|  |
| --- |
| **Steps for First Time Setup**  **1. Install Development Tools**  **Windows**  On Windows, you'll need Cygwin, a Java JDK, and ant.  Cygwin is downloadable from <http://www.cygwin.com/> or specifically: <http://www.cygwin.com/setup.exe>  Of the packages, begin with the defaults, and add:   * git - used for version control * make, gcc-mingw, and g++ - used to build arduino.exe (this will also pull in gcc-core) * perl - use this version, activestate or other distros have trouble * unzip, zip - for dealing with archives   Included in the defaults, but make sure:   * coreutils (or textutils), gzip, tar   Not required but useful:   * openssh - command line ssh client * nano - handy/simple text editor   And be sure to leave the option selected for 'unix line endings'  Download and install [ant](http://ant.apache.org/). Add the apache-ant-xxx\bin directory to your path.  Download and install a Java JDK and point the JAVA\_HOME environment variable to its root directory. An error message that reads "Unable to locate tools.jar. Expected to find it in C:\Program Files\Java\jre6\lib\tools.jar" means you need to set JAVA\_HOME to your JDK (not JRE) installation.  **Mac OS X**  On Mac OS X, install Apple's Developer Tools and git.  **Linux**  On Linux, you need the Sun Java SDK, avr-gcc, avr-g++, avr-libc, make, ant, and git.  **2. Grab the code from GitHub**  this grabs the code as an anonymous user.  # grab the code, it'll take a while git clone git://github.com/arduino/Arduino.git # (maybe even a long while for you dialup and international folks)  **3. Build It**  Use the command line.  cd /path/to/arduino/build ant  # if everything went well, you'll have no errors. (feel free to make # suggestions for things to include here for common problems)  # then to run it ant run  # each time you make a change, use ant to build the thing  # and run to get it up and running.  **Updating to the Latest Version**  Each time you want to update to latest version from svn:  cd /path/to/arduino git pull git update  If new folders have been added, or you're gettin odd errors, use:  ant clean |
|  |

Comment by [safety...@gmail.com](http://code.google.com/u/110251529128997827451/), Jan 2, 2009

When building (e.g., make.sh), there will be several errors displayed when the OS is unable to copy some of the subversion directories. These can be ignored.

Comment by [safety...@gmail.com](http://code.google.com/u/110251529128997827451/), Jan 2, 2009

Note on windows that the slashes are incorrect; yes, they are always trying to be 'different' ;) --- the correct line should be:

cd \path\to\arduino\build\windows

Comment by [safety...@gmail.com](http://code.google.com/u/110251529128997827451/), Jan 2, 2009

Here is a problem one might encounter when running under Ubuntu:

ERROR MESSAGE: java.io.IOException: Cannot run program "avr-gcc": java.io.IOException: error=2, No such file or directory

SOLUTION: sudo apt-get install gcc-avr avr-libc (see <https://developer.berlios.de/bugs/?func=detailbug&bug_id=14728&group_id=3590>)

Comment by [HauntedM...@gmail.com](http://code.google.com/u/111807941529990290312/), Jan 10, 2009

(Ubuntu Linux 64) With the default file permissions you get from svn, you may encounter errors like these:

cp: cannot create regular file `work/hardware/tools/.svn/format': Permission denied

Just run the build as sudo, or do chmods as appropriate.

Comment by [david.huard](http://code.google.com/u/david.huard/), Jan 19, 2009

I've run into a couple of problems with the installation on Ubuntu Ibex on 64 bits.

First, I needed to install two additional packages: sudo apt-get install ia32-libs librxtx-java

Then, I had to select the Sun java implementation: sudo update-alternatives --config java

Then, after calling sudo make.sh, I set myself as the owner of all the files (sudo chown -R me`).

Finally, I removed the serial library and replaced it with the library provided by librxtx: cp /usr/lib/librxtxSerial.so work/lib/

HTH

Comment by [james\_b\_...@yahoo.com](http://code.google.com/u/104447252683925719481/), Oct 22, 2009

I may have hosed up a step somewhere trying to build under XP, but I had to manually unzip jre.zip to a java directory into \arduino\build\windows\work. This may have been caused by trying to do a make before I included zip and unzip in cygwin.

Comment by [theinscr...@gmail.com](http://code.google.com/u/106988173154382762096/), Jan 13, 2010

@safetycap the slashes for windows are not incorrect. You are running under Cygwin and Cygwin uses the standard unix slash.

Comment by [Per.Al...@gmail.com](http://code.google.com/u/116480220280020402847/), Jan 27, 2010

Using windows 7 I had serious issues with the Arduino interface under 0017, where a top left section of the IDE would get repeated side-by-side and in several rows. It made the IDE useless to say the least.

