

**SOUND\_ID\_ATTACK = 0x101**

**SOUND\_ID\_SHOOT = 0x102**

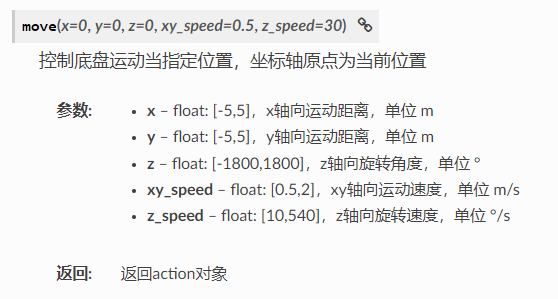
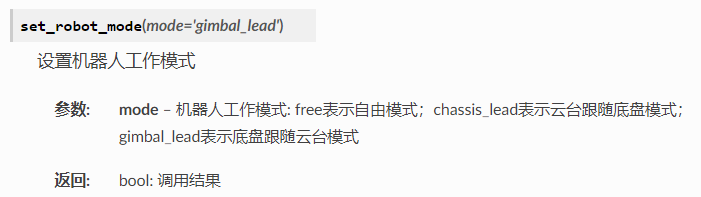
**SOUND\_ID\_SCANNING = 0x103**

**SOUND\_ID\_RECOGNIZED = 0x104**

**SOUND\_ID\_GIMBAL\_MOVE = 0x105**

**SOUND\_ID\_COUNT\_DOWN = 0x106**





robot\_group.set\_group\_robots\_mode(mode='**模式**')#设置整机模式

robot\_group.chassis.move(**X**, **Y**, **Z**, **XY速度**, **Z速度**) #设置底盘运动

robot\_group.gimbal.moveto(**俯仰**, **航向**, **俯仰速度**, **航向速度**) #设置云台运动

robot\_group.led.set\_led(**LED位置**, **r**, **g**, **b**, **LED效果**) #设置LED

robot\_group.blaster.fire(fire\_type='**类型**', times=**次数**)#设置发射器发射

robot\_group.blaster.set\_led(brightness=**亮度**, effect='**开/关**') #设置发射器灯光

robot\_group.play\_sound(**音频ID**)

def task\_6\_start(robot\_group): #编写动作函数

**程序段**

multi\_robots.run([**EP组对象**,**动作函数**]) #执行动作函数

**在某些多机控制的场景下，用户可能需要单独控制群组中的某一台机器，RobomasterSDK也支持从群组中获取单机对象，从而进行单机控制。**

**用户可以通过 组对象 的 get\_robot(robot\_id) 方法获取到单机对象，从而进行单机控制，该方法的输入参数为相应机器的编号数字， 返回值为该单机对象。另外用户可以通过”组对象”的 robot\_id\_list 属性获取组内所有机器人的编号列表**

**for** drone\_id **in** drone\_group.robots\_id\_list:

drone\_obj = drone\_group.get\_robot(drone\_id)

drone\_obj.flight.takeoff().wait\_for\_completed()

**2m**

**3m**

**P2**

**E9**

**0K**

**AA**

**4**

**2**

**1**

**QR**

**2N**

**5**

**3**

**0**

SOUND\_ID\_1C = 0x107

SOUND\_ID\_1C\_SHARP = 0x108

SOUND\_ID\_1D = 0x109

SOUND\_ID\_1D\_SHARP = 0x10A

SOUND\_ID\_1E = 0x10B

SOUND\_ID\_1F = 0x10C

SOUND\_ID\_1F\_SHARP = 0x10D

SOUND\_ID\_1G = 0x10e

SOUND\_ID\_1A = 0x110

SOUND\_ID\_1A\_SHARP = 0x111

SOUND\_ID\_1B = 0x112

SOUND\_ID\_2C = 0x113

SOUND\_ID\_2C\_SHARP = 0x114

SOUND\_ID\_3D\_SHARP = 0x122

SOUND\_ID\_3E = 0x123

SOUND\_ID\_3F = 0x124

SOUND\_ID\_3F\_SHARP = 0x125

SOUND\_ID\_3G = 0x126

SOUND\_ID\_3G\_SHARP = 0x127

SOUND\_ID\_3A = 0x128

SOUND\_ID\_3A\_SHARP = 0x129

SOUND\_ID\_3B = 0x12A

SOUND\_ID\_2D = 0x115

SOUND\_ID\_2D\_SHARP = 0x116

SOUND\_ID\_2E = 0x117

SOUND\_ID\_2F = 0x118

SOUND\_ID\_2F\_SHARP = 0x119

SOUND\_ID\_2G = 0x11A

SOUND\_ID\_2G\_SHARP = 0x11B

SOUND\_ID\_2A = 0x11C

SOUND\_ID\_2A\_SHARP = 0x11D

SOUND\_ID\_2B = 0x11E

SOUND\_ID\_3C = 0x11F

SOUND\_ID\_3C\_SHARP = 0x120

SOUND\_ID\_3D = 0x121

SOUND\_ID\_2C\_SHARP = 0x114