

Airblock App Guide

Now, let's take a look at how to program your Airblock using the graphical programming feature in this guide file.

I. Select "Create"

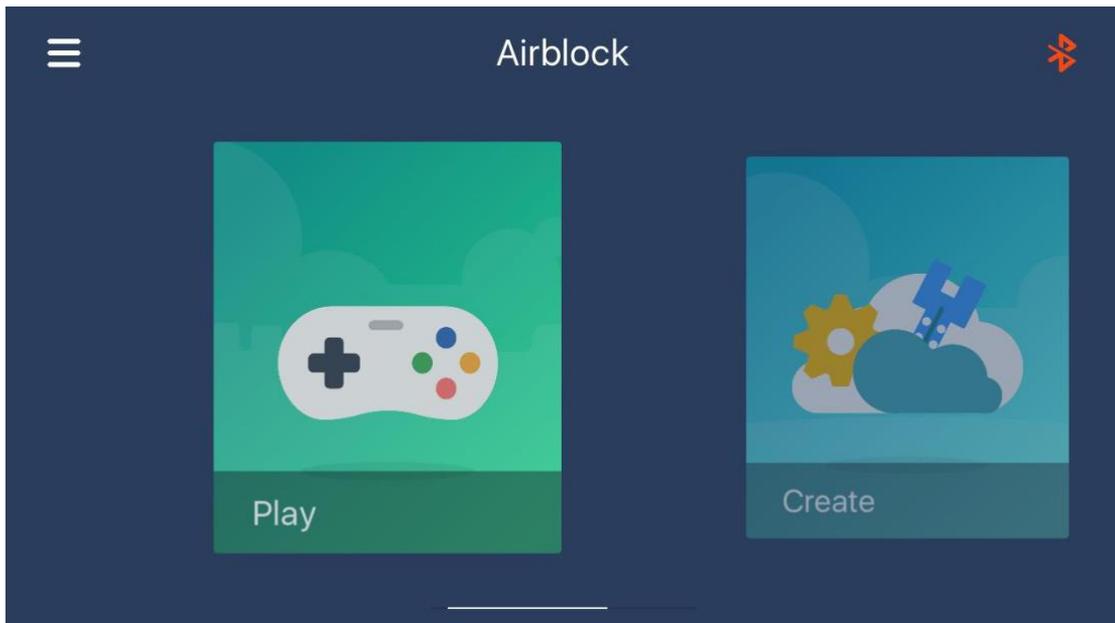


Figure 1

- Connect your Airblock to the app via Bluetooth. Then, select the correct device in the app.
- Tap "Create" on the right to switch to the programming interface (as shown in Figure 1).

