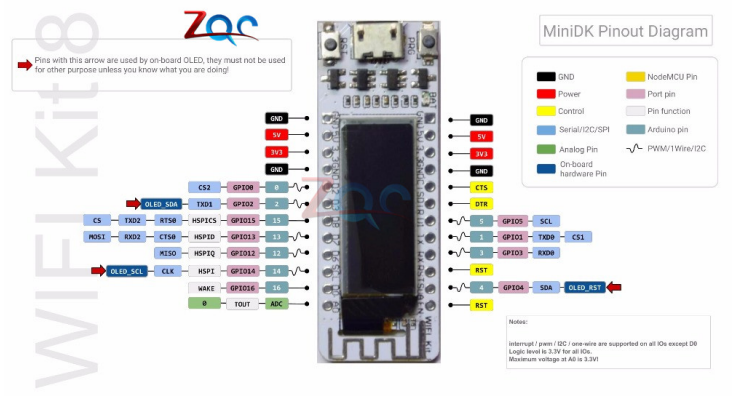
ESP8266 0.91 pouces OLED CP2014



Puce WIFI 1*0.91 "ESP8266 0.91 pouces OLED CP2014 32 mo Flash ESP 8266 Module Internet des objets carte PCB NodeMcu pour Arduino IOT

https://www.arduino.cc/en/software Installer l'IDE toutes options dont pilotes

Fichiers->préférence->paramètres-> URL de gestionnaires de cartes...
https://arduino.esp8266.com/stable/package_esp8266com_index.json

Croquis-> inclure bibliothèques-> gérer -> rechercher u8g2-> installer

Outils-> type de carte->gestionnaire de carte->ajouter NODEMCU

Outil -> type de carte ->NODEMCU 1.0 (ESP-12E Module)

Port com -> le nouveau quand on branche la carte

```
//exemple de code
#include <U8g2lib.h>
//U8g2 Contructor
U8G2_SSD1306_128X32_UNIVISION_F_HW_I2C u8g2(U8G2_R0, /* reset=*/ 16, /* clock=*/ 5, /* data=*/ 4);
// Alternative board version. Uncomment if above doesn't work.
// U8G2_SSD1306_128X32_UNIVISION_F_HW_I2C u8g2(U8G2_R0, /* reset=*/ 4, /* clock=*/ 14, /* data=*/ 2);
u8g2_uint_t offset;     // current offset for the scrolling text
u8g2_uint_t width;      // pixel width of the scrolling text (must be lesser than 128 unless U8G2_16BIT is defined
char *text = "MESSAGE DE TEST "; // scroll this text from right to left
int passage =0;
void setup(void) {
  u8g2.begin();
  u8g2.setFont(u8g2_font_logisoso32_tf); // set the target font to calculate the pixel width
  width = u8g2.getUTF8Width(text);    // calculate the pixel width of the text
  u8g2.setFontMode(0);    // enable transparent mode, which is faster
}
```

```
void loop(void) {
  u8g2_uint_t x;
//text=text.concat(String(passage));
  u8g2.firstPage();
  do {
    passage=passage+1;
    // draw the scrolling text at current offset
    x = offset;
    u8g2.setFont(u8g2_font_logisoso32_tf);   // set the target font
    do {                // repeated drawing of the scrolling text...
      u8g2.drawUTF8(x, 32, text);     // draw the scolling text
      x += width;           // add the pixel width of the scrolling text
    } while ( x < u8g2.getDisplayWidth() );   // draw again until the complete display is filled
    u8g2.setFont(u8g2_font_logisoso32_tf);   // draw the current pixel width
    u8g2.setCursor(0, 64);
    u8g2.print(width);          // this value must be lesser than 128 unless U8G2_16BIT is set
  } while ( u8g2.nextPage() );
  offset -= 1;            // scroll by one pixel
  if ( (u8g2_uint_t)offset < (u8g2_uint_t) - width )
    offset = 0;             // start over again
}
```

https://arduinogetstarted.com/tutorials/arduino-http-request

https://www.tinkercad.com