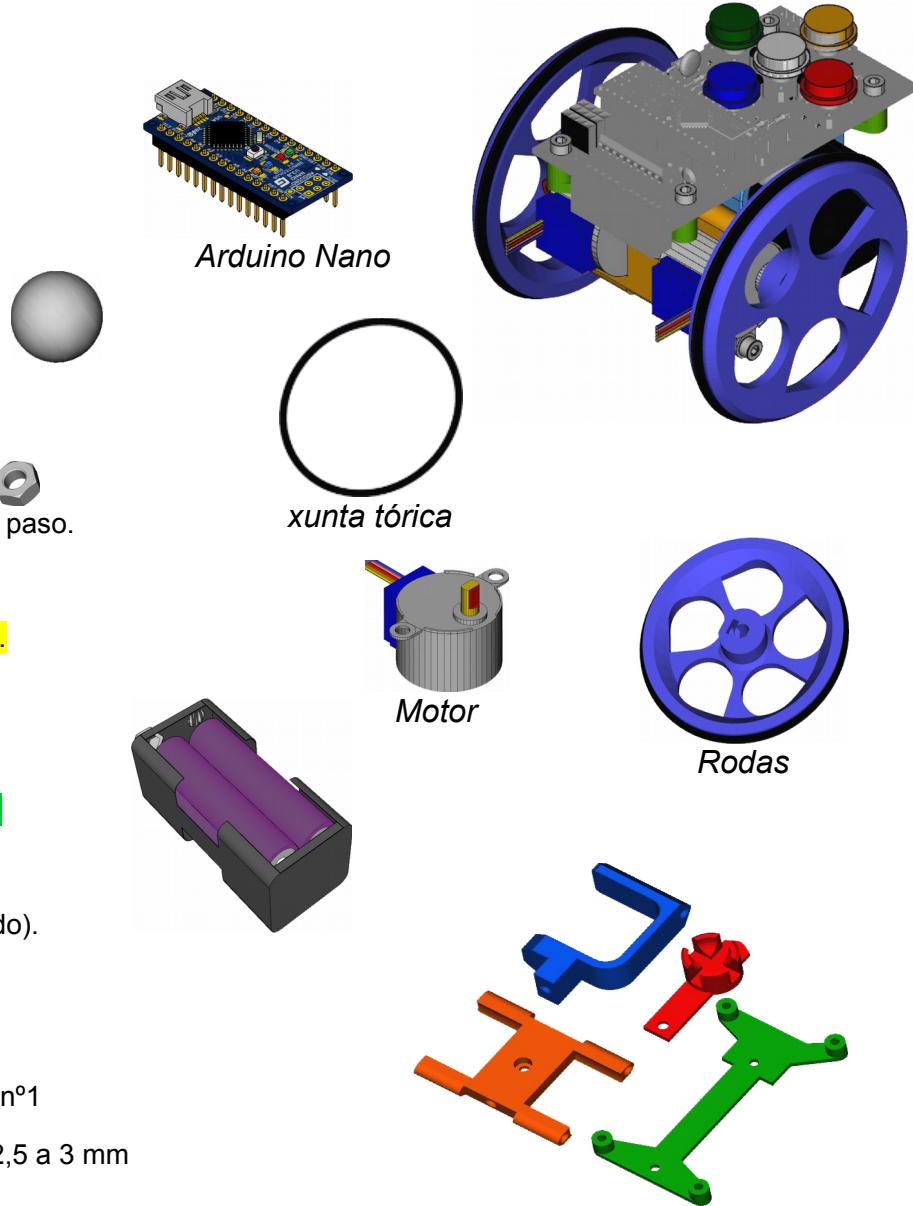


Montaxe e posta en marcha do Escornabot singularis como ferramenta metodolóxica.

- Inventario de componentes
 - Arduino Nano.
 - Dous (2) xuntas tóricas.
 - Cinco (5) botóns.
 - Bola.
 - Quince (15) parafusos.
 - Dúas (2) porcas.
 - Dous (2) motores paso a paso.
 - Dous (2) rodas.
 - Soporte para os motores.
 - Soporte batería.
 - Soporte bola tolá.
 - Soporte circuíto impreso.
 - Porta baterías.
 - Circuíto impreso (pre-montado).
 - Catro baterías AA
- Ferramentas necesarias.
 - Desaparafusador philips nº1
 - Desaparafusador plano 2,5 a 3 mm

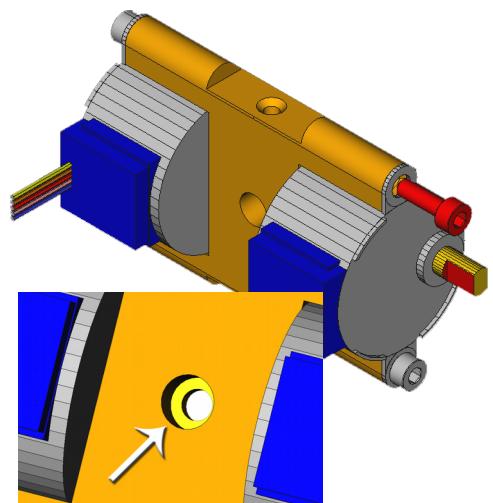


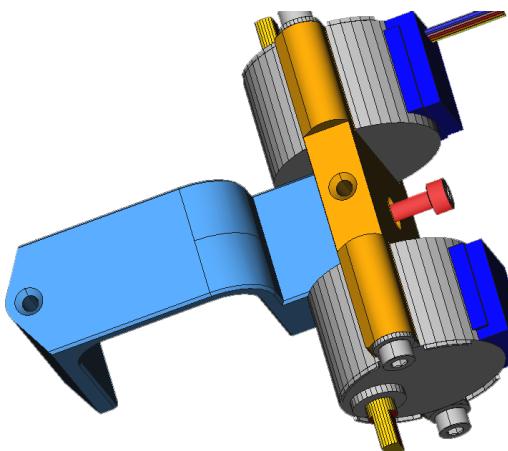
Para para imprimir as pezas podes baixarte os STL de : goo.gl/ZbBKFn



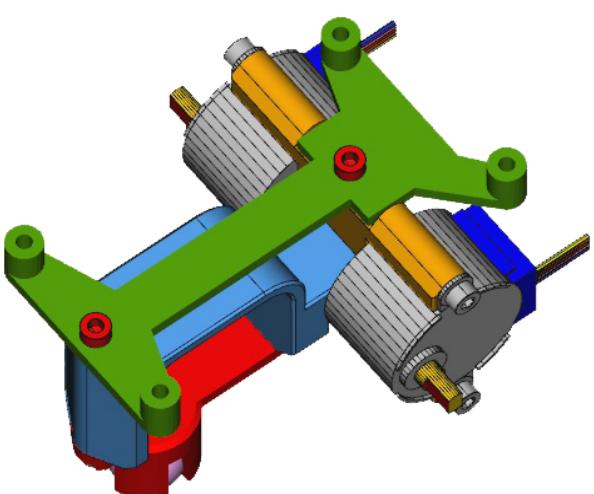
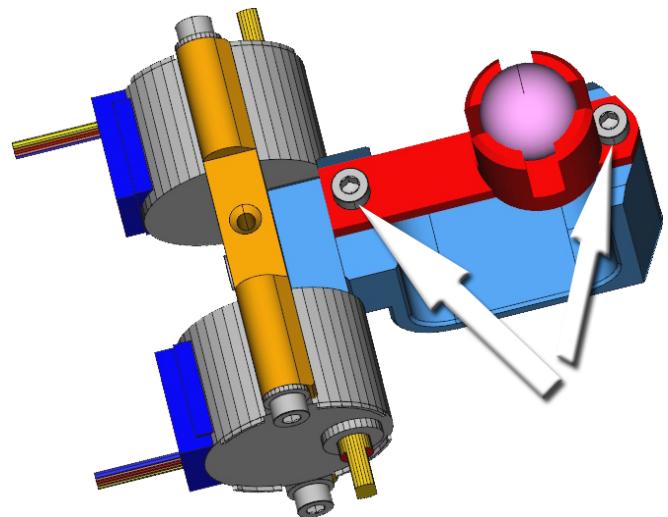


- Montaxe.
 - Monta-los motores no soporte:
 - Precisas catro (4) parafusos.
 - Presta atención o orientar a peza, fíxate no espazo para a cabeza del parafuso.
 - Acopla o soporte do porta-pilas.
 - Precisas un (1) parafuso.

