG will be printed under OpenOCD configuration summary.
  - If the information of your device is not shown in the log, use `./configure` to enable it as described in `../openocd-esp32/doc/INSTALL.txt`.
  - For details concerning compiling OpenOCD, please refer to `openocd-esp32/README.Windows`.
- 

Once `make` process is successfully completed, the executable of OpenOCD will be saved in `~/esp/openocd-esp32/src/openocd` directory.

Remove `pkg-config`, as discussed during installation of dependencies:

```
pacman -Rs pkg-config
```

### Next Steps

To carry on with debugging environment setup, proceed to section *Configuring ESP32 Target*.

### Set up OpenOCD for Linux

□

#### Set up OpenOCD

OpenOCD for 64-bit Linux is available for download from Github:

<https://github.com/espressif/openocd-esp32/releases>

Download latest release archive with *linux64* in its name, for example *openocd-esp32-linux64-0.10.0-esp32-20180418.tar.gz*.

Extract the downloaded file in `~/esp/` directory:

```
cd ~/esp
tar -xzf ~/Downloads/openocd-esp32-linux64-<version>.tar.gz
```

### Next Steps

To carry on with debugging environment setup, proceed to section *Configuring ESP32 Target*.

### Related Documents

#### Building OpenOCD from Sources for Linux

□

The following instructions are alternative to downloading binary OpenOCD from [Espressif GitHub](#). To quickly setup the binary OpenOCD, instead of compiling it yourself, backup and proceed to section *Set up OpenOCD for Linux*.

#### Download Sources of OpenOCD

The sources for the ESP32-enabled variant of OpenOCD are available from Espressif GitHub under <https://github.com/espressif/openocd-esp32>. To download the sources, use the following commands:

```
cd ~/esp
git clone --recursive https://github.com/espressif/openocd-esp32.git
```

The clone of sources should be now saved in `~/esp/openocd-esp32` directory.

#### Install Dependencies

Install packages that are required to compile OpenOCD.

**Note:** Install the following packages one by one, check if installation was successful and then proceed to the next package. Resolve reported problems before moving to the next step.

---

```
sudo apt-get install make
sudo apt-get install libtool
sudo apt-get install pkg-config
sudo apt-get install autoconf
sudo apt-get install automake
sudo apt-get install texinfo
sudo apt-get install libusb-1.0
```

---

**Note:**

- Version of pkg-config should be 0.2.3 or above.
  - Version of autoconf should be 2.6.4 or above.
  - Version of automake should be 1.9 or above.
  - When using USB-Blaster, ASIX Presto, OpenJTAG and FT2232 as adapters, drivers libFTDI and FTD2XX need to be downloaded and installed.
  - When using CMSIS-DAP, HIDAPI is needed.
- 

## Build OpenOCD

Proceed with configuring and building OpenOCD:

```
cd ~/esp/openocd-esp32
./bootstrap
./configure
make
```

Optionally you can add `sudo make install` step at the end. Skip it, if you have an existing OpenOCD (from e.g. another development platform), as it may get overwritten.

---

**Note:**

- Should an error occur, resolve it and try again until the command `make` works.
  - If there is a submodule problem from OpenOCD, please `cd` to the `openocd-esp32` directory and input `git submodule update --init`.
  - If the `./configure` is successfully run, information of enabled JTAG will be printed under OpenOCD configuration summary.
  - If the information of your device is not shown in the log, use `./configure` to enable it as described in `../openocd-esp32/doc/INSTALL.txt`.
  - For details concerning compiling OpenOCD, please refer to `openocd-esp32/README`.
- 

Once `make` process is successfully completed, the executable of OpenOCD will be saved in `~/openocd-esp32/bin` directory.

### Next Steps

To carry on with debugging environment setup, proceed to section *Configuring ESP32 Target*.

### Set up OpenOCD for MacOS

□

#### Install libusb

Use [Homebrew](#) or [Macports](#) to install *libusb* package.

#### Set up OpenOCD

OpenOCD for MacOS is available for download from Github:

<https://github.com/espressif/openocd-esp32/releases>

Download latest release archive with *macos* in its name, for example *openocd-esp32-macos-0.10.0-esp32-20180418.tar.gz*.

Extract the downloaded file in `~/esp/` directory:

```
cd ~/esp
tar -xzf ~/Downloads/openocd-esp32-macos-<version>.tar.gz
```

### Next Steps

To carry on with debugging environment setup, proceed to section *Configuring ESP32 Target*.

### Related Documents

#### Building OpenOCD from Sources for MacOS

□

The following instructions are alternative to downloading binary OpenOCD from [Espressif GitHub](#). To quickly setup the binary OpenOCD, instead of compiling it yourself, backup and proceed to section *Set up OpenOCD for MacOS*.

#### Download Sources of OpenOCD

The sources for the ESP32-enabled variant of OpenOCD are available from Espressif GitHub under <https://github.com/espressif/openocd-esp32>. To download the sources, use the following commands:

```
cd ~/esp
git clone --recursive https://github.com/espressif/openocd-esp32.git
```

The clone of sources should be now saved in `~/esp/openocd-esp32` directory.



## Install Dependencies

Install packages that are required to compile OpenOCD using Homebrew:

```
brew install automake libtool libusb wget gcc@4.9 pkg-config
```

## Build OpenOCD

Proceed with configuring and building OpenOCD:

```
cd ~/esp/openocd-esp32
./bootstrap
./configure
make
```

Optionally you can add `sudo make install` step at the end. Skip it, if you have an existing OpenOCD (from e.g. another development platform), as it may get overwritten.

---

### Note:

- Should an error occur, resolve it and try again until the command `make` works.
- If there is a submodule problem from OpenOCD, please `cd` to the `openocd-esp32` directory and input `git submodule update --init`.
- If the `./configure` is successfully run, information of enabled JTAG will be printed under OpenOCD configuration summary.
- If the information of your device is not shown in the log, use `./configure` to enable it as described in `../openocd-esp32/doc/INSTALL.txt`.
- For details concerning compiling OpenOCD, please refer to `openocd-esp32/README.OSX`.

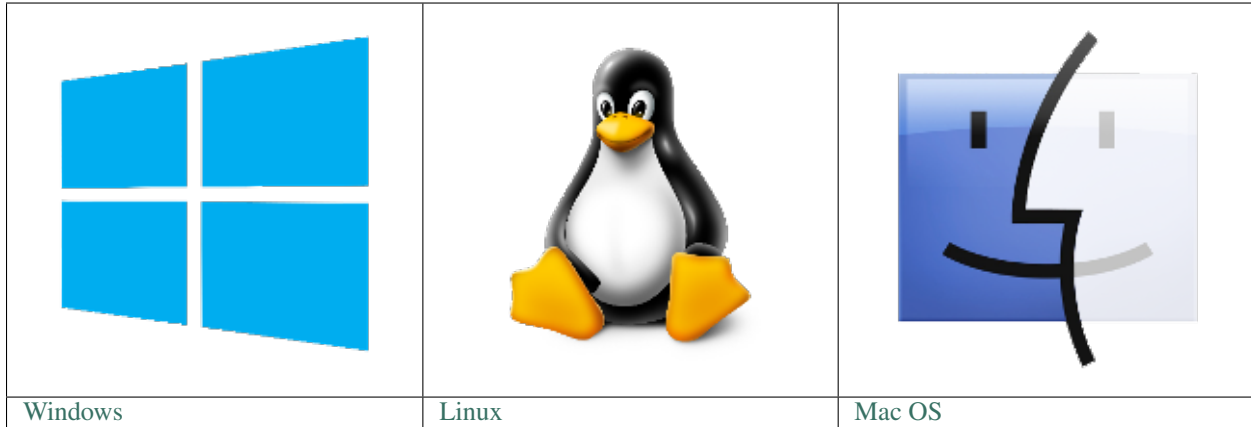
---

Once `make` process is successfully completed, the executable of OpenOCD will be saved in `~/esp/openocd-esp32/src/openocd` directory.

## Next Steps

To carry on with debugging environment setup, proceed to section [Configuring ESP32 Target](#).

Pick up your OS below and follow provided instructions to setup OpenOCD.



After installation is complete, get familiar with two key directories inside `openocd-esp32` installation folder:

- `bin` containing OpenOCD executable
- `share\openocd\scripts` containing configuration files invoked together with OpenOCD as command line parameters

---

**Note:** Directory names and structure above are specific to binary distribution of OpenOCD. They are used in examples of invoking OpenOCD throughout this guide. Directories for OpenOCD build from sources are different, so the way to invoke OpenOCD. For details see [Building OpenOCD from Sources](#).

---

### 5.12.5 Configuring ESP32 Target

Once OpenOCD is installed, move to configuring ESP32 target (i.e ESP32 board with JTAG interface). You will do it in the following three steps:

- Configure and connect JTAG interface
- Run OpenOCD
- Upload application for debugging

#### Configure and connect JTAG interface

This step depends on JTAG and ESP32 board you are using - see the two cases described below.

#### Configure WROVER JTAG Interface

□

All versions of ESP-WROVER-KIT boards have JTAG functionality build in. Putting it to work requires setting jumpers to enable JTAG functionality, setting SPI flash voltage and configuring USB drivers. Please refer to step by step instructions below.

## Configure Hardware

1. Enable on-board JTAG functionality by setting JP8 according to *ESP-WROVER-KIT V4.1 Getting Started Guide*, section *Setup Options*.
2. Verify if ESP32 pins used for JTAG communication are not connected to some other h/w that may disturb JTAG operation:

	ESP32 Pin	JTAG Signal
1	CHIP_PU	TRST_N
2	MTDO / GPIO15	TDO
3	MTDI / GPIO12	TDI
4	MTCK / GPIO13	TCK
5	MTMS / GPIO14	TMS

## Configure USB Drivers

Install and configure USB drivers, so OpenOCD is able to communicate with JTAG interface on ESP-WROVER-KIT board as well as with UART interface used to upload application for flash. Follow steps below specific to your operating system.

---

**Note:** ESP-WROVER-KIT uses an FT2232 adapter. The following instructions can also be used for other FT2232 based JTAG adapters.

---

## Windows

1. Using standard USB A / micro USB B cable connect ESP-WROVER-KIT to the computer. Switch the WROVER KIT on.
2. Wait until USB ports of WROVER KIT are recognized by Windows and drives are installed. If they do not install automatically, then download them from <http://www.ftdichip.com/Drivers/D2XX.htm> and install manually.
3. Download Zadig tool (Zadig\_X.X.exe) from <http://zadig.akeo.ie/> and run it.
4. In Zadig tool go to “Options” and check “List All Devices”.
5. Check the list of devices that should contain two WROVER specific USB entries: “Dual RS232-HS (Interface 0)” and “Dual RS232-HS (Interface 1)”. The driver name would be “FTDIBUS (vxxxx)” and USB ID: 0403 6010.
6. The first device (Dual RS232-HS (Interface 0)) is connected to the JTAG port of the ESP32. Original “FTDIBUS (vxxxx)” driver of this device should be replaced with “WinUSB (v6xxxx)”. To do so, select “Dual RS232-HS (Interface 0)” and reinstall attached driver to the “WinUSB (v6xxxx)”, see picture above.

---

**Note:** Do not change the second device “Dual RS232-HS (Interface 1)”. It is routed to ESP32’s serial port (UART) used for upload of application to ESP32’s flash.

---

Now ESP-WROVER-KIT’s JTAG interface should be available to the OpenOCD. To carry on with debugging environment setup, proceed to section *Run OpenOCD*.

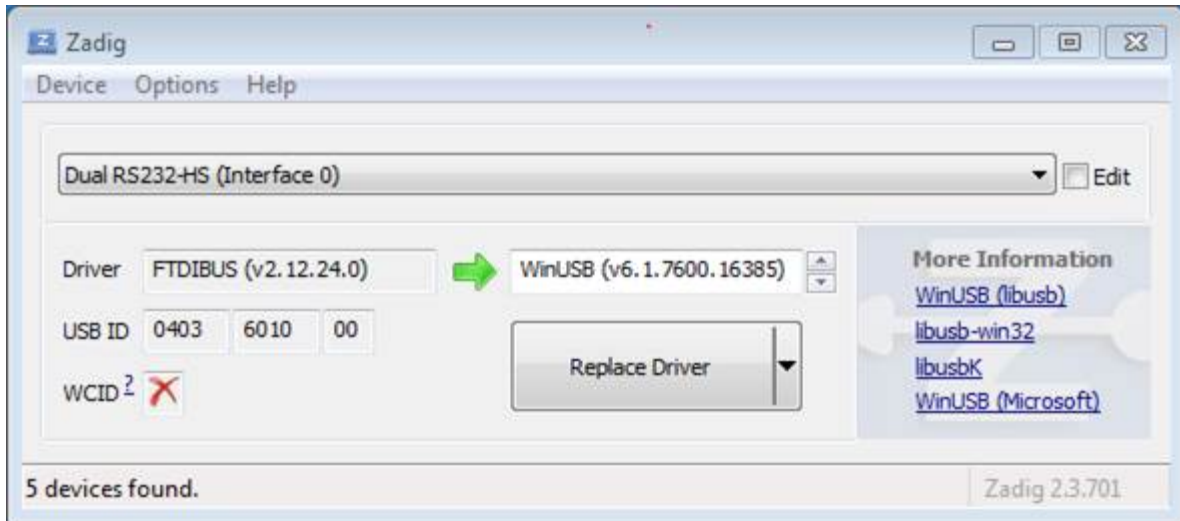


Fig. 6: Configuration of JTAG USB driver in Zadig tool

## Linux

1. Using standard USB A / micro USB B cable connect ESP-WROVER-KIT board to the computer. Power on the board.
2. Open a terminal, enter `ls -l /dev/ttyUSB*` command and check, if board's USB ports are recognized by the OS. You are looking for similar result:

```
user-name@computer-name:~/esp$ ls -l /dev/ttyUSB*
crw-rw---- 1 root dialout 188, 0 Jul 10 19:04 /dev/ttyUSB0
crw-rw---- 1 root dialout 188, 1 Jul 10 19:04 /dev/ttyUSB1
```

3. Following section "Permissions delegation" in [OpenOCD's README](#), set up the access permissions to both USB ports.
4. Log off and login, then cycle the power to the board to make the changes effective. In terminal enter again `ls -l /dev/ttyUSB*` command to verify, if group-owner has changed from dialout to plugdev:

```
user-name@computer-name:~/esp$ ls -l /dev/ttyUSB*
crw-rw-r-- 1 root plugdev 188, 0 Jul 10 19:07 /dev/ttyUSB0
crw-rw-r-- 1 root plugdev 188, 1 Jul 10 19:07 /dev/ttyUSB1
```

If you see similar result and you are a member of `plugdev` group, then the set up is complete.

The `/dev/ttyUSBn` interface with lower number is used for JTAG communication. The other interface is routed to ESP32's serial port (UART) used for upload of application to ESP32's flash.

Now ESP-WROVER-KIT's JTAG interface should be available to the OpenOCD. To carry on with debugging environment setup, proceed to section [Run OpenOCD](#).

## MacOS

On macOS, using FT2232 for JTAG and serial port at the same time needs some additional steps. When the OS loads FTDI serial port driver, it does so for both channels of FT2232 chip. However only one of these channels is used as a serial port, while the other is used as JTAG. If the OS has loaded FTDI serial port driver for the channel used for JTAG, OpenOCD will not be able to connect to the chip. There are two ways around this:

1. Manually unload the FTDI serial port driver before starting OpenOCD, start OpenOCD, then load the serial port driver.
2. Modify FTDI driver configuration so that it doesn't load itself for channel B of FT2232 chip, which is the channel used for JTAG on WROVER KIT.

### Manually unloading the driver

1. Install FTDI driver from <http://www.ftdichip.com/Drivers/VCP.htm>
2. Connect USB cable to the WROVER KIT.
3. Unload the serial port driver:

```
sudo kextunload -b com.FTDI.driver.FTDIUSBSerialDriver
```

In some cases you may need to unload Apple's FTDI driver as well:

```
sudo kextunload -b com.apple.driver.AppleUSBFTDI
```

4. Run OpenOCD (paths are given for downloadable OpenOCD archive):

```
bin/openocd -s share/openocd/scripts -f interface/ftdi/esp32_devkitj_v1.cfg -f ↵  
↳board/esp-wroom-32.cfg
```

Or, if OpenOCD was built from source:

```
src/openocd -s tcl -f interface/ftdi/esp32_devkitj_v1.cfg -f board/esp-wroom-32.  
↳cfg
```

5. In another terminal window, load FTDI serial port driver again:

```
sudo kextload -b com.FTDI.driver.FTDIUSBSerialDriver
```

---

**Note:** If you installed openocd on Windows using the ESP-IDF Tools Installer, can run `openocd -f interface/ftdi/esp32_devkitj_v1.cfg -f board/esp-wroom-32.cfg` without needing to change directory first, and without the `-s share/openocd/scripts` argument.

---

---

**Note:** If you need to restart OpenOCD, there is no need to unload FTDI driver again — just stop OpenOCD and start it again. The driver only needs to be unloaded if WROVER KIT was reconnected or power was toggled.

---

This procedure can be wrapped into a shell script, if desired.

### Modifying FTDI driver

In a nutshell, this approach requires modification to FTDI driver configuration file, which prevents the driver from being loaded for channel B of FT2232H.

---

**Note:** Other boards may use channel A for JTAG, so use this option with caution.

---

**Warning:** This approach also needs signature verification of drivers to be disabled, so may not be acceptable for all users.

1. Open FTDI driver configuration file using a text editor (note `sudo`):

```
sudo nano /Library/Extensions/FTDIUSBSerialDriver.kext/Contents/Info.plist
```

2. Find and delete the following lines:

```
<key>FT2232H_B</key>
<dict>
  <key>CFBundleIdentifier</key>
  <string>com.FTDI.driver.FTDIUSBSerialDriver</string>
  <key>IOClass</key>
  <string>FTDIUSBSerialDriver</string>
  <key>IOProviderClass</key>
  <string>IOUSBInterface</string>
  <key>bConfigurationValue</key>
  <integer>1</integer>
  <key>bInterfaceNumber</key>
  <integer>1</integer>
  <key>bcdDevice</key>
  <integer>1792</integer>
  <key>idProduct</key>
  <integer>24592</integer>
  <key>idVendor</key>
  <integer>1027</integer>
</dict>
```

3. Save and close the file
4. Disable driver signature verification:
  1. Open Apple logo menu, choose “Restart..”
  2. When you hear the chime after reboot, press CMD+R immediately
  3. Once Recovery mode starts up, open Terminal
  4. Run the command:

```
csrutil enable --without kext
```

5. Restart again

After these steps, serial port and JTAG can be used at the same time.

To carry on with debugging environment setup, proceed to section [Run OpenOCD](#).

### Configure Other JTAG Interface

□

Refer to section [Selecting JTAG Adapter](#) for guidance what JTAG interface to select, so it is able to operate with OpenOCD and ESP32. Then follow three configuration steps below to get it working.

## Configure Hardware

1. Identify all pins / signals on JTAG interface and ESP32 board, that should be connected to establish communication.

	ESP32 Pin	JTAG Signal
1	CHIP_PU	TRST_N
2	MTDO / GPIO15	TDO
3	MTDI / GPIO12	TDI
4	MTCK / GPIO13	TCK
5	MTMS / GPIO14	TMS
6	GND	GND

2. Verify if ESP32 pins used for JTAG communication are not connected to some other h/w that may disturb JTAG operation.
3. Connect identified pin / signals of ESP32 and JTAG interface.

## Configure Drivers

You may need to install driver s/w to make JTAG work with computer. Refer to documentation of JTAG adapter, that should provide related details.

## Connect

Connect JTAG interface to the computer. Power on ESP32 and JTAG interface boards. Check if JTAG interface is visible by computer.

To carry on with debugging environment setup, proceed to section [Run OpenOCD](#).

## Run OpenOCD

Once target is configured and connected to computer, you are ready to launch OpenOCD.

Open terminal, go to directory where OpenOCD is installed and start it up:

```
cd ~/esp/openocd-esp32
bin/openocd -s share/openocd/scripts -f interface/ftdi/esp32_devkitj_v1.cfg -f board/
↳ esp-wroom-32.cfg
```

---

**Note:** The files provided after `-f` above, are specific for ESP-WROVER-KIT with *ESP32-WROOM-32* module. You may need to provide different files depending on used hardware, For guidance see [Configuration of OpenOCD for specific target](#).

---



---

**Note:** If you installed openocd on Windows using the ESP-IDF Tools Installer, can run `openocd -f interface/ftdi/esp32_devkitj_v1.cfg -f board/esp-wroom-32.cfg` without needing to change directory first, and without the `-s share/openocd/scripts` argument.

---

You should now see similar output (this log is for ESP-WROVER-KIT):

```
user-name@computer-name:~/esp/openocd-esp32$ bin/openocd -s share/openocd/scripts -f_
↪interface/ftdi/esp32_devkitj_v1.cfg -f board/esp-wroom-32.cfg
Open On-Chip Debugger 0.10.0-dev-ged7b1a9 (2017-07-10-07:16)
Licensed under GNU GPL v2
For bug reports, read
    http://openocd.org/doc/doxygen/bugs.html
none separate
adapter speed: 20000 kHz
force hard breakpoints
Info : ftdi: if you experience problems at higher adapter clocks, try the command
↪"ftdi_tdo_sample_edge falling"
Info : clock speed 20000 kHz
Info : JTAG tap: esp32.cpu0 tap/device found: 0x120034e5 (mfg: 0x272 (Tensilica),_
↪part: 0x2003, ver: 0x1)
Info : JTAG tap: esp32.cpu1 tap/device found: 0x120034e5 (mfg: 0x272 (Tensilica),_
↪part: 0x2003, ver: 0x1)
Info : esp32: Debug controller was reset (pwrstat=0x5F, after clear 0x0F).
Info : esp32: Core was reset (pwrstat=0x5F, after clear 0x0F).
```

- If there is an error indicating permission problems, please see the “Permissions delegation” bit in the OpenOCD README file in ~/esp/openocd-esp32 directory.
- In case there is an error finding configuration files, e.g. Can't find interface/ftdi/esp32\_devkitj\_v1.cfg, check the path after -s. This path is used by OpenOCD to look for the files specified after -f. Also check if the file is indeed under provided path.
- If you see JTAG errors (... all ones/... all zeroes) please check your connections, whether no other signals are connected to JTAG besides ESP32's pins, and see if everything is powered on.

### Upload application for debugging

Build and upload your application to ESP32 as usual, see *Build and Flash*.

Another option is to write application image to flash using OpenOCD via JTAG with commands like this:

```
cd ~/esp/openocd-esp32
bin/openocd -s share/openocd/scripts -f interface/ftdi/esp32_devkitj_v1.cfg -f board/_
↪esp-wroom-32.cfg -c "program_esp32 filename.bin 0x10000 verify exit"
```

---

**Note:** If you installed openocd on Windows using the ESP-IDF Tools Installer, can run openocd -f interface/ftdi/esp32\_devkitj\_v1.cfg -f board/esp-wroom-32.cfg without needing to change directory first, and without the -s share/openocd/scripts argument.

---

OpenOCD flashing command program\_esp32 has the following format:

```
program_esp32 <image_file> <offset> [verify] [reset] [exit]
```

- image\_file - Path to program image file.
- offset - Offset in flash bank to write image.
- verify - Optional. Verify flash contents after writing.
- reset - Optional. Reset target after programing.
- exit - Optional. Finally exit OpenOCD.

You are now ready to start application debugging. Follow steps described in section below.



## 5.12.6 Launching Debugger

The toolchain for ESP32 features GNU Debugger, in short GDB. It is available with other toolchain programs under filename `xtensa-esp32-elf-gdb`. GDB can be called and operated directly from command line in a terminal. Another option is to call it from within IDE (like Eclipse, Visual Studio Code, etc.) and operate indirectly with help of GUI instead of typing commands in a terminal.

Both options of using debugger are discussed under links below.

- [Eclipse](#)
- [Command Line](#)

It is recommended to first check if debugger works from [Command Line](#) and then move to using [Eclipse](#).

## 5.12.7 Debugging Examples

This section is intended for users not familiar with GDB. It presents example debugging session from [Eclipse](#) using simple application available under [get-started/blink](#) and covers the following debugging actions:

1. [Navigating through the code, call stack and threads](#)
2. [Setting and clearing breakpoints](#)
3. [Halting the target manually](#)
4. [Stepping through the code](#)
5. [Checking and setting memory](#)
6. [Watching and setting program variables](#)
7. [Setting conditional breakpoints](#)

Similar debugging actions are provided using GDB from [Command Line](#).

Before proceeding to examples, set up your ESP32 target and load it with [get-started/blink](#).

## 5.12.8 Building OpenOCD from Sources

Please refer to separate documents listed below, that describe build process.

---

**Note:** Examples of invoking OpenOCD in this document assume using pre-built binary distribution described in section [Setup of OpenOCD](#). To use binaries build locally from sources, change the path to OpenOCD executable to `src/openocd` and the path to configuration files to `-s tcl`.

Example of invoking OpenOCD build locally from sources:

```
src/openocd -s tcl -f interface/ftdi/esp32_devkitj_v1.cfg -f board/esp-wroom-32.cfg
```

## 5.12.9 Tips and Quirks

This section provides collection of links to all tips and quirks referred to from various parts of this guide.

- [Breakpoints and watchpoints available](#)
- [What else should I know about breakpoints?](#)

- *Flash Mappings vs SW Flash Breakpoints*
- *Why stepping with “next” does not bypass subroutine calls?*
- *Support options for OpenOCD at compile time*
- *FreeRTOS support*
- *Why to set SPI flash voltage in OpenOCD configuration?*
- *Optimize JTAG speed*
- *What is the meaning of debugger’s startup commands?*
- *Configuration of OpenOCD for specific target*
- *How debugger resets ESP32?*
- *Do not use JTAG pins for something else*
- *Reporting issues with OpenOCD / GDB*

### 5.12.10 Related Documents

#### Using Debugger

□

This section covers configuration and running debugger either from *Eclipse* or *Command Line*. It is recommended to first check if debugger works from *Command Line* and then move to using Eclipse.

#### Eclipse

Debugging functionality is provided out of box in standard Eclipse installation. Another option is to use pluggins like “GDB Hardware Debugging” plugin. We have found this plugin quite convenient and decided to use throughout this guide.

To begin with, install “GDB Hardware Debugging” plugin by opening Eclipse and going to *Help > Install New Software*.

Once installation is complete, configure debugging session following steps below. Please note that some of configuration parameters are generic and some are project specific. This will be shown below by configuring debugging for “blink” example project. If not done already, add this project to Eclipse workspace following guidance in section *Build and Flash with Eclipse IDE*. The source of *get-started/blink* application is available in *examples* directory of ESP-IDF repository.

1. In Eclipse go to *Run > Debug Configuration*. A new window will open. In the window’s left pane double click “GDB Hardware Debugging” (or select “GDB Hardware Debugging” and press the “New” button) to create a new configuration.
2. In a form that will show up on the right, enter the “Name:” of this configuration, e.g. “Blink checking”.
3. On the “Main” tab below, under “Project:”, press “Browse” button and select the “blink” project.
4. In next line “C/C++ Application:” press “Browse” button and select “blink.elf” file. If “blink.elf” is not there, then likely this project has not been build yet. See *Build and Flash with Eclipse IDE* how to do it.
5. Finally, under “Build (if required) before launching” click “Disable auto build”.

A sample window with settings entered in points 1 - 5 is shown below.

6. Click “Debugger” tab. In field “GDB Command” enter `xtensa-esp32-elf-gdb` to invoke debugger.

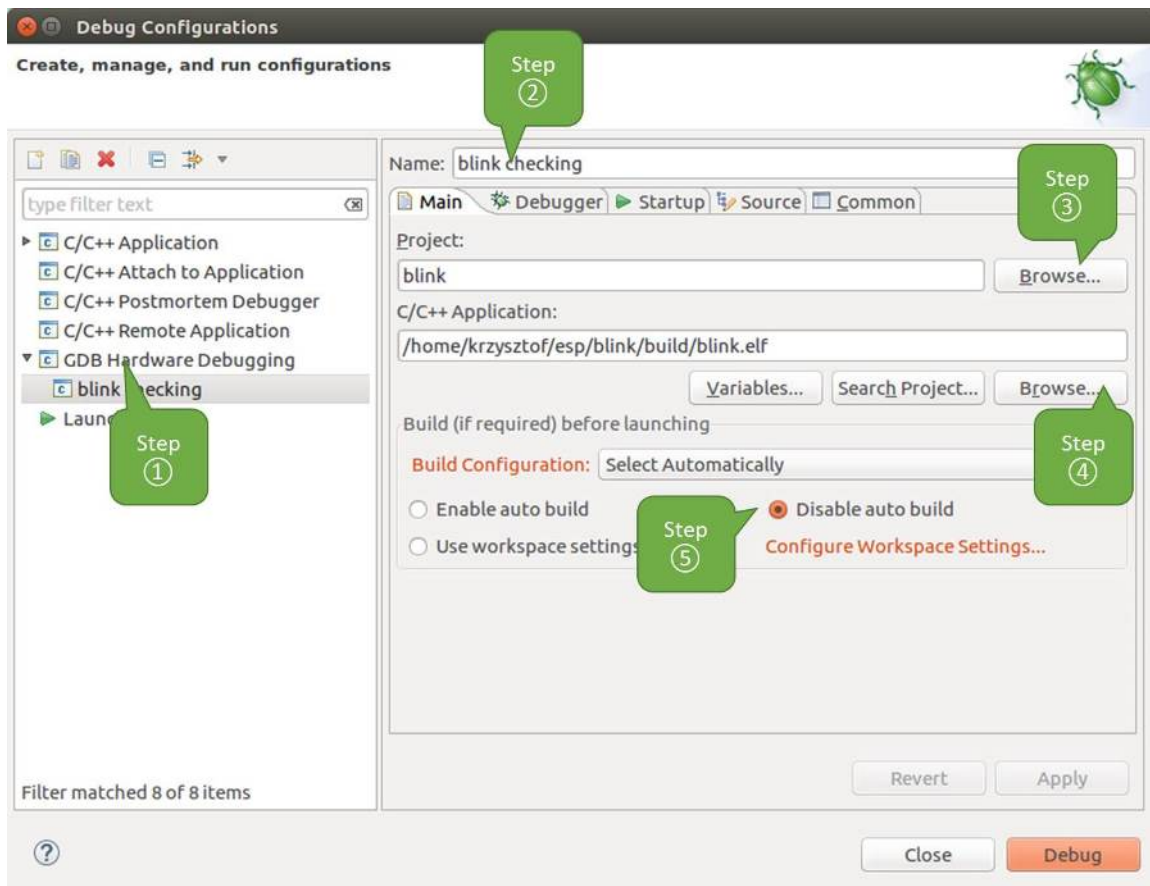


Fig. 7: Configuration of GDB Hardware Debugging - Main tab

- Change default configuration of “Remote host” by entering 3333 under the “Port number”.

Configuration entered in points 6 and 7 is shown on the following picture.

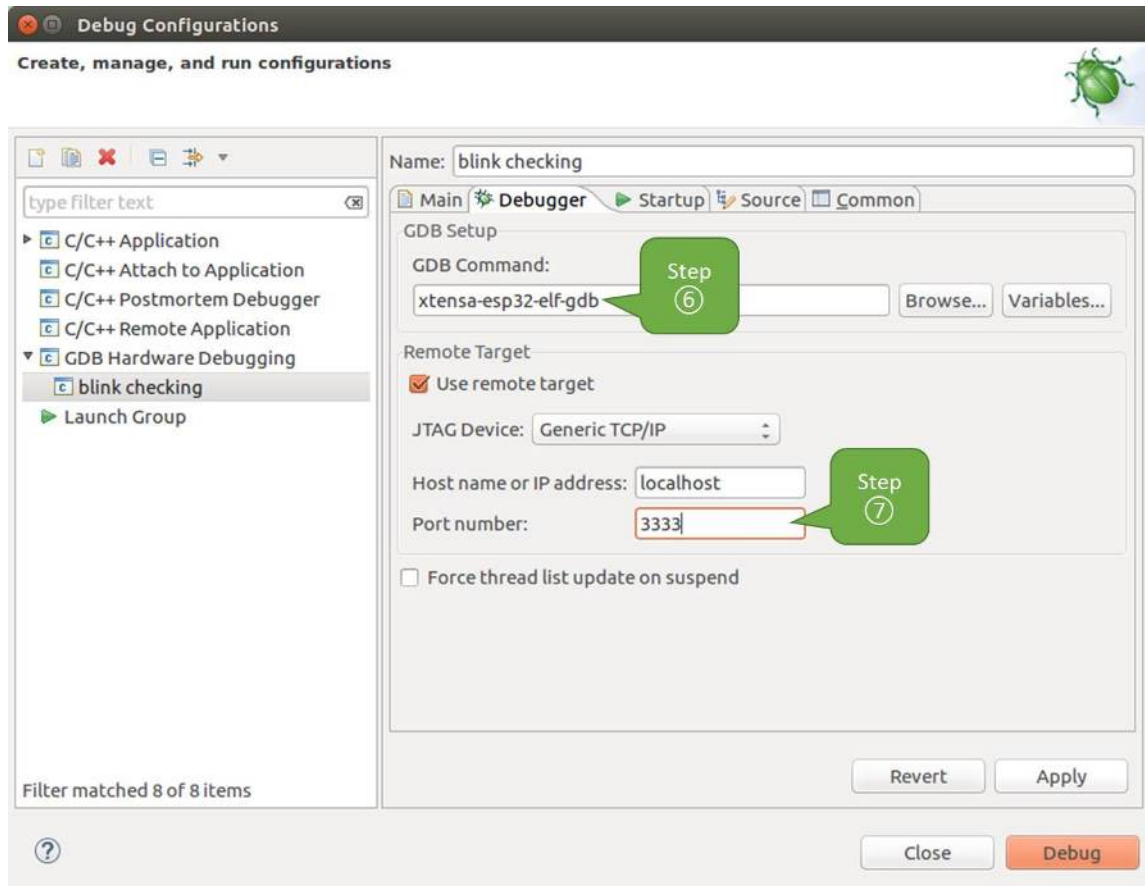


Fig. 8: Configuration of GDB Hardware Debugging - Debugger tab

- The last tab to that requires changing of default configuration is “Startup”. Under “Initialization Commands” uncheck “Reset and Delay (seconds)” and “Halt”. Then, in entry field below, enter the following lines:

```
mon reset halt
flushregs
set remote hardware-watchpoint-limit 2
```

**Note:** If you want to update image in the flash automatically before starting new debug session add the following lines of commands at the beginning of “Initialization Commands” textbox:

```
mon reset halt
mon program_esp32 ${workspace_loc:blink/build/blink.bin} 0x10000 verify
```

For description of `program_esp32` command see [Upload application for debugging](#).

- Under “Load Image and Symbols” uncheck “Load image” option.
- Further down on the same tab, establish an initial breakpoint to halt CPUs after they are reset by debugger. The plugin will set this breakpoint at the beginning of the function entered under “Set break point at:”. Check out this option and enter `app_main` in provided field.

- Checkout “Resume” option. This will make the program to resume after `mon reset halt` is invoked per point 8. The program will then stop at breakpoint inserted at `app_main`.

Configuration described in points 8 - 11 is shown below.

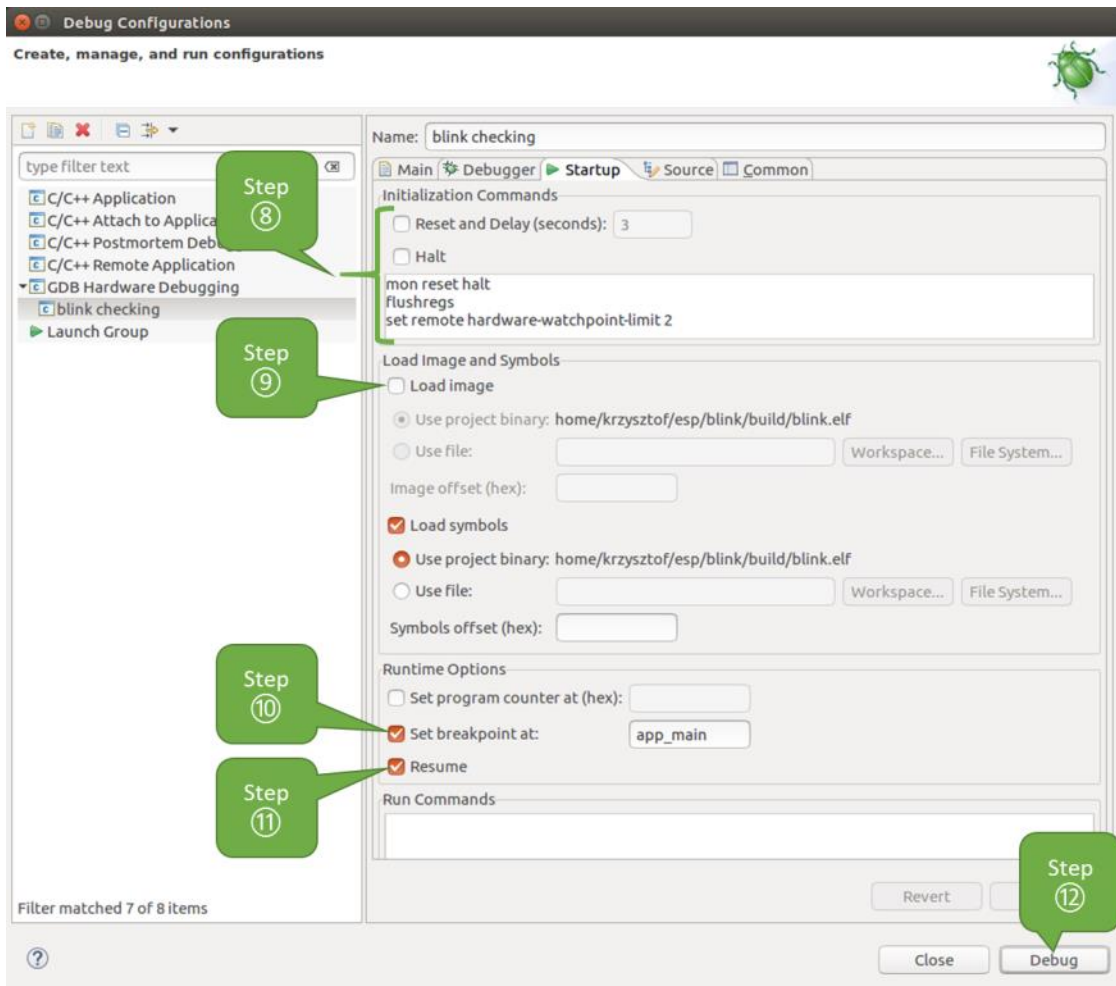


Fig. 9: Configuration of GDB Hardware Debugging - Startup tab

If the “Startup” sequence looks convoluted and respective “Initialization Commands” are not clear to you, check [What is the meaning of debugger’s startup commands?](#) for additional explanation.

- If you previously completed [Configuring ESP32 Target](#) steps described above, so the target is running and ready to talk to debugger, go right to debugging by pressing “Debug” button. Otherwise press “Apply” to save changes, go back to [Configuring ESP32 Target](#) and return here to start debugging.

Once all 1 - 12 configuration steps are satisfied, the new Eclipse perspective called “Debug” will open as shown on example picture below.

If you are not quite sure how to use GDB, check [Eclipse example debugging session](#) in section [Debugging Examples](#).

## Command Line

- To be able start debugging session, the target should be up and running. If not done already, complete steps described under [Configuring ESP32 Target](#).

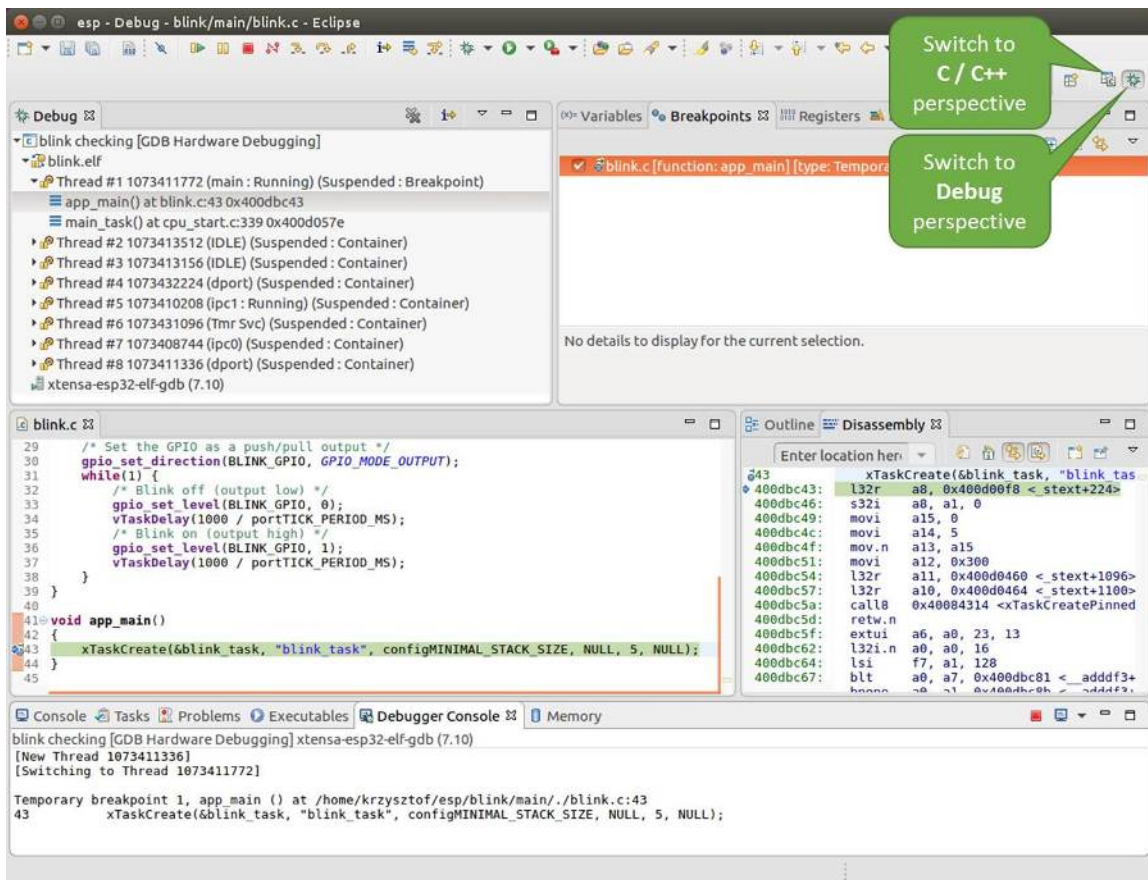


Fig. 10: Debug Perspective in Eclipse

2. Open a new terminal session and go to directory that contains project for debugging, e.g.

```
cd ~/esp/blink
```

3. When launching a debugger, you will need to provide couple of configuration parameters and commands. Instead of entering them one by one in command line, create a configuration file and name it `gdbinit`:

```
target remote :3333
set remote hardware-watchpoint-limit 2
mon reset halt
flushregs
thb app_main
c
```

Save this file in current directory.

For more details what's inside `gdbinit` file, see [What is the meaning of debugger's startup commands?](#)

4. Now you are ready to launch GDB. Type the following in terminal:

```
xtensa-esp32-elf-gdb -x gdbinit build/blink.elf
```

5. If previous steps have been done correctly, you will see a similar log concluded with `(gdb)` prompt:

```
user-name@computer-name:~/esp/blink$ xtensa-esp32-elf-gdb -x gdbinit build/blink.
↳elf
GNU gdb (crosstool-NG crosstool-ng-1.22.0-61-gab8375a) 7.10
Copyright (C) 2015 Free Software Foundation, Inc.
License GPLv3+: GNU GPL version 3 or later <http://gnu.org/licenses/gpl.html>
This is free software: you are free to change and redistribute it.
There is NO WARRANTY, to the extent permitted by law. Type "show copying"
and "show warranty" for details.
This GDB was configured as "--host=x86_64-build_pc-linux-gnu --target=xtensa-
↳esp32-elf".
Type "show configuration" for configuration details.
For bug reporting instructions, please see:
<http://www.gnu.org/software/gdb/bugs/>.
Find the GDB manual and other documentation resources online at:
<http://www.gnu.org/software/gdb/documentation/>.
For help, type "help".
Type "apropos word" to search for commands related to "word"...
Reading symbols from build/blink.elf...done.
0x400d10d8 in esp_vApplicationIdleHook () at /home/user-name/esp/esp-idf/
↳components/esp32/./freertos_hooks.c:52
52      asm("waiti 0");
JTAG tap: esp32.cpu0 tap/device found: 0x120034e5 (mfg: 0x272 (Tensilica), part:
↳0x2003, ver: 0x1)
JTAG tap: esp32.slave tap/device found: 0x120034e5 (mfg: 0x272 (Tensilica), part:
↳0x2003, ver: 0x1)
esp32: Debug controller was reset (pwrstat=0x5F, after clear 0x0F).
esp32: Core was reset (pwrstat=0x5F, after clear 0x0F).
Target halted. PRO_CPU: PC=0x5000004B (active) APP_CPU: PC=0x00000000
esp32: target state: halted
esp32: Core was reset (pwrstat=0x1F, after clear 0x0F).
Target halted. PRO_CPU: PC=0x40000400 (active) APP_CPU: PC=0x40000400
esp32: target state: halted
Hardware assisted breakpoint 1 at 0x400db717: file /home/user-name/esp/blink/main/
↳./blink.c, line 43.
0x0: 0x00000000
```

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```
Target halted. PRO_CPU: PC=0x400DB717 (active)    APP_CPU: PC=0x400D10D8
[New Thread 1073428656]
[New Thread 1073413708]
[New Thread 1073431316]
[New Thread 1073410672]
[New Thread 1073408876]
[New Thread 1073432196]
[New Thread 1073411552]
[Switching to Thread 1073411996]

Temporary breakpoint 1, app_main () at /home/user-name/esp/blink/main/./blink.c:43
43      xTaskCreate(&blink_task, "blink_task", 512, NULL, 5, NULL);
(gdb)
```

Note the third line from bottom that shows debugger halting at breakpoint established in `gdbinit` file at function `app_main()`. Since the processor is halted, the LED should not be blinking. If this is what you see as well, you are ready to start debugging.

If you are not quite sure how to use GDB, check *Command Line* example debugging session in section *Debugging Examples*.

## Debugging Examples

[]

This section describes debugging with GDB from *Eclipse* as well as from *Command Line*.

### Eclipse

Verify if your target is ready and loaded with `get-started/blink` example. Configure and start debugger following steps in section *Eclipse*. Pick up where target was left by debugger, i.e. having the application halted at breakpoint established at `app_main()`.

### Examples in this section

1. *Navigating through the code, call stack and threads*
2. *Setting and clearing breakpoints*
3. *Halting the target manually*
4. *Stepping through the code*
5. *Checking and setting memory*
6. *Watching and setting program variables*
7. *Setting conditional breakpoints*

### Navigating through the code, call stack and threads

When the target is halted, debugger shows the list of threads in “Debug” window. The line of code where program halted is highlighted in another window below, as shown on the following picture. The LED stops blinking.



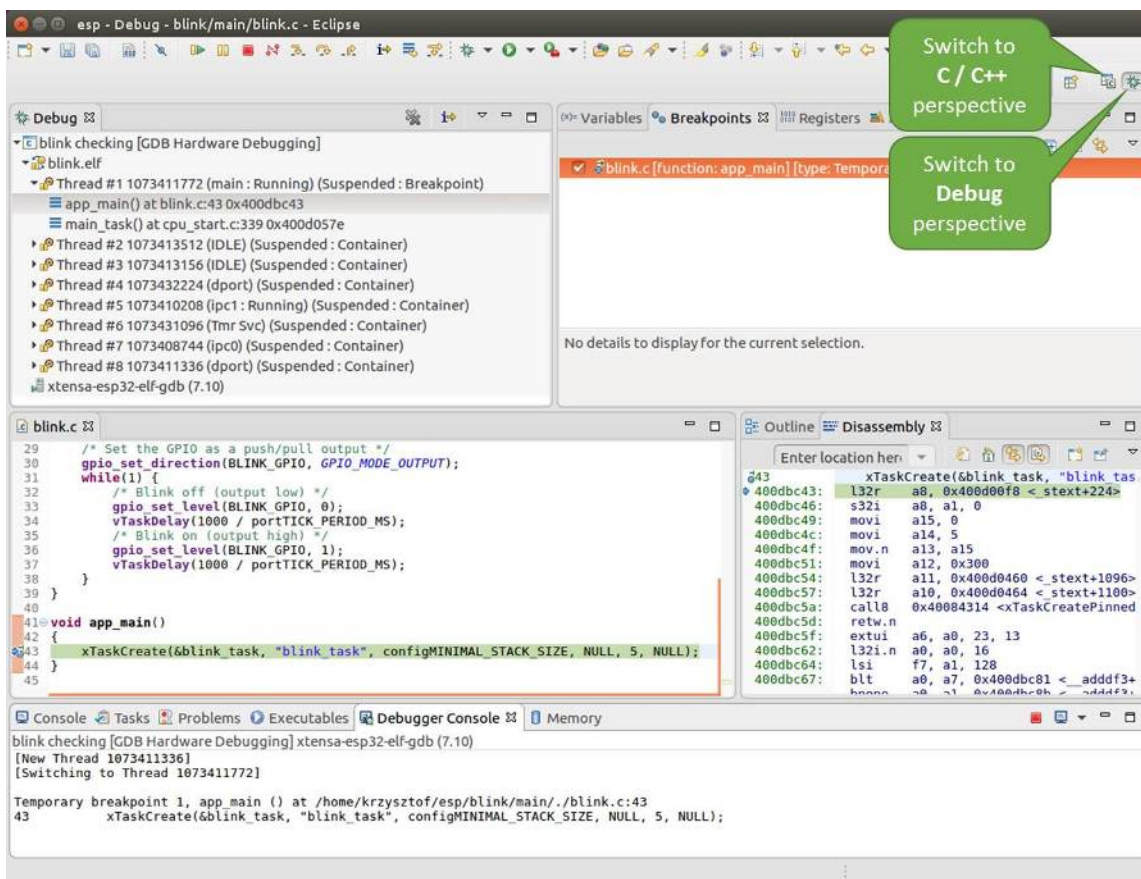


Fig. 11: Debug Perspective in Eclipse

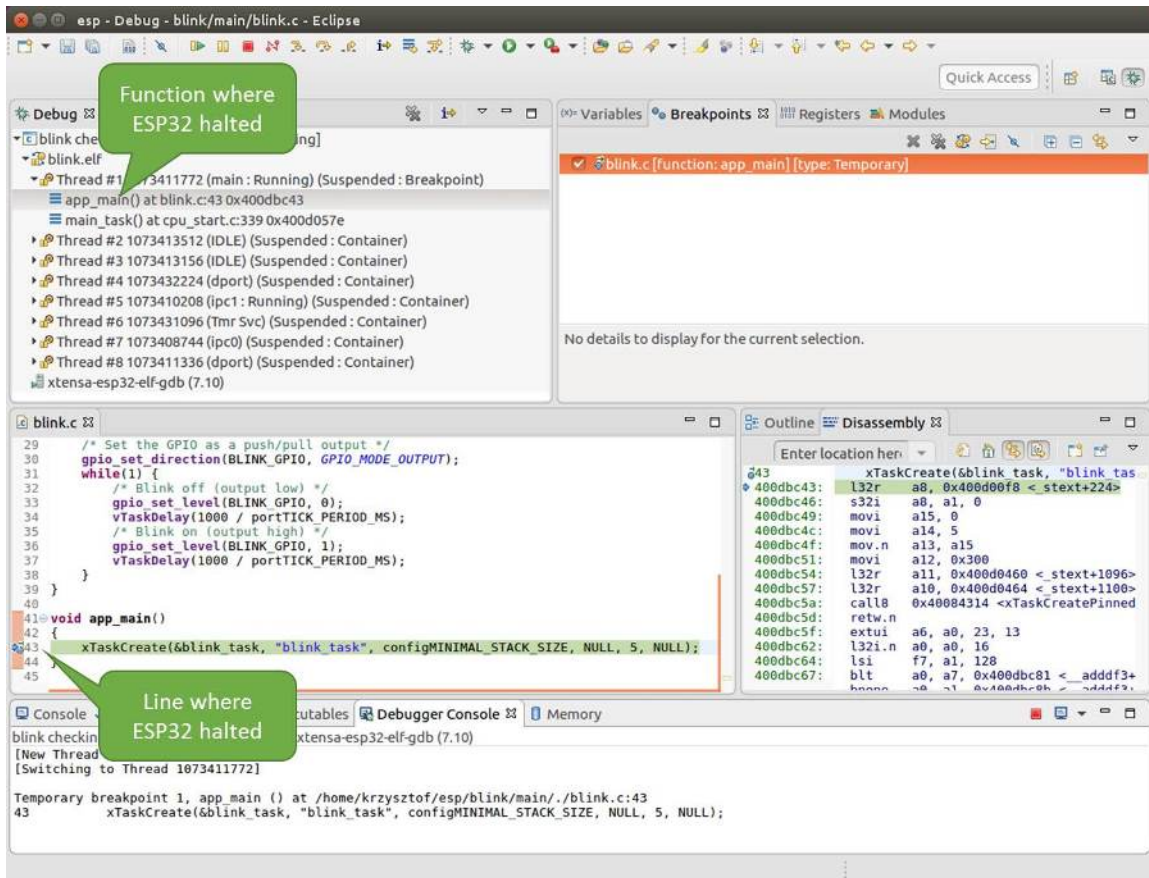


Fig. 12: Target halted during debugging

Specific thread where the program halted is expanded showing the call stack. It represents function calls that lead up to the highlighted line of code, where the target halted. The first line of call stack under Thread #1 contains the last called function `app_main()`, that in turn was called from function `main_task()` shown in a line below. Each line of the stack also contains the file name and line number where the function was called. By clicking / highlighting the stack entries, in window below, you will see contents of this file.

By expanding threads you can navigate throughout the application. Expand Thread #5 that contains much longer call stack. You will see there, besides function calls, numbers like `0x4000000c`. They represent addresses of binary code not provided in source form.

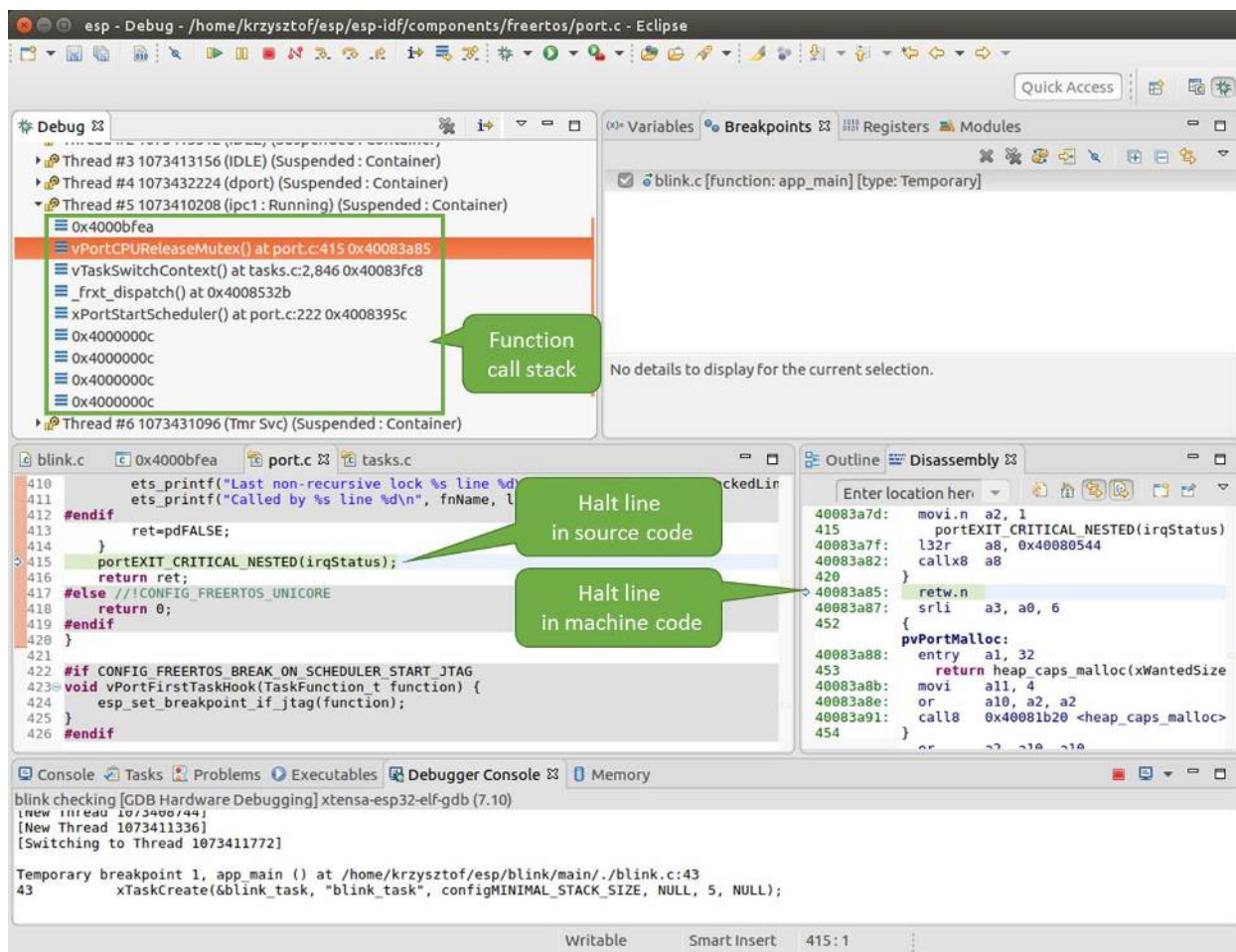


Fig. 13: Navigate through the call stack

In another window on right, you can see the disassembled machine code no matter if your project provides it in source or only the binary form.

Go back to the `app_main()` in Thread #1 to familiar code of `blink.c` file that will be examined in more details in the following examples. Debugger makes it easy to navigate through the code of entire application. This comes handy when stepping through the code and working with breakpoints and will be discussed below.

## Setting and clearing breakpoints

When debugging, we would like to be able to stop the application at critical lines of code and then examine the state of specific variables, memory and registers / peripherals. To do so we are using breakpoints. They provide a convenient

way to quickly get to and halt the application at specific line.

Let's establish two breakpoints when the state of LED changes. Basing on code listing above, this happens at lines 33 and 36. To do so, hold the "Control" on the keyboard and double click on number 33 in file `blink.c` file. A dialog will open where you can confirm your selection by pressing "OK" button. If you do not like to see the dialog just double click the line number. Set another breakpoint in line 36.

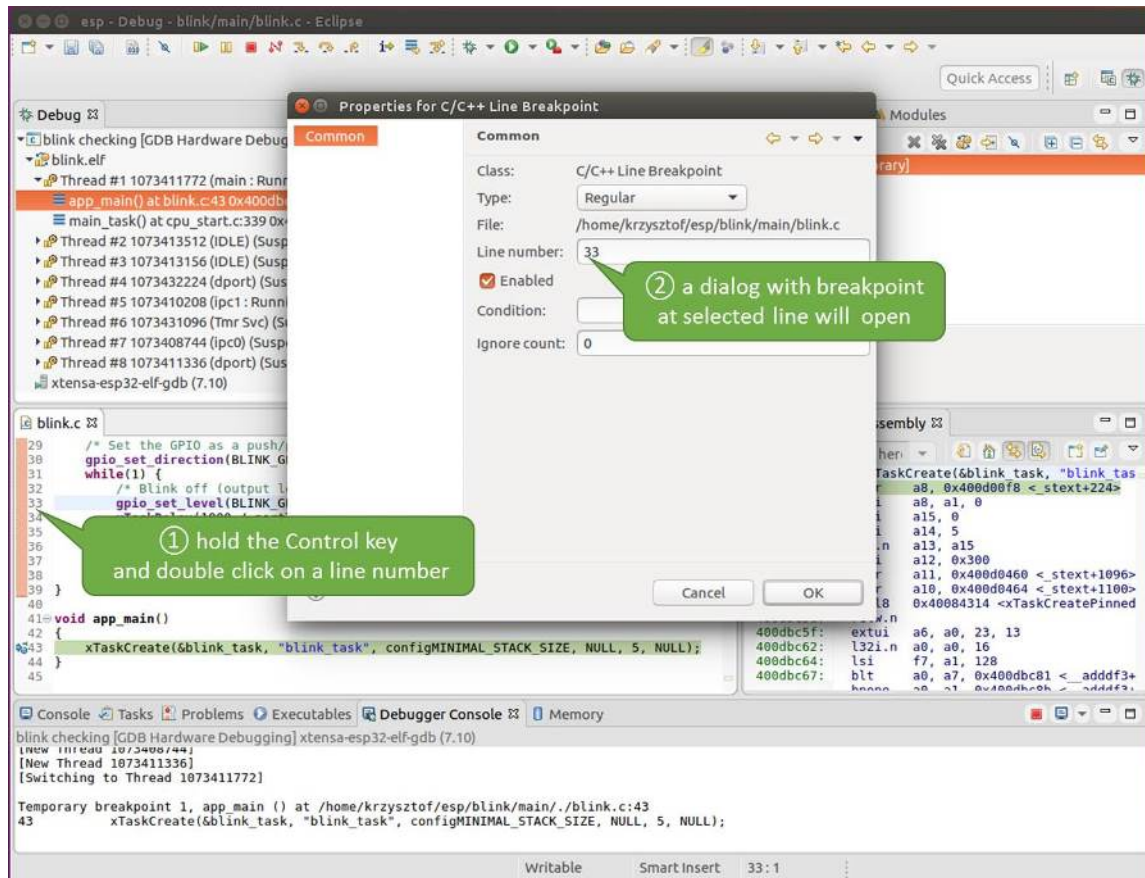


Fig. 14: Setting a breakpoint

Information how many breakpoints are set and where is shown in window "Breakpoints" on top right. Click "Show Breakpoints Supported by Selected Target" to refresh this list. Besides the two just set breakpoints the list may contain temporary breakpoint at function `app_main()` established at debugger start. As maximum two breakpoints are allowed (see *Breakpoints and watchpoints available*), you need to delete it, or debugging will fail.

If you now click "Resume" (click `blink_task()` under "Tread #8", if "Resume" button is grayed out), the processor will run and halt at a breakpoint. Clicking "Resume" another time will make it run again, halt on second breakpoint, and so on.

You will be also able to see that LED is changing the state after each click to "Resume" program execution.

Read more about breakpoints under *Breakpoints and watchpoints available* and *What else should I know about breakpoints?*

### Halting the target manually

When debugging, you may resume application and enter code waiting for some event or staying in infinite loop without any break points defined. In such case, to go back to debugging mode, you can break program execution manually by

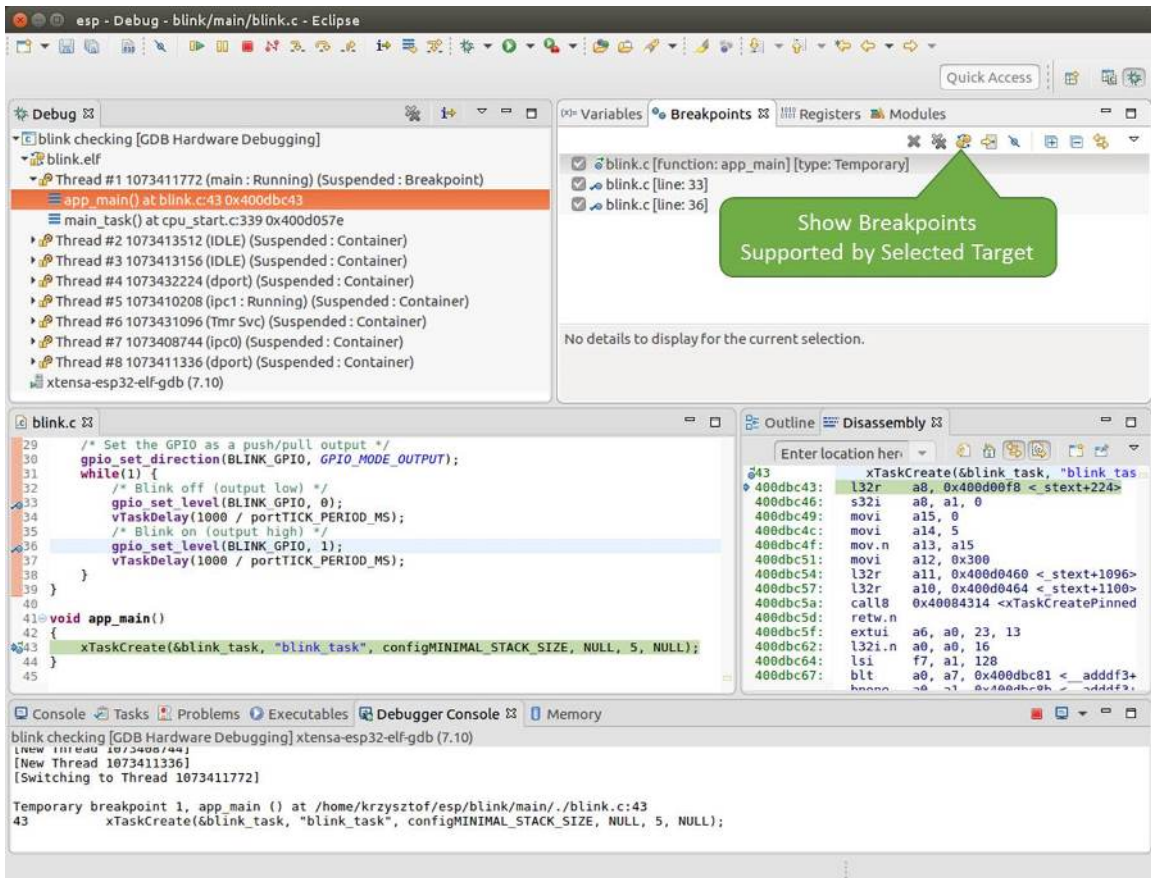


Fig. 15: Three breakpoints are set / maximum two are allowed

pressing “Suspend” button.

To check it, delete all breakpoints and click “Resume”. Then click “Suspend”. Application will be halted at some random point and LED will stop blinking. Debugger will expand tread and highlight the line of code where application halted.

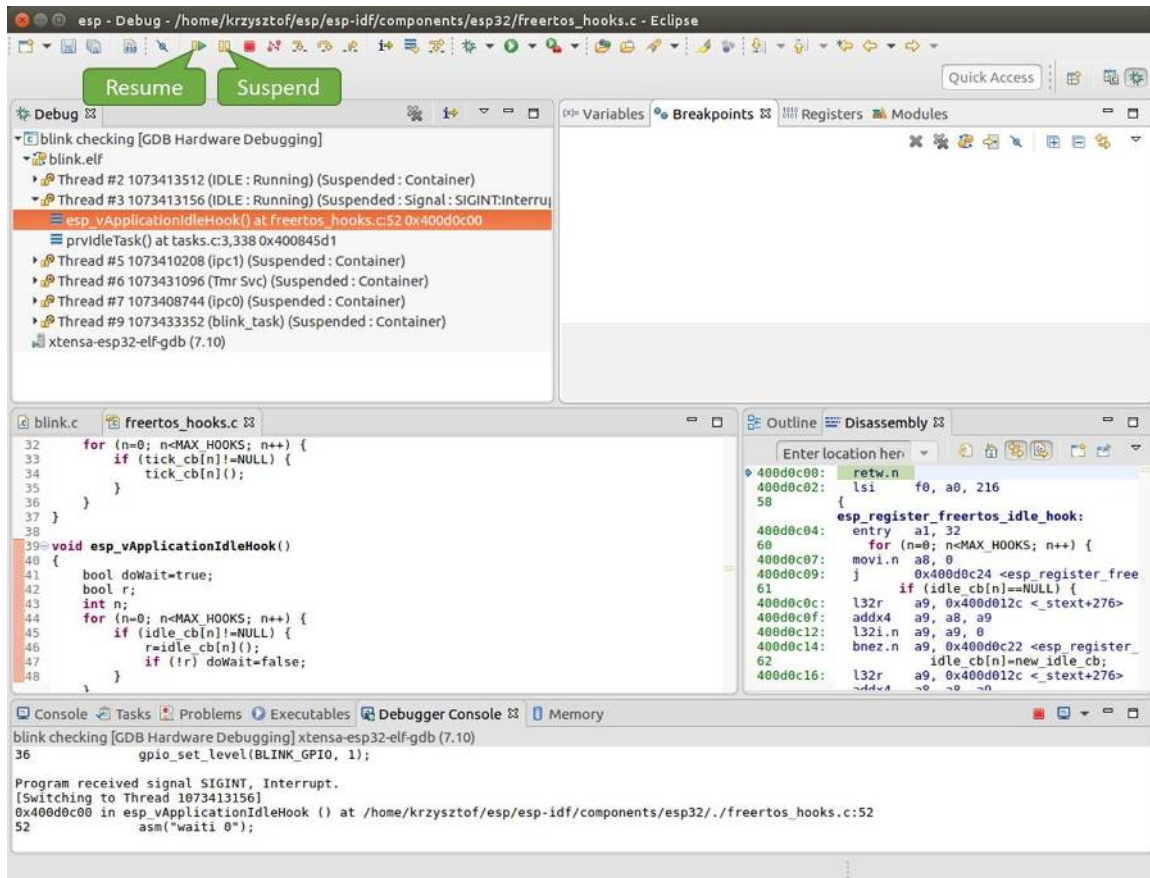


Fig. 16: Target halted manually

In particular case above, the application has been halted in line 52 of code in file `freertos_hooks.c`. Now you can resume it again by pressing “Resume” button or do some debugging as discussed below.

### Stepping through the code

It is also possible to step through the code using “Step Into (F5)” and “Step Over (F6)” commands. The difference is that “Step Into (F5)” is entering inside subroutine calls, while “Step Over (F6)” steps over the call, treating it as a single source line.

Before being able to demonstrate this functionality, using information discussed in previous paragraph, make sure that you have only one breakpoint defined at line 36 of `blink.c`.

Resume program by entering pressing F8 and let it halt. Now press “Step Over (F6)”, one by one couple of times, to see how debugger is stepping one program line at a time.

If you press “Step Into (F5)” instead, then debugger will step inside subroutine calls.

In this particular case debugger stepped inside `gpio_set_level(BLINK_GPIO, 0)` and effectively moved to `gpio.c` driver code.

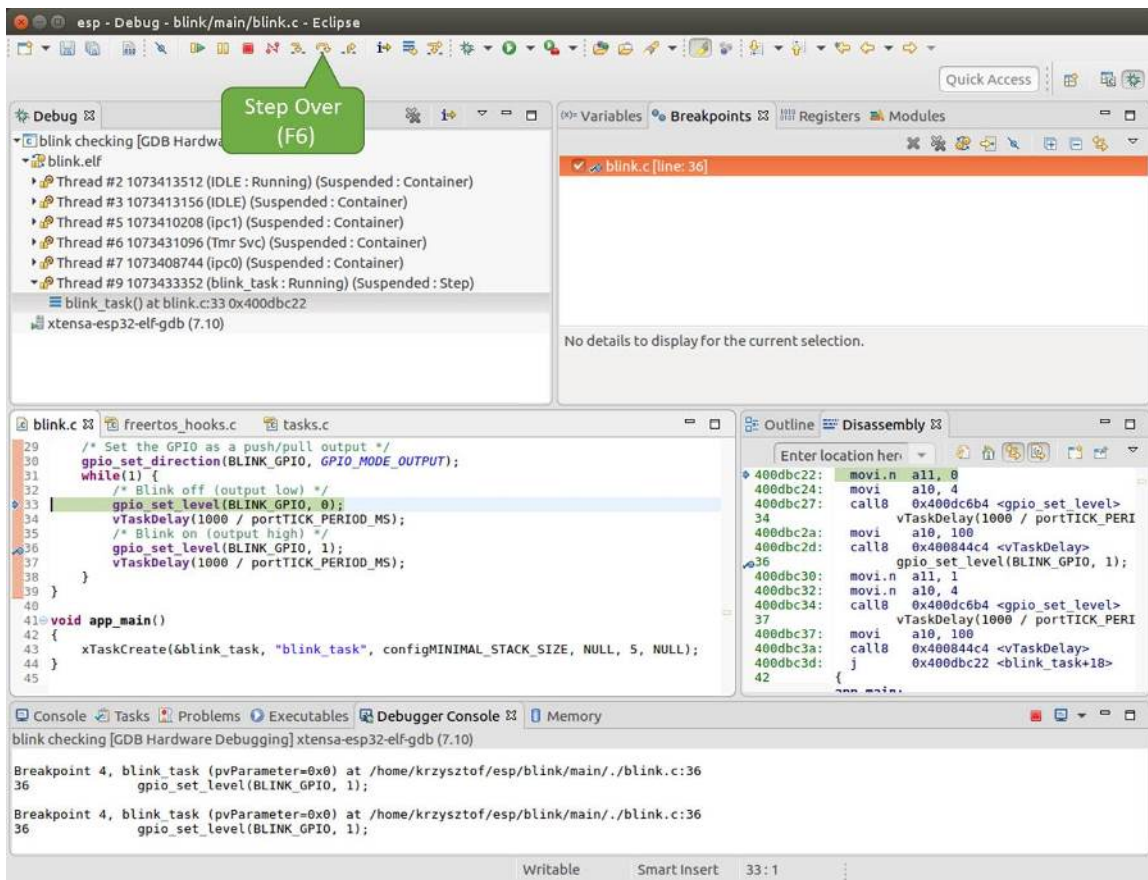


Fig. 17: Stepping through the code with “Step Over (F6)”

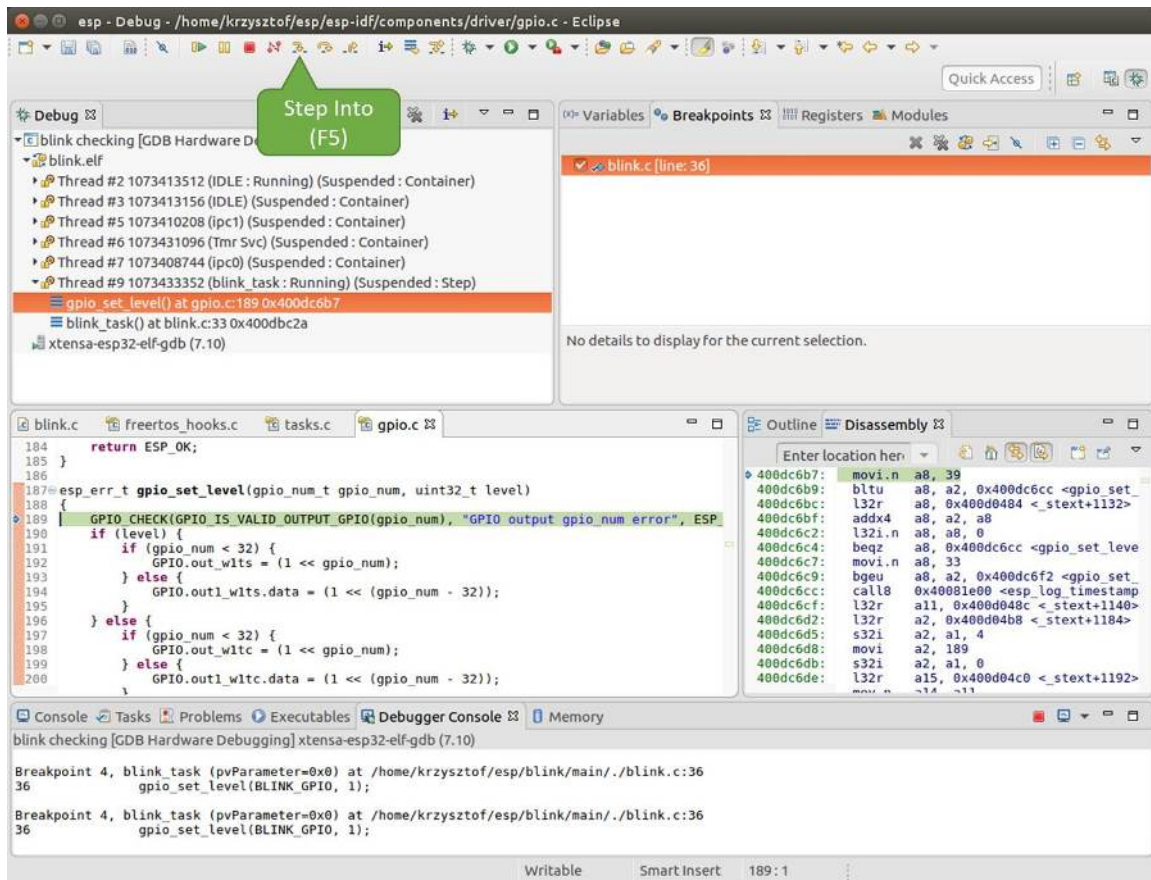


Fig. 18: Stepping through the code with “Step Into (F5)”



See *Why stepping with “next” does not bypass subroutine calls?* for potential limitation of using `next` command.

### Checking and setting memory

To display or set contents of memory use “Memory” tab at the bottom of “Debug” perspective.

With the “Memory” tab, we will read from and write to the memory location `0x3FF44004` labeled as `GPIO_OUT_REG` used to set and clear individual GPIO’s. For more information please refer to [ESP32 Technical Reference Manual](#), chapter `IO_MUX` and `GPIO Matrix`.

Being in the same `blink.c` project as before, set two breakpoints right after `gpio_set_level` instruction. Click “Memory” tab and then “Add Memory Monitor” button. Enter `0x3FF44004` in provided dialog.

Now resume program by pressing `F8` and observe “Monitor” tab.

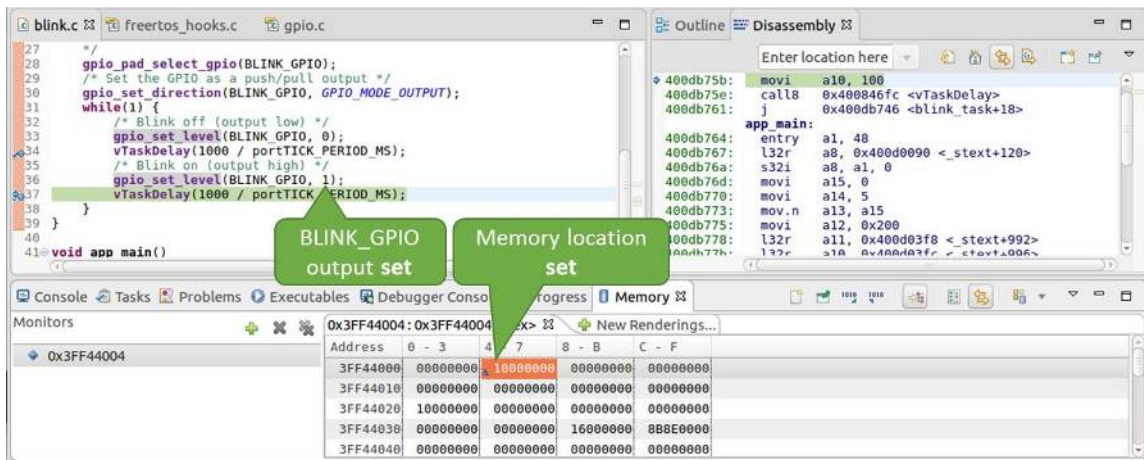


Fig. 19: Observing memory location `0x3FF44004` changing one bit to “ON”

You should see one bit being flipped over at memory location `0x3FF44004` (and LED changing the state) each time `F8` is pressed.

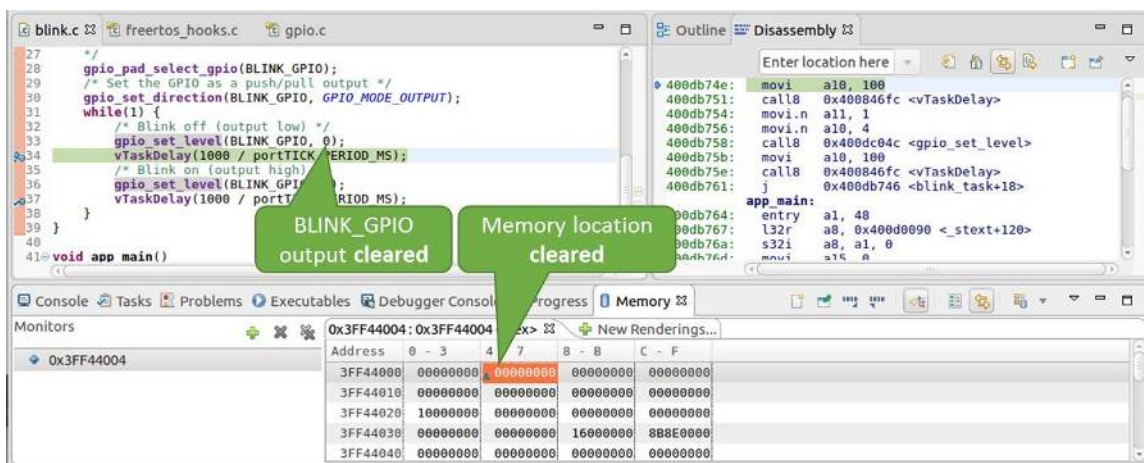


Fig. 20: Observing memory location `0x3FF44004` changing one bit to “OFF”

To set memory use the same “Monitor” tab and the same memory location. Type in alternate bit pattern as previously observed. Immediately after pressing enter you will see LED changing the state.

## Watching and setting program variables

A common debugging task is checking the value of a program variable as the program runs. To be able to demonstrate this functionality, update file `blink.c` by adding a declaration of a global variable `int i` above definition of function `blink_task`. Then add `i++` inside `while(1)` of this function to get `i` incremented on each blink.

Exit debugger, so it is not confused with new code, build and flash the code to the ESP and restart debugger. There is no need to restart OpenOCD.

Once application is halted, enter a breakpoint in the line where you put `i++`.

In next step, in the window with “Breakpoints”, click the “Expressions” tab. If this tab is not visible, then add it by going to the top menu `Window > Show View > Expressions`. Then click “Add new expression” and enter `i`.

Resume program execution by pressing `F8`. Each time the program is halted you will see `i` value being incremented.

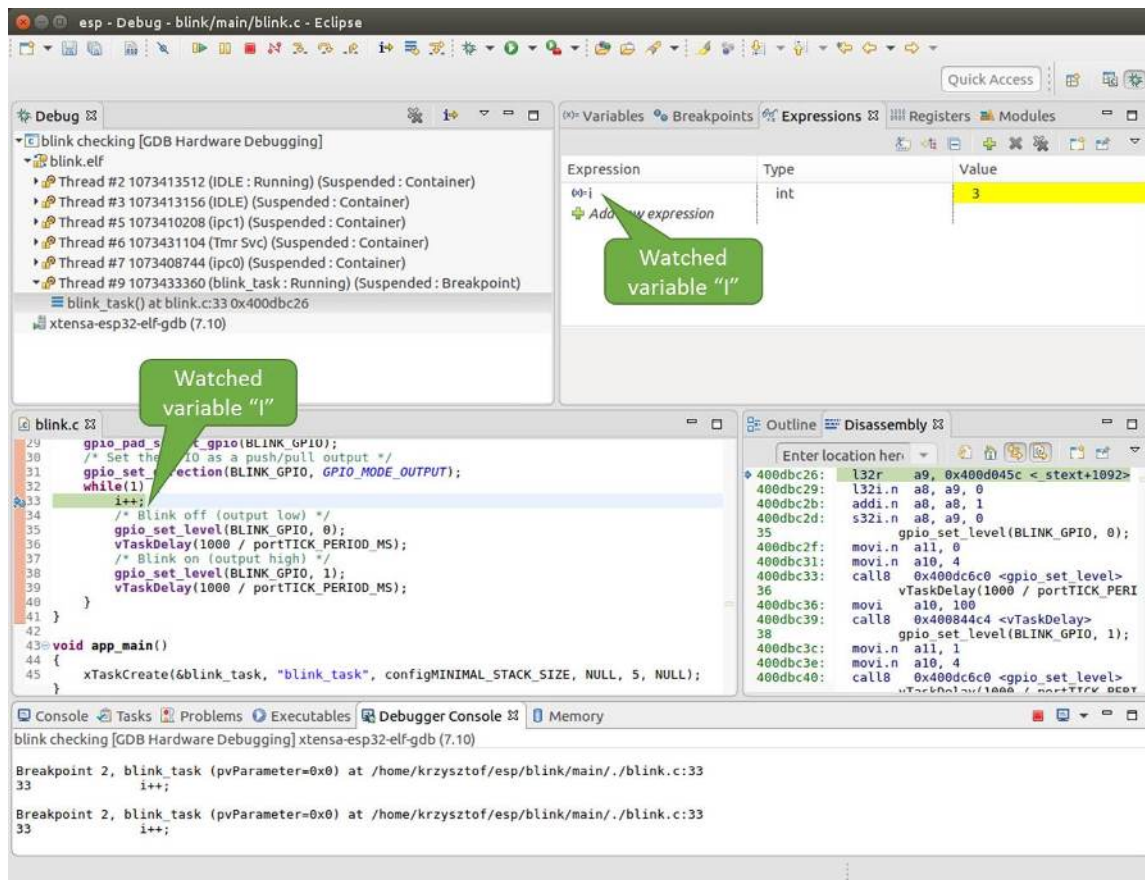


Fig. 21: Watching program variable “i”

To modify `i` enter a new number in “Value” column. After pressing “Resume (`F8`)” the program will keep incrementing `i` starting from the new entered number.

## Setting conditional breakpoints

Here comes more interesting part. You may set a breakpoint to halt the program execution, if certain condition is satisfied. Right click on the breakpoint to open a context menu and select “Breakpoint Properties”. Change the selection under “Type:” to “Hardware” and enter a “Condition:” like `i == 2`.

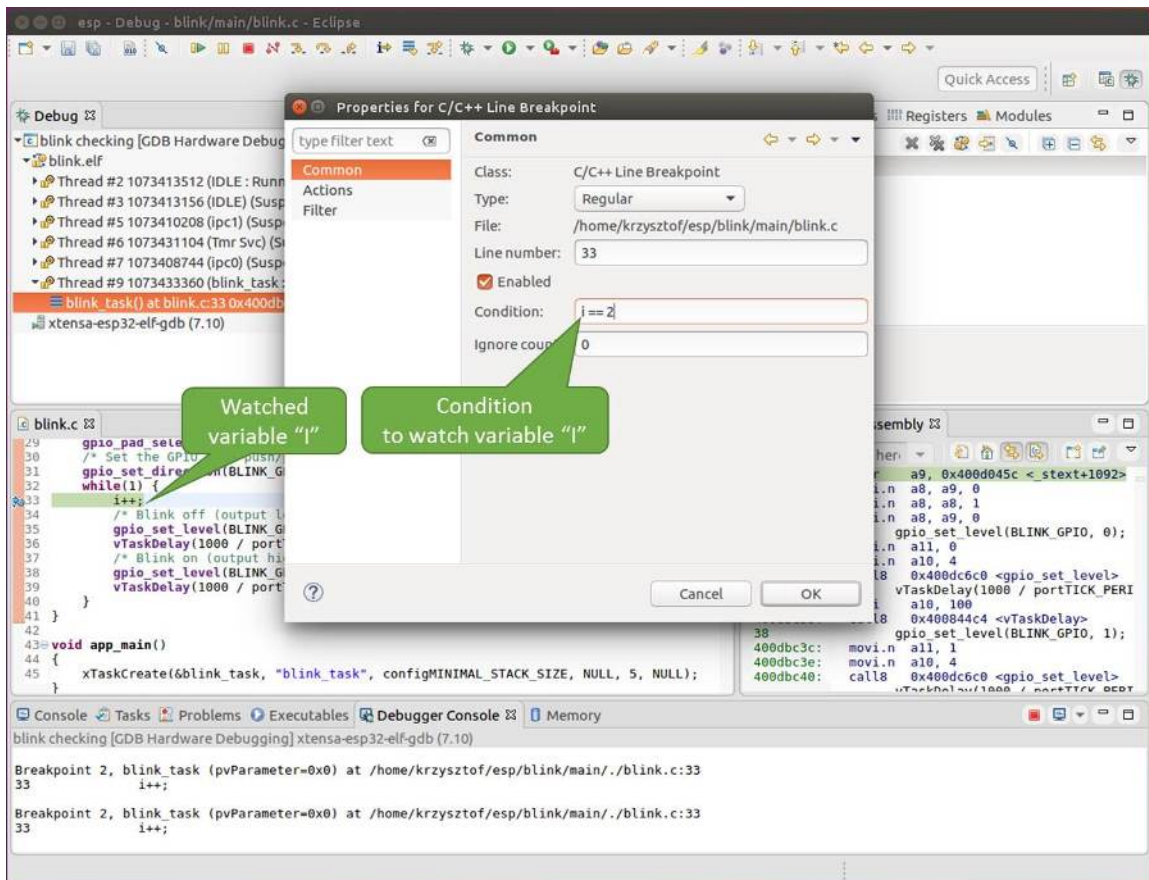


Fig. 22: Setting a conditional breakpoint

If current value of `i` is less than 2 (change it if required) and program is resumed, it will blink LED in a loop until condition `i == 2` gets true and then finally halt.

### Command Line

Verify if your target is ready and loaded with [get-started/blink](#) example. Configure and start debugger following steps in section *Command Line*. Pick up where target was left by debugger, i.e. having the application halted at breakpoint established at `app_main()`:

```
Temporary breakpoint 1, app_main () at /home/user-name/esp/blink/main/./blink.c:43
43     xTaskCreate(&blink_task, "blink_task", configMINIMAL_STACK_SIZE, NULL, 5, &
↳NULL);
(gdb)
```

### Examples in this section

1. *Navigating through the code, call stack and threads*
2. *Setting and clearing breakpoints*
3. *Halting and resuming the application*
4. *Stepping through the code*
5. *Checking and setting memory*
6. *Watching and setting program variables*
7. *Setting conditional breakpoints*

### Navigating through the code, call stack and threads

When you see the `(gdb)` prompt, the application is halted. LED should not be blinking.

To find out where exactly the code is halted, enter `l` or `list`, and debugger will show couple of lines of code around the halt point (line 43 of code in file `blink.c`)

```
(gdb) l
38     }
39 }
40
41 void app_main()
42 {
43     xTaskCreate(&blink_task, "blink_task", configMINIMAL_STACK_SIZE, NULL, 5, &
↳NULL);
44 }
(gdb)
```

Check how code listing works by entering, e.g. `l 30, 40` to see particular range of lines of code.

You can use `bt` or `backtrace` to see what function calls lead up to this code:

```
(gdb) bt
#0 app_main () at /home/user-name/esp/blink/main/./blink.c:43
```

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```
#1 0x400d057e in main_task (args=0x0) at /home/user-name/esp/esp-idf/components/
↳ esp32/./cpu_start.c:339
(gdb)
```

Line #0 of output provides the last function call before the application halted, i.e. `app_main ()` we have listed previously. The `app_main ()` was in turn called by function `main_task` from line 339 of code located in file `cpu_start.c`.

To get to the context of `main_task` in file `cpu_start.c`, enter frame `N`, where `N = 1`, because the `main_task` is listed under #1):

```
(gdb) frame 1
#1 0x400d057e in main_task (args=0x0) at /home/user-name/esp/esp-idf/components/
↳ esp32/./cpu_start.c:339
339     app_main();
(gdb)
```

Enter `1` and this will reveal the piece of code that called `app_main ()` (in line 339):

```
(gdb) 1
334         ;
335     }
336 #endif
337     //Enable allocation in region where the startup stacks were located.
338     heap_caps_enable_nonos_stack_heaps();
339     app_main();
340     vTaskDelete(NULL);
341 }
342
(gdb)
```

By listing some lines before, you will see the function name `main_task` we have been looking for:

```
(gdb) l 326, 341
326 static void main_task(void* args)
327 {
328     // Now that the application is about to start, disable boot watchdogs
329     REG_CLR_BIT(TIMG_WDTCONFIG0_REG(0), TIMG_WDT_FLASHBOOT_MOD_EN_S);
330     REG_CLR_BIT(RTC_CNTL_WDTCONFIG0_REG, RTC_CNTL_WDT_FLASHBOOT_MOD_EN);
331 #if !CONFIG_FREERTOS_UNICORE
332     // Wait for FreeRTOS initialization to finish on APP CPU, before replacing_
↳ its startup stack
333     while (port_xSchedulerRunning[1] == 0) {
334         ;
335     }
336 #endif
337     //Enable allocation in region where the startup stacks were located.
338     heap_caps_enable_nonos_stack_heaps();
339     app_main();
340     vTaskDelete(NULL);
341 }
(gdb)
```

To see the other code, enter `i threads`. This will show the list of threads running on target:

```
(gdb) i threads
Id    Target Id      Frame
```

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```

8   Thread 1073411336 (dport) 0x400d0848 in dport_access_init_core (arg=<optimized_
↳out>)
   at /home/user-name/esp/esp-idf/components/esp32/./dport_access.c:170
7   Thread 1073408744 (ipc0) xQueueGenericReceive (xQueue=0x3ffae694, pvBuffer=0x0,
↳ xTicksToWait=1644638200,
   xJustPeeking=0) at /home/user-name/esp/esp-idf/components/freertos/./queue.c:1452
6   Thread 1073431096 (Tmr Svc) prvTimerTask (pvParameters=0x0)
   at /home/user-name/esp/esp-idf/components/freertos/./timers.c:445
5   Thread 1073410208 (ipcl : Running) 0x4000bfea in ?? ()
4   Thread 1073432224 (dport) dport_access_init_core (arg=0x0)
   at /home/user-name/esp/esp-idf/components/esp32/./dport_access.c:150
3   Thread 1073413156 (IDLE) prvIdleTask (pvParameters=0x0)
   at /home/user-name/esp/esp-idf/components/freertos/./tasks.c:3282
2   Thread 1073413512 (IDLE) prvIdleTask (pvParameters=0x0)
   at /home/user-name/esp/esp-idf/components/freertos/./tasks.c:3282
* 1   Thread 1073411772 (main : Running) app_main () at /home/user-name/esp/blink/
↳main/./blink.c:43
(gdb)

```

The thread list shows the last function calls per each thread together with the name of C source file if available.

You can navigate to specific thread by entering `thread N`, where N is the thread Id. To see how it works go to thread 5:

```

(gdb) thread 5
[Switching to thread 5 (Thread 1073410208)]
#0 0x4000bfea in ?? ()
(gdb)

```

Then check the backtrace:

```

(gdb) bt
#0 0x4000bfea in ?? ()
#1 0x40083a85 in vPortCPUReleaseMutex (mux=<optimized out>) at /home/user-name/esp/
↳esp-idf/components/freertos/./port.c:415
#2 0x40083fc8 in vTaskSwitchContext () at /home/user-name/esp/esp-idf/components/
↳freertos/./tasks.c:2846
#3 0x4008532b in _frxt_dispatch ()
#4 0x4008395c in xPortStartScheduler () at /home/user-name/esp/esp-idf/components/
↳freertos/./port.c:222
#5 0x4000000c in ?? ()
#6 0x4000000c in ?? ()
#7 0x4000000c in ?? ()
#8 0x4000000c in ?? ()
(gdb)

```

As you see, the backtrace may contain several entries. This will let you check what exact sequence of function calls lead to the code where the target halted. Question marks ?? instead of a function name indicate that application is available only in binary format, without any source file in C language. The value like 0x4000bfea is the memory address of the function call.

Using `bt`, `i threads`, `thread N` and `list` commands we are now able to navigate through the code of entire application. This comes handy when stepping through the code and working with breakpoints and will be discussed below.

## Setting and clearing breakpoints

When debugging, we would like to be able to stop the application at critical lines of code and then examine the state of specific variables, memory and registers / peripherals. To do so we are using breakpoints. They provide a convenient way to quickly get to and halt the application at specific line.

Let's establish two breakpoints when the state of LED changes. Basing on code listing above this happens at lines 33 and 36. Breakpoints may be established using command `break M` where `M` is the code line number:

```
(gdb) break 33
Breakpoint 2 at 0x400db6f6: file /home/user-name/esp/blink/main/./blink.c, line 33.
(gdb) break 36
Breakpoint 3 at 0x400db704: file /home/user-name/esp/blink/main/./blink.c, line 36.
```

If you new enter `c`, the processor will run and halt at a breakpoint. Entering `c` another time will make it run again, halt on second breakpoint, and so on:

```
(gdb) c
Continuing.
Target halted. PRO_CPU: PC=0x400DB6F6 (active)    APP_CPU: PC=0x400D10D8

Breakpoint 2, blink_task (pvParameter=0x0) at /home/user-name/esp/blink/main/./blink.
↳c:33
33     gpio_set_level(BLINK_GPIO, 0);
(gdb) c
Continuing.
Target halted. PRO_CPU: PC=0x400DB6F8 (active)    APP_CPU: PC=0x400D10D8
Target halted. PRO_CPU: PC=0x400DB704 (active)    APP_CPU: PC=0x400D10D8

Breakpoint 3, blink_task (pvParameter=0x0) at /home/user-name/esp/blink/main/./blink.
↳c:36
36     gpio_set_level(BLINK_GPIO, 1);
(gdb)
```

You will be also able to see that LED is changing the state only if you resume program execution by entering `c`.

To examine how many breakpoints are set and where, use command `info break`:

```
(gdb) info break
Num      Type           Disp Enb Address          What
2        breakpoint      keep y   0x400db6f6 in blink_task at /home/user-name/esp/blink/
↳main/./blink.c:33
         breakpoint already hit 1 time
3        breakpoint      keep y   0x400db704 in blink_task at /home/user-name/esp/blink/
↳main/./blink.c:36
         breakpoint already hit 1 time
(gdb)
```

Please note that breakpoint numbers (listed under `Num`) start with 2. This is because first breakpoint has been already established at function `app_main()` by running command `thb app_main` on debugger launch. As it was a temporary breakpoint, it has been automatically deleted and now is not listed anymore.

To remove breakpoints enter `delete N` command (in short `d N`), where `N` is the breakpoint number:

```
(gdb) delete 1
No breakpoint number 1.
(gdb) delete 2
(gdb)
```

Read more about breakpoints under *Breakpoints and watchpoints available* and *What else should I know about breakpoints?*

### Halting and resuming the application

When debugging, you may resume application and enter code waiting for some event or staying in infinite loop without any break points defined. In such case, to go back to debugging mode, you can break program execution manually by entering Ctrl+C.

To check it delete all breakpoints and enter `c` to resume application. Then enter Ctrl+C. Application will be halted at some random point and LED will stop blinking. Debugger will print the following:

```
(gdb) c
Continuing.
^CTarget halted. PRO_CPU: PC=0x400D0C00          APP_CPU: PC=0x400D0C00 (active)
[New Thread 1073433352]

Program received signal SIGINT, Interrupt.
[Switching to Thread 1073413512]
0x400d0c00 in esp_vApplicationIdleHook () at /home/user-name/esp/esp-idf/components/
↳esp32/./freertos_hooks.c:52
52      asm("waiti 0");
(gdb)
```

In particular case above, the application has been halted in line 52 of code in file `freertos_hooks.c`. Now you can resume it again by enter `c` or do some debugging as discussed below.

---

**Note:** In MSYS2 shell Ctrl+C does not halt the target but exists debugger. To resolve this issue consider debugging with *Eclipse* or check a workaround under [http://www.mingw.org/wiki/Workaround\\_for\\_GDB\\_Ctrl\\_C\\_Interrupt](http://www.mingw.org/wiki/Workaround_for_GDB_Ctrl_C_Interrupt).

---

### Stepping through the code

It is also possible to step through the code using `step` and `next` commands (in short `s` and `n`). The difference is that `step` is entering inside subroutines calls, while `next` steps over the call, treating it as a single source line.

To demonstrate this functionality, using command `break` and `delete` discussed in previous paragraph, make sure that you have only one breakpoint defined at line 36 of `blink.c`:

```
(gdb) info break
Num      Type           Disp Enb Address      What
3        breakpoint        keep y   0x400db704 in blink_task at /home/user-name/esp/blink/
↳main/./blink.c:36
         breakpoint already hit 1 time
(gdb)
```

Resume program by entering `c` and let it halt:

```
(gdb) c
Continuing.
Target halted. PRO_CPU: PC=0x400DB754 (active)  APP_CPU: PC=0x400D1128

Breakpoint 3, blink_task (pvParameter=0x0) at /home/user-name/esp/blink/main/./blink.
↳c:36
```

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```
36      gpio_set_level(BLINK_GPIO, 1);
(gdb)
```

Then enter `n` couple of times to see how debugger is stepping one program line at a time:

```
(gdb) n
Target halted. PRO_CPU: PC=0x400DB756 (active)   APP_CPU: PC=0x400D1128
Target halted. PRO_CPU: PC=0x400DB758 (active)   APP_CPU: PC=0x400D1128
Target halted. PRO_CPU: PC=0x400DC04C (active)   APP_CPU: PC=0x400D1128
Target halted. PRO_CPU: PC=0x400DB75B (active)   APP_CPU: PC=0x400D1128
37      vTaskDelay(1000 / portTICK_PERIOD_MS);
(gdb) n
Target halted. PRO_CPU: PC=0x400DB75E (active)   APP_CPU: PC=0x400D1128
Target halted. PRO_CPU: PC=0x400846FC (active)   APP_CPU: PC=0x400D1128
Target halted. PRO_CPU: PC=0x400DB761 (active)   APP_CPU: PC=0x400D1128
Target halted. PRO_CPU: PC=0x400DB746 (active)   APP_CPU: PC=0x400D1128
33      gpio_set_level(BLINK_GPIO, 0);
(gdb)
```

If you enter `s` instead, then debugger will step inside subroutine calls:

```
(gdb) s
Target halted. PRO_CPU: PC=0x400DB748 (active)   APP_CPU: PC=0x400D1128
Target halted. PRO_CPU: PC=0x400DB74B (active)   APP_CPU: PC=0x400D1128
Target halted. PRO_CPU: PC=0x400DC04C (active)   APP_CPU: PC=0x400D1128
Target halted. PRO_CPU: PC=0x400DC04F (active)   APP_CPU: PC=0x400D1128
gpio_set_level (gpio_num=GPIO_NUM_4, level=0) at /home/user-name/esp/esp-idf/
↳components/driver/./gpio.c:183
183      GPIO_CHECK(GPIO_IS_VALID_OUTPUT_GPIO(gpio_num), "GPIO output gpio_num error",
↳ESP_ERR_INVALID_ARG);
(gdb)
```

In this particular case debugger stepped inside `gpio_set_level(BLINK_GPIO, 0)` and effectively moved to `gpio.c` driver code.

See [Why stepping with “next” does not bypass subroutine calls?](#) for potential limitation of using `next` command.

## Checking and setting memory

Displaying the contents of memory is done with command `x`. With additional parameters you may vary the format and count of memory locations displayed. Run `help x` to see more details. Companion command to `x` is `set` that let you write values to the memory.

We will demonstrate how `x` and `set` work by reading from and writing to the memory location `0x3FF44004` labeled as `GPIO_OUT_REG` used to set and clear individual GPIO's. For more information please refer to [ESP32 Technical Reference Manual](#), chapter `IO_MUX` and `GPIO Matrix`.

Being in the same `blink.c` project as before, set two breakpoints right after `gpio_set_level` instruction. Enter two times `c` to get to the break point followed by `x /1wx 0x3FF44004` to display contents of `GPIO_OUT_REG` memory location:

```
(gdb) c
Continuing.
Target halted. PRO_CPU: PC=0x400DB75E (active)   APP_CPU: PC=0x400D1128
Target halted. PRO_CPU: PC=0x400DB74E (active)   APP_CPU: PC=0x400D1128
```

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```
Breakpoint 2, blink_task (pvParameter=0x0) at /home/user-name/esp/blink/main/./blink.  
↳c:34  
34          vTaskDelay(1000 / portTICK_PERIOD_MS);  
(gdb) x /1wx 0x3FF44004  
0x3ff44004: 0x00000000  
(gdb) c  
Continuing.  
Target halted. PRO_CPU: PC=0x400DB751 (active)    APP_CPU: PC=0x400D1128  
Target halted. PRO_CPU: PC=0x400DB75B (active)    APP_CPU: PC=0x400D1128  
  
Breakpoint 3, blink_task (pvParameter=0x0) at /home/user-name/esp/blink/main/./blink.  
↳c:37  
37          vTaskDelay(1000 / portTICK_PERIOD_MS);  
(gdb) x /1wx 0x3FF44004  
0x3ff44004: 0x00000010  
(gdb)
```

If you are blinking LED connected to GPIO4, then you should see fourth bit being flipped each time the LED changes the state:

```
0x3ff44004: 0x00000000  
...  
0x3ff44004: 0x00000010
```

Now, when the LED is off, that corresponds to `0x3ff44004: 0x00000000` being displayed, try using `set` command to set this bit by writing `0x00000010` to the same memory location:

```
(gdb) x /1wx 0x3FF44004  
0x3ff44004: 0x00000000  
(gdb) set {unsigned int}0x3FF44004=0x000010
```

You should see the LED to turn on immediately after entering `set {unsigned int}0x3FF44004=0x000010` command.

## Watching and setting program variables

A common debugging task is checking the value of a program variable as the program runs. To be able to demonstrate this functionality, update file `blink.c` by adding a declaration of a global variable `int i` above definition of function `blink_task`. Then add `i++` inside `while(1)` of this function to get `i` incremented on each blink.

Exit debugger, so it is not confused with new code, build and flash the code to the ESP and restart debugger. There is no need to restart OpenOCD.

Once application is halted, enter the command `watch i`:

```
(gdb) watch i  
Hardware watchpoint 2: i  
(gdb)
```

This will insert so called “watchpoint” in each place of code where variable `i` is being modified. Now enter `continue` to resume the application and observe it being halted:

```
(gdb) c  
Continuing.
```

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```

Target halted. PRO_CPU: PC=0x400DB751 (active)    APP_CPU: PC=0x400D0811
[New Thread 1073432196]

Program received signal SIGTRAP, Trace/breakpoint trap.
[Switching to Thread 1073432196]
0x400db751 in blink_task (pvParameter=0x0) at /home/user-name/esp/blink/main/./blink.
→c:33
33         i++;
(gdb)

```

Resume application couple more times so `i` gets incremented. Now you can enter `print i` (in short `p i`) to check the current value of `i`:

```

(gdb) p i
$1 = 3
(gdb)

```

To modify the value of `i` use `set` command as below (you can then print it out to check if it has been indeed changed):

```

(gdb) set var i = 0
(gdb) p i
$3 = 0
(gdb)

```

You may have up to two watchpoints, see [Breakpoints and watchpoints available](#).

## Setting conditional breakpoints

Here comes more interesting part. You may set a breakpoint to halt the program execution, if certain condition is satisfied. Delete existing breakpoints and try this:

```

(gdb) break blink.c:34 if (i == 2)
Breakpoint 3 at 0x400db753: file /home/user-name/esp/blink/main/./blink.c, line 34.
(gdb)

```

Above command sets conditional breakpoint to halt program execution in line 34 of `blink.c` if `i == 2`.

If current value of `i` is less than 2 and program is resumed, it will blink LED in a loop until condition `i == 2` gets true and then finally halt:

```

(gdb) set var i = 0
(gdb) c
Continuing.
Target halted. PRO_CPU: PC=0x400DB755 (active)    APP_CPU: PC=0x400D112C
Target halted. PRO_CPU: PC=0x400DB753 (active)    APP_CPU: PC=0x400D112C
Target halted. PRO_CPU: PC=0x400DB755 (active)    APP_CPU: PC=0x400D112C
Target halted. PRO_CPU: PC=0x400DB753 (active)    APP_CPU: PC=0x400D112C

Breakpoint 3, blink_task (pvParameter=0x0) at /home/user-name/esp/blink/main/./blink.
→c:34
34         gpio_set_level(BLINK_GPIO, 0);
(gdb)

```

### Obtaining help on commands

Commands presented so far should provide a very basic and intended to let you quickly get started with JTAG debugging. Check help what are the other commands at your disposal. To obtain help on syntax and functionality of particular command, being at (gdb) prompt type `help` and command name:

```
(gdb) help next
Step program, proceeding through subroutine calls.
Usage: next [N]
Unlike "step", if the current source line calls a subroutine,
this command does not enter the subroutine, but instead steps over
the call, in effect treating it as a single source line.
(gdb)
```

By typing just `help`, you will get top level list of command classes, to aid you drilling down to more details. Optionally refer to available GDB cheat sheets, for instance <http://darkdust.net/files/GDB%20Cheat%20Sheet.pdf>. Good to have as a reference (even if not all commands are applicable in an embedded environment).

### Ending debugger session

To quit debugger enter `q`:

```
(gdb) q
A debugging session is active.

    Inferior 1 [Remote target] will be detached.

Quit anyway? (y or n) y
Detaching from program: /home/user-name/esp/blink/build/blink.elf, Remote target
Ending remote debugging.
user-name@computer-name:~/esp/blink$
```

### Tips and Quirks

[]

This section provides collection of all tips and quirks referred to from various parts of this guide.

### Breakpoints and watchpoints available

ESP32 debugger supports 2 hardware implemented breakpoints and 64 software ones. Hardware breakpoints are implemented by ESP32 chip's logic and can be set anywhere in the code: either in flash or IRAM program's regions. Additionally there are 2 types of software breakpoints implemented by OpenOCD: flash (up to 32) and IRAM (up to 32) breakpoints. Currently GDB can not set software breakpoints in flash. So until this limitation is removed those breakpoints have to be emulated by OpenOCD as hardware ones (see *below* for details). ESP32 also supports two watchpoints, so two variables can be watched for change or read by the GDB command `watch myVariable`. Note that menuconfig option `CONFIG_FREERTOS_WATCHPOINT_END_OF_STACK` uses the 2nd watchpoint and will not provide expected results, if you also try to use it within OpenOCD / GDB. See menuconfig's help for detailed description.

## What else should I know about breakpoints?

Emulating part of hardware breakpoints using software flash ones means that the GDB command `hb myFunction` which is invoked for function in flash will use pure hardware breakpoint if it is available otherwise one of the 32 software flash breakpoints is used. The same rule applies to `b myFunction`-like commands. In this case GDB will decide what type of breakpoint to set itself. If `myFunction` is resided in writable region (IRAM) software IRAM breakpoint will be used otherwise hardware or software flash breakpoint is used as it is done for `hb` command.

## Flash Mappings vs SW Flash Breakpoints

In order to set/clear software breakpoints in flash, OpenOCD needs to know their flash addresses. To accomplish conversion from the ESP32 address space to the flash one, OpenOCD uses mappings of program's code regions resided in flash. Those mappings are kept in the image header which is prepended to program binary data (code and data segments) and is specific to every application image written to the flash. So to support software flash breakpoints OpenOCD should know where application image under debugging is resided in the flash. By default OpenOCD reads partition table at 0x8000 and uses mappings from the first found application image, but there can be the cases when it will not work, e.g. partition table is not at standard flash location or even there can be multiple images: one factory and two OTA and you may want to debug any of them. To cover all possible debugging scenarios OpenOCD supports special command which can be used to set arbitrary location of application image to debug. The command has the following format:

```
esp32 appimage_offset <offset>
```

Offset should be in hex format. To reset to the default behaviour you can specify `-1` as offset.

---

**Note:** Since GDB requests memory map from OpenOCD only once when connecting to it, this command should be specified in one of the TCL configuration files, or passed to OpenOCD via its command line. In the latter case command line should look like below:

```
bin/openocd -s share/openocd/scripts -f interface/ftdi/esp32_devkitj_v1.cfg -f board/esp-wroom-32.cfg -c "init; halt; esp32 appimage_offset 0x210000"
```

Another option is to execute that command via OpenOCD telnet session and then connect GDB, but it seems to be less handy.

---

## Why stepping with “next” does not bypass subroutine calls?

When stepping through the code with `next` command, GDB is internally setting a breakpoint (one out of two available) ahead in the code to bypass the subroutine calls. This functionality will not work, if the two available breakpoints are already set elsewhere in the code. If this is the case, delete breakpoints to have one “spare”. With both breakpoints already used, stepping through the code with `next` command will work as like with `step` command and debugger will step inside subroutine calls.

## Support options for OpenOCD at compile time

ESP-IDF has some support options for OpenOCD debugging which can be set at compile time:

- `CONFIG_ESP32_DEBUG_OCDAWARE` is enabled by default. If a panic or unhandled exception is thrown and a JTAG debugger is connected (ie OpenOCD is running), ESP-IDF will break into the debugger.

- `CONFIG_FREERTOS_WATCHPOINT_END_OF_STACK` (disabled by default) sets watchpoint index 1 (the second of two) at the end of any task stack. This is the most accurate way to debug task stack overflows. Click the link for more details.

Please see the `make menuconfig` menu for more details on setting compile-time options.

### FreeRTOS support

OpenOCD has explicit support for the ESP-IDF FreeRTOS. GDB can see FreeRTOS tasks as threads. Viewing them all can be done using the GDB `i threads` command, changing to a certain task is done with `thread n`, with `n` being the number of the thread. FreeRTOS detection can be disabled in target's configuration. For more details see *Configuration of OpenOCD for specific target*.

### Why to set SPI flash voltage in OpenOCD configuration?

The MTDI pin of ESP32, being among four pins used for JTAG communication, is also one of ESP32's bootstrapping pins. On power up ESP32 is sampling binary level on MTDI to set its internal voltage regulator used to supply power to external SPI flash chip. If binary level on MTDI pin on power up is low, the voltage regulator is set to deliver 3.3 V, if it is high, then the voltage is set to 1.8 V. The MTDI pin should have a pull-up or may rely on internal weak pull down resistor (see *ESP32 Series Datasheet* for details), depending on the type of SPI chip used. Once JTAG is connected, it overrides the pull-up or pull-down resistor that is supposed to do the bootstrapping.

To handle this issue OpenOCD's board configuration file (e.g. `boards\esp-wroom-32.cfg` for ESP32-WROOM-32 module) provides `ESP32_FLASH_VOLTAGE` parameter to set the idle state of the TDO line to a specified binary level, therefore reducing the chance of a bad bootup of application due to incorrect flash voltage.

Check specification of ESP32 module connected to JTAG, what is the power supply voltage of SPI flash chip. Then set `ESP32_FLASH_VOLTAGE` accordingly. Most WROOM modules use 3.3 V flash, while WROVER modules use 1.8 V flash.

### Optimize JTAG speed

In order to achieve higher data rates and minimize number of dropped packets it is recommended to optimize setting of JTAG clock frequency, so it is at maximum and still provides stable operation of JTAG. To do so use the following tips.

1. The upper limit of JTAG clock frequency is 20 MHz if CPU runs at 80 MHz, or 26 MHz if CPU runs at 160 MHz or 240 MHz.
2. Depending on particular JTAG adapter and the length of connecting cables, you may need to reduce JTAG frequency below 20 / 26 MHz.
3. In particular reduce frequency, if you get DSR/DIR errors (and they do not relate to OpenOCD trying to read from a memory range without physical memory being present there).
4. ESP-WROVER-KIT operates stable at 20 / 26 MHz.

### What is the meaning of debugger's startup commands?

On startup, debugger is issuing sequence of commands to reset the chip and halt it at specific line of code. This sequence (shown below) is user defined to pick up at most convenient / appropriate line and start debugging.

- `set remote hardware-watchpoint-limit 2` — Restrict GDB to using two hardware watchpoints supported by ESP32. For more information see <https://sourceware.org/gdb/onlinedocs/gdb/Remote-Configuration.html>.
- `mon reset halt` — reset the chip and keep the CPUs halted
- `flushregs` — monitor (`mon`) command can not inform GDB that the target state has changed. GDB will assume that whatever stack the target had before `mon reset halt` will still be valid. In fact, after reset the target state will change, and executing `flushregs` is a way to force GDB to get new state from the target.
- `thb app_main` — insert a temporary hardware breakpoint at `app_main`, put here another function name if required
- `c` — resume the program. It will then stop at breakpoint inserted at `app_main`.

### Configuration of OpenOCD for specific target

OpenOCD needs to be told what JTAG adapter **interface** to use, as well as what type of **board** and processor the JTAG adapter is connected to. To do so, use existing configuration files located in OpenOCD's `share/openocd/scripts/interface` and `share/openocd/scripts/board` folders.

For example, if you connect to ESP-WROVER-KIT with ESP-WROOM-32 module installed (see section *ESP-WROVER-KIT V1 / ESP32 DevKitJ V1*), use the following configuration files:

- `interface/ftdi/esp32_devkitj_v1.cfg`
- `board/esp-wroom-32.cfg`

Optionally prepare configuration by yourself. To do so, you can check existing files and modify them to match you specific hardware. Below is the summary of available configuration parameters for **board** configuration.

### Adapter's clock speed

```
adapter_khz 20000
```

See *Optimize JTAG speed* for guidance how to set this value.

### Single core debugging

```
set ESP32_ONLYCPU 1
```

Comment out this line for dual core debugging.

### Disable RTOS support

```
set ESP32_RTOS none
```

Comment out this line to have RTOS support.

## Power supply voltage of ESP32's SPI flash chip

```
set ESP32_FLASH_VOLTAGE 1.8
```

Comment out this line to set 3.3 V, ref: *Why to set SPI flash voltage in OpenOCD configuration?*

## Configuration file for ESP32 targets

```
source [find target/esp32.cfg]
```

---

**Note:** Do not change source [find target/esp32.cfg] line unless you are familiar with OpenOCD internals.

---

Currently target/esp32.cfg remains the only configuration file for ESP32 targets (esp108 and esp32). The matrix of supported configurations is as follows:

Dual/single	RTOS	Target used
dual	FreeRTOS	esp32
single	FreeRTOS	esp108 (*)
dual	none	esp108
single	none	esp108

(\*) — we plan to fix this and add support for single core debugging with esp32 target in a subsequent commits.

Look inside board/esp-wroom-32.cfg for additional information provided in comments besides each configuration parameter.

## How debugger resets ESP32?

The board can be reset by entering `mon reset` or `mon reset halt` into GDB.

## Do not use JTAG pins for something else

Operation of JTAG may be disturbed, if some other h/w is connected to JTAG pins besides ESP32 module and JTAG adapter. ESP32 JTAG us using the following pins:

	ESP32 JTAG Pin	JTAG Signal
1	MTDO / GPIO15	TDO
2	MTDI / GPIO12	TDI
3	MTCK / GPIO13	TCK
4	MTMS / GPIO14	TMS

JTAG communication will likely fail, if configuration of JTAG pins is changed by user application. If OpenOCD initializes correctly (detects the two Tensilica cores), but loses sync and spews out a lot of DTR/DIR errors when the program is ran, it is likely that the application reconfigures the JTAG pins to something else, or the user forgot to connect Vtar to a JTAG adapter that needed it.



Below is an excerpt from series of errors reported by GDB after the application stepped into the code that reconfigured MTDO / GPIO15 to be an input:

```
cpu0: xtensa_resume (line 431): DSR (FFFFFFFF) indicates target still busy!
cpu0: xtensa_resume (line 431): DSR (FFFFFFFF) indicates DIR instruction generated an
↳exception!
cpu0: xtensa_resume (line 431): DSR (FFFFFFFF) indicates DIR instruction generated an
↳overrun!
cpu1: xtensa_resume (line 431): DSR (FFFFFFFF) indicates target still busy!
cpu1: xtensa_resume (line 431): DSR (FFFFFFFF) indicates DIR instruction generated an
↳exception!
cpu1: xtensa_resume (line 431): DSR (FFFFFFFF) indicates DIR instruction generated an
↳overrun!
```

## Reporting issues with OpenOCD / GDB

In case you encounter a problem with OpenOCD or GDB programs itself and do not find a solution searching available resources on the web, open an issue in the OpenOCD issue tracker under <https://github.com/espressif/openocd-esp32/issues>.

1. In issue report provide details of your configuration:
  - a. JTAG adapter type.
  - b. Release of ESP-IDF used to compile and load application that is being debugged.
  - c. Details of OS used for debugging.
  - d. Is OS running natively on a PC or on a virtual machine?
2. Create a simple example that is representative to observed issue. Describe steps how to reproduce it. In such an example debugging should not be affected by non-deterministic behaviour introduced by the Wi-Fi stack, so problems will likely be easier to reproduce, if encountered once.
3. Prepare logs from debugging session by adding additional parameters to start up commands.

OpenOCD:

```
bin/openocd -l openocd_log.txt -d 3 -s share/openocd/scripts -f interface/
↳ftdi/esp32_devkitj_v1.cfg -f board/esp-wroom-32.cfg
```

Logging to a file this way will prevent information displayed on the terminal. This may be a good thing taken amount of information provided, when increased debug level `-d 3` is set. If you still like to see the log on the screen, then use another command instead:

```
bin/openocd -d 3 -s share/openocd/scripts -f interface/ftdi/esp32_devkitj_
↳v1.cfg -f board/esp-wroom-32.cfg 2>&1 | tee openocd.log
```

---

**Note:** See *Building OpenOCD from Sources* for slightly different command format, when running OpenOCD built from sources.

---

Debugger:

```
xtensa-esp32-elf-gdb -ex "set remotelogfile gdb_log.txt" <all other
↳options>
```

Optionally add command `remotelogfile gdb_log.txt` to the `gdbinit` file.

4. Attach both `openocd_log.txt` and `gdb_log.txt` files to your issue report.

## Application Level Tracing library

### Overview

IDF provides useful feature for program behaviour analysis: application level tracing. It is implemented in the corresponding library and can be enabled in `menuconfig`. This feature allows to transfer arbitrary data between host and ESP32 via JTAG interface with small overhead on program execution.

Developers can use this library to send application specific state of execution to the host and receive commands or other type of info in the opposite direction at runtime. The main use cases of this library are:

1. Collecting application specific data, see *Application Specific Tracing*
2. Lightweight logging to the host, see *Logging to Host*
3. System behaviour analysis, see *System Behaviour Analysis with SEGGER SystemView*

Tracing components when working over JTAG interface are shown in the figure below.

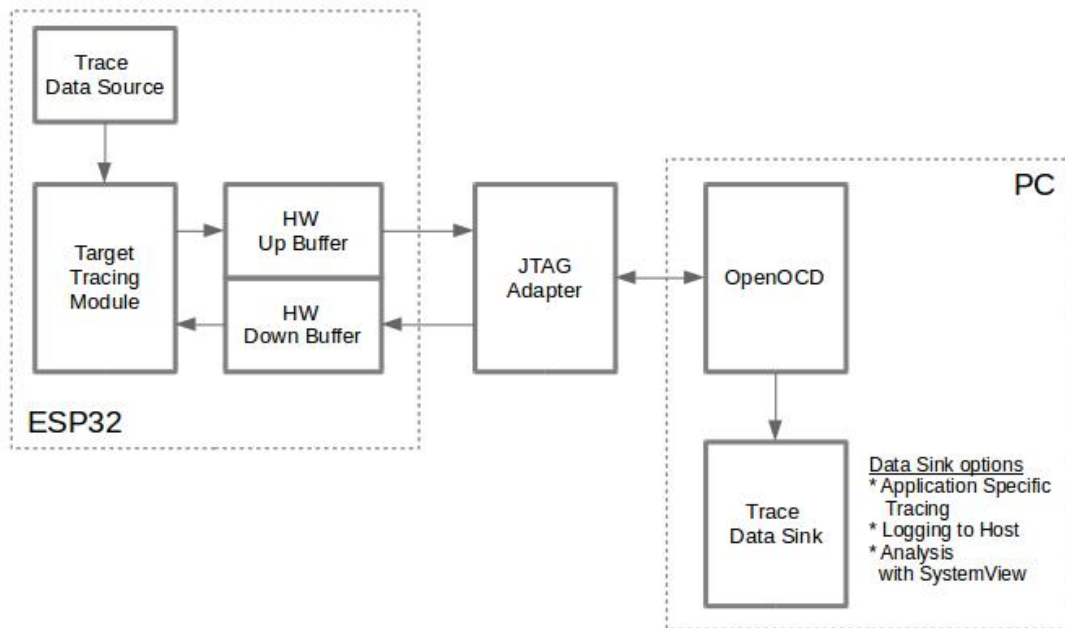


Fig. 23: Tracing Components when Working Over JTAG

### Modes of Operation

The library supports two modes of operation:

**Post-mortem mode.** This is the default mode. The mode does not need interaction from the host side. In this mode tracing module does not check whether host has read all the data from `HW UP BUFFER` buffer and overwrites old data

with the new ones. This mode is useful when only the latest trace data are interesting to the user, e.g. for analyzing program's behaviour just before the crash. Host can read the data later on upon user request, e.g. via special OpenOCD command in case of working via JTAG interface.

**Streaming mode.** Tracing module enters this mode when host connects to ESP32. In this mode before writing new data to *HW UP BUFFER* tracing module checks that there is enough space in it and if necessary waits for the host to read data and free enough memory. Maximum waiting time is controlled via timeout values passed by users to corresponding API routines. So when application tries to write data to trace buffer using finite value of the maximum waiting time it is possible situation that this data will be dropped. Especially this is true for tracing from time critical code (ISRs, OS scheduler code etc.) when infinite timeouts can lead to system malfunction. In order to avoid loss of such critical data developers can enable additional data buffering via menuconfig option *CONFIG\_ESP32\_APPTRACE\_PENDING\_DATA\_SIZE\_MAX*. This macro specifies the size of data which can be buffered in above conditions. The option can also help to overcome situation when data transfer to the host is temporarily slowed down, e.g. due to USB bus congestions etc. But it will not help when average bitrate of trace data stream exceeds HW interface capabilities.

## Configuration Options and Dependencies

Using of this feature depends on two components:

1. **Host side:** Application tracing is done over JTAG, so it needs OpenOCD to be set up and running on host machine. For instructions how to set it up, please, see *JTAG Debugging* for details.
2. **Target side:** Application tracing functionality can be enabled in menuconfig. *Component config > Application Level Tracing* menu allows selecting destination for the trace data (HW interface for transport). Choosing any of the destinations automatically enables *CONFIG\_ESP32\_APPTRACE\_ENABLE* option.

---

**Note:** In order to achieve higher data rates and minimize number of dropped packets it is recommended to optimize setting of JTAG clock frequency, so it is at maximum and still provides stable operation of JTAG, see *Optimize JTAG speed*.

---

There are two additional menuconfig options not mentioned above:

1. *Threshold for flushing last trace data to host on panic (CONFIG\_ESP32\_APPTRACE\_POSTMORTEM\_FLUSH\_TRAX\_THRESHOLD)*  
This option is necessary due to the nature of working over JTAG. In that mode trace data are exposed to the host in 16KB blocks. In post-mortem mode when one block is filled it is exposed to the host and the previous one becomes unavailable. In other words trace data are overwritten in 16KB granularity. On panic the latest data from the current input block are exposed to host and host can read them for post-analysis. It can happen that system panic occurs when there are very small amount of data which are not exposed to the host yet. In this case the previous 16KB of collected data will be lost and host will see the latest, but very small piece of the trace. It can be insufficient to diagnose the problem. This menuconfig option allows avoiding such situations. It controls the threshold for flushing data in case of panic. For example user can decide that it needs not less than 512 bytes of the recent trace data, so if there is less than 512 bytes of pending data at the moment of panic they will not be flushed and will not overwrite previous 16KB. The option is only meaningful in post-mortem mode and when working over JTAG.
2. *Timeout for flushing last trace data to host on panic (CONFIG\_ESP32\_APPTRACE\_ONPANIC\_HOST\_FLUSH\_TMO)*  
The option is only meaningful in streaming mode and controls the maximum time tracing module will wait for the host to read the last data in case of panic.

## How to use this library

This library provides API for transferring arbitrary data between host and ESP32. When enabled in menuconfig target application tracing module is initialized automatically at the system startup, so all what the user needs to do is to call

corresponding API to send, receive or flush the data.

## Application Specific Tracing

In general user should decide what type of data should be transferred in every direction and how these data must be interpreted (processed). The following steps must be performed to transfer data between target and host:

1. On target side user should implement algorithms for writing trace data to the host. Piece of code below shows an example how to do this.

```
#include "esp_app_trace.h"
...
char buf[] = "Hello World!";
esp_err_t res = esp_apprace_write(ESP_APPTRACE_DEST_TRAX, buf, strlen(buf), ESP_
↳APPTRACE_TMO_INFINITE);
if (res != ESP_OK) {
    ESP_LOGE(TAG, "Failed to write data to host!");
    return res;
}
```

esp\_apprace\_write() function uses memcpy to copy user data to the internal buffer. In some cases it can be more optimal to use esp\_apprace\_buffer\_get() and esp\_apprace\_buffer\_put() functions. They allow developers to allocate buffer and fill it themselves. The following piece of code shows how to do this.

```
#include "esp_app_trace.h"
...
int number = 10;
char *ptr = (char *)esp_apprace_buffer_get(ESP_APPTRACE_DEST_TRAX, 32, 100/*tmo_
↳in us*/);
if (ptr == NULL) {
    ESP_LOGE("Failed to get buffer!");
    return ESP_FAIL;
}
sprintf(ptr, "Here is the number %d", number);
esp_err_t res = esp_apprace_buffer_put(ESP_APPTRACE_DEST_TRAX, ptr, 100/*tmo in_
↳us*/);
if (res != ESP_OK) {
    /* in case of error host tracing tool (e.g. OpenOCD) will report incomplete_
↳user buffer */
    ESP_LOGE("Failed to put buffer!");
    return res;
}
```

Also according to his needs user may want to receive data from the host. Piece of code below shows an example how to do this.

```
#include "esp_app_trace.h"
...
char buf[32];
char down_buf[32];
size_t sz = sizeof(buf);

/* config down buffer */
esp_apprace_down_buffer_config(down_buf, sizeof(down_buf));
/* check for incoming data and read them if any */
```

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```

esp_err_t res = esp_appttrace_read(ESP_APPTRACE_DEST_TRAX, buf, &sz, 0/*do not_
↳wait*/);
if (res != ESP_OK) {
    ESP_LOGE(TAG, "Failed to read data from host!");
    return res;
}
if (sz > 0) {
    /* we have data, process them */
    ...
}

```

esp\_appttrace\_read() function uses memcpy to copy host data to user buffer. In some cases it can be more optimal to use esp\_appttrace\_down\_buffer\_get() and esp\_appttrace\_down\_buffer\_put() functions. They allow developers to occupy chunk of read buffer and process it in-place. The following piece of code shows how to do this.

```

#include "esp_app_trace.h"
...
char down_buf[32];
uint32_t *number;
size_t sz = 32;

/* config down buffer */
esp_appttrace_down_buffer_config(down_buf, sizeof(down_buf));
char *ptr = (char *)esp_appttrace_down_buffer_get(ESP_APPTRACE_DEST_TRAX, &sz, 100/
↳tmo in us*/);
if (ptr == NULL) {
    ESP_LOGE("Failed to get buffer!");
    return ESP_FAIL;
}
if (sz > 4) {
    number = (uint32_t *)ptr;
    printf("Here is the number %d", *number);
} else {
    printf("No data");
}
esp_err_t res = esp_appttrace_down_buffer_put(ESP_APPTRACE_DEST_TRAX, ptr, 100/
↳tmo in us*/);
if (res != ESP_OK) {
    /* in case of error host tracing tool (e.g. OpenOCD) will report incomplete_
↳user buffer */
    ESP_LOGE("Failed to put buffer!");
    return res;
}

```

2. The next step is to build the program image and download it to the target as described in *Build and Flash*.
3. Run OpenOCD (see *JTAG Debugging*).
4. Connect to OpenOCD telnet server. It can be done using the following command in terminal telnet <oocd\_host> 4444. If telnet session is opened on the same machine which runs OpenOCD you can use localhost as <oocd\_host> in the command above.
5. Start trace data collection using special OpenOCD command. This command will transfer tracing data and redirect them to specified file or socket (currently only files are supported as trace data destination). For description of the corresponding commands see *OpenOCD Application Level Tracing Commands*.
6. The final step is to process received data. Since format of data is defined by user the processing stage is out

of the scope of this document. Good starting points for data processor are python scripts in `$IDF_PATH/tools/esp_app_trace`: `apptrace_proc.py` (used for feature tests) and `logtrace_proc.py` (see more details in section *Logging to Host*).

### OpenOCD Application Level Tracing Commands

*HW UP BUFFER* is shared between user data blocks and filling of the allocated memory is performed on behalf of the API caller (in task or ISR context). In multithreading environment it can happen that task/ISR which fills the buffer is preempted by another high priority task/ISR. So it is possible situation that user data preparation process is not completed at the moment when that chunk is read by the host. To handle such conditions tracing module prepends all user data chunks with header which contains allocated user buffer size (2 bytes) and length of actually written data (2 bytes). So total length of the header is 4 bytes. OpenOCD command which reads trace data reports error when it reads incomplete user data chunk, but in any case it puts contents of the whole user chunk (including unfilled area) to output file.

Below is the description of available OpenOCD application tracing commands.

---

**Note:** Currently OpenOCD does not provide commands to send arbitrary user data to the target.

---

Command usage:

```
esp32 apptrace [start <options>] | [stop] | [status] | [dump <cores_num>
<outfile>]
```

Sub-commands:

**start** Start tracing (continuous streaming).

**stop** Stop tracing.

**status** Get tracing status.

**dump** Dump all data from (post-mortem dump).

Start command syntax:

```
start <outfile> [poll_period [trace_size [stop_tmo [wait4halt
[skip_size]]]]]
```

**outfile** Path to file to save data from both CPUs. This argument should have the following format: `file://path/to/file`.

**poll\_period** Data polling period (in ms) for available trace data. If greater than 0 then command runs in non-blocking mode. By default 1 ms.

**trace\_size** Maximum size of data to collect (in bytes). Tracing is stopped after specified amount of data is received. By default -1 (trace size stop trigger is disabled).

**stop\_tmo** Idle timeout (in sec). Tracing is stopped if there is no data for specified period of time. By default -1 (disable this stop trigger). Optionally set it to value longer than longest pause between tracing commands from target.

**wait4halt** If 0 start tracing immediately, otherwise command waits for the target to be halted (after reset, by breakpoint etc.) and then automatically resumes it and starts tracing. By default 0.

**skip\_size** Number of bytes to skip at the start. By default 0.

---

**Note:** If `poll_period` is 0, OpenOCD telnet command line will not be available until tracing is stopped. You must stop it manually by resetting the board or pressing Ctrl+C in OpenOCD window (not one with the telnet session). Another option is to set `trace_size` and wait until this size of data is collected. At this point tracing stops automatically.

---

Command usage examples:

1. Collect 2048 bytes of tracing data to a file “trace.log”. The file will be saved in “openocd-esp32” directory.

```
esp32 apptrace start file://trace.log 1 2048 5 0 0
```

The tracing data will be retrieved and saved in non-blocking mode. This process will stop automatically after 2048 bytes are collected, or if no data are available for more than 5 seconds.

---

**Note:** Tracing data is buffered before it is made available to OpenOCD. If you see “Data timeout!” message, then the target is likely sending not enough data to empty the buffer to OpenOCD before expiration of timeout. Either increase the timeout or use a function `esp_apptrace_flush()` to flush the data on specific intervals.

---

2. Retrieve tracing data indefinitely in non-blocking mode.

```
esp32 apptrace start file://trace.log 1 -1 -1 0 0
```

There is no limitation on the size of collected data and there is no any data timeout set. This process may be stopped by issuing `esp32 apptrace stop` command on OpenOCD telnet prompt, or by pressing Ctrl+C in OpenOCD window.

3. Retrieve tracing data and save them indefinitely.

```
esp32 apptrace start file://trace.log 0 -1 -1 0 0
```

OpenOCD telnet command line prompt will not be available until tracing is stopped. To stop tracing press Ctrl+C in OpenOCD window.

4. Wait for target to be halted. Then resume target’s operation and start data retrieval. Stop after collecting 2048 bytes of data:

```
esp32 apptrace start file://trace.log 0 2048 -1 1 0
```

To configure tracing immediately after reset use the `openocd reset halt` command.

## Logging to Host

IDF implements useful feature: logging to host via application level tracing library. This is a kind of semihosting when all `ESP_LOGx` calls sends strings to be printed to the host instead of UART. This can be useful because “printing to host” eliminates some steps performed when logging to UART. The most part of work is done on the host.

By default IDF’s logging library uses `vprintf`-like function to write formatted output to dedicated UART. In general it involves the following steps:

1. Format string is parsed to obtain type of each argument.
2. According to its type every argument is converted to string representation.
3. Format string combined with converted arguments is sent to UART.

Though implementation of `vprintf`-like function can be optimised to a certain level, all steps above have to be performed in any case and every step takes some time (especially item 3). So it is frequent situation when addition of extra logging to the program to diagnose some problem changes its behaviour and problem disappears or in the worst cases program can not work normally at all and ends up with an error or even hangs.

Possible ways to overcome this problem are to use higher UART bitrates (or another faster interface) and/or move string formatting procedure to the host.

Application level tracing feature can be used to transfer log information to host using `esp_apptrace_vprintf` function. This function does not perform full parsing of the format string and arguments, instead it just calculates number of arguments passed and sends them along with the format string address to the host. On the host log data are processed and printed out by a special Python script.

### Limitations

Current implementation of logging over JTAG has some limitations:

1. Tracing from `ESP_EARLY_LOGx` macros is not supported.
2. No support for `printf` arguments which size exceeds 4 bytes (e.g. `double` and `uint64_t`).
3. Only strings from `.rodata` section are supported as format strings and arguments.
4. Maximum number of `printf` arguments is 256.

### How To Use It

In order to use logging via trace module user needs to perform the following steps:

1. On target side special `vprintf`-like function needs to be installed. As it was mentioned earlier this function is `esp_apptrace_vprintf`. It sends log data to the host. Example code is provided in [system/app\\_trace\\_to\\_host](#).
2. Follow instructions in items 2-5 in *Application Specific Tracing*.
3. To print out collected log records, run the following command in terminal: `$IDF_PATH/tools/esp_app_trace/logtrace_proc.py /path/to/trace/file /path/to/program/elf/file`.

### Log Trace Processor Command Options

Command usage:

```
logtrace_proc.py [-h] [--no-errors] <trace_file> <elf_file>
```

Positional arguments:

**trace\_file** Path to log trace file

**elf\_file** Path to program ELF file

Optional arguments:

**-h, --help** show this help message and exit

**--no-errors, -n** Do not print errors



## System Behaviour Analysis with SEGGER SystemView

Another useful IDF feature built on top of application tracing library is the system level tracing which produces traces compatible with SEGGER SystemView tool (see [SystemView](#)). SEGGER SystemView is a real-time recording and visualization tool that allows to analyze runtime behavior of an application.

---

**Note:** Currently IDF-based application is able to generate SystemView compatible traces in form of files to be opened in SystemView application. The tracing process can not yet be controlled using that tool.

---

### How To Use It

Support for this feature is enabled by *Component config > Application Level Tracing > FreeRTOS SystemView Tracing (CONFIG\_SYSVIEW\_ENABLE)* menuconfig option. There are several other options enabled under the same menu:

1. *ESP32 timer to use as SystemView timestamp source (CONFIG\_SYSVIEW\_TS\_SOURCE)* selects the source of timestamps for SystemView events. In single core mode timestamps are generated using ESP32 internal cycle counter running at maximum 240 Mhz (~4 ns granularity). In dual-core mode external timer working at 40Mhz is used, so timestamp granularity is 25 ns.
2. Individually enabled or disabled collection of SystemView events (CONFIG\_SYSVIEW\_EVT\_XXX):
  - Trace Buffer Overflow Event
  - ISR Enter Event
  - ISR Exit Event
  - ISR Exit to Scheduler Event
  - Task Start Execution Event
  - Task Stop Execution Event
  - Task Start Ready State Event
  - Task Stop Ready State Event
  - Task Create Event
  - Task Terminate Event
  - System Idle Event
  - Timer Enter Event
  - Timer Exit Event

IDF has all the code required to produce SystemView compatible traces, so user can just configure necessary project options (see above), build, download the image to target and use OpenOCD to collect data as described in the previous sections.

### OpenOCD SystemView Tracing Command Options

Command usage:

```
esp32 sysview [start <options>] | [stop] | [status]
```

Sub-commands:

**start** Start tracing (continuous streaming).

**stop** Stop tracing.

**status** Get tracing status.

Start command syntax:

```
start <outfile1> [outfile2] [poll_period [trace_size [stop_tmo]]]
```

**outfile1** Path to file to save data from PRO CPU. This argument should have the following format: `file://path/to/file`.

**outfile2** Path to file to save data from APP CPU. This argument should have the following format: `file://path/to/file`.

**poll\_period** Data polling period (in ms) for available trace data. If greater than 0 then command runs in non-blocking mode. By default 1 ms.

**trace\_size** Maximum size of data to collect (in bytes). Tracing is stopped after specified amount of data is received. By default -1 (trace size stop trigger is disabled).

**stop\_tmo** Idle timeout (in sec). Tracing is stopped if there is no data for specified period of time. By default -1 (disable this stop trigger).

---

**Note:** If `poll_period` is 0 OpenOCD telnet command line will not be available until tracing is stopped. You must stop it manually by resetting the board or pressing Ctrl+C in OpenOCD window (not one with the telnet session). Another option is to set `trace_size` and wait until this size of data is collected. At this point tracing stops automatically.

---

Command usage examples:

1. Collect SystemView tracing data to files “pro-cpu.SVDat” and “app-cpu.SVDat”. The files will be saved in “openocd-esp32” directory.

