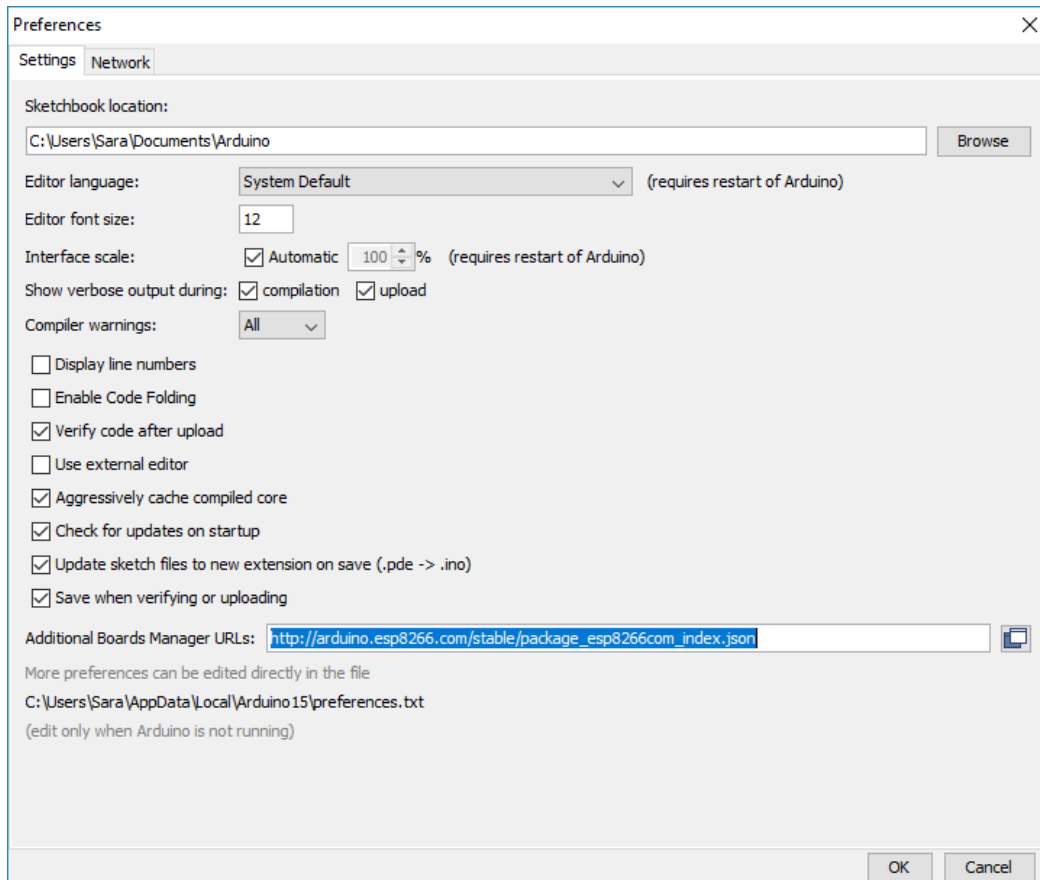


Inštalácia podpory pre moduly ESP8266 v Arduino IDE

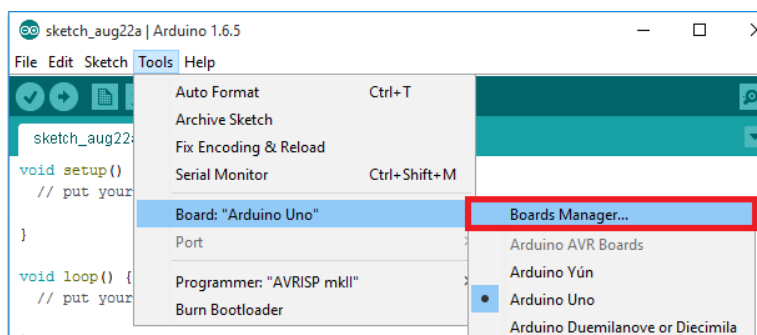
Postupovať podľa návodu:

