

Troubleshooting

Common Problems and Solutions

Arduino - "Permission Denied"

- Make sure that the COM port number is set correctly (check the port number in Device Manager)
- Try rebooting the Galileo

Arduino – “No Such File or Directory”

- Try rebooting the Galileo
- If that didn't work, open Device Manager and find the Galileo under **Ports**
- Right click and select **Properties**
- Under the Port Settings tab, click **Advanced**
- Choose a new COM port number. For me, COM1 was available. Click **Okay**
- Reboot the Galileo
- You should now be able to select the new COM port number in the Arduino IDE, and it should fix your problem

Internet - "Name or Service not Known" error

- Find the file *resolv.conf* in the Setup folder and transfer it to Linux in Windows Command:
`pscp -scp ./resolv.conf@[IP HERE] :/home/root`
- In the Linux shell, make sure you're in the */home/root* directory then type
`mv resolv.conf /etc`
- This should fix your namespace problems, now try pinging www.google.com

Uploading Tweet - SSL Errors

- To fix a System Time Warning:

SystemTimeWarning: System time is way off (before 2014-01-01). This will probably lead to SSL verification errors

- Find the current UTC time at

<http://time.is/UTC>

- Enter the following commands:

```
datetime 2015.04.10-12:00:00
```

Make sure your date is in YYYY.MM.DD format

```
hwclock --systohc
```

Things to Check

- Read error messages to look for syntax errors
- Make sure the **COM port** and **Board** are correct in the Arduino tools menu
- If you're accessing a file from Arduino, did you make sure to put it in the `/media/realroot` directory on Linux?
- Did you spell the file name correctly?
- Check that electrical pins are in the same numbered slot as you wrote in the code, and your devices are properly grounded
- Make sure your Galileo is properly connected to the internet by looking at the output of **ifconfig**

When in doubt, try rebooting your Galileo

(SAFELY!) Unplug USB first, then power!

Or make sure it can run a simple sketch like *Blink*