How to use Makeblock in Scratch

Distributed by

Makebl🌣ck

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Contents:

What is Scratch about?

Scratch is one of the drag and drop programming software contributed by MIT. It helps young people learn to think creatively, reason systematically, and work collaboratively — essential skills for life in the 21st century.

In Scratch's offline version, users can include some third party electronic modules in Scratch. Scratch is also completely free and available in more than 40 languages. You can use Scratch in Windows, Mac, and Linux OS.

Instructions:

Several programs have to be installed before start using Makeblock electronic modules in Scratch. First, install Adobe Air and Scratch offline. Then get the latest version of Makeblock library before fire up the ScratchApp code to Meduino. Finally, download and install the Makeblock application.

1. **Install Adobe Air and Scratch offline.**

   Make sure you already **install Adobe Air** before install Scratch offline. If not, please download it as below:

   For **Window**:

   http://get.adobe.com/air/

   For **Mac**:

   http://airdownload.adobe.com/air/mac/download/2.6/AdobeAIR.dmg

   For **Linux**:

   http://airdownload.adobe.com/air/lin/download/2.6/AdobeAIRInstaller.bin

   After install this Adobe Air, **download Scratch offline and install** it.
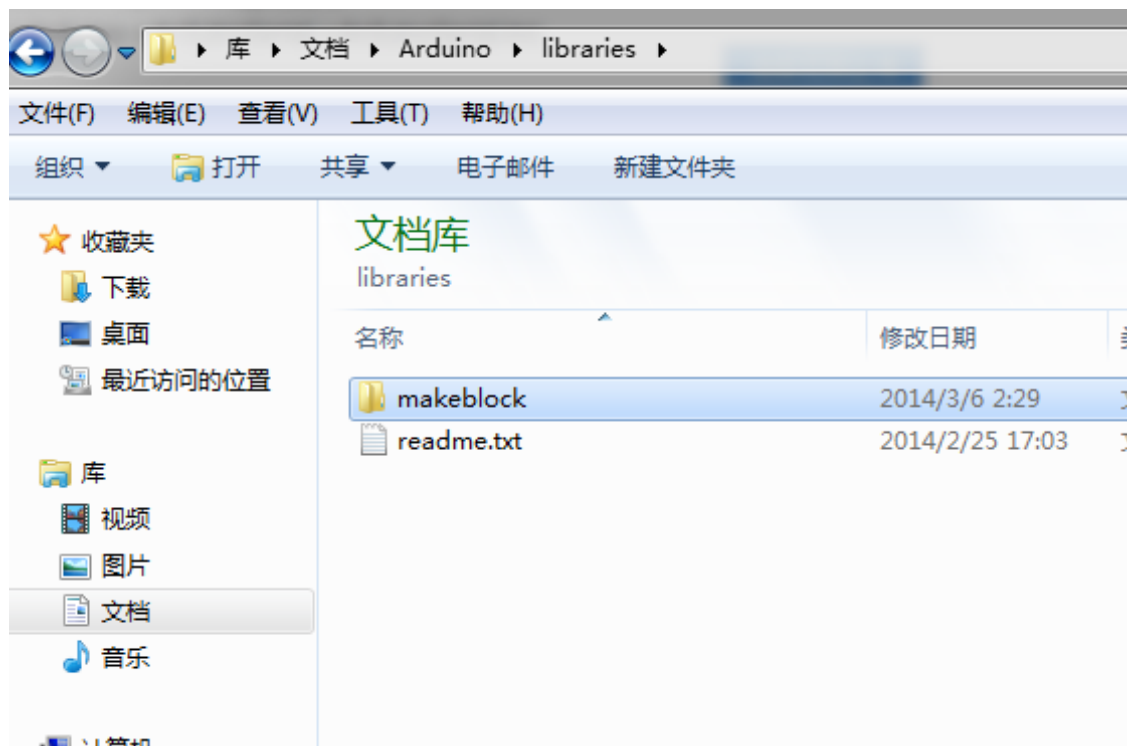   http://cdn.scratch.mit.edu/scratchr2/static/sa/Scratch.air

2. **Get the latest version of Makeblock library**

   This is the directory of your Makeblock library: **"My Computer" -> "Documents" -> Arduino -> Libraries -> makeblock**.

