

How to add .ZIP Libraries in Arduino IDE

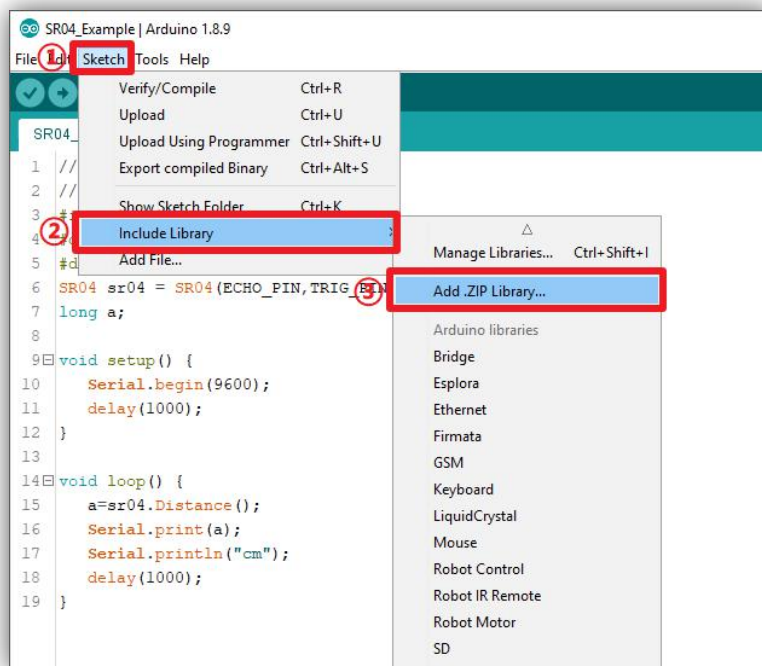
Libraries

Just like most programming platforms, the Arduino environment can be extended through the use of libraries. Libraries provide extra functionality for use in sketches, e.g. working with hardware or manipulating data. To use a library in a sketch, select it from Sketch > Include Library.

In our tutorial, all the library files needed for the program are included in the tutorial folder, we just need to add them to the IDE by following steps.

select “Add .zip Library”:

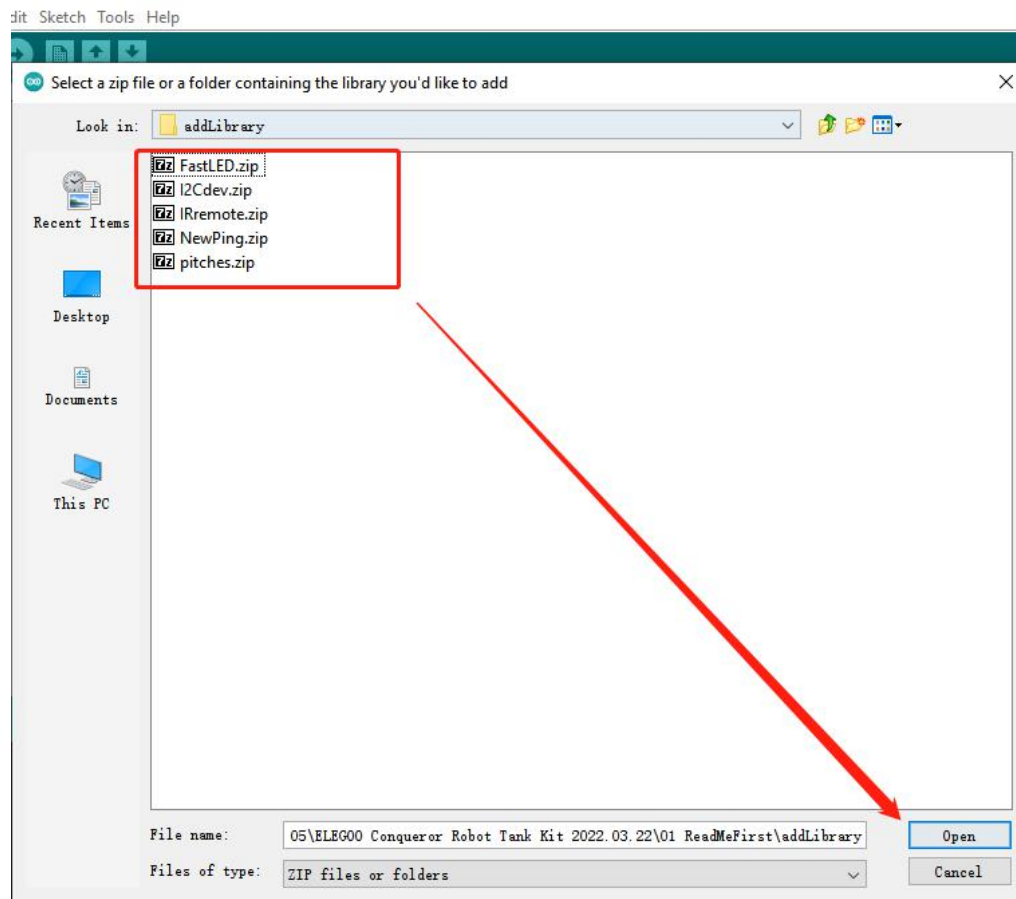
Run Arduino IDE software and click Sketch > Include Library > Add .zip Library...



The Libraries folder is under the current folder path:

<< 03 Tutorial & Code > 01 SmartRobotCarV4.0_Preparation				
Name	Date modified	Type	Size	
addLibrary	3/23/2022 4:00 PM	File folder		
01 For Mac and Ubuntu Building a Devel...	3/23/2022 2:03 PM	WPS PDF	6,414 KB	
01 For Windows Setting up development ...	3/23/2022 4:18 PM	WPS PDF	12,933 KB	
How to add .zip Library.pdf	3/22/2022 2:02 PM	WPS PDF	255 KB	
Implementation principle of SmartRobot ...	3/16/2021 5:19 PM	WPS PDF	29,155 KB	

Go to the “addLibrary” folder, choose the zip library file, and click “Open”



And then, the library will be added to IDE successfully. Please note that Arduino IDE can only add one library file at a time, so you need repeat this operation five times.

```
14 void loop() {  
15     a=sr04.Distance();  
16     Serial.print(a);  
17     Serial.println("cm");  
18     delay(1000);  
19 }
```

Library added to your libraries. Check "Include library" menu

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