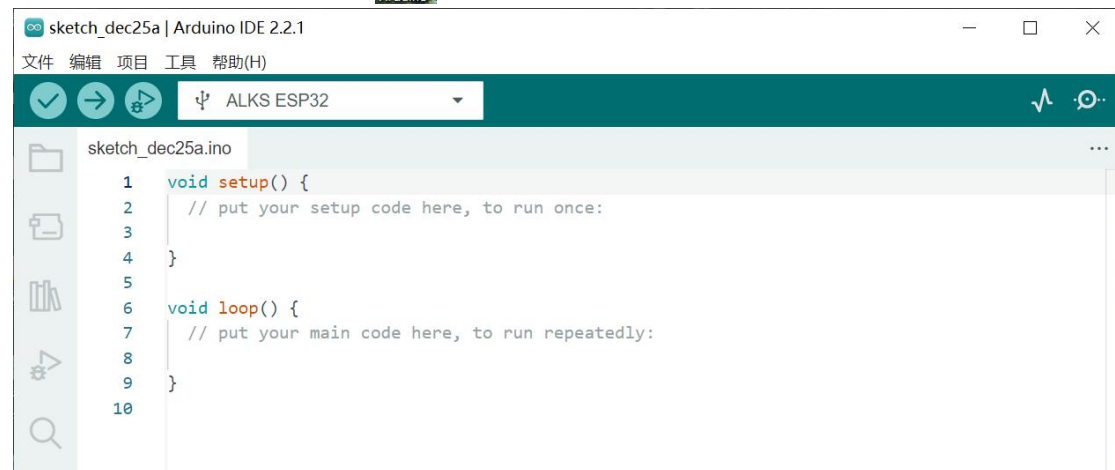


Instructions for use:

1. Download software and development board

We take the module in the arduino IDE (can be downloaded from the official website <https://www.arduino.cc/en/Main/Software>) development environment as an example to illustrate how to use the module.

Open the software Arduino IDE,  The following interface appears.



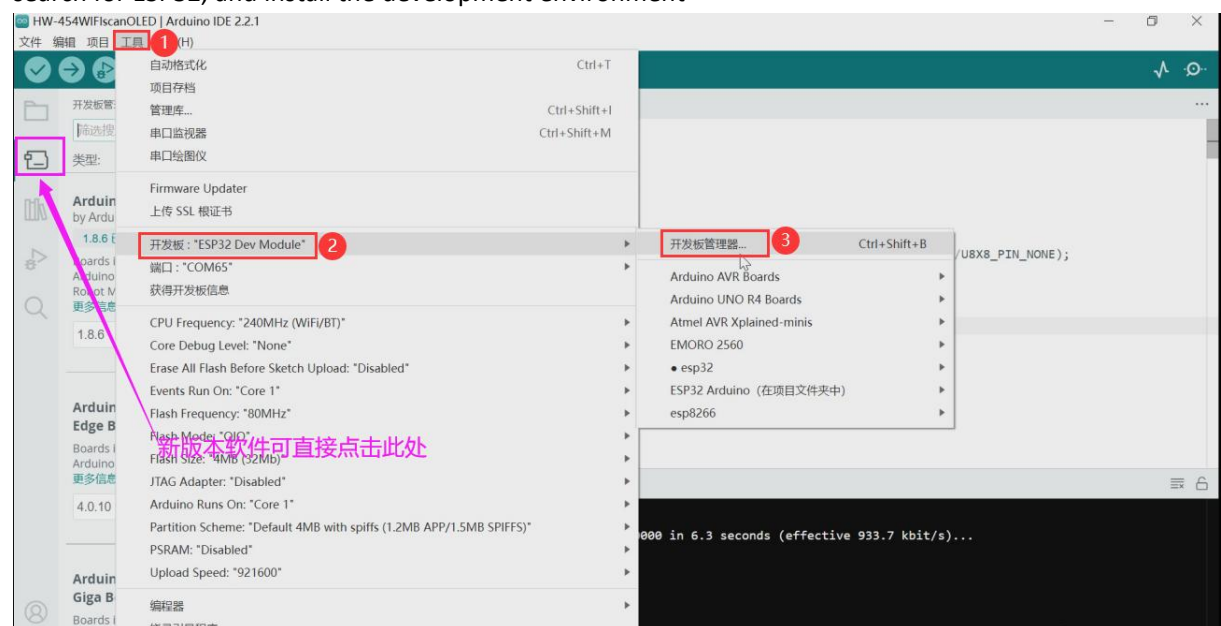
2. Add ESP32 development environment

Add path to ESP32 development environment

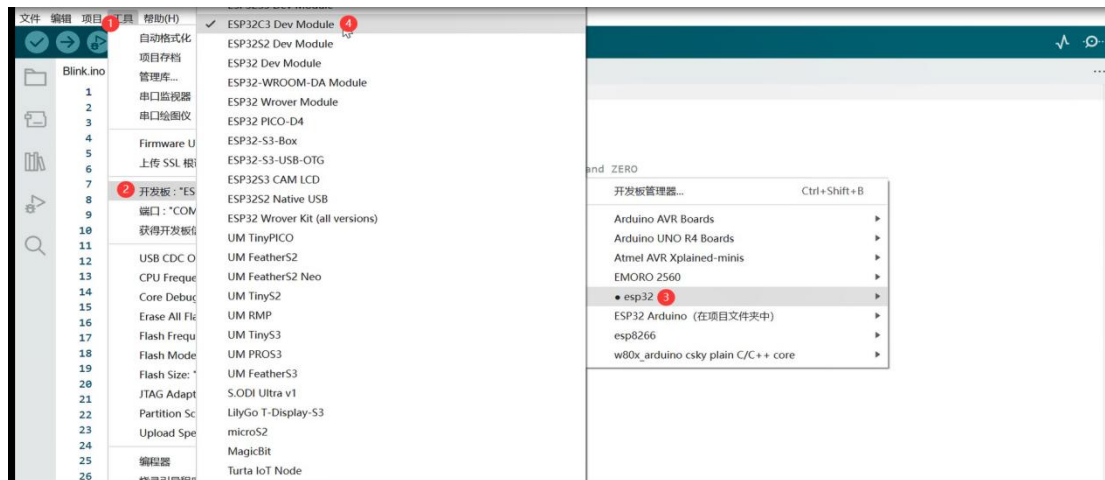
In the Arduino IDE, open File->Preferences (shortcut key 'Ctrl+,').

Put the json address of the development board https://dl.espressif.com/dl/package_esp32_index.json into the attached in the development board manager URL. Click "OK" ('OK' for new versions). Click "OK" again ('OK' for the new version) to return to the Arduino IDE homepage.

Click the development board manager, the development board manager window will appear, search for ESP32, and install the development environment

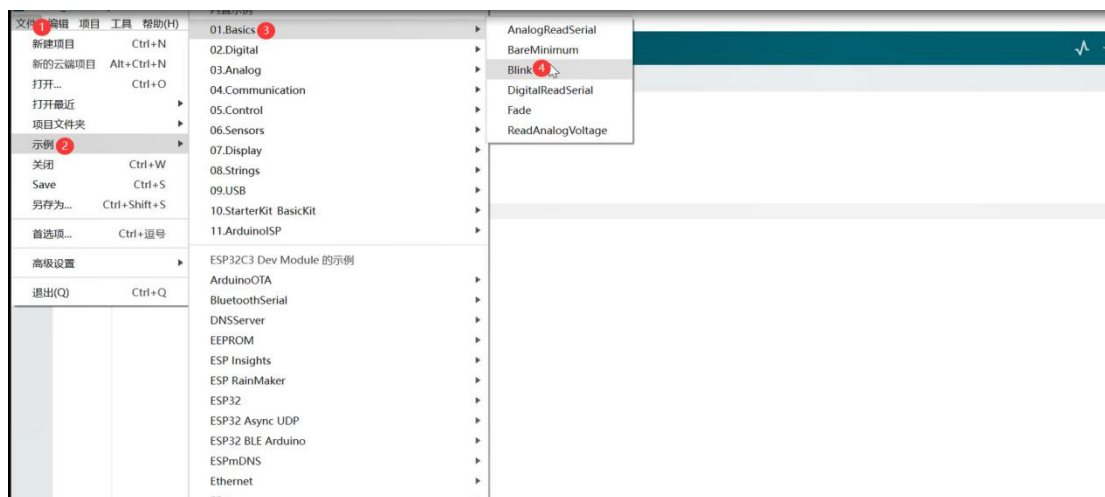


Already installed, you can use it directly. After installation, you can see in the development board that a lot of support for ESP32 modules has been added.

