

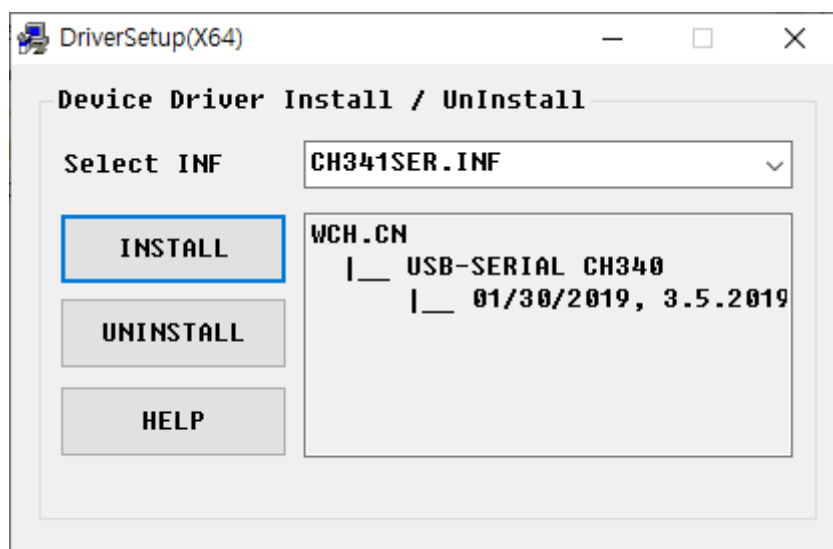


1. REQUIREMENTS

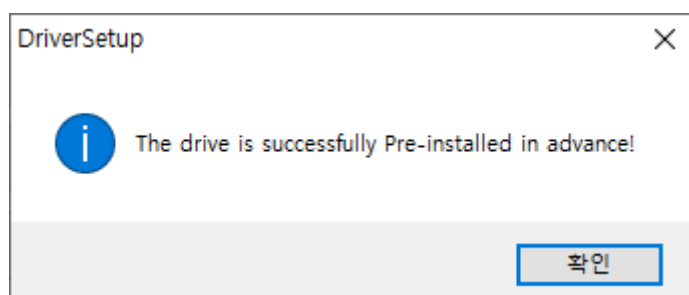
- Windows 10 (32bit or 64bit)

2. INSTALL THE DRIVER FOR THE BLE DONGLE

- ① Run SETUP.EXE in the installation folder before mounting the BLE dongle to a USB port.




- ② Pressing the INSTALL button installs the driver file.



- ③ When the BLE dongle is mounted on a USB port, the driver is recognized and recognized by Device Manager as USB-SERIAL CH340.



 USB-SERIAL CH340(COM6)

