

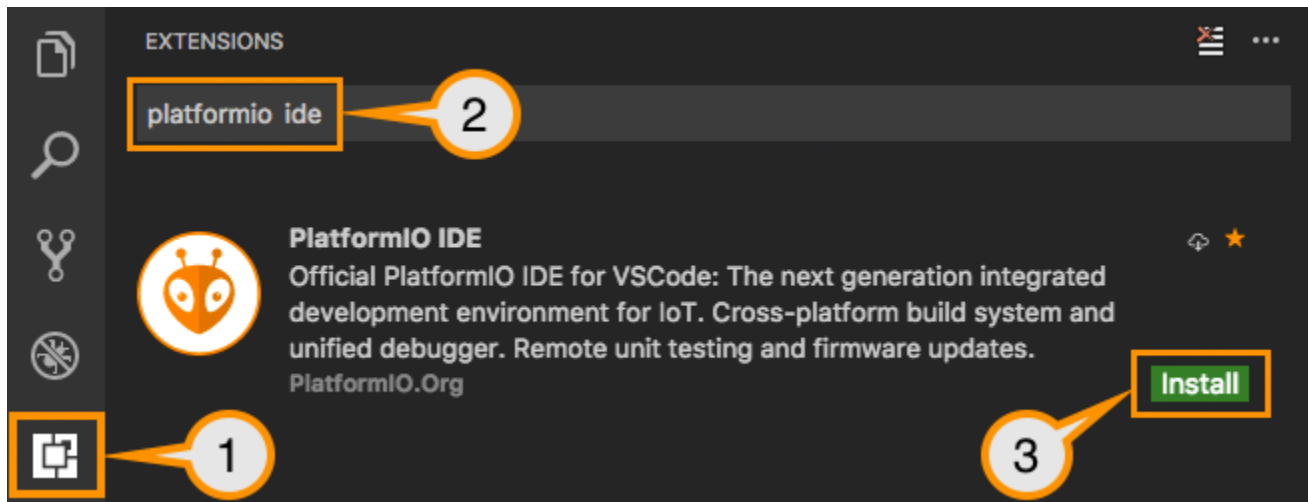
## Lab 0: Getting Started

Requirements:

