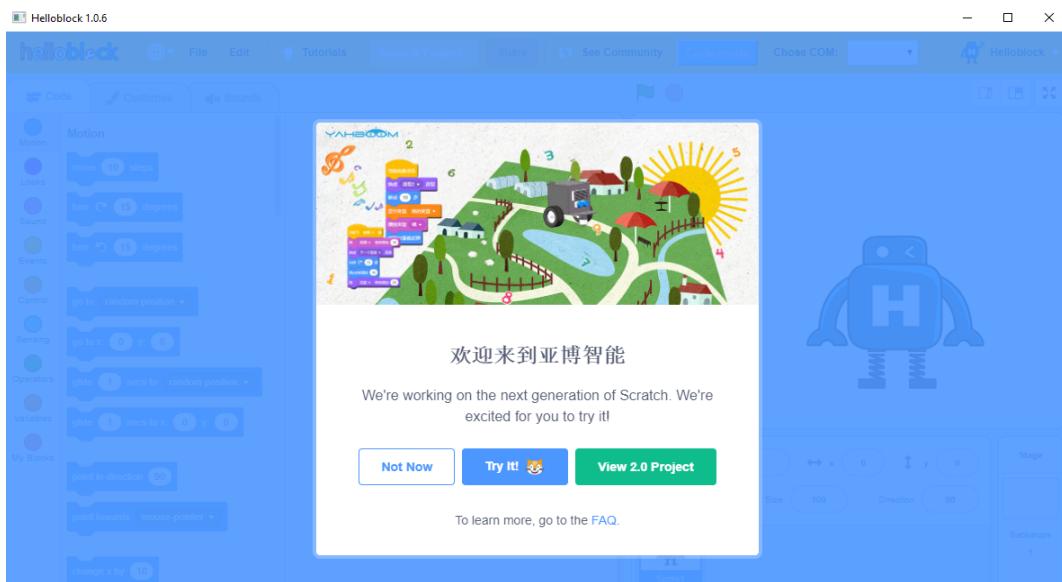
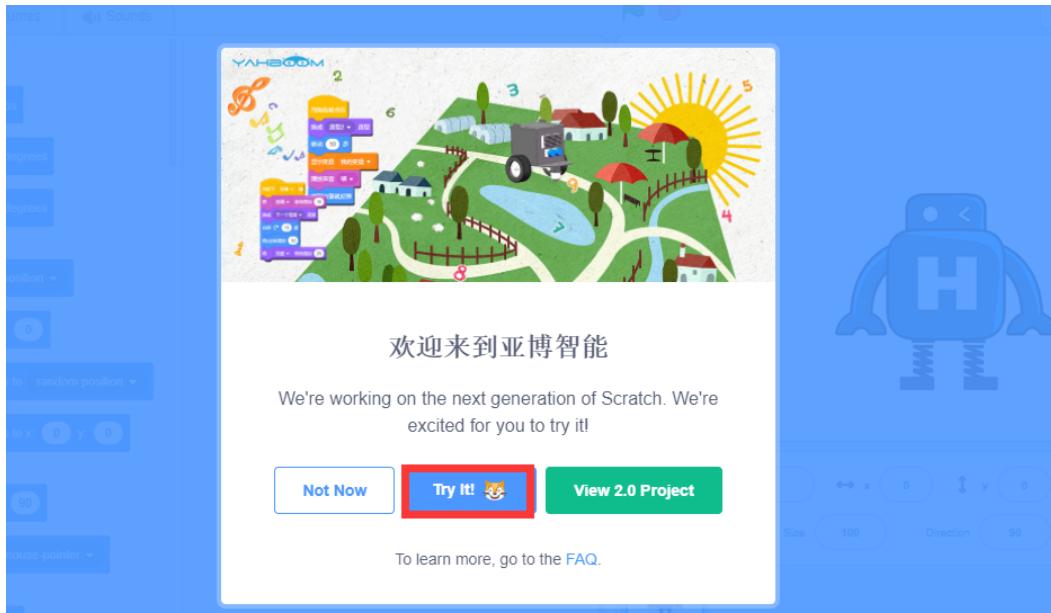


