# FIRST®LEGO® League TUT\$RIALS

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## GYRO SENSOR POSITIONING FOR THE EV3

SESHAN BROTHERS

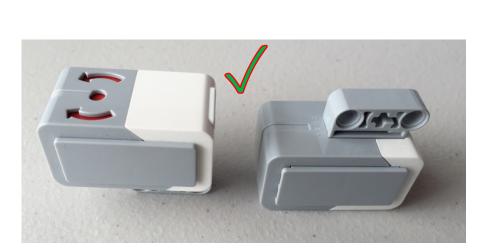
#### HOW MANY GYROS SHOULD YOUR ROBOT HAVE?

- Depends on how many different axis you want to measure
- For example, if you were making a joystick, you might need two
- Note: We conducted a test to see if adding two gyro sensors will allow you to cancel out drift.
  - Our tests show that two sensors may allow you to average your error, but do not cancel/reduce the drift.
  - To learn about drift and lag, see our Gyro programming lessons on EV3Lessons.com

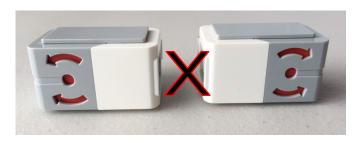


#### GYRO SENSOR PLACEMENT FOR MEASURING TURNS

- The gyro sensor can be placed any where on the robot.
- However, the "correct" position depends on what you are building
- If you are using the gyro to measure turns, some positions just will not work. (Refer to images on this page)





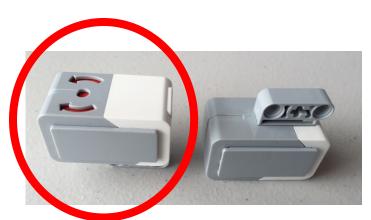


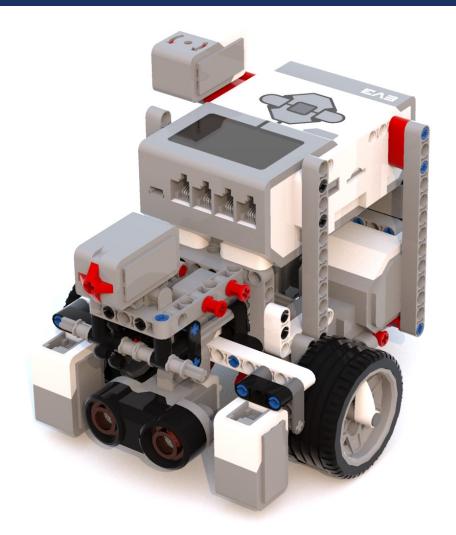


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#### SAMPLE INSTALLATIONS OF THE GYRO

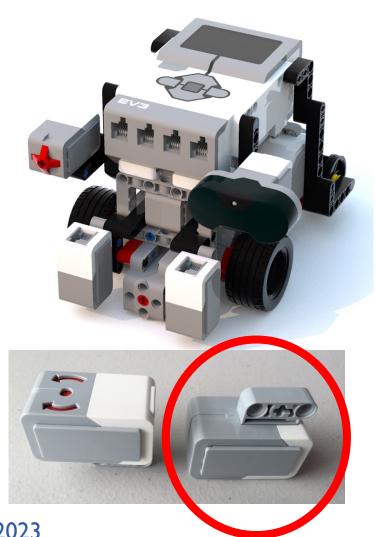
- In this robot, the Gyro Sensor is prominently visible
- The symbol on the sensor is parallel to the ground





#### SAMPLE INSTALLATIONS OF THE GYRO

- In this robot, the Gyro Sensor is barely visible and under the brick
- The symbol on the gyro is still parallel to the ground
- Tip: Place the sensor where you have space on the robot (somewhere hidden away is fine as you do not really need access to it once you connect it).

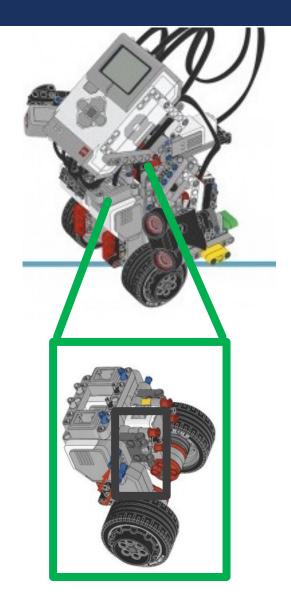


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### GYRO POSITION FOR A BALANCING ROBOT

- The gyro needs to be placed based on what you are trying to do
- For a balancing robot (such as Gyro Boy) you need to have to gyro facing the sky or the ground

 The gyro sensor in this model is hidden between the two motors



#### GYRO POSITION FOR A TILTING ROBOT

- For a game like Etch-a-Sketch, where you tilt the entire robot to erase the screen, you need the gyro to be sideways (see image)
- The gyro in this robot does not measure turns. It measures if you flipped the robot







#### **CREDITS**

- This tutorial was created by Sanjay Seshan and Arvind Seshan
- More lessons at <u>www.ev3lessons.com</u> and <u>www.flltutorials.com</u>



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