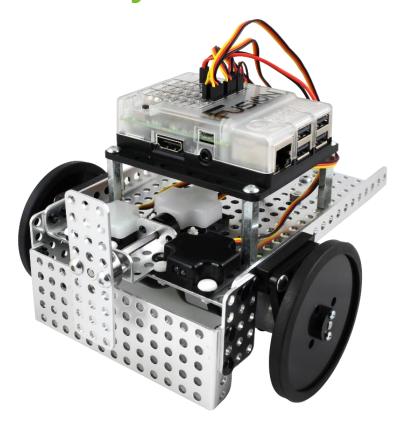


Mimio MyBot Base Kit Assembly Instructions

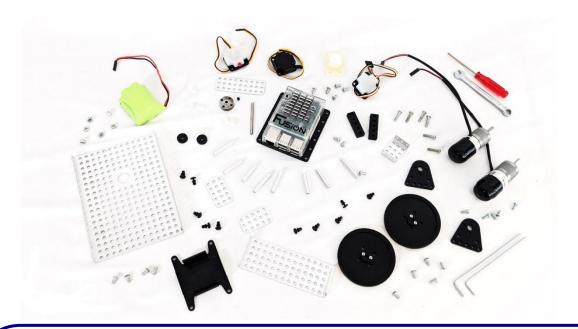


For kits supplied with BLACK wheels and Limit Switch Touch Sensors (P/N: 45-2007A)

Includes Assembly Steps for Planetary Explorer Kits

NOTE: Due to manufacturing and supply variations, elements of some images in this document may not exactly match the components included in your kit.





Base Kit Build Instructions

Use these step-by-step instructions to assemble the MyBot Base Kit robot from the components shown above (and detailed on the following pages).

NOTE: These instructions are for Base Kits supplied with BLACK wheels *and* Limit Switch Touch Sensors (P/N 45-2007A).

Special Note for Planetary Explorer Kits

These instructions include additional steps to support Planetary Explorer Kit assembly as well as how to upgrade a base kit with the Planetary Explorer sensors.

NOTE: Due to manufacturing and supply variations, elements of some images in this document may not exactly match the components included in your kit.

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Note: Specifications listed are subject to change without notice.



Illustrated List of Components



Note: Your kit may be supplied with either 3x5 or 3x7 plates.

x2 x2 04-0305 04-0307 3x5 Gusset Plate 3x7 Gusset Plate



(Used together)

x1 08-0024 11-3204 4-Hole Thin Wheel M3x5mm Set Screw



DC Motor, 6v, 185RPM



04-0309 3x9 Gusset Plate



(Used together)

x1 x1 08-0019 11-3404 4mm Axle Collar M4x4mm Set Screw



45-1025 **Motor Mount**



3x5 Flanged Plate



х1 10-0052 4mm x 52mm D-Shaft



x2 45-1020 **Motor Mount Spacer**



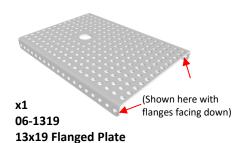
05-0513 5x13 Flanged Plate



Note: Your kit may be supplied with either round standoffs (left) х8 or hexagonal standoffs (right). 09-0005



45-1410 72mm Wheel





32mm M4 Threaded Standoff

45-2100 19mm Ball Caster



x1 45-0300 **6v Battery Clip**



Illustrated List of Components (continued)



x4 11-4116 M4 x 16mm Screw



x14 11-6001 Quick Connect, Short (black)



x1 45-2005 Integrating Gyro



x28 11-4108 M4 x 8mm Screw



x6 11-6002 Quick Connect, Medium (white)



x1 45-2006 Optical Distance Sensor



x4 11-3108 M3 x 8mm Phillips Head Screw



x20 11-4502 M4 Hex Nut



x1 45-2007A Limit Switch Touch Sensor



50-0076 Tool Kit (may differ from illustration)



15-0016 Storage Box (for spare fasteners & parts)



x1 45-1300 6v Battery Pack (NIMH)



52-2022 Fusion Controller Kit

x1



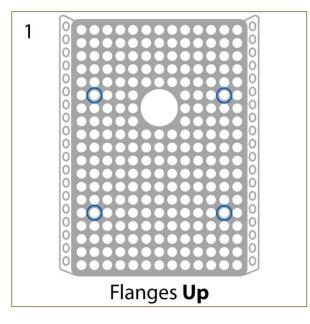
Fusion Controller Module (from kit)

