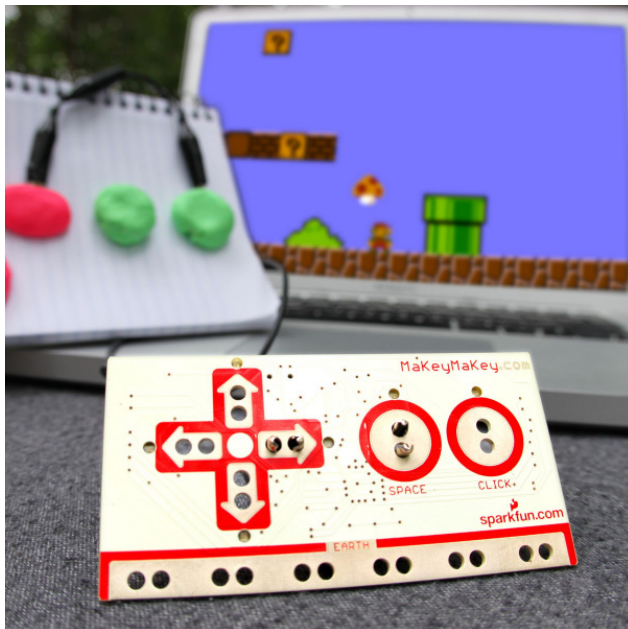


MaKey MaKey Advanced Guide - learn.sparkfun.com

14-17 Minuten

Introduction

Previously on [Getting Started with the MaKey MaKey](#), we discussed how to make your standard banana space bar. But what if you want to make a full-on banana piano, and the default MaKey MaKey key presses don't fit your needs? Among its many magical characteristics, the MaKey MaKey is easily reprogrammable, so you can customize the key-mapping to fit your project.



In this tutorial we'll show you how to use Arduino -- the most popular embedded development environment out there -- to reprogram the MaKey MaKey and modify which inputs press which keyboard or mouse control. We'll also talk a bit about that mysterious **output header**, which you can use to turn the MaKey MaKey into more than just an input device.

Please Note: This tutorial only applies to Makey Makeys purchased from SparkFun or a SparkFun Distributor that have the SparkFun logo printed on the board. Variants of the Makey MaKey purchased from other sources may not work with the instructions laid out in

this guide.

Suggested Reading

Before following along with this tutorial, we highly recommend you read through our [Getting Started with the MaKey MaKey](#) tutorial. That guide will help get you fully up-and-running with the MaKey MaKey, leading you from driver installation to making your first key.

Beyond that tutorial, here are some related tutorials we'd recommend reading as well:

- [What is an Arduino?](#) -- An overview of Arduino, from the IDE to the boards to the language.
- [How to Install the Arduino IDE](#) -- You won't get too far in this tutorial without having Arduino installed, this tutorial will help you through the process.
- [Logic Levels](#) -- Learn about the difference between HIGH, LOW, 0V, 5V, on, off, etc.
- [Using GitHub](#) -- The MaKey MaKey Arduino files are hosted on GitHub, where we keep the most up-to-date files.

Installing the Arduino Addon

Before you can program the MaKey MaKey using Arduino, you need to **download and install the Arduino IDE** (integrated development environment). Check out our [Installing Arduino IDE](#) tutorial for help with that. From there you can access the Arduino application by double-clicking (using the MaKey MaKey!?) the Arduino application.

Installing the Addon Using the Arduino Board Manager

The MaKey MaKey addon for Arduino adds an entry to the Arduino "Boards" list tailored to the MaKey MaKey. Arduino 1.6.4 introduced the **Board Manager** feature, which makes installing board addons as easy as a few button-clicks.

[Arduino 1.6.4 or later required. Stuck using an older version? Click here.](#)

If you aren't using Arduino 1.6.4 or later, you can install the boards manually. Click the button below to **download the addon**:

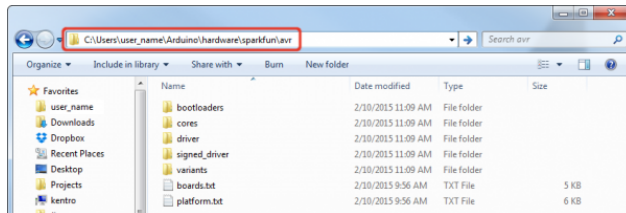
[Download the Addon](#)

Note: These Arduino addon files only work with **Arduino 1.5** and up. If you're using an earlier version of Arduino, either update (and get some cool new features), or download [the older version of the Addon](#).

The download is a zip file, which includes a directory named "hardware". **Unzip** the hardware folder into your **Arduino sketchbook**. Where's your Arduino sketchbook? Well, by default, it should be an "Arduino" folder in your home directory, but to double-check you can go to **File > Preferences** within Arduino and see the **Sketchbook location** text box. Just make sure you close all Arduino windows once you're done.



