

REX8



GitHub
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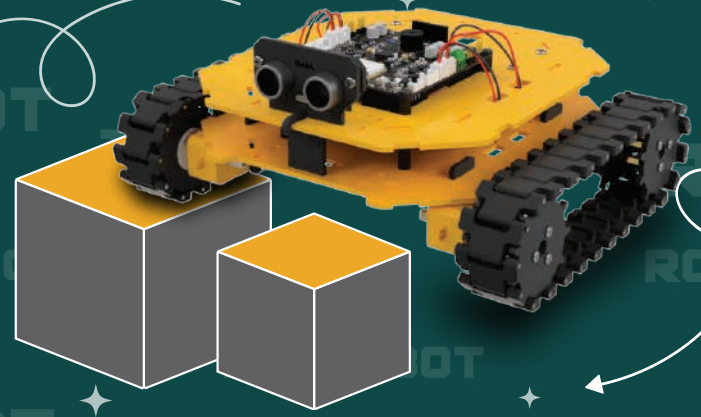


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ROVERBOT SETUP GUIDE



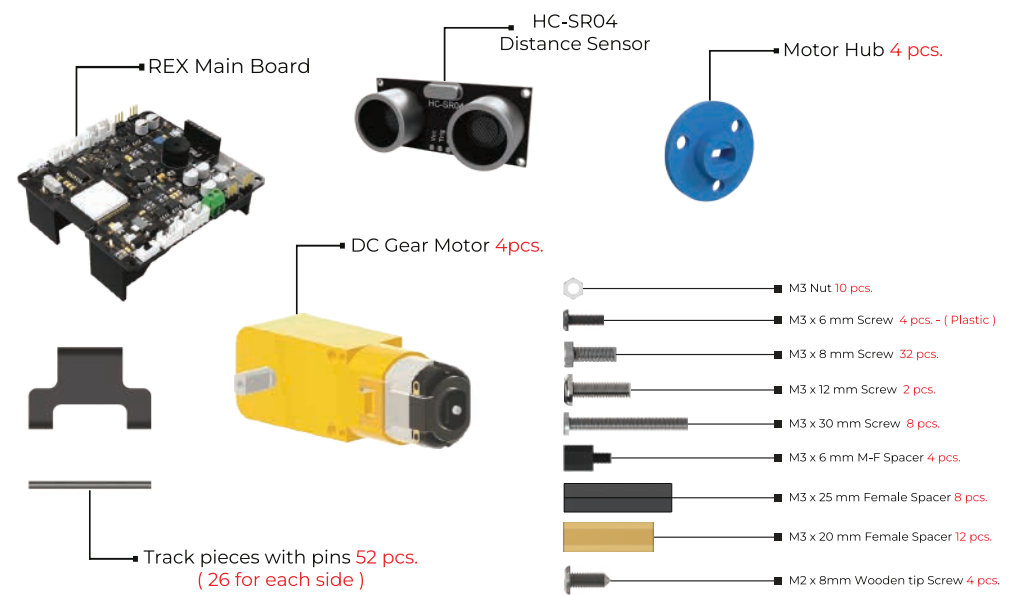
RoverBot

Unlike other REX robots, RoverBot uses pallets in its movement mechanism. Thanks to its tracked structure, it has more mobility in rugged terrain than the other REX robots.

