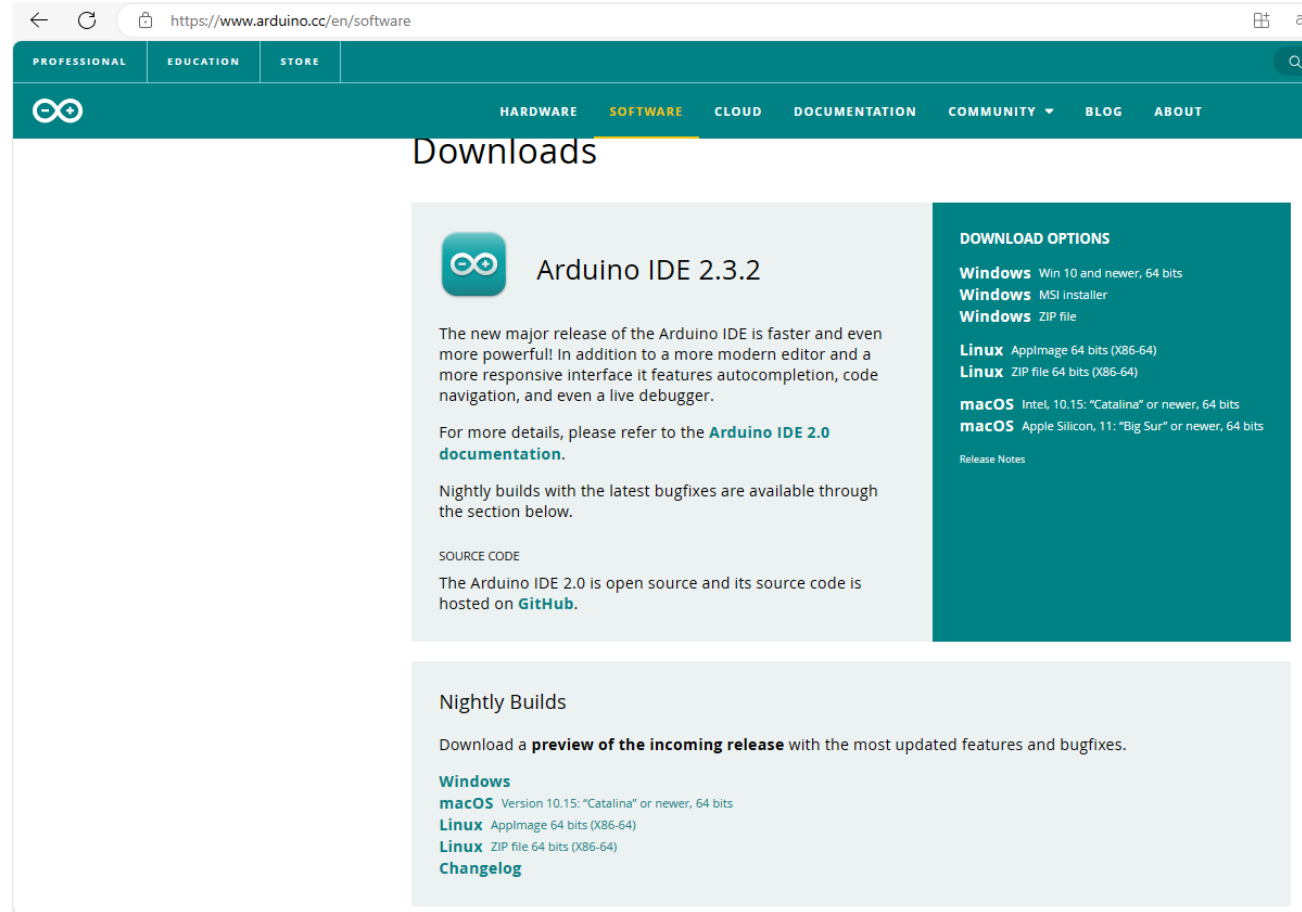


Arduino kortin kehitysympäristön asennus ja testaus

https://www.arduino.cc/en/software



The screenshot shows the Arduino website's software page. The header includes navigation links for Professional, Education, and Store, and a main menu with Hardware, Software (highlighted), Cloud, Documentation, Community, Blog, and About. The main heading is "Downloads". The primary content area features the Arduino IDE 2.3.2 release information, including a description of its improvements, a link to documentation, and a note about nightly builds. A sidebar on the right lists download options for Windows (Win 10 and newer, 64 bits) and Linux (ApplImage 64 bits (X86-64), ZIP file 64 bits (X86-64)), along with macOS options (Intel, 10.15: "Catalina" or newer, 64 bits; Apple Silicon, 11: "Big Sur" or newer, 64 bits). A "Nightly Builds" section at the bottom provides a preview of the incoming release with the most updated features and bugfixes, including download links for Windows, macOS, and Linux, and a link to the changelog.

← ↻ 🔒 https://www.arduino.cc/en/software

PROFESSIONAL EDUCATION STORE

Arduino

HARDWARE SOFTWARE CLOUD DOCUMENTATION COMMUNITY BLOG ABOUT

Downloads



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 ApplImage 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](#)

Nightly Builds

Download a **preview of the incoming release** with the most updated features and bugfixes.

Windows
macOS Version 10.15: "Catalina" or newer, 64 bits
Linux ApplImage 64 bits (X86-64)
Linux ZIP file 64 bits (X86-64)
[Changelog](#)

Lataa Windows asennuspaketti virtuaalikoneelle ja asenna

Download Arduino IDE & support its progress

Since the 1.x release in March 2015, the Arduino IDE has been downloaded **80 033 615** times — impressive! Help its development with a donation.

\$3	\$5	\$10	\$25	\$50	Other
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CONTRIBUTE AND DOWNLOAD