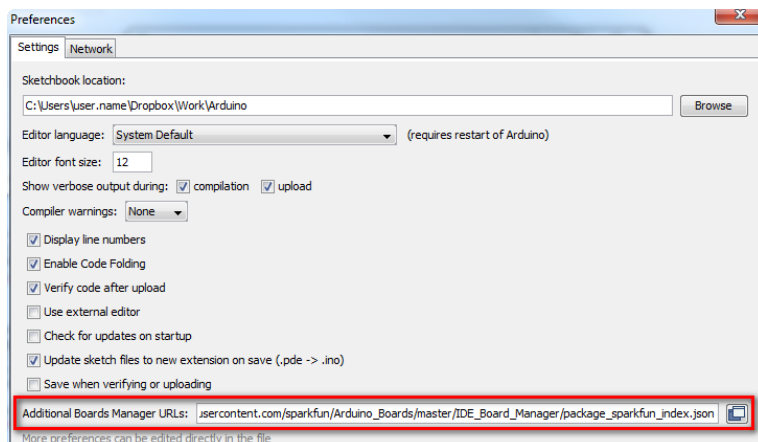
After you've unzipped the addon, your directory structure should look a little something like this:



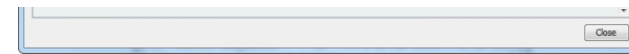
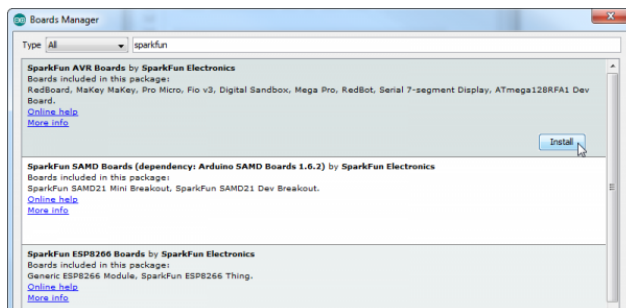
Make sure any existing Arduino windows are closed (if you've opened any), and **open up a new Arduino window**. Let's do some programming!

To install the MaKey MaKey board, first open your Arduino preferences (**File > Preferences**). Then find the **Additional Board Manager URLs** text box, and paste the below link in:

https://raw.githubusercontent.com/sparkfun/Arduino_Boards/master/IDE_Board_Manager/package_sparkfun_index.json



Then hit "OK", and travel back to the **Board Manager** menu. You should (but probably won't) be able to find a new entry for **SparkFun AVR Boards**. If you don't see it, close the board manager and open it again. _(ツ)_/.



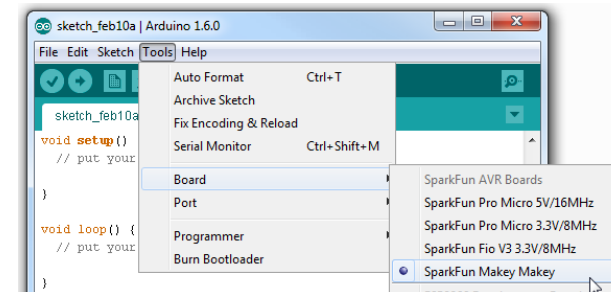
Select **Install**, and wait a couple seconds while the addon downloads and installs.

Programming the MaKey MaKey

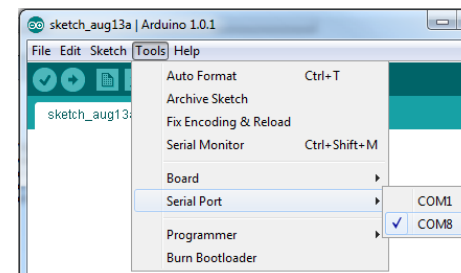
You're just about ready to modify the firmware driving the MaKey MaKey. But first there are a few settings we need to adjust.

Board and Port Selection

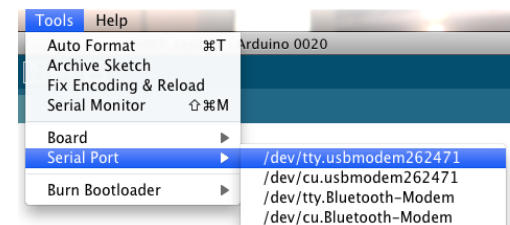
The addon you installed will add a "MaKey MaKey" option to the **Tools > Board** menu within the Arduino IDE. Go ahead and select that.



You'll also need to set the **Serial Port**. When you plug in the MaKey MaKey it enumerates as a communication device and gets assigned a COM port (Windows users, you'll need drivers installed, [see here](#)). **Select the MaKey MaKey's COM port** under the **Tools > Serial Port** menu in Arduino. For most users, there'll be only one port to choose from. If there are two, unplug and replug the MaKey MaKey in, observing which COM port disappears and reappears.



