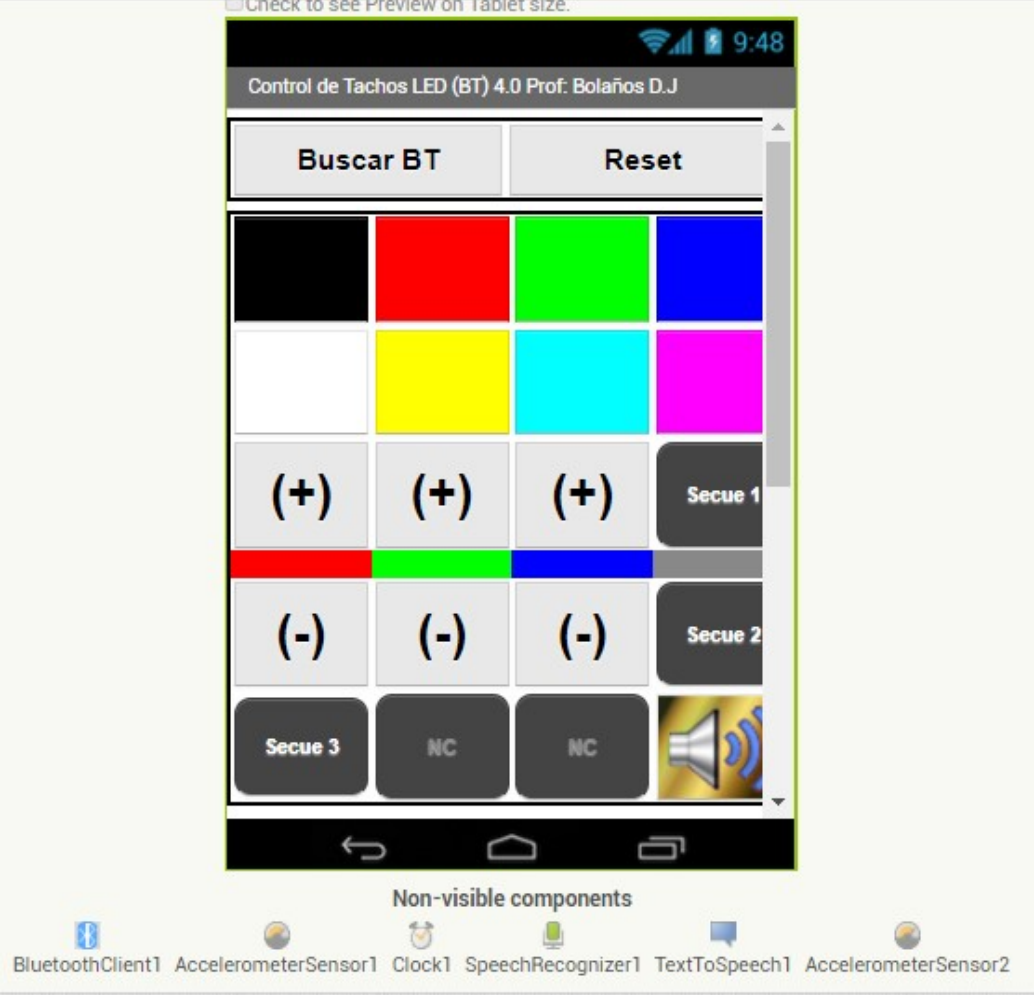


Control de tachos LED Version 4



```
when ListPicker1 - BeforePicking
do
  if BluetoothClient1 - Available
  then
    set ListPicker1 - Elements to BluetoothClient1 - AddressesAndNames

when ListPicker1 - AfterPicking
do
  if BluetoothClient1 - Available
  then
    set ListPicker1 - Selection to call BluetoothClient1 - Connect
    address ListPicker1 - Selection

when Negro - Click
do
  if BluetoothClient1 - Available
  then
    call BluetoothClient1 - SendText
    text * 700 *

when Rojo - Click
do
  if BluetoothClient1 - Available
  then
    call BluetoothClient1 - SendText
    text * 750 *

when Verde - Click
do
  if BluetoothClient1 - Available
  then
    call BluetoothClient1 - SendText
    text * 800 *

when Azul - Click
do
  if BluetoothClient1 - Available
  then
    call BluetoothClient1 - SendText
    text * 850 *

when Amarillo - Click
do
  if BluetoothClient1 - Available
