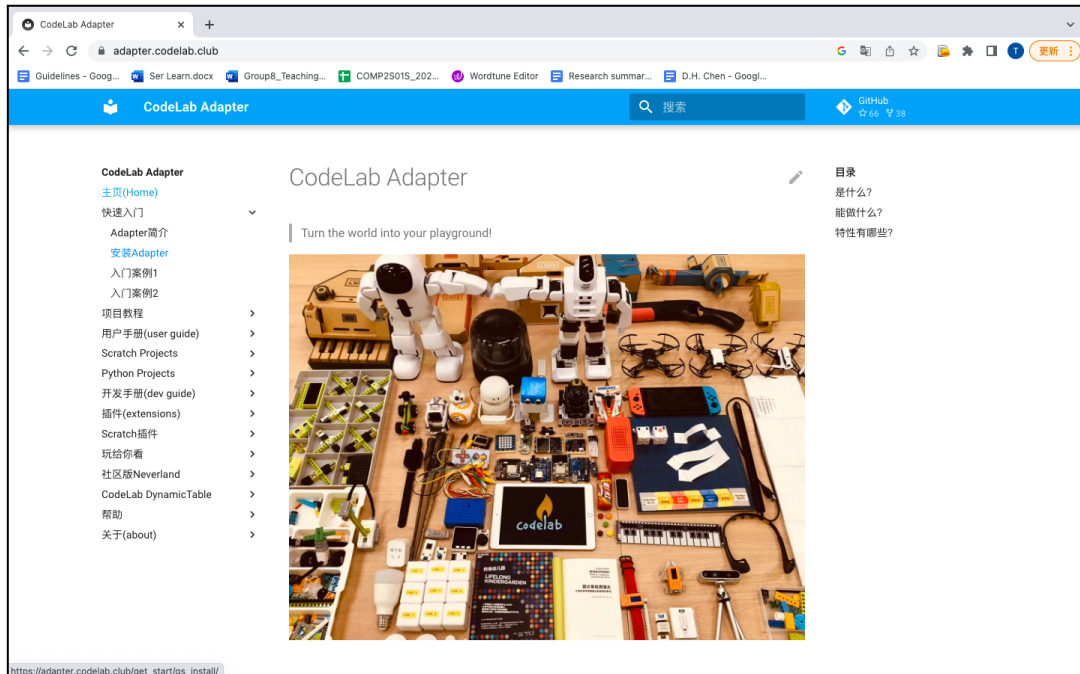


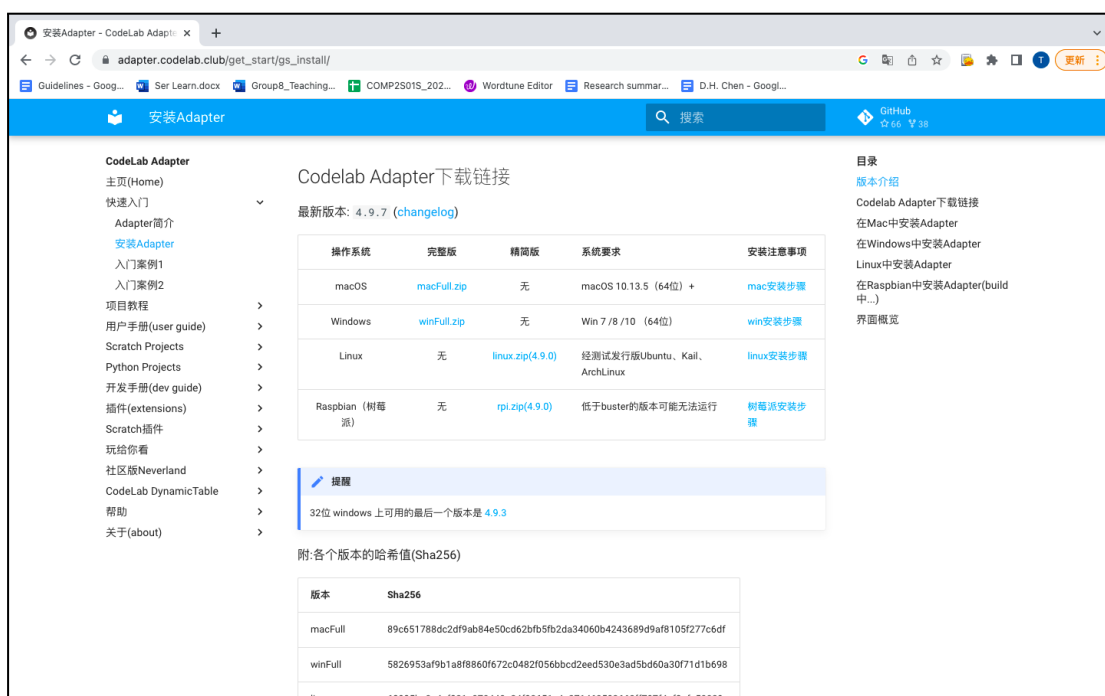
Guideline for installation and setup (Group 8)