On a Mac, the Serial Port will come in the form of "/dev/tty.usbmodem":




```

this high)

// 0 = 0 V (never use this

low

/////////////////////////////////
// MOUSE MOTION //
/////////////////////////////////

#define MOUSE_MOTION_UPDATE_INTERVAL 35 // how many loops to wait
between

// sending mouse motion

updates

#define PIXELS_PER_MOUSE_STEP 4 // a larger number will
make the mouse

// move faster

#define MOUSE_RAMP_SCALE 150 // Scaling factor for
mouse movement ramping

// Lower = more sensitive

mouse movement

// Higher = slower

ramping of speed

// 0 = Ramping off

#define MOUSE_MAX_PIXELS 10 // Max pixels per step
for mouse movement

/*

/////////////////////////////////
// ADDITIONAL KEY CODES ///
/////////////////////////////////

- you can use these codes in the keyCodes array above
- to get modifier keys, function keys, etc

KEY_LEFT_CTRL
KEY_LEFT_SHIFT
KEY_LEFT_ALT
KEY_LEFT_GUI
KEY_RIGHT_CTRL
KEY_RIGHT_SHIFT

```

```

KEY_RIGHT_ALT
KEY_RIGHT_GUI

KEY_BACKSPACE
KEY_TAB
KEY_RETURN
KEY_ESC
KEY_INSERT
KEY_DELETE
KEY_PAGE_UP
KEY_PAGE_DOWN
KEY_HOME
KEY_END
KEY_CAPS_LOCK

KEY_F1
KEY_F2
KEY_F3
KEY_F4
KEY_F5
KEY_F6
KEY_F7
KEY_F8
KEY_F9
KEY_F10
KEY_F11
KEY_F12

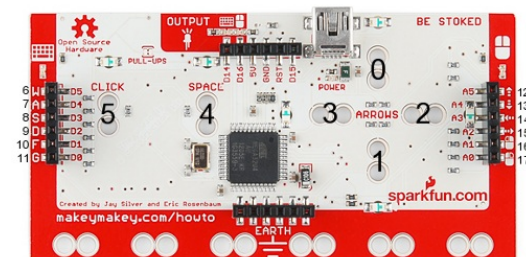
```

```

/*

```

The first variable definition, `keyCodes [NUM_INPUTS]`, is an array of 18 values. Each value in this array represents a single key or mouse input. Each variable in that array has a defined position, called an index, numbered from 0 to 17. `KEY_UP_ARROW` is at position 0, while, down at the bottom, `MOUSE_RIGHT` is at position 17. The positions in the array map to the MaKey MaKey inputs as such:



If you want to define an input as a-z, A-Z, 0-9, or other printable characters, you can fill the `keyCodes` array with single characters surrounded by apostrophes (e.g. 'a','s','d',...). If there's no printable character for the key you need, like the arrow keys, modifier keys, etc. you'll need to use one of the defined special key values. The special keys available are all printed (in comments) at the bottom of `settings.h` (`KEY_LEFT_CTRL`, `KEY_LEFT_SHIFT`, etc.). Their function should be pretty self-explanatory.

Just remember, there can only be **18 total values**, comma-separated, in that array!

As an example, say you want the 'CLICK' key on the top side to instead be the ENTER key. Easy! Just go to the sixth entry (position 5, darn that 0!) in the `keyCodes` array and **replace** `MOUSE_LEFT` with `KEY_RETURN` (just like that, all caps, don't remove the comma that was there already).

To load your new code onto the MaKey MaKey, all you need to do is hit the **Upload** button (the right-facing arrow icon up top). If all of the settings in the Tools menu are correct, you should see some blinky lights on the MaKey MaKey, followed by something like this:

```
int keyCodes[NUM_INPUTS] = {
  // top side of the makey makey board

  KEY_UP_ARROW,    // up arrow pad
  KEY_DOWN_ARROW,  // down arrow pad
  KEY_LEFT_ARROW,  // left arrow pad
  KEY_RIGHT_ARROW, // right arrow pad
  ' ',             // space button pad
  KEY_RETURN,      // replacing click with ENTER

  // female header on the back left side
}
```

Done uploading.
Binary sketch size: 7,660 bytes (of a 28,672 byte maximum)

25 MaKey MaKey on COM8

Now you should have some ENTER action on your MaKey MaKey, in place of the top-side click!

If an elephant remains in this room, it's probably that output/expansion header at the top of the board. This header is what really makes the MaKey MaKey versatile. Not only can the MaKey MaKey receive inputs from all sorts of crazy objects, but output signals back into the world.

