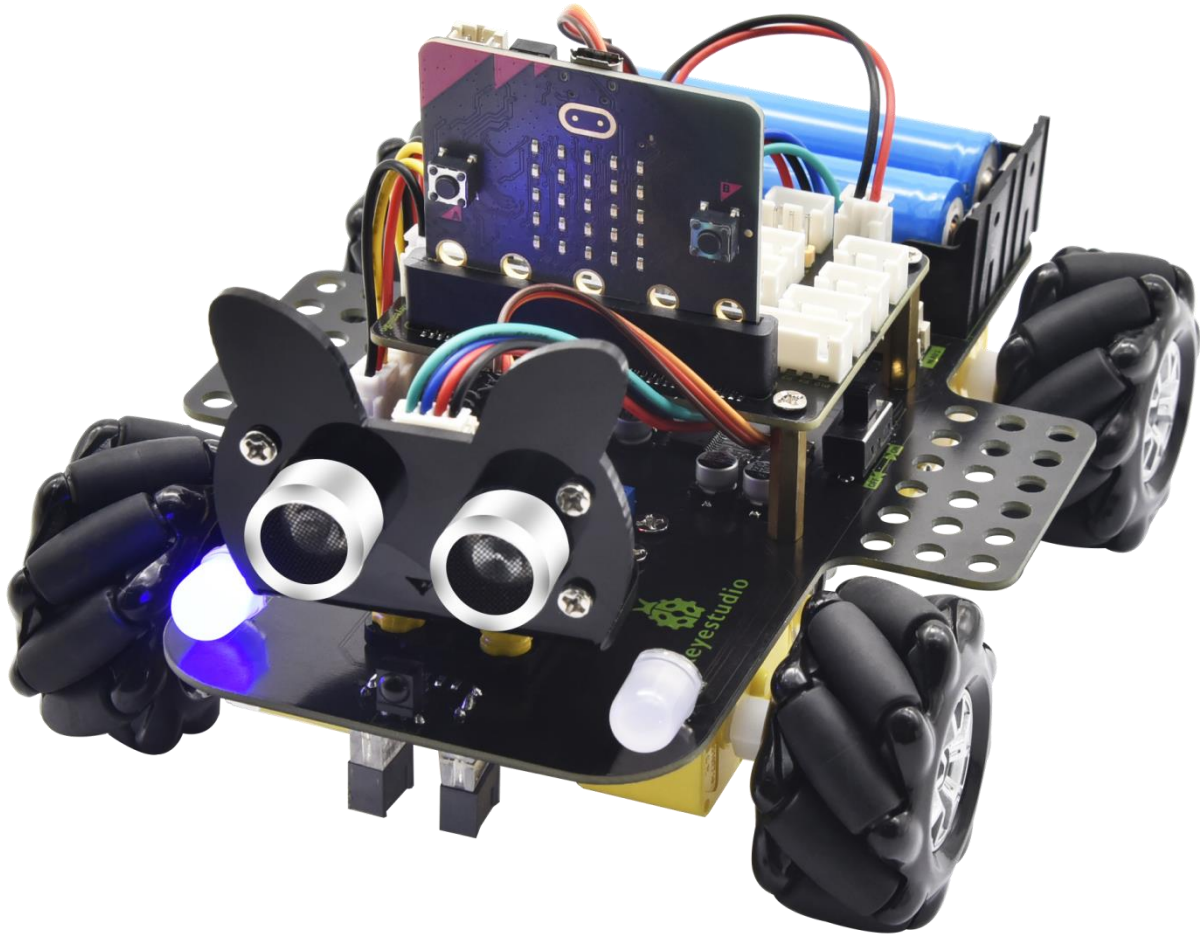




Keystudio 4WD Mecanum Robot Car

(Makecode)



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1. Introduction

Have you wondered to learn programming or have your own programming robot? Nowadays, programming has developed to a lower age group, and it will be a trend for everyone to be able to program thanks to the spread of simple graphical programming platforms, from micro:bit to Arduino and Raspberry Pi. Maybe you haven't heard of them before. It doesn't matter because with the help of this product and tutorial, you can easily install a multi-functional programming car and experience the fun of being a maker.

Micro:bit is a highly integrated microcontroller of powerful functions and small size. It is very suitable to be applied in STEAM education for its functions to make robots, wearable devices and electronic interactive games via the combination of code programming and graphical programming.



This Keyestudio 4WD Mecanum Robot Car is a smart DIY car specially designed for micro:bit. The smart car kit consists of a car body with extended functions, a PCB base plate with integrated motor drive sensors, 4 decelerating DC motors, Mecanum wheels, various modules and sensors and acrylic boards. Therefore, you can easily assemble a cool Mecanum wheel 4WD smart car by yourself, and then use Microsoft's online graphical programming platform Make Code to program the micro:bit control board to control the car. In the process, you can not only experience the fun of creation but enhance hands-on ability and learn programming skills as well.

MakeCode for micro:bit is the most widely used graphical programming environment on the micro:bit official website. It is based on the graphical programming environment developed by Microsoft's open source project MakeCode. This graphical programming can also be converted to code languages, python and javascript language. This combination makes learn programming easy. At the same time, MakeCode programming can be simulated or programmed for actual electronic components.

For your convenience, source code has been provided in every project, as well as code programming steps and code explanation in details. Hope you can better understand them.



2. Description

This product is a smart car based on Micro:bit. It boasts multiply functions including ultrasonic sound following, line tracking, infrared control and Bluetooth control. It comes with a passive buzzer which is able to play music, 4 WS2812RGB LEDs to display different colors, 2 colorful lights to make direction lights for the car. This product uses two 18650 lithium batteries for power supply.

When installing and disassembling the battery, please pay attention to the positive and negative poles of the battery, and be sure not to reverse the them. By the way, the motor speed of this product is adjustable.

In order to provide you with better experience, corresponding documents about installation and test code are also provided.


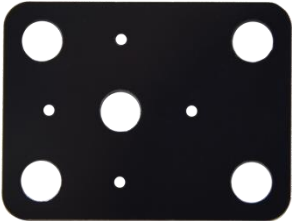

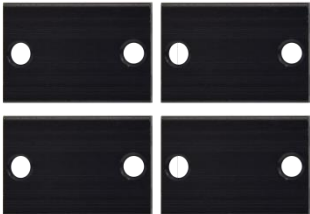
3.Parameters

- ◆ Connector port input: DC 6V---9V
- ◆ Operating voltage of drive board system: 5V
- ◆ Standard operating power consumption: about 2.2W
- ◆ Maximum power: Maximum output power is 12W
- ◆ Motor speed: 200RPM/1min
- ◆ Working temperature range: 0-50°C
- ◆ Size: 120*120*120mm
- ◆ Environmental protection attributes: ROHS



Note: working voltage of micro:bit is 3.3V, driver shield integrates 3.3V/5V communication conversion circuit.

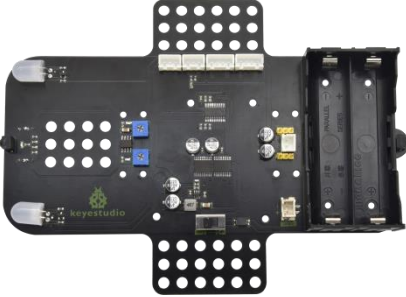




4.Kit List

#	Picture	Components	Quantity
1		KS0511 Acrylic Board T=3mm	1
2		Acrylic Board with Lego Holes T=3mm	1
3		4.5V Motor	4
4		23*15*5MM Fixing Board	4




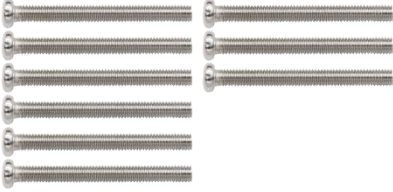




5		Servo	1
6		Mecanum Wheels	4
7		Keyestudio Micro:bit IO Port Expansion Sensor Shield With Level Conversion	1
8		Micro:bit Main Board V2.0 with Package for KS4031	1
		Micro:bit Main Board V2.0 for KS4032	0



9		Keyestudio Driver Board	1
10		M3*20MM Dual-pass Copper Pillar	4
11		4265c Lego Part	4
12		43093 Lego Part	4
13		Acrylic Gasket Six in One Pack	1



14		M3*6MM Round Head Screw	18
15		Keyestudio Ultrasonic Module	1
16		M3 Nickle-plated Nut	14
17		M3*30MM Round Head Screw	9
18		M2 Nickle-plated Nut	3
19		M2*8MM Round Head Screw	3



20		M3*8MM Round Head Screw	5
21		Remote Control (without batteries)	1
22		Plastic String 3*100mm	5
23		USB Cable	1
24		HX-2.54 2P DuPont Wire 100mm	1
25		HX-2.54 4P DuPont Wire 50mm	2
26		XH2.54 4P DuPont Wire 160mm	1
27		XH2.54 3P DuPont Wire 50mm	2



28		3*40mm Screwdriver	1
29		M1.2*5mm Round Head Self-tapping Screw	6

5.Preparations:

5.1Background Information about Micro:bit

(1)What is Micro:bit?

Micro:bit is an open source hardware platform based on the ARM architecture launched by British Broadcasting Corporation (BBC) together with ARM, Barclays, element14, Microsoft and other institutions. The core device is a 32-bit Arm Cortex-M4 with FPU micro-processing.

Though it is just the size of a credit card, the Micro:bit main board is equipped with loads of components,including a 5*5 LED dot matrix, 2 programmable buttons, an accelerometer, a compass, a thermometer, a touch-sensitive logo and a MEMS microphone, a Bluetooth module of low energy, and a buzzer and others. Thus, it also boasts multiple functions.

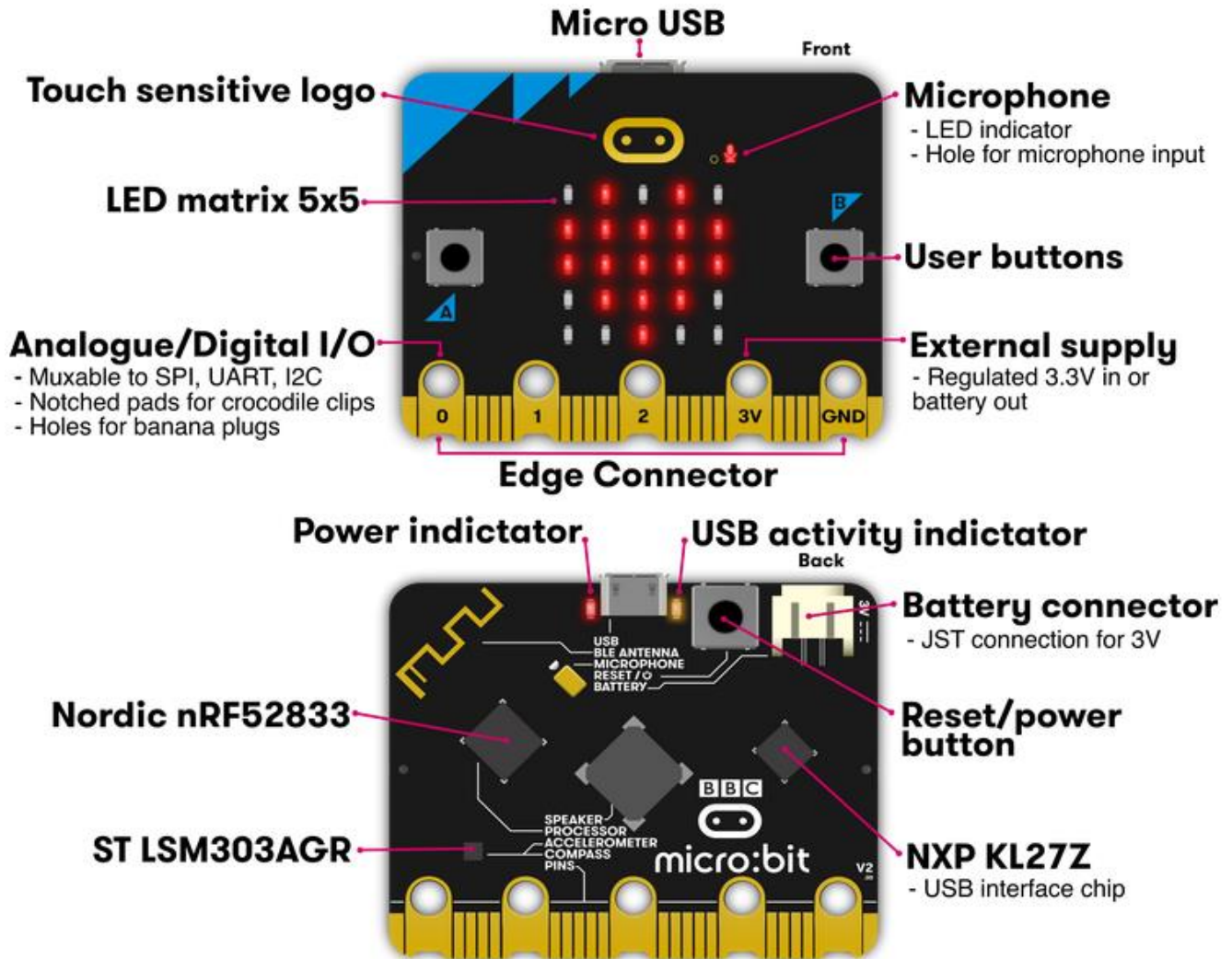
The buzzer built in the other side of the board makes playing all kinds of sound possible without any external equipment. The golden fingers and



gears added provide a better fixing of crocodile clips. Moreover, this board has a sleeping mode to lower power consumption of batteries and it can be entered if users long press the Reset & Power button on the back of it. It is capable of reading the data of sensors, controlling servos and RGB lights and attaching with a shield so as to connect with various sensors. It also supports a variety of codes and graphical programming platforms, and is compatible with almost all PCs and mobile devices. It has no need to install drivers. It is of high integration of electronic modules, and has a serial port monitoring function for easy debugging.

The board has found wide applications. It can be applied in programming video games, making interactions between light and sound, controlling a robot, conducting scientific experiments, developing wearable devices and make some cool inventions like robots and musical instruments, basically everything imaginable.

(2)Layout



For more information, please resort to following links :

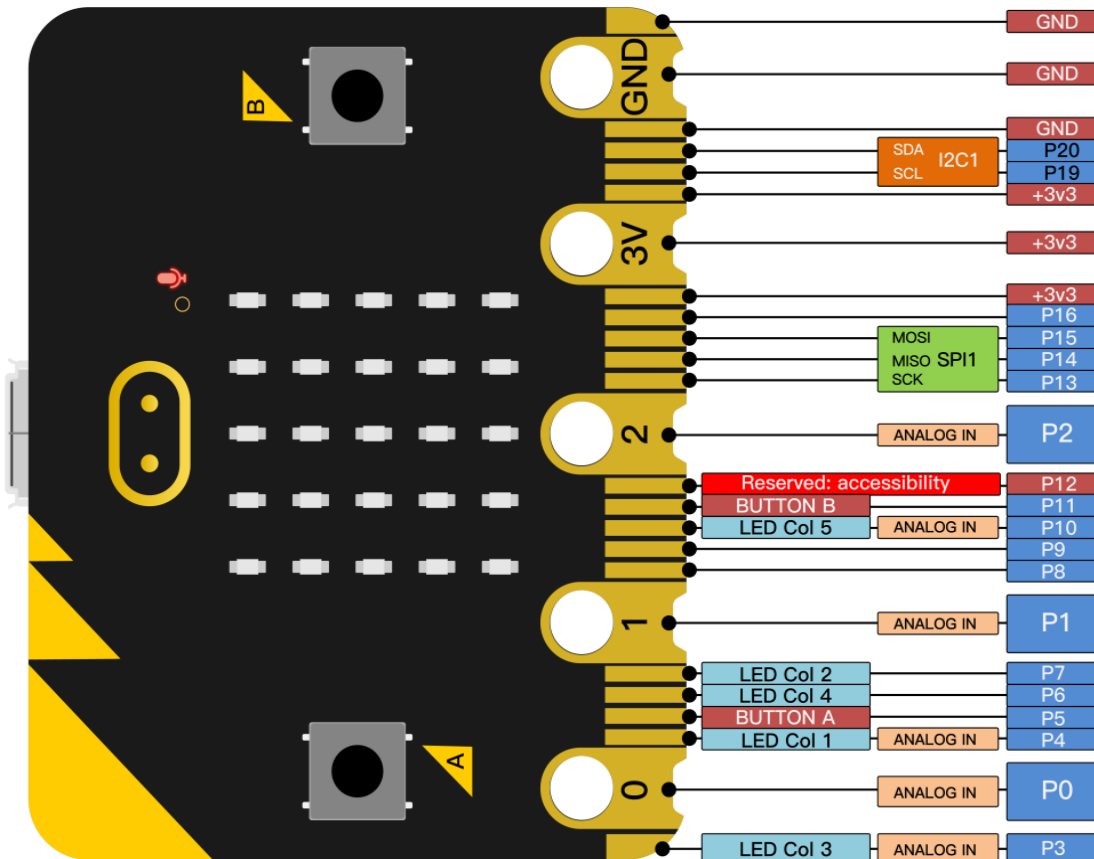
<https://tech.microbit.org/hardware/>

<https://microbit.org/new-microbit/>

<https://www.microbit.org/get-started/user-guide/overview/>

<https://microbit.org/get-started/user-guide/features-in-depth/>

(3) Pinout



The functions of pins:

GPIO	P0, P1, P2, P3, P4, P5, P6, P7, P8, P9, P10, P11, P12, P13, P14, P15, P16, P19, P20
ADC/DAC	P0, P1, P2, P3, P4, P10
IIC	P19 (SCL) , P20 (SDA)
SPI	P13 (SCK) , P14 (MISO) , P15 (MOSI)
PWM (used frequently)	P0, P1, P2, P3, P4, P10
PWM (not frequently used)	P5, P6, P7, P8, P9, P11, P12, P13, P14, P15, P16, P19, P20



Occupied	P3(LED Col3), P4(LED Col1), P5(Button A), P6(LED Col4), P7(LED Col2), P10(LED Col5), P11(Button B)
----------	---

Browse the official website for more details:

<https://tech.microbit.org/hardware/edgeconnector/>

<https://microbit.org/guide/hardware/pins/>

(4)Notes for the application of Micro:bit main board

a. It is recommended to cover it with a silicone protector to prevent short circuit for it has a lot of sophisticated electronic components.

b. Its IO port is very weak in driving since it can merely handle current less than 300mA. Therefore, do not connect it with devices operating in large current, such as servo MG995 and DC motor or it will get burnt.

Furthermore, you must figure out the current requirements of the devices before you use them and it is generally recommended to use the board together with a Micro:bit shield.

c. It is recommended to power the main board via the USB interface or via the battery of 3V. The IO port of this board is 3V, so it does not support sensors of 5V. If you need to connect sensors of 5 V, a Micro: Bit expansion board is required.



d. When using pins(P3, P4, P6, P7 and P10)shared with the LED dot matrix, blocking them from the matrix or the LEDs may display randomly and the data about sensors connected maybe wrong.

e. Pin 19 and 20 can not be used as IO ports though the Makecode shows they can. They can only be used as I2C communication.

f. The battery port of 3V cannot be connected with battery more than 3.3V or the main board will be damaged.

g. Forbid to operate it on metal products to avoid short circuit.

To put it simple, Micro:bit V2 main board is like a microcomputer which has made programming at our fingertips and enhanced digital innovation. And as for programming environment, BBC provides a website:





<https://microbit.org/code/>, which has a graphical MakeCode program easy for use.

5.2.Install Micro:bit driver

Micro:bit is free of driver installation. However, in case your computer fail to recognize the main board, you can install the diver too.



Just enter the link <https://fs.keyestudio.com/KS4031-4032>

to download the driver file   mbed_usb_2020_x64_1212.exe of micro:bit in file folder   5. Microbit Driver Installation

6.Keyestudio 4WD Mecanum Robot Car

This chapter will introduce the function and structure of keyestudio 4WD Mecanum Robot Car. It is a programmable car based on BBC micro:bit. Driven by motors, it boasts a line tracking sensor and an infrared receiver integrated into the bottom plate, an ultrasonic sensor, servos ,2 colorful lights, 4 WS2812 RGB lights. The wiring is not complicated and it has Lego jacks to facilitate connection with other peripheral devices. Abundant hardware resources will enable you to master more knowledge and skills, so that you can use your imagination to create more technological inventions.

6.1.Basic Information about Keyestudio 4WD Mecanum Robot Car

This car can help you to better learn to use Micro:bit and obtain electronic knowledge.

Components: an ultrasonic sensor, servos ,2 colorful lights, 4 WS2812 RGB



lights 4 decelerating DC motors, Mecanum wheels,

Sensor	Colorful light	Decelerating DC motor	Servo	Ultrasonic sensor	Line Tracking Sensor	Infrared Receiver	WS2812 RGB light	Power switch
#	2	4	1	1	1	1	4	1

Note: the line tracking sensor, WS2812 RGB lights and infrared receiver servo are integrated in the base.

Pins:

Pin on Micro:bit	Sensors of the keystudio 4WD Mecanum Robot Car
P1 P2	Line Tracking Sensor
P14	Servo
P8	4 ↑ WS2812RGB Lights
P9	Infrared Receiver
P15P16	Ultrasonic Sensor

Power supply and Battery


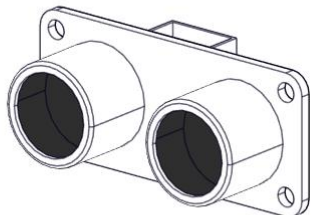


The keystudio 4WD Mecanum Robot Car is powered by two 18650 batteries. The battery holder of the car is compatible with any type of 18650 lithium battery (rechargeable). You can use a universal battery



charger to charge the 18650 lithium battery.

Please note: This product does not contain batteries.

6.2. the Installation of keystudio 4WD Mecanum Robot Car

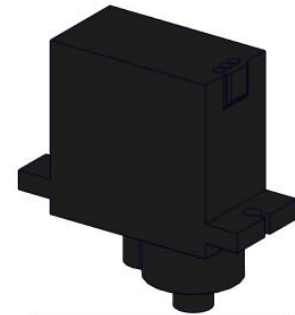
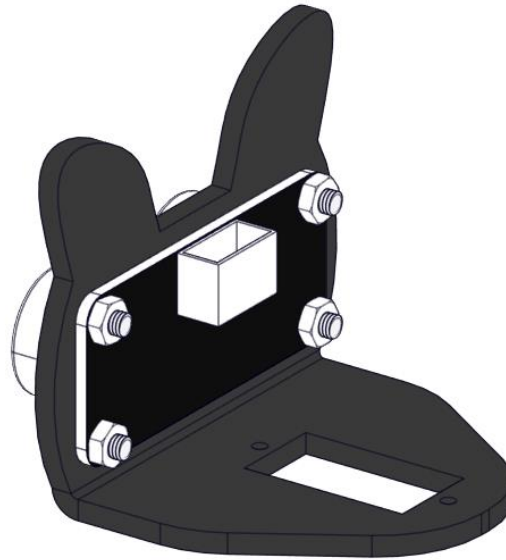
Part 1	
Components Needed	<div style="display: flex; justify-content: space-around;"><div style="text-align: center;"><p>Acrylic Boards ×1</p></div><div style="text-align: center;"><p>Ultrasonic Sensor ×1</p></div></div> <div style="display: flex; justify-content: space-around; margin-top: 20px;"><div style="text-align: center;"><p>M3*8MM Round-head screws ×4</p></div><div style="text-align: center;"><p>M3 Nuts ×4</p></div></div>



<p>Installation Diagram</p>	<p>M3 Nuts</p> <p>M3*8MM Round-head screws</p>
<p>Prototype</p>	
<p>Part 2</p>	



Components
Needed



Keyestudio Servo

× 1



M2*8MM Round-head screws

× 2

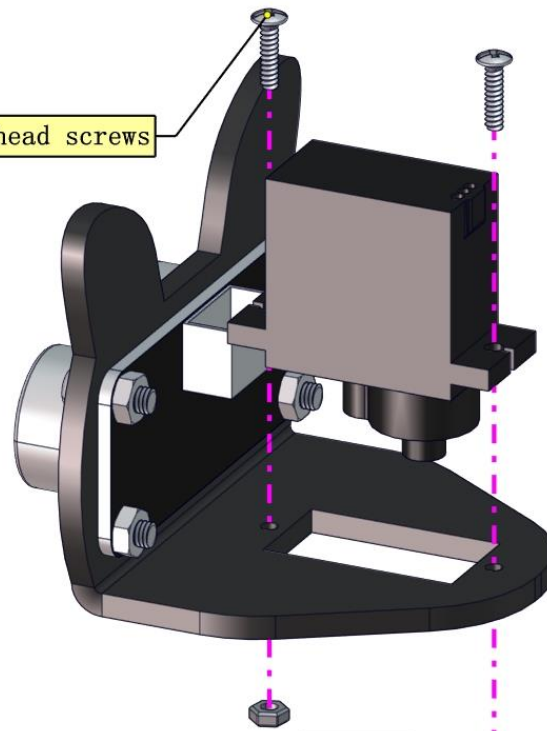


M2 Nuts

× 2

Installation
Diagram

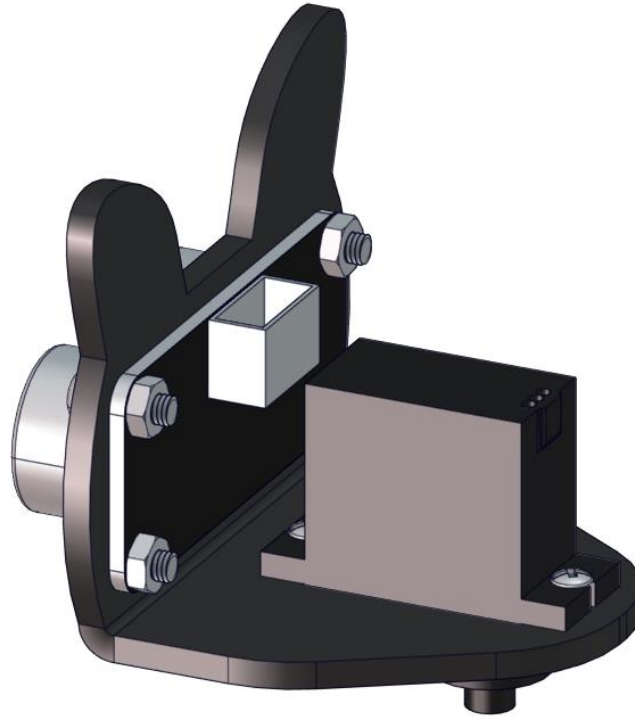
M2*8MM Round-head screws



M2 Nuts

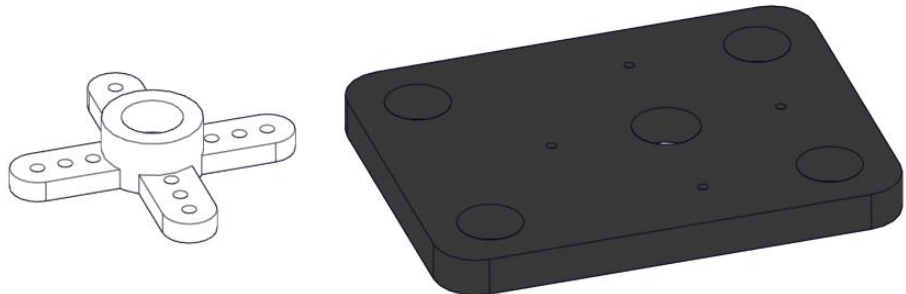

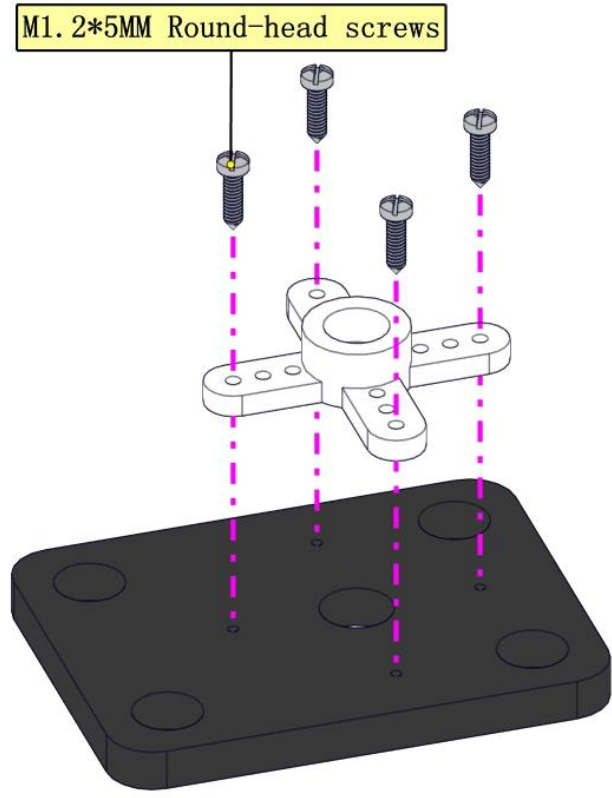


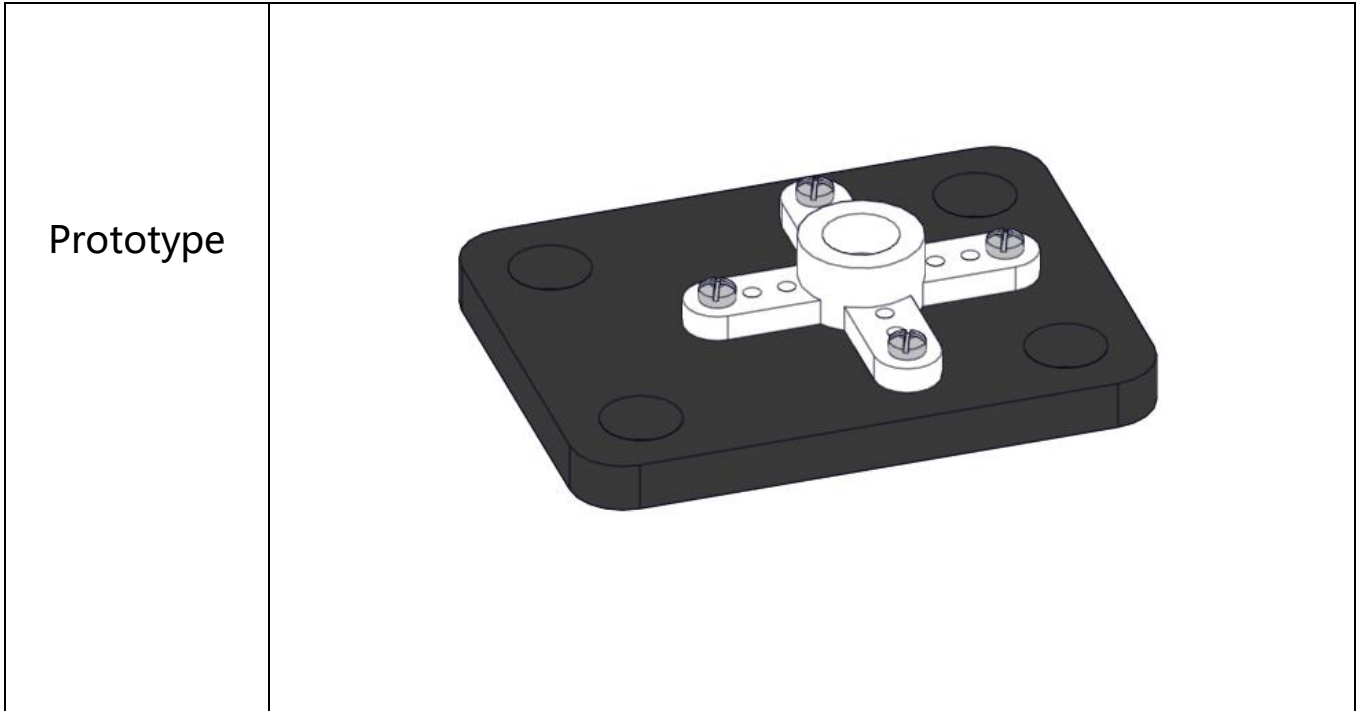
Prototype



Part 3



<p>Components Needed</p>	 <p>Control horn(belong to servo) ×1</p> <p>Acrylic Boards ×1</p>  <p>M1. 2*5MM Round-head screws ×4</p>
<p>Installation Diagram</p>	 <p>M1. 2*5MM Round-head screws</p>

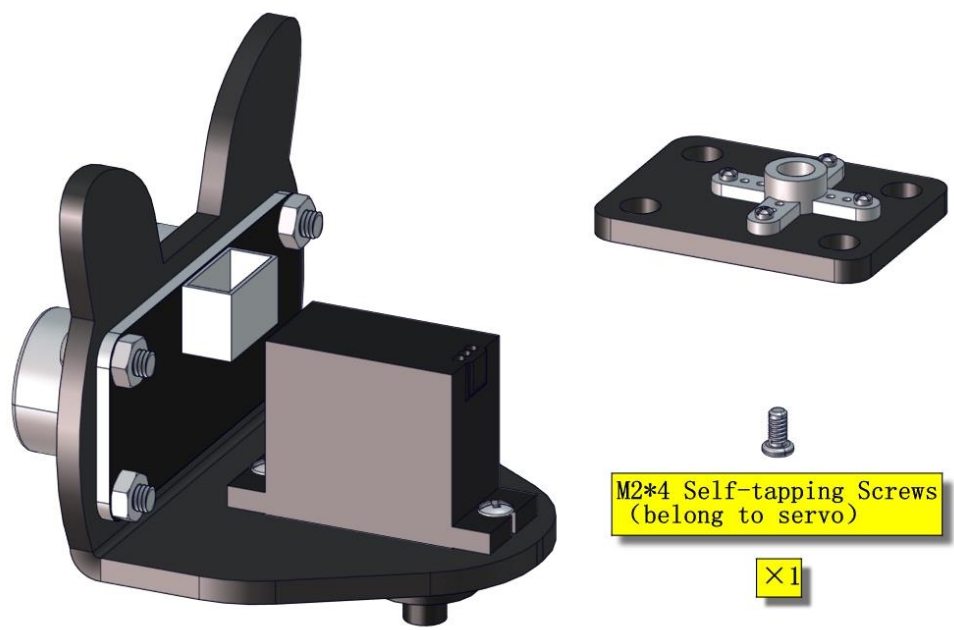
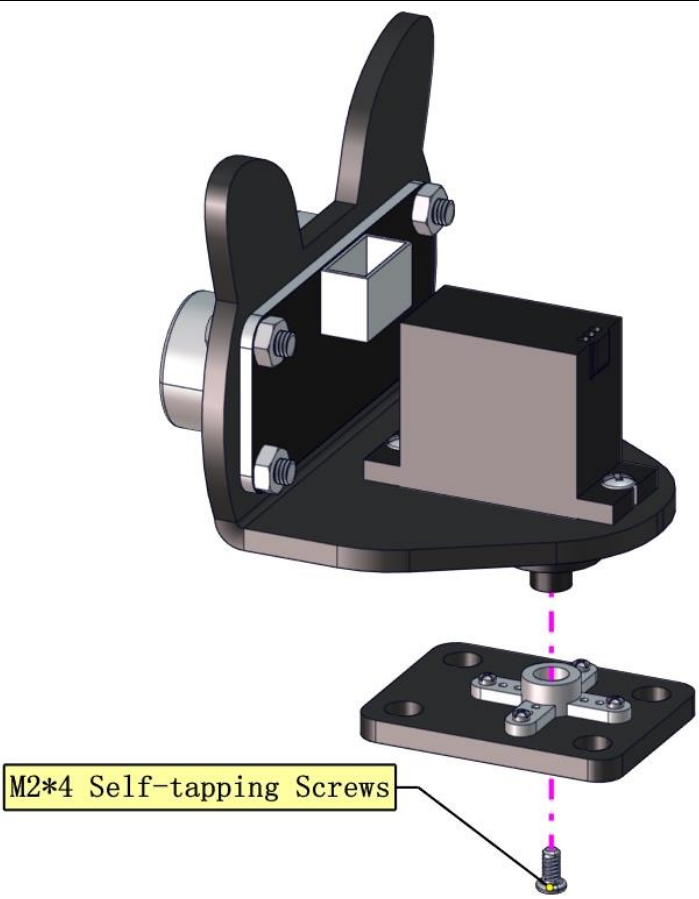


Part 4 (adjust the angle of the servo first)

Adjust the angle of the servo to 90 degrees according to the test code in project 8.15

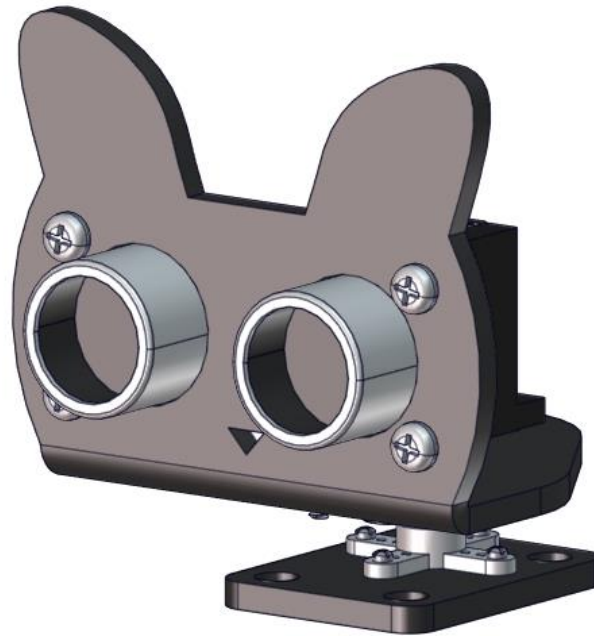




<p>Components Needed</p>	 <p>M2*4 Self-tapping Screws (belong to servo)</p> <p>x1</p>
<p>Installation Diagram (mind the installation direction)</p>	 <p>M2*4 Self-tapping Screws</p>

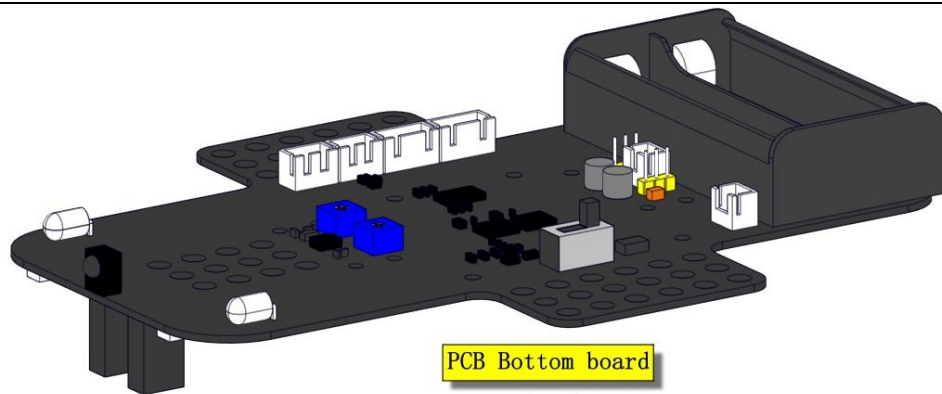


Prototype



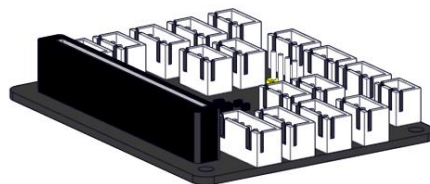
Part 5

Components
Needed



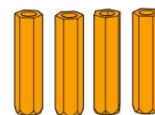
PCB Bottom board

×1



Micro:bit Expansion Board

×1



M3*20MM Dual-pass
Copper Pillar

×4

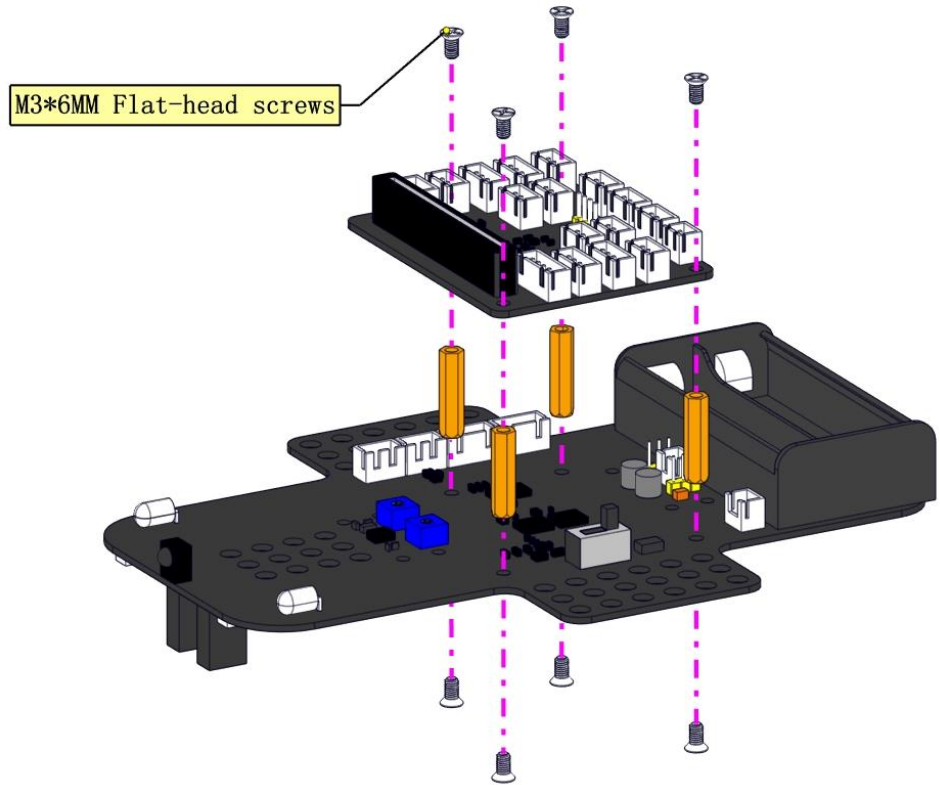


M3*6MM Flat-head screws

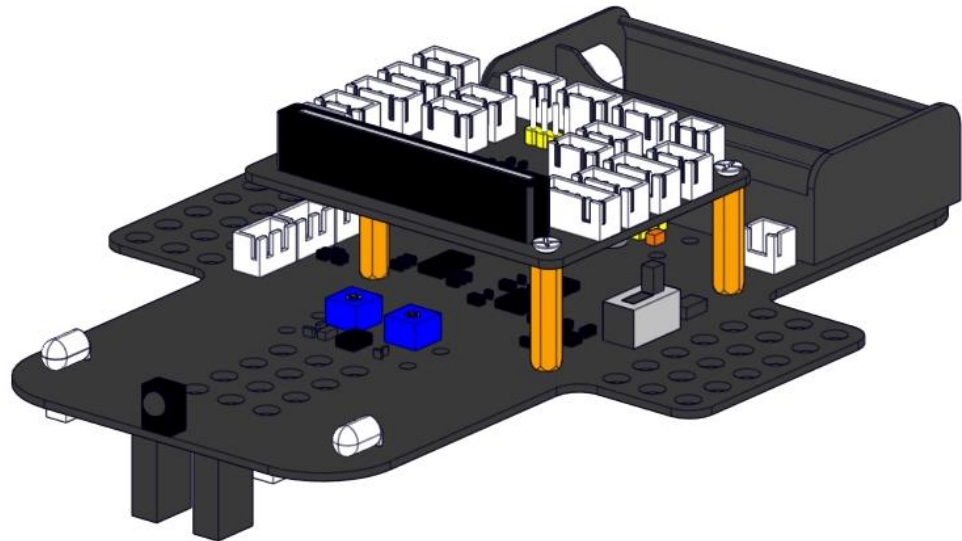
×8



Installation
Diagram



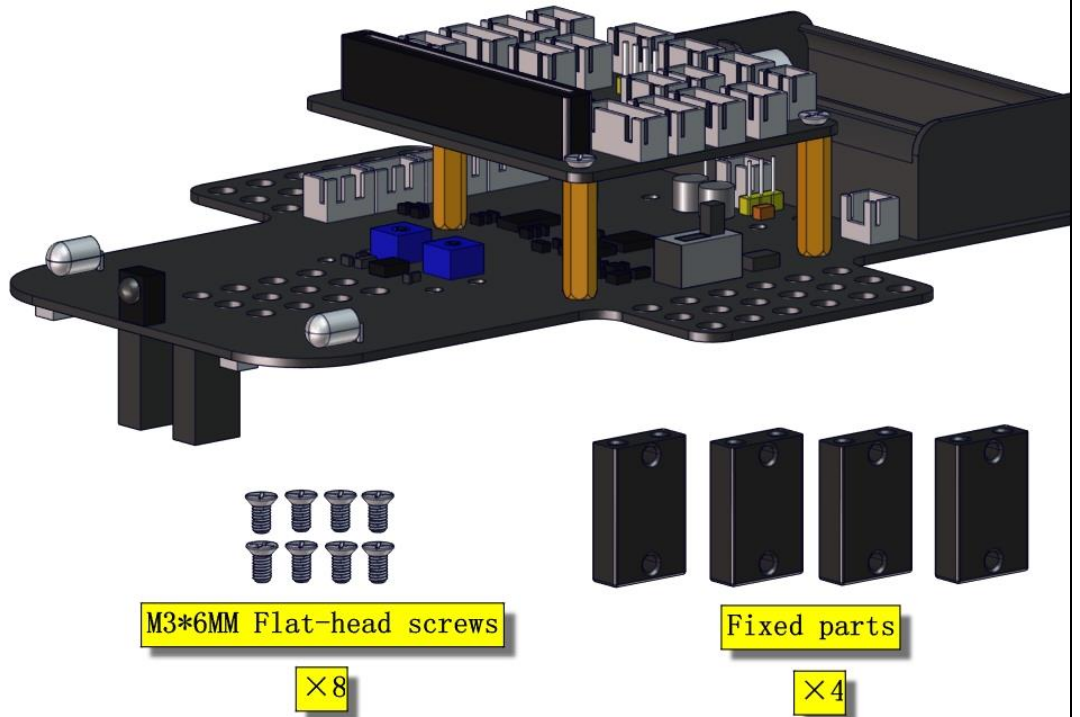
Prototype



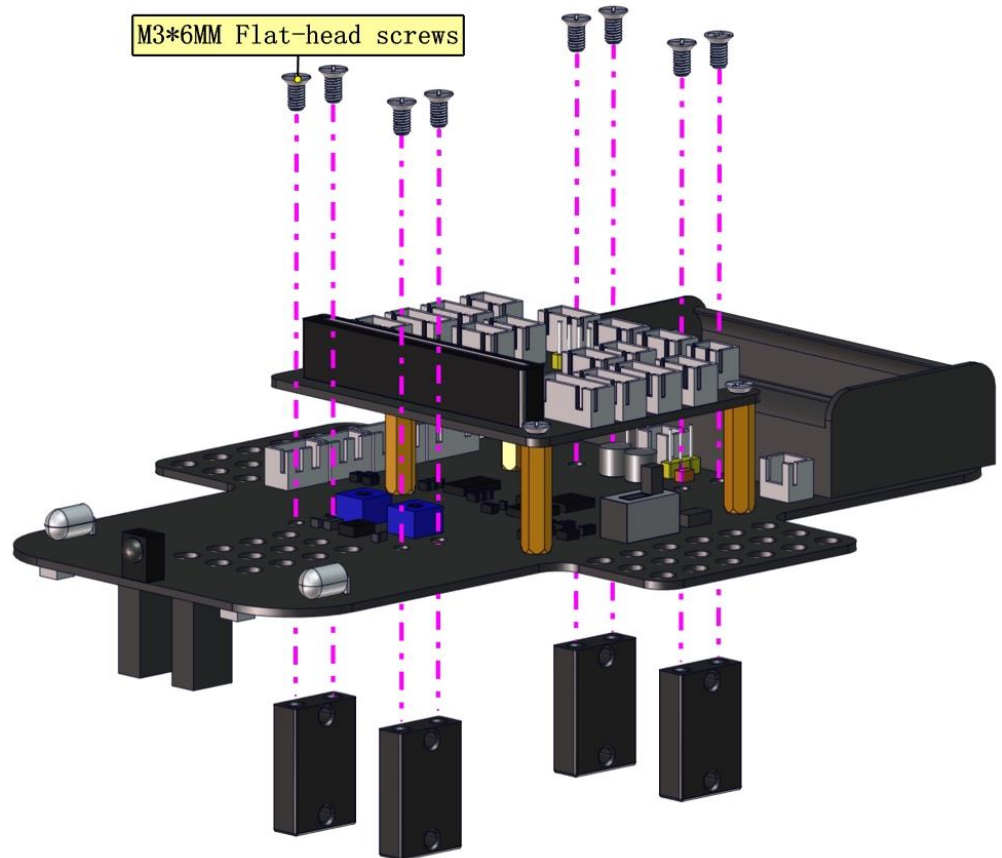
Part 6



Components
Needed

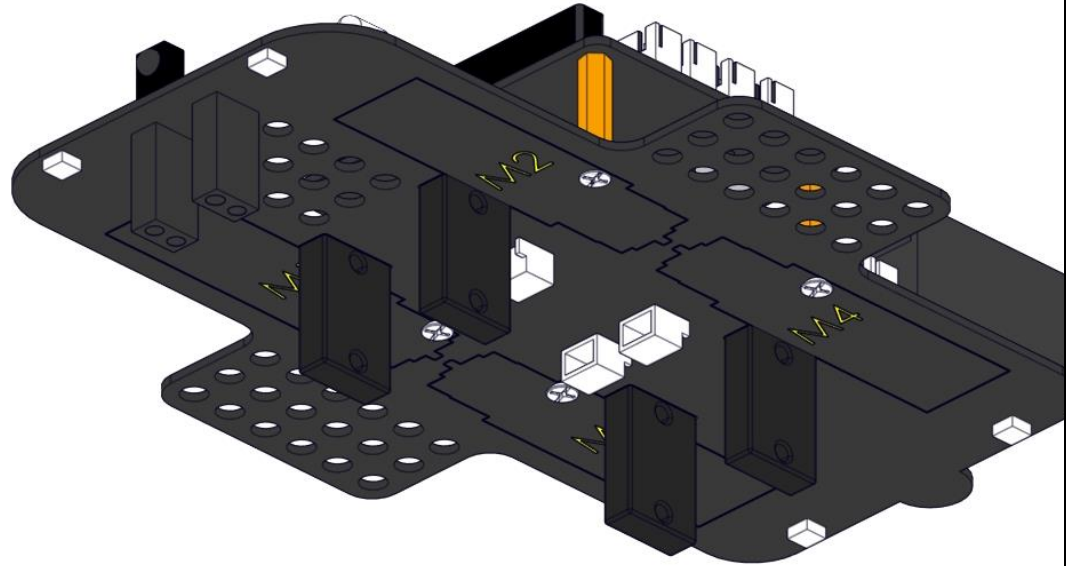


Installation
Diagram



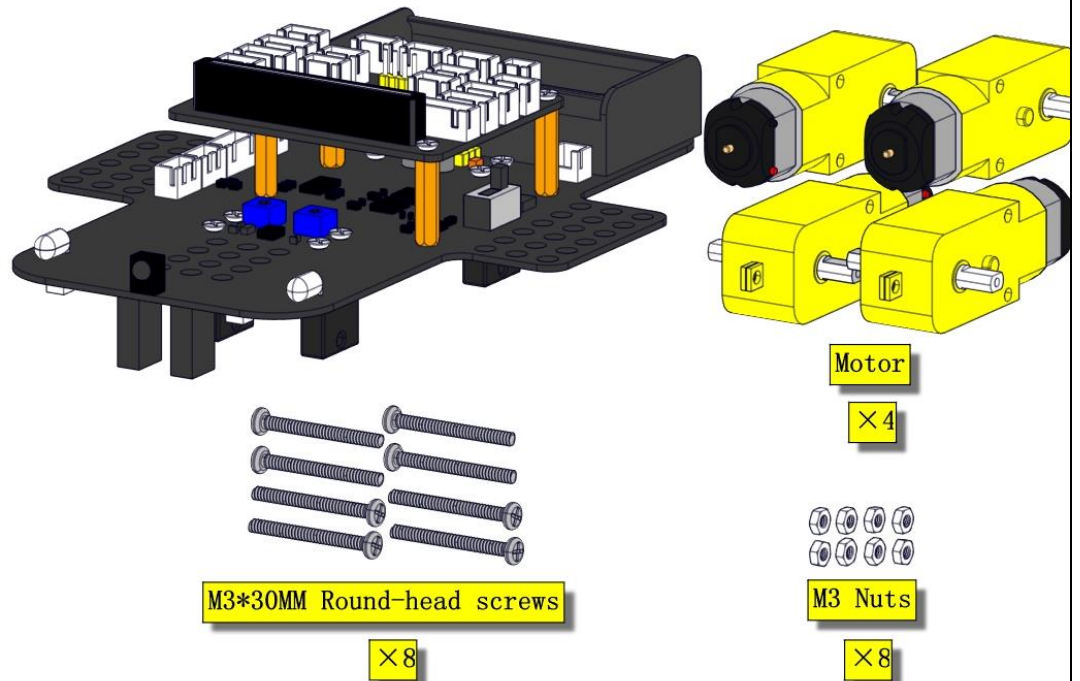


Prototype



Part 7

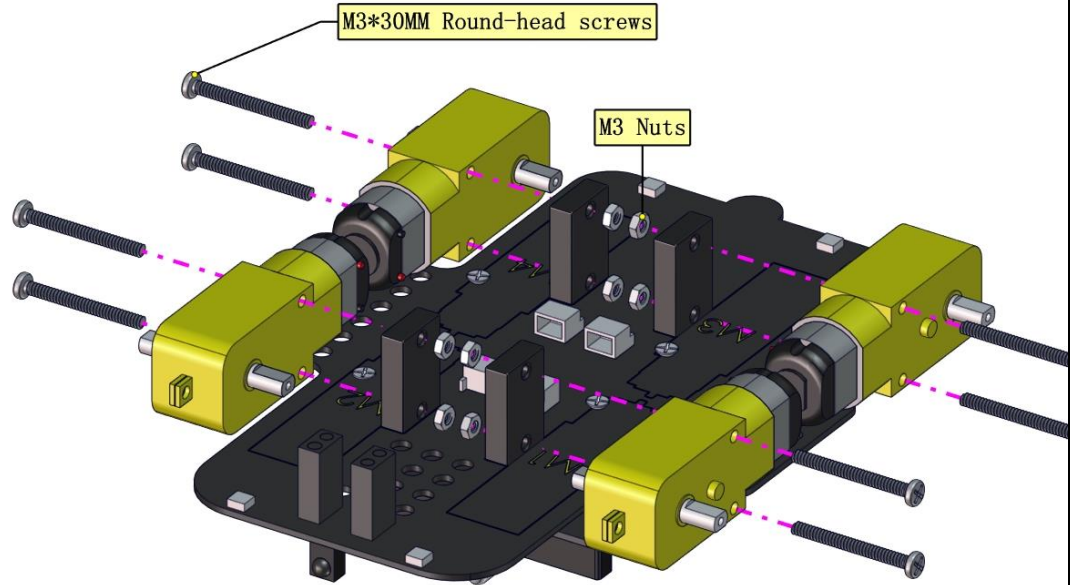
Components
Needed



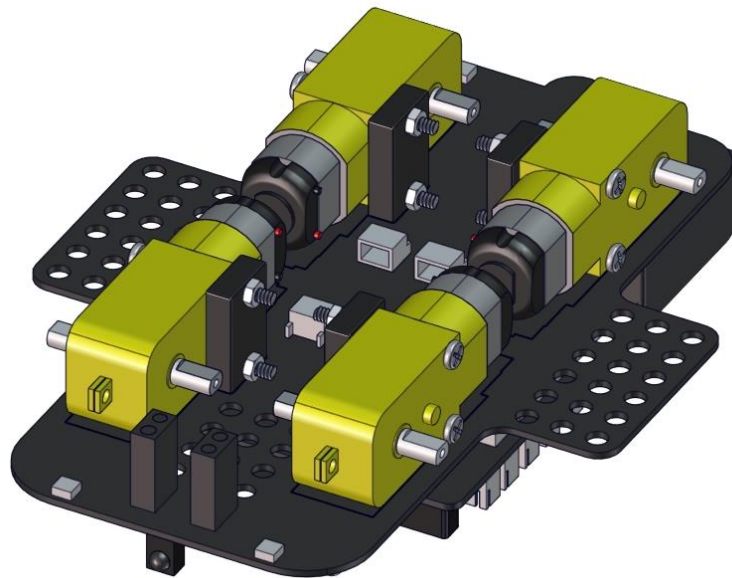


Installation
Diagram

(mind the
direction of
the motor)



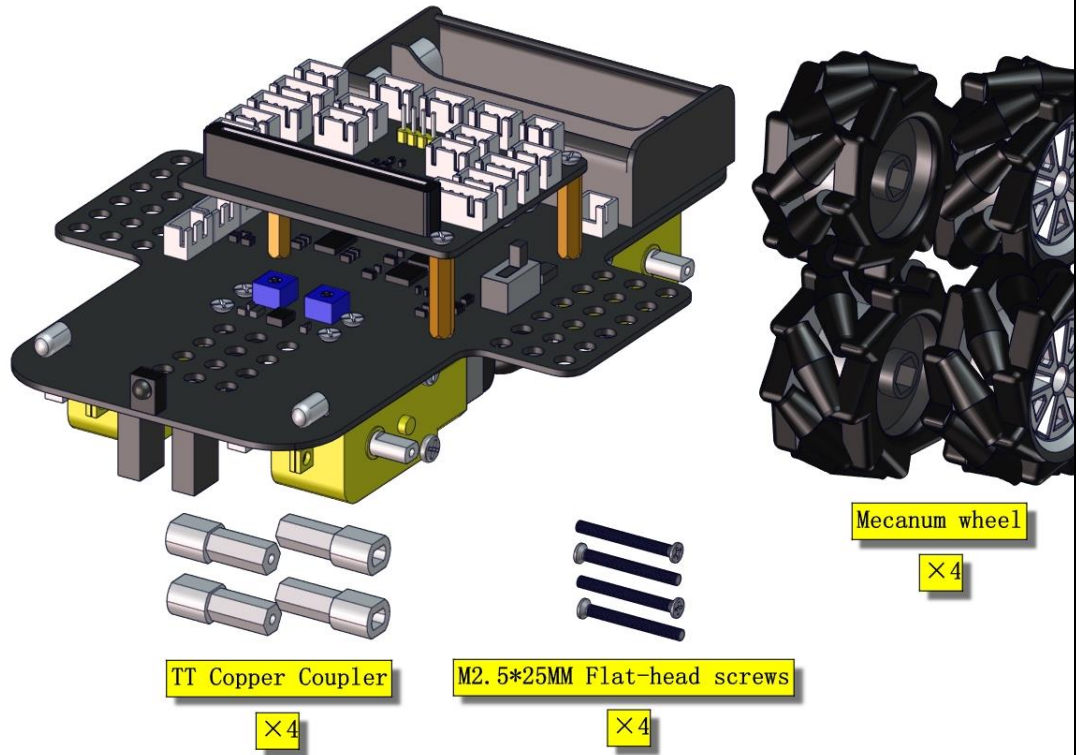
Prototype



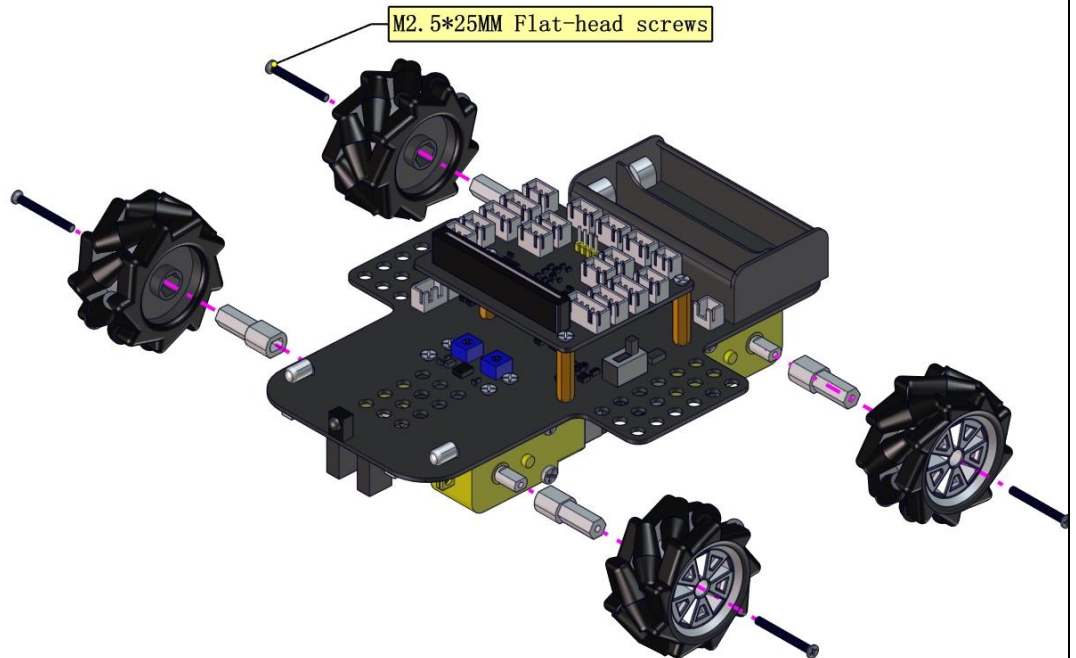
Part 8



Components
Needed

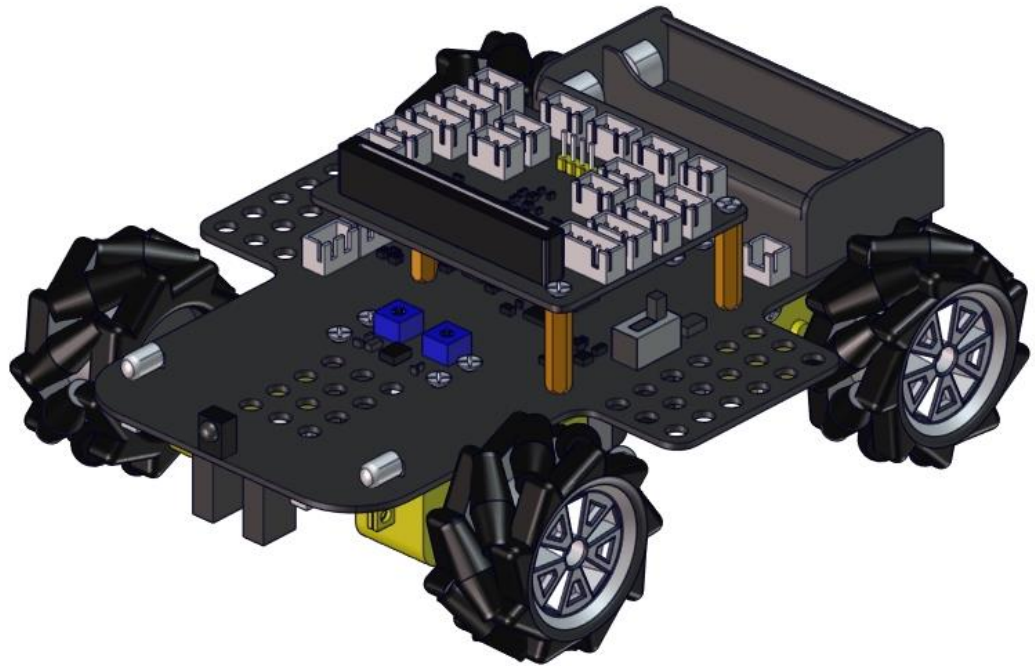


Installation
Diagram
(Pay
attention to
the
installation
direction of
the
mecanum
wheel)



