Installing ESP32 Add-on in Arduino IDE

1. Download **Arduino** IDE.

2. Open you IDE and click on "File -> Preferences".

3. In "Aditional Boards Manager URLs" add this line and click on "OK":

4. Go to "Tools -> Board -> Boards Manager", type "**ESP32**" and install it.

5. Go again to "Tools -> Board" and select "Generic **ESP32** Module".

how to upload code to your ESP32 board, we'll build a simple example to blink an LED.

Copy the following code to your Arduino IDE:

```
/*
  Blink
*/

// ledPin refers to ESP32 GPIO 23
const int ledPin = 23;

// the setup function runs once when you press reset or power the board
void setup() {
  // initialize digital pin ledPin as an output.
  pinMode(ledPin, OUTPUT);
}

// the loop function runs over and over again forever
```

```
void loop() {
  digitalWrite(ledPin, HIGH);   // turn the LED on (HIGH is the voltage level)
  delay(1000);                  // wait for a second
  digitalWrite(ledPin, LOW);    // turn the LED off by making the voltage LOW
  delay(1000);                  // wait for a second
}
```

In this code, we're controlling an LED connected to GPIO 23.

```
const int ledPin = 23;
```

So, connect an LED to your ESP32 by following the next schematic diagram.

Important: always check the pinout for your specific board before building any circuit.

Plug your ESP32 development board to your computer and follow these next instructions:

1) Go to **Tools** > **Board**, scroll down to the ESP32 section and select the name of your ESP32 board.

2) Go to **Tools** > **Port** and select a COM port available.

3) Press the upload button.

* Hold-down the "**BOOT**" button in your ESP32 board

* After you see the "**Connecting….**" message in your Arduino IDE, release the finger from the **"BOOT"** button:

* After that, you should see the **"Done uploading"** message.

That's it. After uploading the new sketch, you can press the **"ENABLE"** button to restart the ESP32 and run the new uploaded sketch.