   If it is different from the one in the Github account of Makeblock, please download the Makeblock library from this link.
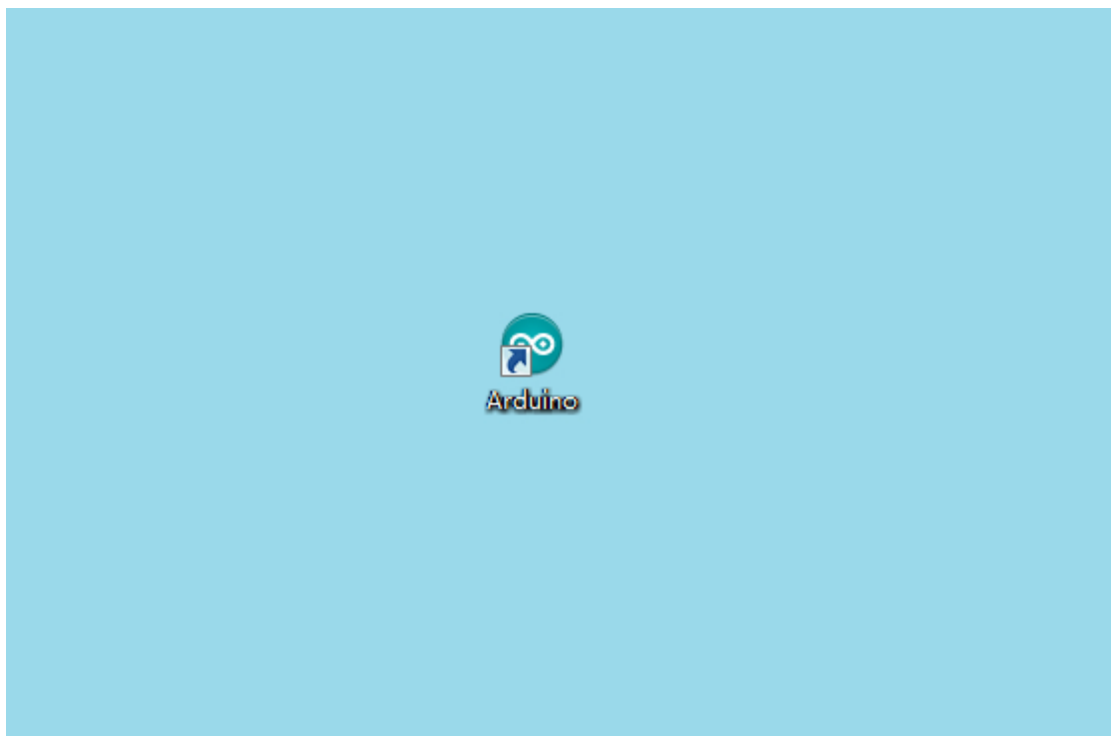   https://github.com/Makeblock-official/Makeblock-Library/archive/master.zip

