Arm Bobot Car Assembly Instructions



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Assembly Instruction Labels



Handling the Servomotor

1 Orientation

The photo to the right shows the servomotor facing you. There are two shafts, the one with the wider space is the drive shaft and the one with the narrower space is the movable shaft.

 ★ When turning the drive shaft by hand, do so very slowly and gently.
 Excessive pressure when turning may cause damage to the servomotor.



2 Calibration and Setting Connector Numbers

Before building your robot, read 6. Using Servomotors in the Studuino Icon Programming Environment Guide (download from http://www.artec-kk.co.jp/artecrobo/) for instructions on how to calibrate your servomotor.

Building your robot without calibrating your servomotor may cause damage or improper functionality.

★ Do not change the connector or the servomotor after calibration. Servomotor calibrations are unique to each servomotor.

Attaching Number Stickers

After calibration, we recommend putting a sticker on the connector used for the servomotor so it can be easily identified.

User stickers **D9**, **D10**, and **D11** when building your Arm Robot Car.







Connect the sensor connecting cable to each sensor.



Make sure the cables are inserted correctly!

Body Assembly (bottom)



1

2





Make sure the Studuino unit is in the correct orientation!



Assembling the Motor



(1) Connect the assembled DC Motor to M1.



(2) Connect the assembled DC motor to M2.



Body Assembly (top)





2





Make sure the cables are inserted correctly!



 $\overline{(7)}$ Connect the cable from the LED (green) to A1.





Assembling the Servomotor



















5 Connect the cables from servomotor **D11** to their corresponding place on your Studuino unit.





Connect the cables from servomotor **D10** to their corresponding place on your Studuino unit.



8 Turn the outlined piece down.



Make sure the cables are inserted correctly!







A Make sure the cables are inserted correctly!





Assembling the Controller



1



2 Connect the cable from the touch sensor to A0 and the cable from the accelerometer to A4/A5.





Connect to the accelerometer to both A4 and A5.

Make sure the cables are inserted correctly!

Replacing the Batteries



Completed Arm Robot Car

Be cautious of cables that could become entangled in the moving parts of the motor and cause the robot to disconnect.

Take care when arranging cables.

<u>/!</u>`

Before operating your robot, check the Assembly Instructions again to confirm your robot has been assembled correctly.





Completed Arm Robot Car





Operating Your Arm Robot Car

Install the software from the URL below to setup the **Studuino Programming Environment.**

★ Proceed to Step 1 when software installation is complete.

http://www.artec-kk.co.jp/studuino/

- Connect the USB cable to the PC and the Studuino unit.
 Refer to 1.3. About Studuino in Studuino Programming Environment Manual for more details.
- 2 Download the program file **ArmRobotCar.ipd** from the URL below in the **ArtecRobo** section.

http://www.artec-kk.co.jp/artecrobo/

 $\bigcirc 3$ Open the downloaded file.

Transfer the program to the Studuino unit by clicking the 🔕 Program/Transfer button.

4)

(5)



Remove the USB cable from the Studuino unit.

Turn the switch of the battery box on.

(6)

 $(\mathbf{7})$

(**8**)

Immediately turn the switch to off if your robot does not begin moving as shown in the picture below.

Not doing so may damage the servomotor.

If your robot does not move, the servomotor may be in the wrong position or the blocks may be improperly connected. Re-read the Assembly Instructions to make sure that your robot has been assembled correctly.



Hold the controller parallel to the ground and tilt it to make your Arm Robot Car move.



Use your robot's arm to grab and move the white cubes.



