

NXT Sound Sensor

Non-Visible component

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 sound sensor on a LEGO MINDSTORMS NXT robot.

Events

Above Range

Sound level has gone above the range.

Below Range

Sound level has gone below the range.

Within Range

Sound level has gone within the range.

Methods

Get Sound Level

Returns: *Number*

Returns the current sound level as a value between 0 and 1023, or -1 if the sound 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 sound level goes above the TopOfRange.

Below Range Event Enabled

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

Whether the BelowRange event should fire when the sound 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.

Sensor Port

Text Default: 2 — 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 sound level goes between the BottomOfRange and the TopOfRange.

Last update: January 26, 2020