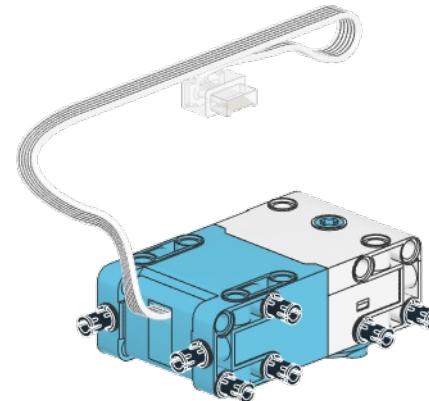
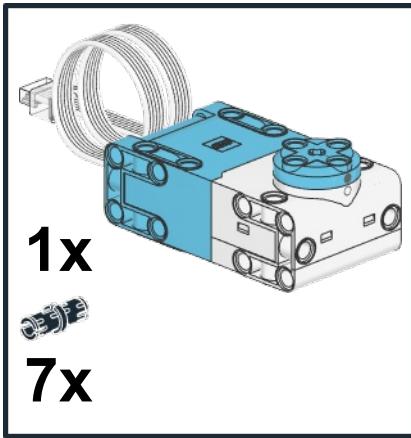


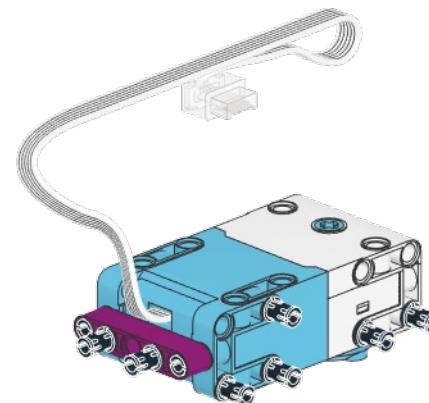
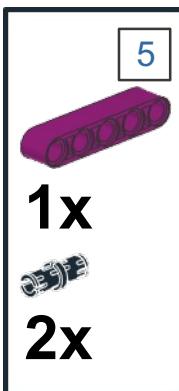
Line Following Rodent

Model by Philippe "Philo" Hurbain

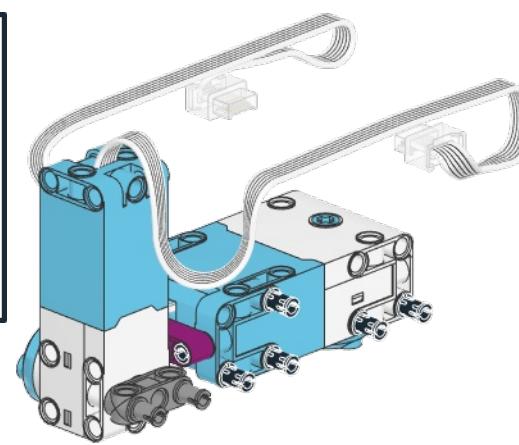
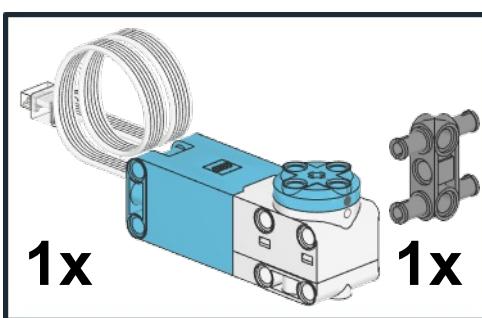
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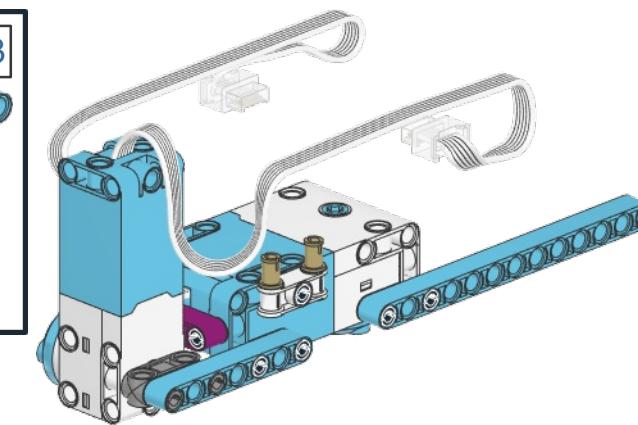
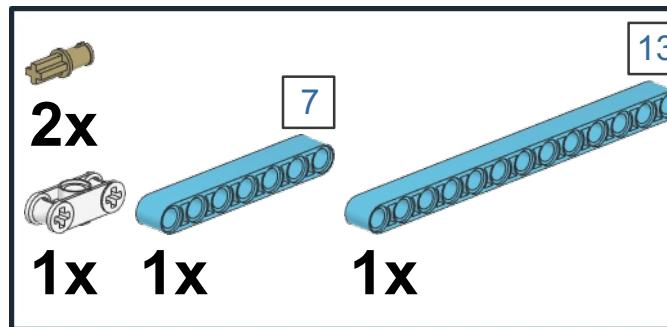
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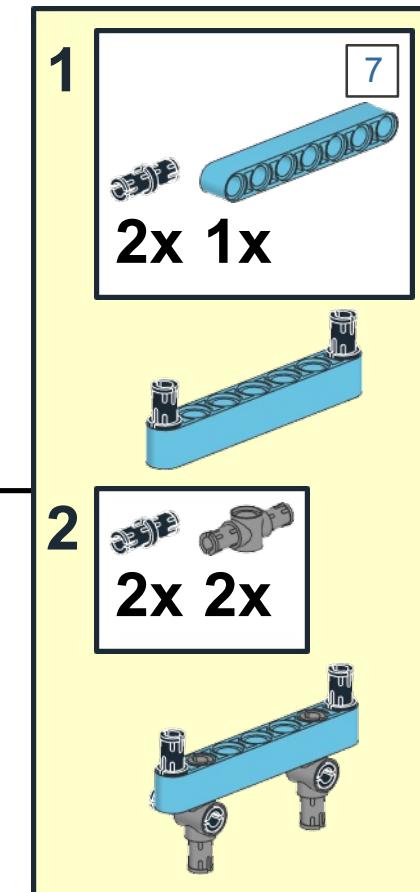
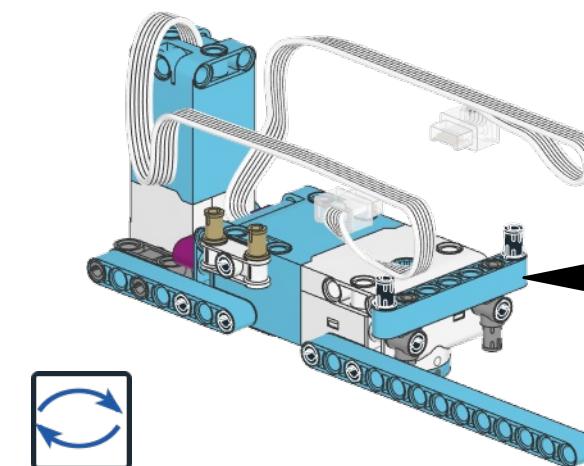
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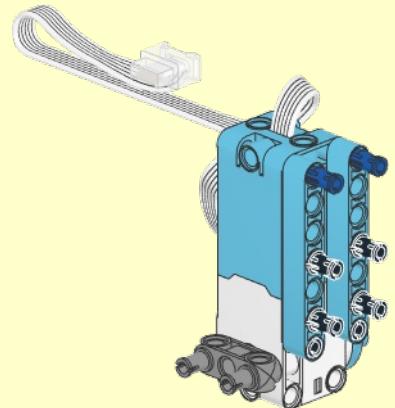
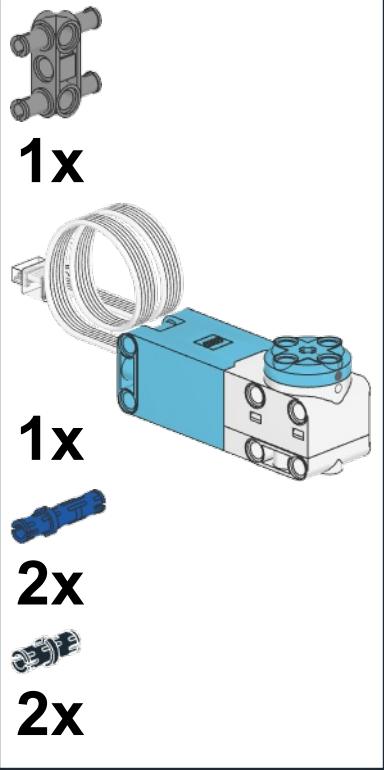
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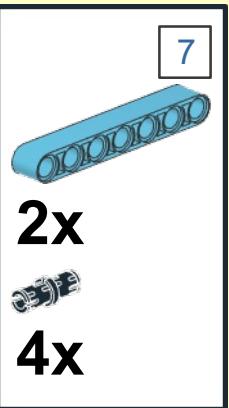
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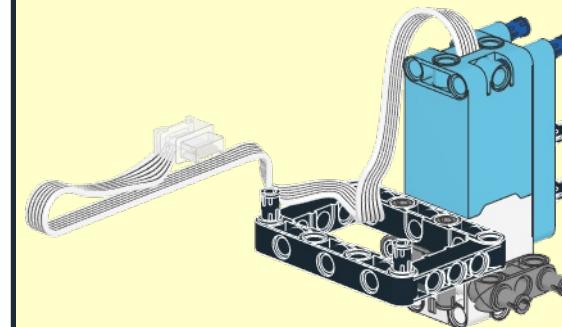
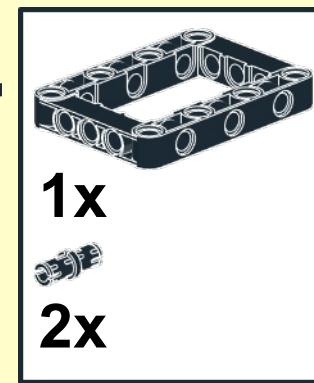
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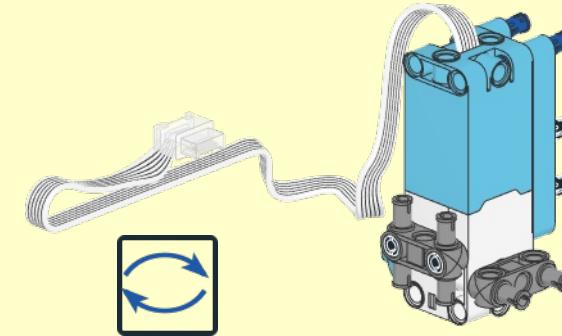
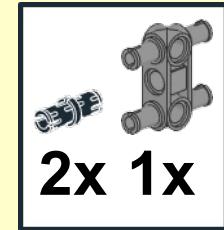
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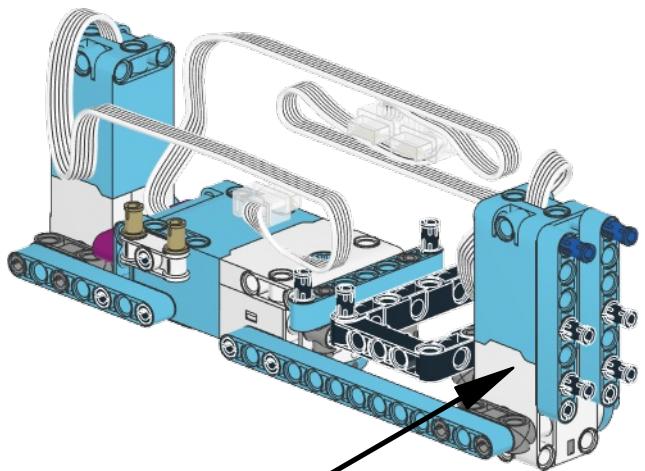
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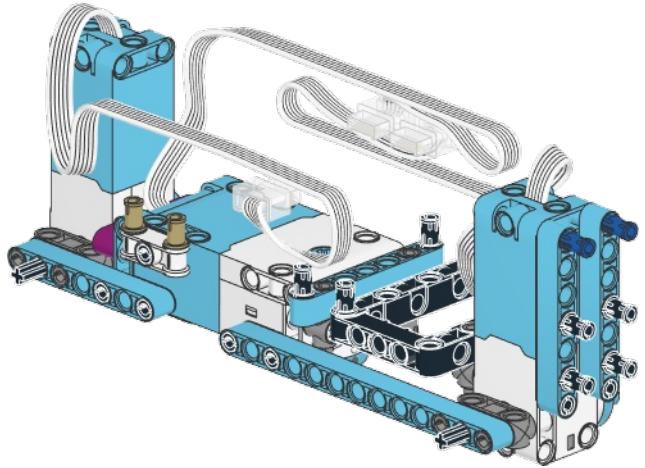
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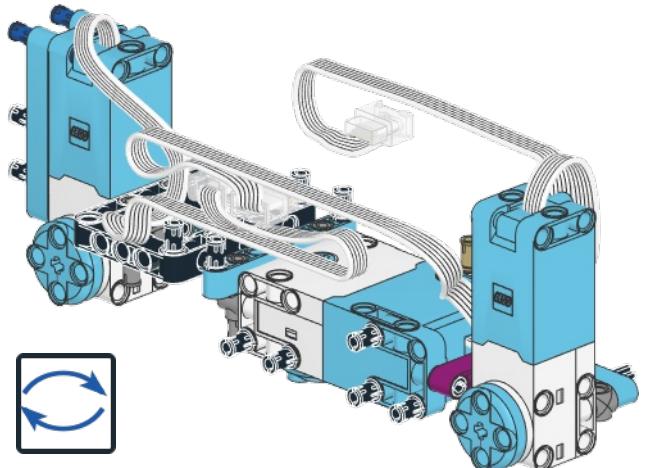
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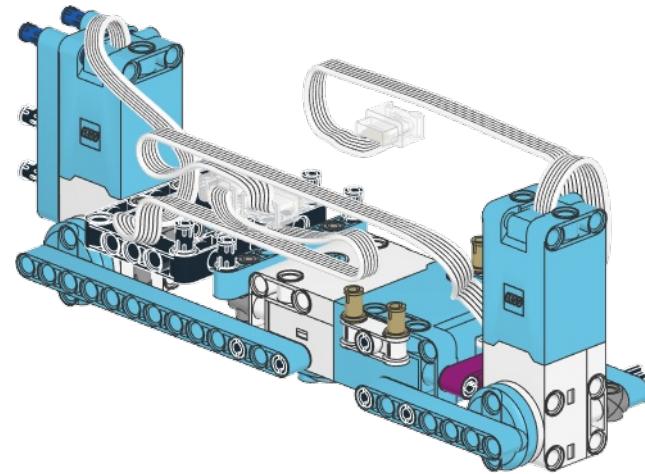
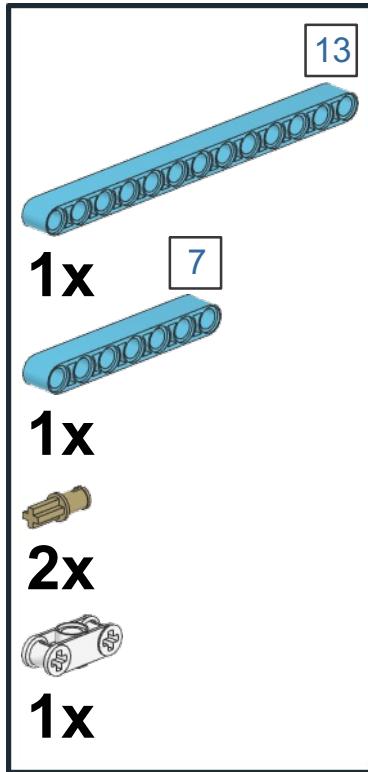
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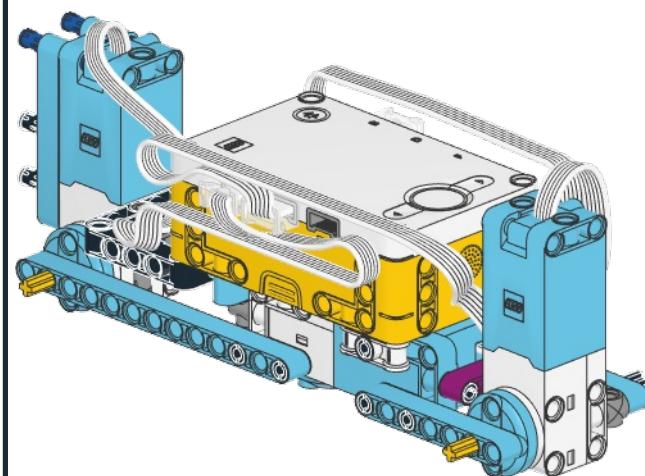
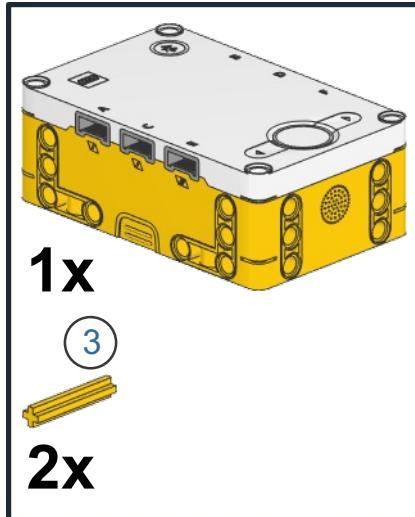
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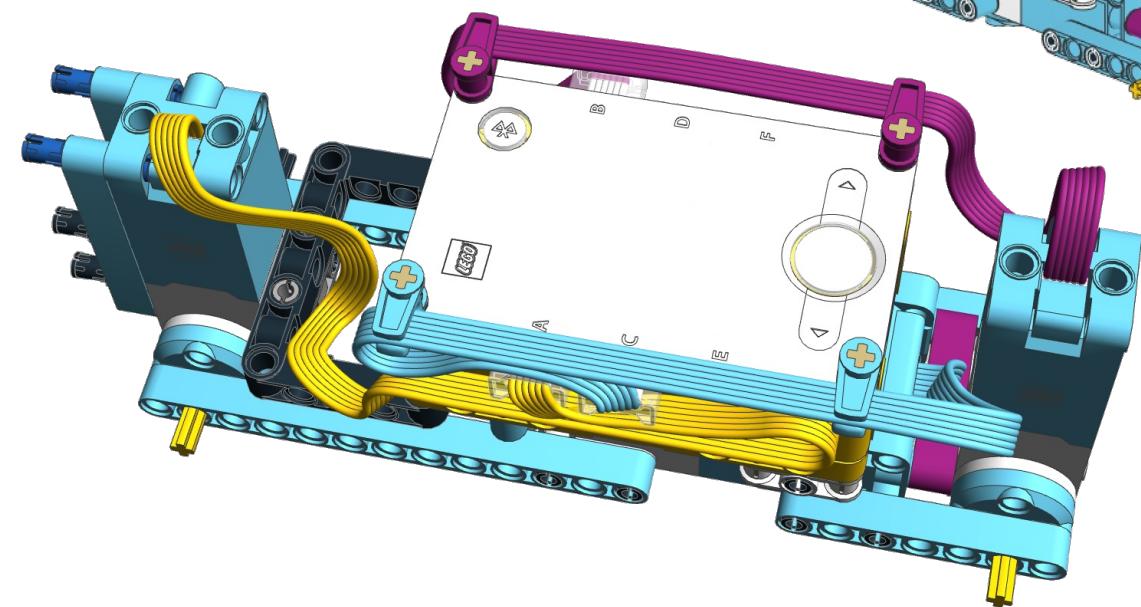
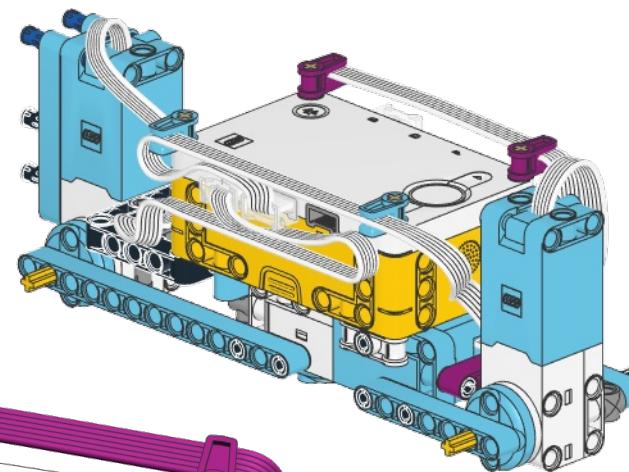
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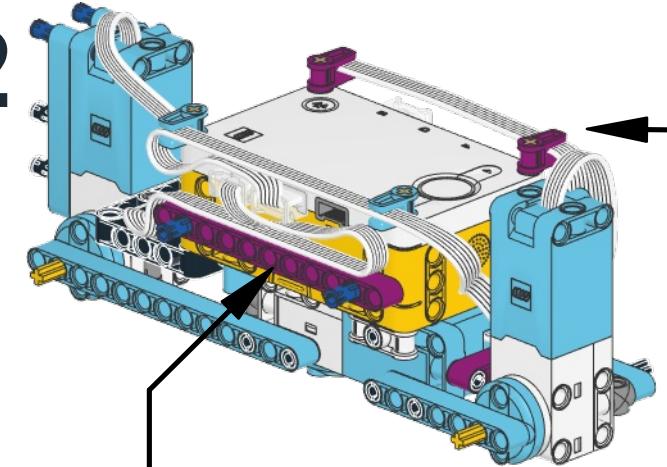
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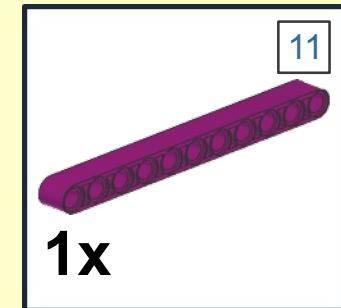
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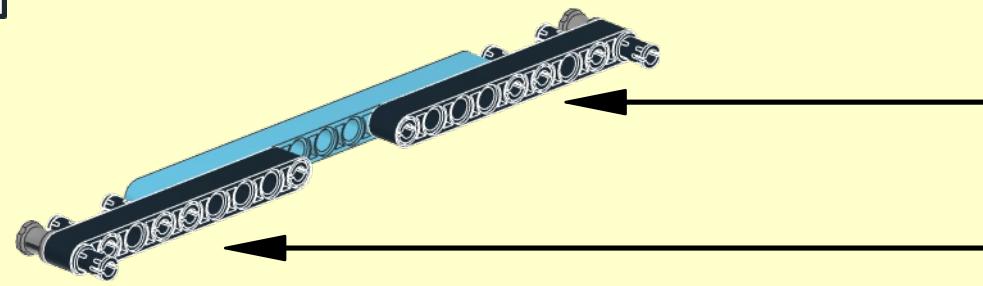
