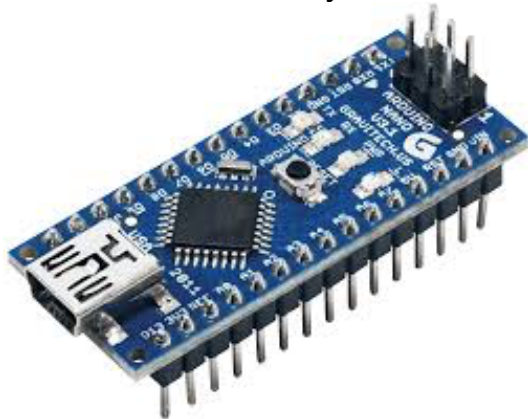


# Getting Started with Arduino Nano

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The Arduino Nano is a simple 8-bit microcontroller, ideal for beginners and simple embedded projects. It is programmed via USB and has a number of I/O pins. It uses the Atmel ATmega 328P microprocessor chip.

## 1. Install the required device driver

Several clone versions of the Nano are around, so you may have to try several device drivers for your Mac or PC:

Win: <http://robotics.ee.uwa.edu.au/nano/drivers/win/>

Mac: <http://robotics.ee.uwa.edu.au/nano/drivers/mac/>

## 2. Install the Arduino programming environment

Download and install the latest Arduino Software from this site:

Win or Mac: <https://www.arduino.cc/en/Main/Software>

The Arduino Software allows some simple programming in a reduced C-like language.

Once familiar with this system, you can also download the Atmel Studio / GNU programming tools for programming in assembly or C (Atmel is the manufacturer of the microprocessor). These are available for Windows only:

Win: <http://www.atmel.com/tools/atmelstudio.aspx>

Win: <http://sourceforge.net/projects/winavr/files/>

or: <http://robotics.ee.uwa.edu.au/nano/win/>

## 3. Connect your Arduino Nano via the USB cable to your Mac/PC

The power light should come on. (Different hardware versions use differently colored LEDs)

## 4. Start the Arduino Software

- Under **Tools / Board** select: Arduino Nano
- Under **Tools / Processor** select: ATmega328
- Under **Port** select Mac: something like /dev/cu.usbserial.ABCDEFGH  
Win: correct COM port

Selecting the correct USB port can be tricky and will only work if the correct driver has been installed. Without the right port, you cannot upload software to the Nano.

## 5. Select an Example Program

Select menu item **File / Examples / 01. Basics / Blink**

The example program will occur in the editor window.

Note that each program has two functions: **setup** and **loop**. So after an initial setup at start time (e.g. power-up), every program will run in an endless loop (until you disconnect power or overwrite it). This is how all embedded systems work.

## 6. Compile the Example Program

Compile the program by clicking on the tick button (✓) in the top left corner of the window. A message should appear that says “Done compiling”, without any error messages.

## 7. Upload the Executable Program to the Nano

Click on the arrow button (➔) on top, second from left. You will get the message “Uploading” with a progress bar and finally “Done uploading”. The program will be stored permanently in the Nano’s flash memory. It will remain there, even if you disconnect power and reconnect it later, until you eventually overwrite it with another program.

If you get a red error message, then check your settings (step 4) or go back to driver installation (step 1)

## 8. Running the Example Program

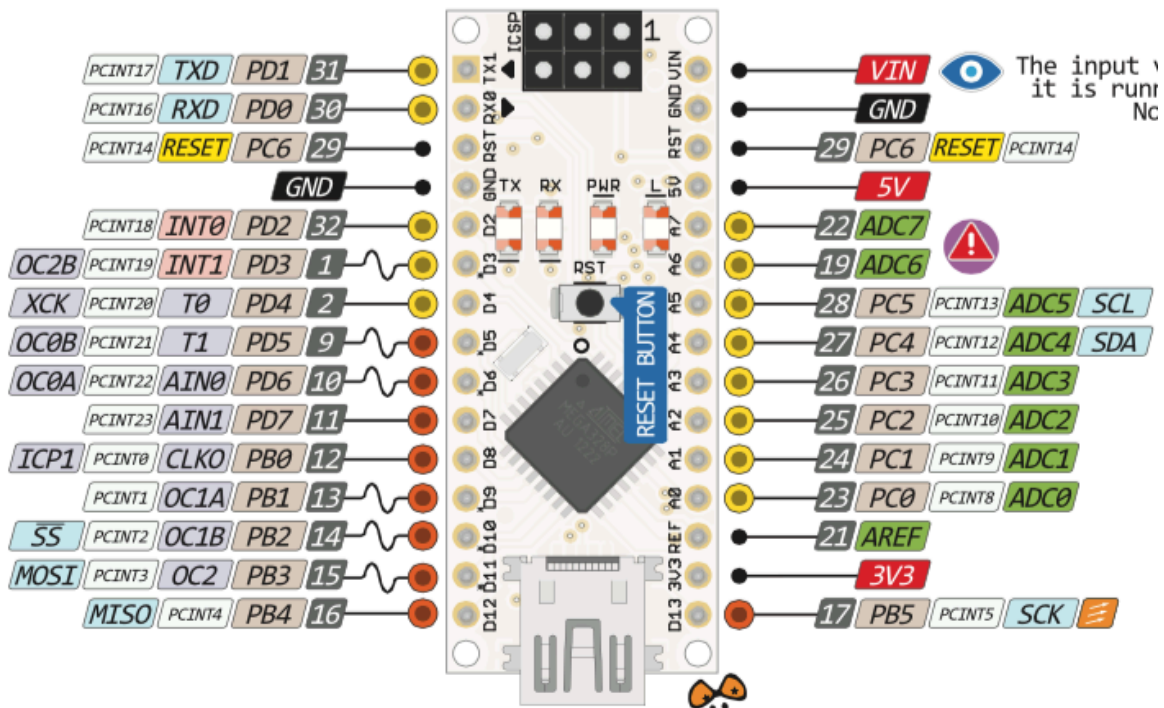
After successful upload, your program will start running immediately. In case of the Blink example, the I/O LED will start blink in a sequence of 1 sec. on, 1 sec. off.

## 9. Write your own Programs

Start by modifying the Blink program. Change the delay times to change the blinking frequency, then make it a whole new project altogether.

## 10. Add Input / Output

The important next step is to add I/O to the controller. See the diagram for all available I/O lines.



For more information see: <https://www.arduino.cc>