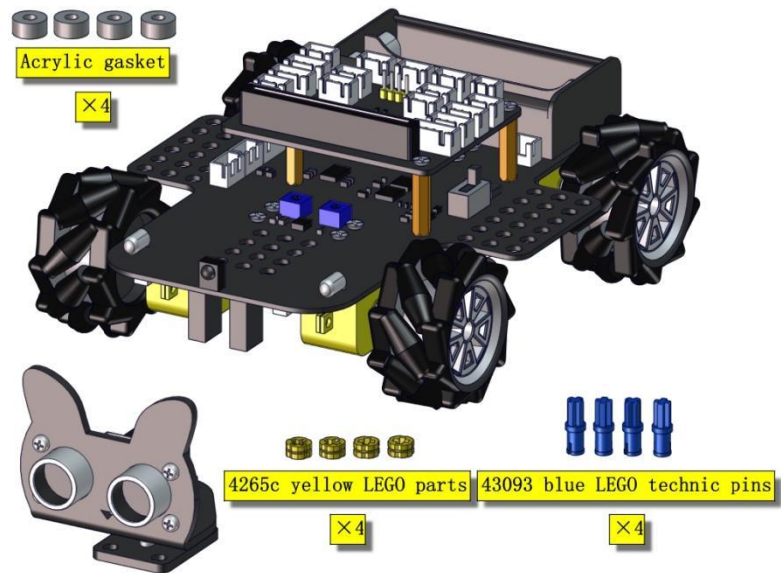


Prototype



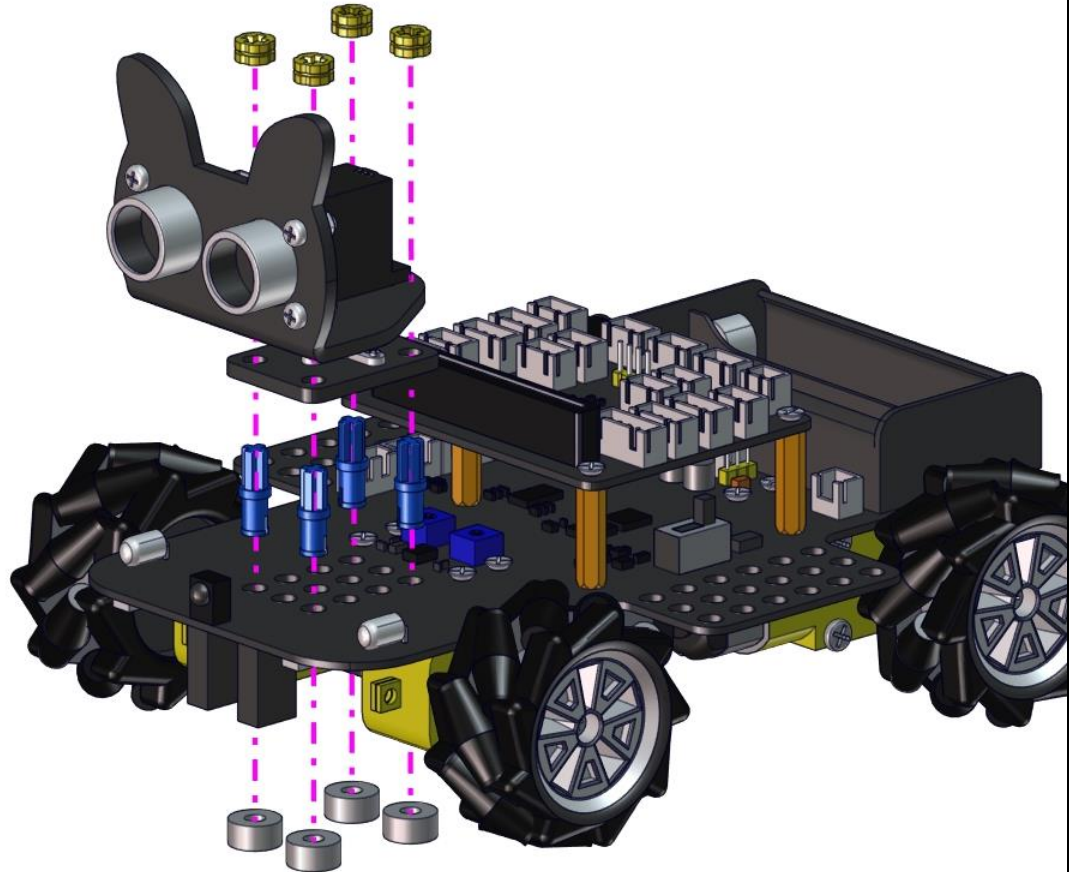
Part 9

Components
Needed

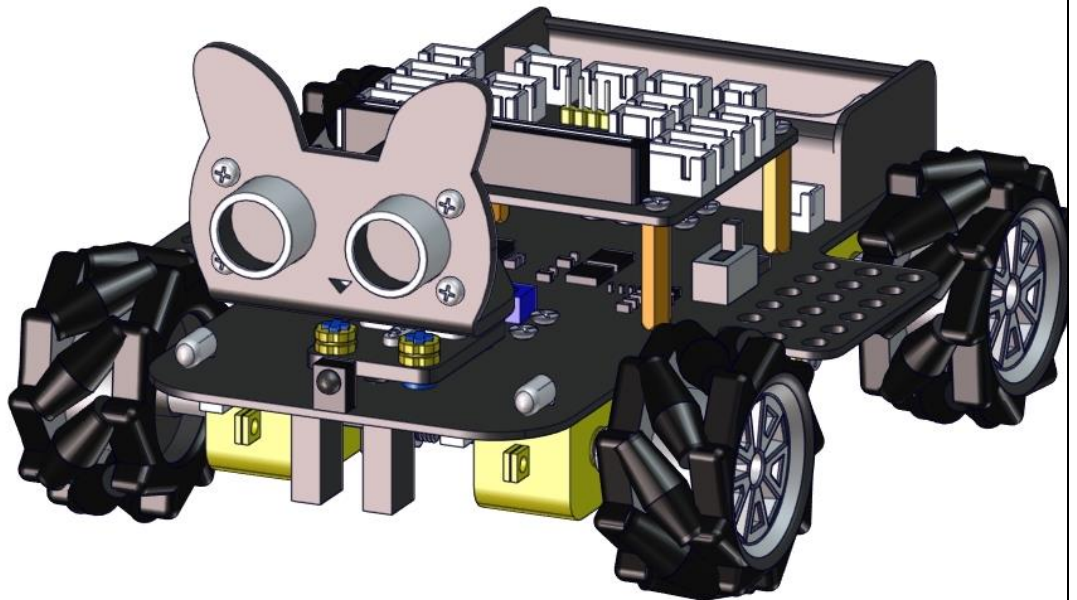




Installation
Diagram



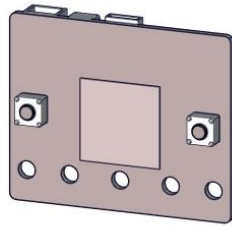
Prototype



Part 10

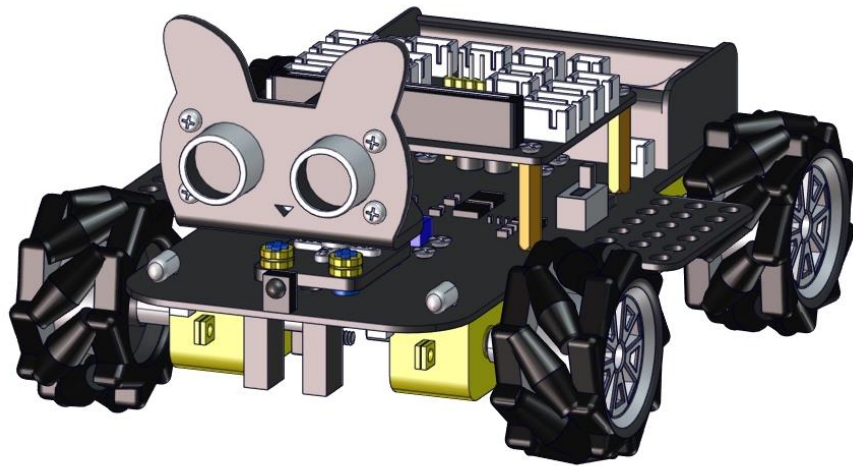


Components
Needed

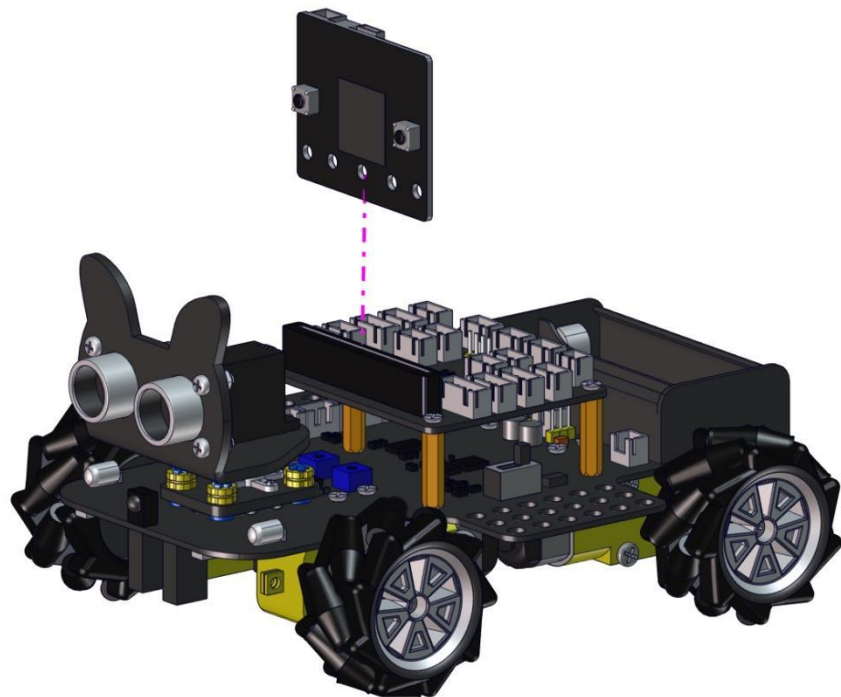


Micro:bit Board

× 1

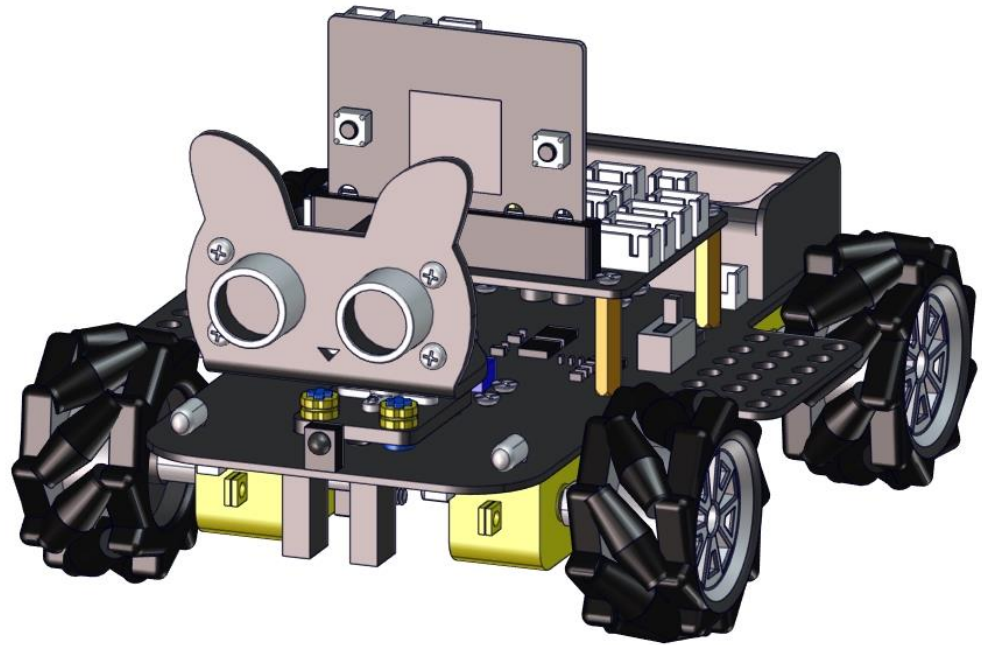


Installation
Diagram



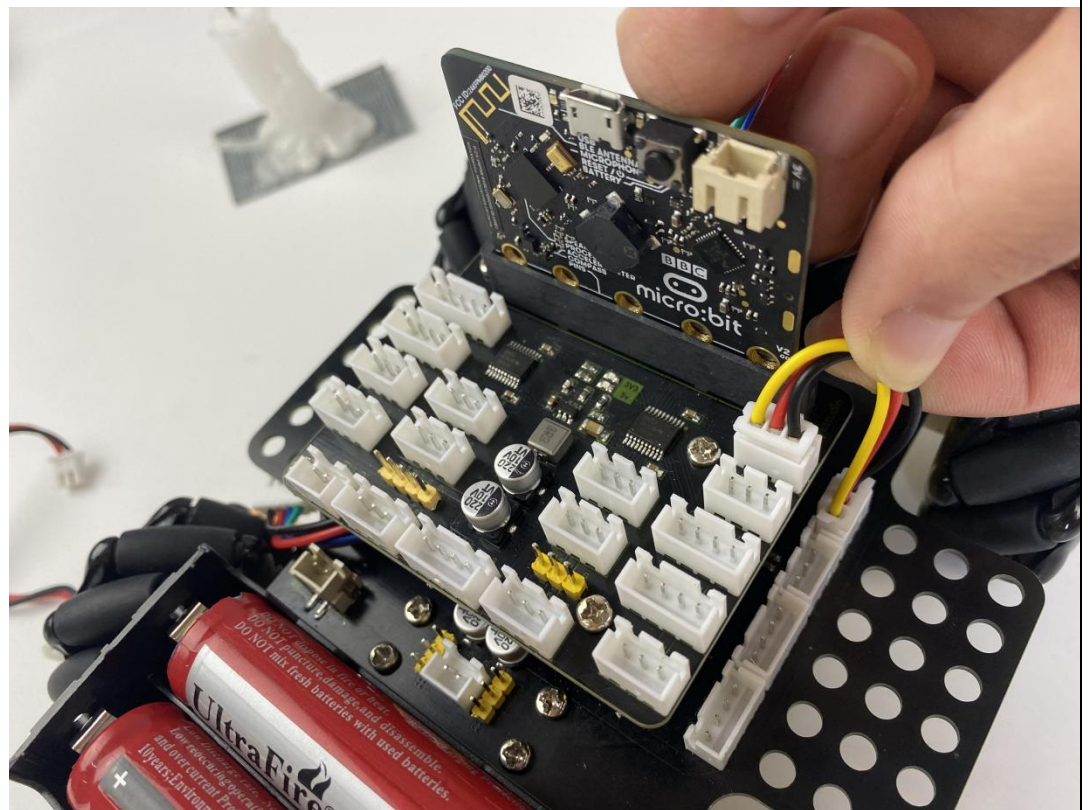


Prototype



Start Wiring

The wiring of
the RGB
lights

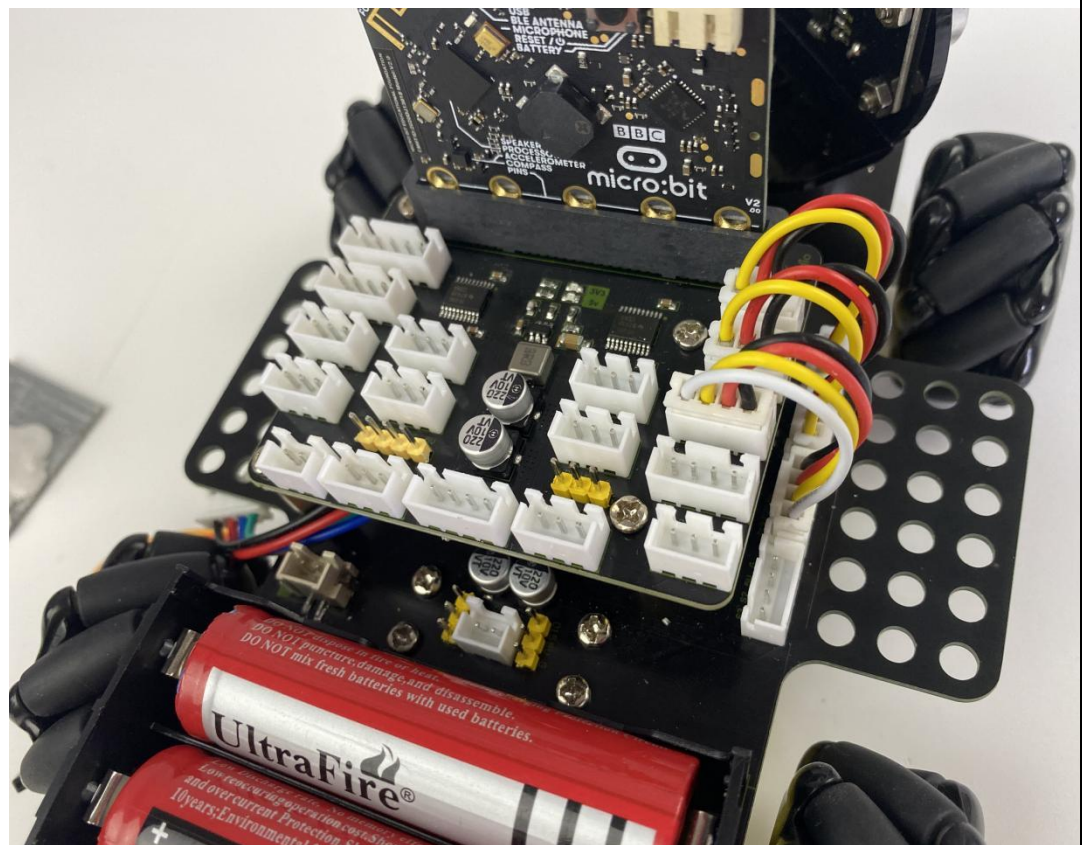




The wiring of the infrared receiver module

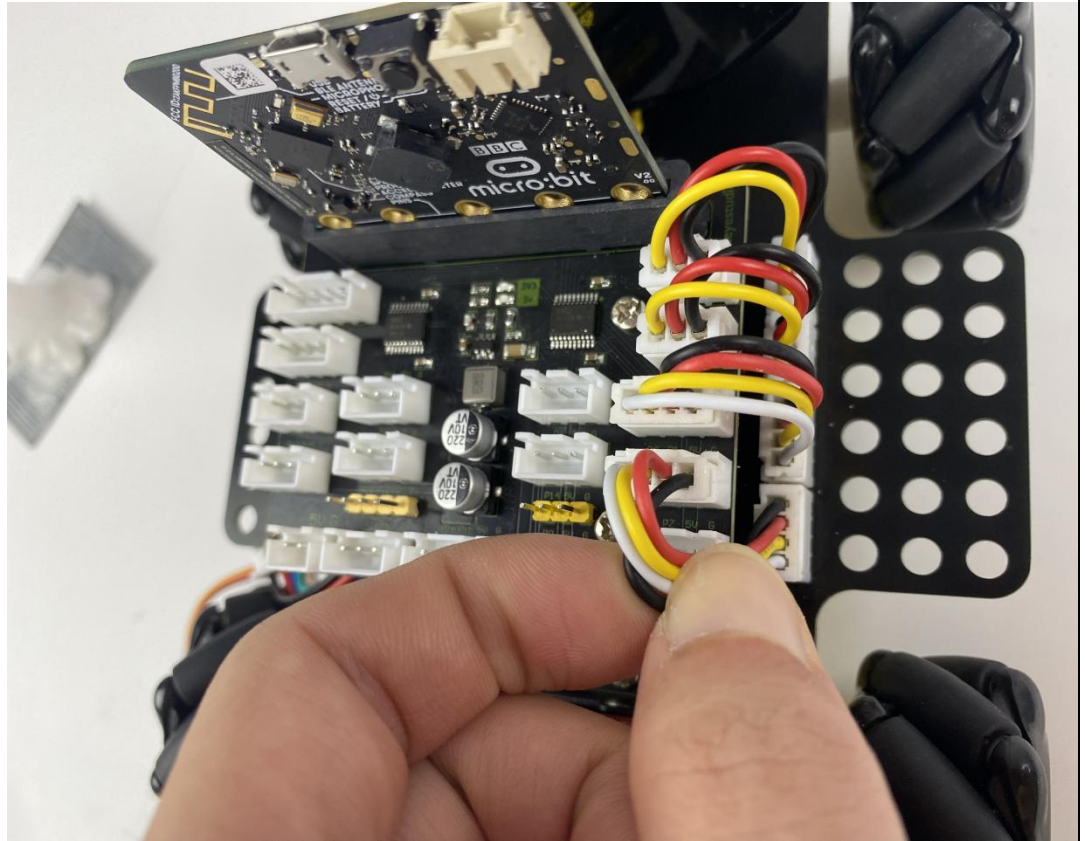


The wiring of the motor and colorful lights

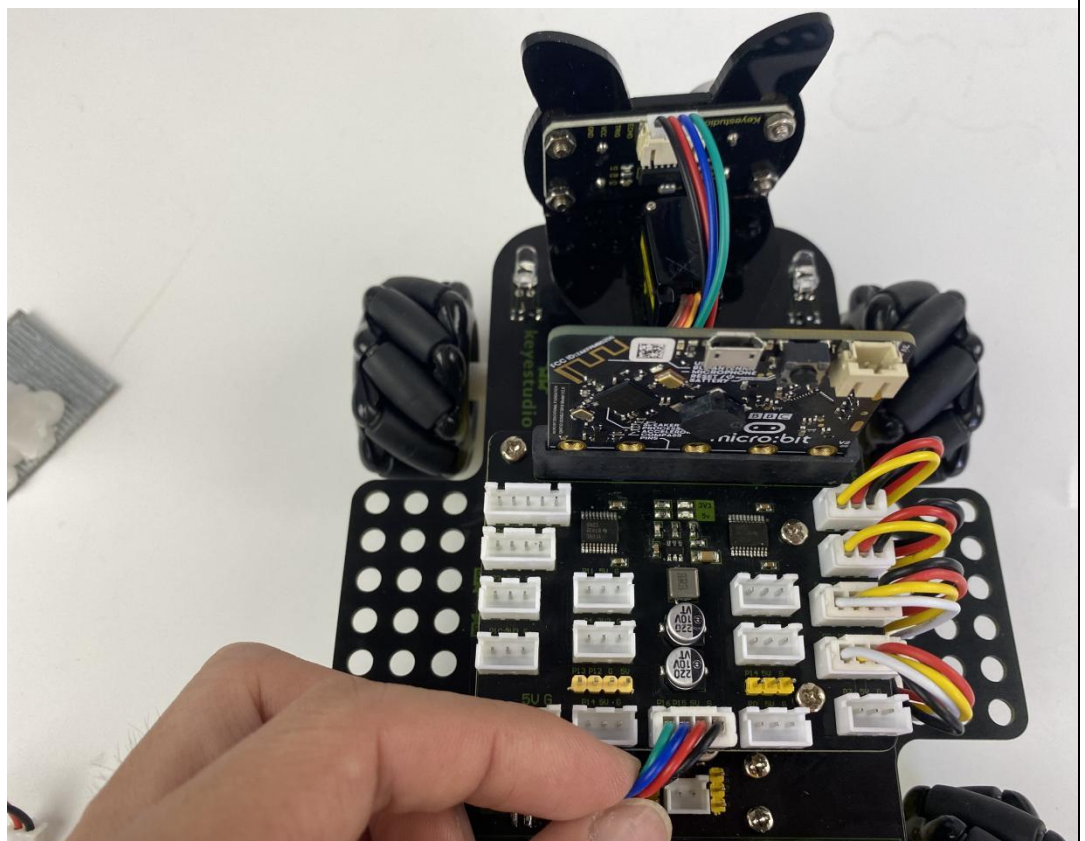




The wiring of
the
line-tracking
sensor

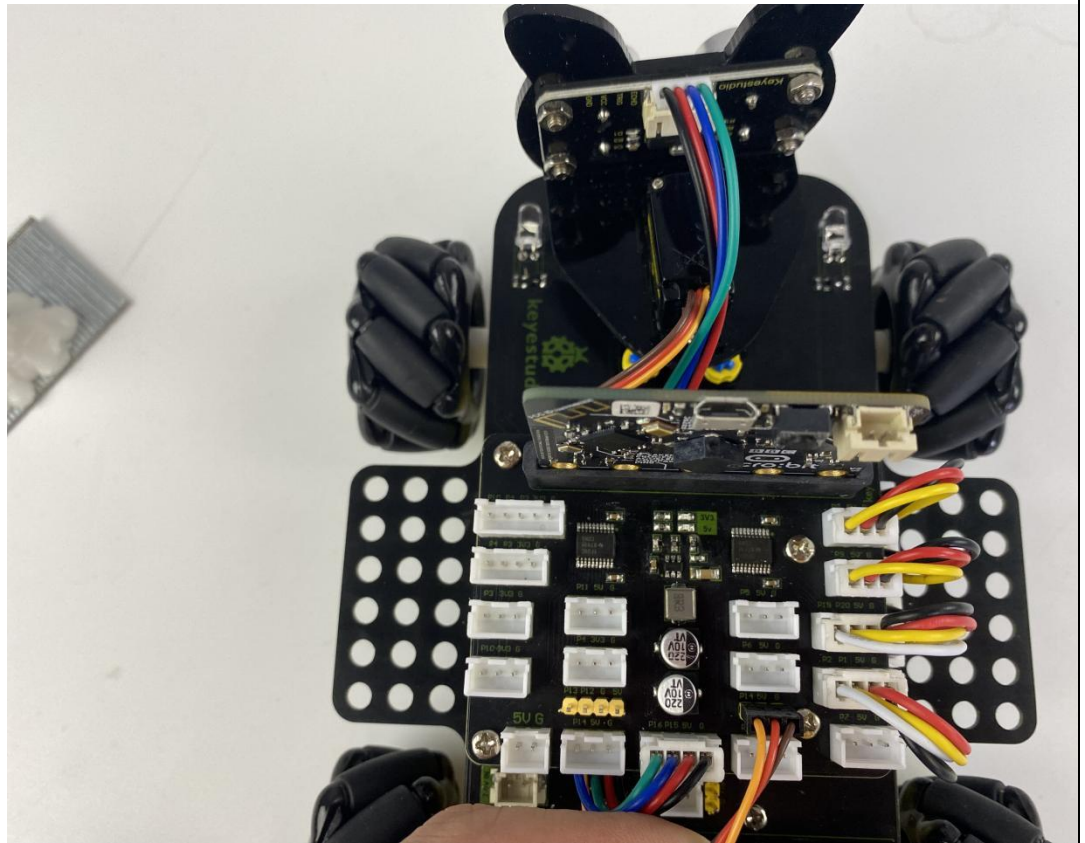


The wiring of
the
ultrasonic
sensor

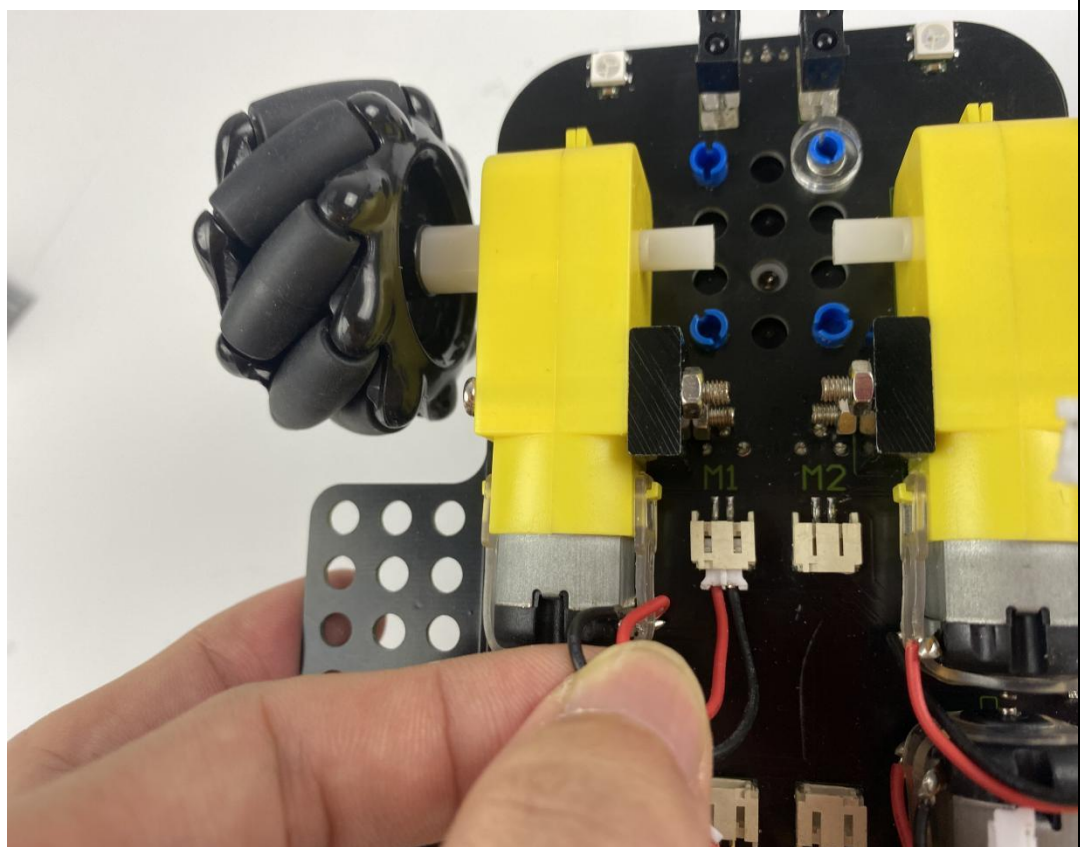




The wiring of
the servo

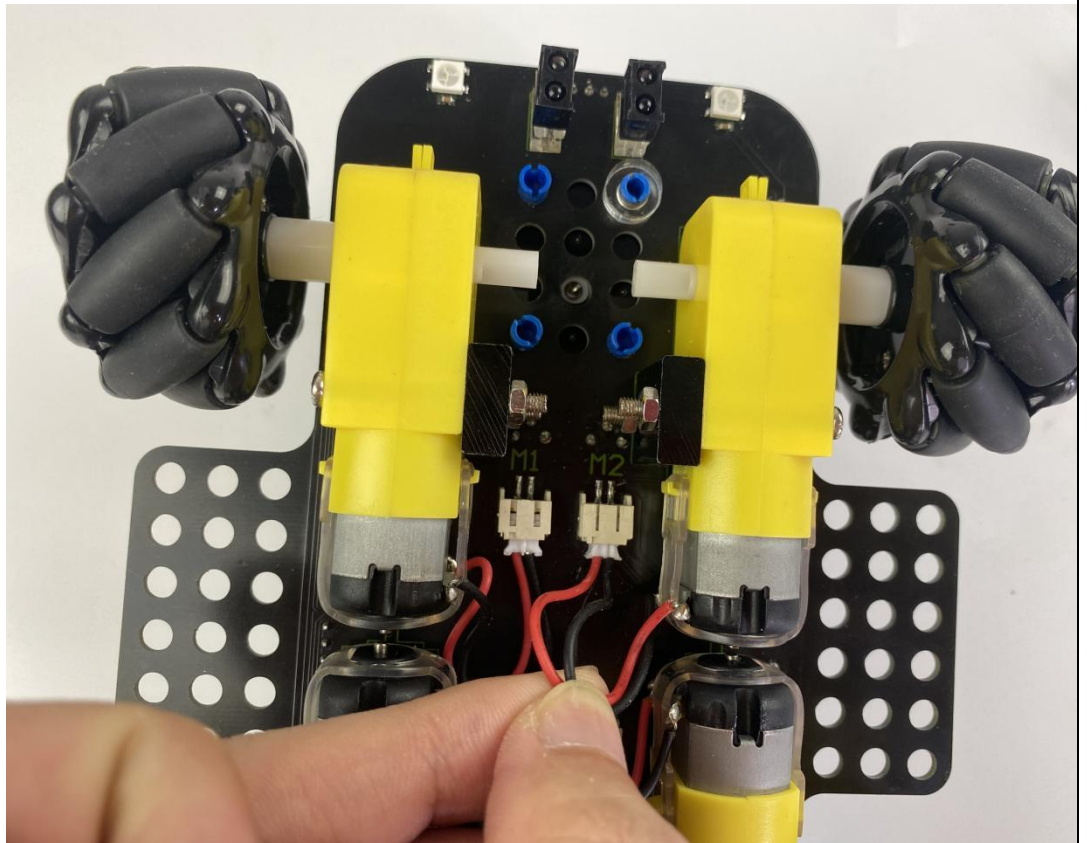


The wiring of
the
M1 motor

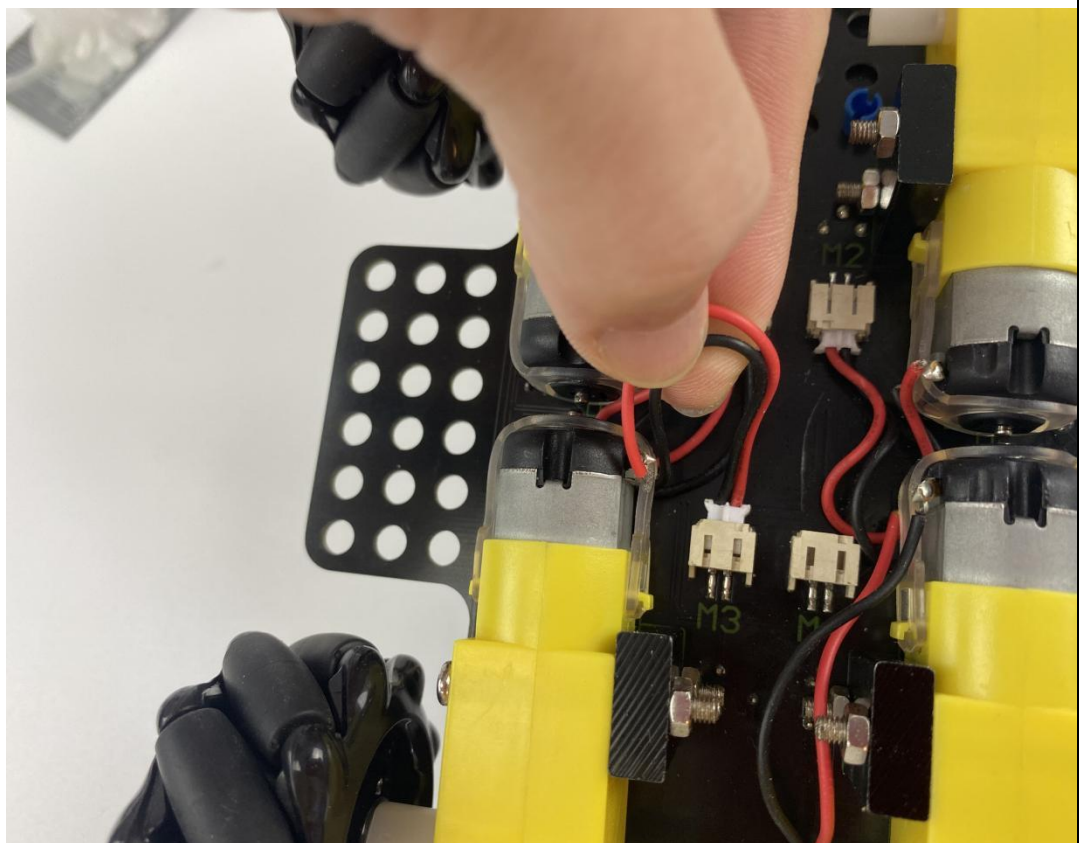




The wiring of
the
M2 motor

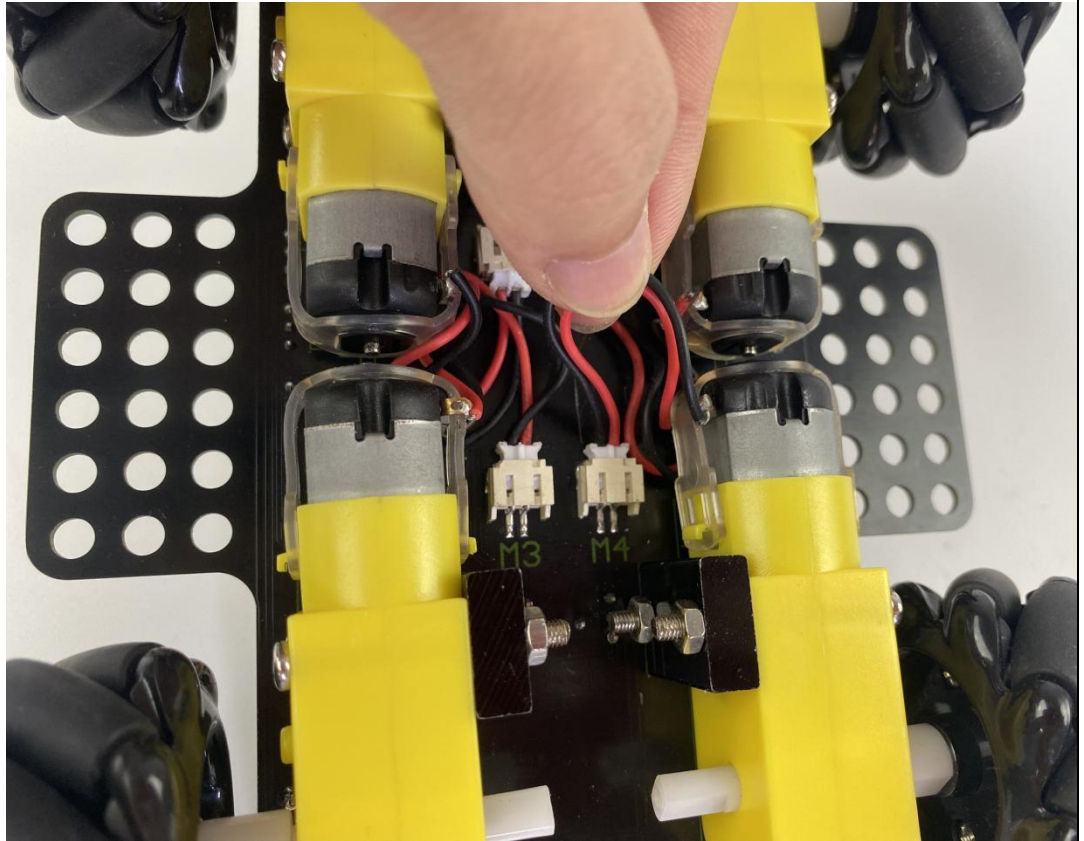


The wiring of
the
M3 motor

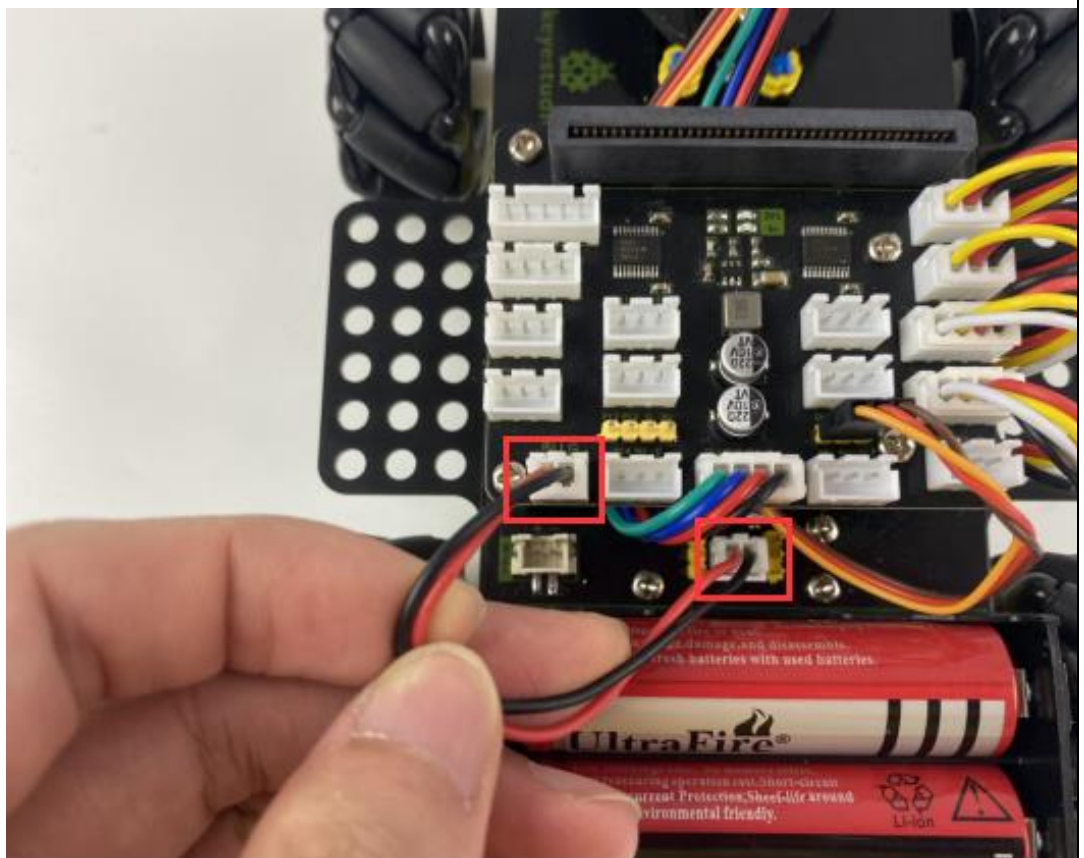




The wiring of
the
M4 motor



The wiring of
the power
supply (the
5V is
connected to
the shield)





7. Get Started with Micro:bit

The following instructions are applied for Windows system but can also serve as a reference if you are using a different system.

7.1 Write code and program:

This chapter describes how to write program and load the program to the Micro: Bit main board V2.

You are recommended to browse the official website of Micro:bit for more details, and the link is attached below:

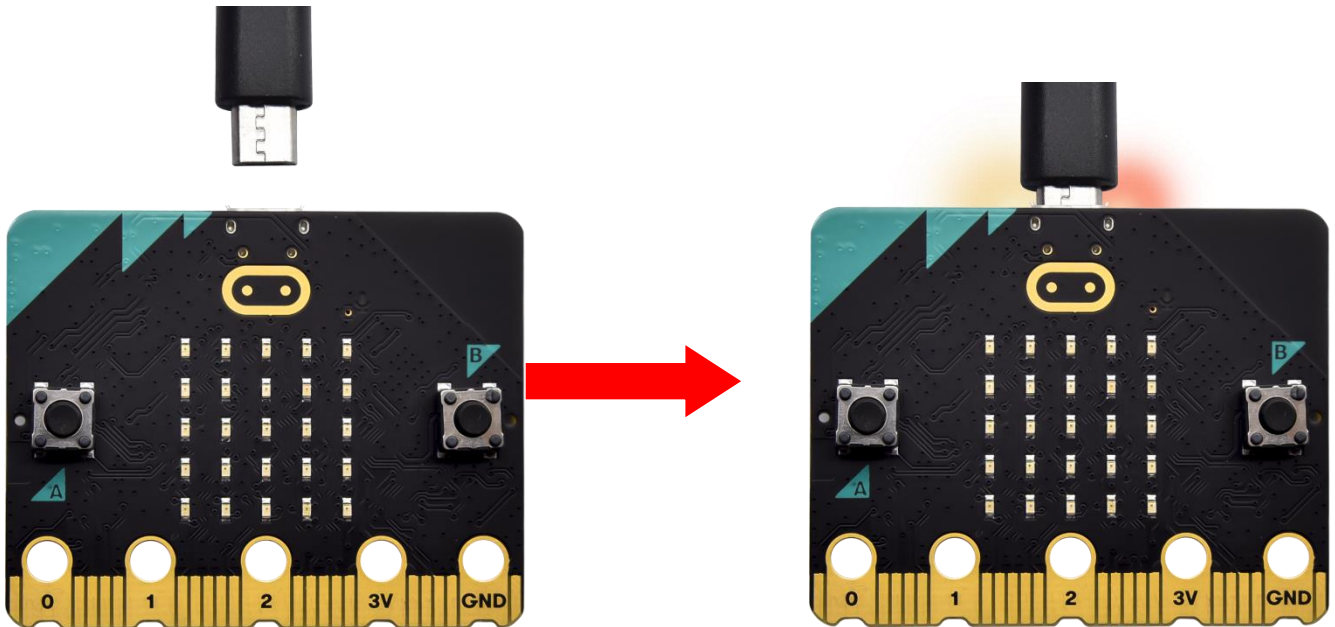
<https://microbit.org/guide/quick/>

Step 1: connect the Micro: Bit main board with your computer

Firstly, link the Micro: Bit main board with your computer via the USB cable. Macs, PCs, Chromebooks and Linux (including Raspberry Pi) systems are all compatible with the Micro: Bit main board.

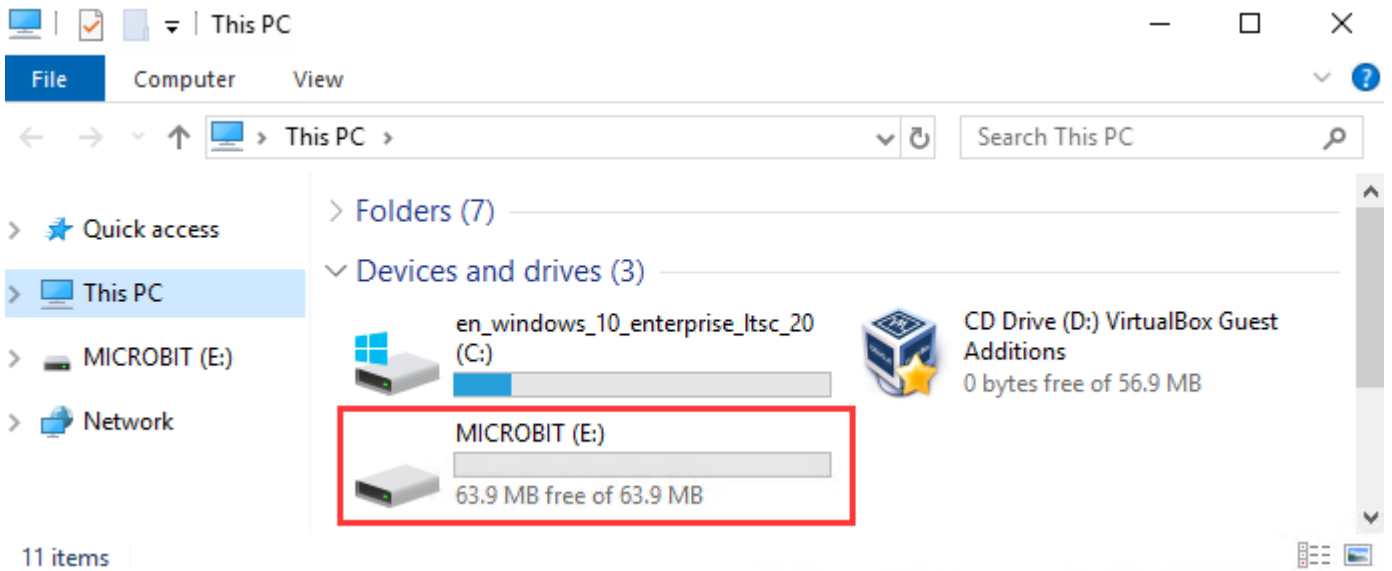
Note that if you are about to pair the board with your phone or tablet, please refer to this link:

<https://microbit.org/get-started/user-guide/mobile/>



Secondly, if the red LED on the back of the board is on, that means the board is powered. When your computer communicates with the main board via the USB cable, the yellow LED on it will flash. For example, it will flicker when you burn a "hex" file.

Then Micro: bit main board will appear on your computer as a driver named "MICROBIT(E:)" . Please note that it is not an ordinary USB disk as shown below.



Step 2: write programs

View the link <https://makecode.microbit.org/> in your browser;

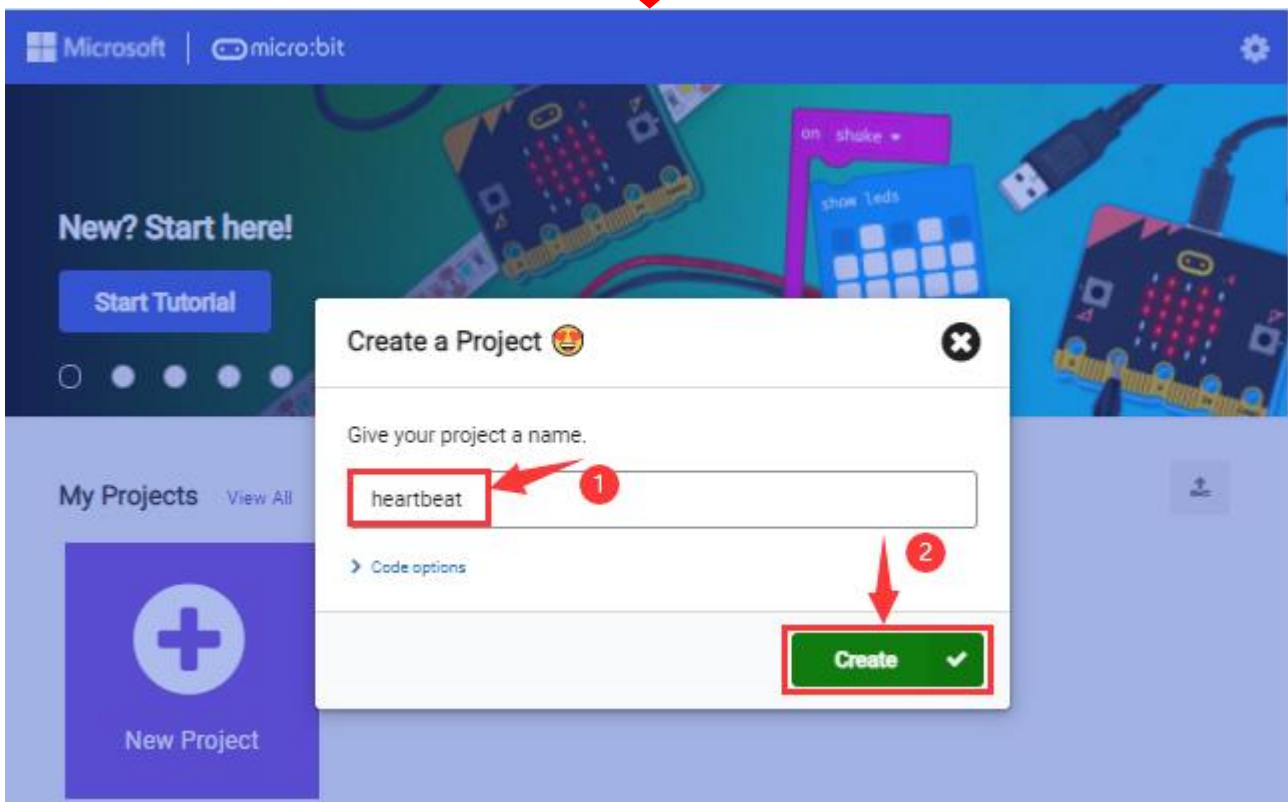
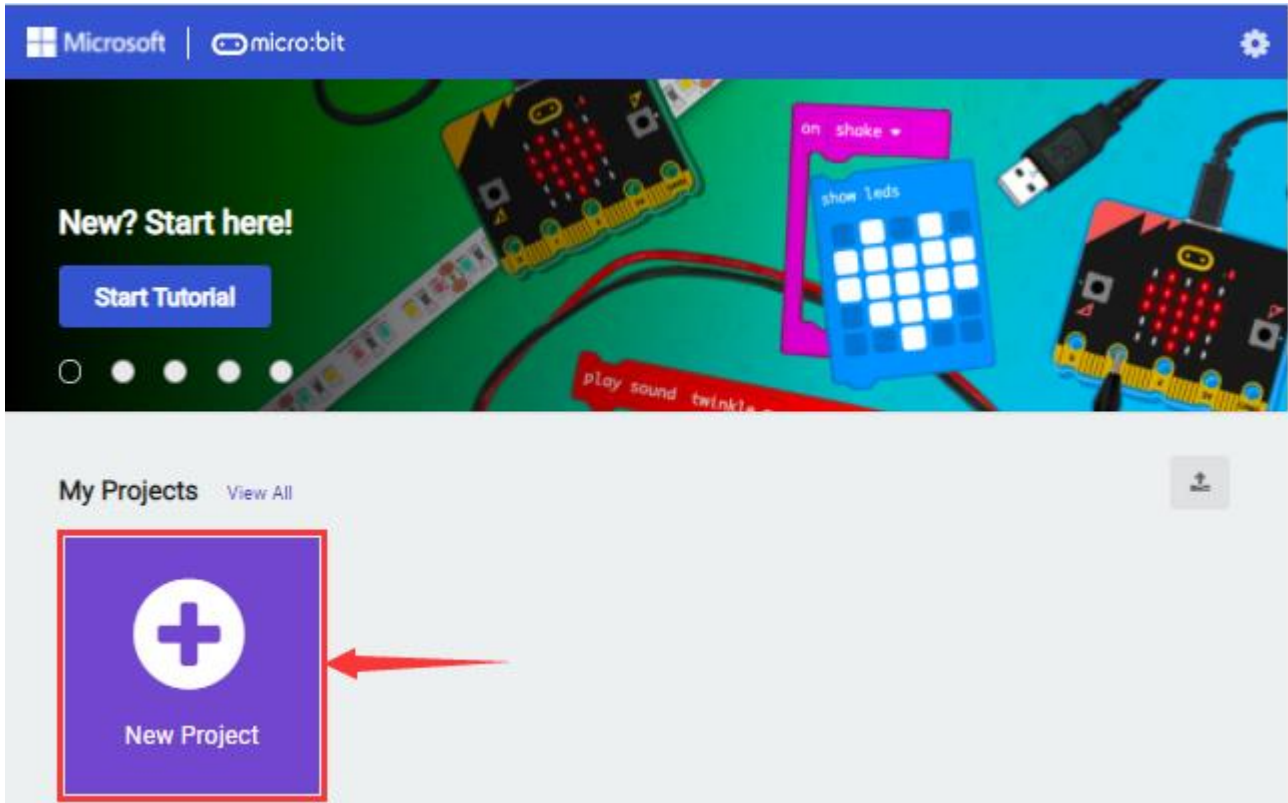
Click 'New Project' ;

The dialog box 'Create a Project' appears, fill it with 'heartbeat' and click 'Create ✓' to edit.

(If you are running Windows 10 system, it is also viable to edit on the APP MakeCode for micro:bit , which is exactly like editing in the website. And

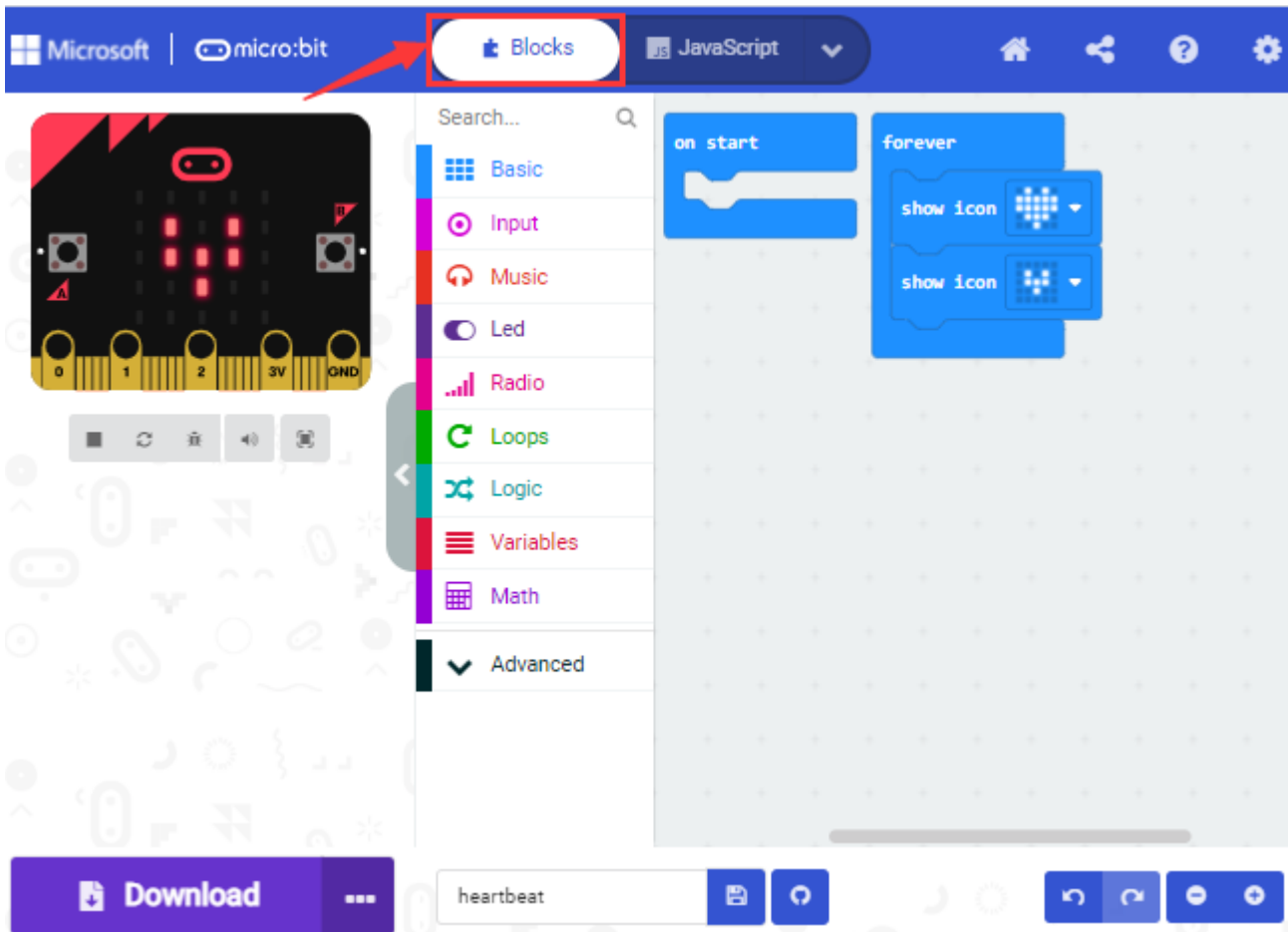
the link to the APP is

<https://www.microsoft.com/zh-cn/p/makecode-for-micro-bit/9pjc7sv48lcx?ocid=badgep&rtc=1&activetab=pivot:overviewtab>)





Write a set of micro:bit code. You can drag some modules in the Blocks to the editing area and then run your program in Simulator of MakeCode editor as shown in the picture below which demonstrates how to edit 'heartbeat' program .



Click the arrow behind "JS JavaScript" to choose between "JavaScript" or "Python" and you will find the corresponding program in JavaScript language or Python language as shown below:



Microsoft | micro:bit

Blocks

JavaScript

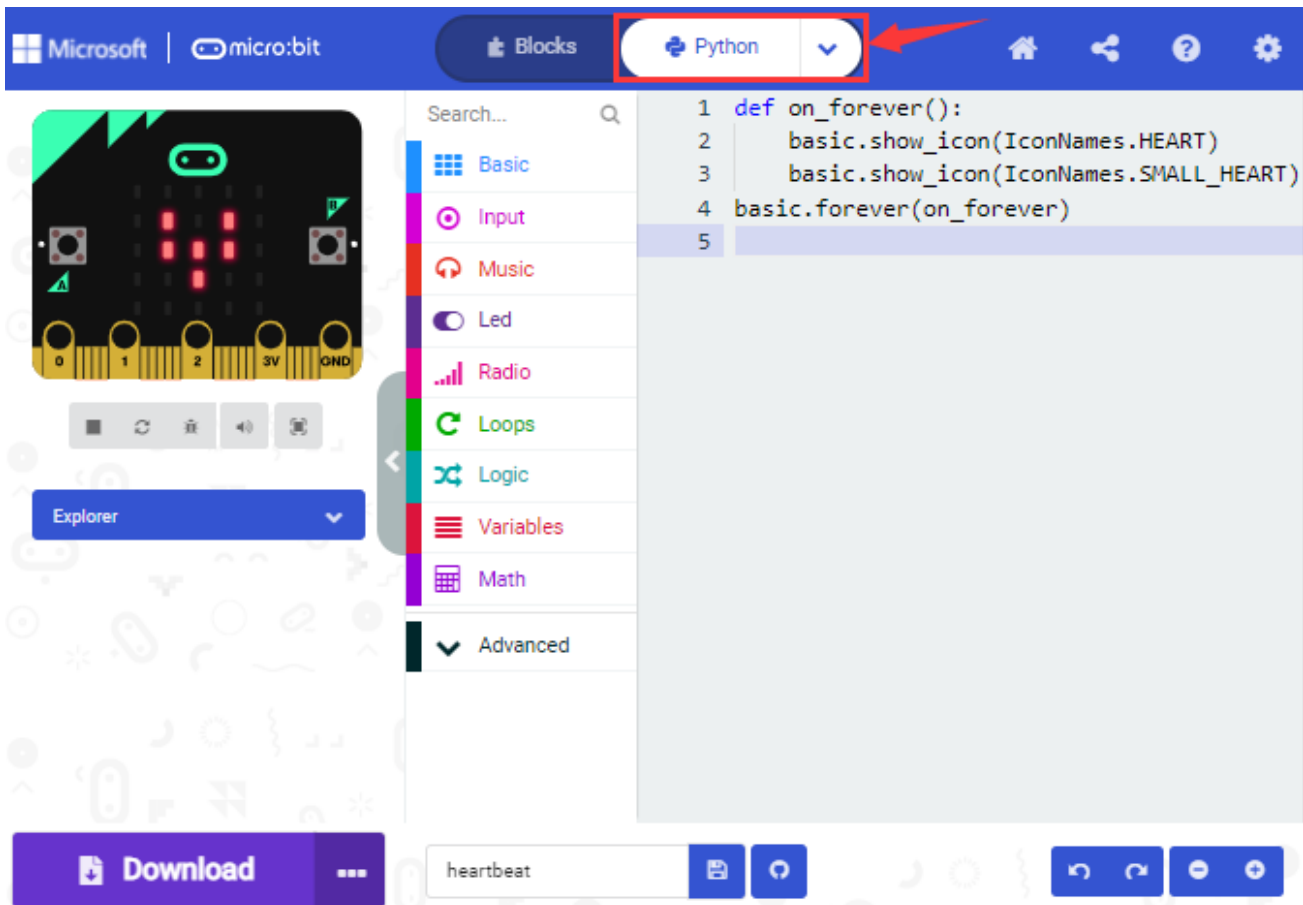
Search...

- Basic
- Input
- Music
- Led
- Radio
- Loops
- Logic
- Variables
- Math
- Advanced

```
1 basic.forever(function () {
2   basic.showIcon(IconNames.Heart)
3   basic.showIcon(IconNames.SmallHeart)
4 })
5
```

Download

heartbeat



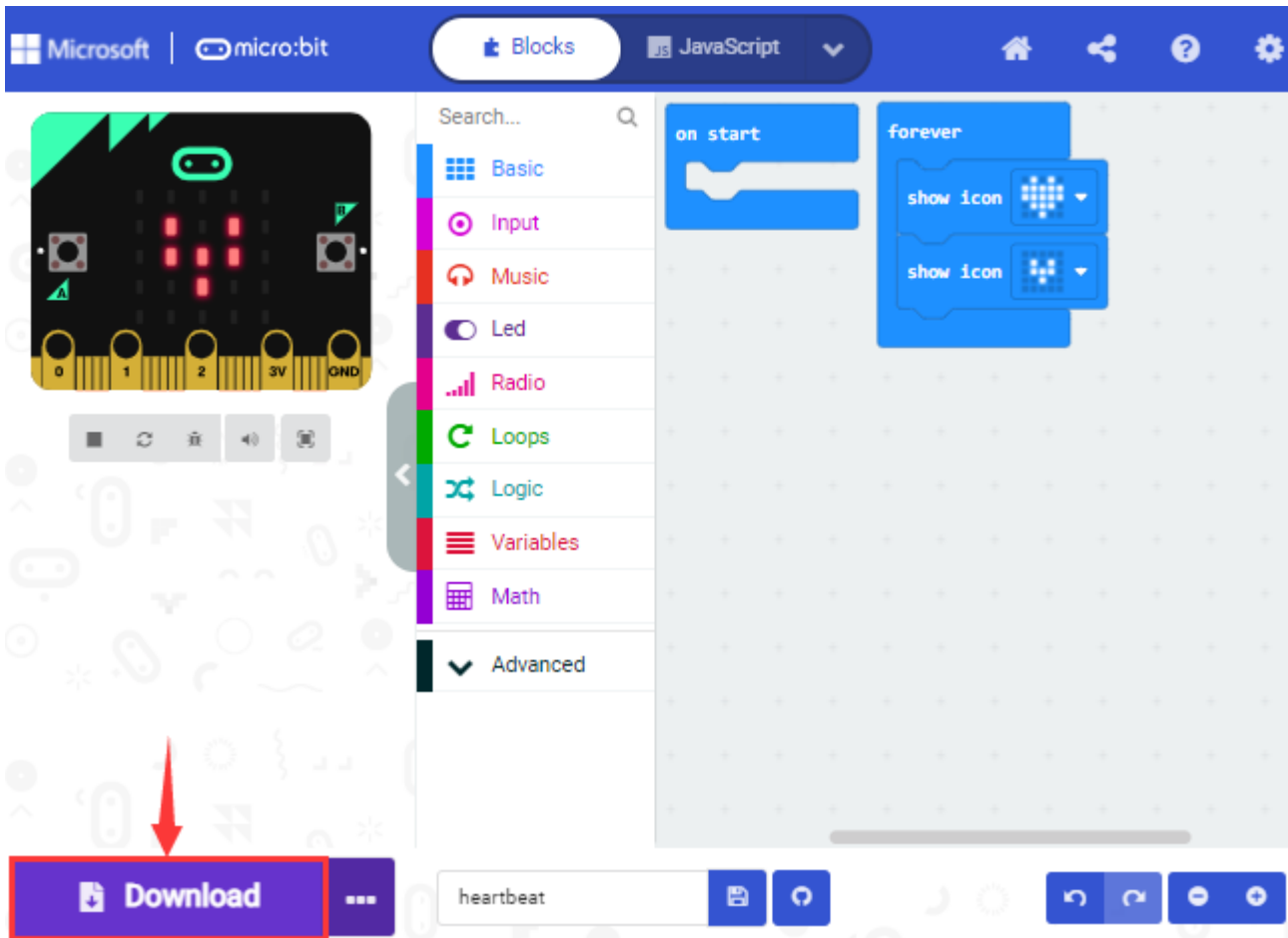
Step 3: download code

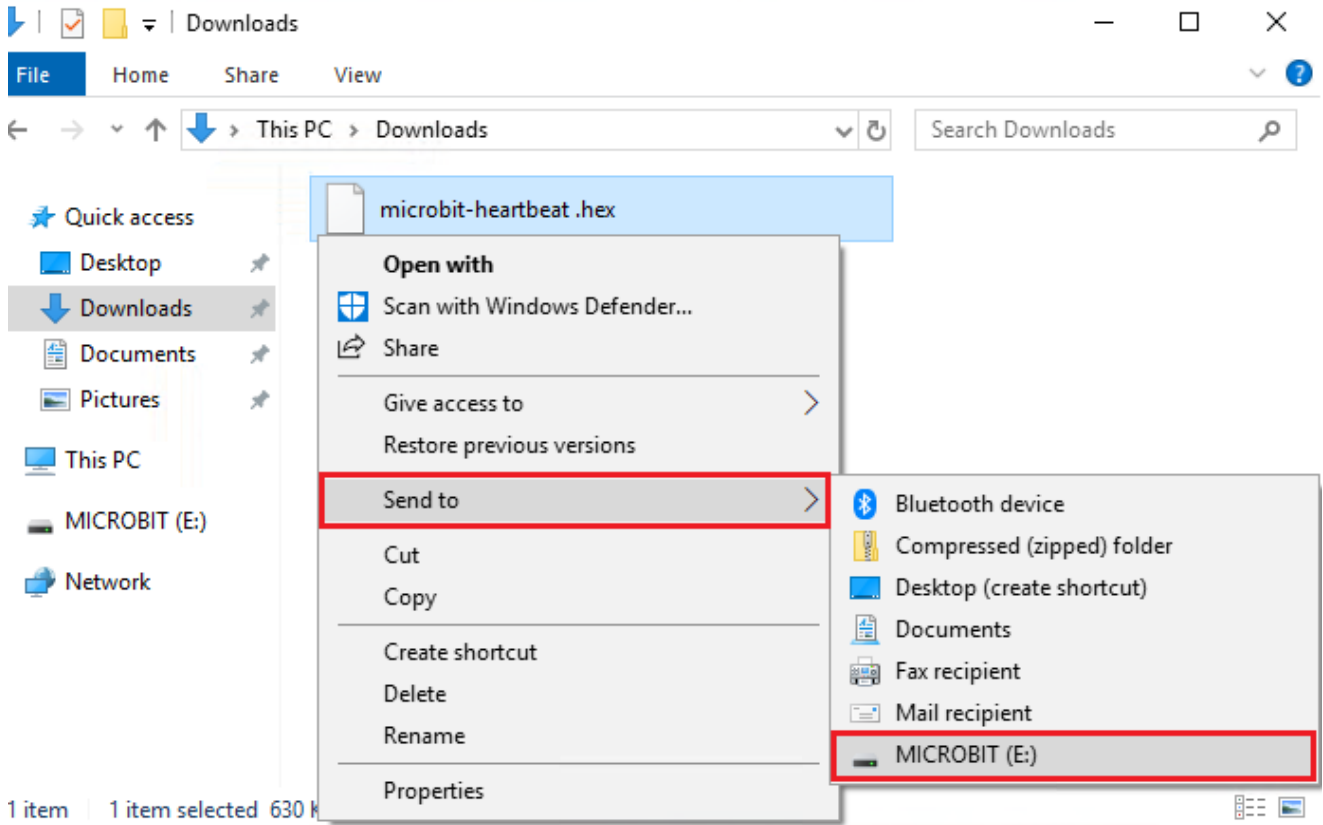
If your computer is Windows 10 and you have downloaded the APP MakeCode for micro:bit to write program, what you will have to do to download the program to your Micro: Bit main board is merely clicking the 'Download' button, then all is done.

If you are writing program through the website, following these steps: Click the 'Download' in the editor to download a "hex" file, which is a compact program format that the Micro: Bit main board can read. Once the hexadecimal file is downloaded, copy it to your board just like the

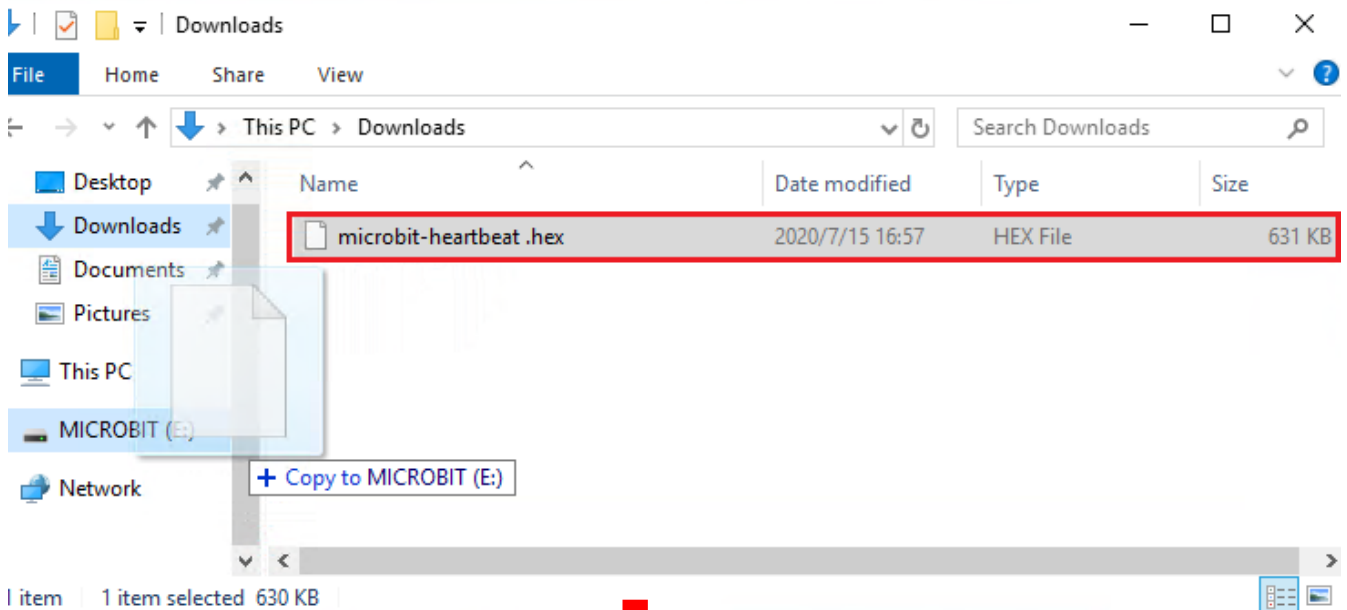


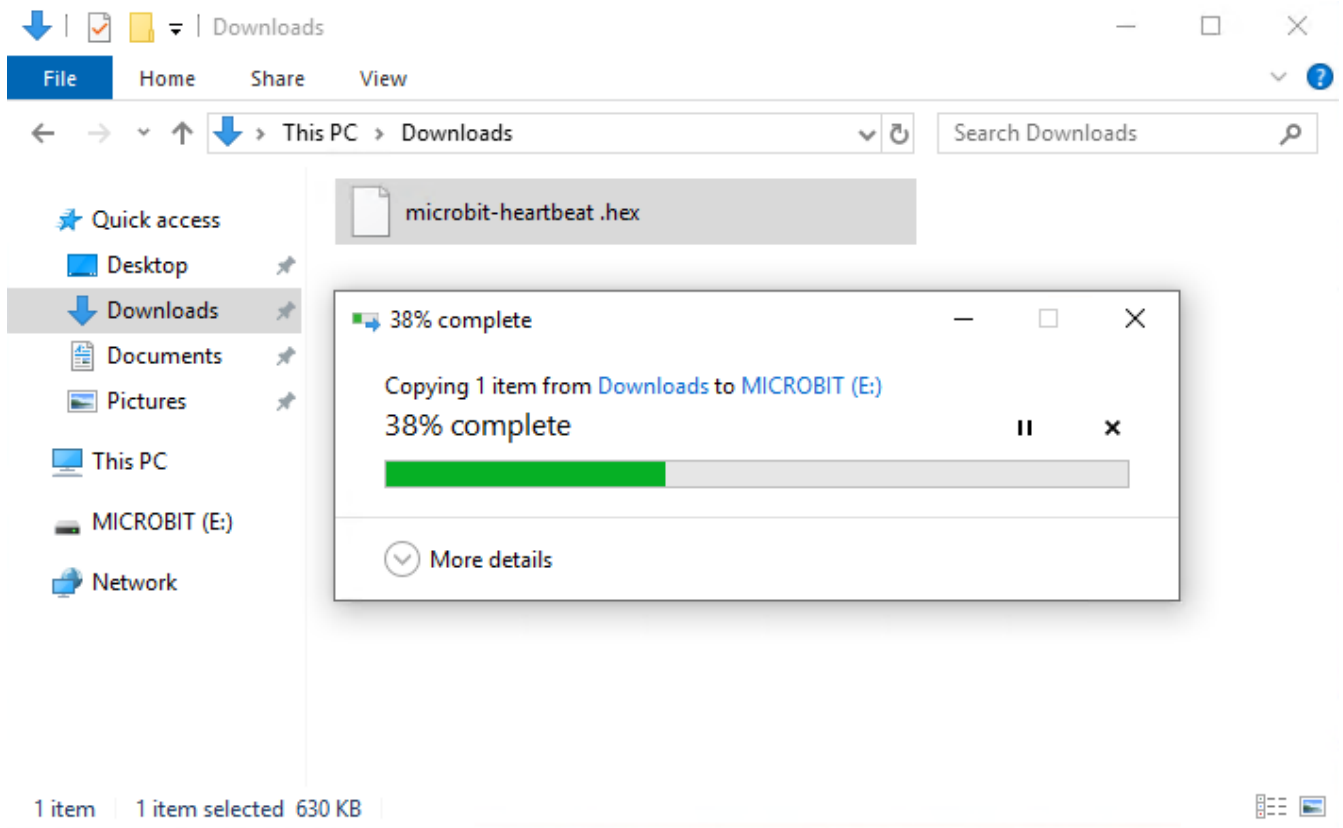
process that you copy the file to the USB driver. If you are running Windows system, you can also right-click and select 'Send to → MICROBIT(E:) 'to copy the hex file to the Micro: Bit main board.





You can also directly drag the "hex" file onto the MICROBIT (E:) disk.





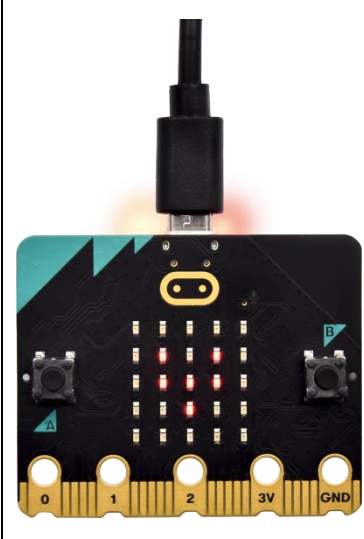

During the process of copying the downloaded hex file to the Micro: bit main board, the yellow signal light on the back side of the board flashes. When the copy is completed, the yellow signal light will stop flashing and remain on.

Step 4: run the program:

After the program is uploaded to the Micro: bit main board, you could still power it via the USB cable or change to via an external power. The 5 x 5 LED



dot matrix on the board displays the heartbeat pattern.

	
Power via USB cable	Power via external power (3V)

Caution:

When you program each time, the driver of Micro:bit will automatically eject and return and your hexadecimal files will disappear. And the board can only have access to hexadecimal files (hex) and save no other files.

Step 5: about other programming languages

This chapter has described how to use the Micro:bit main board.

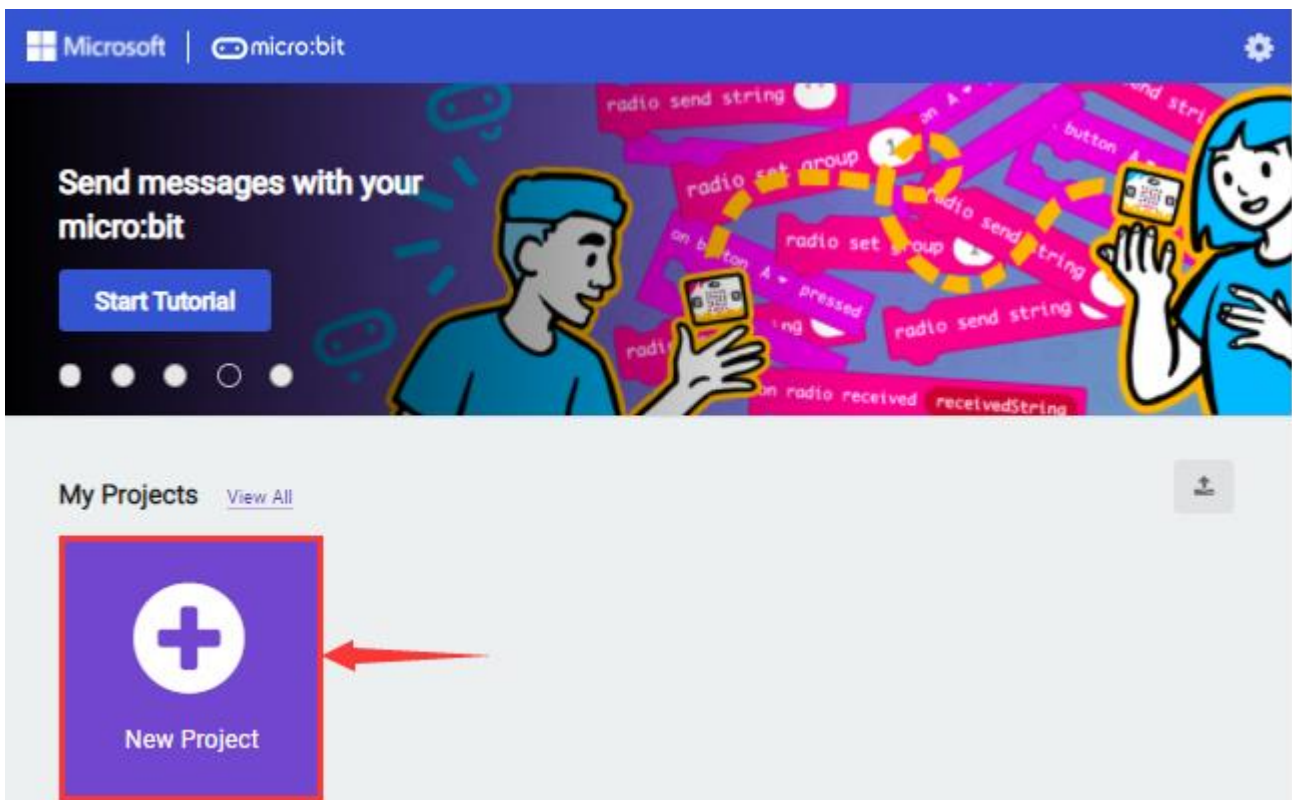
But except for the Makecode graphical programming introduced you can also write Micro:bit programs in other languages. Go to the link: <https://microbit.org/code/> to know about other programming languages, or view the link: <https://microbit.org/projects/>, to find something you want



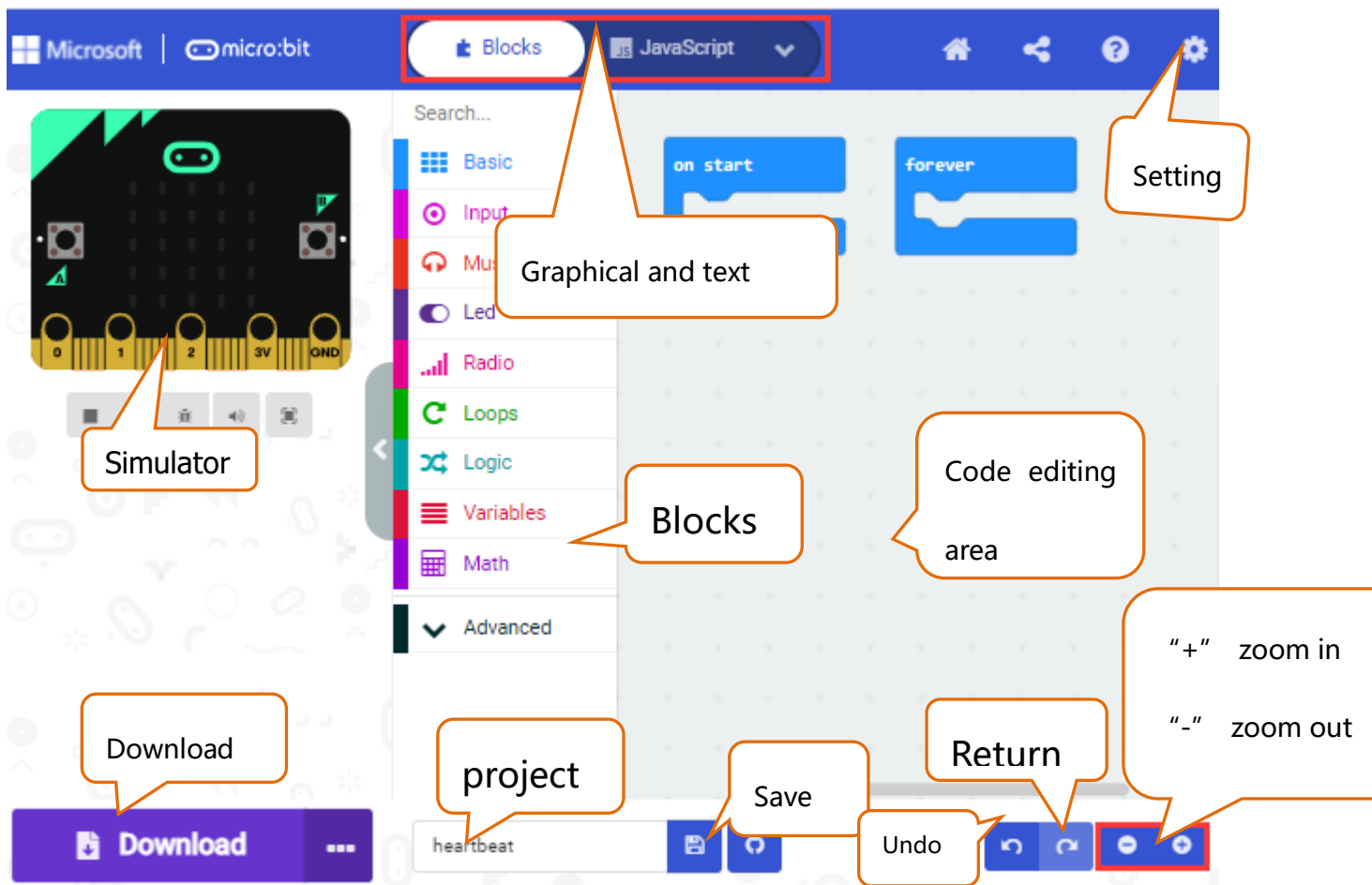
to have a go.

7.2. Makecode:

Browse <https://makecode.microbit.org/> and enter Makecode online editor or open the APP MakeCode for micro:bit of Windows 10.



Click "New Project" , and input "heartbeat" , then click "create ✓" to enter Makecode editor, as shown below:



There are blocks "on start" and "forever" in the code editing area.

When the power is plugged or reset, "on start" means that the code in the block only executes once, while "forever" implies that the code runs cyclically.

7.3 Quick Download

As mentioned before, if your computer is Windows 10 and you have downloaded the APP MakeCode for micro:bit to write programs, the



program written can be quickly downloaded to the Micro: Bit main board by selecting 'Download' .

While it is a little more trickier if you are using a browser to enter Makecode. However, if you use Google Chrome, suitable for Linux, macOS and Windows 10, the process can be quicker too.

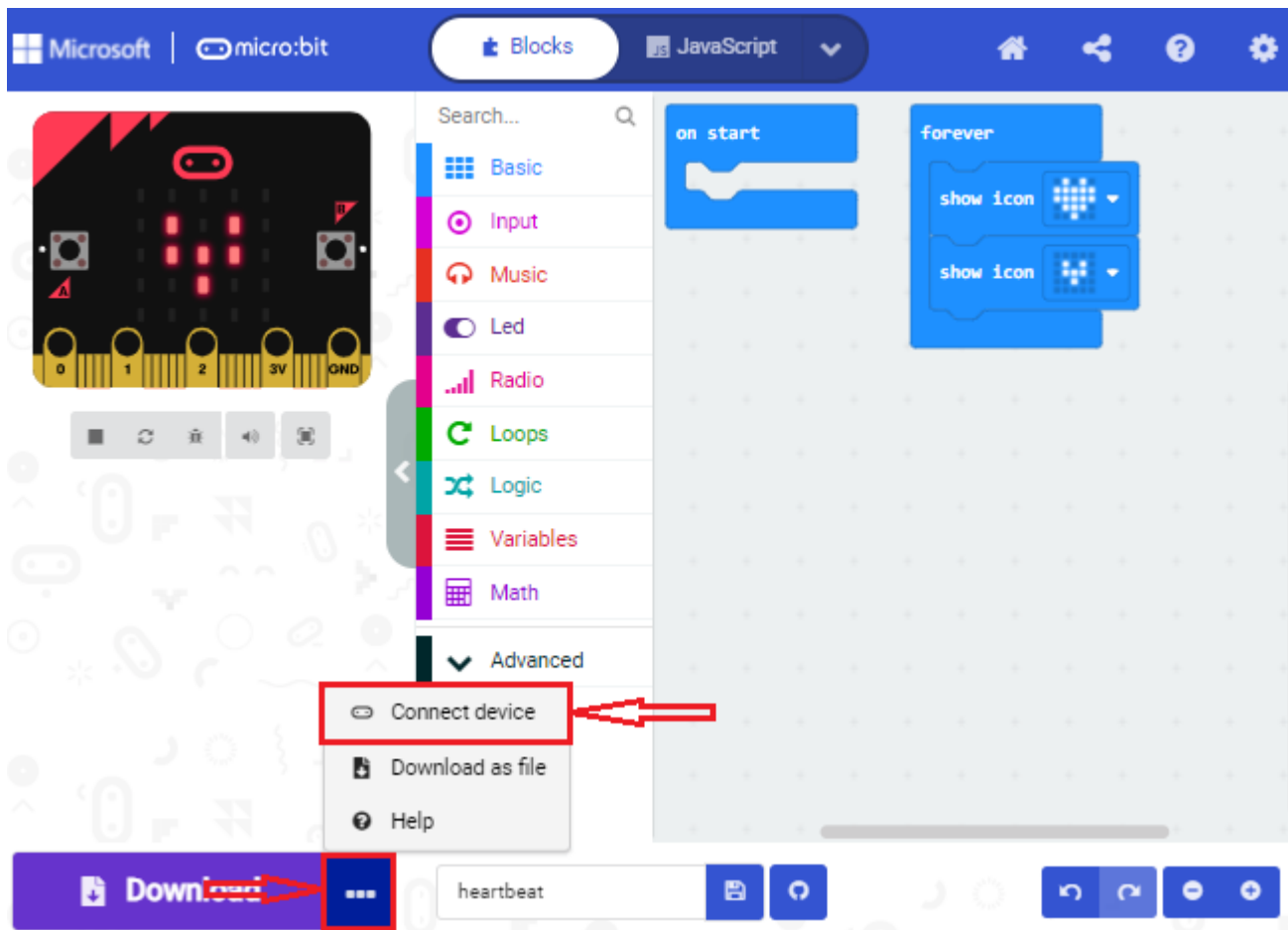
We use the webUSB function of Chrome to allow the internet page to access the hardware device connected USB.

You could refer to the following steps to connect and pair devices.

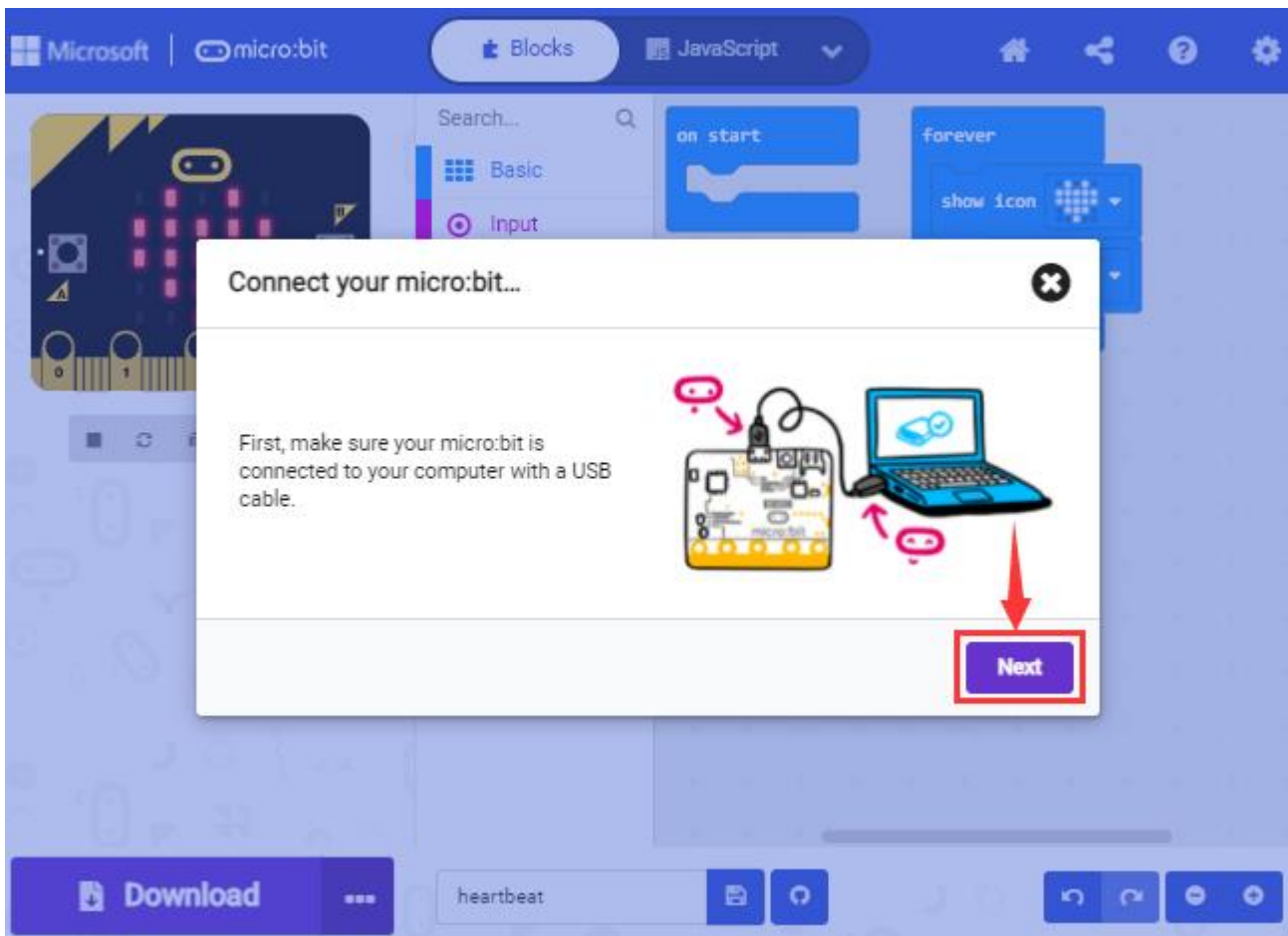
Device pairing:

Connect micro:bit to your computer by USB cable.

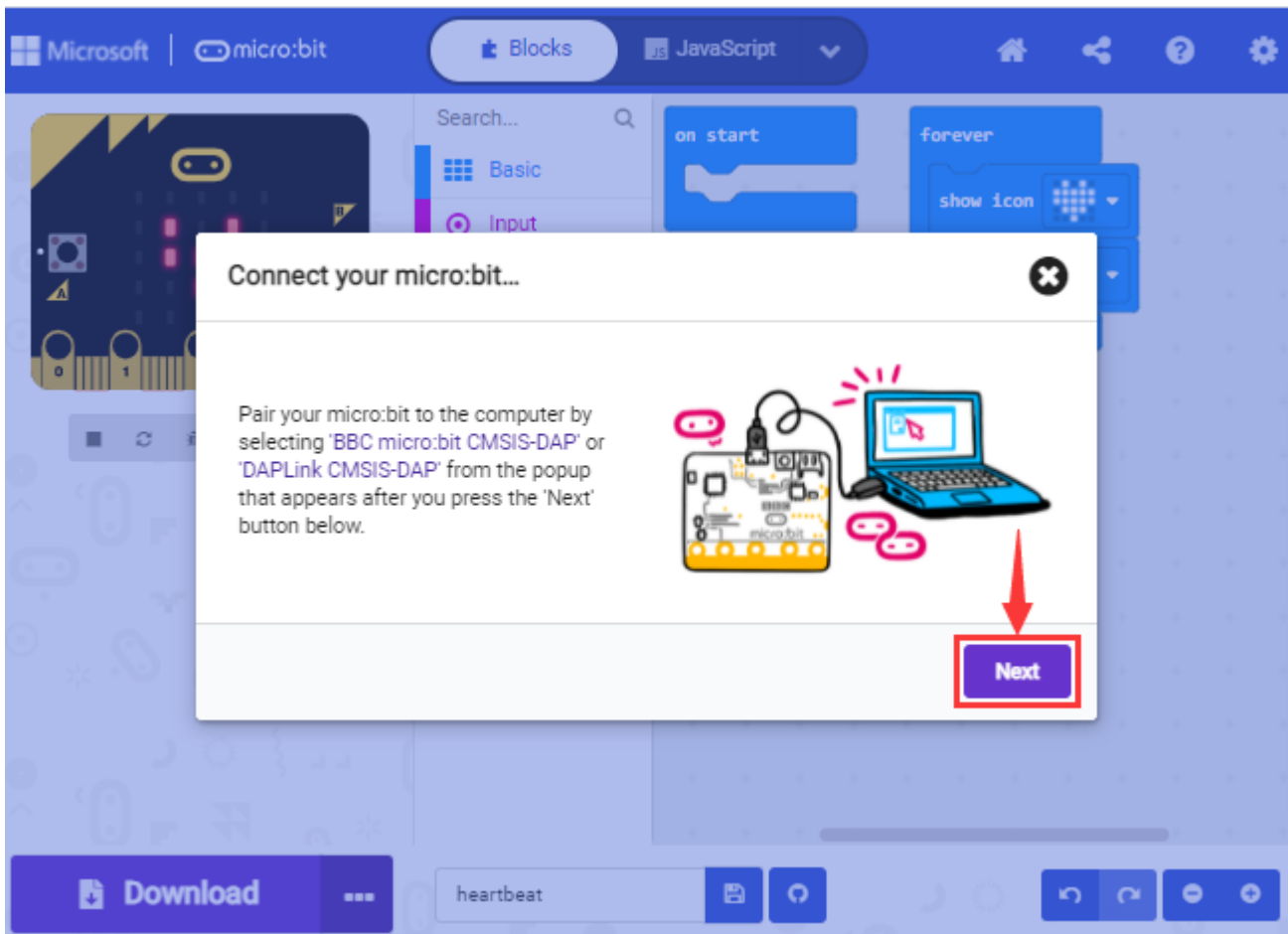
Click "... " beside "Download" and tap "Connect device" ;



Click "Next" ;



Click another "Next" ;



Then select the corresponding device and click “Connect” . If no devices shows up for selection, please refer to:

<https://makecode.microbit.org/device/usb/webusb/troubleshoot>

And for updating the firmware of the Micro:bit:

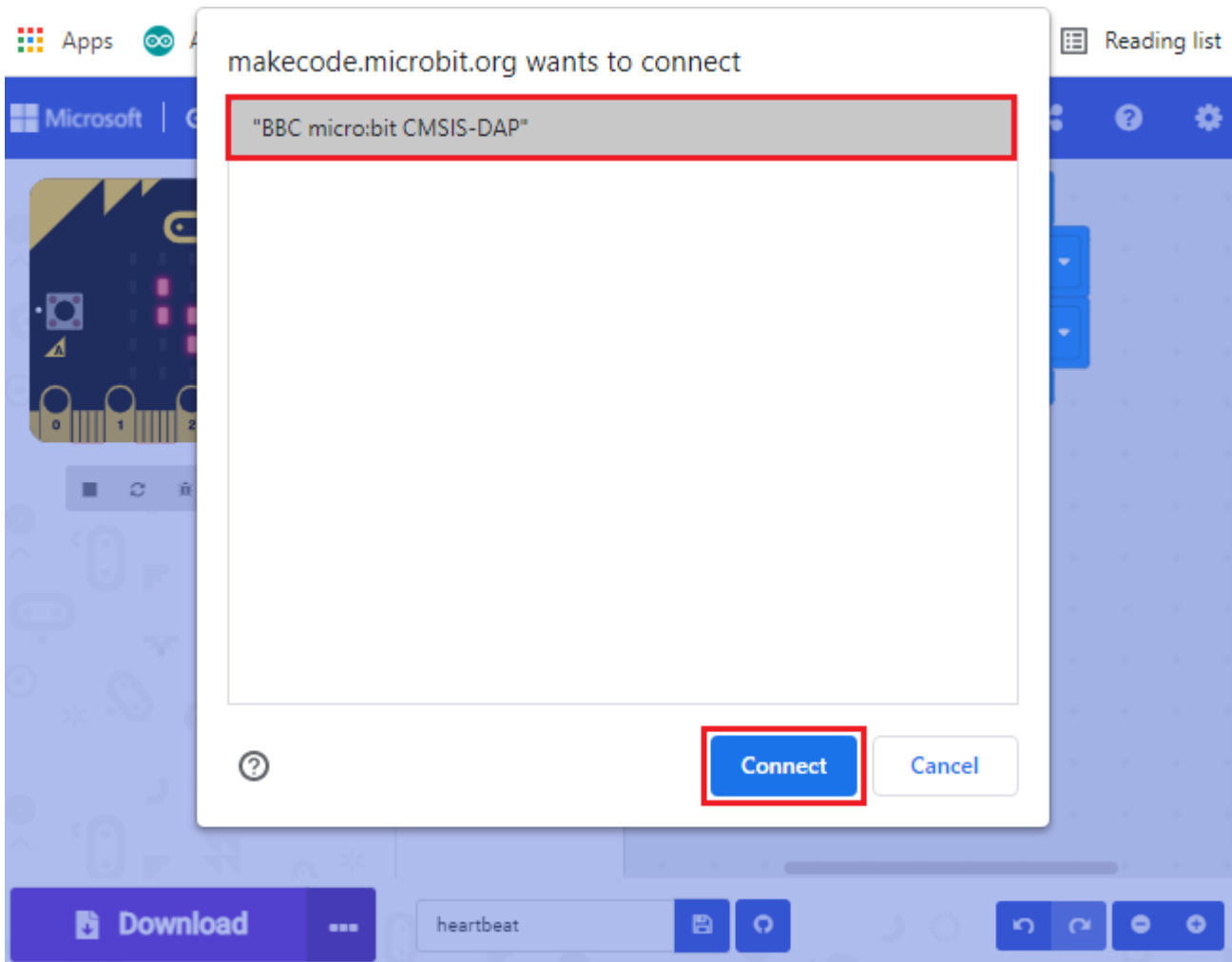
<https://microbit.org/guide/firmware/> .

If the links are too troublesome for you , then you can also turn to our ‘Troubleshooting Downloads with WebUSB’ and “upload the firmware”

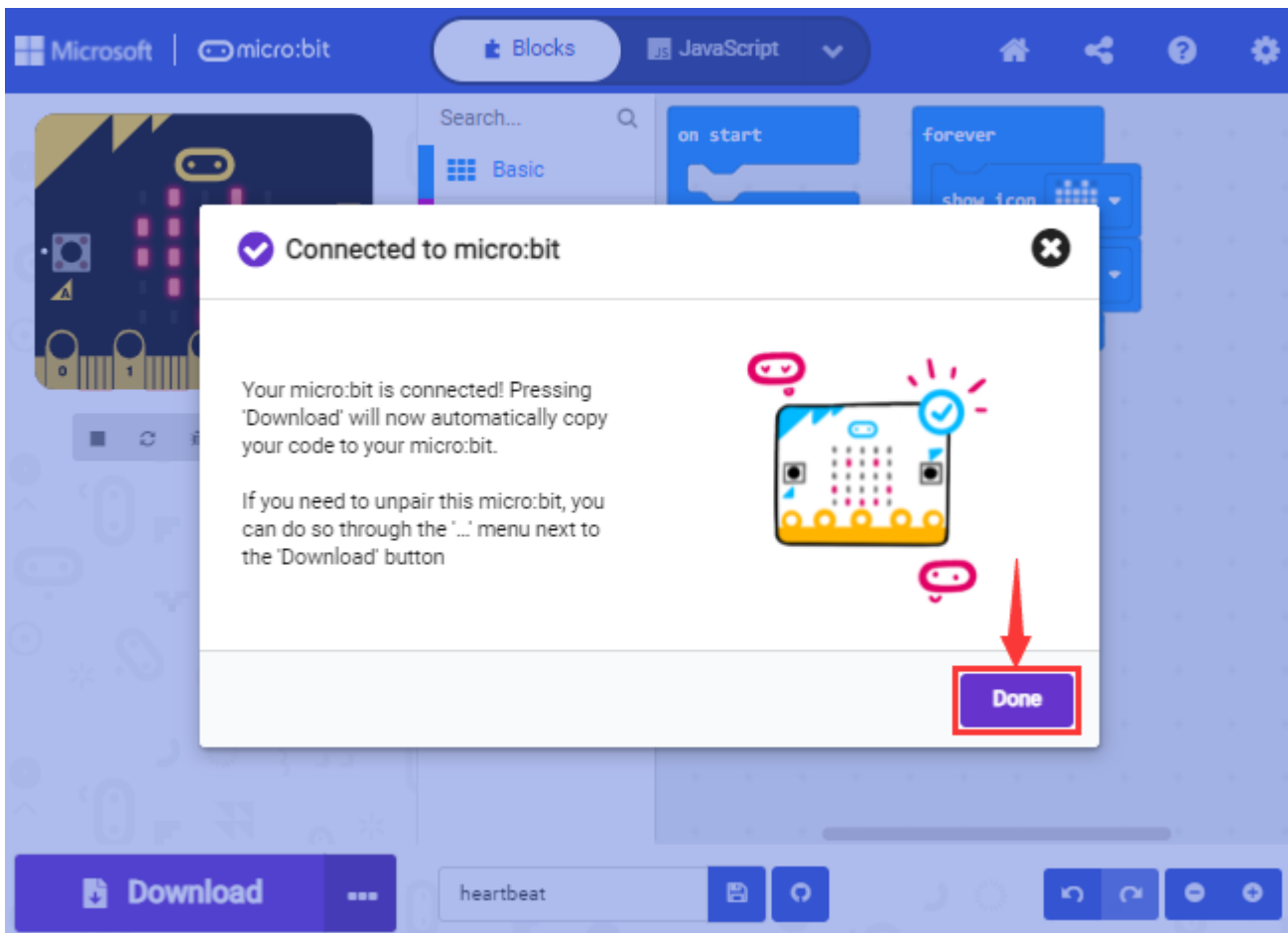


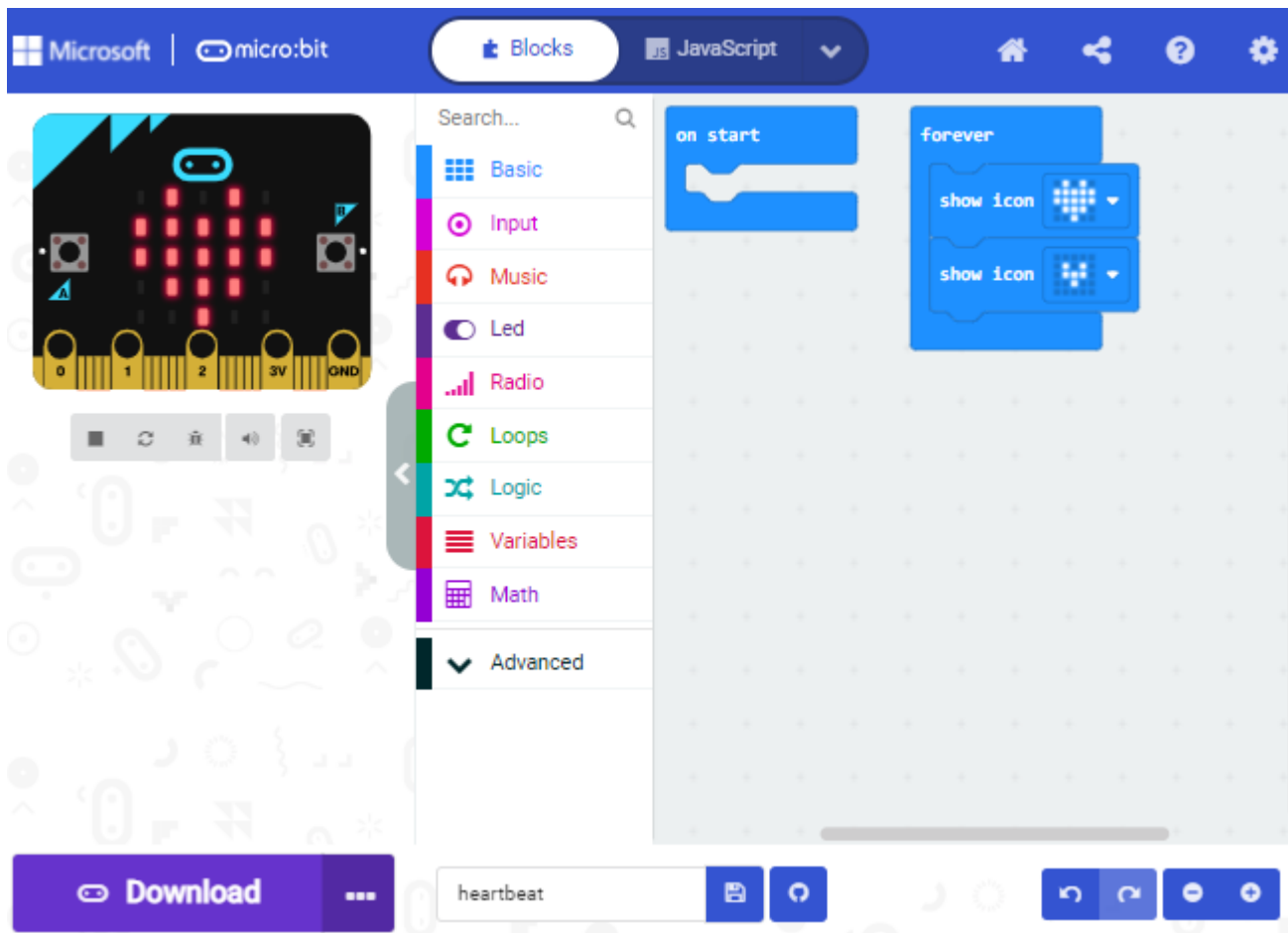
in the folder we provided in the link:

<https://fs.keyestudio.com/KS4031-4032>



Click "Done" to finish the pairing.





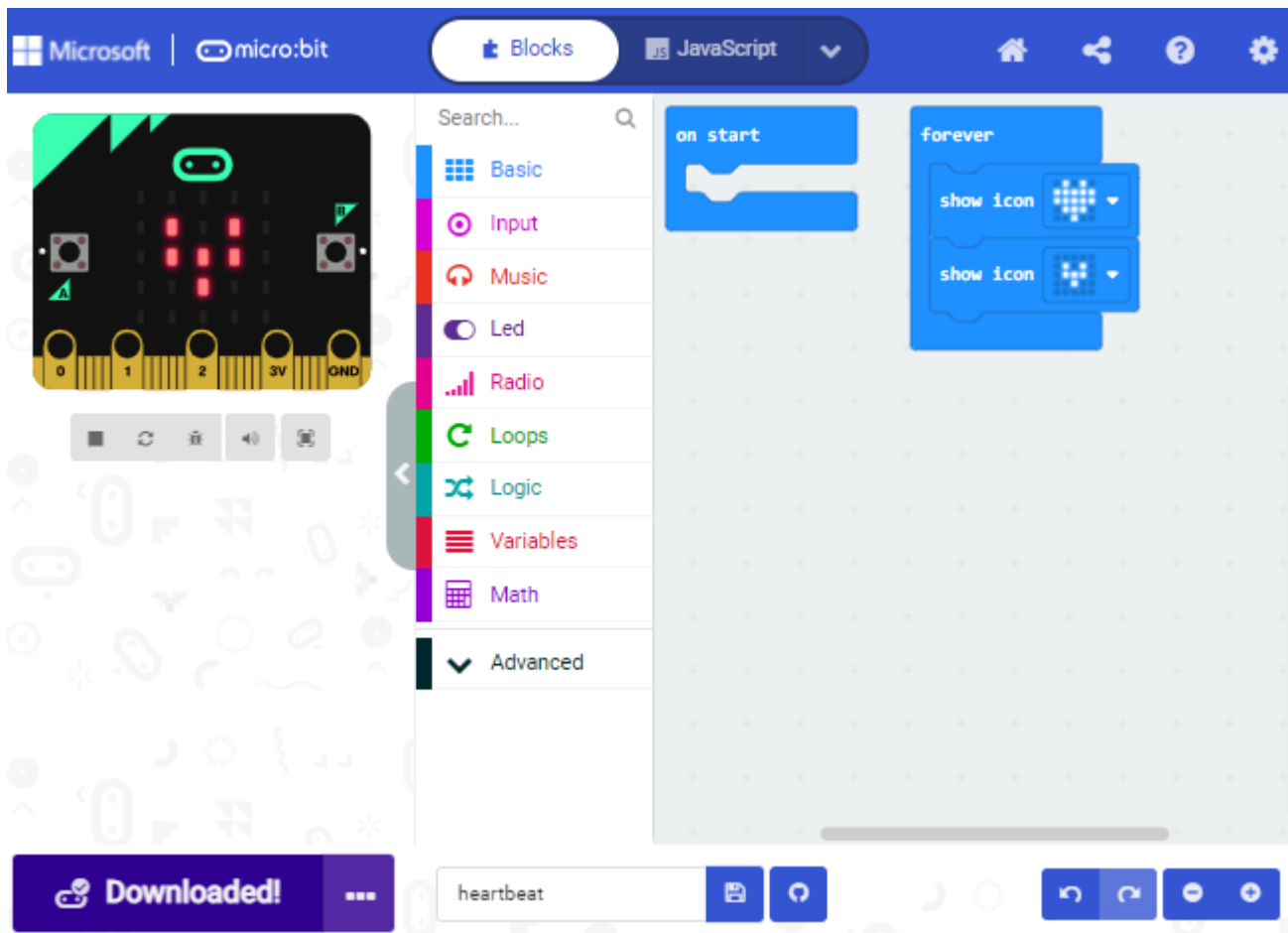
Download program:

After the pairing, click “download” to directly download the program to the board. If it is successfully downloaded, the icon



will shift to





7.4. Makecode extension library:

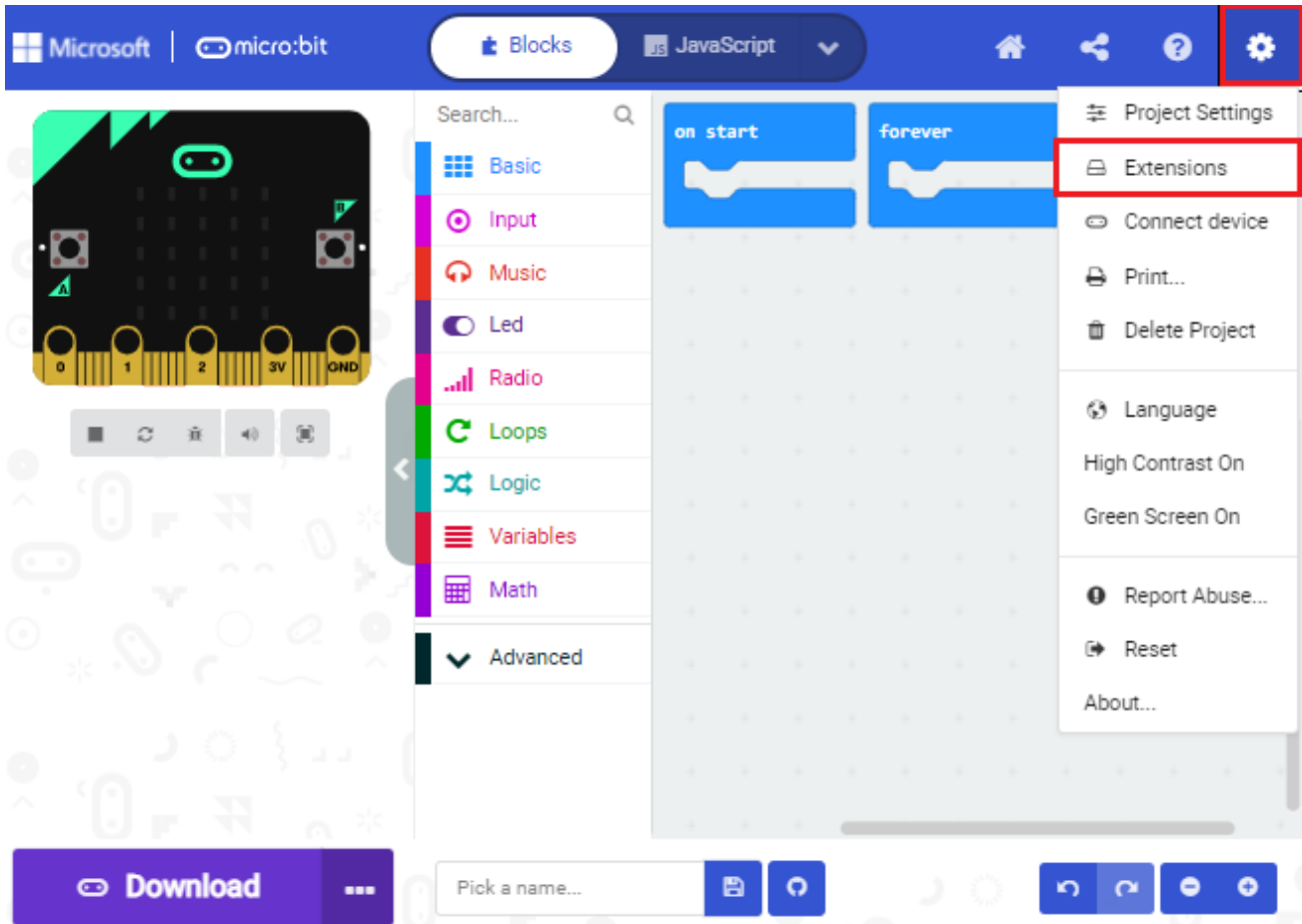
For your convenience, we have made a makecode extension library for this smart home kit.

Add smart home extension library:

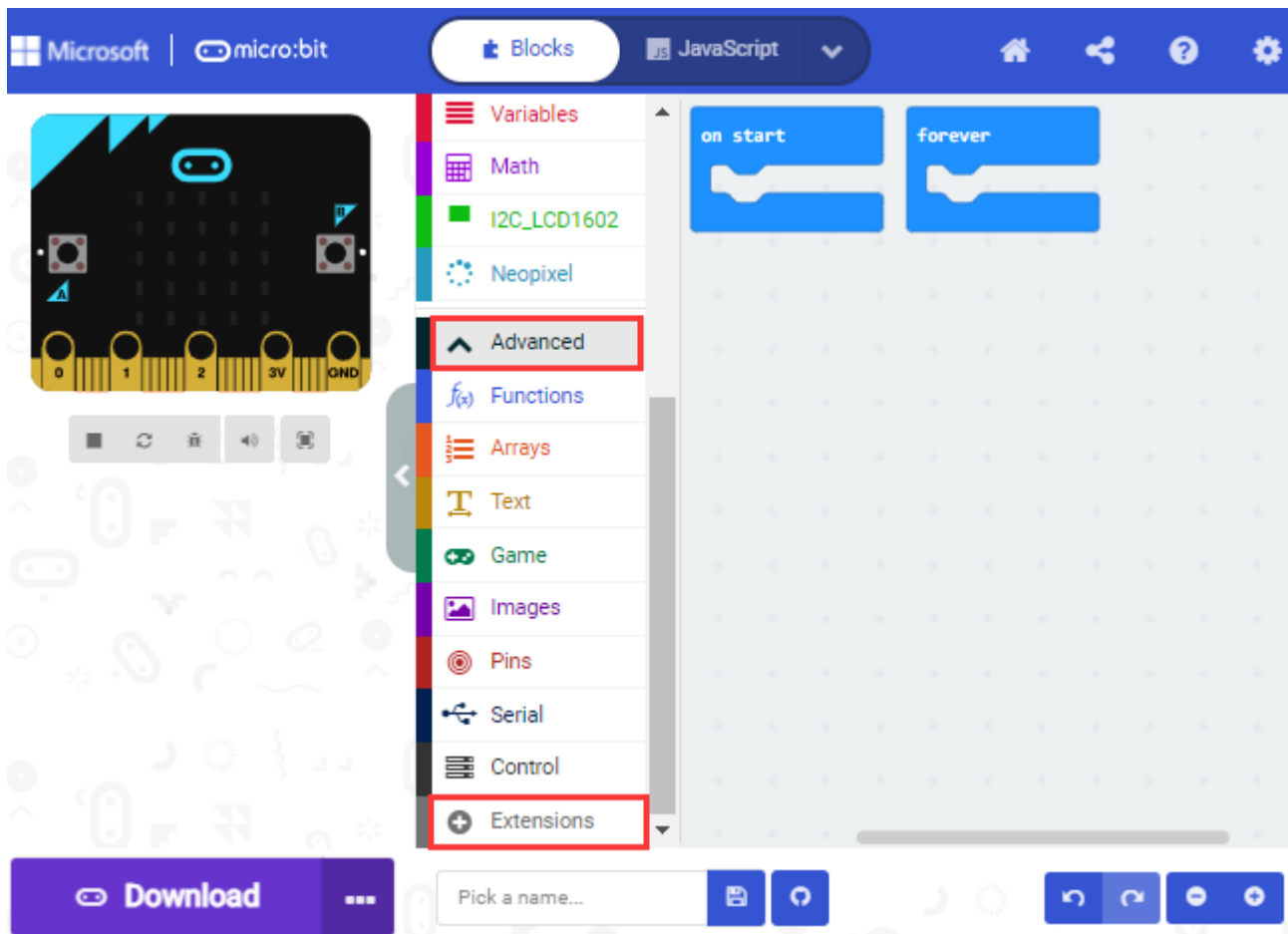
Please follow the following steps to add extension files:



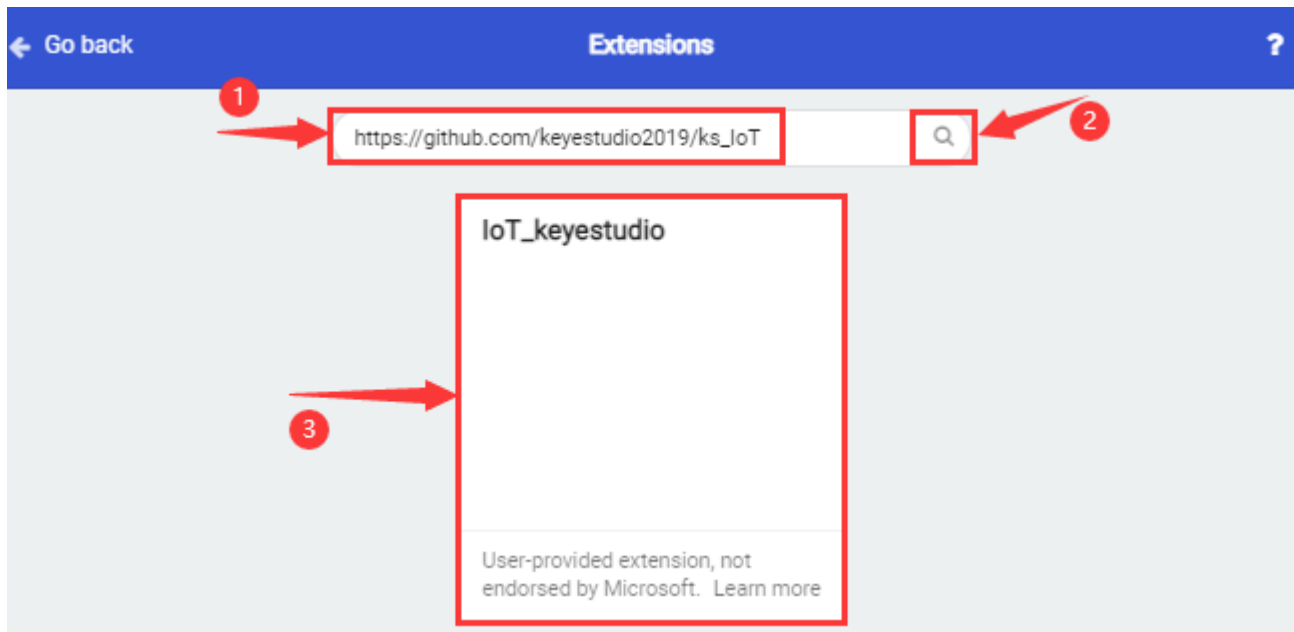
Open Makecode to enter a certain project → click the gear-shaped icon (for setting) in the upper right corner → choose “Extensions” ;



Or click “ Advanced ” to select “ Extensions ” as shown below:



Input the link https://github.com/keyestudio2019/ks_loT to search;
Tap the searching result "IoT_keyestudio" to download and install it;
This process may take a few seconds.



After the installation, you can find the extension files DHT11/DHT22 and I2C_LCD1602 on the left side.

And extension file Neopixel is also installed.



Microsoft | micro:bit

Blocks JavaScript

Search...

- Basic
- Input
- Music
- Led
- DHT11/DHT22**
- Radio
- Loops
- Logic
- Variables
- Math
- I2C_LCD1602**
- Neopixel
- Advanced

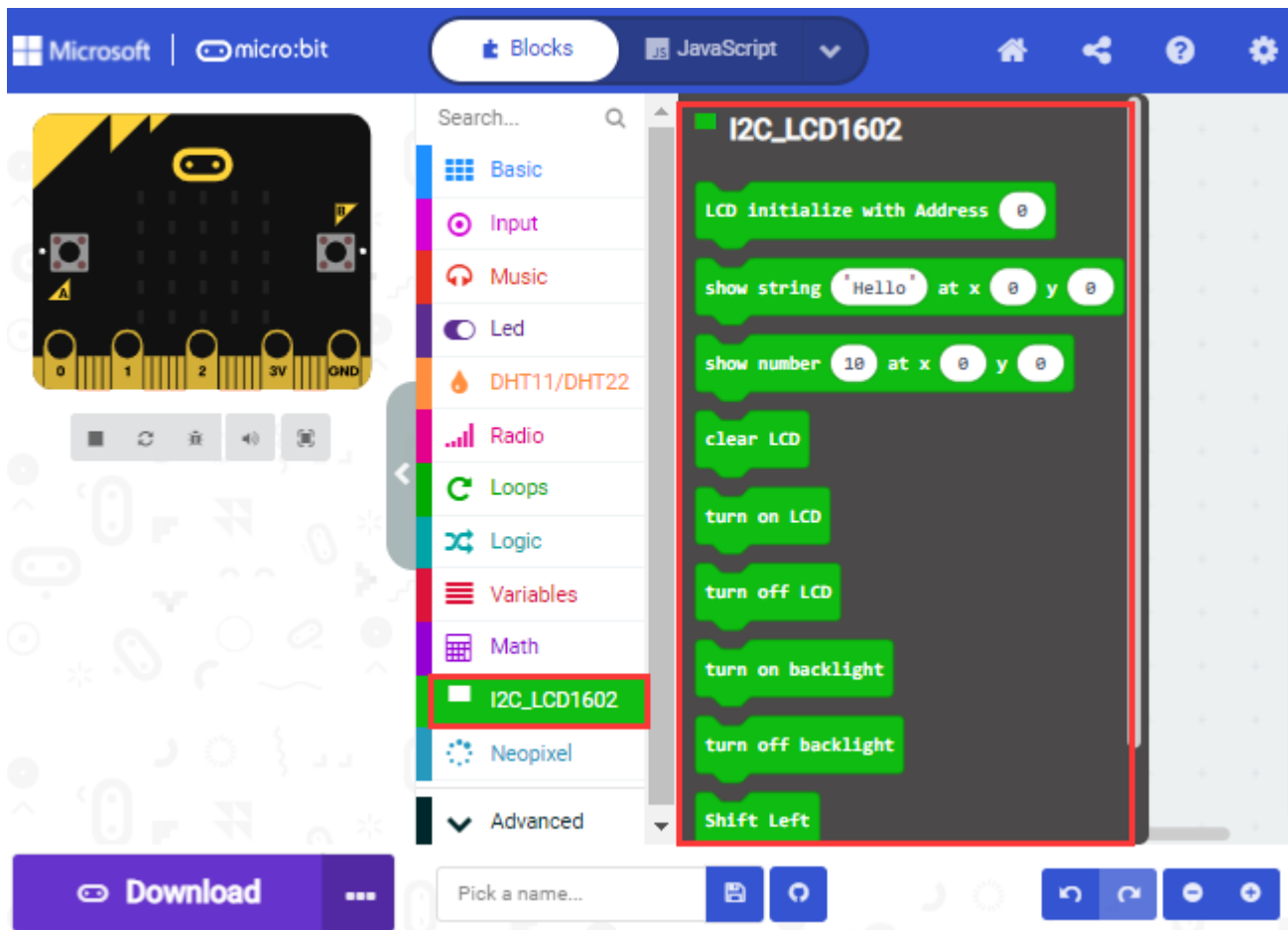
on start forever

Download

Pick a name...



The screenshot shows the Microsoft MakeCode micro:bit IDE interface. At the top, there is a blue header with the Microsoft logo, 'micro:bit', and tabs for 'Blocks' and 'JavaScript'. On the left, a virtual micro:bit board is displayed. A central sidebar contains a search bar and a list of block categories: Basic, Input, Music, Led, DHT11/DHT22 (highlighted with a red box), more, Radio, Loops, Logic, Variables, Math, I2C_LCD1602, and Neopixel. The main workspace on the right shows a script with the following blocks: 'Last query successful?' (orange arrow), 'Read humidity' (orange block), 'Query DHT11' (orange block), 'Data pin P0' (orange block), 'Pin pull up true' (green block), 'Serial output false' (green block), and 'Wait 2 sec after query true' (green block). At the bottom, there is a 'Download' button, a 'Pick a name...' input field, and several control buttons.

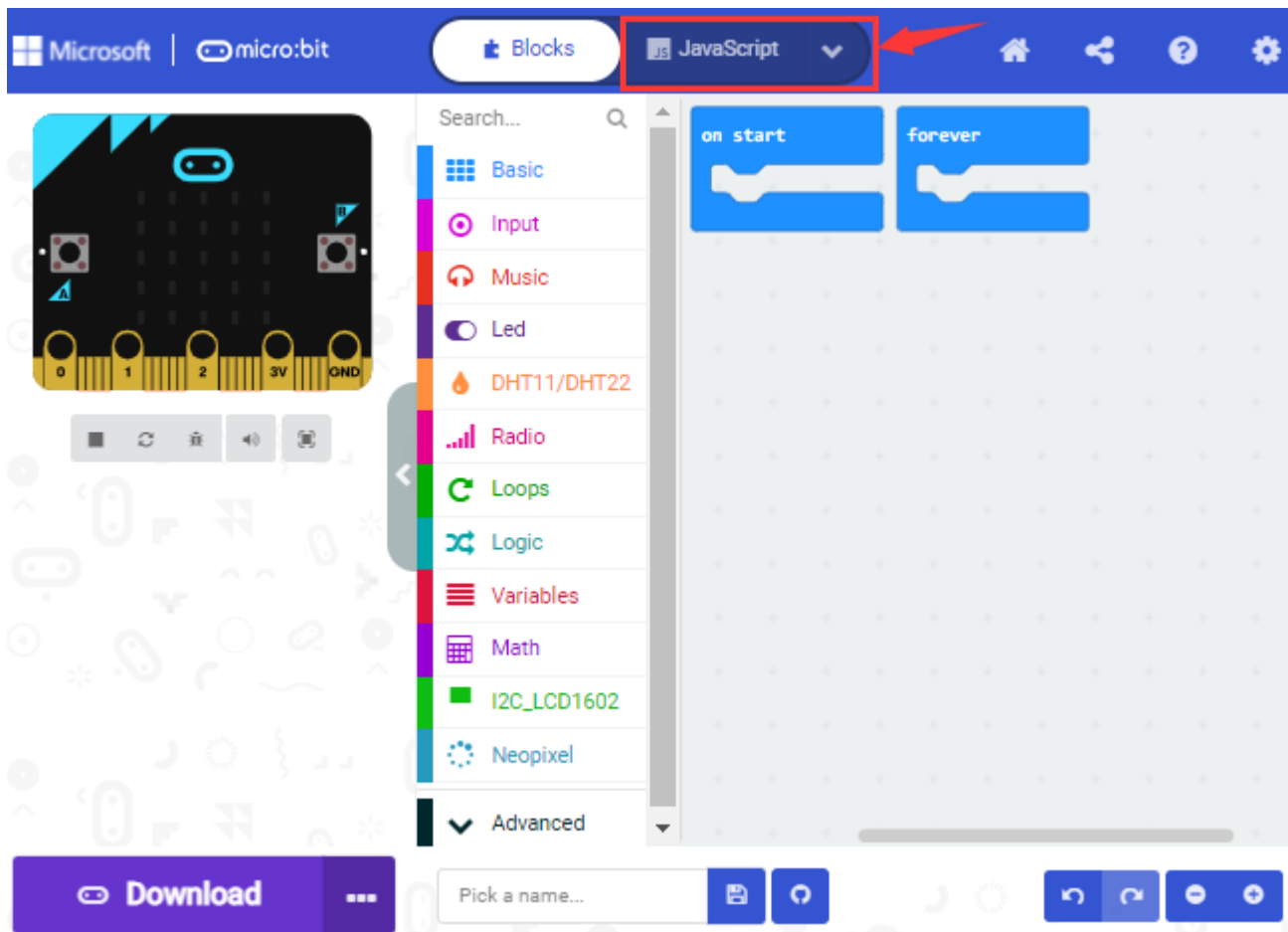


Note: the extension files added are only available for this project. Therefore, when you create a new **IoT_keyestudio** project, you will need to add these extension files again.

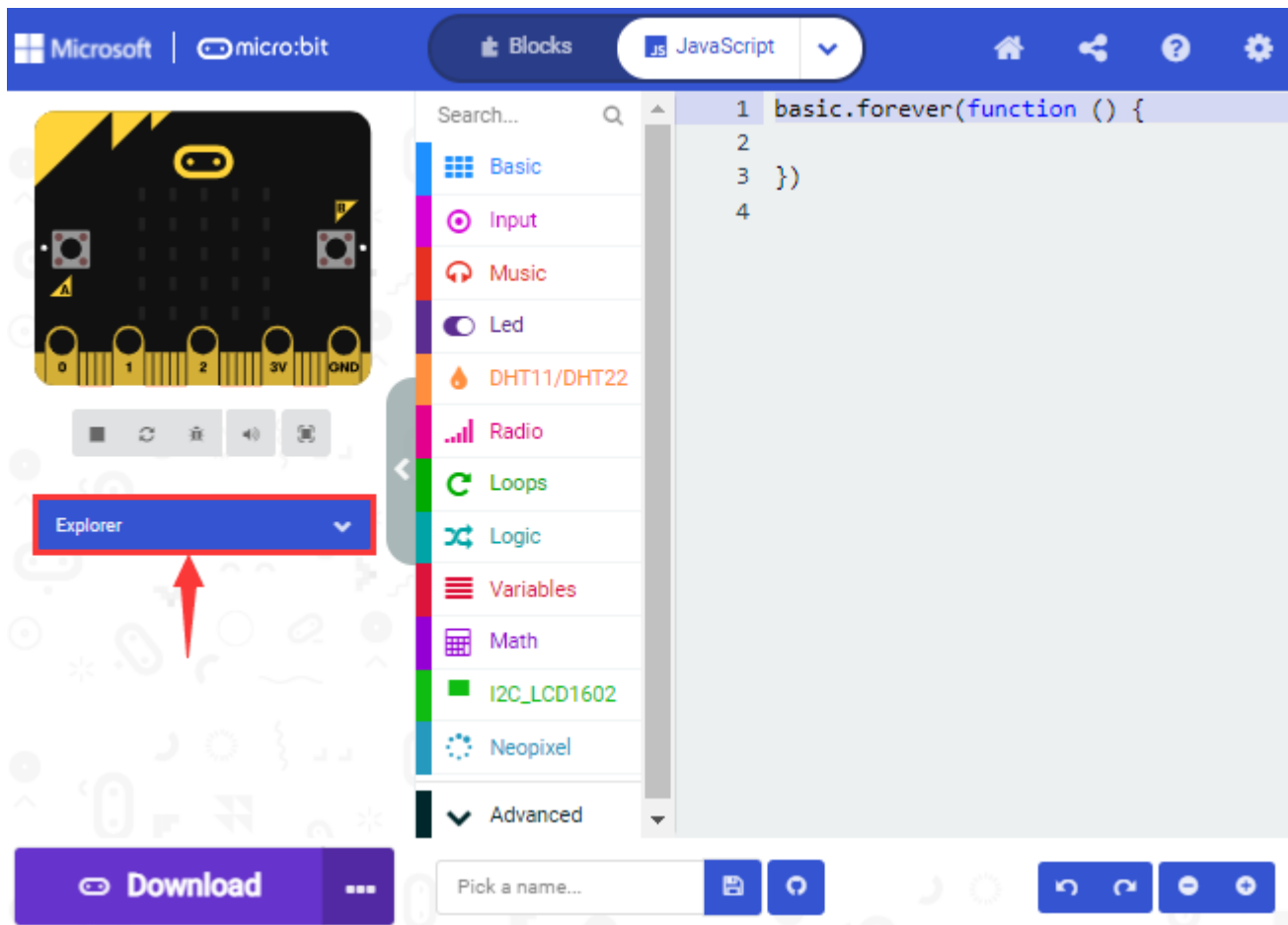
Update or delete the IoT_keyestudio extension files:

Please follow the following steps to update or delete extension files:

Click "Js JavaScript" to change to textual version:



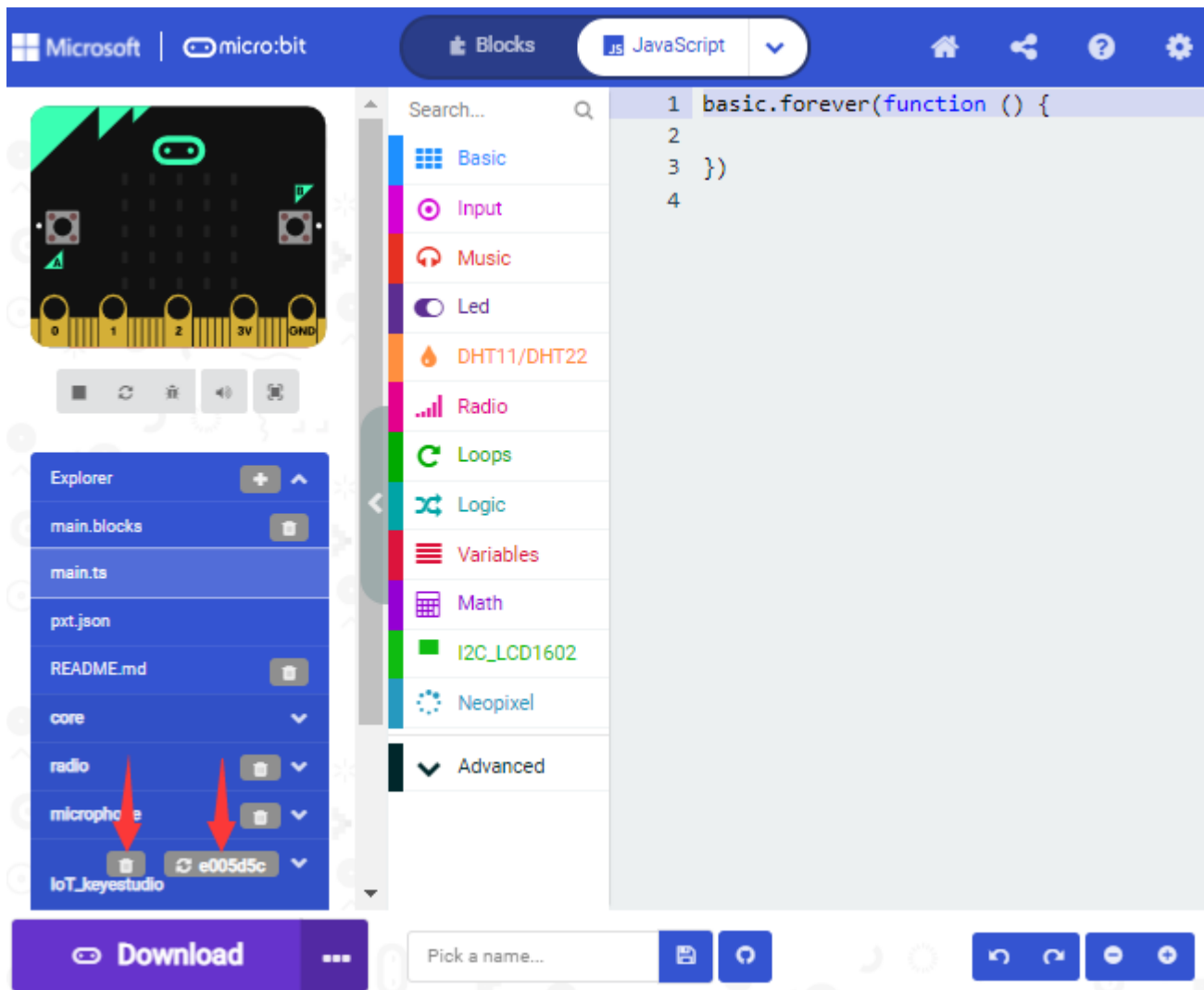
Click the “Explorer” on the left side:



You can find these added files in the list;

Click the dustbin icon beside the file to delete the corresponding file;

Tap the refresh icon to update the corresponding IoT_keyestudio extension file.



7.4.Resources and test code

We also provide a link: <https://fs.keyestudio.com/KS4031-4032>

containing the information of the product from relevant tools to test codes, tutorials and troubleshooting methods as well, as shown in the figure below:



Name ↑

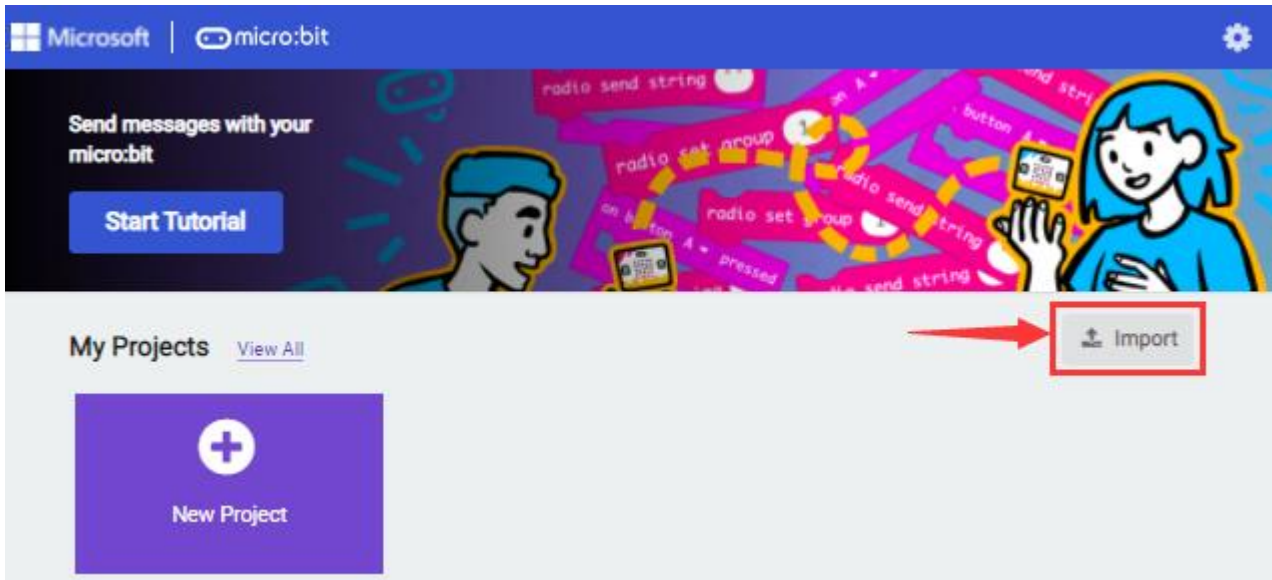
- 1. Install Microbit Driver
- 2. Makecode Tutorial
- 3. Python Tutorial
- 4. How to Update the Firmware
- 5. Troubleshooting-MAINTENANCE Mode
- 6. Troubleshooting-WebUSB
- 7. Cool Term Download

7.5. Input test code

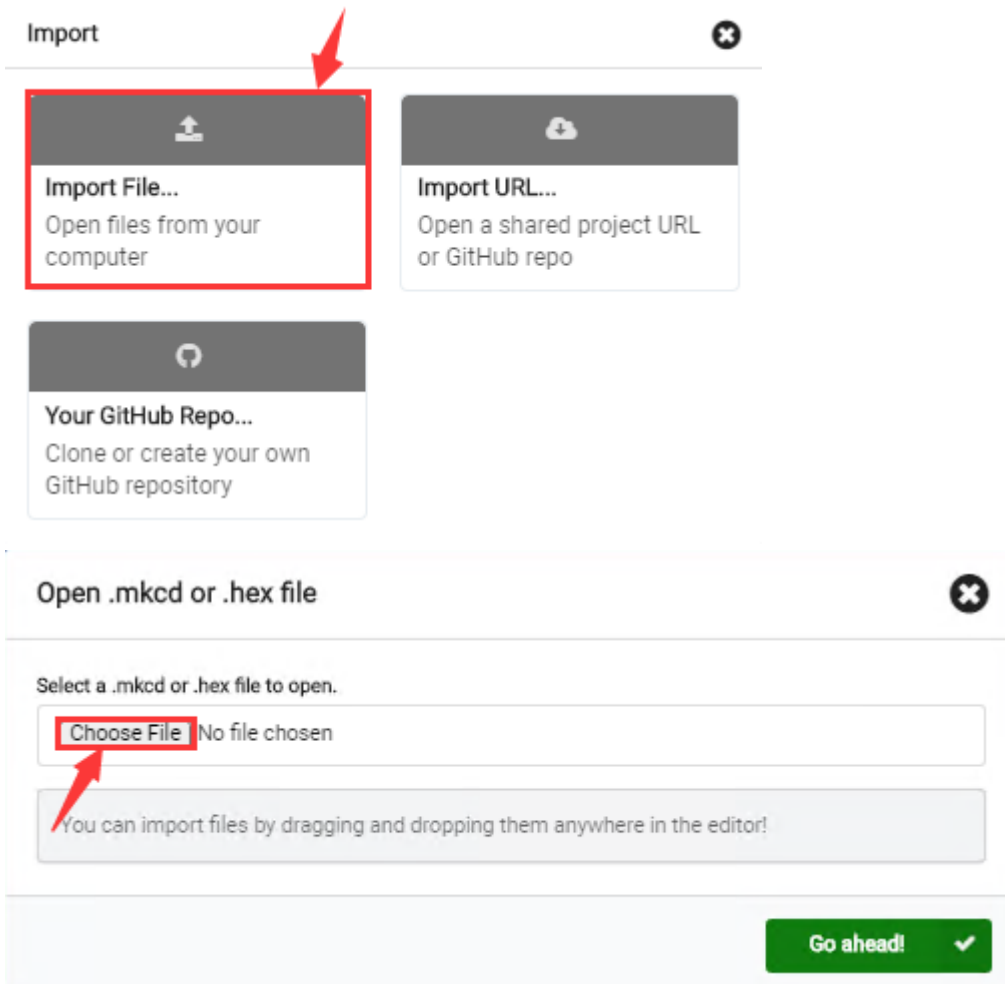
We provide hexadecimal code files (project files) for each project. The file contains all the contents of the project and can be imported directly, or you can manually drag the code blocks to complete the program for each project. For simple projects, dragging a block of code to complete the program is recommended. For complex projects, it is recommended to conduct the program by importing the hexadecimal code file we provide.

Let's take the "Heatbeat" project as an example to show how to load the code.

Open the Web version of Makecode or the Windows 10 App version of Makecode;



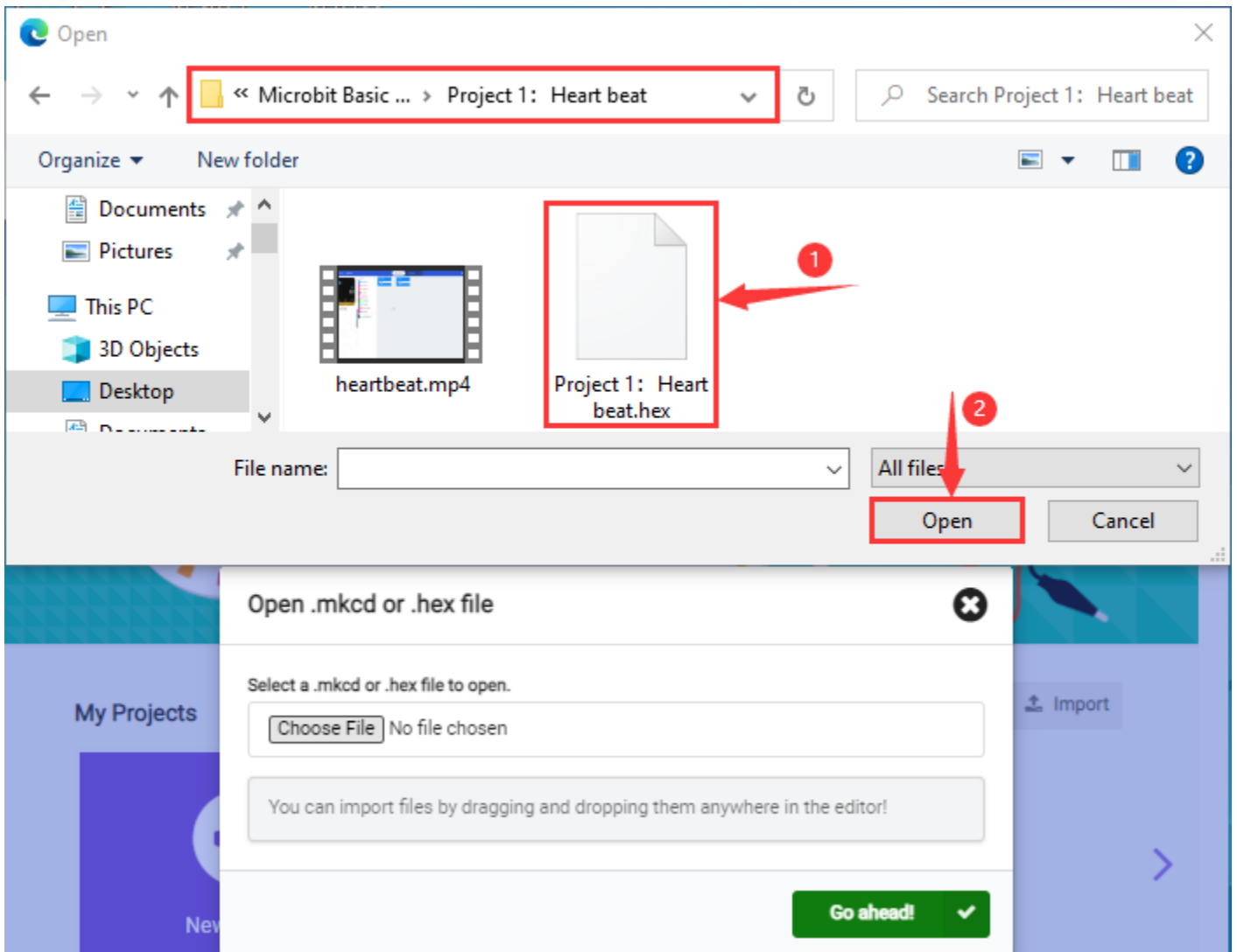
Click "Import File" ;

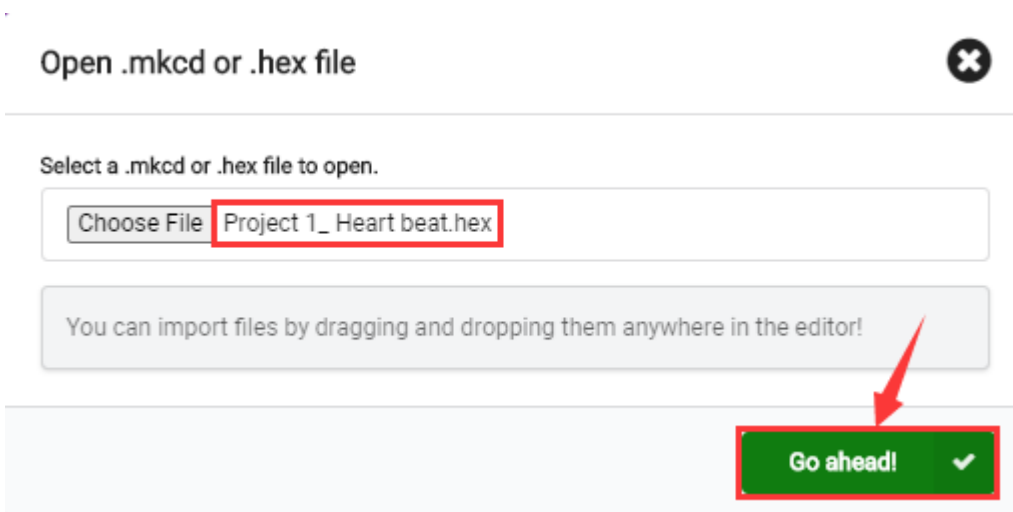




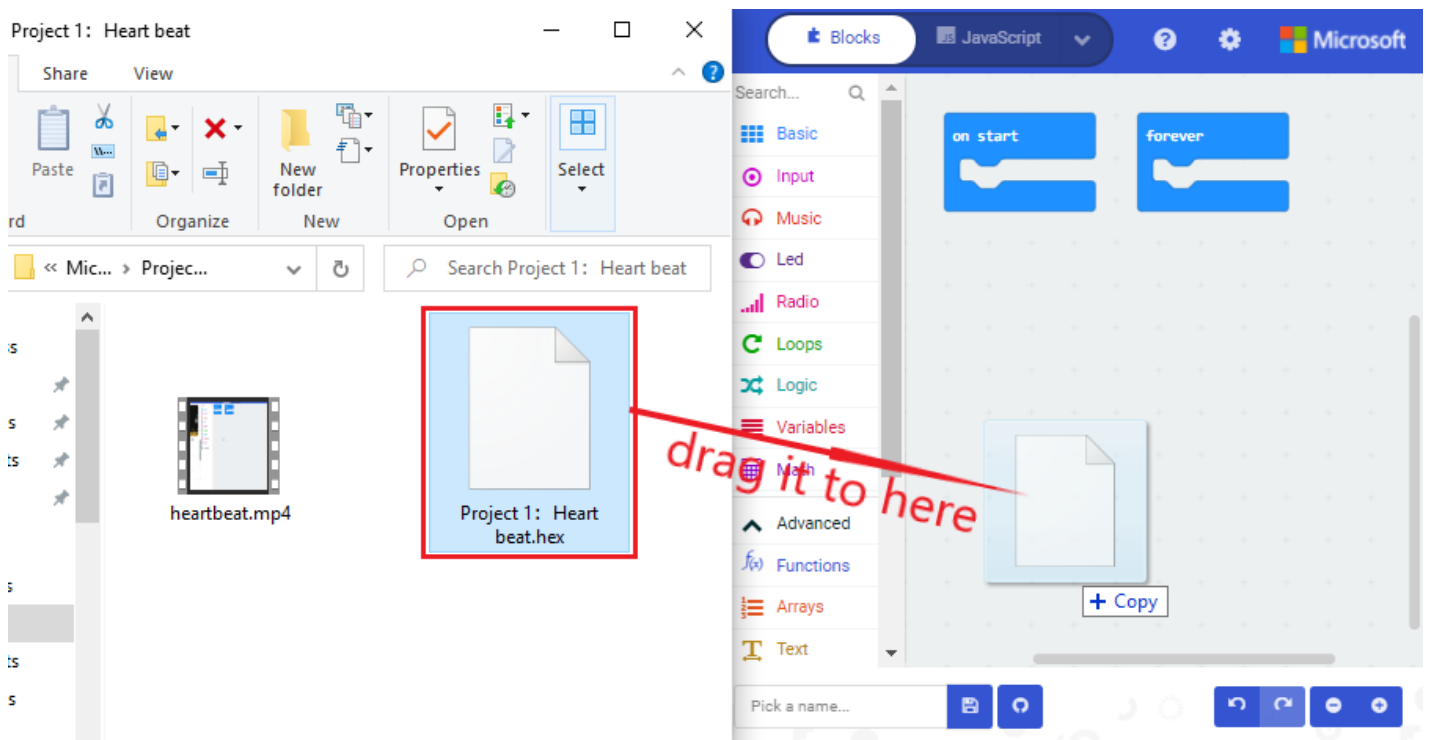
Select “../Makecode Code/Project 1_ Heart beat/Project 1_ Heart beat.hex”

Then click “Go ahead” .

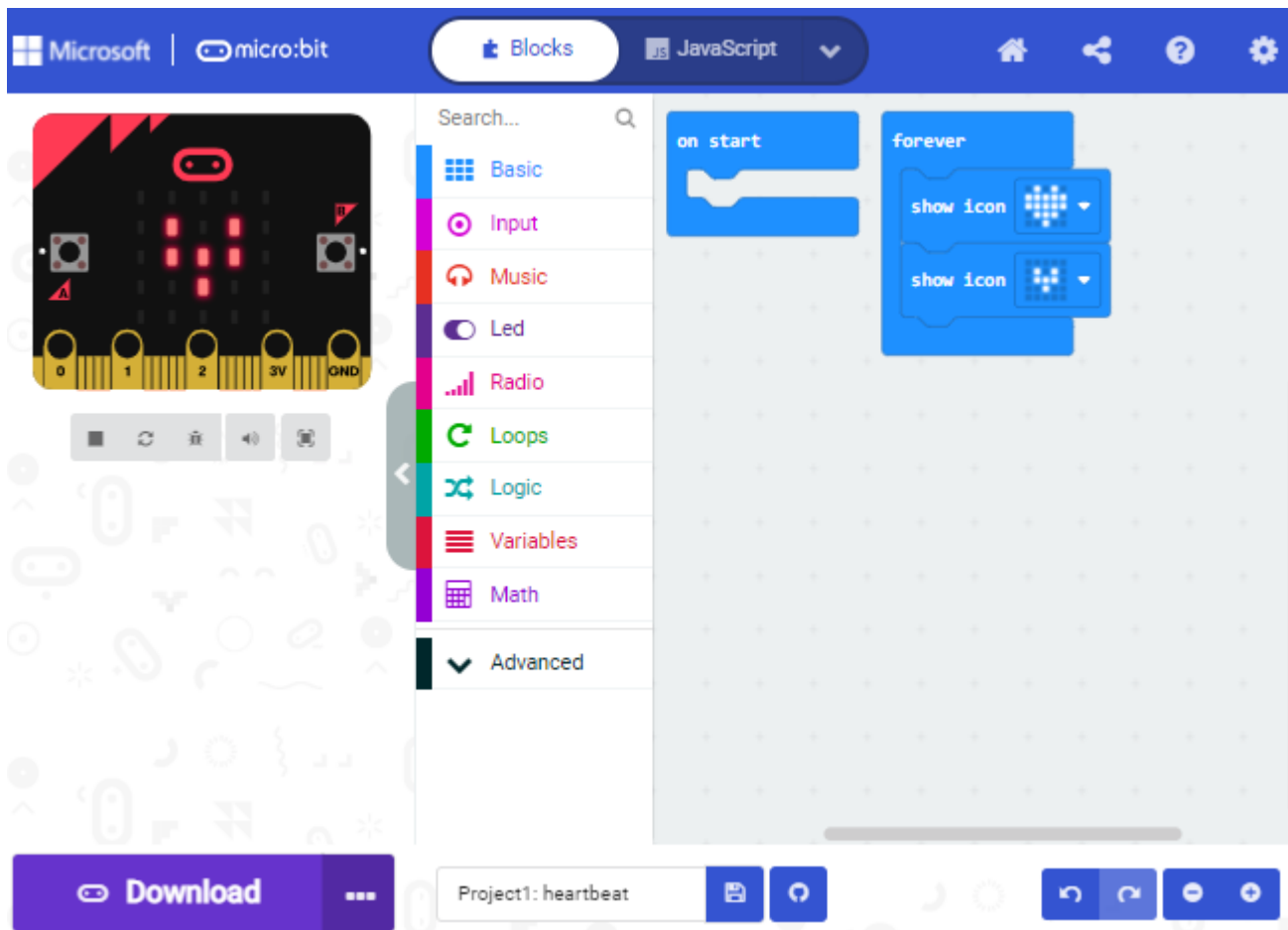




In addition to importing the test code file provided into the Makecode compiler above, you can also drag the the test code file provided into the code editing area of the Makecode compiler, as shown in the figure below:



After a few seconds, it is done.



Note: if your computer system is Windows7 or 8 instead of Windows 10, the pairing cannot be done via Google Chrome. Therefore, digital signal or analog signal of sensors and modules cannot be shown on the serial port simulator. However, you need to read the corresponding digital signal or analog signal. So what can we do? You can use the CoolTerm software to read the serial port data of the microbit. Next chapter is about how to install CoolTerm.



7.6. Install CoolTerm:

CoolTerm program is used to read the data on serial port.

Download CoolTerm program:

<https://freeware.the-meiers.org/>

After the download, we need to install **CoolTerm program file**, below is PC Window system taken as an example.


- (1) Choose "win" to download the zip file of CoolTerm
- (2) Unzip file and open it. (also suitable for Mac and Linux system)

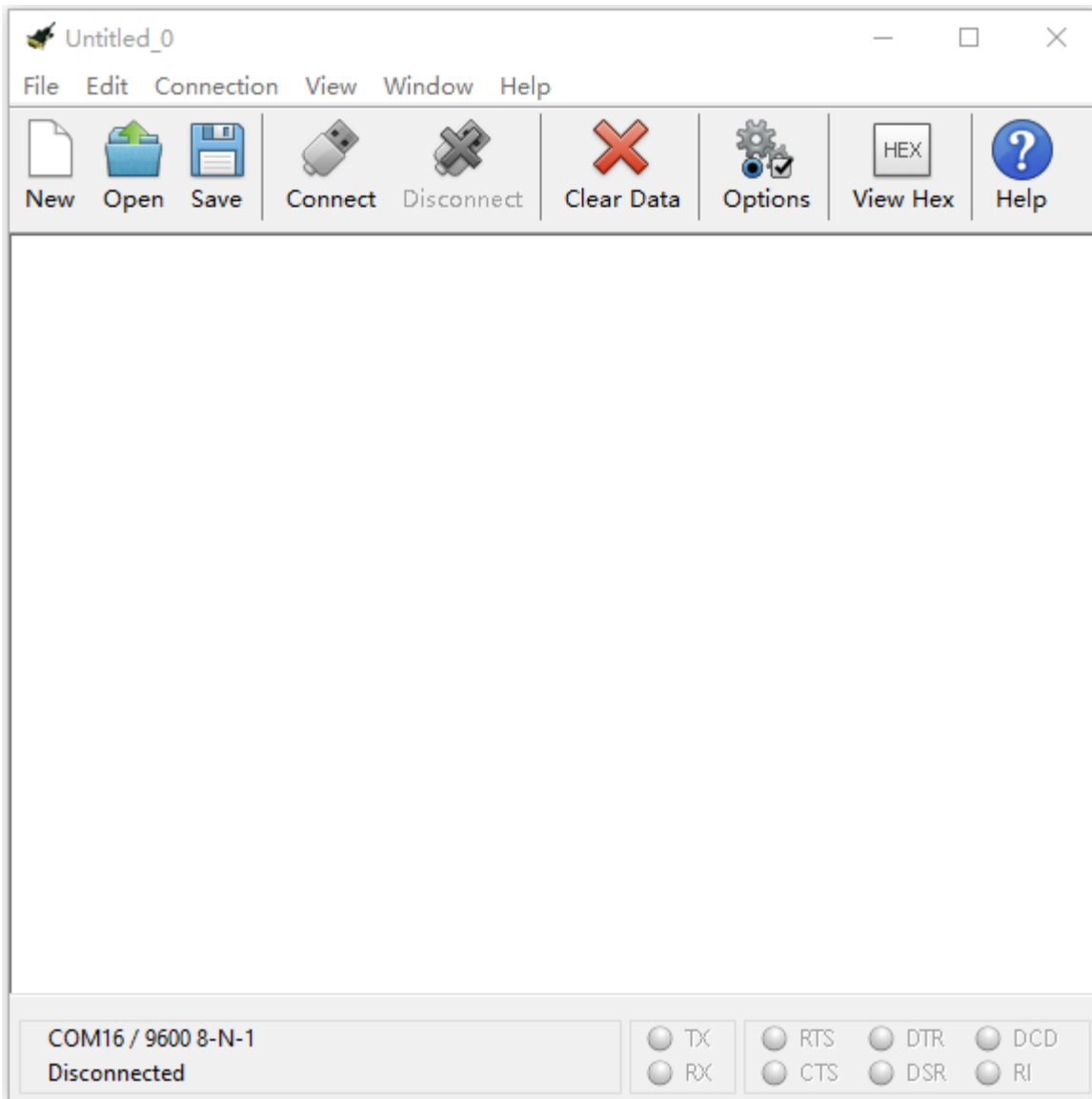
(1)



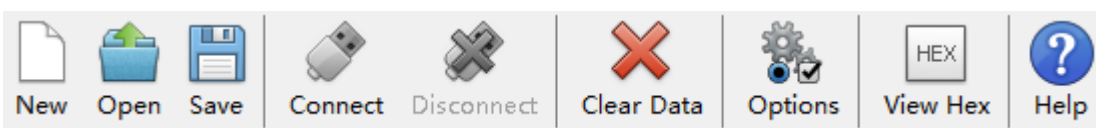
CoolTerm Libs	2020/4/21 11:20	File folder	
CoolTerm Resources	2020/4/21 11:20	File folder	
CoolTerm.exe	2019/5/17 22:56	Application	5,314 KB
msvcp120.dll	2019/4/3 14:33	Application extension	645 KB
msvcp140.dll	2019/4/3 14:33	Application extension	625 KB
msvcr120.dll	2019/4/3 14:33	Application extension	941 KB
ReadMe.txt	2019/5/18 20:35	Text Document	31 KB
vccorlib140.dll	2019/4/3 14:33	Application extension	387 KB
vcruntime140.dll	2019/4/3 14:33	Application extension	88 KB
Windows System Requirements.txt	2018/1/7 14:29	Text Document	1 KB
XojoGUIFramework64.dll	2019/4/3 14:33	Application extension	30,801 KB



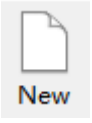
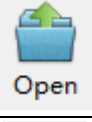
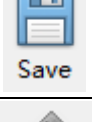
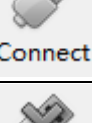
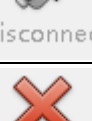


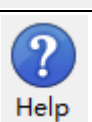

(3) Double-click  CoolTerm.exe . (please make sure that the driver of Micro:bit is installed and the main board is connected with the computer.)



The functions of each button on the Toolbar are listed below:





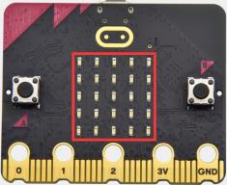
 New	Open up a new Terminal
 Open	Open a saved Connection
 Save	Save the current Connection to disk
 Connect	Open the Serial Connection
 Disconnect	Close the Serial Connection
 Clear Data	Clear the Received Data
 Options	Open the Connection Options Dialog
 View Hex	Display the Terminal Data in Hexadecimal Format
 Help	Display the Help Window

8. Projects

(Note: project 8.1 to 8.12 will be conducted with the built-in sensors and LED dot matrix of the Micro:bit main board V2)



Project 1: Heartbeat



(1)Project Description

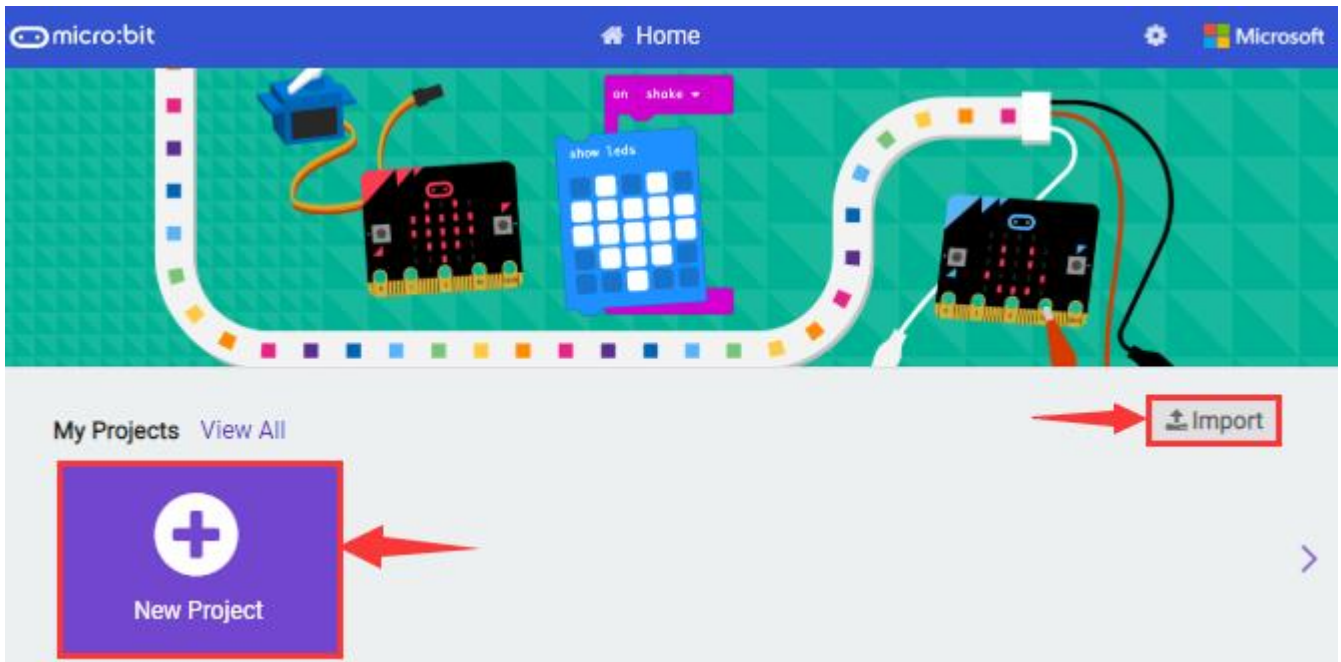
This project is easy to conduct with a micro:bit V2 main board, a Micro USB cable and a computer. The micro:bit LED dot matrix will display a relatively big heart-shaped pattern and then a smaller one. This alternative change of this pattern is like heart beating. This experiment serves as a starter for your entry to the programming world.

(2)Experimental Preparation:

- Connect micro:bit to computer with the USB cable
- Open online Makecode editor

Import Hex profile (How to import?)

Or click "New Project" and drag blocks step by step



(3) Test Code

The route to get test code ([How to load?](#))

File Type	Path	File Name
Hex file	KS4031(4032) folder/Makecode Tutorial/Makecode Code/Project Code/Project 1: Heartbeat	Project 1: Heartbeat.hex

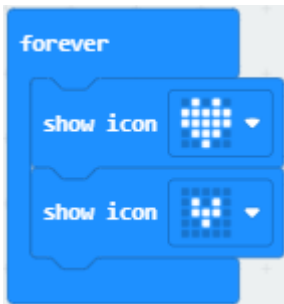
Or you could edit code step by step in the editing area.

Go to "Basic" → "show icon" .

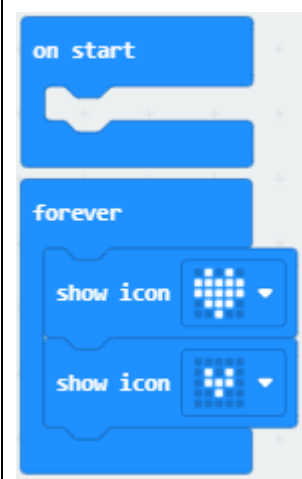
Copy it again and place into "forever" block.



Click "♥" to select "■" .



Complete Program :



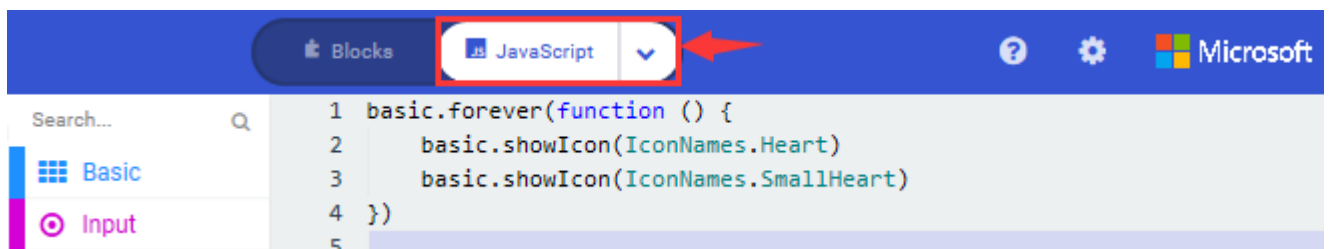
"on start" : command block runs once to start program.

The program under the block "forever" runs cyclically.

LED dot matrix displays "♥"

LED dot matrix shows "■"



Click "JavaScript" to view the corresponding JavaScript code:



```
1 basic.forever(function () {
2   basic.showIcon(IconNames.Heart)
3   basic.showIcon(IconNames.SmallHeart)
4 })
5
```



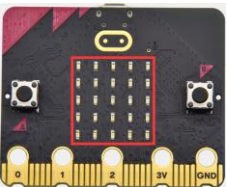
(4)Test Results

Download code to micro:bit and keep USB cable connected. The LED dot matrix will display  and  ceaselessly.

[\(How to download?\)](#) [How to quick download?\)](#)

If the download is not success, try to disconnect micro:bit from your computer and then reconnect them and reopen Makecode to try again.

Project 2: Light A Single LED

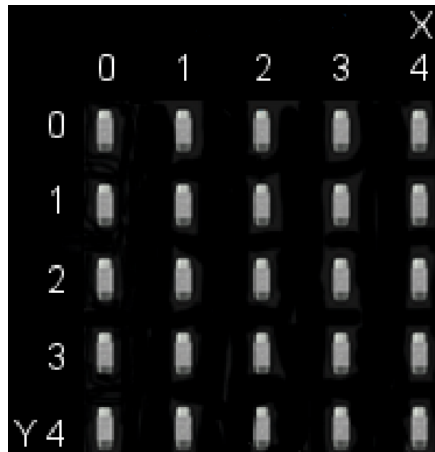


(1)Project Description

The LED dot matrix consists of 25 LEDs arranged in a 5 by 5 square. In order to locate these LEDs quickly, as the figure shown below, we can regarded this matrix as a coordinate system and create two axes by marking those in rows from 0 to 4 from top to bottom, and the ones in columns from 0 to 4 from the left to the right. Therefore, the LED sat in the second of the first line is (1,0) and the LED positioned in the fifth of the fourth column is (3,4)



and others likewise.



(2) Experimental Preparation:

- Connect micro:bit to computer with the USB cable
- Open online Makecode editor

Import Hex profile (How to import?)

Or click "New Project" and drag blocks step by step

(3) Test Code

The route to get test code ([How to load?](#))

File Type	Path	File Name
Hex file	KS4031(4032) folder/Makecode Tutorial/Makecode Code/Project Code/Project 2: Light A Single	Project 2: Light A Single LED.hex

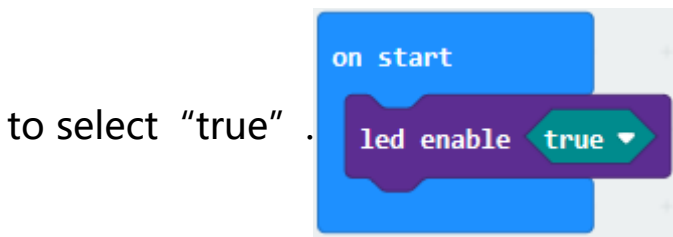


	LED	
--	-----	--

Or you could edit code step by step in the editing area.

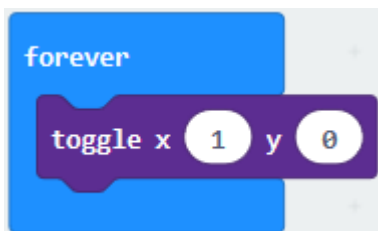
A. Click "Led" → "more" → "led enable false"

B. Put it into the "on start" block, and click the drop-down triangle button



(2) A. Enter "Led" → "toggle x 0 y 0" block;

B. Combine it with "forever" , alter "x 0" into "x 1" .



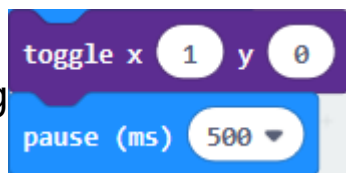
(3) A. Enter "Basic" → "pause (ms) 100" from "



B. Then move it below the "toggle x1 y0" block, and set to 500ms.



(4) Duplicate code string



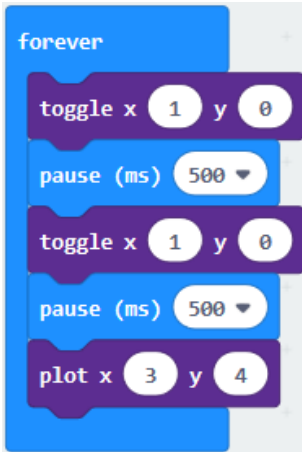
once and place it into "forever"

block.



A. Enter "Led" → "plot x 0 y 0"

B. Keep it beneath block "pause(ms)500" , then set to "plot x 3 y 4" :



Replicate "pause (ms) 500" once and keep it below the block "plot x3y4"



Click "Led" → "unplot x 0 y 0" and set to "unplot x3 y 4" ;

Lay down it beneath "pause (ms) 500" block

Copy "pause (ms) 500" block once, and keep it below the "unplot x3 y 4"



block.

```
forever
  toggle x 1 y 0
  pause (ms) 500
  toggle x 1 y 0
  pause (ms) 500
  plot x 3 y 4
  pause (ms) 500
  unplot x 3 y 4
  pause (ms) 500
```

```
forever
  toggle x 1 y 0
  pause (ms) 500
  toggle x 1 y 0
  pause (ms) 500
  plot x 3 y 4
  pause (ms) 500
  unplot x 3 y 4
  pause (ms) 500
```



Click "JavaScript" to switch into corresponding JavaScript code:

Complete Program:

```
on start
  led enable true

forever
  toggle x 1 y 0
  pause (ms) 500
  toggle x 1 y 0
  pause (ms) 500
  plot x 3 y 4
  pause (ms) 500
  unplot x 3 y 4
  pause (ms) 500
```

"on start": command block only runs once to start program.

Turn on LED dot matrix.

The program under the block "forever" runs cyclically.

Toggle the LED brightness at coordinate point "x 1 y 0".

Toggle the LED brightness at coordinate point "x 1 y 0".

Turn on the LED at coordinate point "x3, y4".

Delay in 500ms

Turn off the LED at coordinate point "x3 y4".

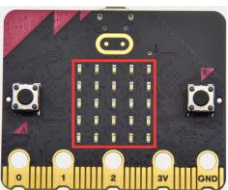


(4)Test Results:

After uploading test code to micro:bit main board V2 and powering the main board via the USB cable, the LED in (1,0) lights up for 0.5s and the one in (3,4) shines for 0.5s and repeat this sequence.

([How to download?](#) [How to quick download?](#))

Project 3: LED Dot Matrix





(1)Project Description

Dot matrices are very commonplace in daily life. They have found wide applications in LED advertisement screens, elevator floor display, bus stop announcement and so on.

The LED dot matrix of Micro: Bit main board V2 contains 25 LEDs in a grid. Previously, we have succeeded in controlling a certain LED to light by integrating its position value into the test code. Supported by the same theory, we can turn on many LEDs at the same time to showcase patterns, digits and characters.

What' s more, we can also click" show icon " to choose the pattern we like to display. Last but not the least, we can design patterns by ourselves.

(2)Experimental Preparation:

- Connect micro:bit to computer with the USB cable
- Open online Makecode editor

Import Hex profile (How to import?)

Or click "New Project" and drag blocks step by step

(3)Test Code

Code 1:



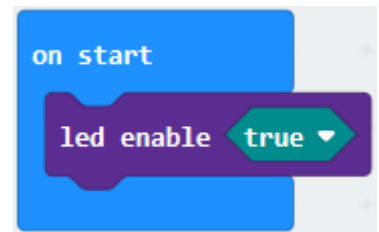
The route to get test code ([How to load?](#))

File Type	Path	File Name
Hex file	KS4031(4032) folder/Makecode Tutorial/Makecode Code/Project Code/Project 3: LED Dot Matrix-1	Project 3: LED Dot Matrix-1

Or you could edit code step by step in the editing area.

A. Enter "Led" → "more" → "led enable false"

Click the drop-down triangle button to select "true"



Combine it with "on start" block

Click "Led" to move "plot x 0 y 0" into "forever" , then replicate "plot x 0 y 0" for 8 times, respectively set to "x 2" y 0" , "x 2" y 1" , "x 2" y 2" , "x 2" y 3" , "x 2" y 4" , "x 1" y 3" "x 0" y 2" , "x 3" y 3" , "x 4" y 2" .



```
forever
  plot x 2 y 0
  plot x 2 y 1
  plot x 2 y 2
  plot x 2 y 3
  plot x 2 y 4
  plot x 1 y 3
  plot x 0 y 2
  plot x 3 y 3
  plot x 4 y 2
```

Complete Program:



```
on start
  led enable true

forever
  plot x 2 y 0
  plot x 2 y 1
  plot x 2 y 2
  plot x 2 y 3
  plot x 2 y 4
  plot x 1 y 3
  plot x 0 y 2
  plot x 3 y 3
  plot x 4 y 2
```

“on start” : command block only runs once to start program.

Turn on LED dot matrix.

The program under the block “forever” runs cyclically.

Toggle the LED brightness at coordinate point “x 2, y 0” , “x 2, y 1” , “x 2, y 2” , “x 2, y 3” , “x 2, y 4” , “x 1, y 3” , “x 0, y 2” , “x 3, y 3” and “x 4, y 2”

Select “JavaScript” and “Python” to switch into JavaScript and Python language code:

Code 2:



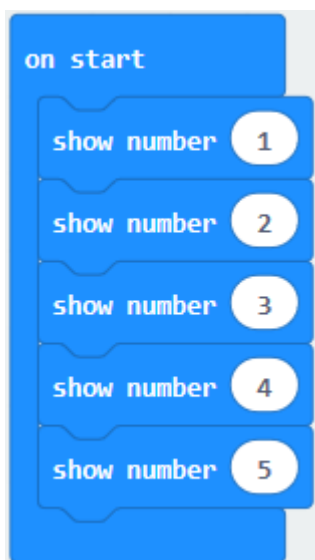
The route to get test code ([How to load?](#))

File Type	Path	File Name
Hex file	KS4031(4032) folder/Makecode Tutorial/Makecode Code/Project Code/Project 3: LED Dot Matrix-2	Project 3: LED Dot Matrix-2

Or you could edit code step by step in the editing area.

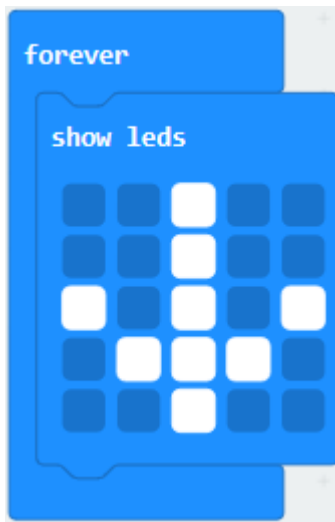
A. Enter "Basic" → "show number 0" block,

Duplicate it for 4 times, then separately set to "show number 1" , "show number 2" , "show number 3" , "show number 4" , "show number 5" .

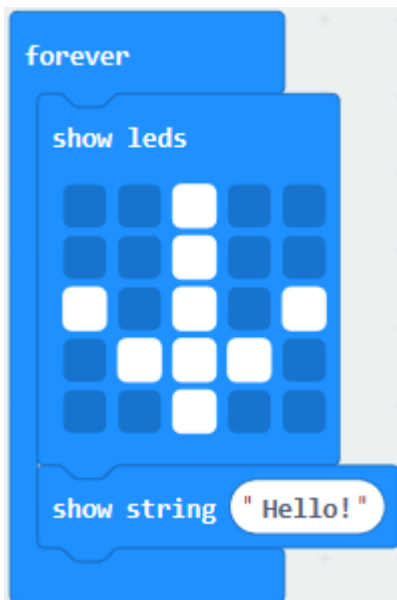




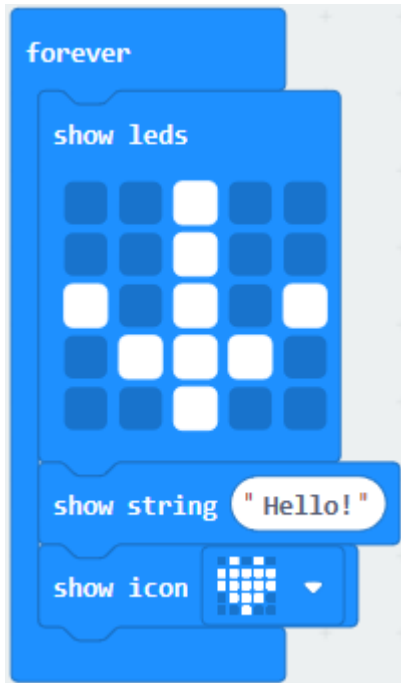
Click "Basic" → "show leds", then put it into "forever" block, tick blue boxes to light LED and generate "↓" pattern.



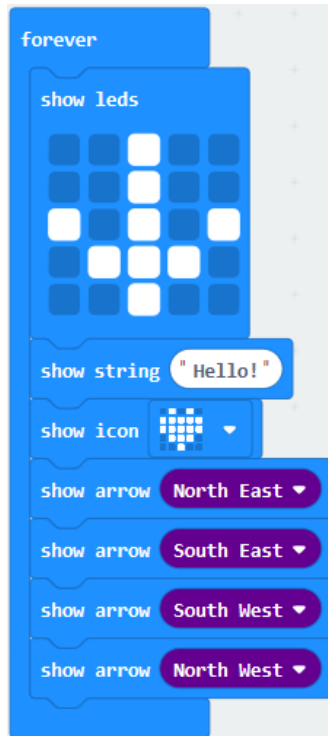
(1) Move out the block "show string" from "Basic" block, and leave it beneath the "show leds" block



Choose "show icon" from "Basic" block, and leave it beneath the block "show string "Hello!" block



- (2) A. Enter "Basic" → "show arrow North" ;
- B. Leave it into "forever" block, replicate "show arrow North" for 3 times, respectively set to "North East" , "South East" , "South West" , "North West" .



(3) Click "Basic" to get block "clear screen" then remain it below the block "show arrow North West"



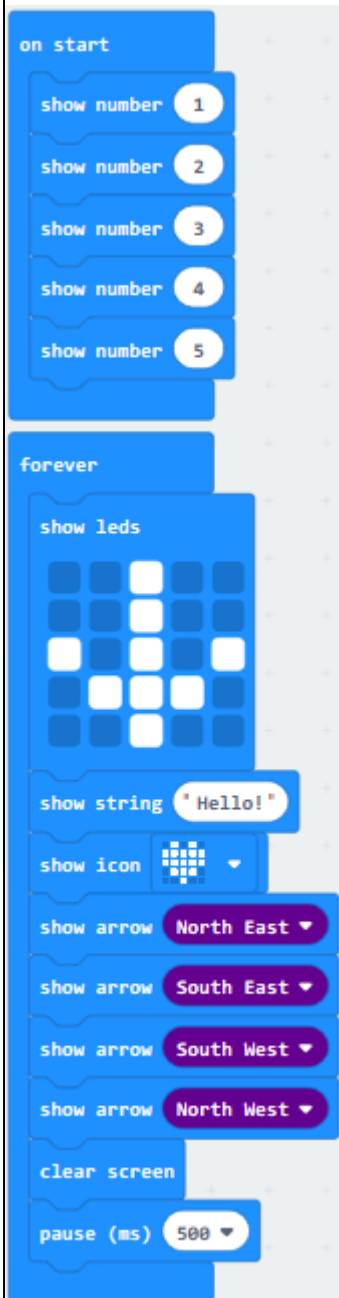
(5) Drag "pause (ms) 100" block from "Basic" block and set to 500ms, then



leave it below "clear screen" block.

```
forever loop containing:  
  show leds (5x5 grid with white LEDs)  
  show string "Hello!"  
  show icon (grid icon)  
  show arrow North East  
  show arrow South East  
  show arrow South West  
  show arrow North West  
  clear screen  
  pause (ms) 500
```

Complete Program:



“on start”: command block only runs once to start program.

LED dot matrix displays 1,2,3,4,5

Under the block “forever”, program runs cyclically.

Dot matrix shows the “↓” pattern

Dot matrix scrolls to show “Hello!”

“♥” is shown on dot matrix

LED dot matrix displays “North East” arrow.

The “South East” arrow shows up on LED dot matrix

The “South West” arrow appears up on LED dot matrix

The “North West” arrow is displayed on LED dot matrix

Clear the screen

Delay in 500ms

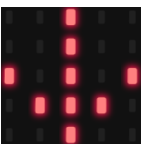


Select "JavaScript" and "Python" to switch into JavaScript and Python language code:

```
1 basic.showNumber(1)
2 basic.showNumber(2)
3 basic.showNumber(3)
4 basic.showNumber(4)
5 basic.showNumber(5)
6 basic.forever(function () {
7   basic.showLeds(`
8     . . # . .
9     . . # . .
10    # . # . #
11    . # # # .
12    . . # . .
13    `)
14   basic.showString("Hello!")
15   basic.showIcon(IconNames.Heart)
16   basic.showArrow(ArrowNames.NorthEast)
17   basic.showArrow(ArrowNames.SouthEast)
18   basic.showArrow(ArrowNames.SouthWest)
19   basic.showArrow(ArrowNames.NorthWest)
20   basic.clearScreen()
21   basic.pause(500)
22 })
23
```

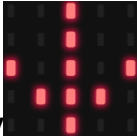
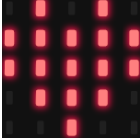




(4)Test Results:

Upload code 1 and power the board , we will see the icon



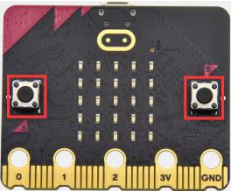


Upload code 2 and plug micro:bit in power, Micro: bit starts showing

number 1, 2, 3, 4, and 5, then cyclically display , "Hello!" , , , ,  and  patterns.

[\(How to download?\)](#) [How to quick download?\)](#)

Project 4: Programmable Buttons



(1)Project Description



Buttons can be used to control circuits. In an integrated circuit

with a push button, the circuit is connected when pressing the button and it is open the other way around.

Micro: Bit main board boasts three push buttons, two are programmable



buttons(marked with A and B), and the one on the other side is a reset button. By pressing the two programmable buttons can input three different signals. We can press button A or B alone or press them together and the LED dot matrix shows A,B and AB respectively. Let' s get started.

(2)Experimental Preparation:

- Connect micro:bit to computer with the USB cable
- Open online Makecode editor

Import Hex profile (How to import?)

Or click "New Project" and drag blocks step by step

(3)Test Code

Code 1:

Press buttons on micro:bit, micro:bit will display character strings.

The route to get test code ([How to load?](#))

File Type	Path	File Name



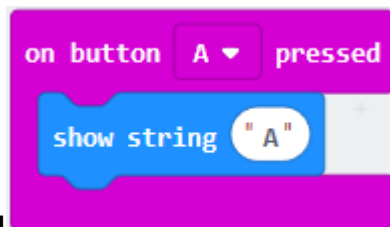
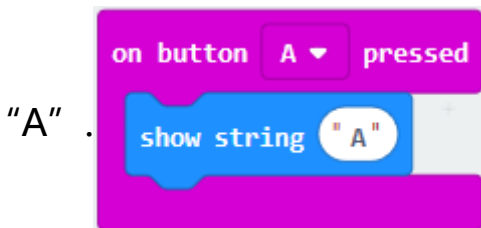
Hex file	KS4031(4032) folder/Makecode Tutorial/Makecode Code/Project Code/Project 4: Programmable Buttons-1	Project 4: Programmable Buttons-1
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Or you could edit code step by step in the editing area.

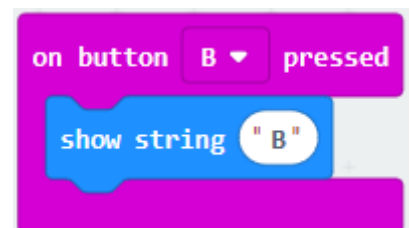
(1) Delete "on start" and "forever" firstly, then click "Input" → "on button A pressed"

(1) A. Click "Basic" → "show string" ;

B. Then place it into "on button A pressed" block, change "Hello!" into

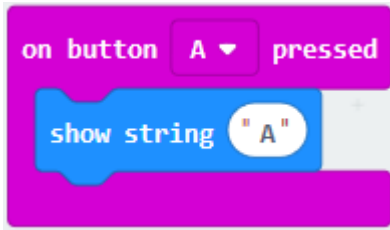


(2) Copy code string once, tap the drop-down button

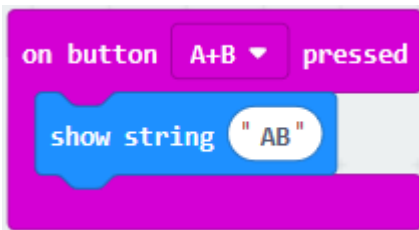


"A" to select "B" and modify character "A" into "B" .



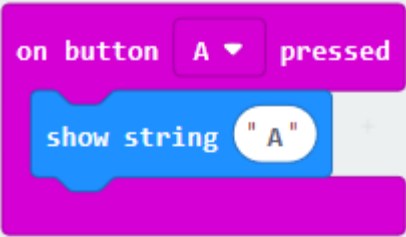
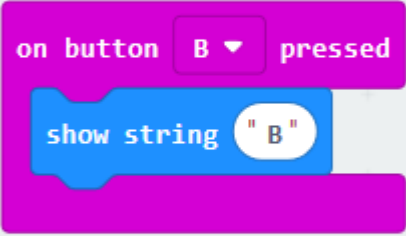



(3) Copy once , and set to "on button A+B pressed" and "show string "AB"



Complete Code:



	Press button A on Micro: bit main board Show the character "A"
	Press button B on Micro: bit main board Show the character "B"
	Press button A and B at same time Display the character "AB"

Select "JavaScript" and "Python" to switch into JavaScript and Python language code:



```
1 input.onButtonPressed(Button.A, function () {
2   basic.showString("A")
3 })
4 input.onButtonPressed(Button.AB, function () {
5   basic.showString("AB")
6 })
7 input.onButtonPressed(Button.B, function () {
8   basic.showString("B")
9 })
10
```

Code 2:



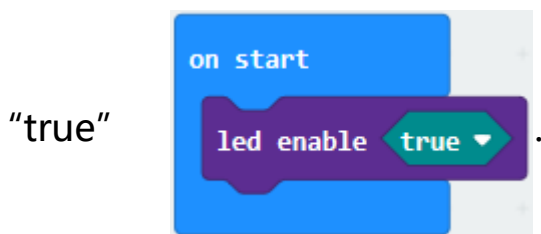
The route to get test code ([How to load?](#))

File Type	Path	File Name
Hex file	KS4031(4032) folder/Makecode Tutorial/Makecode Code/Project Code/Project 4: Programmable Buttons-2	Project 4: Programmable Buttons-2

Or you could edit code step by step in the editing area.

A. Click "Led" → "more" → "led enable false" ,

B. Put it into the block "on start" , click drop-down triangle button to select



A. Tap "Variables" → "Make a Variable..." → "New variable name: "

B. Enter "item" in the dialog box and click "OK" , then variable "item" is produced. And move "set item to 0" into "on start" block



- A. Click "Input" → "on button A pressed" .
- B. Go to "Variables" → " change item by 1 "
- C. Place it into "on button A pressed" and 1 is modified into 5.





Duplicate code string once, click the drop-down

button to select "B" , then set "change item by -5" .

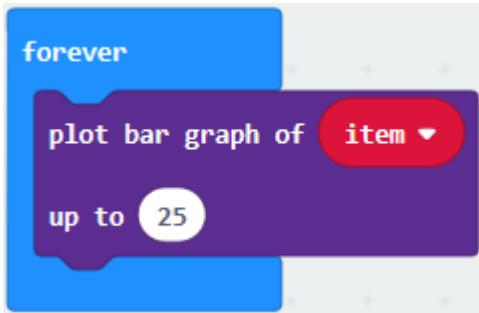


A. Enter "Led" → "plot bar graph of 0 up to 0"



B. Keep it into "forever" block

C. Go to "Variables" to move "item" into 0 box, change 0 into 25.

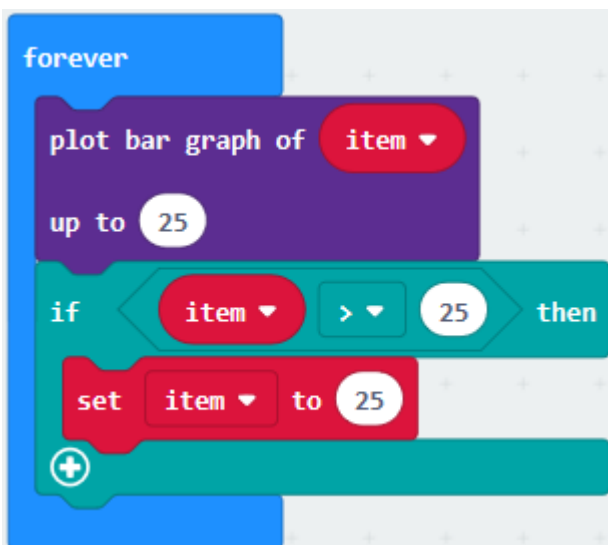


A. Go to "Logic" to move out "if...true...then..." and "=" blocks,

B. Keep "=" into "true" box and set to ">"

C. Select "item" in the "Variables" and lay it down at left box of ">" , change 0 into 25;

D. Enter "Variables" to drag "set item to 0" block into "if...true..then..." , alter 0 into 25.





(7) A. Replicate code string

```
if <item > 25 then  
  set item to 25
```

once

B. ">" is modified into "<" and 25 is changed into 0,

C. Leave it beneath

```
if <item < 0 then  
  set item to 25
```

code string.

```
forever  
  plot bar graph of item  
  up to 25  
  if <item > 25 then  
    set item to 25  
  if <item < 0 then  
    set item to 0
```

Complete Program:



```
on start
  led enable true
  set item to 0

on button A pressed
  change item by 5

on button B pressed
  change item by -5

forever
  plot bar graph of item
  up to 25
  if item > 25 then
    set item to 25
  if item < 0 then
    set item to 0
```

"on start": command block runs once to start program.

Turn on LED dot matrix

Set the initial value of item to 0

Press button A on Micro:bit board

Change item by 5

Press button B on Micro:bit board

Change item by -5

The program under the block "forever" runs cyclically. Light on LED in dot matrix to draw bar graph, light up up to 25 LEDs

If item is greater than 25

Then set item to 25

If item is less than 0

Then set item to 0

Click "JavaScript" to switch into JavaScript code:



```
1 input.onButtonPressed(Button.A, function () {
2     item += 5
3 })
4 input.onButtonPressed(Button.B, function () {
5     item += -5
6 })
7 let item = 0
8 led.enable(true)
9 basic.forever(function () {
10     led.plotBarGraph(
11         item,
12         25
13     )
14     if (item > 25) {
15         item = 25
16     }
17     if (item < 0) {
18         item = 0
19     }
20 })
21
```

(4)Test Results:

After uploading test code 1 to micro:bit main board V2 and powering the main board via the USB cable, the 5*5 LED dot matrix shows A if button A is pressed, B if button B pressed, and AB if button A and B pressed together.

After uploading test code 2 to micro:bit main board V2 and powering the main board via the USB cable, when pressing the button A the LEDs turning red increase by 5 while when pressing the button B the LEDs turning red reduce.



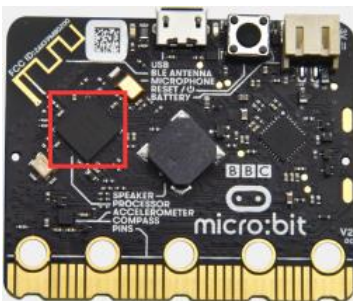
[\(How to download?\)](#) [How to quick download?\)](#)

Project 5: Temperature Measurement

(1)Project Description

The Micro:bit main board V2 is not equipped with a temperature sensor, but uses the temperature sensor built into NFR52833 chip for temperature detection. Therefore, the detected temperature is more closer to the temperature of the chip, and there maybe deviation from the ambient temperature.

Note: the temperature sensor of Micro:bit main board is shown below:



(2)Experimental Preparation:

- Connect micro:bit to computer with the USB cable
- Open online Makecode editor



Import Hex profile (How to import?)

Or click "New Project" and drag blocks step by step.

(3)Test Code

Code 1:

Micro:bit detects temperature

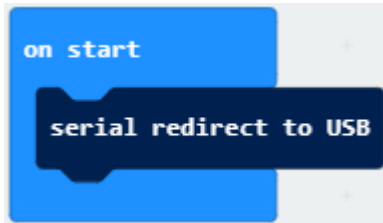
The route to get test code ([How to load?](#))

File Type	Path	File Name
Hex file	KS4031(4032) folder/Makecode Tutorial/Makecode Code/Project Code/Project 5: Temperature Measurement-1	Project 5: Temperature Measurement-1

Or you could edit code step by step in the editing area.

Go to "Advanced" → "Serial" → "serial redirect to USB"

Place it into "on start"



Click "Serial" to drag out "serial write value x=0"

Move it into "forever" block



Go to "Input" → "temperature(°C)"

Place it into 0 box

Change x into Temperature

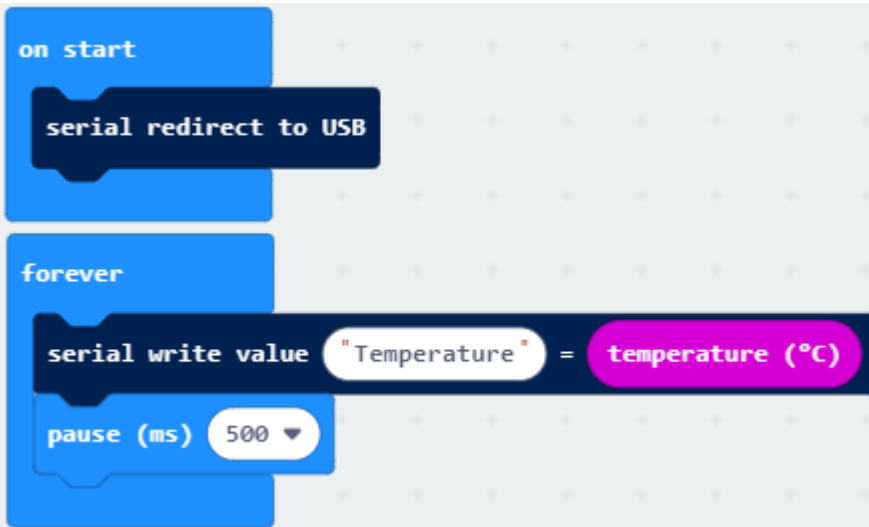


Move "pause (ms) 100" from "Basic" block and place it under block "serial write.....temperature(°C)"



```
forever
  serial write value "Temperature" = temperature (°C)
  pause (ms) 500
```

Complete Program:



“on start” : command block runs once to start program.

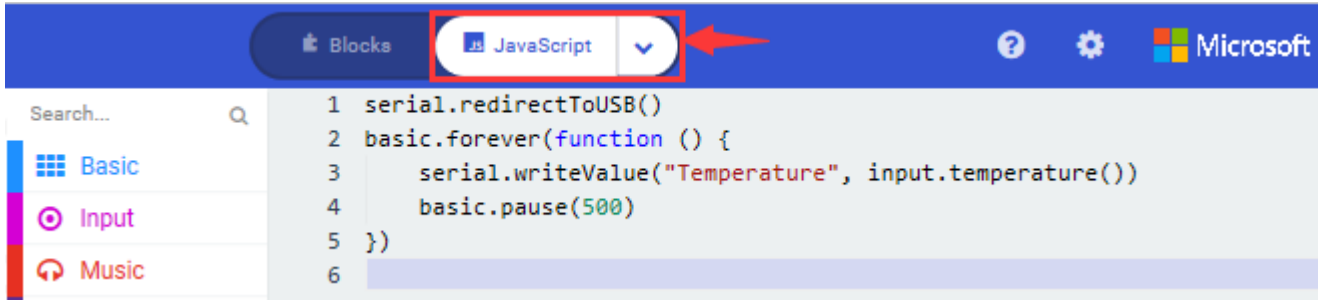
Serial redirect to USB

The program under the block “forever” runs cyclically.

Serial writes Temperature

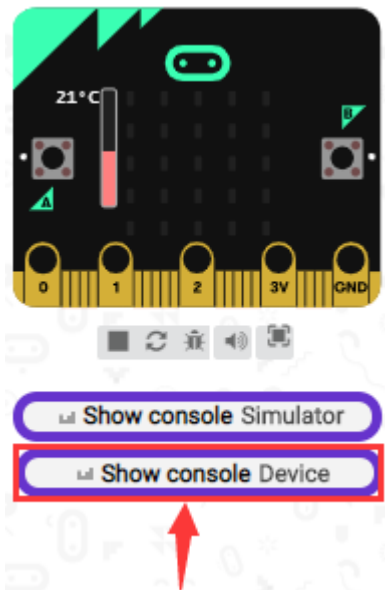
Delay in 500ms

Click “JavaScript” to view the corresponding JavaScript code:

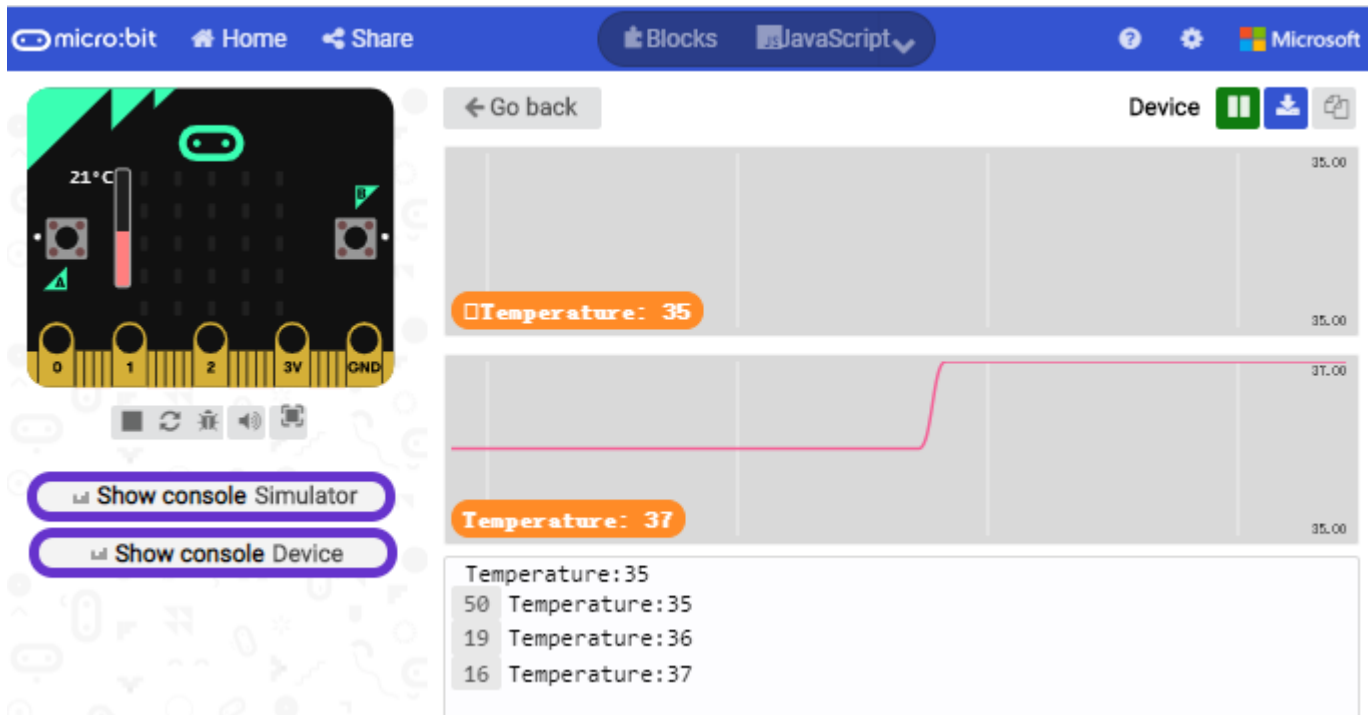


Download code 1 to micro:bit board and keep USB cable connected, then tap button [Show console Device](#):

(How to quick download?)



Temperature data is shown below:



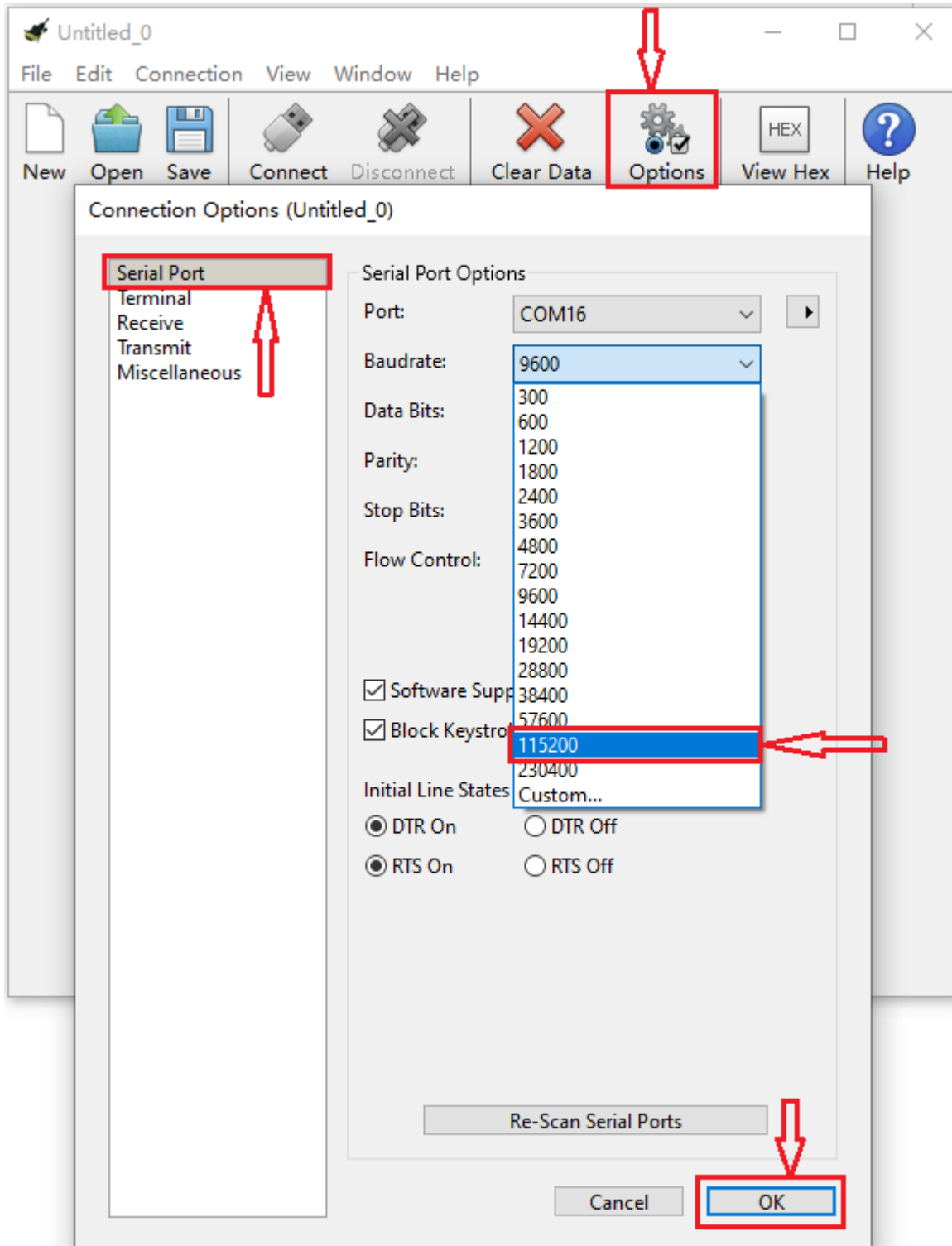
Through the test, the room temperature is 35°C when touching the NFR51822 chip of micro:bit; however, the temperature rises to 37°C when it touches water cup.

Open CoolTerm, click Options to select SerialPort. Set COM port and 115200 baud rate(the baud rate of USB serial communication of Micro:bit is 115200 through the test). Click "OK" and "Connect" .

The serial monitor shows the current ambient temperature value, as shown below:



The screenshot shows a software window titled 'Untitled_0' with a menu bar (File, Edit, Connection, View, Window, Help) and a toolbar. The 'Options' button, represented by a gear icon, is highlighted with a red box and a red arrow pointing down to it. Below the toolbar, the 'Connection Options (Untitled_0)' dialog box is open. On the left side of the dialog, a list of tabs includes 'Serial Port', 'Terminal', 'Receive', 'Transmit', and 'Miscellaneous'. The 'Serial Port' tab is selected and highlighted with a red box, with a red arrow pointing up to it. The 'Serial Port Options' section on the right contains several settings: 'Port' is set to 'COM19' with a dropdown arrow; the dropdown menu is open, showing 'COM16' selected and highlighted with a red box, and 'COM19' below it, with a red arrow pointing to 'COM16'; 'Baudrate' is set to 'COM19'; 'Data Bits' is set to '8'; 'Parity' is set to 'none'; 'Stop Bits' is set to '1'; 'Flow Control' has three unchecked options: 'CTS', 'DTR', and 'XON'; 'Software Supported Flow Control' and 'Block Keystrokes while flow is halted' are both checked; and 'Initial Line States when Port opens' has 'DTR On' and 'RTS On' selected with radio buttons, while 'DTR Off' and 'RTS Off' are unselected. A large red arrow points downwards from the bottom of the dialog box.





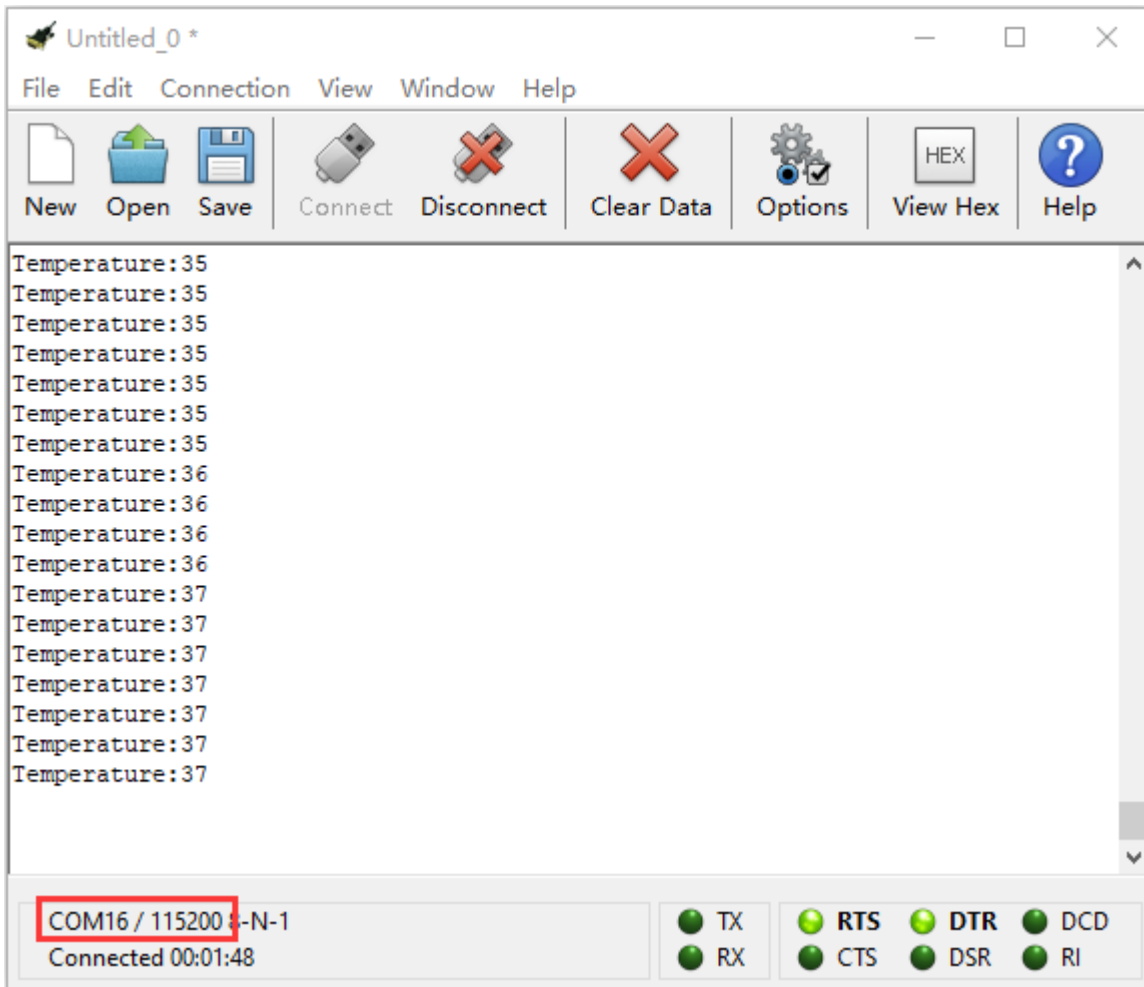
Untitled_0 *

File Edit Connection View Window Help

New Open Save **Connect** Disconnect Clear Data Options View Hex Help

COM16 / 115200 8-N-1
Disconnected

TX RTS DTR DCD
 RX CTS DSR RI



Code 2:

Micro:bit display different pictures by temperature(the temperature value in the code could be adjusted).

The route to get test code ([How to load?](#))

File Type	Path	File Name



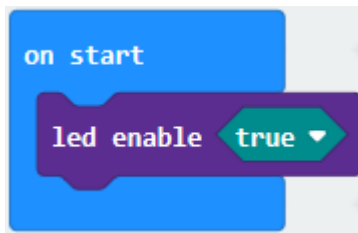
Hex file	KS4031(4032) folder/Makecode Tutorial/Makecode Code/Project Code/Project 5: Temperature Measurement-2	Project 5: Temperature Measurement-2
----------	---	--------------------------------------

Or you could edit code step by step in the editing area.

You could set temperature based on real situation.

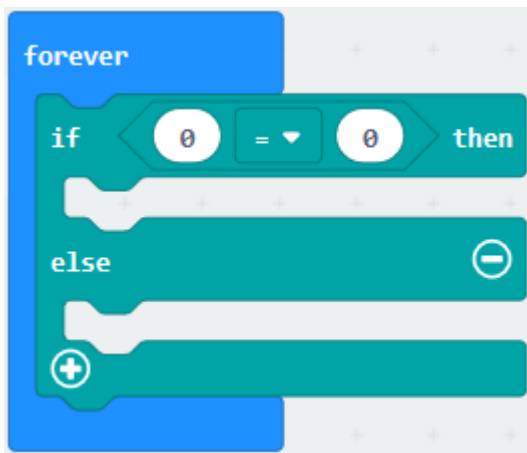
Click "Led" → "more" → "led enable false" into "on start" , click drop-down

triangle button to select "true"



A. Go to "Logic" → "if..true...then...else" and "=" block;

B. Move "if..true...then...else" into "forever" block, then place "=" into "true" box.

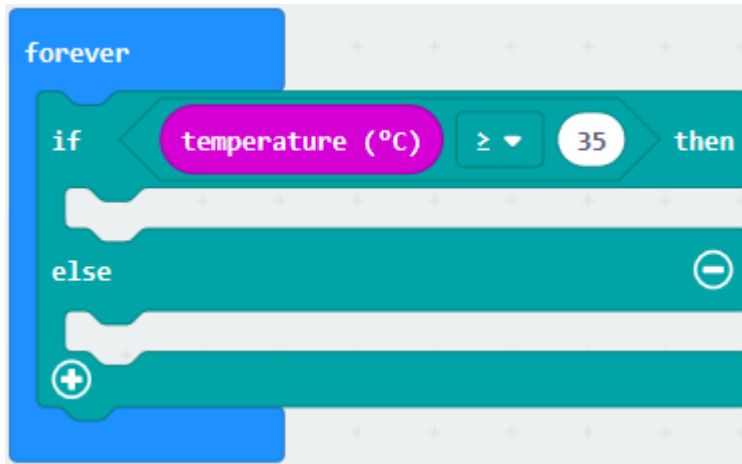




A. Change "=" into "≥"

B. Go to "Input" → "temperature(°C)" and move it into left 0 box;

C. Change 0 into 35.



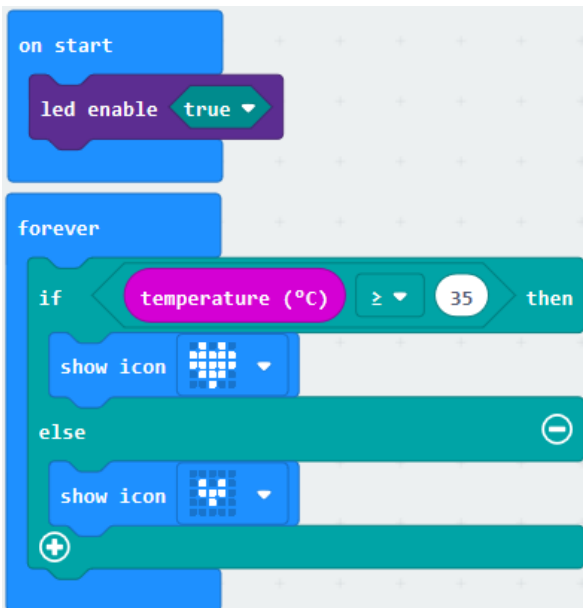
Tap "Basic" → "show icon" , copy it once and lay down them under the "if ...then" and else blocks, then click the drop-down triangle button to

select "🔲" .





Complete Program:



“on start” : command block runs once to start program.

Turn on LED dot matrix

Under the block “forever” , program runs cyclically.

If the detected temperature $\geq 35^\circ$, the next program will be executed.

Dot matrix shows “♥”

Click “JavaScript”, the corresponding JavaScript code is shown below:

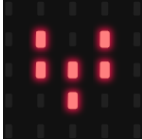
```
1 led.enable(true)
2 basic.forever(function () {
3     if (input.temperature() >= 35) {
4         basic.showIcon(IconNames.Heart)
5     } else {
6         basic.showIcon(IconNames.SmallHeart)
7     }
8 })
9
```

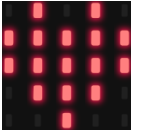


(4)Test Results:

Upload the Code 1 and plug in power. And 5*5LED displays the ambient temperature. When pressing the temperature sensor, the temperature will grow on dot matrix.

Upload the code 2 plug in micro:bit via USB cable, when the ambient

temperature is less than 35°C, 5*5LED will show  . When the

temperature is equivalent to or greater than 35°C, the pattern  will appear.

[\(How to download?\)](#) [How to quick download?](#)

Project 6: Geomagnetic Sensor



(1)Project Description

This project mainly introduces the use of the Micro:bit' s compass. In addition to detecting the strength of the magnetic field, it can also be used to determine the direction, an important part of the heading and attitude reference system (AHRS) as well.



It uses FreescaleMAG3110 three-axis magnetometer. Its I2C interface communicates with the outside, the range is $\pm 1000\mu\text{T}$, the maximum data update rate is 80Hz. Combined with accelerometer, it can calculate the position. Additionally, it is applied to magnetic detection and compass blocks.

Then we could read the value detected by it to determine the location. We need to calibrate the Micro:bit board when magnetic sensor works.

The correct calibration method is to rotate the Micro:bit board.

In addition, the objects nearby may affect the accuracy of readings and calibration.

(2)Experimental Preparation:

- Connect micro:bit to computer with the USB cable
- Open online Makecode editor

Import Hex profile ([How to import?](#))

Or click "New Project" and drag blocks step by step

(3)Test Code

Code 1:

Press A on micro:bit, the value of compass is shown.

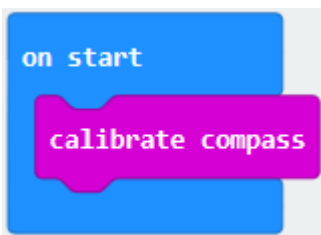
The route to get test code ([How to load?](#))



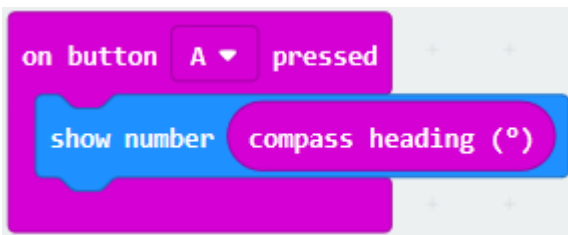
File Type	Path	File Name
Hex file	KS4031(4032) folder/Makecode Tutorial/Makecode Code/Project Code/Project 6: Geomagnetic Sensor-1	Project 6: Geomagnetic Sensor-1

Or you could edit code step by step in the editing area.

- A. Click "Input" → "more" → "calibrate compass"
- B. Lay down it into block "on start" .

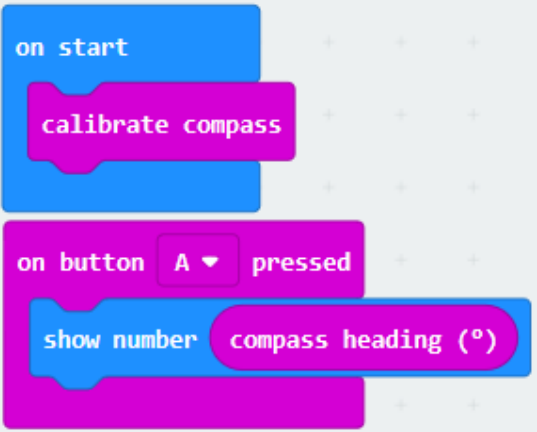


- A. Go to "Input" → "on button A pressed" .
- B. Enter "Basic" → "show number" , put it into "on button A pressed" block;
- C. Tap "Input" → "compass heading(°C)" , and place it into "show number"





Complete Program:



The diagram shows a Scratch-style block diagram. It starts with an "on start" block containing a "calibrate compass" block. Below this is an "on button A pressed" block containing a "show number" block with "compass heading (°)" as the input.

- ① "on start": command block only runs once to start program.
- ② Calibrate compass
- ③ Press button A on Micro:bit main board
- ④ Dot matrix shows the direction of compass heading

Select "JavaScript" and "Python" to switch into JavaScript and Python language code:



The screenshot shows the Micro:bit IDE interface. The language dropdown menu is set to "JavaScript", highlighted with a red box and an arrow. The code editor displays the following JavaScript code:

```
1 input.onButtonPressed(Button.A, function () {  
2     basic.showNumber(input.compassHeading())  
3 })  
4 input.calibrateCompass()  
5
```

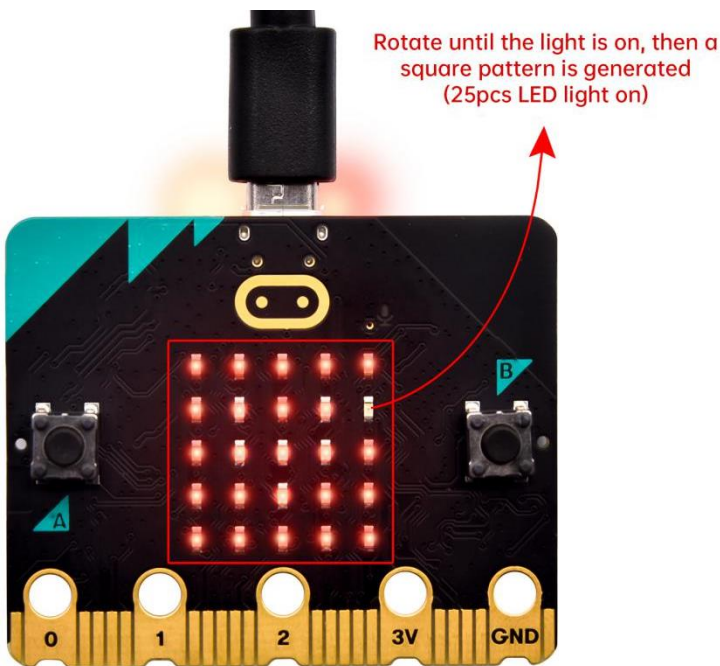
Code Description:

Upload the code 1, plug in micro:bit via USB cable.

As the button A is pressed, LED dot matrix indicates that "TILT TO FILL SCREEN" then enter the calibration interface. The calibration method: rotate the micro:bit to make LED dot matrix draw a square (25 LEDs are on), as shown in the following figure:

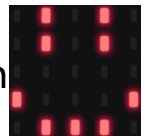


(How to download? How to quick download?)



Rotate until the light is on, then a square pattern is generated (25pcs LED light on)

The calibration will be finished until you view the smile pattern



appear.

The serial monitor will show 0°, 90°, 180° and 270° when pressing A.

Code 2:

Make micro: bit board point to the north, south, east and west horizontally , LED dot matrix displays the corresponding direction patterns

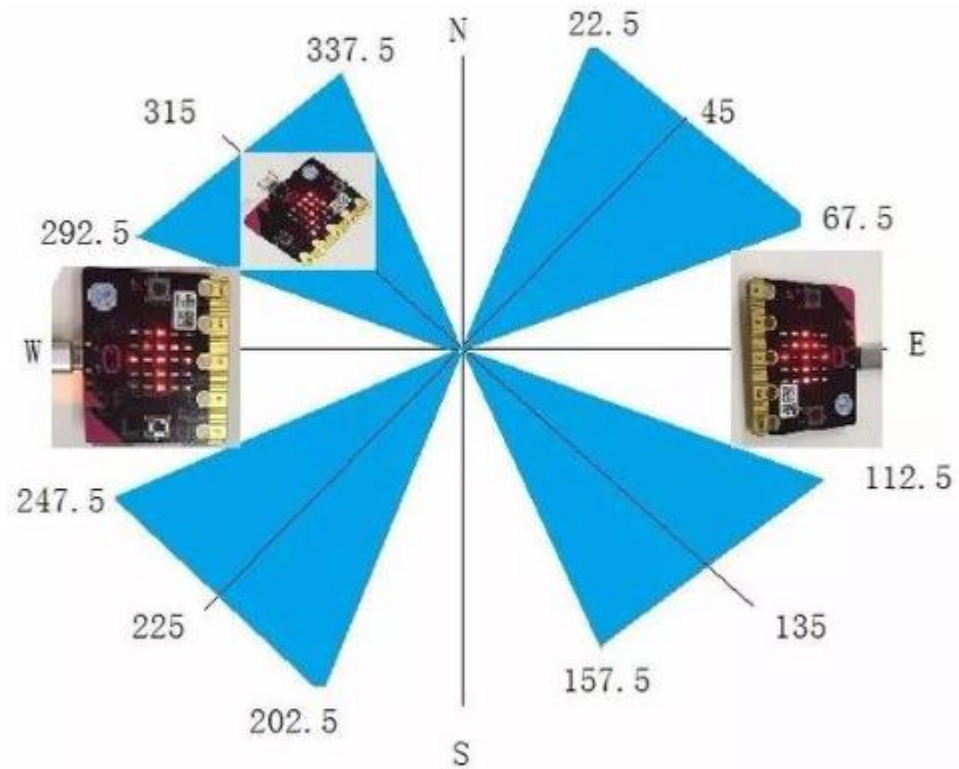
The route to get test code ([How to load?](#))



File Type	Path	File Name
Hex file	KS4031(4032) folder/Makecode Tutorial/Makecode Code/Project Code/Project 6: Geomagnetic Sensor-2	Project 6: Geomagnetic Sensor-2

```
forever
  set x to compass heading (°)
  if compass heading (°) ≥ 293 and compass heading (°) < 338 then
    show leds
  else if compass heading (°) ≥ 23 and compass heading (°) < 68 then
```

This module can keep reading data to determine direction, so does point to the current magnetic North Pole by arrow.

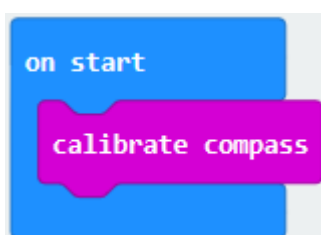


For the above picture, the arrow pointing to the upper right when the value ranges from 292.5 to 337.5. Because 0.5 can't be input in the code, the values we get are 293 and 338.

Link computer with micro:bit board by micro USB cable, and program in MakeCode editor:

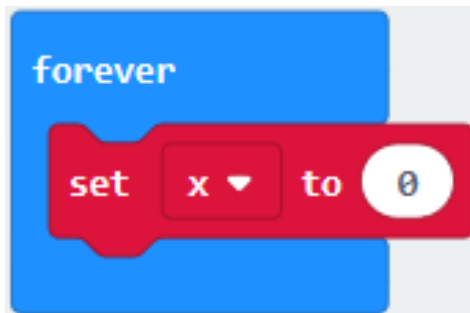
Enter "Input" → "more" → "calibrate compass"

Move "calibrate compass" into "on start"

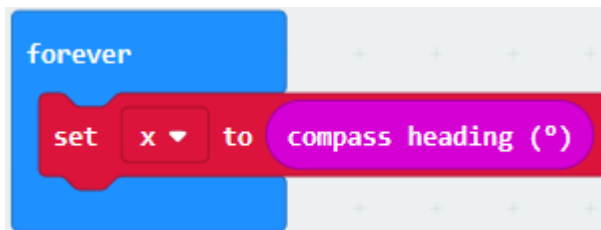





- A. Click "Variables" → "Make a Variable..." → "New variable name: "
- B. Input "x" in the blank box and click "OK" , and the variable "x" is generated.
- C. Drag out "set x to" into "forever" block



- A. Go to "Input" → "compass heading(°C)" , and keep it into "0" box



- Tap "Logic" → "if...then...else" , leave it below block "sex x to compass heading" , then click  icon for 6 times.

- A. Place "and" into "true" block
- B. Then move "=" block to the left box of "and"
- C. Click "Variables" to drag "x" to the left "0" box, change 0 into 293 and set to "≥" ;
- D. Then copy "x≥293" once and leave it to the right "0" box and set to "x<338"




```
forever
  set x to compass heading (°)
  if x ≥ 293 and x < 338 then
  else if then
  else if then
  else if then
  else if then
  else if then
  else if then
  else if then
  else
```

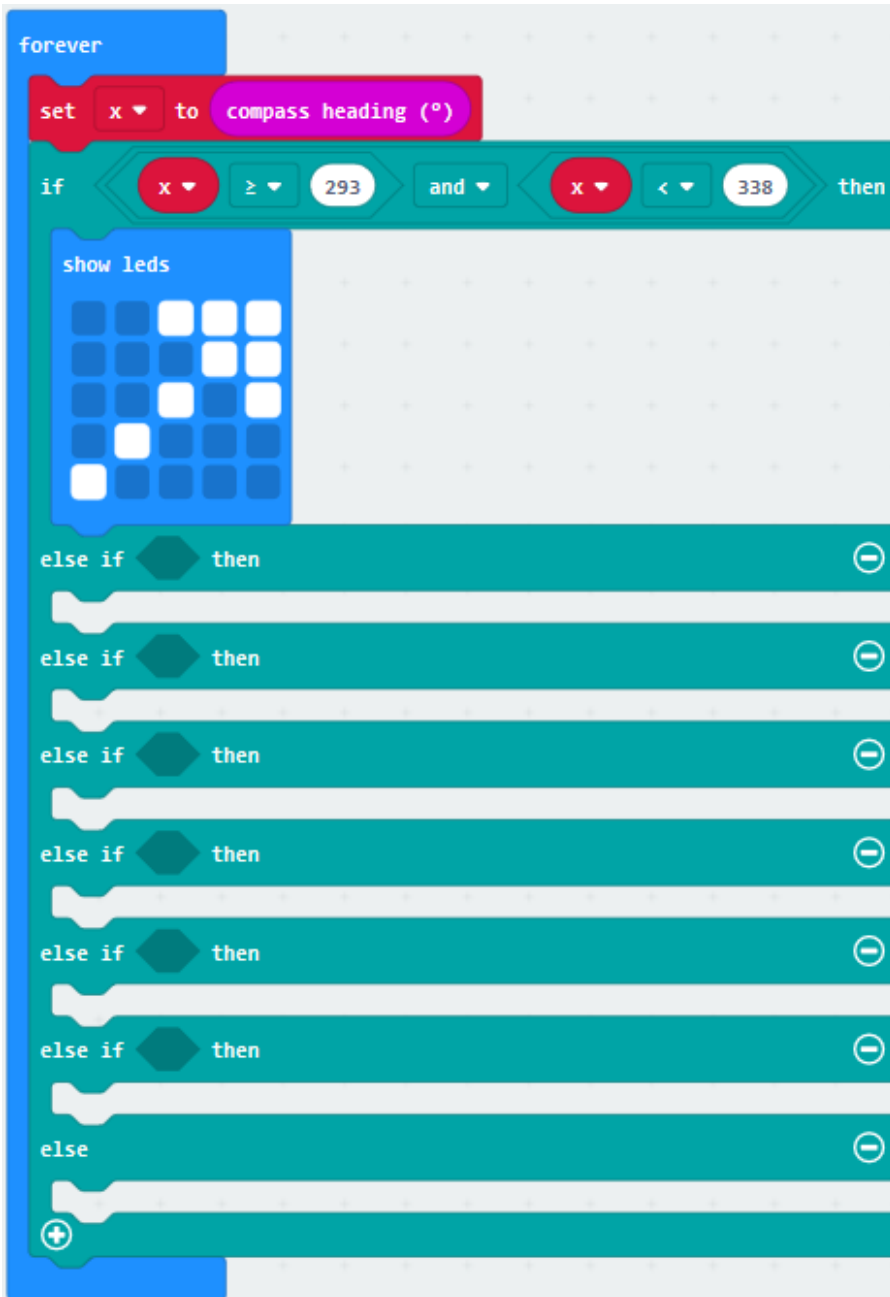
A. Go to "Basic" → "show leds"

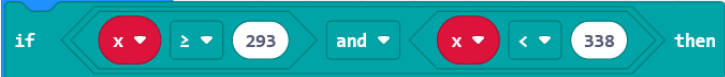
B. Lay it down beneath

```
if x ≥ 293 and x < 338 then
```

block, then

click "show leds" and the pattern  appears.



A. Duplicate  for 6 times.








B. Separately leave them into the blank boxes behind "else if" .

C. Set to "x ≥ 23 and x < 68" , "x ≥ 68 and x < 113 " , "x ≥ 113 and x < 158 " ,



" $x \geq 158$ and $x < 203$ " , " $x \geq 203$ and $x < 248$ " , " $x \geq 248$ and $x < 293$ "
respectively.

D. Then copy "show leds" for 7 times and keep them below the "else if.....then" block respectively.

E. Click the blue boxes to form the pattern  ,  ,  ,  ,
"  " , "  " and "  " .

Complete Program:



```
on start
  calibrate compass

forever
  set x to compass heading (°)
  if x >= 293 and x < 338 then
    show leds
  else if x >= 23 and x < 68 then
    show leds
  else if x >= 68 and x < 113 then
    show leds
  else if x >= 113 and x < 158 then
    show leds
```

“on start”: command block only runs once to start program.

Calibrate compass

The program under the block “forever” runs cyclically.

Store the angle of the compass heading into the variable x

When $293 \leq x < 338$, the next program will be executed



appears on the dot matrix

When $23 \leq x < 68$, the next program will be executed



is displayed on dot matrix

When $68 \leq x < 113$, the next program will be executed



is shown on dot matrix

When $113 \leq x < 158$, the next program will be executed



pattern appears



The image shows a Scratch code editor with the following structure:

- Block 1:** `else if` with condition $x \geq 158$ and $x < 203$, followed by a `show leds` block. The dot matrix shows a pattern of 10 lit LEDs.
- Block 2:** `else if` with condition $x \geq 203$ and $x < 248$, followed by a `show leds` block. The dot matrix shows a pattern of 5 lit LEDs.
- Block 3:** `else if` with condition $x \geq 248$ and $x < 293$, followed by a `show leds` block. The dot matrix shows a pattern of 10 lit LEDs.
- Block 4:** `else` block followed by a `show leds` block. The dot matrix shows a pattern of 10 lit LEDs.

Textual descriptions for each condition:

- When $158 \leq x < 203$, the next program will be executed. Dot matrix shows
- When $203 \leq x < 248$, the next program will be executed. Dot matrix displays
- When $248 \leq x < 293$, the next program will be executed. Dot matrix shows
- When x is not among the above rang, the next program will be executed under else block

Select "JavaScript" and "Python" to switch into JavaScript and Python language code:



Blocks JavaScript

Search... Q

- Basic
- Input
- Music
- Led
- Radio
- Loops
- Logic
- Variables
- Math
- Advanced

```
1 let x = 0
2 input.calibrateCompass()
3 basic.forever(function () {
4   x = input.compassHeading()
5   if (x >= 293 && x < 338) {
6     basic.showLeds(`
7       . . # # #
8       . . . # #
9       . . # . #
10      . # . . .
11      # . . . .
12      `)
13   } else if (x >= 23 && x < 68) {
14     basic.showLeds(`
15       # # # . .
16       # # . . .
17       # . # . .
18       . . . # .
19       . . . . #
20       `)
21   } else if (x >= 68 && x < 113) {
22     basic.showLeds(`
23       . . # . .
24       . # . . .
25       # # # # #
26       . # . . .
27       . . # . .
28       `)
29   } else if (x >= 113 && x < 158) {
30     basic.showLeds(`
31       . . . . #
32       . . . # .
33       # . # . .
34       # # . . .
35       # # # . .
36       `)
```




```
37 } else if (x >= 158 && x < 203) {
38     basic.showLeds(`
39         . . # . .
40         . . # . .
41         # . # . #
42         . # # # .
43         . . # . .
44     `)
45 } else if (x >= 203 && x < 248) {
46     basic.showLeds(`
47         # . . . .
48         . # . . .
49         . . # . #
50         . . . # #
51         . . # # #
52     `)
53 } else if (x >= 248 && x < 293) {
54     basic.showLeds(`
55         . . # . .
56         . . . # .
57         # # # # #
58         . . . # .
59         . . # . .
60     `)
61 } else {
62     basic.showLeds(`
63         . . # . .
64         . # # # .
65         # . # . #
66         . . # . .
67         . . # . .
68     `)
69 }
70 })
71
```

(4) Test Results:

Upload code 2 and plug micro:bit into power. After calibration, tilt micro:bit board, and the LED dot matrix displays the direction signs.

[\(How to download?\)](#) [How to quick download?](#)



Project 7: Accelerometer



(1) Project Description

The micro:bit board has a built-in Freescale MMA8653FC three-axis acceleration sensor (accelerometer). Its I2C interface works on external communication, the range can be set to $\pm 2g$, $\pm 4g$, and $\pm 8g$, and the maximum data update rate can reach 800Hz.

When the Micro:bit is stationary or moving at a constant speed, the accelerometer only detects the gravitational acceleration; when the Micro:bit is slightly shaken, the acceleration detected is much smaller than the gravitational acceleration and can be ignored. Therefore, in the process of using Micro:bit, the main purpose is to detect the changes of the gravitational acceleration on the x, y, and z axes when the attitude changes.

For this project, we will introduce the detection of several special postures by the accelerometer.

(2) Experimental Preparation:

- Connect micro:bit to computer with the USB cable
- Open online Makecode editor



Import Hex profile (How to import?)

Or click "New Project" and drag blocks step by step

(3)Test Code

Code 1:

The route to get test code ([How to load?](#))

File Type	Path	File Name
Hex file	KS4031(4032) folder/Makecode Tutorial/Makecode Code/Project Code/Project 7: Accelerometer-1	Project 7: Accelerometer-1

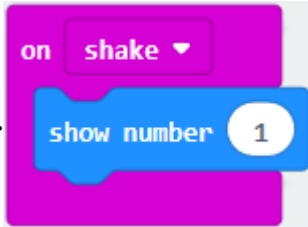
Or you could edit code step by step in the editing area.

(1) A. Enter "Input" → "on shake" ,

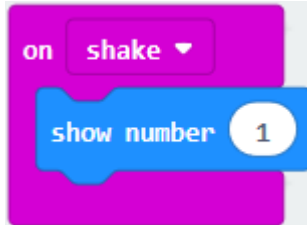
B. Click "Basic" → "show number" , place it into "on shake" block, then change



0 into 1.



(2) A. Copy code string



for 7 times;

separately click the triangle button to select "logo up", "logo down", "screen up", "screen down", "tilt left", "tilt right" and "free fall", then respectively change 1 into 2, 3, 4, 5, 6, 7, 8.

Complete Program:



```
on shake ▼  
  show number 1  
on logo up ▼  
  show number 2  
on logo down ▼  
  show number 3  
on screen up ▼  
  show number 4
```

Shake the Micro:bit board

LED dot matrix displays 1

The log is up

LED dot matrix displays 2

The logo is down

LED dot matrix displays 3

The screen is up

LED dot matrix displays 4



The screen is down
Number 5 is shown
The Micro:bit board is tilt to the left
Number 6 is displayed
The Micro:bit board is tilt to the right
Number7 is displayed
When the Micro:bit board is free fall
LED dot matrix shows 8

Click "JavaScript", you will view the corresponding JavaScript code:



```
1 input.onGesture(Gesture.FreeFall, function () {
2     basic.showNumber(8)
3 })
4 input.onGesture(Gesture.LogoUp, function () {
5     basic.showNumber(2)
6 })
7 input.onGesture(Gesture.TiltLeft, function () {
8     basic.showNumber(6)
9 })
10 input.onGesture(Gesture.ScreenUp, function () {
11     basic.showNumber(4)
12 })
13 input.onGesture(Gesture.ScreenDown, function () {
14     basic.showNumber(5)
15 })
16 input.onGesture(Gesture.Shake, function () {
17     basic.showNumber(1)
18 })
19 input.onGesture(Gesture.TiltRight, function () {
20     basic.showNumber(7)
21 })
22 input.onGesture(Gesture.LogoDown, function () {
23     basic.showNumber(3)
24 })
25
```

Code 2:

Detect the value of acceleration speed at x, y and z axis

The route to get test code ([How to load?](#))

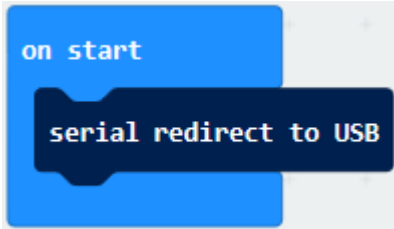
File Type	Path	File Name
Hex file	KS4031(4032) folder/Makecode Tutorial/Makecode Code/Project Code/Project 7: Accelerometer-2	Project 7: Accelerometer-2



Or you could edit code step by step in the editing area.

