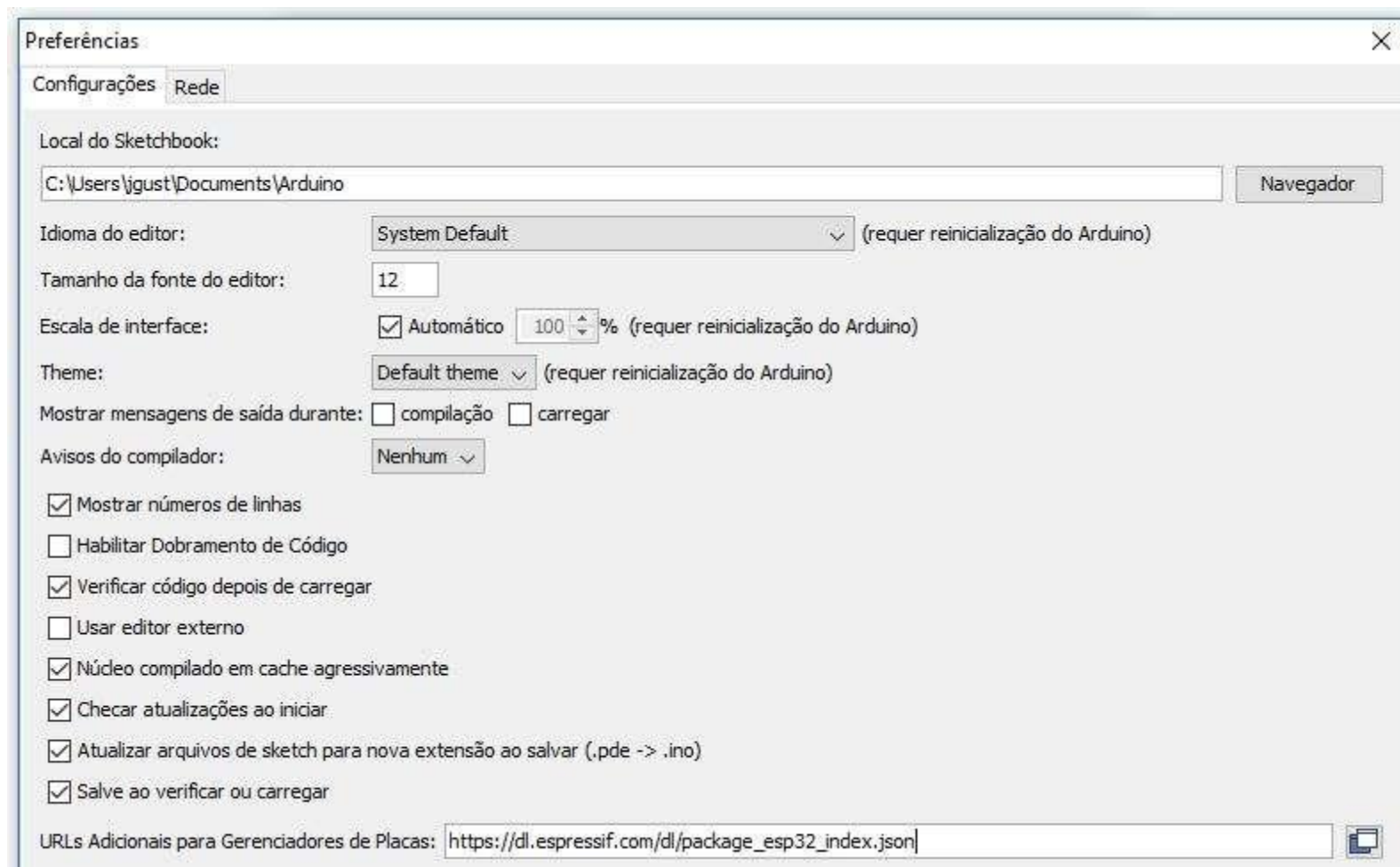


ESP 32 – IDEs

Prof. Me. Hélio Esperidião

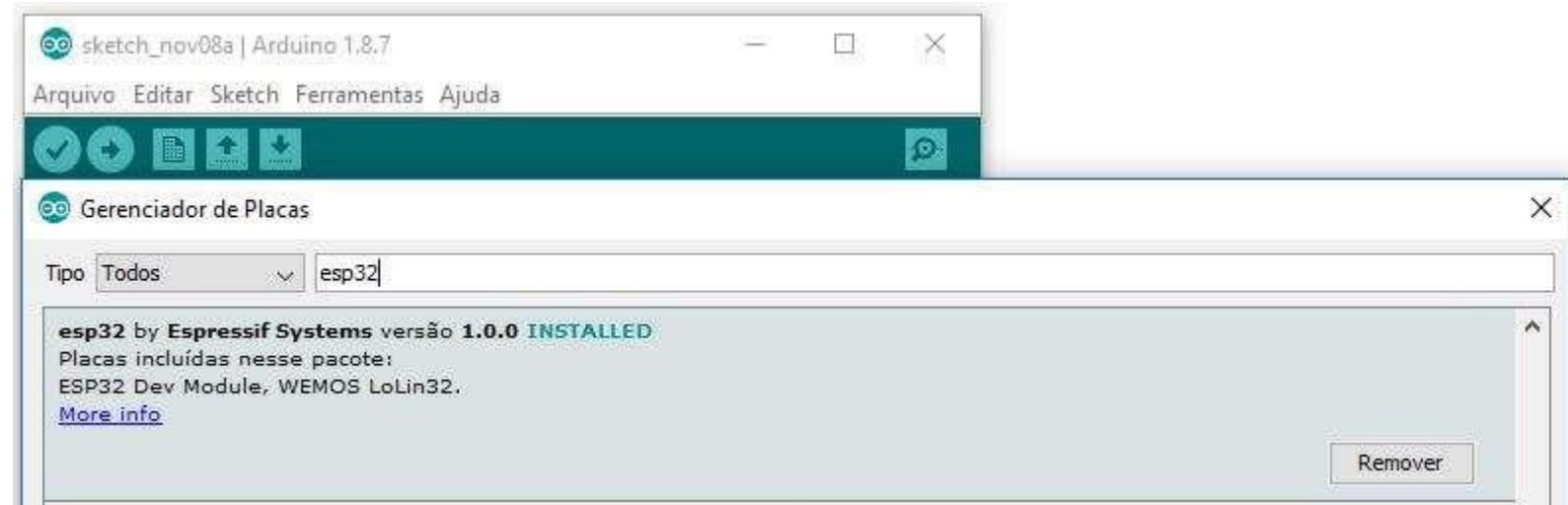
Configurando a IDE do Arduino

- Abra a ARDUINO IDE. Clique em **Arquivo** e depois em **Preferências**
- Na opção **URLs adicionais para Gerenciadores de Placas** : entre com o link
- https://dl.espressif.com/dl/package_esp32_index.json



