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iOS

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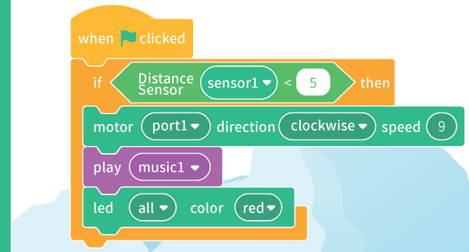
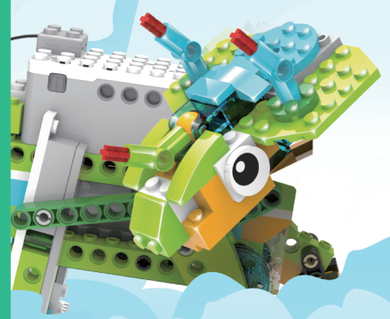
RoHS

makerzoid





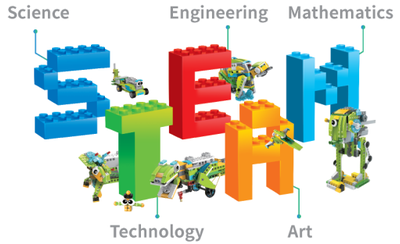
MKZ-RM

ROBOT PROGRAMMING

MANUAL

What is STEAM?

STEAM stands for science, technology, engineering, mathematics and art. STEAM Education aims at cultivating children's comprehensive scientific thinking and abilities and emphasizing the interdisciplinary integration. It is very popular in the United States, Germany, the United Kingdom, Finland and other countries.



PBL (Project-based Learning) The Main Teaching Mode of STEAM

Project-based learning is a teaching and learning method that takes children as the center to design and implement projects, thereby promoting children's learning effects. Within a certain period of time, the child chooses, plans, proposes a project idea, and solves practical problems through various forms such as display.

Compared with traditional learning methods, project-based learning can effectively improve children's practical thinking and problem-solving abilities. The goal of project-based learning is to enable children to master subject knowledge more efficiently through practical methods that combine with reality, and to cultivate children's social and emotional skills in the process.

Makerzoid Robot Lab

As the leader of STEAM education, Makerzoid adopts interesting PBL guidance, so that children can enjoy valuable STEAM courses at home to learn while playing.

CONTENT

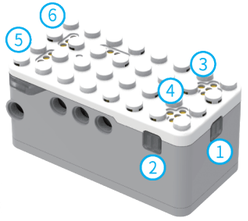
Check out more tutorials on the App.

CHAPTER 1：ROBOT INTRODUCTION

1.1 The Host Controller

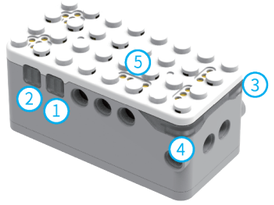
The Front

1.Power
2.Motor Stopping
3.Motor Port-1
4.Motor Port-2
5.Distance Sensor Port-1
6.Distance Sensor Port-2



The Back

1.Motor Clockwise
2.Motor Counterclockwise
3.LED-1
4.LED-2
5.Gyro Sensor Port



Host Controller Switching Mode

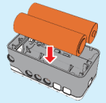
App Control Pairing Mode
Press the power switch and then release, it lights up red lights for 10 seconds and turns into green light, then it enters App control pairing mode.

Built-in Program Executing Mode
Long press the power switch for 10 seconds then release, the robot will automatically execute the built-in program (You can modify the program on programming page in the APP).

Installing the Battery

Remove the battery cover

Insert two AAA batteries
(batteries are not included)



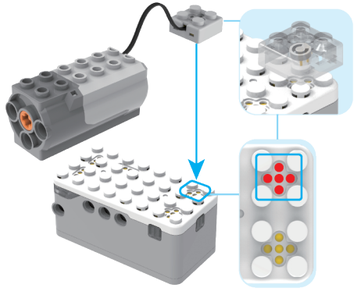
Put the battery cover back

Battery Installation Instructions

1. Non-rechargeable batteries cannot be charged;
2. Please charge the rechargeable battery under adult supervision;
3. Used batteries should be removed from the product;
4. The rechargeable battery should be removed from the toy before charging;
5. The power terminals should not be short-circuited.
6. Batteries of different sizes or old and new batteries cannot be used together;
7. The toy cannot be connected to more than one power source;
8. The battery should be inserted with the correct polarity.

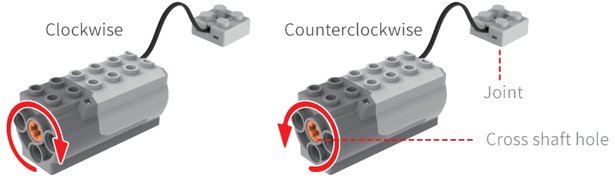
1.2 Motor

Connected to the host controller



Introduction to the motor

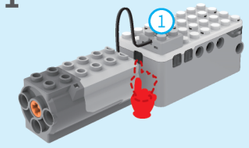
Based on the principle of the conversion of electric energy to kinetic energy, the motor provides strong power for the robot to make the robot move.



Warm tips:
1. The motor is made of silicone material, please do not pull it, squeeze it with blocks or gears, which may cause the wire to break.
2. To remove the motor connector, please use a starter, do not pull the wire.

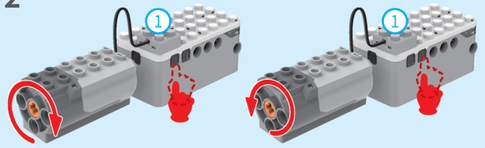
The use of the motor

1



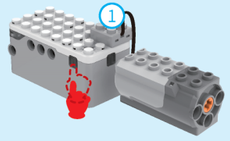
Switch on

2



Press the clockwise button　Press the counterclockwise button

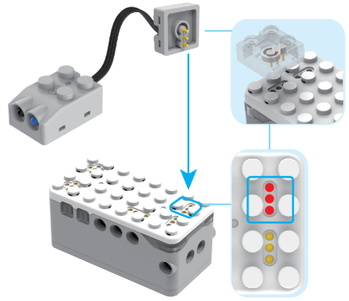
3



Press the stop button

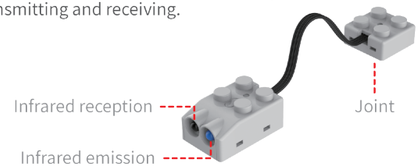
1.3 Distance Sensor

Connected to the host controller



Introduction to the distance sensor

The infrared distance sensor judges distance and obstacles through the infrared light. There are two small eyes in the sensor, which are used for transmitting and receiving.

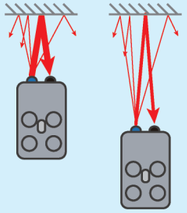


Warm tips:

1. The motor is made of silicone material, please do not pull it, squeeze it with blocks or gears, which may cause the wire to break.
2. To remove the motor connector, please use a starter, do not pull the wire.

The use of the distance sensor

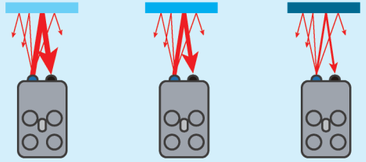
measure the distance



Warm tips

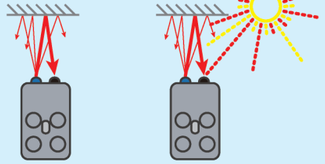
Color reflection

The color of the object will affect the strength and weakness of the reflected light. The darker the color, the weaker the reflected light, and the lighter the color, the stronger the reflected light.



The influence of the sunlight

Sunlight contains very strong infrared light, which will affect the intensity of infrared light received by the sensor and cause the sensor to misjudge.



1.4 APP Instruction

APP Download APP icon

① Scan the QR Code

②APP store-search “makerzoid” IOS

②APP store-search “makerzoid” Android

1 APP Download

The APP includes different robot kits, you can choose the kit you have purchased

2 Choose the Robot Kit

It teaches you how to build and control (should be connected to the host controller first) a robot

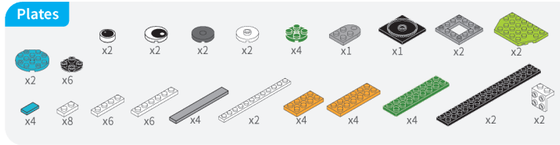
3 Build and Control the Robot

ROBOT PARTS LIST

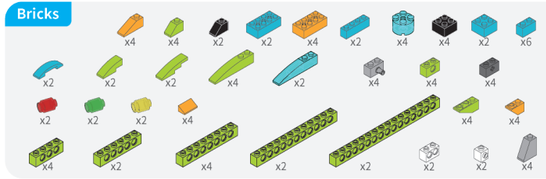
Robot Matser Standard version contains 370 parts and the Premium version contains 600 parts, which can meet the sequential construction of 100 kinds of mechanical devices. Please note that they are not built at the same time. The parts are divided into plates (the thickness of the plate is 1/3 of the brick), bricks, arms (compared to bricks with holes, both ends of the arms are symmetrical, which is more widely applicable), shafts, pulleys and gears, as well as connectors and bushings , rubber bands, starters and other accessories.

Robot Master (Standard)

Plates

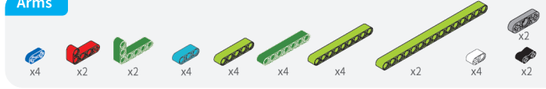


Bricks



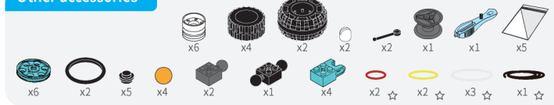
Shafts and Pins

Arms



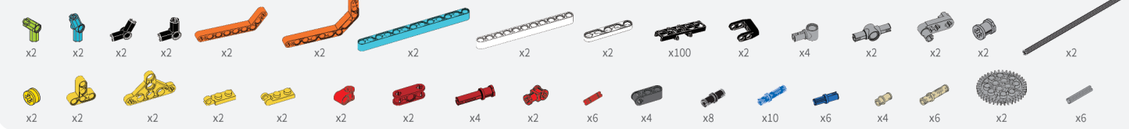
Connectors and Gears

Other accessories



Robot Matser (Premium)

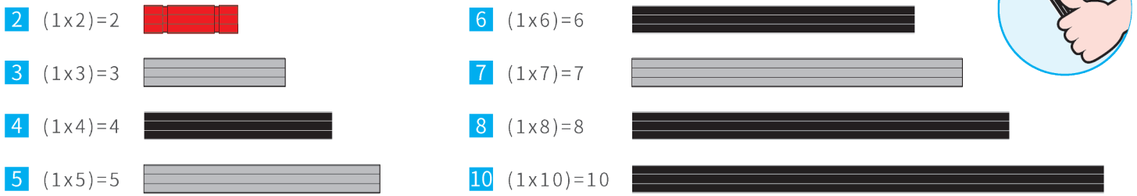
Based on the Robot Master (Standard), the Premium version has 230 more parts as followings:



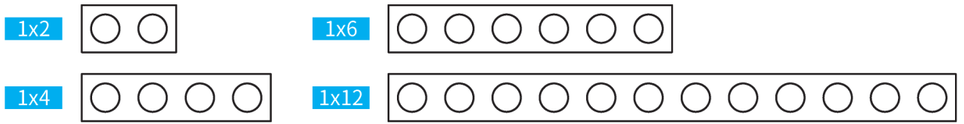
1.5 Basic Knowledge about Robot Parts

1:1 Size Reference List

Shaft



Plate



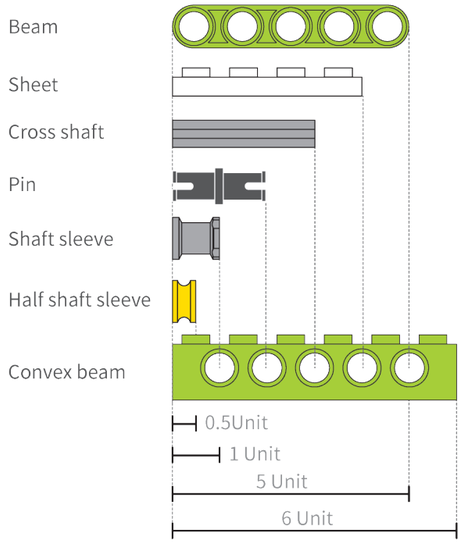
NOTICE

When you receive the product, please first read the contents of the parts list carefully, understand the shapes of various parts, and check the actual number of parts according to the list. After carefully watching these parts, the tutorials become much easier to understand. (Due to the need for production batches or display, the color of the parts you see in the illustrations may be different from the actual ones. Please distinguish different parts according to the shape. If you find any missing parts, please contact customer service.)

