

VScode에서 아두이노 사용하기

1. 자신컴퓨터에 아두이노 IDE설치

<https://www.arduino.cc/en/software>

Downloads



Arduino IDE 2.1.0

The new major release of the Arduino IDE is faster and even more powerful! In addition to a more modern editor and a more responsive interface it features autocompletion, code navigation, and even a live debugger.

For more details, please refer to the [Arduino IDE 2.0 documentation](#).

Nightly builds with the latest bugfixes are available through the section below.

SOURCE CODE

The Arduino IDE 2.0 is open source and its source code is hosted on [GitHub](#).

DOWNLOAD OPTIONS

Windows Win 10 and newer, 64 bits

Windows MSI installer

Windows ZIP file

Linux AppImage 64 bits (X86-64)

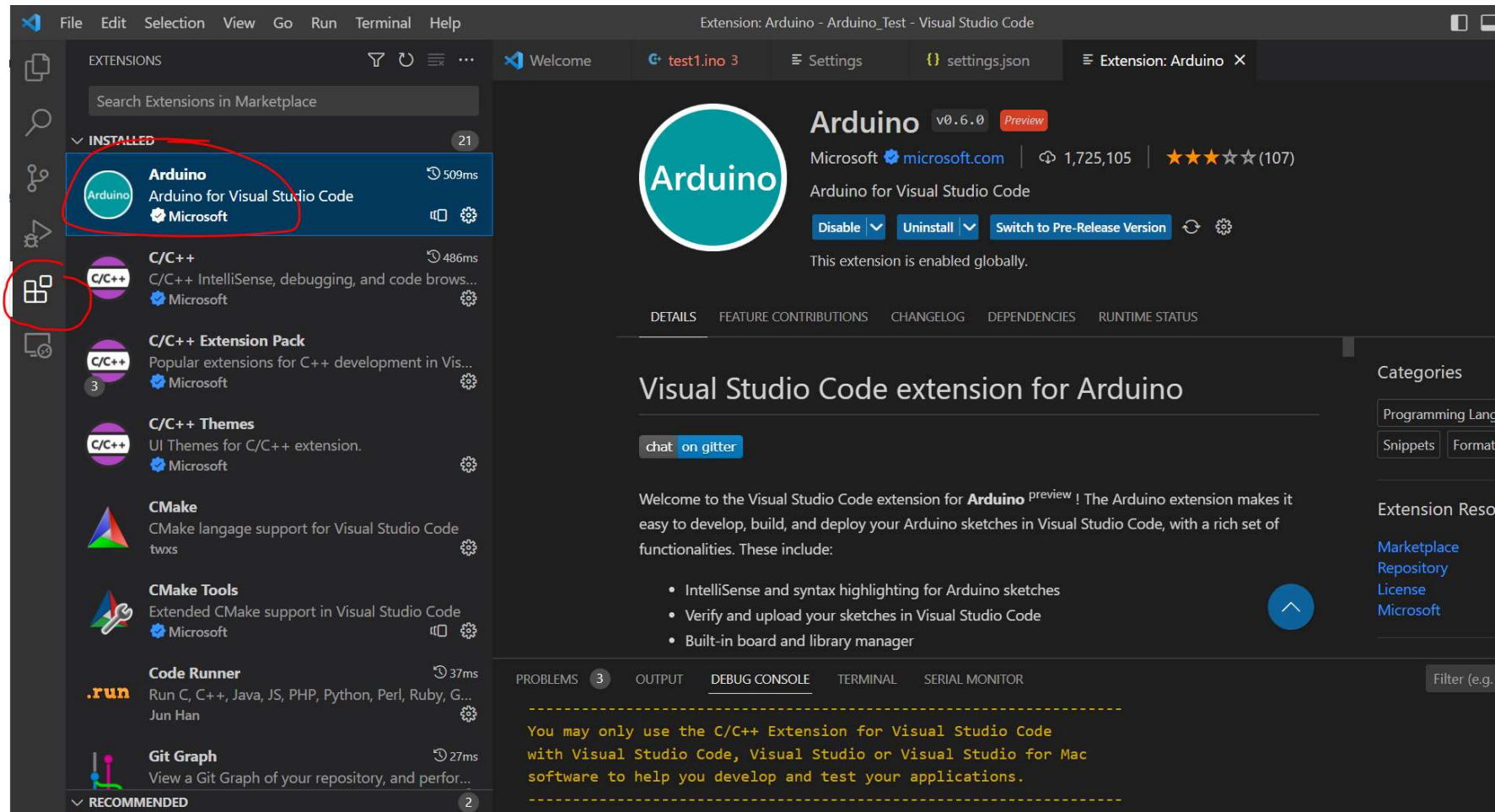
Linux ZIP file 64 bits (X86-64)