How to use Helloblock

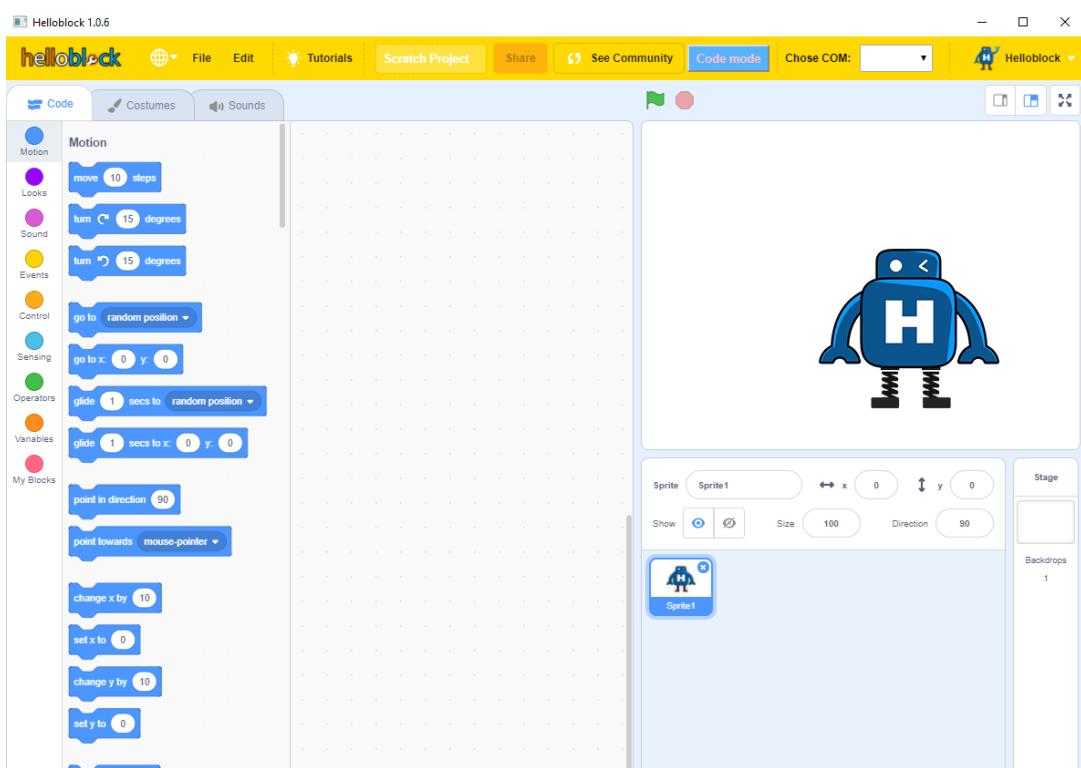
1. Double-click the shortcut on the desktop to enter the interface as shown below.



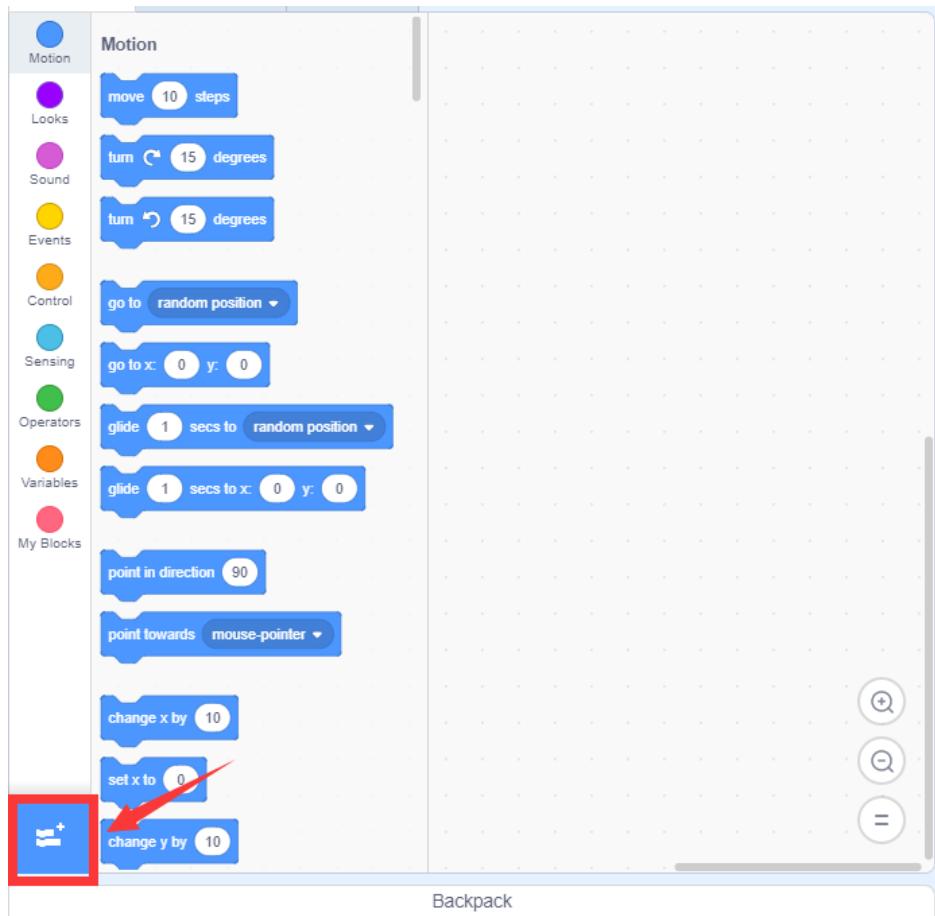
2. Click 【Try It】 to enter programming interface, as shown below.

