



These sensors work best on a flat surface. It can be best to built in a small delay (wait) to give yourself time to read the distance.

```

distance
del
rename
206
  
```

This example looks to see what number is inside the variable called distance (206cm).

Information is inputted as cm through the distance block. These sensors are reported to work up until 400cm (4 meters) away. If the information is transferred to a variable it can be read on the screen.

```

program start
do forever
let distance = distance (cm) T: C E: A
loop
  
```

Information from the distance sensor is inputted through this block

Useful Code Blocks

More Information

```

wait until distance (cm) T: A E: C < 20
  
```

Wait until the distance sensor is less than 20 cm away

```

if distance > 50 then
end if
  
```

If you want these programs to check continually wrap them in a forever loop

If the distance sensor variable is more than 50cm away do something

```

if distance (cm) T: A E: C = 5 then
else
end if
  
```

If the distance sensor variable is equal to 5cm exactly then do something. If it is anything else so something

```

do until distance < 100
loop
  
```

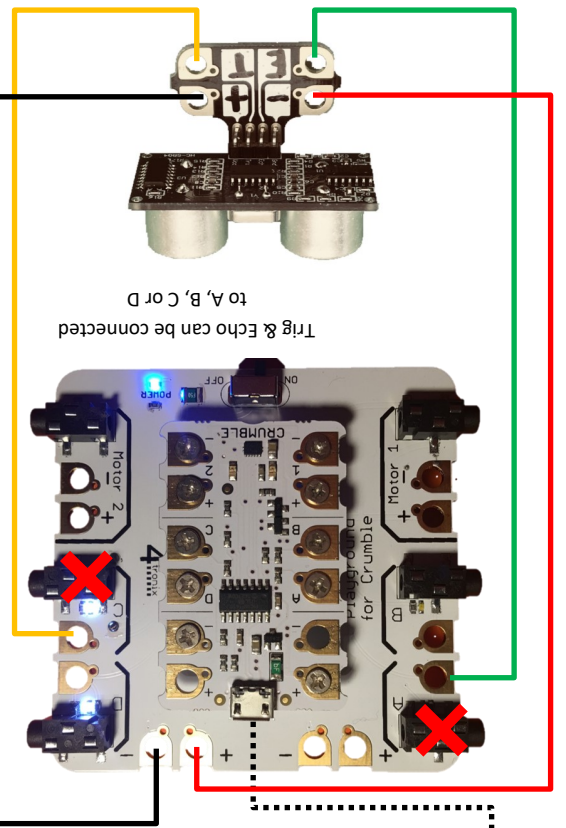
else

Do until distance variable is less than 100cm away

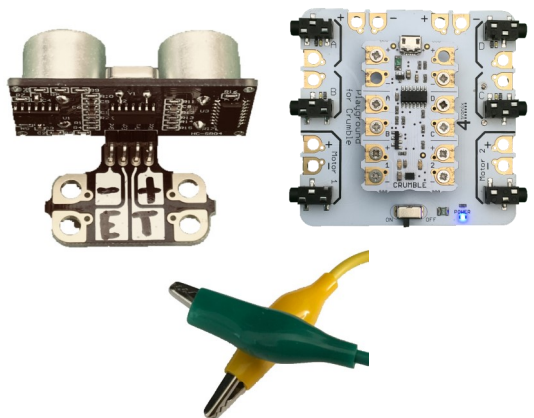
```

let distance = distance (cm) T: A E: C
  
```

Variable examples only work if distance is placed in a variable



Crumble Playground Distance



MC27

