1   Library nxt_sensomoto – NXT Mindstroms - Sensomoto.

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nxt_connection_open
> Opens connection.

nxt_connection_close
> Closes connection.

nxt_motor_move(+*Motor, +Speed*)
nxt_motor_move(+*Motor, -Speed*)
> Reads absolute value of speed of the specified motor or rotates it at specified speed.

nxt_motor_move(+*Motor, +Speed, +Spec*)
> Rotates motor forward if *Speed* is positive, backward if *Speed* is negative. Character of this rotation depends on *Spec*. *Spec* is one of:

> > **time(+*Time*)**
> > > Rotates motor at specified speed. *Motor* will stop after specified time in seconds.

> > **angle(+*Angle*)**
> > > Rotates motor at specified speed. *Motor* 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_motor_get_rotations(+*Motor, -Rot_count*)
> Gets rotation count of the motor.

nxt_motor_reset_position(+*Motor, +Relative*)
> Resets motor position. *Relative* is one of:

> > **last**
> > > Resets position relative to last movement.

> > **absolute**
> > > Resets absolute position.

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 *Setting* 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 *Repeat* is true or till nxt_stop_sound_playback is used if *Repeat* 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!!