

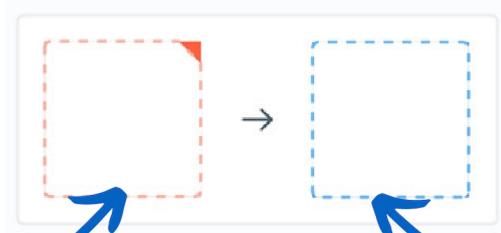
Programmer en VPL

Programmer en VPL, c'est associer un évènement à une action du robot.

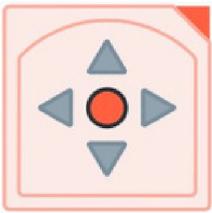
Par exemple :

QUAND j'appuie sur la flèche de devant, le robot AVANCE.

Grâce aux carrés de couleurs, on peut ainsi programmer le robot étape par étape...



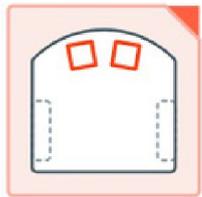
Les évènements



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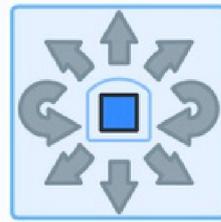


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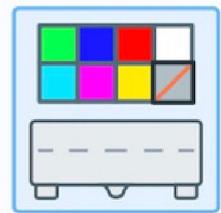


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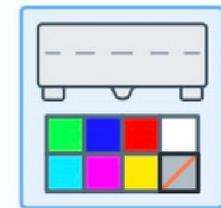
Les actions



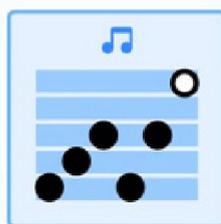
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