Getting Started with WeeeCode 3.0

By Carrie Teng at Weeemake

Getting Started with WeeeCode 3.0.0

WeeeCode 3.0.0 User Guide

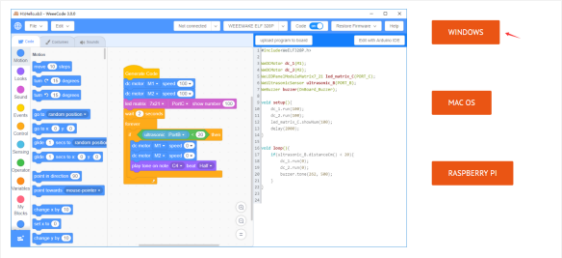
Based on open resource Scratch 3.0, WeeeCode3.0.0 is designed by Weeemake, an easy-to-use graphical programming. A variety of program code and programming teaching cases can be easily created by simply dragging and dropping.

A. Download and Installation

Please visit our website to download WeeeCode 3.0.0:
https://www.weeemake.com/en/download/

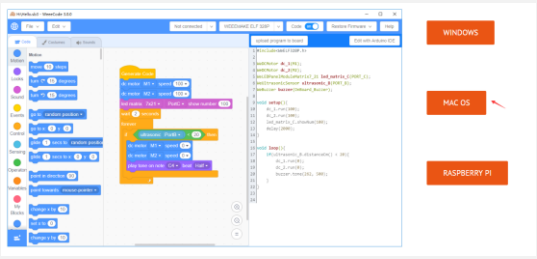
* For Windows User

1. Go to www.weeemake.com/en/download/ and click WINDOWS.
2. Follow the steps of the software prompt to install the software and driver.



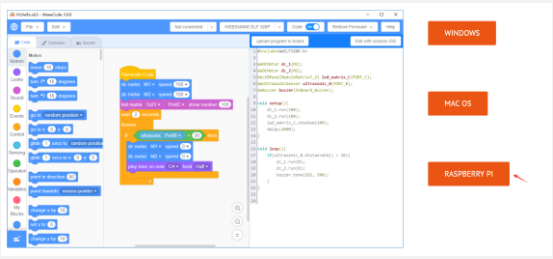
*For Mac OS User

1. Go to www.weeemake.com/en/download/ and click MAC OS.
2. Follow the steps of the software prompt to install the software and driver.

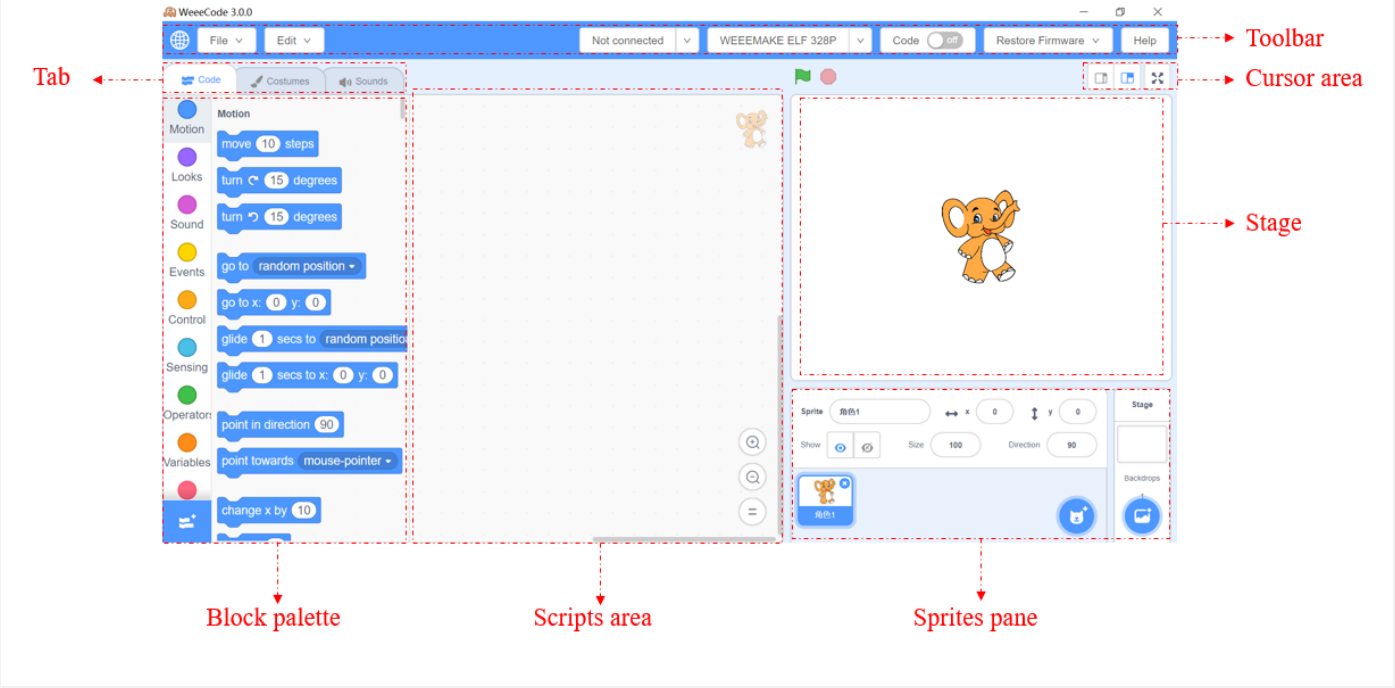


*For Raspberry Pi User

1. Go to www.weeemake.com/en/download/ and click RASPBERRY PI.
2. Follow the steps of the software prompt to install the software and driver.

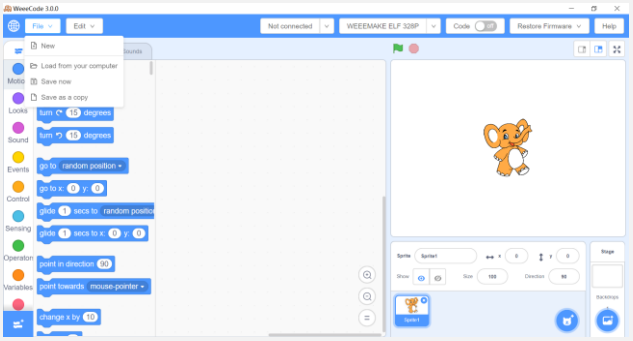


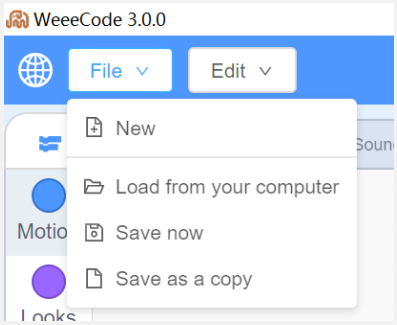
* WeeeCode 3.0.0 Introduction



The elephant in stage area is called the Sprite. The Sprite will NOT respond to Robot commands.
Block palette contains all the program blocks. Drag these to the right to create programs.
Scripts area is the program panel, fit program blocks together here to tell the robot what to do.

To start a new project, click “File” >> “New”.
To load a project, click “File” >> “Load from your computer”.
To save a project, click “File” >> “Save now”.
To modify and save a project, click “File” >> “Save as a copy”.





※ Tab: It contains the block palette, costume pane, and the sound pane, to control the action, costume and audio of the sprite.

※ Toolbar: An area for operation of project file, software port mode, serial connection and program uploading, mainboard selection, software use language, and software update.

※ Cursor area: It contains copy, delete and zoom out/in buttons, which are used to manipulate the roles on the stage.

※ Block palette: It is here that categories of blocks are color-coded and can be clicked to bring up a new set of blocks that can be dragged into the scripting area to program a sprite or the stage.

※ Scripts area: Drag Blocks into the scripts Area. These then can be combined with other blocks to form scripts.

※ Stage: An area for interaction among sprites, or between sprites and users, and it is also a place to display the running effect of programs.

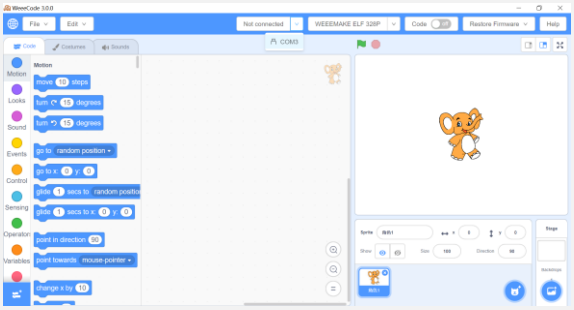
※ Control Button: green flag button for starting a program and ret dot button for stopping the program.

