How to Build Ardupilot with Arduino

From Version 3.1

For APM 2.0, 2.5, and 2.6



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Step 1 Install Git-SCM

http://git-scm.com/download/win

Please follow the screenshots below to make your selections during install.

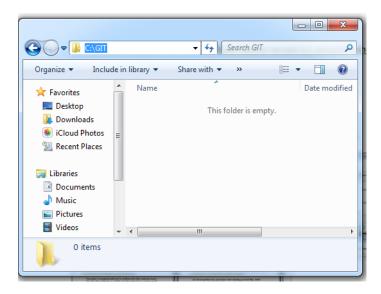




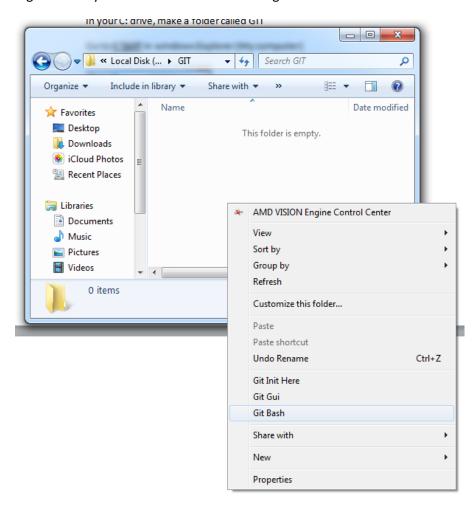
Step 2 Download source

In your C: drive, make a folder called GIT

Go to **C:\GIT** in windows Explorer (My computer)



Right click anywhere in the folder and click git bash



This screen will come up

```
Welcome to Git (version 1.8.4-preview20130916)

Run 'git help git' to display the help index.
Run 'git help (command)' to display help for specific commands.

proficecePROFICNC-PC /C/GIT

$ _____
```

In this screen type

git clone git://github.com/diydrones/ardupilot.git

```
Welcome to Git (version 1.8.4-preview20130916)

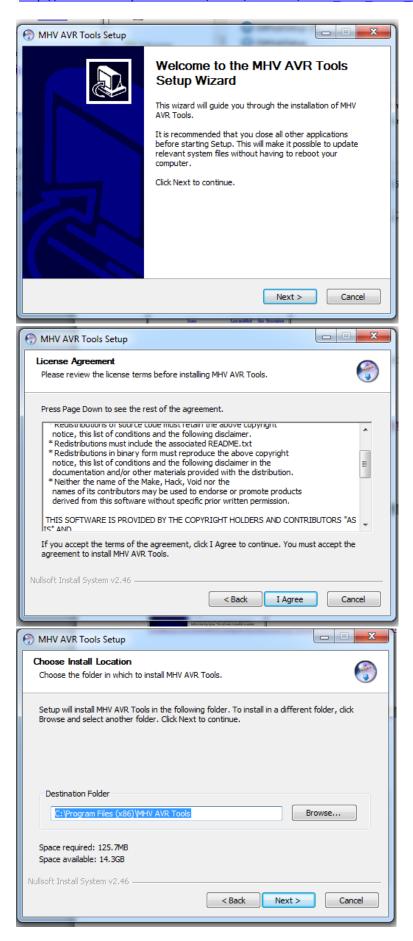
Run 'git help git' to display the help index.
Run 'git help (command)' to display help for specific commands.

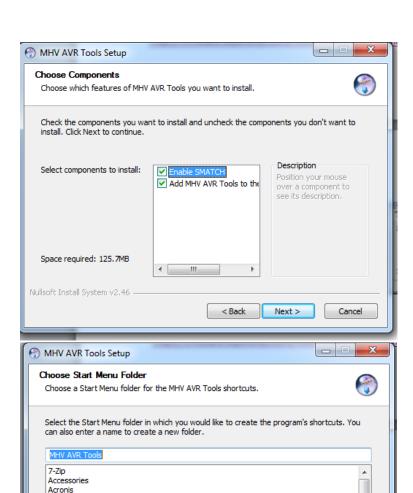
profice@PROFICNC-PC /C/GIT
$ git clone git://github.com/diydrones/ardupilot.git_
```

When it is finished it should look like this....

