

Arduino IDE (Integrated Development Environment) Installation, Understanding and Programming

What is Arduino?

Arduino is an open-source electronics platform with easy-to-use hardware and software interface. Though it also uses microcontroller to act as the brain, it stands unique in the way it can be programmed easily with a big bunch of pre-installed libraries. Arduino also simplifies the process of working with microcontrollers, but it offers some advantage for teachers, students, and interested amateurs over other systems.

Why Arduino now?

The main reason for choosing Arduino IDE to program our hardware is that it has ROS library through which node creation and handling becomes easy and understandable. Adding ROS libraries (contains all the necessary files for using ROS) implies that we have to use these in programming ATmega2560.

From the above points, we can infer that we are not in real need with the Arduino development board but we are with Arduino IDE.

Arduino IDE Installation:

1. Open <https://www.arduino.cc/en/Main/Donate> . You will see a page with the following part.
2. Click on JUST DOWNLOAD

Support the Arduino Software


Consider supporting the Arduino Software by contributing to its development. (US tax payers, please note this contribution is not tax deductible). [Learn more on how your contribution will be used.](#)



Share



Download the Arduino Software



The screenshot shows the Arduino 1.6.12 download page. On the left, there is a large Arduino logo (an infinity symbol with a minus and plus sign) and the text "ARDUINO 1.6.12". Below this, it says "The open-source Arduino Software (IDE) makes it easy to write code and upload it to the board. It runs on Windows, Mac OS X, and Linux. The environment is written in Java and based on Processing and other open-source software. This software can be used with any Arduino board. Refer to the [Getting Started](#) page for installation instructions."

On the right, there is a teal sidebar with links to download the software for various operating systems: "Windows Installer", "Windows ZIP file for non-admin install", "Windows app" (with a "Get" button), "Mac OS X 10.7 Lion or newer", "Linux 32 bits", "Linux 64 bits" (which is highlighted with a red box), and "Linux ARM (experimental)". Below these links are "Release Notes", "Source Code", and "Checksums (sha512)".

At the bottom of the page, there is a light blue bar with the text "CONNECT, COLLABORATE, CREATE. Learn more about the Create platform." and a teal button that says "Try out the new Arduino Web Editor".

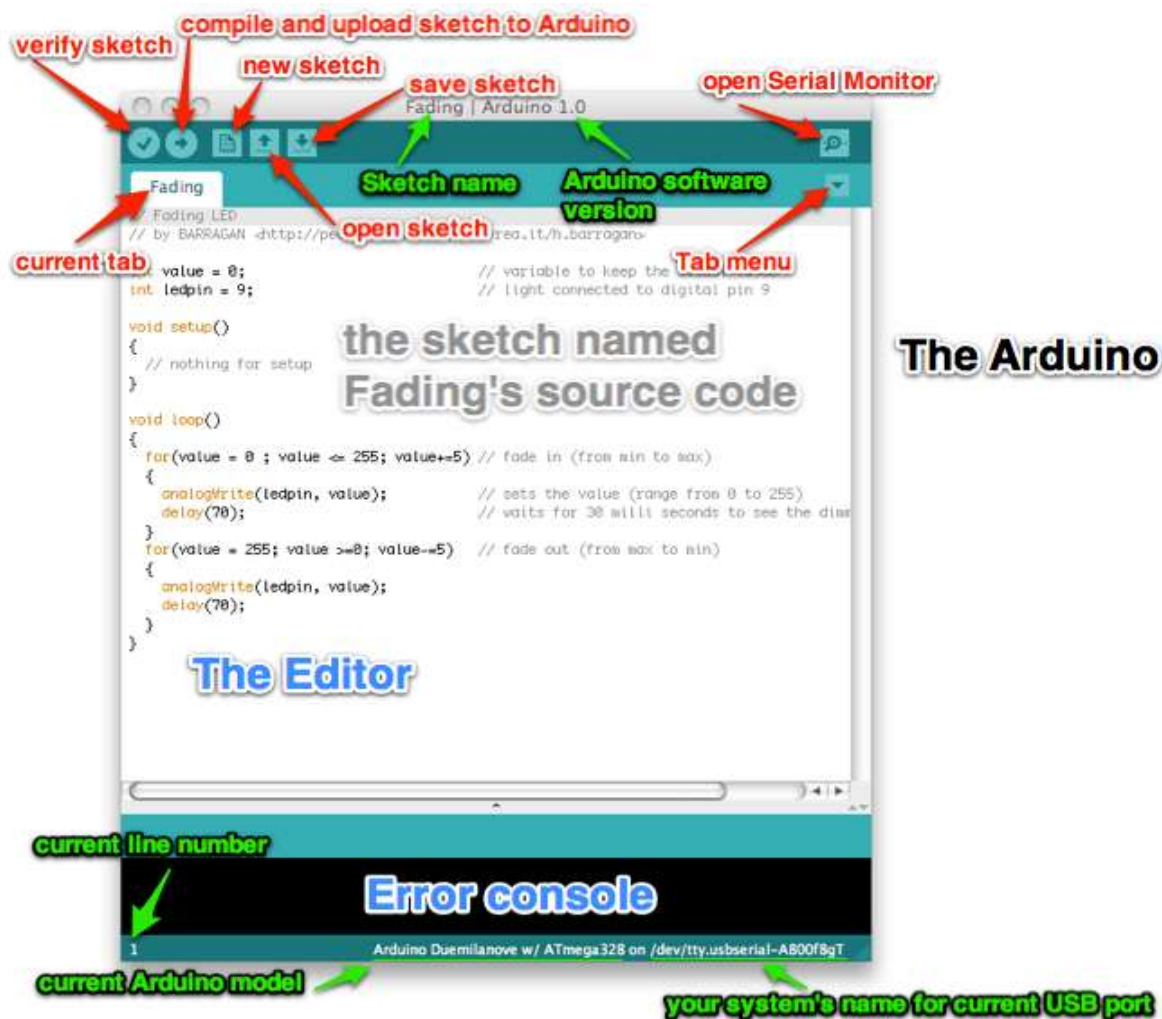
4. Extract *arduino-1.6.12.tar.gz*.
5. Open terminal and change directory to extracted folder by the following command:
(From now on, we assume that you have downloaded it in Downloads directory, else change the path accordingly)

```
cd Downloads/arduino-1.6.12
```