macOS Intel, 10.14: "Mojave" or newer, 64 bits

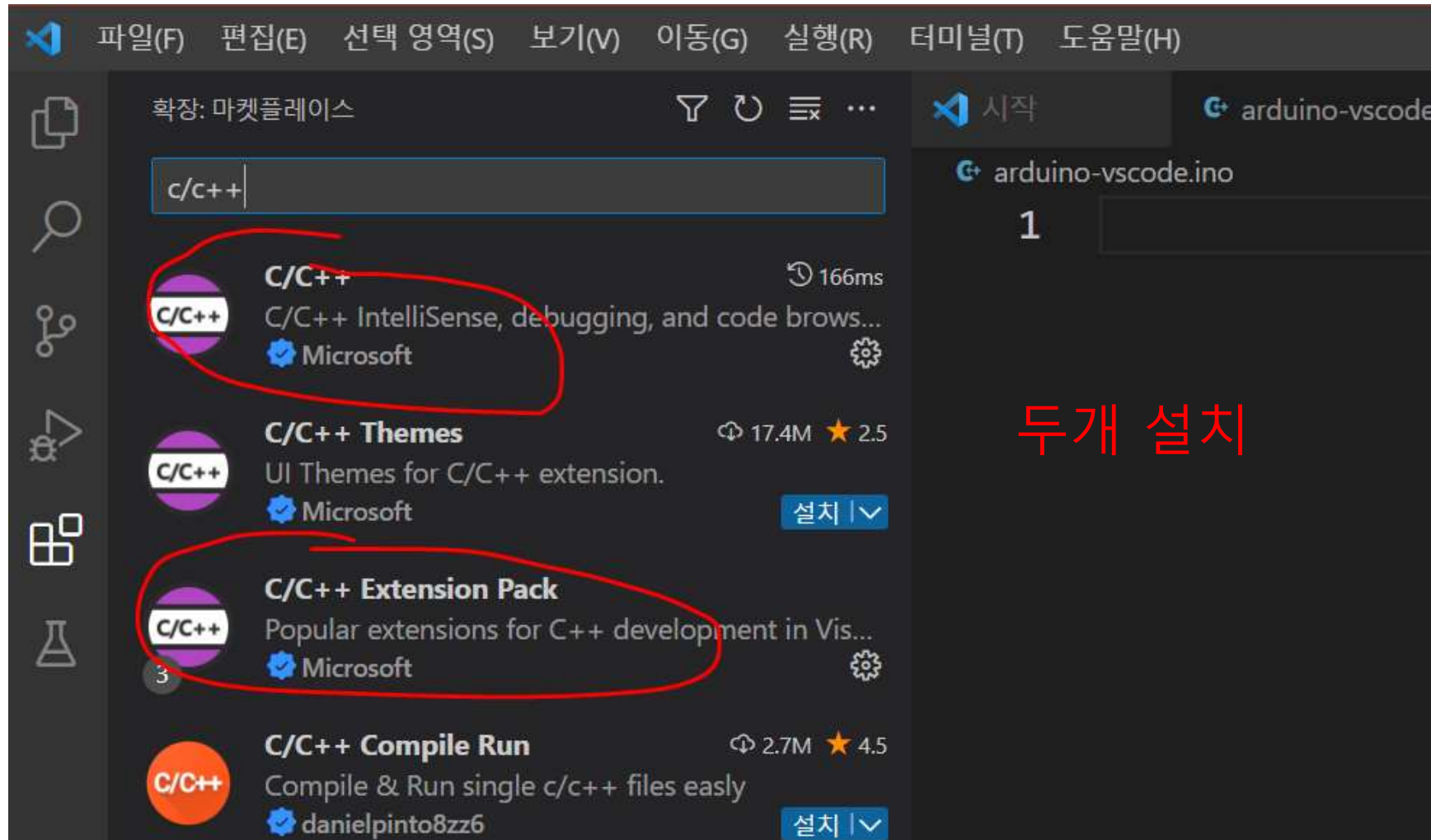
macOS Apple Silicon, 11: "Big Sur" or newer, 64 bits

