

If you confirm that you have successfully downloaded the program through the Helloblock graphical programming software, the words shown below are displayed in the lower right corner of the Helloblock software.

```

Adding paths from jna.library.path: null
>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_131599\core\core_arduino_avr_uno_b875b3be706fc40e89c5aa08456825ce.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!

```

However, there was no experimental phenomenon on the Omibox car, and at the same time, you see the prompt shown below.

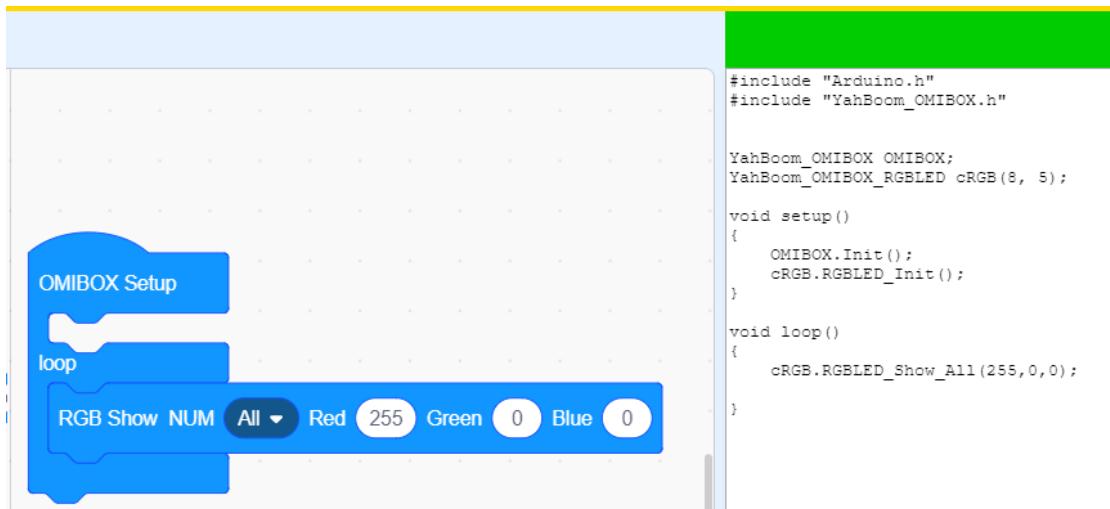
```

>error#####: Error: EPERM: operation not
permitted, open 'C:\Program Files
(x86)\Helloblock\resources\Arduino\project\project
no'>Looking for library 'user32'

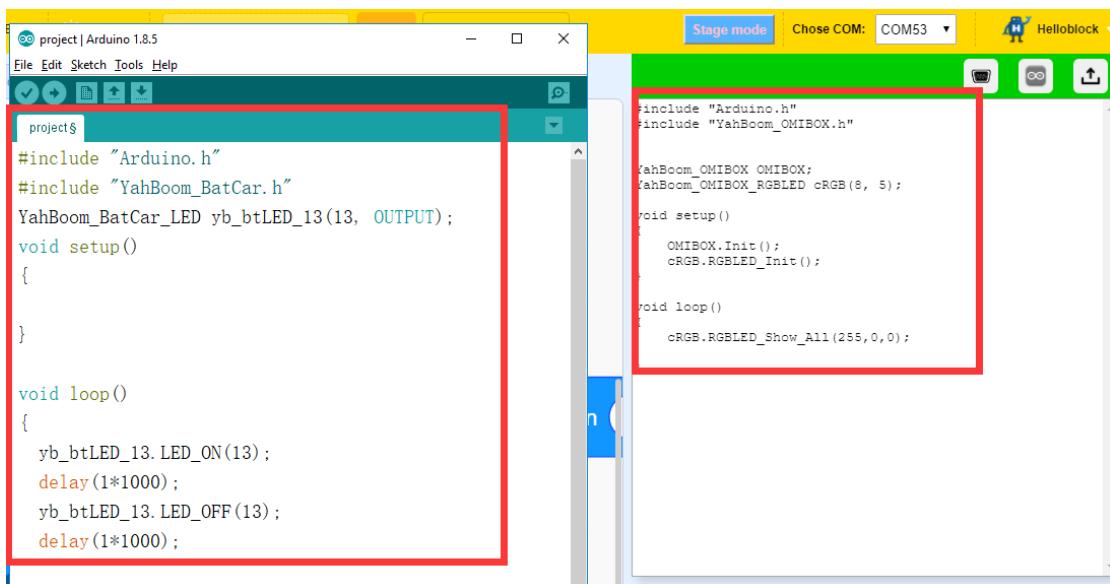
user32.dll
>Found library 'user32' at user32.dll
>Looking for library 'shell32'
Adding paths from jna.library.path: null
Trying shell32.dll
Found library 'shell32' at shell32.dll
>Looking for library 'Ole32'
Adding paths from jna.library.path: null
Trying Ole32.dll
>Found library 'Ole32' at Ole32.dll
>C:\Program Files
(x86)\Helloblock\resources\Arduino\libraries\YahBo

```

At this point, we can write a simple program to test. For example, I wrote a program that make all lights of the car become red, as shown below:



Next, we need to click the button in the upper right corner of the Helloblock as shown below to enter the Arduino IDE programming interface.
After entering the Arduino IDE programming interface, you will see that the program content of the Arduino IDE programming interface (on the left) and our Helloblock programming interface (on the right) are different.