Compiling under Windows 7 (32-bit)cygwin. worked fine, following the guide above, with these comments;

Used the setup.exe from cygwin.com to install cygwin basics. Could not find out how to install seperate needed packages, so ran setup.exe again and clicked on "All - default", so it became "All - install" and all the packages of the complete cygwin was downloaded (several hundred mega bytes - as warned on the cygwin web site - actually cygwin grew from abt. 500Mb HD space to now useing 4.8Gb HD space) so this took a couple of hours, and had to be restarted a couple of times. But now its ALL available!

The svn download worked just fine. Compiled just fine. Had to: chmod +x run.sh to make it run, but now the Arduino IDE looks like it does when I run 0017 under a Linux boot. And I have to start Arduino from the cygwin command window, sort of just like I have to under Linux. So far so good.

Comment by [Per.Al...@gmail.com](http://code.google.com/u/116480220280020402847/), Jan 27, 2010

I needed Teensy-0017 to integrate with 0018, wich it wouldn't. But by copying the JAVA folder from 0018 to 0017, the IDE interface seems to have been mended, and I still have Teensy installers available in 0017. Here is me hoping it will work stable now!?

Comment by [henri.gu...@free.fr](http://code.google.com/u/103249945159498257467/), Apr 16, 2010

I have a suggestion for the next arduino's IDE version. Just to change "code.getPrettyName()" (in the line 364 of EditorHeader[?](http://code.google.com/p/arduino/w/edit/EditorHeader).java file) by "code.getFileName()" to have an access to files with same name but differents extensions.

Comment by [jimbee.1...@gmail.com](http://code.google.com/u/104832589939725607198/), May 10, 2010

@Per.Alvin, Same here w/ Vista

Comment by [rjwier...@gmail.com](http://code.google.com/u/115747382194701153861/), Jun 4, 2010

Im getting building errors from, launch4j:

launch4j? Compiling resources launch4j? Het systeem kan het opgegeven bestand niet vinden. launch4j? Er is een fout opgetreden tijdens het verwerken van: C:\Documents. launch4j? Het systeem kan het opgegeven bestand niet vinden. launch4j? Er is een fout opgetreden tijdens het verwerken van: and. launch4j? Het systeem kan het opgegeven pad niet vinden. launch4j? C:\cygwin\home\SuperCow[?](http://code.google.com/p/arduino/w/edit/SuperCow)?\arduino\build\windows\launcher\launch4j\bin\

windres.exe: no resources

BUILD FAILED C:\cygwin\home\SuperCow[?](http://code.google.com/p/arduino/w/edit/SuperCow)?\arduino\build\build.xml:29: The following error occurred

while executing this line:

C:\cygwin\home\SuperCow[?](http://code.google.com/p/arduino/w/edit/SuperCow)?\arduino\build\build.xml:403: net.sf.launch4j.BuilderExce[?](http://code.google.com/p/arduino/w/edit/BuilderExce)? ption: net.sf.launch4j.ExecException[?](http://code.google.com/p/arduino/w/edit/ExecException)?: Exec failed(1): [Ljava.lang.String;@149f04 1

It seems to go to "document and settings", why? there is nothing there to find cygwin is installed @ c:\cygwin java sdk @ programfiles and ant aswell

Comment by [mike.zaf...@gmail.com](http://code.google.com/u/103199515299359299186/), Aug 15, 2010

@rjwiersma, I had the same problem, identically, it turned out that running the ant command from within a cygwin screen was the problem. On XP, from the start menu, press Run... , enter cmd then press enter, now your in a DOS type screen, navigate to the build directory and simply type ant and enter.

Comment by [david.fo...@gmail.com](http://code.google.com/u/105888019085986065447/), Sep 11, 2010

When I try "ant run" I get the following error. The arduino file is there, I can run it as ./arduino if I cd to the linux/work directory first.

BUILD FAILED /root/development/arduino/arduino-read-only/build/build.xml:33: The following error occurred while executing this line: /root/development/arduino/arduino-read-only/build/build.xml:318: Execute failed: java.io.IOException: Cannot run program "linux/work/arduino" (in directory "/root/development/arduino/arduino-read-only/build/linux/work"): java.io.IOException: error=2, No such file or directory

Comment by [bugrao...@gmail.com](http://code.google.com/u/106454725728312168648/), Sep 14, 2010

@david.fowler same problem although i've installed avr-gcc and avr-libc. Any solutions so far?

