

EV3 TECHNOLOGY

EV3 Motors

Large Motor

The Large Motor is a powerful “smart” motor. It has a built-in Rotation Sensor with 1-degree resolution for precise control. The Large Motor is optimized to be the driving base on your robots.

By using the Move Steering or Move Tank programming block in the EV3 Software, the Large Motors will coordinate the action simultaneously.

Medium Motor

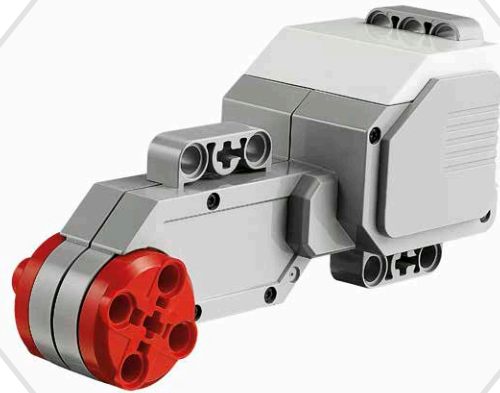
The Medium Motor also includes a built-in Rotation Sensor (with 1-degree resolution), but it is smaller and lighter than the Large Motor. That means it is able to respond more quickly than the Large Motor.

The Medium Motor can be programmed to turn on or off, control its power level, or to run for a specified amount of time or rotations.

COMPARE THE TWO MOTORS:

- + The Large Motor runs at 160–170 rpm, with a running torque of 20 Ncm and a stall torque of 40 Ncm (slower, but stronger).
- + The Medium Motor runs at 240–250 rpm, with a running torque of 8 Ncm and a stall torque of 12 Ncm (faster, but less powerful).
- + Both motors are Auto ID supported.

For more information on using the Rotation Sensor in your programming, see **Using the Motor Rotation Sensor** in the EV3 Software Help.



Large Motor



Medium Motor

EV3 TECHNOLOGY

EV3 Sensors

Color Sensor

The Color Sensor is a digital sensor that can detect the color or intensity of light that enters the small window on the face of the sensor. This sensor can be used in three different modes: Color Mode, Reflected Light Intensity Mode, and Ambient Light Intensity Mode.

In **Color Mode**, the Color Sensor recognizes seven colors—black, blue, green, yellow, red, white, and brown—plus No Color. This ability to differentiate between colors means your robot might be programmed to sort colored balls or blocks, speak the names of colors as they are detected, or stop action when it sees red.

In **Reflected Light Intensity Mode**, the Color Sensor measures the intensity of light reflected back from a red light-emitting lamp. The sensor uses a scale of 0 (very dark) to 100 (very light). This means your robot might be programmed to move around on a white surface until a black line is detected, or to interpret a color-coded identification card.

In **Ambient Light Intensity Mode**, the Color Sensor measures the strength of light that enters the window from its environment, such as sunlight or the beam of a flashlight. The sensor uses a scale of 0 (very dark) to 100 (very light). This means your robot might be programmed to set off an alarm when the sun rises in the morning, or stop action if the lights go out.

The sample rate of the Color Sensor is 1 kHz/sec.

For the best accuracy, when in Color Mode or Reflected Light Intensity Mode, the sensor must be held at a right angle, close to—but not touching—the surface it is examining.

For more information, see **Using the Color Sensor** in the EV3 Software Help.



Color Sensor



Color Mode



Reflected Light Intensity Mode



Ambient Light Intensity Mode

EV3 TECHNOLOGY

EV3 Sensors

Gyro Sensor

The Gyro Sensor is a digital sensor that detects rotational motion on a single axis. If you rotate the Gyro Sensor in the direction of the arrows on the case of the sensor, the sensor can detect the rate of rotation in degrees per second. (The sensor can measure a maximum rate of spin of 440 degrees per second.) You can then use the rotation rate to detect, for example, when a part of your robot is turning, or when your robot is falling over.

In addition, the Gyro Sensor keeps track of the total rotation angle in degrees. You can use this rotation angle to detect, for example, how far your robot has turned. This feature means you are able to program turns (on the axis the Gyro Sensor is measuring) with an accuracy of ± 3 degrees for a 90-degree turn.

Note: The sensor must be completely motionless while being plugged into the EV3 Brick. If the Gyro Sensor is attached to a robot, the robot should be held motionless in its starting position as the Gyro Sensor is plugged into the EV3 Brick.

CONNECTING THE GYRO SENSOR

On the EV3 Brick, go to the Brick App screen (third tab) and use the Center button to select Port View.

Using a flat black Connector Cable, connect the Gyro Sensor to the EV3 Brick on Port 2. Make sure to hold the sensor very still while you do this. On the EV3 Brick display, the Port View app should show a "0" reading in the second small bottom window from the left, which is the window representing input values from Port 2.

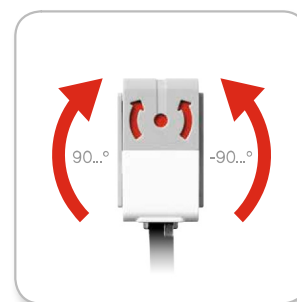
Still without moving the sensor, observe the display for a few seconds. It should continue to display "0" for Port 2 with the Gyro Sensor. In case the Gyro Sensor readings do not constantly display "0" during the connection process, unplug the sensor and repeat the procedure.

