Extension: Create your own images!

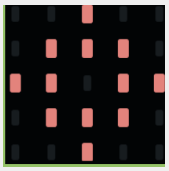
Are there images you want to use in your game that don't exist?

Learn how to create images on the Micro:Bit yourself!!

Task 1.1: How does the LED screen work?

The LED screen is actually a 5 rows of 5 individual lights, and we can set them all individually!

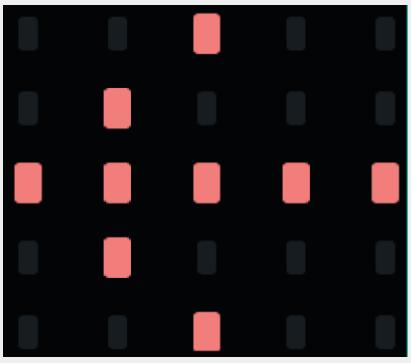
A value of 0 is off, and a value of 9 is at its brightest. Each row is displayed and separated by a colon.



So for this target image, we can display it as `Image("00900:09990:99099:09990:00900")` instead!

Task 1.2: What's the value?

1. What's this image's value?



……

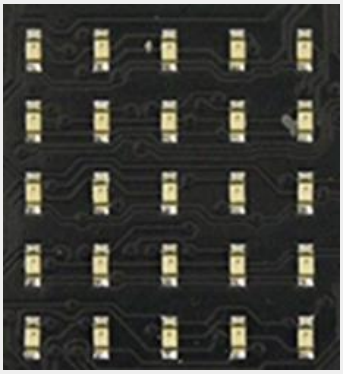
2. What about this one?

……

Task 1.3: Create your own!

Let's create our own images now!

1. **Colour in the micro:bit with the image you want:**



2. **Write down the value of the image:**
   Remember 0 is off, and 9 is the brightest.

   _____:_____:_____:_____:_____

3. **Store the image you've created in a variable!**

Hint - Creating your own image

The following code creates an image with the first row lit up:

```
myImage = Image("99999:00000:00000:00000:00000")
```

Task 1.4: Display it!

Let's display the image now!

1. `Display` the image you created!
   Use `display.show(my_image)` like you did before. But now your variable name

☑ CHECKPOINT ☑

If you can tick all of these off you have finished this Extension:

☐ You have created your own image

☐ You have displayed the image you created