[Release Notes](#)

2. VScode에서 Arduino설치



3. C++ 확장 설치

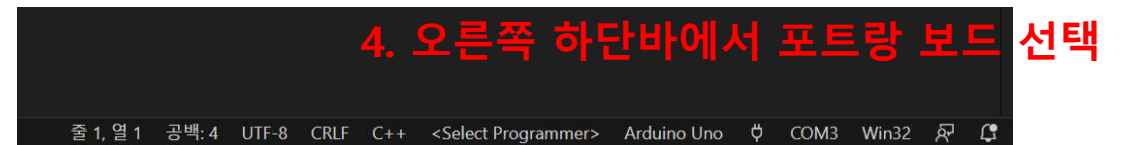
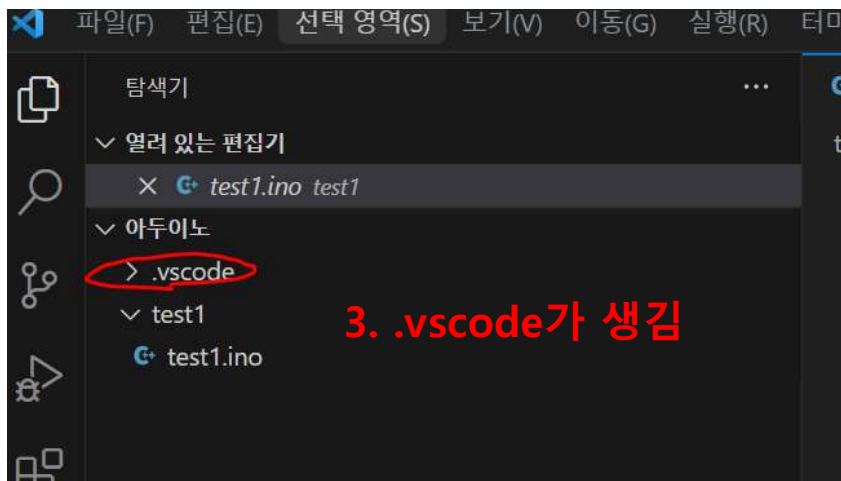
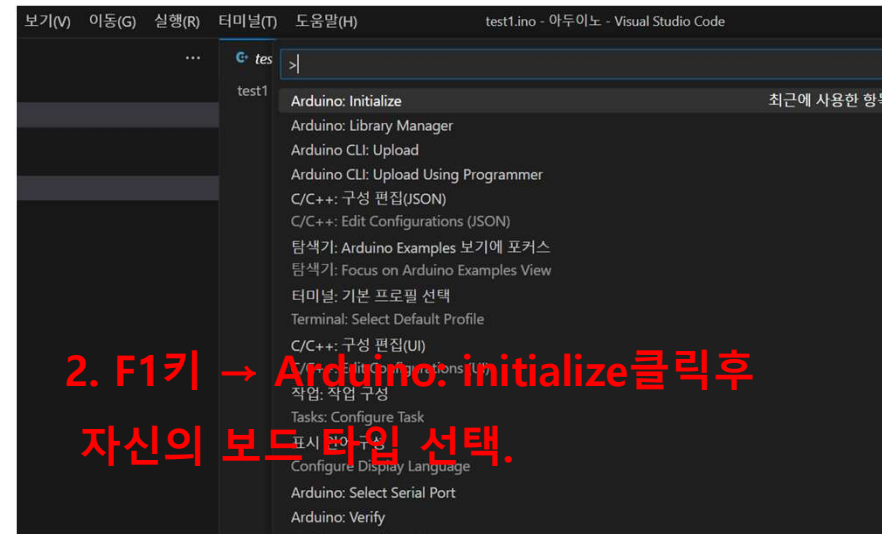
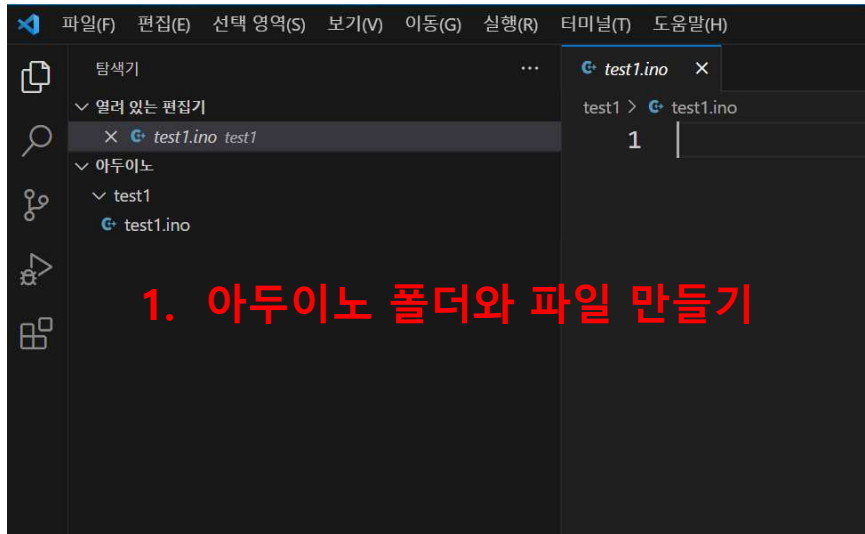


