MicroCode Quick Start Guide

EDITING MODES

https://microsoft.github.io/microcode/
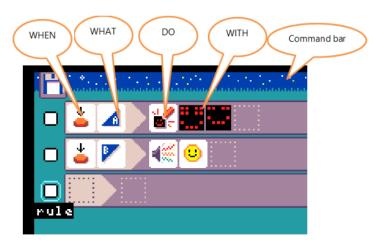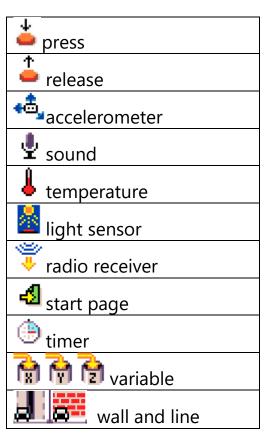
The MicroCode language is defined in terms of **pages**, where a page has a list of **rules**, and each rule consists of a **When** section and a **Do** section, each with a list of programming **tiles**.

A RULE

WHEN   WHAT   DO   WITH   Command bar

EVENTS

↓ press	
↑ release	
accelerometer	
sound	
temperature	
light sensor	
radio receiver	
start page	
timer	
variable	
wall and line	

Event parameters

Some events can have parameters. Push events indicate the button required. Those for the variable event are used or evaluated in order for the event to proceed. Timer events indicate the seconds for starting the timer.
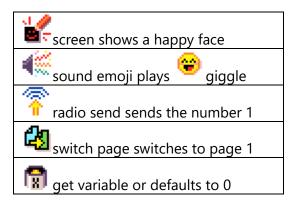
Command tiles

show image	radio send
show number	radio set group
sound emoji	switch page
play notes	set variable
	robot

Command parameters

Each command tile can have parameters. There are defaults, which gives an idea of the options

screen shows a happy face
sound emoji plays giggle
radio send sends the number 1
switch page switches to page 1
get variable or defaults to 0

Pages

All rules on a single Microcode page are active. Rules on another page become active with a switch-page command.

https://microsoft.github.io/microcode/docs/samples/hot-potato