get started with
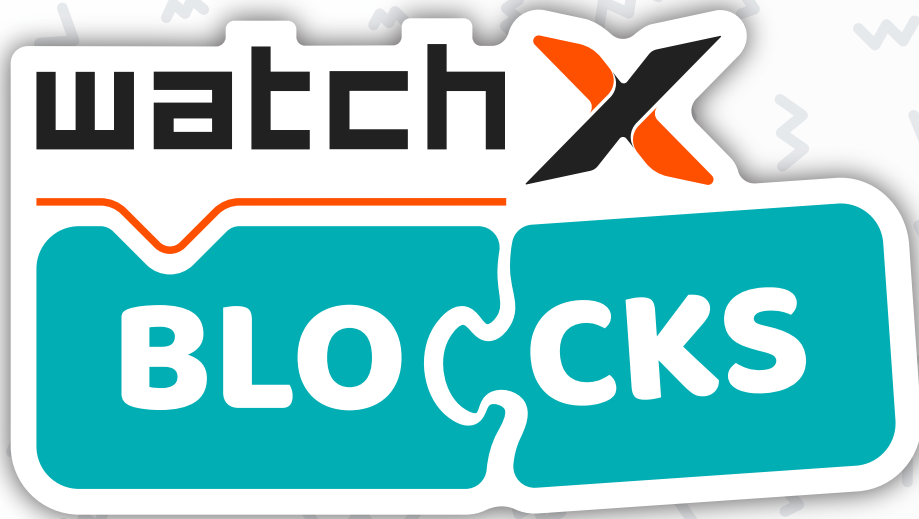
watchX Blocks is an easy to use,
block-based coding editor

all you need to do is to connect the blocks

Display write " Hello " line 4 align Middle

We will follow these steps
to install and run watchX Blocks
and learn how to use it.

Step**1 Download**
Step**2 Install**
Step**3 First Run**
Step**4 Use**

step **1** Download

Let's start by downloading the watchX Blocks. Open your web browser and go to https://www.watchx.io/

Go to the downloads section

⬇ DOWNLOADS

Download the watchX Blocks

	watchX Blocks	
watch X BLOCKS	**watchX Blocks** for Windows	**DOWNLOAD**
watch X BLOCKS	**watchX Blocks** for Mac	**DOWNLOAD**

select the suitable operating system for your computer

step 2 Install

for **Windows** users

After downloading, you will have a file like this.

watchX Blocks.zip

Unzip / Extract the files in the downloaded file.

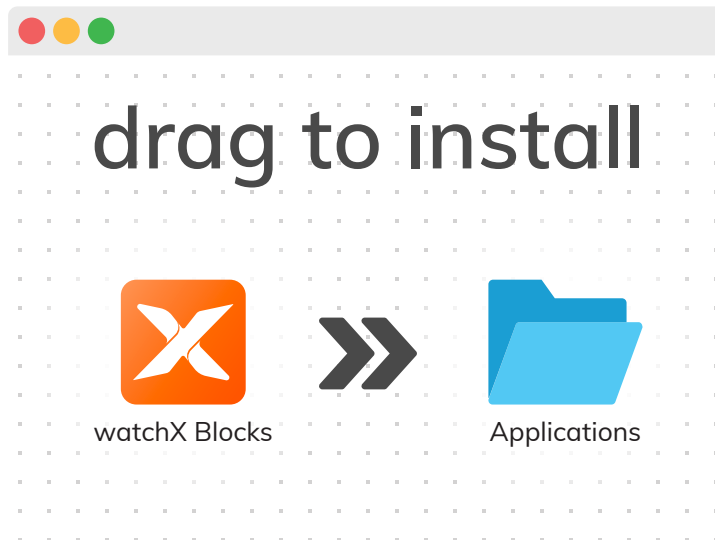watchX Blocks.exe

Double click and run the watchX Blocks

for **Mac** users

After downloading, you will have a file like this.

watchX Blocks.dmg

Open this file, drag and drop the watchX Blocks to your applications folder.

drag to install

watchX Blocks

Applications

Open your applications folder,
double click and run the watchX Blocks.

