



raspikidd

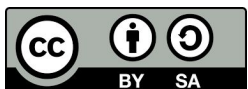


Internet
Required

GETTING STARTED

WITH

MAKECODE

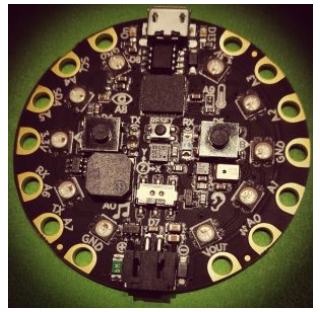


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GETTING STARTED



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WHAT IS MAKECODE?

MakeCode for adafruit is a physical computing web-based JavaScript code editor, which can be used with a block interface like Scratch. MakeCode is cross-platform and available through all major browsers at:

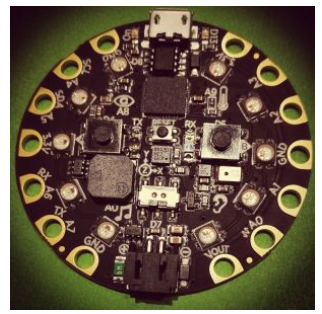
<https://makecode.adafruit.com/>

KEY FEATURES

- Runs in a web browser, so there is nothing to install
- Cross-platform will work in most modern browsers
- Compiles code within the browser
- Block-based and JavaScript, the code can be created by dragging blocks or typing JavaScript
- Works offline, the web browser stores the editor in the cache memory, once it has loaded.



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EDITING BLOCKS

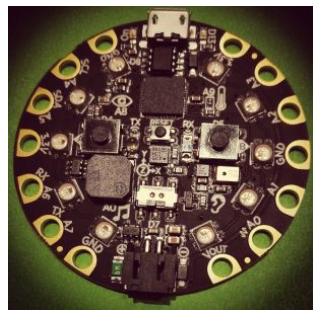
Using the block editor is the easiest way to get started with makeCode. By dragging and dropping blocks from the category list. Every time you update the code blocks the simulator will automatically restart and run the code. Meaning you can test your code before downloading it to the Circuit Playground Express (CPX).

CREATING CODE

Let's create some code that blinks the 10 neopixels on and off.



GETTING STARTED



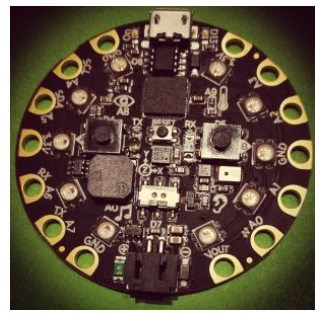
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CREATING CODE





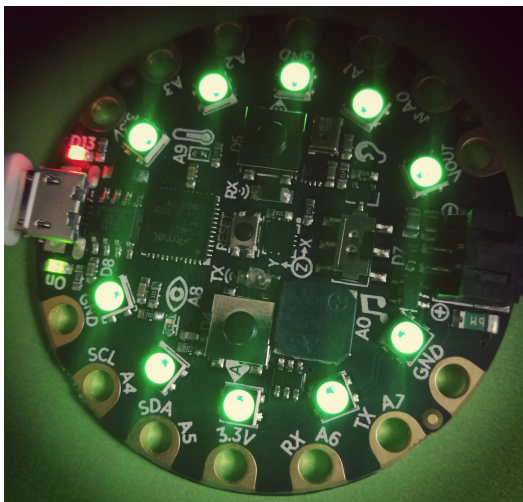
GETTING STARTED



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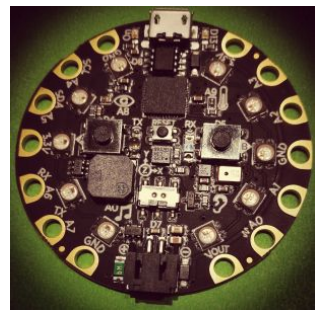
ACCESSING BOOTLOADER

1. Connect the Circuit Playground Express to your computer using a Micro USB cable.
2. Press the reset button once to access the bootloader mode. **NOTE: if the board was previously running circuit Python or Arduino software, you may need to press the reset button twice.** You will know that the Circuit Playground Express is in bootloader mode as all the neopixels turn green. See image below.
3. You should now see a new drive appear in your file manager called "CPLAYBOOT"





GETTING STARTED



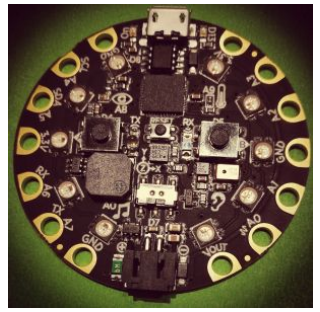
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COMPILING & DOWNLOADING CODE

1. Make sure your code is running correctly on the simulator
2. Click on the Download button
3. Open the folder containing your downloaded code usually downloads
4. Drag the code file to the "CPLAYBOOT" drive
5. Once the code has finished loading, you will see your program running on the Circuit Playground Express.



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RUNNING CODE

If you unplug your Circuit Playground Express and plug it back in, your code may not run automatically. All you have to do is press the reset button then your code will run.

If you want to edit your code you can use the same downloaded file. All you have to do is drag and drop it back to the makeCode website.

CHALLENGE

Why not try and change the colour of the Neopixels.

HINT: Try clicking on the colours in the centre of the neopixel ring in the coding area.