```
esp32 sysview start file://pro-cpu.SVDat file://app-cpu.SVDat
```

The tracing data will be retrieved and saved in non-blocking mode. To stop data this process enter `esp32 apptrace stop` command on OpenOCD telnet prompt, Optionally pressing Ctrl+C in OpenOCD window.

2. Retrieve tracing data and save them indefinitely.

```
esp32 sysview start file://pro-cpu.SVDat file://app-cpu.SVDat 0 -1 -1
```

OpenOCD telnet command line prompt will not be available until tracing is stopped. To stop tracing, press Ctrl+C in OpenOCD window.

## Data Visualization

After trace data are collected user can use special tool to visualize the results and inspect behaviour of the program. Unfortunately SystemView does not support tracing from multiple cores. So when tracing from ESP32 working in dual-core mode two files are generated: one for PRO CPU and another one for APP CPU. User can load every file into separate instance of the tool.

It is uneasy and awkward to analyze data for every core in separate instance of the tool. Fortunately there is Eclipse plugin called *Impulse* which can load several trace files and makes it possible to inspect events from both cores in one view. Also this plugin has no limitation of 1000000 events as compared to free version of SystemView.

Good instruction on how to install, configure and visualize data in Impulse from one core can be found [here](#).

**Note:** IDF uses its own mapping for SystemView FreeRTOS events IDs, so user needs to replace original file with mapping `$(SYSVIEW_INSTALL_DIR)/Description/SYSVIEW_FreeRTOS.txt` with `$(IDF_PATH)/docs/api-guides/SYSVIEW_FreeRTOS.txt`. Also contents of that IDF specific file should be used when configuring SystemView serializer using above link.

---

## Configure Impulse for Dual Core Traces

After installing Impulse and ensuring that it can successfully load trace files for each core in separate tabs user can add special Multi Adapter port and load both files into one view. To do this user needs to do the following in Eclipse:

1. Open 'Signal Ports' view. Go to Windows->Show View->Other menu. Find 'Signal Ports' view in Impulse folder and double-click on it.
2. In 'Signal Ports' view right-click on 'Ports' and select 'Add ...'->New Multi Adapter Port
3. In open dialog Press 'Add' button and select 'New Pipe/File'.
4. In open dialog select 'SystemView Serializer' as Serializer and set path to PRO CPU trace file. Press OK.
5. Repeat steps 3-4 for APP CPU trace file.
6. Double-click on created port. View for this port should open.
7. Click Start/Stop Streaming button. Data should be loaded.
8. Use 'Zoom Out', 'Zoom In' and 'Zoom Fit' button to inspect data.
9. For settings measurement cursors and other features please see [Impulse documentation](#)).

---

**Note:** If you have problems with visualization (no data are shown or strange behaviour of zoom action is observed) you can try to delete current signal hierarchy and double click on necessary file or port. Eclipse will ask you to create new signal hierarchy.

---

## 5.13 Bootloader

Bootloader performs the following functions:

1. Minimal initial configuration of internal modules;
2. Select the application partition to boot, based on the partition table and ota\_data (if any);
3. Load this image to RAM (IRAM & DRAM) and transfer management to it.

Bootloader is located at the address `0x1000` in the flash.

### 5.13.1 FACTORY reset

The user can write a basic working firmware and load it into the factory partition. Next, update the firmware via OTA (over the air). The updated firmware will be loaded into an OTA app partition slot and the OTA data partition is updated to boot from this partition. If you want to be able to roll back to the factory firmware and clear the settings, then you need to set `CONFIG_BOOTLOADER_FACTORY_RESET`. The factory reset mechanism allows to reset the device to factory settings:

- Clear one or more data partitions.

- Boot from “factory” partition.

`CONFIG_BOOTLOADER_DATA_FACTORY_RESET` allows customers to select which data partitions will be erased when the factory reset is executed. Can specify the names of partitions through comma-delimited with optional spaces for readability. (Like this: “nvs, phy\_init, nvs\_custom, ...”). Make sure that the name specified in the partition table and here are the same. Partitions of type “app” cannot be specified here.

`CONFIG_BOOTLOADER_OTA_DATA_ERASE` - the device will boot from “factory” partition after a factory reset. The OTA data partition will be cleared.

`CONFIG_BOOTLOADER_NUM_PIN_FACTORY_RESET`- number of the GPIO input for factory reset uses to trigger a factory reset, this GPIO must be pulled low on reset to trigger this.

`CONFIG_BOOTLOADER_HOLD_TIME_GPIO`- this is hold time of GPIO for reset/test mode (by default 5 seconds). The GPIO must be held low continuously for this period of time after reset before a factory reset or test partition boot (as applicable) is performed.

Partition table.:

```
# Name,   Type, SubType, Offset,   Size, Flags
# Note: if you change the phy_init or app partition offset, make sure to change the_
↳offset in Kconfig.projbuild
nvs,      data, nvs,      0x9000,  0x4000
otadata,  data, ota,      0xd000,  0x2000
phy_init, data, phy,      0xf000,  0x1000
factory,  0,    0,          0x10000, 1M
test,     0,    test,      ,         512K
ota_0,    0,    ota_0,     ,         512K
ota_1,    0,    ota_1,     ,         512K
```

### 5.13.2 Boot from TEST firmware

The user can write a special firmware for testing in production, and run it as needed. The partition table also needs a dedicated partition for this testing firmware (See *partition table*). To trigger a test app you need to set `CONFIG_BOOTLOADER_APP_TEST`.

`CONFIG_BOOTLOADER_NUM_PIN_APP_TEST` - number of the GPIO input to boot TEST partition. The selected GPIO will be configured as an input with internal pull-up enabled. To trigger a test app, this GPIO must be pulled low on reset. After the GPIO input is deactivated and the device reboots, the old application will boot (factory or any OTA slot).

`CONFIG_BOOTLOADER_HOLD_TIME_GPIO` - this is hold time of GPIO for reset/test mode (by default 5 seconds). The GPIO must be held low continuously for this period of time after reset before a factory reset or test partition boot (as applicable) is performed.

### 5.13.3 Customer bootloader

The current bootloader implementation allows the customer to override it. To do this, you must copy the folder `/esp-idf/components/bootloader` and then edit `/your_project/components/bootloader/subproject/main/bootloader_main.c`. In the bootloader space, you can not use the drivers and functions from other components. If necessary, then the required functionality should be placed in the folder `bootloader` (note that this will increase its size). It is necessary to monitor its size because there can be overlays in memory with a partition table leading to damage. At the moment the bootloader is limited to the partition table from the address `0x8000`.

## 5.14 Partition Tables

□

### 5.14.1 Overview

A single ESP32's flash can contain multiple apps, as well as many different kinds of data (calibration data, filesystems, parameter storage, etc). For this reason a partition table is flashed to (*default offset*) 0x8000 in the flash.

Partition table length is 0xC00 bytes (maximum 95 partition table entries). An MD5 checksum, which is used for checking the integrity of the partition table, is appended after the table data. If the partition table is signed due to *secure boot*, the signature is appended after the partition table.

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”
- “Factory app, two OTA definitions”

In both cases the factory app is flashed at offset 0x10000. If you *make partition\_table* then it will print a summary of the partition table.

### 5.14.2 Built-in Partition Tables

Here is the summary printed for the “Single factory app, no OTA” configuration:

```
# Espressif ESP32 Partition Table
# Name, Type, SubType, Offset, Size, Flags
nvs, data, nvs, 0x9000, 0x6000,
phy_init, data, phy, 0xf000, 0x1000,
factory, app, factory, 0x10000, 1M,
```

- 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 “Factory app, two OTA definitions” configuration:

```
# Espressif ESP32 Partition Table
# Name, Type, SubType, Offset, Size, Flags
nvs, data, nvs, 0x9000, 0x4000,
otadata, data, ota, 0xd000, 0x2000,
phy_init, data, phy, 0xf000, 0x1000,
factory, 0, 0, 0x10000, 1M,
ota_0, 0, ota_0, 0x110000, 1M,
ota_1, 0, ota_1, 0x210000, 1M,
```

- There are now three app partition definitions. The type of the factory app (at 0x10000) and the next two “OTA” apps are all set to “app”, but their subtypes are different.
- There is also a new “otadata” 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 factory app.

### 5.14.3 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,	Flags
	nvs,	data,	nvs,	0x9000,	0x4000	
	otadata,	data,	ota,	0xd000,	0x2000	
	phy_init,	data,	phy,	0xf000,	0x1000	
	factory,	app,	factory,	0x10000,	1M	
	ota_0,	app,	ota_0,	,	1M	
	ota_1,	app,	ota_1,	,	1M	
	nvs_key,	data,	nvs_keys,	,	0x1000	

- 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.
- The “Offset” field for each partition is empty. The `gen_esp32part.py` tool fills in each blank offset, starting after the partition table and making sure each partition is aligned correctly.

#### Name field

Name field can be any meaningful name. It is not significant to the ESP32. 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 esp-idf 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. esp-idf currently only specifies the meaning of the subtype field for “`app`” and “`data`” partition types.

- When type is “`app`”, the subtype field can be specified as `factory` (0), `ota_0` (0x10) ... `ota_15` (0x1F) or `test` (0x20).
  - `factory` (0) is the default `app` partition. The bootloader will execute the `factory` `app` unless there it sees a partition of type `data/ota`, in which case it reads this partition to determine which OTA image to boot.
    - \* OTA never updates the `factory` partition.
    - \* If you want to conserve flash usage in an OTA project, you can remove the `factory` partition and use `ota_0` instead.
  - `ota_0` (0x10) ... `ota_15` (0x1F) are the OTA `app` slots. Refer to the [OTA documentation](#) for more details, which then use the OTA data partition to configure which `app` slot the bootloader should boot. If using

OTA, an application should have at least two OTA application slots (ota\_0 & ota\_1). Refer to the [OTA documentation](#) for more details.

- test (0x2) is a reserved subtype for factory test procedures. It is not currently supported by the esp-idf bootloader.
- When type is “data”, the subtype field can be specified as ota (0), phy (1), nvs (2), or nvs\_keys (4).
  - 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 [CONFIG\\_ESP32\\_PHY\\_INIT\\_DATA\\_IN\\_PARTITION](#) option. You will also need to flash your devices with phy init data as the esp-idf 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.
  - nvs\_keys (4) is for the NVS key partition. See [Non-Volatile Storage \(NVS\) API](#) for more details.
    - \* It is used to store NVS encryption keys when [NVS Encryption](#) feature is enabled.
    - \* The size of this partition should be 4096 bytes (minimum partition size).

Other data subtypes are reserved for future esp-idf uses.

## Offset & Size

Partitions with blank offsets will start after the previous partition, or after the partition table in the case of the first partition.

App partitions have to be at offsets aligned to 0x10000 (64K). If you leave the offset field blank, `gen_esp32part.py` will automatically align the partition. If you specify an unaligned offset for an app partition, the tool will return an error.

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).

If you want the partitions in the partition table to work with any starting offset ([CONFIG\\_PARTITION\\_TABLE\\_OFFSET](#)) of the table itself, leave the offset field (in CSV file) for all partitions blank. Similarly, if changing the partition table offset then be aware that all blank partition offsets may change to match, and that any fixed offsets may now collide with the partition table (causing an error).

## Flags

Only one flag is currently supported, `encrypted`. If this field is set to `encrypted`, this partition will be encrypted if *Flash Encryption* is enabled.

(Note that `app` type partitions will always be encrypted, regardless of whether this flag is set or not.)

### 5.14.4 Generating Binary Partition Table

The partition table which is flashed to the ESP32 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 input_partitions.csv binary_partitions.bin
```

To convert binary format back to CSV manually:

```
python gen_esp32part.py 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
```

## MD5 checksum

The binary format of the partition table contains an MD5 checksum computed based on the partition table. This checksum is used for checking the integrity of the partition table during the boot.

The MD5 checksum generation can be disabled by the `--disable-md5sum` option of `gen_esp32part.py` or by the `CONFIG_PARTITION_TABLE_MD5` option. This is useful for example when one uses a legacy bootloader which cannot process MD5 checksums and the boot fails with the error message `invalid magic number 0xeb0e`.

### 5.14.5 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.

## 5.15 Secure Boot

Secure Boot is a feature for ensuring only your code can run on the chip. Data loaded from flash is verified on each reset.



Secure Boot is separate from the *Flash Encryption* feature, and you can use secure boot without encrypting the flash contents. However, for a secure environment both should be used simultaneously. See *Secure Boot & Flash Encryption* for more details.

---

**Important:** Enabling secure boot limits your options for further updates of your ESP32. Make sure to read this document thoroughly and understand the implications of enabling secure boot.

---

### 5.15.1 Background

- Most data is stored in flash. Flash access does not need to be protected from physical access in order for secure boot to function, because critical data is stored (non-software-accessible) in Efuses internal to the chip.
- Efuses are used to store the secure bootloader key (in efuse BLOCK2), and also a single Efuse bit (ABS\_DONE\_0) is burned (written to 1) to permanently enable secure boot on the chip. For more details about efuse, see Chapter 11 “eFuse Controller” in the Technical Reference Manual.
- To understand the secure boot process, first familiarise yourself with the standard *ESP-IDF boot process*.
- Both stages of the boot process (initial software bootloader load, and subsequent partition & app loading) are verified by the secure boot process, in a “chain of trust” relationship.

### 5.15.2 Secure Boot Process Overview

This is a high level overview of the secure boot process. Step by step instructions are supplied under *How To Enable Secure Boot*. Further in-depth details are supplied under *Technical Details*:

1. The options to enable secure boot are provided in the `make menuconfig` hierarchy, under “Secure Boot Configuration”.
2. Secure Boot defaults to signing images and partition table data during the build process. The “Secure boot private signing key” config item is a file path to a ECDSA public/private key pair in a PEM format file.
3. The software bootloader image is built by `esp-idf` with secure boot support enabled and the public key (signature verification) portion of the secure boot signing key compiled in. This software bootloader image is flashed at offset `0x1000`.
4. On first boot, the software bootloader follows the following process to enable secure boot:
  - Hardware secure boot support generates a device secure bootloader key (generated via hardware RNG, then stored read/write protected in efuse), and a secure digest. The digest is derived from the key, an IV, and the bootloader image contents.
  - The secure digest is flashed at offset `0x0` in the flash.
  - Depending on Secure Boot Configuration, efuses are burned to disable JTAG and the ROM BASIC interpreter (it is strongly recommended these options are turned on.)
  - Bootloader permanently enables secure boot by burning the `ABS_DONE_0` efuse. The software bootloader then becomes protected (the chip will only boot a bootloader image if the digest matches.)
5. On subsequent boots the ROM bootloader sees that the secure boot efuse is burned, reads the saved digest at `0x0` and uses hardware secure boot support to compare it with a newly calculated digest. If the digest does not match then booting will not continue. The digest and comparison are performed entirely by hardware, and the calculated digest is not readable by software. For technical details see *Secure Boot Hardware Support*.

6. When running in secure boot mode, the software bootloader uses the secure boot signing key (the public key of which is embedded in the bootloader itself, and therefore validated as part of the bootloader) to verify the signature appended to all subsequent partition tables and app images before they are booted.

### 5.15.3 Keys

The following keys are used by the secure boot process:

- “secure bootloader key” is a 256-bit AES key that is stored in Efuse block 2. The bootloader can generate this key itself from the internal hardware random number generator, the user does not need to supply it (it is optionally possible to supply this key, see *Re-Flashable Software Bootloader*). The Efuse holding this key is read & write protected (preventing software access) before secure boot is enabled.
  - By default, the Efuse Block 2 Coding Scheme is “None” and a 256 bit key is stored in this block. On some ESP32s, the Coding Scheme is set to 3/4 Encoding (CODING\_SCHEME efuse has value 1) and a 192 bit key must be stored in this block. See ESP32 Technical Reference Manual section 20.3.1.3 *System Parameter coding\_scheme* for more details. The algorithm operates on a 256 bit key in all cases, 192 bit keys are extended by repeating some bits (*details*).
- “secure boot signing key” is a standard ECDSA public/private key pair (see *Image Signing Algorithm*) in PEM format.
  - The public key from this key pair (for signature verification but not signature creation) is compiled into the software bootloader and used to verify the second stage of booting (partition table, app image) before booting continues. The public key can be freely distributed, it does not need to be kept secret.
  - The private key from this key pair *must be securely kept private*, as anyone who has this key can authenticate to any bootloader that is configured with secure boot and the matching public key.

### 5.15.4 Bootloader Size

When secure boot is enabled the bootloader app binary `bootloader.bin` may exceed the default bootloader size limit. This is especially likely if flash encryption is enabled as well. The default size limit is 0x7000 (28672) bytes (partition table offset 0x8000 - bootloader offset 0x1000).

If the bootloader becomes too large, the ESP32 will fail to boot - errors will be logged about either invalid partition table or invalid bootloader checksum.

Options to work around this are:

- Reduce *bootloader log level*. Setting log level to Warning, Error or None all significantly reduce the final binary size (but may make it harder to debug).
- Set *partition table offset* to a higher value than 0x8000, to place the partition table later in the flash. This increases the space available for the bootloader. If the *partition table* CSV file contains explicit partition offsets, they will need changing so no partition has an offset lower than `CONFIG_PARTITION_TABLE_OFFSET + 0x1000`. (This includes the default partition CSV files supplied with ESP-IDF.)

### 5.15.5 How To Enable Secure Boot

1. Run `make menuconfig`, navigate to “Secure Boot Configuration” and select the option “One-time Flash”. (To understand the alternative “Reflashable” choice, see *Re-Flashable Software Bootloader*.)
2. Select a name for the secure boot signing key. This option will appear after secure boot is enabled. The file can be anywhere on your system. A relative path will be evaluated from the project directory. The file does not need to exist yet.

3. Set other menuconfig options (as desired). Pay particular attention to the “Bootloader Config” options, as you can only flash the bootloader once. Then exit menuconfig and save your configuration
4. The first time you run `make`, if the signing key is not found then an error message will be printed with a command to generate a signing key via `espsecure.py generate_signing_key`.

---

**Important:** A signing key generated this way will use the best random number source available to the OS and its Python installation (`/dev/urandom` on OSX/Linux and `CryptGenRandom()` on Windows). If this random number source is weak, then the private key will be weak.

---

---

**Important:** For production environments, we recommend generating the keypair using openssl or another industry standard encryption program. See [Generating Secure Boot Signing Key](#) for more details.

---

5. Run `make bootloader` to build a secure boot enabled bootloader. The output of `make` will include a prompt for a flashing command, using `esptool.py write_flash`.
6. When you’re ready to flash the bootloader, run the specified command (you have to enter it yourself, this step is not performed by `make`) and then wait for flashing to complete. **Remember this is a one time flash, you can’t change the bootloader after this!**
7. Run `make flash` to build and flash the partition table and the just-built app image. The app image will be signed using the signing key you generated in step 4.

---

**Note:** `make flash` doesn’t flash the bootloader if secure boot is enabled.

---

8. Reset the ESP32 and it will boot the software bootloader you flashed. The software bootloader will enable secure boot on the chip, and then it verifies the app image signature and boots the app. You should watch the serial console output from the ESP32 to verify that secure boot is enabled and no errors have occurred due to the build configuration.

---

**Note:** Secure boot won’t be enabled until after a valid partition table and app image have been flashed. This is to prevent accidents before the system is fully configured.

---

---

**Note:** If the ESP32 is reset or powered down during the first boot, it will start the process again on the next boot.

---

9. On subsequent boots, the secure boot hardware will verify the software bootloader has not changed (using the secure bootloader key) and then the software bootloader will verify the signed partition table and app image (using the public key portion of the secure boot signing key).

### 5.15.6 Re-Flashable Software Bootloader

Configuration “Secure Boot: One-Time Flash” is the recommended configuration for production devices. In this mode, each device gets a unique key that is never stored outside the device.

However, an alternative mode *Secure Boot: Reflashable* is also available. This mode allows you to supply a binary key file that is used for the secure bootloader key. As you have the key file, you can generate new bootloader images and secure boot digests for them.

In the esp-idf build process, this 256-bit key file is derived from the app signing key generated during the `generate_signing_key` step above. The private key’s SHA-256 digest is used as the secure bootloader key (as-is for Coding

Scheme None, or truncate to 192 bytes for 3/4 Encoding). This is a convenience so you only need to generate/protect a single private key.

---

**Note:** Although it's possible, we strongly recommend not generating one secure boot key and flashing it to every device in a production environment. The “One-Time Flash” option is recommended for production environments.

---

To enable a reflashable bootloader:

1. In the `make menuconfig` step, select “Bootloader Config” -> `CONFIG_SECURE_BOOT_ENABLED` -> `CONFIG_SECURE_BOOTLOADER_MODE` -> Reflashable.
2. If necessary, set the `CONFIG_SECURE_BOOTLOADER_KEY_ENCODING` based on the coding scheme used by the device. The coding scheme is shown in the Features line when `esptool.py` connects to the chip, or in the `espefuse.py` summary output.
2. Follow the steps shown above to choose a signing key file, and generate the key file.
3. Run `make bootloader`. A binary key file will be created, derived from the private key that is used for signing. Two sets of flashing steps will be printed - the first set of steps includes an `espefuse.py burn_key` command which is used to write the bootloader key to efuse. (Flashing this key is a one-time-only process.) The second set of steps can be used to reflash the bootloader with a pre-calculated digest (generated during the build process).
4. Resume from *Step 6 of the one-time flashing process*, to flash the bootloader and enable secure boot. Watch the console log output closely to ensure there were no errors in the secure boot configuration.

### 5.15.7 Generating Secure Boot Signing Key

The build system will prompt you with a command to generate a new signing key via `espsecure.py generate_signing_key`. This uses the `python-ecdsa` library, which in turn uses Python's `os.urandom()` as a random number source.

The strength of the signing key is proportional to (a) the random number source of the system, and (b) the correctness of the algorithm used. For production devices, we recommend generating signing keys from a system with a quality entropy source, and using the best available EC key generation utilities.

For example, to generate a signing key using the `openssl` command line:

```
` openssl ecparam -name prime256v1 -genkey -noout -out my_secure_boot_signing_key.pem `
```

Remember that the strength of the secure boot system depends on keeping the signing key private.

### 5.15.8 Remote Signing of Images

For production builds, it can be good practice to use a remote signing server rather than have the signing key on the build machine (which is the default `esp-idf` secure boot configuration). The `espsecure.py` command line program can be used to sign app images & partition table data for secure boot, on a remote system.

To use remote signing, disable the option “Sign binaries during build”. The private signing key does not need to be present on the build system. However, the public (signature verification) key is required because it is compiled into the bootloader (and can be used to verify image signatures during OTA updates).

To extract the public key from the private key:

```
espsecure.py extract_public_key --keyfile PRIVATE_SIGNING_KEY PUBLIC_VERIFICATION_KEY
```

The path to the public signature verification key needs to be specified in the menuconfig under “Secure boot public signature verification key” in order to build the secure bootloader.

After the app image and partition table are built, the build system will print signing steps using `espsecure.py`:

```
espsecure.py sign_data --keyfile PRIVATE_SIGNING_KEY BINARY_FILE
```

The above command appends the image signature to the existing binary. You can use the `-output` argument to write the signed binary to a separate file:

```
espsecure.py sign_data --keyfile PRIVATE_SIGNING_KEY --output SIGNED_BINARY_FILE_
↪BINARY_FILE
```

### 5.15.9 Secure Boot Best Practices

- Generate the signing key on a system with a quality source of entropy.
- Keep the signing key private at all times. A leak of this key will compromise the secure boot system.
- Do not allow any third party to observe any aspects of the key generation or signing process using `espsecure.py`. Both processes are vulnerable to timing or other side-channel attacks.
- Enable all secure boot options in the Secure Boot Configuration. These include flash encryption, disabling of JTAG, disabling BASIC ROM interpreter, and disabling the UART bootloader encrypted flash access.
- Use secure boot in combination with *flash encryption* to prevent local readout of the flash contents.

### 5.15.10 Technical Details

The following sections contain low-level reference descriptions of various secure boot elements:

#### Secure Boot Hardware Support

The first stage of secure boot verification (checking the software bootloader) is done via hardware. The ESP32’s Secure Boot support hardware can perform three basic operations:

1. Generate a random sequence of bytes from a hardware random number generator.
2. Generate a digest from data (usually the bootloader image from flash) using a key stored in Efuse block 2. The key in Efuse can (& should) be read/write protected, which prevents software access. For full details of this algorithm see *Secure Bootloader Digest Algorithm*. The digest can only be read back by software if Efuse `ABS_DONE_0` is *not* burned (ie still 0).
3. Generate a digest from data (usually the bootloader image from flash) using the same algorithm as step 2 and compare it to a pre-calculated digest supplied in a buffer (usually read from flash offset 0x0). The hardware returns a true/false comparison without making the digest available to software. This function is available even when Efuse `ABS_DONE_0` is burned.

#### Secure Bootloader Digest Algorithm

Starting with an “image” of binary data as input, this algorithm generates a digest as output. The digest is sometimes referred to as an “abstract” in hardware documentation.

For a Python version of this algorithm, see the `espsecure.py` tool in the `components/esptool_py` directory (specifically, the `digest_secure_bootloader` command).

Items marked with (^) are to fulfill hardware restrictions, as opposed to cryptographic restrictions.

1. Read the AES key from efuse block 2, in reversed byte order. If Coding Scheme is set to 3/4 Encoding, extend the 192 bit key to 256 bits using the same algorithm described in *Flash Encryption Algorithm*.
2. Prefix the image with a 128 byte randomly generated IV.
3. If the image length is not modulo 128, pad the image to a 128 byte boundary with 0xFF. (^)
4. For each 16 byte plaintext block of the input image: - Reverse the byte order of the plaintext input block (^) - Apply AES256 in ECB mode to the plaintext block. - Reverse the byte order of the ciphertext output block. (^) - Append to the overall ciphertext output.
5. Byte-swap each 4 byte word of the ciphertext (^)
6. Calculate SHA-512 of the ciphertext.

Output digest is 192 bytes of data: The 128 byte IV, followed by the 64 byte SHA-512 digest.

### Image Signing Algorithm

Deterministic ECDSA as specified by [RFC 6979](#).

- Curve is NIST256p (openssl calls this curve “prime256v1”, it is also sometimes called secp256r1).
- Hash function is SHA256.
- Key format used for storage is PEM.
  - In the bootloader, the public key (for signature verification) is flashed as 64 raw bytes.
- Image signature is 68 bytes - a 4 byte version word (currently zero), followed by a 64 bytes of signature data. These 68 bytes are appended to an app image or partition table data.

### Manual Commands

Secure boot is integrated into the esp-idf build system, so `make` will automatically sign an app image if secure boot is enabled. `make bootloader` will produce a bootloader digest if `menuconfig` is configured for it.

However, it is possible to use the `espsecure.py` tool to make standalone signatures and digests.

To sign a binary image:

```
espsecure.py sign_data --keyfile ./my_signing_key.pem --output ./image_signed.bin_
↪image_unsigned.bin
```

Keyfile is the PEM file containing an ECDSA private signing key.

To generate a bootloader digest:

```
espsecure.py digest_secure_bootloader --keyfile ./securebootkey.bin --output ./
↪bootloader-digest.bin build/bootloader/bootloader.bin
```

Keyfile is the 32 byte raw secure boot key for the device.

The output of the `espsecure.py digest_secure_bootloader` command is a single file which contains both the digest and the bootloader appended to it. To flash the combined digest plus bootloader to the device:

```
esptool.py write_flash 0x0 bootloader-digest.bin
```

### 5.15.11 Secure Boot & Flash Encryption

If secure boot is used without *Flash Encryption*, it is possible to launch “time-of-check to time-of-use” attack, where flash contents are swapped after the image is verified and running. Therefore, it is recommended to use both the features together.

### 5.15.12 Signed App Verification Without Hardware Secure Boot

The integrity of apps can be checked even without enabling the hardware secure boot option. This option uses the same app signature scheme as hardware secure boot, but unlike hardware secure boot it does not prevent the bootloader from being physically updated. This means that the device can be secured against remote network access, but not physical access. Compared to using hardware Secure Boot this option is much simpler to implement. See *How To Enable Signed App Verification* for step by step instructions.

An app can be verified on update and, optionally, be verified on boot.

- Verification on update: When enabled, the signature is automatically checked whenever the `esp_ota_ops.h` APIs are used for OTA updates. If hardware secure boot is enabled, this option is always enabled and cannot be disabled. If hardware secure boot is not enabled, this option still adds significant security against network-based attackers by preventing spoofing of OTA updates.
- Verification on boot: When enabled, the bootloader will be compiled with code to verify that an app is signed before booting it. If hardware secure boot is enabled, this option is always enabled and cannot be disabled. If hardware secure boot is not enabled, this option doesn't add significant security by itself so most users will want to leave it disabled.

#### How To Enable Signed App Verification

1. Run `make menuconfig` -> Security features -> Enable “Require signed app images”
2. “Bootloader verifies app signatures” can be enabled, which verifies app on boot.
3. By default, “Sign binaries during build” will be enabled on selecting “Require signed app images” option, which will sign binary files as a part of build process. The file named in “Secure boot private signing key” will be used to sign the image.
4. If you disable “Sign binaries during build” option then you'll have to enter path of a public key file used to verify signed images in “Secure boot public signature verification key”. In this case, private signing key should be generated by following instructions in *Generating Secure Boot Signing Key*; public verification key and signed image should be generated by following instructions in *Remote Signing of Images*.

## 5.16 ULP coprocessor programming

### 5.16.1 ULP coprocessor instruction set

This document provides details about the instructions used by ESP32 ULP coprocessor assembler.

ULP coprocessor has 4 16-bit general purpose registers, labeled R0, R1, R2, R3. It also has an 8-bit counter register (`stage_cnt`) which can be used to implement loops. Stage count register is accessed using special instructions.

ULP coprocessor can access 8k bytes of `RTC_SLOW_MEM` memory region. Memory is addressed in 32-bit word units. It can also access peripheral registers in `RTC_CNTL`, `RTC_IO`, and `SENS` peripherals.

All instructions are 32-bit. Jump instructions, ALU instructions, peripheral register and memory access instructions are executed in 1 cycle. Instructions which work with peripherals (TSENS, ADC, I2C) take variable number of cycles, depending on peripheral operation.

The instruction syntax is case insensitive. Upper and lower case letters can be used and intermixed arbitrarily. This is true both for register names and instruction names.

### Note about addressing

ESP32 ULP coprocessor's JUMP, ST, LD instructions which take register as an argument (jump address, store/load base address) expect the argument to be expressed in 32-bit words.

Consider the following example program:

```
entry:
    NOP
    NOP
    NOP
    NOP
loop:
    MOVE R1, loop
    JUMP R1
```

When this program is assembled and linked, address of label `loop` will be equal to 16 (expressed in bytes). However *JUMP* instruction expects the address stored in register to be expressed in 32-bit words. To account for this common use case, assembler will convert the address of label `loop` from bytes to words, when generating *MOVE* instruction, so the code generated code will be equivalent to:

```
0000    NOP
0004    NOP
0008    NOP
000c    NOP
0010    MOVE R1, 4
0014    JUMP R1
```

The other case is when the argument of *MOVE* instruction is not a label but a constant. In this case assembler will use the value as is, without any conversion:

```
.set      val, 0x10
MOVE     R1, val
```

In this case, value loaded into R1 will be 0x10.

Similar considerations apply to LD and ST instructions. Consider the following code:

```
.global array
array: .long 0
       .long 0
       .long 0
       .long 0

MOVE R1, array
MOVE R2, 0x1234
ST R2, R1, 0    // write value of R2 into the first array element,
                // i.e. array[0]

ST R2, R1, 4    // write value of R2 into the second array element
```

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```

// (4 byte offset), i.e. array[1]
ADD R1, R1, 2 // this increments address by 2 words (8 bytes)
ST R2, R1, 0 // write value of R2 into the third array element,
// i.e. array[2]

```

### Note about instruction execution time

ULP coprocessor is clocked from RTC\_FAST\_CLK, which is normally derived from the internal 8MHz oscillator. Applications which need to know exact ULP clock frequency can calibrate it against the main XTAL clock:

```

#include "soc/rtc.h"

// calibrate 8M/256 clock against XTAL, get 8M/256 clock period
uint32_t rtc_8md256_period = rtc_clk_cal(RTC_CAL_8MD256, 100);
uint32_t rtc_fast_freq_hz = 1000000ULL * (1 << RTC_CLK_CAL_FRACT) * 256 / rtc_8md256_
↪period;

```

ULP coprocessor needs certain number of clock cycles to fetch each instruction, plus certain number of cycles to execute it, depending on the instruction. See description of each instruction below for details on the execution time.

Instruction fetch time is:

- 2 clock cycles — for instructions following ALU and branch instructions.
- 4 clock cycles — in other cases.

Note that when accessing RTC memories and RTC registers, ULP coprocessor has lower priority than the main CPUs. This means that ULP coprocessor execution may be suspended while the main CPUs access same memory region as the ULP.

### NOP - no operation

#### Syntax NOP

**Operands** None

**Cycles** 2 cycle to execute, 4 cycles to fetch next instruction

**Description** No operation is performed. Only the PC is incremented.

**Example:**

```
1: NOP
```

### ADD - Add to register

**Syntax** **ADD** *Rdst*, *Rsrc1*, *Rsrc2*

**ADD** *Rdst*, *Rsrc1*, *imm*

#### Operands

- *Rdst* - Register R[0..3]
- *Rsrc1* - Register R[0..3]
- *Rsrc2* - Register R[0..3]

- *Imm* - 16-bit signed value

**Cycles** 2 cycles to execute, 4 cycles to fetch next instruction

**Description** The instruction adds source register to another source register or to a 16-bit signed value and stores result to the destination register.

**Examples:**

```
1:  ADD R1, R2, R3          //R1 = R2 + R3
2:  Add R1, R2, 0x1234     //R1 = R2 + 0x1234
3:  .set value1, 0x03      //constant value1=0x03
    Add R1, R2, value1     //R1 = R2 + value1
4:  .global label          //declaration of variable label
    Add R1, R2, label      //R1 = R2 + label
    ...
    label: nop             //definition of variable label
```

## SUB - Subtract from register

**Syntax** **SUB** *Rdst, Rsrc1, Rsrc2*

**SUB** *Rdst, Rsrc1, imm*

**Operands**

- *Rdst* - Register R[0..3]
- *Rsrc1* - Register R[0..3]
- *Rsrc2* - Register R[0..3]
- *Imm* - 16-bit signed value

**Cycles** 2 cycles to execute, 4 cycles to fetch next instruction

**Description** The instruction subtracts the source register from another source register or subtracts 16-bit signed value from a source register, and stores result to the destination register.

**Examples:**

```
1:  SUB R1, R2, R3          //R1 = R2 - R3
2:  sub R1, R2, 0x1234     //R1 = R2 - 0x1234
3:  .set value1, 0x03      //constant value1=0x03
    SUB R1, R2, value1     //R1 = R2 - value1
4:  .global label          //declaration of variable label
    SUB R1, R2, label      //R1 = R2 - label
    ....
    label: nop             //definition of variable label
```

## AND - Logical AND of two operands

**Syntax** **AND** *Rdst, Rsrc1, Rsrc2*

**AND** *Rdst, Rsrc1, imm*

### Operands

- *Rdst* - Register R[0..3]
- *Rsrc1* - Register R[0..3]
- *Rsrc2* - Register R[0..3]
- *Imm* - 16-bit signed value

**Cycles** 2 cycles to execute, 4 cycles to fetch next instruction

**Description** The instruction does logical AND of a source register and another source register or 16-bit signed value and stores result to the destination register.

### Examples:

```

1:      AND R1, R2, R3           //R1 = R2 & R3
2:      AND R1, R2, 0x1234      //R1 = R2 & 0x1234
3:      .set value1, 0x03       //constant value1=0x03
      AND R1, R2, value1       //R1 = R2 & value1
4:      .global label          //declaration of variable label
      AND R1, R2, label        //R1 = R2 & label
      ...
label:  nop                    //definition of variable label

```

## OR - Logical OR of two operands

**Syntax** **OR** *Rdst, Rsrc1, Rsrc2*

**OR** *Rdst, Rsrc1, imm*

### Operands

- *Rdst* - Register R[0..3]
- *Rsrc1* - Register R[0..3]
- *Rsrc2* - Register R[0..3]
- *Imm* - 16-bit signed value

**Cycles** 2 cycles to execute, 4 cycles to fetch next instruction

**Description** The instruction does logical OR of a source register and another source register or 16-bit signed value and stores result to the destination register.

### Examples:

```

1:      OR R1, R2, R3           //R1 = R2 \| R3
2:      OR R1, R2, 0x1234      //R1 = R2 \| 0x1234
3:      .set value1, 0x03       //constant value1=0x03
      OR R1, R2, value1       //R1 = R2 \| value1
4:      .global label          //declaration of variable label

```

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```

    OR R1, R2, label      //R1 = R2 ||label
    ...
label: nop                //definition of variable label

```

## LSH - Logical Shift Left

**Syntax** `LSH Rdst, Rsrc1, Rsrc2`

`LSH Rdst, Rsrc1, imm`

### Operands

- *Rdst* - Register R[0..3]
- *Rsrc1* - Register R[0..3]
- *Rsrc2* - Register R[0..3]
- *Imm* - 16-bit signed value

**Cycles** 2 cycles to execute, 4 cycles to fetch next instruction

**Description** The instruction does logical shift to left of source register to number of bits from another source register or 16-bit signed value and store result to the destination register.

### Examples:

```

1:    LSH R1, R2, R3      //R1 = R2 << R3
2:    LSH R1, R2, 0x03   //R1 = R2 << 0x03
3:    .set value1, 0x03  //constant value1=0x03
    LSH R1, R2, value1   //R1 = R2 << value1
4:    .global label     //declaration of variable label
    LSH R1, R2, label   //R1 = R2 << label
    ...
label: nop              //definition of variable label

```

## RSH - Logical Shift Right

**Syntax** `RSH Rdst, Rsrc1, Rsrc2`

`RSH Rdst, Rsrc1, imm`

**Operands** *Rdst* - Register R[0..3] *Rsrc1* - Register R[0..3] *Rsrc2* - Register R[0..3] *Imm* - 16-bit signed value

**Cycles** 2 cycles to execute, 4 cycles to fetch next instruction

**Description** The instruction does logical shift to right of source register to number of bits from another source register or 16-bit signed value and store result to the destination register.

### Examples:

```

1:    RSH R1, R2, R3     //R1 = R2 >> R3
2:    RSH R1, R2, 0x03   //R1 = R2 >> 0x03

```

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```

3:      .set value1, 0x03           //constant value1=0x03
      RSH R1, R2, value1          //R1 = R2 >> value1

4:      .global label              //declaration of variable label
      RSH R1, R2, label           //R1 = R2 >> label
label:  nop                       //definition of variable label

```

## MOVE – Move to register

**Syntax** `MOVE Rdst, Rsrc`

`MOVE Rdst, imm`

### Operands

- *Rdst* – Register R[0..3]
- *Rsrc* – Register R[0..3]
- *Imm* – 16-bit signed value

**Cycles** 2 cycles to execute, 4 cycles to fetch next instruction

**Description** The instruction move to destination register value from source register or 16-bit signed value.

Note that when a label is used as an immediate, the address of the label will be converted from bytes to words. This is because LD, ST, and JUMP instructions expect the address register value to be expressed in words rather than bytes. To avoid using an extra instruction

### Examples:

```

1:      MOVE      R1, R2           //R1 = R2 >> R3

2:      MOVE      R1, 0x03        //R1 = R2 >> 0x03

3:      .set      value1, 0x03    //constant value1=0x03
      MOVE      R1, value1       //R1 = value1

4:      .global   label           //declaration of label
      MOVE      R1, label        //R1 = address_of(label) / 4
      ...
label:  nop                       //definition of label

```

## ST – Store data to the memory

**Syntax** `ST Rsrc, Rdst, offset`

### Operands

- *Rsrc* – Register R[0..3], holds the 16-bit value to store
- *Rdst* – Register R[0..3], address of the destination, in 32-bit words
- *Offset* – 10-bit signed value, offset in bytes

**Cycles** 4 cycles to execute, 4 cycles to fetch next instruction

**Description** The instruction stores the 16-bit value of *Rsrc* to the lower half-word of memory with address *Rdst*+*offset*. The upper half-word is written with the current program counter (PC), expressed in words, shifted left by 5 bits:

```
Mem[Rdst + offset / 4]{31:0} = {PC[10:0], 5'b0, Rsrc[15:0]}
```

The application can use higher 16 bits to determine which instruction in the ULP program has written any particular word into memory.

**Examples:**

```
1:      ST   R1, R2, 0x12      //MEM[R2+0x12] = R1
2:      .data                  //Data section definition
Addr1: .word   123            // Define label Addr1 16 bit
       .set    offs, 0x00     // Define constant offs
       .text                  //Text section definition
MOVE   R1, 1                // R1 = 1
MOVE   R2, Addr1            // R2 = Addr1
ST     R1, R2, offs         // MEM[R2 + 0] = R1
                               // MEM[Addr1 + 0] will be 32'h600001
```

**LD – Load data from the memory**

**Syntax** LD *Rdst, Rsrc, offset*

**Operands** *Rdst* – Register R[0..3], destination

*Rsrc* – Register R[0..3], holds address of destination, in 32-bit words

*Offset* – 10-bit signed value, offset in bytes

**Cycles** 4 cycles to execute, 4 cycles to fetch next instruction

**Description** The instruction loads lower 16-bit half-word from memory with address *Rsrc*+*offset* into the destination register *Rdst*:

```
Rdst[15:0] = Mem[Rsrc + offset / 4][15:0]
```

**Examples:**

```
1:      LD   R1, R2, 0x12      //R1 = MEM[R2+0x12]
2:      .data                  //Data section definition
Addr1: .word   123            // Define label Addr1 16 bit
       .set    offs, 0x00     // Define constant offs
       .text                  //Text section definition
MOVE   R1, 1                // R1 = 1
MOVE   R2, Addr1            // R2 = Addr1 / 4 (address of label is_
↳converted into words)
LD     R1, R2, offs         // R1 = MEM[R2 + 0]
                               // R1 will be 123
```

**JUMP – Jump to an absolute address**

**Syntax** JUMP *Rdst*

JUMP *ImmAddr*

JUMP *Rdst, Condition*

JUMP *ImmAddr, Condition*

**Operands**

- *Rdst* – Register R[0..3] containing address to jump to (expressed in 32-bit words)
- *ImmAddr* – 13 bits address (expressed in bytes), aligned to 4 bytes
- **Condition:**
  - EQ – jump if last ALU operation result was zero
  - OV – jump if last ALU has set overflow flag

**Cycles** 2 cycles to execute, 2 cycles to fetch next instruction

**Description** The instruction makes jump to the specified address. Jump can be either unconditional or based on an ALU flag.

**Examples:**

```

1:      JUMP      R1          // Jump to address in R1 (address in R1 is in 32-
↳bit words)

2:      JUMP      0x120, EQ   // Jump to address 0x120 (in bytes) if ALU result_
↳is zero

3:      JUMP      label      // Jump to label
      ...
label:  nop              // Definition of label

4:      .global   label      // Declaration of global label

      MOVE      R1, label    // R1 = label (value loaded into R1 is in words)
      JUMP      R1          // Jump to label
      ...
label:  nop              // Definition of label

```

**JUMPR – Jump to a relative offset (condition based on R0)**

**Syntax** JUMPR *Step, Threshold, Condition*

**Operands**

- *Step* – relative shift from current position, in bytes
- *Threshold* – threshold value for branch condition
- **Condition:**
  - GE (greater or equal) – jump if value in R0 >= threshold
  - LT (less than) – jump if value in R0 < threshold

**Cycles** 2 cycles to execute, 2 cycles to fetch next instruction

**Description** The instruction makes a jump to a relative address if condition is true. Condition is the result of comparison of R0 register value and the threshold value.

**Examples:**

```

1:pos:  JUMPR     16, 20, GE  // Jump to address (position + 16 bytes) if value_
↳in R0 >= 20

```

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```

2:          // Down counting loop using R0 register
           MOVE      R0, 16          // load 16 into R0
label:     SUB       R0, R0, 1       // R0--
           NOP                // do something
           JUMPR    label, 1, GE    // jump to label if R0 >= 1

```

## JUMPS – Jump to a relative address (condition based on stage count)

**Syntax** `JUMPS Step, Threshold, Condition`

### Operands

- *Step* – relative shift from current position, in bytes
- *Threshold* – threshold value for branch condition
- **Condition:**
  - *EQ* (equal) – jump if value in stage\_cnt == threshold
  - *LT* (less than) – jump if value in stage\_cnt < threshold
  - *LE* (less or equal) – jump if value in stage\_cnt <= threshold
  - *GT* (greater than) – jump if value in stage\_cnt > threshold
  - *GE* (greater or equal) – jump if value in stage\_cnt >= threshold

**Cycles** Conditions *LE*, *LT*, *GE*: 2 cycles to execute, 2 cycles to fetch next instruction

Conditions *EQ*, *GT* are implemented in the assembler using two **JUMPS** instructions:

```

// JUMPS target, threshold, EQ is implemented as:

           JUMPS next, threshold, LT
           JUMPS target, threshold, LE
next:

// JUMPS target, threshold, GT is implemented as:

           JUMPS next, threshold, LE
           JUMPS target, threshold, GE
next:

```

Therefore the execution time will depend on the branches taken: either 2 cycles to execute + 2 cycles to fetch, or 4 cycles to execute + 4 cycles to fetch.

**Description** The instruction makes a jump to a relative address if condition is true. Condition is the result of comparison of count register value and threshold value.

### Examples:

```

1:pos:     JUMPS    16, 20, EQ      // Jump to (position + 16 bytes) if stage_cnt == 20

2:          // Up counting loop using stage count register
           STAGE_RST                // set stage_cnt to 0
label:     STAGE_INC 1              // stage_cnt++
           NOP                // do something
           JUMPS    label, 16, LT  // jump to label if stage_cnt < 16

```



## STAGE\_RST – Reset stage count register

### Syntax STAGE\_RST

**Operands** No operands

**Description** The instruction sets the stage count register to 0

**Cycles** 2 cycles to execute, 4 cycles to fetch next instruction

### Examples:

```
1:      STAGE_RST      // Reset stage count register
```

## STAGE\_INC – Increment stage count register

### Syntax STAGE\_INC *Value*

#### Operands

- *Value* – 8 bits value

**Cycles** 2 cycles to execute, 4 cycles to fetch next instruction

**Description** The instruction increments stage count register by given value.

### Examples:

```
1:      STAGE_INC      10      // stage_cnt += 10

2:      // Up counting loop example:
        STAGE_RST      // set stage_cnt to 0
label:  STAGE_INC      1      // stage_cnt++
        NOP           // do something
        JUMPS         label, 16, LT // jump to label if stage_cnt < 16
```

## STAGE\_DEC – Decrement stage count register

### Syntax STAGE\_DEC *Value*

#### Operands

- *Value* – 8 bits value

**Cycles** 2 cycles to execute, 4 cycles to fetch next instruction

**Description** The instruction decrements stage count register by given value.

### Examples:

```
1:      STAGE_DEC      10      // stage_cnt -= 10;

2:      // Down counting loop exaple
        STAGE_RST      // set stage_cnt to 0
        STAGE_INC      16      // increment stage_cnt to 16
label:  STAGE_DEC      1      // stage_cnt--;
        NOP           // do something
        JUMPS         label, 0, GT // jump to label if stage_cnt > 0
```

## HALT – End the program

**Syntax** HALT

**Operands** No operands

**Cycles** 2 cycles to execute

**Description** The instruction halts the ULP coprocessor and restarts ULP wakeup timer, if it is enabled.

**Examples:**

```
1:      HALT      // Halt the coprocessor
```

## WAKE – Wake up the chip

**Syntax** WAKE

**Operands** No operands

**Cycles** 2 cycles to execute, 4 cycles to fetch next instruction

**Description** The instruction sends an interrupt from ULP to RTC controller.

- If the SoC is in deep sleep mode, and ULP wakeup is enabled, this causes the SoC to wake up.
- If the SoC is not in deep sleep mode, and ULP interrupt bit (RTC\_CNTL\_ULP\_CP\_INT\_ENA) is set in RTC\_CNTL\_INT\_ENA\_REG register, RTC interrupt will be triggered.

Note that before using WAKE instruction, ULP program may needs to wait until RTC controller is ready to wake up the main CPU. This is indicated using RTC\_CNTL\_RDY\_FOR\_WAKEUP bit of RTC\_CNTL\_LOW\_POWER\_ST\_REG register. If WAKE instruction is executed while RTC\_CNTL\_RDY\_FOR\_WAKEUP is zero, it has no effect (wake up does not occur).

**Examples:**

```
1: is_rdy_for_wakeup:          // Read RTC_CNTL_RDY_FOR_WAKEUP bit
    READ_RTC_FIELD(RTC_CNTL_LOW_POWER_ST_REG, RTC_CNTL_RDY_FOR_WAKEUP)
    AND r0, r0, 1
    JUMP is_rdy_for_wakeup, eq // Retry until the bit is set
    WAKE                // Trigger wake up
    REG_WR 0x006, 24, 24, 0 // Stop ULP timer (clear RTC_CNTL_ULP_CP_SLP_
↳TIMER_EN)
    HALT                // Stop the ULP program
    // After these instructions, SoC will wake up,
    // and ULP will not run again until started by the main program.
```

## SLEEP – set ULP wakeup timer period

**Syntax** SLEEP *sleep\_reg*

**Operands**

- *sleep\_reg* – 0..4, selects one of SENS\_ULP\_CP\_SLEEP\_CYCx\_REG registers.

**Cycles** 2 cycles to execute, 4 cycles to fetch next instruction

**Description** The instruction selects which of the SENS\_ULP\_CP\_SLEEP\_CYCx\_REG (x = 0..4) register values is to be used by the ULP wakeup timer as wakeup period. By default, the value from SENS\_ULP\_CP\_SLEEP\_CYC0\_REG is used.

**Examples:**

```

1:      SLEEP      1          // Use period set in SENS_ULP_CP_SLEEP_CYC1_REG
2:      .set sleep_reg, 4    // Set constant
        SLEEP      sleep_reg // Use period set in SENS_ULP_CP_SLEEP_CYC4_REG

```

**WAIT – wait some number of cycles****Syntax** *WAIT Cycles***Operands**

- *Cycles* – number of cycles for wait

**Cycles** 2 + *Cycles* cycles to execute, 4 cycles to fetch next instruction

**Description** The instruction delays for given number of cycles.

**Examples:**

```

1:      WAIT       10         // Do nothing for 10 cycles
2:      .set  wait_cnt, 10    // Set a constant
        WAIT      wait_cnt   // wait for 10 cycles

```

**TSENS – do measurement with temperature sensor****Syntax**

- **TSENS** *Rdst, Wait\_Delay*

**Operands**

- *Rdst* – Destination Register R[0..3], result will be stored to this register
- *Wait\_Delay* – number of cycles used to perform the measurement

**Cycles** 2 + *Wait\_Delay* + 3 \* TSENS\_CLK to execute, 4 cycles to fetch next instruction

**Description** The instruction performs measurement using TSENS and stores the result into a general purpose register.

**Examples:**

```

1:      TSENS      R1, 1000   // Measure temperature sensor for 1000 cycles,
                             // and store result to R1

```

**ADC – do measurement with ADC****Syntax**

- **ADC** *Rdst, Sar\_sel, Mux*
- **ADC** *Rdst, Sar\_sel, Mux, 0* — deprecated form

**Operands**

- *Rdst* – Destination Register R[0..3], result will be stored to this register
- *Sar\_sel* – Select ADC: 0 = SARADC1, 1 = SARADC2

- *Mux* - selected PAD, SARADC Pad[Mux+1] is enabled

**Cycles**  $23 + \max(1, \text{SAR\_AMP\_WAIT1}) + \max(1, \text{SAR\_AMP\_WAIT2}) + \max(1, \text{SAR\_AMP\_WAIT3}) + \text{SARx\_SAMPLE\_CYCLE} + \text{SARx\_SAMPLE\_BIT}$  cycles to execute, 4 cycles to fetch next instruction

**Description** The instruction makes measurements from ADC.

**Examples:**

```
1:      ADC      R1, 0, 1      // Measure value using ADC1 pad 2 and store result_
↳into R1
```

### I2C\_RD - read single byte from I2C slave

**Syntax**

- **I2C\_RD** *Sub\_addr, High, Low, Slave\_sel*

**Operands**

- *Sub\_addr* – Address within the I2C slave to read.
- *High, Low* — Define range of bits to read. Bits outside of [High, Low] range are masked.
- *Slave\_sel* - Index of I2C slave address to use.

**Cycles** Execution time mostly depends on I2C communication time. 4 cycles to fetch next instruction.

**Description** I2C\_RD instruction reads one byte from I2C slave with index *Slave\_sel*. Slave address (in 7-bit format) has to be set in advance into *SENS\_I2C\_SLAVE\_ADDRx* register field, where  $x == \text{Slave\_sel}$ . 8 bits of read result is stored into *R0* register.

**Examples:**

```
1:      I2C_RD    0x10, 7, 0, 0      // Read byte from sub-address 0x10 of slave_
↳with address set in SENS_I2C_SLAVE_ADDR0
```

### I2C\_WR - write single byte to I2C slave

**Syntax**

- **I2C\_WR** *Sub\_addr, Value, High, Low, Slave\_sel*

**Operands**

- *Sub\_addr* – Address within the I2C slave to write.
- *Value* – 8-bit value to be written.
- *High, Low* — Define range of bits to write. Bits outside of [High, Low] range are masked.
- *Slave\_sel* - Index of I2C slave address to use.

**Cycles** Execution time mostly depends on I2C communication time. 4 cycles to fetch next instruction.

**Description** I2C\_WR instruction writes one byte to I2C slave with index *Slave\_sel*. Slave address (in 7-bit format) has to be set in advance into *SENS\_I2C\_SLAVE\_ADDRx* register field, where  $x == \text{Slave\_sel}$ .

**Examples:**

```
1:      I2C_WR      0x20, 0x33, 7, 0, 1    // Write byte 0x33 to sub-address 0x20_
↳of slave with address set in SENS_I2C_SLAVE_ADDR1.
```

## REG\_RD – read from peripheral register

**Syntax** `REG_RD Addr, High, Low`

### Operands

- *Addr* – register address, in 32-bit words
- *High* – High part of R0
- *Low* – Low part of R0

**Cycles** 4 cycles to execute, 4 cycles to fetch next instruction

**Description** The instruction reads up to 16 bits from a peripheral register into a general purpose register:  $R0 = \text{REG}[\text{Addr}][\text{High}:\text{Low}]$ .

This instruction can access registers in RTC\_CNTL, RTC\_IO, SENS, and RTC\_I2C peripherals. Address of the register, as seen from the ULP, can be calculated from the address of the same register on the DPORT bus as follows:

$$\text{addr\_ulp} = (\text{addr\_dport} - \text{DR\_REG\_RTCCNTL\_BASE}) / 4$$

### Examples:

```
1:      REG_RD      0x120, 2, 0    // load 4 bits: R0 = {12'b0, REG[0x120][7:4]}
```

## REG\_WR – write to peripheral register

**Syntax** `REG_WR Addr, High, Low, Data`

### Operands

- *Addr* – register address, in 32-bit words.
- *High* – High part of R0
- *Low* – Low part of R0
- *Data* – value to write, 8 bits

**Cycles** 8 cycles to execute, 4 cycles to fetch next instruction

**Description** The instruction writes up to 8 bits from a general purpose register into a peripheral register.  $\text{REG}[\text{Addr}][\text{High}:\text{Low}] = \text{data}$

This instruction can access registers in RTC\_CNTL, RTC\_IO, SENS, and RTC\_I2C peripherals. Address of the register, as seen from the ULP, can be calculated from the address of the same register on the DPORT bus as follows:

$$\text{addr\_ulp} = (\text{addr\_dport} - \text{DR\_REG\_RTCCNTL\_BASE}) / 4$$

### Examples:

```
1:      REG_WR      0x120, 7, 0, 0x10    // set 8 bits: REG[0x120][7:0] = 0x10
```

## Convenience macros for peripheral registers access

ULP source files are passed through C preprocessor before the assembler. This allows certain macros to be used to facilitate access to peripheral registers.

Some existing macros are defined in `soc/soc_ulp.h` header file. These macros allow access to the fields of peripheral registers by their names. Peripheral registers names which can be used with these macros are the ones defined in `soc/rtc_cntl_reg.h`, `soc/rtc_io_reg.h`, `soc/sens_reg.h`, and `soc/rtc_i2c_reg.h`.

**READ\_RTC\_REG(*rtc\_reg*, *low\_bit*, *bit\_width*)** Read up to 16 bits from `rtc_reg[low_bit + bit_width - 1 : low_bit]` into R0. For example:

```
#include "soc/soc_ulp.h"
#include "soc/rtc_cntl_reg.h"

/* Read 16 lower bits of RTC_CNTL_TIME0_REG into R0 */
READ_RTC_REG(RTC_CNTL_TIME0_REG, 0, 16)
```

**READ\_RTC\_FIELD(*rtc\_reg*, *field*)** Read from a field in `rtc_reg` into R0, up to 16 bits. For example:

```
#include "soc/soc_ulp.h"
#include "soc/sens_reg.h"

/* Read 8-bit SENS_TSENS_OUT field of SENS_SAR_SLAVE_ADDR3_REG into R0 */
READ_RTC_FIELD(SENS_SAR_SLAVE_ADDR3_REG, SENS_TSENS_OUT)
```

**WRITE\_RTC\_REG(*rtc\_reg*, *low\_bit*, *bit\_width*, *value*)** Write immediate value into `rtc_reg[low_bit + bit_width - 1 : low_bit]`, `bit_width <= 8`. For example:

```
#include "soc/soc_ulp.h"
#include "soc/rtc_io_reg.h"

/* Set BIT(2) of RTC_GPIO_OUT_DATA_W1TS field in RTC_GPIO_OUT_W1TS_REG */
WRITE_RTC_REG(RTC_GPIO_OUT_W1TS_REG, RTC_GPIO_OUT_DATA_W1TS_S + 2, 1, 1)
```

**WRITE\_RTC\_FIELD(*rtc\_reg*, *field*, *value*)** Write immediate value into a field in `rtc_reg`, up to 8 bits. For example:

```
#include "soc/soc_ulp.h"
#include "soc/rtc_cntl_reg.h"

/* Set RTC_CNTL_ULP_CP_SLP_TIMER_EN field of RTC_CNTL_STATE0_REG to 0 */
WRITE_RTC_FIELD(RTC_CNTL_STATE0_REG, RTC_CNTL_ULP_CP_SLP_TIMER_EN, 0)
```

## 5.16.2 Programming ULP coprocessor using C macros

In addition to the existing binutils port for the ESP32 ULP coprocessor, it is possible to generate programs for the ULP by embedding assembly-like macros into an ESP32 application. Here is an example how this can be done:

```
const ulp_insn_t program[] = {
    I_MOVI(R3, 16),           // R3 <- 16
    I_LD(R0, R3, 0),         // R0 <- RTC_SLOW_MEM[R3 + 0]
    I_LD(R1, R3, 1),         // R1 <- RTC_SLOW_MEM[R3 + 1]
    I_ADDR(R2, R0, R1),      // R2 <- R0 + R1
    I_ST(R2, R3, 2),         // R2 -> RTC_SLOW_MEM[R2 + 2]
    I_HALT()
};
```

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```

size_t load_addr = 0;
size_t size = sizeof(program)/sizeof(ulp_insn_t);
ulp_process_macros_and_load(load_addr, program, &size);
ulp_run(load_addr);

```

The program array is an array of `ulp_insn_t`, i.e. ULP coprocessor instructions. Each `I_XXX` preprocessor define translates into a single 32-bit instruction. Arguments of these preprocessor defines can be register numbers (R0 -- R3) and literal constants. See *ULP coprocessor instruction defines* section for descriptions of instructions and arguments they take.

**Note:** Because some of the instruction macros expand to inline function calls, defining such array in global scope will cause the compiler to produce an “initializer element is not constant” error. To fix this error, move the definition of instructions array into local scope.

Load and store instructions use addresses expressed in 32-bit words. Address 0 corresponds to the first word of `RTC_SLOW_MEM` (which is address 0x50000000 as seen by the main CPUs).

To generate branch instructions, special `M_` preprocessor defines are used. `M_LABEL` define can be used to define a branch target. Label identifier is a 16-bit integer. `M_Bxxx` defines can be used to generate branch instructions with target set to a particular label.

Implementation note: these `M_` preprocessor defines will be translated into two `ulp_insn_t` values: one is a token value which contains label number, and the other is the actual instruction. `ulp_process_macros_and_load` function resolves the label number to the address, modifies the branch instruction to use the correct address, and removes the the extra `ulp_insn_t` token which contains the label numer.

Here is an example of using labels and branches:

```

const ulp_insn_t program[] = {
    I_MOVI(R0, 34),           // R0 <- 34
    M_LABEL(1),              // label_1
    I_MOVI(R1, 32),           // R1 <- 32
    I_LD(R1, R1, 0),         // R1 <- RTC_SLOW_MEM[R1]
    I_MOVI(R2, 33),           // R2 <- 33
    I_LD(R2, R2, 0),         // R2 <- RTC_SLOW_MEM[R2]
    I_SUBR(R3, R1, R2),      // R3 <- R1 - R2
    I_ST(R3, R0, 0),         // R3 -> RTC_SLOW_MEM[R0 + 0]
    I_ADDI(R0, R0, 1),       // R0++
    M_BL(1, 64),            // if (R0 < 64) goto label_1
    I_HALT(),
};
RTC_SLOW_MEM[32] = 42;
RTC_SLOW_MEM[33] = 18;
size_t load_addr = 0;
size_t size = sizeof(program)/sizeof(ulp_insn_t);
ulp_process_macros_and_load(load_addr, program, &size);
ulp_run(load_addr);

```

## Functions

`esp_err_t ulp_process_macros_and_load` (uint32\_t *load\_addr*, const ulp\_insn\_t \**program*, size\_t \**psize*)

Resolve all macro references in a program and load it into RTC memory.

### Return

- ESP\_OK on success
- ESP\_ERR\_NO\_MEM if auxiliary temporary structure can not be allocated
- one of ESP\_ERR\_ULP\_xxx if program is not valid or can not be loaded

### Parameters

- load\_addr: address where the program should be loaded, expressed in 32-bit words
- program: ulp\_insn\_t array with the program
- psize: size of the program, expressed in 32-bit words

*esp\_err\_t* **ulp\_run** (uint32\_t entry\_point)

Run the program loaded into RTC memory.

**Return** ESP\_OK on success

### Parameters

- entry\_point: entry point, expressed in 32-bit words

## Error codes

### ESP\_ERR\_ULP\_BASE

Offset for ULP-related error codes

### ESP\_ERR\_ULP\_SIZE\_TOO\_BIG

Program doesn't fit into RTC memory reserved for the ULP

### ESP\_ERR\_ULP\_INVALID\_LOAD\_ADDR

Load address is outside of RTC memory reserved for the ULP

### ESP\_ERR\_ULP\_DUPLICATE\_LABEL

More than one label with the same number was defined

### ESP\_ERR\_ULP\_UNDEFINED\_LABEL

Branch instructions references an undefined label

### ESP\_ERR\_ULP\_BRANCH\_OUT\_OF\_RANGE

Branch target is out of range of B instruction (try replacing with BX)

## ULP coprocessor registers

ULP co-processor has 4 16-bit general purpose registers. All registers have same functionality, with one exception. R0 register is used by some of the compare-and-branch instructions as a source register.

These definitions can be used for all instructions which require a register.

### R0

general purpose register 0

### R1

general purpose register 1

### R2

general purpose register 2



**R3**

general purpose register 3

**ULP coprocessor instruction defines****I\_DELAY** (cycles\_)

Delay (nop) for a given number of cycles

**I\_HALT** ()

Halt the coprocessor.

This instruction halts the coprocessor, but keeps ULP timer active. As such, ULP program will be restarted again by timer. To stop the program and prevent the timer from restarting the program, use I\_END(0) instruction.

**I\_END** ()

Stop ULP program timer.

This is a convenience macro which disables the ULP program timer. Once this instruction is used, ULP program will not be restarted anymore until ulp\_run function is called.

ULP program will continue running after this instruction. To stop the currently running program, use I\_HALT().

**I\_ST** (reg\_val, reg\_addr, offset\_)

Store value from register reg\_val into RTC memory.

The value is written to an offset calculated by adding value of reg\_addr register and offset\_ field (this offset is expressed in 32-bit words). 32 bits written to RTC memory are built as follows:

- bits [31:21] hold the PC of current instruction, expressed in 32-bit words
- bits [20:16] = 5'b1
- bits [15:0] are assigned the contents of reg\_val

RTC\_SLOW\_MEM[addr + offset\_] = { 5'b0, insn\_PC[10:0], val[15:0] }

**I\_LD** (reg\_dest, reg\_addr, offset\_)

Load value from RTC memory into reg\_dest register.

Loads 16 LSBs from RTC memory word given by the sum of value in reg\_addr and value of offset\_.

**I\_WR\_REG** (reg, low\_bit, high\_bit, val)

Write literal value to a peripheral register

reg[high\_bit : low\_bit] = val This instruction can access RTC\_CNTL\_, RTC\_IO\_, SENS\_, and RTC\_I2C peripheral registers.

**I\_RD\_REG** (reg, low\_bit, high\_bit)

Read from peripheral register into R0

R0 = reg[high\_bit : low\_bit] This instruction can access RTC\_CNTL\_, RTC\_IO\_, SENS\_, and RTC\_I2C peripheral registers.

**I\_BL** (pc\_offset, imm\_value)

Branch relative if R0 less than immediate value.

pc\_offset is expressed in words, and can be from -127 to 127 imm\_value is a 16-bit value to compare R0 against

**I\_BGE** (pc\_offset, imm\_value)

Branch relative if R0 greater or equal than immediate value.

pc\_offset is expressed in words, and can be from -127 to 127 imm\_value is a 16-bit value to compare R0 against

**I\_BXR** (reg\_pc)

Unconditional branch to absolute PC, address in register.

reg\_pc is the register which contains address to jump to. Address is expressed in 32-bit words.

**I\_BXI** (imm\_pc)

Unconditional branch to absolute PC, immediate address.

Address imm\_pc is expressed in 32-bit words.

**I\_BXZR** (reg\_pc)

Branch to absolute PC if ALU result is zero, address in register.

reg\_pc is the register which contains address to jump to. Address is expressed in 32-bit words.

**I\_BXZI** (imm\_pc)

Branch to absolute PC if ALU result is zero, immediate address.

Address imm\_pc is expressed in 32-bit words.

**I\_BXFR** (reg\_pc)

Branch to absolute PC if ALU overflow, address in register

reg\_pc is the register which contains address to jump to. Address is expressed in 32-bit words.

**I\_BXFI** (imm\_pc)

Branch to absolute PC if ALU overflow, immediate address

Address imm\_pc is expressed in 32-bit words.

**I\_ADDR** (reg\_dest, reg\_src1, reg\_src2)

Addition:  $dest = src1 + src2$

**I\_SUBR** (reg\_dest, reg\_src1, reg\_src2)

Subtraction:  $dest = src1 - src2$

**I\_ANDR** (reg\_dest, reg\_src1, reg\_src2)

Logical AND:  $dest = src1 \& src2$

**I\_ORR** (reg\_dest, reg\_src1, reg\_src2)

Logical OR:  $dest = src1 | src2$

**I\_MOVR** (reg\_dest, reg\_src)

Copy:  $dest = src$

**I\_LSHR** (reg\_dest, reg\_src, reg\_shift)

Logical shift left:  $dest = src \ll shift$

**I\_RSHR** (reg\_dest, reg\_src, reg\_shift)

Logical shift right:  $dest = src \gg shift$

**I\_ADDI** (reg\_dest, reg\_src, imm\_)

Add register and an immediate value:  $dest = src1 + imm$

**I\_SUBI** (reg\_dest, reg\_src, imm\_)

Subtract register and an immediate value:  $dest = src - imm$

**I\_ANDI** (reg\_dest, reg\_src, imm\_)

Logical AND register and an immediate value:  $dest = src \& imm$

**I\_ORI** (reg\_dest, reg\_src, imm\_)

Logical OR register and an immediate value:  $dest = src | imm$

**I\_MOVI** (reg\_dest, imm\_)

Copy an immediate value into register:  $dest = imm$

**I\_LSHI** (reg\_dest, reg\_src, imm\_)

Logical shift left register value by an immediate: dest = src << imm

**I\_RSHI** (reg\_dest, reg\_src, imm\_)

Logical shift right register value by an immediate: dest = val >> imm

**M\_LABEL** (label\_num)

Define a label with number label\_num.

This is a macro which doesn't generate a real instruction. The token generated by this macro is removed by ulp\_process\_macros\_and\_load function. Label defined using this macro can be used in branch macros defined below.

**M\_BL** (label\_num, imm\_value)

Macro: branch to label label\_num if R0 is less than immediate value.

This macro generates two ulp\_insn\_t values separated by a comma, and should be used when defining contents of ulp\_insn\_t arrays. First value is not a real instruction; it is a token which is removed by ulp\_process\_macros\_and\_load function.

**M\_BGE** (label\_num, imm\_value)

Macro: branch to label label\_num if R0 is greater or equal than immediate value

This macro generates two ulp\_insn\_t values separated by a comma, and should be used when defining contents of ulp\_insn\_t arrays. First value is not a real instruction; it is a token which is removed by ulp\_process\_macros\_and\_load function.

**M\_BX** (label\_num)

Macro: unconditional branch to label

This macro generates two ulp\_insn\_t values separated by a comma, and should be used when defining contents of ulp\_insn\_t arrays. First value is not a real instruction; it is a token which is removed by ulp\_process\_macros\_and\_load function.

**M\_BXZ** (label\_num)

Macro: branch to label if ALU result is zero

This macro generates two ulp\_insn\_t values separated by a comma, and should be used when defining contents of ulp\_insn\_t arrays. First value is not a real instruction; it is a token which is removed by ulp\_process\_macros\_and\_load function.

**M\_BXF** (label\_num)

Macro: branch to label if ALU overflow

This macro generates two ulp\_insn\_t values separated by a comma, and should be used when defining contents of ulp\_insn\_t arrays. First value is not a real instruction; it is a token which is removed by ulp\_process\_macros\_and\_load function.

## Defines

**RTC\_SLOW\_MEM**

RTC slow memory, 8k size

ULP (Ultra Low Power) coprocessor is a simple FSM which is designed to perform measurements using ADC, temperature sensor, and external I2C sensors, while main processors are in deep sleep mode. ULP coprocessor can access RTC\_SLOW\_MEM memory region, and registers in RTC\_CNTL, RTC\_IO, and SARADC peripherals. ULP coprocessor uses fixed-width 32-bit instructions, 32-bit memory addressing, and has 4 general purpose 16-bit registers.

### 5.16.3 Installing the toolchain

ULP coprocessor code is written in assembly and compiled using the `binutils-esp32ulp` toolchain.

1. Download pre-built binaries of the latest toolchain release from: <https://github.com/espressif/binutils-esp32ulp/releases>.
2. Extract the toolchain into a directory, and add the path to the `bin/` directory of the toolchain to the `PATH` environment variable.

### 5.16.4 Compiling ULP code

To compile ULP code as part of a component, the following steps must be taken:

1. ULP code, written in assembly, must be added to one or more files with `.S` extension. These files must be placed into a separate directory inside component directory, for instance `ulp/`.
2. Modify the component makefile, adding the following:

```
ULP_APP_NAME ?= ulp_$(COMPONENT_NAME)
ULP_S_SOURCES = $(COMPONENT_PATH)/ulp/ulp_source_file.S
ULP_EXP_DEP_OBJECTS := main.o
include $(IDF_PATH)/components/ulp/component_ulp_common.mk
```

Here is each line explained:

**ULP\_APP\_NAME** Name of the generated ULP application, without an extension. This name is used for build products of the ULP application: ELF file, map file, binary file, generated header file, and generated linker export file.

**ULP\_S\_SOURCES** List of assembly files to be passed to the ULP assembler. These must be absolute paths, i.e. start with `$(COMPONENT_PATH)`. Consider using `$(addprefix)` function if more than one file needs to be listed. Paths are relative to component build directory, so prefixing them is not necessary.

**ULP\_EXP\_DEP\_OBJECTS** List of object files names within the component which include the generated header file. This list is needed to build the dependencies correctly and ensure that the generated header file is created before any of these files are compiled. See section below explaining the concept of generated header files for ULP applications.

**include `$(IDF_PATH)/components/ulp/component_ulp_common.mk`** Includes common definitions of ULP build steps. Defines build targets for ULP object files, ELF file, binary file, etc.

3. Build the application as usual (e.g. `make app`)

Inside, the build system will take the following steps to build ULP program:

1. **Run each assembly file (foo.S) through C preprocessor.** This step generates the preprocessed assembly files (foo.ulp.pS) in the component build directory. This step also generates dependency files (foo.ulp.d).
2. **Run preprocessed assembly sources through assembler.** This produces objects (foo.ulp.o) and listing (foo.ulp.lst) files. Listing files are generated for debugging purposes and are not used at later stages of build process.
3. **Run linker script template through C preprocessor.** The template is located in `components/ulp/ld` directory.
4. **Link object files into an output ELF file (ulp\_app\_name.elf).** Map file (ulp\_app\_name.map) generated at this stage may be useful for debugging purposes.
5. **Dump contents of the ELF file into binary (ulp\_app\_name.bin)** for embedding into the application.
6. **Generate list of global symbols (ulp\_app\_name.sym)** in the ELF file using `esp32ulp-elf-nm`.

7. **Create LD export script and header file** (`ulp_app_name.ld` and `ulp_app_name.h`) containing the symbols from `ulp_app_name.sym`. This is done using `esp32ulp_mapgen.py` utility.
8. **Add the generated binary to the list of binary files** to be emedded into the application.

### 5.16.5 Accessing ULP program variables

Global symbols defined in the ULP program may be used inside the main program.

For example, ULP program may define a variable `measurement_count` which will define the number of ADC measurements the program needs to make before waking up the chip from deep sleep:

```

.global measurement_count
measurement_count:
    .long 0

    /* later, use measurement_count */
    move r3, measurement_count
    ld r3, r3, 0

```

Main program needs to initialize this variable before ULP program is started. Build system makes this possible by generating a `$(ULP_APP_NAME).h` and `$(ULP_APP_NAME).ld` files which define global symbols present in the ULP program. This files include each global symbol defined in the ULP program, prefixed with `ulp_`.

The header file contains declaration of the symbol:

```
extern uint32_t ulp_measurement_count;
```

Note that all symbols (variables, arrays, functions) are declared as `uint32_t`. For functions and arrays, take address of the symbol and cast to the appropriate type.

The generated linker script file defines locations of symbols in `RTC_SLOW_MEM`:

```
PROVIDE ( ulp_measurement_count = 0x50000060 );
```

To access ULP program variables from the main program, include the generated header file and use variables as one normally would:

```

#include "ulp_app_name.h"

// later
void init_ulp_vars() {
    ulp_measurement_count = 64;
}

```

Note that ULP program can only use lower 16 bits of each 32-bit word in RTC memory, because the registers are 16-bit, and there is no instruction to load from high part of the word.

Likewise, ULP store instruction writes register value into the lower 16 bit part of the 32-bit word. Upper 16 bits are written with a value which depends on the address of the store instruction, so when reading variables written by the ULP, main application needs to mask upper 16 bits, e.g.:

```
printf("Last measurement value: %d\n", ulp_last_measurement & UINT16_MAX);
```

### 5.16.6 Starting the ULP program

To run a ULP program, main application needs to load the ULP program into RTC memory using `ulp_load_binary` function, and then start it using `ulp_run` function.

Note that “Enable Ultra Low Power (ULP) Coprocessor” option must be enabled in menuconfig in order to reserve memory for the ULP. “RTC slow memory reserved for coprocessor” option must be set to a value sufficient to store ULP code and data. If the application components contain multiple ULP programs, then the size of the RTC memory must be sufficient to hold the largest one.

Each ULP program is embedded into the ESP-IDF application as a binary blob. Application can reference this blob and load it in the following way (suppose ULP\_APP\_NAME was defined to `ulp_app_name`):

```
extern const uint8_t bin_start[] asm("_binary_ulp_app_name_bin_start");
extern const uint8_t bin_end[]   asm("_binary_ulp_app_name_bin_end");

void start_ulp_program() {
    ESP_ERROR_CHECK(ulp_load_binary(
        0 /* load address, set to 0 when using default linker scripts */,
        bin_start,
        (bin_end - bin_start) / sizeof(uint32_t) );
}
```

*esp\_err\_t* **ulp\_load\_binary**(uint32\_t *load\_addr*, const uint8\_t \**program\_binary*, size\_t *program\_size*)

Load ULP program binary into RTC memory.

ULP program binary should have the following format (all values little-endian):

1. MAGIC, (value 0x00706c75, 4 bytes)
2. TEXT\_OFFSET, offset of .text section from binary start (2 bytes)
3. TEXT\_SIZE, size of .text section (2 bytes)
4. DATA\_SIZE, size of .data section (2 bytes)
5. BSS\_SIZE, size of .bss section (2 bytes)
6. (TEXT\_OFFSET - 12) bytes of arbitrary data (will not be loaded into RTC memory)
7. .text section
8. .data section

Linker script in `components/ulp/ld/esp32.ulp.ld` produces ELF files which correspond to this format. This linker script produces binaries with `load_addr == 0`.

### Return

- ESP\_OK on success
- ESP\_ERR\_INVALID\_ARG if `load_addr` is out of range
- ESP\_ERR\_INVALID\_SIZE if `program_size` doesn't match (`TEXT_OFFSET + TEXT_SIZE + DATA_SIZE`)
- ESP\_ERR\_NOT\_SUPPORTED if the magic number is incorrect

### Parameters

- `load_addr`: address where the program should be loaded, expressed in 32-bit words
- `program_binary`: pointer to program binary
- `program_size`: size of the program binary

Once the program is loaded into RTC memory, application can start it, passing the address of the entry point to `ulp_run` function:

```
ESP_ERROR_CHECK( ulp_run(&ulp_entry - RTC_SLOW_MEM) );
```

*esp\_err\_t* **ulp\_run** (uint32\_t *entry\_point*)

Run the program loaded into RTC memory.

**Return** ESP\_OK on success

**Parameters**

- *entry\_point*: entry point, expressed in 32-bit words

Declaration of the entry point symbol comes from the above mentioned generated header file, \$(ULP\_APP\_NAME).h. In assembly source of the ULP application, this symbol must be marked as `.global`:

```
.global entry
entry:
    /* code starts here */
```

### 5.16.7 ULP program flow

ULP coprocessor is started by a timer. The timer is started once `ulp_run` is called. The timer counts a number of `RTC_SLOW_CLK` ticks (by default, produced by an internal 150kHz RC oscillator). The number of ticks is set using `SENS_ULP_CP_SLEEP_CYCx_REG` registers ( $x = 0..4$ ). When starting the ULP for the first time, `SENS_ULP_CP_SLEEP_CYC0_REG` will be used to set the number of timer ticks. Later the ULP program can select another `SENS_ULP_CP_SLEEP_CYCx_REG` register using `sleep` instruction.

The application can set ULP timer period values (`SENS_ULP_CP_SLEEP_CYCx_REG`,  $x = 0..4$ ) using `ulp_set_wakeup_period` function.

*esp\_err\_t* **ulp\_set\_wakeup\_period** (size\_t *period\_index*, uint32\_t *period\_us*)

Set one of ULP wakeup period values.

ULP coprocessor starts running the program when the wakeup timer counts up to a given value (called period). There are 5 period values which can be programmed into `SENS_ULP_CP_SLEEP_CYCx_REG` registers,  $x = 0..4$ . By default, wakeup timer will use the period set into `SENS_ULP_CP_SLEEP_CYC0_REG`, i.e. period number 0. ULP program code can use `SLEEP` instruction to select which of the `SENS_ULP_CP_SLEEP_CYCx_REG` should be used for subsequent wakeups.

However, please note that `SLEEP` instruction issued (from ULP program) while the system is in deep sleep mode does not have effect, and sleep cycle count 0 is used.

**Note** The ULP FSM requires two clock cycles to wakeup before being able to run the program. Then additional 16 cycles are reserved after wakeup waiting until the 8M clock is stable. The FSM also requires two more clock cycles to go to sleep after the program execution is halted. The minimum wakeup period that may be set up for the ULP is equal to the total number of cycles spent on the above internal tasks. For a default configuration of the ULP running at 150kHz it makes about 133us.

**Return**

- ESP\_OK on success
- ESP\_ERR\_INVALID\_ARG if *period\_index* is out of range

**Parameters**

- *period\_index*: wakeup period setting number (0 - 4)
- *period\_us*: wakeup period, us

Once the timer counts the number of ticks set in the selected `SENS_ULP_CP_SLEEP_CYCx_REG` register, ULP coprocessor powers up and starts running the program from the entry point set in the call to `ulp_run`.

The program runs until it encounters a `halt` instruction or an illegal instruction. Once the program halts, ULP coprocessor powers down, and the timer is started again.

To disable the timer (effectively preventing the ULP program from running again), clear the `RTC_CNTL_ULP_CP_SLP_TIMER_EN` bit in the `RTC_CNTL_STATE0_REG` register. This can be done both from ULP code and from the main program.

## 5.17 ULP coprocessor programming (CMake)

ULP (Ultra Low Power) coprocessor is a simple FSM which is designed to perform measurements using ADC, temperature sensor, and external I2C sensors, while main processors are in deep sleep mode. ULP coprocessor can access `RTC_SLOW_MEM` memory region, and registers in `RTC_CNTL`, `RTC_IO`, and `SARADC` peripherals. ULP coprocessor uses fixed-width 32-bit instructions, 32-bit memory addressing, and has 4 general purpose 16-bit registers.

### 5.17.1 Installing the toolchain

ULP coprocessor code is written in assembly and compiled using the `binutils-esp32ulp` toolchain.

1. Download pre-built binaries of the latest toolchain release from: <https://github.com/espressif/binutils-esp32ulp/releases>.
2. Extract the toolchain into a directory, and add the path to the `bin/` directory of the toolchain to the `PATH` environment variable.

### 5.17.2 Compiling ULP code

To compile ULP code as part of a component, the following steps must be taken:

1. ULP code, written in assembly, must be added to one or more files with `.S` extension. These files must be placed into a separate directory inside component directory, for instance `ulp/`.
2. Modify component `CMakeLists.txt`, appending the necessary ULP CMake definitions. As an example:

```
set(ULP_APP_NAME ulp_${COMPONENT_NAME})
set(ULP_S_SOURCES ulp/ulp_assembly_source_file.S)
set(ULP_EXP_DEP_SRCS "ulp_c_source_file.c")
include(${IDF_PATH}/components/ulp/component_ulp_common.cmake)
```

Here is each line explained:

**set(ULP\_APP\_NAME ulp\_\${COMPONENT\_NAME})** Sets the name of the generated ULP application, without an extension. This name is used for build products of the ULP application: ELF file, map file, binary file, generated header file, and generated linker export file.

**set(ULP\_S\_SOURCES “ulp/ulp\_assembly\_source\_file\_1.S ulp/ulp\_assembly\_source\_file\_2.S”)** Sets list of assembly files to be passed to the ULP assembler. The list should be space-delimited and the paths can either be absolute or relative to component `CMakeLists.txt`.

**set(ULP\_EXP\_DEP\_SRCS “ulp\_c\_source\_file\_1.c ulp\_c\_source\_file\_2.c”)** Sets list of source files names within the component which include the generated header file. This list is needed to build the dependencies correctly and ensure that the generated header file is created before any of these files are compiled. See section below explaining the concept of generated header files for ULP applications. The list should be space-delimited and the paths can either be absolute or relative to component `CMakeLists.txt`.



**include(\${IDF\_PATH}/components/ulp/component\_ulp\_common.cmake)** Includes common definitions of ULP build steps. Configures build for ULP object files, ELF file, binary file, etc using the ULP toolchain.

3. Build the application as usual (e.g. *idf.py app*)

Inside, the build system will take the following steps to build ULP program:

1. **Run each assembly file (foo.S) through C preprocessor.** This step generates the preprocessed assembly files (foo.ulp.S) in the component build directory. This step also generates dependency files (foo.ulp.d).
2. **Run preprocessed assembly sources through assembler.** This produces objects (foo.ulp.o) and listing (foo.ulp.lst) files. Listing files are generated for debugging purposes and are not used at later stages of build process.
3. **Run linker script template through C preprocessor.** The template is located in components/ulp/ld directory.
4. **Link object files into an output ELF file (ulp\_app\_name.elf).** Map file (ulp\_app\_name.map) generated at this stage may be useful for debugging purposes.
5. **Dump contents of the ELF file into binary (ulp\_app\_name.bin)** for embedding into the application.
6. **Generate list of global symbols (ulp\_app\_name.sym)** in the ELF file using `esp32ulp-elf-nm`.
7. **Create LD export script and header file (ulp\_app\_name.ld and ulp\_app\_name.h)** containing the symbols from `ulp_app_name.sym`. This is done using `esp32ulp_mapgen.py` utility.
8. **Add the generated binary to the list of binary files** to be emedded into the application.

### 5.17.3 Accessing ULP program variables

Global symbols defined in the ULP program may be used inside the main program.

For example, ULP program may define a variable `measurement_count` which will define the number of ADC measurements the program needs to make before waking up the chip from deep sleep:

```

measurement_count:    .global measurement_count
                    .long 0

                    /* later, use measurement_count */
                    move r3, measurement_count
                    ld r3, r3, 0

```

Main program needs to initialize this variable before ULP program is started. Build system makes this possible by generating a `${ULP_APP_NAME}.h` and `${ULP_APP_NAME}.ld` files which define global symbols present in the ULP program. This files include each global symbol defined in the ULP program, prefixed with `ulp_`.

The header file contains declaration of the symbol:

```
extern uint32_t ulp_measurement_count;
```

Note that all symbols (variables, arrays, functions) are declared as `uint32_t`. For functions and arrays, take address of the symbol and cast to the appropriate type.

The generated linker script file defines locations of symbols in `RTC_SLOW_MEM`:

```
PROVIDE ( ulp_measurement_count = 0x50000060 );
```

To access ULP program variables from the main program, include the generated header file and use variables as one normally would:

```
#include "ulp_app_name.h"

// later
void init_ulp_vars() {
    ulp_measurement_count = 64;
}
```

Note that ULP program can only use lower 16 bits of each 32-bit word in RTC memory, because the registers are 16-bit, and there is no instruction to load from high part of the word.

Likewise, ULP store instruction writes register value into the lower 16 bit part of the 32-bit word. Upper 16 bits are written with a value which depends on the address of the store instruction, so when reading variables written by the ULP, main application needs to mask upper 16 bits, e.g.:

```
printf("Last measurement value: %d\n", ulp_last_measurement & UINT16_MAX);
```

### 5.17.4 Starting the ULP program

To run a ULP program, main application needs to load the ULP program into RTC memory using `ulp_load_binary` function, and then start it using `ulp_run` function.

Note that “Enable Ultra Low Power (ULP) Coprocessor” option must be enabled in menuconfig in order to reserve memory for the ULP. “RTC slow memory reserved for coprocessor” option must be set to a value sufficient to store ULP code and data. If the application components contain multiple ULP programs, then the size of the RTC memory must be sufficient to hold the largest one.

Each ULP program is embedded into the ESP-IDF application as a binary blob. Application can reference this blob and load it in the following way (suppose `ULP_APP_NAME` was defined to `ulp_app_name`):

```
extern const uint8_t bin_start[] asm("_binary_ulp_app_name_bin_start");
extern const uint8_t bin_end[]   asm("_binary_ulp_app_name_bin_end");

void start_ulp_program() {
    ESP_ERROR_CHECK(ulp_load_binary(
        0 /* load address, set to 0 when using default linker scripts */,
        bin_start,
        (bin_end - bin_start) / sizeof(uint32_t) );
}
```

`esp_err_t ulp_load_binary` (`uint32_t load_addr`, `const uint8_t *program_binary`, `size_t program_size`)

Load ULP program binary into RTC memory.

ULP program binary should have the following format (all values little-endian):

1. MAGIC, (value 0x00706c75, 4 bytes)
2. TEXT\_OFFSET, offset of .text section from binary start (2 bytes)
3. TEXT\_SIZE, size of .text section (2 bytes)
4. DATA\_SIZE, size of .data section (2 bytes)
5. BSS\_SIZE, size of .bss section (2 bytes)
6. (TEXT\_OFFSET - 12) bytes of arbitrary data (will not be loaded into RTC memory)
7. .text section
8. .data section

Linker script in components/ulp/ld/esp32.ulp.ld produces ELF files which correspond to this format. This linker script produces binaries with `load_addr == 0`.

### Return

- `ESP_OK` on success
- `ESP_ERR_INVALID_ARG` if `load_addr` is out of range
- `ESP_ERR_INVALID_SIZE` if `program_size` doesn't match (`TEXT_OFFSET + TEXT_SIZE + DATA_SIZE`)
- `ESP_ERR_NOT_SUPPORTED` if the magic number is incorrect

### Parameters

- `load_addr`: address where the program should be loaded, expressed in 32-bit words
- `program_binary`: pointer to program binary
- `program_size`: size of the program binary

Once the program is loaded into RTC memory, application can start it, passing the address of the entry point to `ulp_run` function:

```
ESP_ERROR_CHECK( ulp_run(&ulp_entry - RTC_SLOW_MEM) );
```

*esp\_err\_t* **ulp\_run**(uint32\_t *entry\_point*)

Run the program loaded into RTC memory.

**Return** `ESP_OK` on success

### Parameters

- `entry_point`: entry point, expressed in 32-bit words

Declaration of the entry point symbol comes from the above mentioned generated header file, `_${ULP_APP_NAME}.h`. In assembly source of the ULP application, this symbol must be marked as `.global`:

```
.global entry
entry:
    /* code starts here */
```

## 5.17.5 ULP program flow

ULP coprocessor is started by a timer. The timer is started once `ulp_run` is called. The timer counts a number of `RTC_SLOW_CLK` ticks (by default, produced by an internal 150kHz RC oscillator). The number of ticks is set using `SENS_ULP_CP_SLEEP_CYCx_REG` registers ( $x = 0..4$ ). When starting the ULP for the first time, `SENS_ULP_CP_SLEEP_CYC0_REG` will be used to set the number of timer ticks. Later the ULP program can select another `SENS_ULP_CP_SLEEP_CYCx_REG` register using `sleep` instruction.

The application can set ULP timer period values (`SENS_ULP_CP_SLEEP_CYCx_REG`,  $x = 0..4$ ) using `ulp_set_wakeup_period` function.

*esp\_err\_t* **ulp\_set\_wakeup\_period**(size\_t *period\_index*, uint32\_t *period\_us*)

Set one of ULP wakeup period values.

ULP coprocessor starts running the program when the wakeup timer counts up to a given value (called period). There are 5 period values which can be programmed into `SENS_ULP_CP_SLEEP_CYCx_REG` registers,  $x = 0..4$ . By default, wakeup timer will use the period set into `SENS_ULP_CP_SLEEP_CYC0_REG`,

i.e. period number 0. ULP program code can use SLEEP instruction to select which of the SENS\_ULP\_CP\_SLEEP\_CYCx\_REG should be used for subsequent wakeups.

However, please note that SLEEP instruction issued (from ULP program) while the system is in deep sleep mode does not have effect, and sleep cycle count 0 is used.

**Note** The ULP FSM requires two clock cycles to wakeup before being able to run the program. Then additional 16 cycles are reserved after wakeup waiting until the 8M clock is stable. The FSM also requires two more clock cycles to go to sleep after the program execution is halted. The minimum wakeup period that may be set up for the ULP is equal to the total number of cycles spent on the above internal tasks. For a default configuration of the ULP running at 150kHz it makes about 133us.

### Return

- ESP\_OK on success
- ESP\_ERR\_INVALID\_ARG if period\_index is out of range

### Parameters

- period\_index: wakeup period setting number (0 - 4)
- period\_us: wakeup period, us

Once the timer counts the number of ticks set in the selected SENS\_ULP\_CP\_SLEEP\_CYCx\_REG register, ULP coprocessor powers up and starts running the program from the entry point set in the call to ulp\_run.

The program runs until it encounters a halt instruction or an illegal instruction. Once the program halts, ULP coprocessor powers down, and the timer is started again.

To disable the timer (effectively preventing the ULP program from running again), clear the RTC\_CNTL\_ULP\_CP\_SLP\_TIMER\_EN bit in the RTC\_CNTL\_STATE0\_REG register. This can be done both from ULP code and from the main program.

## 5.18 Unit Testing in ESP32

[]

ESP-IDF comes with a unit test app based on Unity - unit test framework. Unit tests are integrated in the ESP-IDF repository and are placed in test subdirectory of each component respectively.

### 5.18.1 Add normal test cases

Unit tests are added in the test subdirectory of the respective component. Tests are added in C files, a single C file can include multiple test cases. Test files start with the word “test”.

The test file should include unity.h and the header for the C module to be tested.

Tests are added in a function in the C file as follows:

```
TEST_CASE("test name", "[module name]"
{
    // Add test here
})
```

First argument is a descriptive name for the test, second argument is an identifier in square brackets. Identifiers are used to group related test, or tests with specific properties.

There is no need to add a main function with `UNITY_BEGIN()` and `UNITY_END()` in each test case. `unity_platform.c` will run `UNITY_BEGIN()`, run the tests cases, and then call `UNITY_END()`.

Each `test` subdirectory needs to include `component.mk` file with at least the following line of code:

```
COMPONENT_ADD_LDFLAGS = -Wl,--whole-archive -l$(COMPONENT_NAME) -Wl,--no-whole-archive
```

See <http://www.throwtheswitch.org/unity> for more information about writing tests in Unity.

## 5.18.2 Add multiple devices test cases

The normal test cases will be executed on one DUT (Device Under Test). Components need to communicate with each other (like GPIO, SPI...) can't be tested with normal test cases. Multiple devices test cases support writing and running test with multiple DUTs.

Here's an example of multiple devices test case:

```
void gpio_master_test()
{
    gpio_config_t slave_config = {
        .pin_bit_mask = 1 << MASTER_GPIO_PIN,
        .mode = GPIO_MODE_INPUT,
    };
    gpio_config(&slave_config);
    unity_wait_for_signal("output high level");
    TEST_ASSERT(gpio_get_level(MASTER_GPIO_PIN) == 1);
}

void gpio_slave_test()
{
    gpio_config_t master_config = {
        .pin_bit_mask = 1 << SLAVE_GPIO_PIN,
        .mode = GPIO_MODE_OUTPUT,
    };
    gpio_config(&master_config);
    gpio_set_level(SLAVE_GPIO_PIN, 1);
    unity_send_signal("output high level");
}

TEST_CASE_MULTIPLE_DEVICES("gpio multiple devices test example", "[driver]", gpio_
↪master_test, gpio_slave_test);
```

The macro `TEST_CASE_MULTIPLE_DEVICES` is used to declare multiple devices test cases. First argument is test case name, second argument is test case description. From the third argument, upto 5 test functions can be defined, each function will be the entry point of tests running on each DUT.

Running test cases from different DUTs could require synchronizing between DUTs. We provide `unity_wait_for_signal` and `unity_send_signal` to support synchronizing with UART. As the scenario in the above example, slave should get GPIO level after master set level. DUT UART console will prompt and requires user interaction:

DUT1 (master) console:

```
Waiting for signal: [output high level]!
Please press "Enter" key once any board send this signal.
```

DUT2 (slave) console:

```
Send signal: [output high level]!
```

Once the signal is sent from DUT2, you need to press “Enter” on DUT1, then DUT1 unblocks from `unity_wait_for_signal` and starts to change GPIO level.

Signals can also be used to pass parameters between multiple devices. For example, DUT1 want to know the MAC address of DUT2, so it can connect to DUT2. In this case, `unity_wait_for_signal_param` and `unity_send_signal_param` can be used:

DUT1 console:

```
Waiting for signal: [dut2 mac address]!  
Please input parameter value from any board send this signal and press "Enter" key.
```

DUT2 console:

```
Send signal: [dut2 mac address][10:20:30:40:50:60]!
```

Once the signal is sent from DUT2, you need to input `10:20:30:40:50:60` on DUT1 and press “Enter”. Then DUT1 will get the MAC address string of DUT2 and unblocks from `unity_wait_for_signal_param`, start to connect to DUT2.

### 5.18.3 Add multiple stages test cases

The normal test cases are expected to finish without reset (or only need to check if reset happens). Sometimes we want to run some specific test after certain kinds of reset. For example, we want to test if reset reason is correct after wakeup from deep sleep. We need to create deep sleep reset first and then check the reset reason. To support this, we can define multiple stages test case, to group a set of test functions together:

```
static void trigger_deepsleep(void)  
{  
    esp_sleep_enable_timer_wakeup(2000);  
    esp_deep_sleep_start();  
}  
  
void check_deepsleep_reset_reason()  
{  
    RESET_REASON reason = rtc_get_reset_reason(0);  
    TEST_ASSERT(reason == DEEPSLEEP_RESET);  
}  
  
TEST_CASE_MULTIPLE_STAGES("reset reason check for deepsleep", "[esp32]", trigger_  
↪deepsleep, check_deepsleep_reset_reason);
```

Multiple stages test cases present a group of test functions to users. It need user interactions (select case and select different stages) to run the case.

### 5.18.4 Building unit test app

Follow the setup instructions in the top-level esp-idf README. Make sure that `IDF_PATH` environment variable is set to point to the path of esp-idf top-level directory.

Change into `tools/unit-test-app` directory to configure and build it:

- `make menuconfig` - configure unit test app.

- `make TESTS_ALL=1` - build unit test app with tests for each component having tests in the `test` subdirectory.
- `make TEST_COMPONENTS='xxx'` - build unit test app with tests for specific components.
- `make TESTS_ALL=1 TEST_EXCLUDE_COMPONENTS='xxx'` - build unit test app with all unit tests, except for unit tests of some components. (For instance: `make TESTS_ALL=1 TEST_EXCLUDE_COMPONENTS='ulp mbedtls'` - build all unit tests excludes `ulp` and `mbedtls` components).

When the build finishes, it will print instructions for flashing the chip. You can simply run `make flash` to flash all build output.

You can also run `make flash TESTS_ALL=1` or `make TEST_COMPONENTS='xxx'` to build and flash. Everything needed will be rebuilt automatically before flashing.

Use `menuconfig` to set the serial port for flashing.

### 5.18.5 Running unit tests

After flashing reset the ESP32 and it will boot the unit test app.

When unit test app is idle, press “Enter” will make it print test menu with all available tests:

```
Here's the test menu, pick your combo:
(1)   "esp_ota_begin() verifies arguments" [ota]
(2)   "esp_ota_get_next_update_partition logic" [ota]
(3)   "Verify bootloader image in flash" [bootloader_support]
(4)   "Verify unit test app image" [bootloader_support]
(5)   "can use new and delete" [cxx]
(6)   "can call virtual functions" [cxx]
(7)   "can use static initializers for non-POD types" [cxx]
(8)   "can use std::vector" [cxx]
(9)   "static initialization guards work as expected" [cxx]
(10)  "global initializers run in the correct order" [cxx]
(11)  "before scheduler has started, static initializers work correctly" [cxx]
(12)  "adc2 work with wifi" [adc]
(13)  "gpio master/slave test example" [ignore][misc][test_env=UT_T2_1][multi_
->device]
      (1)   "gpio_master_test"
      (2)   "gpio_slave_test"
(14)  "SPI Master clockdiv calculation routines" [spi]
(15)  "SPI Master test" [spi][ignore]
(16)  "SPI Master test, interaction of multiple devs" [spi][ignore]
(17)  "SPI Master no response when switch from host1 (HSPI) to host2 (VSPI)" [spi]
(18)  "SPI Master DMA test, TX and RX in different regions" [spi]
(19)  "SPI Master DMA test: length, start, not aligned" [spi]
(20)  "reset reason check for deepsleep" [esp32][test_env=UT_T2_1][multi_stage]
      (1)   "trigger_deepsleep"
      (2)   "check_deepsleep_reset_reason"
```

Normal case will print the case name and description. Master slave cases will also print the sub-menu (the registered test function names).

Test cases can be run by inputting one of the following:

- Test case name in quotation marks (for example, `"esp_ota_begin() verifies arguments"`) to run a single test case.
- Test case index (for example, `1`) to run a single test case.

- Module name in square brackets (for example, [cxx]) to run all test cases for a specific module.
- An asterisk (\*) to run all test cases

[multi\_device] and [multi\_stage] tags tell the test runner whether a test case is a multiple devices or multiple stages test case. These tags are automatically added by `TEST\_CASE\_MULTIPLE\_STAGES` and `TEST\_CASE\_MULTIPLE\_DEVICES` macros.

After you select a multiple devices test case, it will print sub menu:

```
Running gpio master/slave test example...
gpio master/slave test example
  (1)    "gpio_master_test"
  (2)    "gpio_slave_test"
```

You need to input number to select the test running on the DUT.

Similar to multiple devices test cases, multiple stages test cases will also print sub menu:

```
Running reset reason check for deepsleep...
reset reason check for deepsleep
  (1)    "trigger_deepsleep"
  (2)    "check_deepsleep_reset_reason"
```

First time you execute this case, input 1 to run first stage (trigger deepsleep). After DUT is rebooted and able to run test cases, select this case again and input 2 to run the second stage. The case only passes if the last stage passes and all previous stages trigger reset.

## 5.19 Unit Testing in ESP32 (CMake)

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**Note:** This is documentation for the CMake-based build system which is currently in preview release. If you encounter any gaps or bugs, please report them in the [Issues](#) section of the ESP-IDF repository.

The CMake-based build system will become the default build system in ESP-IDF V4.0. The existing GNU Make based build system will be deprecated in ESP-IDF V5.0.

---

ESP-IDF comes with a unit test app based on Unity - unit test framework. Unit tests are integrated in the ESP-IDF repository and are placed in `test` subdirectory of each component respectively.

### 5.19.1 Add normal test cases

Unit tests are added in the `test` subdirectory of the respective component. Tests are added in C files, a single C file can include multiple test cases. Test files start with the word “test”.

The test file should include `unity.h` and the header for the C module to be tested.

Tests are added in a function in the C file as follows:

```
TEST_CASE("test name", "[module name]"
{
    // Add test here
})
```



First argument is a descriptive name for the test, second argument is an identifier in square brackets. Identifiers are used to group related test, or tests with specific properties.

There is no need to add a main function with `UNITY_BEGIN()` and `UNITY_END()` in each test case. `unity_platform.c` will run `UNITY_BEGIN()`, run the tests cases, and then call `UNITY_END()`.

The test subdirectory should contain a *component CMakeLists.txt*, since they are themselves, components. ESP-IDF uses the test framework `unity` and should be specified as a requirement for the component. Normally, components *should list their sources manually*; for component tests however, this requirement is relaxed and the use of `COMPONENT_SRCDIRS` is advised.

Overall, the minimal `test` subdirectory `CMakeLists.txt` file may look like as follows:

```
set(COMPONENT_SRCDIRS ".")
set(COMPONENT_ADD_INCLUDEDIRS ".")
set(COMPONENT_REQUIRES unity)

register_component()
```

See <http://www.throwtheswitch.org/unity> for more information about writing tests in Unity.

## 5.19.2 Add multiple devices test cases

The normal test cases will be executed on one DUT (Device Under Test). Components need to communicate with each other (like GPIO, SPI...) can't be tested with normal test cases. Multiple devices test cases support writing and running test with multiple DUTs.

Here's an example of multiple devices test case:

```
void gpio_master_test()
{
    gpio_config_t slave_config = {
        .pin_bit_mask = 1 << MASTER_GPIO_PIN,
        .mode = GPIO_MODE_INPUT,
    };
    gpio_config(&slave_config);
    unity_wait_for_signal("output high level");
    TEST_ASSERT(gpio_get_level(MASTER_GPIO_PIN) == 1);
}

void gpio_slave_test()
{
    gpio_config_t master_config = {
        .pin_bit_mask = 1 << SLAVE_GPIO_PIN,
        .mode = GPIO_MODE_OUTPUT,
    };
    gpio_config(&master_config);
    gpio_set_level(SLAVE_GPIO_PIN, 1);
    unity_send_signal("output high level");
}

TEST_CASE_MULTIPLE_DEVICES("gpio multiple devices test example", "[driver]", gpio_
↪master_test, gpio_slave_test);
```

The macro `TEST_CASE_MULTIPLE_DEVICES` is used to declare multiple devices test cases. First argument is test case name, second argument is test case description. From the third argument, upto 5 test functions can be defined, each function will be the entry point of tests running on each DUT.

Running test cases from different DUTs could require synchronizing between DUTs. We provide `unity_wait_for_signal` and `unity_send_signal` to support synchronizing with UART. As the scenario in the above example, slave should get GPIO level after master set level. DUT UART console will prompt and requires user interaction:

DUT1 (master) console:

```
Waiting for signal: [output high level]!  
Please press "Enter" key to once any board send this signal.
```

DUT2 (slave) console:

```
Send signal: [output high level]!
```

Once the signal is set from DUT2, you need to press “Enter” on DUT1, then DUT1 unblocks from `unity_wait_for_signal` and starts to change GPIO level.

### 5.19.3 Add multiple stages test cases

The normal test cases are expected to finish without reset (or only need to check if reset happens). Sometimes we want to run some specific test after certain kinds of reset. For example, we want to test if reset reason is correct after wakeup from deep sleep. We need to create deep sleep reset first and then check the reset reason. To support this, we can define multiple stages test case, to group a set of test functions together:

```
static void trigger_deepsleep(void)  
{  
    esp_sleep_enable_timer_wakeup(2000);  
    esp_deep_sleep_start();  
}  
  
void check_deepsleep_reset_reason()  
{  
    RESET_REASON reason = rtc_get_reset_reason(0);  
    TEST_ASSERT(reason == DEEPSLEEP_RESET);  
}  
  
TEST_CASE_MULTIPLE_STAGES("reset reason check for deepsleep", "[esp32]", trigger_  
↪deepsleep, check_deepsleep_reset_reason);
```

Multiple stages test cases present a group of test functions to users. It need user interactions (select case and select different stages) to run the case.

### 5.19.4 Building unit test app

Follow the setup instructions in the top-level esp-idf README. Make sure that `IDF_PATH` environment variable is set to point to the path of esp-idf top-level directory.

Change into `tools/unit-test-app` directory to configure and build it:

- `idf.py menuconfig` - configure unit test app.
- `idf.py build -T all` - build unit test app with tests for each component having tests in the `test` subdirectory.
- `idf.py build -T xxx` - build unit test app with tests for specific components.
- `idf.py build -T all -E xxx` - build unit test app with all unit tests, except for unit tests of some components. (For instance: `idf.py build -T all -E ulp mbedtls` - build all unit tests excludes ulp and mbedtls components).

When the build finishes, it will print instructions for flashing the chip. You can simply run `idf.py flash` to flash all build output.

You can also run `idf.py flash -T all` or `idf.py flash -T xxx` to build and flash. Everything needed will be rebuilt automatically before flashing.

Use `menuconfig` to set the serial port for flashing.

### 5.19.5 Running unit tests

After flashing reset the ESP32 and it will boot the unit test app.

When unit test app is idle, press “Enter” will make it print test menu with all available tests:

```
Here's the test menu, pick your combo:
(1)    "esp_ota_begin() verifies arguments" [ota]
(2)    "esp_ota_get_next_update_partition logic" [ota]
(3)    "Verify bootloader image in flash" [bootloader_support]
(4)    "Verify unit test app image" [bootloader_support]
(5)    "can use new and delete" [cxx]
(6)    "can call virtual functions" [cxx]
(7)    "can use static initializers for non-POD types" [cxx]
(8)    "can use std::vector" [cxx]
(9)    "static initialization guards work as expected" [cxx]
(10)   "global initializers run in the correct order" [cxx]
(11)   "before scheduler has started, static initializers work correctly" [cxx]
(12)   "adc2 work with wifi" [adc]
(13)   "gpio master/slave test example" [ignore][misc][test_env=UT_T2_1][multi_
->device]
      (1)    "gpio_master_test"
      (2)    "gpio_slave_test"
(14)   "SPI Master clockdiv calculation routines" [spi]
(15)   "SPI Master test" [spi][ignore]
(16)   "SPI Master test, interaction of multiple devs" [spi][ignore]
(17)   "SPI Master no response when switch from host1 (HSPI) to host2 (VSPI)" [spi]
(18)   "SPI Master DMA test, TX and RX in different regions" [spi]
(19)   "SPI Master DMA test: length, start, not aligned" [spi]
(20)   "reset reason check for deepsleep" [esp32][test_env=UT_T2_1][multi_stage]
      (1)    "trigger_deepsleep"
      (2)    "check_deepsleep_reset_reason"
```

Normal case will print the case name and description. Master slave cases will also print the sub-menu (the registered test function names).

Test cases can be run by inputting one of the following:

- Test case name in quotation marks to run a single test case
- Test case index to run a single test case
- Module name in square brackets to run all test cases for a specific module
- An asterisk to run all test cases

`[multi_device]` and `[multi_stage]` tags tell the test runner whether a test case is a multiple devices or multiple stages test case. These tags are automatically added by `TEST_CASE_MULTIPLE_STAGES` and `TEST_CASE_MULTIPLE_DEVICES` macros.

After you select a multiple devices test case, it will print sub menu:

```
Running gpio master/slave test example...
gpio master/slave test example
(1)      "gpio_master_test"
(2)      "gpio_slave_test"
```

You need to input number to select the test running on the DUT.

Similar to multiple devices test cases, multiple stages test cases will also print sub menu:

```
Running reset reason check for deepsleep...
reset reason check for deepsleep
(1)      "trigger_deepsleep"
(2)      "check_deepsleep_reset_reason"
```

First time you execute this case, input 1 to run first stage (trigger deepsleep). After DUT is rebooted and able to run test cases, select this case again and input 2 to run the second stage. The case only passes if the last stage passes and all previous stages trigger reset.

## 5.20 Console

□

ESP-IDF provides `console` component, which includes building blocks needed to develop an interactive console over serial port. This component includes following facilities:

- Line editing, provided by `linenoise` library. This includes handling of backspace and arrow keys, scrolling through command history, command auto-completion, and argument hints.
- Splitting of command line into arguments.
- Argument parsing, provided by `argtable3` library. This library includes APIs useful for parsing GNU style command line arguments.
- Functions for registration and dispatching of commands.

These facilities can be used together or independently. For example, it is possible to use line editing and command registration features, but use `getopt` or custom code for argument parsing, instead of `argtable3`. Likewise, it is possible to use simpler means of command input (such as `fgets`) together with the rest of the means for command splitting and argument parsing.

### 5.20.1 Line editing

Line editing feature lets users compose commands by typing them, erasing symbols using ‘backspace’ key, navigating within the command using left/right keys, navigating to previously typed commands using up/down keys, and performing autocompletion using ‘tab’ key.

---

**Note:** This feature relies on ANSI escape sequence support in the terminal application. As such, serial monitors which display raw UART data can not be used together with the line editing library. If you see `[6n` or similar escape sequence when running `get_started/console` example instead of a command prompt (`[esp32]>`), it means that the serial monitor does not support escape sequences. Programs which are known to work are GNU `screen`, `minicom`, and `idf_monitor.py` (which can be invoked using `make monitor` from project directory).

---

Here is an overview of functions provided by `linenoise` library.

## Configuration

Linenoise library does not need explicit initialization. However, some configuration defaults may need to be changed before invoking the main line editing function.

**linenoiseClearScreen** Clear terminal screen using an escape sequence and position the cursor at the top left corner.

**linenoiseSetMultiLine** Switch between single line and multi line editing modes. In single line mode, if the length of the command exceeds the width of the terminal, the command text is scrolled within the line to show the end of the text. In this case the beginning of the text is hidden. Single line needs less data to be sent to refresh screen on each key press, so exhibits less glitching compared to the multi line mode. On the flip side, editing commands and copying command text from terminal in single line mode is harder. Default is single line mode.

## Main loop

**linenoise** In most cases, console applications have some form of read/eval loop. `linenoise` is the single function which handles user's key presses and returns completed line once 'enter' key is pressed. As such, it handles the 'read' part of the loop.

**linenoiseFree** This function must be called to release the command line buffer obtained from `linenoise` function.

## Hints and completions

**linenoiseSetCompletionCallback** When user presses 'tab' key, `linenoise` library invokes completion callback. The callback should inspect the contents of the command typed so far and provide a list of possible completions using calls to `linenoiseAddCompletion` function. `linenoiseSetCompletionCallback` function should be called to register this completion callback, if completion feature is desired.

`console` component provides a ready made function to provide completions for registered commands, `esp_console_get_completion` (see below).

**linenoiseAddCompletion** Function to be called by completion callback to inform the library about possible completions of the currently typed command.

**linenoiseSetHintsCallback** Whenever user input changes, `linenoise` invokes hints callback. This callback can inspect the command line typed so far, and provide a string with hints (which can include list of command arguments, for example). The library then displays the hint text on the same line where editing happens, possibly with a different color.

**linenoiseSetFreeHintsCallback** If hint string returned by hints callback is dynamically allocated or needs to be otherwise recycled, the function which performs such cleanup should be registered via `linenoiseSetFreeHintsCallback`.

## History

**linenoiseHistorySetMaxLen** This function sets the number of most recently typed commands to be kept in memory. Users can navigate the history using up/down arrows.

**linenoiseHistoryAdd** `Linenoise` does not automatically add commands to history. Instead, applications need to call this function to add command strings to the history.

**linenoiseHistorySave** Function saves command history from RAM to a text file, for example on an SD card or on a filesystem in flash memory.

**linenoiseHistoryLoad** Counterpart to `linenoiseHistorySave`, loads history from a file.

**linenoiseHistoryFree** Releases memory used to store command history. Call this function when done working with `linenoise` library.

## 5.20.2 Splitting of command line into arguments

`console` component provides `esp_console_split_argv` function to split command line string into arguments. The function returns the number of arguments found (`argc`) and fills an array of pointers which can be passed as `argv` argument to any function which accepts arguments in `argc, argv` format.

The command line is split into arguments according to the following rules:

- Arguments are separated by spaces
- If spaces within arguments are required, they can be escaped using `\` (backslash) character.
- Other escape sequences which are recognized are `\\` (which produces literal backslash) and `\"`, which produces a double quote.
- Arguments can be quoted using double quotes. Quotes may appear only in the beginning and at the end of the argument. Quotes within the argument must be escaped as mentioned above. Quotes surrounding the argument are stripped by `esp_console_split_argv` function.

Examples:

- `abc def 1 20 .3 [ abc, def, 1, 20, .3 ]`
- `abc "123 456" def [ abc, 123 456, def ]`
- ``a\ b\\c\" [ a b\c" ]`

## 5.20.3 Argument parsing

For argument parsing, `console` component includes `argtable3` library. Please see [tutorial](#) for an introduction to `argtable3`. Github repository also includes [examples](#).

## 5.20.4 Command registration and dispatching

`console` component includes utility functions which handle registration of commands, matching commands typed by the user to registered ones, and calling these commands with the arguments given on the command line.

Application first initializes command registration module using a call to `esp_console_init`, and calls `esp_console_cmd_register` function to register command handlers.

For each command, application provides the following information (in the form of `esp_console_cmd_t` structure):

- Command name (string without spaces)
- Help text explaining what the command does
- Optional hint text listing the arguments of the command. If application uses `Argtable3` for argument parsing, hint text can be generated automatically by providing a pointer to `argtable` argument definitions structure instead.
- The command handler function.

A few other functions are provided by the command registration module:

**esp\_console\_run** This function takes the command line string, splits it into argc/argv argument list using `esp_console_split_argv`, looks up the command in the list of registered components, and if it is found, executes its handler.

**esp\_console\_register\_help\_command** Adds `help` command to the list of registered commands. This command prints the list of all the registered commands, along with their arguments and help texts.

**esp\_console\_get\_completion** Callback function to be used with `linenoiseSetCompletionCallback` from `linenoise` library. Provides completions to `linenoise` based on the list of registered commands.

**esp\_console\_get\_hint** Callback function to be used with `linenoiseSetHintsCallback` from `linenoise` library. Provides argument hints for registered commands to `linenoise`.

### 5.20.5 Example

Example application illustrating usage of the `console` component is available in `examples/system/console` directory. This example shows how to initialize UART and VFS functions, set up `linenoise` library, read and handle commands from UART, and store command history in Flash. See `README.md` in the example directory for more details.

## 5.21 ESP32 ROM console

When an ESP32 is unable to boot from flash ROM (and the fuse disabling it hasn't been blown), it boots into a rom console. The console is based on TinyBasic, and statements entered should be in the form of BASIC statements. As is common in the BASIC language, without a preceeding line number, commands entered are executed immediately; lines with a prefixed line number are stored as part of a program.

### 5.21.1 Full list of supported statements and functions

#### System

- `BYE` - *exits Basic, reboots ESP32, retries booting from flash*
- `END` - *stops execution from the program, also "STOP"*
- `MEM` - *displays memory usage statistics*
- `NEW` - *clears the current program*
- `RUN` - *executes the current program*

#### IO, Documentation

- `PEEK( address )` - *get a 32-bit value from a memory address*
- `POKE` - *write a 32-bit value to memory*
- `USR(addr, arg1, ..)` - *Execute a machine language function*
- `PRINT expression` - *print out the expression, also "?"*
- `PHEX expression` - *print expression as a hex number*
- `REM stuff` - *remark/comment, also ""*

### Expressions, Math

- `A=V`, `LET A=V` - *assign value to a variable*
- `+`, `-`, `*`, `/` - *Math*
- `<`, `<=`, `=`, `<>`, `!=`, `>=`, `>` - *Comparisons*
- `ABS( expression )` - *returns the absolute value of the expression*
- `RSEED( v )` - *sets the random seed to v*
- `RND( m )` - *returns a random number from 0 to m*
- `A=1234` - *\* Assign a decimal value\**
- `A=&h1A2` - *\* Assign a hex value\**
- `A=&b1001` - *Assign a binary value*

### Control

- `IF` expression statement - *perform statement if expression is true*
- `FOR` variable = start `TO` end - *start for block*
- `FOR` variable = start `TO` end `STEP` value - *start for block with step*
- `NEXT` - *end of for block*
- `GOTO` linenumber - *continue execution at this line number*
- `GOSUB` linenumber - *call a subroutine at this line number*
- `RETURN` - *return from a subroutine*
- `DELAY` - *Delay a given number of milliseconds*

### Pin IO

- `IODIR` - *Set a GPIO-pin as an output (1) or input (0)*
- `IOSET` - *Set a GPIO-pin, configured as output, to high (1) or low (0)*
- `IOGET` - *Get the value of a GPIO-pin*

### 5.21.2 Example programs

Here are a few example commands and programs to get you started. . .

#### Read `UART_DATE` register of `uart0`

```
> PHEX PEEK(&h3FF40078)
15122500
```



## Set GPIO2 using memory writes to GPIO\_OUT\_REG

Note: you can do this easier with the IOSET command

```
> POKE &h3FF44004,PEEK(&h3FF44004) OR &b100
```

## Get value of GPIO0

```
> IODIR 0,0
> PRINT IOGET(0)
0
```

## Blink LED

Hook up an LED between GPIO2 and ground. When running the program, the LED should blink 10 times.

