

Magic wheel car drifts

Goal

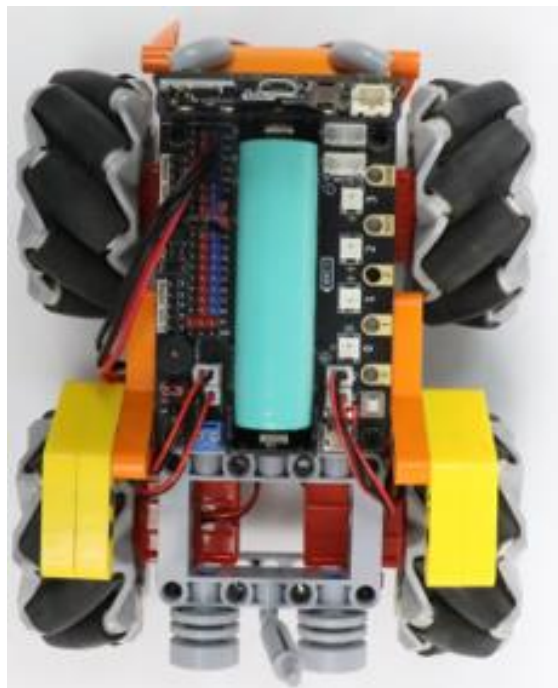
In this lesson, we will learn to control the Magic wheel car to drift.

