MC 4.0 coding | robotics | aiot



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CODER

Empowering the Next Generation of Makers and Coders

قائمة الأجزاء | Part List | Lista de partes



MC4.0 controller | controlador MC4.0 | MC4.0



Chassis | Chasis | الهيكل



Encoder motor Module | Módulo motor codificador | وحدة التحكم بالمحركات



Battery Module | Módulo de batería | وحدة بطارية





DC Encoder Motor | DC Motor codificador | محرك مستمر مع مشفر







عجلات ميكانيوم | Mecanum wheel | Rueda Mecanum |



RGB Line-Follower sensor | Sensor seguidor de línea RGB | حساس ألوان تتبع الخط



Ultrasonic sensor | Sensor حساس مسافة فوق الصوتي | ultrasónico



|Screwdriver | Destornillador مفك براغي



Motor shaft coupling | Acoplamiento del eje del motor | محور اقتران المحركات



Brass Studs | espaciadores | مباعدات



Screws M3x30 | Tornillos M3x30 | براغی قیاس 3x30



| Screws M3x25 | Tornillos M3x25 براغي قياس 3x25



Screws M4x8 | Tornillos M4x8 | براغی قیاس _{4x8}



| Screws M4x10 | Tornillos M4x10 براغی قیاس 4x10



| Nueces M3 | Nueces M3 صامولة قياس 3 ملم





Motors Cables | Cables de motors | أسلاك المحركات | Grove Cables | cables de Grove أسلاك نوع Grove

What is MC4.0 made of | De qué está hecha MC4.0 | مما يتكون MC4.0



مفتاح التشغيل6 ثواني للإغلاق | Power ON 6 seconds OFF | Interruptor de Encendido, 6 segundos APAGADO منفذ البرمجة نوع USB TYPE-C | USB TIPO-C | C منفذ PORT A - I2C | PUERTO A - I2C | A شاشة لمسبة | Touch Screen | Pantalla táctil What else do you find inside? شاشة عرض قياس 2 انش | LCD de 2" 320x240 | لا LCD de 2" 320x240 ¿Qué más encuentras dentro? مفتاح إعادة التشغيل | Reset Switch | Interruptor de reinicio ماذا تحد بالداخل أبضا مؤشر ضوئی | CONDUJO | LED قارئ ذواكر | SD Card | Tarjeta SD 8 AR EN SD IMU IMU وحدة قياس الزاوية 1W Speaker Altavoz de 1W مکبر صوت ا وات **Real Time Clock** Reloj en tiempo real ساعة الوقت الحقيقى بطارية ٣,٧ فولت / ٣٩٠ مللي أمبير 3.7v/390 mA Battery Batería de 3.7 V/390 mA Vibration Motor Motor de vibración محرك أهتزاز Microphone Micrófono ميكروفون

Assembly Instructions

Assemble your educational robot and start your Robotic journey

MC4.0 is the world's most ingenious Multi-coding robotics AloT kit for every student from school to university to learn all STEM concept (Science, Technology, Engineering, Mathematic) and experience the charm of mechanics, electronics, control system and computer science.













WWW.MAKERANDCODER.COM

Let's wire up your robot and bring it to life!

Whether you're a beginner or an advanced learner, MC4.0 offers a comprehensive set of wiring instructions to help you understand the principles of electronics and control systems.



Get Started

Ready to unleash the full potential of your MC4.0 kit

Let's get started with your MC4.0 kit! In this section, we'll guide you through the steps to operate your robot and connect it to the Wi-Fi network, so you can start exploring the world of robotics and AloT.

Connect Method

Start!

MC4.0 offers two programming options: cable-based and wireless over the internet. Both firmware versions have the same features, but the web version has the added benefit of wireless communication and IoT capabilities. While the web-based and offline IDEs may appear similar, there is one key difference: to use the web IDE, you need to connect MC4.0 to a Wi-Fi network first, and use the device API key to pair it with the web IDE.



🗹 WiFi Config

2

- 1. Short press the power button on the left side of the MC4.0 for 2 seconds to turn on, and the Maker and Coder Logo appears on the screen. After entering the main page, press the "Setup" button on the screen
- In the Wi-Fi option, press the start button of the config Wi-Fi by web option, and the device will automatically restart.



WiFi Connection

3

3. Once the device is up and running, you'll see the WiFi Config page. Simply find the device SSID hotspot name, and jump to your mobile phone, Tablet, iPad, or computer's WiFi settings, and connect to it to proceed.



