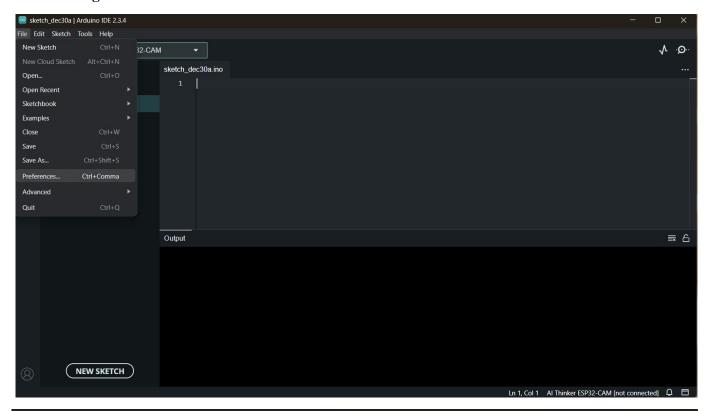
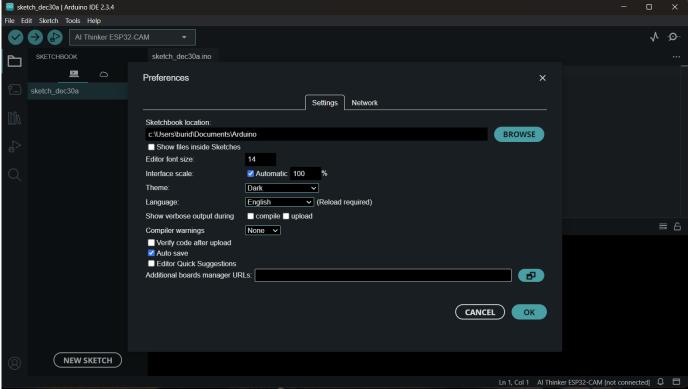
How to Install Code in ESP32 Cam by Using Arduino Application

Step-by-Step Guide to Install Code in ESP32 Cam

Step 1: Configure Additional Board Manager URLs

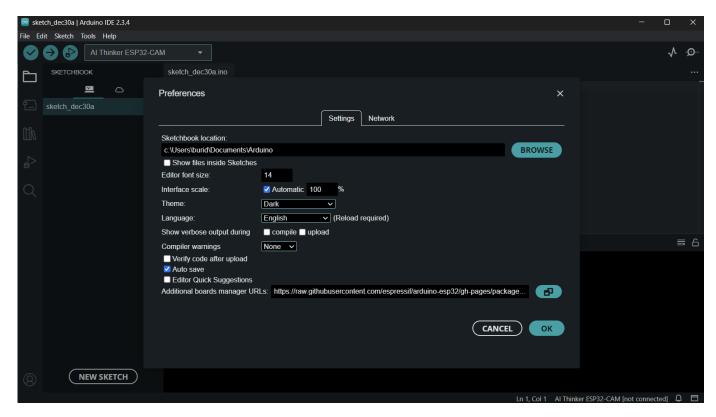
- Open the Arduino IDE.
- Navigate to File > Preferences.



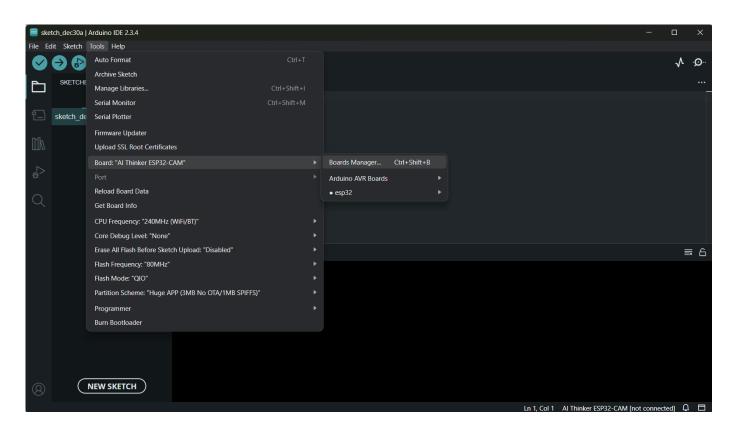


• In the Additional Boards Manager URLs field, paste the following link:

https://raw.githubusercontent.com/espressif/arduino-esp32/gh-pages/package_esp32_index.json

