



ESP-Moonlight

2018 - 2020, Espressif Systems (Shanghai) PTE LTD

Nov 30, 2023

CONTENTS

1	ESP-Moonlight Support Policy	3
2	Supported versions and chips	5
3	Get Started	7
3.1	??	7
3.2	????	9
3.3	????	14
3.4	Wi-Fi ??	17
3.5	SoftAP ??? Bluetooth Low Energy ??	21
3.6	????????	25
3.7	????	29
3.8	????	34

[22]

ESP-MOONLIGHT SUPPORT POLICY

From December 2023, we will offer limited support on this project, but Pull Request is still welcomed!

SUPPORTED VERSIONS AND CHIPS

ESP-Moonlight	Dependent ESP-IDF	Target	Support State
master	>=release/v4.4	ESP32 ESP32S3	Limited Support























GET STARTED








Building Products with ESP32 fast: MoonLight



3.1

3.1.1 ESP-Moonlight ESP32

ESP-Moonlight  ESP32                      LED
























-    
-   
-    
-   
-   
-  OTA 
-    



Fig. 1: ESP-Moonlight

3.1.2 外观

ESP32-Moonlight V2.0 外观

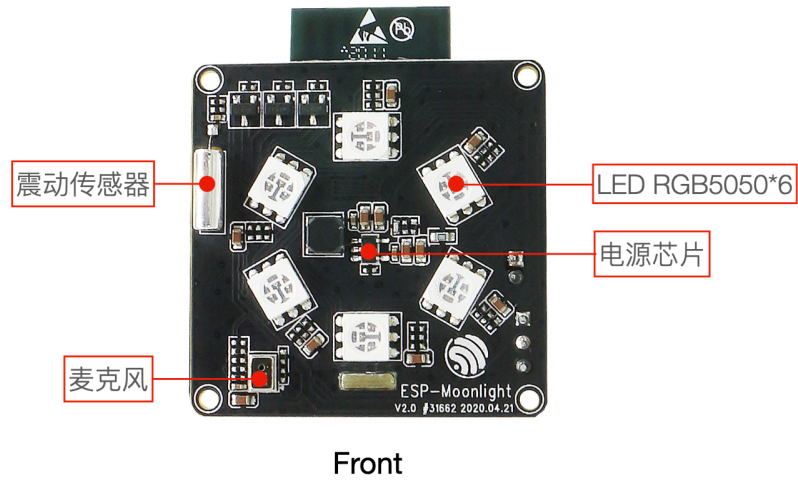


Fig. 2: ESP32-Moonlight 外观

3.2 使用

ESP32 使用 ESP32 使用

3.2.1 使用

ESP32 使用

Linux Windows MacOS ESP32 USB ESP-IDF (SDK)

