

Moving basket

Note: Please use the double-headed data cable provided by us to connect the Micro:bit board and expansion board to the computer, otherwise it will not be possible to drive the servo due to insufficient power.

1. Learning target

In this lesson, we will use the micro:bit board, building blocks and sensor modules to build a moving basket.

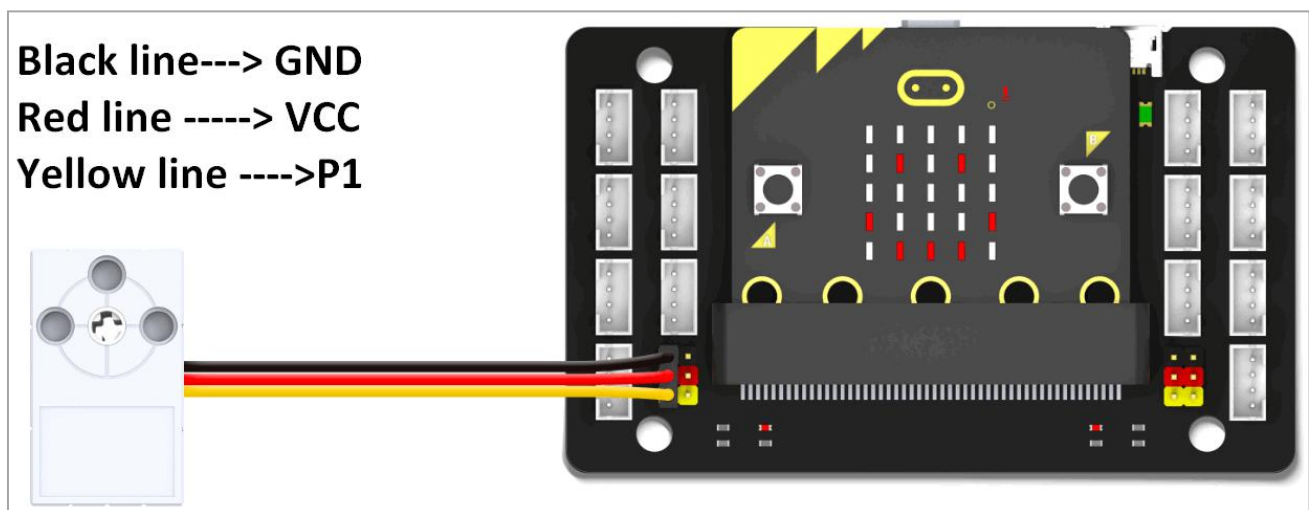
2. Servo calibration

Before assembling the building blocks, we need to use code to calibrate the servo to a fixed angle. If calibration is not calibrated before using, it is easy to jam the servo during use and cause the steering gear to stall and damage the servo.

Calibration method:

2.1 Connect the brown line of the servo to GND (black), the red line of the servo to VCC (red), and the yellow line of the servo to IO on expansion board.

The left servo is connected to P1. As shown below.



2.2 Then connect the computer to the Micro:bit board and expansion board through the double-head micro USB cable we provided.

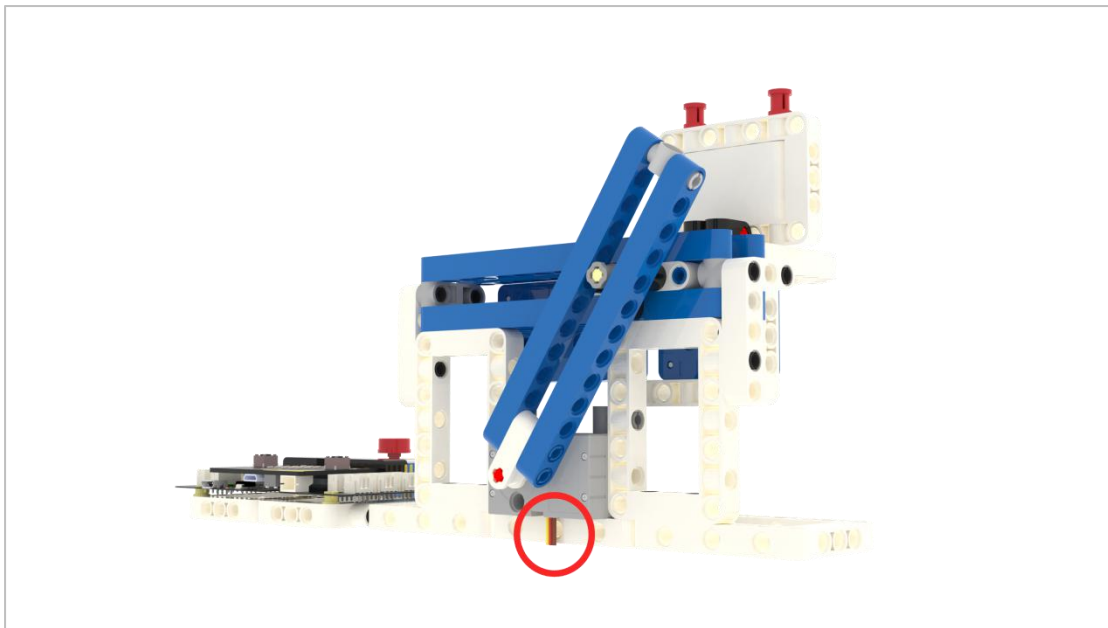
2.3 Download the servo calibration code ([Servo-calibration-Moving-basket.hex](#)) to the micro:bit board.

