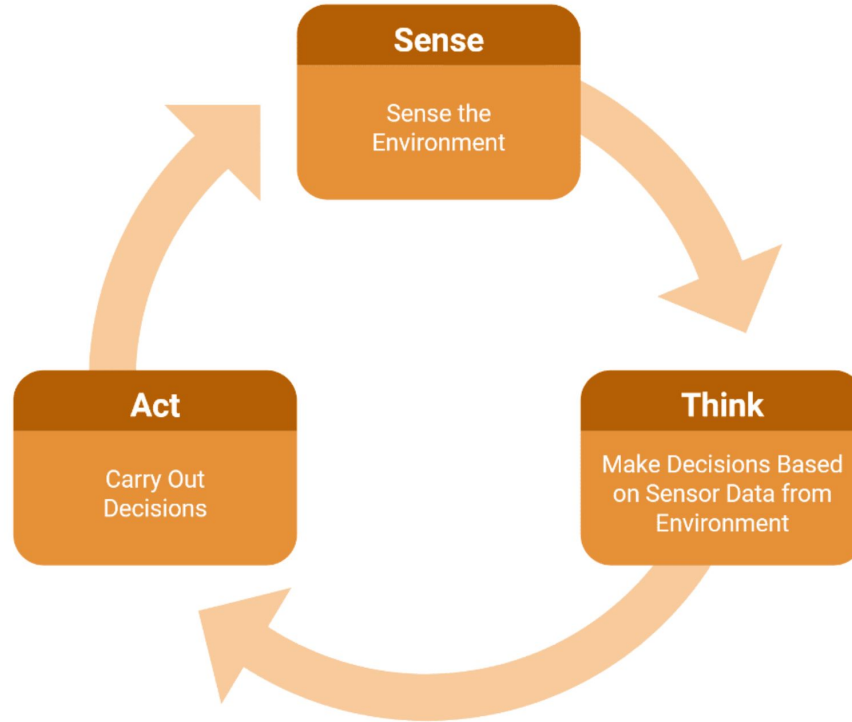


Code Base

LED Bumper Forward

Sense, Think, Act Loop

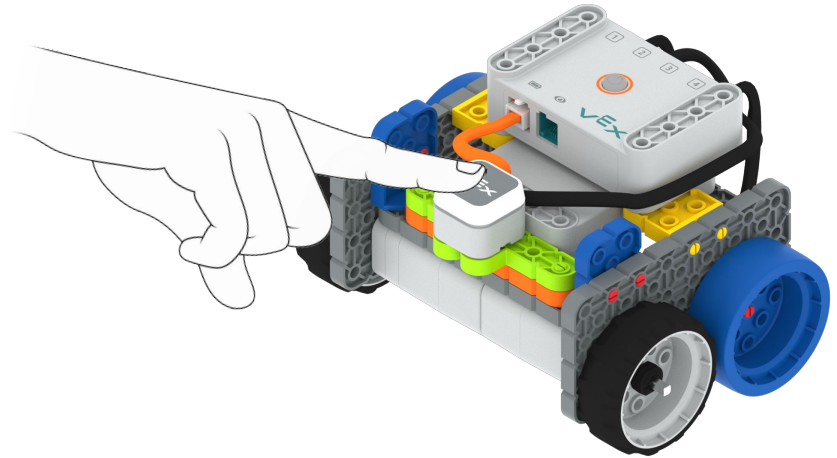


Features of the LED Bumper

Color Changing Feature



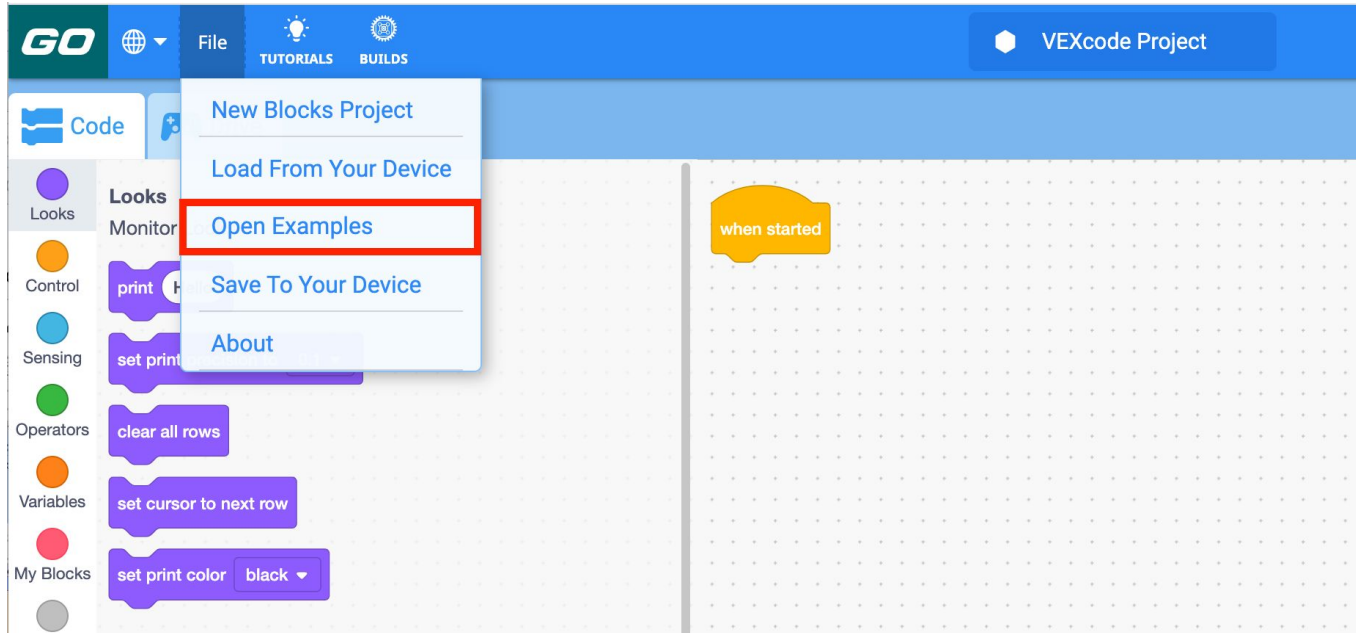
Bumper Press Feature



Using the LED Bumper on the Code Base