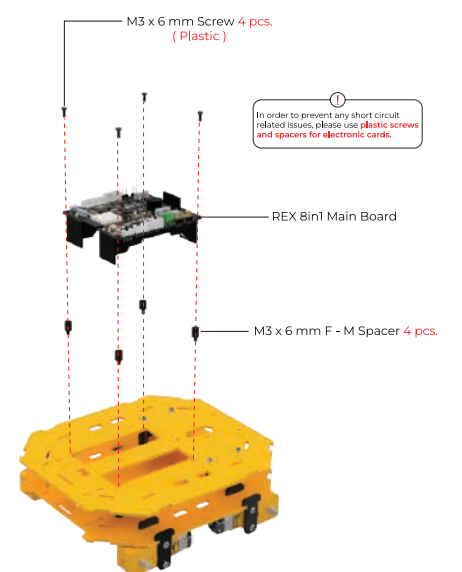
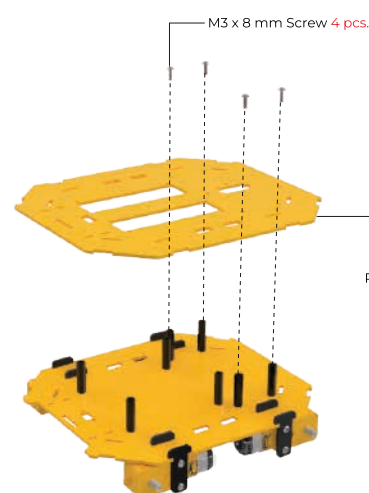
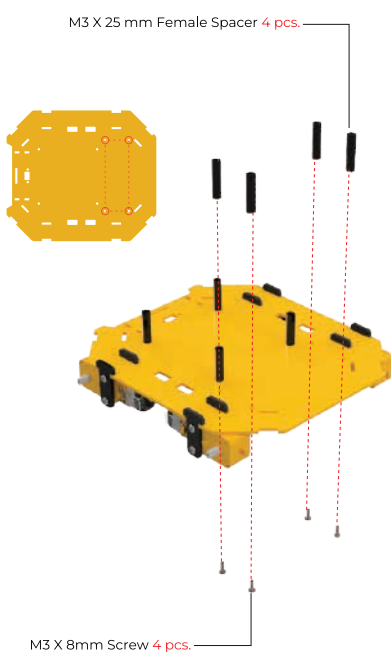
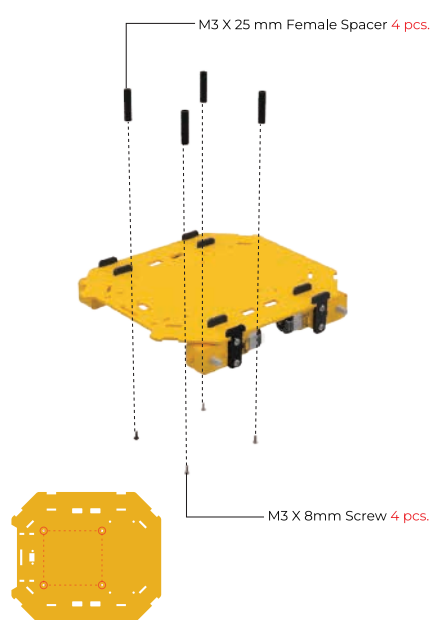
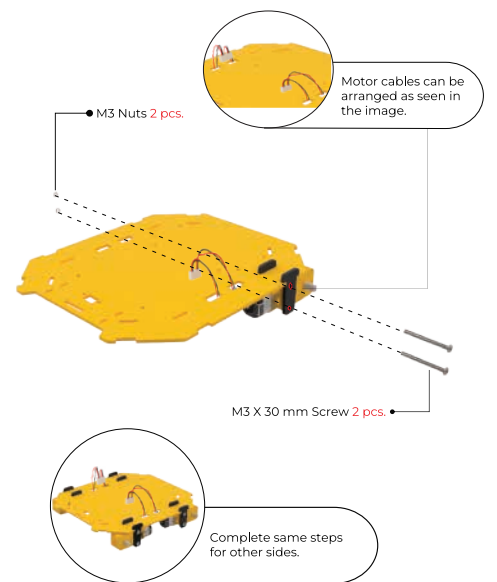
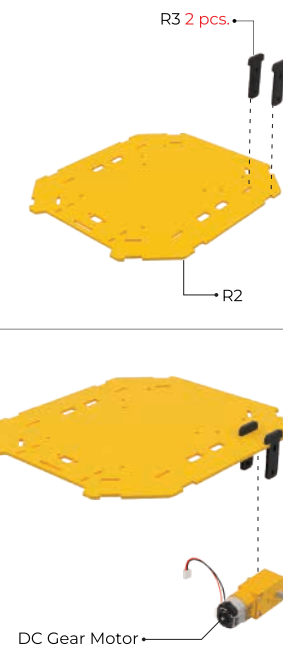
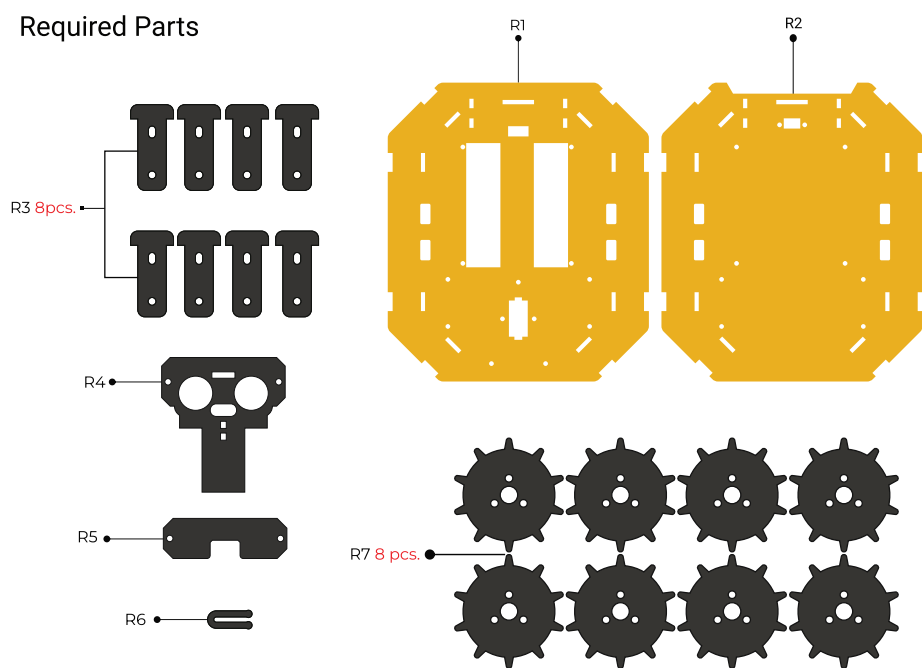
Advantages of Tracked Vehicles Compared to Other Vehicles

