
mcu-uuid-telnet

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CHAPTER 1

Description

Microcontroller telnet service

CHAPTER 2

Purpose

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

CHAPTER 3

Dependencies

- `mcu-uuid-console`

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

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;
```

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```

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")},
        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();
    }

);

telnet.start();

```

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

Serial.begin(115200);
}

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

5.1 Change log

5.1.1 Unreleased

5.1.2 0.1.1 – 2021-01-17

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

5.1.3 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.