https://diyprojects.io/esp32-get-started-spiff-library-readwrite-modify-files/#.X8GsiFqSlaQ

1) First create a folder call "data" of your project. This is where you'll place the file.



2. Above it's a text file, but it can be an image, mp3, mp4 or whatever.

3. Uploading spiff config files to ESP32 Using Platform IO.



4. Next your code can open the SPIFF file system and look for the file being uploaded as a confirmation

3	File Edit Selection View Go Run Ter	minal	Help main.cpp - Untitled (Workspace) - Visual Studio Code
¢	PLATFORMIO		Image: Image
	> PROJECT TASKS ℃ > 圖 Default ~ @ envesp32dev ~ General 0 Build 0 Upload 0 Monitor 0 Upload and Monitor 0 Clean > Platform 0 Build Filesystem Image		<pre>ESP32_SPIFF_file_upload_20201206 > src > G • main.cpp > D loop() 1 #include <arduino.h> 2 #include "SPIFFS.h" 3 void setup() { 4 Serial.begin(115200); 5 6 if(SPIFFS.begin()) 7 { 8 Serial.println("spiff file system loaded"); 9 if(SPIFFS.exists("/testfile.txt")) 10 { 11 Serial.println("file exists"); 12 } </arduino.h></pre>
	 O Program Size O Upload Filesystem Image O Upload Filesystem Image OTA O Erase Flash > Advanced > Remote Development 		<pre>12</pre>
83 M	 PIO Home Open PIO Account Inspect Projects & Configuration Libraries Boards Platforms Devices Debug Start Debugging Toggle Debug Console Updates Platform Updates Update All Miscellaneous PlatformIO Core CLI Clone Git Project New Terminal Upgrade PlatformIO Core 		<pre>29 30 OUTPUT TERMINAL DEBUG CONSOLE PROBLEMS > Executing task in folder ES932_SPIFF_file_upload_20201206: C:\Users\kenta\.pla tformio\perv\Scripts\pio.exe device monitor < Available filters and text transformations: colorize, debug, default, direct, esp32_exception_decoder, hexlify, log2file, noc More details at http://bit.ly/pio-monitor-filters More details at http://bit.ly/pio-monitor-filters Quitt Ctrl+C Menu: Ctrl+T Help: Ctrl+T followed by Ctrl+H un 8 2016 spiff file system loaded file exists</pre>
2 2) (L			

Video References. <u>Uploading SPIFFS using Platform.io</u>