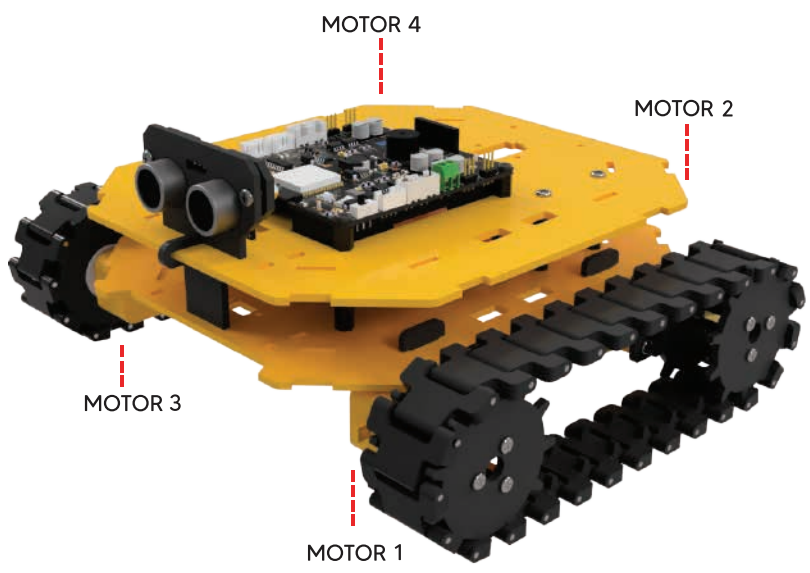
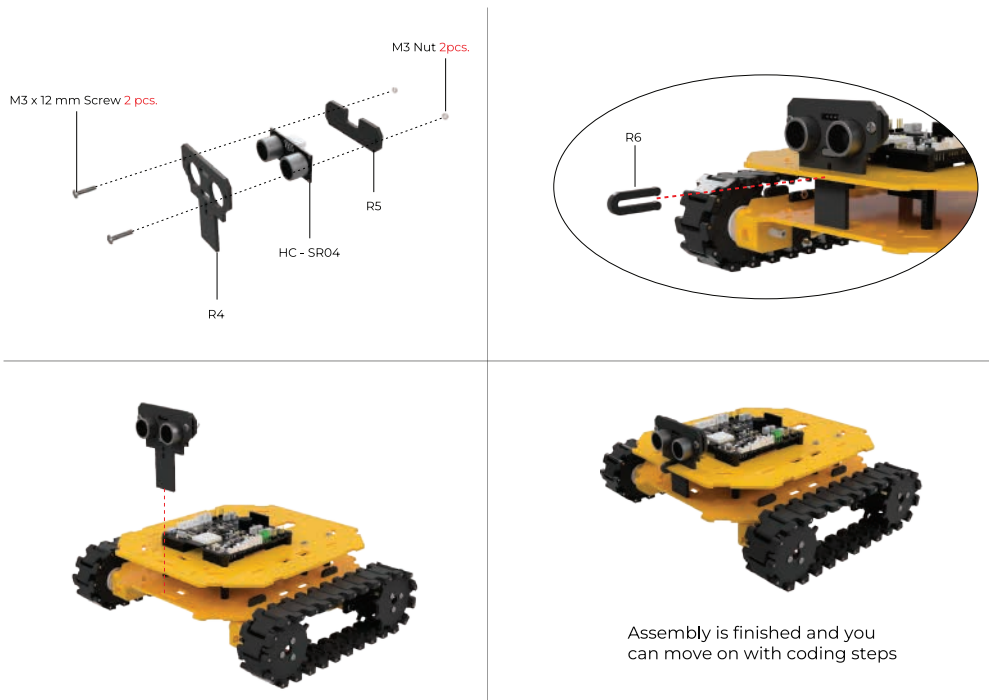
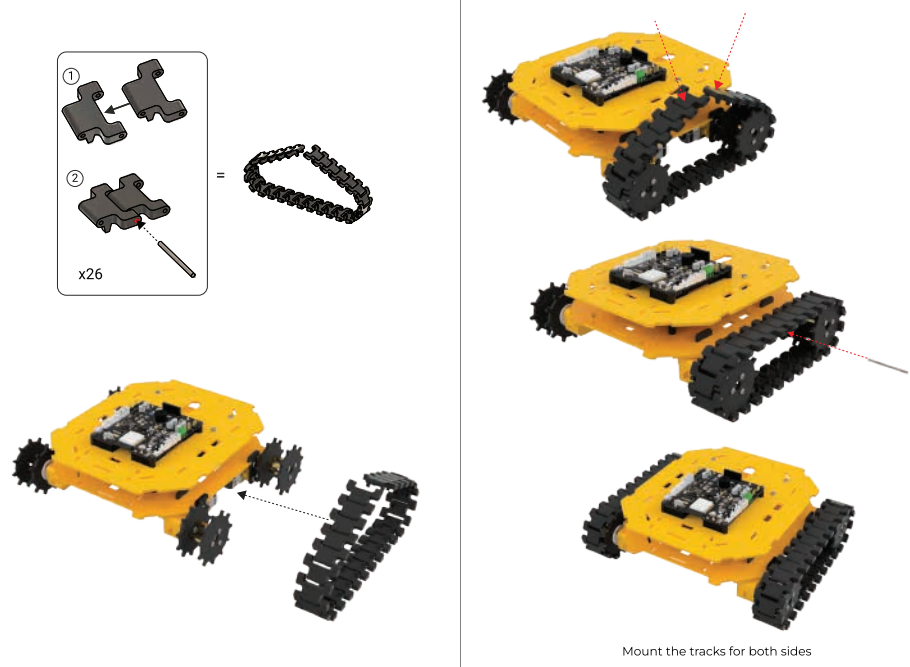
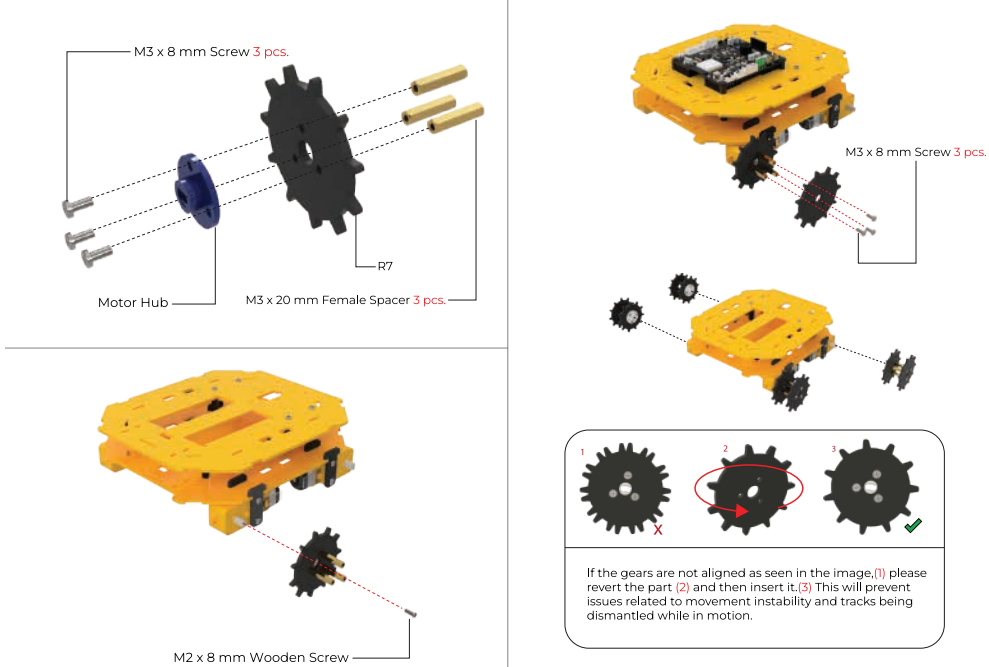
- It can move more easily on rugged terrain than other vehicles because the surface area of the part that provides the movement is wider.
- It can climb steeper ramps than other vehicles because it holds onto the ground better thanks to the tracks.