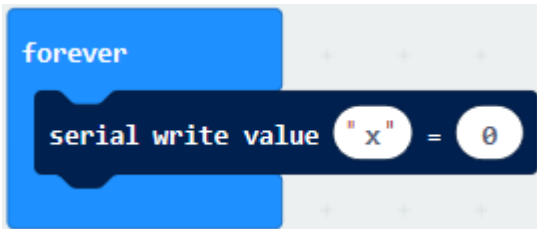
A. Go to "Advanced" → "Serial" → "serial redirect to USB"

B. Drag it into "on start"



A. Enter "Serial" → "serial write value x =0"

B. Leave it into "forever" block



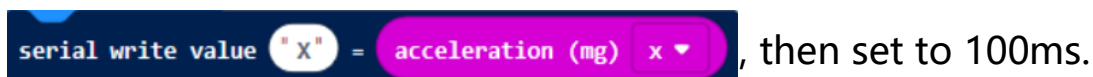
*****A.

Click "Input" → "acceleration(mg) x" ;

B. Keep it into "0" box and capitalize the "x"



Go to "Basic" and move out "pause (ms) 100" below the block





```
forever
  serial write value "X" = acceleration (mg) x
  pause (ms) 100
```

Replicate code string

```
serial write value "X" = acceleration (mg) x
pause (ms) 100
```

for 3 times and keep them into "forever" block, separately set the whole code string as follows:

```
forever
  serial write value "X" = acceleration (mg) x
  pause (ms) 100
  serial write value "Y" = acceleration (mg) y
  pause (ms) 100
  serial write value "Z" = acceleration (mg) z
  pause (ms) 100
```



Complete Program:

```
on start
  serial redirect to USB

forever
  serial write value "X" = acceleration (mg) x
  pause (ms) 100
  serial write value "Y" = acceleration (mg) y
  pause (ms) 100
  serial write value "Z" = acceleration (mg) z
  pause (ms) 100
```

"on start": command block runs once to start program.
Serial redirects to USB
The program under the block "forever" runs cyclically.

Serial write value "X"=acceleration value on x axis

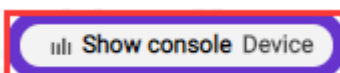
Serial write value "Y"=acceleration value on y axis

Serial write value "Z"=acceleration value on z axis

Click "JavaScript" to view the corresponding JavaScript code:

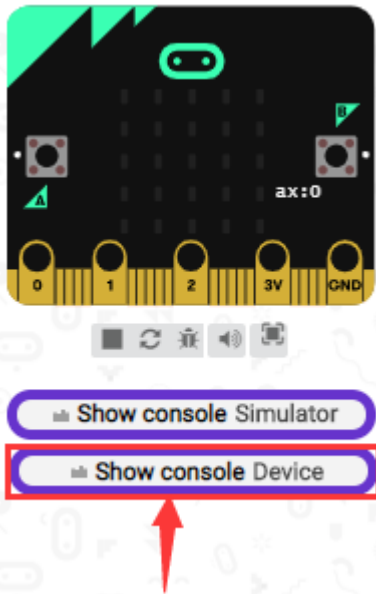
```
1 serial.redirectToUSB()
2 basic.forever(function () {
3   serial.writeValue("X", input.acceleration(Dimension.X))
4   basic.pause(100)
5   serial.writeValue("Y", input.acceleration(Dimension.Y))
6   basic.pause(100)
7   serial.writeValue("Z", input.acceleration(Dimension.Z))
8   basic.pause(100)
9 })
10
```

Download code 1 to micro:bit board, keep USB cable connected and click

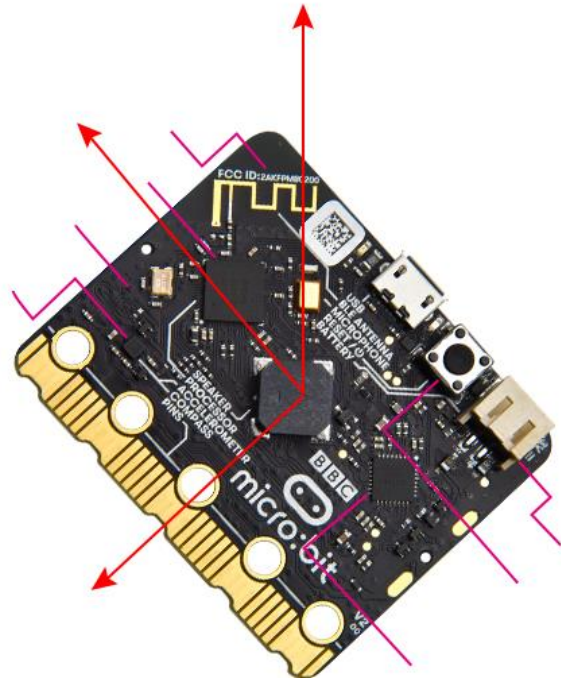
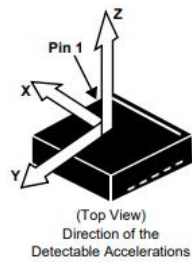




(How to quick download?)



After referring to the MMA8653FC data manual and the hardware schematic diagram of the Micro: Bit main board V2, the accelerometer coordinate of the Micro: Bit V2 motherboard are shown in the figure below:



The following interface shows the decomposition value of acceleration in X axis, Y axis and Z axis respectively, as well as acceleration synthesis (acceleration synthesis of gravity and other external forces).

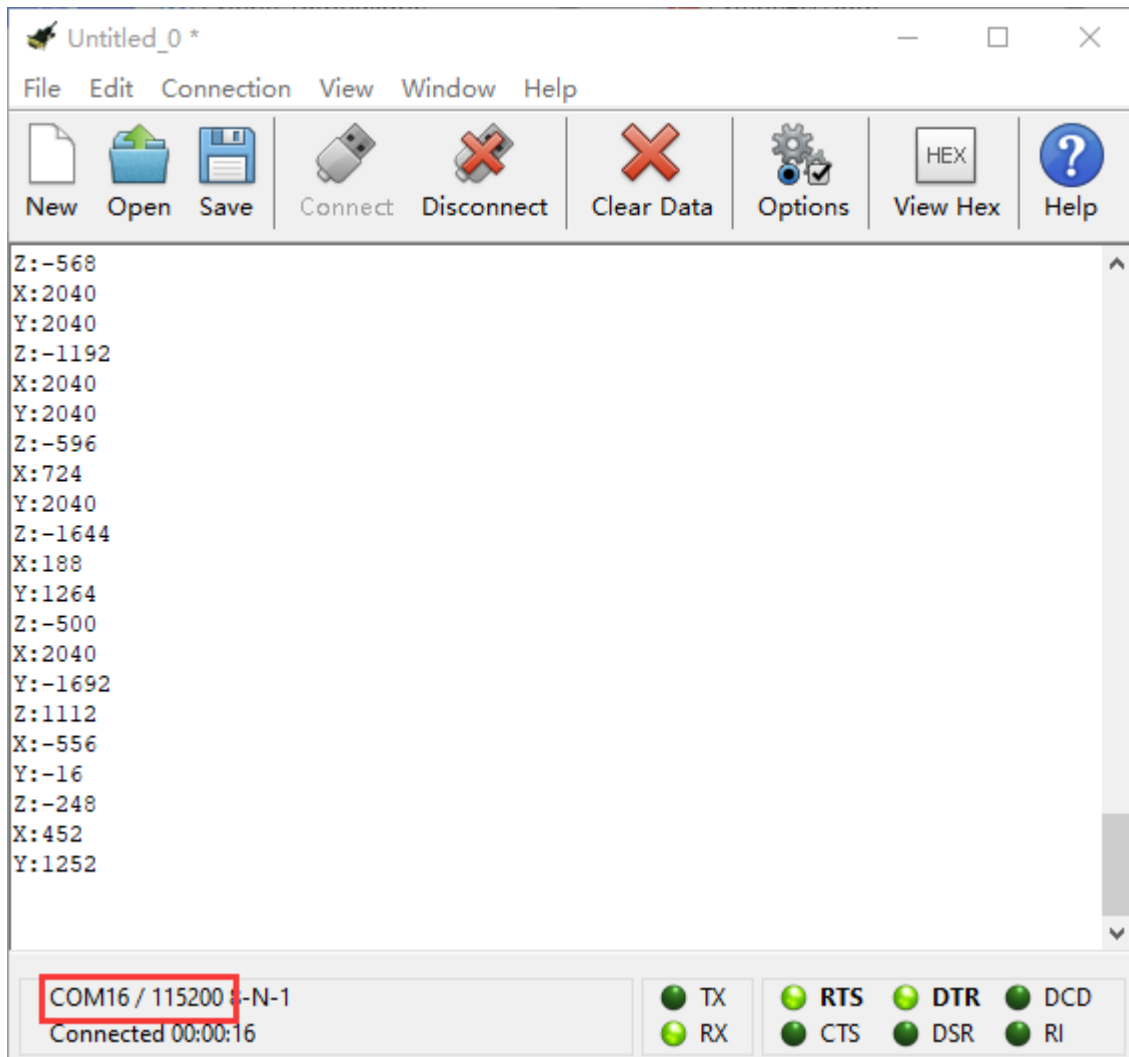


If you're running Windows 7 or 8 instead of Windows 10, via Google Chrome won't be able to match devices. You'll need to use the CoolTerm serial monitor software to read data.

You could open CoolTerm software, click Options, select SerialPort, set COM port and put baud rate to 115200 (after testing, the baud rate of USB



SerialPort communication on Micro: Bit main board V2 is 115200), click OK, and Connect. The CoolTerm serial monitor shows the data of X axis, Y axis and Z axis , as shown in the figures below :



(4)Test Results:

After uploading the test code 1 to micro:bit main board V2 and powering the board via the USB cable, if we shake the Micro: Bit main board V2. no matter at any direction, the LED dot matrix displays the digit "1" .

[\(How to download?\)](#) [How to quick download?\)](#)



When it is kept upright (make its logo above the LED dot matrix) , the number 2 shows.



When it is kept upside down(make its logo below the LED dot matrix) , it shows as below.



When it is placed still on the desk, showing its front side, the number 4 appears.



When it is placed still on the desk, showing its back side, the number 5 exhibits.

When the board is tilted to the left , the LED dot matrix shows the number



6 as shown below.



When the board is tilted to the right , the LED dot matrix displays the number 7 as shown below

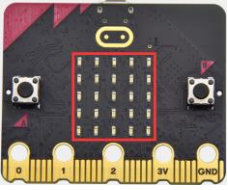


When the board is knocked to the floor, this process can be considered as a free fall and the LED dot matrix shows the number 8. (please note that this test is not recommended for it may damage the main board.)

Attention: if you' d like to try this function, you can also set the acceleration to 3g, 6g or 8g. But still ,we do not recommend.



Project 8: Light Detection



(1)Project Description

In this project, we focus on the light detection function of the Micro: Bit main board V2. It is achieved by the LED dot matrix since the main board is not equipped with a photoresistor.

When the light irradiates the LED matrix, the voltage change will be produced. Therefore, we could determine the light intensity by voltage change.

(2)Experimental Preparation:

- Connect micro:bit to computer with the USB cable
- Open online Makecode editor

Import Hex profile (How to import?)

Or click "New Project" and drag blocks step by step

(3)Test Code

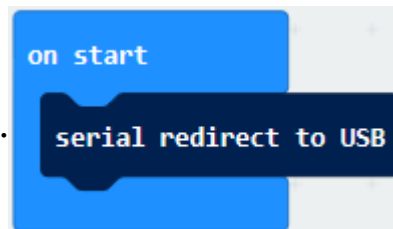


The route to get test code ([How to load?](#))

File Type	Path	File Name
Hex file	KS4031(4032) folder/Makecode Tutorial/Makecode Code/Project Code/Project 8: Light Detection	Project 8: Light Detection

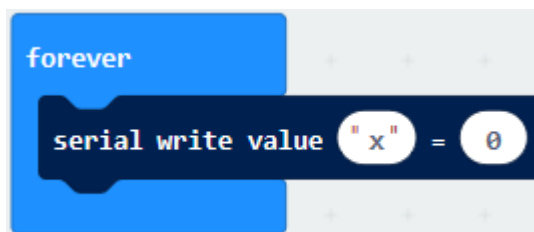
Or you could edit code step by step in the editing area.

(1)A. Enter "Advanced" → "Serial" → "serial redirect to USB" ;



B. Drag it into "on start" block.

(2) A. Go to "Serial" → "serial write value x =0" ;



B. Move it into "forever"

A. Click "Input" → "acceleration(mg) x"

B. Put "acceleration(mg) x" in the "0" box and change "x" into "Light intensity" .



```
forever
  serial write value "Light intensity" = light level
```

- A. Click "Basic" → "pause (ms) 100" ;
- B. Lay it down into "forever" and set to 100ms.

```
forever
  serial write value "Light intensity" = light level
  pause (ms) 100
```

Complete Program:



“on start”: command block runs once to start program.

Serial redirects to USB

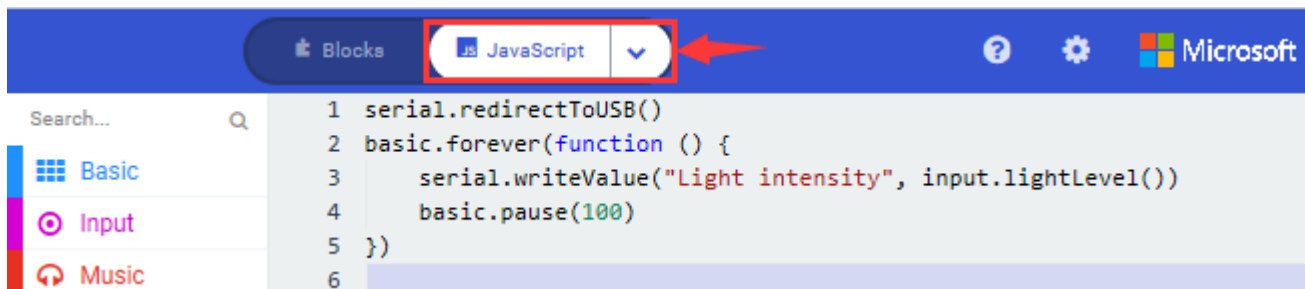
The program under the block “forever” runs cyclically.

Serial write value “Light intensity”

= light level

Delay in 100ms

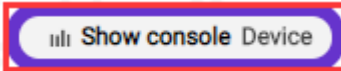
Click “JavaScript” to switch into the corresponding JavaScript code:



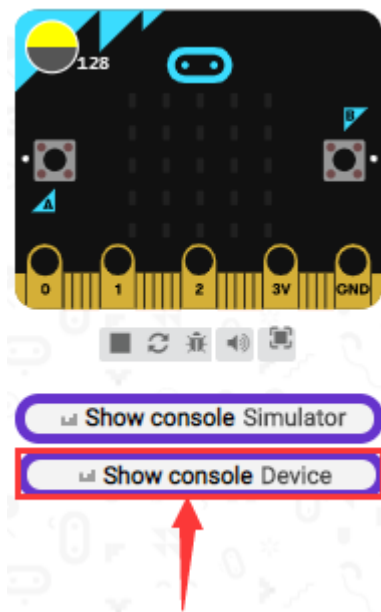


(4) Test Results:

Download code to micro:bit board don't plug off USB cable and click



(How to quick download?)



The intensity value is 0 when covering LED dot matrix. And the value varies with the light intensity. When placing micro:bit under the sunlight, the stronger the light is, the larger the intensity value is. As shown below:



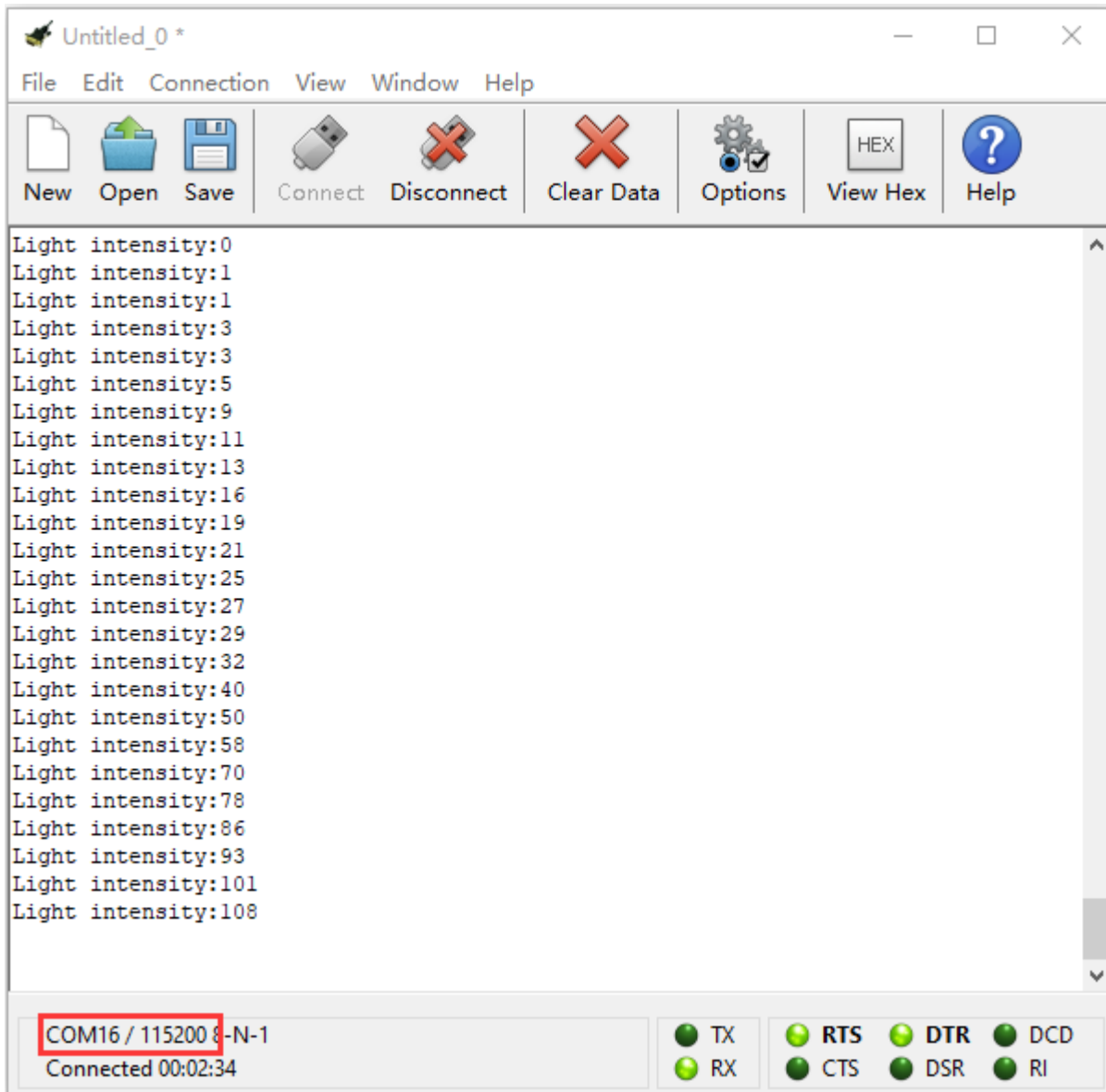
The screenshot shows a micro:bit simulator interface. On the left is a virtual micro:bit board with a battery level of 128. Below the board are two buttons: "Show console Simulator" and "Show console Device". On the right, there is a "Go back" button, a "Device" status bar with a green stop icon, a download icon, and a refresh icon. Below this is a graph showing "Light intensity" on the y-axis, ranging from 0.00 to 220.00. A red line on the graph shows the light intensity increasing from 0 to 220. An orange callout box highlights the current value: "Light intensity: 220". Below the graph is a console window displaying a list of light intensity values:

```
Light intensity:33
Light intensity:34
Light intensity:39
Light intensity:43
Light intensity:48
Light intensity:57
Light intensity:70
Light intensity:92
Light intensity:120
Light intensity:150
Light intensity:196
Light intensity:220
```

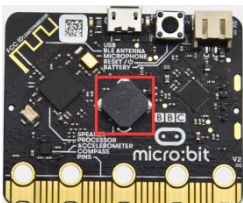
Open "CoolTerm" , click "Options" to select "SerialPort" , and set "COM" port and 115200 baud rate(the baud rate of USB serial communication of micro:bit is 115200 through the test).

Then click "OK" and "Connect" .

The light intensity value is shown below:



Project 9: Speaker





(1)Project Description

The Micro: Bit main board V2 has an built-in speaker, which makes adding sound to the programs easier. We can program the speaker to air all kinds of tones, like playing the son *Ode to Joy*.

(2)Experimental Preparation:

- Connect micro:bit to computer with the USB cable
- Open online Makecode editor

Import Hex profile (How to import?)

Or click “New Project” and drag blocks step by step

(3)Test Code:

The route to get test code ([How to load?](#))

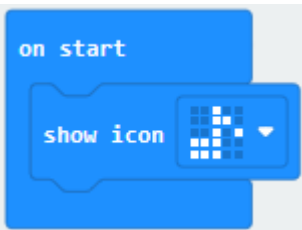
File Type	Path	File Name
Hex file	KS4031(4032) folder/Makecode Tutorial/Makecode Code/Project Code/Project 9: Speaker	Project 9: Speaker



Or you could edit code step by step in the editing area.

Enter "Basic" module to find "show icon" and drag it into "on start" block;

Click the little triangle to find 



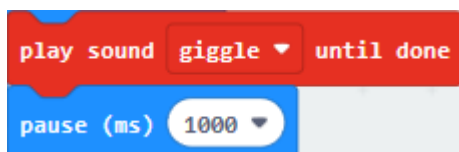
(2) Enter "Music" module to find and drug "play sound giggle until done" into "forever" block;

Enter "Basic" module to find and drug "pause(ms) 100" into "forever" block ;

Change 100 into 1000;



(3) Copy  three times and place it into





“forever” block ;

Click the little triangle to select “happy” ,” hello” ,” yawn” ;





Complete Program:



Select "JavaScript" and "Python" to switch into JavaScript and Python language code:



```
1 basic.showIcon(IconNames.EighthNote)
2 basic.forever(function () {
3     soundExpression.giggle.playUntilDone()
4     basic.pause(1000)
5     soundExpression.happy.playUntilDone()
6     basic.pause(1000)
7     soundExpression.hello.playUntilDone()
8     basic.pause(1000)
9     soundExpression.yawn.playUntilDone()
10    basic.pause(1000)
11 })
12
```

```
1 basic.show_icon(IconNames.EIGHTH_NOTE)
2
3 def on_forever():
4     soundExpression.giggle.play_until_done()
5     basic.pause(1000)
6     soundExpression.happy.play_until_done()
7     basic.pause(1000)
8     soundExpression.hello.play_until_done()
9     basic.pause(1000)
10    soundExpression.yawn.play_until_done()
11    basic.pause(1000)
12 basic.forever(on_forever)
13
```

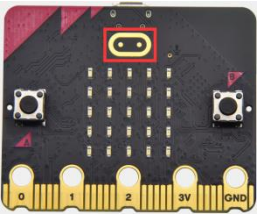
(4) Test Results:

After uploading the test code to micro:bit main board V2 and powering the board via the USB cable, the speaker utters sound and the LED dot matrix shows the logo of music.

[\(How to download?\)](#) [How to quick download?\)](#)



Project 10: Touch-sensitive Logo



(1) Project Description

The Micro: Bit main board V2 is equipped with a golden touch-sensitive logo, which can act as an input component and function like an extra button.

It contains a capacitive touch sensor that senses small changes in the electric field when pressed (or touched), just like your phone or tablet screen do. When you press it, you can activate the program.

(2) Experimental Preparation:

- Connect micro:bit to computer with the USB cable
- Open online Makecode editor

Import Hex profile (How to import?)

Or click "New Project" and drag blocks step by step

(3) Test Code



The route to get test code ([How to load?](#))

File Type	Path	File Name
Hex file	KS4031(4032) folder/Makecode Tutorial/Makecode Code/Project 10: Touch-sensitive Logo	Project 9: Speaker.hex

Or you could edit code step by step in the editing area.

(1) Delete block "on start" and "forever" ;

(2) Enter "Input" module to find and drag "on logo pressed" ;

Click the little triangle to find "touched" ;



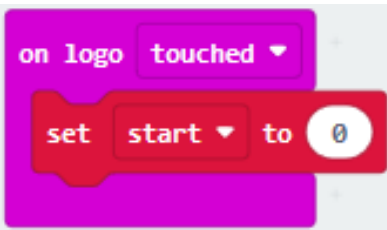
(3) Enter module "Variables" → choose "Make a Variable" → input "start" → click "OK"

The variable "start" is established;

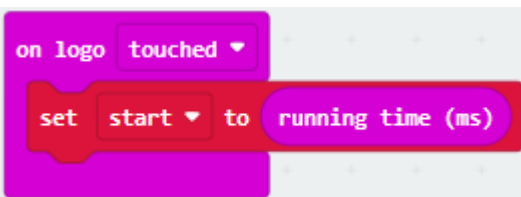
Enter "Variables" module to find and drag "set start to 0" into "on logo




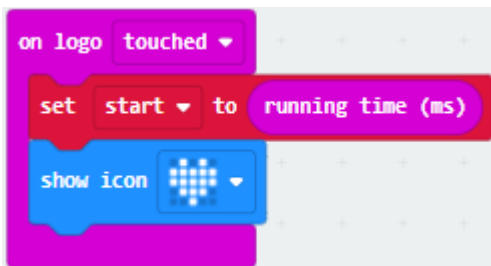
touched" block;



(4)Enter "Input" module →click "more" → find and drag "running time(ms)" into the "0" of "set start to 0" block;



(5)Enter "Basic" module to find and drag "show icon"  into "on logo touched" block;



(6)Enter "Input" module to find and drag "on logo pressed" →choose "released" → establish variable "time" ;

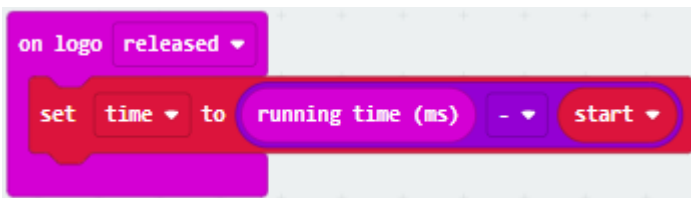
Enter "Variables" module to find and drag "set time to 0" into "on logo pressed" block;

Enter "Math" module to find and drag "0-0" into the "0" of "set start to 0" block;



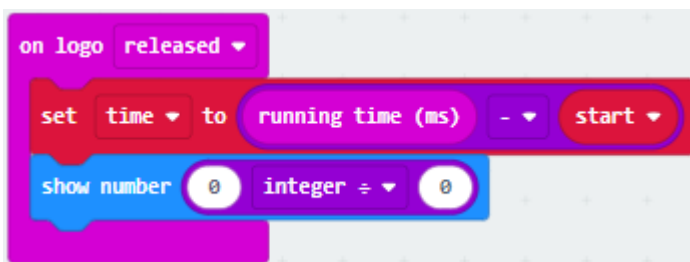
(7) Enter "Input" module → "more" → find and drag "running time(ms)" into "0" on the left side of "0-0" ;

Enter "Variables" module to find and drag "start" into "0" on the right side of "0-0" ;



(8) Enter "Basic" module to find and drag "show number" into "on logo released" block;

Enter "Math" module to find and drag "square root 0" into "0" ; Click the little triangle to find "integer ÷" ;



(9) Enter "Variables" module to find and drag "time" into "0" on the left



side of "0-0" and change the "0" on the right side to " 1000" ;

```
on logo released
  set time to running time (ms) - start
  show number time integer ÷ 1000
```

Complete Program:

```
on logo touched
  set start to running time (ms)
  show icon [grid icon]

on logo released
  set time to running time (ms) - start
  show number time integer ÷ 1000
```



Select "JavaScript" and "Python" to switch into JavaScript and Python language code:

The screenshot shows the MicroPython IDE interface. At the top, there is a blue header bar with the text "Blocks" and a dropdown menu currently set to "JavaScript". A red box highlights the dropdown menu, and a red arrow points to it. Below the header, there is a search bar and a sidebar with various categories: Basic, Input, Music, Led, Radio, and Loops. The main area displays JavaScript code:

```
1 let start = 0
2 let time = 0
3 input.onLogoEvent(TouchButtonEvent.Touched, function () {
4     start = input.runningTime()
5     basic.showIcon(IconNames.Heart)
6 })
7 input.onLogoEvent(TouchButtonEvent.Released, function () {
8     time = input.runningTime() - start
9     basic.showNumber(Math.idiv(time, 1000))
10 })
11
```

The screenshot shows the MicroPython IDE interface. At the top, there is a blue header bar with the text "Blocks" and a dropdown menu currently set to "Python". A red box highlights the dropdown menu, and a red arrow points to it. Below the header, there is a search bar and a sidebar with various categories: Basic, Input, Music, Led, Radio, Loops, Logic, and Variables. The main area displays Python code:

```
3
4 def on_logo_touched():
5     global start
6     start = input.running_time()
7     basic.show_icon(IconNames.HEART)
8 input.on_logo_event(TouchButtonEvent.TOUCHED, on_logo_touched)
9
10 def on_logo_released():
11     global time
12     time = input.running_time() - start
13     basic.show_number(Math.idiv(time, 1000))
14 input.on_logo_event(TouchButtonEvent.RELEASED, on_logo_released)
15
```

(4) Test Results:

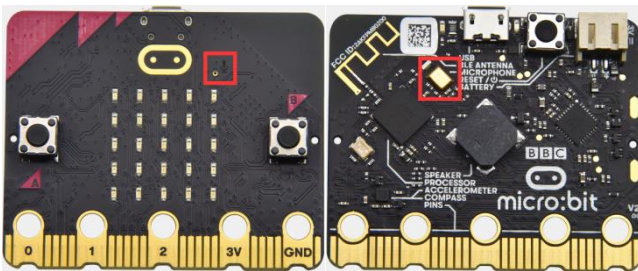
After uploading the test code to micro:bit main board V2 and powering the board via the USB cable, the LED dot matrix exhibits the heart pattern when the touch-sensitive logo is pressed or touched and displays digit



when the logo is released.

([How to download?](#) [How to quick download?](#))

Project 11: Microphone



(1)Project Description

The Micro: Bit main board V2 is built with a microphone which can test the volume of ambient environment. When you clap, the microphone LED indicator turns on. Since it can measure the intensity of sound, you can make a noise scale or disco lighting changing with music. The microphone is placed on the opposite side of the microphone LED indicator and in proximity with holes that lets sound pass. When the board detects sound, the LED indicator lights up.

(2)Experimental Preparation:

- Connect micro:bit to computer with the USB cable
- Open online Makecode editor



Import Hex profile (How to import?)

Or click "New Project" and drag blocks step by step

(3)Test Code

Code 1

The route to get test code ([How to load?](#))

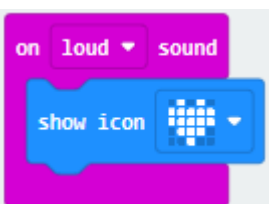
File Type	Path	File Name
Hex file	KS4031(4032) folder/Makecode Tutorial/Makecode Code/Project 11: Microphone-1	Project 11: Microphone-1.hex

Or you could edit code step by step in the editing area.

(1) Delete block "on start" and "forever" ;

(2) Enter "Input" module to find and drag "on loud sound" ;

Enter "Basic" module to find and drag "show number" into "on loud sound" block ;





(3) Copy



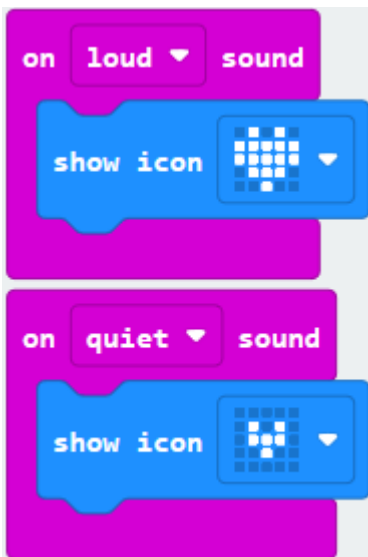
once;

Click the little triangle of "loud" to choose "quiet" ;

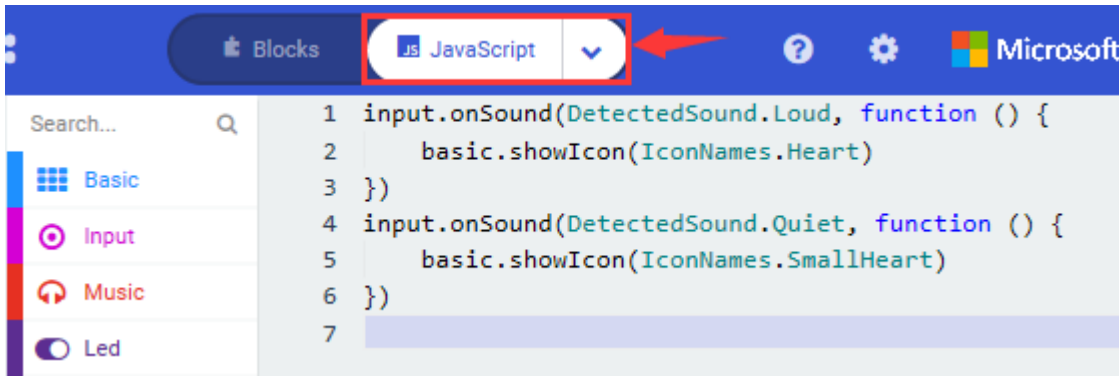
Click the little triangle of "loud" to choose "quiet" ;



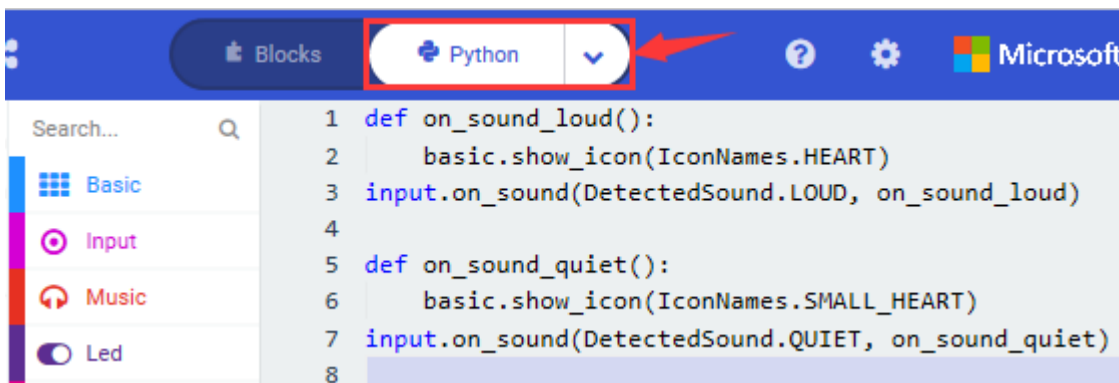
Complete Program:



Select "JavaScript" and "Python" to switch into JavaScript and Python language code:





```
1 input.onSound(DetectedSound.Loud, function () {
2     basic.showIcon(IconNames.Heart)
3 })
4 input.onSound(DetectedSound.Quiet, function () {
5     basic.showIcon(IconNames.SmallHeart)
6 })
7
```



```
1 def on_sound_loud():
2     basic.show_icon(IconNames.HEART)
3 input.on_sound(DetectedSound.LOUD, on_sound_loud)
4
5 def on_sound_quiet():
6     basic.show_icon(IconNames.SMALL_HEART)
7 input.on_sound(DetectedSound.QUIET, on_sound_quiet)
8
```

(4)Test Results 1:

After uploading test code to micro:bit main board V2 and powering the board via the USB cable, the LED dot matrix displays pattern  when you claps and pattern  when it is quiet around. ([How to download?](#) [How to quick download?](#))

Code 2:

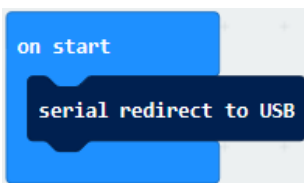
The route to get test code ([How to load?](#))



File Type	Path	File Name
Hex file	KS4031(4032) folder/Makecode Tutorial/Makecode Code/Project 11: Microphone-2	Project 11: Microphone-2.hex

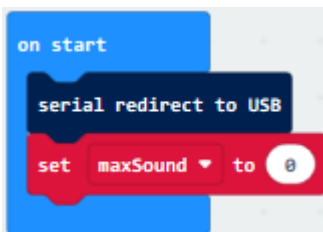
Or you could edit code step by step in the editing area.

Enter "Advanced" module → choose "Serial" to find and drag "serial redirect to USB" into "on start" block ;



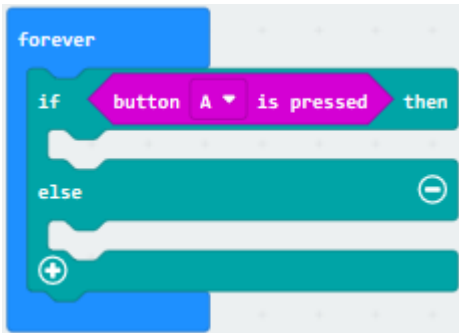
Enter "Variables" module → choose "Make a Variable" → input "maxSound" → click "OK" ,variable " maxSound" is established;

Enter "Variables" module to find and drag "set maxSound to 0" into "on start" block ;

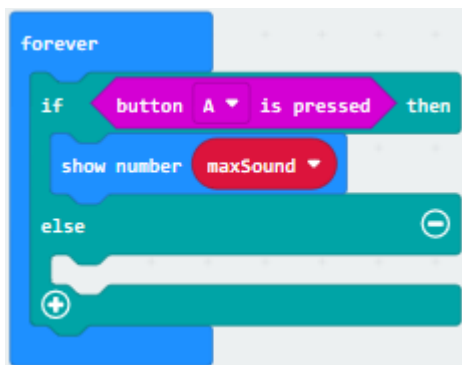


Enter "Logic" module to find and drag "if true then...else" into "forever" block ;

Enter "Input" module to find and drag button A is pressed" into "then" ;



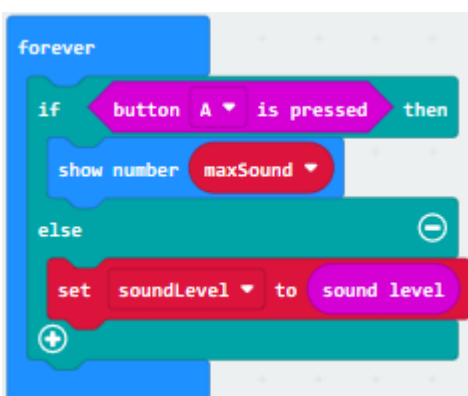
Enter "Basic" module to find and drag "show number" into "then" ;
Enter "Variables" module to find and drag "maxSound" into "0" ;



Establish variable "soundLevel" ;

Enter "Variables" module to find and drag "set soundLevel to 0" into
"else" ;

Enter "Input" module to find and drag "sound level" into "0" ;





Enter "Led" module to find and drag "plot bar graph of 0 up to 0"
into "else" ;

Enter "Variables" module to find and drag "soundLevel" into the "0" behind
"of" ;

Change the "0" behind "up" to "255" ;



Enter "Logic" module to find and drag "if true then" into "else" block ;

Enter "Logic" module to find and drag "0 > 0" into "then" ;

Enter "Variables" module to find and drag "soundLevel" into "0" on the
left side of "0-0" ;

Enter "Variables" module to find and drag "maxSound" into "0"
on the right side;



```
forever
  if button A is pressed then
    show number maxSound
  else
    set soundLevel to sound level
    plot bar graph of soundLevel
    up to 255
    if soundLevel > maxSound then
```

Enter "Variables" module to find and drag "set maxSound to 0" into the second "then" ;

Enter "Variables" module to find and drag "soundLevel" into the "0" ;

```
forever
  if button A is pressed then
    show number maxSound
  else
    set soundLevel to sound level
    plot bar graph of soundLevel
    up to 255
    if soundLevel > maxSound then
      set maxSound to soundLevel
```



Complete Program:

```
on start
  serial redirect to USB
  set maxSound to 0

forever
  if button A is pressed then
    show number maxSound
  else
    set soundLevel to sound level
    plot bar graph of soundLevel
    up to 255
    if soundLevel > maxSound then
      set maxSound to soundLevel
```

Select "JavaScript" and "Python" to switch into JavaScript and Python language code:



```
1 let soundLevel = 0
2 serial.redirectToUSB()
3 let maxSound = 0
4 basic.forever(function () {
5     if (input.buttonIsPressed(Button.A)) {
6         basic.showNumber(maxSound)
7     } else {
8         soundLevel = input.soundLevel()
9         led.plotBarGraph(
10            soundLevel,
11            255
12        )
13        if (soundLevel > maxSound) {
14            maxSound = soundLevel
15        }
16    }
17 })
18
```

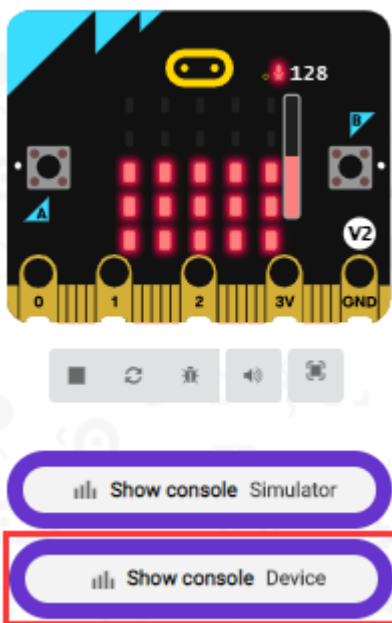
```
1 soundLevel = 0
2 serial.redirect_to_usb()
3 maxSound = 0
4
5 def on_forever():
6     global soundLevel, maxSound
7     if input.button_is_pressed(Button.A):
8         basic.show_number(maxSound)
9     else:
10        soundLevel = input.sound_level()
11        led.plot_bar_graph(soundLevel, 255)
12        if soundLevel > maxSound:
13            maxSound = soundLevel
14 basic.forever(on_forever)
15
```



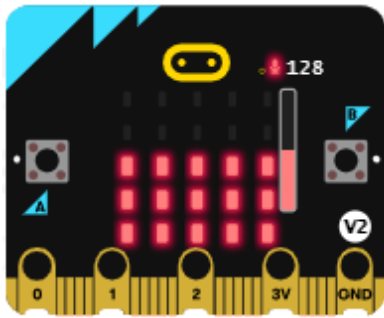
(5)Test Results 2:

Upload test code to micro:bit main board V2, power the board via the USB cable and click "Show console Device" as shown below.

([How to quick download?](#))



When the sound is louder around, the sound value shows in the serial port is bigger as shown below.



Show console Simulator

Show console Device

Go back

Device



```
95
127
150
153
172
187
183
2 187
191
3 195
```

What's more, when pressing the button A, the LED dot matrix displays the value of the biggest volume(please note that the biggest volume can be reset via the Reset button on the other side of the board) while when clapping, the LED dot matrix shows the pattern of the sound.



Project 12: Bluetooth Wireless Communication



(1)Project Description

The Micro: Bit main board V2 comes with a nRF52833 processor (with a built-in BLE(Bluetooth Low Energy) device Bluetooth 5.1) and a 2.4GHz antenna for Bluetooth wireless communication and 2.4GHz wireless communication. With the help of them, the board is able to communicate with a variety of Bluetooth devices, including smart phones and tablets.

In this project, we mainly concentrate on the Bluetooth wireless communication function of this main board. Linked with Bluetooth, it can transmit code or signals. To this end, we should connect an Apple device (a phone or an iPad) to the board.

Since setting up Android phones to achieve wireless transmission is similar to that of Apple devices, no need to illustrate again.

(2)Experimental Preparation:

- Connect micro:bit to computer with the USB cable
- Open online Makecode editor

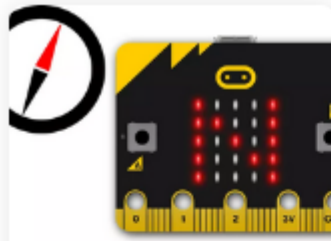


Import Hex profile (How to import?)

Or click "New Project" and drag blocks step by step

(3)Procedures:

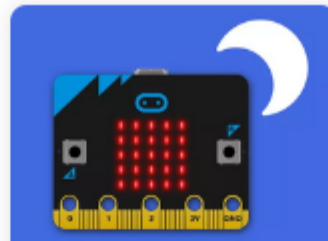
For Apple devices, enter this link <https://www.microbit.org/get-started/user-guide/ble-ios/> with your computer first, and then click "Download pairing HEX file" to download the Micro: Bit firmware to a folder or desk, and upload the downloaded firmware to the Micro: Bit main board V2.



Compass North

Create a simple compass to show...

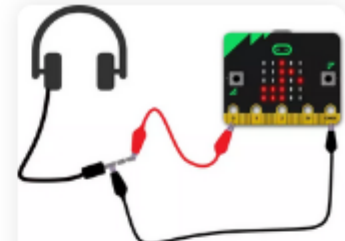
● Intermediate



Nightlight

Create a light that turns on when it's...

● Intermediate



Make some noise

Connect headphones or speakers to make...

● Intermediate

If you need help

If you're having problems flashing code from your iOS device to your micro:bit, download this HEX file and transfer it to your micro:bit from a computer, or visit our support site.

[Download pairing HEX file](#)

[iOS app support](#)

Monitor and control

The 'Monitor and control' section of the iOS app allows you to observe real-time data from the micro:bit sensors, send messages directly to the LEDs and control the micro:bit buttons and pins from your iPad or iPhone.





Downloads

File Home Share View

This PC > Downloads

Search Downloads

- Quick access
 - Desktop
 - Downloads
 - Documents
 - Pictures
- This PC
- MICROBIT (E:)
- Network

microbit-pair-ios.hex

Open with

- Scan with Windows Defender...
- Share
- Give access to >
- Restore previous versions
- Send to >**
- Cut
- Copy
- Create shortcut
- Delete
- Rename
- Properties

Bluetooth device

- Compressed (zipped) folder
- Desktop (create shortcut)
- Documents
- Fax recipient
- Mail recipient
- MICROBIT (E:)**

1 item 1 item selected 630 K

New folder

File Home Share View

This PC > Desktop > New folder

Search N...

microbit-pair-ios.hex

53% complete

Copying 1 item from New folder to MICROBIT (E:)

53% complete

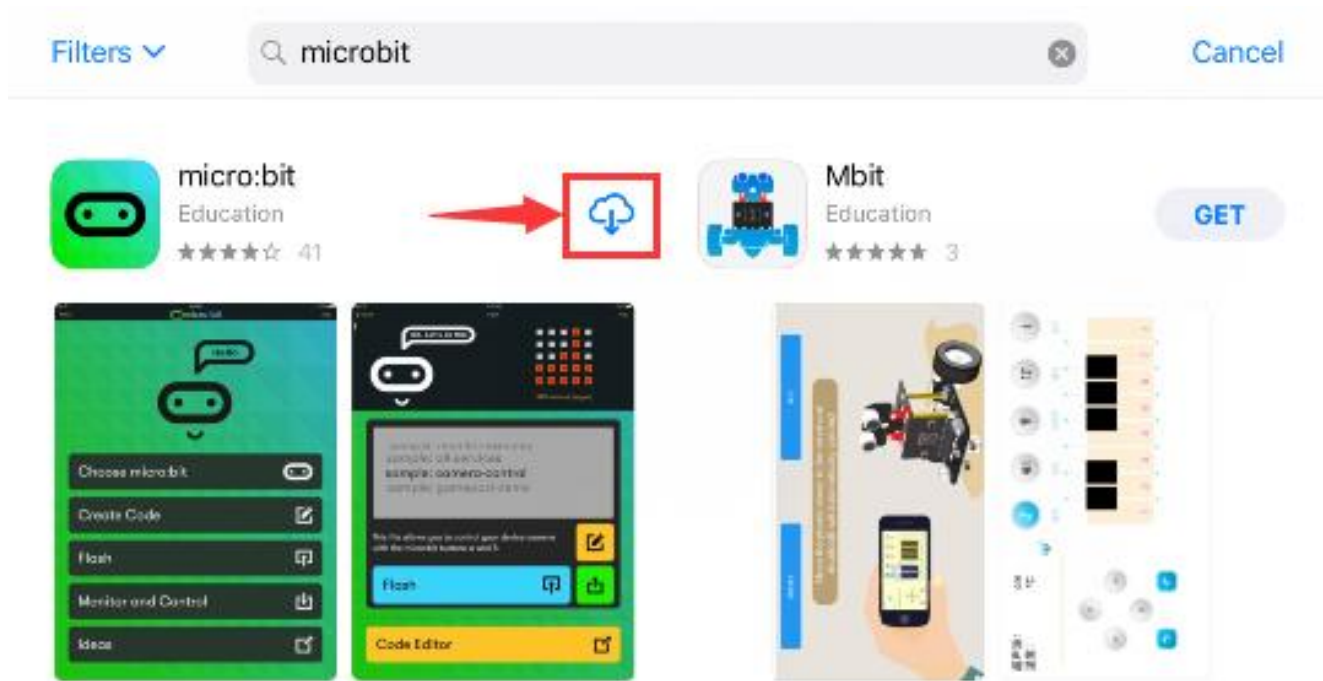
Speed: 88.7 KB/s

Name: microbit-pair-ios.hex
Time remaining: Calculating...
Items remaining: 1 (841 KB)

Fewer details



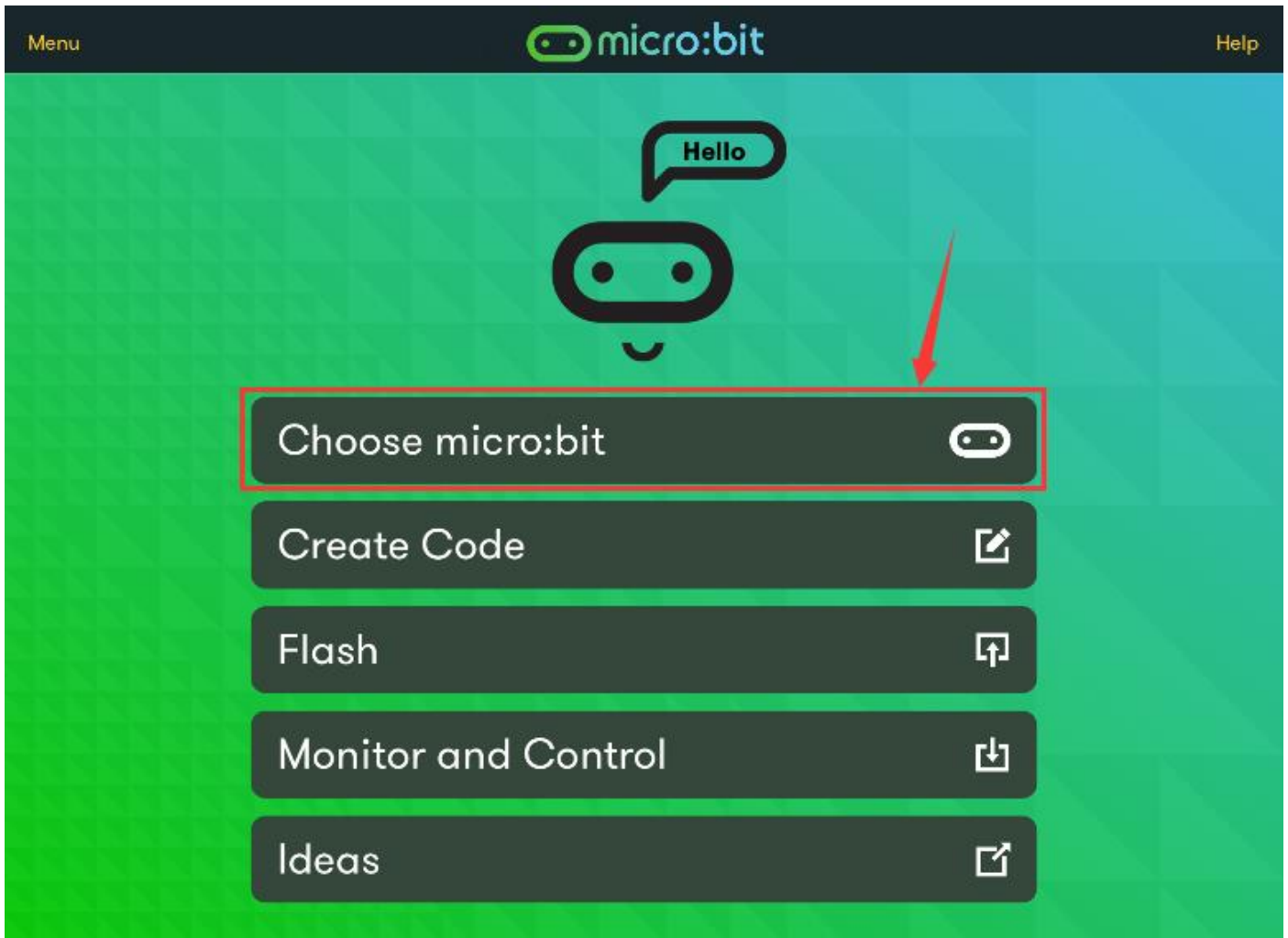
Search “micro bit” in your App Store to download the APP micro:bit.



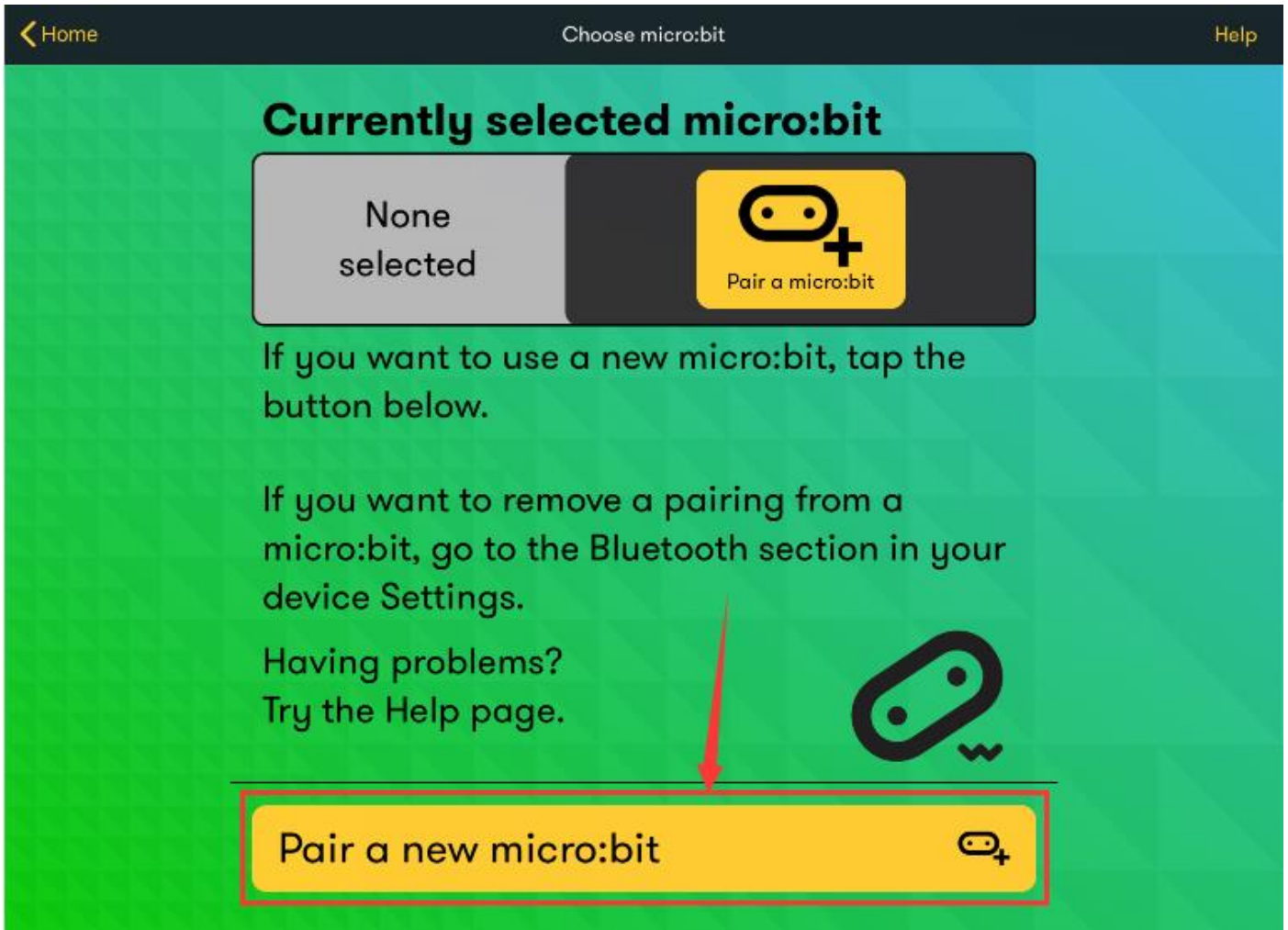
Connect your Apple device with Micro: Bit main board V2:

Firstly, turn on the Bluetooth of your Apple device and open the APP micro:bit to select item “Choose micro:bit” to start pairing Bluetooth.

Please make sure that the Micro: Bit main board V2 and your computer are still linked via the USB cable.



Secondly, click "Pair a new micro:bit" ;

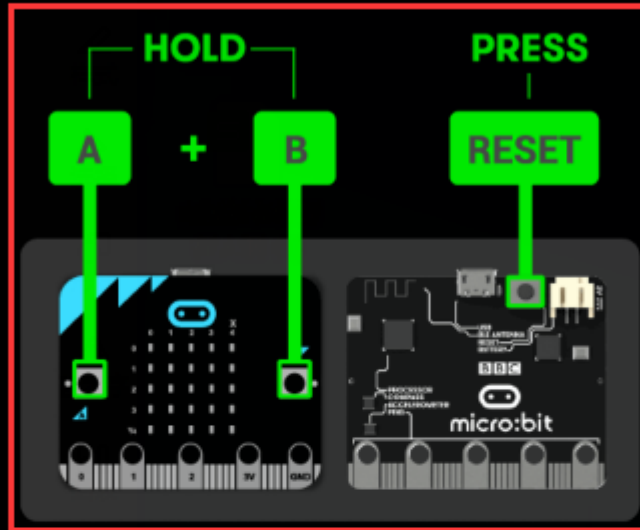


Following the instructions to press button A and B at the same time (do not release them until you are told to) and press Reset & Power button for a few seconds.

Release the Reset & Power button, you will see a password pattern shows on the LED dot matrix. Now, release buttons A and B and click Next.



How to pair your micro:bit



Let's do this

Step 1

HOLD the A and B buttons and
PRESS and RELEASE RESET



Cancel

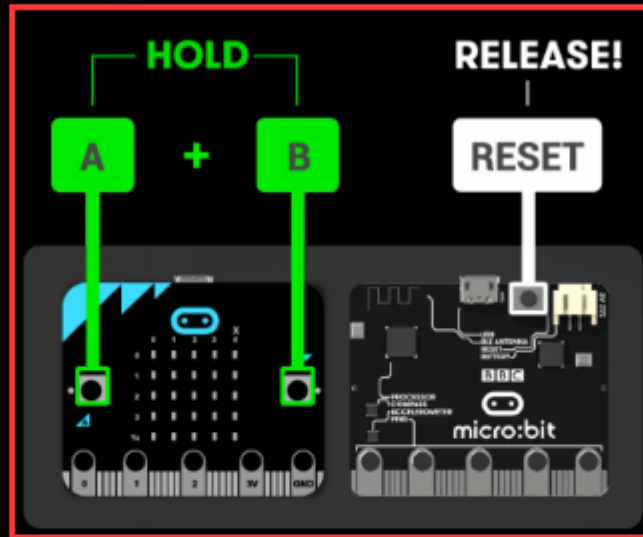


Next





How to pair your micro:bit



Step 1

HOLD the A and B buttons and
PRESS and RELEASE RESET

Let's do this



Cancel

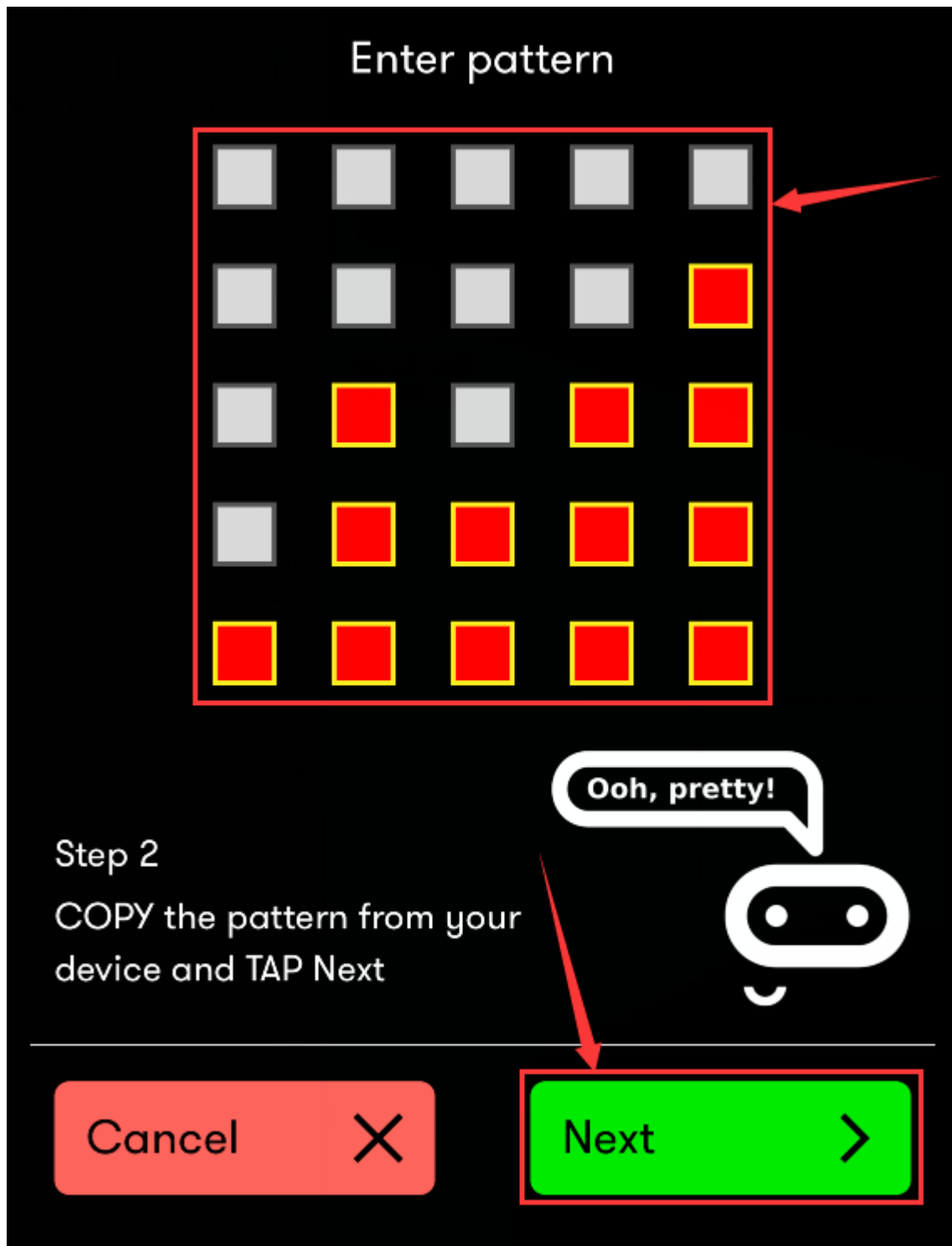


Next





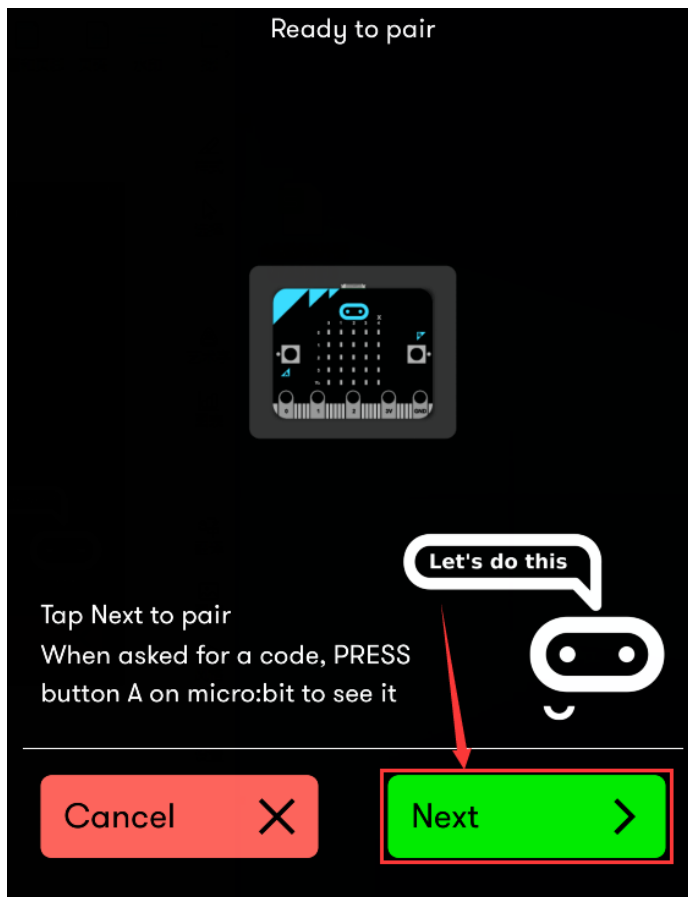
Set the password pattern on your Apple device as the same pattern showed on the matrix and click Next.



Still click Next and a dialog box pops up as shown below. Then click "Pair".



A few seconds later, the match is done and the LED dot matrix displays the "√" pattern.





Searching for micro:bit

If the pairing code dialogue doesn't appear within a few seconds, please go to Settings > Bluetooth and "Forget" your micro:bit [zuzut]"

Bluetooth Pairing Request
"BBC micro:bit [zuzut]" would like to pair with your iPad.

Cancel Pair

Where are you?

Currently searching for micro:bit. Please wait...

Cancel X

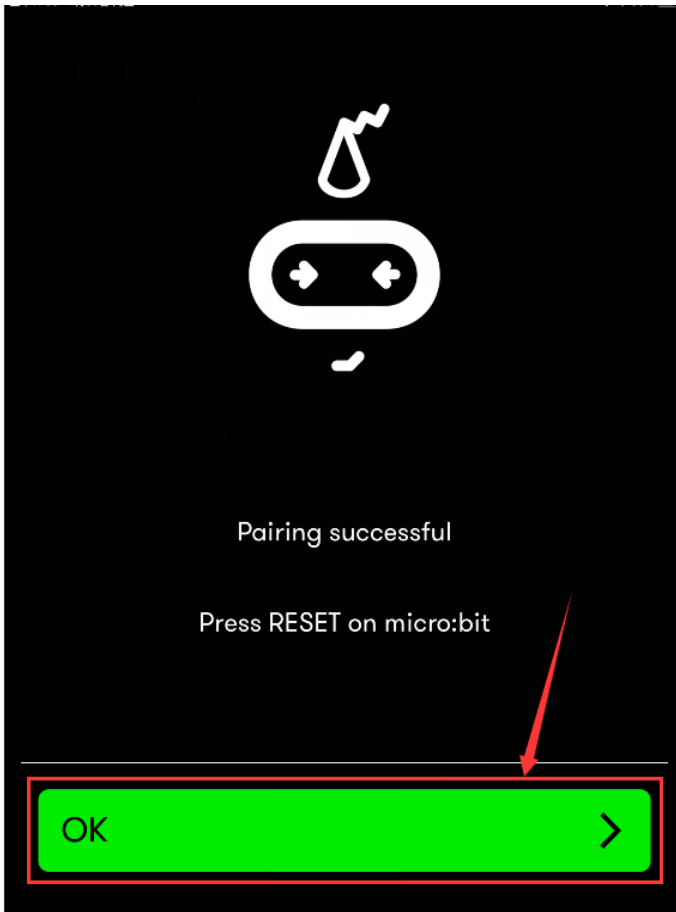
Searching for micro:bit

Please wait...

Where are you?

Currently searching for micro:bit. Please wait...


Cancel X



After the match with Bluetooth, write and upload code with the App.

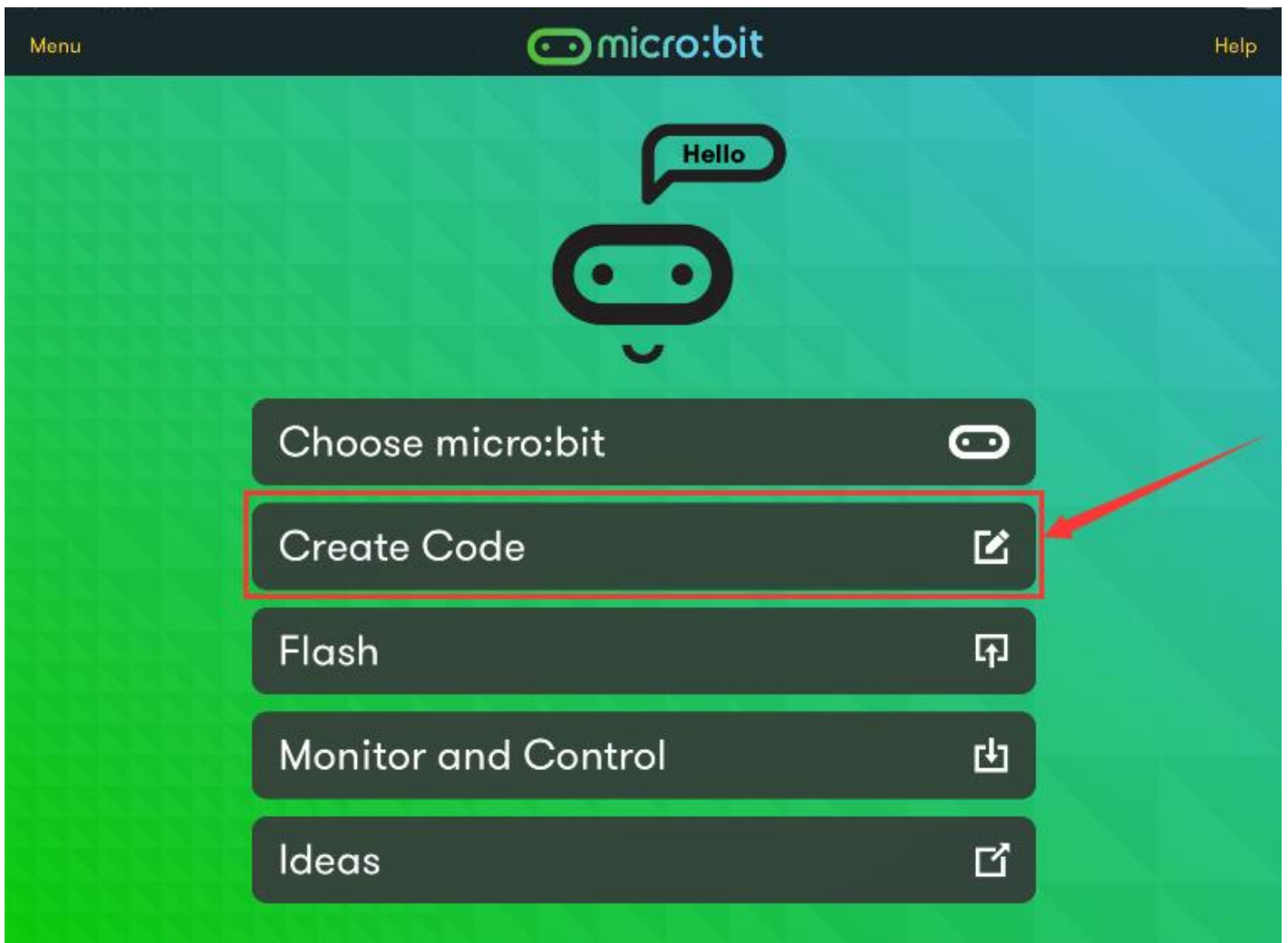
Click "Create Code" to enter the programming page and write code.

