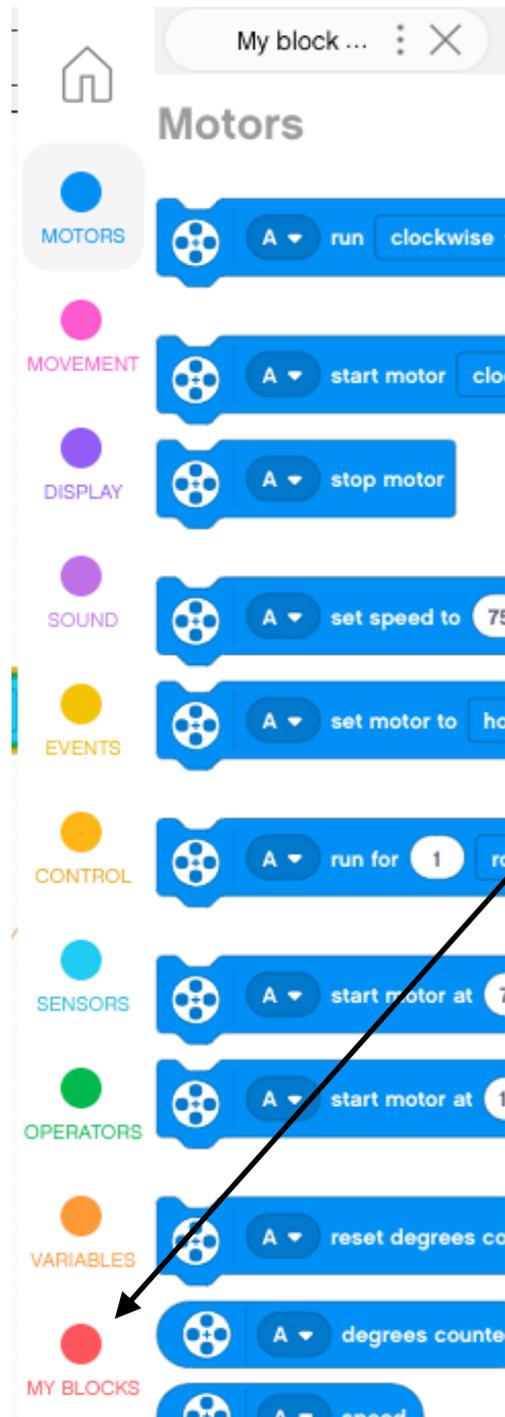
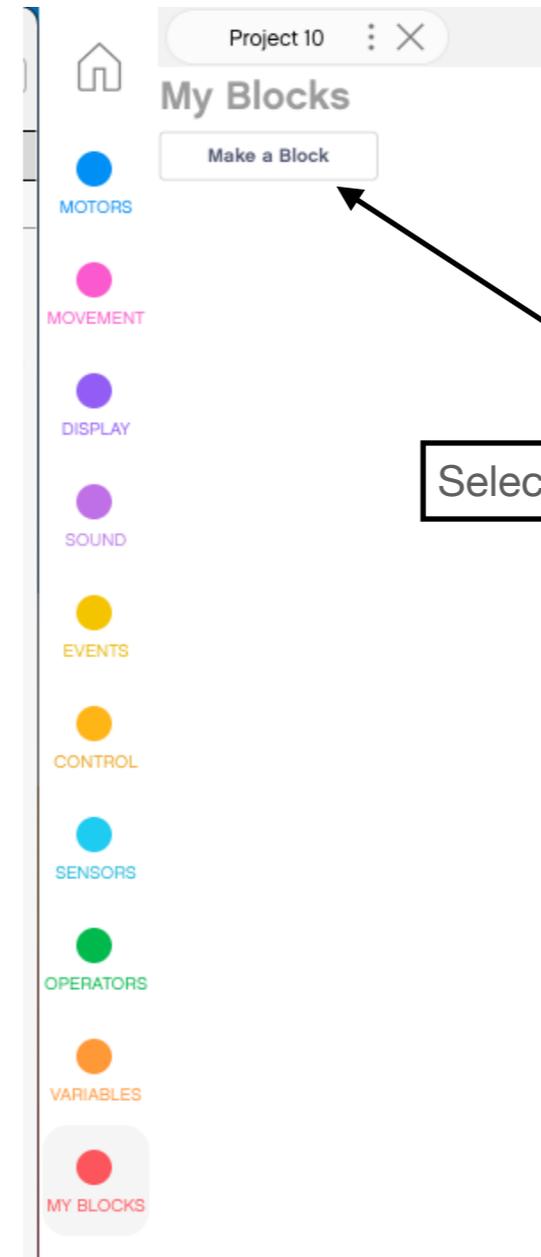


MY BLOCKS

How to create shortcuts for code you need to use often.



