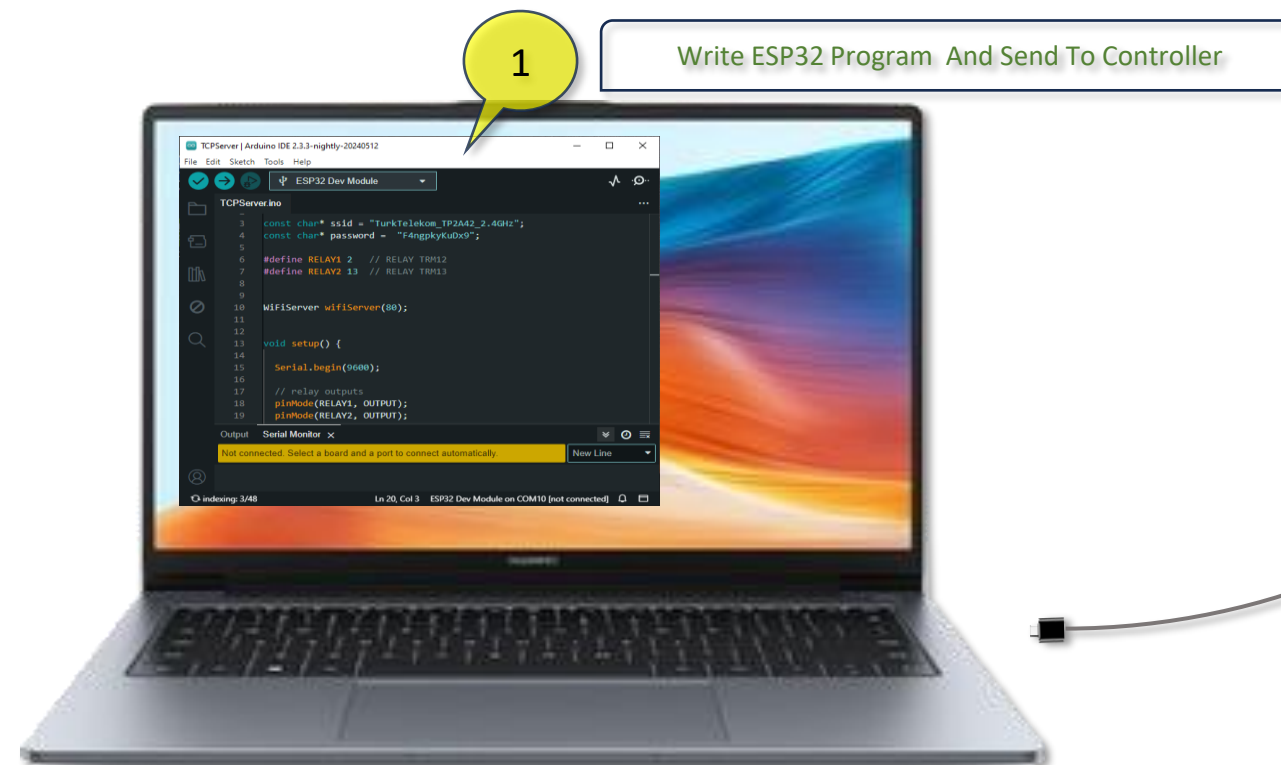


TCP Client-VulkanIOT Server-VulkanIO





9	10	11	12	13	14	15	16	17							
PWR	PWR	rx485	IO2	IO13	IO12	IO26	IO33	AOx							
VP	GND	VA	GND	B-	A+	+	-	+	-	+	-	+	-	+	-

8		7		6		5		4		3			2		1	
IO32		IO25		IO27		IO14		IO15		rx232			i2C		PWR	
+	-	+	-	+	-	+	-	+	-	▼	▲	GND	3.3v	SDA	SCL	GND VI



TCP Server
Ip : 192.168.1.100
Port : 80



VulkanIOT

ButtonP1.V → TCPClient1.V

Down = '1' , Up = '0'

