

# ACTION BLOCKS PALETTE REVIEW

Thomas Newton

# ACTION BLOCKS PALETTE REVIEW

## ACTION BLOCKS

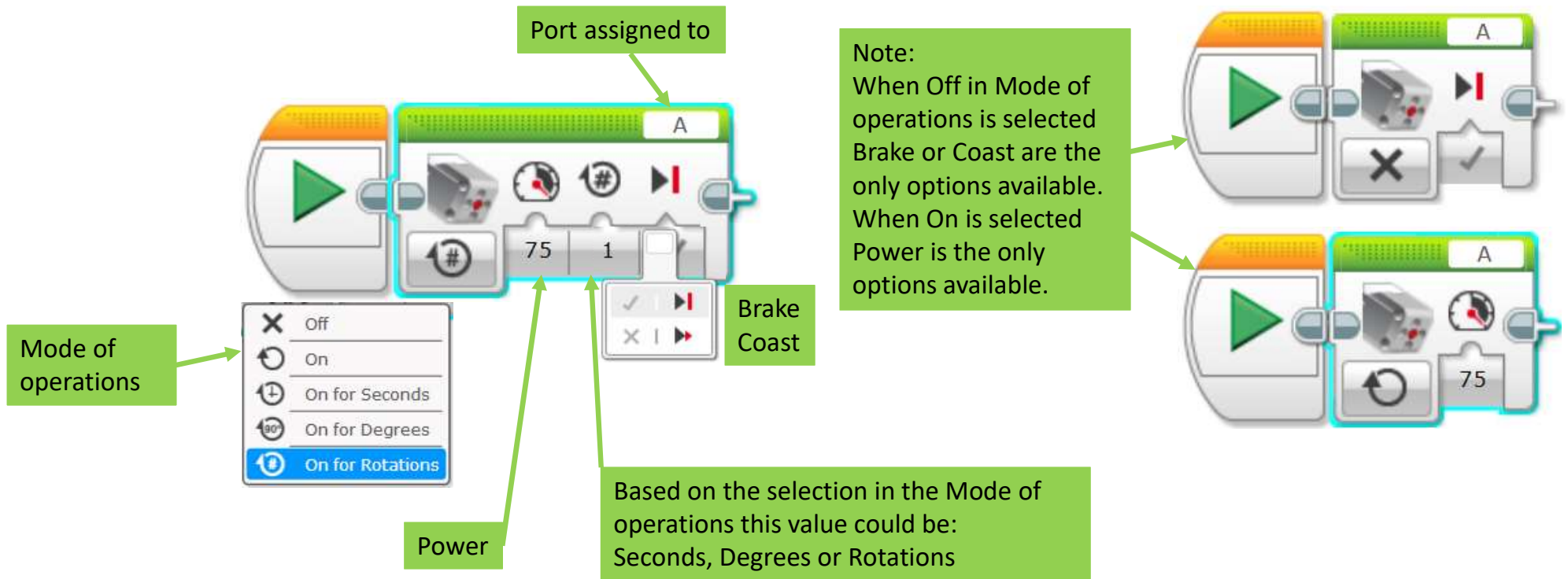
*(In order from left to right)*

- + Medium Motor
- + Large Motor
- + Move Steering
- + Move Tank
- + Display
- + Sound
- + Brick Status Light



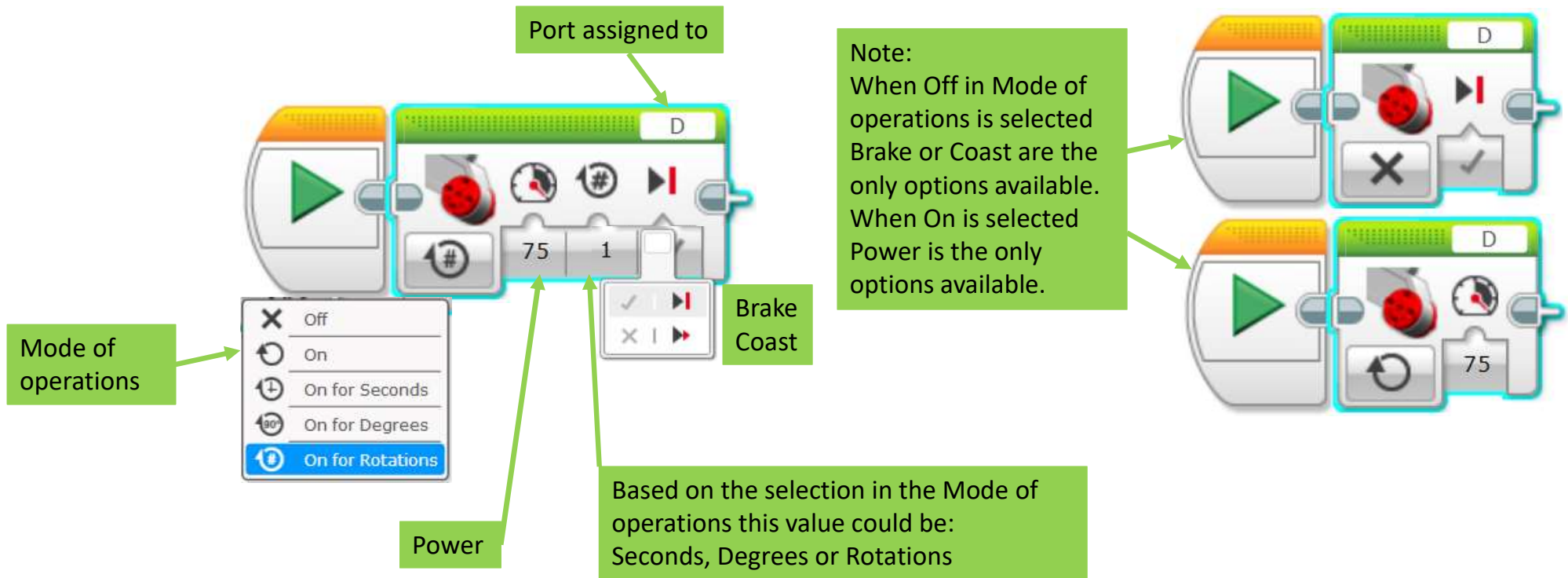
# ACTION BLOCKS PALETTE REVIEW

## Medium Motor Block



# ACTION BLOCKS PALETTE REVIEW

## Large Motor Block



# ACTION BLOCKS PALETTE REVIEW

## Move Steering Block

Port assigned to

Note:  
When Off in Mode of operations is selected Brake or Coast are the only options available. When On is selected Steering & Power is the only options available.

