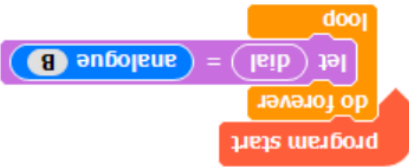


Information is inputted into the Crumble through the analogue block as a number between 0-255. This one shows 0 when the dial is at 0%, 109 at 50% and 220 at 100%

If you create a variable, you see what is inside it 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.

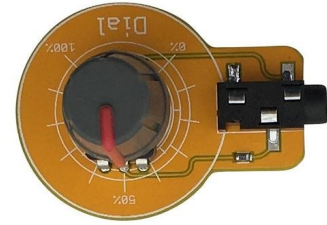
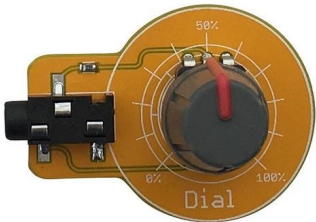


### Useful Code Blocks

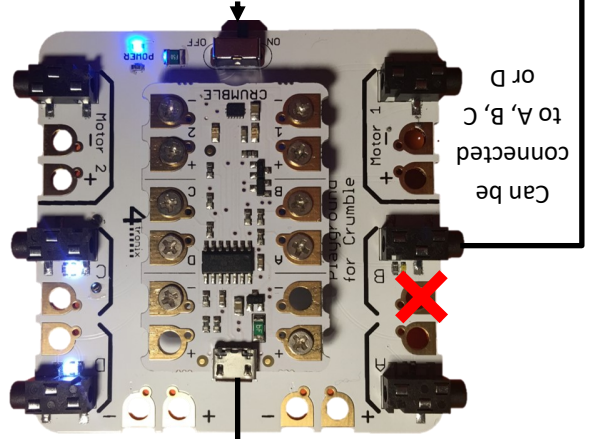
### More Information

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 there is a number that could change. Just replace the number with a variable and link the variable to the dial.



Batteries must be switched on



Can be connected to A, B, C or D

Computer USB Wiring

# Crumble Playground Dial



MC03

