

1. Development environment build

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Using Windows environment development.

1.1 installation steps:

1. installing Arduino IDE, you can download the Arduino IDE client from arduino.cc. 2. installing Git GUI, you can download the Git GUI client from git-scm.com.

3. open Git GUI and select Clone Existing Repository

In the Source Location option type <https://github.com/espressif/arduino-esp32.git>

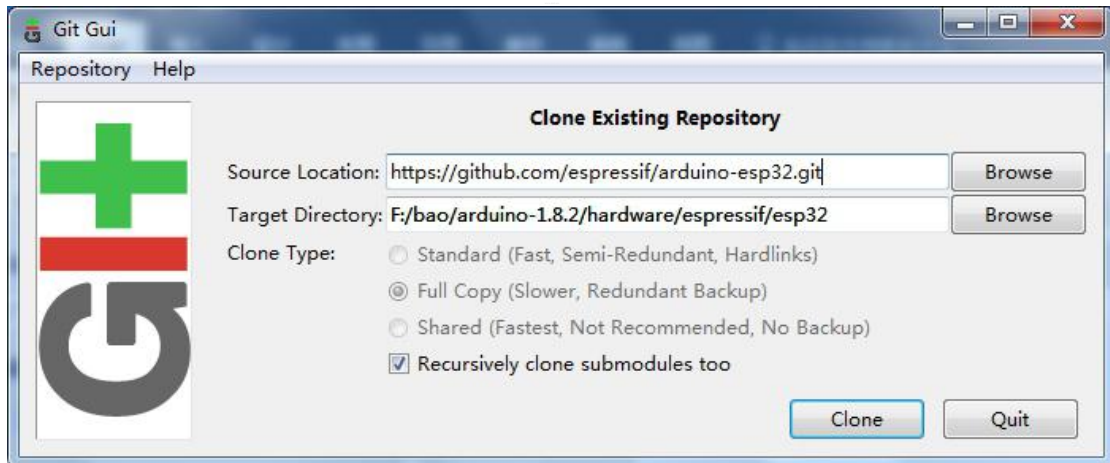
In the TargetDirectory option, click Browse, select the /hardware folder under the Arduino IDE directory, and then add /espressif/esp32 after the file path.

Actually, you create a folder, but you can't do it yourself

Creation needs to be created in the software.

Take my current path as an example, the full path to the Target Directory option is

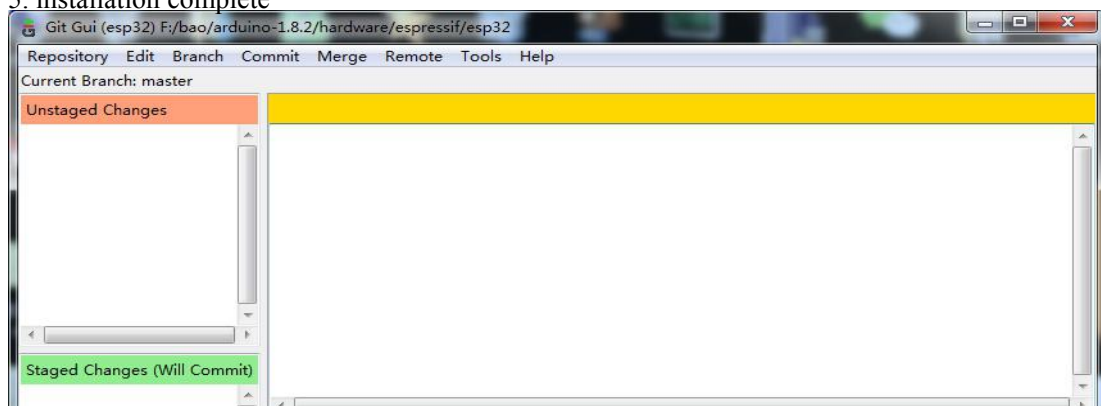
F:/bao/arduino - 1.8.2/hardware/espressif/esp32