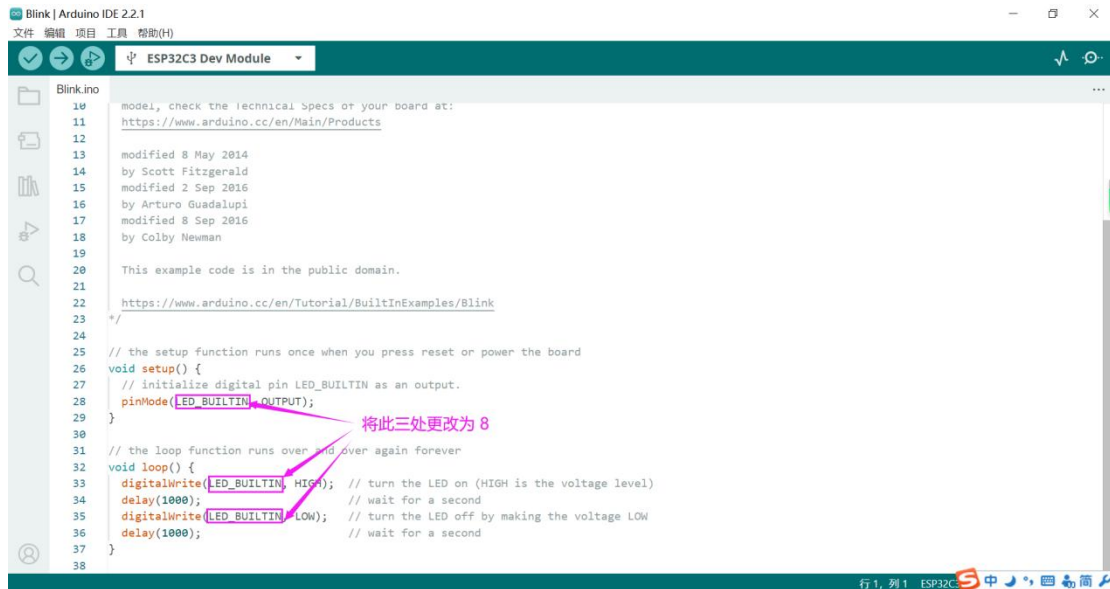


3. Start downloading the flash program test:

Select File-Example-Blink



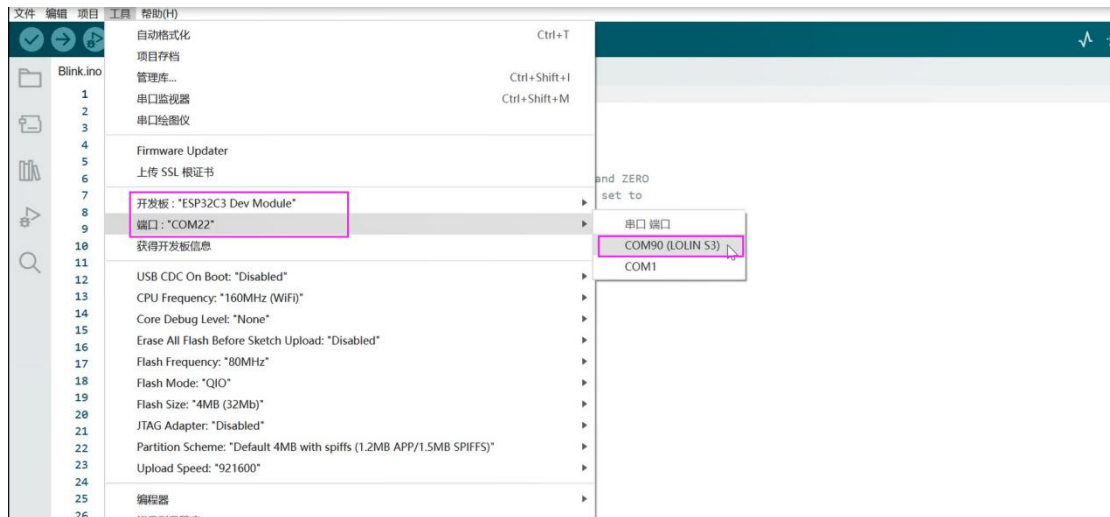
As shown below, change LED_BUILTIN to 8



Select the corresponding port and development board model

Note: If the Com port cannot be recognized on Arduino, you can try this method:

Manually enter download mode: Method 1: Press and hold BOOT to power on. Method 2: Press and hold the BOOT button of the ESP32C3, then press the RESET button, release the RESET button, and then release the BOOT button. At this time, the ESP32C3 will enter the download mode.



Click upload and wait until the download is completed and the blue indicator light on the module flashes normally.

