

Artec Device Programming Software

Setup Guide

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Version History

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8/3/2020	Manual published
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8/25/2020	Corrections to section 5. Program Transfer Setup

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1. Getting Started

The Artec Device Programming Software allows you to use your Chromebook to program various Artec devices you can connect to it via USB.

The software is compatible with the following devices:

- Studuino:bit (ArtecRobo 2.0)
- Studuino (ArtecRobo)

Your Chromebook must be connected to the internet in order to launch the software.

★ To use the software when no internet connection is available, see section **Running the Software Offline**.

Only programs written directly in this software on Chromebook can be transferred to run directly on a Studuino unit.

(If the Chromebook and the device remain connected via USB cable, programs from other software can still be used to control the device.)

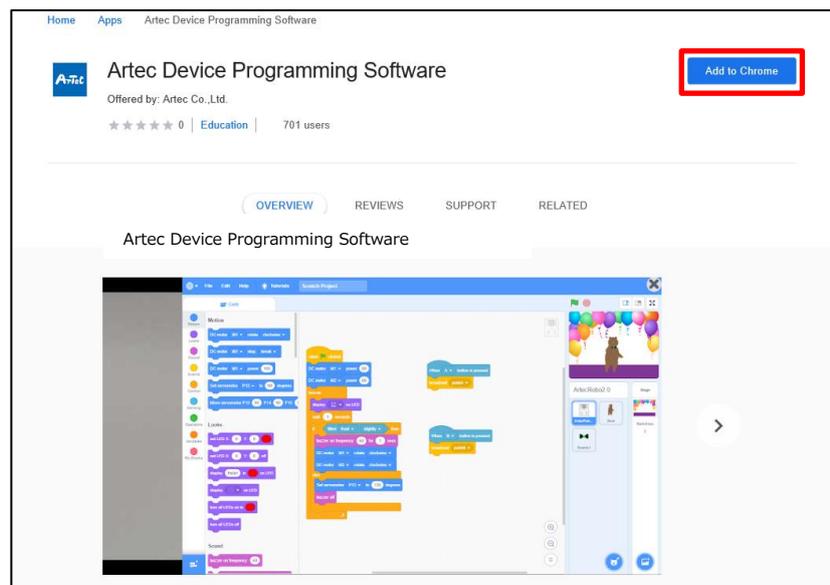
★ See section **Program Transfer Setup** to learn how to transfer programs to run directly on your Studuino.

The information in this manual is subject to revision at any time.

2. Installing the Software

Follow the link below to install the **Artec Device Programming Software** from the Chrome webstore.

<https://chrome.google.com/webstore/detail/artec-device-link/lnffofhlmffgdiieaciepapbejnloam?hl=en&authuser=0>



You'll see the icon below once the installation finishes.



3. Starting the Software

- ① When you launch the software, the launcher below will appear. Tap the icon for the device you're using to start the software.

Studuino:bit



★ Select Studuino:bit if
you're using ArtecRobo 2.0.

StuduinoLite



Studuino



★ Select Studuino if
you're using ArtecRobo.

- ② Your web browser (Chrome) will start up, and a visual programming environment (a web application based on Scratch 3.0) appropriate for your device will start up via the internet.

4. Running the Software Offline

It's possible to use the software while offline (without an internet connection) by using the method described below.

- ① Go to the URL below to download the appropriate file for the Artec device you're using and unzip the file wherever you'd like to store it.