   Copy and paste or just **unzip** this file shown in the picture below to your: **"My Computer" -> "Documents" -> Arduino -> Libraries**
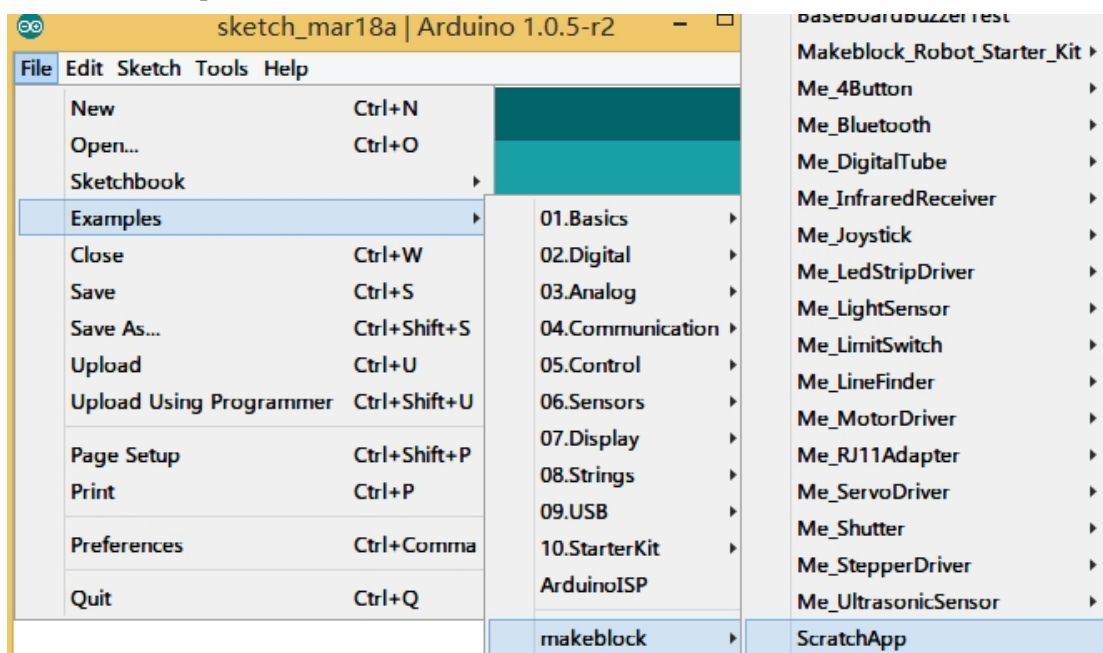
3. **Upload the Makeblock "ScratchApp" to Meduino or Me-Baseboard**

Open Arduino softeware on desktop.

As shown in the picture below, click **File->Examples->makeblock->ScratchApp**

Upload the **ScratchApp program** to **Meduino** or **Me-BaseBoard**. If you are **not familiar** with this, please go to this website for more information on how to upload program.

http://wiki.makeblock.cc/index.php/Makeblock_Robot_Starter_Kit#Programming

4. **Install Makeblock application for Scratch**

Download the following zip file:
https://github.com/Makeblock-official/Makeblock-Help-App-For-Scratch-Offline/archive/master.zip

