



Doctors of Intelligence & Technology (DOIT)

Manual for Installation of ESPduino IDE



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Introduction

This manual is just used for the installation of ESPduino IDE. In fact, this manual is suitable for other ESP Arduino UNO R3.

1. Download the Arduino software

Firstly, please download the Arduino software installation software in the following link:

<http://en.doit.am/espduino.php>



Figure 1-1 Arduino installation

which is already including the package of ESPduino, as shown in the following Figure.

Note that, if you don't install the ch340 driver, please download it from the following links:

Windows: <http://en.doit.am/CH341SER.zip>

MAC: <http://www.doit.am/CH341SER> MAC.ZIP

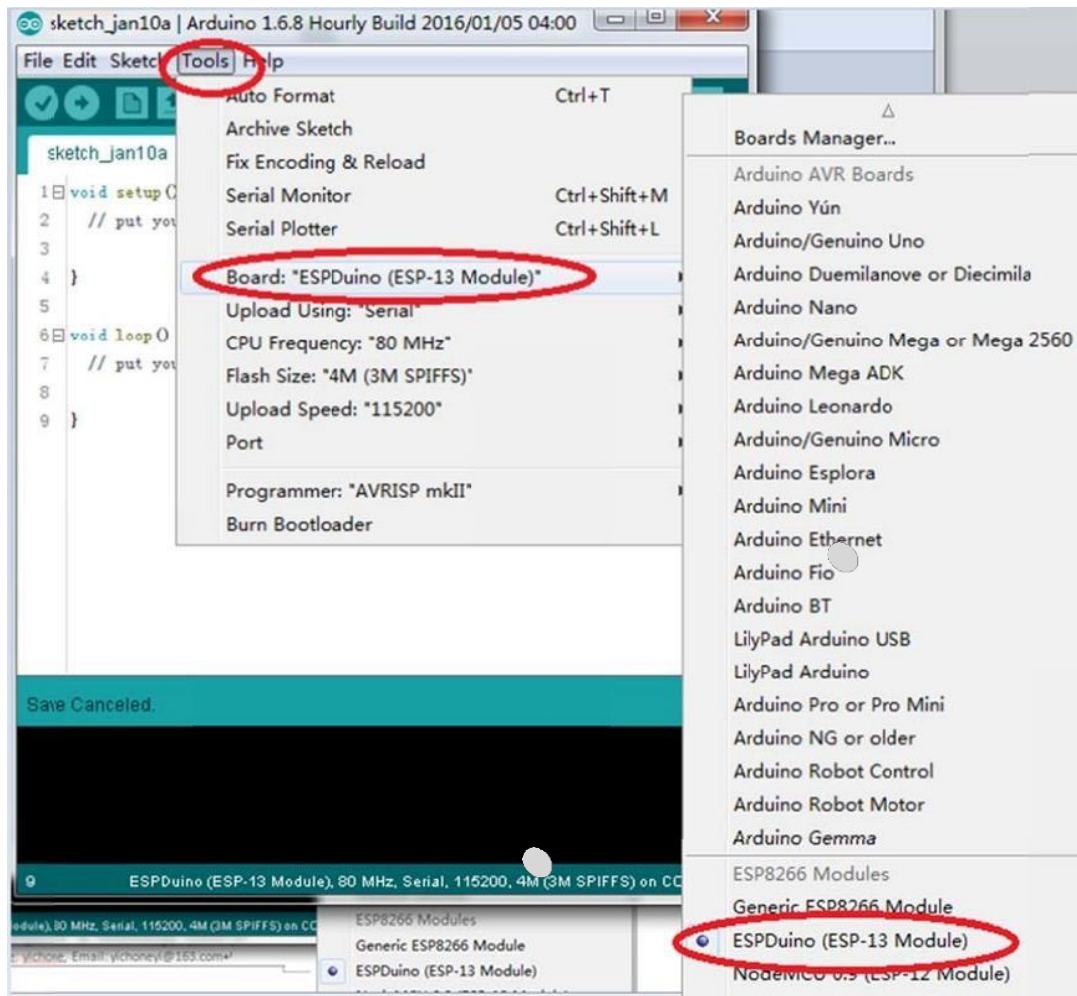


Figure 1 2 ESPduino development board

From Figure 1 2, we know the following Arduino system parameters of ESPduino:

- Board: "ESPDuino (ESP 13 Module)";
- Upload Using: "Serial";
- CPU Frequency: "80MHz";
- Flash Size: "4M (3M SPIFFS)";
- Upload Speed: "115200";

- Port: decided by your computer, which can be found in the **device manager**.

