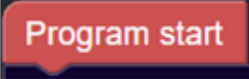


Example: Program Start

Name: Program Start

Block: 

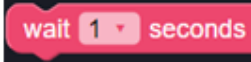
Purpose: Signals the program to start.

Location: Workspace

Variables:

None

Name: Wait

Block: 

Purpose: Creates a pause in the code so other actions may occur

Location: The Timing Tab

Variables:
0-9 Seconds

Name: Set Top Light Color

Block: 

Purpose: To turn on the top light of the Evo to a specific color

Location: Evo tab under Light Effects

Variables: 

Name: Move to Location

Block:



Purpose: To move the ORA to a specific quadrant and height

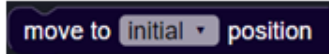
Location: ORA Tab

Variables:

All ORA Quadrants	High/Low
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Name: Move to Position

Block:



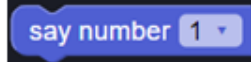
Purpose: Moves the ORA to a default position

Location: ORA Tab

Variables:

Initial, Zero

Name: Say Number

Block: 

Purpose: Uses the Evo speaker to play a number

Location: Evo Tab under Sounds

Variables:

1-10