



Tutorial on How to Compile CuHead Sample Code for Arduino Uno

07/2012

CuteDigi.com

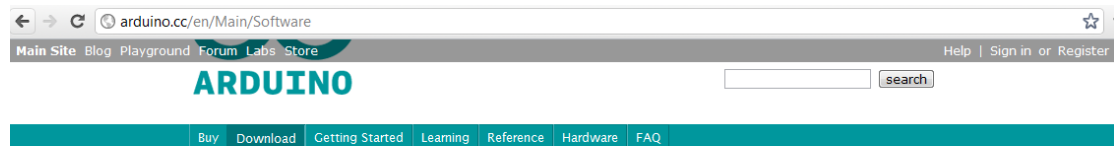


CuHead is LinkSprite's WiFi Shield for Arduino. It can be ordered from:

<http://www.cutedigi.com/wireless/wifi/linksprite-cuhead-wifi-shield-v2-0-for-arduino.html>

In this short tutorial, we are going to cover how to compile the Cuhead Sample program for Arduino Uno board.

First, we need to download the Arduino IDE from www.arduino.cc.



Download the Arduino Software

The open-source Arduino environment makes it easy to write code and upload it to the i/o board. It runs on Windows, Mac OS X, and Linux. The environment is written in Java and based on Processing, avr-gcc, and other open source software.

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Download

Arduino 1.0.1 (release notes), hosted by Google Code:

- ✦ Windows
- ✦ Mac OS X
- ✦ Linux: 32 bit, 64 bit
- ✦ source

Next steps

Getting Started
Reference
Environment
Examples
Foundations
FAQ

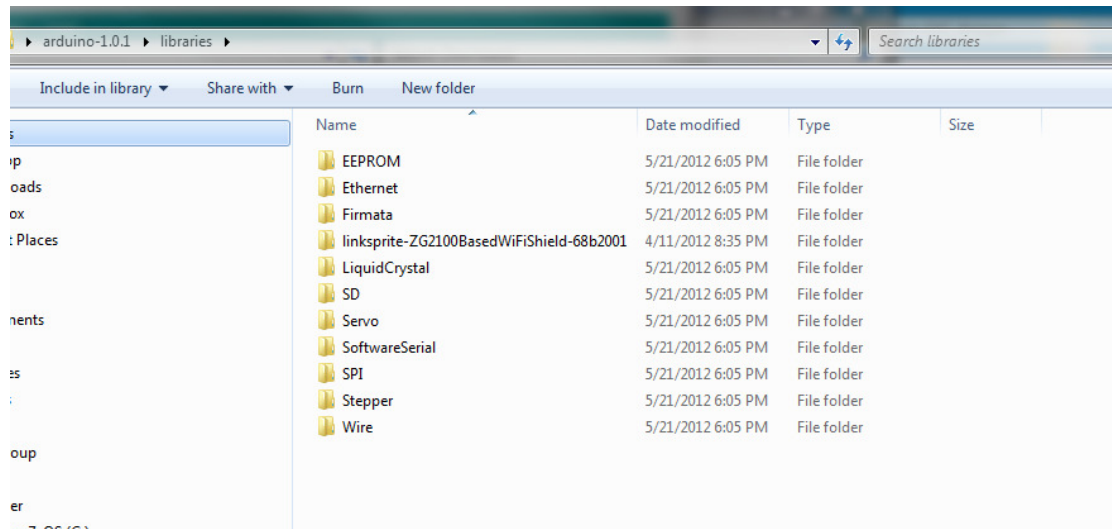
We download Arduino 1.0.1.



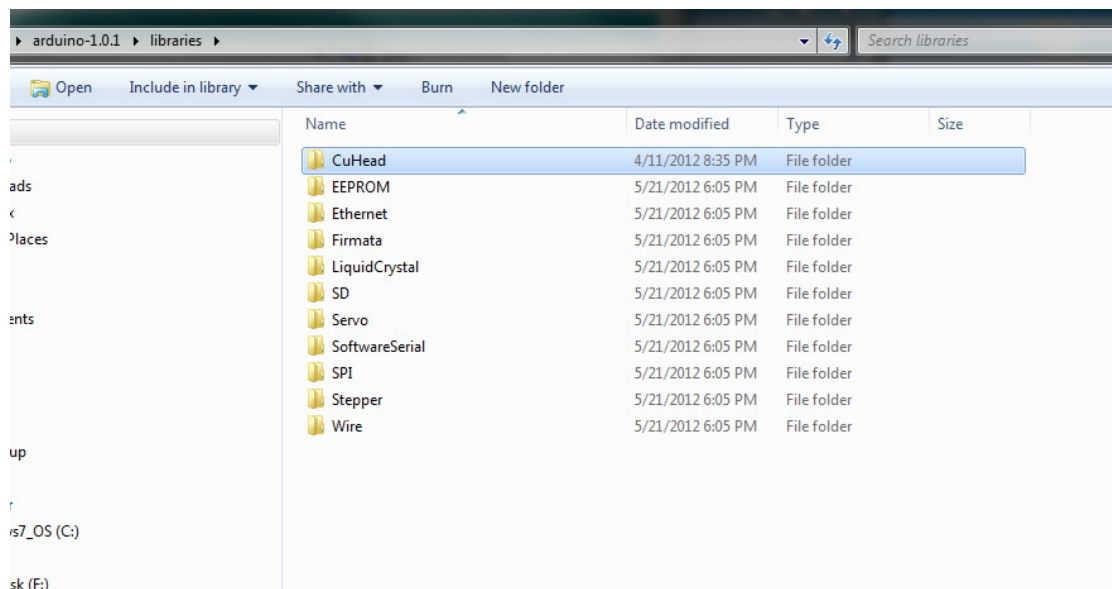
In next step, we download CuHead library from:

<https://github.com/linksprite/ZG2100BasedWiFiShield/zipball/master>

Unzip the zipball to the "arduino-1.0.1\libraries":

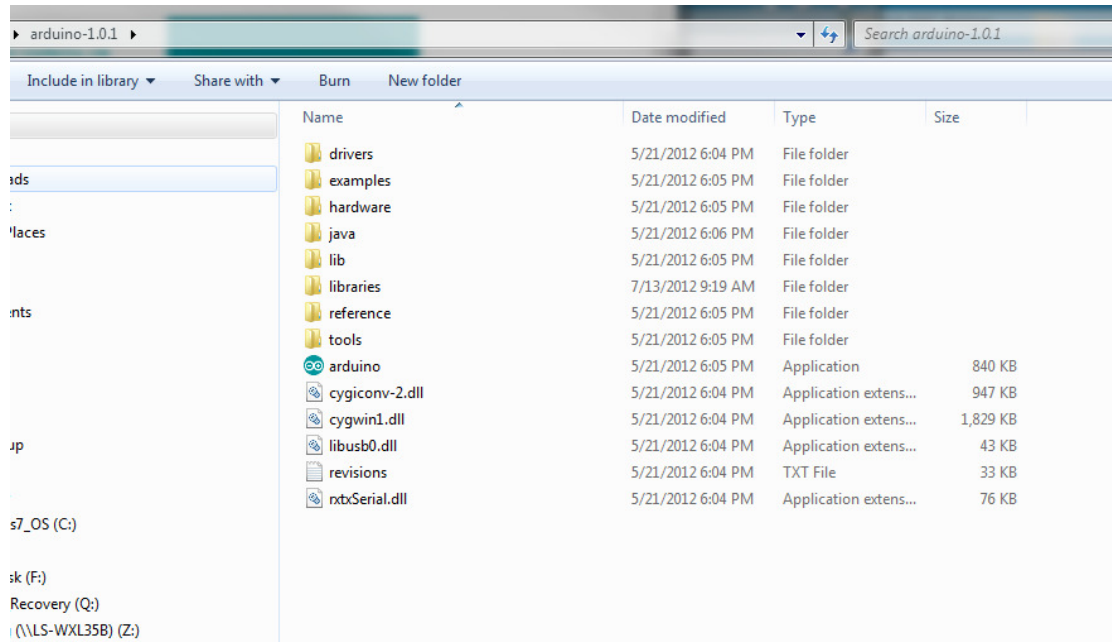


As Arduino doesn't recognize the directory name, please rename it to CuHead:



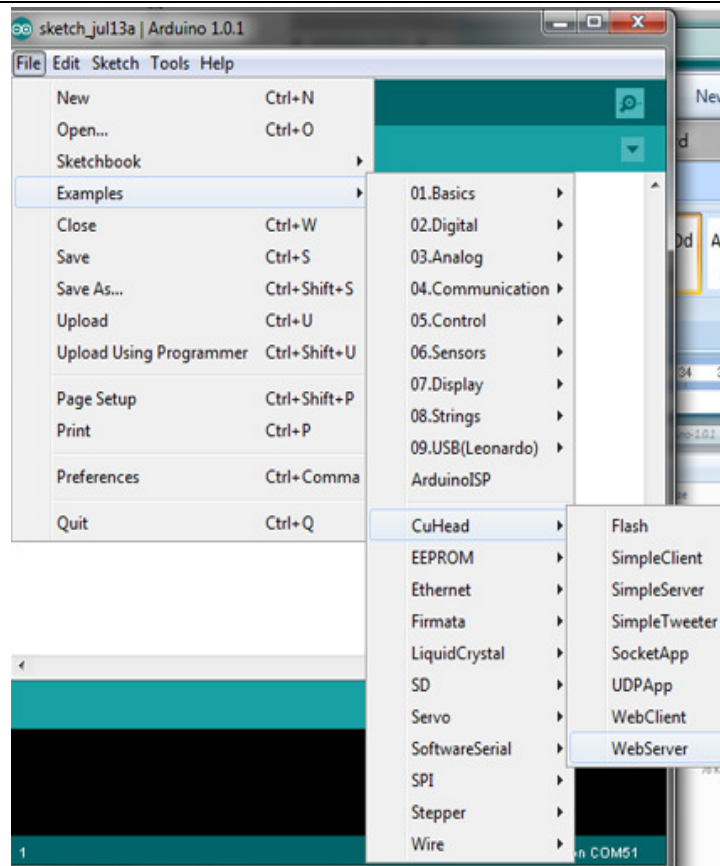


Launch Arduino by double click "arduino" below:



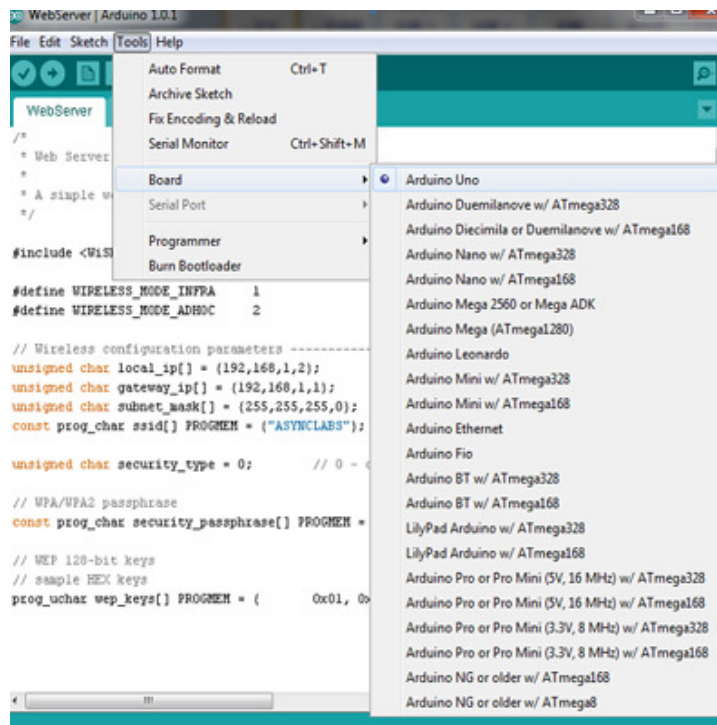
Open an example as below:

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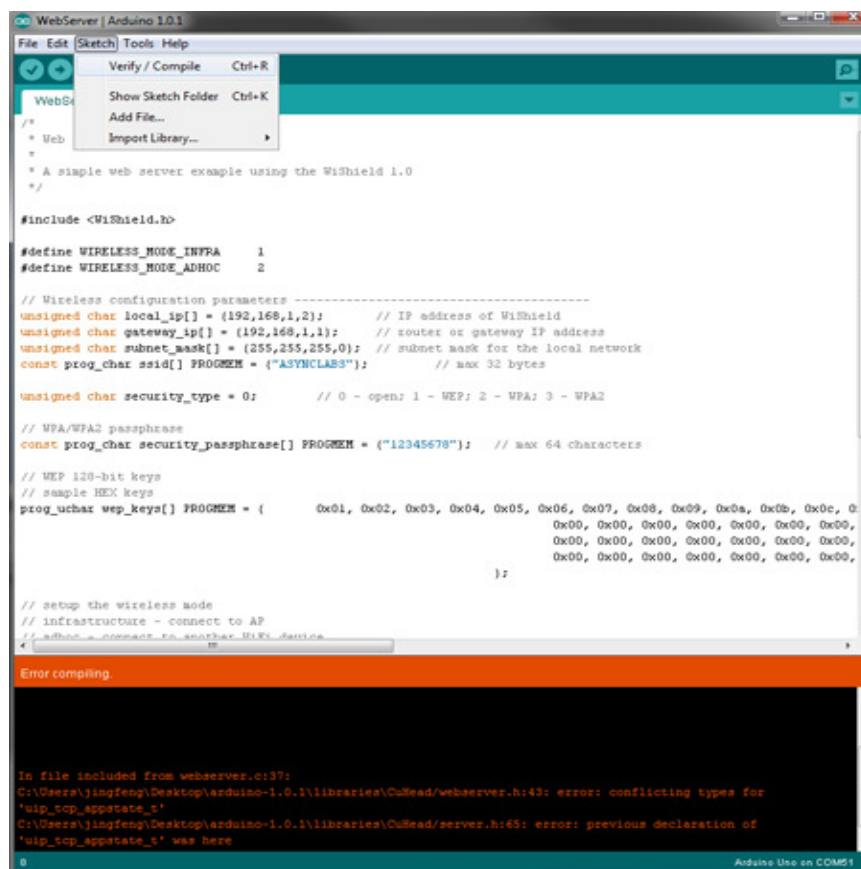