2. Test Arduino IDE

After install the ESPduino IDE, we should verify the Arduino IDE, which can be done by the Blink example. Note that, Please choose the Blink example from the ESP8266, shown in the following.

1) File – Examples - ESP8266 - Blink

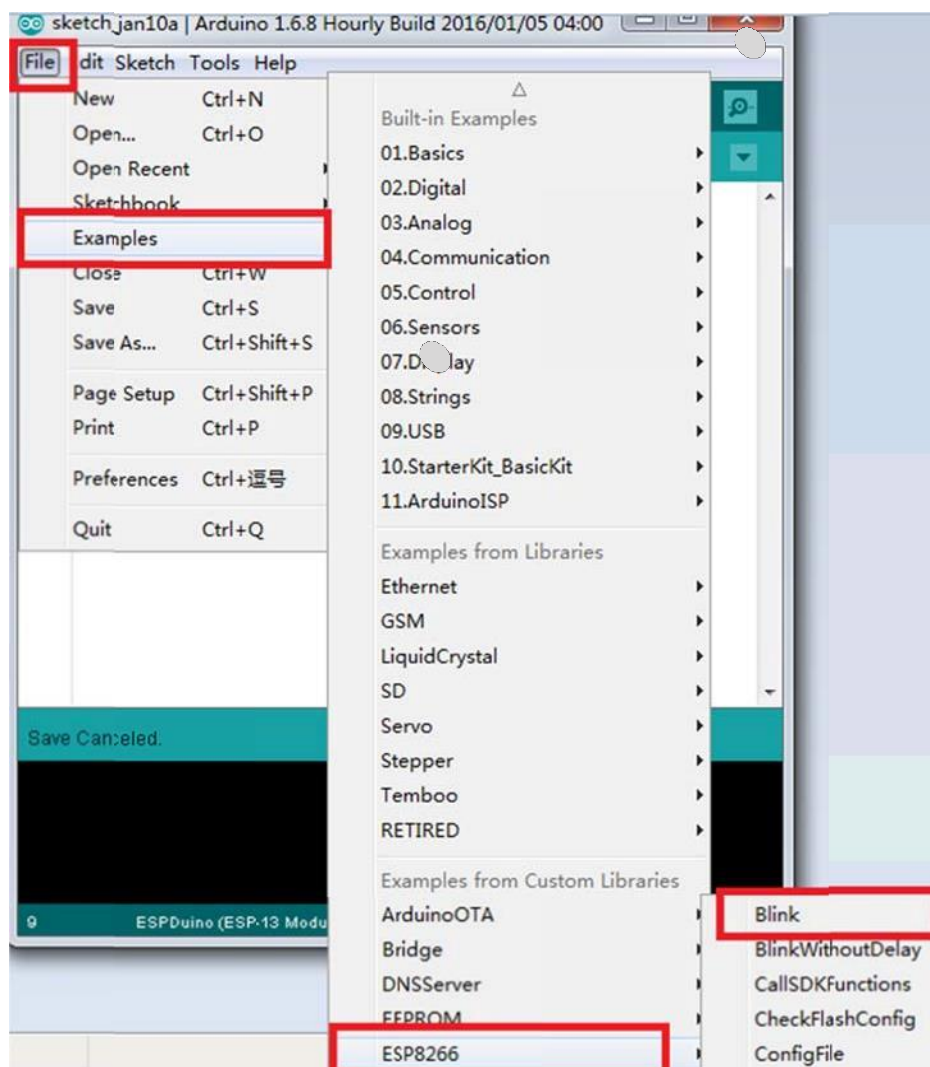


Figure Examples for ESP8266

2) Verify

Verify the Blink example, it can be passed successfully.