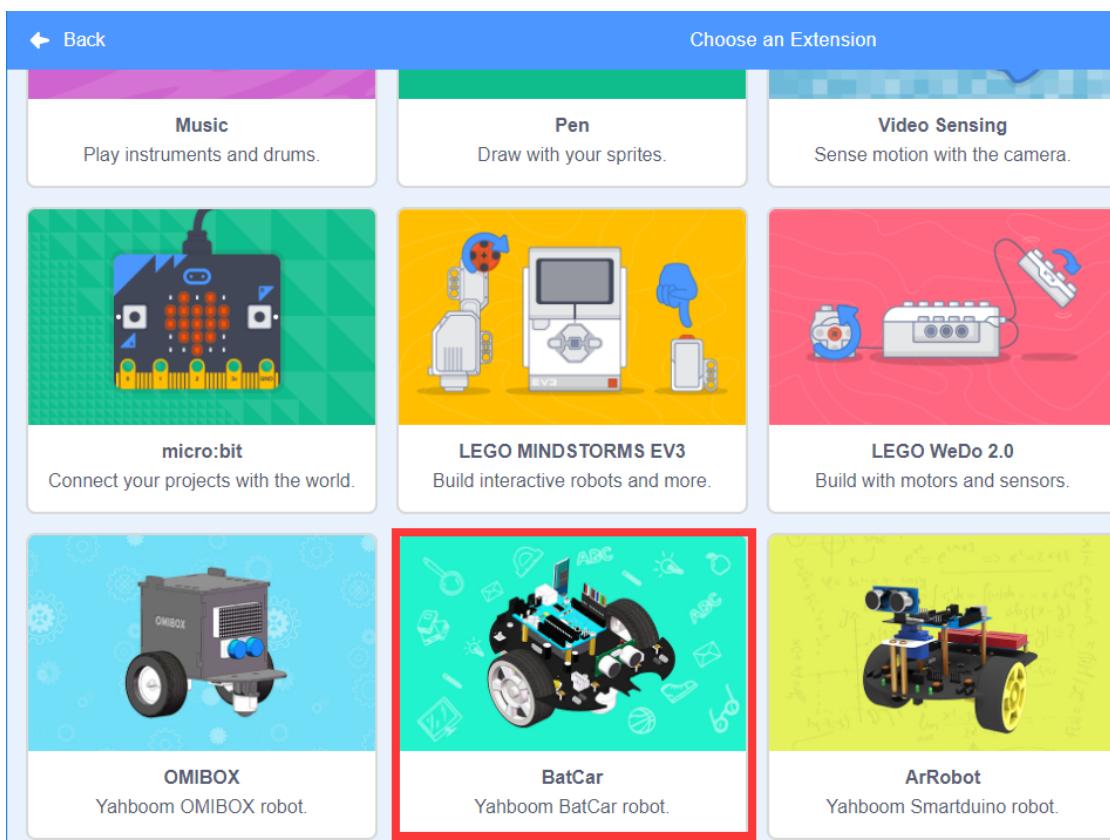


3. The interface shown below is Helloblock graphical programming interface.

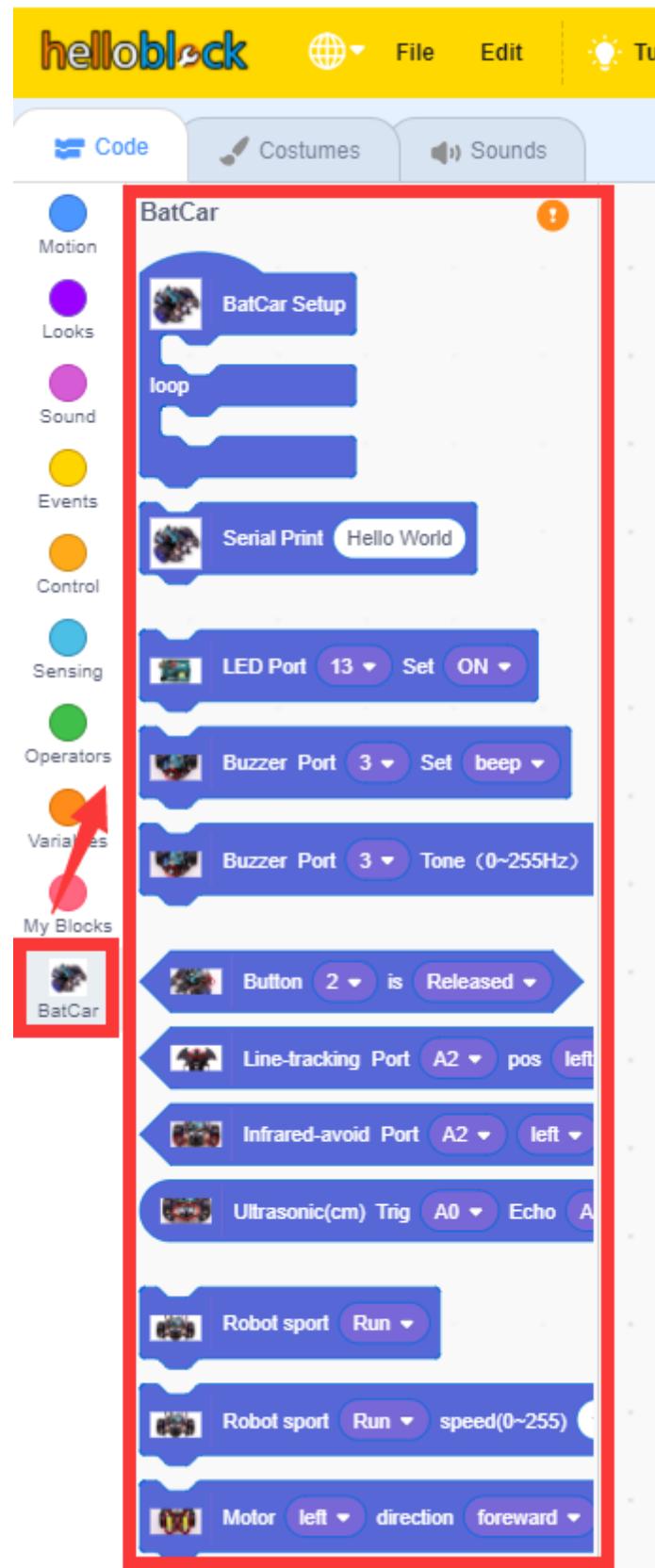


