

# VEX IQ [Spin for] blocks

In this Lesson: You learn about what [Spin for] blocks are, how they can be configured in VEXcode IQ, and how they can be used in a project to make your robot accomplish a task.

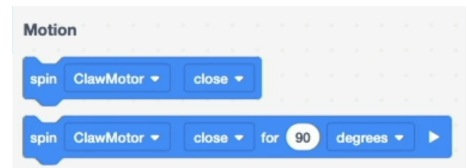
## Definition(s):

- **[Spin for] blocks:** blocks used to code individual motors or motor groups in VEXcode IQ

## Notes:

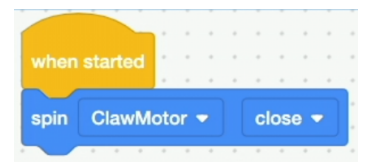
- Use [Spin for] blocks, from the Motion category, to code individual motors or motor groups on your robot, like an arm or a claw.

- Once configured, blocks like [Spin] and [Spin for] will appear in the Toolbox, as shown in this example from the video.



- You can use the robot configuration to label your motor and the direction it spins, to make it easier to code your robot to move as you intended.

- For example: You can configure a 'ClawMotor' and label its directions as 'open' and 'close', as shown in this example from the video.



- The [Spin for] block allows you to set exact parameters for how far you spin the motor in a particular direction.

**Note:** To learn more about the [Spin for] blocks, you can access the Help in VEXcode IQ.