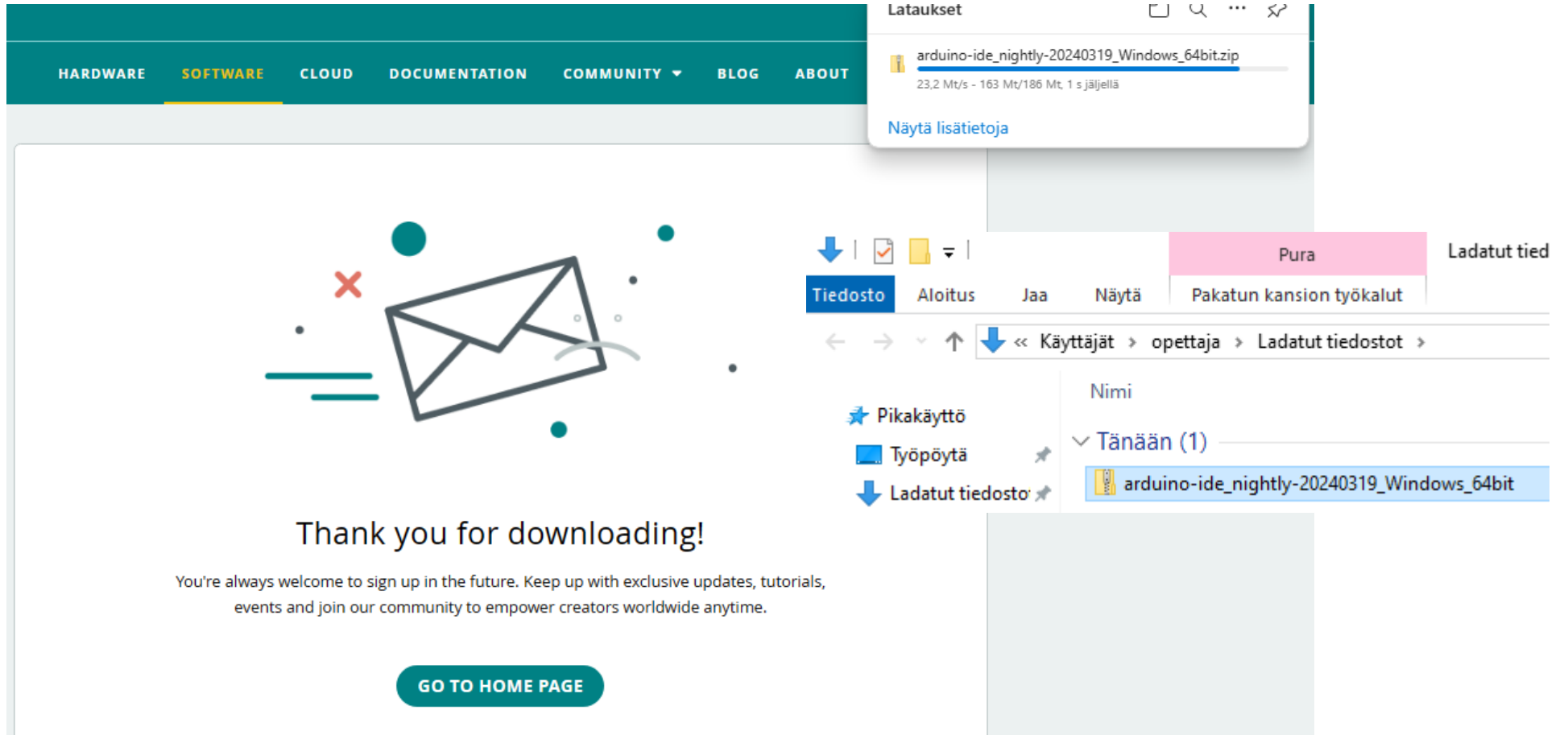
or

JUST DOWNLOAD

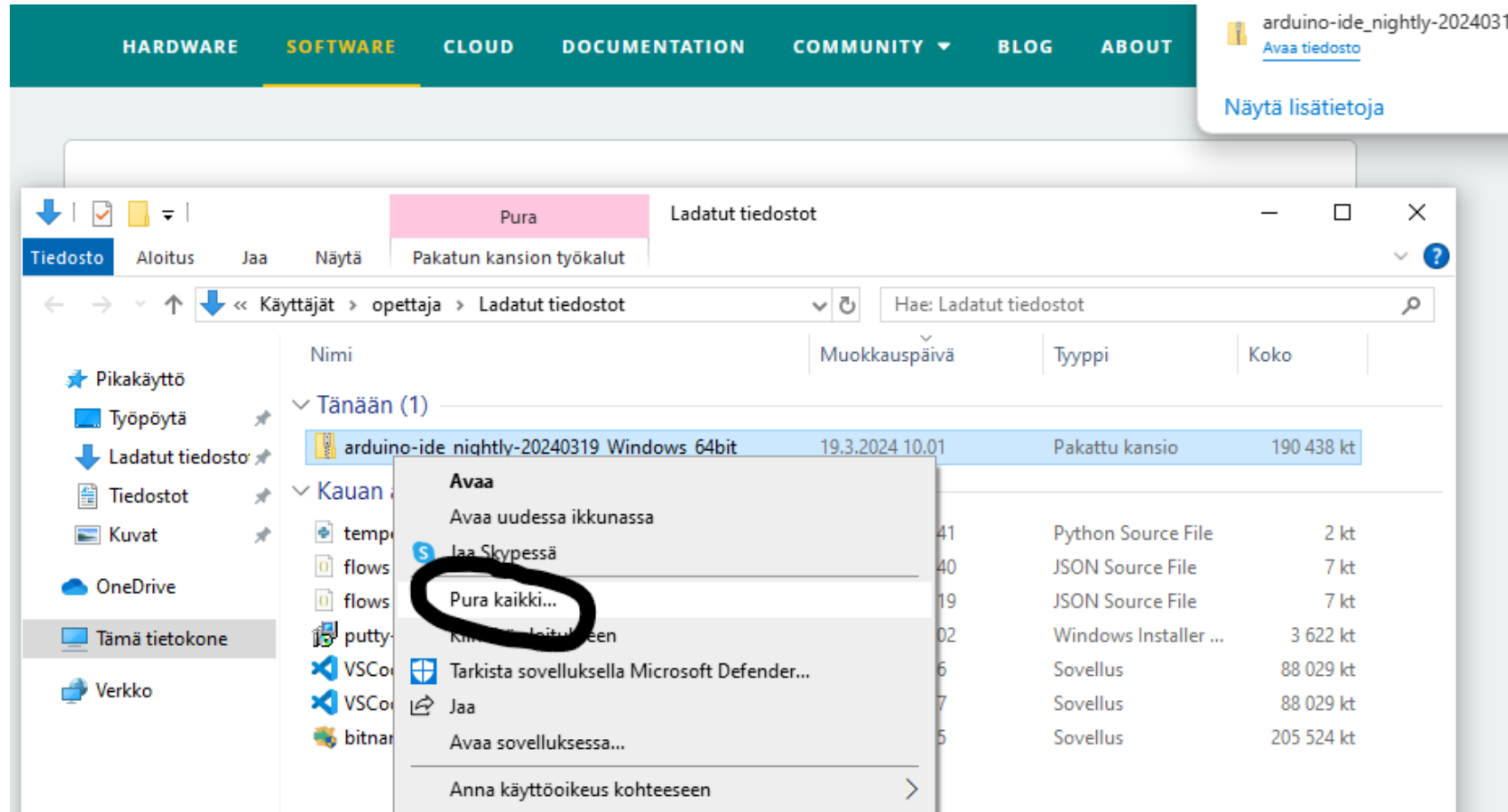


Learn more about [donating to Arduino](#).