4. Click on the place shown on the left below to add the expansion pack for the BatCar.

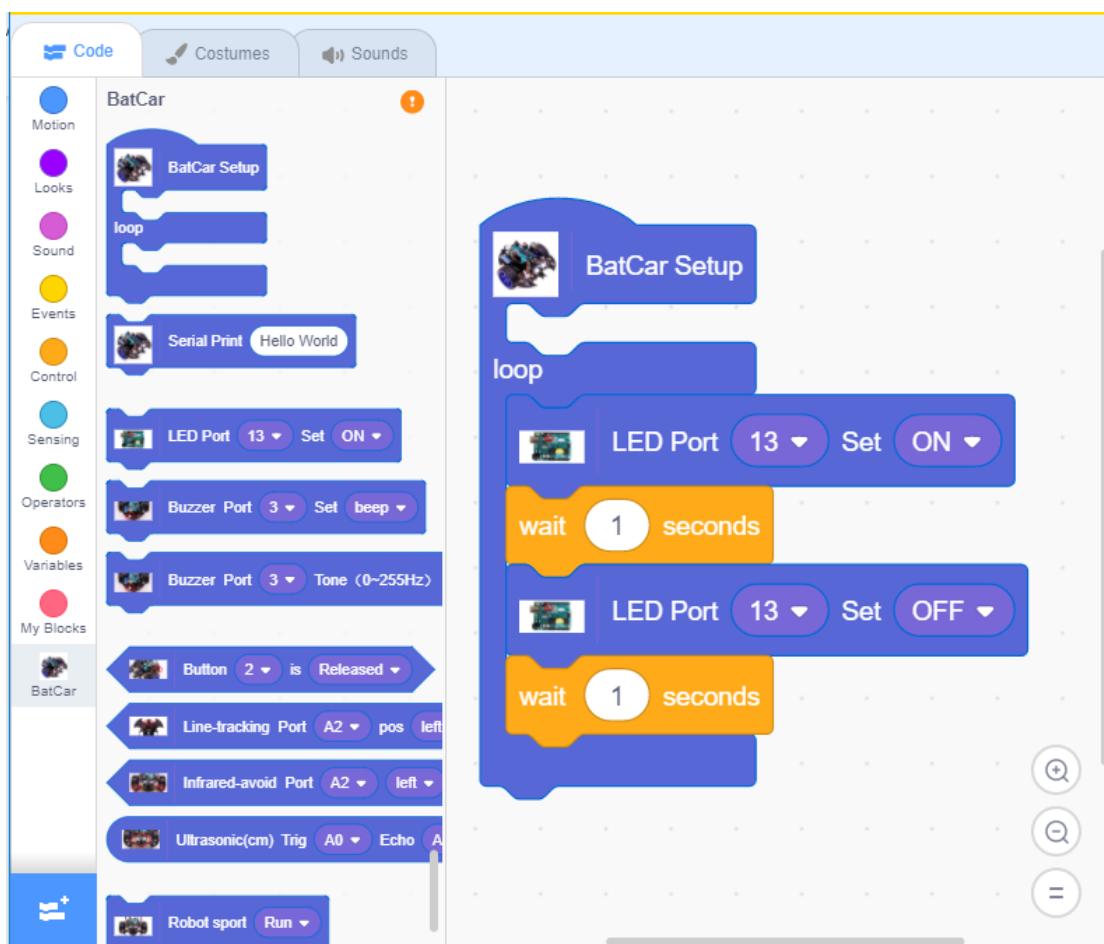




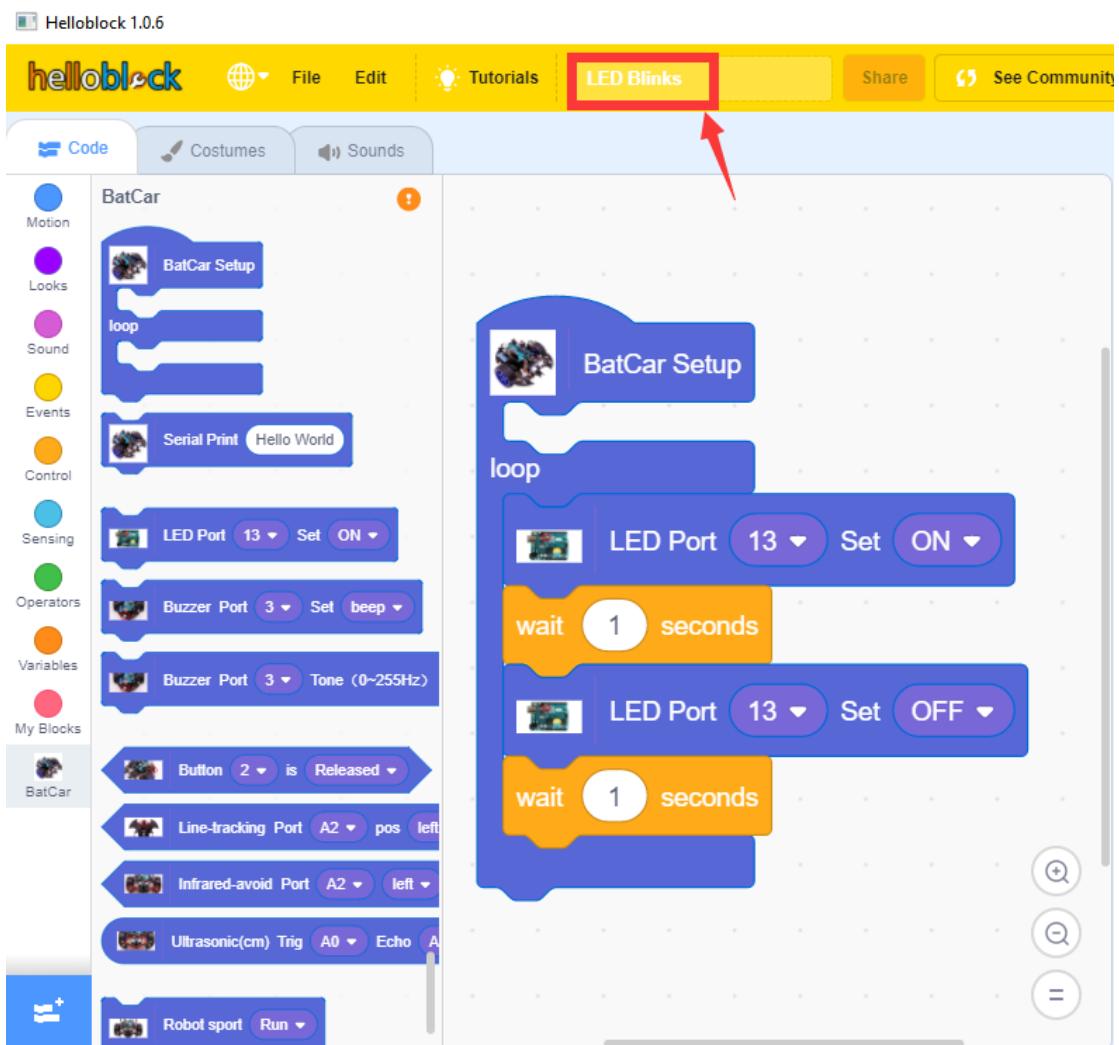
5. After the addition is completed, BatCar building block expansion package will be added on the left side of the programming interface, as shown in the following figure.



