



Inhalt

- Das Programm öffnen
- Eine neue Datei erstellen
- Fahrstrecke erstellen
- Roboter fahren lassen



• Schritt 1: PC einschalten

Benutzer: schueler

Kennwort: Schule-2022

Schritt 2: "NXT 2.1 Programming" öffnen





"NXT 2.1 " eingeben



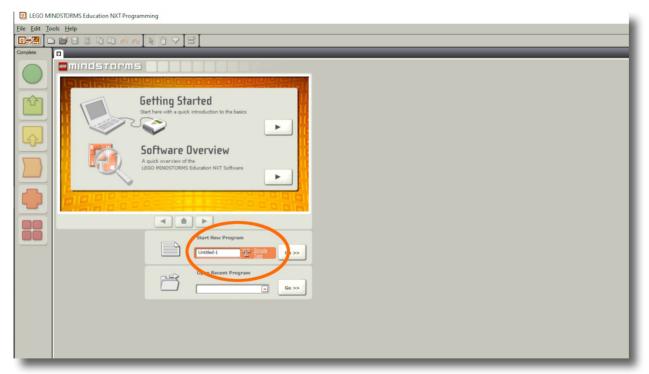




USB-Stick einstecken

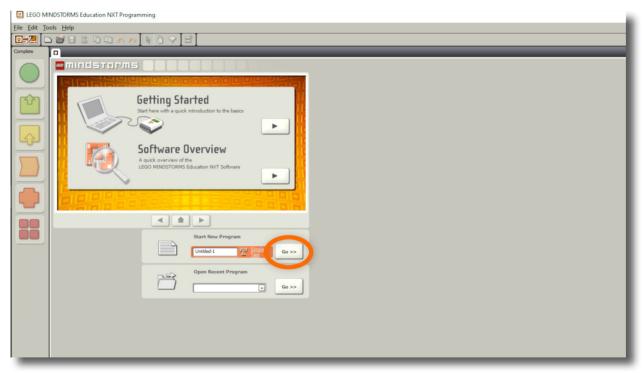


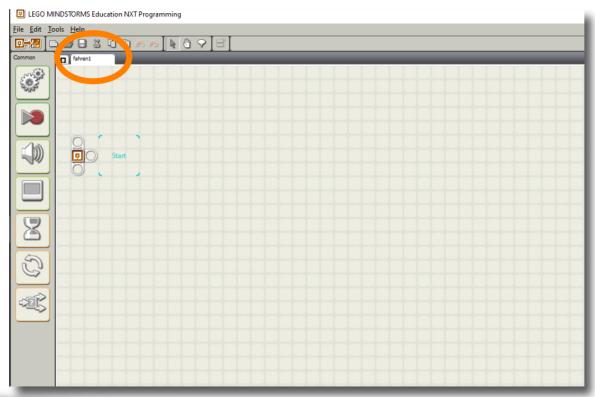




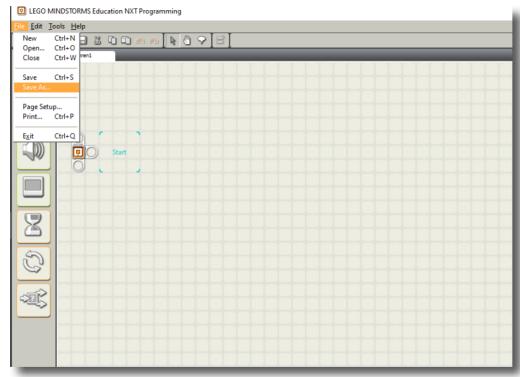


Name: fahren1