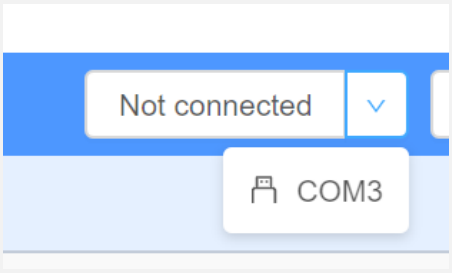
※ Sprites pane: The area where all the role prototypes are shown, where you can see the name of characters, rotation direction, location and so on.

B. Set up

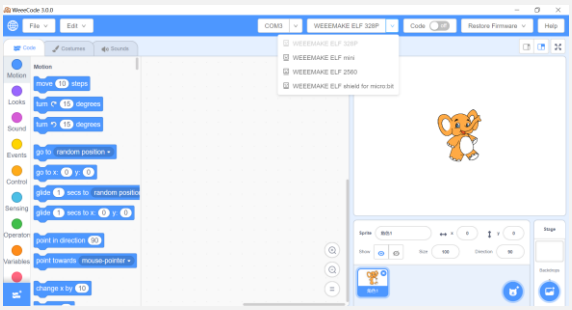
Once software installed, your computer can identify Weeemake robot. Follow below steps to connect your co

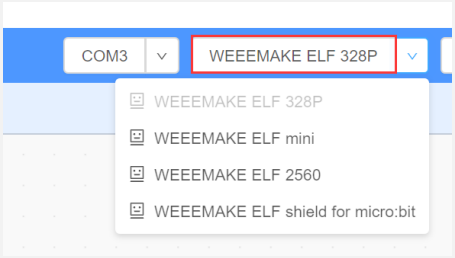
1. Use USB cable to connect your robot to your computer.
2. Launch the WeeeCode software on your computer.
3. Click "**Not connected**" and select serial port "**COM3**" for your robot.





4. Select the type of mainboard.





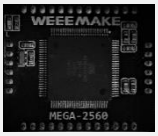
5. If the connection is successful, the signal light on the microchip will stops after blinking a few times.

Reminder: you can check the microchip on the mainboard to confirm the type of mainboard.

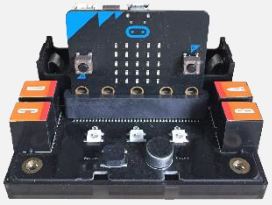
WEEEMAKE ELF 328P

WEEEMAKE ELF mini

WEEEMAKE ELF 2560



WEEEMAKE ELF shield for micro:bit



* Connect through Bluetooth Dongle Module

The main function of Bluetooth dongle is created a serial port for wireless transmission of data, get rid of the limitation of USB cable, the control distance can exceed 10m.

* Connection Method:

1. Plug the Bluetooth 2.4G adapter into the USB port of computer.
2. Turn on the mainboard, the blue signal light on the Bluetooth module will be flashing.
3. Press the button of the Bluetooth 2.4G adapter, it will automatically connect with the Bluetooth with the strongest signal strength nearby.
4. The connection is successful; the status light will be on constantly.