- 1) 搜尋“Codelab Adapter” 或 按此連結: <https://adapter.codelab.club/>
Search “Codelab Adapter” or Click this link: <https://adapter.codelab.club/>



- 2) 按「快速入門」。
Click “Quick Get Started”.

- 3) 按「安裝Adapter」。
Click “Install Adapter”.



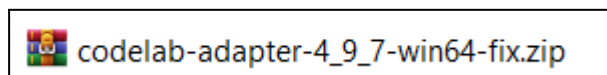
4) 按照不同平台 (Mac或Windows) 安裝完整版。

Click “Install Full Version” according to platforms used(Mac or Windows).

Codelab Adapter下載链接				
最新版本: 4.9.7 (changelog)				
操作系统	完整版	精简版	系统要求	安装注意事项
macOS	macFull.zip	无	macOS 10.13.5 (64位) +	mac安装步骤
Windows	winFull.zip	无	Win 7 / 8 / 10 (64位)	win安装步骤
Linux	无	linux.zip(4.9.0)	经测试发行版Ubuntu、Kali、ArchLinux	linux安装步骤
Raspbian (树莓派)	无	rpi.zip(4.9.0)	低于buster的版本可能无法运行	树莓派安装步骤

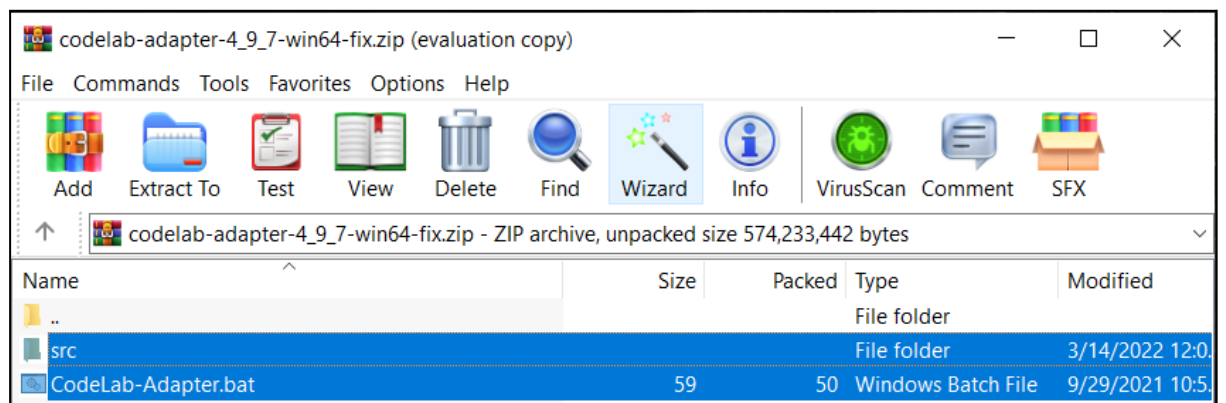
5) 安裝完成後，打開檔案 “codelab-adapter-4_9_7-win64-fix.zip”。

After installation, open the file “codelab-adapter-4_9_7-win64-fix.zip”.

