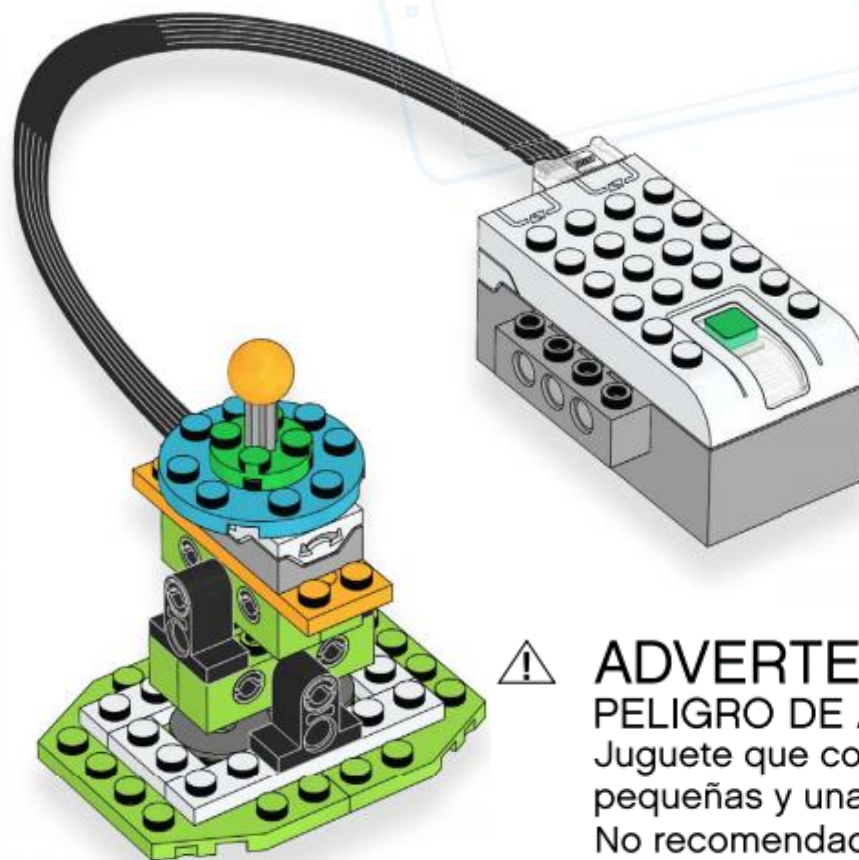


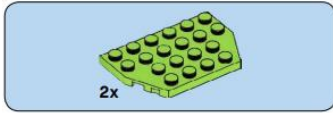
Capítulo 22 (Joystick) Palanca de mando



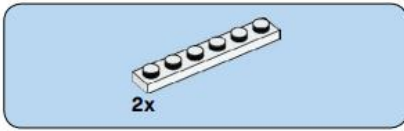
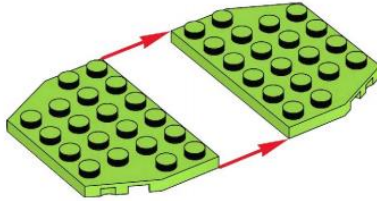
ADVERTENCIA:
PELIGRO DE ASFIXIA.
Juguete que contiene partes pequeñas y una pelota pequeña. No recomendado para niños menores de 3 años.



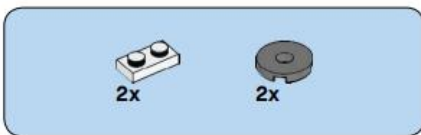
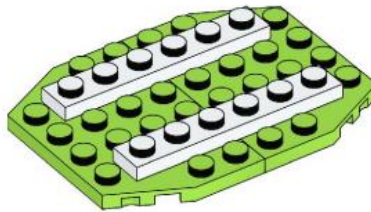
Para este capítulo necesitamos solo un Kit.