When the screen consistently displays "0" for a few seconds, experiment with rotating the sensor and observe how the angle reading changes. Remember, the Gyro Sensor measures the angle of change on only one axis.

For more information, see **Using the Gyro Sensor** in the EV3 Software Help.



Gyro Sensor



Single axis rotation



Brick App screen



Port View with Gyro Sensor

EV3 TECHNOLOGY

EV3 Sensors

Touch Sensor

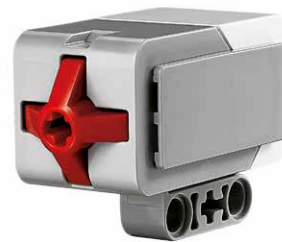
The Touch Sensor is an analog sensor that can detect when the sensor's red button has been pressed and when it is released. That means the Touch Sensor can be programmed to action using three conditions—pressed, released, or bumped (both pressed and released).

Using input from the Touch Sensor, a robot can be programmed to see the world as a blind person might, reaching a hand out and responding when it touches something (pressed).

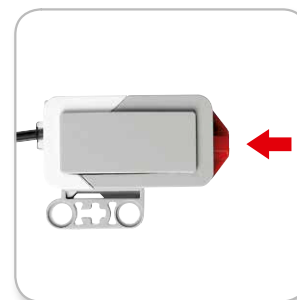
You might build a robot with a Touch Sensor pressed against the surface beneath it. You might then program the robot to respond (Stop!) when your robot is about to drive off the edge of a table (when the sensor is released).

A fighting robot might be programmed to keep pushing forward against its challenger until the challenger retreats. That pair of actions—pressed, then released—would constitute bumped.

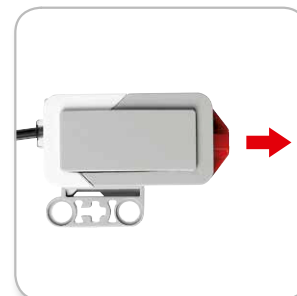
For more information, see **Using the Touch Sensor** in the EV3 Software Help.



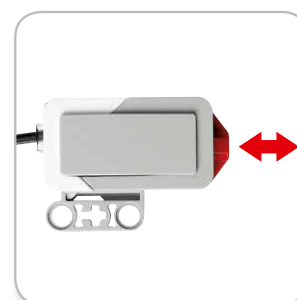
Touch Sensor



Pressed



Released



Bumped

EV3 TECHNOLOGY

EV3 Sensors

Ultrasonic Sensor

The Ultrasonic Sensor is a digital sensor that can measure the distance to an object in front of it. It does this by sending out high-frequency sound waves and measuring how long it takes the sound to reflect back to the sensor. The sound frequency is too high for you to hear.

Distance to an object can be measured in either inches or centimeters. This allows you to program your robot to stop a certain distance from a wall.

When using centimeter units, the detectable distance is between 3 and 250 centimeters (with an accuracy of ± 1 centimeters). When using inch units, the measurable distance is between 1 and 99 inches (with an accuracy of ± 0.394 inches). A value of 255 centimeters or 100 inches means the sensor is not able to detect any object in front of it.

A steady light around the sensor eyes tells you that the sensor is in Measure Mode. A blinking light tells you that it is in Presence Mode.

In Presence Mode, this sensor can detect another Ultrasonic Sensor operating nearby. When listening for presence, the sensor detects sound signals but does not send them.

The Ultrasonic Sensor can help your robots avoid furniture, track a moving target, detect an intruder in your room, or “ping” with increasing volume or frequency as an object gets closer to the sensor.

For more information, see **Using the Ultrasonic Sensor** in the EV3 Software Help.



NOTE:

Since the Ultrasonic Sensor depends on reflection of the sound waves it may be ineffective at detecting surfaces that are textured or objects that are rounded. It is also possible for an object to be too small for the Ultrasonic Sensor to detect it.

EV3 TECHNOLOGY

Connecting the EV3 Technology

Connecting Sensors and Motors

In order to function, motors and sensors must be connected to the EV3 Brick.

Using the flat black Connector Cables, link sensors to the EV3 Brick using Input ports 1, 2, 3, and 4.

If you create programs while the EV3 Brick is not connected to your computer, the software will assign sensors to default ports. Those default port assignments are:

- + Port 1: Touch Sensor
- + Port 2: Gyro Sensor/Temperature Sensor
- + Port 3: Color Sensor
- + Port 4: Ultrasonic Sensor/Infrared Sensor

If the EV3 Brick is connected to your computer while you program, the software will automatically identify which port is being used for each sensor or motor.

Using the flat black Connector Cables, link motors to the EV3 Brick using Output ports A, B, C, and D.

As with the sensors, if the EV3 Brick is not connected when you are writing a program, each motor will be assigned to a default port. Default port assignments are:

- + Port A: Medium Motor
- + Port B & C: Two Large Motors
- + Port D: Large Motor

If the EV3 Brick is connected to the computer when you are programming, the software will automatically assign the correct port in your programs.



Connecting Sensors



Connecting Motors

NOTE:

The software cannot distinguish between two or more identical sensors or motors.