Lego.

[Home]

Quite C

This page is dedicated to my works on the new $\underline{\mathsf{LEGO}(R)\ \mathsf{Mindstorms}}$ the new way to play LEGO, using some lego technic pieces, motors, sensors and some fantasy touch you can build a new robot.

I have noted that in the web space there aren't complete packages to build your projects on Microsoft(r) platform that can be done simply & fast (legOS is so complex and UNIX dependent), so I created Quite C, a C compiler (EGCS 1.1.2) with a complete (ROM based) lib that you can use to build very complex programs with your RCX (all 32K memory is yours!).

If you want to use a more standard way, use NQC and BrixCC with at least:

- Standard RCX2.0 firmware <u>firm0328.lgo</u>
 This is the last original firmware that work ok for NQC
- Dick Swan 10x firmware <u>fast0103.lgo</u>
 Old & slow, but extremely compatible
- Dick Swan 100x Firmware <u>fast0612.lgo</u>
 Only few discrepancies with NQC 3.1r5
- Dick Swan Firmware <u>fast0722.lgo</u> ???
- Dick Swan Firmware <u>fast0753.lgo</u>
 Work only with RobotC software (exception 11 Invalid Opcode if using NQC)

This is the reference documentation about Dick Swan Firmware:

New Opcodes
Quick Start Guide
Firmware Features
Performance Testing

[Home | Quite C]

Q&A: ferrara.levami-remove@libero.it



RCX the CPU of your Robot