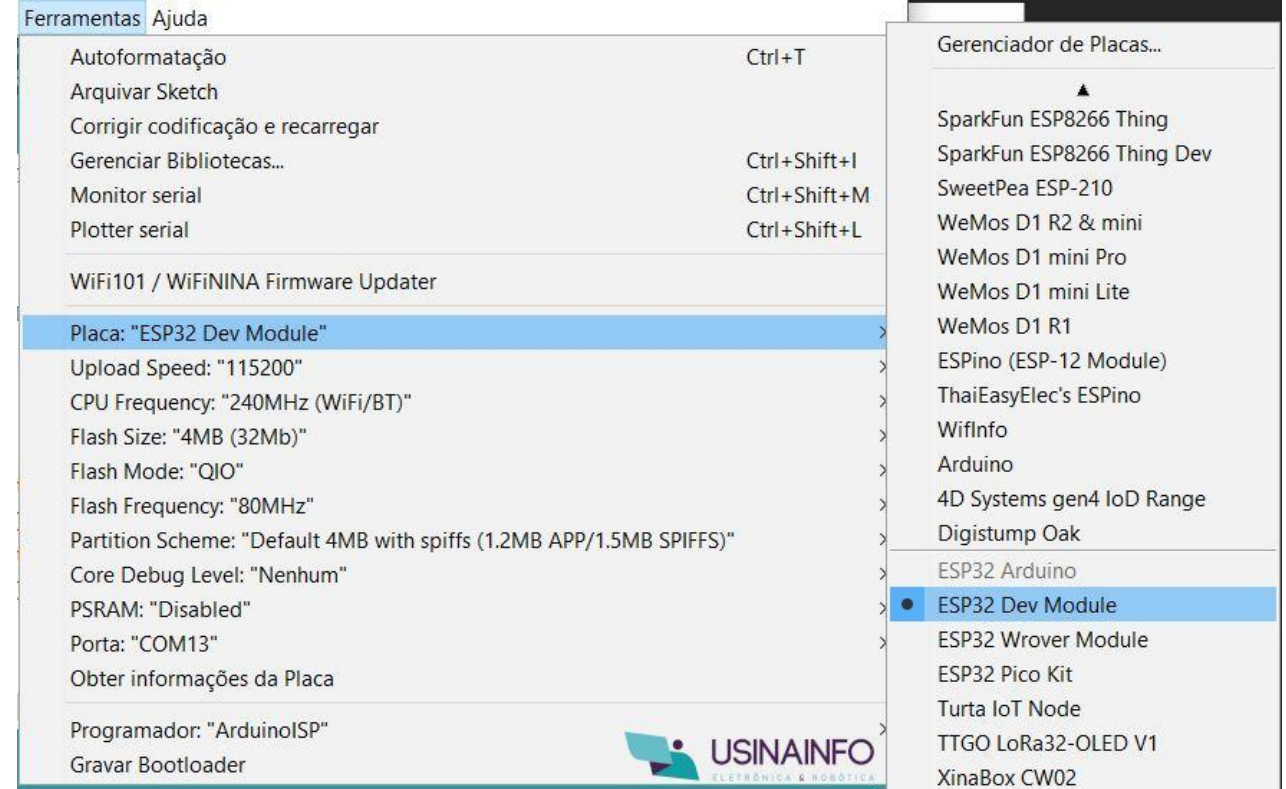
Gerenciador de placas

- Clique em **Ferramentas / Placas / Gerenciador de Placas** . Na janela do Gerenciador de Placas , refine a sua busca digitando ESP32. Clique em **Install**. Seu PC precisa estar conectado na Internet, para baixar o pacote ESP32. Após terminar a instalação, recarregue a IDE do Arduino para o pacote ficar ativo.



Defina a placa

- Faça a seguinte configuração na ide do arduino

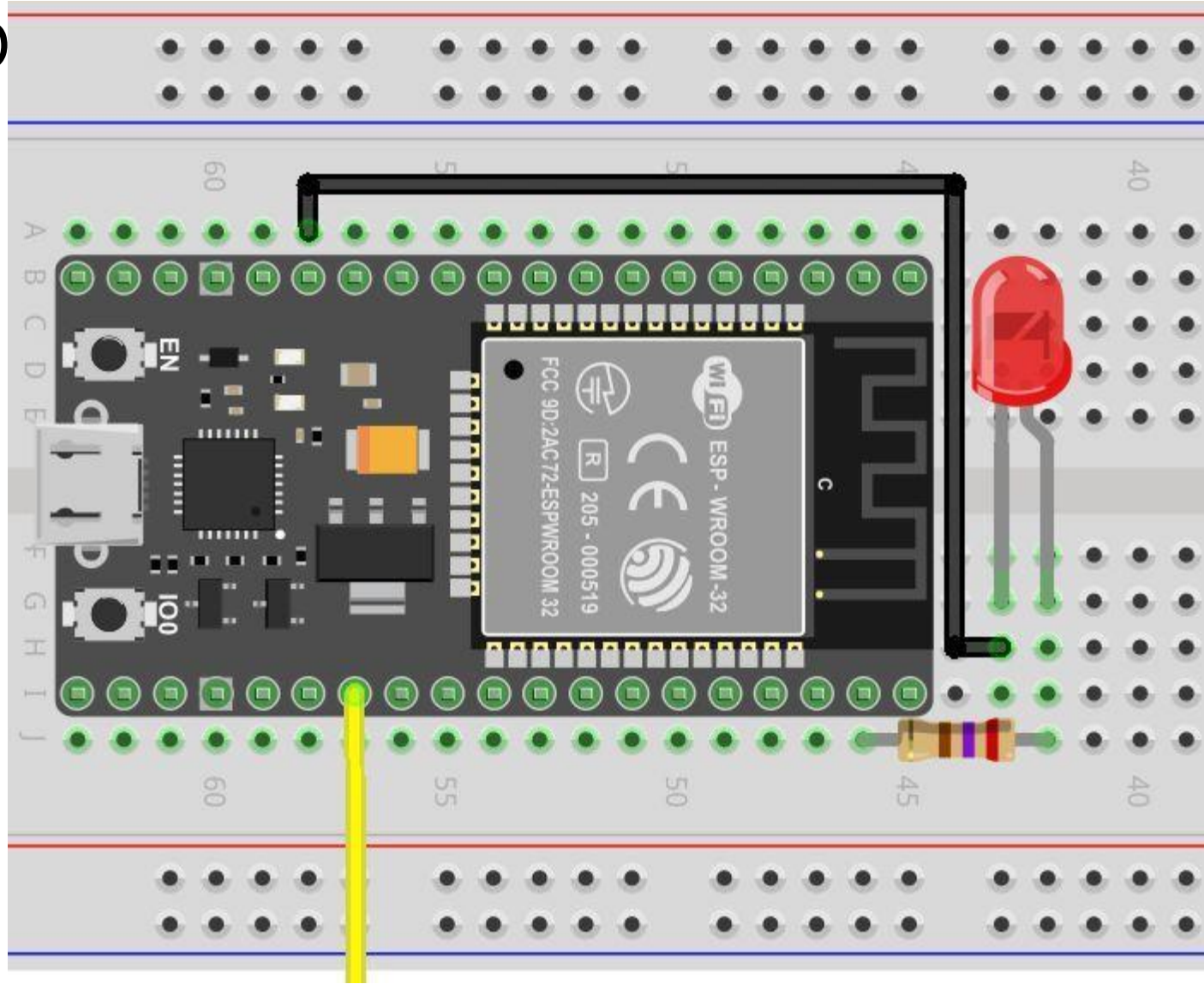


```
int LED_BUILTIN = 23;
```

```
void setup() {  
  pinMode(LED_BUILTIN, OUTPUT);  
  pinMode(T0, INPUT);  
}
```

```
void loop() {  
  if (touchRead(T0) < 20) {  
    digitalWrite(LED_BUILTIN, HIGH);  
  } else {  
    digitalWrite(LED_BUILTIN, LOW);  
  }  
  delay(100);  
}
```

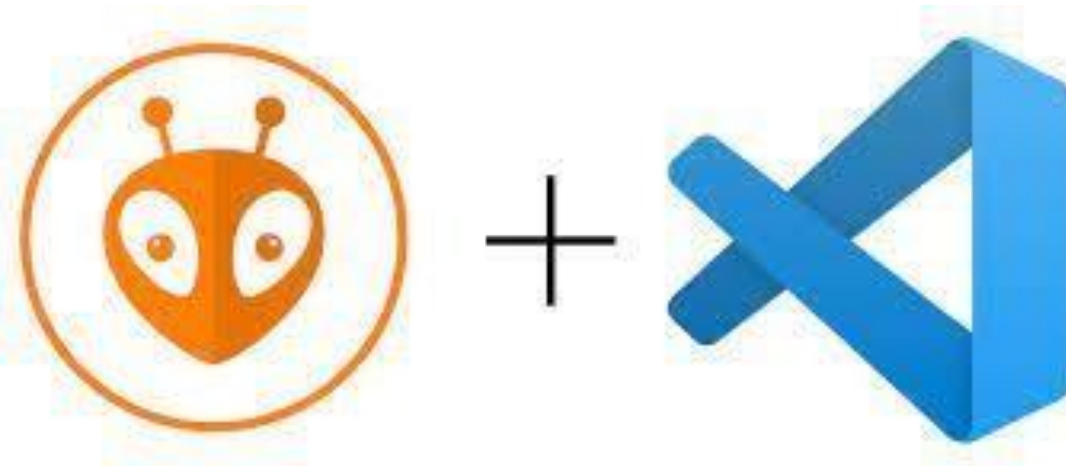
Testando



IDE de desenvolvimento

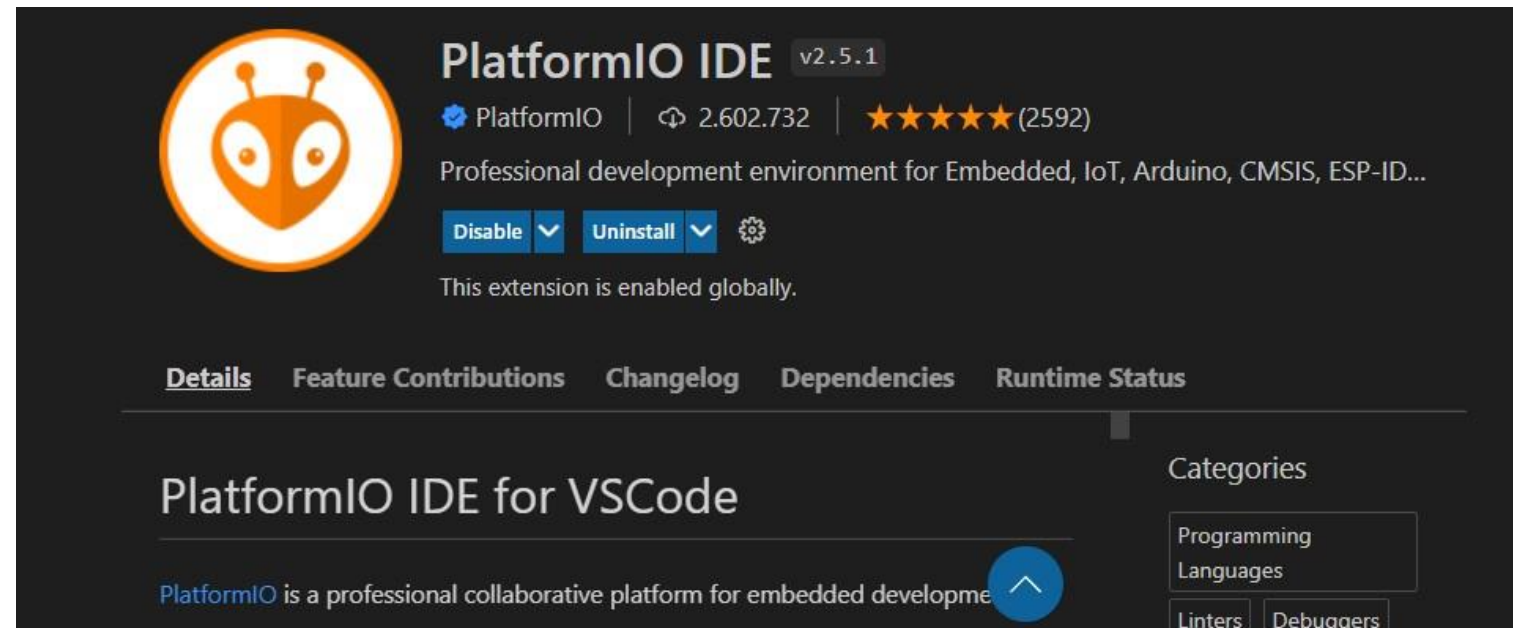
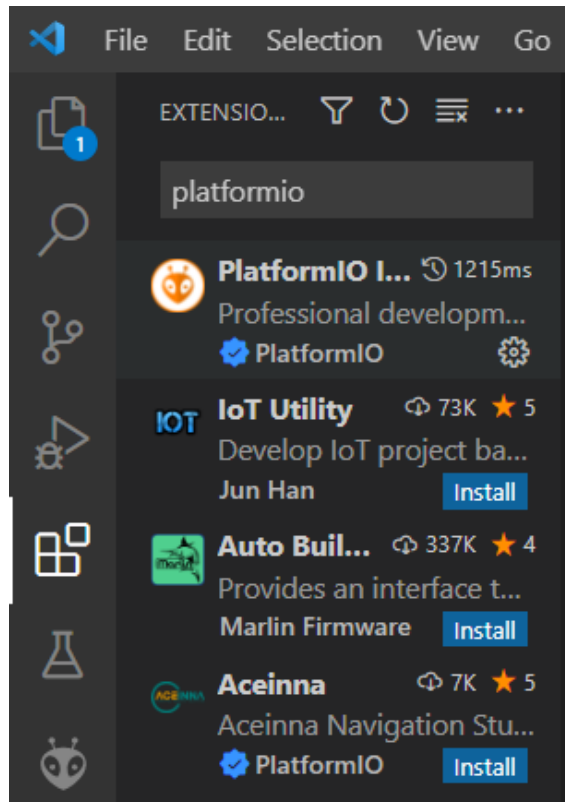
Visual studio code

Extensão: platformio



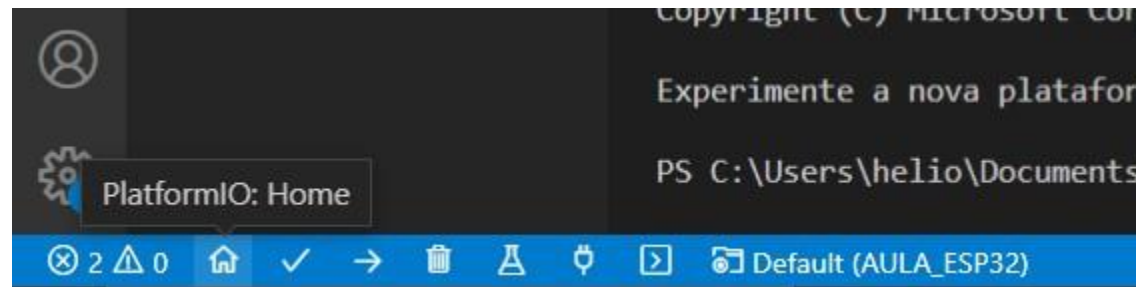
Instalar extensão

Procure a extensão do PlatformIO IDE

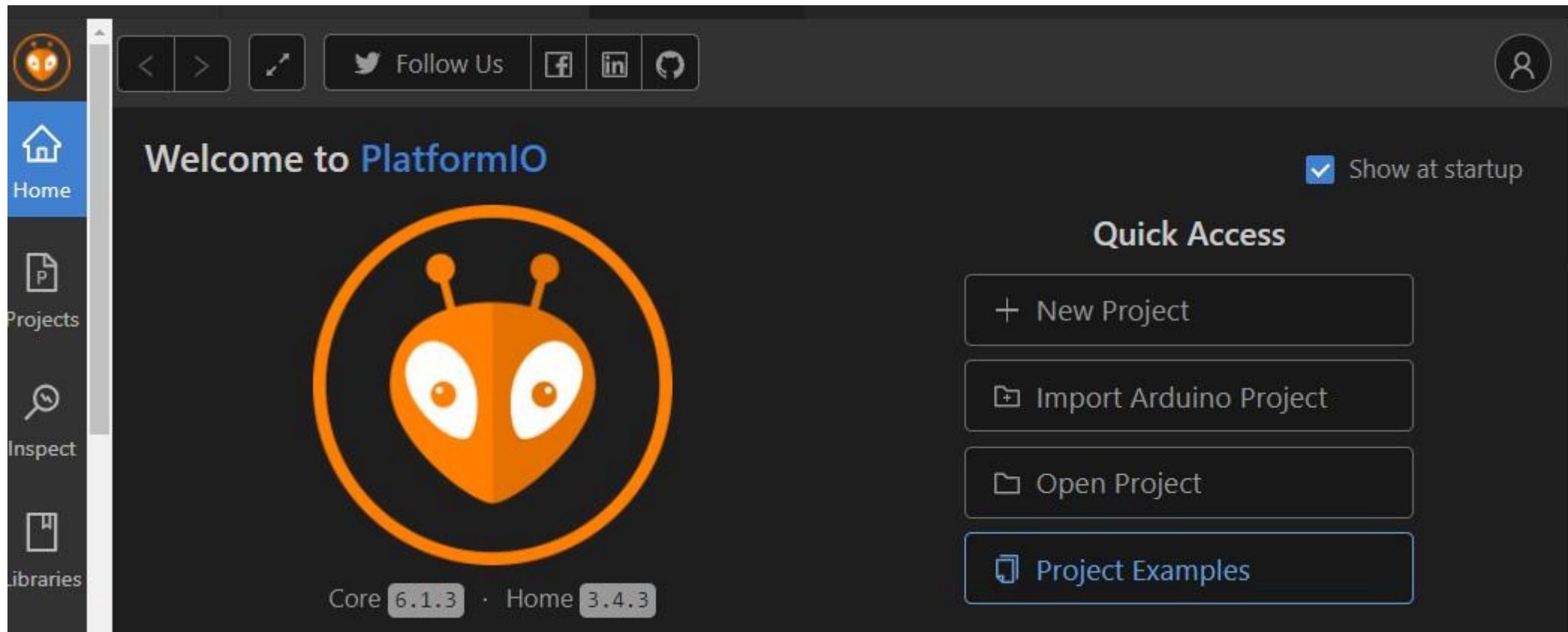


Barra de atalhos do platformio

Click em platformIO: home



Crie um novo projeto



Definição de projetos

Defina um nome

Escolha a placa Espressif ESP32 Dev Module

Escolha o framework do arduino


Project Wizard

This wizard allows you to **create new** PlatformIO project or **update existing**. In the last case, you need to uncheck "Use default location" and specify path to existing project.