Comment by [schne...@gmail.com](http://code.google.com/u/106826842598377391843/), Sep 22, 2010

Same problem here as david.fowler, I am running Slackware64 13.1. There is an arduino executable created in the linux/work directory but it gives errors when executed. There isn't a 64bit version on the download page for the latest version and this could be why. I have yet to get the arduino software working on a 64bit linux OS after a year of trying.

Comment by vmb...@gmail.com, Sep 28, 2010

Hi, the linux 64 bit problem is due to a 32 bit version of librxtxserial.so. I downloaded <http://rxtx.qbang.org/pub/rxtx/rxtx-2.2pre2-bins.zip> and copied the librxtxserial.so and RXTXcomm.jar to the arduino/build/linux/work/lib folder. The IDE now loads though it does warn about an RXTX version mismatch. I haven't actually tried connecting an arduino yet though.

Comment by [bluesquall](http://code.google.com/u/bluesquall/), Sep 30, 2010

similar/same problem to david.fowler, schnee72, vmburd

Ubuntu 10.04 32bit svn rev: 1096 my arduino executable loads fine from ~/Repos/arduino/build/linux/work running `ant' in ~/Repos/arduino/build/ is successful but `ant run' in ~/Repos/arduino/build/ returns an error:

Cannot run program "linux/work/arduino" (in directory "~/Repos/arduino/build/linux/work"): java.io.IOException: error=2, No such file or directory

Comment by [mtb...@gmail.com](http://code.google.com/u/100573293671149094604/), Oct 1, 2010

Having the same problem as bluesquall. Steps to reproduce: mkdir arduino git clone git://github.com/arduino/Arduino.git arduino cd arduino/build ant ant run

Currently investigating but no obvious solutions. I note that "linux/work/arduino" does in fact exist relative to the CWD; running it manually yields the following: Exception in thread "main" java.lang.NoClassDefFoundError[?](http://code.google.com/p/arduino/w/edit/NoClassDefFoundError): processing/app/Base Caused by: java.lang.ClassNotFoundException[?](http://code.google.com/p/arduino/w/edit/ClassNotFoundException): processing.app.Base

at java.net.URLClassLoader$1.run(URLClassLoader.java:202) at java.security.AccessController[?](http://code.google.com/p/arduino/w/edit/AccessController).doPrivileged(Native Method) at java.net.URLClassLoader.findClass(URLClassLoader.java:190) at java.lang.ClassLoader[?](http://code.google.com/p/arduino/w/edit/ClassLoader).loadClass(ClassLoader[?](http://code.google.com/p/arduino/w/edit/ClassLoader).java:307) at sun.misc.Launcher$AppClassLoader[?](http://code.google.com/p/arduino/w/edit/AppClassLoader).loadClass(Launcher.java:301) at java.lang.ClassLoader[?](http://code.google.com/p/arduino/w/edit/ClassLoader).loadClass(ClassLoader[?](http://code.google.com/p/arduino/w/edit/ClassLoader).java:248)

Could not find the main class: processing.app.Base. Program will exit.

Comment by [mtb...@gmail.com](http://code.google.com/u/100573293671149094604/), Oct 1, 2010

Problem appears to be that the "processing" library is not built or is not on classpath.

Comment by [tim.ra...@gmail.com](http://code.google.com/u/117916328970704848716/), Oct 2, 2010

Im getting this strange error: "Buildfile: build.xml does not exist! Build failed" But, in the build map build.xml is absolutely there, what could cause this error?

Comment by [tim.ra...@gmail.com](http://code.google.com/u/117916328970704848716/), Oct 2, 2010

Got it to work, instead of just using "$ ant" i had to use "$ ant -buildfile build/build.xml"

Comment by [rick.com...@gmail.com](http://code.google.com/u/105653288906528513316/), Oct 15, 2010

When I build and run with ant the Arduino splashscreen shows up but after that the program quits without any message. I tried 'arduino.exe --l4j-debug' which creates a launch4j.log file. This is what I get. Any suggestions? I also already deleted the preferences.txt in the AppData[?](http://code.google.com/p/arduino/w/edit/AppData) folder. I'm running on Win7 x64.

CmdLine[?](http://code.google.com/p/arduino/w/edit/CmdLine): C:\work\arduino.exe --l4j-debug WOW64: yes Working dir: C:\work\. Bundled JRE: java Check launcher: C:\work\java\bin\javaw.exe (OK) Add classpath: lib\pde.jar Add classpath: lib\core.jar Add classpath: lib\jna.jar Add classpath: lib\ecj.jar Add classpath: lib\RXTXcomm.jar Launcher: C:\work\java\bin\javaw.exe Launcher args: -Xms128m -Xmx128m -classpath "lib;C:\work\java\lib\tools.jar;lib\pde.jar;lib\core.jar;lib\jna.jar;lib\ecj.jar;lib\RXTXcomm.jar" processing.app.Base Args length: 147/32768 chars Exit code: 1

Comment by [scottwa...@gmail.com](http://code.google.com/u/108121164664240184673/), Nov 17, 2010

If you want to make the IDE upload in x86\_64 land, there are a few modifications that you need to make.

