

# Table des matières

*To create new block, here is a simple way using Grove LED block as example: ..... 3*



## To create new block, here is a simple way using Grove LED block as example:

**1 - modify index.html**, at the end of file add categories and **name of blocks** you want to add in the Toolbox (*sidebar menu*) :

```
<category name="CAT_ARDUINO_SERVO">
  <block type="servo_move"></block>
  <block type="servo_read_degrees"></block>
</category>
</category>
<sep></sep>
<category name="CAT_GROVE">
  <category name="CAT_GROVE_IN">
    <block type="grove_button"></block>
    <block type="grove_rotary_angle"></block>
    <block type="grove_tilt_switch"></block>
    <block type="grove_temperature_sensor"></block>
    <block type="grove_sound_sensor"></block>
    <block type="grove_pir_motion_sensor"></block>
    <block type="grove_line_finder"></block>
    <block type="grove_ultrasonic_ranger"></block>
    <block type="grove_thumb_joystick"></block>
  </category>
  <category name="CAT_GROVE_OUT">
    <block type="grove_led"></block>
  </category>
  <category name="CAT_GROVE_LCD">
    <block type="grove_serial_lcd_print"></block>
    <block type="grove_serial_lcd_power"></block>
    <block type="grove_serial_lcd_effect"></block>
  </category>
  <category name="CAT_GROVE_COMM">
    <block type="grove_bluetooth_slave"></block>
  </category>
</category>
</xml>
```

will use this one as example

```
<block type="grove_piezo_buzzer"></block>
<block type="grove_relay"></block>
<block type="grove_motor_shield"></block>
<block type="grove_rgb_led"></block>
```

//we

The different block name will be used for the block declaration **and** the function: *parts #2 & #3* 'grove\_led' example.

The name are reference inside the file (en.js ; fr.js ; es.js; etc) with the text that will be dispalyed, so it's the multilingual way: *part #5* for 'grove\_led' example.

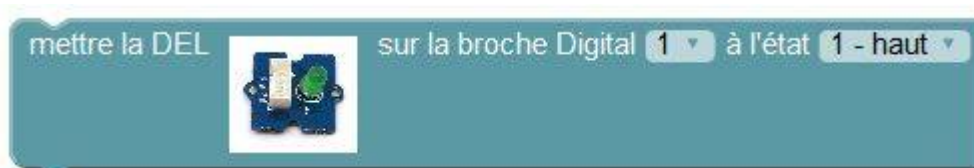
**2 - define functions in a particular file '/generators/arduino/grove.js'.** This file contains the way the block will create Arduino code, example of 'grove\_led' block quoted in **part #1** :

```
Blockly.Arduino.grove_led = function() {
  var dropdown_pin = Blockly.Arduino.valueToCode(this, 'NUM',
Blockly.Arduino.ORDER_ATOMIC);
  var dropdown_stat = this.getFieldValue('STAT');
  Blockly.Arduino.setups_['setup_green_led_'+dropdown_pin] =
'pinMode('+dropdown_pin+', OUTPUT);'; //will be declared in setup()
  var code = 'digitalWrite('+dropdown_pin+', '+dropdown_stat+');\n'
//will be used in loop()
  return code;
};
```

**3 - define blocks with the same name as function, in a specific file in '/blocks/grove/grove.js'.** This file contains instructions for Blockly engine to display it:

```
Blockly.Blocks['grove_led'] = {
  init: function() {
    this.setColour(190);
    this.setHelpUrl(Blockly.Msg.GROVE_INOUT_LED_HELPURL); //relative
information to real text in /lang/blocks/en.js
    this.appendDummyInput()
      .appendField(Blockly.Msg.GROVE_INOUT_LED_INPUT1)
      .appendField(new
Blockly.FieldImage("http://www.seeedstudio.com/wiki/images/thumb/e/e0/LED1.j
pg/400px-LED1.jpg", 64, 64))
      //picture in local storage seems to be better idea, in the same
directory as in js block file definition

      .appendField(Blockly.Msg.GROVE_INOUT_LED_INPUT2)
      .appendField(new Blockly.FieldDropdown(profile.default.digital),
"PIN")
      .appendField(Blockly.Msg.GROVE_INOUT_LED_INPUT3)
      .appendField(new Blockly.FieldDropdown([["1 - HIGH", "HIGH"], ["0 -
low", "LOW"]]), "STAT");
      //you can also put FieldDropdown in Lang file
    this.setPreviousStatement(true, null);
    this.setNextStatement(true, null);
    this.setTooltip(Blockly.Msg.GROVE_INOUT_LED_TOOLTIP);
  }
};
```