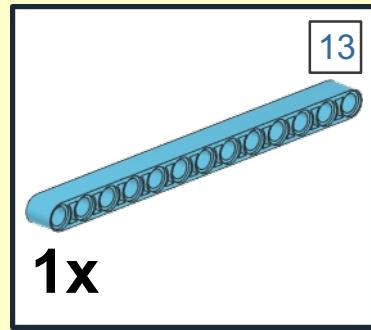


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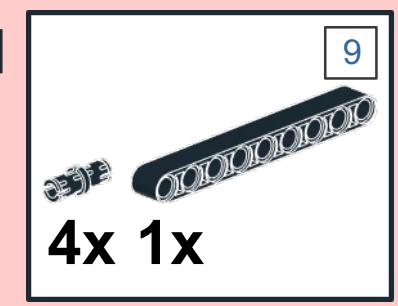


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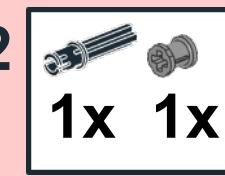
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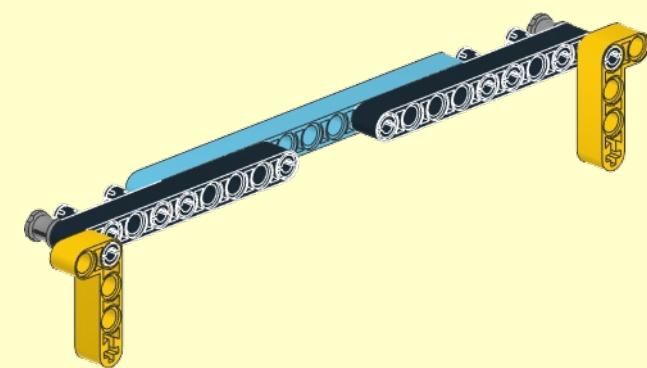
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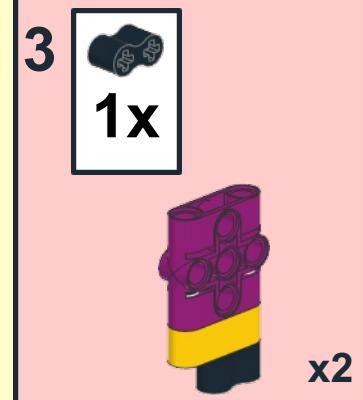
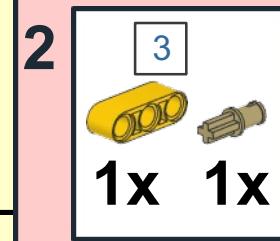
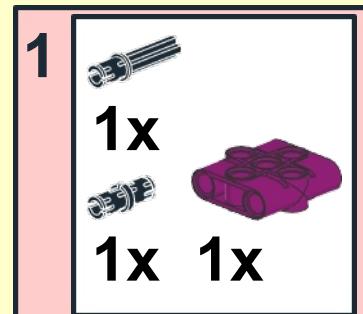
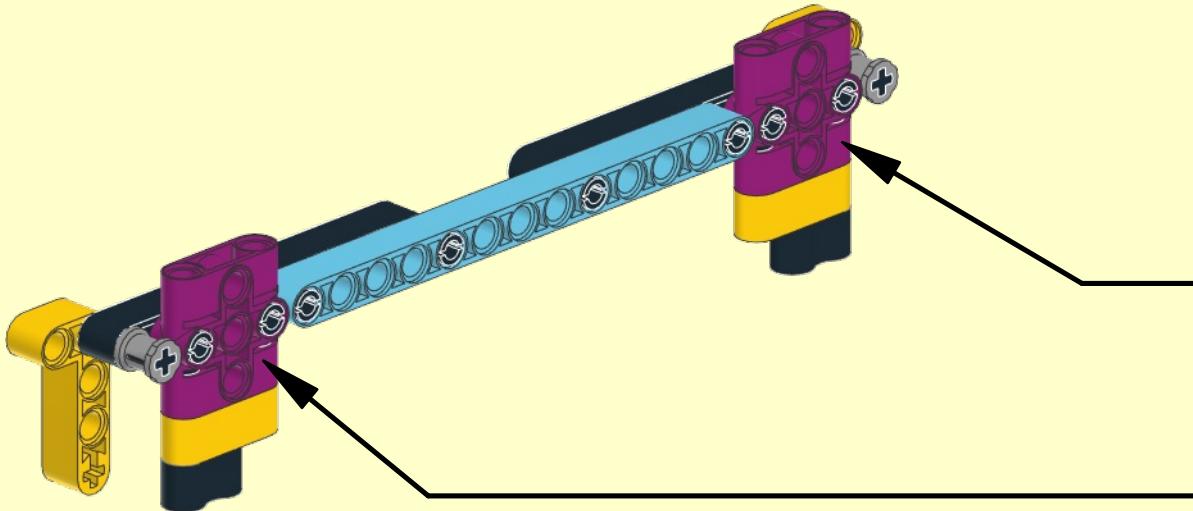
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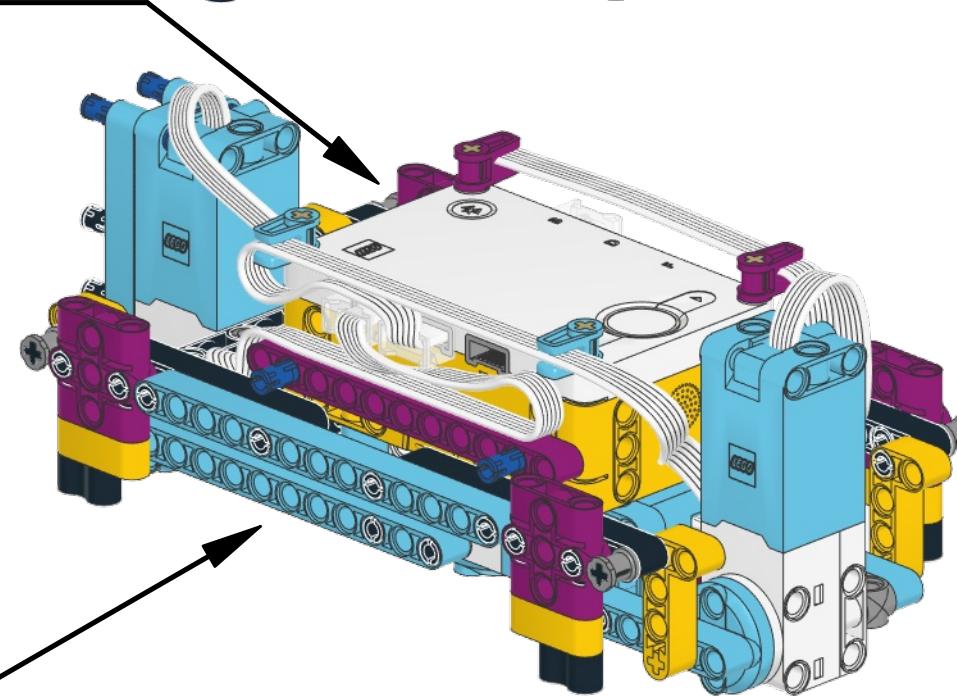