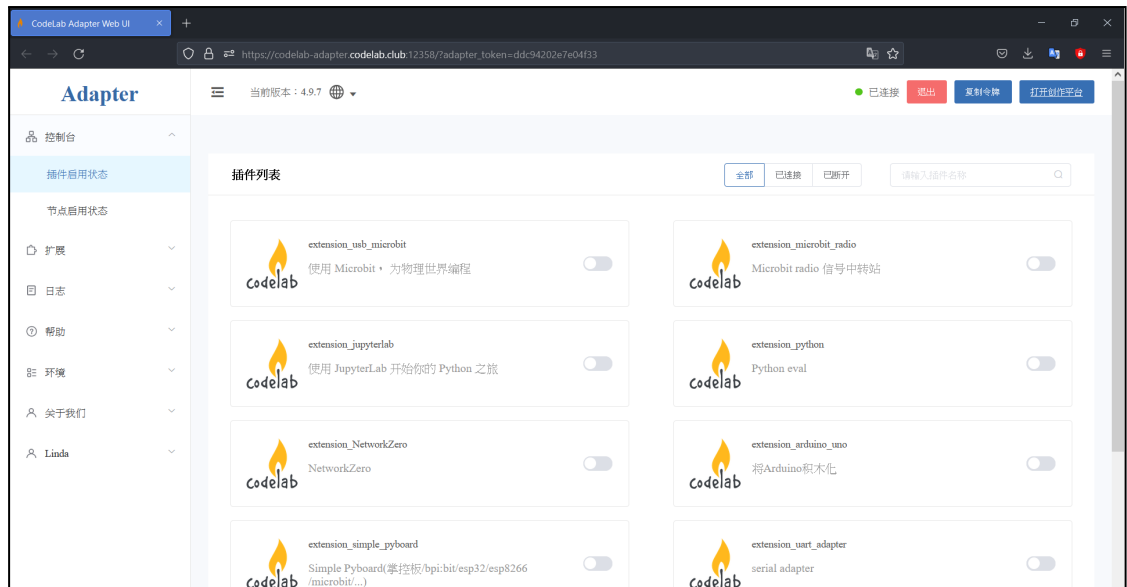


6) 選取檔案內的文件，並把文件放到桌面上。

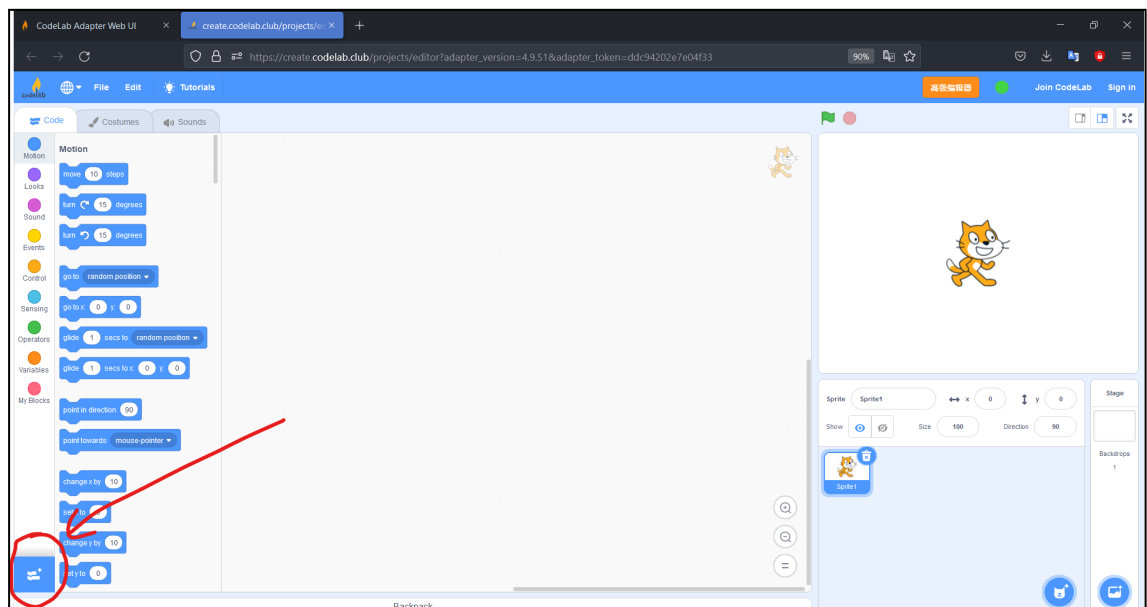
Choose the documents inside the file, put them on the desktop.