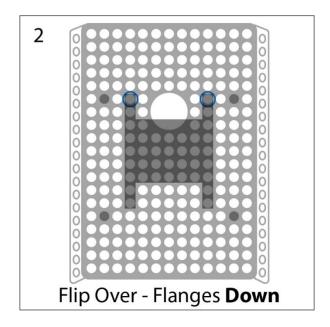


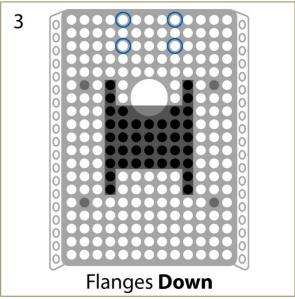
45-1301 Battery Charger

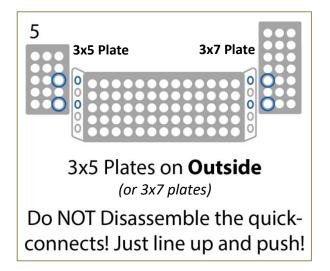
Assembly and Orientation Guides

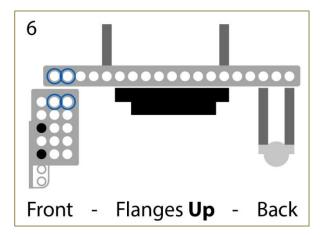
Based on suggestions from other users, we have included these diagrams which may help during assembly. They are used **with** these instructions, but **do not replace** these instructions. They are a supplement to the <u>MyBot Base Kit Assembly</u> <u>Instructions v1.5a</u> for kits with black colored wheels. The number in the upper-left corner of each image corresponds to the step in the instructions which follow.

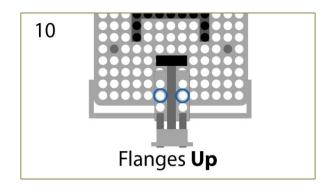












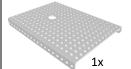
19 Pay close atte

Pay close attention to the **orientation** of the wires!!

The colors matter.

Double-check your **motor** wiring when done.

STEP 1 - Preparing the Base Plate:

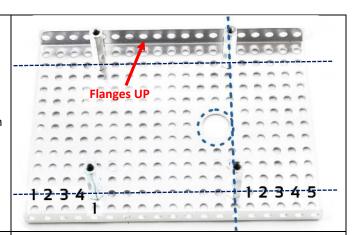






4x (8mm)

- 1. Using four (4) M4 x 8mm Screws, attach four (4) M4x32mm Standoffs to the 13x19 Flanged Plate as shown.
 - a. Insure that the standoffs and the flanges on the plate are on the same side.
 - b. There should be one empty row of holes between the flanged edge and the standoffs.



STEP 2 - Attaching the Battery Clip:

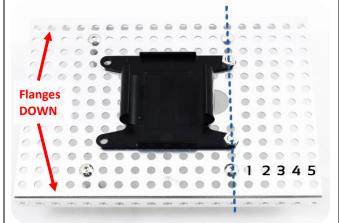






2x (8mm)

- 2. Flip the flange over and attach the battery clip using two M4 Hex Nuts and two M4 x 8mm Screws..
 - a. Make sure the nuts are on the same side as the battery clip.
 - b. Secure the battery clip <u>only</u> on the end with the large circular hole through the flanged plate. The other end is not attached with screws and nuts.



STEP 3 – Preparing to Attach the Ball Caster:

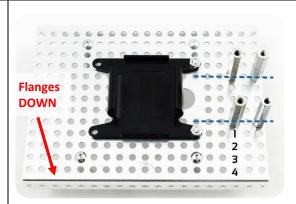






4x (8mm)

- 3. Using four (4) M4 x 8mm Screws, attach four (4) M4x32mm Standoffs to the 13x19 Flanged Plate as shown.
 - a. Insure that the standoffs are on the same side as the battery clip.
 - b. **Do not** fully tighten the screws until after Step 4. This will make lining the holes up easier.



A Quick Word about the Quick-Connect Fasteners...

In the steps which follow, you will use the black and white quick connect fasteners to attach parts. These fasteners are like rivets; the **shaft** is inserted through holes in the parts, then the **plunger** is pressed down to expand the bottom of the shaft to lock the parts in place. There is no need to remove the plunger from the shaft prior to the first use.