Scheme1

TCPClient1

ButtonP1

Properties Links & Referanges On Referanges

Properties (?) : Value Filter

DownValue 1

UpValue 0

Scheme1

TCPClient1

ButtonP1

Properties Links & Referanges On Referanges

Properties (?) : action Filter

MouseAction mcUpDown

Scheme1

TCPClient1

ButtonP1

Properties Links & Referanges On Referanges

Properties (?) : p Filter

Description

Position <TPosition>

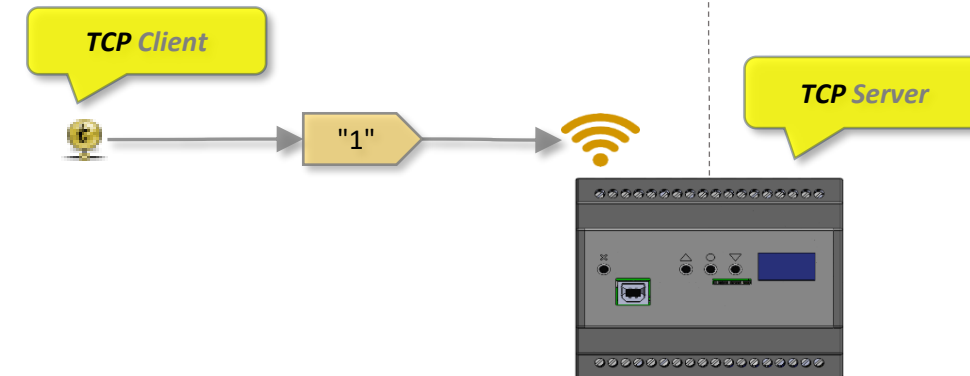
ServerIp 192.168.1.100

ServerPort 80

WaitResponse False

VulkanIO

```
46 if (c=='1') digitalWrite(RELAY1, HIGH);
47 else digitalWrite(RELAY1, LOW);
```