Components of RoverBot



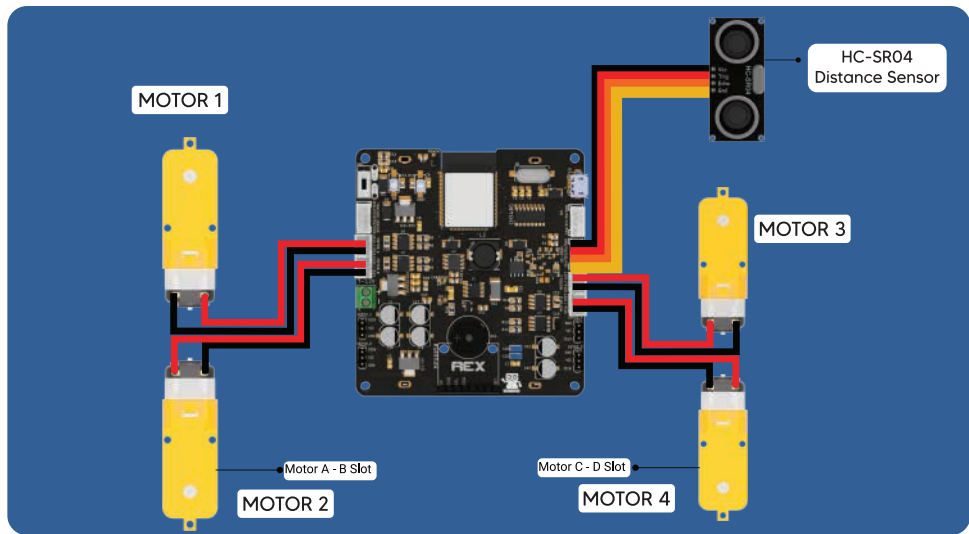
Required Parts





The Circuit Diagram

After assembling the acrylic pieces, you can proceed with circuit installation as shown in the diagram below.



Arduino Code

```
RoverBotino
1 //""REX Bin1 Rover Bot""
2 //Check the web site for Robots https://rex-rdt.readthedocs.io/en/latest/
3 // you can also control arm bot in this code.
4 #define CUSTOM_SETTINGS
5 #define INCLUDE_GAMEPAD_MODULE
6
7 #include <DabbleESP32.h>
8 #include <Arduino.h>
9 #include <analogWrite.h>
10 #include <ESP32Servo.h>
11
12 enum MOTOR_TYPE {
13     DC_MOTOR,
14     SERVO_MOTOR
15 };
16 enum MOTOR_TYPE motorType = DC_MOTOR;
17
18 int position1 = 90;
19 int position2 = 90;
20 int position3 = 90;
21 int position4 = 90;
22
23 #define MotorA1 23
24 #define MotorA2 15
25
26 #define MotorB1 33
27 #define MotorB2 32
28
29 #define MotorC1 16
30 #define MotorC2 17
31
32 #define MotorD1 14
33 #define MotorD2 27
34
35 #define horn 2
```

<http://rbt.ist/roverbotcode>



Scan the QR code to go to the whole code and the necessary libraries.