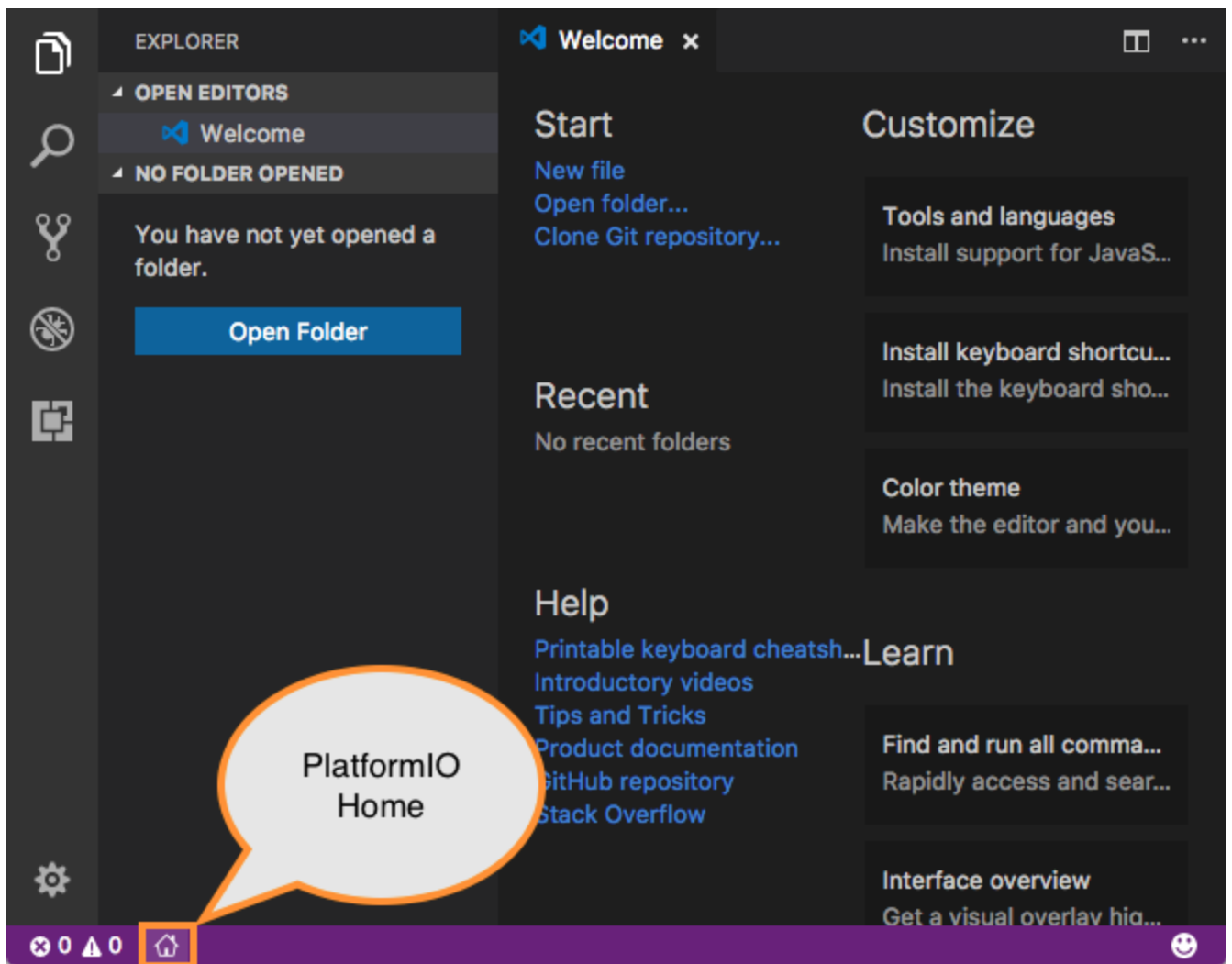
- [PlatformIO](#)
- [Visual Studio Code](#)

Windows:

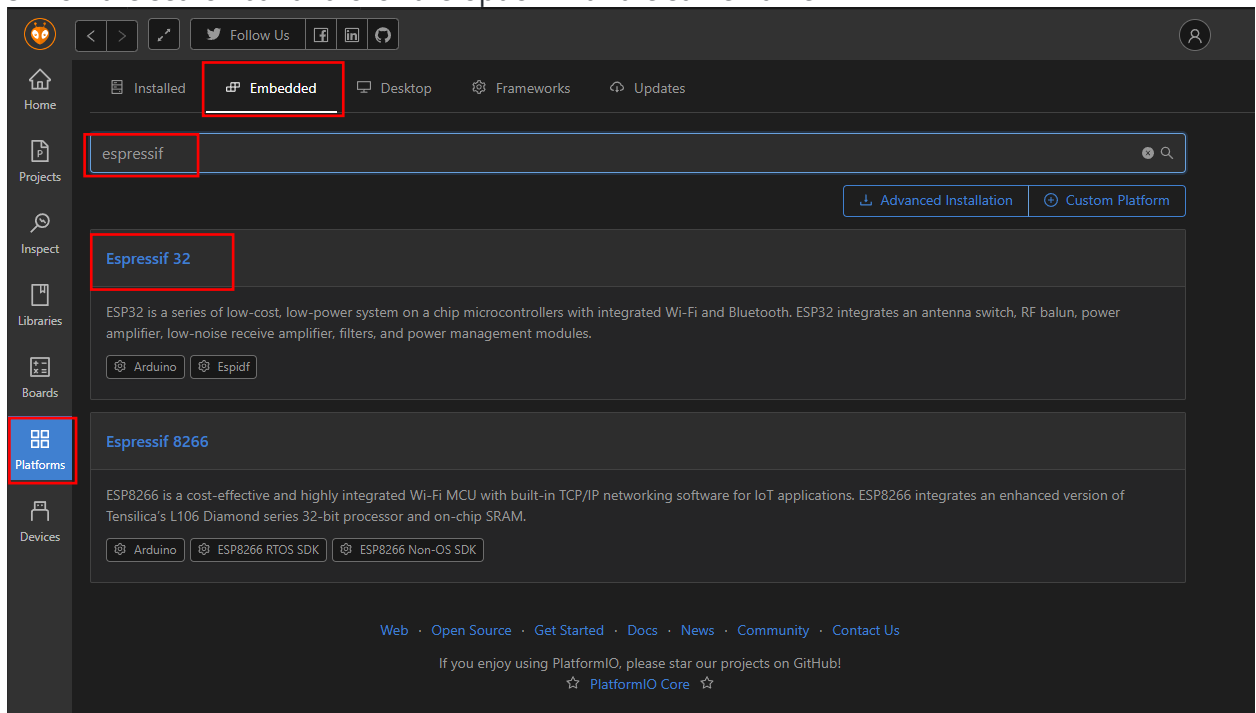
1. If you have not already download and install Visual Studio Code (VSCode) for Windows [here](#).
2. After you have installed VSCode you need to install the PlatformIO extension.
  - a. Open VSCode extension manager.
  - b. Search for the official `platformio ide` extension.
  - c. Install PlatformIO IDE.



