About Two references to arduino library files.

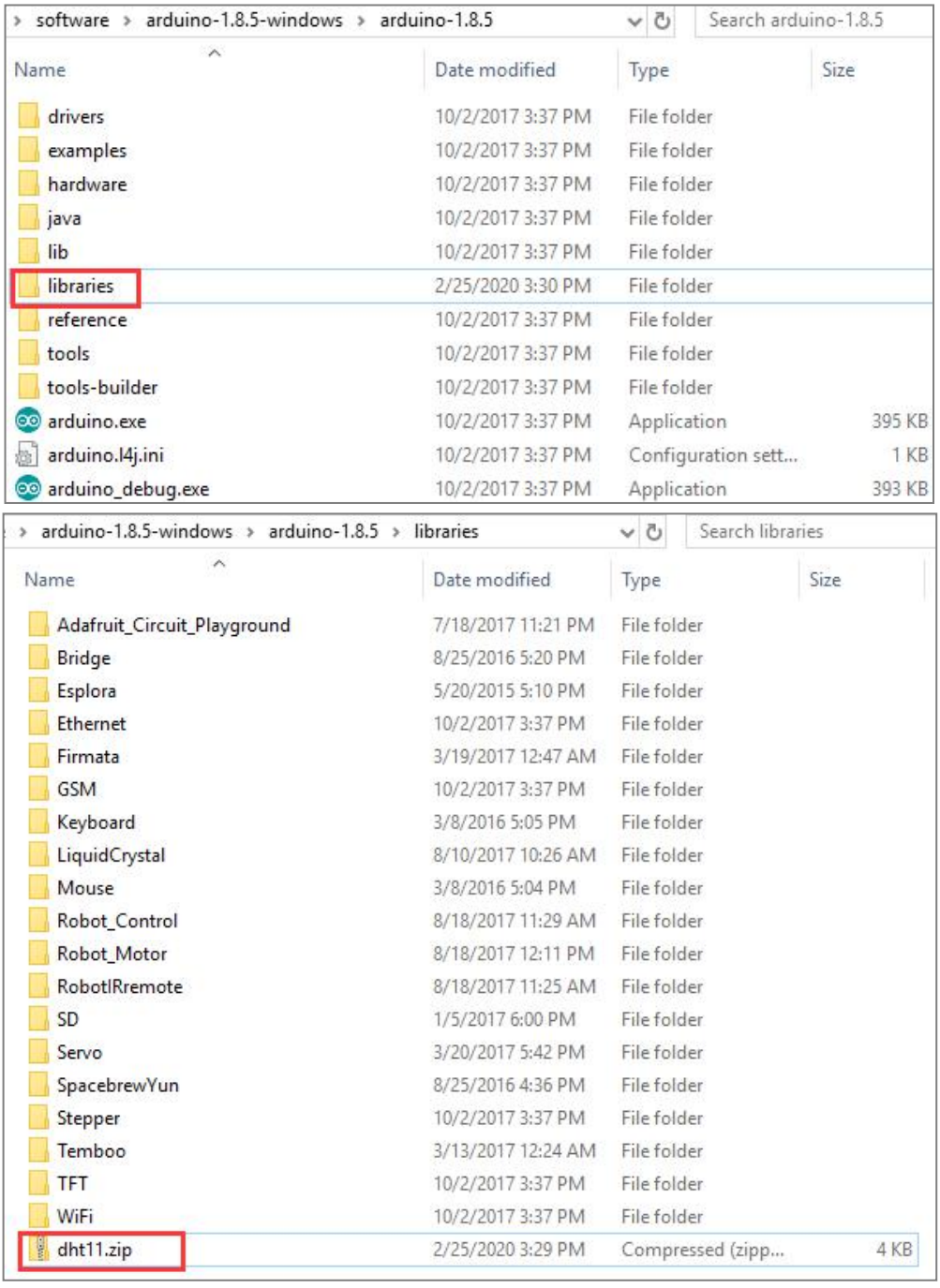
<> Reference method-1, the compiler only matches in the standard library header files;

"" Reference method-2, the compiler will first match in the project directory. If not, it will search in the standard library header file.

