

## ArduinoFlash with serial proxy - 26-02-2013

Included files:

- Documentation in the 'doc' folder (open the index.html)
- Source code and library in the 'src' folder.
- SWC library in the 'lib' folder (if you with Flash Develop or another tool).
- Serproxy
  - OSX version: Tinkerproxy (renamed to Serproxy)  
(<http://code.google.com/p/tinkerit/wiki/TinkerProxy>)
  - Windows version: Serialproxy 0.1.4 (renamed to Serproxy)  
(<http://www.cote.cc/blog/serialproxy-v014-can-use-com-ports-above-9>)

This monitor is made as a simple start up for the classes Physical Computing at Saxion - Enschede, The Netherlands (course Art & Technology).

### What does it do?

The monitor is useful to check if all the connections are working well. You can monitor directly all the sensors and actuators connected to your Arduino board. It supports the normal Arduino boards and the Mega boards.

### How to get it to work?

1. Download the newest Arduino version from [arduino.cc](http://arduino.cc).
2. Please follow the Getting Started Installation for the operating system you working on, if you never uploaded a program to Arduino before:  
<http://arduino.cc/en/Guide/HomePage>

3. Open StandardFirmata: File > Examples > Firmata > StandardFirmata

If you can't find Firmata, please download it at <http://www.firmata.org>  
Follow these instructions to install a library: <http://arduino.cc/en/Guide/Libraries>

4. Edit serproxy.cfg (see also the comments in this file).  
Commented lines start with the number sign (#)  
You can find the serialport of Arduino in the Arduino IDE under Tools/SerialPort/

Change the config file for either Windows or OSX and change the serialport number/name.

If you see "Couldn't find 'comm\_ports' entry in config file" you did something wrong.  
Make sure you uncomment (remove # symbol in front of the line) the comm\_ports entry.

5. Run Serproxy. If you see firewall dialogs, choose unblock
6. Try to run Arduino monitor. If you did the Serproxy configuration well, you are supposed to see some movement. Set output pin 13 to high to see the on board led on the Arduino.
7. If you run an .swf outside of the Flash IDE, you probably get some security messages.  
If you run an .swf from Explorer/Finder you'll probably get a "Flash Player Security" pop-up.

Try to run your program as .exe or .app. More info : [http://tiny.cc/as3glue\\_security](http://tiny.cc/as3glue_security)

**Monitor code**

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Art & Technology - Saxion, University of Professional Education - NL, Enschede

**Serproxy - OSX version**

Serproxy 0.2.0 - Tinker.it

Based on code by (C)1999 Stefano Busti, (C)2005 David A. Mellis

[http://code.google.com/p/tinkerit/downloads/detail?name=tinkerproxy-2\\_0.zip](http://code.google.com/p/tinkerit/downloads/detail?name=tinkerproxy-2_0.zip)

**Serproxy - windows version**

Serproxy 0.1.4

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