🗹 WiFi Setup

4. Open the browser to access 192.168.4.1, and enter the WiFi information in the pop-up page to configure it successfully Network distribution (note: special characters such as "space" are not allowed in WiFi information). After the configuration is successful, the device will automatically restart. And enter the online programming mode.



Pairing with UiFlow

5

5. Open your browser, enter the URL flow.m5stack.com and use the API KEY shown on the device, and from the devices menu, chose Core2 Device



USB Cable Connection

6

When programming with the offline version of UIFlow, you need to configure the device to USB mode.

- 1. Short press the power button for 2s to start the device
- 2. After the menu appears on the screen, quickly click the UIFlow option.
- 3. Select the USB mode.
- 4. Select the corresponding port in the configuration box of UIFlow Desktop IDE, and the programming device, click OK to connect.



installing UiFlow IDE

To install the UiFlow IDE on your device, scan the QR code and open the link in your web browser. Then, choose the suitable operating system and click on the 'Install' button to proceed. Once the installation is complete, open the IDE and remember to select the correct COM port and device before programming your MC4.0 kit.

END



Block-Based programming

Discover the simplicity of block-based programming with UiFlow!

Block-based programming with UiFlow is designed to be easy and simple, even for beginners. In this section, we'll show you how to use UiFlow to create code for your MC4.0 kit in a fun and interactive way. With a visual interface similar to Scratch, UiFlow makes it easy for anyone to start programming and bring their ideas to life.



"Hello world" has long been held as the induction to programming, regardless of what language is being taught. It teaches the most basic of programming concepts and prints "Hello World" to the screen of the device. While it may sound simple, even some seasoned programmers may use this code as a test when trying a new language or device for the first time. Once we have learned the hello world program it will give us the confidence to go on to learn more advanced things.





Click on the UI section of the blocks menu and you'll notice there is a sub-menu entitled "label" Inside the label we'll find a bunch of different blocks which can be used to program the text label. We will choose the first in the list for now "Label (label_name) show [text] Drag this block into the coding area and connect it up to the setup block. Now we can enter "hello world" inside the text field, or any other message for that matter of fact.



Now you've created your very first program. That was easy, wasn't it? Now in order for it to run on the MC4.0 we need to make sure that your WiFi setup is done, or your USB cable is connected and that you have entered into USB mode as instructed explained earlier.

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Label Setup						
Label	2 8 8 8 9 8 8 8 8 9					
Label Label Storen						
► Hardwares						
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► MediaTrans						
Image: Second						
The Math						
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	Download					
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Adding images to your MC4.0 screen is a breeze with UiFlow. Simply drag and drop the 'Image' object from the left menu to your desired location on the screen. From the pop-up message, you can easily upload your image. Be sure to keep your image size under 50KB and its dimensions no larger than 320x240 pixels to ensure optimal display.

Start by dragging a Image on to the UI Manager from the left panel.	2 Set your image position	· 3	Upload the image	
VI.11.5 Project main			Blockly	> Python
S Label	search Q			
Button	Event	Setup and a		1877 - 1878 - 1877 -
Live Dauch Bauch Bar Switz	image0 Name: image0 X: 0 > Unit Y: 0 Image Path: default.png ~ Re Laver: 5			
	► Modules ► IoTCloud			
	Remote+			
Units Stamps	EzData			· 4 · 6 · 6 · 6 · 6 · 6 · 6 · 6 · 6 · 6 · 4 · 6 · 6 · 6 · · (4 · 6 · 6 · 4 · 6 · 6 · 6 · 6
	► MediaTrans			
	Variables			

Once you've uploaded your image, be sure to select it from the list of uploaded images in the pop-up message. The selected image will be displayed on both the UiFlow screen and your MC4.0 device's screen



2 RGB Color

Get ready to add some color to your MC4.0 project! In this next example, we'll explore the RGB bar located at the bottom of MC4.0 With UiFlow, you can easily adjust the RGB values to create your own custom colors and make your project pop. Let's dive in!

So let's getstarted



Adjusting the length of the sliders changes the intensity of each color, allowing you to create a wide range of colors. Keep in mind that the maximum value for each color is 255, so adjusting the sliders to the desired length within that range will give you the

best results.

