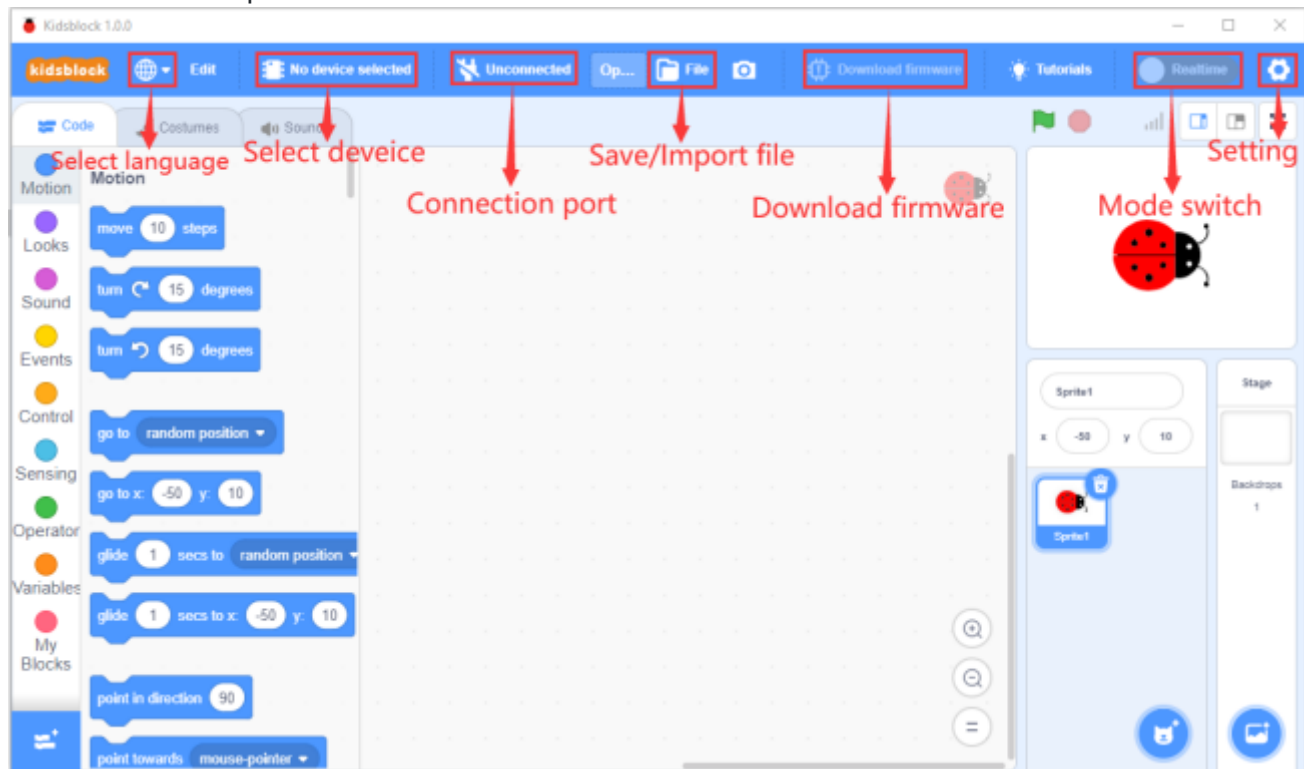



## 4. KidsBlock Using and Drive Installing

(Take Windows system as an example, MacOS may take as reference)

1.Function description:

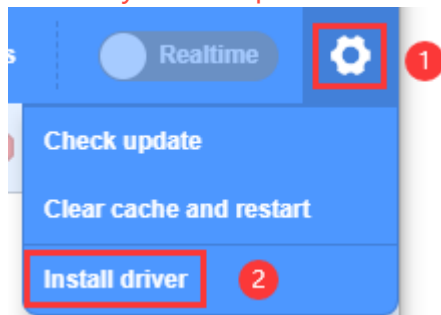


2. : Alter language into "English" or "简体中文".

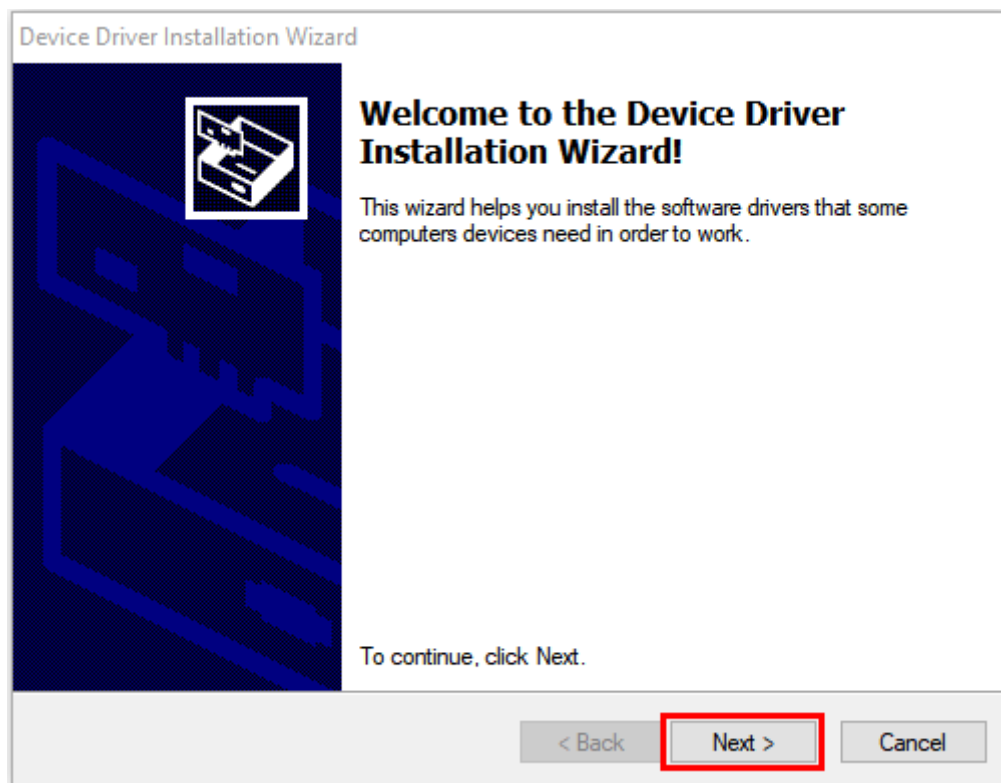


3. : "Install driver"

