What is Espruino?

- Open Source! https://github.com/espruino
- Probably about 95% JavaScript compatible: it implements a (large) subset of the full JavaScript specification
- In reality, if you're writing normal JavaScript code then you're unlikely to notice any difference between Espruino and normal JavaScript.

Build firmware

- git clone https://github.com/espruino/Espruino
- cd Espruino
- source scripts/provision.sh ESP32 (if error, try again)
- OSX: read https://esp-idf.readthedocs.io/en/v2.0/macos-setup.html (if cannot execute binary file error occured)
- make clean && BOARD=ESP32 make
- Voila!