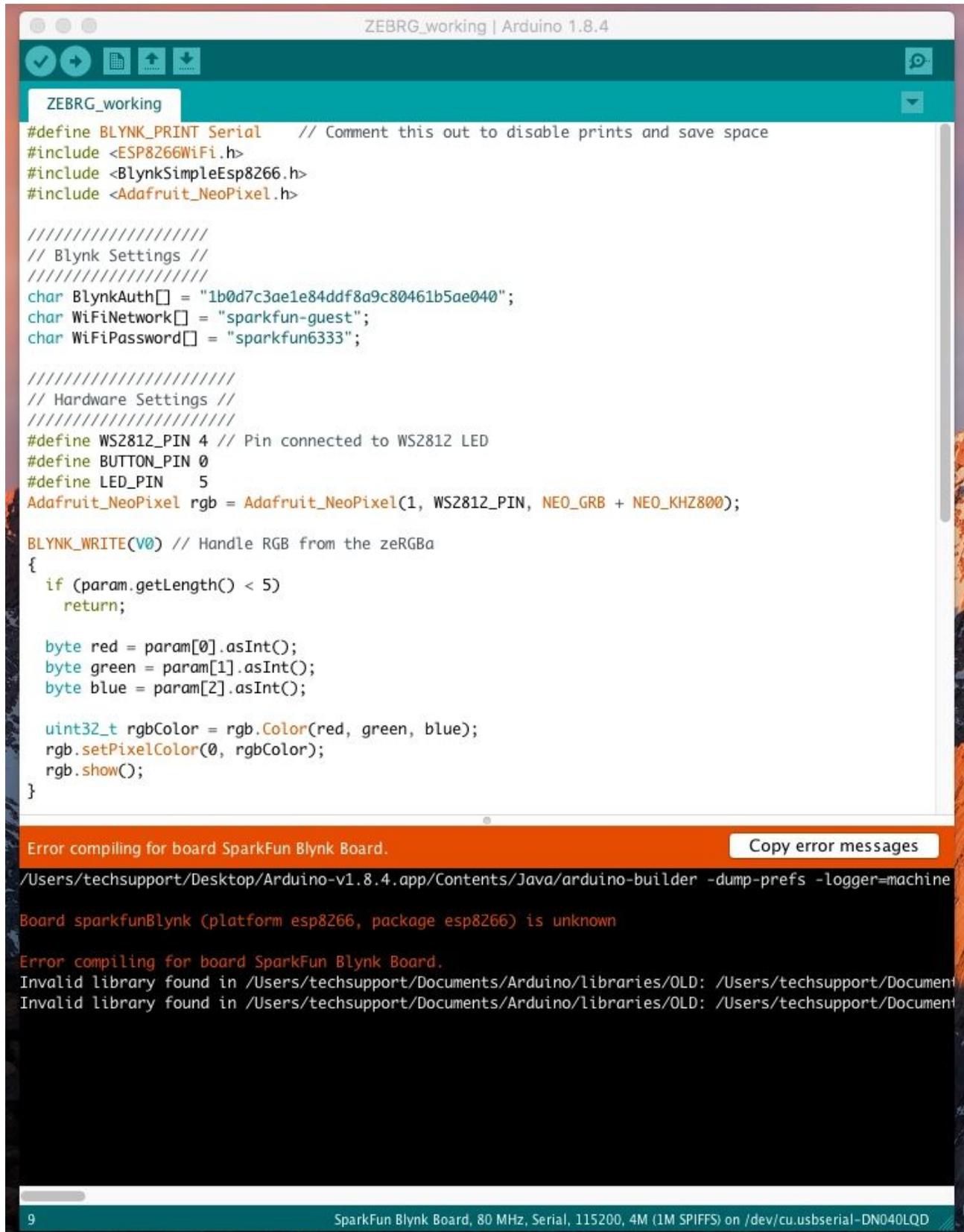


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Use the keyword “blynk” to find the “SparkFun ESP8266 Boards by SparkFun Electronics”; it may appear as “SparkFun ESP8266 Boards by ESP8266 Community”:	25
Click Install:	25
If successful, it should appear as below:	27
Close the Board Manager. You will see the Blynk Board in the list of available boards, select it:	28
Select the correct port and you should be able to upload your code:	29
You should see the following output in the console/black area:	30
If successful, you should see Done Uploading. I saw the following output in the console:	31

Uninstalling the SparkFun & Community ESP8266 boards:

1. Starting from the error message:



```
ZEBRG_working | Arduino 1.8.4
ZEBRG_working
#define BLYNK_PRINT Serial // Comment this out to disable prints and save space
#include <ESP8266WiFi.h>
#include <BlynkSimpleEsp8266.h>
#include <Adafruit_NeoPixel.h>

////////////////////
// Blynk Settings //
////////////////////
char BlynkAuth[] = "1b0d7c3ae1e84ddf8a9c80461b5ae040";
char WiFiNetwork[] = "sparkfun-guest";
char WiFiPassword[] = "sparkfun6333";

////////////////////
// Hardware Settings //
////////////////////
#define WS2812_PIN 4 // Pin connected to WS2812 LED
#define BUTTON_PIN 0
#define LED_PIN 5
Adafruit_NeoPixel rgb = Adafruit_NeoPixel(1, WS2812_PIN, NEO_GRB + NEO_KHZ800);

BLYNK_WRITE(V0) // Handle RGB from the zeRGBa
{
  if (param.getLength() < 5)
    return;

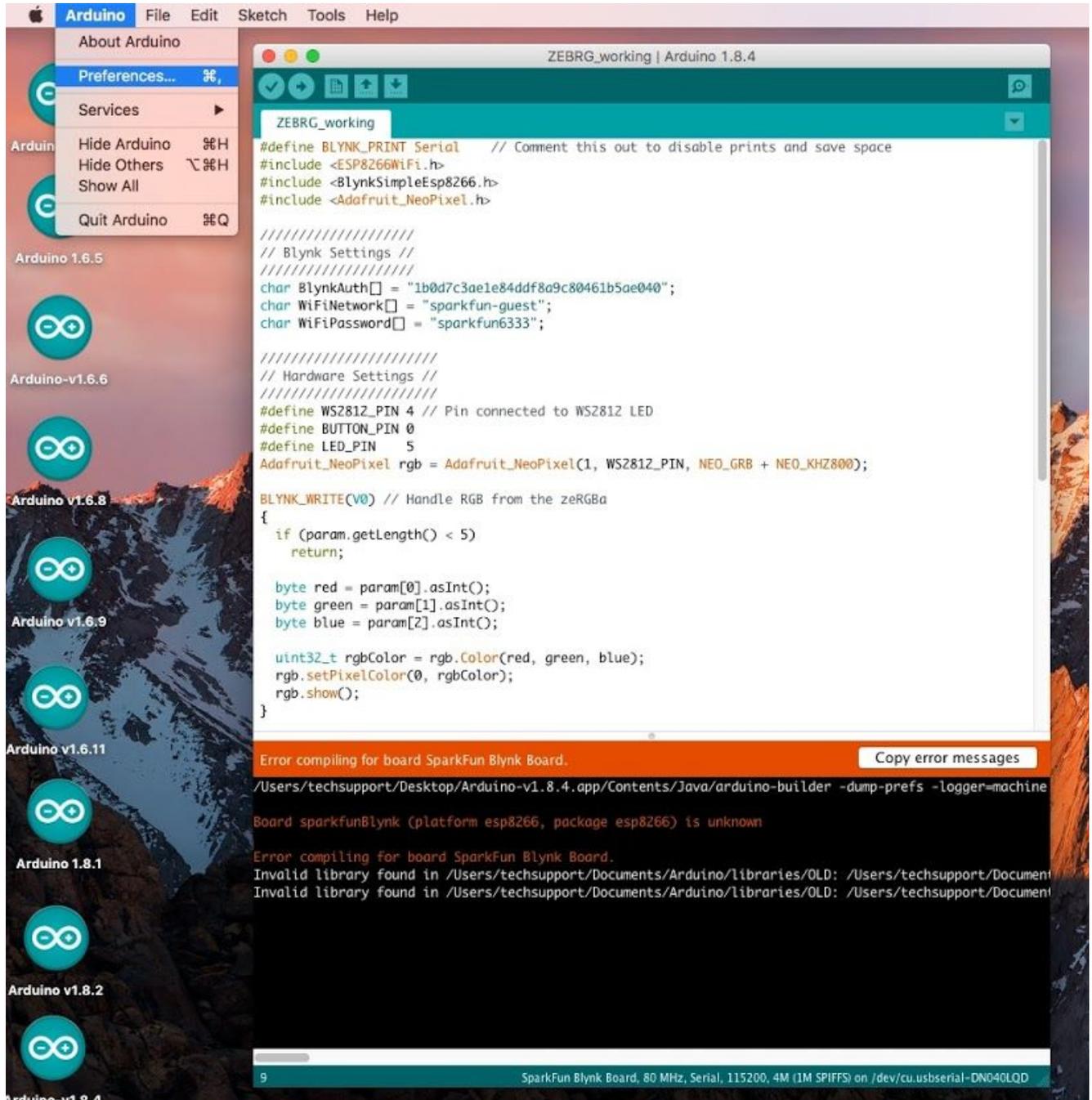
  byte red = param[0].asInt();
  byte green = param[1].asInt();
  byte blue = param[2].asInt();

  uint32_t rgbColor = rgb.Color(red, green, blue);
  rgb.setPixelColor(0, rgbColor);
  rgb.show();
}

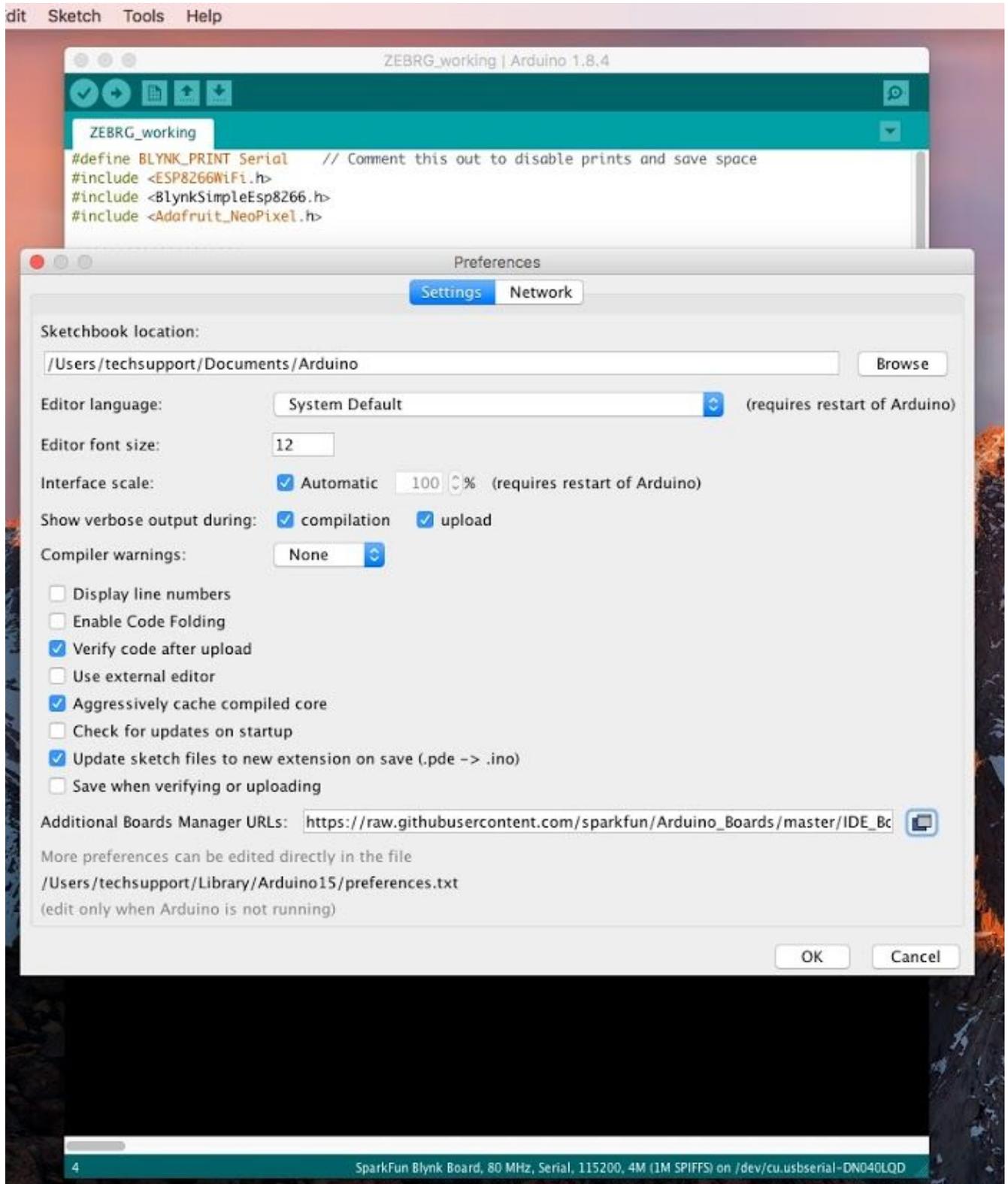
Error compiling for board SparkFun Blynk Board. Copy error messages
/Users/techsupport/Desktop/Arduino-v1.8.4.app/Contents/Java/arduino-builder -dump-prefs -logger=machine
Board sparkfunBlynk (platform esp8266, package esp8266) is unknown
Error compiling for board SparkFun Blynk Board.
Invalid library found in /Users/techsupport/Documents/Arduino/libraries/OLD: /Users/techsupport/Document
Invalid library found in /Users/techsupport/Documents/Arduino/libraries/OLD: /Users/techsupport/Document

9 SparkFun Blynk Board, 80 MHz, Serial, 115200, 4M (1M SPIFFS) on /dev/cu.usbserial-DN040LQD
```