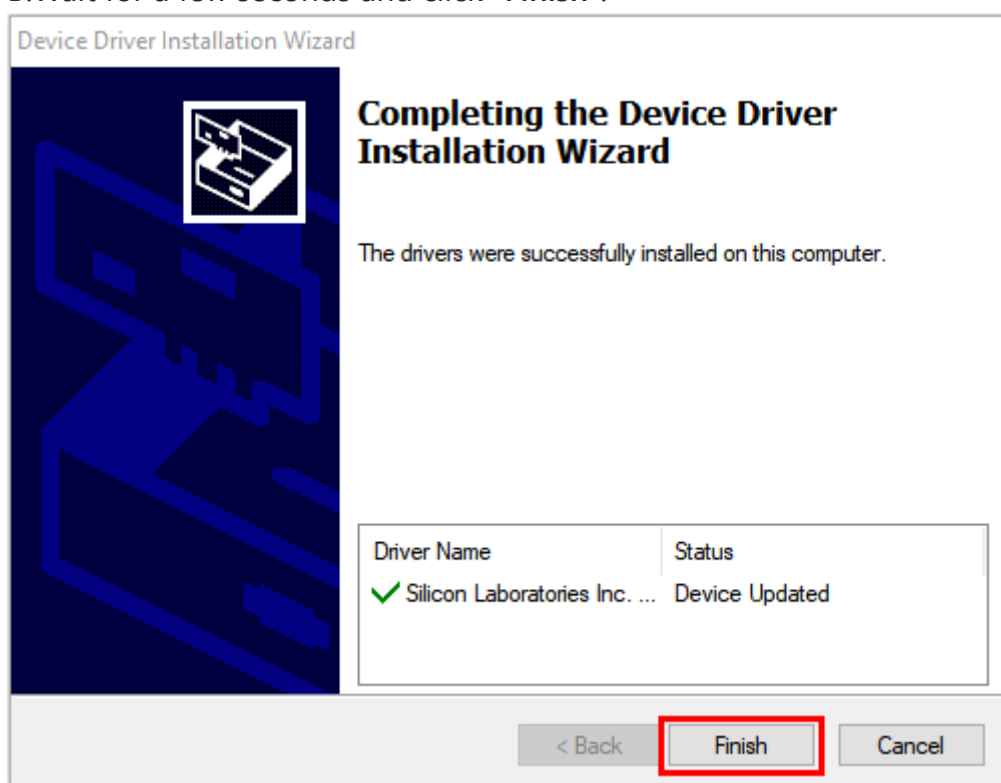
Note: If your computer has already installed a driver, please skip the following steps.



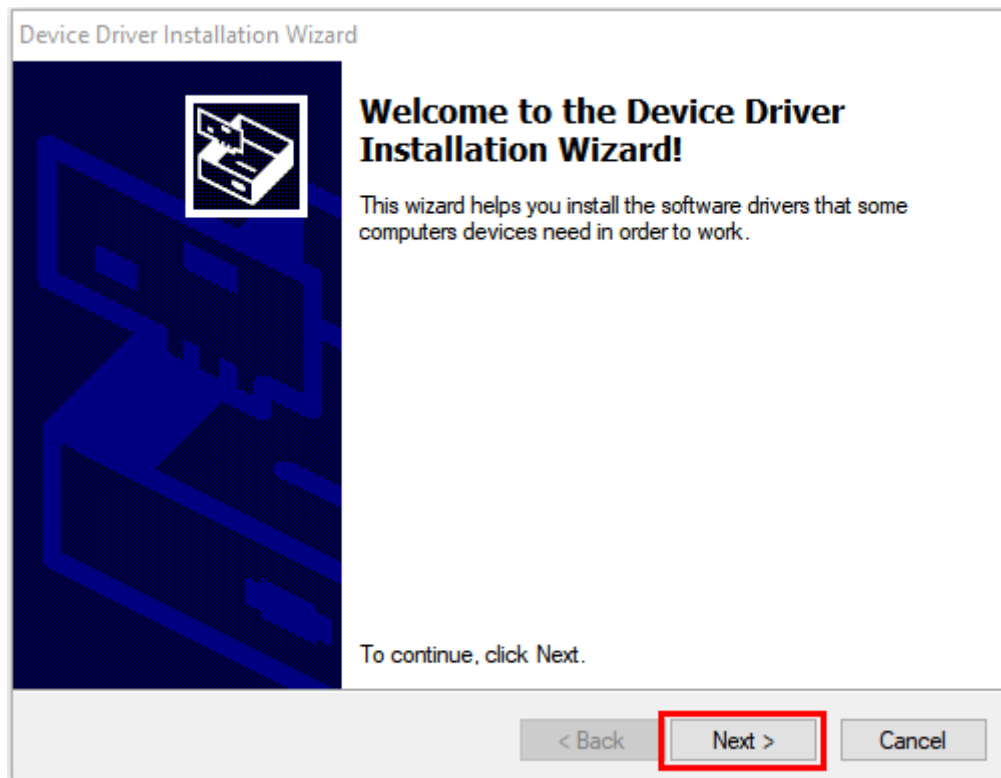
A.Click "Next" on "Welcome to the Device Driver Installation Wizard".



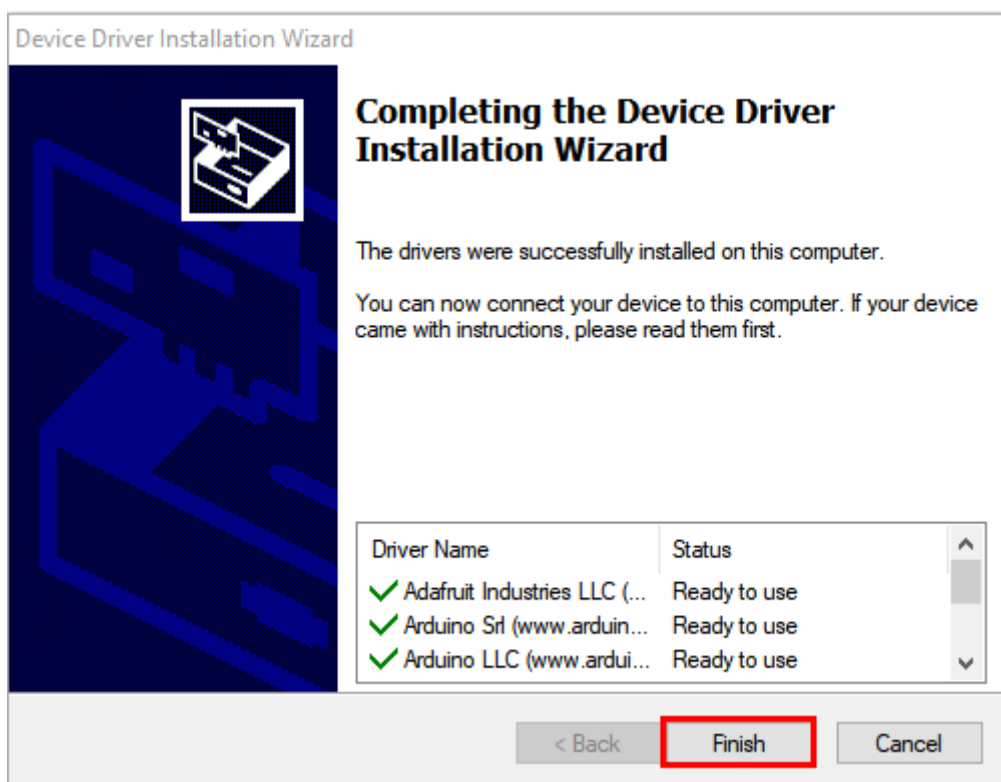
B.Wait for a few seconds and click "Finish".



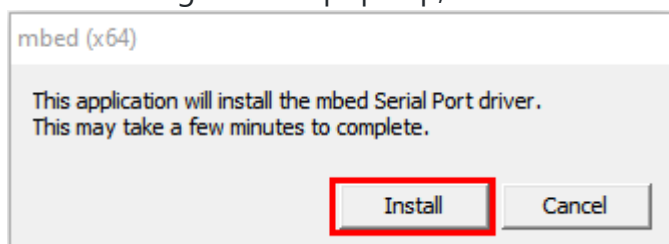
C.Click "Next".