```
10 IODIR 2,1
20 FOR A=1 TO 10
30 IOSET 2,1
40 DELAY 250
50 IOSET 2,0
60 DELAY 250
70 NEXT A
RUN
```

### 5.21.3 Credits

The ROM console is based on “TinyBasicPlus” by Mike Field and Scott Lawrence, which is based on “68000 Tiny-Basic” by Gordon Brandly

## 5.22 RF calibration

ESP32 supports three RF calibration methods during RF initialization:

1. Partial calibration
2. Full calibration
3. No calibration

### 5.22.1 Partial calibration

During RF initialization, the partial calibration method is used by default for RF calibration. It is done based on the full calibration data which is stored in the NVS. To use this method, please go to `menuconfig` and enable `CONFIG_ESP32_PHY_CALIBRATION_AND_DATA_STORAGE`.

## 5.22.2 Full calibration

Full calibration is triggered in the following conditions:

1. NVS does not exist.
2. The NVS partition to store calibration data is erased.
3. Hardware MAC address is changed.
4. PHY library version is changed.
5. The RF calibration data loaded from the NVS partition is broken.

It takes about 100ms more than partial calibration. If boot duration is not critical, it is suggested to use the full calibration method. To switch to the full calibration method, go to `menuconfig` and disable `CONFIG_ESP32_PHY_CALIBRATION_AND_DATA_STORAGE`. If you use the default method of RF calibration, there are two ways to add the function of triggering full calibration as a last-resort remedy.

1. Erase the NVS partition if you don't mind all of the data stored in the NVS partition is erased. That is indeed the easiest way.
2. Call API `esp_phy_erase_cal_data_in_nvs()` before initializing WiFi and BT/BLE based on some conditions (e.g. an option provided in some diagnostic mode). In this case, only phy namespace of the NVS partition is erased.

## 5.22.3 No calibration

No calibration method is only used when ESP32 wakes up from deep sleep.

## 5.22.4 PHY initialization data

The PHY initialization data is used for RF calibration. There are two ways to get the PHY initialization data.

One is the default initialization data which is located in the header file `components/esp32/phy_init_data.h`. It is embedded into the application binary after compiling and then stored into read-only memory (DROM). To use the default initialization data, please go to `menuconfig` and disable `CONFIG_ESP32_PHY_INIT_DATA_IN_PARTITION`.

Another is the initialization data which is stored in a partition. When using a custom partition table, make sure that PHY data partition is included (type: `data`, subtype: `phy`). With default partition table, this is done automatically. If initialization data is stored in a partition, it has to be flashed there, otherwise runtime error will occur. To switch to the initialization data stored in a partition, go to `menuconfig` and enable `CONFIG_ESP32_PHY_INIT_DATA_IN_PARTITION`.

## 5.23 Wi-Fi Driver

### 5.23.1 ESP32 Wi-Fi Feature List

- Support Station-only mode, AP-only mode, Station/AP-coexistence mode
- Support IEEE-802.11B, IEEE-802.11G, IEEE802.11N and APIs to configure the protocol mode
- Support WPA/WPA2/WPA2-Enterprise and WPS
- Support AMPDU, HT40, QoS and other key features
- Support Modem-sleep

- Support an Espressif-specific protocol which, in turn, supports up to **1 km** of data traffic
- Up to 20 MBit/sec TCP throughput and 30 MBit/sec UDP throughput over the air
- Support Sniffer
- Support set fast\_crypto algorithm and normal algorithm switch which used in wifi connect
- Support both fast scan and all channel scan feature
- Support multiple antennas
- Support channel state information

## 5.23.2 How To Write a Wi-Fi Application

### Preparation

Generally, the most effective way to begin your own Wi-Fi application is to select an example which is similar to your own application, and port the useful part into your project. It is not a MUST but it is strongly recommended that you take some time to read this article first, especially if you want to program a robust Wi-Fi application. This article is supplementary to the Wi-Fi APIs/Examples. It describes the principles of using the Wi-Fi APIs, the limitations of the current Wi-Fi API implementation, and the most common pitfalls in using Wi-Fi. This article also reveals some design details of the Wi-Fi driver. We recommend that you become familiar at least with the following sections: [<ESP32 Wi-Fi API Error Code>](#), [<ESP32 Wi-Fi Programming Model>](#), and [<ESP32 Wi-Fi Event Description>](#).

### Setting Wi-Fi Compile-time Options

Refer to [<Wi-Fi Menuconfig>](#)

### Init Wi-Fi

Refer to [<ESP32 Wi-Fi Station General Scenario>](#), [<ESP32 Wi-Fi AP General Scenario>](#).

### Start/Connect Wi-Fi

Refer to [<ESP32 Wi-Fi Station General Scenario>](#), [<ESP32 Wi-Fi AP General Scenario>](#).

### Event-Handling

Generally, it is easy to write code in “sunny-day” scenarios, such as [<SYSTEM\\_EVENT\\_STA\\_START>](#), [<SYSTEM\\_EVENT\\_STA\\_CONNECTED>](#) etc. The hard part is to write routines in “rainy-day” scenarios, such as [<SYSTEM\\_EVENT\\_STA\\_DISCONNECTED>](#) etc. Good handling of “rainy-day” scenarios is fundamental to robust Wi-Fi applications. Refer to [<ESP32 Wi-Fi Event Description>](#), [<ESP32 Wi-Fi Station General Scenario>](#), [<ESP32 Wi-Fi AP General Scenario>](#)

### Write Error-Recovery Routines Correctly at All Times

Just like the handling of “rainy-day” scenarios, a good error-recovery routine is also fundamental to robust Wi-Fi applications. Refer to [<ESP32 Wi-Fi API Error Code>](#)

### 5.23.3 ESP32 Wi-Fi API Error Code

All of the ESP32 Wi-Fi APIs have well-defined return values, namely, the error code. The error code can be categorized into:

- No errors, e.g. ESP\_OK means that the API returns successfully
- Recoverable errors, such as ESP\_ERR\_NO\_MEM, etc.
- Non-recoverable, non-critical errors
- Non-recoverable, critical errors

Whether the error is critical or not depends on the API and the application scenario, and it is defined by the API user.

**The primary principle to write a robust application with Wi-Fi API is to always check the error code and write the error-handling code.** Generally, the error-handling code can be used:

- for recoverable errors, in which case you can write a recoverable-error code. For example, when `esp_wifi_start` returns `ESP_ERR_NO_MEM`, the recoverable-error code `vTaskDelay` can be called, in order to get a microsecond's delay for another try.
- for non-recoverable, yet non-critical, errors, in which case printing the error code is a good method for error handling.
- for non-recoverable, critical errors, in which case “assert” may be a good method for error handling. For example, if `esp_wifi_set_mode` returns `ESP_ERR_WIFI_NOT_INIT`, it means that the Wi-Fi driver is not initialized by `esp_wifi_init` successfully. You can detect this kind of error very quickly in the application development phase.

In `esp_err.h`, `ESP_ERROR_CHECK` checks the return values. It is a rather commonplace error-handling code and can be used as the default error-handling code in the application development phase. However, we strongly recommend that API users write their own error-handling code.

### 5.23.4 ESP32 Wi-Fi API Parameter Initialization

When initializing struct parameters for the API, one of two approaches should be followed: - explicitly set all fields of the parameter or - use get API to get current configuration first, then set application specific fields

Initializing or getting the entire structure is very important because most of the time the value 0 indicates the default value is used. More fields may be added to the struct in the future and initializing these to zero ensures the application will still work correctly after IDF is updated to a new release.

### 5.23.5 ESP32 Wi-Fi Programming Model

The ESP32 Wi-Fi programming model is depicted as follows:

The Wi-Fi driver can be considered a black box that knows nothing about high-layer code, such as the TCPIP stack, application task, event task, etc. All the Wi-Fi driver can do is receive API calls from the high layer, or post an event-queue to a specified queue which is initialized by API `esp_wifi_init()`.

The event task is a daemon task which receives events from the Wi-Fi driver or from other subsystems, such as the TCPIP stack. The event task will call the default callback function upon receiving the event. For example, upon receiving `SYSTEM_EVENT_STA_CONNECTED`, it will call `tcpip_adapter_start()` to start the DHCP client in its default handler.

An application can register its own event callback function by using API `esp_event_init`. Then, the application callback function will be called after the default callback. Also, if the application does not want to execute the callback in the event task, it needs to post the relevant event to the application task in the application callback function.

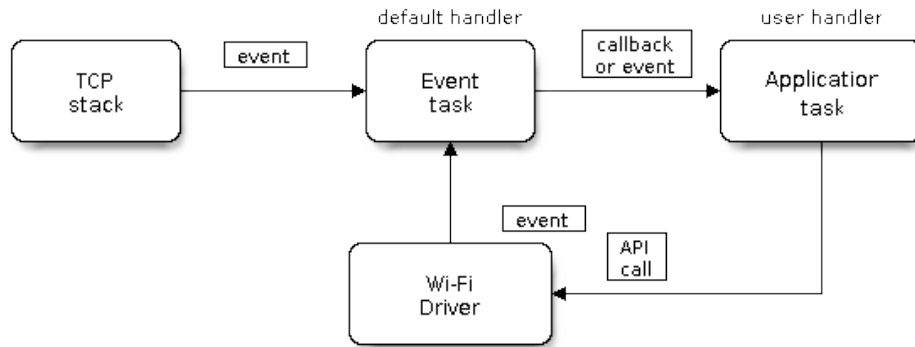


Fig. 24: Wi-Fi Programming Model

The application task (code) generally mixes all these things together: it calls APIs to initialize the system/Wi-Fi and handle the events when necessary.

### 5.23.6 ESP32 Wi-Fi Event Description

#### SYSTEM\_EVENT\_WIFI\_READY

The Wi-Fi driver will never generate this event, which, as a result, can be ignored by the application event callback. This event may be removed in future releases.

#### SYSTEM\_EVENT\_SCAN\_DONE

The scan-done event is triggered by `esp_wifi_scan_start()` and will arise in the following scenarios:

- The scan is completed, e.g., the target AP is found successfully, or all channels have been scanned.
- The scan is stopped by `esp_wifi_scan_stop()`.
- The `esp_wifi_scan_start()` is called before the scan is completed. A new scan will override the current scan and a scan-done event will be generated.

The scan-done event will not arise in the following scenarios:

- It is a blocked scan.
- The scan is caused by `esp_wifi_connect()`.

Upon receiving this event, the event task does nothing. The application event callback needs to call `esp_wifi_scan_get_ap_num()` and `esp_wifi_scan_get_ap_records()` to fetch the scanned AP list and trigger the Wi-Fi driver to free the internal memory which is allocated during the scan (**do not forget to do this!**)! Refer to 'ESP32 Wi-Fi Scan' for a more detailed description.

#### SYSTEM\_EVENT\_STA\_START

If `esp_wifi_start()` returns `ESP_OK` and the current Wi-Fi mode is Station or AP+Station, then this event will arise. Upon receiving this event, the event task will initialize the LwIP network interface (netif). Generally, the application

event callback needs to call `esp_wifi_connect()` to connect to the configured AP.

### SYSTEM\_EVENT\_STA\_STOP

If `esp_wifi_stop()` returns `ESP_OK` and the current Wi-Fi mode is Station or AP+Station, then this event will arise. Upon receiving this event, the event task will release the station's IP address, stop the DHCP client, remove TCP/UDP-related connections and clear the LwIP station netif, etc. The application event callback generally does not need to do anything.

### SYSTEM\_EVENT\_STA\_CONNECTED

If `esp_wifi_connect()` returns `ESP_OK` and the station successfully connects to the target AP, the connection event will arise. Upon receiving this event, the event task starts the DHCP client and begins the DHCP process of getting the IP address. Then, the Wi-Fi driver is ready for sending and receiving data. This moment is good for beginning the application work, provided that the application does not depend on LwIP, namely the IP address. However, if the application is LwIP-based, then you need to wait until the *got ip* event comes in.

### SYSTEM\_EVENT\_STA\_DISCONNECTED

This event can be generated in the following scenarios:

- When `esp_wifi_disconnect()`, or `esp_wifi_stop()`, or `esp_wifi_deinit()`, or `esp_wifi_restart()` is called and the station is already connected to the AP.
- When `esp_wifi_connect()` is called, but the Wi-Fi driver fails to set up a connection with the AP due to certain reasons, e.g. the scan fails to find the target AP, authentication times out, etc. If there are more than one AP with the same SSID, the disconnected event is raised after the station fails to connect all of the found APs.
- When the Wi-Fi connection is disrupted because of specific reasons, e.g., the station continuously loses N beacons, the AP kicks off the station, the AP's authentication mode is changed, etc.

Upon receiving this event, the default behavior of the event task is: - Shuts down the station's LwIP netif. - Notifies the LwIP task to clear the UDP/TCP connections which cause the wrong status to all sockets. For socket-based applications, the application callback can choose to close all sockets and re-create them, if necessary, upon receiving this event.

The most common event handle code for this event in application is to call `esp_wifi_connect()` to reconnect the Wi-Fi. However, if the event is raised because `esp_wifi_disconnect()` is called, the application should not call `esp_wifi_connect()` to reconnect. It's application's responsibility to distinguish whether the event is caused by `esp_wifi_disconnect()` or other reasons. Sometimes a better reconnect strategy is required, refer to *<Wi-Fi Reconnect>* and *<Scan When Wi-Fi Is Connecting>*.

Another thing deserves our attention is that the default behavior of LwIP is to abort all TCP socket connections on receiving the disconnect. Most of time it is not a problem. However, for some special application, this may not be what they want, consider following scenarios:

- The application creates a TCP connection to maintain the application-level keep-alive data that is sent out every 60 seconds.
- Due to certain reasons, the Wi-Fi connection is cut off, and the `<SYSTEM_EVENT_STA_DISCONNECTED>` is raised. According to the current implementation, all TCP connections will be removed and the keep-alive socket will be in a wrong status. However, since the application designer believes that the network layer should NOT care about this error at the Wi-Fi layer, the application does not close the socket.
- Five seconds later, the Wi-Fi connection is restored because `esp_wifi_connect()` is called in the application event callback function. **Moreover, the station connects to the same AP and gets the same IPV4 address as before.**

- Sixty seconds later, when the application sends out data with the keep-alive socket, the socket returns an error and the application closes the socket and re-creates it when necessary.

In above scenario, ideally, the application sockets and the network layer should not be affected, since the Wi-Fi connection only fails temporarily and recovers very quickly. The application can enable “Keep TCP connections when IP changed” via LwIP menuconfig.

### **SYSTEM\_EVENT\_STA\_AUTHMODE\_CHANGE**

This event arises when the AP to which the station is connected changes its authentication mode, e.g., from no auth to WPA. Upon receiving this event, the event task will do nothing. Generally, the application event callback does not need to handle this either.

### **SYSTEM\_EVENT\_STA\_GOT\_IP**

This event arises when the DHCP client successfully gets the IPV4 address from the DHCP server, or when the IPV4 address is changed. The event means that everything is ready and the application can begin its tasks (e.g., creating sockets).

The IPV4 may be changed because of the following reasons:

- The DHCP client fails to renew/rebind the IPV4 address, and the station’s IPV4 is reset to 0.
- The DHCP client rebinds to a different address.
- The static-configured IPV4 address is changed.

Whether the IPV4 address is changed or NOT is indicated by field “ip\_change” of system\_event\_sta\_got\_ip\_t.

The socket is based on the IPV4 address, which means that, if the IPV4 changes, all sockets relating to this IPV4 will become abnormal. Upon receiving this event, the application needs to close all sockets and recreate the application when the IPV4 changes to a valid one.

### **SYSTEM\_EVENT\_AP\_STA\_GOT\_IP6**

This event arises when the IPV6 SLAAC supports auto-configures an address for the ESP32, or when this address changes. The event means that everything is ready and the application can begin its tasks (e.g., creating sockets).

### **SYSTEM\_EVENT\_STA\_LOST\_IP**

This event arises when the IPV4 address become invalid.

SYSTEM\_EVENT\_STA\_LOST\_IP doesn’t arise immediately after the WiFi disconnects, instead it starts an IPV4 address lost timer, if the IPV4 address is got before ip lost timer expires, SYSTEM\_EVENT\_STA\_LOST\_IP doesn’t happen. Otherwise, the event arises when IPV4 address lost timer expires.

Generally the application don’t need to care about this event, it is just a debug event to let the application know that the IPV4 address is lost.

### **SYSTEM\_EVENT\_AP\_START**

Similar to <SYSTEM\_EVENT\_STA\_START>.

## SYSTEM\_EVENT\_AP\_STOP

Similar to `<SYSTEM_EVENT_STA_STOP>`.

## SYSTEM\_EVENT\_AP\_STACONNECTED

Every time a station is connected to ESP32 AP, the `<SYSTEM_EVENT_AP_STACONNECTED>` will arise. Upon receiving this event, the event task will do nothing, and the application callback can also ignore it. However, you may want to do something, for example, to get the info of the connected STA, etc.

## SYSTEM\_EVENT\_AP\_STADISCONNECTED

This event can happen in the following scenarios:

- The application calls `esp_wifi_disconnect()`, or `esp_wifi_deinit_sta()`, to manually disconnect the station.
- The Wi-Fi driver kicks off the station, e.g. because the AP has not received any packets in the past five minutes, etc.
- The station kicks off the AP.

When this event happens, the event task will do nothing, but the application event callback needs to do something, e.g., close the socket which is related to this station, etc.

## SYSTEM\_EVENT\_AP\_PROBEREQRECVED

This event is disabled by default. The application can enable it via API `esp_wifi_set_event_mask()`. When this event is enabled, it will be raised each time the AP receives a probe request.

### 5.23.7 ESP32 Wi-Fi Station General Scenario

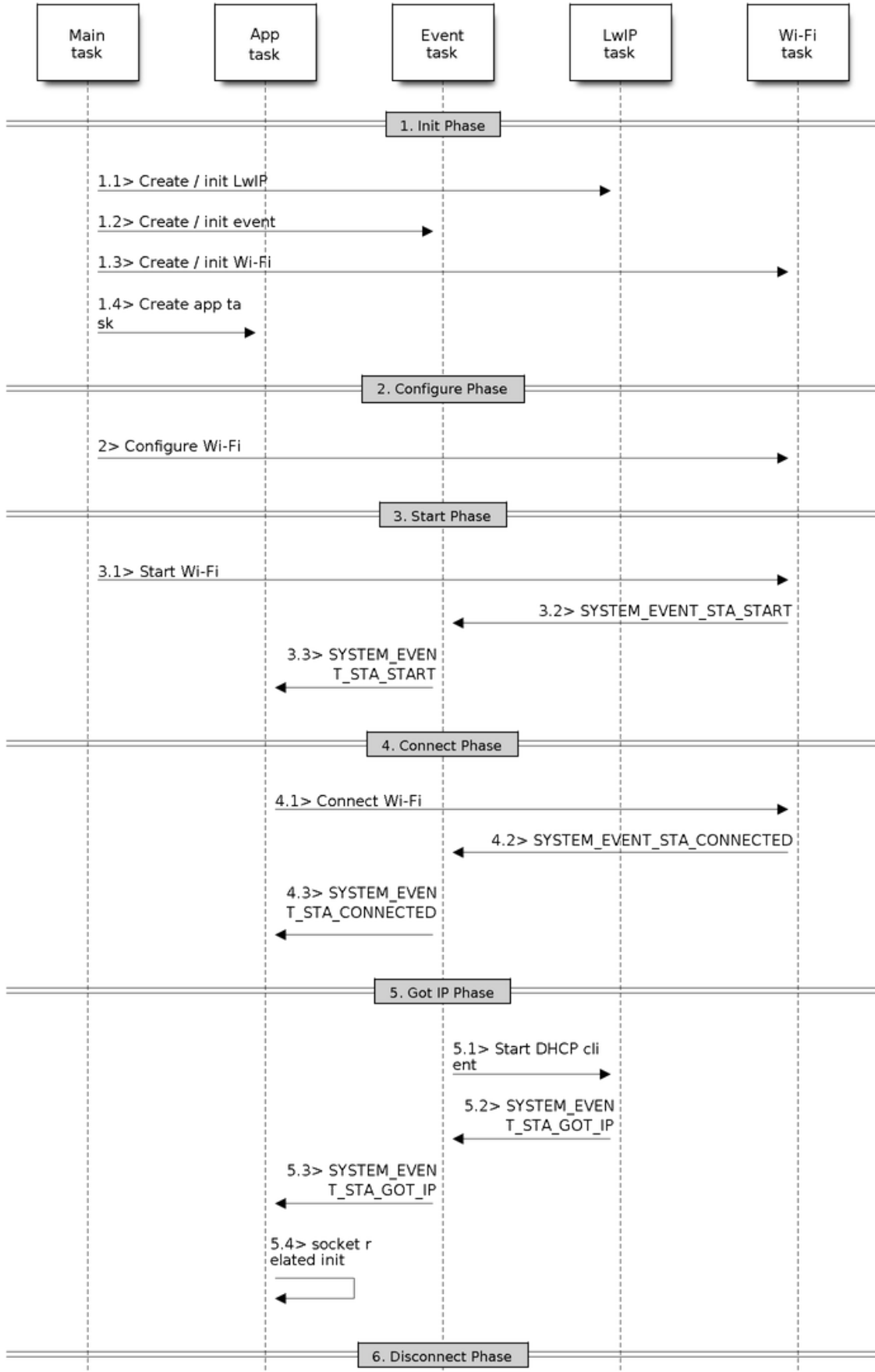
Below is a “big scenario” which describes some small scenarios in Station mode:

#### 1. Wi-Fi/LwIP Init Phase

- s1.1: The main task calls `tcpip_adapter_init()` to create an LwIP core task and initialize LwIP-related work.
- s1.2: The main task calls `esp_event_loop_init()` to create a system Event task and initialize an application event’s callback function. In the scenario above, the application event’s callback function does nothing but relaying the event to the application task.
- s1.3: The main task calls `esp_wifi_init()` to create the Wi-Fi driver task and initialize the Wi-Fi driver.
- s1.4: The main task calls OS API to create the application task.

Step 1.1~1.4 is a recommended sequence that initializes a Wi-Fi-/LwIP-based application. However, it is **NOT** a must-follow sequence, which means that you can create the application task in step 1.1 and put all other initializations in the application task. Moreover, you may not want to create the application task in the initialization phase if the application task depends on the sockets. Rather, you can defer the task creation until the IP is obtained.





### 2. Wi-Fi Configuration Phase

Once the Wi-Fi driver is initialized, you can start configuring the Wi-Fi driver. In this scenario, the mode is Station, so you may need to call `esp_wifi_set_mode(WIFI_MODE_STA)` to configure the Wi-Fi mode as Station. You can call other `esp_wifi_set_xxx` APIs to configure more settings, such as the protocol mode, country code, bandwidth, etc. Refer to [<ESP32 Wi-Fi Configuration>](#).

Generally, we configure the Wi-Fi driver before setting up the Wi-Fi connection, but this is **NOT** mandatory, which means that you can configure the Wi-Fi connection anytime, provided that the Wi-Fi driver is initialized successfully. However, if the configuration does not need to change after the Wi-Fi connection is set up, you should configure the Wi-Fi driver at this stage, because the configuration APIs (such as `esp_wifi_set_protocol`) will cause the Wi-Fi to reconnect, which may not be desirable.

If the Wi-Fi NVS flash is enabled by menuconfig, all Wi-Fi configuration in this phase, or later phases, will be stored into flash. When the board powers on/reboots, you do not need to configure the Wi-Fi driver from scratch. You only need to call `esp_wifi_get_xxx` APIs to fetch the configuration stored in flash previously. You can also configure the Wi-Fi driver if the previous configuration is not what you want.

### 3. Wi-Fi Start Phase

- s3.1: Call `esp_wifi_start` to start the Wi-Fi driver.
- s3.2: The Wi-Fi driver posts [<SYSTEM\\_EVENT\\_STA\\_START>](#) to the event task; then, the event task will do some common things and will call the application event callback function.
- s3.3: The application event callback function relays the [<SYSTEM\\_EVENT\\_STA\\_START>](#) to the application task. We recommend that you call `esp_wifi_connect()`. However, you can also call `esp_wifi_connect()` in other phrases after the [<SYSTEM\\_EVENT\\_STA\\_START>](#) arises.

### 4. Wi-Fi Connect Phase

- s4.1: Once `esp_wifi_connect()` is called, the Wi-Fi driver will start the internal scan/connection process.
- s4.2: If the internal scan/connection process is successful, the [<SYSTEM\\_EVENT\\_STA\\_CONNECTED>](#) will be generated. In the event task, it starts the DHCP client, which will finally trigger the DHCP process.
- s4.3: In the above-mentioned scenario, the application event callback will relay the event to the application task. Generally, the application needs to do nothing, and you can do whatever you want, e.g., print a log, etc.

In step 4.2, the Wi-Fi connection may fail because, for example, the password is wrong, the AP is not found, etc. In a case like this, [<SYSTEM\\_EVENT\\_STA\\_DISCONNECTED>](#) will arise and the reason for such a failure will be provided. For handling events that disrupt Wi-Fi connection, please refer to phase 6.

### 5. Wi-Fi 'Got IP' Phase

- s5.1: Once the DHCP client is initialized in step 4.2, the *got IP* phase will begin.
- s5.2: If the IP address is successfully received from the DHCP server, then [<SYSTEM\\_EVENT\\_STA\\_GOT\\_IP>](#) will arise and the event task will perform common handling.
- s5.3: In the application event callback, [<SYSTEM\\_EVENT\\_STA\\_GOT\\_IP>](#) is relayed to the application task. For LwIP-based applications, this event is very special and means that everything is ready for the application to begin its tasks, e.g. creating the TCP/UDP socket, etc. A very common mistake is to initialize the socket before [<SYSTEM\\_EVENT\\_STA\\_GOT\\_IP>](#) is received. **DO NOT start the socket-related work before the IP is received.**

## 6. Wi-Fi Disconnect Phase

- s6.1: When the Wi-Fi connection is disrupted, e.g. because the AP is powered off, the RSSI is poor, etc., `<SYSTEM_EVENT_STA_DISCONNECTED>` will arise. This event may also arise in phase 3. Here, the event task will notify the LwIP task to clear/remove all UDP/TCP connections. Then, all application sockets will be in a wrong status. In other words, no socket can work properly when this event happens.
- s6.2: In the scenario described above, the application event callback function relays `<SYSTEM_EVENT_STA_DISCONNECTED>` to the application task. We recommend that `esp_wifi_connect()` be called to reconnect the Wi-Fi, close all sockets and re-create them if necessary. Refer to `<SYSTEM_EVENT_STA_DISCONNECTED>`.

## 7. Wi-Fi IP Change Phase

- s7.1: If the IP address is changed, the `<SYSTEM_EVENT_STA_GOT_IP>` will arise with “ip\_change” set to true.
- s7.2: **This event is important to the application. When it occurs, the timing is good for closing all created sockets and recreating them.**

## 8. Wi-Fi Deinit Phase

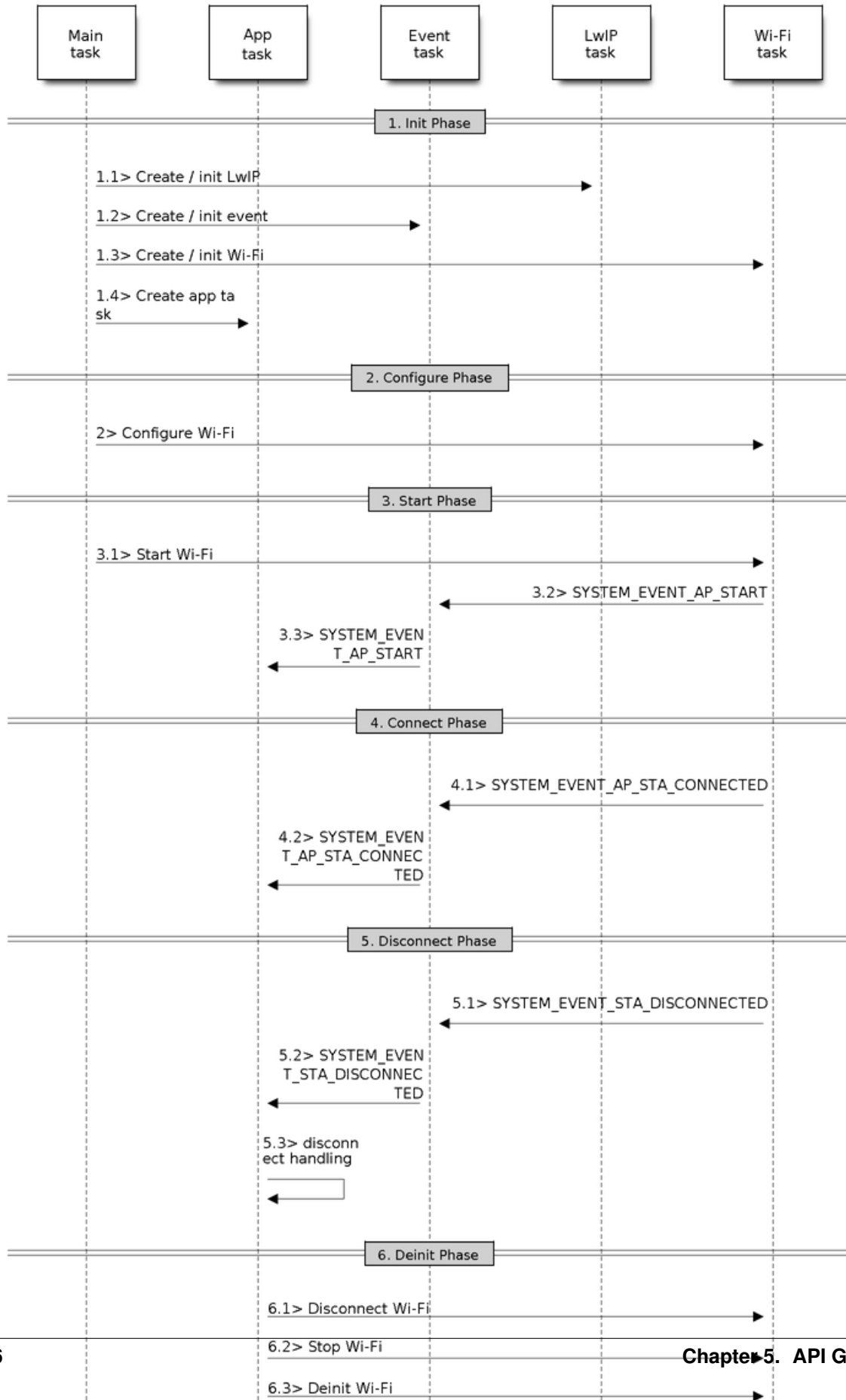
- s8.1: Call `esp_wifi_disconnect()` to disconnect the Wi-Fi connectivity.
- s8.2: Call `esp_wifi_stop()` to stop the Wi-Fi driver.
- s8.3: Call `esp_wifi_deinit()` to unload the Wi-Fi driver.

### 5.23.8 ESP32 Wi-Fi AP General Scenario

Below is a “big scenario” which describes some small scenarios in AP mode:

### 5.23.9 ESP32 Wi-Fi Scan

Currently, the `esp_wifi_scan_start()` API is supported only in Station or Station+AP mode.



## Scan Type

Mode	Description
Active Scan	Scan by sending a probe request. The default scan is an active scan.
Passive Scan	No probe request is sent out. Just switch to the specific channel and wait for a beacon. Application can enable it via the <code>scan_type</code> field of <code>wifi_scan_config_t</code> .
Foreground Scan	This scan is applicable when there is no Wi-Fi connection in Station mode. Foreground or background scanning is controlled by the Wi-Fi driver and cannot be configured by the application.
Background Scan	This scan is applicable when there is a Wi-Fi connection in Station mode or in Station+AP mode. Whether it is a foreground scan or background scan depends on the Wi-Fi driver and cannot be configured by the application.
All-Channel Scan	It scans all of the channels. If the channel field of <code>wifi_scan_config_t</code> is set to 0, it is an all-channel scan.
<b>Specific Channel</b> Scan	It scans specific channels only. If the channel field of <code>wifi_scan_config_t</code> set to 1, it is a specific-channel scan.

The scan modes in above table can be combined arbitrarily, so we totally have 8 different scans:

- All-Channel Background Active Scan
- All-Channel Background Passive Scan
- All-Channel Foreground Active Scan
- All-Channel Foreground Passive Scan
- Specific-Channel Background Active Scan
- Specific-Channel Background Passive Scan
- Specific-Channel Foreground Active Scan
- Specific-Channel Foreground Passive Scan

## Scan Configuration

The scan type and other per-scan attributes are configured by `esp_wifi_scan_start`. The table below provides a detailed description of `wifi_scan_config_t`.

Field	Description
ssid	If the SSID is not NULL, it is only the AP with the same SSID that can be scanned.
bssid	If the BSSID is not NULL, it is only the AP with the same BSSID that can be scanned.
channel	If “channel” is 0, there will be an all-channel scan; otherwise, there will be a specific-channel scan.
show_hidden	If “show_hidden” is 0, the scan ignores the AP with a hidden SSID; otherwise, the scan considers the hidden AP a normal one.
scan_type	If “scan_type” is WIFI_SCAN_TYPE_ACTIVE, the scan is “active”; otherwise, it is a “passive” one.
scan_time	<p>This field is used to control how long the scan dwells on each channel.</p> <p>For passive scans, scan_time.passive designates the dwell time for each channel.</p> <p>For active scans, dwell times for each channel are listed in the table below. Here, min is short for scan time.active.min and max is short for scan_time.active.max.</p> <ul style="list-style-type: none"> <li>• min=0, max=0: scan dwells on each channel for 120 ms.</li> <li>• min&gt;0, max=0: scan dwells on each channel for 120 ms.</li> <li>• min=0, max&gt;0: scan dwells on each channel for max ms.</li> <li>• min&gt;0, max&gt;0: the minimum time the scan dwells on each channel is min ms. If no AP is found during this time frame, the scan switches to the next channel. Otherwise, the scan dwells on the channel for max ms.</li> </ul> <p>If you want to improve the performance of the the scan, you can try to modify these two parameters.</p>

There also some global scan attributes which is configured by API esp\_wifi\_set\_config, refer to *Station Basic Configuration*

### Scan All APs In All Channels(foreground)

Scenario:

The scenario above describes an all-channel, foreground scan. The foreground scan can only occur in Station mode where the station does not connect to any AP. Whether it is a foreground or background scan is totally determined by the Wi-Fi driver, and cannot be configured by the application.

Detailed scenario description:

### Scan Configuration Phase

- s1.1: Call esp\_wifi\_set\_country() to set the country info if the default country info is not what you want, refer to <Wi-Fi Country Code>.

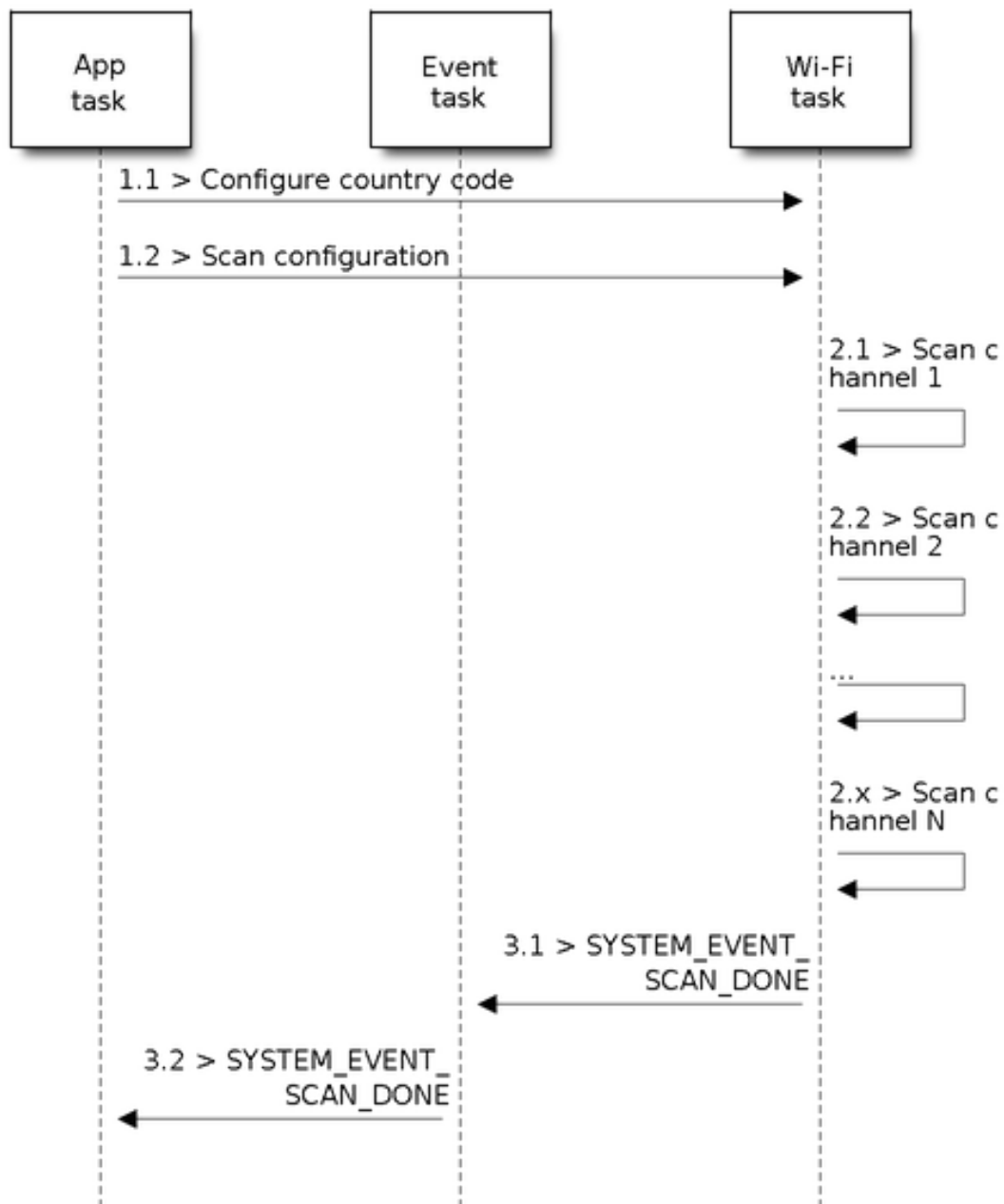


Fig. 27: Foreground Scan of all Wi-Fi Channels

- s1.2: Call `esp_wifi_scan_start()` to configure the scan. To do so, you can refer to *<Scan Configuration>*. Since this is an all-channel scan, just set the SSID/BSSID/channel to 0.

### Wi-Fi Driver's Internal Scan Phase

- s2.1: The Wi-Fi driver switches to channel 1, in case the scan type is `WIFI_SCAN_TYPE_ACTIVE`, and broadcasts a probe request. Otherwise, the Wi-Fi will wait for a beacon from the APs. The Wi-Fi driver will stay in channel 1 for some time. The dwell time is configured in min/max time, with default value being 120 ms.
- s2.2: The Wi-Fi driver switches to channel 2 and performs the same operation as in step 2.1.
- s2.3: The Wi-Fi driver scans the last channel N, where N is determined by the country code which is configured in step 1.1.

### Scan-Done Event Handling Phase

- s3.1: When all channels are scanned, *<SYSTEM\_EVENT\_SCAN\_DONE>* will arise.
- s3.2: The application's event callback function notifies the application task that *<SYSTEM\_EVENT\_SCAN\_DONE>* is received. `esp_wifi_scan_get_ap_num()` is called to get the number of APs that have been found in this scan. Then, it allocates enough entries and calls `esp_wifi_scan_get_ap_records()` to get the AP records. Please note that the AP records in the Wi-Fi driver will be freed, once `esp_wifi_scan_get_ap_records()` is called. Do not call `esp_wifi_scan_get_ap_records()` twice for a single scan-done event. If `esp_wifi_scan_get_ap_records()` is not called when the scan-done event occurs, the AP records allocated by the Wi-Fi driver will not be freed. So, make sure you call `esp_wifi_scan_get_ap_records()`, yet only once.

### Scan All APs on All Channels(background)

Scenario:

The scenario above is an all-channel background scan. Compared to *Scan All APs In All Channels(foreground)*, the difference in the all-channel background scan is that the Wi-Fi driver will scan the back-to-home channel for 30 ms before it switches to the next channel to give the Wi-Fi connection a chance to transmit/receive data.

### Scan for a Specific AP in All Channels

Scenario:

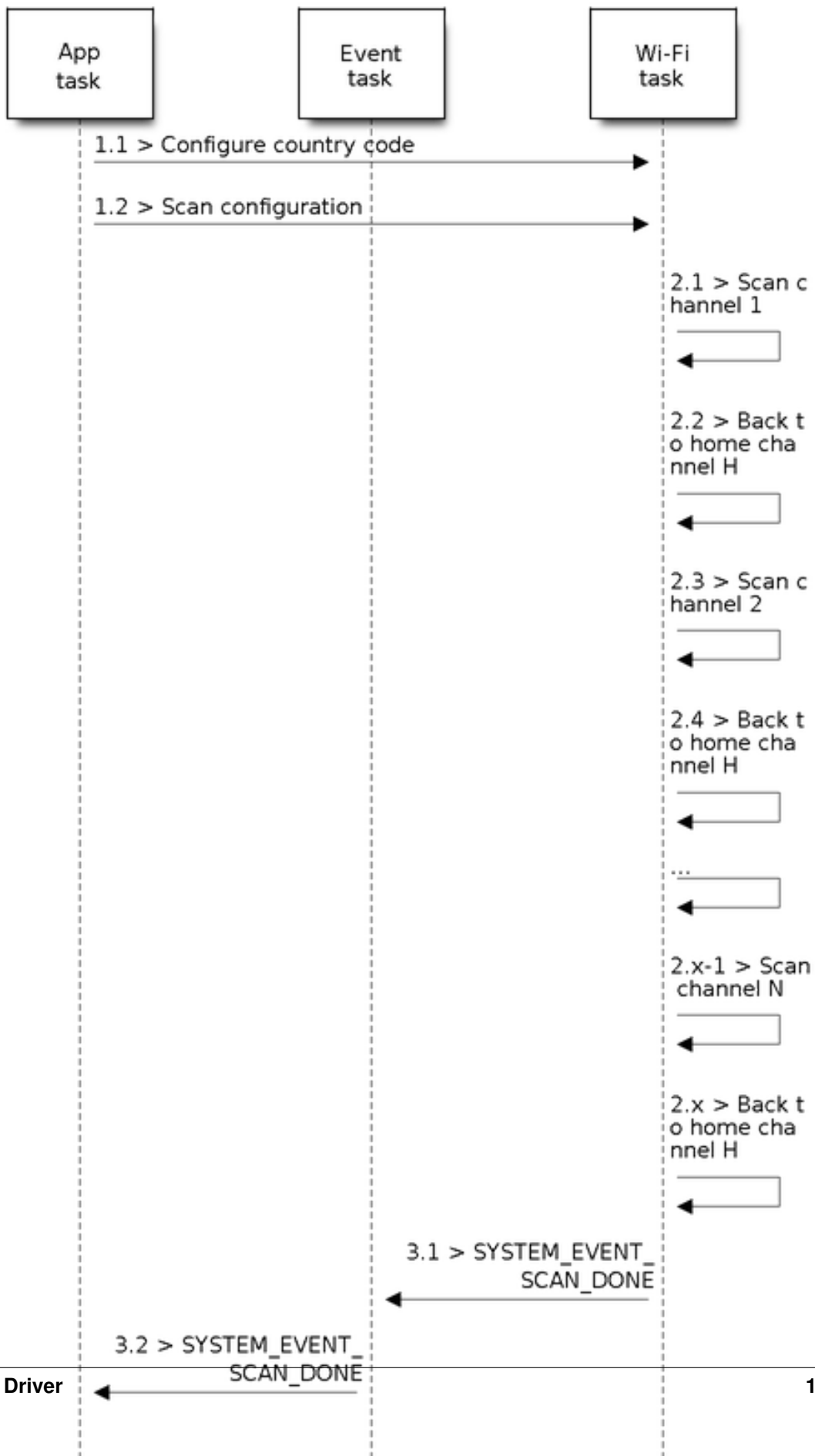
This scan is similar to *Scan All APs In All Channels(foreground)*. The differences are:

- s1.1: In step 1.2, the target AP will be configured to SSID/BSSID.
- s2.1~s2.N: Each time the Wi-Fi driver scans an AP, it will check whether it is a target AP or not. If the scan is `WIFI_FAST_SCAN` scan and the target AP is found, then the scan-done event will arise and scanning will end; otherwise, the scan will continue. Please note that the first scanned channel may not be channel 1, because the Wi-Fi driver optimizes the scanning sequence.

If there are multiple APs which match the target AP info, for example, if we happen to scan two APs whose SSID is "ap". If the scan is `WIFI_FAST_SCAN`, then only the first scanned "ap" will be found, if the scan is `WIFI_ALL_CHANNEL_SCAN`, both "ap" will be found and the station will connect the "ap" according to the configured strategy, refer to *Station Basic Configuration*.

You can scan a specific AP, or all of them, in any given channel. These two scenarios are very similar.





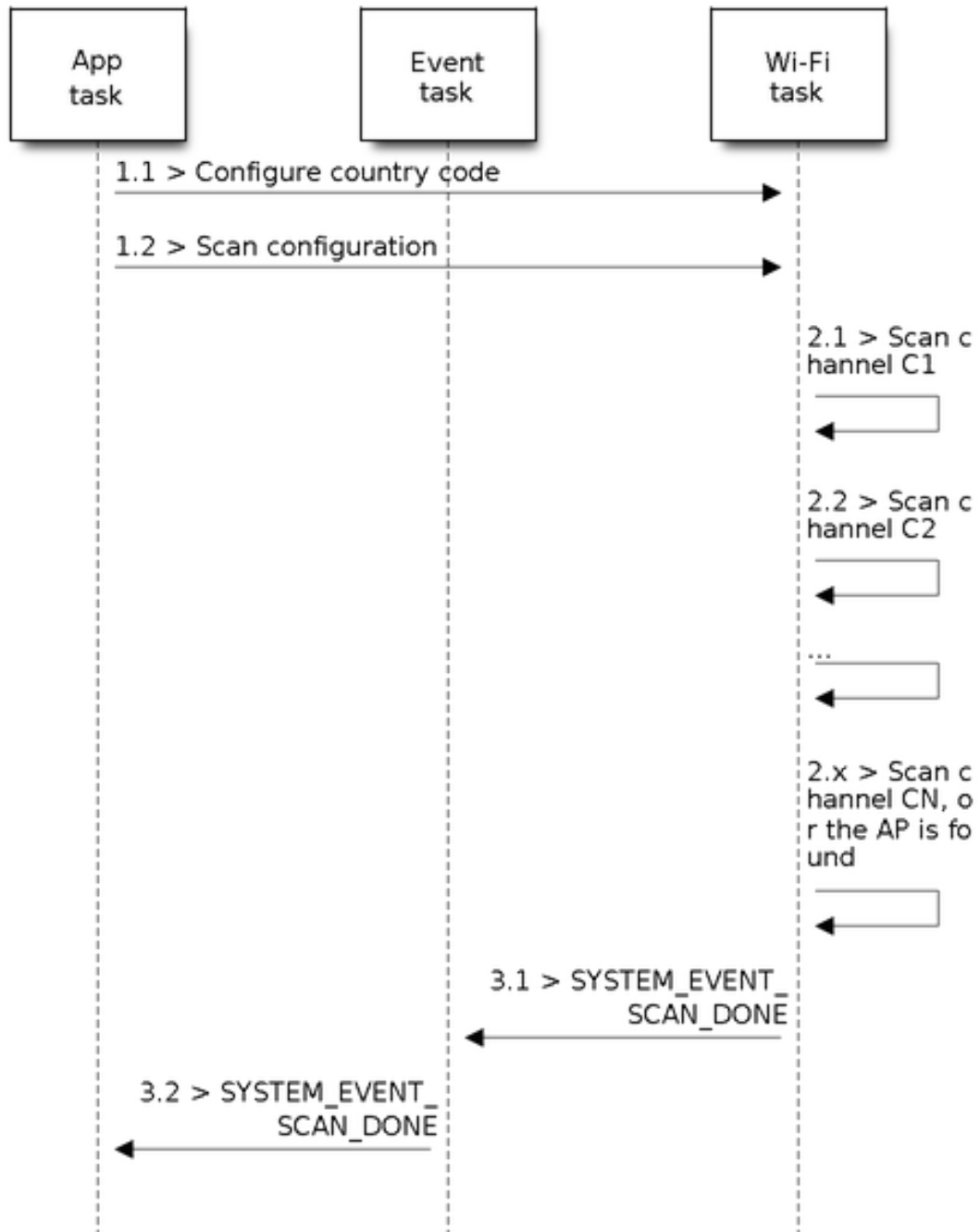


Fig. 29: Scan of specific Wi-Fi Channels

## Scan in Wi-Fi Connect

When `esp_wifi_connect()` is called, then the Wi-Fi driver will try to scan the configured AP first. The scan in “Wi-Fi Connect” is the same as *Scan for a Specific AP In All Channels*, except that no scan-done event will be generated when the scan is completed. If the target AP is found, then the Wi-Fi driver will start the Wi-Fi connection; otherwise, `<SYSTEM_EVENT_STA_DISCONNECTED>` will be generated. Refer to *Scan for a Specific AP in All Channels*

## Scan In Blocked Mode

If the block parameter of `esp_wifi_scan_start()` is true, then the scan is a blocked one, and the application task will be blocked until the scan is done. The blocked scan is similar to an unblocked one, except that no scan-done event will arise when the blocked scan is completed.

## Parallel Scan

Two application tasks may call `esp_wifi_scan_start()` at the same time, or the same application task calls `esp_wifi_scan_start()` before it gets a scan-done event. Both scenarios can happen. **However, the Wi-Fi driver does not support multiple concurrent scans adequately. As a result, concurrent scans should be avoided.** Support for concurrent scan will be enhanced in future releases, as the ESP32’s Wi-Fi functionality improves continuously.

## Scan When Wi-Fi Is Connecting

The `esp_wifi_scan_start()` fails immediately if the Wi-Fi is in connecting process because the connecting has higher priority than the scan. If scan fails because of connecting, the recommended strategy is to delay sometime and retry scan again, the scan will succeed once the connecting is completed.

However, the retry/delay strategy may not work all the time. Considering following scenario: - The station is connecting a non-existed AP or if the station connects the existed AP with a wrong password, it always raises the event `<SYSTEM_EVENT_STA_DISCONNECTED>`. - The application call `esp_wifi_connect()` to do reconnection on receiving the disconnect event. - Another application task, e.g. the console task, call `esp_wifi_scan_start()` to do scan, the scan always fails immediately because the station is keeping connecting. - When scan fails, the application simply delay sometime and retry the scan.

In above scenario the scan will never succeed because the connecting is in process. So if the application supports similar scenario, it needs to implement a better reconnect strategy. E.g. - The application can choose to define a maximum continuous reconnect counter, stop reconnect once the reconnect reaches the max counter. - The application can choose to do reconnect immediately in the first N continuous reconnect, then give a delay sometime and reconnect again.

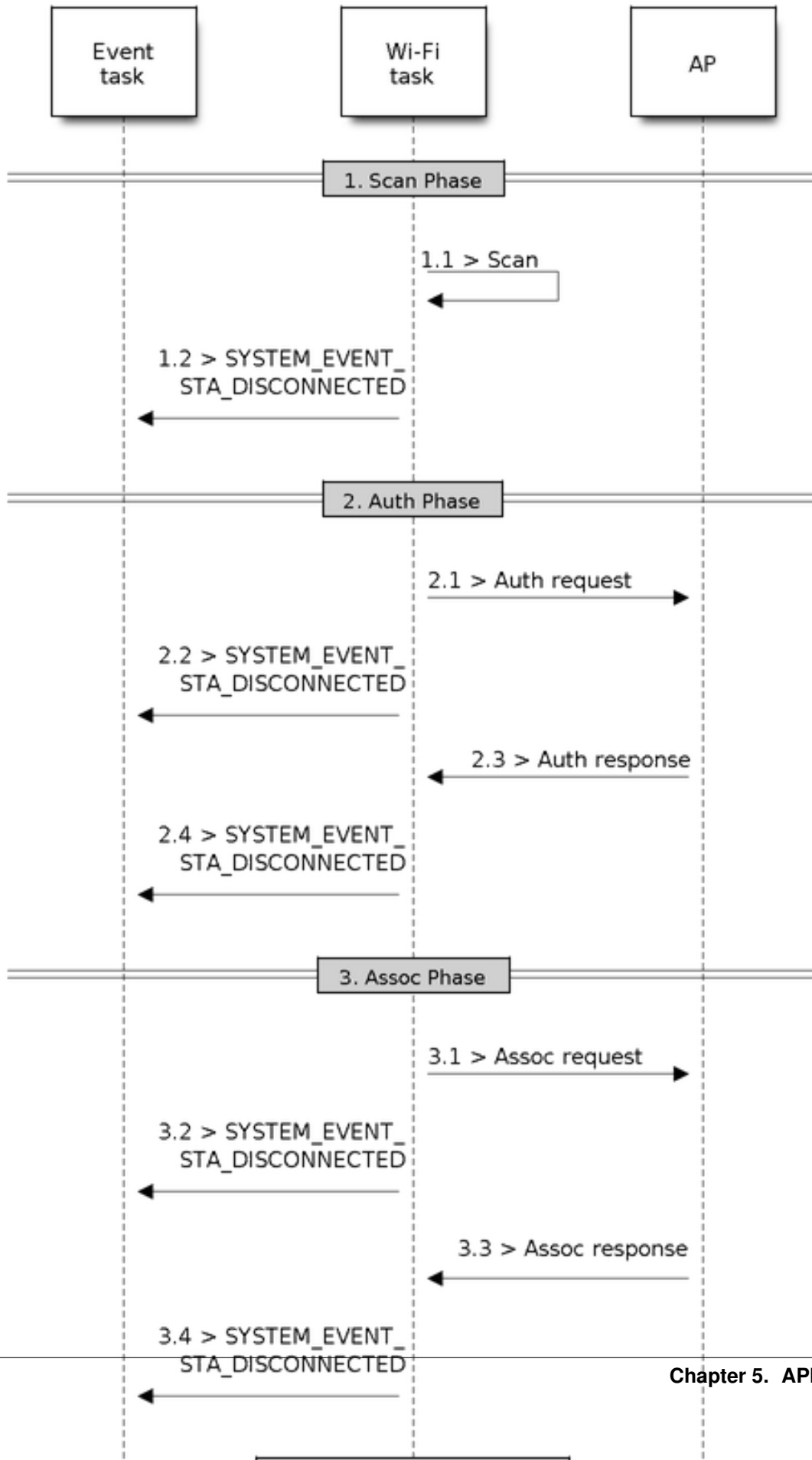
The application can define its own reconnect strategy to avoid the scan starve to death. Refer to `<Wi-Fi Reconnect>`.

### 5.23.10 ESP32 Wi-Fi Station Connecting Scenario

This scenario only depicts the case when there is only one target AP are found in scan phase, for the scenario that more than one AP with the same SSID are found, refer to `<ESP32 Wi-Fi Station Connecting When Multiple APs Are Found>`.

Generally, the application does not need to care about the connecting process. Below is a brief introduction to the process for those who are really interested.

Scenario:



## Scan Phase

- s1.1, The Wi-Fi driver begins scanning in “Wi-Fi Connect”. Refer to *<Scan in Wi-Fi Connect>* for more details.
- s1.2, If the scan fails to find the target AP, *<SYSTEM\_EVENT\_STA\_DISCONNECTED>* will arise and the reason-code will be `WIFI_REASON_NO_AP_FOUND`. Refer to *<Wi-Fi Reason Code>*.

## Auth Phase

- s2.1, The authentication request packet is sent and the auth timer is enabled.
- s2.2, If the authentication response packet is not received before the authentication timer times out, *<SYSTEM\_EVENT\_STA\_DISCONNECTED>* will arise and the reason-code will be `WIFI_REASON_AUTH_EXPIRE`. Refer to *<Wi-Fi Reason Code>*.
- s2.3, The auth-response packet is received and the auth-timer is stopped.
- s2.4, The AP rejects authentication in the response and *<SYSTEM\_EVENT\_STA\_DISCONNECTED>* arises, while the reason-code is `WIFI_REASON_AUTH_FAIL` or the reasons specified by the AP. Refer to *<Wi-Fi Reason Code>*.

## Association Phase

- s3.1, The association request is sent and the association timer is enabled.
- s3.2, If the association response is not received before the association timer times out, *<SYSTEM\_EVENT\_STA\_DISCONNECTED>* will arise and the reason-code will be `WIFI_REASON_ASSOC_EXPIRE`. Refer to *<Wi-Fi Reason Code>*.
- s3.3, The association response is received and the association timer is stopped.
- s3.4, The AP rejects the association in the response and *<SYSTEM\_EVENT\_STA\_DISCONNECTED>* arises, while the reason-code is the one specified in the association response. Refer to *<Wi-Fi Reason Code>*.

## Four-way Handshake Phase

- s4.1, The four-way handshake is sent out and the association timer is enabled.
- s4.2, If the association response is not received before the association timer times out, *<SYSTEM\_EVENT\_STA\_DISCONNECTED>* will arise and the reason-code will be `WIFI_REASON_ASSOC_EXPIRE`. Refer to *<Wi-Fi Reason Code>*.
- s4.3, The association response is received and the association timer is stopped.
- s4.4, The AP rejects the association in the response and *<SYSTEM\_EVENT\_STA\_DISCONNECTED>* arises and the reason-code will be the one specified in the association response. Refer to *<Wi-Fi Reason Code>*.

## Wi-Fi Reason Code

The table below shows the reason-code defined in ESP32. The first column is the macro name defined in `esp_wifi_types.h`. The common prefix `WIFI_REASON` is removed, which means that `UNSPECIFIED` actually stands for `WIFI_REASON_UNSPECIFIED` and so on. The second column is the value of the reason. The third column is the standard value to which this reason is mapped in section 8.4.1.7 of `ieee802.11-2012`. (For more information, refer to the standard mentioned above.) The last column is a description of the reason.

Reason code	Value	Mapped To	Description
UNSPECIFIED	1	1	Generally, it means an internal failure, e.g., the memory runs out, the internal TX fails, or the reason is received from the remote side, etc.
AUTH_EXPIRE	2	2	<p>The previous authentication is no longer valid.</p> <p>For the ESP32 Station, this reason is reported when:</p> <ul style="list-style-type: none"> <li>• auth is timed out</li> <li>• the reason is received from the AP.</li> </ul> <p>For the ESP32 AP, this reason is reported when:</p> <ul style="list-style-type: none"> <li>• the AP has not received any packets from the station in the past five minutes.</li> <li>• the AP is stopped by calling <code>esp_wifi_stop()</code>.</li> <li>• the station is deauthenticated by calling <code>esp_wifi_deauth_sta()</code>.</li> </ul>
AUTH_LEAVE	3	3	<p>De-authenticated, because the sending STA is leaving (or has left).</p> <p>For the ESP32 Station, this reason is reported when:</p> <ul style="list-style-type: none"> <li>• it is received from the AP.</li> </ul>
ASSOC_EXPIRE	4	4	<p>Disassociated due to inactivity.</p> <p>For the ESP32 Station, this reason is reported when:</p> <ul style="list-style-type: none"> <li>• it is received from the AP.</li> </ul> <p>For the ESP32 AP, this reason is reported when:</p> <ul style="list-style-type: none"> <li>• the AP has not received any packets from the station in the past five minutes.</li> <li>• the AP is stopped by calling <code>esp_wifi_stop()</code>.</li> </ul>
1416			<p><b>Chapter 5: API Guides</b></p> <p>authenticated by calling <code>esp_wifi_deauth_sta()</code></p>
ASSOC_TIMEOUT	5	5	Disassociated due to inactivity.

### 5.23.11 ESP32 Wi-Fi Station Connecting When Multiple APs Are Found

This scenario is similar as [<ESP32 Wi-Fi Station Connecting Scenario>](#), the difference is the station will not raise the event `<SYSTEM_EVENT_STA_DISCONNECTED>` unless it fails to connect all of the found APs.

### 5.23.12 Wi-Fi Reconnect

The station may disconnect due to many reasons, e.g. the connected AP is restarted etc. It's the application's responsibility to do the reconnect. The recommended reconnect strategy is to call `esp_wifi_connect()` on receiving event `<SYSTEM_EVENT_STA_DISCONNECTED>`.

Sometimes the application needs more complex reconnect strategy: - If the disconnect event is raised because the `esp_wifi_disconnect()` is called, the application may not want to do reconnect. - If the `esp_wifi_scan_start()` may be called at anytime, a better reconnect strategy is necessary, refer to [<Scan When Wi-Fi Is Connecting>](#).

Another thing we need to consider is the reconnect may not connect the same AP if there are more than one APs with the same SSID. The reconnect always select current best APs to connect.

### 5.23.13 Wi-Fi Beacon Timeout

The beacon timeout mechanism is used by ESP32 station to detect whether the AP is alive or not. If the station continuously loses 60 beacons of the connected AP, the beacon timeout happens.

After the beacon timeout happens, the station sends 5 probe requests to AP, it disconnects the AP and raises the event `<SYSTEM_EVENT_STA_DISCONNECTED>` if still no probe response or beacon is received from AP.

### 5.23.14 ESP32 Wi-Fi Configuration

All configurations will be stored into flash when the Wi-Fi NVS is enabled; otherwise, refer to [<Wi-Fi NVS Flash>](#).

#### Wi-Fi Mode

Call `esp_wifi_set_mode()` to set the Wi-Fi mode.

Mode	Description
WIFI_MODE_NULL	Null mode: in this mode, the internal data struct is not allocated to the station and the AP, while both the station and AP interfaces are not initialized for RX/TX Wi-Fi data. Generally, this mode is used for Sniffer, or when you only want to stop both the STA and the AP without calling <code>esp_wifi_deinit()</code> to unload the whole Wi-Fi driver.
WIFI_MODE_STA	Station mode: in this mode, <code>esp_wifi_start()</code> will init the internal station data, while the station's interface is ready for the RX and TX Wi-Fi data. After <code>esp_wifi_connect()</code> is called, the STA will connect to the target AP.
WIFI_MODE_AP	AP mode: in this mode, <code>esp_wifi_start()</code> will init the internal AP data, while the AP's interface is ready for RX/TX Wi-Fi data. Then, the Wi-Fi driver starts broadcasting beacons, and the AP is ready to get connected to other stations.
WIFI_MODE_STA_AP	Station/AP coexistence mode: in this mode, <code>esp_wifi_start()</code> will simultaneously init both the station and the AP. This is done in station mode and AP mode. Please note that the channel of the external AP, which the ESP32 Station is connected to, has higher priority over the ESP32 AP channel.

## Station Basic Configuration

API `esp_wifi_set_config()` can be used to configure the station. The table below describes the fields in detail.

Field	Description
ssid	This is the SSID of the target AP, to which the station wants to connect to.
password	Password of the target AP
scan_method	If the scan_method is WIFI_FAST_SCAN, the scan ends when the first matched AP is found, for WIFI_ALL_CHANNEL_SCAN, the scan finds all matched APs in all channels. The default scan is WIFI_FAST_SCAN.
bssid	If bssid_set is 0, the station connects to the AP whose SSID is the same as the field "ssid", while the field "bssid" is ignored. In all other cases, the station connects to the AP whose SSID is the same as the "ssid" field, while its BSSID is the same as the "bssid" field.
bssid	This is valid only when bssid_set is 1; see field "bssid_set".
channel	If the channel is 0, the station scans the channel 1~N to search for the target AP; otherwise, the station starts by scanning the channel whose value is the same as that of the "channel" field, and then scans others to find the target AP. If you do not know which channel the target AP is running on, set it to 0.
sort_method	This field is only for WIFI_ALL_CHANNEL_SCAN If the sort_method is WIFI_CONNECT_AP_BY_SIGNAL, all matched APs are sorted by signal, for AP with best signal will be connected firstly. E.g. if the station wants to connect AP whose ssid is "apxx", the scan finds two AP whose ssid equals to "apxx", the first AP's signal is -90dBm, the second AP's signal is -30dBm, the station connects the second AP firstly, it doesn't connect the first one unless it fails to connect the second one. If the sort_method is WIFI_CONNECT_AP_BY_SECURITY, all matched APs are sorted by security. E.g. if the station wants to connect AP whose ssid is "apxx", the scan finds two AP whose ssid is "apxx", the security of the first found AP is open while the second one is WPA2, the station connects to the second AP firstly, it doesn't connect the second one unless it fails to connect the first one.
threshold	The threshold is used to filter the found AP, if the RSSI or security mode is less than the configured threshold, the AP will be discarded. If the RSSI set to 0, it means default threshold, the default RSSI threshold is -127dBm. If the authmode threshold is set to 0, it means default threshold, the default authmode threshold is open.

## AP Basic Configuration

API `esp_wifi_set_config()` can be used to configure the AP. The table below describes the fields in detail.



Field	Description
ssid	SSID of AP; if the ssid[0] is 0xFF and ssid[1] is 0xFF, the AP defaults the SSID to ESP_aabbcc, where “aabbcc” is the last three bytes of the AP MAC.
password	Password of AP; if the auth mode is WIFI_AUTH_OPEN, this field will be ignored.
ssid_len	Length of SSID; if ssid_len is 0, check the SSID until there is a termination character. If ssid_len > 32, change it to 32; otherwise, set the SSID length according to ssid_len.
channel	Channel of AP; if the channel is out of range, the Wi-Fi driver defaults the channel to channel 1. So, please make sure the channel is within the required range. For more details, refer to <Wi-Fi Country Code>.
auth-mode	Auth mode of ESP32 AP; currently, ESP32 Wi-Fi does not support AUTH_WEP. If the authmode is an invalid value, AP defaults the value to WIFI_AUTH_OPEN.
ssid_hidden	If ssid_hidden is 1, AP does not broadcast the SSID; otherwise, it does broadcast the SSID.
max_connection	Currently, ESP32 Wi-Fi supports up to 10 Wi-Fi connections. If max_connection > 10, AP defaults the value to 10.
beacon_interval	Beacon interval; the value is 100 ~ 60000 ms, with default value being 100 ms. If the value is out of range, AP defaults it to 100 ms.

## Wi-Fi Protocol Mode

Currently, the IDF supports the following protocol modes:

Protocol Mode	Description
802.11B	Call esp_wifi_set_protocol(ifx, WIFI_PROTOCOL_11B) to set the station/AP to 802.11B-only mode.
802.11BG	Call esp_wifi_set_protocol(ifx, WIFI_PROTOCOL_11B WIFI_PROTOCOL_11G) to set the station/AP to 802.11BG mode.
802.11BGN	Call esp_wifi_set_protocol(ifx, WIFI_PROTOCOL_11B WIFI_PROTOCOL_11G WIFI_PROTOCOL_11N) to set the station/ AP to BGN mode.
802.11BGNLR	Call esp_wifi_set_protocol(ifx, WIFI_PROTOCOL_11B WIFI_PROTOCOL_11G WIFI_PROTOCOL_11N WIFI_PROTOCOL_LR) to set the station/AP to BGN and the Espressif-specific mode.
802.11LR	Call esp_wifi_set_protocol(ifx, WIFI_PROTOCOL_LR) to set the station/AP only to the Espressif-specific mode. <b>This mode is an Espressif-patented mode which can achieve a one-kilometer line of sight range. Please, make sure both the station and the AP are connected to an ESP32 device</b>

## Long Range (LR)

Long Range (LR) mode is an Espressif-patented Wi-Fi mode which can achieve a one-kilometer line of sight range. It has better reception sensitivity, stronger anti-interference ability and longer transmission distance than the traditional 802.11B mode.

## LR Compatibility

Since LR is Espressif unique Wi-Fi mode, only ESP32 devices can transmit and receive the LR data. In other words, the ESP32 device should NOT transmit the data in LR data rate if the connected device doesn't support LR. The application can achieve this by configuring suitable Wi-Fi mode. If the negotiated mode supports LR, the ESP32 may transmit data in LR rate, otherwise, ESP32 will transmit all data in traditional Wi-Fi data rate.

Following table depicts the Wi-Fi mode negotiation:

APSTA	BGN	BG	B	BGNLR	BGLR	BLR	LR
BGN	BGN	BG	B	BGN	BG	B	.
BG	BG	BG	B	BG	BG	B	.
B	B	B	B	B	B	B	.
BGNLR	.	.	.	BGNLR	BGLR	BLR	LR
BGLR	.	.	.	BGLR	BGLR	BLR	LR
BLR	.	.	.	BLR	BLR	BLR	LR
LR	.	.	.	LR	LR	LR	LR

In above table, the row is the Wi-Fi mode of AP and the column is the Wi-Fi mode of station. The “-” indicates Wi-Fi mode of the AP and station are not compatible.

**According to the table, we can conclude that:**

- For LR enabled in ESP32 AP, it’s incompatible with traditional 802.11 mode because the beacon is sent in LR mode.
- For LR enabled in ESP32 station and the mode is NOT LR only mode, it’s compatible with traditional 802.11 mode.
- If both station and AP are ESP32 devices and both of them enable LR mode, the negotiated mode supports LR.

If the negotiated Wi-Fi mode supports both traditional 802.11 mode and LR mode, it’s the WiFi driver’s responsibility to automatically select the best data rate in different Wi-Fi mode and the application don’t need to care about it.

### LR Impacts to Traditional Wi-Fi device

**The data transmission in LR rate has no impacts on the traditional Wi-Fi device because:**

- The CCA and backoff process in LR mode are consistent with 802.11 specification.
- The traditional Wi-Fi device can detect the LR signal via CCA and do backoff.

In other words, the impact transmission in LR mode is similar as the impact in 802.11B mode.

### LR Transmission Distance

The reception sensitivity of LR has about 4 dB gain than the traditional 802.11 B mode, theoretically the transmission distance is about 2 to 2.5 times the distance of 11B.

## LR Throughput

The LR rate has very limited throughput because the raw PHY data rate LR is 1/2 Mbits and 1/4 Mbits.

## When to Use LR

The general conditions for using LR are:

- Both the AP and station are ESP32 devices.
- Long distance WiFi connection and data transmission is required.
- Data throughput requirements are very small, such as remote device control, etc.

## Wi-Fi Country Code

Call `esp_wifi_set_country()` to set the country info. The table below describes the fields in detail, please consult local 2.4GHz RF operating regulations before configuring these fields.

Field	Description
cc[3]	Country code string, this attributes identify the country or noncountry entity in which the station/AP is operating. If it's a country, the first two octets of this string is the two character country info as described in document ISO/IEC3166-1. The third octet is one of the following: <ul style="list-style-type: none"> <li>• an ASCII space character, if the regulations under which the station/AP is operating encompass all environments for the current frequency band in the country</li> <li>• an ASCII 'O' character if the regulations under which the station/AP is operating are for an outdoor environment only, or</li> <li>• an ASCII 'I' character if the regulations under which the station/AP is operating are for an indoor environment only.</li> <li>• an ASCII 'X' character if the station/AP is operating under a noncountry entity. The first two octets of the noncountry entity is two ASCII 'XX' characters.</li> <li>• the binary representation of the Operating Class table number currently in use. Refer 802.11-2012 Annex E.</li> </ul>
schan	Start channel, it's the minimum channel number of the regulations under which the station/AP can operate.
snum	Total channel number of the regulations, e.g. if the schan=1, nchan=13, it means the station/AP can send data from channel 1 to 13.
policy	Country policy, this field control which country info will be used if the configured country info is conflict with the connected AP's. More description about policy is provided in following section.

The default country info is `{.cc="CN", .schan=1, .nchan=13, policy=WIFI_COUNTRY_POLICY_AUTO}`, if the WiFi Mode is station/AP coexist mode, they share the same configured country info. Sometimes, the country info of AP, to which the station is connected, is different from the country info of configured. For example, the configured station has country info `{.cc="JP", .schan=1, .nchan=14, policy=WIFI_COUNTRY_POLICY_AUTO}`, but the connected AP has country info `{.cc="CN", .schan=1, .nchan=13}`, then country info of connected AP's is used. Following table depicts which country info is used in different WiFi Mode and different country policy, also describe the impact to active scan.

WiFi Mode	Policy	Description
Station	WIFI_COUNTRY_POLICY_AUTO	<p>If the connected AP has country IE in its beacon, the country info equals to the country info in beacon, otherwise, use default country info.</p> <p>For scan:</p> <ul style="list-style-type: none"> <li>before the station connects to the AP, scans channel “schan” to “min(11, schan+nchan-1)” with active scan and channel min(12, schan+nchan)” to 14 with passive scan. E.g. if the used country info is {.cc=“CN”, .schan=1, .nchan=6} then 1 to 6 is active scan and 7 to 14 is passive scan If the used country info is {.cc=“CN”, .schan=1, .nchan=12} then 1 to 11 is active scan and 12 to 14 is passive scan</li> <li>after the station connects to the AP, scans channel “schan” to “schan+nchan-1” with active scan and channel “schan+nchan” to 14 with passive scan</li> </ul> <p>Always keep in mind that if a AP with hidden SSID is set to a passive scan channel, the passive scan will not find it. In other words, if the application hopes to find the AP with hidden SSID in every channel, the policy of country info should be configured to WIFI_COUNTRY_POLICY_MANUAL.</p>
Station	WIFI_COUNTRY_POLICY_MANUAL	<p>Always use the configured country info</p> <p>For scan, scans channel “schan” to “schan+nchan-1” with active scan</p>
AP	WIFI_COUNTRY_POLICY_AUTO	<p>Always use the configured country info</p>
AP	WIFI_COUNTRY_POLICY_MANUAL	<p>Always use the configured country info</p>
Station/AP coexit	WIFI_COUNTRY_POLICY_AUTO	<p>If the station doesn't connects to any AP, the AP use the configured country info. If the station connects to an AP, the AP has the same country info as the station.</p> <p>Same as station mode with policy WIFI_COUNTRY_POLICY_AUTO</p>

## Home Channel

In AP mode, the home channel is defined as that of the AP channel. In Station mode, the home channel is defined as the channel of the AP to which the station is connected. In Station+AP mode, the home channel of AP and station must be the same. If the home channels of Station and AP are different, the station's home channel is always in priority. Take the following as an example: at the beginning, the AP is on channel 6, then the station connects to an AP whose channel is 9. Since the station's home channel has a higher priority, the AP needs to switch its channel from 6 to 9 to make sure that both station and AP have the same home channel.

## Wi-Fi Vendor IE Configuration

By default, all Wi-Fi management frames are processed by the Wi-Fi driver, and the application does not need to care about them. Some applications, however, may have to handle the beacon, probe request, probe response and other management frames. For example, if you insert some vendor-specific IE into the management frames, it is only the management frames which contain this vendor-specific IE that will be processed. In ESP32, `esp_wifi_set_vendor_ie()` and `esp_wifi_set_vendor_ie_cb()` are responsible for this kind of tasks.

### 5.23.15 ESP32 Wi-Fi Power-saving Mode

#### Station Sleep

Currently, ESP32 Wi-Fi supports the Modem-sleep mode which refers to the legacy power-saving mode in the IEEE 802.11 protocol. Modem-sleep mode works in Station-only mode and the station must connect to the AP first. If the Modem-sleep mode is enabled, station will switch between active and sleep state periodically. In sleep state, RF, PHY and BB are turned off in order to reduce power consumption. Station can keep connection with AP in modem-sleep mode.

Modem-sleep mode includes minimum and maximum power save modes. In minimum power save mode, station wakes up every DTIM to receive beacon. Broadcast data will not be lost because it is transmitted after DTIM. However, it can not save much more power if DTIM is short for DTIM is determined by AP.

In maximum power save mode, station wakes up every listen interval to receive beacon. This listen interval can be set longer than the AP DTIM period. Broadcast data may be lost because station may be in sleep state at DTIM time. If listen interval is longer, more power is saved but broadcast data is more easy to lose. Listen interval can be configured by calling API `esp_wifi_set_config()` before connecting to AP.

Call `esp_wifi_set_ps(WIFI_PS_MIN_MODEM)` to enable Modem-sleep minimum power save mode or `esp_wifi_set_ps(WIFI_PS_MAX_MODEM)` to enable Modem-sleep maximum power save mode after calling `esp_wifi_init()`. When station connects to AP, Modem-sleep will start. When station disconnects from AP, Modem-sleep will stop.

Call `esp_wifi_set_ps(WIFI_PS_MIN_MODEM)` to disable modem sleep entirely. This has much higher power consumption, but provides minimum latency for receiving Wi-Fi data in real time. When modem sleep is enabled, received Wi-Fi data can be delayed for as long as the DTIM period (minimum power save mode) or the listen interval (maximum power save mode).

The default Modem-sleep mode is `WIFI_PS_MIN_MODEM`.

#### AP Sleep

Currently ESP32 AP doesn't support all of the power save feature defined in Wi-Fi specification. To be specific, the AP only caches unicast data for the stations connect to this AP, but doesn't cache the multicast data for the stations. If stations connected to the ESP32 AP are power save enabled, they may experience multicast packet loss.

In future, all power save features will be supported on ESP32 AP.

### 5.23.16 ESP32 Wi-Fi Connect Crypto

Now ESP32 have two group crypto functions can be used when do wifi connect, one is the original functions, the other is optimized by ESP hardware: 1. Original functions which is the source code used in the folder components/wpa\_supplicant/src/crypto function; 2. The optimized functions is in the folder components/wpa\_supplicant/src/fast\_crypto, these function used the hardware crypto to make it faster than origin one, the type of function's name add *fast\_* to distinguish with the original one. For example, the API `aes_wrap()` is used to encrypt frame information when do 4 way handshake, the `fast_aes_wrap()` has the same result but can be faster.

Two groups of crypto function can be used when register in the `wpa_crypto_funcs_t`, `wpa2_crypto_funcs_t` and `wps_crypto_funcs_t` structure, also we have given the recommend functions to register in the `fast_crypto_ops.c`, you can register the function as the way you need, however what should make action is that the `crypto_hash_xxx` function and `crypto_cipher_xxx` function need to register with the same function to operation. For example, if you register `crypto_hash_init()` function to initialize the `esp_crypto_hash` structure, you need use the `crypto_hash_update()` and `crypto_hash_finish()` function to finish the operation, rather than `fast_crypto_hash_update()` or `fast_crypto_hash_finish()`.

### 5.23.17 ESP32 Wi-Fi Throughput

The table below shows the best throughput results we got in Espressif's lab and in a shield box.

Type/Throughput	Air In Lab	Shield-box	Test Tool	IDF Version (commit ID)
Raw 802.11 Packet RX	N/A	<b>130 MBit/sec</b>	Internal tool	NA
Raw 802.11 Packet TX	N/A	<b>130 MBit/sec</b>	Internal tool	NA
UDP RX	30 MBit/sec	90 MBit/sec	iperf example	05838641
UDP TX	30 MBit/sec	60 MBit/sec	iperf example	05838641
TCP RX	20 MBit/sec	50 MBit/sec	iperf example	05838641
TCP TX	20 MBit/sec	50 MBit/sec	iperf example	05838641

When the throughput is tested by iperf example, the sdkconfig is `examples/wifi/iperf/sdkconfig.defaults.99`

### 5.23.18 Wi-Fi 80211 Packet Send

**Important notes:** The API `esp_wifi_80211_tx` is not available in IDF 2.1, but will be so in the upcoming release.

The `esp_wifi_80211_tx` API can be used to:

- Send the beacon, probe request, probe response, action frame.
- Send the non-QoS data frame.

It cannot be used for sending encrypted or QoS frames.

#### Preconditions of Using `esp_wifi_80211_tx`

- The Wi-Fi mode is Station, or AP, or Station+AP.
- Either `esp_wifi_set_promiscuous(true)`, or `esp_wifi_start()`, or both of these APIs return `ESP_OK`. This is because we need to make sure that Wi-Fi hardware is initialized before `esp_wifi_80211_tx()` is called. In ESP32, both `esp_wifi_set_promiscuous(true)` and `esp_wifi_start()` can trigger the initialization of Wi-Fi hardware.
- The parameters of `esp_wifi_80211_tx` are hereby correctly provided.

### **Data rate**

- If there is no WiFi connection, the data rate is 1Mbps.
- If there is WiFi connection and the packet is from station to AP or from AP to station, the data rate is same as the WiFi connection. Otherwise the data rate is 1Mbps.

### **Side-Effects to Avoid in Different Scenarios**

Theoretically, if we do not consider the side-effects the API imposes on the Wi-Fi driver or other stations/APs, we can send a raw 802.11 packet over the air, with any destination MAC, any source MAC, any BSSID, or any other type of packet. However, robust/useful applications should avoid such side-effects. The table below provides some tips/recommendations on how to avoid the side-effects of `esp_wifi_80211_tx` in different scenarios.



Scenario	Description
No WiFi connection	<p>In this scenario, no Wi-Fi connection is set up, so there are no side-effects on the Wi-Fi driver. If <code>en_sys_seq==true</code>, the Wi-Fi driver is responsible for the sequence control. If <code>en_sys_seq==false</code>, the application needs to ensure that the buffer has the correct sequence.</p> <p>Theoretically, the MAC address can be any address. However, this may impact other stations/APs with the same MAC/BSSID.</p> <p>Side-effect example#1 The application calls <code>esp_wifi_80211_tx</code> to send a beacon with <code>BSSID == mac_x</code> in AP mode, but the <code>mac_x</code> is not the MAC of the AP interface. Moreover, there is another AP, say “other-AP”, whose <code>ssid</code> is <code>mac_x</code>. If this happens, an “unexpected behavior” may occur, because the stations which connect to the “other-AP” cannot figure out whether the beacon is from the “other-AP” or the <code>esp_wifi_80211_tx</code>.</p> <p>To avoid the above-mentioned side-effects, we recommend that:</p> <ul style="list-style-type: none"> <li>• If <code>esp_wifi_80211_tx</code> is called in Station mode, the first MAC should be a multicast MAC or the exact target-device’s MAC, while the second MAC should be that of the station interface.</li> <li>• If <code>esp_wifi_80211_tx</code> is called in AP mode, the first MAC should be a multicast MAC or the exact target-device’s MAC, while the second MAC should be that of the AP interface.</li> </ul> <p>The recommendations above are only for avoiding side-effects and can be ignored when there are good reasons for doing this.</p>
Have WiFi connection	<p>When the Wi-Fi connection is already set up, and the sequence is controlled by the application, the latter may impact the sequence control of the Wi-Fi connection, as a whole. So, the <code>en_sys_seq</code> need to be true, otherwise <code>ESP_ERR_WIFI_ARG</code> is returned.</p> <p>The MAC-address recommendations in the “No WiFi connection” scenario also apply to this scenario.</p> <p>If the WiFi mode is station mode and the MAC address1 is the MAC of AP to which the station is connected, the MAC address2 is the MAC of station interface, we say the packets is from the station to AP. On the other hand, if the WiFi mode is AP mode and the MAC address1 is the MAC of the station who connects to this AP, the MAC address2 is the MAC of AP interface, we say the packet is from the AP to station. To avoid conflicting with WiFi connections, the following checks are applied:</p> <ul style="list-style-type: none"> <li>• If the packet type is data and is from the station to AP, the ToDS bit in <code>ieee80211</code> frame control should be 1, the FromDS bit should be 0, otherwise the packet will be discarded by WiFi driver.</li> <li>• If the packet type is data and is from the AP to station, the ToDS bit in <code>ieee80211</code> frame control should be 0, the FromDS bit should be 1, otherwise the packet will be discarded by WiFi driver.</li> </ul>
5.23. Wi-Fi Driver	<p>1427</p> <ul style="list-style-type: none"> <li>• If the packet is from station to AP or from AP to station, the Power Management, More Data, ...</li> </ul>

### 5.23.19 Wi-Fi Sniffer Mode

The Wi-Fi sniffer mode can be enabled by `esp_wifi_set_promiscuous()`. If the sniffer mode is enabled, the following packets **can** be dumped to the application:

- 802.11 Management frame
- 802.11 Data frame, including MPDU, AMPDU, AMSDU, etc.
- 802.11 MIMO frame, for MIMO frame, the sniffer only dumps the length of the frame.
- 802.11 Control frame

The following packets will **NOT** be dumped to the application:

- 802.11 error frame, such as the frame with a CRC error, etc.

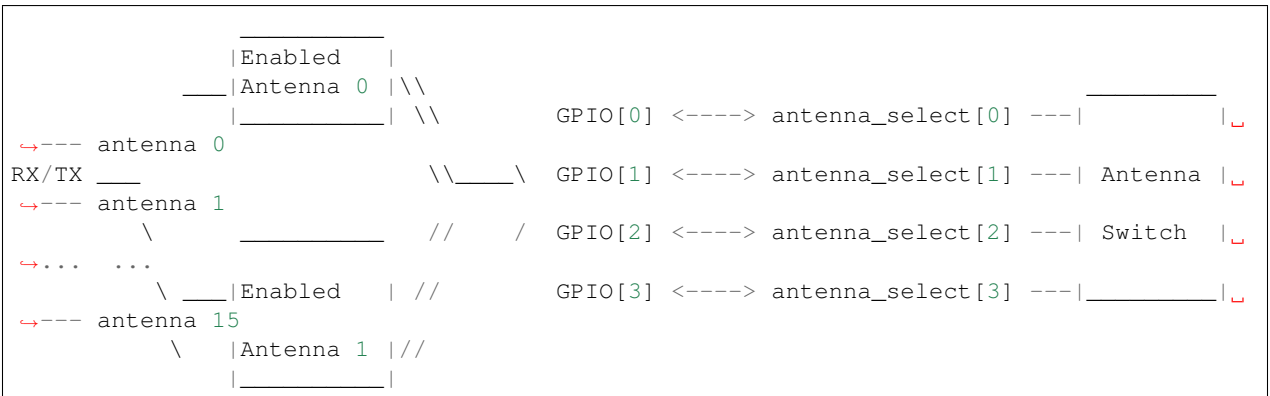
For frames that the sniffer **can** dump, the application can additionally decide which specific type of packets can be filtered to the application by using `esp_wifi_set_promiscuous_filter()` and `esp_wifi_set_promiscuous_ctrl_filter()`. By default, it will filter all 802.11 data and management frames to the application.

The Wi-Fi sniffer mode can be enabled in the Wi-Fi mode of `WIFI_MODE_NULL`, or `WIFI_MODE_STA`, or `WIFI_MODE_AP`, or `WIFI_MODE_APSTA`. In other words, the sniffer mode is active when the station is connected to the AP, or when the AP has a Wi-Fi connection. Please note that the sniffer has a **great impact** on the throughput of the station or AP Wi-Fi connection. Generally, we should **NOT** enable the sniffer, when the station/AP Wi-Fi connection experiences heavy traffic unless we have special reasons.

Another noteworthy issue about the sniffer is the callback `wifi_promiscuous_cb_t`. The callback will be called directly in the Wi-Fi driver task, so if the application has a lot of work to do for each filtered packet, the recommendation is to post an event to the application task in the callback and defer the real work to the application task.

### 5.23.20 Wi-Fi Multiple Antennas

The Wi-Fi multiple antennas selecting can be depicted as following picture:



ESP32 supports up to sixteen antennas through external antenna switch. The antenna switch can be controlled by up to four address pins - `antenna_select[0:3]`. Different input value of `antenna_select[0:3]` means selecting different antenna. E.g. the value '0b1011' means the antenna 11 is selected. The default value of `antenna_select[3:0]` is '0b0000', it means the antenna 0 is selected by default.

Up to four GPIOs are connected to the four active high `antenna_select` pins. ESP32 can select the antenna by control the `GPIO[0:3]`. The API `esp_wifi_set_ant_gpio()` is used to configure which GPIOs are connected to `antenna_selects`. If `GPIO[x]` is connected to `antenna_select[x]`, then `gpio_config->gpio_cfg[x].gpio_select` should be set to 1 and `gpio_config->gpio_cfg[x].gpio_num` should be provided.

Although up to sixteen antennas are supported, only one or two antennas can be simultaneously enabled for RX/TX. The API `esp_wifi_set_ant()` is used to configure which antennas are enabled.

The enabled antennas selecting algorithm is also configured by `esp_wifi_set_ant()`. The RX/TX antenna mode can be `WIFI_ANT_MODE_ANT0`, `WIFI_ANT_MODE_ANT1` or `WIFI_ANT_MODE_AUTO`. If the antenna mode is `WIFI_ANT_MODE_ANT0`, the enabled antenna 0 is selected for RX/TX data. If the antenna mode is `WIFI_ANT_MODE_ANT1`, the enabled antenna 1 is selected for RX/TX data. Otherwise, WiFi automatically selects the antenna that has better signal from the enabled antennas.

If the RX antenna mode is `WIFI_ANT_MODE_AUTO`, the default antenna mode also needs to be set. Because the RX antenna switching only happens when some conditions are met, e.g. the RX antenna starts to switch if the RSSI is lower than -65dBm and if another antenna has better signal etc, RX uses the default antenna if the conditions are not met. If the default antenna mode is `WIFI_ANT_MODE_ANT1`, the enabled antenna 1 is used as the default RX antenna, otherwise the enabled antenna 0 is used as the default RX antenna.

**Some limitations need to be considered:**

- The TX antenna can be set to `WIFI_ANT_MODE_AUTO` only if the RX antenna mode is `WIFI_ANT_MODE_AUTO` because TX antenna selecting algorithm is based on RX antenna in `WIFI_ANT_MODE_AUTO` type.
- Currently BT doesn't support the multiple antennas feature, please don't use multiple antennas related APIs.

**Following is the recommended scenarios to use the multiple antennas:**

- In Wi-Fi mode `WIFI_MODE_STA`, both RX/TX antenna modes are configured to `WIFI_ANT_MODE_AUTO`. The WiFi driver selects the better RX/TX antenna automatically.
- The RX antenna mode is configured to `WIFI_ANT_MODE_AUTO`. The TX antenna mode is configured to `WIFI_ANT_MODE_ANT0` or `WIFI_ANT_MODE_ANT1`. The applications can choose to always select a specified antenna for TX, or implement their own TX antenna selecting algorithm, e.g. selecting the TX antenna mode based on the channel switch information etc.
- Both RX/TX antenna modes are configured to `WIFI_ANT_MODE_ANT0` or `WIFI_ANT_MODE_ANT1`.

## Wi-Fi Multiple Antennas Configuration

**Generally, following steps can be taken to configure the multiple antennas:**

- Configure which GPIOs are connected to the `antenna_selects`, for example, if four antennas are supported and GPIO20/GPIO21 are connected to `antenna_select[0]`/`antenna_select[1]`, the configurations look like:

```
wifi_ant_gpio_config_t config = {
    { .gpio_select = 1, .gpio_num = 20 },
    { .gpio_select = 1, .gpio_num = 21 }
};
```

- Configure which antennas are enabled and how RX/TX use the enabled antennas, for example, if `antenna1` and `antenna3` are enabled, the RX needs to select the better antenna automatically and uses `antenna1` as its default antenna, the TX always selects the `antenna3`. The configuration looks like:

```
wifi_ant_config_t config = {
    .rx_ant_mode = WIFI_ANT_MODE_AUTO,
    .rx_ant_default = WIFI_ANT_ANT0,
    .tx_ant_mode = WIFI_ANT_MODE_ANT1,
    .enabled_ant0 = 1,
    .enabled_ant1 = 3
};
```

### 5.23.21 Wi-Fi Channel State Information

Channel state information (CSI) refers to the channel information of a Wi-Fi connection. In ESP32, this information consists of channel frequency responses of sub-carriers and is estimated when packets are received from the transmitter. Each channel frequency response of sub-carrier is recorded by two bytes of signed characters. The first one is imaginary part and the second one is real part. There are up to three fields of channel frequency responses according to the type of received packet. They are legacy long training field (LLTF), high throughput LTF (HT-LTF) and space time block code HT-LTF (STBC-HT-LTF). For different types of packets which are received on channels with different state, the sub-carrier index and total bytes of signed characters of CSI is shown in the following table.

channel	secondary channel	anyone			below					above					
		packet information	signal mode	non HT	HT	non HT	HT	40MHz	non HT	HT	non HT	HT	40MHz		
		channel bandwidth	20MHz	20MHz	20MHz	20MHz	40MHz	20MHz	20MHz	40MHz	20MHz	20MHz	40MHz		
		STBC	non STBC	non STBC	STBC	non STBC	non STBC	STBC	non STBC	STBC	non STBC	non STBC	STBC	non STBC	STBC
sub-carrier index	LLTF	0~31, 32~1	0~31, 32~1	0~31, 32~1	0~63	0~63	0~63	0~63	0~63	-	-	-	-	-	
	HT-LTF	•	0~31, 32~1	0~31, 32~1	•	0~63	0~62	0~63, 64~1	0~60, 60~1	•	-	64~1	62~1	0~63, 64~1	0~60, 60~1
	STBC-HT-LTF	•	•	0~31, 32~1	•	•	0~62	•	0~60, 60~1	•	•	-	62~1	•	0~60, 60~1
total bytes		128	256	384	128	256	380	384	612	128	256	376	384	612	

All of the information in the table can be found in the structure `wifi_csi_info_t`.

- Secondary channel refers to `secondary_channel` field of `rx_ctrl` field.
- Signal mode of packet refers to `sig_mode` field of `rx_ctrl` field.
- Channel bandwidth refers to `cwb` field of `rx_ctrl` field.
- STBC refers to `stbc` field of `rx_ctrl` field.
- Total bytes refers to `len` field.
- The CSI data corresponding to each Long Training Field(LTF) type is stored in a buffer starting from the `buf` field. Each item is stored as two bytes: imaginary part followed by real part. The order of each item is the same as the sub-carrier in the table. The order of LTF is: LLTF, HT-LTF, STBC-HT-LTF. However all 3 LTFs may not be present, depending on the channel and packet information (see above).
- If `first_word_invalid` field of `wifi_csi_info_t` is true, it means that the first four bytes of CSI data is invalid due to a hardware limitation in ESP32.
- More information like RSSI, noise floor of RF, receiving time and antenna is in the `rx_ctrl` field.

**Note:**

- For STBC packet, CSI is provided for every space-time stream without CSD (cyclic shift delay). As each cyclic shift on the additional chains shall be -200ns, only the CSD angle of first space-time stream is recorded in sub-carrier 0 of HT-LTF and STBC-HT-LTF for there is no channel frequency response in sub-carrier 0. CSD[10:0] is 11 bits, ranging from  $-\pi$  to  $\pi$ .
- If LLTF, HT-LTF or STBC-HT-LTF is not enabled by calling API `esp_wifi_set_csi_config()`, the total bytes of CSI data will be fewer than that in the table. For example, if LLTF and HT-LTF is not enabled and STBC-HT-LTF is enabled, when a packet is received with the condition above/HT/40MHz/STBC, the total bytes of CSI data is 244  $((61 + 60) * 2 + 2 = 244$ , the result is aligned to four bytes and the last two bytes is invalid).

### 5.23.22 Wi-Fi Channel State Information Configure

To use Wi-Fi CSI, the following steps need to be done.

- Select Wi-Fi CSI in menuconfig. It is “Menuconfig → Components config → Wi-Fi → WiFi CSI(Channel State Information)”.
- Set CSI receiving callback function by calling API `esp_wifi_set_csi_rx_cb()`.
- Configure CSI by calling API `esp_wifi_set_csi_config()`.
- Enable CSI by calling API `esp_wifi_set_csi()`.

The CSI receiving callback function runs from Wi-Fi task. So, do not do lengthy operations in the callback function. Instead, post necessary data to a queue and handle it from a lower priority task. Because station does not receive any packet when it is disconnected and only receives packets from AP when it is connected, it is suggested to enable sniffer mode to receive more CSI data by calling `esp_wifi_set_promiscuous()`.

### 5.23.23 Wi-Fi HT20/40

ESP32 supports Wi-Fi bandwidth HT20 or HT40, it doesn't support HT20/40 coexist. `esp_wifi_set_bandwidth` can be used to change the default bandwidth of station or AP. The default bandwidth for ESP32 station and AP is HT40.

In station mode, the actual bandwidth is firstly negotiated during the Wi-Fi connection. It is HT40 only if both the station and the connected AP support HT40, otherwise it's HT20. If the bandwidth of connected AP is changes, the actual bandwidth is negotiated again without Wi-Fi disconnecting.

Similarly, in AP mode, the actual bandwidth is negotiated between AP and the stations that connect to the AP. It's HT40 only if the AP and all the stations support HT40, otherwise it's HT40.

In station/AP coexist mode, the station/AP can configure HT20/40 separately. If both station and AP are negotiated to HT40, the HT40 channel should be the channel of station because the station always has higher priority than AP in ESP32. E.g. the configured bandwidth of AP is HT40, the configured primary channel is 6 and the configured secondary channel is 10. The station is connected to an router whose primary channel is 6 and secondary channel is 2, then the actual channel of AP is changed to primary 6 and secondary 2 automatically.

Theoretically the HT40 can gain better throughput because the maximum raw physical (PHY) data rate for HT40 is 150Mbps while it's 72Mbps for HT20. However, if the device is used in some special environment, e.g. there are too many other Wi-Fi devices around the ESP32 device, the performance of HT40 may be degraded. So if the applications need to support same or similar scenarios, it's recommended that the bandwidth is always configured to HT20.

### 5.23.24 Wi-Fi QoS

ESP32 supports all the mandatory features required in WFA Wi-Fi QoS Certification.

Four ACs (Access Category) are defined in Wi-Fi specification, each AC has its own priority to access the Wi-Fi channel. Moreover a map rule is defined to map the QoS priority of other protocol, such as 802.11D or TCP/IP precedence to Wi-Fi AC.

Below is a table describes how the IP Precedences are mapped to Wi-Fi ACs in ESP32, it also indicates whether the AMPDU is supported for this AC. The table is sorted with priority descending order, namely, the AC\_VO has highest priority.

IP Precedence	Wi-Fi AC	Support AMPDU?
6, 7	AC_VO (Voice)	No
4, 5	AC_VI (Video)	Yes
3, 0	AC_BE (Best Effort)	Yes
1, 2	AC_BK (Background)	Yes

The application can make use of the QoS feature by configuring the IP precedence via socket option IP\_TOS. Here is an example to make the socket to use VI queue:

```
const int ip_precedence_vi = 4;
const int ip_precedence_offset = 5;
int priority = (ip_precedence_vi << ip_precedence_offset);
setsockopt(socket_id, IPPROTO_IP, IP_TOS, &priority, sizeof(priority));
```

**Theoretically the higher priority AC has better performance than the low priority AC, however, it's not always be true, here are**

- For some really important application traffic, can put it into AC\_VO queue. Avoid sending big traffic via AC\_VO queue. On one hand, the AC\_VO queue doesn't support AMPDU and it can't get better performance than other queue if the traffic is big, on the other hand, it may impact the the management frames that also use AC\_VO queue.
- Avoid using more than two different AMPDU supported precedences, e.g. socket A uses precedence 0, socket B uses precedence 1, socket C uses precedence 2, this is a bad design because it may need much more memory. To be detailed, the Wi-Fi driver may generate a Block Ack session for each precedence and it needs more memory if the Block Ack session is setup.

### 5.23.25 Wi-Fi AMSDU

ESP32 supports receiving AMSDU but doesn't support transmitting AMSDU. The transmitting AMSDU is not necessary since ESP32 has transmitting AMPDU.

### 5.23.26 Wi-Fi Fragment

ESP32 supports Wi-Fi receiving fragment, but doesn't support Wi-Fi transmitting fragment. The Wi-Fi transmitting fragment will be supported in future release.

### 5.23.27 WPS Enrolle

ESP32 supports WPS enrollee feature in Wi-Fi mode WIFI\_MODE\_STA or WIFI\_MODE\_APSTA. Currently ESP32 supports WPS enrollee type PBC and PIN.

### 5.23.28 Wi-Fi Buffer Usage

This section is only about the dynamic buffer configuration.

#### Why Buffer Configuration Is Important

In order to get a robust, high-performance system, we need to consider the memory usage/configuration very carefully, because:

- the available memory in ESP32 is limited.
- currently, the default type of buffer in LwIP and Wi-Fi drivers is “dynamic”, **which means that both the LwIP and Wi-Fi share memory with the application**. Programmers should always keep this in mind; otherwise, they will face a memory issue, such as “running out of heap memory”.
- it is very dangerous to run out of heap memory, as this will cause ESP32 an “undefined behavior”. Thus, enough heap memory should be reserved for the application, so that it never runs out of it.
- the Wi-Fi throughput heavily depends on memory-related configurations, such as the TCP window size, Wi-Fi RX/TX dynamic buffer number, etc.
- the peak heap memory that the ESP32 LwIP/Wi-Fi may consume depends on a number of factors, such as the maximum TCP/UDP connections that the application may have, etc.
- the total memory that the application requires is also an important factor when considering memory configuration.

Due to these reasons, there is not a good-for-all application configuration. Rather, we have to consider memory configurations separately for every different application.

#### Dynamic vs. Static Buffer

The default type of buffer in LwIP and Wi-Fi drivers is “dynamic”. Most of the time the dynamic buffer can significantly save memory. However, it makes the application programming a little more difficult, because in this case the application needs to consider memory usage in LwIP/Wi-Fi.

#### Peak LwIP Dynamic Buffer

The default type of LwIP buffer is “dynamic”, and this section considers the dynamic buffer only. The peak heap memory that LwIP consumes is the **theoretically-maximum memory** that the LwIP driver consumes. Generally, the peak heap memory that the LwIP consumes depends on:

- the memory required to create a UDP connection: `lwip_udp_conn`
- the memory required to create a TCP connection: `lwip_tcp_conn`
- the number of UDP connections that the application has: `lwip_udp_con_num`
- the number of TCP connections that the application has: `lwip_tcp_con_num`
- the TCP TX window size: `lwip_tcp_tx_win_size`
- the TCP RX window size: `lwip_tcp_rx_win_size`

**So, the peak heap memory that the LwIP consumes can be calculated with the following formula:**

$$\text{lwip\_dynamic\_peek\_memory} = (\text{lwip\_udp\_con\_num} * \text{lwip\_udp\_conn}) + (\text{lwip\_tcp\_con\_num} * (\text{lwip\_tcp\_tx\_win\_size} + \text{lwip\_tcp\_rx\_win\_size} + \text{lwip\_tcp\_conn}))$$

Some TCP-based applications need only one TCP connection. However, they may choose to close this TCP connection and create a new one when an error (such as a sending failure) occurs. This may result in multiple TCP connections existing in the system simultaneously, because it may take a long time for a TCP connection to close, according to the TCP state machine (refer to RFC793).

### Peak Wi-Fi Dynamic Buffer

The Wi-Fi driver supports several types of buffer (refer to *Wi-Fi Buffer Configure*). However, this section is about the usage of the dynamic Wi-Fi buffer only. The peak heap memory that Wi-Fi consumes is the **theoretically-maximum memory** that the Wi-Fi driver consumes. Generally, the peak memory depends on:

- the number of dynamic rx buffers that are configured: `wifi_rx_dynamic_buf_num`
- the number of dynamic tx buffers that are configured: `wifi_tx_dynamic_buf_num`
- the maximum packet size that the Wi-Fi driver can receive: `wifi_rx_pkt_size_max`
- the maximum packet size that the Wi-Fi driver can send: `wifi_tx_pkt_size_max`

So, the peak memory that the Wi-Fi driver consumes can be calculated with the following formula:

$$\text{wifi\_dynamic\_peek\_memory} = (\text{wifi\_rx\_dynamic\_buf\_num} * \text{wifi\_rx\_pkt\_size\_max}) + (\text{wifi\_tx\_dynamic\_buf\_num} * \text{wifi\_tx\_pkt\_size\_max})$$

Generally, we do not need to care about the dynamic tx long buffers and dynamic tx long long buffers, because they are management frames which only have a small impact on the system.

## 5.23.29 Wi-Fi Menuconfig

### Wi-Fi Buffer Configure

If you are going to modify the default number or type of buffer, it would be helpful to also have an overview of how the buffer is allocated/freed in the data path. The following diagram shows this process in the TX direction:

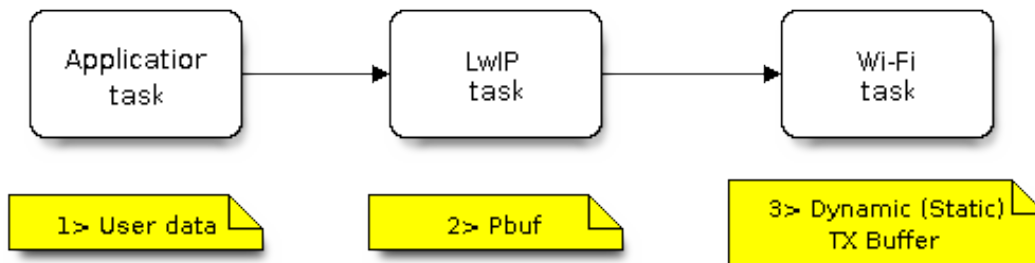


Fig. 31: TX Buffer Allocation

#### Description:

- The application allocates the data which needs to be sent out.
- The application calls TCP/IP-/Socket-related APIs to send the user data. These APIs will allocate a PBUF used in LwIP, and make a copy of the user data.
- When LwIP calls a Wi-Fi API to send the PBUF, the Wi-Fi API will allocate a “Dynamic Tx Buffer” or “Static Tx Buffer”, make a copy of the LwIP PBUF, and finally send the data.



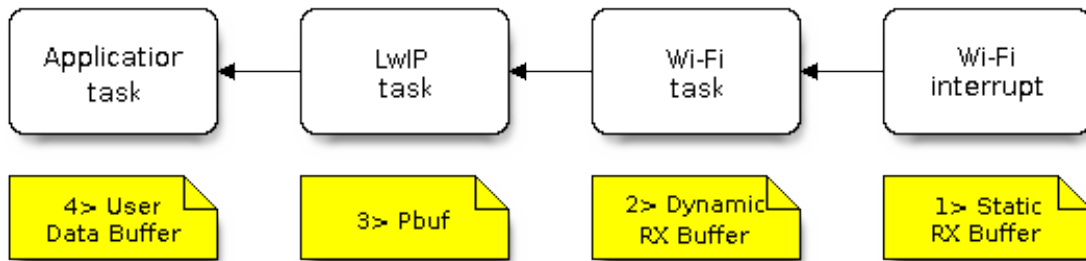


Fig. 32: RX Buffer Allocation

The following diagram shows how buffer is allocated/freed in the RX direction:

Description:

- The Wi-Fi hardware receives a packet over the air and puts the packet content to the “Static Rx Buffer”, which is also called “RX DMA Buffer”.
- The Wi-Fi driver allocates a “Dynamic Rx Buffer”, makes a copy of the “Static Rx Buffer”, and returns the “Static Rx Buffer” to hardware.
- The Wi-Fi driver delivers the packet to the upper-layer (LwIP), and allocates a PBUF for holding the “Dynamic Rx Buffer”.
- The application receives data from LwIP.

The diagram shows the configuration of the Wi-Fi internal buffer.

Buffer Type	Alloc Type	Default	Configurable	Description
Static RX Buffer (Hardware RX Buffer)	Static	10 * 1600 Bytes	Yes	<p>This is a kind of DMA memory. It is initialized in <code>esp_wifi_init()</code> and freed in <code>esp_wifi_deinit()</code>. The 'Static Rx Buffer' forms the hardware receiving list. Upon receiving a frame over the air, hardware writes the frame into the buffer and raises an interrupt to the CPU. Then, the Wi-Fi driver reads the content from the buffer and returns the buffer back to the list.</p> <p>If the application want to reduce the the memory statically allocated by Wi-Fi, they can reduce this value from 10 to 6 to save 6400 Bytes memory. It's not recommended to reduce the configuration to a value less than 6 unless the AMPDU feature is disabled.</p>
Dynamic RX Buffer	Dynamic	32	Yes	<p>The buffer length is variable and it depends on the received frames' length. When the Wi-Fi driver receives a frame from the 'Hardware Rx Buffer', the 'Dynamic Rx Buffer' needs to be allocated from the heap. The number of the Dynamic Rx Buffer, configured in the menuconfig, is used to limit the total un-freed</p>
<b>1436</b>				<p><b>Chapter 5: API Guides</b> Dynamic Rx Buffer number.</p>
Dynamic TX Buffer	Dynamic	32	Yes	<p>This is a kind of DMA memory. It is initialized in <code>esp_wifi_init()</code> and freed in <code>esp_wifi_deinit()</code>. The 'Dynamic Tx Buffer' forms the hardware transmitting list. Upon sending a frame over the air, hardware reads the frame from the buffer and returns the buffer back to the list.</p>

## Wi-Fi NVS Flash

If the Wi-Fi NVS flash is enabled, all Wi-Fi configurations set via the Wi-Fi APIs will be stored into flash, and the Wi-Fi driver will start up with these configurations next time it powers on/reboots. However, the application can choose to disable the Wi-Fi NVS flash if it does not need to store the configurations into persistent memory, or has its own persistent storage, or simply due to debugging reasons, etc.

## Wi-Fi AMPDU

ESP32 supports both receiving and transmitting AMPDU, the AMPDU can greatly improve the Wi-Fi throughput. Generally, the AMPDU should be enabled. Disabling AMPDU is usually for debugging purposes.

### 5.23.30 Troubleshooting

Please refer to a separate document with *Espressif Wireshark User Guide*.

## Espressif Wireshark User Guide

□

### 1. Overview

#### 1.1 What is Wireshark?

**Wireshark** (originally named “Ethereal”) is a network packet analyzer that captures network packets and displays the packet data as detailed as possible. It uses WinPcap as its interface to directly capture network traffic going through a network interface controller (NIC).

You could think of a network packet analyzer as a measuring device used to examine what is going on inside a network cable, just like a voltmeter is used by an electrician to examine what is going on inside an electric cable.

In the past, such tools were either very expensive, proprietary, or both. However, with the advent of Wireshark, all that has changed.

Wireshark is released under the terms of the GNU General Public License, which means you can use the software and the source code free of charge. It also allows you to modify and customize the source code.

Wireshark is, perhaps, one of the best open source packet analyzers available today.

#### 1.2 Some Intended Purposes

Here are some examples of how Wireshark is typically used:

- Network administrators use it to troubleshoot network problems.
- Network security engineers use it to examine security problems.
- Developers use it to debug protocol implementations.
- People use it to learn more about network protocol internals.

Beside these examples, Wireshark can be used for many other purposes.

### 1.3 Features

The main features of Wireshark are as follows:

- Available for UNIX and Windows
- Captures live packet data from a network interface
- Displays packets along with detailed protocol information
- Opens/saves the captured packet data
- Imports/exports packets into a number of file formats, supported by other capture programs
- Advanced packet filtering
- Searches for packets based on multiple criteria
- Colorizes packets according to display filters
- Calculates statistics
- ... and a lot more!

### 1.4 Wireshark Can or Can't Do

- **Live capture from different network media.**

Wireshark can capture traffic from different network media, including wireless LAN.

- **Import files from many other capture programs.**

Wireshark can import data from a large number of file formats, supported by other capture programs.

- **Export files for many other capture programs.**

Wireshark can export data into a large number of file formats, supported by other capture programs.

- **Numerous protocol dissectors.**

Wireshark can dissect, or decode, a large number of protocols.

- **Wireshark is not an intrusion detection system.**

It will not warn you if there are any suspicious activities on your network. However, if strange things happen, Wireshark might help you figure out what is really going on.

- **Wireshark does not manipulate processes on the network, it can only perform “measurements” within it.**

Wireshark does not send packets on the network or influence it in any other way, except for resolving names (converting numerical address values into a human readable format), but even that can be disabled.

## 2. Where to Get Wireshark

You can get Wireshark from the official website: <https://www.wireshark.org/download.html>

Wireshark can run on various operating systems. Please download the correct version according to the operating system you are using.

### 3. Step-by-step Guide

This demonstration uses **Wireshark 2.2.6 on Linux**.

#### a) Start Wireshark

On Linux, you can run the shell script provided below. It starts Wireshark, then configures NIC and the channel for packet capture.

