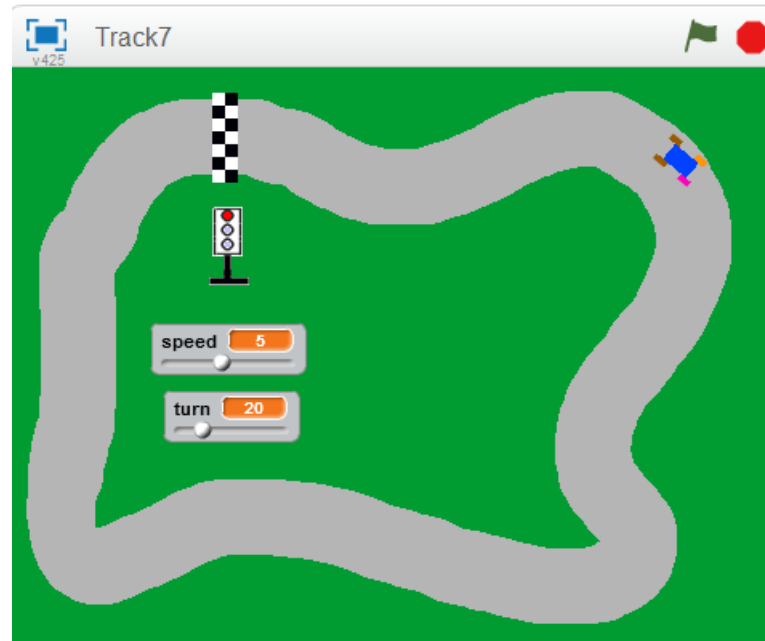# Track7

What's happening

How many Sprites?

How many costumes to each Sprite?

How many variables?

Are the variables shown as:

Normal—large readout—slider?

Load up from the dongle directory **Track** file **Track6.sb**

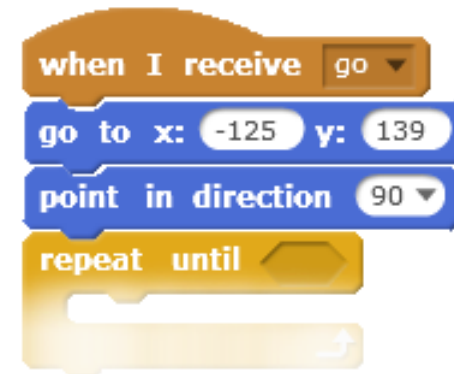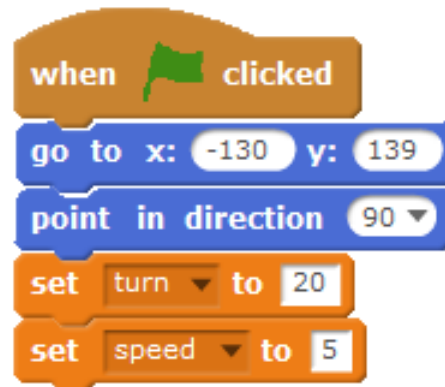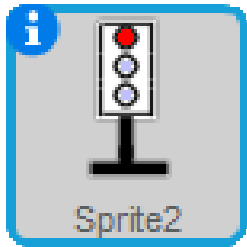Are there any sprites missing?

If so load then from the same source.

Are the sprites missing any costumes?

If so add the required costumes

How does the car know to start when the traffic light goes green?

Use broadcasting

Sprite2

Sprite1

when [green flag] clicked
switch costume to TLred
go to x: -104 y: 69
point in direction 90
wait 2 secs
switch costume to TForange
wait 2 secs
switch costume to TLgreen
broadcast go

when [green flag] clicked
go to x: -130 y: 139
point in direction 90
set turn to 20
set speed to 5

when I receive go
go to x: -125 y: 139
point in direction 90
repeat until

Remove code from green flag and use with event

When I receive

How does the car know it has crossed the finish line?

How is the time measured for the time to go round the track?

How does the car know it has crossed the finish line

How is the time measured for the time to go round the track

if `touching` `Sprite2` `?` `then`

`reset timer`

Code goes in here

`say` `timer` for `2` secs