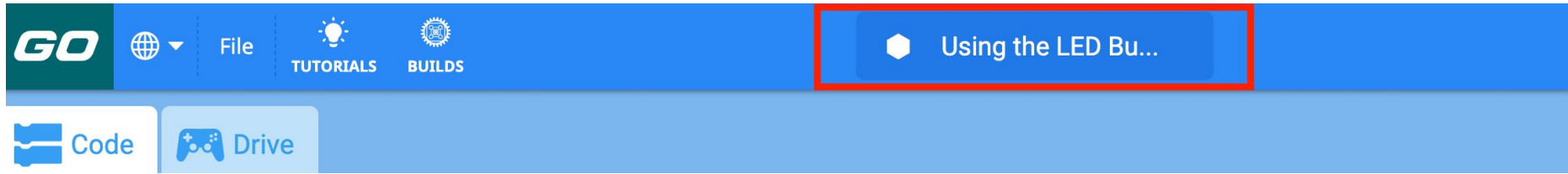
Open Examples



Choose, "Using the LED Bumper" project

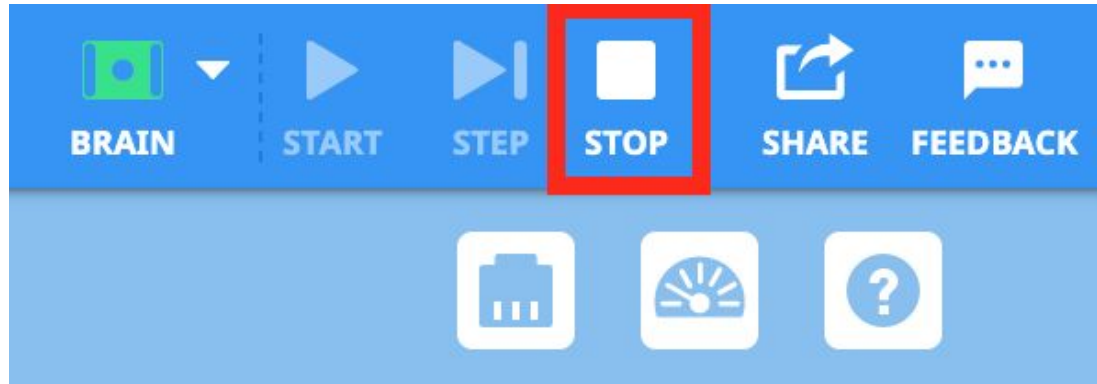


Name the project beginning with your last name:
Patrick LED Bumper



Run the project and observe what your robot does.

Stop the project



Change the parameters

when started

Repeat color changes 10 times

repeat 10

- set bumper to red
- wait 1 seconds
- set bumper to green
- wait 1 seconds
- set bumper to off
- wait 1 seconds

The dropdown menu for the first 'set bumper to' block is open, showing options: red (checked), green, and off. A red box highlights the menu.

when started

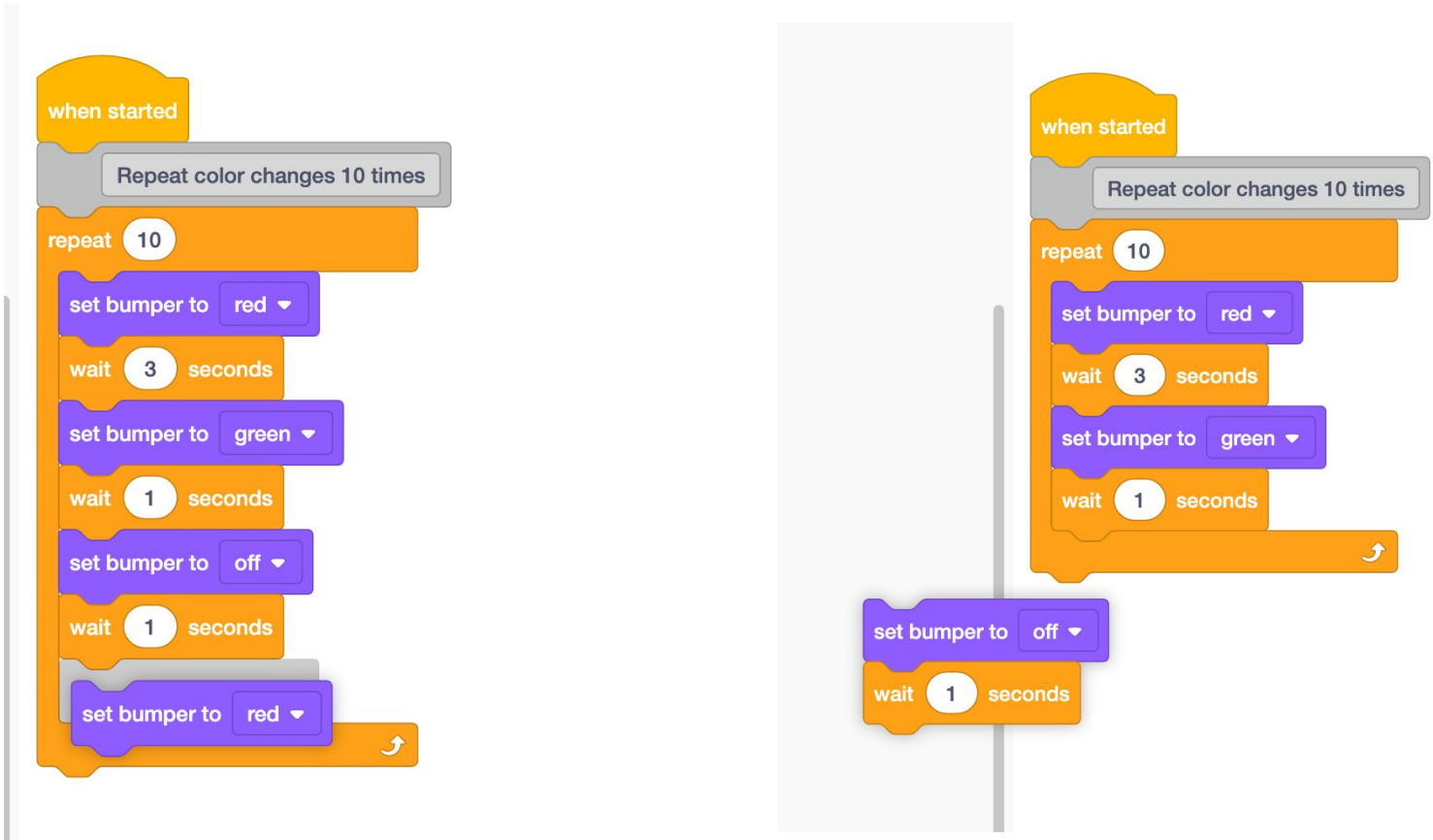
Repeat color changes 10 times

repeat 10

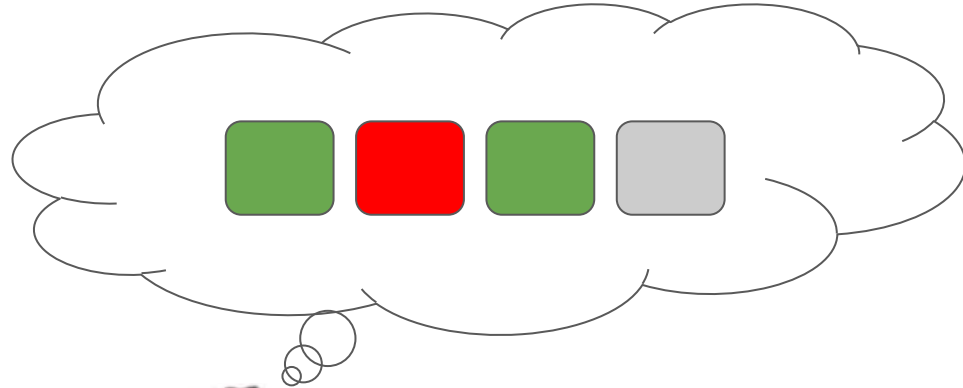
- set bumper to red
- wait 1 seconds
- set bumper to green
- wait 3 seconds
- set bumper to off
- wait 1 seconds

The wait block after 'set bumper to green' has a value of 3, highlighted with a red box.

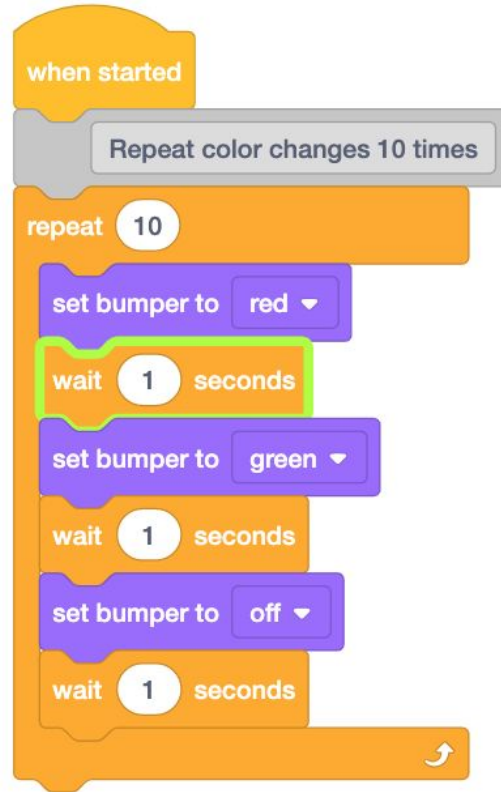
Add or remove blocks



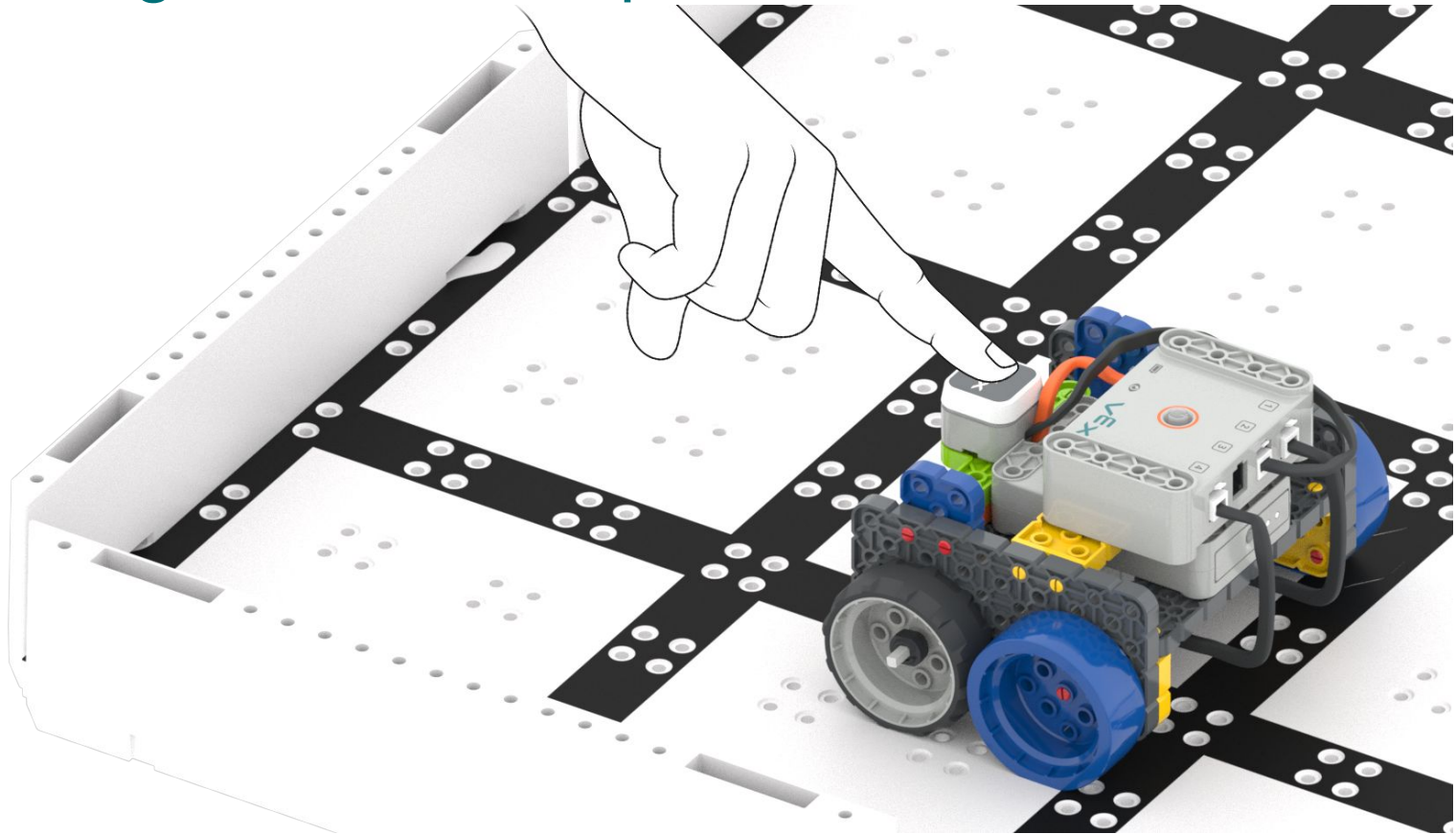
Create a new pattern