BASIC KNOWLEDGE ABOUT ROBOT PARTS

1.The Unit Size

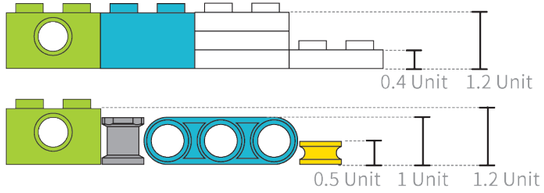
One unit equals to eight millimeters. Generally the width, height, length of the part and the unit size are integer multiples.



2.The Height of the Beam and the Hamburger Structure

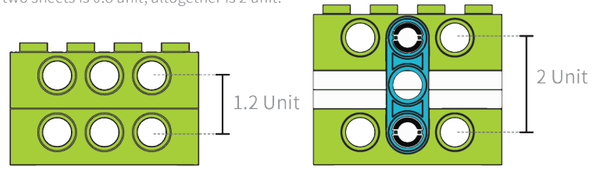
The height of the beam and brick

The height of beam (or brick) = 1.2 unit = 9.6mm
The height of a beam (or brick) equals to 3 sheets, so the height of each sheet is 0.4 unit, equals to 3.2mm.



Hamburger Structure

The height of of two beams (or two bricks) and two sheets is 3.2 unit, the distance between two holes is 2 unit, simply understand as “2 thick+2 thin” (the two sheets should be put in the middle).
The distance between the two holes of two beams (or bricks) is 1.2 unit, the height of two sheets is 0.8 unit, altogether is 2 unit.



3.The Difference Between Pins

Half pin
The half part of it is combined with a 0.5 unit accessory

Half pin shaft
The pin of it has little friction with the hole so it is easily to rotate

Black pin
It has great friction with the hole so it is used for fixation

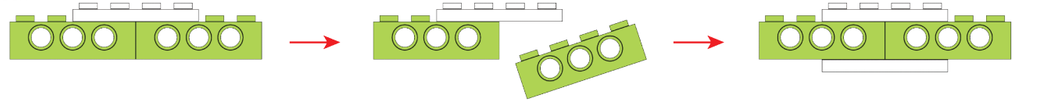
Grey pin
It has little friction with the hole so easily to rotate

Long pin
It has great friction with the hole

Long half pin
It has little friction with the hole so easily to rotate

4.Use skills

Interlock

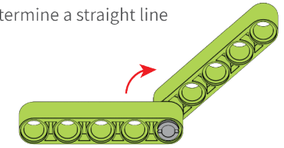


Lock with one block

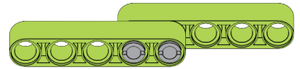
Easily come off

Lock with two blocks to make it firmer

Two points determine a straight line



Connected with a pin, able to rotate



Connected with two or more pin, able to fix the shape

PRECAUTIONS

The four most important points to read this manual

Firm Bricks

Make sure the building steps and connect all the bricks firmly. A small gap can easily hinder the complete set of actions.

Moveable Shaft

The shaft determines of the rotation of the object. Make sure not to let anything block it, and do not continue to rotate when it is blocked or stuck.

Unlimited Creativity

The number of blocks in each robot is not absolute, and children can replace it flexibly. For example, 8-shaft can be replaced with 10-shaft, and the building steps of the robot are also not constant. Children can also build the same robot in their own way.

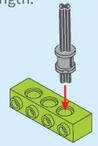
Be Patient

Please read each step carefully before building the robot to ensure that it is built strictly in accordance with the diagrams in this book. It doesn't matter if you fail, keep going.

How to keep a brick-thick length for the connected object on the shaft?

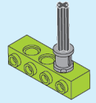
Put the connecting object on the lower end of the shaft sleeve so that the shaft sleeve exposes a little length.

1



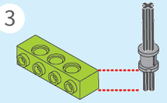
Place a brick hole face up on the table, align the exposed part of the shaft sleeve with the brick hole, and insert it down until the shaft sleeve touches the tabletop.

2



Pull out the shaft sleeve from the brick hole. At this time, the connecting object on the shaft sleeve is exactly the thickness of a brick from the bottom of the shaft sleeve.

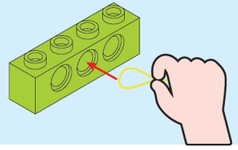
3



(Tip: How to make a wider distance? Build more bricks until it is thick enough, then the next step is the same as above.)

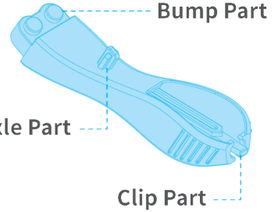
How to pass the rubber band through the brick hole?

Use your thumb and index finger to pinch one end of the rubber band into a small ring. Pass this small ring through the brick hole until you can catch the rubber band from the other end.



INTRODUCTION TO THE SEPARATOR

The separator is used to dismantle blocks in the principle of lever, which is easy to use and quick to disassemble.



Detach the blocks

As shown in Figure 1, the blocks are tightly attached. You can hold a hole brick with two hands, press down at the same time and then pull it out. You will find that the lower block is separated from the other block.

Figure1

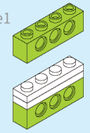
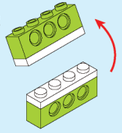
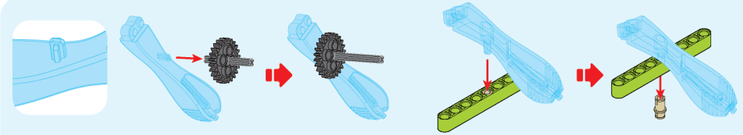


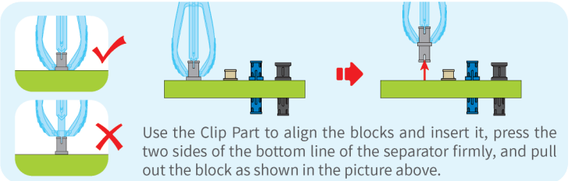
Figure2



Use the Bump Part to align the bumps below or above the blocks, then pry up the block, see the picture above.



