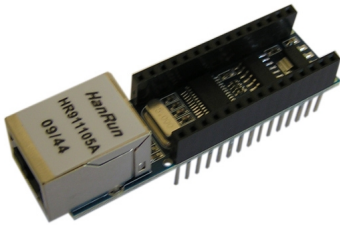


Módulo ENC28J60 Nano arduino

Para conectar el módulo ENC28J60 a un nano arduino necesitamos la biblioteca, que no librería, UIPEthernet. Fuente:

<http://www.tweaking4all.com/hardware/arduino/arduino-enc28j60-ethernet/#uipethernet>



Se descarga la biblioteca y descomprime en /usr/share/arduino/libraries/UIPEthernet [arduino_uip.zip](#)

Código de ejemplo:

```
#include <UIPEthernet.h> // Used for Ethernet

// **** ETHERNET SETTING ****
byte mac[] = { 0x54, 0x34, 0x41, 0x30, 0x30, 0x31 };
IPAddress ip(192, 168, 1, 179);
EthernetServer server(80);

void setup() {
  Serial.begin(9600);

  // start the Ethernet connection and the server:
  Ethernet.begin(mac, ip);
  server.begin();

  Serial.print("IP Address: ");
  Serial.println(Ethernet.localIP());
}

void loop() {
  // listen for incoming clients
  EthernetClient client = server.available();

  if (client)
  {
    Serial.println("-> New Connection");

    // an http request ends with a blank line
    boolean currentLineIsBlank = true;

    while (client.connected())
    {

```

```
if (client.available())
{
    char c = client.read();

    // if you've gotten to the end of the line (received a newline
    // character) and the line is blank, the http request has ended,
    // so you can send a reply
    if (c == '\n' && currentLineIsBlank)
    {
        client.println("<html><title>Hello World!</title><body><h3>Hello
World!</h3></body>");
        break;
    }

    if (c == '\n') {
        // you're starting a new line
        currentLineIsBlank = true;
    }
    else if (c != '\r')
    {
        // you've gotten a character on the current line
        currentLineIsBlank = false;
    }
}

// give the web browser time to receive the data
delay(10);

// close the connection:
client.stop();
Serial.println("    Disconnected\n");
}
}
```

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