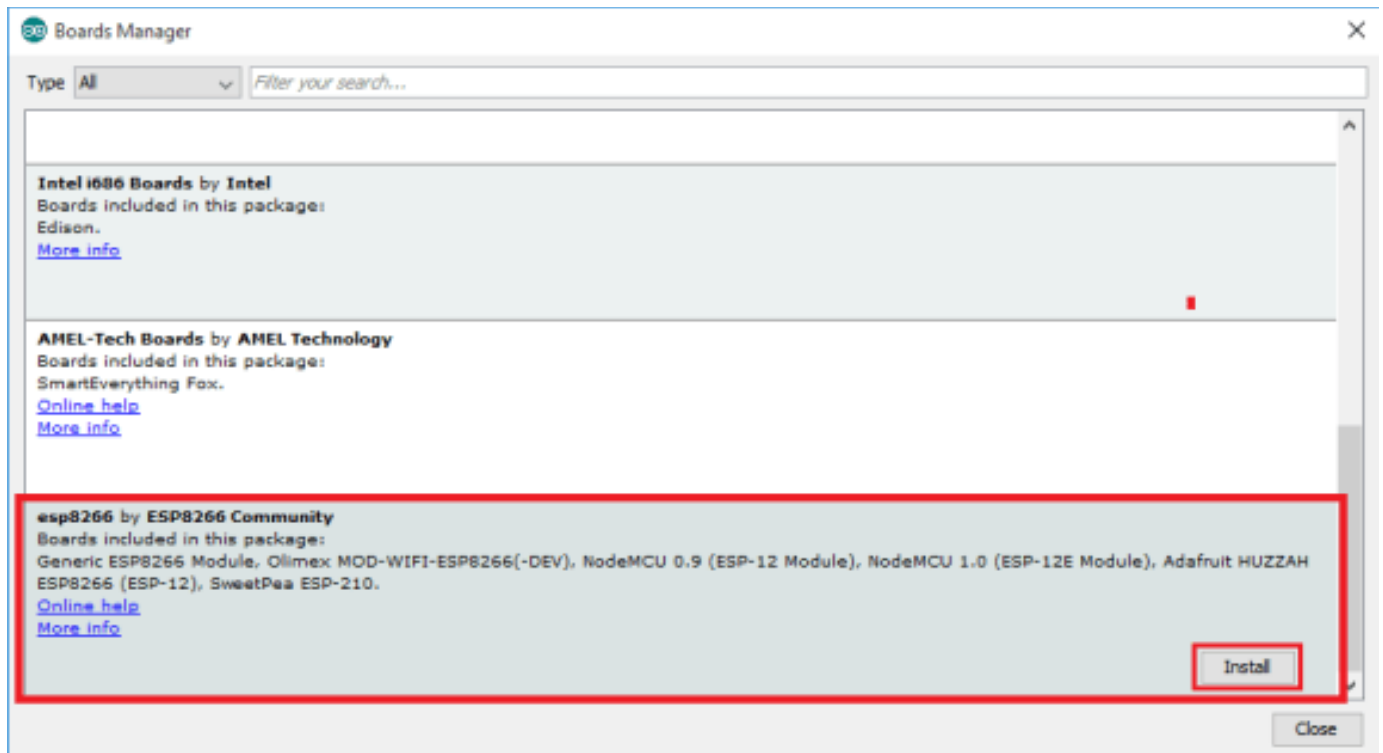
<https://randomnerdtutorials.com/how-to-install-esp8266-board-arduino-ide/>

File -> Preferences -> do poľa **Additional Boards Manager URLs** pridať adresu:
http://arduino.esp8266.com/stable/package_esp8266com_index.json