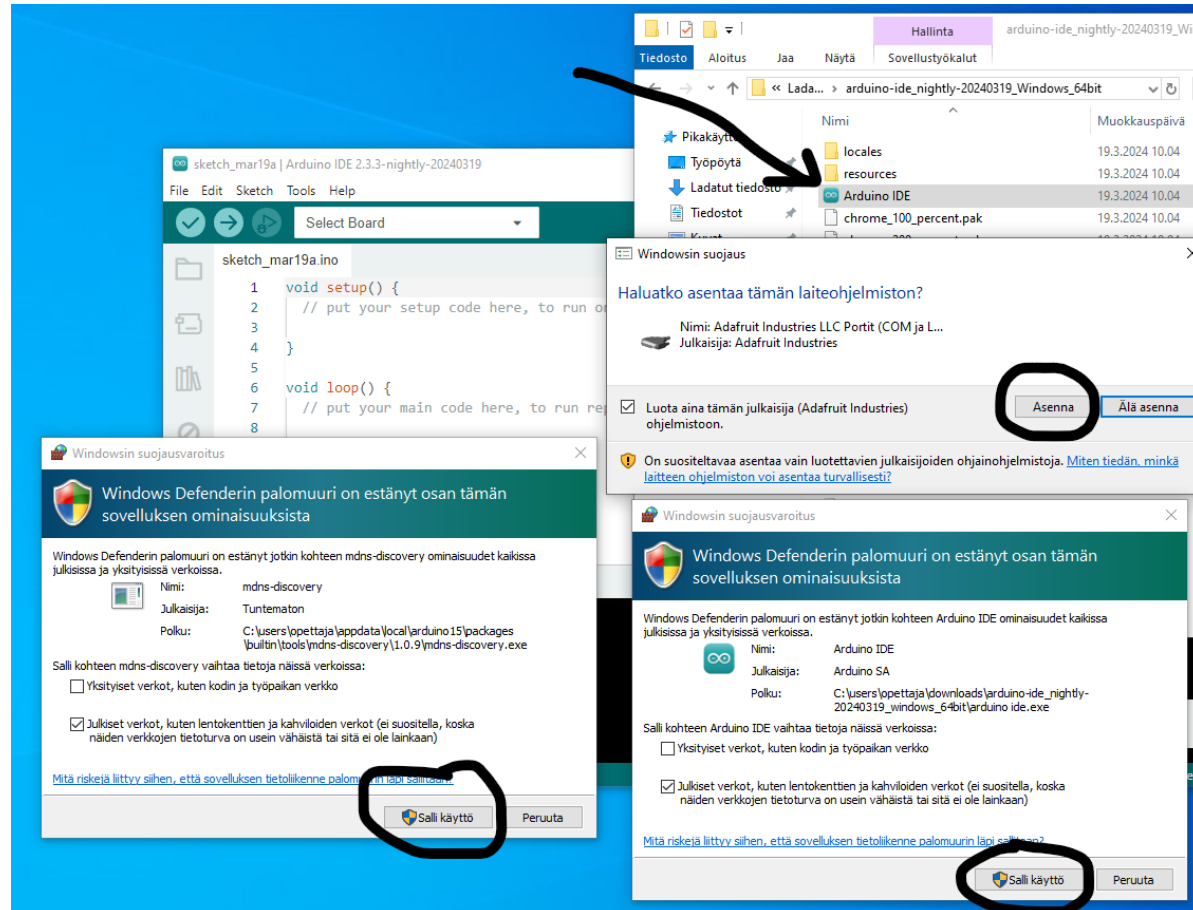
Avaa ladatut kansio



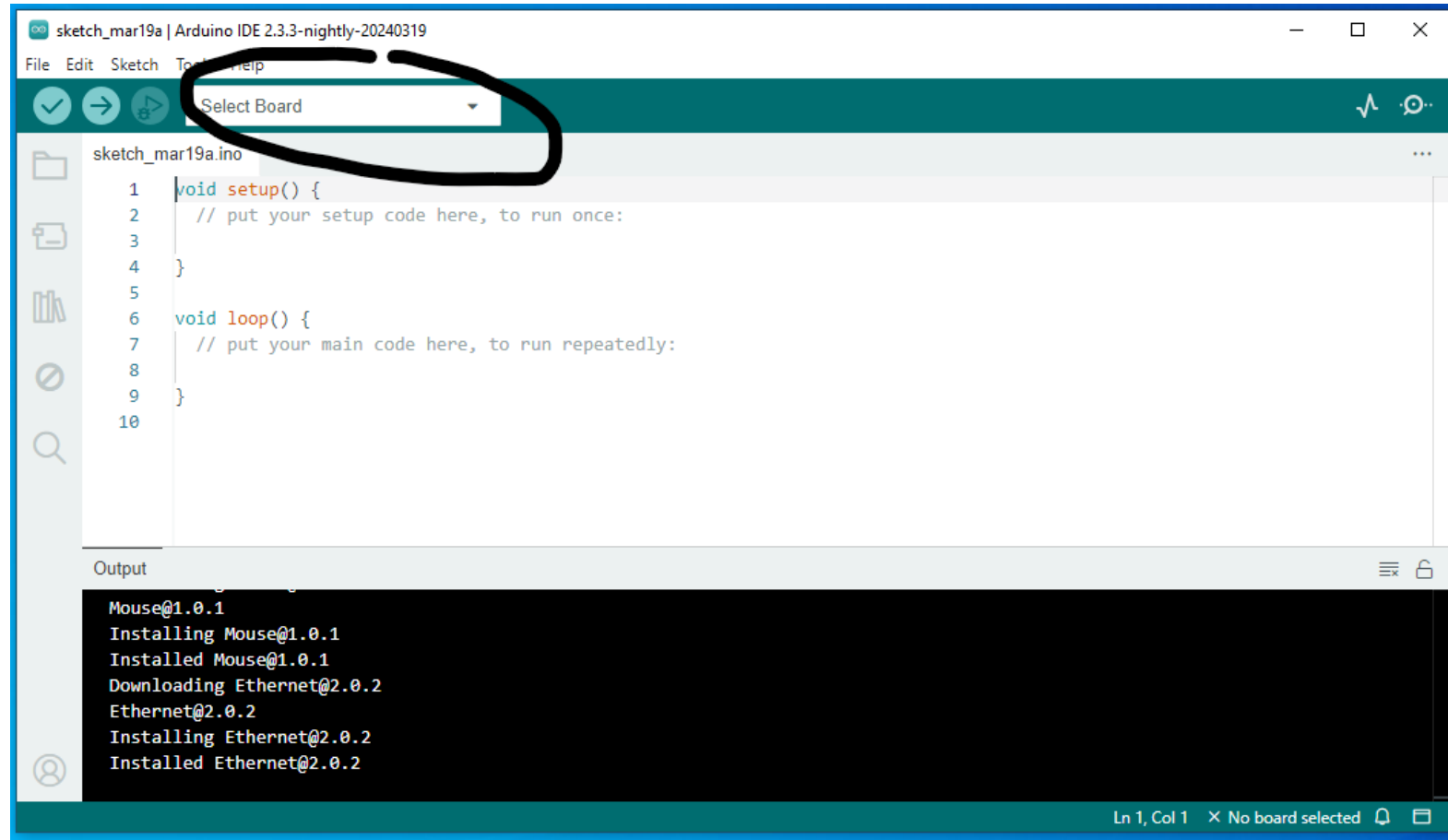
Pura ladattu paketti



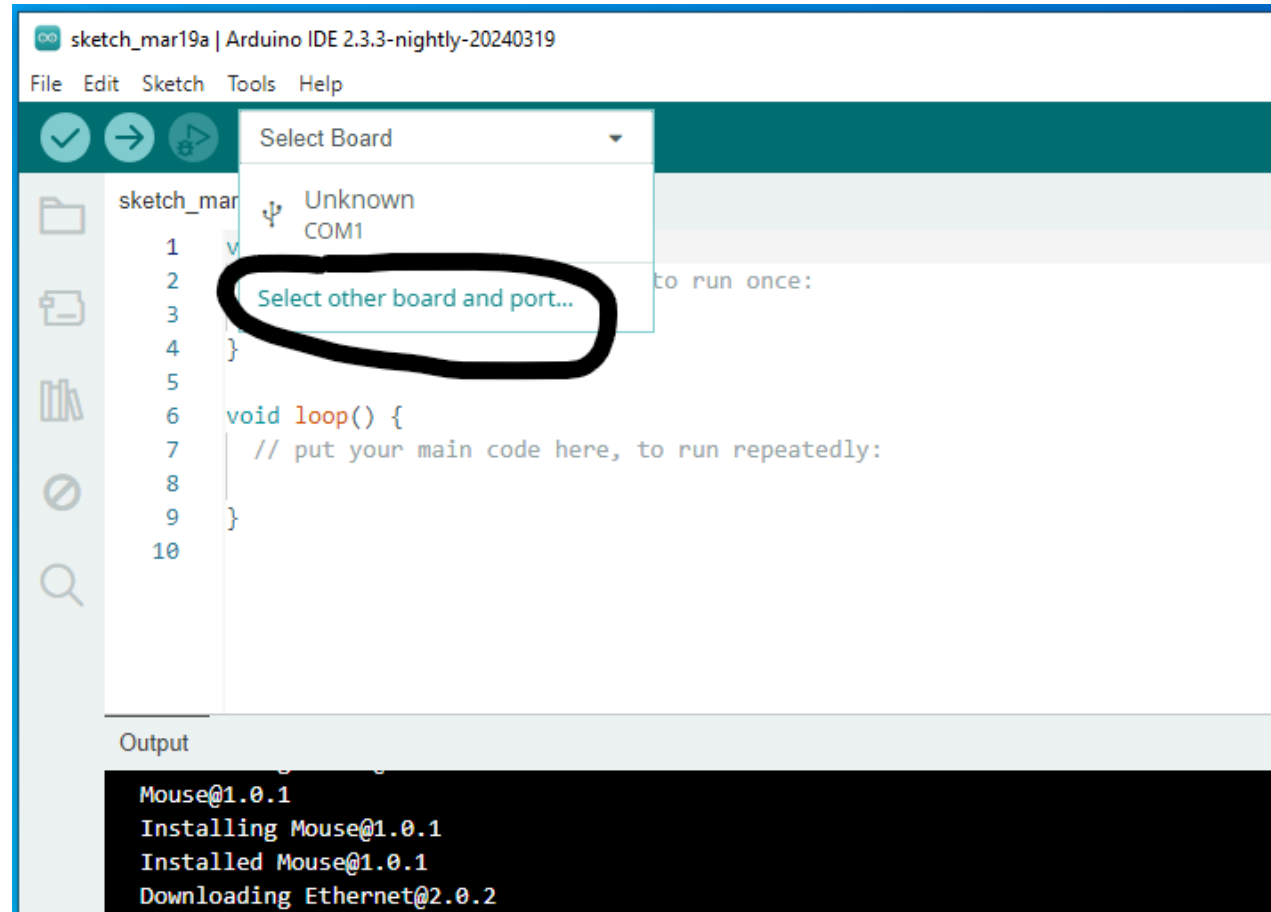