D.Click "Finish".

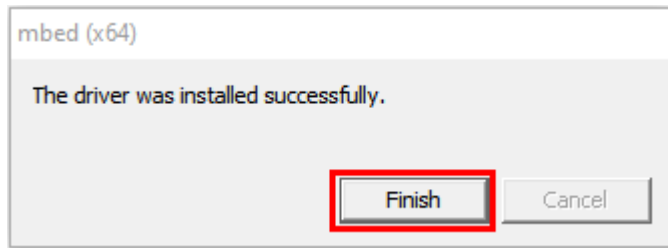


E.If a warning window pops up, click "Allow" to select "Install".

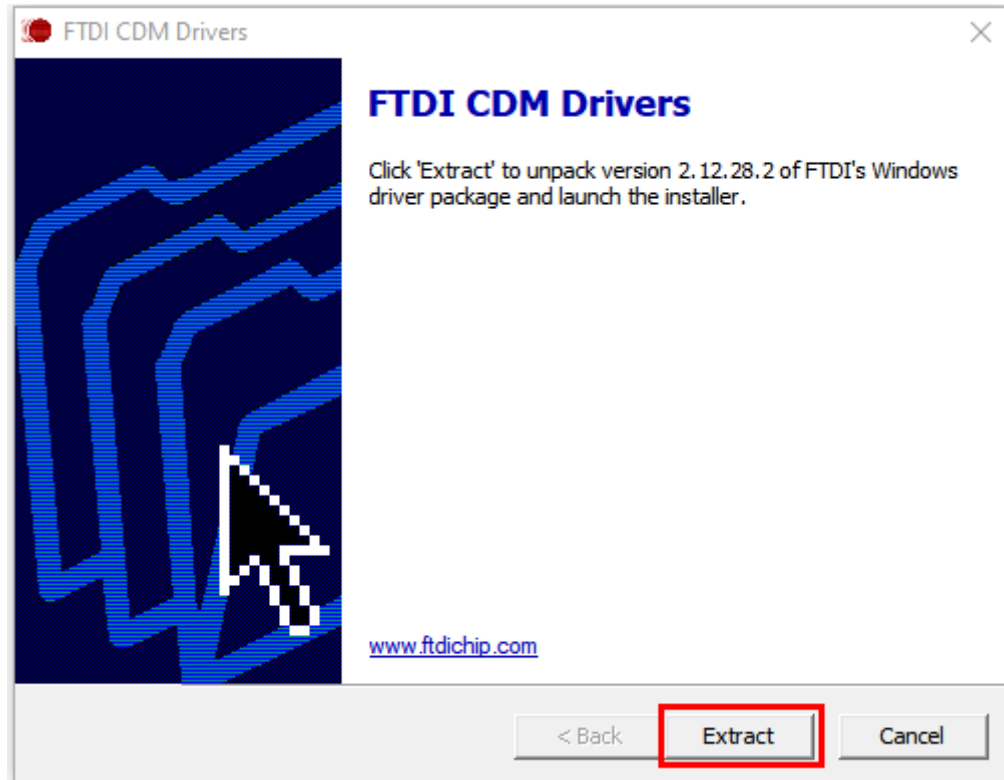


F.Click "**Install**" when an installation prompt shows up.

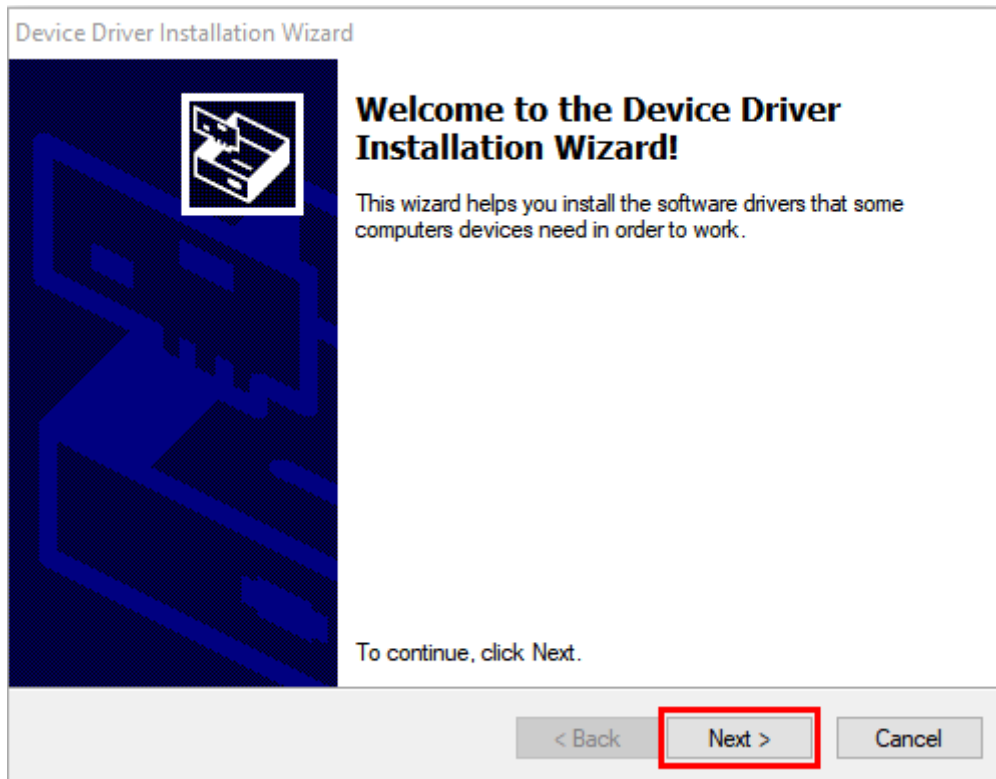
G.Wait for a while and click "**Finish**".



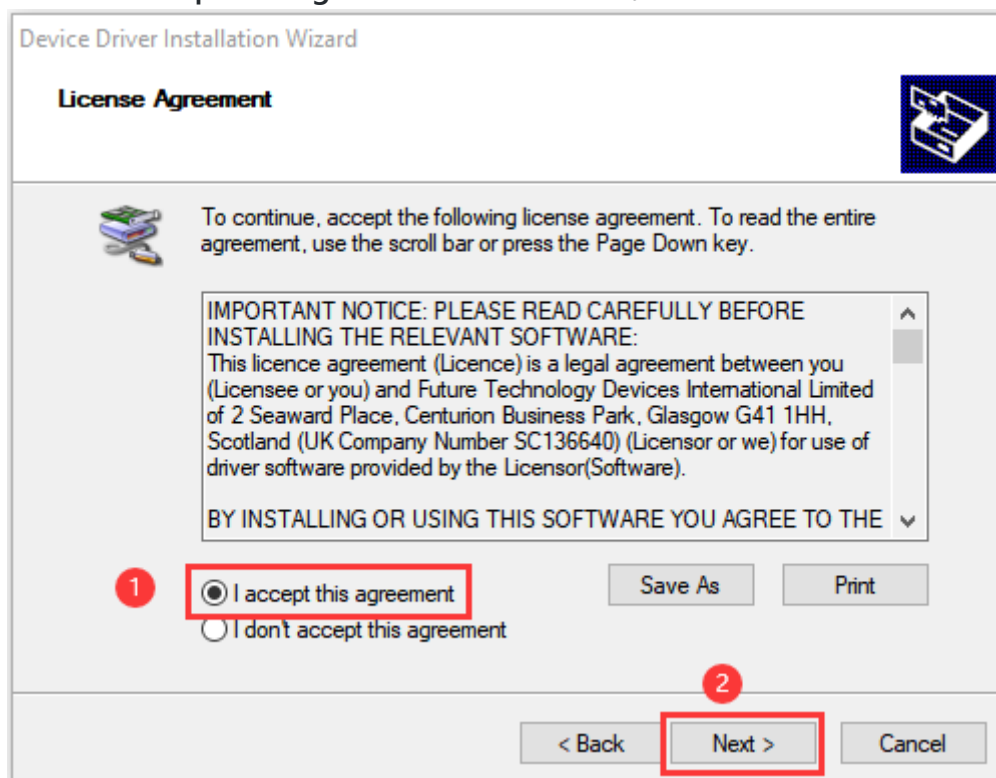
H.Click "**Extract**".



