Tutorial Step: Set Arduino IDE to Use the Repo as the Sketchbook

Goal:

Make Arduino IDE treat your repository as the *Sketchbook* so it can detect shared libraries stored inside the repo.

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1. Open Arduino IDE

Launch Arduino IDE normally.

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2. Open Preferences

- Click **File → Preferences**
- The Preferences window will open.

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3. Set the Sketchbook Location

Find the field labeled **Sketchbook location** and set it to: C:\Users\your_username\source\repos\PixelGrid

You can type it manually or click **Browse** and select the `PixelGrid` folder.

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4. Save the Change

Click **OK** to apply the new location.

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5. Restart Arduino IDE

Close Arduino IDE completely, then reopen it.

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6. Verify the Library Is Detected

Go to: Sketch → Include Library

You should now see your repo library (e.g. **PixelGridCore**) in the list.

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7. Use the Shared Library in Your Game

In your game sketch

```
#include <Arduino.h>
#include <PixelGridCore.h>
```