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This is the documentation for the new ESP8266_RTOS_SDK which refactored to be ESP-IDF Style. ESP8266_RTOS_SDK is the official development framework for the ESP8266EX chip.

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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 ESP8266EX. Through a simple example we would like to illustrate how to use ESP8266_RTOS_SDK (ESP-IDF Style), including the menu based configuration, compiling the ESP8266_RTOS_SDK and firmware download to ESP8266EX boards.

1.1 Introduction

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

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

1.2 What You Need

To develop applications for ESP8266EX you need:

- **PC** loaded with either Windows, Linux or Mac operating system
- **Toolchain** to build the Application for ESP8266EX
- **ESP8266_RTOS_SDK** that essentially contains API for ESP8266EX and scripts to operate the Toolchain
- A text editor to write programs (Projects) in C, e.g. Eclipse
- The **ESP8266EX** board itself and a **USB cable** to connect it to the **PC**

Preparation of development environment consists of three steps:

1. Setup of Toolchain
Fig. 1: Development of applications for ESP8266EX
2. Getting of ESP8266_RTOS_SDK from GitHub
3. Installation and configuration of Eclipse

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

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

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

See instructions below that will walk you through these steps.

1.3 Guides

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

1.3.1 ESP8266-DevKitC Getting Started Guide

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

What You Need

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

Overview

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

Functional Description

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

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

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

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

• Bit1=OFF, Bit2=ON (Auto Download)
• Bit1=ON, Bit2=OFF (Flow Control)
USB-UART Bridge  A single chip USB-UART bridge provides up to 3 Mbps transfers rates.

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

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

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

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

---

Power Supply Options

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

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

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

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

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

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

Board Dimensions

![ESP8266 DevKitC board dimensions - back](image)

Related Documents

- ESP-WROOM-02 PCB Design and Module Placement Guide (WEB)
- ESP8266 Hardware Resources (WEB)
- ESP8266 App (WEB)
1.4 Setup Toolchain

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

1.4.1 Standard Setup of Toolchain for Windows

Introduction

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

Toolchain Setup

The quick setup is to download the Windows all-in-one toolchain & MSYS2 zip file from dl.espressif.com:
https://dl.espressif.com/dl/esp32_win32_msys2_environment_and_toolchain-20181001.zip

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

Download the toolchain for the ESP8266

v5.2.0

https://dl.espressif.com/dl/xtensa-lx106-elf-win32-1.22.0-100-ge567ec7-5.2.0.zip

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

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

Check it Out

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

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

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

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

To carry on with development environment setup, proceed to section Get ESP8266_RTOS_SDK.

Related Documents

1.4.2 Standard Setup of Toolchain for Linux

Install Prerequisites

To compile with ESP8266_RTOS_SDK you need to get the following packages:

- CentOS 7:
  
  ```
  sudo yum install gcc git wget make ncurses-devel flex bison gperf python pyserial
  ```

- Ubuntu and Debian:
  
  ```
  sudo apt-get install gcc git wget make libncurses-dev flex bison gperf python
  python-serial
  ```

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

Toolchain Setup

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

- for 64-bit Linux:
  
  https://dl.espressif.com/dl/xtensa-lx106-elf-linux64-1.22.0-100-ge567ec7-5.2.0.tar.gz

- for 32-bit Linux:
  
  https://dl.espressif.com/dl/xtensa-lx106-elf-linux32-1.22.0-100-ge567ec7-5.2.0.tar.gz

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

```
mkdir -p ~/esp
cd ~/esp
tar -xzf ~/Downloads/xtensa-lx106-elf-linux64-1.22.0-100-ge567ec7-5.2.0.tar.gz
```
2. The toolchain will be extracted into ~/esp/xtensa-lx106-elf/ directory.

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

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

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

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

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

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

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

```
printenv PATH
```

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

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

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

### Permission issues /dev/ttyUSB0

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

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

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

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

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

### Next Steps

To carry on with development environment setup, proceed to section *Get ESP8266_RTOS_SDK*. 
Related Documents

1.4.3 Standard Setup of Toolchain for Mac OS

Install Prerequisites

- install pip:
  
  ```
  sudo easy_install pip
  ```

- install pyserial:
  
  ```
  sudo pip install pyserial
  ```

Toolchain Setup

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

https://dl.espressif.com/dl/xtensa-lx106-elf-macos-1.22.0-100-ge567ec7-5.2.0.tar.gz

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

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

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

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

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

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

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

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

Next Steps

To carry on with development environment setup, proceed to section Get ESP8266 RTOS_SDK.
Note: We are using ~/esp directory to install the prebuilt toolchain, ESP8266_RTOS_SDK and sample applications. You can use different directory, but need to adjust respective commands.

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

Once you are done with setting up the toolchain then go to section *Get ESP8266_RTOS_SDK*.

## 1.5 Get ESP8266_RTOS_SDK

Besides the toolchain (that contains programs to compile and build the application), you also need ESP8266 specific API / libraries. They are provided by Espressif in ESP8266_RTOS_SDK repository.

To obtain a local copy: open terminal, navigate to the directory you want to put ESP8266_RTOS_SDK, and clone the repository using `git clone` command:

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

ESP8266_RTOS_SDK will be downloaded into ~/esp/ESP8266_RTOS_SDK.

Note: This command will clone the master branch, which has the latest development (“bleeding edge”) version of ESP8266_RTOS_SDK. It is fully functional and updated on weekly basis with the most recent features and bugfixes.

Note: GitHub’s “Download zip file” feature does not work with ESP8266_RTOS_SDK, a `git clone` is required. As a fallback, Stable version can be installed without Git.

## 1.6 Setup Path to ESP8266_RTOS_SDK

The toolchain programs access ESP8266_RTOS_SDK using `IDF_PATH` environment variable. This variable should be set up on your PC, otherwise projects will not build. Setting may be done manually, each time PC is restarted. Another option is to set up it permanently by defining `IDF_PATH` in user profile.
1.7 Install the Required Python Packages

Python packages required by ESP8266_RTOS_SDK are located in the $IDF_PATH/requirements.txt file. You can install them by running:

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

**Note:** Please invoke that version of the Python interpreter which you will be using with ESP8266_RTOS_SDK. The version of the interpreter can be checked by running command `python --version` and depending on the result, you might want to use `python2`, `python2.7` or similar instead of `python`, e.g.:

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

1.8 Start a Project

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

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

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

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

**Important:** The ESP8266_RTOS_SDK build system does not support spaces in paths to ESP8266_RTOS_SDK or to projects.

1.9 Connect

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

1.10 Configure

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

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

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

In the menu, navigate to Serial flasher config > Default serial port to configure the serial port, where project will be loaded to. Confirm selection by pressing enter, save configuration by selecting `< Save >` and then exit application by selecting `< Exit >`. 
Fig. 5: Project configuration - Home window

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

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

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

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

1.11 Build and Flash

Now you can build and flash the application. Run:

```
make flash
```

This will compile the application and all the ESP8266_RTOS_SDK components, generate bootloader, partition table, and application binaries, and flash these binaries to your ESP8266 board.

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

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

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

If you’d like to use the Eclipse IDE instead of running `make`, check out the *Eclipse guide*.  

### 1.12 Monitor  

To see if “hello_world” application is indeed running, type `make monitor`.  

```
$ make monitor MONITOR — idf_monitor on /dev/ttyUSB0 74880 — — Quit: Ctrl+] | Menu: Ctrl+T | Help: Ctrl+T followed by Ctrl+H —
ets Jan 8 2013,rst cause:1, boot mode:(3,6)  
load 0x40100000, len 4400, room 16 0x40100000: _stext at ???:?  
tail 0 chksum 0x6f load 0x3ffe8408, len 3516, room 8 tail 4 chksum 0x5d ...  
```

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

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

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

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

```
e) (Xn@y.! (PW+) Hn9a/9!t5P=keea5jA  
 ~zYY{l,l e) (Xn@y.! DrzY{ji|+zSVMvp  
```

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

That’s all what you need to get started with ESP8266!
Now you are ready to try some other examples, or go right to developing your own applications.

1.13 Environment Variables

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

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

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

1.14 Related Documents

1.14.1 Build and Flash with Eclipse IDE

Installing Eclipse IDE

The Eclipse IDE gives you a graphical integrated development environment for writing, compiling and debugging ESP8266_RTOS_SDK projects.

- Start by installing the ESP8266_RTOS_SDK for your platform (see files in this directory with steps for Windows, OS X, Linux).
- We suggest building a project from the command line first, to get a feel for how that process works. You also need to use the command line to configure your ESP8266_RTOS_SDK project (via make menuconfig), this is not currently supported inside Eclipse.
- Download the Eclipse Installer for your platform from eclipse.org.
- When running the Eclipse Installer, choose “Eclipse for C/C++ Development” (in other places you’ll see this referred to as CDT.)

Windows Users

Using ESP8266_RTOS_SDK with Eclipse on Windows requires different configuration steps. See the Eclipse IDE on Windows guide.

Setting up Eclipse

Once your new Eclipse installation launches, follow these steps:
Import New Project

- Eclipse makes use of the Makefile support in ESP8266_RTOS_SDK. This means you need to start by creating an ESP8266_RTOS_SDK project. You can use the idf-template project from github, or open one of the examples in the ESP8266_RTOS_SDK examples subdirectory.
- Once Eclipse is running, choose File -> Import...
- In the dialog that pops up, choose “C/C++” -> “Existing Code as Makefile Project” and click Next.
- On the next page, enter “Existing Code Location” to be the directory of your ESP8266_RTOS_SDK project. Don’t specify the path to the ESP8266_RTOS_SDK directory itself (that comes later). The directory you specify should contain a file named “Makefile” (the project Makefile).
- On the same page, under “Toolchain for Indexer Settings” choose “Cross GCC”. Then click Finish.

Project Properties

- The new project will appear under Project Explorer. Right-click the project and choose Properties from the context menu.
- Click on the “Environment” properties page under “C/C++ Build”. Click “Add...” and enter name BATCH_BUILD and value 1.
- Click “Add...” again, and enter name IDF_PATH. The value should be the full path where ESP8266_RTOS_SDK is installed.
- Edit the PATH environment variable. Keep the current value, and append the path to the Xtensa toolchain installed as part of ESP8266_RTOS_SDK setup, if this is not already listed on the PATH. A typical path to the toolchain looks like /home/user-name/esp/xtensa-lx106-elf/bin. Note that you need to add a colon before the appended path.
- On macOS, add a PYTHONPATH environment variable and set it to /Library/Frameworks/Python.framework/Versions/2.7/lib/python2.7/site-packages. This is so that the system Python, which has pyserial installed as part of the setup steps, overrides any built-in Eclipse Python.

Navigate to “C/C++ General” -> “Preprocessor Include Paths” property page:
- Click the “Providers” tab
- In the list of providers, click “CDT Cross GCC Built-in Compiler Settings”. Change “Command to get compiler specs” to xtensa-lx106-elf-gcc $(FLAGS) -E -P -v -dD "$(INPUTS)".
- In the list of providers, click “CDT GCC Build Output Parser” and change the “Compiler command pattern” to xtensa-lx106-elf-(gcc|g++|c++|cc|cpp|clang)

Navigate to “C/C++ General” -> “Indexer” property page:
- Check “Enable project specific settings” to enable the rest of the settings on this page.
- Uncheck “Allow heuristic resolution of includes”. When this option is enabled Eclipse sometimes fails to find correct header directories.

Navigate to “C/C++ Build” -> “Behavior” property page:
- Check “Enable parallel build” to enable multiple build jobs in parallel.

1.14. Related Documents 17
Building in Eclipse

Before your project is first built, Eclipse may show a lot of errors and warnings about undefined values. This is because some source files are automatically generated as part of the ESP8266_RTOS_SDK build process. These errors and warnings will go away after you build the project.

- Click OK to close the Properties dialog in Eclipse.
- Outside Eclipse, open a command line prompt. Navigate to your project directory, and run `make menuconfig` to configure your project’s ESP8266_RTOS_SDK settings. This step currently has to be run outside Eclipse.

*If you try to build without running a configuration step first, ESP8266_RTOS_SDK will prompt for configuration on the command line - but Eclipse is not able to deal with this, so the build will hang or fail.*

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

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

Flash from Eclipse

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

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

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

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

Related Documents

**Eclipse IDE on Windows**

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

(For OS X and Linux instructions, see the *Eclipse IDE page.*)

**Installing Eclipse IDE**

Follow the steps under *Installing Eclipse IDE* for all platforms.
Setting up Eclipse on Windows

Once your new Eclipse installation launches, follow these steps:

Import New Project

- Eclipse makes use of the Makefile support in ESP8266_RTOS_SDK. This means you need to start by creating an ESP8266_RTOS_SDK project. You can use the idf-template project from github, or open one of the examples in the ESP8266_RTOS_SDK examples subdirectory.
- Once Eclipse is running, choose File -> Import...
- In the dialog that pops up, choose “C/C++” -> “Existing Code as Makefile Project” and click Next.
- On the next page, enter “Existing Code Location” to be the directory of your ESP8266_RTOS_SDK project. Don’t specify the path to the ESP8266_RTOS_SDK directory itself (that comes later). The directory you specify should contain a file named “Makefile” (the project Makefile).
- On the same page, under “Toolchain for Indexer Settings” uncheck “Show only available toolchains that support this platform”.
- On the extended list that appears, choose “Cygwin GCC”. Then click Finish.

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

Project Properties

- The new project will appear under Project Explorer. Right-click the project and choose Properties from the context menu.
- Click on the “C/C++ Build” properties page (top-level):
  - Uncheck “Use default build command” and enter this for the custom build command: `python ${IDF_PATH}/tools/windows/eclipse_make.py`
- Click on the “Environment” properties page under “C/C++ Build”:
  - Click “Add...” and enter name `BATCH_BUILD` and value `1`.
  - Click “Add...” again, and enter name `IDF_PATH`. The value should be the full path where ESP8266_RTOS_SDK is installed. The IDF_PATH directory should be specified using forwards slashes not backslashes, ie `C:/Users/user-name/Development/ESP8266_RTOS_SDK`.
  - Edit the `PATH` environment variable. Delete the existing value and replace it with `C:\msys32\usr\bin;C:\msys32\mingw32\bin;C:\msys32\opt\xtensa-1x106-elf\bin` (If you installed msys32 to a different directory then you’ll need to change these paths to match).
- Click on “C/C++ General” -> “Preprocessor Include Paths, Macros, etc.” property page:
  - Click the “Providers” tab
    - In the list of providers, click “CDT Cross GCC Built-in Compiler Settings”. Change “Command to get compiler specs” to `xtensa-1x106-elf-gcc ${FLAGS} -E -P -v -dD "${INPUTS}"`.
    - In the list of providers, click “CDT GCC Build Output Parser” and change the “Compiler command pattern” to `xtensa-1x106-elf-(gcc|g++|c++|cc|cpp|clang)`

Navigate to “C/C++ General” -> “Indexer” property page:
• Check “Enable project specific settings” to enable the rest of the settings on this page.

• Uncheck “Allow heuristic resolution of includes”. When this option is enabled Eclipse sometimes fails to find correct header directories.

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

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

• Setting the number of jobs slightly higher than the “optimal” may give the absolute fastest builds under Windows, depending on the specific hardware being used.

**Building in Eclipse**

Continue from *Building in Eclipse* for all platforms.

**Technical Details**

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

Explanations of the technical reasons for some of these steps. You don’t need to know this to use ESP8266_RTOS_SDK with Eclipse on Windows, but it may be helpful background knowledge if you plan to do dig into the Eclipse support:

• The xtensa-lx106-elf-gcc cross-compiler is not a Cygwin toolchain, even though we tell Eclipse that it is one. This is because msys2 uses Cygwin and supports Unix-style paths (of the type /c/blah instead of c:\\blah or c:\blah). In particular, xtensa-lx106-elf-gcc reports to the Eclipse “built-in compiler settings” function that its built-in include directories are all under /usr/, which is a Unix/Cygwin-style path that Eclipse otherwise can’t resolve. By telling Eclipse the compiler is Cygwin, it resolves these paths internally using the cygpath utility.

• The same problem occurs when parsing make output from ESP8266_RTOS_SDK. Eclipse parses this output to find header directories, but it can’t resolve include directories of the form /c/blah without using cygpath. There is a heuristic that Eclipse Build Output Parser uses to determine whether it should call cygpath, but for currently unknown reasons the ESP8266_RTOS_SDK configuration doesn’t trigger it. For this reason, the eclipse_make.py wrapper script is used to call make and then use cygpath to process the output for Eclipse.
2.1 Peripherals API

2.1.1 GPIO

API Reference

Header File

- esp8266/include/driver/gpio.h

Functions

esp_err_t gpio_config(const gpio_config_t *gpio_cfg)

GPIO common configuration.

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

Return

- ESP_OK success
- ESP_ERR_INVALID_ARG Parameter error

Parameters

- gpio_cfg: Pointer to GPIO configure struct

esp_err_t gpio_set_intr_type(gpio_num_t gpio_num, gpio_int_type_t intr_type)

GPIO set interrupt trigger type.

Return
• ESP_OK Success
• ESP_ERR_INVALID_ARG Parameter error

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

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

gpio_get_level(gpio_num_t gpio_num)
GPIO get input level.

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

Return
• 0 the GPIO input level is 0
• 1 the GPIO input level is 1

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

gpio_set_direction(gpio_num_t gpio_num, gpio_mode_t mode)
GPIO set direction.

Configure GPIO direction,such as output_only,input_only

Return
• ESP_OK Success
• ESP_ERR_INVALID_ARG GPIO error

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

gpio_set_pull_mode(gpio_num_t gpio_num, gpio_pull_mode_t pull)
Configure GPIO pull-up/pull-down resistors.
Note The GPIO of esp8266 can not be pulled down except RTC GPIO which can not be pulled up.

Return

- ESP_OK Success
- ESP_ERR_INVALID_ARG : Parameter error

Parameters

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

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

Note RTC IO can not use the wakeup function

Return

- ESP_OK Success
- ESP_ERR_INVALID_ARG Parameter error

Parameters

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

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

Note RTC IO can not use the wakeup function

Return

- ESP_OK Success
- ESP_ERR_INVALID_ARG Parameter error

Parameters

- **gpio_num**: GPIO number

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

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

Return

- ESP_OK Success;
- ESP_ERR_INVALID_ARG GPIO error
- ESP_ERR_NOT_FOUND No free interrupt found with the specified flags

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

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

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

**Return**
- ESP_OK Success
- ESP_ERR_INVALID_ARG Parameter error

**Parameters**
- **gpio_num**: GPIO number

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

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

**Return**
- ESP_OK Success
- ESP_ERR_INVALID_ARG Parameter error

**Parameters**
- **gpio_num**: GPIO number

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

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

**Return**
- ESP_OK Success
- ESP_ERR_INVALID_ARG Parameter error

**Parameters**
- **gpio_num**: GPIO number

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

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

**Return**
- ESP_OK Success
• ESP_ERR_INVALID_ARG Parameter error

Parameters

- gpio_num: GPIO number

esp_err_t gpio_install_isr_service(int no_use)

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

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

Return

- ESP_OK Success
- ESP_ERR_NO_MEM No memory to install this service
- ESP_ERR_INVALID_STATE ISR service already installed.
- ESP_ERR_NOT_FOUND No free interrupt found with the specified flags
- ESP_ERR_INVALID_ARG GPIO error

Parameters

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

void gpio_uninstall_isr_service()

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

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

Add ISR handler for the corresponding GPIO pin.

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

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

Return

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

Parameters

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

esp_err_t gpio_isr_handler_remove(gpio_num_t gpio_num)

Remove ISR handler for the corresponding GPIO pin.

Return

- ESP_OK Success

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

Parameters
• gpio_num: GPIO number

Structures

struct gpio_config_t
Configuration parameters of GPIO pad for gpio_config function.

Public Members

uint32_t pin_bit_mask
GPIO pin: set with bit mask, each bit maps to a GPIO

gpio_mode_t mode
GPIO mode: set input/output mode

gpio_pullup_t pull_up_en
GPIO pull-up

gpio_pulldown_t pull_down_en
GPIO pull-down

gpio_int_type_t intr_type
GPIO interrupt type

Macros

BIT(x)
GPIO_Pin_0
GPIO_Pin_1
GPIO_Pin_2
GPIO_Pin_3
GPIO_Pin_4
GPIO_Pin_5
GPIO_Pin_6
GPIO_Pin_7
GPIO_Pin_8
GPIO_Pin_9
GPIO_Pin_10
GPIO_Pin_11
GPIO_Pin_12
GPIO_Pin_13
GPIO_Pin_14
GPIO.Pin_15
GPIO_Pin_16
GPIO.Pin_All
GPIO_MODE_DEF_DISABLE
GPIO_MODE_DEF_INPUT
GPIO_MODE_DEF_OUTPUT
GPIO_MODE_DEF_OD
GPIO_PIN_COUNT

GPIO_IS_VALID_GPIO (gpio_num)
Check whether it is a valid GPIO number

RTC_GPIO_IS_VALID_GPIO (gpio_num)
Check whether it is a valid RTC GPIO number

Type Definitions

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

Enumerations

class gpio_num_t

Values:

GPIO_NUM_0 = 0
    GPIO0, input and output
GPIO_NUM_1 = 1
    GPIO1, input and output
GPIO_NUM_2 = 2
    GPIO2, input and output
GPIO_NUM_3 = 3
    GPIO3, input and output
GPIO_NUM_4 = 4
    GPIO4, input and output
GPIO_NUM_5 = 5
    GPIO5, input and output
GPIO_NUM_6 = 6
    GPIO6, input and output
GPIO_NUM_7 = 7
    GPIO7, input and output
GPIO_NUM_8 = 8
    GPIO8, input and output
GPIO_NUM_9 = 9
    GPIO9, input and output

GPIO_NUM_10 = 10
    GPIO10, input and output

GPIO_NUM_11 = 11
    GPIO11, input and output

GPIO_NUM_12 = 12
    GPIO12, input and output

GPIO_NUM_13 = 13
    GPIO13, input and output

GPIO_NUM_14 = 14
    GPIO14, input and output

GPIO_NUM_15 = 15
    GPIO15, input and output

GPIO_NUM_16 = 16
    GPIO16, input and output

GPIO_NUM_MAX = 17

enum gpio_int_type_t
    Values:

    GPIO_INTR_DISABLE = 0
        Disable GPIO interrupt

    GPIO_INTR_POSEDGE = 1
        GPIO interrupt type : rising edge

    GPIO_INTR_NEGEDGE = 2
        GPIO interrupt type : falling edge

    GPIO_INTR_ANYEDGE = 3
        GPIO interrupt type : both rising and falling edge

    GPIO_INTR_LOW_LEVEL = 4
        GPIO interrupt type : input low level trigger

    GPIO_INTR_HIGH_LEVEL = 5
        GPIO interrupt type : input high level trigger

    GPIO_INTR_MAX

enum gpio_mode_t
    Values:

    GPIO_MODE_DISABLE = GPIO_MODE_DEF_DISABLE
        GPIO mode : disable input and output

    GPIO_MODE_INPUT = GPIO_MODE_DEF_INPUT
        GPIO mode : input only

    GPIO_MODE_OUTPUT = GPIO_MODE_DEF_OUTPUT
        GPIO mode : output only mode

    GPIO_MODE_OUTPUT_OD = ((GPIO_MODE_DEF_OUTPUT) | (GPIO_MODE_DEF_OD))
        GPIO mode : output only with open-drain mode
enum gpio_pull_mode_t
   Values:
   GPIO_PULLUP ONLY
      Pad pull up
   GPIO_PULLDOWN ONLY
      Pad pull down
   GPIO_FLOATING
      Pad floating

enum gpio_pullup_t
   Values:
   GPIO_PULLUP_DISABLE = 0x0
      Disable GPIO pull-up resistor
   GPIO_PULLUP_ENABLE = 0x1
      Enable GPIO pull-up resistor

enum gpio_pulldown_t
   Values:
   GPIO_PULLDOWN_DISABLE = 0x0
      Disable GPIO pull-down resistor
   GPIO_PULLDOWN_ENABLE = 0x1
      Enable GPIO pull-down resistor

2.1.2 I2C

API Reference

Header File

- esp8266/include/driver/i2c.h

Functions

esp_err_t i2c_driver_install(i2c_port_t i2c_num, i2c_mode_t mode)
   I2C driver install.