1. Replace 32 bit avrdude with a 64 bit copy. If you're lucky it supports the type arduino
2. Modify the avrdude.conf definition for stk500v1 programmer to look like this:

programmer  
  id    = "stk500v1";  
  desc  = "Atmel STK500 Version 1.x firmware";  
  type  = arduino;  
;

Comment by [brau...@gmail.com](http://code.google.com/u/109733610876570767032/), Nov 24, 2010

In the 'Updating to the Latest Version' section of this tutorial it is mentioned that we should run 'git update'. Is this correct? I don't think update is a command that git recognizes.

Comment by [minirobo...@gmail.com](http://code.google.com/u/109536441073140943161/), Dec 26, 2010

Makes fine, runtime error:

linux-run:  
     [exec] java.lang.UnsatisfiedLinkError: /home/andrew/Arduino/Arduino/build/linux/work/lib/librxtxSerial.so: /home/andrew/Arduino/Arduino/build/linux/work/lib/librxtxSerial.so: wrong ELF class: ELFCLASS32 (Possible cause: architecture word width mismatch) thrown while loading gnu.io.RXTXCommDriver  
     [exec] Exception in thread "main" java.lang.UnsatisfiedLinkError: /home/andrew/Arduino/Arduino/build/linux/work/lib/librxtxSerial.so: /home/andrew/Arduino/Arduino/build/linux/work/lib/librxtxSerial.so: wrong ELF class: ELFCLASS32 (Possible cause: architecture word width mismatch)  
     [exec]     at java.lang.ClassLoader$NativeLibrary.load(Native Method)  
     [exec]     at java.lang.ClassLoader.loadLibrary0(ClassLoader.java:1750)  
     [exec]     at java.lang.ClassLoader.loadLibrary(ClassLoader.java:1675)  
     [exec]     at java.lang.Runtime.loadLibrary0(Runtime.java:840)  
     [exec]     at java.lang.System.loadLibrary(System.java:1047)  
     [exec]     at gnu.io.CommPortIdentifier.<clinit>(CommPortIdentifier.java:83)  
     [exec]     at processing.app.Editor.populateSerialMenu(Editor.java:957)  
     [exec]     at processing.app.Editor.buildToolsMenu(Editor.java:694)  
     [exec]     at processing.app.Editor.buildMenuBar(Editor.java:479)  
     [exec]     at processing.app.Editor.<init>(Editor.java:201)  
     [exec]     at processing.app.Base.handleOpen(Base.java:699)  
     [exec]     at processing.app.Base.handleOpen(Base.java:664)  
     [exec]     at processing.app.Base.handleNew(Base.java:561)  
     [exec]     at processing.app.Base.<init>(Base.java:301)  
     [exec]     at processing.app.Base.main(Base.java:190)

Comment by [henrique...@gmail.com](http://code.google.com/u/112373363689813057810/), Jan 3, 2011

This solve my linux 64 bit problem for 0022 version:

$ cd Downloads  
$ wget http://rxtx.qbang.org/pub/rxtx/rxtx-2.2pre2-bins.zip  
$ unzip rxtx-2.2pre2-bins.zip  
$ wget http://arduino.googlecode.com/files/arduino-0022-src.tar.gz  
$ tar xvfz arduino-0022-src.tar.gz  
$ rm arduino-0022/build/linux/dist/lib/librxtxSerial.so  
$ cp rxtx-2.2pre2-bins/x86\_64-unknown-linux-gnu/librxtxSerial.so arduino-0022/build/linux/dist/lib/  
$ cd arduino-0022/build/  
$ ant  
$ ant dist  
$ cd linux  
$ ls -la arduino-0022.tgz (install as usual)

Comment by [holycow...@gmail.com](http://code.google.com/u/112141395721709444576/), Jan 17, 2011

I have the same problem with the same errors as minirobo

Comment by [knkgoo...@knk-ltd.com](http://code.google.com/u/101970944230367883964/), Jan 26, 2011

on 64bit Ubuntu 10.04 (2.6.32-27-generic #49-Ubuntu SMP Thu Dec 2 00:51:09 UTC 2010 x86\_64 ): - clone Arduino from git - run "sudo apt-get install sun-java6-jdk gcc-avr avr-libc " - run "sudo update-alternatives --config java" - cd Arduino - run "ant -buildfile build/build.xml" - downloaded rxtx-2.2pre2-bins.zip (see comment above) and exchanged the librxtxSerial.so - run "ant -buildfile build/build.xml linux-run"

thanks to the parent posters

ant -buildfile build/build.xml linux-run

Comment by [carlcr...@gmail.com](http://code.google.com/u/108598188042029873990/), Jan 29, 2011

im with minirobo and holycow .. the ELF class is causing issues ..

