Wristbit control Mobile shooter

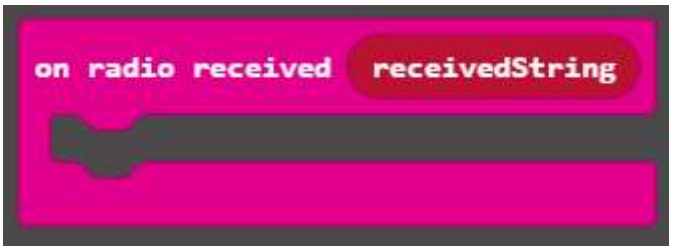
1. Learning goals

In this lesson, we will learn to use Wrist:bit control Mobile shooter.

2. Working principle

This course mainly uses the networking function of micro:bit to realize communication between two micro:bit motherboards. The two micro:bits need to be set in the same group, and the receivedStrings of the two receive the characters from the other to communicate.

In this course, we mainly use the building blocks shown in the figure below.



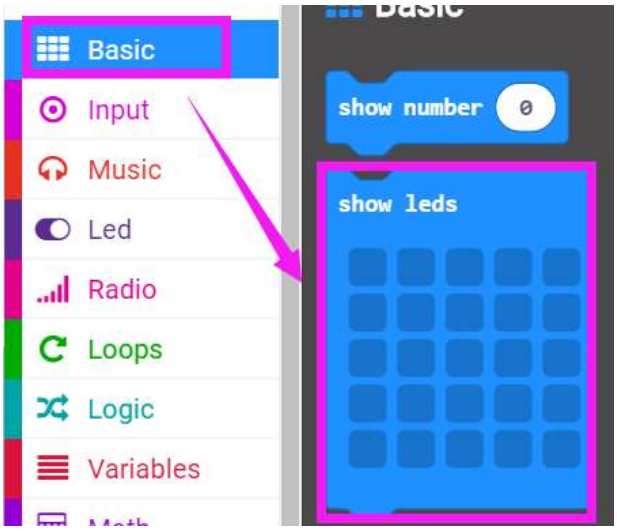
3. Programming method

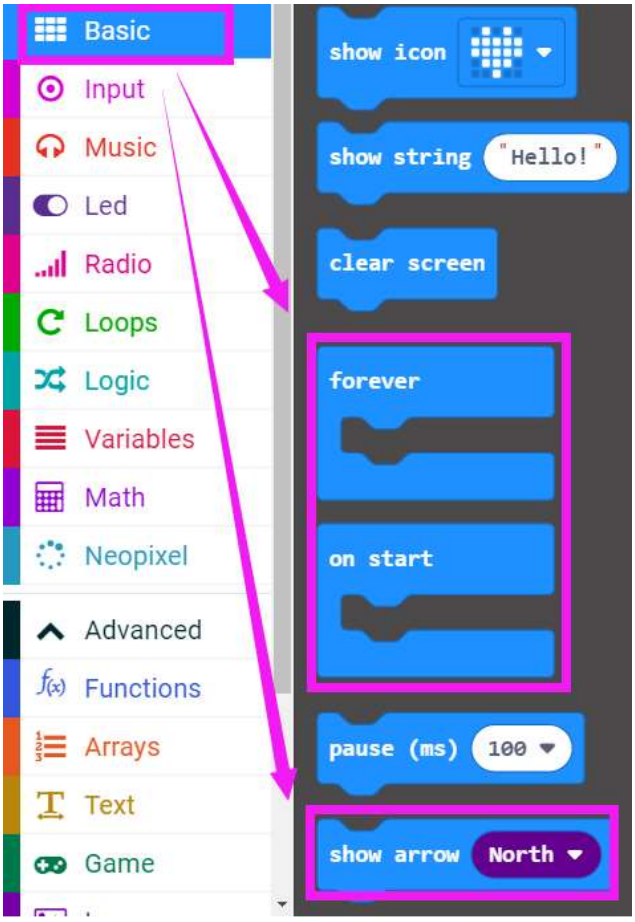
Mode 1 online programming: First, we need to connect the micro:bit to the computer by USB cable. The computer will pop up a USB flash drive and click on the URL in the USB flash drive: http://microbit.org/ to enter the programming interface to program.

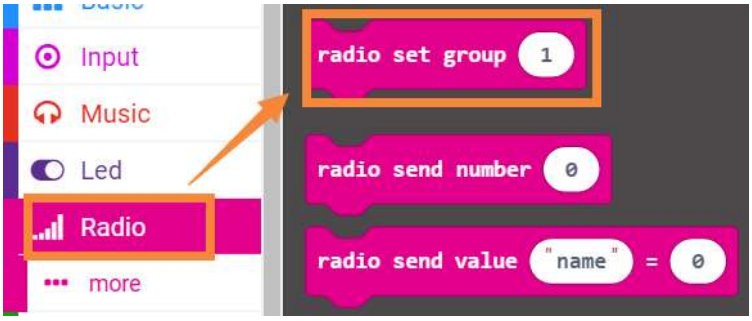
Mode 2 offline programming: We need to open the offline programming software. After the installation is complete, enter the programming interface, click【New Project】, you can start programming.

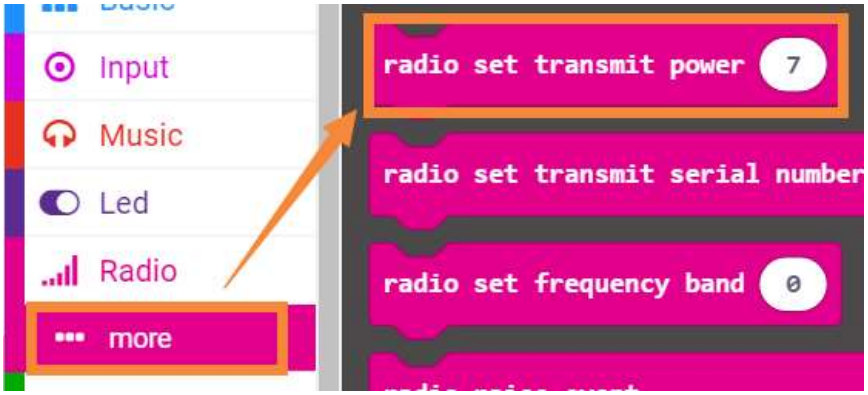
4. Looking for blocks

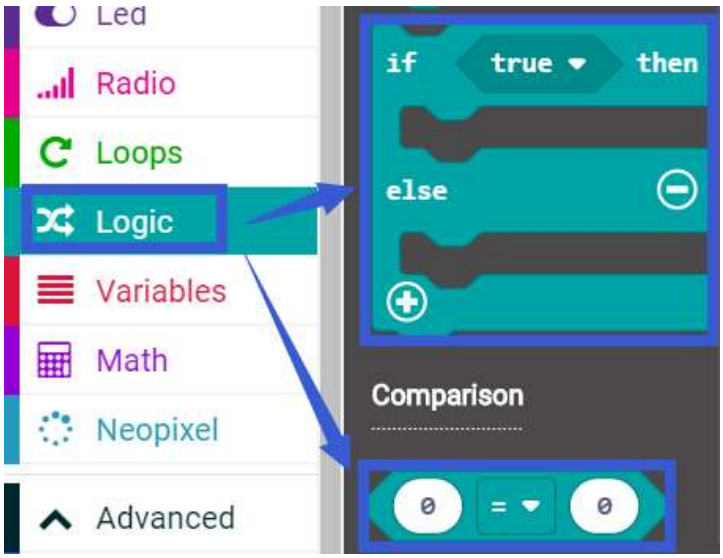
The following is the location of the building blocks required for this programming.

