

SPEARED3

Your Task:

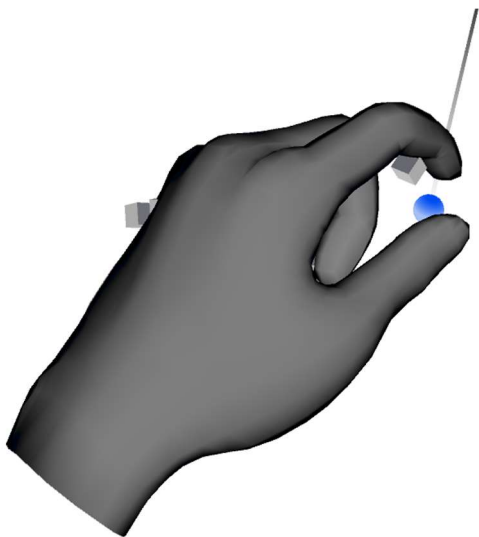
- Make Robot drive slalom around three bottles into a goal area
- Then make it return to start area
- Do not knock over bottles
- A part of the robot (wheel/capsule) must touch the floor in the goal area



Hand Gestures on the HoloLens 2:

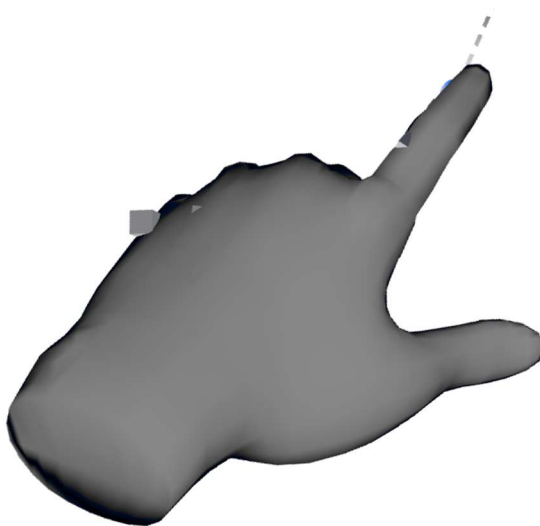
Grabbing:

If you have trouble, make sure the HoloLens sees the side of your hand.



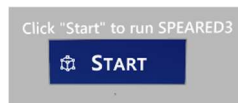
Clicking:

Make sure to move your finger into the button you want to click.



Interaction with the program:

