

USB-UART 3.3V converter for WiFi ESP-01 module

The [converter](#) with FT232 is especially designed for the ESP-01 module.
The usage is comfortable for:

- Flashing, running and debugging the programmes.
- Sending AT commands.
- Uploading a new firmware.

The convertor is achieving:

- The control of [Reset](#) and [GPIO0](#) pins with the help of the built in switches.
- The conversion between USB COM port and UART 232 (Tx, Rx), logical level 0~3,3V.
- Led visualisation of Tx and Rx signals.
- Power supplying ESP-01 module with 3,3V, max. current 0,5A.



Fig. 1

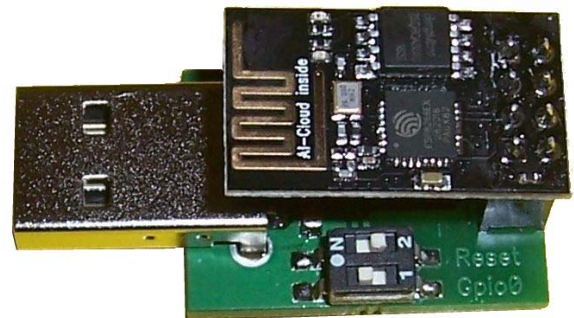


Fig. 2

ESP-01 was released in august 2014 and is built around the ESP8266 circuit made by a Chinese company. The low price, high performances and the open source promotion have captured the interest in the WiFi domain.

In a short time, the world community has expanded the programming of the ESP-01 module in various IDE: Arduino, Python, Lua.

Note 1: This tutorial is useful to anyone working for the first time with ESP-01.
The presented examples are made in the **Arduino** IDE.
The described procedures are similar in any other IDE.

Loading the ESP8266 libraries into the Arduino IDE

Open this [reference link](#). Ignore the hardware steps and make only the software stage 2.

The files are loaded in:

C:\Users\

In this way, the ESP8266 circuit (ESP-01, ESP-12 etc) becomes a new Arduino shield. The communication is serial UART 232 (Tx, Rx), logical level 3,3V.

Uploading the Arduino programm in ESP-01

Continue with step 3 in the reference link. You don't need the hardware components as required in the reference link e.g. Arduino board, buttons, cables etc.

Just use our converter (fig.2) connected to an USB port of your PC. Select this port in Arduino/Tools/Port. Select Upload Speed **115200**.

Select **Generic ESP8266 Module** in Tools/Boards.

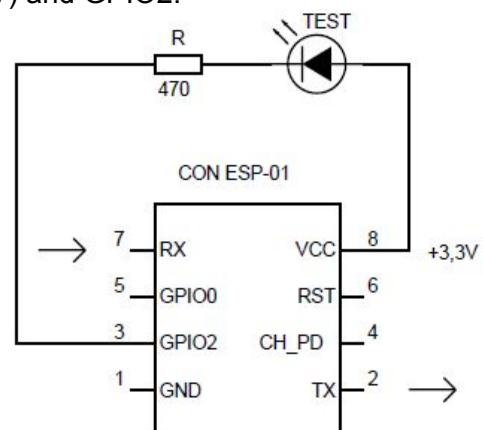
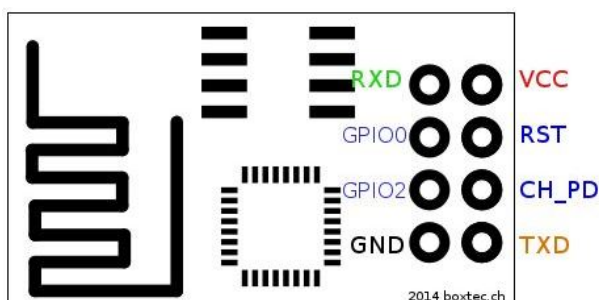
Open the **Led Blink** programm in Examples/01.Basic/Blink.