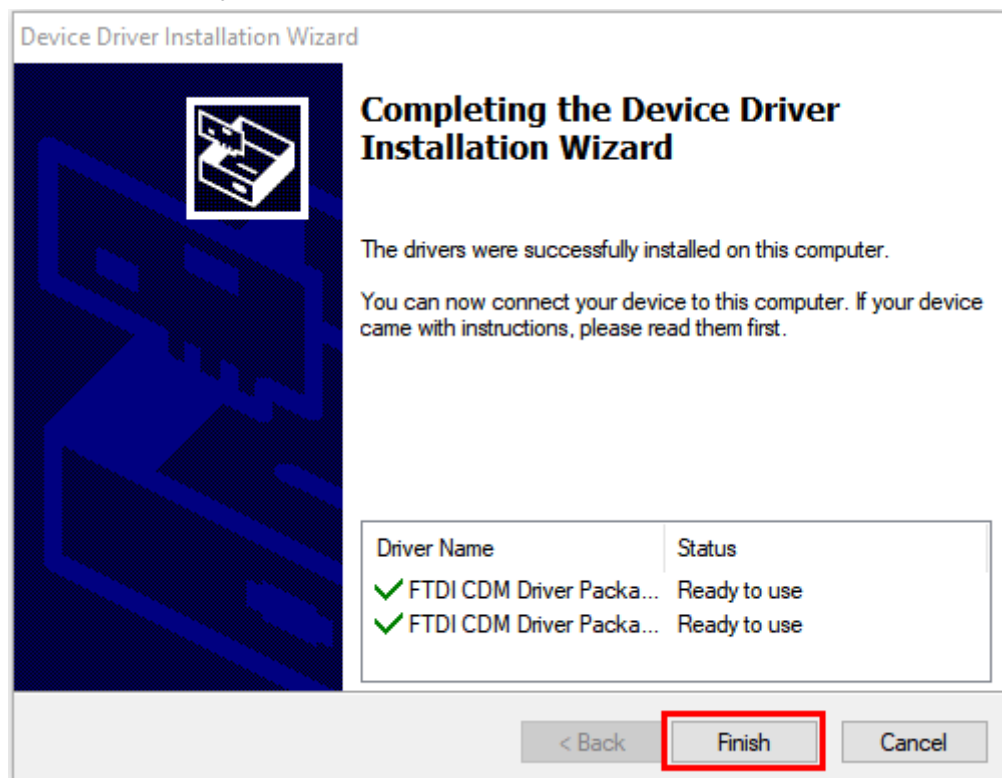
I.Click "Next".



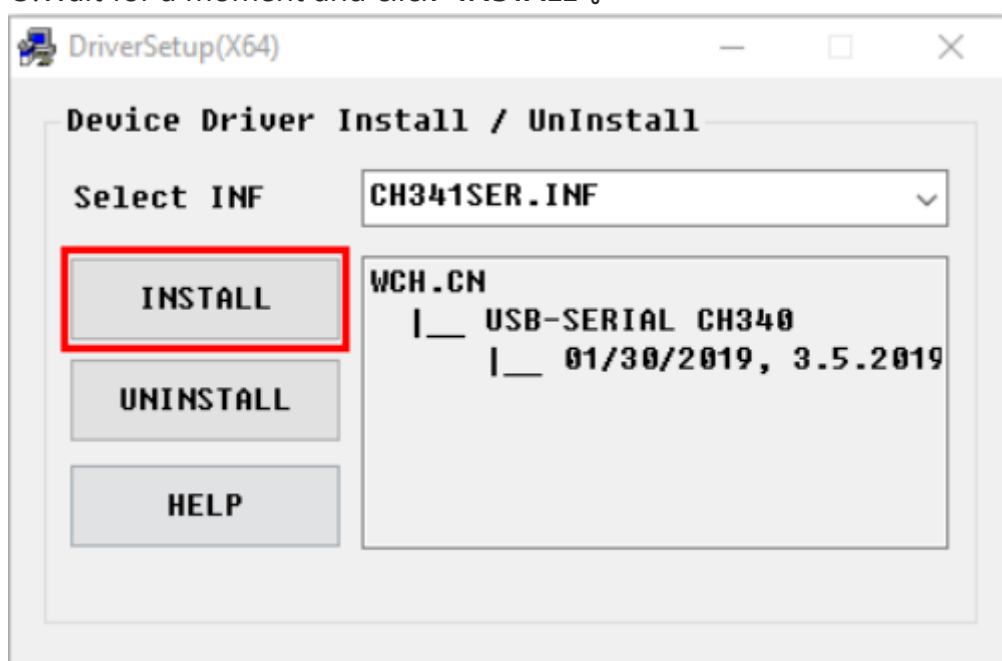
J.Click "I accept this agreement" and "Next".



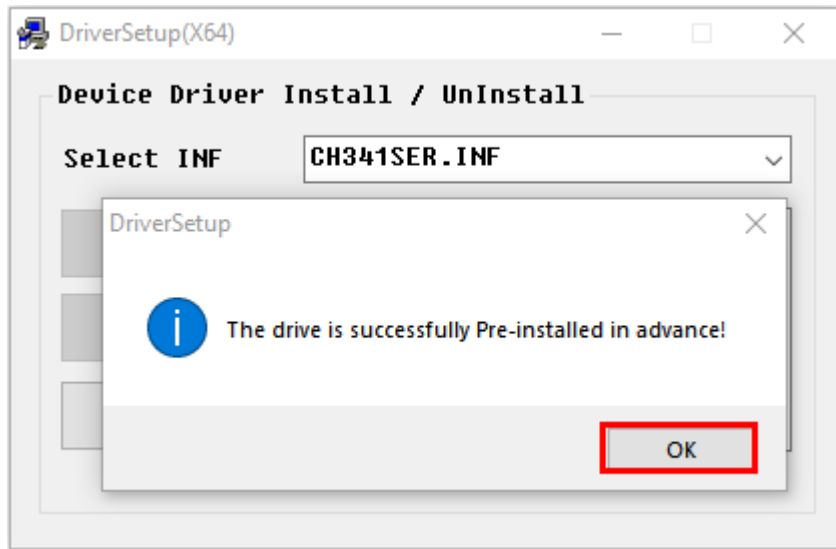
K.Click "Finish".