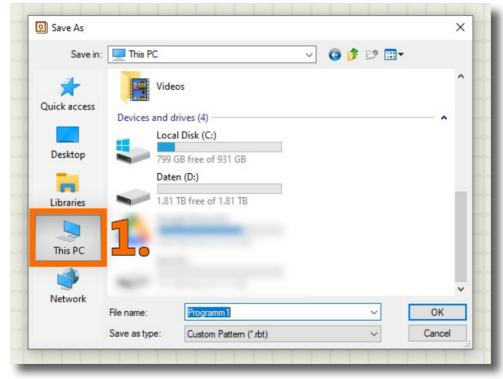


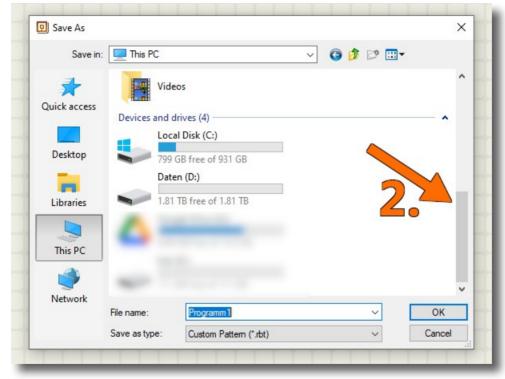






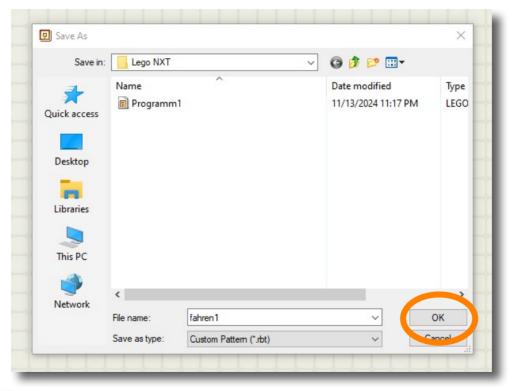


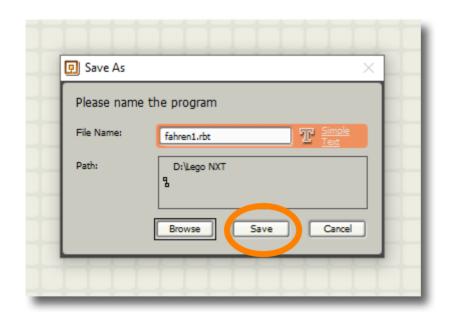






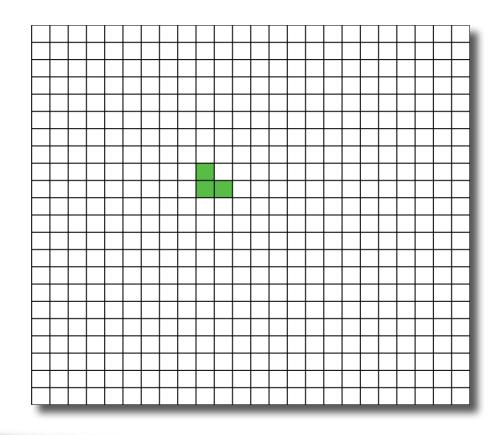




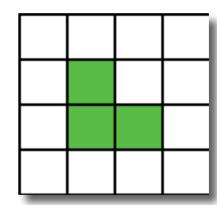


Frage: Wie soll der Roboter fahren?

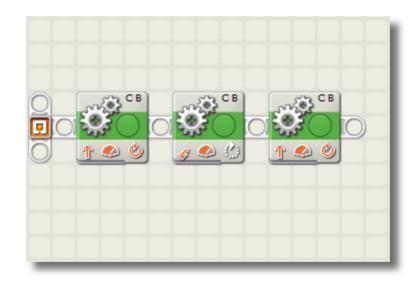




- 1. Geradeaus
- 2. 90° Kurve
- 3.Geradeaus



- 1. Geradeaus
- 2. 90° Kurve
- 3.Geradeaus

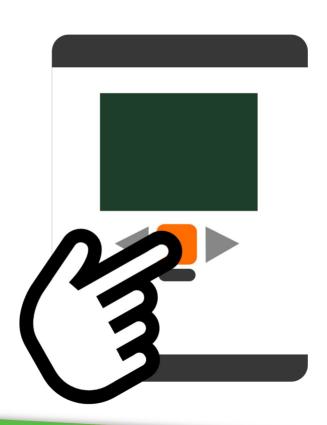


Speichern!