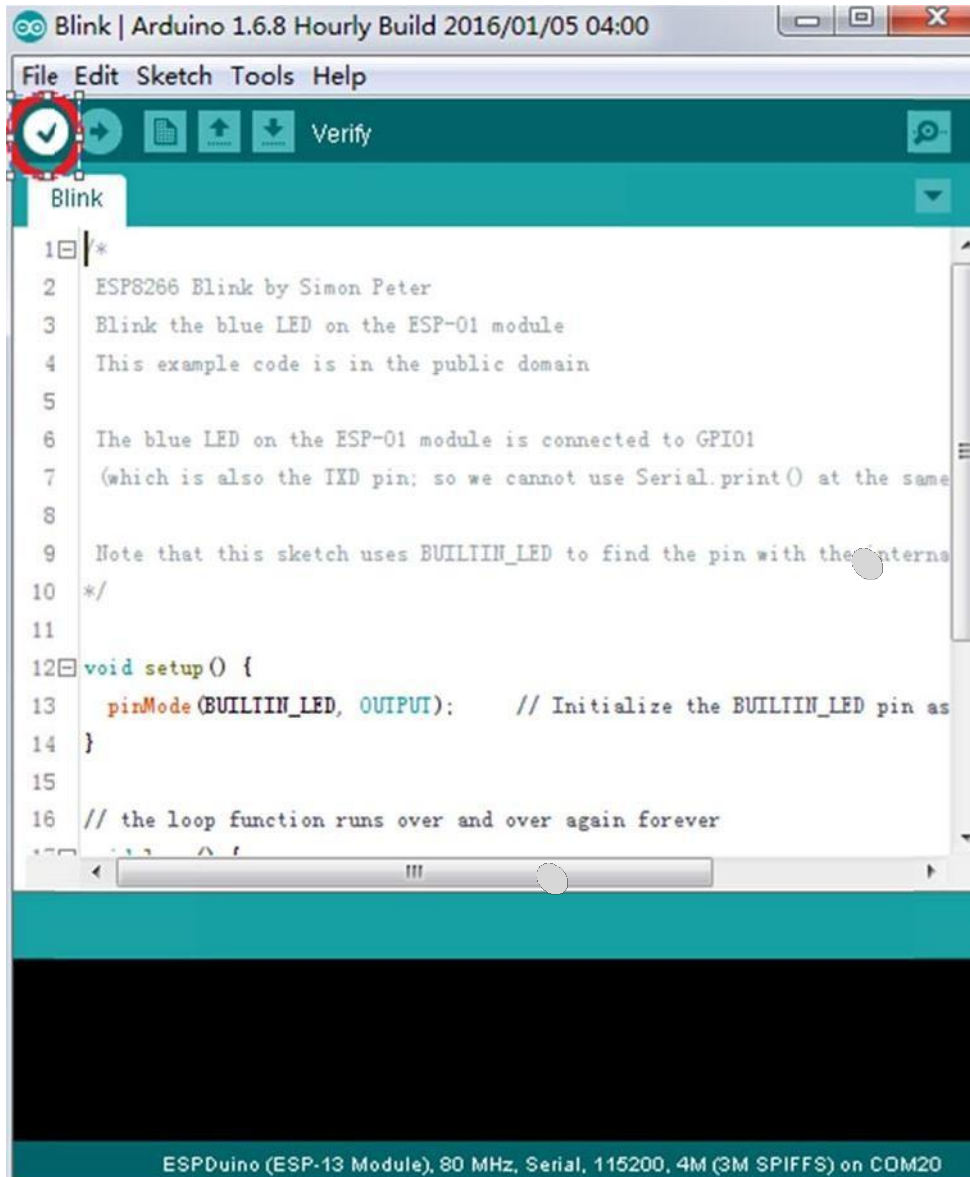


Figure Blink for ESP8266

3) Upload User Programmer

This step is very important. Before upload it, in the ESPduino development board, there are two buttons: FLASH and RST (means reset), shown in the following figure.