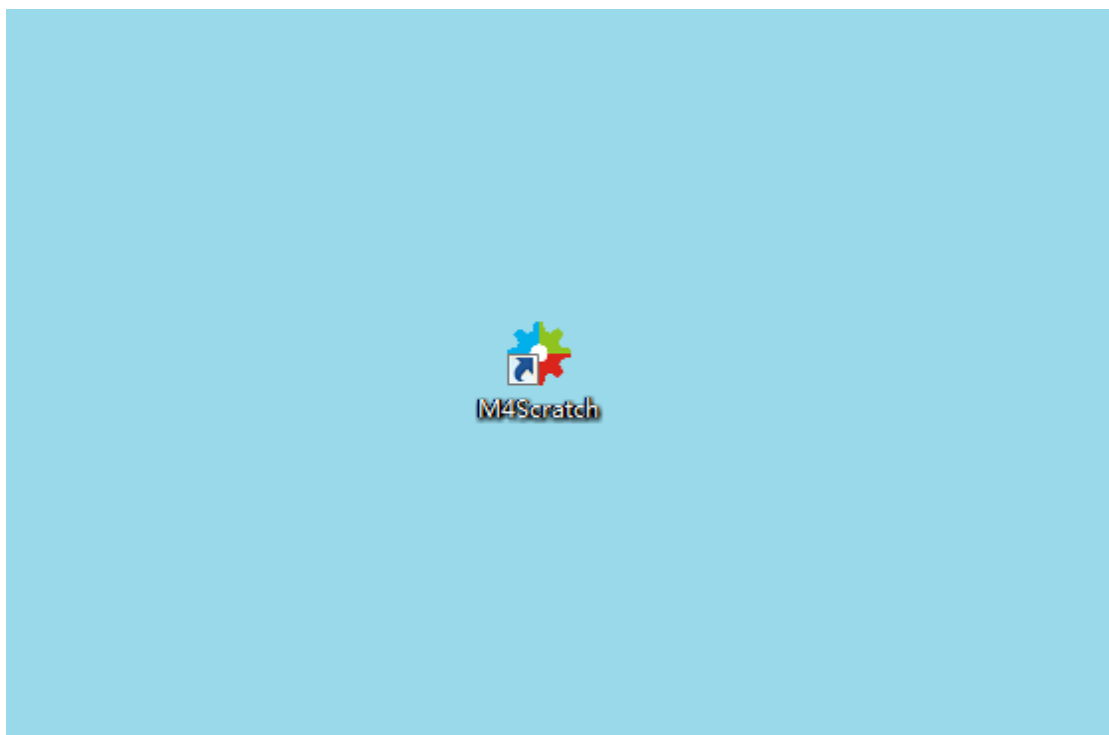**Unzip** the Makeblock zip file.
In the unzipped file "Makeblock-Help-App-For-Scratch-Offline-master", find the **installation file** that is suit for your OS.
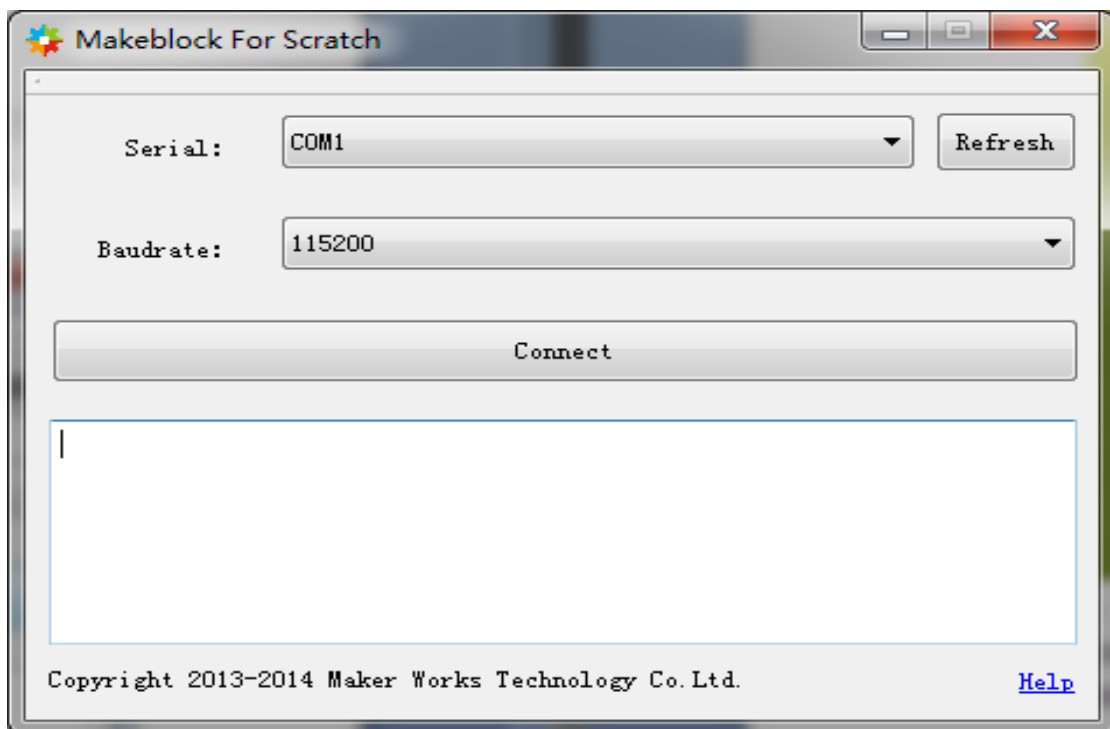
For example, for Windows user:
Makeblock-Help-App-For-Scratch-Offline-master -> Windows -> Setup_en.exe