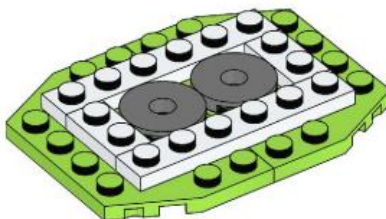
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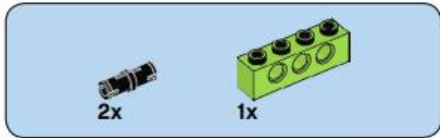


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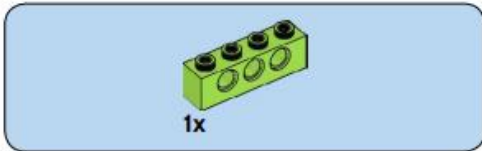
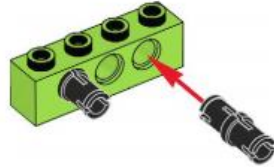


3





4

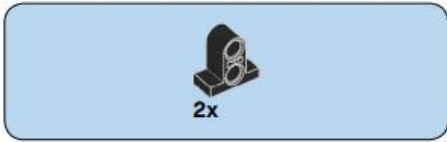


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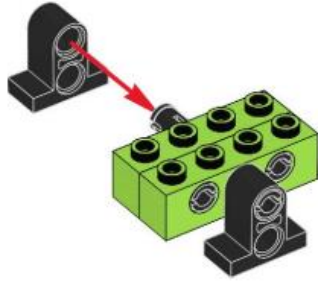


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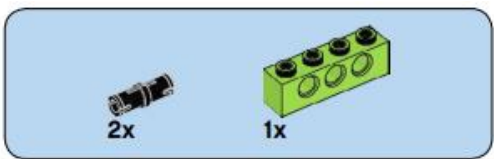
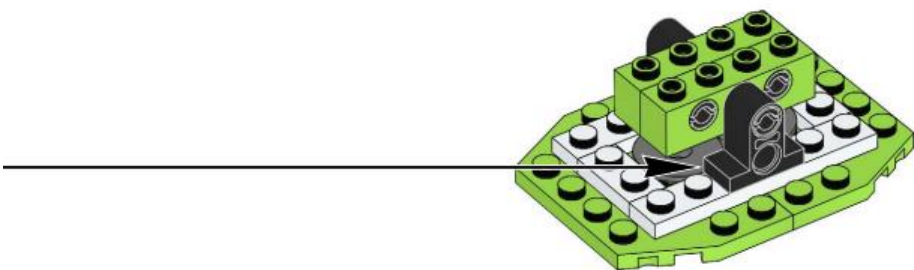




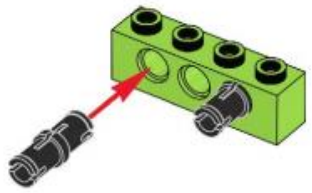
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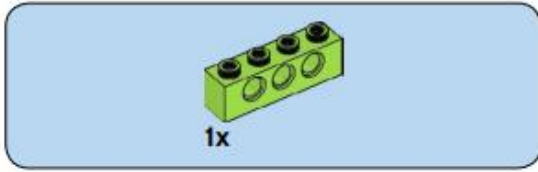


8



9

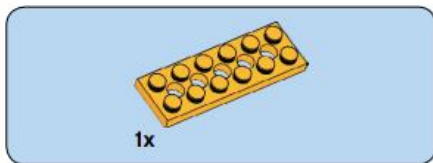




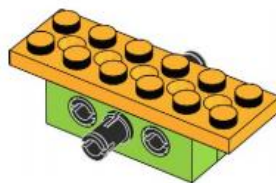
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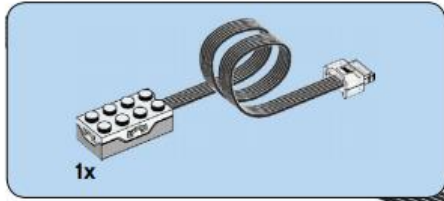