Take into account, ESP-01 has only two digital I/O pins: **GPIO0** and **GPIO2**. Change the output pin value to 2.

```
// the setup function runs once when you press reset or power the board
void setup() {
  // initialize digital pin 2 as an output.
  pinMode(2, OUTPUT);
}

// the loop function runs over and over again forever
void loop() {
  digitalWrite(2, HIGH); // turn the LED on (HIGH is the voltage level)
  delay(1000);           // wait for a second
  digitalWrite(2, LOW);  // turn the LED off by making the voltage LOW
  delay(1000);           // wait for a second
}
```

Solder a led and a 470Ω~1k resistor between Vcc (+3,3V) and GPIO2.



Note 2: It's preferable the load (led and resistor) to be soldered between Vcc and GPIO2 (or GPIO0). In this way, the load does not disturb the control signal [GPIO0](#).

Flash the program into the ESP-01 module. There are three steps:

1. Put the [GPIO0](#) switch in ON (to GND). In this way ESP-01 is ready for program loading.
2. Reset the ESP-01 module. For this purpose put the [Reset](#) switch in ON (to GND) and then return to OFF state.
3. Select [Upload](#) in Arduino/Sketch/Upload.

During the program loading, Arduino shows:

“Sketch uses 222,201 bytes (51%) of program storage space. Maximum is 434,160 bytes.
Global variables use 31,576 bytes (38%) of dynamic memory, leaving 50,344 bytes for local variables. Maximum is 81,920 bytes.

Uploading 226352 bytes from

C:\Users\Emil\AppData\Local\Temp\build89dffa342730d36061756adb8c22691b.tmp\My_Blink_ESP.ino.bin to flash at 0x00000000

```
..... [ 36% ]  
..... [ 72% ]  
..... [ 100% ]”
```

After loading, the ESP-01 module passes immediately to the program running. The led is lighting with 2 seconds period.

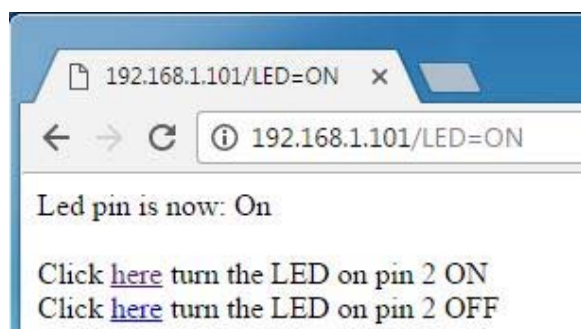
At a new power up, the program runs only if [GPIO0](#) and [Reset](#) are OFF. The reset function is automatically done.

Note 3: Together with the first Arduino program flashing it is erased any previous firmware, in this case the factory firmware (AT + Commands interpreter).

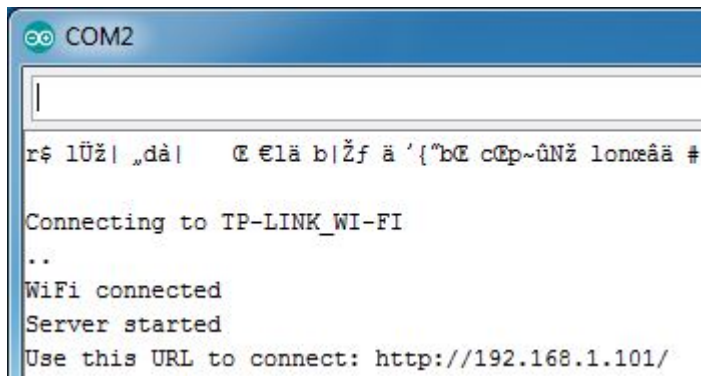
A very useful program is [esp-01_web_1_led.ino](#) and is using the already mounted led.

You'll command this led in any browser with the ESP-01 own loaded web page.

You can use a PC or a smart phone connected to the WiFi router.



The ESP-01's wireless LAN address where this web page exists is shown immediately after reset in Arduino serial monitor or another terminal:



```
COM2
|
|
r$ lÜž| „dà|   € €lã b|žf ä '{^b€ cEp-ûNž lonœää #
Connecting to TP-LINK_WI-FI
..
WiFi connected
Server started
Use this URL to connect: http://192.168.1.101/
```

The same program, modified to switch two leds is [esp-01_web_2_leds.ino](#).

