

ESP-01S RELAY MODULE

Remotely controllable relay module



1. GENERAL INFORMATION

Dear customer,

thank you very much for choosing our product. In following, we will introduce you to what to observe while starting up and using this product.

Should you encounter any unexpected problems during use, please do not hesitate to contact us.

2. PROGRAMMING THE ESP-01S RELAY MODULE

To use the ESP-01S relay module, you must first program the ESP-01S supplied on the product.

For this, we recommend programming the ESP-01S with the ESP8266 PROG from **JOY-IT**.

First, the Arduino development environment must be prepared for use with the ESP8266.

To do this, the following URL is entered in the global settings of the program as an **additional board administrator URL**:

https://arduino.esp8266.com/stable/package_esp8266com_index.json

Preferences	and the second	×	
Settings Network			
Sketchbook location:			
C: Users\Technik3\Documents\Arduino		Browse	
Editor language:	English (English)		
Editor font size:	12		
Interface scale:	✓ Automatic 100 [∧] / _v % (requires restart of Arduino)		
Show verbose output during:	compilation upload		
Compiler warnings:	None •		
Display line numbers			
Enable Code Folding			
Verify code after upload			
Check for updates on star	tup		
☑ Update sketch files to new extension on save (.pde -> .ino)			
Save when verifying or up	loading		
Additional Boards Manager UR	Ls: http://arduino.esp8266.com/stable/package_esp8266com_index.json		
More preferences can be edite	d directly in the file		
C: \Users\Technik3\AppData\Local\Arduino15\preferences.txt			
(edit only when Arduino is not	running)		
	OK	Cancel	

Next, an additional board library must be installed. Open the board manager and install the **ESP8266** library.

Please note that your Arduino development environment must be restarted if the board library is not displayed.

🔊 Boards Manager 🧮	x
Type All CSP	
Arduino AVR Boards by Arduino version 1.6.18 INSTALLED Boards included in this package: Arduino Yún, Arduino/Genuino Uno, Arduino Uno WiFi, Arduino Diecimila, Arduino Nano, Arduino/Genuino Mega, Arduino MegaADK, Arduino Leonardo, Arduino Leonardo Ethernet, Arduino/Genuino Micro, Arduino Esplora, Arduino Mini, Arduino Ethernet, Arduino Fio, Arduino BT, Arduino LilyPadUSB, Arduino Lilypad, Arduino Pro, Arduino ATMegaNG, Arduino Robot Control, Arduino Robot Motor, Arduino Gemma, Adafruit Circuit Playground, Arduino Yún Mini, Arduino Industrial 101, Linino One. Online helo More info	*
esp8266 by ESP8266 Community Boards included in this package: Generic ESP8266 Module, Olimex MOD-WIFI-ESP8266(-DEV), NodeMCU 0.9 (ESP-12 Module), NodeMCU 1.0 (ESP-12E Module), Adafruit HUZZAH ESP8266 (ESP-12), ESPresso Lite 1.0, ESPresso Lite 2.0, Phoenix 1.0, Phoenix 2.0, SparkFun Thing, SweetPea ESP-210, WeMos D1, WeMos D1 mini, ESPino (ESP-12 Module), ESPino (WROOM-02 Module), WifInfo, ESPDuino. Online help More info	-
2.3.0 • Install	
Close	



Once you have successfully installed the board, you can select the **Generic ESP8266 Module** from the list of available boards.



Your Arduino development environment is now prepared for the use with an ESP8266.