By clicking on the Slider the pop-up window will appear and you can change the position, width, and Max value as shown



To make things even easier, we can label the sliders with the letters R, G, and B to correspond with each color channel. With these labels in place, we can easily add the necessary blocks to control the RGB LED on the MC4.0.

RGB Color R G B O O

To begin programming the RGB example, you must ensure your program runs continuously. To achieve this, you will add an infinite loop to your code. Next, you can find the specific block for the RGB bar under the 'Hardware' tab in UiFlow. For each color, you will use the corresponding color from the sliders

Silders.	(4) c	lick on the Event blocks - elect loop block	Drag it into the coding area and connect it to the setup block	
Project main	Search Event • UI • Hardwares • Units • Stamps • Modules • IoTCloud Remote+ EzData	Buddy () Pythor Event Load Examples (Timer) Dop ution A * WasPressed obtain button A * WasPressed A * is pressed *		
		click on the RGB blocks - select set RGB Bar Color block	B Drag it into the coding area and connect it to the Loop block	
RGB Color	v tch Event VI VI VI VHardwares Speaker Microphone RGB IMU RTC	Blockly () Python RGB .cod Examples (Breathing RGB) .cod Examples (Breathing RGB) .cod Examples (Battery Animation) Set RGB Bar color Set RGB Bar color	Entrop Loop Bert RCB Bar coor R	



Once you have finished, you can click on the 'Run' button located in the bottom right-hand corner of the screen. From there, adjust the R, G, and B sliders to select your preferred color.



LET's move MC4.0 kit

The MC4.0 kit comes equipped with mecanum wheels, which are special wheels that allow for omnidirectional movement. Mecanum wheels have a unique design of angled rollers that enable the wheel to move in any direction, including sideways and diagonally. This makes the MC4.0 kit is highly maneuverable and versatile, as it can easily navigate around obstacles and change directions on the fly. In the next, we'll take a closer look at the movement capabilities of the mecanum wheels and explore how they allow the MC4.0 to move in any direction. Then, we'll delve into the programming side of things and see how we can control the movement of the MC4.0 with UiFlow.



When all the mecanum wheels on the MC4.0 are moving in the same direction, it will move either forward or backward.



when two of the side wheels move in the same direction the MC4.0 kit will move in a stationary clockwise or anti-clockwise direction



If two of the side wheels move in the same direction while the other two move in the opposite direction, the MC4.0 kit will rotate in a stationary clockwise or anti-clockwise direction.



Now that we understand the basics of the mecanum wheels and how they work, let's dive into programming the MC4.0 kit to move using block-based programming and UiFlow. here we'll explore how to use the specific blocks for motor control, how to set the motor speed and direction, and how to combine these blocks to make the MC4.0 move in different directions and patterns.

Let's get Started!		Select the desired block	k to
	Click on the MC4.	program the movemen	t of 🛛 🚺 Add Loop block into Setup block
	Party tab	the car.	as we did earlier
VI.11.5 Project main		Blockly	💄 📼 🗔 🖴 🏕 I
© Label	X Variables	Cycle per angle ratio 1 2.69	
Button	t ≣ Math	Control	
Line	Loops		
Switch	- Cogic	Set motor control motor U 1 dir U 1 speed U 50	
Sider	Graphic	Set robo turn angle 🗯 45 dir 🕼 teft 🔹	
	💭 Emoji	Motor stop motor b	
	🕚 Timer		
kmage	∑ Functions	Run forward speed 50	
	Text	Run backward speed b 50	
	Lists		
Units Stamps	🛄 Мар	Run rightside speed 50	
→	() JSON	Run leftside speed 1 50	
	Advanced	Retate rightride mood N 60	
	▼ Third Party	Truate reprisite speet a 30	
	MC4.0	Rotate leftside speed 50	
From 1	Remote	Robo angle task	
Lide III	Custom	Clear encoder pulse motor	Participation of the second
Hide Of			

Congratulations on reaching the programming section of the MC4.0 manual! It's time to write your first example and make the car move in a specific direction using block-based programming with UiFlow. This will be an exciting moment because you'll see your MC4.0 car come to life as you program it to move.



This program will allow the MC4.0 kit to move forward for 1.5 seconds, then move towards the right sidewalk for 1.5 seconds, then move backward for 1.5 seconds, and finally move towards the left sidewalk for the same duration of time.