Comment by [carlcr...@gmail.com](http://code.google.com/u/108598188042029873990/), Jan 29, 2011

currently it looks like something in the build process is over-writing the pasted in librxtxSerial.so

Comment by robf...@nyc.rr.com, Feb 13, 2011

Can someone help me with the JRE stuff. I am not a Java expert, when they say "Download and install a Java JDK and point the JAVA\_HOME environment variable to its root directory. An error message that reads "Unable to locate tools.jar. Expected to find it in C:\Program Files\Java\jre6\lib\tools.jar" means you need to set JAVA\_HOME to your JDK (not JRE) installation." What do they mean by point it to it's root directory? to the JRE6 directory under java or to the java root directory? Set PATH and JAVA\_HOME env's but still getting the error....

I am running on window vista.

Comment by robf...@nyc.rr.com, Feb 13, 2011

Ha! Went to Oracle and found a JDK, I didn't know what it was and it's a bit confusing as they call it a Java SE. It created a directory c:\Program Files\java\jdk1.6.0\_21 and then I did the following and it seems to have worked.

set %JAVA\_HOME=c:\Program Files\Java\jdk1.6.0\_21\ set PATH=%PATH%;%JAVA\_HOME%

and it worked as stated....sorry for the dumb question!

Comment by [frans.k...@gmail.com](http://code.google.com/u/101145456981107320973/), Mar 6, 2011

when compiling from repository (fetched yesterday), got error : BUILD FAILED /home/frans/apps/Arduino-IDE/Arduino/build/build.xml:34: The following error occurred while executing this line: /home/frans/apps/Arduino-IDE/Arduino/build/build.xml:146: Fix revision number in Base.java I'm using openSuse 11.3(64), installed java-1.6.0-sun jdk, ant (1.7.1-12.1) and apache-ant-regexp (1.7.1-12.2); and changed the 3 JAVA ***var's to the java-sun folders. Re-enabling the echo lines for the revision variables in build.xml on the revision-check showed this output :***

***echo[?](http://code.google.com/p/arduino/w/edit/echo) revision is 0022. echo[?](http://code.google.com/p/arduino/w/edit/echo) base revision is echo***[***?***](http://code.google.com/p/arduino/w/edit/echo) ***.***

***Looks like base revision is some control char? (like LF or CR) Just removing the line 132 :***

***<replaceregex pattern="[^0-9]\*" flags="g" replace=""/>***

***makes the version check succeed and the build complete normally. I don't know yet if the target was built correctly. This seems to be related to the comment a few lines ahead build.xml:***

***<condition property="revision.correct">***

***<!-- Using contains because I can't figure out how to get rid of the***

***LF in revision.base. Please file a bug if you have a fix. -->***

***<contains string="${revision.base}" substring="${revision}"/>***

***</condition>***

Comment by [modelxpo...@gmail.com](http://code.google.com/u/109092206952629811944/), Mar 21, 2011

I tried building in windows and cygwin today, with most recent pull. Everything builds fine, except when I try to run the exe, I get the initial splash screen, and then it disappears...nothing else loads. is there a log that gets generated?

Comment by [hmgoog...@maxabears.com](http://code.google.com/u/117997974193912804824/), Jun 7, 2011

Request for the experts - can you extend the text search, so it searches all open files ? The Ardupilot and Arducopter projects have many files, and searching each one manually is a pain. Thanks.

Comment by [liaudetg...@gmail.com](http://code.google.com/u/101298921358593574157/), Jun 14, 2011

For ubuntu 10.10 do: sudo apt-get install openjdk-6-jdk openjdk-6-jre openjdk-6-dbg

Comment by m...@hanfordonline.co.uk, Jul 5, 2011

I've just cloned and built with no problems reported by Ant, but am having the same trouble that Rick had on October 15, 2010.

Windows 7, 64-bit.

When I build and run with ant the Arduino splashscreen shows up but after that the program quits without any message.

