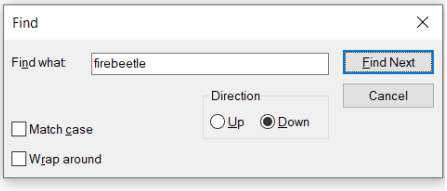
How to add partition schemes to the Arduino IDE

1. First it is needed to locate the boards.txt which is in:

C:\Users\35193\AppData\Local\Arduino15\packages\esp32\hardware\esp32\1.0.6

2. Once the file is opened, locate the board that is being used (in this case firebeetle32):

```
##############################################################

firebeetle32.name=FireBeetle-ESP32

firebeetle32.upload.tool=esptool_py
firebeetle32.upload.maximum_size=1310720
firebeetle32.upload.maximum_data_size=327680
firebeetle32.upload.wait_for_upload_port=true

firebeetle32.serial.disableDTR=true
firebeetle32.serial.disableRTS=true

firebeetle32.build.mcu=esp32
firebeetle32.build.core=esp32
firebeetle32.build.variant=firebeetle32
firebeetle32.build.board=ESP32_DEV

firebeetle32.build.f_cpu=240000000L
firebeetle32.build.flash_mode=dio
```



3. Add the partition schemes:

firebeetle32.menu.PartitionScheme.default=Default

firebeetle32.menu.PartitionScheme.default.build.partitions=default

firebeetle32.menu.PartitionScheme.minimal=Minimal (2MB FLASH)

firebeetle32.menu.PartitionScheme.minimal.build.partitions=minimal

firebeetle32.menu.PartitionScheme.no_ota=No OTA (Large APP)

firebeetle32.menu.PartitionScheme.no_ota.build.partitions=no_ota

firebeetle32.menu.PartitionScheme.no_ota.upload.maximum_size=2097152

firebeetle32.menu.PartitionScheme.min_spiffs=Minimal SPIFFS (Large APPS with OTA)

firebeetle32.menu.PartitionScheme.min_spiffs.build.partitions=min_spiffs

firebeetle32.menu.PartitionScheme.min_spiffs.upload.maximum_size=1966080

firebeetle32.menu.PartitionScheme.fatflash=16M Fat

firebeetle32.menu.PartitionScheme.fatflash.build.partitions=ffat

4. Save the file and restart the Arduino IDE.

5. The partition scheme tab will be in the IDE: