instructions:
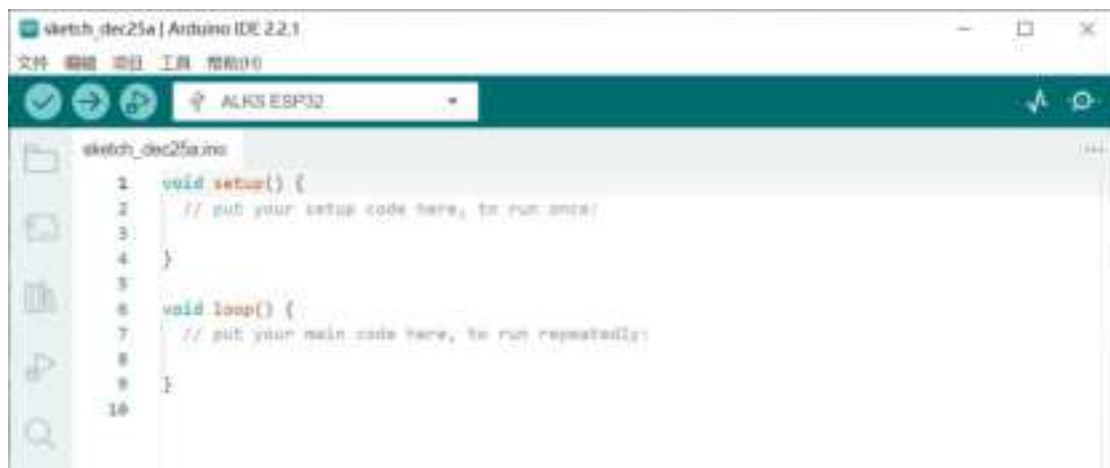
1. Download software and development board

We use modules in Arduino IDE (which can be downloaded from the official website) https://www.arduino.cc/en/Main/Software ）Using the development environment as an example to illustrate the usage of modules.

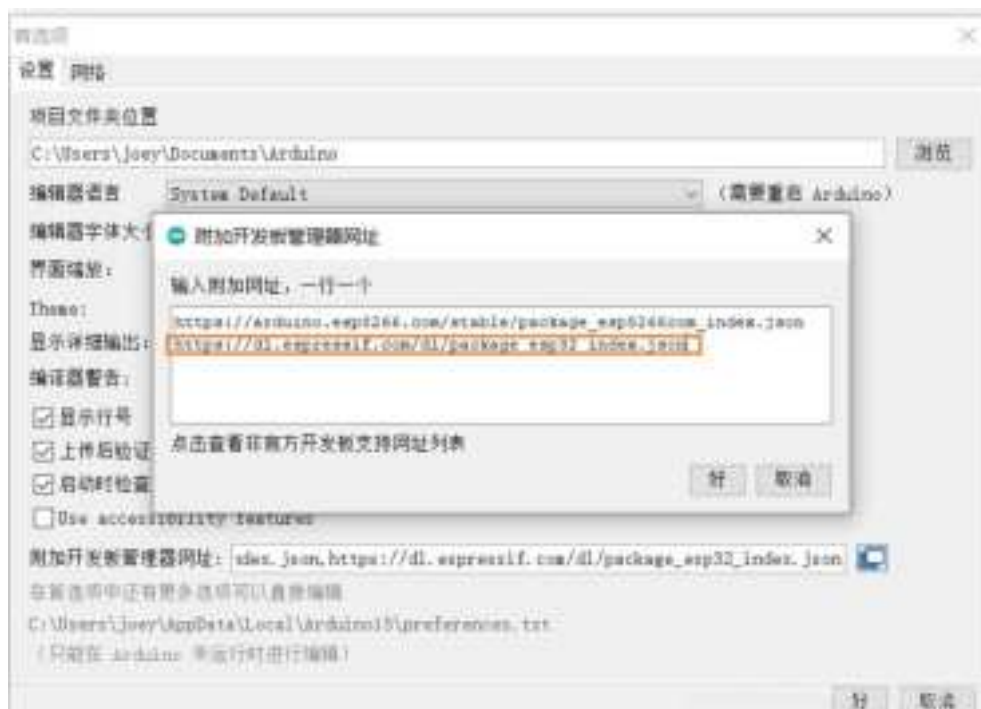Open the Arduino IDE software ， The following interface appears。