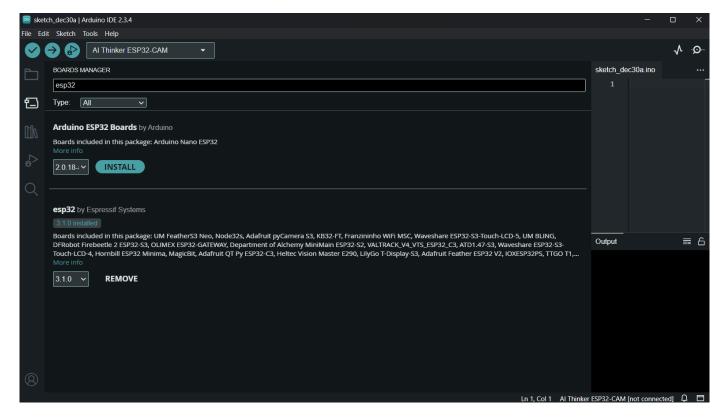


• Click the **OK** button to save your changes.

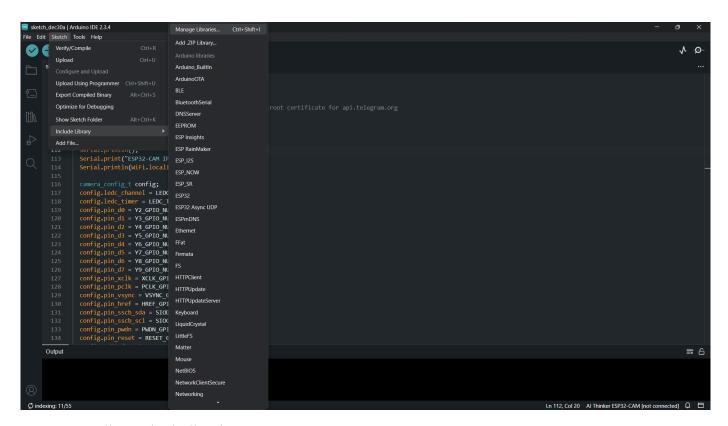


Step 2: Install ESP32 Board Package

• Go to Tools > Board > Boards Manager.



- In the Boards Manager, type ESP32 in the search bar.
- Look for ESP32 by Espressif Systems and click on the Install button.

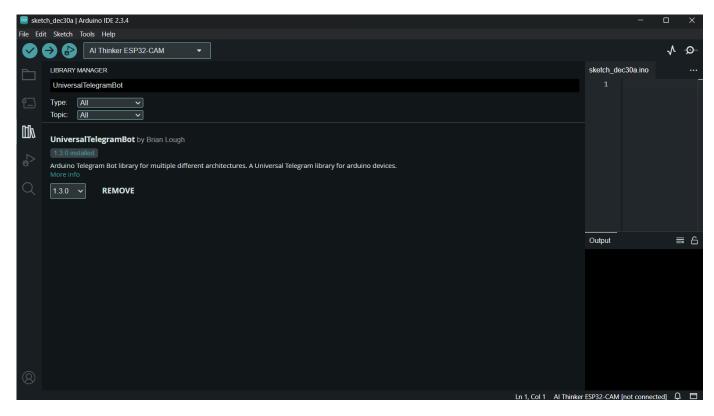


Step 3: Install Required Libraries

You will need to install several libraries to work with the ESP32 Cam. Follow these steps for each

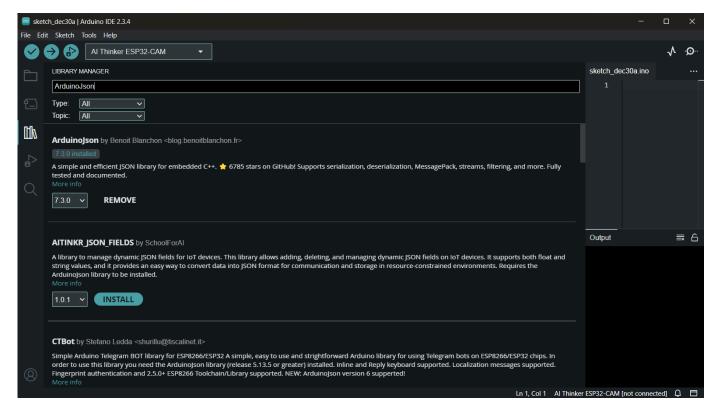
Universal Telegram Bot Library

- Navigate to Sketch > Include Library > Manage Libraries.
- In the Library Manager, search for UniversalTelegramBot.
- Click on the Install button next to it.



