

ESP32 Arduino Setup Guide

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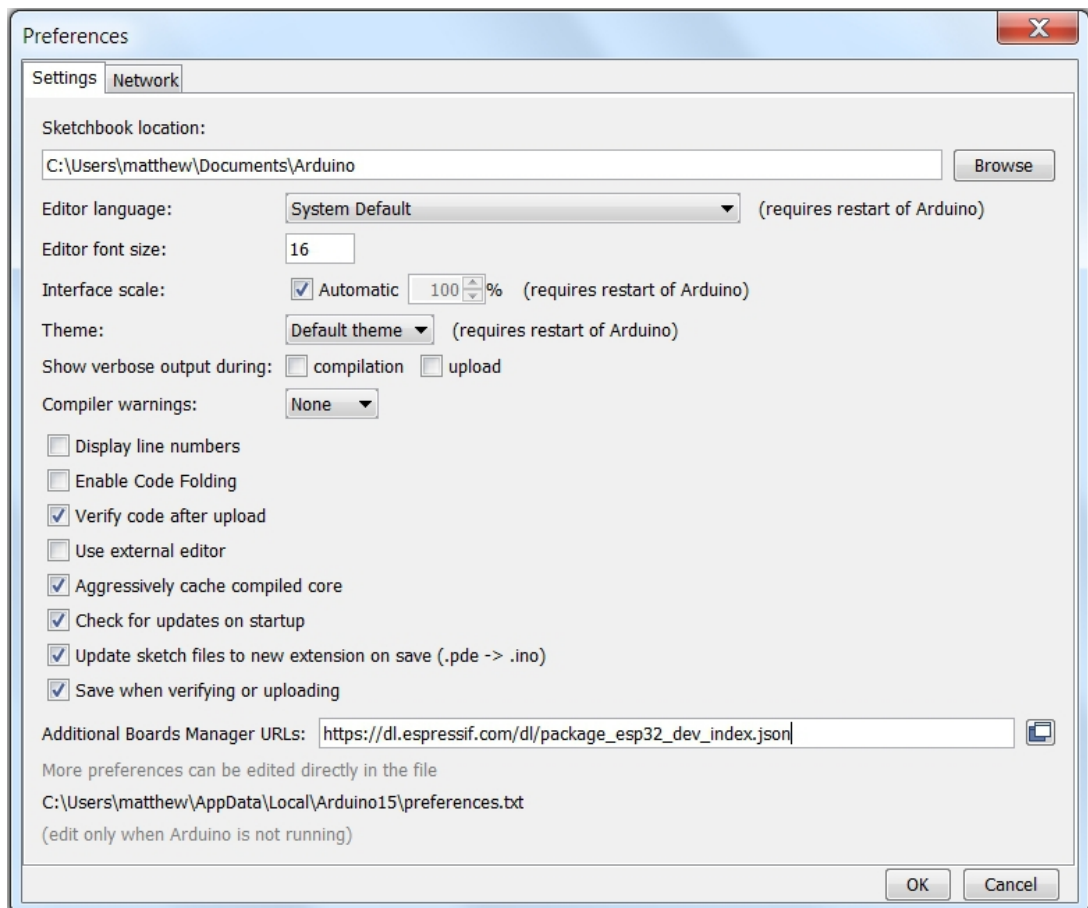
Installing the Arduino IDE

Download and install the Arduino IDE V1.8.9 from <https://www.arduino.cc/en/Main/Software>

Installing ESP32 support for Arduino IDE

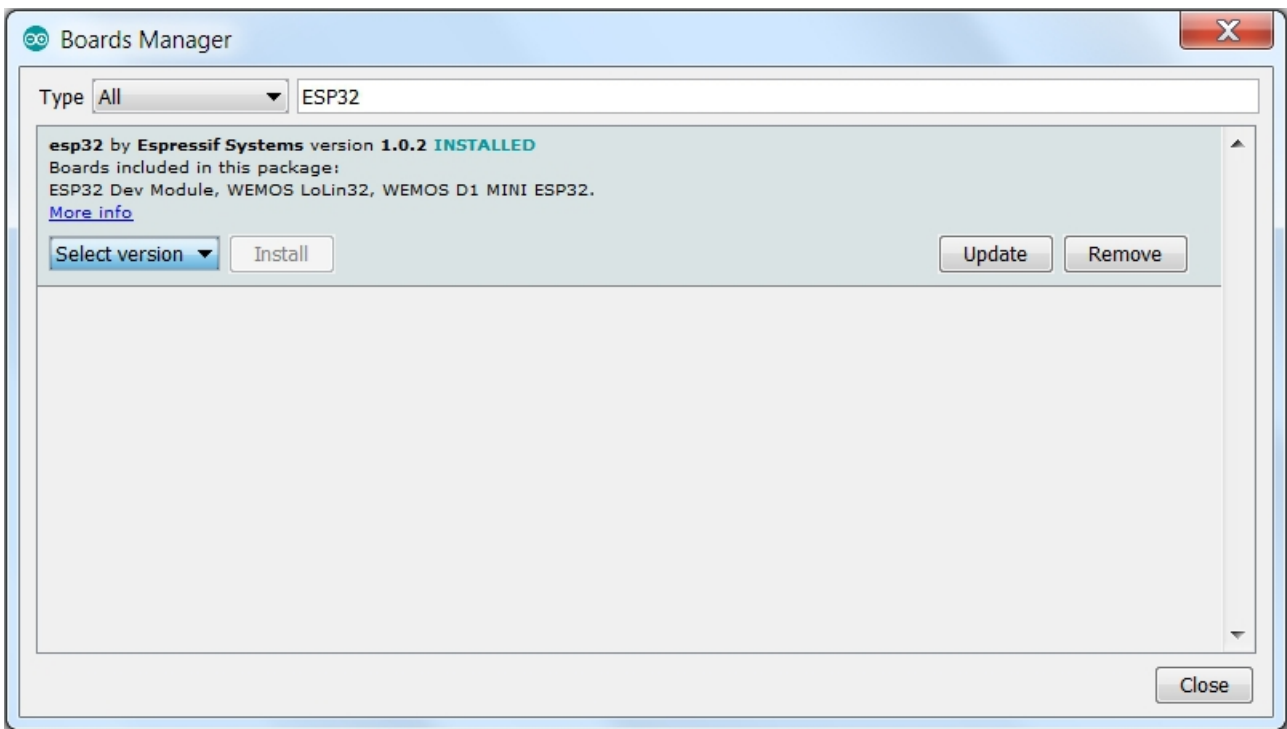
Having installed the Arduino IDE, install the ESP32 support