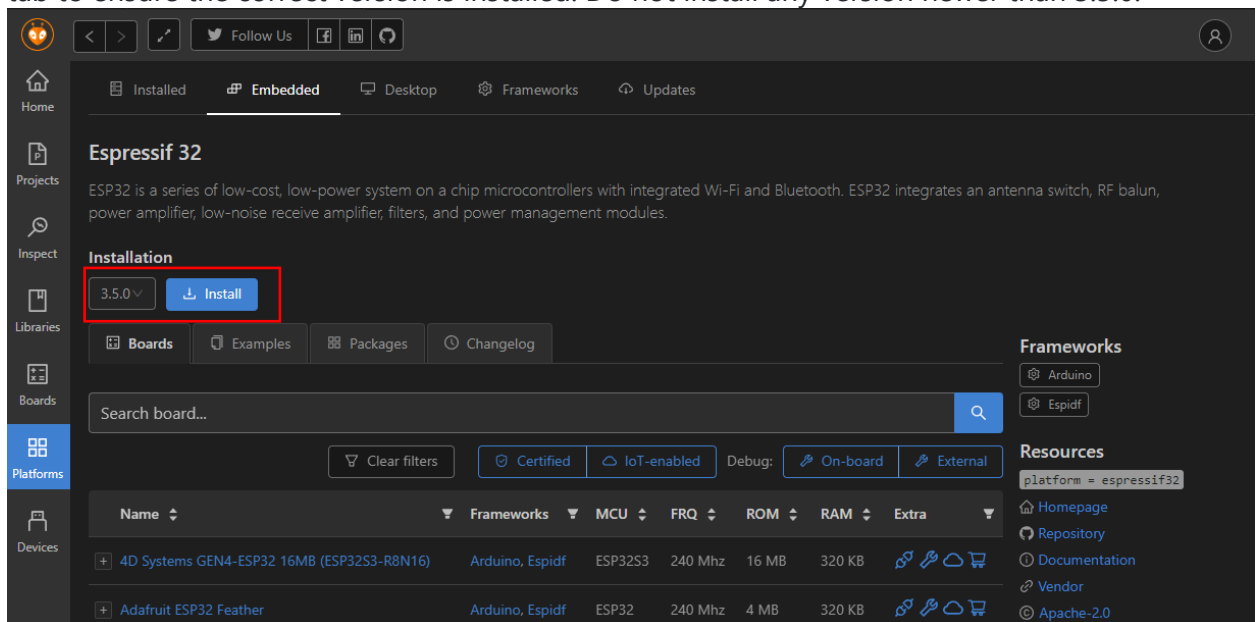
3. After installing the platformio extension you may need to exit VSCode and reopen it, regardless if you receive a prompt or not I would suggest doing that now.
4. Reopen VSCode.
5. PlatformIO may or may not automatically open if it does not simply click the home button.