3.2.2 使用

- ESP32-Moonlight 使用 ESP32 使用
- USB 使用
- PC Windows Linux Mac OS

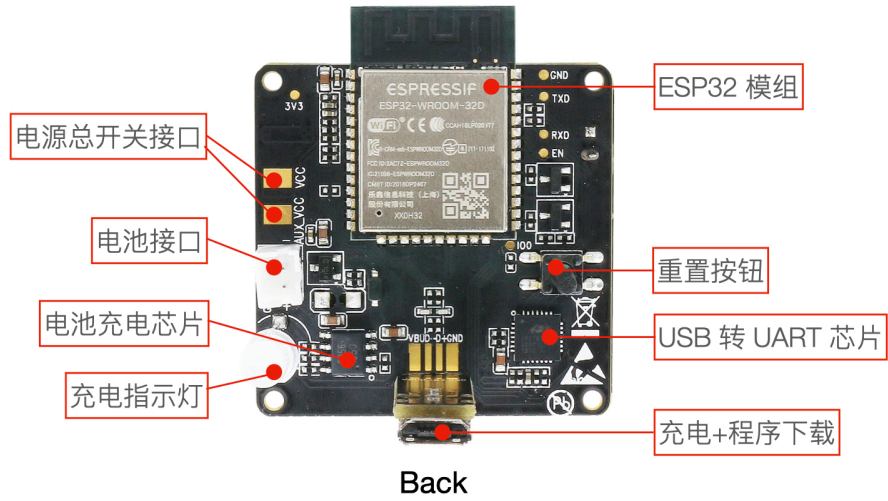


Fig. 3: ESP32-Moonlight

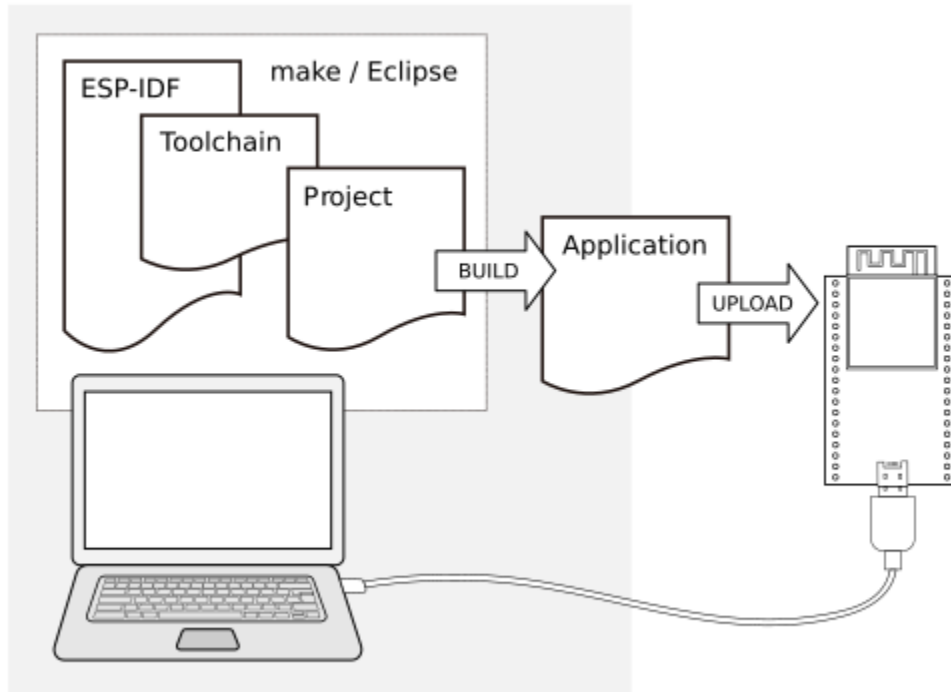


Fig. 4: ESP32

3.2.3 ESP-IDF

ESP-IDF ESP32

- ESP-IDF (Espressif IoT Development Framework) ESP32 ESP-ADF MESH ESP-MDF github
- ESP-IDF ESP32
- ESP-IDF Windows Mac Linux V4.0

ESP-IDF

ESP-IDF ESP-IDF

ESP-IDF

ESP-IDF

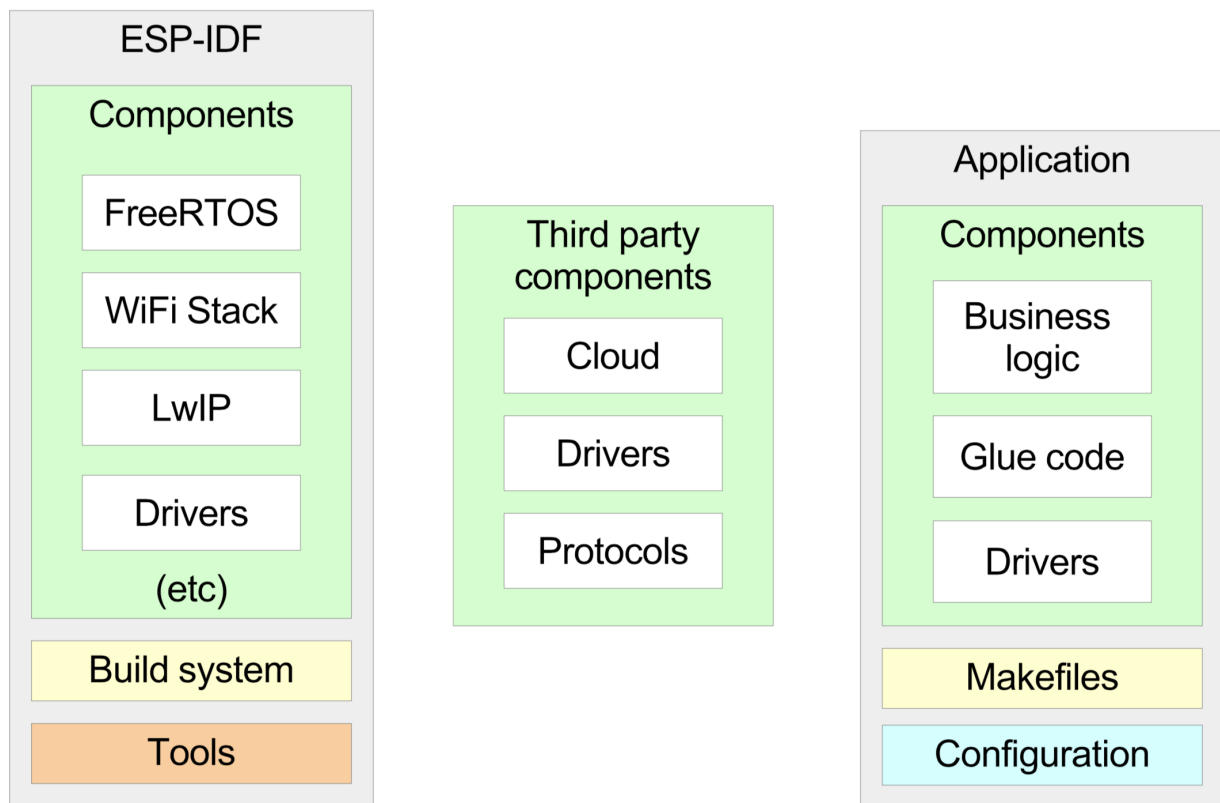


Fig. 5: ESP-IDF

ESP-IDF “” Wi-Fi HTTP “”

3.2.4 ESP-Moonlight

ESP-Moonlight ESP-IDF ESP-Moonlight

```
$ git clone --recursive https://github.com/espressif/esp-moonlight
```

ESP-IDF ESP-Moonlight ESP-IDF V4.0.1 esp-idf v4.0.1 tag

```
$ cd esp-idf
$ git checkout -b v4.0.1 v4.0.1
$ git submodule update --recursive
```

Note: IDF ESP-IDF

ESP-Jumpstart *Hello World*

```
$ cd esp-moonlight/1_hello_world
$ idf.py flash monitor
```

3.2.5

Hello World examples/1_hello_world:

```
void app_main()
{
    int i = 0;
    while (1) {
        printf("[%d] Hello world!\n", i);
        i++;
        vTaskDelay(5000 / portTICK_PERIOD_MS);
    }
}
```

- `app_main()` FreeRTOS ESP32 `app_main()` `main` `idf`
- `printf()``strlen()``time()` C `newlib` C `newlib` C `stdio``stdlib` C `signal``locale``wchr` `printf()`
- `vTaskDelay()` FreeRTOS FreeRTOS ESP32 FreeRTOS `vTaskDelay` 5 FreeRTOS API FreeRTOS

3.2.6 `led_driver`

ESP32 LED driver example

3.3 `led_driver`

ESP32 `led_driver` components `examples/2_drivers`

ESP32 LED driver

- `led_driver` LED driver
- `led_driver` LED driver
- `led_driver` LED driver
- `led_driver` LED driver

