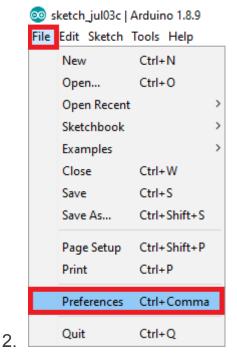
1. En su IDE de Arduino, vaya a Archivo > Preferencias



3. Ingrese

http://arduino.esp8266.com/stable/package_esp8266com_i ndex.json en el campo "URL adicionales del administrador de tableros" como se muestra en la figura siguiente. Luego, haga clic en el botón "Aceptar":

| ettings Network | | | |
|---------------------------|-----------------------------------------|------------------------------------------------------|--------------|
| Sketchbook location: | | | |
| C:\Users\rui_s\Documen | ts\Arduino | | Browse |
| Editor language: | System Default | (requires restart of Arduino) | |
| Editor font size: | 22 | | |
| Interface scale: | ✓ Automatic 100 🔷 % (require | res restart of Arduino) | |
| Theme: | Default theme V (requires restar | rt of Arduino) | |
| Show verbose output du | ring: compilation upload | | |
| Compiler warnings: | None 🗸 | | |
| Display line numbers | | | |
| Enable Code Folding | | | |
| ✓ Verify code after upl | oad | | |
| Use external editor | | | |
| Aggressively cache of | compiled core | | |
| Check for updates or | n startup | | |
| Update sketch files t | o new extension on save (.pde -> .ino) | | |
| Save when verifying | or uploading | | |
| Additional Boards Manag | er URLs: 1/dl/package_esp32_index.json, | http://arduino.esp8266.com/stable/package_esp8266com | n_index.json |
| More preferences can be | edited directly in the file | | |
| C:\Users\rui_s\AppData\ | Local\Arduino15\preferences.txt | | |
| (edit only when Arduino i | s not running) | | |
| | | | |

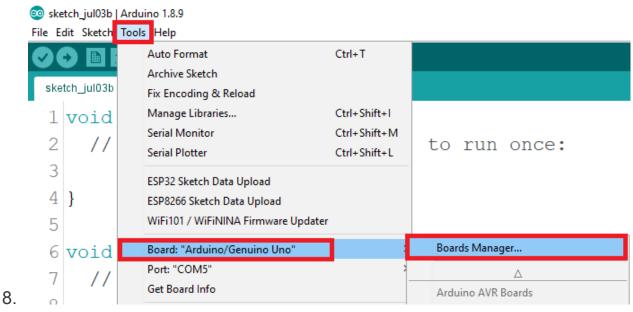
5. Nota: si ya tiene la URL de los tableros ESP32, puede separar las URL con una coma de la siguiente manera:

https://dl.espressif.com/dl/package_esp32_index
.json,

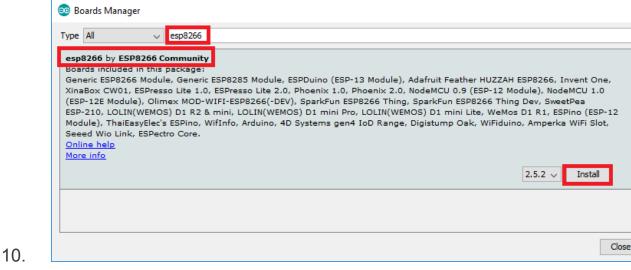
http://arduino.esp8266.com/stable/package_esp82
66com_index.json

6.

7. Abra el Administrador de tableros. Vaya a Herramientas > Tablero > Administrador de tableros...



 Busque ESP8266 y presione el botón de instalación para " ESP8266 by ESP8266 Community ":



11. Eso es todo. Debería instalarse después de unos segundos..

