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## nxt\_sensomoto.pl -- NXT Mindstroms - Sensomoto.



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<b>license</b>	- GNU General Public License	
<b>nxt_load_communication_module(+Module)</b>	Loads communication module.	
<b>nxt_connection_open</b>	Opens connection.	
<b>nxt_connection_close</b>	Closes connection.	
<b>nxt_motor(+Motor, +Speed)</b>		
<b>nxt_motor(+Motor, -Speed)</b>	Reads absolute value of speed of the specified motor or rotates it at specified speed.	
<b>nxt_motor(+Motor, +Speed, +Spec)</b>	Rotates motor forward if <i>Speed</i> is positive, backward if <i>Speed</i> is negative. Character of this rotation depends on <i>Spec</i> . <i>Spec</i> is one of:	
<b>time(+Time)</b>	Rotates motor at specified speed. <i>Motor</i> will stop after specified time in seconds.	
<b>angle(+Angle)</b>	Rotates motor at specified speed. <i>Motor</i> will stop, when specified revolution (Angle in degrees) is reached.	
+ <i>Angle</i>	The same as angle(+Angle)	
<b>nxt_motor_is_moving(+Motor)</b>	Returns true if specified motor is moving. Otherwise fails.	
<b>nxt_touch_sensor(+Port, -Value)</b>	Gets touch sensor reading. Returns 1 if pressed, 0 otherwise	
<b>nxt_sound_sensor(+Port, -Value)</b>	Gets sound sensor reading.	
<b>nxt_light_sensor(+Port, -Value)</b>	Gets light sensor reading.	
<b>nxt_light_sensor_LED(+Port, Setting)</b>	Sets the LED on if <i>Setting</i> is activate or off if <i>passivate</i> .	
<b>nxt_ultrasonic_sensor(+Port, -Value)</b>	Gets ultrasonic sensor reading.	
<b>nxt_voltage(-Voltage)</b>	Returns battery voltage in V.	
<b>nxt_voltage_millivolt(-Voltage)</b>	Returns battery voltage in mV.	
<b>nxt_start_program(+File)</b>	Starts a Lego executable file on the NXT. DOES NOT WORK PROPERLY!!	
<b>nxt_stop_program</b>	Stops the currently running Lego executable on the NXT. DOES NOT WORK PROPERLY!!	
<b>nxt_play_sound_file(+File)</b>		
<b>nxt_play_sound_file(+File, +Repeat)</b>	Plays a sound file from the NXT. Files use the .rso extension. The filename is not case sensitive. <a href="#">nxt_play_sound_file/1</a> plays sound once. <a href="#">nxt_play_sound_file/2</a> plays sound once if <i>Repeat</i> is true or till <a href="#">nxt_stop_sound_playback</a> is used if <i>Repeat</i> is false.	
<b>nxt_stop_sound_playback</b>	Stops a sound file that has been playing/repeating.	
<b>nxt_play_tone(Frequency, Duration)</b>	Plays tone at specified frequency.	
<b>nxt_brick_name(+Name)</b>		
<b>nxt_brick_name(-Name)</b>	Gets or sets the name of the brick. DOES NOT WORK PROPERLY!!	