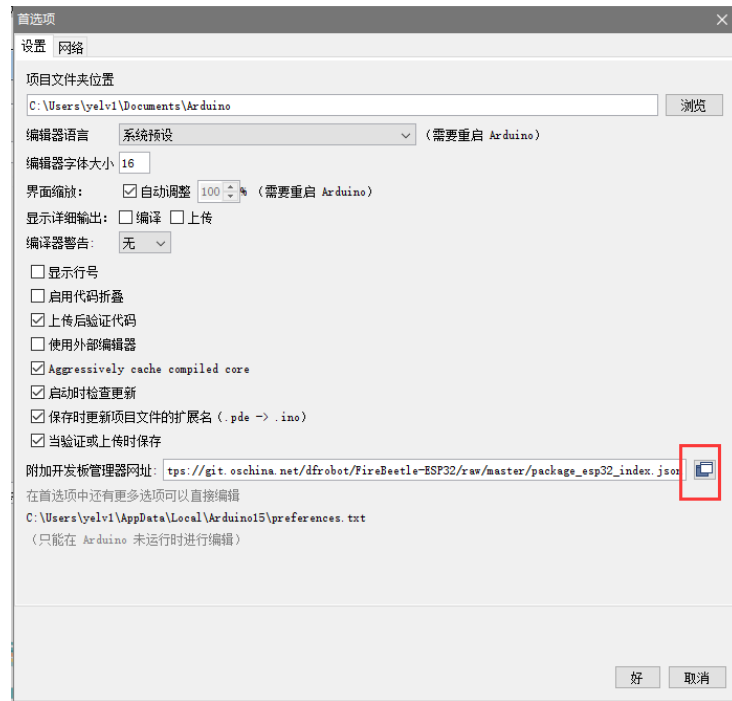


BPI-UNO32 Programing by Arduino IDE

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.



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