**4- add the name of this 2 file up in 'index.html' :**

```

<html>
<head>
<link rel="icon" type="image/png" href="images/favicon.bmp" />
<meta http-equiv="Content-Type" content="text/html; charset=utf-8" />
<title>Blockly Arduino</title>
<script type="text/javascript" src="blocks/blockly_compressed.js"></script>
<script type="text/javascript" src="blocks/blocks_compressed.js"></script>

<script type="text/javascript"
src="blocks/arduino_base/arduino_base.js"></script>           //block display
<script type="text/javascript" src="blocks/grove/grove.js"></script>

<script type="text/javascript"
src="generators/arduino/blocklyduino.js"></script>
<script type="text/javascript"
src="generators/arduino/arduino_base.js"></script>
<script type="text/javascript" src="generators/arduino/control.js"></script>
<script type="text/javascript" src="generators/arduino/grove.js"></script>
//block function for Arduino code

```

**5 - at last translating** in different language file.

→ **if needed**, in **/lang/msg/en.js** you can add global specification:

```

var MSG = {
  title: "éditeur graphique pour aider à la programmation des interfaces
Arduino",
  labelArduinoCard: "carte Arduino :",
  span_config: " configurer les blocs",
  span_delete: " effacer TOUS les blocs",
  span_saveXML: " sauver en fichier XML",

```

→ Then in **/lang/blocks/en.js** we add all the text displayed:

```

Blockly.Msg.ARDUINO_SERIAL_PRINT_CONTENT = "envoyer sur le port série la
donnée :";
Blockly.Msg.ARDUINO_SERIAL_PRINT_TOOLTIP = "envoie des données sur le port
série pour surveillance par le moniteur en ASCII";

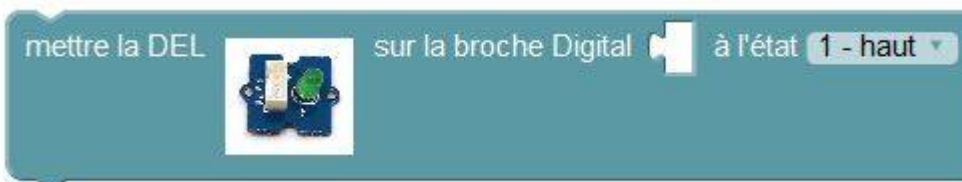
Blockly.Msg.GROVE_INOUT_LED_HELPURL =
"http://www.seeedstudio.com/wiki/index.php?title=GROVE_-_Starter_Bundle_V1.0
b#LED";
Blockly.Msg.GROVE_INOUT_LED_INPUT1 = "mettre la DEL";
Blockly.Msg.GROVE_INOUT_LED_INPUT2 = "sur la broche Digital";
Blockly.Msg.GROVE_INOUT_LED_INPUT3 = "à l'état";
Blockly.Msg.GROVE_INOUT_LED_TOOLTIP = "active la sortie Digital sur laquelle
la DEL est branchée";

```

**6 - tweak !**

You could also change the way the block is created or displayed, example with this different version:

```
Blockly.Blocks['grove_led'] = {
  init: function() {
    this.setColour(190);
    this.setHelpUrl(Blockly.Msg.GROVE_INOUT_LED_HELPURL);
    this.appendDummyInput()
      .appendField(Blockly.Msg.GROVE_INOUT_LED_INPUT1)
      .appendField(new
Blockly.FieldImage("http://www.seeedstudio.com/wiki/images/thumb/e/e0/LED1.jpg/400px-LED1.jpg", 64, 64))
    this.appendValueInput("PIN", 'Number')
      .setCheck('Number')
      .setAlign(Blockly.ALIGN_RIGHT)
      .appendField(Blockly.Msg.GROVE_INOUT_LED_INPUT2);
    //this.setInputInline(true);
    this.appendDummyInput("")
      .setAlign(Blockly.ALIGN_RIGHT)
      .appendField(Blockly.Msg.GROVE_INOUT_LED_INPUT3)
      .appendField(new Blockly.FieldDropdown([["1 - haut", "HIGH"], ["0 - bas", "LOW"]]), "STAT");
    this.setPreviousStatement(true, null);
    this.setNextStatement(true, null);
    this.setTooltip(Blockly.Msg.GROVE_INOUT_LED_TOOLTIP);
  }
};
```



if you uncomment line *this.setInputInline(true);* here what you will see:



From: <https://wiki.libreeduc.cc/> - **LibreEduc**

Permanent link: [https://wiki.libreeduc.cc/en:Blockly\\_rduino:create\\_blocks](https://wiki.libreeduc.cc/en:Blockly_rduino:create_blocks)

Last update: **2025/01/16 20:24**