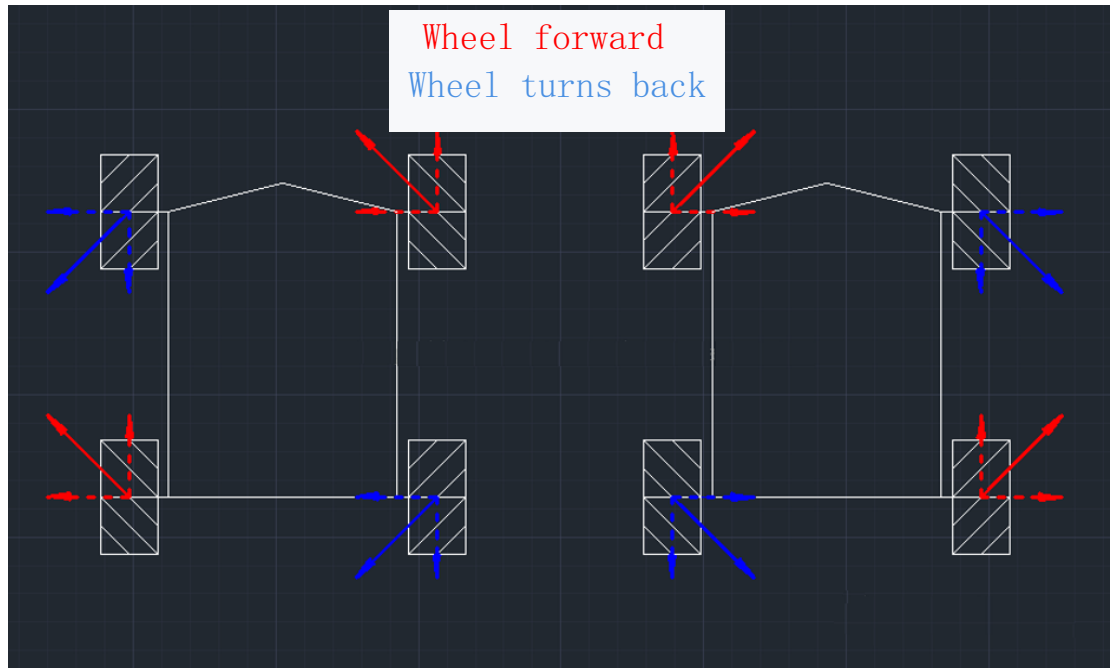
Programming method

(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

Drift principle

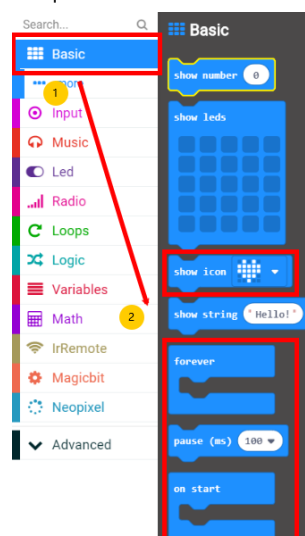


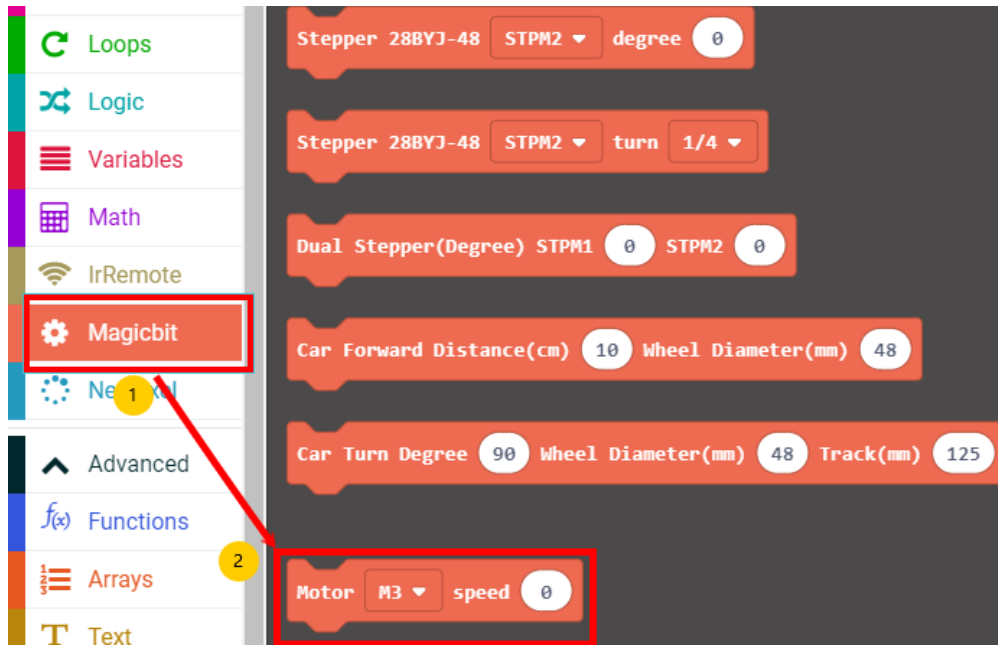


Red solid line arrow is the wheels turn forward solid arrow is produced by friction, blue is a component of the friction wheel turns backwards, dotted line, dotted line represents the direction of the force to cancel each other out, up and down around the dotted line represents the direction of the force, mutually reinforcing around when two front wheel in the direction of the resultant force is less than or greater than the two rear wheels in the direction of the force, the car drift before or after the drift, the front and back of difference is different, varying degrees of drift.

Block programming

1、 Location of building blocks required





Stepper 28BYJ-48 STPM2 degree 0

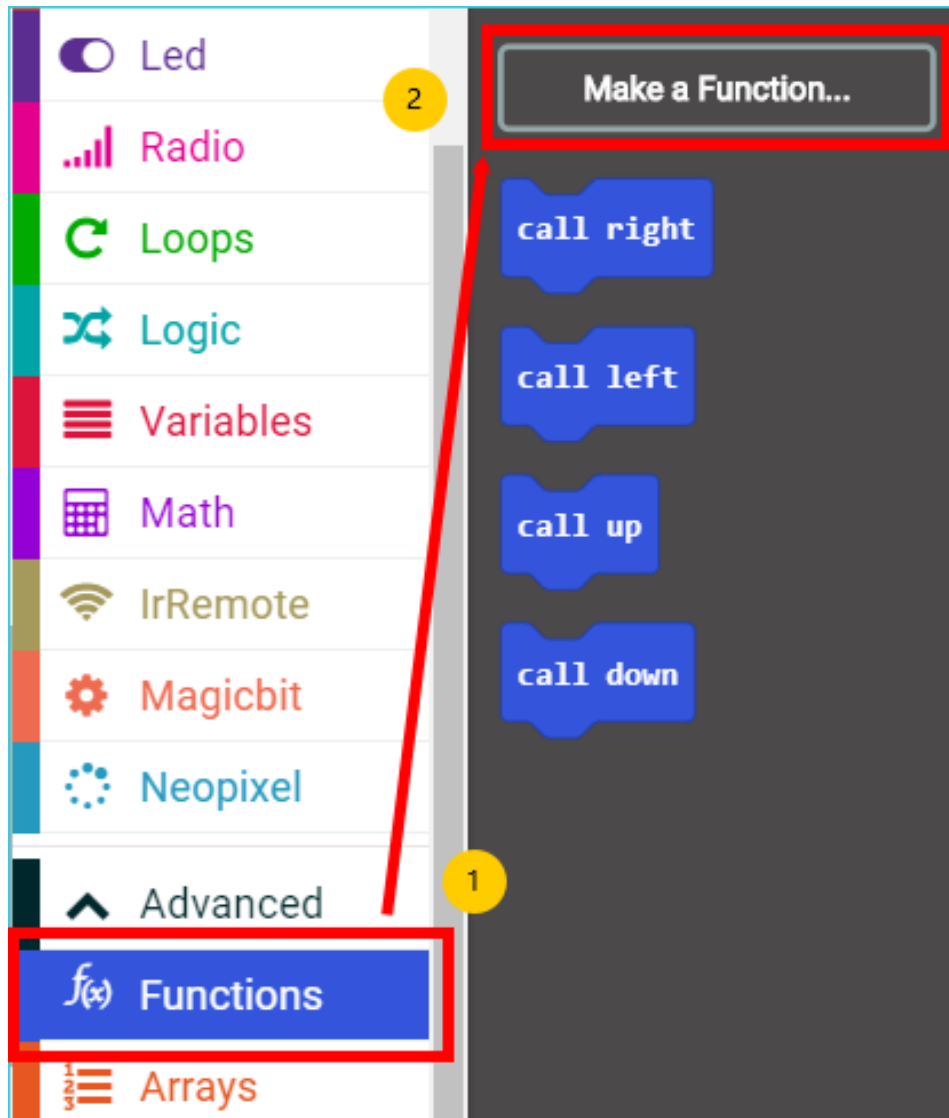
Stepper 28BYJ-48 STPM2 turn 1/4

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



Led

Radio

Loops

Logic

Variables

Math

IrRemote

Magicbit

Neopixel

Advanced

f(x) Functions

Arrays

Make a Function...

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, the microbit displays the smiling face, and the car will drift to the right for two seconds, then to the left for two seconds, and so on.