Variables[indices]

Événements

Fonctions

explication,
condition ou fréquence
de l'événement,
{plage de valeurs}
[unité]
⟳variable mise à jour
automatiquement

timer.period[0-1] [ms]
timer0 every timer.period[0] ms
timer1 every timer.period[1] ms

Capteurs

prox.comm.tx {0,2047}
⟳ prox.comm.rx
prox 10 Hz
prox.comm.enable(state) {0,1}

⟳ prox.ground.delta[0-1] =reflected-ambiant
⟳ prox.ground.reflected[0-1] {0...1023}
⟳ prox.ground.ambient[0-1] {0...1023}
prox 10 Hz

⟳ prox.horizontal[0-4] {0...~4300}
prox 10 Hz

⟳ button.forward {0,1}
button.forward pressed or released

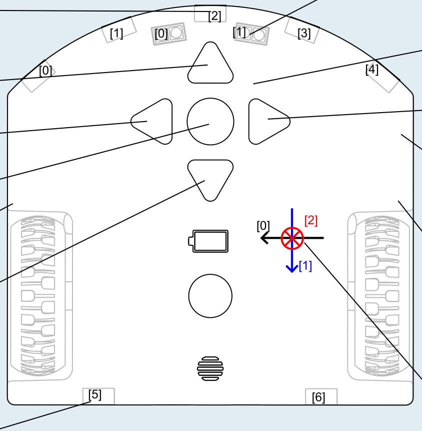
⟳ button.left {0,1}
button.left pressed or released

⟳ button.center {0,1}
button.center pressed or released

⟳ temperature [1/10 °C]
temperature 1 Hz

⟳ button.backward {0,1}
button.backward pressed or released

⟳ prox.horizontal[5-6] {0...~4300}
prox 10 Hz



buttons 20 Hz

⟳ button.right {0,1}
button.right pressed or released

⟳ rc5.address
⟳ rc5.command
rc5 signal received

mic.threshold {0..255}
⟳ mic.intensity {0..255}
mic mic.intensity>mic.threshold
sound.record(N) N: {0...32767}, record as 'rN.wav'.
N=-1, stop recording

⟳ acc[0-2] {-32...32}, 23=1g
acc 16 Hz
tap shock detected

leds.prox.h(led0, led1, led2, led3, led4, led5, led6, led7) {0...32}

leds.buttons(led0, led1, led2, led3) {0...32}

leds.circle(led0, led1, led2, led3, led4, led5, led6, led7) {0...32}

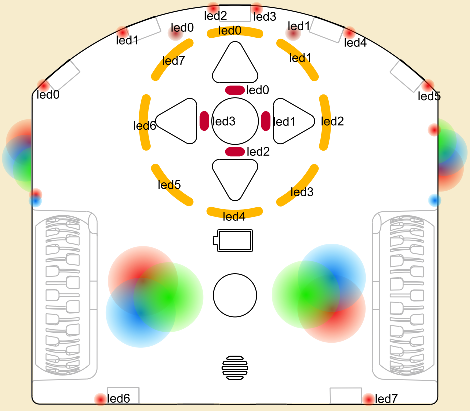
leds.bottom.left(red, green, blue) {0...32}

leds.temperature(red, blue) {0...32}

motor.left.target desired speed {-500...500}, 500 = ~20 cm/s
⟳ motor.left.speed actual speed
⟳ motor.left.pwm motor command
motor 100 Hz

leds.top(red, green, blue) {0...32}

leds.prox.h(led0, led1, led2, led3, led4, led5, led6, led7) {0...32}



leds.prox.v(led0, led1) {0...32}

leds.rc(led) {0...32}

leds.bottom.right(red, green, blue) {0...32}

leds.sound(led) {0...32}

motor.right.target desired speed {-500...500}, 500 = ~20 cm/s
⟳ motor.right.speed actual speed
⟳ motor.right.pwm motor command
motor 100 Hz

sound.finished a sound finished playing
sound.system(N) N: {0...7}, play system sound N. N=-1, stop playing
sound.freq(Hz,ds) [Hz],[1/60 s]
sound.wave(wave[142]) change primary wave, wave[i] : {-128...127}
sound.play(N) N: {0...32767}, play 'pN.wav'. N=-1, stop playing
sound.replay(N) N: {0...32767}, replay 'rN.wav'. N=-1, stop playing

Actuateurs