   Return
   - ESP_OK Success
   - ESP_ERR_INVALID_ARG Parameter error
   - ESP_FAIL Driver install error

   Parameters
   - i2c_num: I2C port number
   - mode: I2C mode ( master or slave )

esp_err_t i2c_driver_delete(i2c_port_t i2c_num)
   I2C driver delete.
Return

- ESP_OK Success
- ESP_ERR_INVALID_ARG Parameter error

Parameters

- `i2c_num`: I2C port number

```c
esp_err_t i2c_param_config(i2c_port_t i2c_num, const i2c_config_t *i2c_conf)
```

I2C parameter initialization.

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

Return

- ESP_OK Success
- ESP_ERR_INVALID_ARG Parameter error

Parameters

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

```c
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

```c
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

```c
void i2c_cmd_link_delete(i2c_cmd_handle_t cmd_handle)
```

Free I2C command link.
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

```c
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

```c
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

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

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

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

**Return**

- `ESP_OK` Success
- `ESP_ERR_INVALID_ARG` Parameter error

**Parameters**

- `cmd_handle`: I2C cmd link
- `data`: data to send
- `data_len`: data length
- `ack_en`: enable ack check for master
esp_err_t i2c_master_read_byte(i2c_cmd_handle_t cmd_handle, uint8_t *data, i2c_ack_type_t ack)
Queue command for I2C master to read one byte from I2C bus.

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

Return
• ESP_OK Success
• ESP_ERR_INVALID_ARG Parameter error

Parameters
• cmd_handle: I2C cmd link
• data: pointer accept the data byte
• ack: ack value for read command

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

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

Return
• ESP_OK Success
• ESP_ERR_INVALID_ARG Parameter error

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

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

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

Return
• ESP_OK Success
• ESP_ERR_INVALID_ARG Parameter error

Parameters
• cmd_handle: I2C cmd link

esp_err_t i2c_master_cmd_begin(i2c_port_t i2c_num, i2c_cmd_handle_t cmd_handle, TickType_t ticks_to_wait)
I2C master send queued commands. This function will trigger sending all queued commands. The task will be blocked until all the commands have been sent out. The I2C APIs are not thread-safe, if you want to use one I2C port in different tasks, you need to take care of the multi-thread issue.

Note Only call this function in I2C master mode

Return
• ESP_OK Success
• ESP_ERR_INVALID_ARG Parameter error
• ESP_FAIL Sending command error, slave doesn’t ACK the transfer.
• ESP_ERR_INVALID_STATE I2C driver not installed or not in master mode.
• ESP_ERR_TIMEOUT Operation timeout because the bus is busy.

Parameters

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

Structures

struct i2c_config_t
I2C initialization parameters.

Public Members

i2c_mode_t mode
I2C mode

gpio_num_t sda_io_num
GPIO number for I2C sda signal

gpio_pullup_t sda_pullup_en
Internal GPIO pull mode for I2C sda signal

gpio_num_t scl_io_num
GPIO number for I2C scl signal

gpio_pullup_t scl_pullup_en
Internal GPIO pull mode for I2C scl signal

uint32_t clk_stretch_tick
Clock Stretch time, depending on CPU frequency

Type Definitions

typedef void *i2c_cmd_handle_t
I2C command handle

Enumerations

enum i2c_mode_t
Values:

I2C_MODE_MASTER
I2C master mode

I2C_MODE_MAX

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enum i2c_rw_t
Values:

I2C_MASTER_WRITE = 0
12C write data

I2C_MASTER_READ
12C read data

enum i2c_opmode_t
Values:

I2C_CMD_RESTART = 0
12C restart command

I2C_CMD_WRITE
12C write command

I2C_CMD_READ
12C read command

I2C_CMD_STOP
12C stop command

enum i2c_port_t
Values:

I2C_NUM_0 = 0
12C port 0

I2C_NUM_MAX

enum i2c_ack_type_t
Values:

I2C_MASTER_ACK = 0x0
12C ack for each byte read

I2C_MASTER_NACK = 0x1
12C nack for each byte read

I2C_MASTER_LAST_NACK = 0x2
12C nack for the last byte

I2C_MASTER_ACK_MAX

2.1.3 SPI

API Reference

Header File

- esp8266/include/driver/spi.h

Functions

esp_err_t spi_get_clk_div(spi_host_t host, spi_clk_div_t *clk_div)
Get the SPI clock division factor.
Return

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

Parameters

• host: SPI peripheral number
  – CSPI_HOST SPI0
  – HSPI_HOST SPI1

• clk_div: Pointer to accept clock division factor

esp_err_t spi_get_intr_enable(spi_host_t host, spi_intr_enable_t* intr_enable)
Get SPI Interrupt Enable.

Return

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

Parameters

• host: SPI peripheral number
  – CSPI_HOST SPI0
  – HSPI_HOST SPI1

• intr_enable: Pointer to accept interrupt enable

esp_err_t spi_get_mode(spi_host_t host, spi_mode_t* mode)
Get SPI working mode.

Return

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

Parameters

• host: SPI peripheral number
  – CSPI_HOST SPI0
  – HSPI_HOST SPI1

• mode: Pointer to accept working mode

esp_err_t spi_get_interface(spi_host_t host, spi_interface_t* interface)
Get SPI bus interface configuration.

Return

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

Parameters
• host: SPI peripheral number
  – CSPI_HOST SPI0
  – HSPI_HOST SPI1
• interface: Pointer to accept bus interface configuration

esp_err_t spi_get_event_callback (spi_host_t host, spi_event_callback_t *event_cb)
Get the SPI event callback function.

Return
• ESP_OK Success
• ESP_ERR_INVALID_ARG Parameter error
• ESP_FAIL spi has not been initialized yet

Parameters
• host: SPI peripheral number
  – CSPI_HOST SPI0
  – HSPI_HOST SPI1
• event_cb: Pointer to accept event callback function

esp_err_t spi_set_clk_div (spi_host_t host, spi_clk_div_t *clk_div)
Set the SPI clock division factor.

Return
• ESP_OK Success
• ESP_ERR_INVALID_ARG Parameter error
• ESP_FAIL spi has not been initialized yet

Parameters
• host: SPI peripheral number
  – CSPI_HOST SPI0
  – HSPI_HOST SPI1
• clk_div: Pointer to deliver clock division factor

esp_err_t spi_set_intr_enable (spi_host_t host, spi_intr_enable_t *intr_enable)
Set SPI interrupt enable.

Return
• ESP_OK Success
• ESP_ERR_INVALID_ARG Parameter error
• ESP_FAIL spi has not been initialized yet
Parameters

- **host**: SPI peripheral number
  - CSPI_HOST SPI0
  - HSPI_HOST SPI1
- **intr_enable**: Pointer to deliver interrupt enable

```c
esp_err_t spi_set_mode(spi_host_t host, spi_mode_t *mode)
```

Set the SPI mode of operation.

**Return**

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

Parameters

- **host**: SPI peripheral number
  - CSPI_HOST SPI0
  - HSPI_HOST SPI1
- **mode**: Pointer to deliver working mode

```c
esp_err_t spi_get_dummy(spi_host_t host, uint16_t *bitlen)
```

Get SPI dummy bitlen.

**Return**

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

Parameters

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

```c
esp_err_t spi_set_dummy(spi_host_t host, uint16_t *bitlen)
```

Set SPI dummy bitlen.

**Return**

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

Parameters

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

- `bitlen`: Pointer to deliver dummy bitlen

```c
esp_err_t spi_set_interface(spi_host_t host, spi_interface_t *interface)
```

Set SPI bus interface configuration.

**Return**

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

**Parameters**

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

```c
esp_err_t spi_set_event_callback(spi_host_t host, spi_event_callback_t *event_cb)
```

Set the SPI event callback function.

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

**Return**

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

**Parameters**

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

```c
esp_err_t spi_slave_get_status(spi_host_t host, uint32_t *status)
```

Get SPI slave wr_status register.

**Return**

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

**Parameters**

- `host`: SPI peripheral number
esp_err_t spi_slave_set_status(spi_host_t host, uint32_t *status)
Set SPI slave rd_status register.

Return
• ESP_OK Success
• ESP_ERR_INVALID_ARG Parameter error
• ESP_FAIL spi has not been initialized yet

Parameters
• host: SPI peripheral number
  – CSPI_HOST SPI0
  – HSPI_HOST SPI1
• status: Pointer to deliver rd_status register

esp_err_t spi_trans(spi_host_t host, spi_trans_t *trans)
SPI data transfer function.

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

Return
• ESP_OK Success
• ESP_ERR_INVALID_ARG Parameter error
• ESP_FAIL spi has not been initialized yet

Parameters
• host: SPI peripheral number
  – CSPI_HOST SPI0
  – HSPI_HOST SPI1
• trans: Pointer to transmission parameter structure

esp_err_t spi_deinit(spi_host_t host)
Deinit the spi.

Return
• ESP_OK Success
• ESP_FAIL spi has not been initialized yet

Parameters
• host: SPI peripheral number
  – CSPI_HOST SPI0
esp_err_t spi_init (spi_host_t host, spi_config_t *config)
Initialize the spi.

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

Return

• ESP_OK Success
• ESP_ERR_NO_MEM malloc fail
• ESP_FAIL spi has been initialized

Parameters

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

Unions

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

Public Members

uint32_t read_buffer
configure interrupt to enable reading

uint32_t write_buffer
configure interrupt to enable writing

uint32_t read_status
configure interrupt to enable reading status

uint32_t write_status
configure interrupt to enable writing status

uint32_t trans_done
configure interrupt to enable transmission done

uint32_t reserved5
reserved

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

uint32_t val
union fill

union spi_interface_t
#include <spi.h> SPI bus interface parameter union type definition.
Public Members

uint32_t *cmd
SPI transmission command

uint32_t *addr
SPI transmission address

uint32_t *mosi
SPI transmission MOSI buffer, in order to improve the transmission efficiency, it is recommended that the external incoming data is (uint32_t *) type data, do not use other type data.

uint32_t *miso
SPI transmission MISO buffer, in order to improve the transmission efficiency, it is recommended that the external incoming data is (uint32_t *) type data, do not use other type data.

Structures

struct spi_trans_t
SPI transmission parameter structure type definition.

Public Members

uint32_t *cmd
Clock Polarity

uint32_t *cpha
Clock Phase

uint32_t *tx bit_order
Tx bit order

uint32_t *rx bit_order
Rx bit order

uint32_t *byte_tx_order
Tx byte order

uint32_t *byte_rx_order
Rx byte order

uint32_t *mosi_en
MOSI line enable

uint32_t *miso_en
MISO line enable

uint32_t *cs_en
CS line enable

uint32_t *reserved
reserved

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

uint32_t *val
union fill
typedef struct spi_config_t {
    spi_interface_t interface;  // SPI bus interface
    spi_intr_enable_t intr_enable;  // check if enable SPI interrupt
    spi_event_callback_t event_cb;  // SPI interrupt event callback
    spi_mode_t mode;  // SPI mode
    spi_clk_div_t clk_div;  // SPI clock divider
} spi_trans_t;

union spi_trans_t::[anonymous]bits {
    SPI transmission packet members’ bits
}

union spi_trans_t {
    uint32_t cmd;  // SPI transmission command bits
    uint32_t addr;  // SPI transmission address bits
    uint32_t mosi;  // SPI transmission MOSI buffer bits
    uint32_t miso;  // SPI transmission MISO buffer bits
    uint32_t val;  // union fill
}

Public Members

Macros

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

Type Definitions

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

Enumerations

denum spi_host_t
SPI peripheral enumeration.

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

   Values:
   CSPI_HOST = 0
   HSPI_HOST

denum spi_clk_div_t
SPI clock division factor enumeration.

   Values:
   SPI_2MHz_DIV = 40
   SPI_4MHz_DIV = 20
   SPI_5MHz_DIV = 16
   SPI_8MHz_DIV = 10
   SPI_10MHz_DIV = 8
   SPI_16MHz_DIV = 5
   SPI_20MHz_DIV = 4
   SPI_40MHz_DIV = 2

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\[ \text{SPI}_\text{80MHz}_\text{DIV} = 1 \]

```
enum spi_mode_t
    SPI working mode enumeration.
    Values:
        SPI_MASTER_MODE
        SPI_SLAVE_MODE
```

## 2.1.4 PWM

**API Reference**

**Header File**

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

**Functions**

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

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

**Return**

- ESP_OK Success
- ESP_ERR_INVALID_ARG Parameter error
- ESP_FAIL Init error

**Parameters**

- `period`: PWM period, unit: us. e.g. For 1KHz PWM, period is 1000 us. Do not set the period below 20us.
- `duties`: duty cycle of each channels.
- `channel_num`: PWM channel number, maximum is 8
- `pin_num`: GPIO number of PWM channel

```c
esp_err_t pwm_deinit (void)
```

PWM function uninstall.

**Return**

- ESP_OK Success
- ESP_FAIL Init error

```c
esp_err_t pwm_set_duty (uint8_t channel_num, uint32_t duty)
```

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

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

**Return**
• ESP_OK Success
• ESP_ERR_INVALID_ARG Parameter error

Parameters
• channel_num: PWM channel number the channel_num cannot exceed the value initialized by pwm_init.
• duty: duty cycle

esp_err_t pwm_get_duty(uint8_t channel_num, uint32_t *duty_p)
Get the duty cycle of a PWM channel.

Return
• ESP_OK Success
• ESP_ERR_INVALID_ARG Parameter error

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

esp_err_t pwm_set_period(uint32_t period)
Set PWM period, unit: us.

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

Return
• ESP_OK Success
• ESP_ERR_INVALID_ARG Parameter error

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

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

Return
• ESP_OK Success
• ESP_ERR_INVALID_ARG Parameter error

Parameters
• period_p: pointer saves the address of the period

esp_err_t pwm_start(void)
Starts PWM.

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

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

Return
• ESP_OK Success
• ESP_ERR_INVALID_ARG Parameter error

Parameters
• stop_level_mask: Output level after PWM is stopped e.g. We initialize 8 channels, if stop_level_mask = 0x0f, channel 0, 1, 2 and 3 will output high level, and channel 4, 5, 6 and 7 will output low level.

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

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

Return
• ESP_OK Success
• ESP_ERR_INVALID_ARG Parameter error

Parameters
• duties: An array that stores the duty cycle of each channel, the array elements number needs to be the same as the number of channels.

esp_err_t pwm_set_phase(uint8_t channel_num, int16_t phase)
Set the phase of a PWM channel.

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

Return
• ESP_OK Success
• ESP_ERR_INVALID_ARG Parameter error

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

esp_err_t pwm_set_phases (int16_t *phases)
Set the phase of all channels.

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

Return
• ESP_OK Success
• ESP_ERR_INVALID_ARG Parameter error
Parameters

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

```c
esp_err_t pwm_get_phase(uint8_t channel_num, uint16_t *phase_p)
```
Get the phase of a PWM channel.

**Return**

• ESP_OK Success
• ESP_ERR_INVALID_ARG Parameter error

**Parameters**

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

```c
esp_err_t pwm_set_period_duties(uint32_t period, uint32_t *duties)
```
Set PWM period and duty of each PWM channel.

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

**Return**

• ESP_OK Success
• ESP_ERR_INVALID_ARG Parameter error

**Parameters**

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

```c
esp_err_t pwm_set_channel_invert(uint16_t channel_mask)
```
Set the inverting output PWM channel.

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

**Return**

• ESP_OK Success
• ESP_ERR_INVALID_ARG Parameter error

**Parameters**

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

```c
esp_err_t pwm_clear_channel_invert(uint16_t channel_mask)
```
Clear the inverting output PWM channel. This function only works for the PWM channel that is already in the inverted output states.

**Note** After set configuration, pwm_start needs to be called to take effect.
• ESP_OK Success
• ESP_ERR_INVALID_ARG Parameter error

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

2.1.5 UART

API Reference

Header File
• esp8266/include/driver/uart.h

Functions

esp_err_t **uart_set_word_length**(uart_port_t uart_num, uart_word_length_t data_bit)
Set UART data bits.

Return
• ESP_OK success
• ESP_ERR_INVALID_ARG Parameter error

Parameters
• uart_num: Uart port number.
• data_bit: Uart data bits.

esp_err_t **uart_get_word_length**(uart_port_t uart_num, uart_word_length_t *data_bit)
Get UART data bits.

Return
• ESP_OK success
• ESP_ERR_INVALID_ARG Parameter error

Parameters
• uart_num: Uart port number.
• data_bit: Pointer to accept value of UART data bits.

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

Return
• ESP_OK success
• ESP_ERR_INVALID_ARG Parameter error

Parameters
• uart_num: Uart port number
• stop_bits: Uart stop bits

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

Return
• ESP_OK success
• ESP_ERR_INVALID_ARG Parameter error

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

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

Return
• ESP_OK success
• ESP_ERR_INVALID_ARG Parameter error

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

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

Return
• ESP_OK success
• ESP_ERR_INVALID_ARG Parameter error

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

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

Return
• ESP_OK success
• ESP_ERR_INVALID_ARG Parameter error

Parameters
• uart_num: Uart port number
• baudrate: UART baud rate.
```
esp_err_t uart_get_baudrate(uart_port_t uart_num, uint32_t *baudrate)
Get UART baud rate.

Return

• ESP_OK success
• ESP_ERR_INVALID_ARG Parameter error

Parameters

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

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

Return

• ESP_OK success
• ESP_ERR_INVALID_ARG Parameter error

Parameters

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

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

Return

• ESP_OK success
• ESP_ERR_INVALID_ARG Parameter error

Parameters

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

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

Return

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

Parameters

• uart_num: Uart port number.
• flow_ctrl: Option for different flow control mode.
esp_err_t **uart_enable_swap**(void)

UART0 swap. Use MTCK as UART0 RX, MTDO as UART0 TX, so ROM log will not output from this new UART0. We also need to use MTDO (U0RTS) and MTCK (U0CTS) as UART0 in hardware.

Return

- ESP_OK Success

esp_err_t **uart_disable_swap**(void)

Disable UART0 swap. Use the original UART0, not MTCK and MTDO.

Return

- ESP_OK Success

esp_err_t **uart_clear_intr_status**(uart_port_t uart_num, uint32_t mask)

Clear uart interrupts status.

Return

- ESP_OK success
- ESP_ERR_INVALID_ARG Parameter error

Parameters

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

esp_err_t **uart_enable_intr_mask**(uart_port_t uart_num, uint32_t enable_mask)

Set UART interrupt enable.

Return

- ESP_OK Success
- ESP.ERR.INVALID_ARG Parameter error

Parameters

- **uart_num**: Uart port number
- **enable_mask**: Bit mask of the enable bits. The bit mask should be composed from the fields of register UART_INT_ENA_REG.

esp_err_t **uart_disable_intr_mask**(uart_port_t uart_num, uint32_t disable_mask)

Clear UART interrupt enable bits.

Return

- ESP_OK Success
- ESP.ERR.INVALID_ARG Parameter error

Parameters

- **uart_num**: Uart port number
- **disable_mask**: Bit mask of the disable bits. The bit mask should be composed from the fields of register UART_INT_ENA_REG.
esp_err_t uart_enable_rx_intr(uart_port_t uart_num)
Enable UART RX interrupt (RX_FULL & RX_TIMEOUT INTERRUPT)

Return
• ESP_OK Success
• ESP_ERR_INVALID_ARG Parameter error

Parameters
• uart_num: UART_NUM_0

esp_err_t uart_disable_rx_intr(uart_port_t uart_num)
Disable UART RX interrupt (RX_FULL & RX_TIMEOUT INTERRUPT)

Return
• ESP_OK Success
• ESP_ERR_INVALID_ARG Parameter error

Parameters
• uart_num: UART_NUM_0

esp_err_t uart_disable_tx_intr(uart_port_t uart_num)
Disable UART TX interrupt (TX_FULL & TX_TIMEOUT INTERRUPT)

Return
• ESP_OK Success
• ESP_ERR_INVALID_ARG Parameter error

Parameters
• uart_num: UART_NUM_0

esp_err_t uart_enable_tx_intr(uart_port_t uart_num, int enable, int thresh)
Enable UART TX interrupt (TX_FULL & TX_TIMEOUT INTERRUPT)

Return
• ESP_OK Success
• ESP_ERR_INVALID_ARG Parameter error

Parameters
• uart_num: UART_NUM_0
• enable: 1: enable; 0: disable
• thresh: Threshold of TX interrupt, 0 ~ UART_FIFO_LEN

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

Return
• ESP_OK Success
• ESP_ERR_INVALID_ARG Parameter error
Parameters

- uart_num: UART_NUM_0
- fn: Interrupt handler function.
- arg: parameter for handler function

`esp_err_t uart_param_config(uart_port_t uart_num, uart_config_t *uart_conf)`

Config Common parameters of serial ports.

Return

- ESP_OK success
- ESP_ERR_INVALID_ARG Parameter error

Parameters

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

`esp_err_t uart_intr_config(uart_port_t uart_num, uart_intr_config_t *uart_intr_conf)`

Config types of uarts.

Return

- ESP_OK success
- ESP_ERR_INVALID_ARG Parameter error

Parameters

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

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

Install UART driver.

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

Return

- ESP_OK Success
- ESP_ERR_INVALID_ARG Parameter error

Parameters

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

Return
- ESP_OK Success
- ESP_ERR_INVALID_ARG Parameter error

Parameters
- `uart_num`: Uart port number.

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

Return
- ESP_OK Success
- ESP_ERR_INVALID_ARG Parameter error

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

int `uart_tx_chars`(uart_port_t `uart_num`, const char * `buffer`, uint32_t `len`)
Send data to the UART port from a given buffer and length.
This function will not wait for enough space in TX FIFO. It will just fill the available TX FIFO and return when the FIFO is full.

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

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

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

int `uart_write_bytes`(uart_port_t `uart_num`, const char * `src`, size_t `size`)
Send data to the UART port from a given buffer and length.
If the UART driver’s parameter ‘tx_buffer_size’ is set to zero: This function will not return until all the data have been sent out, or at least pushed into TX FIFO.
Otherwise, if the ‘tx_buffer_size’ > 0, this function will return after copying all the data to tx ring buffer, UART ISR will then move data from the ring buffer to TX FIFO gradually.

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

Parameters
• uart_num: Uart port number.
• src: data buffer address
• size: data length to send

int uart_read_bytes(uart_port_t uart_num, uint8_t *buf, uint32_t length, TickType_t ticks_to_wait)
UART read bytes from UART buffer.

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

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

esp_err_t uart_flush(uart_port_t uart_num)
Alias of uart_flush_input. UART ring buffer flush. This will discard all data in the UART RX buffer.

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

Return
• ESP_OK Success
• ESP_ERR_INVALID_ARG Parameter error

Parameters
• uart_num: UART port number.

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

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

Return
• ESP_OK Success
• ESP_ERR_INVALID_ARG Parameter error

Parameters
• uart_num: UART port number.

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

Return
• ESP_OK Success
• ESP_ERR_INVALID_ARG Parameter error
Parameters

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

