

INTRODUCTION TO *FLOW* BLOCKS

SENSING BLOCKS

These blocks enable the robot to get information about its surroundings. There are five types of information:

- Distance to next obstacle
- Speed of next obstacle
- Elevation of next obstacle
- Height of next obstacle
- Width of next obstacle

All sensing blocks output *numbers*.



Speed of next
obstacle

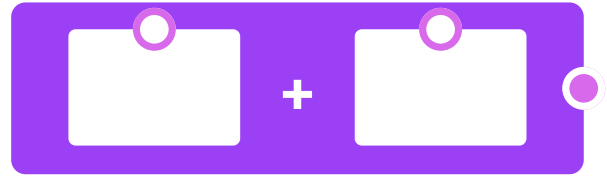
ACTION BLOCKS



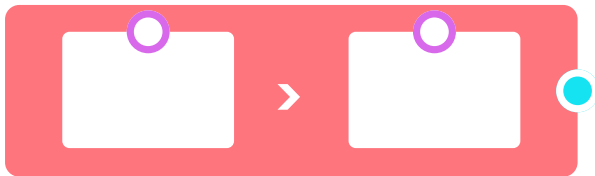
These blocks enable the robot to perform two actions: jump and crouch.

OPERATION BLOCKS

Basic mathematic calculations such as addition, subtraction, multiplication, and division are available.



COMPARISON BLOCKS



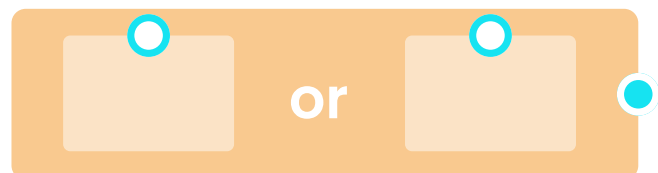
There are also greater than, less than, equal, and not-equal blocks for comparisons. These comparison blocks output either TRUE or FALSE, and can be used with conditional blocks (explained later).



LOGICAL BLOCKS

The AND block outputs TRUE if both inputs are TRUE. Otherwise, it outputs FALSE.

The OR block outputs TRUE if one or both inputs are TRUE. Otherwise, it outputs FALSE.



Logical blocks take *booleans* (TRUE or FALSE) as input and also output *booleans*.

SENSING + COMPARISON COMBO

Distance to
next obstacle

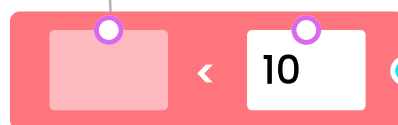
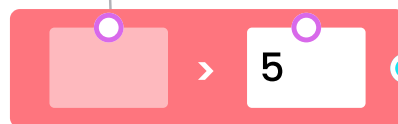
Sensing blocks output numbers so they can be connected to operation blocks. In this example, the operation block outputs TRUE if the distance to the next obstacle is less than 100 units, and FALSE otherwise.



SENSING + COMPARISON + LOGICAL COMBO

Speed of next
obstacle

Distance to
next obstacle



Use logical blocks when combining two conditions. For example, the AND block here will only output TRUE if the speed of the next obstacle is greater than 5 AND the distance to the next obstacle is less than 10. Otherwise, the output is FALSE.



CONDITIONAL BLOCKS

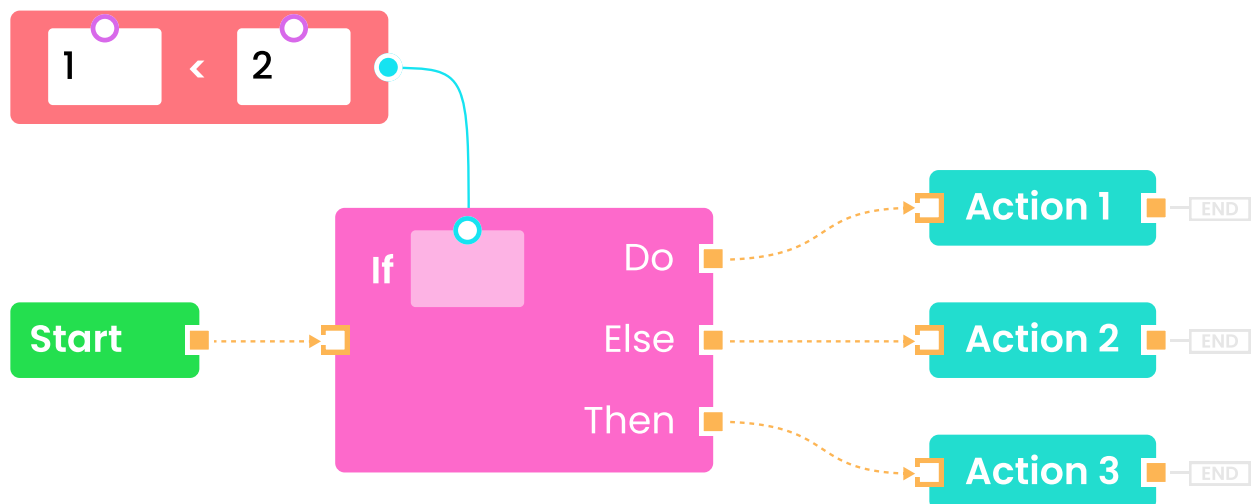
IF BLOCK

The IF block operates according to the input condition, which is always either TRUE or FALSE.

If the condition is TRUE, it will run the DO branch (Action 1) once.

If the condition is FALSE, it will run the ELSE branch (Action 2) once.

After running one of the two branches, the code will continue by running the THEN branch (Action 3).



In this example, which actions will be run?