Note 4: Exactly identify your router's **ssid** and **password**. These values can be found on the back router's label, but not always the **ssid** written on the label corresponds to the visible **ssid** in your router's page, e.g. 192.168.1.1.

In our case, the written **ssid** on the router's label is TP-LINK_15CA, but the autoconfigured **ssid** in the router's page is TP-LINK_WI-FI.

You can trust the label's printed password (8 digits), as long you have not modified it previously, using the administrator's privileges.

Note 5: In this way you can upload in ESP-01 and check other examples included in:

[C:\Users\\AppData\Local\Arduino15\packages\esp8266\hardware\esp8266WiFi\src\ESP8266WiFi.h\examples](#)

Note 6: A program to reduce the current to 0.5mA is [esp-01_client_light_sleep.ino](#).

These examples help you to design your own desired programmes.

Sending AT commands into a new ESP-01 module

According to this [material](#), the factory firmware is [AT + Commands interpreter](#).

The module answers to this AT commands [set](#), sent manually or by another controller.

Before the first program loading, it's helpful to manually send some AT commands. On this occasion you'll get the baud rate value confirmation, usually [115200](#). Only the first module series used [9600](#) baud.

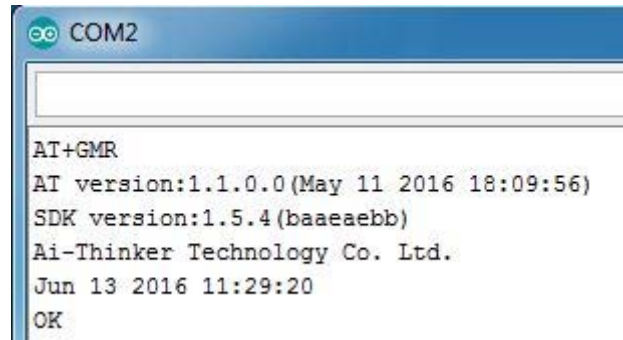
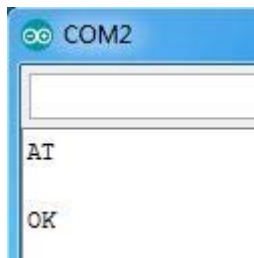
Use our converter (fig.2).

Put the [Reset](#) and [GPIO0](#) switches in [OFF](#) state.

Open any terminal e.g. [Serial Monitor Arduino](#). In the box [No line ending](#) select [Both NL & CR](#).

In this way, the sent AT commands are finalised with CR si LF.

Send **AT** and **AT+GMR** commands succesively:



The answer should be OK.

In this case the ESP-01 module is new or at least was not previously loaded with any programm.

Note 7: Once the first program has been loaded, the AT commands sending is not possible.

Don't think an ESP-01 module is damaged when not answering to AT commands!

It means the module has already a programm loaded, good or bad.

Just reload the factory firmware, as shown in the next chapter.

Uploading a new firmware in ESP-01

We have shown, together with an Arduino programm loading, any previous firmware is erased.

The procedure for reloading the factory firmware ([AT + Commands interpreter](#)) or another personalised firmware e.g. [NodeMCU Lua](#) or [Python](#) is presented in this [link](#).

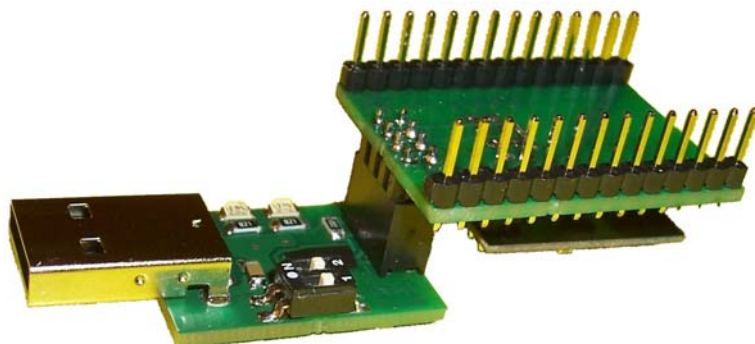
You need:

- The firmare files with .bin extension.
- The software tool for uploading firmware files.

Prepare the ESP-01 module for uploading files as shown in the previous [chapter](#).