TIP: The flat end of the rubber eraser on the back of a pencil is a handy tool for pushing the plunger into the locked position.

To remove the fasteners and reuse them, simply push the tip of the plunger (that extends out the bottom of the shaft) to raise the plunger cap, then pull the plunger up to release the shaft and remove the fastener. During reuse, it is often helpful to remove the plunger from the shaft, install the shaft through the parts to be fastened, then insert the plunger back into the shaft and press it down to lock in place.





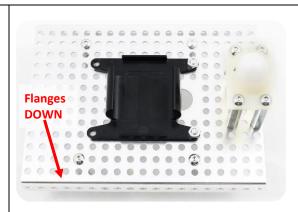
STEP 4 – Attaching the Ball Caster:





4x (8mm)

- 4. Using four (4) M4 x 8mm Screws, attach the 19mm Ball Caster to the ends of the standoffs.
 - a. <u>Do not</u> fully tighten the screws until all of them are in place and the Ball Caster is straight and even.
 - b. Fully tighten all 8 screws beginning with those holding the Ball Caster to the standoffs, then the ones holding the standoffs to the Flanged Plate.



STEP 5 - Assembling the "Cow Catcher":







2x

- 5. Using two (2) of the Small Quick Connects on each side, attach a 3x5 (or 3x7) Gusset Plate to each end of the 5x13 Flanged Plate as shown. Note that there should be two (2) unused holes on the Gusset Plates above the Flanged Plate.
 - a. Insert the quick connect through the hole in the Gusset Plate and the Flanged Plate so that the plates are together, then firmly push the head of the quick connect to lock the pieces in place.
 - b. The head of the quick connect will be flush against the plate when fully engaged.

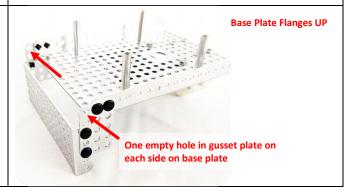
Make sure the Gusset Plates are on the *outside* of the 5x13 plate's flanges 2 Empty Holes for 3x7 Gusset Plate

STEP 6 - Attaching the "Cow Catcher":





- 6. Align the assembled Cow Catcher at the front of the robot as shown and attach it with two (2) quick connects on each side.
 - Be certain that there is one empty hole on the gusset plate that extends beyond the flange on the robot's base plate.



Why is this called a "Cow Catcher"?

In the early days of rail transportation, collision with an object on the tracks (like a stray cow wandering around on the plains and prairies) could do a lot of damage to the train. To help avoid collisions, the engines would have a wedge-shaped piece on the front to lift and push an object aside.

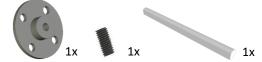
While it is unlikely that your robot will encounter a cow laying it its path, the "cow catcher" helps prevent the robot from running over other objects that might be in the way and could cause damage.

The cow catcher was invented in 1838 by Charles Babbage. He was a mathematician, inventor, design engineer, and originated the concept of a digital programmable computer – just like the computer that powers your MyBot Robot! He is considered by some to be *the father of the computer*





STEP 7 – Assembling the Touch Sensor "Plunger" – Part 1:



The Plunger extends the reach of the touch sensor in front of the robot. These instructions will build the plunger in steps.

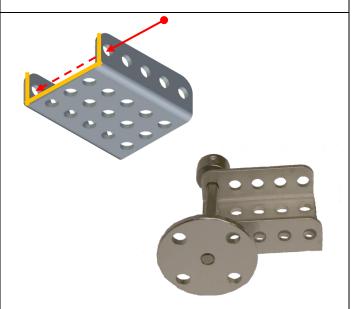
- Begin by threading the Set Screw into the 4-Hole Thin Wheel. You will need the smallest-sized allen wrench. Since the set screw is so small, it helps to put the set screw onto the allen wrench, then line it up with the hole on the side of the thin-wheel and screw it in about half-way. Confirm that the shaft slides easily through the center hole of the hub.
 - a. Next, place the Thin-Wheel on a table or other flat surface with the flat face of the thin-wheel down.
 - b. Insert the axle into the center hole of the wheel so that it is standing straight up with the flat of the shaft facing the set screw.
 - c. Without lifting or tilting, tighten the set screw to securely hold the shaft in the thin-wheel.
 - d. Inspect the flat end of the Thin-Wheel. The shaft should be flush with the surface



