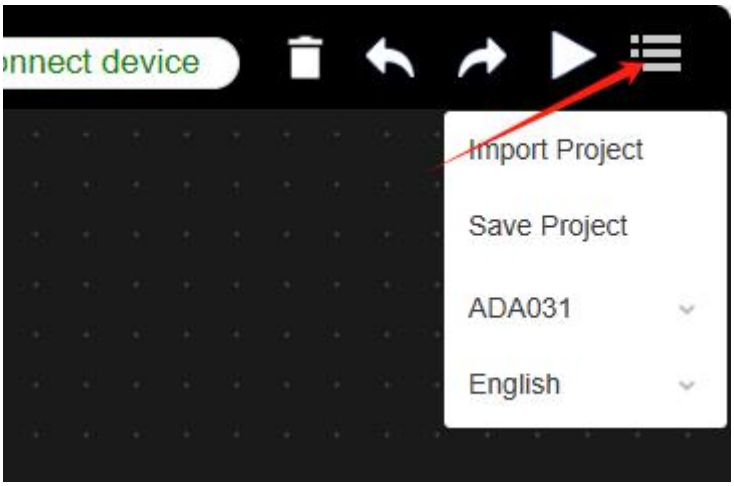
3 How to uploader programs in GwBlock graphical programming

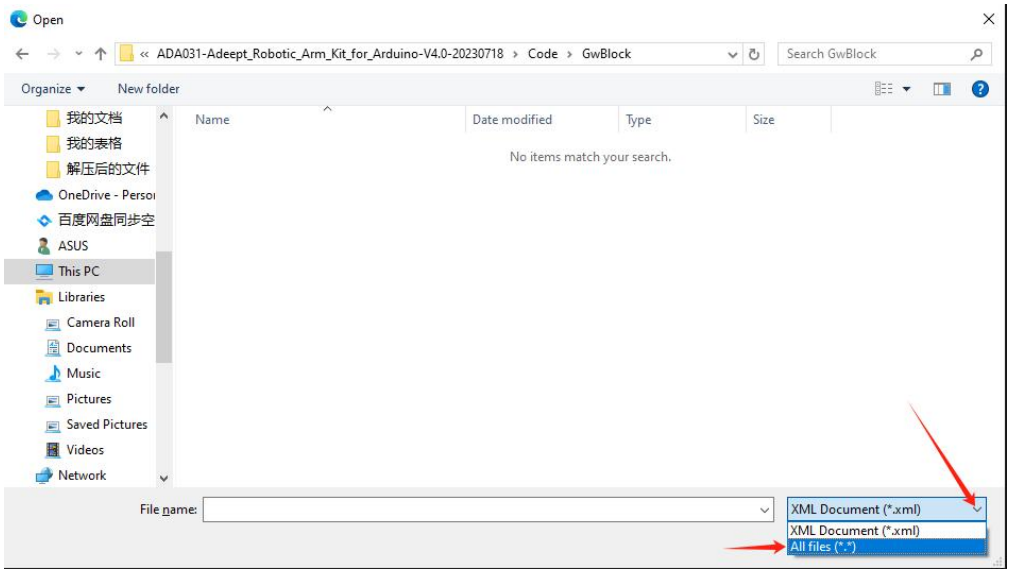
3.1 Before performing the following steps, make sure that the "block_py.ino" program has been uploaded. (If not, please upload the "block_py.ino" program. See" 1 Building the GwBlock Graphical Programming Development Environment")

3.2 Import the program in GwBlock

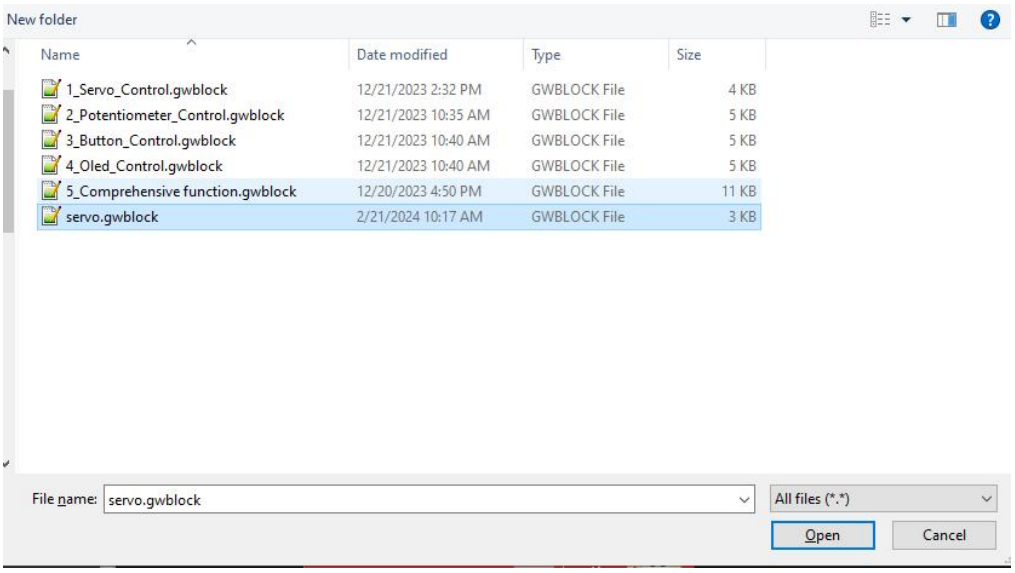
3.2.1 After successfully connecting to the GwBlock graphical editor, you need to click the drop-down button in the upper right corner, as shown bellow:



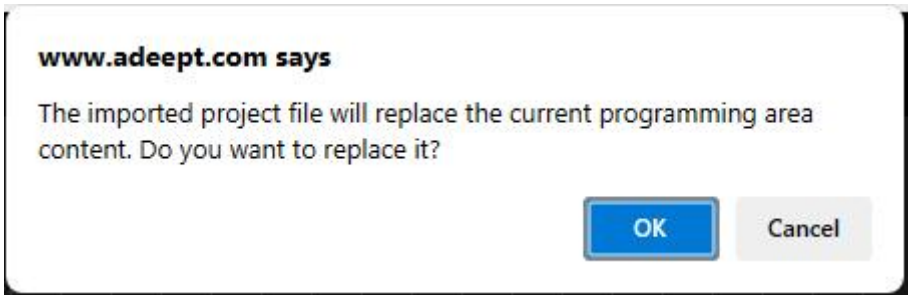
3.2.2 Then click Import project file to import the external project file. After opening it, a blank page will appear. You need to make a modification in the lower right corner and select All Files, as shown below:

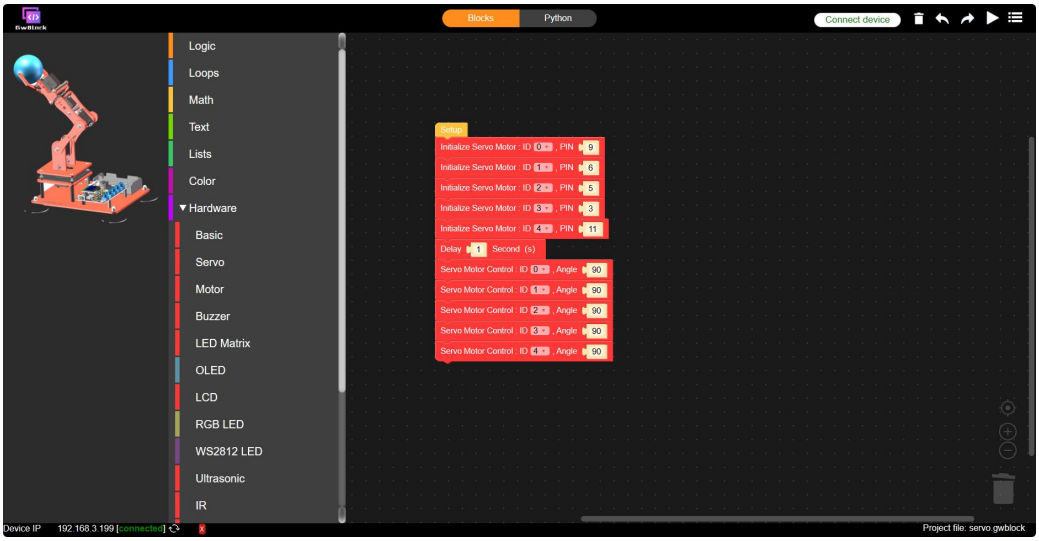


3.2.3 Then the folder will be displayed and find the user folder “Adeept_Robotic_Arm_Kit_for_Arduino-V4.0\Code\GwBlock”. Open the GwBlock folder and select the "servo.gwblock" file. This file is our graphical code program for this lesson. Click "Open" in the lower right corner.



3.2.4 Click OK.





3.2.5 Click the button in the upper right corner, after successfully running the program, you can see all servo angles are 90 degrees.