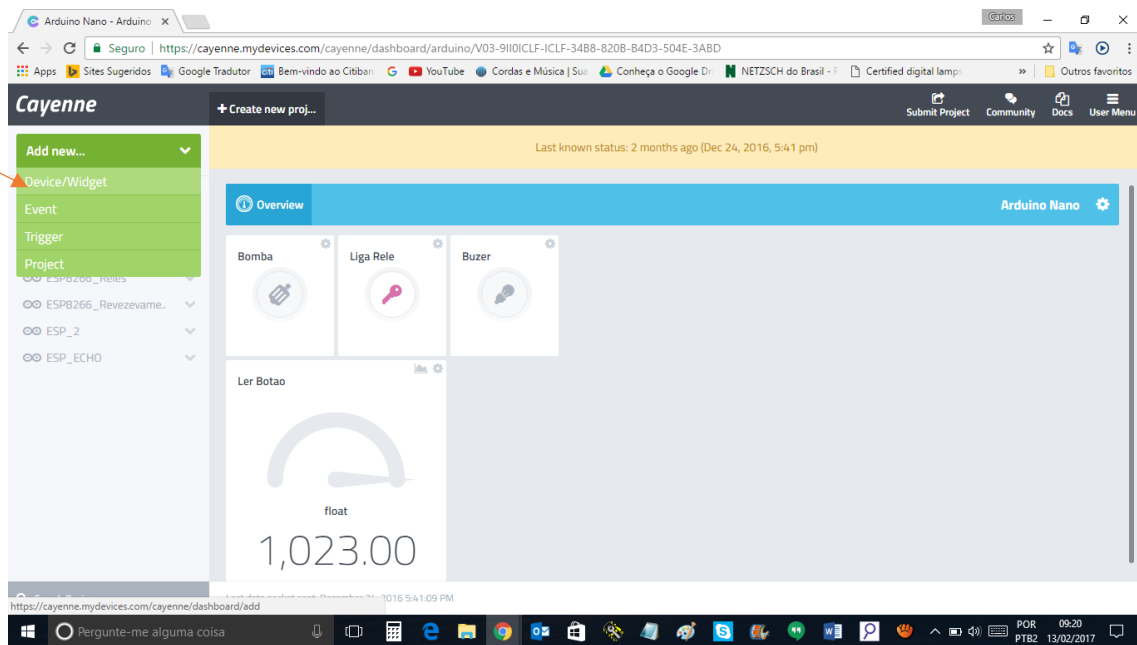


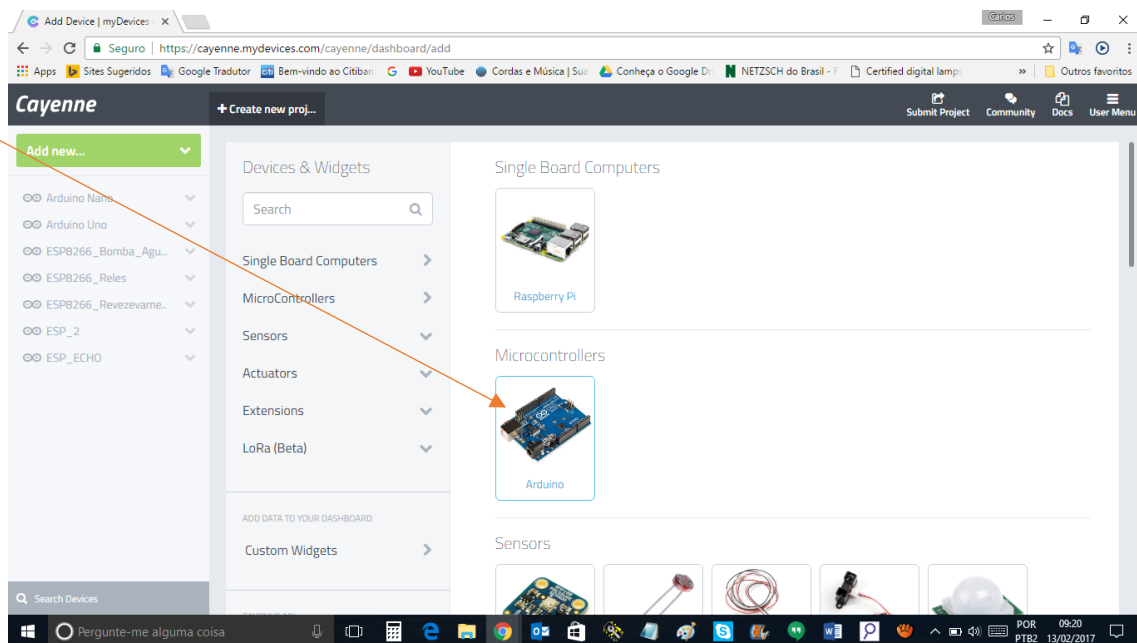
Eng. Carlos kwiek

Como conectar Arduino no Cayenne

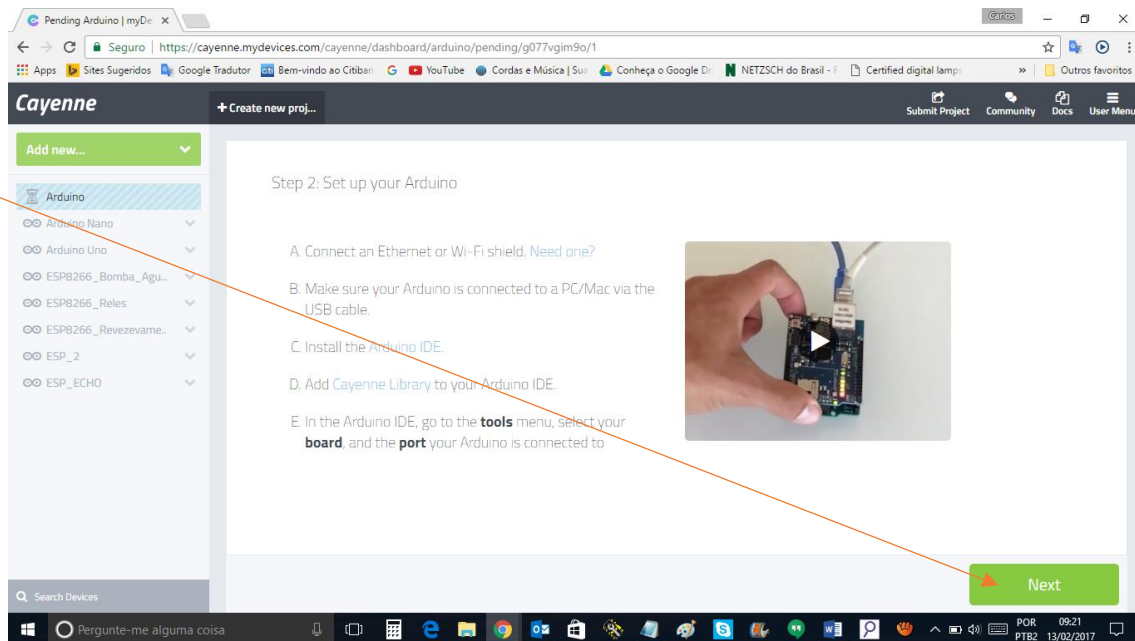
ADICIONE UMA NOVA PLACA



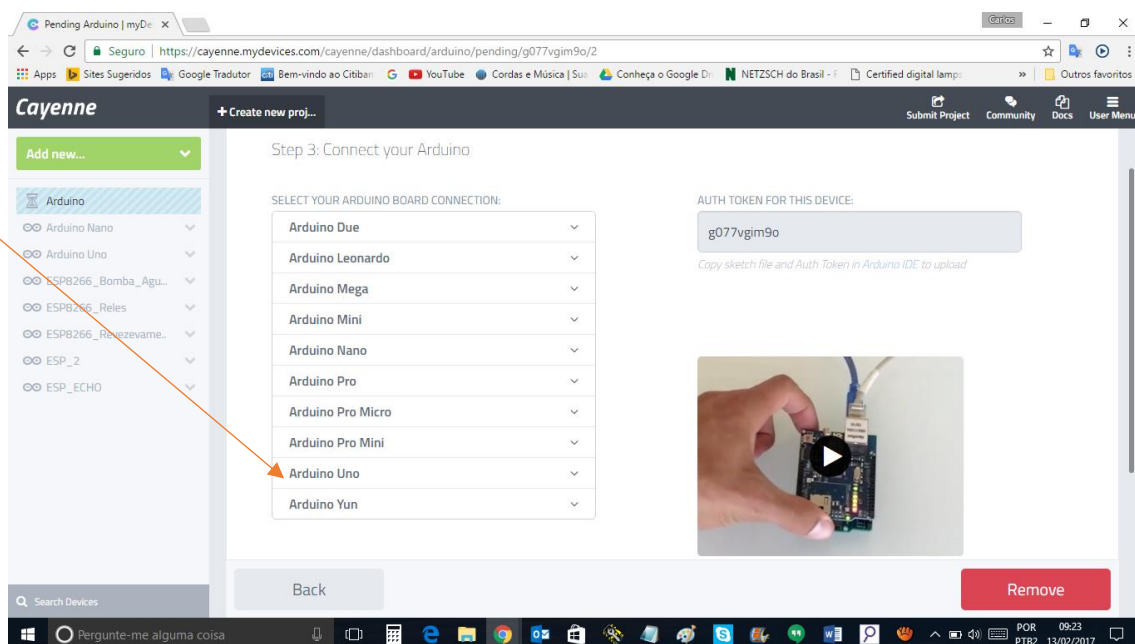
SELECIONE ARDUINO



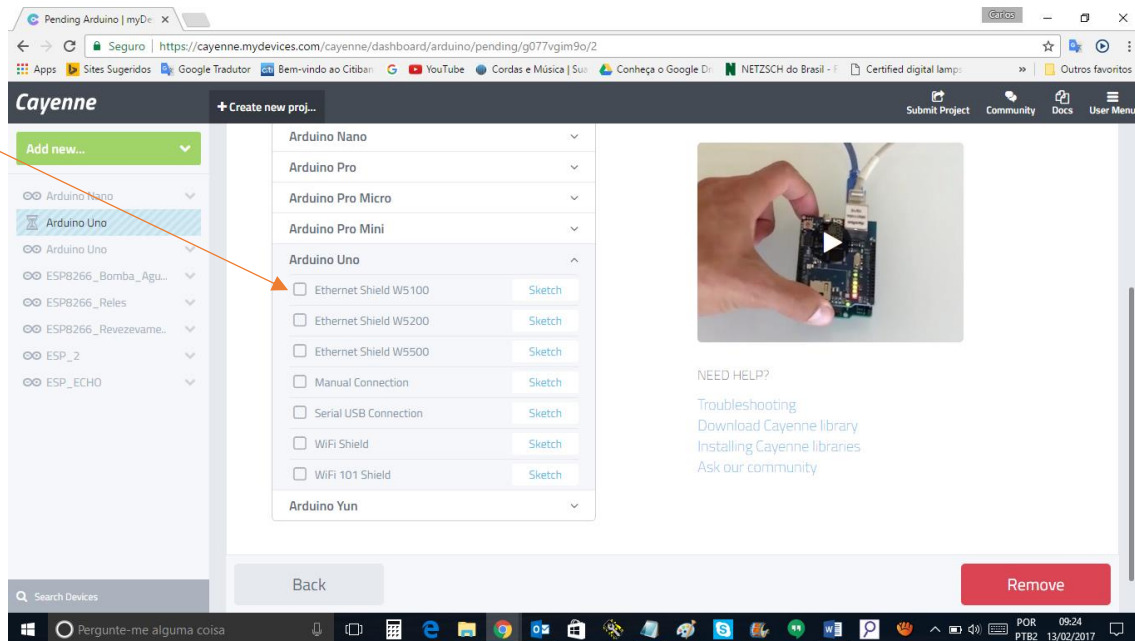
NA TELA SEGUINTE CLIC EM NEXT



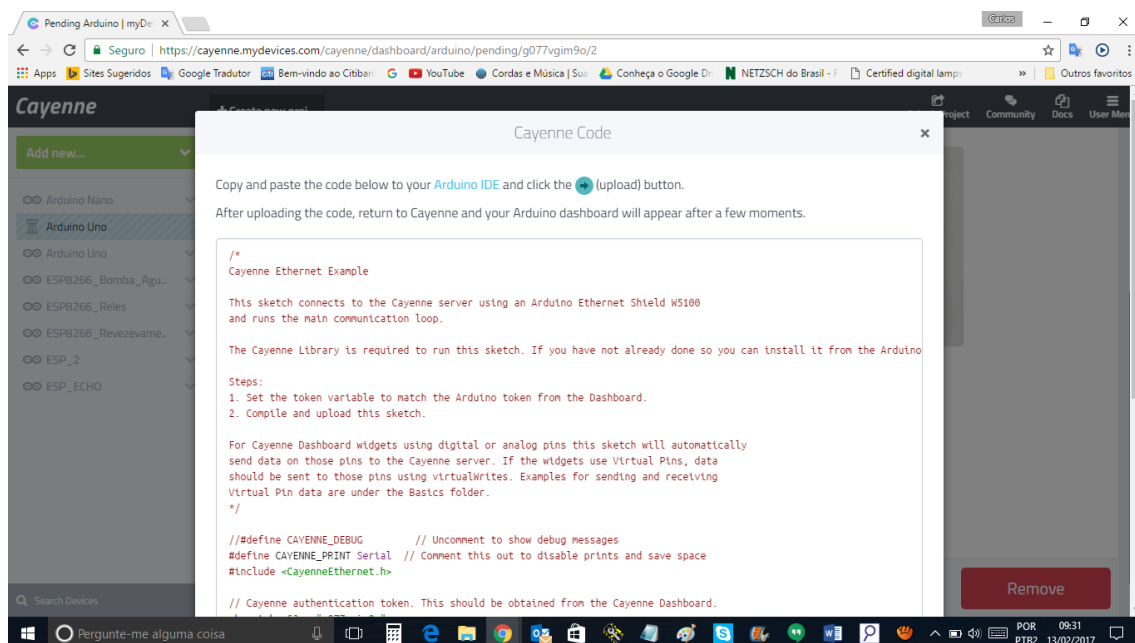
NA TELA SEGUINTE SELECIONE ARDUINO UNO SE FOR O SEU CASO



AO CLICAR APARECERA ESTE SUB MENU PARA DEFINIR SUA PLACA ETHERNET SELECIONE A PRIMEIRA OPÇÃO



