BPI:bit Programing by PlatformIO

1. First, open the PlatformIO Home page, then click Open Project to open the project. (You can choose the test code.) If you write your own code to burn, then the platformio.ini file should write the following code

```
[env:BPI-BIT]
platform = espressif32
board = nodemcu-32s
framework = arduino
```

```
platformIO Project Configuration File

; Build options: build flags, source filter

; Upload options: custom upload port, speed and extra flags

; Library options: dependencies, extra library storages

; Advanced options: extra scripting

;;

; Please visit documentation for the other options and examples

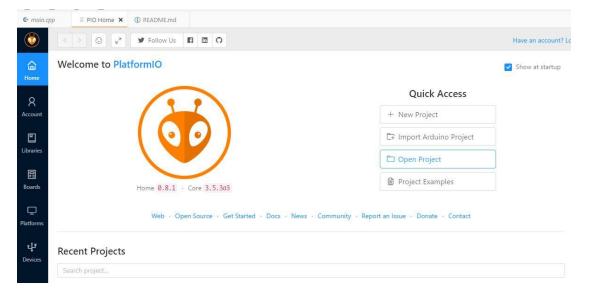
; http://docs.platformio.org/page/projectconf.html

[env:BPI-BIT]

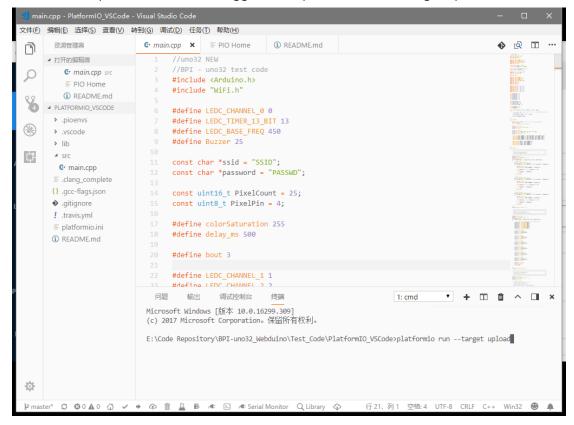
platform = espressif32

board = nodemcu-32s

framework = arduino
```



2. The code path under PlatformIO project is generally src/main.cpp. Open the code and use Ctrl+`to open the terminal debugger. Enter platformio run --target upload.



3. Make sure the board is connected. The program will be compiled first and then burned into the BPI-uno32 board. There are some points to note. If the above code does not specify the port, please try to avoid other serial devices connected on the computer. For serial port numbers, run platformio --help.

