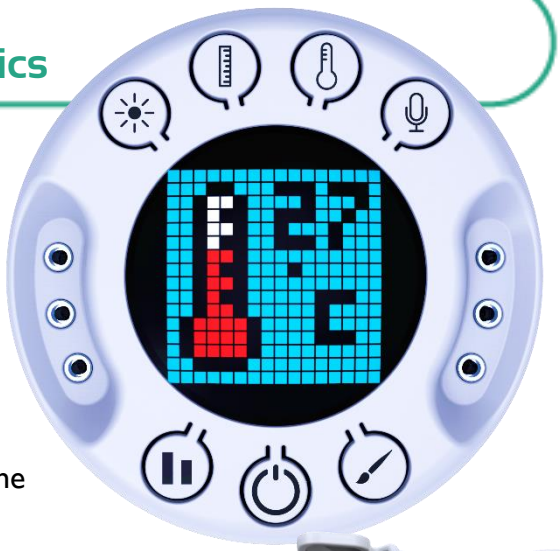
Labdisc Xploris | Basics

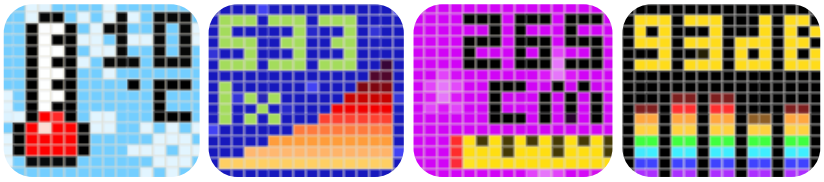


Your Xploris is an all-in-one STEAM Lab. With it you can:

- Run science experiments.
- Collect and analyze data.
- Create animations and musical compositions.
- Program outputs based on sensor readings.

First, **open the flap** on the back to expose the sensors to the environment.

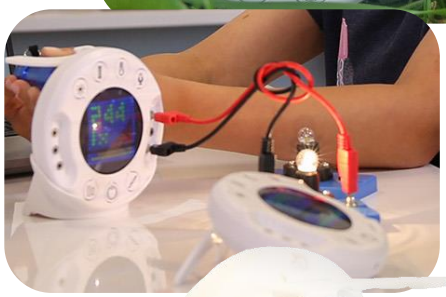
Use the four sensor **buttons** on the top to switch between sensors. As you click on each button, that sensor's data will appear on the screen.



Click on the paintbrush to cycle through the animations on the Xploris.

Click on the bars icon (bottom left) to adjust brightness while in animation mode.

To run an experiment, press and hold a sensor button for 1 second. This will start caching the data onto your Xploris. Press and hold the same button to stop recording. This data can be viewed in XploriLab for analysis. While recording, a red square will appear in the bottom corner.



External probes and sensors can be attached to the ports on the sides and back, including banana cables, temperature probes, and servo motors.

Outputs such as circuits and motors can be controlled using the control and coding interfaces of XploriLab. When combined with a 3D printed base, your Xploris can be turned into a programmable robot.

Learn more about the XploriLab software on the next page.

XploriLab is available in the Google Play Store, iOS App Store, and at the following website for PC and Mac computers: https://globisens.net/support/downloads/

To **connect** your Xploris to XploriLab, use either a USB-C cable or Bluetooth and the menu buttons in the top right corner.

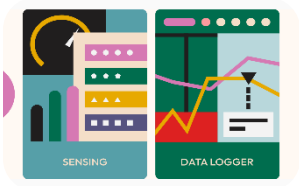
An Xploris will only show up for Bluetooth if it is not in the charging tray. Refer to the S/N sticker on the back of the Xploris to know which device is which.

There are **6 unique modules** in XploriLab.

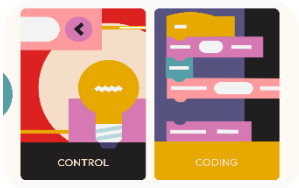
In each, there is a pink "Pancakes" menu at the top for file management and basic functions, as well as a "Home" icon to get back to the home menu. On many interfaces, there is a toolbar along the top.

You will also find a green "Play" button or tan "Upload" button on some interfaces that will allow you to start/stop experiments, animations, or send data to your device.

For more details on each module, refer to the full User Guide. The info below is just the basics.



Sensing and **Data Logger** modules are available in the **Science** category. These are where you can see live sensor data (sensing), run live experiments, or open previously-saved experiments (data logger).



Control and **Coding** modules are available in the **Engineering** category. These are where you can create programs to control your Xploris. Use your sensor inputs to control the screen, circuits, even servo motors attached to your device. Code with a simplified if/then statements (control) or with a full Blockly/Python interface (coding).

Animator and **Composer** modules are available in the **Art** category. These are where you can compose short musical pieces, draw still images, and create animations, which you can then play on your Xploris.

For how-to videos on each of these modules, go to our MimioSTEM YouTube channel. Scan the QR code to the right or go to www.youtube.com/mimiostem