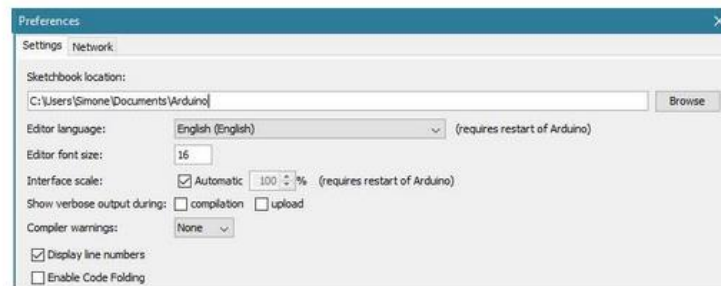


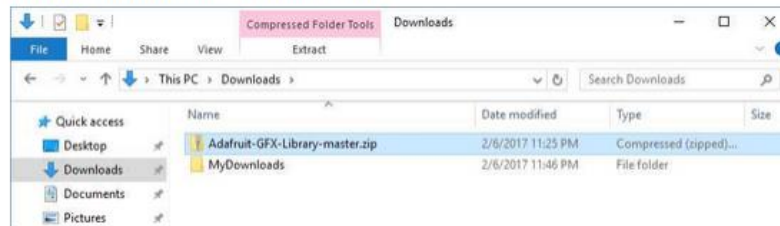
## Manual installation

When you want to add a library manually, you need to download it as a ZIP file, expand it and put in the proper directory. The ZIP file contains all you need, including usage examples if the author has provided them. The library manager is designed to install this ZIP file automatically as explained in the former chapter, but there are cases where you may want to perform the installation process manually and put the library in the *libraries* folder of your sketchbook by yourself.

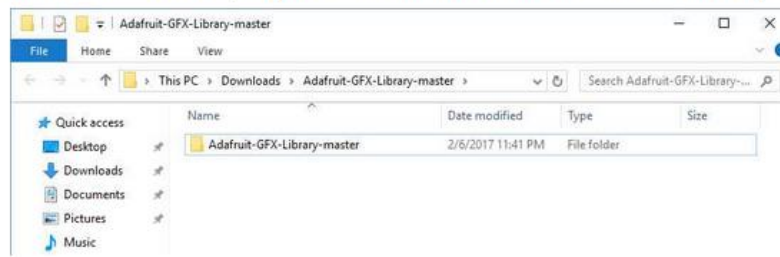
You can find or change the location of your sketchbook folder at *File > Preferences > Sketchbook* location.



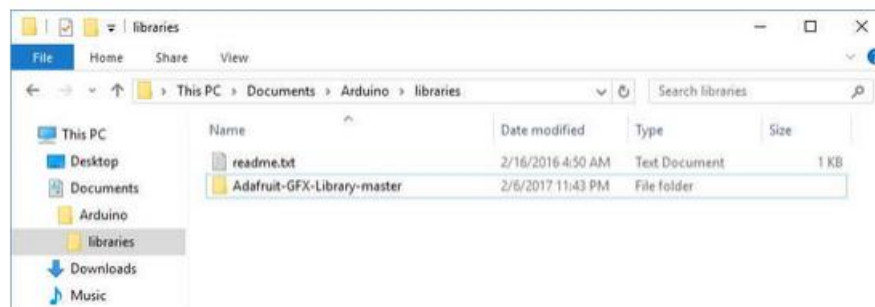
Go to the directory where you have downloaded the ZIP file of the library



Extract the ZIP file with all its folder structure in a temporary folder, then select the main folder, that should have the library name



Copy it in the "libraries" folder inside your sketchbook.



Start the Arduino Software (IDE), go to *Sketch > Include Library*. Verify that the library you just added is available in the list.

