

## Steps to add a library file

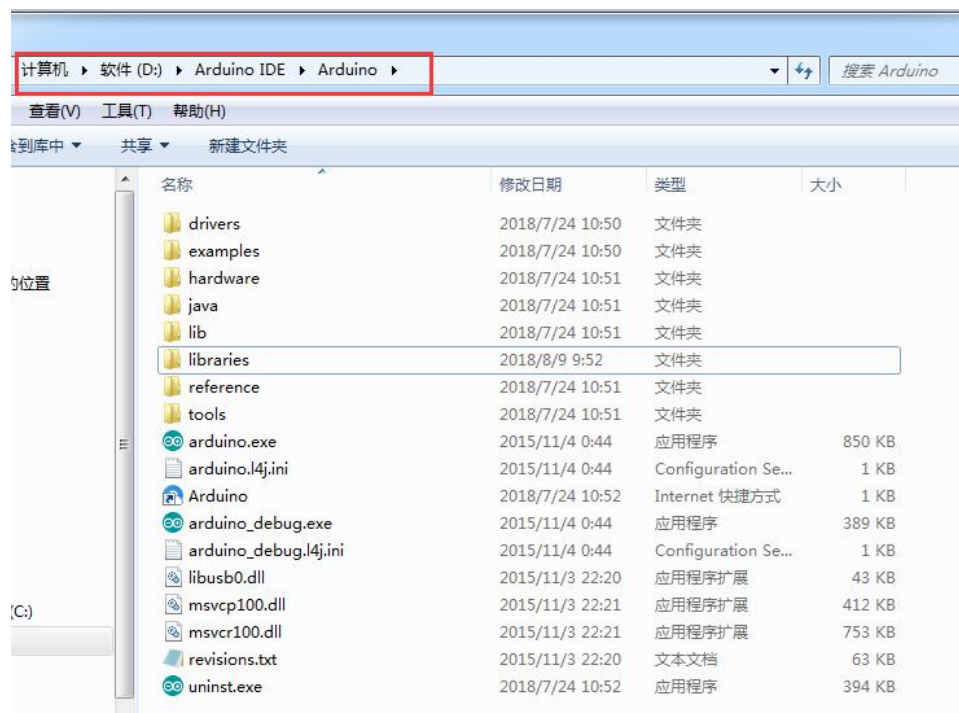
Note: Before you compile the code, you must look at this steps.

1. We need to add Mirf file, as shown in the figure below.

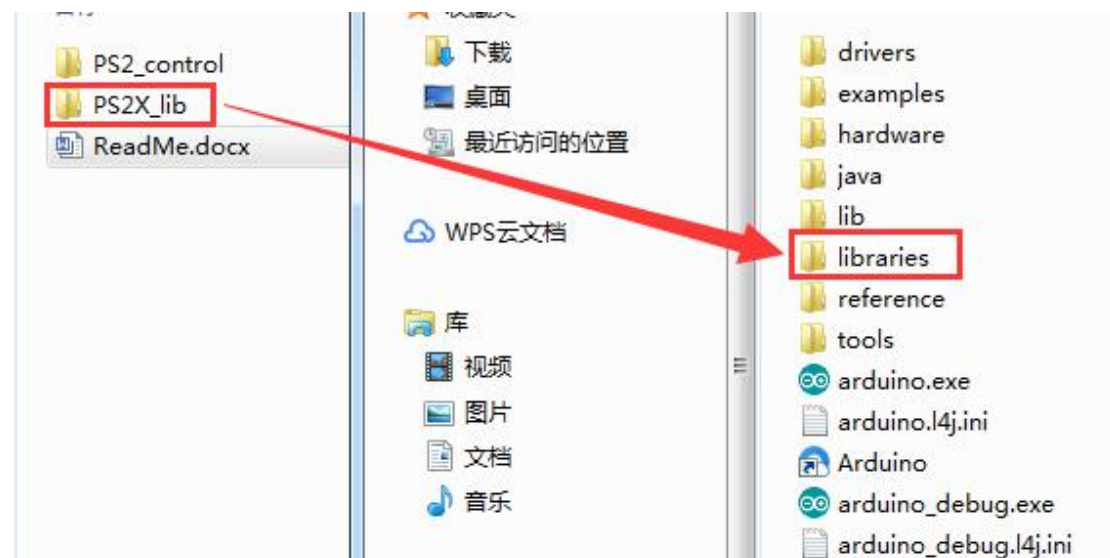
名称	修改日期	类型	大小
PS2_control	2018/8/13 14:50	文件夹	
PS2X_lib	2018/8/13 14:15	文件夹	
ReadMe.docx	2018/8/13 10:23	DOCX 文档	1,788 KB

