



robots



programs



challenges





build new



crane

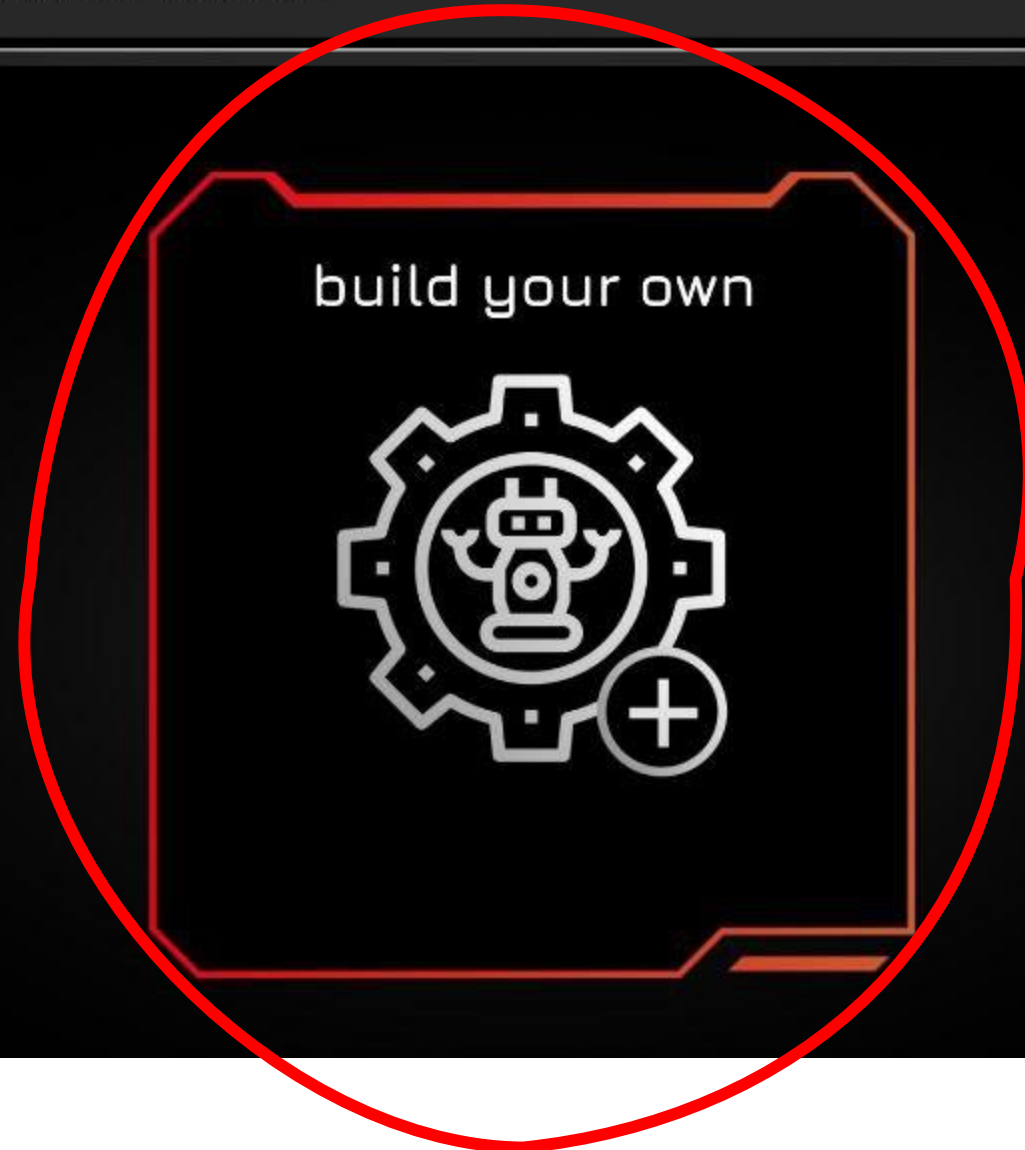


2021-DEC-04

Play!



< Choose your robot to build!



< scissor lift

Configure

Controller

M1

M2

M3

S1

S2

S3

S4

M5

M6

M4

M4 - Name

drive4



Empty



Drive



Motor



Left



Right

☐ Reversed

⚙️ Test

✓ Done

Motor is connected to the "M4" port will supply the movement of the robot and play right wheel role. That is why we should configure in this way.

< scissor lift

Configure

Controller

Motor is connected to the "M1" port will supply the movement of the robot and play left wheel role. That is why we should configure in this way.