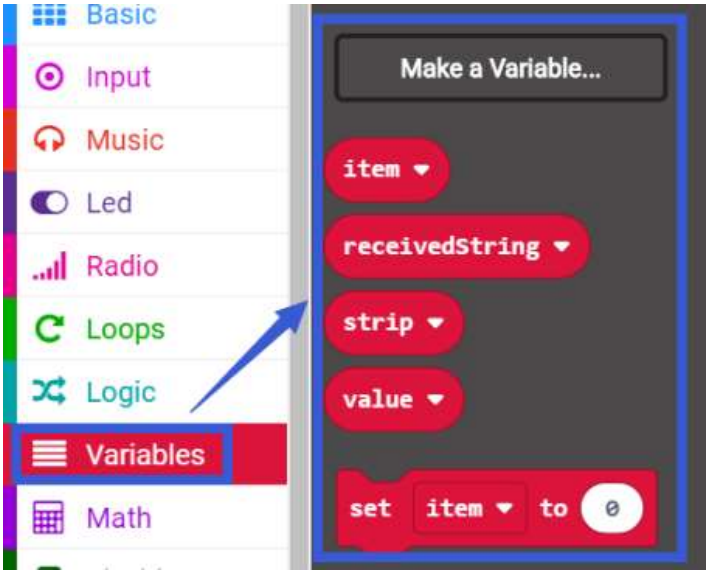

Basic
Input
Music
Led
Radio
Loops
Logic
Variables
show number 0
show leds

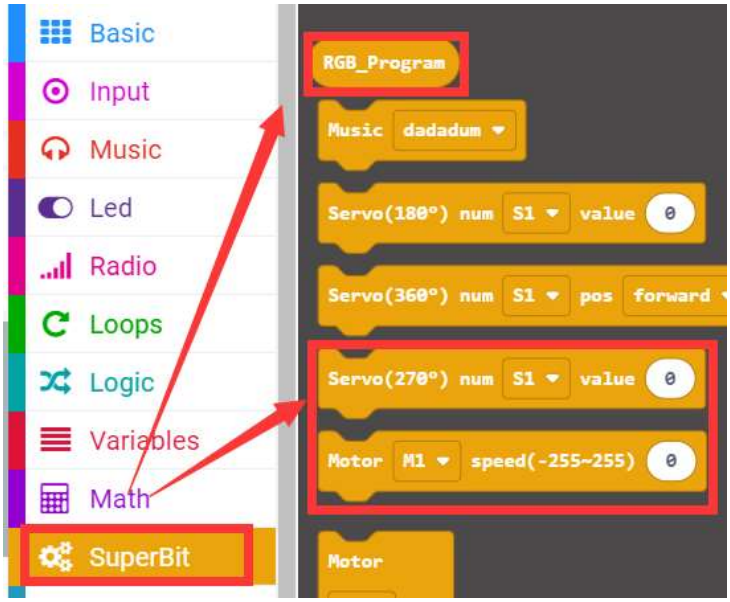

Basic
Input
Music
Led
Radio
Loops
Logic
Variables
Math
Neopixel
Advanced
Functions
Arrays
Text
Game
show icon
show string "Hello!"
clear screen
forever
on start
pause (ms) 100
show arrow North

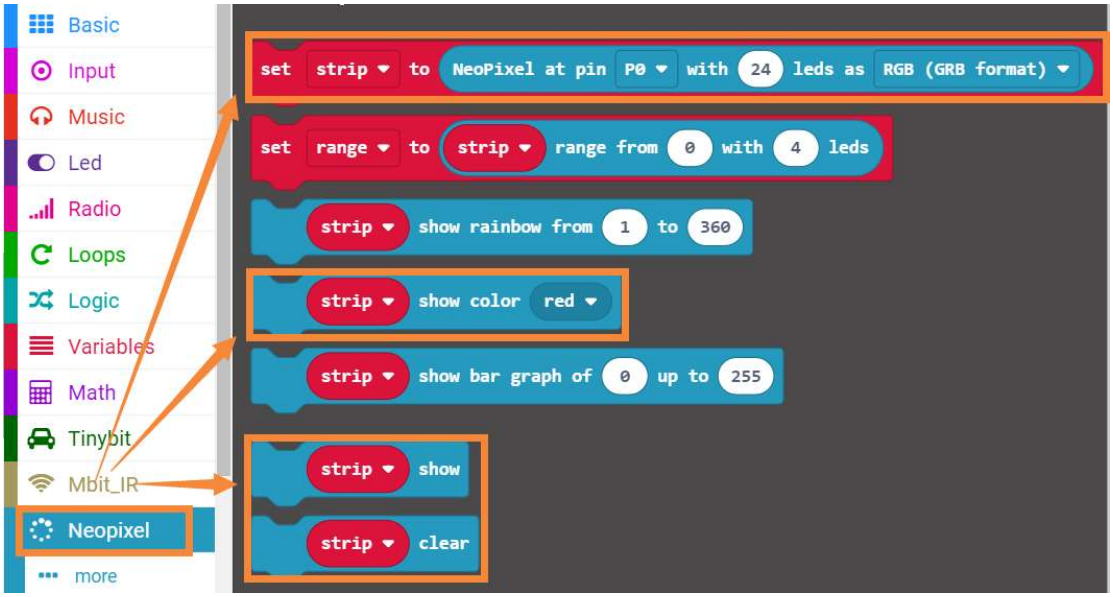

Input
Music
Led
Radio
more
radio set group 1
radio send number 0
radio send value "name" = 0


Input
Music
Led
Radio
more
radio set transmit power 7
radio set transmit serial number
radio set frequency band 0


Led
Radio
Loops
Logic
Variables
Math
Neopixel
Advanced
if true then
else
Comparison
0 = 0


Basic
Input
Music
Led
Radio
Loops
Logic
Variables
Math
Make a Variable...
item
receivedString
strip
value
set item to 0