II. Create a “Control Panel”

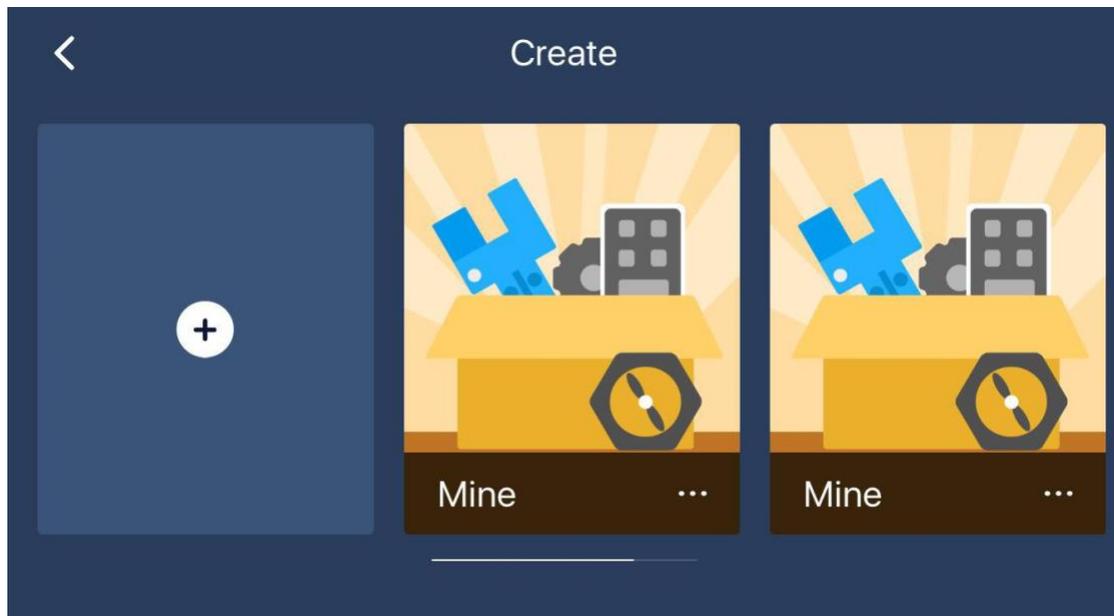


Figure 2

- Tap the icon  on the right to create a control panel for later programming (as shown in Figure 2).
- All your programs will be saved in the control panel, so you can directly open the panel to design your programs. By swiping to the left, you are able to preview all the saved panels.
- The panel you set up will appear on the programming page. Tap the icon  to edit, rename or delete the control panel (as shown in Figure 3).

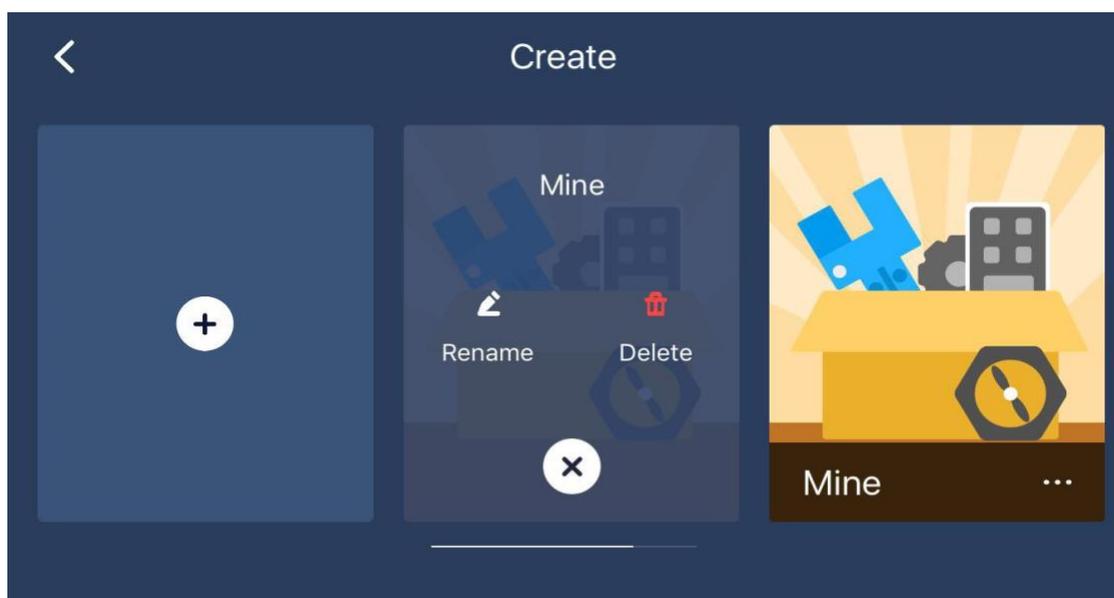


Figure 3

III. Airblock modes

Before going to the programming interface, you should select the correct device mode first. It is because each device mode has its specific controls and coding blocks (as shown in Figure 4).