Käynnistä Arduino IDE puretusta kansioista

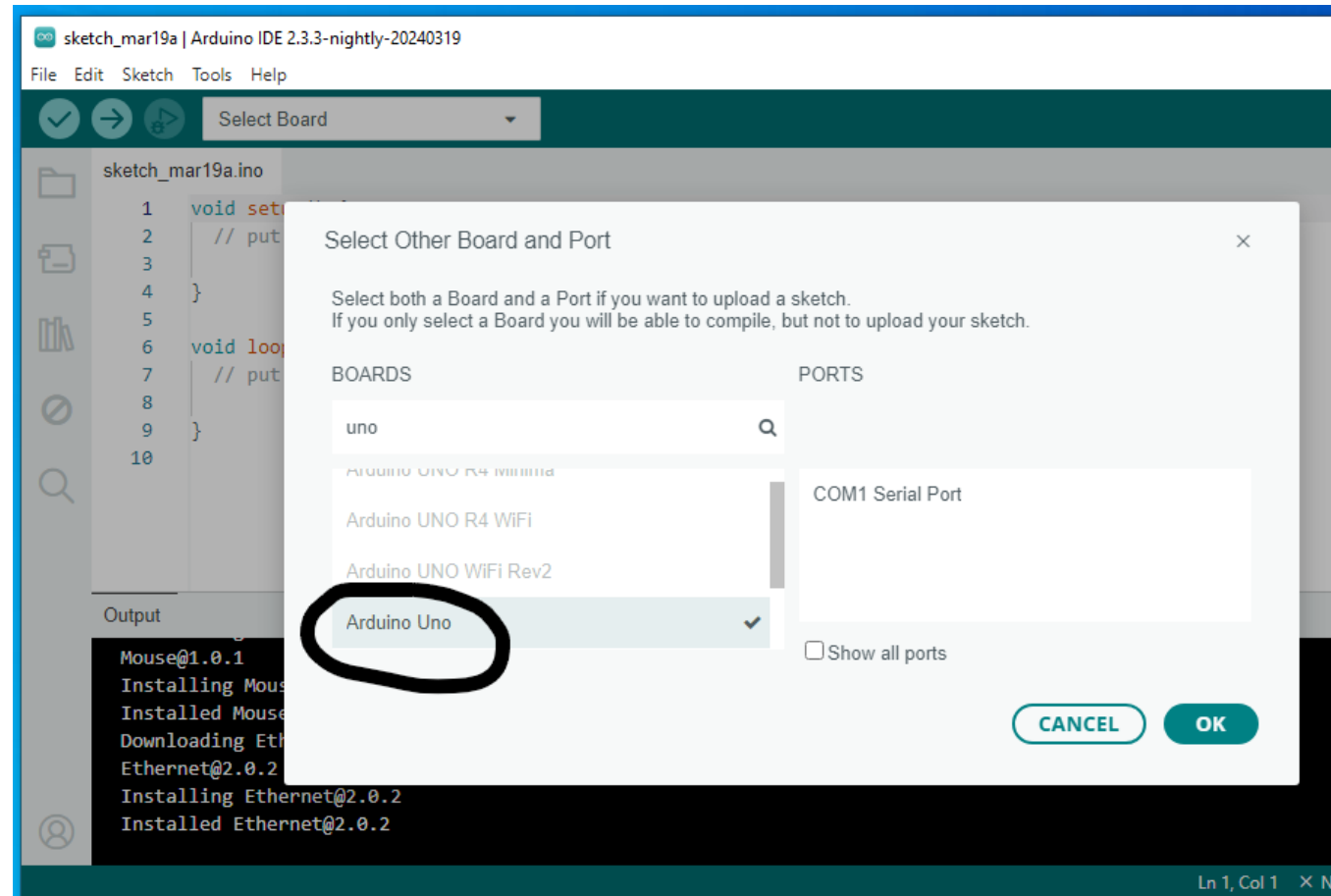


Valitaan ohjelmoitavaksi kortiksi "Arduino UNO"