Select the target board as "Arduino Uno":

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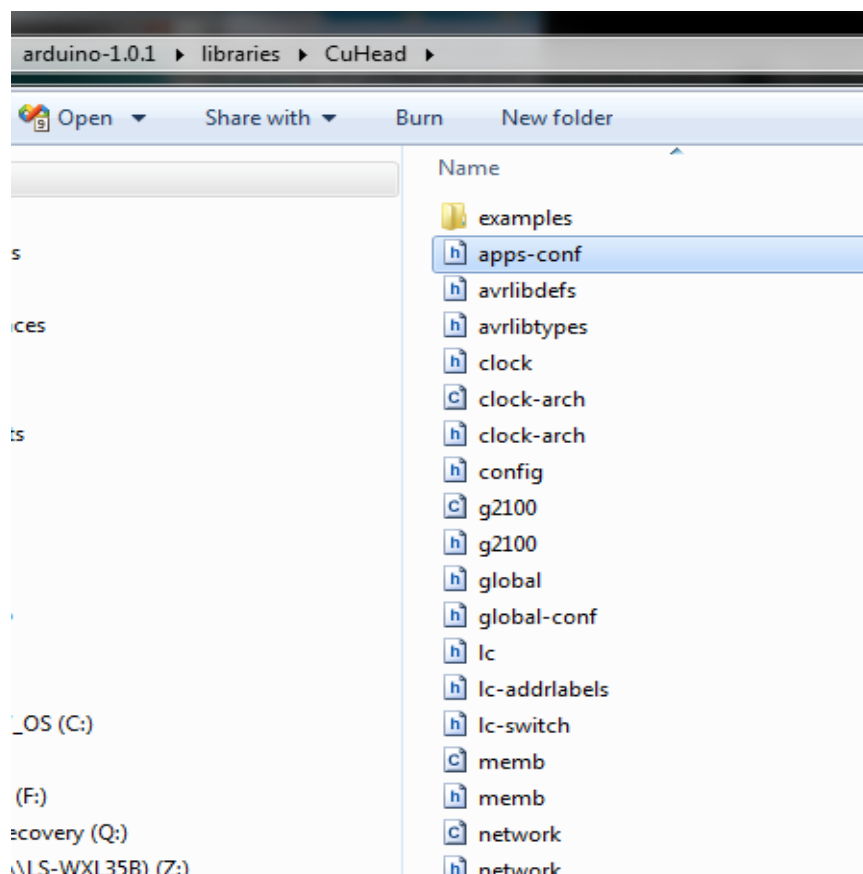
Click Sketch→ Verify/Compile:

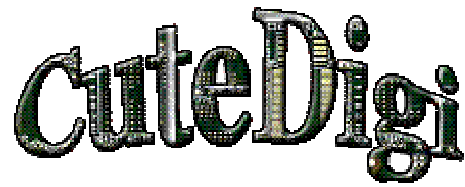




As shown above, we got errors!

Don't be panic. Depending on what type of sample program we want to build, we need to a little bit of extra work by editing a file named "apps-conf.h" under "arduino-1.0.1\libraries\CuHead":



A screenshot of the Microsoft Visual Studio IDE. The title bar shows "apps-conf.h - Microsoft Visual Studio". The menu bar includes File, Edit, View, Project, Debug, Data, Tools, Test, Analyze, Window, and Help. The toolbar contains various icons for file operations, editing, and debugging. The main editor window displays the content of "apps-conf.h". The code is as follows:

```
AsyncLabs      05/29/2009  Initial port

*****/

#ifdef APPS_CONF_H
#define APPS_CONF_H

//Here we include the header file for the application(s) we use in our project.
//#define APP_WEBSERVER
//#define APP_WEBCLIENT
//#define APP_SOCKAPP
//#define APP_UDFAPP
#define APP_WISERVER
```

For this sample code, we are building webserver, so we comment out other defines, and uncomment the APP_WEBSERVER.

```
//Here we include the header file for the application(s) we use in our project.
#define APP_WEBSERVER
//#define APP_WEBCLIENT
//#define APP_SOCKAPP
//#define APP_UDFAPP
//#define APP_WISERVER
```