2-Wheel Robots

- <u>2-Wheel Robots (Review)</u>
- Robot Educator Build (Finish)
- EV3 Ports (Input/Output)
- <u>Mini-Challenge: Travel Distance</u>





NXT Robot Educator

Review 2-Wheel Drivetrain













Forward











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EV3 Robot Educator

Let's Finish the Build!!! (wires & all)







What is Mindstorms/NXT?



Play · Experience · Learn

Outputs – Motors



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Inputs – Sensors & Buttons



Play · Experience · Learn

Outputs – Motor Control

Which Motors Ports, A – C, Should you Connect for Two-Wheel Drive?

No Right Answer...

Common Usage: **B + C**





Turn On Your NXT Brick



Play · Experience · Learn

inserted **batteries**!

EV3 – Run EV3 Software





Find this icon on your PC and **run it**!





EV3 – Start New Project

LEGO MINDSTORMS Education EV3 Teacher Edition				
File	Edit	Tools	Help	
9	+)		







EV3 – Close Content Editor



EV3 – Starting Point



This is our basic starting point for any Program.

But, first, we need to connect a brick.



A POSTERIORI Play · Experience · Learn

EV3 – Connect Brick



Play · Experience · Learn

EV3 / NXT – Connected!



Once you manage to connect, you will see the **brick name highlighted** and the USB **box checked**.

No Bluetooth with NXT.

EV3 – Play Program

Click on the Play (Green Triangle) button.

You should hear your NXT make a sound.

That indicates a new program is activated.

EV3 – Motor Blocks

There are 4 motor blocks under the Actuator (green tab) in the Blocks window.

We will use some of these to get our robot to move.

EV3 – Medium Motor

We won't be using that with NXT at all...

We can use this to control one of our motors, but we wish to control both wheels at the same time...

This is useful only when the Large Motors are used independently...

Move Steering

This could be used to move our 2-Wheel Robot.

It's the easiest way to control our Robot.

Move Tank

This could also be used to move our 2-Wheel Robot.

In this one each motor is independently controlled, but their behavior changes together.

Drag a Move Steering block next to the Play button.

Press Play and see what your robot does.

DON'T LET IT FALL OFF THE TABLE!

Direction:

- If FWD it will drive the 2 motors equally
- If BACK it will drive the 2 motors equally in reverse

If LEFT/RIGHT – it will decide based on **differential drive algorithm**

Power: How fast the motor turns

50 - medium speed 100 – full speed

See what happens if you try a very low power...

How many times to rotate the wheel.

This is a sort of distance. How far to go...

Break:

When finished to move, apply hard break, or leave wheels to move and come to a stop on their own...

Test behavior with break and no break.

<u>On for Seconds</u> – do the movement for some time

<u>On for Degrees</u> – do the movement for a fraction of a rotation

On for Rotations – do the movement for a number of full wheel rotations

On for Rotations -

Each time the wheel spins around completely it turns **ONE** full rotation.

360 degrees

180 degrees

180 degrees

On for Degrees -

Each time the wheel spins around completely it turns 360 degrees.

90 degrees

How far will the robot go in 1 rotation?

HINT Use string to measure wheel circumference...

<u>Make your robot start directly over starting line, and</u> <u>come to a stop directly over finish line...</u>

No Trial & Error. You're only allowed to use rulers, string, and measuring tape.

HINT - Use some math... Answer can be decimal...

<u>Make your robot move forward 1 meter,</u> <u>then turn left at a 90 degree angle</u>

(NOT On for 90 degrees...)

Make your robot move around in a Square Pattern

Make your robot move around in a Triangle Pattern