Let's test other way to control MC4.0 kit

6	Motor Number		7 Motor Spee	ed
Setup	6	Motor Direction	Ť	
Init DC motor module			<u> </u>	
Set motor control motor	(1 ~ 4) dir 🚺 🚺	(0 ~ 1) speed 🌘	50 (0 ~ 100)	
Set motor control motor	(1 ~ 4) dir 🚺 🚺	(0 ~ 1) speed 🌘	50 (0 ~ 100)	
Set motor control motor	(1 ~ 4) dir 🚺 1	(0 ~ 1) speed 🌘	50 (0 ~ 100)	
Set motor control motor	(1 ~ 4) dir 🚺 1	(0 ~ 1) speed 🌘	50 (0 ~ 100)	
Wait 2000 ms				
Motor stop motor	4)			
Motor stop motor 2 (1 ~-	4)			
Motor stop motor 3 (1 ~-	4)	M	otor Number	
Motor stop motor 4 (1 ~	4)		1	
			2	

This program will make the MC4.0 move forward for a duration of 2 seconds and then come to a stop. However, if you want to have more control over the motor movement, you can use the individual motor blocks. These blocks allow you to specify the speed and direction of each motor separately. To use these blocks, you will need to enter data into the table below, which specifies the speed and direction for each motor

Motor Number	Motor Location	Motor Direction	Motor Speed				
	L oft room	0 >> Forward					
	Leitrear	1 >> Backward					
-	I aft for such	0 >> Forward					
2	Left front	1 >> Backward	0% to 100%				
-	Dielet ween	0 >> Backward	0% 100%				
3	Right rear	1 >> Forward					
1	Dielet frank	0 >> Backward					
4	Right front	1 >> Forward					

Set RGB ultrasonic LED pin 🚺 13

2 Ultrasonic & Line-Follower sensors

The MC4.0 kit comes with an ultrasonic sensor and a line-follower sensor, both of which can be easily controlled through the block-based programming language. The ultrasonic sensor is equipped with RGB eyes that allow it to detect objects and measure distances. The line-follower sensor, on the other hand, is designed to detect different colors and is especially useful in following lines or navigating through paths with color-coded markers.

Get RGB ultrasonic distance value pin 14 mode wiw	1	Get RGB ultrasonic distance value pin	14	mode MM 🔻
--	---	---------------------------------------	----	-----------

With this block, you can read the ultrasonic value in CM, The number in the block indicates the port to which the ultrasonic sensor is connected. You can refer to the port schedule below todetermine the correct port.

Deut Meure		Port	Мар	
Fort Name	Pin (I/O)	Pin (I/O)	VCC	GND
Port A	33	32	VCC	GND
Port B	36	26	VCC	GND
Port C	13	14	VCC	GND



These blocks can be used to control the RGB eyes of the ultrasonic. The first Block is to define the port as per the previous schedule. The remaining blocks to change the eyes' colors, each eye has 3 RGB LED inside (1,2,3 for the Left eye - 4,5,6 for the Right eye)

These blocks read the data from the line-follower sensor, The first block is set port and the mode (analog or digital) in the sensor that you want to read from, as the sensor consists of 5 points. The second parameter is for the point that you need to read it.



Script programming (Python and C++)

Get ready to take your coding skills to the next level

it's time to take your programming skills to the next level and dive into the world of script programming. With this powerful tool, you can create more complex programs, add more functionality to your kit, and take full advantage of the capabilities of the sensors and modules available to you. In this section, we'll explore the basics of script programming for the MC4.0 kit and show you how to write your first scripts to control the kit in new and exciting ways.



FLAN V1.11.5	Project main								E	► BI	ockl	y (Pyth	on					
Label		search Q															-			
Button		Event								Di-				· · · · ·			\mathcal{R}	2		
Line		▼ UI		one	lick t	to sw	vitch	betv	veen	BIO	CKIY	and	Pyt	hon			A	D		
Switch		Label																		
Silder	MC4.0	Screen																		
Bar		► Hardwares																		
Checkbox		► Units																		
Image		► Stamps		S	etup															
		► Modules		Lá	abel	la	bel) 🔻) sł	Now	C	66	H	lello	b W	/orl	d	2		
		► IoTCloud	: :						÷	•	-				÷					

After creating your "Hello World" program in block-based programming, you can easily convert it to Python using the button in UiFlow. This allows you to see the Python code that corresponds to the blocks you used.