  then
    call BluetoothClient1 - SendText
    text * 900 *

when Magenta - Click
do
  if BluetoothClient1 - Available
  then
    call BluetoothClient1 - SendText
    text * 950 *

when Blanco - Click
do
  if BluetoothClient1 - Available
  then
    call BluetoothClient1 - SendText
    text * 999 *

when Cyan - Click
do
  if BluetoothClient1 - Available
  then
    call BluetoothClient1 - SendText
    text * 999 *

when Reset - Click
do
  if BluetoothClient1 - Available
  then
    call BluetoothClient1 - SendText
    text * 999 *

when Secue1 - Click
do
  if BluetoothClient1 - Available
  then
    call BluetoothClient1 - SendText
    text * 180 *

when Secue2 - Click
do
  if BluetoothClient1 - Available
  then
    call BluetoothClient1 - SendText
    text * 185 *

when Secue3 - Click
do
  if BluetoothClient1 - Available
  then
    call BluetoothClient1 - SendText
    text * 140 *

when MasRojo - Click
do
  if BluetoothClient1 - Available
  then
    call BluetoothClient1 - SendText
    text * 111 *

when MenosRojo - Click
do
  if BluetoothClient1 - Available
  then
    call BluetoothClient1 - SendText
    text * 444 *

when MasVerde - Click
do
  if BluetoothClient1 - Available
  then
    call BluetoothClient1 - SendText
    text * 222 *

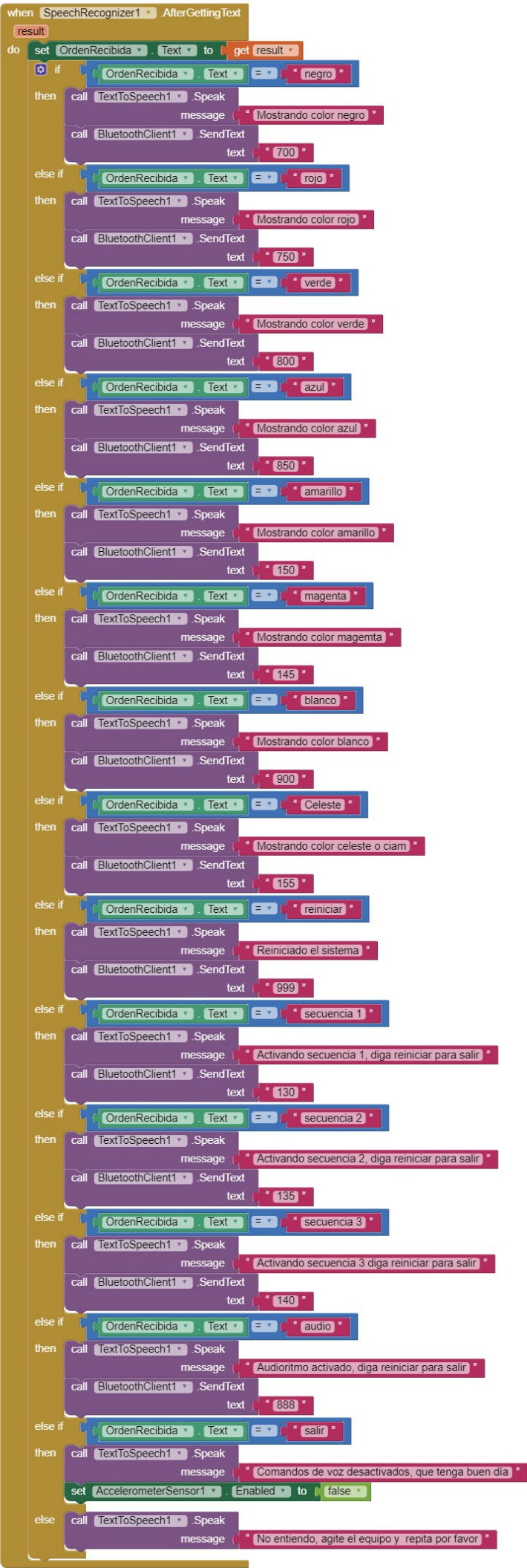
when MenosVerde - Click
do
  if BluetoothClient1 - Available
  then
    call BluetoothClient1 - SendText
    text * 555 *

when MasAzul - Click
do
  if BluetoothClient1 - Available
  then
    call BluetoothClient1 - SendText
    text * 333 *

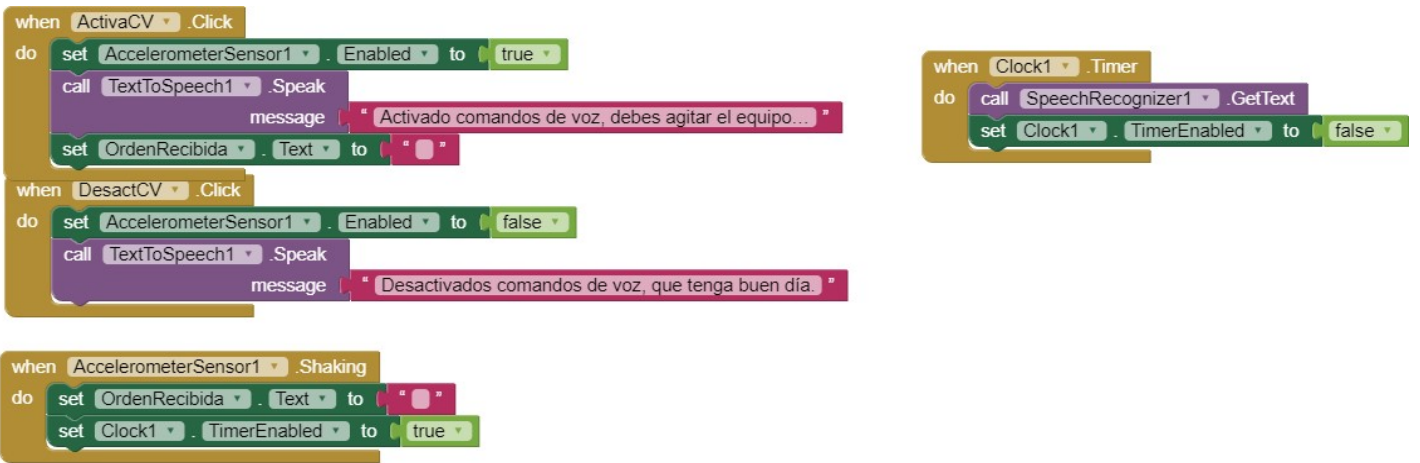
when MenosAzul - Click
do
  if BluetoothClient1 - Available
  then
    call BluetoothClient1 - SendText
    text * 666 *

when AudioRitmo - Click
do
  if BluetoothClient1 - Available
  then
    call BluetoothClient1 - SendText
    text * 888 *
```

