

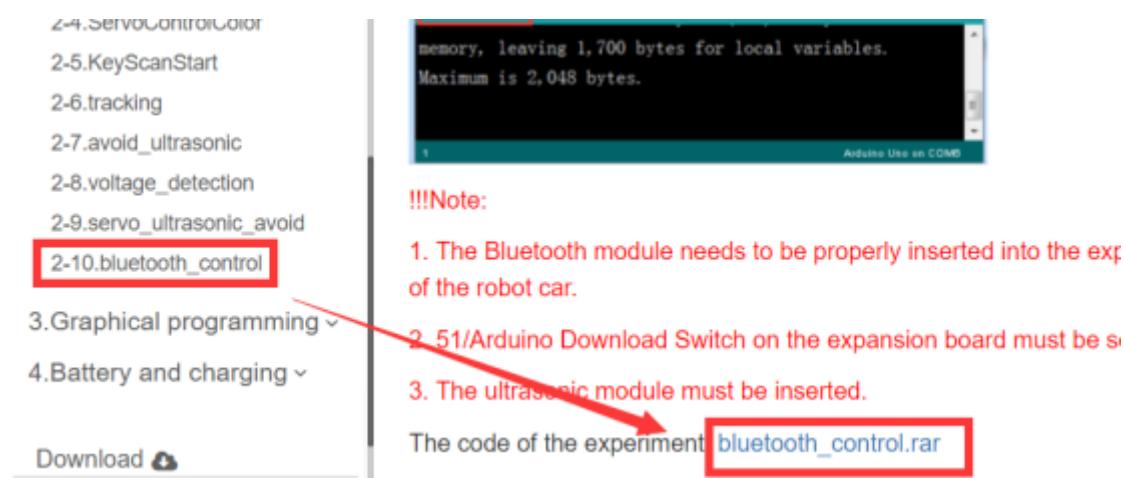
This tutorial is for iOS and Android users.

If you purchased our Arduino Tank, you need to perform the following steps:

Step 1: After the Tank is assembled, you will need to download Bluetooth program we provided.

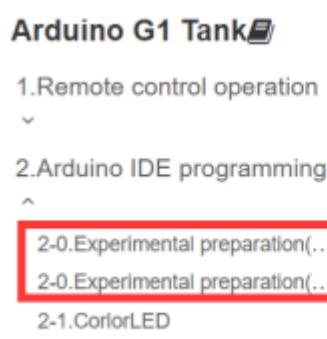
The program is located at: **【2.Arduino IDE programming】** ----

【2-10.bluetooth_control】, as shown below.



Step 2: Upload this bluetooth_control program to your Arduino Uno board by Arduino IDE software.

For how to use Arduino IDE, please refer to course 2-0.Experimental preparation(CH340) and 2-0.Experimental preparation(Compile)



