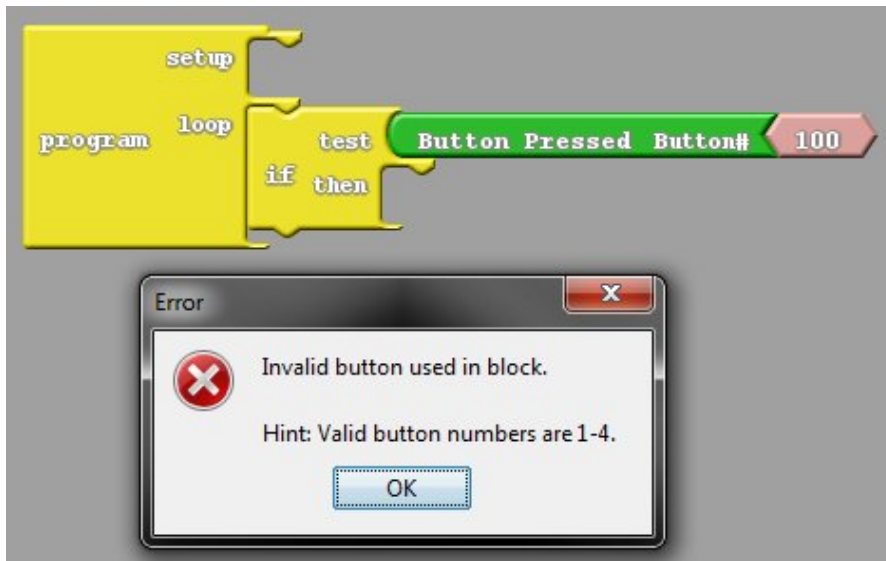# Helping With Error Messages

Invalid button used in block.

Students are able to read whether a button is being pressed on the shield with the Button Pressed block and a specified block number. Because there are four buttons on the shield, valid inputs to the Button Pressed block are the numbers 1 – 4. If a student uses another number, they will see the following error:


Unrecognized key used in block.

Students are able to read from the computer keyboard with the Set Up Keyboard, Update Keyboard, and Key Pressed blocks. The Key Pressed block takes a Key block as an input, and valid inputs are a – z and 0 – 9. If a student uses a different key value, they will see the following error:
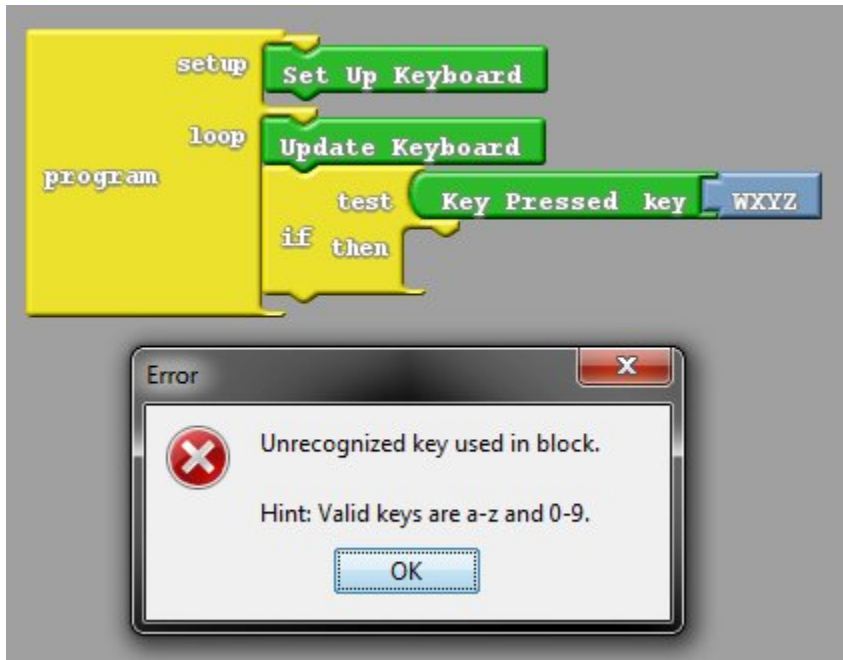
Unrecognized note used in block.