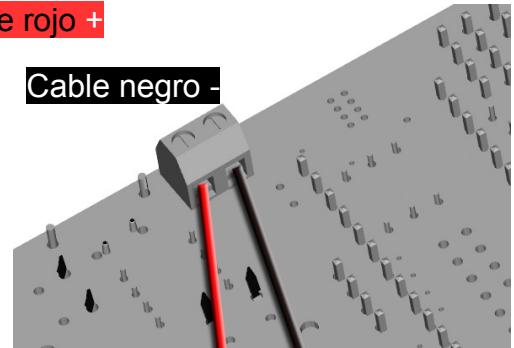


- ◦ Precisas del soporte del circuíto impreso.
 - Necesitas dos (2) parafusos.
 - Enrola los cables dos motores

- Monta a porta roda-tola:
 - Precisas dous (2) parafusos

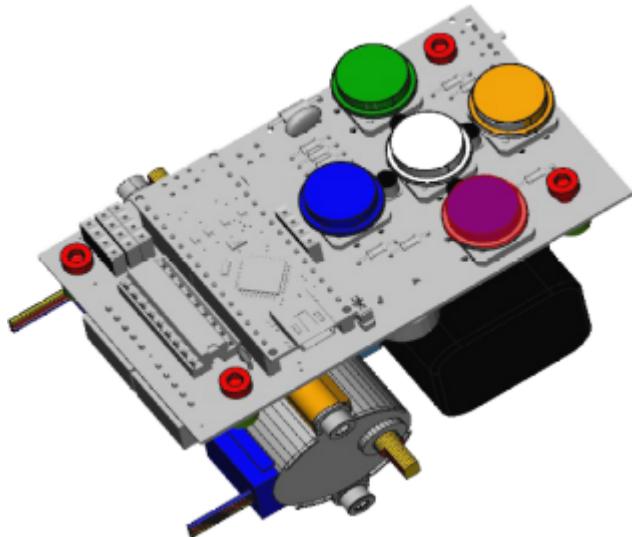


- Conecta os cables das pilas no conector do circuíto
 - **Cable rojo +**
 - **Cable negro -**