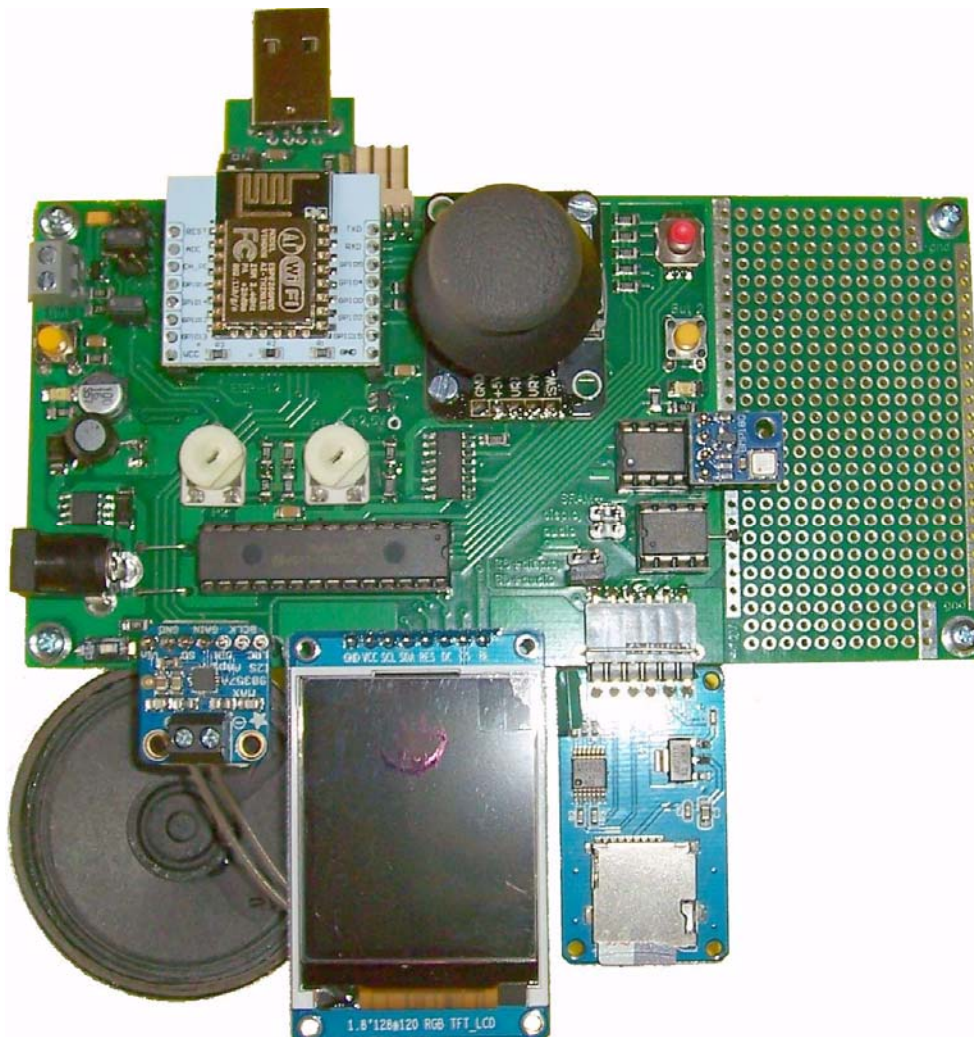
Uploading the programm in the WiFi adapter for Mini PLC4404

[WiFi adapter](#) is especially designed for [Mini PLC4404](#).



The convertor use in the WiFi ESP-12 module case

The ESP-12 [test board](#) is designed to study and experiment the ESP8266 circuit in various applications.



The test board is using the ADC and GPIO pins and helps to experimentally get the right ADC analog reference Aref value.

The programm loading is done using our converter, or another method.

According to development board's electronics sketch, there are two ways to run the programm:

- +3,3V supply and serial messages visualisation using our converter
- 5~12V external supply and serial messages visualisation using our reader USB [device](#) of the UART serial traffic

The electronics sketch of the USB-UART 3,3V converter

This is our free contribution to ESP-01 open source promotion.