ESP32 LED driver components

3.3.1 LED

ESP32 LED driver 6 RGB LED ESP32 MOS LED

ESP32 LED driver

LED	ESP32-S2-SOLO	ESP32-WROOM-32D
RED	IO36	IO16
GREEN	IO35	IO4
BLUE	IO37	IO17

LED

ESP32 LED driver

```

/**< configure led driver */
led_rgb_config_t rgb_config = {0};
rgb_config.red_gpio_num = BOARD_GPIO_LED_R;
rgb_config.green_gpio_num = BOARD_GPIO_LED_G;
rgb_config.blue_gpio_num = BOARD_GPIO_LED_B;
rgb_config.red_ledc_ch = LEDC_CHANNEL_0;
rgb_config.green_ledc_ch = LEDC_CHANNEL_1;
rgb_config.blue_ledc_ch = LEDC_CHANNEL_2;
rgb_config.speed_mode = LEDC_LOW_SPEED_MODE;
rgb_config.timer_sel = LEDC_TIMER_0;
rgb_config.freq = 20000;
rgb_config.resolution = LEDC_TIMER_8_BIT;
g_leds = led_rgb_create(&rgb_config);

if (!g_leds) {
    ESP_LOGE(TAG, "install LED driver failed");
}
    
```

LEDC 的 ESP32 的 LED 的 PWM 的 led_rgb_create() 的 RGB 的 PWM 20 KHz 的 8 的

的 LED 的

```

/**< Write HSV values to LED */
ESP_ERROR_CHECK(g_leds->set_hsv(g_leds, a, b, c));

/**< Write RGB values to LED */
ESP_ERROR_CHECK(g_leds->set_rgb(g_leds, a, b, c));

```

的 HSV 的 RGB 的 LED 的

3.3.2 的

的 ESP32-Moonlight 的 ESP32 的 GPIO0 的

的

的

```

static void button_press_cb(void *arg)
{
    if (g_led_mode) {
        g_led_mode = 0;
    } else {
        g_led_mode = 1;
    }

    ESP_LOGI(TAG, "Set the light mode to %d", g_led_mode);
}

static void configure_push_button(int gpio_num, void (*btn_cb)(void *))
{
    button_handle_t btn_handle = iot_button_create(gpio_num, 0);

    if (btn_handle) {
        iot_button_set_evt_cb(btn_handle, BUTTON_CB_TAP, button_press_cb, NULL);
    }
}

```

的 configure_push_button() 的 的 button 的 GPIO 的 的 esp-timer 的 button_press_cb() 的 esp-timer 的

3.3.3 `sensor_vibration_init`

ESP32 `sensor_vibration_init`

`sensor_vibration_init` ESP32 `IO`

`sensor_vibration_init`

`sensor_vibration_init`

```
sensor_vibration_init (BOARD_GPIO_SENSOR_INT);
sensor_vibration_triggered_register (vibration_handle, NULL);
```

`sensor_vibration_init` `IO`

```
static void vibration_handle(void *arg)
{
    uint16_t h;
    uint8_t s;

    if (!g_led_mode) {
        return;
    }

    /**< Set a random color */
    h = esp_random() / 11930465;
    s = esp_random() / 42949673;
    s = s < 40 ? 40 : s;

    ESP_ERROR_CHECK(g_leds->set_hsv(g_leds, h, s, 100));
}
```

3.3.4 `sensor_adc_init`

ESP32 `sensor_adc_init` 12 `ADC` 18 `ADC` 1/2 `ESP32 ADC` `ADC` 1100 mv `ADC`

`sensor_adc_init`

`sensor_adc_init`

```
esp_err_t sensor_adc_init(int32_t adc_channel)
{
    g_adc_ch_bat = adc_channel;
    /**< Check if Two Point or Vref are burned into eFuse */
    adc_check_efuse();

    /**< Configure ADC */
    adc1_config_width(ADC_WIDTH_BIT_12);
    adc1_config_channel_atten(g_adc_ch_bat, ADC_ATTEN_DB_12);
}
```

(continues on next page)

3.4.2 

`app_main.c` `Wi-Fi` `sta`

```

1  esp_err_t wifi_init_sta(void)
2  {
3      esp_err_t ret = ESP_OK;
4      s_wifi_event_group = xEventGroupCreate();
5
6      tcpip_adapter_init();
7
8      ESP_ERROR_CHECK(esp_event_loop_create_default());
9
10     wifi_init_config_t cfg = WIFI_INIT_CONFIG_DEFAULT();
11     ESP_ERROR_CHECK(esp_wifi_init(&cfg));
12
13     ESP_ERROR_CHECK(esp_event_handler_register(WIFI_EVENT, ESP_EVENT_ANY_ID, &event_
↳ handler, NULL));
14     ESP_ERROR_CHECK(esp_event_handler_register(IP_EVENT, IP_EVENT_STA_GOT_IP, &event_
↳ handler, NULL));
15
16     wifi_config_t wifi_config = {
17         .sta = {
18             .ssid = EXAMPLE_ESP_WIFI_SSID,
19             .password = EXAMPLE_ESP_WIFI_PASS
20         },
21     };
22     ESP_ERROR_CHECK(esp_wifi_set_mode(WIFI_MODE_STA));
23     ESP_ERROR_CHECK(esp_wifi_set_config(ESP_IF_WIFI_STA, &wifi_config));
24     ESP_ERROR_CHECK(esp_wifi_start());
25
26     ESP_LOGI(TAG, "wifi_init_sta finished.");
27
28     /* Waiting until either the connection is established (WIFI_CONNECTED_BIT) or
↳ connection failed for the maximum
29     * number of re-tries (WIFI_FAIL_BIT). The bits are set by event_handler() (see
↳ above) */
30     EventBits_t bits = xEventGroupWaitBits(s_wifi_event_group,
31                                         WIFI_CONNECTED_BIT | WIFI_FAIL_BIT,
32                                         pdFALSE,
33                                         pdFALSE,
34                                         portMAX_DELAY);
35
36     /* xEventGroupWaitBits() returns the bits before the call returned, hence we can
↳ test which event actually
37     * happened. */
38     if (bits & WIFI_CONNECTED_BIT) {
39         ESP_LOGI(TAG, "connected to ap SSID:%s password:%s",
40                 EXAMPLE_ESP_WIFI_SSID, EXAMPLE_ESP_WIFI_PASS);
41     } else if (bits & WIFI_FAIL_BIT) {
42         ret = ESP_FAIL;
43         ESP_LOGI(TAG, "Failed to connect to SSID:%s, password:%s",
44                 EXAMPLE_ESP_WIFI_SSID, EXAMPLE_ESP_WIFI_PASS);
45     } else {
46         ESP_LOGE(TAG, "UNEXPECTED EVENT");
47     }
48
49     ESP_ERROR_CHECK(esp_event_handler_unregister(IP_EVENT, IP_EVENT_STA_GOT_IP, &
↳ event_handler));