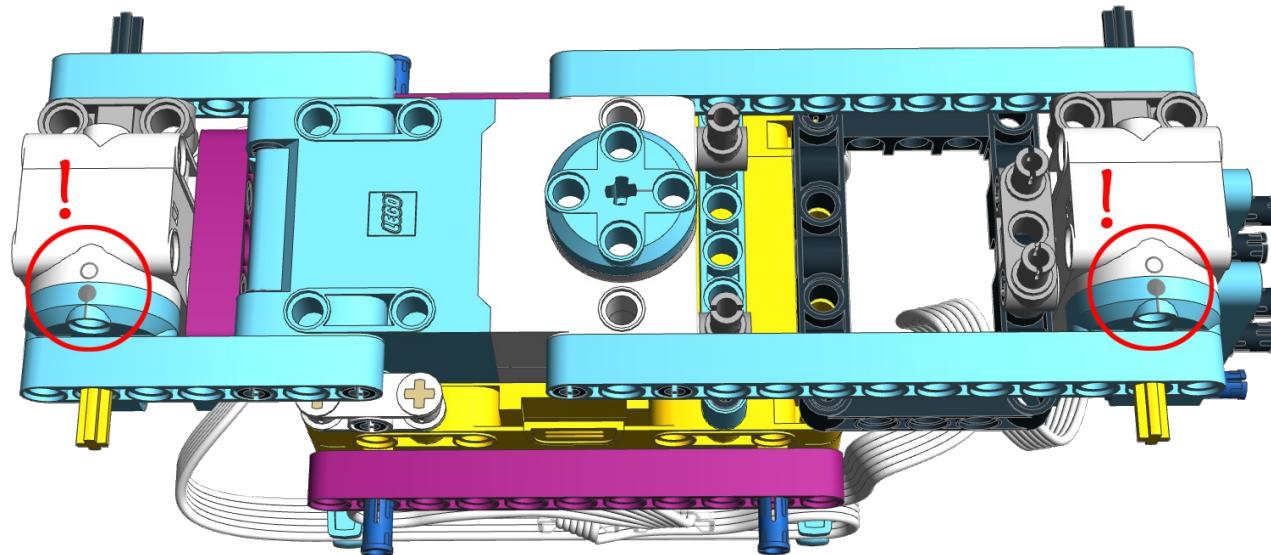


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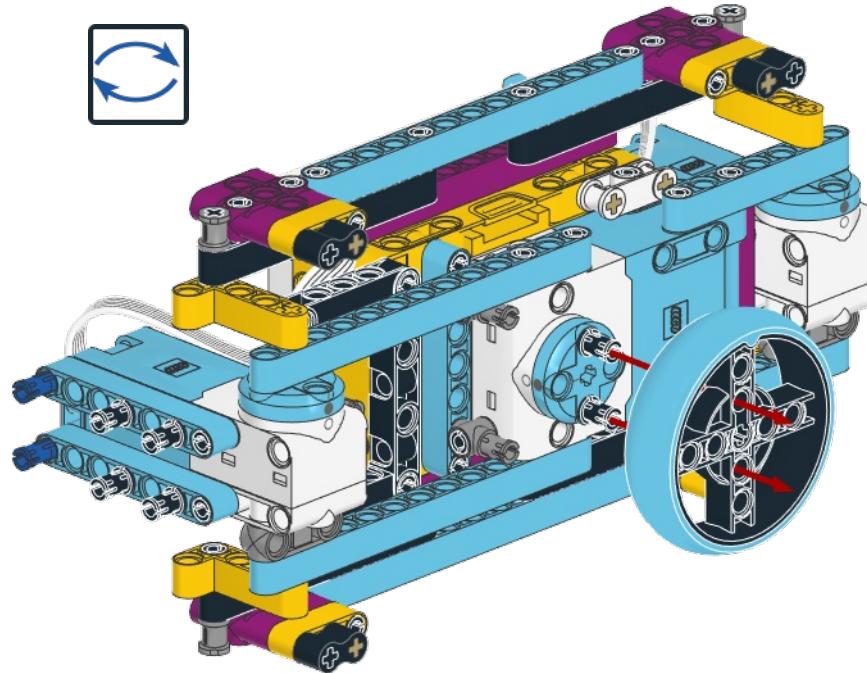


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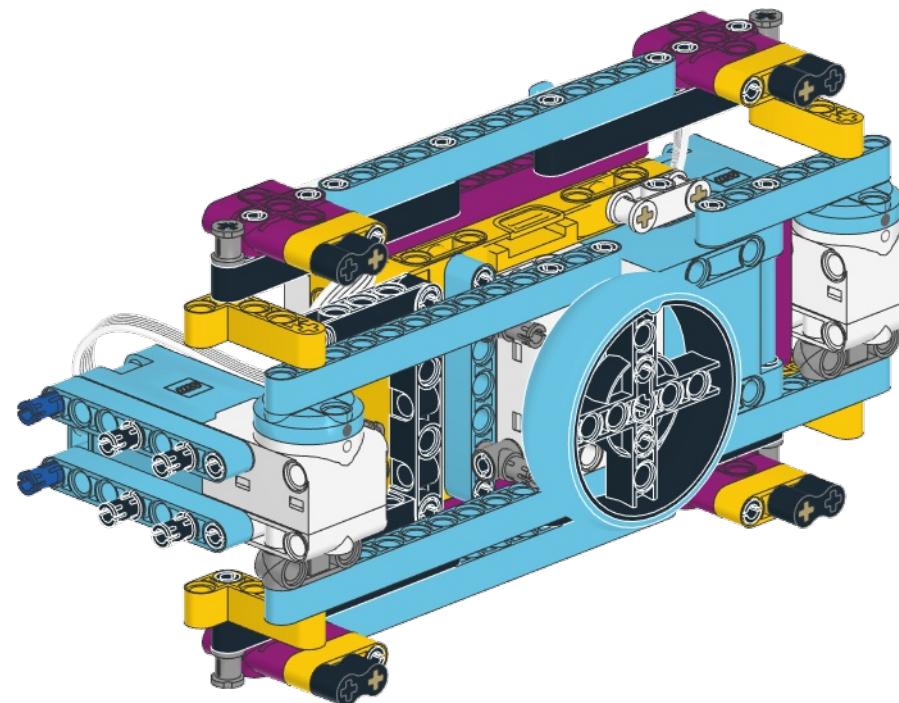
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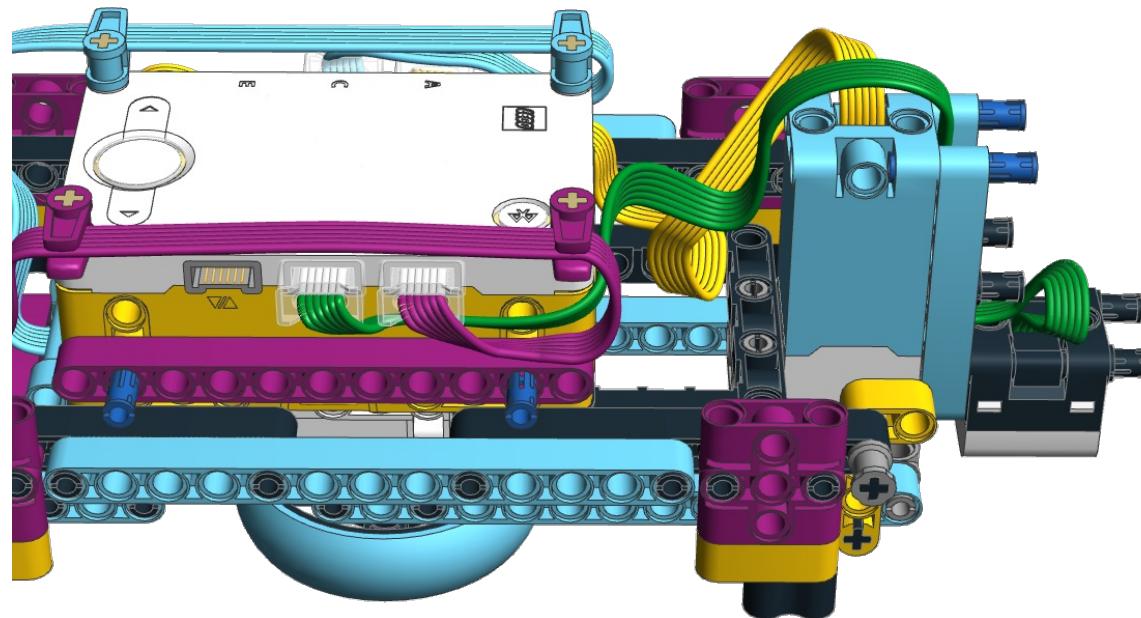
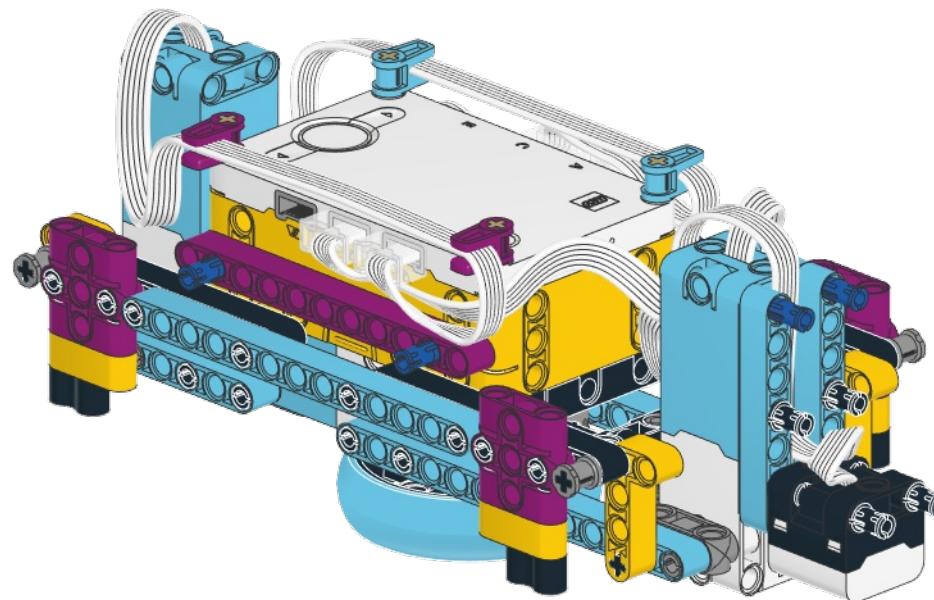
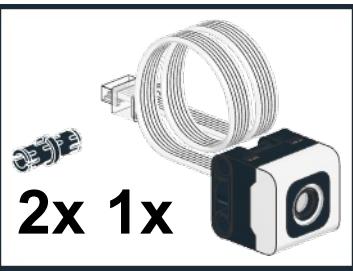
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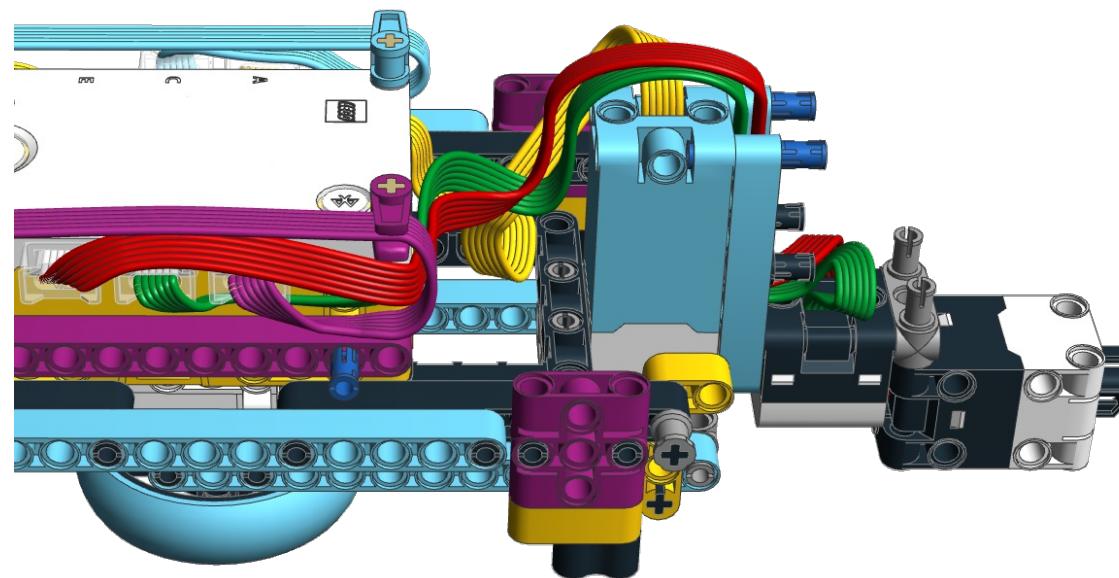
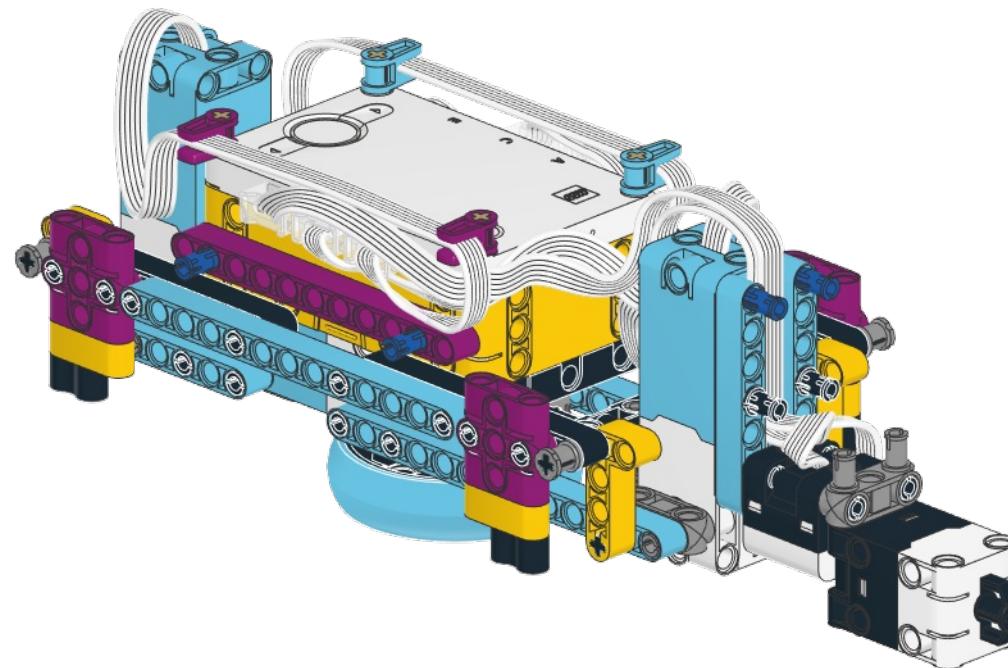
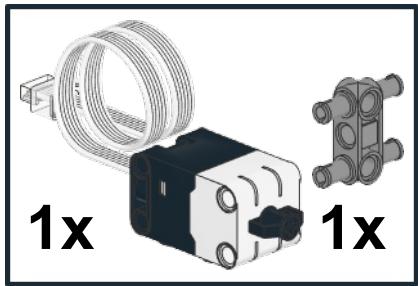
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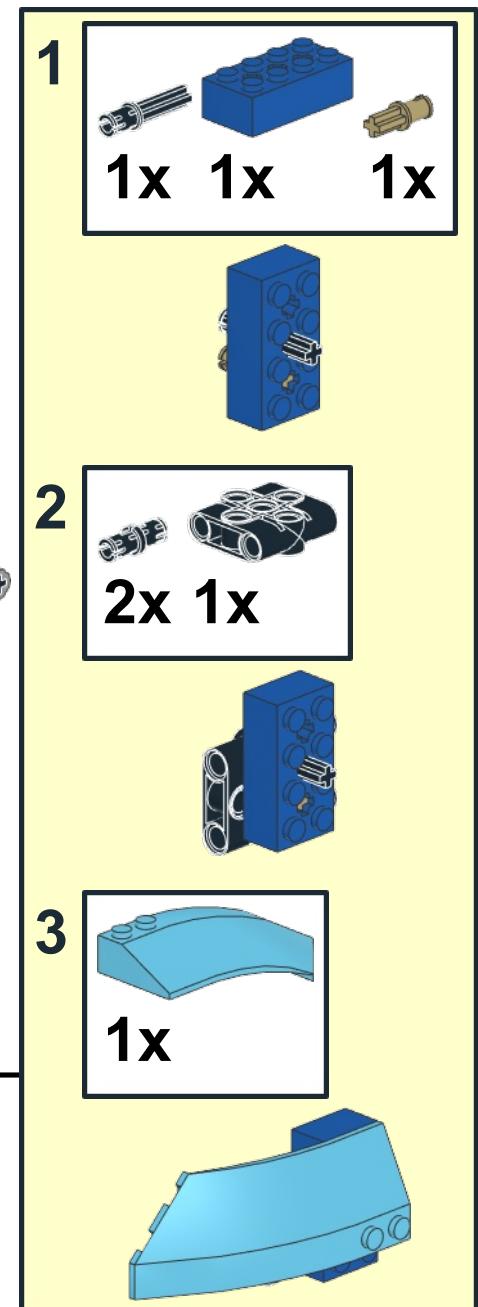
