ScratchX Audio Environmental configuration

Environmental preparation

1. ArduinoIDE(1.8.8/1.8.5)
2. Arduino project files：FirmataForScratch，Open with ArduinoIDE and burn into the Spresense board
3. Browser：FireFox：35.01
4. Plugin：Flash Player→FP 32 for Firefox – NPAPI，ScratchDevicePlugin.msi
5. Scratch sample：TrafficLight\_20190319\_colored.sbx
6. System server：HFS（Or other servers can also）
7. SD card (inserted into the Spresense board)
8. MP3（AUDIO/m2.mp3），Placed in the root directory of the SD card
9. BIN File，Placed in the root directory of the SD card

Environmental configuration

1. Install ArduinoIDE
2. Import the Arduino project file and fix it in the ArduinoIDE （installation directory: C:\Program Files (x86)\Arduino\libraries\Firmata's Boards.h, FirmataConstants.h, FirmataDefines.h file）, and compile if there are no problems. Burned into the Spresense board
3. Run the Firefox browser and open：<http://scratchx.org/#extensions>
4. On the ScratchX page, select File→Load Project and select the provided scratch sample：TrafficLight\_20190319\_colored.sbx
5. Click on Load Experimental Extension to read the Spresense plugin（HFS：<http://10.1.4.173/spresense_extension.js>）
6. Wait for the light above the plugin to turn green, indicating a successful connection

MP3, BIN, and project files are all in the archive—ScratchXAudioSpresense.zip