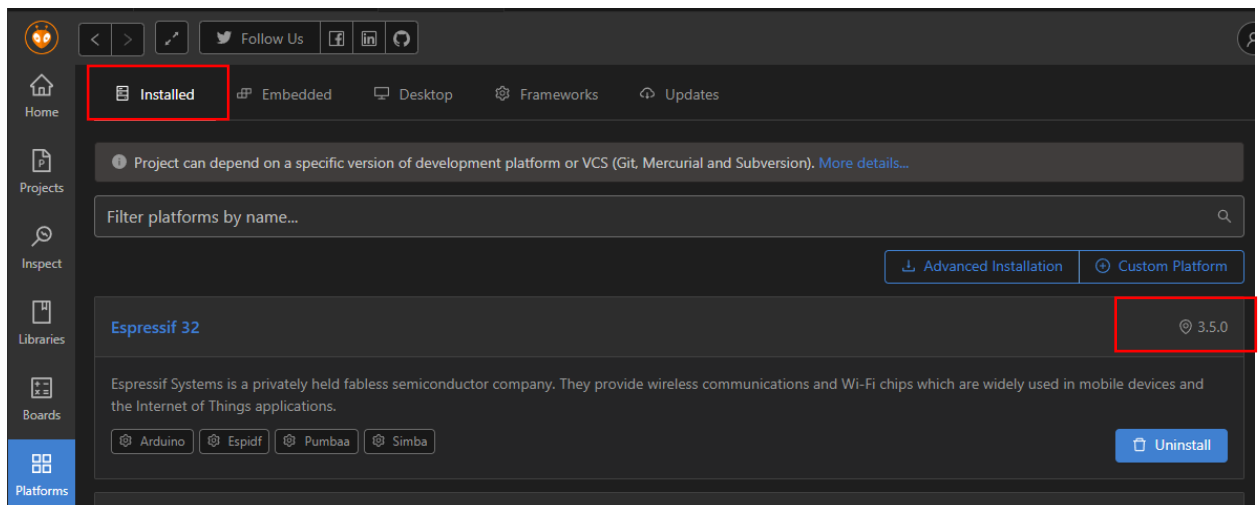


- On the PlatformIO sidebar, click on Platforms and then Embedded. Search for "espressif 32" on the search bar and click the option with the same name