$$[STRG] + [S]$$

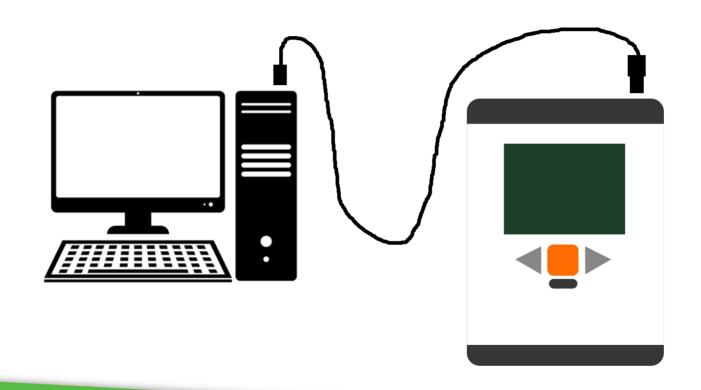
Wir können es testen

Den NXT einschalten



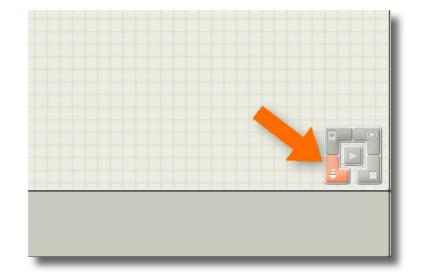


Den NXT verbinden

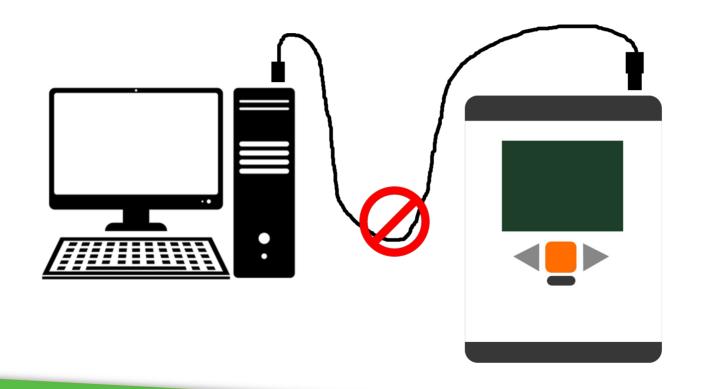




Herunterladen zum NXT



Den NXT trennen







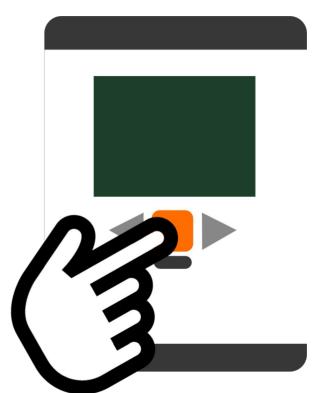
Das Programm auswählen

MY FILES

SOFTWARE FILES

fahren1.rbt

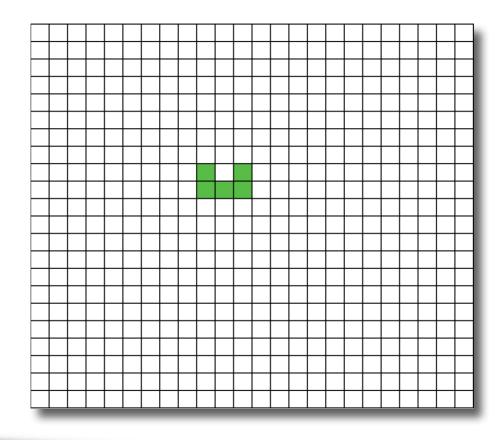
RUN



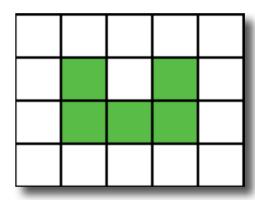


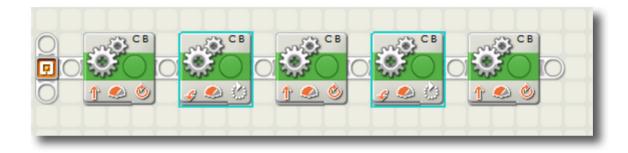
Der Roboter fährt unsere Strecke





- 1. Geradeaus
- 2.90° Kurve
- 3.Geradeaus
- 4. 90° Kurve
- 5.Geradeaus





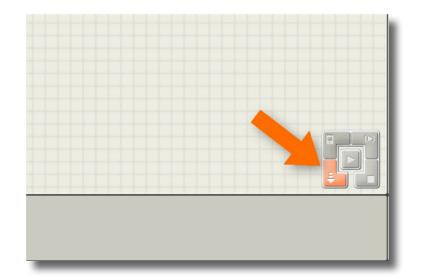


Speichern!