```

(continues on next page)

(continued from previous page)

```

50     ESP_ERROR_CHECK(esp_event_handler_unregister(WIFI_EVENT, ESP_EVENT_ANY_ID, &
↪event_handler));
51     vEventGroupDelete(s_wifi_event_group);
52     return ret;
53 }

```

- `xEventGroupCreate()` [Event Group API](#)
- `esp_event_handler_register()` [Wi-Fi](#)
- `tcpip_adapter_init()` [TCP/IP](#)
- `WIFI_INIT_CONFIG_DEFAULT` [Wi-Fi](#)
- `esp_wifi_init()` `esp_wifi_set_config()` `esp_wifi_set_mode()` [Wi-Fi](#) [station](#) [Wi-Fi](#) `EXAMPLE_ESP_WIFI_SSID` `EXAMPLE_ESP_WIFI_PASS`
- 30 ~ 52 [WIFI_CONNECTED_BIT](#) [WIFI_FAIL_BIT](#)

Event loop [idf](#) [Wi-Fi](#):

```

1  static void event_handler(void *arg, esp_event_base_t event_base,
2  int32_t event_id, void *event_data)
3  {
4  static int32_t s_retry_num = 0;
5
6  if (event_base == WIFI_EVENT && event_id == WIFI_EVENT_STA_START) {
7  esp_wifi_connect();
8  } else if (event_base == WIFI_EVENT && event_id == WIFI_EVENT_STA_DISCONNECTED) {
9  if (s_retry_num < EXAMPLE_ESP_MAXIMUM_RETRY) {
10 esp_wifi_connect();
11 s_retry_num++;
12 ESP_LOGI(TAG, "retry to connect to the AP");
13 } else {
14 xEventGroupSetBits(s_wifi_event_group, WIFI_FAIL_BIT);
15 }
16
17 ESP_LOGI(TAG, "connect to the AP fail");
18 } else if (event_base == IP_EVENT && event_id == IP_EVENT_STA_GOT_IP) {
19 ip_event_got_ip_t *event = (ip_event_got_ip_t *) event_data;
20 ESP_LOGI(TAG, "got ip:" IPSTR, IP2STR(&event->ip_info.ip));
21 s_retry_num = 0;
22 xEventGroupSetBits(s_wifi_event_group, WIFI_CONNECTED_BIT);
23 }
24 }

```

- `esp_wifi_start()` [WIFI_EVENT_STA_START](#) `esp_wifi_connect()`
- [IP_EVENT_STA_GOT_IP](#) `event_data` `ip` `xEventGroupSetBits()` [WIFI_CONNECTED_BIT](#)
- [Wi-Fi](#) [WIFI_EVENT_STA_DISCONNECTED](#) 9 ~ 15

```

1  void app_main(void)
2  {
3      uint32_t hue = 0;
4      /**< Initialize NVS */
5      esp_err_t ret = nvs_flash_init();
6
7      if (ret == ESP_ERR_NVS_NO_FREE_PAGES || ret == ESP_ERR_NVS_NEW_VERSION_FOUND) {
8          ESP_ERROR_CHECK(nvs_flash_erase());
9          ret = nvs_flash_init();
10     }
11
12     ESP_ERROR_CHECK(ret);
13     /**< install ws2812 driver */
14     led_strip_config_t strip_config = LED_STRIP_DEFAULT_CONFIG(BOARD_GPIO_WS2812_DIN,
→ BOARD_STRIP_LED_NUMBER, (led_strip_dev_t)RMT_CHANNEL_0);
15     g_strip = led_strip_new_rmt_ws2812(&strip_config);
16
17     if (!g_strip) {
18         ESP_LOGE(TAG, "install WS2812 driver failed");
19     }
20
21     xTaskCreate(breath_light_task, "breath_light_task", 1024 * 3, NULL, 5, &g_breath_
→light_task_handle);
22     ESP_LOGI(TAG, "Wait for connect");
23
24     /**< Start the station */
25     ret = wifi_init_sta();
26     vTaskDelete(g_breath_light_task_handle);
27
28     if (ESP_OK != ret) {
29         /**< Set leds to red to indicate failure */
30         ESP_ERROR_CHECK(g_strip->set_all_rgb(g_strip, 60, 0, 0));
31         ESP_ERROR_CHECK(g_strip->refresh(g_strip, 10));
32         ESP_LOGW(TAG, "Connect failed");
33         return;
34     }
35
36     ESP_LOGI(TAG, "Color fade start");
37
38     while (true) {
39
40         /**< Write HSV values to strip driver */
41         ESP_ERROR_CHECK(g_strip->set_all_hsv(g_strip, hue, 100, 100));
42         /**< Flush to LEDs */
43         ESP_ERROR_CHECK(g_strip->refresh(g_strip, 10));
44         vTaskDelay(pdMS_TO_TICKS(30));
45         hue++;
46
47         if (hue > 360) {/**< The maximum value of hue in HSV color space is 360 */
48             hue = 0;
49         }
50     }
51 }