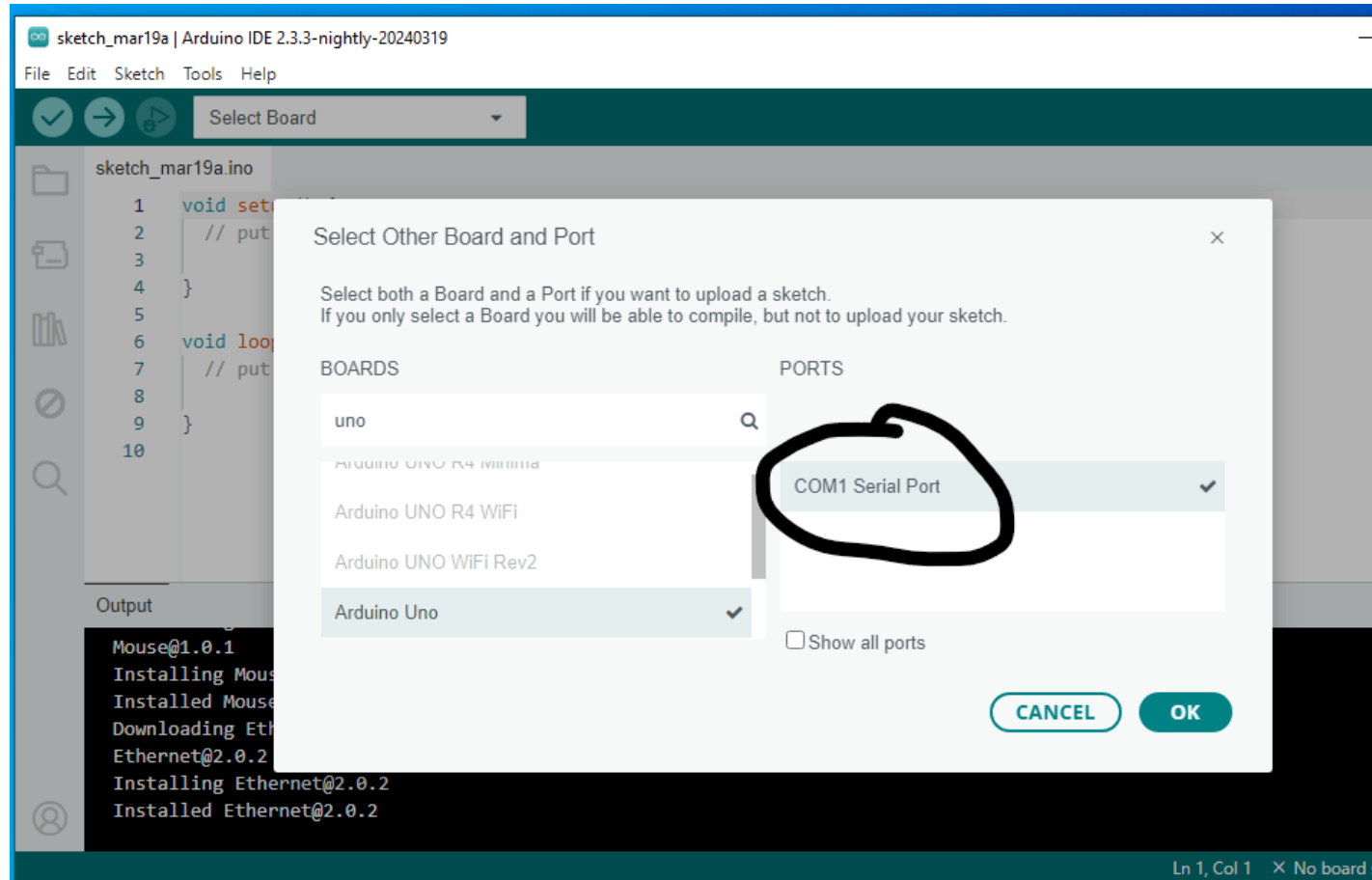


Valitaan kortti

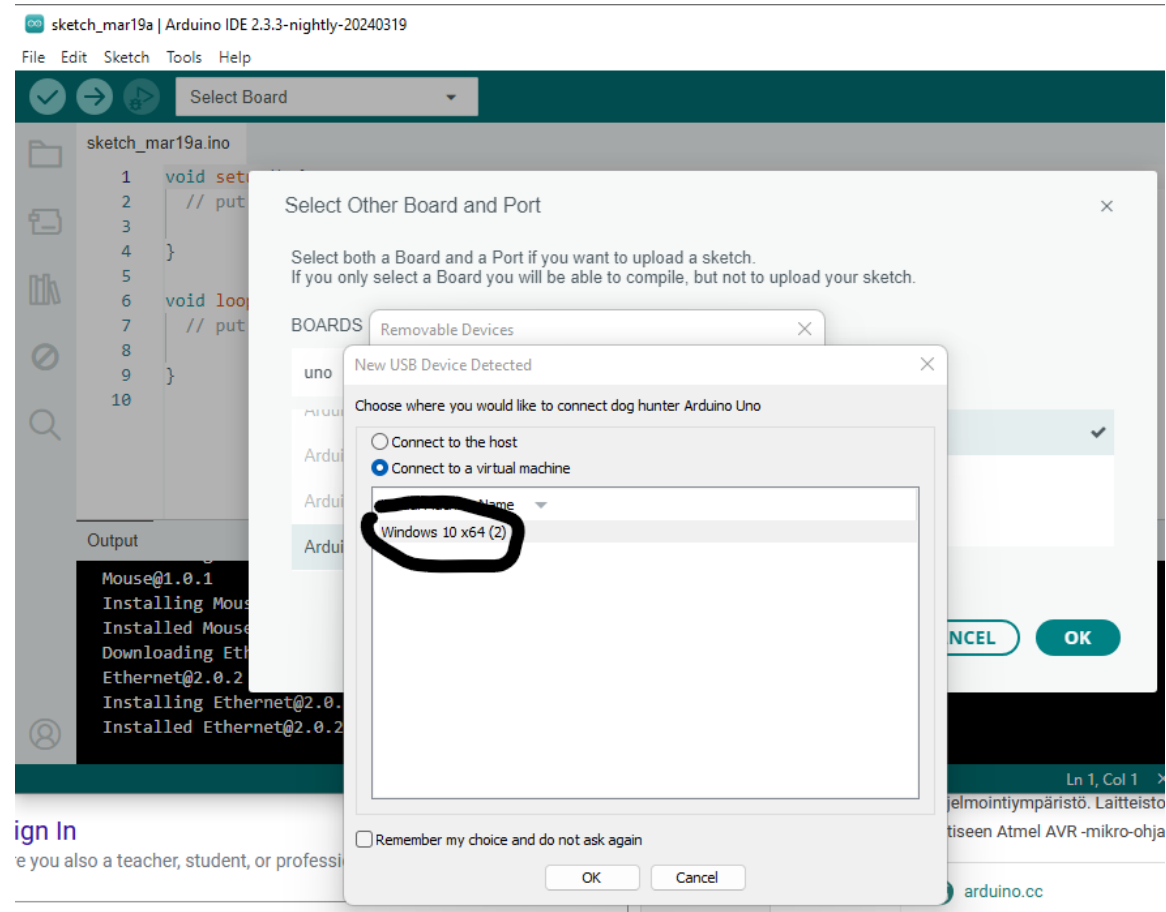




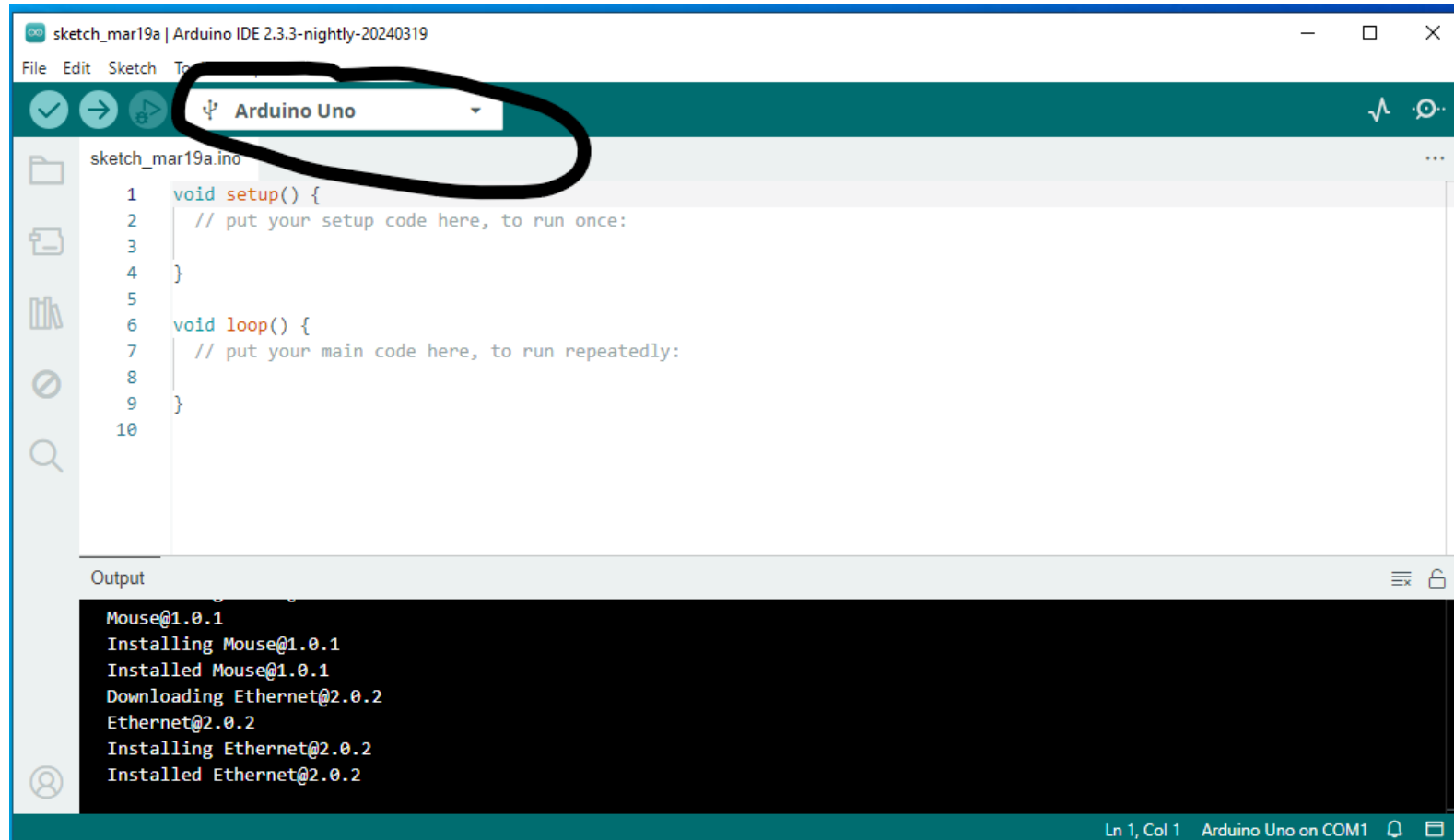