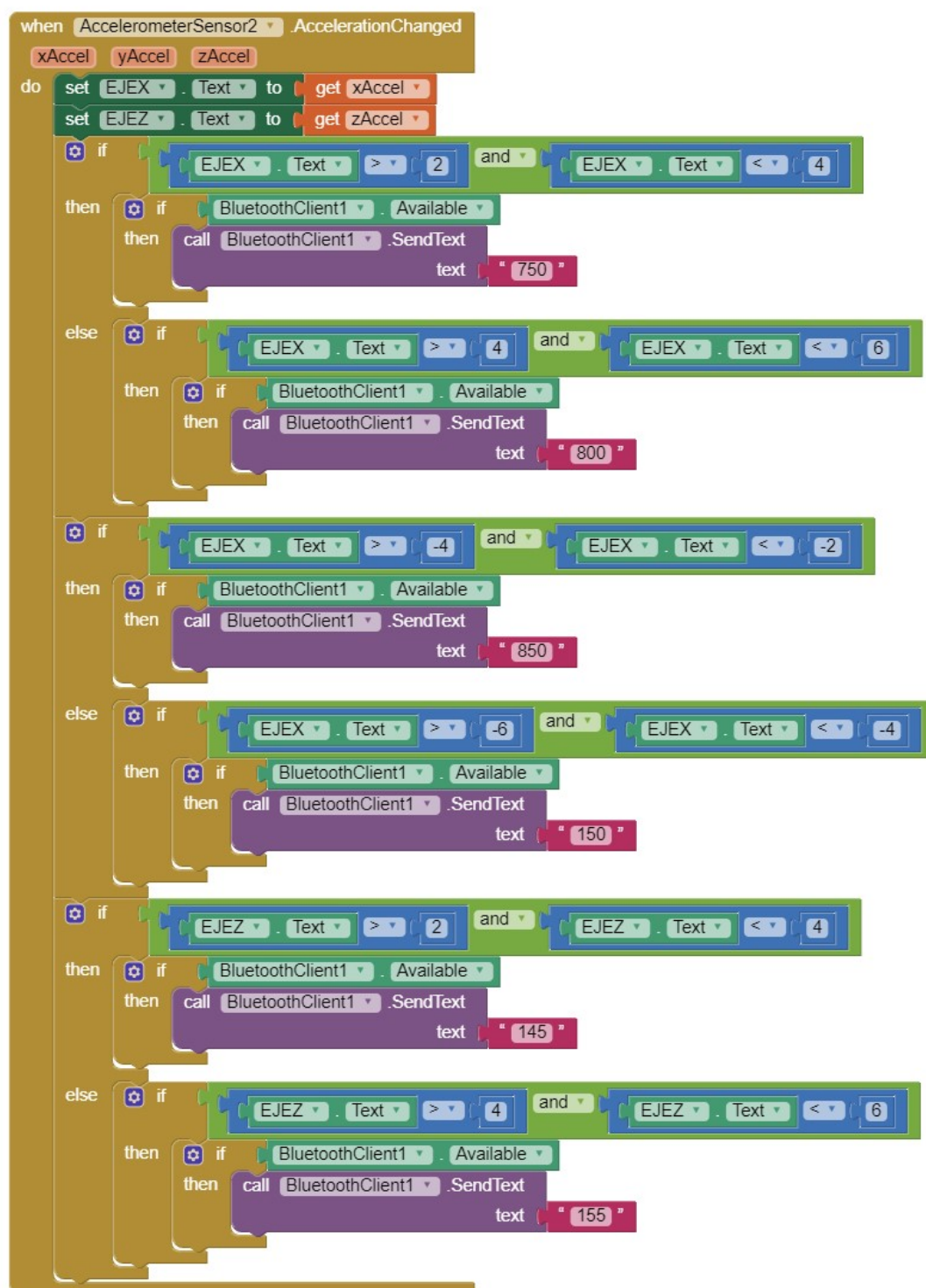
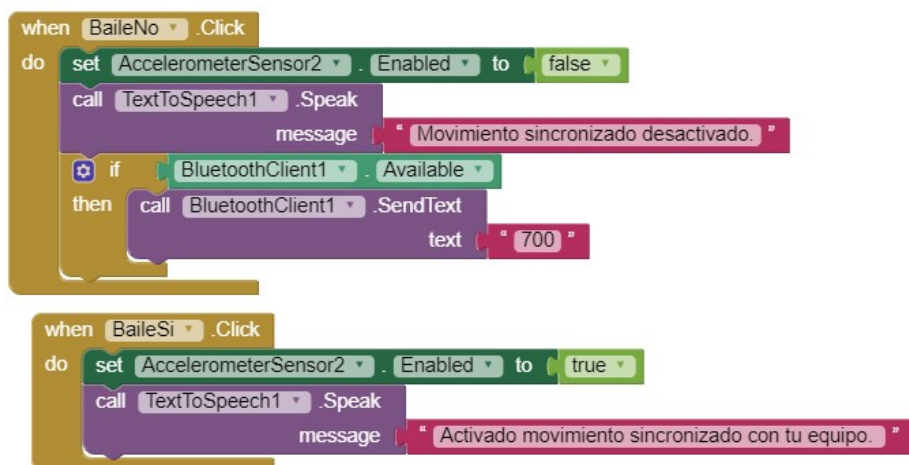
PARTE 1