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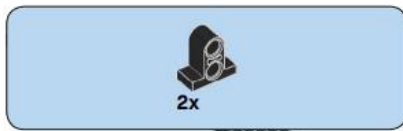


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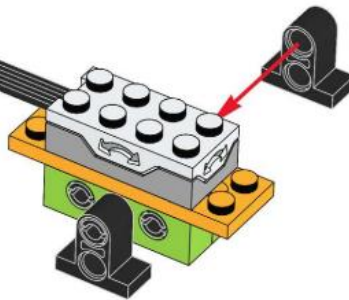




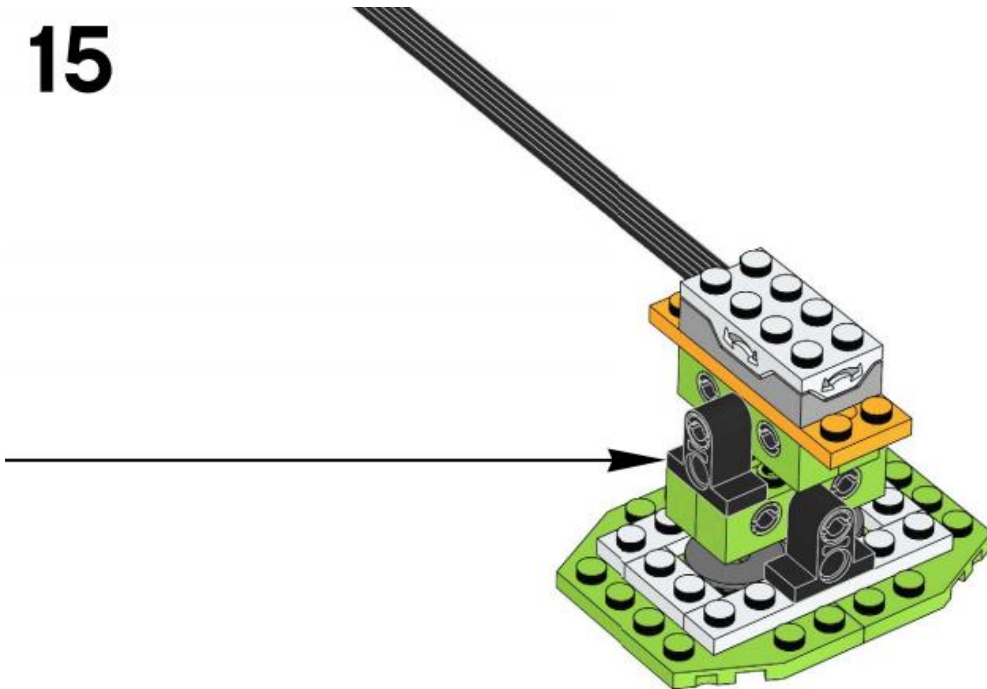
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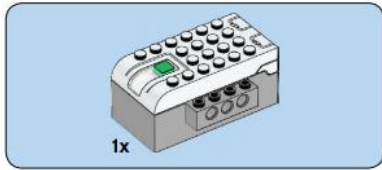


