

Add libraries

1.Install Arduino Libraries

Once you are familiar with the Arduino software and its built-in functions, you may want to use additional libraries to expand the functionality of Arduino.

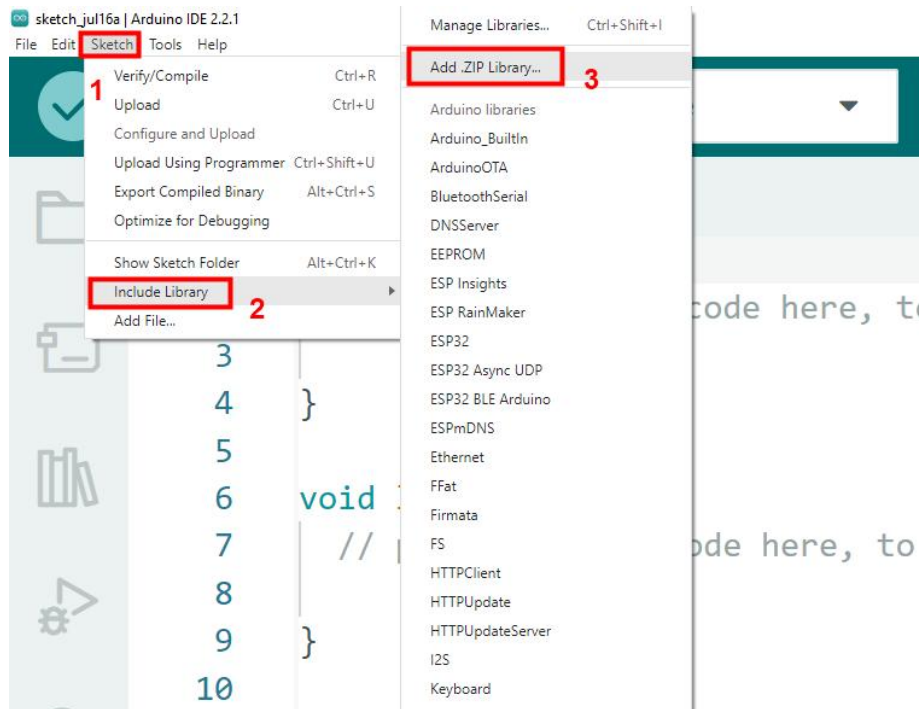
2.What is a library?

For example, the built-in LiquidCrystal library allows you to easily interact with character LCD displays. There are also hundreds of additional libraries available for download on the internet. The reference section lists the built-in libraries and some of the additional libraries. To use the additional libraries, you need to install them.

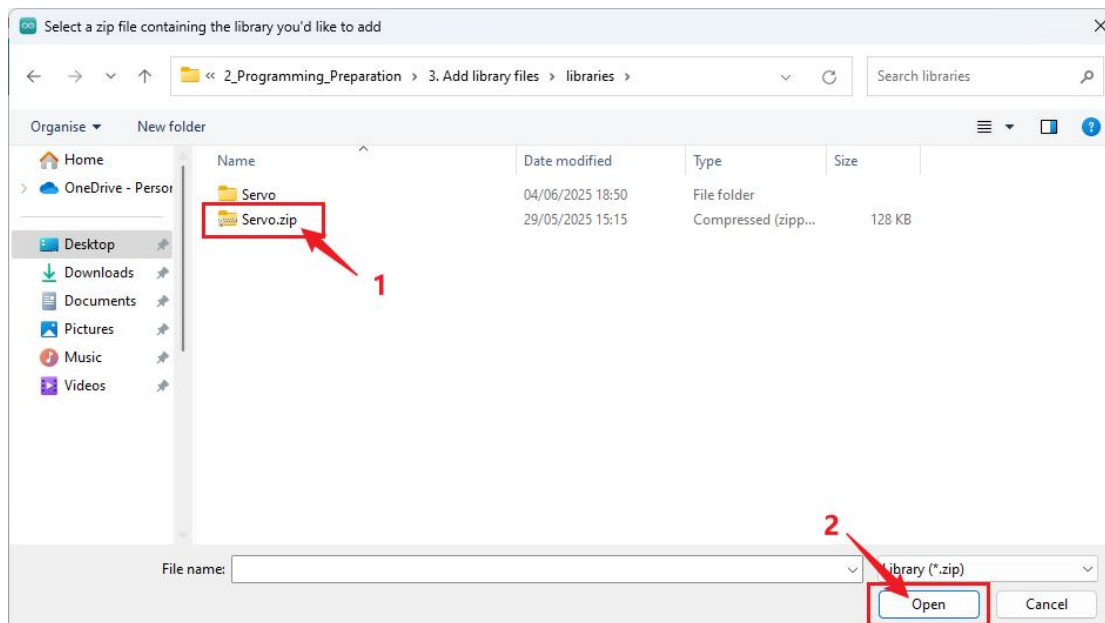
3.How to install a library

Method 1: Import .ZIP Library

(1) Open the Arduino IDE, click Sketch → Include Library → Add .ZIP Library.



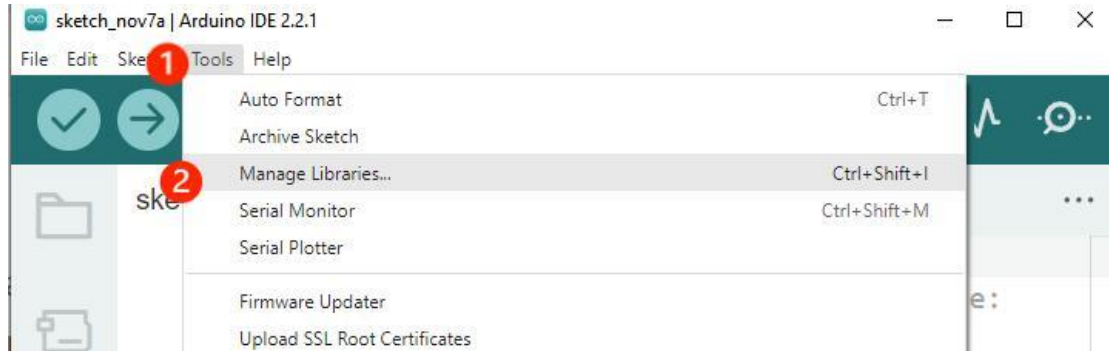
(2) Select "[KUONGSHUN AD176 ESP32 WiFi Camera Mecanum 4WD Smart Robot Car\2_Programming_Preparation\3. Add library files\libraries](#)".



Method 2: Using the Library Manager

To install a new library in the Arduino IDE, you can use the Library Manager.

Open the Arduino IDE, click on "Tools > Manage Libraries."



In the search bar, find the library you want, and click "Install." For example, if you need the Servo library, you can search for it in the search bar, find it, and click "Install."