- AirDrop
- Recents
- iCloud Drive
- **Applications**
- Desktop
- Documents
- Downloads

watchX Blocks

step 3 First Run

During your first run, your operating system may require some permissions.

for **Windows** users

Windows protected your pc

more info

Don't run

Windows protected your pc

Run anyway   Don't run

Click on more info and select "Run anyway"

Click on "Allow access"
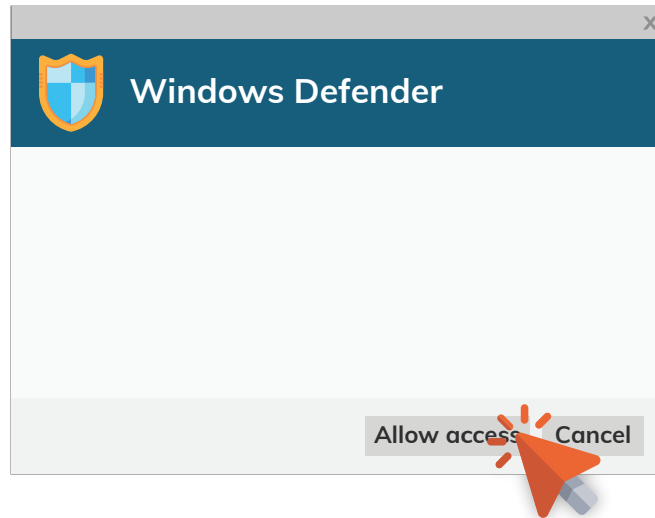
watchX Blocks downloads
some required files on its first run.

The first opening animation may take a minute or two.
After the initial launch, watchX Blocks will open faster.

for **Mac** users

when you try to open the watchX Blocks
application for the first time,
you will get a message like this;

"watchX Blocks" can't be opened because
it is from an unidentified developer.

OK
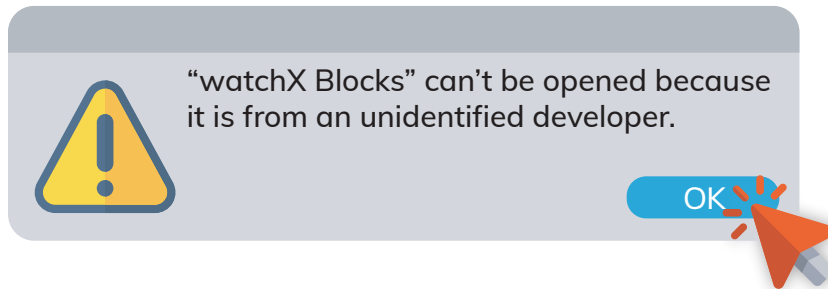
Go to "System Preferences" > "Security & Privacy"
and click "Open Anyway". This will give permission to
watchX Blocks so that it can run on your computer.

"watchX Blocks" was blocked from opening because it is not from
an identified developer.
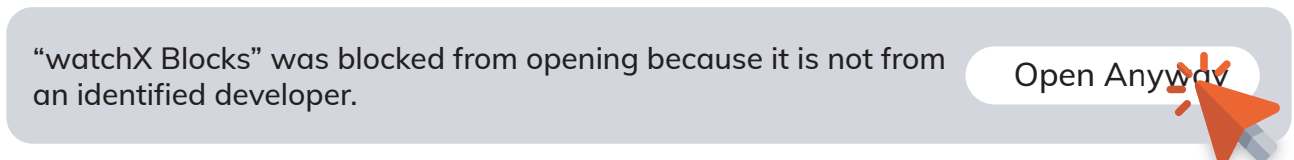
Open Anyway

When you click "Open Anyway", this message
will appear. Click "Ok". You can run watcX Blocks now.

"watchX Blocks" can't be opened because
it is from an unidentified developer.
Are you sure you want to open it?

Open   Cancel

watchX Blocks downloads
some required files on its first run.

