

**Hi!**

**A STARTER GUIDE**

# Mind+ and Calliope mini

Special features and fast transmission of the code

Similar to known Scratch environment

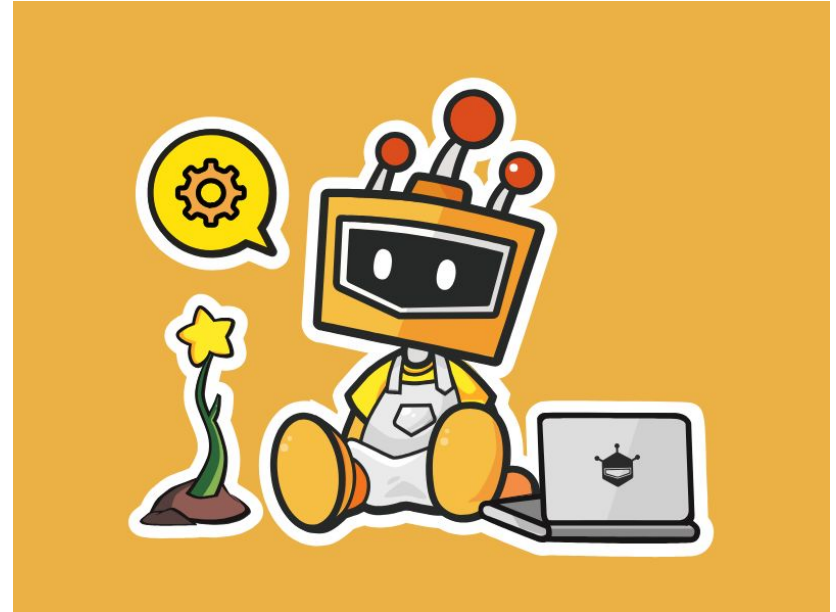
Offline mode (burn codes into board and run without a PC)

Online mode (run codes with board always connected to PC)

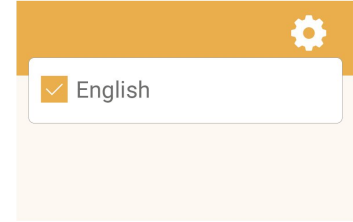
Interaction application on the screen and the Calliope mini

Such as (1) control games on the screen with the Calliope mini, (2) use Calliope mini as a sensor for the application on the screen, (3) Calliope mini as a machine on the screen control takes place.

Intuitive programming of the Calliope mini



# Download and Install



## 1 Download

Select your operating system and download the Mind+ Editor [BETA].

MACOS

WINDOWS

## 2 Install

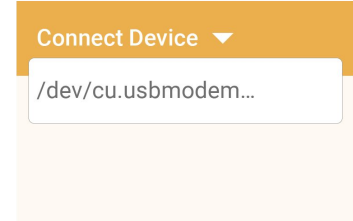
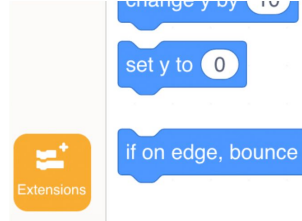
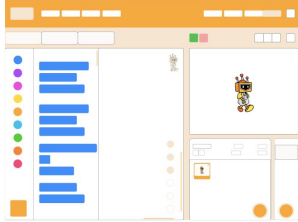
Now follow the instructions and install the Mind+ software.

## 3 Language

Open the Mind+ Editor and select a language.



# Download and Install



## 1 You need:

Calliope mini  
USB cable  
Computer  
Mind+ software

## 2 Calliope mini Extensions

- Click on "Extensions" in the lower left corner of the preview
- Click on "Board"
- Then select "Calliope mini"

