



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 can see what is inside the variable 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.

```

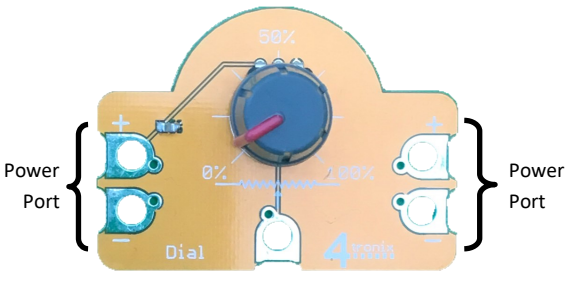
program start
do forever
  let dial = analogue A
loop
  
```

Useful Code Blocks

More Information

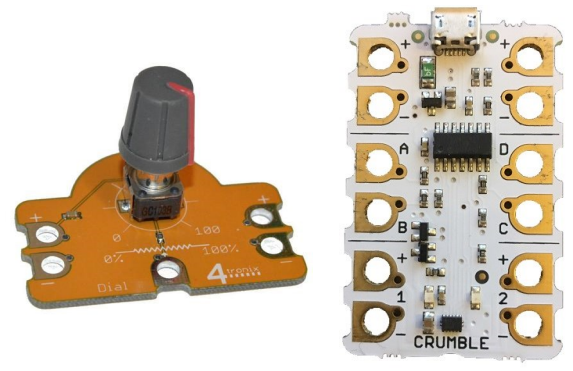
Dials can be used to adjust the amount of power going into a motor, the colour balance of a programmable light, the tone of a piezo element, The amount of turn a servo moves etc.

It can be used wherever a number that changes is used.



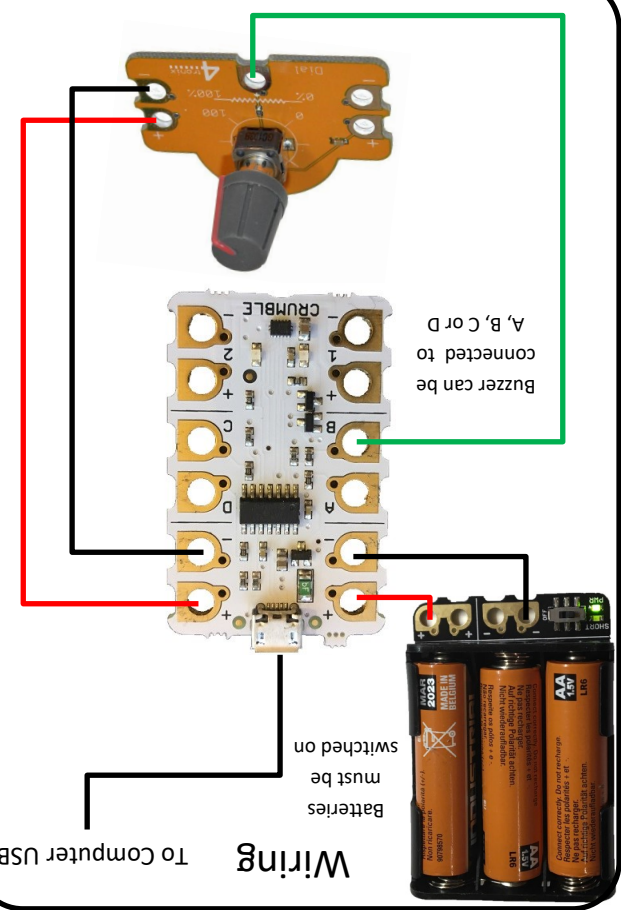
The left over power ports on this dial can be used to power another device.

Crumble Dial



MC36rb

Wiring To Computer USB



Batteries must be switched on

Buzzer can be connected to A, B, C or D