The first opening animation may take a minute or two.
After the initial launch, watchX Blocks will open faster.
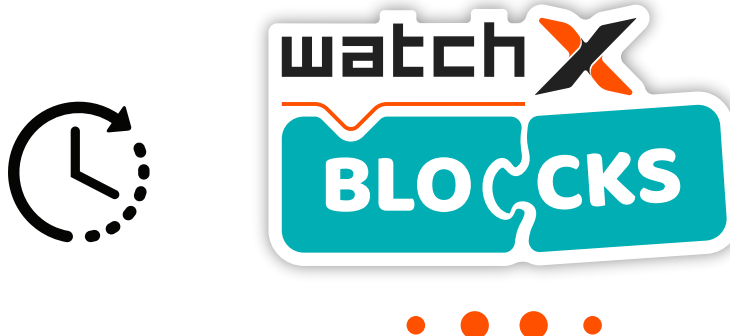
step **4** Use

watchX Blocks is now ready to use.
Let's have a look at it.

menu button   upload button
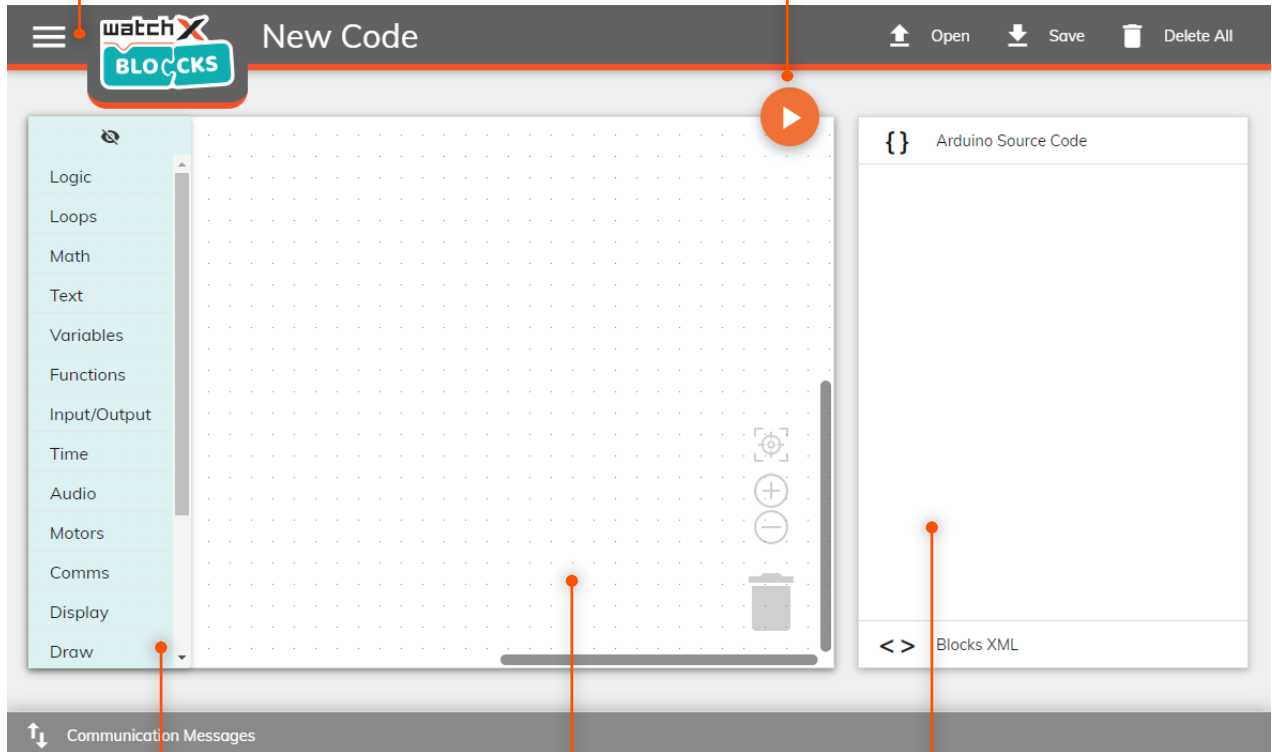
toolbox   workspace   Arduino code

The toolbox contains coding blocks
in different categories.

You can select the blocks you want from the toolbox
and drag-drop them onto the workspace.

