MakeCode Graphical Programming Guide

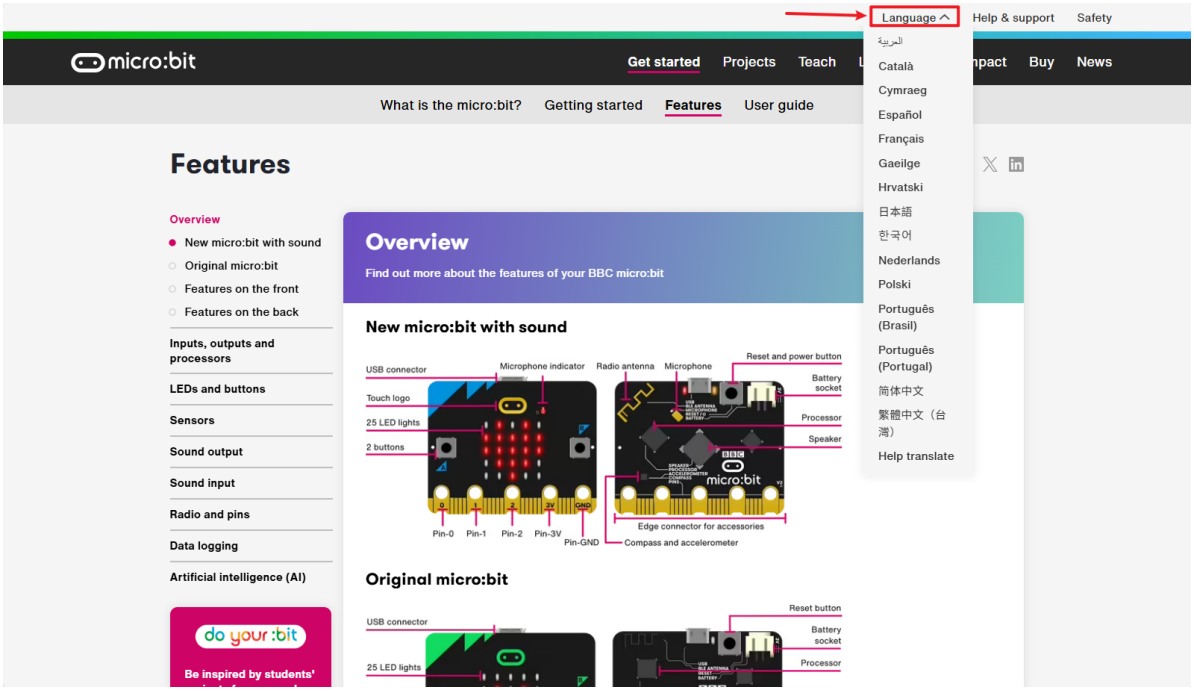
1. Environment Introduction and Preparation

Here we mainly introduce the MakeCode online programming environment.

If you want to use offline programming software, please click the download button above to download the offline programming software. The steps for using offline programming software are the same as those after step 5 of online programming.

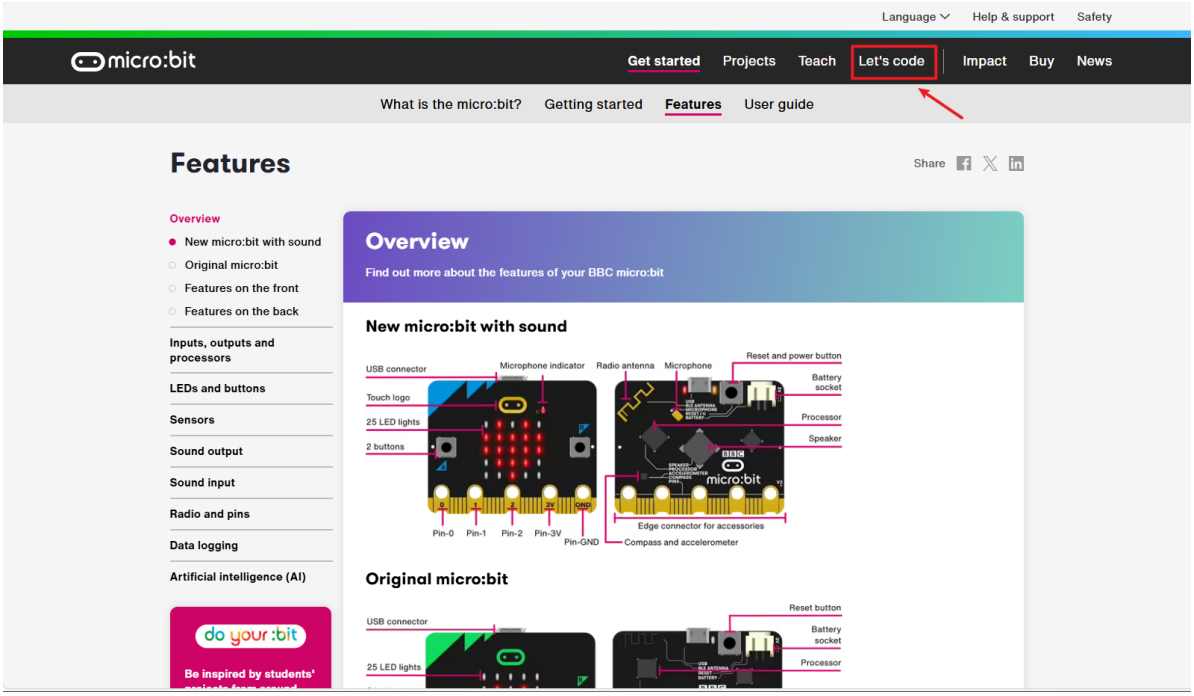
1. Connect the micro:bit development board to the computer. At this time, the computer will have an additional drive letter named MICROBIT, as shown in the figure below. Open this drive letter and click the MICROBIT.HTM URL to enter the micro:bit official website, or you can directly enter this line of URL in the browser: http://microbit.org/ to enter.

2. After successfully entering the URL, we can see the interface shown in the figure below. Click [Language] in the upper right corner to switch the language of the current interface.

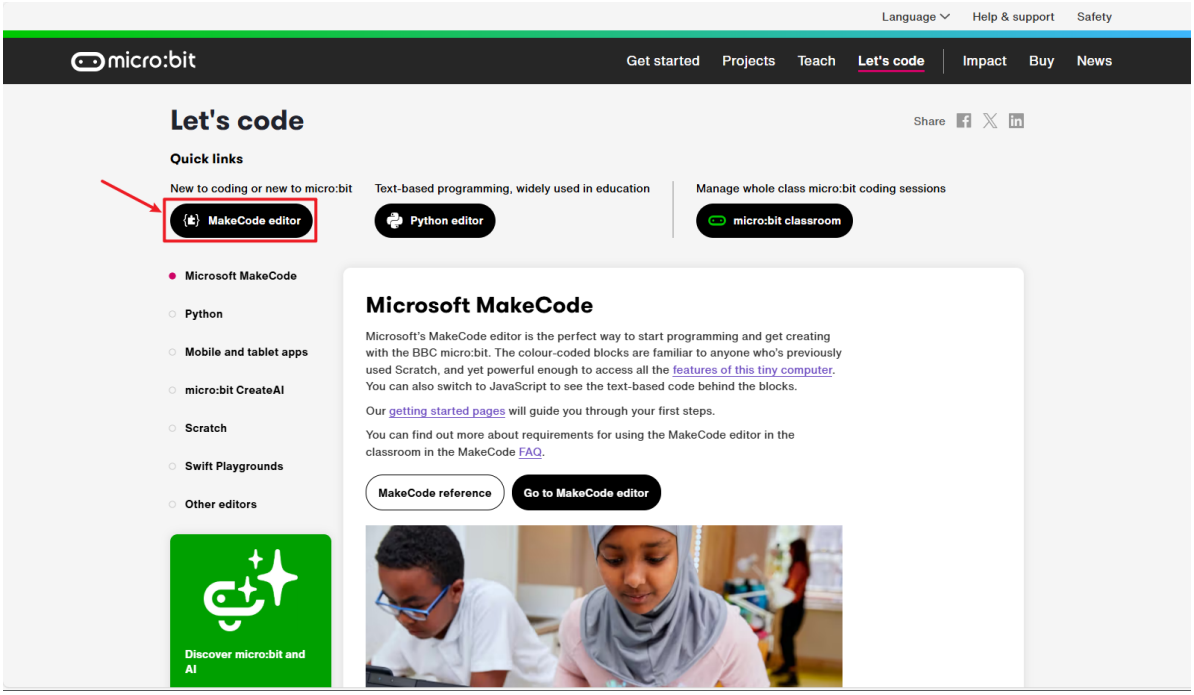


2. Start programming

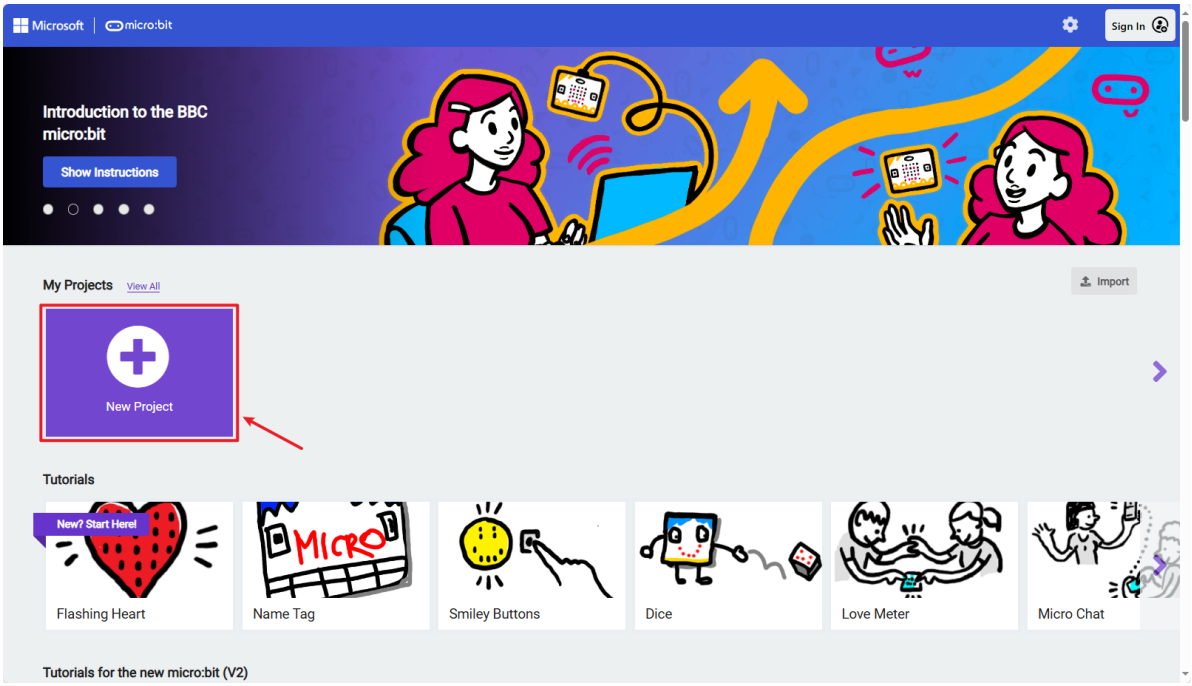
1. Click [Let's code].

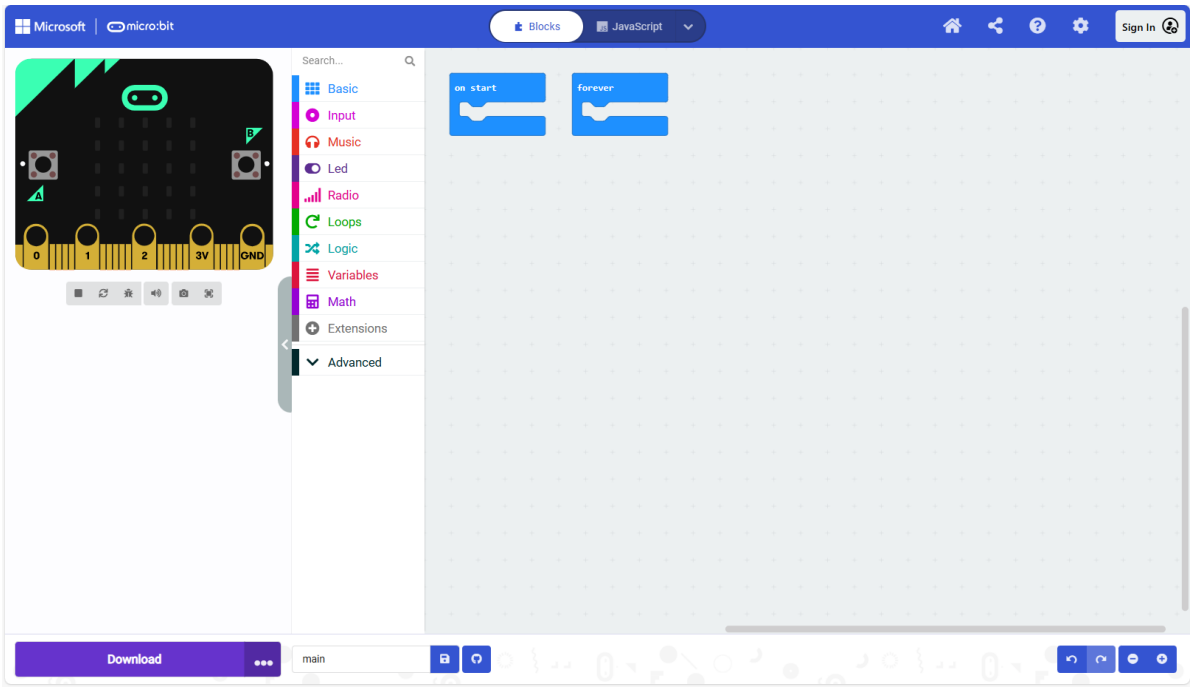


2. After clicking, it will refresh to another interface. Find the MakeCode editor and click [MakeCode editor] to enter the MakeCode editor homepage.

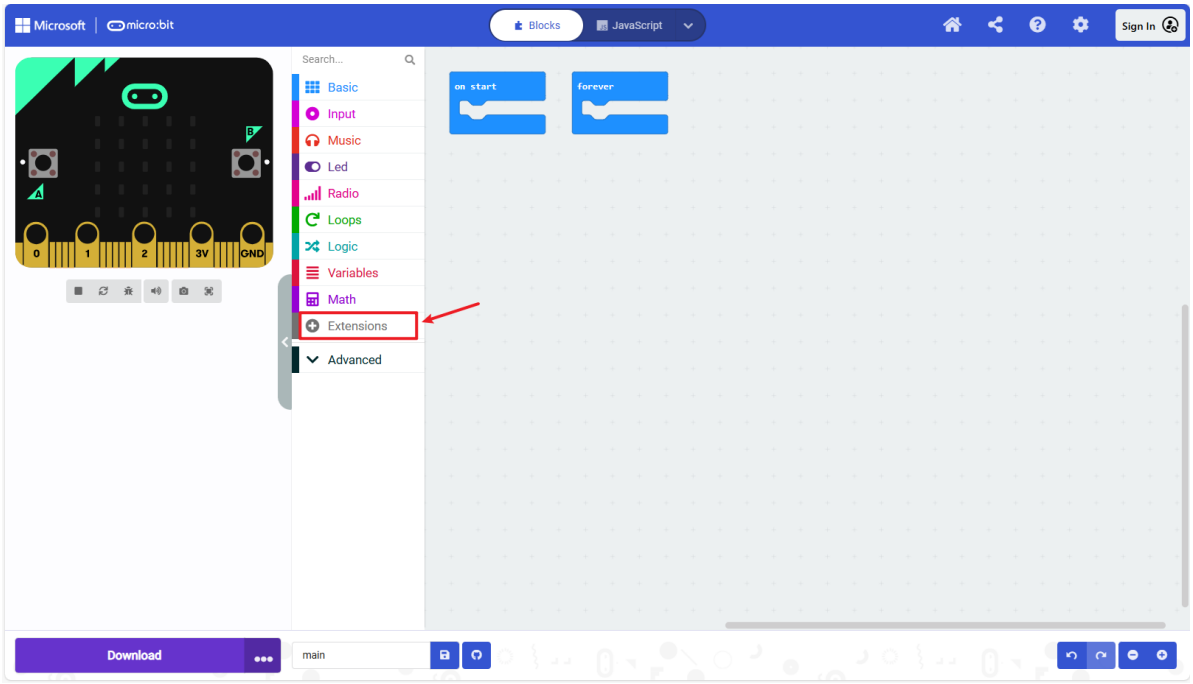


3. Click [New Project] to create a project of your own, and then you can enter the MakeCode programming interface, as shown below.

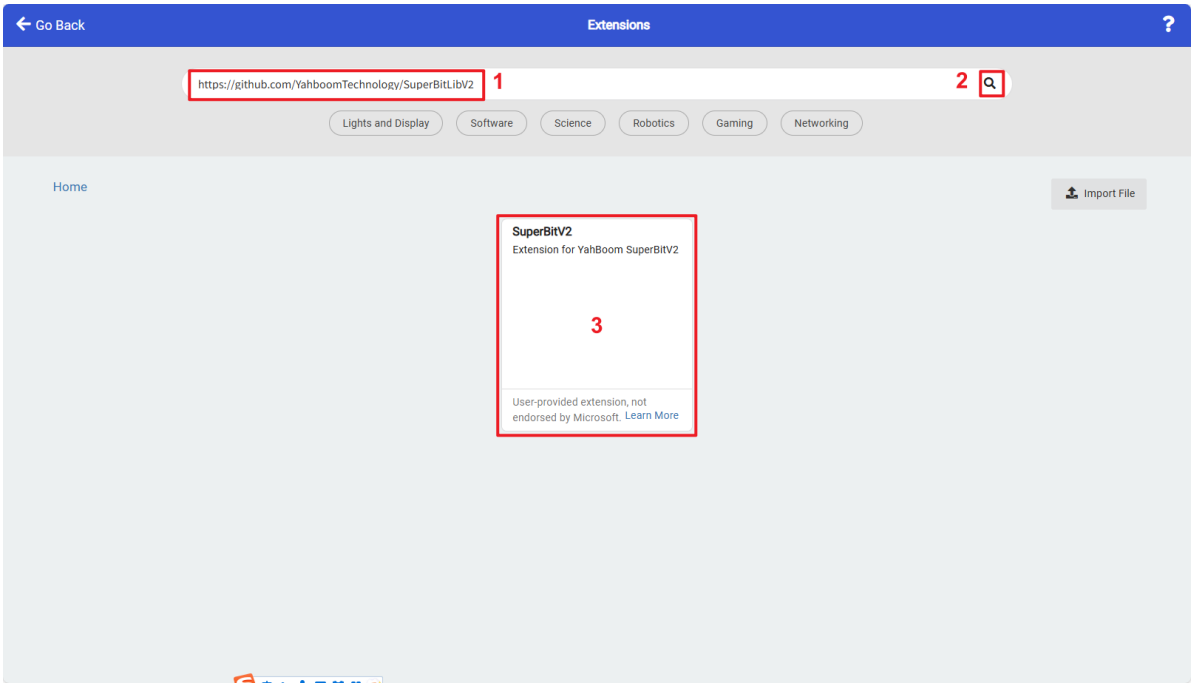




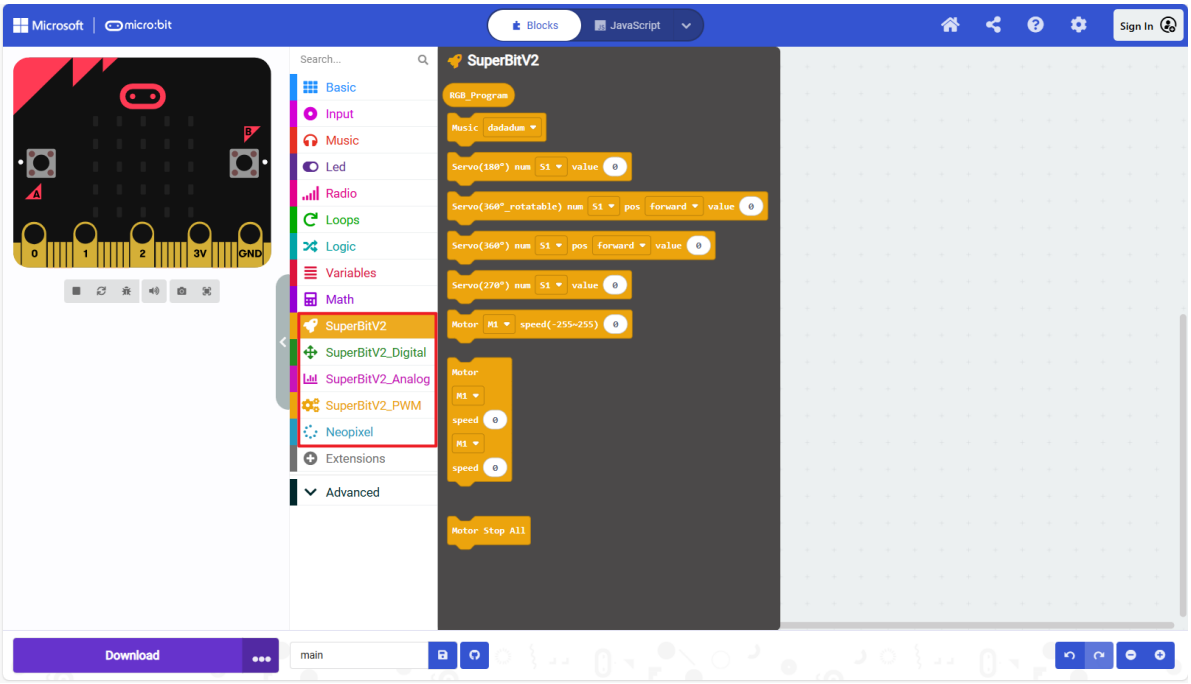
4. First, you need to add the Yaboom Smart software package. Click [Extension], and an interface for adding an extension package will pop up.



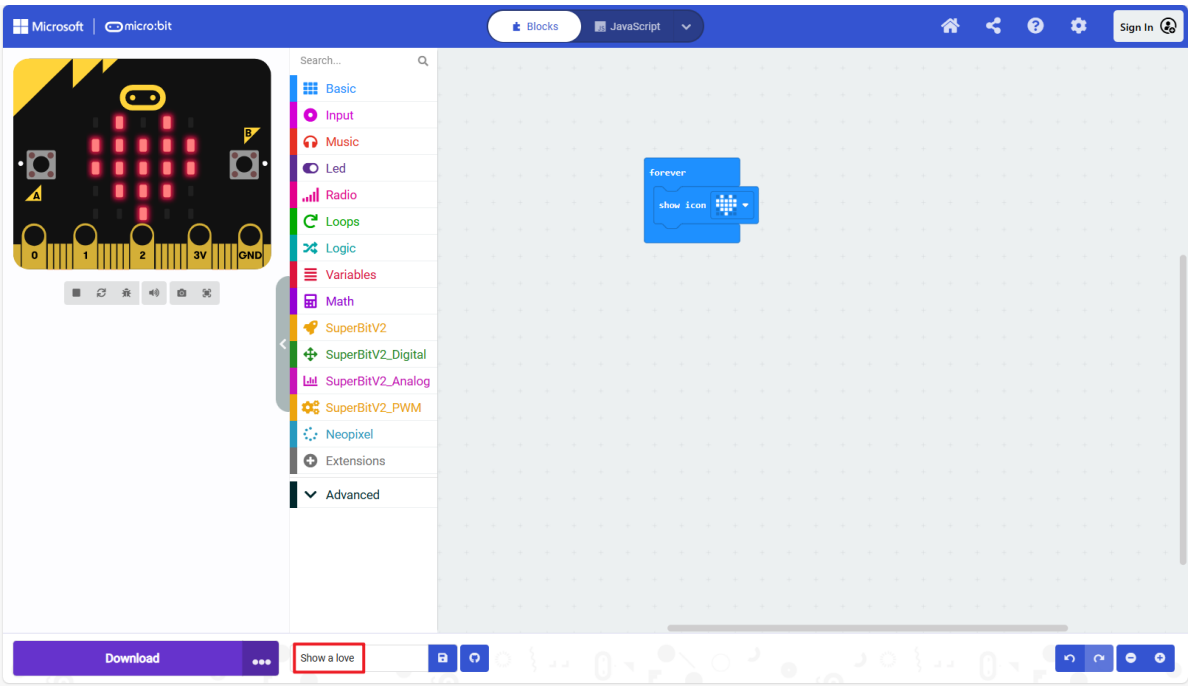
5. Enter the URL in the input bar of the pop-up interface: https://github.com/YahboomTechnology/SuperBitLibV2. Then, click the "magnifying glass" icon on the right or press the "Enter" key on the keyboard to search for the Yaboom Smart extension package. Click SuperBit to successfully add the extension package.



6. After loading the expansion pack, we can see that the building blocks made by Yabo Smart have been loaded in the program bar, as shown in the figure below.

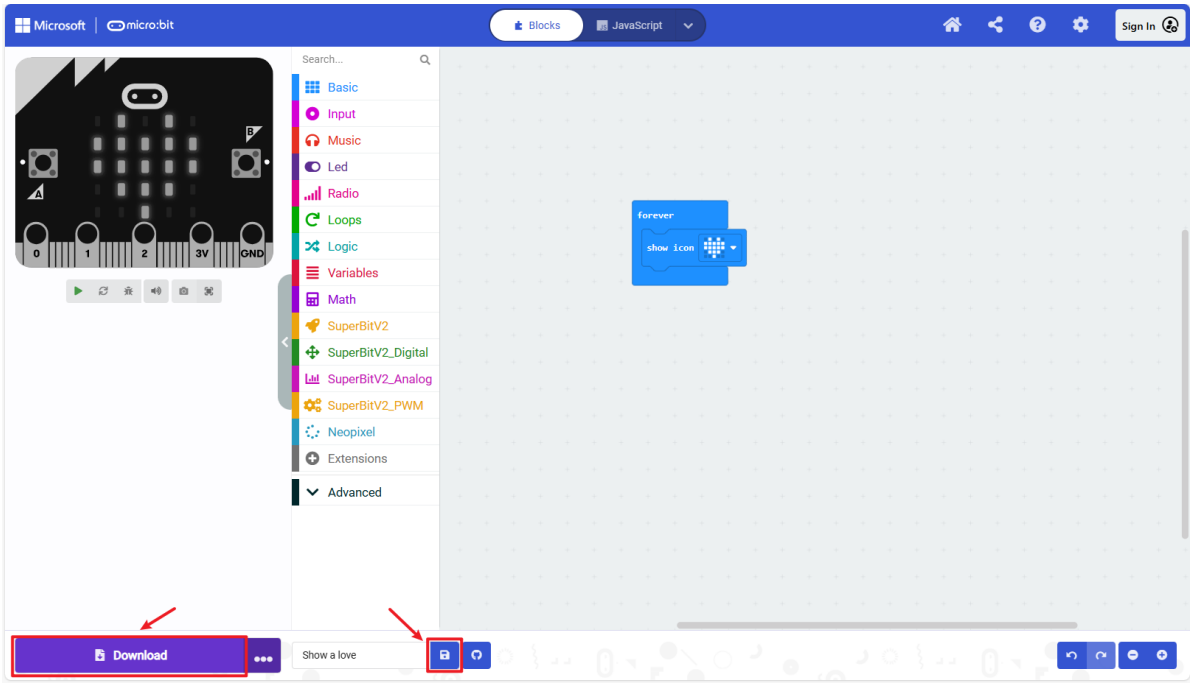


7. We can drag the building blocks to the programming area on the right and start programming. After writing, we can name the program, as shown in the figure below.



