

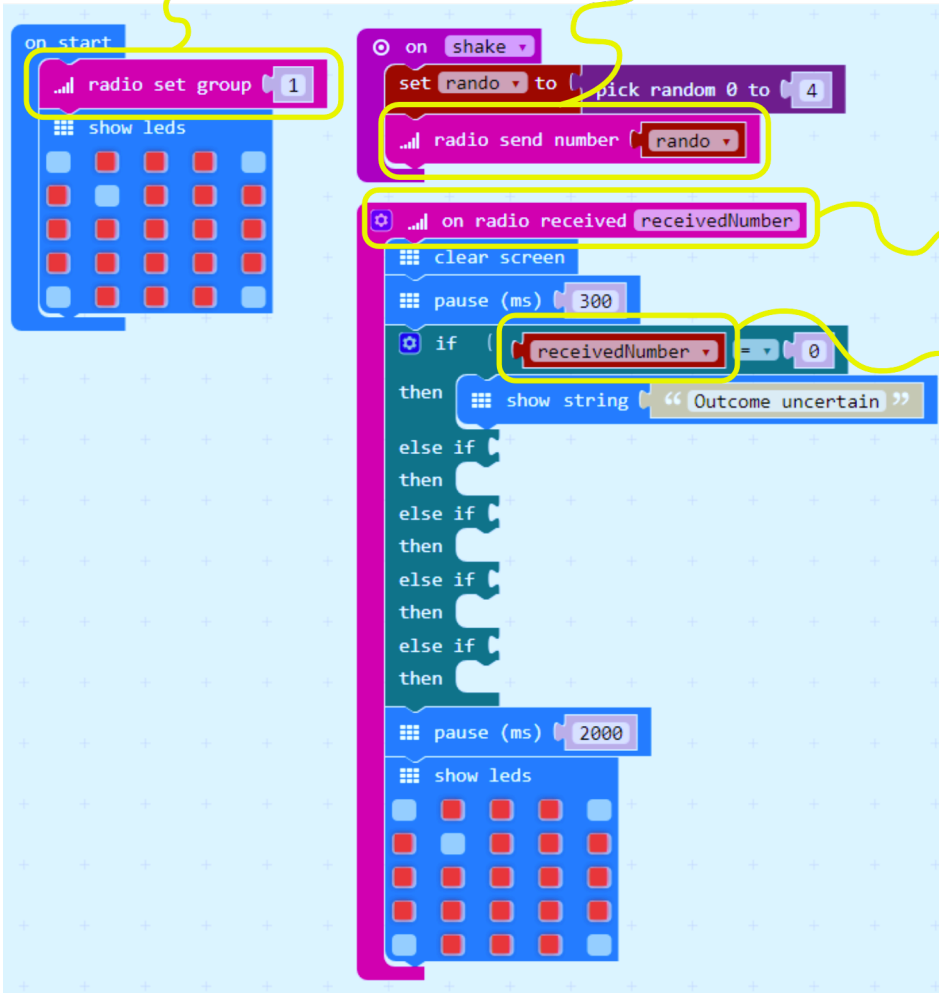
Magic 8 Ball

Networked

Set the radio group for all Micro:bits you want to talk to each other.

This can range from 0-255

The shake event is almost the same, except now we transmit the random number over the network



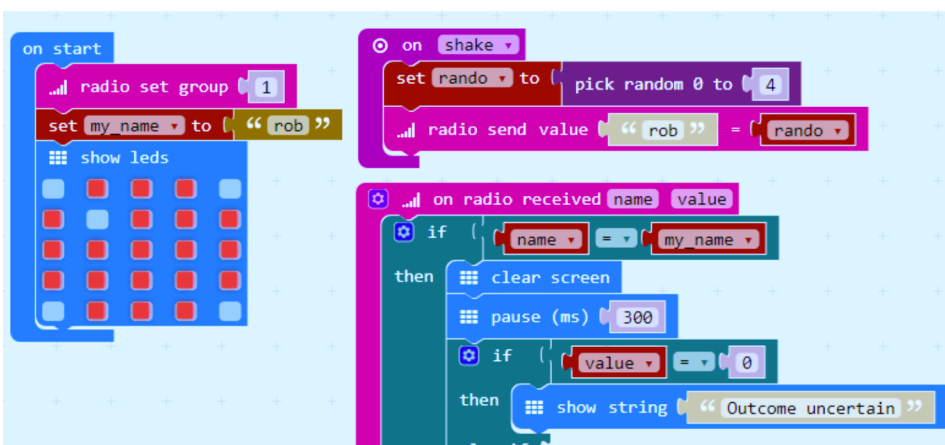
The listening Micro:bit needs to have an event for receiving numbers over the current group.

This automatically creates a new variable, which is filled by whatever number is received as the event fires.

Teaching moments:

Every Micro:bit in the same group will send and receive to all others. This gets pretty noisy, and the Micro:bits will queue up messages to some degree, resulting in a constant stream of messages across the screen.

You could make all pairs of Micro:bits use a different group (there are 256 after all), but a better way is to come up with a protocol for deciding whether a received message applies to your Micro:bit. This is also a good time to think about eavesdroppers.



Instead of sending just numbers, this variation sends name/value pairs, and ignores any messages which do not contain its name.