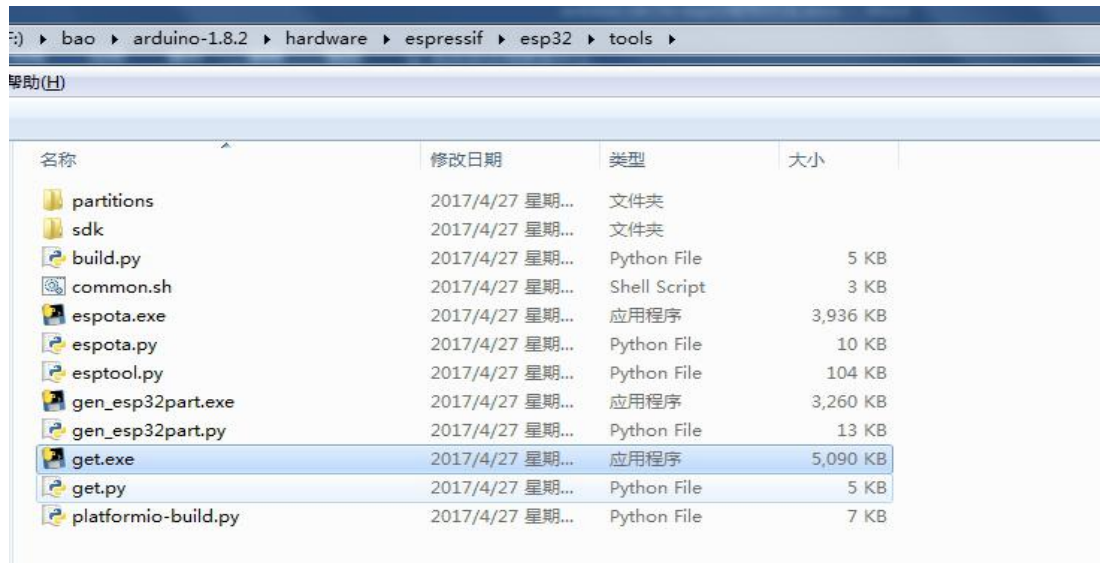
4. click Clone and wait for the installation to complete

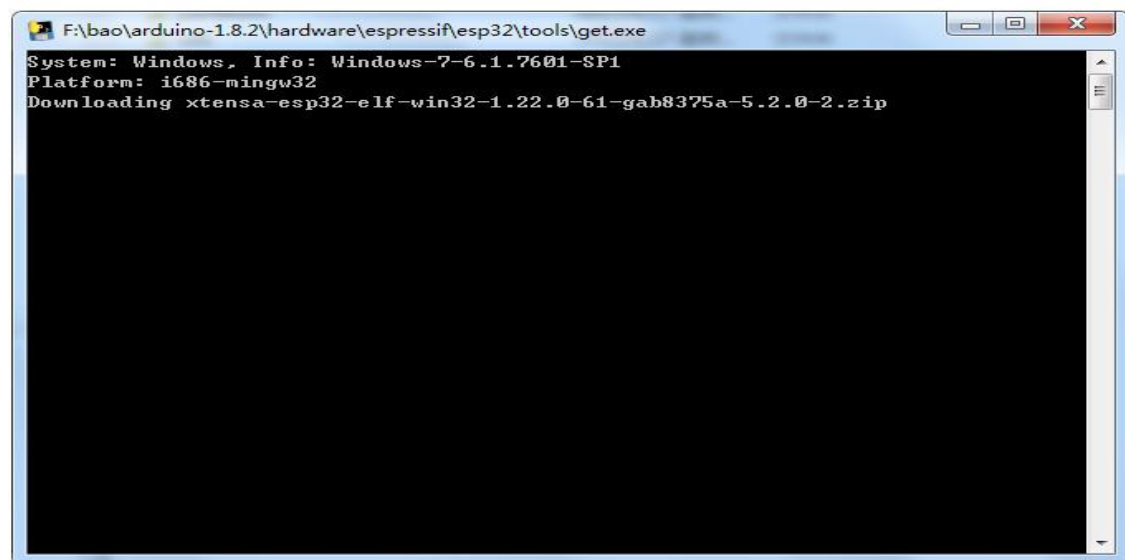


5. installation complete



6 click. Open the tools folder under the directory you just defined, and click get.exe to start downloading the library file