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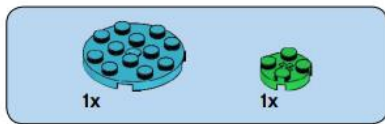
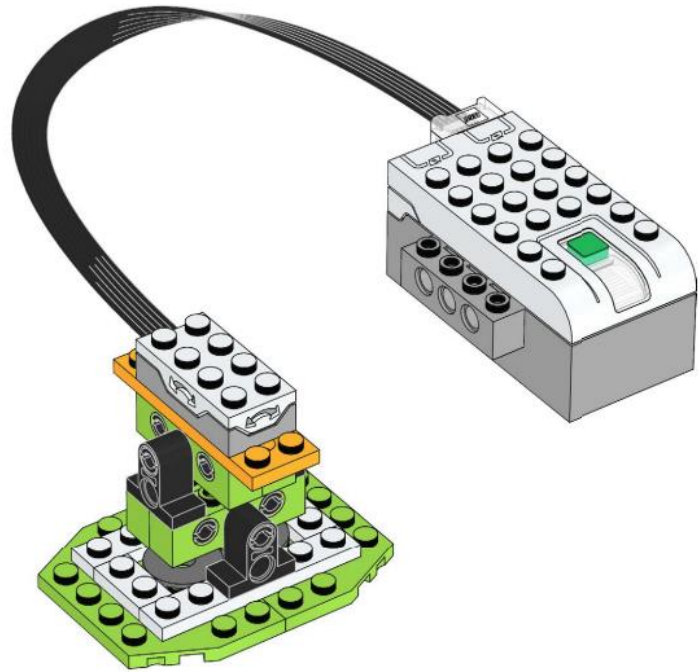


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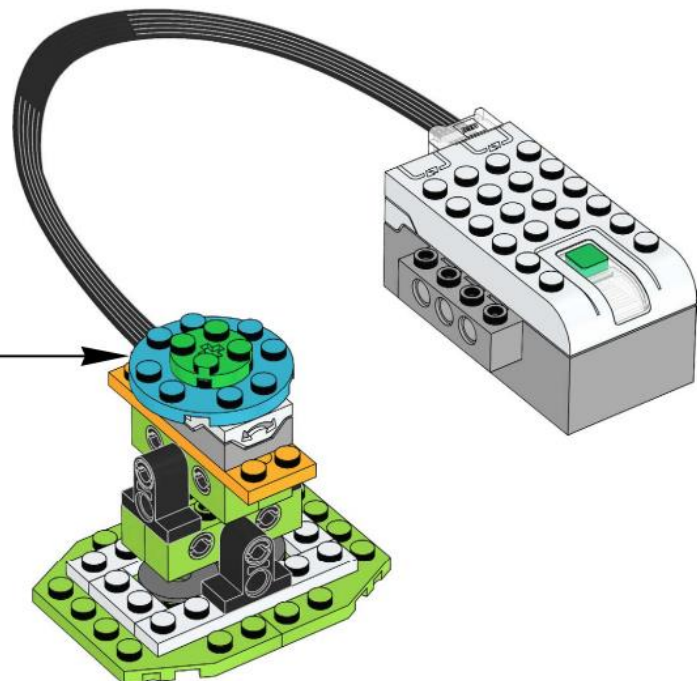
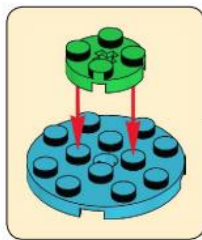


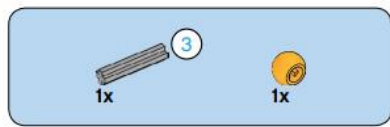


16

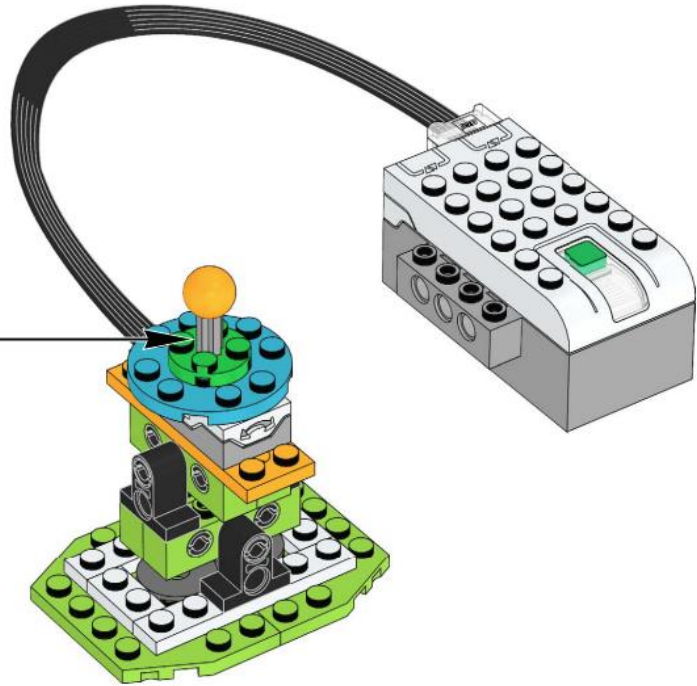
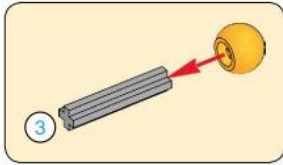


