

Extension: Create your own images!

Are there images you want to use in your game that don't exist?

Learn how to create images on the Micro:Bit yourself!!



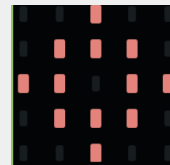
Task 1.1: How does the LED screen work?

The LED screen is actually 5 rows of 5 individual lights, and we can set them all individually!

A value of 0 is off, and a value of 9 is at its brightest. Each row is displayed and separated by a colon.

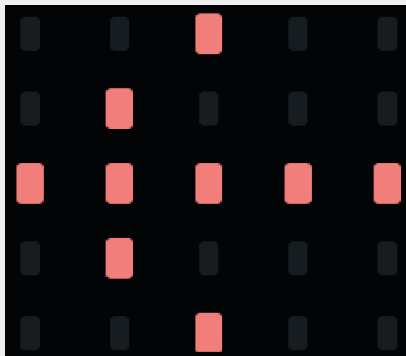
So for this target image, we can display it as

Image ("00900:09990:99099:09990:00900") instead!



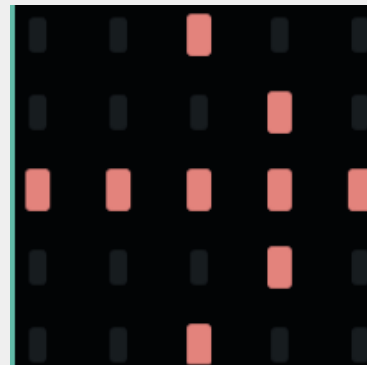
Task 1.2: What's the value?

1. What's this image's value?



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2. What about this one?

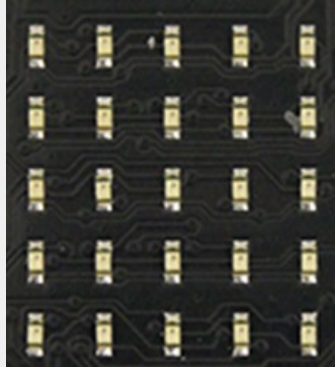


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Task 1.3: Create your own!

Let's create our own images now!

1. Colour in the Micro:Bit with the image you want:



2. Write down the value of the image:

Remember 0 is off, and 9 is the brightest.

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3. Store the image you've created in a variable!

Hint - Creating your own image

The following code creates an image with the first row lit up:

```
myImage = Image("99999:00000:00000:00000:00000")
```

Task 1.4: Display it!

Let's display the image now!

1. Display the image you created!

Use `display.show(my_image)` like you did before. But now your variable name

✓ CHECKPOINT ✓

If you can tick all of these off you have finished this Extension:

- ☐ You have created your own image
- ☐ You have displayed the image you created