Select **MY BLOCKS**
From menu



Select **Make a BLOCK**

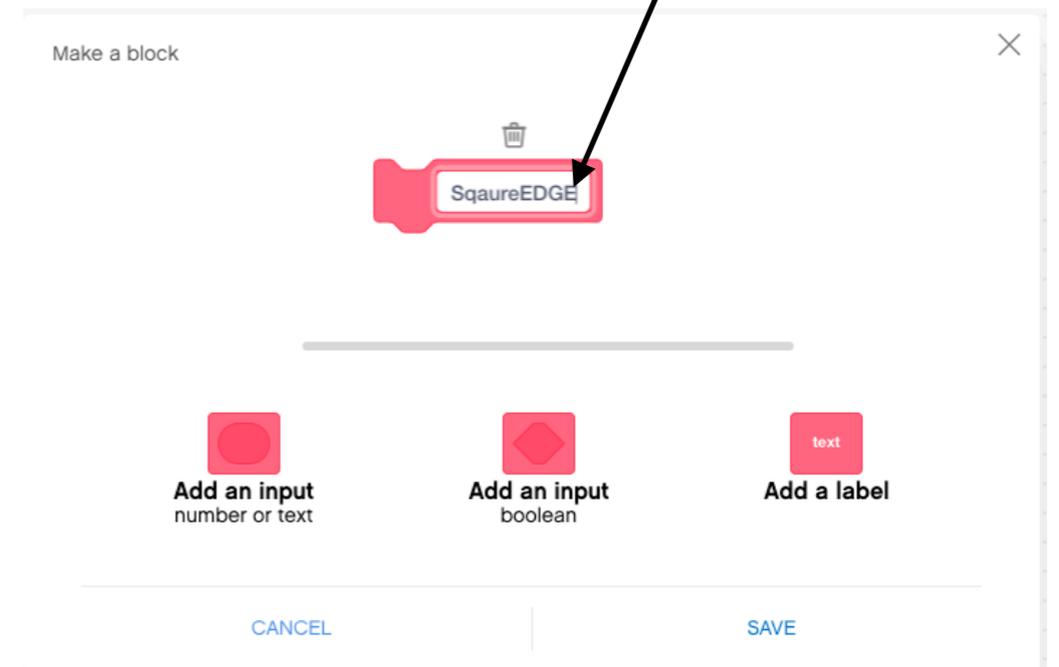
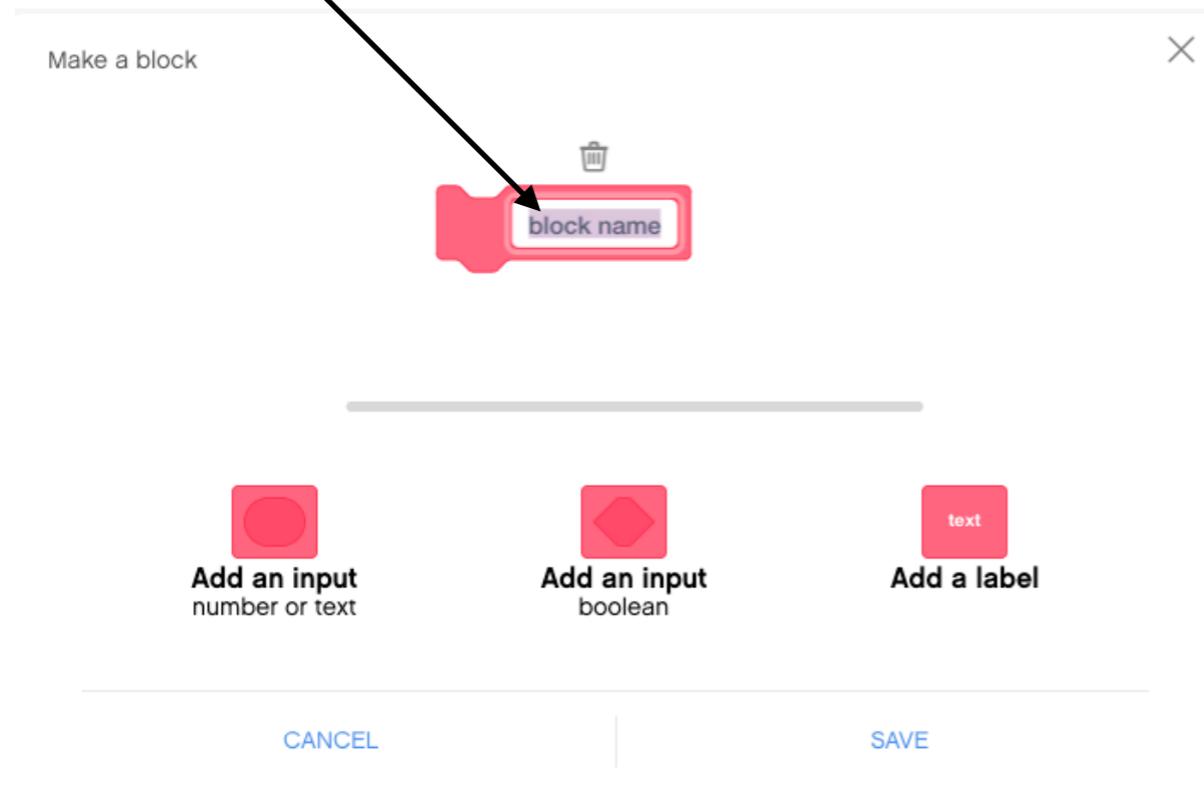


MY BLOCKS

How to create shortcuts for code you need to use often.

