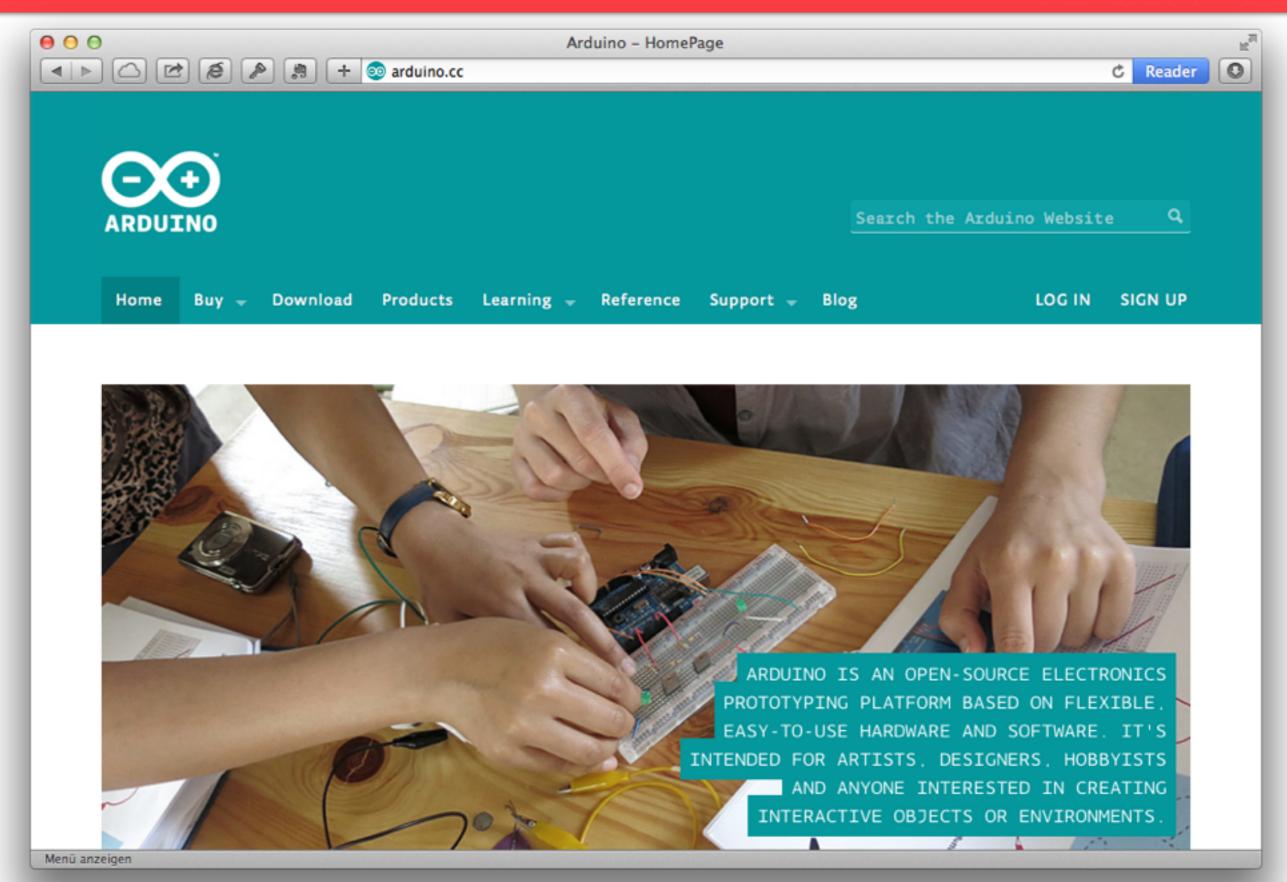