PARTE 2



PARTE 3



PARTE 4

LATIGO 3.0 efectos de sonido Acelerometro



```
when AccelerometerSensor1 .Shaking
do
  set Screen1 . BackgroundImage to " "
  call Sound1 .Play

when ZORZAL .Click
do
  set Image1 . Picture to "zorzal.jpg"
  set Player1 . Source to "zorzal.mp3"
  call Player1 .Start

when GRILLO .Click
do
  set Image1 . Picture to "grillo.png"
  set Sound1 . Source to "grillos.mp3"

when NELSON .Click
do
  set Image1 . Picture to "nelson.jpg"
  set Sound1 . Source to "Nelson.mp3"

when LATIGO .Click
do
  set Image1 . Picture to "latigo.jpg"
  set Sound1 . Source to "latigo1.mp3"

when GLOVOREV .Click
do
  set Image1 . Picture to "globo.png"
  set Sound1 . Source to "globorev.mp3"

when TAMBORES .Click
do
  set Image1 . Picture to "tambor.jpg"
  set Sound1 . Source to "redoble.mp3"

when EXPLOTA .Click
do
  set Image1 . Picture to "estallido.jpg"
  set Sound1 . Source to "explosion.mp3"
```

En general se utiliza objeto SOUND para archivos cortos y PLAYER para archivos largos.

USAR PI EN NUESTROS PROGRAMAS

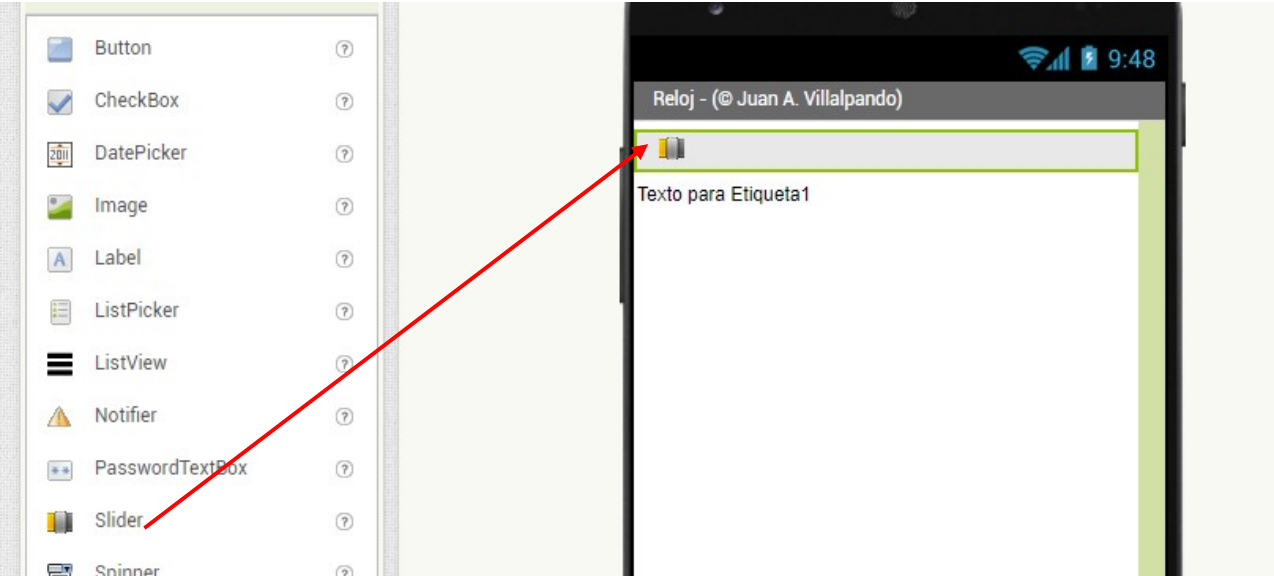
La manera seria definir una variable global.