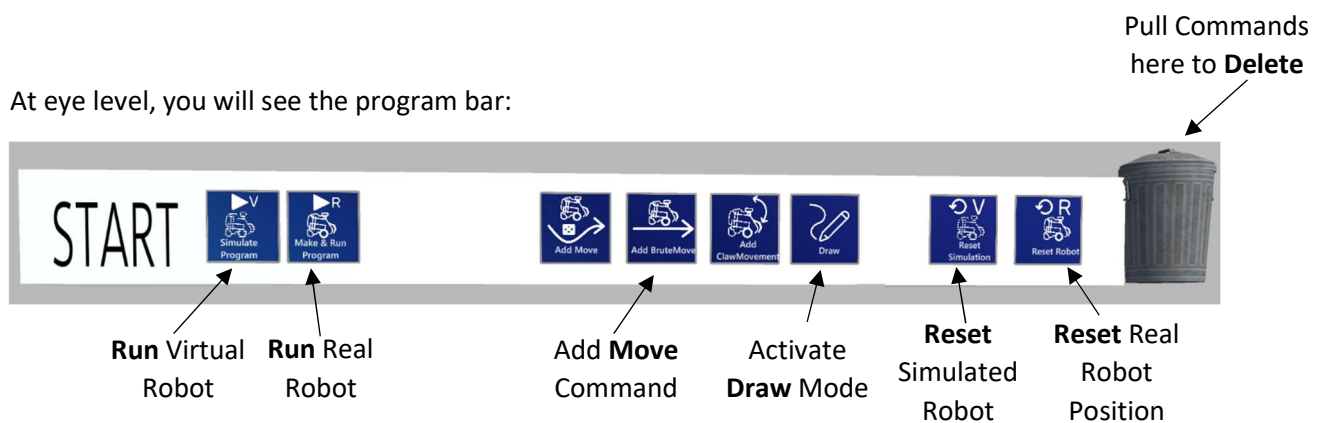
1. Click the “START” button



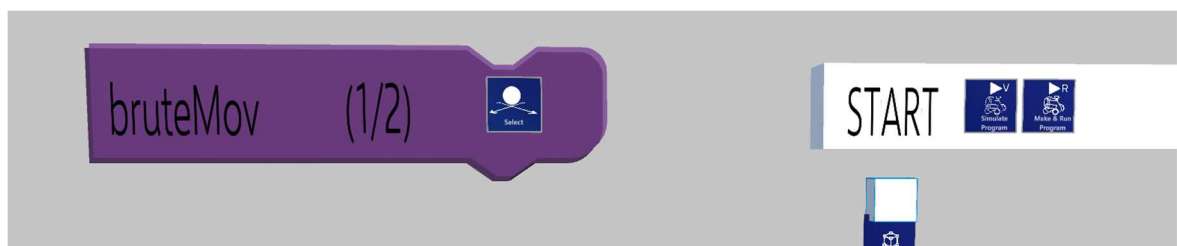
2. Scan the marker for a few seconds:
You will see a digital robot appear on it



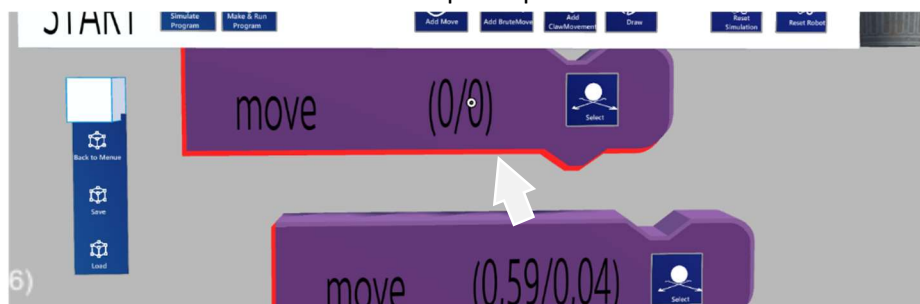
3. At eye level, you will see the program bar:



4. Waypoint Programming:
When a new Move Command is created, it appears to the left of the program bar.

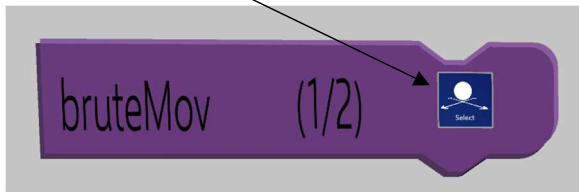


It can be added to the program by dragging it below the program bar, to the end of the block of statements. The command should snap into place.



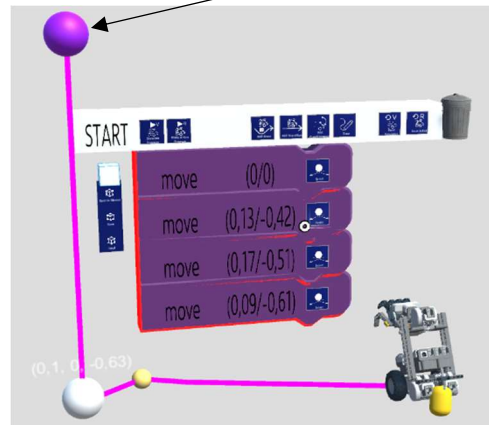
5. Editing Positions on Movement Commands:

When the Select button on a command is clicked, a purple target selection Sphere appears.



Move the Sphere to the position you want to select.
You can also edit positions again later.

You can also **Delete** commands by dragging them to the right side of the deletion bin.



6. You can click the first button to run the virtual robot. You can also reset the simulation afterwards.



7. To make the program run on the real robot, click the second button.

If you want to run the real robot from the starting point again, put it back and press the reset button.