

smorphi

transforming learning with transformer robots

(assembly & info

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SMORPHI ASSEMBLY	
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(part list

All colors of parts are represented accurately here.

In the assembly steps, colors of some parts will be changed for diagram clarity.

4 x Acrylic Base Plate

2 x Aluminium Base Plate

4 x Base Skirt Panel A

4 x Base Skirt Panel B

4 x Mecanum Wheel (Right)

4 x Mecanum Wheel (Left)

8 x Mecanum Motor

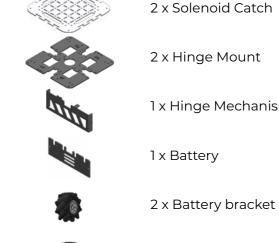
8 x Motor Shaft Sleeve

8 x Motor Mount

2 x Solenoid

2 x Solenoid Latch Mount

2 x Solenoid Latch Guide





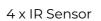
1 x Battery

1 x Hinge Mechanism



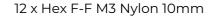


1 x Masterboard (ESP32)

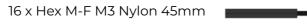




6 x Sensor Lock









100 x Cap Screw M3x5



30 x Cap Screw M3x25



5 x Countersunk Screw M4x8



2 x Wing Screw M3x5



1 x USB Cable



6 x 4-pin Connector



2 x 8-pin Connector

1x Battery Charger

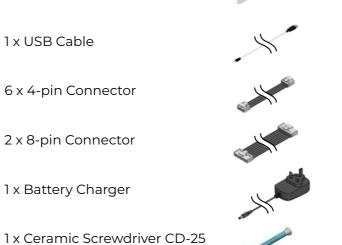








1 x HEX Key 1.5mm

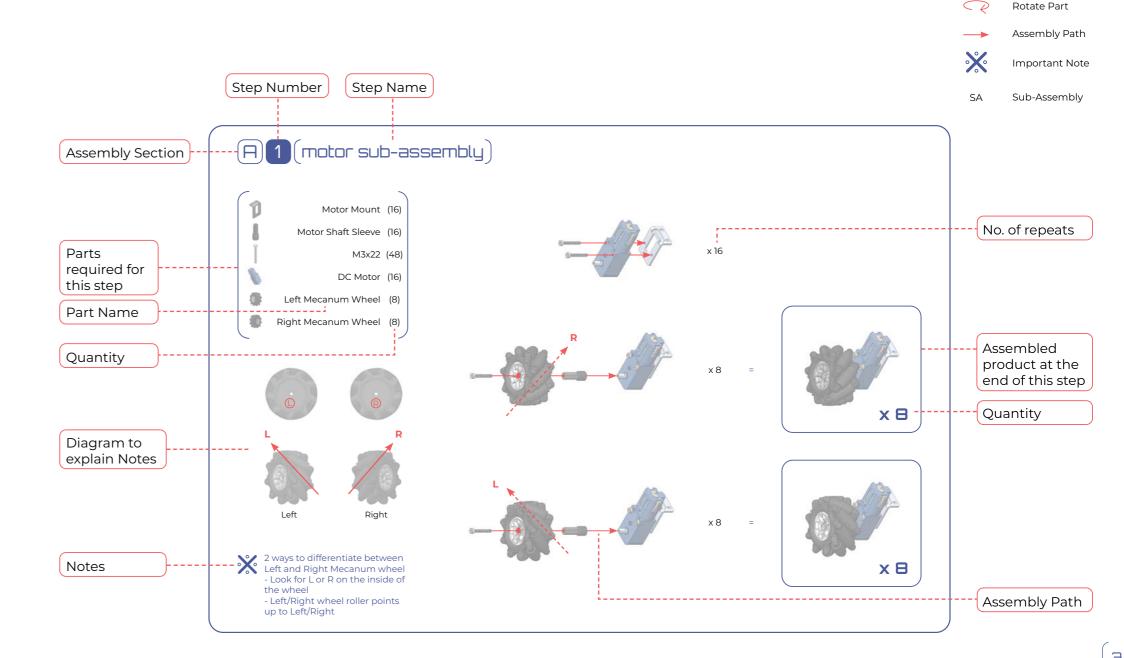


The same





basic assembly tips

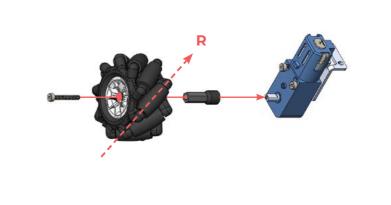


Symbols Used

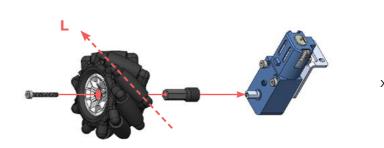
smorphi

A 1 (motor sub-assembly)













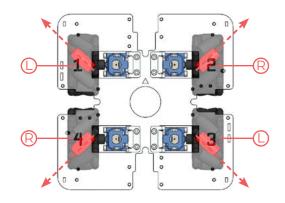
- Left/Right wheel roller points up to Left/Right

4)

assembly start

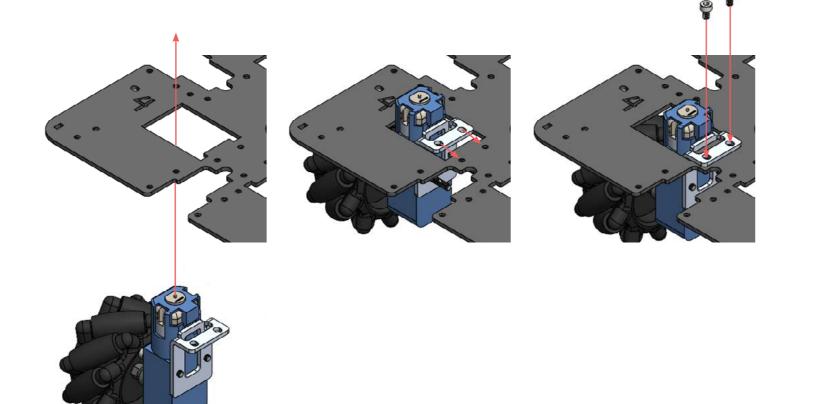
A 2 (base module sub-assembly)

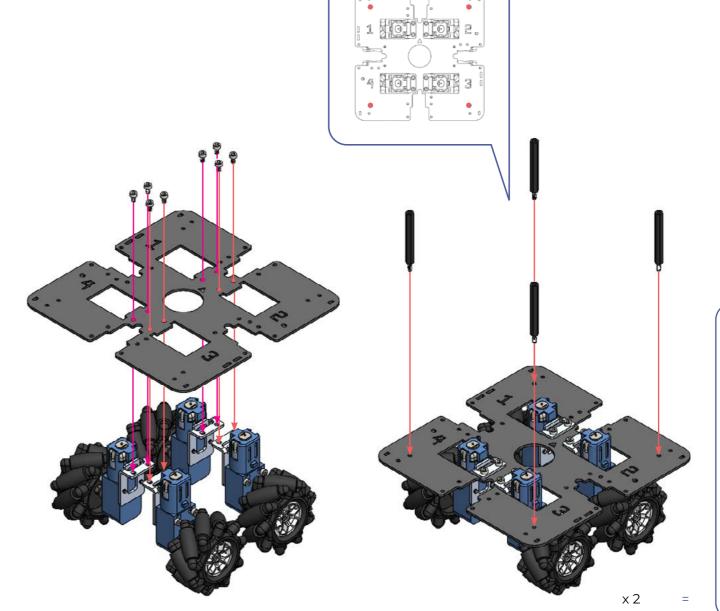




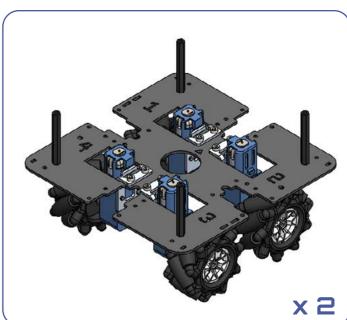
Make sure that the numbers are facing the right way up as shown in the plan view above.

Before attaching each wheel, check that the wheel is of the correct orientation for each numbered slot.





plan view

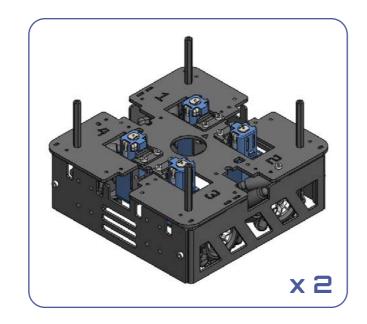




Base Skirt Panel A (4)

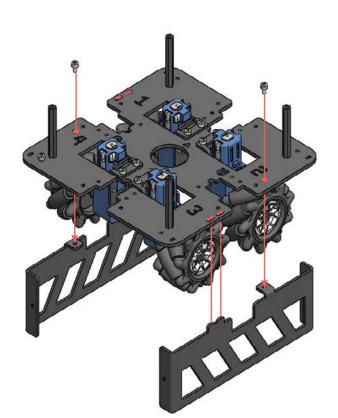
Base Skirt Panel B (4)

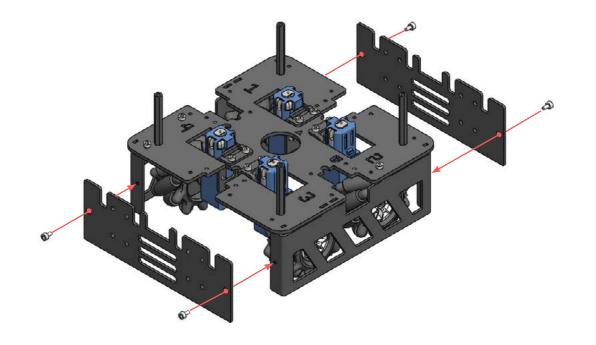
M3 x 5 (12)



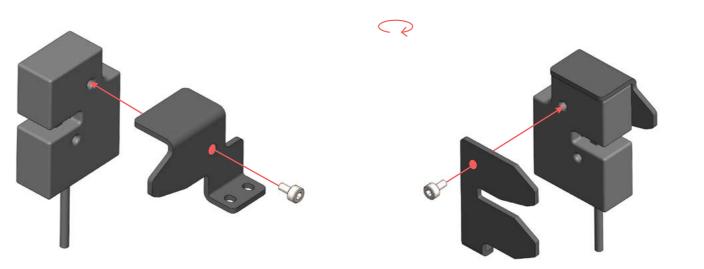


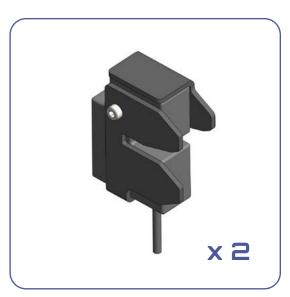






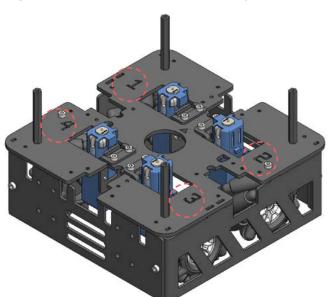
x 2 =

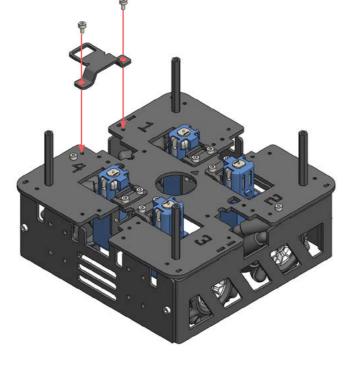


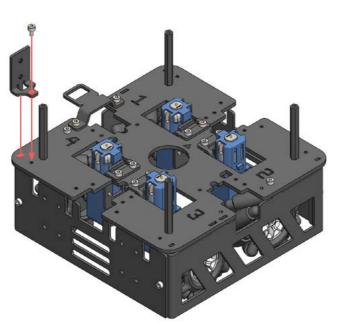


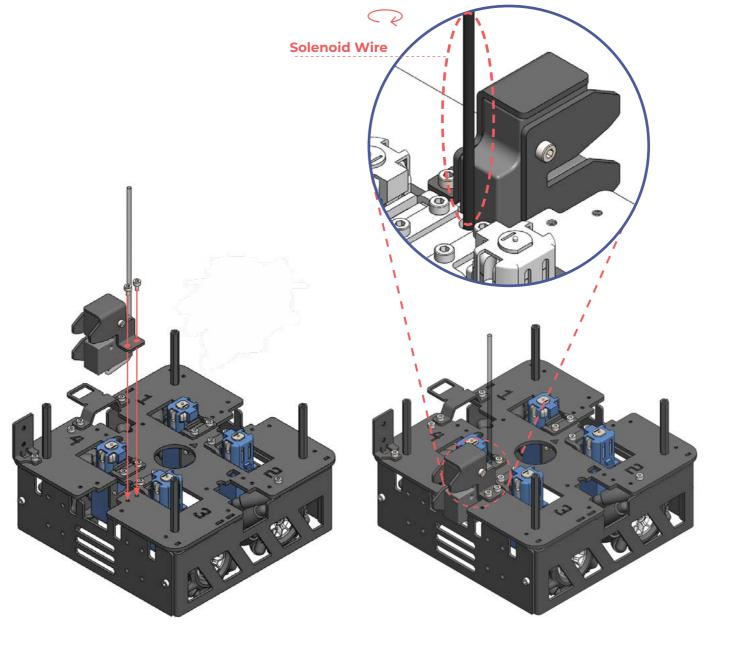
A 4 (module 1 mechanical sub-assembly)

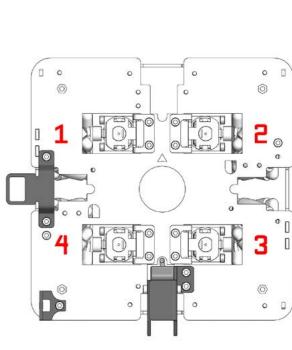




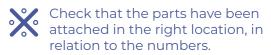








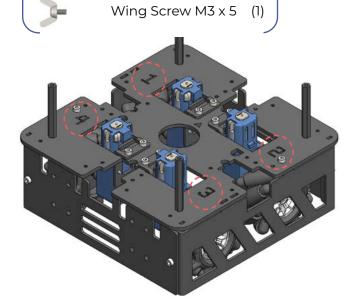


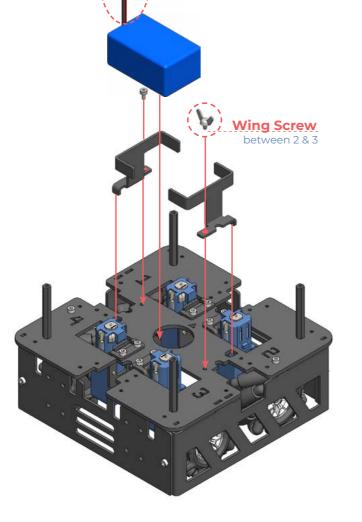




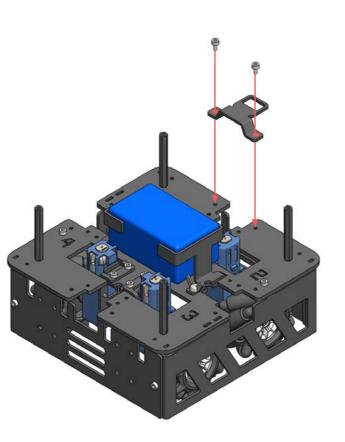
A **5** (module 2 mechanical sub-assembly)

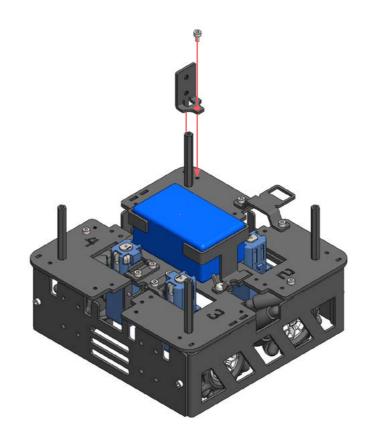


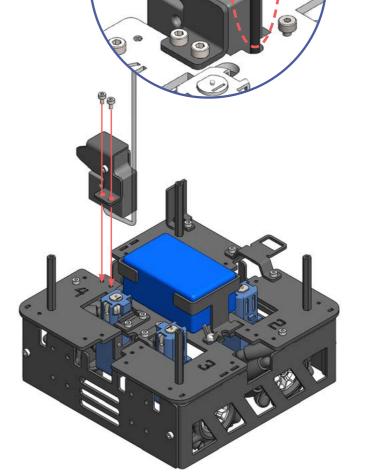


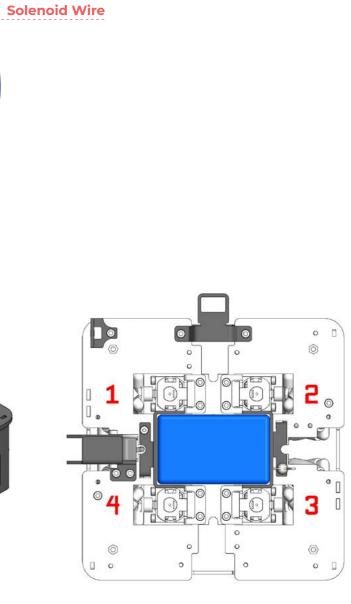


Battery wire orientation







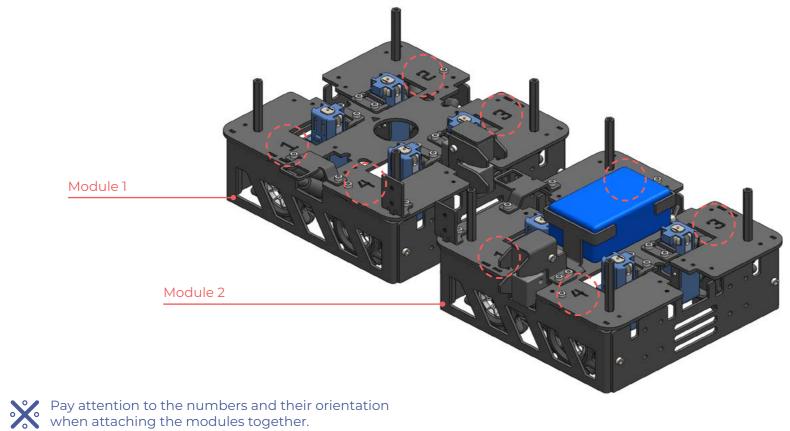


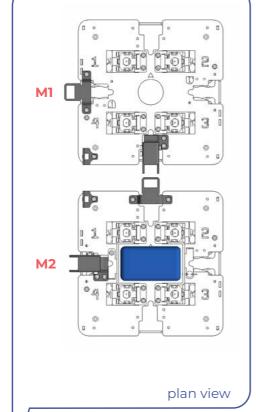


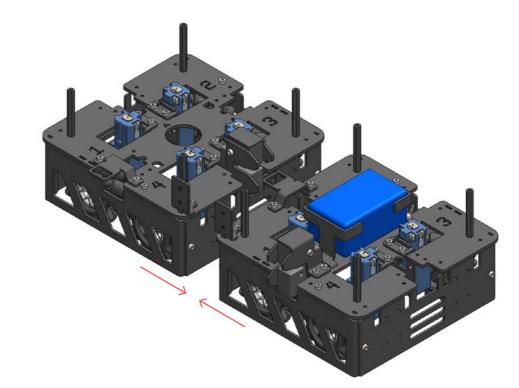


A 6 (full mechanical assembly)

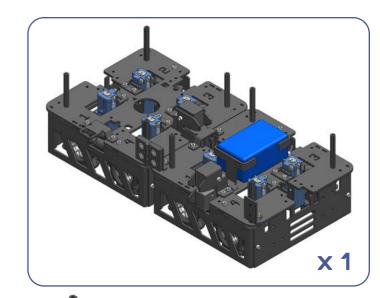


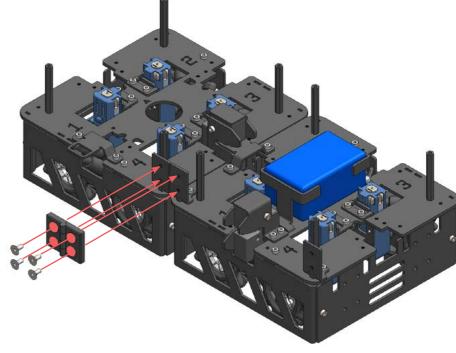








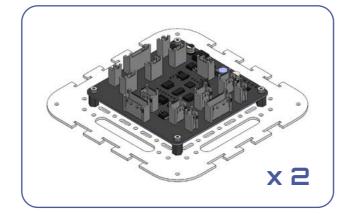


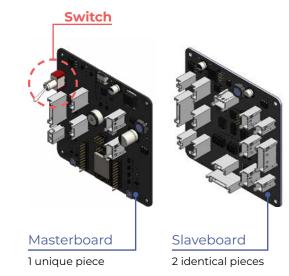


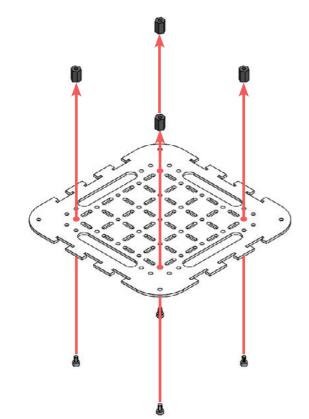


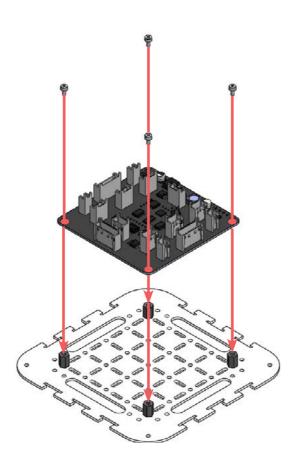
B 1 (e-tray sub-assembly)



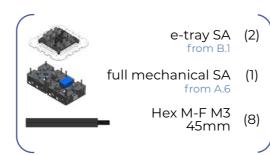


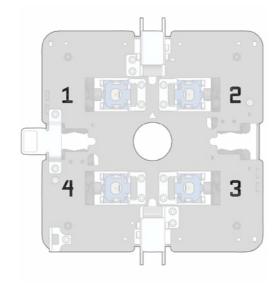


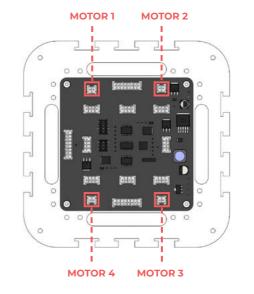


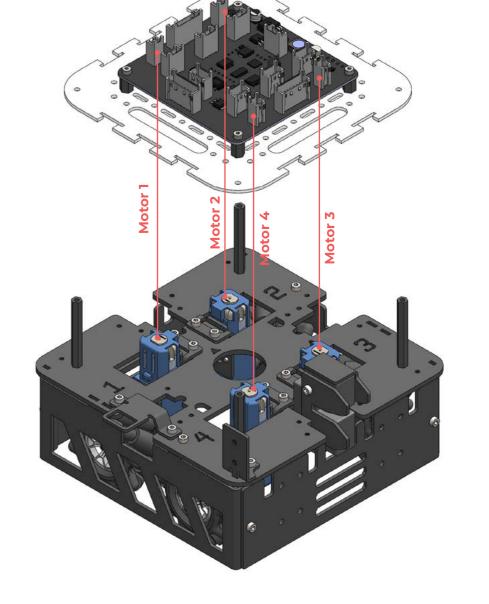


B2(e-tray onto mechanical assembly)











Orientate e-tray SA and base module as shown on the right.

Motor 1 connector on e-tray should be on top of Motor 1 of base module.

Same goes for Motor 2, 3 and 4.

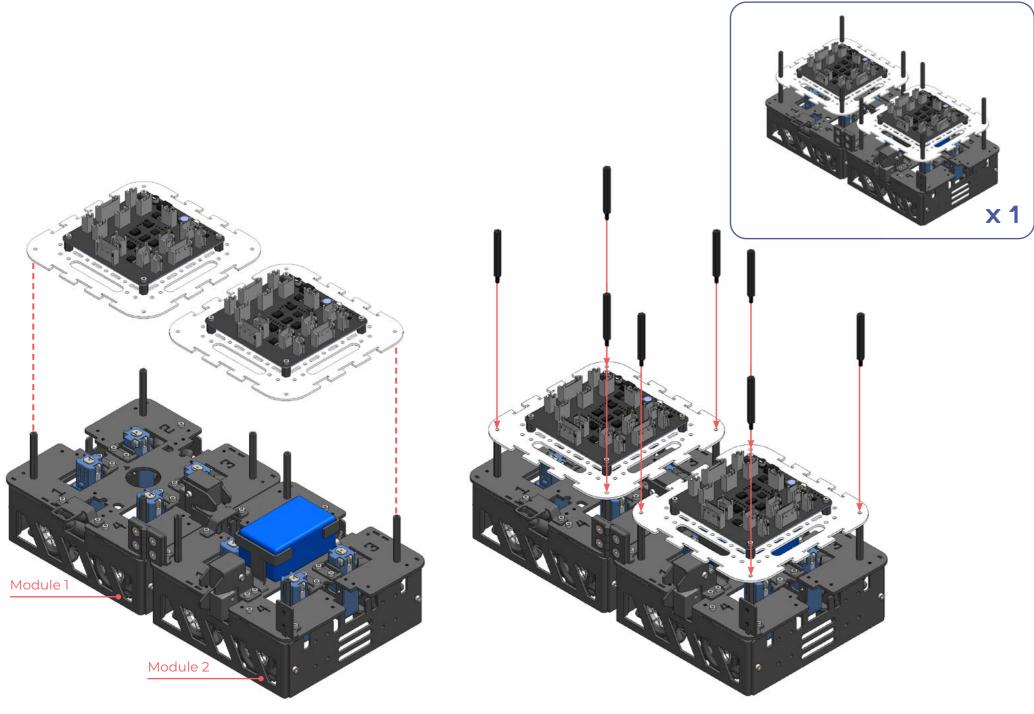


Make sure that you are attaching the slaveboards and not the masterboard.

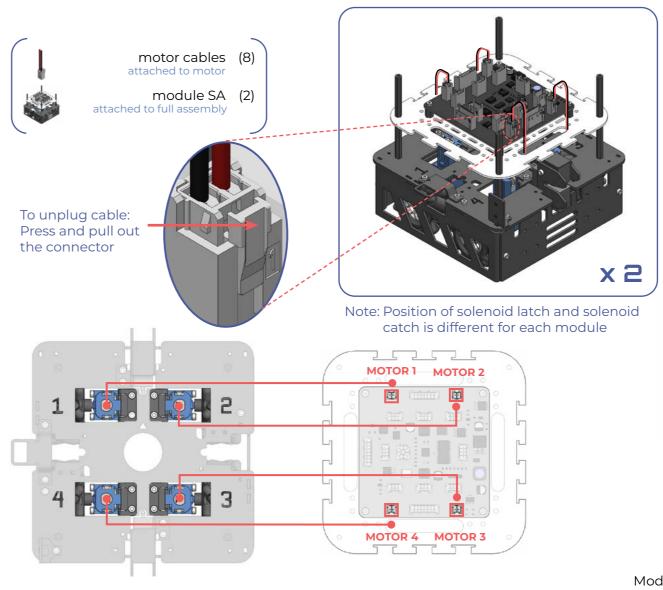
How to differentiate between masterboard and slaveboards:

- Masterboard has a special switch



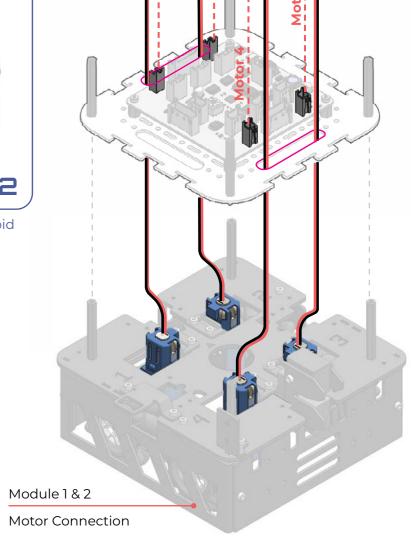






Make sure that Motor 1 is connected to Motor 1 connector on Slaveboard; the same goes for Motor 2, 3 and 4.

Motor cable connection is the same for both modules

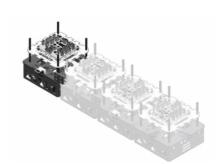


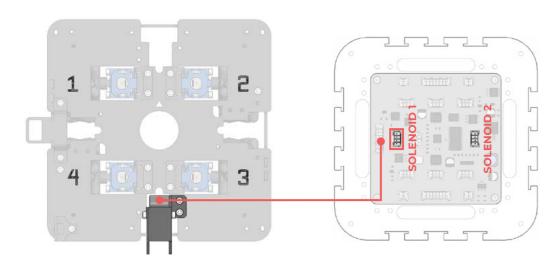
Opening to pass wire through

B4 (module 1 solenoid cable connection)

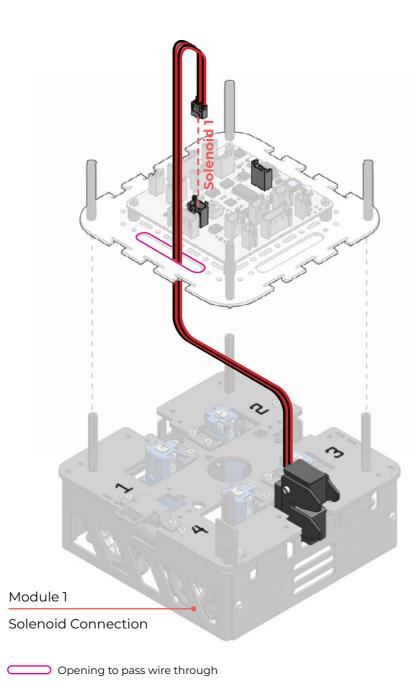
solenoid cables (1) attached to solenoids

module 1 SA (1) attached to full assembly



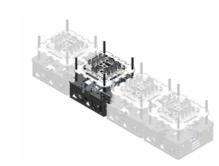


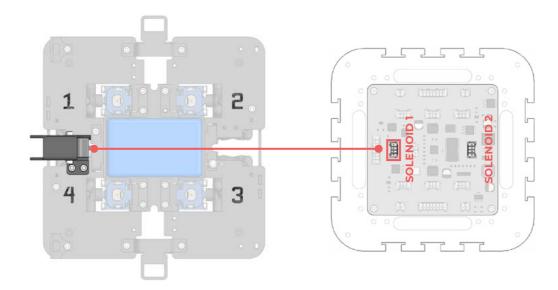




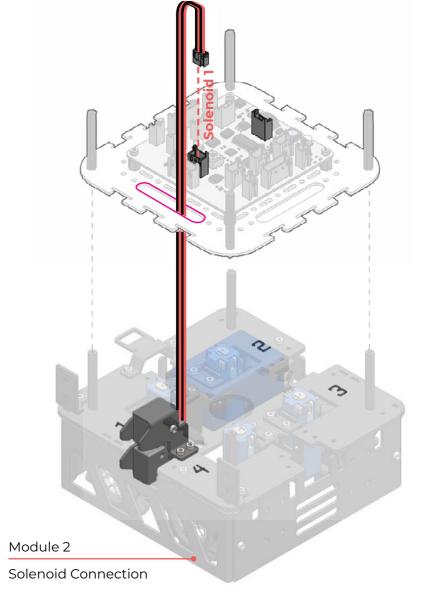


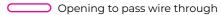






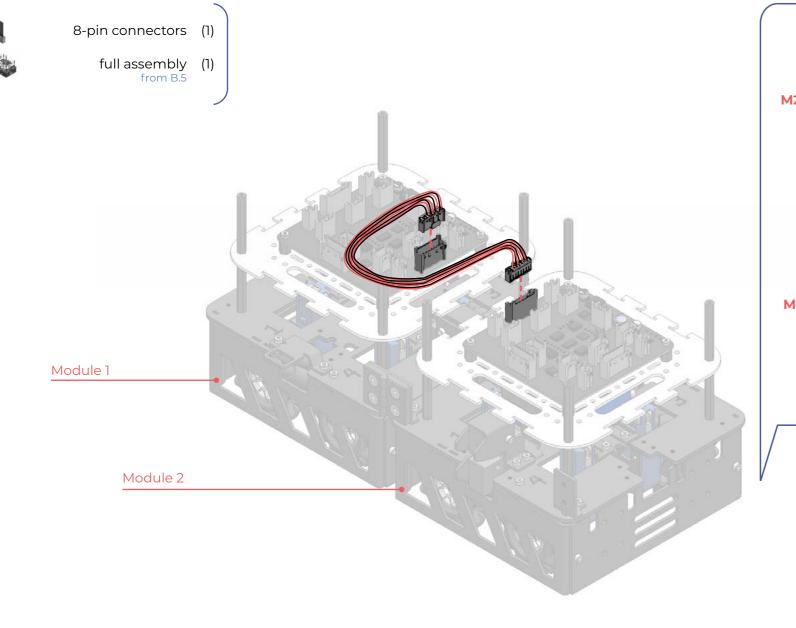








B 6 (inter-module cable connection)

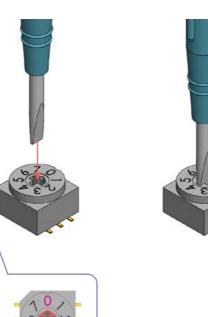




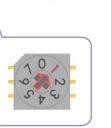


full assembly (1) from B.6

ceramic screwdriver (1)









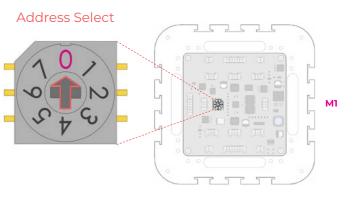


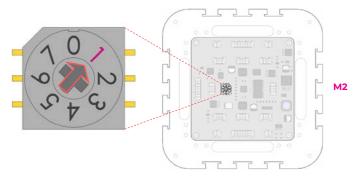
plan view

plan view

Use the ceramic screwdriver to adjust the rotary switch and select the address for all 2 modules.

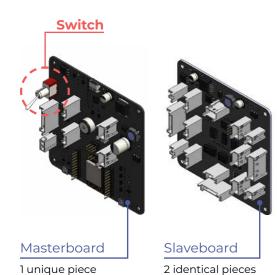
Module 1: Address 0, Module 2: Address 1





B (masterboard e-tray sub-assembly)

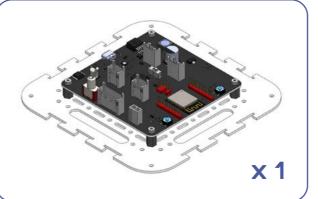


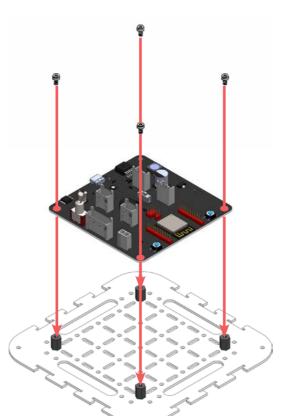


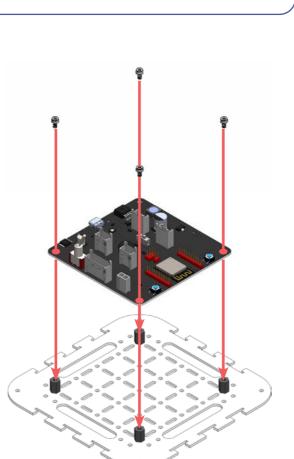
Make sure that you are attaching the masterboard and not the slaveboards.

How to differentiate between masterboard and slaveboards:

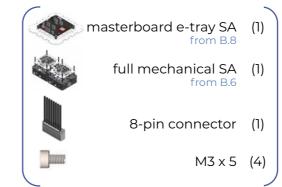
- Masterboard has a special switch

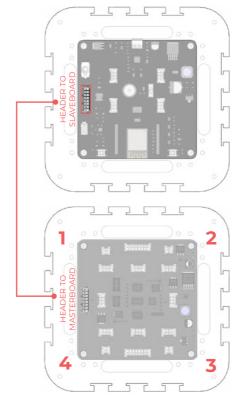


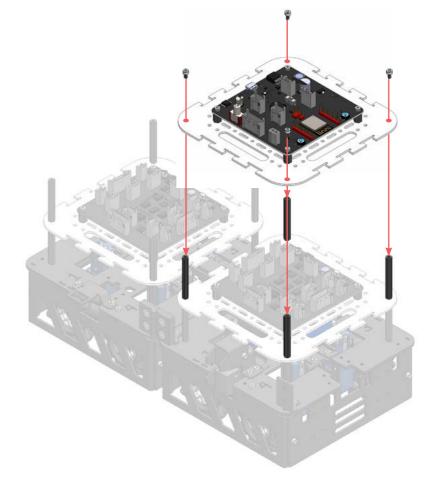


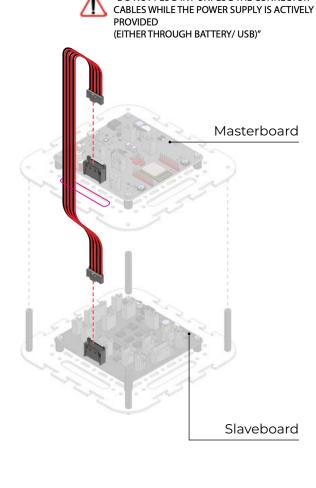


B (masterboard e-tray onto main assembly)









"DO NOT PLUG-IN / UNPLUG THE CONNECTOR







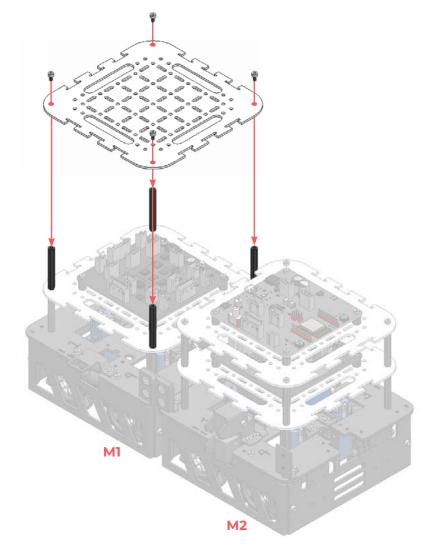
B12 (attach acrylic covers & connect battery to masterboard)

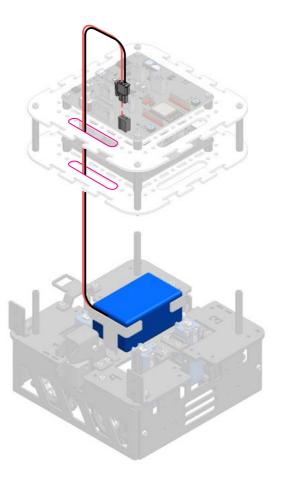


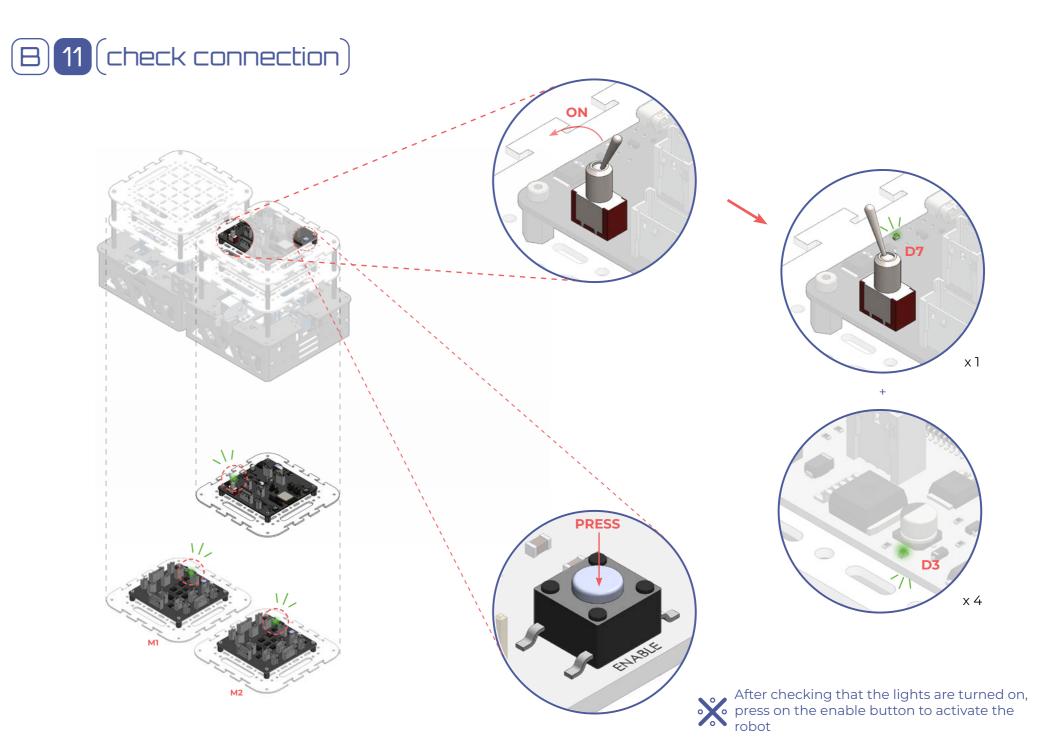
Acrylic base plate (1)

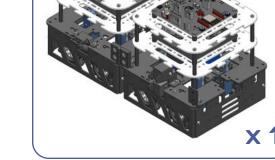
full mechanical SA (1)

M3 x 5 (4)

















1. App Download.

Not all devices are compatible now.

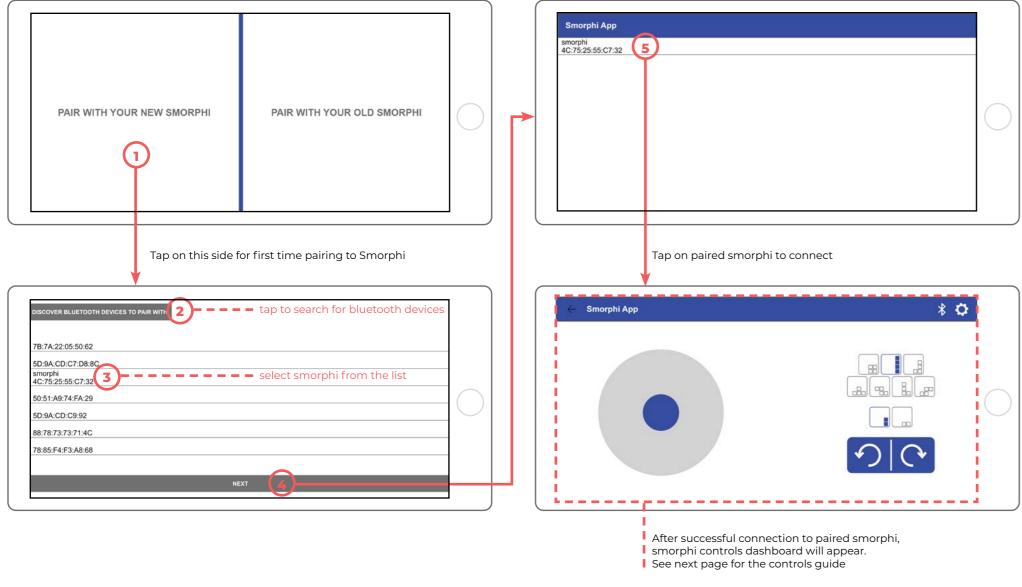
See the table below to check if your device is compatible with the Smorphi app.

|--|

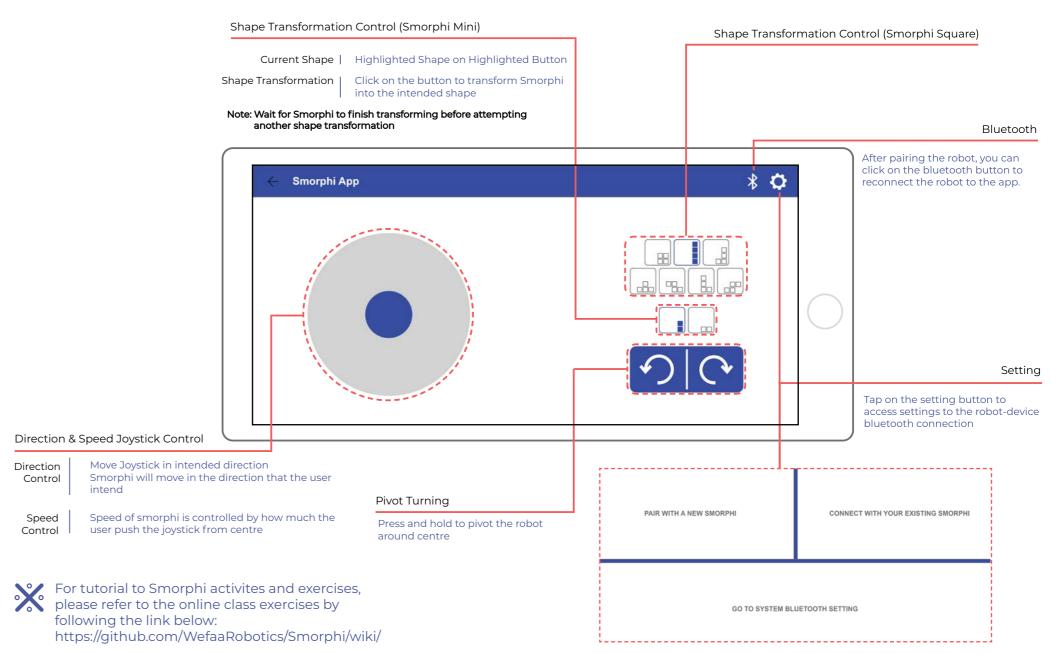
	Smorphi Ap	p Information	
Available Platforms	(Android	
Download from	(Google Play)
App Icon & Name		smorphi	
System Requirements OS Requirements		Android 6+ Bluetooth 4.0+	



2. Bluetooth Connection. Turn on Smorphi and the Bluetooth of your smart device. Tap on Smorphi app icon to launch application.



3. Smorphi controls dashboard guide.



sensors)



sound sensor (x2)

Sound sensor measures volume of sound. Onboard potentiometer* can be used to tune the range of sensing.

Possible applications: sound-triggered shape transformation or sound-triggered locomotion.



temperature sensor (x1)

Temperature sensor measures surrounding temperature, with a range of -55°C to 125°C.



IR sensor (x4)

IR sensors comes with 2 different modes, toggled by the switch onboard the sensor itself. One IR is front-facing and can be used to detect obstacles ahead. The other IR faces the ground and can be used for path tracking.



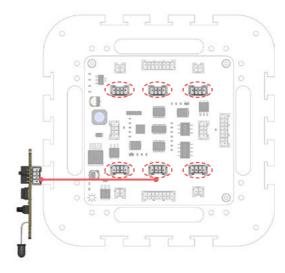
For sensor related activities and implementation, please refer to the online class exercises by following the link below:

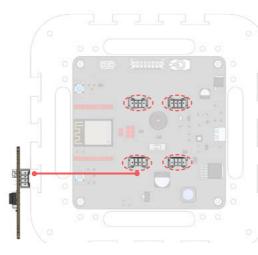
https://github.com/WefaaRobotics/Smorphi/wiki/ **Robot-Exercises**



Tutorial on how to operate the potentiometer can be found by following the link below: https://github.com/WefaaRobotics/Smorphi/wiki/ Exercise-6

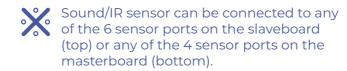
(sound/IR sensor wiring)

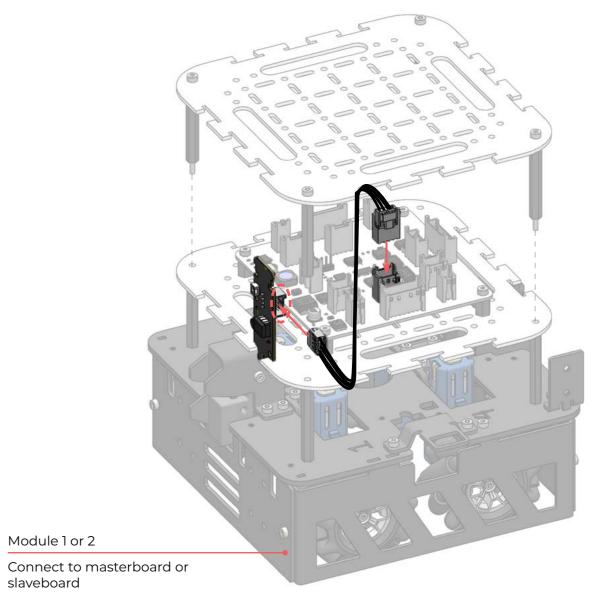




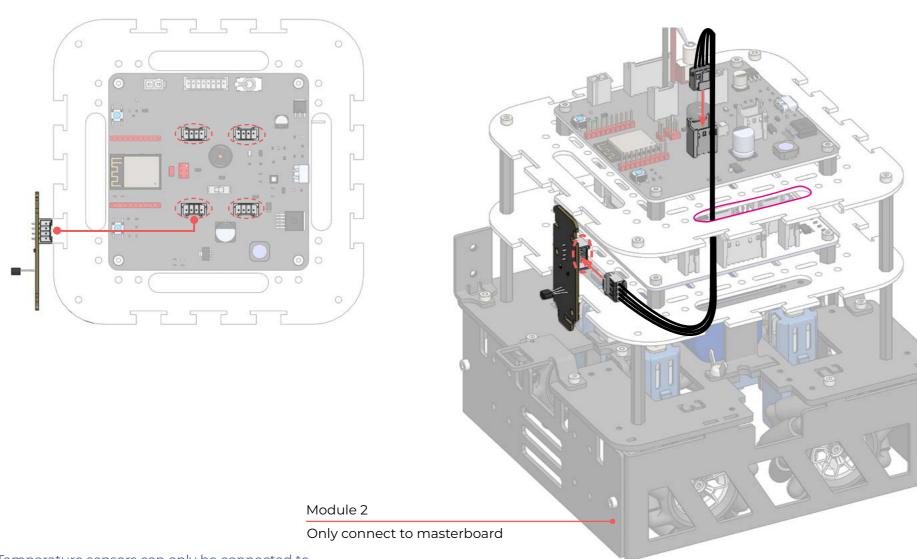
Module 1 or 2

slaveboard





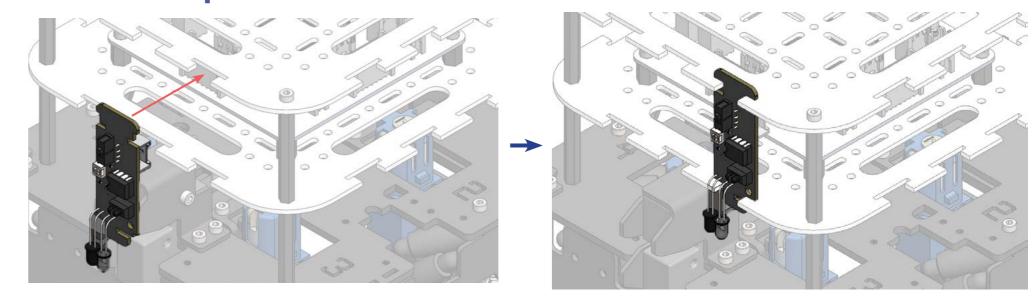
(temperature sensor wiring)

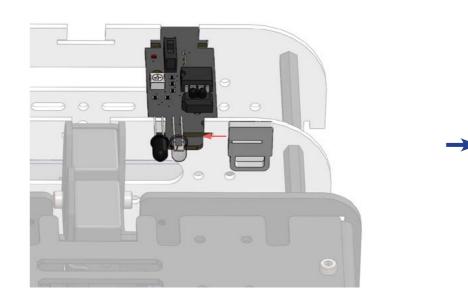


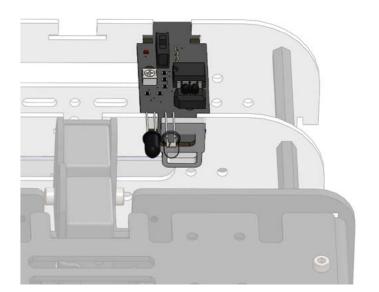
Temperature sensors can only be connected to any of the 4 sensor ports on the masterboard.

Opening to pass wire through

sensor position 1

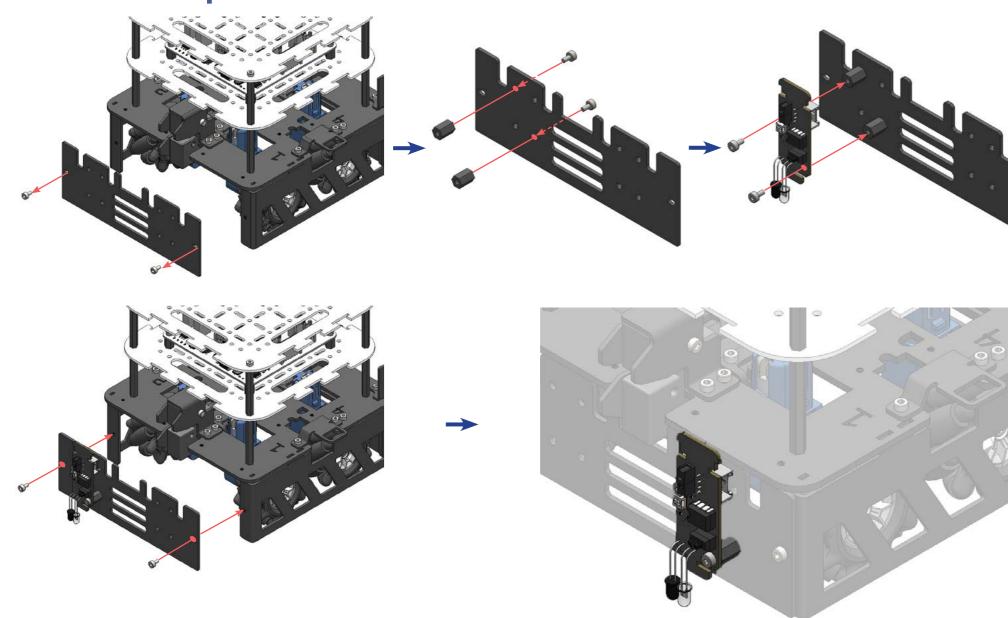






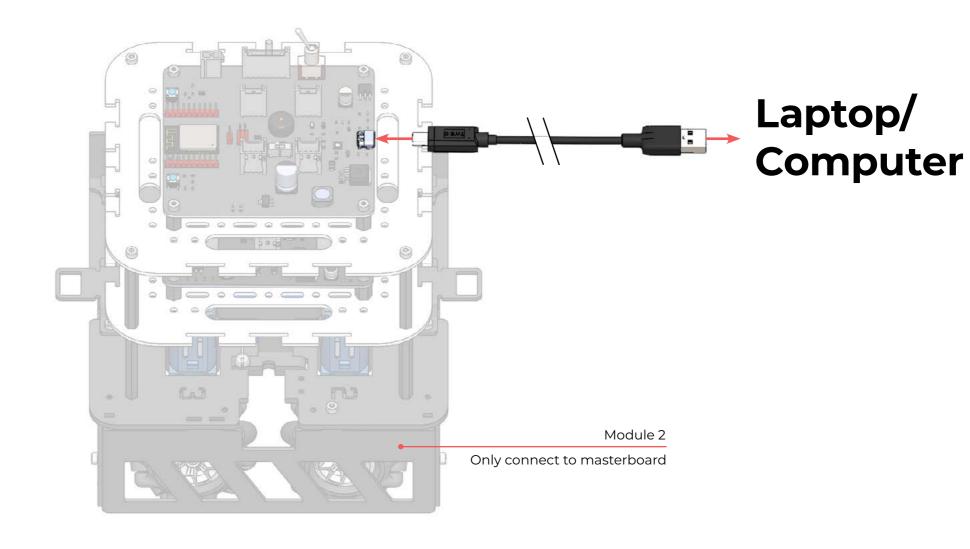


(sensor position 2)





(connect to laptop)



Plug in the USB-C cable as shown above to connect the masterboard to the computer.
It allows us to upload our code from our computer onto the masterboard.