U FLOW V1.11.5	Project main		Blockly Python
Label Button			from mSstack import * From mSstack ui import * From uiflow import *
Line Switch Bider Bar	MC4.0	6 9 9 10 11 12 13	screen = MSScreen() screen.lean_screen() screen.set_screen_bg_color(0xFFFFF)
Creation Image	• • •	14 15 16 17 18	label0 = M5Label('MC4.0', x=119, y=107, color=0x000, font=FONT_MONT_26, parent=None) label0.set_text('Hello World')

From there, you can continue to learn and explore more advanced concepts in Python programming. With our platform's simple and user-friendly interface, you'll be on your way to becoming a skilled Python programmer in no time.



Once you have loaded and selected an image, you can easily switch to Python code and notice how to initialize the photo within the MC4.0 controller using Python.

V1.11.5 E Project main	1	Blockly > Python
Button Button Senton Senton	1 fr 2 ff 3 f 4 5 6 sc 7 sc 9 10 11	rem mSstack import * rem mSstack_ui import * rem uiflew import * creen = MSScreen() creen.clean_screen() creen.set_screen_bg_color(0xFFFFFF) initialize an image with
Bar Ouchook Imago	• 12 13 14 15 16 17	mage0 = M5Img("res/MC4.0 Logo.png", x-0, y=0, parent=None)

If you want to select a different image from the ones that are already loaded, you can use the following function:



image0: as an object defined from the previous line the function to call an image is : set_img_src one parameter here refer to the name of the image



As long as you have completed the previous RGB example using block-based programming, you can easily convert the code into Python script programming to further understand the difference. By switching to Python, you can edit the code and add more functionality to the program



Script programming in Python offers more flexibility and control compared to block-based programming. With Python, you have the ability to write custom code and manipulate variables directly, giving you more precise control over your project.

UI V1.11.5	Project main	Blocky Python
Label Button	1233	from mSstack import * from mSstack_ui import * from wiflow import *
Line	RGB Color 7	screen - Rossreen() screen.lsen_screen() screen.set_screen_bg_color(0xFFFFF)
Bilder Bilder	R 99 11 11 12	Sliders = PSlider(<5-3, y-30, w-25, h-12, ulr); & az 25, gL connected; Color-Scholard, parent-anney Slider1 = NSlider(<5-4, y-16, w-25, h-12, ulr); & az 25, gL connected; Color-Scholard, parent-anney Slider2 = MSlider(<5-4, y-16, w-25, h-12, ulr); & az 25, gL connected; Color-Scholard, parent-lone) Inkel0 = Mshakel(NGC Color, z.8-4, y-16, color-lackada, fort FAMI_MALE(z); Parent-lone)
	B 0 0 0 11 14 15 16 16 17	label: = MSLabel('6', r=1, y=0; color=0x000, ront=ront_oxn_zz, parent=hone) label: = MSLabel('6', r=13, y=166, color=0x000, font=FONT_MONT_22, parent=hone) label: = MSLabel('B', x=13, y=205, color=0x000, font=FONT_MONT_22, parent=hone)
Image	18	rgb.setColorAll((slider0.get_value() << 16) (slider1.get_value() << 8) slider2.get_value()) wait_ms(2)

1.3 LET's move MC4.0 kit using Python

In this section, we will delve into the functions responsible for controlling the movement of the MC4.0 kit, including how to control each motor, adjust motor speeds, and read encoder values, in addition, to obtaining ultrasonic data, changing the color of the MC4.0 eyes, and obtain line follower values.

robo = Robocar()

This is needed object to run all possible functions

Python script	Block
robo.set_motor_speed(1, 1, 50)	Set motor control motor b 1 dir b 1 speed b 50
robo.set_motor_angle(45, 0)	Set robo turn angle 145 dir left •
robo.motor_stop(1)	Motor stop motor
robo.move_forward(50)	Run forward speed 50
robo.move_backward(50)	Run backward speed 1 50
robo.move_right(50)	Run rightside speed 5 0
robo.move_left(50)	Run leftside speed 50
robo.rotate_right(50)	Rotate rightside speed 50
robo.rotate_left(50)	Rotate leftside speed 50