STEP 8 - Assembling the Touch Sensor "Plunger" - Part 2:



- Using the middle-sized allen wrench, insert the setscrew into the Axle Collar and tighten it about half way.
 - a. Examine the 3x5 Flanged Plate, and orient with the flanges UP as shown in the diagram.
 - b. Slide the axle through the leading holes entering from the right as shown, and passing through to the other side.
 - c. Slide the Axle Collar onto the axle with the flat of the shaft facing the set screw.
 - d. Adjust the axle so it is flush with the face of the axle collar and tighten the screw. Using the table or other flat surface is recommended.
 - e. Inspect the finished plunger to make sure that the axle is flush with the ends of the thin-wheel and collar. The axle should not protrude.



Since the axle shaft does not extend beyond the faces of the Thin-Wheel or Axle Collar, the finished length of this plunger will be the same as the length of the shaft by itself.



STEP 9 – Mounting the Touch Sensor:



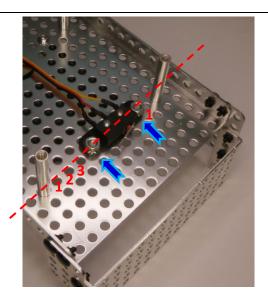




2x (8mm)

2x

- 9. The Touch Sensor is mounted using two M4 x 8mm screws and Hex Nuts. For this sensor, the screws <u>must</u> come up from the bottom of the base plate.
 - a. The sensor is mounted on the same line as the front two standoffs. There are 3 empty holes on one side and 1 on the other side as shown.
 - b. Insert the screws up from the underside of the base plate, through the slotted holes in the touch sensor mount and secure with the nuts. Do not fully tighten the screws.
 - Slide the touch sensor mount as far back as possible (as shown by the arrows), and then tighten the screws.



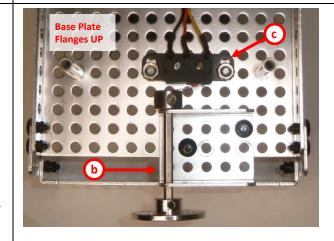
STEP 10 – Mounting the Touch Sensor Plunger:





2x

- 10. Using two (2) of the Small Quick Connects as shown, mount the Touch Sensor Plunger to the top-front of the robot's base plate.
 - As shown, the back of the plunger will press the touch sensor
 - b. Note that the Flanged Plate hangs off the edge.
 - c. Note that the Touch Sensor Mounting Plate is as far back as possible.



STEP 11 – Checking the Touch Sensor Operation:

- 11. When properly mounted, the touch sensor limit switch will push the plunger forward and then activate the switch if the plunger is pushed in.
 - a. The switch will make an audible 'click' when activating and deactivating.
 - b. If the plunger does not move, verify that all of the elements are properly mounted and positioned
 - c. If the plunger moves, but no audible 'click' is heard, the switch is always being activated and it is necessary to increase the distance between the plunger and the switch.
 - The easiest way to increase this distance is to remove the screw and nut from the touch sensor mount that is *closest* to the plunger.
 - Next, pivot the touch sensor back until the click is heard.
 - Test that the plunger is properly activating the switch.
 - Without further pivoting the touch sensor, tighten the remaining screw to prevent further movement of the swtich

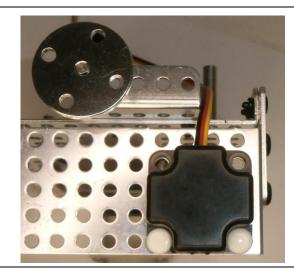


STEP 12 – Mounting the Optical Distance Sensor:





- 12. The Optical Distance Sensor is mounted using two (2) of the Medium Quick Connects to the front of the Cow Catcher.
 - a. Align the end of the sensor with the bottom of the Cow Catcher plate and attach using the Quick Connects



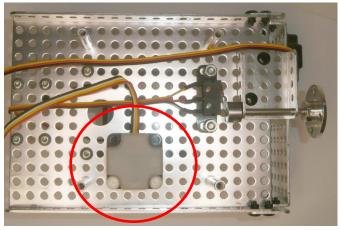
STEP 13 – Mounting the Integrating Gyro:





- 13. The Integrating Gyro is mounted using two (2) of the Medium Quick Connects. These are inserted from the top of the robot's base plate.
 - a. The gyro can be mounted as shown or placed so that the back of the sensor is against the flange.