This is why the program was uploaded but the car has no experimental phenomenon. Because in fact we pass the program on the left instead of the program we wrote. **The reason for this problem is: because some people's computer C drive does not open some permissions, so the program is not stored in this project file.**

The solution is as follows:

! Please be patient and follow the steps below to complete it step by step.

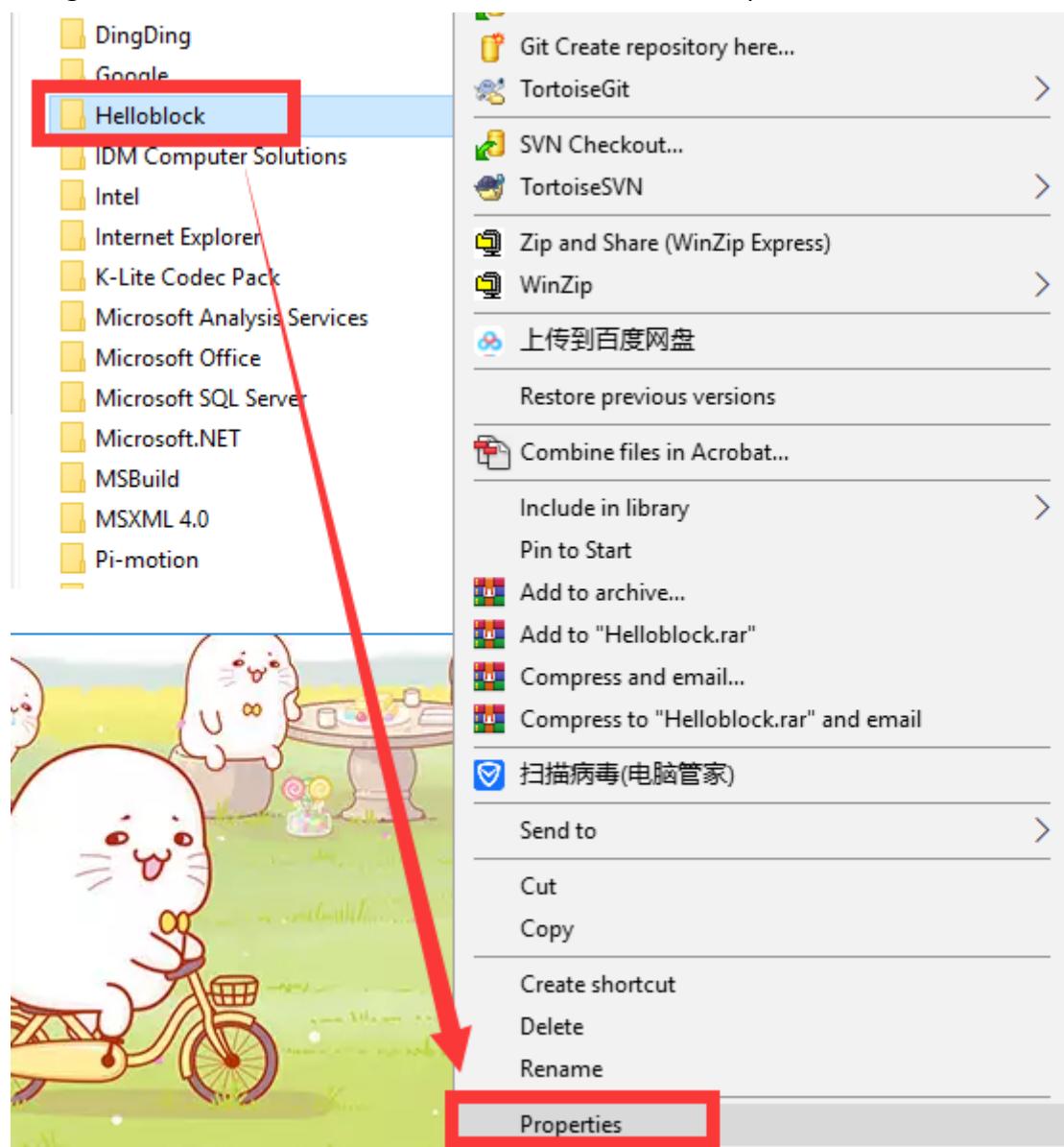
First, you need to close the Helloblock software and the Arduino IDE programming interface.