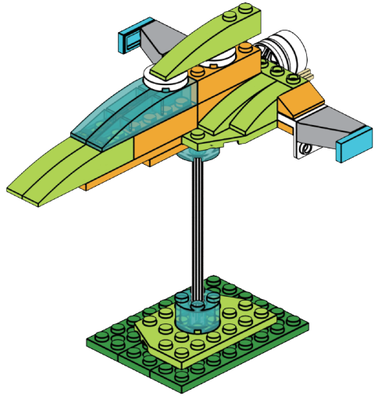
Align the bottom of the block with the Cross Axle Part and push it out. In order to prevent the blocks from being ejected during disassembly, it needs to be operated slowly, see the picture above.



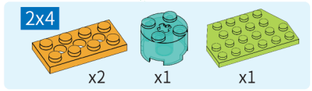
Use the Clip Part to align the blocks and insert it, press the two sides of the bottom line of the separator firmly, and pull out the block as shown in the picture above.

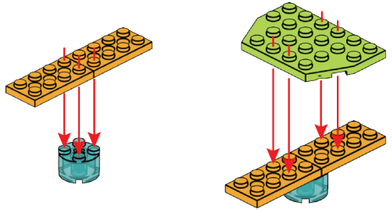
Don' t bite the blocks.

SPACESHIP

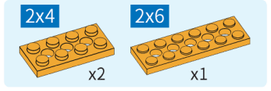


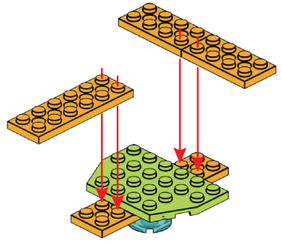
01



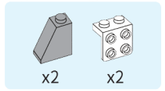


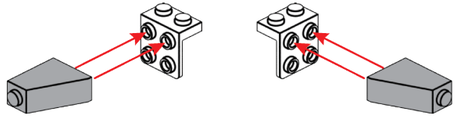
02





03





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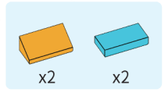

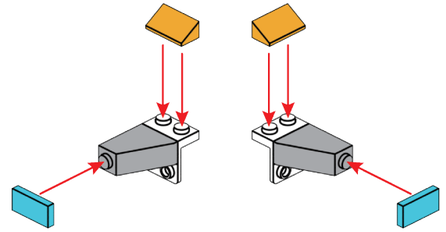

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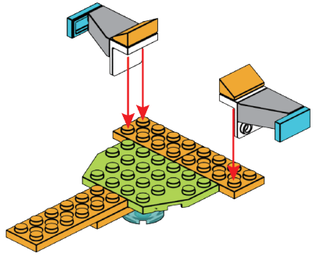

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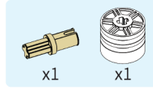

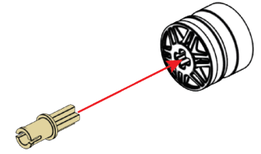

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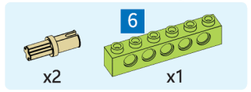

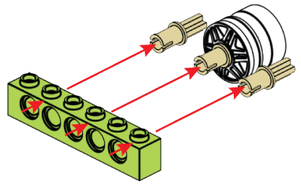

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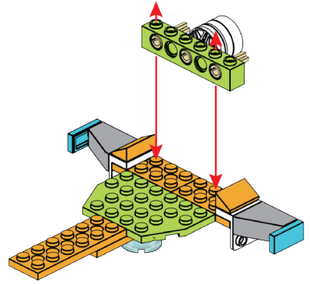

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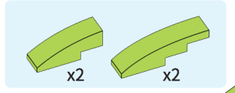

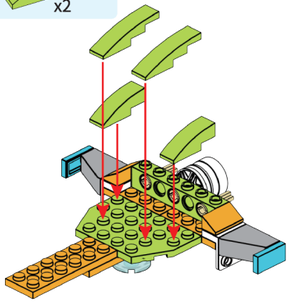

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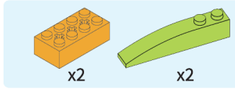

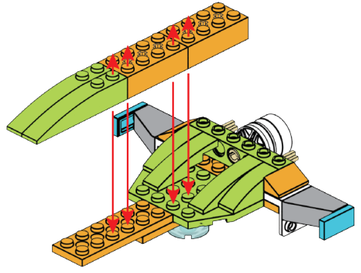

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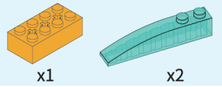

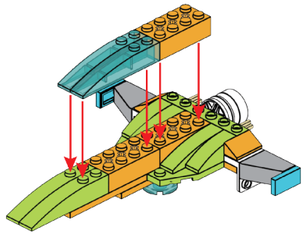

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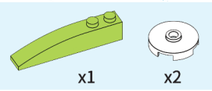

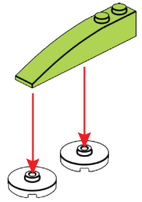

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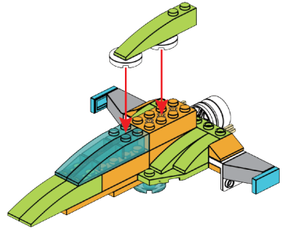

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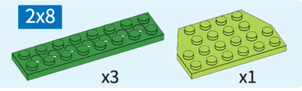

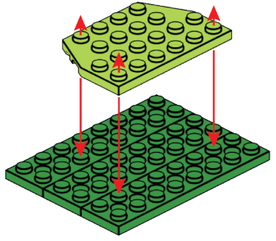

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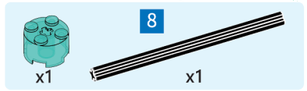