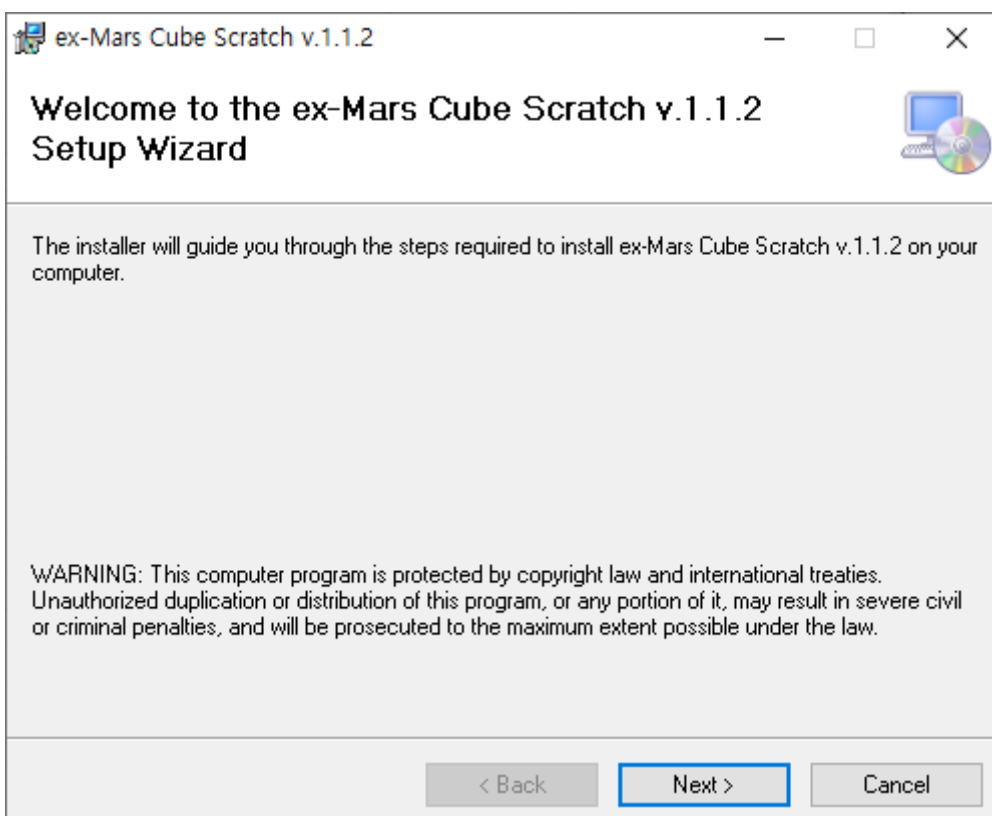
3. PAIRING BLE DONGLE AND EX-MARS

The BLE dongle has a status LED and button switch.
The status LED displays three states:

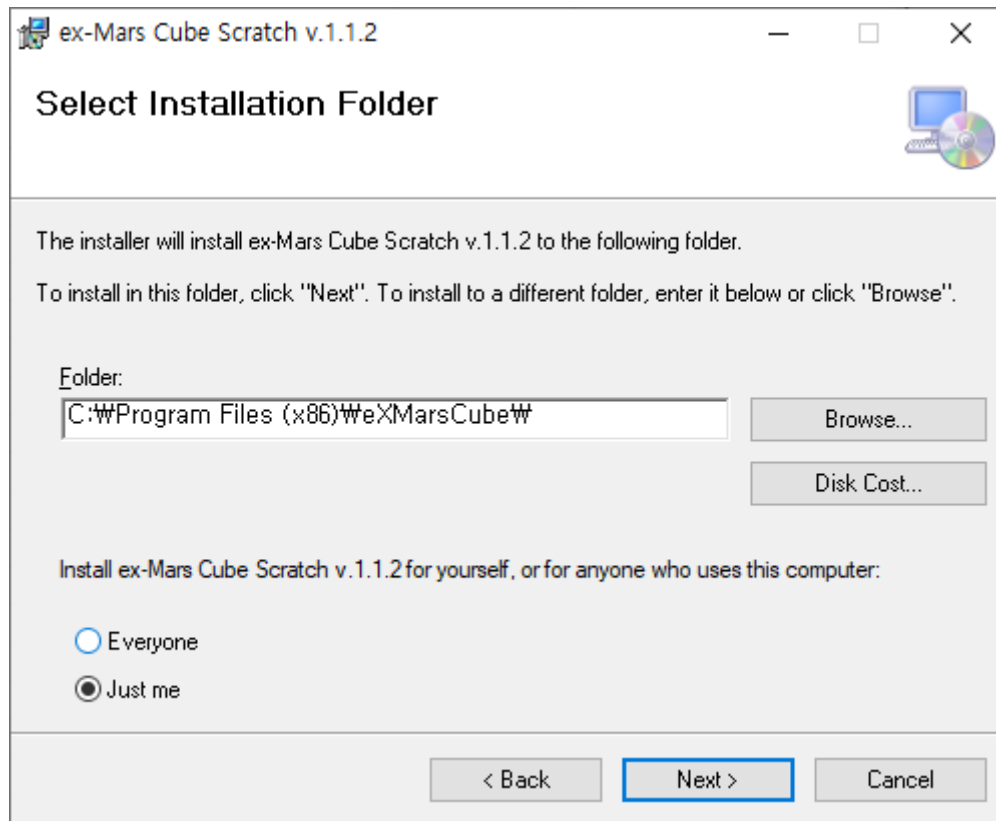
- ① There is no paired Bluetooth device and is waiting for pairing
: LED flashes at 0.3 second intervals, attempts pairing if there is an unpaired Xmas near the Bluetooth USB dongle (within 30 cm).
- ② There is a paired Bluetooth device, but it is not connected
: LED flashes every second, press button switch for more than 3 seconds to ① status.
- ③ The paired Bluetooth device is present and connected
: LED ON, press button switch for more than 3 seconds to ① status.