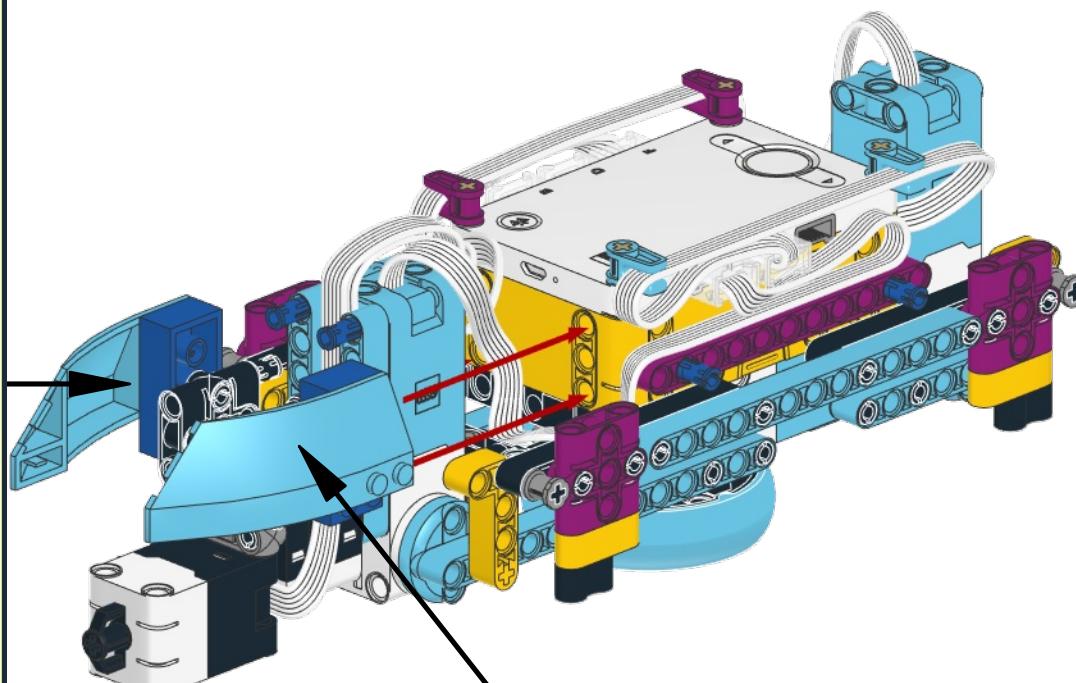
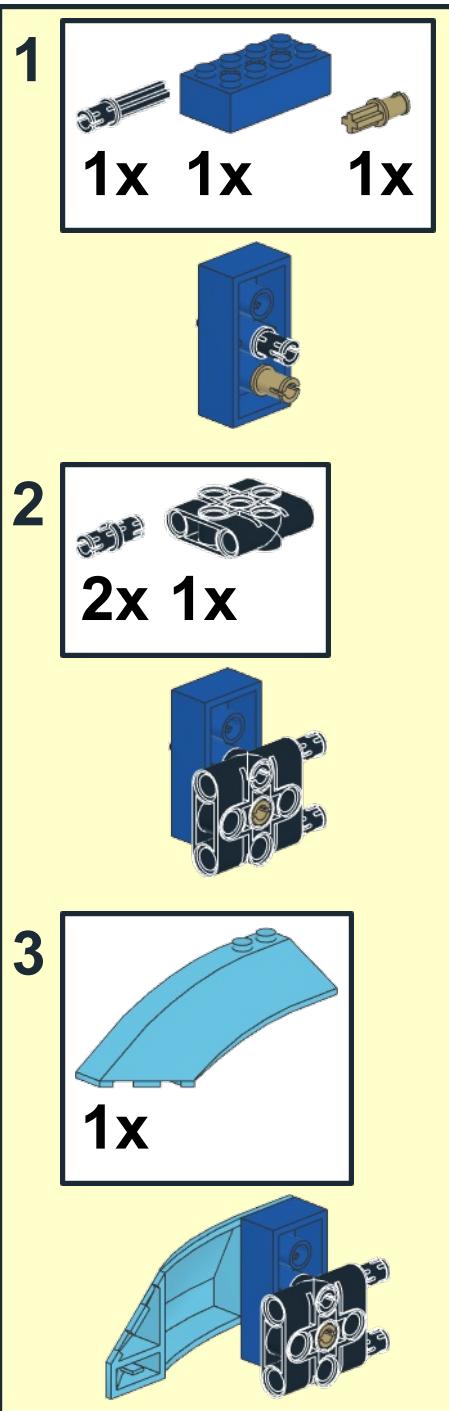
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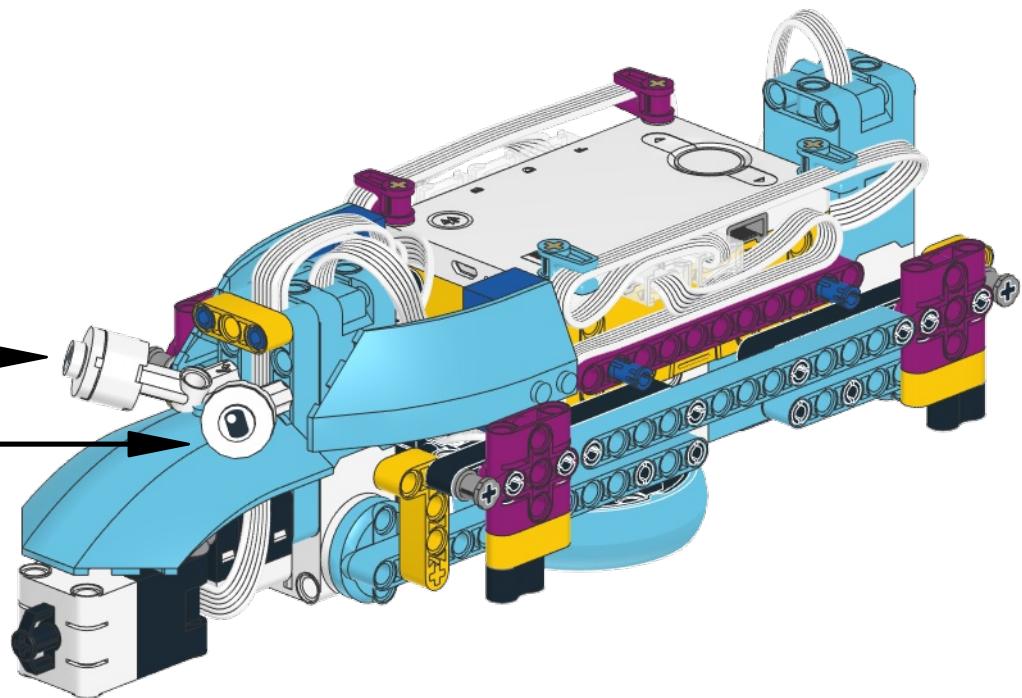
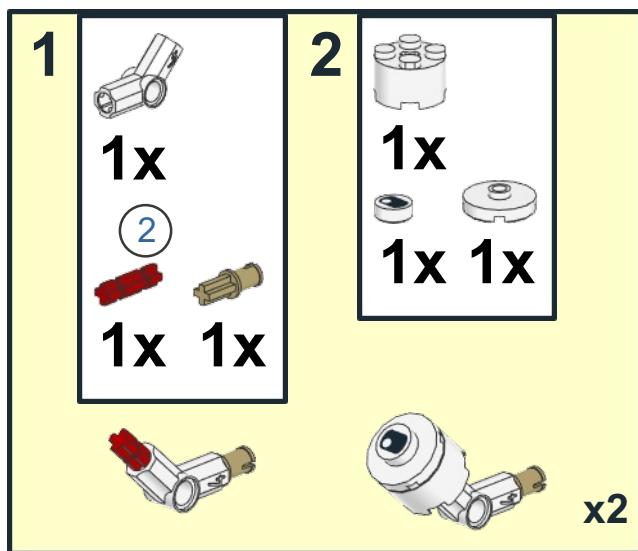
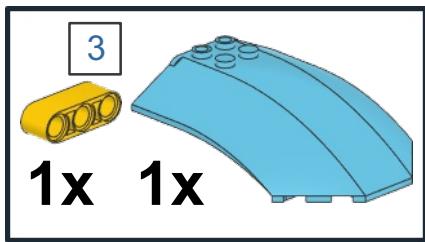
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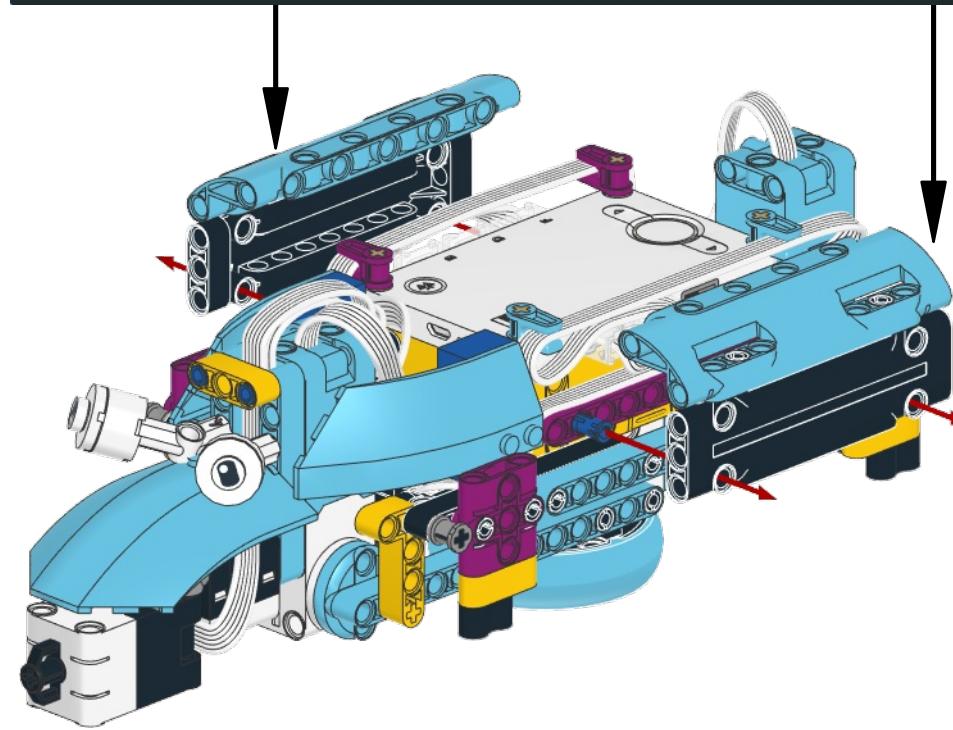
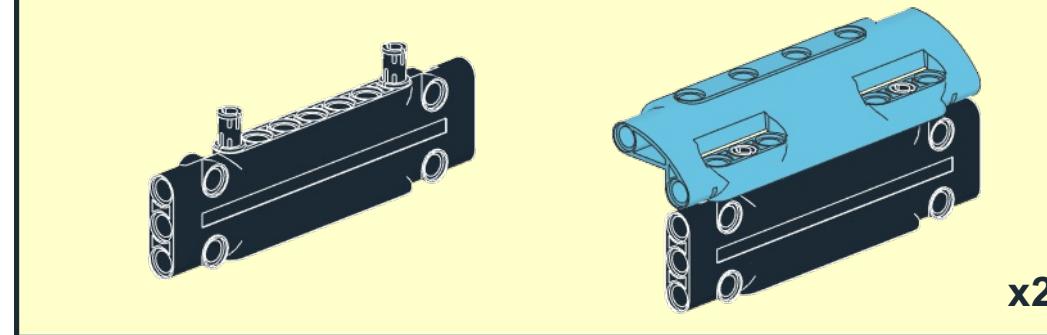
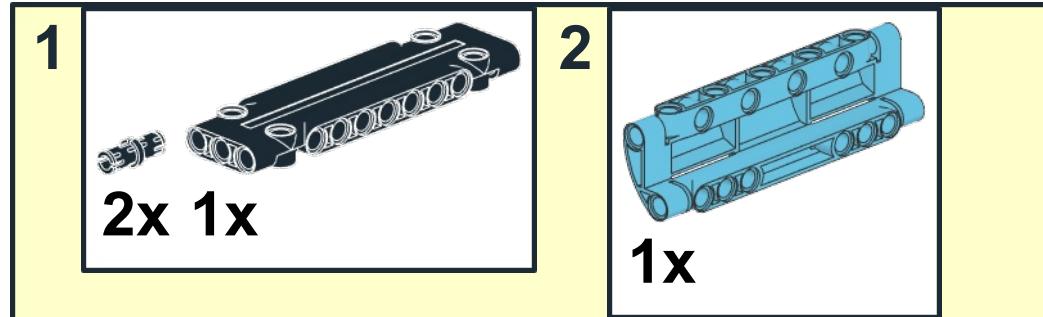
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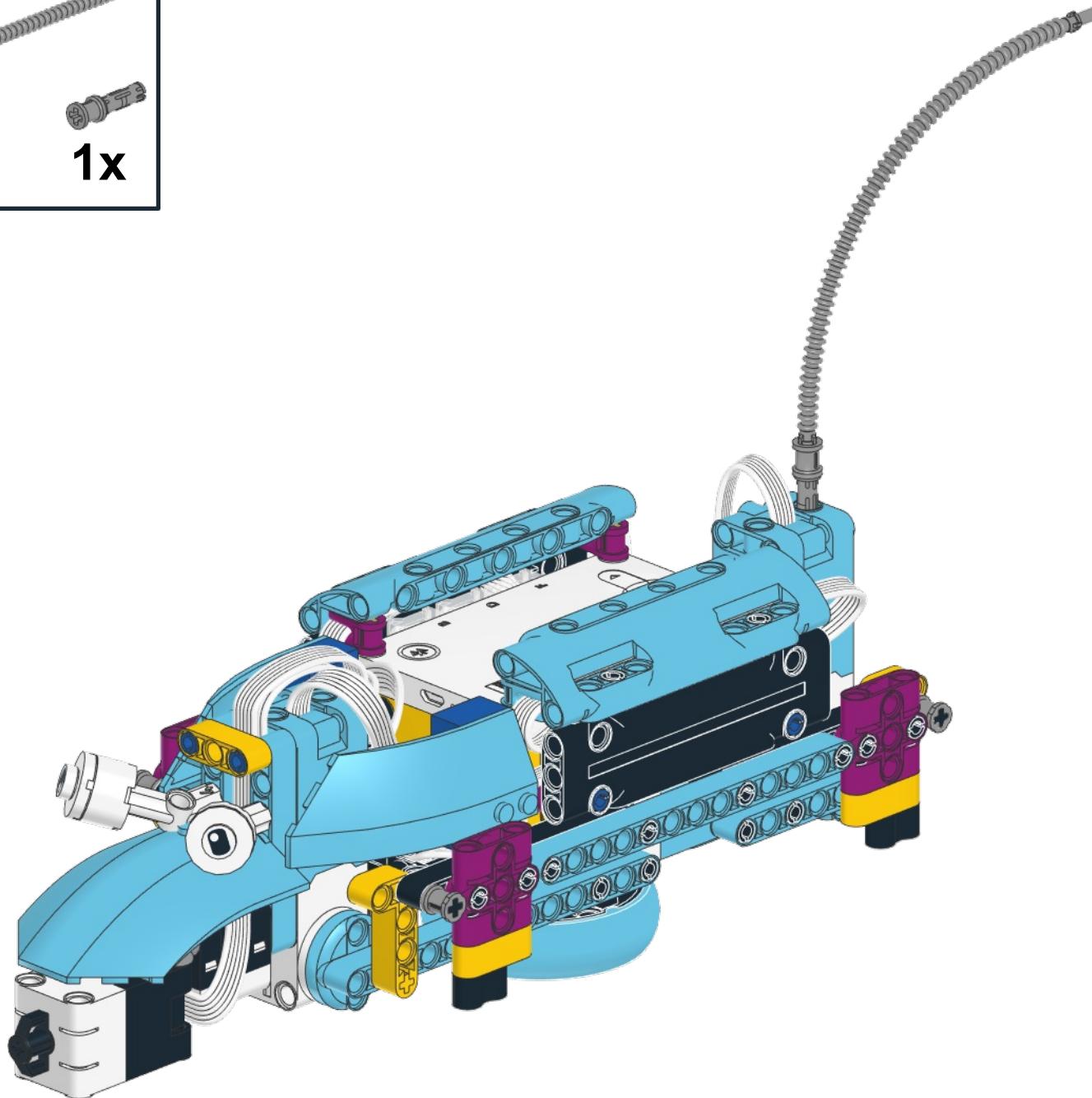
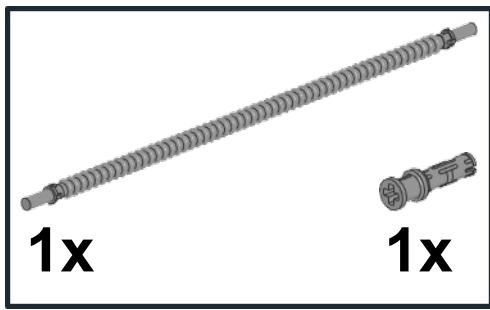
19



20



21




```

when program starts
  Init
    broadcast CheckNose
  forever
    if [D < Black %?]
      turn on [ ]
      start motor [ ]
      wait until [D > Black %?]
      stop motor
    else if [D > White %?]
      turn on [ ]
      start motor [ ]
      wait until [D < White %?]
      stop motor
    end
    turn on [ ]
    A+B run [ ] for 1 rotations
end

```

```

define Init
  set Center Button light to green
  set Black to 100
  set White to 0
  wait 1 seconds
  A+B set speed to 100 %
  A+B go shortest path to position 0
  C set speed to 10 %
  C run [ ] for 45 degrees
  broadcast Calibrate
  C run [ ] for 90 degrees
  stop other stacks
  set Diff to White - Black
  change Black by Diff / 3
  change White by Diff / -3

```

```

when I receive Calibrate
  forever
    if [D < Black %?]
      set Black to D reflected light
    else if [D > White %?]
      set White to D reflected light
    end
  when I receive CheckNose
    wait until F is pressed?
    set Center Button light to red
    turn off pixels
    stop other stacks
    C+A+B stop motor
    A+B go shortest path to position 0
    play beep 83 for 0.2 seconds
    play beep 64 for 0.2 seconds
    stop all
end

```

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Model created with LDraw parts assembled with LDcad 1.6
Instructions created with LPub3D 2.3.13

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