



Information is inputted into the Crumble through the analogue block as a number between 0-255. This one shows 0 when the dial is at 0%, 109 at 50% and 220 at 100%

If you create a variable, you can see what is inside the variable on the Crumble programming screen. This program transfers the data from the dial (analogue) and puts it inside a variable called dial. It checks repeatedly to see if anything has updated. It is a good program to test to see if the dial is working.

```

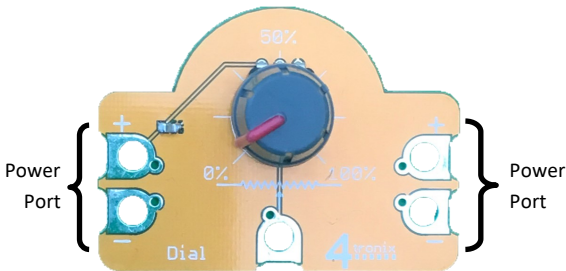
program start
do forever
  let dial = analogue B
loop
  
```

## Useful Code Blocks

## More Information

Dials can be used to adjust the amount of power going into a motor, the colour balance of a programmable light, the tone of a piezo element, The amount of turn a servo moves etc.

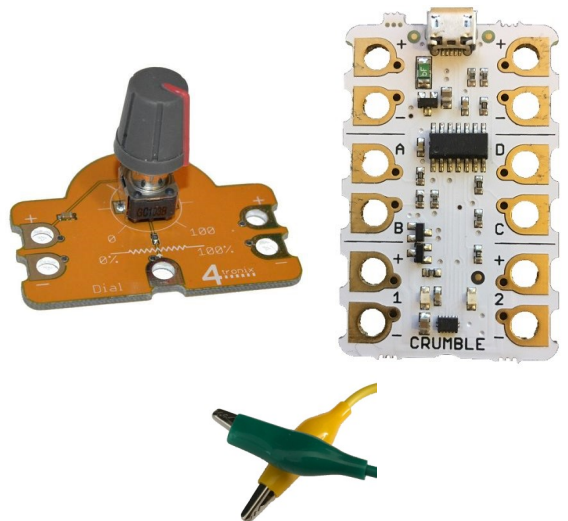
It can be used wherever a number that changes is used.



The left over power ports on this dial can be used to power another device.



# Crumble Dial



Wiring To Computer USB

Batteries must be switched on

Buzzer can be connected to A, B, C or D



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MC36