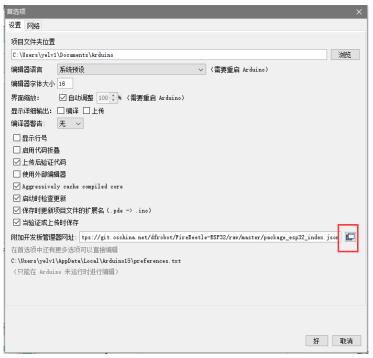
## **BPI-UNO32 Programing by Arduino IDE**

1. Open File -> Preferences, as shown in the following figure:



2. Click the button in the red circle above and add the following URL

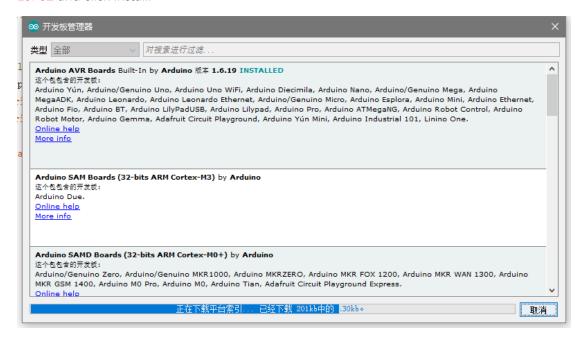
in the newly popped window:



https://git.oschina.net/dfrobot/FireBeetle-ESP32/raw/master/package\_esp32\_index.json As shown below:



3. Open Tools->Developer Board->Developer Board Manager. Pull down to see FireBeetle-ESP32 and click Install.



4. Open a project in the upper left corner of the file, or open an example.

```
ee GetChipID | Ardwino 1.8.3
文件 编辑 项目 I具 帮助

GetChipID

wint64_t chipid;

void setup() [
Serial.begin(115200);
}]

void loop() {
chipid=ESP.getEfuseMac();//The chip ID is essentially its MAC address(length: 6 bytes).

Serial.printf("ESP32 Chip ID = %04X", (wint16_t)(chipid>>32));//print High 2 bytes

Serial.printf("%08X\n", (wint32_t)chipid);//print Low 4bytes.

delay(3000);

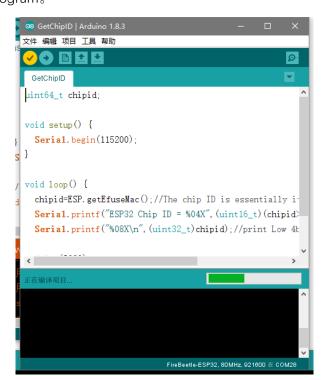
}

Lewing...

Hard resetting...
```

5. Select a correct port in Tools -> Ports, then click will be burn program.





```
we GetChipID | Arduino 1.8.3

文件 編辑 项目 工具 帮助

GetChipID

uint64_t chipid;

void setup() [
Serial.begin(115200);
}

void loop() {
  chipid=ESP.getEfuseMac();//The chip ID is essentially if Serial.printf("ESP32 Chip ID = %04X", (uint16_t) (chipid) Serial.printf("%08X\n", (uint32_t) chipid);//print Low 4t

| Lth...|
| Configuring flash size...|
| Compressed 8752 bytes to 5468...|
| Vriting at 0x00001000... (100 %)
| Serial.example | Street | Sep32.80MHz.921800 ft COM28
```