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# Twitter Test

## Before Compile

1. Before tweeting, get a token at <http://arduino-tweet.appspot.com/> . This library send a tweet via the site to avoid using up the memory of Arduino by complex OAuth signature stuff.



**Tweet Library for Arduino**

Post messages to Twitter (tweet) from Arduino with Ethernet Shield!

**How to begin:**

Step 1: [Get a token to post a message using OAuth.](#) **click this.**

Step 2: [Add some Libraries to your Arduino IDE.](#)

Step 3: [Run a sample sketch to tweet!](#)

**Notice**

- The library uses this site as a proxy server for OAuth stuff. Your tweet may not be applied during maintenance of this site.
- **Please avoid sending more than 1 request per minute** not to overload the server.
- Twitter seems to reject repeated tweets with the same content (returns error 403).

**Reference**

See [Arduino: Playground](#)

Your token is:

161215

ec484

2. Then you can get the token-code.
3. Update new "Ethernet" library for ioShield. please refer [Update Ethernet Library](#)
4. You can see an example sketch from "File → Examples → Ethernet → Twitter\_SimplePost".
5. Done~~.
6. original source from <http://playground.arduino.cc/Code/TwitterLibrary>

## Change code & Compile

You need to create an instance of Twitter class like below:

in Twitter\_SimplePost.ino..

[Twitter\\_SimplePost.ino](#)

```
// If you don't specify the IP address, DHCP is used(only in Arduino 1.0 or later).
// fill in an available IP address on your network here,
IPAddress ip(1,1,1,1);
IPAddress gw(1,1,1,1);
```

```

IPAddress snip(1,1,1,1);
IPAddress dnsip(1,1,1,1);

// Your Token to Tweet (get it from http://arduino-tweet.appspot.com/)
Twitter twitter("YOUR-TOKEN-HERE"); // this was YourID:Password in 1.0.1

```

You need also to refer [begin Ethernet library](#).

please refer the below image to change code.

```

// If you don't specify the IP address, DHCP is used(only in Arduino 1.0 or later).
// You can write an available IP address on your network here
IPAddress ip(222, [redacted], 2);
IPAddress gw(222, [redacted], 4);
IPAddress snip(255,255,255,192);
IPAddress dnsip(8,8,8,8);

// Your Token to Tweet (get it from http://arduino-tweet.appspot.com/)
Twitter twitter("16121[redacted]Xiec484");

// Message to post
char msg[] = "Hello! Tweet! Tweet! Tweet! This message is written from Arduino Pro Mini!";

void setup()
{
  delay(1000);
  // start the Ethernet connection:
  Ethernet.begin(mac, ip, dnsip, gw,snip);
  // or you can use DHCP for automatic IP address configuration.
  // Ethernet.begin(mac);
  Serial.begin(9600);

  Serial.println("connecting ...");
  if (twitter.post(msg)) {
    // Specify &Serial to output received response to Serial.
    // If no output is required, you can just omit the argument, e.g.
    // int status = twitter.wait();
    int status = twitter.wait(&Serial);
    if (status == 200) {
      Serial.println("OK.");
    } else {
      Serial.print("failed : code ");
      Serial.println(status);
    }
  } else {
    Serial.println("connection failed.");
  }
}

```

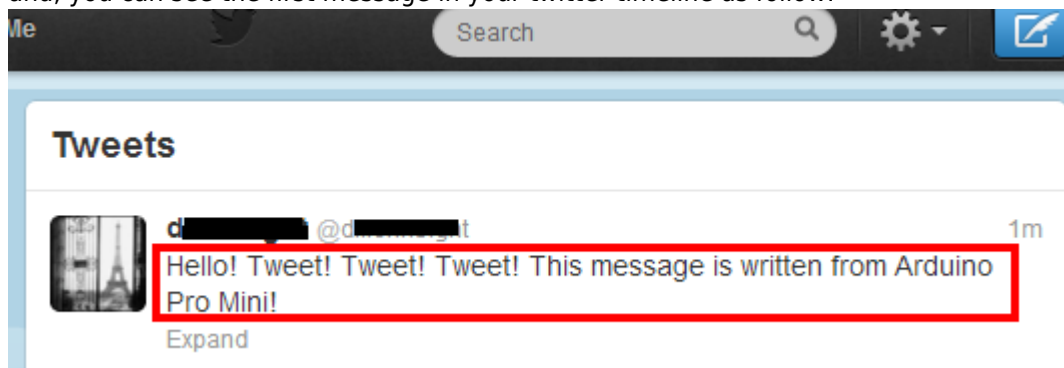
and compile, upload code on your Arduino Board.

## Result

During the run the program, You can see the log message via Serial Monitor as follow:

```
COM12
connecting ...
HTTP/1.0 200 OK
Content-Type: text/html; charset=utf-8
Cache-Control: no-cache
Vary: Accept-Encoding
Date: Mon, 19 Aug 2013 06:04:41 GMT
Server: Google Frontend
Alternate-Protocol: 80:quic
OKOK.
```

and, you can see the first message in your twitter timeline as follow:



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