



MasterCube XMARS01 eX-Mars Robot Cube User Guide

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MasterCube XMARS01 eX-Mars Robot Cube

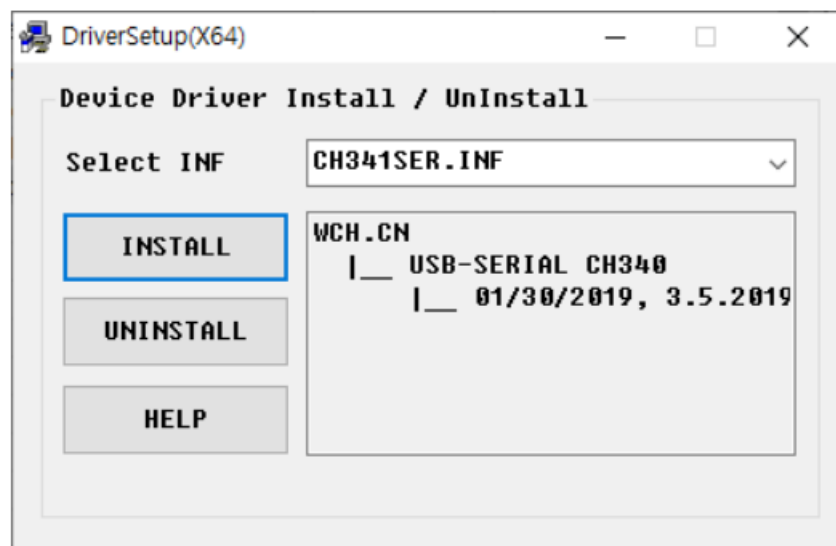


REQUIREMENTS

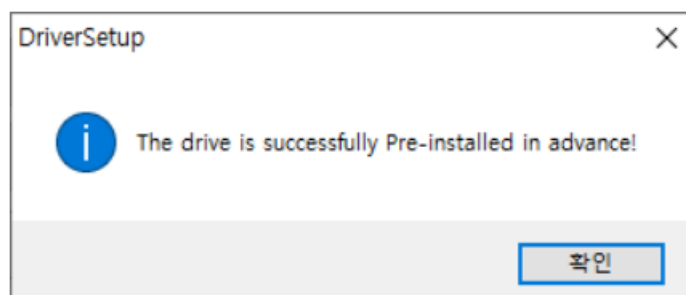
- Windows 10 (32bit or 64bit)

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.