```
ifconfig $1 down
iwconfig $1 mode monitor
iwconfig $1 channel $2
ifconfig $1 up
Wireshark&
```

In the above script, the parameter `$1` represents NIC and `$2` represents channel. For example, `wlan0` in `./xxx.sh wlan0 6`, specifies the NIC for packet capture, and `6` identifies the channel of an AP or Soft-AP.

#### b) Run the Shell Script to Open Wireshark and Display Capture Interface

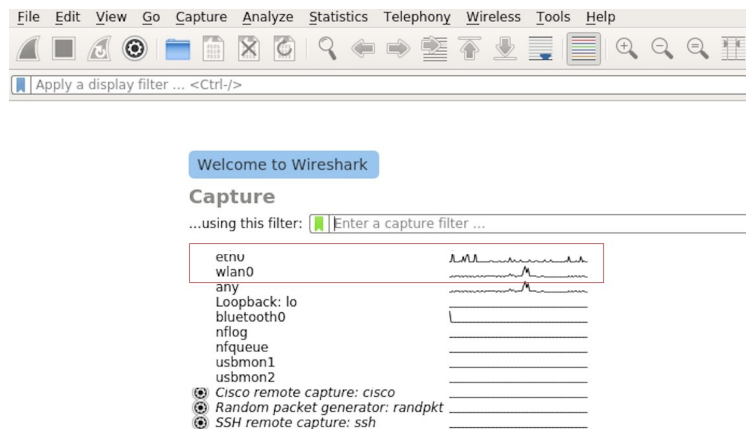


Fig. 33: Wireshark Capture Interface

#### c) Select the Interface to Start Packet Capture

As the red markup shows in the picture above, many interfaces are available. The first one is a local NIC and the second one is a wireless NIC.

Please select the NIC according to your requirements. This document will use the wireless NIC to demonstrate packet capture.

Double click `wlan0` to start packet capture.

#### d) Set up Filters

Since all packets in the channel will be captured, and many of them are not needed, you have to set up filters to get the packets that you need.

Please find the picture below with the red markup, indicating where the filters should be set up.

Click *Filter*, the top left blue button in the picture below. The *display filter* dialogue box will appear.

Click the *Expression* button to bring up the *Filter Expression* dialogue box and set the filter according to your requirements.

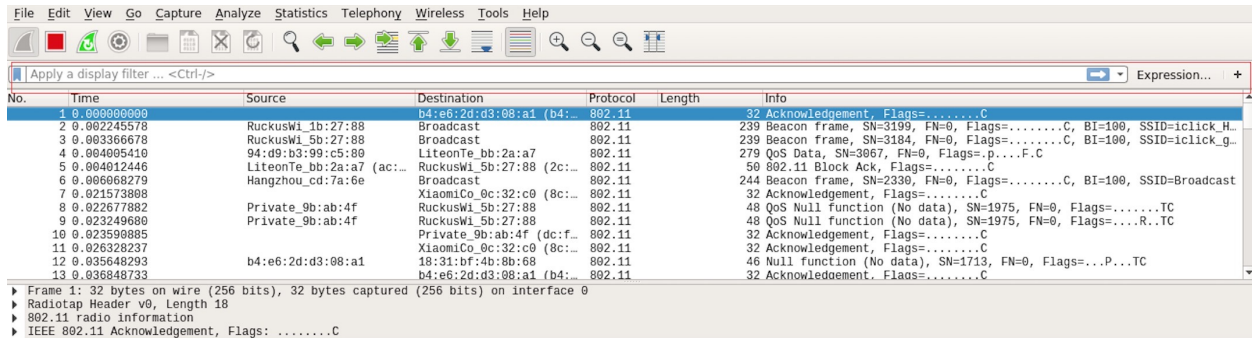


Fig. 34: Setting up Filters in Wireshark

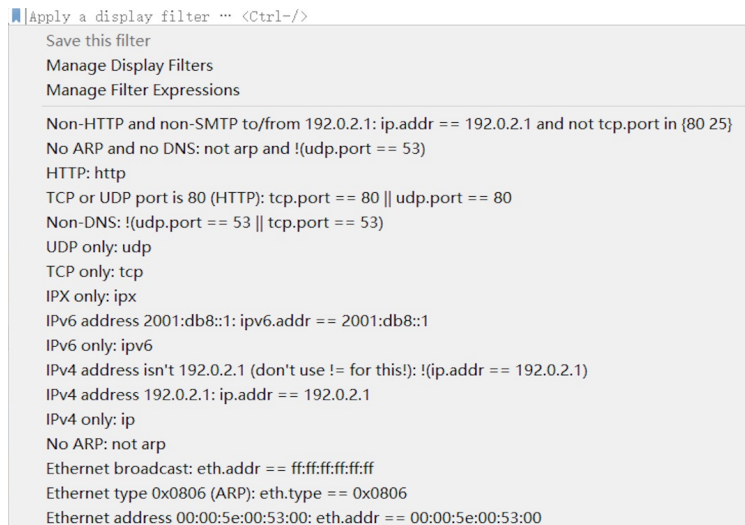


Fig. 35: Display Filter Dialogue Box

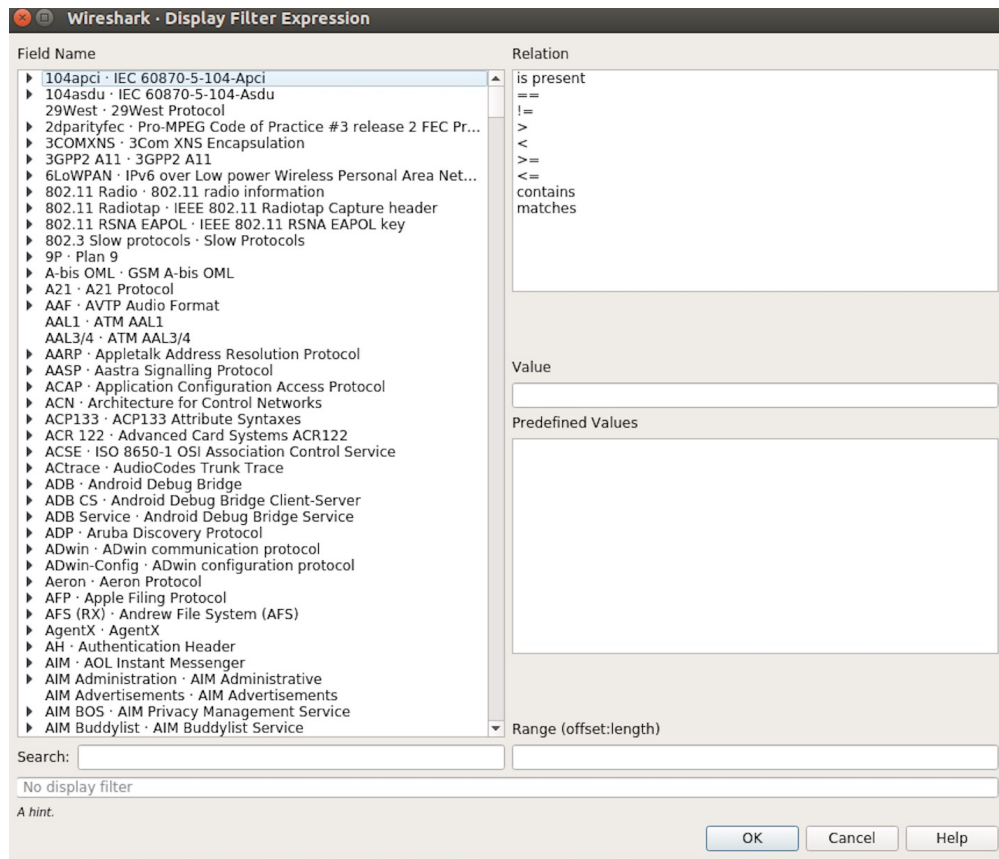


Fig. 36: Filter Expression Dialogue Box

The quickest way: enter the filters directly in the toolbar.



Fig. 37: Filter Toolbar

Click on this area to enter or modify the filters. If you enter a wrong or unfinished filter, the built-in syntax check turns the background red. As soon as the correct expression is entered, the background becomes green.

The previously entered filters are automatically saved. You can access them anytime by opening the drop down list.

For example, as shown in the picture below, enter two MAC addresses as the filters and click *Apply* (the blue arrow). In this case, only the packet data transmitted between these two MAC addresses will be captured.

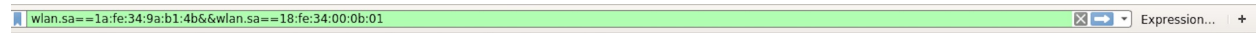


Fig. 38: Example of MAC Addresses applied in the Filter Toolbar

**e) Packet List**

You can click any packet in the packet list and check the detailed information about it in the box below the list. For example, if you click the first packet, its details will appear in that box.

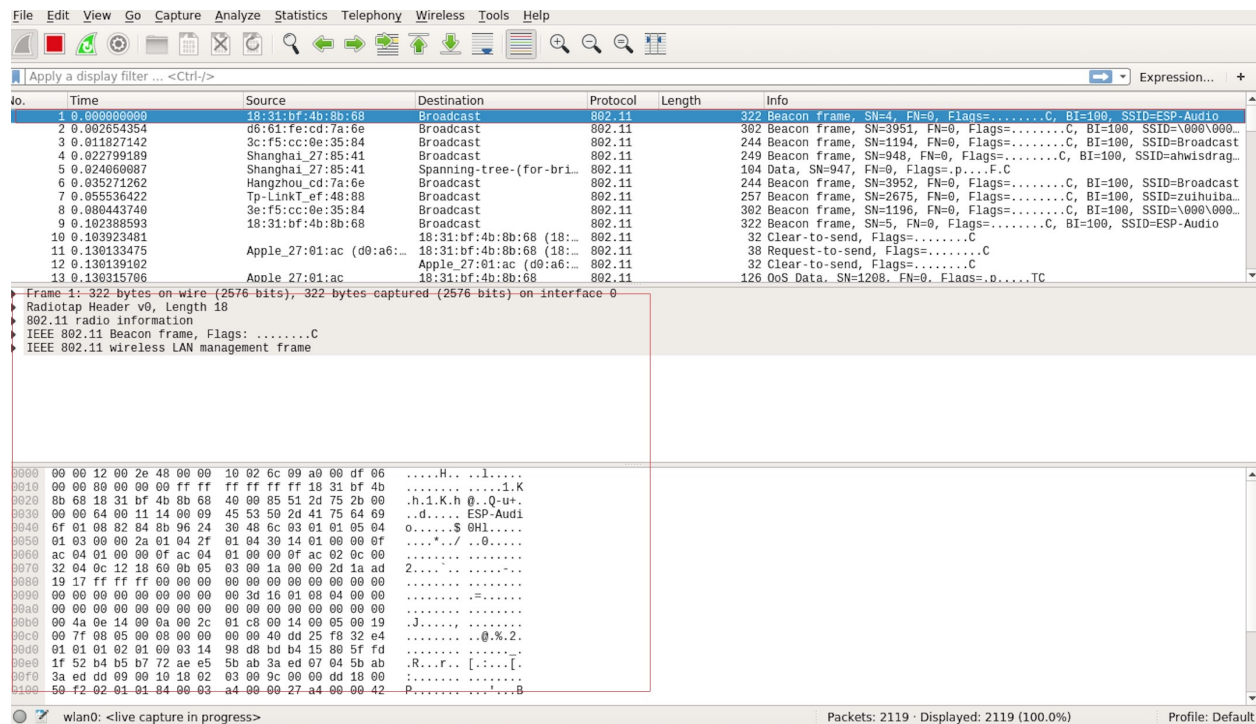


Fig. 39: Example of Packet List Details

**f) Stop/Start Packet Capture**

As shown in the picture below, click the red button to stop capturing the current packet.

Click the top left blue button to start or resume packet capture.

**g) Save the Current Packet**

On Linux, go to *File -> Export Packet Dissections -> As Plain Text File* to save the packet.



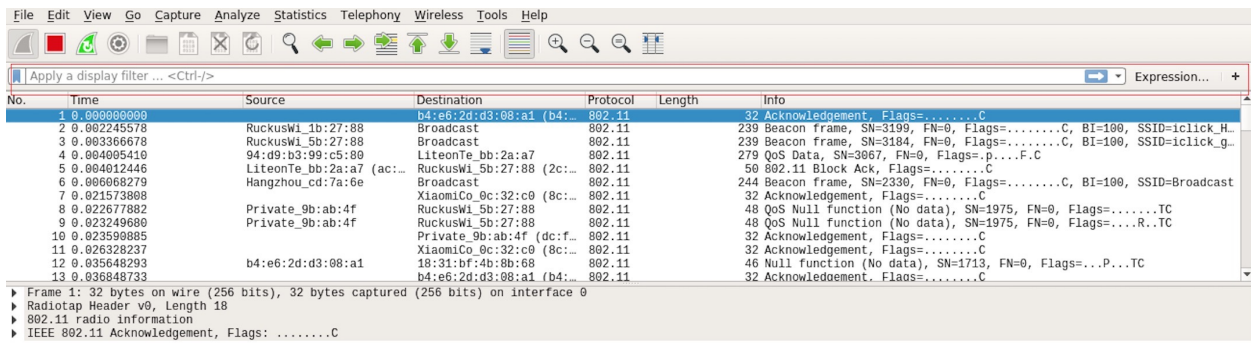


Fig. 40: Stopping Packet Capture

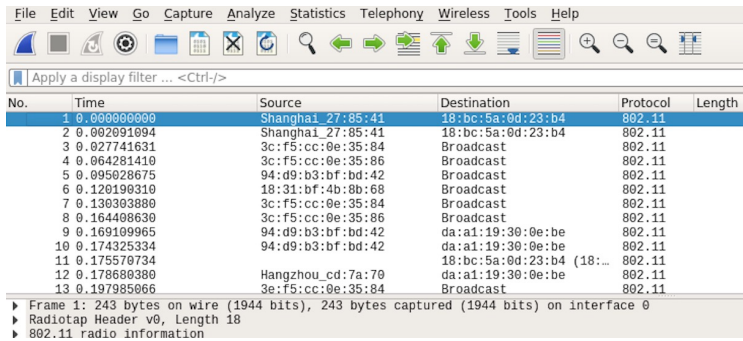


Fig. 41: Starting or Resuming the Packets Capture

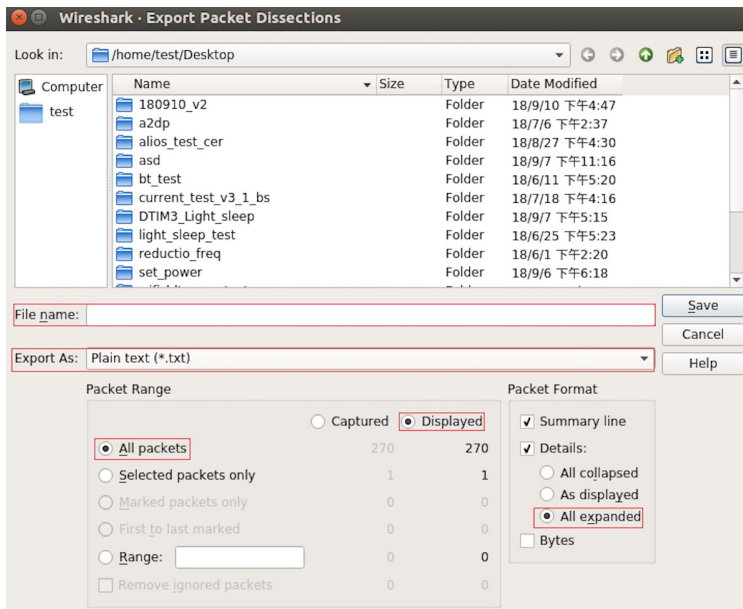


Fig. 42: Saving Captured Packets

Please note that *All packets*, *Displayed* and *All expanded* must be selected.

By default, Wireshark saves the captured packet in a libpcap file. You can also save the file in other formats, e.g. txt, to analyze it in other tools.

## 5.24 ESP-MESH

This guide provides information regarding the ESP-MESH protocol. Please see the [MESH API Reference](#) for more information about API usage.

### 5.24.1 Overview

ESP-MESH is a networking protocol built atop the Wi-Fi protocol. ESP-MESH allows numerous devices (henceforth referred to as nodes) spread over a large physical area (both indoors and outdoors) to be interconnected under a single WLAN (Wireless Local-Area Network). ESP-MESH is self-organizing and self-healing meaning the network can be built and maintained autonomously.

The ESP-MESH guide is split into the following sections:

1. *Introduction*
2. *ESP-MESH Concepts*
3. *Building a Network*
4. *Managing a Network*
5. *Data Transmission*
6. *Channel Switching*
7. *Performance*
8. *Further Notes*

### 5.24.2 Introduction

A traditional infrastructure Wi-Fi network is a point-to-multipoint network where a single central node known as the access point (AP) is directly connected to all other nodes known as stations. The AP is responsible for arbitrating and forwarding transmissions between the stations. Some APs also relay transmissions to/from an external IP network via a router. Traditional infrastructure Wi-Fi networks suffer the disadvantage of limited coverage area due to the requirement that every station must be in range to directly connect with the AP. Furthermore, traditional Wi-Fi networks are susceptible to overloading as the maximum number of stations permitted in the network is limited by the capacity of the AP.

ESP-MESH differs from traditional infrastructure Wi-Fi networks in that nodes are not required to connect to a central node. Instead, nodes are permitted to connect with neighboring nodes. Nodes are mutually responsible for relaying each others transmissions. This allows an ESP-MESH network to have much greater coverage area as nodes can still achieve interconnectivity without needing to be in range of the central node. Likewise, ESP-MESH is also less susceptible to overloading as the number of nodes permitted on the network is no longer limited by a single central node.

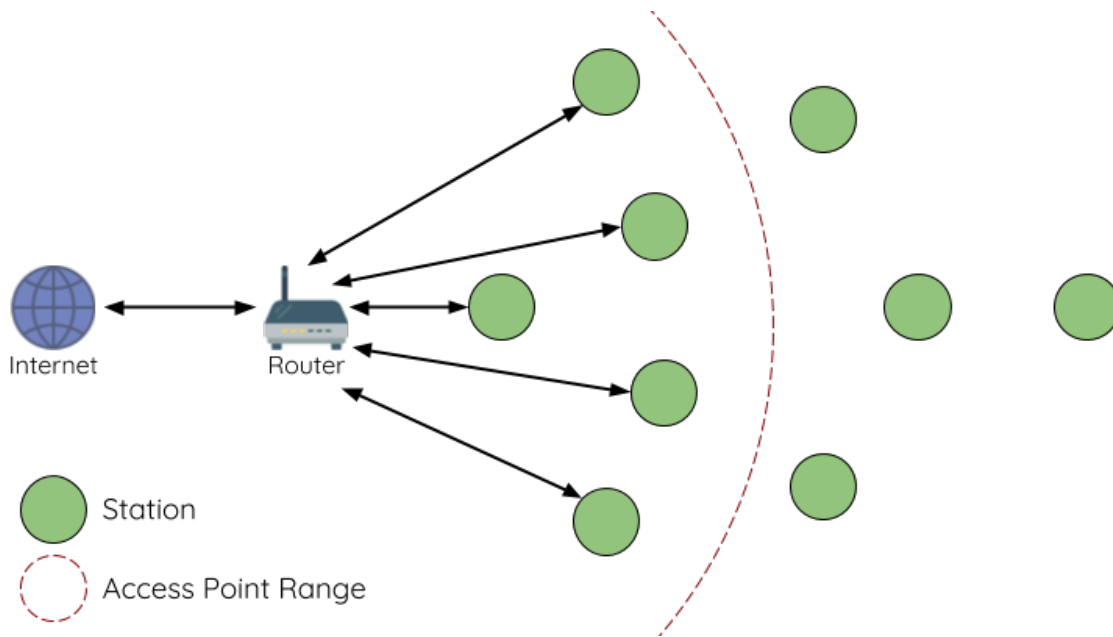


Fig. 43: Traditional Wi-Fi Network Architectures

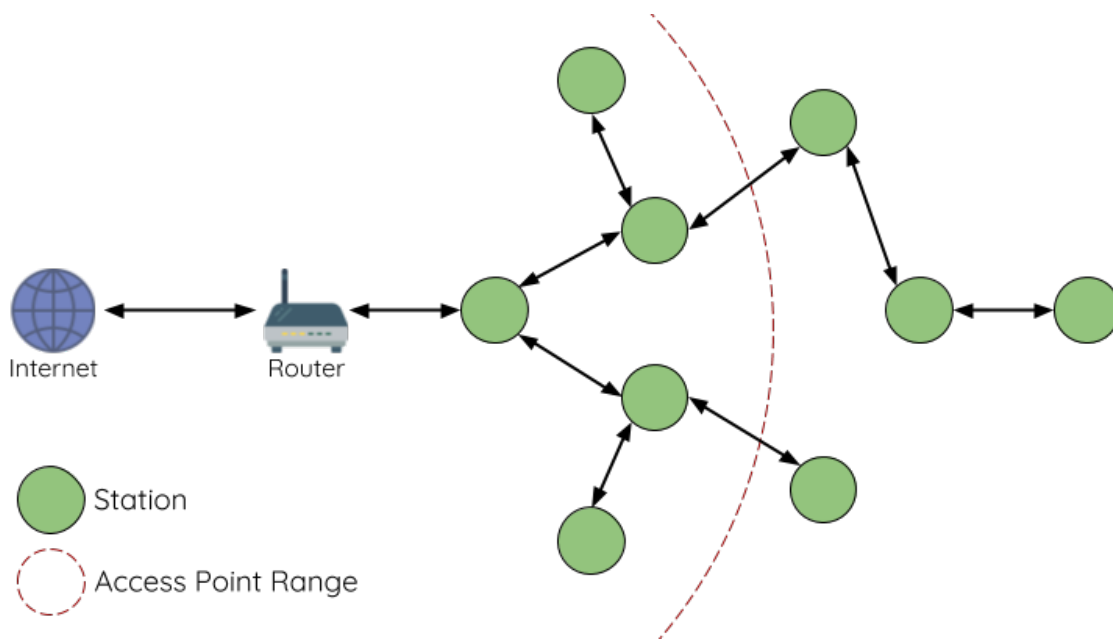


Fig. 44: ESP-MESH Network Architecture

### 5.24.3 ESP-MESH Concepts

#### Terminology

Term	Description
Node	Any device that <b>is</b> or <b>can be</b> part of an ESP-MESH network
Root Node	The top node in the network
Child Node	A node X is a child node when it is connected to another node Y where the connection makes node X more distant from the root node than node Y (in terms of number of connections).
Parent Node	The converse notion of a child node
Sub-Child Node	Any node reachable by repeated proceeding from parent to child
Sibling Nodes	Nodes that share the same parent node
Connection	A traditional Wi-Fi association between an AP and a station. A node in ESP-MESH will use its station interface to associate with the softAP interface of another node, thus forming a connection. The connection process includes the authentication and association processes in Wi-Fi.
Up-stream Connection	The connection from a node to its parent node
Down-stream Connection	The connection from a node to one of its child nodes
Wireless Hop	The portion of the path between source and destination nodes that corresponds to a single wireless connection. A data packet that traverses a single connection is known as <b>single-hop</b> whereas traversing multiple connections is known as <b>multi-hop</b> .
Subnetwork	A subnetwork is subdivision of an ESP-MESH network which consists of a node and all of its descendant nodes. Therefore the subnetwork of the root node consists of all nodes in an ESP-MESH network.
MAC Address	Media Access Control Address used to uniquely identify each node or router within an ESP-MESH network.
DS	Distribution System (External IP Network)

#### Tree Topology

ESP-MESH is built atop the infrastructure Wi-Fi protocol and can be thought of as a networking protocol that combines many individual Wi-Fi networks into a single WLAN. In Wi-Fi, stations are limited to a single connection with an AP (upstream connection) at any time, whilst an AP can be simultaneously connected to multiple stations (downstream connections). However ESP-MESH allows nodes to simultaneously act as a station and an AP. Therefore a node in ESP-MESH can have **multiple downstream connections using its softAP interface**, whilst simultaneously having **a single upstream connection using its station interface**. This naturally results in a tree network topology with a parent-child hierarchy consisting of multiple layers.

ESP-MESH is a multiple hop (multi-hop) network meaning nodes can transmit packets to other nodes in the network through one or more wireless hops. Therefore, nodes in ESP-MESH not only transmit their own packets, but simultaneously serve as relays for other nodes. Provided that a path exists between any two nodes on the physical layer (via one or more wireless hops), any pair of nodes within an ESP-MESH network can communicate.

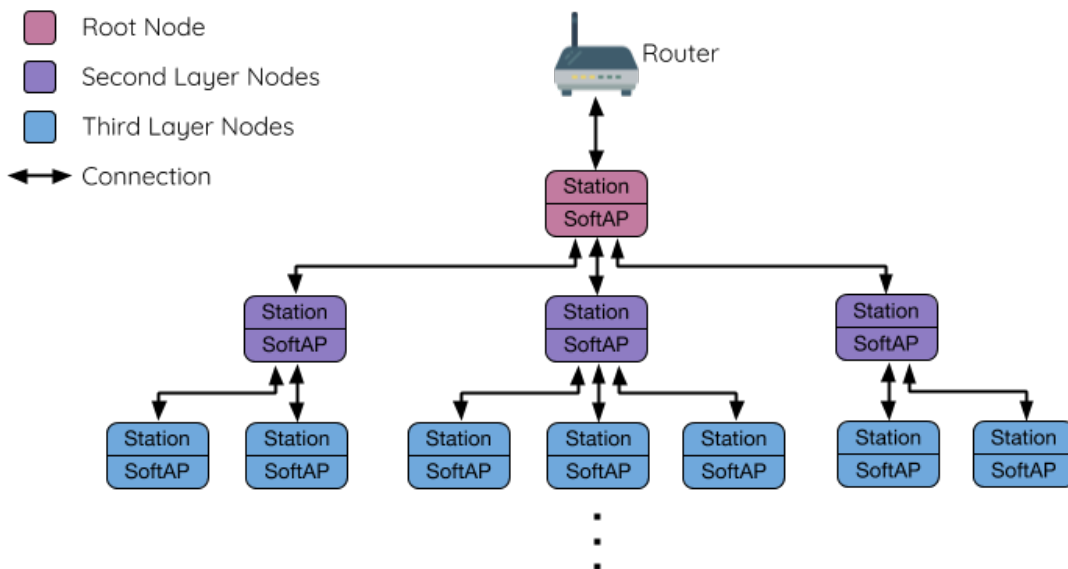


Fig. 45: ESP-MESH Tree Topology

**Note:** The size (total number of nodes) in an ESP-MESH network is dependent on the maximum number of layers permitted in the network, and the maximum number of downstream connections each node can have. Both of these variables can be configured to limit the size of the network.

## Node Types

**Root Node:** The root node is the top node in the network and serves as the only interface between the ESP-MESH network and an external IP network. The root node is connected to a conventional Wi-Fi router and relays packets to/from the external IP network to nodes within the ESP-MESH network. **There can only be one root node within an ESP-MESH network** and the root node's upstream connection may only be with the router. Referring to the diagram above, node A is the root node of the network.

**Leaf Nodes:** A leaf node is a node that is not permitted to have any child nodes (no downstream connections). Therefore a leaf node can only transmit or receive its own packets, but cannot forward the packets of other nodes. If a node is situated on the network's maximum permitted layer, it will be assigned as a leaf node. This prevents the node from forming any downstream connections thus ensuring the network does not add an extra layer. Some nodes without a softAP interface (station only) will also be assigned as leaf nodes due to the requirement of a softAP interface for any downstream connections. Referring to the diagram above, nodes L/M/N are situated on the networks maximum permitted layer hence have been assigned as leaf nodes .

**Intermediate Parent Nodes:** Connected nodes that are neither the root node or a leaf node are intermediate parent nodes. An intermediate parent node must have a single upstream connection (a single parent node), but can have zero to multiple downstream connections (zero to multiple child nodes). Therefore an intermediate parent node can transmit and receive packets, but also forward packets sent from its upstream and downstream connections. Referring to the diagram above, nodes B to J are intermediate parent nodes. **Intermediate parent nodes without downstream connections such as nodes E/F/G/I/J are not equivalent to leaf nodes** as they are still permitted to form downstream connections in the future.

**Idle Nodes:** Nodes that have yet to join the network are assigned as idle nodes. Idle nodes will attempt to form an

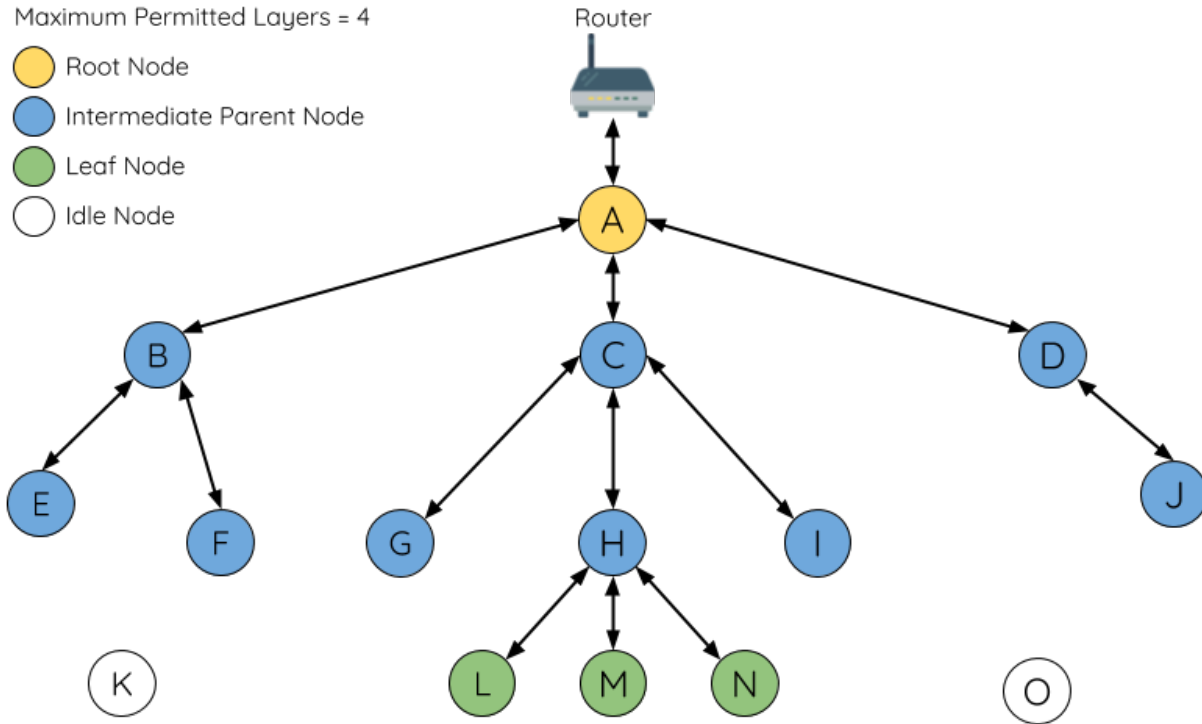


Fig. 46: ESP-MESH Node Types

upstream connection with an intermediate parent node or attempt to become the root node under the correct circumstances (see *Automatic Root Node Selection*). Referring to the diagram above, nodes K and O are idle nodes.

### Beacon Frames & RSSI Thresholding

Every node in ESP-MESH that is able to form downstream connections (i.e. has a softAP interface) will periodically transmit Wi-Fi beacon frames. A node uses beacon frames to allow other nodes to detect its presence and know of its status. Idle nodes will listen for beacon frames to generate a list of potential parent nodes, one of which the idle node will form an upstream connection with. ESP-MESH uses the Vendor Information Element to store metadata such as:

- Node Type (Root, Intermediate Parent, Leaf, Idle)
- Current layer of Node
- Maximum number of layers permitted in the network
- Current number of child nodes
- Maximum number of downstream connections to accept

The signal strength of a potential upstream connection is represented by RSSI (Received Signal Strength Indication) of the beacon frames of the potential parent node. To prevent nodes from forming a weak upstream connection, ESP-MESH implements an RSSI threshold mechanism for beacon frames. If a node detects a beacon frame with an RSSI below a preconfigured threshold, the transmitting node will be disregarded when forming an upstream connection.

**Panel A** of the illustration above demonstrates how the RSSI threshold affects the number of parent node candidates an idle node has.

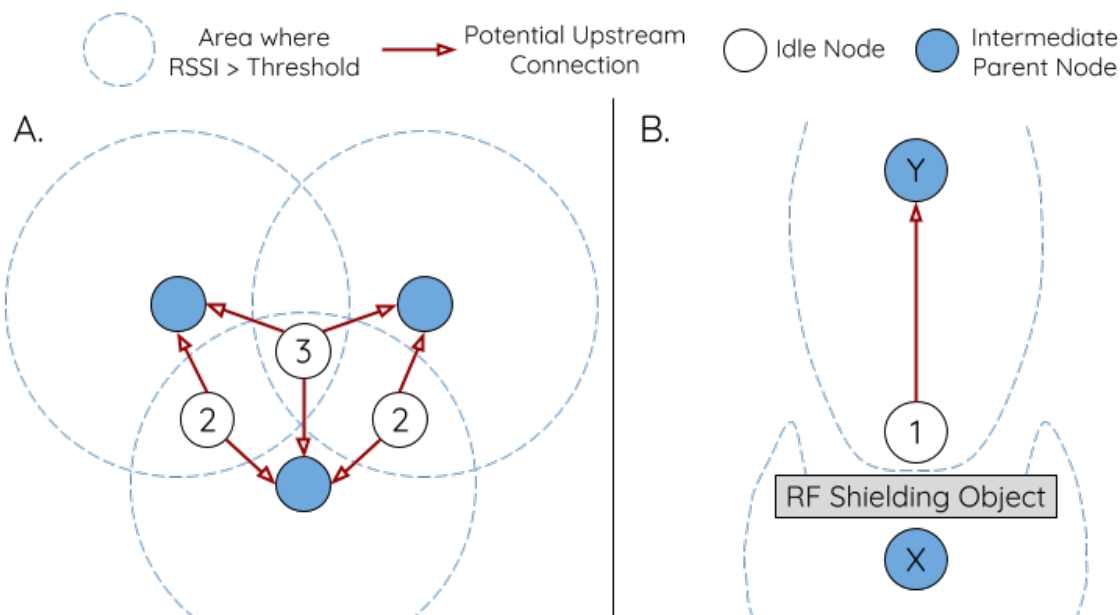


Fig. 47: Effects of RSSI Thresholding

**Panel B** of the illustration above demonstrates how an RF shielding object can lower the RSSI of a potential parent node. Due to the RF shielding object, the area in which the RSSI of node X is above the threshold is significantly reduced. This causes the idle node to disregard node X even though node X is physically adjacent. The idle node will instead form an upstream connection with the physically distant node Y due to a stronger RSSI.

**Note:** Nodes technically still receive all beacon frames on the MAC layer. The RSSI threshold is an ESP-MESH feature that simply filters out all received beacon frames that are below the preconfigured threshold.

### Preferred Parent Node

When an idle node has multiple parent nodes candidates (potential parent nodes), the idle node will form an upstream connection with the **preferred parent node**. The preferred parent node is determined based on the following criteria:

- Which layer the parent node candidate is situated on
- The number of downstream connections (child nodes) the parent node candidate currently has

The selection of the preferred parent node will always prioritize the parent node candidate on the shallowest layer of the network (including the root node). This helps minimize the total number of layers in an ESP-MESH network when upstream connections are formed. For example, given a second layer node and a third layer node, the second layer node will always be preferred.

If there are multiple parent node candidates within the same layer, the parent node candidate with the least child nodes will be preferred. This criteria has the effect of balancing the number of downstream connections amongst nodes of the same layer.

**Panel A** of the illustration above demonstrates an example of how the idle node G selects a preferred parent node given the five parent node candidates B/C/D/E/F. Nodes on the shallowest layer are preferred, hence nodes B/C are prioritized since they are second layer nodes whereas nodes D/E/F are on the third layer. Node C is selected as the preferred parent node due it having fewer downstream connections (fewer child nodes) compared to node B.

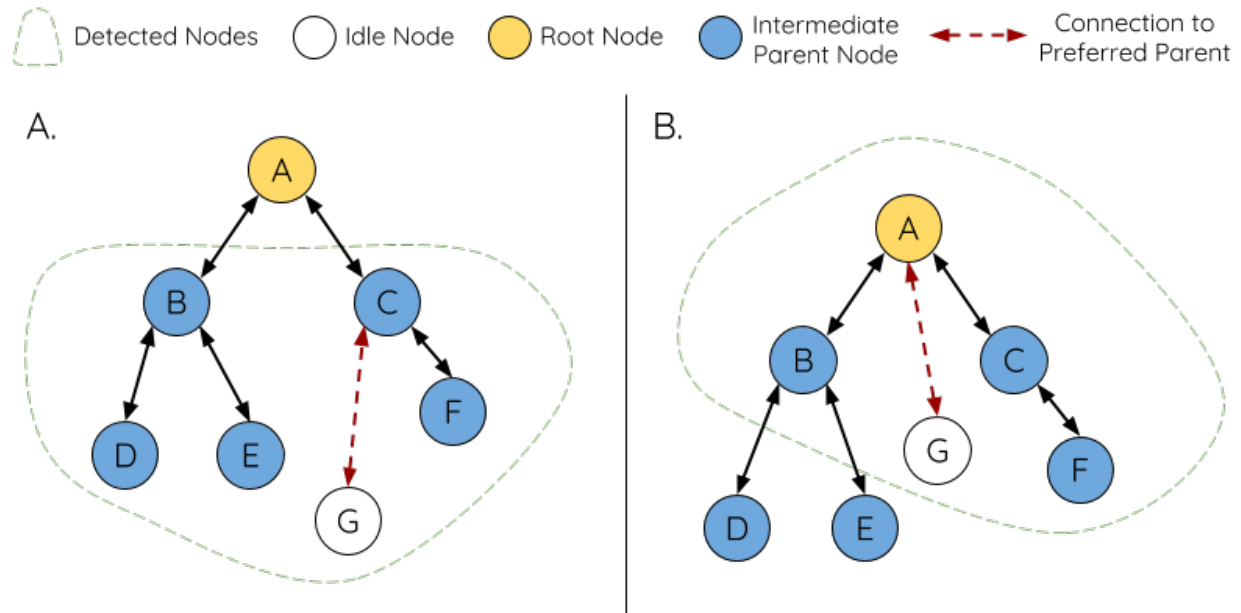


Fig. 48: Preferred Parent Node Selection

**Panel B** of the illustration above demonstrates the case where the root node is within range of the idle node G. In other words, the root node's beacon frames are above the RSSI threshold when received by node G. The root node is always the shallowest node in an ESP-MESH network hence is always the preferred parent node given multiple parent node candidates.

**Note:** Users may also define their own algorithm for selecting a preferred parent node, or force a node to only connect with a specific parent node (see the [Mesh Manual Networking Example](#)).

## Routing Tables

Each node within an ESP-MESH network will maintain its individual routing table used to correctly route ESP-MESH packets (see [ESP-MESH Packet](#)) to the correct destination node. The routing table of a particular node will **consist of the MAC addresses of all nodes within the particular node's subnetwork** (including the MAC address of the particular node itself). Each routing table is internally partitioned into multiple subtables with each subtable corresponding to the subnetwork of each child node.

Using the diagram above as an example, the routing table of node B would consist of the MAC addresses of nodes B to I (i.e. equivalent to the subnetwork of node B). Node B's routing table is internally partitioned into two subtables containing of nodes C to F and nodes G to I (i.e. equivalent to the subnetworks of nodes C and G respectively).

**ESP-MESH utilizes routing tables to determine whether an ESP-MESH packet should be forwarded upstream or downstream based on the following rules.**

1. If the packet's destination MAC address is within the current node's routing table and is not the current node, select the subtable that contains the destination MAC address and forward the data packet downstream to the child node corresponding to the subtable.
2. If the destination MAC address is not within the current node's routing table, forward the data packet upstream to the current node's parent node. Doing so repeatedly will result in the packet arriving at the root node where the routing table should contain all nodes within the network.



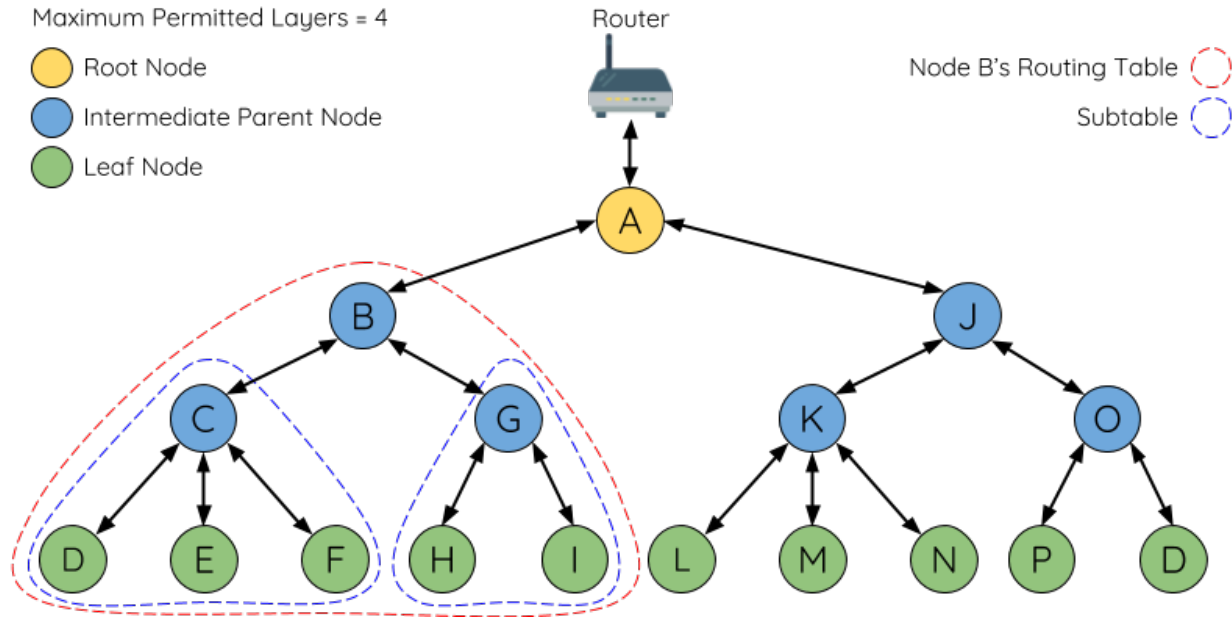


Fig. 49: ESP-MESH Routing Tables Example

**Note:** Users can call `esp_mesh_get_routing_table()` to obtain a node's routing table, or `esp_mesh_get_routing_table_size()` to obtain the size of a node's routing table.

`esp_mesh_get_subnet_nodes_list()` can be used to obtain the corresponding subtable of a specific child node. Likewise `esp_mesh_get_subnet_nodes_num()` can be used to obtain the size of the subtable.

## 5.24.4 Building a Network

### General Process

**Warning:** Before the ESP-MESH network building process can begin, certain parts of the configuration must be uniform across each node in the network (see `mesh_cfg_t`). Each node must be configured with **the same Mesh Network ID, router configuration, and softAP configuration**.

An ESP-MESH network building process involves selecting a root node, then forming downstream connections layer by layer until all nodes have joined the network. The exact layout of the network can be dependent on factors such as root node selection, parent node selection, and asynchronous power-on reset. However, the ESP-MESH network building process can be generalized into the following steps:

#### 1. Root Node Selection

The root node can be designated during configuration (see section on *User Designated Root Node*), or dynamically elected based on the signal strength between each node and the router (see *Automatic Root Node Selection*). Once selected, the root node will connect with the router and begin allowing downstream connections to form. Referring to the figure above, node A is selected to be the root node hence node A forms an upstream connection with the router.

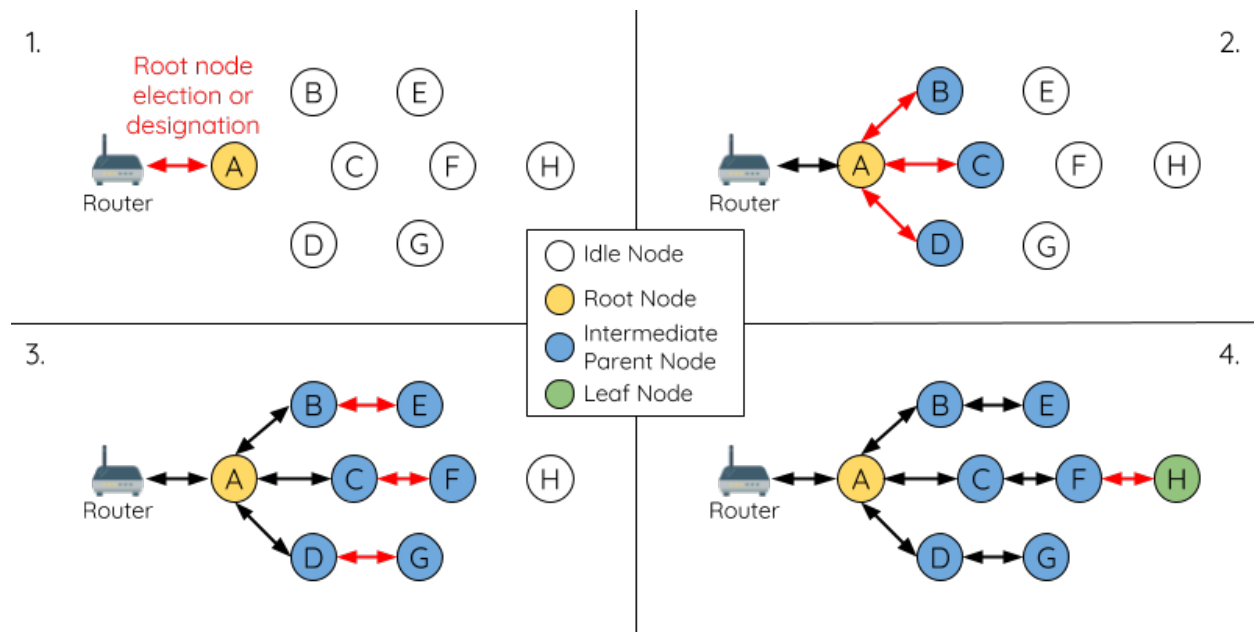


Fig. 50: ESP-MESH Network Building Process

## 2. Second Layer Formation

Once the root node has connected to the router, idle nodes in range of the root node will begin connecting with the root node thereby forming the second layer of the network. Once connected, the second layer nodes become intermediate parent nodes (assuming maximum permitted layers > 2) hence the next layer to form. Referring to the figure above, nodes B to D are in range of the root node. Therefore nodes B to D form upstream connections with the root node and become intermediate parent nodes.

## 3. Formation of remaining layers

The remaining idle nodes will connect with intermediate parent nodes within range thereby forming a new layer in the network. Once connected, the idles nodes become intermediate parent node or leaf nodes depending on the networks maximum permitted layers. This step is repeated until there are no more idle nodes within the network or until the maximum permitted layer of the network has been reached. Referring to the figure above, nodes E/F/G connect with nodes B/C/D respectively and become intermediate parent nodes themselves.

## 4. Limiting Tree Depth

To prevent the network from exceeding the maximum permitted number of layers, nodes on the maximum layer will automatically become leaf nodes once connected. This prevents any other idle node from connecting with the leaf node thereby prevent a new layer form forming. However if an idle node has no other potential parent node, it will remain idle indefinitely. Referring to the figure above, the network's maximum permitted layers is set to four. Therefore when node H connects, it becomes a leaf node to prevent any downstream connections from forming.

## Automatic Root Node Selection

The automatic selection of a root node involves an election process amongst all idle nodes based on their signal strengths with the router. Each idle node will transmit their MAC addresses and router RSSI values via Wi-Fi beacon

frames. **The MAC address is used to uniquely identify each node in the network** whilst the **router RSSI** is used to indicate a node's signal strength with reference to the router.

Each node will then simultaneously scan for the beacon frames from other idle nodes. If a node detects a beacon frame with a stronger router RSSI, the node will begin transmitting the contents of that beacon frame (i.e. voting for the node with the stronger router RSSI). The process of transmission and scanning will repeat for a preconfigured minimum number of iterations (10 iterations by default) and result in the beacon frame with the strongest router RSSI being propagated throughout the network.

After all iterations, each node will individually check for its **vote percentage** (number of votes/number of nodes participating in election) to determine if it should become the root node. **If a node has a vote percentage larger than a preconfigured threshold (90% by default), the node will become a root node.**

The following diagram demonstrates how an ESP-MESH network is built when the root node is automatically selected.

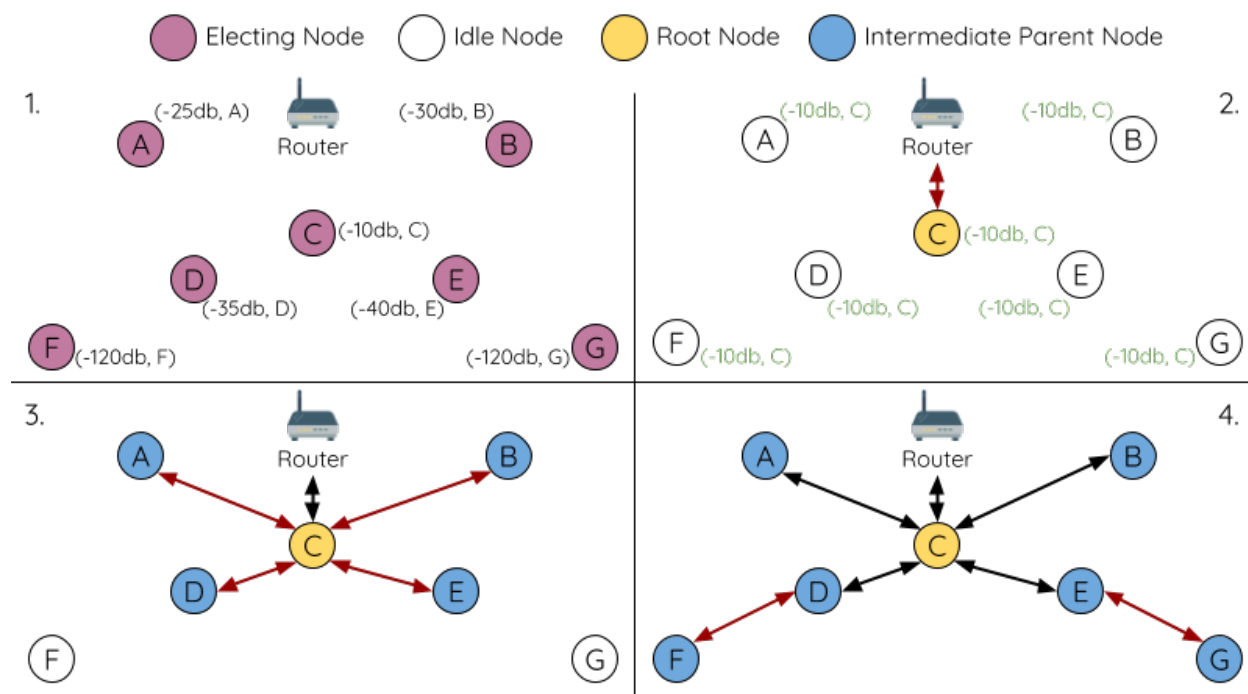


Fig. 51: Root Node Election Example

1. On power-on reset, each node begins transmitting beacon frames consisting of their own MAC addresses and their router RSSIs.
2. Over multiple iterations of transmission and scanning, the beacon frame with the strongest router RSSI is propagated throughout the network. Node C has the strongest router RSSI (-10db) hence its beacon frame is propagated throughout the network. All nodes participating in the election vote for node C thus giving node C a vote percentage of 100%. Therefore node C becomes a root node and connects with the router.
3. Once Node C has connected with the router, nodes A/B/D/E connect with node C as it is the preferred parent node (i.e. the shallowest node). Nodes A/B/D/E form the second layer of the network.
4. Node F and G connect with nodes D and E respectively and the network building process is complete.

**Note:** The minimum number of iterations for the election process can be configured using `esp_mesh_set_attempts()`. Users should adjust the number of iterations based on the number of nodes within the network (i.e. the larger the network the larger number of scan iterations required).

**Warning:** `Vote percentage threshold` can also be configured using `esp_mesh_set_vote_percentage()`. Setting a low vote percentage threshold **can result in two or more nodes becoming root nodes** within the same ESP-MESH network leading to the building of multiple networks. If such is the case, ESP-MESH has internal mechanisms to autonomously resolve the **root node conflict**. The networks of the multiple root nodes will be combined into a single network with a single root node. However, root node conflicts where two or more root nodes have the same router SSID but different router BSSID are not handled.

### User Designated Root Node

The root node can also be designated by user which will entail the designated root node to directly connect with the router and forgo the election process. When a root node is designated, all other nodes within the network must also forgo the election process to prevent the occurrence of a root node conflict. The following diagram demonstrates how an ESP-MESH network is built when the root node is designated by the user.

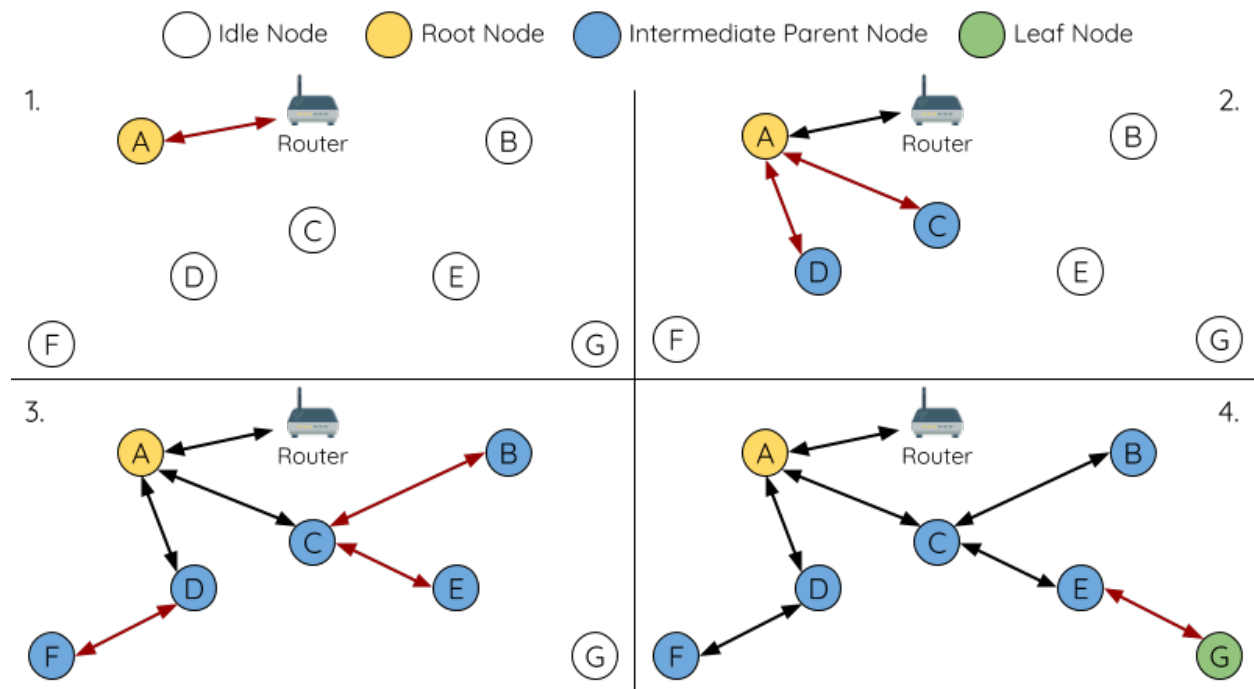


Fig. 52: Root Node Designation Example (Root Node = A, Max Layers = 4)

1. Node A is designated the root node by the user therefore directly connects with the router. All other nodes forgo the election process.
2. Nodes C/D connect with node A as their preferred parent node. Both nodes form the second layer of the network.
3. Likewise, nodes B/E connect with node C, and node F connects with node D. Nodes B/E/F form the third layer of the network.
4. Node G connects with node E, forming the fourth layer of the network. However the maximum permitted number of layers in this network is configured as four, therefore node G becomes a leaf node to prevent any new layers from forming.

**Note:** When designating a root node, the root node should call `esp_mesh_set_parent()` in order to directly

connect with the router. Likewise, all other nodes should call `esp_mesh_fix_root()` to forgo the election process.

---

## Parent Node Selection

By default, ESP-MESH is self organizing meaning that each node will autonomously select which potential parent node to form an upstream connection with. The autonomously selected parent node is known as the preferred parent node. The criteria used for selecting the preferred parent node is designed to reduce the number of layers in the ESP-MESH network and to balance the number of downstream connections between potential parent nodes (see section on *Preferred Parent Node*).

However ESP-MESH also allows users to disable self-organizing behavior which will allow users to define their own criteria for parent node selection, or to configure nodes to have designated parent nodes (see the [Mesh Manual Networking Example](#)).

## Asynchronous Power-on Reset

ESP-MESH network building can be affected by the order in which nodes power-on. If certain nodes within the network power-on asynchronously (i.e. separated by several minutes), **the final structure of the network could differ from the ideal case where all nodes are powered on synchronously**. Nodes that are delayed in powering on will adhere to the following rules:

**Rule 1:** If a root node already exists in the network, the delayed node will not attempt to elect a new root node, even if it has a stronger RSSI with the router. The delayed node will instead join the network like any other idle node by connecting with a preferred parent node. If the delayed node is the designated root node, all other nodes in the network will remain idle until the delayed node powers-on.

**Rule 2:** If a delayed node forms an upstream connection and becomes an intermediate parent node, it may also become the new preferred parent of other nodes (i.e. being a shallower node). This will cause the other nodes to switch their upstream connections to connect with the delayed node (see *Parent Node Switching*).

**Rule 3:** If an idle node has a designated parent node which is delayed in powering-on, the idle node will not attempt to form any upstream connections in the absence of its designated parent node. The idle node will remain idle indefinitely until its designated parent node powers-on.

The following example demonstrates the effects of asynchronous power-on with regards to network building.

1. Nodes A/C/D/F/G/H are powered-on synchronously and begin the root node election process by broadcasting their MAC addresses and router RSSIs. Node A is elected as the root node as it has the strongest RSSI.
2. Once node A becomes the root node, the remaining nodes begin forming upstream connections layer by layer with their preferred parent nodes. The result is a network with five layers.
3. Node B/E are delayed in powering-on but neither attempt to become the root node even though they have stronger router RSSIs (-20db and -10db) compared to node A. Instead both delayed nodes form upstream connections with their preferred parent nodes A and C respectively. Both Nodes B/E become intermediate parent nodes after connecting.
4. Nodes D/G switch their upstream connections as node B is the new preferred parent node due to it being on a shallower layer (second layer node). Due to the switch, the resultant network has three layers instead of the original five layers.

**Synchronous Power-On:** Had all nodes powered-on synchronously, node E would have become the root node as it has the strongest router RSSI (-10db). This would result in a significantly different network layout compared to the network formed under the conditions of asynchronous power-on. **However the synchronous power-on network layout can still be reached if the user manually switches the root node** (see `esp_mesh_waive_root()`).

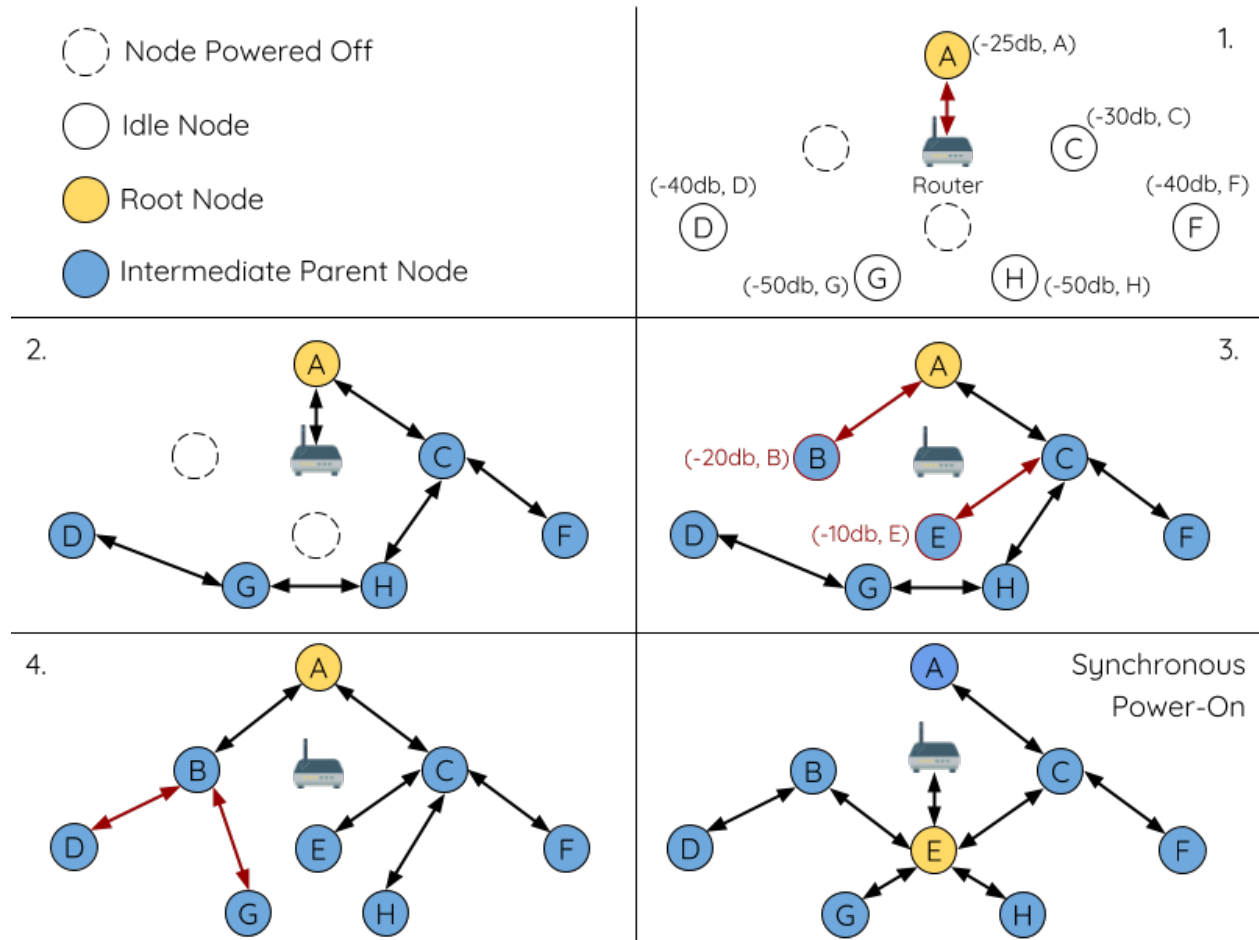


Fig. 53: Network Building with Asynchronous Power On Example

**Note:** Differences in parent node selection caused by asynchronous power-on are autonomously corrected for to some extent in ESP-MESH (see *Parent Node Switching*)

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### Loop-back Avoidance, Detection, and Handling

A loop-back is the situation where a particular node forms an upstream connection with one of its descendant nodes (a node within the particular node's subnetwork). This results in a circular connection path thereby breaking the tree topology. ESP-MESH prevents loop-back during parent selection by excluding nodes already present in the selecting node's routing table (see *Routing Tables*) thus prevents a particular node from attempting to connect to any node within its subnetwork.

In the event that a loop-back occurs, ESP-MESH utilizes a path verification mechanism and energy transfer mechanism to detect the loop-back occurrence. The parent node of the upstream connection that caused the loop-back will then inform the child node of the loop-back and initiate a disconnection.

## 5.24.5 Managing a Network

**ESP-MESH is a self healing network meaning it can detect and correct for failures in network routing.** Failures occur when a parent node with one or more child nodes breaks down, or when the connection between a parent node and its child nodes becomes unstable. Child nodes in ESP-MESH will autonomously select a new parent node and form an upstream connection with it to maintain network interconnectivity. ESP-MESH can handle both Root Node Failures and Intermediate Parent Node Failures.

### Root Node Failure

If the root node breaks down, the nodes connected with it (second layer nodes) will promptly detect the failure of the root node. The second layer nodes will initially attempt to reconnect with the root node. However after multiple failed attempts, the second layer nodes will initialize a new round of root node election. **The second layer node with the strongest router RSSI will be elected as the new root node** whilst the remaining second layer nodes will form an upstream connection with the new root node (or a neighboring parent node if not in range).

If the root node and multiple downstream layers simultaneously break down (e.g. root node, second layer, and third layer), the shallowest layer that is still functioning will initialize the root node election. The following example illustrates an example of self healing from a root node break down.

1. Node C is the root node of the network. Nodes A/B/D/E are second layer nodes connected to node C.
2. Node C breaks down. After multiple failed attempts to reconnect, the second layer nodes begin the election process by broadcasting their router RSSIs. Node B has the strongest router RSSI.
3. Node B is elected as the root node and begins accepting downstream connections. The remaining second layer nodes A/D/E form upstream connections with node B thus the network is healed and can continue operating normally.

---

**Note:** If a designated root node breaks down, the remaining nodes **will not autonomously attempt to elect a new root node** as an election process will never be attempted whilst a designated root node is used.

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### Intermediate Parent Node Failure

If an intermediate parent node breaks down, the disconnected child nodes will initially attempt to reconnect with the parent node. After multiple failed attempts to reconnect, each child node will begin to scan for potential parent nodes

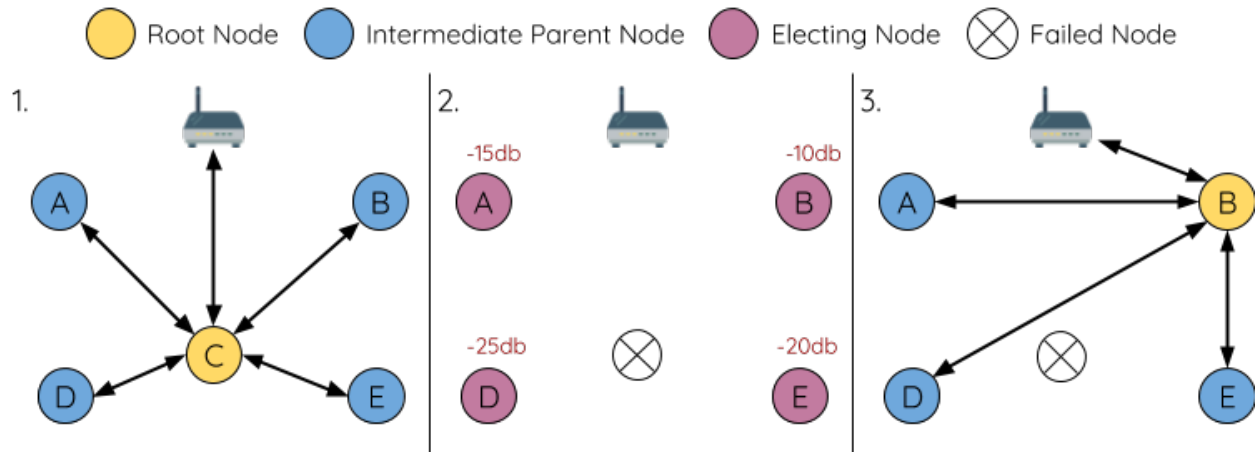


Fig. 54: Self Healing From Root Node Failure

(see *Beacon Frames & RSSI Thresholding*).

If other potential parent nodes are available, each child node will individually select a new preferred parent node (see *Preferred Parent Node*) and form an upstream connection with it. If there are no other potential parent nodes for a particular child node, it will remain idle indefinitely.

The following diagram illustrates an example of self healing from an Intermediate Parent Node break down.

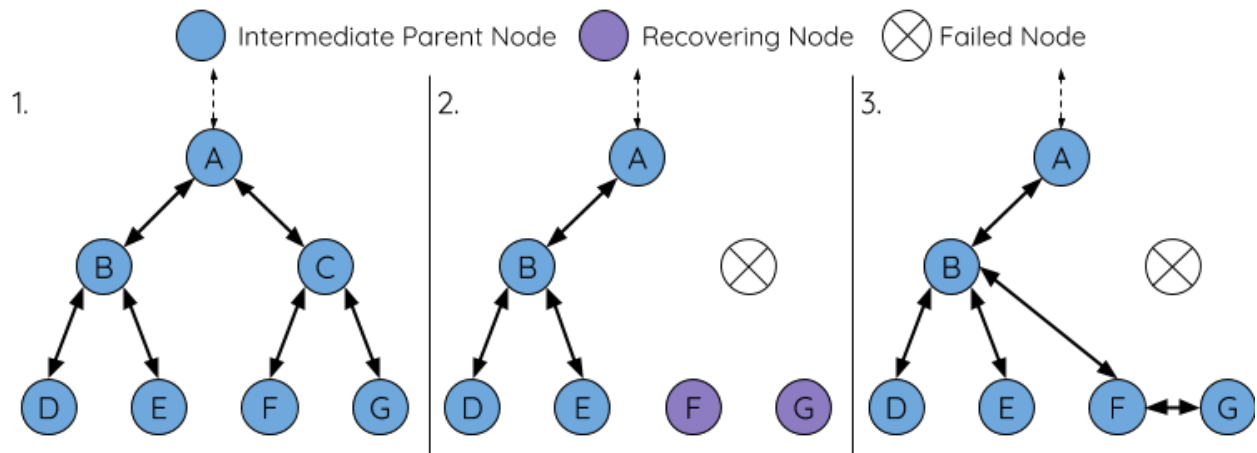


Fig. 55: Self Healing From Intermediate Parent Node Failure

1. The following branch of the network consists of nodes A to G.
2. Node C breaks down. Nodes F/G detect the break down and attempt to reconnect with node C. After multiple failed attempts to reconnect, nodes F/G begin to select a new preferred parent node.
3. Node G is out of range from any other parent node hence remains idle for the time being. Node F is in range of nodes B/E, however node B is selected as it is the shallower node. Node F becomes an intermediate parent node after connecting with Node B thus node G can connect with node F. The network is healed, however the network routing as been affected and an extra layer has been added.

**Note:** If a child node has a designated parent node that breaks down, the child node will make no attempt to connect



with a new parent node. The child node will remain idle indefinitely.

### Root Node Switching

ESP-MESH does not automatically switch the root node unless the root node breaks down. Even if the root node's router RSSI degrades to the point of disconnection, the root node will remain unchanged. Root node switching is the act of explicitly starting a new election such that a node with a stronger router RSSI will be elected as the new root node. This can be a useful method of adapting to degrading root node performance.

To trigger a root node switch, the current root node must explicitly call `esp_mesh_waive_root()` to trigger a new election. The current root node will signal all nodes within the network to begin transmitting and scanning for beacon frames (see *Automatic Root Node Selection*) **whilst remaining connected to the network (i.e. not idle)**. If another node receives more votes than the current root node, a root node switch will be initiated. **The root node will remain unchanged otherwise.**

A newly elected root node sends a **switch request** to the current root node which in turn will respond with an acknowledgment signifying both nodes are ready to switch. Once the acknowledgment is received, the newly elected root node will disconnect from its parent and promptly form an upstream connection with the router thereby becoming the new root node of the network. The previous root node will disconnect from the router **whilst maintaining all of its downstream connections** and enter the idle state. The previous root node will then begin scanning for potential parent nodes and selecting a preferred parent.

The following diagram illustrates an example of a root node switch.

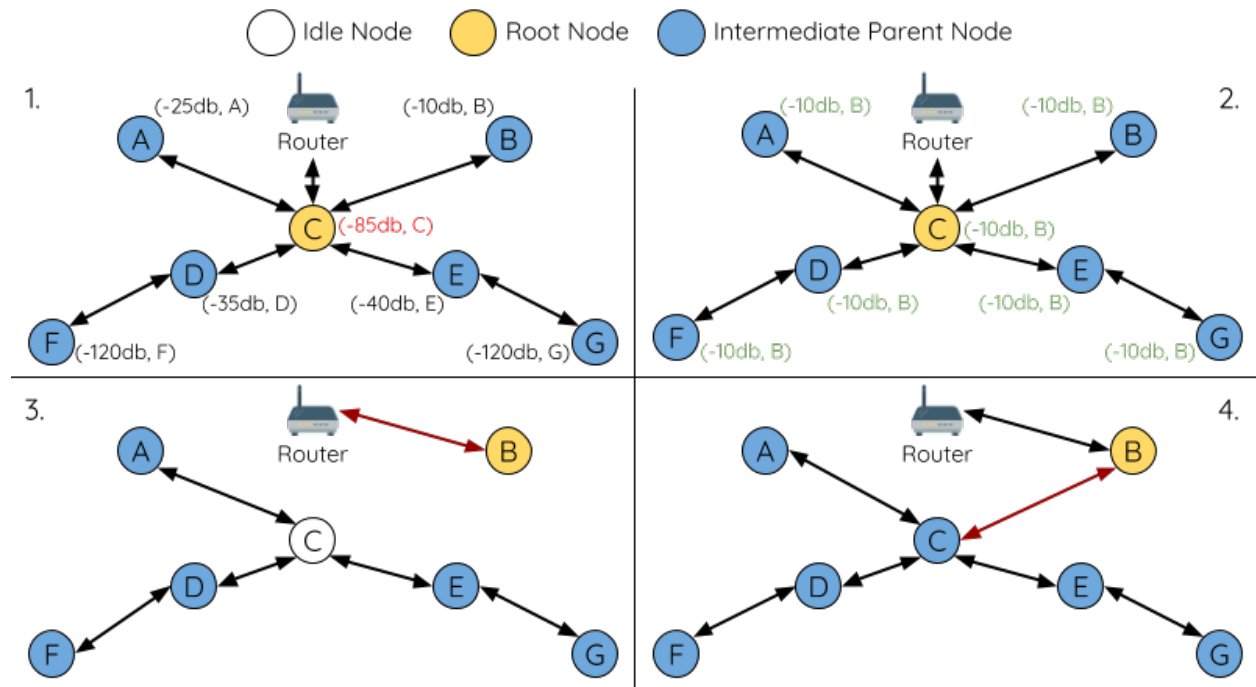


Fig. 56: Root Node Switch Example

1. Node C is the current root node but has degraded signal strength with the router (-85db). The node C triggers a new election and all nodes begin transmitting and scanning for beacon frames **whilst still being connected**.

2. After multiple rounds of transmission and scanning, node B is elected as the new root node. Node B sends node C a **switch request** and node C responds with an acknowledgment.

3. Node B disconnects from its parent and connects with the router becoming the networks new root node. Node C disconnects from the router, enters the idle state, and begins scanning for and selecting a new preferred parent node. **Node C maintains all its downstream connections throughout this process.**

4. Node C selects node B as its preferred parent node, forms an upstream connection, and becomes a second layer node. The network layout is similar after the switch as node C still maintains the same subnetwork. However each node in node C's subnetwork has been placed one layer deeper as a result of the switch. *Parent Node Switching* may adjust the network layout afterwards if any nodes have a new preferred parent node as a result of the root node switch.

---

**Note:** Root node switching must require an election hence is only supported when using a self-organized ESP-MESH network. In other words, root node switching cannot occur if a designated root node is used.

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### Parent Node Switching

Parent Node Switching entails a child node switching its upstream connection to another parent node of a shallower layer. **Parent Node Switching occurs autonomously** meaning that a child node will change its upstream connection automatically if a potential parent node of a shallower layer becomes available (i.e. due to a *Asynchronous Power-on Reset*).

All potential parent nodes periodically transmit beacon frames (see *Beacon Frames & RSSI Thresholding*) allowing for a child node to scan for the availability of a shallower parent node. Due to parent node switching, a self-organized ESP-MESH network can dynamically adjust its network layout to ensure each connection has a good RSSI and that the number of layers in the network is minimized.

## 5.24.6 Data Transmission

### ESP-MESH Packet

ESP-MESH network data transmissions use ESP-MESH packets. ESP-MESH packets are **entirely contained within the frame body of a Wi-Fi data frame**. A multi-hop data transmission in an ESP-MESH network will involve a single ESP-MESH packet being carried over each wireless hop by a different Wi-Fi data frame.

The following diagram shows the structure of an ESP-MESH packet and its relation with a Wi-Fi data frame.

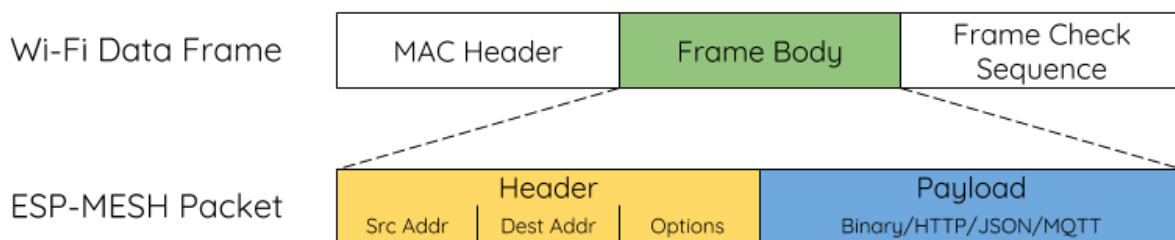


Fig. 57: ESP-MESH Packet

**The header** of an ESP-MESH packet contains the MAC addresses of the source and destination nodes. The options field contains information pertaining to the special types of ESP-MESH packets such as a group transmission or a packet originating from the external IP network (see *MESH\_OPT\_SEND\_GROUP* and *MESH\_OPT\_RECV\_DS\_ADDR*).

The **payload** of an ESP-MESH packet contains the actual application data. This data can be raw binary data, or encoded under an application layer protocol such as HTTP, MQTT, and JSON (see *mesh\_proto\_t*).

---

**Note:** When sending an ESP-MESH packet to the external IP network, the destination address field of the header will contain the IP address and port of the target server rather than the MAC address of a node (see *mesh\_addr\_t*). Furthermore the root node will handle the formation of the outgoing TCP/IP packet.

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## Group Control & Multicasting

Multicasting is a feature that allows a single ESP-MESH packet to be transmitted simultaneously to multiple nodes within the network. Multicasting in ESP-MESH can be achieved by either specifying a list of target nodes, or specifying a preconfigured group of nodes. Both methods of multicasting are called via *esp\_mesh\_send()*.

To multicast by specifying a list of target nodes, users must first set the ESP-MESH packet's destination address to the **Multicast-Group Address** (01:00:5E:xx:xx:xx). This signifies that the ESP-MESH packet is a multicast packet with a group of addresses, and that the address should be obtained from the header options. Users must then list the MAC addresses of the target nodes as options (see *mesh\_opt\_t* and *MESH\_OPT\_SEND\_GROUP*). This method of multicasting requires no prior setup but can incur a large amount of overhead data as each target node's MAC address must be listed in the options field of the header.

Multicasting by group allows a ESP-MESH packet to be transmitted to a preconfigured group of nodes. Each grouping is identified by a unique ID, and a node can be placed into a group via *esp\_mesh\_set\_group\_id()*. Multicasting to a group involves setting the destination address of the ESP-MESH packet to the target group ID. Furthermore, the *MESH\_DATA\_GROUP* flag must set. Using groups to multicast incurs less overhead, but requires nodes to previously added into groups.

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**Note:** During a multicast, all nodes within the network still receive the ESP-MESH packet on the MAC layer. However, nodes not included in the MAC address list or the target group will simply filter out the packet.

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## Broadcasting

Broadcasting is a feature that allows a single ESP-MESH packet to be transmitted simultaneously to all nodes within the network. Each node essentially forwards a broadcast packet to all of its upstream and downstream connections such that the packet propagates throughout the network as quickly as possible. However, ESP-MESH utilizes the following methods to avoid wasting bandwidth during a broadcast.

1. When an intermediate parent node receives a broadcast packet from its parent, it will forward the packet to each of its child nodes whilst storing a copy of the packet for itself.
2. When an intermediate parent node is the source node of the broadcast, it will transmit the broadcast packet upstream to its parent node and downstream to each of its child nodes.
3. When an intermediate parent node receives a broadcast packet from one of its child nodes, it will forward the packet to its parent node and each of its remaining child nodes whilst storing a copy of the packet for itself.
4. When a leaf node is the source node of a broadcast, it will directly transmit the packet to its parent node.
5. When the root node is the source node of a broadcast, the root node will transmit the packet to all of its child nodes.
6. When the root node receives a broadcast packet from one of its child nodes, it will forward the packet to each of its remaining child nodes whilst storing a copy of the packet for itself.
7. When a node receives a broadcast packet with a source address matching its own MAC address, the node will discard the broadcast packet.

8. When an intermediate parent node receives a broadcast packet from its parent node which was originally transmitted from one of its child nodes, it will discard the broadcast packet

### Upstream Flow Control

ESP-MESH relies on parent nodes to control the upstream data flow of their immediate child nodes. To prevent a parent node's message buffer from overflowing due to an overload of upstream transmissions, a parent node will allocate a quota for upstream transmissions known as a **receiving window** for each of its child nodes. **Each child node must apply for a receiving window before it is permitted to transmit upstream.** The size of a receiving window can be dynamically adjusted. An upstream transmission from a child node to the parent node consists of the following steps:

1. Before each transmission, the child node sends a window request to its parent node. The window request consists of a sequence number which corresponds to the child node's data packet that is pending transmission.
2. The parent node receives the window request and compares the sequence number with the sequence number of the previous packet sent by the child node. The comparison is used to calculate the size of the receiving window which is transmitted back to the child node.
3. The child node transmits the data packet in accordance with the window size specified by the parent node. If the child node depletes its receiving window, it must obtain another receiving windows by sending a request before it is permitted to continue transmitting.

---

**Note:** ESP-MESH does not support any downstream flow control.

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**Warning:** Due to *Parent Node Switching*, packet loss may occur during upstream transmissions.

Due to the fact that the root node acts as the sole interface to an external IP network, it is critical that downstream nodes are aware of the root node's connection status with the external IP network. Failing to do so can lead to nodes attempting to pass data upstream to the root node whilst it is disconnected from the IP network. This results in unnecessary transmissions and packet loss. ESP-MESH address this issue by providing a mechanism to stabilize the throughput of outgoing data based on the connection status between the root node and the external IP network. The root node can broadcast its external IP network connection status to all other nodes by calling `esp_mesh_post_toDS_state()`.

### Bi-Directional Data Stream

The following diagram illustrates the various network layers involved in an ESP-MESH Bidirectional Data Stream.

Due to the use of *Routing Tables*, **ESP-MESH is able to handle pack forwarding entirely on the mesh layer.** A TCP/IP layer is only required on the root node when it transmits/receives a packet to/from an external IP network.

## 5.24.7 Channel Switching

### Background

In traditional Wi-Fi networks, **channels** are predetermined frequency ranges. In an infrastructure basic service set (BSS), the serving AP and its connected stations must be on the same operating channels (1 to 14) in which beacons are transmitted. Physically adjacent BSS (Basic Service Sets) operating on the same channel can lead to interference and degraded performance.

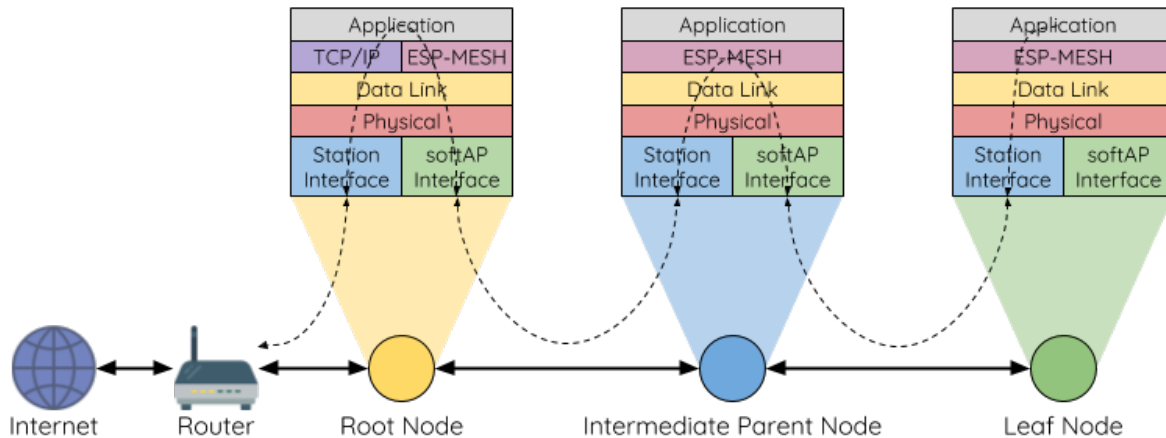


Fig. 58: ESP-MESH Bidirectional Data Stream

In order to allow a BSS adapt to changing physical layer conditions and maintain performance, Wi-Fi contains mechanisms for **network channel switching**. A network channel switch is an attempt to move a BSS to a new operating channel whilst minimizing disruption to the BSS during this process. However it should be recognized that a channel switch may be unsuccessful in moving all stations to the new operating channel.

In an infrastructure Wi-Fi network, network channel switches are triggered by the AP with the aim of having the AP and all connected stations synchronously switch to a new channel. Network channel switching is implemented by embedding a **Channel Switch Announcement (CSA)** element within the AP's periodically transmitted beacon frames. The CSA element is used to advertise to all connected stations regarding an upcoming network channel switch and will be included in multiple beacon frames up until the switch occurs.

A CSA element contains information regarding the **New Channel Number** and a **Channel Switch Count** which indicates the number of beacon frame intervals (TBTTs) remaining until the network channel switch occurs. Therefore, the Channel Switch Count is decremented every beacon frame and allows connected stations to synchronize their channel switch with the AP.

### ESP-MESH Network Channel Switching

ESP-MESH Network Channel Switching also utilize beacon frames that contain a CSA element. However, being a multi-hop network makes the switching process in ESP-MESH is more complex due to the fact that a beacon frame might not be able to reach all nodes within the network (i.e. in a single hop). Therefore, an ESP-MESH network relies on nodes to forward the CSA element so that it is propagated throughout the network.

When an intermediate parent node with one or more child nodes receives a beacon frame containing a CSA, the node will forward the CSA element by including the element in its next transmitted beacon frame (i.e. with the same **New Channel Number** and **Channel Switch Count**). Given that all nodes within an ESP-MESH network receive the same CSA, the nodes can synchronize their channel switches using the Channel Switch Count, albeit with a short delay due to CSA element forwarding.

An ESP-MESH network channel switch can be triggered by either the router or the root node.

### Root Node Triggered

A **root node triggered channel switch can only occur when the ESP-MESH network is not connected to a router**. By calling `esp_mesh_switch_channel()`, the root node will set an initial Channel Switch Count value and

begin including a CSA element in its beacon frames. Each CSA element is then received by second layer nodes, and forwarded downstream in their own beacon frames.

### Router Triggered

When an ESP-MESH network is connected to a router, the entire network must use the same channel as the router. Therefore, **the root node will not be permitted to trigger a channel switch when it is connected to a router.**

When the root node receives a beacon frame containing a CSA element from the router, **the root node will set Channel Switch Count value in the CSA element to a custom value before forwarding it downstream via beacon frames.** It will also decrement the Channel Switch Count of subsequent CSA elements relative to the custom value. This custom value can be based on factors such as the number of network layers, the current number of nodes etc.

The setting the Channel Switch Count value to a custom value is due to the fact that the ESP-MESH network and its router may have a different and varying beacon intervals. Therefore, the Channel Switch Count value provided by the router is irrelevant to an ESP-MESH network. By using a custom value, nodes within the ESP-MESH network are able to switch channels synchronously relative to the ESP-MESH network's beacon interval. However, this will also result in the ESP-MESH network's channel switch being unsynchronized with the channel switch of the router and its connected stations.

### Impact of Network Channel Switching

- **Due to the ESP-MESH network channel switch being unsynchronized with the router's channel switch, there will be a temporary channel discrepancy.**
  - The ESP-MESH network's channel switch time is dependent on the ESP-MESH network's beacon interval and the root node's custom Channel Switch Count value.
  - The channel discrepancy prevents any data exchange between the root node and the router during that ESP-MESH network's switch.
  - In the ESP-MESH network, the root node and intermediate parent nodes will request their connected child nodes to stop transmissions until the channel switch takes place by setting the **Channel Switch Mode** field in the CSA element to 1.
  - Frequent router triggered network channel switches can degrade the ESP-MESH network's performance. Note that this can be caused by the ESP-MESH network itself (e.g. due to wireless medium contention with ESP-MESH network). If this is the case, users should disable the automatic channel switching on the router and use a specified channel instead.
- **When there is a temporary channel discrepancy, the root node remains technically connected to the router.**
  - Disconnection occurs after the root node fails to receive any beacon frames or probe responses from the router over a fixed number of router beacon intervals.
  - Upon disconnection, the root node will automatically re-scan all channels for the presence of a router.
- **If the root node is unable to receive any of the router's CSA beacon frames (e.g. due to short switch time given by the router), the root node will disconnect from the router.**
  - After the router switches channels, the root node will no longer be able to receive the router's beacon frames and probe responses and result in a disconnection after a fixed number of beacon intervals.
  - The root node will re-scan all channels for the router after disconnection.
  - The root node will maintain downstream connections throughout this process.

**Note:** Although ESP-MESH network channel switching aims to move all nodes within the network to a new operating channel, it should be recognized that a channel switch might not successfully move all nodes (e.g. due to reasons such as node failures).

### Channel and Router Switching Configuration

ESP-MESH allows for autonomous channel switching to be enabled/disabled via configuration. Likewise, autonomous router switching (i.e. when a root node autonomously connects to another router) can also be enabled/disabled by configuration. Autonomous channel switching and router switching is dependent on the following configuration parameters and run-time conditions.

**Allow Channel Switch:** This parameter is set via the `allow_channel_switch` field of the `mesh_cfg_t` structure and permits an ESP-MESH network to dynamically switch channels when set.

**Preset Channel:** An ESP-MESH network can have a preset channel by setting the `channel` field of the `mesh_cfg_t` structure to the desired channel number. If this field is unset, the `allow_channel_switch` parameter is overridden such that channel switches are always permitted.

**Allow Router Switch:** This parameter is set via the `allow_router_switch` field of the `mesh_router_t` and permits an ESP-MESH to dynamically switch to a different router when set.

**Preset Router BSSID:** An ESP-MESH network can have a preset router by setting the `bssid` field of the `mesh_router_t` structure to the BSSID of the desired router. If this field is unset, the `allow_router_switch` parameter is overridden such that router switches are always permitted.

**Root Node Present:** The presence of a root node will can also affect whether or a channel or router switch is permitted.

The following table illustrates how the different combinations of parameters/conditions affect whether channel switching and/or router switching is permitted. Note that *X* represents a “don’t care” for the parameter.

Configuration and Conditions						Result					
Preset Channel	Allow Channel Switch	Preset BSSID	Router	Allow Router Switch	Root Node Present	Permitted Switches					
N	X	N		X	X	Channel & Router					
		Y		N		Channel Only					
		Y		Y		Channel & Router					
Y	Y	N		X	X	Channel & Router					
						N	N	Router Only			
						N	Y	Channel & Router			
	Y	N	Y		N	X	Channel Only				
							N	N	None		
							N	Y	Channel Only		
			Y	N		Y	X	X	Channel & Router		
									N	N	Router Only
									N	Y	Channel & Router

### 5.24.8 Performance

The performance of an ESP-MESH network can be evaluated based on multiple metrics such as the following:

**Network Building Time:** The amount of time taken to build an ESP-MESH network from scratch.

**Healing Time:** The amount of time taken for the network to detect a node break down and carry out appropriate actions to heal the network (such as generating a new root node or forming new connections).

**Per-hop latency:** The latency of data transmission over one wireless hop. In other words, the time taken to transmit a data packet from a parent node to a child node or vice versa.

**Network Node Capacity:** The total number of nodes the ESP-MESH network can simultaneously support. This number is determined by the maximum number of downstream connections a node can accept and the maximum number of layers permissible in the network.

The following table lists the common performance figures of an ESP-MESH network. However users should note that performance numbers can vary greatly between installations based on network configuration and operating environment.

Function	Description
Networking Building Time	< 60 seconds
Healing time	Root Node Break Down: < 10 seconds Child Node Break Down: < 5 seconds
Per-hop latency	10 to 30 milliseconds

---

**Note:** The following test conditions were used to generate the performance figures above.

- Number of test devices: **100**
  - Maximum Downstream Connections to Accept: **6**
  - Maximum Permissible Layers: **6**
- 

---

**Note:** Throughput depends on packet error rate and hop count.

---

---

**Note:** The throughput of root node's access to the external IP network is directly affected by the number of nodes in the ESP-MESH network and the bandwidth of the router.

---

### 5.24.9 Further Notes

- Data transmission uses Wi-Fi WPA2-PSK encryption
- Mesh networking IE uses AES encryption

Router and internet icon made by [Smashicons](http://Smashicons.com) from [www.flaticon.com](http://www.flaticon.com)

## 5.25 BluFi

□



### 5.25.1 Overview

The BluFi for ESP32 is a Wi-Fi network configuration function via Bluetooth channel. It provides a secure protocol to pass Wi-Fi configuration and credentials to the ESP32. Using this information ESP32 can then e.g. connect to an AP or establish a SoftAP.

Fragmenting, data encryption, checksum verification in the BluFi layer are the key elements of this process.

You can customize symmetric encryption, asymmetric encryption and checksum support customization. Here we use the DH algorithm for key negotiation, 128-AES algorithm for data encryption, and CRC16 algorithm for checksum verification.

### 5.25.2 The BluFi Flow

The BluFi networking flow includes the configuration of the SoftAP and Station.

The following uses Station as an example to illustrate the core parts of the procedure, including broadcast, connection, service discovery, negotiation of the shared key, data transmission, connection status backhaul.

1. Set the ESP32 into GATT Server mode and then it will send broadcasts with specific *advertising data*. You can customize this broadcast as needed, which is not a part of the BluFi Profile.
2. Use the App installed on the mobile phone to search for this particular broadcast. The mobile phone will connect to ESP32 as the GATT Client once the broadcast is confirmed. The App used during this part is up to you.
3. After the GATT connection is successfully established, the mobile phone will send a data frame for key negotiation to ESP32 (see the section *The Frame Formats Defined in BluFi* for details).
4. After ESP32 receives the data frame of key negotiation, it will parse the content according to the user-defined negotiation method.
5. The mobile phone works with ESP32 for key negotiation using the encryption algorithms such as DH, RSA or ECC.
6. After the negotiation process is completed, the mobile phone will send a control frame for security-mode setup to ESP32.
7. When receiving this control frame, ESP32 will be able to encrypt and decrypt the communication data using the shared key and the security configuration.
8. The mobile phone sends the data frame defined in the section of *The Frame Formats Defined in BluFi* with the Wi-Fi configuration information to ESP32, including SSID, password, etc.
9. The mobile phone sends a control frame of Wi-Fi connection request to ESP32. When receiving this control frame, ESP32 will regard the communication of essential information as done and get ready to connect to the Wi-Fi.
10. After connecting to the Wi-Fi, ESP32 will send a control frame of Wi-Fi connection status report to the mobile phone to report the connection status. At this point the networking procedure is completed.

---

**Note:**

1. After ESP32 receives the control frame of security-mode configuration, it will execute the operations in accordance with the defined security mode.
  2. The data lengths before and after symmetric encryption/decryption must stay the same. It also supports in-place encryption and decryption.
-

### 5.25.3 The flow chart of BluFi

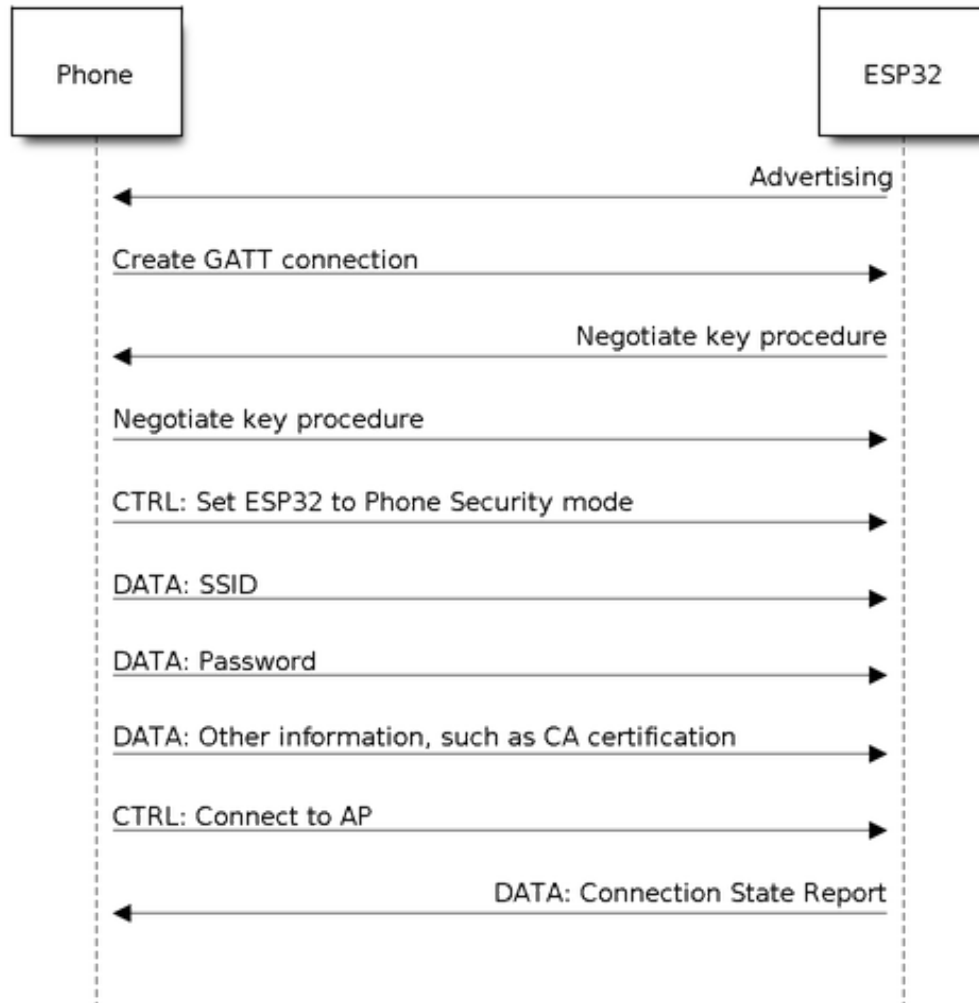


Fig. 59: BluFi Flow Chart

### 5.25.4 The Frame Formats Defined in BluFi

The frame formats for the communication between the mobile phone App and ESP32 are defined as follows:

The frame format with no fragment (8 bit)

Description	Value
LSB - Type	1
Frame Control	1
Sequence Number	1
Data Length	1
Data	\${Data Length}
MSB - CheckSum	2

If the **Frame Ctrl** bit is enabled, the **Total length** bit indicates the length of remaining part of the frame. It can tell the

remote how much memory needs to be allocated.

The frame format with fragments 8 bit

Description	Value	
LSB - Type	1	
FrameControl(Frag)	1	
SequenceNumber	1	
DataLength	1	
Data	Total Content Length	2
	Content	\${Data Length} - 2
MSB - CheckSum	2	

Normally, the control frame does not contain data bits, except for Ack Frame.

The format of Ack Frame 8 bit

Description	Value	
LSB - Type (Ack)	1	
Frame Control	1	
SequenceNumber	1	
DataLength	1	
Data	Acked Sequence Number	2
MSB - CheckSum	2	

### 1. Type

The **Type** field, taking 1 byte, is divided into **Type** and **Subtype**, that Type uses the lower 2 bits and **Subtype** uses the upper 6 bits.

- The control frame is not encrypted for the time being and supports to be verified;
- The data frame supports to be encrypted and verified.

#### 1.1 Control Frame (0x0b'00)

Control Frame / 0x0b'00	Implication	Explanation	Note
0x0b'0000	ACK	The data field of the Ack frame uses the same sequence value of the frame to reply to.	The data field consumes a byte and its value is the same as the sequence field of the frame to reply to.
0x1b'0001	ESP32 to the security mode.	To inform ESP32 of the security mode to use when sending data, which is allowed to be reset multiple times during the process. Each setting affects the subsequent security mode used. If it is not set, ESP32 will send the control frame and data frame with no checksum and encryption by default. The data transmission from the mobile phone to ESP32 is controlled by this control frame.	The data field consumes a byte. The higher 4 bits are for the security mode setting of the control frame, and the lower 4 bits are for the security mode setting of the data frame. b'0000: no checksum and no encryption; b'0001: with checksum but no encryption; b'0010: no checksum but with encryption; b'0011: with both checksum and encryption.
0x2b'00010	the op-mode of Wi-Fi.	The frame contains opmode settings for configuring for the Wi-Fi mode of ESP32.	data[0] is for opmode settings, including: 0x00: NULL 0x01: STA; 0x02: SoftAP; 0x03: SoftAP&STA. Please set the SSID/Password/Max Connection Number of the AP mode in the first place if an AP gets involved.
0x3b'00011	connect ESP32 to the AP.	To notify ESP32 that the essential information has been sent and it is allowed to connect to the AP.	No data field is contained.
0x4b'000100	connect ESP32 from the AP.		No data field is contained.
0x5b'000101	the information of ESP32's Wi-Fi mode		No data field is contained. When receiving this control frame, ESP32 will send back a follow-up frame of Wi-Fi connection state report to the mobile phone with the information of the current opmode, connection status, SSID and so on. The types of information sent to the mobile phone
	and its status.		Chapter 5, API Guides the application installed on the phone.

## 1.2 Data Frame (0x1b'01)

Data Frame	Implication	Explanation
0x0b'000000	Send the negotiation data.	The negotiation data will be sent to the callback function
0x1b'000001	Send the BSSID for STA mode.	To send the BSSID of the AP for the STA device to connect
0x2b'000010	Send the SSID for STA mode.	To send the SSID of the AP for the STA device to connect
0x3b'000011	Send the password for STA mode.	To send the password of the AP for the STA device to connect
0x4b'000100	Send the SSID for SoftAP mode.	
0x5b'000101	Send the password for SoftAP mode.	
0x6b'000110	Set the maximum connection number for SoftAP mode.	
0x7b'000111	Set the authentication mode for the SoftAP.	
0x8b'001000	Set the channel amount for SoftAP mode.	
0x9b'001001	Username	It provides the username of the GATT client when using encryption
0xab'001010	CA Certification	It provides the CA Certification when using encryption
0xbb'001011	Client Certification	It provides the client certification when using encryption
0xcb'001100	Server Certification	It provides the sever certification when using encryption
0xdb'001101	ClientPrivate Key	It provides the private key of the client when using encryption
0xeb'001110	ServerPrivate Key	It provides the private key of the sever when using encryption
0xfb'001111	Wi-Fi Connection State Report	To notify the phone of the ESP32's Wi-Fi status, including STA status and SoftAP status. It is for the STA device to connect to the mobile phone or the SoftAP. However, when the mobile phone receives the Wi-Fi status, it can reply to other frames in addition to this frame.
0x10b'010000	Version	
0x11B'010001	Wi-Fi List	To send the Wi-Fi list to ESP32.
0x12B'010010	Report Error	To notify the mobile phone that there is an error with BluFi.
0x13B'010011	Custom Data	To send or receive custom data.

2. Frame Control

Control field, takes 1 byte and each bit has a different meaning.

Bit	Meaning
0x01	Indicates whether the frame is encrypted.
	1 means encryption, and 0 means unencrypted.
	The encrypted part of the frame includes the full clear data before the DATA field is encrypted (no checksum).
	Control frame is not encrypted, so this bit is 0.
0x02	The data field that indicates whether a frame contains a checksum (such as SHA1,MD5,CRC, etc.) for the end of the frame data field includes SEQUCNE + data length + clear text. Both the control frame and the data frame can contain a check bit or not.
0x04	Represents the data direction.
	0 means the mobile phone to ESP32; 1 means ESP32 to the mobile phone.
0x08	Indicates whether the other person is required to reply to an ACK.
	0 indicates no requirement; 1 indicates to reply Ack.
0x10	Indicates whether there are subsequent data fragments.
	0 indicates that there are no subsequent data fragments for this frame;
	1 indicates that there are subsequent data fragments and used to transmit longer data.
	In the case of a frag frame, the total length of the current content section + subsequent content section is given, in the first 2 bytes of the data field (that is, the content data of the maximum support 64K).
0x10~0x80 re-served	

3. Sequence Control

Sequence control field. When a frame is sent,the value of sequence fied is automatically incremented by 1 regardless of the type of frame, which prevents Replay Attack. The sequence is cleared after each reconnection.

4. Length

The length of the data field that does not include CheckSum.

5. Data

The instruction of the data field is different according to various values of Type or Subtype. Please refer to the table above.

6. CheckSum

This field takes 2 bytes that is used to check “sequence + data length + clear text data”.

### 5.25.5 The Security Implementation of ESP32

1. Securing data

To ensure that the transmission of the Wi-Fi SSID and password is secure, the message needs to be encrypted using symmetric encryption algorithms, such as AES, DES and so on. Before using symmetric encryption algorithms, the devices are required to negotiate (or generate) a shared key using an asymmetric encryption algorithm (DH, RSA, ECC, etc).

## 2. Ensuring data integrity

To ensure data integrity, you need to add a checksum algorithm, such as SHA1, MD5, CRC, etc.

## 3. Securing identity (signature)

Algorithm like RSA can be used to secure identity. But for DH, it needs other algorithms as an companion for signature.

## 4. Replay attack prevention

It is added to the Sequence field and used during the checksum verification.

For the coding of ESP32, you can determine and develop the security processing, such as key negotiation. The mobile application sends the negotiation data to ESP32 and then the data will be sent to the application layer for processing. If the application layer does not process it, you can use the DH encryption algorithm provided by BluFi to negotiate the key.

The application layer needs to register several security-related functions to BluFi:

```
typedef void (*esp_blufi_negotiate_data_handler_t) (uint8_t *data, int len, uint8_t_
↪ **output_data, int *output_len, bool *need_free)
```

This function is for ESP32 to receive normal data during negotiation, and after processing is completed, the data will be transmitted using Output\_data and Output\_len.

BluFi will send output\_data from Negotiate\_data\_handler after Negotiate\_data\_handler is called.

Here are two “\*”, because the length of the data to be emitted is unknown that requires the function to allocate itself (malloc) or point to the global variable, and to inform whether the memory needs to be freed by NEED\_FREE.

```
typedef int (* esp_blufi_encrypt_func_t) (uint8_t iv8, uint8_t *crypt_data, int cyprt_
↪ len)
```

The data to be encrypted and decrypted must use the same length. The IV8 is a 8 bit sequence value of frames, which can be used as a 8 bit of IV.

```
typedef int (* esp_blufi_decrypt_func_t) (uint8_t iv8, uint8_t *crypt_data, int crypt_
↪ len)
```

The data to be encrypted and decrypted must use the same length. The IV8 is a 8 bit sequence value of frames, which can be used as a 8 bit of IV.

```
typedef uint16_t (*esp_blufi_checksum_func_t) (uint8_t iv8, uint8_t *data, int len)
```

This function is used to compute CheckSum and return a value of CheckSum. BluFi uses the returned value to compare the CheckSum of the frame.

## 5.25.6 GATT Related Instructions

### UUID

BluFi Service UUID: 0xFFFF16 bit

BluFi (the mobile -> ESP32): 0xFF01, writable

Blufi (ESP32 -> the mobile phone): 0xFF02, readable and callable

---

**Note:**

1. The Ack mechanism is already defined in the profile, but there is no implementation based on the code for the time being.
  2. Other parts have been implemented.
- 

## 5.26 Support for external RAM

### 5.26.1 Introduction

The ESP32 has a few hundred KiB of internal RAM, residing on the same die as the rest of the ESP32. For some purposes, this is insufficient, and therefore the ESP32 incorporates the ability to also use up to 4MiB of external SPI RAM memory as memory. The external memory is incorporated in the memory map and is, within certain restrictions, usable in the same way internal data RAM is.

### 5.26.2 Hardware

The ESP32 supports SPI (P)SRAM connected in parallel with the SPI flash chip. While the ESP32 is capable of supporting several types of RAM chips, the ESP32 SDK at the moment only supports the ESP-PSRAM32 chip.

The ESP-PSRAM32 chip is an 1.8V device, and can only be used in parallel with an 1.8V flash part. Make sure to either set the MTDI pin to a high signal level on bootup, or program the fuses in the ESP32 to always use a VDD\_SIO level of 1.8V. Not doing this risks damaging the PSRAM and/or flash chip.

**To connect the ESP-PSRAM chip to the ESP32D0W\*, connect the following signals:**

- PSRAM /CE (pin 1) - ESP32 GPIO 16
- PSRAM SO (pin 2) - flash DO
- PSRAM SIO[2] (pin 3) - flash WP
- PSRAM SI (pin 5) - flash DI
- PSRAM SCLK (pin 6) - ESP32 GPIO 17
- PSRAM SIO[3] (pin 7) - flash HOLD
- PSRAM Vcc (pin 8) - ESP32 VCC\_SDIO

Connections for the ESP32D2W\* chips are TBD.

---

**Note:** Espressif sells an ESP-WROVER module which contains an ESP32, 1.8V flash and the ESP-PSRAM32 integrated in a module, ready for inclusion on an end product PCB.

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### 5.26.3 Configuring External RAM

ESP-IDF fully supports using external memory in applications. ESP-IDF can be configured to handle external RAM in several ways after it is initialized at startup:

- *Integrate RAM into ESP32 memory map*
- *Add external RAM to the capability allocator*
- *Provide external RAM via malloc() (default)*



- *Allow .bss segment placed in external memory*

### Integrate RAM into ESP32 memory map

Select this option by choosing “Integrate RAM into ESP32 memory map” from `CONFIG_SPIRAM_USE`.

This is the most basic option for external SPIRAM integration. Most users will want one of the other, more advanced, options.

During ESP-IDF startup, external RAM is mapped into the data address space starting at address 0x3F800000 (byte-accessible). The length of this region is the same as the SPIRAM size (up to the limit of 4MiB).

The application can manually place data in external memory by creating pointers to this region. The application is responsible for all management of the external SPIRAM: coordinating buffer usage, preventing corruption, etc.

### Add external RAM to the capability allocator

Select this option by choosing “Make RAM allocatable using `heap_caps_malloc(..., MALLOC_CAP_SPIRAM)`” from `CONFIG_SPIRAM_USE`.

When enabled, memory is mapped to address 0x3F800000 but also added to the *capabilities-based heap memory allocator* using `MALLOC_CAP_SPIRAM`.

To allocate memory from external RAM, a program should call `heap_caps_malloc(size, MALLOC_CAP_SPIRAM)`. After use, this memory can be freed by calling the normal `free()` function.

### Provide external RAM via `malloc()`

Select this option by choosing “Make RAM allocatable using `malloc()` as well” from `CONFIG_SPIRAM_USE`. This is the default selection.

Using this option, memory is added to the capability allocator as described for the previous option. However it is also added to the pool of RAM that can be returned by standard `malloc()`.

This allows any application to use the external RAM without having to rewrite the code to use `heap_caps_malloc(..., MALLOC_CAP_SPIRAM)`.

An additional configuration item, `CONFIG_SPIRAM_MALLOC_ALWAYSINTERNAL`, can be used to set the size threshold when a single allocation should prefer external memory:

- When allocating a size less than the threshold, the allocator will try internal memory first.
- When allocating a size equal to or larger than the threshold, the allocator will try external memory first.

If a suitable block of preferred internal/external memory is not available, allocation will try the other type of memory.

Because some buffers can only be allocated in internal memory, a second configuration item `CONFIG_SPIRAM_MALLOC_RESERVE_INTERNAL` defines a pool of internal memory which is reserved for *only* explicitly internal allocations (such as memory for DMA use). Regular `malloc()` will not allocate from this pool. The `MALLOC_CAP_DMA` and `MALLOC_CAP_INTERNAL` flags can be used to allocate memory from this pool.

### Allow .bss segment placed in external memory

Enable this option by setting `CONFIG_SPIRAM_ALLOW_BSS_SEG_EXTERNAL_MEMORY`. This configuration setting is independent of the other three.

If enabled, a region of the address space starting from 0x3F800000 will be used to store zero initialized data (BSS segment) from the lwip, net80211, libpp and bluedroid ESP-IDF libraries.

Additional data can be moved from the internal BSS segment to external RAM by applying the `EXT_RAM_ATTR` macro to any static declaration (which is not initialized to a non-zero value).

This option reduces the internal static memory used by the BSS segment.

Remaining external RAM can also be added to the capability heap allocator, by the method shown above.

### 5.26.4 Restrictions

External RAM use has the following restrictions:

- When flash cache is disabled (for example, because the flash is being written to), the external RAM also becomes inaccessible; any reads from or writes to it will lead to an illegal cache access exception. This is also the reason that ESP-IDF does not by default allocate any task stacks in external RAM (see below).
- External RAM cannot be used as a place to store DMA transaction descriptors or as a buffer for a DMA transfer to read from or write into. Any buffers that will be used in combination with DMA must be allocated using `heap_caps_malloc(size, MALLOC_CAP_DMA)` (and can be freed using a standard `free()` call.)
- External RAM uses the same cache region as the external flash. This means that often accessed variables in external RAM can be read and modified almost as quickly as in internal ram. However, when accessing large chunks of data (>32K), the cache can be insufficient and speeds will fall back to the access speed of the external RAM. Moreover, accessing large chunks of data can ‘push out’ cached flash, possibly making execution of code afterwards slower.
- External RAM cannot be used as task stack memory. Because of this, `xTaskCreate()` and similar functions will always allocate internal memory for stack and task TCBs and functions like `xTaskCreateStatic()` will check if the buffers passed are internal. However, for tasks not calling on code in ROM in any way, directly or indirectly, the menuconfig option `CONFIG_SPIRAM_ALLOW_STACK_EXTERNAL_MEMORY` will eliminate the check in `xTaskCreateStatic`, allowing a task’s stack to be in external RAM. Using this is not advised, however.
- By default, failure to initialize external RAM will cause ESP-IDF startup to abort. This can be disabled by enabling config item `CONFIG_SPIRAM_IGNORE_NOTFOUND`. If `CONFIG_SPIRAM_ALLOW_BSS_SEG_EXTERNAL_MEMORY` is enabled, the option to ignore failure is not available as the linker will have assigned symbols to external memory addresses at link time.
- When used at 80MHz clock speed, external RAM must also occupy either the HSPI or VSPI bus. Select which SPI host will be used by `CONFIG_SPIRAM_OCCUPY_SPI_HOST`.

### 5.26.5 Chip revisions

There are some issues with certain revisions of the ESP32 that have repercussions for use with external RAM. These are documented in the ESP32 [ECO](#) document. In particular, ESP-IDF handles the bugs mentioned in the following ways:

#### ESP32 rev v0

ESP-IDF has no workaround for the bugs in this revision of silicon, and it cannot be used to map external PSRAM into the ESP32s main memory map.

#### ESP32 rev v1

The bugs in this silicon revision introduce a hazard when certain sequences of machine instructions operate on external memory locations (ESP32 ECO 3.2). To work around this, the gcc compiler to compile ESP-IDF has been

expanded with a flag: `-mfix-esp32-psram-cache-issue`. With this flag passed to `gcc` on the command line, the compiler works around these sequences and only outputs code that can safely be executed.

In ESP-IDF, this flag is enabled when you select `CONFIG_SPIRAM_CACHE_WORKAROUND`. ESP-IDF also takes other measures to make sure no combination of PSRAM access plus the offending instruction sets are used: it links to a version of Newlib recompiled with the `gcc` flag, doesn't use some ROM functions and allocates static memory for the WiFi stack.

## 5.27 Linker Script Generation

□

### 5.27.1 Overview

There are several *memory regions* where code and data can be placed. Usually, code and read-only data are placed in flash regions, writable data in RAM, etc. A common action is changing where code/data are mapped by default, say placing critical code/rodata in RAM for performance reasons or placing code/data/rodata in RTC memory for use in a wake stub or the ULP coprocessor.

IDF provides the ability for defining these placements at the component level using the linker script generation mechanism. The component presents how it would like to map the input sections of its object files (or even functions/data) through *linker fragment files*. During app build, the linker fragment files are collected, parsed and processed; and the *linker script template* is augmented with information generated from the fragment files to produce the final linker script. This linker script is then used for the linking the final app binary.

### 5.27.2 Quick Start

This section presents a guide for quickly placing code/data to RAM and RTC memory; as well as demonstrating how to make these placements dependent on project configuration values. In a true quick start fashion, this section glosses over terms and concepts that will be discussed at a later part of the document. However, whenever it does so, it provides a link to the relevant section on the first mention.

#### Preparation

##### Make

Create a linker fragment file inside the component directory, which is just a text file with a `.lf` extension. In order for the build system to collect your fragment file, add an entry to it from the component, set the variable `COMPONENT_ADD_LDFRAGMENTS` to your linker file/s before the `register_component` call.

