- Install the latest version of Arduino IDE

- download the contents of the espit-arduino GitHub repository

- Go now to Sketchbook in your Arduino environment. By opening Arduino IDE > File > Preferences > Sketchbook Location.

- Now looking at the sketchbook in My Documents > Arduino, open the directory. You should see the directory of libraries inside.

- Now create a new directory called hardware,Inside it is another directory called espressif, Inside it is another directory called esp32.

- Check for “boards.txt”, “platform.txt”, folders, documents, tools, etc. Inside the esp32 folder.

- In order to translate the code for ESP32, you need an Xtensa GNU compiler (GCC) set installed on your device. Go to esp32 > Tools folder and execute get.exe

- This executive file will download the Xtensa GNU tools and the ESP32 (SDK) software development kit, and then unzip them in the appropriate location.

- The D2 pin is connected to the panel with the blue LED on board and make sure the painting is correctly identified in the Arduino IDE. Open Arduino IDE and select the ESP32 Dev Module option under the Arduino IDE > Tools > Board menu.

- Connect the ESP32 development board to the computer via a micro-B USB cable. Once the panel is connected, the connection port or COM should be set. On Windows devices, this will be like COM#, select this serial port under the Arduino IDE > Tools > Port menu.