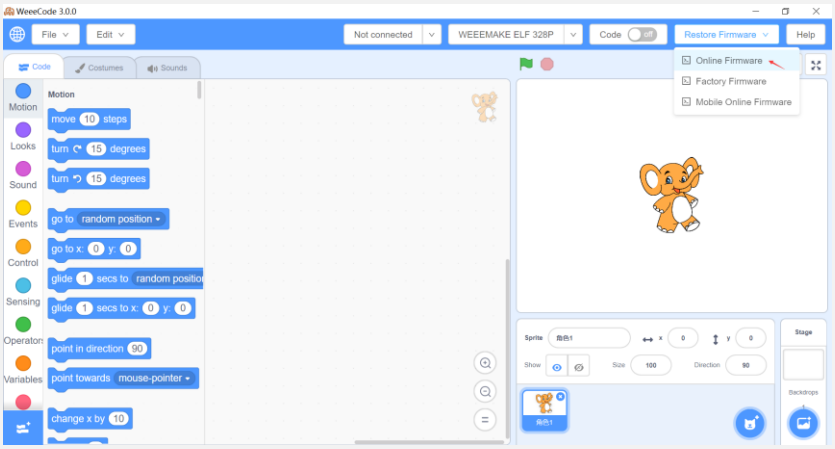
C. Programming

Online Programming

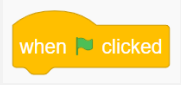
1. Restore Online firmware

Please note you should restore the online firmware if you want to run a program on computer without uploading it.

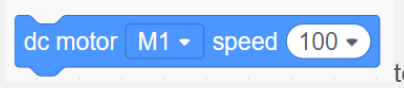
To restore the online firmware, after connection, please click:
"**Restore Firmware**" >> "**Online Firmware**".



2. Test

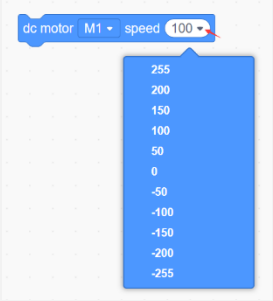
a). Click and drag 

as a start block to edit a new programming.

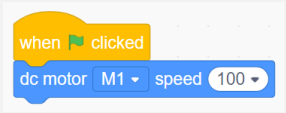
b). Click and drag 

to fit underneath the start block panel, just like building blocks, and then choose a speed of 100.

You can click the tiny down arrow next to 0 to change the speed.
The forward speed range is -255 ~ 255, a positive number represents the forward, a negative number represents the backward, and a rotational speed of 0 represents a standstill. The larger the number, the faster the speed, and the 255 indicates that the motor is 100% dynamic.



c). The blocks should fit together like this:

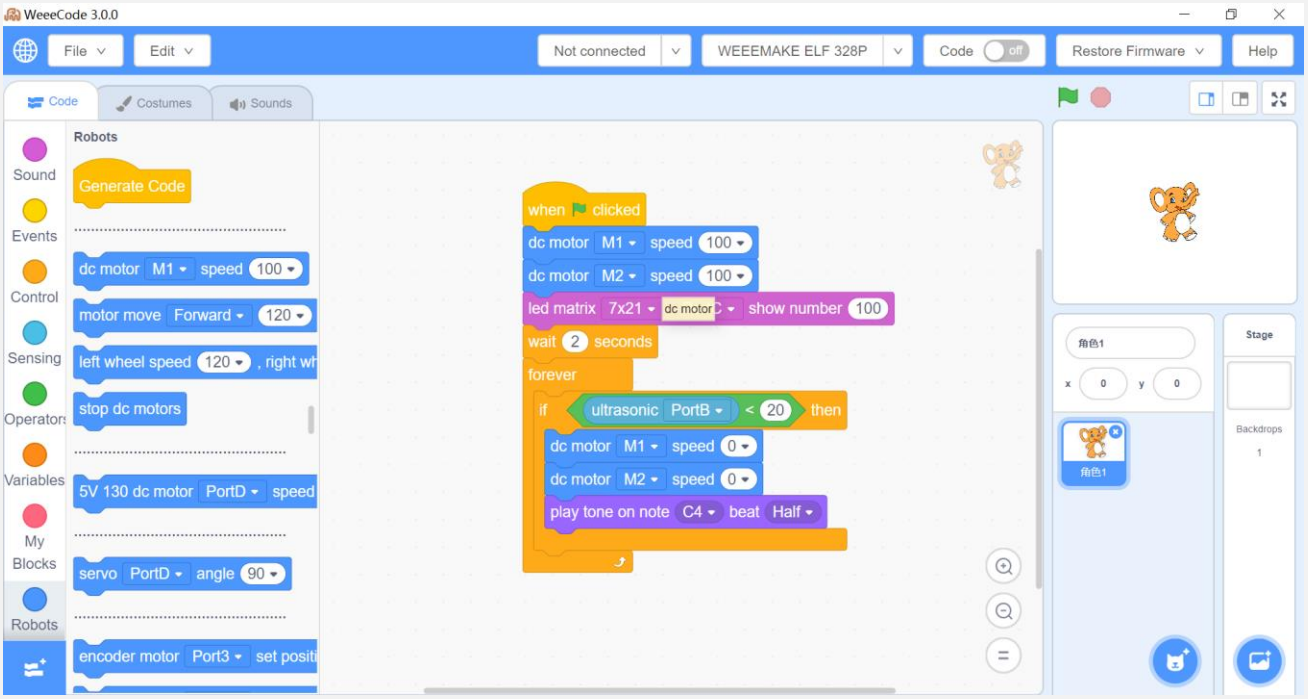


3. Sample

a). Restore the online firmware after connection.