NOTE: For Planetary Exploration Kits, please see Steps P13.1, and P13.2 starting on page 19.



STEP 14 – Preparing the Motors:

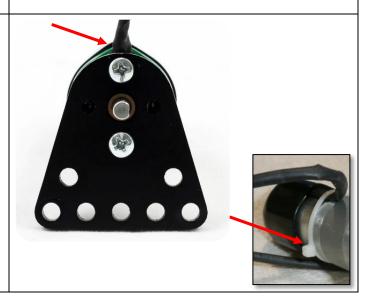






4x (M3 x 8mm)

- 14. Using two (2) M3 x 8mm screws, attach a motor to each motor mounting plate.
 - a. Use the 'vertical' holes only. The 'horizontal' holes do not line up with the motor.
 - b. Insure that the motor oriented so that the wire is on the top (at the narrow end) of the motor mount.
 - c. Slide the cable-tie holding the wire to the motor so that the latching end of the cable-tie is on a side, and is not at the bottom (ie: towards the wide end of the motor mount).

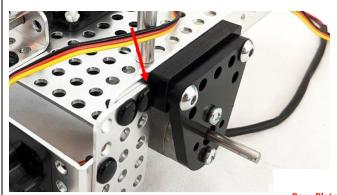




STEP 15 – Mounting the Motors on the Robot:



- 15. Using a Motor Mount Spacer <u>between</u> the Motor Mount and the side flange of the robot's base plate, attach a motor to each side of the robot and secure with two (2) M4 x 16mm screws and Hex Nuts.
 - a. The motors are mounted directly behind the cow catcher's 3x5 Gusset Plates. Do not leave any empty holes between the plates and the motor.



Base Plate Flanges UP

STEP 16 – Attaching the wheels



2x

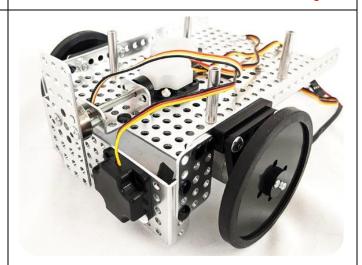
- 16. The wheels are pressed onto the motor shafts using the same technique used to press the Axle Collars on to the Plunger shaft.
 - With the wheel hub screws to the outside, align the D-shaped cutout to the motor's axle and press it onto the shaft.
 - b. It may be easier to place the wheel on a table and push the robot/motor down into the wheel.
 - c. The motor shaft should be flush with the wheel hub (or extend slightly) when properly installed.

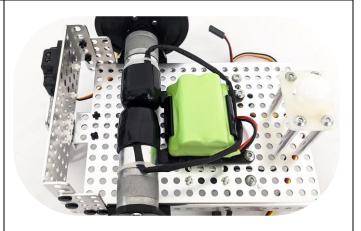
Note: We do not recommend using a hammer to force the wheels on to the motor axles; damage to the motor gearbox

STEP 17 – Install the Battery and Prepare for Wiring:



- 17. Insuring that the battery wire is towards the back of the robot, snap the battery pack into the battery clip on the bottom side of the robot.
 - a. Route the wires from the motors and the battery pack through the large hole and to the top-side of the robot.
 - b. Arrange the wires neatly along the bottom of the robot; using some small twist-ties or cable ties to help keep them in place.





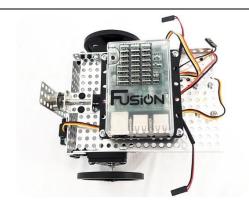
STEP 18 – Attaching the Fusion Controller:





4x (8mm)

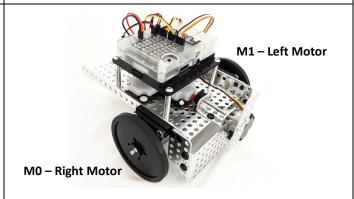
- 18. Using the M4 x 8mm screws, mount the Fusion Controller to the standoffs on the top-side of the robot as shown.
 - a. Before mounting, you might want to consider neatening the wires from the sensors and use small twist-ties or cable-ties to keep them in place.