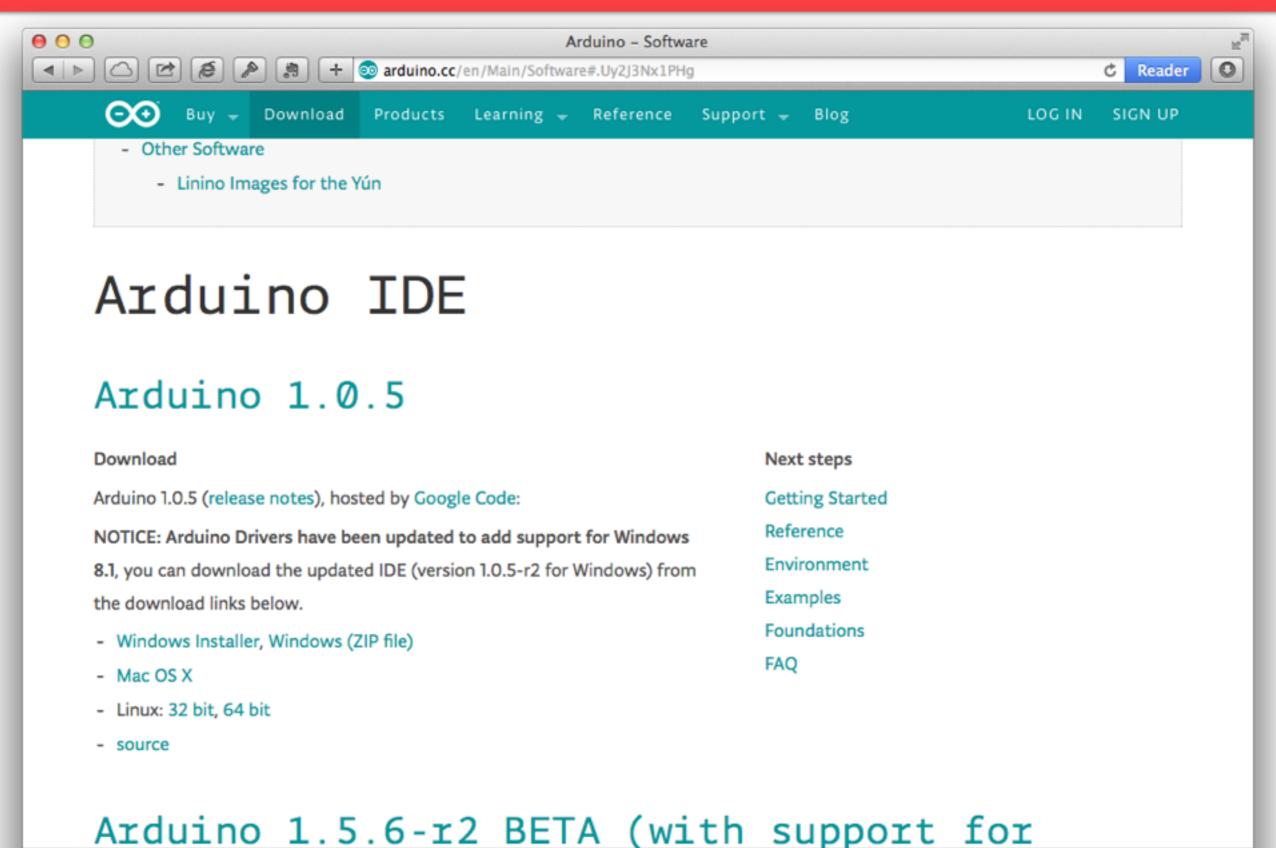
Dramaläb

