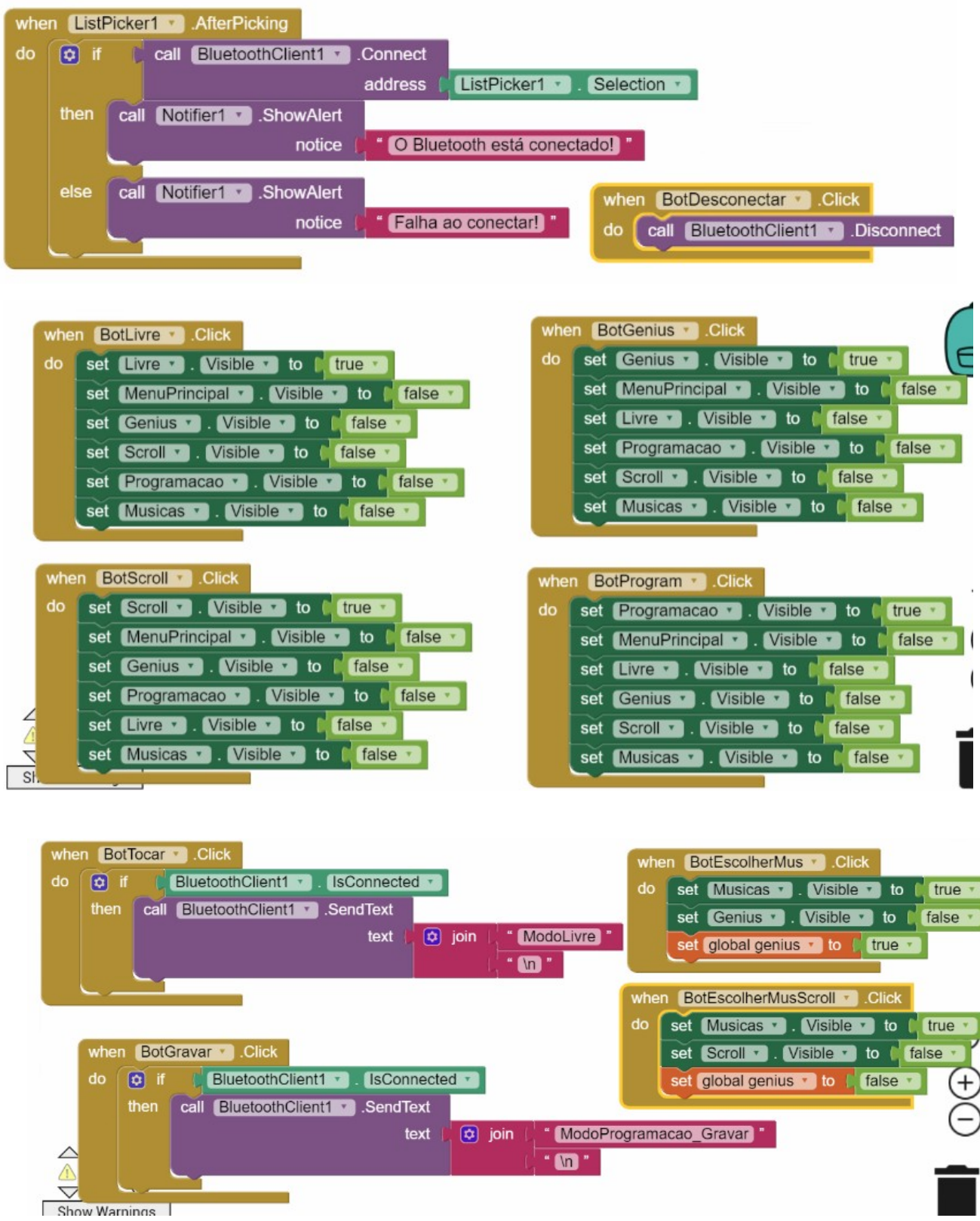
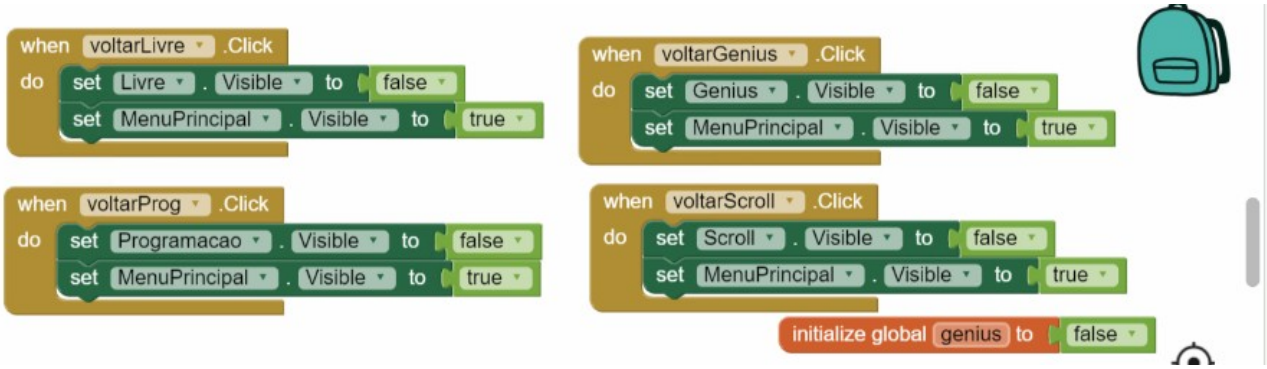
