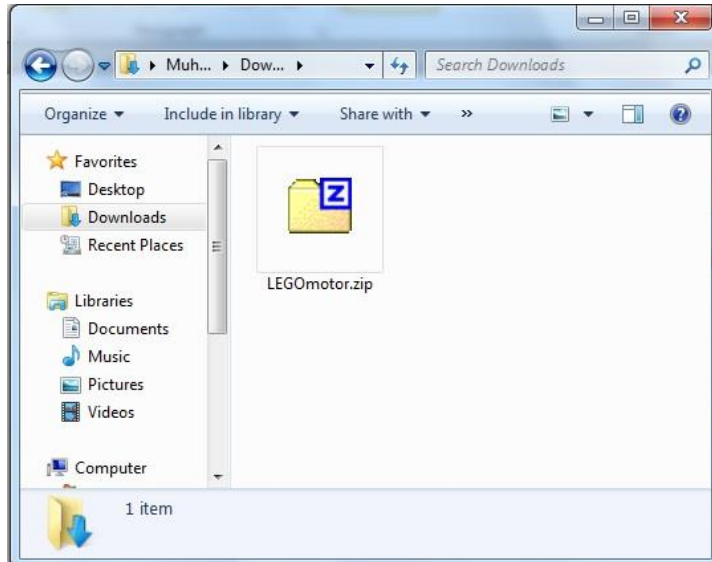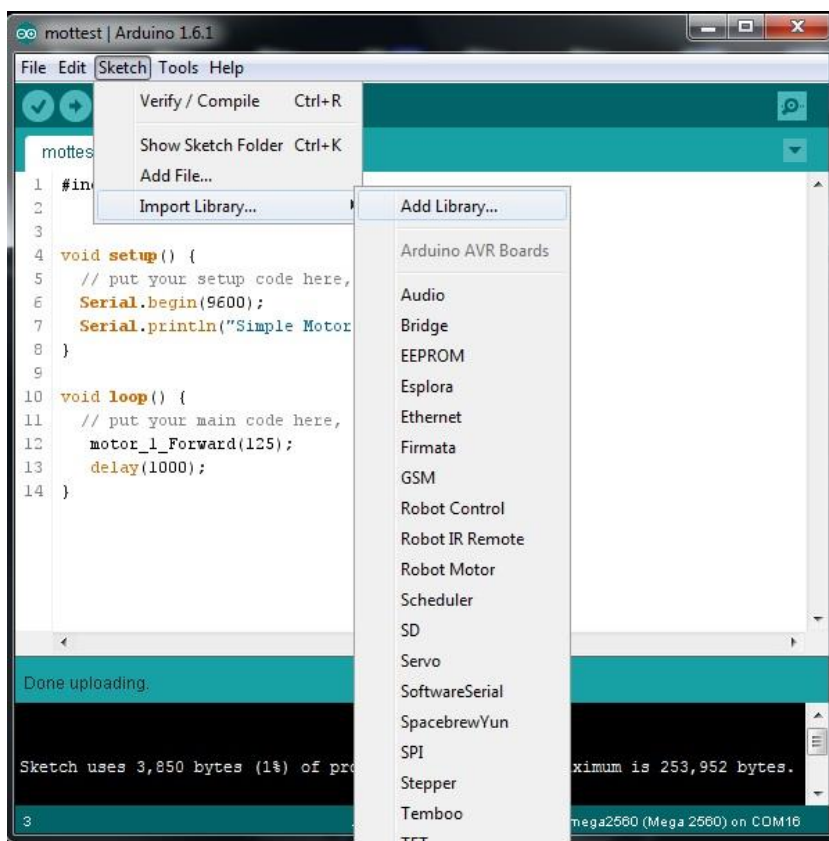# How to add LEGO motor library in Arduino