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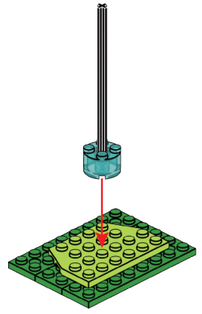

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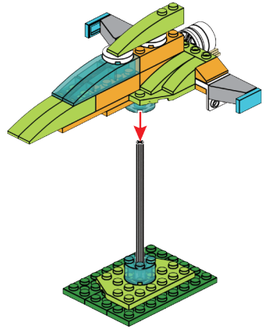

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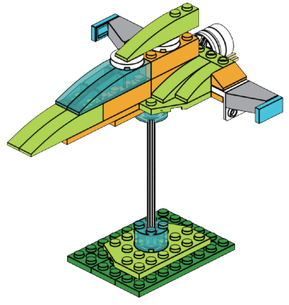
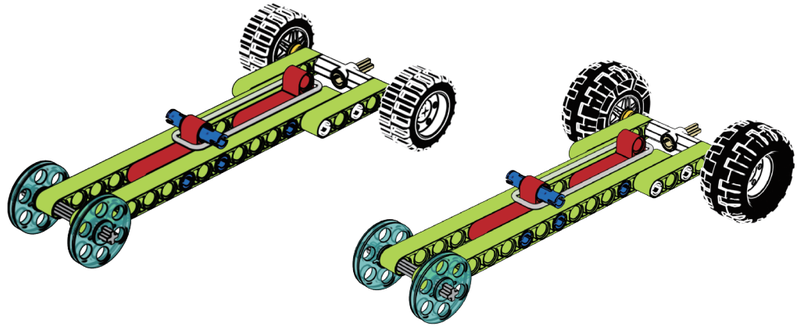
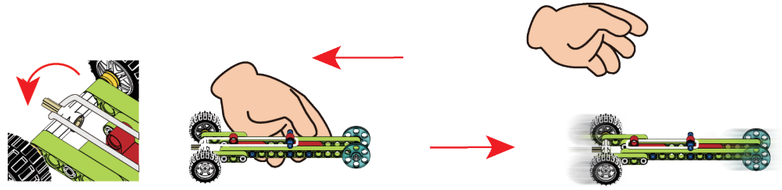


STRETCH CAR





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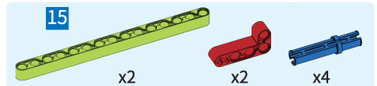

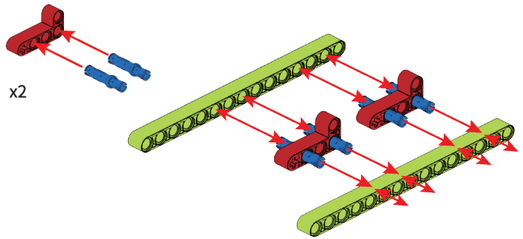

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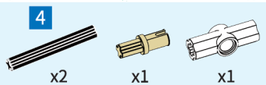

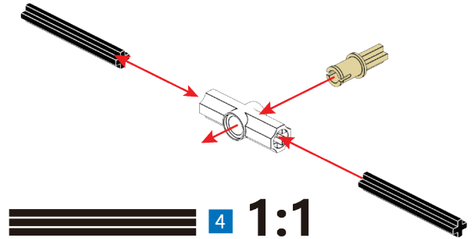

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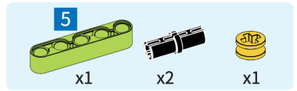

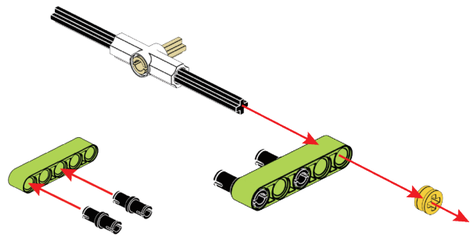

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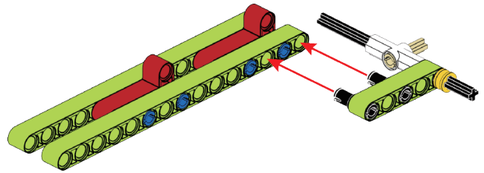

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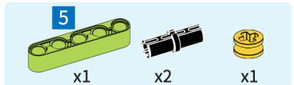

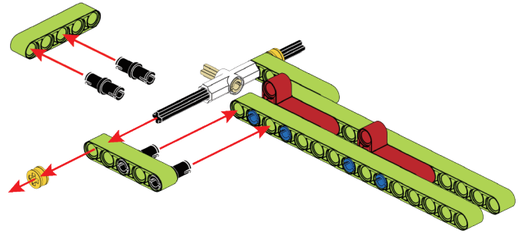

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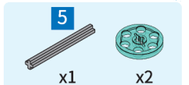

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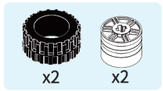

