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RC Excavator - How To

88% COMPLETE

- What We're Building \sim
- Sourcing Parts ∨
- **Soldering** \vee

Upload & Settings

STEPS

- Connect your esp32 dev board to your computer via micro-usb.
 Select the appropriate com port by navigating to "Tools -> Port -> Com#"
 - a. The com port of your ESP32 should show up when you plug it in so if you're not sure unplug it check what's available then plug it back in and see if any new com ports show up.
 - b. A secondary option is to navigate to "device manager -> ports" if you're using windows and plug/unplug your esp32 to determine which com port it is.
- 2. With the appropriate com port selected upload your sketch by clicking the right arrow at the top of the Arduino IDE.
- 3. We will double check that the

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Uploading Code to ESP32

- **⊘** Installing the Arduino IDE
- **⊘** ESP32 Dev Board Add-On
- Oode Downloading GitHub
- **⊘** Installing Libraries
- SixAxisPairTool and PS3 Controller

Upload & Settings

3D Printing

Assembling Lower Body & Track Support

Arm Assembly

Cab Lights and Rear
Cover

Test Drive

Attachments/Upgrades ∨

sketch was uploaded successfully later in this workshop.

Verify the following if you're having trouble uploading the code

- 1. Tools > Upload Speed > 115200 from the Arduino IDE menus.
- 2. If you have an error related to "LedCDetachPin" This was caused by the release of 3.0.0 of the espressif "esp32" board. You'll want to use "esp32" version 2.0.17 otherwise the compiler will not work with library "ESP32Servo". Version 3.0.0 of the Espressif "esp32" board has broken some of the code they note this in their release.

COMPLETE AND CONTINUE

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