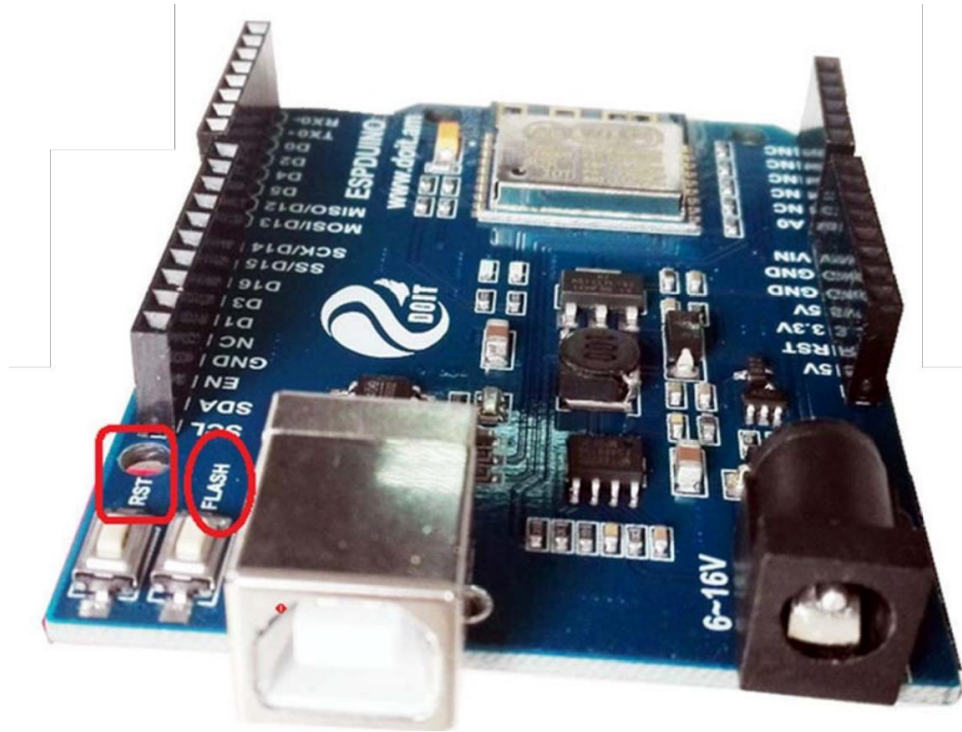


Figure Buttons on ESPduino

When upload the code to ESPduino development board, please confirm ESPduino is Uploading state by the following 2 metods.

- a) After power, **please first press the FLASH button (please don't loose your hand), then press the RST button. After about Gs, ESPduino board would be Uploading state.** At this time, one can upload the code to the ESPduino development board; **(Recommended)**
- b) If the ESPduino board don't power by connect the computer with usb cable, then one can firstly press the FLASH button, then power the ESPduino board by connect PC. Then the ESPduino board can also enter into the Uploading state. Then one can upload the code to the ESPduino board.



In fact, the principle is the same for the Built in mode of ESPduino. This is because ESP8266 can enter into the built in mode when states at low power, as shown in the following Figure.

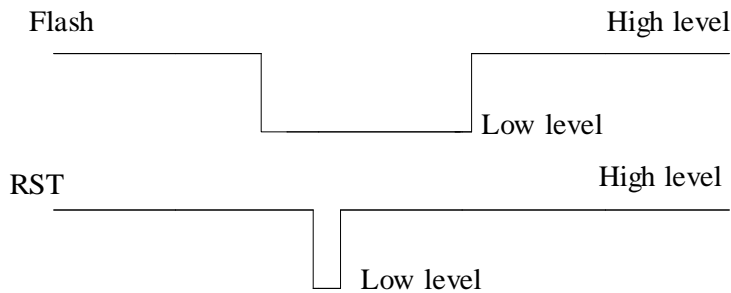


Figure Principle of Press Button

3. Other ways

If you already install the Arduino IDE in your PC, you can update the IDE into ESP8266 version by the following github link, which also present the newest updated information.

<https://github.com/esp8266/Arduino#installing-with-boards-manager>

4. Support and Service

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