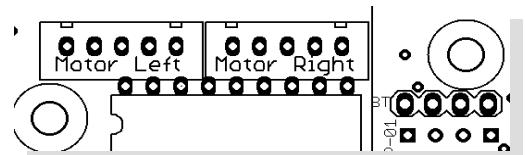




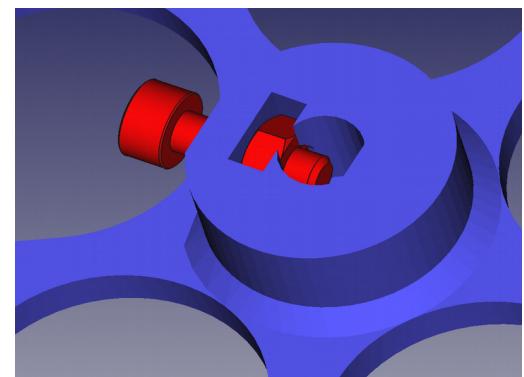
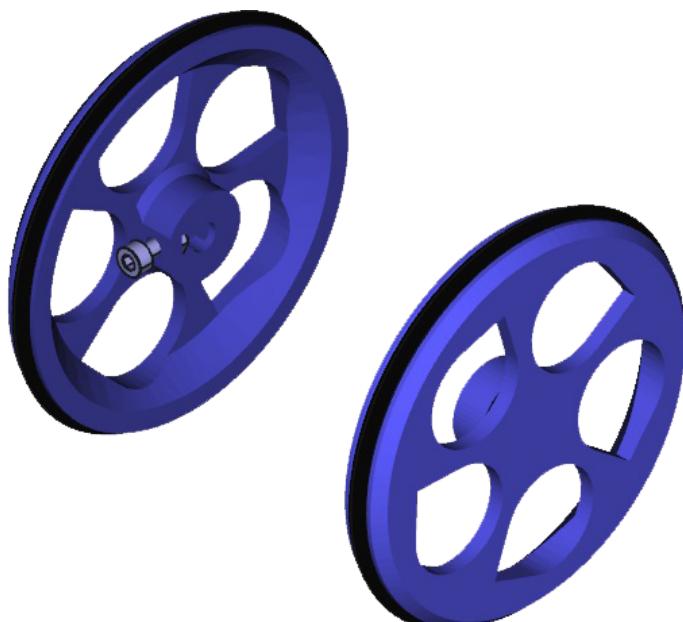
- Agora podes por as pilas no porta-pilas
- Montaxe do circuíto impreso.
 - Precisas cuatro (4) parafusos.

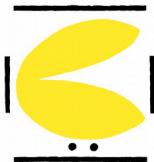


- Conecta os cables dos motores, ten coidado que os motores esquierdo e derecho queden no conector correspondente.



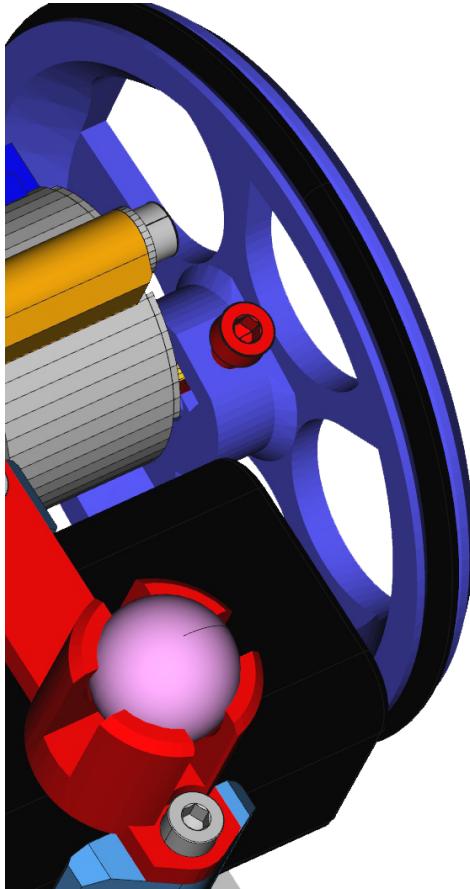
- Coloca as porcas nas rodas.
 - Precisas dúas (2) porcas e (2) parafusos M3
 - Coloca a porca como se indica na fig.
 - Abocar o parafuso na porca.
- Calza as rodas cas xuntas tóricas.



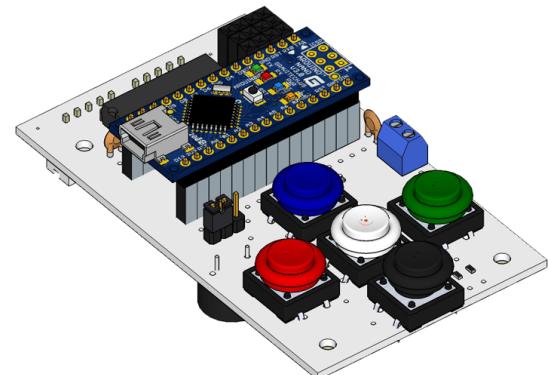


- Pon as rodas nos eixos dos motores

- Axusta os parafusos (non é preciso facer forza).



- Só queda pinchar o Arduino e os botóns nos pulsadores.