2. You need to find the installation path of Arduino. As shown in the figure below. (just for example)

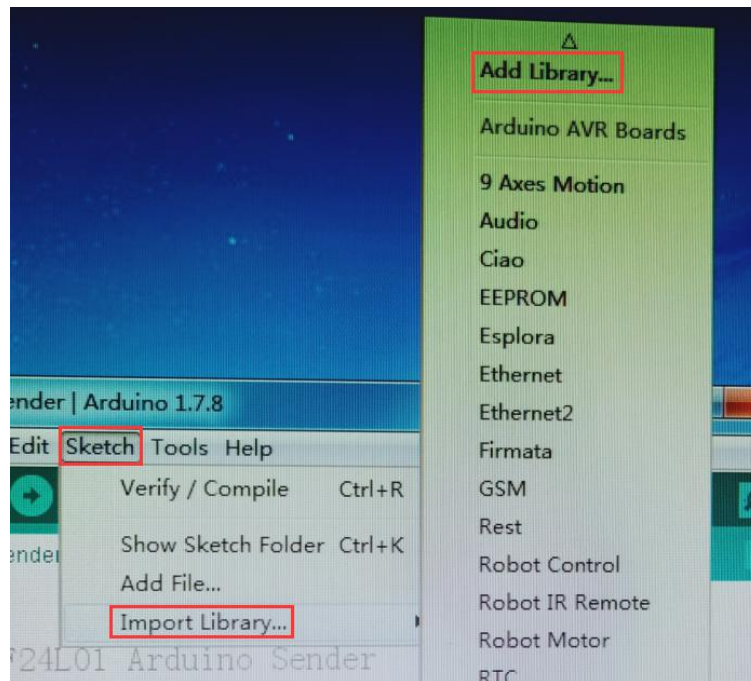
This is my Arduino installation path.



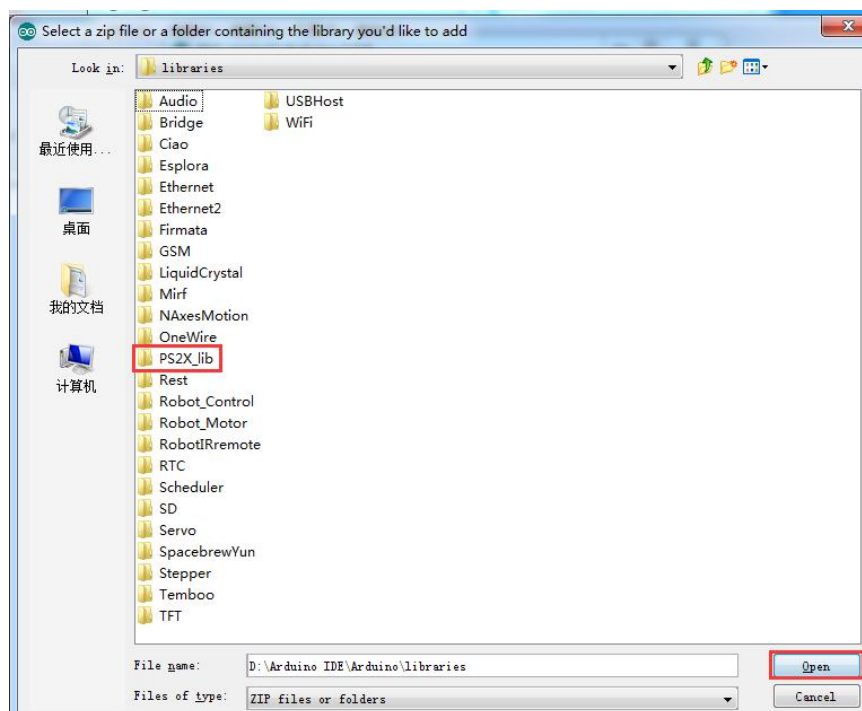
3. You need to copy this file into the libraries folder in the Arduino installation path. As shown in the figure below.



