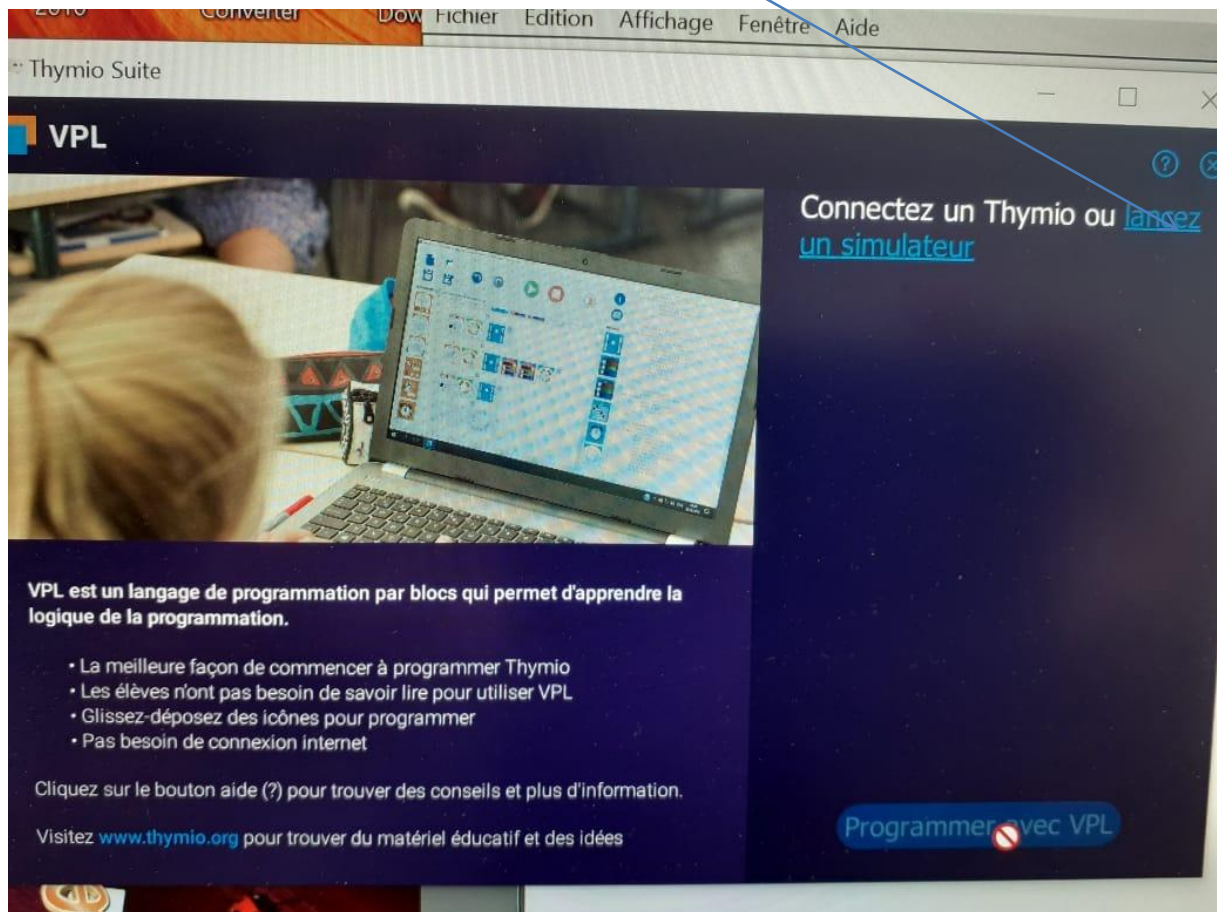
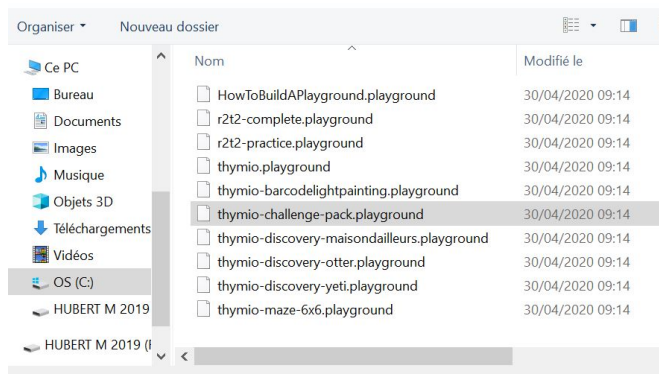


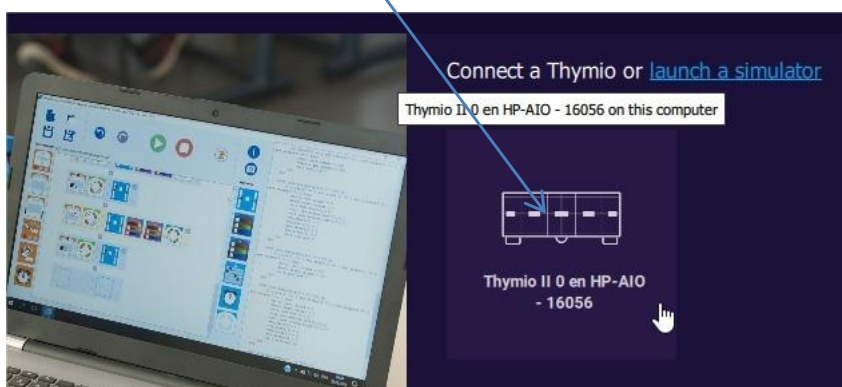
Pour l'exécuter cliquer sur « Lancer un simulateur »



Choisissez un environnement de préférence : "thymio-challenge-pack.playground"



Puis cliquer sur l'icône



Et vous arrivez sur la page pour faire votre programme

programme test Thymio_simulateur-aseba.aesl [not connected] - Thymio Visual Programming Language

Se perdió la conexión con Thymio... verifique que Thymio esté encendido y conectado a través del cable USB o del adaptador inalámbrico

Eventos ✓ Compilación exitosa

Acciones

```
move_phase = 0
call math.cos(wave_intensity, wave_phase)
wave[] = wave_intensity/256
end
call sound.wave(wave)
# reset outputs
call sound.system(-1)
call leds.top(0,0,0)
call leds.bottom.left(0,0,0)
call leds.bottom.right(0,0,0)
call leds.circle(0,0,0,0,0,0,0,0)

# when a note is finished, play the next note
onevent sound.finished
if note_index != note_count then
  call sound.freq(notes[note_index],
  durations[note_index])
  note_index += 1
end

onevent buttons
when button.forward == 1 do
  motor.left.target = 350
  motor.right.target = 350
  call leds.top(32,0,0)
  emit pair_run 0
  _emit debug_log [0, 0x3, 0x981, 0, 0x10, 0x1111,
0x8820]
end

when button.center == 1 do
  call leds.top(0,32,0)
  emit pair_run 1
  _emit debug_log [0x1, 0x2, 0x91, 0, 0x1, 0x420]
end

onevent prox
when prox.horizontal[2] >= 2000 do
  motor.left.target = 0
  motor.right.target = 0
  call math.copy(notes[0:5], [262, 311, 370, 440, 524,
524])
  call math.copy(durations[0:5], [14, 14, 14, 14, 14])
  note_index = 1
  note_count = 6
  call sound.freq(notes[0], durations[0])
  call leds.top(0,0,32)
  emit pair_run 2
  _emit debug_log [0x2, 0x4, 0x9b82, 0x100, 0x3e8,
0x7d0, 0xa0a, 0x748, 0x2d8, 0x20]
end
```