Get Everything Ready

You don’t need much to get started with the Engduino. You only need a computer/laptop running Windows, MAC or Linux, and the Engduino. You can follow these 3-steps to get geared up to start coding.

1. Get an Engduino
   (maybe a USB extension cable too if your USB port is hard to reach on your computer)
2. Download Engduino software from our website www.engduino.org
   (Arduino software with Engduino extension)
3. Install the software for your operating system, Upload the First Experience Code, have fun.

You need this
You need this tool!
You may not need this

Visit our website
http://www.engduino.org to download the software, get updates and look out for other resources on the website that will enrich your Engduino experience, and help to solve any problem you may have.

Familiarise yourself with the Arduino Software

When you have completed the installation of the software, open Arduino software for programming, which looks like this.

- Sketch name
- Menu Bar
- Tool Bar
- Coding area
- System and error messages
Prepare your Arduino Software Environment

There are three must-dos to make the coding work.

1. You must turn the Engduino on to upload code to the device

2. You must use the Tools=>Board menu to select the right EngduinoV3 board

3. You must use the Tools=>Port menu to choose the correct communication port (serial port) for your computer to talk to the Engduino.