

INTRODUCTION TO COLOR SENSOR

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LESSON OBJECTIVES

- Learn how to use the Color Sensor
- Learn how to use the Wait Until Block
- Note: Although images in this lessons may show a SPIKE Prime, the code blocks are the same for Robot Inventor



WHAT IS A COLOR SENSOR?

- The sensor API can report either the color or reflectivity measured
- Unlike the EV3, reflectivity is measured while shining a white light, not a red light.
- The sensor can report 8 colors (shown on right) and no color (None)
- Optimal reading distance according to the specs: 16 mm (depending on object size, color, and surface)

'black'
'violet'
'blue'
'cyan'
'green'
'yellow'
'red'
'white'
None

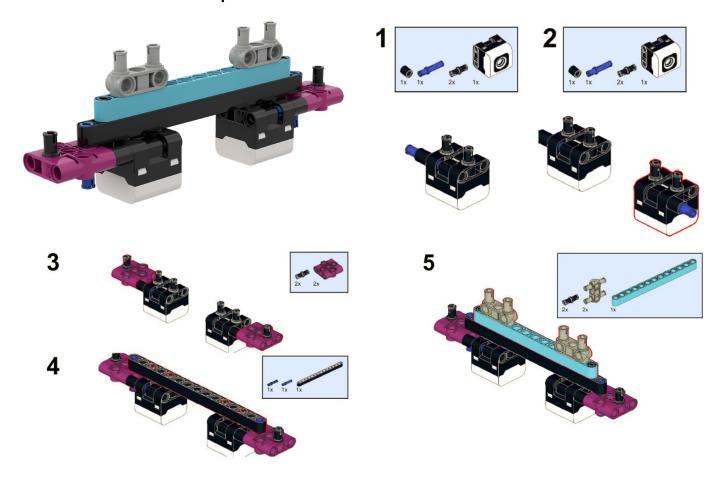
NOTE: ADB AND SENSING COLOR

- The color sensor on ADB is mounted at about 8mm off the ground, but the optimal distance for mounting the sensor according to the specs is 16mm.
- When using this robot design, Black does not read correctly in Color Mode using electrical tape lines or a FIRST LEGO League challenge mat.
- See the next slide for modifications. The build instructions are also provided as a separate file on our site.



MODIFICATIONS TO ADB

Build instructions for modifying the front bumper of ADB so that the color sensors are raised one LEGO module up are included on this website



HOW DO YOU PROGRAM WITH A COLOR SENSOR?

Before using the sensor, it must be initialized as an object

- The two modes you can program the color sensor in: Color Mode and Reflected light mode
- We will use color mode in this lesson
- The ColorSensor class provides a method to wait until the *color* is detected:

COLOR SENSOR METHODS

- get color()
 - Reads current color
- get ambient light()
 - Reads ambient light intensity
- get_blue()
 - Reads just the blue component of the RGB color
- get_green()
 - Reads just the green component of the RGB color
- get_red()
 - Reads just the red component of the RGB color
- get_reflected_light()
 - Reads reflected light intensity
- get_rgb_intensity()
 - Reads overall RGB intensity
- **light_up**(light_1=100, light_2=100, light_3=100)
 - Adjusts color sensor light brightness
- **light_up_all**(brightness=100)
- wait_for_new_color()
- wait_until_color(color)

CHALLENGE I

- Program your robot to move straight until the color sensor sees black
- You will need to use the Wait Until color or while loops

```
color.wait_until_color('black')
Or
while (color. get_color() != "black"): pass
```

Basic steps:

- Set the movement motors for your robot (A and E for Droid Bot IV and ADB robot)
- Set the stop action to brake
- Set the % speed for your robot
- Initialize the color sensor
- Start moving straight
- Use the wait_until_color() method to detect when the color sensor sees black
- Stop moving

CHALLENGE I: SOLUTION

In previous lessons, you learnt how to configure your robot. (See Configuring Your Robot Lesson)

CREDITS

- This lesson was created by Sanjay and Arvind Seshan for Prime Lessons
- More lessons are available at www.primelessons.org



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