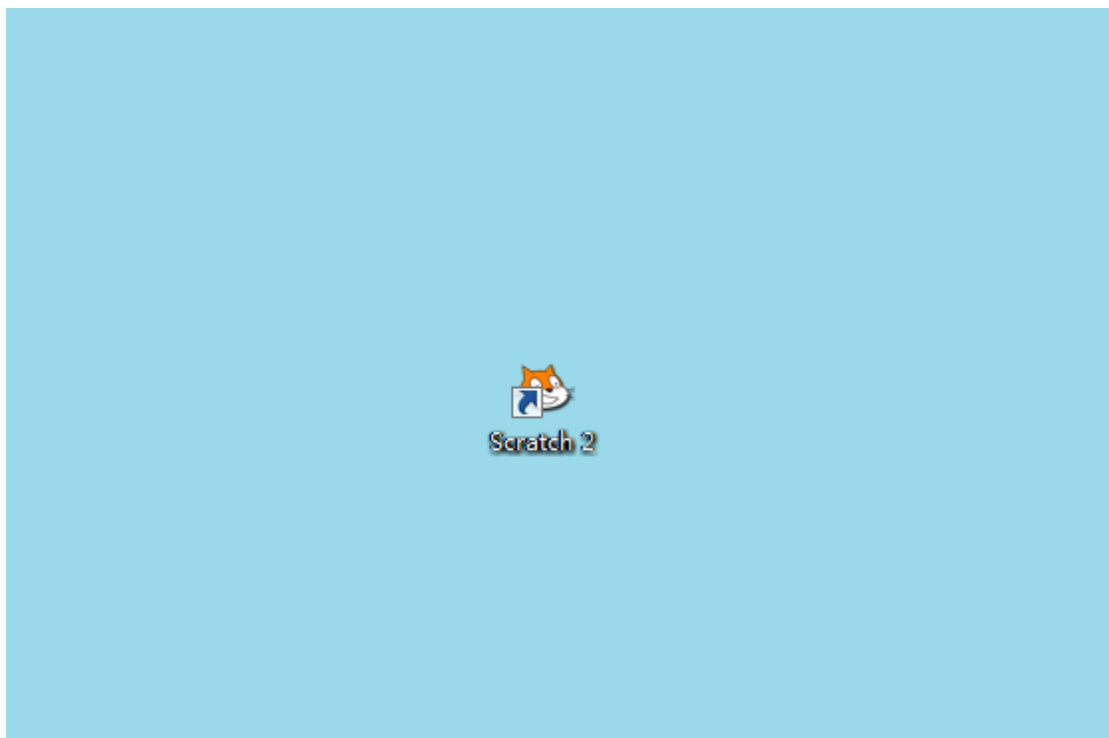| 名称	修改日期	类型	大小
Arduino	2014/3/8 15:33	文件夹	
Example	2014/3/8 15:33	文件夹	
Extension	2014/3/8 15:33	文件夹	
Locale	2014/3/8 15:33	文件夹	
MacOS	2014/3/8 15:33	文件夹	
Windows	2014/3/8 15:34	文件夹	
README.md	2014/3/10 10:46	MD 文件	2
Scratch中Makeblock的安装使用方法_...	2014/3/10 10:43	Adobe Acrobat ...	534

