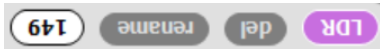
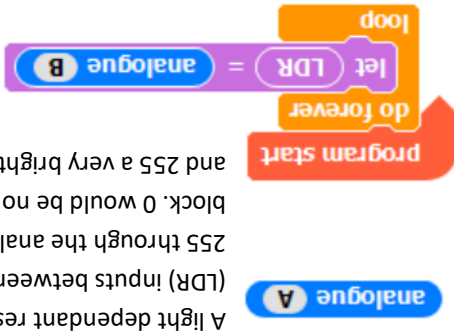


You can then use this to change other things in your program.



To test the LDR its input needs to be transferred into a variable. In this program the LDR attached to port B has been transferred into a variable called LDR. It has been placed inside a forever loop so the input will be updated continually. Equals = means the same as. You can see what number is inside the LDR on the variable page of the Crumble software. It will look like this.



A light dependant resistor (LDR) inputs between 0 and 255 through the analogue block. 0 would be no light and 255 a very bright light.

Useful Code Blocks

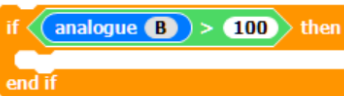
More Information



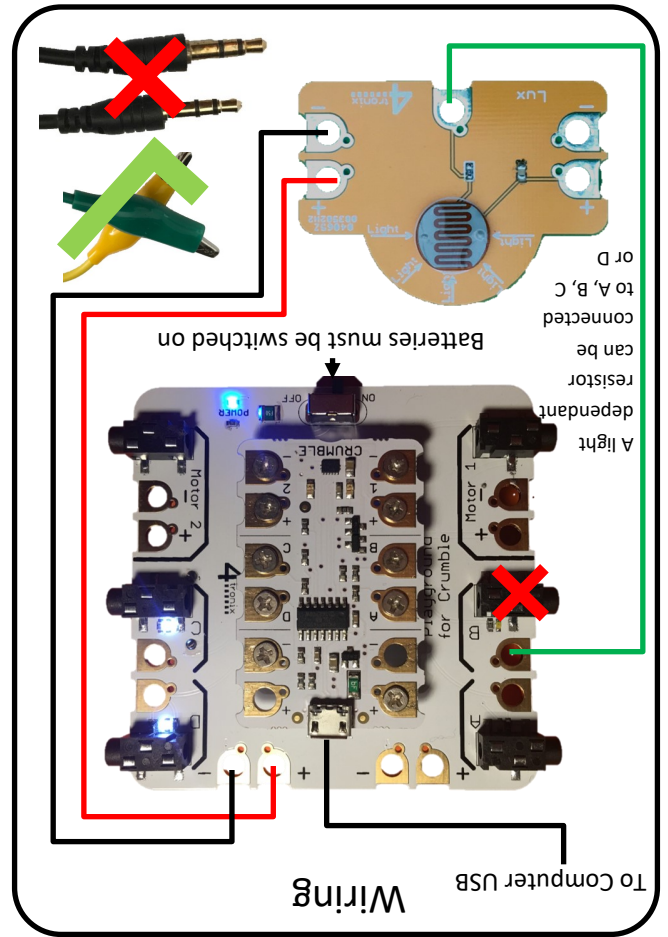
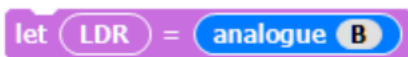
A light dependant resistor is an input.



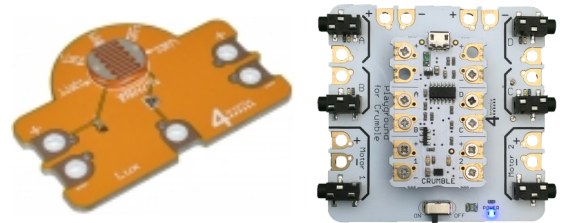
You can check to see if the LDR variable or analogue input is greater than, less than or equal to a specific number. If it is or isn't greater than, less than or equal to a number it can trigger other things.



The LDR variable can only be used if the analogue input has been transferred inside as shown below.



Crumble Playground Light Dependant Resistor



MC21