Mode of operations

- Off
- On
- On for Seconds
- On for Degrees
- On for Rotations

Brake Coast

Based on the selection in the Mode of operations this value could be: Seconds, Degrees or Rotations

Steering:  
Positive # turns Right  
Negative # turns Left

Power

B + C

B + C

75 1

0 75

The diagram illustrates the 'Move Steering' block in the LEGO Mindstorms software palette. It features a green top bar with 'B + C' and a play button on the left. The main area contains a steering wheel icon, a power slider, and two input fields for 'Power' (75) and 'Steering' (1). A dropdown menu for 'Mode of operations' is shown on the left, with 'On for Rotations' selected. A 'Brake Coast' dropdown is on the right. Two smaller versions of the block are shown on the right, one with 'Brake Coast' selected and one with 'Steering & Power' selected. Green callout boxes provide detailed explanations for each component.

# ACTION BLOCKS PALETTE REVIEW

## Move Tank Block

Port assigned to

Mode of operations

Power

Brake  
Coast

Note:  
When Off in Mode of operations is selected Brake or Coast are the only options available. When On is selected Power for both motors are the only options available.

Based on the selection in the Mode of operations this value could be: Seconds, Degrees or Rotations

B + C

75 75 1

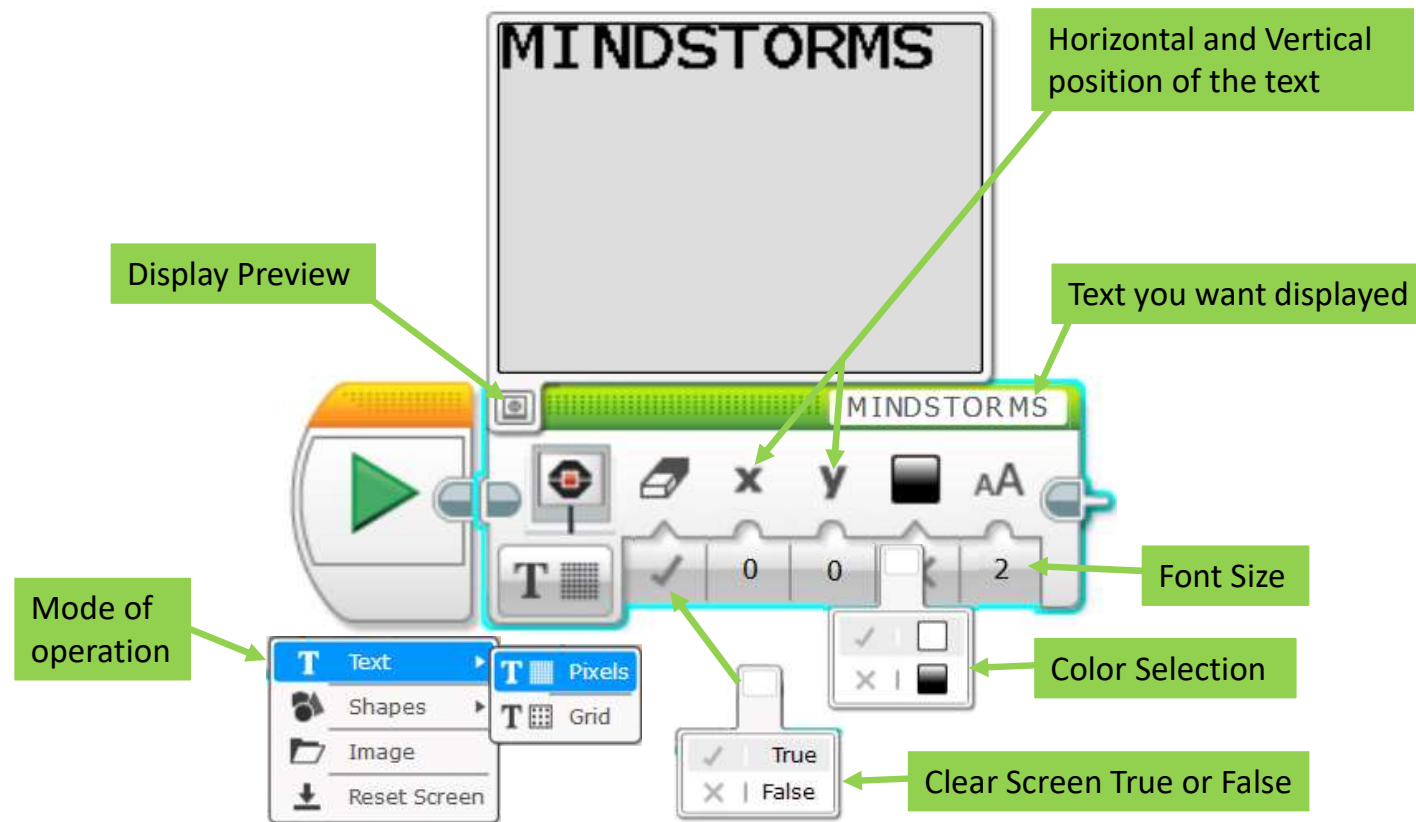
B + C

75 75

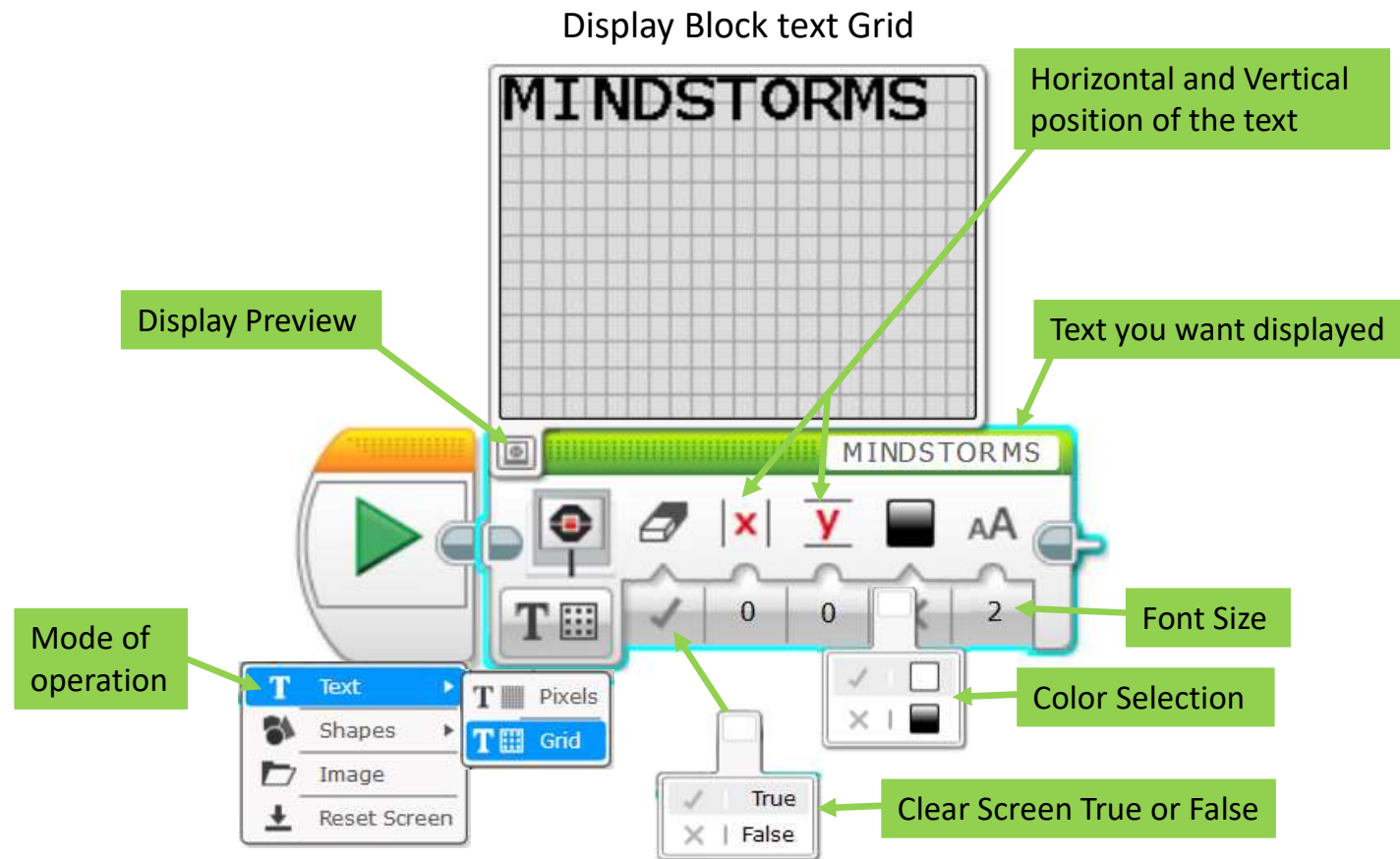
The diagram illustrates the configuration of the Move Tank block. It features a dropdown menu for 'Mode of operations' with options: Off, On, On for Seconds, On for Degrees, and On for Rotations (highlighted). The block has two power input fields, both set to 75, and a third field set to 1. A 'Brake/Coast' selector is shown with 'Brake' selected. A note explains that when 'Off' is chosen, only Brake or Coast are available, while 'On' allows for Power. A secondary block on the right shows the 'On for Rotations' mode with the power fields set to 75.