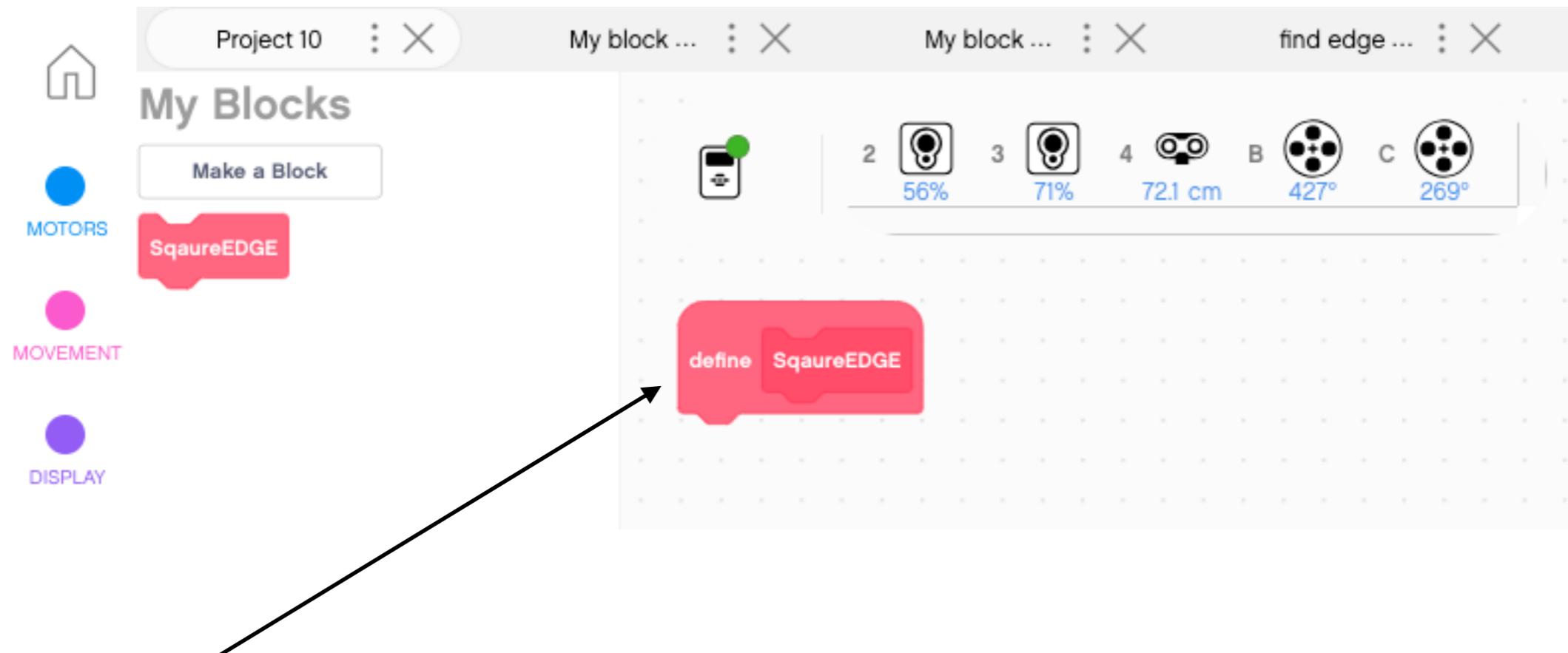
NAME your My Block so it describes the action of the My block.

For this example we want our My Block to square to the edge of the table.



MY BLOCKS

How to create shortcuts for code you need to use often.



DEFINE BLOCK:

This blocks allows you to create your own block.

The MY BLOCK is a group of blocks that's attached to the DEFINE BLOCK

After creating your MY block you now need to DEFINE it.



MY BLOCKS

How to create shortcuts for code you need to use often.

The screenshot shows the 'My Blocks' workspace in the LEGO Mindstorms software. A custom block named 'SqaureEDGE' is defined. The code for this block is as follows:

```
when program starts
  set movement motors to B and C
  start moving straight: 0 at 20 % speed
  wait until sensor 2 is reflected light intensity < 20 %? or sensor 3 is reflected light intensity < 20 %?
  stop moving
  if sensor 2 is reflected light intensity < 20 %? then
    B start motor at 20 % speed
    C stop motor
  else
    C start motor at 20 % speed
    B stop motor
  stop moving
  move backward for 1 rotations
```

In this example we COPIED the **square to edge of table** code and PASTED it under the define block.



MY BLOCKS

How to create shortcuts for code you need to use often.

Select the defined My block

Insert it into your program

Your program will run the MY Block you defined for Square Edge

Your turn:

Create a **My Block** for a robot behaviour you will use often.