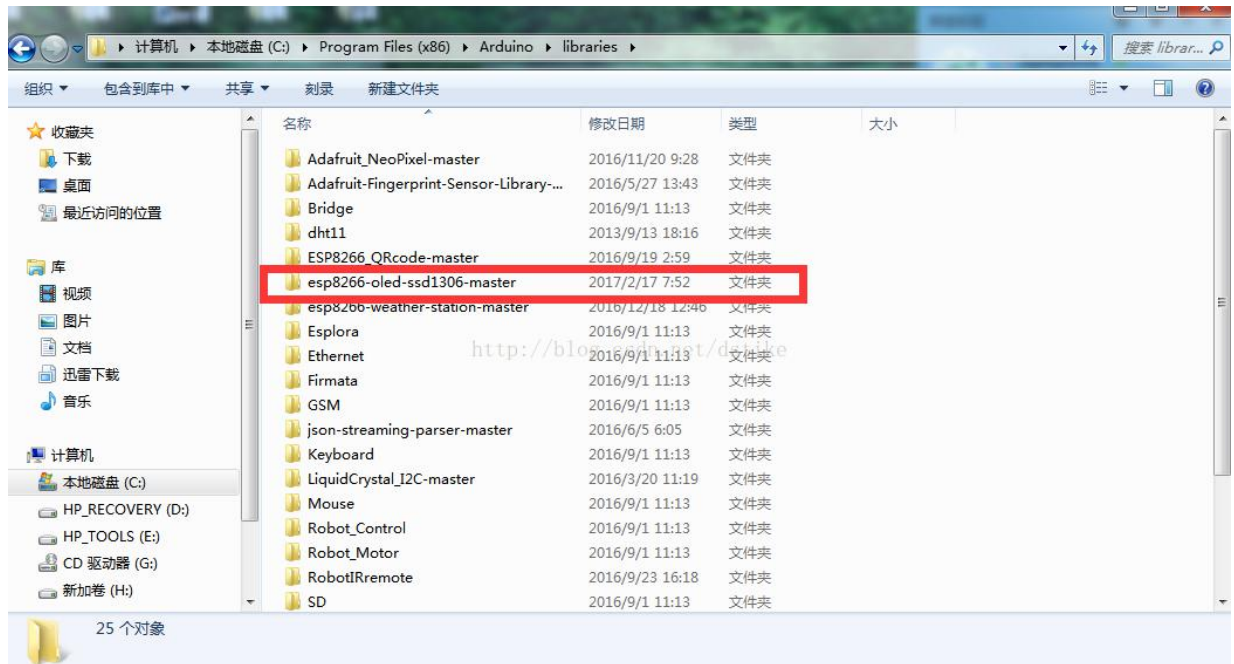
1.2 run Arduino IDE

1. 下载完成后打开 Arduino IDE 可以看到板卡中已经可以选择 ESP 32 开发板

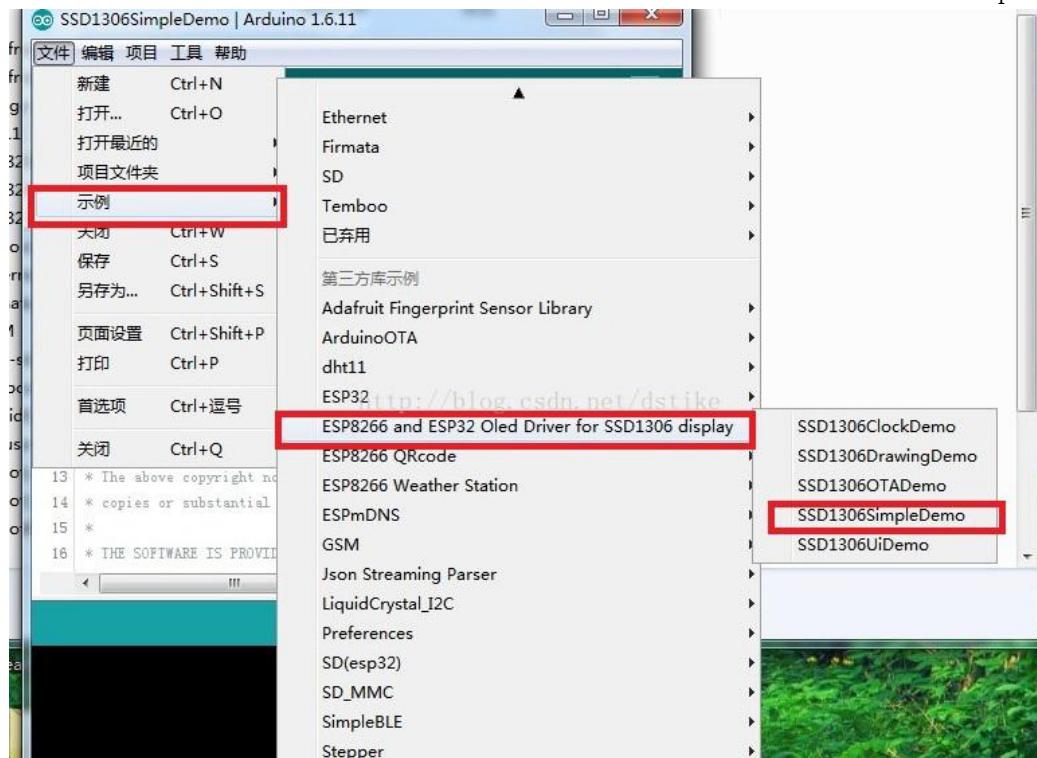


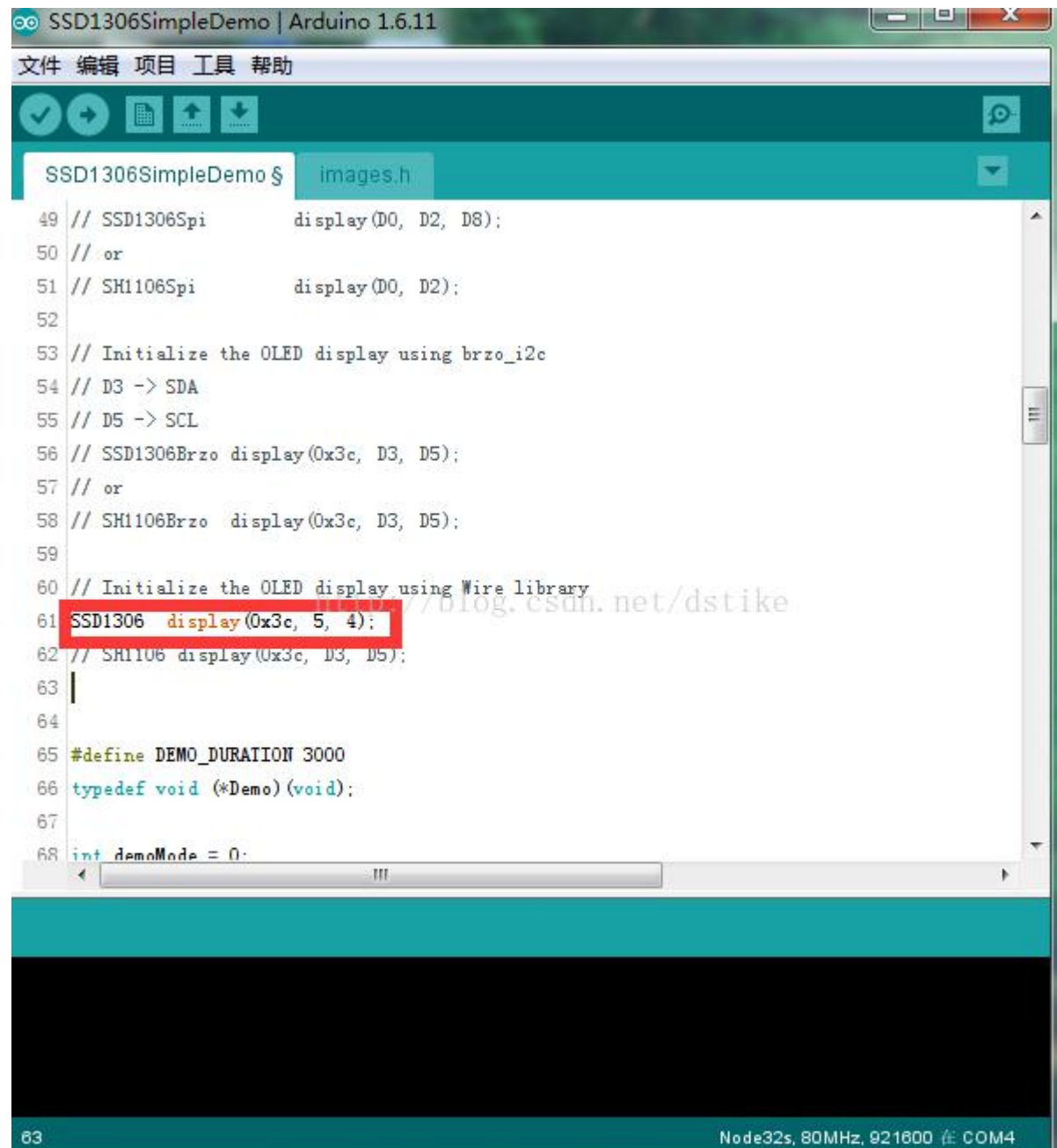
2. Board select ESP32 Dev Modeule, open the sample WiFi Scan, click upload

If you want to test OLED, please go to <https://github.com/squix78/esp8266-oled-ssd1306> here to download the latest version of the OLED library, and then unzip it to Arduino's Library



You can then see the OLED library that supports ESP8266 and ESP32 below the Arduino example





```
SSD1306SimpleDemo | Arduino 1.6.11
文件 编辑 项目 工具 帮助

SSD1306SimpleDemo $ images.h

49 // SSD1306Spi      display(D0, D2, D8);
50 // or
51 // SH1106Spi       display(D0, D2);
52
53 // Initialize the OLED display using brzo_i2c
54 // D3 -> SDA
55 // D5 -> SCL
56 // SSD1306Brzo display(0x3c, D3, D5);
57 // or
58 // SH1106Brzo  display(0x3c, D3, D5);
59
60 // Initialize the OLED display using Wire library
61 SSD1306 display(0x3c, 5, 4);
62 // SH1106 display(0x3c, D3, D5);
63
64
65 #define DEMO_DURATION 3000
66 typedef void (*Demo) (void);
67
68 int demoMode = 0;
```

63 Node32s, 80MHz, 921600 在 COM4

Finally, in the code where the original D3 changed to 5, D5 instead of 4 compiler Download