# ACTION BLOCKS PALETTE REVIEW

Display Block Text Pixels

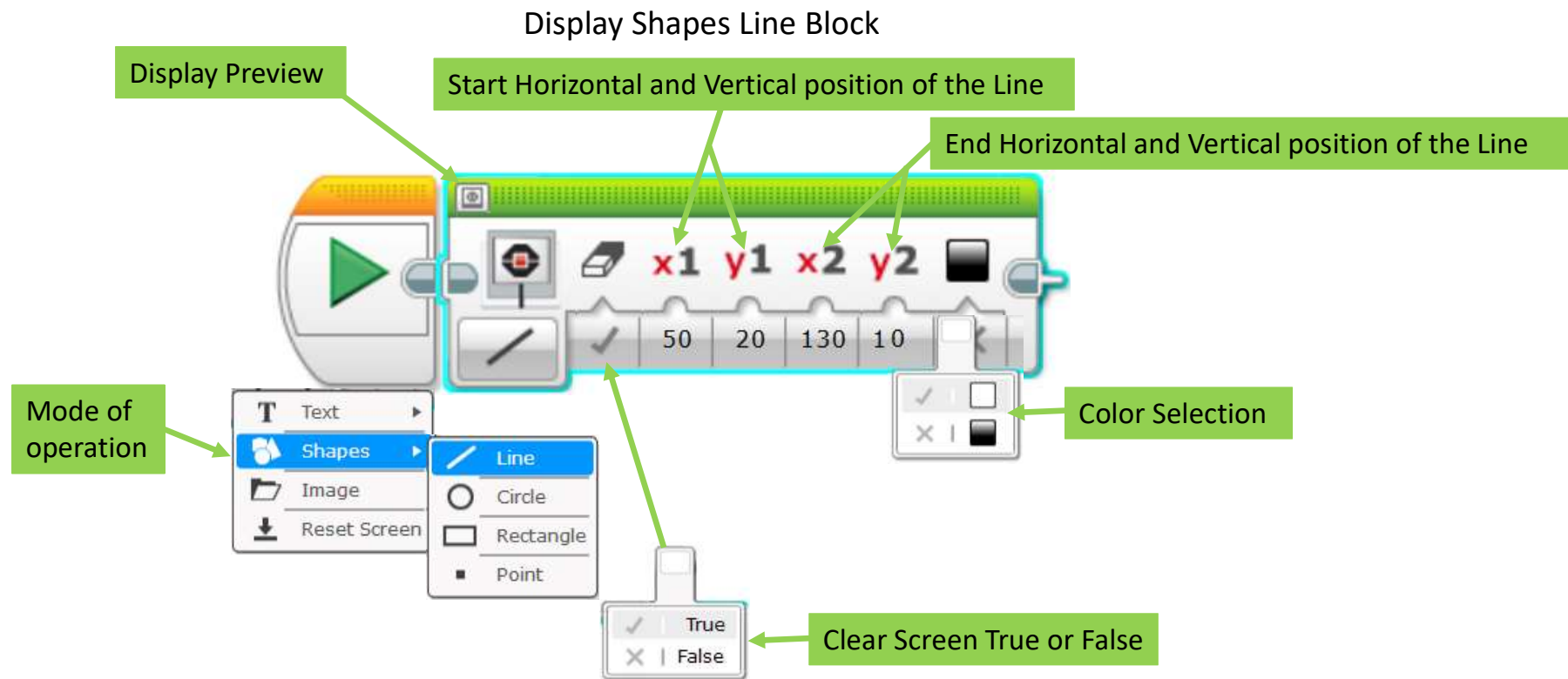


# ACTION BLOCKS PALETTE REVIEW



