Tutorial: Using the KookaManager

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Overview

KookaManager is a third party tool developed by SLAM Education as a proof of concept to assist teachers and their students to manage downloads and implementation of [KookaSuite](#) and the Kookaberry's firmware and apps.

Two versions are available - one for installation on a teacher's PC, and the other for download to the PC's used by students. Both versions allow one-click access to the KookaBlockly and KookaIDE code editors together with the ability to manage existing apps and to get new ones. The full version adds access to the Teacher's Window and reset and update functionality.

It is currently only available for Windows PC's in a Beta version.
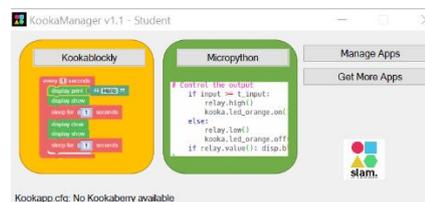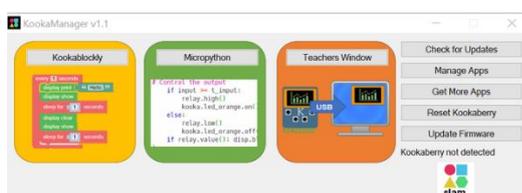
Installing KookaManager

Downloading Folders and Files

Download the folder "Kookaberry Package.zip" from the sidebar to the right to the Downloads folder on your Windows PC.

Select the zip folder and extract to the same location. An unzipped folder "Kookaberry Package" will appear. Double click to open, and you will find the following files and folders.

Kookaberry	20/07/2021 8:28 AM	File folder	
KookaberryScripts	20/07/2021 8:27 AM	File folder	
Resources	20/07/2021 8:27 AM	File folder	
Kookaberry Manager v1.1 - Student.exe	20/07/2021 8:27 AM	Application	1,206 KB
Kookaberry Manager v1.1 - Teacher.exe	20/07/2021 8:27 AM	Application	1,206 KB

Select them all and move them to Users>[*Your name*] folder in your main directory. It is important that the three folders and the executable file are all in the same drive location.

Activating Executable Files

The KookaBlockly, KookaIDE, KookaTW, and KookaManager are executable files (…they have the suffix .exe) and are totally safe to download. However, Spam and anti-virus apps such as Windows Defender require the person downloading *.exe files to verify that such files are safe before they are executed (run) for the first time. In the case of Windows Defender, that takes the form of two blue windows.
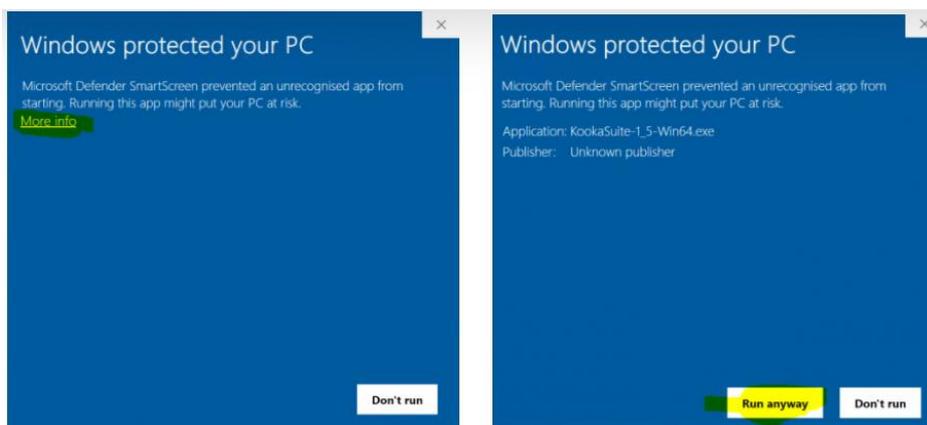
The first advises that it has prevented a file from uploading and suggests that you do not run it. To run it anyway, you must click on the More info link which takes you to the second blue

screen where you click the Run anyway box. The file will now execute and you will not receive any more warning notices for this particular file.

Activating the KookaManager.exe file

Locate the Kookaberry Manager V1.1 file in your users folder and double click to run. Follow the process described above to run the file anyway and put a shortcut on either your Start Menu or taskbar.

[NOTE: The activation process for the three elements of KookaSuite will take place as each is first run from within the KookaManager]

Running KookaSuite

Connect a Kookaberry to your Windows PC and run KookaManager. The following dashboard will appear with advice that "Kookaberry detected on D" - or whichever is the letter of the Drive to which your Kookaberry is connected…