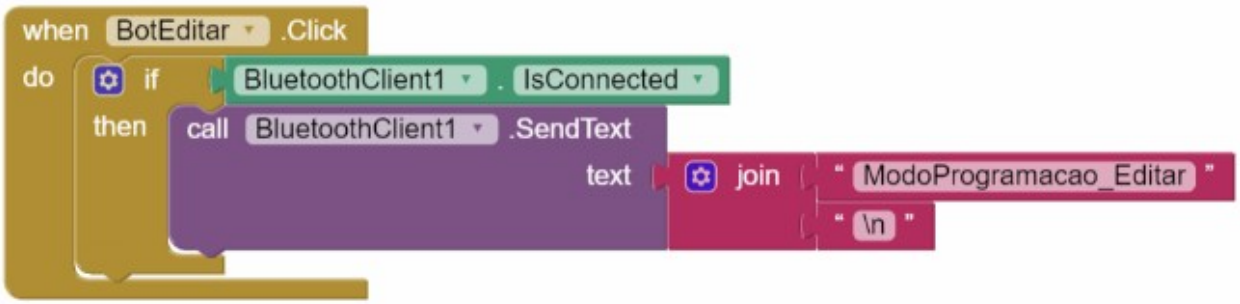
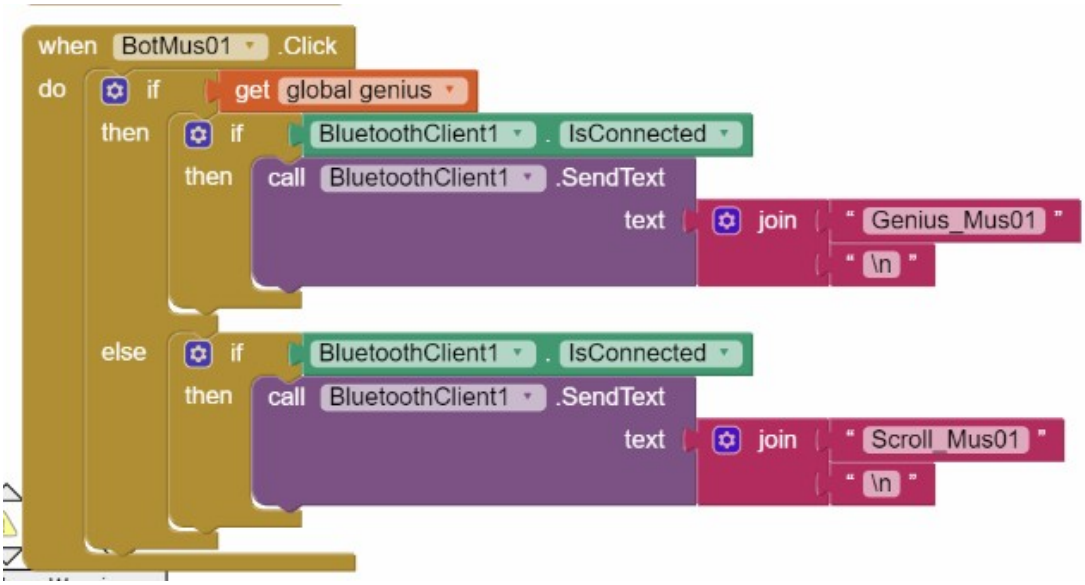
Aplicativo feito no App Inventor 2