4. INSTALLING THE EX-MARS CUBE SCRATCH

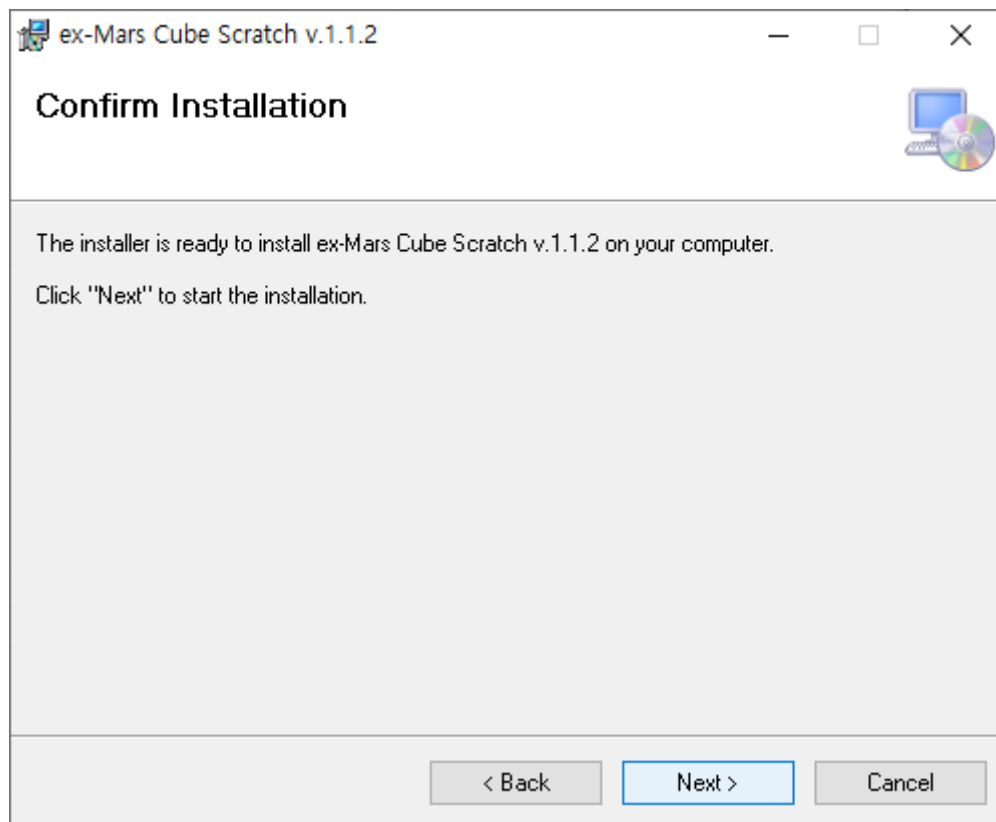
- ① Run the 'ex-Mars Cube Scratch Installer v□. □□.msi'.
- ②



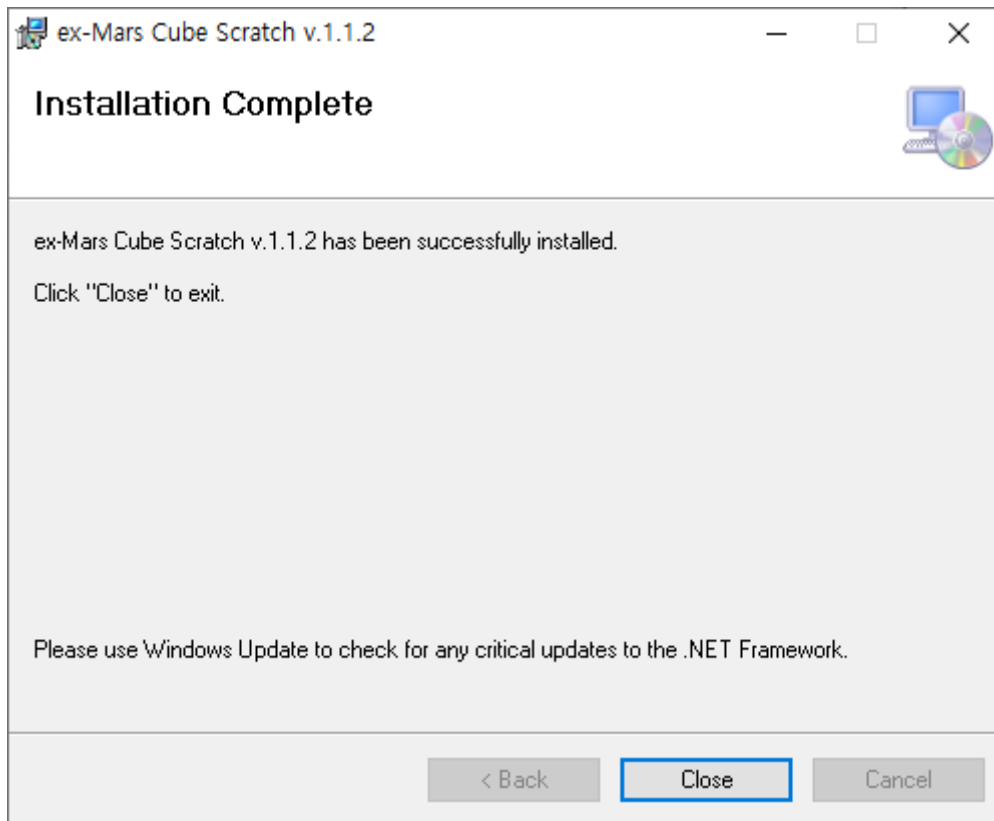
③



④



⑤

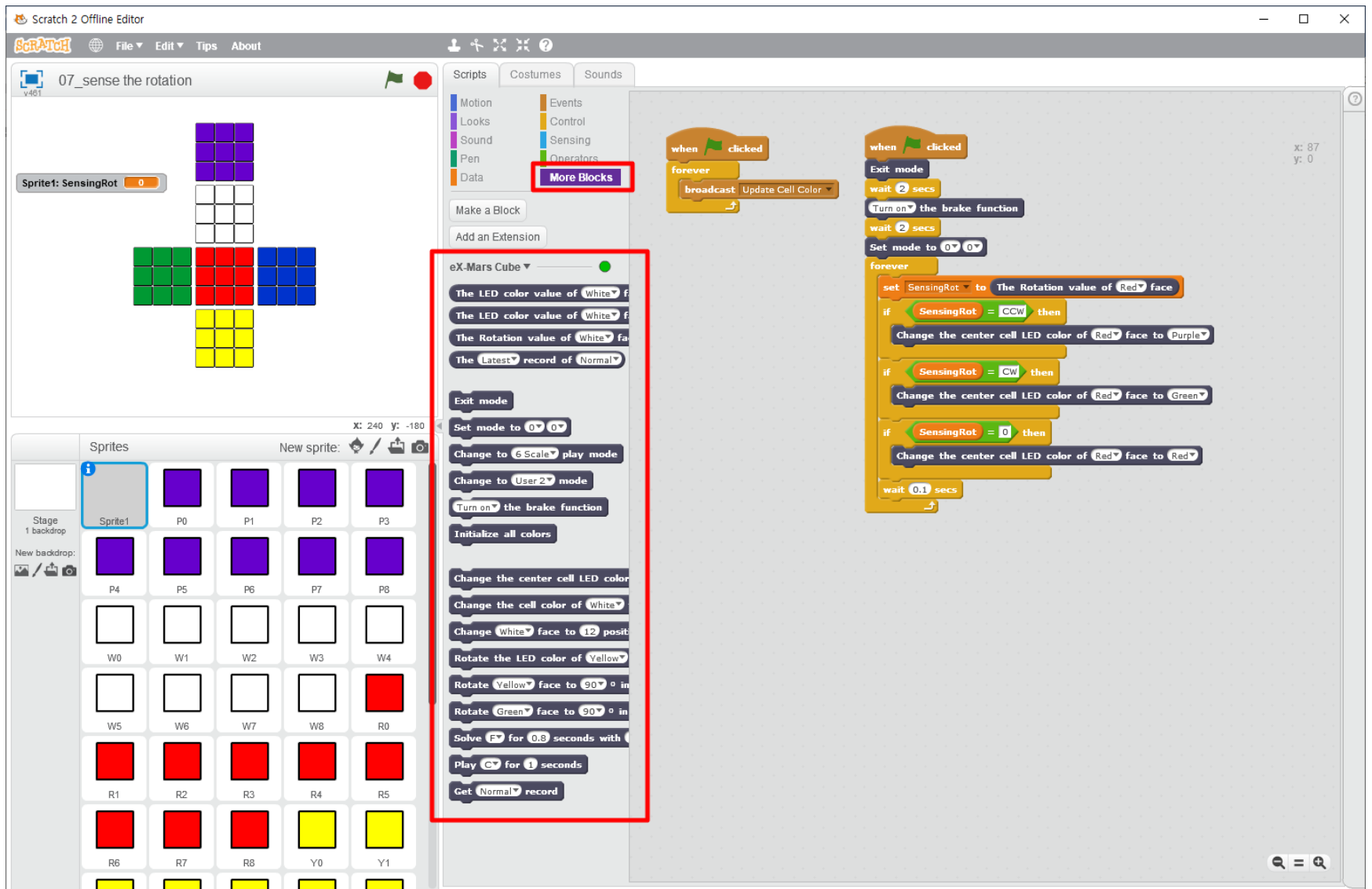


5. RUNNING THE EX-MARS CUBE SCRATCH

① Run eX-Mars Cube Scratch from the Windows Start button.

② If Scratch 2.0 is not installed, click the Scratch Download button in the figure above to download and install Scratch 2.0 from the official scratch site.

③ You can see the list of blocks for eX-Mars as shown below.



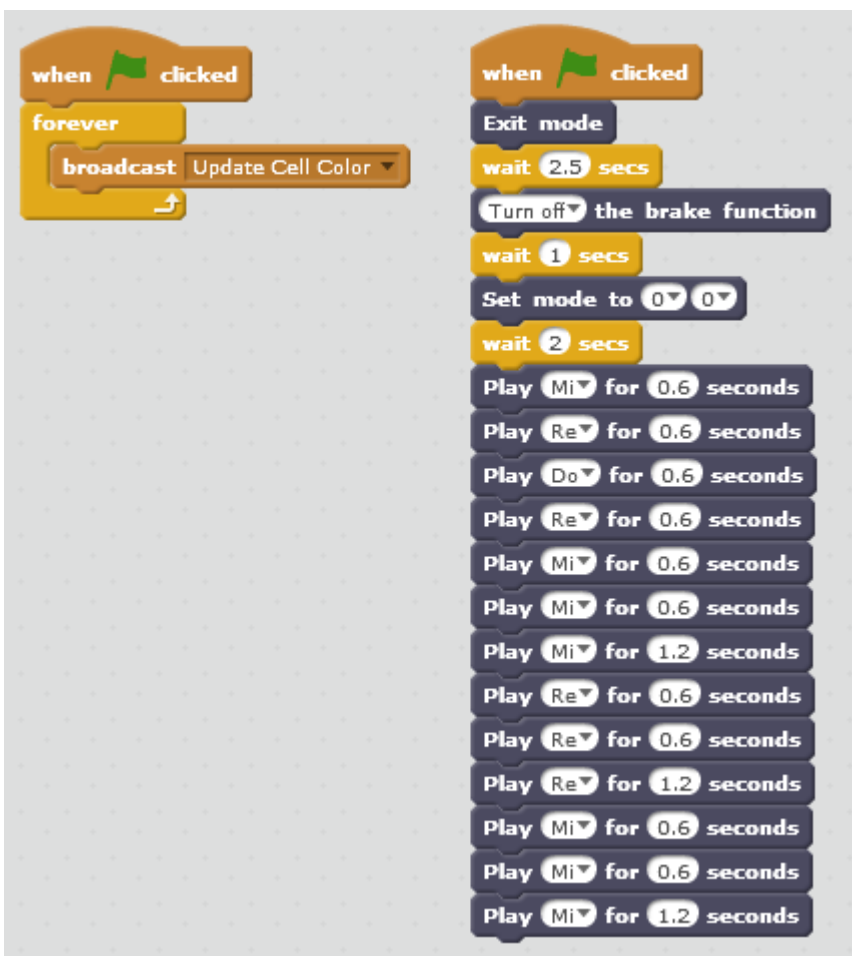
Example 1 - 01_Jinglebell.sb2

Run Jingle Bell Mode (Mode83) on eX-Mars.



