

Setting Up the Arduino Development Environment

In this tutorial, we will show you how to install the Arduino IDE on your device and use it for secondary development with M5Stack products.

1. Installing Arduino IDE

Click to visit the [Arduino official website](#), and select the installation package for your operating system to download.



Arduino IDE 2.3.2

The new major release of the Arduino IDE is faster and even more powerful! In addition to a more modern editor and a more responsive interface it features autocompletion, code navigation, and even a live debugger.

For more details, please refer to the [Arduino IDE 2.0 documentation](#).

Nightly builds with the latest bugfixes are available through the section below.

SOURCE CODE

The Arduino IDE 2.0 is open source and its source code is hosted on [GitHub](#).

DOWNLOAD OPTIONS

Windows Win 10 and newer, 64 bits
Windows MSI installer
Windows ZIP file

Linux AppImage 64 bits (X86-64)
Linux ZIP file 64 bits (X86-64)

macOS Intel, 10.15: "Catalina" or newer, 64 bits
macOS Apple Silicon, 11: "Big Sur" or newer, 64 bits

[Release Notes](#)

2. Installing Arduino Board Management

See the [Arduino Board Management tutorial](#).

3. Installing Arduino Libraries

See the [Arduino Library Management tutorial](#).

4. Downloading Programs to Devices

Refer to the programming tutorial for the corresponding product, complete the compilation of basic examples, and upload the program.

- Basic/Gray/M5GO
- Fire
- Core2/Core2 For AWS
- Tough
- CoreS3
- CoreS3-SE
- StackChan
- PowerHub
- Stamp-P4
- Stamp C6LoRa
- Stamp-S3
- Stamp-C3
- Stamp-C3U
- Stamp-S3
- Stamp-S3A
- Stamp-S3Bat
- Dial
- Capsule
- Cardputer/Cardputer-Adv
- StamPLC
- Stamp-Pico
- Air Quality
- DinMeter
- NanoC6
- NanoH2
- Station Bat/485
- Arduino Nesso N1
- StopWatch
- Atom-Lite/Atom-Matrix
- Atom Voice
- AtomS3/AtomS3-Lite
- AtomS3R
- AtomS3R-CAM
- AtomS3R-M12
- Atom VoiceS3R
- TimerCamera
- Unit CamS3-5MP
- Unit CAM
- Unit PoE CAM
- Unit C6L
- Unit PoE-P4
- Tab5
- StickC
- StickC-Plus
- StickC-Plus2
- StickS3
- PaperColor
- Paper
- PaperS3
- CoreInk
- Chain DualKey