4. C/C++ 컴파일러 설치

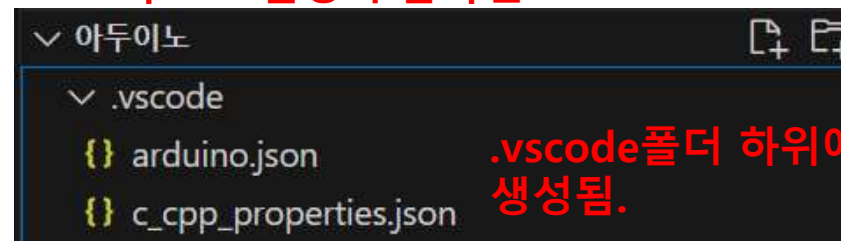
VScode는 자체 컴파일러가 없어서 C/C++사용하려면 컴파일러를 따로 설치해줘야 한다!

1. <https://0netw0m1ra.tistory.com/3> ▶ 이 블로그에서 6번까지 하기
2. <https://webnautes.tistory.com/1158> ▶ 이 블로그에서 3번부터 하기

5. 아두이노 설정



포트와 보드설정이 끝나면

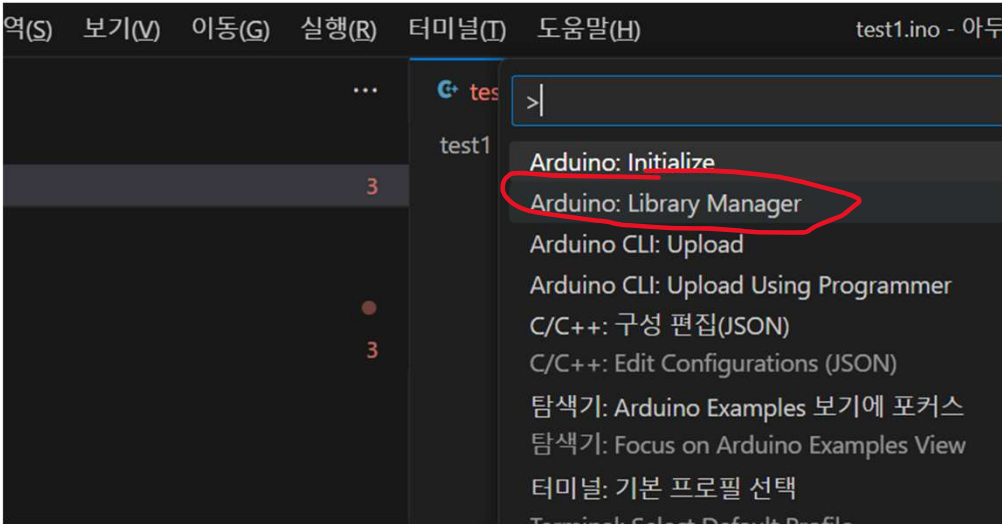


Ctrl+, → Extention(확장) → Arduino Configuration → setting.json에서 편집 해서 밑에 처럼

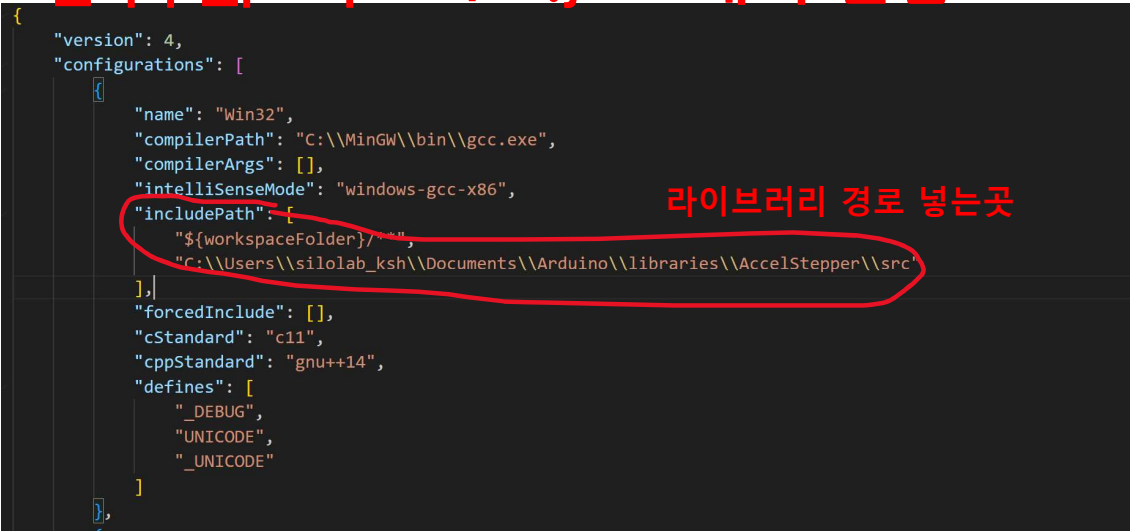
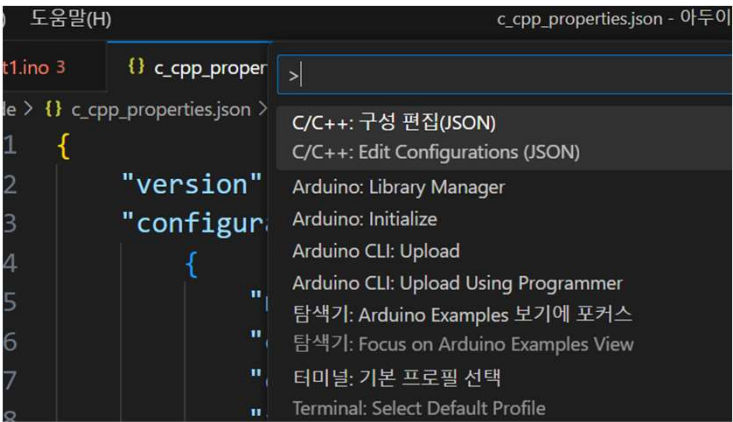
```
{
  "editor.fontSize": 20,
  "[python]": {
    "editor.formatOnType": true
  },
  "cmake.configureOnOpen": true,
  "terminal.integrated.defaultProfile.windows": "Command Prompt",
  "files.exclude": {
    "**/.git": false
  },
  "files.autoSave": "afterDelay",
  "arduino.useArduinoCli": true,
  "arduino.ignoreBoards": [

  ],
  "arduino.logLevel": "info",
  "arduino.allowPDEFiletype": false,
  "arduino.enableUSBDetection": true,
  "arduino.disableTestingOpen": false,
  "arduino.skipHeaderProvider": false,
  "arduino.additionalUrls": [
    "https://raw.githubusercontent.com/VSChina/azureiotdevkit_tools/master/package_azureboard_index.json",
    "http://arduino.esp8266.com/stable/package_esp8266com_index.json"
  ],
  "arduino.defaultBaudRate": 9600
}
```