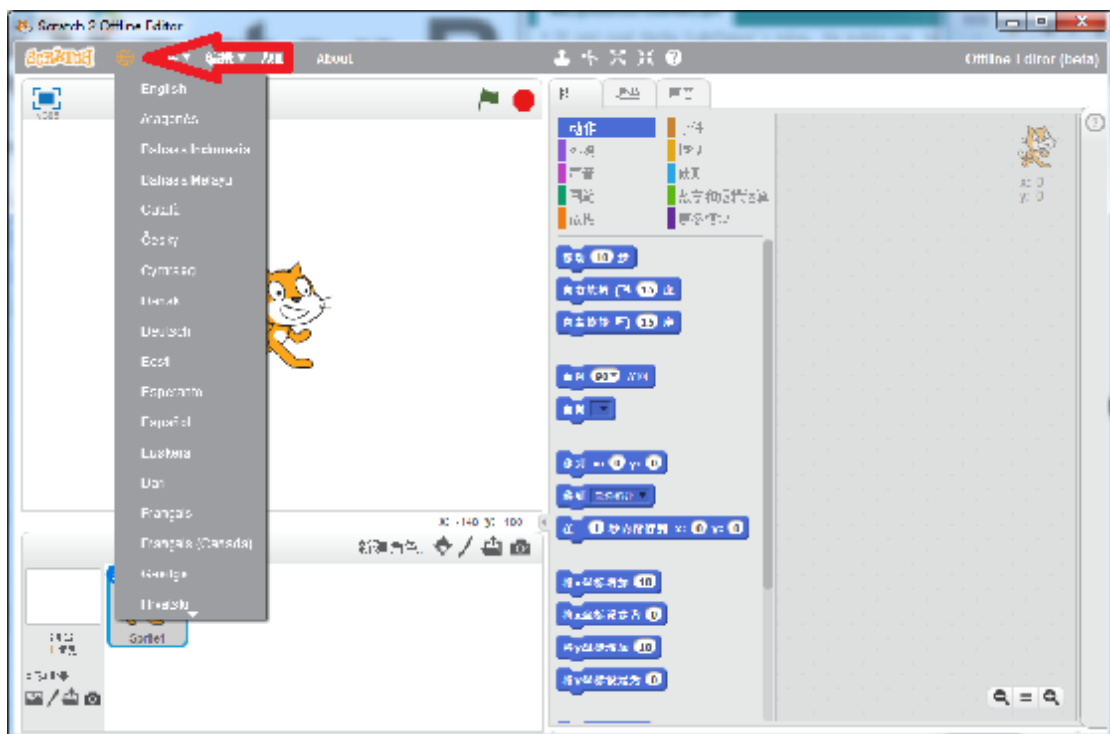**Open** the Makeblock for Scratch program **"M4Scratch"**

Choose the corresponding Makeblock or Baseboard **serial port** as well as the **baud rate** at **115200**. Then **click "Connect"**. **Make sure this program is still on when using Scratch.**
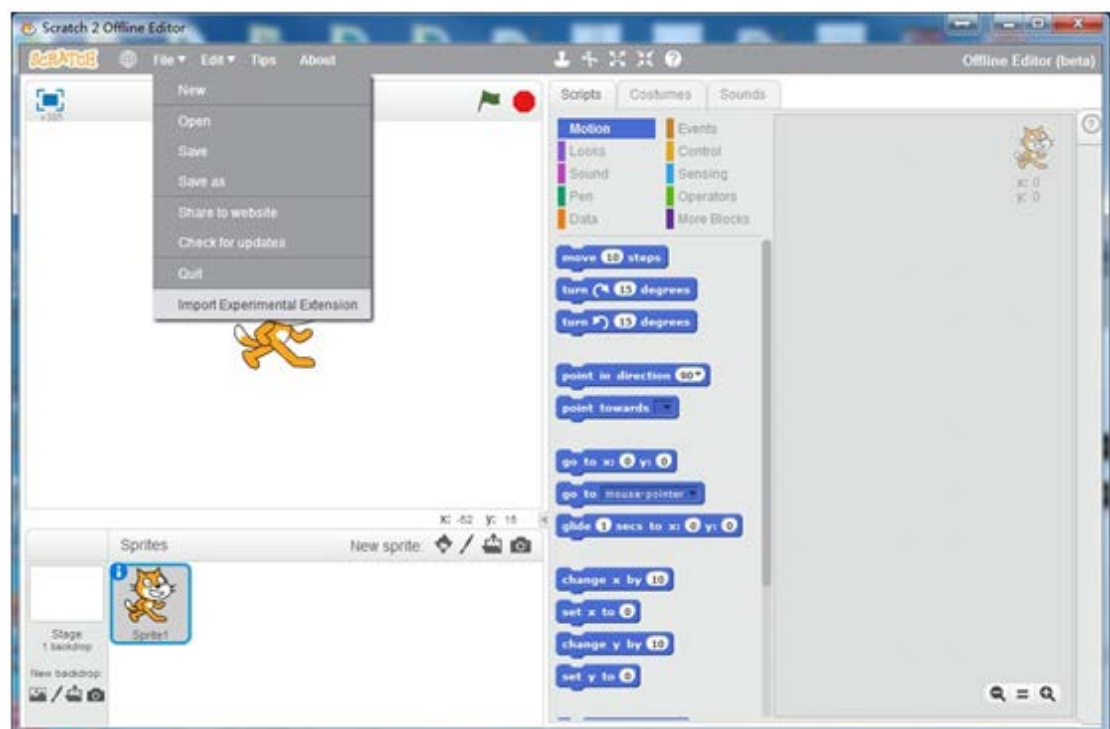
On your desktop, **open Scratch 2**

