

Magic wheel car moves from left to right

Goal

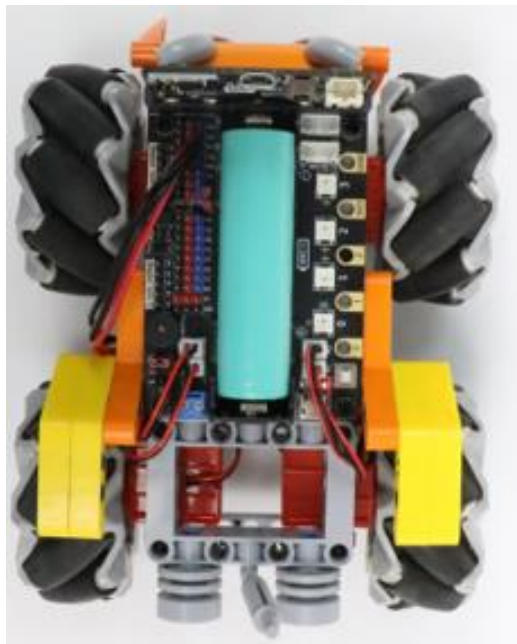
In this lesson, we will learn how to control the Magic wheel car to move from left to right.

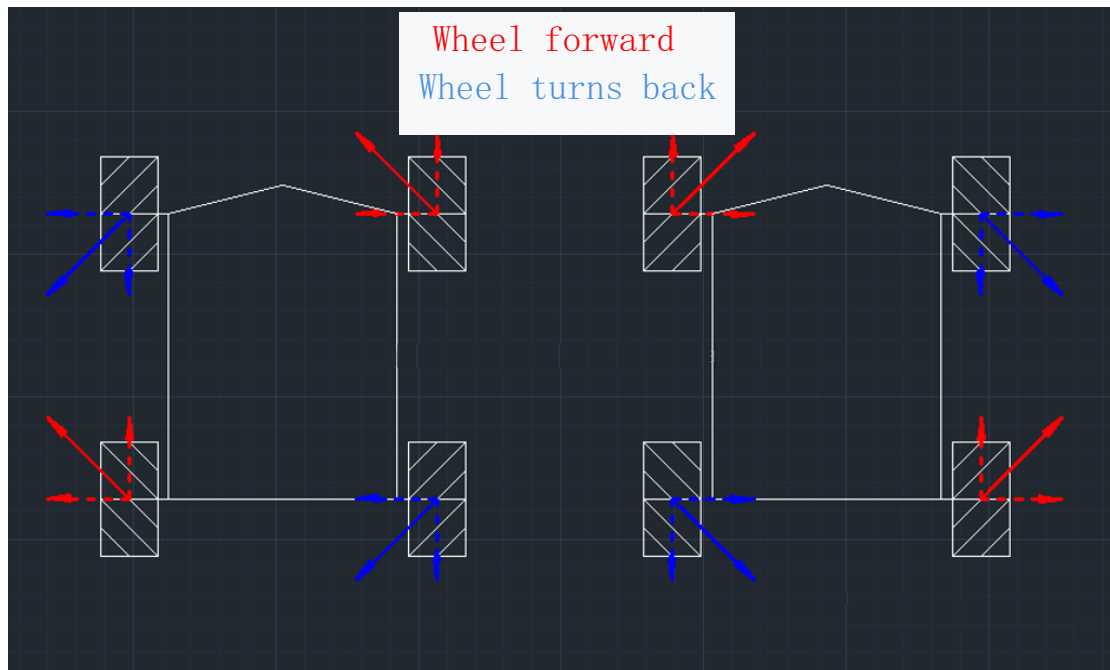
Programming method

(1) online programming: connect micro:bi with the computer through the USB cable, open my computer, find the MICROBIT memory disk and open it, double-click ICROBIT.HTM, and open the browser programming page. After creating a new project, click advanced, click expand, enter the extension package address <https://github.com/emakefun/pxt-magicbit.git> and press enter or search, add the Microbit extension package, you can start programming control car

(2) offline programming: open the offline programming software, enter the programming interface, create a new project, click advanced, click expand, enter the address <https://github.com/emakefun/pxt-magicbit.git> of the extension package, press enter or search, add the Microbit extension package, and then you can start programming control the car

Left and right movement principle

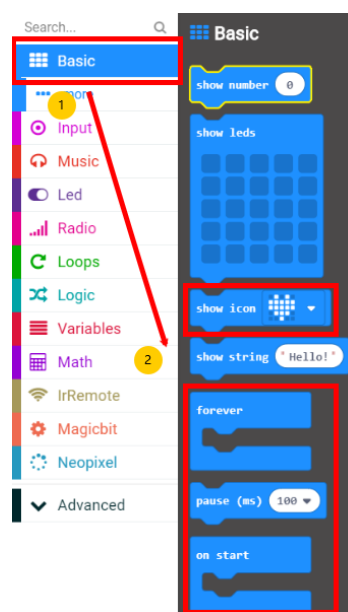


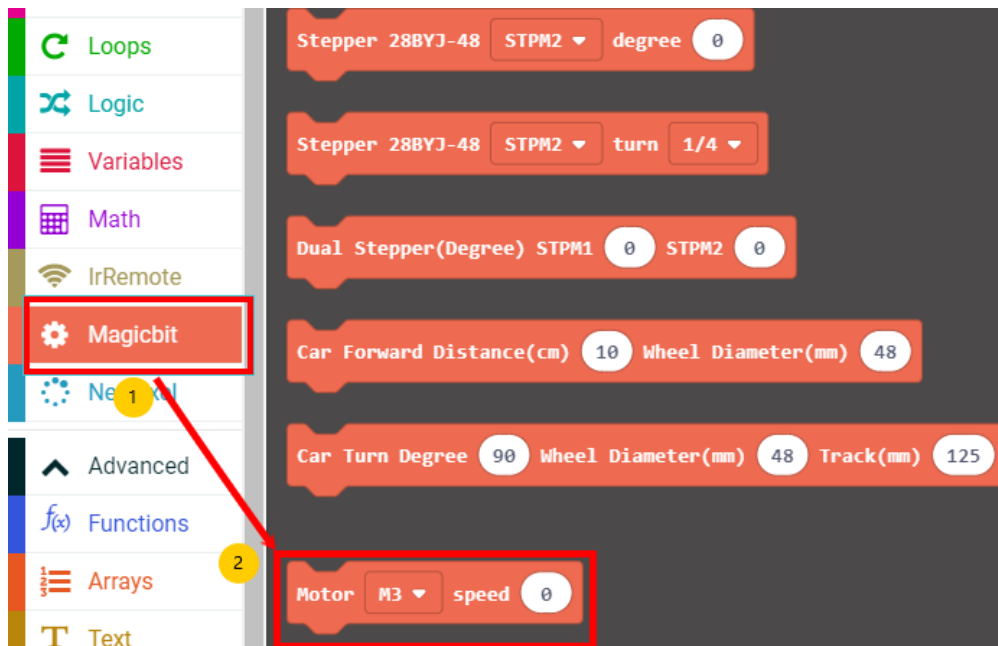


In the figure, the solid red arrow is the friction caused by the wheel turning forward, the solid blue arrow is the friction caused by the wheel turning backward, and the dotted line is the component force. Through the cancellation and enhancement of the dotted line forces, the car on the left will move to the left, and the car on the right will move to the right

Block programming

1、Location of building blocks required

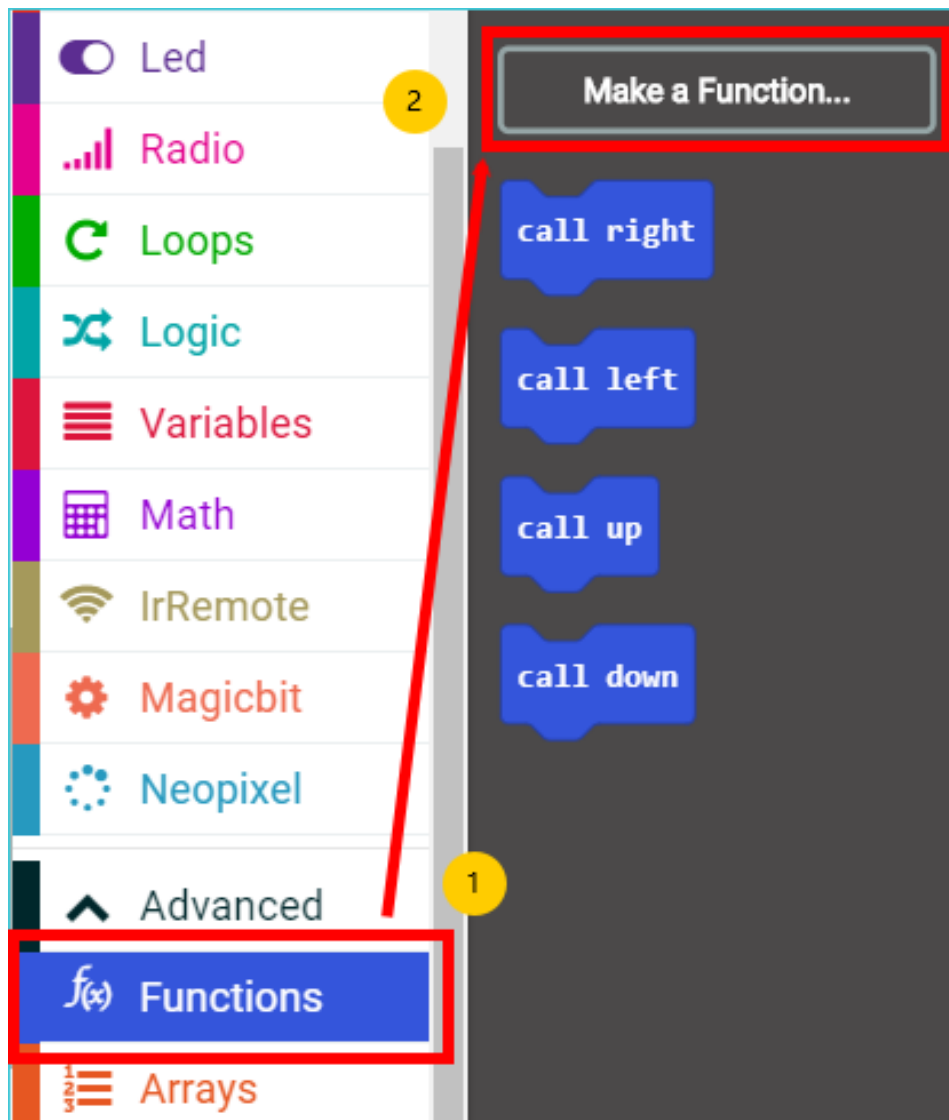




The block editor contains the following blocks:

- Stepper 28BYJ-48 STPM2 degree 0
- Stepper 28BYJ-48 STPM2 turn 1/4
- Dual Stepper(Degree) STPM1 0 STPM2 0
- Car Forward Distance(cm) 10 Wheel Diameter(mm) 48
- Car Turn Degree 90 Wheel Diameter(mm) 48 Track(mm) 125
- Motor M3 speed 0

On the left sidebar, the **Magicbit** category is highlighted with a red box and a yellow circle labeled '1'. A red arrow points from this box to the **Motor** block in the workspace, which is also highlighted with a red box and a yellow circle labeled '2'.

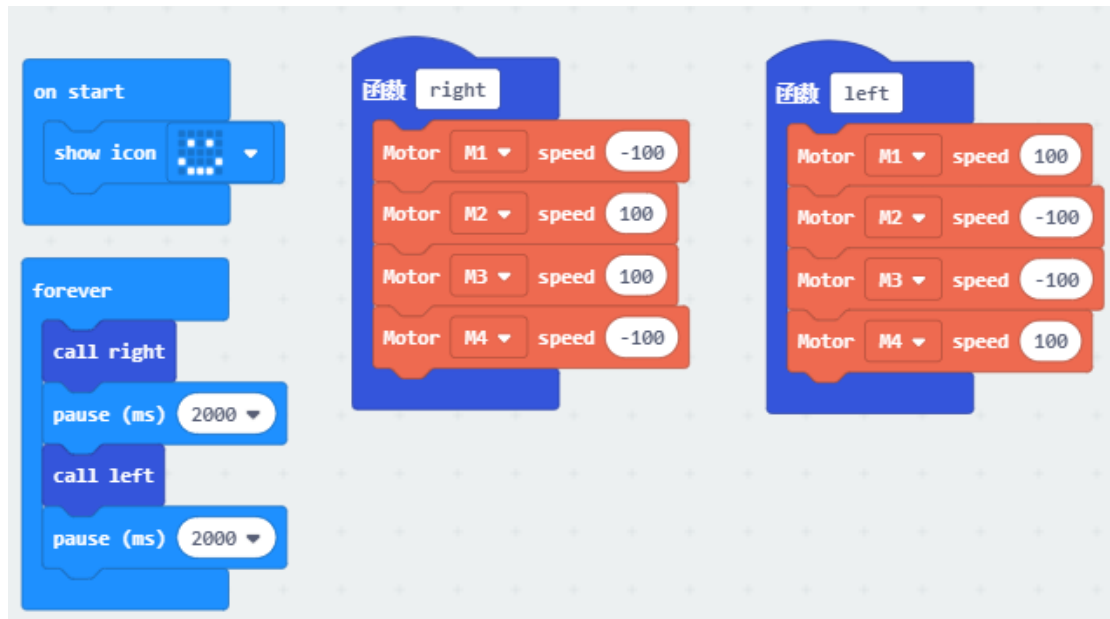


The block editor shows the **Functions** category selected in the left sidebar, highlighted with a red box and a yellow circle labeled '1'. A red arrow points from this box to a **Make a Function...** button in the workspace, which is also highlighted with a red box and a yellow circle labeled '2'.

Below the **Make a Function...** button, there are four blue blocks labeled:

- call right
- call left
- call up
- call down

2、Final program building block combination



Wiring

1. Motor connection;

The motor of the car's right front wheel is connected to the extension plate M2 interface

The motor of the right rear wheel of the car is connected to the extension plate M1 interface

The motor of the car's left front wheel is connected to the extension plate M3 interface

The motor of the car's left rear wheel is connected to the extension plate M4 interface

2. Connection of headlights;

The two headlights of the car are connected to the IO port with pins P8 and P12, respectively.

The red line of the car lights is connected to the red pin of the 3.3v extension plate, and the black line is connected to the blue IO pin of the extension plate.

The experimental results

After downloading the program to the microbit motherboard of the Magic wheel car, open the main switch of the expansion board, microbit displays a smiley face, and the car moves to the right for two seconds, then to the left for two seconds, and so on.