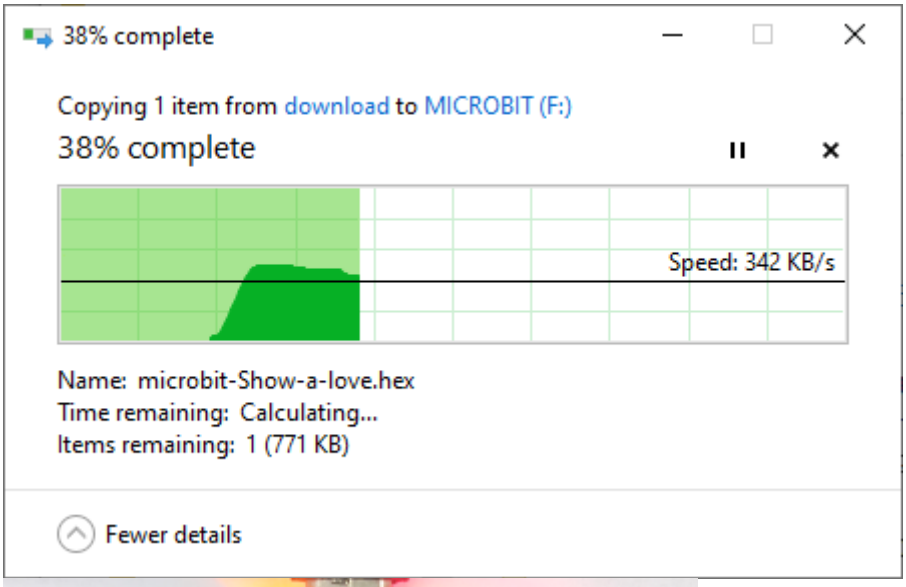
3. Download and run

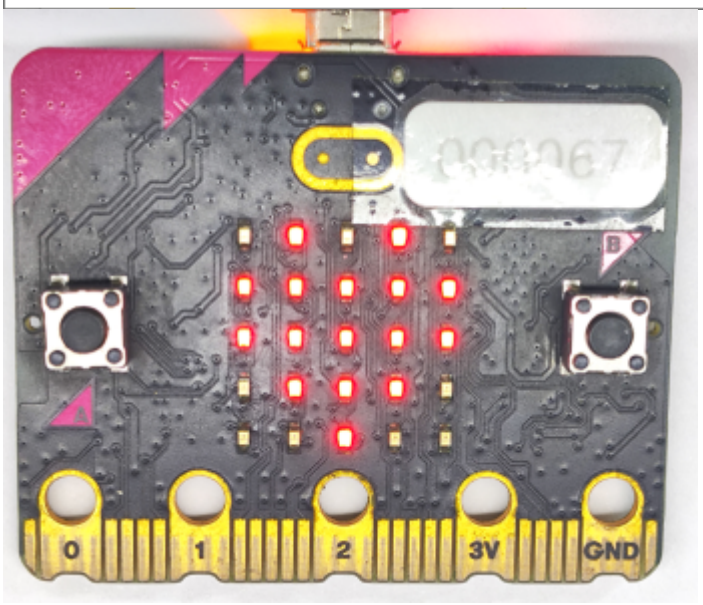
1. Next, we can click the [Download] or [Save] button to download the program to the computer or directly to the micro:bit drive.



2. After the download is complete, we will get a hex file. We can copy or send the hex file to the micro:bit mainboard.

During the download of the program, we can see the progress bar as shown in the left figure below, and the orange indicator light on the back of the micro:bit mainboard will flash. When the progress bar scrolls to completion and the orange indicator light stops flashing, it means that we have successfully downloaded the program to the micro:bit mainboard.


38% complete
Copying 1 item from download to MICROBIT (F:)
38% complete
Speed: 342 KB/s
Name: microbit-Show-a-love.hex
Time remaining: Calculating...
Items remaining: 1 (771 KB)
Fewer details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