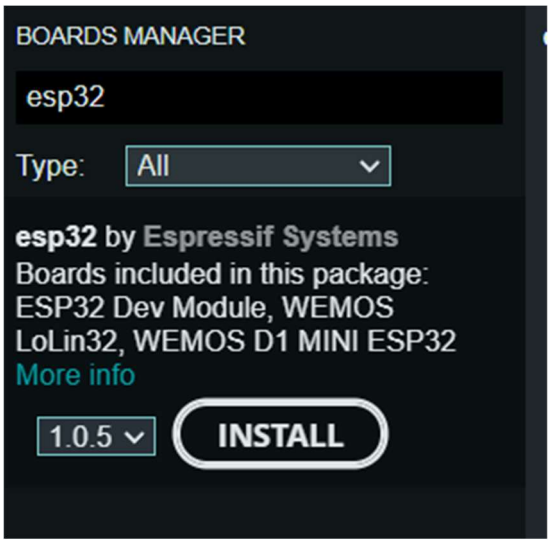
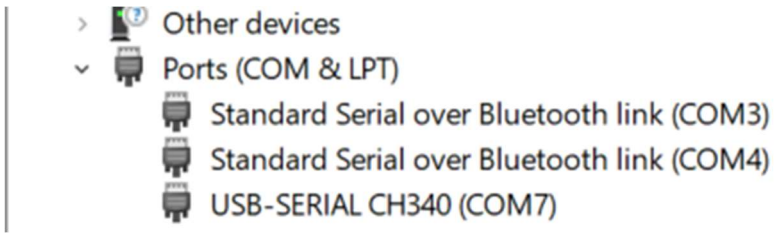
ESP32 – Getting Started

- Unlike Arduino which is connected by USB A to USB B cable, ESP32 needs a micro-USB to USB cable. A red light indicates proper working of the module.
- As Arduino IDE by default has only Arduino boards managed, we need to add ESP32 board manager to work with the same Arduino IDE.
- https://dl.espressif.com/dl/package_esp32_index.json
- After adding the URL, Go to Tools -> Boards Manager -> Install ESP32



- Once installed, Go to Tools -> Board -> ESP32 and select ESP32 Dev Module.
- Select the port that corresponds to the USB serial device. In my case it is COM port 7.



- The ESP32 needs to be connected to a Wi-Fi network for that to connect to external network devices or cloud services. The code snippet below allows the ESP32 to the network SSID provided.

```
#include <WiFi.h>

const char* ssid = "[redacted]";
const char* password = "[redacted]";

void setup(){
    Serial.begin(115200);
    delay(1000);

    WiFi.mode(WIFI_STA); //Optional
    WiFi.begin(ssid, password);
    Serial.println("\nConnecting");

    while(WiFi.status() != WL_CONNECTED){
        Serial.print(".");
        delay(100);
    }

    Serial.println("\nConnected to the WiFi network");
    Serial.print("Local ESP32 IP: ");
    Serial.println(WiFi.localIP());
}

void loop(){}
```