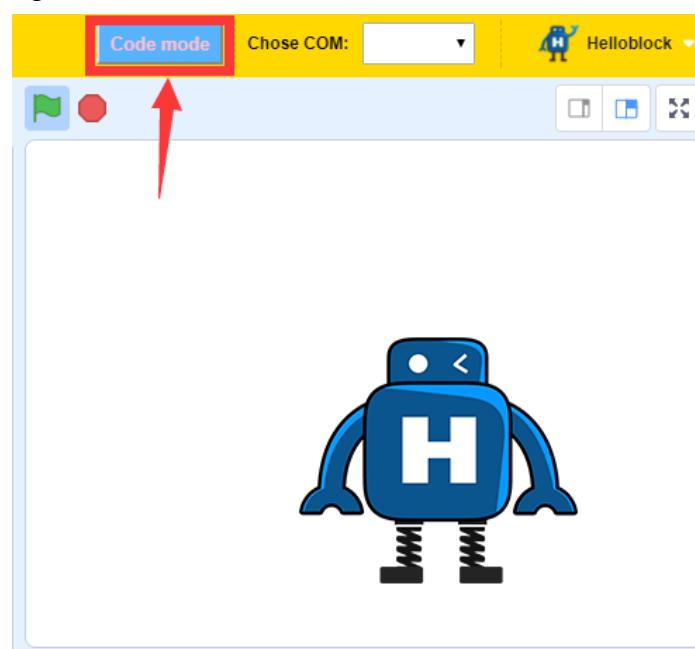
6. We can drag the building block to the programming area and start writing the program, as shown below.



7. We can give a name to the program we wrote in the location shown below.
(for example: LED Blink)



After the program is written, click on the blue icon in the upper right corner of the programming interface to switch to 【Code Mode】 , as shown below.



```

#include "Arduino.h"
#include "YahBoom_BatCar.h"

YahBoom_BatCar_LED yb_btLED_13(13, OUTPUT);

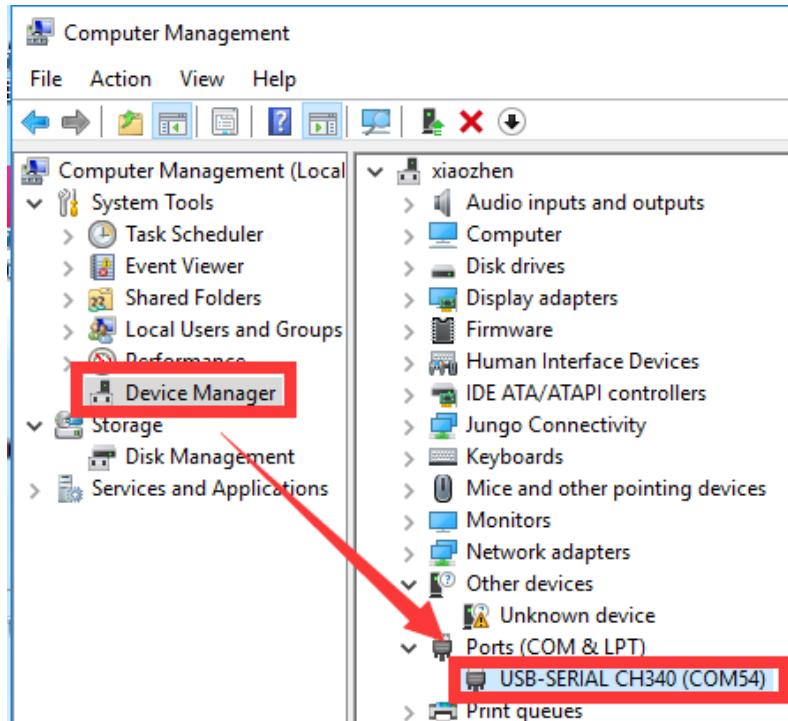
void setup()
{
}

void loop()
{
    yb_btLED_13.LED_ON(13);
    delay(1*1000);
    yb_btLED_13.LED_OFF(13);
    delay(1*1000);
}