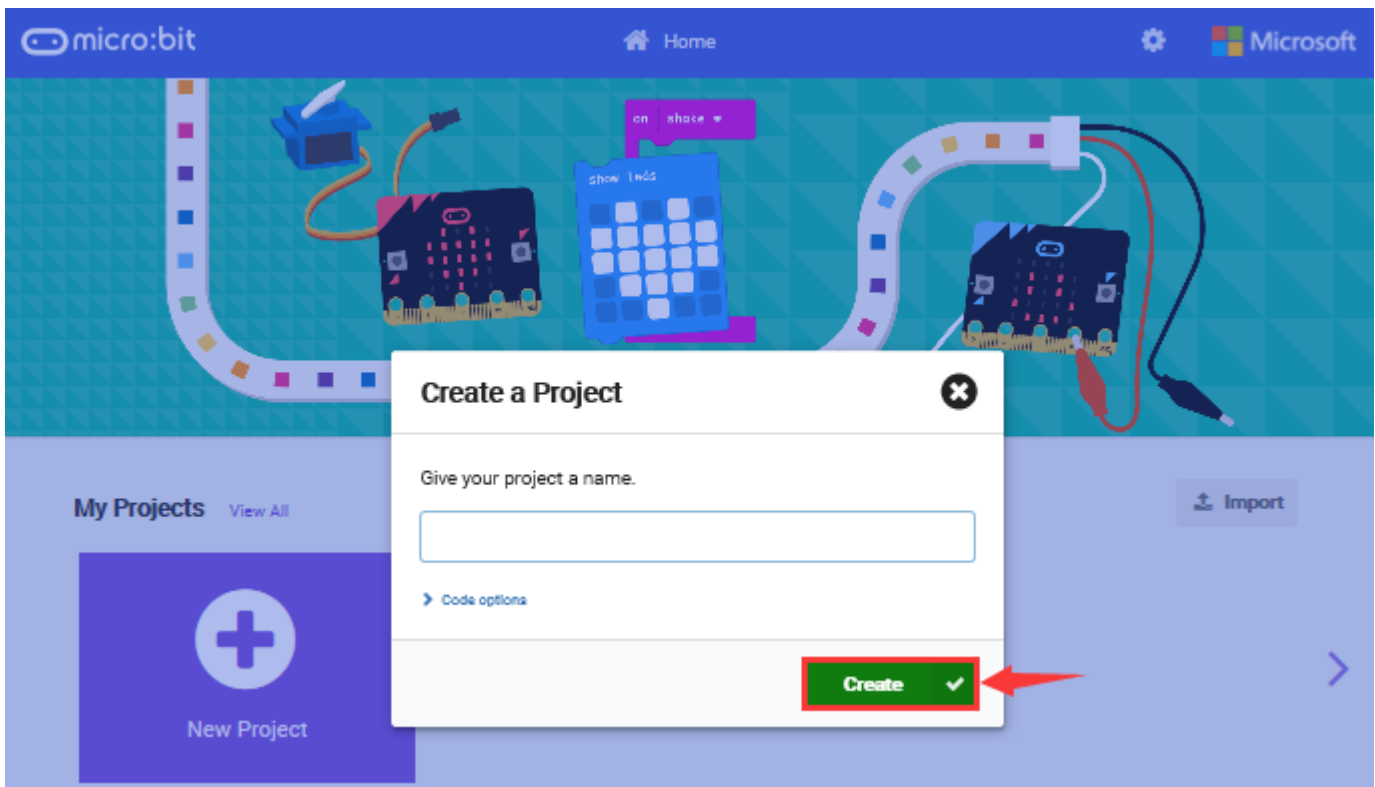
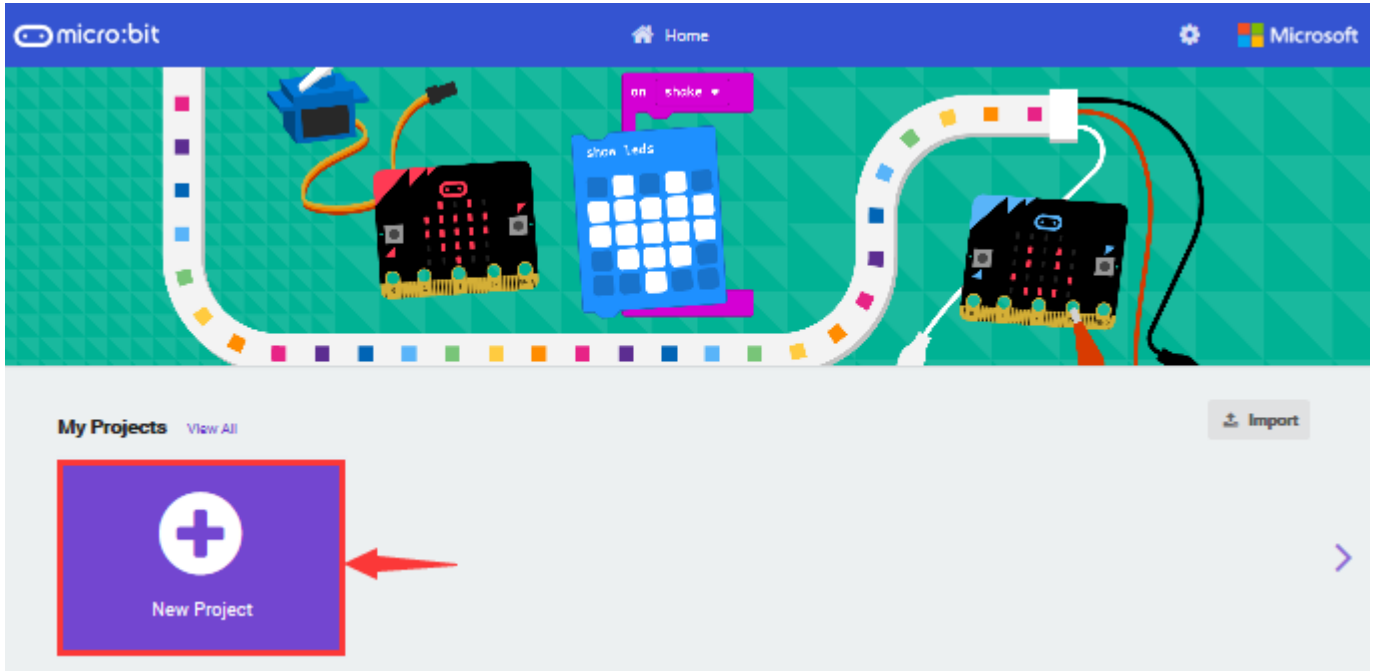


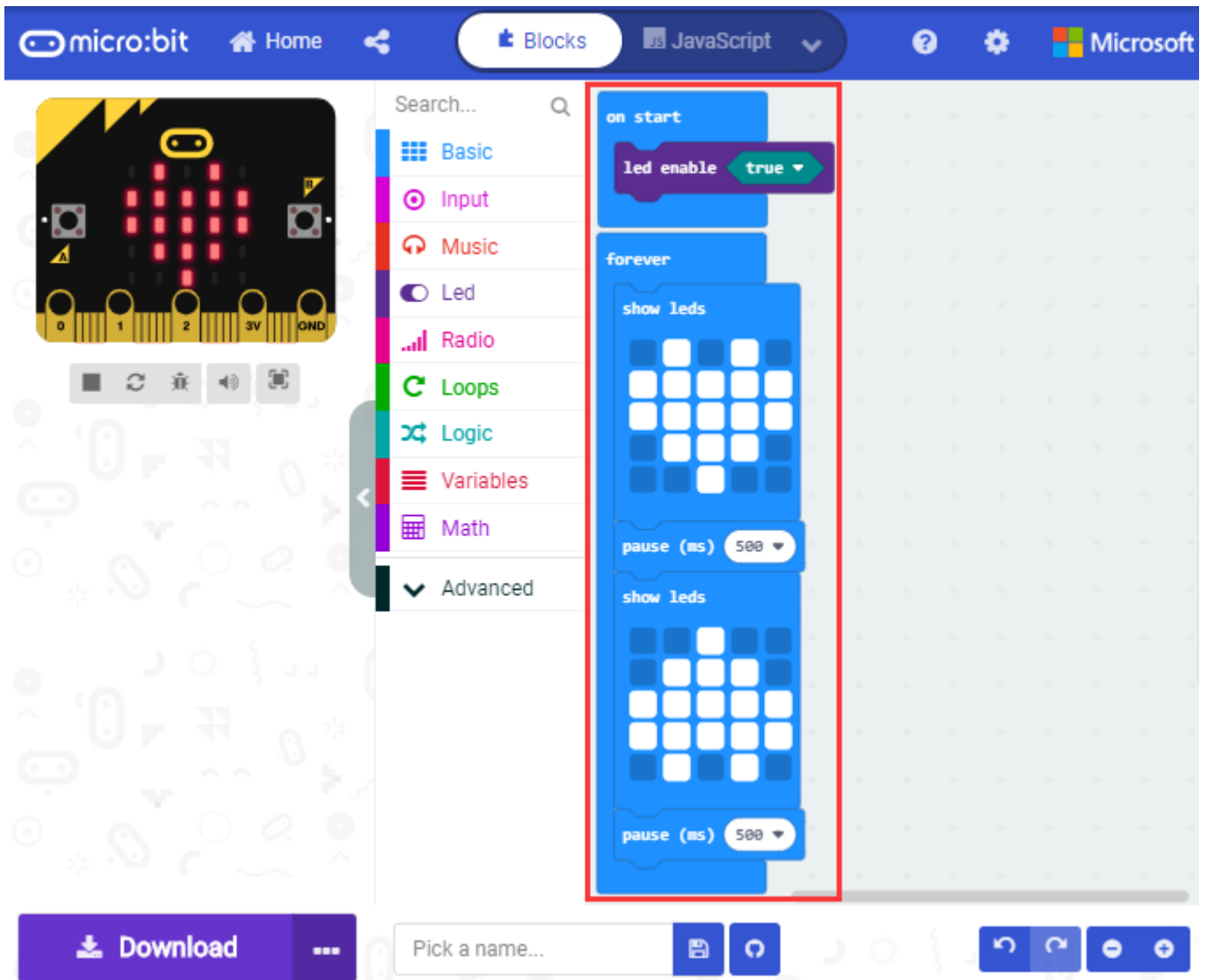
Click  and the box


then select "Create ✓" .

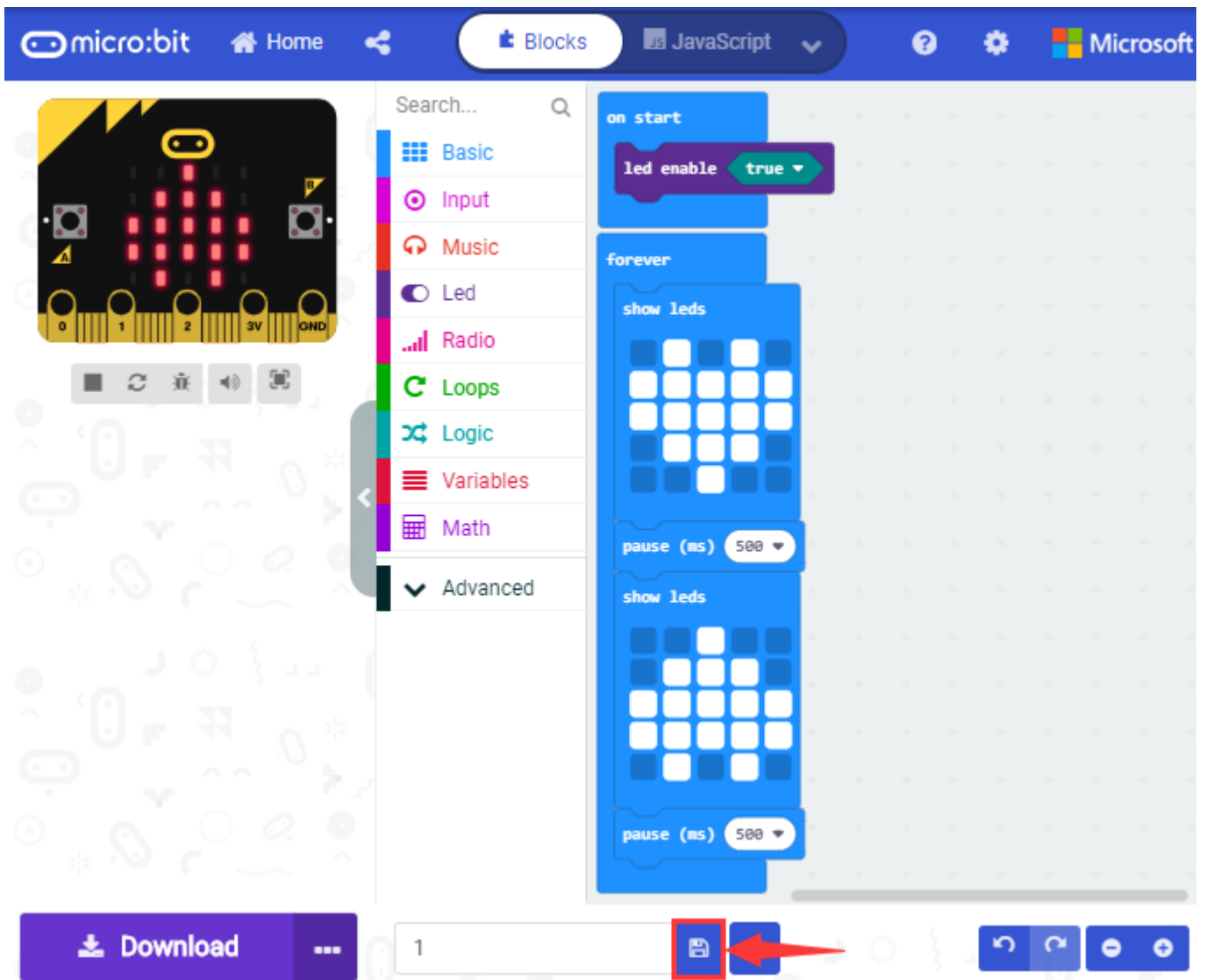
appears, and



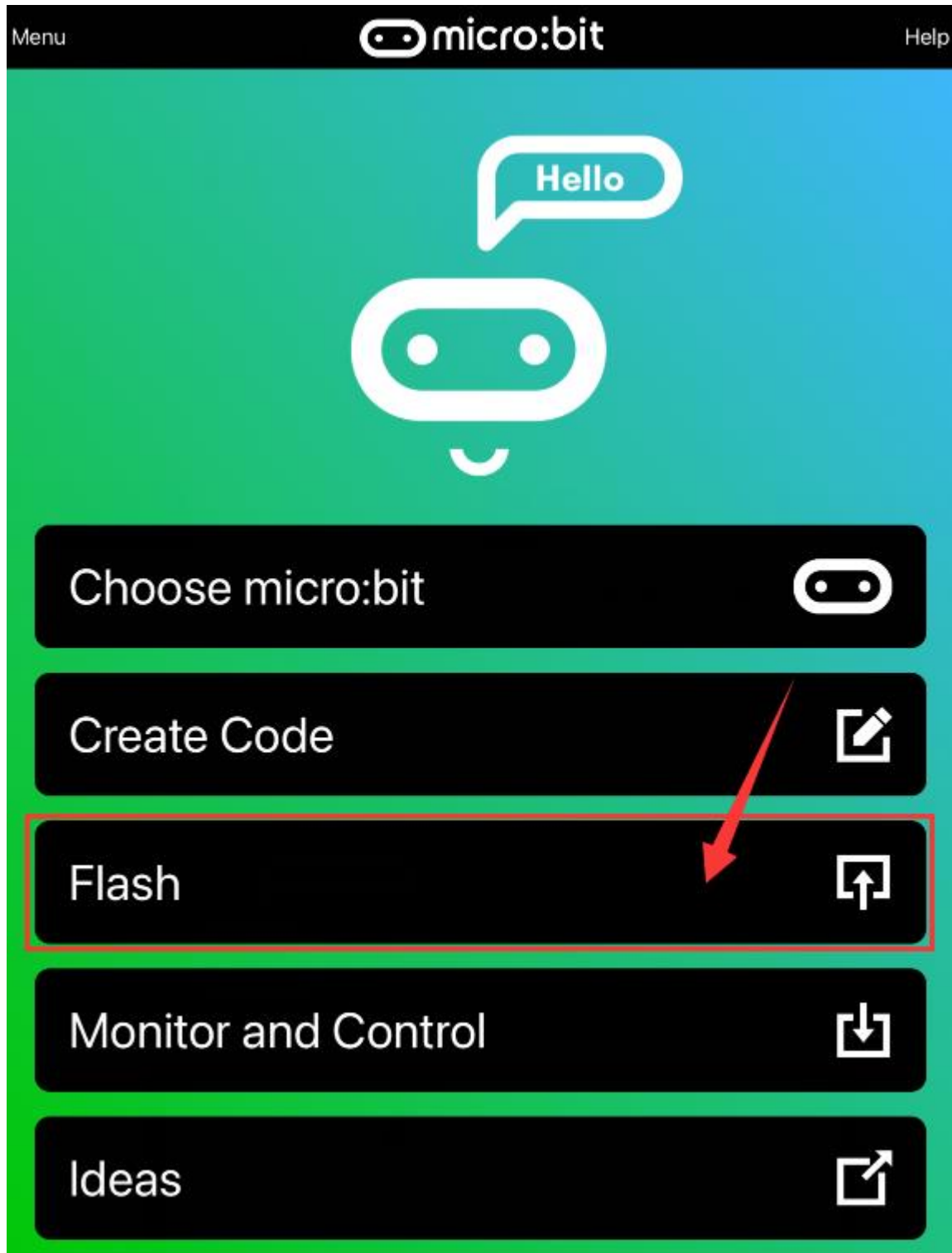




Name the code as "1" and click  to save it.



Click the third item "Flash" to enter the uploading page. The default code program for uploading is the one saved just now and named "1" and then click the other "Flash" to upload the code program "1".





Home Flash Help

OK. Let's do this

BBC micro:bit [zip]

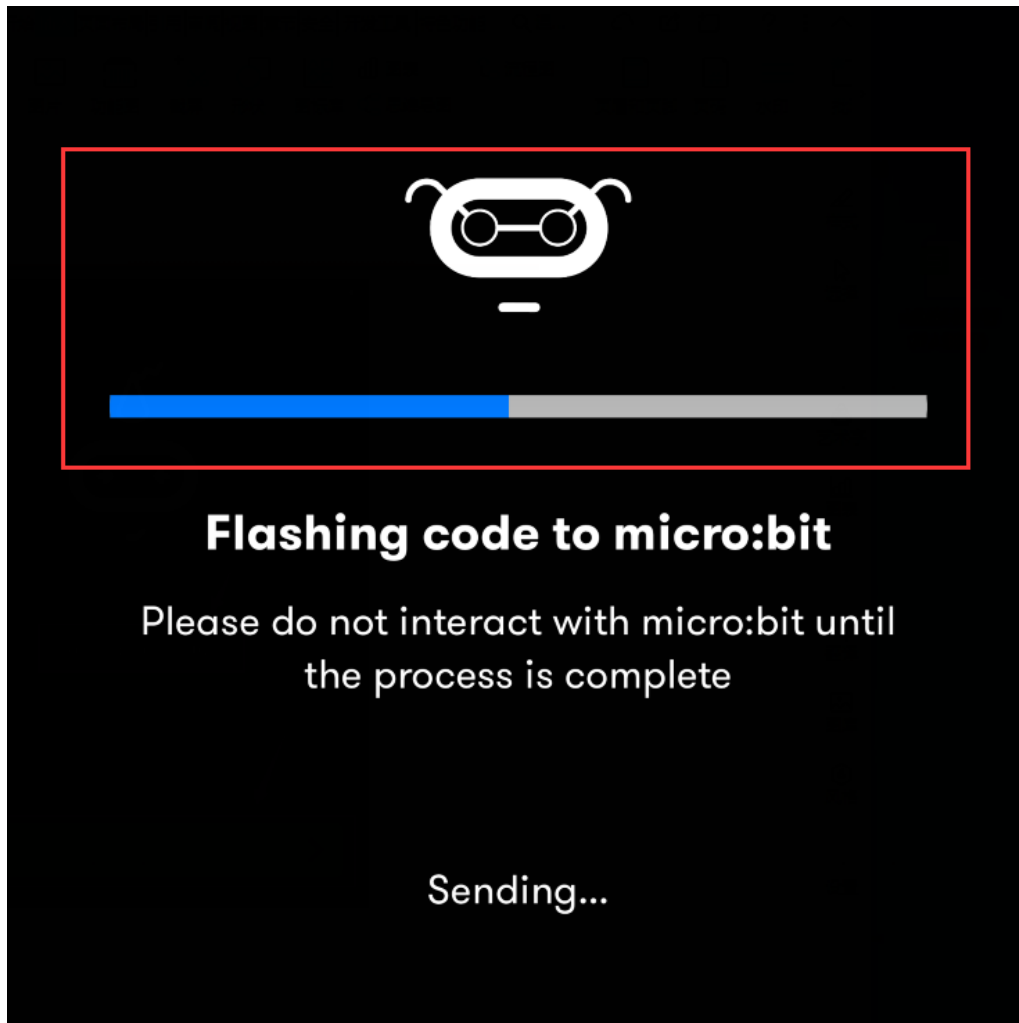
1

sample: monitor-services
sample: camera-control

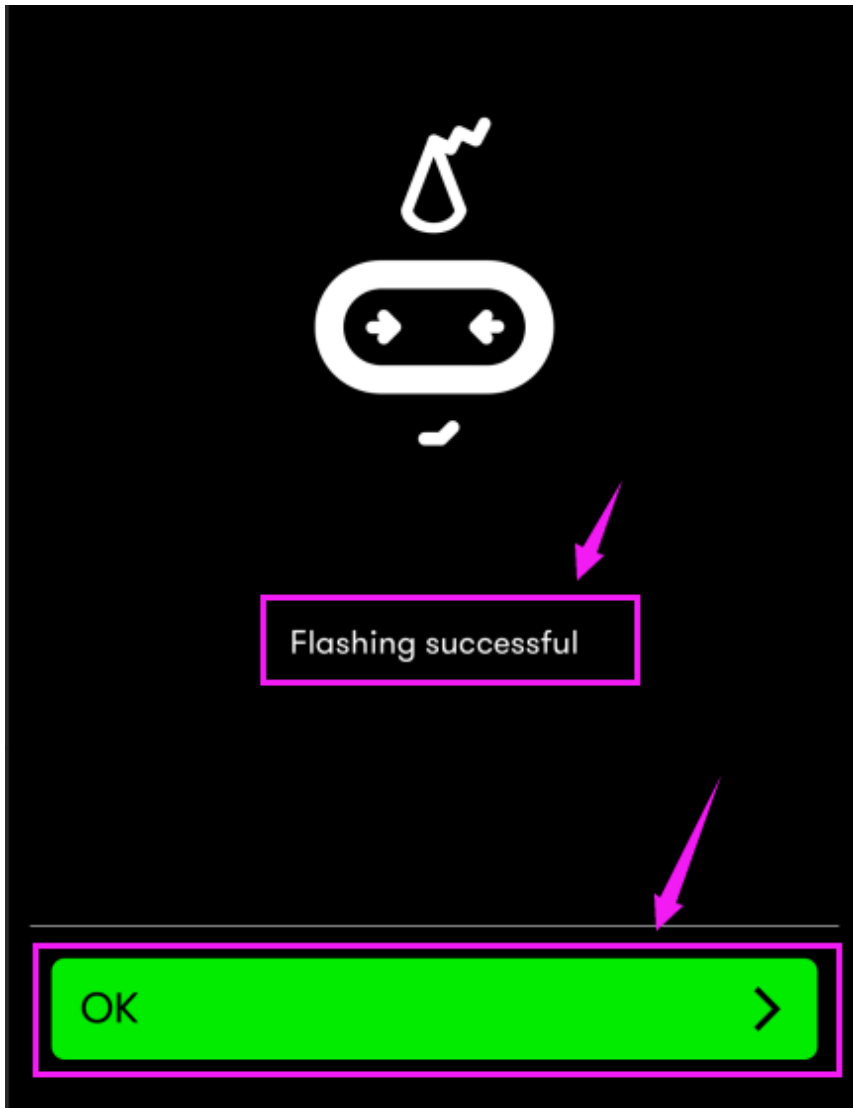
Wednesday, May 6, 2020
9:32:08 AM

Flash

Code Editor



If the code is uploaded successfully a few seconds later, the App will emerge as below and the LED dot matrix of the Micro: Bit main board V2 will exhibit a heart pattern.



Projects above all conduct with the built-in sensors and the LED dot matrix of the main board while the following ones will carry out with the help of external sensors of this turtle car.

(Attention: to avoid burning the the Micro:bit main board V2, please remove the USB cable and the external power from the board before fix it with the shield of the car; likewise, the USB cable and the external power should be cut from the main board before disconnect the shield from the board.)



Project 13: Colorful Lights



(1)Project Description

This module consists of a commonly used LED with 7 colors but in white appearance. It can automatically flash different colors to create fantastic light effects when high level is input like a normal LED.

(2)Experimental Preparation:

- Insert micro:bit board into slot of keystudio 4WD Mecanum Robot Car
- Place batteries into battery holder
- Dial power switch to ON end
- Connect micro:bit to computer by USB cable
- Open online Makecode editor

Import Hex profile (How to import?) , or click “New Project” and drag blocks step by step(add MecanumRobot extension library first)

[\(How to add Mecanum Robot extension?\)](#)



(3)Test Code

Code1

Make the RGB light flash 7 lights alternatively.

Code path:

File Type	Path	File Name
Hex file	KS4031(4032) folder/Makecode Tutorial/Makecode Code/Project 13: Colorful Lights-1.hex	Project 13: Colorful Lights-1.hex

Or you could edit code step by step in the editing area.

(1) Click "MecanumRobot" →find and drag to "on start" ;

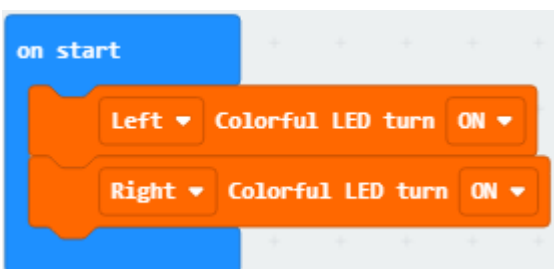


指

Copy once;

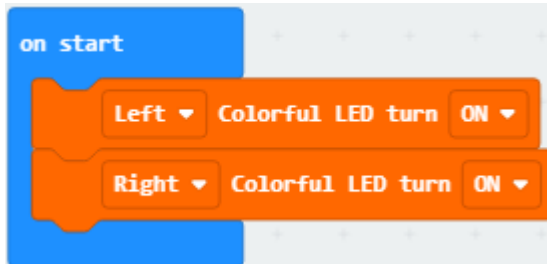


Click the little triangle behind " Left " to choose " Right " :





Compete Program:



.....①run "on start" once to start the program

.....②open the colorful light on the left of the car

.....③open the colorful light on the right of the car

Click "JavaScript" to view the corresponding JavaScript code: :



```
1 mecanumRobot.setLed(LedCount.Left, LedState.ON)
2 mecanumRobot.setLed(LedCount.Right, LedState.ON)
3 basic.forever(function () {
4
5 })
6
```

Code 2:

File Type	Path	File Name



Hex file	KS4031(4032) folder/Makecode Tutorial/Makecode Code/Project 13: Colorful Lights-2.hex	Project 13: Colorful Lights-2.hex
----------	---	-----------------------------------

Or you could edit code step by step in the editing area.

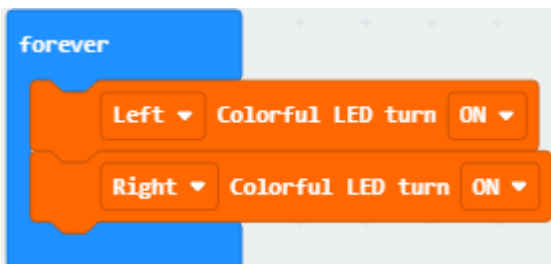
(1) click "MecanumRobot" to find and drag to "forever" ;



Copy once;



Click the little triangle behind "Left" to choose "Right" :



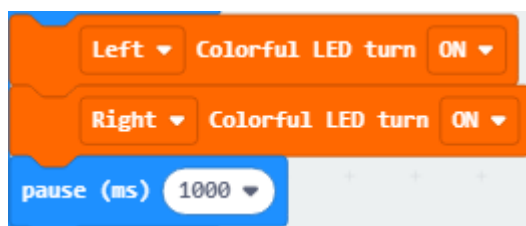
(2) Click "Basic" to find and drag



to choose "1 second" ;



Copy once and choose OFF





```
Left Colorful LED turn OFF
Right Colorful LED turn OFF
pause (ms) 1000
```

Put them in forever.

Complete Program:

```
forever
  Left Colorful LED turn ON
  Right Colorful LED turn ON
  pause (ms) 1000
  Left Colorful LED turn OFF
  Right Colorful LED turn OFF
  pause (ms) 1000
```

① In the "forever" instruction block, the program runs cyclically.

② Turn on the 2 colorful lights of the car.

③ Wait for 1 second

④ Turn off the 2 colorful lights of the car.

⑤ Wait for 1 second



```
1 basic.forever(function () {
2   mecanumRobot.setLed(LedCount.Left, LedState.ON)
3   mecanumRobot.setLed(LedCount.Right, LedState.ON)
4   basic.pause(1000)
5   mecanumRobot.setLed(LedCount.Left, LedState.OFF)
6   mecanumRobot.setLed(LedCount.Right, LedState.OFF)
7   basic.pause(1000)
8 })
9
```

(4) Test Results:

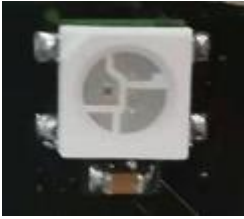
Download code 1 to micro:bit board and dial POWER switch to ON end, 2 RGB lights of smart car emit red, green, blue, indigo, dark red, yellow and white color cyclically.

Download code 2 to micro:bit board, 2 RGB lights show different color cyclically.

[\(How to download?\)](#) [How to quick download?\)](#)



Project 14: WS2812 RGB LEDs



(1)Project Description

The driver shield cooperates 4 pcs WS2812 RGB LEDs, compatible with micro:bit board and controlled by P8. In this lesson, we will make RGB LEDs display different colors by P8. In this lesson, 3 sets of test code are provided to make the 4 WS2812 RGB LEDs display different effects.

(2)Experimental Preparation:

- Insert micro:bit board into slot of keystudio 4WD Mecanum Robot Car
- Place batteries into battery holder
- Dial power switch to ON end

Import Hex profile (How to import?) , or click "New Project" and drag blocks step by step(add MecanumRobot extension library first)

[\(How to add Mecanum Robot extension?\)](#)

(3)Test Code

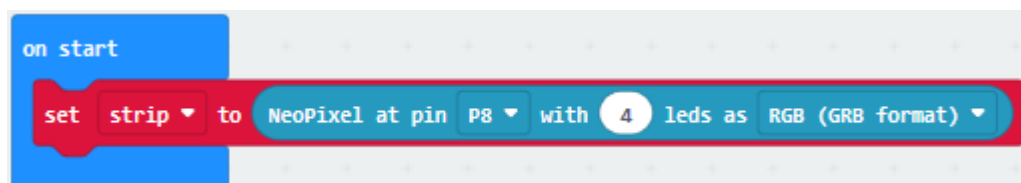
Code 1:



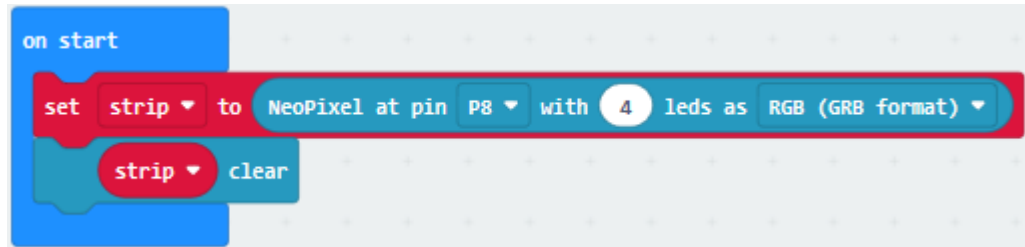
File Type	Path	File Name
Hex file	KS4031(4032) folder/Makecode Tutorial/Makecode Code/Project 14: WS2812 RGB LEDs-1.hex	Project 14: WS2812 RGB LEDs-1.hex

Or you could edit code step by step in the editing area.

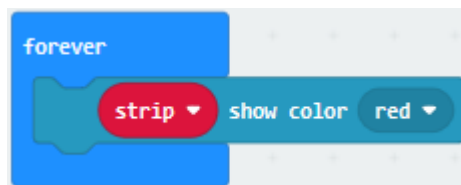
- Enter "Neopixel" → "set strip to Neopixel at pin P0 with 24 leds as RGB (GRB format)"
- Place it into "on start" block,
- Signal end P8 of WS2812 RGB is controlled by P8 of micro:bit . So we set to P8.
- Smart car has 4 pcs WS2812 RGB lights, so set to 4 leads



Click "Neopixel" to move block "strip clear" into "on start" block.

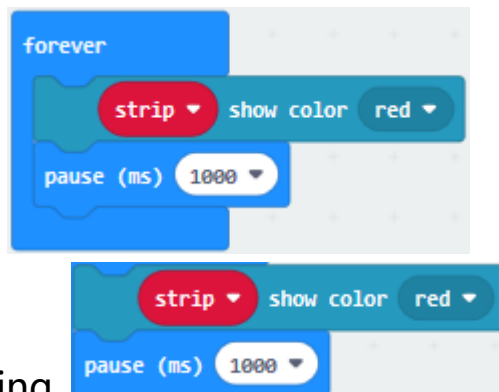


Enter "Neopixel" to move block "strip show color red" into "forever" block



Click "Basic" to move "pause (ms) 1000" block into "forever" block

Then set to 1000ms



Copy code string `strip show color red` for eight times, and click red to respectively set to orange, yellow, green, blue, indigo, violet, purple and white.

Tap the triangle icon to select orange, yellow, green, blue, indigo, violet, purple and white.



```
forever
  strip show color red
  pause (ms) 1000
  strip show color orange
  pause (ms) 1000
  strip show color yellow
  pause (ms) 1000
  strip show color green
  pause (ms) 1000
  strip show color blue
  pause (ms) 1000
  strip show color indigo
  pause (ms) 1000
  strip show color violet
  pause (ms) 1000
  strip show color purple
  pause (ms) 1000
  strip show color white
  pause (ms) 1000
```

Complete Code



on start

set strip to NeoPixel at pin P8 with 4 leds as RGB (GRB format)

strip clear

forever

strip show color red

pause (ms) 1000

strip show color orange

pause (ms) 1000

strip show color yellow

pause (ms) 1000

strip show color green

pause (ms) 1000

strip show color blue

pause (ms) 1000

strip show color indigo

pause (ms) 1000

strip show color violet

pause (ms) 1000

strip show color purple

pause (ms) 1000

strip show color white

pause (ms) 1000



. "on start" : command block runs once to start program.

Set strip to Neopixel at pin P8 with 4 leads as RGB

Turn off 4pcs WS2812 RGB lights

The program under the block "forever" runs cyclically.

All RGB lights show red color

Delay in 1000ms

All RGB lights show orange color

Delay in 1000ms

All RGB lights show yellow color

Delay in 1000ms

All RGB lights show green color

Delay in 1000ms

All RGB lights show blue color

Delay in 1000ms

All RGB lights show indigo color

Delay in 1000ms

All RGB lights show violet color

Delay in 1000ms

All RGB lights show purple color

Delay in 1000ms

All RGB lights show white color

Delay in 1000ms

Click "JavaScript" to switch into the corresponding JavaScript code:



```
1 let strip = neopixel.create(DigitalPin.P8, 4, NeoPixelMode.RGB)
2 strip.clear()
3 basic.forever(function () {
4     strip.showColor(neopixel.colors(NeoPixelColors.Red))
5     basic.pause(1000)
6     strip.showColor(neopixel.colors(NeoPixelColors.Orange))
7     basic.pause(1000)
8     strip.showColor(neopixel.colors(NeoPixelColors.Yellow))
9     basic.pause(1000)
10    strip.showColor(neopixel.colors(NeoPixelColors.Green))
11    basic.pause(1000)
12    strip.showColor(neopixel.colors(NeoPixelColors.Blue))
13    basic.pause(1000)
14    strip.showColor(neopixel.colors(NeoPixelColors.Indigo))
15    basic.pause(1000)
16    strip.showColor(neopixel.colors(NeoPixelColors.Violet))
17    basic.pause(1000)
18    strip.showColor(neopixel.colors(NeoPixelColors.Purple))
19    basic.pause(1000)
20    strip.showColor(neopixel.colors(NeoPixelColors.White))
21    basic.pause(1000)
22 })
23
```

Code 2:

File Type	Path	File Name
Hex file	KS4031(4032) folder/Makecode Tutorial/Makecode Code/Project 14: WS2812 RGB LEDs-2.hex	Project 14: WS2812 RGB LEDs-2.hex

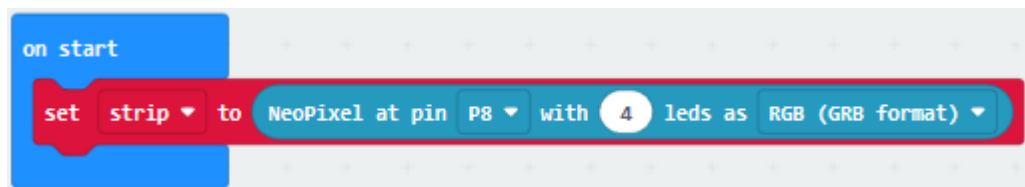
a. Enter "Neopixel" → "set strip to Neopixel at pin P0 with 24 leds as RGB (GRB format)"



b. Place it into "on start" block,

c. Signal end P8 of WS2812 RGB is controlled by P8 of micro:bit . So we set to P8.

d. Smart car has 4 pcs WS2812 RGB lights, so set to 4 leads

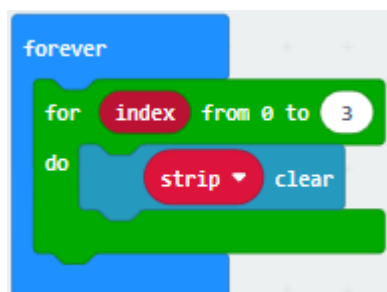


Click "Loops" to drag "for index from 0 to 4...do" into "forever" block

Change 4 into 3



Click "Neopixel" to move block "strip clear" into block "for index from 0 to 3...do"



Tap "Neopixel" → "more" → "strip set pixel color at 0 to red"

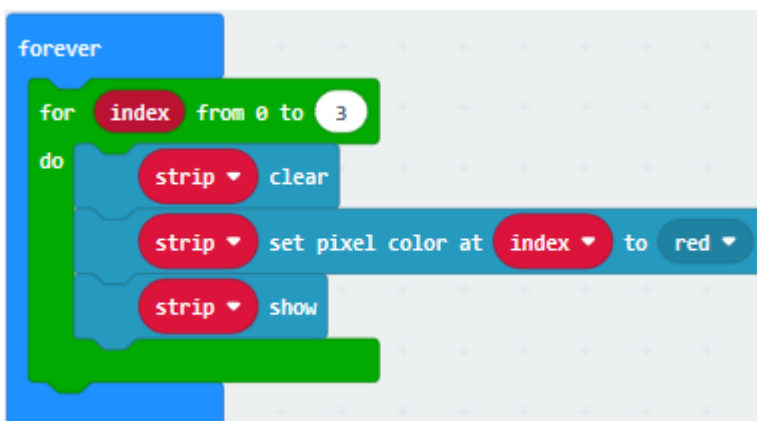


Place it into “for index from 0 to 3...do” block

Click “Variables” to move “index” into 0 box



(5) Click “Neopixel” to move “strip show” into “for index from 0 to 3...do” block



(6) Tap “Basic” to move “pause (ms) 100” block into “index from 0 to 3...do”



```
forever
  for index from 0 to 3
  do
    strip clear
    strip set pixel color at index to red
    strip show
    pause (ms) 100
```

```
for index from 0 to 3
do
  strip clear
  strip set pixel color at index to red
  strip show
  pause (ms) 100
```

Replicate code string for eight times and place them into "forever" block
Click red to respectively choose orange, yellow, green, blue, indigo, violet, purple and white



Complete Code:

```
on start
  set strip to NeoPixel at pin P8 with 4 leds as RGB (GRB format)

forever
  for index from 0 to 3
    do
      strip clear
      strip set pixel color at index to red
      strip show
      pause (ms) 100

  for index from 0 to 3
    do
      strip clear
      strip set pixel color at index to orange
      strip show
      pause (ms) 100

  for index from 0 to 3
    do
      strip clear
      strip set pixel color at index to yellow
      strip show
      pause (ms) 100
```



“on start” : command block runs once to start program.

Set strip to Neopixel at pin p8 with 4 leads as RGB

The program under the block “forever” runs cyclically.

For index from 0 to 3, execute the program under do block

Turn off 4 pcs WS2812 RGB lights

Set index of WS2812 RGB lights to red color

Strip shows

Delay in 100ms

For index from 0 to 3, execute the program under do block

Turn off 4 pcs WS2812 RGB lights

Set index of WS2812 RGB lights to orange color

Strip shows

Delay in 100ms

For index from 0 to 3, execute the program under do block

Turn off 4 pcs WS2812 RGB lights

Set index of WS2812 RGB lights to yellow color

Strip shows

Delay in 100ms



```
for index from 0 to 3
do
  strip clear
  strip set pixel color at index to green
  strip show
  pause (ms) 100

for index from 0 to 3
do
  strip clear
  strip set pixel color at index to blue
  strip show
  pause (ms) 100

for index from 0 to 3
do
  strip clear
  strip set pixel color at index to indigo
  strip show
  pause (ms) 100
```



.For index from 0 to 3, execute the program under do block

Turn off 4 pcs WS2812 RGB lights

Set the index of WS2812 RGB lights to green color

Strip shows

Delay in 100ms

For index from 0 to 3, execute the program under do block

Turn off 4 pcs WS2812 RGB lights

Set the index of WS2812 RGB lights to blue color

strip shows

Delay in 100ms

For index from 0 to 3, execute the program under do block

Turn off 4 pcs WS2812 RGB lights

Set the index of WS2812 RGB lights to indigo color

Strip shows

Delay in 100ms

For index from 0 to 17, execute the program under do block

Turn off all RGB on strip

Set the index of WS2812 RGB lights to violet color

Set all RGB lights to show violet color

Strip displays all changes

Delay in 100ms

For index from 0 to 17, execute the program under do block

Turn off all RGB on strip

Set the index of WS2812 RGB lights to purple color

Strip displays all changes

Delay in 100ms

For index from 0 to 17, execute the program under do block

Turn off all RGB on strip

Set the index of WS2812 RGB lights to white color

Strip displays all changes

Delay in 100ms



```
for index from 0 to 3
do
  strip clear
  strip set pixel color at index to violet
  strip show
  pause (ms) 100

for index from 0 to 3
do
  strip clear
  strip set pixel color at index to purple
  strip show
  pause (ms) 100

for index from 0 to 3
do
  strip clear
  strip set pixel color at index to white
  strip show
  pause (ms) 100
```

For index from 0 to 3, execute the program under do block
Turn off 4 pcs WS2812 RGB lights
Set the index of WS2812 RGB lights to violet color
Strip shows
Delay in 100ms
For index from 0 to 3, execute the program under do block
Turn off 4 pcs WS2812 RGB lights
Set the index of WS2812 RGB lights to purple color
Strip shows
Delay in 100ms
For index from 0 to 3, execute the program under do block
Turn off 4 pcs WS2812 RGB lights
Set the index of WS2812 RGB lights to white color
Strip shows
Delay in 100ms



Click "JavaScript" to switch into the corresponding JavaScript code:

```
1 let strip = neopixel.create(DigitalPin.P8, 4, NeoPixelMode.RGB)
2 basic.forever(function () {
3   for (let index = 0; index <= 3; index++) {
4     strip.clear()
5     strip.setPixelColor(index, neopixel.colors(NeoPixelColors.Red))
6     strip.show()
7     basic.pause(100)
8   }
9   for (let index = 0; index <= 3; index++) {
10    strip.clear()
11    strip.setPixelColor(index, neopixel.colors(NeoPixelColors.Orange))
12    strip.show()
13    basic.pause(100)
14  }
15  for (let index = 0; index <= 3; index++) {
16    strip.clear()
17    strip.setPixelColor(index, neopixel.colors(NeoPixelColors.Yellow))
18    strip.show()
19    basic.pause(100)
20  }
21  for (let index = 0; index <= 3; index++) {
22    strip.clear()
23    strip.setPixelColor(index, neopixel.colors(NeoPixelColors.Green))
24    strip.show()
25    basic.pause(100)
26  }
27  for (let index = 0; index <= 3; index++) {
28    strip.clear()
29    strip.setPixelColor(index, neopixel.colors(NeoPixelColors.Blue))
30    strip.show()
31    basic.pause(100)
32  }
33  for (let index = 0; index <= 3; index++) {
34    strip.clear()
35    strip.setPixelColor(index, neopixel.colors(NeoPixelColors.Indigo))
36    strip.show()
37    basic.pause(100)
38  }
}
```



```
39   for (let index = 0; index <= 3; index++) {  
40     strip.clear()  
41     strip.setPixelColor(index, neopixel.colors(NeoPixelColors.Violet))  
42     strip.show()  
43     basic.pause(100)  
44   }  
45   for (let index = 0; index <= 3; index++) {  
46     strip.clear()  
47     strip.setPixelColor(index, neopixel.colors(NeoPixelColors.Purple))  
48     strip.show()  
49     basic.pause(100)  
50   }  
51   for (let index = 0; index <= 3; index++) {  
52     strip.clear()  
53     strip.setPixelColor(index, neopixel.colors(NeoPixelColors.White))  
54     strip.show()  
55     basic.pause(100)  
56   }  
57 })  
58
```

Code 3:

File Type	Path	File Name
Hex file	KS4031(4032) folder/Makecode Tutorial/Makecode Code/Project 14: WS2812 RGB LEDs-3.hex	Project 14: WS2812 RGB LEDs-3.hex

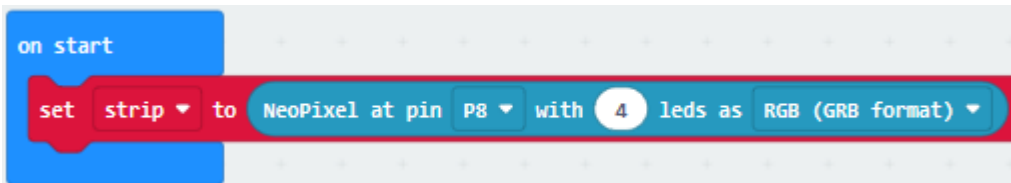
Or you could edit code step by step in the editing area.

- Enter "Neopixel" → "set strip to Neopixel at pin P0 with 24 leds as RGB (GRB format)"
- Place it into "on start" block,



c. Signal end P8 of WS2812 RGB is controlled by P8 of micro:bit . So we set to P8.

d. Smart car has 4 pcs WS2812 RGB lights, set to 4 leads



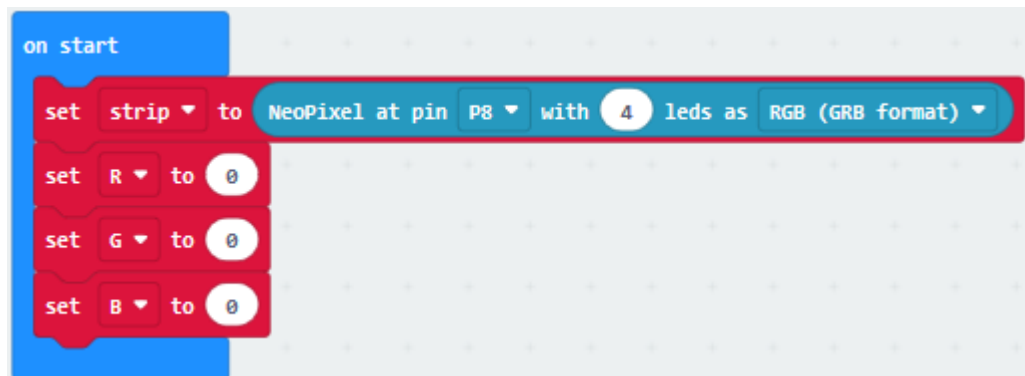
Click "Variables" → "Make a Variable..."

Input R to build up variable R

We create variable "G" and "B" in same way

Drag "set B to 0" into "on start" block

Copy "set B to 0" twice and click triangle button to choose G and B



Click "Loops" to get block "for index from 0 to 4...do"

Leave it into "forever" and change 4 into 3



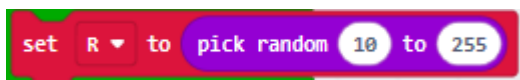
Move block "set B to 0" into "for index from 0 to 3...do" block,

Click B to choose R

Go to "Math" to drag block "pick random 0 to 10" into 0 box

Change 0 into 10, 10 into 255



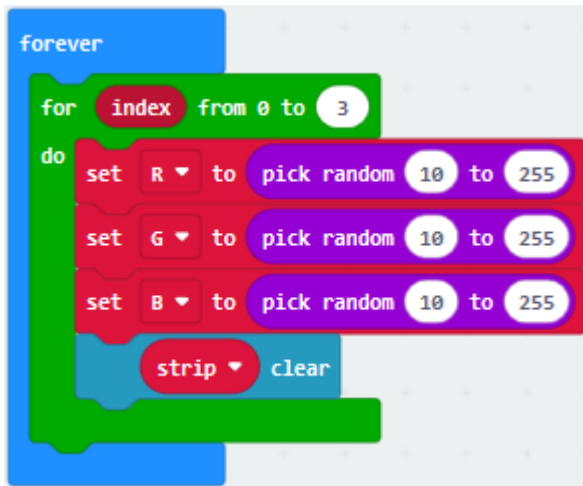
Replicate block  twice and place them into "for index from 0 to 3...do" block.

Click R to select G and B





Tap "Neopixel" and move "strip clear" into "for index from 0 to 3...do" block.



Go to "Neopixel" → "more" → "strip set pixel color at 0 to red"

Leave it in the block "for index from 0 to 3...do" block

Drag block "red 255 green 255 blue 255" into "red" box

Tap "Variables" to move "index" block into 0 box

Separately drag R, G and B into 255 box, as shown below:



Click "Basic" to drag "pause (ms) 100" under block "strip.....B"

Set to 500ms.



```
forever
  for index from 0 to 3
  do
    set R to pick random 10 to 255
    set G to pick random 10 to 255
    set B to pick random 10 to 255
    strip clear
    strip set pixel color at index to red R green G blue B
    pause (ms) 500
```

Click "Neopixel" to move "strip show" block under "pause(as) 500"

```
forever
  for index from 0 to 3
  do
    set R to pick random 10 to 255
    set G to pick random 10 to 255
    set B to pick random 10 to 255
    strip clear
    strip set pixel color at index to red R green G blue B
    pause (ms) 500
    strip show
```



Complete Code:

```
on start
  set strip to Neopixel at pin P8 with 4 leds as RGB (GRB format)
  set R to 0
  set G to 0
  set B to 0

forever
  for index from 0 to 3
    do
      set R to pick random 10 to 255
      set G to pick random 10 to 255
      set B to pick random 10 to 255
      strip clear
      strip set pixel color at index to red R green G blue B
      pause (ms) 500
      strip show
```




“on start” : command block runs once to start program.
Set strip to Neopixel at pin p8 with 4 leads as RGB(GRB format)
Set variable R to 0
Set variable G to 0
Set variable B to 0
The program under the block “forever” runs cyclically.
When the value of index is in 0-3, execute the program under do block
Set variable R to random number in 10-255
Set variable G to random number in 10-255
Set variable B to random number in 10-255
Turn off all RGB on strip
Set index of 4 pcs WS2812 RGB lights to RGB(red, green, blue)
Delay in 500ms
Strip shows

Click “JavaScript” to switch into the corresponding JavaScript code:

```
1 let strip = neopixel.create(DigitalPin.P8, 4, NeoPixelMode.RGB)
2 let R = 0
3 let G = 0
4 let B = 0
5 basic.forever(function () {
6   for (let index = 0; index <= 3; index++) {
7     R = randint(10, 255)
8     G = randint(10, 255)
9     B = randint(10, 255)
10    strip.clear()
11    strip.setPixelColor(index, neopixel.rgb(R, G, B))
12    basic.pause(500)
13    strip.show()
14  }
15 })
16
```

(4)Test Results:

Download code 1 to micro: bit, and dial POWER to ON end. All four



WS2812RGB LEDs light up a different color a time cyclically.

Download code 2 to micro: bit, WS2812RGB LEDs display like flow light.

Download code 3 to micro: bit, every WS2812RGB light shows random color one by one.

([How to download?](#) [How to quick download?](#))

Project 15: Servo



(1)Project Description

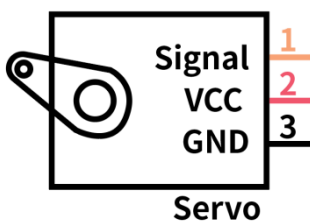
For those DIY smart cars, they often have the function of automatic obstacle avoidance. In the DIY process, we need a servo to control the ultrasonic module to rotate left and right, and then detect the distance between the car and the obstacle, so as to control the car to avoid the obstacle. If other microcontrollers are used to control the rotation of the servo, we need to set a certain frequency and a certain width of pulse to control the servo angle. But if the micro:bit main board is used to control the servo angle, we only need to set the control angle in



the development environment where the corresponding pulse will be automatically set to control the servo rotation. In this project, you will learn how to control the servo to rotate back and forth between 0° and 90°.

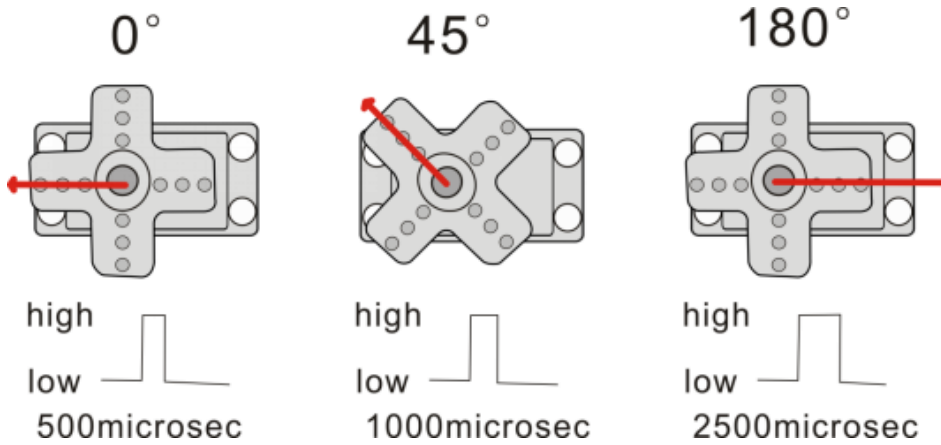
(2)Background Information of the Servo

Servo motor is a position control rotary actuator. It mainly consists of housing, circuit board, core-less motor, gear and position sensor. Its working principle is that the servo receives the signal sent by MCU or receiver, and produces a reference signal with a period of 20ms and width of 1.5ms, then compares the acquired DC bias voltage to the voltage of the potentiometer and obtains the voltage difference output.



For the servo used in this project, the brown wire is the ground, the red one is the positive wire, and the orange one is the signal wire.

The rotation angle of servo motor is controlled by regulating the duty cycle of PWM (Pulse-Width Modulation) signal. The standard cycle of PWM signal is 20ms (50Hz). Theoretically, the width is distributed between 1ms-2ms, but in fact, it's between 0.5ms-2.5ms. The width corresponds to the rotation angle from 0° to 180°. But note that for different brand motor, the same signal may have different rotation angle.



More details:

High level time	Servo angle
0.5ms	0 degree
1ms	45 degree
1.5ms	90 degree
2ms	135 degree
2.5ms	180 degree

(3)Parameters:

- ◆ Working voltage: DC 4.8V ~ 6V
- ◆ Operating angle range: about 180 ° (at 500 → 2500 μsec)
- ◆ Pulse width range: 500 → 2500 μsec
- ◆ No-load speed: 0.12 ± 0.01 sec / 60 (DC 4.8V) 0.1 ± 0.01 sec / 60 (DC 6V)
- ◆ No-load current: 200 ± 20mA (DC 4.8V) 220 ± 20mA (DC 6V)



- ◆ Stopping torque: $1.3 \pm 0.01 \text{kg} \cdot \text{cm}$ (DC 4.8V) $1.5 \pm 0.1 \text{kg} \cdot \text{cm}$ (DC 6V)
- ◆ Stop current: $\leq 850 \text{mA}$ (DC 4.8V) $\leq 1000 \text{mA}$ (DC 6V)
- ◆ Standby current: $3 \pm 1 \text{mA}$ (DC 4.8V) $4 \pm 1 \text{mA}$ (DC 6V)

(4) Experimental Preparation:

- Insert micro:bit board into slot of keystudio 4WD Mecanum Robot Car
- Place batteries into battery holder
- Dial power switch to ON end
- Connect micro:bit to computer by USB cable
- Open online Makecode editor

Import Hex profile [\(How to import?\)](#) , or click "New Project" and drag blocks step by step (add MecanumRobot extension library first)

[\(How to add Mecanum Robot extension?\)](#)

(5) Test Code:

Code path:

File Type	Path	File Name




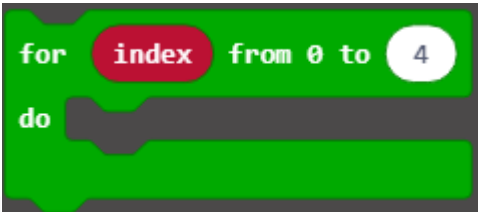
Hex file	KS4031(4032) folder/Makecode Tutorial/Makecode Code/Project 15: Servo.hex	Project 15: Servo.hex
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Or you could edit code step by step in the editing area.


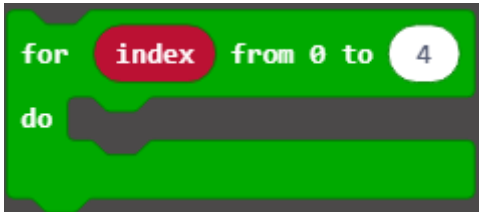
(1)Click "Variables"; motor "Make a Variable name" create a variable named

"angle" ; set the value to 0:  ; and then put it into

"on start"  ;


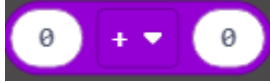
(2)Click "Loops" to find and drag  to "forever" and change the number to "180" ; click "MecanumRobot" to find and drag

 and put variable " angle " into

 ; put into 



```
for index from 0 to 180  
do  
  set servo to angle angle
```

Click  of "Variable" and  of "Math" ;put variable" angle" on the left and change the number on the

right to 1:  ;put it into  :

```
set angle to angle + 1
```

Put  behind and add delay in 10ms

```
for index from 0 to 180  
do  
  set servo to angle angle  
  set angle to angle + 1  
  pause (ms) 10
```



```
for index from 0 to 180
do
  set servo to angle angle
  set angle to angle + 1
  pause (ms) 10
```

Copy

once and change the "+"

```
for index from 0 to 180
do
  set servo to angle angle
  set angle to angle - 1
  pause (ms) 10
```

of

```
angle + 1
```

to "-" :

Complete Program:



```
on start
  set angle to 0

forever
  for index from 0 to 180
  do
    set servo to angle angle
    set angle to angle + 1
    pause (ms) 10

  for index from 0 to 180
  do
    set servo to angle angle
    set angle to angle - 1
    pause (ms) 10
```

- ① The "on start" command block runs only once to start the program.
- ② Set the initial value of the angle variable to 0.
- ③ In the "forever" command box, the program runs cyclically
- ④ Cycle 180 times
- ⑤ Rotate the servo to angle
- ⑥ Angle variable increases 1
- ⑦ Delay in 10ms
- ⑧ Cycle 180 times
- ⑨ The servo rotates to angle
- ⑩ Angle angle variable minus 1
- ⑪ Delay in 10ms

Click "JavaScript" to view the corresponding JavaScript code: :



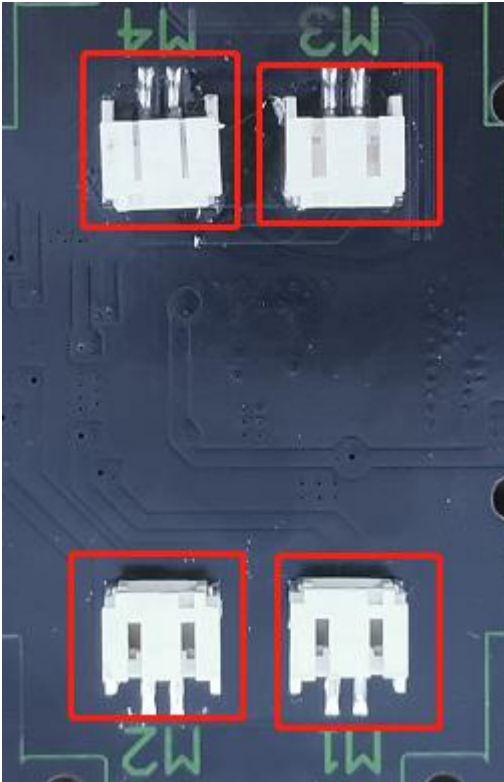
(6) Test Results:

After uploading the test code and dial POWER switch to ON end, the servo rotates from 0 degree to 180 degrees.

[\(How to download?\)](#) [How to quick download?\)](#)



Project 16: Motor



(1)Project Description

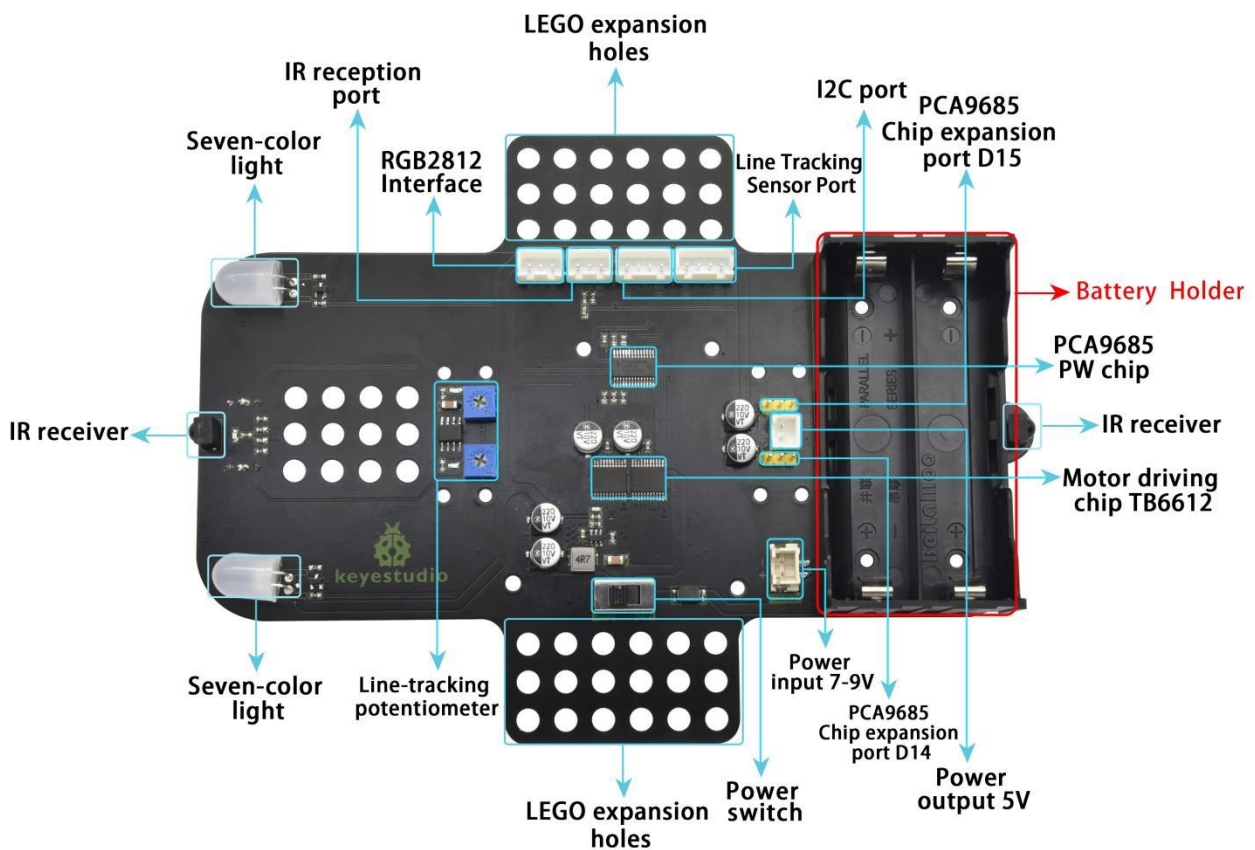
The Keyestudio 4WD Mecanum Robot Car is equipped with 4 DC reduction motors, also called gear reduction motor, which is developed on the ordinary DC motor. It has a matching gear reduction box which provides a lower speed but a larger torque. Furthermore, different reduction ratios of the box can provide different speeds and torques.

Gear motor is the integration of gearmotor and motor, which is applied widely in steel and machine industry

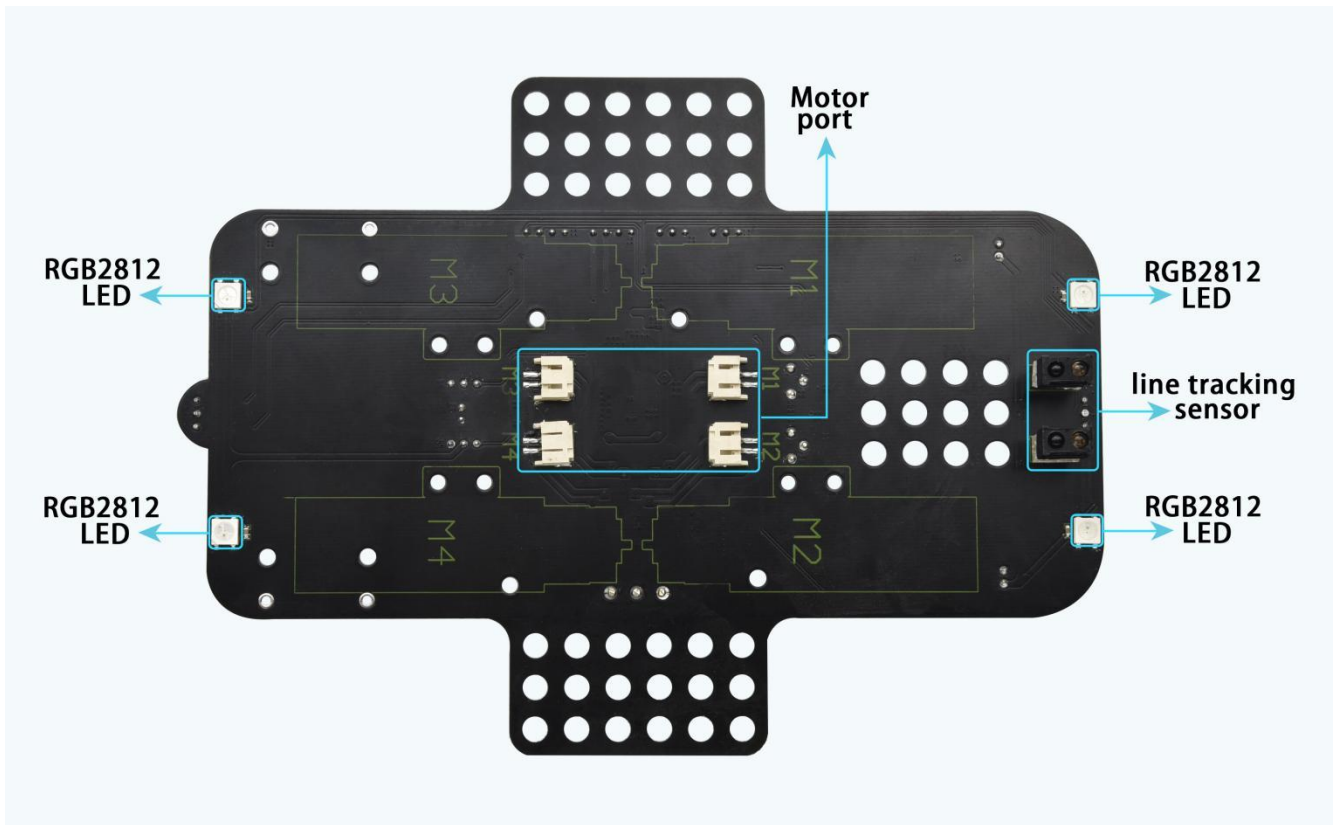


Micro:bit motor driver shield comes with PCA9685PW and TB6612FNG chip. In order to save the IO port resource, we control the rotation direction and speed of two DC gear motors with TB6612FNG chip.

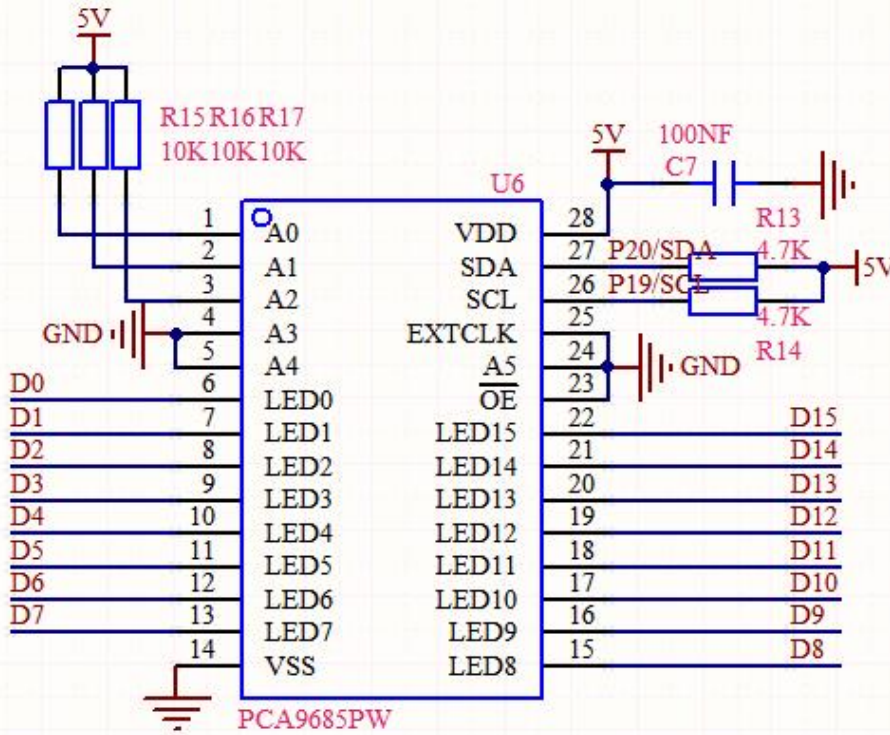
Details about chips:



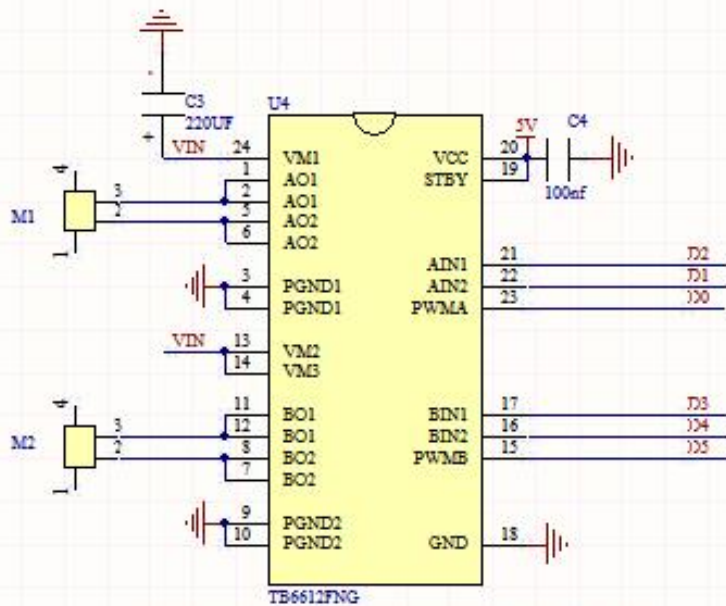
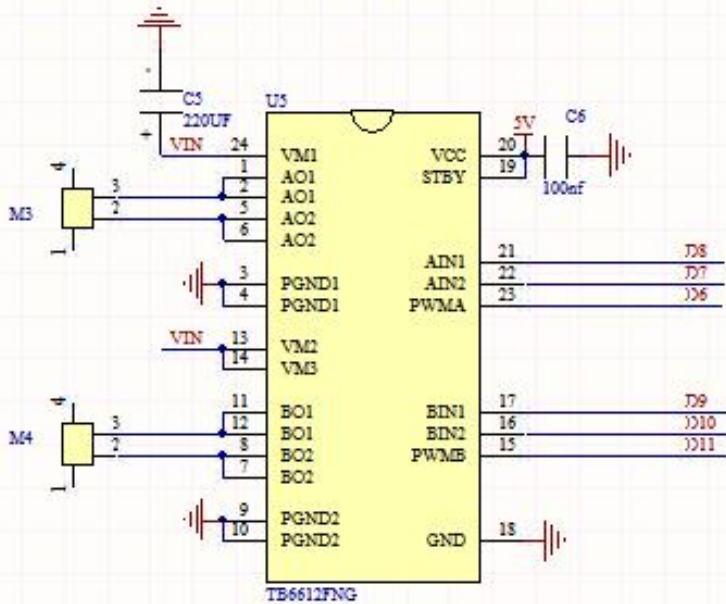
Front



Back



PCA9685PW Module



Motor Control Chip

(2) Experimental Preparation:

- Insert micro:bit board into slot of keystudio 4WD Mecanum Robot Car
- Place batteries into battery holder
- Dial power switch to ON end



- Connect micro:bit to computer by USB cable
- Open online Makecode editor

Import Hex profile (How to import?) , or click "New Project" and drag blocks step by step(add MecanumRobot extension library first)

[\(How to add MecanumRobot extension?\)](#)

(3)Test Code:

Code 1:

File Type	Path	File Name
Hex file	KS4031(4032) folder/Makecode Tutorial/Makecode Code/Project 16: Motor-1.hex	Project 16: Motor-1.hex

Or you could edit code step by step in the editing area.

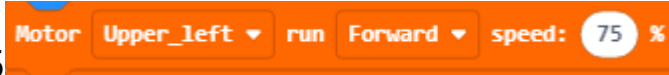
(1)Click " MecanumRobot " to find and drag



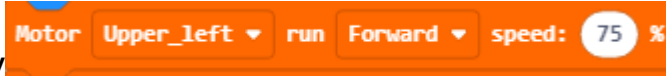
into "forever" ;click the number



behind speed to choose 75



(2)Copy



four times;click the little

triangle behind "Motor" to choose Lower_left, Upper_right, Lower_right respectively; and put them all in forever



(2)Click "Basic" to find and drag "pause (ms) 100" to "forever" ;set delay

in 2000ms



(3)Click "MecanumRobot" to find and drag



to



; copy



once and put it behind





Complete Program:

```
forever
  Motor Upper_left run Forward speed: 75 %
  Motor Lower_left run Forward speed: 75 %
  Motor Upper_right run Forward speed: 75 %
  Motor Lower_right run Forward speed: 75 %
  pause (ms) 2000
  car stop
  pause (ms) 2000
```

- ① In the "forever" instruction block, the program runs cyclically.
- ② Set the front left motor speed to 75, and rotate clockwise.
- ③ Set the speed of the rear left motor to 75 and the direction to rotate clockwise.
- ④ Set the front right motor speed to 75 and the direction to rotate clockwise.
- ⑤ Set the right rear motor speed to 75 and the direction to rotate clockwise
- ⑥ The delay time is 2000 milliseconds
- ⑦ 4 motors stop rotating
- ⑧ Delay time 2000 milliseconds

Click "JavaScript" to view the corresponding JavaScript code: :



```
1 basic.forever(function () {
2     mecanumRobot.Motor(LR.Upper_left, MD.Forward, 75)
3     mecanumRobot.Motor(LR.Lower_left, MD.Forward, 75)
4     mecanumRobot.Motor(LR.Upper_right, MD.Forward, 75)
5     mecanumRobot.Motor(LR.Lower_right, MD.Forward, 75)
6     basic.pause(2000)
7     mecanumRobot.state(MotorState.stop)
8     basic.pause(2000)
9 })
10
```

Code2:

Code path:

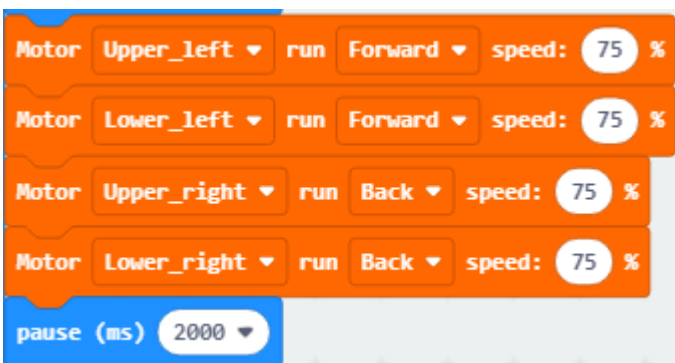
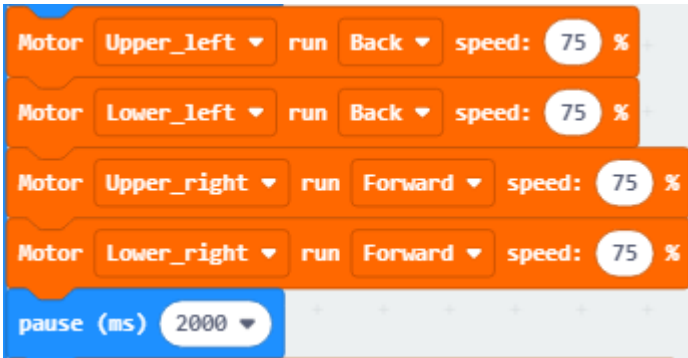
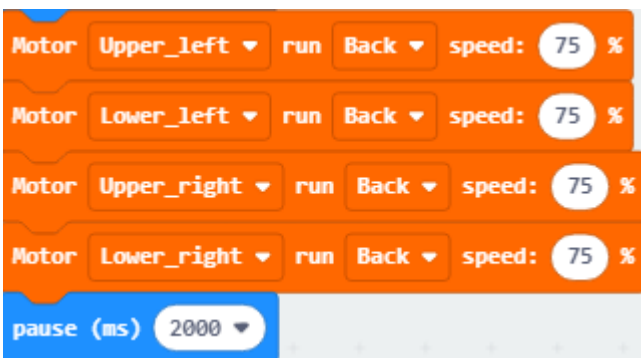
File Type	Path	File Name
Hex file	KS4031(4032) folder/Makecode Tutorial/Makecode Code/Project 16: Motor-2.hex	Project 16: Motor-2.hex

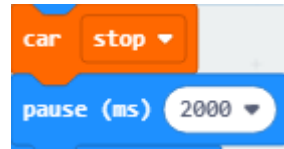


Or you could edit code step by step in the editing area.



