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# Pixy2 and Pan-tilt Quick Start

Thanks so much for supporting the CMUcam5 Pixy project!

First things first, we will be releasing cool stuff in the future, so please [sign up for our mailing list](#) so you don't miss out on the latest developments!

OK, let's get started...

## Install PixyMon

If you're just getting started with Pixy, you should install PixyMon first. It will allow you to configure Pixy and see what it sees. Choose your platform below:

- [PixyMon on Mac](#)
- [PixyMon on Windows Vista, 7, or 8](#)
- [PixyMon on Windows XP](#)
- [PixyMon on Linux](#)

## Teach Pixy2 an object

After you install PixyMon and get it running, the next step is to [teach Pixy2 an object, or 2, or 3...](#)

## Hook up to your microcontroller

Your Pixy2 should now be locating and tracking the objects that you taught it. (hooray!) You're now ready to do something useful with Pixy2, which usually involves connecting Pixy2 to your favorite microcontroller:

- [Arduino](#)
- [Raspberry Pi](#)
- [BeagleBone Black](#)
- [Other controller](#)

## Assemble and test the pan/tilt mechanism

If you purchased a [pan/tilt kit](#), build it using these [assembly instructions](#), then [run the pan/tilt demo](#). You can run the demo on Pixy2 by itself (without a microcontroller) or from your microcontroller (e.g. Arduino) so you can easily modify/extend the code.