



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).

```

program start
  information from the distance sensor is
  inputted through this distance block
  do forever
    let distance = distance (cm) T: A E: A
  loop
  Set both to the input letter you used
  
```

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

```

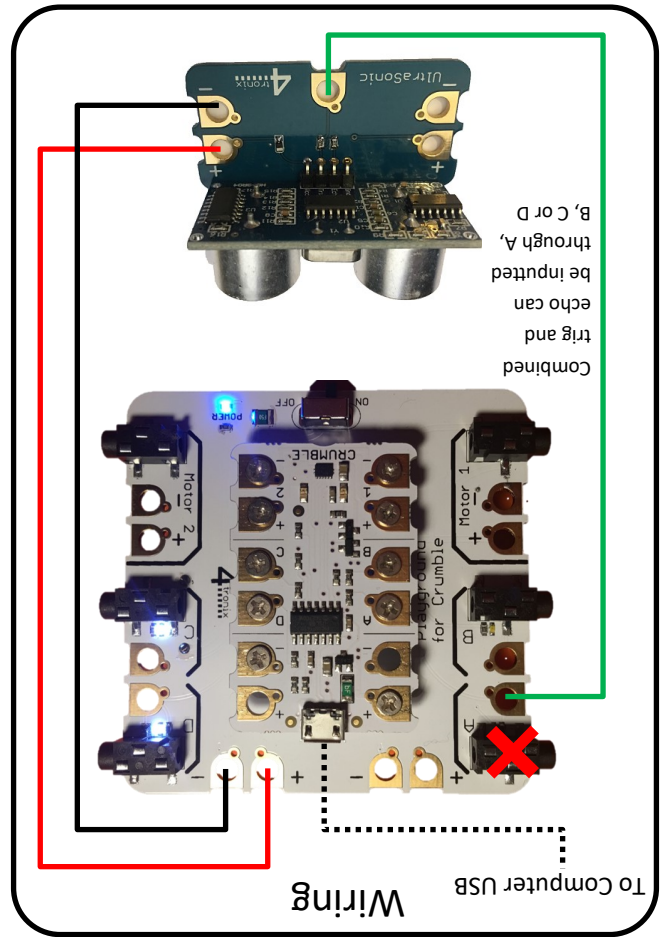
do until distance < 100
  loop
  
```

Do until distance variable is less than 100cm away

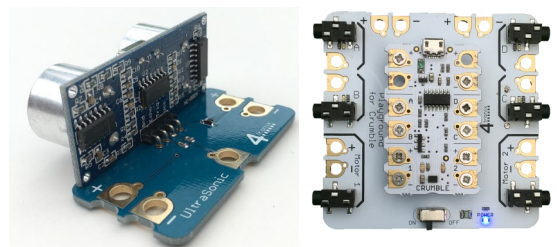
```

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

Variable examples only work if distance is placed in a variable



Crumble Playground Distance



MC28

