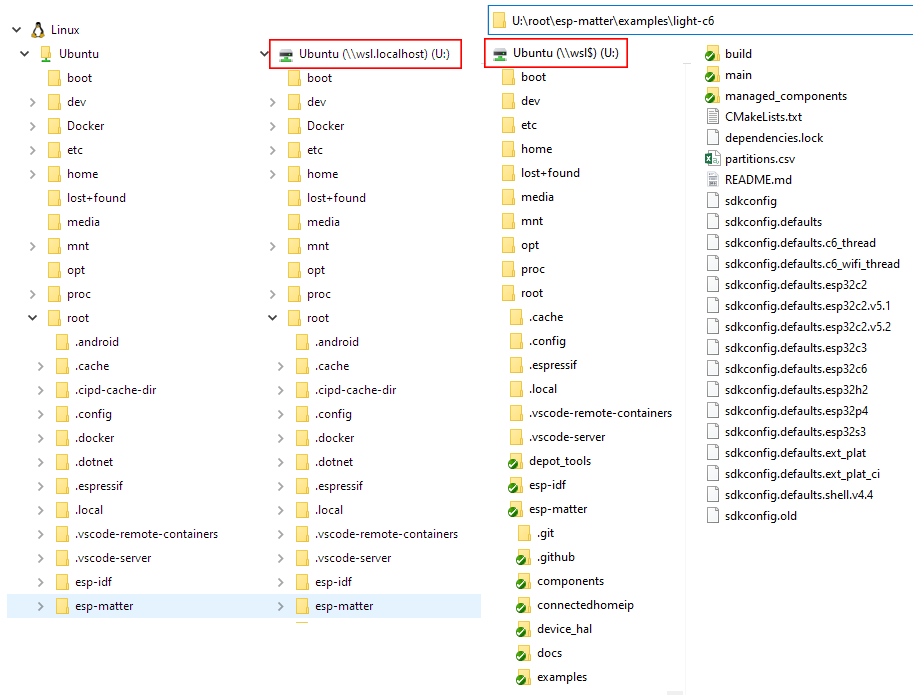
**How to setup and work with ESP-IDF and ESP-Matter**  
URL: https://github.com/mozolin/matter-thread  
  
Powershell (with Administrator rights):  
~~~  
systeminfo  
~~~  
OS Name: Microsoft Windows 10 Pro  
OS Version: 10.0.19045 N/A Build 19045  
Works successfully under this version of Windows!  
~~~  
systeminfo  
~~~  
OS Name: Microsoft Windows 10 Enterprise  
OS Version: 10.0.19045 N/A Build 19045  
Works without COM-ports sharing under this version of Windows!

**# 1. How to install Ubuntu on Windows with WSL**https://learn.microsoft.com/en-us/windows/wsl/installCheck Ubuntu version:~~~lsb\_release -a~~~If asked to add a new user, just do it, but after that it should switch to root.Powershell:~~~  
ubuntu config --default-user root  
~~~  
  
**# 2. Ubuntu on Windows App Store**https://apps.microsoft.com/search?query=ubuntu&hl=en-us&gl=US  
Map network resource **\\wsl.localhost\Ubuntu** or **\\wsl$\Ubuntu** on disk **U** (for instance). So, the project examples can be found in **U:\root\esp-matter\examples** folder.



**# 3. Install usbipd-win**https://github.com/dorssel/usbipd-win/releases  
https://docs.espressif.com/projects/vscode-esp-idf-extension/en/latest/additionalfeatures/wsl.html#usbipd-win-in-wsl

**# 4. ESP-IDF Prerequisites (Ubuntu only)**https://docs.espressif.com/projects/esp-idf/en/latest/esp32/get-started/linux-macos-setup.html  
https://wiki.seeedstudio.com/xiao\_idf/  
~~~  
sudo apt update  
sudo apt upgrade  
sudo apt-get install git wget flex bison gperf python3 python3-pip python3-venv cmake ninja-build ccache libffi-dev libssl-dev dfu-util libusb-1.0-0  
~~~

**# 5. ESP-IDF Setup (Windows and Ubuntu)**https://docs.espressif.com/projects/esp-matter/en/latest/esp32/developing.html  
Powershell (with Administrator rights):  
~~~  
D:  
cd /  
mkdir Espressif  
cd Espressif  
~~~  
Both, Windows and Ubuntu (esp-idf v5.2.4 is recommended):  
~~~  
git clone --recursive https://github.com/espressif/esp-idf.git

cd esp-idf  
git checkout v5.2.4  
git submodule update --init --recursive

./install.sh

source ./export.sh  
~~~  
To /root/.bashrc add (Ubuntu only):~~~#-- Alias for setting up the ESP-IDF environmentalias get\_idf='. ~/esp-idf/export.sh'~~~Than run:~~~source ~/.bashrc~~~  
Now it is possible to run get\_idf to set up or refresh the esp-idf environment in any terminal session.

**# 6. Matter Prerequisites (Ubuntu only)**https://github.com/project-chip/connectedhomeip/blob/master/docs/guides/BUILDING.md#prerequisites  
https://wiki.seeedstudio.com/xiao\_esp32\_matter\_env/  
  
