Installing Arduino IDE for Software Training

OS X

1. Download the IDE

- a. Got to www.arduino.cc/en/Main/Software
- b. Download Mac OS X zip folder
- c. Extract Arduino app to home folder

2. Enable C++11

- a. Right click the Arduino app in Finder, and select "Show package contents"
- b. Open java/hardware/arduino/avr/platform.txt
- c. Find line starting with compiler.cpp.flags=
- d. Add -std=C++11 right after compiler.cpp.flags=
- e. Save & Close
- 3. Install Dependency Libraries
 - a. Launch Arduino IDE
 - b. Sketch → Include Library → Manage Libraries...
 - c. Search for and install Encoder
 - d. Search for and install PID
- 4. Install Bricktronics Libraries
 - a. Download Bricktronics zip from https://app.box.com/s/2nkjzfva2hxqzwur2p890s3ejoscmbsq
 - b. Extract into java/libraries
 - i. (inside of the app package)