- 7) 雙擊檔案“CodeLab-Adapter.bat”，等待數秒後會自動引導至網頁。
Double click “CodeLab-Adapter.bat”, a website will pop up after a few seconds.



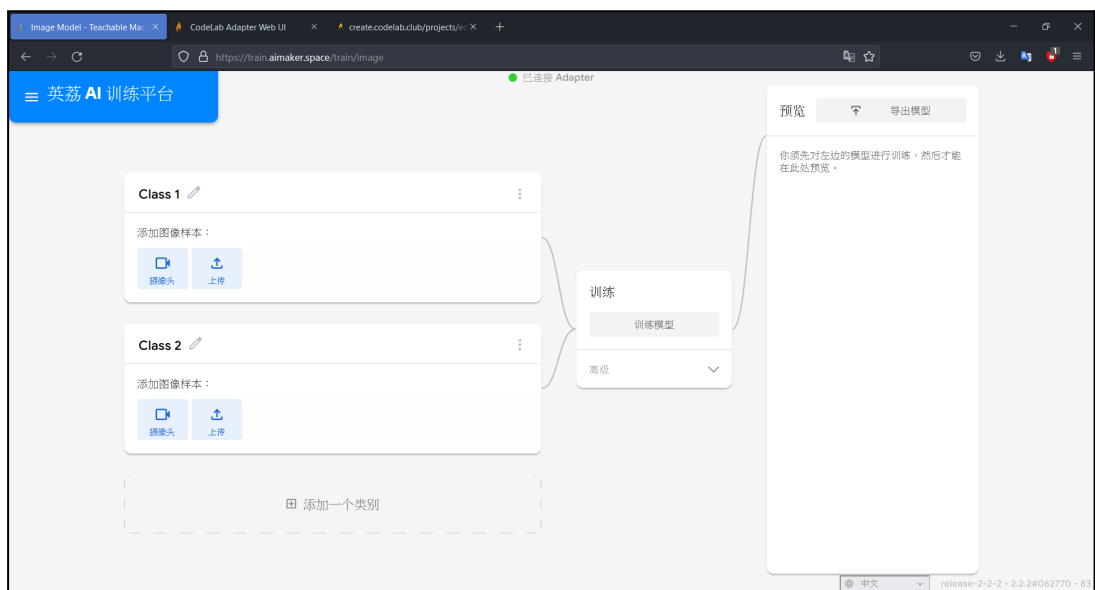
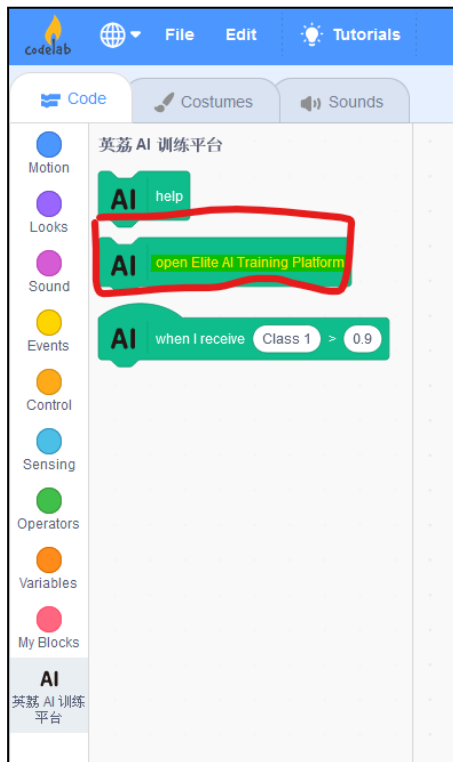
- 8) 點擊右上角“打開創作平台” 開啓Scratch。
Click “Open the Creation Platform” in the upper right-hand corner to open Scratch.
- 9) 點擊左下角安裝插件。
Click the button in the bottom left-hand corner.