Add https://dl.espressif.com/dl/package_esp32_dev_index.json
to the File->Preferences Additional Board Manager URLs



Then open **Tools -> Board -> Board Manager** and type in ESP32
Select the esp32 by Espressif Systems and install V1.0.2
This installs the ESP32 support in the user's AppData/Local/Arduino15 directory.

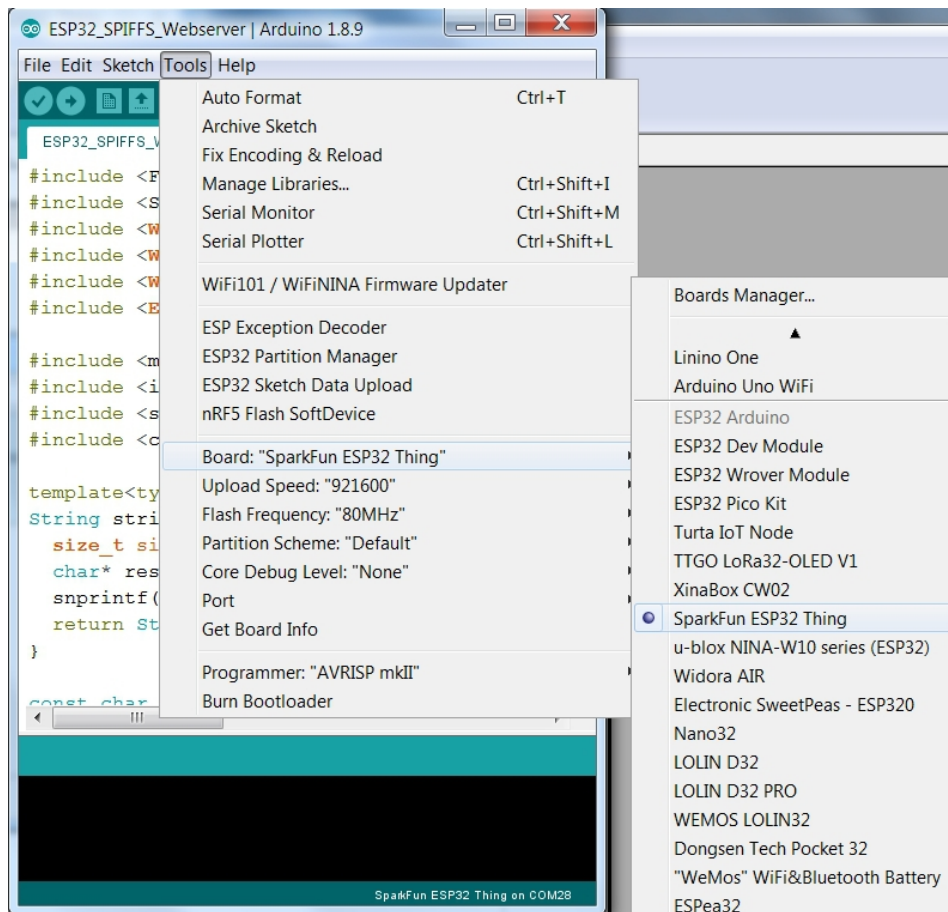
After the install the screen will show



Selecting the ESP32 board

The ESP32 add-on supports a large number of ESP32 based boards. For web page development and testing it is suggested a [Sparkfun ESP32 Thing](#) board be used.

Open Arduino IDE's **Tools-> Board** menu and scroll down to select Sparkfun EPS32 Thing



Open the **Tools->Port** menu, *without the Sparkfun ESP32 Thing board connected* and note the COM ports listed.

Then plug in the Sparkfun ESP32 Thing board, via its USB connector, and open the **Tools->Port** menu again and select the new COM port that appeared.

Complete the board installation by opening the **Files->Examples->01.Basics->Blink** example sketch and compile and upload it using either the **->** (arrow icon top left) or the **Sketch->Upload** menu item.

The IDE should show a log like

```
Sketch uses 194472 bytes (14%) of program storage space. Maximum is 1310720
bytes.
Global variables use 13332 bytes (4%) of dynamic memory, leaving 314348 bytes
for local variables. Maximum is 327680 bytes.
esptool.py v2.6
Serial port COM95
Connecting.....
Chip is ESP32D0WDQ6 (revision 1)
.....
Leaving...
Hard resetting via RTS pin...
```

and the Blue LED on the Sparkfun ESP32 Thing board should start flashing.