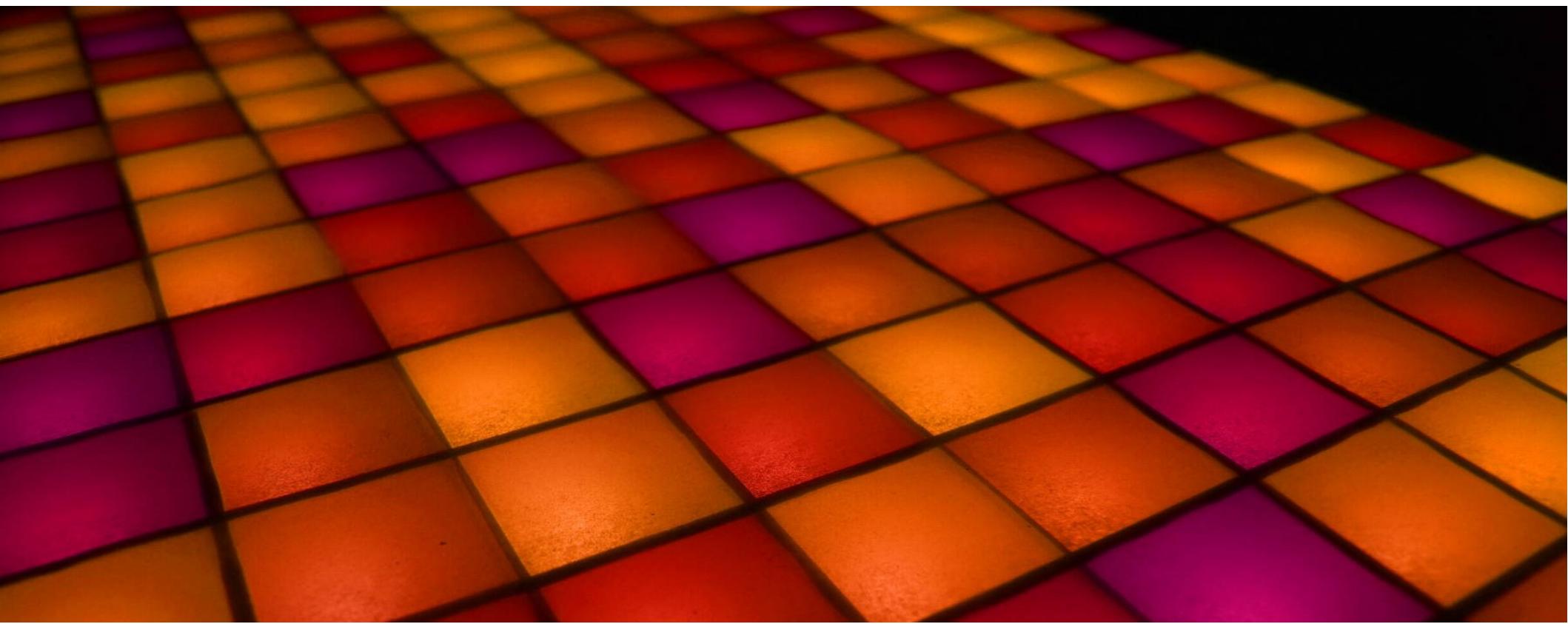


Arbalet LED table

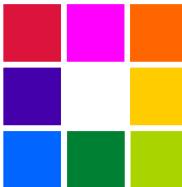
Quick illustrated guide to build your own in 7 steps



open source
hardware

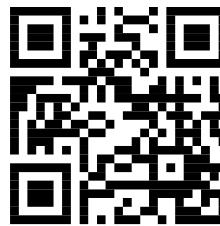


<https://github.com/arpalet-project>
https://twitter.com/arpalet_project



Arbalet LED table

Summary : In short, what can I do ?



- Choose the dimensions of your dreams, 150, 300, 600 pixels or more
- Customize and build your table, or run the simulation
- Download existing applications, they scale to your table
- Implement your own games or light animations, using new sensors
- Share and exchange your plan, your improvements and your applications

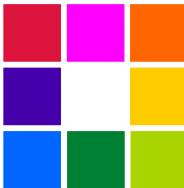
Open, hackable, and elegant



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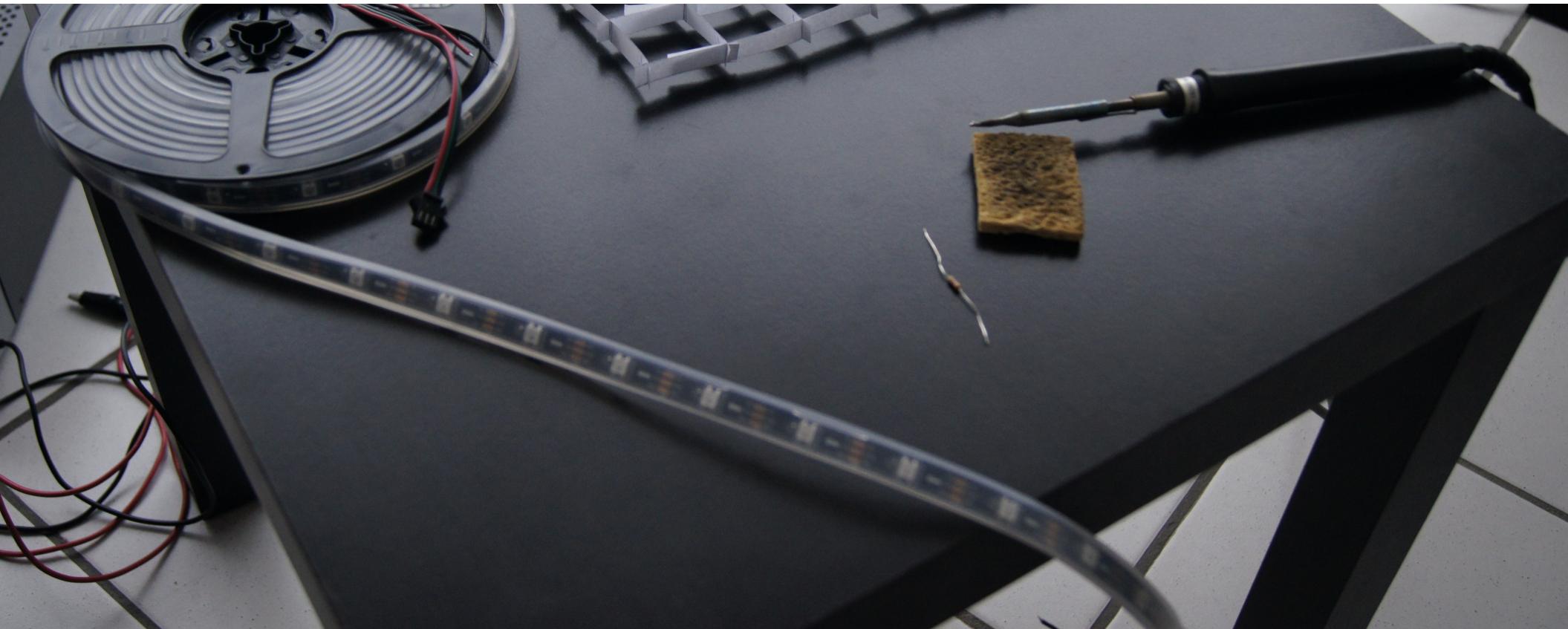
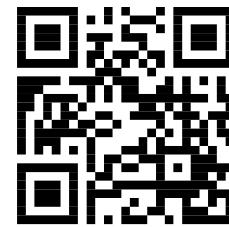


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Arbalet LED table

1. Start from a table, a LED strip and some tools



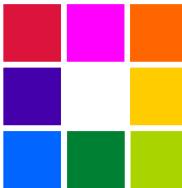
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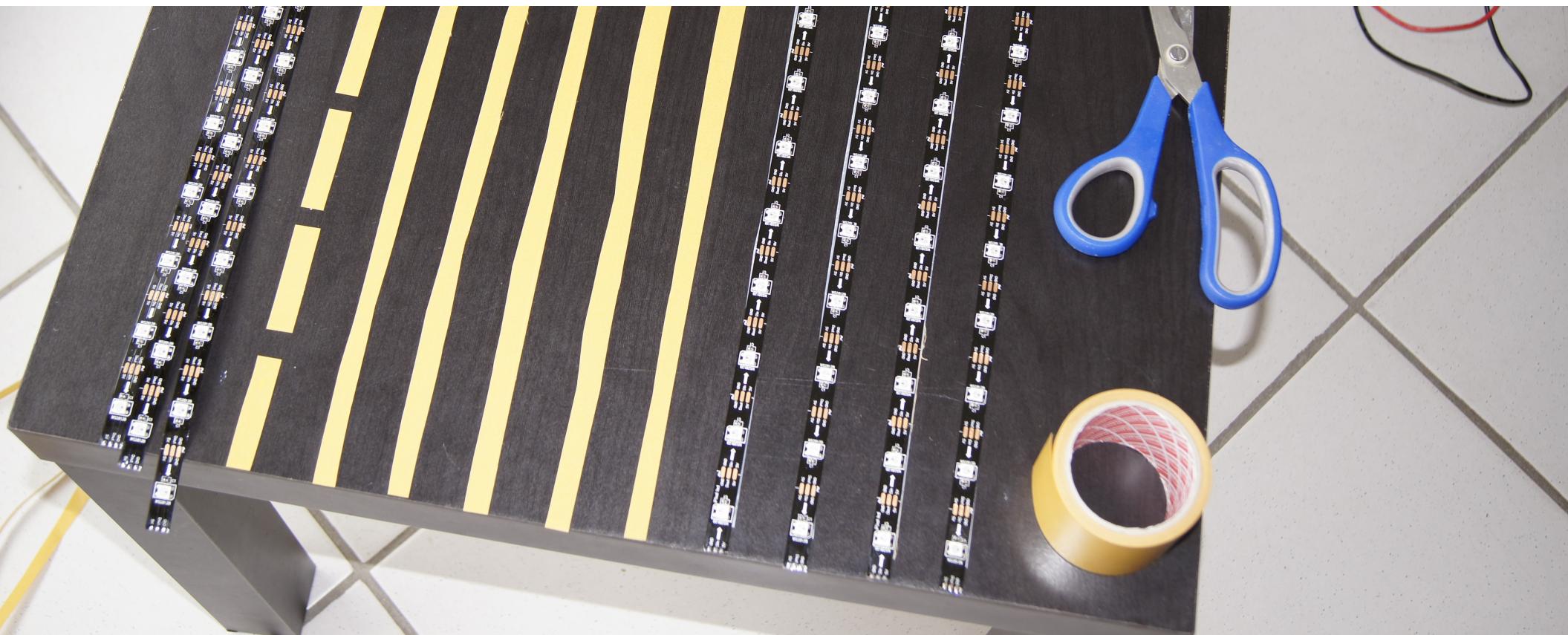
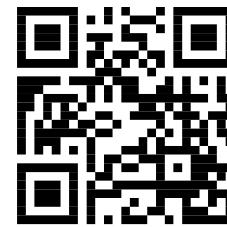


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Arbalet LED table

2. Cut the strip and fix it to the surface



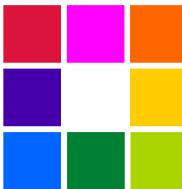
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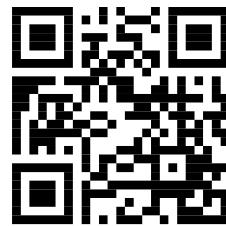


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3. Reconnect the cut fragments and apply power



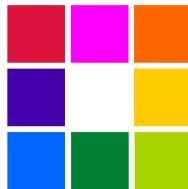
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4. Cut a grid and an external frame in some wood



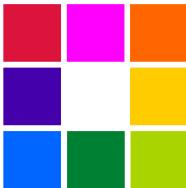
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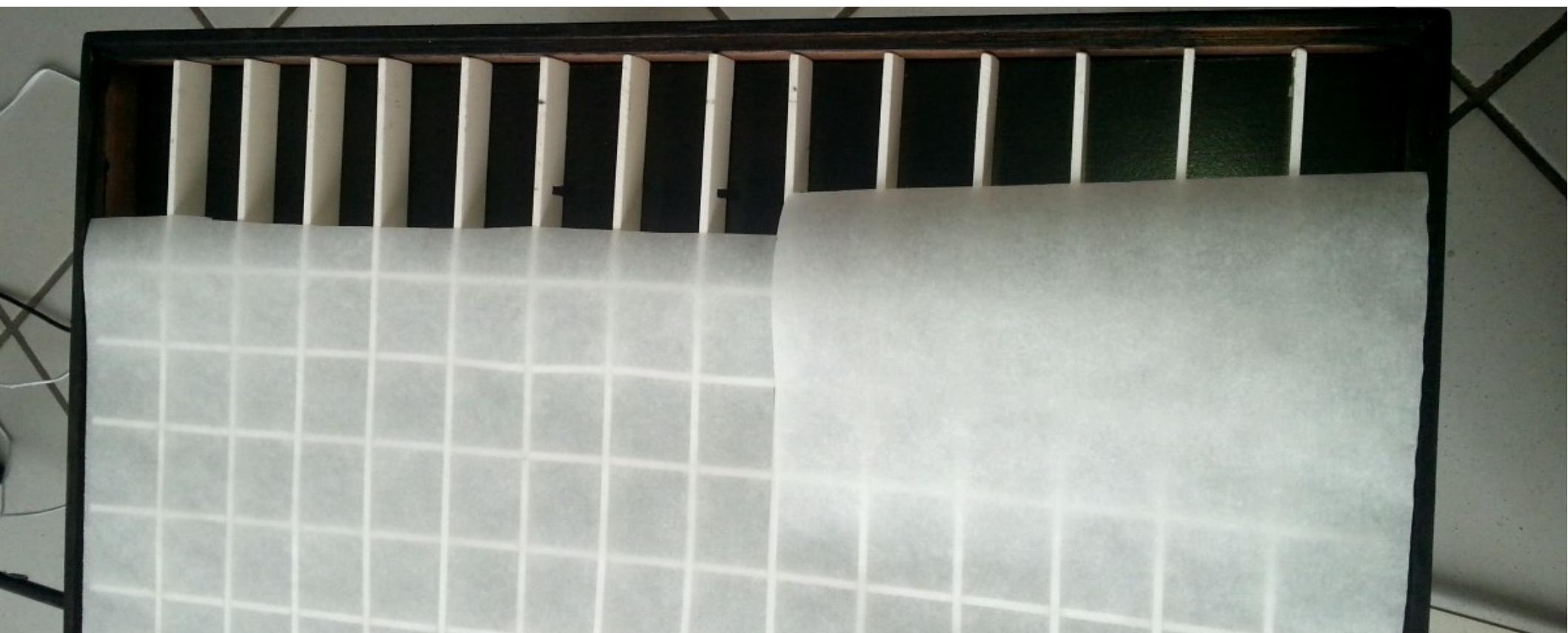
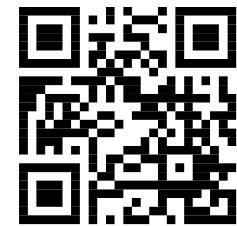


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5. Assemble the grid, the frame, some paper and a glass



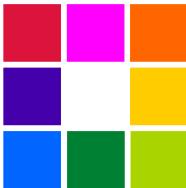
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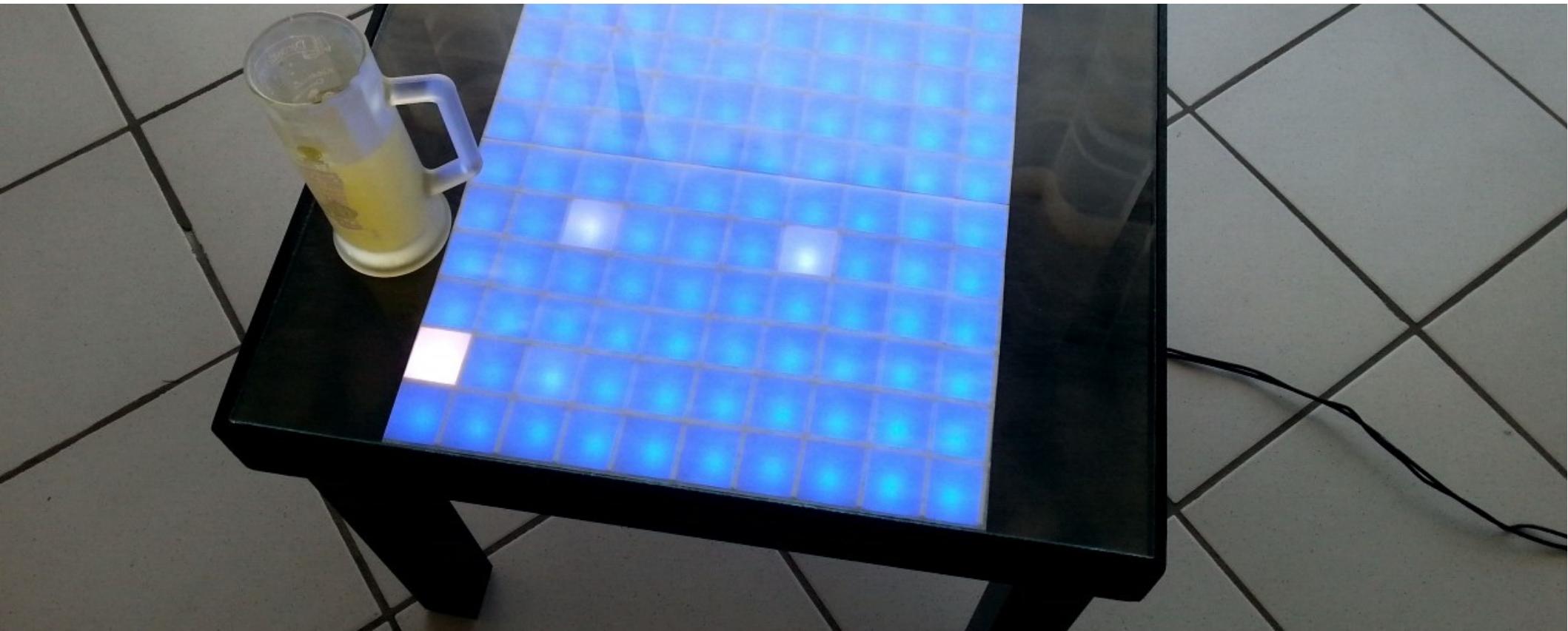
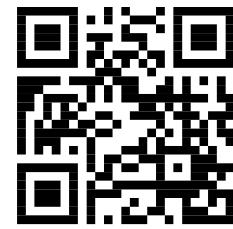


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6. Your hardware is now ready !



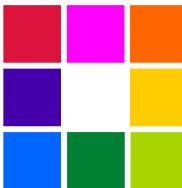
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Arbalet LED table

7. Fork the software, download, execute and... improve



File Edit Options Buffers Tools Python Help

```
class Tetris(Arbapp):
    def __init__(self):
        Arbapp.__init__(self)
        self.grid = numpy.zeros([self.height, self.width], dtype=int)
        self.old_grid = deepcopy(self.grid)
        self.speed = 2 # Speed of tetromino fall in Hertz
        self.score = 0
        self.playing = True
        self.tetromino = None
        self.command = {'left': False, 'right': False, 'down': False, 'rotate': False} # User commands (joy/keyboard)
        self.touchdown = False # True if the tetro has reached the floor

        pygame.init()
        pygame.joystick.init()

        for j in range(pygame.joystick.get_count()):
            joy = pygame.joystick.Joystick(j)
            joy.init()
            if joy.get_numhats()==0:
                joy.quit() # We can play only with joysticks having hats

    def falldown(self):
        self.position = [self.position[0]+1, self.position[1]]

    def get_value(self):
        return numpy.rot90(numpy.array(self.types[self.type], dtype=int), self.rotated)
```

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