17

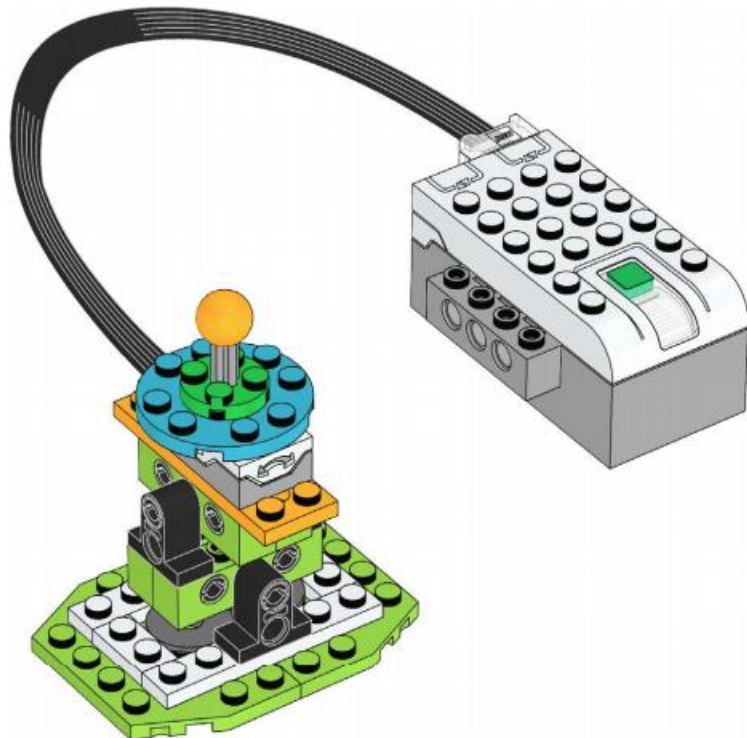




18



19



Una vez montado el Joystick lo queremos utilizar para desplazar a nuestro gato hacia arriba o abajo, hacia la derecha o izquierda.

Codificación

The image shows a Scratch script for a cat's movement logic. It starts with a 'when clicked' event block. Two 'set value to' blocks initialize 'Arriba' and 'izquierda' to 0. An 'ir a x: izquierda y: Arriba' block moves the cat to the origin. A 'por siempre' (forever) loop contains four conditional blocks. The first checks if the 'ángulo de inclinación hacia arriba' is greater than 20 and 'Arriba' is less than 127, then increments 'Arriba' by 1. The second checks if the 'ángulo de inclinación hacia arriba' is less than -20 and 'Arriba' is greater than -129, then decrements 'Arriba' by 1. The third checks if the 'ángulo de inclinación hacia izquierda' is greater than 20 and 'izquierda' is less than 200, then increments 'izquierda' by 1. The fourth checks if the 'ángulo de inclinación hacia izquierda' is less than -20 and 'izquierda' is greater than -200, then decrements 'izquierda' by 1. The loop ends with another 'ir a x: izquierda y: Arriba' block.