2. Open up Preferences:

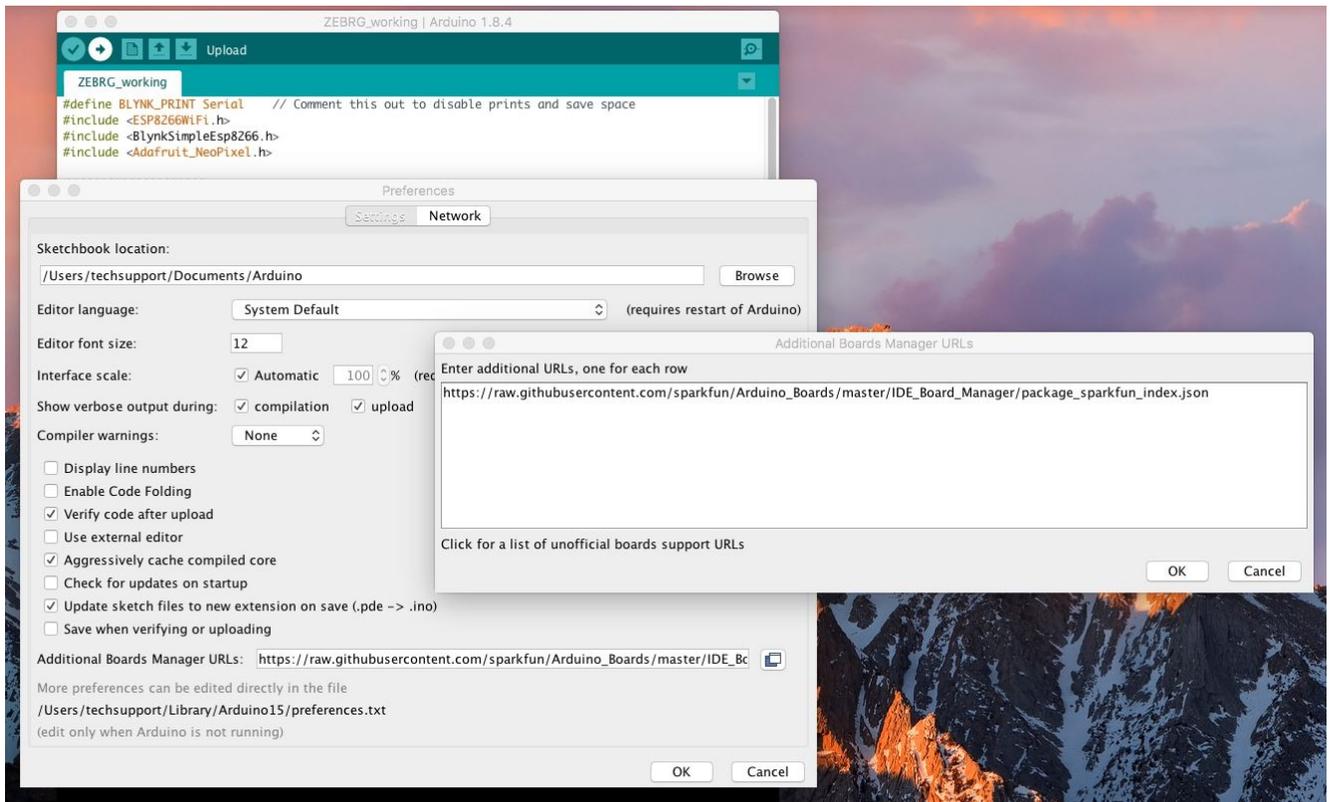


3. Select/Open the “Additional Boards Manager URLs:”

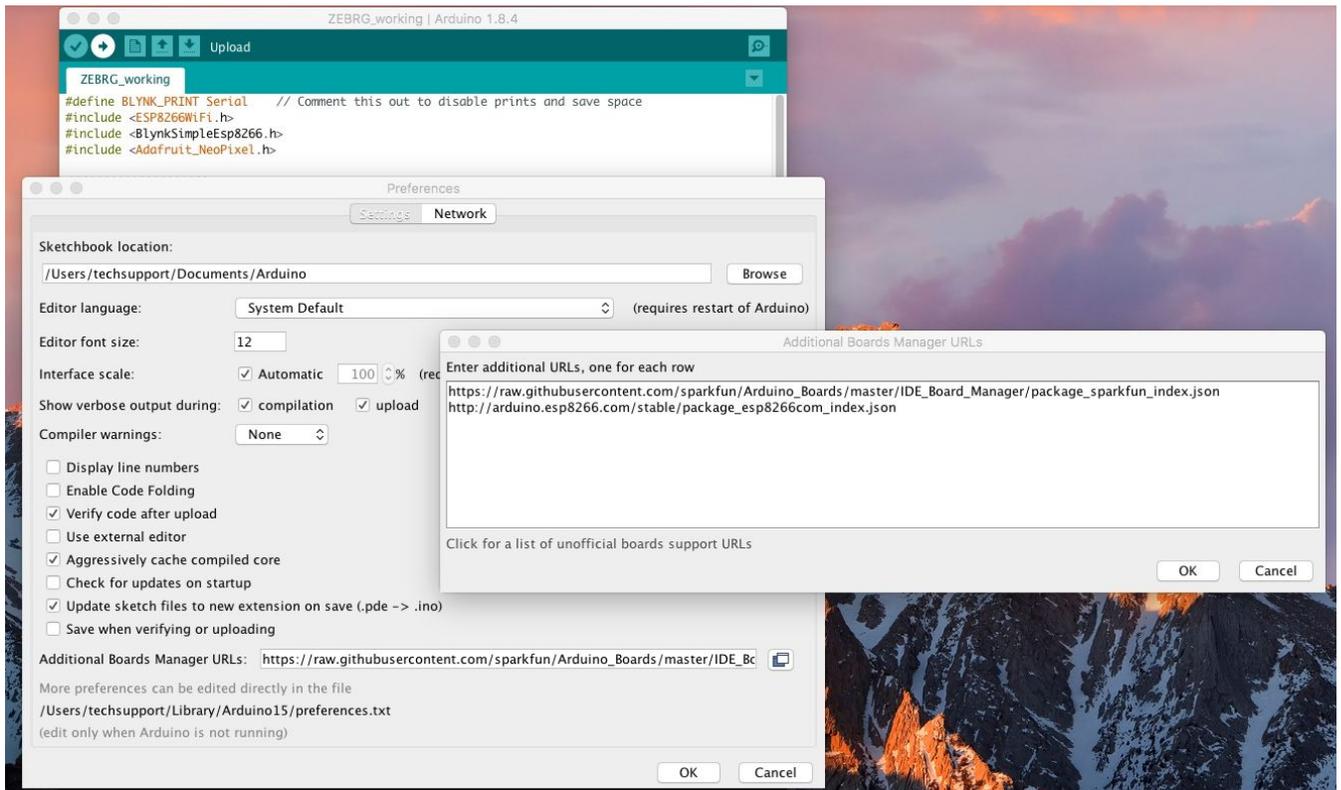


4. Your dialog box probably looks like this:

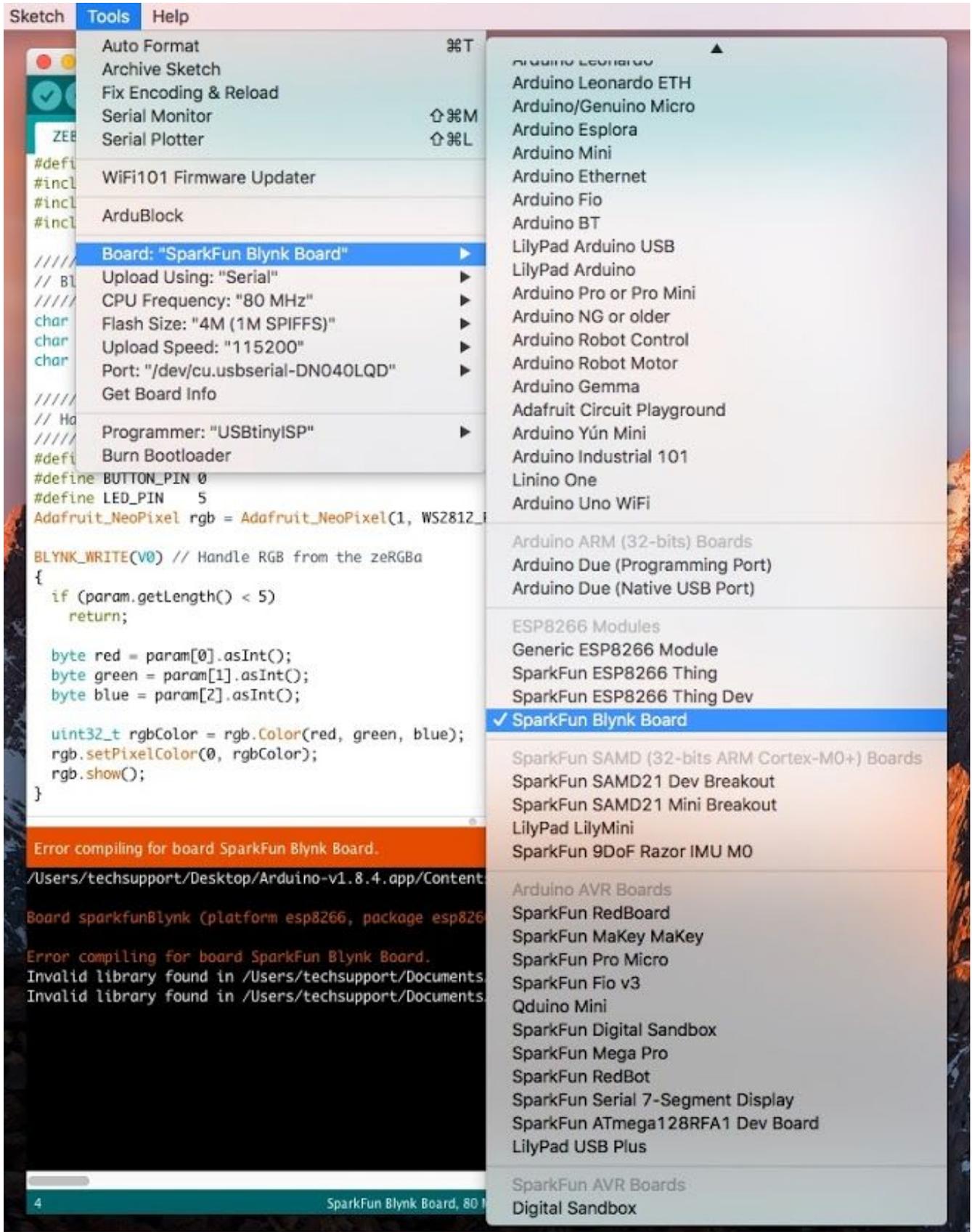
“https://raw.githubusercontent.com/sparkfun/Arduino_Boards/master/IDE_Board_Manager/package_sparkfun_index.json”



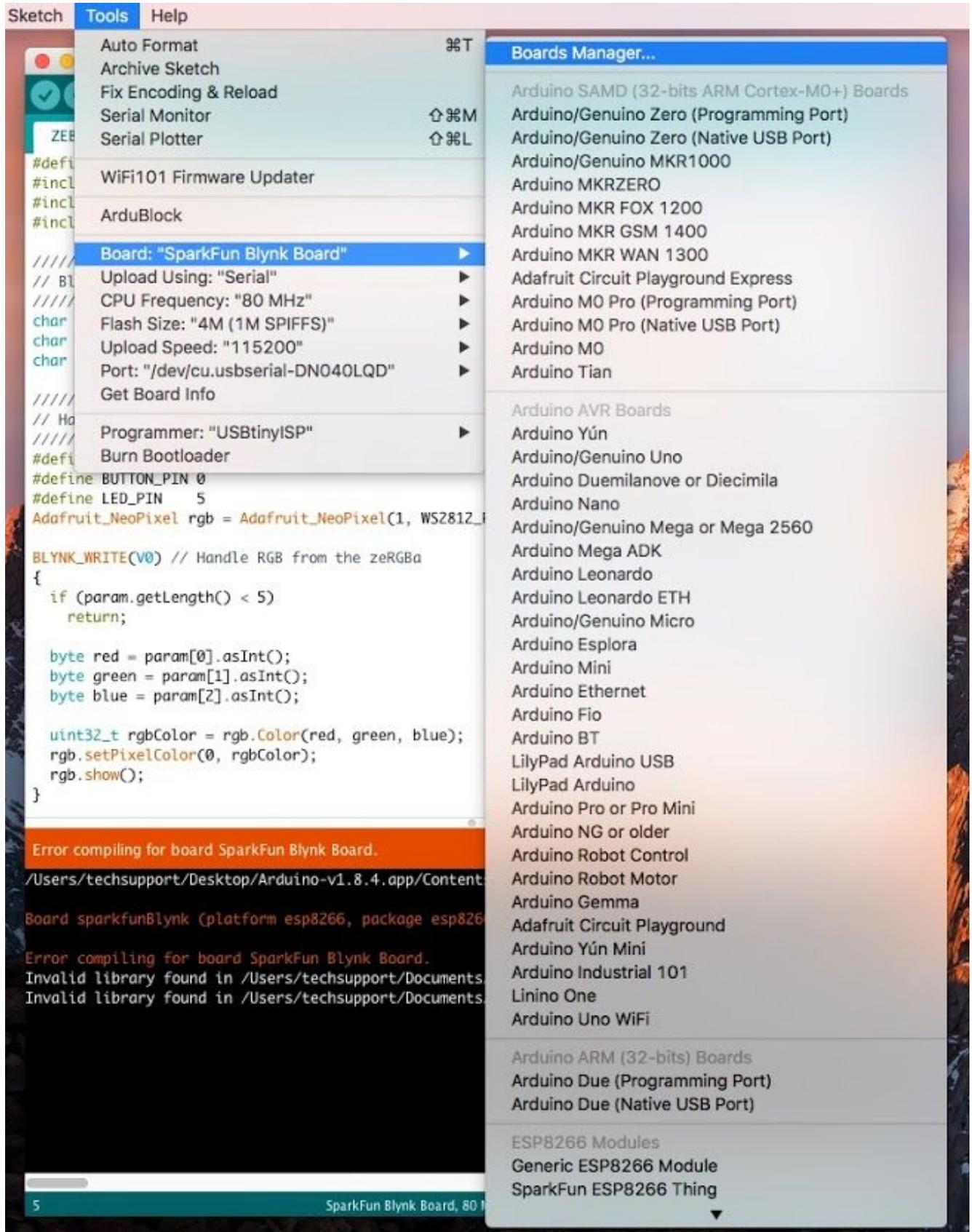
5. Add the following URL: “http://arduino.esp8266.com/stable/package_esp8266com_index.json”



