

Tiles For Tales:

Using a Tile on your home network

Equipment required to complete a tile:

- NodeMCU processor (www.bitsbox.co.uk)
- Battery pack (3 AA's)

Download tiles software onto NodeMCU:

www.warwick.ac.uk/tilesfortales/hardwareandsoftware

Configuring Tile on home network

The NodeMCU acts as a wireless access point if it can't find the tiles network when the NodeMCU is powered up. Usually its ssid starts with ESP followed by numbers.

1. Connect to the NodeMCU network

Using your computer connect to the nodeMCU wireless access point. The password is: tiles-for-tales

2. Load Config file

Startup your browser and navigate to: <http://192.168.10.1/config.html>

This loads up a page to enter your node name (for ScratchX), the home ssid and password.

3. Enter node name and home wifi parameters

On the config page enter your node name, home ssid and password. This will mean the NodeMCU will join your home network and will broadcast its own IP address every 30 seconds.

4. Find NodeMCU IP address

There are two ways of finding the NodeMCU IP address, one is to use a UDP app on a mobile phone to monitor broadcasts. The second way is to look at the wifi router and look for an ESP device.

5. Control tile using ScratchX

Once you've established the NodeMCU's IP address on your home network, you can control it via the ScratchX website, first load estension_loader, and use it to load your tile commands.