

Timbre 3

```
/* Project: TIMBRE */
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#include "ABlocks_TimerFreeTone.h"

int fnc_dynamic_digitalRead(int _pin){
    pinMode(_pin,INPUT);
    return digitalRead(_pin);
}

void setup()/* ArduinoBlocks.com */

{
    pinMode(6, OUTPUT);
}

void loop()
{

    if ((fnc_dynamic_digitalRead(3) == true)) {
        TimerFreeTone(6,1000,500);

    }

}
```