```

- 5 ~ 10 `nvs_flash_init()` NVS (Non-volatile storage) `wifi_init_sta()` NVS
- `xTaskCreate()` LED
- `wifi_init_sta()` Wi-Fi

Note: `idf.py menuconfig` Example Configuration

3.4.3

- Wi-Fi LED ESP32
- LED
-

3.4.4

3.5 SoftAP Bluetooth Low Energy

Wi-Fi SSID PASSWORD Wi-Fi SoftAP Bluetooth Low Energy smartconfig

examples/4_network_config

3.5.1

Wi-Fi Wi-Fi Wi-Fi

3.5.2

- **SoftAP** ESP32 Wi-Fi
- **Bluetooth Low Energy** ESP32 Bluetooth Low Energy
- **Smartconfig** UDP Wi-Fi ESP32
- **WEB** ESP32

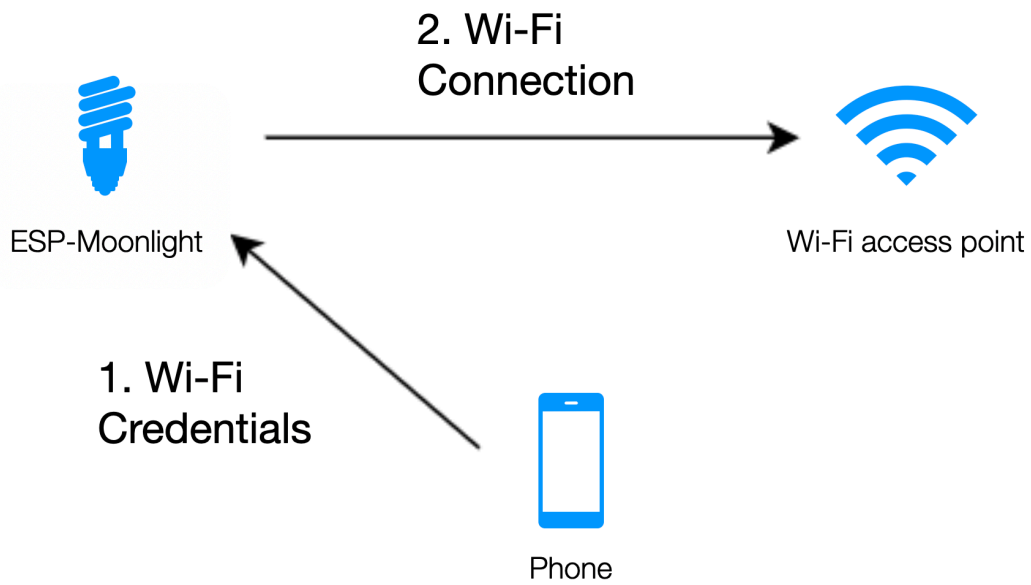


Fig. 7: [redacted]

3.5.3 BluFi [redacted]

[redacted] Bluetooth Low Energy [redacted]ESP32 [redacted]—BluFi[redacted] Wi-Fi [redacted] Wi-Fi [redacted] ESP32[redacted] ESP32 [redacted] AP [redacted] SoftAP[redacted]

BluFi [redacted]

- BluFi [redacted]
- iOS [redacted]
- Android [redacted]

[redacted] Android version [redacted] iOS version [redacted] APP [redacted]

Note: [redacted] IOS [redacted] Android [redacted] APP [redacted]

```
esp_restart();
}
```

ESP32 NVS ESP32 NVS ESP32 NVS

3.5.5 微信

ESP-MoonLight 微信小程序



Fig. 8: 微信小程序

ESP32 <https://github.com/EsspressifApps/Moonlight>

- 10 个 ESP32 Wi-Fi LED
- LED ESP32 BluFi
- ESP32
 - APP ESP32
 - ESP32
- ESP32 Wi-Fi LED
- ESP32 Wi-Fi
- ESP32

3.5.6 3.5.6

app Wi-Fi

3.6 3.6

examples/5_app_control

3.6.1 3.6.1

1. API

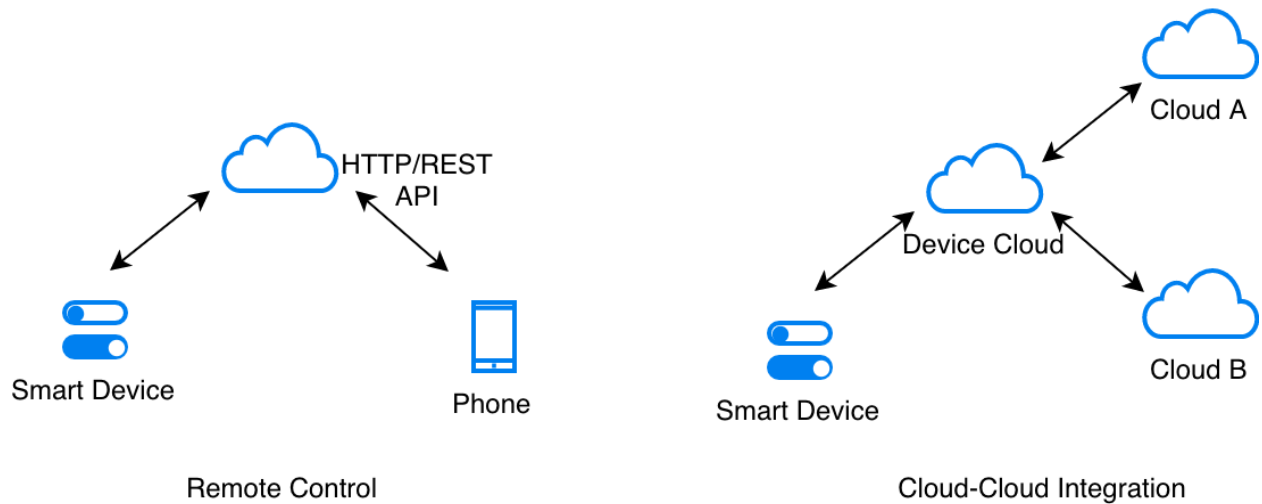


Fig. 9:

- 2.