KookaBlockly

To run KookaBlockly, click on the name box in the left hand window. This will open the KookaBlockly canvas. The scripts dropdown boxes display the scripts (*.py files) preloaded from the KookaScripts folder.
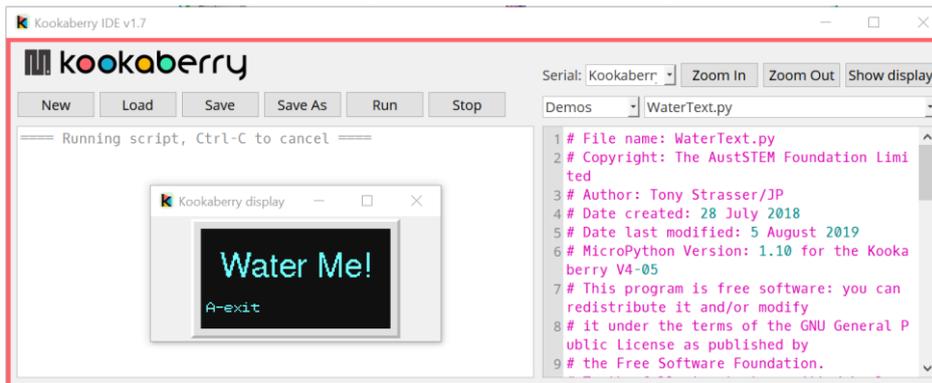
[NOTE: Remember that the first time you attempt to run this programme you will need to work through the Defender security process]
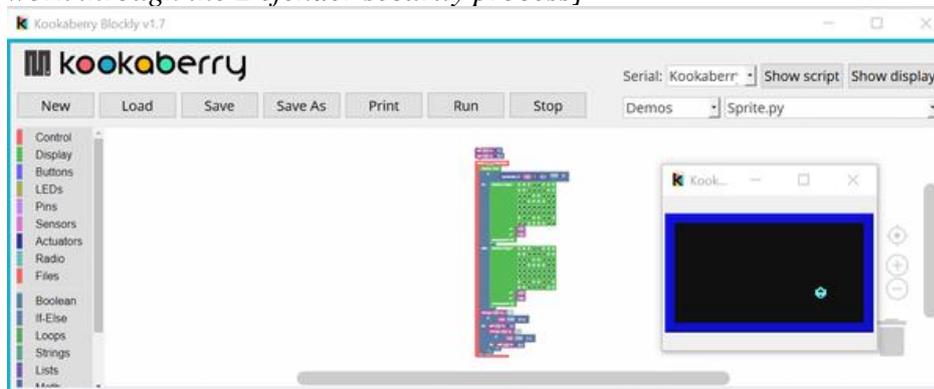
KookaIDE

To run KookaIDE, click on the name box in the middle window. This will open the KookaIDE canvas. The scripts dropdown boxes display the scripts (*.py files) preloaded from the KookaScripts folder.

[NOTE: Remember that the first time you attempt to run this programme you will need to work through the Defender security process]

Teacher's Window

To run the Teacher's Window, click on the name box in the right hand window. This will open the Teacher's Window which you can then present on your Class monitor or Smartboard. The scripts dropdown boxes display the scripts (*.py files) preloaded from the KookaScripts folder.

[NOTE: Remember that the first time you attempt to run this programme you will need to work through the Defender security process]


Managing Apps

Check for Updates

This feature is not yet available…..

Manage Apps

Clicking on this box will first extract all the available apps loaded into the zip folders attached to the Tutorial: Installing Apps on your Kookaberry. It will then compare them with the apps loaded into the USB drive on the connected Kookaberry; and indicate whether any need to be updated and gives you the choice to delete any of them.

If the Updated box is greyed out, it means that the app is up to date. Make sure that you exit the window to allow further actions on the KookaManager.
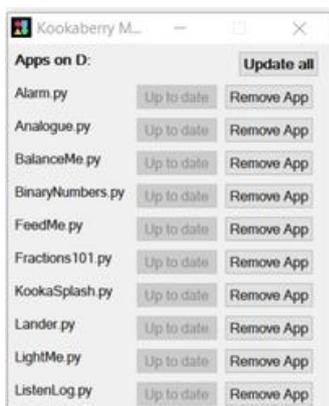
Get More Apps

Clicking on this box will compare the files on your Kookaberry with all the apps available in the zip folders attached to the Tutorial: Installing Apps on your Kookaberry and display ones not installed together with their description. Clicking on the Install box will immediately install the app selected
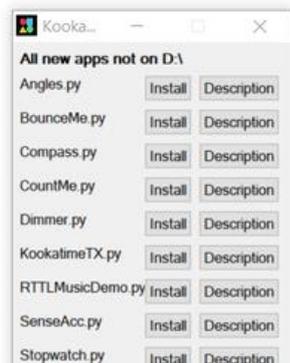
Reset Kookaberry

This function will remove all files and folders from the connected Kookaberry and replace them with a clean set of apps from the Class-Kit-Preload.zip folder attached to the Tutorial: Installing Apps on your Kookaberry. The latest lib and root directory files are also copied over in this function.

☐ Name	Date modified	Type	Size
📁 app	18/07/2021 8:25 PM	File folder	
📁 c3d3	18/07/2021 8:25 PM	File folder	
📁 lib	18/07/2021 8:25 PM	File folder	
📄 Kookapp.cfg	13/07/2021 2:25 PM	CFG File	1 KB

Update Firmware

This function will download the latest firmware from GitHub

Firmware Update ✕

Kookaberry detected on D:\

Press OK. Then the blue light on the back of the Kookaberry will flash while the firmware is copied. When the blue light turns off you can disconnect and reconnect your Kookaberry to continue the update process. When it again finishes flashing blue your Kookaberry will be ready to use.

[OK] [Cancel]

Data on Bottom Line

The data on the bottom line is extracted from the Kookapp.cfg file in the root directory of the Kookaberry's USB drive. This is where the variables used by many of the apps is stored. The main variables of interest (ID, Intv, and Channel) can set from the config app which is always at the top of the Kookaberry's menu.

ID: this a number between 1 and 99 which identifies the Kookaberry being used
INTV: This is the data logging interval. The default is 10 secs
CHANNEL This is the radio channel being used by the Bluetooth radio transmitter. The default value is 83