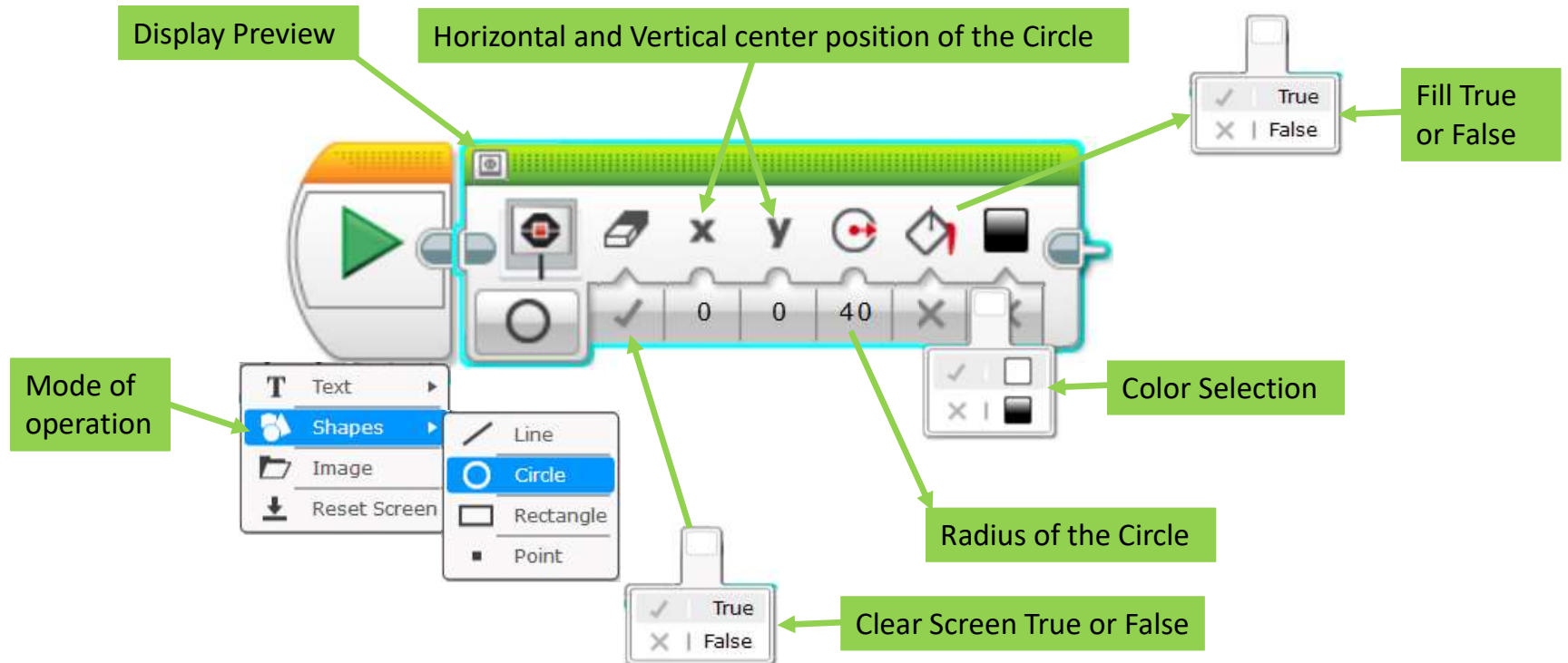


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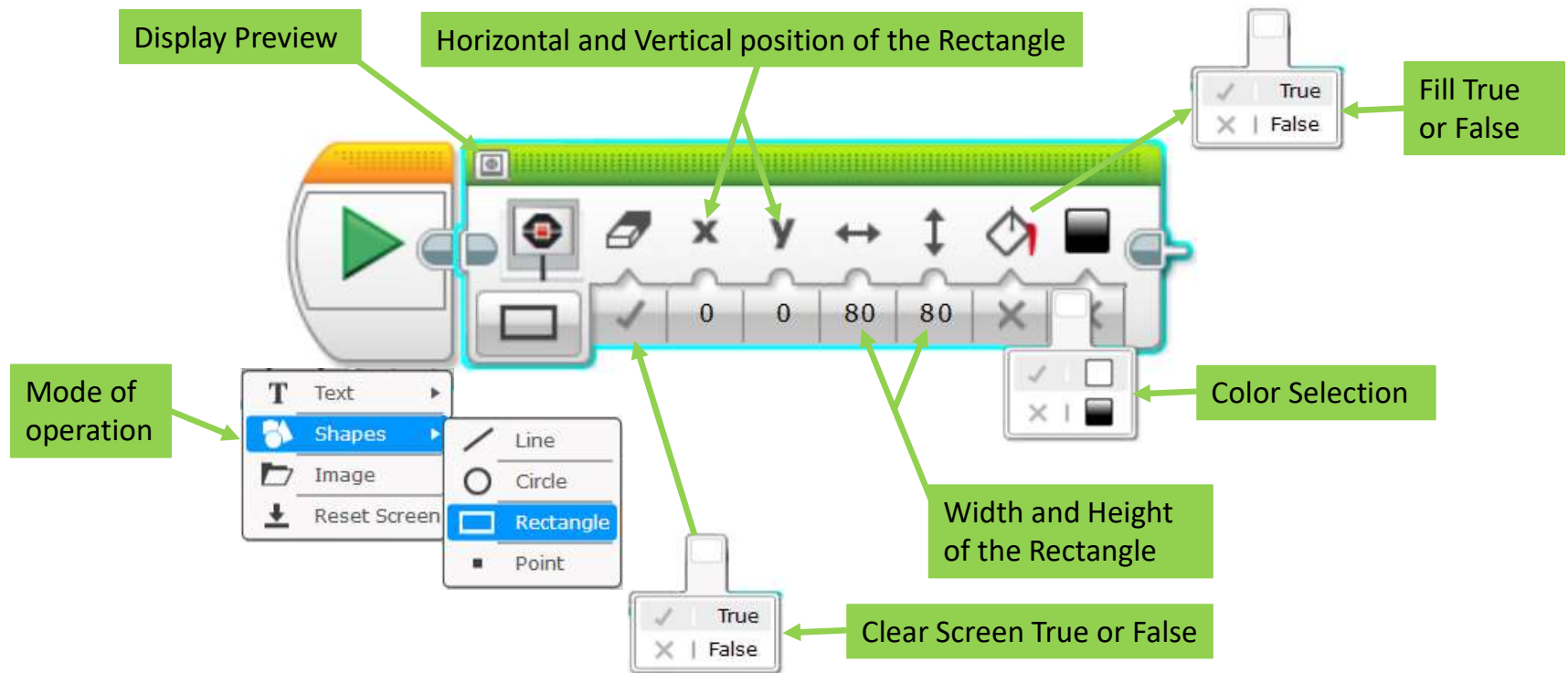
# ACTION BLOCKS PALETTE REVIEW