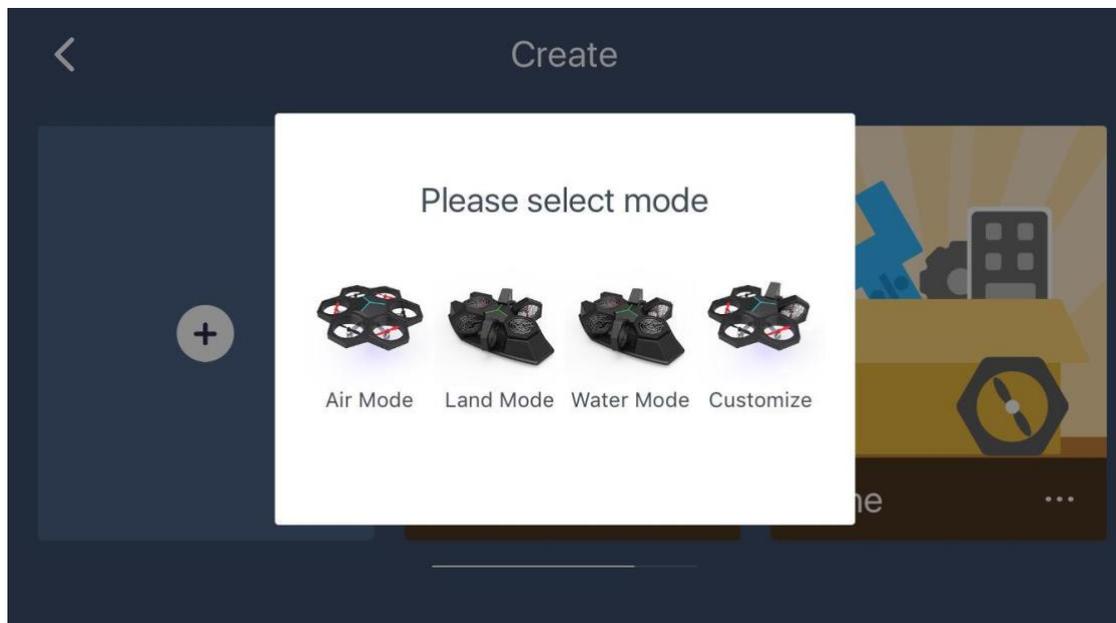
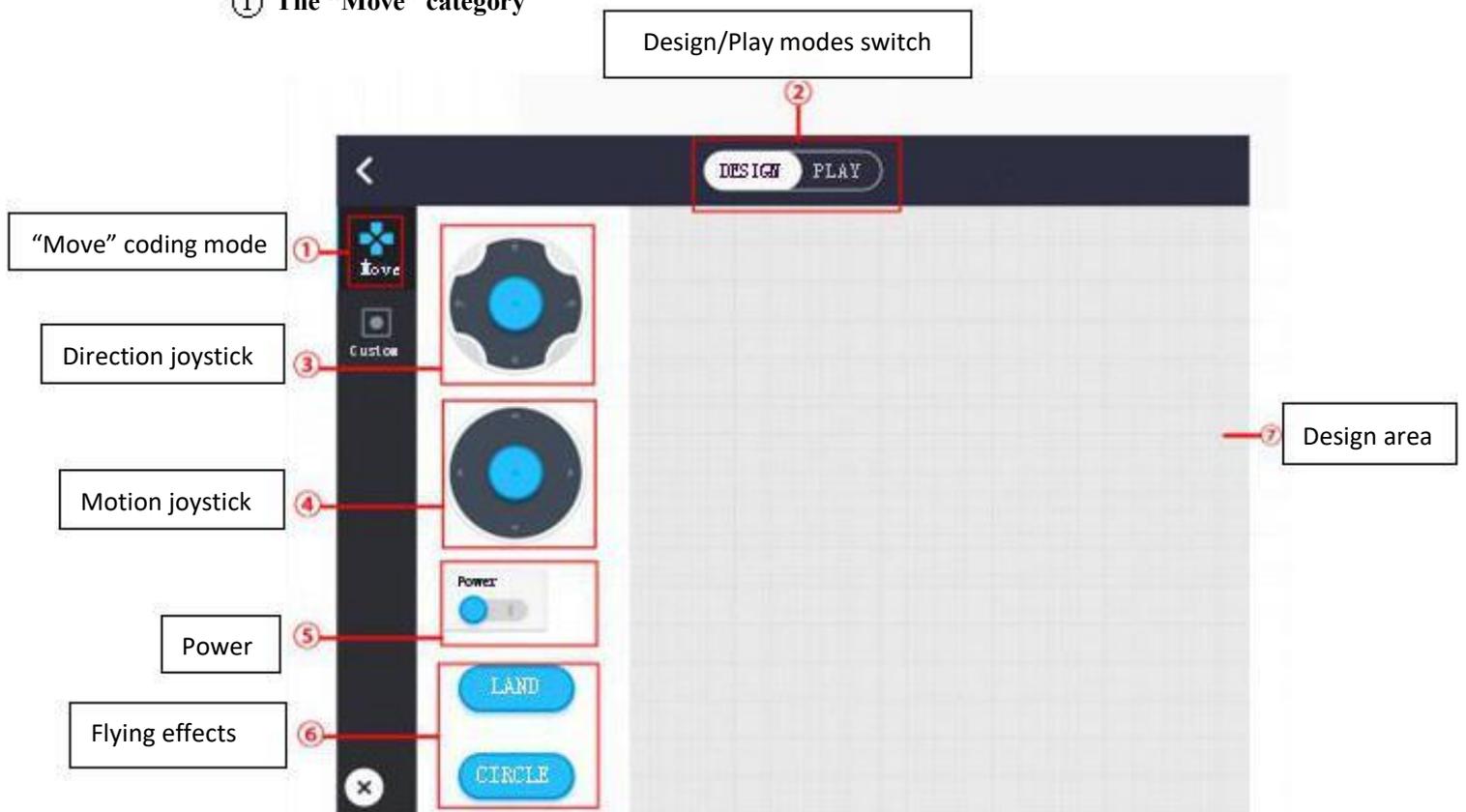