~~~  
sudo apt-get install git gcc g++ pkg-config libssl-dev libdbus-1-dev libglib2.0-dev libavahi-client-dev ninja-build python3-venv python3-dev python3-pip unzip libgirepository1.0-dev libcairo2-dev libreadline-dev default-jre  
~~~

**# 7. ESP Matter Setup (Ubuntu only)**https://docs.espressif.com/projects/esp-matter/en/latest/esp32/developing.html#esp-matter-setup  
https://wiki.seeedstudio.com/xiao\_esp32\_matter\_env/

~~~  
cd esp-idf  
source ./export.sh  
cd ..  
git clone --recursive https://github.com/espressif/esp-matter.git  
cd esp-matter  
./install.sh  
cd esp-idf  
source ./export.sh  
cd ..  
cd esp-matter  
source ./export.sh  
export IDF\_CCACHE\_ENABLE=1  
~~~  
To /root/.bashrc add:  
~~~  
#-- Alias for setting up the ESP-Matter environment  
alias get\_matter='. ~/esp-matter/export.sh'  
  
#-- Enable ccache to speed up compilation  
alias set\_cache='export IDF\_CCACHE\_ENABLE=1'  
~~~  
Than run:  
~~~  
source ~/.bashrc  
~~~  
Now it is possible to run get\_matter and set\_cache to set up or refresh the esp-matter environment in any terminal session.  
  
Note:

"A complete installation of Ubuntu, ESP-IDF and ESP-Matter takes up about 20 GB of disk space on drive C."

**# 8. Install Visual Studio Code**https://code.visualstudio.com/

**# 9. Install Remote WSL extension in Visual Studio Code**https://docs.espressif.com/projects/vscode-esp-idf-extension/en/latest/additionalfeatures/wsl.html#install-remote-wsl-extension-in-visual-studio-code

**# 10. Make an example project (all the settings are made for ESP32-C6 development board)**- Make a copy of /root/esp-matter/examples/**light** folder to ../**light-c6**  
- Open this folder in VSCode using remote WSL or in Ubuntu  
~~~  
cd /root/esp-matter/\examples/light-c6 #-- Navigate to the light example directory  
rm -rf build/ #-- Clean previous build files  
idf.py set-target esp32c6 #-- Set the build target to ESP32-C6  
idf.py menuconfig #-- Enter the configuration menu  
~~~  
CONFIG\_OPENTHREAD\_ENABLED=y  
CONFIG\_ENABLE\_WIFI\_STATION=n  
CONFIG\_USE\_MINIMAL\_MDNS=n  
  
**!!! MAKE ALL PICTURES AT HOME => MENUCONFIG ESP32C6 !!!**  
  
Powershell:  
~~~  
usbipd list  
usbipd bind --busid 1-3  
usbipd attach --wsl --busid 1-3  
~~~  
  
There may be issues with shared access to COM ports in Windows 10 Enterprise. Therefore, it will not be possible to use Ubuntu ports for flashing and monitoring the firmware. In this case, we should make a build in VSCode using a remote WSL or in Ubuntu, and then use a shared drive (**U**). Here is an example of a BAT file for flashing and monitoring: **/D/Espressif/idf\_build\_c6.cmd**  
  
Ubuntu:  
~~~  
dmesg | tail  
~~~  
  
Powershell:  
~~~  
usbipd list –u  
~~~  
**!!! MAKE A PICTURE AT HOME !!!**  
  
Ubuntu:  
~~~  
lsusb  
~~~  
**!!! MAKE A PICTURE AT HOME !!!**  
 **# 11. ??? Test Setup (CHIP Tool)**https://docs.espressif.com/projects/esp-matter/en/latest/esp32c6/developing.html#test-setup-chip-tool

**# 12. ??? Working with the CHIP Tool**https://github.com/project-chip/connectedhomeip/blob/master/docs/development\_controllers/chip-tool/chip\_tool\_guide.md

**# 13. Matter Shell Reference**https://project-chip.github.io/connectedhomeip-doc/examples/chef/README\_SHELL.htmlhttps://docs.espressif.com/projects/esp-matter/en/latest/esp32/developing.html#device-console

**# 14. How to generate Matter Onboarding Codes (QR Code and Manual Pairing Code)**https://docs.espressif.com/projects/esp-matter/en/latest/esp32/faq.html#a1-9-how-to-generate-matter-onboarding-codes-qr-code-and-manual-pairing-code