Step 1

Download the compressed library file (from Blackboard or website) and save it any location.
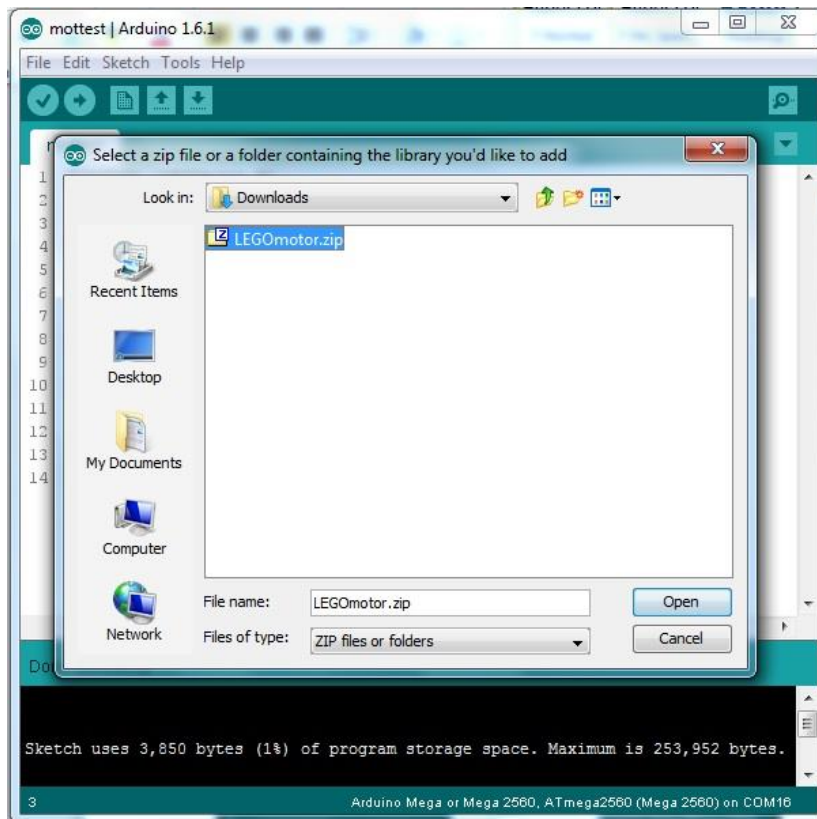

Step 2

Open Arduino IDE and go to menu and click on "Sketch" then click on "Import Library" then click on "Add Library".

Step 3

Select the compressed file from the directory where saved and press Open

This will include the library you like to add in Arduino IDE.