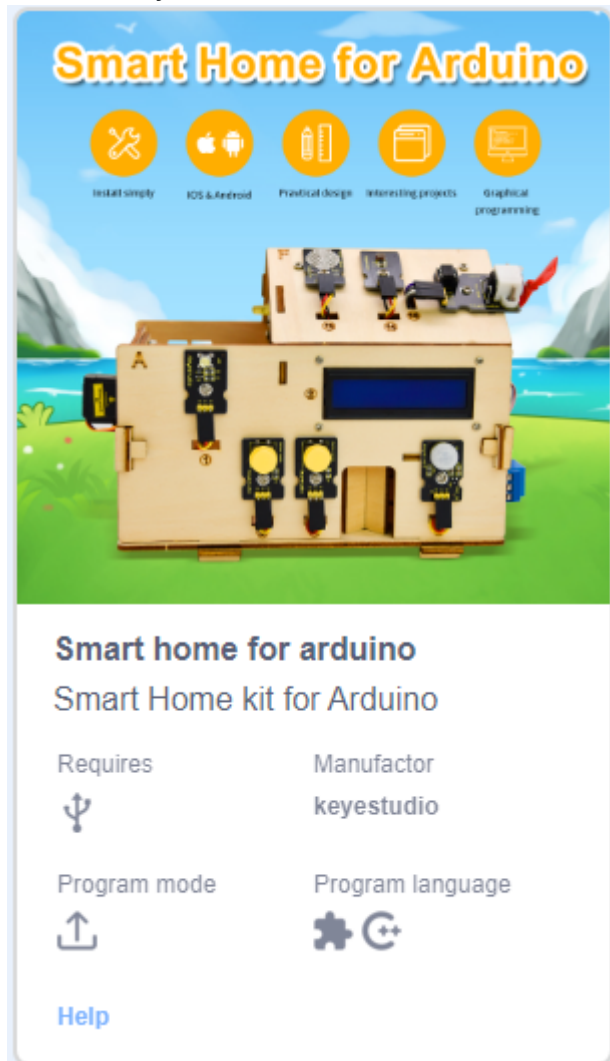
O.Wait for a moment and click "INSTALL".



P. When the driver is installed, click "OK".




4. Click **No device selected** to enter main control board interface and select "Smart home for arduino". Click "Connect" to link with "Smart home for arduino". Click "Go to Editor". And you will find **No device selected** shifts to **Smart home for arduino** while **Unconnected** turn to **USB-SERIAL CP2102 (COM7)**. This indicates that "Smart home for arduino" and Port(COM) are both successfully connected.



?


Help



Smart home for arduino

×

Show all connectable devices☐



Device name  
USB-SERIAL CP2102 (COM7)


Connect

Select your device in the list above.

Refresh


?