- Programar o Arduino (usando o IDE de Arduino)

- <https://www.arduino.cc/en/Main/Software>

The screenshot shows the Arduino Software download page. At the top, there is a navigation bar with links for Home, Buy, Download, Products, Learning, Forum, Support, and Blog. Below the navigation bar, a large button labeled "DOWNLOAD" is visible. The main content area features the Arduino logo (a teal circle with a white infinity symbol containing a minus and plus sign) and the text "ARDUINO 1.6.6". A brief description follows: "The open-source Arduino Software (IDE) makes it easy to write code and upload it to the board. It runs on Windows, Mac OS X, and Linux. The environment is written in Java and based on Processing and other open-source software. This software can be used with any Arduino board. Refer to the [Getting Started](#) page for installation instructions." To the right, there are links for "Windows Installer", "Windows ZIP file", "Mac OS X 10.7 Lion", "Linux 32 bits", "Linux 64 bits", "Release Notes", "Source Code", and "Checksums".



- Baixar o firmware para o Escornabot. <https://goo.gl/Yfvwf7>

Latest release
v1.4.3
rafacouto · 3cf1ae2

v1.4.3

rafacouto released this on 15 Dec 2017 · 1 commit to stable since this release

Assets

- [Source code \(zip\)](#)
- [Source code \(tar.gz\)](#)

- Cargar o escornabot.ino no I.D.E.

- Axustes que podemos facer.
 - Tipo de teclado.
 - Valores analóxicos dos pulsadores.
 - Para recoller os valores usar o programa:
 - <https://goo.gl/xjlqWg>
 - Pasos dos motores:
Para o avance na cuadricula de xogo.
 - Para los xiros de 90° , 60°. (dispoñible por teclado en la versión 1.5.x)
 - Configuración bluetooth , etc...



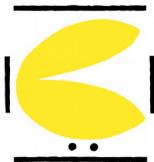
```
// Button set pin setup (analog input micro) *****
#define BS_ANALOG_PIN A0

// input values for each key pressed (0 if key doesn't exist)
#define BS_ANALOG_VALUE_UP 232
#define BS_ANALOG_VALUE_RIGHT 590
#define BS_ANALOG_VALUE_DOWN 464
#define BS_ANALOG_VALUE_LEFT 369
#define BS_ANALOG_VALUE_GO 535
#define BS_ANALOG_VALUE_RESET 0

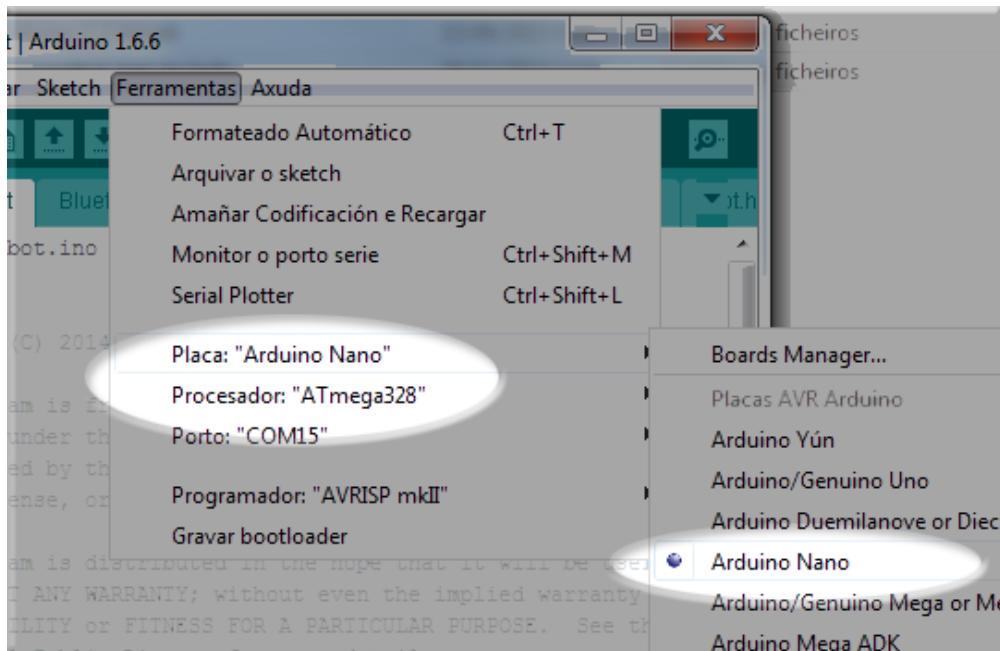
#endif // BUTTONS_ANALOG

///////////////////////////////
//// Button set Bluetooth
///////////////////////////////

#ifndef BUTTONS_BLUETOOTH
// Arduino serial port
#define BS_BLUETOOTH_SERIAL Serial
```



