

Zet een vinkje bij external motors / Controllers.

The screenshot shows the ROBOTC software interface. The 'Robot' menu is open, and 'Platform Type' is selected, showing a sub-menu with 'LEGO Mindstorms NXT' (selected), 'LEGO Mindstorms', 'Natural Language', and 'External Motor/Servo Controllers' (checked). The main window displays the 'LEGO MINDSTORMS Start Page' with social media icons and a 'Latest Version' section (4.27 - November 6, 2014). The 'Latest News' section includes 'Best #ROBOTC Twitter Posts' and 'Teacher POV: ROBOTC – Starting in the Lower School Grades'. The 'Compiler Errors' panel at the bottom is empty. A Windows notification bubble at the bottom right states: 'Er zijn nieuwe updates beschikbaar. Klik hier als u deze met Windows Update wilt installeren.' The taskbar at the bottom shows various application icons and the system clock (19:17, 5-12-2014).

ROBOTC

File Edit View Robot Window Help

New File

Text Functions

- ~Control Struct
- Battery & Power
- Bluetooth
- Buttons
- Datalog
- Debug
- Display
- File Access
- High Speed
- Internal
- IO Map Access
- Math
- Miscellaneous
- Motors
- MultiRobot
- Semaphore
- Sensors
- Sensors I2C
- Servos
- Sound
- Strings
- Task Control
- TETRIX Controller
- Timing
- User Defined

Robot Menu:

- Compile and Download Program (F5)
- Compile Program (F7)
- Compiler Target
- Open Debugger Manually
- Debugger Windows
- LEGO Brick
- Platform Type
 - LEGO Mindstorms NXT
 - LEGO Mindstorms
 - Natural Language
 - External Motor/Servo Controllers
- Motors and Sensors Setup
- Download Firmware
- Test Communication Link

LEGO MINDSTORMS Start Page

Latest Version

- 4.27 - November 6, 2014

Links:

- ROBOTC.net
- ROBOTC Forums
- ROBOTC Support
- Teaching ROBOTC for LEGO MINDSTORMS
- ROBOTC Curriculum for TETRIX and LEGO MINDSTORMS Online

Latest News: RSS

Best #ROBOTC Twitter Posts

Posted on Thursday, December 4th, 2014

We LOVE getting Twitter posts sent to us about ROBOTC. In the last few months, you have shared some great posts and pictures with us. We decided to make a compilation of some of our favorites to share here...

[READ MORE]

Teacher POV: ROBOTC – Starting in the Lower School Grades

Posted on Tuesday, November 25th, 2014

We came across a wonderful blog post, written by a faculty member at Allendale Columbia School in Rochester, NY, that talks about their transition to ROBOTC in their elementary classes. Read more about it here ...

[READ MORE]

Compiler Errors

Project Files Explorer Text Functions

Toggles 'FIRST Tech Challenge Feature' on/off

Robot NXT

Er zijn nieuwe updates beschikbaar. Klik hier als u deze met Windows Update wilt installeren.

19:17 5-12-2014

Open Communication Link Setup.

The screenshot displays the ROBOTC software window. The 'Robot' menu is open, and the 'LEGO Brick' option is selected, which has opened a sub-menu. In this sub-menu, the 'Communication Link Setup' option is highlighted. The background shows the 'LEGO MINDSTORMS Start Page' with various news items and a sidebar with links. The bottom status bar indicates 'No compile errors'.

Robot Menu Path:

- Robot
 - LEGO Brick
 - Communication Link Setup

LEGO MINDSTORMS Start Page Content:

- Latest Version:** 4.27 - November 6, 2014
- Links:**
 - ROBOTC.net
 - ROBOTC Forums
 - ROBOTC Support
 - Teaching ROBOTC for LEGO MINDSTORMS
 - ROBOTC Curriculum for TETRIX and LEGO MINDSTORMS Online
- Latest News:**
 - Best #ROBOTC Twitter Posts**
Posted on Thursday, December 4th, 2014
We LOVE getting Twitter posts sent to us about ROBOTC. In the last few months, you have shared some great posts and pictures with us. We decided to make a compilation of some of our favorites to share here...
[READ MORE]
 - Teacher POV: ROBOTC – Starting in the Lower School Grades**
Posted on Tuesday, November 25th, 2014
We came across a wonderful blog post, written by a faculty member at Allendale Columbia School in Rochester, NY, that talks about their transition to ROBOTC in their elementary classes. Read more about it here ...
[READ MORE]

Status Bar: Opens window used to setup connection (USB or bluetooth) to NXT | Robot | NXT | No compile errors | 19:18 5-12-2014

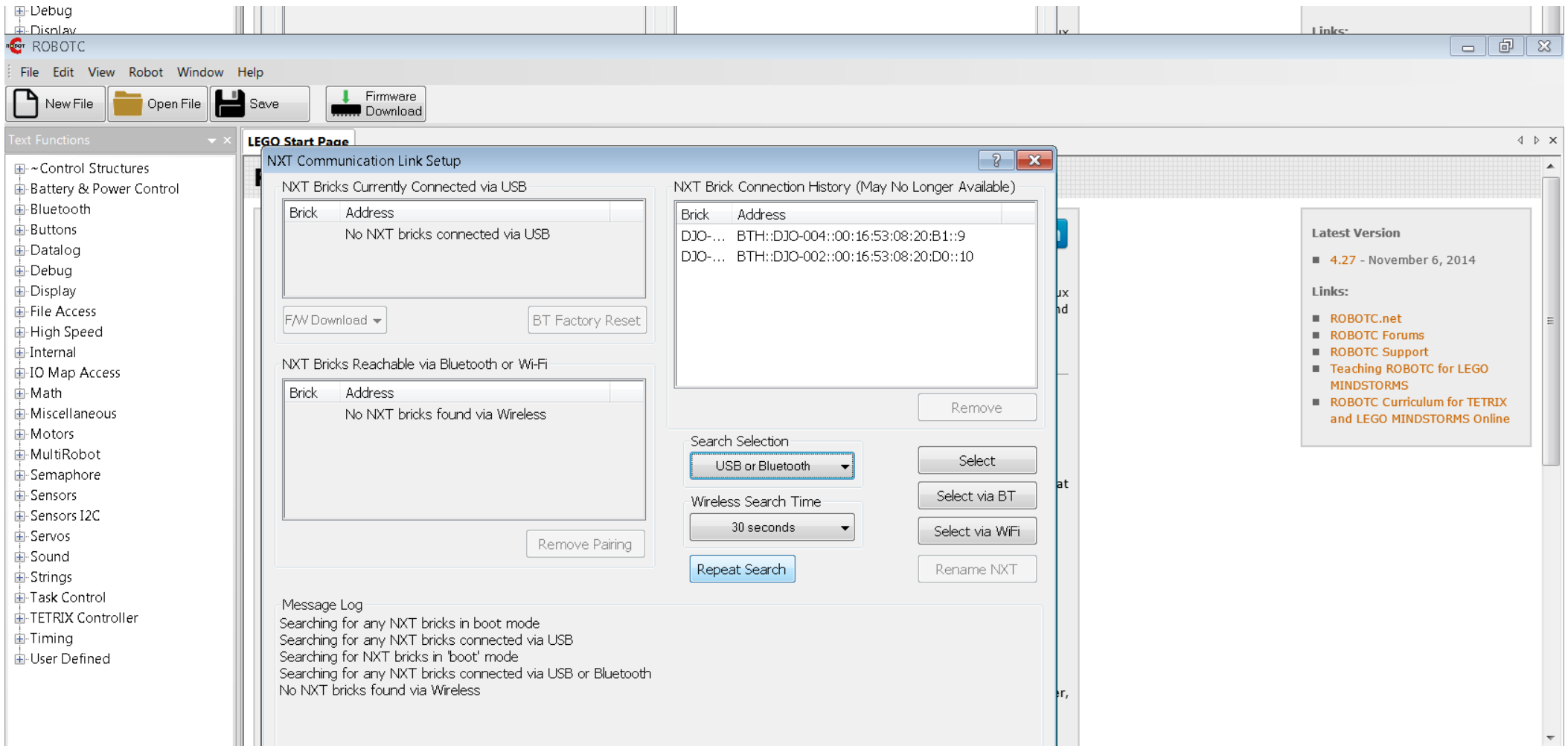
Controleer of het bluetooth icoontje zichtbaar is.

The screenshot shows the ROBOTC software interface. The main window is titled "LEGO Start Page" and contains several sections:

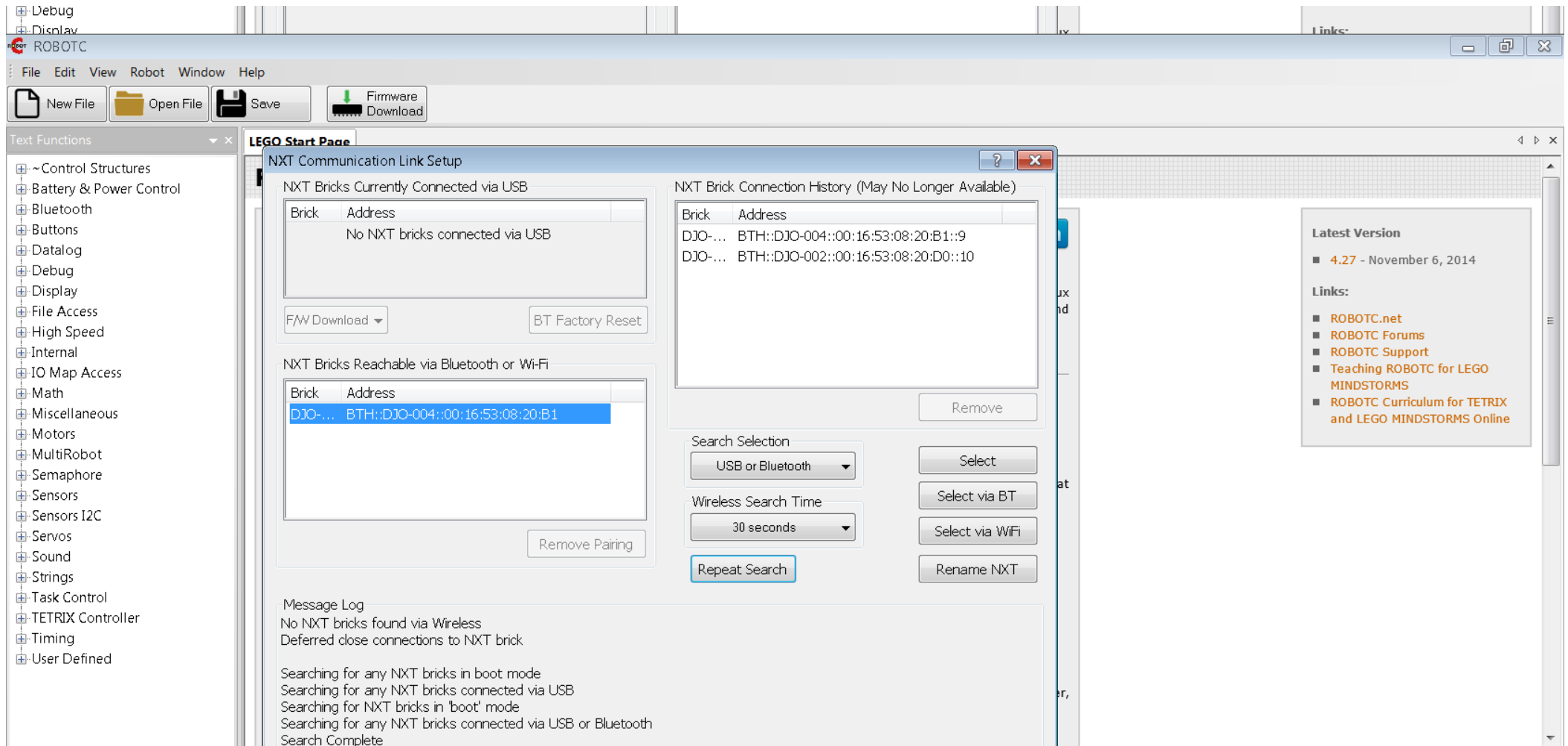
- NXT Bricks Currently Connected via USB:** A table with columns "Brick" and "Address". It shows "No NXT bricks connected via USB".
- NXT Bricks Reachable via Bluetooth or Wi-Fi:** A table with columns "Brick" and "Address". It shows "No NXT bricks found via Wireless".
- NXT Brick Connection History (May No Longer Available):** A table with columns "Brick" and "Address". It shows two entries: "DJO-..." with address "BTH::DJO-004::00:16:53:08:20:B1::9" and "DJO-..." with address "BTH::DJO-002::00:16:53:08:20:D0::10".
- Search Selection:** A dropdown menu set to "USB or Bluetooth".
- Wireless Search Time:** A dropdown menu set to "30 seconds".
- Buttons:** "Remove", "Select", "Select via BT", "Select via WiFi", "Repeat Search", "Rename NXT", "Remove Pairing", "BT Factory Reset", "F/W Download", "Trace all Activity", "Clear Buffer", "Help", "Close".
- Message Log:** A text area showing the following messages:
 - Searching for any NXT bricks in boot mode
 - Searching for any NXT bricks connected via USB
 - Searching for NXT bricks in 'boot' mode
 - Searching for any NXT bricks connected via USB or Bluetooth
 - No NXT bricks found via Wireless

The bottom of the screen shows the Windows taskbar with the system clock at 19:19 on 5-12-2014. A Bluetooth icon is visible in the system tray, and a tooltip for "Bluetooth-apparaten" is shown.

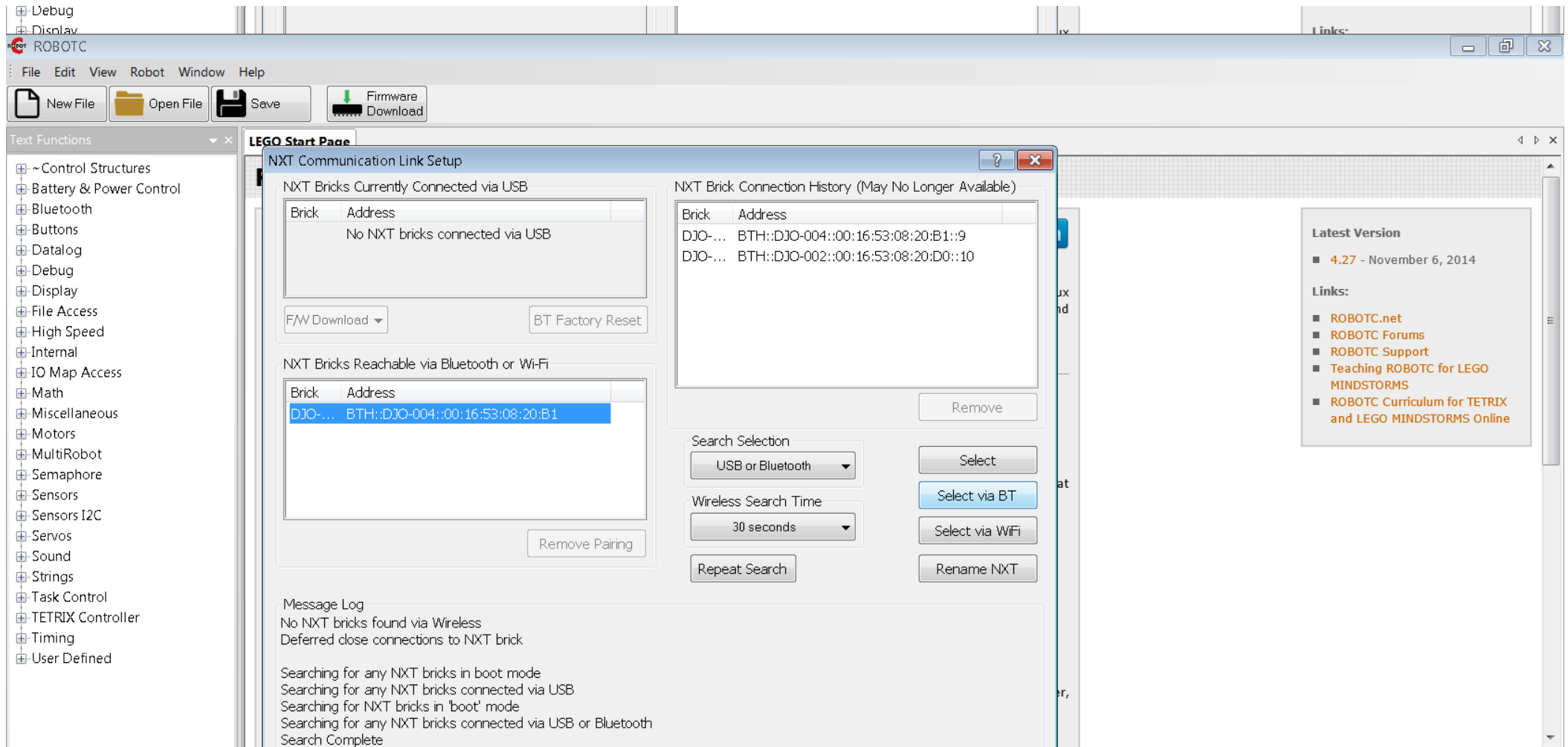
Selecteer USB or Bluetooth en klik op Repeat Search



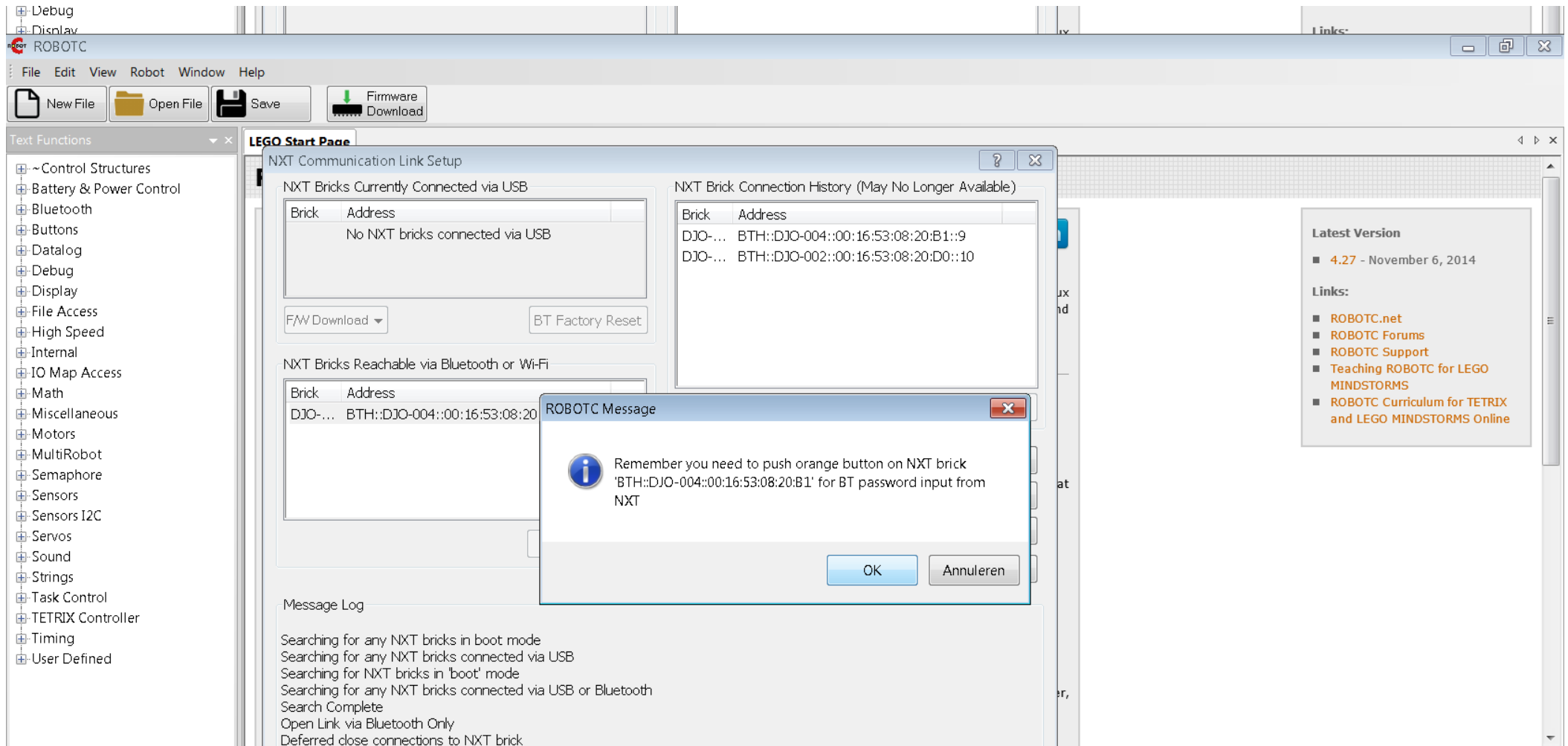
Een brick zal verschijnen aan de linkerkant. Klik deze aan.



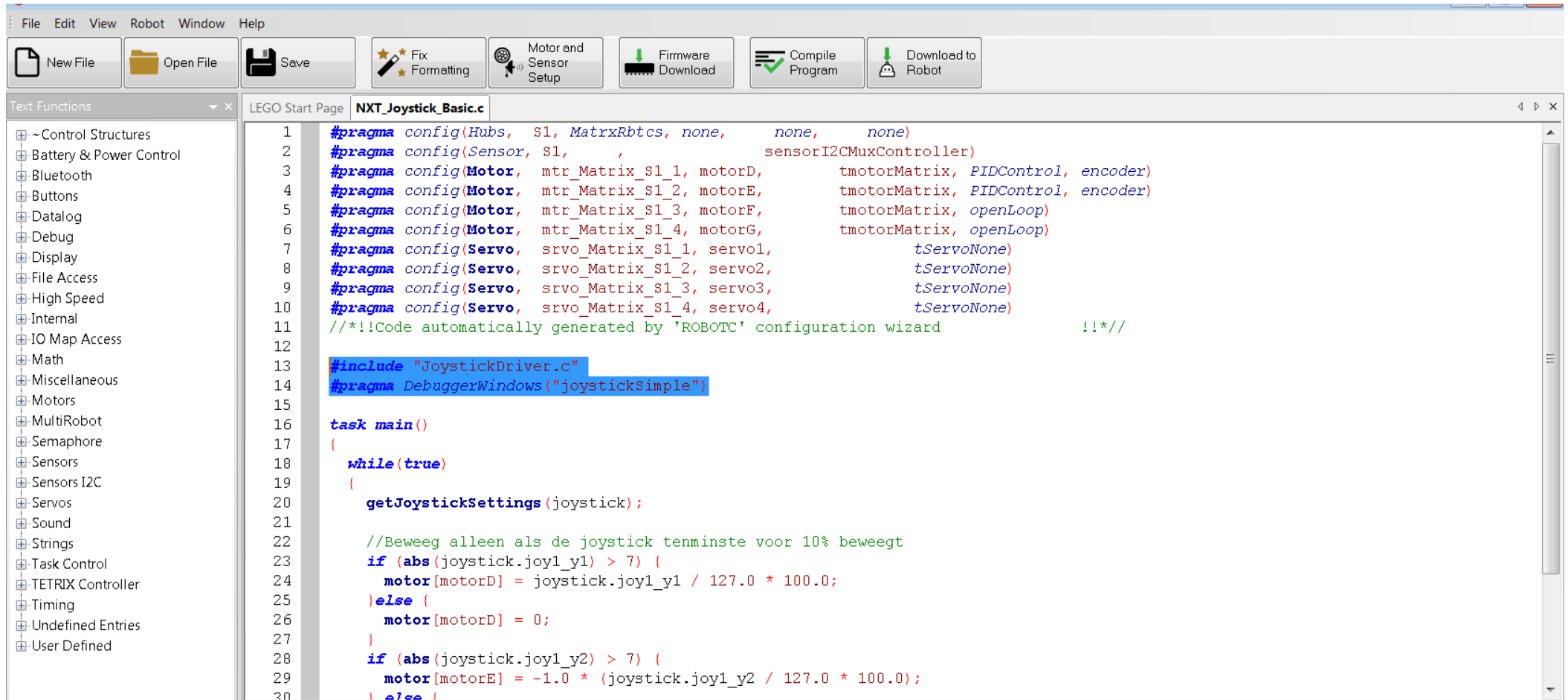
Klik vervolgens op Select via BT



Een pop up verschijnt, deze herinnert je eraan dat je op de oranje knop moet drukken als de NXT daarom vraagt. Soms maakt hij direct verbinding.

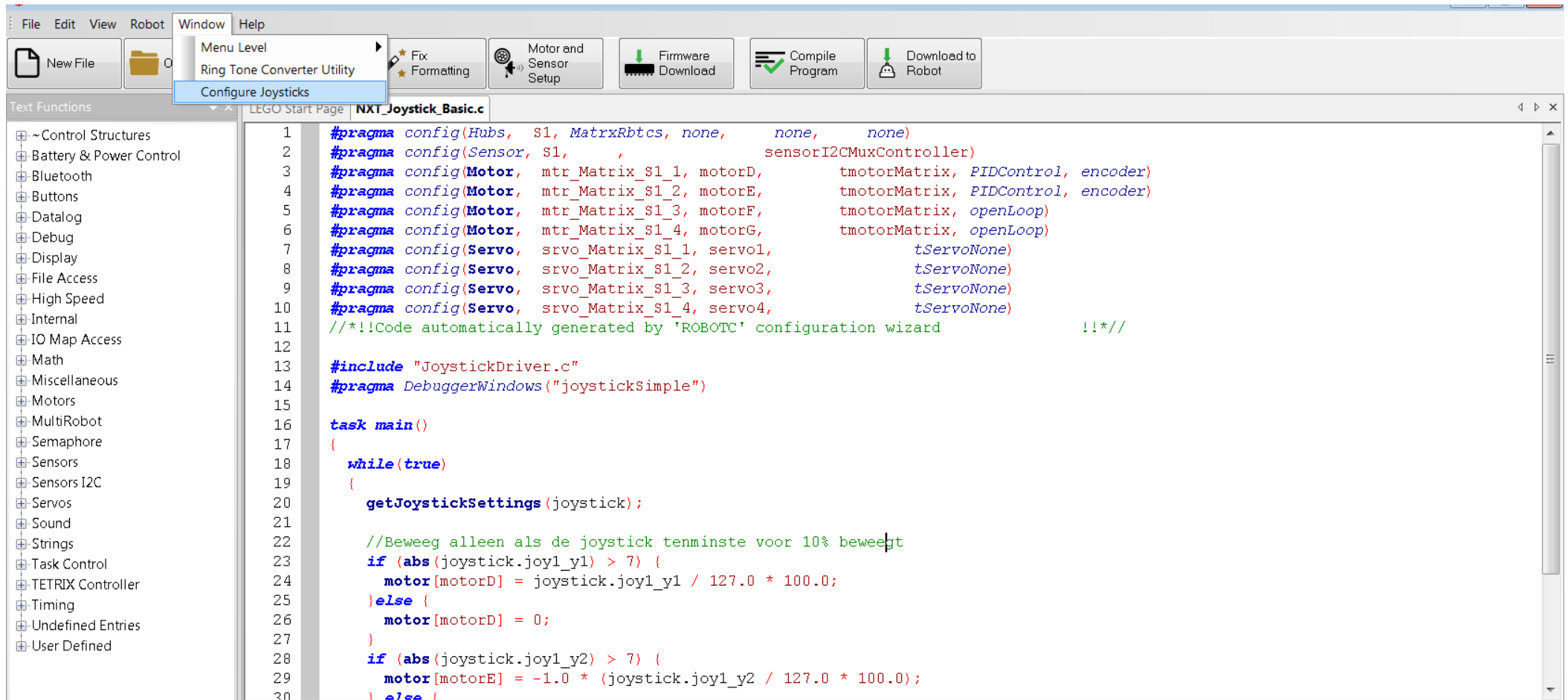


Als je met de joystick wilt rijden moet je onderstaande twee regels in je code hebben.



```
1  #pragma config(Hubs, S1, MatrixRbics, none, none, none)
2  #pragma config(Sensor, S1, , sensorI2CMuxController)
3  #pragma config(Motor, mtr_Matrix_S1_1, motorD, tmotorMatrix, PIDControl, encoder)
4  #pragma config(Motor, mtr_Matrix_S1_2, motorE, tmotorMatrix, PIDControl, encoder)
5  #pragma config(Motor, mtr_Matrix_S1_3, motorF, tmotorMatrix, openLoop)
6  #pragma config(Motor, mtr_Matrix_S1_4, motorG, tmotorMatrix, openLoop)
7  #pragma config(Servo, srvo_Matrix_S1_1, servol, tServoNone)
8  #pragma config(Servo, srvo_Matrix_S1_2, servo2, tServoNone)
9  #pragma config(Servo, srvo_Matrix_S1_3, servo3, tServoNone)
10 #pragma config(Servo, srvo_Matrix_S1_4, servo4, tServoNone)
11 /**!!Code automatically generated by 'ROBOTC' configuration wizard !!*/
12
13 #include "JoystickDriver.c"
14 #pragma DebuggerWindows("joystickSimple")
15
16 task main()
17 {
18     while(true)
19     {
20         getJoystickSettings(joystick);
21
22         //Beweeg alleen als de joystick tenminste voor 10% beweegt
23         if (abs(joystick.joy1_y1) > 7) {
24             motor[motorD] = joystick.joy1_y1 / 127.0 * 100.0;
25         } else {
26             motor[motorD] = 0;
27         }
28         if (abs(joystick.joy1_y2) > 7) {
29             motor[motorE] = -1.0 * (joystick.joy1_y2 / 127.0 * 100.0);
30         } else {
```


Als de joystick niet correct werkt, open het volgende menu:



Zorg ervoor dat alles er hetzelfde uitziet als hieronder.

The screenshot shows the ROBOTC IDE interface. On the left is a 'Text Functions' sidebar with a tree view containing categories like '~Control Structures', 'Battery & Power Control', 'Bluetooth', 'Buttons', 'Datalog', 'Debug', 'Display', 'File Access', 'High Speed', 'Internal', 'IO Map Access', 'Math', 'Miscellaneous', 'Motors', 'MultiRobot', 'Semaphore', 'Sensors', 'Sensors I2C', 'Servos', 'Sound', 'Strings', 'Task Control', 'TETRIX Controller', 'Timing', 'Undefined Entries', and 'User Defined'. The main workspace is divided into three panes. The top pane shows a menu bar (File, Edit, View, Robot, Window, Help) and a toolbar with icons for New File, Open File, Save, Fix Formatting, Motor and Sensor, Firmware Download, Compile Program, and Download to Robot. The middle pane displays the 'Controller Configuration Utility' dialog box. The bottom pane shows a C++ code editor with a snippet of code. The dialog box has a title bar 'Controller Configuration Utility' and a close button. It contains a 'Current Controller' dropdown set to 'Controller (Gamepad F310)' with a 'Refresh' button. Below this is a checked 'Custom Joystick Config' option. The 'Joystick Bindings' section has a table with columns 'Joystick Bindings' and 'Current Value'. The 'Buttons' section has a grid of 12 button dropdowns (Btn 1 to Btn 12) and a 'Current Button Values' text field. The code editor shows the following code:

```
1 2
2 3
3 4
4 5
5 6
6 7
7 8
8 9
9 10
10 11
11 12
12 13
13 14
14 15
15 16
16 17
17 18
18 19
19 20
20 21
21 22
22 23
23 24
24 25
25 26
26 27
27 28
28 29
29 30
30
```

```
none, none)
sensorI2CMuxController)
    tmotorMatrix, PIDControl, encoder)
    tmotorMatrix, PIDControl, encoder)
    tmotorMatrix, openLoop)
    tmotorMatrix, openLoop)
    tServoNone)
    tServoNone)
    tServoNone)
    tServoNone)
configuration wizard    !***//

or 10% beweegt
100.0;

motor[motorD] = 0;
}
if (abs(joystick.joy1_y2) > 7) {
    motor[motorE] = -1.0 * (joystick.joy1_y2 / 127.0 * 100.0);
} else {
```