

Installing the Artbotics library and Ardublock

Note: You must install and run the Arduino IDE at least once before installing Artbotics and Ardublock. Please go to arduino.cc/en/Main/Software and follow the installation instructions for your system and then run the program before continuing.

Step 1 Download the Artbotics library from our website Artbotics.com under **How to, Arduino,** and **Arduino C++**. The link to the library will be under **Software Guides** shown below.

Software Guides

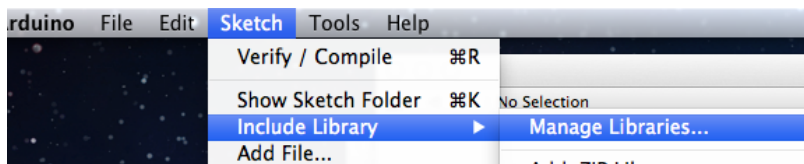
[Download the Arduino Software \(IDE\)](#)
[Download the Artbotics Arduino Library and Ardublock](#) ← download this
[How to install the Artbotics Arduino Library and the Artbotics version of Ardublock](#)

Note: Ardublock is an open source project with many more tools than our version which is slimmed down for Artbotics. For the full version please go to [Ardublock's SourceForge](#) page.

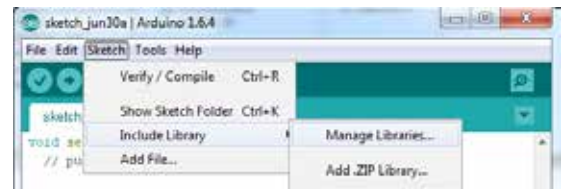
Step 2 Once downloaded unzip the contents and copy the **tools** folder into your **Document/Arduino/** folder and copy the **Artbotics** folder into your **Documents/Arduino/libraries** folder.

Note: The **Arduino** and **libraries** folders are generated the first time you run the Arduino IDE, there may not be a **tools** folder by default.

Step 3 Now open up your Arduino IDE and go to **Sketch, Include Library,** then **Manage Libraries**

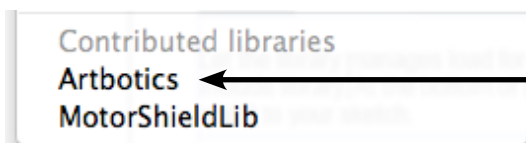


Mac OSX



Windows

Let the library manager load for a moment and when it is finished, close the library manager window. Now when you go back to **Sketch** and **Include library**, at the bottom of the drop down list you should see **Artbotics**. Double click **Artbotics** to add it to your sketch (code) if you plan on using just the Artbotics library.



This should appear at the bottom of the list

Step 4 From the adjacent **Tools** menu to the right of **Sketch**, select from the drop down menu **Ardublock**. This will open a new window (pictured on the next page) showing the **block drawer** on the left as a column and a gray box in the middle which is a **programming area**.

Ardublock

This is the ArduBlock Programming Tool

Block Drawers:

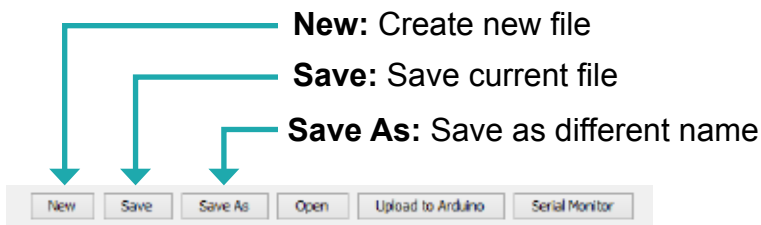
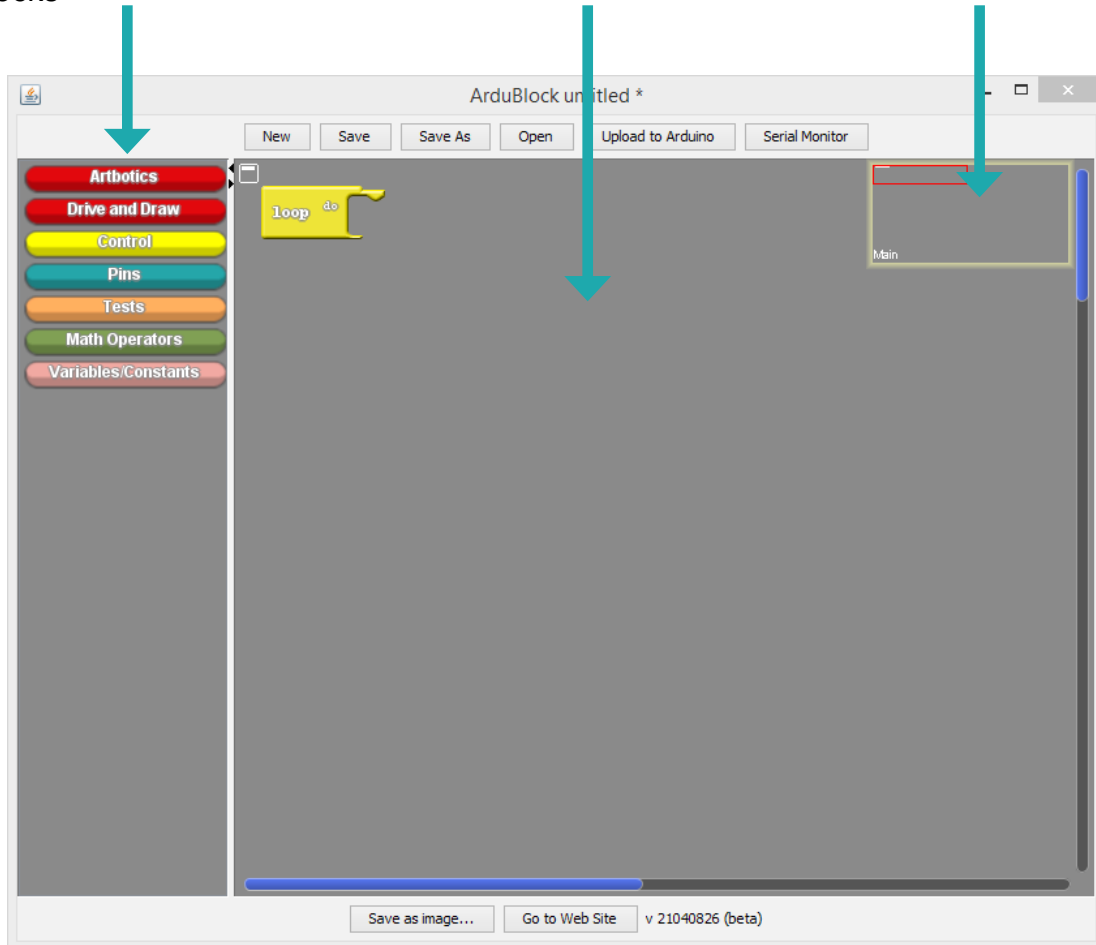
Each contain coding blocks

Coding Area:

Area to drop and arrange coding blocks

Overview:

Quickly jump to sections of your code



New: Create new file

Save: Save current file

Save As: Save as different name

Open: Open saved file

Upload to Arduino:

Put code on to your Arduino

Serial Monitor:

Read and write data to and from your Arduino

With this programming tool we will be able to design code and upload it to the Arduino Uno. By following these steps you will be able to drive motors for an interactive sculpture.

All the while we encourage you to explore and play with the provided coding blocks.