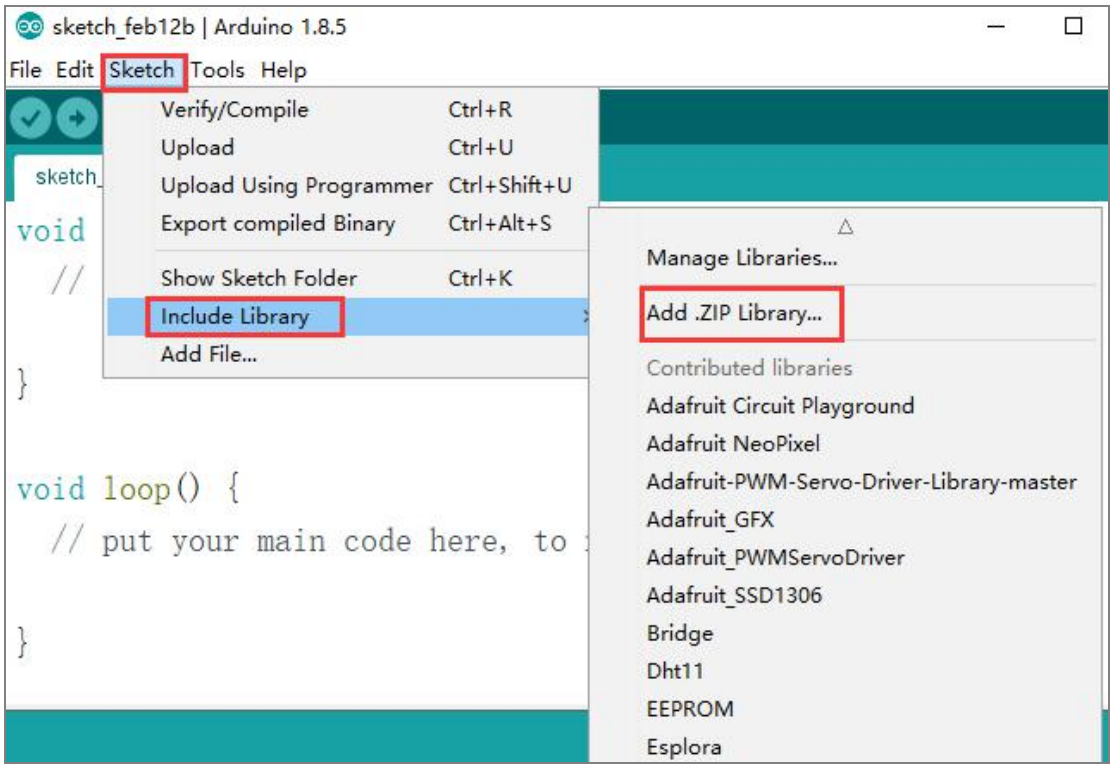
The two methods for adding library files explained below both use the <> reference method. The "" reference method only needs to add the relevant library file to the arduino project directory.