Wi-Fi

3.6.2 3.6.2

UDP ESP32 UDP Server Client JSON ESP32 LED

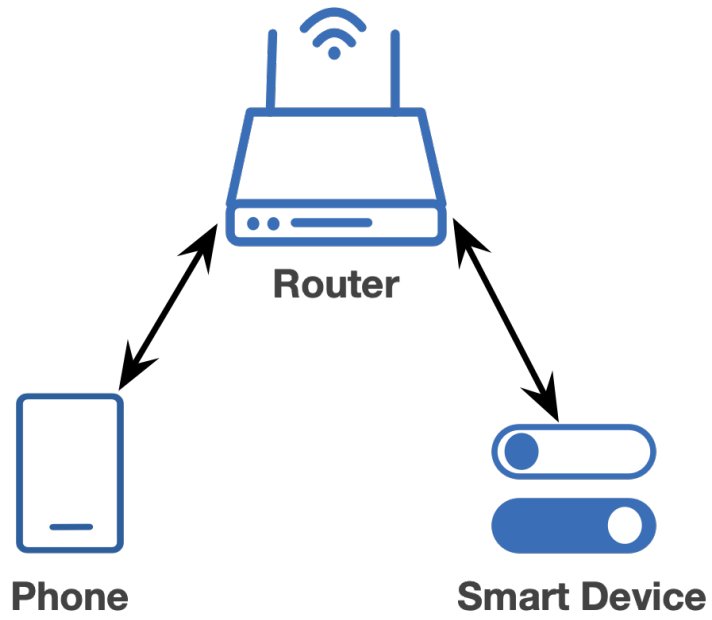


Fig. 10: [?][?][?][?]

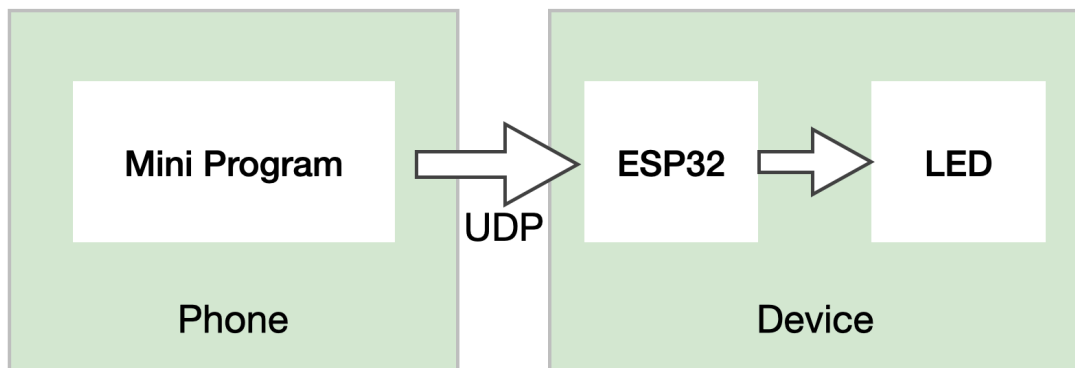


Fig. 11: [?][?][?][?]


```

38  /**< Data received */
39  else {
40      /**< Get the sender's ip address as string */
41      if (source_addr.sin6_family == PF_INET) {
42          inet_ntoa_r(((struct sockaddr_in *)&source_addr)->sin_addr.s_addr, addr_
↪str, sizeof(addr_str) - 1);
43      } else if (source_addr.sin6_family == PF_INET6) {
44          inet6_ntoa_r(source_addr.sin6_addr, addr_str, sizeof(addr_str) - 1);
45      }
46
47      rx_buffer[len] = 0; /**< Null-terminate whatever we received and treat like a
↪string... */
48      ESP_LOGI(TAG, "Received %d bytes from %s:", len, addr_str);
49
50      cJSON *root = cJSON_Parse(rx_buffer);
51
52      if (!root) {
53          printf("JSON format error:%s \r\n", cJSON_GetErrorPtr());
54      } else {
55          cJSON *item = cJSON_GetObjectItem(root, "led");
56          int32_t red = cJSON_GetObjectItem(item, "red")->valueint;
57          int32_t green = cJSON_GetObjectItem(item, "green")->valueint;
58          int32_t blue = cJSON_GetObjectItem(item, "blue")->valueint;
59          cJSON_Delete(root);
60
61          if (red != g_red || green != g_green || blue != g_blue) {
62              g_red = red;
63              g_green = green;
64              g_blue = blue;
65              ESP_LOGI(TAG, "Light control: red = %d, green = %d, blue = %d", g_red,
↪ g_green, g_blue);
66              ESP_ERROR_CHECK(g_leds->set_rgb(g_leds, g_red, g_green, g_blue));
67          }
68      }
69  }
70 }

