

VEXcode VR Lab Schedule

Unit B-1: Gear Ratio (Coursepak lab-unit B-part1)

Unit B-2: VEXcode VR programming

Drivetrain Category

1. <set drive velocity> block
2. <set turn velocity> block

Looks Category

3. <print> (number, text) and Monitor Window, number can be replaced by any oval shaped block
4. <set precision>, <clear all rows>, <set cursor to next row>, <set print color>
5. <move robot pen>, <set robot pen color> blocks

Operators Category

6. Use arithmetic operator blocks – all oval shaped blocks (returning values)

Variables Category

7. Make a variable, set a variable value, report variable value

(example: draw a rectangle with variable width and height)