focus

zoom in

zoom out
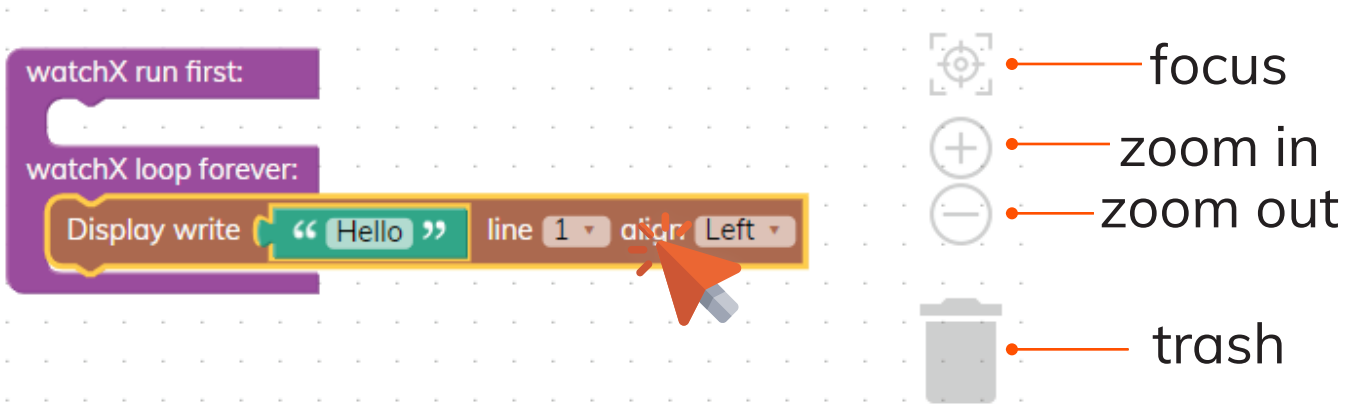
trash

When you drag-drop the blocks onto each other,
they click and connect automatically.

You can delete blocks by
dropping them into the trash bin.

```
{}    Arduino Source Code

#include "watchX.h"

wx_oled_t oled;

void update_env() {
    wx_oled_update(&oled);
}
void setup() {
 SPI.begin();

 wx_oled_init(&oled);

}

void loop() {
 wx_write_text_line(&oled, 0, 0, ((String)"Helo").c_str());

    update_env();
}
```

You can inspect the Arduino Source Code
as you construct your blocks.

When you finish constructing your code,
connect your watchX to your PC with USB cable.

Press the upload button and
upload your code to the watchX

upload button

watchX run first:

watchX loop forever:

Display write " Helo " line 1 ▾ align Left ▾

Hello

watchX

If you click on the "Communication Messages", you can see the uploading process in real time.

You can check if your code is uploaded successfully or not from here.

verify   upload

When you hover your mouse on the upload button,
you will see the verify button appear.

Verify lets you check your code
before uploading to watchX.

You can check the verification process
from "Communication Messages".

↑↓   Communication Messages

Successfully Verified Sketch

Sketch uses 7750 bytes (27%) of program storage space. Maximum is 28672 bytes.
Global variables use 1352 bytes (52%) of dynamic memory, leaving 1208 bytes for local variables. Maximum is 2560 bytes.

When you click the menu button
on the top left corner,
a side menu will appear.

⊕ New   •————— Creates a new code file

⬆ Open   •————— Opens saved code files

⬇ Save   •————— Saves current code file

🗑 Delete All   •————— Deletes all blocks on workspace

⚙ Settings   •————— Opens settings menu

▦ Examples   •————— Opens examples

⌚ Watch Faces   •————— Opens watch faces menu

🎓 Learning Center   •————— Opens Learning Center in your browser

❓ About   •————— Opens about - credits menu

You can check, modify and play with examples in this menu.
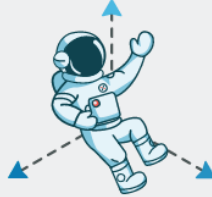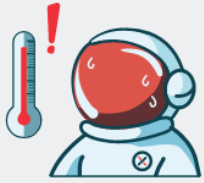
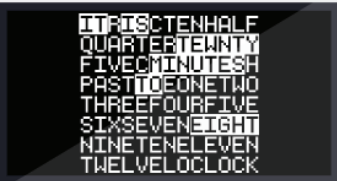|		
Blink	Hello World	Button Counter
Drawing Lines	Sensor - Movement	Sensor - Temp Prs

CLOSE

You can upload and use readymade watch firmware in this menu.

Tap Clock

by venice1200

Word Clock

by venice1200

Pacman

by 0miker0 & mic159

Pong

by 0miker0 & mic159

Tetris

by 0miker0 & mic159

Nwatch

by Zak Kemble & sasapea3

CLOSE

this sums up pretty much all about
how to use the watchX Blocks

let's see what will you make
with your watchX