```

9. Connect the Bat Car to the computer with a USB cable.

10. Then, open the computer device manager and you will recognize the corresponding CH340 port, as shown below:

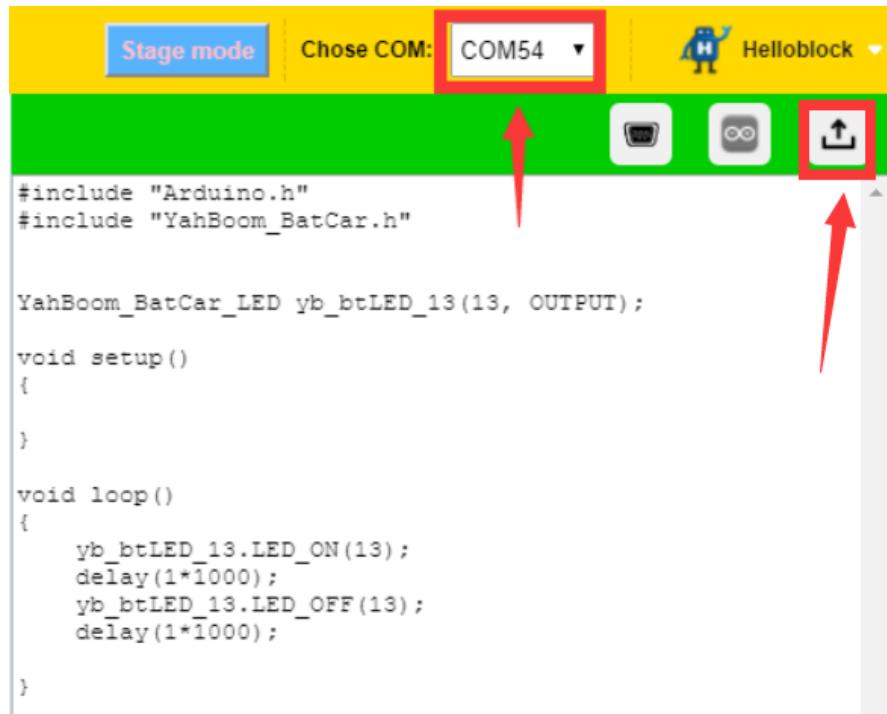


!!!Note: The port number of each computer will be different, as long as it recognizes that CH340 is the port we need.

Before this step, please refer to the "Installation of CH340 Driver" file to complete the installation of the CH340 driver. Otherwise, the port will not be

recognized.

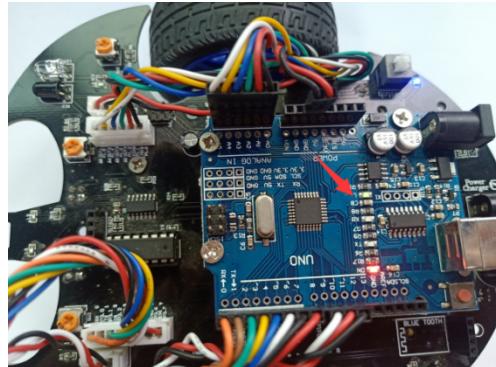
11. We need to go back to the programming interface, select the CH340 port number identified in the previous step in the upper right corner (here is COM54), then click the up arrow to start compiling and uploading the program.



