```
when Right .TouchUp
do call BluetoothClient1 .SendText
when Up .TouchUp
do call BluetoothClient1 

SendText
                           text [ " Z "
when Down .TouchDown
do call BluetoothClient1 .SendText
                           text ( " D "
 when Left .TouchDown
 do call BluetoothClient1 .SendText
  when Happy - .Click
  do call BluetoothClient1 .SendText
                            text ( " H "
  when Love .Click
  text | " B "
 when Clock1 .Timer
 do if BluetoothClient1 - IsConnected -
     then set Label2 . Text to CONNECTED "
          set Label2 

■ . BackgroundColor 

to
     if not BluetoothClient1 - IsConnected -
     then set Label2 . Text to NOT CONNECTED "
          set Label2 ▼ . BackgroundColor ▼ to
 when Sendmessage . Click
    set Terminal ▼ . Text ▼ to Terminal ▼ . Text ▼
     call BluetoothClient1 ▼ .Send1ByteNumber
     call BluetoothClient1 ▼ .SendText
                           call BluetoothClient1 .Send1ByteNumber
```

```
when Right .TouchDown
 text [ " R "
when Up .TouchDown
do call BluetoothClient1 		■ .SendText
when Down .TouchUp
do call BluetoothClient1 .SendText
when Left .TouchUp
 text [ " Z "
 when Neutral . Click
 do call BluetoothClient1 .SendText
  when Angry .Click
  do call BluetoothClient1 .SendText
  when Connect . AfterPicking
   do evaluate but ignore result call BluetoothClient1 .Connect
                                               address Connect ▼ . Selection ▼
  when Screen1 .Initialize
     set Connect ▼ . Elements ▼ to BluetoothClient1 ▼ . AddressesAndNames ▼
   when Clear .Click
      set Terminal . Text to 🖊 " 🦭
  when Disconnect .Click
  do call BluetoothClient1 .Disconnect
```

## **Robot Controls**

Connect

Bluetooth Module Controls

Disconnect CONNECTED

Display a message Send to WALL-E Clear Terminal WALL-E ROBOT CONTROLS **HEAD UP** TURN TURN LEFT RIGHT HEAD DOWN **WALL-E MODES** Angry Нарру Love Neutral