LEGO MINDSTORMS Education NXT Programming

File Edit Tools Help

User Profile: Default

Common

Fajt

0,500

Home » Common Palette » 01. Play Sound

Play Sound

« Back

01. Play Sound

Challenge Brief

Building Guide

Programming Guide

Tone

File:

! Error 02

! Fanfare

! Hydraulic 02

! Hydraulic 03

Stop

« 1 / 2 »

Wait

Control: Time

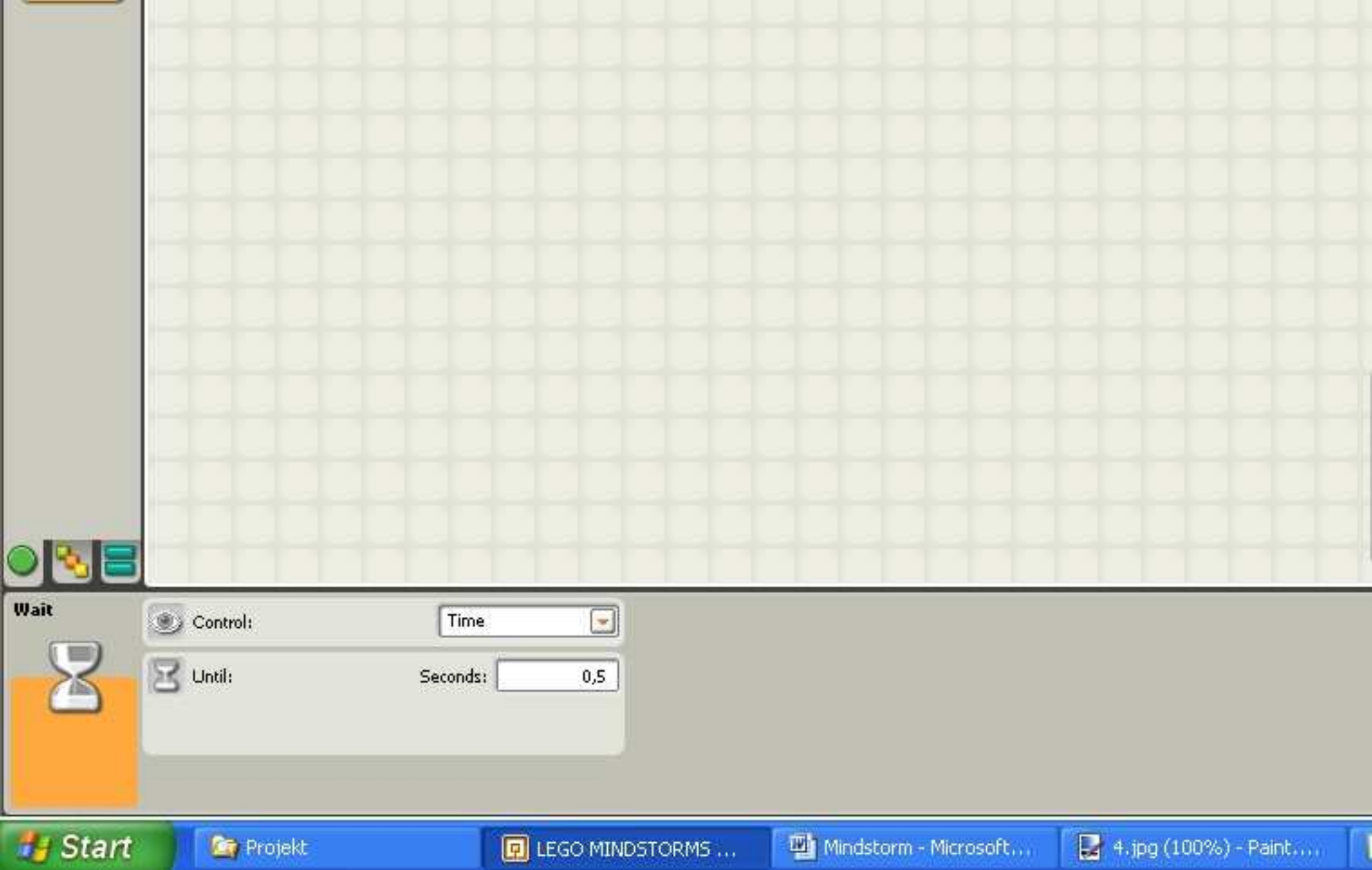
Until: Seconds: 0,5

Wait Block

This block lets your robot sense its environment for a certain condition before it continues. Use the slider or type in a number to set a trigger point so that the program continues when sensor values are below or above it.

More help »

Start Projekt LEGO MINDSTORMS ... Mindstorm - Microsoft... 4.jpg (100%) - Paint.... Microsoft Excel - výk... CS 14:27


Wait
Control:
Time
Until:
Seconds:
0,5
Start
Projekt
LEGO MINDSTORMS ...
Mindstorm - Microsoft...
4.jpg (100%) - Paint...

LEGO MINDSTORMS Education NXT Programming

File Edit Tools Help

User Profile: Default

Common

Fajt

0,500

Home » Common Palette » 01. Play Sound

Play Sound

« Back

01. Play Sound

Challenge Brief

Building Guide

Programming Guide

Tone

Stop

File:

! Error 02
! Fanfare
! Hydraulic 02
! Hydraulic 03

« 1 / 2 »

Sound

Action: Sound File Tone

Control: Play Stop

Volume: 75

Function: Repeat

Note: C for: 0,75 seconds

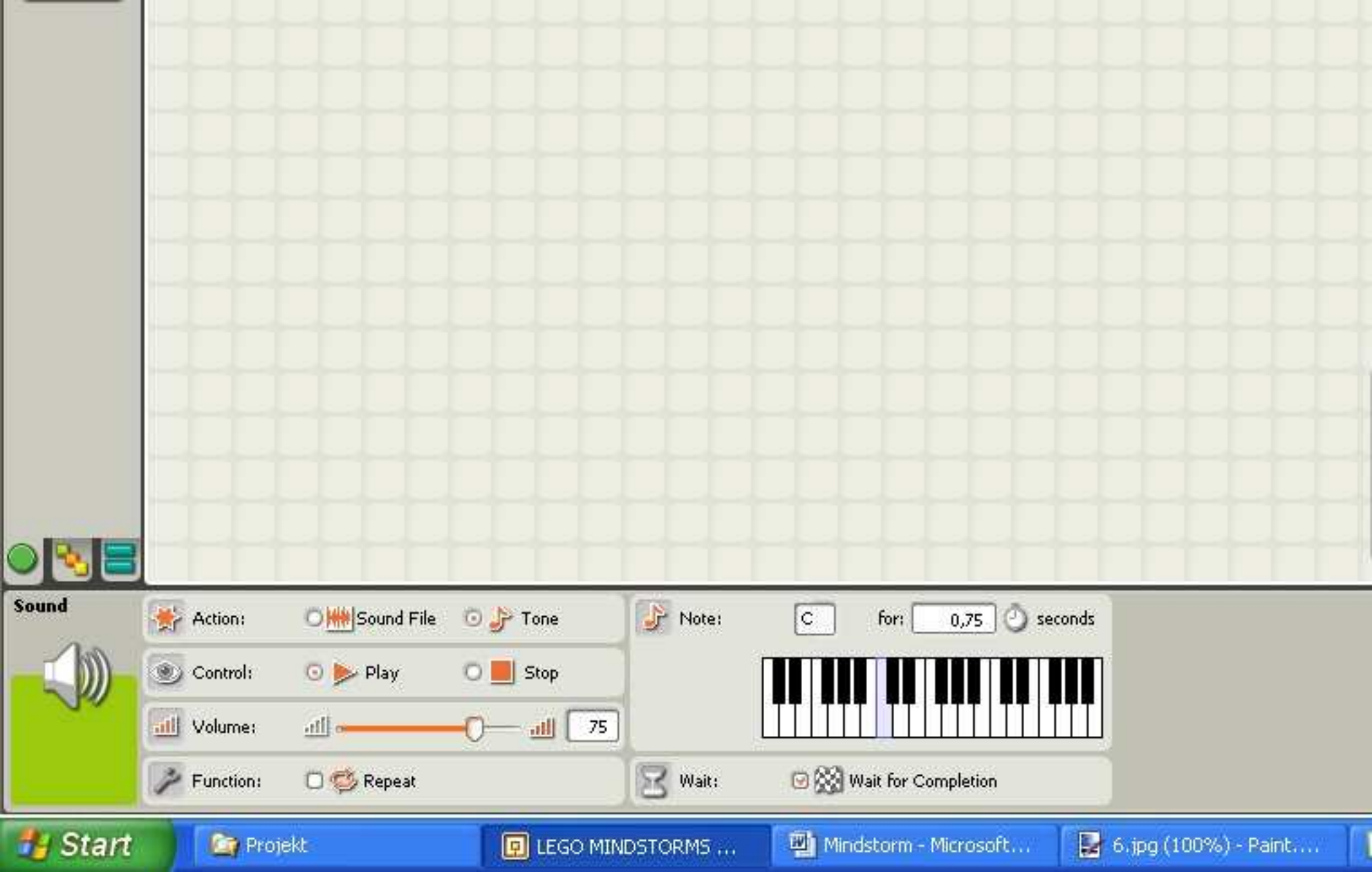
Wait: Wait for Completion

Need help?

Move the cursor over an object to read about its function. For additional help, click the "More help" link.

More help »

Start | Projekt | LEGO MINDSTORMS ... | Mindstorm - Microsoft... | 6.jpg (100%) - Paint.... | Microsoft Excel - výk... | CS | 14:26


Sound
Action:
Sound File
Tone
Control:
Play
Stop
Volume:
75
Function:
Repeat
Note:
C
for:
0,75
seconds
Wait:
Wait for Completion
Start
Projekt
LEGO MINDSTORMS ...
Mindstorm - Microsoft...
6.jpg (100%) - Paint....

LEGO MINDSTORMS Education NXT Programming

File Edit Tools Help

User Profile: Default

Common

Fajt

0,500

Home » Common Palette » 01. Play Sound

Play Sound

« Back

01. Play Sound

Challenge Brief

Building Guide

Programming Guide

Tone

Stop

File:

! Error 02
! Fanfare
! Hydraulic 02
! Hydraulic 03

« 1 / 2 »

Sound

Action: Sound File Tone

Control: Play Stop

Volume: 75

Function: Repeat

Note: E for: 0,75 seconds

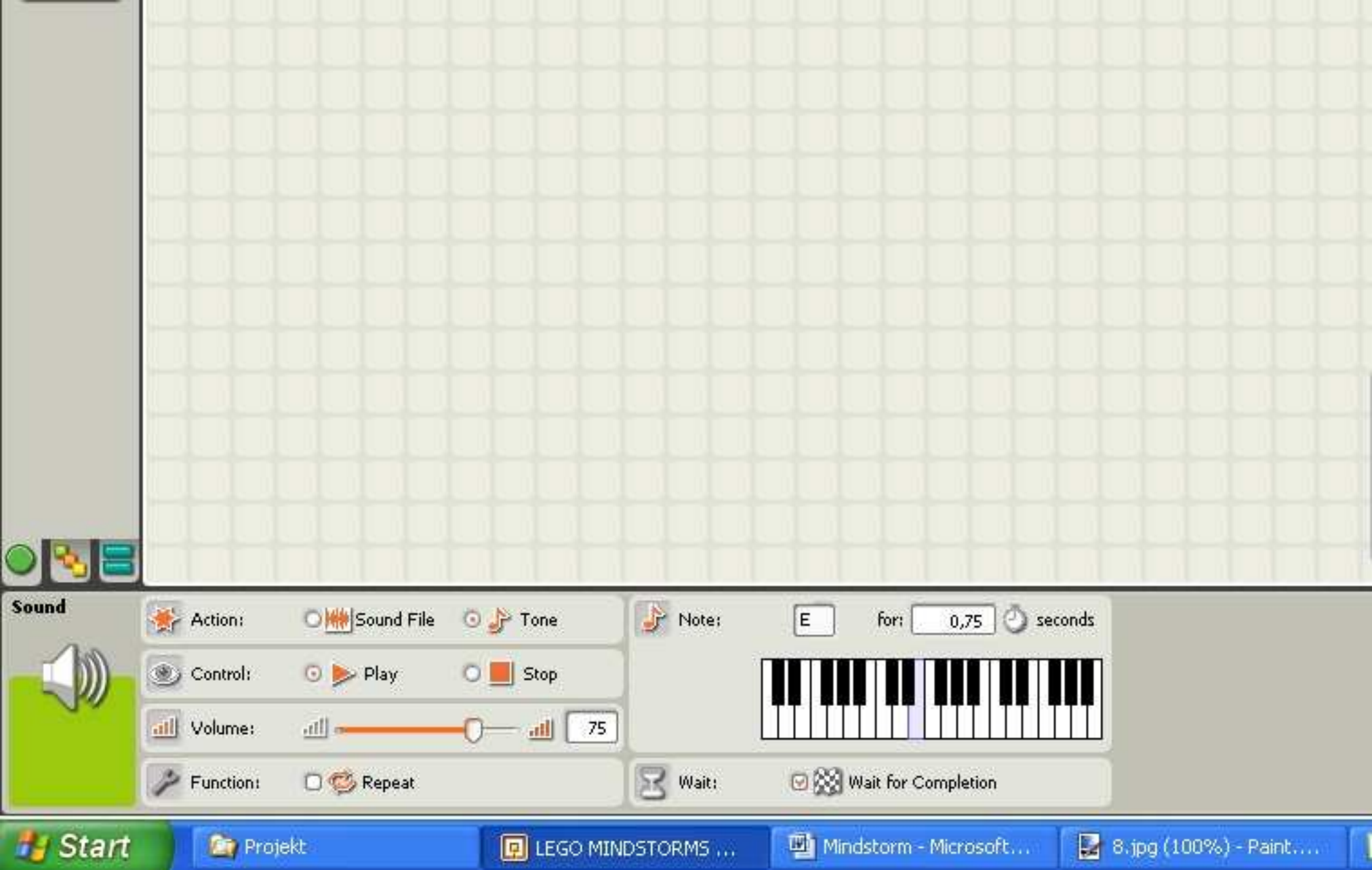
Wait: Wait for Completion

Sound Block

Use this block to play a sound file or a single tone. To compose a melody of tones, arrange several sound blocks in a row. Selecting "Wait for completion" will finish playing the sound/tone before moving on to the next block.

More help »

Start | Projekt | LEGO MINDSTORMS ... | Mindstorm - Microsoft... | 8.jpg (100%) - Paint.... | Microsoft Excel - výk... | CS | 14:25


Sound
Action:
Sound File
Tone
Control:
Play
Stop
Volume:
75
Function:
Repeat
Note:
E
for:
0,75
seconds
Wait:
Wait for Completion
Start
Projekt
LEGO MINDSTORMS ...
Mindstorm - Microsoft...
8.jpg (100%) - Paint....

LEGO MINDSTORMS Education NXT Programming

File Edit Tools Help

User Profile: Default

Common

Fajt

0,500

Home » Common Palette » 01. Play Sound

Play Sound

« Back

01. Play Sound

Challenge Brief

Building Guide

Programming Guide

Tone

Stop

File:

! Error 02
! Fanfare
! Hydraulic 02
! Hydraulic 03

« 1 / 2 »

Sound

Action: Sound File Tone

Control: Play Stop

Volume: 75

Function: Repeat

Note: G for: 0,75 seconds

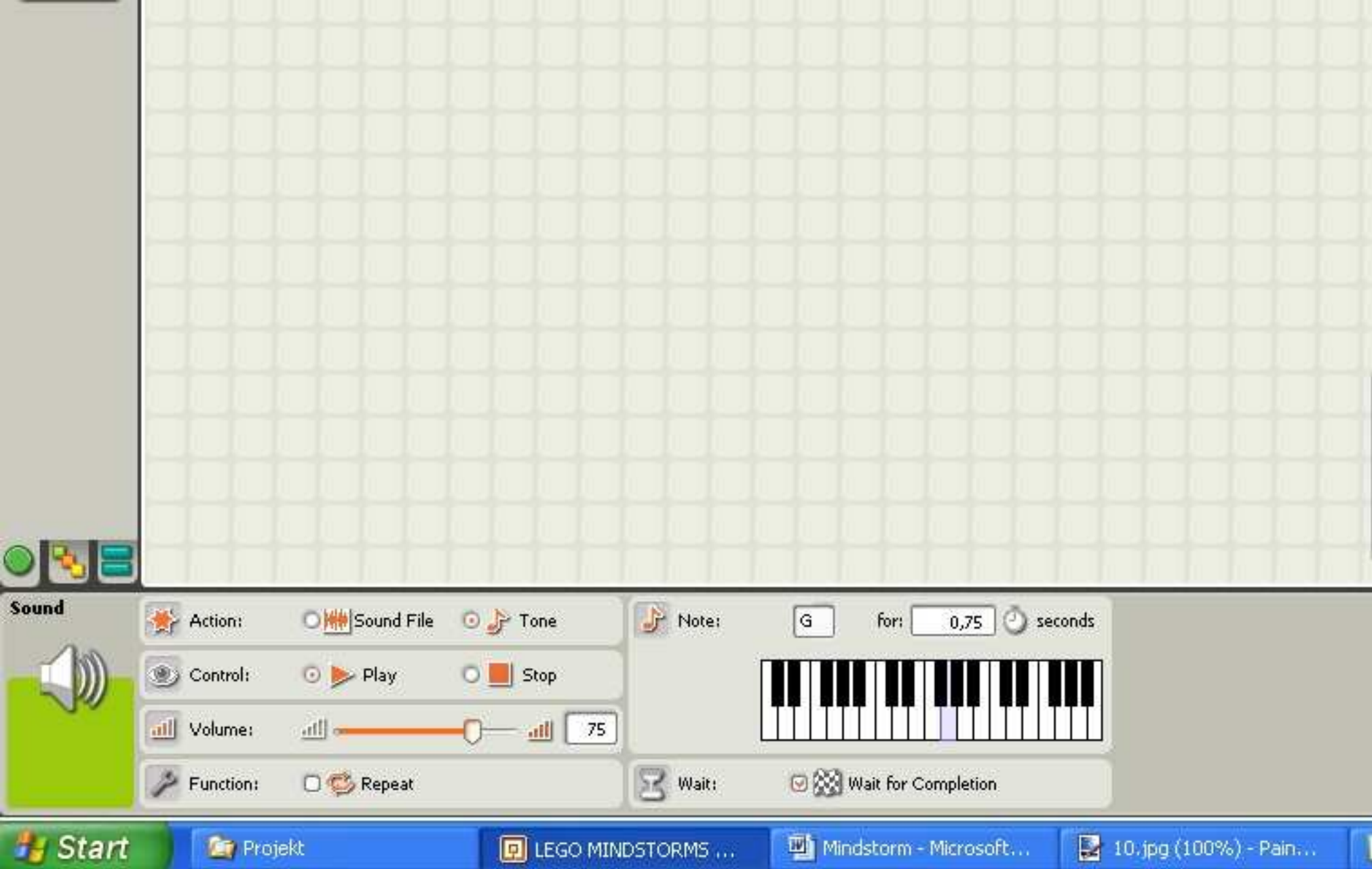
Wait: Wait for Completion

Need help?

Move the cursor over an object to read about its function. For additional help, click the "More help" link.

More help »

Start | Projekt | LEGO MINDSTORMS ... | Mindstorm - Microsoft... | 10.jpg (100%) - Pain... | Microsoft Excel - výk... | CS | 14:24


Sound
Action:
Sound File
Tone
Control:
Play
Stop
Volume:
75
Function:
Repeat
Note:
G
for:
0,75
seconds
Wait:
Wait for Completion
Start
Projekt
LEGO MINDSTORMS ...
Mindstorm - Microsoft...
10.jpg (100%) - Pain...

