

DEBUGGING CHECKLIST

1. DEBUG YOUR CONNECTION

Is your Tokymaker plugged in?

If not, plug it in!

Connect it to the USB Charger Plug as it has power enough for all your creations.

Is your Tokymaker connected to the web?



If your Tokymaker is connected to the web create.tokylabs.com, the bluetooth button at the top of the screen should appear with a blue color, meaning that is connected. If your Tokymaker is *not* connected to the web, Turn it off and on and check what is your ID (the 3 digits that appear in the screen for few seconds) Then, click on the Bluetooth button and select your ID.

Is your web not finding any Tokymaker?

You need to use Chrome Browser, from a Macbook, Android, Linux, ChromeOS or Win10.

Win10 Users: check www.tokylabs.com/helloworld.

Is your Tokymaker resetting every now and then?

This is the same problem as the first one of the list: Your source of power is not powerful enough. Make sure is connected to a USB power plug (like a phone charger) and not just to your laptop.

2. DEBUG YOUR CIRCUIT

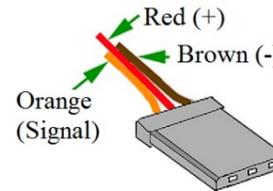
Are your modules well connected?

Be sure the Sensors and actuators are

conveniently connected. The most common mistake is that the + and the - are not in place. Note that Vcc is the same as +, and Gnd means - too. Also, remember that the Sensors are connected to the Inputs (Left side of the Tokymaker) and the Actuators to the Outputs (Right side of the Tokymaker)

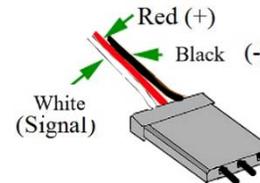
Is your Servo Motor correct?

The servo has three cables, like the rest of modules. The Brown cable has to be connected to the - pin of the Outputs.



Is your speaker correct?

Make sure your speaker Bit's volume is up and that the black cable goes to the -, the red cable goes to the + and the white goes to the signal of the Output.



3. DEBUG YOUR CODE

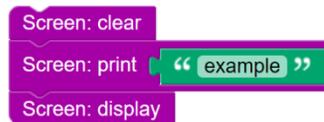
Isn't your code running?



After creating your code, you have to press the Play button to send it to your Tokymaker.

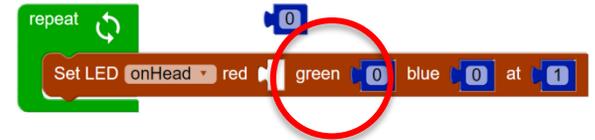
Is your Screen code correct?

Screen always need a basic set of modules in this order:



Are there any empty code blocks in your code?

Empty blocks will keep your code from loading or running.



Is all your code connected to the [Repeat] block?

Code that isn't connected to the [Repeat] block (other than variable sets) will not run when you press Play.



Do the inputs and outputs in your code match your circuit?

Make sure that the inputs in your code match your circuit. For example, if you have a [Set Servo INPUT 1] block in your code, your Tokymaker should have an input on IN 1.

Is your IoT data publishing lagging?

The free version allows you to send one data every 2 seconds. Which should be enough for most of your projects. Make sure you use this blocks:

