
mcu-uuid-telnet

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Jul 12, 2022

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DESCRIPTION

Microcontroller telnet service

PURPOSE

Provides access to a console shell as a telnet server (using the [RFC 854](#) protocol).

DEPENDENCIES

- `mcu-uuid-console`

Refer to the `library.json` file for more details.

CONTENTS

4.1 Usage

```
#include <uuid/telnet.h>
```

Create a `uuid::telnet::TelnetService` and call `start()`.

Call `loop()` regularly and when WiFi connectivity is available connections will be accepted.

Call `uuid::console::Shell::loop_all()` regularly to process open connections.

The binary, echo and suppress go ahead telnet options will be negotiated.

4.1.1 Example

```
#include <Arduino.h>
#ifdef ARDUINO_ARCH_ESP8266
# include <ESP8266WiFi.h>
#else
# include <WiFi.h>
#endif

#include <memory>
#include <string>
#include <vector>

#include <uuid/common.h>
#include <uuid/console.h>
#include <uuid/telnet.h>

using uuid::read_flash_string;
using uuid::flash_string_vector;
using uuid::console::Commands;
using uuid::console::Shell;

static std::shared_ptr<Commands> commands = std::make_shared<Commands>();
static uuid::telnet::TelnetService telnet{commands};

void setup() {
    commands->add_command(flash_string_vector{F("pinMode")},
```

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```

flash_string_vector{F("<pin>"), F("<mode>")},

[] (Shell &shell, const std::vector<std::string> &arguments) {
    uint8_t pin = String(arguments[0].c_str()).toInt();
    uint8_t mode;

    if (arguments[1] == read_flash_string(F("INPUT"))) {
        mode = INPUT;
    } else if (arguments[1] == read_flash_string(F("OUTPUT"))) {
        mode = OUTPUT;
    } else if (arguments[1] == read_flash_string(F("INPUT_PULLUP")))
→ {
        mode = INPUT_PULLUP;
    } else {
        shell.println(F("Invalid mode"));
        return;
    }

    pinMode(pin, mode);
    shell.println(F("Configured pin %u to mode %s"),
        pin, arguments[1].c_str());
},

[] (Shell &shell __attribute__((unused)),
    const std::vector<std::string> &arguments)
    -> const std::vector<std::string> {
    if (arguments.size() == 1) {
        /* The first argument has been provided, so return
         * completion values for the second argument.
         */
        return std::vector<std::string>{
            read_flash_string(F("INPUT")),
            read_flash_string(F("OUTPUT")),
            read_flash_string(F("INPUT_PULLUP"))
        };
    } else {
        return std::vector<std::string>{};
    }
}

);

commands->add_command(flash_string_vector{F("digitalRead")},
    flash_string_vector{F("<pin>")},

[] (Shell &shell, const std::vector<std::string> &arguments) {
    uint8_t pin = String(arguments[0].c_str()).toInt();
    auto value = digitalRead(pin);

    shell.println(F("Read value from pin %u: %S"),
        pin, value == HIGH ? F("HIGH") : F("LOW"));
}

);

```

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```

commands->add_command(flash_string_vector{F("digitalWrite")},
    flash_string_vector{F("<pin>"), F("<value>")},

    [] (Shell &shell, const std::vector<std::string> &arguments) {
        uint8_t pin = String(arguments[0].c_str()).toInt();
        uint8_t value;

        if (arguments[1] == read_flash_string(F("HIGH"))) {
            value = HIGH;
        } else if (arguments[1] == read_flash_string(F("LOW"))) {
            value = LOW;
        } else {
            shell.println(F("Invalid value"));
            return;
        }

        digitalWrite(pin, value);
        shell.printf(F("Wrote %s value to pin %u"),
            arguments[1].c_str(), pin);
    },

    [] (Shell &shell __attribute__((unused)),
        const std::vector<std::string> &arguments)
        -> const std::vector<std::string> {
        if (arguments.size() == 1) {
            /* The first argument has been provided, so return
             * completion values for the second argument.
             */
            return std::vector<std::string>{
                read_flash_string(F("HIGH")),
                read_flash_string(F("LOW"))
            };
        } else {
            return std::vector<std::string>{};
        }
    }
);

commands->add_command(flash_string_vector{F("help")},
    [] (Shell &shell, const std::vector<std::string> &arguments
        __attribute__((unused))) {
        shell.print_all_available_commands();
    }
);

commands->add_command(flash_string_vector{F("exit")},
    [] (Shell &shell, const std::vector<std::string> &arguments
        __attribute__((unused))) {
        shell.stop();
    }
);

```

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```
telnet.start();

WiFi.persistent(false);
WiFi.mode(WIFI_STA);
WiFi.begin("SSID", "password");

Serial.begin(115200);
}

void loop() {
  uuid::loop();
  telnet.loop();
  Shell::loop_all();
  yield();
}
```

RESOURCES

5.1 Change log

5.1.1 Unreleased

5.1.2 0.1.3 – 2022-07-12

Upgrade version of `uuid-console`.

Changed

- Use version 0.9.x of `uuid-console`.

5.1.3 0.1.2 – 2021-04-18

Upgrade to PlatformIO 5.

Changed

- Use PlatformIO 5 dependency specification.

5.1.4 0.1.1 – 2021-01-17

Upgrade to the latest version of the dependencies for static initialization and deinitialization fixes.

5.1.5 0.1.0 – 2019-09-16

Initial development release.

Added

- Telnet listening service.
- Telnet stream handler with option negotiation.
- Use of TCP keepalives to timeout open connections.
- Configurable idle timeout.
- Configurable write timeout.