## Display Shapes Circle Block



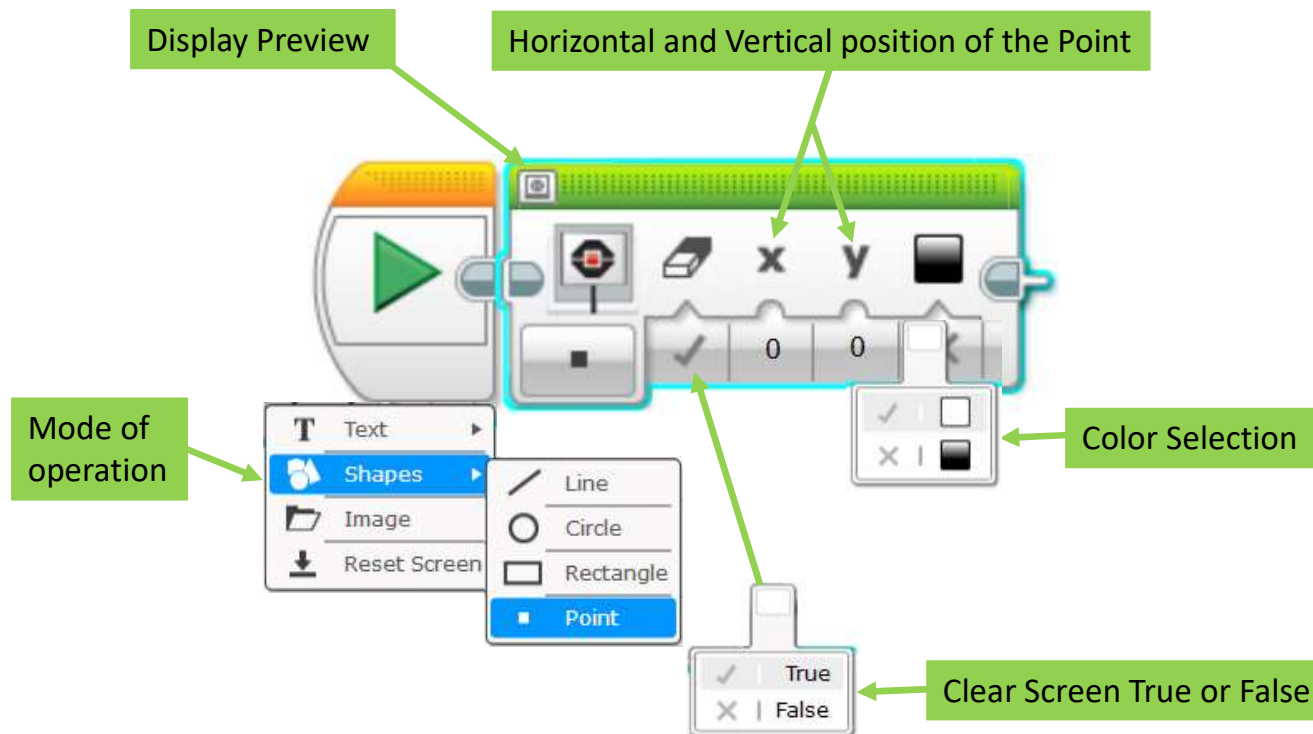
# ACTION BLOCKS PALETTE REVIEW

## Display Shapes Rectangle Block

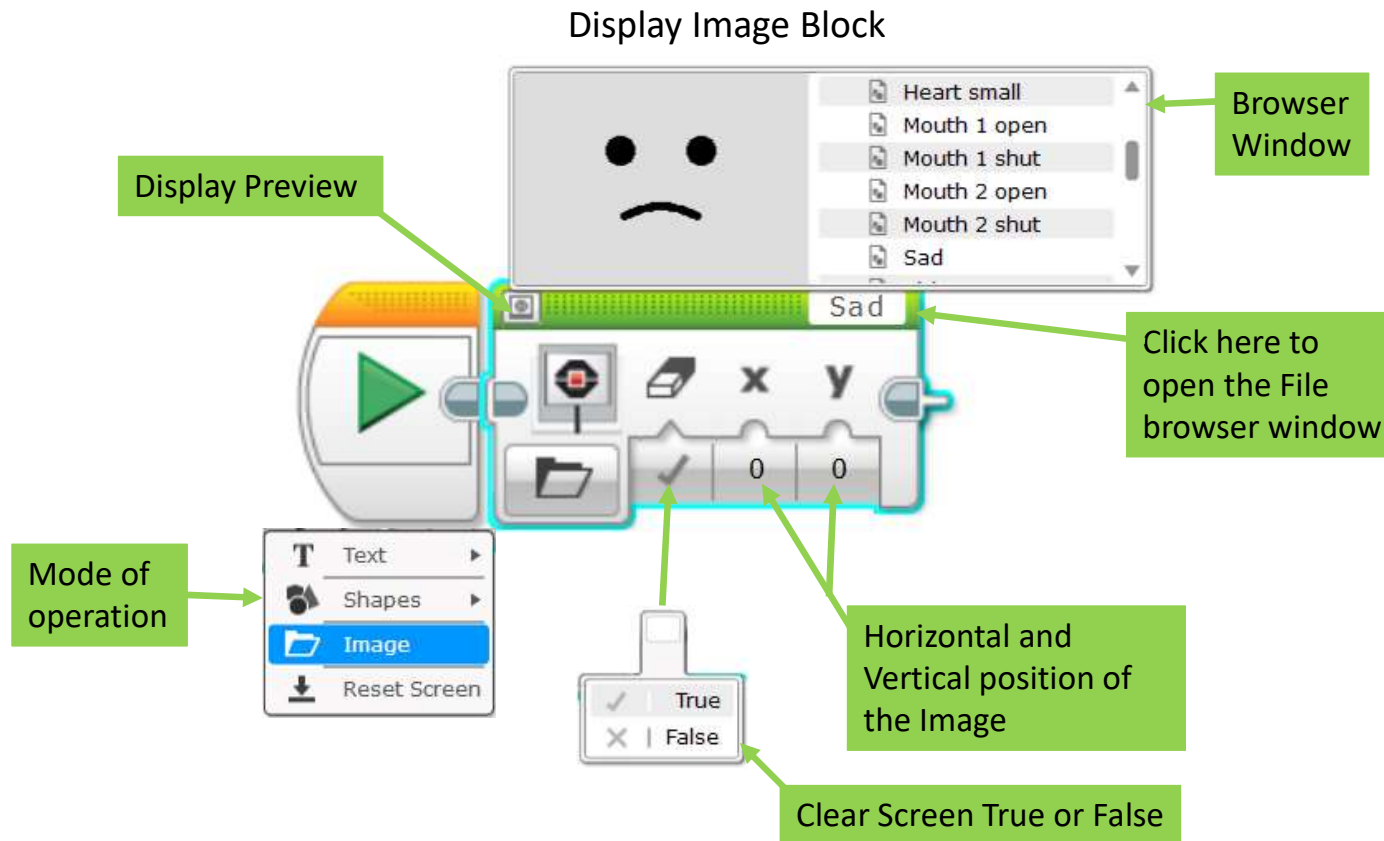


# ACTION BLOCKS PALETTE REVIEW

## Display Shapes Point Block

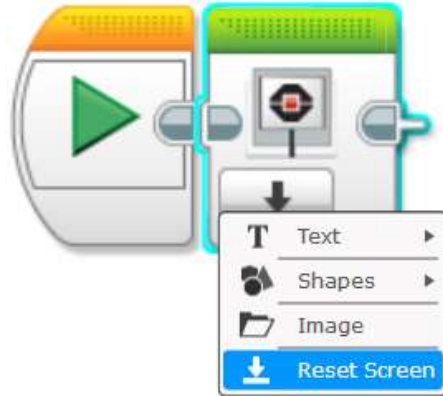


