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Arduino Library Installation on Arduino 2 IDE: Bonezegei Library

Author : Jofel Batutay

Abstract

The Bonezegei Library is a collection of libraries that can be used with the Arduino 2 IDE to program various devices and sensors. The library supports most of the Arduino architectures, such as AVR, SAM, SAMD, ESP8266, and ESP32. The library provides functions and classes for common tasks, such as reading analog and digital inputs, controlling servos and motors, communicating with serial and wireless devices, and displaying data on LCDs and LEDs. The library can be easily installed by opening the Library Manager in the Arduino 2 IDE and searching for "Bonezegei". The library is updated regularly and has a detailed documentation and examples (Bonezegei, 2023).

Installation Steps

1. Open Arduino IDE

- After starting the Arduino IDE, click the Library Manager icon in the IDE's right tab.
- The Library Manager window will open.

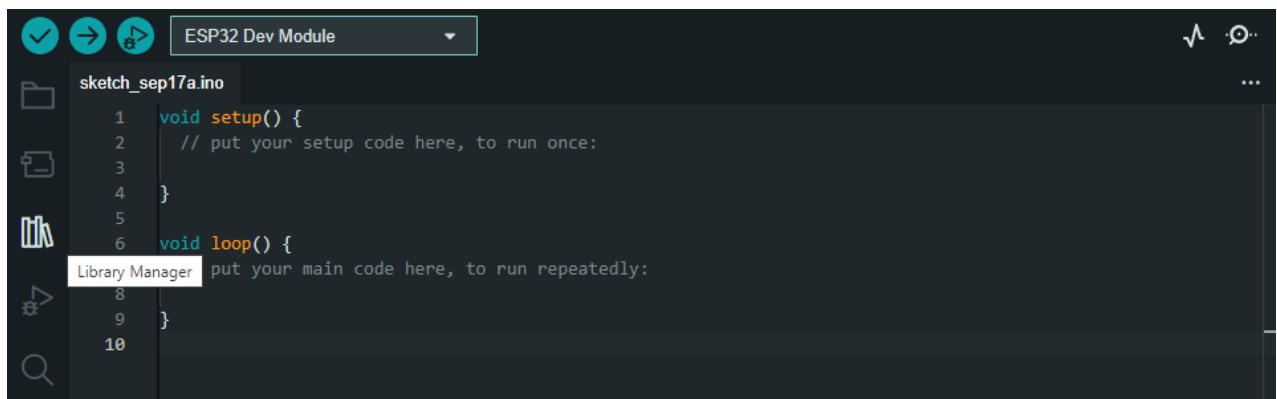


Figure 1 Library Tab

2. Search Keyword of the Library

- In the search box, enter the Library's keyword.
- A list of libraries will be displayed.
- Choose the desired library by clicking on it.

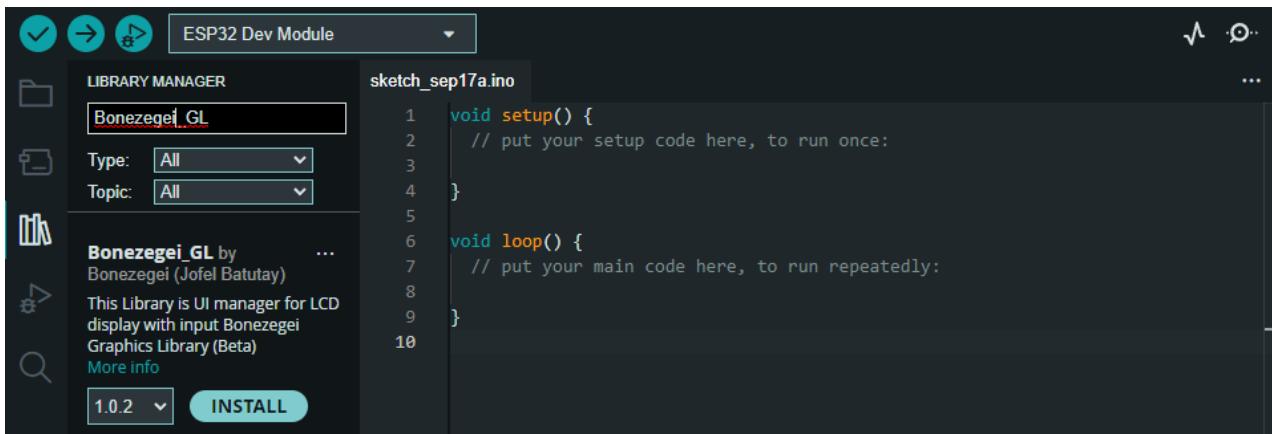


Figure 2 Library Search Bar

3. Install the Dependencies

- Some libraries depend on other libraries.
- If the library you selected depends on another library, a message will appear asking you to install the dependency.
- Click the "Install All" button to install the dependency.