$$[STRG] + [S]$$

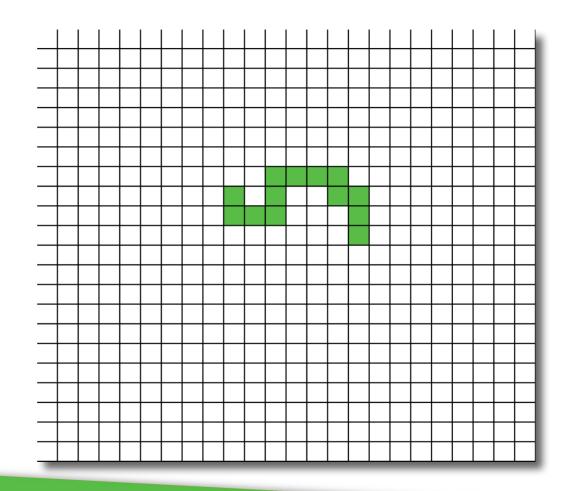


Herunterladen zum NXT

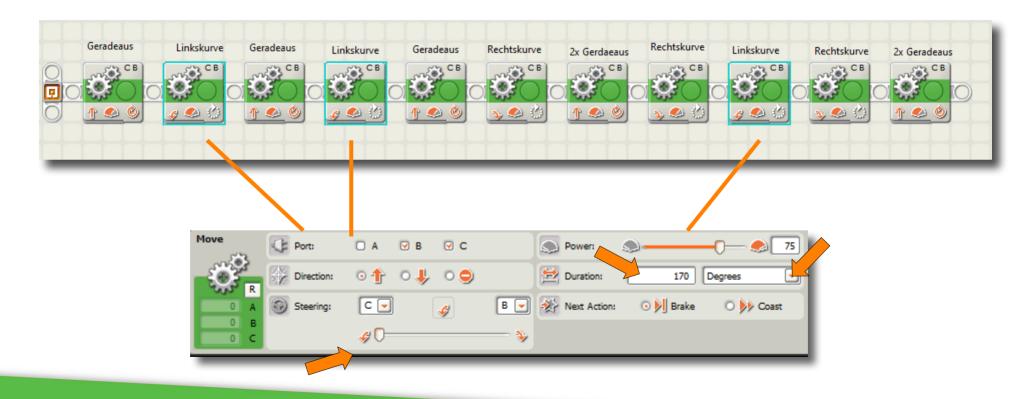


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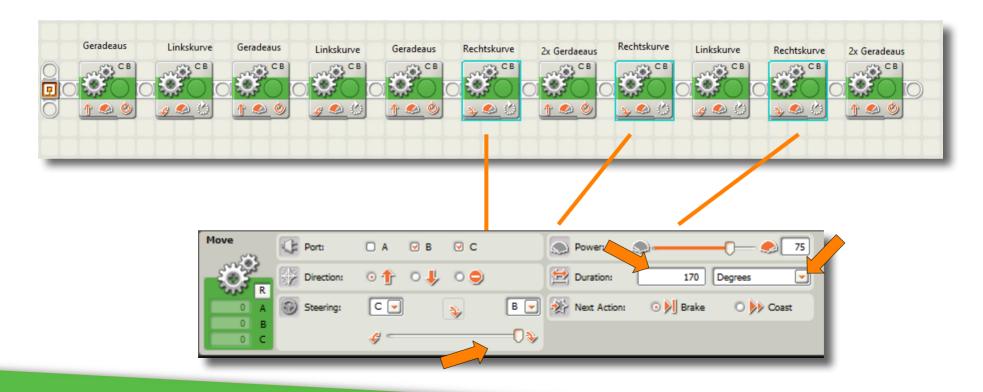
- 1. Geradeaus
- 2. Linkskurve
- 3. Geradeaus
- 4. Linkskurve
- 5. Geradeaus
- 6. Rechtskurve
- 7. 2x Geradeaus
- 8. Rechtskurve
- 9. Linkskurve
- 10. Rechtskurve
- 11. 2x Geradeaus



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Block 1 – Fahren, Das Programm schreiben

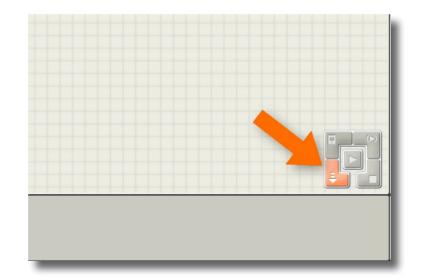


Speichern!

$$[STRG] + [S]$$



Herunterladen zum NXT



Fertig