

JarzRover iPhone-ESP32 - Start Here

Basic-kit customers: check [What to Buy](#) for quantities, Amazon shopping links and missing-parts checks.

This guide is for the **iPhone mounted on the rover**, using a **classic ELEGOO ESP-WROOM-32 / ESP32 Dev Module** over **BLE**. Documentation/kit revision v1.1.0, 7 October 2026. The handheld remote is a separate phone running Controller.

A Mac with Xcode, CocoaPods and Flutter, an Apple account, source assistance, and two compatible iPhones are needed for the two-iPhone setup. No signed public iOS apps are included.

Open these guides in order

- [Installation Guide](#)
- [Hardware Reference](#)
- [Wiring Reference](#)
- [Component Tests](#)

Extract the complete ZIP first. Keep all PDFs together in documents/ with their original names. Links use neighboring PDF filenames; if your viewer blocks them, open the named file directly. GitHub readers can follow the relative Markdown links.

- 1 Check the hardware list and exact board label with an adult.
- 2 Assemble the chassis, then follow only this kit's wiring diagram and pin table.
- 3 Run one component test at a time with Arduino IDE. A child records each result; an adult handles power and moving parts.
- 4 Restore firmware/openbot_ios/openbot_ios.ino after tests.
- 5 Install the apps, connect the two phones and complete raised-wheel movement and stop tests.

Choose the kit by the phone on the rover: Android uses Nano/USB; iPhone uses ESP32/BLE. An iPhone cannot control Nano through USB. Do not substitute another ESP32 family or the older general DIY_ESP32 map.

Contact Jarzlabs24@gmail.com for help. Include your kit version, board label, app version, test name and result. A parent or adult helper can send the request.