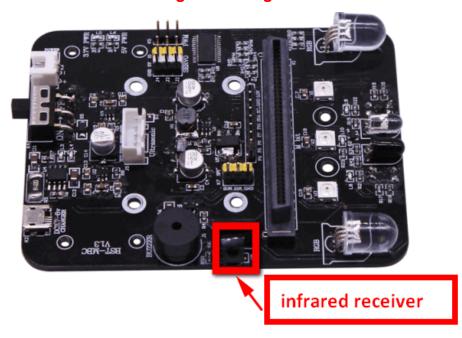


Lesson2 of Building:bit Hexapod robot---"Infrared remote control"



Note:

- 1. When performing infrared remote control, the remote controller should face the infrared receiver on the expansion board.
- 2. There is a plastic piece on the bottom of the infrared remote controller that needs to be taken down for normal use.
- 3. The infrared light emitted by the infrared remote controller and the infrared receiver is invisible to the human eye. It can be seen under the camera without filtering infrared light.



1.Experimental phenomena



2. Preparation before class

We needs to be ready:
Building Block Hexapod robot*1
Infrared remote controller*1
USB data cable*1

2-1.Two programming methods:

Online programming:

First,we need to connect the micro:bit to the computer by USB data cable, the computer will pop up a USB flash drive. Then, click on the URL in the USB flash drive: http://microbit.org/ to enter the edit process interface, click to [Extensions], and copy the package URL:

https://github.com/lzty634158/yahboom_mbit_en and https://github.com/lzty634158/YB_IR to the input field, and you can use the building blocks of the Yahboom software package.

Offilne programming:

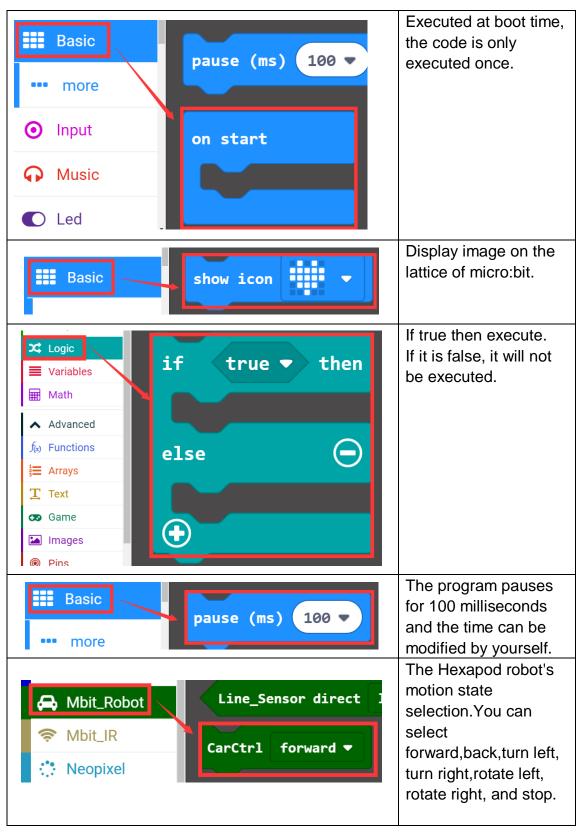
Open the offline programming software Makecode, click to 【Extension】 and copy the package URL: https://github.com/lzty634158/yahboom_mbit_en to the input field, and you can use the building blocks of the Yahboom software package.

For detailed programming, please read the documentation before class [1. Preparation before class] ---- [Introduction of programming method]. We use micro:bit official website for online programming in here.