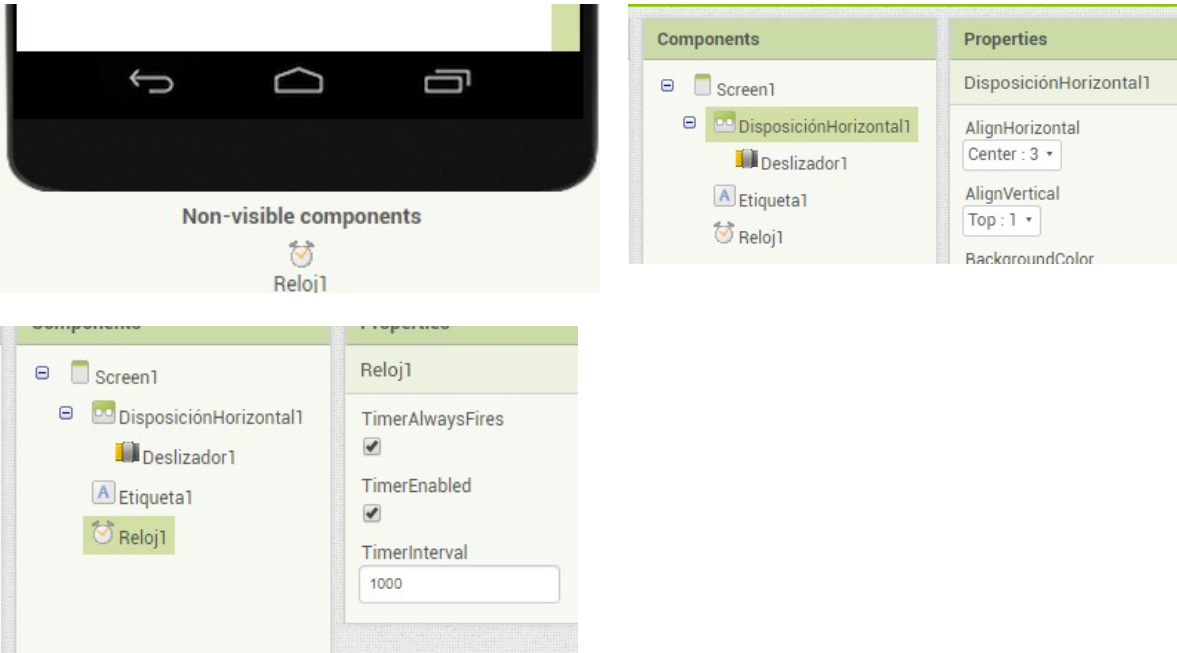
Y se usara asi:

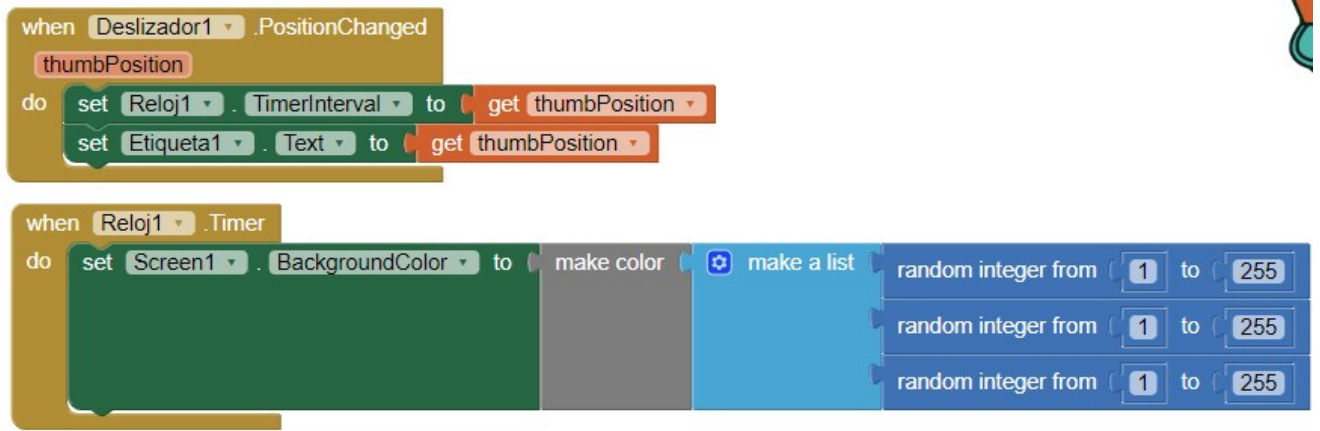


CONTROL DESLIZABLE



En este ejemplo al variar el Slider (control deslizable) cambia aleatoriamente el color de fondo de la pantalla.





thumbPosition es posición del dedo al desplazar