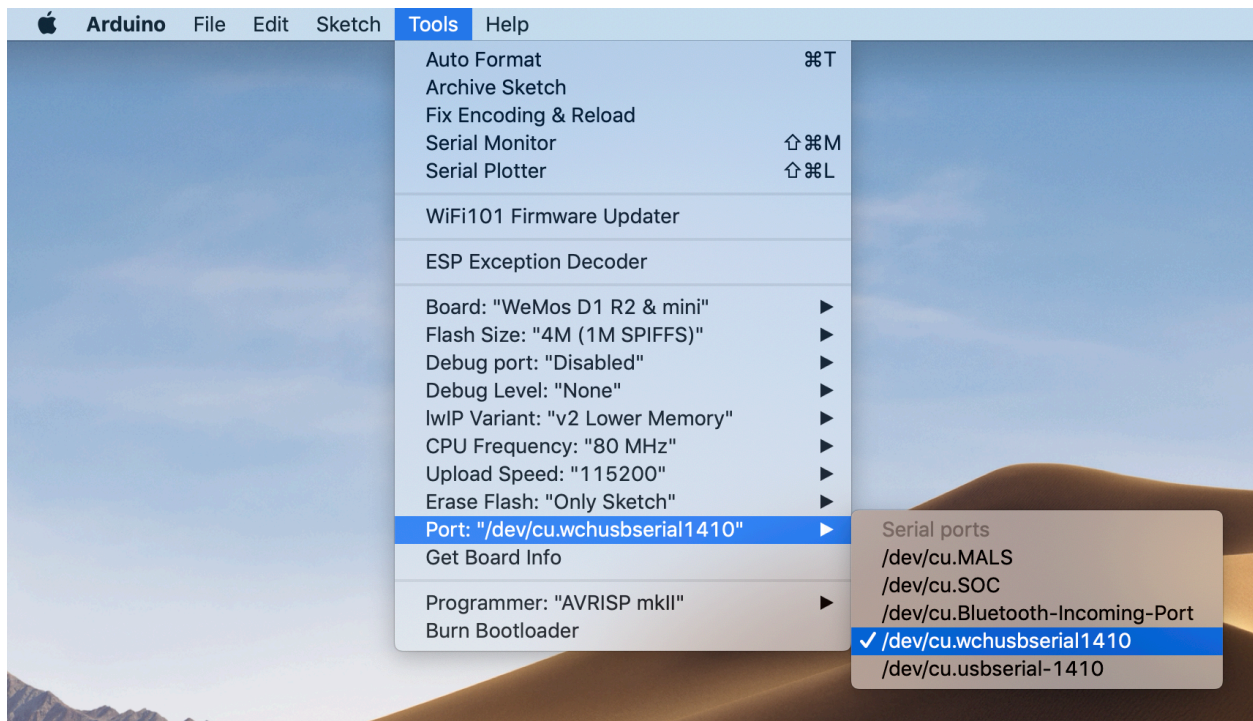


Tools -> Board -> Boards Manager... -> nainštalovať "esp8266 by ESP8266 Community"