Help



Smart home for arduino

×



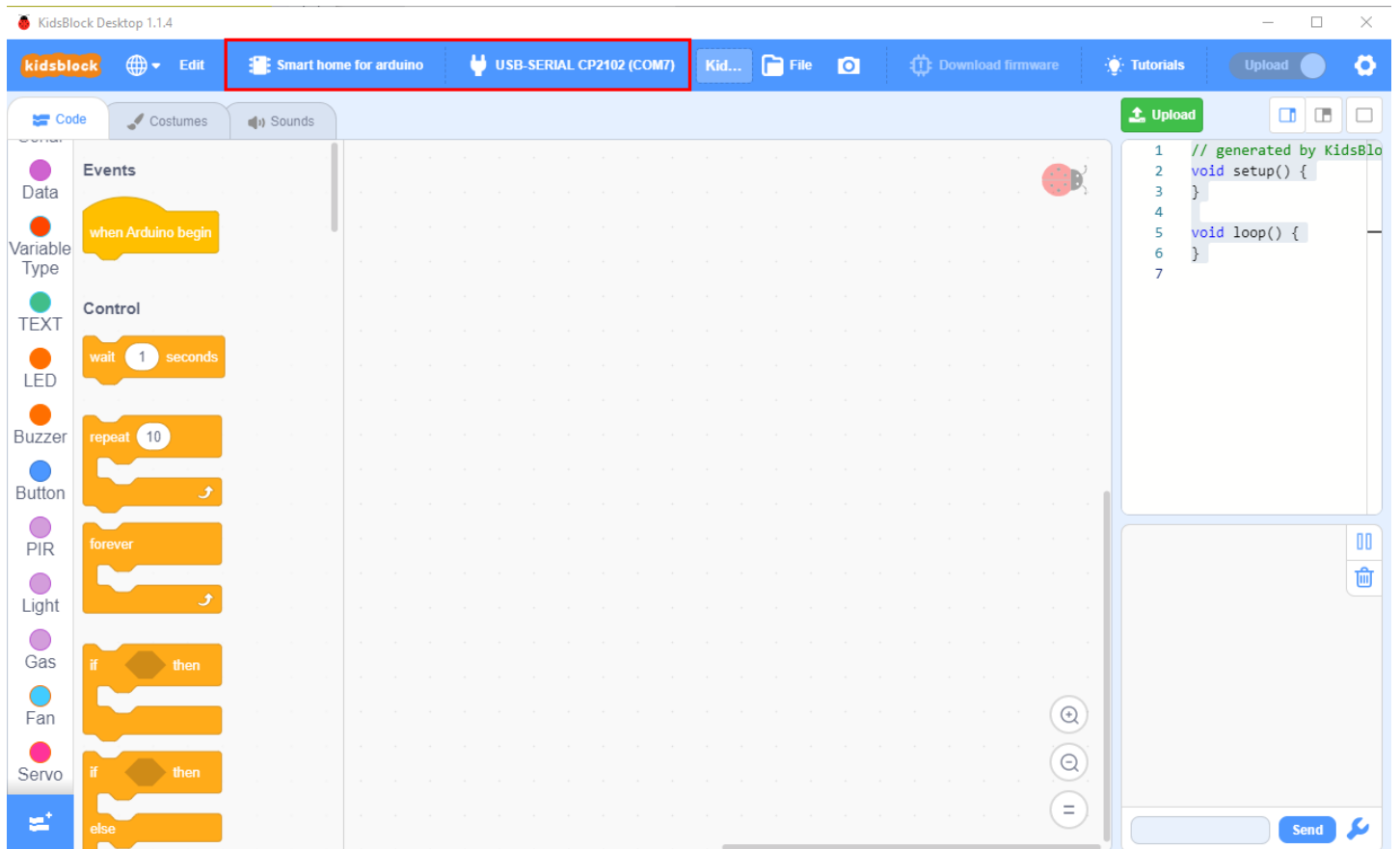


Connected

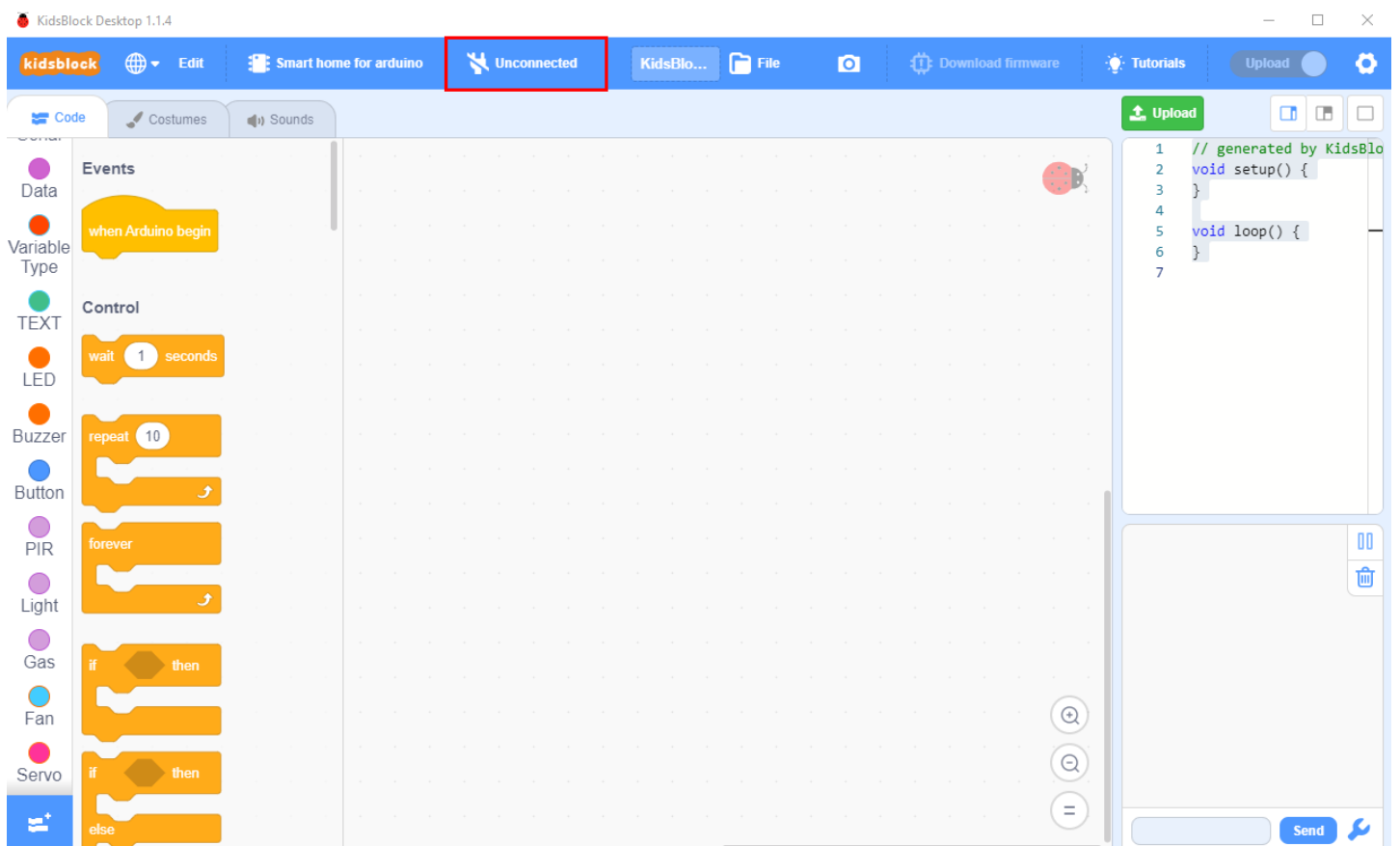
Disconnect

Go to Editor






5. After "Smart home for arduino" being connected without a shift of **Unconnected** to **USB-SERIAL CP2102 (COM7)**, you need to click **Unconnected** to select "Connect" and wait for a "Connected" interface.



?


Help



Smart home for arduino

×

Show all connectable devices☐



Device name  
USB-SERIAL CP2102 (COM7)


Connect

Select your device in the list above.

Refresh


?