The first part:

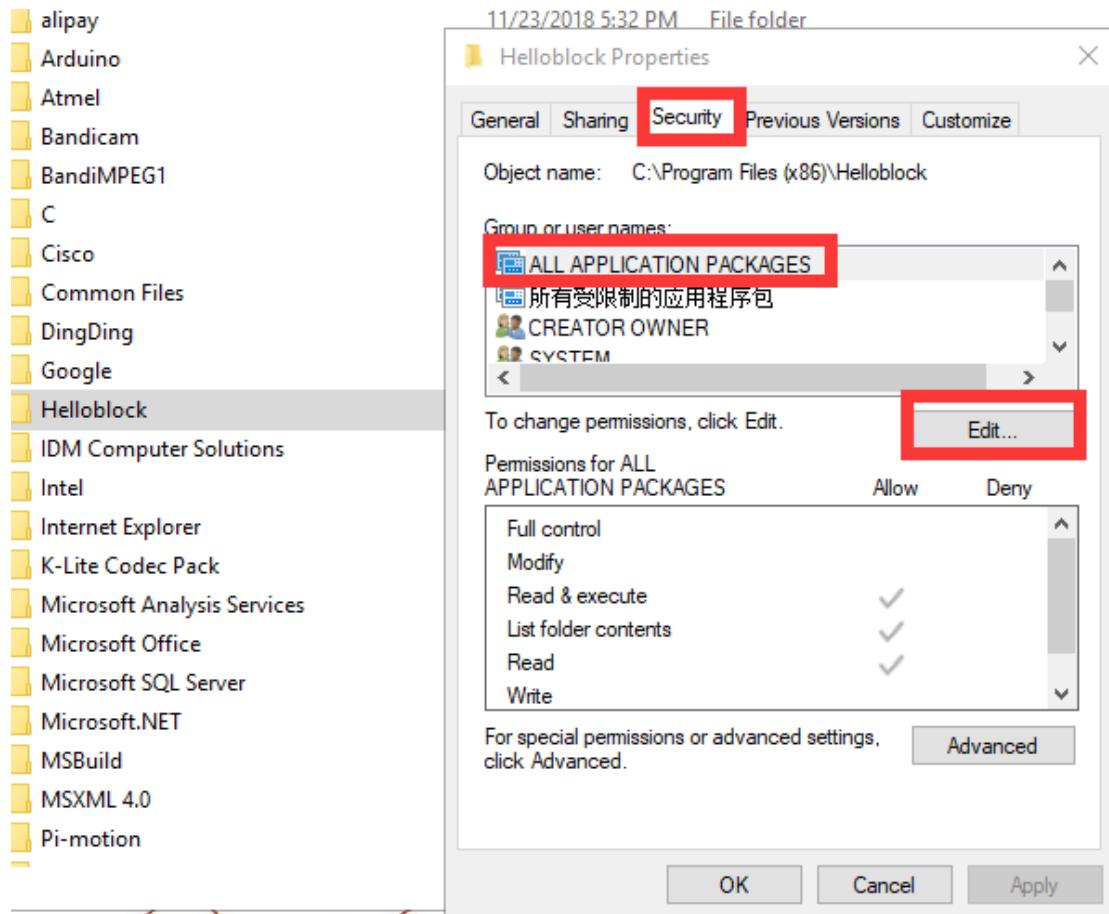
1. Find the installation directory of Helloblock graphical programming software. The

default is to install this directory (C:\Program Files (x86)\Helloblock)

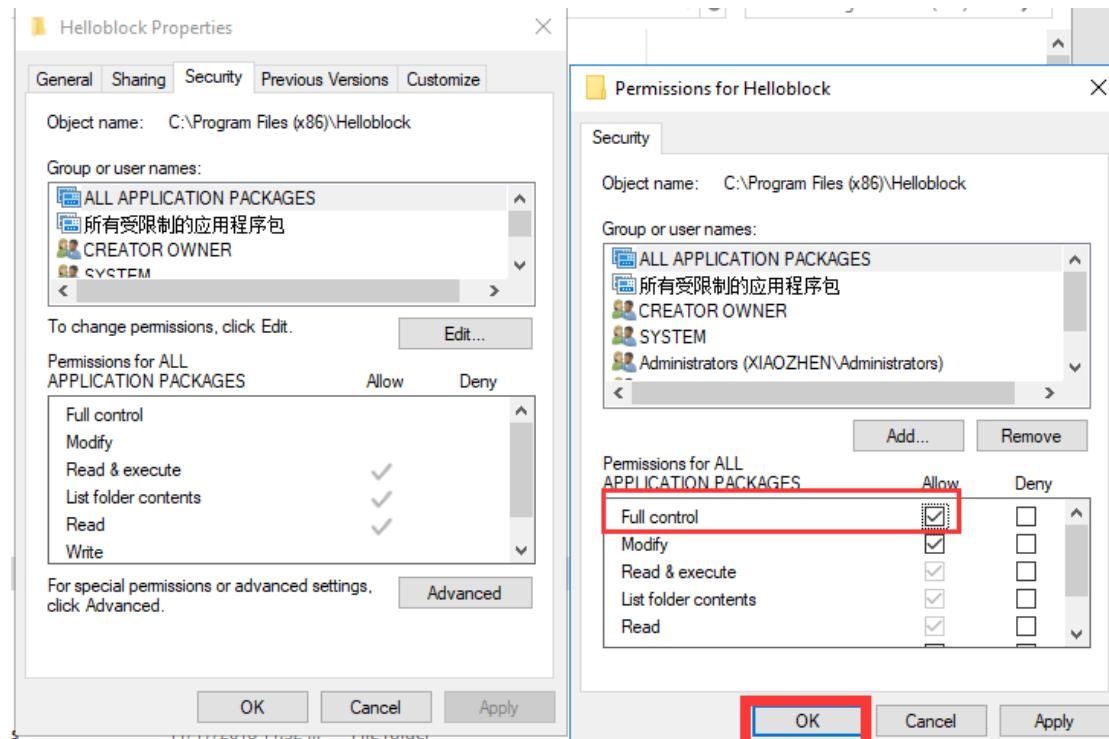
2. Right-click on the folder 【Helloblock】 and select 【Properties】 as shown below.



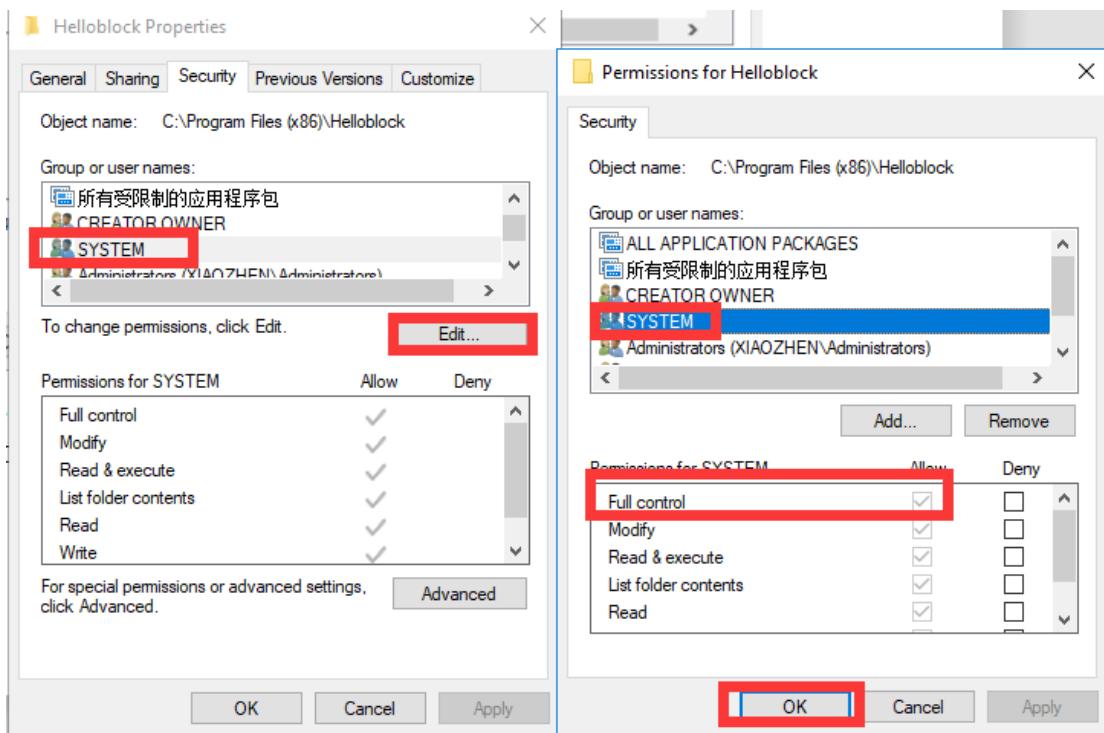
3. Then you will see the Helloblock Properties dialog box, as shown below, select the 【Security】 option, the permissions of all options in the group or user name box need to be opened, select an item (such as : ALL APPLICATION PACKAGES), click 【Edit】 .