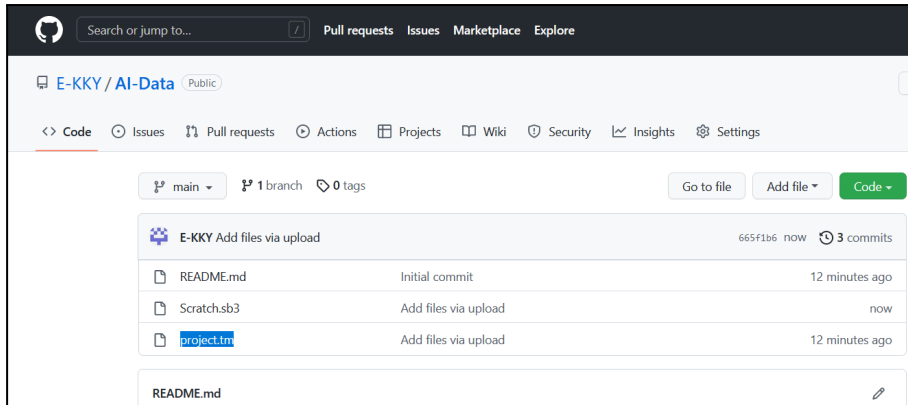
- 10) 搜尋 “AI” 並找到 “英荔AI訓練平台”。
- Search “AI” and find “Elite AI Training Platform”.



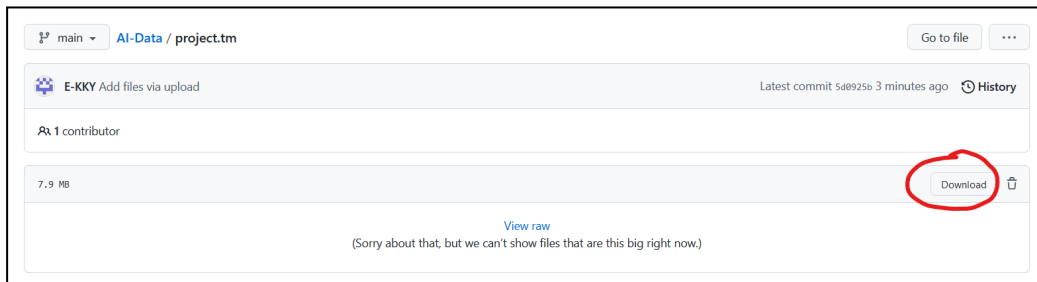
- 11) 點擊打開 Elite AI Training Platform。
Click to open Elite AI Training Platform.



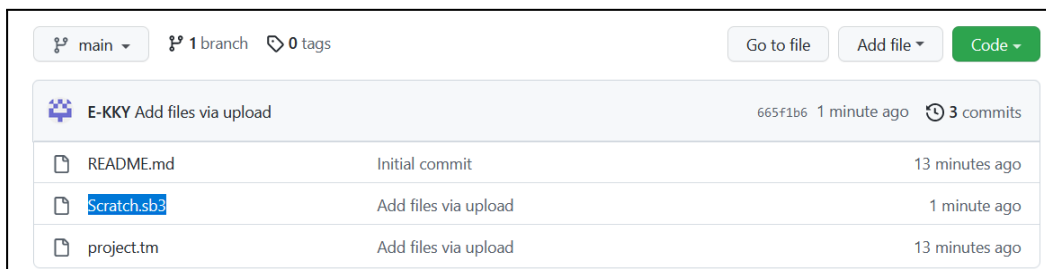
- 12) 打開連結: <https://github.com/E-KKY/AI-Data>, 並打開文件 “project.tm”。
Click the link: <https://github.com/E-KKY/AI-Data>, open the document “project.tm”.



- 13) 下載文件 “project.tm”。
Download “project.tm”.

