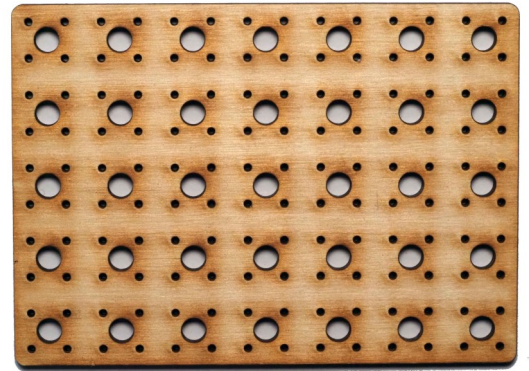
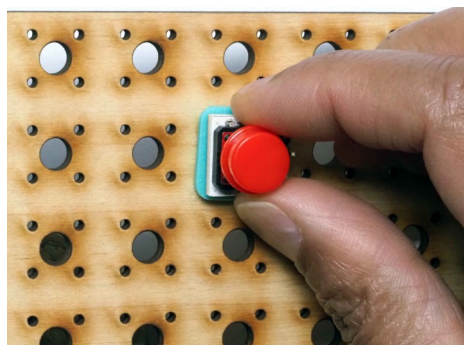
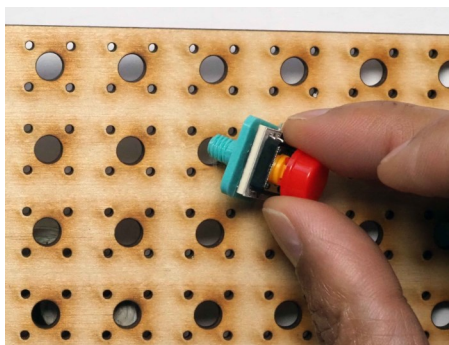


# BitMakeLab: Mechanics

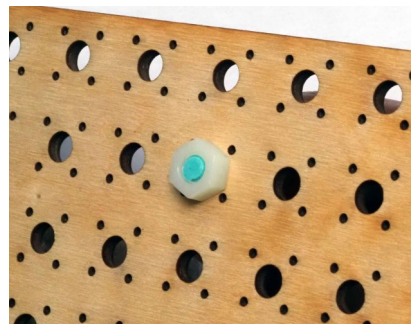
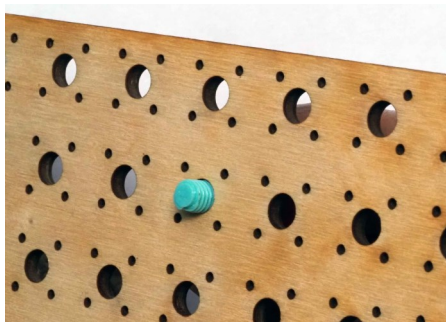
To build a project using BitMakeLab, start with a **project board**.



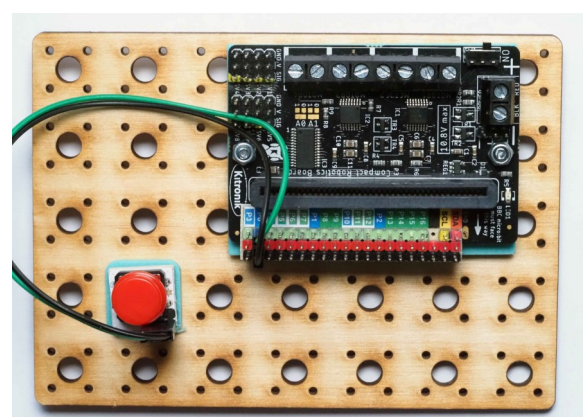
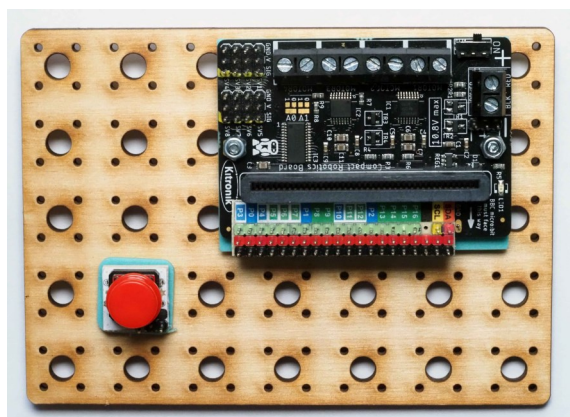
The physical components of BitMakeLab are designed to simply push into the holes in the project board:



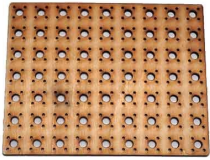
For a temporary construction or small components this should be enough to hold the component. If you want a more sturdy construction just fasten a nut to the component on the bottom of the board:



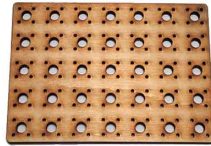
Expansion boards can be connected in the same way and wired to components:



# BitMakeLab: Components



Large Project Board



Small Project Board



Motor Controller Board



Edge Connector Board



Microbits



2AAA Battery Box



3AA Battery Box



USB Cable



TT Motors



TT Wheels



Caster Wheel



Servo Motors



Large Buttons



LEDs



Potentiometer



Line Following



Light Sensors



Ultrasonic Sensor



Crash Sensors



7-Segment LED Display



Cables



M6 Nuts



TT Motor Bolt Connectors



Servo Motor Bolt Connectors



Angle Brackets