

TRAKR Code Snippets

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These TRAKR Code Snippets are an easy way to build an app using pre-written code for the TRAKR. The following code block does not work as a whole, but instead contains commonly used parts of code for you to copy into your own programs and modify.

```
// Go Forward, Stop
SetMotors(10000, 10000); // Turn the left & right motors to full forward 1000
Sleep([Duration]); // Wait for the right number of milliseconds
SetMotors(0, 0); // Turn the left & right motors off

// Go Backward, Stop
SetMotors(-10000, -10000); // Turn the left & right motors to 1000
Sleep([Duration]); // Wait for the right number of milliseconds
SetMotors(0, 0); // Turn the left & right motors off

// Spin Clockwise
SetMotors(10000, -10000); // Turn the left motor forward & right motors back
Sleep([Duration]); // Wait for the right number of milliseconds
SetMotors(0, 0); // Turn the left & right motors off

// Spin Counter Clockwise
SetMotors(-10000, 10000); // Turn the left motor back & right motors forward
Sleep([Duration]); // Wait for the right number of milliseconds
SetMotors(0, 0); // Turn the left & right motors off

//Arc Left Forward
SetMotors(5000, 10000); // Turn the right motor forward a little faster than the left
Sleep([Duration]); // Wait for the right number of milliseconds
SetMotors(0, 0); // Turn the left & right motors off

// Arc Right Forward
SetMotors(10000, 5000); // Turn the left motor forward a little faster than the right
Sleep([Duration]); // Wait for the right number of milliseconds
SetMotors(0, 0); // Turn the left & right motors off

// Arc Left Backward
SetMotors(-5000, -10000); // Turn the right motor forward a little faster than the left
Sleep([Duration]); // Wait for the right number of milliseconds
SetMotors(0, 0); // Turn the left & right motors off

// Arc Right Backward
```

```

SetMotors(-10000, -5000); // Turn the left motor forward a little
faster than the right
Sleep([Duration]); // Wait for the right number of milliseconds
SetMotors(0, 0); // Turn the left & right motors off

// Display Text
ClearRectangle(20, 10, 140, 40); // First Clear the text region
DrawText(20, 10, "[Text]"); // Draw the text
Show(); // Show the graphics

// Display Image
ClearRectangle(40, 60, 120, 110); // First Clear the image region
DrawImage(40, 60, [Image]); // Draw the image
Show(); // Show the graphics

// Display Battery Voltage
ClearScreen(); // First Clear the Screen
v = GetBatteryVoltage(); // Read the battery voltage into variable v
if (v < 5000) // Check the battery. If it's low... (less than 5 volts,
5000 millivolts)
{
SetTextColor(RED); // Set the color to RED
}
else // else
{
SetTextColor(GREEN); // Set the color to GREEN
}
DrawText(20, 10, "Batt : %d", v); // Draw the fixed text, with the num-
ber v replacing the %d
Show(); // Show the graphics
SetTextColor(WHITE); // Put the text color back to white

// Wait for a Key
while(! ReadKey([Key])) // Keep doing the wait until the key is no
longer NOT pressed
{
Sleep(100); // Wait for 100ms, then loop again!
}

// Wait for a Key to Release
while(ReadKey([Key])) // Keep doing the wait until the key is NOT
pressed
{
Sleep(100); // Wait for 100ms, then loop again!
}

// Take a Picture
TakePicture(); // Gets a picture from the camera
DrawImage(0, 60, LAST_PHOTO); // Draws the picture on the screen
SavePicture([Name]); // Saves the picture into a file

```

```

// Parade Image
ClearRectangle(0, 60, 160, 119); // Clear the area
DrawImage(0, 60, [Image]); // Draw the image
for (v = 0; v < 159; v++) // Loop for 15 times
{
ScrollScreen(0, 60, 160, 119, 10, 0); // Scroll the defined region 10
pixels in the X direction
}

// Set Left Motor
SetLeftMotor([Value]); // Set the left motor as specified

// Set Right Motor
SetRightMotor([Value]); // Set the right motor as specified
// Turn the left & right motors to full forward 100

// Go Back
SetMotors(-1000, -1000); // Turn the left & right motors to full for-
ward 100

// Stop //
SetMotors(0, 0); // Turn the left & right motors off

// Wait
Sleep([Duration]); // Wait for the right number of milliseconds

// Add Message
DrawText(20, 10, "[text]"); // Draw the text at screen co-ord (20, 10)

// Add Image
DrawImage([Image], 40, 60); // Draw the image at screen co-ord (60,
60)

// Clear Screen
ClearScreen(); // Clear the display

// Clear Image Region
ClearRectangle(40, 60, 120, 110); // Clear the image region

// Clear Text Region
ClearRectangle(20, 10, 140, 40); // Clear the text region

// Show Screen
Show(); // Show all graphics since last Show

// Read Battery
v = GetBatteryVoltage(); // Read the battery voltage into variable v

// Read Timer
v = GetTimer(); // Read the timer value into variable v

```

```
// Clear Timer
ClearTimer(); // Clear the timer

// Display Number
DrawText(20, 10, "[Text] : %d", v); // Draw the fixed text, with the
number v replacing the %d

// Play A Sound
PlaySound([Sound]); // Play the specified sound
```