2 | Download the Arduino environment

Get the latest version from the download page.

The disk image (.dmg) should mount automatically. If it doesn't, double-click it. It should look like the following image.

3 | Install the Software

Copy the Arduino application into the Applications folder (or elsewhere on your computer). If you're using an Arduino Uno or Mga 2560, you don't have any drivers to install. Skip ahead to the next step.

If you're using an older board (Duemilanove, Diecimila, or any board with an FTDI driver chip that looks like this:

you will need to install the drivers for the FTDI chip on the board. Double-click the **FTDIUSBSerialDriver_10_4_10_5_10_6.mpkg** icon and follow the instructions in the installer. You'll need to restart your computer after installing the drivers. (The latest version of the drivers can be found on the FTDI website.)

4 | Connect the board

The Arduino Uno, Mega, Duemilanove and Arduino Nano automatically draw power from either the USB connection to the computer or an external power supply. If you're using an Arduino Diecimila, you'll need to make sure that the board is configured to draw power from the USB connection. The power source is selected with a jumper, a small piece of plastic that fits onto two of the three pins between the USB and power jacks. Check that it's on the two pins closest to the USB port.

Connect the Arduino board to your computer using the USB cable. The green power LED (labelled **PWR**) should go on.

If you're using the Arduino Uno or Arduino Mega 2560, a dialog box will appear telling you that a new network interface has been detected. Click "Network Preferences...", and when it opens, simply click "Apply". The Uno or Mega 2560 will show up as "Not Configured", but it's working properly. Quit System Preferences.