```c
esp_err_t uart_set_rx_timeout (uart_port_t uart_num, const uint8_t tout_thresh)
```

UART set threshold timeout for TOUT feature.

Return

- ESP_OK Success
- ESP_ERR_INVALID_ARG Parameter error

Parameters

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

Structures

```c
struct uart_config_t
```

UART configuration parameters for uart_param_config function.

Public Members

```c
int baud_rate
```

UART baud rate

```c
uart_word_length_t data_bits
```

UART byte size

```c
uart_parity_t parity
```

UART parity mode

```c
uart_stop_bits_t stop_bits
```

UART stop bits

```c
uart_hw_flowcontrol_t flow_ctrl
```

UART HW flow control mode (cts/rts)

```c
uint8_t rx_flow_ctrl_thresh
```

UART HW RTS threshold

```c
struct uart_intr_config_t
```

UART interrupt configuration parameters for uart_intr_config function.

Public Members

```c
uint32_t intr_enable_mask
```

UART interrupt enable mask, choose from UART_XXXX_INT_ENA_M under UART_INT_ENA_REG(i), connect with bit-or operator
uint8_t rx_timeout_thresh
UART timeout interrupt threshold (unit: time of sending one byte)

uint8_t txfifo_empty_intr_thresh
UART TX empty interrupt threshold.

uint8_t rxfifo_full_thresh
UART RX full interrupt threshold.

struct uart_event_t
Event structure used in UART event queue.

Public Members

uart_event_type_t type
UART event type

size_t size
UART data size for UART_DATA event

Macros

UART_FIFO_LEN
Length of the hardware FIFO buffers

UART_INTR_MASK
Mask of all UART interrupts

UART_LINE_INV_MASK
TBD

UART_INVERSE_DISABLE
Disable UART signal inverse

UART_INVERSE_RXD
UART RXD input inverse

UART_INVERSE_CTS
UART CTS input inverse

UART_INVERSE_TXD
UART TXD output inverse

UART_INVERSE_RTS
UART RTS output inverse

Enumerations

enum uart_mode_t
UART mode selection.

Values:

UART_MODE_UART = 0x00
mode: regular UART mode

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enum uart_word_length_t
UART word length constants.

Values:

UART_DATA_5_BITS = 0x0
word length: 5bits

UART_DATA_6_BITS = 0x1
word length: 6bits

UART_DATA_7_BITS = 0x2
word length: 7bits

UART_DATA_8_BITS = 0x3
word length: 8bits

UART_DATA_BITS_MAX = 0x4

enum uart_stop_bits_t
UART stop bits number.

Values:

UART_STOP_BITS_1 = 0x1
stop bit: 1bit

UART_STOP_BITS_1_5 = 0x2
stop bit: 1.5bits

UART_STOP_BITS_2 = 0x3
stop bit: 2bits

UART_STOP_BITS_MAX = 0x4

enum uart_port_t
UART peripheral number.

Values:

UART_NUM_0 = 0x0

UART_NUM_1 = 0x1

UART_NUM_MAX

enum uart_parity_t
UART parity constants.

Values:

UART_PARITY_DISABLE = 0x0
Disable UART parity

UART_PARITY_EVEN = 0x2
Enable UART even parity

UART_PARITY_ODD = 0x3
Enable UART odd parity

enum uart_hw_flowcontrol_t
UART hardware flow control modes.

Values:
UART_HW_FLOWCTRL_DISABLE = 0x0
disable hardware flow control

UART_HW_FLOWCTRL_RTS = 0x1
enable RX hardware flow control (rts)

UART_HW_FLOWCTRL_CTS = 0x2
enable TX hardware flow control (cts)

UART_HW_FLOWCTRL_CTS_RTS = 0x3
enable hardware flow control

UART_HW_FLOWCTRL_MAX = 0x4

enum uart_event_type_t
UART event types used in the ring buffer.
Values:

UART_DATA
UART data event

UART_BUFFER_FULL
UART RX buffer full event

UART_FIFO_OVF
UART FIFO overflow event

UART_FRAME_ERR
UART RX frame error event

UART_PARITY_ERR
UART RX parity event

UART_EVENT_MAX
UART event max index

2.1.6 ADC

API Reference

Header File

• esp8266/include/driver/adc.h

Functions

esp_err_t adc_read (uint16_t *data)
Single measurement of TOUT(ADC) pin, unit : 1/1023 V or VDD pin, uint: 1 mV.

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

Return

• ESP_OK Success
• ESP_ERR_INVALID_ARG Parameter error
• ESP_FAIL adc has not been initialized yet
Parameters

- **data**: Pointer to accept adc value.

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

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

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

**Return**

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

Parameters

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

```c
esp_err_t adc_deinit ()
```

Deinit the adc.

**Return**

- ESP_OK Success
- ESP_FAIL adc has not been initialized yet

```c
esp_err_t adc_init (adc_config_t *config)
```

Initialize the adc.

**Note** First modify menuconfig->Component config->PHY->vdd33_const value, vdd33_const provides ADC mode settings, i.e. selecting system voltage or external voltage measurements. When measuring system voltage, it must be set to 255. To read the external voltage on TOUT(ADC) pin, vdd33_const need less than 255. When the ADC reference voltage is set to the actual VDD33 power supply voltage, the value range of vdd33_const is [18, 36], the unit is 0.1V. When the ADC reference voltage is set to the default value of 3.3V as the supply voltage, the range of vdd33_const is [0, 18] or (36, 255).

**Return**

- ESP_OK Success
- ESP_ERR_NO_MEM malloc fail
- ESP_ERR_INVALID_ARG Parameter error
- ESP_FAIL adc has been initialized

Parameters

- **config**: Pointer to deliver initialize configuration parameter

**Structures**

```c
struct adc_config_t
```

ADC initialization parameter structure type definition.
Public Members

```c
adc_mode_t mode
ADC mode
```

```c
uint8_t clk_div
ADC sample collection clock=80M/clk_div, range[8, 32]
```

Enumerations

```c
enum adc_mode_t
ADC working mode enumeration.
Values:
ADC_READ_TOUT_MODE = 0
ADC_READ_VDD_MODE
ADC_READ_MAX_MODE
```

2.1.7 Hardware Timer

API Reference

Header File

- esp8266/include/driver/hw_timer.h

Functions

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

Return

- ESP_OK Success
- ESP_ERR_INVALID_ARG Parameter error
- ESP_FAIL hardware timer has been initialized

Parameters

- clkdiv: frequency division coefficient

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

Return

- 0 TIMER_CLKDIV_1
- 4 TIMER_CLKDIV_16
- 8 TIMER_CLKDIV_256
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```c
esp_err_t hw_timer_set_intr_type(hw_timer_intr_type_t intr_type)
Set the interrupt type of hardware timer.

Return
  • ESP_OK Success
  • ESP_ERR_INVALID_ARG Parameter error
  • ESP_FAIL hardware timer has been initialized

Parameters
  • intr_type: interrupt type

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

Return
  • 0 TIMER_EDGE_INT
  • 1 TIMER_LEVEL_INT
```

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

Return
  • ESP_OK Success
  • ESP_FAIL hardware timer has been initialized

Parameters
  • reload: false, one-shot mode; true, reload mode

bool hw_timer_get_reload()
Get the hardware timer reload status.

Return
  • true reload mode
  • false one-shot mode
```

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

Return
  • ESP_OK Success
  • ESP_FAIL hardware timer has been initialized

Parameters
  • en: false, hardware timer disable; true, hardware timer enable

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

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

`esp_err_t hw_timer_set_load_data(uint32_t load_data)`
Set the hardware timer load value.

Return

- ESP_OK Success
- ESP_ERR_INVALID_ARG Parameter error
- ESP_FAIL hardware timer has been initialized

Parameters

- `load_data`: hardware timer load value
  - FRC1 hardware timer, range: less than 0x1000000

`uint32_t hw_timer_get_load_data()`
Get the hardware timer load value.

Return load value

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

Return count value

`esp_err_t hw_timer_deinit(void)`
deinit the hardware timer

Return

- ESP_OK Success
- ESP_FAIL hardware timer has not been initialized yet

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

Return

- ESP_OK Success
- ESP_ERR_INVALID_ARG Parameter error
- ESP_FAIL hardware timer has been initialized

Parameters

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

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

- ESP_OK Success
- ESP_ERR_INVALID_ARG Parameter error
- ESP_FAIL hardware timer has not been initialized yet

Parameters

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

```c
esp_err_t hw_timer_disarm(void)
  disable this timer
```

Return

- ESP_OK Success
- ESP_FAIL hardware timer has not been initialized yet

Macros

```c
TIMBER_BASE_CLK
```

Type Definitions

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

Enumerations

```c
enum hw_timer_clkdiv_t
  Values:
  
  TIMER_CLKDIV_1 = 0
  
  TIMER_CLKDIV_16 = 4
  
  TIMER_CLKDIV_256 = 8

enum hw_timer_intr_type_t
  Values:
  
  TIMER_EDGE_INT = 0
  
  TIMER_LEVEL_INT = 1
```

Example code for this API section is provided in `peripherals` directory of ESP-IDF examples.
2.2 Wi-Fi API

2.2.1 Wi-Fi

Introduction

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

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

Important

Since the ESP8266 RTOS SDK V3.0, we moved some functions from IRAM to flash, including malloc and free functions, to save more memory. In this case, please do not read/write/erase flash during sniffer or promiscuous mode. You need to disable the sniffer or promiscuous mode at first, then read/write/erase flash.

Application Examples

See wifi directory of ESP8266_RTOS_SDK examples that contains the following applications:

- Simple application showing how to connect ESP8266 module to an Access Point - template.

API Reference

Header File

- esp8266/include/esp_wifi.h

Functions

```c
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 owner initial values, overwrite the default values which are set by WIFI_INIT_CONFIG_DEFAULT, please be notified that the field 'magic' of wifi_init_config_t should always be WIFI_INIT_CONFIG_MAGIC!
Return
• ESP_OK: succeed
• ESP_ERR_NO_MEM: out of memory
• others: refer to error code esp_err.h

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

esp_err_t esp_wifi_deinit (void)
Deinit WiFi Free all resource allocated in esp_wifi_init and stop WiFi task.

Attention 1. This API should be called if you want to remove WiFi driver from the system
Return ESP_OK: succeed

esp_err_t esp_wifi_set_mode (wifi_mode_t mode)
Set the WiFi operating mode.
Set the WiFi operating mode as station, soft-AP or station+soft-AP. The default mode is soft-AP mode.

Return
• ESP_OK: succeed
• ESP_ERR_WIFI_NOT_INIT: WiFi is not initialized by esp_wifi_init
• ESP_ERR_INVALID_ARG: invalid argument
• others: refer to error code in esp_err.h

Parameters
• mode: WiFi operating mode

esp_err_t esp_wifi_get_mode (wifi_mode_t *mode)
Get current operating mode of WiFi.

Return
• ESP_OK: succeed
• ESP_ERR_WIFI_NOT_INIT: WiFi is not initialized by esp_wifi_init
• ESP_ERR_INVALID_ARG: invalid argument

Parameters
• mode: store current WiFi mode

esp_err_t esp_wifi_start (void)
Start WiFi according to current configuration If mode is WIFI_MODE_STA, it create station control block and start station If mode is WIFI_MODE_AP, it create soft-AP control block and start soft-AP If mode is WIFI_MODE_APSTA, it create soft-AP and station control block and start soft-AP and station.

Return
• ESP_OK: succeed
• ESP_ERR_WIFI_NOT_INIT: WiFi is not initialized by esp_wifi_init
- ESP_ERR_INVALID_ARG: invalid argument
- ESP_ERR_NO_MEM: out of memory
- ESP_ERR_WIFI_CONN: WiFi internal error, station or soft-AP control block wrong
- ESP_FAIL: other WiFi internal errors

```c
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

```c
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

```c
esp_err_t esp_wifi_connect(void)
```
Connect the ESP8266 WiFi station to the AP.

**Attention** 1. This API only impact WIFI_MODE_STA or WIFI_MODE_APSTA mode

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

**Return**
- ESP_OK: succeed
- ESP_ERR_WIFI_NOT_INIT: WiFi is not initialized by esp_wifi_init
- ESP_ERR_WIFI_NOT_START: WiFi is not started by esp_wifi_start
- ESP_ERR_WIFI_CONN: WiFi internal error, station or soft-AP control block wrong
- ESP_ERR_WIFI_SSID: SSID of AP which station connects is invalid

```c
esp_err_t esp_wifi_disconnect(void)
```
Disconnect the ESP8266 WiFi station from the AP.

**Return**
- ESP_OK: succeed
• ESP_ERR_WIFI_NOT_INIT: WiFi was not initialized by esp_wifi_init
• ESP_ERR_WIFI_NOT_STARTED: WiFi was not started by esp_wifi_start
• ESP_FAIL: other WiFi internal errors

```c
esp_err_t esp_wifi_clear_fast_connect (void)
```
Currently this API is just an stub API.

**Return**

• ESP_OK: succeed
• others: fail

```c
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

```c
esp_err_t esp_wifi_scan_start (const wifi_scan_config_t *config, bool block)
```
Scan all available APs.

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

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

**Return**

• ESP_OK: succeed
• ESP_ERR_WIFI_NOT_INIT: WiFi is not initialized by esp_wifi_init
• ESP_ERR_WIFI_NOT_STARTED: WiFi was not started by esp_wifi_start
• ESP_ERR_WIFI_TIMEOUT: blocking scan is timeout
• others: refer to error code in esp_err.h

**Parameters**

• config: configuration of scanning
• block: if block is true, this API will block the caller until the scan is done, otherwise it will return immediately
esp_err_t esp_wifi_scan_stop (void)

Stop the scan in process.

Return
- ESP_OK: succeed
- ESP.ERR_WIFI_NOT_INIT: WiFi is not initialized by esp_wifi_init
- ESP.ERR_WIFI_NOT_STARTED: WiFi is not started by esp_wifi_start

esp_err_t esp_wifi_scan_get_ap_num (uint16_t *number)

Get number of APs found in last scan.

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

Return
- ESP_OK: succeed
- ESP.ERR_WIFI_NOT_INIT: WiFi is not initialized by esp_wifi_init
- ESP.ERR_WIFI_NOT_STARTED: WiFi is not started by esp_wifi_start
- ESP.ERR_INVALID_ARG: invalid argument

Parameters
- number: store number of APIs found in last scan

esp_err_t esp_wifi_scan_get_ap_records (uint16_t *number, wifi_ap_record_t *ap_records)

Get AP list found in last scan.

Return
- ESP_OK: succeed
- ESP.ERR_WIFI_NOT_INIT: WiFi is not initialized by esp_wifi_init
- ESP.ERR_WIFI_NOT_STARTED: WiFi is not started by esp_wifi_start
- ESP.ERR_INVALID_ARG: invalid argument
- ESP.ERR_NO_MEM: out of memory

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

esp_err_t esp_wifi_sta_get_ap_info (wifi_ap_record_t *ap_info)

Get information of AP which the ESP8266 station is associated with.

Return
- ESP_OK: succeed
- ESP.ERR_WIFI_CONN: The station interface don’t initialized
- ESP.ERR_WIFI_NOT_CONNECT: The station is in disconnect status

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

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

Attention Default power save type is WIFI_PS_NONE.

Return ESP_ERR_NOT_SUPPORTED: not supported yet

Parameters
• type: power save type

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

Attention Default power save type is WIFI_PS_NONE.

Return ESP_ERR_NOT_SUPPORTED: not supported yet

Parameters
• type: store current power save type

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

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

Attention Please call this API in SYSTEM_EVENT_STA_START event

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

Parameters
• ifx: interfaces
• protocol_bitmap: WiFi protocol bitmap

esp_err_t esp_wifi_get_protocol(wifi_interface_t ifx, uint8_t *protocol_bitmap)
Get the current protocol bitmap of the specified interface.

Return
• ESP_OK: succeed
• ESP_ERR_WIFI_NOT_INIT: WiFi is not initialized by esp_wifi_init
• ESP_ERR_WIFI_IF: invalid interface
• ESP_ERR_INVALID_ARG: invalid argument
• others: refer to error codes in esp_err.h
Parameters
• ifx: interface
• protocol_bitmap: store current WiFi protocol bitmap of interface ifx

```
esp_err_t esp_wifi_set_bandwidth (wifi_interface_t ifx, wifi_bandwidth_t bw)
```
Set the bandwidth of ESP8266 specified interface.

Attention 1. API return false if try to configure an interface that is not enabled
Attention 2. WIFI_BW_HT40 is supported only when the interface support 11N

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

Parameters
• ifx: interface to be configured
• bw: bandwidth

```
esp_err_t esp_wifi_get_bandwidth (wifi_interface_t ifx, wifi_bandwidth_t *bw)
```
Get the bandwidth of ESP8266 specified interface.

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

Return
• ESP_OK: succeed
• ESP_ERR_WIFI_NOT_INIT: WiFi is not initialized by esp_wifi_init
• ESP_ERR_WIFI_IF: invalid interface
• ESP_ERR_INVALID_ARG: invalid argument

Parameters
• ifx: interface to be configured
• bw: store bandwidth of interface ifx

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

Attention 1. This is a special API for sniffer
Attention 2. This API should be called after esp_wifi_start() or esp_wifi_set_promiscuous()

Return
• ESP_OK: succeed
• ESP_ERR_WIFI_NOT_INIT: WiFi is not initialized by esp_wifi_init
• ESP_ERR_WIFI_IF: invalid interface
• ESP_ERR_INVALID_ARG: invalid argument

Parameters
• primary: for HT20, primary is the channel number, for HT40, primary is the primary channel
• second: for HT20, second is ignored, for HT40, second is the second channel

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

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

Return
• ESP_OK: succeed
• ESP_ERR_WIFI_NOT_INIT: WiFi is not initialized by esp_wifi_init
• ESP_ERR_INVALID_ARG: invalid argument

Parameters
• primary: store current primary channel
• second: store current second channel

esp_err_t esp_wifi_set_country (const wifi_country_t *country)
configure country info

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

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

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

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

Attention 5. The country configuration is not stored into flash

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

Return
• ESP_OK: succeed
• ESP_ERR_WIFI_NOT_INIT: WiFi is not initialized by esp_wifi_init
• ESP_ERR_INVALID_ARG: invalid argument

Parameters
• country: the configured country info
esp_err_t esp_wifi_get_country (wifi_country_t *country)
get the current country info

Return
• ESP_OK: succeed
• ESP_ERR_WIFI_NOT_INIT: WiFi is not initialized by esp_wifi_init
• ESP_ERR_INVALID_ARG: invalid argument

Parameters
• country: country info

esp_err_t esp_wifi_set_mac (wifi_interface_t ifx, const uint8_t mac[6])
Set MAC address of the ESP8266 WiFi station or the soft-AP interface.

Attention 1. This API can only be called when the interface is disabled
Attention 2. ESP8266 soft-AP and station have different MAC addresses, do not set them to be the same.
Attention 3. The bit 0 of the first byte of ESP8266 MAC address can not be 1. For example, the MAC address can set to be “1a:XX:XX:XX:XX:XX”, but can not be “15:XX:XX:XX:XX:XX”.

Return
• ESP_OK: succeed
• ESP_ERR_WIFI_NOT_INIT: WiFi is not initialized by esp_wifi_init
• ESP_ERR_INVALID_ARG: invalid argument
• ESP_ERR_WIFI_IF: invalid interface
• ESP_ERR_WIFI_MAC: invalid mac address
• ESP_ERR_WIFI_MODE: WiFi mode is wrong
• others: refer to error codes in esp_err.h

Parameters
• ifx: interface
• mac: the MAC address

esp_err_t esp_wifi_get_mac (wifi_interface_t ifx, uint8_t mac[6])
Get mac of specified interface.

Return
• ESP_OK: succeed
• ESP_ERR_WIFI_NOT_INIT: WiFi is not initialized by esp_wifi_init
• ESP_ERR_INVALID_ARG: invalid argument
• ESP_ERR_WIFI_IF: invalid interface

Parameters
• ifx: interface
• mac: store mac of the interface ifx
esp_err_t esp_wifi_set_promiscuous_rx_cb (wifi_promiscuous_cb_t cb)
Register the RX callback function in the promiscuous mode.
Each time a packet is received, the registered callback function will be called.

Return

• ESP_OK: succeed
• ESP_ERR_WIFI_NOT_INIT: WiFi is not initialized by esp_wifi_init

Parameters

• cb: callback

esp_err_t esp_wifi_set_promiscuous (bool en)
Enable the promiscuous mode.

Return

• ESP_OK: succeed
• ESP_ERR_WIFI_NOT_INIT: WiFi is not initialized by esp_wifi_init

Parameters

• en: false - disable, true - enable

esp_err_t esp_wifi_get_promiscuous (bool *en)
Get the promiscuous mode.

Return

• ESP_OK: succeed
• ESP_ERR_WIFI_NOT_INIT: WiFi is not initialized by esp_wifi_init

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

```c
esp_err_t esp_wifi_set_config(wifi_interface_t interface, wifi_config_t *conf)
```

Set the configuration of the ESP8266 STA or AP.

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

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

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

**Return**
- ESP_OK: succeed
- ESP_ERR_WIFI_NOT_INIT: WiFi is not initialized by esp_wifi_init
- ESP_ERR_INVALID_ARG: invalid argument
- ESP_ERR_WIFI_IF: invalid interface
- ESP_ERR_WIFI_MODE: invalid mode
- ESP_ERR_WIFI_PASSWORD: invalid password
- ESP_ERR_WIFI_NVS: WiFi internal NVS error
- others: refer to the erro code in esp_err.h

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

```c
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.

```c
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

```c
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

```c
esp_err_t esp_wifi_ap_get_sta_list(wifi_sta_list_t *sta)
```

Get STAs associated with soft-AP.

