

Go to [vr.vex.com](https://vr.vex.com) website

Click on "Continue to Free"

The screenshot shows the VEXcode VR web interface. The browser's address bar displays <https://vr.vex.com>, which is circled in green. A green arrow points from a text box above to this address bar. The interface includes a top navigation bar with 'TUTORIALS' and 'LEARN' links, and a sidebar on the left with various block categories like Drivetrain, Magnet, Looks, Events, Control, Sensing, Operators, Variables, and My Blocks. The main workspace shows a 'when started' event block connected to a 'drive forward' block. A white dialog box with a close button (X) is centered on the screen. It contains the text 'Welcome Back to VEXcode VR!', a prompt 'Enter Class Code or Team Number:', a text input field containing 'ABCDEF', a 'Submit' button, and a 'Continue to Free' button. A yellow callout box with an arrow points to the 'Continue to Free' button.

← ↻ 🔒 https://vr.vex.com

PowerTeacher Getting Started with... Math Skills Databases... Find Math Resources... Wheel of Names | R... Polypad - Virtual M... DIY Minecraft Inspir... Past Programs (202... Mail - Melissa Cala... Bb Tséhootsoof Middle...

VR 🌐 File TUTORIALS LEARN UNDO REDO VEXcode Project

SELECT PLAYGROUND OPEN PLAYGROUND START STEP STOP SHARE FEEDBACK

Code 🔊

Drivetrain Magnet Looks Events Control Sensing Operators Variables My Blocks Comments

when started

drive forward

drive forward for 200 mm

turn right

turn right for 90 degrees

turn to heading 90 degrees

turn to rotation 90 degrees

stop driving

set drive velocity to 50 %

set turn velocity to 50 %

set drive heading to 0 degrees

set drive rotation to 0 degrees

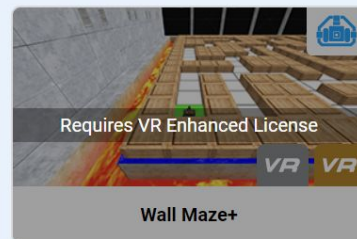
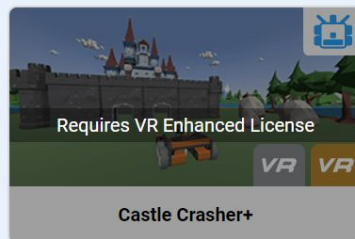
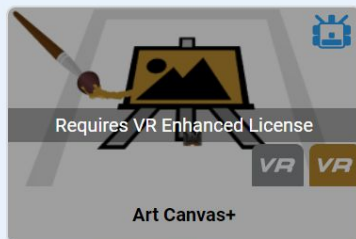
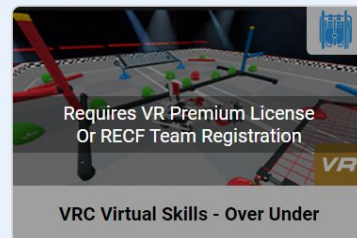
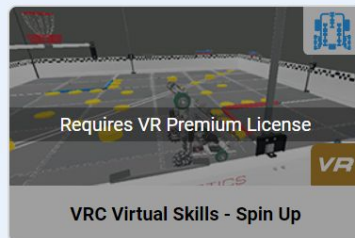
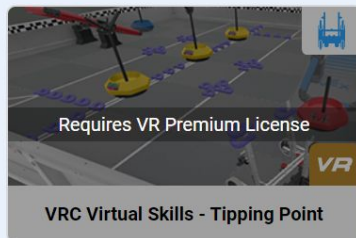
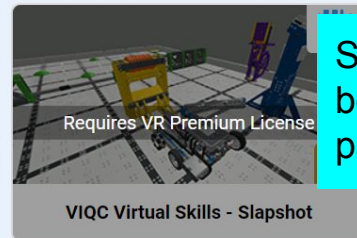
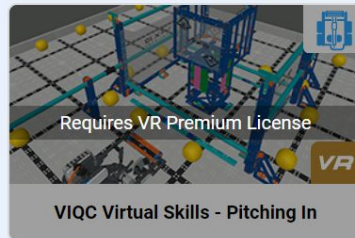
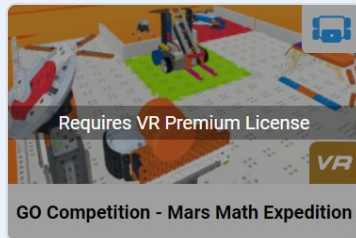
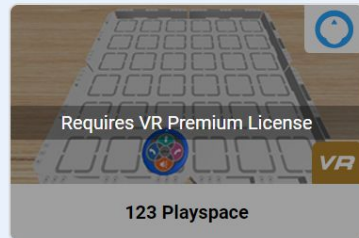
drive forward for 200 mm

