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SWI-Prolog 5.6.52		<input checked="" type="radio"/> All <input type="radio"/> Application <input type="radio"/> Manual <input type="radio"/> Name <input checked="" type="radio"/> Summary Help

nxt_sensomoto.pl -- NXT Mindstroms - Sensomoto.



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