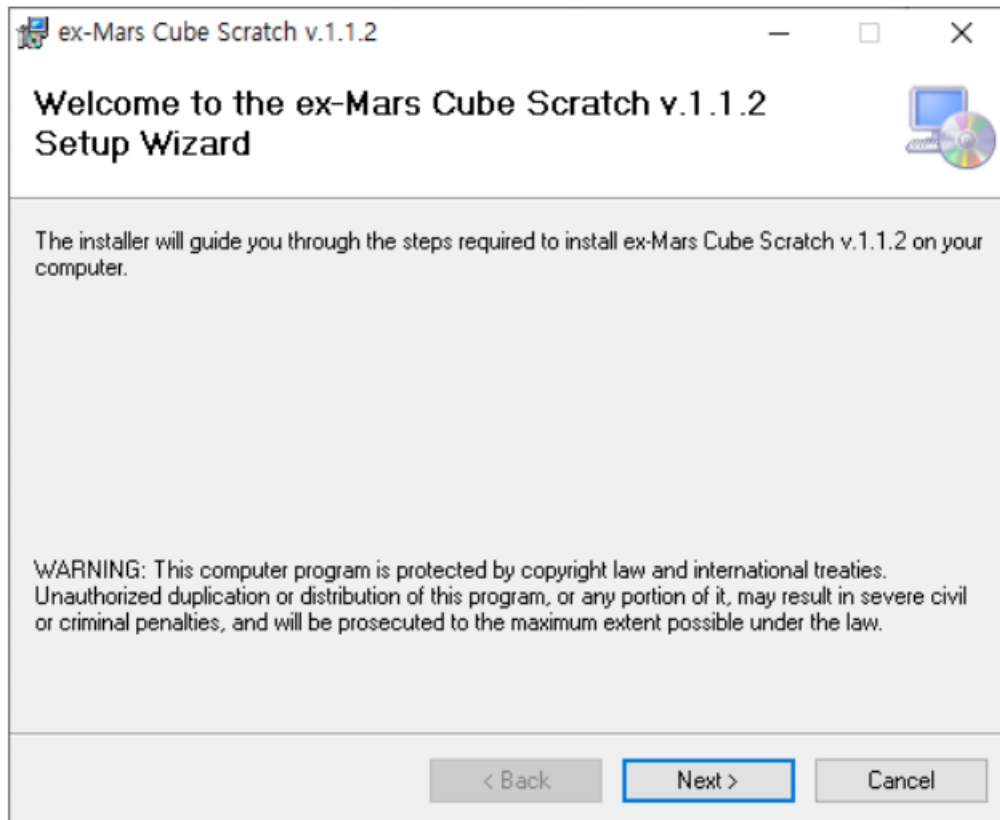
PAIRING BLE DONGLE AND EX-MARS

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

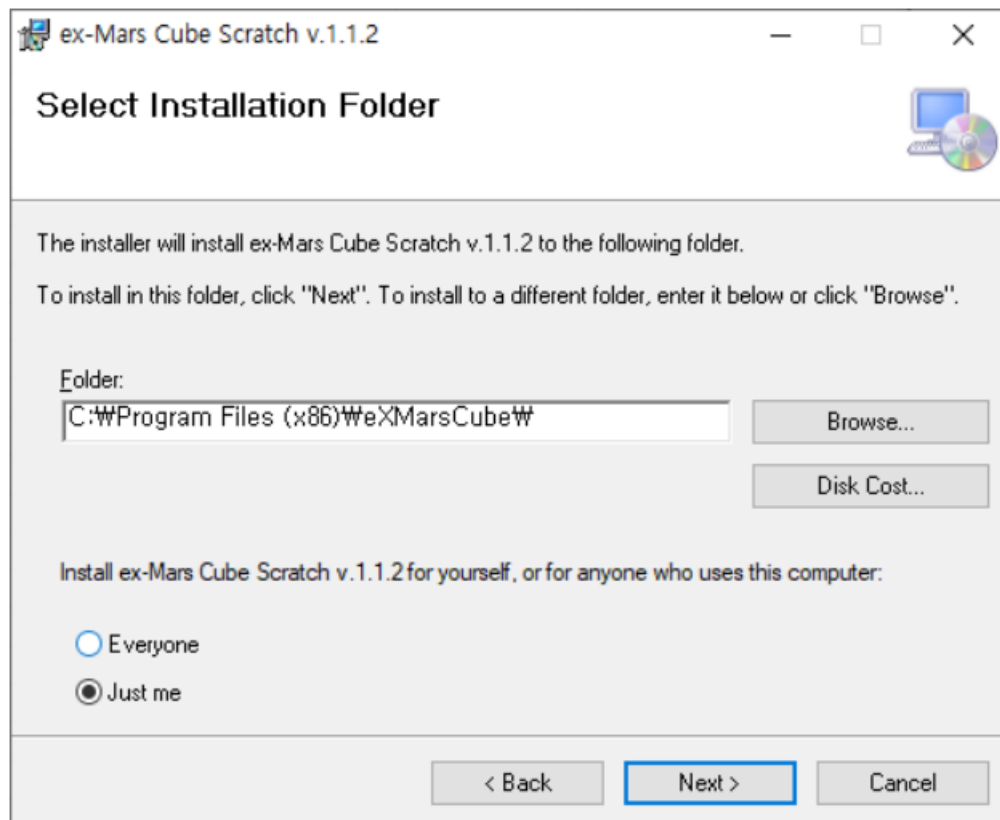
1. There is no paired Bluetooth device and is waiting for pairing
 - LED flashes at 0.3 second intervals, attempts pairing if there is an unpaired Xmas near the Bluetooth USB dongle (within 30 cm).
2. There is a paired Bluetooth device, but it is not connected
 - LED flashes every second, press button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

INSTALLING THE EX-MARS CUBE SCRATCH

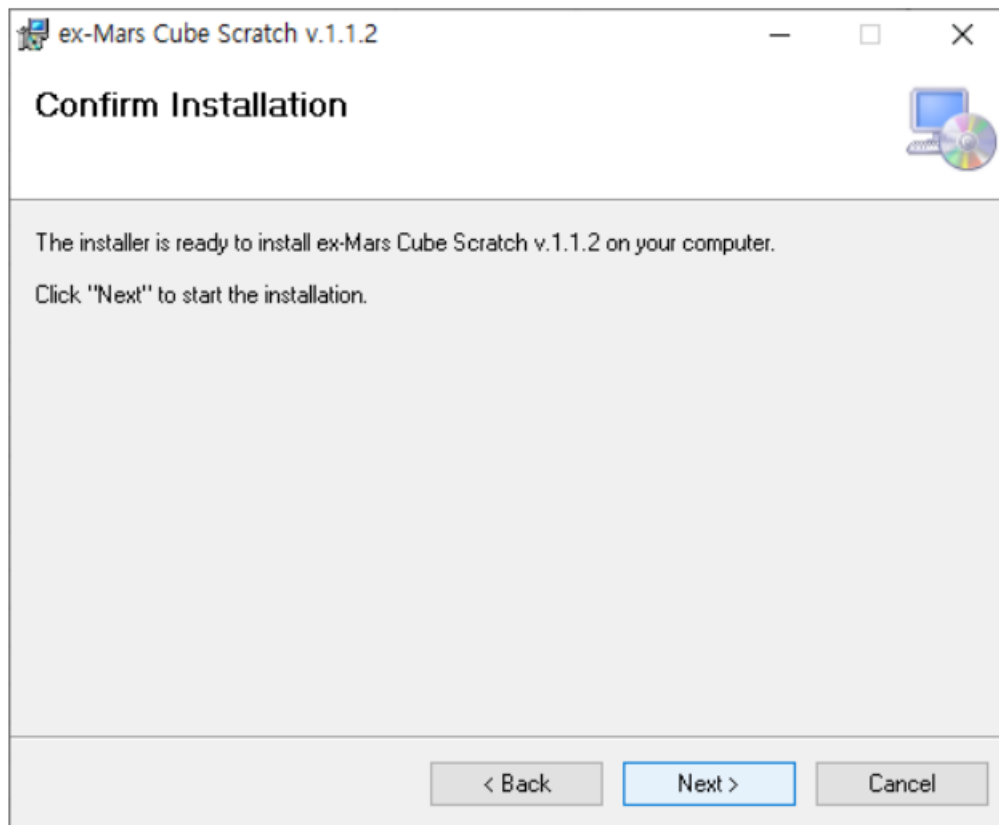
1. Run the 'ex-Mars Cube Scratch Installer v□. □□.msi'.
- 2.



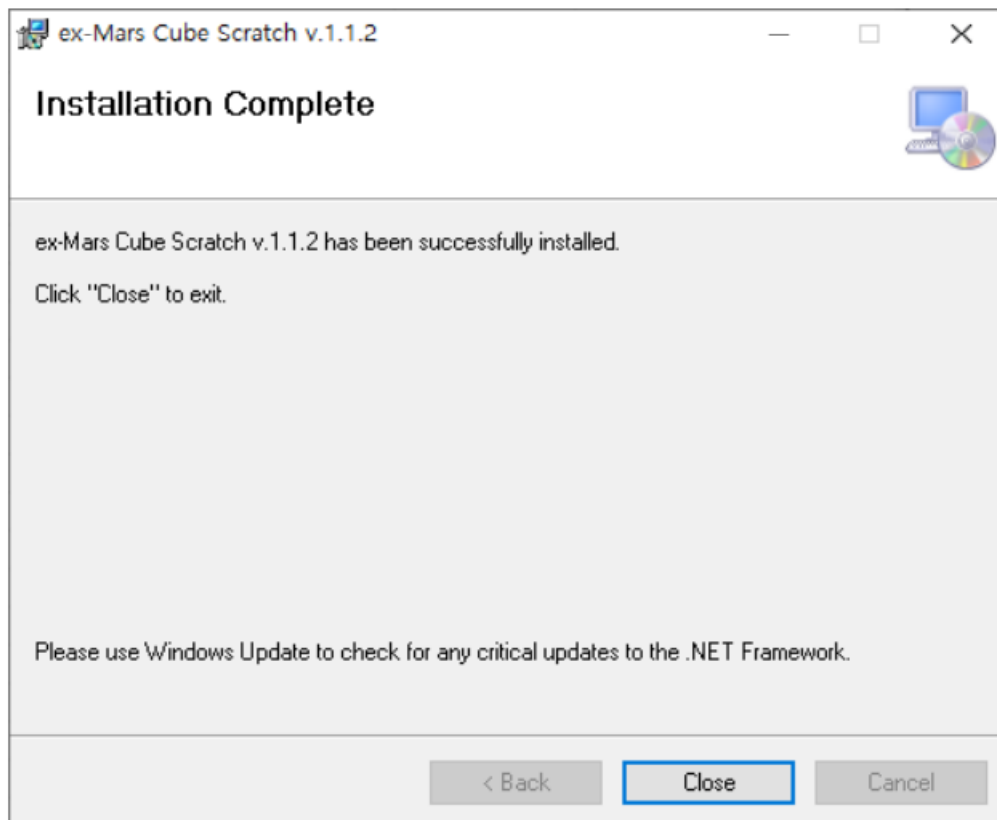
3.



4.

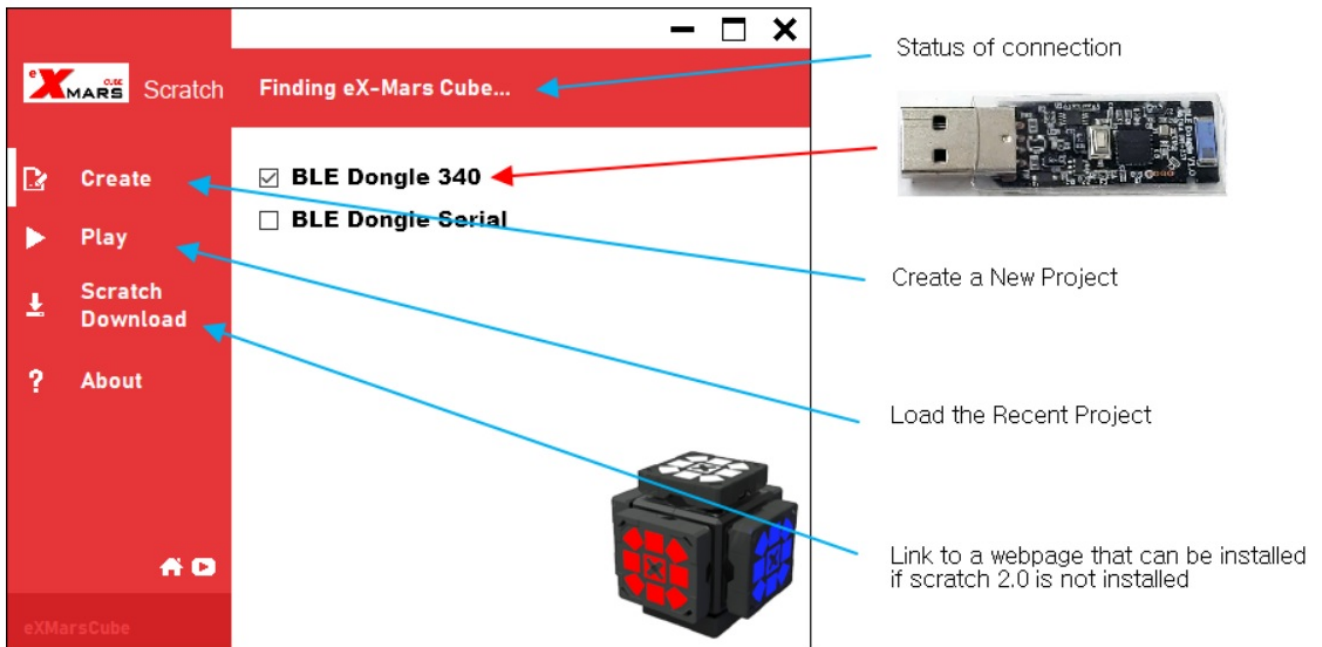


5.

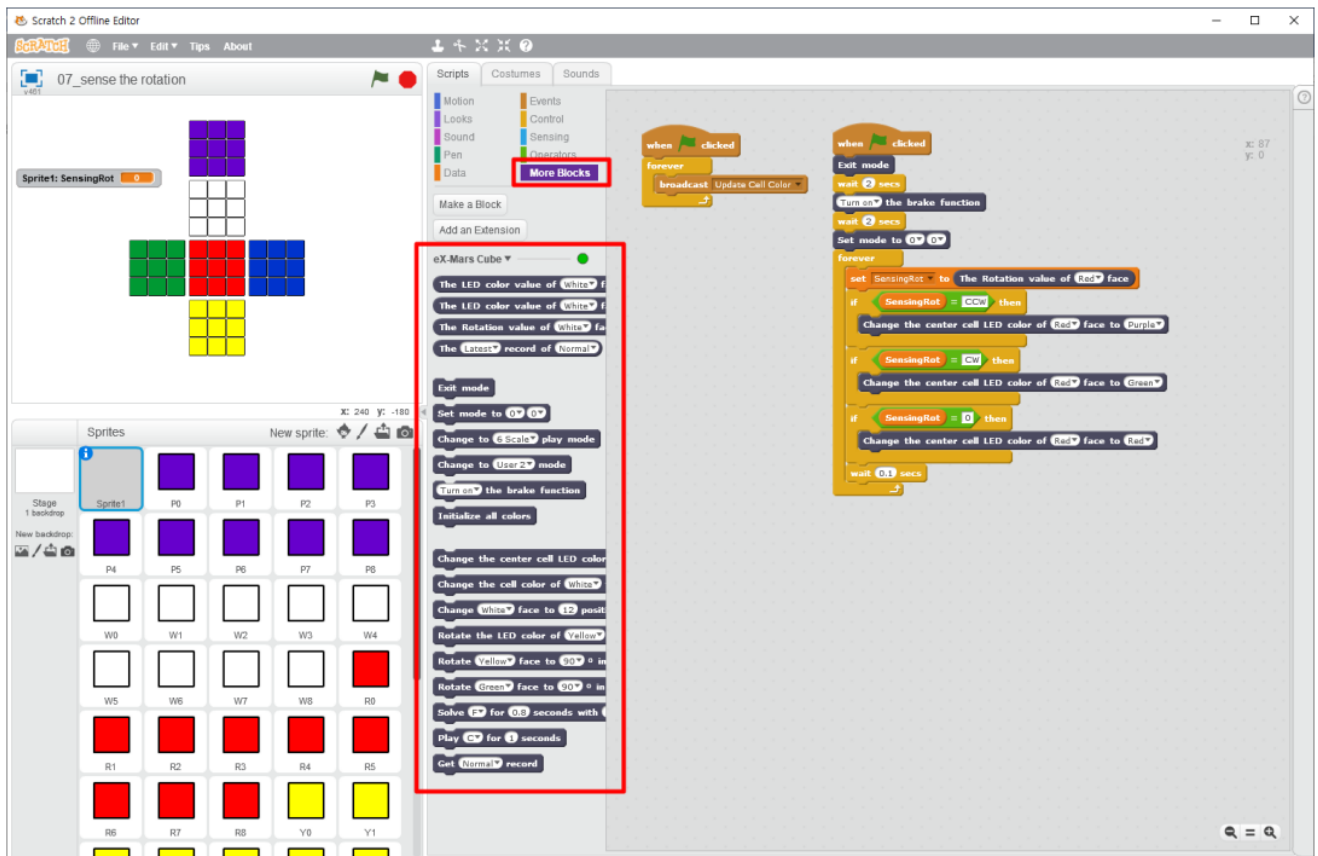


RUNNING THE EX-MARS CUBE SCRATCH

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.



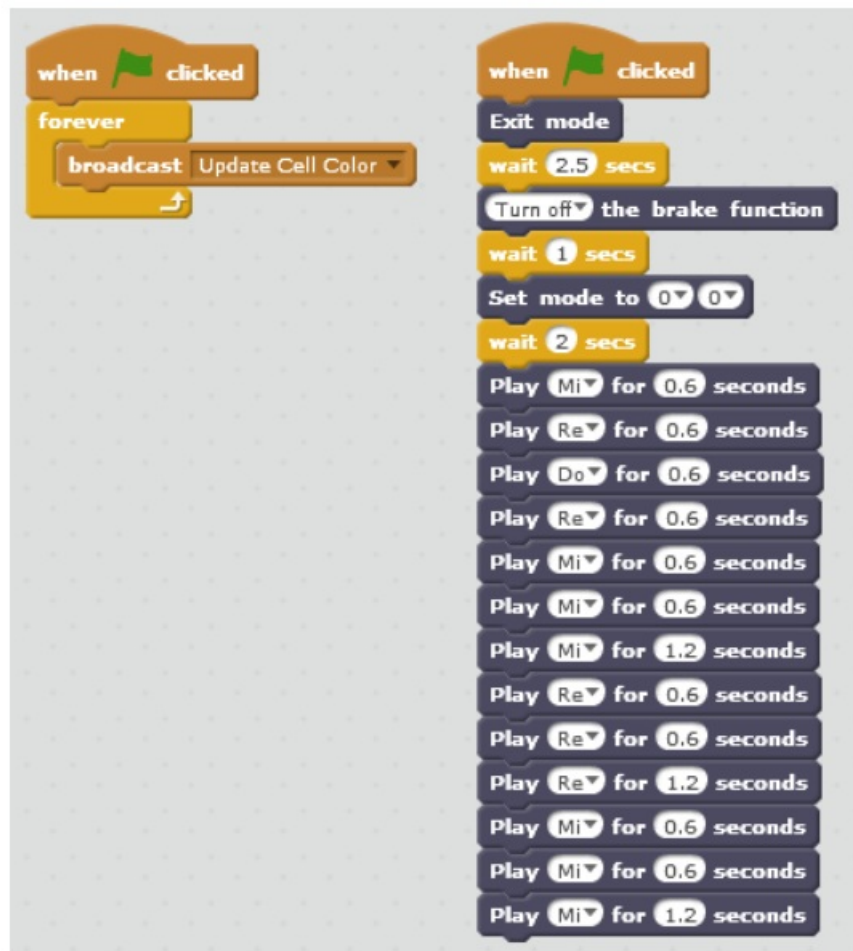
Example 1 – 01_Jinglebell.sb2

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'.



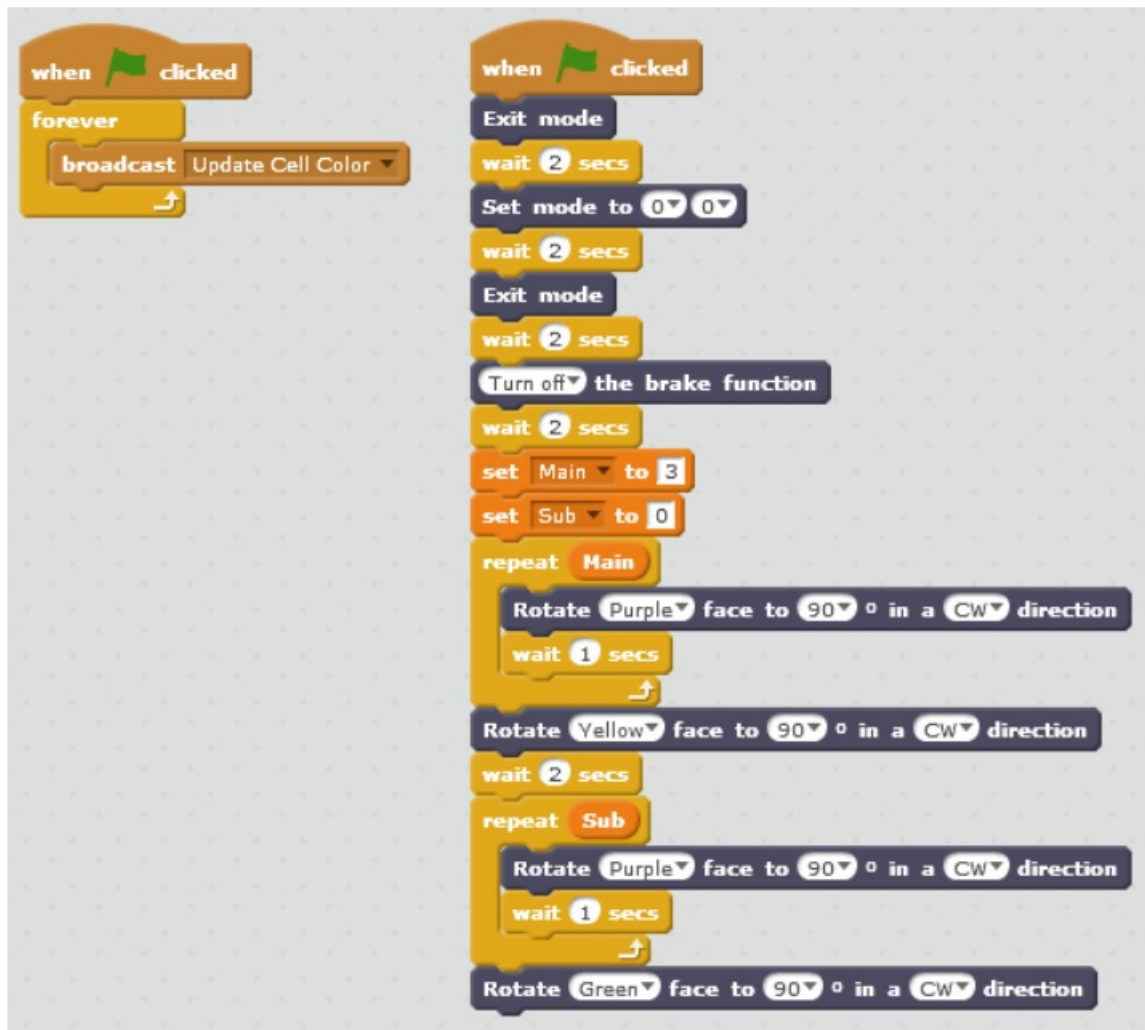
Example 3 – 03_get the dice number.sb2

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



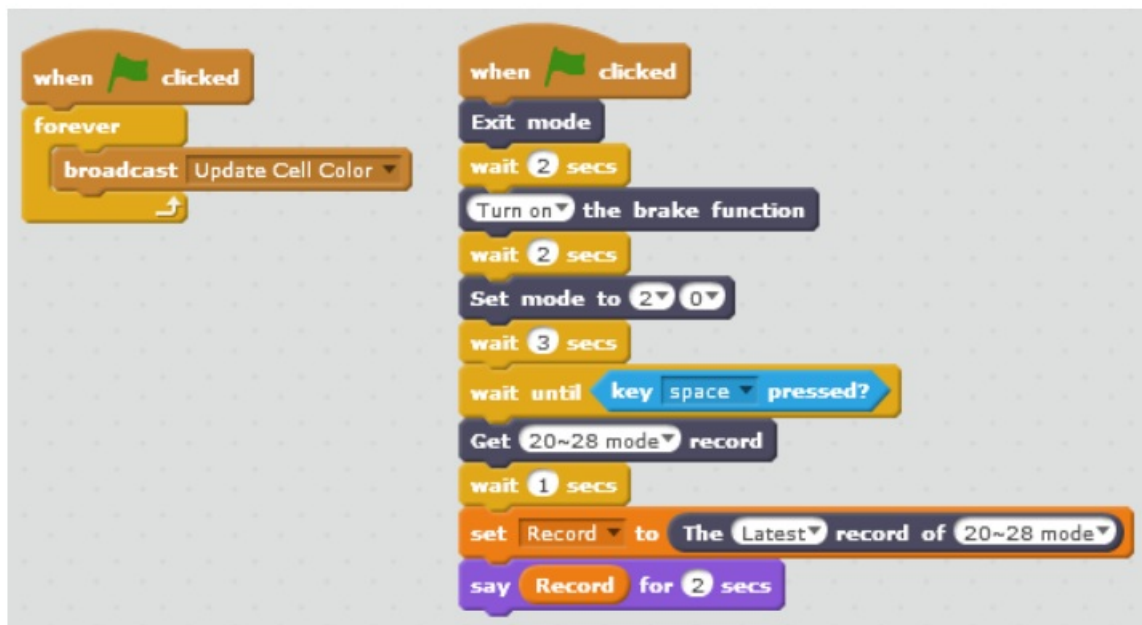
Example 4 – 04_select a mode by self rotation.sb2

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



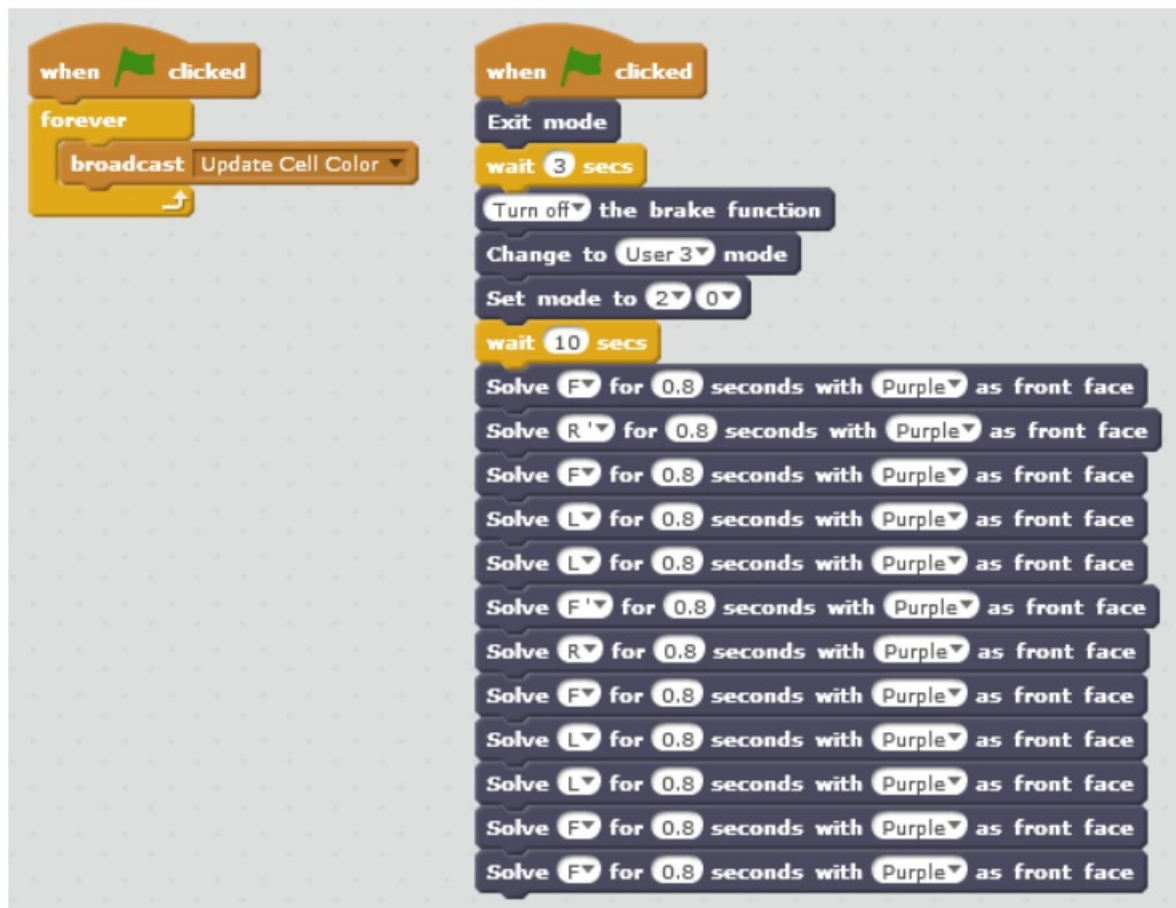
Example 5 – 05_user solving.sb2

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



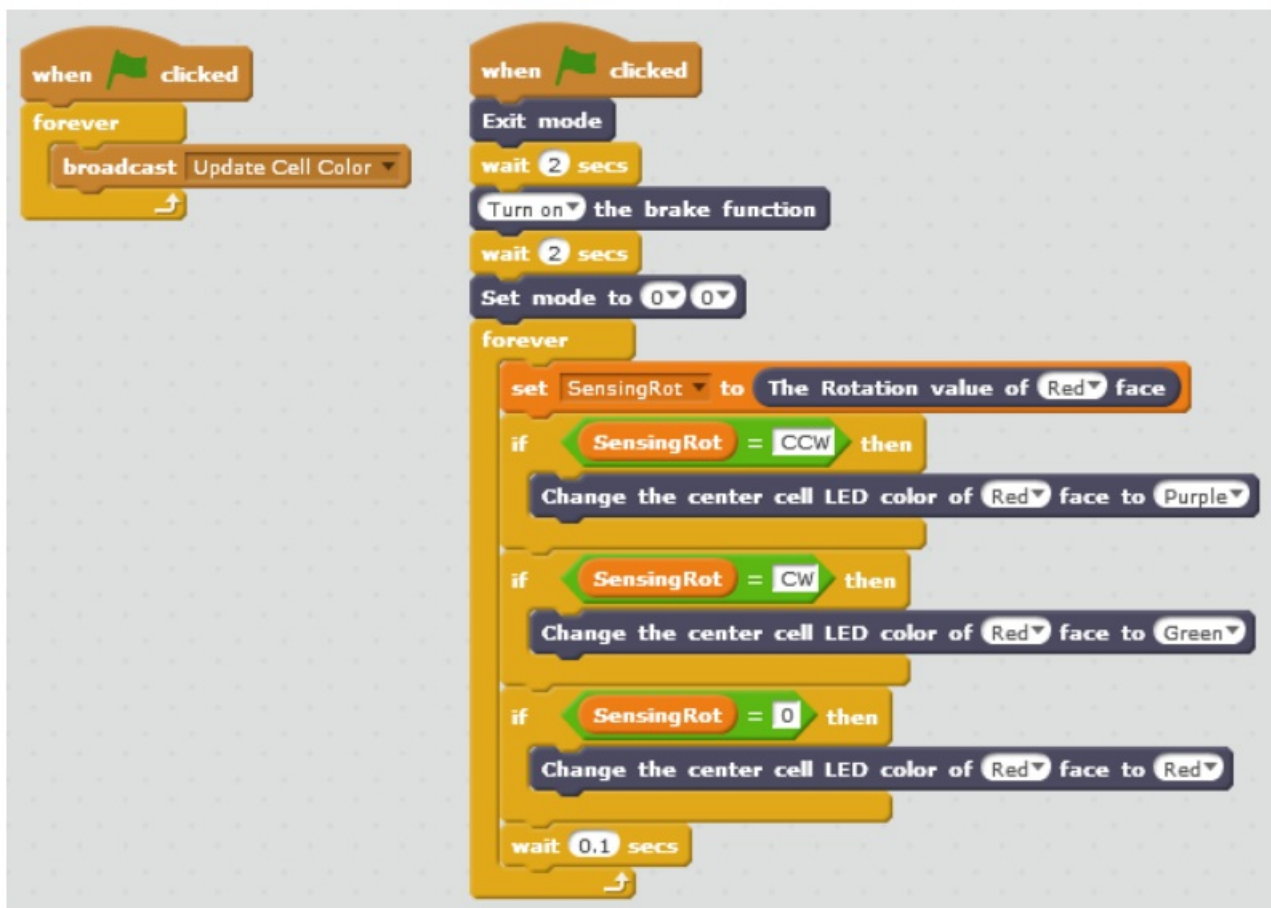
Example 6 – 06_bot solving.sb2

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.



accept questions about coding content in this document.

Documents / Resources

	<p>MasterCube XMARS01 eX-Mars Robot Cube [pdf] User Guide</p> <p>XMARS01, eX-Mars, Robot Cube, eX-Mars Robot Cube, XMARS01 eX-Mars Robot Cube</p>
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Manuals+.