CmdLine:        d:\source\Arduino\build\windows\work\arduino.exe --l4j-debug  
WOW64:          yes  
Working dir:    d:\source\Arduino\build\windows\work\.  
Bundled JRE:    java  
Check launcher: d:\source\Arduino\build\windows\work\java\bin\javaw.exe (n/a)  
64-bit search:  SOFTWARE\JavaSoft\Java Runtime Environment...  
Match:          SOFTWARE\JavaSoft\Java Runtime Environment\1.6  
Match:          SOFTWARE\JavaSoft\Java Runtime Environment\1.6.0\_24  
Using 64-bit runtime.  
64-bit search:  SOFTWARE\JavaSoft\Java Development Kit...  
Ignore:         SOFTWARE\JavaSoft\Java Development Kit\1.6  
Ignore:         SOFTWARE\JavaSoft\Java Development Kit\1.6.0\_24  
Using 64-bit runtime.  
Check launcher: C:\Program Files\Java\jre6\bin\javaw.exe (OK)  
Add classpath:  lib\pde.jar  
Add classpath:  lib\core.jar  
Add classpath:  lib\jna.jar  
Add classpath:  lib\ecj.jar  
Add classpath:  lib\RXTXcomm.jar  
Launcher:       C:\Program Files\Java\jre6\bin\javaw.exe  
Launcher args:  -Xms128m -Xmx128m -classpath "lib;C:\Program Files\Java\jre6\lib\tools.jar;lib\pde.jar;lib\core.jar;lib\jna.jar;lib\ecj.jar;lib\RXTXcomm.jar" processing.app.Base  
Args length:    161/32768 chars  
Exit code:      1

Comment by [jackiegl...@gmail.com](http://code.google.com/u/111260033634073020811/), Aug 23, 2011

Not sure why but...

Buildfile: /home/jackie/Development/Code/arduino/core/build.xml

compile:

BUILD FAILED /home/jackie/Development/Code/arduino/core/build.xml:12: taskdef class PAppletMethods cannot be found

using the classloader AntClassLoader[?](http://code.google.com/p/arduino/w/edit/AntClassLoader)

Total time: 0 seconds

Comment by [jmr13...@gmail.com](http://code.google.com/u/107919383884073651777/), Oct 23, 2011

Just build latest(10/23/2011) and had the problem where I only get splash screen. I did the following in the build dir...

"ant" "ant run" To fix this issue I did:

"ant dist" "ant run" and it seemed to fix the issue. Hope it helps those that follow the setup instructions and run into this issue....

The only warning I get is:

    [javac] Compiling 68 source files to C:\cygwin\home\James\Arduino\app\bin  
    [javac]  
    [javac]           WARNING  
    [javac]  
    [javac] The -source switch defaults to 1.7 in JDK 1.7.  
    [javac] If you specify -target 1.5 you now must also specify -source 1.5.  
    [javac] Ant will implicitly add -source 1.5 for you.  Please change your build file.  
    [javac] warning: [options] bootstrap class path not set in conjunction with -source 1.5  
    [javac] Note: Some input files use unchecked or unsafe operations.  
    [javac] Note: Recompile with -Xlint:unchecked for details.  
    [javac] 1 warning

I am running OS: windows7 X64 SP1 Java: jdk-7u1-windows-x64 Ant: Apache Ant(TM) version 1.8.2 compiled on December 20 2010 GCC: gcc (GCC) 3.4.4 (cygming special, gdc 0.12, using dmd 0.125)

Comment by nat...@sparkfun.com, Nov 5, 2011

I had the same problem as jmr13 above. His solution works, but I also found a different solution: On a Windows 7 platform I found that after a successful build, the new Arduino v1.0 splash screen would appear then disappear. No error or reasoning. To fix this I figured out that I needed to decompress the jre.zip file. It contains a ‘java’ folder. Copy/paste this java folder into the \build\windows\work\ directory.

Comment by zahid...@gmail.com, Nov 15, 2011

Did anyone have this problem: Trying to run Arduino IDE on PandaBoard[?](http://code.google.com/p/arduino/w/edit/PandaBoard) running Linux version 2.6.38-1208-omap4. I get this build error: <pre> ut@pandaboard:~/arduino/Arduino/build$ ant Buildfile: /home/ut/arduino/Arduino/build/build.xml

build:

BUILD FAILED /home/ut/arduino/Arduino/build/build.xml:34: The following error occurred while executing this line: Target "${platform}-build" does not exist in the project "Arduino".

Total time: 1 second </pre>

Comment by [allnig...@gmail.com](http://code.google.com/u/103573606726252216521/), Nov 29, 2011

This might sound crazy, but I'd like to be able to create and compile and download sketches from an Android tablet...Samsung Galaxy Tab or Asus Tranformer.

Has anybody thought about what that might take?

Comment by [s4sibys...@gmail.com](http://code.google.com/u/113160143595584213835/), Jan 8, 2012

Unable to locate tools.jar. Expected to find it in /usr/lib/jvm/java-6-openjdk/lib/tools.jar how can i solve this problem?