```
# file paths relative to component Makefile
COMPONENT_ADD_LDFRAGMENTS += "path/to/linker_fragment_file.lf" "path/to/another_
↪linker_fragment_file.lf"
```

##### CMake

For CMake set the variable `COMPONENT_ADD_LDFRAGMENTS` to your linker file/s before the `register_component` call.

```
# file paths relative to CMakeLists.txt
set(COMPONENT_ADD_LDFRAGMENTS "path/to/linker_fragment_file.lf" "path/to/another_
↳linker_fragment_file.lf")

register_component()
```

It is also possible to specify fragment files from the project `CMakeLists.txt` or component `project_include.cmake` using the function `ldgen_add_fragment_files`:

```
ldgen_add_fragment_files(target files ...)
```

### Specifying placements

This mechanism allows specifying placement of the following entities:

- one or multiple object files within the component
- one or multiple function/variable using their names
- the entire component library

For the following text, suppose we have the following:

- a component named `component` that is archived as library `libcomponent.a` during build
- three object files archived under the library, `object1.o`, `object2.o` and `object3.o`
- under `object1.o`, the function `function1` is defined; under `object2.o`, the function `function2` is defined
- there exist configuration `PERFORMANCE_MODE` and `PERFORMANCE_LEVEL` in one of the IDF KConfig files, with the set value indicated by entries `CONFIG_PERFORMANCE_MODE` and `CONFIG_PERFORMANCE_LEVEL` in the project `sdkconfig`

In the created linker fragment file, we write:

```
[mapping]
archive: libcomponent.a
entries:
```

This creates an empty *mapping fragment*, which doesn't do anything yet. During linking the *default placements* will still be used for `libcomponent.a`, unless the `entries` key is populated.

### Placing object files

Suppose the entirety of `object1.o` is performance-critical, so it is desirable to place it in RAM. On the other hand, suppose all of `object2.o` contains things to be executed coming out of deep sleep, so it needs to be put under RTC memory. We can write:

```
[mapping]
archive: libcomponent.a
entries:
    object1 (noflash)      # places all code / read-only data under IRAM/ DRAM
    object2 (rtc)         # places all code/ data and read-only data under RTC fast_
↳memory/ RTC slow memory
```

What happens to `object3.o`? Since it is not specified, default placements are used for `object3.o`.

## Placing functions/data using their names

Continuing our example, suppose that among functions defined under `object1.o`, only `function1` is performance-critical; and under `object2.o`, only `function2` needs to execute after the chip comes out of deep sleep. This could be accomplished by writing:

```
[mapping]
archive: libcomponent.a
entries:
    object1:function1 (noflash)
    object2:function2 (rtc)
```

The default placements are used for the rest of the functions in `object1.o` and `object2.o` and the entire `object3.o`. Something similar can be achieved for placing data by writing the variable name instead of the function name after `:`.

**Warning:** There are *limitations* in placing code/data using their symbol names. In order to ensure proper placements, an alternative would be to group relevant code and data into source files, and *use object file placement*.

## Placing entire component

In this example, suppose that the entire component needs to be placed in RAM. This can be written as:

```
[mapping]
archive: libcomponent.a
entries:
    * (noflash)
```

Similarly, this places the entire component in RTC memory:

```
[mapping]
archive: libcomponent.a
entries:
    * (rtc)
```

## Configuration-dependent placements

Suppose that the entire component library should only be placed when `CONFIG_PERFORMANCE_MODE == y` in the `sdkconfig`. This could be written as:

```
[mapping]
archive: libcomponent.a
entries:
    : PERFORMANCE_MODE = y
    * (noflash)
```

In pseudocode, this translates to:

```
if PERFORMANCE_MODE = y
    place entire libcomponent.a in RAM
else
    use default placements
```

It is also possible to have multiple conditions to test. Suppose the following requirements: when `CONFIG_PERFORMANCE_LEVEL == 1`, only `object1.o` is put in RAM; when `CONFIG_PERFORMANCE_LEVEL == 2`, `object1.o` and `object2.o`; and when `CONFIG_PERFORMANCE_LEVEL == 3` all object files under the archive are to be put into RAM. When these three are false however, put entire library in RTC memory. This scenario is a bit contrived, but, it can be written as:

```
[mapping]
archive: libcomponent.a
entries:
  : PERFORMANCE_LEVEL = 3
  * (noflash)
  : PERFORMANCE_LEVEL = 2
  object1 (noflash)
  object2 (noflash)
  : PERFORMANCE_LEVEL = 1
  object1 (noflash)
  : default
  * (rtc)
```

Which reads:

```
if CONFIG_PERFORMANCE_LEVEL == 3
    place entire libcomponent.a in RAM
else if CONFIG_PERFORMANCE_LEVEL == 2
    only place object1.o and object2.o in RAM
else if CONFIG_PERFORMANCE_LEVEL == 1
    only place object1.o in RAM
else
    place entire libcomponent.a in RTC memory
```

The conditions test *support other operations*.

### The ‘default’ placements

Up until this point, the term ‘default placements’ has been mentioned as fallback placements for when the placement rules `rtc` and `noflash` are not specified. The tokens `noflash` or `rtc` are not merely keywords known by the mechanism, but are actually objects called *scheme fragments* that are specified by the user. Due to the commonness of these placement use cases, they are pre-defined in IDF.

Similarly, there exists a `default` scheme fragment which defines what the default placement rules should be, which is discussed *here*.

---

**Note:** For an example of an IDF component using this feature, see [freertos/CMakeLists.txt](#). The `freertos` component uses this mechanism to place all code, literal and rodata of all of its object files to the instruction RAM memory region for performance reasons.

---

This marks the end of the quick start guide. The following text discusses this mechanism in a little bit more detail, such its components, essential concepts, the syntax, how it is integrated with the build system, etc. The following sections should be helpful in creating custom mappings or modifying default behavior.

### 5.27.3 Components

## Linker Fragment Files

The fragment files contain objects called ‘fragments’. These fragments contain pieces of information which, when put together, form placement rules that tell where to place sections of object files in the output binary.

Another way of putting it is that processing linker fragment files aims to create the section placement rules inside GNU LD `SECTIONS` command. Where to collect and put these section placement rules is represented internally as a `target` token.

The three types of fragments are discussed below.

---

**Note:** Fragments have a `name` property (except mapping fragments) and are known globally. Fragment naming follows C variable naming rules, i.e. case sensitive, must begin with a letter or underscore, alphanumeric/underscore after initial characters are allowed, no spaces/special characters. Each type of fragment has its own namespace. In cases where multiple fragments of the same type and name are encountered, an exception is thrown.

---

### I. Sections

Sections fragments defines a list of object file sections that the GCC compiler emits. It may be a default section (e.g. `.text`, `.data`) or it may be user defined section through the `__attribute__` keyword.

The use of an optional ‘+’ indicates the inclusion of the section in the list, as well as sections that start with it. This is the preferred method over listing both explicitly.

#### Syntax

```
[sections:name]
entries:
    .section+
    .section
    ...
```

#### Example

```
# Non-preferred
[sections:text]
entries:
    .text
    .text.*
    .literal
    .literal.*

# Preferred, equivalent to the one above
[sections:text]
entries:
    .text+           # means .text and .text.*
    .literal+       # means .literal and .literal.*
```

### II. Scheme

Scheme fragments define what `target` a sections fragment is assigned to.

#### Syntax

```
[scheme:name]
entries:
  sections -> target
  sections -> target
  ...
```

### Example

```
[scheme:noflash]
entries:
  text -> iram0_text          # the entries under the sections fragment named text_
↪will go to iram0_text
  rodata -> dram0_data       # the entries under the sections fragment named_
↪rodata will go to dram0_data
```

### The default scheme

There exists a special scheme with the name `default`. This scheme is special because catch-all placement rules are generated from its entries. This means that, if one of its entries is `text -> flash_text`, the placement rule

```
*(.literal .literal.* .text .text.*)
```

will be generated for the target `flash_text`.

These catch-all rules then effectively serve as fallback rules for those whose mappings were not specified.

---

**Note:** The `default` scheme is defined in `esp32/ld/esp32_fragments.lf`. The `noflash` and `rtc` scheme fragments which are built-in schemes referenced in the quick start guide are also defined in this file.

---

## III. Mapping

Mapping fragments define what scheme fragment to use for mappable entities, i.e. object files, function names, variable names. There are two types of entries for this fragment: mapping entries and condition entries.

---

**Note:** Mapping fragments have no explicit name property. Internally, the name is constructed from the value of the archive entry.

---

### Syntax

```
[mapping]
archive: archive          # output archive file name, as built (i.e. libxxx.a)
entries:
  : condition            # condition entry, non-default
  object:symbol (scheme) # mapping entry, Type I
  object (scheme)       # mapping entry, Type II
  * (scheme)            # mapping entry, Type III

  # optional separation/comments, for readability

  : default             # condition entry, default
  * (scheme)           # mapping entry, Type III
```

### Mapping Entries



There are three types of mapping entries:

**Type I** The object file name and symbol name are specified. The symbol name can be a function name or a variable name.

**Type II** Only the object file name is specified.

**Type III** \* is specified, which is a short-hand for all the object files under the archive.

To know what a mapping entry means, let us expand a `Type II` entry. Originally:

```
object (scheme)
```

Then expanding the scheme fragment from its entries definitions, we have:

```
object (sections -> target,
        sections -> target,
        ...)
```

Expanding the sections fragment with its entries definition:

```
object (.section,      # given this object file
        .section,      # put its sections listed here at this
        ... -> target, # target

        .section,
        .section,      # same should be done for these sections
        ... -> target,

        ...)           # and so on
```

### On `Type I` Mapping Entries

`Type I` mapping entry is possible due to compiler flags `-ffunction-sections` and `-ffdata-sections`. If the user opts to remove these flags, then the `Type I` mapping will not work. Furthermore, even if the user does not opt to compile without these flags, there are still limitations as the implementation is dependent on the emitted output sections.

For example, with `-ffunction-sections`, separate sections are emitted for each function; with section names predictably constructed i.e. `.text.{func_name}` and `.literal.{func_name}`. This is not the case for string literals within the function, as they go to pooled or generated section names.

With `-ffdata-sections`, for global scope data the compiler predictably emits either `.data.{var_name}`, `.rodata.{var_name}` or `.bss.{var_name}`; and so `Type I` mapping entry works for these. However, this is not the case for static data declared in function scope, as the generated section name is a result of mangling the variable name with some other information.

### Condition Entries

Condition entries enable the linker script generation to be configuration-aware. Depending on whether expressions involving configuration values are true or not, a particular set of mapping entries can be used. The evaluation uses `eval_string` from `tools/kconfig_new/kconfiglib.py` and adheres to its required syntax and limitations.

All mapping entries defined after a condition entry until the next one or the end of the mapping fragment belongs to that condition entry. During processing conditions are tested sequentially, and the mapping entries under the first condition that evaluates to `TRUE` are used.

A default condition can be defined (though every mapping contains an implicit, empty one), whose mapping entries get used in the event no conditions evaluates to `TRUE`.

### Example

```
[scheme:noflash]
entries:
    text -> iram0_text
    rodata -> dram0_data

[mapping:lwip]
archive: liblwip.a
entries:
    : LWIP_IRAM_OPTIMIZATION = y          # if CONFIG_LWIP_IRAM_OPTIMIZATION is set to
↳'y' in sdkconfig
    ip4:ip4_route_src_hook (noflash)     # map ip4.o:ip4_route_src_hook, ip4.o:ip4_
↳route_src and
    ip4:ip4_route_src (noflash)         # ip4.o:ip4_route using the noflash scheme,↳
↳which puts
    ip4:ip4_route (noflash)             # them in RAM

    : default                            # else no special mapping rules apply
```

## Linker Script Template

The linker script template is the skeleton in which the generated placement rules are put into. It is an otherwise ordinary linker script, with a specific marker syntax that indicates where the generated placement rules are placed.

### Syntax

To reference the placement rules collected under a `target` token, the following syntax is used:

```
mapping[target]
```

### Example

The example below is an excerpt from a possible linker script template. It defines an output section `.iram0.text`, and inside is a marker referencing the target `iram0_text`.

```
.iram0.text :
{
    /* Code marked as running out of IRAM */
    _iram_text_start = ABSOLUTE(.);

    /* Marker referencing iram0_text */
    mapping[iram0_text]

    _iram_text_end = ABSOLUTE(.);
} > iram0_0_seg
```

Suppose the generator collected the fragment definitions below:

```
[sections:text]
    .text+
    .literal+

[sections:iram]
    .iram1+

[scheme:default]
entries:
    text -> flash_text
```

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```
iram -> iram0_text

[scheme:noflash]
entries:
    text -> iram0_text

[mapping:freertos]
archive: libfreertos.a
entries:
    * (noflash)
```

Then the corresponding excerpt from the generated linker script will be as follows:

```
.iram0.text :
{
    /* Code marked as running out of IRAM */
    _iram_text_start = ABSOLUTE(.);

    /* Placement rules generated from the processed fragments, placed where the
    ↪marker was in the template */
    *(.iram1 .iram1.*)
    *libfreertos.a:(.literal .text .literal.* .text.*)

    _iram_text_end = ABSOLUTE(.);
} > iram0_0_seg
```

```
*libfreertos.a:(.literal .text .literal.* .text.*)
```

Rule generated from the entry `* (noflash)` of the `freertos` mapping fragment. All text sections of all object files under the archive `libfreertos.a` will be collected under the target `iram0_text` (as per the `noflash` scheme) and placed wherever in the template `iram0_text` is referenced by a marker.

```
*(.iram1 .iram1.*)
```

Rule generated from the default scheme entry `iram -> iram0_text`. Since the default scheme specifies an `iram -> iram0_text` entry, it too is placed wherever `iram0_text` is referenced by a marker. Since it is a rule generated from the default scheme, it comes first among all other rules collected under the same target name.

## 5.27.4 Integration with Build System

The linker script generation occurs during application build, before the final output binary is linked. The tool that implements the mechanism lives under `$(IDF_PATH)/tools/ldgen`.

### Linker Script Template

Currently, the linker script template used is `esp32/ld/esp32.project.ld.in`, and is used only for the app build. The generated output script is put under the build directory of the same component. Modifying this linker script template triggers a re-link of the app binary.

## Linker Fragment File

Any component can add a fragment file to the build. In order to add a fragment file to process, set `COMPONENT_ADD_LDFRAGMENTS` or use the function `ldgen_add_fragment_files` (CMake only) as mentioned [here](#). Modifying any fragment file presented to the build system triggers a re-link of the app binary.

We welcome contributions to the esp-idf project!

### 6.1 How to Contribute

Contributions to esp-idf - fixing bugs, adding features, adding documentation - are welcome. We accept contributions via [Github Pull Requests](#).

### 6.2 Before Contributing

Before sending us a Pull Request, please consider this list of points:

- Is the contribution entirely your own work, or already licensed under an Apache License 2.0 compatible Open Source License? If not then we unfortunately cannot accept it.
- Does any new code conform to the esp-idf *Style Guide*?
- Does the code documentation follow requirements in *Documenting Code*?
- Is the code adequately commented for people to understand how it is structured?
- Is there documentation or examples that go with code contributions? There are additional suggestions for writing good examples in [examples](#) readme.
- Are comments and documentation written in clear English, with no spelling or grammar errors?
- Example contributions are also welcome. Please check the *Creating Examples* guide for these.
- If the contribution contains multiple commits, are they grouped together into logical changes (one major change per pull request)? Are any commits with names like “fixed typo” [squashed into previous commits](#)?
- If you’re unsure about any of these points, please open the Pull Request anyhow and then ask us for feedback.

## 6.3 Pull Request Process

After you open the Pull Request, there will probably be some discussion in the comments field of the request itself.

Once the Pull Request is ready to merge, it will first be merged into our internal git system for in-house automated testing.

If this process passes, it will be merged onto the public github repository.

## 6.4 Legal Part

Before a contribution can be accepted, you will need to sign our *Contributor Agreement*. You will be prompted for this automatically as part of the Pull Request process.

## 6.5 Related Documents

### 6.5.1 Espressif IoT Development Framework Style Guide

#### About this guide

Purpose of this style guide is to encourage use of common coding practices within the ESP-IDF.

Style guide is a set of rules which are aimed to help create readable, maintainable, and robust code. By writing code which looks the same way across the code base we help others read and comprehend the code. By using same conventions for spaces and newlines we reduce chances that future changes will produce huge unreadable diffs. By following common patterns for module structure and by using language features consistently we help others understand code behavior.

We try to keep rules simple enough, which means that they can not cover all potential cases. In some cases one has to bend these simple rules to achieve readability, maintainability, or robustness.

When doing modifications to third-party code used in ESP-IDF, follow the way that particular project is written. That will help propose useful changes for merging into upstream project.

#### C code formatting

##### Indentation

Use 4 spaces for each indentation level. Don't use tabs for indentation. Configure the editor to emit 4 spaces each time you press tab key.

##### Vertical space

Place one empty line between functions. Don't begin or end a function with an empty line.

```
void function1()
{
    do_one_thing();
    do_another_thing();
    // INCORRECT, don't place empty line here
```

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```

}
// place empty line here
void function2()
{
// INCORRECT, don't use an empty line here
    int var = 0;
    while (var < SOME_CONSTANT) {
        do_stuff(&var);
    }
}

```

## Horizontal space

Always add single space after conditional and loop keywords:

```

if (condition) { // correct
    // ...
}

switch (n) { // correct
    case 0:
        // ...
}

for(int i = 0; i < CONST; ++i) { // INCORRECT
    // ...
}

```

Add single space around binary operators. No space is necessary for unary operators. It is okay to drop space around multiply and divide operators:

```

const int y = y0 + (x - x0) * (y1 - y0) / (x1 - x0); // correct

const int y = y0 + (x - x0)*(y1 - y0)/(x1 - x0); // also okay

int y_cur = -y; // correct
++y_cur;

const int y = y0+(x-x0)*(y1-y0)/(x1-x0); // INCORRECT

```

No space is necessary around `.` and `->` operators.

Sometimes adding horizontal space within a line can help make code more readable. For example, you can add space to align function arguments:

```

gpio_matrix_in(PIN_CAM_D6, I2S0I_DATA_IN14_IDX, false);
gpio_matrix_in(PIN_CAM_D7, I2S0I_DATA_IN15_IDX, false);
gpio_matrix_in(PIN_CAM_HREF, I2S0I_H_ENABLE_IDX, false);
gpio_matrix_in(PIN_CAM_PCLK, I2S0I_DATA_IN15_IDX, false);

```

Note however that if someone goes to add new line with a longer identifier as first argument (e.g. `PIN_CAM_VSYNC`), it will not fit. So other lines would have to be realigned, adding meaningless changes to the commit.

Therefore, use horizontal alignment sparingly, especially if you expect new lines to be added to the list later.

Never use TAB characters for horizontal alignment.

Never add trailing whitespace at the end of the line.

### Braces

- Function definition should have a brace on a separate line:

```
// This is correct:
void function(int arg)
{

}

// NOT like this:
void function(int arg) {

}
```

- Within a function, place opening brace on the same line with conditional and loop statements:

```
if (condition) {
    do_one();
} else if (other_condition) {
    do_two();
}
```

### Comments

Use `//` for single line comments. For multi-line comments it is okay to use either `//` on each line or a `/* */` block. Although not directly related to formatting, here are a few notes about using comments effectively.

- Don't use single comments to disable some functionality:

```
void init_something()
{
    setup_dma();
    // load_resources(); // WHY is this thing commented, asks the_
↪reader?
    start_timer();
}
```

- If some code is no longer required, remove it completely. If you need it you can always look it up in git history of this file. If you disable some call because of temporary reasons, with an intention to restore it in the future, add explanation on the adjacent line:

```
void init_something()
{
    setup_dma();
    // TODO: we should load resources here, but loader is not fully integrated_
↪yet.
    // load_resources();
    start_timer();
}
```



- Same goes for `#if 0 ... #endif` blocks. Remove code block completely if it is not used. Otherwise, add comment explaining why the block is disabled. Don't use `#if 0 ... #endif` or comments to store code snippets which you may need in the future.
- Don't add trivial comments about authorship and change date. You can always look up who modified any given line using git. E.g. this comment adds clutter to the code without adding any useful information:

```
void init_something()
{
    setup_dma();
    // XXX add 2016-09-01
    init_dma_list();
    fill_dma_item(0);
    // end XXX add
    start_timer();
}
```

## Line Endings

Commits should only contain files with LF (Unix style) endings.

Windows users can configure git to check out CRLF (Windows style) endings locally and commit LF endings by setting the `core.autocrlf` setting. *Github has a document about setting this option <github-line-endings>*. However because MSYS2 uses Unix-style line endings, it is often easier to configure your text editor to use LF (Unix style) endings when editing ESP-IDF source files.

If you accidentally have some commits in your branch that add LF endings, you can convert them to Unix by running this command in an MSYS2 or Unix terminal (change directory to the IDF working directory and check the correct branch is currently checked out, beforehand):

```
git rebase --exec 'git diff-tree --no-commit-id --name-only -r HEAD | xargs dos2unix &
↵& git commit -a --amend --no-edit --allow-empty' master
```

(Note that this line rebases on master, change the branch name at the end to rebase on another branch.)

For updating a single commit, it's possible to run `dos2unix FILENAME` and then run `git commit --amend`

## Formatting your code

You can use `astyle` program to format your code according to the above recommendations.

If you are writing a file from scratch, or doing a complete rewrite, feel free to re-format the entire file. If you are changing a small portion of file, don't re-format the code you didn't change. This will help others when they review your changes.

To re-format a file, run:

```
tools/format.sh components/my_component/file.c
```

## CMake Code Style

- Indent with four spaces.
- Maximum line length 120 characters. When splitting lines, try to focus on readability where possible (for example, by pairing up keyword/argument pairs on individual lines).

- Don't put anything in the optional parentheses after `endforeach()`, `endif()`, etc.
- Use lowercase (`with_underscores`) for command, function, and macro names.
- For locally scoped variables, use lowercase (`with_underscores`).
- For globally scoped variables, use uppercase (`WITH_UNDERSCORES`).
- Otherwise follow the defaults of the [cmake-lint](#) project.

### Configuring the code style for a project using EditorConfig

EditorConfig helps developers define and maintain consistent coding styles between different editors and IDEs. The EditorConfig project consists of a file format for defining coding styles and a collection of text editor plugins that enable editors to read the file format and adhere to defined styles. EditorConfig files are easily readable and they work nicely with version control systems.

For more information, see [EditorConfig Website](#).

### Documenting code

Please see the guide here: [Documenting Code](#).

### Naming

- Any variable or function which is only used in a single source file should be declared `static`.
- Public names (non-static variables and functions) should be namespaced with a per-component or per-unit prefix, to avoid naming collisions. ie `esp_vfs_register()` or `esp_console_run()`. Starting the prefix with `esp_` for Espressif-specific names is optional, but should be consistent with any other names in the same component.
- Static variables should be prefixed with `s_` for easy identification. For example, `static bool s_invert`.
- Avoid unnecessary abbreviations (ie shortening `data` to `dat`), unless the resulting name would otherwise be very long.

### Structure

To be written.

### Language features

To be written.

## 6.5.2 Documenting Code

The purpose of this description is to provide quick summary on documentation style used in [espressif/esp-idf](#) repository and how to add new documentation.

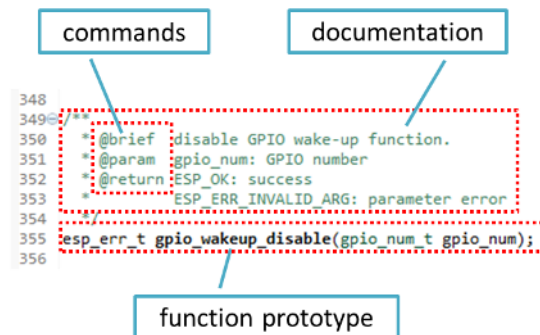
## Introduction

When documenting code for this repository, please follow [Doxygen style](#). You are doing it by inserting special commands, for instance `@param`, into standard comments blocks, for example:

```
/**
 * @param ratio this is oxygen to air ratio
 */
```

Doxygen is phrasing the code, extracting the commands together with subsequent text, and building documentation out of it.

Typical comment block, that contains documentation of a function, looks like below.

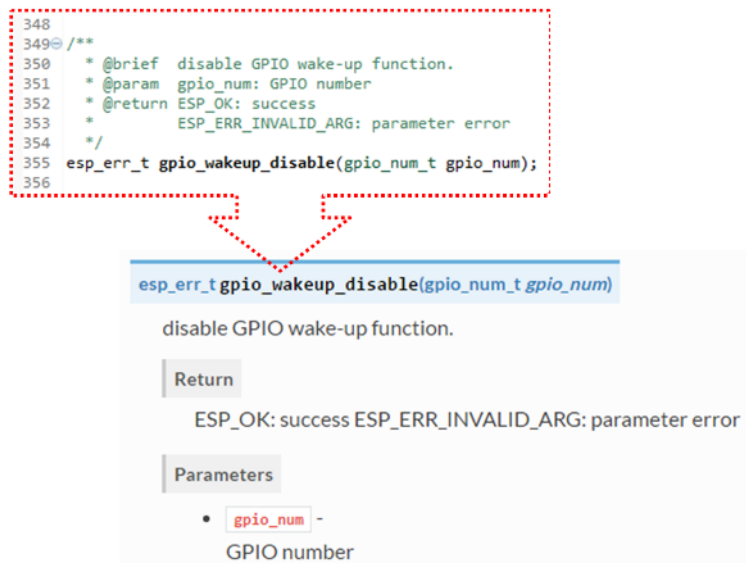


Doxygen supports couple of formatting styles. It also gives you great flexibility on level of details to include in documentation. To get familiar with available features, please check data reach and very well organized [Doxygen Manual](#).

## Why we need it?

The ultimate goal is to ensure that all the code is consistently documented, so we can use tools like [Sphinx](#) and [Breathe](#) to aid preparation and automatic updates of API documentation when the code changes.

With these tools the above piece of code renders like below:



## Go for it!

When writing code for this repository, please follow guidelines below.

1. Document all building blocks of code: functions, structs, typedefs, enums, macros, etc. Provide enough information on purpose, functionality and limitations of documented items, as you would like to see them documented when reading the code by others.
2. Documentation of function should describe what this function does. If it accepts input parameters and returns some value, all of them should be explained.
3. Do not add a data type before parameter or any other characters besides spaces. All spaces and line breaks are compressed into a single space. If you like to break a line, then break it twice.

```

41 @ /**
42  * @brief Set log level for given tag
43  *
44  * If logging for given component has already been enabled, changes previous setting.
45  *
46  * @param tag Tag of the log entries to enable. Must be a non-NULL zero terminated string.
47  *          Value "" resets log level for all tags to the given value.
48  *
49  * @param level Selects log level to enable.
50  *             Only logs at this and lower levels will be shown.
51  */
52 void esp_log_level_set(const char* tag, esp_log_level_t level);
    
```

do not add data type

white spaces are compressed

a line break that will render this line break will not render

```

void esp_log_level_set(const char*tag, esp_log_level_t level)
    
```

Set log level for given tag.

If logging for given component has already been enabled, changes previous setting.

Parameters

- `tag` - Tag of the log entries to enable. Must be a non-NULL zero terminated string. Value "" resets log level for all tags to the given value.
- `level` - Selects log level to enable. Only logs at this and lower levels will be shown.

4. If function has void input or does not return any value, then skip @param or @return

```

26 @ /**
27  * @brief Initialize BT controller
28  *
29  * This function should be called only once,
30  * before any other BT functions are called.
31  */
32 void bt_controller_init(void);
    
```

```

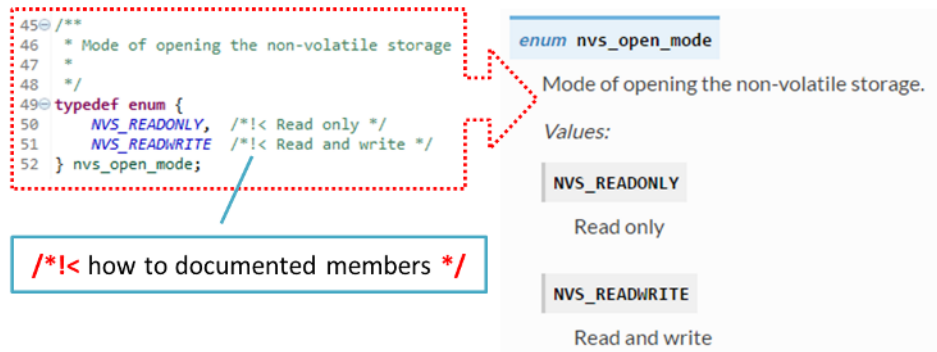
void bt_controller_init(void)
    
```

Initialize BT controller.

This function should be called only once, before any other BT functions are called.

5. When documenting a define as well as members of a struct or enum, place specific comment like below

after each member.



- To provide well formatted lists, break the line after command (like @return in example below).

```

*
* @return
*   - ESP_OK if erase operation was successful
*   - ESP_ERR_NVS_INVALID_HANDLE if handle has been closed or is NULL
*   - ESP_ERR_NVS_READ_ONLY if handle was opened as read only
*   - ESP_ERR_NVS_NOT_FOUND if the requested key doesn't exist
*   - other error codes from the underlying storage driver
*

```

- Overview of functionality of documented header file, or group of files that make a library, should be placed in the same directory in a separate README.rst file. If directory contains header files for different APIs, then the file name should be apiname-readme.rst.

## Go one extra mile

There is couple of tips, how you can make your documentation even better and more useful to the reader.

- Add code snippets to illustrate implementation. To do so, enclose snippet using @code{c} and @endcode commands.

```

*
* @code{c}
* // Example of using nvs_get_i32:
* int32_t max_buffer_size = 4096; // default value
* esp_err_t err = nvs_get_i32(my_handle, "max_buffer_size", &max_buffer_size);
* assert(err == ESP_OK || err == ESP_ERR_NVS_NOT_FOUND);
* // if ESP_ERR_NVS_NOT_FOUND was returned, max_buffer_size will still
* // have its default value.
* @endcode
*

```

The code snippet should be enclosed in a comment block of the function that it illustrates.

- To highlight some important information use command @attention or @note.

```

*
* @attention
*   1. This API only impact WIFI_MODE_STA or WIFI_MODE_APSTA mode
*   2. If the ESP32 is connected to an AP, call esp_wifi_disconnect to_
*   ↪disconnect.
*

```

Above example also shows how to use a numbered list.

3. To provide common description to a group of similar functions, enclose them using `/**@{ */` and `/**@} */` markup commands:

```
/**@{ */
/**
 * @brief common description of similar functions
 *
 */
void first_similar_function (void);
void second_similar_function (void);
/**@} */
```

For practical example see [nvs\\_flash/include/nvs.h](#).

4. You may want to go even further and skip some code like e.g. repetitive defines or enumerations. In such case enclose the code within `/** @cond */` and `/** @endcond */` commands. Example of such implementation is provided in [driver/include/driver/gpio.h](#).
5. Use markdown to make your documentation even more readable. You will add headers, links, tables and more.

```
*
* [ESP32 Technical Reference] (https://espressif.com/sites/default/files/
* ↪documentation/esp32\_technical\_reference\_manual\_en.pdf)
*
```

---

**Note:** Code snippets, notes, links, etc. will not make it to the documentation, if not enclosed in a comment block associated with one of documented objects.

---

6. Prepare one or more complete code examples together with description. Place description in a separate file `README.md` in specific folder of [examples](#) directory.

## Linking Examples

When linking to examples on GitHub do not use absolute / hardcoded URLs. Instead, use docutils custom roles that will generate links for you. These auto-generated links point to the tree or blob for the git commit ID (or tag) of the repository. This is needed to ensure that links do not get broken when files in master branch are moved around or deleted.

The following roles are provided:

- `:idf:`path`` - points to directory inside ESP-IDF
- `:idf_file:`path`` - points to file inside ESP-IDF
- `:idf_raw:`path`` - points to raw view of the file inside ESP-IDF
- `:component:`path`` - points to directory inside ESP-IDF components dir
- `:component_file:`path`` - points to file inside ESP-IDF components dir
- `:component_raw:`path`` - points to raw view of the file inside ESP-IDF components dir
- `:example:`path`` - points to directory inside ESP-IDF examples dir
- `:example_file:`path`` - points to file inside ESP-IDF examples dir
- `:example_raw:`path`` - points to raw view of the file inside ESP-IDF examples dir

Example implementation:

```
* :example:`get-started/hello_world`
* :example:`Hello World! <get-started/hello_world>`
```

How it renders:

- [get-started/hello\\_world](#)
- [Hello World!](#)

A check is added to the CI build script, which searches RST files for presence of hard-coded links (identified by tree/master, blob/master, or raw/master part of the URL). This check can be run manually: `cd docs` and then `make gh-linkcheck`.

## Linking Language Versions

Switching between documentation in different languages may be done using `:link_to_translation:` custom role. The role placed on a page of documentation provides a link to the same page in a language specified as a parameter. Examples below show how to enter links to Chinese and English versions of documentation:

```
:link_to_translation:`zh_CN:`
:link_to_translation:`en:English`
```

The language is specified using standard abbreviations like `en` or `zh_CN`. The text after last semicolon is not standardized and may be entered depending on the context where the link is placed, e.g.:

```
:link_to_translation:`en:see description in English`
```

## Add Illustrations

Consider adding diagrams and pictures to illustrate described concepts.

Sometimes it is better to add an illustration than writing a lengthy paragraph to describe a complex idea, a data structure or an algorithm. This repository is using [blockdiag](#) suite of tools to generate diagram images from simple text files.

The following types of diagrams are supported:

- [Block diagram](#)
- [Sequence diagram](#)
- [Activity diagram](#)
- [Logical network diagram](#)

With this suite of tools it is possible to generate beautiful diagram images from simple text format (similar to graphviz's DOT format). The diagram elements are laid out automatically. The diagram code is then converted into “.png” graphics and integrated “behind the scenes” into **Sphinx** documents.

For the diagram preparation you can use an on-line [interactive shell](#) that instantly shows the rendered image.

Below are couple of diagram examples:

- Simple **block diagram** / `blockdiag` - [Wi-Fi Buffer Configuration](#)
- Slightly more complicated **block diagram** - [Wi-Fi programming model](#)
- **Sequence diagram** / `seqdiag` - [Scan for a Specific AP in All Channels](#)
- **Packet diagram** / `packetdiag` - [NVS Page Structure](#)

Try them out by modifying the source code and see the diagram instantly rendering below.

---

**Note:** There may be slight differences in rendering of font used by the [interactive shell](#) compared to the font used in the `esp-idf` documentation.

---

### Put it all together

Once documentation is ready, follow instruction in *API Documentation Template* and create a single file, that will merge all individual pieces of prepared documentation. Finally add a link to this file to respective `.. toctree::` in `index.rst` file located in `/docs` folder or subfolders.

### OK, but I am new to Sphinx!

1. No worries. All the software you need is well documented. It is also open source and free. Start by checking [Sphinx](#) documentation. If you are not clear how to write using `rst` markup language, see [reStructuredText Primer](#). You can also use markdown (`.md`) files, and find out about more about the specific markdown syntax that we use on [Recommonmark parser's](https://recommonmark.readthedocs.io/en/latest/) documentation page `<https://recommonmark.readthedocs.io/en/latest/>'_`.
2. Check the source files of this documentation to understand what is behind of what you see now on the screen. Sources are maintained on GitHub in [espressif/esp-idf](#) repository in `docs` folder. You can go directly to the source file of this page by scrolling up and clicking the link in the top right corner. When on GitHub, see what's really inside, open source files by clicking `Raw` button.
3. You will likely want to see how documentation builds and looks like before posting it on the GitHub. There are two options to do so:
  - Install [Sphinx](#), [Breathe](#), [Blockdiag](#) and [Doxygen](#) to build it locally, see chapter below.
  - Set up an account on [Read the Docs](#) and build documentation in the cloud. [Read the Docs](#) provides document building and hosting for free and their service works really quick and great.
4. To preview documentation before building, use [Sublime Text](#) editor together with [OmniMarkupPreviewer](#) plugin.

### Setup for building documentation locally

You can setup environment to build documentation locally on your PC by installing:

1. Doxygen - <https://www.stack.nl/~dimitri/doxygen/>
2. Sphinx - <https://github.com/sphinx-doc/sphinx/#readme-for-sphinx>
3. Document theme “sphinx\_rtd\_theme” - [https://github.com/rtfd/sphinx\\_rtd\\_theme](https://github.com/rtfd/sphinx_rtd_theme)
4. Breathe - <https://github.com/michaeljones/breathe#breathe>
5. Blockdiag - <http://blockdiag.com/en/index.html>
6. Recommonmark - <https://github.com/rtfd/recommonmark>

The package “sphinx\_rtd\_theme” is added to have the same “look and feel” of [ESP32 Programming Guide](#) documentation like on the “[Read the Docs](#)” hosting site.

Do not worry about being confronted with several packages to install. Besides Doxygen, all remaining packages are written in Python. Therefore installation of all of them is combined into one simple step.

Installation of Doxygen is OS dependent:



## Linux

```
sudo apt-get install doxygen
```

**Windows** - install in MSYS2 console

```
pacman -S doxygen
```

## MacOS

```
brew install doxygen
```

---

**Note:** If you are installing on Windows system (Linux and MacOS users should skip this note), **before** going further, execute two extra steps below. These steps are required to install dependencies of “blockdiag” discussed under [Add Illustrations](#).

1. Update all the system packages:

```
$ pacman -Syu
```

This process will likely require restarting of the MSYS2 MINGW32 console and repeating above commands, until update is complete.

2. Install *pillow*, that is one of dependences of the *blockdiag*:

```
$ pacman -S mingw32/mingw-w64-i686-python2-pillow
```

Check the log on the screen that `mingw-w64-i686-python2-pillow-4.3.0-1` is installed. Previous versions of *pillow* will not work.

A downside of Windows installation is that fonts of the *blockdiag pictures* [<add-illustrations>](#) do not render correctly, you will see some random characters instead. Until this issue is fixed, you can use the [interactive shell](#) to see how the complete picture looks like.

---

All remaining applications are [Python](#) packages and you can install them in one step as follows:

```
cd ~/esp/esp-idf/docs
pip install --user -r requirements.txt
```

---

**Note:** Installation steps assume that ESP-IDF is placed in `~/esp/esp-idf` directory, that is default location of ESP-IDF used in documentation.

---

Change to directory with files for specific language:

```
cd en
```

Now you should be ready to build documentation by invoking:

```
make html
```

This may take couple of minutes. After completion, documentation will be placed in `~/esp/esp-idf/docs/en/_build/html` folder. To see it, open `index.html` in a web browser.

### Wrap up

We love good code that is doing cool things. We love it even better, if it is well documented, so we can quickly make it run and also do the cool things.

Go ahead, contribute your code and documentation!

### Related Documents

- *API Documentation Template*
- *Documentation Add-ons and Extensions Reference*

## 6.5.3 Documentation Add-ons and Extensions Reference

This documentation is created using [Sphinx](#) application that renders text source files in `reStructuredText` (`.rst`) format located in `docs` directory. For some more details on that process, please refer to section *Documenting Code*.

Besides Sphinx there are several other applications that help to provide nicely formatted and easy to navigate documentation. These applications are listed in section *Setup for building documentation locally* with the installed version numbers provided in file `docs/requirements.txt`.

On top of that we have created a couple of custom add-ons and extensions to help integrate documentation with underlining [ESP-IDF](#) repository and further improve navigation as well as maintenance of documentation.

The purpose of this section is to provide a quick reference to the add-ons and the extensions.

### Documentation Folder Structure

- The ESP-IDF repository contains a dedicated documentation folder `docs` in the root.
- The `docs` folder contains localized documentation in `docs/en` (English) and `docs/zh_CN` (simplified Chinese) subfolders.
- Graphics files and fonts common to localized documentation are contained in `docs/_static` subfolder
- Remaining files in the root of `docs` as well as `docs/en` and `docs/zh_CN` provide configuration and scripts used to automate documentation processing including the add-ons and extensions.
- Several folders and files are generated dynamically during documentations build and placed primarily in `docs/[lang]/_build` folders. These folders are temporary and not visible in [ESP-IDF](#) repository,

### Add-ons and Extensions Reference

**`docs/conf_common.py`** This file contains configuration common to each localized documentation (e.g. English, Chinese). The contents of this file is imported to standard Sphinx configuration file `conf.py` located in respective language folders (e.g. `docs/en`, `docs/zh_CN`) during build for each language.

**`docs/check_doc_warnings.sh`** If there are any warnings reported during documentation build, then the build is failed. The warnings should be resolved before merging any documentation updates. This script is doing check for warnings in respective log file to fail the build. See also description of `sphinx-known-warnings.txt` below.

**`docs/check_lang_folder_sync.sh`** To reduce potential discrepancies when maintaining concurrent language version, the structure and filenames of language folders `docs/en` and `docs/zh_CN` folders should be kept identical.

The script `check_lang_folder_sync.sh` is run on each documentation build to verify if this condition is met.

---

**Note:** If a new content is provided in e.g. English, and there is no any translation yet, then the corresponding file in `zh_CN` folder should contain an `.. include::` directive pointing to the source file in English. This will automatically include the English version visible to Chinese readers. For example if a file `docs/zh_CN/contribute/documenting-code.rst` does not have a Chinese translation, then it should contain `.. include:: ../../en/contribute/documenting-code.rst` instead.

---

**docs/docs\_common.mk** It contains the common code which is included into the language-specific Makefiles. Note that this file contains couple of customizations comparing to what is provided within standard Sphinx installation, e.g. `gh-linkcheck` command has been added.

**docs/gen-dxd.py** A Python script that generates API reference files based on Doxygen `xml` output. The files have an `inc` extension and are located in `docs/[lang]/_build/inc` directory created dynamically when documentation is build. Please refer to *Documenting Code* and *API Documentation Template*, section **API Reference** for additional details on this process.

**docs/gen-toolchain-links.py** There couple of places in documentation that provide links to download the toolchain. To provide one source of this information and reduce effort to manually update several files, this script generates toolchain download links and toolchain unpacking code snippets based on information found in `tools/toolchain_versions.mk`.

**docs/gen-version-specific-includes.py** Another Python script to automatically generate reStructuredText Text `.inc` snippets with version-based content for this ESP-IDF version.

**docs/html\_redirects.py** During documentation lifetime some source files are moved between folders or renamed. This Python script is adding a mechanism to redirect documentation pages that have changed URL by generating in the Sphinx output static HTML redirect pages. The script is used together with a redirection list `html_redirect_pages` defined in file `docs/conf_common.py`.

**docs/link-roles.py** This is an implementation of a custom **Sphinx Roles** to help linking from documentation to specific files and folders in ESP-IDF. For description of implemented roles please see *Linking Examples* and *Linking Language Versions*.

**docs/local\_util.py** A collection of utility functions useful primarily when building documentation locally (see *Setup for building documentation locally*) to reduce the time to generate documentation on a second and subsequent builds. The utility functions check what Doxygen `xml` input files have been changed and copy these files to destination folders, so only the changed files are used during build process.

**docs/sphinx-known-warnings.txt** There are couple of spurious Sphinx warnings that cannot be resolved without doing update to the Sphinx source code itself. For such specific cases respective warnings are documented in `sphinx-known-warnings.txt` file, that is checked during documentation build, to ignore the spurious warnings.

**tools/gen\_esp\_err\_to\_name.py** This script is traversing the ESP-IDF directory structure looking for error codes and messages in source code header files to generate an `.inc` file to include in documentation under *Error Codes Reference*.

**tools/kconfig\_new/confgen.py** Options to configure ESP-IDF's **components** are contained in `Kconfig` files located inside directories of individual components, e.g. `components/bt/Kconfig`. This script is traversing the component directories to collect configuration options and generate an `.inc` file to include in documentation under *Configuration Options Reference*.

## Related Documents

- *Documenting Code*

## 6.5.4 Creating Examples

□

Each ESP-IDF example is a complete project that someone else can copy and adapt the code to solve their own problem. Examples should demonstrate ESP-IDF functionality, while keeping this purpose in mind.

### Structure

- The `main` directory should contain a source file named `(something)_example_main.c` with the main functionality.
- If the example has additional functionality, split it logically into separate C or C++ source files under `main` and place a corresponding header file in the same directory.
- If the example has a lot of additional functionality, consider adding a `components` directory to the example project and make some example-specific components with library functionality. Only do this if the components are specific to the example, if they're generic or common functionality then they should be added to ESP-IDF itself.
- The example should have a `README.md` file. Use the [template example README](#) and adapt it for your particular example.
- Examples should have an `example_test.py` file for running an automated example test. If submitting a GitHub Pull Request which includes an example, it's OK not to include this file initially. The details can be discussed as part of the [Pull Request](#).

### General Guidelines

Example code should follow the *Espressif IoT Development Framework Style Guide*.

### Checklist

Checklist before submitting a new example:

- Example project name (in `Makefile` and `README.md`) uses the word “example”. Use “example” instead of “demo”, “test” or similar words.
- Example does one distinct thing. If the example does more than one thing at a time, split it into two or more examples.
- Example has a `README.md` file which is similar to the [template example README](#).
- Functions and variables in the example are named according to *naming section of the style guide*. (For non-static names which are only specific to the example's source files, you can use `example` or something similar as a prefix.)
- All code in the example is well structured and commented.
- Any unnecessary code (old debugging logs, commented-out code, etc.) is removed from the example.
- Options in the example (like network names, addresses, etc) are not hard-coded. Use configuration items if possible, or otherwise declare macros or constants)
- Configuration items are provided in a `KConfig.projbuild` file with a menu named “Example Configuration”. See existing example projects to see how this is done.

- All original example code has a license header saying it is “in the public domain / CC0”, and a warranty disclaimer clause. Alternatively, the example is licensed under Apache License 2.0. See existing examples for headers to adapt from.
- Any adapted or third party example code has the original license header on it. This code must be licensed compatible with Apache License 2.0.

---

## 6.5.5 API Documentation Template

---

**Note:** *INSTRUCTIONS*

1. Use this file (`docs/api-reference/template.rst`) as a template to document API.
  2. Change the file name to the name of the header file that represents documented API.
  3. Include respective files with descriptions from the API folder using `..include::`
    - `README.rst`
    - `example.rst`
    - ...
  4. Optionally provide description right in this file.
  5. Once done, remove all instructions like this one and any superfluous headers.
- 

## Overview

---

**Note:** *INSTRUCTIONS*

1. Provide overview where and how this API may be used.
  2. Where applicable include code snippets to illustrate functionality of particular functions.
  3. To distinguish between sections, use the following [heading levels](#):
    - `#` with overline, for parts
    - `*` with overline, for chapters
    - `=`, for sections
    - `-`, for subsections
    - `^`, for subsubsections
    - `"`, for paragraphs
- 

## Application Example

---

**Note:** *INSTRUCTIONS*

1. Prepare one or more practical examples to demonstrate functionality of this API.
2. Each example should follow pattern of projects located in `esp-idf/examples/` folder.

3. Place example in this folder complete with `README.md` file.
  4. Provide overview of demonstrated functionality in `README.md`.
  5. With good overview reader should be able to understand what example does without opening the source code.
  6. Depending on complexity of example, break down description of code into parts and provide overview of functionality of each part.
  7. Include flow diagram and screenshots of application output if applicable.
  8. Finally add in this section synopsis of each example together with link to respective folder in `esp-idf/examples/`.
- 

## API Reference

---

### Note: INSTRUCTIONS

1. This repository provides for automatic update of API reference documentation using *code markup retrieved by Doxygen from header files*.
2. Update is done on each documentation build by invoking script `docs/gen-dxd.py` for all header files listed in the `INPUT` statement of `docs/Doxyfile`.
3. Each line of the `INPUT` statement (other than a comment that begins with `##`) contains a path to header file `*.h` that will be used to generate corresponding `*.inc` files:

```
##
## Wi-Fi - API Reference
##
../components/esp32/include/esp_wifi.h \
../components/esp32/include/esp_smartconfig.h \
```

4. The `*.inc` files contain formatted reference of API members generated automatically on each documentation build. All `*.inc` files are placed in Sphinx `_build` directory. To see directives generated for e.g. `esp_wifi.h`, run `python gen-dxd.py esp32/include/esp_wifi.h`.
5. To show contents of `*.inc` file in documentation, include it as follows:

```
.. include:: /_build/inc/esp_wifi.inc
```

For example see [docs/en/api-reference/wifi/esp\\_wifi.rst](#)

6. Optionally, rather than using `*.inc` files, you may want to describe API in your own way. See [docs/en/api-guides/ulp-cmake.rst](#) for example.

Below is the list of common `.. doxygen...:: directives`:

- Functions - `.. doxygenfunction:: name_of_function`
- Unions - `.. doxygenunion:: name_of_union`
- Structures - `.. doxygenstruct:: name_of_structure together with :members:`
- Macros - `.. doxygendefine:: name_of_define`
- Type Definitions - `.. doxygentypedef:: name_of_type`
- Enumerations - `.. doxygenenum:: name_of_enumeration`

See [Breathe documentation](#) for additional information.

To provide a link to header file, use the *link custom role* as follows:

```
* :component_file:`path_to/header_file.h`
```

7. In any case, to generate API reference, the file `docs/Doxyfile` should be updated with paths to `*.h` headers that are being documented.
8. When changes are committed and documentation is build, check how this section has been rendered. *Correct annotations* in respective header files, if required.

## 6.5.6 Contributor Agreement

### Individual Contributor Non-Exclusive License Agreement

#### including the Traditional Patent License OPTION

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## 6. Approximation of Disclaimer and Damage Waiver

IF THE DISCLAIMER AND DAMAGE WAIVER MENTIONED IN SECTION 4 AND SECTION 5 CANNOT BE GIVEN LEGAL EFFECT UNDER APPLICABLE LOCAL LAW, REVIEWING COURTS SHALL APPLY LOCAL LAW THAT MOST CLOSELY APPROXIMATES AN ABSOLUTE WAIVER OF ALL CIVIL LIABILITY IN CONNECTION WITH THE CONTRIBUTION.

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7.1 This Agreement shall come into effect upon Your acceptance of the terms and conditions.

7.2 In the event of a termination of this Agreement Sections 4, 5, 6, 7 and 8 shall survive such termination and shall remain in full force thereafter. For the avoidance of doubt, Contributions that are already licensed under a free and open source license at the date of the termination shall remain in full force after the termination of this Agreement.

## 8. Miscellaneous

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8.2 This Agreement sets out the entire agreement between You and Us for Your Contributions to Us and overrides all other agreements or understandings.

8.3 If any provision of this Agreement is found void and unenforceable, such provision will be replaced to the extent possible with a provision that comes closest to the meaning of the original provision and that is enforceable. The terms and conditions set forth in this Agreement shall apply notwithstanding any failure of essential purpose of this Agreement or any limited remedy to the maximum extent possible under law.

8.4 You agree to notify Us of any facts or circumstances of which you become aware that would make this Agreement inaccurate in any respect.

### You

Date:	
Name:	
Title:	
Address:	

### Us

Date:	
Name:	
Title:	
Address:	



The ESP-IDF GitHub repository is updated regularly, especially on the “master branch” where new development happens. There are also stable releases which are recommended for production use.

### 7.1 Releases

Documentation for the current stable version can always be found at this URL:

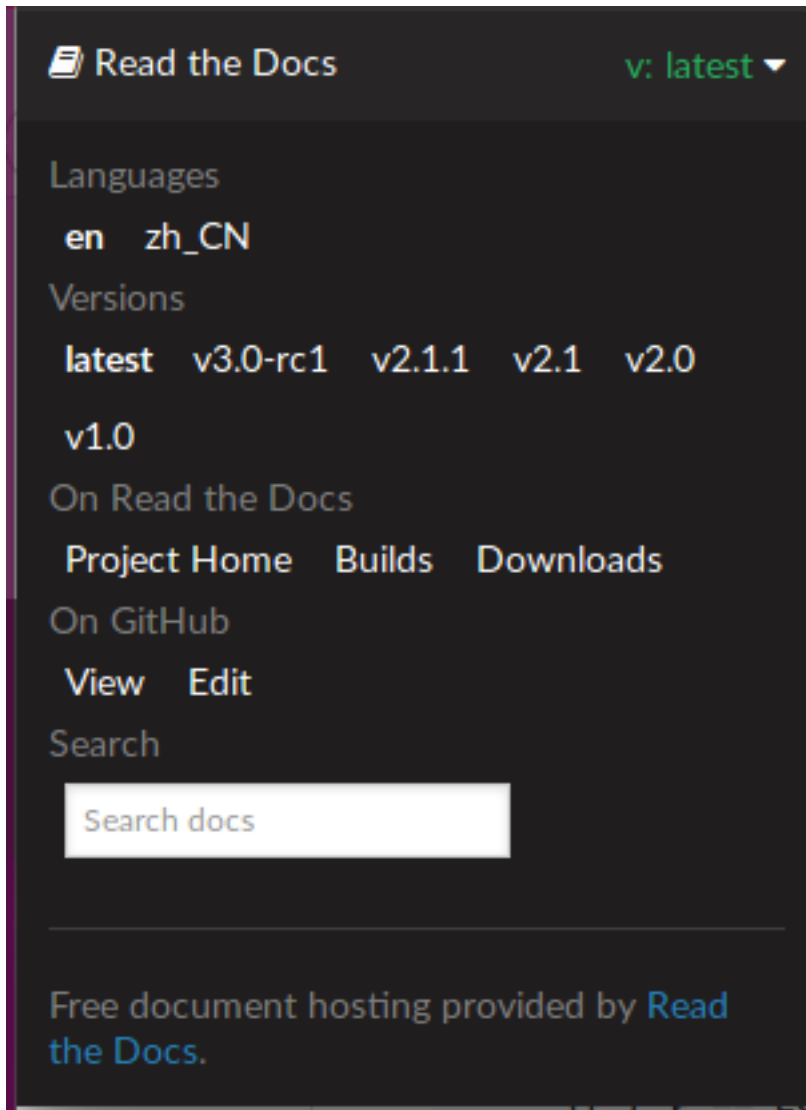
<https://docs.espressif.com/projects/esp-idf/en/stable/>

Documentation for the latest version (“master branch”) can always be found at this URL:

<https://docs.espressif.com/projects/esp-idf/en/latest/>

The full history of releases can be found on the GitHub repository [Releases page](#). There you can find release notes, links to each version of the documentation, and instructions for obtaining each version.

Documentation for all releases can also be found in the HTML documentation by clicking the “versions” pop up in the bottom-left corner of the page. You can use this popup to switch between versions of the documentation.



## 7.2 Which Version Should I Start With?

- For production purposes, use the [current stable version](#). Stable versions have been manually tested, and are updated with “bugfix releases” which fix bugs without changing other functionality (see [Versioning Scheme](#) for more details).
- For prototyping, experimentation or for developing new ESP-IDF features, use the [latest version \(master branch in Git\)](#). The latest version in the master branch has all the latest features and has passed automated testing, but has not been completely manually tested (“bleeding edge”).
- If a required feature is not yet available in a stable release, but you don’t want to use the master branch, it is possible to check out a pre-release version or a release branch. It is recommended to start from a stable version and then follow the instructions for [Updating to a Pre-Release Version](#) or [Updating to a Release Branch](#).

See [Updating ESP-IDF](#) if you already have a local copy of ESP-IDF and wish to update it.

## 7.3 Versioning Scheme

ESP-IDF uses [Semantic Versioning](#). This means:

- Major Releases like `v3.0` add new functionality and may change functionality. This includes removing deprecated functionality.

When updating to a new major release (for example, from `v2.1` to `v3.0`), some of your project's code may need updating and functionality will need to be re-tested. The release notes on the [Releases page](#) include lists of Breaking Changes to refer to.

- Minor Releases like `v3.1` add new functionality and fix bugs but will not change or remove documented functionality, or make incompatible changes to public APIs.

If updating to a new minor release (for example, from `v3.0` to `v3.1`) then none of your project's code should need updating, but you should re-test your project. Pay particular attention to items mentioned in the release notes on the [Releases page](#).

- Bugfix Releases like `v3.0.1` only fix bugs and do not add new functionality.

If updating to a new bugfix release (for example, from `v3.0` to `v3.0.1`), you should not need to change any code in your project and should only need to re-test functionality relating directly to bugs listed in the release notes on the [Releases page](#).

## 7.4 Checking The Current Version

The local ESP-IDF version can be checked using git:

```
cd $IDF_PATH
git describe --tags --dirty
```

The version is also compiled into the firmware and can be accessed (as a string) via the macro `IDF_VER`. The default ESP-IDF bootloader will print the version on boot (these versions in code will not always update, it only changes if that particular source file is recompiled).

Examples of ESP-IDF versions:

Version String	Meaning
<code>v3.2-dev-306-gbeb3611ca</code>	Master branch pre-release, in development for version 3.2. 306 commits after v3.2 development started. Commit identifier <code>beb3611ca</code> .
<code>v3.0.2</code>	Stable release, tagged <code>v3.0.2</code> .
<code>v3.1-beta1-75-g346d6b0ea</code>	Beta version in development (on a <i>release branch</i> ). 75 commits after v3.1-beta1 pre-release tag. Commit identifier <code>346d6b0ea</code> .
<code>v3.0.1-dirty</code>	Stable release, tagged <code>v3.0.1</code> . There are modifications in the local ESP-IDF directory ("dirty").

## 7.5 Git Workflow

The development (Git) workflow of the Espressif ESP-IDF team is:

- New work is always added on the master branch (latest version) first. The ESP-IDF version on `master` is always tagged with `-dev` (for "in development"), for example `v3.1-dev`.

- Changes are first added to an internal Git repository for code review and testing, but are pushed to GitHub after automated testing passes.
- When a new version (developed on `master`) becomes feature complete and “beta” quality, a new branch is made for the release, for example `release/v3.1`. A pre-release tag is also created, for example `v3.1-beta1`. You can see a full [list of branches](#) and a [list of tags](#) on GitHub. Beta pre-releases have release notes which may include a significant number of Known Issues.
- As testing of the beta version progresses, bug fixes will be added to both the `master` branch and the release branch. New features (for the next release) may start being added to `master` at the same time.
- Once testing is nearly complete a new release candidate is tagged on the release branch, for example `v3.1-rc1`. This is still a pre-release version.
- If no more significant bugs are found or reported then the final Major or Minor Version is tagged, for example `v3.1`. This version appears on the [Releases page](#).
- As bugs are reported in released versions, the fixes will continue to be committed to the same release branch.
- Regular bugfix releases are made from the same release branch. After manual testing is complete, a bugfix release is tagged (i.e. `v3.1.1`) and appears on the [Releases page](#).

## 7.6 Updating ESP-IDF

Updating ESP-IDF depends on which version(s) you wish to follow:

- *Updating to Stable Release* is recommended for production use.
- *Updating to Master Branch* is recommended for latest features, development use, and testing.
- *Updating to a Release Branch* is a compromise between these two.

---

**Note:** These guides assume you already have a local copy of ESP-IDF. To get one, follow the [Getting Started](#) guide for any ESP-IDF version.

---

### 7.6.1 Updating to Stable Release

To update to new ESP-IDF releases (recommended for production use), this is the process to follow:

- Check the [Releases page](#) regularly for new releases.
- When a bugfix release for a version you are using is released (for example if using `v3.0.1` and `v3.0.2` is available), check out the new bugfix version into the existing ESP-IDF directory:

```
cd $IDF_PATH
git fetch
git checkout vX.Y.Z
git submodule update --init --recursive
```

- When major or minor updates are released, check the Release Notes on the releases page and decide if you would like to update or to stay with your existing release. Updating is via the same Git commands shown above.

---

**Note:** If you installed the stable release via zip file rather than using git, it may not be possible to change versions this way. In this case, update by downloading a new zip file and replacing the entire `IDF_PATH` directory with its contents.

---

## 7.6.2 Updating to a Pre-Release Version

It is also possible to `git checkout` a tag corresponding to a pre-release version or release candidate, the process is the same as *Updating to Stable Release*.

Pre-release tags are not always found on the [Releases page](#). Consult the [list of tags](#) on GitHub for a full list. Caveats for using a pre-release are similar to *Updating to a Release Branch*.

## 7.6.3 Updating to Master Branch

---

**Note:** Using Master branch means living “on the bleeding edge” with the latest ESP-IDF code.

---

To use the latest version on the ESP-IDF master branch, this is the process to follow:

- Check out the master branch locally:

```
cd $IDF_PATH
git checkout master
git pull
git submodule update --init --recursive
```

- Periodically, re-run `git pull` to pull the latest version of master. Note that you may need to change your project or report bugs after updating master branch.
- To switch from `master` to a release branch or stable version, run `git checkout` as shown in the other sections.

---

**Important:** It is strongly recommended to regularly run `git pull` and then `git submodule update --init --recursive` so a local copy of `master` does not get too old. Arbitrary old master branch revisions are effectively unsupported “snapshots” that may have undocumented bugs. For a semi-stable version, try *Updating to a Release Branch* instead.

---

## 7.6.4 Updating to a Release Branch

In stability terms, using a release branch is part-way between using `master` branch and only using stable releases. A release branch is always beta quality or better, and receives bug fixes before they appear in each stable release.

You can find a [list of branches](#) on GitHub.

For example, to follow the branch for ESP-IDF v3.1, including any bugfixes for future releases like v3.1.1, etc:

```
cd $IDF_PATH
git fetch
git checkout release/v3.1
git pull
git submodule update --init --recursive
```

Each time you `git pull` this branch, ESP-IDF will be updated with fixes for this release.

---

**Note:** There is no dedicated documentation for release branches. It is recommended to use the documentation for the closest version to the branch which is currently checked out.

---





[]

- The [esp32.com forum](#) is a place to ask questions and find community resources.
- Check the [Issues](#) section on GitHub if you find a bug or have a feature request. Please check existing [Issues](#) before opening a new one.
- A comprehensive collection of [solutions](#), [practical applications](#), [components and drivers](#) based on ESP-IDF is available in [ESP32 IoT Solution](#) repository. In most of cases descriptions are provided both in English and in .
- To develop applications using Arduino platform, refer to [Arduino core for ESP32 WiFi chip](#).
- Several [books](#) have been written about ESP32 and they are listed on [Espressif web site](#).
- If you're interested in contributing to ESP-IDF, please check the [Contributions Guide](#).
- For additional ESP32 product related information, please refer to [documentation](#) section of [Espressif site](#).
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This is documentation of **ESP-IDF**, the framework to develop applications for **ESP32** chip by **Espressif**.  
The **ESP32** is 2.4 GHz Wi-Fi and Bluetooth combo, 32 bit dual core chip with 600 DMIPS processing power.

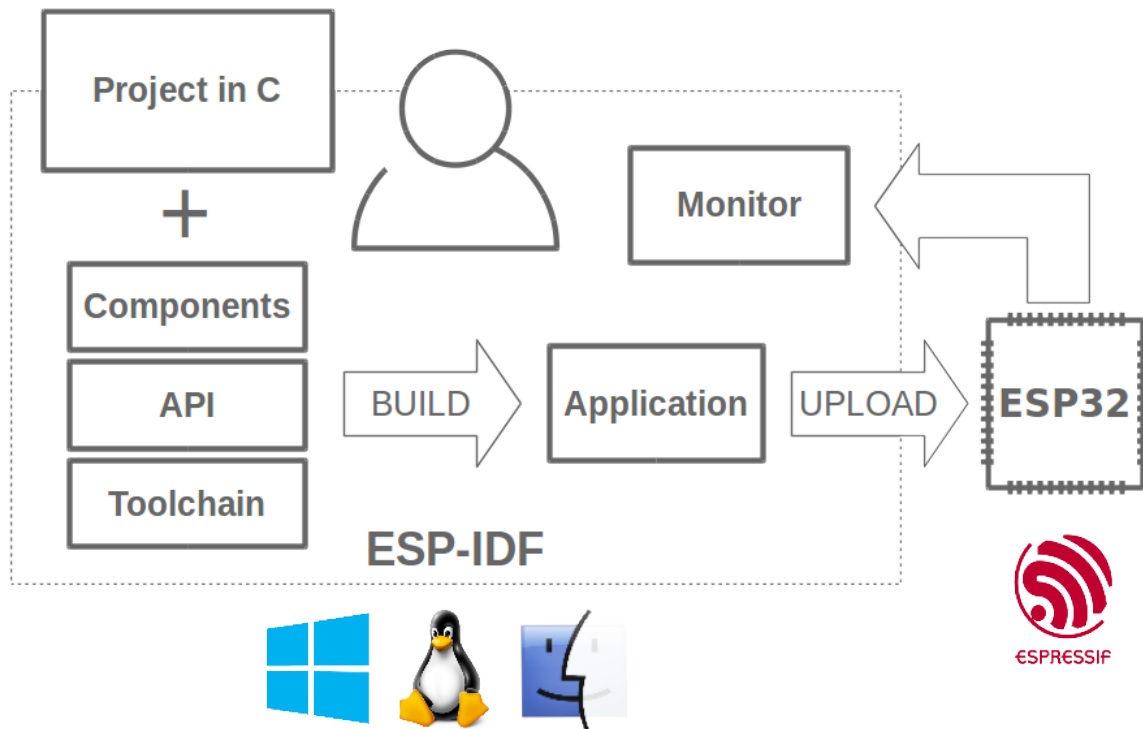


Fig. 1: Espressif IoT Integrated Development Framework

The **ESP-IDF**, Espressif IoT Development Framework, provides toolchain, API, components and workflows to develop applications for **ESP32** using Windows, Linux and Mac OS operating systems.





## CHAPTER 11

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### Switch Between Languages/

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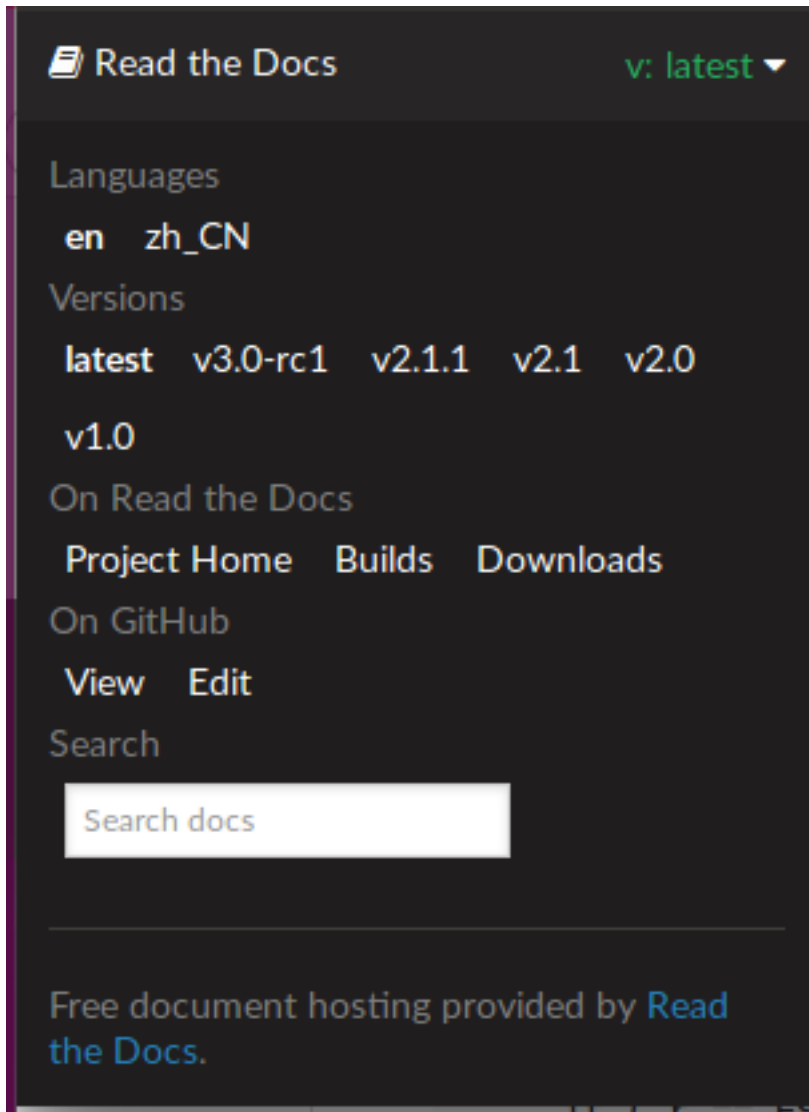
The ESP-IDF Programming Manual is now available in two languages. Please refer to the English version if there is any discrepancy.

ESP-IDF

- English/
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- [genindex](#)

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