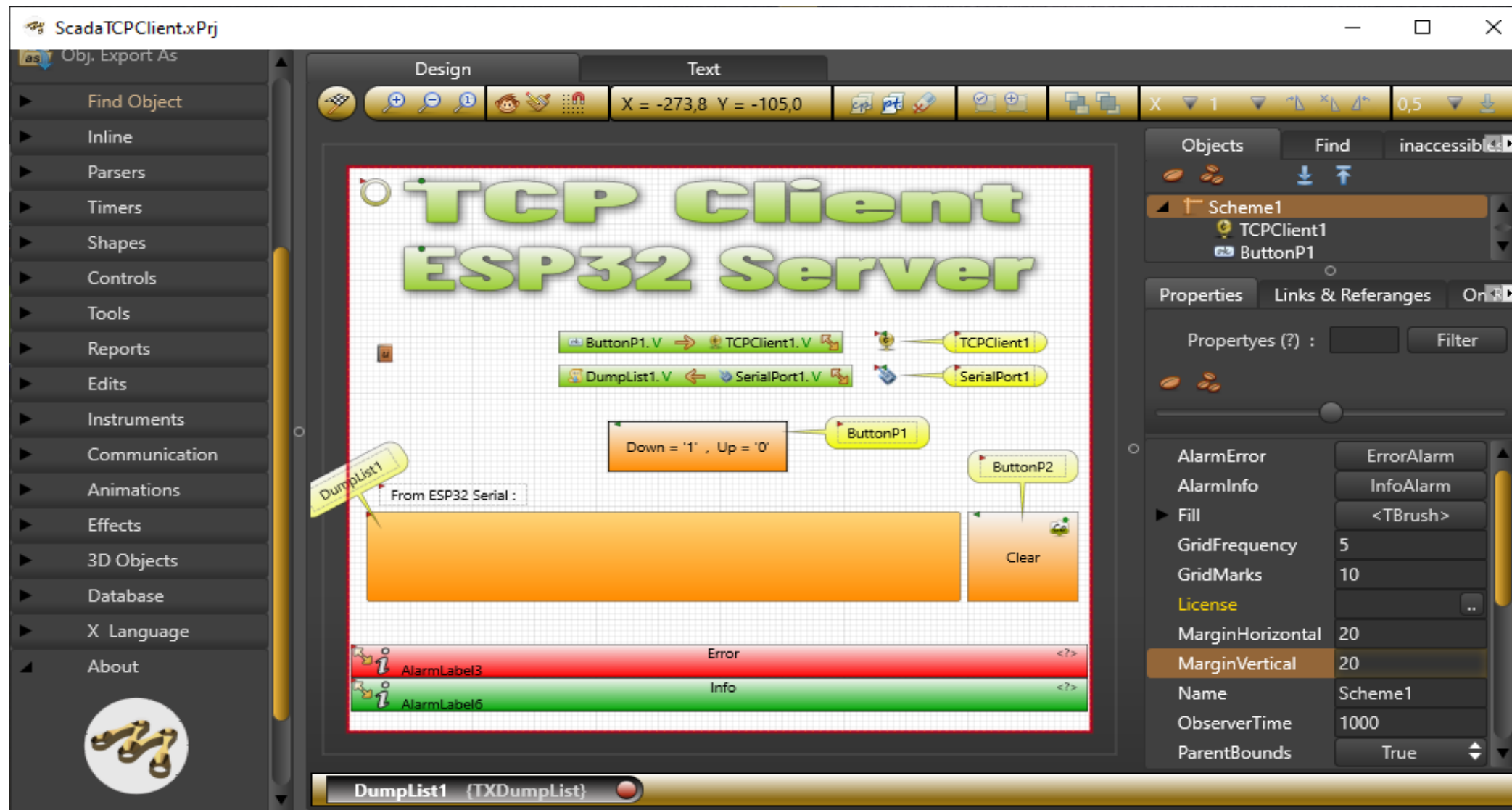
```
6 #define RELAY1 2 // RELAY TRM12
15 // relay outputs
16 pinMode(RELAY1, OUTPUT);
```

9	10	11	12	13	14	15	16	17
PWR	PWR	rx485	IO2	IO13	IO12	IO26	IO33	AOx
VP GND	VA GND	B- A+	+ -	+ -	+ -	+ -	+ -	+ -



```
27 Serial.println("Connected to the WiFi network");
28 Serial.println(WiFi.localIP());
29 wifiServer.begin();
```

```
8 WiFiServer wifiServer(80);
```

```

TCPServer.ino
1  #include <WiFi.h>
2
3  const char* ssid = "Tur...GHz";
4  const char* password = ...
5
6  #define RELAY1 2 // RELAY TRM12
7
8  WiFiServer wifiServer(80);
9
10 void setup() {
11
12     Serial.begin(9600);
13
14     // relay outputs
15     pinMode(RELAY1, OUTPUT);
16
17     delay(1000);
18
19     WiFi.begin(ssid, password);
20
21     while (WiFi.status() != WL_CONNECTED) {
22         delay(1000);
23         Serial.println("Wait Connecting to WiFi..");
24     }
25
26     Serial.println("Connected to the WiFi network");
27     Serial.println(WiFi.localIP());
28     wifiServer.begin();
29
30     digitalWrite(RELAY1, HIGH);
31     delay(200);
32     digitalWrite(RELAY1, LOW);
33 }
34
35 void loop() {
36
37     WiFiClient client = wifiServer.available();
38
39     if (client) {
40
41         while (client.connected() ) {
42
43             while (client.available() > 0) {
44                 char c = client.read();
45                 if (c=='1') digitalWrite(RELAY1, HIGH);
46                 else digitalWrite(RELAY1, LOW);
47
48                 // Send char to Server On TCP
49                 // client.write(c);
50                 Serial.println(c);
51                 //delay(1);
52             }
53         }
54     }

```