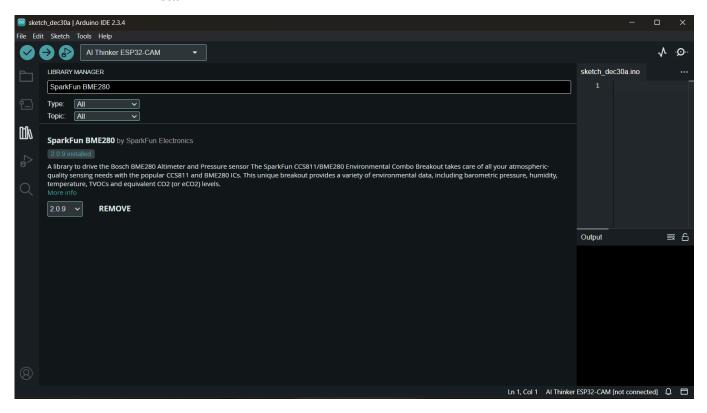
ArduinoJson Library

- Again, go to Sketch > Include Library > Manage Libraries.
- Search for **ArduinoJson** in the Library Manager.
- Click on the **Install** button.



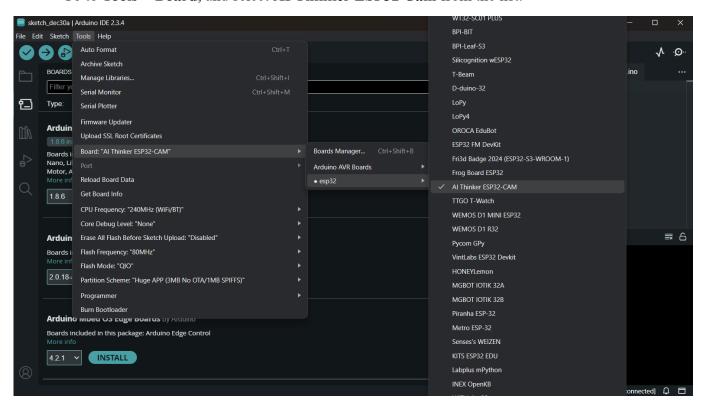
SparkFun BME280 Library

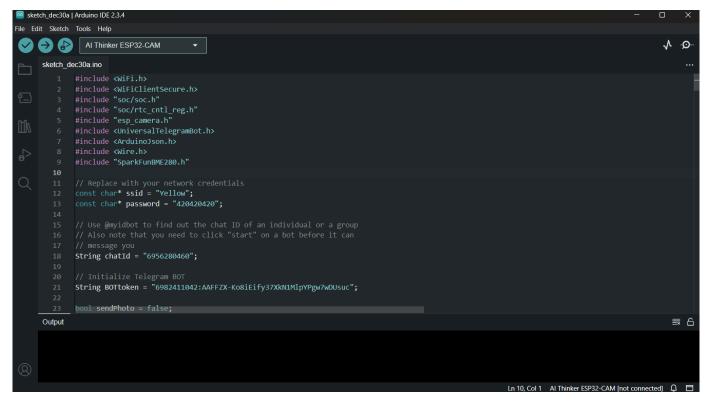
- Once more, go to Sketch > Include Library > Manage Libraries.
- Search for SparkFun BME280.
- Click on the **Install** button.



Step 4: Select the Correct Board

• Go to Tools > Board, and select AI Thinker ESP32 Cam from the list.





Step 5: Upload Your Code

• Copy and paste your code from a GitHub link or your source into the Arduino IDE.

https://github.com/Buridi-Vishnu-Kanth/Smart-Surveillance-System-Using-IOT-and-Telegram-Bot/blob/main/ESP32.ino

- Click on the checkmark icon (\checkmark) to verify your code. This will compile it and check for errors.
- Once compilation is complete, you will see output in the console indicating success or any errors that need addressing.