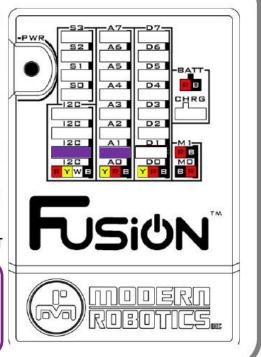
STEP 19 – Wiring the Robot:

- 19. Referring to the Wiring Chart, insert the wires into the correct ports on the Fusion Controller.
 - a. Note that with the word Fusion toward you, all of the black wires are to the right – with one exception: M0 (the right motor).
 - b. It is recommended to connect the battery wire *last*.

NOTE: For Planetary Exploration Kits, see the additional connection information in the box below.







Getting Started – Connecting, Creating an Administrator Account, and Updating the Software

This section provides step-by-step instructions on getting started with the MyBot Fusion Controller. To access the online version of these instructions, please visit http://boxlightrobotics.com/fusion docs/Getting Started Topic.

Getting Started - Connecting

1. Powering the Fusion Controller:

The Fusion Controller is powered by the supplied battery pack which should be charged before use.

To Charge the Battery:

- Plug the battery into the BATT connector on the Fusion Controller.
- Plug the Battery Charger into a suitable power outlet and connect the wire to the CHRG connector of the Fusion Controller. The BLACK wire must be to the right when the word Fusion is facing you.
- Allow 9-12 hours to fully charge the battery. Use the LED indicator as a guide to charge status.

Charging Notes:

- ✓ The battery will only charge if the Fusion is OFF.
- ✓ Only the approved charger should be used to charge the battery.

Powering the Internal Processor via USB:

While the robot will only work when being powered from the battery, you can power the computer inside the Fusion Controller through the microUSB Port on the side of the panel of the unit.

- Connect the USB cable supplied with your Fusion Controller kit to a USB Port on your computer or a suitable USB Power Supply. Connect the other end to the microUSB Port on the side of the Fusion Controller. A green LED near this connector will light when power is connected.
- This will only power the computer allowing you to access the User Interface; it will not power motors, servos, or other devices connected to the Fusion.

USB Power Troubleshooting Notes:

- ✓ The Fusion requires a source capable of supplying 5v at 1000mA (1 Amp). Some computers may not be able to supply this power.
- ✓ Power received via the USB Port will not charge the Fusion's Battery pack.
- ✓ If the RED LED on the back end of the Fusion Controller (near the PWR Button) flashes or goes out during USB Powered operation, your USB Source is not able to provide sufficient power. *It is not recommended to operate under these conditions*.

2. Turning on the Fusion Controller:

Press the PWR Button on the Unit. A green LED that is roughly under the letter 'o' in the Fusion logo will begin to flash slowly. This indicates that the controller is booting up. When the LED lights solid, the Fusion is ready to use.



Getting Started – Connecting *(continued)*

3. Connecting to the Fusion Controller:

On your computer, activate the WiFi and look for the Wireless Network being generated by the Fusion Controller. The Network's name will look like FusionAP_xxxxxx. You can see the actual network name (known as the SSID) on a label on the side of the Fusion Controller and also on the inside lid of the Fusion Controller Box. Select this network and enter the case sensitive passkey mrifusion. Once the network is connected you are ready to open the Fusion's user interface.

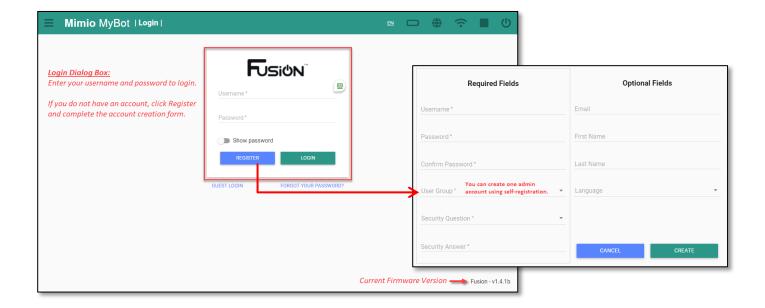
Important: If you have any other network connections on this computer – especially WIRED connections – you should disconnect them to prevent communication problems.

4. Opening the Fusion's User Interface:

Open the Browser on your computer (Google Chrome or Microsoft Edge is recommended). Enter the URL my.bot and press Enter. After a few moments, the Fusion's Login Page should be displayed.