2.4 When a "5" pattern is displayed on the dot matrix of the Micro:bit board, it means the servo be calibrated successfully.

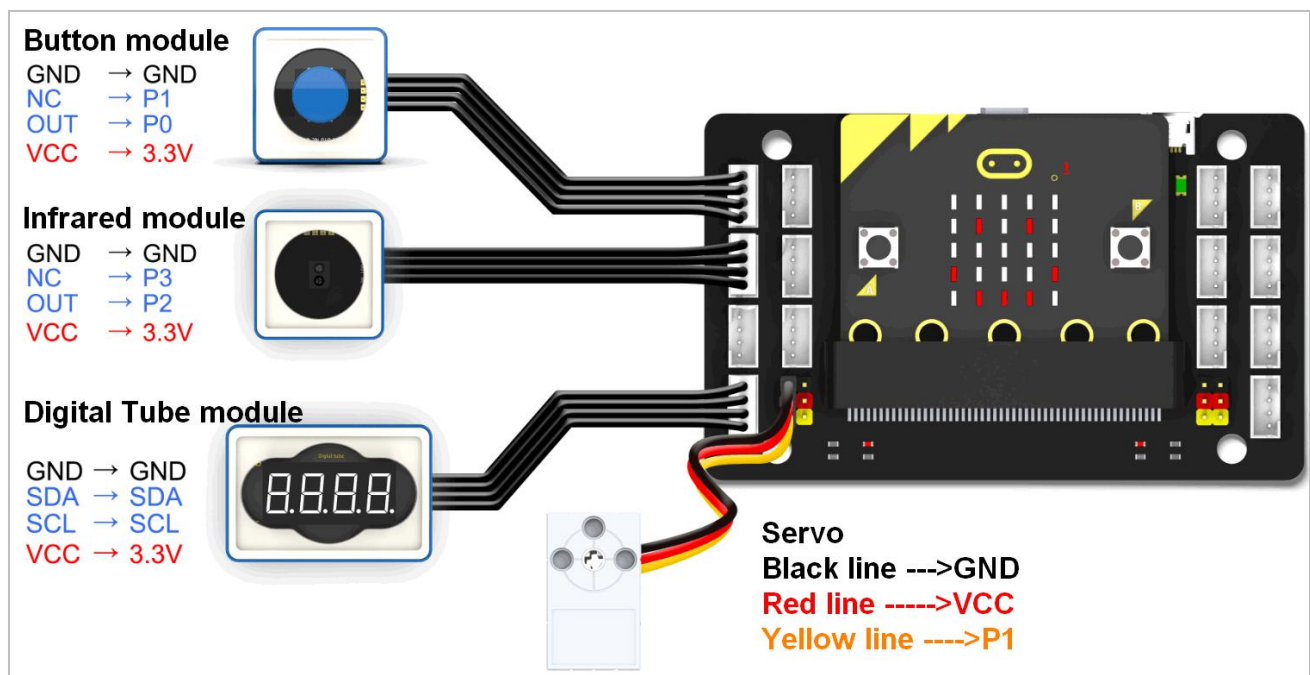
3. Building blocks assembly

Please follow the steps we provide to assemble the building block models.

Pay attention to the installation direction of the servo when assembling, otherwise the servo will be damaged due to the wrong angle of the servo after running the program.
After the assembly is completed, please check the wiring of the servo as shown below.