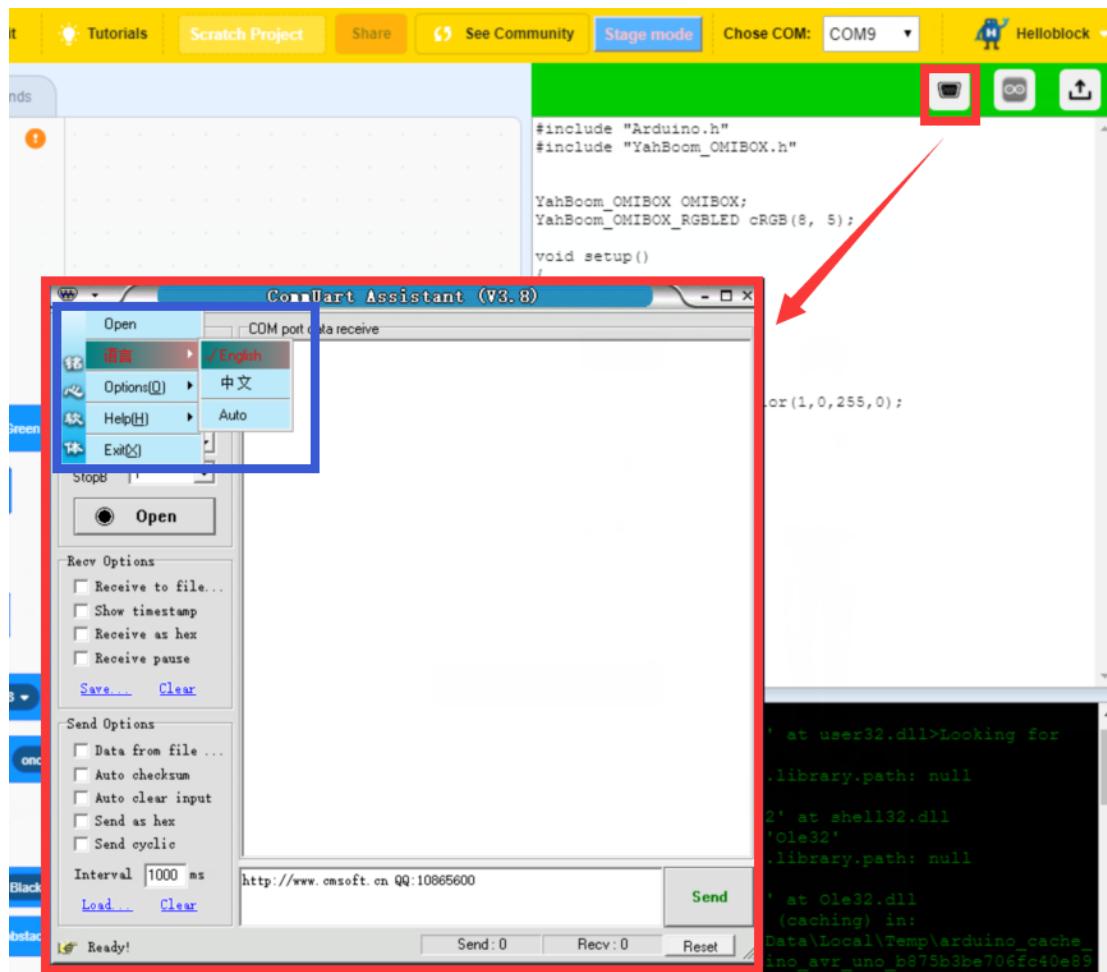
12. Uploading the program takes some time. When the words "Done compiling" "Done uploading" appear in the lower right corner of the programming interface, as shown in the following figure, the program has been uploaded.

```
>Trying user32.dll
Found library 'user32' at user32.dll>Looking for
library 'shell32'
Adding paths from jna.library.path: null
Trying shell32.dll
Found library 'shell32' at shell32.dll
>Looking for library 'Ole32'
Adding paths from jna.library.path: null
Trying Ole32.dll
>Found library 'Ole32' at Ole32.dll
>Archiving built core (caching) in:
C:\Users\ADMINI~1\AppData\Local\Temp\arduino_cache_
765805\core\core_arduino_avr_uno_b875b3be706fc40e89
c5aa08456825ce.a
>Sketch uses 5836 bytes (18%) of program storage
space. Maximum is 32256 bytes.
Global variables use 873 bytes (42%) of dynamic
memory, leaving 1175 bytes for local variables.
Maximum is 2048 bytes
>Done compiling. Done uploading!>
status for device COM5:
-----
```

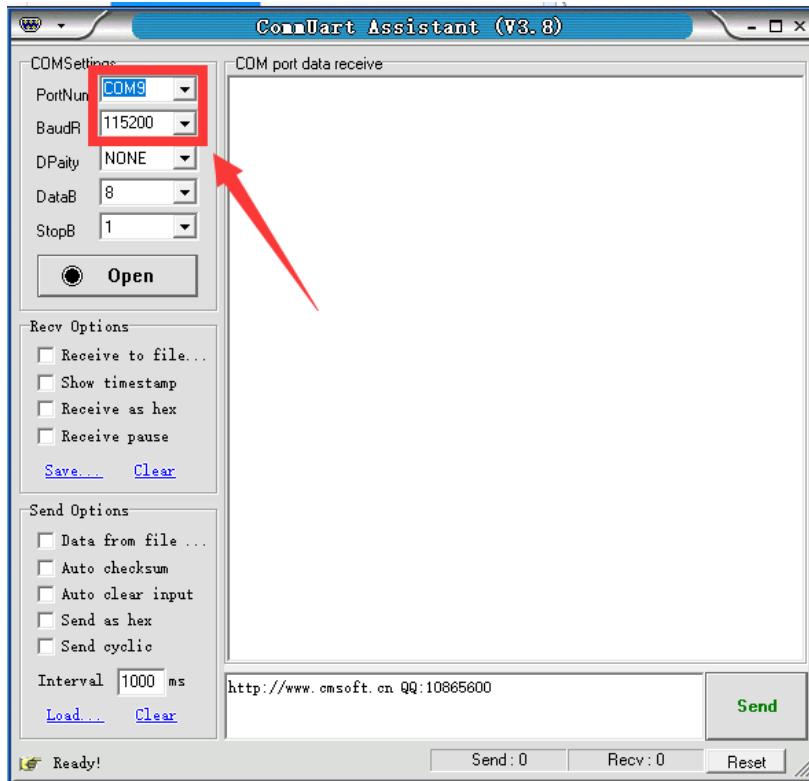
13. After the program upload is complete, we can see the experimental phenomenon: The LED on the Uno board will flash. As shown in the following figure.



14. In the 【Code Mode】 interface, we can click on the place as shown below to open the serial port. We can change the language.



15. The serial port number needs to be the same as our programming interface. The default baud rate is 115200.



16. In the [Code Mode] interface, we can click on the place shown below to open the Arduino IDE programming interface.