Python script	Block
robo.clear_encoder_count(1)	Clear encoder pulse motor 1
robo.read_encoder_count(1)	Read encoder pulse motor [1]
robo.ultrasonic_rgb_sensor(14,1)	Get RGB ultrasonic target distance value pin t 14 mode MM · (return float)
robo.ultrasonic_rgb_color_all(0x000000, 50)	Set RGB ultrasonic LED all color Patette · • • • • brightness • 50 (0 - 100) %
robo.line_5_sensor[0]	Get multi-channel line follower sensor 1 • (return int)

Follow our learning platform on our website to access a wealth of knowledge and prepare yourself for your Python journey







Welcome to the world of MC4.0! In this section, we will introduce you to the Arduino IDE compatible. You will learn how to write, compile, and upload programs to your kit, and get hands-on experience with a few basic projects. Whether you're a beginner or an experienced programmer, this section will provide you with the knowledge you need to get started with MC4.0 programming in Arduino IDE. So, let's dive in and explore the endless possibilities!



MC4.0 Manual - Script programming (Python and C++)



Before starting this installation procedure, you need to have Arduino IDE installed on your computer. There are two versions of the Arduino IDE you can install: version 1 and version 2.

You can download and install Arduino IDE by clicking on the following link:

To install the MC4.0 board in your Arduino IDE, follow these next instructions:





1. from the file menu choose Preferences , then in Preferences dialog box enter the following into the "Additional Board Manager URLs" field: https://makerandcoder.com/downloads/Arduino_IDE/MakerAndCoder_index.json



🔤 M0	C4.0 Arduino II	DE 2.0.1	-	
File E	dit Sketch T	ools Help		
	€ 6	Arduino Uno	•	
	MC4.0.ino			
5	2	Preferences	X	
	4	Show files inside Sketches Editor font size:	14	
	6	Interface scale:	Automatic 100 %	
	8	Theme:	Light (Arduino)	
~	9 10	Show verbose output during	compile upload	
Q		Compiler warnings	None 🗸	
		 Verify code after upload Auto save 		
		 Editor Quick Suggestions Additional boards manager UR 	Ls: https://makerandcoder.com/downloads/Arduino IDE/MakerAndCoder_index.ison	
			CANCEL	

2. Open the Boards Manager. Go to Tools > Board > Boards Manager

🔤 MG	4.0 Arduin	o IDE 2.0.1					-		\times
File Ec	lit Sketch	Tools Help		_					
		Auto Format						\mathbf{v}	·Q··
		Archive Sketch							
	MC4.0.in	Manage Libraries							
	1	Serial Monitor							
1	3	Serial Plotter							
	4	Board: "Arduino Uno"			Boards Manager	Ctrl+Shift+B			
	6	Get Board Info			Arduino AVR Boards	•			
	7	WiFi101 / WiFiNINA Firm	nware Updater						
8	9	Upload SSL Root Certific	ates						
0	10	Programmer		•					
X		Burn Bootloader							

3. Search for MC4.0 and press install button for the "Maker & Coder":

🔤 MC4	.0 Arduino IDE 2.0.1	-	- 0)	×
File Edi	t Sketch Tools Help				
	Arduino Uno	▼	i.	∿	·Ø
	BOARDS MANAGER	MC4.0 ino			
힘	Type: All V	<pre>// put your setup() { // put your setup code here, to run once: }</pre>			
thr ♪ O	Maker & Coder by Maker & Coder Version 2.0.5 INSTALLED Boards included in this package: MC4.0 More info 2.0.5 INSTALL	<pre>4 } 5 void loop() { 7 // put your main code here, to run repeatedly: 8 9 } 10</pre>			
2.2		libraries			

Open Libraries Manager from Sketch > Include Library > Manage Libraries

MC4.0 Arc	duino IDE 2.0.1		-	
Edit Ske	tch Tools Help			
26	Verify/Compile			~
	Upload			
N				
	Upload Using Programmer			
3	Export Compiled Binary	e, to run once:		
_	Optimize for Debugging			
1	Show Sketch Folder			
3	Include Library	Manage Libraries Ctrl+Shift+I		
	Add File	Add .ZIP Library		
10	9	Arduino libraries		
		EEPROM		
		HID		
		SPI		
		SoftwareSerial		
		Wire		

Search for M5Core2 and press install button for the "M5Stack":