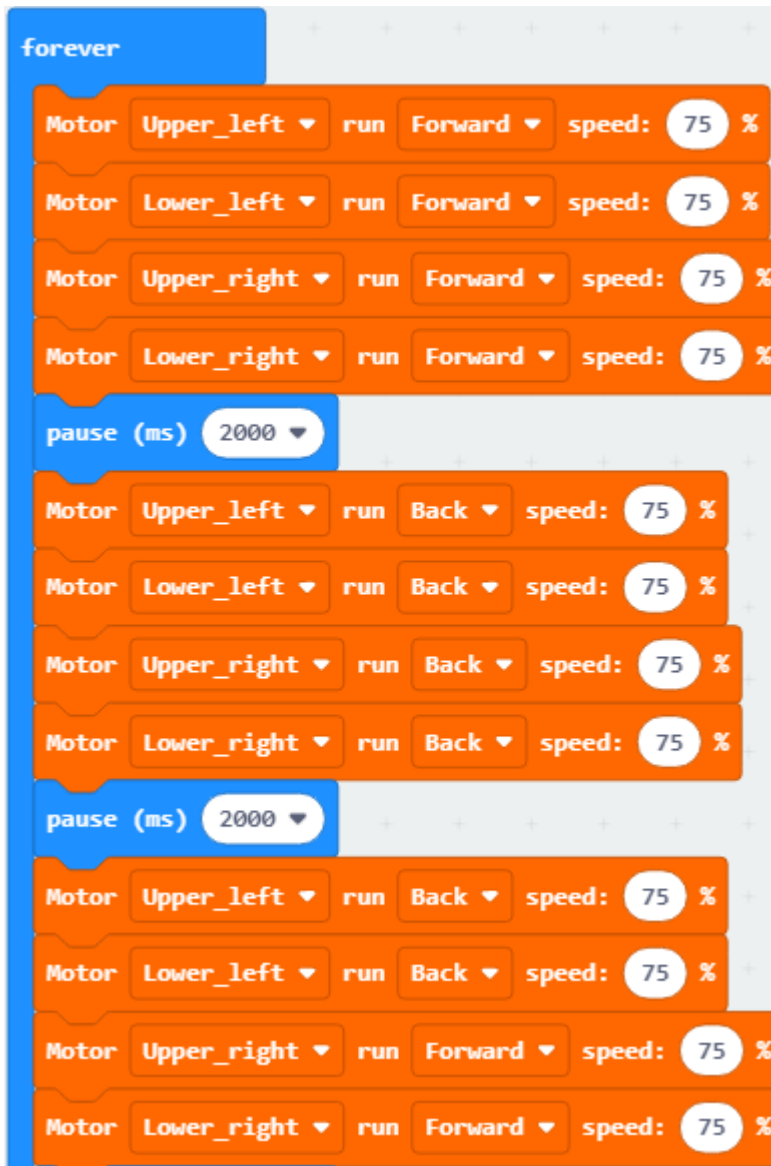
(1) Drag and copy the little triangle behind "run" to choose as shown



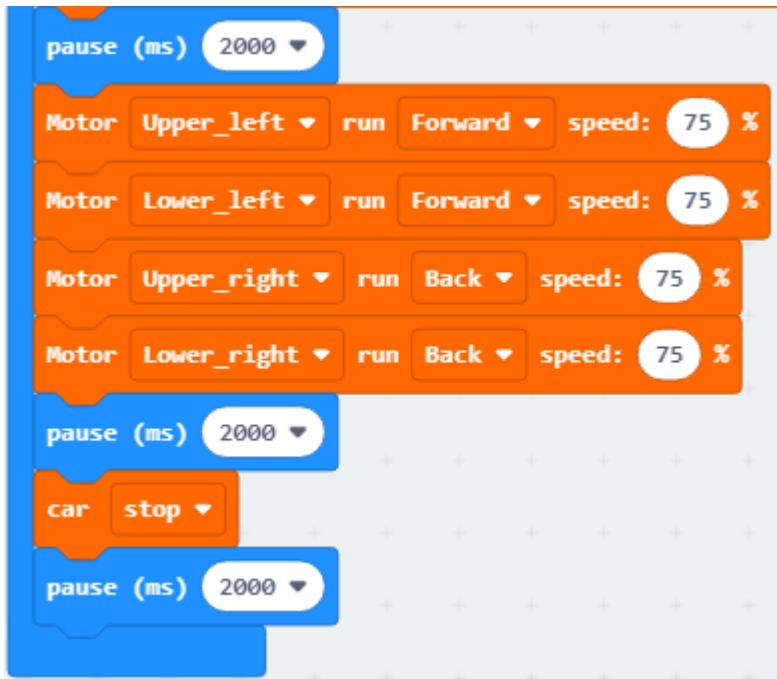


And then put them all in forever and add

Complete Program:



- ① In the "forever" instruction block, the program runs cyclically.
- ② Set the front left motor speed to 75 and the direction to rotate forward.
- ③ Set the speed of the rear left motor to 75 and the direction to rotate forward.
- ④ Set the front right motor speed to 75 and the direction to rotate forward.
- ⑤ Set the right rear motor speed to 75 and the direction to rotate forward.
- ⑥ Wait for 2 seconds
- ⑦ Set the front left motor speed to 75, and the direction is reversed.
- ⑧ Set the motor speed at the rear left to 75, and the direction is reversed.
- ⑨ Set the front right motor speed to 75, and the direction is reversed.
- ⑩ Set the right rear motor speed to 75, and the direction is reversed.
- ⑪ Wait for 2 seconds
- ⑫ Set the front left motor speed to 75, and the direction is reversed.
- ⑬ Set the motor speed at the rear left to 75, and the direction is reversed.
- ⑭ Set the front right motor speed to 75 and the direction to rotate forward.
- ⑮ Set the right rear motor speed to 75, the direction is forward.
- ⑯ Wait for 2 seconds
- ⑰ Set the front left motor speed to 75 and the direction to rotate forward.
- ⑱ Set the speed of the rear left motor to 75 and the direction to rotate forward.
- ⑲ Set the front right motor speed to 75, and the direction is reversed.
- ⑳ Set the right rear motor speed to 75, and the direction is reversed.
- ㉑ Wait for 2 seconds
- ㉒ The car stops
- ㉓ Wait for 2 seconds



Click "JavaScript" to view the corresponding JavaScript code: :



```
1 basic.forever(function () {
2   mecanumRobot.Motor(LR.Upper_left, MD.Forward, 75)
3   mecanumRobot.Motor(LR.Lower_left, MD.Forward, 75)
4   mecanumRobot.Motor(LR.Upper_right, MD.Forward, 75)
5   mecanumRobot.Motor(LR.Lower_right, MD.Forward, 75)
6   basic.pause(2000)
7   mecanumRobot.Motor(LR.Upper_left, MD.Back, 75)
8   mecanumRobot.Motor(LR.Lower_left, MD.Back, 75)
9   mecanumRobot.Motor(LR.Upper_right, MD.Back, 75)
10  mecanumRobot.Motor(LR.Lower_right, MD.Back, 75)
11  basic.pause(2000)
12  mecanumRobot.Motor(LR.Upper_left, MD.Back, 75)
13  mecanumRobot.Motor(LR.Lower_left, MD.Back, 75)
14  mecanumRobot.Motor(LR.Upper_right, MD.Forward, 75)
15  mecanumRobot.Motor(LR.Lower_right, MD.Forward, 75)
16  basic.pause(2000)
17  mecanumRobot.Motor(LR.Upper_left, MD.Forward, 75)
18  mecanumRobot.Motor(LR.Lower_left, MD.Forward, 75)
19  mecanumRobot.Motor(LR.Upper_right, MD.Back, 75)
20  mecanumRobot.Motor(LR.Lower_right, MD.Back, 75)
21  basic.pause(2000)
22  mecanumRobot.state(MotorState.stop)
23  basic.pause(2000)
```

(4)Test Results:

Download code 1 to micro:bit board, dial POWER switch to ON end. Smart car goes forward for 2s and stops for 2s.

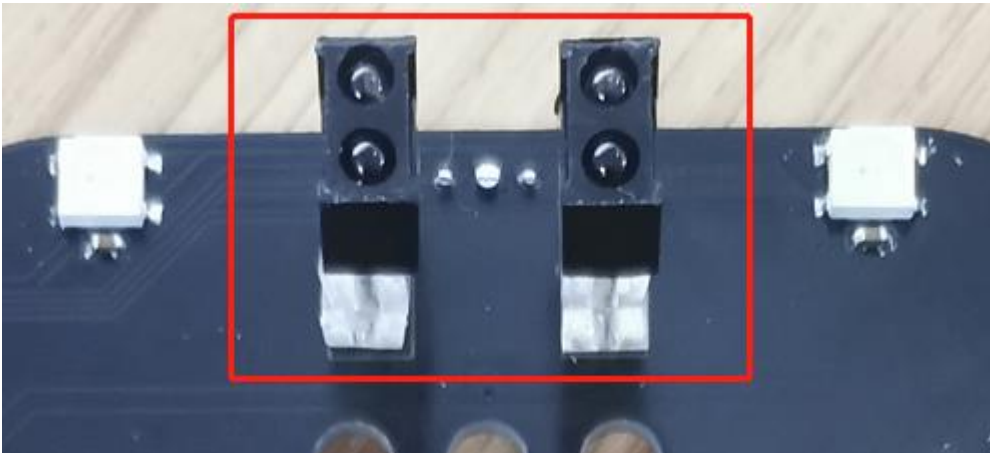
Download code 2 to micro:bit board, the car goes forward for 2s, turns back for 2s, turn left for 2s, turn right for 2s and stops for 2s and repeats this pattern.

[\(How to download?\)](#) [How to quick download?\)](#)



Project 17: Line Tracking Sensor

17.1: Detect Line Tracking Sensor



(1)Project Description

The motor driving board of the Keystudio 4WD Mecanum Robot Car comes with a dual-channel line tracking sensors which adopt TCRT5000 IR tubes and 2 potentiometers.

TCRT5000 IR tube has an IR emitting tube and a receiving tube.

Low level(0) is output when IR transmitting tube emits IR signals to receiving tube; high level(1) will be output when smart car runs along black line.

When smart car drives on the white ground, TCRT5000 IR tube will emit IR signals which will be reflected by white ground and received by receiving tube, consequently output low level(0); on the contrary, when driving on the black surface, the high level is output.



(2)Working Principle:

When the car runs above a white road, the infrared transmitter tube installed under the car emits infrared signals to detect the road and the receiver tube receives signals sending back. Then the output end outputs low level(0); when it detects black lines, it outputs high level(1).

The 2-way tracking sensor integrated port on the 4WD Mecanum Robot Car is connected to the collection port of G ,5V ,P1 and P2 on the micro:bit expansion board, which is controlled by the P1 and P2 of the micro:bit. The left TCRT5000 infrared pair tube on the sensor is controlled by P1, and the right one by P2.

After putting a white paper on the bottom of the 4WD Mecanum Robot Car,we rotate the two potentiometers on the 2-way tracking sensor. When the indicator light on the sensor module is on, pick up the car to make the two wheels on the 4WD Mecanum Robot Car separate. The height of the white paper is about 1.5cm, the indicator light on the sensor module is off, and then the sensitivity is adjusted.

(3)Experimental Preparation:

- Insert micro:bit board into slot of keystudio 4WD Mecanum Robot Car
- Place batteries into battery holder



- Dial power switch to ON end
- Connect micro:bit to computer by USB cable
- Open online Makecode editor

Import Hex profile (How to import?) , or click "New Project" and drag blocks step by step(add MecanumRobot extension library first)

[\(How to add MecanumRobot extension?\)](#)

(4)Test Code:

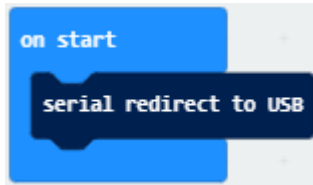
Code1:

File Type	Path	File Name
Hex file	KS4031(4032) folder/Makecode Tutorial/Makecode Code/Project 17.1: Detect Line Tracking Sensor-1	Project 17.1: Detect Line Tracking Sensor-1

Or you could edit code step by step in the editing area.

Click "Advanced" → "Serial" → "serial redirect to USB"

Place it into "on start"



Enter "Advanced" → "Serial" →

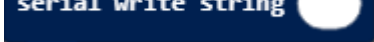



Leave it into "forever" block.

Go to "Pins" → "digital read pin P0 "

Move "digital read pin P0" into 0 box

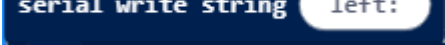
The right tracking sensor is controlled by P14. Then change P0 into P14 and "x" into "digital signal" .

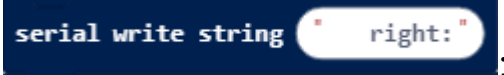
(2) Click "Advanced" → "Serial" to find and drag  to "forever" ;

input" left:"  and drag it again;

Click " MecanumRobot " to find and drag  to



Copy  once and change " left:" to " right:"





Copy `serial write string` `Left` `LineTracking` once and change Left to Right

```
serial write string Right LineTracking;
```

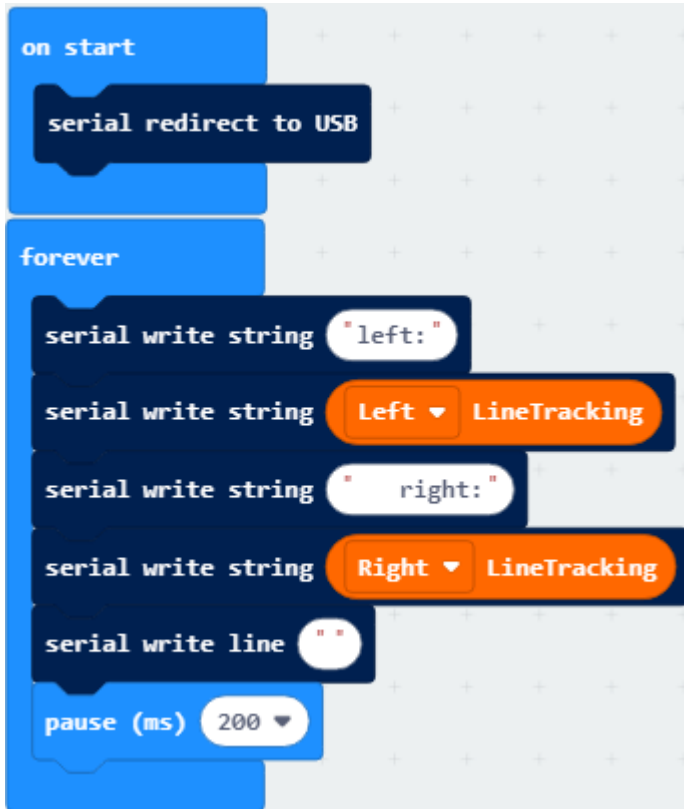
Drag `serial write line` `" "`;

(3) Click "Basic" to find and drag "pause (ms) 100" to "forever" and set delay

```
forever  
  serial write string "left:"  
  serial write string Left LineTracking  
  serial write string "right:"  
  serial write string Right LineTracking  
  serial write line " "  
  pause (ms) 200
```

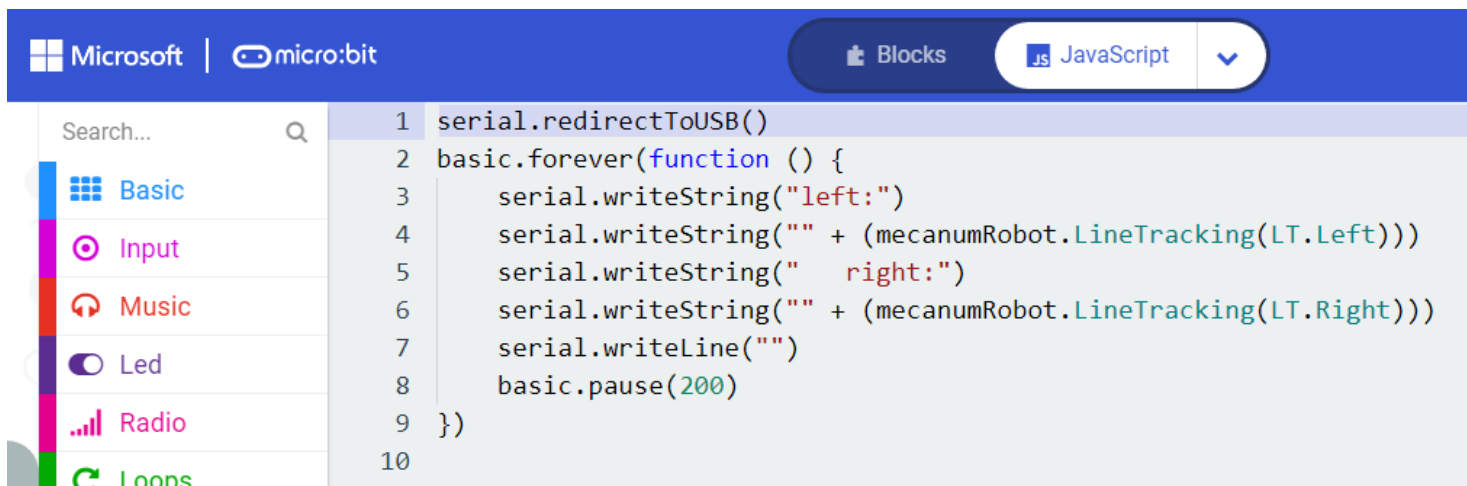
in 200ms:

Complete Program:



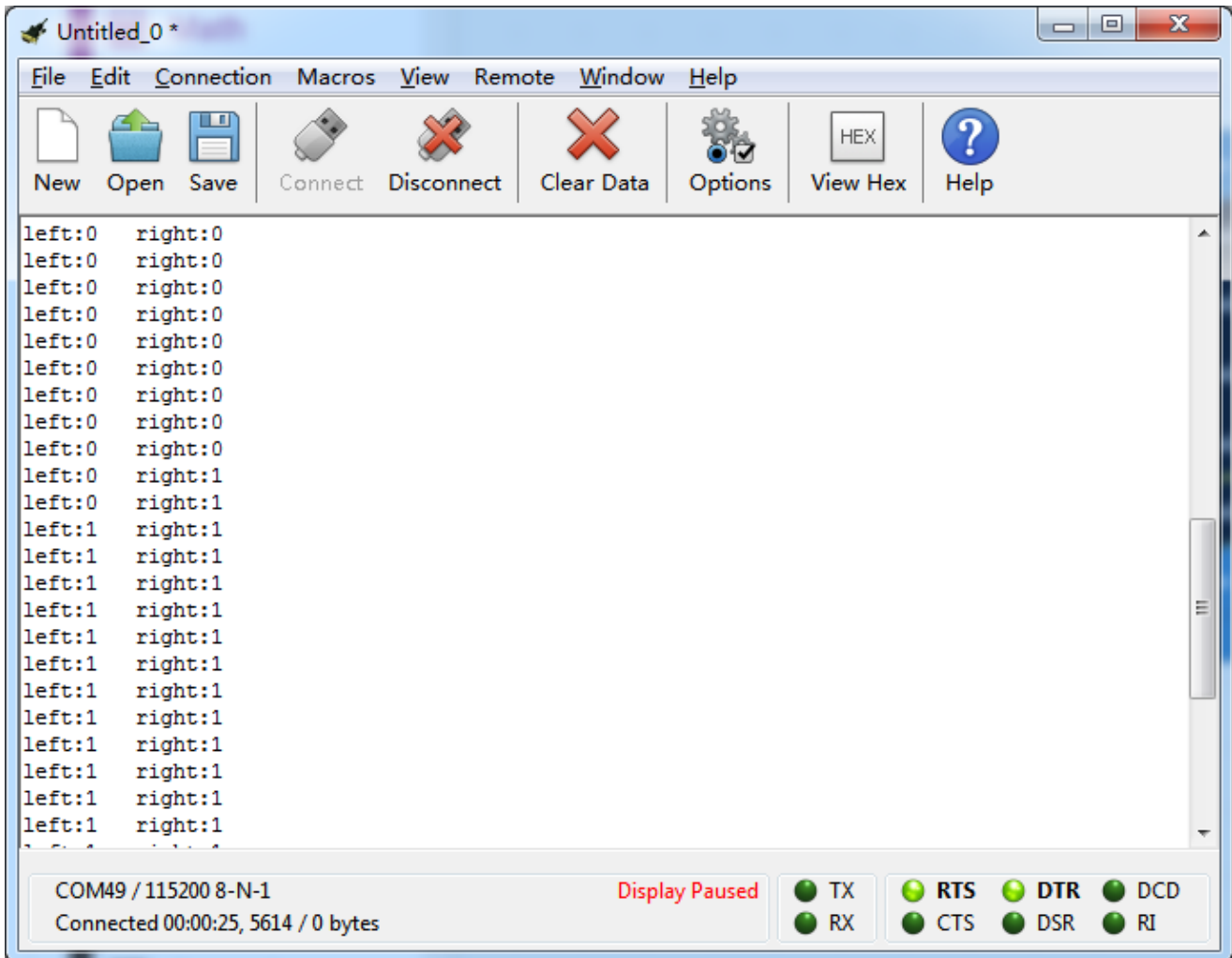
- ① The "on start" command block runs only once to start program.
- ② Serial redirection USB.
- ③ In the "forever" instruction block, the program runs cyclically.
- ④ Write string "left:" serially
- ⑤ Serially write the output value of the tracking sensor on the left
- ⑥ Serial write string "right:"
- ⑦ Serially write the output value of the tracking sensor on the right
- ⑧ Writing in line break
- ⑨ Delay time 200 milliseconds

Click "JavaScript" to view the corresponding JavaScript code: :



Open CoolTerm, click Options to select SerialPort. Set COM port and 115200 baud rate. Click "OK" and "Connect" .

The CoolTerm serial monitor displays the digital signals read by right line tracking sensors.



Code 2:

Code path:

File Type	Path	File Name
Hex file	KS4031(4032) folder/Makecode Tutorial/Makecode Code/Project 17.1: Detect Line Tracking	Project 17.1: Detect Line Tracking Sensor-2



	Sensor-2	
--	----------	--

Or you could edit code step by step in the editing area.

(1) Click "Variables" and then click "Make a Variable..." ;

The dialog box "New variable name: " pops up and fill it with "LL" ;

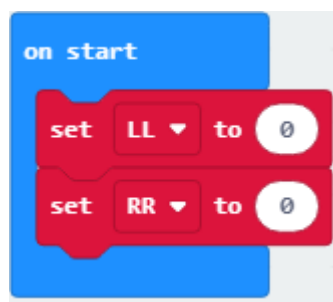
Click "OK" to establish variable "LL" ;

To establish variable "RR" in the same way;

Find and drag "set RR to 0" to "on start" ;


Copy "set RR to 0" once and place it to "on start" ;

Click the little triangle behind "RR" to choose "LL" :



(3) Click "Variables" to find and drag "set RR to 0" to "forever" ;

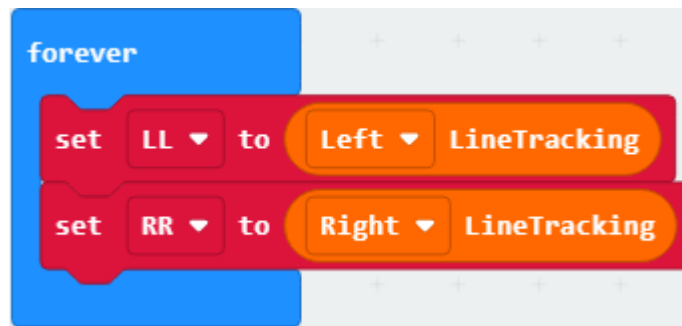
Click the little triangle behind "RR" to choose LL;

Click "MecanumRobot" to find and drag  to the "0" behind "to" ;

Copy  once and place it to "forever" 指



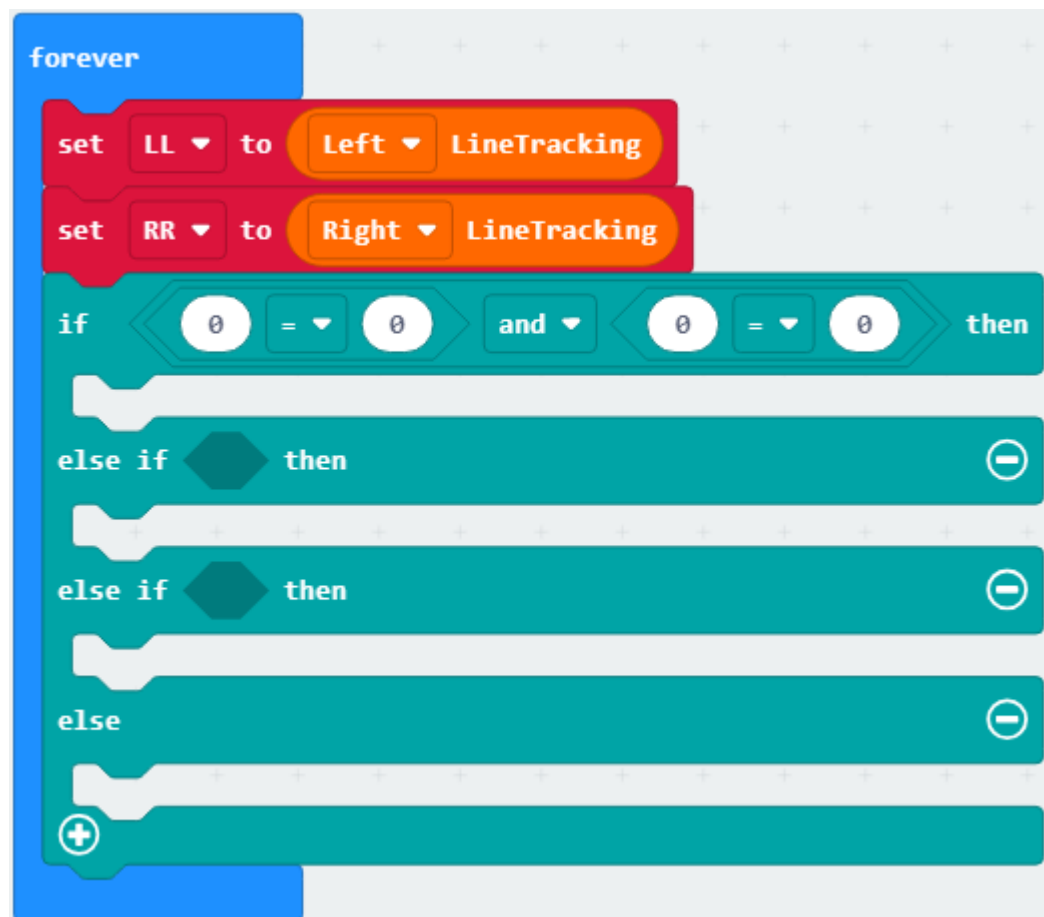
and change the second "LL" to "RR" , and " Left" to " Right" :



(4) Click "Logic" to find and drag "if true then...else" to "forever" ;

Click "+" twice and find and drag an "and" to "true" ;

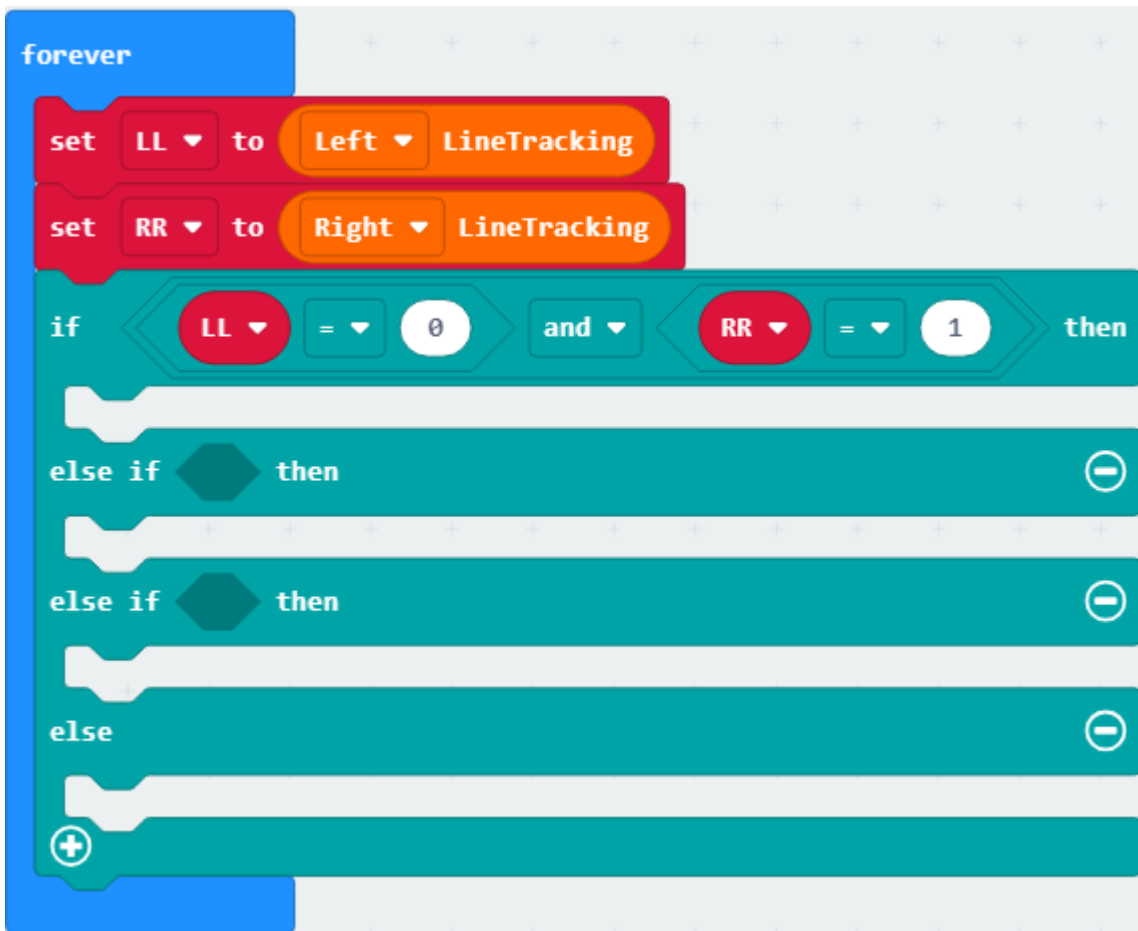
Drag a "=" to "and" :



(5) Click "Variables" to find and drag "LL" to the left side of "=" ;the 0 on the right of "=" remains unchanged;



Copy "LL" 1 once and place it to the right of "and" ;
Click the little triangle behind "LL" to choose "RR" and change the
"0" to "1" :



(6)Click "Basic" to find and drag "show leds" to the first " then" ; Click the blocks
to form pattern "←" :



```
forever
  set LL to Left LineTracking
  set RR to Right LineTracking
  if LL = 0 and RR = 1 then
    show leds
  else if then
  else if then
  else
```

(7)copy "LL=0 and RR=1" once and place it behind the first "else if" , change the first 0 to 1, and the first 0 behind LL to 1; others remain unchanged:



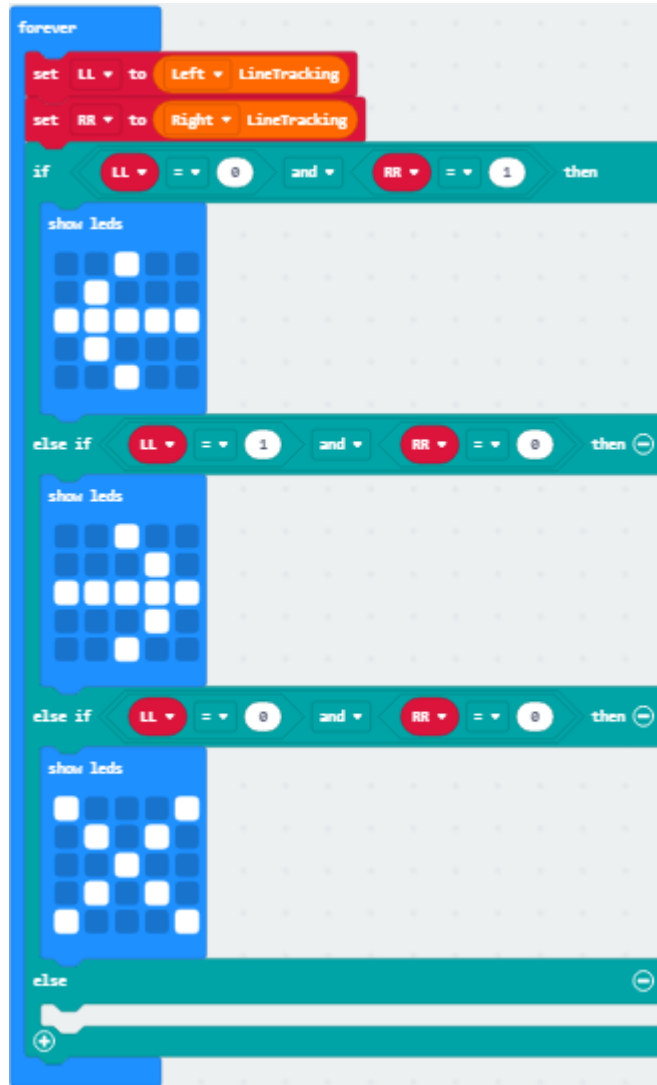
- (8) Click "Basic" to find and drag "show leds" to the second "then" ;
Click the blocks to form pattern → :



(9) Copy "LL=1 and RR=0" once and place it to "else if" and change the first number 1 behind LL to 0:

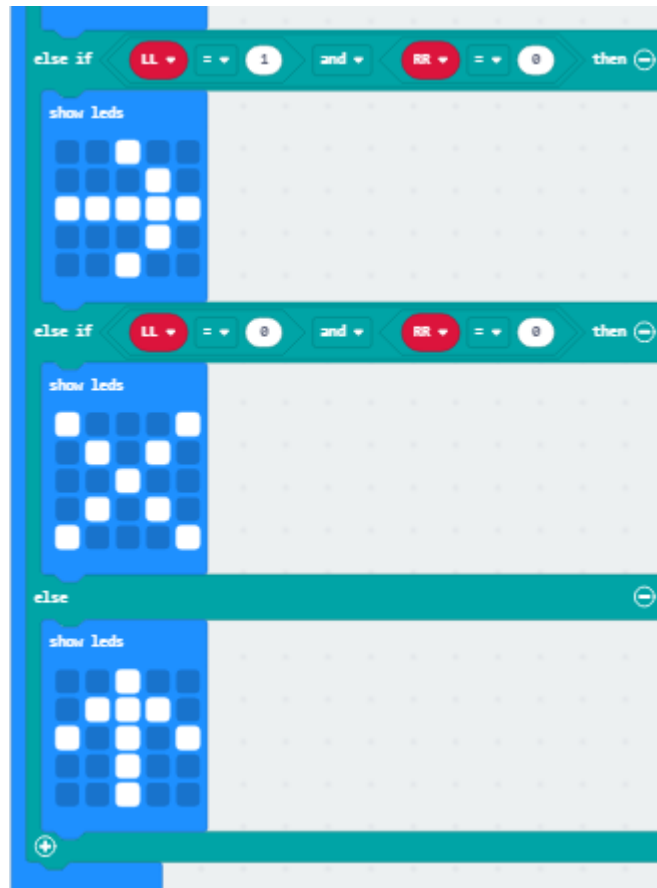


(10) Click "Basic" to find and drag "show leds" to the third else;
Click these blocks to form the pattern "x" :

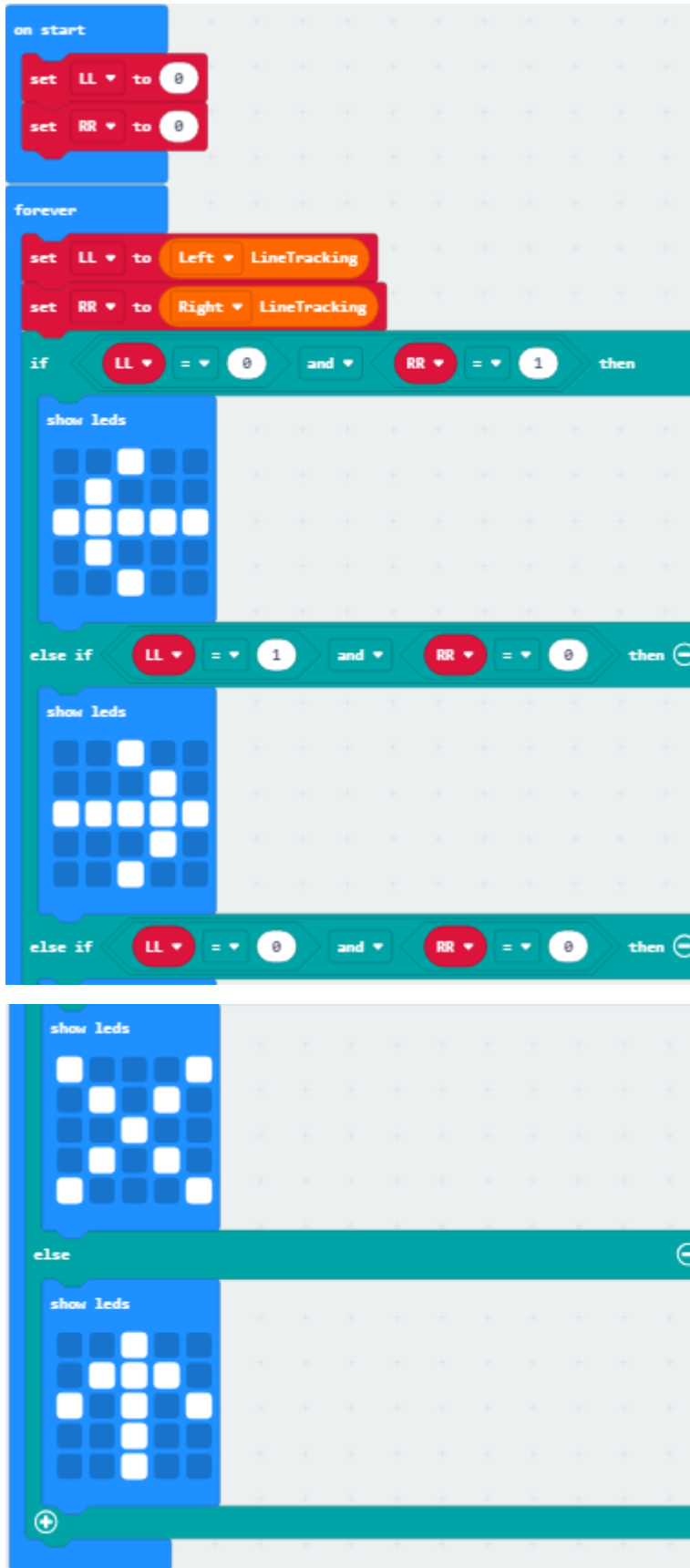


(11)Click "Basic" to find and drag "show leds" to else;

Click these blocks to form the pattern "x" :



Complete Program:



- ① The "on start" command block runs only once to start the program.
- ② Set the variable LL to 0
- ③ Set variable RR to 0
- ④ In the "forever" instruction block, the program runs cyclically.
- ⑤ Set the variable LL to the digital signal read on the left sensor (1/0)
- ⑥ Set the variable RR to the digital signal read on the right sensor (1/0)
- ⑦ When the variables LL=0 and RR=1 are established, execute the program under then
- ⑧ The left side of the LED dot matrix displays the "←" pattern
- ⑨ When the variables LL=1 and RR=0 are established, execute the program under then
- ⑩ The "→" pattern is displayed on the left of the LED matrix
- ⑪ When the variables LL=0 and RR=0 are established, execute the program under then
- ⑫ The "x" pattern is displayed on the left side of the LED matrix
- ⑬ When the above conditions are not met, execute the program under else

Click "JavaScript" to view the corresponding JavaScript code: :



```
1 let LL = 0
2 let RR = 0
3 basic.forever(function () {
4   LL = mecanumRobot.LineTracking(LT.Left)
5   RR = mecanumRobot.LineTracking(LT.Right)
6   if (LL == 0 && RR == 1) {
7     basic.showLeds(`
8       . . # . .
9       . # . . .
10      # # # # #
11      . # . . .
12      . . # . .
13      `)
14   } else if (LL == 1 && RR == 0) {
15     basic.showLeds(`
16       . . # . .
17       . . . # .
18       # # # # #
19       . . . # .
20       . . # . .
21       `)
22   } else if (LL == 0 && RR == 0) {
23     basic.showLeds(`
24       # . . . #
25       . # . # .
26       . . # . .
27       . # . # .
28       # . . . #
29       `)
30   } else {
31     basic.showLeds(`
32       . . # . .
```

(5)Test Results:

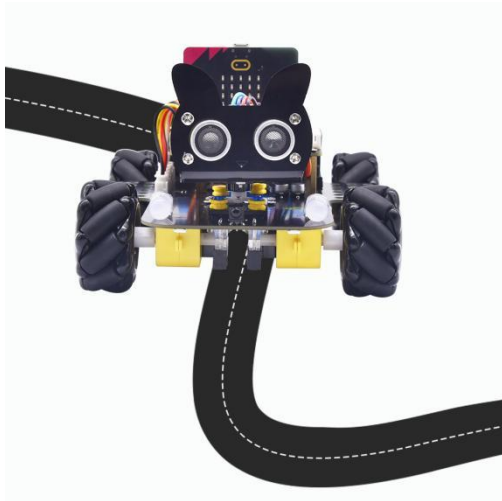
Download code 2 to the micro:bit, when only the left TCRT5000 infrared pair tube on the line tracking sensor detects a white object, the micro bit LED dot matrix displays a "←" pattern, and the indicator light on the left side of the tracking sensor lights up;

When only the right TCRT5000 infrared pair tube on the sensor detects a white object, the micro bit LED dot matrix displays a "→" pattern, and the indicator light on the right side of the tracking sensor lights up;

[\(How to download?\)](#) [How to quick download?\)](#)



17.2: Line Tracking Smart Car



(1)Project Description

In this lesson we will combine line tracking sensors with a motor to make a line tracking smart car.

The micro:bit board will analyze the signals and control smart car to show line tracking function.

(2)The Working Principle

The smart car will make different moves according to the value received by the 3 channel line tracking sensor.

Left/Right TCRT5000 IR Tunes (Level)		4WD Mecanum Ro bot Car
LOW (0)	HIGH (1)	Turn Right
HIGH (1)	LOW (0)	Turn Left
HIGH (1)	HIGH (1)	Go forward



LOW (0)	LOW (0)	Stop
---------	---------	------

(2) Experimental Preparation:

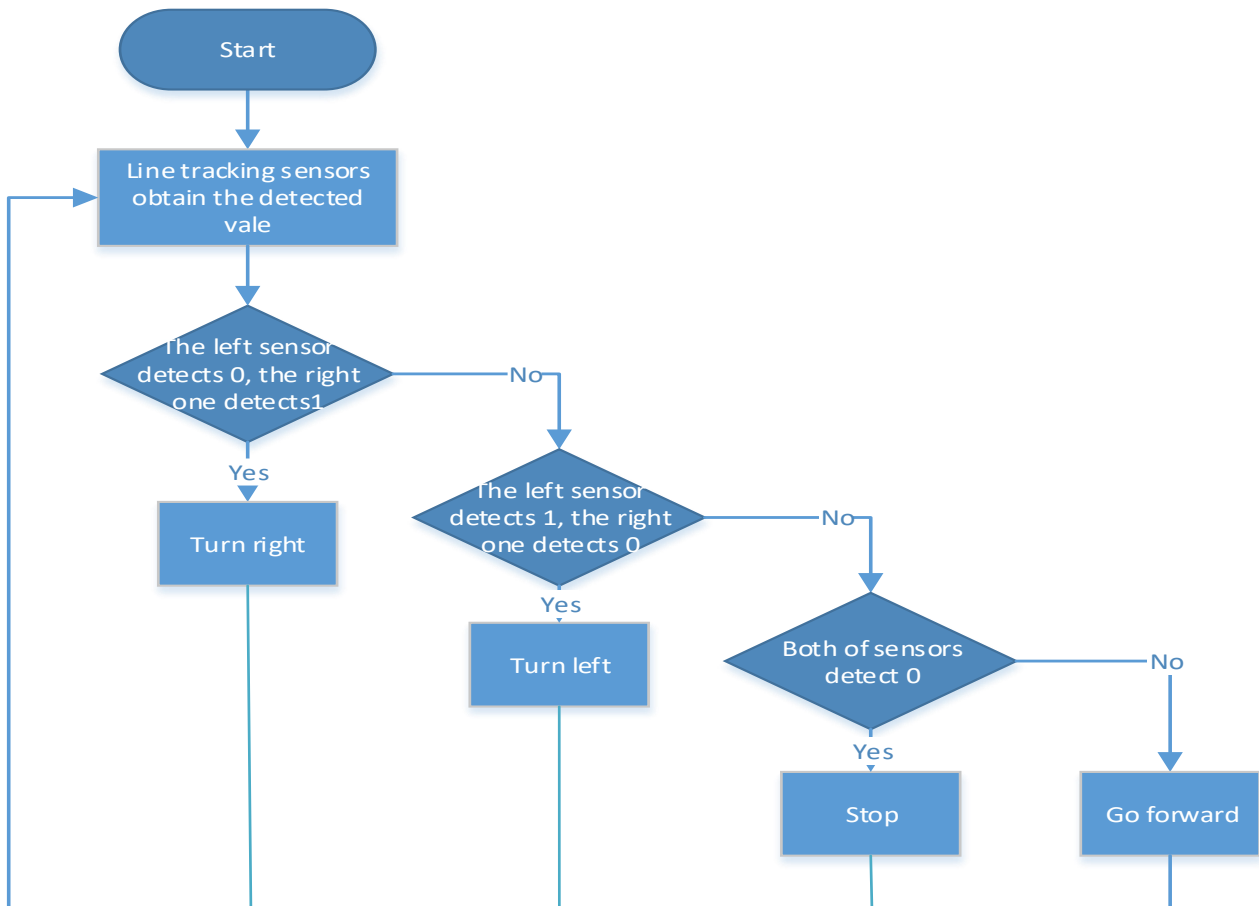
- Insert micro:bit board into slot of keystudio 4WD Mecanum Robot Car
- Place batteries into battery holder
- Dial power switch to ON end
- Connect micro:bit to computer by USB cable
- Open online Makecode editor

Import Hex profile (How to import?) , or click "New Project" and drag blocks step by step (add MecanumRobot extension library first)

(How to add MecanumRobot extension?)

Warning: The 2-way tracking sensor should be used in environments without infrared interference such as sunlight. Sunlight contains a lot of invisible light, such as infrared and ultraviolet. In an environment with strong sunlight, the 2-way tracking sensor cannot work properly.

(3) Flow Chart:



(4)Test Code:

Code path:

File Type	Path	File Name
Hex file	KS4031(4032) folder/Makecode Tutorial/Makecode Code/Project 17.2: Line Tracking Smart Car.hex	Project 17.2: Line Tracking Smart Car.hex

Or you could edit code step by step in the editing area.

No need to create variable LL and RR but use



Left LineTracking and Right LineTracking to decide:

```
forever
  if Left LineTracking = 0 and Right LineTracking = 1 then
  else if Left LineTracking = 1 and Right LineTracking = 0 then
  else if Left LineTracking = 0 and Right LineTracking = 0 then
  else
```

Click Functions of Advance and then tap Make a Function :



;change doSomething to car_forward , car_back , car_left , car_right respectively:




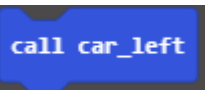
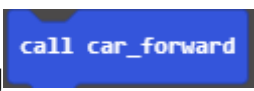

```
function car_forward ^
  Motor Upper_left run Forward speed: 40 %
  Motor Lower_left run Forward speed: 40 %
  Motor Upper_right run Forward speed: 40 %
  Motor Lower_right run Forward speed: 40 %
```

```
function car_back ^
  Motor Upper_left run Back speed: 40 %
  Motor Lower_left run Back speed: 40 %
  Motor Upper_right run Back speed: 40 %
  Motor Lower_right run Back speed: 40 %
```

```
function car_left ^
  Motor Upper_left run Back speed: 60 %
  Motor Lower_left run Back speed: 60 %
  Motor Upper_right run Forward speed: 85 %
  Motor Lower_right run Forward speed: 85 %
```

```
function car_right ^
  Motor Upper_left run Forward speed: 85 %
  Motor Lower_left run Forward speed: 85 %
  Motor Upper_right run Back speed: 60 %
  Motor Lower_right run Back speed: 60 %
```



Click "Functions" of "Advance" to find and drag  to the first if and drag  to the first else if; Find and drag  to the last else; Click "MecanumRobot" to find and drag  to the second else if;

```
forever
  if << Left LineTracking = 0 and Right LineTracking = 1 >> then
    call car_right
  else if << Left LineTracking = 1 and Right LineTracking = 0 >> then
    call car_left
  else if << Left LineTracking = 0 and Right LineTracking = 0 >> then
    car stop
  else
    call car_forward
```



Complete Program:

```
forever
  if << Left >> LineTracking = <> 0 >> and << Right >> LineTracking = <> 1 >> then
    call car_right
  else if << Left >> LineTracking = <> 1 >> and << Right >> LineTracking = <> 0 >> then
    call car_left
  else if << Left >> LineTracking = <> 0 >> and << Right >> LineTracking = <> 0 >> then
    car stop
  else
    call car_forward
```




```
function car_forward
  Motor Upper_left run Forward speed: 40 %
  Motor Lower_left run Forward speed: 40 %
  Motor Upper_right run Forward speed: 40 %
  Motor Lower_right run Forward speed: 40 %

function car_back
  Motor Upper_left run Back speed: 40 %
  Motor Lower_left run Back speed: 40 %
  Motor Upper_right run Back speed: 40 %
  Motor Lower_right run Back speed: 40 %
```

- ① forward function
- ② The front left motor rotates forward at a speed of 40
- ③ The motor at the rear left rotates forward at a speed of 40
- ④ The front right motor rotates forward at a speed of 40
- ⑤ The rear right motor rotates forward at a speed of 40
- ⑥ Backward function
- ⑦ The front left motor reverses, the speed is 40
- ⑧ The rear left motor reverses, the speed is 40
- ⑨ The front right motor reverses, the speed is 40
- ⑩ The rear right motor reverses, the speed is 40
- ⑪ Left turn function
- ⑫ The front left motor reverses, the speed is 60
- ⑬ The rear left motor reverses at a speed of 60
- ⑭ The front right motor rotates forward, the speed is 85
- ⑮ The right rear motor rotates forward, the speed is 85
- ⑯ right turn function
- ⑰ The front left motor rotates forward, the speed is 85
- ⑱ The rear left motor rotates forward, the speed is 85
- ⑲ The front right motor reverses, the speed is 60
- ⑳ The rear right motor reverses, the speed is 60



```
function car_left ^
  Motor Upper_left run Back speed: 60 %
  Motor Lower_left run Back speed: 60 %
  Motor Upper_right run Forward speed: 85 %
  Motor Lower_right run Forward speed: 85 %
end

function car_right ^
  Motor Upper_left run Forward speed: 85 %
  Motor Lower_left run Forward speed: 85 %
  Motor Upper_right run Back speed: 60 %
  Motor Lower_right run Back speed: 60 %
end
```



Click "JavaScript" to view the corresponding JavaScript code:

```
1 function car_back () {
2   mecanumRobot.Motor(LR.Upper_left, MD.Back, 40)
3   mecanumRobot.Motor(LR.Lower_left, MD.Back, 40)
4   mecanumRobot.Motor(LR.Upper_right, MD.Back, 40)
5   mecanumRobot.Motor(LR.Lower_right, MD.Back, 40)
6 }
7 function car_left () {
8   mecanumRobot.Motor(LR.Upper_left, MD.Back, 60)
9   mecanumRobot.Motor(LR.Lower_left, MD.Back, 60)
10  mecanumRobot.Motor(LR.Upper_right, MD.Forward, 85)
11  mecanumRobot.Motor(LR.Lower_right, MD.Forward, 85)
12 }
13 function car_forward () {
14  mecanumRobot.Motor(LR.Upper_left, MD.Forward, 40)
15  mecanumRobot.Motor(LR.Lower_left, MD.Forward, 40)
16  mecanumRobot.Motor(LR.Upper_right, MD.Forward, 40)
17  mecanumRobot.Motor(LR.Lower_right, MD.Forward, 40)
18 }
19 function car_right () {
20  mecanumRobot.Motor(LR.Upper_left, MD.Forward, 85)
21  mecanumRobot.Motor(LR.Lower_left, MD.Forward, 85)
22  mecanumRobot.Motor(LR.Upper_right, MD.Back, 60)
23  mecanumRobot.Motor(LR.Lower_right, MD.Back, 60)
24 }
25 basic.forever(function () {
26   if (mecanumRobot.LineTracking(LT.Left) == 0 && mecanumRobot.LineTracking(LT.Right) == 0)
27     car_right()
28   } else if (mecanumRobot.LineTracking(LT.Left) == 1 && mecanumRobot.LineTracking(LT.Right) == 0)
29     car_left()
30   } else if (mecanumRobot.LineTracking(LT.Left) == 0 && mecanumRobot.LineTracking(LT.Right) == 1)
31     mecanumRobot.state(MotorState.stop)
32   } else {
```

(5)Test Results:

Download code to micro:bit and dial POWER to ON end, line tacking car goes forward along black line .

Note: turn on the switch at the back of micro:bit car.

the width of black line should be larger than the width of line tracking sensor.

Avoid to test smart car under the strong light.



Project 18: Ultrasonic Follow Smart Car

18.1: Ultrasonic Ranging

(1)Project Description

The ultrasonic sensor uses sonar to determine distance to an object like bats do. It offers excellent non-contact range detection with high accuracy and stable readings in an easy-to-use package. It comes complete with ultrasonic transmitter and receiver modules.

The ultrasonic sensor is being used in a wide range of electronics projects for creating obstacle detection and distance measuring application as well as various other applications.

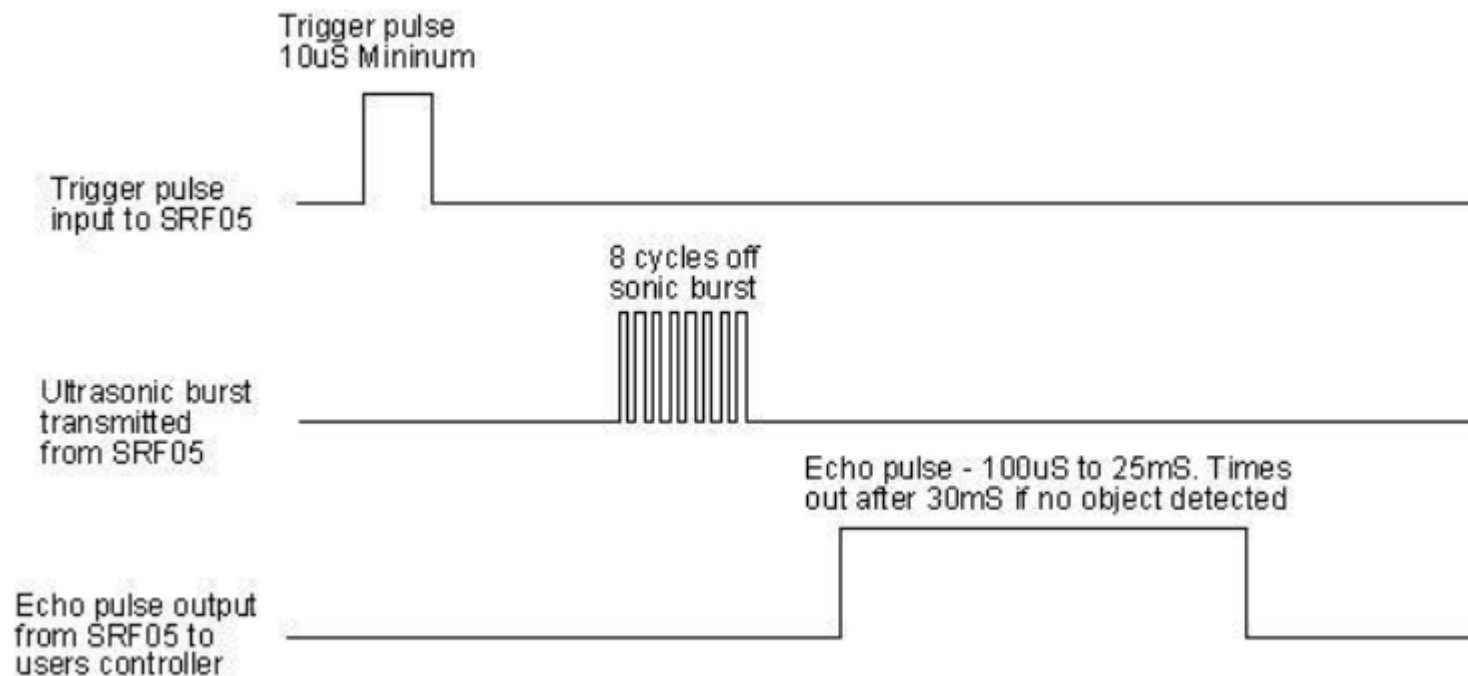
As the above picture shown, it is like two eyes. One is transmitting end, the other is receiving end.

The ultrasonic module will emit the ultrasonic waves after trigger signal. When the ultrasonic waves encounter the object and are reflected back, the module outputs an echo signal, so it can determine the distance of object from the time difference between trigger signal (TRIG)and echo signal(ECHO).



According to the above wiring diagram, the integrated port of the ultrasonic sensor module is connected to the 5V G P15 P16 port on the micro:bit motor drive backplane. The Trig (T) pin is controlled by P15 of the micro:bit and the pin of Echo (E) the P16.

(2)Working Principle:



Pull down TRIG then trigger high level signals with least 10us

After triggering, the module will automatically send eight 40KHz ultrasonic pulses and detect whether there is a signal return.



The propagation speed of sound in the air is about 340m/s, therefore, distance = speed * time, because the ultrasonic wave emits and comes back, which is 2 times of distance, so it needs to be divided by 2, the distance measured by ultrasonic wave = (speed * time)/2

(3)Parameters:

- ◆ Working voltage: 3-5.5V (DC)
- ◆ Working current: 15mA
- ◆ Working frequency: 40khz
- ◆ Maximum detection distance: about 3m
- ◆ Minimum detection distance: 2-3cm
- ◆ Precision: up to 0.2cm
- ◆ Sensing angle: less than 15 degrees
- ◆ Input trigger pulse: 10us TTL level
- ◆ Output echo signal: output TTL level signal (high), proportional to range

(4)Experimental Preparation:

- Insert micro:bit board into slot of keystudio 4WD Mecanum Robot Car
- Place batteries into battery holder
- Dial power switch to ON end
- Connect micro:bit to computer by USB cable
- Open online Makecode editor



Import Hex profile (How to import?) , or click “New Project” and drag blocks step by step(add MecanumRobot extension library first)

(How to add MecanumRobot extension?)

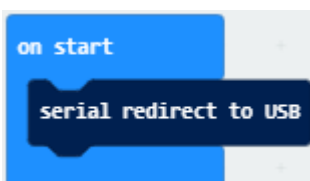
(5)Test Code:

File Type	Path	File Name
Hex file	KS4031(4032) folder/Makecode Tutorial/Makecode Code/Project 18.1: Ultrasonic Ranging.hex	Project 18.1: Ultrasonic Ranging.hex

Or you could edit code step by step in the editing area.

(1)Tap “Advanced” → “Serial” → “serial redirect to USB”

Combine it with “on start” block




(2)Click “Advanced” → “Serial” to find and drag “serial write value x=0” into “forever” ; Click “MecanumRobot” to find and drag “Ultrasonic” to the



0 on the right side of "serial write value x=0" and change the x on the left side of "=" to distance:

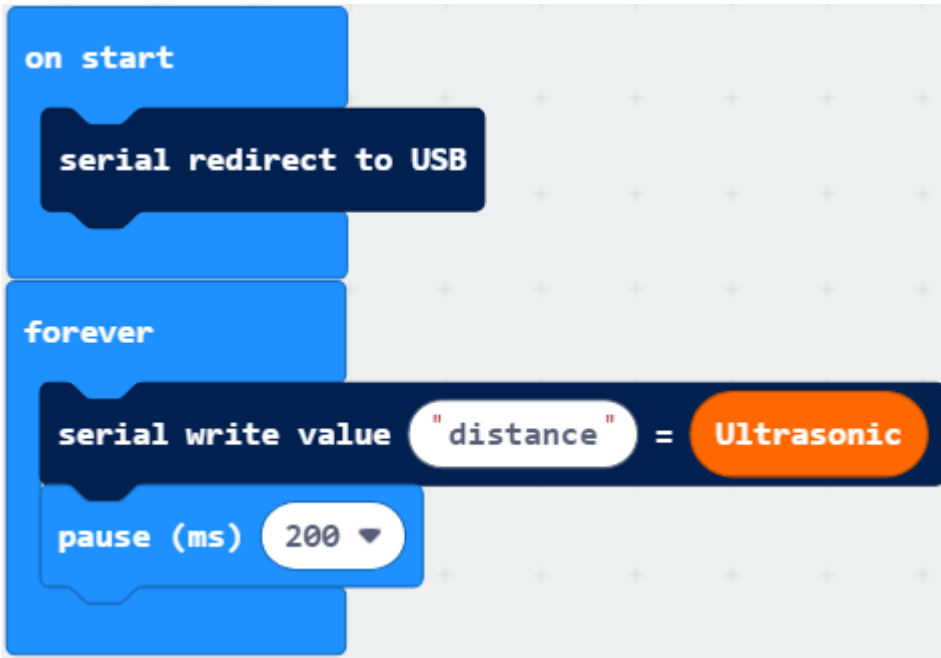
```
forever
  serial write value "distance" = Ultrasonic
```

(2) find and drag  of "Basic" ,and change 100 to 200and

```
forever
  serial write value "distance" = Ultrasonic
  pause (ms) 200
```

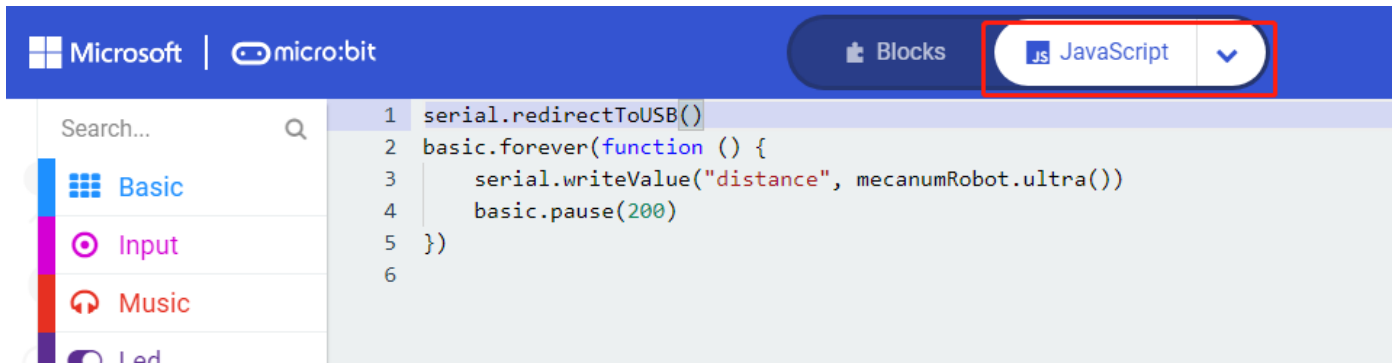
place it behind

Complete Program:



- ① The "on start" command block runs on
- ② Serial redirection USB
- ③ In the "forever" instruction block, the pr
- ④ Serial write value distance=Ultrasonic
- ⑤ Delay time 200 milliseconds

Click "JavaScript" to view the corresponding JavaScript code: :



(6) Test Results:

Download code to micro:bit, keep USB cable connected, dial POWER switch to ON end. The distance value will be displayed on monitor.

[\(How to quick download?\)](#)



The monitor shows the distance between the obstacle and ultrasonic sensor(as shown below). When the distance is less than 10cm, the passive buzzer of smart car emits sound.



← Go back Device [Pause] [Download] [Share]

distance: 8

8.00

4.00

Show console Simulator

Show console Device

```
2 distance:5
distance:4
5 distance:3
4 distance:4
distance:5
4 distance:6
distance:7
4 distance:8
```

Open CoolTerm, click Options to select SerialPort. Set COM port and 115200 baud rate(the baud rate of USB serial communication of Micro:bit is 115200 through the test). Click "OK" and "Connect" .

CoolTerm serial monitor displays the distance value as follows:



Untitled_0 *

File Edit Connection Macros View Remote Window Help

New Open Save Connect Disconnect Clear Data Options View Hex Help

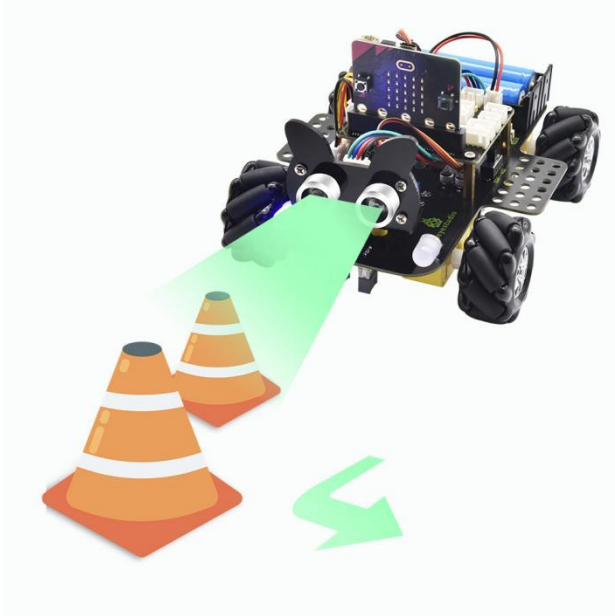
```
distance:3
distance:3
distance:3
distance:4
distance:5
distance:6
distance:8
distance:8
distance:10
distance:10
distance:11
distance:12
distance:14
distance:15
distance:18
distance:17
distance:20
distance:22
distance:25
distance:26
distance:28
distance:31
distance:33
```

COM49 / 115200 8-N-1
Connected 00:00:29, 4164 / 0 bytes

TX RTS DTR DCD
 RX CTS DSR RI



18.2: Ultrasonic Avoidance Car



(1)Project Description

We've learned the knowledge of obstacle avoidance sensor. In this project, we will integrate ultrasonic sensor, and car expansion board to make an ultrasonic avoidance car.

Its principle is to detect the distance between the car and obstacle by ultrasonic sensor and control the motion of smart car.

(2)Experimental Preparation:

- Insert micro:bit board into slot of keystudio 4WD Mecanum Robot Car
- Place batteries into battery holder
- Dial power switch to ON end
- Connect micro:bit to computer by USB cable

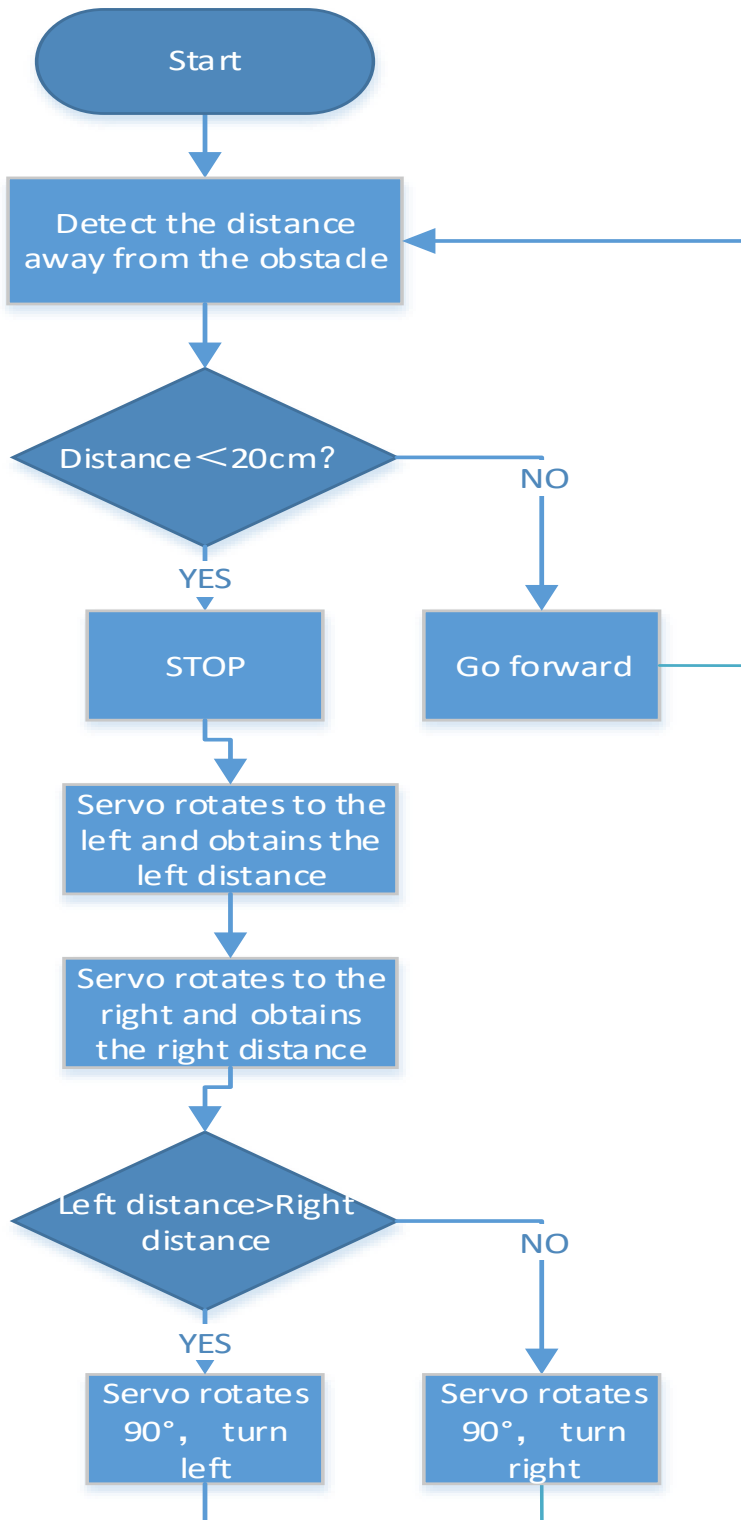


- Open online Makecode editor

Import Hex profile (How to import?) , or click “New Project” and drag blocks step by step(add MecanumRobot extension library first)

[\(How to add MecanumRobot extension?\)](#)

(3)Flow Chart:



(4)Test Code:

Code path:



File Type	Path	File Name
Hex file	KS4031(4032) folder/Makecode Tutorial/Makecode Code/Project 18.2: Ultrasonic Avoidance Car.hex	Project 18.2: Ultrasonic Avoidance Car.hex

Or you could edit code step by step in the editing area.

(1) Enter "Basic" → "show icon ♥"

Place it into "on start" and click the triangle button to select "📊" pattern

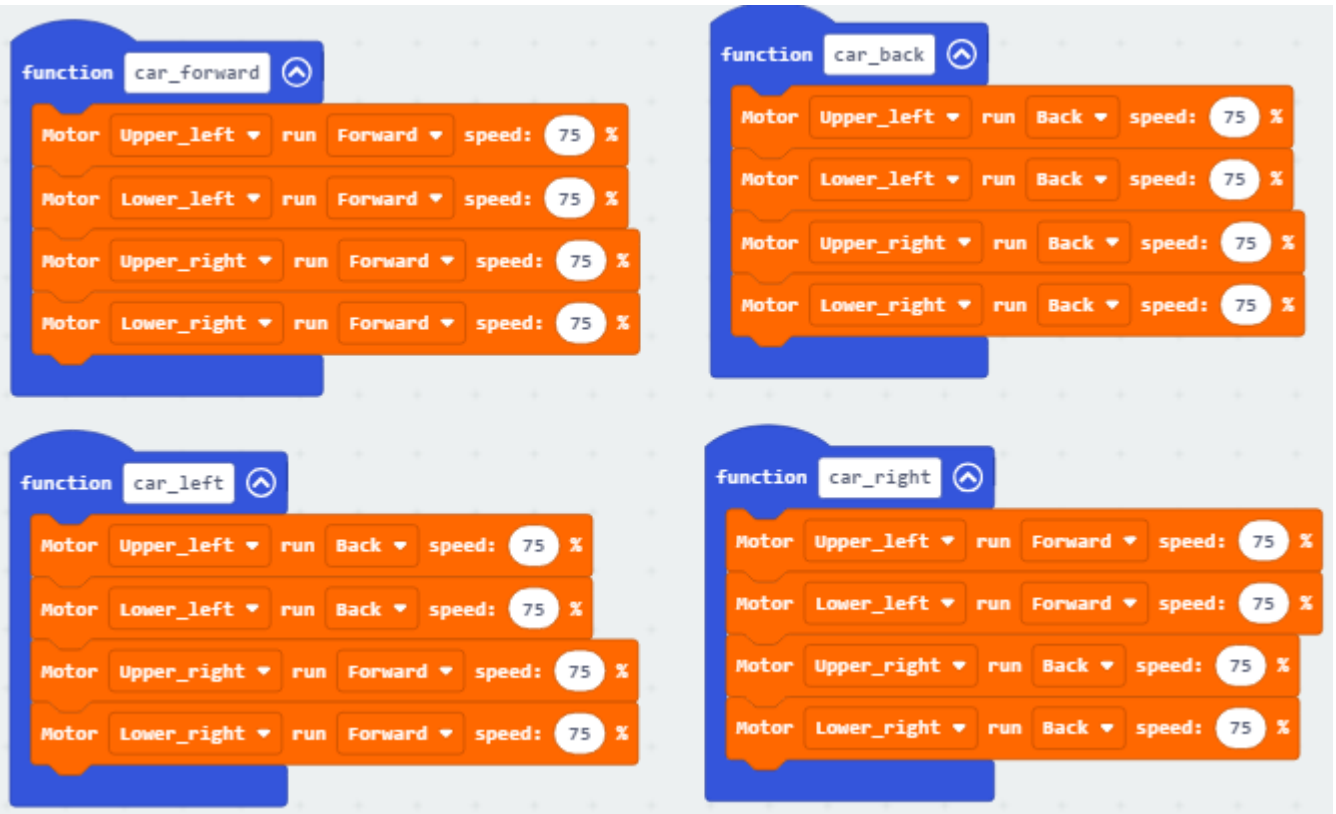


(4) Click "Variables" and then click "Make a Variable...", dialog box "New variable name: " pops up;

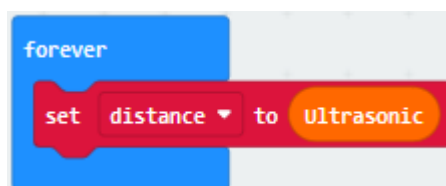
Fill it with "distance" ;

Click "OK" to establish variable "distance;

Set the functions of servo:



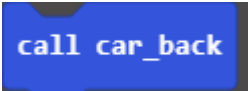
- (5) Click "Variables" to find and drag "set distance to 0" to "forever" ;
Click "MekanumRobot" to find and drag "Ultrasonic" to the 0 behind
the" to" :




- (6) Click "Logic" to find and drag "if true then...else" to "forever" ;
Find and drag "=" to "true" ;
Click "Variables" to find and drag "distance" on the left of "=" ;
Click the little triangle behind "=" to choose "<" ;
Change the 2 behind ">" to 20:



```
forever
  set distance to Ultrasonic
  if distance < 20 then
  else
```


(7) Click Functionsto of "Advance" to find and drag  ;

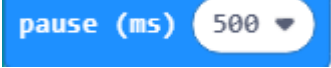
Click "MecanumRobot" to find and drag  to then;

Click "Basic" to find  and change the 100 to 500:

```
forever
  set distance to Ultrasonic
  if distance < 20 then
    call car_back
    car stop
    pause (ms) 500
  else
```



(8) Click "MecanumRobot" to find and drag  and change the 0 to 180;

Copy  once;

Click "Variables" to find and drag "set distance_1 to 0" ;

Click "MecanumRobot" to find and drag "Ultrasonic" to 0 behind "to"

;

Copy  once;



```
forever
  set distance to Ultrasonic
  if distance < 20 then
    call car_back
    car stop
    pause (ms) 500
    set servo to angle 180
    pause (ms) 500
    set distance_l to Ultrasonic
    pause (ms) 500
  else
```

```
set servo to angle 180
pause (ms) 500
set distance_l to Ultrasonic
pause (ms) 500
```

(9) Copy once;

Change the 180 to 0, distance_l to distance_r and others remain unchanged:



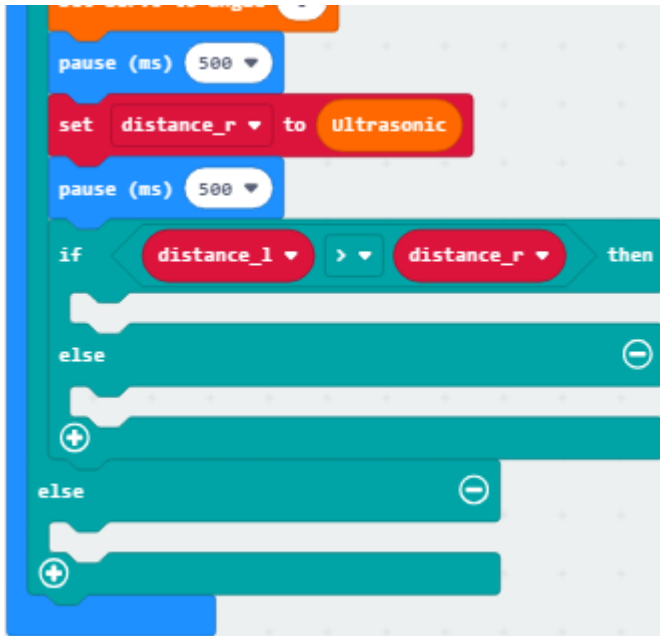
```
forever
  set distance to Ultrasonic
  if distance < 20 then
    call car_back
    car stop
    pause (ms) 500
    set servo to angle 180
    pause (ms) 500
    set distance_l to Ultrasonic
    pause (ms) 500
    set servo to angle 0
    pause (ms) 500
    set distance_r to Ultrasonic
    pause (ms) 500
  else
```


(10) Click "Logic" to find and drag "if true then...else" ;


Find and drag "=" to true;

Click "Variables" to find and drag "distance_l to the left of "=" ; Click the little triangle behind "=" to choose ">" ;

Change the 0 behind ">" to "distance_r" :



(11) Click Functionsto of "Advance" to find and drag  ;

Click "MecanumRobot" to find and drag  ;

Change the 0 to 90;

Click "Basic" to find and drag  and change the 100 to

300:

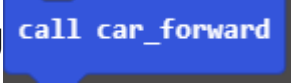


```
if distance_l > distance_r then
  call car_left
  set servo to angle 90
  pause (ms) 300
else
  call car_right
  set servo to angle 90
  pause (ms) 300
else
  call car_left
  set servo to angle 90
  pause (ms) 300
```

(12) Change `call car_left` to `call car_right` and place it in the first "else" :



```
if distance_l > distance_r then
  call car_left
  set servo to angle 90
  pause (ms) 300
else
  call car_right
  set servo to angle 90
  pause (ms) 300
else
```

(11) Click "Functionsto" of "Advance" to find and drag , and place it to the second "else" :



```
pause (ms) 300
else
  call car_right
  set servo to angle 90
  pause (ms) 300
else
  call car_forward
```

Complete Program:



```
function car_forward
  Motor Upper_left run Forward speed: 75 %
  Motor Lower_left run Forward speed: 75 %
  Motor Upper_right run Forward speed: 75 %
  Motor Lower_right run Forward speed: 75 %

function car_left
  Motor Upper_left run Back speed: 75 %
  Motor Lower_left run Back speed: 75 %
  Motor Upper_right run Forward speed: 75 %
  Motor Lower_right run Forward speed: 75 %

function car_back
  Motor Upper_left run Back speed: 75 %
  Motor Lower_left run Back speed: 75 %
  Motor Upper_right run Back speed: 75 %
  Motor Lower_right run Back speed: 75 %

on start
  show icon

forever
  set distance to Ultrasonic
  if distance < 20 then
    call car_back
    car stop
    pause (ms) 500
    set servo to angle 180
    pause (ms) 500
    set distance_l to Ultrasonic
    pause (ms) 500
    set servo to angle 0
    pause (ms) 500
    set distance_r to Ultrasonic
    pause (ms) 500
  if distance_l > distance_r then
```



```
Motor Lower_right run Back speed: 75 %  
  
function car_right  
  Motor Upper_left run Forward speed: 75 %  
  Motor Lower_left run Forward speed: 75 %  
  Motor Upper_right run Back speed: 75 %  
  Motor Lower_right run Back speed: 75 %  
  
if distance_l > distance_r then  
  call car_left  
  set servo to angle 90  
  pause (ms) 300  
else  
  call car_right  
  set servo to angle 90  
  pause (ms) 300  
else  
  call car_forward
```

Click "JavaScript" to view the corresponding JavaScript code: :



```
1 function car_back () {
2   mecanumRobot.Motor(LR.Upper_left, MD.Back, 75)
3   mecanumRobot.Motor(LR.Lower_left, MD.Back, 75)
4   mecanumRobot.Motor(LR.Upper_right, MD.Back, 75)
5   mecanumRobot.Motor(LR.Lower_right, MD.Back, 75)
6 }
7 function car_left () {
8   mecanumRobot.Motor(LR.Upper_left, MD.Back, 75)
9   mecanumRobot.Motor(LR.Lower_left, MD.Back, 75)
10  mecanumRobot.Motor(LR.Upper_right, MD.Forward, 75)
11  mecanumRobot.Motor(LR.Lower_right, MD.Forward, 75)
12 }
13 function car_forward () {
14  mecanumRobot.Motor(LR.Upper_left, MD.Forward, 75)
15  mecanumRobot.Motor(LR.Lower_left, MD.Forward, 75)
16  mecanumRobot.Motor(LR.Upper_right, MD.Forward, 75)
17  mecanumRobot.Motor(LR.Lower_right, MD.Forward, 75)
18 }
19 function car_right () {
20  mecanumRobot.Motor(LR.Upper_left, MD.Forward, 75)
21  mecanumRobot.Motor(LR.Lower_left, MD.Forward, 75)
22  mecanumRobot.Motor(LR.Upper_right, MD.Back, 75)
23  mecanumRobot.Motor(LR.Lower_right, MD.Back, 75)
24 }
25 let distance_r = 0
26 let distance_l = 0
27 let distance = 0
```

(5) Test Results:

Download code to micro:bit, dial to ON end, and dial POWER to ON end. When the obstacle distance is greater than 20cm, the car goes forward ; on the contrary, smart car turns left.