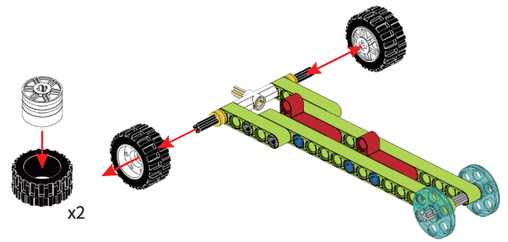

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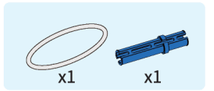
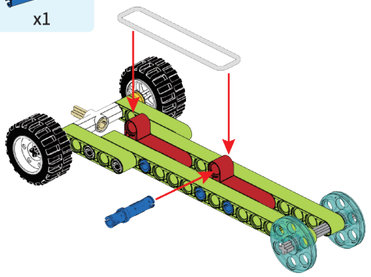
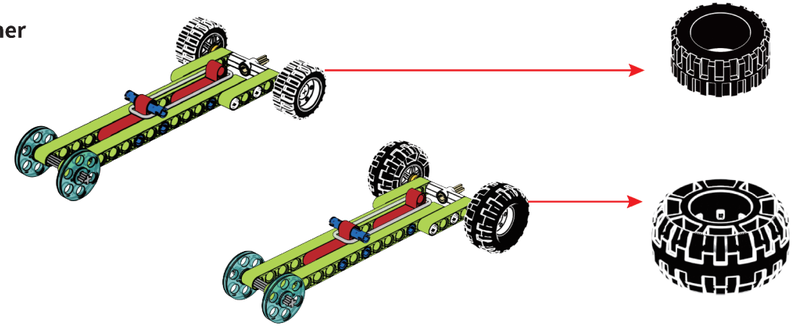
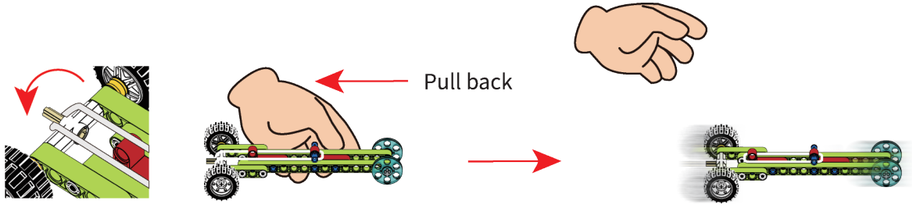




Let's see which car is farther

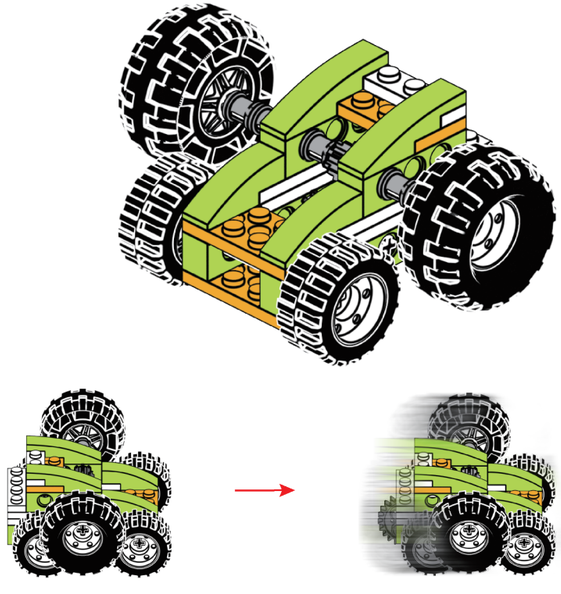




1. Buckle up the rubber band and hold it, pull the Elasti-Car back.

2. Loosen the Elasti-Car, the rubber band' s elasticity makes the car move forward.

INERTIA CAR



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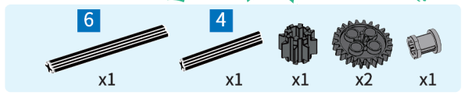

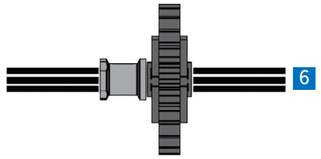

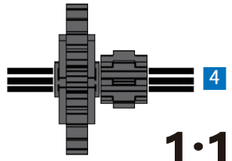

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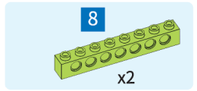

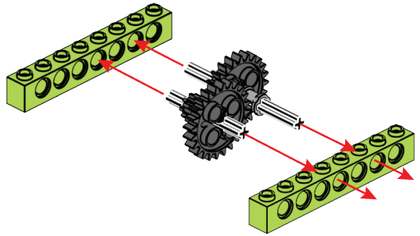

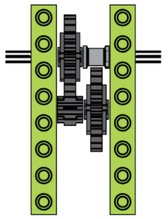

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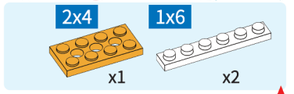

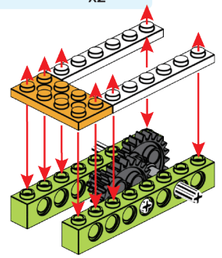

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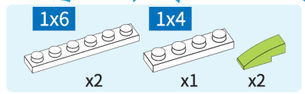

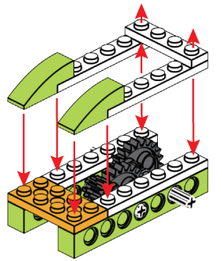

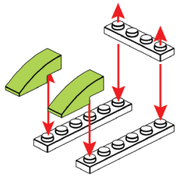

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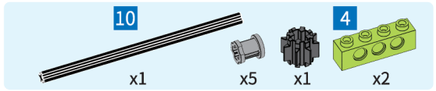

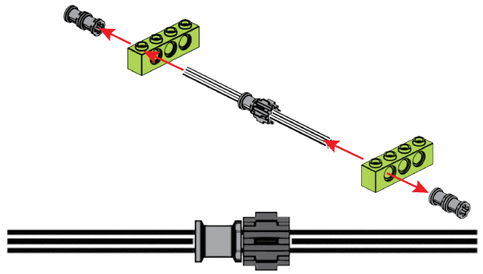

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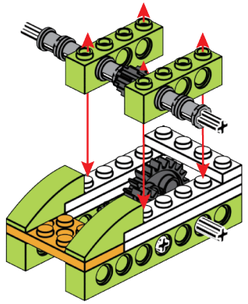

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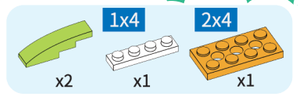

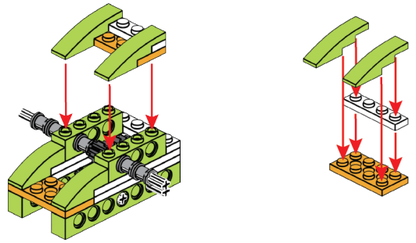

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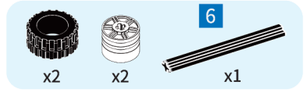

