

## Swarm Tile Eval Kit Feather

## Adafruit Feather Software Flashing Instructions

- 1. Configure your Arduino IDE for your Feather Huzzah:
  - a. Follow installation instruction based on your operating system
    - i. <a href="https://support.arduino.cc/hc/en-us/sections/360003840514-Install">https://support.arduino.cc/hc/en-us/sections/360003840514-Install</a> ation
    - ii. In Arduino IDE > Preferences, ensure to include the required Board Manager URLs:
      - https://dl.espressif.com/dl/package\_esp32\_index.json,
         http://arduino.esp8266.com/stable/package\_esp8266com\_index.j

✓ Display line numbers	☐ Enable Code Folding	
✓ Verify code after upload	Use external editor	
Check for updates on startup	Save when verifying or uploading	
Use accessibility features		
Additional Boards Manager URLs:	https://dl.espressif.com/dl/package_esp32_index.json, http://arduino.esp82	
	son	

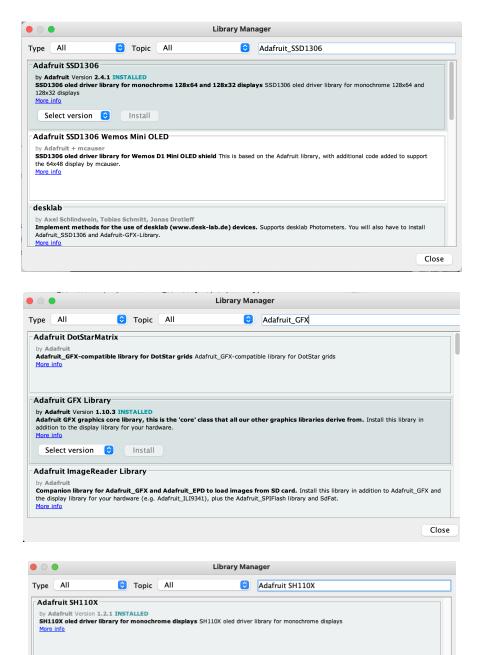
30

iii. Follow these instructions to explore the Arduino IDE to become familiar with the development environment:

https://learn.adafruit.com/adafruit-huzzah32-esp32-feather/using-with-arduino-ide?gclid=Cj0KCQiA7NKBBhDBARIsAHbXCB5GnkD4yG51qA3T9K4C4KRPI1aXt-MNbFUO23pokQBnMbwLa1Yg-FsaAmKIEALwwcB



- 2. Use Arduino IDE library manager to install **three** required libraries:
  - Adafruit\_SSD1306 (128x32 OLED)
  - Adafruit\_GFX Library
  - Adafruit\_SH110X (128x64 OLED)

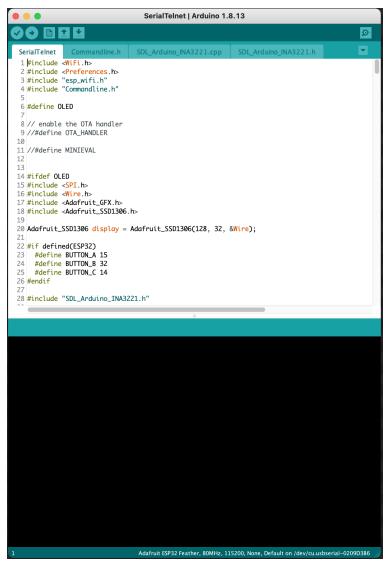




- 3. Unzip Serial Telent
  - a. Contents should look like this:



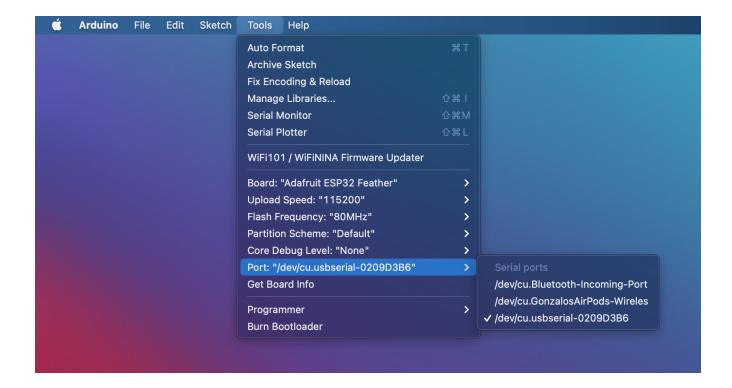
b. Open the SerialTelnet file with Arduino IDE: SerialTelnet.ino



4. Plug Feather in to your computer with a USB micro cable



a. Select board, upload speed, and serial port corresponding to your hardware. Your serial port address may be different in your environment





- 5. Compile and upload the sketch using Arduino IDE.
  - a. Note you can choose to comment line 6 if you are not using an OLED





6. Hard resetting via RST pin should be the last line in the terminal once the code has successfully uploaded

```
SerialTelnet | Arduino 1.8.13
 SerialTelnet
  1 #include <WiFi.h>
 2 #include <Preferences.h>
3 #include "esp_wifi.h"
4 #include "Commandline.h"
 6 #define OLED
 8 // enable the OTA handler
 9 //#define OTA_HANDLER
11 //#define MINIEVAL
14 #ifdef OLED
15 #include <SPI.h>
16 #include <Wire.h>
17 #include <Adafruit_GFX.h>
18 #include <Adafruit_SSD1306.h>
20 Adafruit_SSD1306 display = Adafruit_SSD1306(128, 32, &Wire);
22 #if defined(ESP32)
     #define BUTTON_A 15
     #define BUTTON_B 32
     #define BUTTON_C 14
26 #endif
28 #include "SDL_Arduino_INA3221.h'
                                     sed) at 0x00001000 in 0.9 seconds (effective 139.6 kbit/s).
                                       sed) at 0x00010000 in 35.1 seconds (effective 152.2 kbit/s)
                                                   000 in 0.0 seconds (effective 1548.4 kbit/s)..
                                                                  Adafruit ESP32 Feather on /dev/cu.usbserial-0209D3E
```

## 7. Troubleshooting tips:

- a. If you have upgraded your Mac to Big Sur, you may run into this issues with pySerial (*Preferences.h: No such file or directory* during sketch verification or *esp.wifi.h:* No such file or directory)
  - i. <a href="https://github.com/espressif/arduino-esp32/issues/4408">https://github.com/espressif/arduino-esp32/issues/4408</a>
    - 1. See suggested fix within
- 8. Test with Tile within Eval Kit, following the quickstart guide