4. You need to open Arduino IDE and click **Sketch** --- **Import library** --- **Add library**. As shown in the figure below.



5. You need to add **PS2X\_lib** and to here. As shown in the figure below.



6. After the addition is completed, the words "Library added to your libraries." will appear in the lower right corner of the Arduino IDE. As shown in the figure below.

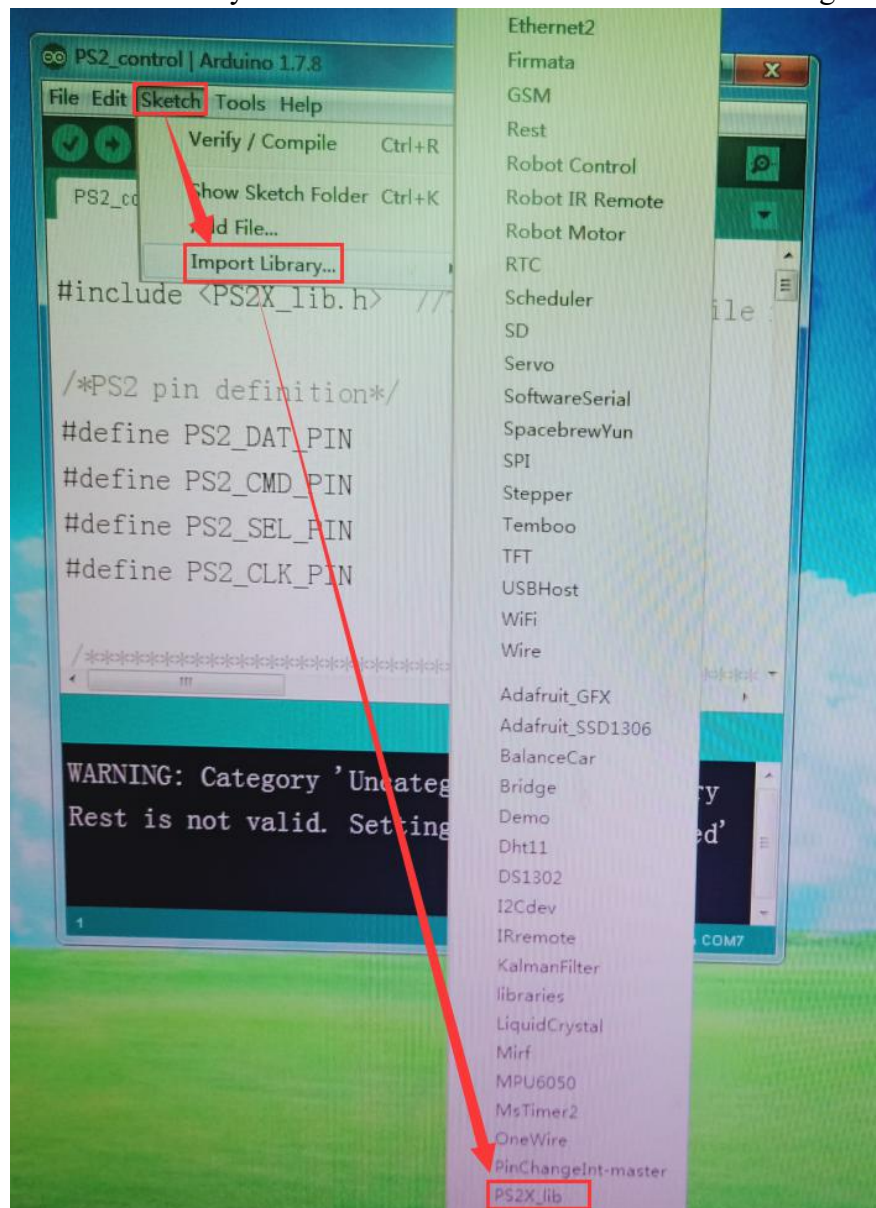
```
display.display();

display.startscrollright(0x00, 0x0F);
```

Library added to your libraries. Check "Import library" menu

WARNING: Category 'Uncategorized' in library Rest is not valid. Setting to 'Uncategorized'

7. You can see these library files on the Arduino IDE. As shown in the figure below.



8. After completing the above steps, you can compile and upload this code successfully.