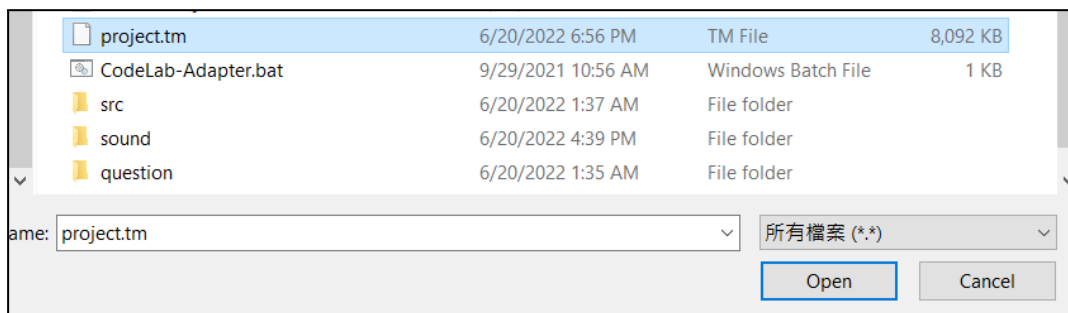


- 14) 重複 12 - 13 步的步驟, 下載 “Scratch.sb3”。
Repeat steps 12 and 13, download “Scratch.sb3”.



- 15) 於英荔AI訓練平台左上角點擊並打開選單。選擇“從文件中打開項目”。選擇剛下載的“project.tm” 並等待加載完成。

Click to open the menu in the upper left-hand corner in Elite AI Training Platform. Choose “Open the project from documents” and choose “project.tm” which is downloaded in step13. Wait for the completion.



- 16) 點擊“訓練模型”並等待訓練完成。**注意：盡量不要切換分頁**

Click “Train the Model” and wait for the completion. **Caution: don’t change the tabs.”



17) 回到 Scratch 頁面，點擊左上角的“檔案”，選取“從你的電腦挑選”。選擇剛下載的“Scratch.sb3”。

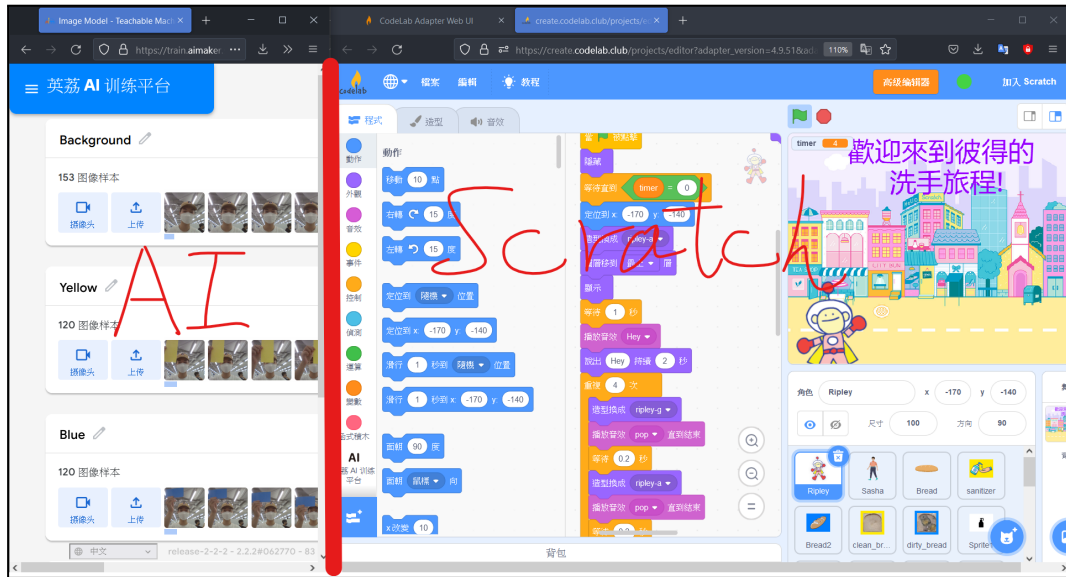
Back to Scratch and click “File” in the upper left-hand corner. Choose “Load from your computer” and select “Scratch.sb3”, which is downloaded in step14.







18) 點擊“確定”。
Click “Confirm”.



- 19) 打開後把網頁頁面拆分成兩個獨立的分頁。
Separate the webpage into two tabs and windows.



- 20) 點擊右上角的  進入全屏幕。點擊  開始遊戲。

Click  in the upper right-hand corner to get into full-screen. Click  to start the game.