([How to download?](#) [How to quick download?](#))



18.3: Ultrasonic Follow Smart Car



(1)Project Description

In previous lesson, we' ve learned the basic principle of line tracking sensor. Next, we will combine ultrasonic sensor with car shield to make an ultrasonic follow car.

The ultrasonic sensor detects the obstacle distance and control the motion status of car.

(2)Experimental Preparation:

- Insert micro:bit board into slot of keystudio 4WD Mecanum Robot Car
- Place batteries into battery holder
- Dial power switch to ON end

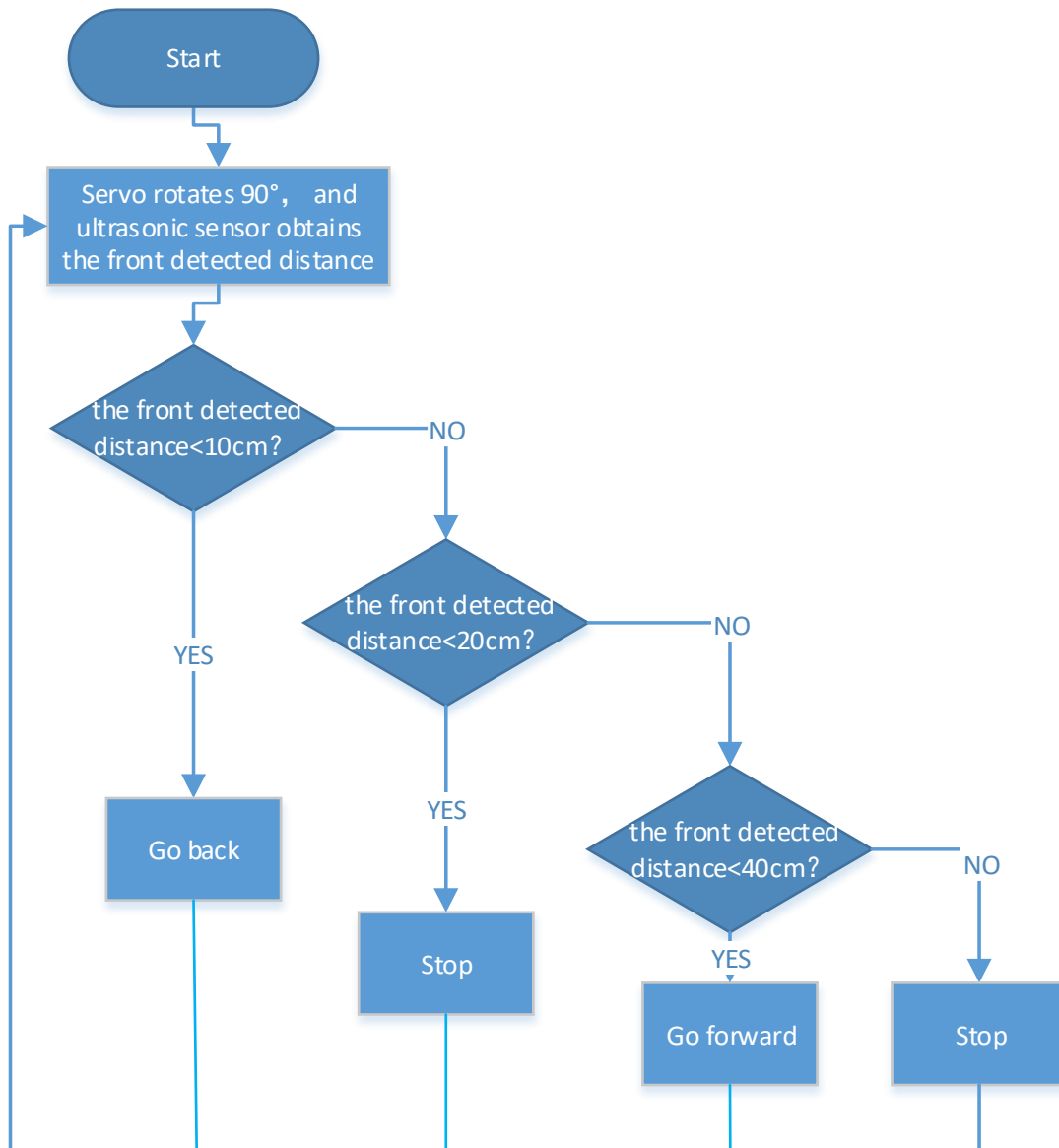


-
- Connect micro:bit to computer by USB cable
 - Open online Makecode editor

Import Hex profile (How to import?) , or click “New Project” and drag blocks step by step(add MecanumRobot extension library first)

[\(How to add MecanumRobot extension?\)](#)

(3)Flow Chat:




(4) Test Code:

Code path:

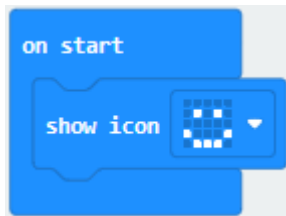
File Type	Path	File Name
Hex file	KS4031(4032) folder/Makecode Tutorial/Makecode Code/Project 18.3: Ultrasonic Follow Smart Car.hex	Project 18.3: Ultrasonic Follow Smart Car.hex




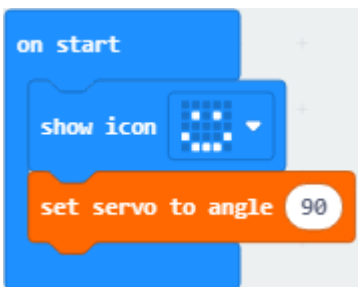
Or you could edit code step by step in the editing area.

(1) Enter "Basic" → "show icon 

Place it into "on start" and click the triangle button to select "




(2) Click "MecanumRobot" to find and drag  to "on start" and change the angle 0 to 90:

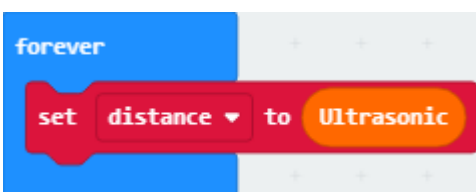


(1) Click "Variables" and then click "Make a Variable..." , the dialog box "New variable name: " pops up; fill it with "distance" ;

Click "OK" to establish variable "distance" ;

Drag "set distance to 0" to "forever" ;

Click "MecanumRobot" to find and drag  to the "0" of "set distance to 0" :





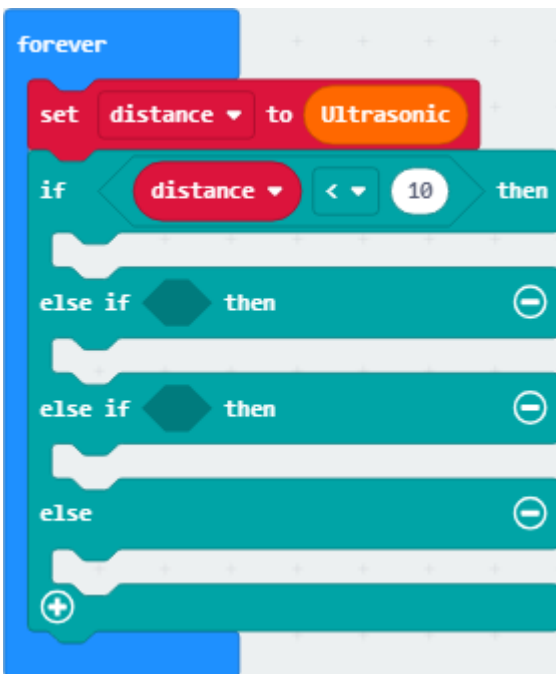
(2) Click "Logic" to find and drag "if true then...else" to "forever" ;

Find and drag "=" to true;

Click "Variables" to find and drag "distance" to the left side of "=" ;

Click the little triangle behind "=" to choose "<" ;

Change the 0 behind "" to 10:



(5)Click "Funcions" of " Advance" to find and drag  to "then" :



```
forever
  set distance to Ultrasonic
  if distance < 10 then
    call car_back
  else if then
  else if then
  else
```

(6) change the 10 to 20, car_back to car stop:

```
forever
  set distance to Ultrasonic
  if distance < 10 then
    call car_back
  else if distance < 20 then
    car stop
  else if then
  else
```

(7) change the 20 to 40, car stop to car forward;



Place car stop to the last " else" :

```
forever
  set distance to Ultrasonic
  if distance < 10 then
    call car_back
  else if distance < 20 then
    car stop
  else if distance < 40 then
    call car_forward
  else
    car stop
```

Complete Program:



```
function car_back
  Motor Upper_left run Back speed: 75 %
  Motor Lower_left run Back speed: 75 %
  Motor Upper_right run Back speed: 75 %
  Motor Lower_right run Back speed: 75 %

function car_forward
  Motor Upper_left run Forward speed: 75 %
  Motor Lower_left run Forward speed: 75 %
  Motor Upper_right run Forward speed: 75 %
  Motor Lower_right run Forward speed: 75 %

function car_right
  Motor Upper_left run Forward speed: 75 %
  Motor Lower_left run Forward speed: 75 %
  Motor Upper_right run Back speed: 75 %
  Motor Lower_right run Back speed: 75 %

function car_left
  Motor Upper_left run Back speed: 75 %
  Motor Lower_left run Back speed: 75 %
  Motor Upper_right run Forward speed: 75 %
  Motor Lower_right run Forward speed: 75 %

on start
  show icon
  set servo to angle 90

forever
  set distance to Ultrasonic
  if distance < 10
    call car_back
  else if distance < 20
    car stop
  else if distance < 40
    call car_forward
  else
    car stop
```

Click "JavaScript" to view the corresponding JavaScript code: :



```
1 function car_back () {
2     mecanumRobot.Motor(LR.Upper_left, MD.Back, 75)
3     mecanumRobot.Motor(LR.Lower_left, MD.Back, 75)
4     mecanumRobot.Motor(LR.Upper_right, MD.Back, 75)
5     mecanumRobot.Motor(LR.Lower_right, MD.Back, 75)
6 }
7 function car_left () {
8     mecanumRobot.Motor(LR.Upper_left, MD.Back, 75)
9     mecanumRobot.Motor(LR.Lower_left, MD.Back, 75)
10    mecanumRobot.Motor(LR.Upper_right, MD.Forward, 75)
11    mecanumRobot.Motor(LR.Lower_right, MD.Forward, 75)
12 }
13 function car_forward () {
14    mecanumRobot.Motor(LR.Upper_left, MD.Forward, 75)
15    mecanumRobot.Motor(LR.Lower_left, MD.Forward, 75)
16    mecanumRobot.Motor(LR.Upper_right, MD.Forward, 75)
17    mecanumRobot.Motor(LR.Lower_right, MD.Forward, 75)
18 }
19 function car_right () {
20    mecanumRobot.Motor(LR.Upper_left, MD.Forward, 75)
21    mecanumRobot.Motor(LR.Lower_left, MD.Forward, 75)
22    mecanumRobot.Motor(LR.Upper_right, MD.Back, 75)
23    mecanumRobot.Motor(LR.Lower_right, MD.Back, 75)
24 }
25 let distance = 0
26 basic.showIcon(IconNames.Happy)
27 mecanumRobot.setServo(90)
```

(5)Test Results:

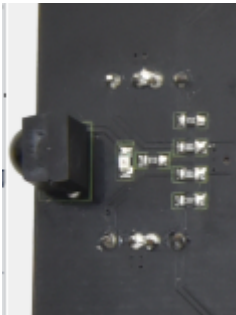
Download code to micro:bit, dial POWER switch to ON end on shield, smart car could follow the obstacle to move.

[\(How to download?\)](#) [How to quick download?\)](#)



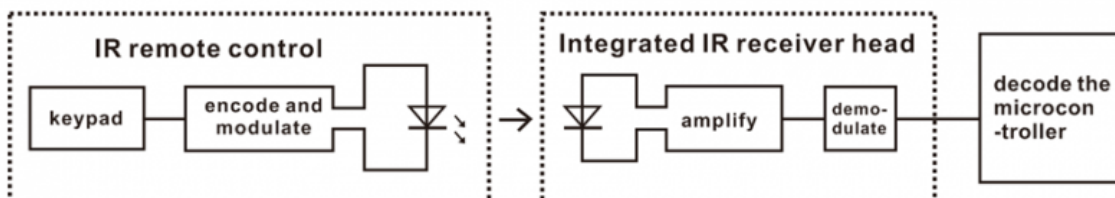
Project 19: IR Remote Control

19.1: Decode IR Remote Control



(1) Project Description

There is no doubt that infrared remote control is ubiquitous in daily life. It is used to control various household appliances, such as TVs, stereos, video recorders and satellite signal receivers. Infrared remote control is composed of infrared transmitting and infrared receiving systems, that is, an infrared remote control and infrared receiving module and a single-chip microcomputer capable of decoding.



The 38K infrared carrier signal emitted by remote controller is encoded by the encoding chip in the remote controller. It is composed of a section of pilot code, user code, user inverse code, data code, and data inverse code.



The time interval of the pulse is used to distinguish whether it is a 0 or 1 signal and the encoding is made up of these 0, 1 signals.

The user code of the same remote control is unchanged. The data code can distinguish the key.

When the remote control button is pressed, the remote control sends out an infrared carrier signal. When the IR receiver receives the signal, the program will decode the carrier signal and determines which key is pressed. The MCU decodes the received 01 signal, thereby judging what key is pressed by the remote control.

Infrared receiver we use is an infrared receiver module. Mainly composed of an infrared receiver head, it is a device that integrates reception, amplification, and demodulation. Its internal IC has completed demodulation, and can achieve from infrared reception to output and be compatible with TTL signals. Additionally, it is suitable for infrared remote control and infrared data transmission. The infrared receiving module made by the receiver has only three pins, signal line, VCC and GND.

According to the picture above, the integrated port of the infrared receiver is connected to the G port on the motor driver board and controlled by the the P9 of the micro:bit.



(2)Parameters:

- Operating Voltage: 3.3-5V (DC)
- Interface: 3PIN
- Output Signal: Digital signal
- Receiving Angle: 90 degrees
- Frequency: 38khz
- Receiving Distance: about 5m

(3)Experimental Preparation:

- Insert micro:bit board into slot of keystudio 4WD Mecanum Robot Car
- Place batteries into battery holder
- Dial power switch to ON end
- Connect micro:bit to computer by USB cable
- Open online Makecode editor

Import Hex profile (How to import?) , or click "New Project" and drag blocks step by step(add MecanumRobot extension library first)

(How to add MecanumRobot extension?)

(4)Test Code:

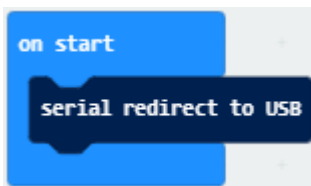
File Type	Path	File Name
-----------	------	-----------



Hex file	KS4031(4032) folder/Makecode Tutorial/Makecode Code/Project 19.1: Decode IR Remote Control.hex	Project 19.1: Decode IR Remote Control.hex
----------	--	--

Click "Advanced" → "Serial" → "serial redirect to USB"

Place it into "on start" block.



Enter "IrRemote" → "connect IR receiver at P0"

Put it into "on start" block

IR receiving module is controlled by P9 of micro:bit board, so click P0 to select P9.



Go to "Variables" → "Make a Variable..." → "New variable name: " dialog box,

Enter "val" and click "OK" to create variable "val"

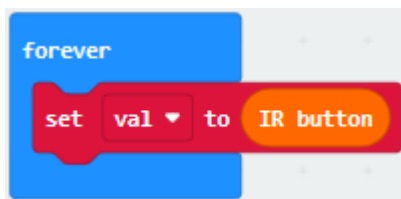


Then drag out "set val to 0" block into "forever" block.



Go to "Ir Remote" → "IR button"

Place it into 0 box

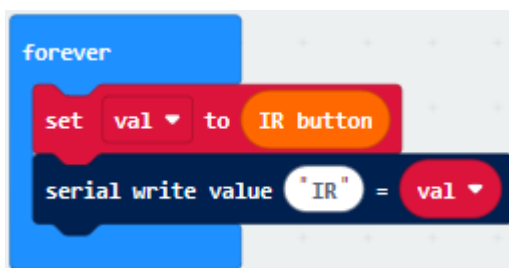


Click "Advanced" → "Serial" → "serial write value "x" =0"

Put it into "forever" block

Change "x" into "IR"

Enter "Variables" to move block "val" into 0 box behind "="



Drag out block "pause (ms) 100" from "Basic" and delay in 1000ms

Leave it into "forever" block



```
forever
  set val to IR button
  serial write value "IR" = val
  pause (ms) 1000
```

Complete Program:

```
on start
  serial redirect to USB
  connect IR receiver at P9

forever
  set val to IR button
  serial write value "IR" = val
  pause (ms) 1000
```

"on start" : command block runs once to start program.

Serial redirect to USB

Connect IR receiver to P9

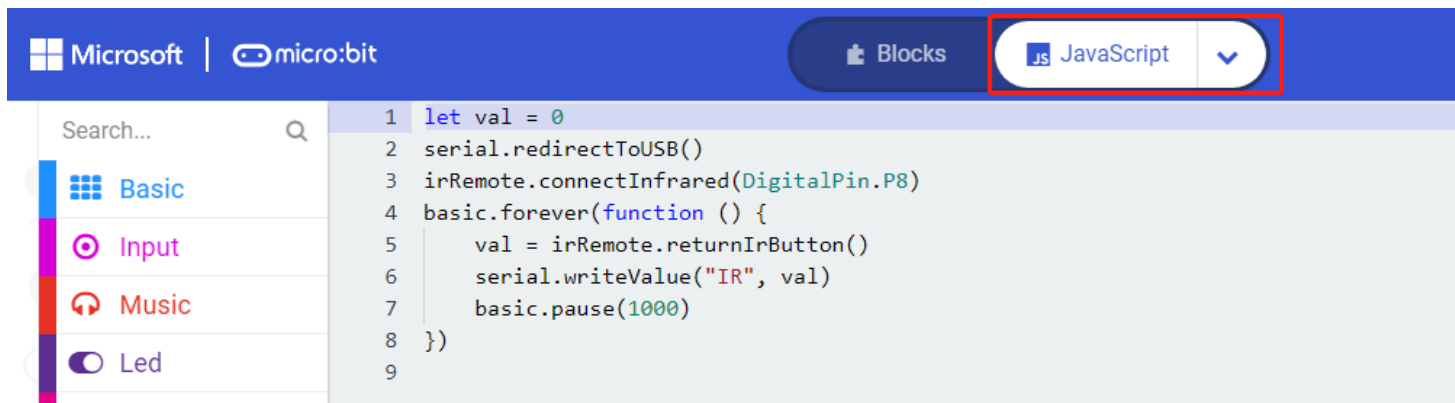
The program under the block "forever" runs cyclically.

Set val to IR button

Serial port prints IR=val

Delay in 1000ms

Click "JavaScript" to switch into the corresponding JavaScript code:



Code explanation: when the buttons are not pressed, the serial monitor constantly shows 0; when pressed, the corresponding key values are displayed.

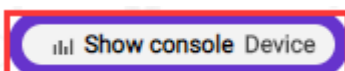
Notes:

The remote control in this kit is not inclusive of batteries. We recommend you to purchase them online.(battery type:CR2025).

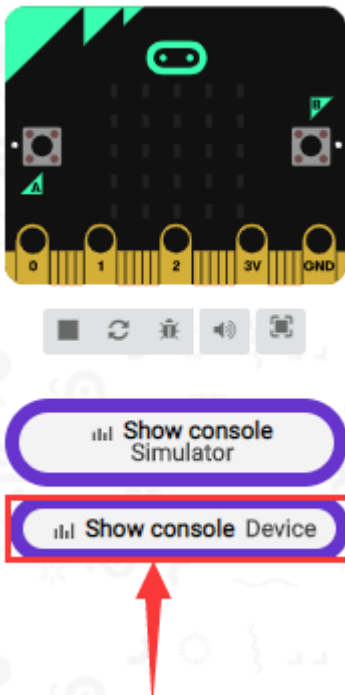
Make sure IR remote is good before test. There is a tip for you to check it.

Open the cellphone camera , make IR remote control point at camera and press button. The remote control is good if you see the purple flashing light in the camera.

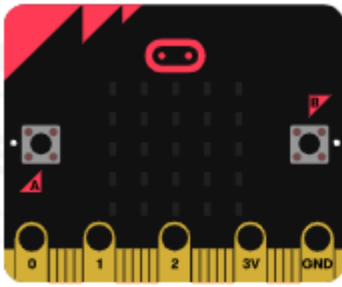
Download code to micro: bit board and don' t plug off USB cable Click



(How to quick download?)



Make IR remote control point at IR receiver and press the button, the serial monitor will display the corresponding key values, as shown below:

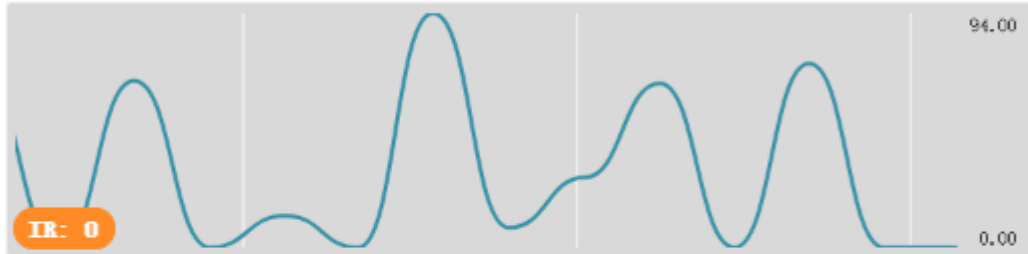


Show console
Simulator

Show console
Device

← Go back

Device



```
IR:0  
IR:13  
IR:0  
IR:94  
IR:8  
IR:28  
IR:66  
IR:0  
IR:74  
2 IR:0
```

Open CoolTerm, click Options to select SerialPort. Set COM port and 115200 baud rate. Click "OK" and "Connect" .

CoolTerm serial monitor shows the key value as follows:



Untitled_0*

File Edit Connection View Window Help

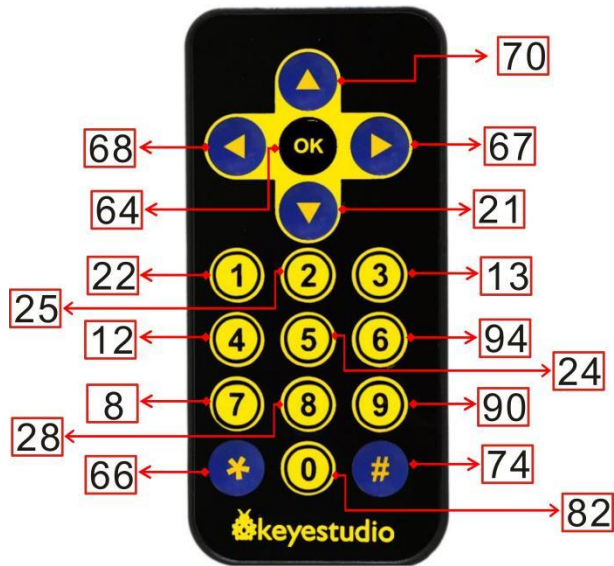
New Open Save Connect Disconnect Clear Data Options View Hex Help

```
IR: 0
IR: 0
IR: 70
IR: 0
IR: 68
IR: 21
IR: 0
IR: 0
IR: 67
IR: 0
IR: 64
IR: 0
IR: 22
IR: 25
IR: 13
IR: 0
IR: 12
IR: 0
IR: 0
IR: 24
IR: 94
IR: 8
IR: 0
IR: 28
IR: 0
IR: 90
IR: 66
IR: 0
IR: 82
IR: 74
IR: 0
IR: 0
```

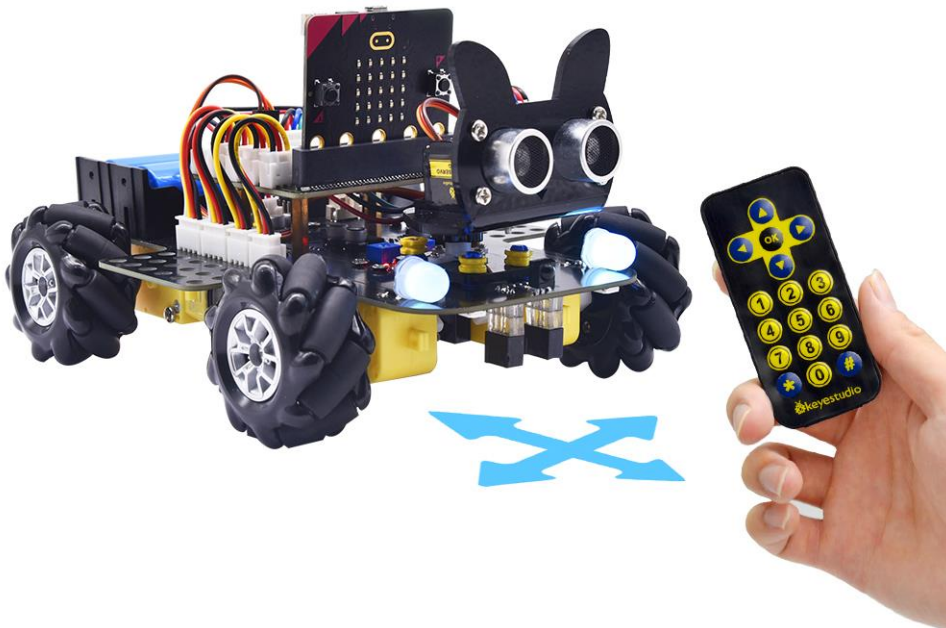
COM16 / 115200 8-N-1
Connected 00:04:47

TX RTS DTR DCD
RX CTS DSR RI

The key value is displayed as for your reference:



19.2: IR Remote Control





(1)Project Description

In this project, we combine IR remote control with car shield to make an IR remote smart car. Its principle is to control the motion of car by sending key signals from IR remote control to IR receiving module of car shield.

(2)Experimental Preparation:

- Insert micro:bit board into slot of keystudio 4WD Mecanum Robot Car
- Place batteries into battery holder
- Dial power switch to ON end
- Connect micro:bit to computer by USB cable
- Open online Makecode editor

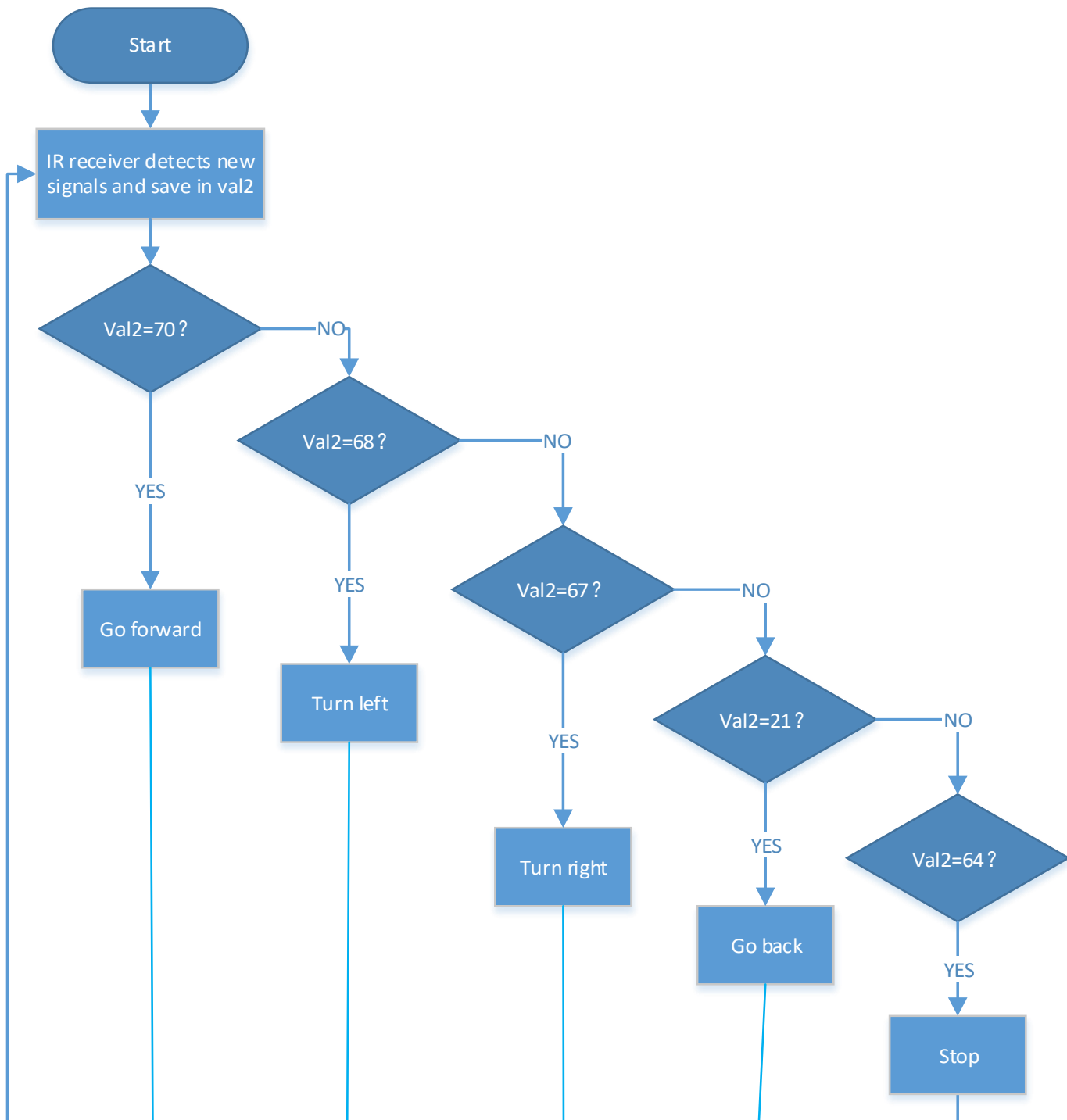
Import Hex profile (How to import?) , or click “New Project” and drag blocks step by step(add MecanumRobot extension library first)

(How to add MecanumRobot extension?)

Note: The infrared sensor and infrared remote control should not be used in environments with infrared interference such as sunlight. Because sunlight contains a lot of invisible lights, such as infrared and ultraviolet. In an environment with strong sunlight, they cannot work normally.



(3)Flow Chart:



(4)Test Code

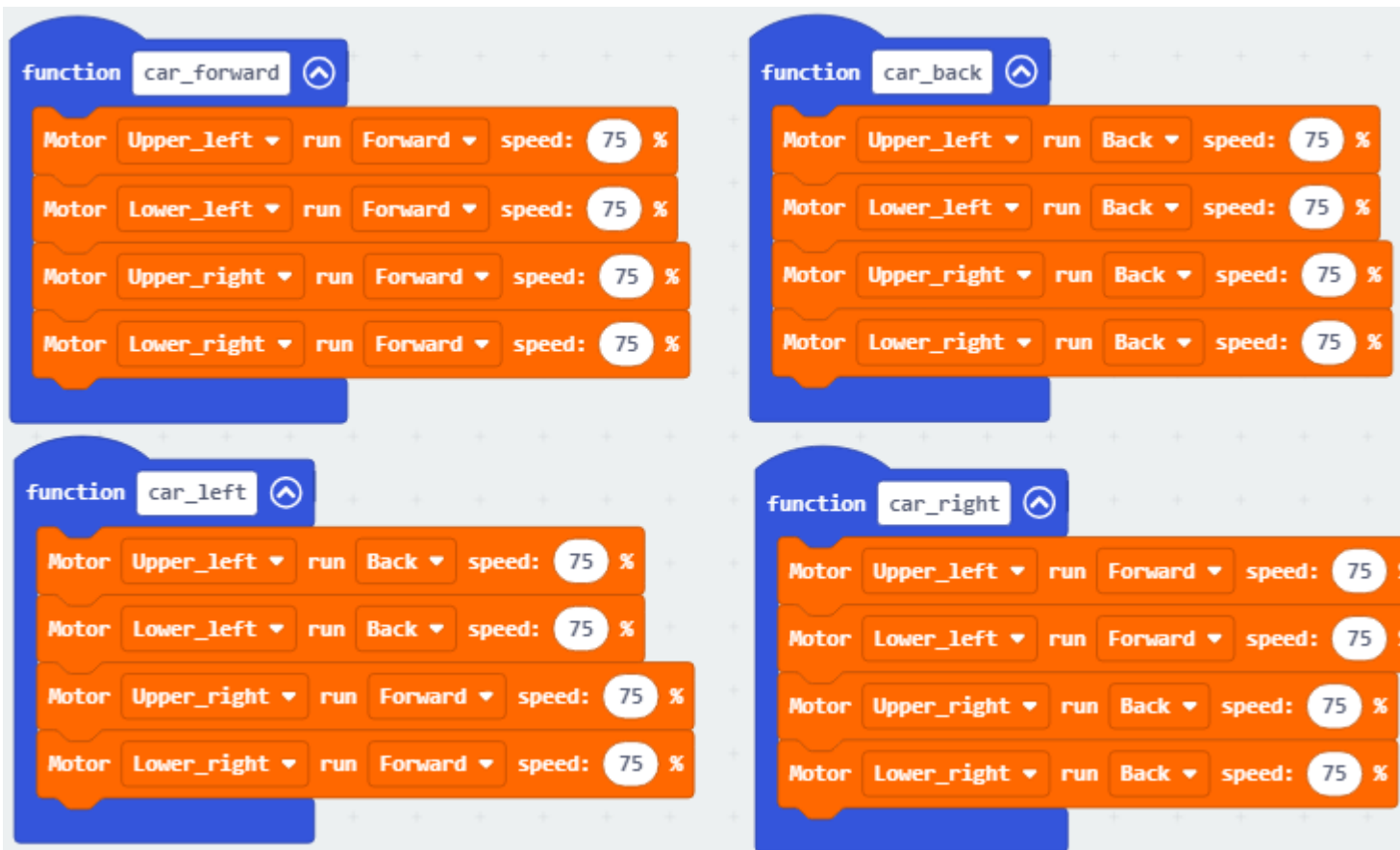
Code path:



File Type	Path	File Name
Hex file	KS4031(4032) folder/Makecode Tutorial/Makecode Code/Project 19.2: IR Remote Control .hex	Project 19.2: IR Remote Control .hex

Or you could edit code step by step in the editing area.

(1) Create four functions controlling the car to move forward and back and turn left and right:



(2) Click "Ir Remote" to find and drag "connect IR receiver at P0" into "on start" ; Click the little triangle behind P0 to choose P9;

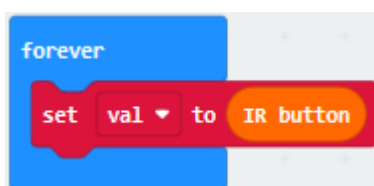


(3)Click "Variables" then click "Make a Variable..." , the dialog box "New variable name:" pops up; fill it with "val" and click "OK" to create variable "val" ;

Create variable "val2" with the same method; find and drag "set val2 to 0" to "on start" and copy it once to put into "on start" too; Click the little triangle behind the first val2 to choose "val" ;



(4)Click "Variables" to find and drag "set val2 to 0" to "forever" ; Click the little triangle behind val2 to choose val; Click "IrRemote" to find and drag "IR button" to the "0" behind "to" ;

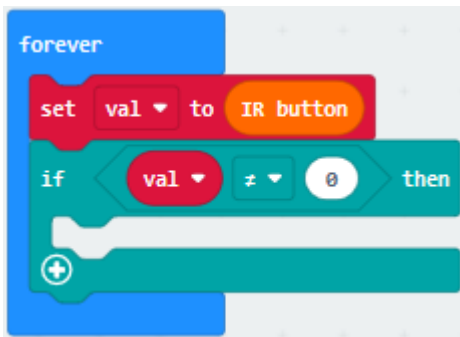


(5)Click "Logic" to find and drag "if true then" into "forever" ; find and drag

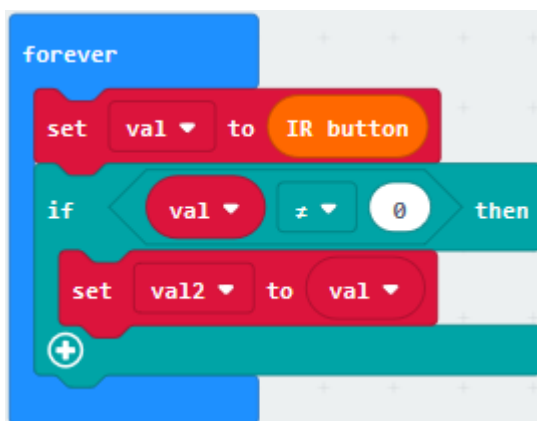


"=" into "true" ;

Click "Variables" to find and drag "val" to the left side of "="; the 0 on the right side of "=" remain unchanged; click the little triangle behind "=" to choose "≠" ;



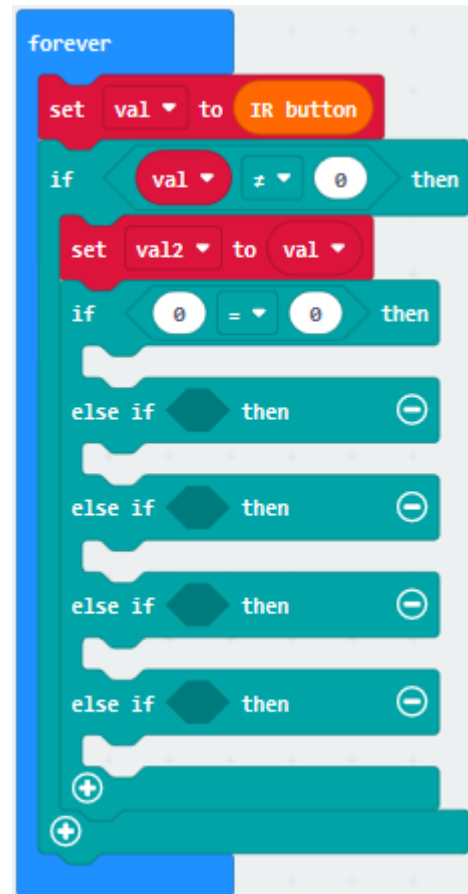
(6)Click "Variables" to find and drag "set val2 to 0" into "then" ;find and drag "val" into the o behind "to" of "set val2 to 0" ;



(7)Click "Logic" to find and drag "if..then...else" to then;

Click "+" of "if..then...else" four times;

Click "-" behind "else" once to delete else;



Find and drag "=" to "true" ;

(8)Click "Variables" to find and drag "val2" to the left side of "=" and change the 0 on the right of "=" to 70:



```
forever
  set val to IR button
  if val ≠ 0 then
    set val2 to val
    if val2 = 70 then
      else if then
      else if then
      else if then
      else if then
      +
      +
```

```
call car_forward
```

(9)Click "Functions" of "Advance" to find and drag 指 to the second "then" :



```
forever
  set val to IR button
  if val <= 0 then
    set val2 to val
    if val2 = 70 then
      call car_forward
    else if then
    else if then
    else if then
    else if then
  +
  +
```

(10) Copy "val2=70" once and place it behind the first "if" ;change the 70



```
forever
  set val to IR button
  if val ≠ 0 then
    set val2 to val
    if val2 = 70 then
      call car_forward
    else if val2 = 68 then
    else if then
    else if then
    else if then
```

behind "=" to 68;



(11) Click "Functions" of "Advance" to find and drag to the



```
forever
  set val to IR button
  if val ≠ 0 then
    set val2 to val
    if val2 = 70 then
      call car_forward
    else if val2 = 68 then
      call car_left
    else if then
    else if then
    else if then
  +
  +
```

second "then" :

(2)Copy "val2=68" once and place it behind the second "else if ";
change the 68 behind "=" to 67; place it in the forth "then" ;Click



"Functions" of "Advance" to find and drag to the forth
"then" :



```
forever
  set val to IR button
  if val ≠ 0 then
    set val2 to val
    if val2 = 70 then
      call car_forward
    else if val2 = 68 then
      call car_left
    else if val2 = 67 then
      call car_right
    else if then
    else if then
    +
    +
```

(13) Copy "val2=67" once and put it behind "=" of the third "else if"; change the number 67 to 21; click "Functions" of "Advance" to find and

drag  to the fifth "then" :



```
forever
  set val to IR button
  if val <= 0 then
    set val2 to val
    if val2 = 70 then
      call car_forward
    else if val2 = 68 then
      call car_left
    else if val2 = 67 then
      call car_right
    else if val2 = 21 then
      call car_back
    else if then
```

(14) Copy "val2=21" once and place it behind the fourth "else if ";change the the number 21 behind "=" to 64; Click "MecanumRobot" to find and

drag  to the sixth "then" :



```
forever
  set val to IR button
  if val ≠ 0 then
    set val2 to val
    if val2 = 70 then
      call car_forward
    else if val2 = 68 then
      call car_left
    else if val2 = 67 then
      call car_right
    else if val2 = 21 then
      call car_back
    else if val2 = 64 then
      car stop
  +
  +
```

Complete Program:



```
function car_forward
  Motor Upper_left run Forward speed: 75 %
  Motor Lower_left run Forward speed: 75 %
  Motor Upper_right run Forward speed: 75 %
  Motor Lower_right run Forward speed: 75 %

function car_back
  Motor Upper_left run Back speed: 75 %
  Motor Lower_left run Back speed: 75 %
  Motor Upper_right run Back speed: 75 %
  Motor Lower_right run Back speed: 75 %

function car_left
  Motor Upper_left run Back speed: 75 %
  Motor Lower_left run Back speed: 75 %
  Motor Upper_right run Forward speed: 75 %
  Motor Lower_right run Forward speed: 75 %

function car_right
  Motor Upper_left run Forward speed: 75 %
  Motor Lower_left run Forward speed: 75 %
  Motor Upper_right run Back speed: 75 %
  Motor Lower_right run Back speed: 75 %

on start
  connect IR receiver at P9
  set val to 0
  set val2 to 0

forever
  set val to IR button
  if val > 0 then
    set val2 to val
    if val2 = 70 then
      call car_forward
    else if val2 = 68 then
      call car_left
    else if val2 = 67 then
      call car_right
    else if val2 = 21 then
      call car_back
    else if val2 = 64 then
      car stop
  end if
end if
```

- ① The "on start" command bl program.
- ② Connect the IR receiver to P
- ③ Set the variable val to 0
- ④ Set the variable val2 to 0
- ⑤ In the "forever" instruction b
- ⑥ Set val to IR button
- ⑦ When the variable val ≠ 0 program under then
- ⑧ Set variable val2 to val
- ⑨ When val2=70 is established then
- ⑩ The car goes forward
- ⑪ When val2=68 is established then
- ⑫ Turn left
- ⑬ When val2=67 is established then
- ⑭ Car turn right
- ⑮ When val2=21 is established then
- ⑯ The car goes back
- ⑰ When val2=64 is established then
- ⑱ The car stops

Click "JavaScript" to switch into the corresponding JavaScript code:



```
1 function car_back () {
2   mecanumRobot.Motor(LR.Upper_left, MD.Back, 75)
3   mecanumRobot.Motor(LR.Lower_left, MD.Back, 75)
4   mecanumRobot.Motor(LR.Upper_right, MD.Back, 75)
5   mecanumRobot.Motor(LR.Lower_right, MD.Back, 75)
6 }
7 function car_left () {
8   mecanumRobot.Motor(LR.Upper_left, MD.Back, 75)
9   mecanumRobot.Motor(LR.Lower_left, MD.Back, 75)
10  mecanumRobot.Motor(LR.Upper_right, MD.Forward, 75)
11  mecanumRobot.Motor(LR.Lower_right, MD.Forward, 75)
12 }
13 function car_forward () {
14  mecanumRobot.Motor(LR.Upper_left, MD.Forward, 75)
15  mecanumRobot.Motor(LR.Lower_left, MD.Forward, 75)
16  mecanumRobot.Motor(LR.Upper_right, MD.Forward, 75)
17  mecanumRobot.Motor(LR.Lower_right, MD.Forward, 75)
18 }
19 function car_right () {
20  mecanumRobot.Motor(LR.Upper_left, MD.Forward, 75)
21  mecanumRobot.Motor(LR.Lower_left, MD.Forward, 75)
22  mecanumRobot.Motor(LR.Upper_right, MD.Back, 75)
23  mecanumRobot.Motor(LR.Lower_right, MD.Back, 75)
24 }
25 irRemote.connectInfrared(DigitalPin.P9)
26 let val = 0
27 let val2 = 0
```

(5)Test Results:

Download code to micro:bit board, and dial POWER to ON end.

Make IR remote control point at micro:bit and press the button to control smart car to move.



button makes smart car move forward,



stands for turning left,



implies rightward turning,



indicates moving backward,



stops car, and 4pcs WS2812RGB light up the corresponding color.



(How to download? How to quick download?)

Note: the distance between IR remote control and IR receiving head of smart car are supposed less than 5m, during the test.

8.20: Bluetooth Multi-purpose Smart Car

20.1: Read Bluetooth Data



(1)Project Description

Micro:bit main board comes with a built in Bluetooth which can be used to communicate with it. And the Micro:bit can also be controlled by Bluetooth or transmit signals back to smartphome or computer via it. This Bluetooth can communicate with the Bluetooth equipped in other devices or with Bluetooth App to control other equipment. It is compatible with both Android system and IOS system. And we have designed two Bluetooth App for both systems.



The connection of the Bluetooth on the board with these two Apps is similar. In this lesson, we will introduce the functions of all keys and patterns on the Apps and control the smart car via Bluetooth App.

(2) Experimental Preparation:

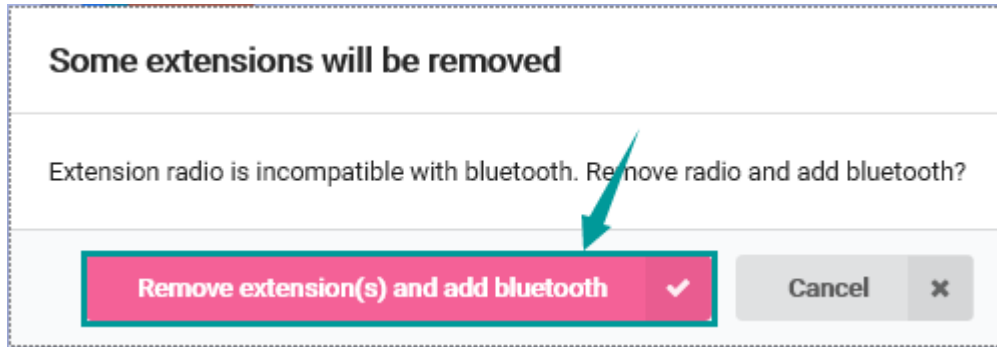
- Insert micro:bit board into slot of keystudio 4WD Mecanum Robot Car
- Place batteries into battery holder
- Dial power switch to ON end
- Connect micro:bit to computer by USB cable
- Open online Makecode editor

Import Hex profile (How to import?) , or click "New Project" and drag blocks step by step (add MecanumRobot extension library first)

(How to add MecanumRobot extension?)

As the Bluetooth and extension radio can't work together, therefore, their extension libraries are not compatible.

Therefore, remove extension(s) and add Bluetooth please if you see the following prompt box pop up.



(3)Test Code:

Code Path:

File Type	Path	File Name
Hex file	KS4031(4032) folder/Makecode Tutorial/Makecode Code/Project 20.1: Read Bluetooth Data.hex	Project 20.1: Read Bluetooth Data.hex

Or you could edit code step by step in the editing area.

Enter "Advanced" → "Serial" → "serial redirect to USB"

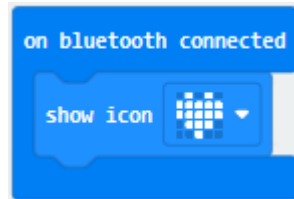
Place it into "on start"





Click "Bluetooth" → "on bluetooth connected"

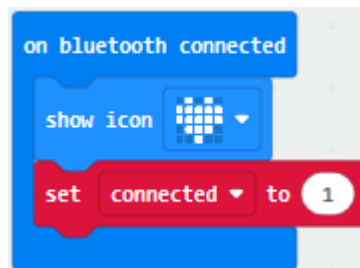
Go to "Basic" to move "show icon" block into "on bluetooth connected" block.



Click "Variables" → "Make a Variable..." → "New variable name: " dialog box.

Input "connected" and click "OK" to create variable "connected" .

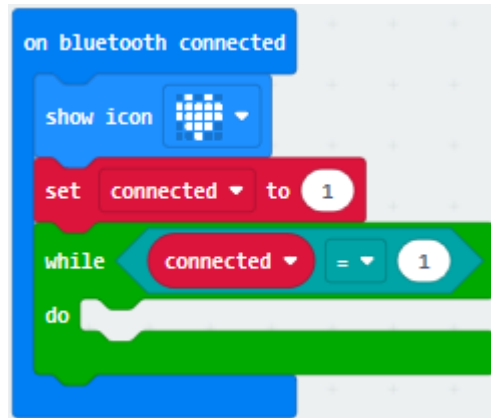
Drag "set connected to 0" under block "show icon" and change 0 into 1.



Go to "Loops" to move block "while true do..." into "on bluetooth connected" block.

Enter "Logic" to drag out "=" block.

Click "Variables" to drag "connected" into left box of "=" block and change 0 into 1.

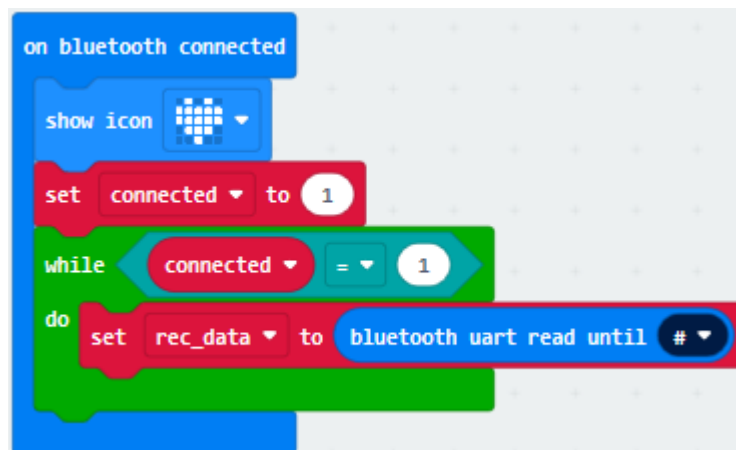


Then we generate variable "rec_data" in same way.

Then drag out "set rec_data to 0" and place it into block "while connected=1 do..." block.

Click "Bluetooth" → "more" → "bluetooth uart read until new line()"

Keep it into 0 box and click triangle button to select #.



Go to "Advanced" → "Serial" → "serial write string"

Move it below "set rec_data...until#" block



And combine variable "rec_data" with "serial write string" block.

```
on bluetooth connected
  show icon [Bluetooth]
  set connected to 1
  while (connected = 1)
    do
      set rec_data to bluetooth uart read until #
      serial write string rec_data
```

Click "Advanced" → "Serial" → "serial write line" and edit code string as follows:

```
on bluetooth connected
  show icon [Bluetooth]
  set connected to 1
  while (connected = 1)
    do
      set rec_data to bluetooth uart read until #
      serial write string rec_data
      serial write line ""
```

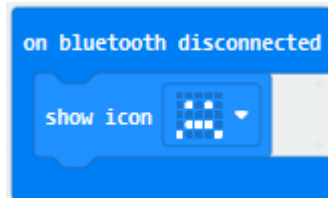


Click "Bluetooth" to drag out "on bluetooth disconnected" .

Go to "Bluetooth" → "on bluetooth disconnected"

Copy "show icon" block and keep it into block "on bluetooth disconnected"

Click triangle button to select "Bluetooth" pattern.



Complete Program



```
on start
  serial redirect to USB

on bluetooth connected
  show icon [Bluetooth icon]
  set connected to 1
  while connected = 1
  do
    set rec_data to bluetooth uart read until #
    serial write string rec_data
    serial write line [Newline]
  end while

on bluetooth disconnected
  show icon [Bluetooth icon]
```



“on start” : command block runs once to start program.

Serial redirect to USB

Connect Bluetooth

LED dot matrix shows “❤️” pattern

Set variable connected to 1

When connected=1, the code under do block will be executed.

Set rec_data to bluetooth uart read until #

Serial port prints rec_data

Print a blank space

Disconnect Bluetooth

LED dot matrix displays “🔲” pattern.

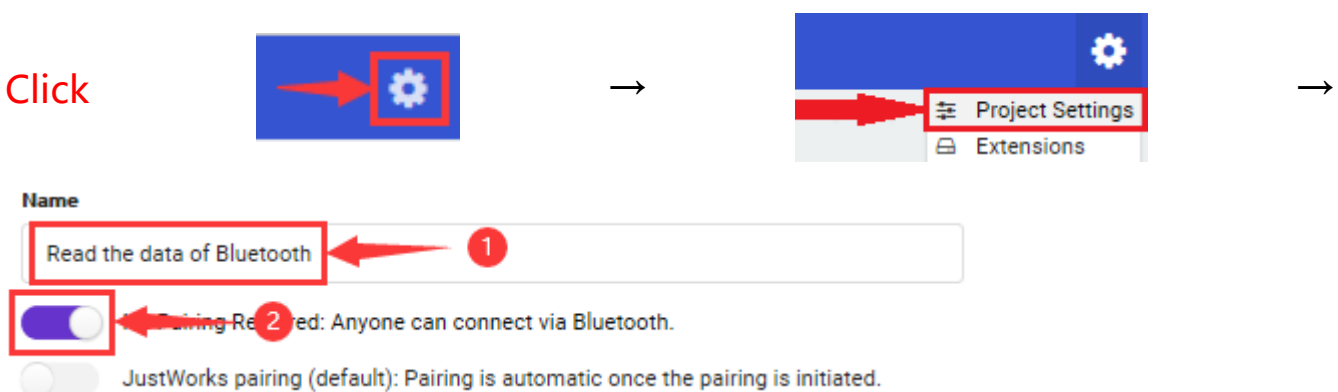
Click “JavaScript” to view the corresponding JavaScript code:



```
1 bluetooth.onBluetoothConnected(function () {
2     basic.showIcon(IconNames.Heart)
3     connected = 1
4     while (connected == 1) {
5         rec_data = bluetooth.uartReadUntil(serial.delimiters(Delimiters.Hash))
6         serial.writeString(rec_data)
7         serial.writeLine("")
8     }
9 })
10 bluetooth.onBluetoothDisconnected(function () {
11     basic.showIcon(IconNames.Sad)
12 })
13 let rec_data = ""
14 let connected = 0
15 serial.redirectToUSB()
16
```

(4)Test Results:

If you drag blocks step by step, you need to set as follows after finishing test code.



However, you could skip this step if you directly import test code.

After setting, download code to micro:bit board, don't plug off USB cable([How to download?](#) [How to quick download?](#))


Next to download App.



For IOS System:

a. open App Store;



b. search mecanum_robot and click "  " to download the Bluetooth App of mecanum_robot;

c. After downloading the APP, click "OPEN" or click the application mecanum_robot on the phone/iPad desktop to open the APP. A dialog box appears on the APP interface, and click "OK" in the dialog box.

d. First turn on the Bluetooth of the mobile phone/iPad, and then click the connect button (control) in the upper left corner of the APP interface to perform a Bluetooth search. In the search results, click "BCC micro:bit". After a few seconds, the Bluetooth is connected.

For Android System:

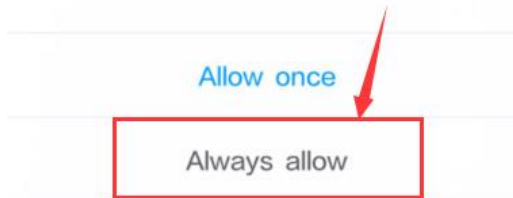
a. Use the scanning function in the browser to scan and identify the QR code or enter the http://8.210.52.206/mecanum_robot.apk to download. After the identification is successful, click "go to website" to enter the download mecanum_robot.apk page , Click "Download" to download the mecanum_robot application.



B. Click "Allow allow" to enter Installation Diagram; click "install" to install

Allow "Downloads" to install a...

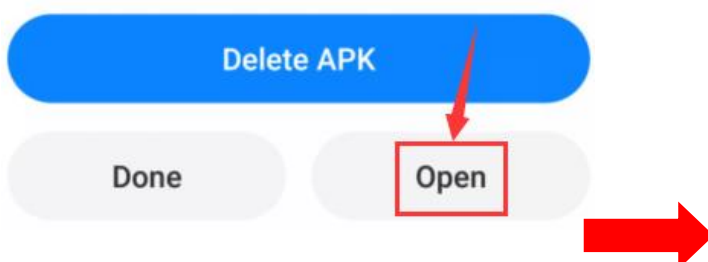
Your device and personal data are vulnerable to attacks by the apps installed from unknown sources. By allowing to install apps from this source, you agree to accept responsibility for any damage or data loss that might occur while you're using these apps.

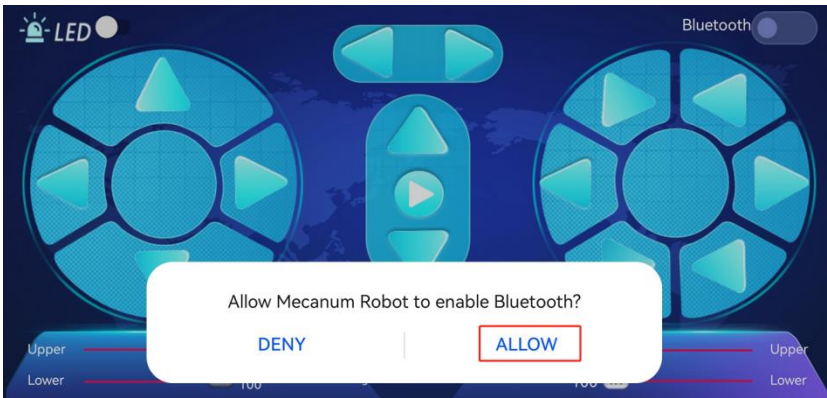



the App Restrict ;

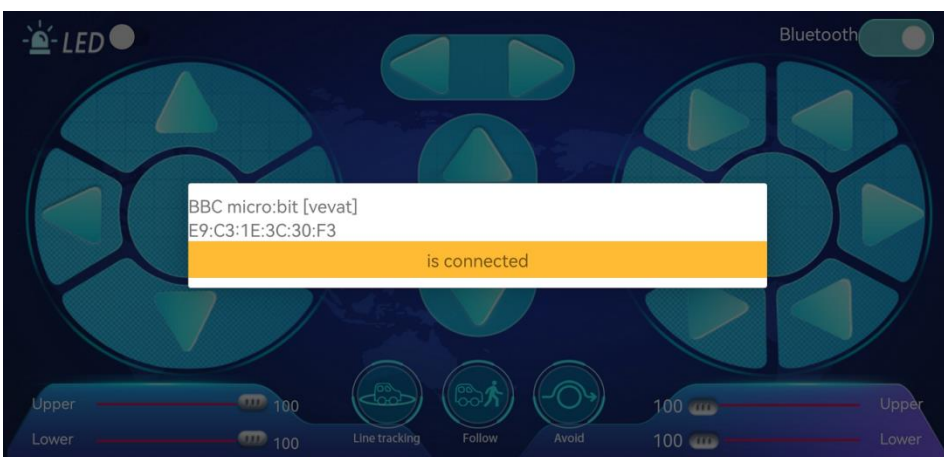
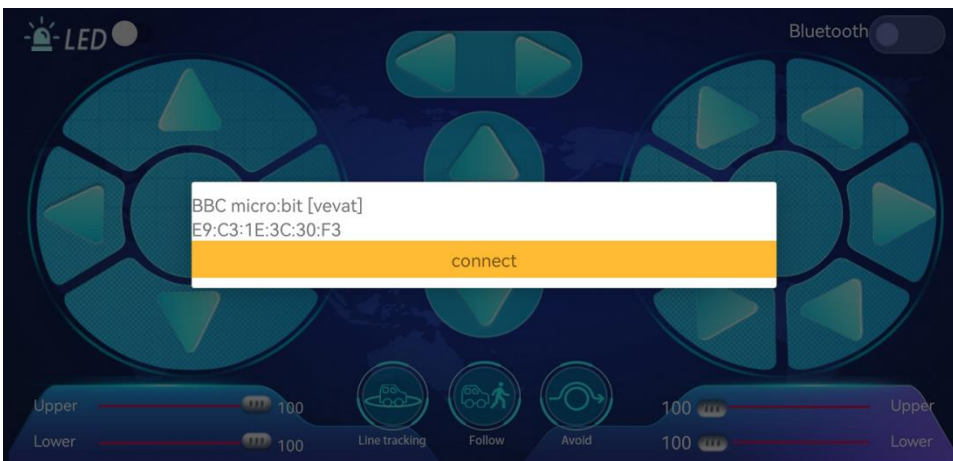
C. Click "Open" or click the application mecanum_robot on the mobile phone desktop to open the APP, and a dialog box appears. In the dialog box, click "Allow" to turn on the Bluetooth of the mobile phone. You can also turn on the phone's Bluetooth before opening the APP.

App details and required permis... >>





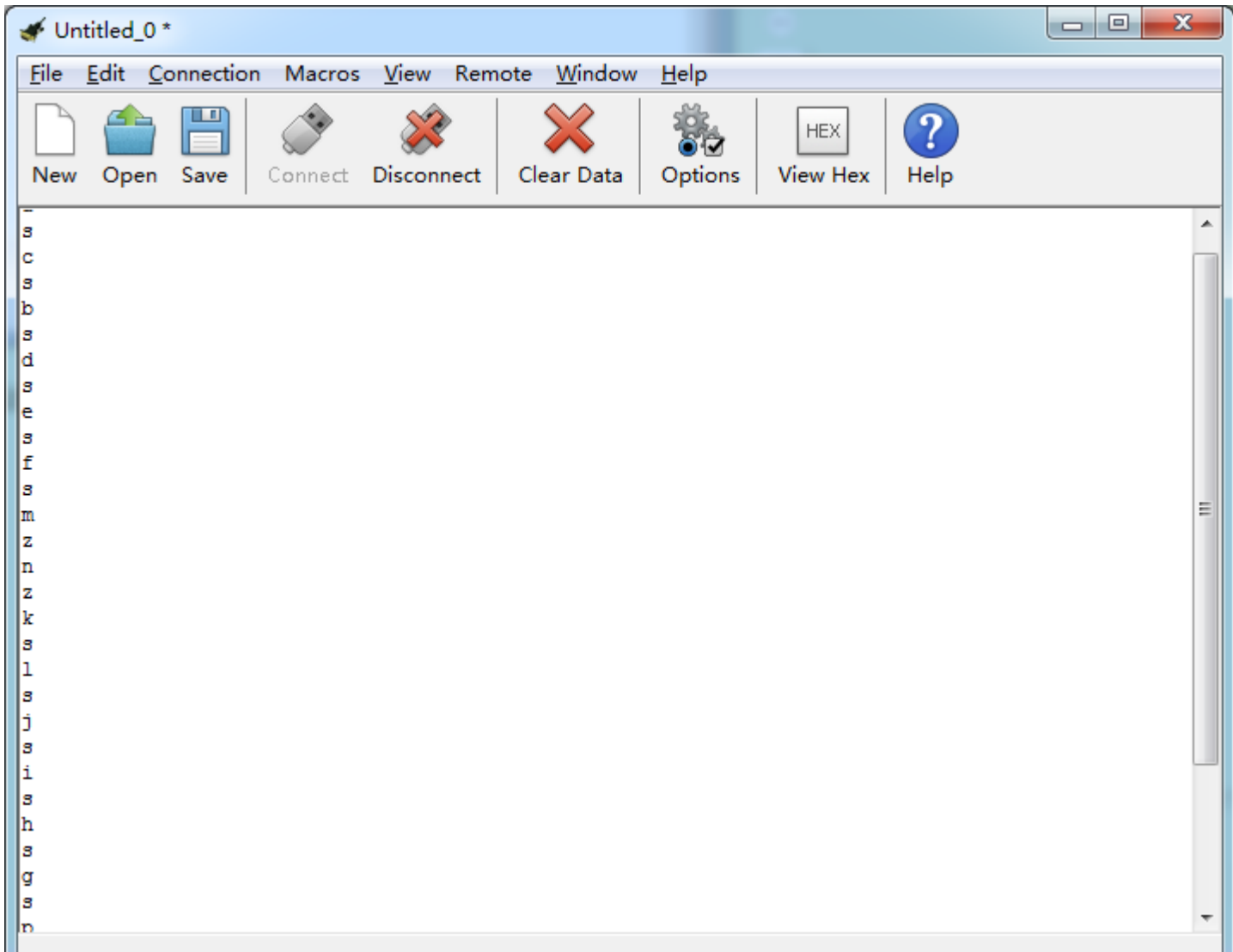
Click  on the upper right corner to search for Bluetooth and click "connect" ; a few seconds later, the Bluetooth is paired.



Open CoolTerm, click Options to select SerialPort. Set COM port and 115200 baud rate. Click "OK" and "Connect" .



Point at micro:bit board and press the icons on APP, the corresponding characters are shown on CoolTerm monitor.



Through the test, we get the function of every icon, as shown below:



LED

Upper 100

Lower 100

Line tracking 100

Follow 100

Avoid 100



20.2: Multi-purpose Smart Car



(1)Project Description

In this lesson, we will control the smart car to perform multipurpose function.

(2)Experimental Preparation:

Insert micro:bit board into slot of keyestudio 4WD Mecanum Robot Car

Place batteries into battery holder



Dial power switch to ON end

Connect micro:bit to computer by USB cable

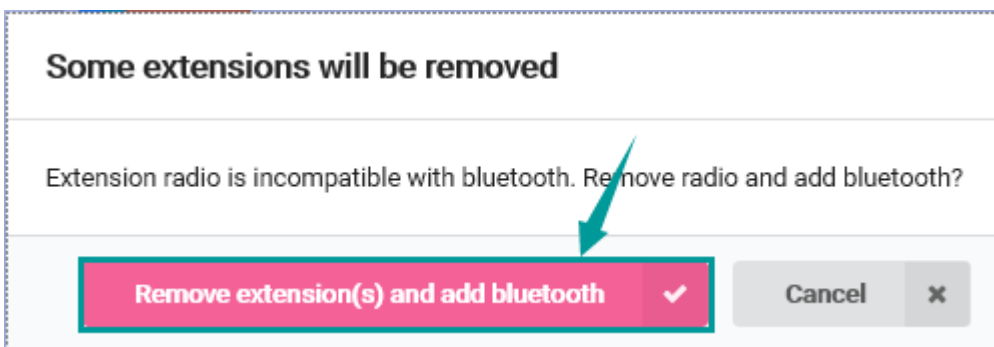
Open online Makecode editor

Import Hex profile (How to import?) , or click "New Project" and drag blocks step by step(add MecanumRobot extension library first)

(How to add MecanumRobot extension?)

As the Bluetooth and extension radio can't work together, therefore, their extension libraries are not compatible.

Therefore, remove extension(s) and add Bluetooth please if you see the following prompt box pop up.



(3) Test Code:

Code path:

File Type	Path	File Name



Hex file	KS4031(4032) folder/Makecode Tutorial/Makecode Code/Project 20.2: Multi-purpose Smart Car.hex	Project 20.2: Multi-purpose Smart Car.hex
----------	--	---

Complete Code:

```
on bluetooth connected
  show icon [Bluetooth]
  set connect_flag to 1
  while connect_flag = 1
    do
      set ble_val to bluetooth serial read until [ ]
      if ble_val = "a" then
        call car_forward
      else if ble_val = "b" then
        call car_left
      else if ble_val = "c" then
        call car_back
      else if ble_val = "d" then
        call car_right
      else if ble_val = "k" then
        call car_left_move
      else if ble_val = "h" then
        call car_right_move
      else if ble_val = "g" then
        call car_move_LF
      else if ble_val = "i" then
        call car_move_RF

function car_forward
  Motor Upper_left run Forward speed: speed_LF
  Motor Lower_left run Forward speed: speed_LB
  Motor Upper_right run Forward speed: speed_RF
  Motor Lower_right run Forward speed: speed_RB

function car_left
  Motor Upper_left run Back speed: speed_LF
  Motor Lower_left run Back speed: speed_LB
  Motor Upper_right run Back speed: speed_RF
  Motor Lower_right run Back speed: speed_RB

function car_right
  Motor Upper_left run Forward speed: speed_LF
  Motor Lower_left run Forward speed: speed_LB
  Motor Upper_right run Back speed: speed_RF
  Motor Lower_right run Back speed: speed_RB

function car_left_move
  Motor Upper_left run Forward speed: speed_LF
  Motor Lower_left run Forward speed: speed_LB
  Motor Upper_right run Back speed: speed_RF
  Motor Lower_right run Back speed: speed_RB

function car_right_move
  Motor Upper_left run Back speed: speed_LF
  Motor Lower_left run Back speed: speed_LB
  Motor Upper_right run Forward speed: speed_RF
  Motor Lower_right run Forward speed: speed_RB

function car_move_LF
  Motor Upper_left run Forward speed: 0
  Motor Lower_left run Forward speed: speed_LB
  Motor Upper_right run Forward speed: speed_RF
  Motor Lower_right run Forward speed: 0

function car_move_RF
  Motor Upper_left run Forward speed: speed_LF
  Motor Lower_left run Forward speed: 0
  Motor Upper_right run Forward speed: 0
  Motor Lower_right run Forward speed: speed_RB
```



```
else if ble_val == '1' then
  call car_move_lf
else if ble_val == '5' then
  car stop
else if ble_val == 'i' then
  Left Colorful LED turn ON
  Right Colorful LED turn ON
else if ble_val == 'u' then
  Left Colorful LED turn OFF
  Right Colorful LED turn OFF
else if ble_val == 'e' then
  call drift_left
else if ble_val == 'f' then
  call drift_right
else if ble_val == 'n' then
  if color_num < 9 then
    set color_num to color_num + 1
  call showcolor
else if ble_val == 'n' then
  if color_num > 0 then
    set color_num to color_num - 1
  call showcolor
else if ble_val == 'o' then
  function showcolor
    if color_num == 0 then
      strip show color red
    else if color_num == 1 then
      strip show color orange
    else if color_num == 2 then
      strip show color yellow
    else if color_num == 3 then
      strip show color green
    else if color_num == 4 then
      strip show color blue
    else if color_num == 5 then
      strip show color indigo
    else if color_num == 6 then
      strip show color violet
    else if color_num == 7 then
      strip show color purple
    else if color_num == 8 then
      strip show color white
    strip show
  forever
    if ble_val == 'p' then
      call tracking
function tracking
  if Left LineTracking == 1 and
  call car_left
else if Left LineTracking == 0
  call car_right
else if Left LineTracking == 1
  call car_forward
else
  car stop
function follow
  set servo to angle 90
  pause (ms) 500
  if Ultrasonic < 10 then
    call car_back
  else if Ultrasonic < 20 then
    car stop
  else if Ultrasonic < 40 then
    call car_forward
  else
    car stop
```



```
set speed_LF to parse to number ble_val
pause (ms) 100
serial write number speed_LF
serial write line

else if ble_val = 'w' then
set ble_val to bluetooth uart read until #
pause (ms) 100
set speed_LB to parse to number ble_val
pause (ms) 100
serial write number speed_LB
serial write line

else if ble_val = 's' then
set ble_val to bluetooth uart read until #
pause (ms) 100
set speed_RF to parse to number ble_val
pause (ms) 100
serial write number speed_RF
serial write line

else if ble_val = 'y' then
set ble_val to bluetooth uart read until #
pause (ms) 100
set speed_RB to parse to number ble_val
pause (ms) 100
serial write number speed_RB
serial write line

else if ble_val = 'q' then
call follow

else if ble_val = 'r' then
call avoid

else if ble_val = '5' then
car stop
set servo to angle 90

on start
serial redirect to USB
set speed_LB to 75
set speed_LF to 75
set speed_RB to 75
set speed_RF to 75
set color_num to 0
set strip to NeoPixel at pin PB with 4 leds as RGB (GRB format)
show icon

on bluetooth disconnected
show icon
```

Click "JavaScript" to view the corresponding JavaScript code: :

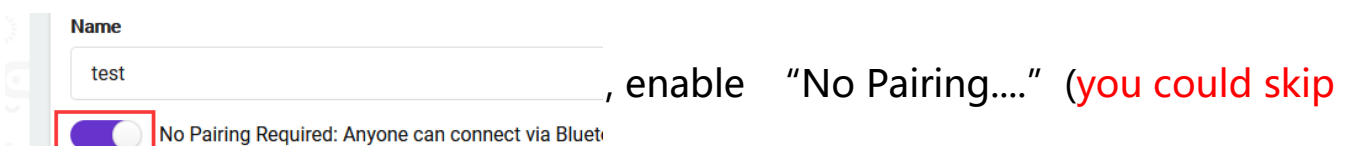


```
1 function car_back () {
2   mecanumRobot.Motor(LR.Upper_left, MD.Back, speed_LF)
3   mecanumRobot.Motor(LR.Lower_left, MD.Back, speed_LB)
4   mecanumRobot.Motor(LR.Upper_right, MD.Back, speed_RF)
5   mecanumRobot.Motor(LR.Lower_right, MD.Back, speed_RB)
6 }
7 function car_move_RF () {
8   mecanumRobot.Motor(LR.Upper_left, MD.Forward, speed_LF)
9   mecanumRobot.Motor(LR.Lower_left, MD.Forward, 0)
10  mecanumRobot.Motor(LR.Upper_right, MD.Forward, 0)
11  mecanumRobot.Motor(LR.Lower_right, MD.Forward, speed_RB)
12 }
13 function drift_left () {
14  mecanumRobot.Motor(LR.Upper_left, MD.Back, 0)
15  mecanumRobot.Motor(LR.Lower_left, MD.Back, speed_LB)
16  mecanumRobot.Motor(LR.Upper_right, MD.Back, 0)
17  mecanumRobot.Motor(LR.Lower_right, MD.Forward, speed_RB)
18 }
19 function car_left () {
20  mecanumRobot.Motor(LR.Upper_left, MD.Back, speed_LF)
21  mecanumRobot.Motor(LR.Lower_left, MD.Back, speed_LB)
22  mecanumRobot.Motor(LR.Upper_right, MD.Forward, speed_RF)
23  mecanumRobot.Motor(LR.Lower_right, MD.Forward, speed_RB)
24 }
25 bluetooth.onBluetoothConnected(function () {
26   basic.showIcon(IconNames.Heart)
27   connect_flag = 1
28   // ...
29 }
```

(4) Test Results:

This experiment combines the previous projects to make the car to perform actions by Bluetooth.

Enter [Makecode online editor](#) → [Projecting Settings](#) →



this step if you import test code directly)



Download code to micro:bit board, dial POWER to ON end, and connect the Bluetooth, then you can control the car via the Bluetooth App of mecanum_robot.

([How to download?](#) [How to quick download?](#))

9. Resources:

Download PDF files: <https://fs.keyestudio.com/KS4031-4032>

BBC microbit MicroPython:

<https://microbit-micropython.readthedocs.io/en/latest/tutorials/introduction.html>

MicroPython:

<https://docs.openmv.io/reference/index.html>

ustruct library:

<https://docs.openmv.io/library/ustruct.html>

math library:

<https://docs.openmv.io/library/math.html>

utime(sleep_us,tick_us) library:

<https://docs.openmv.io/library/utime.html#>