# ACTION BLOCKS PALETTE REVIEW



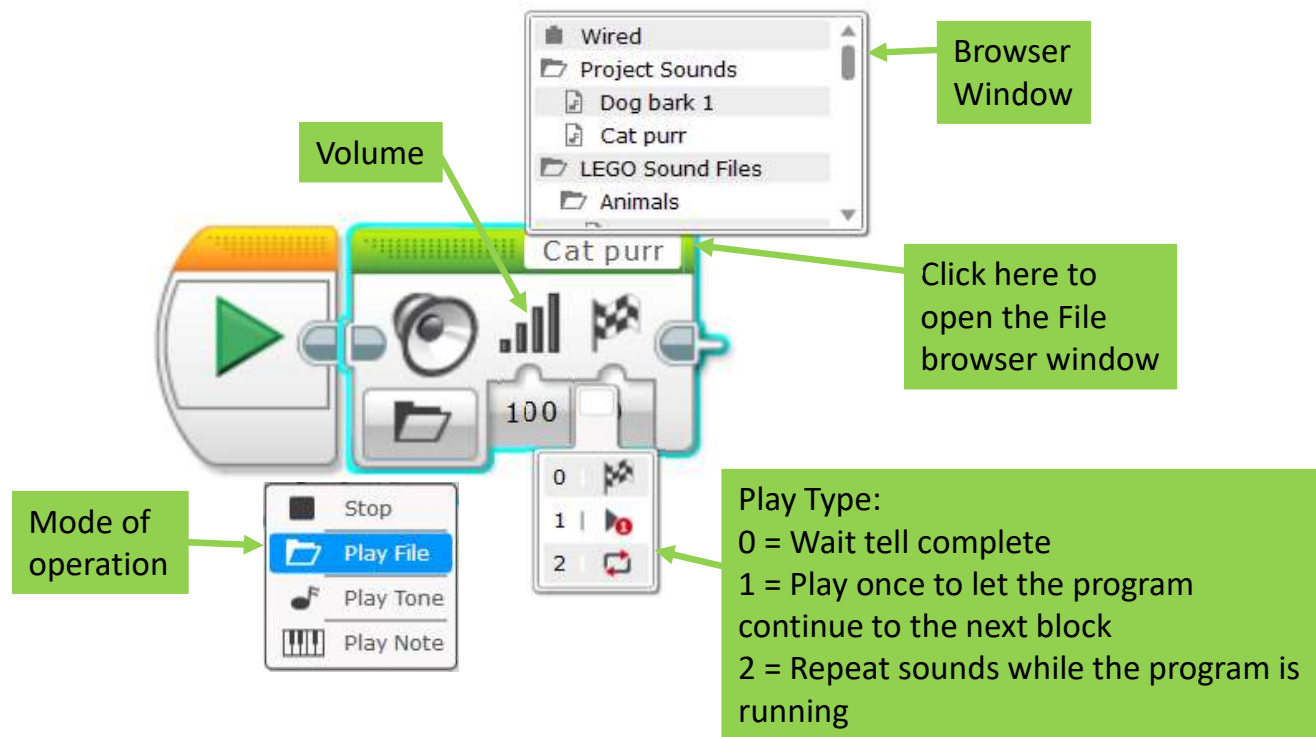
# ACTION BLOCKS PALETTE REVIEW

Display Reset Screen Block



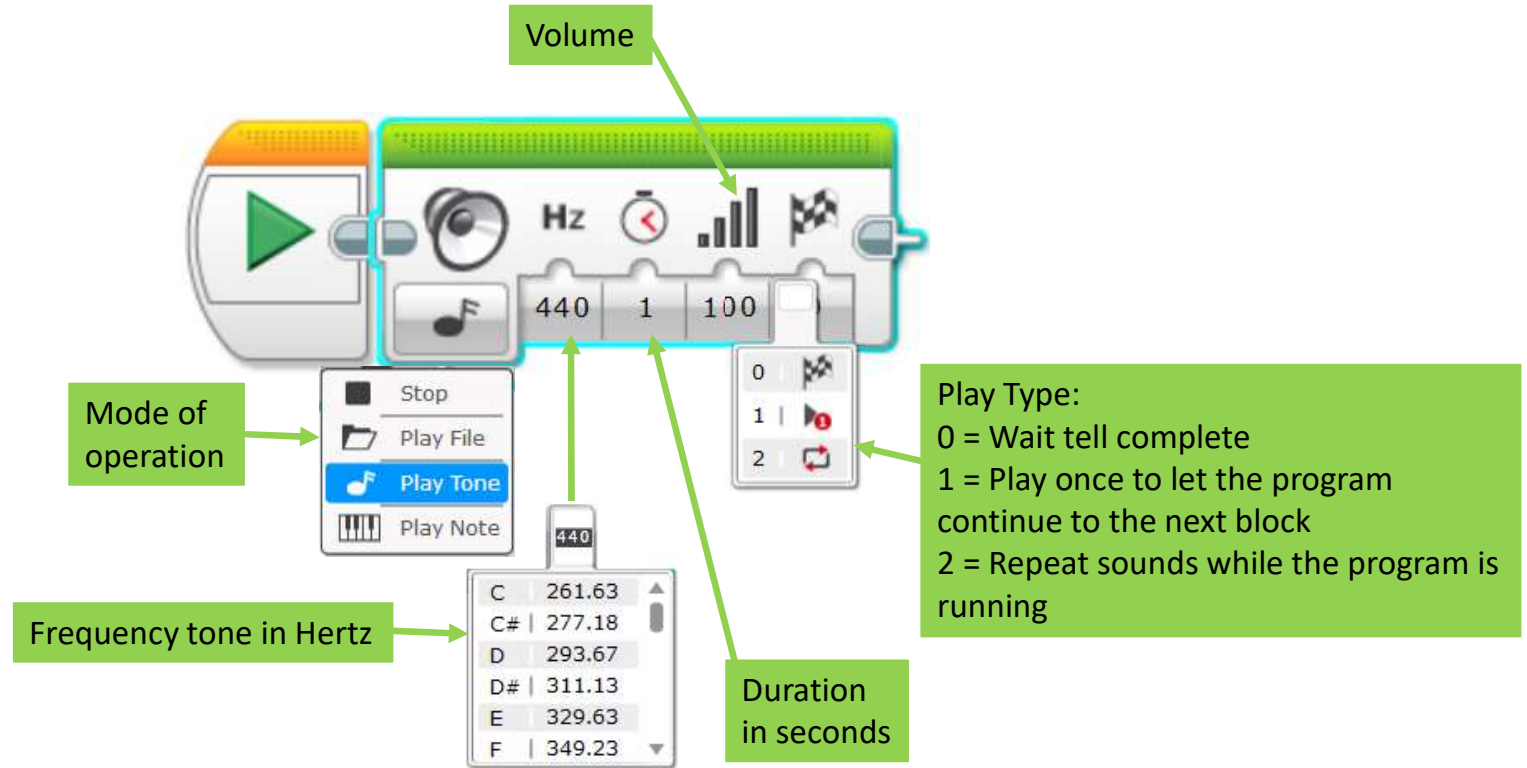
# ACTION BLOCKS PALETTE REVIEW

## Play File Sound Block



# ACTION BLOCKS