Loading your programs from AppInventor onto your phone using a USB cable requires you to install some difficult to set up drivers. An easier way is to use the Barcode Scanner App.

Setting up your phone to run the Barcode Scanner:

1. Configure your phone to run Apps that you download:

    a. Press the "Home" button

    b. Locate the "Settings" icon and tap it

    c. Go to "Applications"

    d. Make sure the "Unknown sources" box is check

2. Connect to wifi:

    a. Go to "Settings," then "Wireless & networks" and then "Wi-Fi Settings"

    b. Connect to the UCSD Guest wifi network

    c. Open your browser and follow the directions to set up the connection (you can turn your wifi off and on again under "Settings," and then "Wireless & networks")

3. Download the Barcode Scanner .apk file

    a. Go to http://code.google.com/p/zxing/downloads/detail?name=BarcodeScanner3.52.apk and click the link to download (you may get a warning about this being an old version, you can ignore this)

    b. When it has finished the "download complete" icon should appear on the bar at the top of your screen (it looks like an arrow), drag this icon down to expand the list of downloaded programs

    c. Click on the BarcodeScanner.apk file and install the app

4. The Barcode Scanner may not work correctly the first time you use it (the screen will be covered in vertical bars), open the Camera App and then try again and it should work normally

5. How to load programs onto your phone with the Barcode Scanner:

    a. Open your project on the AppInventor website

b. In the upper right corner of the Designer click on "Package for Phone" and choose the "Show Barcode" option

c. Wait for the barcode to appear. This may take a little while

d. Once the barcode as appeared, run the Barcode Scanner App and scan the barcode for your project

e. Follow the link on your phone and install the program