Figure 4

1. Air Mode

① The “Move” category



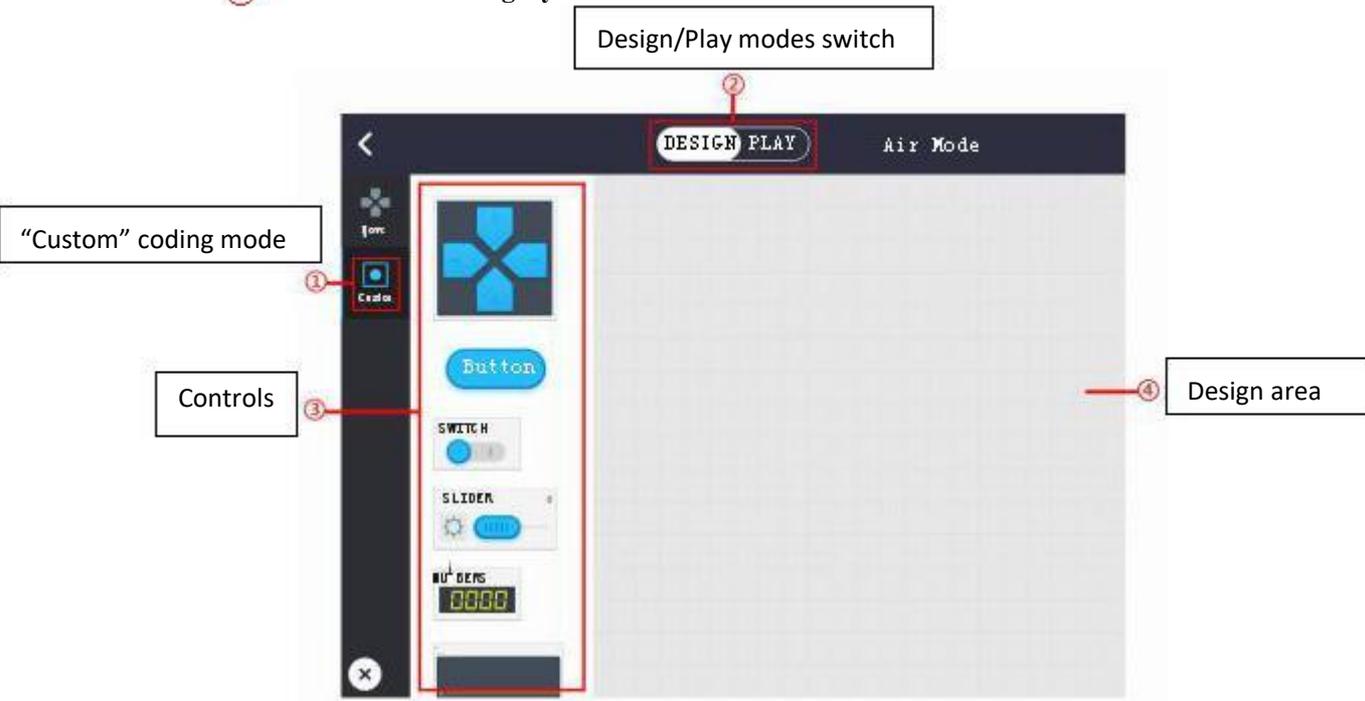
All the keys in the “Move” category have preset programs. The way to use them is quite simple: drag the keys to the design area.