b). Drag  into scripts area to start your project.

c). You can click the green flag to test.

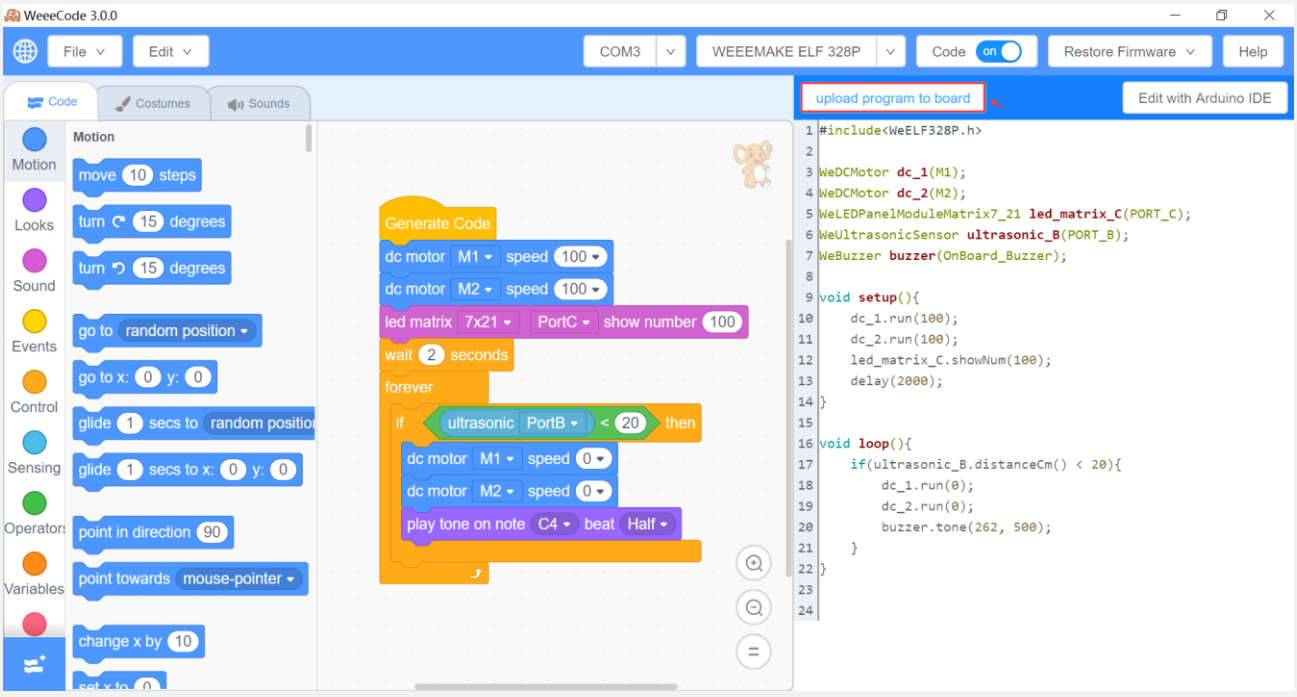


Tips: When you run the programming, the robot must stay connected with your computer all the time.

Offline Programming

You can upload the project to the mainboard of robot and robot will run the program without computer connection.

1. Create your programming with block “**Generate Code**”.
2. Take the Code button to “**On**” and click “**upload program to board**”.



Tips: Whatever mode, if you want to transcode by on button, you should add Generate Code block to your pr

*Restore Factory Firmware

Please remember to restore the firmware program to your robot after coding, so the default function of IR remote control and APP control will not be influenced.

To restore factory firmware, after connection, please click:
"**Restore Firmware**" >> "**Factory Firmware**".