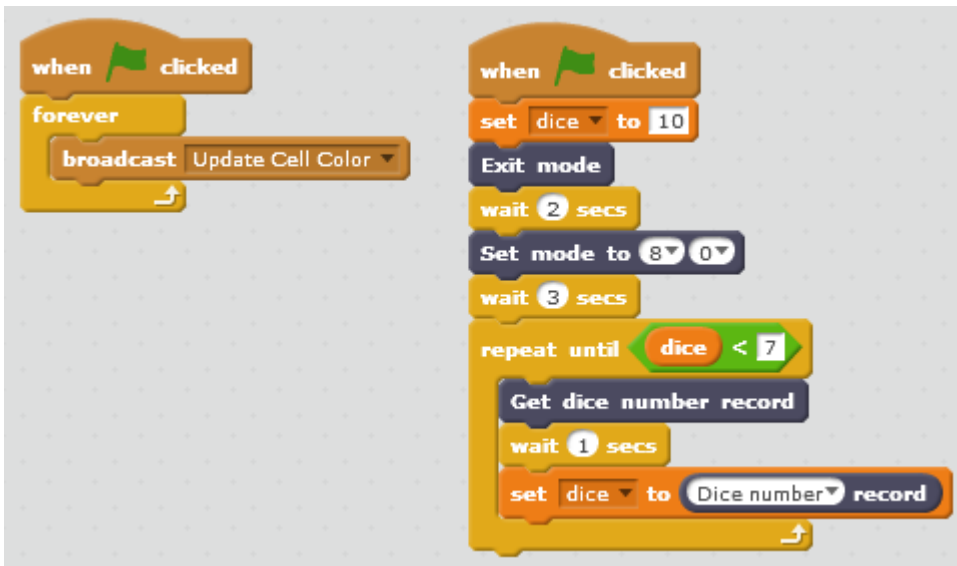
Example 2 - 02_play music.sb2

Play a part of the children's song ' Mary Had a Little Lamb'.