4. Set all the permissions of this item to allow, directly check 【Full Control】 , and then click 【OK】 .



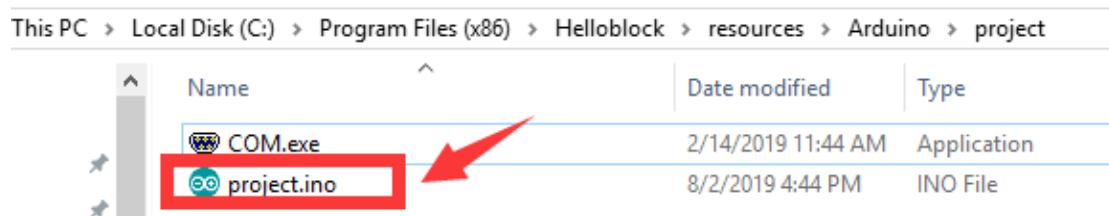
5. Other option need to be opened this Permissions(for example:SYSTEM), you need to select 【Full control】 , and click 【OK】 . As shown below.



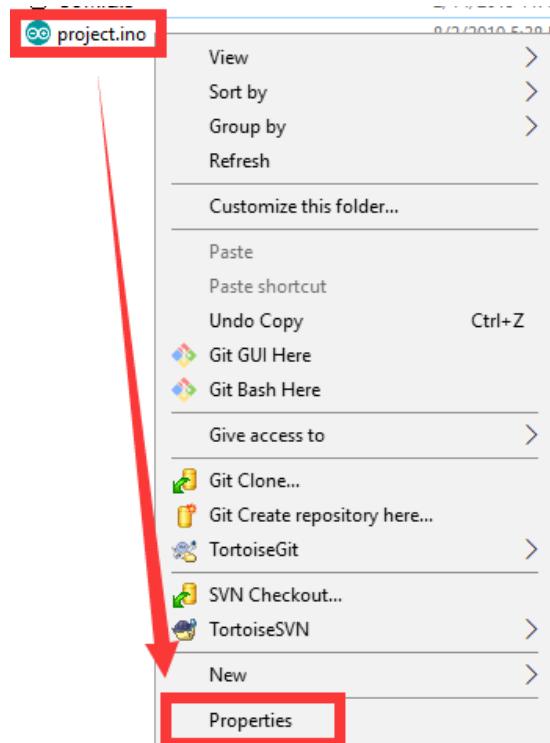
The second part:

1. You need to find path of project.ino. It is
([C:\Program Files \(x86\)\Helloblock\resources\Arduino\project](C:\Program Files (x86)\Helloblock\resources\Arduino\project))

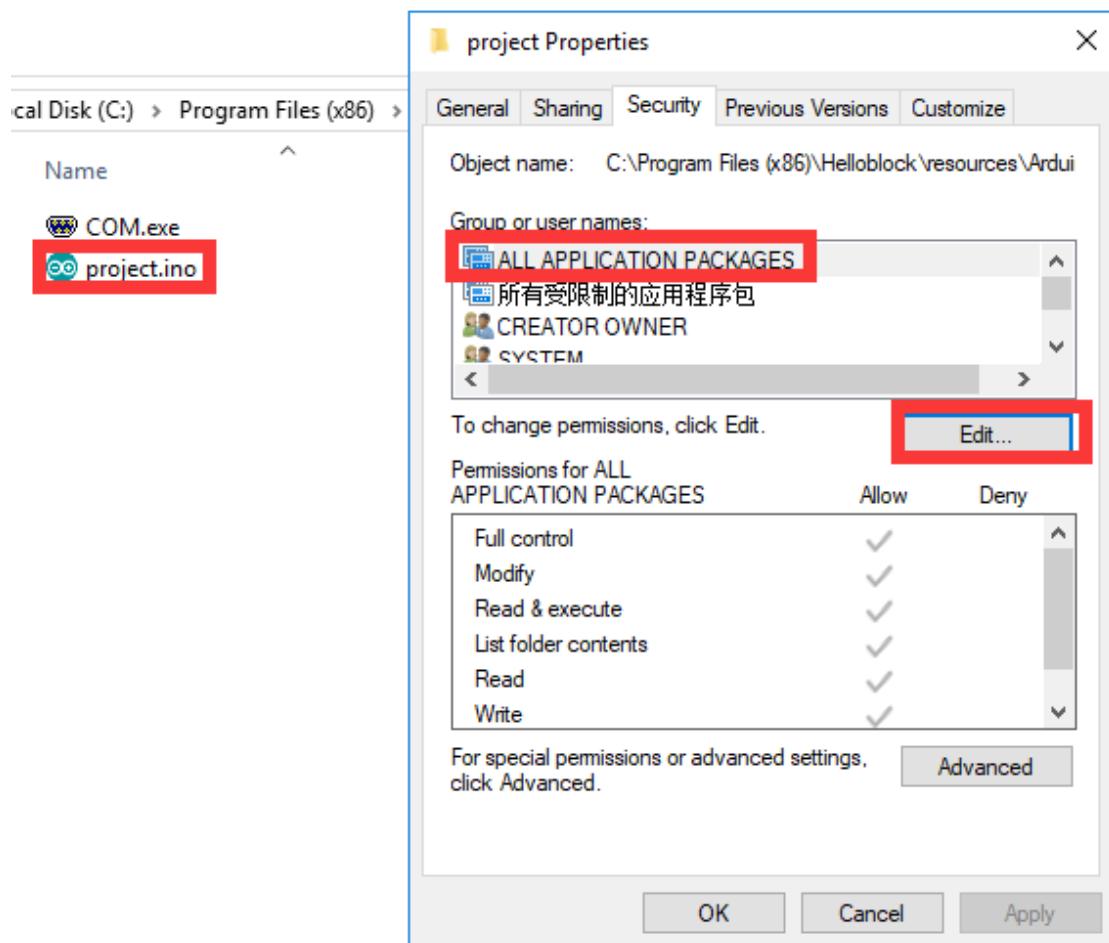
And you will see this interface, as shown below.