Studuino:bit → <https://www.artec-kk.co.jp/artecrobo2/data/chrome.zip>

StuduinoLite → <https://www.artec-kk.co.jp/dl/95015/data/chrome.zip>

Studuino → <https://www.artec-kk.co.jp/studuino/data/chrome.zip>

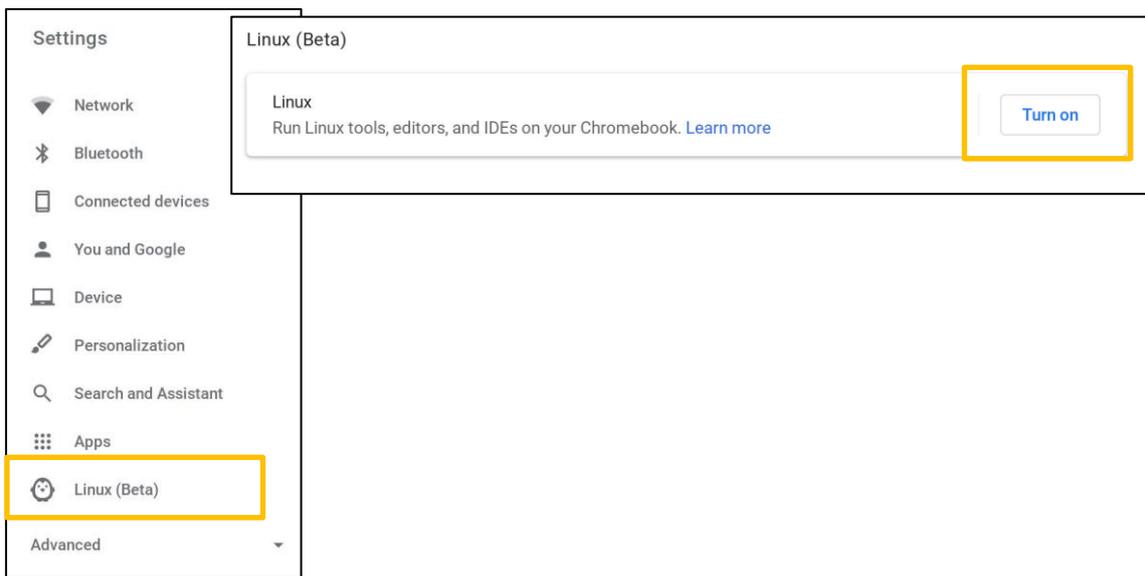
- ② Now start up the software.
- ③ Tap **index.html** in your unzipped folder to open the application in your Chrome browser. If you save the application page as a bookmark, you'll be able to access it easily the next time you use it.

5. Program Transfer Setup

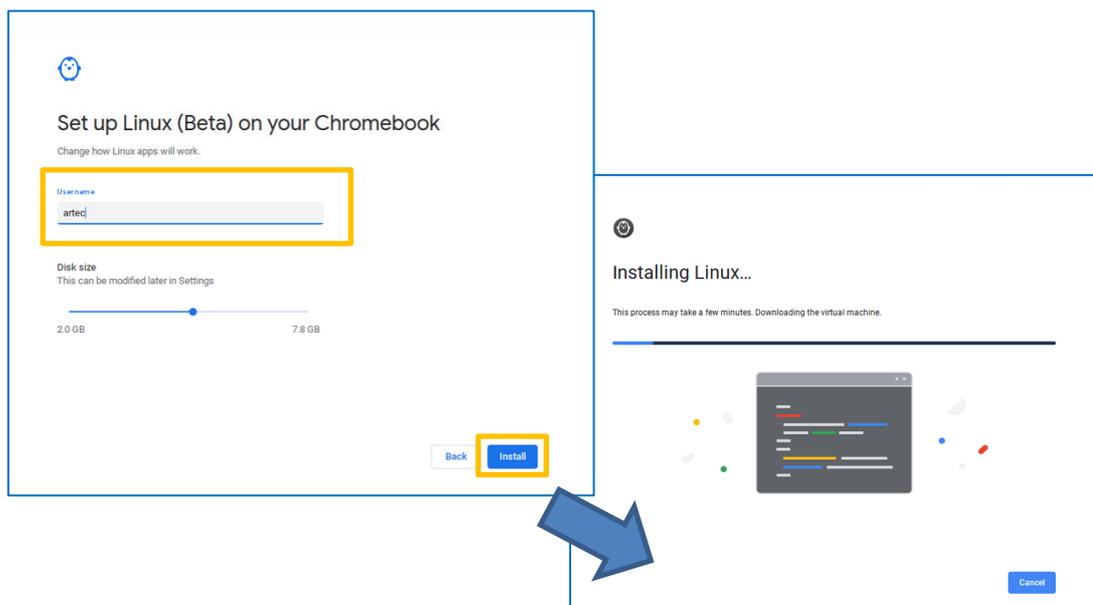
In order to transfer programs written in this software and run them from your Studuino, you'll need to set up some additional software as described below.

★ Some Chromebooks may not be compatible with Linux. If your Chromebook can't use Linux, it won't be able to run the software in this section.