LEGO MINDSTORMS Education NXT Programming

File Edit Tools Help

User Profile: Default

Common

Fajt



Home » Common Palette » 01. Play Sound

Play Sound

« Back

01. Play Sound

Challenge Brief

Building Guide

Programming Guide





« 1 / 2 »



Loop

Control: Count

Until: Count: 2

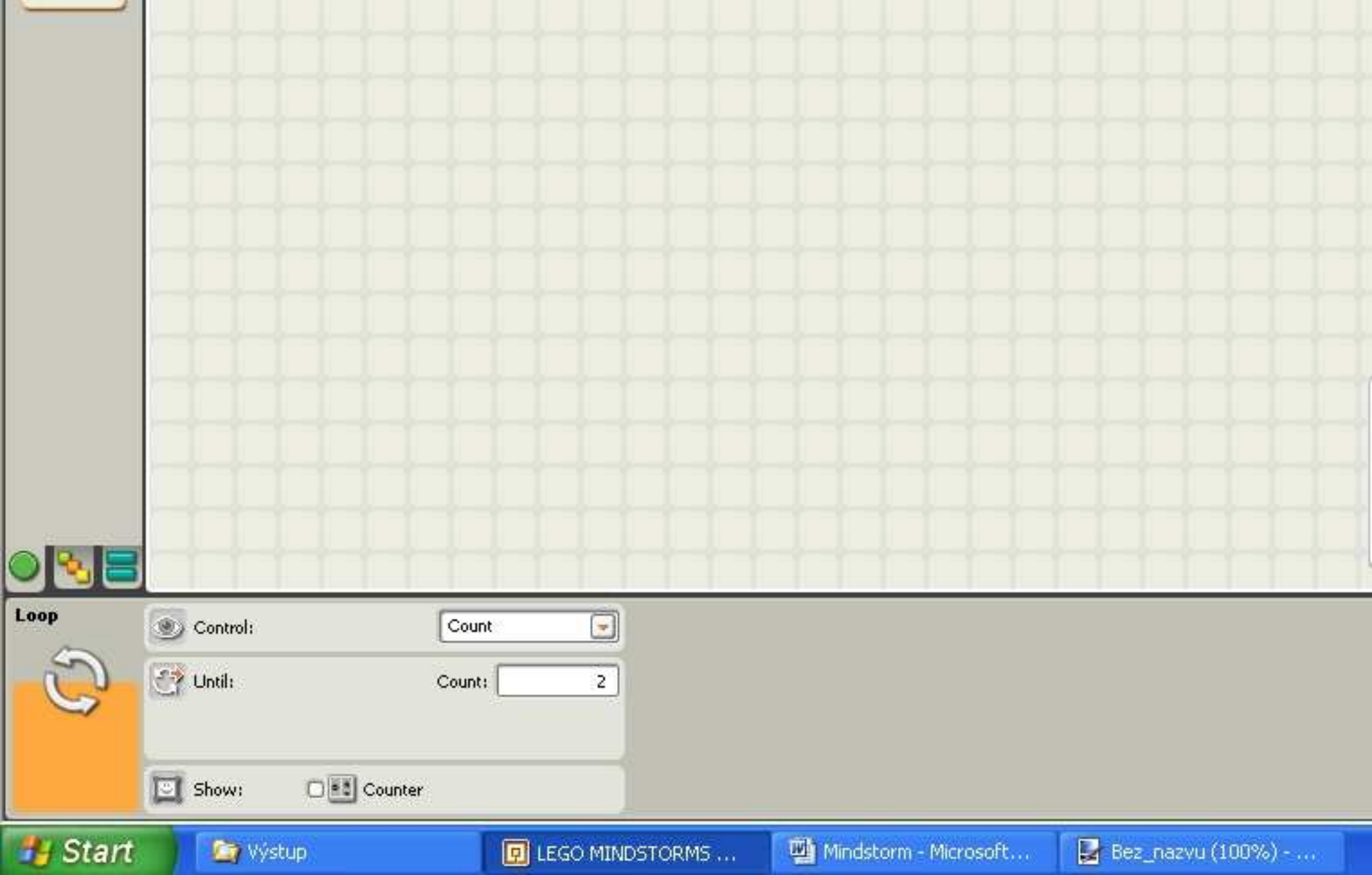
Show: Counter

Need help?

Move the cursor over an object to read about its function. For additional help, click the "More help" link.

More help »

Start | Výstup | LEGO MINDSTORMS ... | Mindstorm - Microsoft... | Bez_nazvu (100%) - ... | CS | 14:20


Loop
Control:
Count
Until:
Count:
2
Show:
Counter
Start
Výstup
LEGO MINDSTORMS ...
Mindstorm - Microsoft...
Bez_nazvu (100%) - ...