PALETTE REVIEW

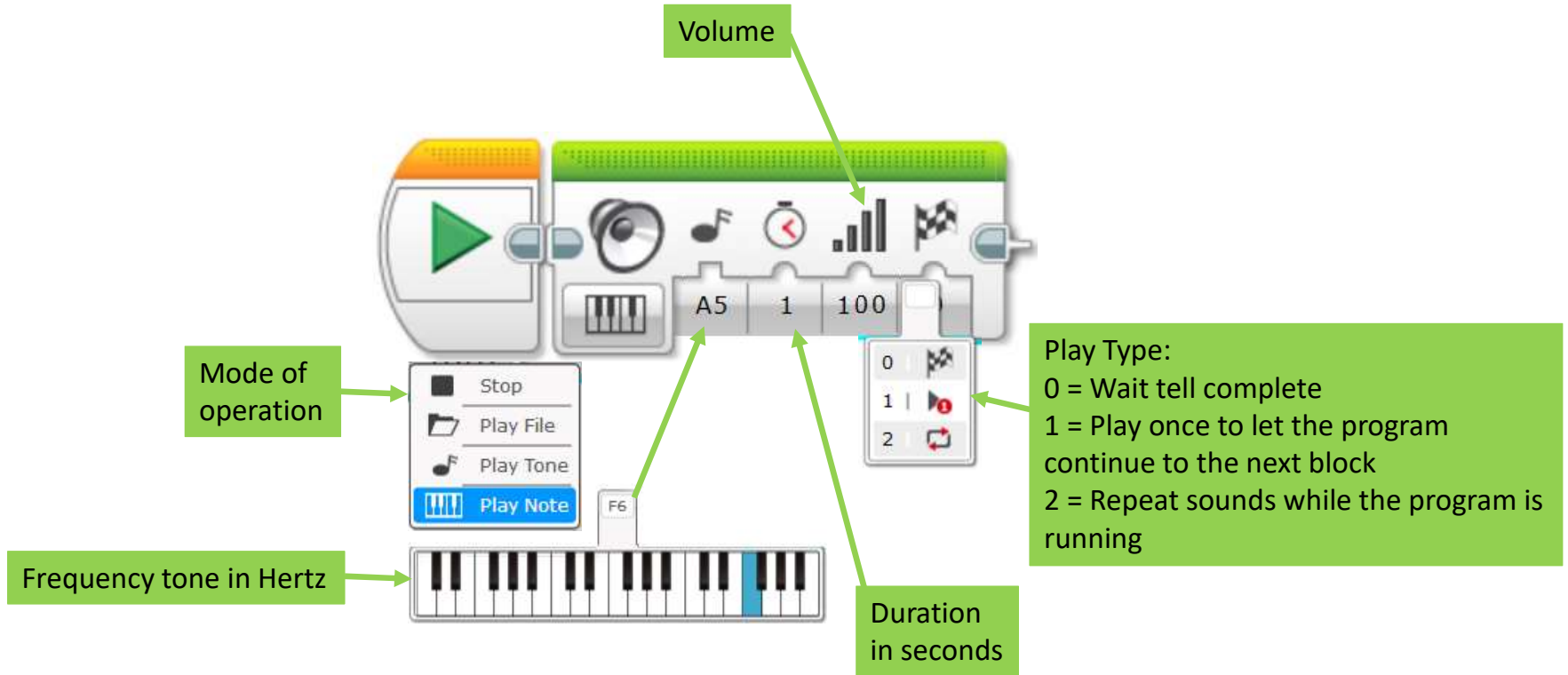
Play Tone Sound Block





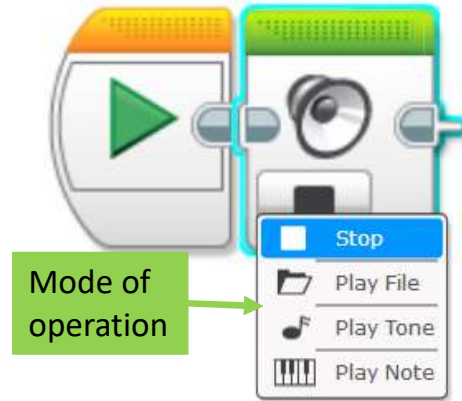
# ACTION BLOCKS PALETTE REVIEW

Play Note Sound Block



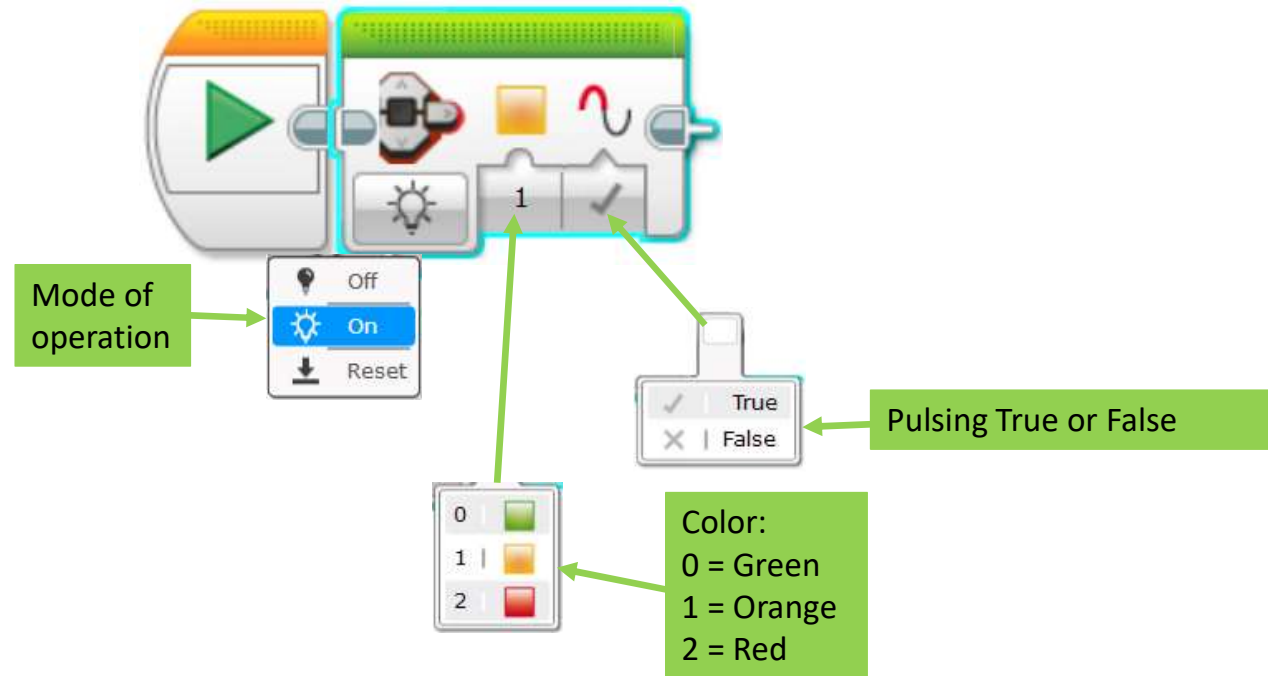
# ACTION BLOCKS PALETTE REVIEW

## Stop Sound Block



# ACTION BLOCKS PALETTE REVIEW

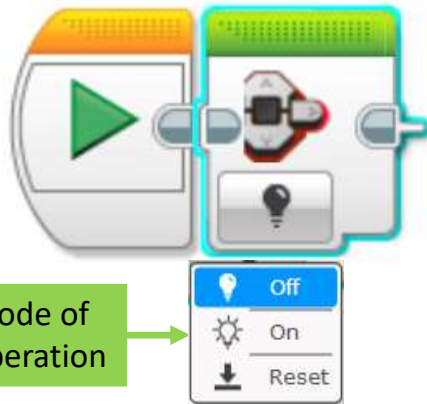
Brick Status Light Block



# ACTION BLOCKS PALETTE REVIEW

## Brick Status Light Block

Switches off the light



Resets the blinking green light that you normally see when a program runs