For different **language**, choose here.

Press "Shift" key on your keyboard and **left click "File"** on top left of Scratch to import electronic modules from Makeblock. Choose **Import Experimental Extension** as picture shown below.
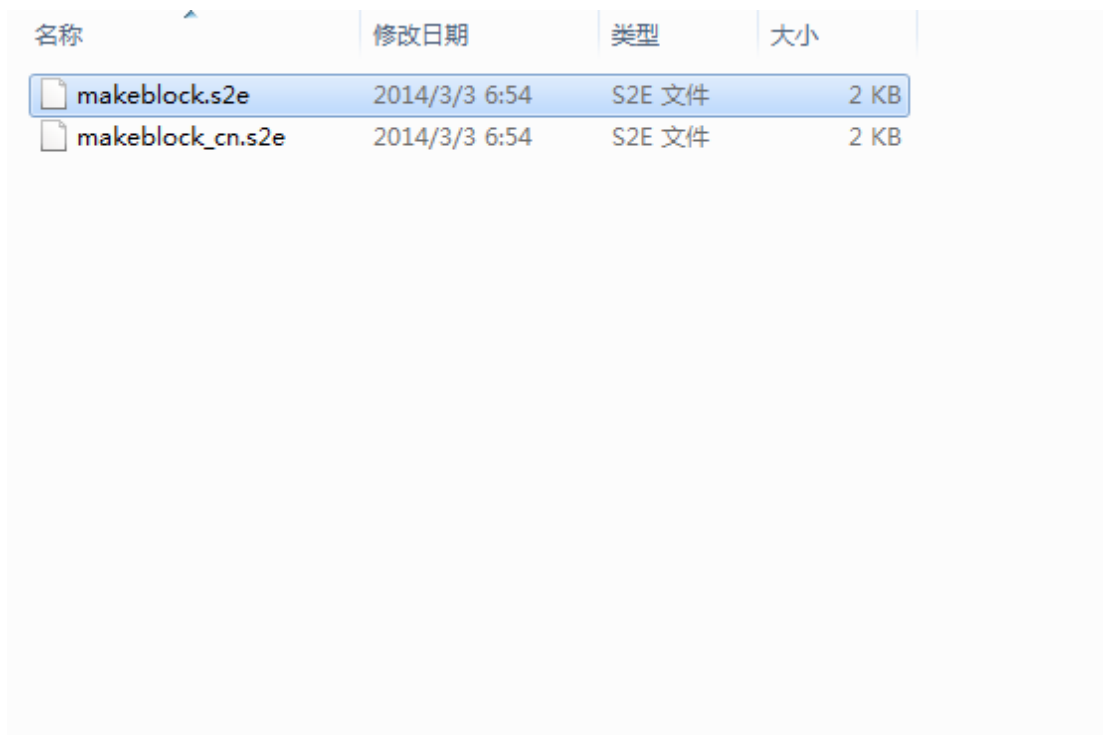

Find the file downloaded "Makeblock-Help-App-For-Scratch-Offline-master".
Under this directory to find the electronic modules:
Makeblock-Help-App-For-Scratch-Offline-maste->Extension

Note: You don't need to worry about importing the wrong file. You can always **press Shift** and **click File** to import a new one.

As the picture shown below, **click "More Blocks"**. Makeblock electronic modules will be shown in your Scratch page. Now you can start your drag and drop programming experience in Scratch! Let's get it started!