

Useful Code Blocks

Click here to change the colour

set sparkle 0 to 0

The first sparkle is called 0

turn sparkle 0 off

ADVANCED COLOUR SETTING

Set the colour using red green and blue 0 to 255

set all sparkles to

set sparkle 0 to 255 255 0

You can use a variable in place of the number

wait 1 seconds

Waits determine how long your sparkle light stays on or off for

Loops can be very useful as well

program start

Hints

Sparkles can be very bright. You can reduce this with a slider or by covering the light with a translucent cover such a piece of white paper.

See the multi sparkles card for how to connect more than one.

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Wiring

The top two wires carry power over from the batteries make sure these are **not** crossed or the sparkle will be destroyed

POWER

The bottom wire carries instructions from the on board memory to the sparkle

Sparkle must be connected to the D input/output

Crumble Maker Cards One Sparkle

