

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

```

program start
do forever
  test to see if the
  a good program to
  checks repeatedly to see if anything has updated. It is
  (analogue) and puts it inside a variable called slider. It
  This program transfers the data from the slider
  Crumble programming screen.
  If you create a variable, you see what is inside it on the
  Useful Code Blocks
  
```

Useful Code Blocks

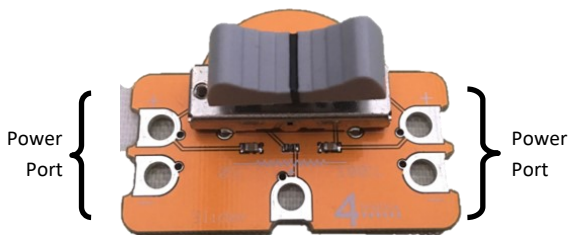
If you create a variable, you see what is inside it on the Crumble programming screen.

This program transfers the data from the slider (analogue) and puts it inside a variable called slider. It checks repeatedly to see if anything has updated. It is a good program to test to see if the slider is working.

More Information

Sliders 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.

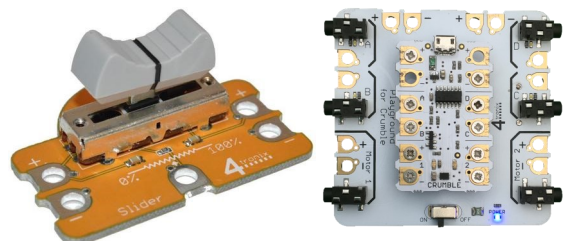
It can be used wherever a variable can be used in place of a fixed number.



The left over power ports on this slider can be used to power another device.



Crumble Playground Slider



MC16

