***---Install them sequentially in this order***

-Install JDK 8 the 32 bit version ( <http://www.oracle.com/technetwork/java/javase/downloads/jdk8-downloads-2133151.html> )

-Install the NXT Fantom Drivers v120 ( <https://lc-www-live-s.legocdn.com/r/www/r/mindstorms/-/media/franchises/mindstorms%202014/downloads/firmware%20and%20software/nxt%20software/nxt%20fantom%20drivers%20v120.zip?l.r2=-964392510> )

-Install NXJ LEJOS 0.9.1 Win 32 ( <https://sourceforge.net/projects/nxt.lejos.p/files/0.9.1beta-3/> )

It will ask you to connect the brick now to flash the brick (if is not flashed you might need to do it here and if you fuck it up then you might need to install the nxt software download (optional link below) to fix it

-Install eclipse installer win 32 ( <https://www.eclipse.org/downloads/eclipse-packages/> )

***Follow guide page:***

<http://www.lejos.org/nxt/nxj/tutorial/Preliminaries/GettingStartedWindows.htm#5> ***to install the brick following the link I have given and extra***

<http://www.lejos.org/nxt/nxj/tutorial/Preliminaries/UsingEclipse.htm> ***to make your first program on eclipse that works with IDE and on the brick***

<http://www.lejos.org/nxt/nxj/tutorial/Preliminaries/CompileAndRun.htm> ***to use command prompt too compile and run programs***

<http://www.lejos.org/rcx/api/index.html> ***the NXT API with JAVA***

<http://www.lejos.org/nxt/nxj/tutorial/Preliminaries/FirstProgram.htm> ***first Java program for NXT***

<https://www.neisd.net/et/robotics/documents/ResettingYourNXTBrick.pdf> ***to hard reset the brick***

<http://www.legoengineering.com/clicking-brick-syndrome/> ***to hard reset the brick***

<http://www.thenxtstep.com/2006/06/clicking-brick-syndrome.html> ***to hard reset the brick***

<http://www.lejos.org/tools/eclipse/plugin/nxj>

**OPTIONAL might not need it**

NXT FIRMWARE DOWNLOAD ( <https://lc-www-live-s.legocdn.com/r/www/r/mindstorms/-/media/franchises/mindstorms%202014/downloads/firmware%20and%20software/nxt%20software/firmware131_download1.zip?l.r2=798380141> )

NXT SOFTWARE DOWNLOAD ( <http://esd.lego.com.edgesuite.net/digitaldelivery/mindstorms/6ecda7c2-1189-4816-b2dd-440e22d65814/public/MINDSTORMS%20NXT%20Retail%20MacWin%20v2.0f6.iso> )

**SOME USEFULL INFO IF THE BRICK IS FUCKED**

<http://www.robotc.net/forums/viewtopic.php?f=1&t=6278>

**Re: Failed to download firmware and the brick is bricked**

Alright, I fixed my own problem. Here are the details:  
When the brick was clicking, it was in boot mode waiting for firmware update. However, RobotC didn't see the brick. Upon examining device manager, I noticed the brick had a device description "Bossa Program Port". That's strange because I remember it should be "LEGO MINDSTORMS NXT". Uninstalling the driver and reinstalling it yielded the same "Bossa Program Port". So I noted the hardware ID of the "Bossa Program Port" from device manager (USB\VID\_03EB&PID\_6124). Then I went to the c:\Windows\inf directory and searched for that ID. That ID appeared in two INF files oem11.inf and oem42.inf. oem11.inf has the device description "LEGO MINDSTORMS NXT Firmware Update Mode" and oem42.inf has the description "Bossa Program Port". So that's why it installed the wrong driver. Knowing that, I renamed oem42.inf to oem42.inf.bak and then uninstalled "Bossa Program Port" from device manager. Unplugging the USB cable of the brick and re-plugging it in enumerated and installed the correct driver. I can now download the firmware correctly. Problem fixed.  
Now, the question is: who installed oem42.inf? I think I know the answer. I recently acquired a Freeduino board and downloaded the Arduino development environment. I'd bet the Freeduino board has the same device ID as the "LEGO MINDSTORMS NXT Firmware Update Mode" device. After all, I think Freeduino uses the same controller as the Mindstorms (ATMEGA328P). That's surely confusing. I wonder if there is anything RobotC can do to prevent this from happening (e.g. when updating firmware failed, call SetupDi API to check the device description to make sure the driver is "Mindstorms firmware update mode". If not, either automatically reload the "firmware update mode" driver or at least warn the user about it. Or at least publish a trouble shooting FAQ. Alternatively, I don't have time to check this possibility out but it may be possible to differentiate the Freeduino and Mindstorms devices using Subsystem ID. If they do use different subsystem IDs, you could author the Mindstorm INF with the Subsystem ID info as part of the device ID. This way, Windows will pick the correct INF to install.

* What I did was to go to the “older version of the usb port” choosing that option available by opening properties