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Starting with ESP32

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Automatic installation of the ESP32 environment is possible on computers in rooms D214 and B221.

Installation information is available at <https://github.com/fmuller-pns/esp32-vscode-project-template>

Installation under Linux (rooms D114 and B221)

launch on first use of the account!

```
/opt/install_config.sh
```

Fermer le Terminal

```
esp32-install
```

Configuration (to run in each terminal)

```
esp32-env
```

Tip: If you want to avoid running this command in each terminal, you must add this command at the end of the `.bashrc` file

- Type in a terminal « `gedit ~/.bashrc` »
- add the line “`esp32-env`” at the end of the file, then save
- close the terminal
- open a new terminal to start using the ESP32 environment

Creating an ESP32 project for Visual Studio Code

```
esp32-new-project <nom_projet>
```

Start Visual Studio Code :

```
code .
```

Install the Microsoft C/C++ extensions in Visual Studio Code.

- C/C++ Intellisense (Microsoft)
- C/C++ Extension Pack (Microsoft)