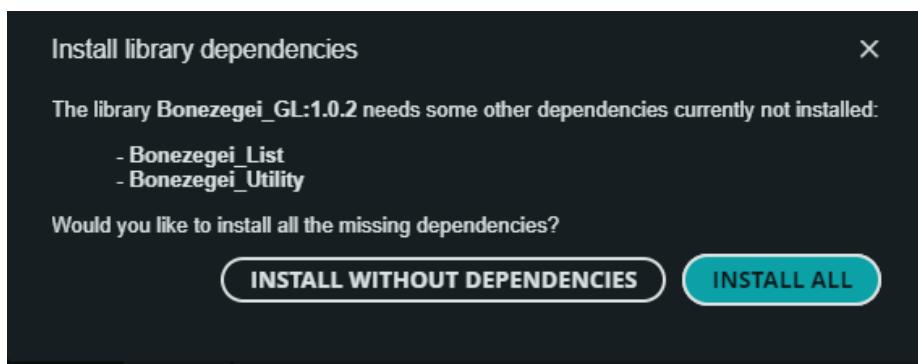


Figure 3 Dependencies

4. Open Examples

- Once the library is installed, you can open the examples.
- The examples are located in the "Examples" folder of the library.
- To open an example, double-click on it.

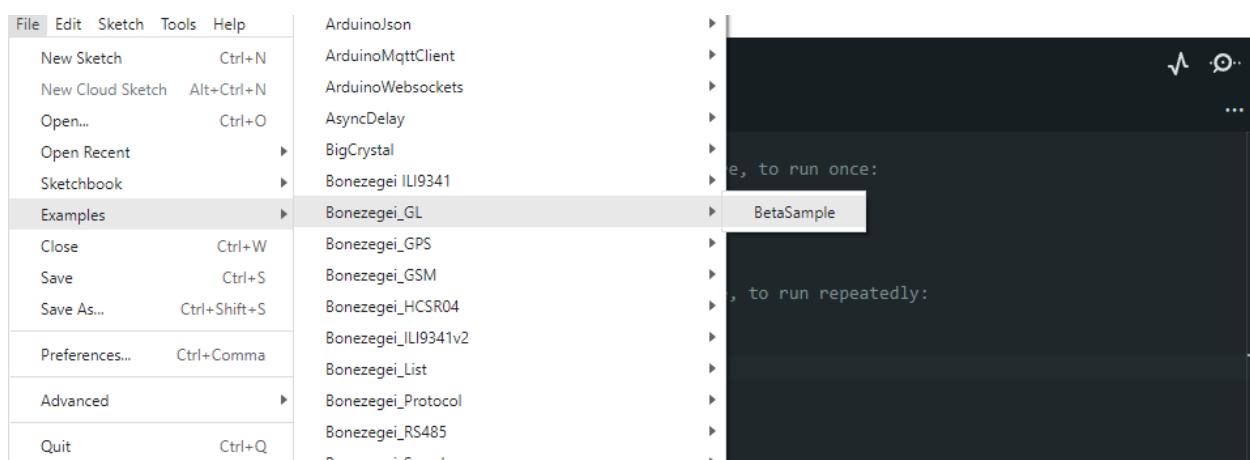
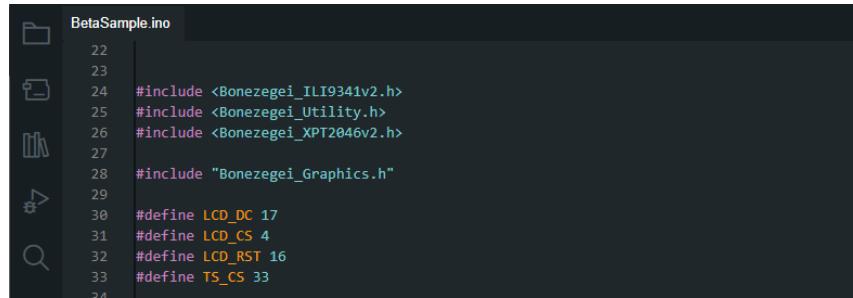


Figure 4 Library Examples

5. Compile

- Once you have opened an example, it is recommended to compile it to ensure that the library has been installed correctly.
- To compile the example, click the "Sketch" menu and select "Compile."



```
BetaSample.ino
22
23
24 #include <Bonezegei_ILI9341v2.h>
25 #include <Bonezegei.Utility.h>
26 #include <Bonezegei_XPT2046v2.h>
27
28 #include "Bonezegei_Graphics.h"
29
30 #define LCD_DC 17
31 #define LCD_CS 4
32 #define LCD_RST 16
33 #define TS_CS 33
34
```

Figure 5 Example code with Library headers

6. Finalize and Review

- If you encounter any errors during compilation, it is recommended to review all the installation steps to ensure that everything has been done correctly.
- If you are still unable to resolve the issue, you can contact Bonezegei on GitHub and raise an issue on the library page. This will help you get in touch with the developer and receive assistance in resolving the issue.

Conclusion

This document has provided detailed instructions on how to install a Bonezegei library in the Arduino IDE. By following these instructions, you can easily add new functionality to your Arduino projects. For more information on how to use a library, refer to the library's documentation.

References

Bonezegei. (2023). Bonezegei Library. Retrieved from <https://github.com/bonezegei/Bonezegei>

Batutay, Jofel. (2023). Library Installation on Arduino IDE. Bonezegei.

<https://bonezegei.com/?c=resources/tutorial&&d=resources/tutorial/libraries/install&&nav=1>



bonezegei

Website : <https://bonezegei.com>

Github URL: <https://github.com/bonezegei>