Students are able to play notes from the shield's speaker using the Play Note, Play Note Time, Play Frequency, and Play Frequency Time blocks. The Play Note and Play Note Time take Note blocks as input, which can be set to any of the note names found on the "List of Note Names" handout. If a student uses a note name not found on that list, they will see the following error:
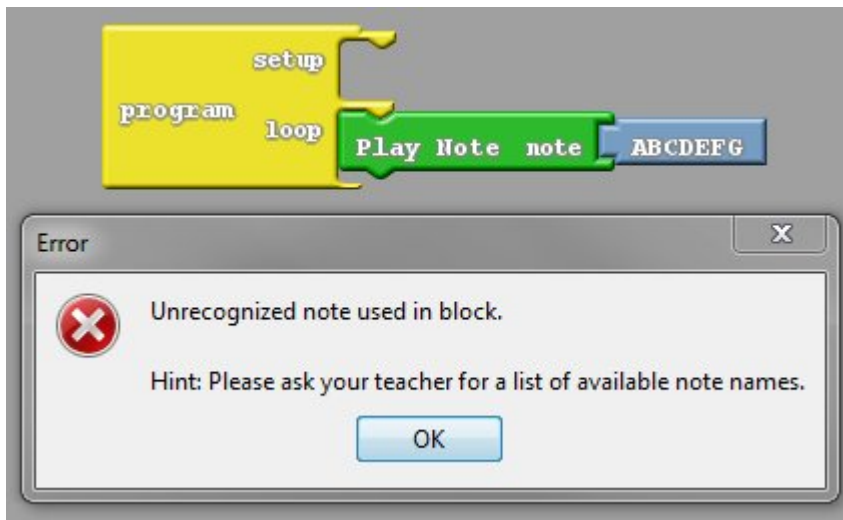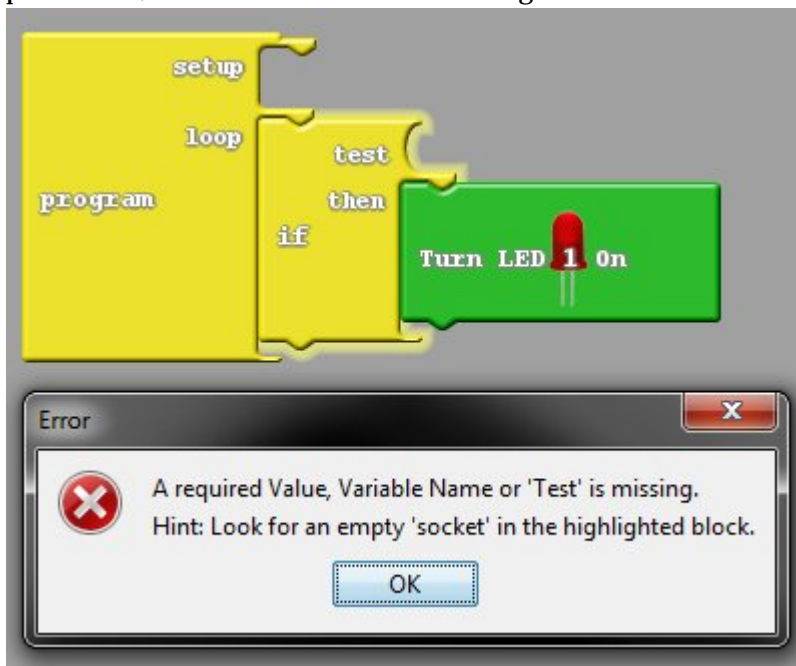

Invalid pin used in block.

Advanced students using blocks from the Advanced (Pins) menu must specify the pin number for the blocks' inputs. These pins must either correspond to the pins of the peripherals already on the shield or fall within the range of free pins (18 – 23). If an invalid pin is used, students will see the following error:
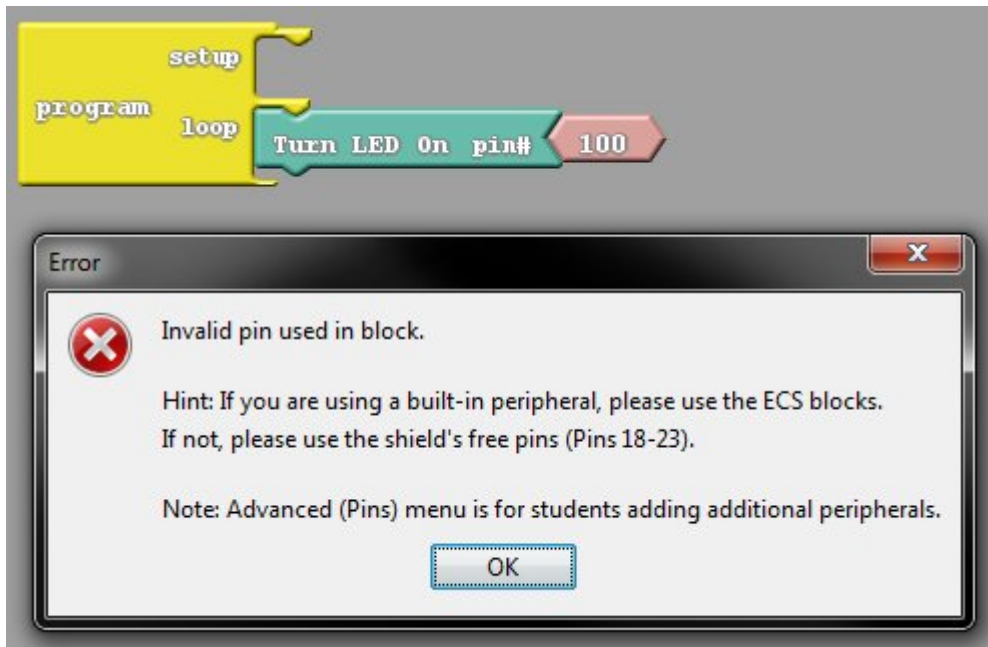
Advanced students using blocks from the Advanced (Pins) menu must specify the pin number for the blocks' inputs. These pins must either correspond to the pins of the peripherals already on the shield or fall within the range of free pins (18 – 23). If an invalid pin is used, students will see the following error:

No loop found!

All Ardublock programs must start with either a Program block or a Loop block. If student code isn't within one of these blocks, the following message will display:

Multiple loop block found!

Ardublock programs must only have one Program block. Other methods can be implemented using the Subroutine blocks. If a student's code features multiple top level Loops, the following message will display: