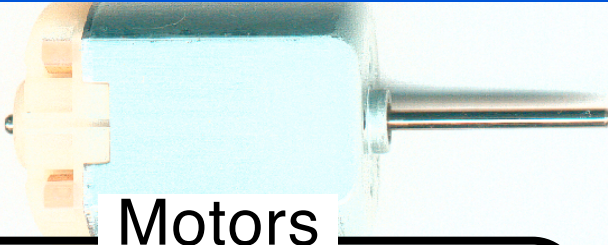


Cricket Logo Quick Reference



Motors

<code>a,</code>	selects motor A.
<code>b,</code>	selects motor B.
<code>ab,</code>	selects motors A and B.
<code>on</code>	turns selected motors on.
<code>off</code>	turns motors off.
<code>brake</code>	turns motors off sharply.
<code>onfor 10</code>	motors on for 1 second.
<code>wait 5</code>	waits for 1/2 second.
<code>thisway</code>	sets motor direction so green motor LED lights.
<code>thatway</code>	sets motor direction so red motor LED lights.
<code>rd</code>	reverses motor direction.
<code>setpower 8</code>	sets motors at full power 1=weak, 4=normal, 8=full.



Sensors

<code>switcha</code>	reports state of switch A as true or false
<code>switchb</code>	reports state of switch B as true or false
<code>sensora</code>	reports value of sensor A from 0 to 255
<code>sensorb</code>	reports value of sensor B from 0 to 255
<code>a, on waituntil [switchb] off</code>	Turns on A motor. Waits until switch B is pressed, then turns the motor off.
<code>loop [if sensora < 50 [onfor 1]]</code>	If sensor A is less than 50, turns on motor for 1/10 sec. Loops doing this over and over.

Control Examples

```
to touch
  a, on
  waituntil [switcha]
  rd onfor 20 rd
  touch
end
```

Turns on motor A, then waits until switch A is pressed. Then reverses motor A for 2 seconds, reverses to forward again, and repeats.

```
to light
  ifelse sensora < 50
    [a, on]
    [a, off]
  light
end
```

If sensor A is less than 50, turns on motor A. Otherwise, turns it off. Loops to keep doing this continuously.

```
to song
  note sensora 1
  if switchb [stop]
  song
end
```

Repeatedly plays notes based on value of sensor A. If switch B is pressed, stops.