Welcome to Arduino G1 Tank repos

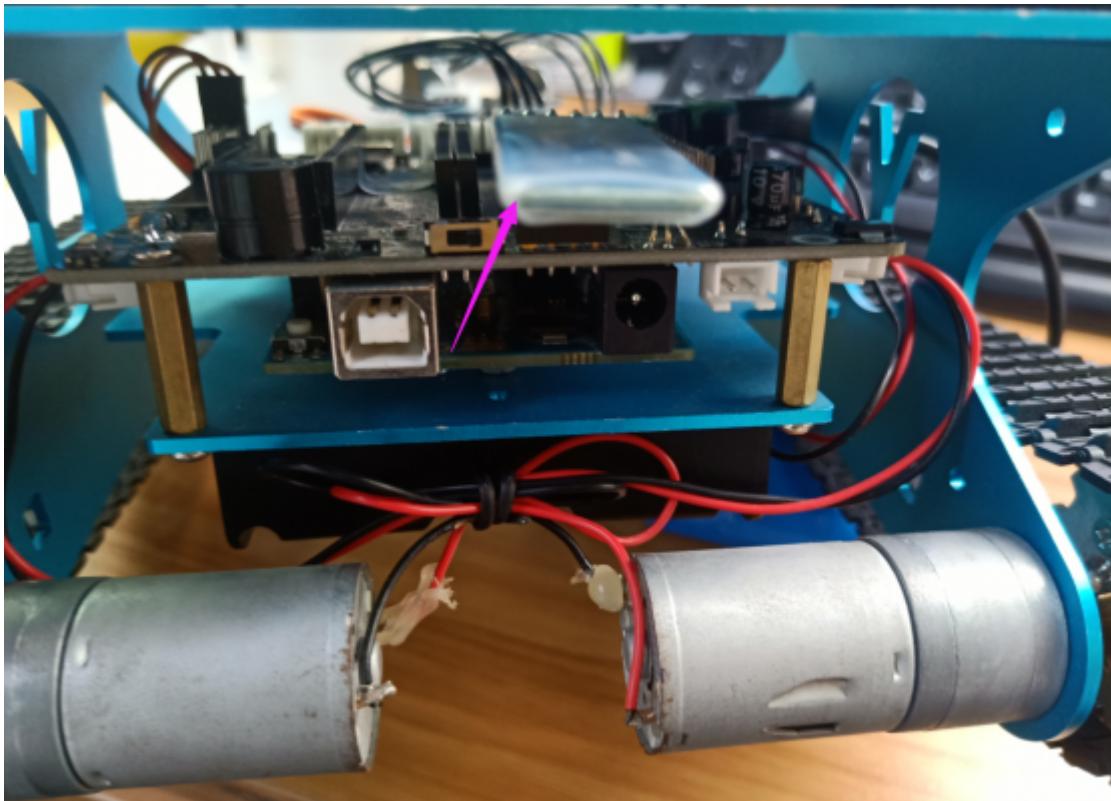
2-0.Experimental preparation(CH340)

Drive installation method as shown in the following picture:

1. We need to open the installation package:Uart drive(CH340),as st following picture.

Note: During the upload process, you need to unplug the Bluetooth module.

Step 3: After the program is successfully uploaded, you need to correctly inserted Bluetooth module. As shown below.



Step 4: Android Please use the browser to scan the QR code to download and install APK; Apple please use camera to scan the QR code to enter the APP Store to download and install or search for "YahboomRobot" in the APP Store. As shown in figure below.

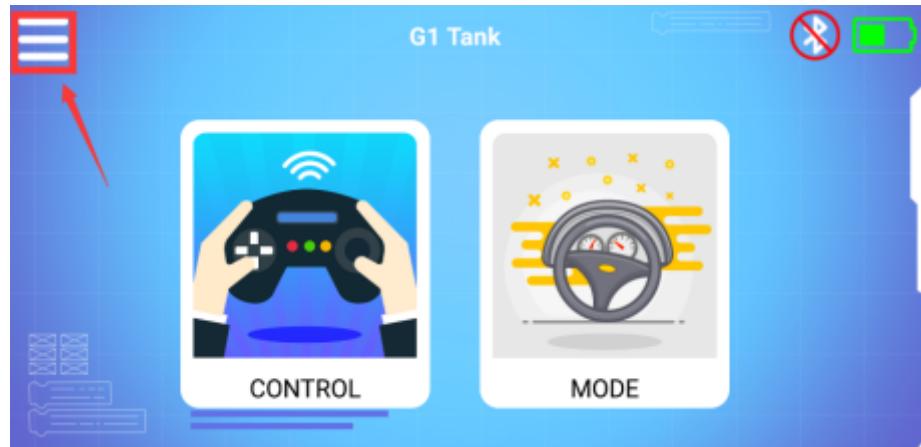
!!Note:Because the software is relatively large, the download takes a certain amount of time, please be patient.