Attention SSC only API

Return
• ESP_OK: succeed
• ESP_ERR_WIFI_NOT_INIT: WiFi is not initialized by esp_wifi_init
• ESP_ERR_INVALID_ARG: invalid argument
• ESP_ERR_WIFI_MODE: WiFi mode is wrong
• ESP_ERR_WIFI_CONN: WiFi internal error, the station/soft-AP control block is invalid

Parameters
• sta: station list ap can get the connected sta’s phy mode info through the struct member phy_11bphy_11gphy_11nphy_lr in the wifi_sta_info_t struct. For example, phy_11b = 1 imply that sta support 802.11b mode

```c
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

2.2. Wi-Fi API
• ESP_ERR_WIFI_NOT_INIT: WiFi is not initialized by esp_wifi_init

Parameters
• cb: Callback function
• ctx: Context argument, passed to callback function.

esp_err_t esp_wifi_set_max_tx_power(int8_t power)
Set maximum WiFi transmitting power.

Attention Please Call this API after calling esp_wifi_start()

Attention WiFi transmitting power is divided to six levels in phy init data. Level0 represents highest transmitting power and level5 represents lowest transmitting power. Packets of different rates are transmitted in different powers according to the configuration in phy init data. This API only sets maximum WiFi transmitting power. If this API is called, the transmitting power of every packet will be less than or equal to the value set by this API. If this API is not called, the value of maximum transmitting power set in phy_init_data.bin or menuconfig (depend on whether to use phy init data in partition or not) will be used. Default value is level0. Values passed in power are mapped to transmit power levels as follows:
• [82, 127]: level0
• [78, 81]: level1
• [74, 77]: level2
• [68, 73]: level3
• [64, 67]: level4
• [56, 63]: level5
• [49, 55]: level5 - 2dBm
• [33, 48]: level5 - 6dBm
• [25, 32]: level5 - 8dBm
• [13, 24]: level5 - 11dBm
• [ 1, 12]: level5 - 14dBm
• [-128, 0]: level5 - 17.5dBm

Return
• ESP_OK: succeed
• ESP_ERR_WIFI_NOT_INIT: WiFi is not initialized by esp_wifi_init
• ESP_ERR_WIFI_NOT_START: WiFi is not started by esp_wifi_start

Parameters
• power: Maximum WiFi transmitting power.

void esp_wifi_set_max_tx_power_via_vdd33(uint16_t vdd33)
Adjust RF Tx Power according to VDD33; unit : 1/1024 V.

Attention When TOUT pin is suspended, VDD33 can be got by esp_wifi_get_vdd33. When TOUT pin is wired to external circuitry, esp_wifi_get_vdd33 can not be used.

Attention This api only worked when it is called, please call this api every day or hour according to power consumption.
Parameters

- \texttt{vdd33}: unit is 1/1024V, range [1900, 3300].

\begin{verbatim}
uint16_t esp_wifi_get_vdd33 (void)
    Measure the power voltage of VDD3P3 pin 3 and 4; unit: 1/1024 V.
\end{verbatim}

**Attention** esp_wifi_get_vdd33 can only be called when TOUT pin is suspended.

**Attention** The 107th byte in esp_init_data_default.bin (0 ~ 127 bytes) is named as vdd33\_const. When TOUT pin is suspended, vdd33\_const must be set as 0xFF, which is 255.

**Attention** The return value of esp_wifi_get_vdd33 may be different in different Wi-Fi modes, for example, in Modem-sleep mode or in normal Wi-Fi working mode.

**Return** the power voltage of vdd33 pin 3 and 4

\begin{verbatim}
esp_err_t esp_wifi_get_max_tx_power (int8_t *power)
    Get maximum WiFi transmitting power.
\end{verbatim}

**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**

- \texttt{power}: Maximum WiFi transmitting power.

\begin{verbatim}
esp_err_t esp_wifi_set_event_mask (uint32_t mask)
    Set mask to enable or disable some WiFi events.
\end{verbatim}
Attention 1. Mask can be created by logical OR of various WIFI_EVENT_MASK_ constants. Events which have corresponding bit set in the mask will not be delivered to the system event handler.

Attention 2. Default WiFi event mask is WIFI_EVENT_MASK_AP_PROBEREQRECVED.

Attention 3. There may be lots of stations sending probe request data around. Don’t unmask this event unless you need to receive probe request data.

Return

• ESP_OK: succeed
• ESP_ERR_WIFI_NOT_INIT: WiFi is not initialized by esp_wifi_init

Parameters

• mask: WiFi event mask.

esp_err_t esp_wifi_get_event_mask(uint32_t *mask)
Get mask of WiFi events.

Return

• ESP_OK: succeed
• ESP_ERR_WIFI_NOT_INIT: WiFi is not initialized by esp_wifi_init
• ESP_ERR_WIFI_ARG: invalid argument

Parameters

• mask: WiFi event mask.

esp_err_t esp_wifi_80211_tx(wifi_interface_t ifx, const void *buffer, int len, bool en_sys_seq)
Send user-define 802.11 packets.

Attention 1. Packet has to be the whole 802.11 packet, does not include the FCS. The length of the packet has to be longer than the minimum length of the header of 802.11 packet which is 24 bytes, and less than 1400 bytes.

Attention 2. Duration area is invalid for user, it will be filled in SDK.

Attention 3. The rate of sending packet is same as the management packet which is the same as the system rate of sending packets.

Attention 4. Only after the previous packet was sent, entered the sent callback, the next packet is allowed to send. Otherwise, wifi_send_pkt_freedom will return fail.

Return ESP_OK, succeed;

Return ESP_FAIL, fail.

Parameters

• ifx: interface if the Wi-Fi mode is Station, the ifx should be WIFI_IF_STA. If the Wi-Fi mode is SoftAP, the ifx should be WIFI_IF_AP. If the Wi-Fi mode is Station+SoftAP, the ifx should be WIFI_IF_STA or WIFI_IF_AP. If the ifx is wrong, the API returns ESP_ERR_WIFI_IF.
• buffer: pointer of packet
• len: packet length
• en_sys_seq: follow the system’s 802.11 packets sequence number or not, if it is true, the sequence number will be increased 1 every time a packet sent.
Structures

```c
struct wifi_init_config_t
    WiFi stack configuration parameters passed to esp_wifi_init call.
```

Public Members

```c
system_event_handler_t event_handler
    WiFi event handler

void *osi_funcs
    WiFi OS functions

uint8_t qos_enable
    WiFi QOS feature enable flag

uint8_t ampdu_rx_enable
    WiFi AMPDU RX feature enable flag

uint8_t rx_ba_win
    WiFi Block Ack RX window size

uint8_t rx_ampdu_buf_num
    WiFi AMPDU RX buffer number

uint32_t rx_ampdu_buf_len
    WiFi AMPDU RX buffer length

uint32_t rx_max_single_pkt_len
    WiFi RX max single packet size

uint32_t rx_buf_len
    WiFi RX buffer size

uint8_t amsdu_rx_enable
    WiFi AMSDU RX feature enable flag

uint8_t rx_buf_num
    WiFi RX buffer number

uint8_t rx_pkt_num
    WiFi RX packet number

uint8_t left_continuous_rx_buf_num
    WiFi Rx left continuous rx buffer number

uint8_t tx_buf_num
    WiFi TX buffer number

uint8_t nvs_enable
    WiFi NVS flash enable flag

uint8_t nano_enable
    Nano option for printf/scan family enable flag

uint32_t magic
    WiFi init magic number, it should be the last field
```
Macros

ESP_ERR_WIFI_NOT_INIT
WiFi driver was not installed by esp_wifi_init

ESP_ERR_WIFI_NOT_STARTED
WiFi driver was not started by esp_wifi_start

ESP_ERR_WIFI_NOT_STOPPED
WiFi driver was not stopped by esp_wifi_stop

ESP_ERR_WIFI_IF
WiFi interface error

ESP_ERR_WIFI_MODE
WiFi mode error

ESP_ERR_WIFI_STATE
WiFi internal state error

ESP_ERR_WIFI_CONN
WiFi internal control block of station or soft-AP error

ESP_ERR_WIFI_NVS
WiFi internal NVS module error

ESP_ERR_WIFI_MAC
MAC address is invalid

ESP_ERR_WIFI_SSID
SSID is invalid

ESP_ERR_WIFI_PASSWORD
Password is invalid

ESP_ERR_WIFI_TIMEOUT
Timeout error

ESP_ERR_WIFI_WAKE_FAIL
WiFi is in sleep state(RF closed) and wakeup fail

ESP_ERR_WIFI_WOULD_BLOCK
The caller would block

ESP_ERR_WIFI_NOT_CONNECT
Station still in disconnect status

ESP_ERR_WIFI_PM_MODE_OPEN
Wifi is in min/max modem sleep mode

ESP_ERR_WIFI_FPM_MODE
Have not enable fpm mode

ESP_WIFI_PARAM_USE_NVS

WIFI_PROTOCAL_11B
WIFI_PROTOCAL_11G
WIFI_PROTOCAL_11N
WIFI_AMPDU_RX_ENABLED
WIFI_AMPDU_RX_BA_WIN
Type Definitions

typedef void (*wifi_promiscuous_cb_t)(void *buf, wifi_promiscuous_pkt_type_t type)

The RX callback function in the promiscuous mode. Each time a packet is received, the callback function will be called.

Parameters
- `buf`: Data received. Type of data in buffer (`wifi_promiscuous_pkt_t` or `wifi_pkt_rx_ctrl_t`) indicated by ‘type’ parameter.
- `type`: promiscuous packet type.

typedef void (*esp_vendor_ie_cb_t)(void *ctx, wifi_vendor_ie_type_t type, const uint8_t sa[6],
const vendor_ie_data_t *vnd_ie, int rssi)

Function signature for received Vendor-Specific Information Element callback.

Parameters
- `ctx`: Context argument, as passed to `esp_wifi_set_vendor_ie_cb()` when registering callback.
- `type`: Information element type, based on frame type received.
- `sa`: Source 802.11 address.
- `vnd_ie`: Pointer to the vendor specific element data received.
- `rssi`: Received signal strength indication.

Header File

- esp8266/include/esp_wifi_types.h

Unions

union wifi_scan_time_t
#include <esp_wifi_types.h> Aggregate of active & passive scan time per channel.
Public Members

```c
wifi_active_scan_time_t active
    active scan time per channel, units: millisecond.
```

```c
uint32_t passive
    passive scan time per channel, units: millisecond, values above 1500ms may cause station to disconnect from AP and are not recommended.
```

```c
union wifi_config_t
    #include <esp_wifi_types.h> Configuration data for ESP8266 AP or STA.

    The usage of this union (for ap or sta configuration) is determined by the accompanying interface argument passed to esp_wifi_set_config() or esp_wifi_get_config()
```

Public Members

```c
wifi_ap_config_t ap
    configuration of AP

wifi_sta_config_t sta
    configuration of STA
```

Structures

```c
struct wifi_country_t
    Structure describing WiFi country-based regional restrictions.
```

Public Members

```c
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
```

```c
struct wifi_active_scan_time_t
    Range of active scan times per channel.
```

Public Members

```c
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

double phy_lr  
    bit: 3 flag to identify if low rate is enabled or not

double wps  
    bit: 4 flag to identify if WPS is supported or not

doubles 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**

```c
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 ESP8266.

**Public Members**

```c
uint8_t ssid[32]  
    SSID of ESP8266 soft-AP

uint8_t password[64]  
    Password of ESP8266 soft-AP

uint8_t ssid_len  
    Length of SSID. If softap_config.ssid_len==0, check the SSID until there is a termination character; otherwise, set the SSID length according to softap_config.ssid_len.

uint8_t channel  
    Channel of ESP8266 soft-AP

wifi_auth_mode_t authmode  
    Auth mode of ESP8266 soft-AP. Do not support AUTH_WEP in soft-AP mode

uint8_t ssid_hidden  
    Broadcast SSID or not, default 0, broadcast the SSID

uint8_t max_connection  
    Max number of stations allowed to connect in, default 4, max 4

uint16_t beacon_interval  
    Beacon interval, 100 ~ 60000 ms, default 100 ms
```

**struct wifi_sta_config_t**  
STA configuration settings for the ESP8266.
Public Members

```c
uint8_t ssid[32]
    SSID of target AP

uint8_t password[64]
    password of target AP

wifi_scan_method_t scan_method
    do all channel scan or fast scan

bool bssid_set
    whether set MAC address of target AP or not. Generally, station_config.bssid_set needs to be 0; and it needs to be 1 only when users need to check the MAC address of the AP.

uint8_t bssid[6]
    MAC address of target AP

uint8_t channel
    channel of target AP. Set to 1-13 to scan starting from the specified channel before connecting to AP. If the channel of AP is unknown, set it to 0.

uint16_t listen interval
    Listen interval for ESP8266 station to receive beacon when WIFI_PS_MAX_MODEM is set. Units: AP beacon intervals. Defaults to 3 if set to 0.

wifi_sort_method_t sort_method
    sort the connect AP in the list by rssi or security mode

wifi_fast_scan_threshold_t threshold
    When scan_method is set to WIFI_FAST_SCAN, only APs which have an auth mode that is more secure than the selected auth mode and a signal stronger than the minimum RSSI will be used.
```

```c
struct wifi_sta_info_t
    Description of STA associated with AP.
```

Public Members

```c
uint8_t mac[6]
    mac address

uint32_t phy_11b
    bit: 0 flag to identify if 11b mode is enabled or not

uint32_t phy_11g
    bit: 1 flag to identify if 11g mode is enabled or not

uint32_t phy_11n
    bit: 2 flag to identify if 11n mode is enabled or not

uint32_t phy_lr
    bit: 3 flag to identify if low rate is enabled or not

uint32_t reserved
    bit: 4..31 reserved
```

```c
struct wifi_sta_list_t
    List of stations associated with the ESP8266 Soft-AP.
```
### Public Members

**struct 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 rssi**

Signal intensity of packet

**unsigned rate**

Data rate

**unsigned is_group**

Usually not used

**unsigned __pad0__**

Reserve

**unsigned sig_mode**

0: is not 11n packet; 1: is 11n packet

**unsigned legacy_length**

Length of 11bg mode packet

**unsigned damatch0**

Usually not used

**unsigned damatch1**

Usually not used
unsigned **bssidmatch0**
   usually not used

unsigned **bssidmatch1**
   usually not used

unsigned **mcs**
   if is 11n packet, shows the modulation(range from 0 to 76)

unsigned **cwb**
   if is 11n packet, shows if is HT40 packet or not

unsigned **HT_length**
   Length of 11n mode packet

unsigned **smoothing**
   reserve

unsigned **not_sounding**
   reserve

unsigned **__pad1__**
   reserve

unsigned **aggregation**
   Aggregation

unsigned **stbc**
   STBC

unsigned **fec_coding**
   Flag is set for 11n packets which are LDPC

unsigned **sgi**
   SGI

unsigned **rxend_state**
   usually not used

unsigned **ampdu_cnt**
   ampdu cnt

unsigned **channel**
   which channel this packet in

unsigned **__pad2__**
   reserve

signed **noise_floor**
   usually not used

**struct wifi_promiscuous_pkt_t**
   Payload passed to ‘buf’ parameter of promiscuous mode RX callback.

**Public Members**

**wifi_pkt_rx_ctrl_t rx_ctrl**
   metadata header
uint8_t payload[0]
Data or management frame payload. Length of payload is min(112, (pkt->rx_ctrl.sig_mode ? pkt-
>rx_ctrl.HT_length : pkt->rx_ctrl.legacy_length)) Type of content determined by packet type argument
of callback.

struct wifi_promiscuous_filter_t
Mask for filtering different packet types in promiscuous mode.

Public Members

uint32_t filter_mask
OR of one or more filter values WIFI_PROMIS_FILTER_*

struct wifi_tx_status_t
WIFI hardware TX status.

Public Members

unsigned wifi_tx_result
TX status code, descripted by “wifi_tx_result_t”

unsigned wifi_tx_src
TX status SRC

unsigned wifi_tx_lrc
TX status LRC

unsigned wifi_tx_rate
TX rate, descripted by “wifi_tx_rate_t”

unsigned unused
Resolved

Macros

WIFI_IF_STA
WIFI_IF_AP
WIFI_PS_MODEM
WIFI_PROTOCOL_11B
WIFI_PROTOCOL_11G
WIFI_PROTOCOL_11N
WIFI_PROTOCOL_LR
ESP_WIFI_MAX_CONN_NUM
max number of stations which can connect to ESP8266 soft-AP

WIFI_VENDOR_IE_ELEMENT_ID
WIFI_PROMIS_FILTER_MASK_ALL
filter all packets
WIFI_PROMIS_FILTER_MASK_MGMT
filter the packets with type of WIFI_PKT_MGMT
WIFI_PROMIS_FILTER_MASK_CTRL
    filter the packets with type of WIFI_PKT_CTRL

WIFI_PROMIS_FILTER_MASK_DATA
    filter the packets with type of WIFI_PKT_DATA

WIFI_PROMIS_FILTER_MASK_MISC
    filter the packets with type of WIFI_PKT_MISC

WIFI_PROMIS_CTRL_FILTER_MASK_ALL
    filter all control packets

WIFI_PROMIS_CTRL_FILTER_MASK_WRAPPER
    filter the control packets with subtype of Control Wrapper

WIFI_PROMIS_CTRL_FILTER_MASK_BAR
    filter the control packets with subtype of Block Ack Request

WIFI_PROMIS_CTRL_FILTER_MASK_BA
    filter the control packets with subtype of Block Ack

WIFI_PROMIS_CTRL_FILTER_MASK_PSPOLL
    filter the control packets with subtype of PS-Poll

WIFI_PROMIS_CTRL_FILTER_MASK_RTS
    filter the control packets with subtype of RTS

WIFI_PROMIS_CTRL_FILTER_MASK_CTS
    filter the control packets with subtype of CTS

WIFI_PROMIS_CTRL_FILTER_MASK_ACK
    filter the control packets with subtype of ACK

WIFI_PROMIS_CTRL_FILTER_MASK_CFEND
    filter the control packets with subtype of CF-END

WIFI_PROMIS_CTRL_FILTER_MASK_CFENDACK
    filter the control packets with subtype of CF-END+CF-ACK

WIFI_EVENT_MASK_ALL
    mask all WiFi events

WIFI_EVENT_MASK_NONE
    mask none of the WiFi events

WIFI_EVENT_MASK_AP_PROBEREQRECVED
    mask SYSTEM_EVENT_AP_PROBEREQRECVED event

Type Definitions

typedef esp_interface_t wifi_interface_t

Enumerations

enum wifi_mode_t
    Values:
        WIFI_MODE_NULL = 0
        null mode
WIFI_MODE_STA
  WiFi station mode
WIFI_MODE_AP
  WiFi soft-AP mode
WIFI_MODE_APSTA
  WiFi station + soft-AP mode
WIFI_MODE_MAX

enum wifi_country_policy_t
  Values:
  WIFI_COUNTRY_POLICY_AUTO
    Country policy is auto, use the country info of AP to which the station is connected
  WIFI_COUNTRY_POLICY_MANUAL
    Country policy is manual, always use the configured country info

enum wifi_auth_mode_t
  Values:
  WIFI_AUTH_OPEN = 0
    authenticate mode : open
  WIFI_AUTH_WEP
    authenticate mode : WEP
  WIFI_AUTH_WPA_PSK
    authenticate mode : WPA_PSK
  WIFI_AUTH_WPA2_PSK
    authenticate mode : WPA2_PSK
  WIFI_AUTH_WPA_WPA2_PSK
    authenticate mode : WPA_WPA2_PSK
  WIFI_AUTH_WPA2_ENTERPRISE
    authenticate mode : WPA2_ENTERPRISE
  WIFI_AUTH_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_SUITRE_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_BASIC_RATE_NOT_SUPPORT = 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 second channel is above the primary channel
  WIFI_SECOND_CHAN_BELOW
  the channel width is HT40 and the second channel is below the primary channel

enum wifi_scan_type_t
Values:
  WIFI_SCAN_TYPE_ACTIVE = 0
  active scan
  WIFI_SCAN_TYPE_PASSIVE
  passive scan

enum wifi_cipher_type_t
Values:
  WIFI_CIPHER_TYPE_NONE = 0
  the cipher type is none
  WIFI_CIPHER_TYPE_WEP40
  the cipher type is WEP40
  WIFI_CIPHER_TYPE_WEP104
  the cipher type is WEP104

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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  
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_MAX_MODEM  
Maximum modem power saving. In this mode, station close cpu and RF in DTIM period

WIFI_PS_MIN_MODEM  
Minimum modem power saving. In this mode, station close RF in DTIM period

enum wifi_bandwidth_t  
Values:

WIFI_BW_HT20 = 1

WIFI_BW_HT40

enum wifi_storage_t  
Values:
all configuration will store in both memory and flash

all configuration will only store in the memory

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

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

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.

WIFI hardware TX result code.

Values:

- TX_STATUS_SUCCESS = 1
- TX_STATUS_SRC_EXCEED
- TX_STATUS_LRC_EXCEED
- TX_STATUS_DISCARD
enum wifi_tx_rate_t

WIFI hardware TX rate.

Values:

- PHY_RATE_1_LONG
- PHY_RATE_2_LONG
- PHY_RATE_5_LONG
- PHY_RATE_11_LONG
- PHY_RATE_RESERVED
- PHY_RATE_2_SHORT
- PHY_RATE_5_SHORT
- PHY_RATE_11_SHORT
- PHY_RATE_48
- PHY_RATE_24
- PHY_RATE_12
- PHY_RATE_6
- PHY_RATE_54
- PHY_RATE_36
- PHY_RATE_18
- PHY_RATE_9

### 2.2.2 Smart Config

**API Reference**

**Header File**

- esp8266/include/esp_smartconfig.h

**Functions**

```c
const char *esp_smartconfig_get_version (void)
```

Get the version of SmartConfig.

**Return**

- SmartConfig version const char.

```c
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.

```c
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

```c
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.

```c
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.

```c
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.
• 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 of struct station_config.
  – 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

Example code for this API section is provided in wifi directory of SDK examples.
2.3 TCP-IP API

2.3.1 TCPIP Adapter

API Reference

Header File

- tcpip_adapter/include/tcpip_adapter.h

Functions

void tcpip_adapter_init (void)
Initialize tcpip adapter.
This will initialize TCPIP stack inside.

esp_err_t tcpip_adapter_start (tcpip_adapter_if_t tcpip_if, uint8_t *mac, tcpip_adapter_ip_info_t *ip_info)
Start the Wi-Fi station/AP interface with specific MAC and IP.
Station/AP interface will be initialized, connect WiFi stack with TCPIP stack.

  Return ESP_OK ESP_ERR_TCPIP_ADAPTER_INVALID_PARAMS ESP_ERR_NO_MEM

  Parameters
  • tcpip_if: Station/AP interface
  • mac: set MAC address of this interface
  • ip_info: set IP address of this interface

esp_err_t tcpip_adapter_stop (tcpip_adapter_if_t tcpip_if)
Stop an interface.
The interface will be cleanup in this API, if DHCP server/client are started, will be stopped.

  Return ESP_OK ESP_ERR_TCPIP_ADAPTER_INVALID_PARAMS ESP_ERR_TCPIP_ADAPTER_IF_NOT_READY

  Parameters
  • tcpip_if: the interface which will be started

esp_err_t tcpip_adapter_up (tcpip_adapter_if_t tcpip_if)
Bring up an interface.
Only station interface need to be brought up, since station interface will be shut down when disconnect.