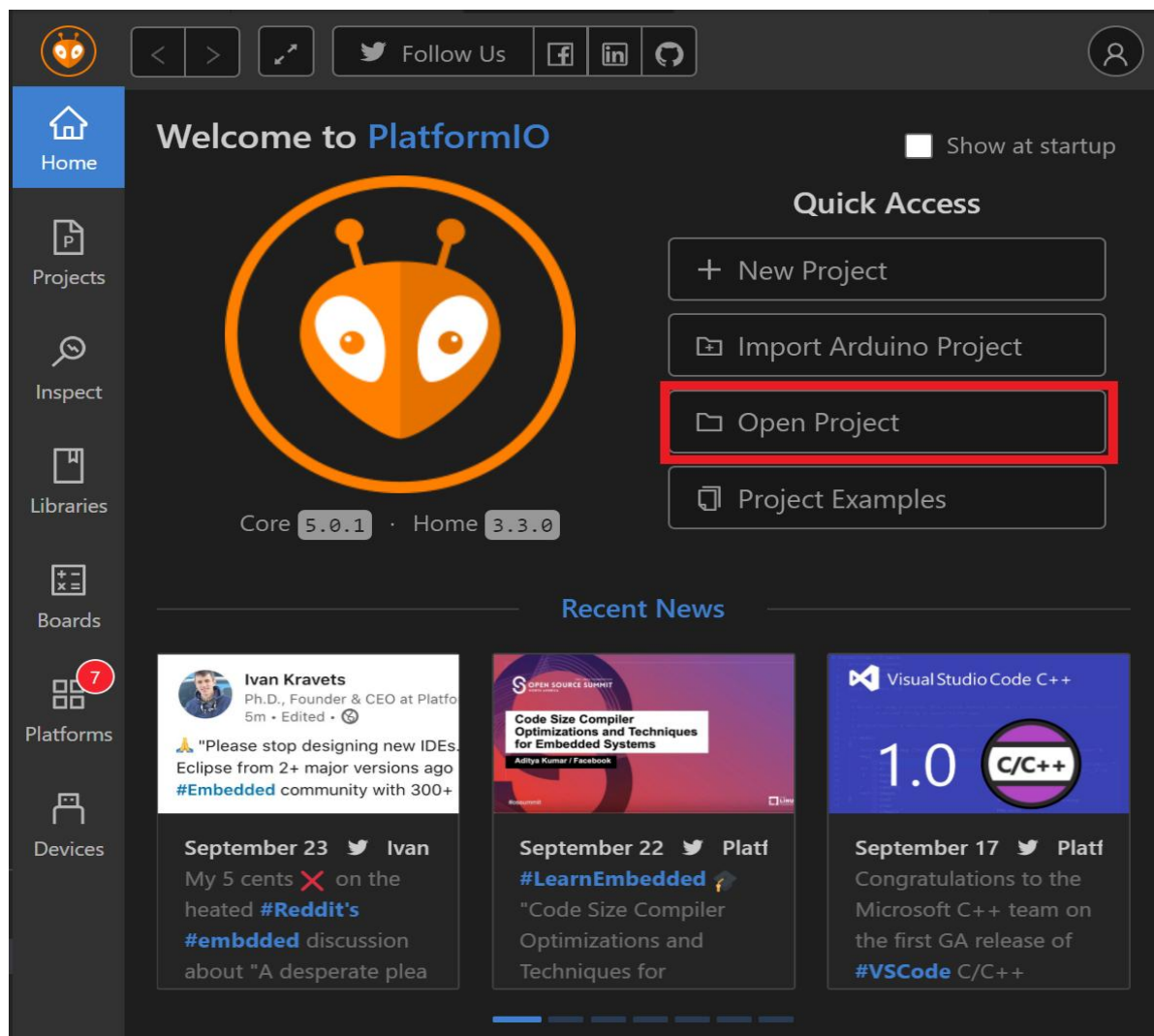


- Select version 3.5.0 and install it. Once the installation is complete, check the Installed tab to ensure the correct version is installed. Do not install any version newer than 3.5.0.