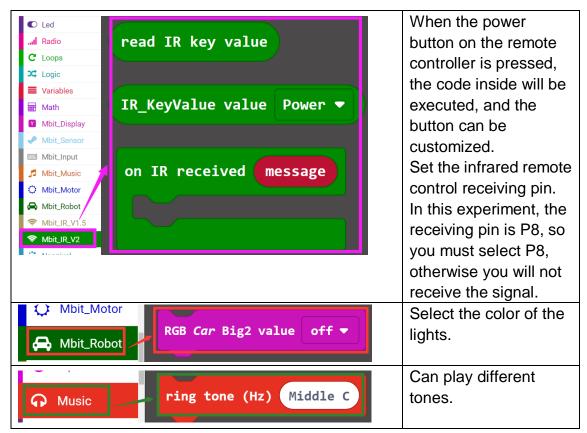
3.Studying blocks

Blocks	Instruction









4. Programming

Next, we started to write the program for the infrared remote control of the building block Hexapod robot, as shown below:



```
on IR received message
 set | ir ▼ | to | message ▼
 if
                          IR_KeyValue value Up ▼
                                                      then
         message 🔻
   set ir ▼ to 1
                              IR_KeyValue value Down ▼
 else if <
                                                                     Θ
            message ▼
                                                           then
        ir ▼ to 2
   set
 else if <
                                                                    \Theta
            message 🔻
                              IR_KeyValue value Left ▼
                                                           then
   set ir ▼ to 3
 else if <
            message 🔻
                              IR_KeyValue value Right ▼
                                                            then
                                                                     Θ
   set ir ▼ to 4
 else if <
            message ▼
                              IR KeyValue value SpinLeft ▼
                                                               then 🛑
   set ir ▼ to 5
 else if
                                                                then 🖃
                              IR_KeyValue value SpinRight ▼
            message 🔻
   set ir ▼ to 6
                                                                    \Theta
 else if
            message 🔻
                              IR KeyValue value Beep ▼
                                                           then
        ir ▼ to 7
 else if <
                                                                    Θ
                              IR_KeyValue value Power ▼
                                                            then
            message ▼
   set ir ▼ to 8
                                                                    \Theta
 else if <
                             IR_KeyValue value Add ▼
            message 🔻
                                                          then
```



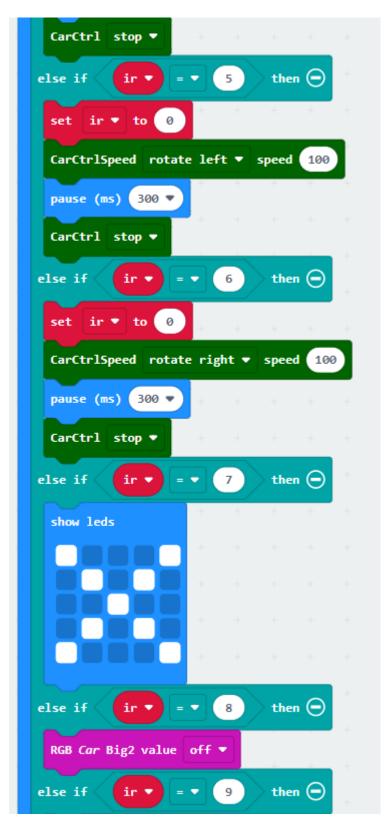




```
\Theta
else if <
          message ▼ = ▼ IR_KeyValue value Eight ▼
                                                         then
 set ir ▼ to 19
else if <
                           IR KeyValue value Nine ▼
          message ▼
                                                        then
                                                                 \Theta
 set ir ▼ to 20
          message ▼
                                                                 else if <
                            IR_KeyValue value Light ▼
                                                         then
 set ir ▼ to 21
\odot
```

```
forever
       ir ▼ = ▼ 2
                         then
  set ir ▼ to 0
  CarCtrlSpeed forward ▼ speed 100
  pause (ms) 300 ▼
  CarCtrl stop ▼
         ir ▼ = ▼ (2)
                           then 😑
  set ir ▼ to 0
  CarCtrlSpeed back ▼ speed 100
  pause (ms) 300 ▼
  CarCtrl stop ▼
 else if ( ir ▼  = ▼ 3
                           🖯 then 🕣
  set ir ▼ to 0
  CarCtrlSpeed turn left ▼ speed 100
  pause (ms) 300 ▼
  CarCtrl stop ▼
         ir ▼ | = ▼ (4)
                           then 🕣
 else if 🤇
  set ir ▼ to 0
  CarCtrlSpeed turn right ▼ speed 100
  pause (ms) 300 ▼
```

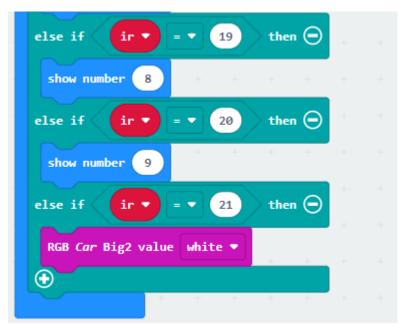












The above is the program for this Hexapod robot. After writing, we need to download it to the micro:bit board