NXT Light Sensor

Category	Requires	Version
LEGO® MINDSTORMS® > NXT	API 19, Android 4.4 - 4.4.4 KitKat	1

Overview

A component that provides a high-level interface to a light sensor on a LEGO MINDSTORMS NXT robot.

Events

Above Range

Light level has gone above the range.

Below Range

Light level has gone below the range.

Within Range

Light level has gone within the range.

Methods

Get Light Level

`Returns: Number`

Returns the current light level as a value between 0 and 1023, or -1 if the light level can not be read.

Properties

Above Range Event Enabled

`Boolean` `Default: False` — `Read` `Write` - `Designer` `Blocks`

Whether the AboveRange event should fire when the light level goes above the TopOfRange.

Below Range Event Enabled

`Boolean` `Default: False` — `Read` `Write` - `Designer` `Blocks`

Whether the BelowRange event should fire when the light level goes below the BottomOfRange.

Bluetooth Client

`Component` — `Write` - `Designer`

The BluetoothClient component that should be used for communication.

Bottom Of Range

`Number` `Default: 256` — `Read` `Write` - `Designer` `Blocks`

The bottom of the range used for the BelowRange, WithinRange, and AboveRange events.

Generate Light

`Boolean` `Default: False` — `Read` `Write` - `Designer` `Blocks`

Whether the light sensor should generate light.

Sensor Port

`Text` `Default: 3` — `Write` - `Designer`

The sensor port that the sensor is connected to.

Top Of Range

`Number` `Default: 767` — `Read` `Write` - `Designer` `Blocks`

The top of the range used for the BelowRange, WithinRange, and AboveRange events.

Within Range Event Enabled

`Boolean` `Default: False` — `Read` `Write` - `Designer` `Blocks`

Whether the WithinRange event should fire when the light level goes between the BottomOfRange and the TopOfRange.

Last update: January 26, 2020