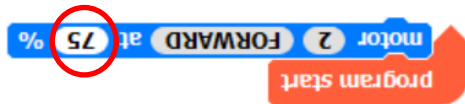


Useful Code Blocks

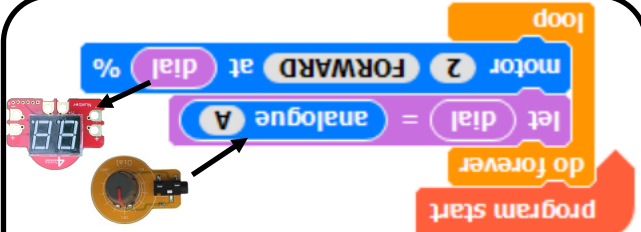
To test the number counter create this small program.



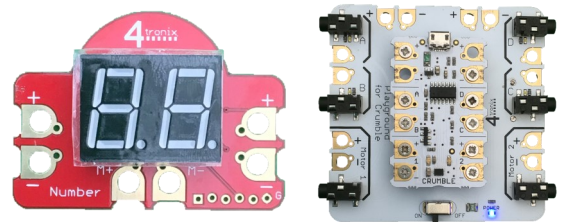
If the counter shows 75 then it is working correctly.

To use the number counter it needs to take information from other **outputs** (motor power, bare Piezo) or **inputs** (distance sensor, LDR, Tilt Sensor, dial or slider) and display this information itself.

It does this using a variable. In the program below a dial is plugged into input A and the number counter into motor 2. The data from the dial is transferred into the dial variable. The dial variable is then used to display the dial % onto the number crumb.



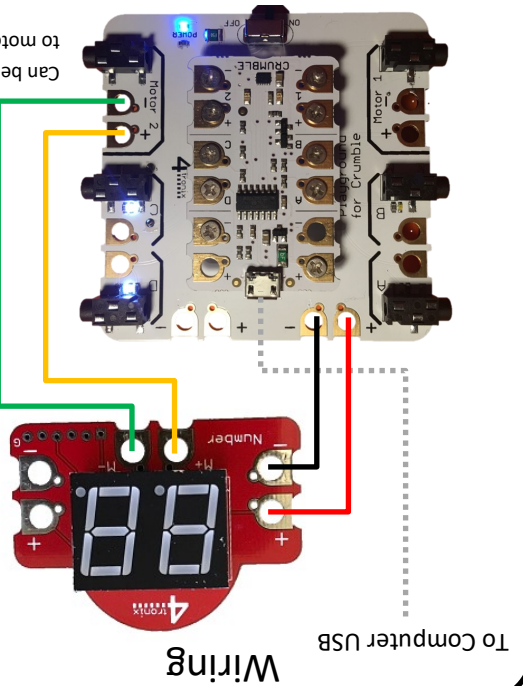
Crumble Playground Number Counter



MC30



code-it.co.uk



Wiring

Can be connected to motor 1 or 2

More Information

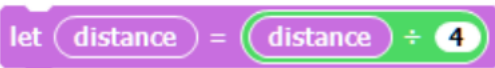
One of the difficulties with the number crumb is that it only outputs numbers between 0 and 99.

This means that any inputs over 99 are not recognised.

The Distance sensor inputs 0-400

The LDR sensor inputs 0-255

The programmer will need to adapt the input number to make it fit inside 0-99 using maths blocks



In this example the distance sensor 0-400 has been divided by 4 so that it will almost fit into the number counter.

One digit on the number counter is now equal to 4 cm

