Get Everything Ready

Engduino®

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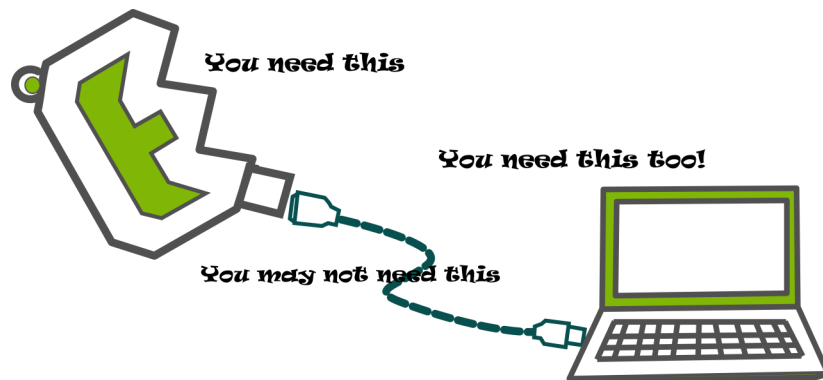
You don't need much to get started with the Engduino. You only need a computer/laptop running Windows, MAC or Linux, and the Engduino. You can follow these 3-steps to get geared up to start coding.

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 too!
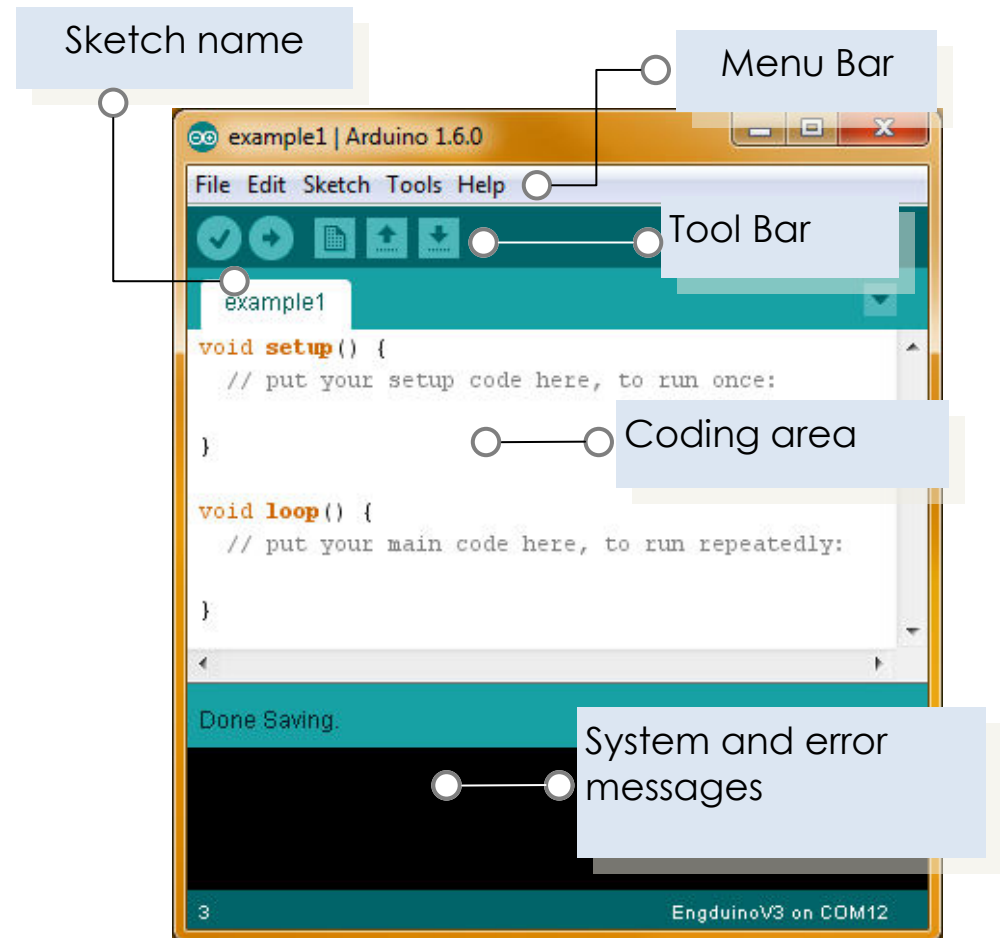
You may not need this

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.

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

```
example1 | Arduino 1.6.0

File Edit Sketch Tools Help

example1

void setup() {
  // put your setup code here, to run once:

}

void loop() {
  // put your main code here, to run repeatedly:

}

Done Saving.

3                              EngduinoV3 on COM12
```
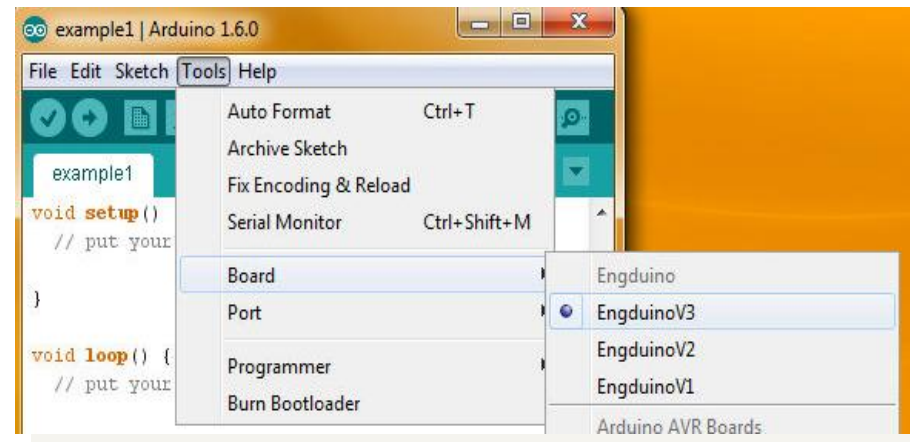
Prepare your Arduino Software Environment

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.