

# How to Set Up the Arduino Environment for the ESP32-S3

1. Open the Arduino IDE
  - a. [Download the software](#) if you do not have it already.
2. Install the ESP32 Boards to the Board Manager
  - a. Go to File → Preferences
  - b. Paste the following link in the “Additional Boards Manager URLs” textspace: [https://dl.espressif.com/dl/package\\_esp32\\_index.json](https://dl.espressif.com/dl/package_esp32_index.json)
  - c. Select OK
  - d. Go to Tools → Board → Board Manager
  - e. Type ESP32
  - f. Install the ESP32 Library
3. Set your Board to “ESP32S3 Dev Module”
  - a. Go to Tools → Board → “ESP32S3 Dev Module”
4. Install the BNO08x Libraries
  - a. Go to Sketch → Include Library → Manage Libraries
  - b. Search for “bno08x”
  - c. Install the “Adafruit BNO08x” Library