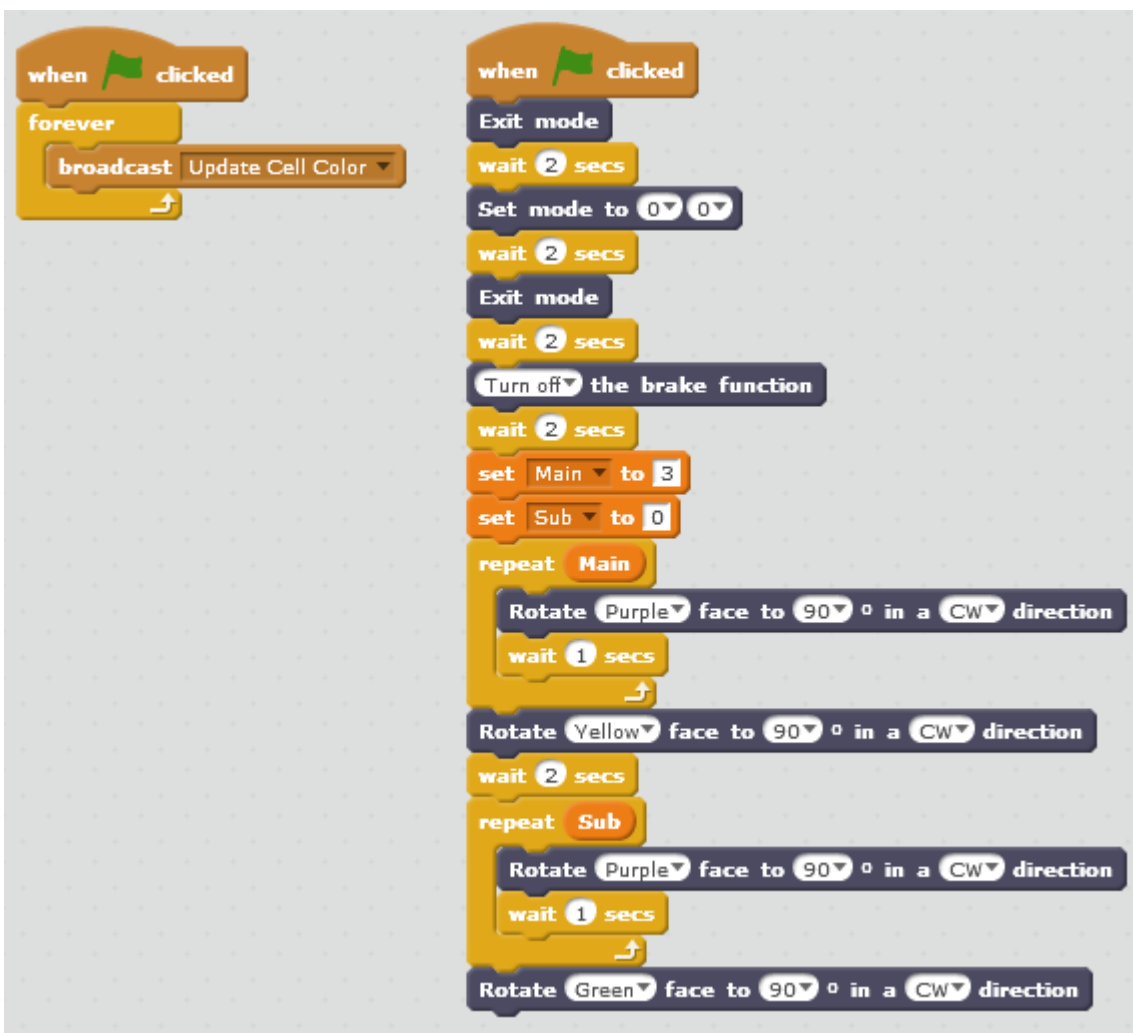
Example 3 - 03_get the dice number.sb2

Run dice function of eX-Mars and read the dice.



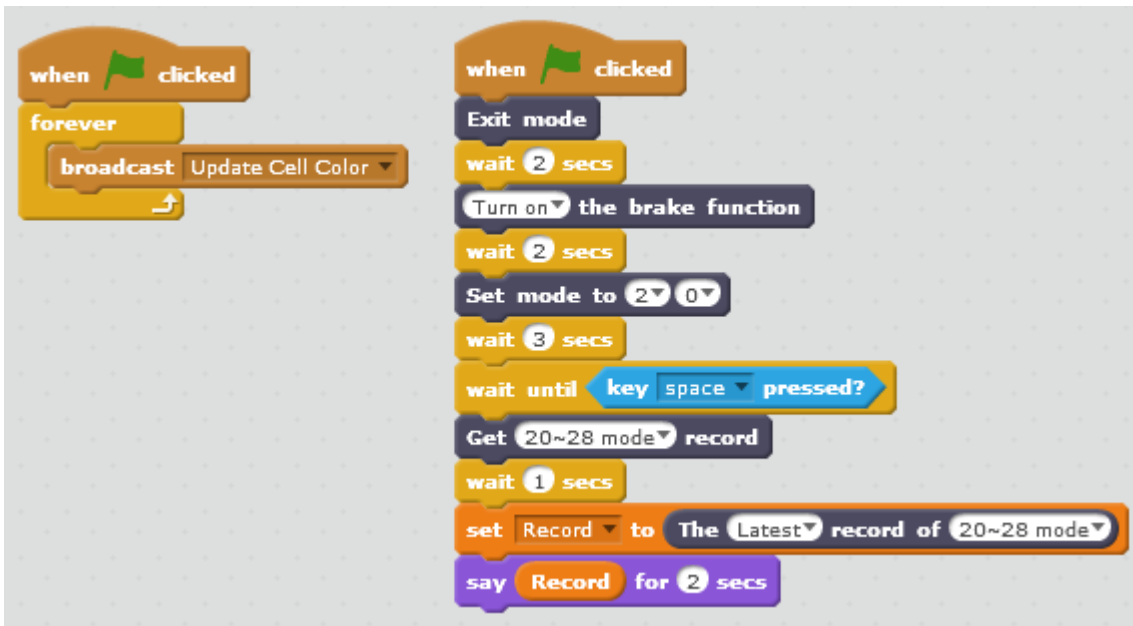
Example 4 - 04_select a mode by self rotation.sb2

Example of automating the process of manually selecting modes in eX-Mars.



