

Create a function that will turn the sonar head.

- Functions can be used to minimize the writing of code. Once created, use the function block to set about a series of commands.

Go to Functions:

1. Create a new function called Move Sonar Head
2. Use an if/then logic block to determine which way the head turns.
 - a. (to turn right) if NewHeadPosition is greater than (>) HeadPosition then
 - a) servo write pin (P15) to HeadPosition plus (+) index
 - b) pause 20 ms
 - d. (to turn head left) else
 - a) servo write pin (P15) to HeadPosition plus (+) index
 - b) pause 20 ms
3. set HeadPosition to NewHeadPosition

Use the button features to control the head movements.

- Button A will allow the head to be turned to the right.
- Button B will allow the head to be turned to the left.
- Pressing Button A + B will allow you to set the amount of Head Step or degrees that the head moves either right or left.

On BUTTON A pressed: (turning the head right)

1. set NewHeadPosition to HeadPosition plus (+) HeadStep
2. call the Move Sonar Head function

On BUTTON B pressed: (turning the head left)

1. duplicate both code blocks from button A and change the plus (+) to a minus (-)