```

- 1 26 UDP
- recvfrom() 2
- cJSON_Parse() LED
- LED

Note: UDP

3.7.2 OTA Data

OTA Data

OTA

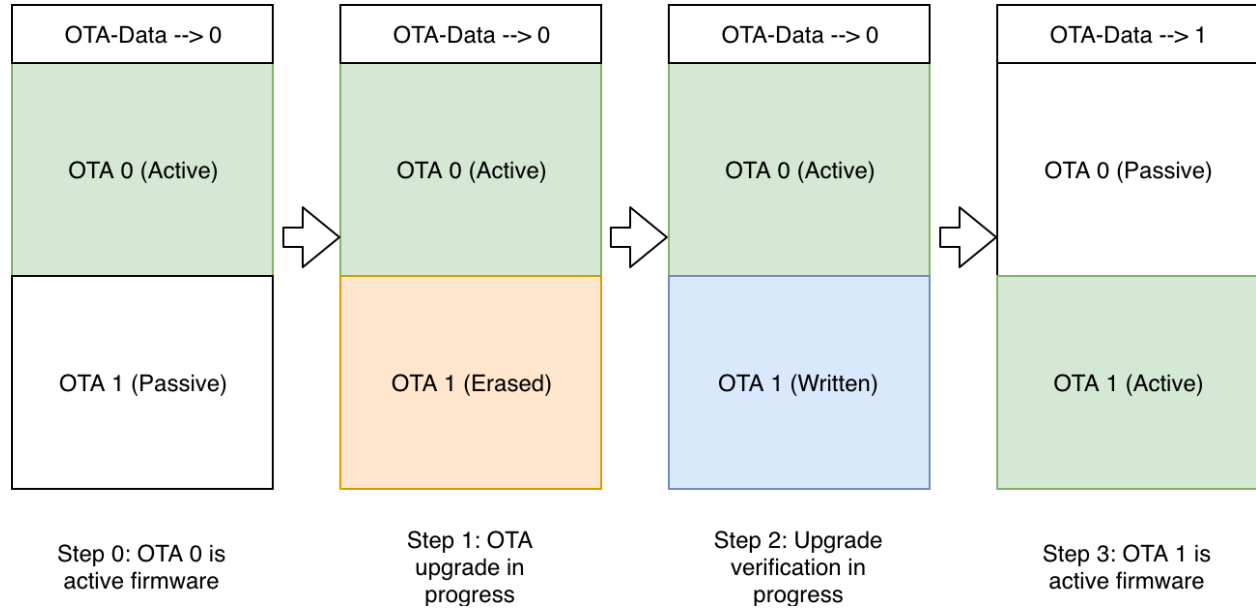


Fig. 14: OTA Data

- Step 0: OTA 0 is active firmware
- Step 1: OTA upgrade in progress
- Step 2: Upgrade verification in progress
- Step 3: OTA 1 is active firmware

3.7.3 OTA

OTA

```
esp_http_client_config_t config = {
    .url = url,
    .cert_pem = (char *)server_cert_pem_start,
    .event_handler = _http_event_handler,
};

esp_err_t ret = esp_https_ota(&config);
if (ret == ESP_OK) {
    esp_restart();
} else {
    ESP_LOGE(TAG, "Firmware upgrade failed");
}
return ret;
```

- esp_http_client_config_t OTA URL CA
- esp_https_ota() API

???? URL

???????????????? URL ???? menuconfig ?? Example Configuration ---> firmware upgrade url endpoint ?????

???????????????? http server:?????? IP ????????????

3.7.4 ??

????????????????????

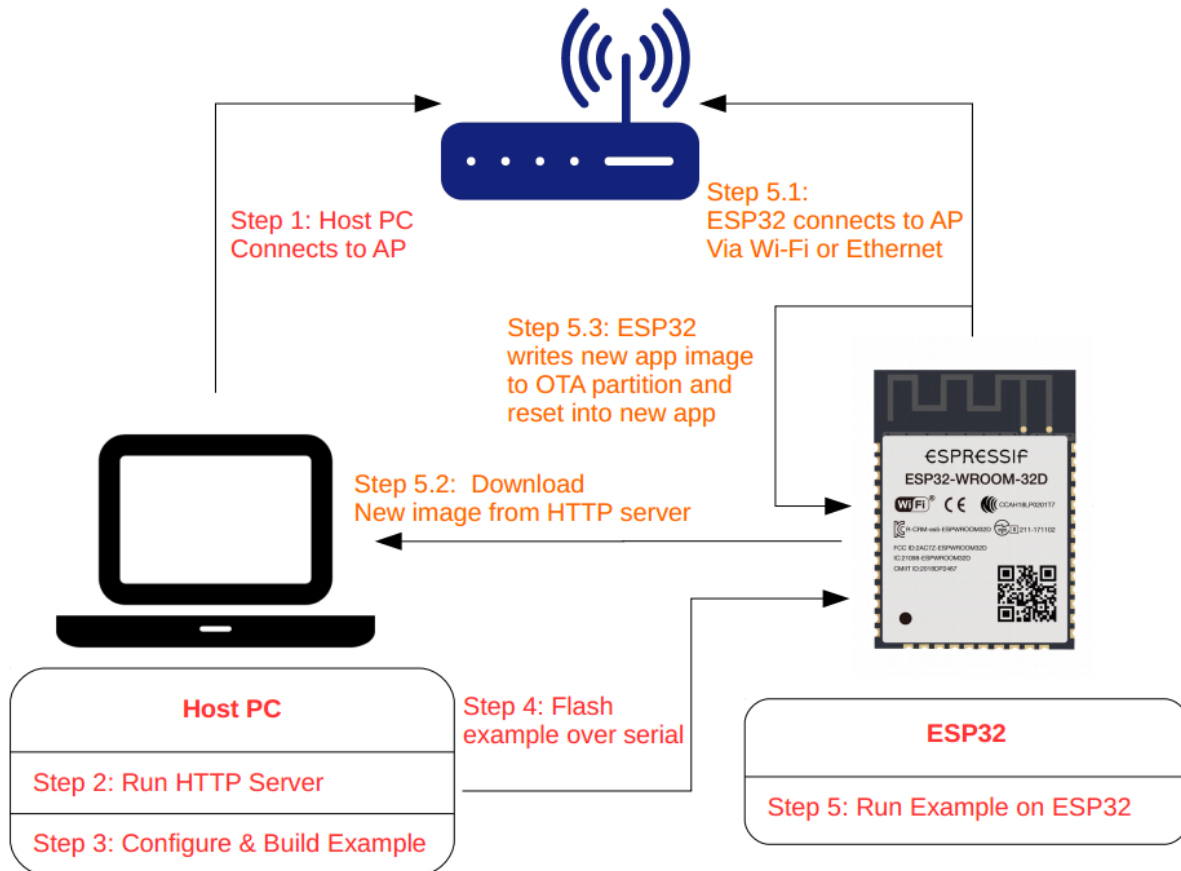


Fig. 15: OTA ?????