라이브러리설치법

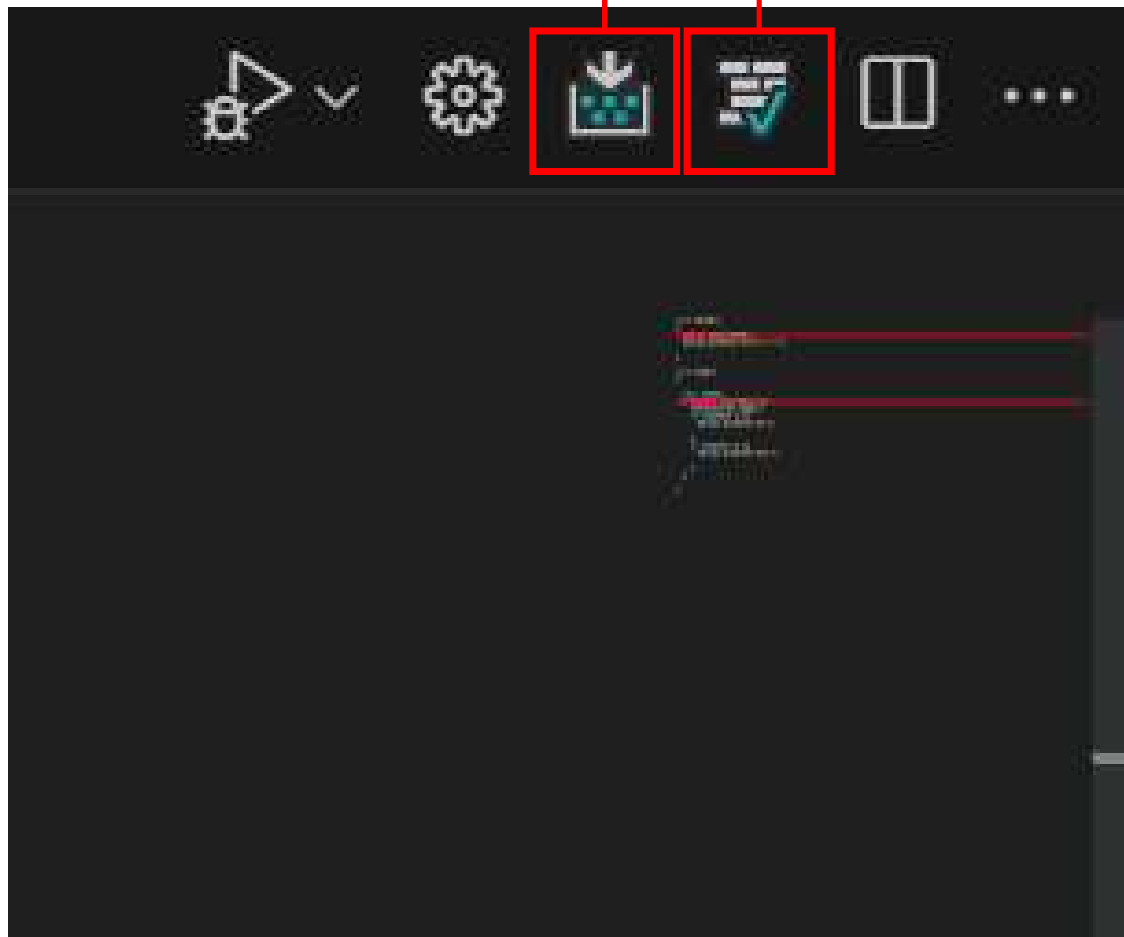


F1 → C/C++구성편집(JSON)→ c_cpp_properties.json에서 편집



업로드

빌드



식별자가 없다고 오류선이 뜨지만,
업로드시에는 문제없다.

```
1 void setup()
2 {
3   Serial.begin(9600);
4   Serial.println("Hello!!!!");
5
6 }
7
8 void loop()
9 {
10
11   char state;
12   if(Serial.available()){
13     state=Serial.read();
14     if (state=='h'){
15       Serial.println("HI");
16     }
17     if (state=='b'){
18       Serial.println("Bye");
19     }
20
21 }
```

시리얼모니터

Open Serial Monitor

UTF-8

CRLF

C++

<Select Programmer>

Arduino Uno



COM3

Win32

