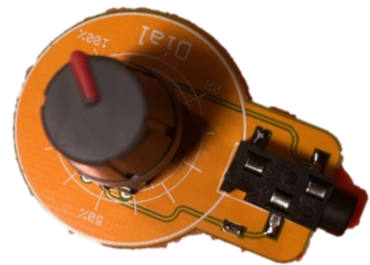
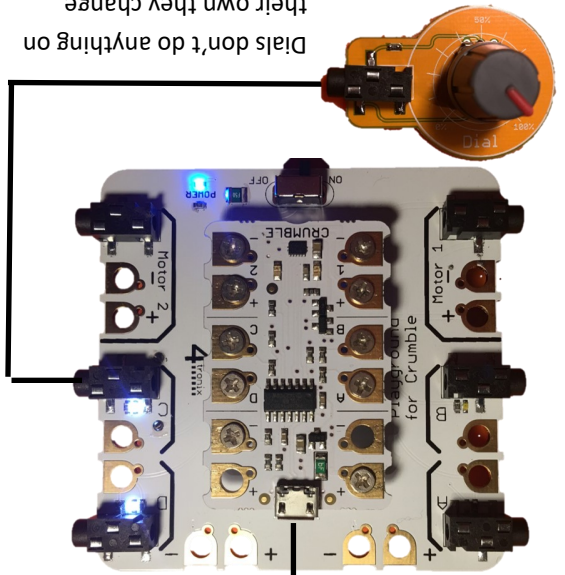


Crumble Playground Dial (slider)



Wiring



Dials don't do anything on their own they change other things. Then need outputs lights, buzzers or motors to change

A dial can be joined to either A, B, C or D

Useful Code Blocks

Any block that includes a number such as the sparkle three colour block

set sparkle 0 to slider 0 0

Or the motor power block

motor 1 FORWARD at slider %

The variable shown is called slider but it can be replaced by a variable anything

A forever loop ensures dial changes are checked continuously

let slider = analogue



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