Step 3 Install MHV_AVR_Tools to its default location.

http://firmware.diydrones.com/Tools/Arduino/MHV AVR Tools 20121007.exe





Administrative Tools Altium AMD VISION Engine Control Center

ASRock Utility Atmel Brother Games GIGABYTE Git

Nullsoft Install System v2.46 —

Ξ

Cancel

< Back Install

Step 4 Install ArduPilot-Arduino

Next unzip the special ArduPilot Arduino package

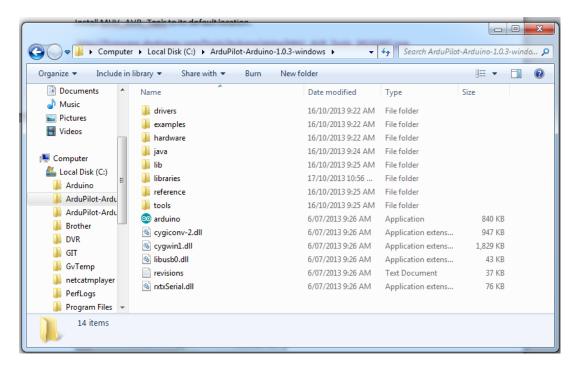
This is a new version, using the 4.7.2 version of GCC

 $\underline{http://firmware.diydrones.com/Tools/Arduino/ArduPilot-Arduino-1.0.3-gcc-4.7.2-windows.zip}$

I unzipped this Directly to my C: drive.

Step 5. Configure Arduino

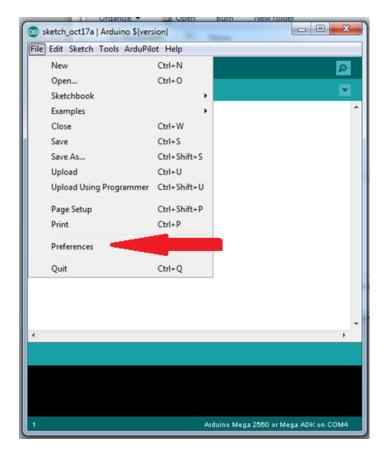
Go to your Arduino folder

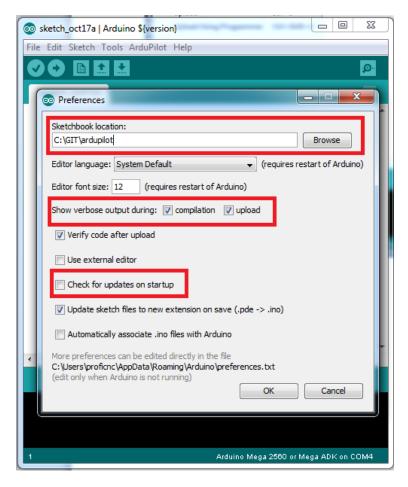


Double click the Arduino icon



When Arduino opens, go to the file menu





Set Sketchbook location to your Ardupilot directory in your GIT folder.

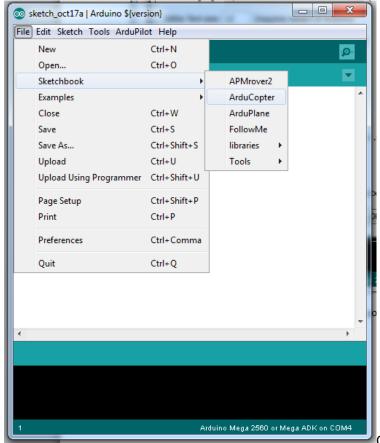
Also set verbose for both compile and upload

And DO NOT check for updates on start-up... (Remember, this is a special version just for ArduPilot.)

Click OK and close Arduino

Step 6 Connect your APM to your USB

Re-open Ardupilot and under the file tab, click on sketchbook, then the program you wish to load onto your APM2.x (for this example we will use Arducopter, though the others use the same methods.