6. Click OK & OK... closing the preferences. You will still see the Blynk Board in the board list:

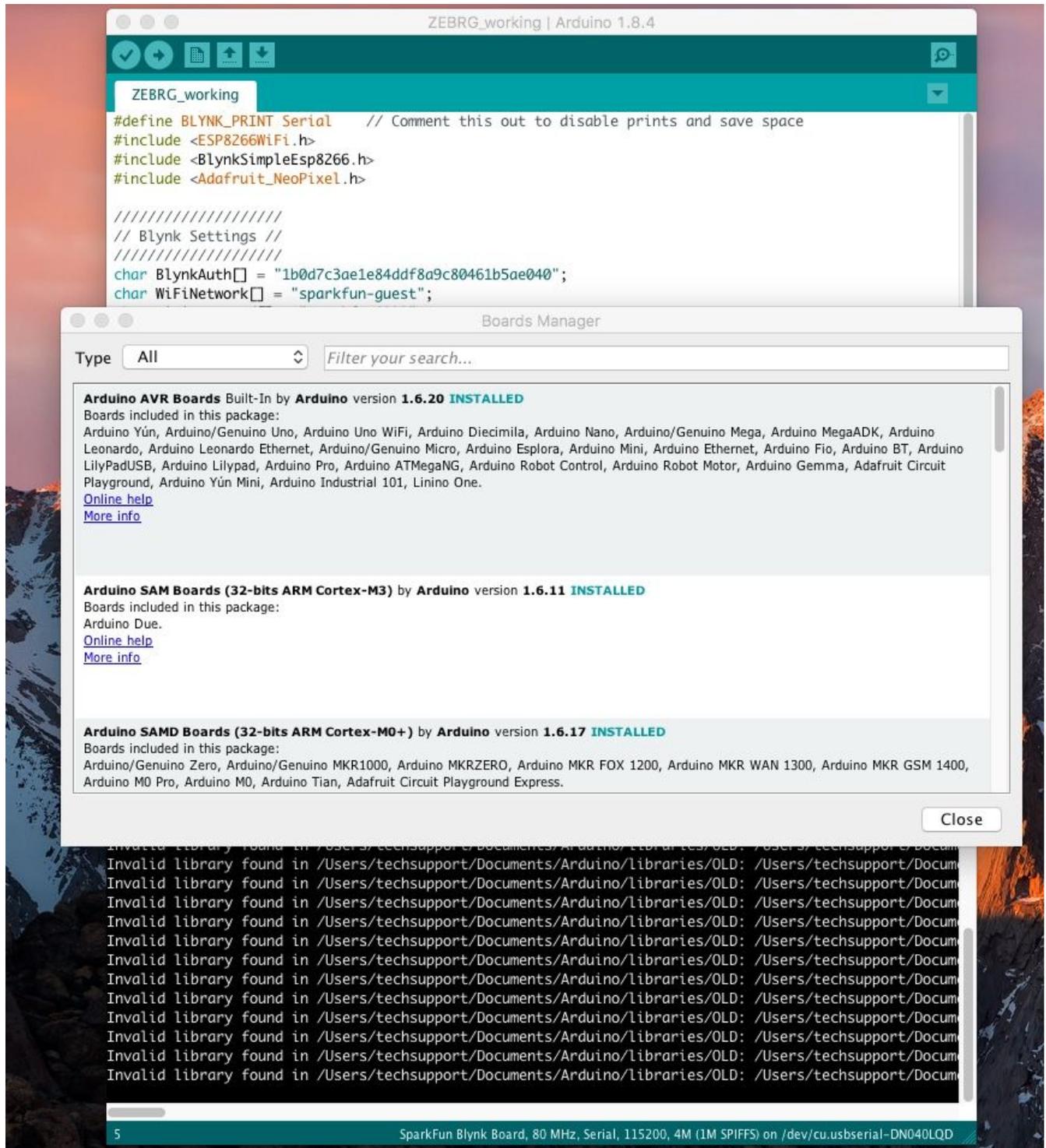


7. Open the Boards Manager:

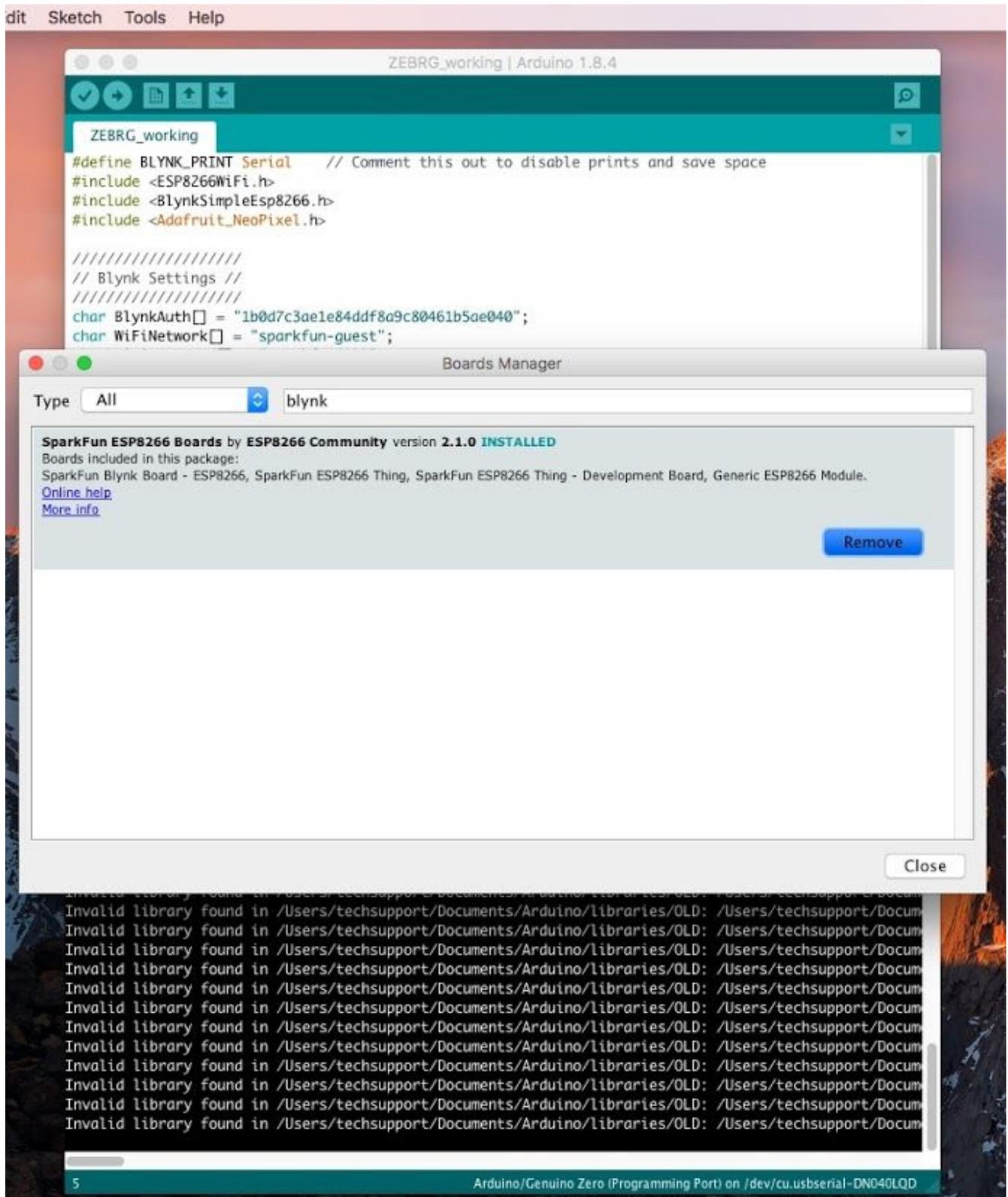


8. The Boards Manager will bring up a list of boards:

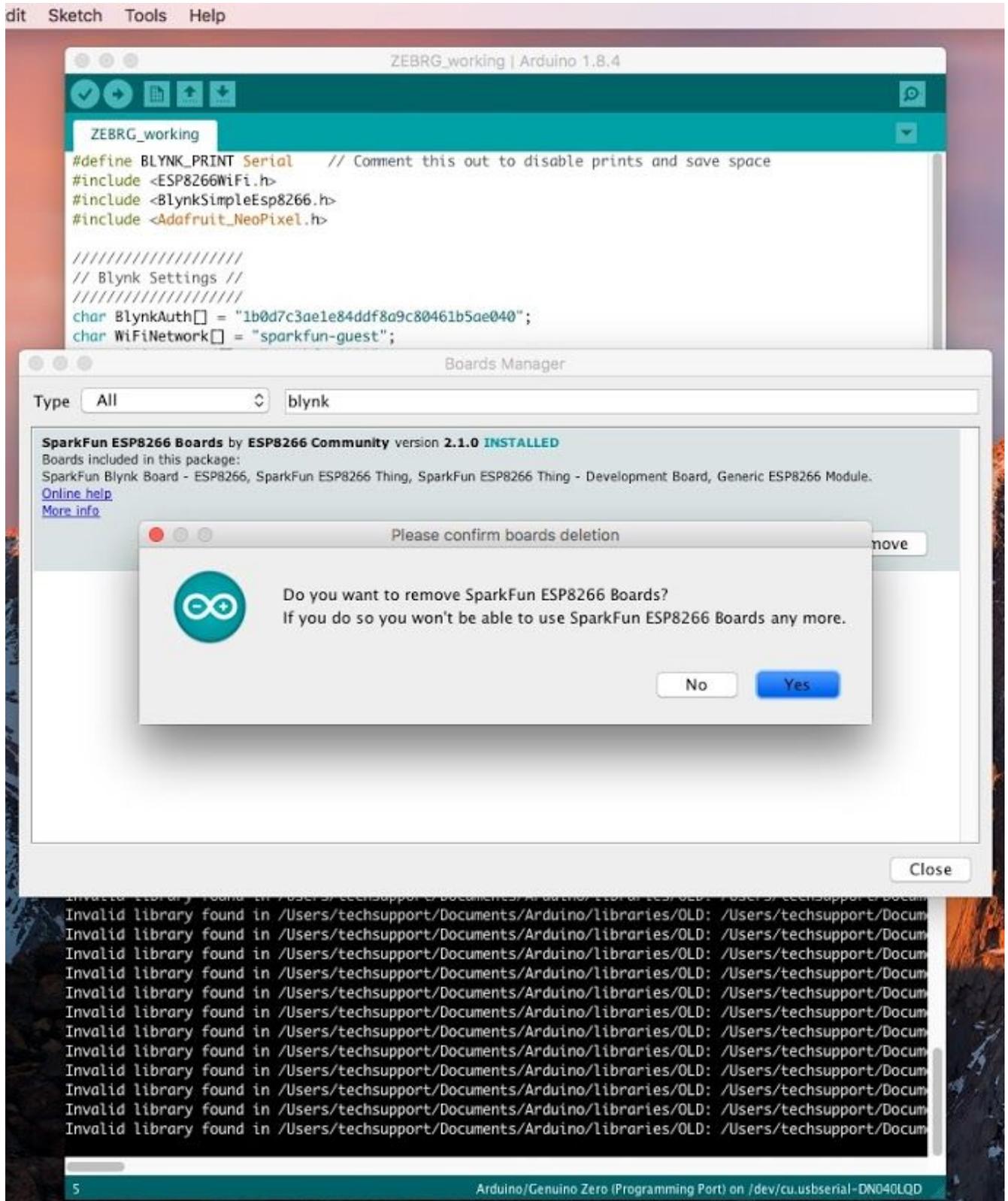
Included are the default list of boards from Arduino. The Boards Manager will also look for any databases online from the URLs added in the “Additional Boards Manager URLs” in the preferences. Any boards listed in these databases, will then be added to the default list of searchable boards.