Comment by [mec...@gmail.com](http://code.google.com/u/117976947853023182967/), Jan 17, 2012

see above - An error message that reads "Unable to locate tools.jar. Expected to find it in C:\Program Files\Java\jre6\lib\tools.jar" means you need to set JAVA\_HOME to your JDK (not JRE) installation.

Comment by [mec...@gmail.com](http://code.google.com/u/117976947853023182967/), Jan 17, 2012

I had to use the cmd for grabbing GIT: git clone <https://github.com/arduino/Arduino.git>

Please remind Windows users that CASE is important. Also, above command must be done while in cygwin\bin directory

Comment by [mec...@gmail.com](http://code.google.com/u/117976947853023182967/), Jan 18, 2012

What to do with this error?

The registry refers to a nonexistent Java Development Kit installation or the runtime is corrupted. The system cannot find the path specified.

The JAVA\_HOME environment variable is set to "c:\Program Files\Java\jdk1.7.0\_02" where the bin, etc. is.

Comment by [sheem...@TheShapiroClan.info](http://code.google.com/u/105747316231989412136/), Jan 19, 2012

Another Failure Mode (initial installation -Linux):

Followed all the suggestions in this thread. When trying to "verify" BareMinimum[?](http://code.google.com/p/arduino/w/edit/BareMinimum), I get (from Arduino 1.0, tar rollout, git from 20120109, git from 20120119):

avr-g++ -c -g -Os -Wall -fno-exceptions -ffunction-sections -fdata-sections -mmcu=atmega2560 -DF\_CPU=16000000L -MMD -DARDUINO=100 -I/usr/src/Arduino/arduino-1.0-20120109/build-20120119/build/linux/work/hardware/arduino/cores/arduino -I/usr/src/Arduino/arduino-1.0-20120109/build-20120119/build/linux/work/hardware/arduino/variants/mega /var/tmp/arduino/build/BareMinimum[?](http://code.google.com/p/arduino/w/edit/BareMinimum).cpp -o /var/tmp/arduino/build/BareMinimum[?](http://code.google.com/p/arduino/w/edit/BareMinimum).cpp.o In file included from BareMinimum[?](http://code.google.com/p/arduino/w/edit/BareMinimum).cpp:1:0: /usr/src/Arduino/arduino-1.0-20120109/build-20120119/build/linux/work/hardware/arduino/cores/arduino/Arduino.h:4:20: fatal error: stdlib.h: No such file or directory compilation terminated.

The "missing" file is not missing at all.

# find /usr/local/avr -name stdlib.h /usr/local/avr/source/gcc-4.5.1/libstdc++-v3/include/tr1/stdlib.h /usr/local/avr/source/gcc-4.5.1/libstdc++-v3/include/c\_compatibility/stdlib.h /usr/local/avr/source/gcc-4.5.1/fixincludes/tests/base/stdlib.h /usr/local/avr/source/gcc-4.5.1/fixincludes/tests/base/ansi/stdlib.h /usr/local/avr/source/avr-libc-1.8.0/include/stdlib.h /usr/local/avr/include/stdlib.h

What I am missing is any clue where one adjusts the gcc command line, to add the -Isome/path. Any suggestions?

It also appears that the java compiled program wants to run against the source/build tree, a somewhat unusual and risky proposition, IMHO.

I am dead in the water... :-(

Sincerely,

sheem-on

Comment by [sheem...@TheShapiroClan.info](http://code.google.com/u/105747316231989412136/), Jan 27, 2012

Three notes:

**On the message posted by myself; It went away when I substituted Atmel's Linux toolchain for the**

**one built from a script on one of these esteemed forums. I apologize for forgetting the details but most people would guess correctly what I mean. It is the script that installs the whole set of development tools (gcc, ar, ld, etc.). It builds the gcc 4.5.1 cross compiler and it appears something is missing in the build.**

The Arduino Java app (IDE) would be significantly improved if it supported the equivalent of the

(now traditional) Linux 'make install'. To ask users, many of are new to programing, to figure out which part of the entire Java source/build directory needs to be torn off is almost as presumptuous as leaving it in the source tree.

