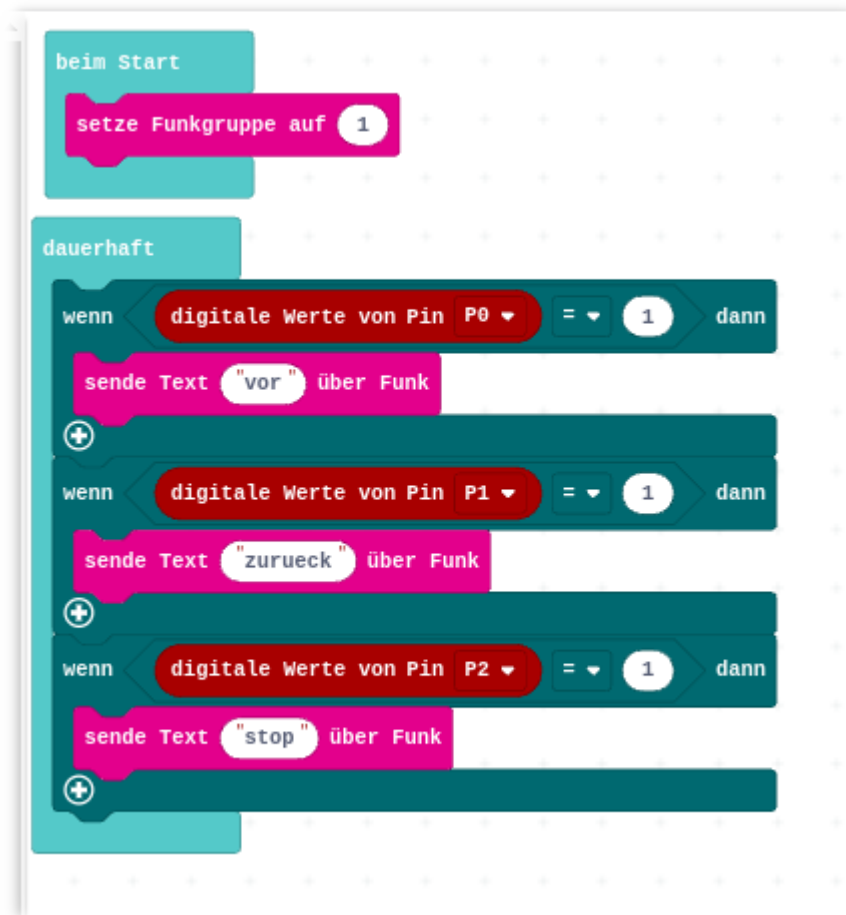


Motorsteuerung

// Senden



```
radio.setGroup(1)
basic.forever(function () {
  if (pins.digitalReadPin(DigitalPin.P0) == 1) {
    radio.sendString("vor")
  }
  if (pins.digitalReadPin(DigitalPin.P1) == 1) {
    radio.sendString("zurueck")
  }
  if (pins.digitalReadPin(DigitalPin.P2) == 1) {
    radio.sendString("stop")
  }
})
```

// Empfangen



```
radio.onReceivedString(function (receivedString) {  
  if (receivedString == "vor") {  
    pins.digitalWritePin(DigitalPin.P0, 0)
```

```
pins.digitalWritePin(DigitalPin.P1, 1)
pins.digitalWritePin(DigitalPin.P2, 0)
pins.digitalWritePin(DigitalPin.P3, 1)
basic.setLedColor(0x00ff00)
}
if (receivedString == "zurueck") {
pins.digitalWritePin(DigitalPin.P0, 1)
pins.digitalWritePin(DigitalPin.P1, 0)
pins.digitalWritePin(DigitalPin.P2, 1)
pins.digitalWritePin(DigitalPin.P3, 0)
basic.setLedColor(0xff0000)
}
if (receivedString == "stop") {
pins.digitalWritePin(DigitalPin.P0, 0)
pins.digitalWritePin(DigitalPin.P1, 0)
pins.digitalWritePin(DigitalPin.P2, 0)
pins.digitalWritePin(DigitalPin.P3, 0)
basic.setLedColor(0x0000ff)
}
})
radio.setGroup(1)
```

Senden Beispiel 2. Das Auto wird durch neigen des Calliope bewegr.



```
// JavaScript
input.onGesture(Gesture.TiltRight, function () {
  radio.sendString("stop")
})
input.onGesture(Gesture.LogoUp, function () {
```

```
radio.sendString("zurueck")
})
input.onGesture(Gesture.TiltLeft, function () {
radio.sendString("stop")
})
input.onGesture(Gesture.Shake, function () {
basic.showIcon(IconNames.Happy)
})
input.onGesture(Gesture.LogoDown, function () {
radio.sendString("vor")
})
radio.setGroup(1)
```