Trouble-shooting Tips:

- If the computer says it cannot find the **my.bot** URL, it suggests that you still have another active network connection, or that security software may be preventing proper address resolution. Please try the following:
- Instead of the my.bot URL, enter the address: http://192.168.50.1:8080 and press enter.
- If connection is established using this URL, it confirms that you either have another active network connection or security software is preventing proper address resolution.
- If the direct address entry does not access the Fusion's Login Page, there may be other problems with your connection or security software. Contact your network administrator for assistance.

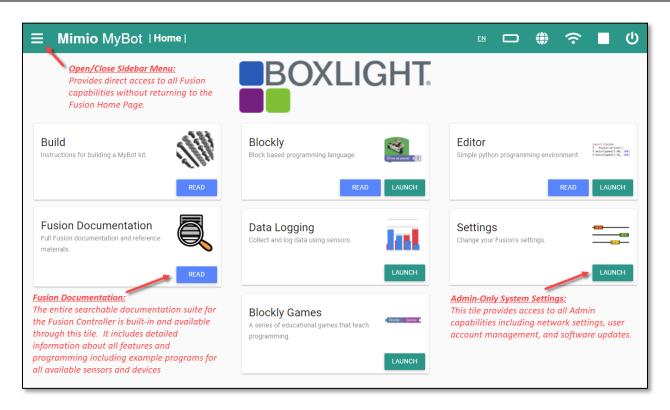


Getting Started – Creating and Logging-in to an Administrator Account

1. On the Login Page, click REGISTER:

- ✓ This will allow you to self-register or create an account. There are two types accounts on the Fusion Controller: USER accounts and ADMIN accounts.
- As these names suggest, the USER accounts are for users who are developing and running programs for the Fusion. Each user account has its own private storage space for programs that is not accessible to other users. The USER accounts cannot access any of the Fusion Management features such as account management and password changes, configuring the networking features, and updating the firmware.
- ✓ The ADMIN account has access to all of the features of the Fusion Controller as well as developing programs stored in the Admin's private storage.
- ✓ You should have at least one ADMIN account for system management. While an Admin user can create additional ADMIN-type accounts from the user account management page, the Fusion allows for a single ADMIN Account to be created via the self-registration form.
- Complete the form, selecting ADMIN as the User Group type.
- Click on CREATE to complete the account creation and login to the Fusion using the new Admin account.

The Fusion Home Page is displayed and shown below. Additional information about the home page features can be found by selecting the Fusion Documentation tile, then selecting the *Web Interface* tile from the Documentation Suite.



Getting Started – Checking for and Updating the Fusion Software

1. Connect the Fusion Controller to the Internet:

(Note: Insure that the battery is fully charged or adequate USB Power is being provided before attempting a software update. Power failure during an update could require the return of your Fusion Controller for servicing.)

In order to check for and install a software update, the Fusion Controller must be connected to the Internet using a wired connection

- Using a standard CAT5-type Ethernet Cable, connect the Fusion's Ethernet port to a suitable router/switch port on your network.
- The Fusion should automatically request and obtain an IP Address from your network and connect to the Internet
- Observe the Internet Status Indicator on the Fusion's title bar. When internet access has been made, the icon will change from to

Note: When the Fusion Controller is connected to the Internet, it acts like a mini-router and provides that internet access to the WiFi network it creates. Thus, internet requests from the computer connected to the Fusion's WiFi will automatically forward to the internet

2. Check for Software Update:

• Open the **SETTINGS** tile from the Fusion Home Page, then select the SOFTWARE sub-page. If there is a software update available, the UPDATE button on the upper right of the screen will be green. If no update is available, the button will be gray:

Update Available

UPDATE

Update NOT Available

UPDATE

3. If an Update is Available, Click the UPDATE Button to Begin:

- The Fusion will start the update process. It may ask if you are sure you want to do the update before proceeding.
- During the process, it will put some progress messages on the screen. It may pause for what seems like a long time but it is still working.
- When the update is complete, the unit will either reboot or turn itself off pending on the requirements for that update. If it does shut down, simply repower the unit and allow it to start. You will be running the new version of software.

Special Note: What to do if your unit does not show an update available:

This may be normal, since you may already have the most current version of the software. The bottom right corner of the login screen shows what version you are running.

There is a problem on some units running versions from 1.4.0 to and including 1.5.0 where the update check mechanism does not always detect an available update.

If your unit is running one of these versions and your Fusion is connected to the internet (as indicted by the Internet Status Indicator), but it has not detected an update after about 2 minutes, please follow the procedure found on page 20. This procedure manually triggers the update detection process.