How to include LEGO motor library in Arduino code

To use the motor functions library needs to be included in the code,
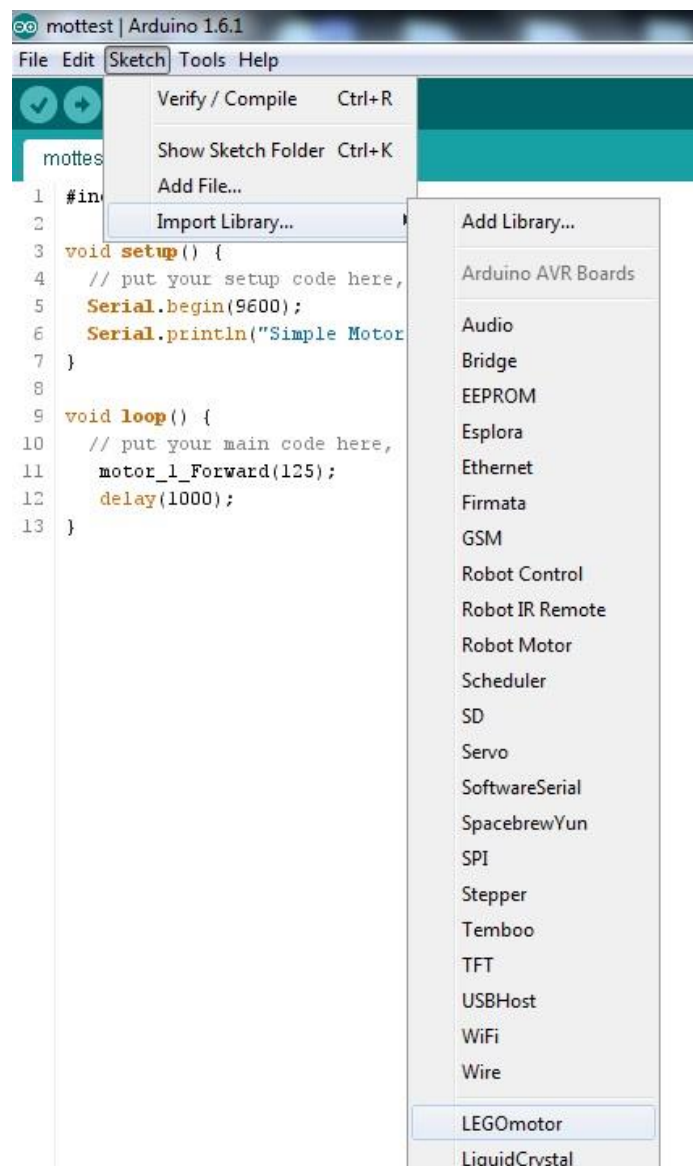
e.g #include <mylib.h>,
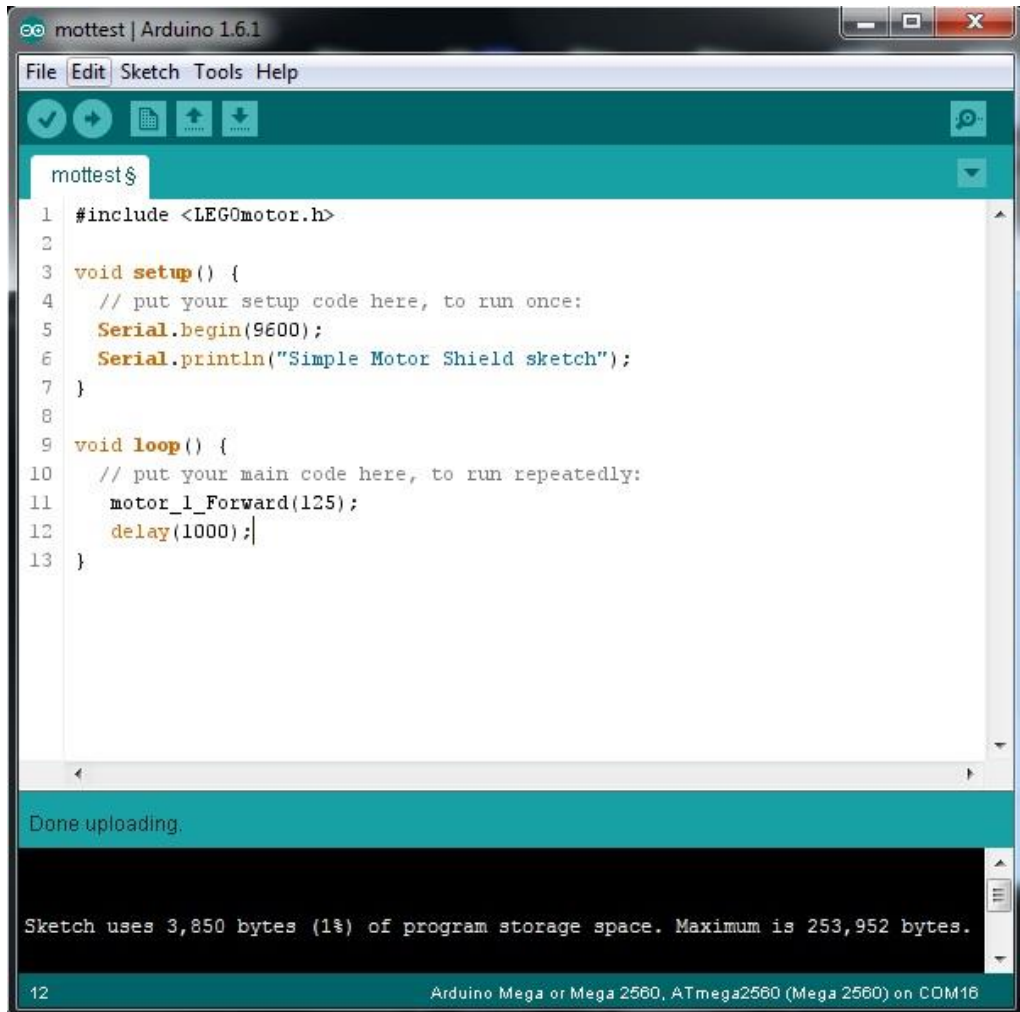
Follow the steps to include library in the code.

Step 1

Keep your mouse cursor at the top of the new "sketch" file.

Step 2

Go to menu and click on "Sketch" then click on "Import Library" then click on "LEGOmotor" from the dropped down menu.

This will include the library as #include <LEGOmotor.h> at the position of your cursor as shown below. See the example code in the image for testing the library.