

## 4. DOWNLOAD AND INSTALL THE SIK CODE

Each of the circuits you will build in the SparkFun Inventor's Kit has an Arduino code sketch already written for it. This guide will show you how to manipulate that code to control your hardware.

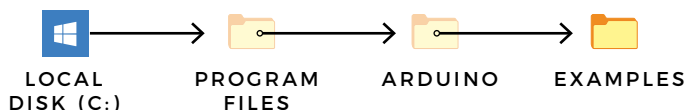
**DOWNLOAD THE CODE HERE:** [sparkfun.com/SIKcode](http://sparkfun.com/SIKcode)

### COPY “SIK GUIDE CODE” INTO “EXAMPLES” LIBRARY IN ARDUINO FOLDER

Your browser will download the code automatically or ask you if you would like to download the .zip file. Select “Save File.” Locate the code (usually in your browser’s “Downloads” folder). You’ll need to relocate it to the “Examples” subfolder in your Arduino IDE installation in order for it to function properly.

Unzip the file “**SIK GUIDE CODE.**” It should be located in your browser’s “Downloads” folder. Right-click (or ctrl + click) the zipped folder and choose “**unzip.**”

**WINDOWS:** Copy or move the unzipped “SIK Guide Code” files from “Downloads” to the Arduino application’s “Examples” folder.



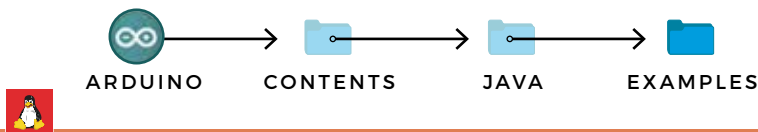
**MAC OS:** Find “Arduino” in your “Applications” folder in Finder. Right-click (ctrl + click) on “Arduino” and select “Show Package Contents.”



Arduino

Open  
Show Package Contents  
Move to Trash

Copy or move the unzipped “SIK Guide Code” folder from your “Downloads” folder into the Arduino application’s folder named “Examples.”



**LINUX:** Distribution-specific setup instructions for Linux can be found at:

[www.sparkfun.com/ch340](http://www.sparkfun.com/ch340)