■ Flying effects

LAND	Tap the icon to give the aircraft a smooth landing.	ROLL	By default, the aircraft will hover after doing a backward roll in the air.
CIRCLE	The aircraft flies forward and meanwhile circles clockwise for 3 seconds.	SHAKE	The aircraft shakes for 0.5 secs during the flight.
S-CURVE	The aircraft rotates clockwise by 90 degrees for 1 second when flying forward. Waiting for 1 sec, the aircraft continues to fly forward and meanwhile rotates by 12 degrees for 1 sec.	SPIRAL RISE	The aircraft rises in a spiral curve for 2 secs.
TRIANGLE	The aircraft flies in a triangle route.	ESCAPE FROM CEILING	The aircraft escapes from the ceiling.

The “Move” category has eight built-in flying effects. But you can customize those flying effects yourself: in the Design area, tap the key to change its default parameters.

② The “Custom” category



■ Functions of “Custom” controls



Arrow keys
The control has four keys representing four different directions. Players can write specific programs for each of the keys as they like.



Button
The button can be “pressed” or “released”. Players can write specific programs for each of the status.



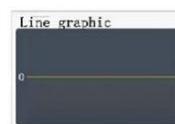
Switch
The switch can be “turned on” or “turned off”; players are able to write specific programs for each of the status. We will use the switch when we need to make programs run automatically.



Slider
Players can move the slider from left to right to output a value (1-100). Sometimes, players might need to use the slider to change the value of one specific parameter, like motor speed, light intensity or color settings.



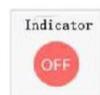
Numeric display
The control displays four-digit numbers, so it is mainly used to display the variables of programs or values of sensors.



Line graphic
The line graphic is used to show data and visualize a trend in data over intervals of time.



Dashboard
The dashboard is used to offer a visual display of changes in data.



Indicator
The indicator is used to tell players whether a conditional statement is true or false. And it can show “ON” and “OFF”: “on” for true and “off” for false.

③ Design/Play

By sliding the toggle “Design/Play”, you can switch between the two modes.

- Design You can design the coding blocks here.
- Play Switch to the “Play” interface after you finish programming the controls. Here, you can manipulate your device using the previously programmed controls.

2. Hovercraft - Land Mode

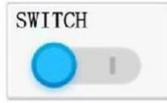
3. The “Move” category

■ Driving effects controls

	The hovercraft moves in a S-shaped route.
	The hovercraft first moves forward for 1.5 seconds. Waiting for some time, the hovercraft turns right by 150 degrees.
	The hovercraft suspends on the land.

② The “Custom” category

■ Functions of “Custom” controls

	Arrow keys The control has four keys representing four different directions. Players can write specific programs for each of the keys as they like.		Numeric display The control displays four-digit numbers, so it is mainly used to display the variables of programs or values of sensors.
	Button The button can be “pressed” or “released”. Players can write specific programs for each of the status.		Line graphic The line graphic is used to show data and visualize a trend in data over intervals of time.
	Switch The switch can be “turned on” or “turned off”; players are able to write specific programs for each of the status. We will use the switch when we need to make programs run automatically.		Dashboard The dashboard is used to offer a visual display of changes in data.
	Slider Players can move the slider from left to right to output a value (1-100). Sometimes, players might need to use the slider to change the value of one specific parameter, like motor speed, light intensity or color settings.		Indicator The indicator is used to tell players whether a conditional statement is true or false. And it can show “ON” and “OFF”: “on” for true and “off” for false.

③ Design/Play

By sliding the toggle “Design/Play”, you can switch between the two modes.

