

ByteBoi Usage Guide

Find your way around...

Setup

Welcome to ByteBoi's usage guide!

Hopefully, you had fun assembling your ByteBoi. Are you ready to grow a bit more? We will show you how to use ByteBoi in this usage guide!



Let's turn ByteBoi on!

Using the switch located at the bottom left of ByteBoi, turn him on by pushing it to the right.

Here is the photo that'll explain to you what each button and switch means.



First time?

If this is your first time turning on the ByteBoi, you should see the hardware test pop up. This is a cool little bit of software that will allow you to go through and make sure that you've assembled your ByteBoi correctly! Follow the on-screen instructions at each stage and, if there is an issue, check your soldering!

This is the first thing you'll see when you turn on the ByteBoi. This particular test is here to ensure all of your buttons are soldered correctly.



You should press all six of the ByteBoi's buttons you soldered a few moments ago. If the button is working properly, the circle representing that button should turn green. If one of the circles is not turning green, one of the buttons is not working. In that case, you should check the soldering joints on your buttons.



Don't forget to press the **Select** button! Even though you didn't solder this button, we have to ensure it's working.



After all the circles on the screen turn green - press the button A!

The wild sound test appears - if you can hear a melody, press A!



Another test? Yes, we have to make sure all the LEDs are working as it says on the screen. Make sure you see red, blue, and green lights on the back of your ByteBoi.



And finally, here is the list of all the games contained on your SD card. These games are premade, and you can play them immediately. Later on, we'll show you how to make your own games!



Low battery? Let's charge your ByteBoi!

The USB-C cable is used for charging and programming your device. Insert the other end of the cable into the power adapter!

After that, connect the power adapter into a power outlet to turn on your ByteBoi.



A battery icon on display will change colors while being charged. Also, you'll notice one LED lightening up left to the USB port as a sign of it being charged.

Once it's fully charged, the LED located left of the USB port will turn off, and the battery icon will stop changing colors.

Frozen? Use the RESET Button

Got an issue with ByteBoi's software or just want to do a RESET? Press the RESET button located on the upper left side of the ByteBoi; this should RESET ByteBoi's system fixing a software problem.

Navigate through ByteBoi's menu

Use button A for entering the game and button B for exiting the game or going back to the menu.

Use the left and right buttons for listing through the list of games located on the SD card.



ByteBoi comes with an SD card already in it, so you should see games as soon as you turn ByteBoi on.

If you click button A on an Anarch game, for example, this is what you'll be seeing:



If your SD card is not inserted, the display will simply say No SD card.

Swiping to the right, you'll find all the games that are on your SD card.

Take note of this app called **Wheelson RC**. It's used for controlling your Wheelson using a Byteboi. Cool, right? We'll talk about that one in detail in the next chapter.



Let the games begin!

Let the games begin!

As mentioned before, button A is a 'confirmation button' you'll use to enter the games, while you'll use button B to exit the games.

Every game will take approximately 30-60 seconds to load from the SD card.



Pressing the **Select button** will open the **Game settings menu**. You can **mute the volume** (press **A** to mute it automatically) or turn off the **LEDs**. To exit the Settings, just press button **B** or the **Select** button.

If you want to know more about your games, you can press the **Select button** while you're in the menu. The **pop-up message** will show you who created the game you're about to play, who made music, as well as the description of the game. Once you're done reading it, press A, B, or the Select button.

Settings

Settings

When you enter the Settings mode on your ByteBoi's menu, you'll be able to adjust the volume, enable and disable your LEDs, and perform the input test that you should have done in the *First check* in the build guide.

In case you later suspect there is something wrong with any of the components that you soldered to the board, this is where you can check if everything works as it should by enabling the hardware test.

Use the navigation buttons to navigate through the Settings.



This is what the settings menu looks like:



1. **Auto shutdown** – here, you can set the inactivity threshold, after which your ByteBoi will automatically shut down.
2. **Volume** – If you press A, your ByteBoi will mute automatically.
3. **LED enable** – use this for turning your LEDs on and off.
4. **Hardware test** – Perform this test if you suspect that any component doesn't work as it should. In case you can't complete the test, you should check your soldering joints. If you need help with making your ByteBoi work contact us via contact@circuitmess.com.
5. **Save** – Exit the Settings by clicking on the Save option.