3.8 [Getting Started](#)

ESP-SR [ESP-SR](#) LED [LED](#) [examples/7_recognition](#)

[Getting Started](#)

- [Getting Started](#)
- [Getting Started](#)
- [Getting Started](#) LED [Getting Started](#)

3.8.1 ESP-SR [Getting Started](#)

[Getting Started](#)

- [Getting Started](#)WakeNet
- [Getting Started](#)MultiNet
- [Getting Started](#)Mic-Array Speech Enhancement [Getting Started](#) MASE [Getting Started](#)Acoustic Echo Cancellation [Getting Started](#) AEC [Getting Started](#)Voice Activity Detection [Getting Started](#) VAD [Getting Started](#)Automatic Gain Control [Getting Started](#) AGC [Getting Started](#)Noise Suppression [Getting Started](#) NS

[Getting Started](#) WakeNet [Getting Started](#) “Hi” [Getting Started](#) MultiNet

[Getting Started](#) ESP-SR

3.8.2 [Getting Started](#)

[Getting Started](#) I2S [Getting Started](#) MEMS [Getting Started](#) ESP32 [Getting Started](#) I2S

[Getting Started](#)

Pin Name	ESP32-S3-WROOM-1	ESP32-S2-SOLO	ESP32-WROOM-32D
DMIC_I2S_SCK	IO39	IO15	IO32
DMIC_I2S_WS	IO38	IO16	IO32
DMIC_I2S_SDO	IO40	IO17	IO25

[Getting Started](#) Audio Codec [Getting Started](#)

3.8.3 [Getting Started](#)

[Getting Started](#) I2S [Getting Started](#)

Pin Name	ESP32-S3-WROOM-1	ESP32-S2-SOLO	ESP32-WROOM-32D
DSPEAKER_I2S_BCK	IO48	×	×
DSPEAKER_I2S_WS	IO45	×	×
DSPEAKER_I2S_SDO	IO47	×	×

Note: ESP32S3 [Getting Started](#) IDF [Getting Started](#) v5.0 [Getting Started](#)

3.8.4 **??**

```
????????????????????
```

```
i2s_read(1, buffer, size * 2 * sizeof(int), &read_len, portMAX_DELAY);

for (int x = 0; x < size * 2 / 4; x++) {
    int s1 = ((buffer[x * 4] + buffer[x * 4 + 1]) >> 13) & 0x0000FFFF;
    int s2 = ((buffer[x * 4 + 2] + buffer[x * 4 + 3]) << 3) & 0xFFFF0000;
    buffer[x] = s1 | s2;
}

if (enable_wn) {
    wakenet_state_t r = wakenet->detect(model_wn_data, (int16_t *)buffer);

    if (r == WAKENET_DETECTED) {
        ESP_LOGI(TAG, "%s DETECTED", wakenet->get_word_name(model_wn_data, r));

        if (NULL != g_sr_callback_func[SR_CB_TYPE_WAKE].fn) {
            g_sr_callback_func[SR_CB_TYPE_WAKE].fn(g_sr_callback_func[SR_CB_TYPE_
↪WAKE].args);
        }

        enable_wn = false;
    }
} else {
    esp_mn_state_t mn_state = multinet->detect(model_mn_data, (int16_t *)buffer);
    if (mn_state == ESP_MN_STATE_DETECTED) {
        esp_mn_results_t *mn_result = multinet->get_results(model_mn_data);
        ESP_LOGI(TAG, "MN test successfully, Commands ID: %d", mn_result->phrase_
↪id[0]);
        int command_id = mn_result->phrase_id[0];

        if (NULL != g_sr_callback_func[SR_CB_TYPE_CMD].fn) {
            if (NULL != g_sr_callback_func[SR_CB_TYPE_CMD].args) {
                g_sr_callback_func[SR_CB_TYPE_CMD].fn(g_sr_callback_func[SR_CB_TYPE_
↪CMD].args);
            } else {
                g_sr_callback_func[SR_CB_TYPE_CMD].fn((void *)command_id);
            }
        }

    } else if (mn_state == ESP_MN_STATE_TIMEOUT) {
        esp_mn_results_t *mn_result = multinet->get_results(model_mn_data);
        ESP_LOGI(TAG, "timeout, string:%s\n", mn_result->string);

        if (NULL != g_sr_callback_func[SR_CB_TYPE_CMD_EXIT].fn) {
            g_sr_callback_func[SR_CB_TYPE_CMD_EXIT].fn(g_sr_callback_func[SR_CB_TYPE_
↪CMD_EXIT].args);
        }

        enable_wn = true;
    } else {
        continue;
    }
}
}
```

- `???? i2s_read()` `????????????????????`

- enable_wn
- detect()
-

3.8.5

app_speech_rec.c 11

```
char *commands[] = {
    "da kai dian deng",
    "kai deng",
    "da kai xiao ye deng",
    "guan bi dian deng",
    "guan deng",
    "guan bi xiao ye deng",
    "huan yi ge yan se",
    "liang yi dian",
    "zeng da liang du",
    "an yi dian",
    "jian xiao liang du",
};

esp_mn_commands_clear();
for (int i = 0; i < COMMANDS_NUM; i++) {
    esp_mn_commands_add(i, commands[i]);
}
esp_mn_commands_update();
```

esp_mn_commands_add MultiNet

3.8.6

- “Hi” ESP32 LED
- “” “” “”
-
-