  Return ESP_OK ESP_ERR_TCPIP_ADAPTER_IF_NOT_READY

  Parameters
  • tcpip_if: the interface which will be up

esp_err_t tcpip_adapter_down (tcpip_adapter_if_t tcpip_if)
Shut down an interface.
Only station interface need to be shut down, since station interface will be brought up when connect.
Return ESP_OK ESP_ERR_TCPIP_ADAPTER_IF_NOT_READY

Parameters

- tcpip_if: the interface which will be down

```
esp_err_t esp8266_api(const char *module_string, esp_err_t err_code)
```

Get interface’s IP information.

There has an IP information copy in adapter library, if interface is up, get IP information from interface, otherwise get from copy.

Return ESP_OK ESP_ERR_TCPIP_ADAPTER_INVALID_PARAMS

Parameters

- tcpip_if: the interface which we want to get IP information
- ip_info: If successful, IP information will be returned in this argument.

```
esp_err_t tcpip_adapter_set_ip_info(tcpip_adapter_if_t tcpip_if, tcpip_adapter_ip_info_t* ip_info)
```

Set interface’s IP information.

There has an IP information copy in adapter library, if interface is up, also set interface’s IP. DHCP client/server should be stopped before set new IP information.

This function is mainly used for setting static IP.

Return ESP_OK ESP_ERR_TCPIP_ADAPTER_INVALID_PARAMS

Parameters

- tcpip_if: the interface which we want to set IP information
- ip_info: store the IP information which needs to be set to specified interface

```
esp_err_t tcpip_adapter_set_dns_info(tcpip_adapter_if_t tcpip_if, tcpip_adapter_dns_info_t* dns)
```

Set DNS Server’s information.

There has an DNS Server information copy in adapter library, set DNS Server for appointed interface and type.

1. In station mode, if dhcp client is enabled, then only the fallback DNS server can be set(TCPIP_ADAPTER_DNS_FALLBACK). Fallback DNS server is only used if no DNS servers are set via DHCP. If dhcp client is disabled, then need to set main/backup dns server(TCPIP_ADAPTER_DNS_MAIN, TCPIP_ADAPTER_DNS_BACKUP).

2. In soft-AP mode, the DNS Server’s main dns server offered to the station is the IP address of soft-AP, if the application don’t want to use the IP address of soft-AP, they can set the main dns server.

This function is mainly used for setting static or Fallback DNS Server.

Return

- ESP_OK on success
- ESP_ERR_TCPIP_ADAPTER_INVALID_PARAMS invalid params

Parameters

- tcpip_if: the interface which we want to set DNS Server information
• **type**: the type of DNS Server, including TCPIP_ADAPTER_DNS_MAIN, TCPIP_ADAPTER_DNS_BACKUP, TCPIP_ADAPTER_DNS_FALLBACK
• **dns**: the DNS Server address to be set

```c
esp_err_t tcpip_adapter_get_dns_info (tcpip_adapter_if_t tcpip_if, tcpip_adapter_dns_type_t type, tcpip_adapter_dns_info_t *dns)
```

Get DNS Server’s information.

When set the DNS Server information successfully, can get the DNS Server’s information via the appointed tcpip_if and type.

This function is mainly used for getting DNS Server information.

**Return**

• ESP_OK on success
• ESP_ERR_TCPIP_ADAPTER_INVALID_PARAMS invalid params

**Parameters**

• **tcpip_if**: the interface which we want to get DNS Server information
• **type**: the type of DNS Server, including TCPIP_ADAPTER_DNS_MAIN, TCPIP_ADAPTER_DNS_BACKUP, TCPIP_ADAPTER_DNS_FALLBACK
• **dns**: the DNS Server address to be get

```c
esp_err_t tcpip_adapter_get_old_ip_info (tcpip_adapter_if_t tcpip_if, tcpip_adapter_ip_info_t *ip_info)
```

Get interface’s old IP information.

When the interface successfully gets a valid IP from DHCP server or static configured, a copy of the IP information is set to the old IP information. When IP lost timer expires, the old IP information is reset to 0.

**Return** ESP_OK ESP_ERR_TCPIP_ADAPTER_INVALID_PARAMS

**Parameters**

• **tcpip_if**: the interface which we want to get old IP information
• **ip_info**: If successful, IP information will be returned in this argument.

```c
esp_err_t tcpip_adapter_set_old_ip_info (tcpip_adapter_if_t tcpip_if, tcpip_adapter_ip_info_t *ip_info)
```

Set interface’s old IP information.

When the interface successfully gets a valid IP from DHCP server or static configured, a copy of the IP information is set to the old IP information. When IP lost timer expires, the old IP information is reset to 0.

**Return** ESP_OK ESP_ERR_TCPIP_ADAPTER_INVALID_PARAMS

**Parameters**

• **tcpip_if**: the interface which we want to set old IP information
• **ip_info**: store the IP information which needs to be set to specified interface

```c
esp_err_t tcpip_adapter_create_ip6_linklocal (tcpip_adapter_if_t tcpip_if)
```

create interface’s linklocal IPv6 information
Note this function will create a linklocal IPv6 address about input interface, if this address status changed to preferred, will call event call back, notify user linklocal IPv6 address has been verified.

Return ESP_OK ESP_ERR_TCPIP_ADAPTER_INVALID_PARAMS

Parameters

• tcpip_if: the interface which we want to set IP information

esp_err_t tcpip_adapter_dhcps_get_status(tcpip_adapter_if_t tcpip_if, tcpip_adapter_dhcp_status_t *status)

Get DHCP server’s status.

Return ESP_OK

Parameters

• tcpip_if: the interface which we will get status of DHCP server
• status: If successful, the status of DHCP server will be return in this argument.

esp_err_t tcpip_adapter_dhcps_option(tcpip_adapter_option_mode_t opt_op, tcpip_adapter_option_id_t opt_id, void *opt_val, uint32_t opt_len)

Set or Get DHCP server’s option.

Return ESP_OK ESP_ERR_TCPIP_ADAPTER_INVALID_PARAMS ESP_ERR_TCPIP_ADAPTER_DHCP_ALREADY_STOPED ESP_ERR_TCPIP_ADAPTER_DHCP_ALREADY_STARTED

Parameters

• opt_op: option operate type, 1 for SET, 2 for GET.
• opt_id: option index, 32 for ROUTER, 50 for IP POLL, 51 for LEASE TIME, 52 for REQUEST TIME
• opt_val: option parameter
• opt_len: option length

esp_err_t tcpip_adapter_dhcps_start(tcpip_adapter_if_t tcpip_if)

Start DHCP server.

Note Currently DHCP server is bind to softAP interface.

Return ESP_OK ESP_ERR_TCPIP_ADAPTER_INVALID_PARAMS ESP_ERR_TCPIP_ADAPTER_DHCP_ALREADY_STARTED

Parameters

• tcpip_if: the interface which we will start DHCP server

esp_err_t tcpip_adapter_dhcps_stop(tcpip_adapter_if_t tcpip_if)

Stop DHCP server.

Note Currently DHCP server is bind to softAP interface.

Return ESP_OK ESP_ERR_TCPIP_ADAPTER_INVALID_PARAMS ESP_ERR_TCPIP_ADAPTER_DHCP_ALREADY_STARTED ESP_ERR_TCPIP_ADAPTER_DHCP_ALREADY_STOPED ESP_ERR_TCPIP_ADAPTER_IF_NOT_READY

Parameters

• tcpip_if: the interface which we will stop DHCP server
esp_err_t tcpip_adapter_dhcpc_get_status (
tcpip_adapter_if_t tcpip_if, 
tcpip_adapter_dhcp_status_t *status)

Get DHCP client status.

Return  ESP_OK

Parameters

• tcpip_if: the interface which we will get status of DHCP client
• status: If successful, the status of DHCP client will be return in this argument.

esp_err_t tcpip_adapter_dhcpc_option (
tcpip_adapter_option_mode_t opt_op, 
tcpip_adapter_option_id_t opt_id, void *opt_val, uint32_t opt_len)

Set or Get DHCP client’s option.

Note  This function is not implement now.

Return  ESP_OK

Parameters

• opt_op: option operate type, 1 for SET, 2 for GET.
• opt_id: option index, 32 for ROUTER, 50 for IP POLL, 51 for LEASE TIME, 52 for REQUEST TIME
• opt_val: option parameter
• opt_len: option length

esp_err_t tcpip_adapter_dhcpc_start (tcpip_adapter_if_t tcpip_if)

Start DHCP client.

Note  Currently DHCP client is bind to station interface.

Return  ESP_OK ESP_ERR_TCPIP_ADAPTER_INVALID_PARAMS ESP_ERR_TCPIP_ADAPTER_DHCP_ALREADY_STARTED ESP_ERR_TCPIP_ADAPTER_DHCPC_START_FAILED

Parameters

• tcpip_if: the interface which we will start DHCP client

esp_err_t tcpip_adapter_dhcpc_stop (tcpip_adapter_if_t tcpip_if)

Stop DHCP client.

Note  Currently DHCP client is bind to station interface.

Return  ESP_OK ESP_ERR_TCPIP_ADAPTER_INVALID_PARAMS ESP_ERR_TCPIP_ADAPTER_DHCP_ALREADY_STARTED ESP_ERR_TCPIP_ADAPTER_DHCPC_START_FAILED ESP_ERR_TCPIP_ADAPTER_IF_NOT_READY

Parameters

• tcpip_if: the interface which we will stop DHCP client

esp_err_t tcpip_adapter_eth_input (void *buffer, uint16_t len, void *eb)

esp_err_t tcpip_adapter_sta_input (void *buffer, uint16_t len, void *eb)

Get data from station interface.

This function should be installed by esp_wifi_reg_rxcb, so WiFi packets will be forward to TCPIP stack.

2.3. TCP-IP API
Return ESP_OK

Parameters

- buffer: the received data point
- len: the received data length
- eb: parameter

```c
esp_err_t tcpip_adapter_ap_input (void *buffer, uint16_t len, void *eb)
```

Get data from softAP interface.

This function should be installed by esp_wifi_reg_rxcb, so WiFi packets will be forward to TCPIP stack.

Return ESP_OK

Parameters

- buffer: the received data point
- len: the received data length
- eb: parameter

```c
esp_interface_t tcpip_adapter_get_esp_if (void *dev)
```

Get WiFi interface index.

Get WiFi interface from TCPIP interface struct pointer.

Return ESP_IF_WIFI_STA ESP_IF_WIFI_AP ESP_IF_ETH ESP_IF_MAX

Parameters

- dev: adapter interface

```c
esp_err_t tcpip_adapter_get_sta_list (wifi_sta_list_t *wifi_sta_list, tcpip_adaptersta_list_t *tcpip_sta_list)
```

Get the station information list.

Return ESP_OK ESP_ERR_TCPIP_ADAPTER_NO_MEM ESP_ERR_TCPIP_ADAPTER_INVALID_PARAMS

Parameters

- wifi_sta_list: station list info
- tcpip_sta_list: station list info

```c
esp_err_t tcpip_adapter_setHostname (tcpip_adapter_if_t tcpip_if, const char *hostname)
```

Set the hostname to the interface.

Return ESP_OK:success ESP_ERR_TCPIP_ADAPTER_IF_NOT_READY:interface status error ESP_ERR_TCPIP_ADAPTER_INVALID_PARAMS:parameter error

Parameters

- tcpip_if: the interface which we will set the hostname
- hostname: the host name for set the interface, the max length of hostname is 32 bytes

```c
esp_err_t tcpip_adapter_get_hostname (tcpip_adapter_if_t tcpip_if, const char **hostname)
```

Get the hostname from the interface.
### Return

<table>
<thead>
<tr>
<th>ESP_OK: success</th>
<th>ESP_ERR_TCPIP_ADAPTER_IF_NOT_READY: interface status error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESP_ERR_TCPIP_ADAPTER_INVALID_PARAMS: parameter error</td>
<td></td>
</tr>
</tbody>
</table>

### Parameters

- tcpip_if: the interface which we will get the hostname
- hostname: the host name from the interface

```c
esp_err_t tcpip_adapter_get_netif(tcpip_adapter_if_t tcpip_if, void **netif)
```

Get the LwIP netif* that is assigned to the interface.

### Return

<table>
<thead>
<tr>
<th>ESP_OK: success</th>
<th>ESP_ERR_TCPIP_ADAPTER_IF_NOT_READY: interface status error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESP_ERR_TCPIP_ADAPTER_INVALID_PARAMS: parameter error</td>
<td></td>
</tr>
</tbody>
</table>

### Parameters

- tcpip_if: the interface which we will get the hostname
- netif: pointer to fill the resulting interface

```c
bool tcpip_adapter_is_netif_up(tcpip_adapter_if_t tcpip_if)
```

Test if supplied interface is up or down.

### Return

true: tcpip_if is UP false: tcpip_if id DOWN

### Parameters

- tcpip_if: the interface which we will get the hostname

### Structures

#### struct tcpip_adapter_ip_info_t

TCP-IP adapter IPV4 address information.

**Public Members**

```c
ip4_addr_t ip
TCP-IP adapter IPV4 addresss
```

```c
ip4_addr_t netmask
TCP-IP adapter IPV4 netmask
```

```c
ip4_addr_t gw
TCP-IP adapter IPV4 gateway
```

#### struct tcpip_adapter_ip6_info_t

TCP-IP adapter IPV6 address information if disable IPV6 of LwIP.

**Public Members**

```c
uint32_t addr[4]
TCP-IP adapter IPV4 addresss data
```

```c
struct tcpip_adapter_ip6_info_t::[anonymous] ip
TCP-IP adapter IPV4 addresss
```
struct tcpip_adapter_sta_info_t
TCP-IP adapter station information.

Public Members

uint8_t mac[6]
   TCP-IP adapter station MAC address
ip4_addr_t ip
   TCP-IP adapter station IPv4 address

struct tcpip_adapter_sta_list_t
TCP-IP adapter station information table.

Public Members

tcpip_adapter_sta_info_t sta[ESP_WIFI_MAX_CONN_NUM]
   adapter station information array
int num
   adapter station information number

struct tcpip_adapter_dns_info_t
TCP-IP adapter DNS server information.

Public Members

ip_addr_t ip
   DNS IP address

struct tcpip_adapter_api_msg_s
TCP-IP adapter async message.

Public Members

int type
   TCP-IP adapter API message type
int ret
   TCP-IP adapter API message process result
tcpip_adapter_api_fn api_fn
   TCP-IP adapter API message function
tcpip_adapter_if_t tcpip_if
   TCP-IP adapter API message interface type
tcpip_adapter_ip_info_t *ip_info
   TCP-IP adapter API message IP information
uint8_t *mac
   TCP-IP adapter API message MAC address
void *data
   TCP-IP adapter API message MAC private data
struct tcpip_adapter_dns_param_s
TCP-IP adapter DNS parameters.

Public Members

tcip_adapter_dns_type_t dns_type
DNS type

tcip_adapter_dns_info_t *dns_info
DNS information

struct tcpip_adatper_ip_lost_timer_s
TCP-IP adapter IP lost checking timer.

Public Members

bool timer_running
check if the timer is running

Macros

CONFIG_TCPIP_LWIP
TCP/IP adapter library.

The aim of this adapter is to provide an abstract layer upon TCPIP stack. With this layer, switch to other TCPIP
stack is possible and easy in ESP8266_RTOS_SDK.

If users want to use other TCPIP stack, all those functions should be implemented by using the specific APIs of
that stack.

tcip_adapter_init should be called in the start of app_main for only once.
Currently most adapter APIs are called in event_default_handlers.c.

We recommend users only use set/get IP APIs, DHCP server/client APIs, get free station list APIs in application
side. Other APIs are used in ESP8266_RTOS_SDK internal, otherwise the state maybe wrong.
TODO: ipv6 support will be added, use menuconfig to disable CONFIG_TCPIP_LWIP

CONFIG_DHCP_STA_LIST

TCP/IP_ADAPTER_IPV6

IP2STR (ipaddr)

IPSTR

IPV62STR (ipaddr)

IPV6STR

ESP_ERR_TCPIP_ADAPTER_BASE

ESP_ERR_TCPIP_ADAPTER_INVALID_PARAMS

ESP_ERR_TCPIP_ADAPTER_IF_NOT_READY

ESP_ERR_TCPIP_ADAPTER_DHCPC_START_FAILED

ESP_ERR_TCPIP_ADAPTER_DHCP_ALREADY_STARTED

ESP_ERR_TCPIP_ADAPTER_DHCP_ALREADY_STOPPED

2.3. TCP-IP API
Type Definitions

typedef dhcps_lease_t tcpip_adapter_dhcps_lease_t

typedef int (*tcpip_adapter_api_fn)(struct tcpip_adapter_api_msg_s *msg)

typedef struct tcpip_adapter_api_msg_s tcpip_adapter_api_msg_t
TCP-IP adapter async message.

typedef struct tcpip_adapter_dns_param_s tcpip_adapter_dns_param_t
TCP-IP adapter DNS parameters.

typedef struct tcpip_adatper_ip_lost_timer_s tcpip_adapter_ip_lost_timer_t
TCP-IP adapter IP lost checking timer.

Enumerations

enum tcpip_adapter_if_t

Values:

TCPIP_ADAPTER_IF_STA = 0
TCP-IP adapter station interface

TCPIP_ADAPTER_IF_AP
TCP-IP adapter soft-AP interface

TCPIP_ADAPTER_IF_ETH
TCP-IP adapter ethernet interface

TCPIP_ADAPTER_IF_MAX

enum tcpip_adapter_dns_type_t

Values:

TCPIP_ADAPTER_DNS_MAIN = 0
DNS main server address

TCPIP_ADAPTER_DNS_BACKUP
DNS backup server address, for STA only, support soft-AP in future

TCPIP_ADAPTER_DNS_FALLBACK
DNS fallback server address, for STA only Max DNS

TCPIP_ADAPTER_DNS_MAX

enum tcpip_adapter_dhcp_status_t

Values:

TCPIP_ADAPTER_DHCP_INIT = 0
DHCP client/server in initial state
TCPIP_ADAPTER_DHCP_STARTED
   DHCP client/server already been started

TCPIP_ADAPTER_DHCP_STOPPED
   DHCP client/server already been stopped

TCPIP_ADAPTER_DHCP_STATUS_MAX

enum tcpip_adapter_option_mode_t
Values:

TCPIP_ADAPTER_OP_START = 0
TCPIP_ADAPTER_OP_SET
   set option mode
TCPIP_ADAPTER_OP_GET
   get option mode
TCPIP_ADAPTER_OP_MAX

enum tcpip_adapter_option_id_t
Values:

TCPIP_ADAPTER_DOMAIN_NAME_SERVER = 6
   domain name server

TCPIP_ADAPTER_ROUTER_SOLICITATION_ADDRESS = 32
   solicitation router address

TCPIP_ADAPTER_REQUESTED_IP_ADDRESS = 50
   request IP address pool

TCPIP_ADAPTER_IP_ADDRESS_LEASE_TIME = 51
   request IP address lease time

TCPIP_ADAPTER_IP_REQUEST_RETRY_TIME = 52
   request IP address retry counter

2.4 System API

2.4.1 Mem alloc

API Reference

Header File

- heap/include/esp_heap_caps.h

Functions

size_t heap_caps_get_free_size (uint32_t caps)
   Get the total free size of all the regions that have the given capabilities.

   This function takes all regions capable of having the given capabilities allocated in them and adds up the free space they have.
Return Amount of free bytes in the regions

Parameters

- **caps**: Bitwise OR of MALLOC_CAP_* flags indicating the type of memory

```c
size_t heap_caps_get_minimum_free_size(uint32_t caps)
```
Get the total minimum free memory of all regions with the given capabilities.
This adds all the low water marks of the regions capable of delivering the memory with the given capabilities.

Return Amount of free bytes in the regions

Parameters

- **caps**: Bitwise OR of MALLOC_CAP_* flags indicating the type of memory

```c
void esp_heap_caps_init_region(heap_region_t *region, size_t max_num)
```
Initialize regions of memory to the collection of heaps at runtime.

Parameters

- **region**: region table head point
- **max_num**: region table size

```c
void *_heap_caps_malloc(size_t size, uint32_t caps, const char *file, size_t line)
```

```c
void _heap_caps_free(void *ptr, const char *file, size_t line)
```

```c
void *_heap_caps_realloc(void *mem, size_t newsize, uint32_t caps, const char *file, size_t line)
```

```c
void *_heap_caps_zalloc(size_t size, uint32_t caps, const char *file, size_t line)
```

Structures

```c
struct mem_blk
```
First type memory block.

Public Members

```c
struct mem_blk *prev
```
Point to previous memory block.

```c
struct mem_blk *next
```
Point to next memory block.

```c
struct mem_blk2
```
Second type memory block.

Public Members

```c
struct mem_blk2 *prev
```
Point to previous memory block.

```c
struct mem_blk2 *next
```
Point to next memory block.
const char *file
Which “file” allocate the memory block.

size_t line
Which “line” allocate the memory block.

struct heap_region
User region information.

Public Members

void *start_addr
Heap region start address.

size_t total_size
Heap region total size by byte.

uint32_t caps
Heap capacity.

void *free_blk
First free memory block.

size_t free_bytes
Current free heap size by byte.

size_t min_free_bytes
Minimum free heap size by byte ever.

Macros

HEAP_ALIGN(ptr)
Get “HEAP_ALIGN_SIZE” bytes aligned data(HEAP_ALIGN(ptr) >= ptr).

MALLOC_CAP_32BIT
Memory must allow for aligned 32-bit data accesses.

MALLOC_CAP_8BIT
Memory must allow for 8-bit data accesses.

MALLOC_CAP_DMA
Memory must be able to accessed by DMA.

MALLOC_CAP_INTERNAL
Just for code compatibility.

MALLOC_CAP_SPIRAM
Just for code compatibility.

MEM_HEAD_SIZE
Size of first type memory block.

MEM2_HEAD_SIZE
Size of second type memory block.

heap_caps_malloc(size, caps)
Allocate a chunk of memory which has the given capabilities.

Equivalent semantics to libc malloc(), for capability-aware memory.

In SDK, malloc(s) is equivalent to heap_caps_malloc(s, MALLOC_CAP_32BIT).
Return  A pointer to the memory allocated on success, NULL on failure

Parameters

- **size**: Size, in bytes, of the amount of memory to allocate
- **caps**: Bitwise OR of MALLOC_CAP_* flags indicating the type of memory to be returned

heap_caps_free(ptr)

Free memory previously allocated via heap_caps_(m/c/re/z)alloc().

Equivalent semantics to libc free(), for capability-aware memory.

In SDK, free(p) is equivalent to heap_caps_free(p).

Parameters

- **ptr**: Pointer to memory previously returned from heap_caps_(m/c/re/z)alloc(). Can be NULL.

heap_caps_calloc(n, size, caps)

Allocate a chunk of memory which has the given capabilities. The initialized value in the memory is set to zero.

Equivalent semantics to libc calloc(), for capability-aware memory.