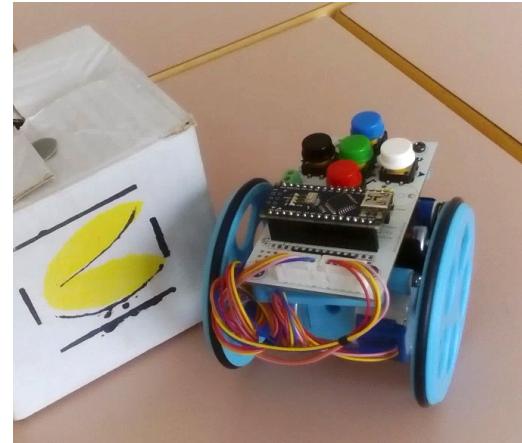
- Unha vez configurado pasa o programa o ArduinoNano.
 - Importante elixir a placa correcta:



- Se te confundes non queimas o arduino.

- Para manexalo tes tres opcións

A. Mediante o teclado.



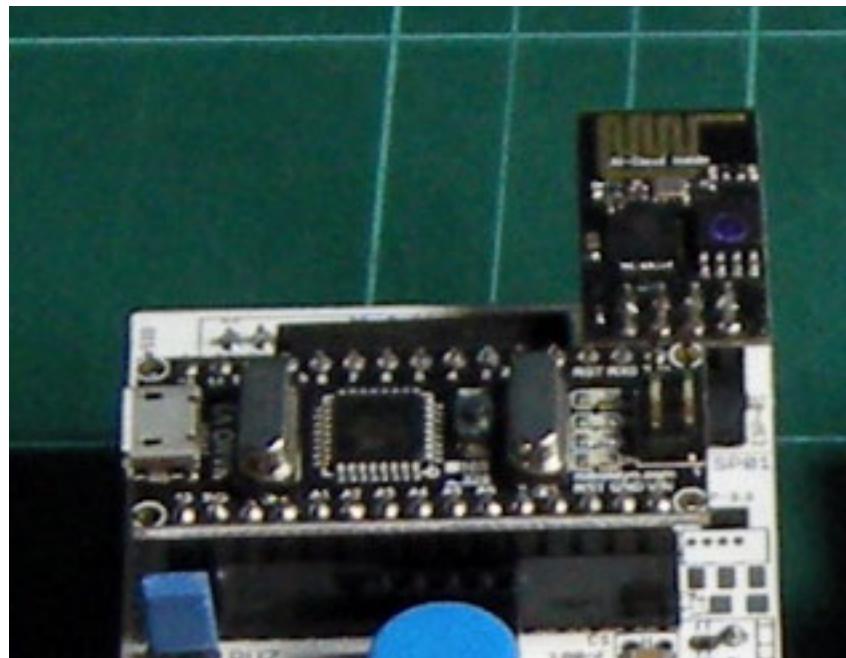
B . Podemos conectar un Adaptador Bluetooth e presisaremos da APP de @lobotic <https://goo.gl/BknBBE>





C. Utilizando un adaptador WiFi ESP-01, programado co firmware de @mgesteiro.

Non é necesaria ningunha aplicación, so una tableta, tlf...
(Compatible multi-OS) conectate a Escornabot e listo



<https://github.com/escornabot/esp-muwi>

Agora a xogar.:

- Ou mellor a inventar xogos.