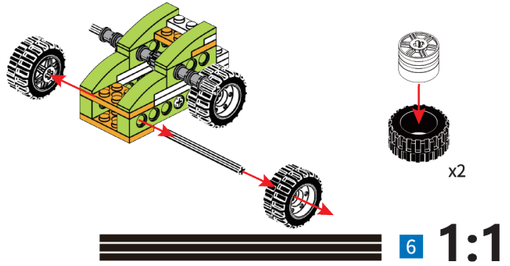

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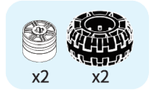
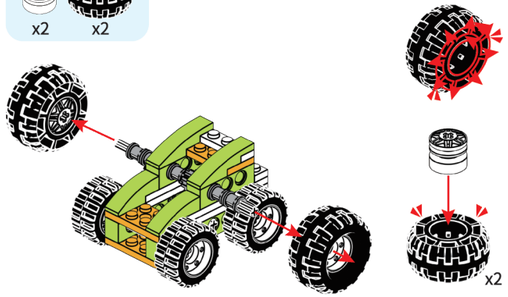
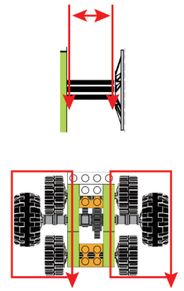
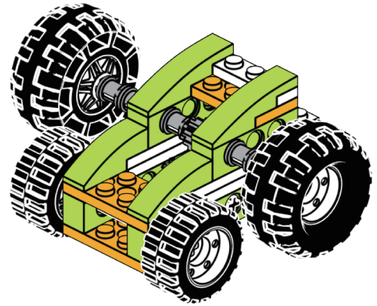




Leave a gap

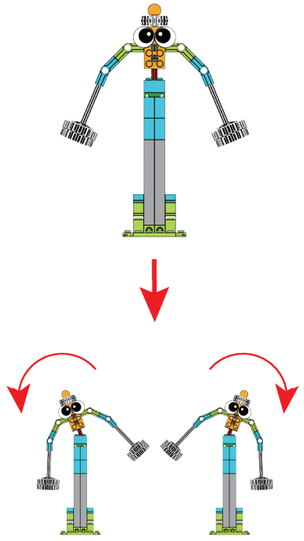


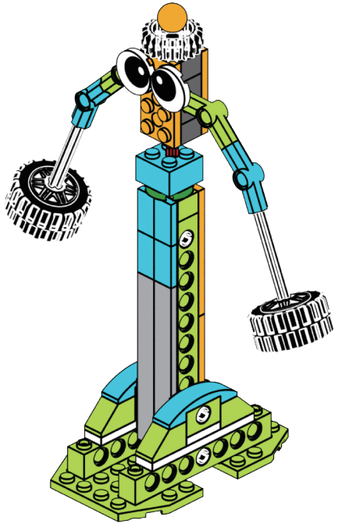


1 Push the trolley by hand

2 The car travels farther due to inertia

TUMBLER





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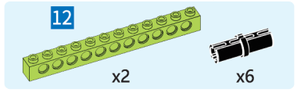

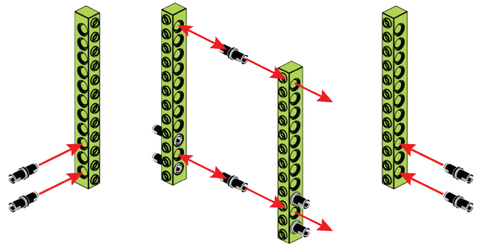

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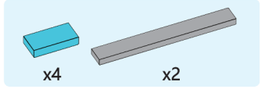

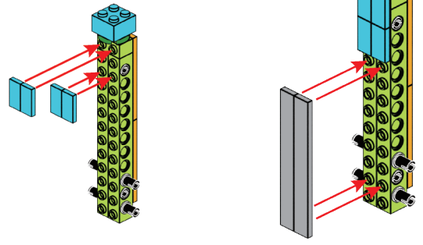

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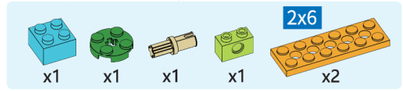

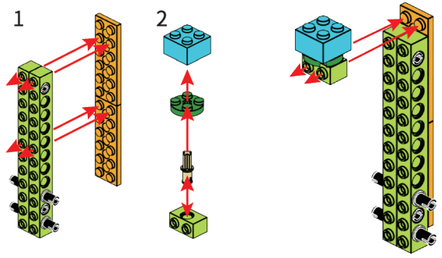

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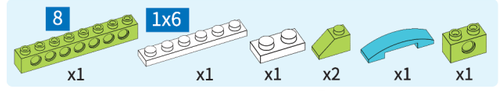

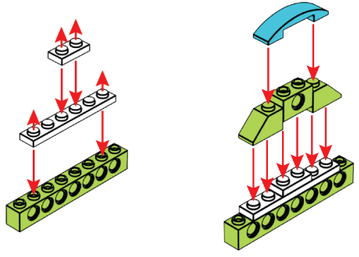

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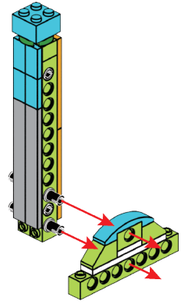

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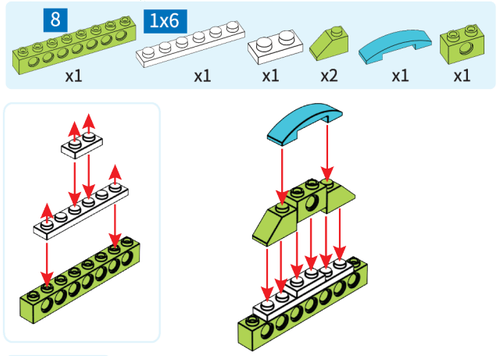

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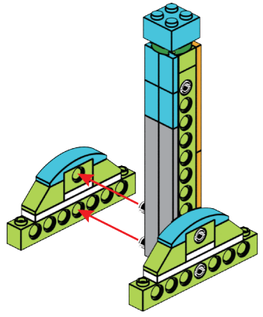

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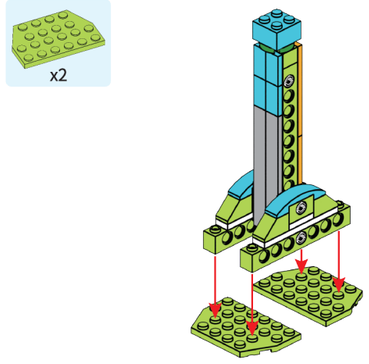

