INTRODUCTION TO EVENTS

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LESSON OBJECTIVES

1) Learn what an event is and how to use them
2) Learn when you might use events
WHAT ARE EVENTS?

- Events allow you to run two or more blocks at the same time.

- What if you have one or more attachment arms connected to motors and you want to turn these arms while the robot is moving to complete a mission.

Robot lifting up hoops and driving forward.
- Events are triggered by different conditions (e.g. sensor values, message broadcasts, or when a program starts)
- This slide shows all the event blocks available
This block is used to start your programs.

If you have more than one in a project, you can have two separate pieces of code run when the program starts.

In the example on the right, the robot will move straight for two rotations while simultaneously running Motor D for 1 rotation.
BROADCAST MESSAGES

- Messages can trigger events when you want to (even in the middle of code)
- Broadcast message: sends the message and then continues the rest of the code below it.
- Broadcast message and wait: sends the message and waits for all the code under that received message finish and then continues the code under the broadcast message block.
You can use the Event Sensor blocks to trigger an event when a sensor condition is met.

In the example below, the robot moves forward and checks for the color black at the same time.
This lesson was created by Sanjay Seshan and Arvind Seshan for Prime Lessons

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