Help



Smart home for arduino

×

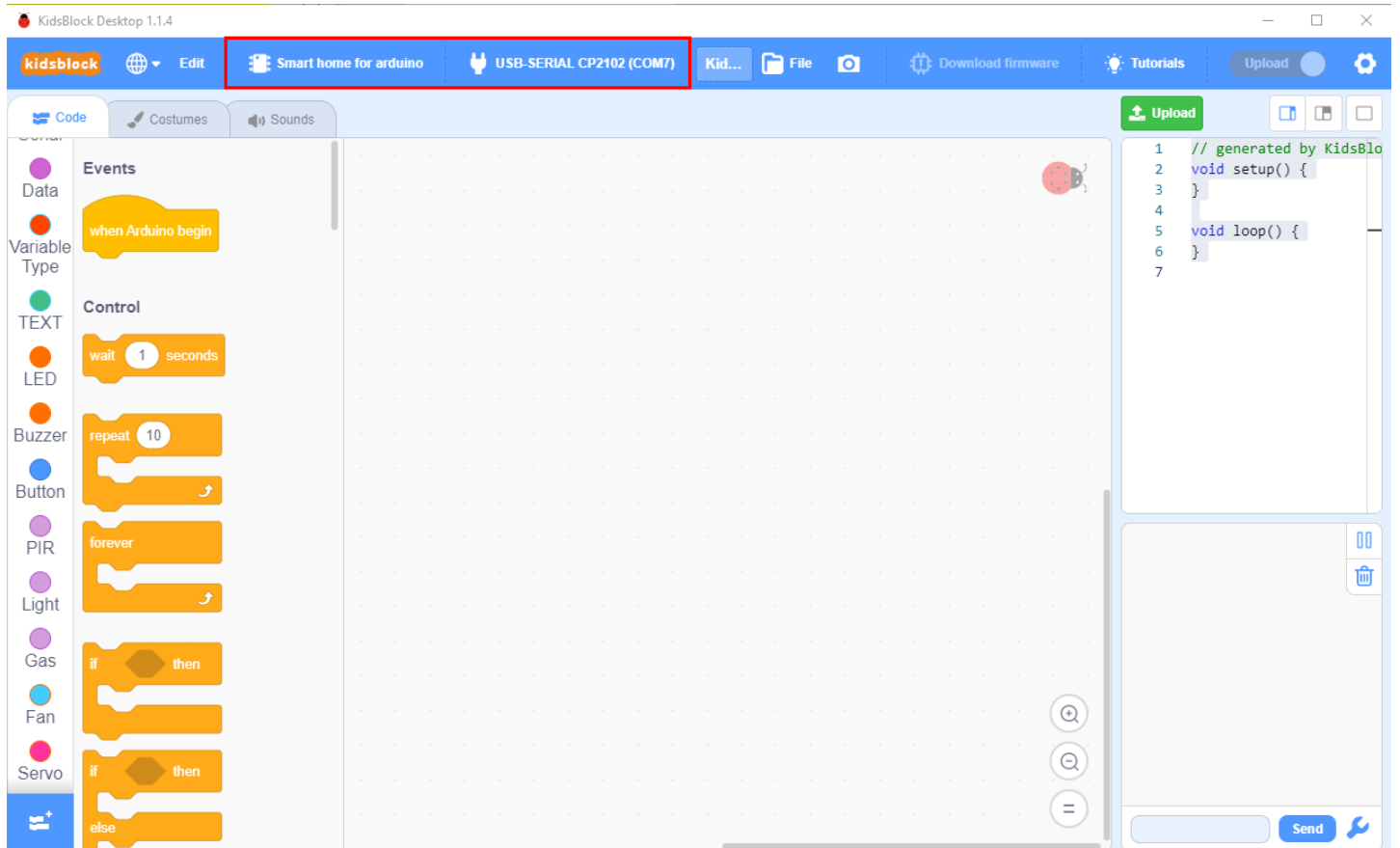




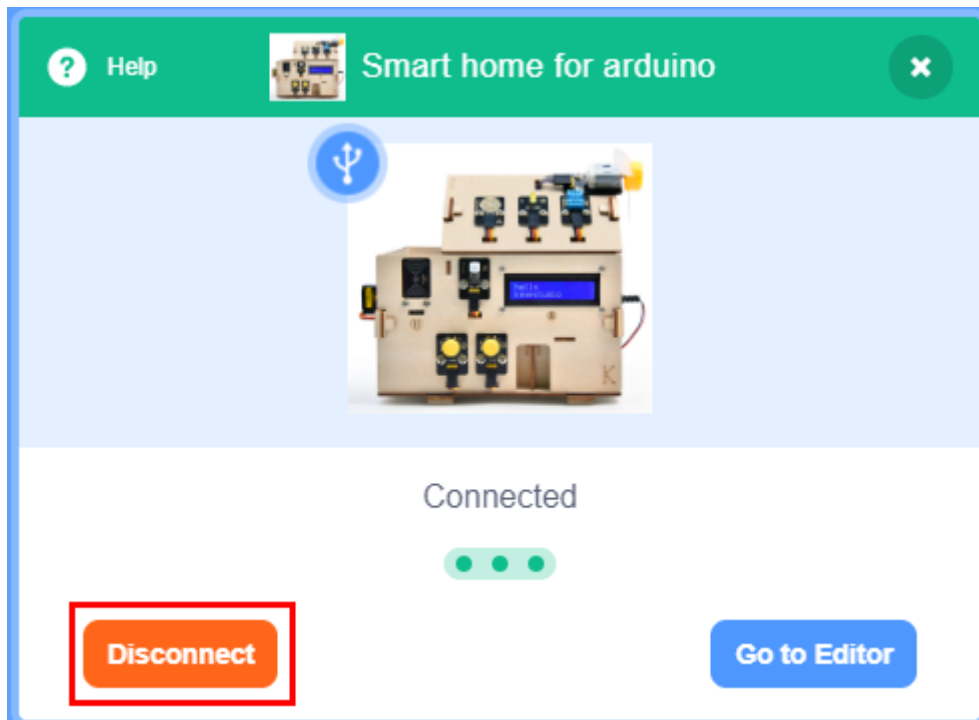
Connected

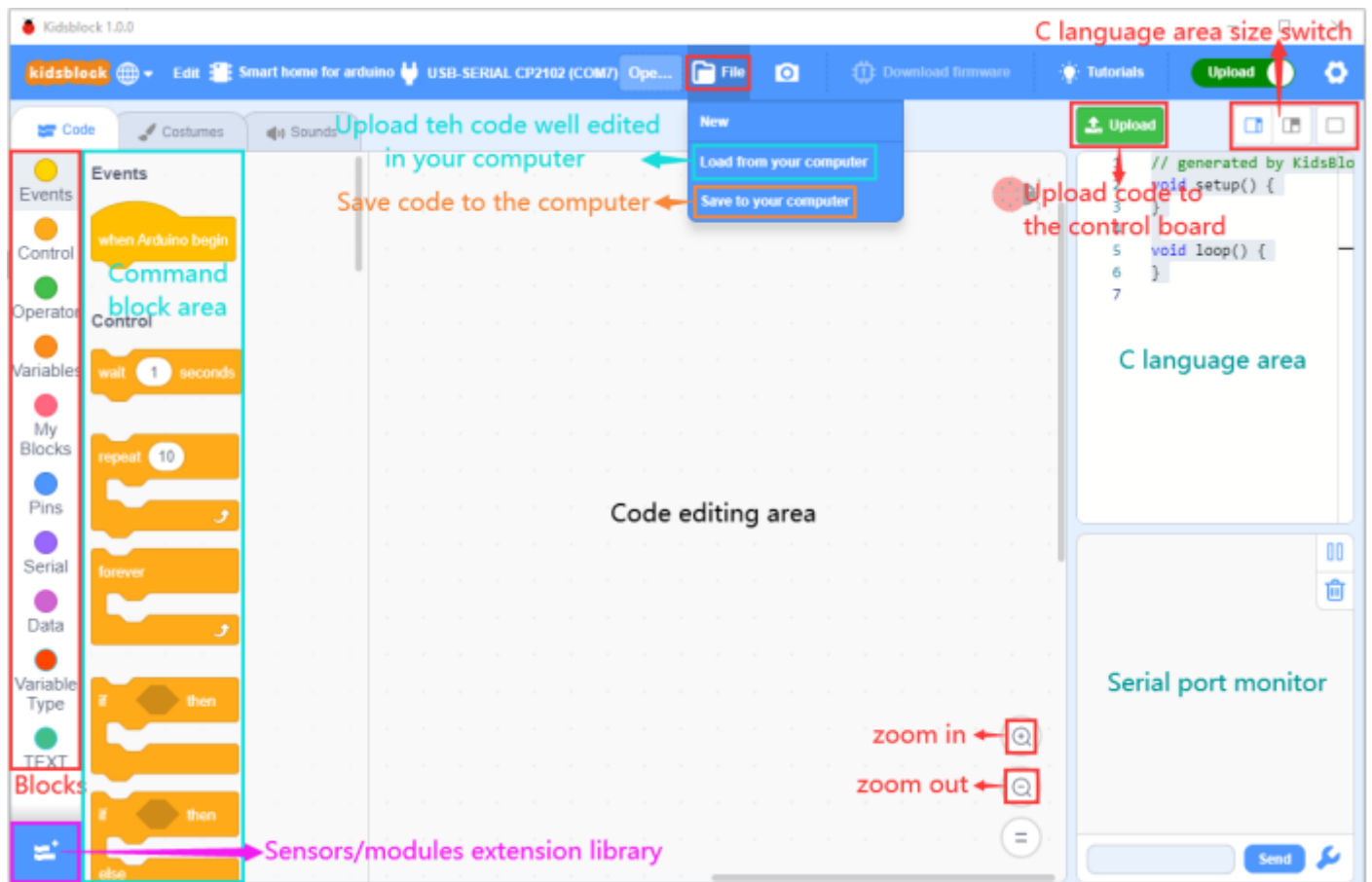
Disconnect

Go to Editor

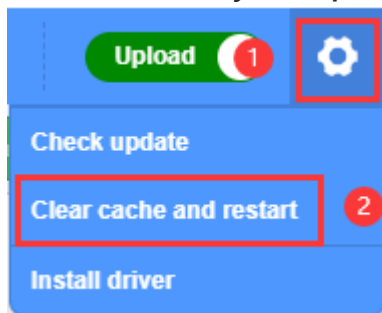


Disconnection: Just click **USB-SERIAL CP2102 (COM7)** to select "Disconnect".