M1 - Name

drive1



Empty



Drive



Motor



Left



Right

☐ Reversed

⚙️ Test

✓ Done

< scissor lift

Configure

Controller

M1

M2

M3

S1

S2

S3

M4

M5

M6

S4

M3 - Name

motor3



Empty



Drive



Motor

⚙️ Test

✓ Done

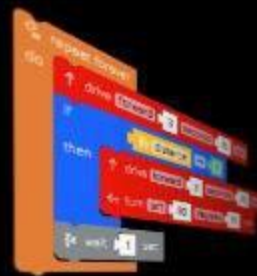
Motor is connected to the "M3" port will supply the power to scissor lift mechanism to rise or drop. That is why we should configure as motor, not like drive.



robots



programs



challenges






hey



 move

 sensors

 lights

 sounds

 time

▶ Test

Previous Code is here
We should save it and crate new
one






Untitled program



▶ Test

 move

 sensors

 lights

 sounds

 time

This is newly created one






Untitled program




 motors

 sensors

 lights

 sounds

 loops

 logic

↑ drive forward ▾ 3 seconds ▾ 75 rpm ▾

↶ turn left ▾ 90 degrees ▾ 75 rpm

↑ set drive speed to forward ▾ 75 rpm ▾

🔊 move motor motor1 forward ▾ 3 seconds ▾ 75 rpm ▾




🌀 spin motor motor1 forward ▾ 75 rpm ▾

📐 motor1 angle





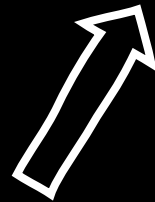
▶ Test

We will see different
movement blocks
We will select “move
motor”






 motors sensors lights sounds loops logic move motor forward ▼ seconds ▼ rpm ▼





This is the default version of the motor block. We should change and customize it.

 motors sensors lights sounds loops logic

Our motor is in third port that why we are changing the "motor1" to "motor3".

 motors sensors lights sounds loops logic

This section determine the rotating direction of the motor. In our case we should change it to "reversed". In this case our mechanism will lif.

 motors sensors lights sounds loops logic move motor

motor3

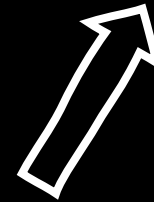
reversed ▼

1




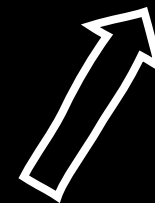
seconds ▼

75

rpm ▼



This part of the motor block we write the operation time of the motor. In the first case, "1" will be tested.


 motors sensors lights sounds loops logic


This section defines the speed of motor. It should be decreased to "34 rpm". Higher speed can lead to unstable movement of the scissor mechanism.



Untitled program




 motors

 sensors

 lights

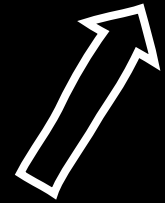
 sounds

 loops

 logic

 move motor **motor3** reversed ▾ 1 seconds ▾ 34 rpm ▾

▶ Test





Great! We can test our code at this moment.

After running the code, scissor mechanism should rise..







 motors

 sensors

 lights

 sounds

 loops

 logic



After rising the scissor mechanism, we should drop it. That is why the direction of the movement should be changed from “reversed” to “forward”



motors

sensors

lights

sounds

loops

logic

Now, we will write a code which will rise and drop the scissor mechanism.



Second motor block has been added to supply drop movement. Before testing the code, we should customize it.



motors

sensors

lights

sounds

loops

logic



Two red Scratch 'move motor' blocks are shown. The top block is configured with 'motor3', 'reversed', '1' seconds, and '34' rpm. The bottom block is configured with 'motor3', 'forward', '1' seconds, and '34' rpm. Four white arrows point from the text below to the 'motor3', 'forward', '1', and '34' fields of the bottom block.

After changing important point, our code is ready for test!

Untitled program



Test

sensors

wait 1 sec

lights

read global timer in sec

sounds

loops

logic

time

math

variables

move motor

motor3

reversed

1

seconds

37

rpm

move motor

motor3

forward

1

seconds

37

rpm

In this step, we will apply "wait" block. Main task of this block is to pause during defined time and continue.

We can find "wait" block as shown in left!



ights

ounds

ops

gic

ne

ath

variables

nctions

 move motor motor3 reversed 1 seconds 34 rpm move motor motor3 forward 1 seconds 34 rpm wait 1 sec

We can increase or decrease the time to pause out code.



motors

sensors

lights

sounds

loops

logic



Now, we will move our robot. We have two motor for movement, and we will use *drive block* in order to operate two wheel connected motors.



motors

sensors

lights


sounds

loops

logic

 move motor motor3 reversed ▾ 1 seconds ▾ 37 rpm ▾ move motor motor3 forward ▾ 1 seconds ▾ 37 rpm ▾ wait 1 sec drive forward ▾ 3 seconds ▾ 30 rpm ▾

Speed also can be
decreased for stable
move.





motors

sensors

lights

sounds

loops

logic

time

math

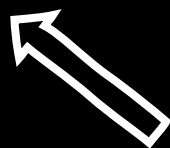
move motor **motor3** reversed ▾ 1 seconds ▾ 34 rpm ▾

move motor **motor3** forward ▾ 1 seconds ▾ 34 rpm ▾

wait 1 sec

drive forward ▾ 3 seconds ▾ 30 rpm ▾

wait 1 sec



To make pause after 3 seconds forward movement, we add wait block.



motors

sensors

lights

sounds

loops

logic

move motor motor3 reversed 1 seconds 34 rpm

move motor motor3 forward 1 seconds 34 rpm

wait 1 sec

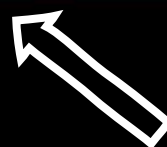
drive forward 3 seconds 30 rpm

wait 1 sec

turn left 90 degrees 30 rpm



We should again
decrease the speed



We can turn our robot to left
with the help of this "turn"
block