Wheelson RC

Connect ByteBoi and Wheelson!

Why is Wheelson mentioned on my ByteBoi, you may ask!

Well, we didn't want your previous STEM box devices to collect dust while you're building and coding a new one. So from now on, you can control your Wheelson with your ByteBoi. How cool is that?



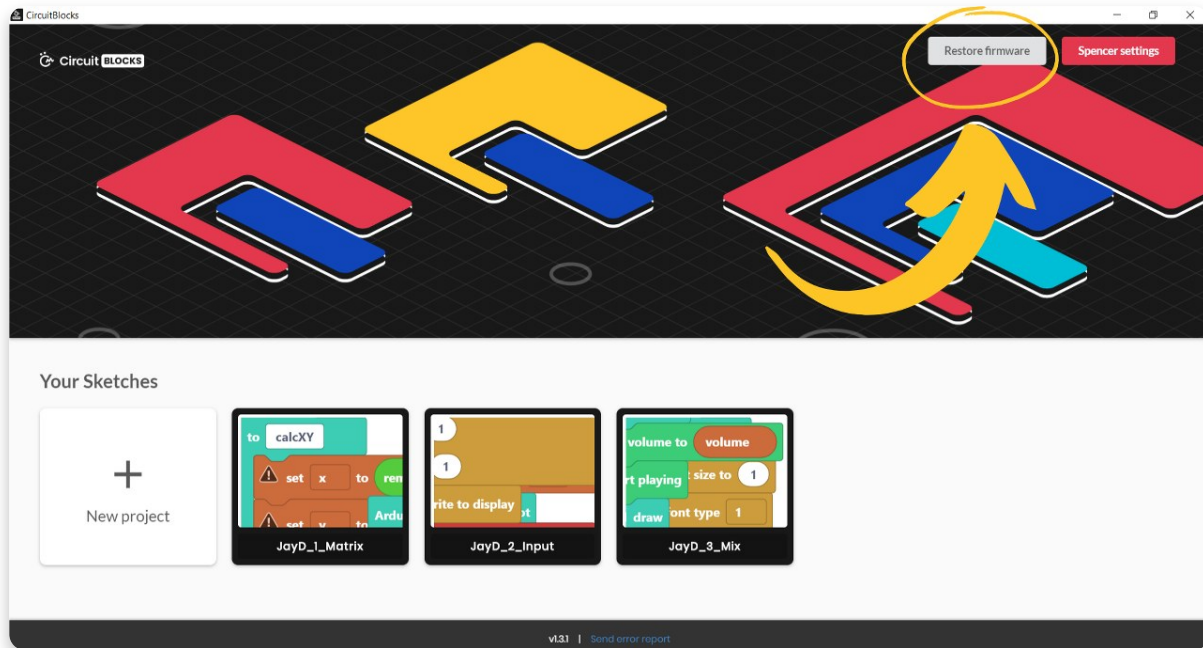
We need to update Wheelson's firmware to communicate with ByteBoi.



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Before doing anything, you'll need to use **CircuitBlocks**. Connect your Wheelson to your PC via USB, and click on **Restore firmware** in CircuitBlocks. By doing that, you'll get the newest software upgrade for your Wheelson that will help you connect it to ByteBoi.

Restoring firmware will update Wheelson's software, and that'll enable your Wheelson to connect to ByteBoi.



Your screen should look like the photo below after clicking on the Wheelson RC on your ByteBoi.

You can choose between direct or external WiFi connections as it says on display.



Your ByteBoi will connect directly to Wheelson by hosting a WiFi network if you choose the direct connection. If you want to extend the WiFi range, you can choose an external WiFi connection.

This way, both your ByteBoi and your Wheelson will connect to your home's WiFi network, and you'll get a greater range.

The first step to connect your Wheelson and ByteBoi using an external WiFi connection is to connect them to your router. To do that, you'll have to press A and enter your WiFi network's name.



Only 2.5GHz WiFi networks are supported!



Does your WiFi name have a capital letter or maybe a punctuation mark? No problem! You can notice some triangles in the last row. If you press on the first one, you can delete the letters you have already written. You'll get your capital letters and one part of the punctuation marks if you click on the other one. You'll get the second part of the punctuation marks by clicking on the third one.