4. About wiring



5.Programming method

Mode 1 online programming: First, we need to connect the micro:bit to the computer by USB cable. The computer will pop up a USB flash drive and click on the URL in the USB flash drive:

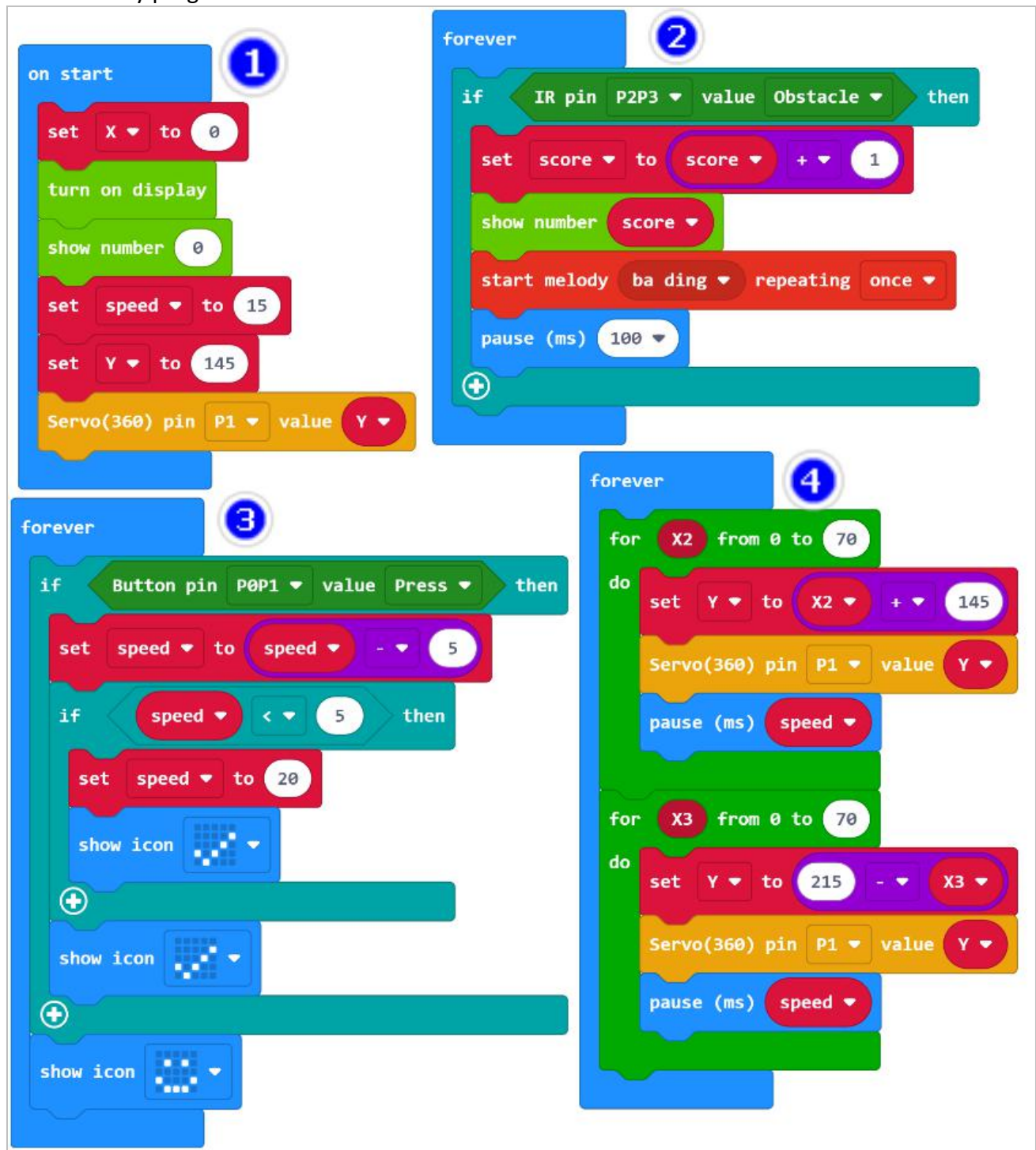
<http://microbit.org/> to enter the programming interface. Add the Yahboom package

<https://github.com/YahboomTechnology/Module-World> to program.

Mode 2 offline programming: We need to open the offline programming software. After the installation is complete, enter the programming interface, click 【New Project】 , add Yahboom package: <https://github.com/YahboomTechnology/Module-World> , you can start programming.

6. Code

The summary program is shown below.



Code-① indicates the initialization of each module.

Code-② When the infrared module senses an obstacle, it means that a ball is thrown in the basket, the digital tube counts +1, and the sound effect is played.

Code-③ When the button is pressed, it will modify the movement speed of the servo. When the movement speed become < 5 , it will run at 30 speed again.

Code-④ It be used control servo movement speed.

7. Experimental phenomena

After the program is downloaded successfully. The dot matrix will display a smile pattern.

The servo controls the basket to move cyclically left and right at the slowest speed.

If you throw the ball in the basket, there will be a corresponding prompt sound, and the digital tube will count up by 1.

If you press the button, Micro:bit board will displays “V”, the moving basket will start to add speed, increasing the difficulty of shooting.