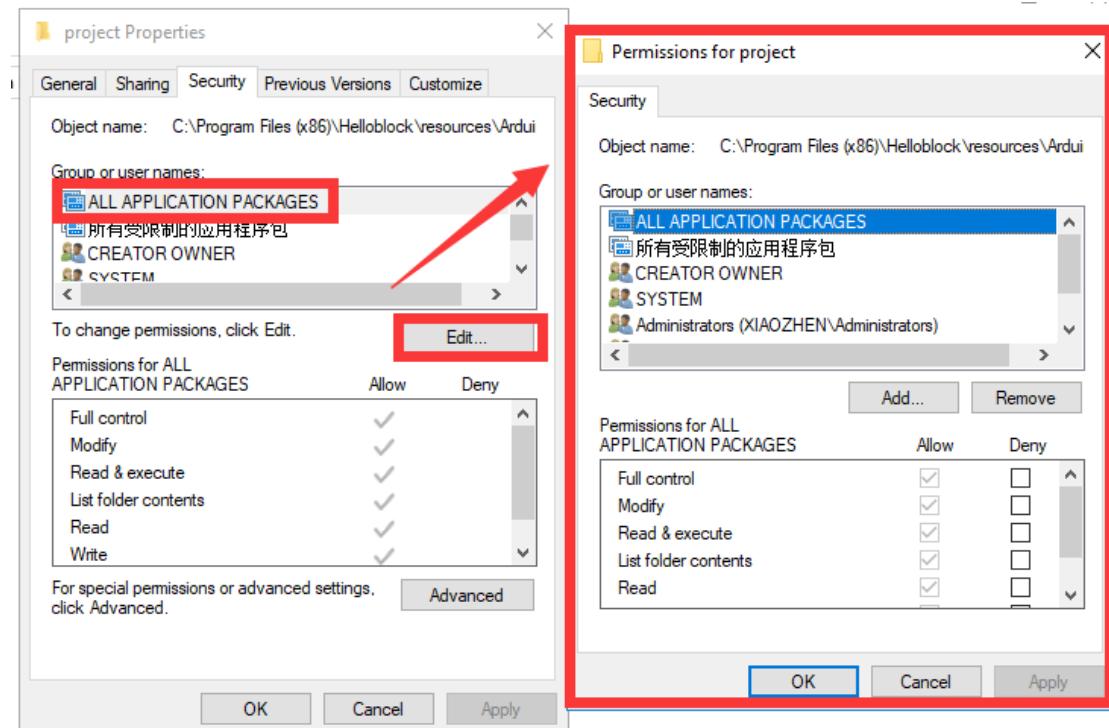
2. Right-click this **【project.ino】** and select **【Properties】**, as shown below.



