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LED_Bluetooth_potenziometro_1024

Screen1 Add Screen ... Remove Screen Publish to Gallery Designer Blocks

Palette

Search Components...

User Interface

Layout

- HorizontalArrangement
- HorizontalScrollArrangement
- TableArrangement
- VerticalArrangement
- VerticalScrollArrangement

Media

Drawing and Animation

Maps

Sensors

Social

Storage

Connectivity

LEGO® MINDSTORMS®

Experimental

Extension

Viewer

Display hidden components in Viewer

Phone size (505,320)

Screen1

Connetti Bluetooth Disconnetti

ON OFF

Potenziometro

BluetoothClient1 Clock1

Components

- Screen1
 - HorizontalArrangement2
 - ListPicker1
 - Button3
 - HorizontalArrangement1
 - Button1
 - Button2
 - HorizontalArrangement3
 - Label1
 - BluetoothClient1
 - Clock1

Rename Delete

Media

Upload File ...

Properties

Screen1

AboutScreen

AccentColor Default

AlignHorizontal Left : 1

AlignVertical Top : 1

AppName LED_Bluetooth

BackgroundColor Default

BackgroundImage None...

BigDefaultText

BlocksToolkit All

CloseScreenAnimation Default

DefaultFileScope App

HighContrast

Icon None...

OpenScreenAnimation Default

PrimaryColor Default

PrimaryColorDark Default

ScreenOrientation Unspecified

initialize global potenziometro to 0

when ListPicker1 .BeforePicking
do set ListPicker1 . Elements to BluetoothClient1 . AddressesAndNames

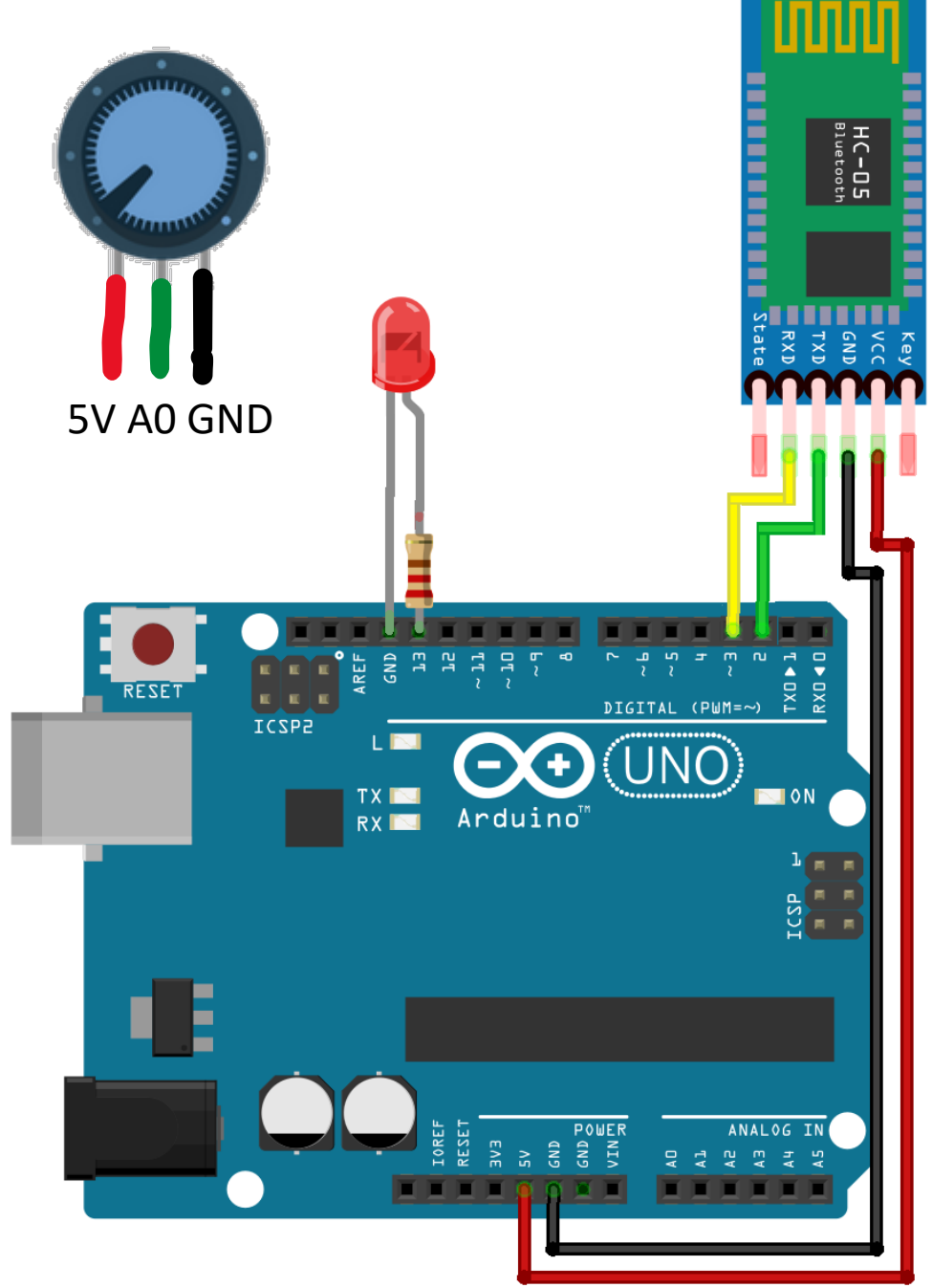
when Button3 .Click
do call BluetoothClient1 .Disconnect
set ListPicker1 . Text to "Connetti Bluetooth"

when ListPicker1 .AfterPicking
do set ListPicker1 . Selection to call BluetoothClient1 .Connect
address ListPicker1 . Selection
set ListPicker1 . Text to "Connesso"

when Button1 .Click
do call BluetoothClient1 .SendText
text "1"

when Button2 .Click
do call BluetoothClient1 .SendText
text "0"

when Clock1 .Timer
do if BluetoothClient1 . IsConnected
then if call BluetoothClient1 .BytesAvailableToReceive > 0
then set global potenziometro to call BluetoothClient1 .ReceiveText
numberOfBytes call BluetoothClient1 .BytesAvailableToReceive
set Label1 . Text to get global potenziometro



5V A0 GND

```
#include <SoftwareSerial.h>
#define intervallo 300 // intervallo per il millis

SoftwareSerial Bluetooth(2, 3); // RX, TX
char Incoming_value = 0; // LED On = 1 / Off = 0
unsigned long tempo = 0; // tempo precedente per il millis
String potenziometro; // valore acquisito dal potenziometro dopo casting

void setup()
{
  Serial.begin(9600); // seriale USB
  pinMode(13, OUTPUT); //LED Built In
  Bluetooth.begin(9600); // set the data rate for the SoftwareSerial port
}
```



```
void loop()
{
  // gestione dati
  if ((millis()-tempo)>intervallo)
  {
    potenziometro = String(analogRead(A0));
    Bluetooth.println(potenziometro); // invia al Bluetooth
    Serial.print("potenziometro: ");
    Serial.println(potenziometro);
    tempo = millis();
  }

  // gestione LED On/Off
  if(Bluetooth.available() > 0)
  {
    Incoming_value = Bluetooth.read();
    Bluetooth.print("\n");
    if(Incoming_value == '1')
      digitalWrite(13, HIGH);
    else if(Incoming_value == '0')
      digitalWrite(13, LOW);
  }
}
```