6. Run the executable file by the following command:

```
./install.sh
```

Getting familiarized with Arduino IDE:



Source: <http://www.hacdc.org/summer-school-2013/>

Programming with Arduino IDE:

If you have basics in C then you are good to go with programming in Arduino. Before going to directly program Arduino go through this link http://playground.arduino.cc/uploads/Main/arduino_notebook_v1-1.pdf

Start only if you are confident enough in key concepts of programming in Arduino.

Compiling and Debugging:

Use *compile* (verify check) option in the IDE of Arduino to compile the program. Go through [this](#) to know about common errors and troubleshooting them. Try reading the error message which in most cases explains about the cause of the error. If not, try to resolve the error with extensive web based sources.

If your code gets compiled successfully it shows a message as "Build succeeded". Then you can program your microcontroller.

Note that the .hex file will be generated in the path /tmp/arduino_build_XXXXX. Arduino_build_XXXXX is a folder in which XXXXX corresponds to a number which will be different at different times. The .hex has the filename of the form <sketchname>.ino.hex. Remember that the .hex file which has to be programmed doesn't contain "with_bootloader" in its file name.

Go through [NEX AVR USB ISP STK500V2.pdf](#) manual when programming for the first time.

Setting up frequency:

It has to be noted that we are using Atmega2560 which operates at a frequency of 14745600 Hz. Unless you change the frequency to 14745600, Arduino IDE considers the frequency as 16MHz in compiling the code making it unfeasible for ATmega2560 programming.

To change the frequency to 14745600 perform the following steps:

- Go to the location where you have saved the Arduino folder.
- Open the path ~/Downloads/hardware/arduino/avr
- Open boards.txt

Find the line in boards.txt which is highlighted (**mega.build.f_cpu=16000000L**) in the figure below:

```
184 mega.pid.4=0x0210
185 mega.vid.5=0x2341
186 mega.pid.5=0x0242
187
188 mega.upload.tool=avrdude
189 mega.upload.maximum_data_size=8192
190
191 mega.bootloader.tool=avrdude
192 mega.bootloader.low_fuses=0xFF
193 mega.bootloader.unlock_bits=0x3F
194 mega.bootloader.lock_bits=0x0F
195
196 mega.build.f_cpu=16000000L
197 mega.bootloader.core=arduino
198 mega.build.variant=mega
199 # default board may be overridden by the cpu menu
200 mega.build.board=AVR_MEGA2560
201
202 ## Arduino/Genuino Mega w/ ATmega2560
203 ## -----
204 mega.menu.cpu.atmega2560=ATmega2560 (Mega 2560)
205
206 mega.menu.cpu.atmega2560.upload.protocol=wiring
207 mega.menu.cpu.atmega2560.upload.maximum_size=253952
208 mega.menu.cpu.atmega2560.upload.speed=115200
209
```

Change 16000000L to 14745600L (as shown in figure below) and save the file.


```
185 mega.vid.5=0x2341
186 mega.pid.5=0x0242
187
188 mega.upload.tool=avrdude
189 mega.upload.maximum_data_size=8192
190
191 mega.bootloader.tool=avrdude
192 mega.bootloader.low_fuses=0xFF
193 mega.bootloader.unlock_bits=0x3F
194 mega.bootloader.lock_bits=0x0F
195
196 mega.build.f_cpu=14745600L
197 mega.build.core=arduino
198 mega.build.variant=mega
199 # default board may be overridden by the cpu menu
200 mega.build.board=AVR_MEGA2560
201
202 ## Arduino/Genuino Mega w/ ATmega2560
203 ## -----
204 mega.menu.cpu.atmega2560=ATmega2560 (Mega 2560)
205
206 mega.menu.cpu.atmega2560.upload.protocol=wiring
207 mega.menu.cpu.atmega2560.upload.maximum_size=253952
208 mega.menu.cpu.atmega2560.upload.speed=115200
209
```

Check if everything is going right:

From the File menu, go to Examples and load Led Blink (File-> Examples -> 01.Basics -> Blink). Compile the code using verify sketch icon.

After building the code, make sure that there is no error and warning.

Scroll up a bit in error console to make sure that the frequency under operation is 14745600L as shown in figure below.

[illegible]