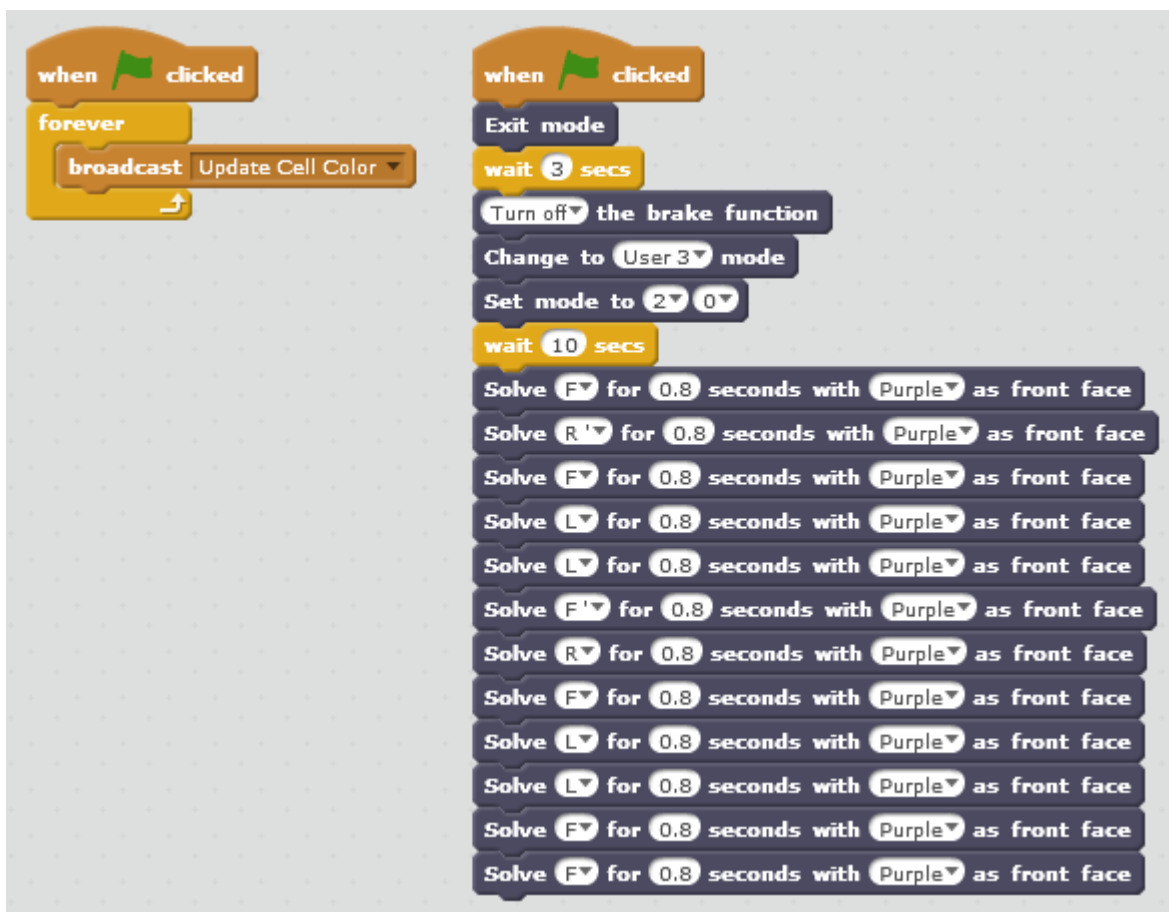
Example 5 - 05_user solving.sb2

After the user solves Mode 20, press the 'Space key' to show the game history.



Example 6 - 06_bot solving.sb2

Example of automating the process of manually solving in Example 5.



Example 7 - 07_sense the rotation.sb2

This example changes the color of the center block of red faces by detecting the direction of rotation when the user rotates the red faces.