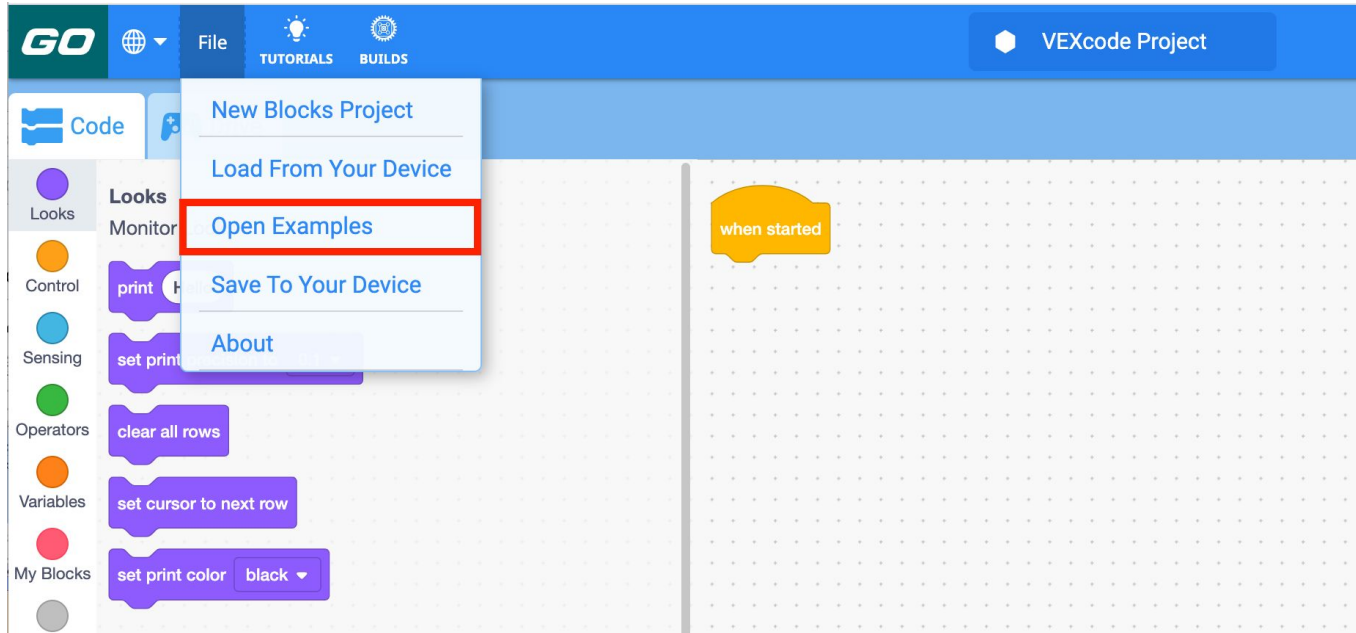
Change time between colors



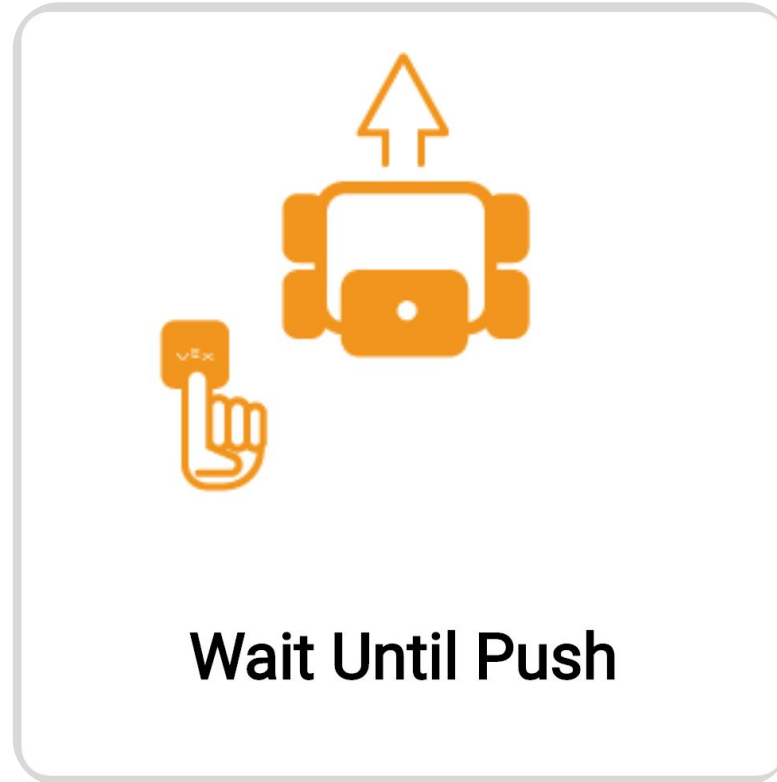
Pressing the LED Bumper



Open Examples



Wait Until Push example project



Name the project

Patrick Wait Until Push



Run the project and make observations.

Add blocks to the project

