

Variables[index range]

Events

Functions

explanation,

condition, frequency of event,

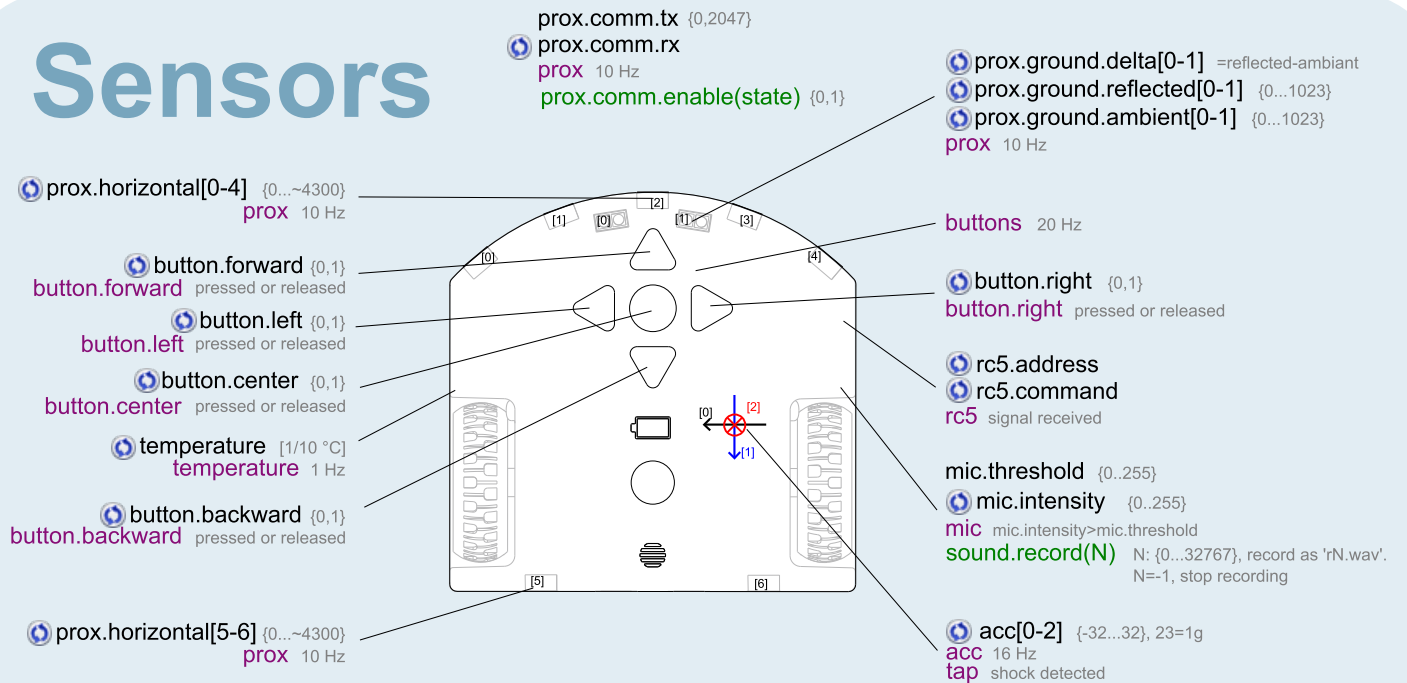
{range}

[unit]

⚙ variable updated automatically

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

Sensors



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

Actuators