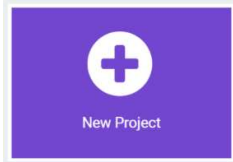


Send Messages With MICRO:BITS

1



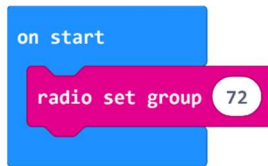
Navigate to
<https://makecode.microbit.org/#>
and select new project.

2



From the blue basic menu, select
and drag the '**on start**' command
into the editor box.

3



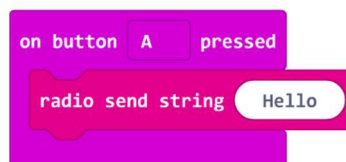
From the bright pink radio menu,
select and drag the '**radio set
group**' command and place it
within the '**on start**' command.

4



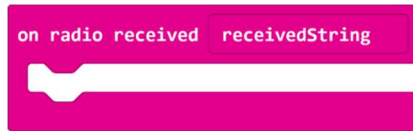
From the pink input menu, select
and drag the '**on button A
pressed**' command into the editor
box.

5

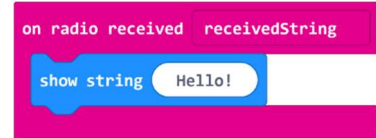


From the bright pink radio menu, drag the radio send string
into the '**on button A pressed**' command. Set the message you want to
send to another micro:bit.



6

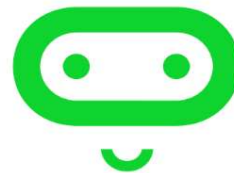
From the bright pink radio menu, select and drag the **'on radio received'** command into the editor.

7

From the blue basic menu, select and drag the **'show string'** command into the **'on radio received receivedString'**

8

In the red variables menu, a new variable **'receivedString'** should have appeared. Drag this onto the default text **'Hello!'** on the 'show string' command.

9

Now save and load your game onto the Micro:Bit. Congrats, you've sent a message.