Valitaan COM- portti (sarjaliikenne)



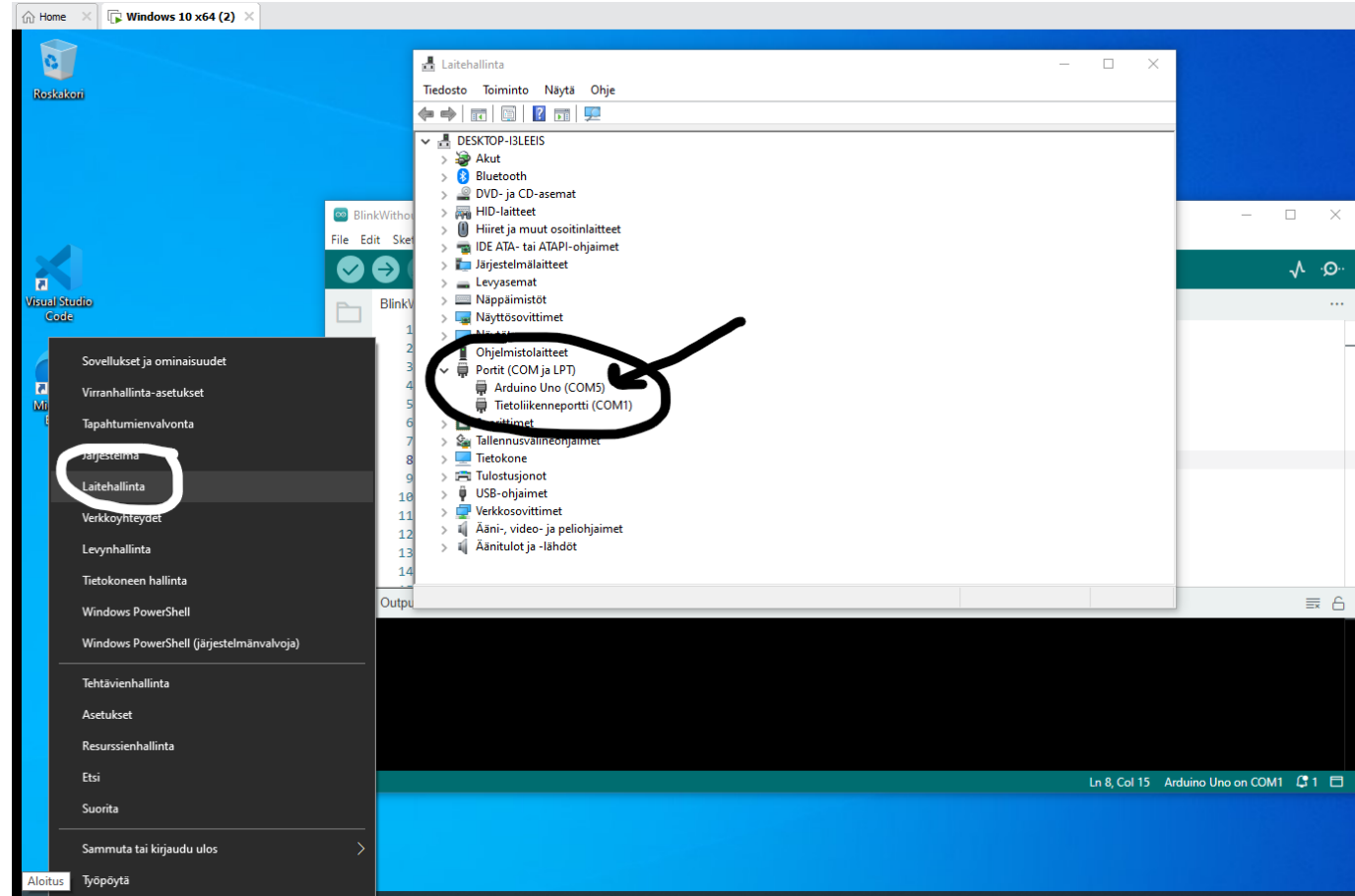
Kytke Arduino UNO Usb-kaapelilla tietokoneeseen



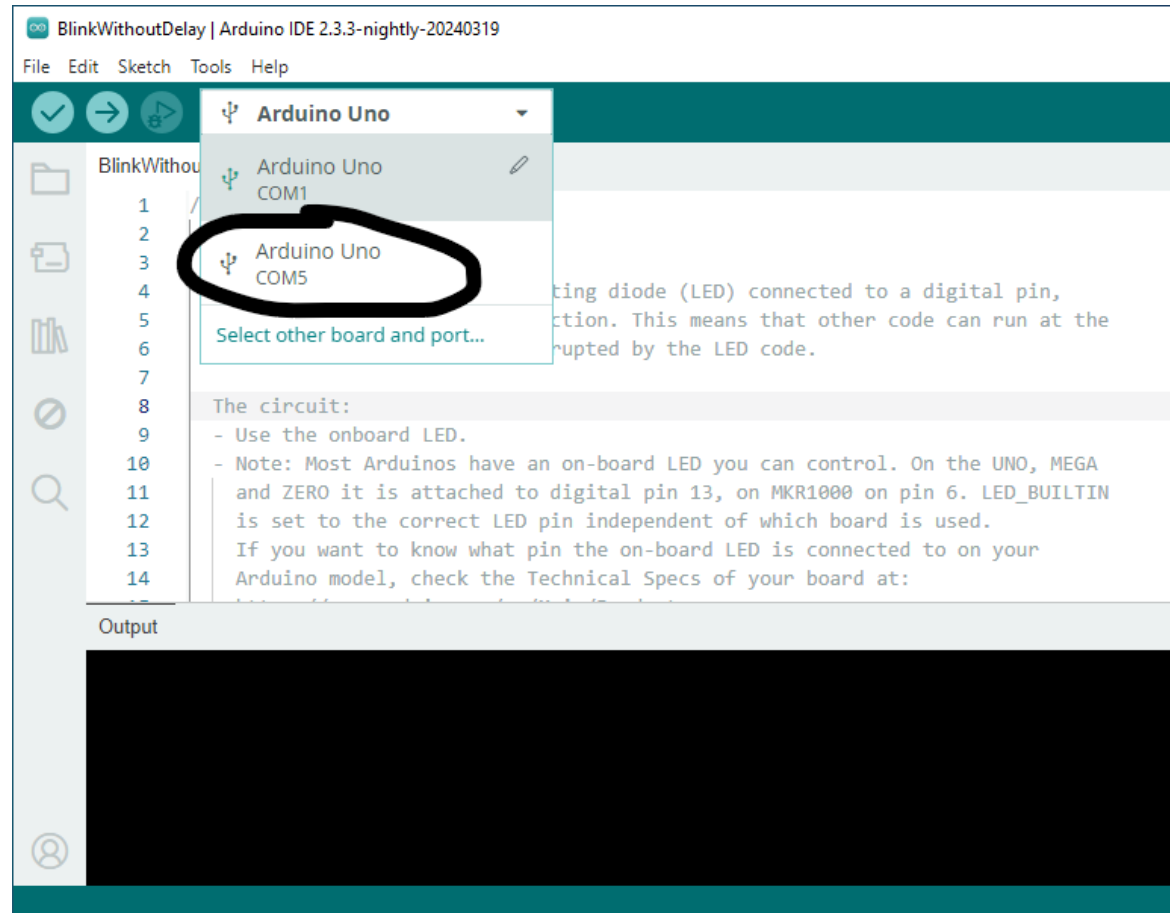
Valitaan kortti



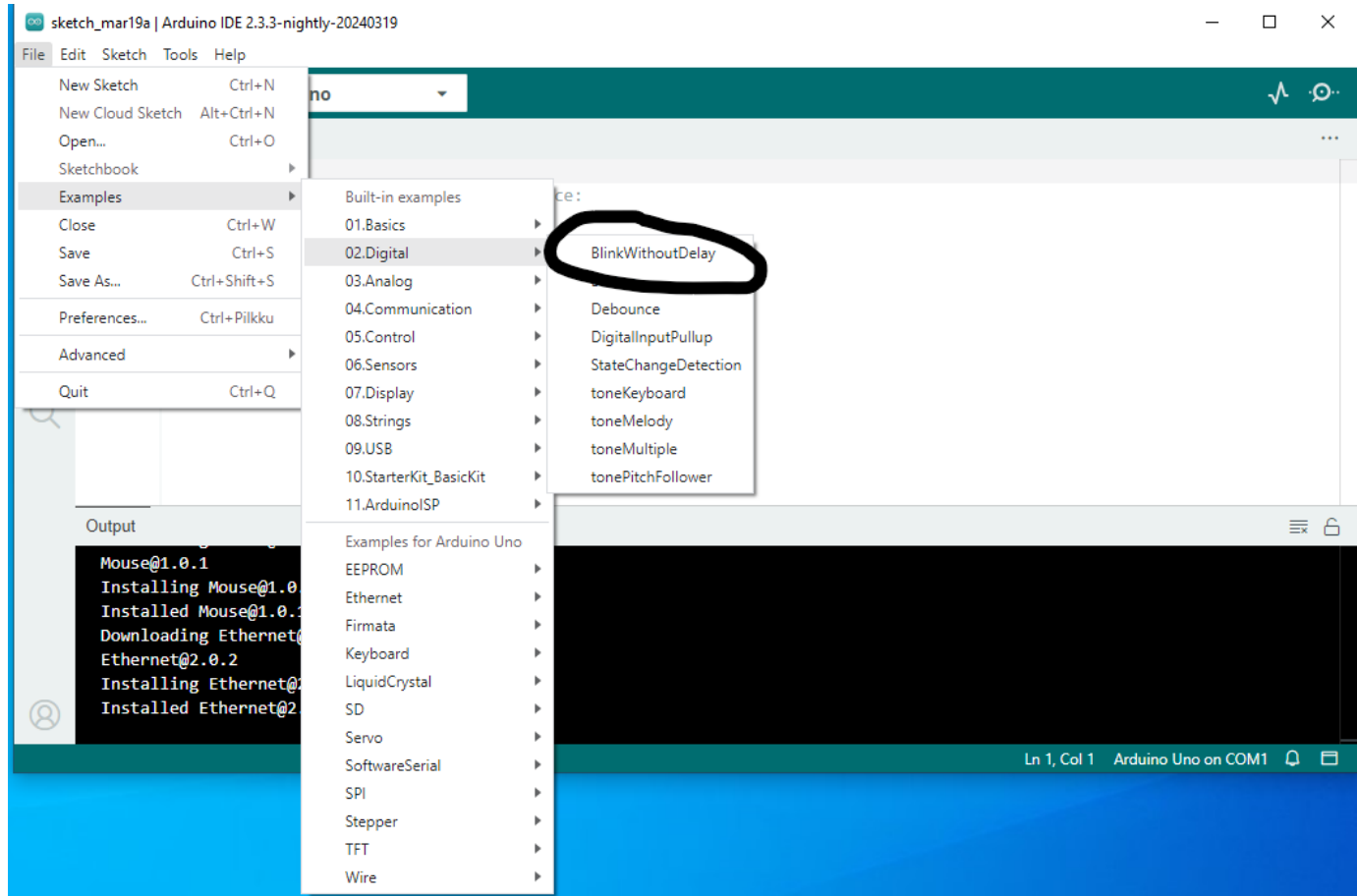
Tarkista COM-portti johon Arduino UNO on kytketty (hiiren oikea näppäin Windows kuvakkeen päällä ja valitse ”Laiteasetukset / Portit”