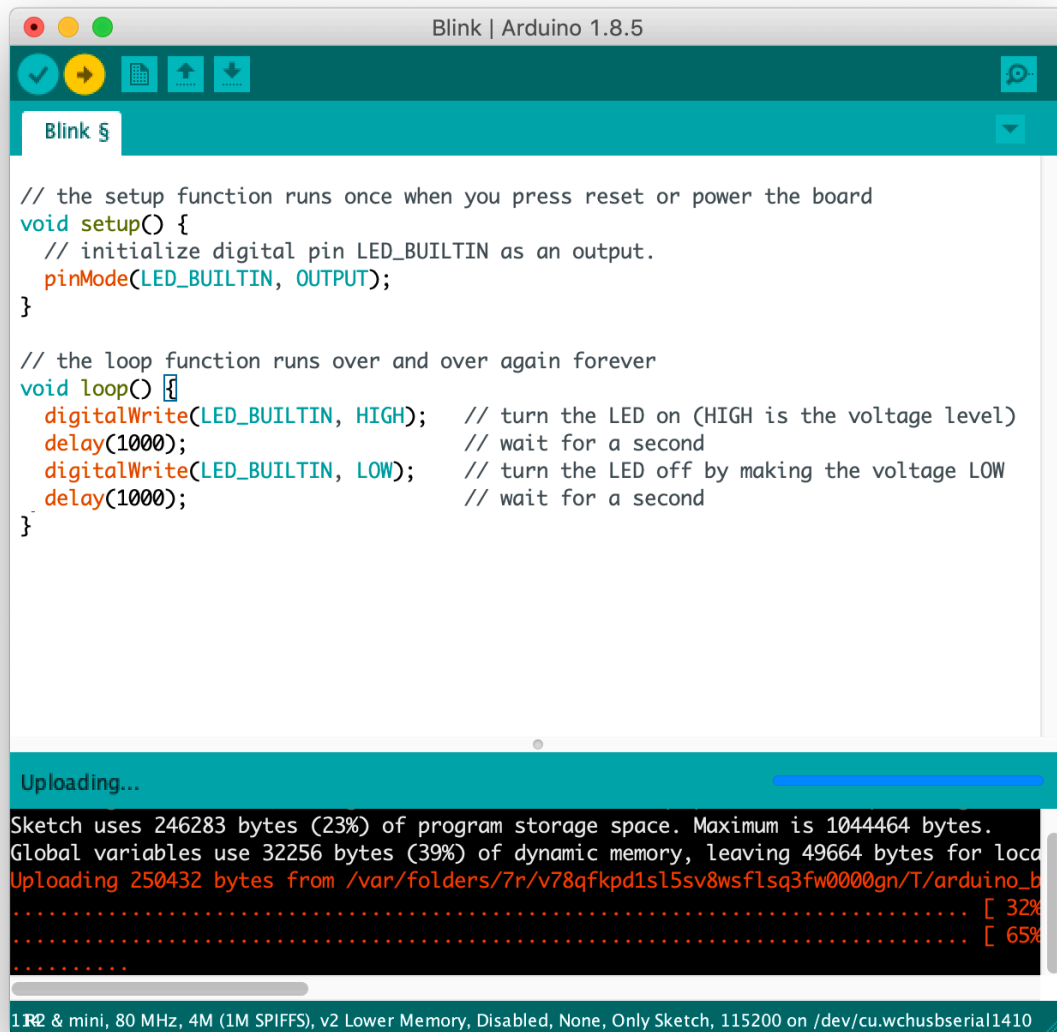




- Tools -> Board -> vybrat Wemos D1 mini
- pripojiť Wemos D1 mini s USB káblom
- Tools -> Port -> vybrat port



File -> Examples -> 01.Basics -> Blink



The screenshot shows the Arduino IDE interface with the 'Blink' sketch loaded. The code is as follows:

```
// the setup function runs once when you press reset or power the board
void setup() {
  // initialize digital pin LED_BUILTIN as an output.
  pinMode(LED_BUILTIN, OUTPUT);
}

// the loop function runs over and over again forever
void loop() {
  digitalWrite(LED_BUILTIN, HIGH); // turn the LED on (HIGH is the voltage level)
  delay(1000);                     // wait for a second
  digitalWrite(LED_BUILTIN, LOW);  // turn the LED off by making the voltage LOW
  delay(1000);                     // wait for a second
}
```

Below the code editor, the 'Uploading...' progress bar is visible. The status bar at the bottom indicates the board is an '1R2 & mini, 80 MHz, 4M (1M SPIFFS), v2 Lower Memory, Disabled, None, Only Sketch, 115200 on /dev/cu.wchusbserial1410'.

Sketch uses 246283 bytes (23%) of program storage space. Maximum is 1044464 bytes.
Global variables use 32256 bytes (39%) of dynamic memory, leaving 49664 bytes for local variables.
Uploading 250432 bytes from /var/folders/7r/v78qfkpd1s15sv8wsflsq3fw0000gn/T/arduino_b... [32%]
..... [65%]
.....