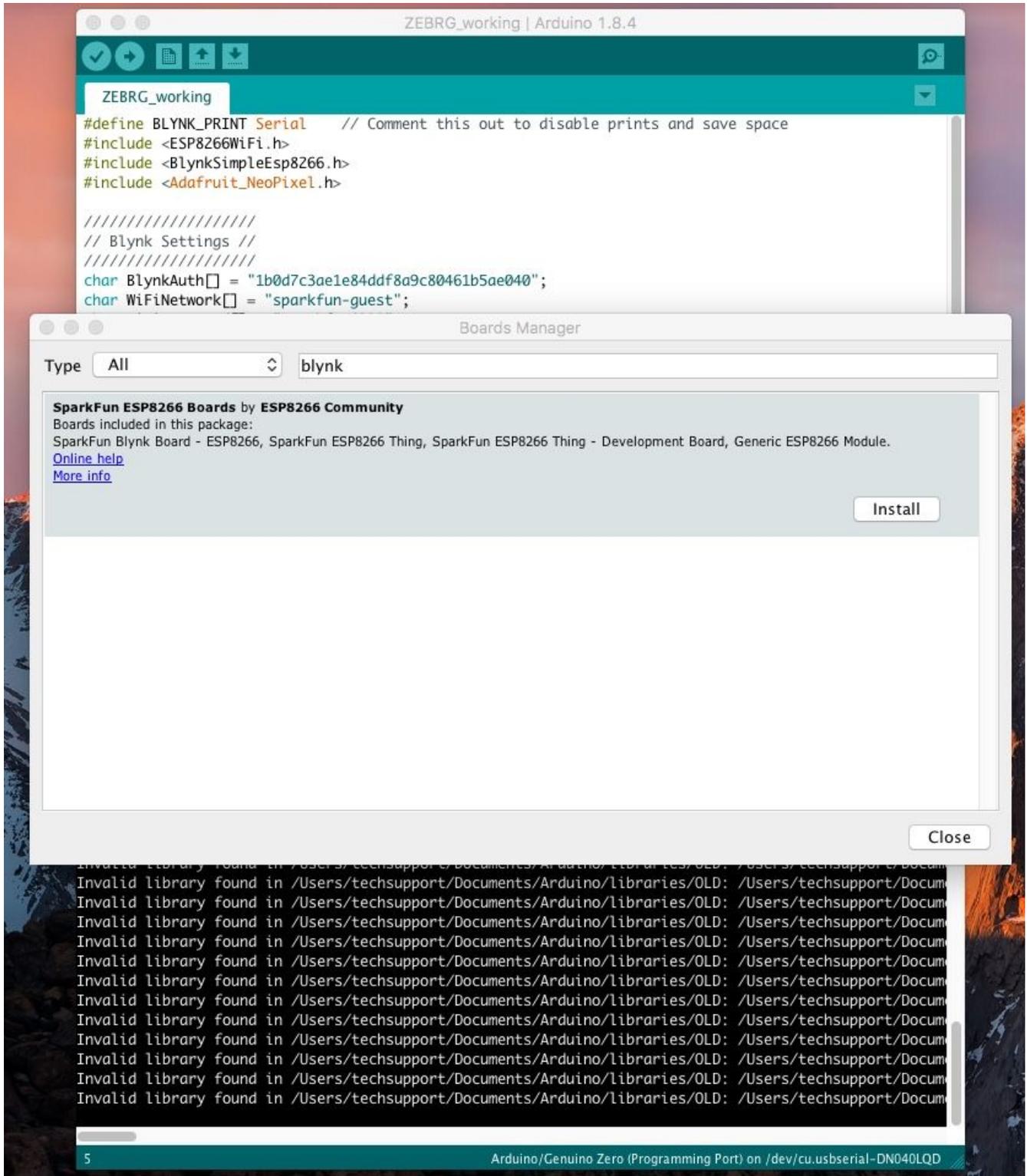
9. Use the keyword “blynk” to find the “**SparkFun ESP8266 Boards by SparkFun Electronics**”; it may appear as “**SparkFun ESP8266 Boards by ESP8266 Community**”:



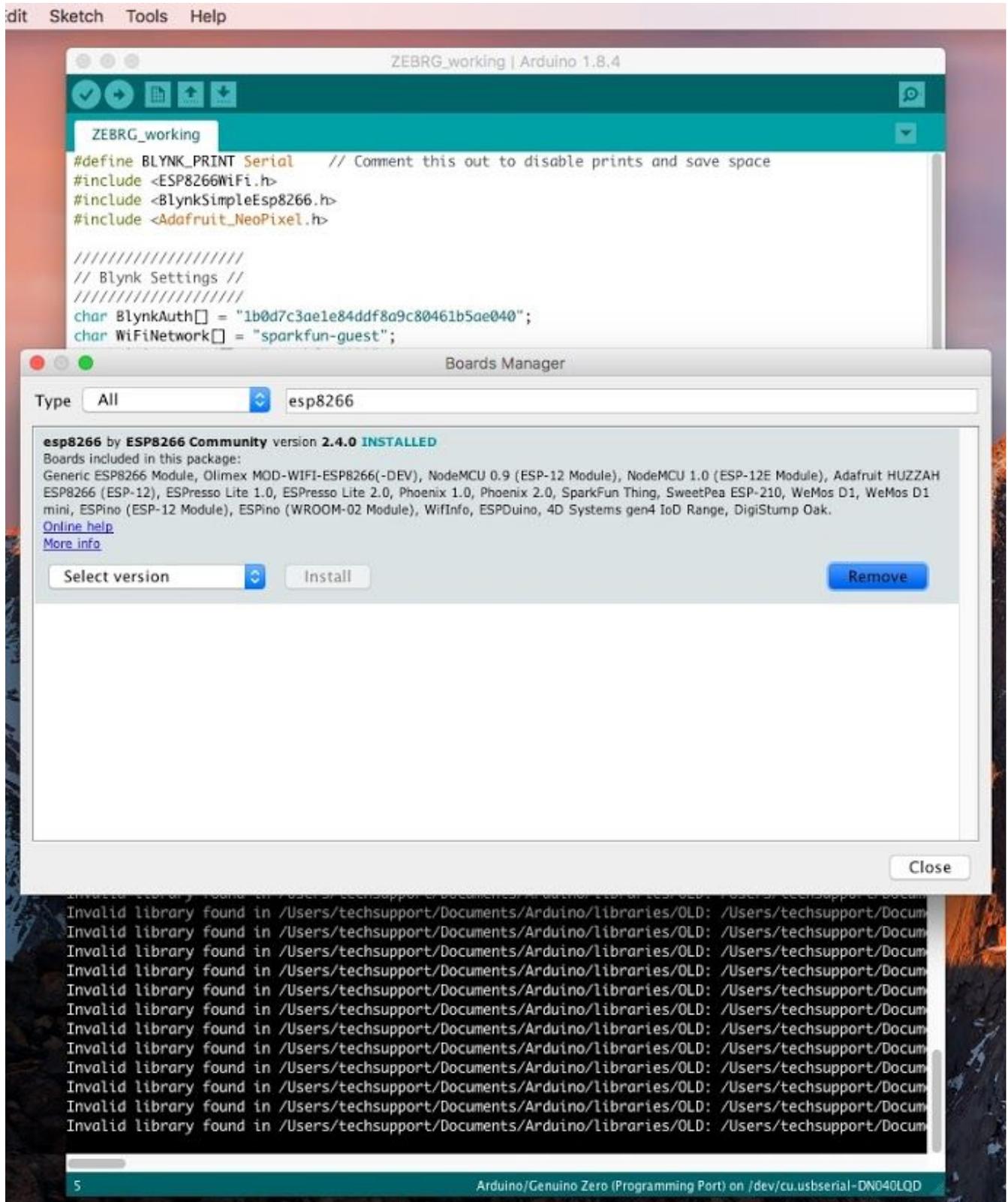
10. Remove these board definitions:



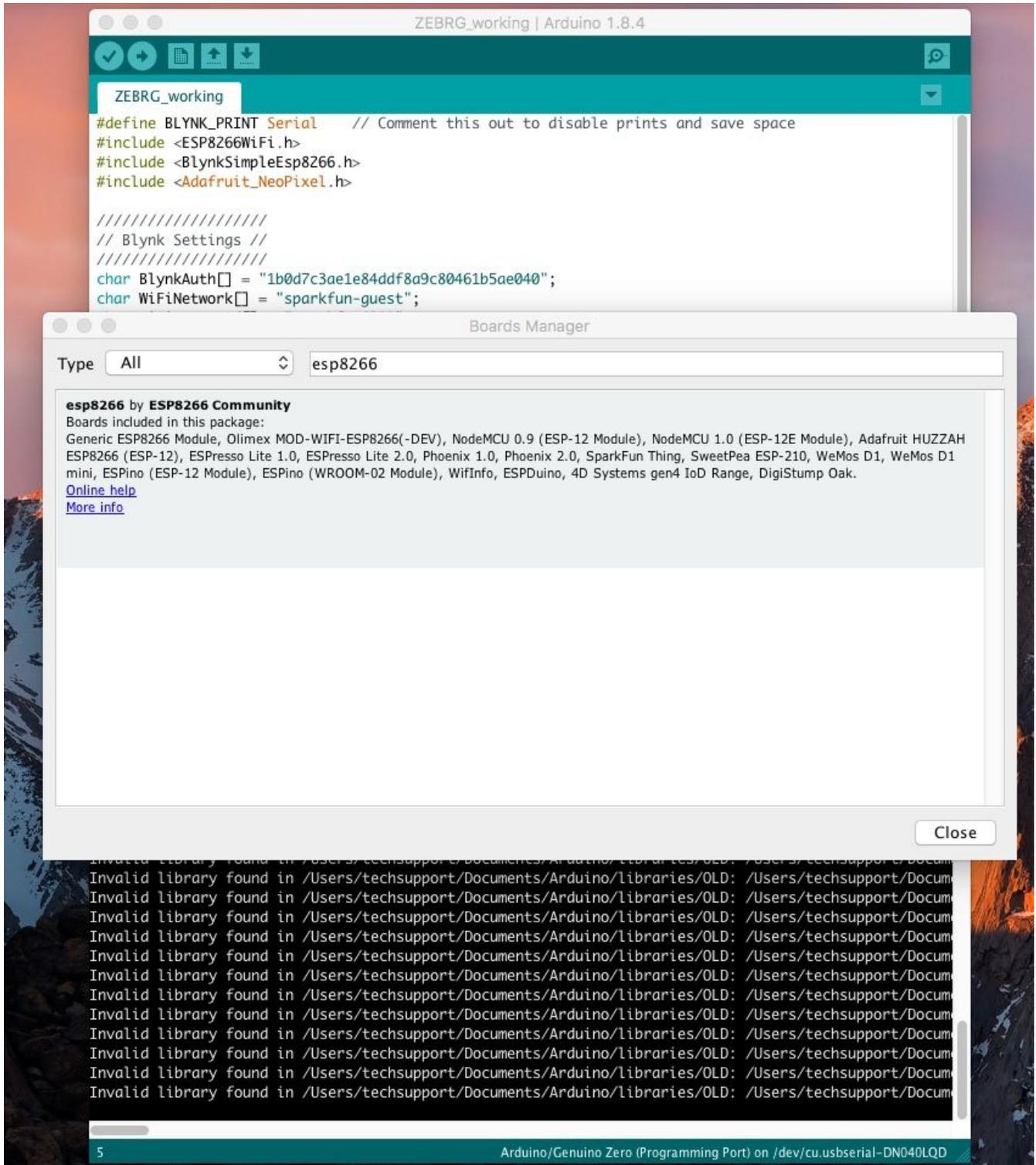
11. If successful, it should look like this:



12. Use the keyword “esp8266 to find the “esp8266 Boards by ESP8266 Community”:

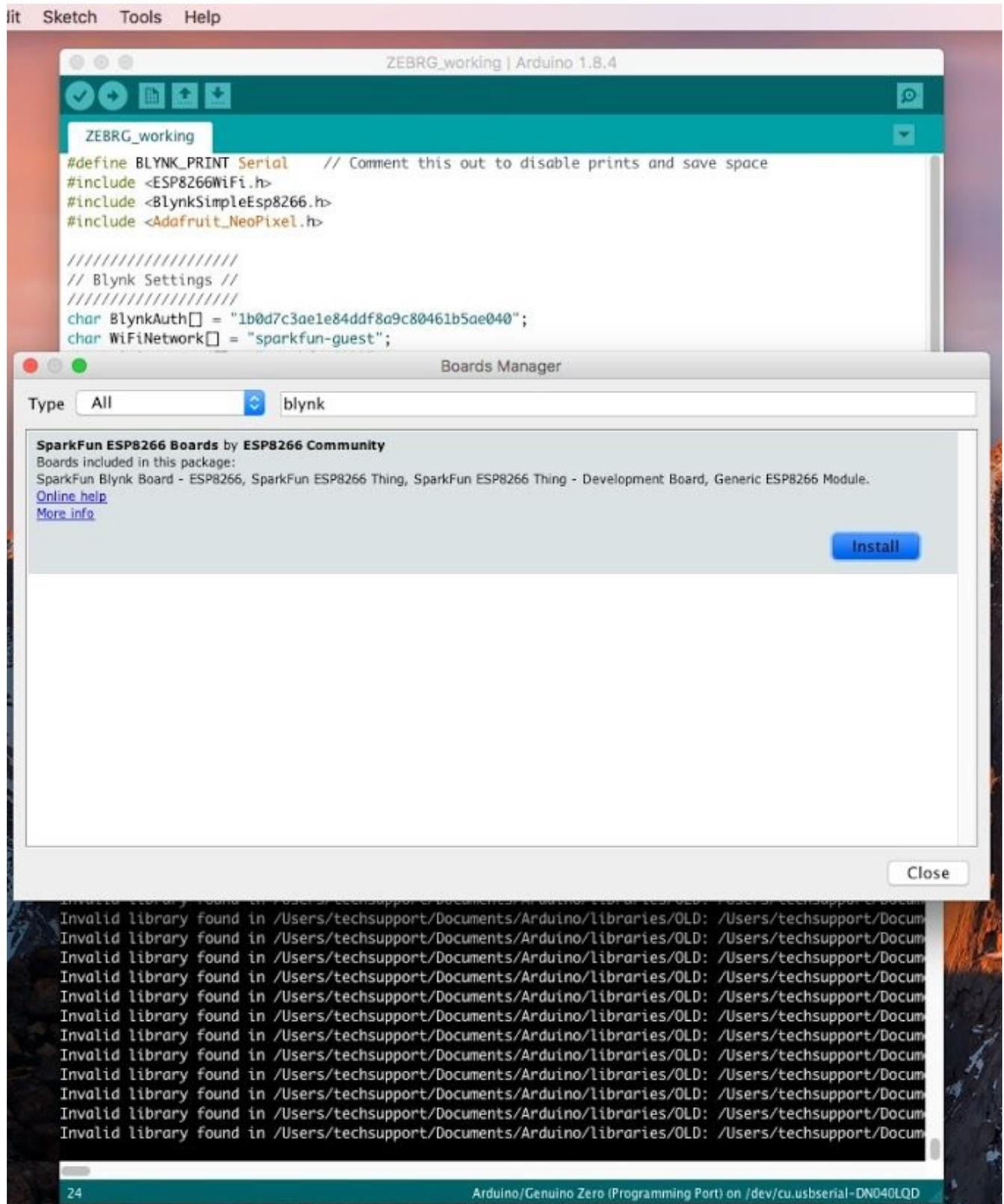


14. If successful, it should look like this:

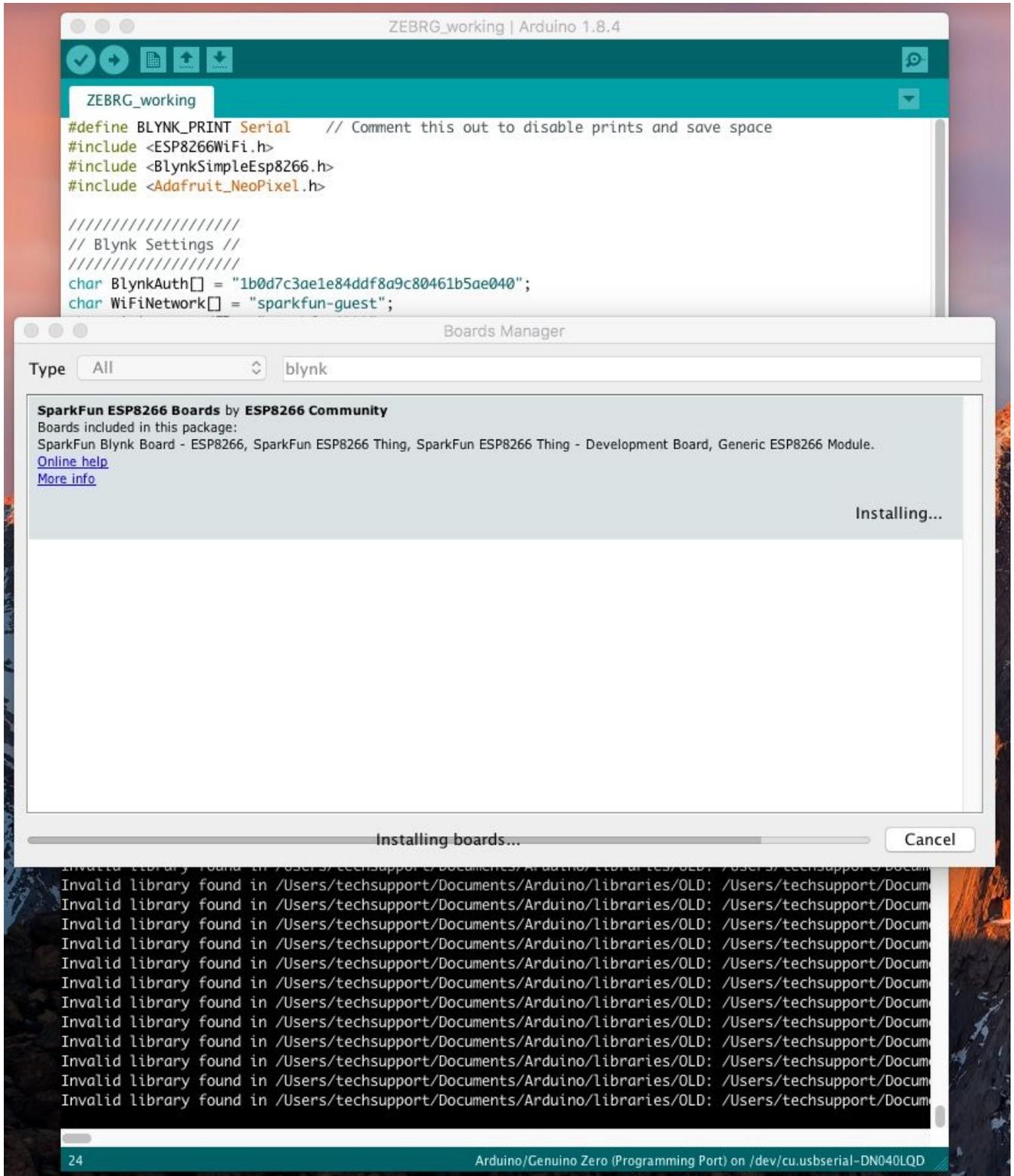


Method 1: Re-Installing the Blynk board

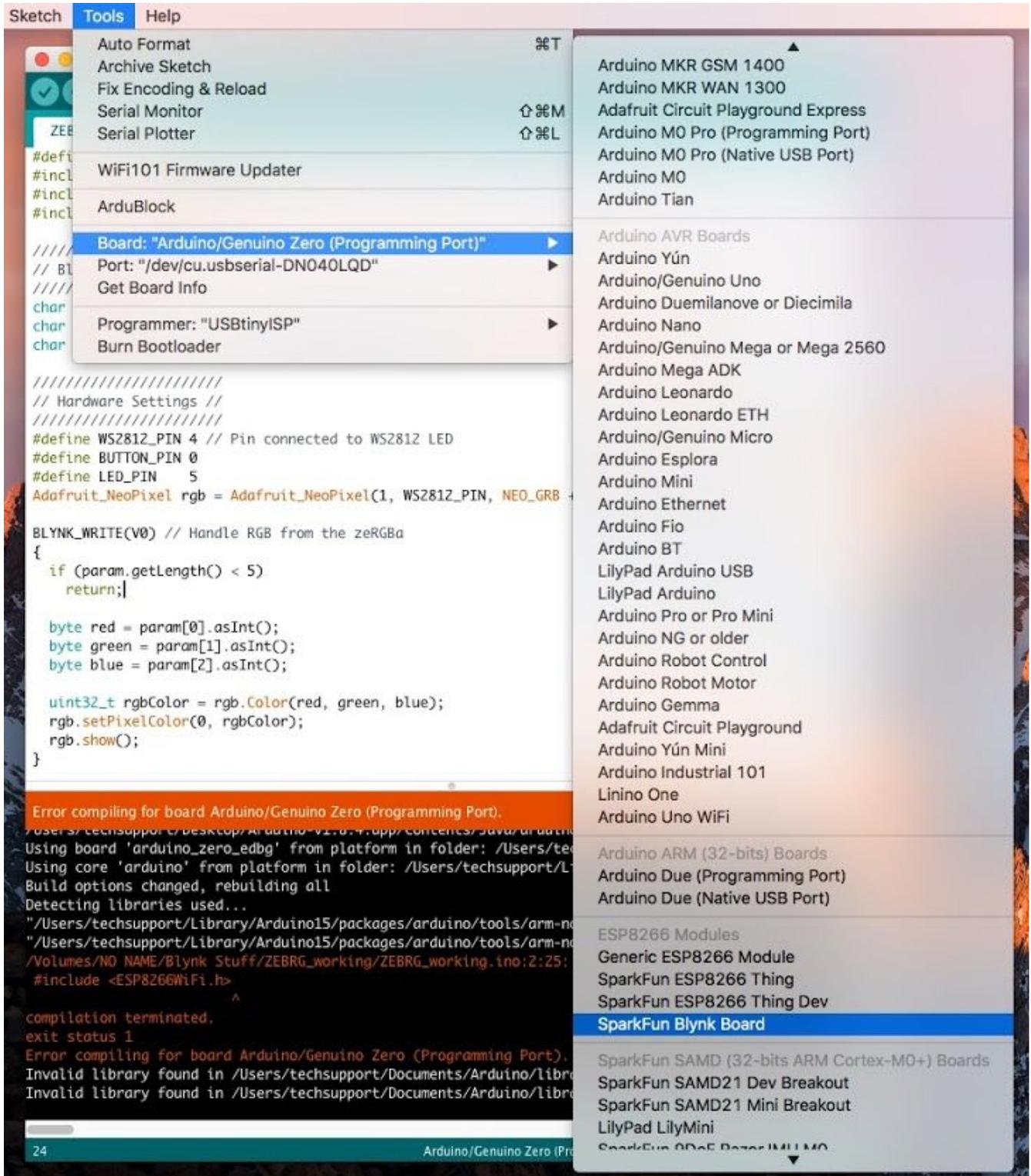
1. Use the keyword “blynk” to find the “**SparkFun ESP8266 Boards by SparkFun Electronics**”; it may appear as “**SparkFun ESP8266 Boards by ESP8266 Community**”:



2. Click **Install**:



3. Close the Board Manager. You will see the Blynk Board in the list of available boards, select it:



5. You should see the following output in the console/black area:



```

ZEBRG_working | Arduino 1.8.4
Verify
ZEBRG_working
#define BLYNK_PRINT Serial // Comment this out to disable prints and save space
#include <ESP8266WiFi.h>
#include <BlynkSimpleEsp8266.h>
#include <Adafruit_NeoPixel.h>

////////////////////
// Blynk Settings //
////////////////////
char BlynkAuth[] = "1b0d7c3ae1e84ddf8a9c80461b5ae040";
char WiFiNetwork[] = "sparkfun-guest";
char WiFiPassword[] = "sparkfun6333";

////////////////////
// Hardware Settings //
////////////////////
#define WS2812_PIN 4 // Pin connected to WS2812 LED
#define BUTTON_PIN 0
#define LED_PIN 5
Adafruit_NeoPixel rgb = Adafruit_NeoPixel(1, WS2812_PIN, NEO_GRB + NEO_KHZ800);

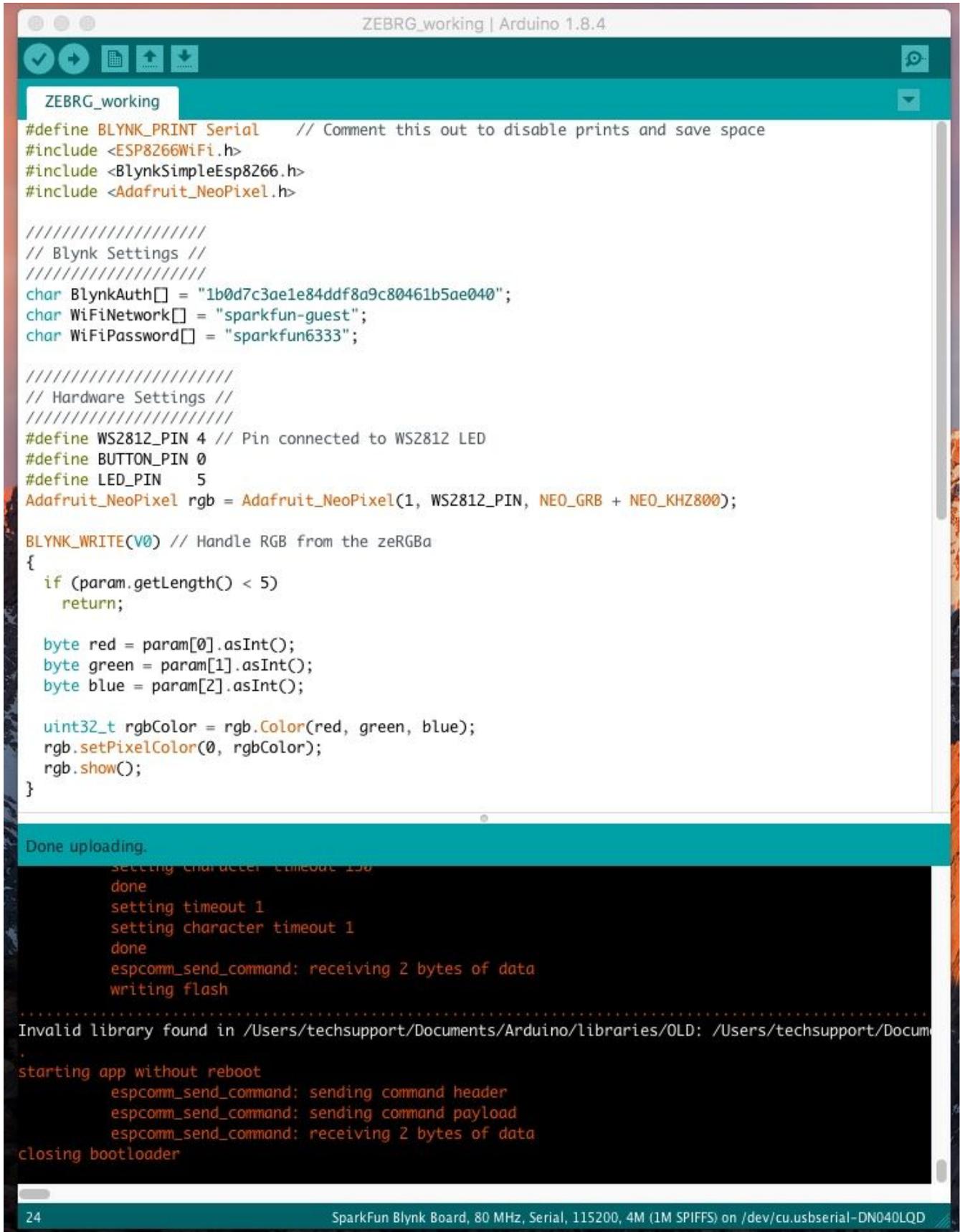
BLYNK_WRITE(V0) // Handle RGB from the zeRGBa
{
  if (param.getLength() < 5)
    return;

  byte red = param[0].asInt();
  byte green = param[1].asInt();
  byte blue = param[2].asInt();

  uint32_t rgbColor = rgb.Color(red, green, blue);
  rgb.setPixelColor(0, rgbColor);
  rgb.show();
}

Uploading...
first_sector_index: 0
total_sector_count: 60
head_sector_count: 16
adjusted_sector_count: 44
erase_size: 02c000
espcmm_send_command: sending command header
espcmm_send_command: sending command payload
setting timeout 15000
setting character timeout 150
done
setting timeout 1
setting character timeout 1
done
espcmm_send_command: receiving 2 bytes of data
writing flash
.....
24 SparkFun Blynk Board, 80 MHz, Serial, 115200, 4M (1M SPIFFS) on /dev/cu.usbserial-DN040LQD
```

