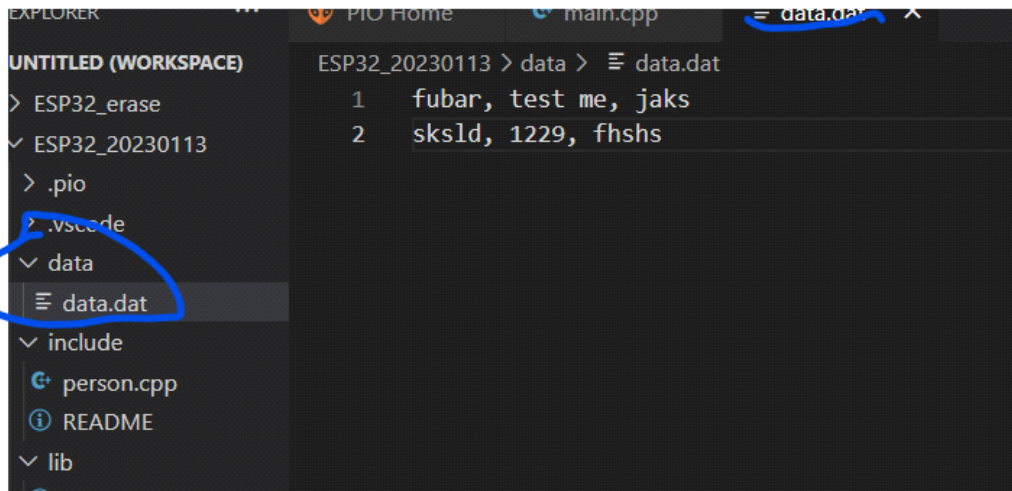
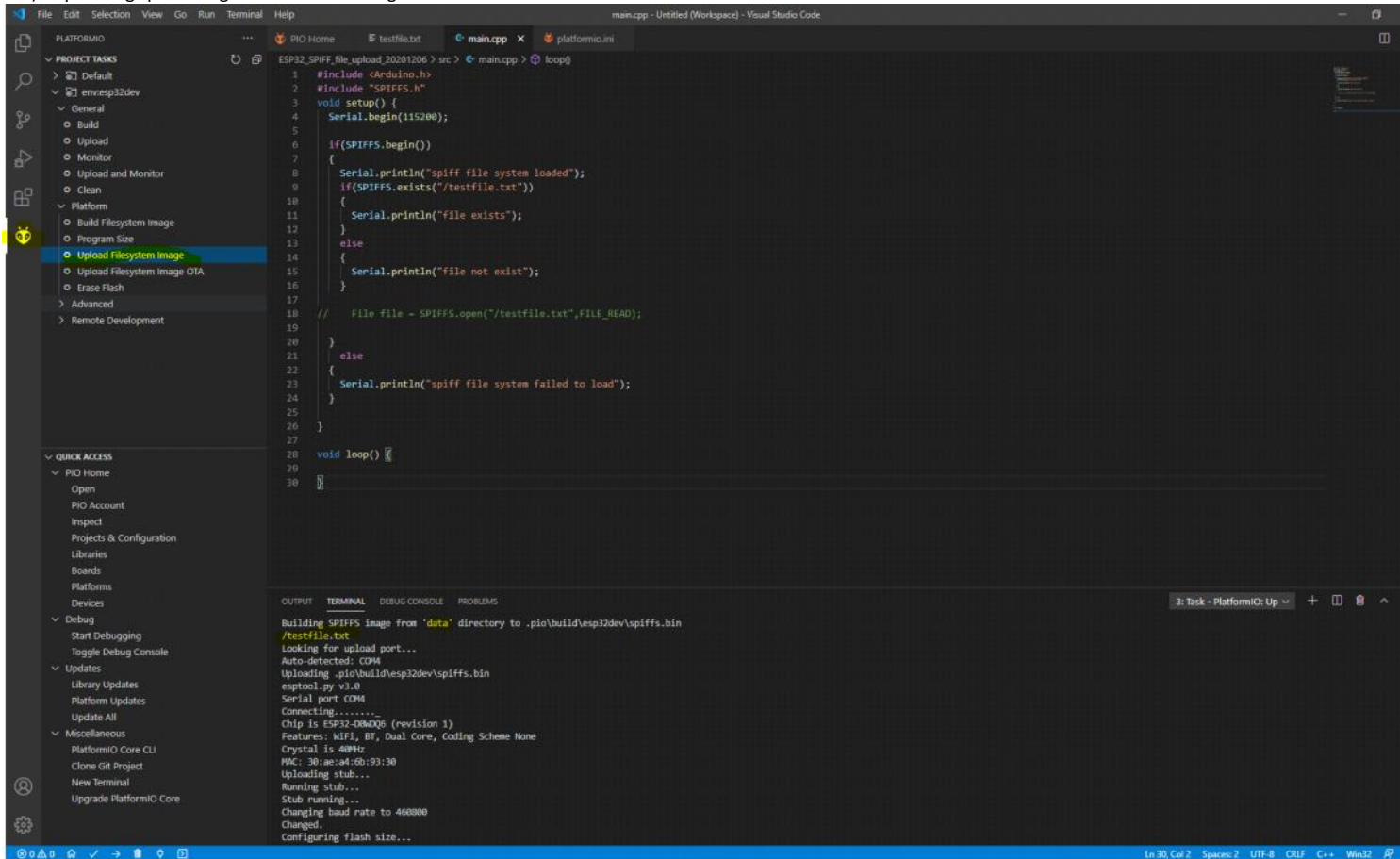


- 1) First create a folder call "data" of your project. This is where you'll place the file.



- 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

