

LinkIt SDK 1.1 for OS X 10.9

Installation Guide

Overview

- Install Arduino IDE
- Install LinkIt SDK plug-in for Arduino OS X
- Update Firmware on LinkIt ONE
- Run Blink sample

Environment

- Requires OS X **10.9**

Install OS X Arduino 1.5.7

- Download in
- <http://arduino.cc/download.php?f=/arduino-1.5.7-macosx.zip>
- Unzip and copy the Arduino IDE to your *Applications* folder

Package Name

- mediatek_linkit_sdk_(for_arduino)-1.0.42-
OS_X.zip

Pre-SQC uses 1.0.42

Formal SQC should use 1.1.xx

How to Install - unzip

- Unzip the zip package
 - It should unzip a folder named **mediatek_linkit_sdk_(for_arduino)-1.0.42-OS_X**
- Open “Terminal” application
- Change directory(cd) into the **mediatek_linkit_sdk_(for_arduino)-1.0.42-OS_X** folder

How to Install – Copy Package

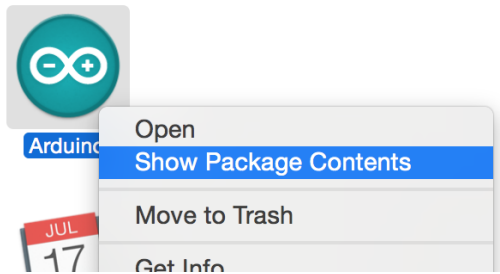
- Type the following command:

```
# ./installLinkItSDK -i path_to_your_arduino_app
```

The path_to_your_arduino_app points to the location of your Arduino.app application package directory. It is typically in
/Applications/Arduino.app/

How to Update Firmware

- Open Arduino package content



- Launch the program

Arduino.app/Contents/Resources/Java/
hardware/tools/mtk/**FirmwareUpdater**

Blink Program

- Select Blink Example (Same as Windows Version)
- Select COM port
 - The COM port should appear as “MTKUSBCOM”
 - Prevent choosing COM ports that has “Bluetooth” on it
- Click “upload”