**I am having the (now 2 years old) problem of 'upload' failing with a timeout, and the Tx LED on**

**the Arduino Mega 2560 board staying on for long time. In addition I have these (I am sure related) problems: - Clicking on the 'Tools' menu entry takes many seconds (or few minutes) to drop down the menu. - Clicking on the 'Serial Monitor' fails to get the monitor started (with timeout error**

**messages), or popping up the serial line selector window, or some other indication of stress induced by inability to connect to the serial line via USB.**

**- These are not hard failures. It happens as often as not, with any combination of error**

**indications. Eventually I get the upload to work, and after few resets, I get the serial monitor started, but correct this program is not.**

All this excitement is with Linux on an AMD64 motherboard, Mega 2560 I bought few weeks ago. The Mega is a TinyOS clone which appears identical to the real thing. I do not think this is a '!!!' problem, but what the Mega is doing relates to the problem. The Blink sketch seems immune (works flawlessly, but other sketches fail more).

Thanks for any comment.

Sincerely,

Sheem-On

Comment by tomgriff...@gmail.com, May 7, 2012

I understood this was to be a first robot. I assumed the code would be available for download, as I haven't gone halfway through the beginner course! Now I'm bombarded with Cygwin, ant, mirrors, all this stuff I've never heard of. I finally found the text editor, but now what? Write my own sketch? This will take a while, guys! I sure was hoping to develop my interest bit faster....

Comment by [Wingspin...@gmail.com](http://code.google.com/u/114934353437331001959/), May 26, 2012

"I understood this was to be a first robot. I assumed the code would be available for download,....."

Perhaps you should read the instructions on the main website here: <http://arduino.cc/en/Guide/HomePage>

I'm quite sure it will help. If you are new to programming there really isn't any reason to even be reading this page or this code repository.

Comment by levimari...@gmail.com, Oct 17, 2012

como se usa con apple, compre una arduino uno para armar un robot pero no se como usarla. hay ejemplos hechos para mac. quisiera que el robot responda a comando funcionales, tengo para imprimir circuitos pero no encuentro el adecuaado para que funcione con un ipad. que me aconsejan

Comment by m...@josh.to, Dec 4, 2012

For some of us, there is a need for print functions (sprintf, printf etc.) to support floats. This necessitates a rebuild of the IDE. Follow the build instructions up to Step 3 (Build).

Find and open the file: /app/app/src/processing/app/debug/Compiler.java

Find the line: "-Wl, --gc-sections"+optRelax,

Replace the line with: "-Wl,-u,vfscanf,-lscanf\_flt,-u,vfprintf,-lprintf\_flt,--gc-sections"+optRelax,

Save the file and continue with the build process.

Comment by [rpni...@gmail.com](http://code.google.com/u/114253792494800256613/), Mar 8, 2013

No build for arm. I tried adding the two lines to define the arm platform at the top of the build.xml, but eventually, it tries to load an Intel 32 bit .so file and fails. Will there be arm support (i.e. Raspberry Pi) in the near future?

Comment by [mosiak...@gmail.com](http://code.google.com/u/105240592039210268722/), May 16, 2013

GUD

Comment by [pablobl...@gmail.com](http://code.google.com/u/111901165262346211684/), May 16, 2013

I am trying to compile it under windows 7 x64. I run "ant" and "ant run" (On cmd) Ant doesn't run on my cygwin install. It creates work file with all inside except java folder. So when I try to run arduino, show the welcome window and close it... I have to do a modification in java code so I need to re compile it for me....

How can I solve this issue?

Comment by SparkysW...@gmail.com, May 23, 2013

For those with the splash screen and then Arduino closing after "ant run" both Nathan of Sparkfun and jmr13 have working solutions.

"I had the same problem as jmr13 above. His solution works, but I also found a different solution: On a Windows 7 platform I found that after a successful build, the new Arduino v1.0 splash screen would appear then disappear. No error or reasoning. To fix this I figured out that I needed to decompress the jre.zip file. It contains a ‘java’ folder. Copy/paste this java folder into the \build\windows\work\ directory."

"Just build latest(10/23/2011) and had the problem where I only get splash screen. I did the following in the build dir...

"ant" "ant run" To fix this issue I did:

"ant dist" "ant run" and it seemed to fix the issue. Hope it helps those that follow the setup instructions and run into this issue...."

For those that are adding in Leonardo type boards you will need to make adjustments to AvrdudeUploader[?](http://code.google.com/p/arduino/w/edit/AvrdudeUploader).java as well as an FYI

Comment by [kenk...@gmail.com](http://code.google.com/u/101622795825543056757/), Jun 10, 2013

Anyone know of a wiki page that describes how to chase down a bug in the IDE? I'd like to help chase a bug down w/ a cryptic RunnerException[?](http://code.google.com/p/arduino/w/edit/RunnerException), but have no clue what to do to debug the IDE build/upload functions :-P I'm looking for something like "open X up in eclipse and click on run after setting xx paths"...

Comment by priyank....@gmail.com, Jun 29, 2013

this is awesome project guys. god bless you. i just tried as per your instruction and it works. :)

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