

Get started with XBee Zigbee

Use the following steps to set up your environment and assemble the hardware to perform your first XBee application.

Assemble the hardware

This guide walks you through the steps required to assemble and disassemble the hardware components of your kit.

- [Plug in the XBee module](#)
- [How to unplug an XBee device](#)

The kit includes several XBee Grove Development Boards. For more information about this hardware, see the [XBee Grove Development Board](#) documentation. [Canvas/Files/Labs/XBee Grove Development Board.pdf](#)

Plug in the XBee module

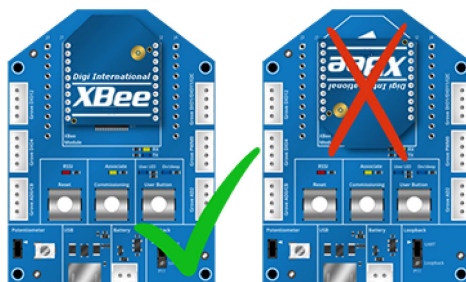
This kit includes several XBee Grove Development Boards. For more information about this hardware, visit the [XBee Grove Development Board documentation](#). [Canvas/Files/Labs/XBee Grove Development Board.pdf](#)
Follow these steps to connect the XBee devices to the boards included in the kit:

1. Plug one XBee Zigbee Mesh Kit module into the XBee Grove Development Board.

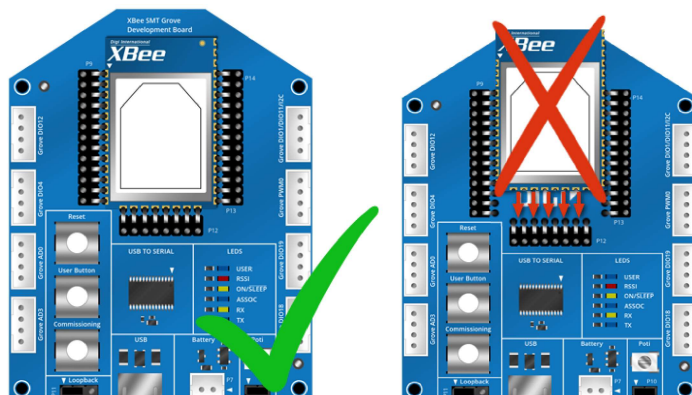


Make sure the board is NOT powered (either by the micro USB or a battery) when you plug in the XBee module.

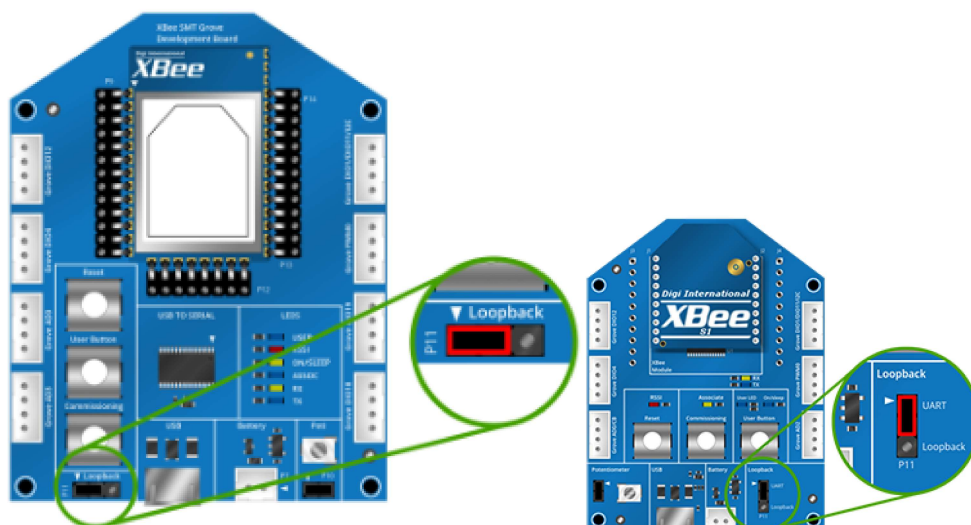
XBee THT modules have a flat edge and a more angular/diagonal edge. Match that footprint with the white lines on your board and carefully insert it, taking care not to bend any of the pins.



For XBee SMT modules, align all XBee pins with the spring header and carefully push the module until it is hooked to the board.



2. Once the XBee module is plugged into the board (and not before), connect the board to your computer using the micro USB cables provided.
3. Ensure the loopback jumper is in the UART position.



4. Connect an antenna (if applicable).

How to unplug an XBee device

To disconnect your XBee device from the XBee Grove Development board:

1. Disconnect the micro USB cable (or the battery) from the board so it is not powered.
2. Remove the XBee device from the board socket, taking care not to bend any of the pins.



CAUTION! Make sure the board is **not** powered when you remove the XBee device.