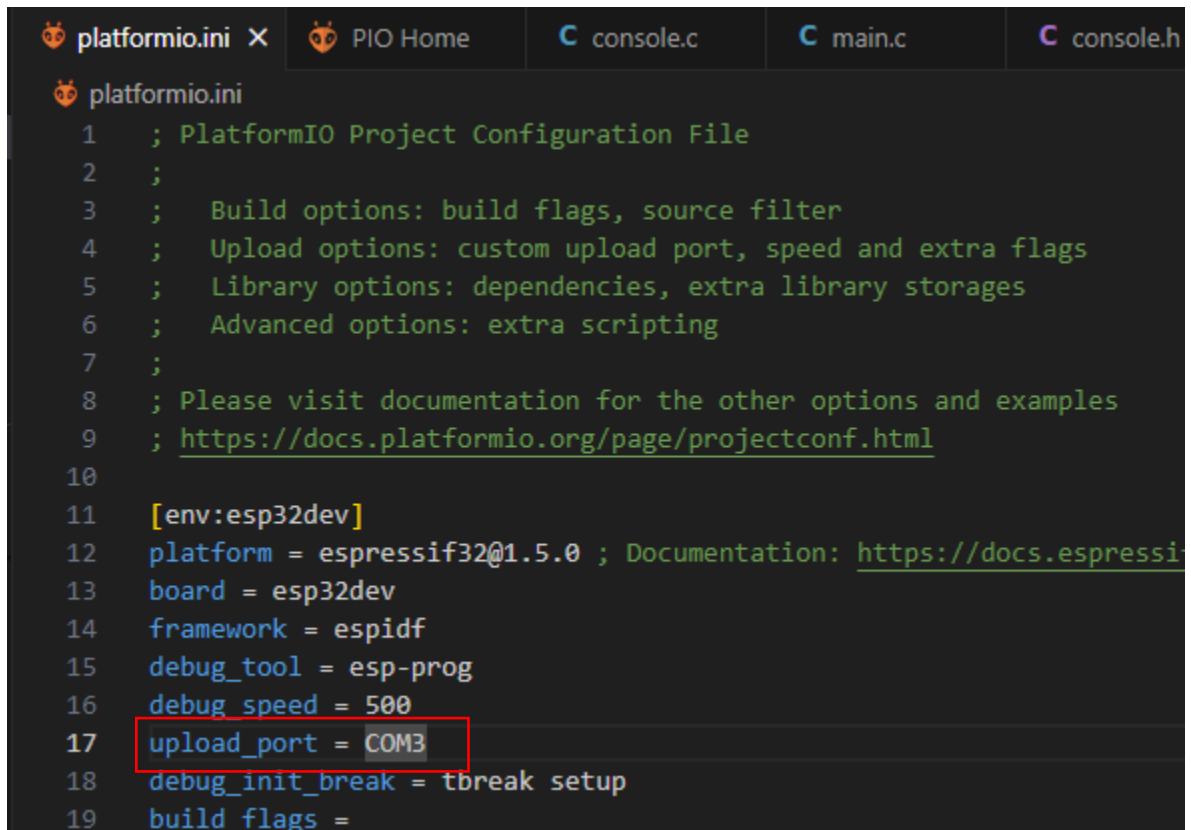




8. Now on the home screen click open project.

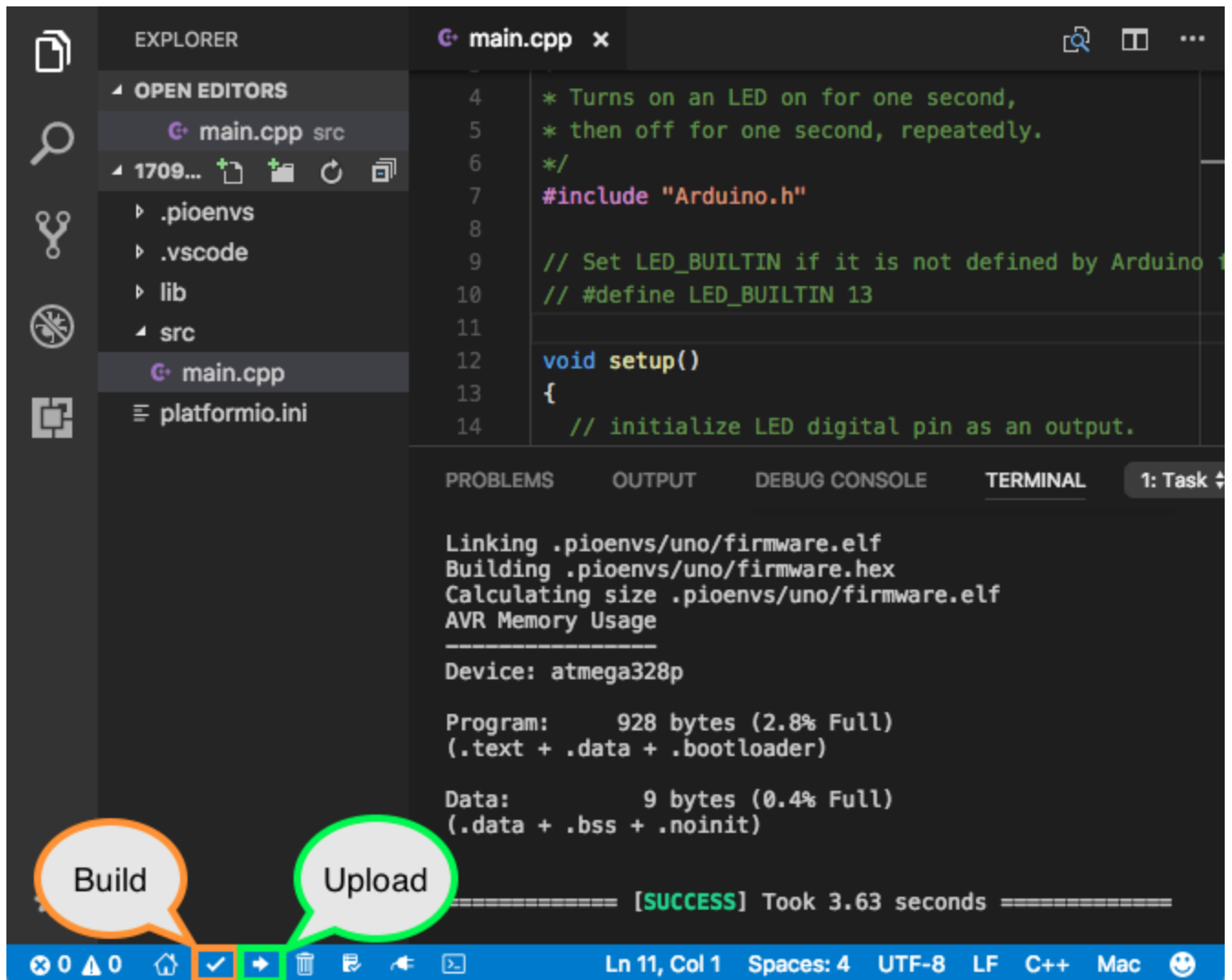


7. Navigate to the place where you cloned this project and open the `iot_labs` folder, **make sure there is no whitespace in the path to this project.**
8. Locate the file called "platformio.ini". You will need to modify the upload port to match the one your computer assigns the board when plugged in.



```
platformio.ini X PIO Home C console.c C main.c C console.h
platformio.ini
1 ; PlatformIO Project Configuration File
2 ;
3 ; Build options: build flags, source filter
4 ; Upload options: custom upload port, speed and extra flags
5 ; Library options: dependencies, extra library storages
6 ; Advanced options: extra scripting
7 ;
8 ; Please visit documentation for the other options and examples
9 ; https://docs.platformio.org/page/projectconf.html
10
11 [env:esp32dev]
12 platform = espressif32@1.5.0 ; Documentation: https://docs.espressi
13 board = esp32dev
14 framework = espidf
15 debug_tool = esp-prog
16 debug_speed = 500
17 upload_port = COM3
18 debug_init_break = tbreak setup
19 build_flags =
```

9. Everything else should already be configured for you to build simply hit the build button and make sure you do not get any errors.
  1. You may need to install drivers to upload to your board  
<https://www.silabs.com/developers/usb-to-uart-bridge-vcp-drivers>
  2. If you receive an error saying "package espidf@3.30101.0 not found" please download the [framework-espidf@3.30101.0.zip](#) found on Canvas and extract its contents into the ".platformio/packages" folder. The location of the ".platformio" folder will depend on your install location. The default location for Windows machines would be "C:\Users\\.platformio\packages".



10. Once you have successfully uploaded the project to the board, please submit a video of the board showing temperature and humidity, date (It does not need to be the correct time or date) and the LED lights flashing in a binary sequence order on Canvas.