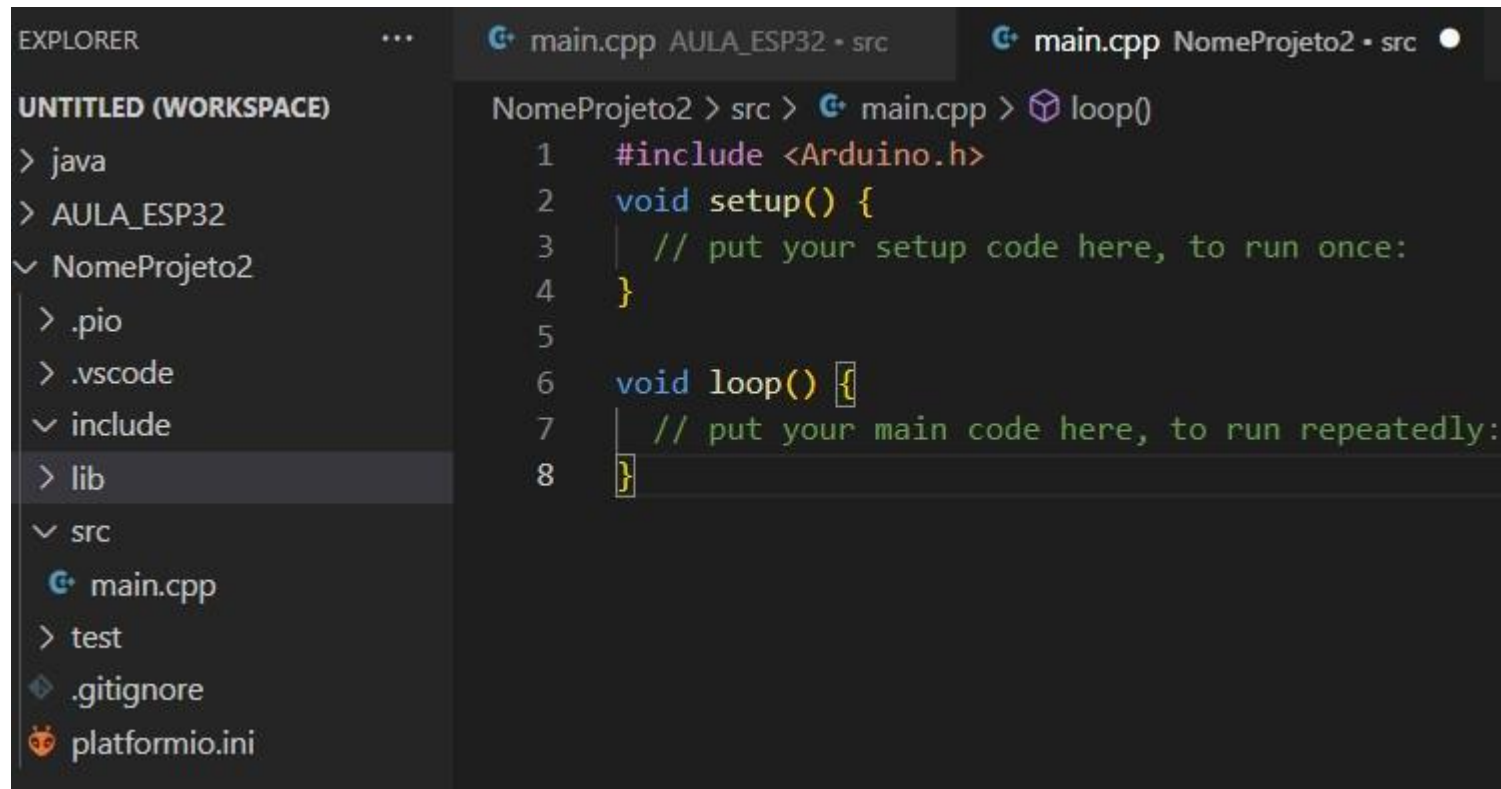
Name:

Board:

Framework:

Location: Use default location 

main;.cpp



```
EXPLORER
...
main.cpp AULA_ESP32 - src
main.cpp NomeProjeto2 - src

UNTITLED (WORKSPACE)
> java
> AULA_ESP32
v NomeProjeto2
  > .pio
  > .vscode
  v include
  > lib
  v src
    main.cpp
  > test
  .gitignore
  platformio.ini

NomeProjeto2 > src > main.cpp > loop()
1  #include <Arduino.h>
2  void setup() {
3      // put your setup code here, to run once:
4  }
5
6  void loop() {
7      // put your main code here, to run repeatedly:
8  }
```

Compilar e gravar o programa

Build: Compila o projeto

Upload: compila e faz upload do programa para o esp32

Obs. Algumas placas necessitam que você pressione o botão de boot para fazer o upload