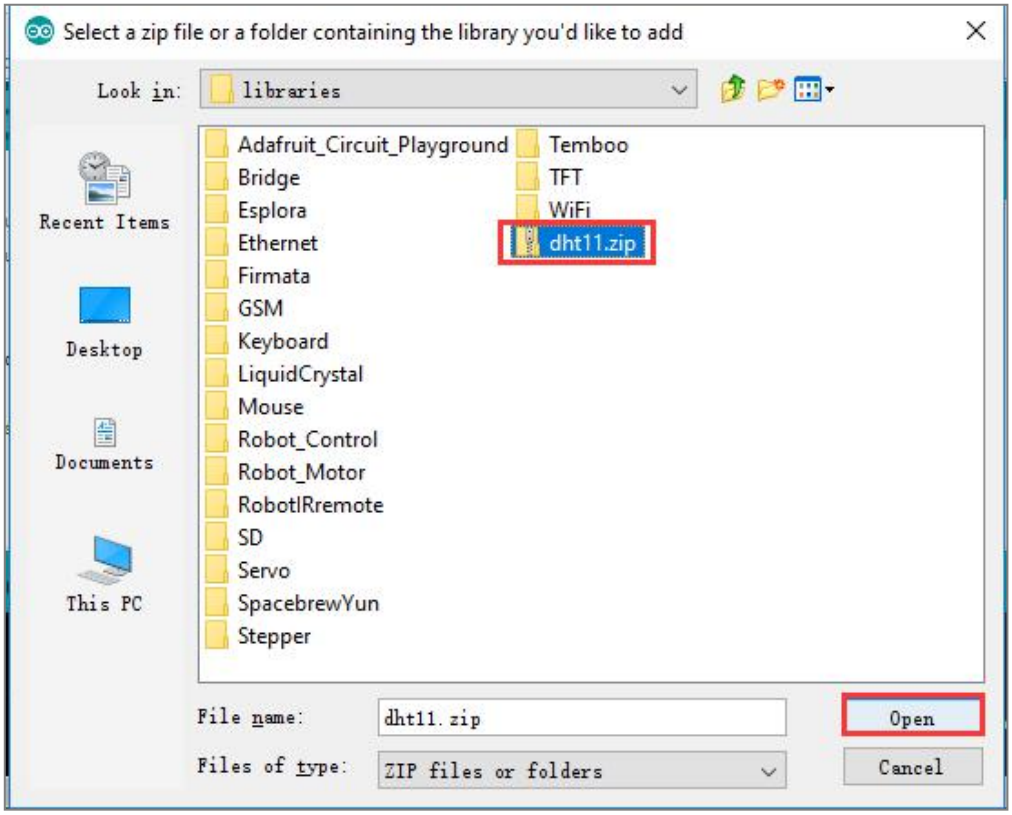
Add library file method-1：

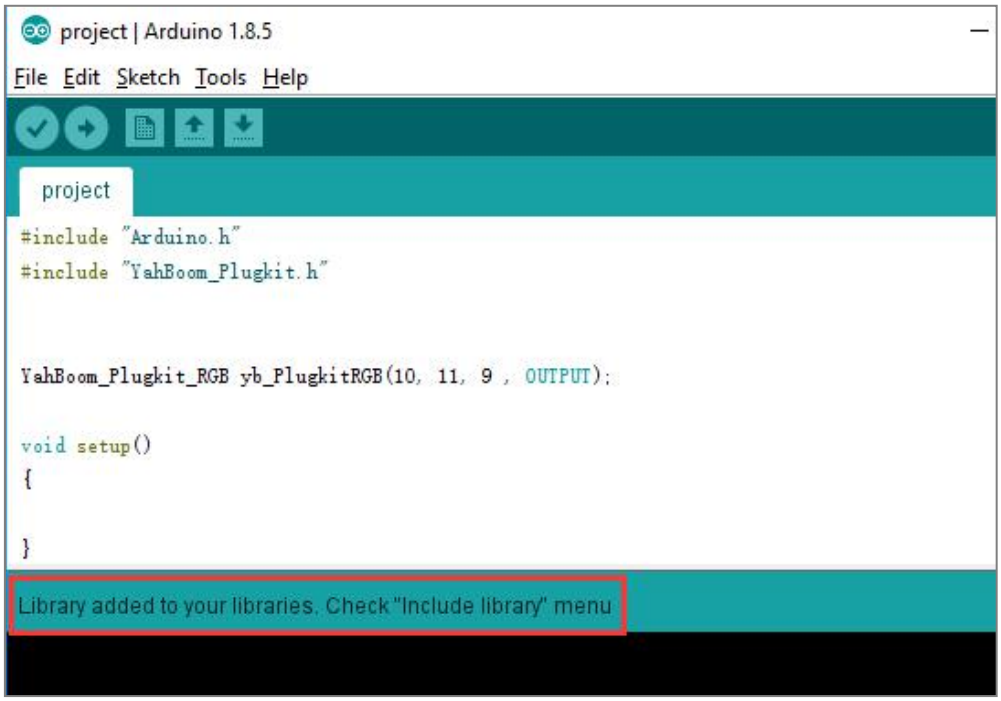
a. Copy the compressed archive file into the libraries under the Ardunio installation path. As shown below.



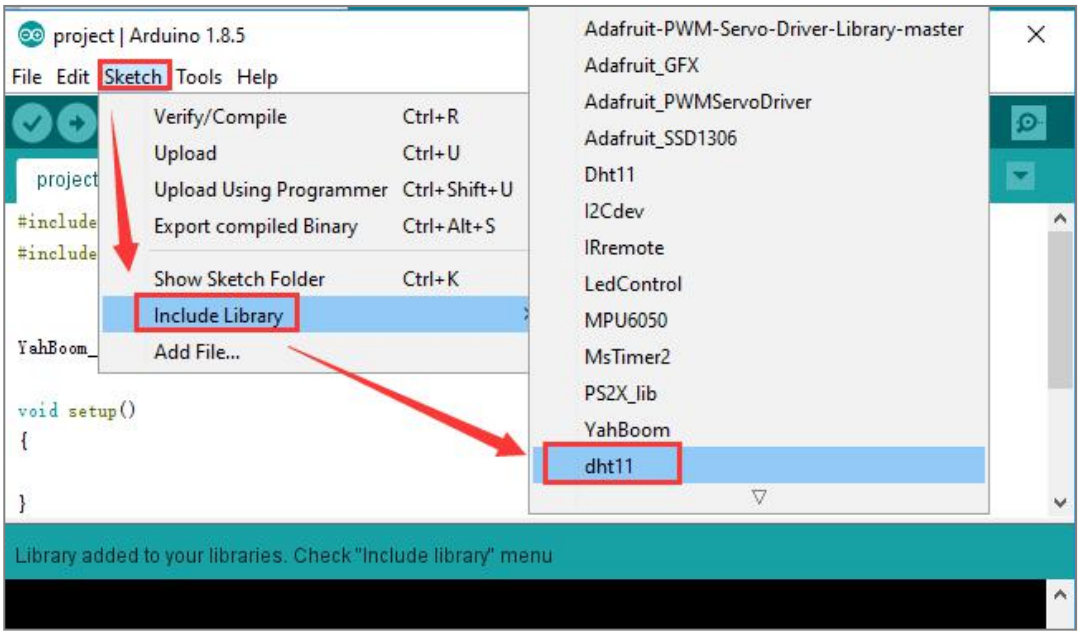
b. In the menu bar of Arduino IDE, select [Sketch] --- [Include Library] --- [Add a .ZIP Library] ---- you can find the one you copied before, and the words “Imported successfully” will appear in the lower left corner.



