How To Pair SAM Blocks in SAM Script

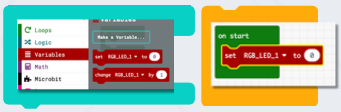
Click here to watch video tutorial!

1 Start by creating a variable

Create a variable named after the device you're pairing, using snake case for clarity. For example, an RGB LED should be named 'RGB_LED_1', with each word separated by underscores.

2 Drag variable block to "On Start"

In the "Variables" menu and select the first block: "Set [ ] to 0" (You should see your variable name already generated within the block.)
Drag it under the "On Start" and connect.



3 "Create new" from Block Menu

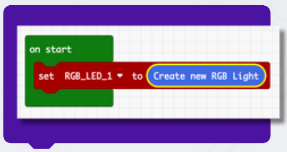
Navigate to the menu of the block you are pairing and select the very first block "Create new [ ] "

The example here is "Create new RGB Light"

4 Connect to "Set [variable] to..."

Drag and connect the "Create new [variable]" to the "Set [variable] to 0" block.

The example now shows "set RGB_LED_1 to Create new RGB Light"



5 Start the program

Start the program by clicking the play button. This will show your virtual block or micro:bit.

6 Power on and click "Connect"

The device panel will appear in the console. Power on your SAM Block or micro:bit and then click the "Connect" button you see here.

7 Select from the list

A pop-up will appear in your browser to allow you to pair your SAM Block via Bluetooth.

Select the matching SAM Block or micro:bit from the list and click "Pair."

8 That's It!

Your SAM Block or micro:bit is now connected! To use the virtual block instead, simply click on the red "Disconnect" button.

You can combine virtual blocks and physical blocks within a project. Happy Coding!

Questions? Reach out to customersuccess@samlabs.com