Now you can simply copy the following code example into your Arduino IDE and upload it to your ESP-01S.

```
#include <ESP8266WiFi.h>
const char* ssid = "MeineWlanSSID"; // Enter your router or
const char* password = "MeinWlanPasswort"; // Enter your rou-
#define RELAY 0 // connected to GPIO0
WiFiServer server(80);
void setup() {
 Serial.begin(115200); // must have the same baud rate as
 pinMode(RELAY,OUTPUT);
 digitalWrite(RELAY, LOW);
 Serial.println();
 Serial.println();
 Serial.print("Connecting to ");
 Serial.println(ssid);
 WiFi.begin(ssid, password);
 while (WiFi.status() != WL CONNECTED) {
   delay(500);
   Serial.print(".");
  }
 Serial.println("");
  Serial.println("WiFi connected");
  server.begin();
 Serial.println("Server started");
 Serial.print("Use this URL to connect: ");
 Serial.print("https://");
 Serial.print(WiFi.localIP());
 Serial.println("/");
void loop() {
 WiFiClient client = server.available();
 if (!client) {
    return;
  }
  Serial.println("new client");
 while(!client.available()){
   delay(1);
  }
 String request = client.readStringUntil('\r');
 Serial.println(request);
  client.flush();
```

```
int value = LOW;
  if (request.indexOf("/RELAY=ON") != -1) {
   Serial.println("RELAY=ON");
   digitalWrite(RELAY,LOW);
   value = LOW;
 if (request.indexOf("/RELAY=OFF") != -1) {
   Serial.println("RELAY=OFF");
   digitalWrite(RELAY, HIGH);
   value = HIGH;
  }
 client.println("HTTP/1.1 200 OK");
 client.println("Content-Type: text/html");
 client.println(""); // this is necessary
 client.println("<!DOCTYPE HTML>");
 client.println("<html>");
 client.println("<meta name='viewport' content='width=device</pre>
-width, initial-scale=1'>");
 client.println("<head><title>ESP8266 RELAY Control
title></head>");
 client.println("<style>");
 client.println("* {text-align: center; font-family: Conso-
las; }");
 client.println("");
 client.println(".container {position: absolute; top:
50%;");
 client.println("left: 50%; transform: translateX(-50%)
translateY(-50%);}");
 client.println("");
 client.println("a {display: inline-block; width: 50px;");
 client.println("color: #FFFFFF; background-color:
#275C6B;");
 client.println("margin-top: 15px; padding: 10px 20px;");
 client.println("text-decoration: none; border-radius:
5px;");
 client.println("font-weight: 800;}");
 client.println("</style>");
 client.println("<div class='container'>");
 client.println("<div class='inner'>");
 client.print("Relay is now: ");
 if(value == HIGH) {client.print("OFF");}
 else{client.print("ON");}
 client.println("<br>");
 client.println("<a href=\"/RELAY=OFF\">OFF</a>");
 client.println("<a href=\"/RELAY=ON\">ON</a>");
 client.println("</div>");
 client.println("</div>");
 client.println("</html>");
 Serial.println("");
}
```

After you have uploaded the code to your Esp-01S, you need to pull the ESP-01S programmer out of your PC and set the small switch on the side of PROG to UART so that you can see the serial output of the ESP-01S in your IDE. Once you have flipped the switch, you can put the programmer of your ESP-01S back into your PC and view the serial output of your ESP-01S to see if the connection to your WiFi was successful.

4. CONNECTION OF THE ESP-01S ON THE RELAY MODULE

After programming the ESP-01S, you can now unplug the ESP8266-PROG from your PC and remove the ESP-01S.

In the next step, you have to make sure that you plug your ESP-01S correctly on the relay module. In the following figure it is color-coded which pin of the ESP-01S belongs to which pin on the relay module.



After plugging the ESP-01S into the relay module, you can now connect a supply voltage of 5 - 12 V. After that, you can go to the website by simply entering the IP address you saw in your serial output in your browser (enter the IP address in your browser on a device that is in the same network as the ESP-01S).



Our information and take-back obligations according to the Electrical and Electronic Equipment Act (ElektroG)

Symbol on electrical and electronic equipment:



This crossed-out dustbin means that electrical and electronic appliances do not belong in the household waste. You must return the old appliances to a collection point. Before handing over waste batteries and accumulators that are not en-

closed by waste equipment must be separated from it.

Return options:

As an end user, you can return your old device (which essentially fulfils the same function as the new device purchased from us) free of charge for disposal when you purchase a new device. Small appliances with no external dimensions greater than 25 cm can be

disposed of in normal household quantities independently of the purchase of a new appliance.

Possibility of return at our company location during opening hours:

SIMAC Electronics GmbH, Pascalstr. 8, D-47506 Neukirchen-Vluyn, Germany

Possibility of return in your area:

We will send you a parcel stamp with which you can return the device to us free of charge. Please contact us by email at Service@joy-it.net or by telephone.

Information on packaging:

If you do not have suitable packaging material or do not wish to use your own, please contact us and we will send you suitable packaging.

6. SUPPORT

If there are still any issues pending or problems arising after your purchase, we will support you by e-mail, telephone and with our ticket support system.

Email: service@joy-it.net

Ticket system: http://support.joy-it.net Telephone: +49 (0)2845 9360-50 (10-17 o'clock)

For further information please visit our website: www.joy-it.net