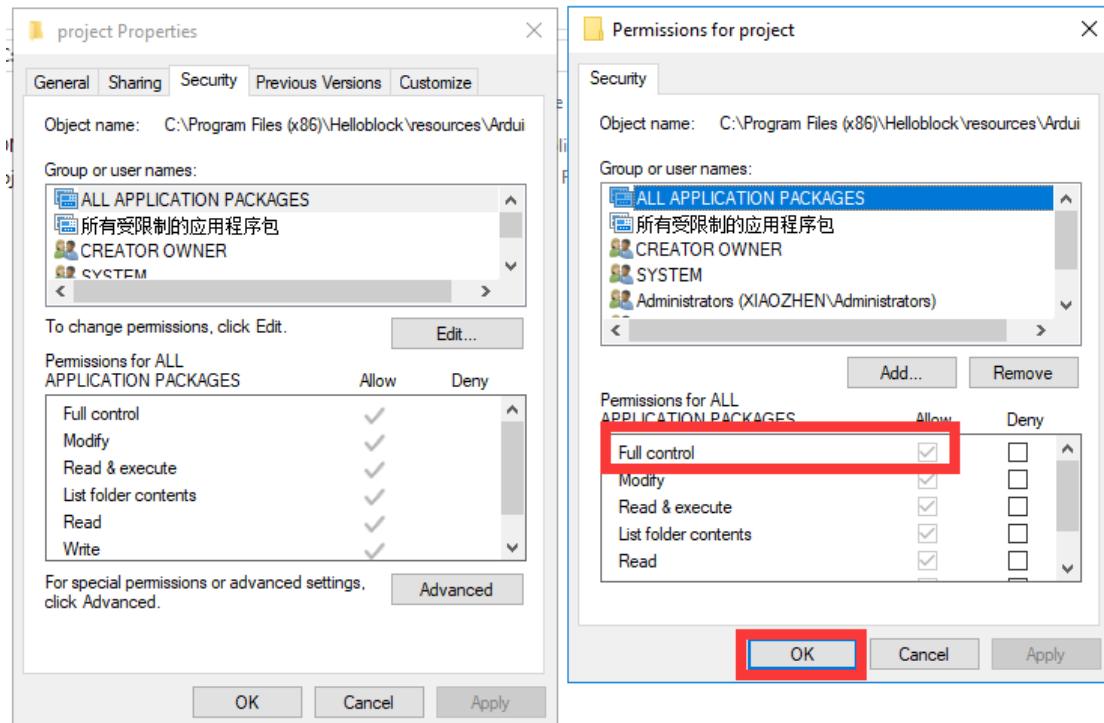
3. Then you will see the Helloblock Properties dialog box, as shown below, select the **【Security】** option, the permissions of all options in the group or user name box need to be opened, select an item (such as: ALL APPLICATION PACKAGES), click **【Edit】** .



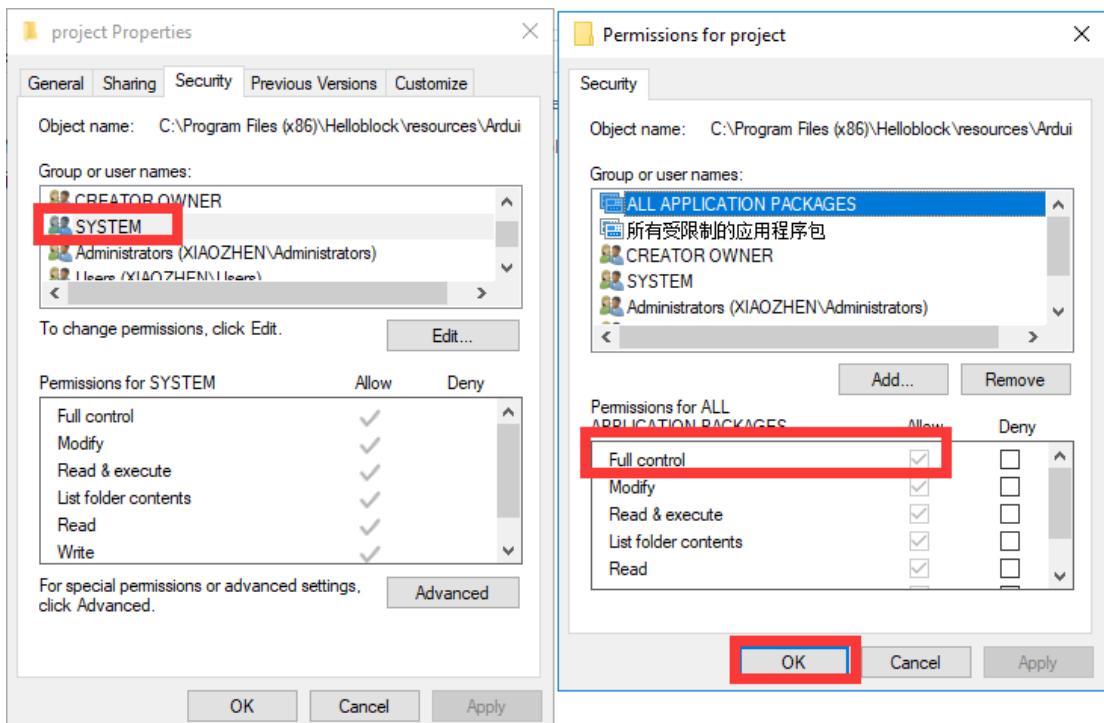
4. Click 【Edit】 and an interface like the one shown below will pop up.