In IDF, calloc(c, s) is equivalent to heap_caps_calloc(c, s, MALLOC_CAP_32BIT).

Return  A pointer to the memory allocated on success, NULL on failure

Parameters

- **n**: Number of continuing chunks of memory to allocate
- **size**: Size, in bytes, of a chunk of memory to allocate
- **caps**: Bitwise OR of MALLOC_CAP_* flags indicating the type of memory to be returned

heap_caps_realloc(ptr, size, caps)

Reallocate memory previously allocated via heap_caps_(m/c/re/z)alloc().

Equivalent semantics to libc realloc(), for capability-aware memory.

In SDK, realloc(p, s) is equivalent to heap_caps_realloc(p, s, MALLOC_CAP_32BIT).

‘caps’ parameter can be different to the capabilities that any original ‘ptr’ was allocated with. In this way, realloc can be used to “move” a buffer if necessary to ensure it meets a new set of capabilities.

Return  Pointer to a new buffer of size ‘size’ with capabilities ‘caps’, or NULL if allocation failed.

Parameters

- **ptr**: Pointer to previously allocated memory, or NULL for a new allocation.
- **size**: Size of the new buffer requested, or 0 to free the buffer.
- **caps**: Bitwise OR of MALLOC_CAP_* flags indicating the type of memory desired for the new allocation.

heap_caps_zalloc(size, caps)

Allocate a chunk of memory which has the given capabilities. The initialized value in the memory is set to zero.

Equivalent semantics to libc calloc(), for capability-aware memory.

In IDF, calloc(c, s) is equivalent to heap_caps_calloc(c, s, MALLOC_CAP_32BIT).
Return  A pointer to the memory allocated on success, NULL on failure

Parameters

• size: Size, in bytes, of a chunk of memory to allocate
• caps: Bitwise OR of MALLOC_CAP_* flags indicating the type of memory to be returned

Type Definitions

typedef struct mem_blk mem_blk_t
First type memory block.
typedef struct mem_blk2 mem2_blk_t
Second type memory block.
typedef struct heap_region heap_region_t
User region information.

Header File

• heap/include/esp_heap_caps_init.h

Functions

void heap_caps_init()
Initialize the capability-aware heap allocator.
This is called once in the ESP8266 startup code. Do not call it at other times.

2.4.2 Heap debug

API Reference

Header File

• heap/include/esp_heap_trace.h

Functions

int heap_trace_is_on(void)
Check if heap trace is on.

Return  true if on or false

esp_err_t heap_trace_init_standalone(heap_trace_record_t *record_buffer, size_t num_records)
Empty function just for passing compiling some place.

esp_err_t heap_trace_start(heap_trace_mode_t mode)
Start heap tracing. All heap allocations will be traced, until heap_trace_stop() is called.

Return
• ESP_OK Tracing is started.

Parameters

• **mode**: Mode for tracing.
  - **HEAP_TRACE_LEAKS** means only suspected memory leaks are traced. (When memory is freed, the record is removed from the trace buffer.)

```c
esp_err_t heap_trace_stop (void)
Stop heap tracing.
```

Return

• ESP_OK Heap tracing stopped.

```c
esp_err_t heap_trace_resume (void)
Resume heap tracing which was previously stopped.
```

Return

• ESP_ERR_NOT_SUPPORTED Project was compiled without heap tracing enabled in menuconfig.
• ESP_OK Heap tracing resumed.

```c
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**

```c
struct heap_trace_record_t
heap trace record information(not used)
```

**Public Members**

char **buf** [1]
record buffer

**Enumerations**

```c
enum heap_trace_mode_t
Values:

HEAP_TRACE_NONE = 0
HEAP_TRACE_LEAKS
```

Chapter 2. API Reference
2.4.3 Watch dog task

API Reference

Header File

- esp8266/include/esp_task_wdt.h

Functions

esp_err_t esp_task_wdt_init (void)
Initialize the Task Watchdog Timer (TWDT)

Return

- ESP_OK: Initialization was successful
- ESP_ERR_NO_MEM: Initialization failed due to lack of memory

Note esp_task_wdt_init() must only be called after the scheduler started

void esp_task_wdt_reset (void)
Reset(Feed) the Task Watchdog Timer (TWDT) on behalf of the currently running task.

2.4.4 Log

API Reference

Header File

- log/include/esp_log.h

Functions

putchar_like_t esp_log_set_putchar (putchar_like_t func)
Set function used to output log entries.
By default, log output goes to UART0. This function can be used to redirect log output to some other destination, such as file or network. Returns the original log handler, which may be necessary to return output to the previous destination.

Return func old Function used for output.

Parameters

- func: new Function used for output. Must have same signature as putchar.

uint32_t esp_log_timestamp (void)
Function which returns timestamp to be used in log output.
This function is used in expansion of ESP_LOGx macros. In the 2nd stage bootloader, and at early application startup stage this function uses CPU cycle counter as time source. Later when FreeRTOS scheduler start running, it switches to FreeRTOS tick count.
For now, we ignore millisecond counter overflow.

Return timestamp, in milliseconds

```c
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

```c
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.

```c
void esp_early_log_write (esp_log_level_t level, const char *tag, const char *format, ...)
```
Write message into the log at system startup or critical state.
This function is not intended to be used directly. Instead, use one of ESP_EARLY_LOGE, ESP_EARLY_LOGW, ESP_EARLY_LOGI, ESP_EARLY_LOGD, ESP_EARLY_LOGV macros.
This function or these macros can be used from an interrupt or NMI exception.

**Macros**

```c
esp_log_level_set (tag, level)
```

**ESP_LOG_BUFFER_HEX_LEVEL** (tag, buffer, buff_len, level)
Log a buffer of hex bytes at specified level, separated into 16 bytes each line.

**Parameters**

- **tag**: description tag  
- **buffer**: Pointer to the buffer array  
- **buff_len**: length of buffer in bytes  
- **level**: level of the log

**ESP_LOG_BUFFER_CHAR_LEVEL** (tag, buffer, buff_len, level)
Log a buffer of characters at specified level, separated into 16 bytes each line. Buffer should contain only printable characters.

**Parameters**

- **tag**: description tag  
- **buffer**: Pointer to the buffer array  
- **buff_len**: length of buffer in bytes  
- **level**: level of the log
**ESP_LOG_BUFFER_HEX DUMP** (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: 0xB3fbb42c0a 45 53 50 33 32 20 69 73 20 67 72 65 61 74 2c
→20 |ESP32 is great, |
W (195) log_example: 0xB3fbb42c0b 77 6f 72 6b 69 6e 67 20 61 6c 6f 6e 67 20 77
→69 |working along wi|
W (205) log_example: 0xB3fbb42c0c 74 68 20 74 68 65 20 49 44 46 2e 00
→ |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, ...)  
runtime macro to output logs at a specified level.

See **printf**

**Parameters**

- tag: tag of the log, which can be used to change the log level by **esp_log_level_set** at runtime.
- level: level of the output log.
- format: format of the output log. see **printf**
- ...: variables to be replaced into the log. see **printf**

**ESP_LOG_LEVEL_LOCAL** (level, tag, format, ...)  
runtime macro to output logs at a specified level. Also check the level with **LOG_LOCAL_LEVEL**.

See **printf**, **ESP_LOG_LEVEL**

**Type Definitions**

typedef int (*putchar_like_t)(int ch)

**Enumerations**

define esp_log_level_t

Log level.

**Values:**
ESP_LOG_NONE = 0
No log output

ESP_LOG_ERROR
Critical errors, software module can not recover on its own

ESP_LOG_WARN
Error conditions from which recovery measures have been taken

ESP_LOG_INFO
Information messages which describe normal flow of events

ESP_LOG_DEBUG
Extra information which is not necessary for normal use (values, pointers, sizes, etc).

ESP_LOG_VERBOSE
Bigger chunks of debugging information, or frequent messages which can potentially flood the output.

ESP_LOG_MAX

2.4.5 Sleep modes

API Reference

Header File

- esp8266/include/esp_sleep.h

Functions

void esp_deep_sleep (uint32_t time_in_us)
Set the chip to deep-sleep mode.
The device will automatically wake up after the deep-sleep time set by the users. Upon waking up, the device boots up from user_init.

Attention 1. XPD_DCDC should be connected to EXT_RSTB through 0 ohm resistor in order to support deep-sleep wakeup.

Attention 2. system_deep_sleep(0): there is no wake up timer; in order to wake up, connect a GPIO to pin RST, the chip will wake up by a falling-edge on pin RST

Return null

Parameters

- time_in_us: deep-sleep time, unit: microsecond

void esp_deep_sleep_set_rf_option (uint8_t option)
Call this API before esp_deep_sleep and esp_wifi_init to set the activity after the next deep-sleep wakeup.
If this API is not called, default to be esp_deep_sleep_set_rf_option(1).

Return null

Parameters
• option: radio option 0: Radio calibration after the deep-sleep wakeup is decided by byte 108 of esp_init_data_default.bin (0~127byte). 1: Radio calibration will be done after the deep-sleep wakeup. This will lead to stronger current. 2: Radio calibration will not be done after the deep-sleep wakeup. This will lead to weaker current. 4: Disable radio calibration after the deep-sleep wakeup (the same as modem-sleep). This will lead to the weakest current, but the device can’t receive or transmit data after waking up.

```c
void esp_wifi_fpm_open (void)
Enable force sleep function.
```

**Attention**  Force sleep function is disabled by default.

**Return**  null

```c
void esp_wifi_fpm_close (void)
Disable force sleep function.
```

**Return**  null

```c
void esp_wifi_fpm_do_wakeup (void)
Wake ESP8266 up from MODEM_SLEEP_T force sleep.
```

**Attention**  This API can only be called when MODEM_SLEEP_T force sleep function is enabled, after calling wifi_fpm_open. This API can not be called after calling wifi_fpm_close.

**Return**  null

```c
void esp_wifi_fpm_set_wakeup_cb (fpm_wakeup_cb cb)
Set a callback of waken up from force sleep because of time out.
```

**Attention**  1. This API can only be called when force sleep function is enabled, after calling wifi_fpm_open. This API can not be called after calling wifi_fpm_close.

**Attention**  2. fpm_wakeup_cb_func will be called after system woke up only if the force sleep time out (wifi_fpm_do_sleep and the parameter is not 0xFFFFFFF).

**Attention**  3. fpm_wakeup_cb_func will not be called if woke up by wifi_fpm_do_wakeup from MODEM_SLEEP_T type force sleep.

**Return**  null

**Parameters**

• cb: callback of waken up

```c
esp_err_t esp_wifi_fpm_do_sleep (uint32_t sleep_time_in_us)
Force ESP8266 enter sleep mode, and it will wake up automatically when time out.
```

**Attention**  1. This API can only be called when force sleep function is enabled, after calling wifi_fpm_open. This API can not be called after calling wifi_fpm_close.

**Attention**  2. If this API returned 0 means that the configuration is set successfully, but the ESP8266 will not enter sleep mode immediately, it is going to sleep in the system idle task. Please do not call other WiFi related function right after calling this API.

**Return**  ESP_OK, setting succeed;

**Return**  ESP_ERR_WIFI_FPM_MODE, fail to sleep, force sleep function is not enabled.
Return  ESP_ERR_WIFI_PM_MODE_OPEN, fail to sleep, Please call esp_wifi_set_ps(WIFI_PS_NONE) first.

Return  ESP_ERR_WIFI_MODE, fail to sleep, Please call esp_wifi_set_mode(WIFI_MODE_NULL) first.

Parameters

- sleep_time_in_us: sleep time, ESP8266 will wake up automatically when time out. Unit: us.
  Range: 10000 ~ 268435455(0xFFFFFFF).
  - If sleep_time_in_us is 0xFFFFFFF, the ESP8266 will sleep till
  - if wifi_fpm_set_sleep_type is set to be LIGHT_SLEEP_T, ESP8266 can wake up by GPIO.
  - if wifi_fpm_set_sleep_type is set to be MODEM_SLEEP_T, ESP8266 can wake up by
    wifi_fpm_do_wakeup.

```c
void esp_wifi_fpm_set_sleep_type (wifi_sleep_type_t type)
```

Set sleep type for force sleep function.

Attention  This API can only be called before wifi_fpm_open.

Return  null

Parameters

- type: sleep type

```c
wifi_sleep_type_t esp_wifi_fpm_get_sleep_type (void)
```

Get sleep type of force sleep function.

Return  sleep type

void esp_wifi_enable_gpio_wakeup (uint32_t gpio_num, gpio_int_type_t intr_status)

Set a GPIO to wake the ESP8266 up from light-sleep mode ESP8266 will be wakened from Light-sleep, when
the GPIO is in low-level.

If the ESP8266 enters light-sleep automatically(esp_wifi_set_sleep_type(LIGHT_SLEEP_T));, after being
waken up by GPIO, when the chip attempts to sleep again, it will check the status of the GPIO: Note:  • If
the GPIO is still in the wakeup status, the EP8266 will enter modem-sleep mode instead; • If the GPIO is NOT
in the wakeup status, the ESP8266 will enter light-sleep mode

Return  null

Parameters

- gpio_num: GPIO number, range: [0, 15]. gpio_int_type_t intr_status: status of GPIO interrupt to
  trigger the wakeup process.
  - if esp_wifi_fpm_set_sleep_type is set to be LIGHT_SLEEP_T, ESP8266 can wake up by GPIO.
  - if esp_wifi_fpm_set_sleep_type is set to be MODEM_SLEEP_T, ESP8266 can wake up by
    esp_wifi_fpm_do_wakeup.

- intr_status: GPIO interrupt type

void esp_wifi_disable_gpio_wakeup (void)

Disable the function that the GPIO can wake the ESP8266 up from light-sleep mode.

```c
eesp_err_t esp_sleep_enable_timer_wakeup (uint32_t time_in_us)
```

Enable wakeup by timer.
Return

- ESP_OK on success
- ESP_ERR_INVALID_ARG if value is out of range (TBD)

Parameters

- time_in_us: time before wakeup, in microseconds

```c
esp_err_t esp_light_sleep_start (void)
```

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

```c
void esp_sleep_start (void)
```

Operation system start check time and enter sleep.

**Note** This function is called by system, user should not call this

```c
esp_err_t esp_sleep_enable_gpio_wakeup (void)
```

Enable wakeup from light sleep using GPIOs.

Return

- ESP_OK on success
- ESP_ERR_INVALID_STATE if wakeup triggers conflict

```c
esp_err_t esp_sleep_disable_wakeup_source (esp_sleep_source_t source)
```

Disable wakeup source.

This function is used to deactivate wake up trigger for source defined as parameter of the function.

**Note** This function does not modify wake up configuration in RTC. It will be performed in esp_sleep_start function.

Return

- ESP_OK on success
- ESP_ERR_INVALID_STATE if trigger was not active

Parameters

- source: number of source to disable of type esp_sleep_source_t

**Type Definitions**

```c
typedef enum esp_sleep_mode esp_sleep_mode_t
```

```c
typedef void (*fpm_wakeup_cb) (void)
```
Enumerations

```c
enum wifi_sleep_type_t
Values:
   WIFI_NONE_SLEEP_T = 0
   WIFI_LIGHT_SLEEP_T
   WIFI_MODEM_SLEEP_T
```

```c
enum esp_sleep_mode
Values:
   ESP_CPU_WAIT = 0
   ESP_CPU_LIGHTSLEEP
```

```c
enum esp_sleep_source_t
Sleep wakeup cause.
Values:
   ESP_SLEEP_WAKEUP_UNDEFINED
      In case of deep sleep, reset was not caused by exit from deep sleep.
   ESP_SLEEP_WAKEUP_ALL
      Not a wakeup cause, used to disable all wakeup sources with esp_sleep_disable_wakeup_source.
   ESP_SLEEP_WAKEUP_TIMER
      Wakeup caused by timer.
   ESP_SLEEP_WAKEUP_GPIO
      Wakeup caused by GPIO (light sleep only)
```

### 2.4.6 System

#### API Reference

**Header File**

- `esp8266/include/esp_system.h`

**Functions**

```c
esp_err_t esp_base_mac_addr_set (uint8_t *mac)
```

Set base MAC address with the MAC address which is stored in EFUSE or external storage e.g. flash and EEPROM.

Base MAC address is used to generate the MAC addresses used by the networking interfaces. If using base MAC address stored in EFUSE or external storage, call this API to set base MAC address with the MAC address which is stored in EFUSE or external storage before initializing WiFi.

**Return** ESP_OK on success

**Parameters**

- `mac`: base MAC address, length: 6 bytes.
esp_err_t esp_base_mac_addr_get(uint8_t *mac)
Return base MAC address which is set using esp_base_mac_addr_set.

Parameters
• mac: base MAC address, length: 6 bytes.

esp_err_t esp_efuse_mac_get_default(uint8_t *mac)
Return base MAC address which is factory-programmed by Espressif in EFUSE.

Parameters
• mac: base MAC address, length: 6 bytes.

esp_err_t esp_read_mac(uint8_t *mac, esp_mac_type_t type)
Read base MAC address and set MAC address of the interface.
This function first get base MAC address using esp_base_mac_addr_get or reads base MAC address from
EFUSE. Then set the MAC address of the interface including wifi station and wifi softap.

Parameters
• mac: MAC address of the interface, length: 6 bytes.
• type: type of MAC address, 0:wifi station, 1:wifi softap.

esp_err_t esp_derive_local_mac(uint8_t *local_mac, const uint8_t *universal_mac)
Derive local MAC address from universal MAC address.

Parameters
• local_mac: Derived local MAC address, length: 6 bytes.
• universal_mac: Source universal MAC address, length: 6 bytes.

void esp_set_cpu_freq(esp_cpu_freq_t cpu_freq)
Switch CPU frequency.
If a PLL-derived frequency is requested (80, 160), this function will enable the PLL. Otherwise, PLL will be
disabled. Note: this function is not optimized for switching speed. It may take several hundred microseconds to
perform frequency switch.

Parameters
• cpu_freq: new CPU frequency

void system_restore(void)
Reset to default settings.
void esp_restart (void)
    Restart CPU.

    This function does not return.

 esp_reset_reason_t esp_reset_reason (void)
    Get reason of last reset.

    Return See description of esp_reset_reason_t for explanation of each value.

uint32_t esp_get_free_heap_size (void)
    Get the size of available heap.

    Note that the returned value may be larger than the maximum contiguous block which can be allocated.

    Return Available heap size, in bytes.

uint32_t esp_get_minimum_free_heap_size (void)
    Get the minimum heap that has ever been available.

    Return Minimum free heap ever available.

uint32_t esp_random (void)
    Get one random 32-bit word from hardware RNG.

    Return Random value between 0 and 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

void esp_chip_info (esp_chip_info_t *out_info)
    Fill an esp_chip_info_t structure with information about the chip.

Parameters
    • out_info: structure to be filled

flash_size_map system_get_flash_size_map (void)
    Get the current Flash size and Flash map.

    Flash map depends on the selection when compiling, more details in document “2A-ESP8266__IOT_SDK_User Manual”

    Return enum flash_size_map

Structures

struct esp_chip_info_t
    The structure represents information about the chip.
Public Members

```c
typedef enum esp_chip_model_t
{
    model
} esp_chip_model_t;
```

- `model`: chip model, one of `esp_chip_model_t`

```c
uint32_t features;
```

- `features`: bit mask of CHIPFEATURE_x feature flags

```c
uint8_t cores;
```

- `cores`: number of CPU cores

```c
uint8_t revision;
```

- `revision`: chip revision number

Macros

```c
#define CRYSTAL_USED
```

- `CRYSTAL_USED`: Chip has embedded flash memory.

```c
#define CHIP_FEATURE_EMB_FLASH
```

- `CHIP_FEATURE_EMB_FLASH`: Chip feature flags, used in `esp_chip_info_t`

```c
#define CHIP_FEATURE_WIFI_BGN
```

- `CHIP_FEATURE_WIFI_BGN`: Chip has 2.4GHz WiFi.

```c
#define CHIP_FEATURE_BLE
```

- `CHIP_FEATURE_BLE`: Chip has Bluetooth LE.