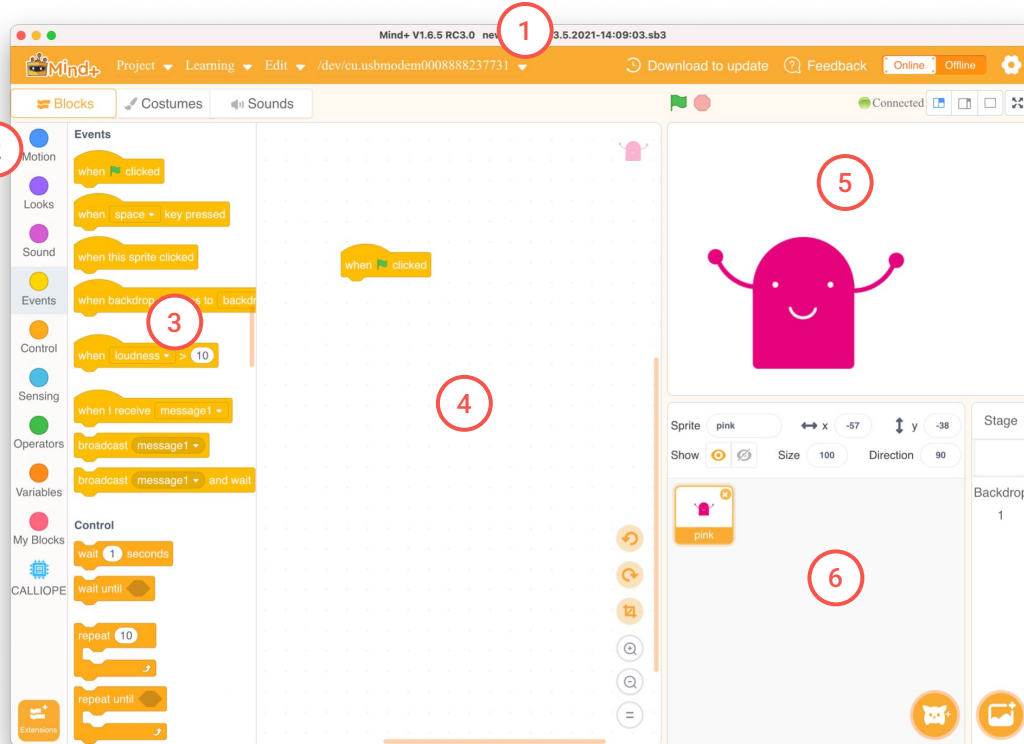
## 3 Connect

Now the Calliope mini can be connected to Mind+.  
To do this, select "Connect Device".



# The user interface

- 1 Menu bar
- 2 Categories
- 3 Programming blocks
- 4 Programming area
- 5 Stage
- 6 Characters library



# Categories

A program code consists of commands that are executed in sequence. You put these commands together in the form of program blocks like a puzzle.

The program blocks are grouped into different categories/groups in the block library. They have an individual color depending on the category.

Blocks that control the Calliope mini can be found at the bottom after you selected the Calliope mini board in Extensions ▶ Board.



Position, motion...

Display, scaling, color...

Sounds and music

Events: Start, key...

Control: waits, branches, loops...

System functions: Time, cursor position...

Logic, comparison, mathematical functions, chance...

Variables

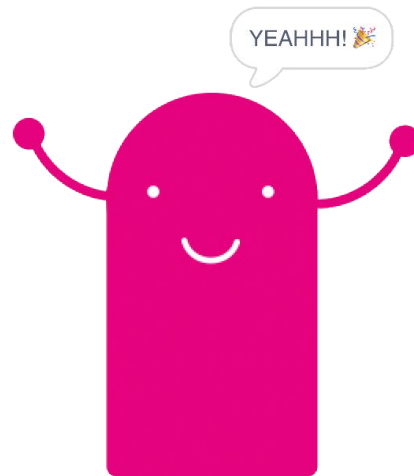
Own functions

Blocks for the Calliope mini

# Dance

Use the A and B buttons on your Calliope mini to make your mini character dance across the screen of your computer.

For the different dance positions you use the different costumes.



# Preparation

## Add the prepared costumes:

- 1 Choose a character or upload your own character
- 2 Open costume view
- 3 Click on "Upload"
- 4 Load the prepared costumes from the pictures folder into the costume library

You can download the costumes here:

DOWNLOAD



\*pink.png, pink\_links.png, pink\_rechts.png, pink\_oben.png, ice\_d.png



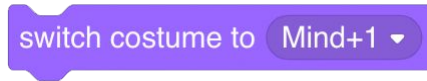
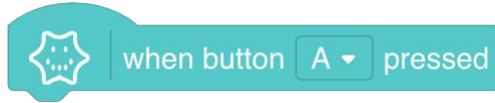
# Code blocks

You can find the blocks you need in the following categories:

Calliope

Looks

Control



Event - when Calliope mini Button A is pressed.

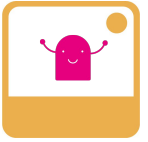
Changes the sprite's costume to the specified one.

A speech bubble appears on / over the sprite and remains until a new command is given.

Pauses the script for a specified period of time.



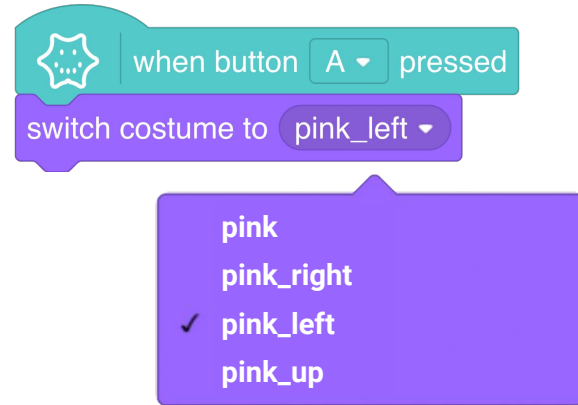
# Dance



## Let your mini character point to the left:

- 1 Select the mini character in the character library and add the block “when Button A pressed”
- 2 Paste the block “switch costume to” from the “Looks” category and select the appropriate image (pink\_left) from the pulldown menu

Press  to test your program.



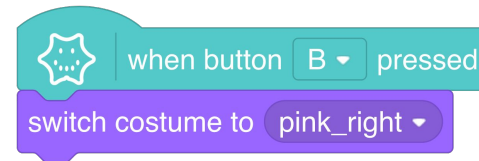
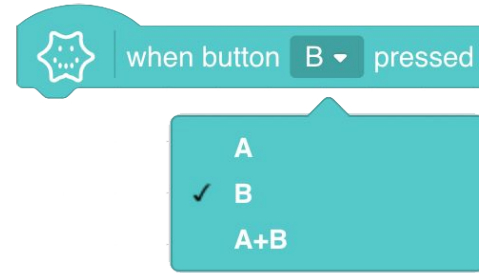
# Dance



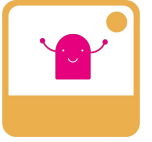
Now let your mini character also point to the right:

- 1 Add another block “when Button A pressed” from the Calliope category and select **B** from the pulldown menu
- 2 Assign the appropriate illustration to this button event as well

**HINT!** Here you can see that it is helpful to name the individual illustrations in a meaningful way 😊

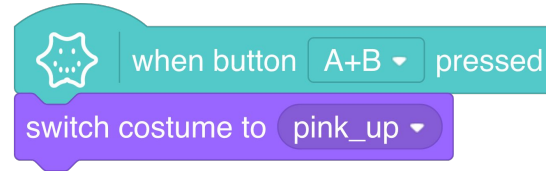


# Dance



**The special move:** If you press the **buttons A and B** at the same time, your mini character stretches upwards.

Add another block “**when Button A pressed**” from the Calliope category, select **A+B** from the pulldown menu and assign the appropriate image.

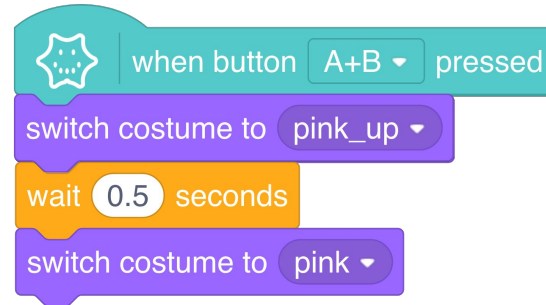


# Dance



Finish the movement by returning your mini character to the initial status.

- 1 Insert a short pause by adding a "wait" block
- 2 As a last step, assign the default image of your mini character with a "switch costume to" block



# Dance

You can also let your character speak.

If you like, you can also display the direction on your Calliope mini.



```
when button A pressed
switch costume to pink_left
display pattern
```

```
when button B pressed
switch costume to pink_right
display pattern
```

```
when button A+B pressed
switch costume to pink_up
display pattern
say YEAHHH! for 2 seconds
wait 0.5 seconds
switch costume to pink
```



**CALLIOPE**

If you have any questions, please do not hesitate to contact us.

You can contact us at +49 (0)30 4849 2030

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