- Design You can design the coding blocks here.
- Play Switch to the “Play” interface after you finish programming the controls. Here, you can manipulate your Airblock using the previously programmed controls.

4. Hovercraft - Water Mode

① The “Move” category

② The “Custom” category

■ Functions of the controls



Arrow keys
The control has four keys representing four different directions. Players can write specific programs for each of the keys as they like.



Numeric display
The control displays four-digit numbers, so it is mainly used to display the variables of programs or values of sensors.



Button
The button can be “pressed” or “released”. Players can write specific programs for each of the status.



Line graphic
The line graphic is used to show data and visualize a trend in data over intervals of time.



Switch
The switch can be “turned on” or “turned off”; players are able to write specific programs for each of the status. We will use the switch when we need to make programs run automatically.



Dashboard
The dashboard is used to offer a visual display of changes in data.



Slider
Players can move the slider from left to right to output a value (1-100). Sometimes, players might need to use the slider to change the value of one specific parameter, like motor speed, light intensity or color settings.



Indicator
The indicator is used to tell players whether a conditional statement is true or false. And it can show “ON” and “OFF”: “on” for true and “off” for false.

③ Design/Play

By sliding the toggle “Design/Play”, you can switch between the two modes.

- Design You can design the coding blocks here.
- Play Switch to the “Design” interface after you finish programming the controls. Here, you can manipulate your device using the previously programmed controls.

5. The “Customize” mode

The “Customize” mode offers users a chance to DIY programs.

① The “Move” category

② The “Sense” category

Tip: The “Customize” mode allows users to set up programming commands for each module, helping users achieve what they want.

IV. Set up and edit controls

The controls come with a variety of features. And designing the controls is quite an easy thing.

■ Set up controls

In the Design mode, drag the controls you want to set up to the Design area on the right. You can rearrange the controls as you want (as shown in Figure 5).

■ Edit controls

Tap the control you want to edit. Its name will appear on the left. You can rename the control, program it or delete it if necessary (as shown in Figure 6).



Figure 5

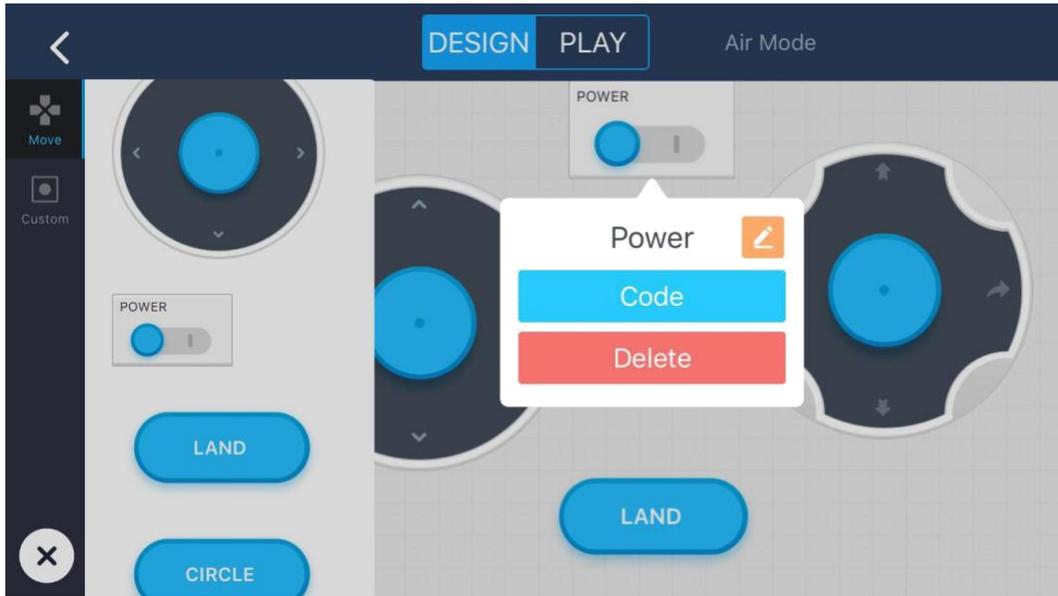


Figure 6