

Balance Board GUI setup for MacBook

Software needed:

Processing 3: <https://processing.org/download/>

Steps:

Download and install Processing from the link above

Once installed from the menu on top of the screen go to: Sketch > Import Library > Add Library
At this point a window will appear, in the tab “Library” tab search for and install (see screenshot below):

- HTTP Requests for Processing
- ToxicLibs

At this point you have everything needed for the GUI program to run. Let’s pair the balance board.
To do so you have to:

- Turn on the Balance Board,
- Turn on the Bluetooth on your MacBook,
- You should see the BalanceBoard as one of the available devices, click on it and enter the pass code: **1234** (By default the MacBook will try with 0000 as pass code, but once it fails you will be presented with the option to change the code)
- If everything worked correctly you should see the BalanceBoard paired for few seconds.

NOTE: The pairing procedure should be done only once. Every time you will run the Processing program it will connect automatically to the BalanceBoard.

At this point you have everything set up for the Balance Board GUI to work.

To run the program open “Balance_Board_Processing_GUI.pde” and click on the play button on the top-left.

Troubleshooting:

In the Processing program at line 7 there is: **int PORT_NUM = 0;**

Macbooks have a list of bluetooth devices and this number (PORT_NUM) depends on the number of devices you have paired with the machine and therefore changes from one Mac to the other.

If the program do not start correctly it will see printed to console (in the bottom of the Processing window) the device name that it’s trying to connect to. If the name is not the same as the Bluetooth name of the Balance Board you have to change the line 7 to:

int PORT_NUM = 1; or to **int PORT_NUM = 2;**

And run the program again (with the play button as explained above)