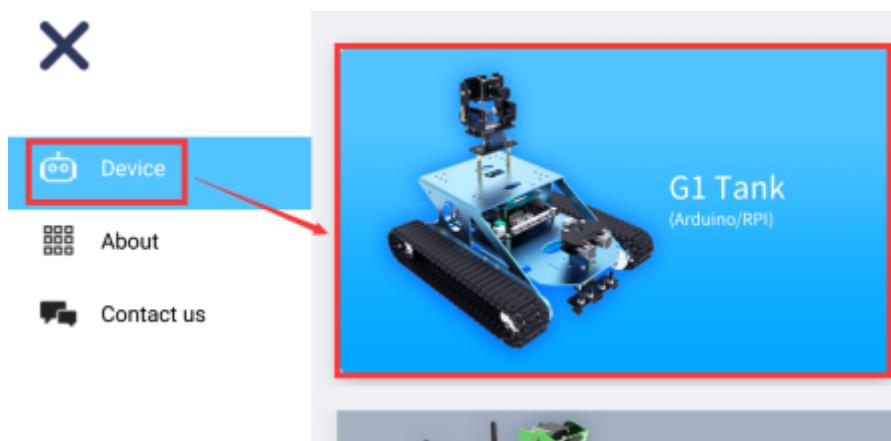
Note: During installation, If you find any prompts on your phone (for example: location permissions of your phone). You must select "Yes".

Step 5: After the APP is installed, open the Bluetooth of the your phone, open the power switch of the Tank, the red indicator of the Bluetooth module keeps flashing.

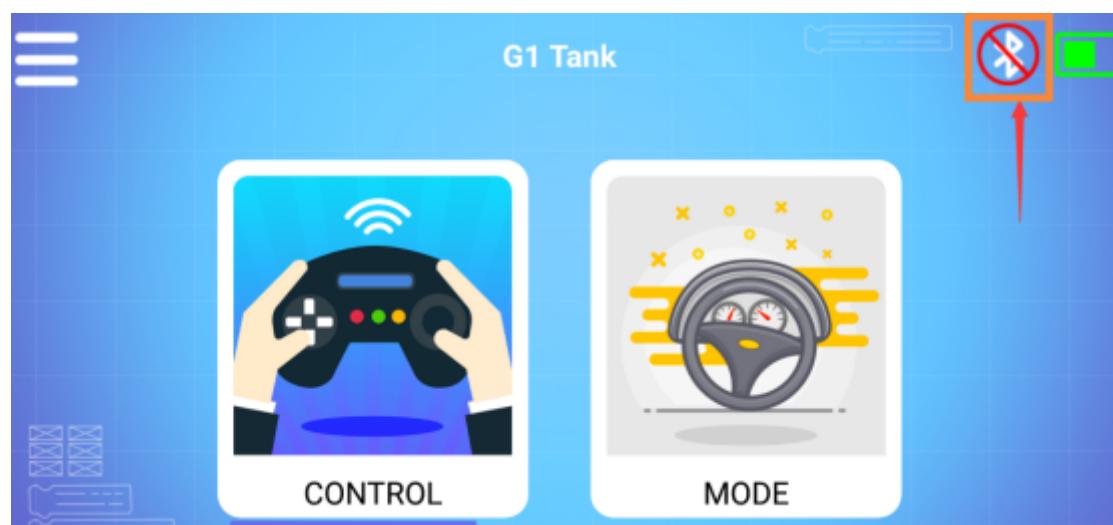
Step6: Then, open the **YahboomRobot** APK. You will see the APK interface and we need to click on the top left corner of the APK to select the device as shown below.



Step 7: Select **【G1 Tank】** to enter the remote control interface, as shown below:



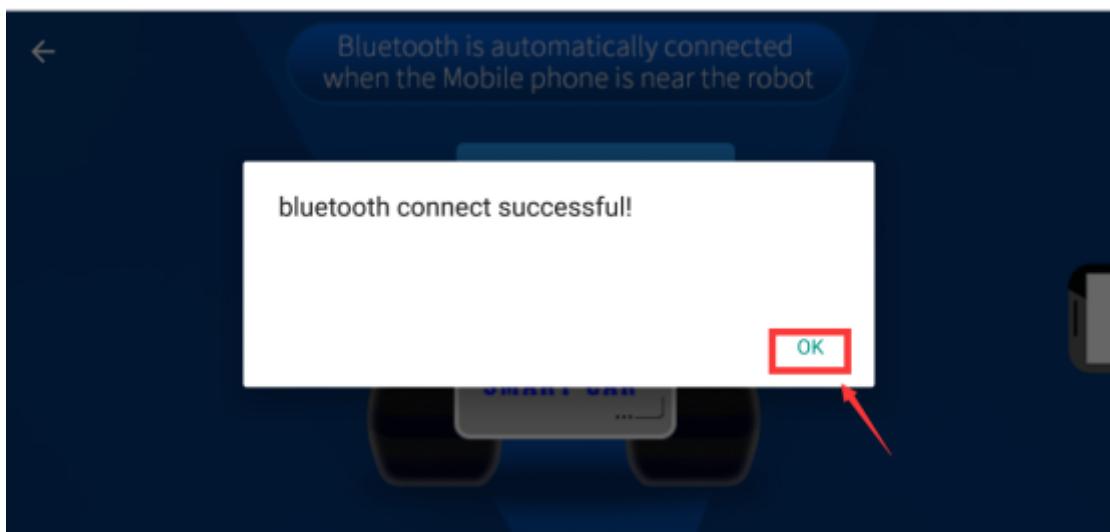
Step 8: You will see this interface as shown below. Click on the top right corner of the APK to connect bluetooth.



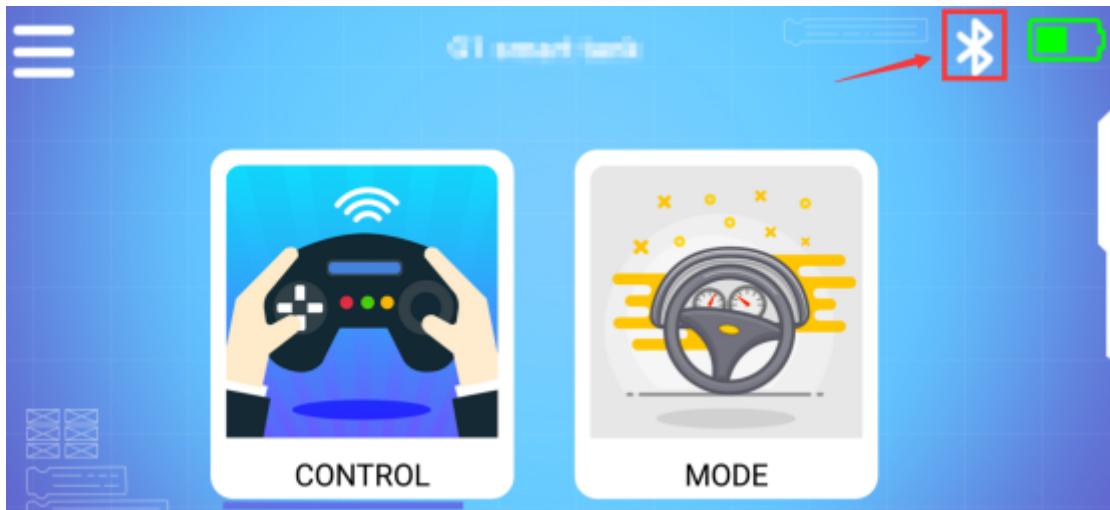
Step 9: You can see bluetooth signal. Wait patiently, the phone will automatically connect to the Bluetooth near the Tank.



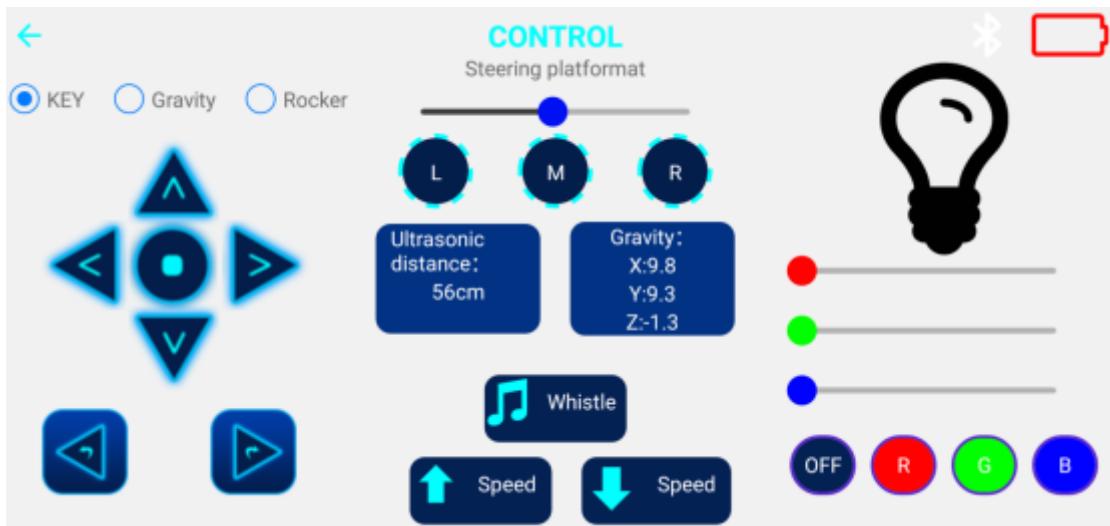
Step 10: Bluetooth can be successfully connected, and the APP will enter the interface as shown below. At the same time, the red indicator of the Bluetooth module will be keep on. You need to click "OK".