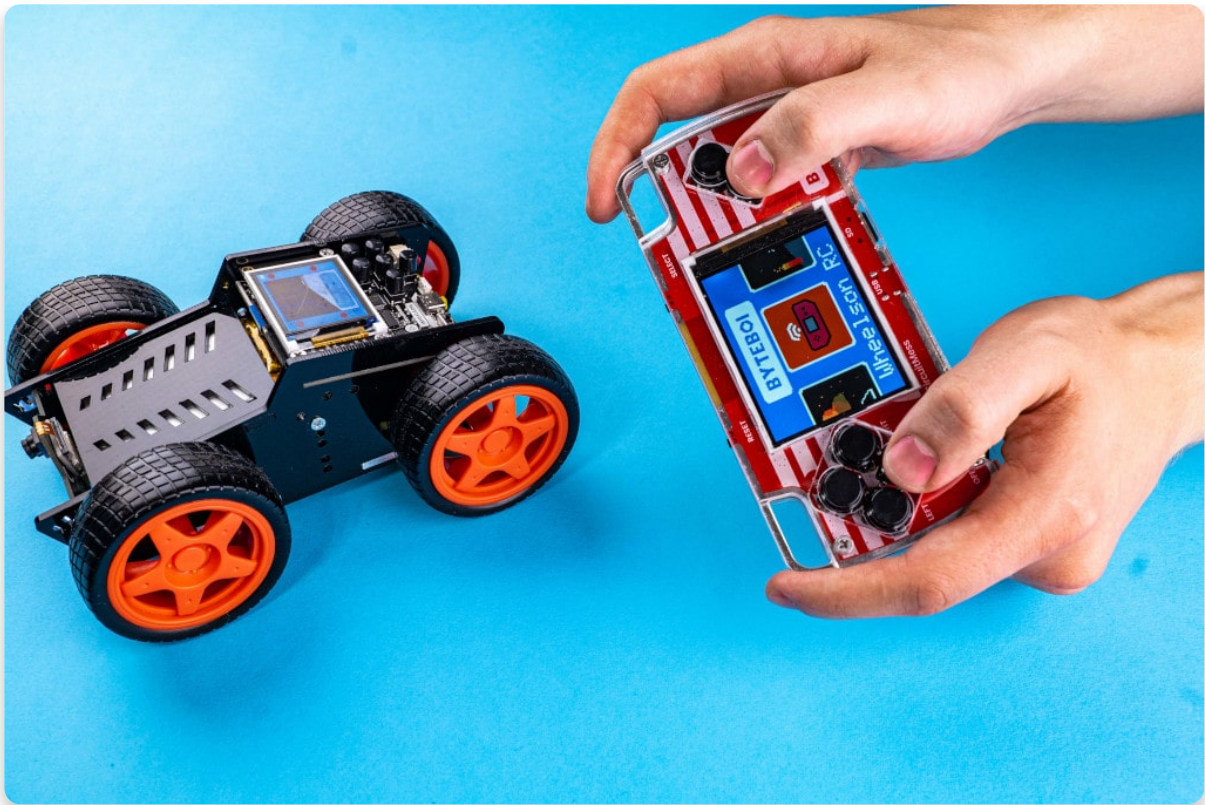
Just like on your phone, after you write the WiFi name, you have to write the password.

Both your ByteBoi and your Wheelson should connect to your WiFi network now!

Once ByteBoi and Wheelson are connected, there'll be a sign saying Connected on Wheelson's screen. Meanwhile, on the ByteBoi's display, you will see everything your Wheelson is seeing.

Time to drive your Wheelson!

You can use the up-down, left-right buttons for driving. Button A is used for turning on and off the lights on your Wheelson. Button B is, as usual, for exiting.



You should be all set now!

If you have any questions or comments, feel free to contact us at contact@circuitmess.com, and we'll make sure to help out as soon as possible.

Now that you know how to use your ByteBoi, try **programming** some **custom functions** for him. You can create your **custom light show**, draw **cool images** on ByteBoi's display, and make **your own game**.

We'll guide you through the first steps in the **ByteBoi coding guide**:

- [ByteBoi coding guide](#)