

# Using the Button Gizmo with Playground for Crumble

### **Requirements:**

- Playground for Crumble with Crumble attached and batteries installed
- Button Gizmo
- 1 x Connection cable

#### **Connections:**

- 1. Switch Playground OFF
- 2. Plug connection cable into Gizmo and Pin A on Playground
- 3. Switch Playground ON



## Without Software:

Press the button on the Button Gizmo

- → LED on Gizmo will light
- → LED on Pin A of Playground will light

# **Simple Software Demo:**

This software will start Motor 1 when the Button Gizmo is pressed, and stop it when it is released. If a Motor Gizmo is attached then it will start and stop as directed. With or without a Motor Gizmo, the Red LED on the Crumble for Motor 1 will turn on and off

```
program start

do forever

if (A is HI) then

motor 1 FORWARD at 75 %

else

motor 1 STOP

end if
```