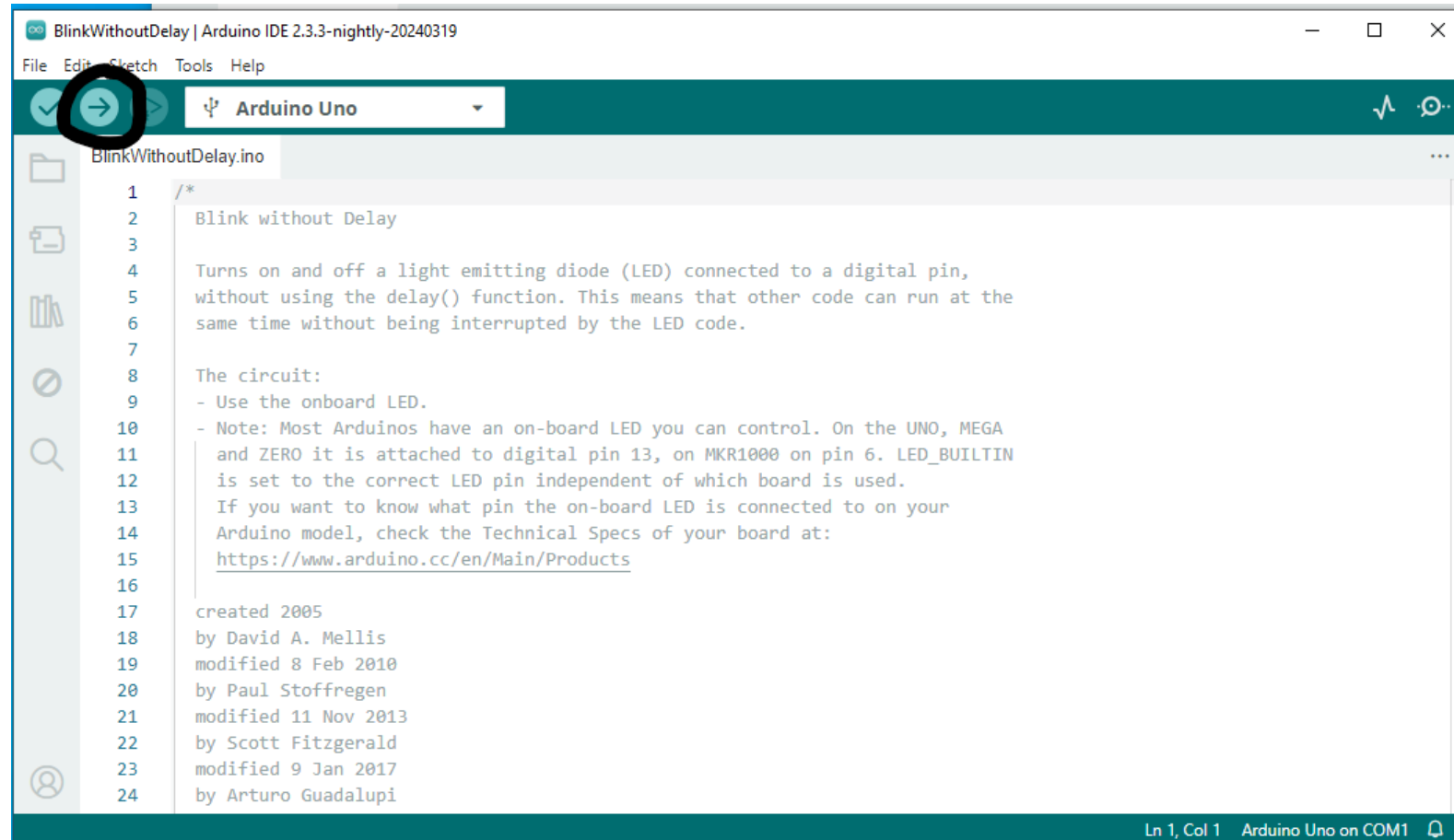
Sulje edellinen Sketch-ikkuna ja valitse uusi COM-portti



Valitse esimerkit ja "BlinkWithoutDelay"



Testataan Blink without Delay





Arduino Uno



BlinkWithoutDelay.ino



```
1  /*
2   Blink without Delay
3
4   Turns on and off a light emitting diode (LED) connected to a digital pin,
5   without using the delay() function. This means that other code can run at the
6   same time without being interrupted by the LED code.
7
8   The circuit:
9   - Use the onboard LED.
10  - Note: Most Arduinos have an on-board LED you can control. On the UNO, MEGA
11    and ZERO it is attached to digital pin 13, on MKR1000 on pin 6. LED_BUILTIN
12    is set to the correct LED pin independent of which board is used.
13    If you want to know what pin the on-board LED is connected to on your
14    Arduino model, check the Technical Specs of your board at:
15    https://www.arduino.cc/en/Main/Products
16
17    created 2005
18    by David A. Mellis
19    modified 8 Feb 2010
```

Output



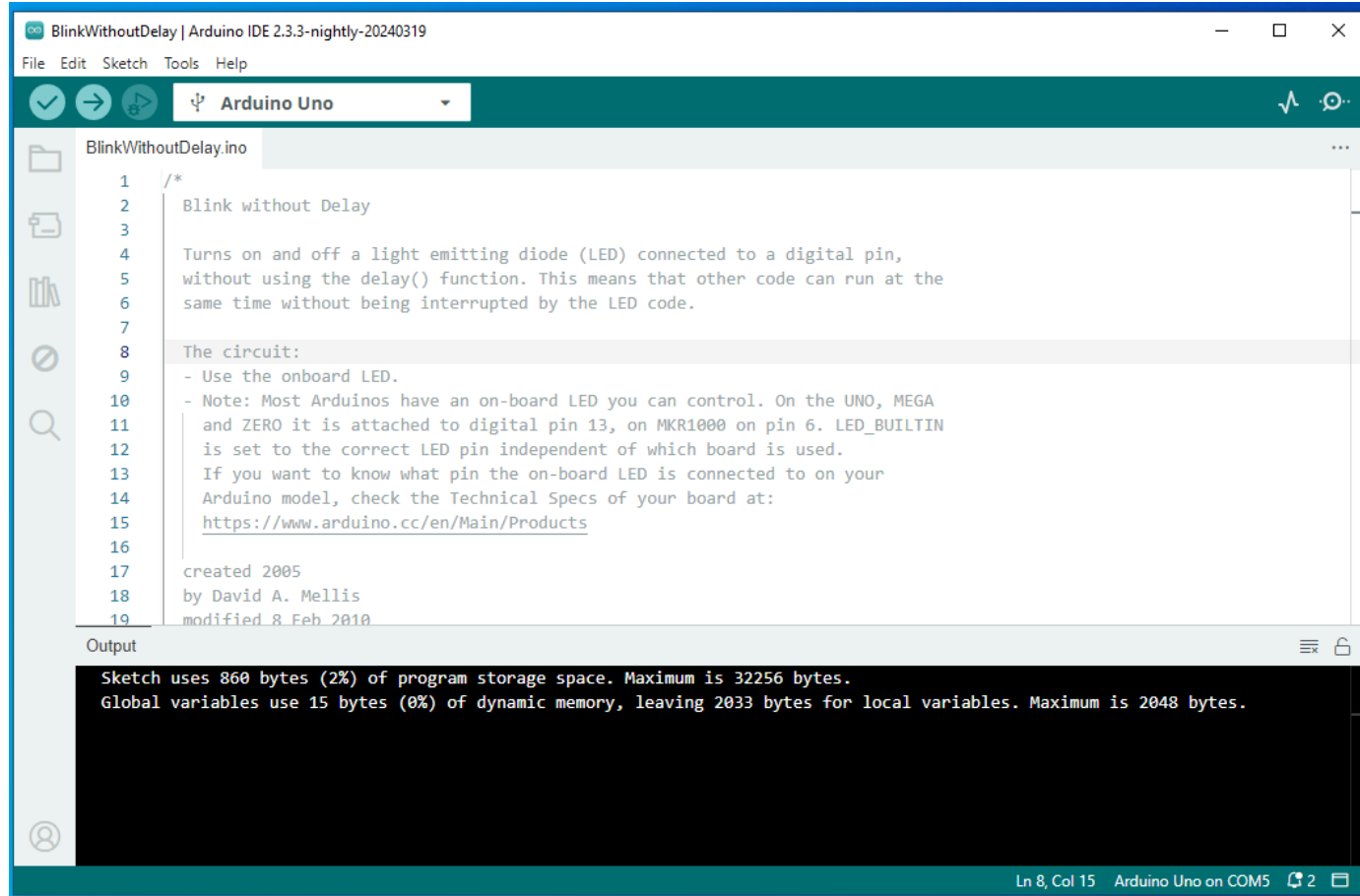
```
Sketch uses 860 bytes (2%) of program storage space. Maximum is 32256 bytes.
Global variables use 15 bytes (0%) of dynamic memory, leaving 2033 bytes for local variables. Maximum is 2048 bytes.
```

Uploading...

CANCEL



Ohjelma ladattu kortille ilman virheitä ”Done uploading”



Tarkista että ledi
vilkkuu 1s välein

