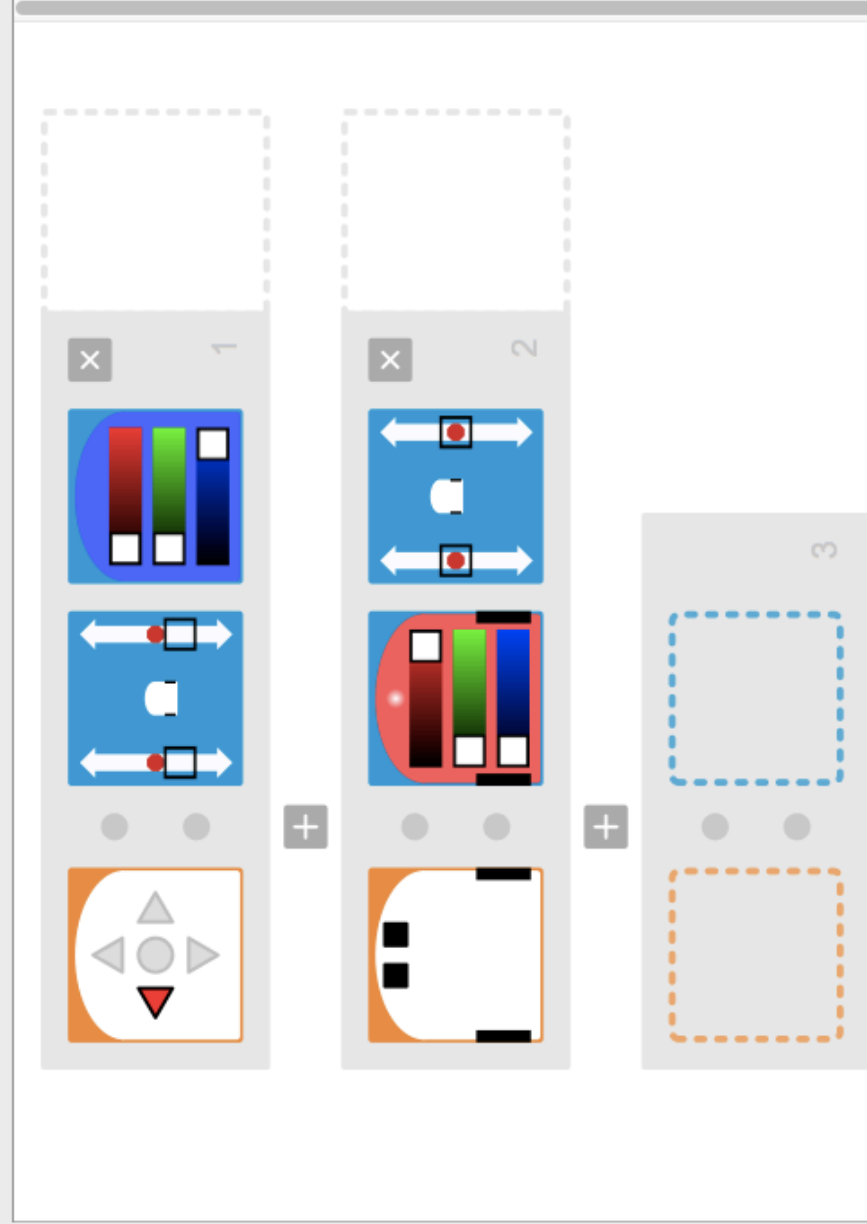




Événements



✓ Compilation terminée avec succès



Actions



```

call sound.system(-1)
call leds.top(0,0,0)
call leds.bottom.left(0,0,0)
call leds.bottom.right(0,0,0)
call leds.circle(0,0,0,0,0,0,0,0)

onevent buttons
  when button.left == 1 do
    motor.left.target = -200
    motor.right.target = -200
    call leds.top(0,0,32)
    emit pair_run 0
  end

onevent prox
  when prox.ground.delta[0] <= 400 and
  prox.ground.delta[1] <= 400 do
    call leds.bottom.left(32,0,0)
    call leds.bottom.right(32,0,0)
    motor.left.target = 0
    motor.right.target = 0
    emit pair_run 1
  end
end

```