Special Assembly Instructions for Planetary Exploration Kits or Upgrades

The Planetary Exploration Kit includes 2 additional sensors for the robot: a color sensor and a magnetic field sensor. These special assembly instructions detail the changes to Base Kit steps to add these sensors to the build.

Illustrated List of Additional Components





x2 11-4120 M4 x 20mm Screw



x1 45-1021 3 Hole Spacer



x1 45-2018 **Color Sensor**



x2 11-6001 Quick Connect, Short (black)



11-6002 Quick Connect, Medium (white)



45-2020 **Magnetic Field Sensor**

STEPS P13.1 AND P13.2 - SENSOR MOUNTING

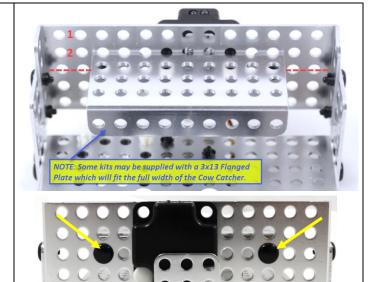
STEP P13.1 – Mounting the Extra Sensor Plate:







- P13.1 Mount the 3x9 Flanged Plate to the inside of the Cow Catcher using the 2 small Quick Connects.
 - a. The flat side of the plate should face down (remember – this picture is a bottom view. In addition, the motors have been removed to provide better visibility).
 - b. The Plate is centered on the Cow Catcher with two empty holes on either side of the plate.
 - c. Use the two holes shown for the Quick Connects.











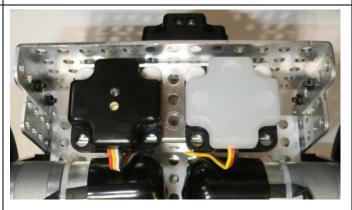
- P13.2 Position the sensors so that the wires face the motors as shown and secure each sensor using two (2) of the medium Quick Connects.
 - a. Route the wires under the plate and to the topside of the robot through the gap between the base plate and the Cow-Catcher. (Note: these wires can join the wire coming from the Optical Distance Sensor and be held in place with a small twist-tie or cable-tie.)

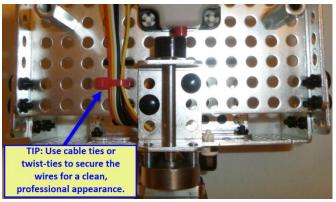
During <u>Step 19 – Wiring the Robot</u>:

- ✓ The color sensor gets connected to an I2C port.
- ✓ The Magnetic Field Sensor gets connected to Port A1.

Remember that with the word Fusion toward you, all of the black wires from the sensors are to the right.

Continue with step 14 on page 11.







MANUALLY TRIGGERING THE UPDATE DETECTION PROCESS:

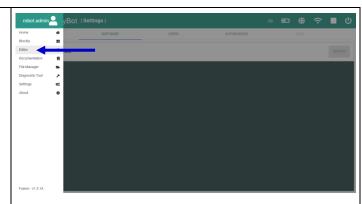
There is a problem on some units running versions from 1.4.0 to and including 1.5.0 where the update check mechanism does not always detect an available update.

If your unit is running one of these versions, your Fusion is connected to the internet (as indicted by the Internet Status Indicator), but it has not detected an update after about 2 minutes, this procedure manually triggers the update detection process. **NOTE:** This procedure is ONLY required one time and only if your unit is running versions 1.4.0 to 1.5.0.

1. Launch the Python Editor:

Open the side-bar menu and select the Editor.

(You could also return to the Fusion home page and select the editor tile.)



2. Modify the Program:

Add two lines to the program template as shown:

import Fusion
import os
f = Fusion.driver()
os.system('git fetch')

* Untitled4.py File Manage Help import Fusion import os f = Fusion.driver() os.system('git fetch')

3. Run the Program:

Run the program by clicking the green arrow tool bar.



The editor will ask you for a name (or use the Untitled.py name suggested). You can enter any name, but this procedure is a one-time process. Newer versions of the Fusion software have corrected the update detection process.

The program will run and may generate some lines of output in the Debug Console, ending with "> Program Finished".

Debug Console > Program Finished!

4. Return to the Update Page:

The UPDATE button should show an available update within a minute if one is available.



