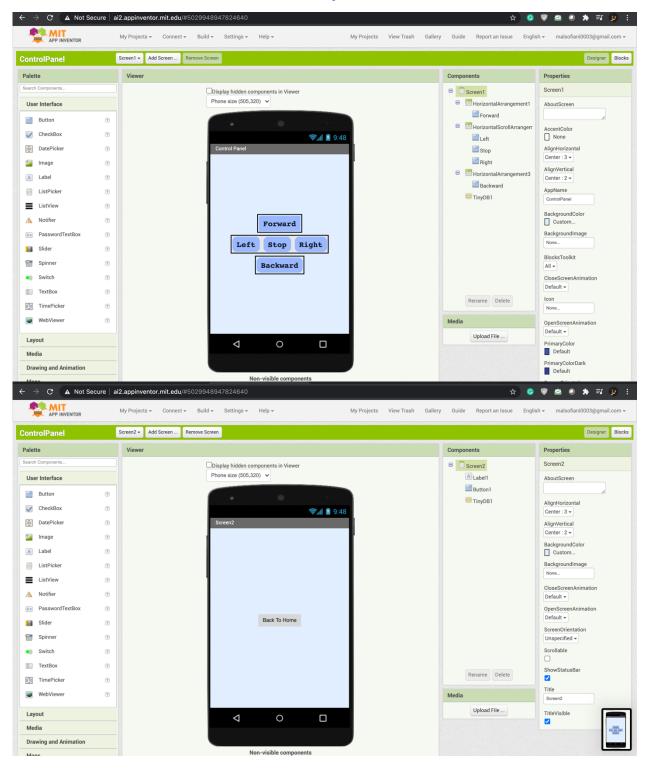# Control panel

Screen 1:

initialize global Up to " Forward "

initialize global Down to " Backward "

when Forward .Click
do set global Up to " Forward "
    call TinyDB1 .StoreValue
        tag " Forward "
        valueToStore get global Up
    open another screen with start value screenName " Screen2 "
                                          startValue get global Up

when Backward .Click
do set global Down to " Backward "
    call TinyDB1 .StoreValue
        tag " Forward "
        valueToStore get global Down
    open another screen with start value screenName " Screen2 "
                                          startValue get global Down

initialize global Left to " Left "

initialize global Right to " Right "

when Left .Click
do set global Left to " Left "
    call TinyDB1 .StoreValue
        tag " Left "
        valueToStore get global Left
    open another screen with start value screenName " Screen2 "
                                          startValue get global Left

when Right .Click
do set global Right to " Right "
    call TinyDB1 .StoreValue
        tag " Right "
        valueToStore get global Right
    open another screen with start value screenName " Screen2 "
                                          startValue get global Right

```
initialize global Stop to " Stop "

when Stop .Click
do  set global Stop to " Stop "
    call TinyDB1 .StoreValue
                      tag " Stop "
              valueToStore get global Stop
    open another screen with start value  screenName " Screen2 "
                                          startValue get global Stop
```

Screen 2:

```
initialize global Forward to get start value        initialize global Stop to get start value        initialize global Left to get start value
initialize global Backward to get start value       initialize global Rightt to get start value

when Screen2 .Initialize
do  if       compare texts get global Forward = " Forward "
    then set Label1 . Text to get global Forward
    else if  compare texts get global Backward = " Backward "
    then set Label1 . Text to get global Backward
    else if  compare texts get global Left = " Left "                when Button1 .Click
    then set Label1 . Text to get global Left                       do  open another screen screenName " Screen1 "
    else if  compare texts get global Rightt = " Right "
    then set Label1 . Text to get global Rightt
    else if  compare texts get global Stop = " Stop "
    then set Label1 . Text to get global Stop
    else set Label1 . Text to " Error "
```

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