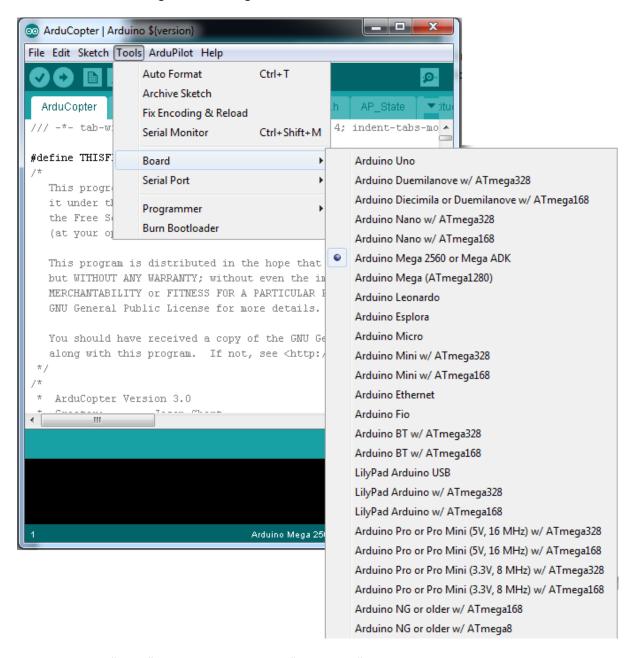
Once this is loaded, click on the Ardupilot tab, and

select Ardupilot mega 2.x out of the HAL options.

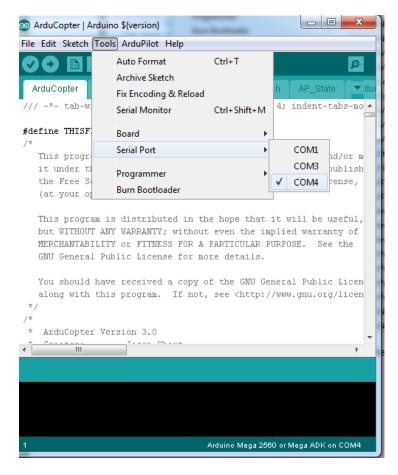


Then click the "Tools" tab,

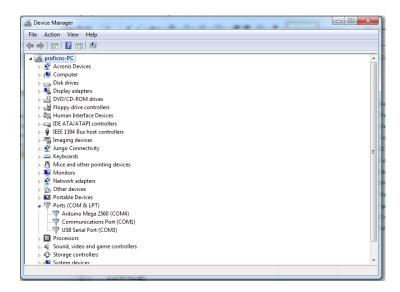
and select "Arduino Mega 2560 or Mega ADK" from the "Board" tab.



Next select the "Tools" tab again, and set the "Serial Port" to the one your APM is connected to.



In my case it was COM4, but check under device manager / Ports to find out on your system..



Step 7 Configure Arducopter.

Click on the APM_Config.h file tab.

Enable or disable the features you wish in this file.

le if you want to compile with auto tune enabled, make sure the line

#define AUTOTUNE DISABLED // disable the auto tune functionality to save 7k of flash

Is changed to

#define AUTOTUNE ENABLED // disable the auto tune functionality to save 7k of flash

Save this file and select the file Arducopter.

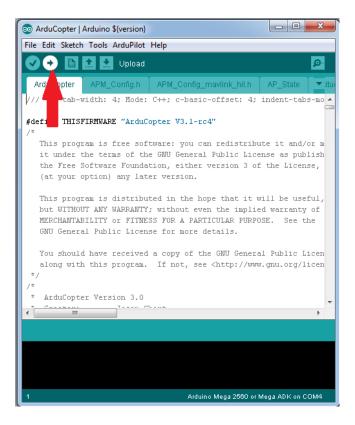
At this point you are ready to compile.

I would choose Verify for the first attempt.



Step 8 Upload to your ArduPilot.

Then if all is well



This may take a while...

You should end up with...



Configure Your ArduPilot using planner, as normal.

WARNING

The code you have just compiled is now UN-TESTED in your configuration. Please use only for testing. If you are not confident, please just use mission planner to upload pre-compiled code.

Updating your code

Please ensure that the version of code on your PC is the latest version, use git to update your code to the latest code.