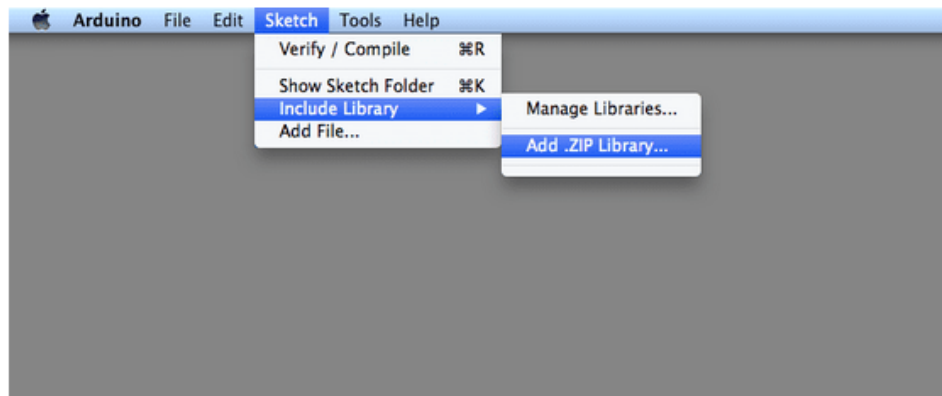


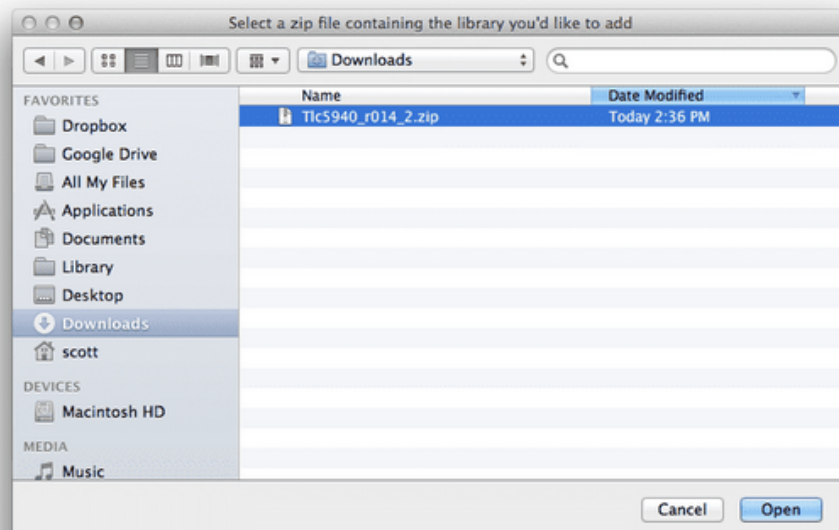
Importing a .zip Library

Libraries are often distributed as a ZIP file or folder. The name of the folder is the name of the library. Inside the folder will be a .cpp file, a .h file and often a keywords.txt file, examples folder, and other files required by the library. Starting with version 1.0.5, you can install 3rd party libraries in the IDE. Do not unzip the downloaded library, leave it as is.

In the Arduino IDE, navigate to *Sketch > Include Library > Add .ZIP Library*. At the top of the drop down list, select the option to "Add .ZIP Library".



You will be prompted to select the library you would like to add. Navigate to the .zip file's location and open it.



Return to the *Sketch > Include Library* menu. You should now see the library at the bottom of the drop-down menu. It is ready to be used in your sketch. The zip file will have been expanded in the *libraries* folder in your Arduino sketches directory.

NB: the Library will be available to use in sketches, but with older IDE versions examples for the library will not be exposed in the *File > Examples* until after the IDE has restarted.