

Arduino: 1.6.9 (Windows 7), Board: "NodeMCU 1.0 (ESP-12E Module), 80 MHz, 115200, 4M (3M SPIFFS)"

sketch\Sender.ino.cpp.o: In function `OnDataSent(unsigned char*, unsigned char)':

D:\Eigene Anwendungen\Arduino_neu\ESP_NOW\Sender\Sender.ino:46: undefined reference to `esp_now_init()'

D:\Eigene Anwendungen\Arduino_neu\ESP_NOW\Sender\Sender.ino:46: undefined reference to `esp_now_set_self_role(unsigned char)'

D:\Eigene Anwendungen\Arduino_neu\ESP_NOW\Sender\Sender.ino:46: undefined reference to `esp_now_register_send_cb(void (*)(unsigned char*, unsigned char))'

sketch\Sender.ino.cpp.o:(.text.setup+0x20): undefined reference to `esp_now_add_peer(unsigned char*, unsigned char, unsigned char, unsigned char*, unsigned char)'

sketch\Sender.ino.cpp.o: In function `HardwareSerial::begin(unsigned long)':

C:\Users\Guenter\AppData\Local\Arduino15\packages\esp8266\hardware\esp8266\2.3.0\core\s\esp8266\HardwareSerial.h:75: undefined reference to `esp_now_init()'

sketch\Sender.ino.cpp.o: In function `setup':

D:\Eigene Anwendungen\Arduino_neu\ESP_NOW\Sender\Sender.ino:54: undefined reference to `esp_now_set_self_role(unsigned char)'

D:\Eigene Anwendungen\Arduino_neu\ESP_NOW\Sender\Sender.ino:57: undefined reference to `esp_now_register_send_cb(void (*)(unsigned char*, unsigned char))'

D:\Eigene Anwendungen\Arduino_neu\ESP_NOW\Sender\Sender.ino:58: undefined reference to `esp_now_add_peer(unsigned char*, unsigned char, unsigned char, unsigned char*, unsigned char)'

D:\Eigene Anwendungen\Arduino_neu\ESP_NOW\Sender\Sender.ino:70: undefined reference to `esp_now_send(unsigned char*, unsigned char*, int)'

sketch\Sender.ino.cpp.o: In function `loop':

D:\Eigene Anwendungen\Arduino_neu\ESP_NOW\Sender\Sender.ino:77: undefined reference to `esp_now_send(unsigned char*, unsigned char*, int)'

collect2.exe: error: ld returned 1 exit status

exit status 1

Fehler beim Kompilieren für das Board NodeMCU 1.0 (ESP-12E Module).

Dieser Bericht wäre detaillierter, wenn die Option
"Ausführliche Ausgabe während der Kompilierung"
in Datei -> Voreinstellungen aktiviert wäre.