






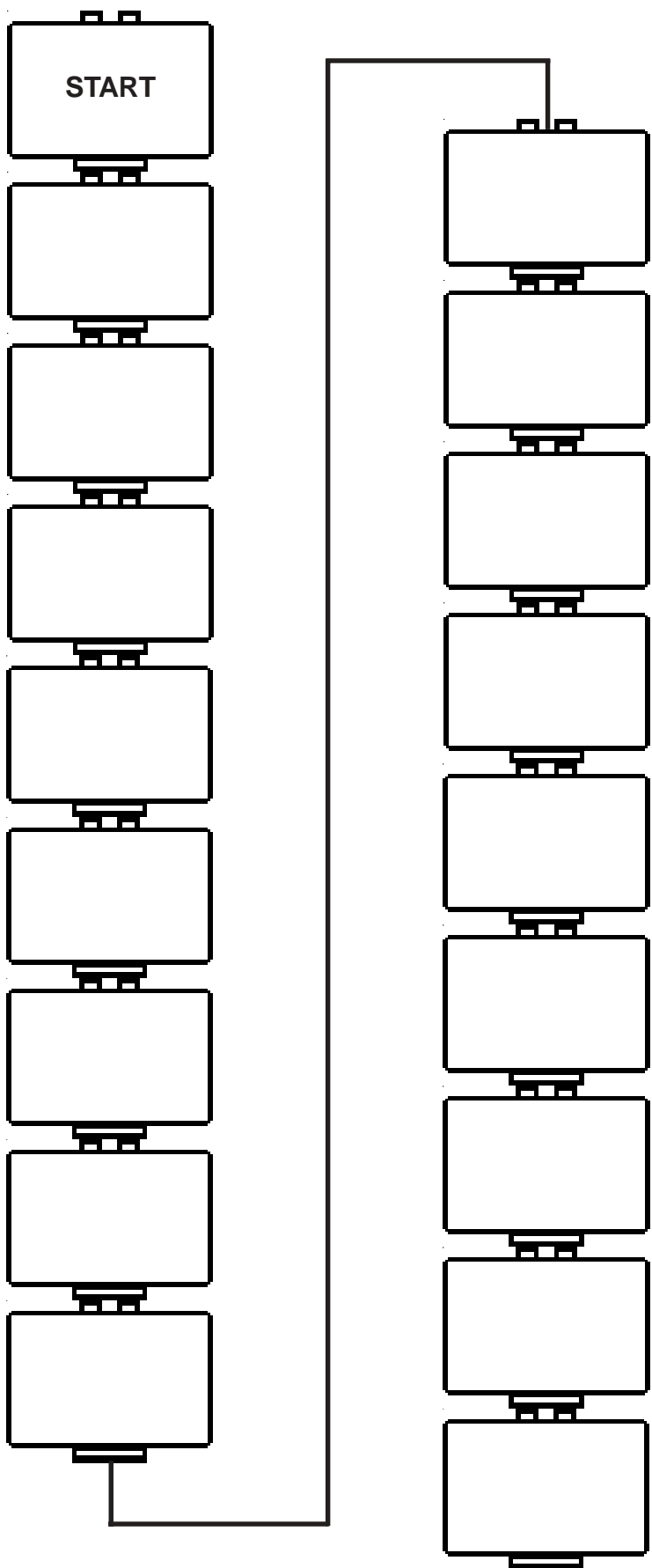


ROBOTICS PLANNING SHEET

SMALL BLOCKS are green and they control your robot. Each block does just one thing.

	The ON command turns on motors attached to ports A, B, or C. They stay on until you program them to turn off.
	The ON FOR command turns on ports A, B, or C only for the amount of time you set, then turns them off.
	The OFF command stops the motors.
	SET POWER changes the power of a motor from 1 (weakest) to 8 (strongest).
	Use the SET DIRECTION command to make the motors run in a certain direction (forward or backward).
	The REVERSE DIRECTION command to make the motors go in the opposite direction.
	END PROGRAM should always be the last brick in your program. It shuts off all sensors and motors.



RCX CODE BRICKS



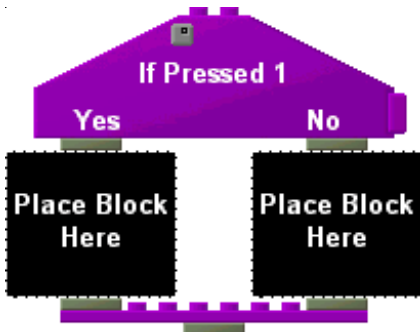
Start attaching program bricks here. In version 2.0 you no longer right-click this brick to download or save. Use the DOWNLOAD, RUN, STOP and FILE menus at the top of the screen.



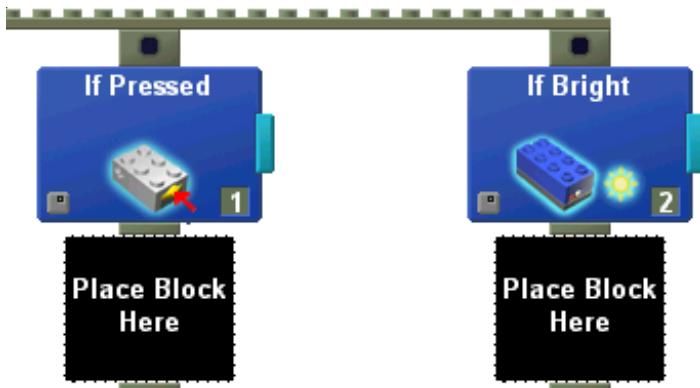
WAIT blocks are red. You can have the program wait FOR a certain amount of time to pass or wait UNTIL something happens (like a touch sensor getting pushed). Wait does not mean STOP. It keeps doing whatever it was doing until the condition is met.



REPEAT blocks are orange. They can have any number of program blocks put inside them and will do those tasks over and over as many times as you set. There are also REPEAT UNTIL blocks which will keep going until a certain condition is met.



YES or NO blocks are purple. They let you tell the robot to do one thing if something HAS happened (YES - the touch sensor is pressed in right now) or do another thing if something has NOT happened (NO - the touch sensor is not pressed in right now).



SENSOR WATCHERS are blue. They attach to the starting block and are watched ALL the time. If the thing they are watching HAPPENS, then the commands attached to them will run. You can watch the TOUCH SENSOR, LIGHT SENSOR, COUNTER, or VARIABLES