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// Juan Antonio Villalpando.
// http://kio4.com/arduino/160_Wemos_ESP32_BLE.htm

#include <BLEDevice.h>
#include <BLEUtils.h>
#include <BLEServer.h>

String valeur;
#define Relais_A 27 // Relais A pin 27
#define Relais_B 26 // Relais B pin 26
#define Relais_C 25 // Relais C pin 25
#define Relais_D 33 // Relais D pin 33
#define Relais_E 32 // Relais E pin 32
String etat = "";

#define SERVICE_UUID "23435cbe-be08-44b1-9e93-bea382772fda"
#define CHARACTERISTIC_UUID "77c224e8-7d5f-402e-9762-ae6638fe774"

class MyCallbacks: public BLECharacteristicCallbacks {
  void onWrite(BLECharacteristic *pCharacteristic) {
    std::string value = pCharacteristic->getValue();
    if (value.length() > 0) {
      valeur = "";
      for (int i = 0; i < value.length(); i++){
        valeur = valeur + value[i];
      }
      Serial.println(valeur);
      if (valeur == "A1") {digitalWrite(Relais_A,HIGH); pCharacteristic->setValue("Relais A Allumé");} //
      Contact inversé Normalement Fermé
      if (valeur == "A0") {digitalWrite(Relais_A,LOW); pCharacteristic->setValue("Relais A Eteint");} //
      Contact inversé Normalement Fermé
      if (valeur == "B1") {digitalWrite(Relais_B,LOW); pCharacteristic->setValue("Relais B Allumé");}
      if (valeur == "B0") {digitalWrite(Relais_B,HIGH); pCharacteristic->setValue("Relais B Eteint");}
      if (valeur == "C1") {digitalWrite(Relais_C,LOW); pCharacteristic->setValue("Relais C Allumé");}
      if (valeur == "C0") {digitalWrite(Relais_C,HIGH); pCharacteristic->setValue("Relais C Eteint");}
      if (valeur == "D1") {digitalWrite(Relais_D,LOW); pCharacteristic->setValue("Relais D Allumé");}
      if (valeur == "D0") {digitalWrite(Relais_D,HIGH); pCharacteristic->setValue("Relais D Eteint");}
      if (valeur == "E1") {digitalWrite(Relais_E,LOW); pCharacteristic->setValue("Relais E Allumé");}
      if (valeur == "E0") {digitalWrite(Relais_E,HIGH); pCharacteristic->setValue("Relais E Eteint");}

      if (valeur == "check"){
        etat = "";
        if (digitalRead(Relais_A) == HIGH) {etat = "Relais A Eteint,";} else {etat = "Relais A Allumé,";}
        if (digitalRead(Relais_B) == HIGH) {etat = etat + "Relais B Allumé,";} else {etat = etat + "Relais B
        Eteint,";}
        if (digitalRead(Relais_C) == HIGH) {etat = etat + "Relais C Allumé,";} else {etat = etat + "Relais C
        Eteint,";}
        if (digitalRead(Relais_D) == HIGH) {etat = etat + "Relais D Allumé,";} else {etat = etat + "Relais D
        Eteint,";}
        if (digitalRead(Relais_E) == HIGH) {etat = etat + "Relais E Allumé,";} else {etat = etat + "Relais E
        Eteint,";}

        pCharacteristic->setValue(etat.c_str()); // Return status
      }
    }
  }
};

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void setup() {
  pinMode(Relais_A,OUTPUT);
  digitalWrite(Relais_A,LOW);
  pinMode(Relais_B,OUTPUT);
  digitalWrite(Relais_B,HIGH);
  pinMode(Relais_C,OUTPUT);
  digitalWrite(Relais_C,HIGH);
  pinMode(Relais_D,OUTPUT);
  digitalWrite(Relais_D,HIGH);
  pinMode(Relais_E,OUTPUT);
  digitalWrite(Relais_E,HIGH);
  Serial.begin(115200);

  BLEDevice::init("Justine");
  BLEServer *pServer = BLEDevice::createServer();

  BLEService *pService = pServer->createService(SERVICE_UUID);

  BLECharacteristic *pCharacteristic = pService->createCharacteristic(
    CHARACTERISTIC_UUID,
    BLECharacteristic::PROPERTY_READ |
    BLECharacteristic::PROPERTY_WRITE
  );

  pCharacteristic->setCallbacks(new MyCallbacks());
  pCharacteristic->setValue("[M]Coucou Justine, pense à ton équipement (casque,....etc...).");
  pService->start();

  BLEAdvertising *pAdvertising = pServer->getAdvertising();
  pAdvertising->start();
}

void loop() {
  //
}

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