**Building Instructions for Stromputer V2**

**Introduction**

Stromputer V2 will be an improved design (i.e. evolution, not re-design) of Stromputer V1. It focuses on the following factors: 1. Reduced cost 2. Simpler design, less components 3. Smaller form factor

**Install Arduino**

1. Download Arduino IDE (1.0+, recommended 1.0.3)

<http://arduino.cc/en/Main/Software>

1. Unzip the zip into a local folder - e.g. C:\Tools\arduino-1.0.3)

**Source Code Compiling**

1. Checkout the code from Google Code: <http://code.google.com/p/stromputer/source/checkout>, into a local folder (e.g. C:\Development\Stromputer)
2. Delete the Arduino library LiquidCrystal[?](http://code.google.com/p/stromputer/w/edit/LiquidCrystal) (e.g. C:\Tools\arduino-1.0.3\libraries\LiquidCrystal[?](http://code.google.com/p/stromputer/w/edit/LiquidCrystal))
3. Copy all Stromputer 3rd Party libraries (C:\Development\stromputer\Arduino\Libraries) into Arduino folder (C:\Tools\arduino-1.0.3\libraries)
4. Run Arduino IDE
5. Open Stromputer sketch file (C:\Development\stromputer\Arduino\Stromputer\Stromputer.ino)
6. Compile all code by clicking on the Verify button

**Expected result**

Code should compile without errors ("Done Compiling."), the last line in the output should be similar to this one, numbers may vary:  
  
**Binary sketch size: 23,688 bytes (of a 30,720 byte maximum)**