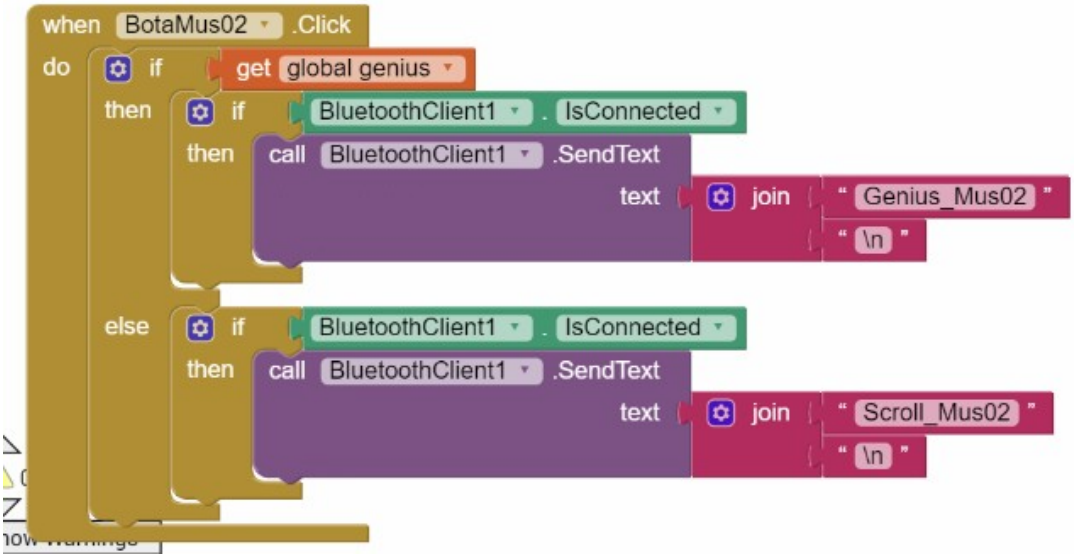
CÓDIGO DE BLOCOS

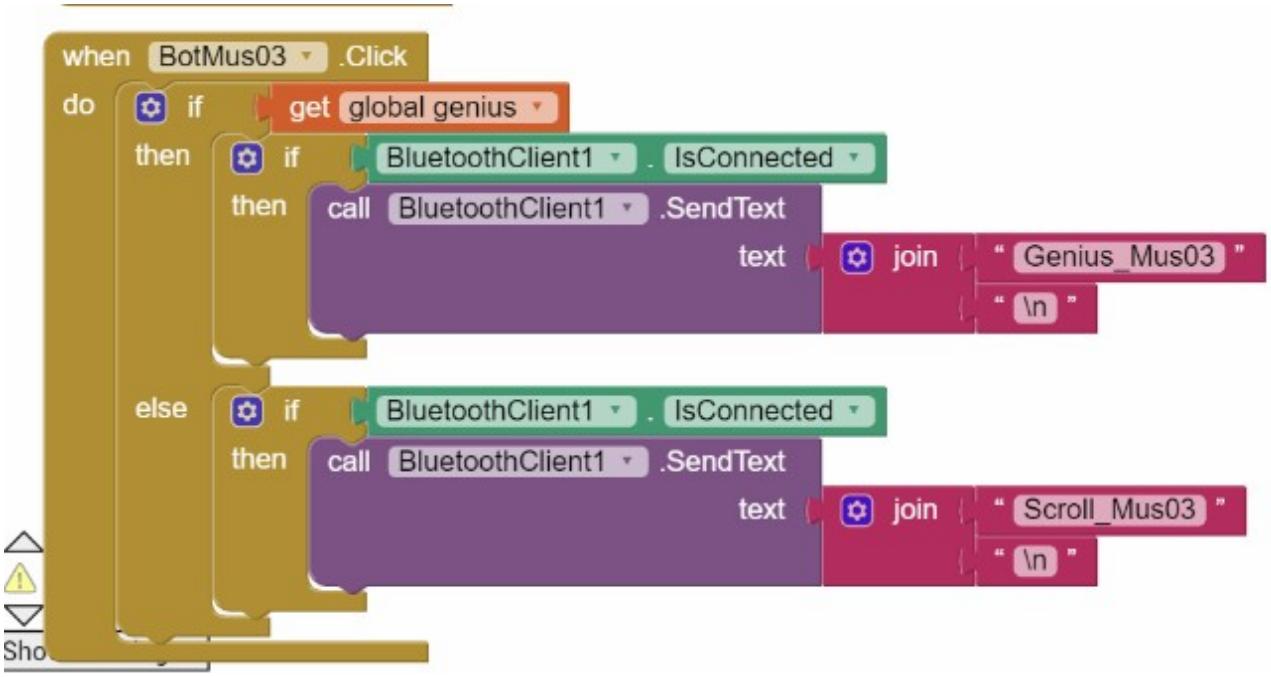


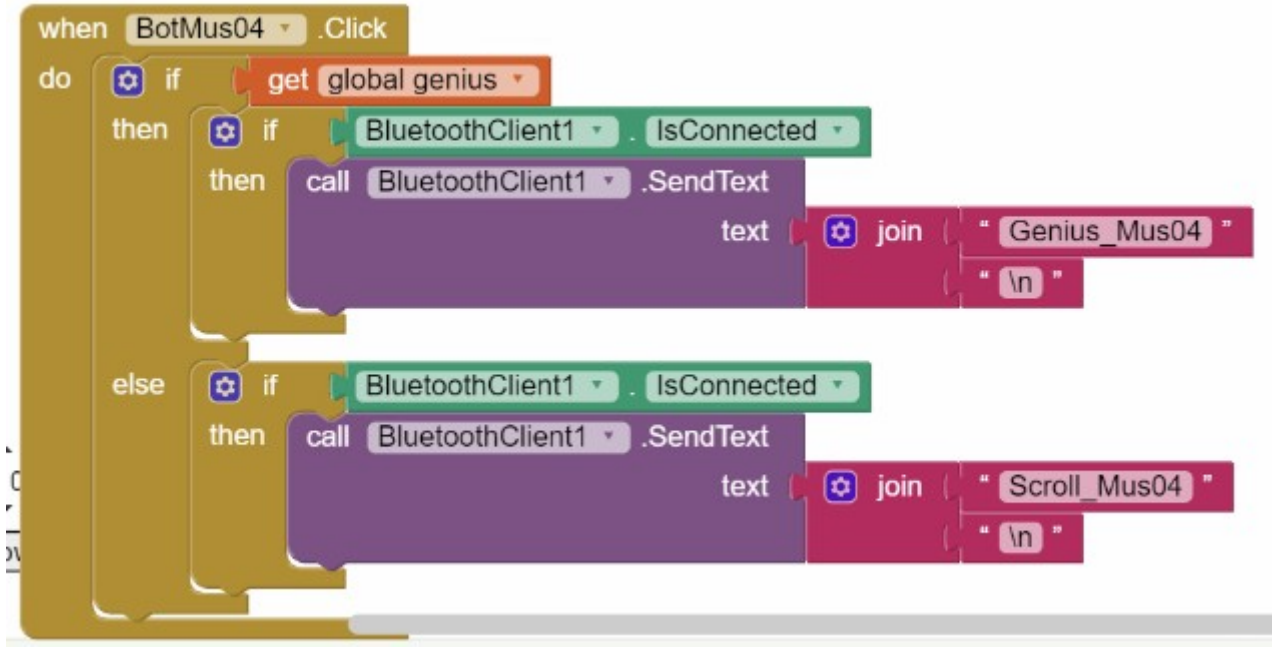

when voltarLivre .Click
do set Livre . Visible to false
set MenuPrincipal . Visible to true
when voltarGenius .Click
do set Genius . Visible to false
set MenuPrincipal . Visible to true
when voltarProg .Click
do set Programacao . Visible to false
set MenuPrincipal . Visible to true
when voltarScroll .Click
do set Scroll . Visible to false
set MenuPrincipal . Visible to true
initialize global genius to false


when BotEditar .Click
do if BluetoothClient1 . IsConnected
then call BluetoothClient1 .SendText
text join " ModoProgramacao_Editar "
" \n "


when BotMus01 .Click
do if get global genius
then if BluetoothClient1 . IsConnected
then call BluetoothClient1 .SendText
text join " Genius_Mus01 "
" \n "
else if BluetoothClient1 . IsConnected
then call BluetoothClient1 .SendText
text join " Scroll_Mus01 "
" \n "


when BotaMus02 .Click
do if get global genius
then if BluetoothClient1 . IsConnected
then call BluetoothClient1 .SendText
text join " Genius_Mus02 "
" \n "
else if BluetoothClient1 . IsConnected
then call BluetoothClient1 .SendText
text join " Scroll_Mus02 "
" \n "


when BotMus03 .Click
do if get global genius
then if BluetoothClient1 . IsConnected
then call BluetoothClient1 .SendText
text join " Genius_Mus03 "
" \n "
else if BluetoothClient1 . IsConnected
then call BluetoothClient1 .SendText
text join " Scroll_Mus03 "
" \n "


when BotMus04 .Click
do if get global genius
then if BluetoothClient1 . IsConnected
then call BluetoothClient1 .SendText
text join " Genius_Mus04 "
" \n "
else if BluetoothClient1 . IsConnected
then call BluetoothClient1 .SendText
text join " Scroll_Mus04 "
" \n "