KidsBlock library file updating: Click  to select "Clear cache and restart".



6. : add sensors/modules/components.

Click  to enter extension warehouse, and select sensors/modules to add it/them in library.



For example: Click "Passive buzzer " , and "Not loaded" shifting to "Loaded" means "Passive buzzer" is successfully added.



## Passive buzzer

Passive buzzer

Version

1.0.0

Author

kidsblock

[Help](#)

Not loaded



## Passive buzzer

Passive buzzer

Version


1.0.0

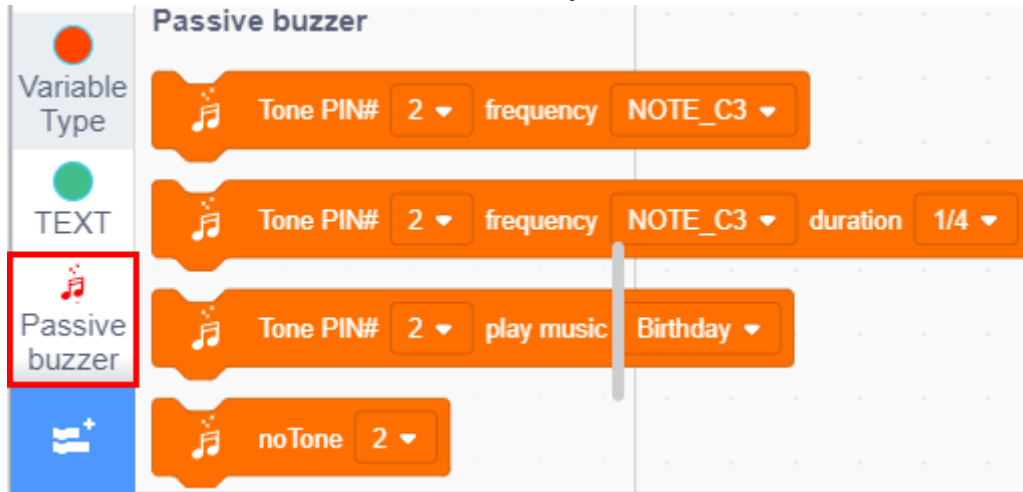
Author

kidsblock

[Help](#)

Loaded

Click  Back to return to editor, and you will see "Passive buzzer" block in the instruction area.



The image shows the Scratch 'Passive buzzer' block palette. On the left, there is a vertical sidebar with four categories: 'Variable Type' (red circle), 'TEXT' (green circle), 'Passive buzzer' (red musical note icon, highlighted with a red box), and a blue button with a plus sign. The main area, titled 'Passive buzzer', contains four orange blocks: 1. 'Tone PIN# 2 frequency NOTE\_C3', 2. 'Tone PIN# 2 frequency NOTE\_C3 duration 1/4', 3. 'Tone PIN# 2 play music Birthday', and 4. 'noTone 2'. A vertical grey line is positioned between the second and third blocks.

Delete "Passive buzzer": Click  to enter extension warehouse, and select "Passive buzzer"



to shift "Loaded" to "Not loaded".



### Passive buzzer

Passive buzzer

Version

1.0.0

Author

kidsblock

[Help](#)

Loaded



### Passive buzzer

Passive buzzer

Version

1.0.0


Author

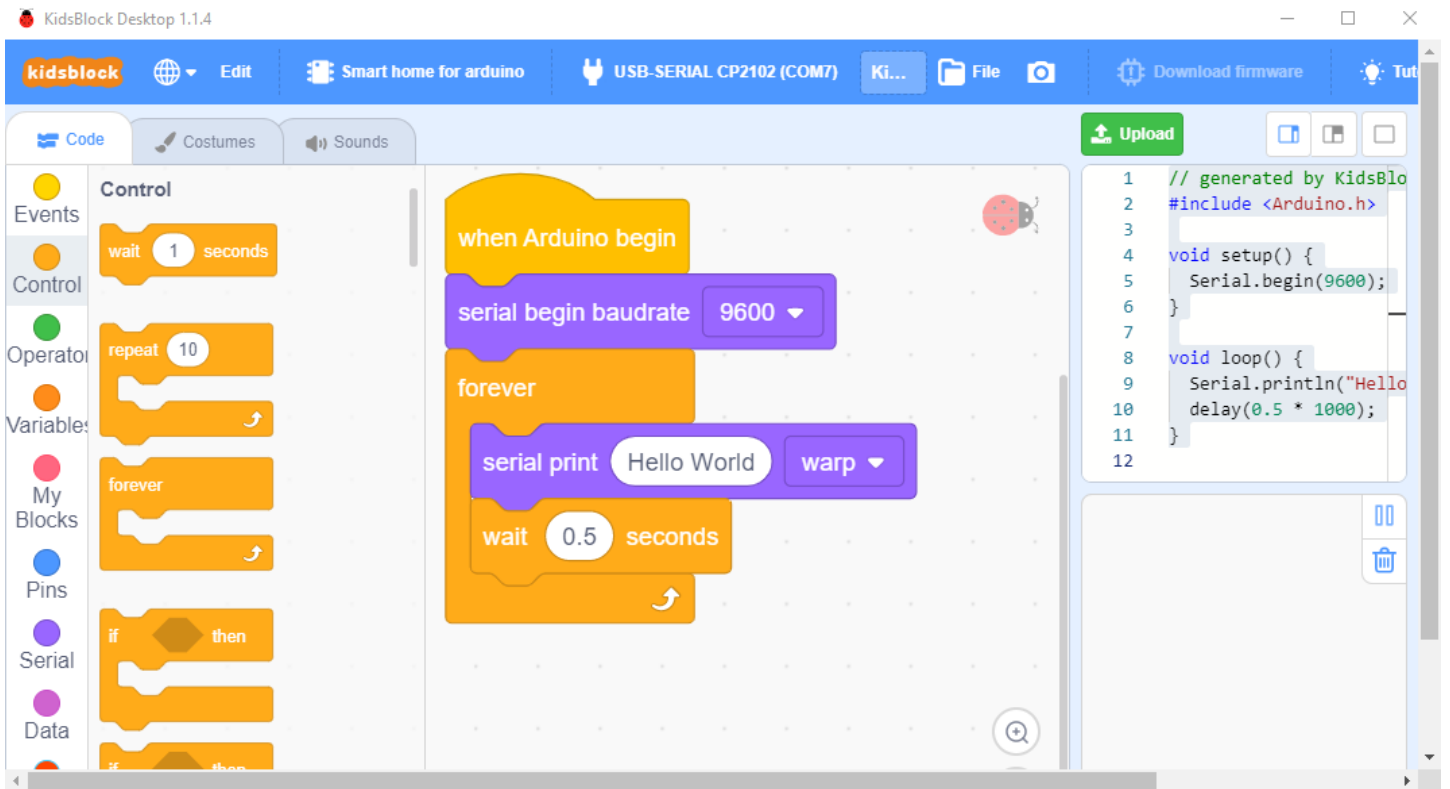
kidsblock

[Help](#)

Not loaded

7. Open pre-existing files in SB3 format:

Method 1: click SB3 file. For example, double click  Hello\_World to open it.



Method 2: Open Kidsblock. Click "file" to select "Load from your computer", and load an SB3 file on your computer.