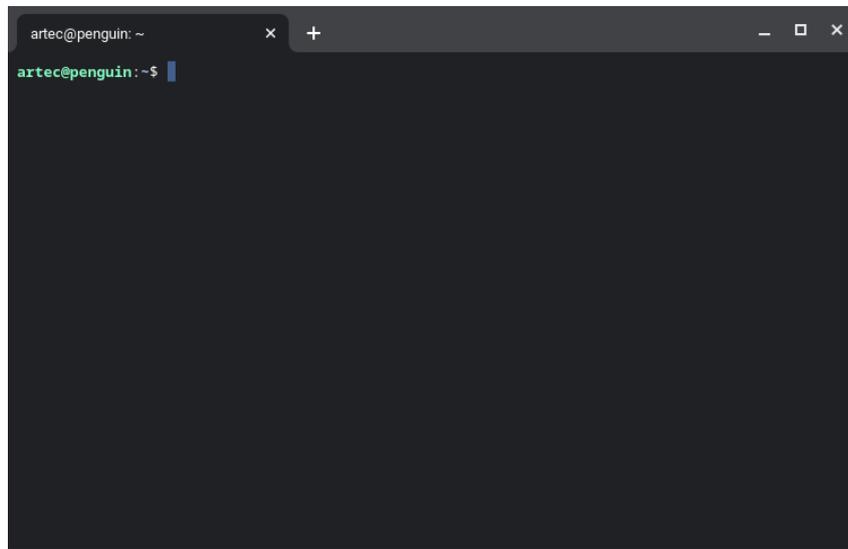
- ① Go to the Settings menu and select **Linux (Beta)**, then tap **Turn on**.



- ② Set your preferred username, then click **Install**.



- ③ When the Linux setup is finished, a black terminal window will appear.



- ④ Download the file from the URL below and unzip it.

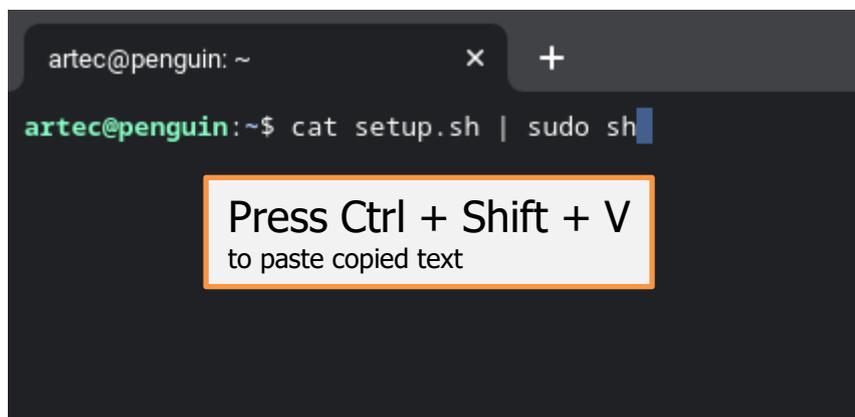
<https://www.artec-kk.co.jp/studuino/data/atbuild.zip>

- ⑤ Copy the five files from the unzipped folder into your **Linux Files** folder.



- ⑥ Type the lines of code below into the terminal, or else copy and paste them (Ctrl + Shift + V), then press Enter.

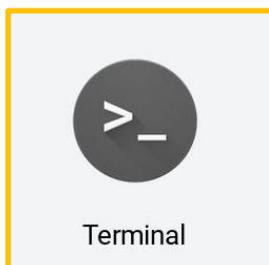
```
cat setup.sh | sudo sh
```



⑦ If the screen shown below appears, the setup is finished.

```
artec@penguin: ~
Updating index: package_index.json downloaded
Updating index: package_artec_studuino_index.json downloaded
Downloading packages...
arduino:avr-gcc@7.3.0-atmel3.6.1-arduino7 downloaded
arduino:avrdude@6.3.0-arduino17 downloaded
arduino:arduinoOTA@1.3.0 downloaded
arduino:avr@1.8.3 downloaded
Installing arduino:avr-gcc@7.3.0-atmel3.6.1-arduino7...
arduino:avr-gcc@7.3.0-atmel3.6.1-arduino7 installed
Installing arduino:avrdude@6.3.0-arduino17...
arduino:avrdude@6.3.0-arduino17 installed
Installing arduino:arduinoOTA@1.3.0...
arduino:arduinoOTA@1.3.0 installed
Installing arduino:avr@1.8.3...
arduino:avr@1.8.3 installed
Downloading packages...
studuino:avr@1.1.0 downloaded
Installing arduino:avr-gcc@4.8.1-arduino5...
Installing arduino:avrdude@6.0.1-arduino5...
Installing studuino:avr@1.1.0...
studuino:avr@1.1.0 installed
no crontab for root
artec@penguin: ~$
```

⑧ After completing the setup, log out and log back in, then open the **Terminal** from the app launcher under **Linux apps**. (You can close the terminal after it launches.)



The terminal will start up, and when it displays the Ready it's ready to use.

```
artec@penguin: ~
[=====] Ready
artec@penguin: ~$
```

★ Whenever you use the application after restarting or re-logging in to your Chromebook, you'll need to start up the terminal from the launcher's Linux Applications.

6. Contact Us

 **Customer Support Desk**

Phone: **+81-72-990-5510**

E-mail: **export@artec-kk.co.jp**