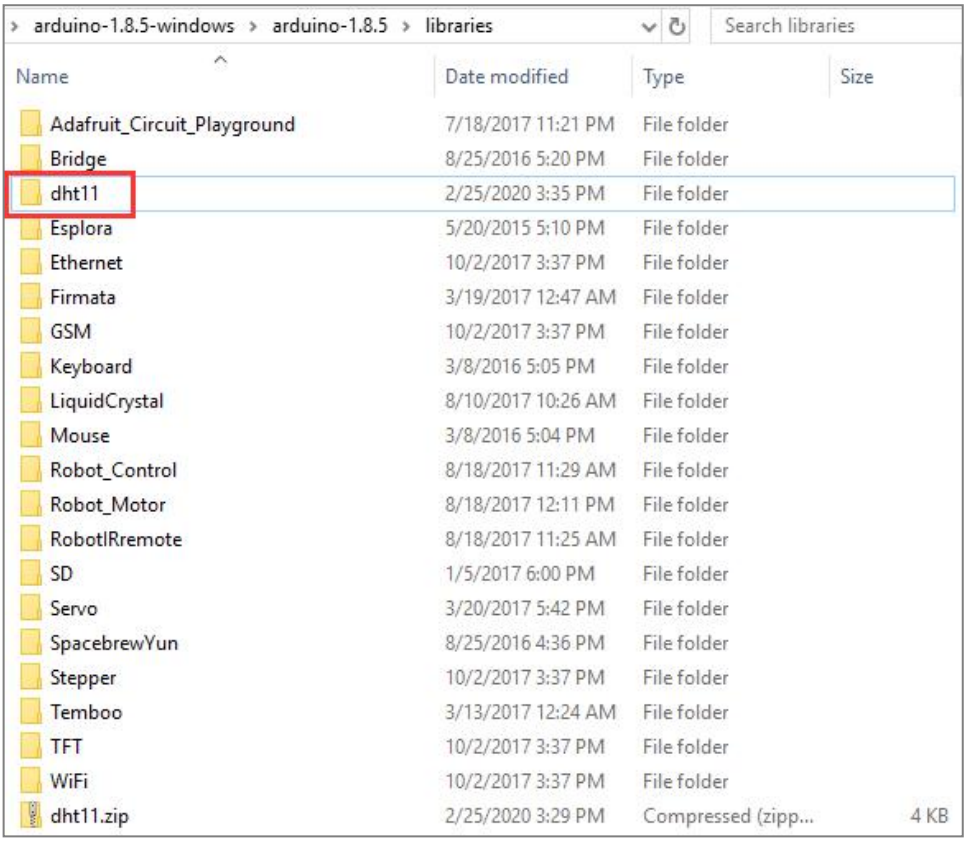




c. After the addition is complete, you can see the added Dht11 library in [Sketch] --- [Include Library]



Add library file method-2： Unzip the library file directly into the libraries under the Ardunio installation path, then open the IDE and use it directly.


arduino-1.8.5-windows › arduino-1.8.5 › libraries
Search libraries
Name
Date modified
Type
Size
Adafruit_Circuit_Playground 7/18/2017 11:21 PM File folder
Bridge 8/25/2016 5:20 PM File folder
dht11 2/25/2020 3:35 PM File folder
Esplora 5/20/2015 5:10 PM File folder
Ethernet 10/2/2017 3:37 PM File folder
Firmata 3/19/2017 12:47 AM File folder
GSM 10/2/2017 3:37 PM File folder
Keyboard 3/8/2016 5:05 PM File folder
LiquidCrystal 8/10/2017 10:26 AM File folder
Mouse 3/8/2016 5:04 PM File folder
Robot_Control 8/18/2017 11:29 AM File folder
Robot_Motor 8/18/2017 12:11 PM File folder
RobotIRremote 8/18/2017 11:25 AM File folder
SD 1/5/2017 6:00 PM File folder
Servo 3/20/2017 5:42 PM File folder
SpacebrewYun 8/25/2016 4:36 PM File folder
Stepper 10/2/2017 3:37 PM File folder
Temboo 3/13/2017 12:24 AM File folder
TFT 10/2/2017 3:37 PM File folder
WiFi 10/2/2017 3:37 PM File folder
dht11.zip 2/25/2020 3:29 PM Compressed (zipp... 4 KB