Click on Select Playground

🔍 🔍 =

< Back

## Choose a Blocks Playground

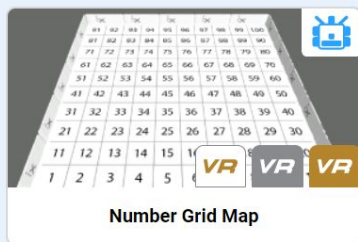
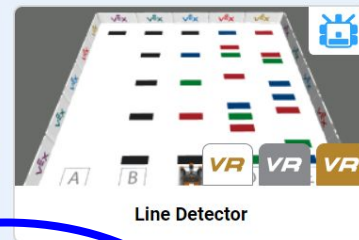
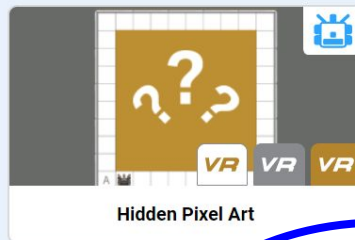
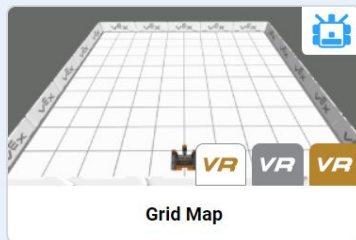
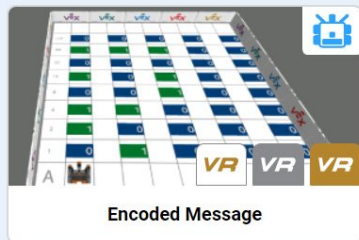
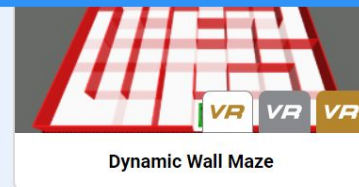
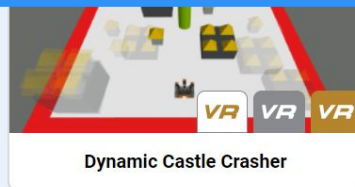
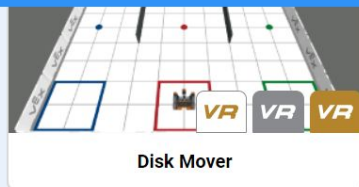


Scroll to  
bottom of  
page



< Back

### Choose a Blocks Playground



Select Wall Maze

← ↺ <https://vr.vex.com> A ☆ ⚙️ 👤 ...

SIS PowerTeacher Getting Started with... Math Skills Databases... Find Math Resource... Wheel of Names | R... Polypad - Virtual M... DIY Minecraft Inspir... Past Programs (202... Mail - Melissa Cala... Tséhootsooí Middle...

**VR** 🌐 File TUTORIALS LEARN UNDO REDO VEXcode Project SELECT PLAYGROUND OPEN PLAYGROUND START STEP STOP SHARE FEEDBACK

Code

Drivetrain Magnet Looks Events Control Sensing Operators Variables My Blocks Comments

when started

drive forward

drive forward for 200 mm

turn right

turn right for 90 degrees

turn to heading 90 degrees

turn to rotation 90 degrees

stop driving

set drive velocity to 50 %

set turn velocity to 50 %

set drive heading to 0 degrees

set drive rotation to 0 degrees

Grab the code(s) and attach to "when started"

EXPAND HIDE ACTIVITIES CLOSE

00:00:00

Then press the play button

The image shows the VEXcode VR web application interface. At the top is a browser address bar with the URL 'https://vr.vex.com'. Below it is a navigation bar with 'VR' logo, 'File', 'TUTORIALS', 'LEARN', 'UNDO', 'REDO', and 'VEXcode Project'. A secondary bar contains 'SELECT PLAYGROUND', 'OPEN PLAYGROUND', 'START', 'STEP', 'STOP', 'SHARE', and 'FEEDBACK'. The main workspace is divided into a left sidebar with category icons (Drivetrain, Magnet, Looks, Events, Control, Sensing, Operators, Variables, My Blocks, Comments) and a central area. The 'when started' event block is highlighted in yellow. A blue arrow points from a text box 'Grab the code(s) and attach to "when started"' to the 'when started' block. Another blue arrow points from a text box 'Then press the play button' to the play button icon in the bottom left of the simulation window. The simulation window shows a maze with numbered green squares (1, 2, 3, 4) and lettered blue circles (A, B, C, D). A red checkered flag is at the top. The bottom left of the simulation window has a play button, a refresh button, and a timer showing '00:00:00'. The bottom right has icons for camera, settings, and help.