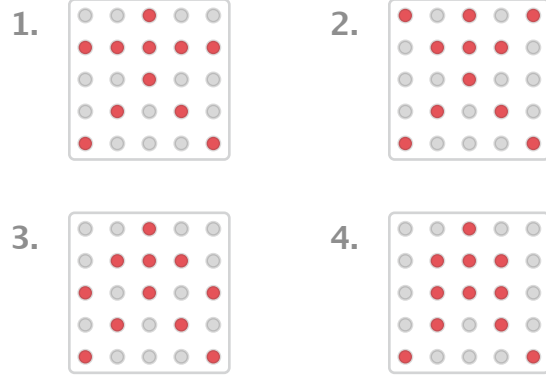




## Jumping Jacks

```
When A pressed
  set shape 2
  set shape 1
  set shape 4
```

```
When B pressed
  set shape 4
  set shape 3
  set shape 1
```

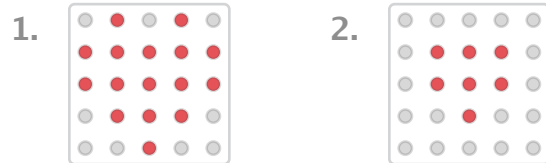


art:bit



## Heart Beat

```
When A pressed
  forever
    set shape 1
    set shape 2
```



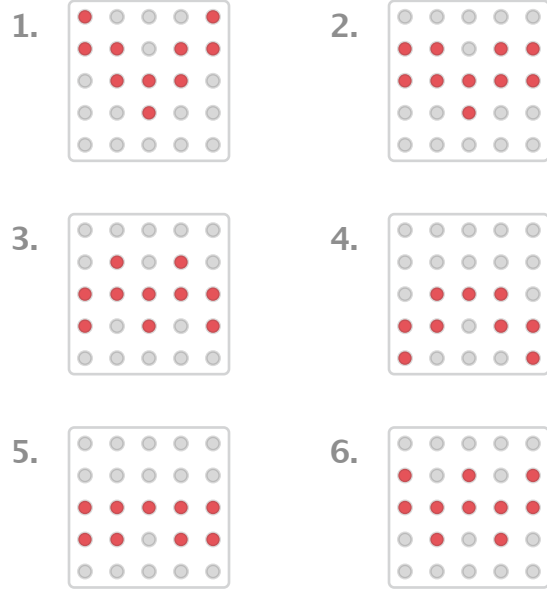
art:bit



# Flying Bat

```

When A pressed
  set pace to fast
  forever
    next shape
  
```



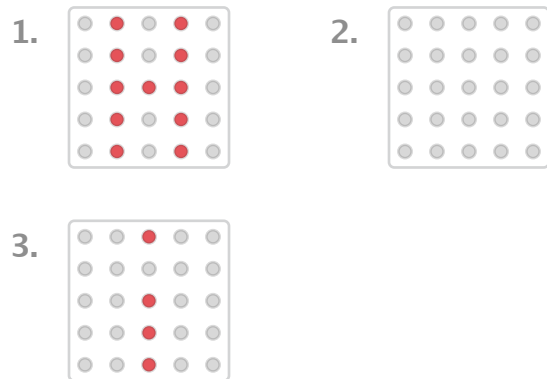
art:bit



# Marquee Message

```

When A pressed
  set pace to slow
  set shape 1
  repeat 10
    scroll up
  
```



art:bit



# Starry Lights

```

When A pressed
  forever
    dot on x: pick random 0 to 4 y: pick random 0 to 4
    dot off x: pick random 0 to 4 y: pick random 0 to 4
  
```

art:bit



# The Wave

```

When A pressed
  set pace to instant
  forever
    wave
    wait .2
    back wave
    wait .2
  
```

```

Define wave
  clean
  repeat 18
    next shape
  
```

```

Define back wave
  set shape 18
  repeat 18
    previous shape
  
```

- 1.
- 2.
- 3.
- 4.
- 5.
- 6.
- 7.
- 8.
- 9.
- 10.
- 11.
- 12.
- 13.
- 14.
- 15.
- 16.
- 17.
- 18.

art:bit



Pinwheel A

```

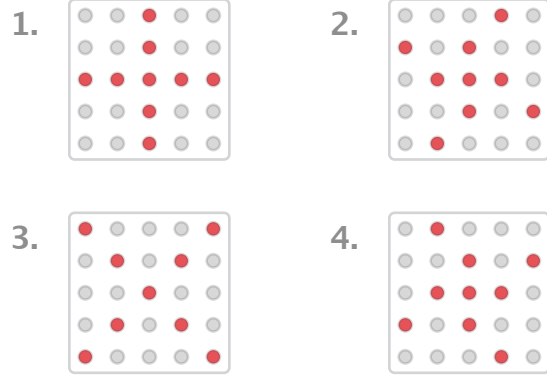
When A pressed
stop other scripts
set pace to fast
forever
  next shape

```

```

When B pressed
stop other scripts
set pace to fast
forever
  previous shape

```



art:bit



Pinwheel B

```

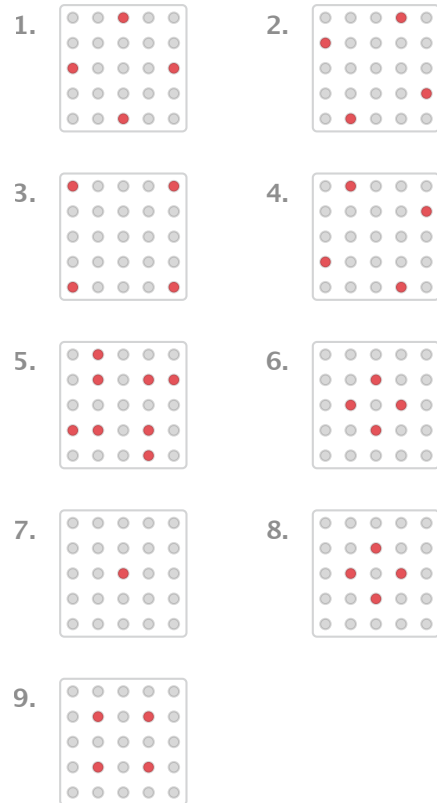
When A pressed
stop other scripts
set pace to fast
forever
  next shape

```

```

When B pressed
stop other scripts
set pace to fast
forever
  previous shape

```



art:bit



### Sailing Boat

When A pressed: forever loop containing scroll right.

When B pressed: stop other scripts, set shape 1, repeat 5 times (scroll down, wait 0.2 sec).

When A & B pressed: stop other scripts, set shape 2, repeat 5 times (scroll up, wait 0.2 sec).

1.

2.

art:bit



### Tilt Table

When A pressed: set pace to instant, set shape 1, forever loop (if tilt > 500: next shape; if tilt < -500: previous shape).

When B pressed: clean, stop all.

1.

2.

3.

4.

5.

art:bit



### Sending Messages

art:bit

```

When A pressed
  set pace to slow
  forever loop
    broadcast message
    set shape to 1
    broadcast message
    set shape to 2
    broadcast message
    set shape to 3
    broadcast message
    set shape to 4
    broadcast message
    set shape to 5
    broadcast message
    set shape to 6
  
```

1.

2.

3.

4.

5.

6.



### Receiving Messages

art:bit

```

When I receive message
  set shape to 1
  repeat 20 times
    scroll left
  clean stage
  
```

1.

2.

3.

4.

5.