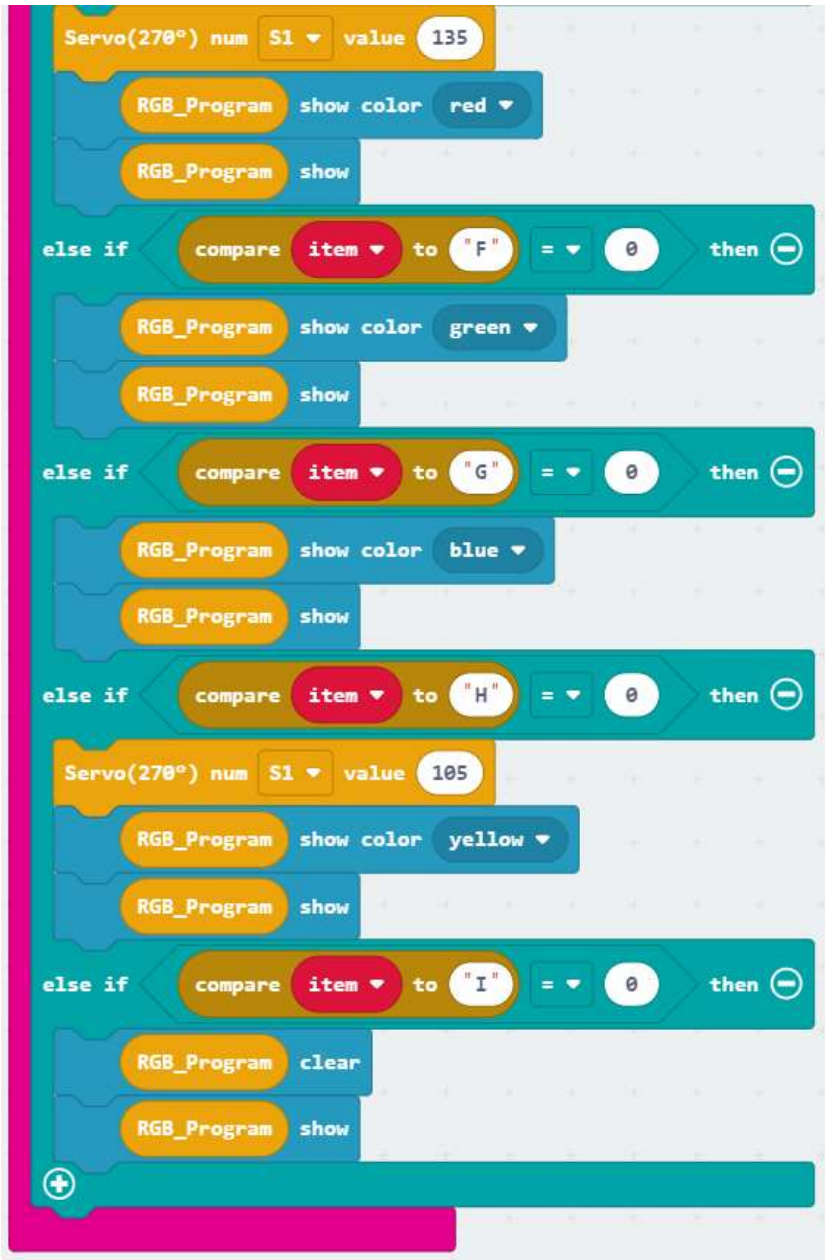


5. Combine block

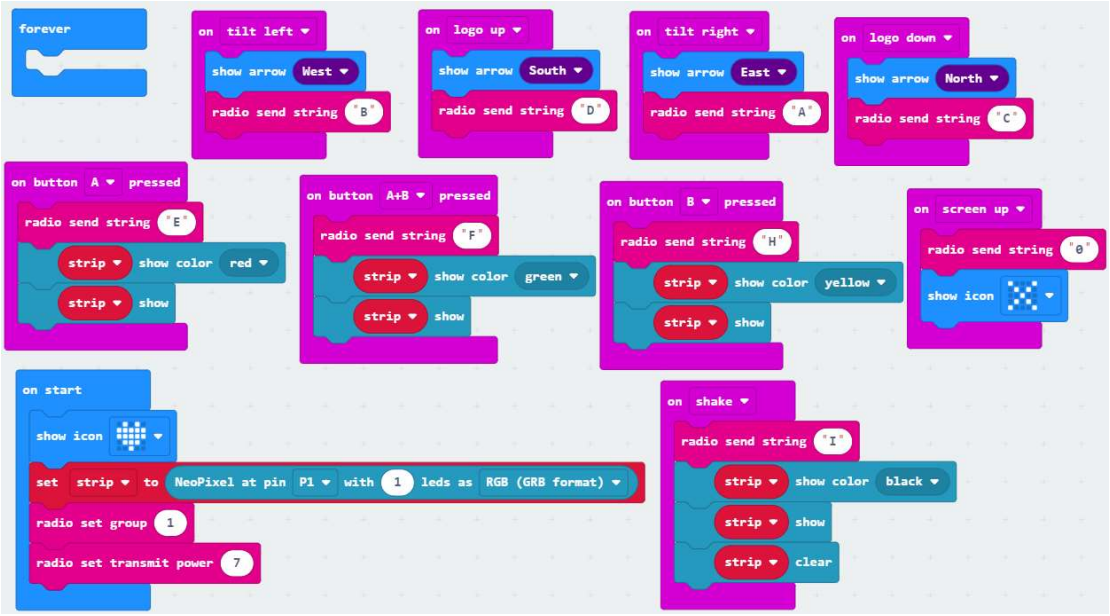
Mobile shooter code as shown below.

on start
radio set group 1
radio set transmit power 7
show icon
Servo(270°) num S1 value 105

on radio received receivedString
set item to receivedString
if compare item to "A" = 0 then
Motor M1 speed(-255~255) 255
Motor M3 speed(-255~255) 255
else if compare item to "B" = 0 then
Motor M1 speed(-255~255) -255
Motor M3 speed(-255~255) -255
else if compare item to "C" = 0 then
Motor M1 speed(-255~255) -255
Motor M3 speed(-255~255) 255
else if compare item to "D" = 0 then
Motor M1 speed(-255~255) 255
Motor M3 speed(-255~255) -255
else if compare item to "0" = 0 then
Motor M1 speed(-255~255) 0
Motor M3 speed(-255~255) 0
else if compare item to "E" = 0 then



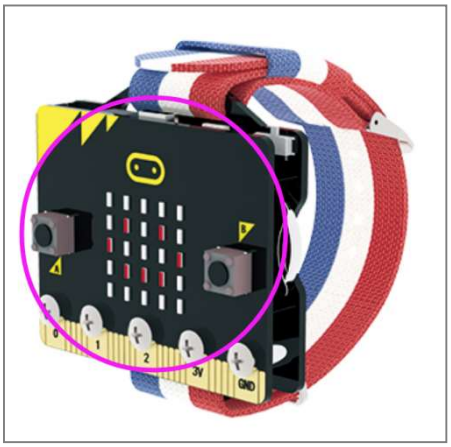
Wrist:bit code code as shown below.



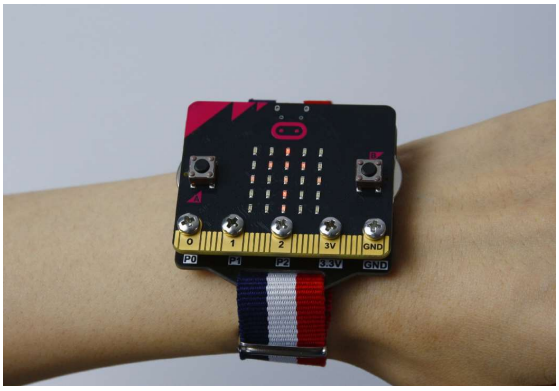
6. Experimental phenomena

We need to download microbit-Skilled-remover-code.hex file into micro:bit board of Mobile shooter.

We need to download microbit-Wristbit-code.hex file into micro:bit board of Wristbit.



After the program is successfully downloaded. Take wrist:bit on your left wrist as shown below.



Mobile shooter dot matrix of will display a smile. Wrist:bit dot matrix will display a heart pattern.

if the wrist:bit is facing upward, car will stop;
if the micro:bit tilt left, the micro:bit dot matrix display arrow points to west, car will back;
if the micro:bit tilt right, the micro:bit dot matrix display arrow points to the east, car will advance;
If the micro:bit logo up, micro:bit dot matrix display points to the south, car will spin left;
if the micro:bit logo down, micro:bit dot matrix display points to the north, car will spin right;
if we press the button A, the RGB lights of the Wrist:bit and the car will become red. Throwing rod start to throw.
if we press button B, the RGB lights of the Wrist:bit and the car will become green.
if we press the A and B buttons at the same time, the RGB lights of the Wrist:bit and the car will become yellow. Throwing rod reset.
if we shaking the Wrist:bit, the RGB lights of Wrist:bit and the car will off.