QUANDO SELECIONAR O CODIGO APARECERA PRONTO PARA VOCÊ COPIAR E COLAR, APENAS, CARREGUE O CODIGO, E ABRA O MONITOR SERIAL IRA VER COMO ESTA SE CONECTANDO, NÃO FECHUE A JANELA DO CAYENNE, EM POUCOS SEGUNDOS VOCÊ ESTARA CONECTADO, AGORA ESCOLHA SEUS WIDGET E DIVIRTA-SE.



CODIGO GERADO NESTE EXEMPLO

```
/*  
Cayenne Ethernet Example
```

This sketch connects to the Cayenne server using an Arduino Ethernet Shield W5100 and runs the main communication loop.

The Cayenne Library is required to run this sketch. If you have not already done so you can install it from the Arduino IDE Library Manager.

Steps:

1. Set the token variable to match the Arduino token from the Dashboard.
2. Compile and upload this sketch.

For Cayenne Dashboard widgets using digital or analog pins this sketch will automatically send data on those pins to the Cayenne server. If the widgets use Virtual Pins, data should be sent to those pins using virtualWrites. Examples for sending and receiving Virtual Pin data are under the Basics folder.

```
*/
```

```
//#define CAYENNE_DEBUG           // Uncomment to show debug messages  
#define CAYENNE_PRINT Serial    // Comment this out to disable prints  
and save space  
#include <CayenneEthernet.h>
```

```
// Cayenne authentication token. This should be obtained from the  
Cayenne Dashboard.  
char token[] = "AuthenticationToken";
```

```
void setup()  
{  
    Serial.begin(9600);  
    Cayenne.begin(token);  
}
```

```
void loop()  
{  
    Cayenne.run();  
}
```