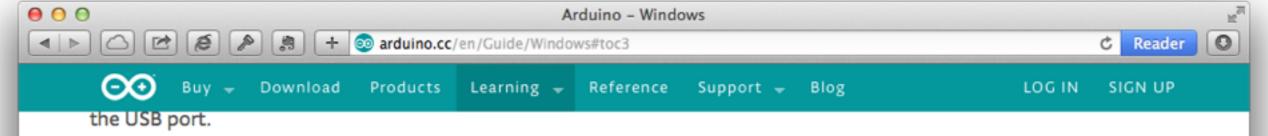
Arduino IDE

dramalab.unibz.it





Menü anzeigen



Connect the Arduino board to your computer using the USB cable. The green power LED (labelled PWR) should go on.

4 | Install the drivers

Installing drivers for the Arduino Uno or Arduino Mega 2560 with Windows7, Vista, or XP:

- Plug in your board and wait for Windows to begin it's driver installation process. After a few moments, the process will fail, despite its best efforts
- Click on the Start Menu, and open up the Control Panel.
- While in the Control Panel, navigate to System and Security. Next, click on System. Once the System window is up, open the Device Manager.
- Look under Ports (COM & LPT). You should see an open port named "Arduino UNO (COMxx)"
- Right click on the "Arduino UNO (COmxx)" port and choose the "Update Driver Software" option.
- Next, choose the "Browse my computer for Driver software" option.
- Finally, navigate to and select the driver file named "arduino.inf", located in the "Drivers" folder of the Arduino Software download (not the "FTDI USB Drivers" sub-directory). If you are using an old version of the IDE (1.0.3 or older), choose the Uno's driver file named "Arduino UNO.inf"
- Windows will finish up the driver installation from there.

See also: step-by-step screenshots for installing the Uno under Windows XP.

Installing drivers for the Arduino Duemilanove, Nano, or Diecimila with Windows7, Vista, or XP:

When you connect the board. Windows should initiate the driver installation process (if you haven't used the computer

```
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                                    SpaceInvadersBeta | Arduino 1.5.5
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  SpaceInvadersBeta
  int posY:
  int invaderRow;
invaders = 0;
int invadersStep, invadersSteps, points;
boolean validConfig, gameOver, gameWon, initialized;
void setup(){
  initialized = false;
  gameOver = false;
  gameWon = false;
  validConfig = true;
  points=0;
  int w_required = max(SIZE_X_GRAPHIC_SPACESHIP, INVADERS_PER_ROW*(SIZE_X_GRAPHIC_INVADER+INVADERS_DISTANCE)
  if (w_required>LED_MATRIX_WIDTH) {
    validConfig = false;
    //T000: error msg
  int h_required = INVADERS_BORDER_Y + INVADERS_ROWS*(SIZE_Y_GRAPHIC_INVADER+INVADERS_DISTANCE_Y) + 1 + SIZ
  if (h_required>LED_MATRIX_HEIGHT) {
    validConfig = false;
    //T000: error msg
  memset(data, 0, sizeof(data[0][0]) * LED_MATRIX_HEIGHT * LED_MATRIX_WIDTH);
  if (validConfig) {
    currentSpaceshipPosition[0] = LED_MATRIX_HEIGHT-SIZE_Y_GRAPHIC_SPACESHIP;
    currentSpaceshipPosition[1] = (LED_MATRIX_WIDTH-SIZE_X_GRAPHIC_SPACESHIP)/2.0;
    initInvaders();
  Serial.begin(9600);
  initialized-true;
                                                                                                     1 P
23
                                       Arduino Mega or Mega 2560, ATmega2560 (Mega 2560) on /dev/tty.usbmodem411
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Code Window

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                                     SpaceInvadersBeta | Arduino 1.5.5
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Verify
Upload
New
Open
Save
Serial Monitor

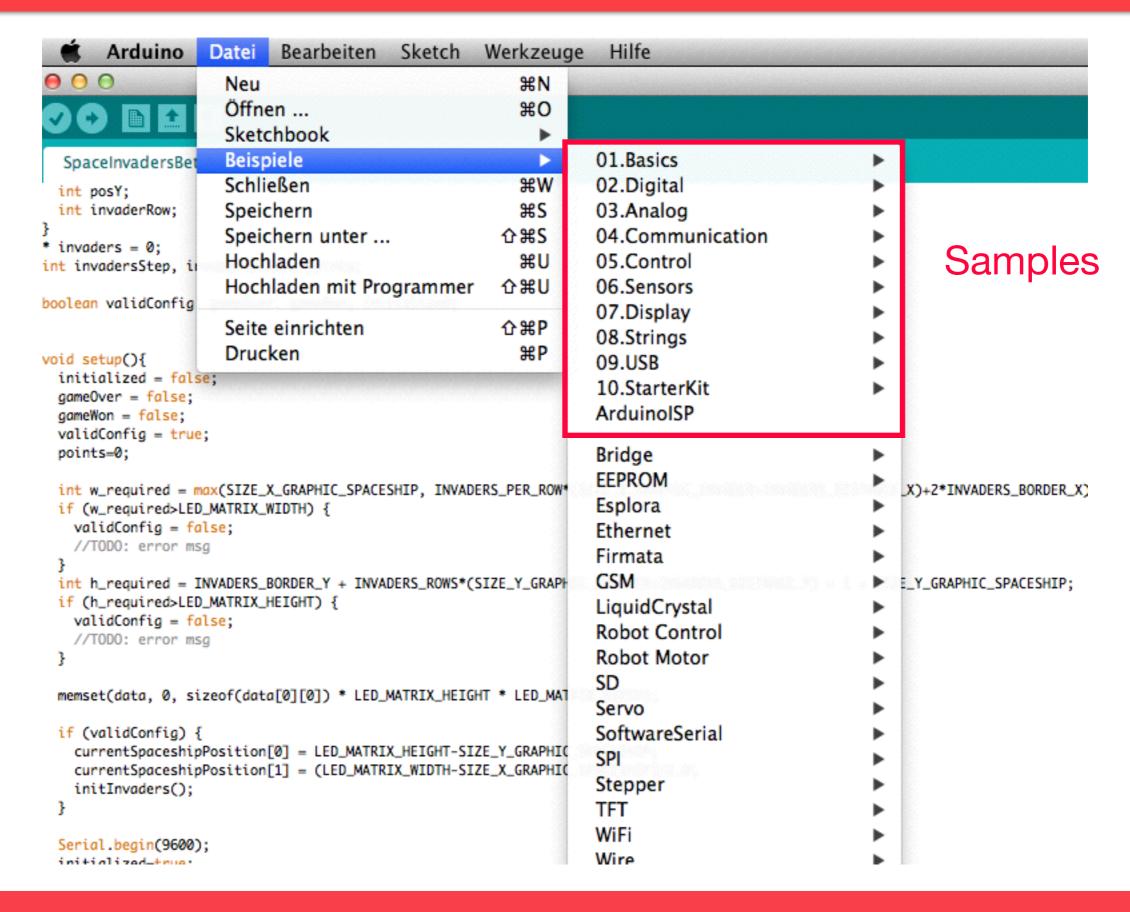
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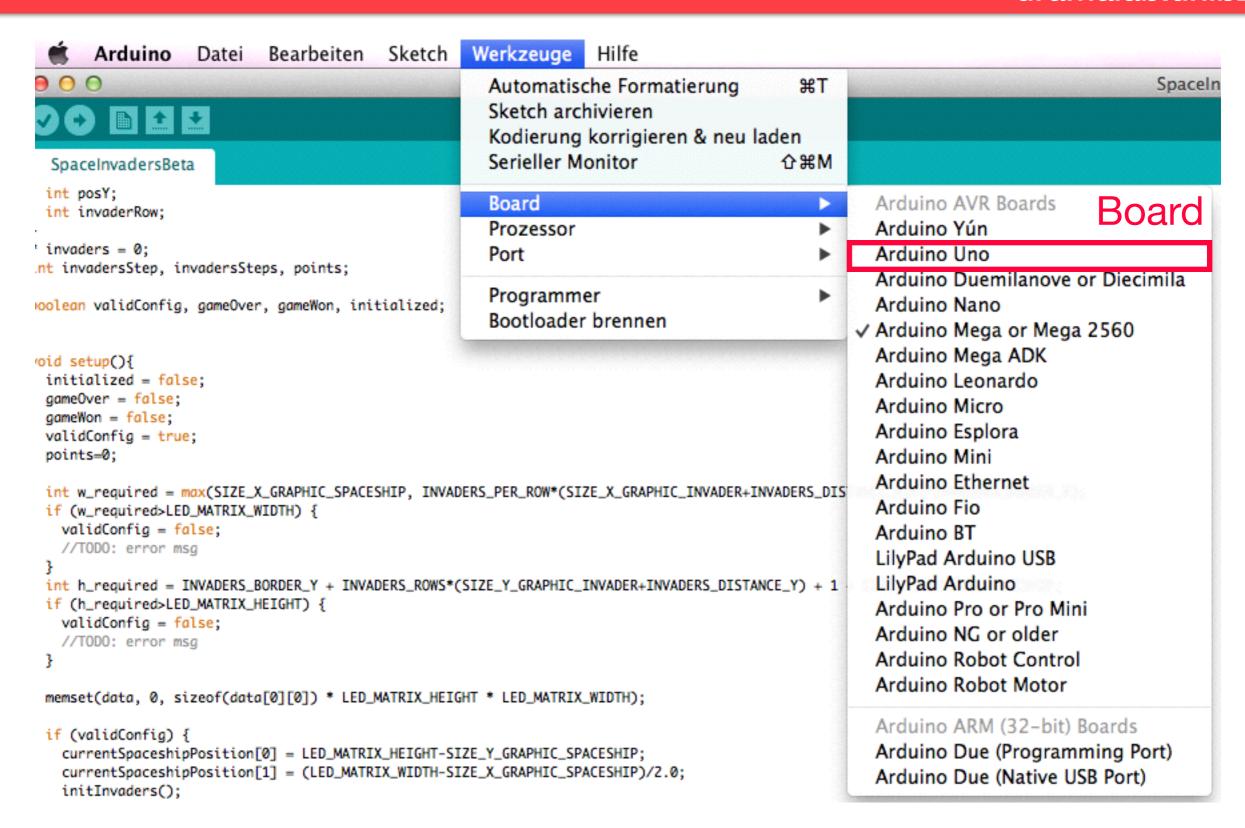
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Debug Output

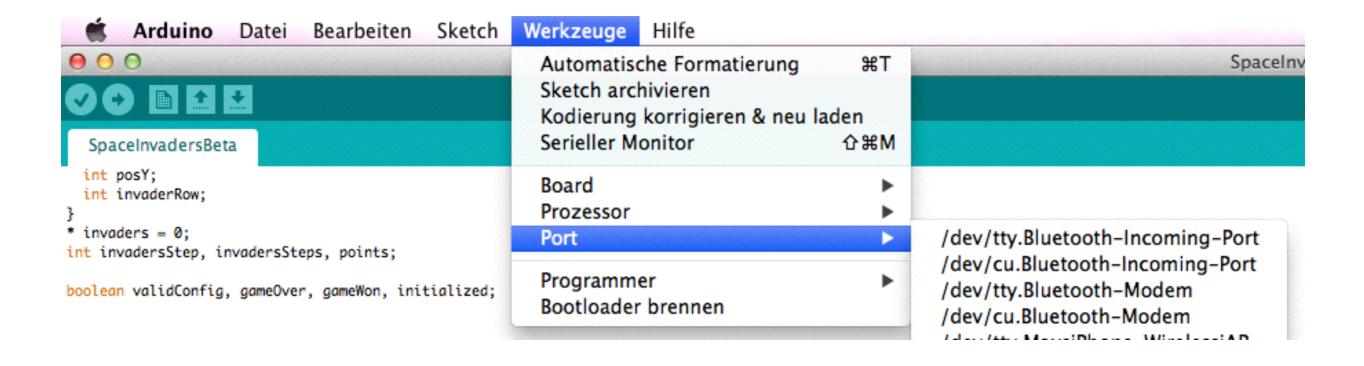
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Infos





Arduino IDE



Arduino IDE Max Stricker