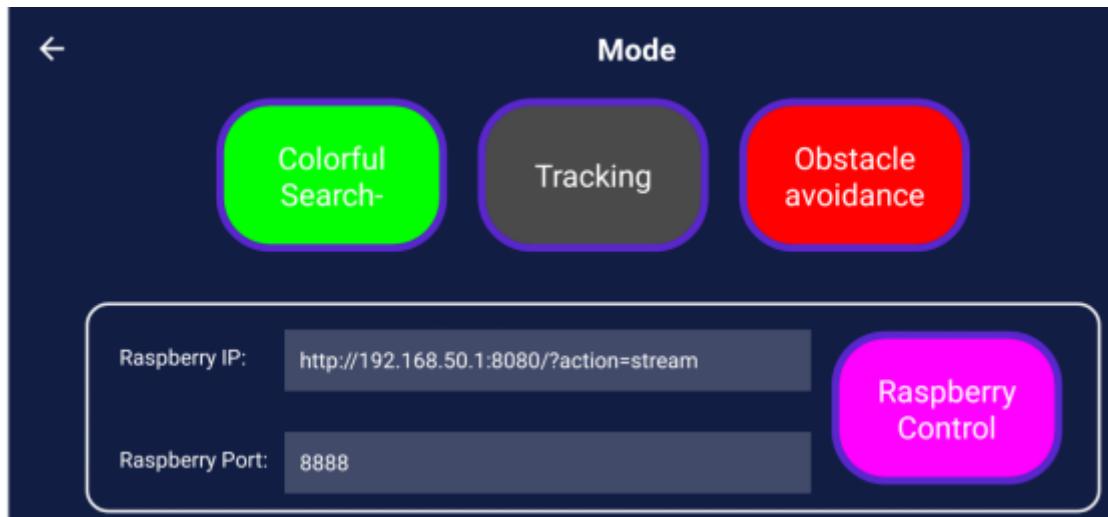
You will enter the interface as shown below.



Step 11: Click “CONTROL” to enter interface as shown below. Wait for the ultrasonic data to change, it prove that Bluetooth starts to transmit data normally. You can start to control the car. You can start to control the Tank.



Step 12: Click “ MODE” to enter interface as shown below.



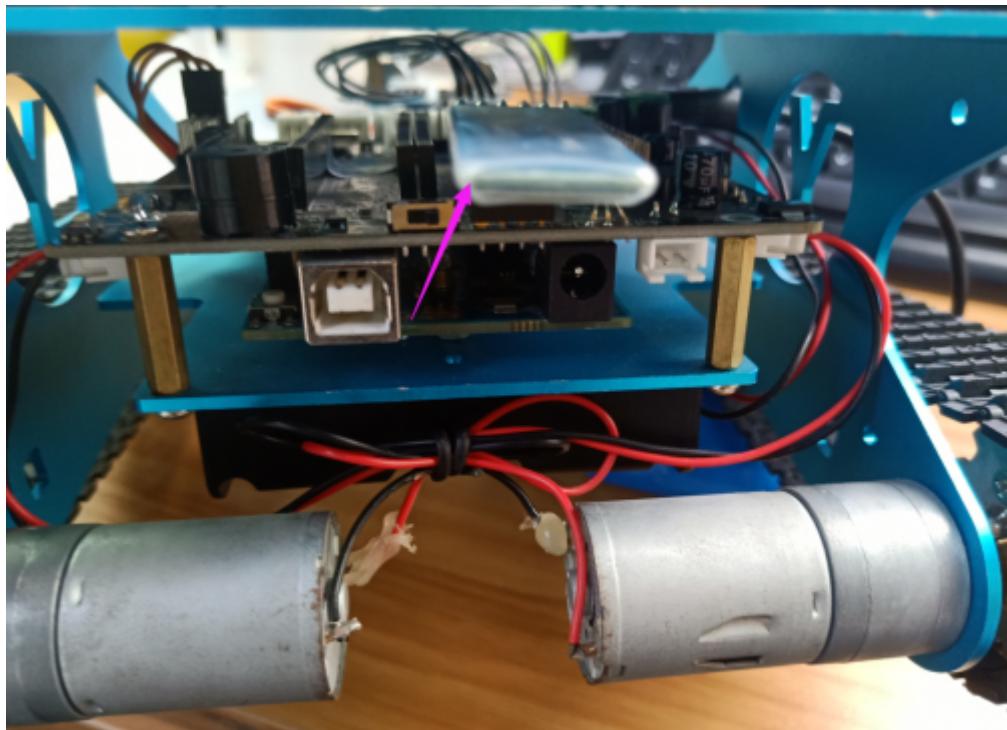
You need to pay attention to the points, otherwise the Bluetooth remote control function will have problems.

Note:

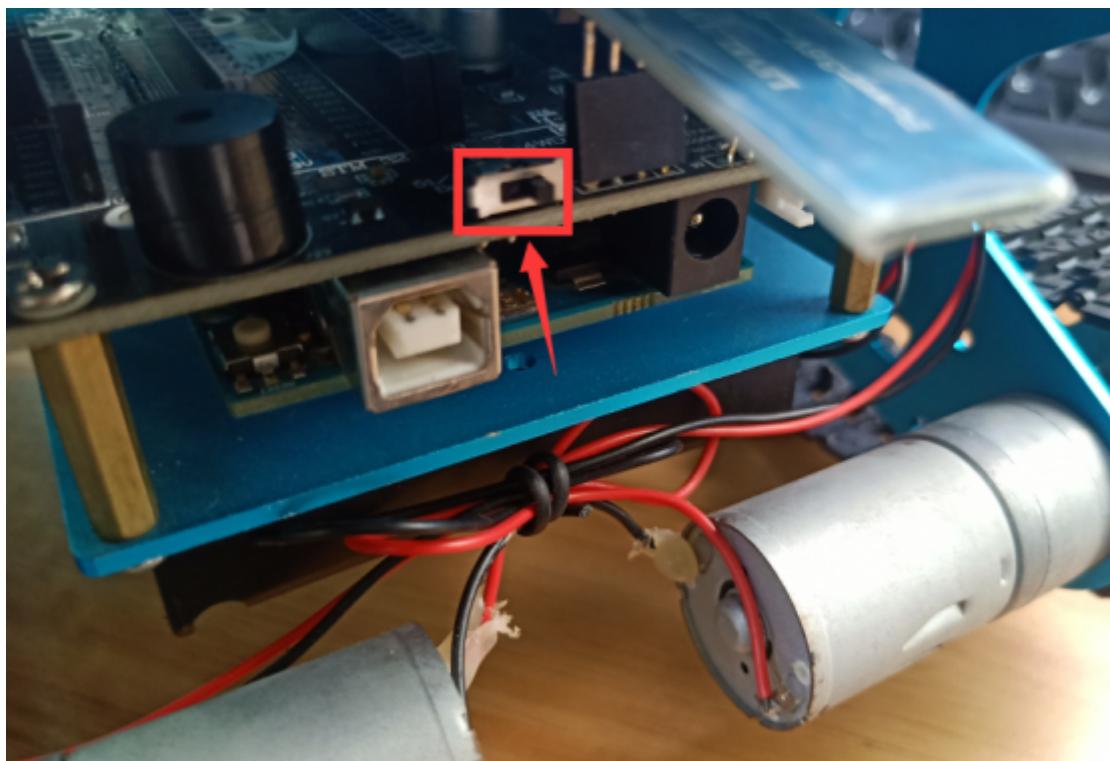
- (1) The robot Tank needs to have enough voltage to work properly. Please refer to the following figure for the charging method and battery usage:

| | |
|--|--|
| Arduino G1 Tank <ul style="list-style-type: none"> 1. Remote control operation 2. Arduino IDE programming 3. Graphical programming 4. Battery and charging <ul style="list-style-type: none"> 4.1 Battery of G1 robot car use ... | <h3>Welcome to Arduino G1 Tank</h3> <h4>4.1 Battery of G1 robot car use preca</h4> <p>Battery of G1 robot car use precautions:</p> <ol style="list-style-type: none"> 1. Please use the charger we provide to charge the car. 2. The car cannot be used while charging. |
|--|--|

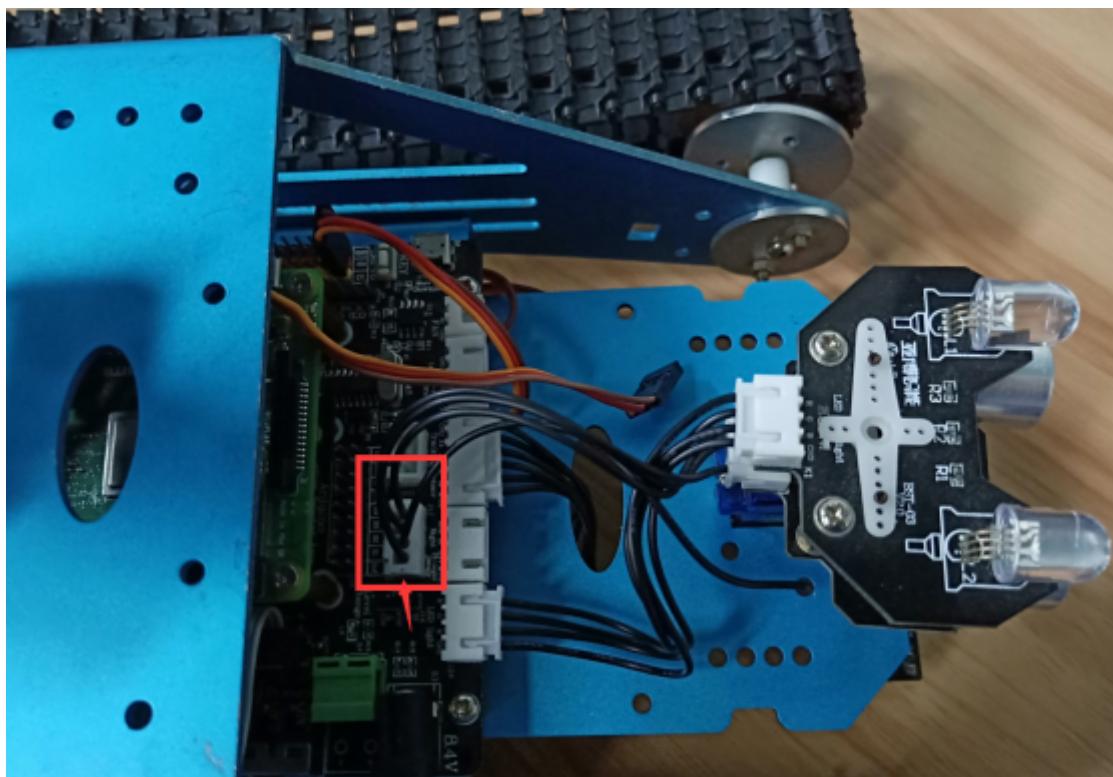
- (2) The Bluetooth module needs to be properly inserted into the expansion board of the Tank. As shown in the figure below.



(3) 51/Arduino Download Switch on the expansion board must be set to [OFF]. As shown in the figure below.



(4) The ultrasonic module must be inserted. As shown in the figure below.



Please read our manual for introductions of Bluetooth remote control interface.