🔤 MC4.	0 Arduino IDE 2.0.1	-		\times	
File Edit	t Sketch Tools Help				ſ
	Arduino Uno	•	\checkmark	۰ © ۰۰	
	LIBRARY MANAGER Type: All Topic: All To	<pre>MC4.0.inc 1 void setup() { 2 // put your setup code here, to run once: 3 4 } 5 6 void loop() { 7 // put your main code here, to run repeatedly: 8 9 } 10 </pre>			

From the pop-up box click on INSTALL ALL





Plug the MC4.0 Controller to your computer. With your Arduino IDE open, follow these steps:

1. Select your Controller from Tools > Board menu > Maker & Coder > MC4.0



2. From the Tools menu, Select the Port (if you don't see the COM Port in your Arduino IDE, you need to install the MC4.0 Driver

🔤 МС	4.0 Arduino	IDE 2.0.1					-		×
File Ed	lit Sketch	Tools Help		_					
		Auto Format						\mathbf{v}	·Q··
		Archive Sketch							
	MC4.0.inc	Manage Libraries							
	1	Serial Monitor							
	2	Serial Plotter							
	4	Board: "MC4.0"		٠					
llh	6	Port							
	7	Get Board Info		COM6					
\$	8 9	WiFi101 / WiFiNINA Firm	ware Updater		_				
0	10	Upload SSL Root Certifica	tes						

3. To install the USB driver for MC4.0:



3. Open the following example under File > Examples > M5Core2 > games > floppybird

MC4.0 Arduind	DIDE 2.0.1						
File Edit Sketch	Tools Help						
New	Ctrl+N						
Open	Ctrl+O						
Open Recent	►						
Examples	Þ						
Close	Ctrl+W						
Save	Ctrl+S						
Save As	Ctrl+Shift+S						
Droforoncos (trl i Comma						
Preferences C		M5Core2	۲				
Advanced	Þ			Advanced			
Quit	Ctrl+O			Basics	•		
Quit	Curre			KIT	•		
				Module	•		
				Touch	•		
	a			Unit	•		
				core2_for_aws	•		
				games		floppybird	
	-						
0	0 0						

Enjoy playing Flappy bird game ^_^

2.4 Let's Move MC4.0 kit with Arduino

In this example, we'll show you how to control the MC4.0 kit using the Arduino IDE. To start, we'll need to include the required libraries and files. We'll be using three files: two for the motor drivers and one for the MC4.0 image to be displayed on the screen. In the setup function, we'll initialize the MC4.0 and the screen. Then, we'll move the kit in a specific sequence, with 1.5 seconds for each movement: left, right, forward, backward, and some diagonal directions.





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Firmware is a type of software that is installed on a hardware device, such as the MC4.0 kit, and provides low-level control of the device's functions. It is typically designed to control the behavior of the hardware, manage interactions with other devices, and provide a stable platform for the software applications that run on the device. Firmware is often pre-installed on devices, but can also be updated or replaced to improve functionality or fix issues.

It's important to note that if you're switching from the Arduino platform back to UIFlow, you'll need to reinstall the firmware on the kit. This is because the firmware is different for each platform, and switching between them requires a firmware update.

To install the firmware on the MC4.0 kit, you'll need to follow these steps:

1. First, download the latest firmware version from the official Maker & Coder website. You can find it under the "References" section of the MC4.0 product page or find this URL:

https://makerandcoder.com/downloads/Software/MC4.0%20Firmware.exe

- 2. Next, connect your MC4.0 kit to your computer using a USB cable.
- Once the firmware burning tool is downloaded, open it and select the right COM port for your MC4.0 kit. You can find the COM port information in the Device Manager on your computer.



MC4.0 Firmware

🚯 Maker & Coder	· · ·		×
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MC4.0	firm	iwa	re
COM:			~
Baud: 150	0000		~
	Burn		
	Erase		
Ready			

4. After selecting the correct COM port, click on the "Burn" button to start the firmware installation process. You'll see a progress bar that shows you the percentage of completion.

5. During the firmware installation process, a command prompt window will pop up. This is normal and it's part of the installation process. Don't close this window until the firmware installation is complete.

 Once the firmware installation is complete, the MC4.0 kit will automatically restart and return to its initial status.



AFTER - SALES SERVICES AND TECHNICAL SUPPORT

If you come across any issues with the quality of the product or discover any missing or damaged parts upon opening the package, or if you require any technical support, please reach out to us for after-sales assistance via the following contact information:

Support@makerandcoder.com

(Service Hour: 9:00-17:00 (+4 GMT) from Monday to Friday)

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