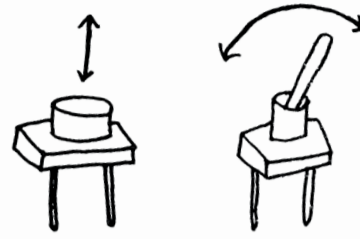


RULEBOOK :

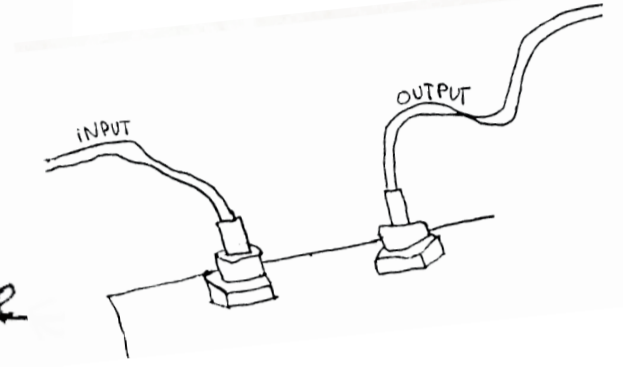
SWITCH



```

if (SWITCH == HIGH ) {
  display.println(F("Here switch is up"));
  display.display();
}
if (SWITCH == LOW ) {
  display.println(F("Here switch is down"));
  display.display();
}
  
```

Complexity arises through connection!



Use the module as a canvas

KNOB SLIDER

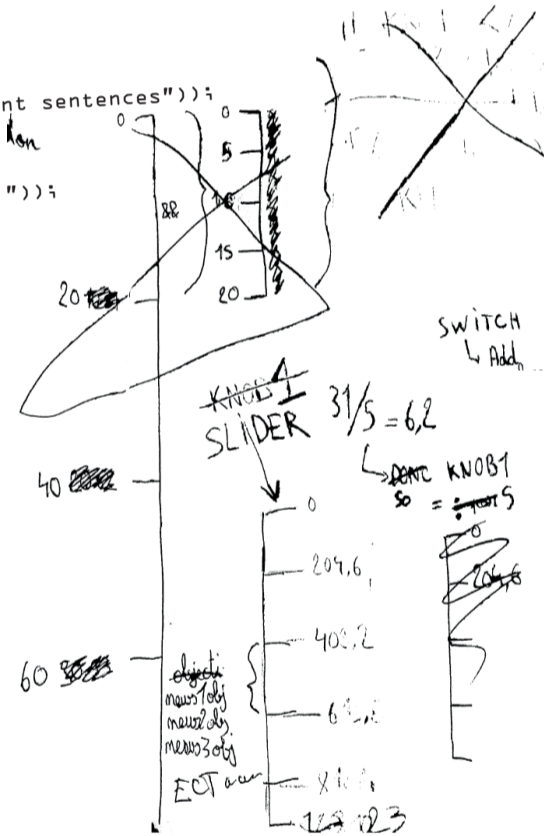
```

1023 / 3 = 341
1023 / 11 = 93
1023 / 31 = 33
1023 / 33 = 31
1023 / 93 = 11
1023 / 341 = 3
  
```

if (KNOB0 < 31)
And pitch = 70 && < 70 {
Serial.println(" ")
}

```

if (KNOB < 341 ) {
  display.println(F("Here, for example I have divided my Knob by three"));
  display.display();
}
else if (KNOB > 341 && KNOB < 682) {
  display.println(F("So I can write three different sentences"));
  display.display();
}
else if (KNOB > 682 && KNOB < 1023) {
  display.println(F("That will be read separately "));
  display.display();
}
  
```



```

if (KNOB < 341 && SLIDER < 341 && SWITCH==HIGH ) {
  display.println(F("Now you're free to write whatever story you want"));
  display.display();
}
if (KNOB < 341 && SLIDER < 341 && SWITCH==LOW ) {
  display.println(F("And say whatever you want to say"));
  display.display();
}
else if (KNOB < 341 && SLIDER > 341 && SLIDER < 682 && SWITCH == HIGH) {
  display.println(F("Create your own structure"));
  display.display();
}
else if (KNOB > 341 && KNOB < 682 && SLIDER > 341 && SLIDER < 682 && SWITCH == LOW) {
  display.println(F("Display your own story"));
  display.display();
}
  
```