

# VEX IQ Bumper Switch on Byte

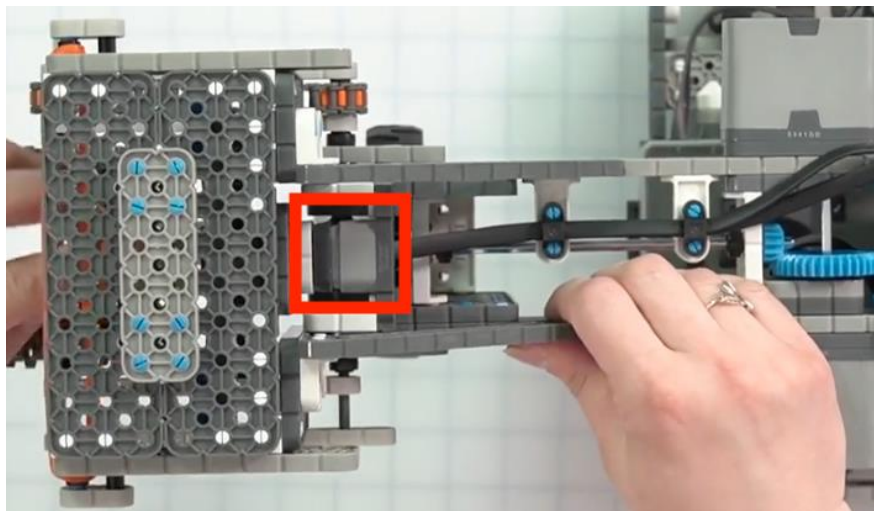
In this Lesson: You will learn about the Bumper Switch on Byte so that you can see how it can be used in a project for the Full Volume game.

## Notes:

- The Bumper Switch is a switch that reports if it is pressed or not pressed, as shown in this image from the video.



- **The Bumper Switch on Byte is located in the back of the intake, behind the Optical Sensor** (as shown in this image of the underside of the intake.) The Bumper Switch is what enables the back of the intake to move when an object is pressed against it.



- This location on Byte means that the Bumper Switch is pressed when a Block is fully inside the intake.
  - The Bumper Switch can be used to help control the intake on Byte, so that it stops spinning when the Bumper Switch is pressed.
  - Using the Bumper Switch means that you can spin the intake only as long as is necessary to intake a Block, making your project more precise and effective.