```c
#define CHIP_FEATURE_BT
```

- `CHIP_FEATURE_BT`: Chip has Bluetooth Classic.

Enumerations

```c
enum esp_mac_type_t
{
    ESP_MAC_WIFI_STA,
    ESP_MAC_WIFI_SOFTAP
};
```

```c
enum esp_reset_reason_t
{
    ESP_RST_UNKNOWN = 0,
    ESP_RST_POWERON,
    ESP_RST_EXT,
    ESP_RST_SW,
    ESP_RST_PANIC
};
```

- `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 ESP8266)
- `ESP_RST_SW`: Software reset via `esp_restart`
- `ESP_RST_PANIC`: Software reset due to exception/panic.
ESP_RST_INT_WDT
Reset (software or hardware) due to interrupt watchdog.

ESP_RST_TASK_WDT
Reset due to task watchdog.

ESP_RST_WDT
Reset due to other watchdogs.

ESP_RST_DEEPSLEEP
Reset after exiting deep sleep mode.

ESP_RST_BROWNOUT
Brownout reset (software or hardware)

ESP_RST_SDIO
Reset over SDIO.

typedef enum esp_cpu_freq_t
CPU frequency values.

Values:

ESP_CPU_FREQ_80M = 1
80 MHz

ESP_CPU_FREQ_160M = 2
160 MHz

typedef enum flash_size_map
Flash size values.

Values:

FLASH_SIZE_4M_MAP_256_256 = 0
Flash size : 4Mbits. Map : 256KBytes + 256KBytes

FLASH_SIZE_2M
Flash size : 2Mbits. Map : 256KBytes

FLASH_SIZE_8M_MAP_512_512
Flash size : 8Mbits. Map : 512KBytes + 512KBytes

FLASH_SIZE_16M_MAP_512_512
Flash size : 16Mbits. Map : 512KBytes + 512KBytes

FLASH_SIZE_32M_MAP_512_512
Flash size : 32Mbits. Map : 512KBytes + 512KBytes

FLASH_SIZE_16M_MAP_1024_1024
Flash size : 16Mbits. Map : 1024KBytes + 1024KBytes

FLASH_SIZE_32M_MAP_1024_1024
Flash size : 32Mbits. Map : 1024KBytes + 1024KBytes

FLASH_SIZE_32M_MAP_2048_2048
Attention: don’t support now, just compatible for nodemcu; Flash size : 32Mbits. Map : 2048KBytes + 2048KBytes

FLASH_SIZE_64M_MAP_1024_1024
Flash size : 64Mbits. Map : 1024KBytes + 1024KBytes

FLASH_SIZE_128M_MAP_1024_1024
Flash size : 128Mbits. Map : 1024KBytes + 1024KBytes

FLASH_SIZE_MAP_MAX
enum esp_chip_model_t
    Chip models.

Values:

CHIP_ESP8266 = 0
    ESP8266.

CHIP_ESP32 = 1
    ESP32.
CHAPTER 3

API Guides

3.1 Build System

This document explains the Espressif IoT Development Framework (ESP-IDF) build system and the concept of “components”

Read this document if you want to know how to organise a new ESP8266_RTOS-SDK (ESP-IDF Style) project.

We recommend using the hello_world project at directory of examples/get-started as a starting point for your project.

3.1.1 Using the Build System

The ESP8266_RTOS_SDK README file contains a description of how to use the build system to build your project.

3.1.2 Overview

An ESP8266_RTOS_SDK project can be seen as an amalgamation of a number of components. For example, for a
http request example that shows the current humidity, there could be:

- The SoC base libraries (libc, rom bindings etc)
- The WiFi drivers
- A TCP/IP stack
- The FreeRTOS operating system
- Main code tying it all together

ESP8266_RTOS_SDK makes these components explicit and configurable. To do that, when a project is compiled, the
build environment will look up all the components in the SDK directories, the project directories and (optionally) in
additional custom component directories. It then allows the user to configure the ESP8266_RTOS_SDK project using
a text-based menu system to customize each component. After the components in the project are configured, the
build process will compile the project.
Concepts

- A “project” is a directory that contains all the files and configuration to build a single “app” (executable), as well as additional supporting output such as a partition table, data/filesystem partitions, and a bootloader.

- “Project configuration” is held in a single file called sdkconfig in the root directory of the project. This configuration file is modified via make menuconfig to customise the configuration of the project. A single project contains exactly one project configuration.

- An “app” is an executable which is built by ESP8266_RTOS_SDK. A single project will usually build two apps - a “project app” (the main executable, ie your custom firmware) and a “bootloader app” (the initial bootloader program which launches the project app).

- “components” are modular pieces of standalone code which are compiled into static libraries (.a files) and linked into an app. Some are provided by ESP8266_RTOS_SDK itself, others may be sourced from other places.

Some things are not part of the project:

- “ESP8266_RTOS_SDK” is not part of the project. Instead it is standalone, and linked to the project via the IDF_PATH environment variable which holds the path of the ESP8266_RTOS_SDK directory. This allows the IDF framework to be decoupled from your project.

- The toolchain for compilation is not part of the project. The toolchain should be installed in the system command line PATH, or the path to the toolchain can be set as part of the compiler prefix in the project configuration.

Example Project

An example project directory tree might look like this:

```
- myProject/
  - Makefile
  - sdkconfig
    - components/ - component1/ - component.mk
      - Kconfig
      - src1.c
    - component2/ - component.mk
      - Kconfig
      - src1.c
      - include/ - component2.h
  - main/ - src1.c
    - src2.c
    - component.mk
  - build/
```

This example “myProject” contains the following elements:

- A top-level project Makefile. This Makefile set the PROJECT_NAME variable and (optionally) defines other project-wide make variables. It includes the core $(IDF_PATH)/make/project.mk makefile which implements the rest of the ESP8266_RTOS_SDK build system.

- “sdkconfig” project configuration file. This file is created/updated when “make menuconfig” runs, and holds configuration for all of the components in the project (including ESP8266_RTOS_SDK itself). The “sdkconfig” file may or may not be added to the source control system of the project.

- Optional “components” directory contains components that are part of the project. A project does not have to contain custom components of this kind, but it can be useful for structuring reusable code or including third party components that aren’t part of ESP8266_RTOS_SDK.
• “main” directory is a special “pseudo-component” that contains source code for the project itself. “main” is a default name, the Makefile variable COMPONENT_DIRS includes this component but you can modify this variable (or set EXTRA_COMPONENT_DIRS) to look for components in other places.

• “build” directory is where build output is created. After the make process is run, this directory will contain interim object files and libraries as well as final binary output files. This directory is usually not added to source control or distributed with the project source code.

Component directories contain a component makefile - component.mk. This may contain variable definitions to control the build process of the component, and its integration into the overall project. See Component Makefiles for more details.

Each component may also include a Kconfig file defining the component configuration options that can be set via the project configuration. Some components may also include Kconfig.projbuild and Makefile.projbuild files, which are special files for overriding parts of the project.

**Project Makefiles**

Each project has a single Makefile that contains build settings for the entire project. By default, the project Makefile can be quite minimal.

**Minimal Example Makefile**

```
PROJECT_NAME := myProject

include $(IDF_PATH)/make/project.mk
```

**Mandatory Project Variables**

- PROJECT_NAME: Name of the project. Binary output files will use this name - ie myProject.bin, myProject.elf.

**Optional Project Variables**

These variables all have default values that can be overridden for custom behaviour. Look in make/project.mk for all of the implementation details.

- PROJECT_PATH: Top-level project directory. Defaults to the directory containing the Makefile. Many other project variables are based on this variable. The project path cannot contain spaces.

- BUILD_DIR_BASE: The build directory for all objects/libraries/binaries. Defaults to $(PROJECT_PATH)/build.

- COMPONENT_DIRS: Directories to search for components. Defaults to $(IDF_PATH)/components, $(PROJECT_PATH)/components, $(PROJECT_PATH)/main and EXTRA_COMPONENT_DIRS. Override this variable if you don’t want to search for components in these places.

- EXTRA_COMPONENT_DIRS: Optional list of additional directories to search for components.

- COMPONENTS: A list of component names to build into the project. Defaults to all components found in the COMPONENT_DIRS directories.

- EXCLUDE_COMPONENTS: Optional list of component names to exclude during the build process. Note that this decreases build time, but not binary size.
Any paths in these Makefile variables should be absolute paths. You can convert relative paths using 
$\text{PROJECT\_PATH}/xxx, \text{IDF\_PATH}/xxx\text{, or use the Make function }$(\text{abspath xxx})\text{.}

These variables should all be set before the line include $(\text{IDF\_PATH}/\text{make/project.mk})\text{ in the Makefile.}

**Component Makefiles**

Each project contains one or more components, which can either be part of ESP8266\_RTOS\_SDK or added from other component directories.

A component is any directory that contains a component.mk file.

**Searching for Components**

The list of directories in COMPONENT\_DIRS is searched for the project’s components. Directories in this list can either be components themselves (ie they contain a component.mk file), or they can be top-level directories whose subdirectories are components.

Running the make list\_components target dumps many of these variables and can help debug the discovery of component directories.

**Multiple components with the same name**

When ESP8266\_RTOS\_SDK is collecting all the components to compile, it will do this in the order specified by COMPONENT\_DIRS; by default, this means the idf components first, the project components second and optionally the components in EXTRA\_COMPONENT\_DIRS last. If two or more of these directories contain component subdirectories with the same name, the component in the last place searched is used. This allows, for example, overriding ESP8266\_RTOS\_SDK components with a modified version by simply copying the component from the ESP8266\_RTOS\_SDK component directory to the project component tree and then modifying it there. If used in this way, the ESP8266\_RTOS\_SDK directory itself can remain untouched.

**Minimal Component Makefile**

The minimal component.mk file is an empty file(!). If the file is empty, the default component behaviour is set:

- All source files in the same directory as the makefile (*.c, *.cpp, *.cc, *.S) will be compiled into the component library
- A sub-directory “include” will be added to the global include search path for all other components.
- The component library will be linked into the project app.

See example component makefiles for more complete component makefile examples.

Note that there is a difference between an empty component.mk file (which invokes default component build behaviour) and no component.mk file (which means no default component build behaviour will occur.) It is possible for a component to have no component.mk file, if it only contains other files which influence the project configuration or build process.

**Preset Component Variables**

The following component-specific variables are available for use inside component.mk, but should not be modified:
• **COMPONENT_PATH**: The component directory. Evaluates to the absolute path of the directory containing `component.mk`. The component path cannot contain spaces.

• **COMPONENT_NAME**: Name of the component. Defaults to the name of the component directory.

• **COMPONENT_BUILD_DIR**: The component build directory. Evaluates to the absolute path of a directory inside `$(BUILD_DIR_BASE)` where this component’s source files are to be built. This is also the Current Working Directory any time the component is being built, so relative paths in make targets, etc. will be relative to this directory.

• **COMPONENT_LIBRARY**: Name of the static library file (relative to the component build directory) that will be built for this component. Defaults to `$(COMPONENT_NAME).a`.

The following variables are set at the project level, but exported for use in the component build:

• **PROJECT_NAME**: Name of the project, as set in project Makefile

• **PROJECT_PATH**: Absolute path of the project directory containing the project Makefile.

• **COMPONENTS**: Name of all components that are included in this build.

• **CONFIG_***: Each value in the project configuration has a corresponding variable available in make. All names begin with `CONFIG_`.

• **CC, LD, AR, OBJCOPY**: Full paths to each tool from the gcc xtensa cross-toolchain.

• **HOSTCC, HOSTLD, HOSTAR**: Full names of each tool from the host native toolchain.

• **IDF_VER**: ESP8266 RTOS_SDK version, retrieved from either `$(IDF_PATH)/version.txt` file (if present) else using git command `git describe`. Recommended format here is single liner that specifies major IDF release version, e.g. `v2.0` for a tagged release or `v2.0-275-g0efaa4f` for an arbitrary commit. Application can make use of this by calling `esp_get_idf_version()`.

If you modify any of these variables inside `component.mk` then this will not prevent other components from building but it may make your component hard to build and/or debug.

### Optional Project-Wide Component Variables

The following variables can be set inside `component.mk` to control build settings across the entire project:

• **COMPONENT_ADD_INCLUDEDIRS**: Paths, relative to the component directory, which will be added to the include search path for all components in the project. Defaults to `include` if not overridden. If an include directory is only needed to compile this specific component, add it to `COMPONENT_PRIV_INCLUDEDIRS` instead.

• **COMPONENT_ADD_LDFLAGS**: Add linker arguments to the 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 ESP8266 RTOS_SDK itself:
• COMPONENT_SUBMODULES: Optional list of git submodule paths (relative to COMPONENT_PATH) used by the component. These will be checked (and initialised if necessary) by the build process. This variable is ignored if the component is outside the IDF_PATH directory.

Optional Component-Specific Variables

The following variables can be set inside component.mk to control the build of that component:

• COMPONENT_PRIV_INCLUDEDIRS: Directory paths, must be relative to the component directory, which will be added to the include search path for this component’s source files only.

• COMPONENT_EXTRA_INCLUDES: Any extra include paths used when compiling the component’s source files. These will be prefixed with ‘-I’ and passed as-is to the compiler. Similar to the COMPONENT_PRIV_INCLUDEDIRS variable, except these paths are not expanded relative to the component directory.

• COMPONENT_SRCDIRS: Directory paths, must be relative to the component directory, which will be searched for source files (*.cpp, *.c, *.S). Defaults to ‘.’, ie the component directory itself. Override this to specify a different list of directories which contain source files.

• COMPONENT_OBJS: Object files to compile. Default value is a .o file for each source file that is found in COMPONENT_SRCDIRS. Overriding this list allows you to exclude source files in COMPONENT_SRCDIRS that would otherwise be compiled. See Specifying source files

• COMPONENT_EXTRA_CLEAN: Paths, relative to the component build directory, of any files that are generated using custom make rules in the component.mk file and which need to be removed as part of make clean. See Source Code Generation for an example.

• COMPONENT_OWNBUILDTARGET & COMPONENT_OWNCLEANTARGET: These targets allow you to fully override the default build behaviour for the component. See Fully Overriding The Component Makefile for more details.

• COMPONENT_CONFIG_ONLY: If set, this flag indicates that the component produces no built output at all (ie COMPONENT_LIBRARY is not built), and most other component variables are ignored. This flag is used for IDF internal components which contain only KConfig.projbuild and/or Makefile.projbuild files to configure the project, but no source files.

• CFLAGS: Flags passed to the C compiler. A default set of CFLAGS is defined based on project settings. Component-specific additions can be made via CFLAGS +=. It is also possible (although not recommended) to override this variable completely for a component.

• CPPFLAGS: Flags passed to the C preprocessor (used for .c, .cpp and .S files). A default set of CPPFLAGS is defined based on project settings. Component-specific additions can be made via CPPFLAGS +=. It is also possible (although not recommended) to override this variable completely for a component.

• CXXFLAGS: Flags passed to the C++ compiler. A default set of CXXFLAGS is defined based on project settings. Component-specific additions can be made via CXXFLAGS +=. It is also possible (although not recommended) to override this variable completely for a component.

To apply compilation flags to a single source file, you can add a variable override as a target, ie:

```
apps/dhcpserver.o: CFLAGS += -Wno-unused-variable
```

This can be useful if there is upstream code that emits warnings.
Component Configuration

Each component can also have a Kconfig file, alongside component.mk. This contains configuration settings to add to the “make menuconfig” for this component.

These settings are found under the “Component Settings” menu when menuconfig is run.

To create a component KConfig file, it is easiest to start with one of the KConfig files distributed with ESP8266_RTOS_SDK.

For an example, see Adding conditional configuration.

Preprocessor Definitions

ESP8266_RTOS_SDK build systems adds the following C preprocessor definitions on the command line:

- ESP_PLATFORM — Can be used to detect that build happens within ESP8266_RTOS_SDK.
- IDF_VER — ESP8266_RTOS_SDK version, see Preset Component Variables for more details.

Build Process Internals

Top Level: Project Makefile

- “make” is always run from the project directory and the project makefile, typically named Makefile.
- The project makefile sets PROJECT_NAME and optionally customises other optional project variables
- The project makefile includes $(IDF_PATH)/make/project.mk which contains the project-level Make logic.
- project.mk fills in default project-level make variables and includes make variables from the project configuration. If the generated makefile containing project configuration is out of date, then it is regenerated (via targets in project_config.mk) and then the make process restarts from the top.
- project.mk builds a list of components to build, based on the default component directories or a custom list of components set in optional project variables.
- Each component can set some optional project-wide component variables. These are included via generated makefiles named component_project_vars.mk - there is one per component. These generated makefiles are included into project.mk. If any are missing or out of date, they are regenerated (via a recursive make call to the component makefile) and then the make process restarts from the top.
- Makefile.projbuild files from components are included into the make process, to add extra targets or configuration.
- By default, the project makefile also generates top-level build & clean targets for each component and sets up app and clean targets to invoke all of these sub-targets.
- In order to compile each component, a recursive make is performed for the component makefile.

To better understand the project make process, have a read through the project.mk file itself.

Second Level: Component Makefiles

- Each call to a component makefile goes via the $(IDF_PATH)/make/component_wrapper.mk wrapper makefile.
This component wrapper includes all component Makefile.componentbuild files, making any recipes, variables etc in these files available to every component.

The component_wrapper.mk is called with the current directory set to the component build directory, and the COMPONENT_MAKEFILE variable is set to the absolute path to component.mk.

cOMPONENT_MAKEFILE sets default values for all component variables, then includes the component.mk file which can override or modify these.

If COMPONENT_OWNBuILDTARGET and COMPONENT_OWNCLEANTARGET are not defined, default build and clean targets are created for the component's source files and the prerequisite COMPONENT_LIBRARY static library file.

The component_project_vars.mk file has its own target in component_wrapper.mk, which is evaluated from project.mk if this file needs to be rebuilt due to changes in the component makefile or the project configuration.

To better understand the component make process, have a read through the component_wrapper.mk file and some of the component.mk files included with ESP8266_RTOS_SDK.

Running Make Non-Interactively

When running make in a situation where you don’t want interactive prompts (for example: inside an IDE or an automated build system) append BATCH_BUILD=1 to the make arguments (or set it as an environment variable).

Setting BATCH_BUILD implies the following:

- Verbose output (same as V=1, see below). If you don’t want verbose output, also set V=0.
- If the project configuration is missing new configuration items (from new components or ESP8266_RTOS_SDK updates) then the project use the default values, instead of prompting the user for each item.
- If the build system needs to invoke menuconfig, an error is printed and the build fails.

Debugging The Make Process

Some tips for debugging the ESP8266_RTOS_SDK build system:

- Appending V=1 to the make arguments (or setting it as an environment variable) will cause make to echo all commands executed, and also each directory as it is entered for a sub-make.
- Running make -w will cause make to echo each directory as it is entered for a sub-make - same as V=1 but without also echoing all commands.
- Running make --trace (possibly in addition to one of the above arguments) will print out every target as it is built, and the dependency which caused it to be built.
- Running make -p prints a (very verbose) summary of every generated target in each makefile.

For more debugging tips and general make information, see the GNU Make Manual.

Warning On Undefined Variables

By default, the build process will print a warning if an undefined variable is referenced (like $(DOES_NOT_EXIST)). This can be useful to find errors in variable names.

If you don’t want this behaviour, it can be disabled in menuconfig’s top level menu under SDK tool configuration.

Note that this option doesn’t trigger a warning if ifdef or ifndef are used in Makefiles.
Overriding Parts of the Project

Makefile.projbuild

For components that have build requirements that must be evaluated in the top-level project make pass, you can create a file called Makefile.projbuild in the component directory. This makefile is included when project.mk is evaluated.

For example, if your component needs to add to CFLAGS for the entire project (not just for its own source files) then you can set CFLAGS += in Makefile.projbuild.

Makefile.projbuild files are used heavily inside ESP8266_RTOS_SDK, for defining project-wide build features such as esptool.py command line arguments and the 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 make menuconfig. For this, ESP8266_RTOS_SDK has the compile_only_if and compile_only_if_not macros:

Kconfig:

```
config FOO_ENABLE_BAR
  bool "Enable the BAR feature."
  help
  This enables the BAR feature of the FOO component.
```

component.mk:

```
$(call compile_only_if,$(CONFIG_FOO_ENABLE_BAR),bar.o)
```

As can be seen in the example, the compile_only_if macro takes a condition and a list of object files as parameters. If the condition is true (in this case: if the BAR feature is enabled in menuconfig) the object files (in this case: bar.o) will always be compiled. The opposite goes as well: if the condition is not true, bar.o will never be compiled. compile_only_if_not does the opposite: compile if the condition is false, not compile if the condition is true.

This can also be used to select or stub out an implementation, as such:

Kconfig:

```
config ENABLE_LCD_OUTPUT
  bool "Enable LCD output."
  help
  Select this if your board has a LCD.
config ENABLE_LCD_CONSOLE
  bool "Output console text to LCD"
  depends on ENABLE_LCD_OUTPUT
  help
  Select this to output debugging output to the lcd
```
config ENABLE_LCD_PLOT
  bool "Output temperature plots to LCD"
  depends on ENABLE_LCD_OUTPUT
  help
  Select this to output temperature plots

component.mk:

# If LCD is enabled, compile interface to it, otherwise compile dummy interface
$(call compile_only_if,$(CONFIG_ENABLE_LCD_OUTPUT),lcd-real.o lcd-spi.o)
$(call compile_only_if_not,$(CONFIG_ENABLE_LCD_OUTPUT),lcd-dummy.o)

# We need font if either console or plot is enabled
$(call compile_only_if,$(or $(CONFIG_ENABLE_LCD_CONSOLE),$(CONFIG_ENABLE_LCD_PLOT)),
  font.o)

Note the use of the Make ‘or’ function to include the font file. Other substitution functions, like ‘and’ and ‘if’ will also work here. Variables that do not come from menuconfig can also be used: ESP8266_RTOS_SDK uses the default Make policy of judging a variable which is empty or contains only whitespace to be false while a variable with any non-whitespace in it is true.

(Note: Older versions of this document advised conditionally adding object file names to COMPONENT_OBJS. While this still is possible, this will only work when all object files for a component are named explicitly, and will not clean up deselected object files in a make clean pass.)

**Source Code Generation**

Some components will have a situation where a source file isn’t supplied with the component itself but has to be generated from another file. Say our component has a header file that consists of the converted binary data of a BMP file, converted using a hypothetical tool called bmp2h. The header file is then included in as C source file called graphics_lib.c:

```makefile
COMPONENT_EXTRA_CLEAN := logo.h

graphics_lib.o: logo.h

logo.h: $(COMPONENT_PATH)/logo.bmp
  bmp2h -i $^ -o $@
```

In this example, graphics_lib.o and logo.h will be generated in the current directory (the build directory) while logo.bmp comes with the component and resides under the component path. Because logo.h is a generated file, it needs to be cleaned when make clean is called which why it is added to the COMPONENT_EXTRA_CLEAN variable.

**Cosmetic Improvements**

Because logo.h is a generated file, it needs to be cleaned when make clean is called which why it is added to the COMPONENT_EXTRA_CLEAN variable.

Adding logo.h to the graphics_lib.o dependencies causes it to be generated before graphics_lib.c is compiled.
If a source file in another component included `logo.h`, then this component’s name would have to be added to the other component’s `COMPONENT_DEPENDS` list to ensure that the components were built in-order.

**Embedding Binary Data**

Sometimes you have a file with some binary or text data that you’d like to make available to your component - but you don’t want to reformat the file as C source.

You can set a variable `COMPONENT_EMBED_FILES` in component.mk, giving the names of the files to embed in this way:

```
COMPONENT_EMBED_FILES := server_root_cert.der
```

Or if the file is a string, you can use the variable `COMPONENT_EMBED_TXTFILES`. This will embed the contents of the text file as a null-terminated string:

```
COMPONENT_EMBED_TXTFILES := server_root_cert.pem
```

The file’s contents will be added to the `.rodata` section in flash, and are available via symbol names as follows:

```
extern const uint8_t server_root_cert_pem_start[\*] asm("_binary_server_root_cert_pem__start");
extern const uint8_t server_root_cert_pem_end[\*] asm("_binary_server_root_cert_pem__end");
```

The names are generated from the full name of the file, as given in `COMPONENT_EMBED_FILES`. Characters `/`, `.`, etc. are replaced with underscores. The `_binary` prefix in the symbol name is added by objcopy and is the same for both text and binary files.

For an example of using this technique, see `protocols/https_mbedtls` - the certificate file contents are loaded from the text `.pem` file at compile time.

**Fully Overriding The Component Makefile**

Obviously, there are cases where all these recipes are insufficient for a certain component, for example when the component is basically a wrapper around another third-party component not originally intended to be compiled under this build system. In that case, it’s possible to forego the ESP8266_RTOS_SDK build system entirely by setting `COMPONENT_OWNBUILDTARGET` and possibly `COMPONENT_OWNCLEANTARGET` and defining your own targets named `build` and `clean` in component.mk target. The build target can do anything as long as it creates `$(COMPONENT_LIBRARY)` for the project make process to link into the app binary.

(Actually, even this is not strictly necessary - if the `COMPONENT_ADD_LDFLAGS` variable is overridden then the component can instruct the linker to link other binaries instead.)

**Custom sdkconfig defaults**

For example projects or other projects where you don’t want to specify a full sdkconfig configuration, but you do want to override some key values from the ESP8266_RTOS_SDK defaults, it is possible to create a file `sdkconfig.defaults` in the project directory. This file will be used when running `make defconfig`, or creating a new config from scratch.

To override the name of this file, set the `SDKCONFIG_DEFAULTS` environment variable.
Save flash arguments

There’re some scenarios that we want to flash the target board without IDF. For this case we want to save the built binaries, esptool.py and esptool write Flash arguments. It’s simple to write a script to save binaries and esptool.py. We can use command make print_flash_cmd, it will print the flash arguments:

```
--flash_mode qio --flash_freq 40m --flash_size 2MB 0x0000 bootloader/bootloader.bin
→0x10000 ssc.bin 0x8000 partitions_singleapp.bin
```

Then use flash arguments as the arguments for esptool write Flash arguments:

```
python esptool.py --chip esp8266 --port /dev/ttyUSB0 --baud 921600 --before default__reset --after hard_reset write_flash -z --flash_mode qio --flash_freq 40m --flash_mode qio --flash_freq 40m --flash_size detect 0 bootloader/bootloader.bin 0x10000 example_app.bin 0x8000 partitions_singleapp.bin
```

3.1.3 Building the Bootloader

The bootloader is built by default as part of “make all”, or can be built standalone via “make bootloader-clean”. There is also “make bootloader-list-components” to see the components included in the bootloader build.

The component in IDF components/bootloader is special, as the second stage bootloader is a separate .ELF and .BIN file to the main project. However it shares its configuration and build directory with the main project.

This is accomplished by adding a subproject under components/bootloader/subproject. This subproject has its own Makefile, but it expects to be called from the project’s own Makefile via some glue in the components/bootloader/Makefile.projectbuild file. See these files for more details.

3.2 Partition Tables

3.2.1 Overview

A single ESP8266’s flash can contain multiple apps, as well as many different kinds of data (calibration data, filesystems, parameter storage, etc). For this reason a partition table is flashed to offset 0x8000 in the flash.

Partition table length is 0xC00 bytes (maximum 95 partition table entries). An MD5 checksum is appended after the table data.

Each entry in the partition table has a name (label), type (app, data, or something else), subtype and the offset in flash where the partition is loaded.

The simplest way to use the partition table is to make menuconfig and choose one of the simple predefined partition tables:

- “Single factory app, no OTA”
- “Two OTA app”

If you make partition_table then it will print a summary of the partition table.

3.2.2 Built-in Partition Tables

Here is the summary printed for the “Single factory app, no OTA” configuration:
• At a 0x10000 (64KB) offset in the flash is the app labelled “factory”. The bootloader will run this app by default.

• There are also two data regions defined in the partition table for storing NVS library partition and PHY init data.

Here is the summary printed for the “Two OTA definitions” configuration:

<table>
<thead>
<tr>
<th>Name</th>
<th>Type</th>
<th>SubType</th>
<th>Offset</th>
<th>Size</th>
</tr>
</thead>
<tbody>
<tr>
<td>nvs</td>
<td>data</td>
<td>nvs</td>
<td>0x9000</td>
<td>0x4000</td>
</tr>
<tr>
<td>otadata</td>
<td>data</td>
<td>ota</td>
<td>0xd000</td>
<td>0x2000</td>
</tr>
<tr>
<td>phy_init</td>
<td>data</td>
<td>phy</td>
<td>0xf000</td>
<td>0x1000</td>
</tr>
<tr>
<td>ota_0</td>
<td>app</td>
<td>ota_0</td>
<td>0x10000</td>
<td>0xF0000</td>
</tr>
<tr>
<td>ota_1</td>
<td>app</td>
<td>ota_1</td>
<td>0x110000</td>
<td>0xF0000</td>
</tr>
</tbody>
</table>

• There are now two app partition definitions, ota_0 at 0x10000 and ota_1 at 0x110000

• There is also a new “ota data” slot, which holds the data for OTA updates. The bootloader consults this data in order to know which app to execute. If “ota data” is empty, it will execute the ota_0 app.

### 3.2.3 Creating Custom Tables

If you choose “Custom partition table CSV” in menuconfig then you can also enter the name of a CSV file (in the project directory) to use for your partition table. The CSV file can describe any number of definitions for the table you need.

The CSV format is the same format as printed in the summaries shown above. However, not all fields are required in the CSV. For example, here is the “input” CSV for the OTA partition table:

<table>
<thead>
<tr>
<th>Name</th>
<th>Type</th>
<th>SubType</th>
<th>Offset</th>
<th>Size</th>
</tr>
</thead>
<tbody>
<tr>
<td>nvs</td>
<td>data</td>
<td>nvs</td>
<td>0x9000</td>
<td>0x4000</td>
</tr>
<tr>
<td>otadata</td>
<td>data</td>
<td>ota</td>
<td>0xd000</td>
<td>0x2000</td>
</tr>
<tr>
<td>phy_init</td>
<td>data</td>
<td>phy</td>
<td>0xf000</td>
<td>0x1000</td>
</tr>
<tr>
<td>ota_0</td>
<td>app</td>
<td>ota_0</td>
<td>0x10000</td>
<td>0xF0000</td>
</tr>
<tr>
<td>ota_1</td>
<td>app</td>
<td>ota_1</td>
<td>0x110000</td>
<td>0xF0000</td>
</tr>
</tbody>
</table>

• Whitespace between fields is ignored, and so is any line starting with # (comments).

• Each non-comment line in the CSV file is a partition definition.

• Only the offset for the first partition is supplied. The gen_esp32part.py tool fills in each remaining offset to start after the preceding partition.

#### Name field

Name field can be any meaningful name. It is not significant to the ESP8266. Names longer than 16 characters will be truncated.
Partition type field can be specified as `app (0)` or `data (1)`. Or it can be a number 0-254 (or as hex 0x00-0xFE). Types 0x00-0x3F are reserved for ESP8266_RTOS_SDK core functions.

If your application needs to store data, please add a custom partition type in the range 0x40-0xFE. The bootloader ignores any partition types other than `app (0)` & `data (1)`.

**Subtype**

The 8-bit subtype field is specific to a given partition type. ESP8266_RTOS_SDK currently only specifies the meaning of the subtype field for “app” and “data” partition types.

**App Subtypes**

When type is “app”, the subtype field can be specified as `ota_0 (0x10)`, `ota_1 (0x11) ... ota_15 (0x1F)` or `test (0x20)`.

- `ota_0 (0x10)` is the default app partition. The bootloader will execute the `ota_0` app unless there it sees another partition of type data/ota, in which case it reads this partition to determine which OTA image to boot.
- `ota_0 (0x10) ... ota_15 (0x1F)` are the OTA app slots. If using OTA, an application should have at least two OTA application slots (`ota_0 & ota_1`).

**Data Subtypes**

When type is “data”, the subtype field can be specified as `ota (0)`, `phy (1)`, `nvs (2)`.

- `ota (0)` is the **OTA data partition** which stores information about the currently selected OTA application. This partition should be 0x2000 bytes in size. Refer to the [OTA documentation](#) for more details.

- `phy (1)` is for storing PHY initialisation data. This allows PHY to be configured per-device, instead of in firmware.
  - In the default configuration, the phy partition is not used and PHY initialisation data is compiled into the app itself. As such, this partition can be removed from the partition table to save space.
  - To load PHY data from this partition, run `make menuconfig` and enable `ESP_PHY_INIT_DATA_IN_PARTITION` option. You will also need to flash your devices with phy init data as the ESP8266_RTOS_SDK build system does not do this automatically.

- `nvs (2)` is for the **Non-Volatile Storage (NVS) API**.
  - NVS is used to store per-device PHY calibration data (different to initialisation data).
  - NVS is used to store WiFi data if the `esp_wifi_set_storage(WIFI_STORAGE_FLASH)` initialisation function is used.
  - The NVS API can also be used for other application data.
  - It is strongly recommended that you include an NVS partition of at least 0x3000 bytes in your project.
  - If using NVS API to store a lot of data, increase the NVS partition size from the default 0x6000 bytes.

Other data subtypes are reserved for future ESP8266_RTOS_SDK uses.
Offset & Size

Please note that the app partition must fall in only one integrated partition of 1M. Otherwise, the application crashes. The starting address of firmware is configured to 0x10000 by default. If you want to change the starting address of firmware, please:

- Configure the value in menu -> partition table -> select “Custom partition table CSV” -> (0x10000) Factory app partition offset;
- Configure the ota_1 offset in the CSV file of partition table to the value , and ota_2 offset to the mirror value (ota_2 = ota_1 + 0x100000).
  - Please enter an aligned offset. Otherwise, the tool will return errors.
  - Don’t leave it blank, because, in this case, the tool will automatically align the app partition, which may cause app partition overlaps. That said, the app partition falls in more than one integrated partitions of 1M.

Sizes and offsets can be specified as decimal numbers, hex numbers with the prefix 0x, or size multipliers K or M (1024 and 1024*1024 bytes).

3.2.4 Generating Binary Partition Table

The partition table which is flashed to the ESP8266 is in a binary format, not CSV. The tool partition_table/gen_esp32part.py is used to convert between CSV and binary formats.

If you configure the partition table CSV name in make menuconfig and then make partition_table, this conversion is done as part of the build process.

To convert CSV to Binary manually:

```
python gen_esp32part.py --verify input_partitions.csv binary_partitions.bin
```

To convert binary format back to CSV:

```
python gen_esp32part.py --verify binary_partitions.bin input_partitions.csv
```

To display the contents of a binary partition table on stdout (this is how the summaries displayed when running make partition_table are generated):

```
python gen_esp32part.py binary_partitions.bin
```

gen_esp32part.py takes one optional argument, --verify, which will also verify the partition table during conversion (checking for overlapping partitions, unaligned partitions, etc.)

3.2.5 Flashing the partition table

- make partition_table-flash: will flash the partition table with esptool.py.
- make flash: Will flash everything including the partition table.

A manual flashing command is also printed as part of make partition_table.

Note that updating the partition table doesn’t erase data that may have been stored according to the old partition table. You can use make erase_flash (or esptool.py erase_flash) to erase the entire flash contents.
3.3 System Tasks

This document explains the ESP8266 RTOS SDK internal system tasks.

3.3.1 Overview

The main tasks and their attributes are as following:

<table>
<thead>
<tr>
<th>Names</th>
<th>stack size</th>
<th>Priority</th>
</tr>
</thead>
<tbody>
<tr>
<td>uiT</td>
<td>3584(C)</td>
<td>14</td>
</tr>
<tr>
<td>IDLE</td>
<td>768</td>
<td>0</td>
</tr>
<tr>
<td>Tmr</td>
<td>2048(C)</td>
<td>2</td>
</tr>
<tr>
<td>ppT</td>
<td>2048(C)</td>
<td>13</td>
</tr>
<tr>
<td>pmT</td>
<td>1024</td>
<td>11</td>
</tr>
<tr>
<td>rtT</td>
<td>2048</td>
<td>12</td>
</tr>
<tr>
<td>uT</td>
<td>2048(C)</td>
<td>8</td>
</tr>
<tr>
<td>esp_event_loop_task</td>
<td>2048(C)</td>
<td>10</td>
</tr>
</tbody>
</table>

Note: (C) means it is configurable by “menuconfig”.

3.3.2 Tasks Introduction

uiT

This task initializes the system, including peripherals, file system, user entry function and so on. This task will delete itself and free the resources after calling \texttt{app\_main}.

IDLE

This task is freeRTOS internal idle callback task, it is created when starting the freeRTOS. Its hook function is \texttt{vApplicationIdleHook}. The system’s function of \texttt{sleep} and function of feeding task watch dog are called in the \texttt{vApplicationIdleHook}.

Tmr

This task is the processor of freeRTOS internal software timer.

ppT

This task is to process Wi-Fi hardware driver and stack. It posts messages from the logic link layer to the upper layer TCP/IP stack after transforming them into ethernet packets.

pmT

The task is for system power management. It will check if the system can sleep right now, and if it is, it will start preparing for system sleep.
### rtT

The task is the processor of high priority hardware timer. It mainly process Wi-Fi real time events. It is suggested that functions based on this component should not be called in application, because it may block other low layer Wi-Fi functions.

### tiT

The task is the main task of TCP-IP stack (LwIP), it is to deal with TCP-IP packets.

### esp_event_loop_task

The task processes system events, for example, Wi-Fi and TCP-IP stack events.

#### 3.3.3 Suggestions

In general, the priority of user task should NOT be higher than the system real timer task’s priority (12). So it is suggested that keep your user tasks’ priorities less than 12. If you want to speed up the TCP/UDP throughput, you can try to set the priority of send/receive task to be higher than the “tiT” task’s priority (8).

### 3.4 PWM & Sniffer Co-exists

#### 3.4.1 1. Overview

Without hardware PWM, ESP8266 has to use the hardware timer to simulate the PWM. We are using the Wi-Fi internal timer to drive the PWM, so there may be resource competition issue when using PWM and sniffer/SmartConfig at the same time.

#### 3.4.2 2. Root Cause

To ensure the high precision of the PWM, the hardware Timer1 will trigger the interrupt AHEAD_TICKS1 (6us by default) earlier. And in the interrupt, it will poll to wait for AHEAD_TICKS1 (6us by default). After handling the GPIO invert in one channel, the system will check the remaining time (T1) to the next channel invert.

If the T1 < AHEAD_TICKS2 (8us by default), the system will not exit the interrupt, but poll to wait till timeout, and then invert the GPIO in the next channel; then the system will repeat these steps until all channels inverted.

So theoretically, the max time that PWM may occupy the CPU is $6 + 8 \times n$, n means the channel count. For example, if there are 3 channels, then PWM may take 30us at most.

In this case, PWM will affect the Wi-Fi sniffer/SmartConfig function, especially for the capture of the LDPC packets, or HT40 packets which require the CPU to handle them in time, otherwise those packets will loss.

#### 3.4.3 3. Issue that may happen

If your application used both PWM and sniffer/SmartConfig, the sniffer/SmartConfig may take a long time to connect to an AP. You can stop the PWM and try it again. If the sniffer/SmartConfig becomes much faster, then it is the PWM that affect the sniffer/SmartConfig. In this case, you should adjust the frequency, duty cycle and phase of the PWM.
3.4.4 4. Suggestion

When using the PWM and SmartConfig at the same time, please note:

1. The PWM’s frequency cannot be too high, 2KHz at most.
2. Revise the PWM’s duty cycle and phase, make the time intervals (Tn) between each channel inverting be equal to 0 or be larger than 50us (Tn = 0, or Tn > 50).

3.5 FOTA from an Old SDK to the New ESP8266 RTOS SDK (IDF Style)

FOTA: firmware over the air, herein it means the firmware upgrading through Wi-Fi. Since the ESP8266 RTOS SDK V3.0, we refactored the SDK to be the ESP-IDF style. This document introduces the FOTA from a non-OS (or an old RTOS that earlier than V3.0) firmware to the new IDF style RTOS firmware. Please note that users need to make modifications to the application, because the new APIs are not compatible with the old SDKs’, due to underlying changes in the architecture.

3.5.1 SDK Partition Map

Here are the partition maps of the old SDK and the new IDF style RTOS SDK:

1. The Old ESP8266 SDK

| Boot/4KB | APP1 | APP2 | System Parameter/16KB |

2. The New ESP8266 SDK (IDF Style)

| Boot/16KB | Partition Table/4KB | NVS | APP1 | APP2 |

In the new IDF style ESP8266 RTOS SDK SDK, each partition’s base address is configurable in menuconfig, except boot’s.

3.5.2 Firmware Compatibility

To implement FOTA from an old SDK firmware to the new one, users need to download all necessary partitions of the new firmware (including new boot, new partition table, and new application), into the old one’s APP partition.

Then the new bootloader will unpack the packed new firmware, and copy each partition data to the target partition address.

When FOTA completing, the partition map may look like the following graph (what will it be is based on your actual partition table):

| old SDK | new SDK | new Partition Table/4KB | new NVS | new APP1 | new APP2 | System Parameter/16KB |

In this case, there are about 40KB(4KB + 16KB + 4KB + 16KB) flash size cannot be used by users.
FOTA by Single Firmware URL

FOTA by Multi Firmware URLs

3.5.3 Workflow

Herein we provide an example of the FOTA.

Step 1: Connect to AP

Connect your host PC and the ESP8266 to the same AP.

Step 2: Configure and Build

Here, we use the system/ota/native_ota/1MB_flash/new_to_new_with_old if flash is 1MB or system/ota/native_ota/2+MB_flash/new_to_new_with_old if flash is 2MB or larger.

Open a new terminal on your PC, set the following configurations, and then compile the example:

1. Enter the target directory

   cd $IDF_PATH/examples/system/ota

2. Enable the OTA compatibility function

   Component config --->
   ESP8266-specific --->
   [*] (**Expected**)ESP8266 update from old SDK by OTA

3. ESP8285(ESP8266 + 1MB flash) configuration:

   Configure the flash size according to your actual development board’s flash.

   Serial flasher config --->
   Flash size (x MB) ---> real flash size

4. Configure example’s parameters
Example Configuration --->
(myssid) WiFi SSID
(mypassword) WiFi Password
(192.168.0.3) HTTP Server IP
(8070) HTTP Server Port
(/hello_world.ota.bin) HTTP GET Filename

- WiFi SSID: Wi-Fi SSID of router
- WiFi Password: Wi-Fi password of router
- HTTP Server IP: It may be the PC’s IP address
- HTTP Server Port: HTTP server port
- HTTP GET Filename: Using “ota.ota.bin” which is the target firmware of the example

5. Select connecting to the original AP

If users want to connect to the original AP of old SDK, then configure as following:

Example Configuration --->
[*] Connect to the original AP

5. Build the project

Input following command to start building:

```make ota```

After compiling, the final firmware “ota.v2_to_v3.ota.bin” will be generated. Then users can download and update to this new firmware when running an old SDK OTA application.

- Note: The finally firmware’s name mentioned above will be as “xxx.v2_to_v3.ota.bin”, “xxx” is the name of your project.

4. Start HTTP Server

```
cd build
python -m SimpleHTTPServer 8070```

3.5.4 Note

- It will take a lot of time for the new bootloader unpacking the firmware at the first time, please wait a while.
- The terminal will print some log that shows the progress:
  - log “I (281) boot: Start unpacking V3 firmware …”, it means that bootloader starts unpacking.
  - log “Pack V3 firmware successfully and start to reboot”, it means that bootloader unpacked firmware successfully.
This “unpacking workflow” will only be executed when it is an old SDK firmware that upgrade to the new SDK firmware, for example, V2.0 upgrade to V3.1. After that, the FOTA in later versions (for example, V3.1 upgrade to later) will be the normal FOTA workflow.

3.5.5 Inheritance Data

Users can prefer to the source code `system/ota/native_ota/2+MB_flash/new_to_new_with_old/main/ota_example_main.c` to check how to load original AP’s information.

See structure `old_sysconf` in the file of `esp8266/include/internal/esp_system_internal.h` for the organization of this information.

3.6 Factory Test

3.6.1 1. Overview

The document introduces how to develop, compile, download and run the factory test firmware.

The factory test software development kit is also an example of the SDK, and it is located at `examples/system/factory-test`.

3.6.2 2. Development

Users can use ready-to-use applications directly, or can also add custom application code into the factory test software development kit.

More details of adding customer components, please refer to `Documentation for the GNU Make based build system`.

Users can just develop the factory test application as normal examples of the SDK.

2.1 Application code

Just like other applications, the entry function of factory test application is `app_main`. It should be added into the source code file of users. For example, users can add the `app_main` into `main.c` of the above sample project.

Users can refer to the source code in file `/examples/system/factory-test/main/main.c` to build custom project.

2.2 Linking address

The SDK’s partition only supports two applications that named as `ota_0` and `ota_1`.

In this case, we link the factory test firmware to the partition of `ota_1`. So, please do not flash the factory test firmware into the partition of `ota_0`.

3.6.3 3. Compile

To make the bootloader run the `ota_1` (factory test firmware), please enable the GPIO triggers `boot from test app partition` and set the correct GPIO of your development board in menuconfig:
Bootloader config --->

[*] GPIO triggers boot from test app partition
(12) Number of the GPIO input to boot TEST partition

Using the partition table file which has two “OTA” definitions partition:

Partition Table --->

Partition Table (Factory app, two OTA definitions) --->

(X) Factory app, two OTA definitions

Enable the console which is used for human-computer interaction:

Component config --->

Virtual file system --->

[*] Using espressif VFS

Enable pthread for this function:

Component config --->

PThreads --->

[*] Enable pthread

Then call command `make app2` in the terminal to compile the firmware which is able to run at `ota_1` partition. The Make System will start compiling bootloader, partition table file, factory test firmware and so on one by one.

### 3.6.4 3.1 Special Commands

1. make app2: only compile factory test firmware which is able to run at `ota_1`, with bootloader, partition table file and so on
2. make app2-flash: flash(download) only the factory test firmware which is able to run at `ota_1`, without bootloader, partition table file and so on
3. make app2-flash-all: flash(download) the factory test firmware which is able to run at `ota_1`, with bootloader, partition table file and so on

### 3.6.5 4. Download

Input command `make app2-flash-all` in the terminal to download bootloader, partition table file and factory test firmware which is located at `ota_1` one by one.

If users only want to download factory test firmware, please use command `make app2-flash` instead.

### 3.6.6 5. Run

Please hold the correct GPIO, which is configured in the menuconfig in Section 3 Compile, to be low level and power on. Input command `make monitor` in the terminal, and then logs will appear like following:

```
ets Jan 8 2013, rst cause:1, boot mode:(3,6)
load 0x40100000, len 7872, room 16
0x40100000: _stext at ???:?
tail 0
```

(continues on next page)
Then users can input test commands to start factory testing.

### 3.6.7 6. Test Commands

1. `rftest_init`:

   parameters: no

   function: initialize RF to prepare for test

2. `tx_contin_en <parameter 1>`:
3. **esp tx <parameter 1> <parameter 2> <parameter 3>:**

- **Parameter 1**: Transmit channel which ranges from 1 to 14
- **Parameter 2**: Transmit rate which ranges from 0 to 23
- **Parameter 2**: Transmit power attenuation which ranges from -127 to 127, unit is 0. → 25dB

Function: Start transmitting Wi-Fi packets

Note 1: Command "wifitxout" is the same as "esp tx"
Note 2: The function can be stopped by command "cmdstop"

4. **esp rx <parameter 1> <parameter 2>:**

- **Parameter 1**: Transmit channel which ranges from 1 to 14
- **Parameter 2**: Transmit rate which ranges from 0 to 23

Function: Start receiving Wi-Fi packets

Note 1: The function can be stopped by command "cmdstop"

5. **wifiscwout <parameter 1> <parameter 2> <parameter 3>:**

- **Parameter 1**: Enable signal, value 1 means enable, value 0 means disable
- **Parameter 2**: Transmit channel which ranges from 1 to 14
- **Parameter 3**: Transmit power attenuation which ranges from -127 to 127, unit is 0. → 25dB

Function: Start transmitting single carrier Wi-Fi packets

Note 1: The function can be stopped by command "cmdstop"

6. **cmdstop:**

Parameters: No

Function: Stop transmitting or receiving Wi-Fi packets

Note 1: Command "CmdStop" is the same as "cmdstop"
Adding this content here is to improve the user’s development efficiency and avoid stepping into known problems.

4.1 1. Bootloader

V3.1 updated the bootloader to initialize SPI flash I/O mode and clock. So if you are using the V3.0 bootloader, and now upgrade to the new SDK, please disable the following configuration in the menuconfig:

```
"Bootloader config --->
   [ ] Bootloader init SPI flash"
```

4.2 2. OTA

We split the native OTA example into several sub-examples to let customers to choose which application matches the scenario they really want. examples/system/ota/native_ota.

4.3 3. 802.11n only AP

For better compatibility, the SDK is in bg mode by default. And application can set it to be bgn mode for reconnecting when it fails to connect some 11n only APs, refer to the examples/wifi/simple_wifi.

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