2. Add ESP32 development environment

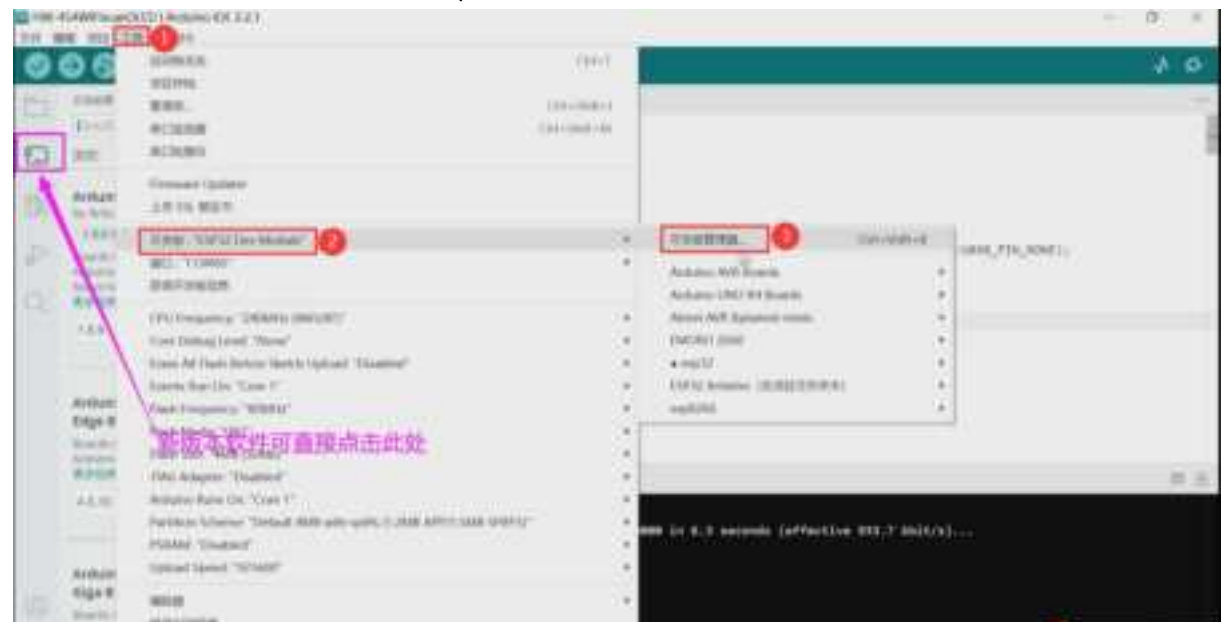ESP32 development environment add path

In Arduino IDE, open File ->Preferences (shortcut key 'Ctrl+,').

support https://dl.espressif.com/dl/package_esp32_index.json Put the JSON address of this development board into the attachment

In the website of the development board manager. Click 'OK' (the new version is' OK '). Click 'OK' again (the new version is' OK ') to return to the Arduino IDE homepage.

Click on the Development Board Manager, the Development Board Manager window appears, search for ESP32, and install the development environment
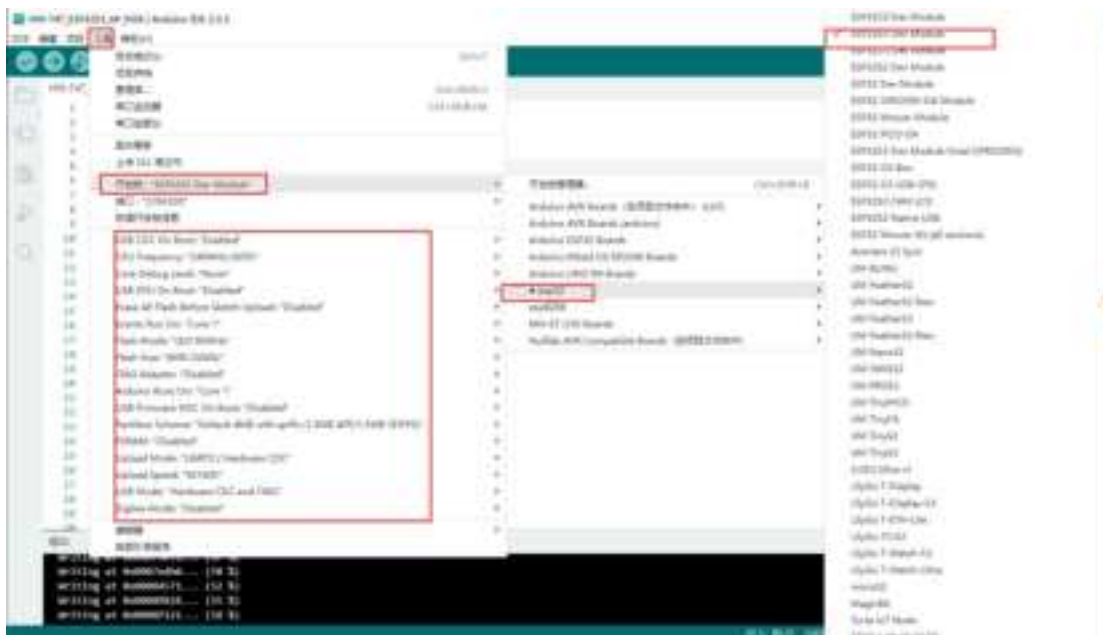

Installed ones can be used directly. After the uninstalled installation, it can be seen in the development board that a lot of support for ESP32 modules has been added.

Select the corresponding port and development board model

Manually enter download mode: Method 1: Press and hold BOOT to power on. Method 2: Hold down the BOOT button on ESP32C3, then press the RESET button, release the RESET button, and then release the BOOT button. At this point, ESP32C3 will enter download mode.

Click upload and wait for the download to complete. The RGB lights on the module will flash normally and a WiFi connection will be established.

```
1   #include <Adrw.h>
2   #include <WiFi.h>
3   int led = 8 ;
4   const char *ssid = "ESP32S3superMini";
5   const char *password = "";
6   void setup() {
7     Serial.begin(115200);
8     WiFi.softAP(ssid, password);
9     Serial.println();
10    Serial.print("IPAddress: ");
11    Serial.println(WiFi.softAPIP());
12    pinMode(led,OUTPUT);
13  }
14  void loop() {
15        log_i("hello world");
16
17    neopixelWrite(RGB_BUILTIN, 255, 0, 0);  //设置显示颜色为红色
18    delay(1500);
19    neopixelWrite(RGB_BUILTIN, 255, 255, 0);
20    delay(1500);
21    neopixelWrite(RGB_BUILTIN, 255, 0, 255);
22    delay(1500);
```

```
Writing at 0x0007b015... (47 %)
Writing at 0x0007edb0... (50 %)
Writing at 0x00084571... (52 %)
Writing at 0x00089824... (55 %)
Writing at 0x0008f125... (58 %)
```