5. Set all the permissions of this item to allow, directly check [Full Control], and then click 【OK】 , as shown below.



6. Other options also need to open these permissions, directly check 【Full Control】 , and then click 【OK】 .

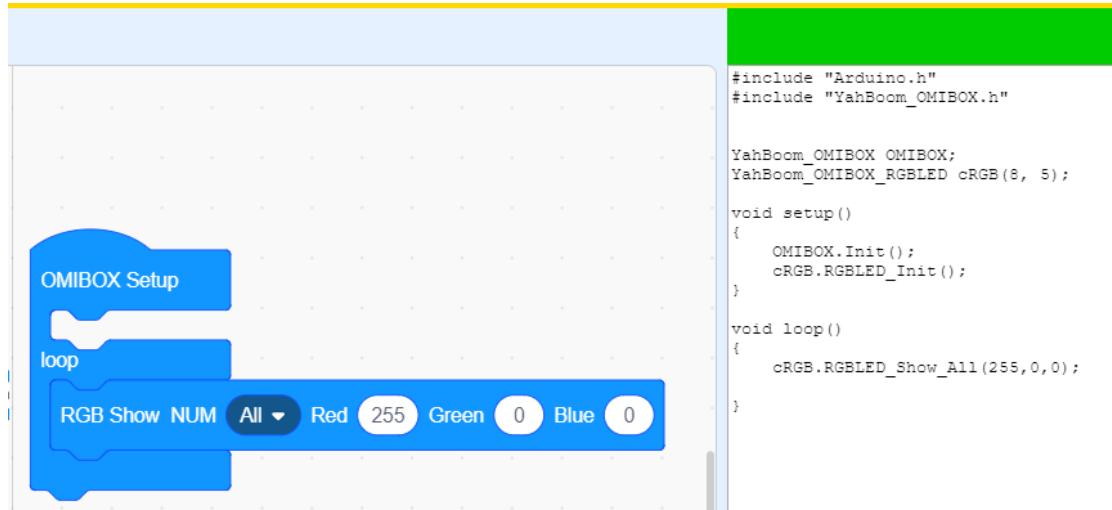


7. And so on, open the permissions for all options, not all of them here.

!! All options have permissions that are all open in the same way.

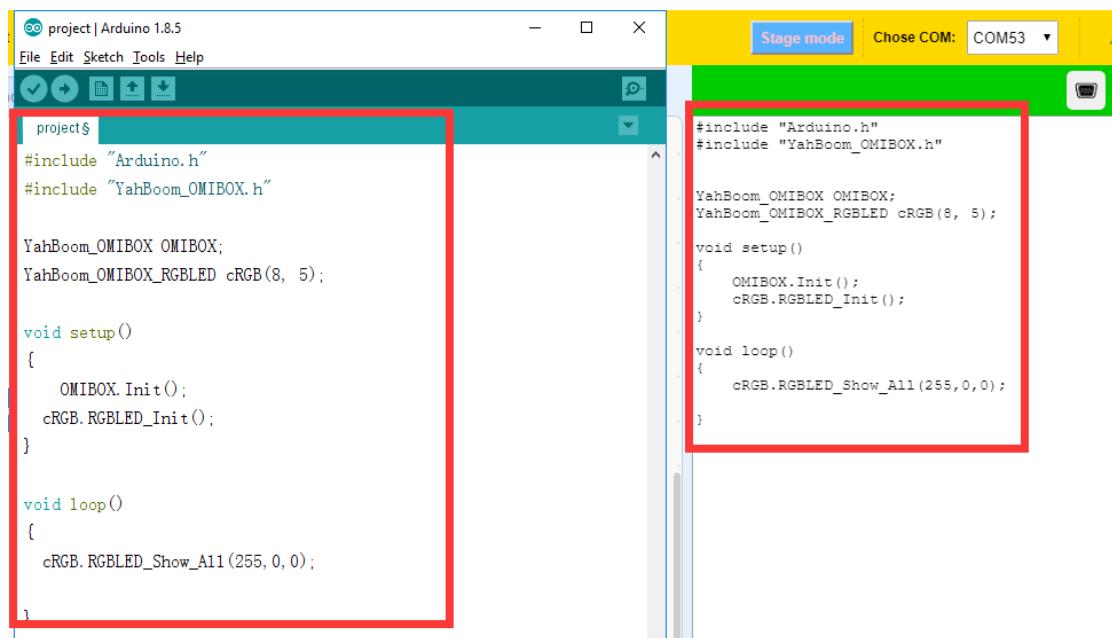
8.We need to click 【OK】 after the setting is completed.

9.After the above steps are completed, we reopen the Helloblock graphical programming software. Write the program you used to test before.



10. Next, we need to click the button in the upper right corner of the Helloblock as shown below to enter the Arduino IDE programming interface.

After entering the Arduino IDE programming interface, you will see that the Arduino IDE programming interface (left) and our Helloblock programming interface (on the right) have the **same** program content.



The problem is solved.