6. If successful, you should see *Done Uploading*. I saw the following output in the console:

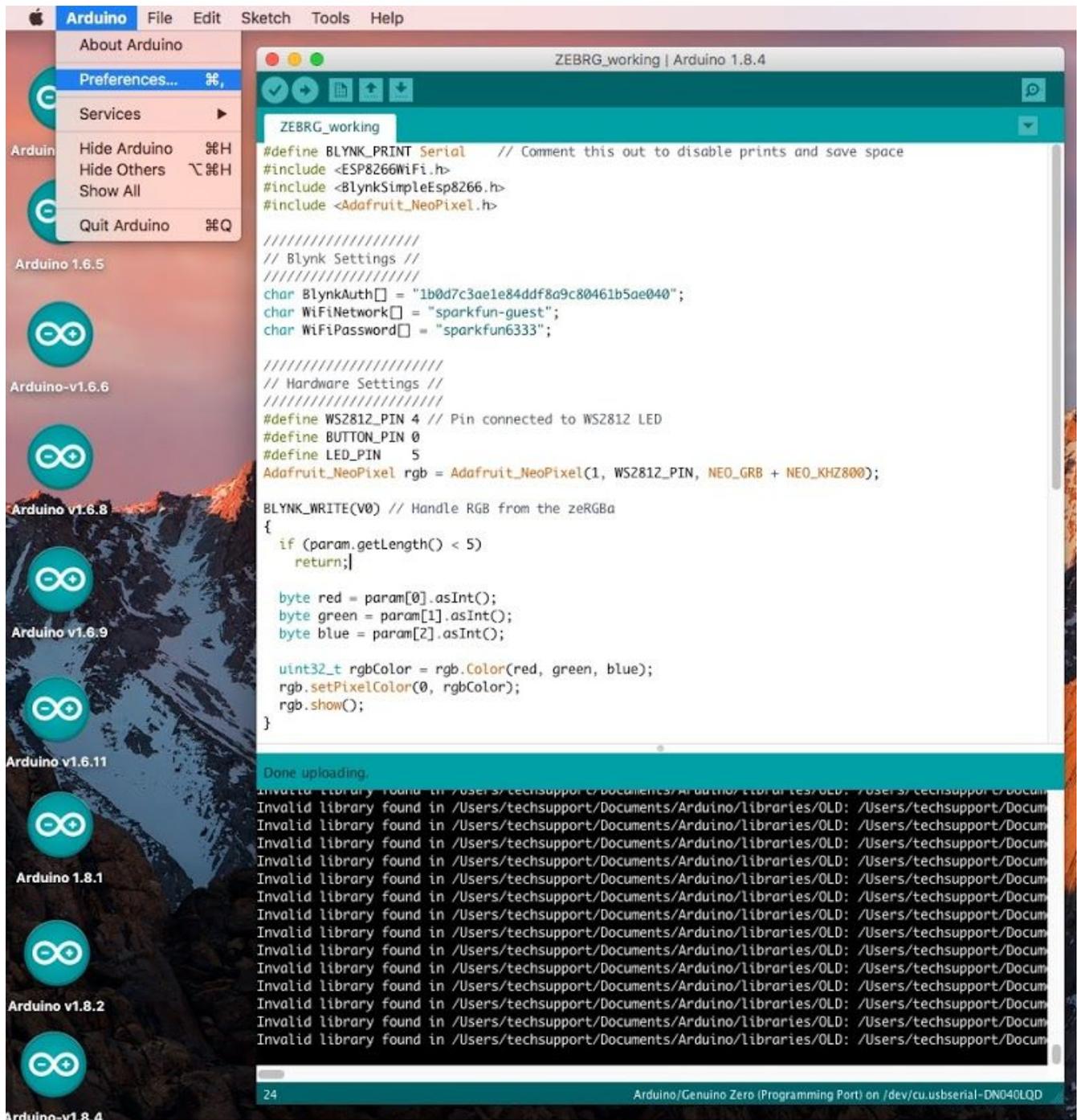


The screenshot shows the Arduino IDE interface with the following content:

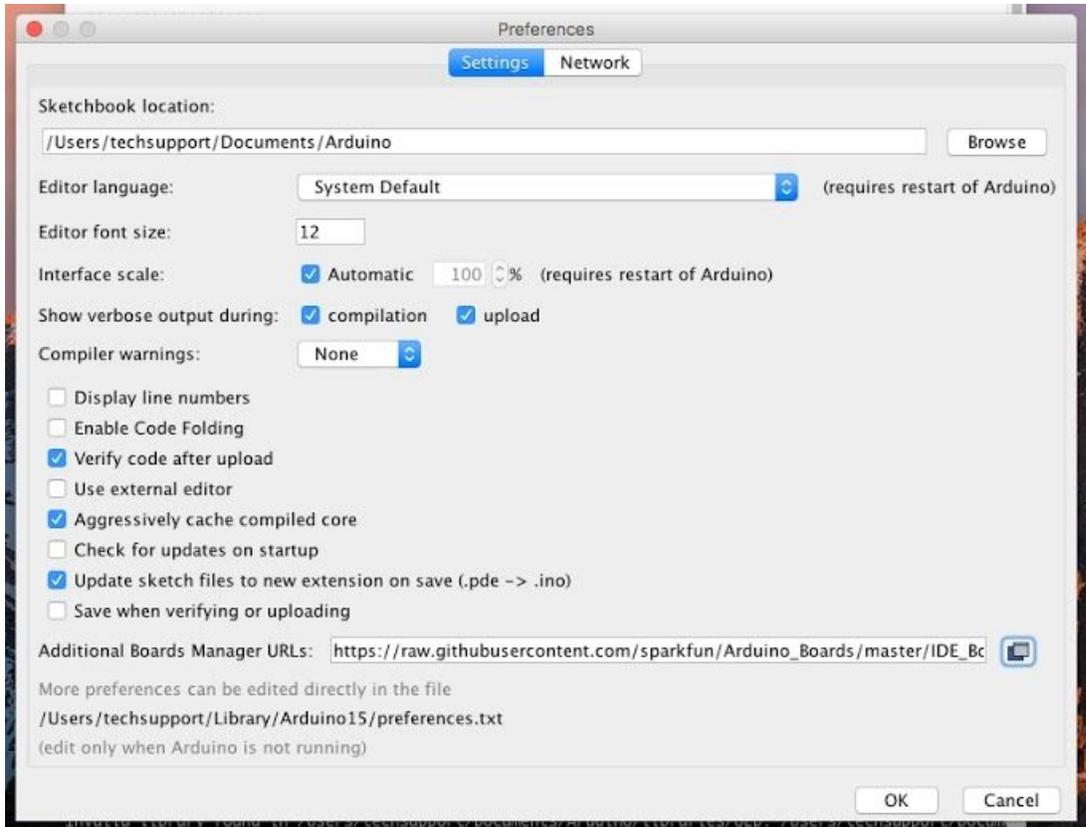
```
ZEBRG_working | Arduino 1.8.4  
ZEBRG_working  
#define BLYNK_PRINT Serial // Comment this out to disable prints and save space  
#include <ESP8266WiFi.h>  
#include <BlynkSimpleEsp8266.h>  
#include <Adafruit_NeoPixel.h>  
  
////////////////////////////////////  
// Blynk Settings //  
////////////////////////////////////  
char BlynkAuth[] = "1b0d7c3ae1e84ddf8a9c80461b5ae040";  
char WiFiNetwork[] = "sparkfun-guest";  
char WiFiPassword[] = "sparkfun6333";  
  
////////////////////////////////////  
// Hardware Settings //  
////////////////////////////////////  
#define WS2812_PIN 4 // Pin connected to WS2812 LED  
#define BUTTON_PIN 0  
#define LED_PIN 5  
Adafruit_NeoPixel rgb = Adafruit_NeoPixel(1, WS2812_PIN, NEO_GRB + NEO_KHZ800);  
  
BLYNK_WRITE(V0) // Handle RGB from the zeRGBa  
{  
  if (param.getLength() < 5)  
    return;  
  
  byte red = param[0].asInt();  
  byte green = param[1].asInt();  
  byte blue = param[2].asInt();  
  
  uint32_t rgbColor = rgb.Color(red, green, blue);  
  rgb.setPixelColor(0, rgbColor);  
  rgb.show();  
}  
  
Done uploading.  
  setting character timeout 150  
  done  
  setting timeout 1  
  setting character timeout 1  
  done  
  espcomm_send_command: receiving 2 bytes of data  
  writing flash  
.....  
Invalid library found in /Users/techsupport/Documents/Arduino/libraries/OLD: /Users/techsupport/Docum  
.  
starting app without reboot  
  espcomm_send_command: sending command header  
  espcomm_send_command: sending command payload  
  espcomm_send_command: receiving 2 bytes of data  
closing bootloader  
  
24 SparkFun Blynk Board, 80 MHz, Serial, 115200, 4M (1M SPIFFS) on /dev/cu.usbserial-DN040LQD
```

Method 2: Re-Installing the Blynk board

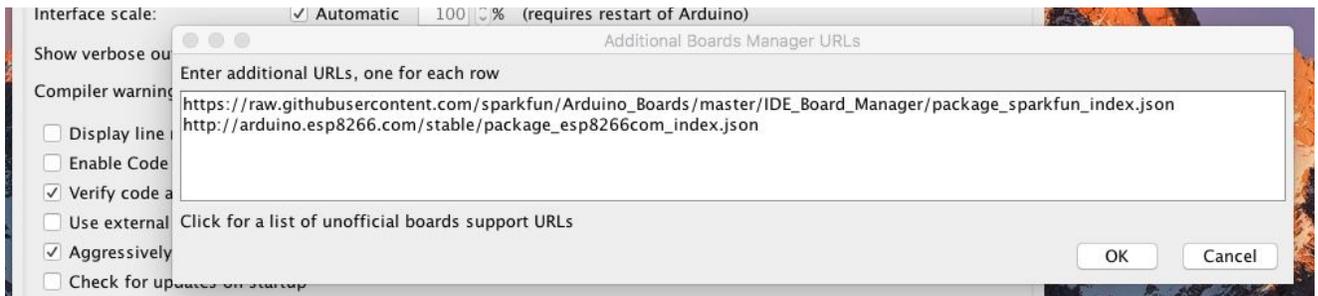
1. Close the Boards Manager and go back to Arduino>Preferences:



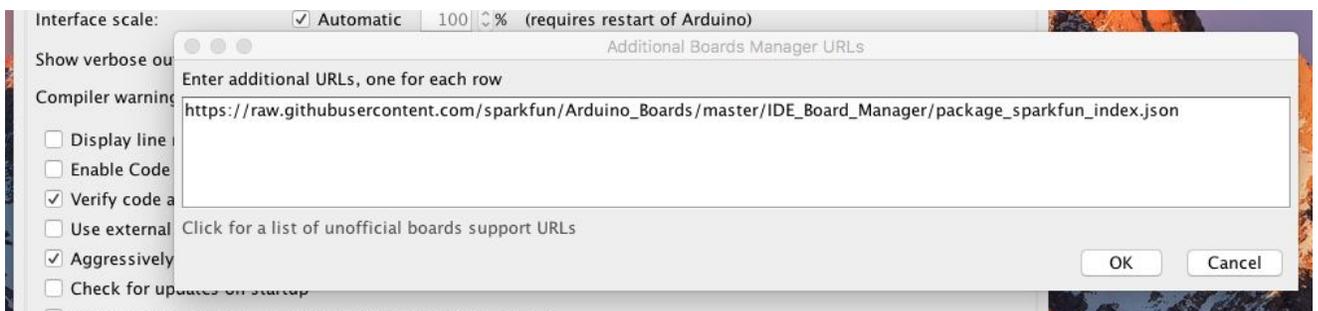
2. Open the “Additional Boards Manager URLs”:



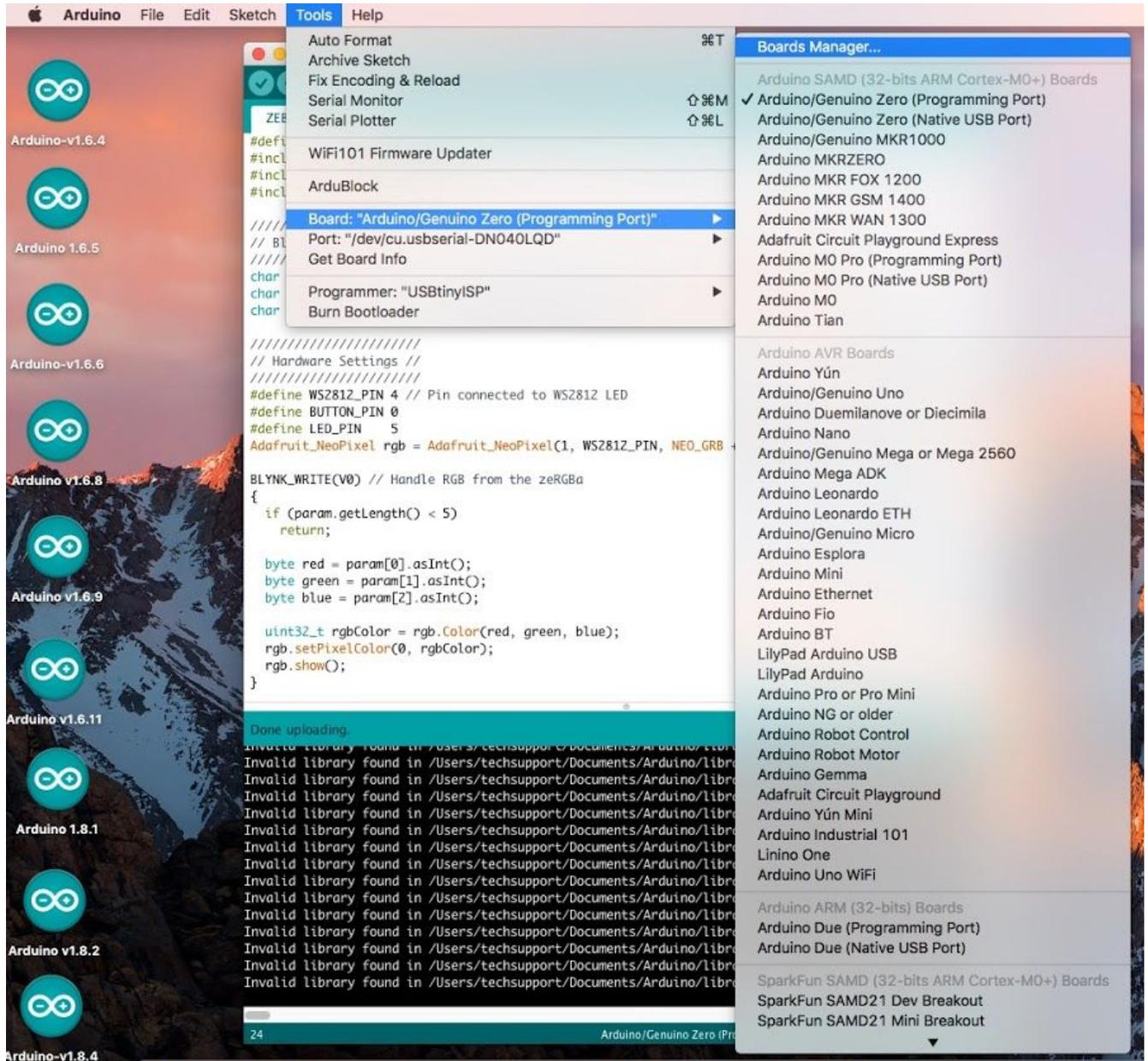
3. The URLs should appear as below:



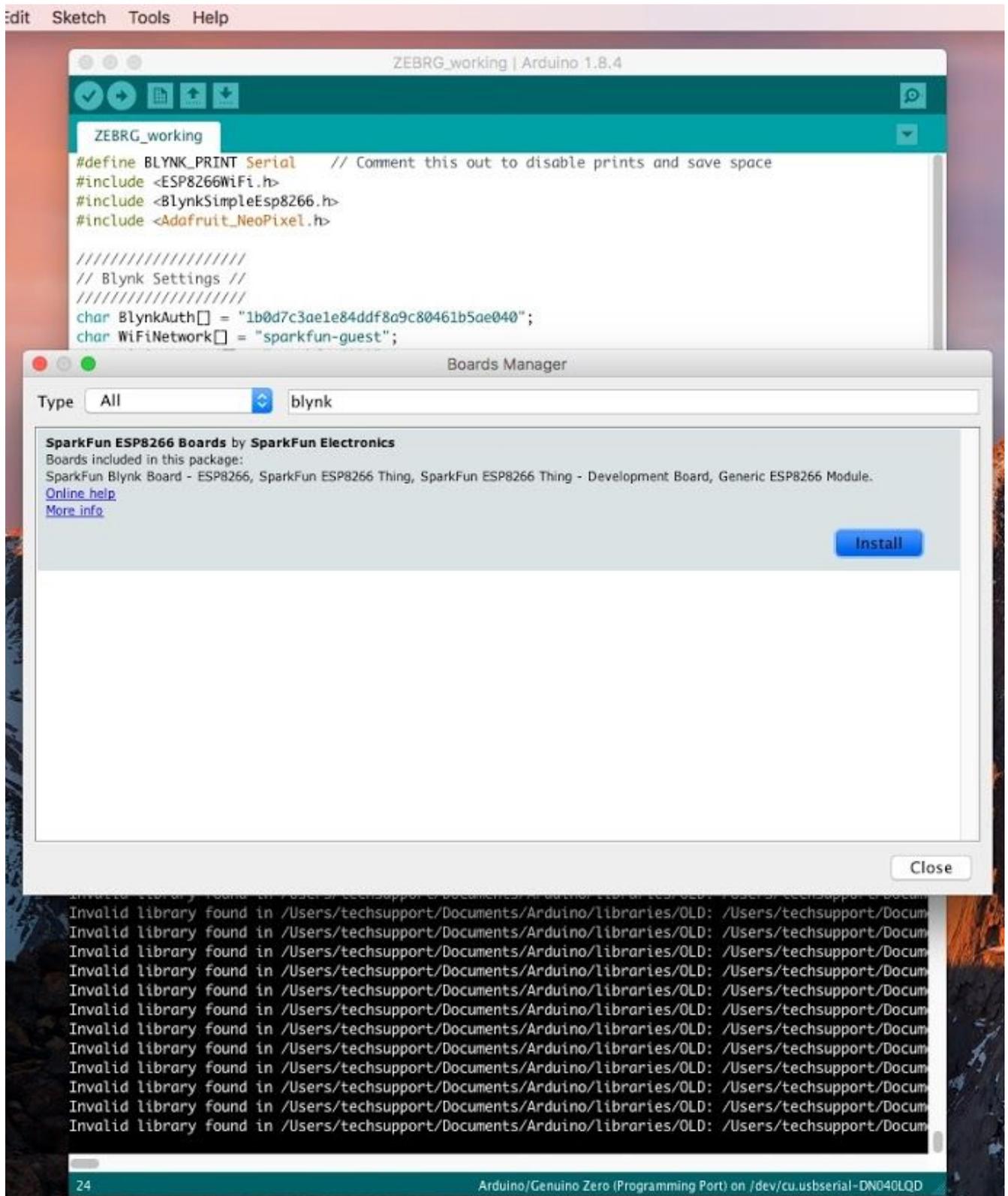
4. Delete the ESP8266 Community URL:



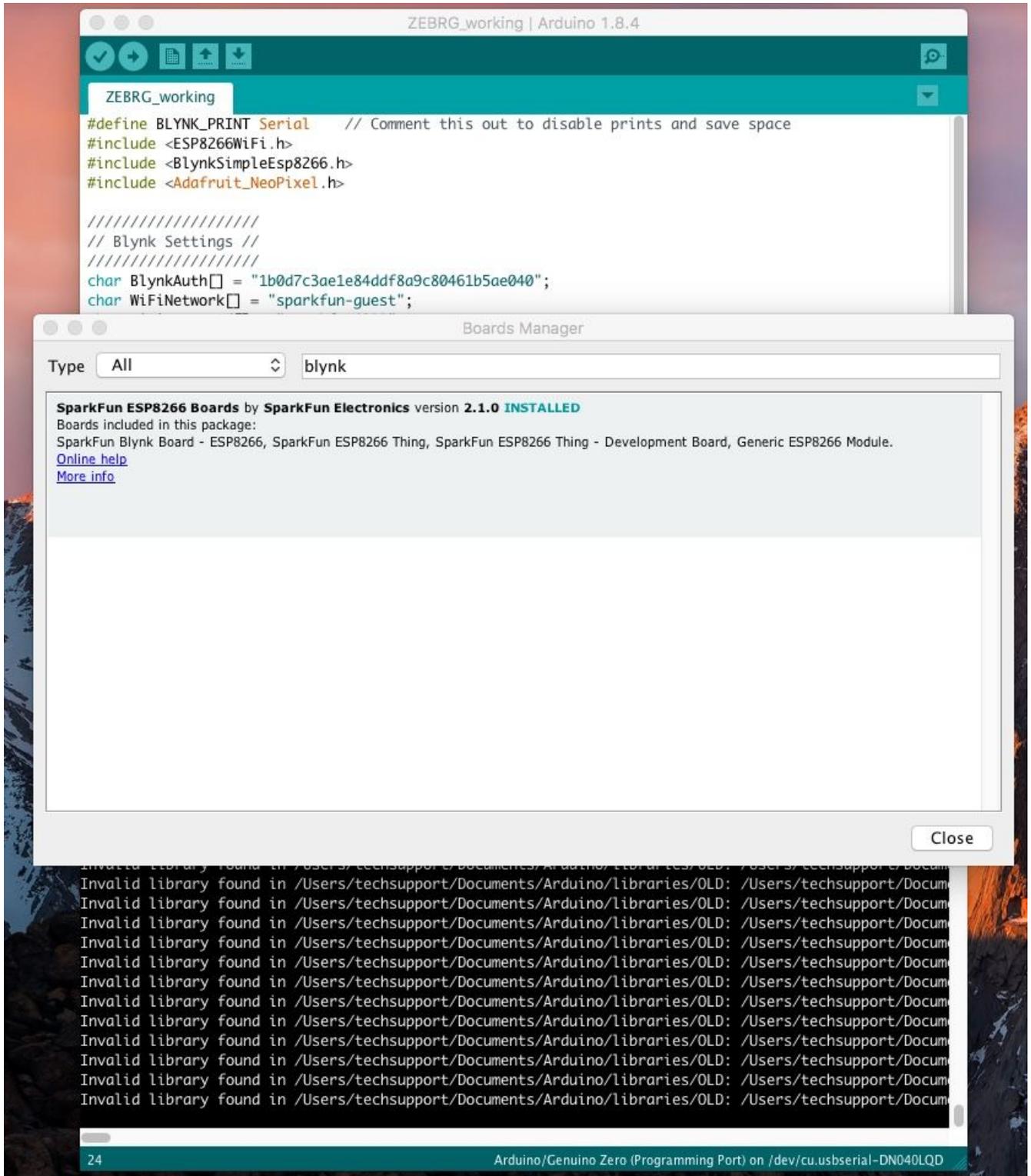
5. Click OK & OK... closing the preferences. Open the Boards Manager:



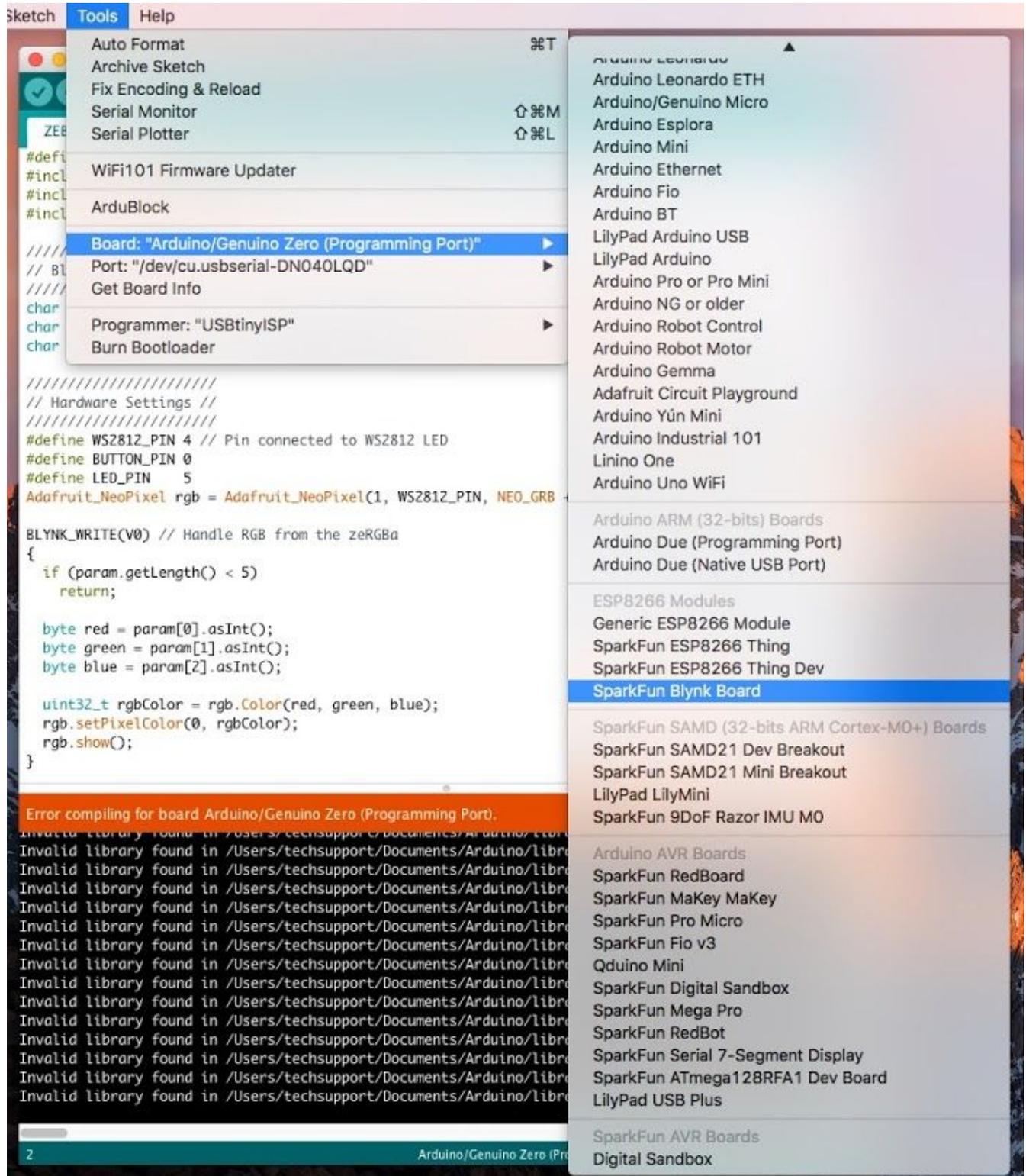
- Use the keyword “blynk” to find the “**SparkFun ESP8266 Boards by SparkFun Electronics**”; it may appear as “**SparkFun ESP8266 Boards by ESP8266 Community**”:



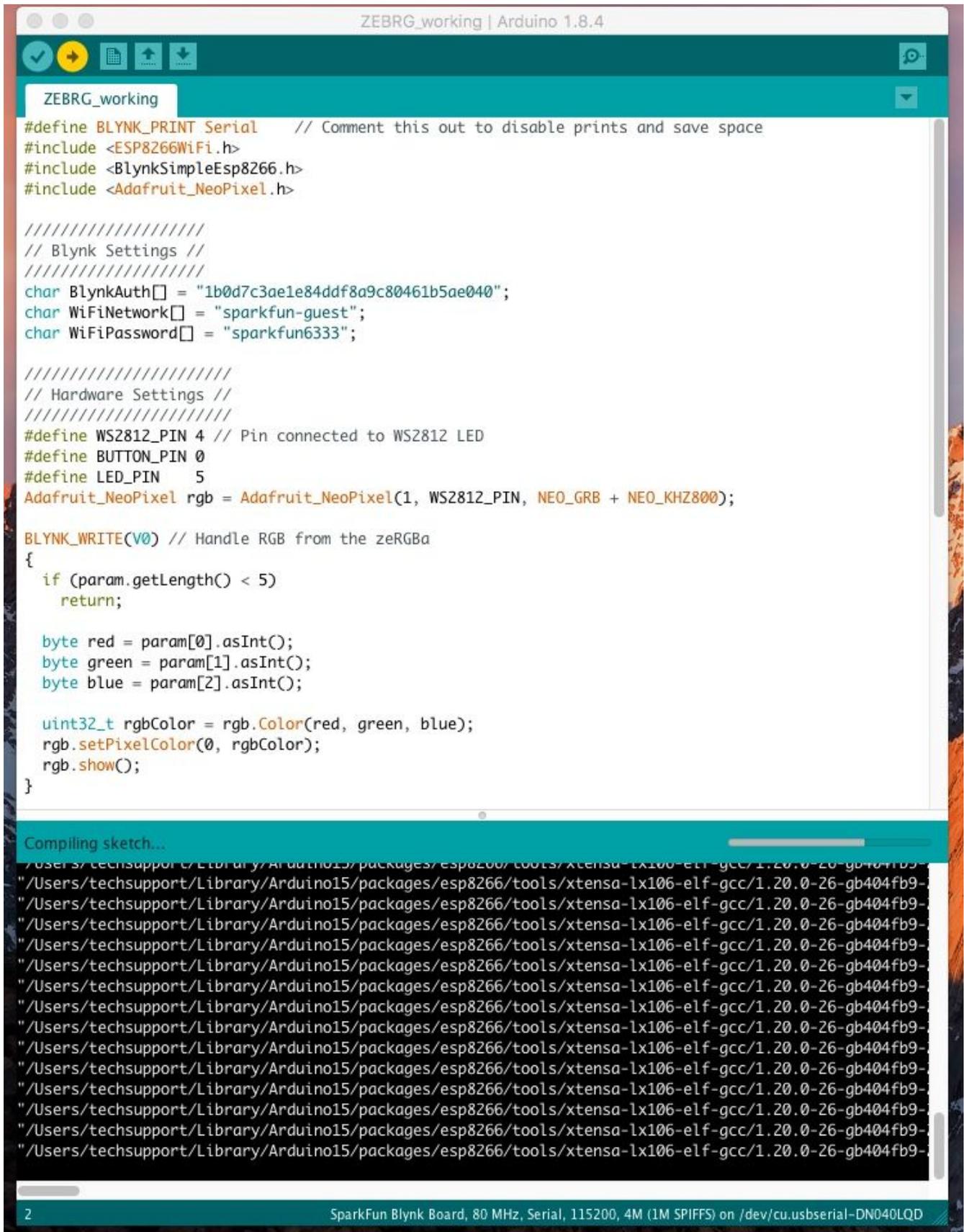
8. If successful, it should appear as below:



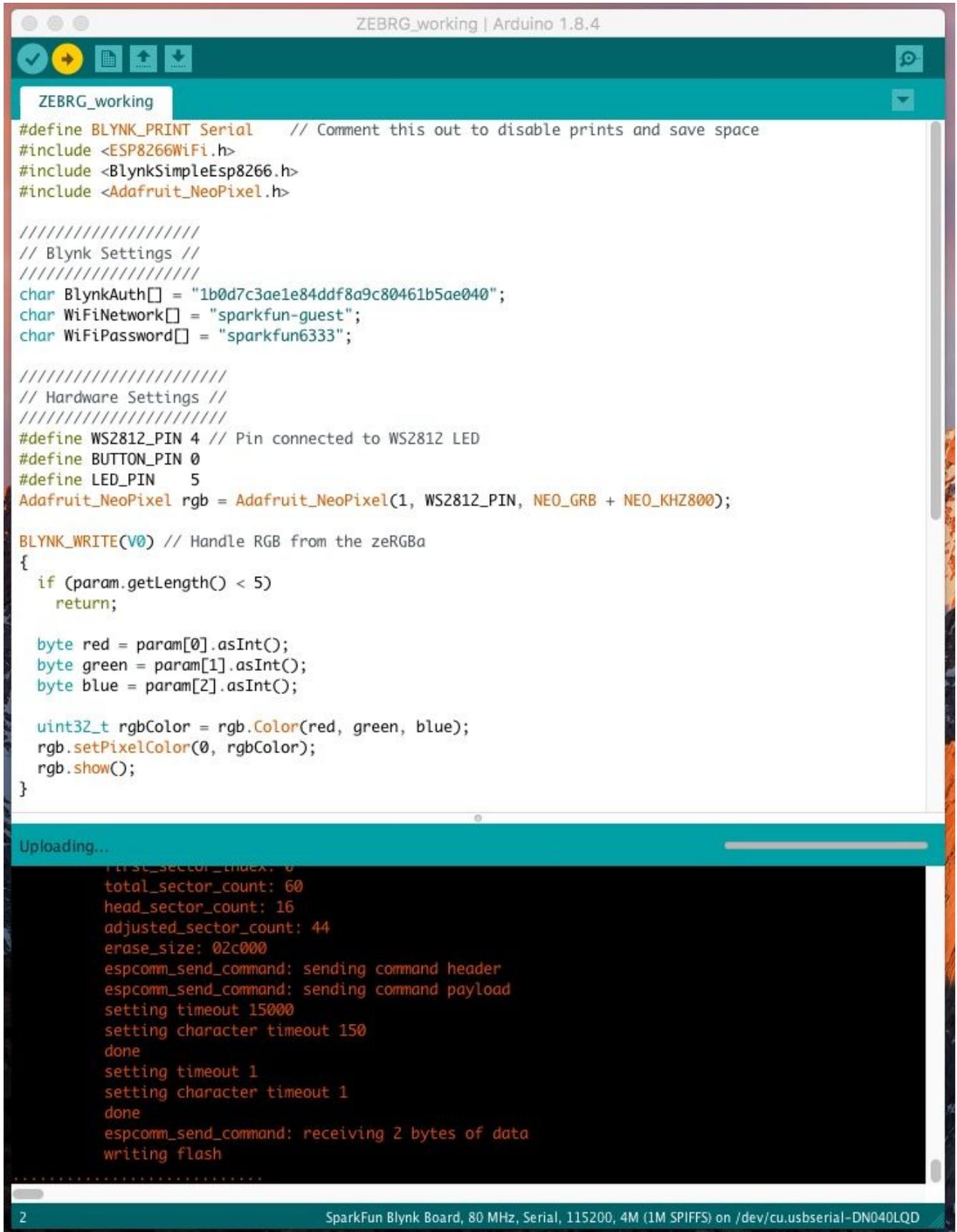
9. Close the Board Manager. You will see the Blynk Board in the list of available boards, select it:



10. Select the correct port and you should be able to upload your code:



11. You should see the following output in the console/black area:



The screenshot shows the Arduino IDE interface. The top bar indicates the project name 'ZEBRG_working' and the version 'Arduino 1.8.4'. The main editor area contains the following code:

```
#define BLYNK_PRINT Serial // Comment this out to disable prints and save space
#include <ESP8266WiFi.h>
#include <BlynkSimpleEsp8266.h>
#include <Adafruit_NeoPixel.h>

////////////////////
// Blynk Settings //
////////////////////
char BlynkAuth[] = "1b0d7c3ae1e84ddf8a9c80461b5ae040";
char WiFiNetwork[] = "sparkfun-guest";
char WiFiPassword[] = "sparkfun6333";

////////////////////
// Hardware Settings //
////////////////////
#define WS2812_PIN 4 // Pin connected to WS2812 LED
#define BUTTON_PIN 0
#define LED_PIN 5
Adafruit_NeoPixel rgb = Adafruit_NeoPixel(1, WS2812_PIN, NEO_GRB + NEO_KHZ800);

BLYNK_WRITE(V0) // Handle RGB from the zeRGBa
{
  if (param.getLength() < 5)
    return;

  byte red = param[0].asInt();
  byte green = param[1].asInt();
  byte blue = param[2].asInt();

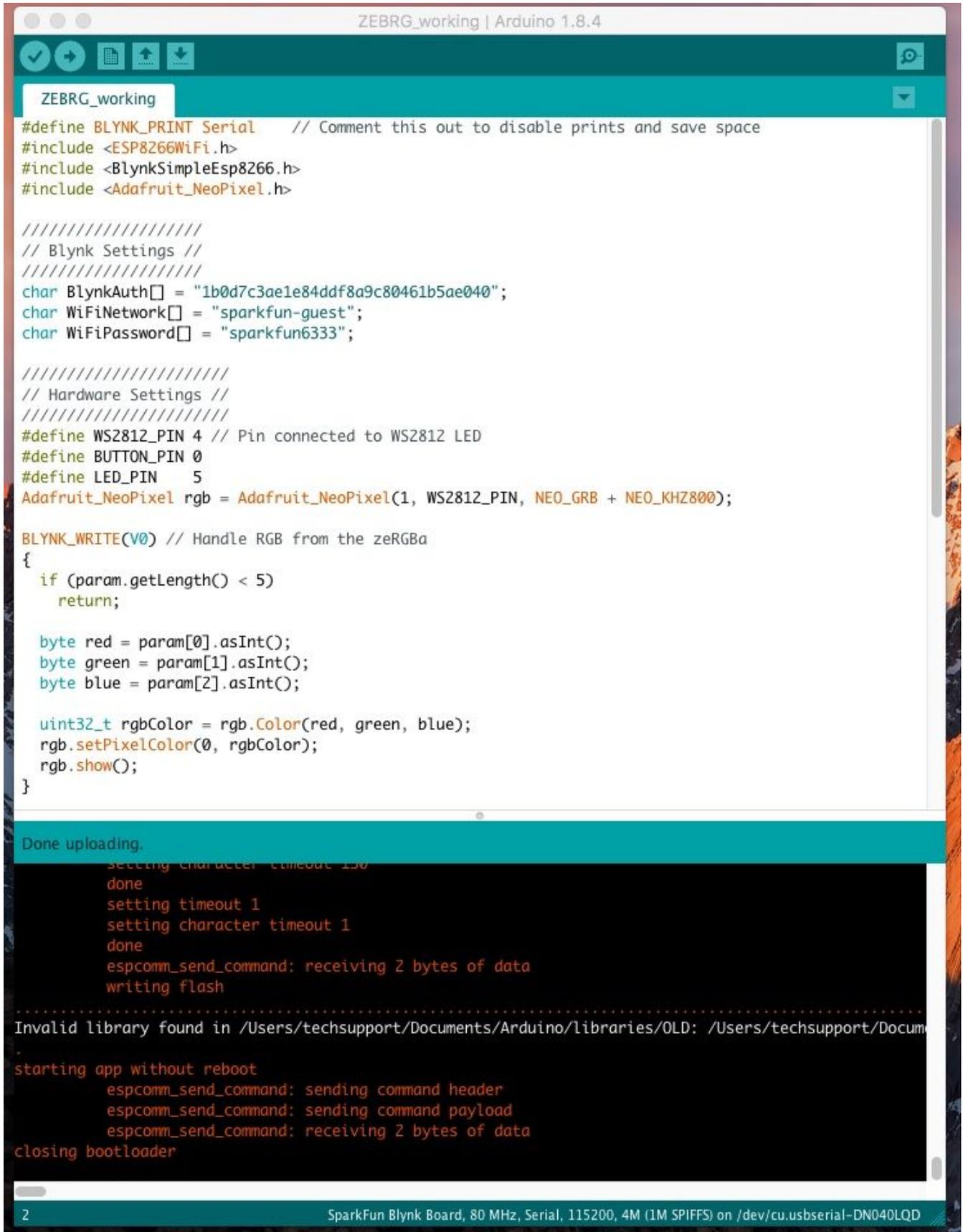
  uint32_t rgbColor = rgb.Color(red, green, blue);
  rgb.setPixelColor(0, rgbColor);
  rgb.show();
}
```

The bottom panel shows the upload progress and the serial output. The upload status is 'Uploading...'. The serial output is as follows:

```
first_sector_index: 0
total_sector_count: 60
head_sector_count: 16
adjusted_sector_count: 44
erase_size: 02c000
espcomm_send_command: sending command header
espcomm_send_command: sending command payload
setting timeout 15000
setting character timeout 150
done
setting timeout 1
setting character timeout 1
done
espcomm_send_command: receiving 2 bytes of data
writing flash
```

The status bar at the bottom indicates the board is a 'SparkFun Blynk Board, 80 MHz, Serial, 115200, 4M (1M SPIFFS) on /dev/cu.usbserial-DN040LQD'.

12. If successful, you should see *Done Uploading*. I saw the following output in the console:



The screenshot shows the Arduino IDE interface. The top bar indicates the project name 'ZEBRG_working' and the version 'Arduino 1.8.4'. The main editor area contains C++ code for a Blynk board. The code includes headers for Blynk and Adafruit NeoPixel, defines Blynk settings and hardware pins, and implements a BLYNK_WRITE function to handle RGB data from the zeRGBa module. Below the code editor, a teal banner displays 'Done uploading.' followed by a black console window showing the upload process details, including setting timeouts, sending commands, and receiving data. The status bar at the bottom shows the board type 'SparkFun Blynk Board, 80 MHz, Serial, 115200, 4M (1M SPIFFS) on /dev/cu.usbserial-DN040LQD' and the line number '2'.

```
#define BLYNK_PRINT Serial // Comment this out to disable prints and save space
#include <ESP8266WiFi.h>
#include <BlynkSimpleEsp8266.h>
#include <Adafruit_NeoPixel.h>

////////////////////
// Blynk Settings //
////////////////////
char BlynkAuth[] = "1b0d7c3ae1e84ddf8a9c80461b5ae040";
char WiFiNetwork[] = "sparkfun-guest";
char WiFiPassword[] = "sparkfun6333";

////////////////////
// Hardware Settings //
////////////////////
#define WS2812_PIN 4 // Pin connected to WS2812 LED
#define BUTTON_PIN 0
#define LED_PIN 5
Adafruit_NeoPixel rgb = Adafruit_NeoPixel(1, WS2812_PIN, NEO_GRB + NEO_KHZ800);

BLYNK_WRITE(V0) // Handle RGB from the zeRGBa
{
  if (param.getLength() < 5)
    return;

  byte red = param[0].asInt();
  byte green = param[1].asInt();
  byte blue = param[2].asInt();

  uint32_t rgbColor = rgb.Color(red, green, blue);
  rgb.setPixelColor(0, rgbColor);
  rgb.show();
}
```

Done uploading.

```
setting character timeout 150
done
setting timeout 1
setting character timeout 1
done
espcomm_send_command: receiving 2 bytes of data
writing flash
.....
Invalid library found in /Users/techsupport/Documents/Arduino/libraries/OLD: /Users/techsupport/Docum
starting app without reboot
espcomm_send_command: sending command header
espcomm_send_command: sending command payload
espcomm_send_command: receiving 2 bytes of data
closing bootloader
```

2 SparkFun Blynk Board, 80 MHz, Serial, 115200, 4M (1M SPIFFS) on /dev/cu.usbserial-DN040LQD