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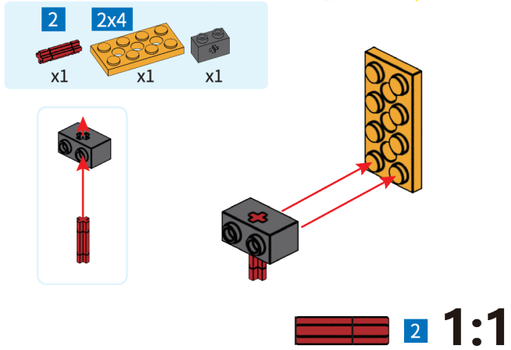

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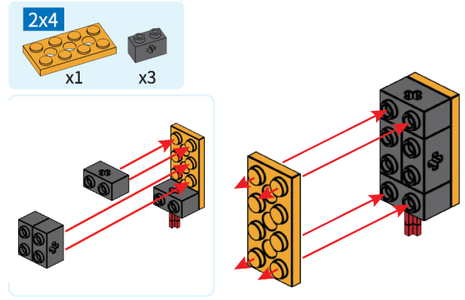

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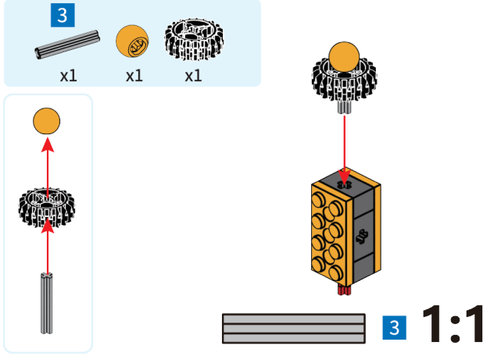

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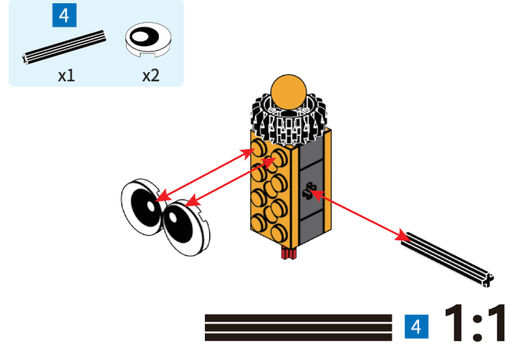

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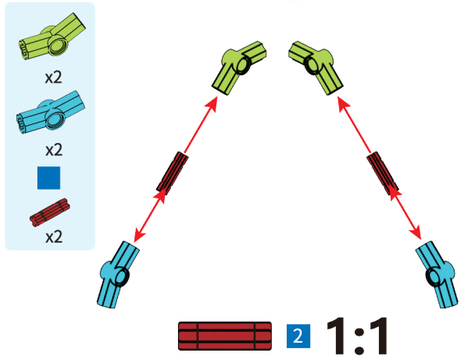

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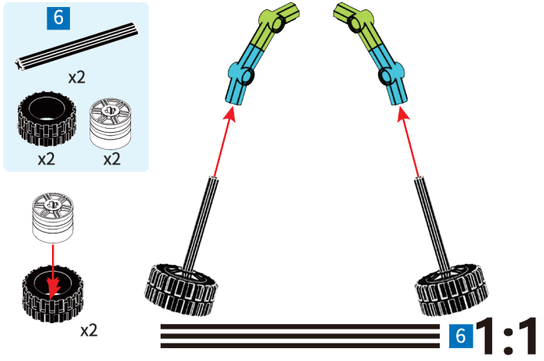

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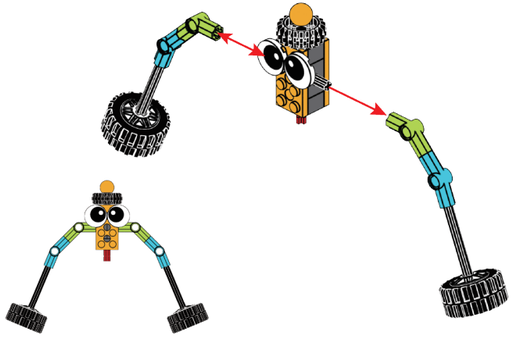

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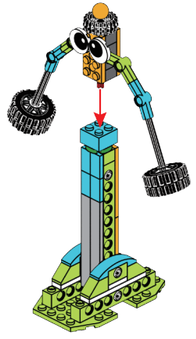
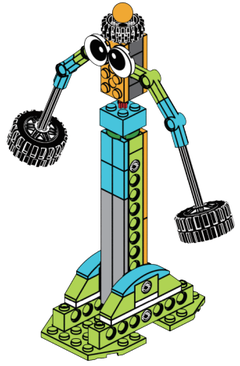
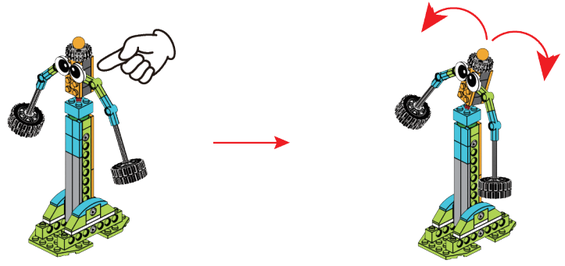


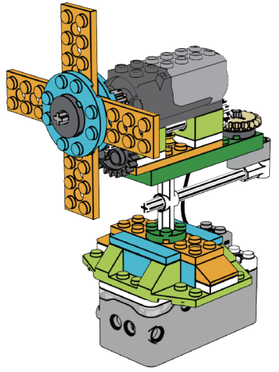


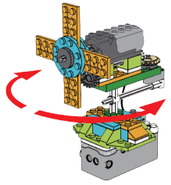


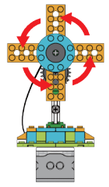
1 Toggle the tumbler

2 The tumbler swayed from side to side but will not fall.

PIVOTING FAN







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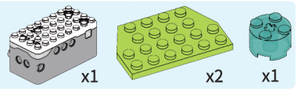

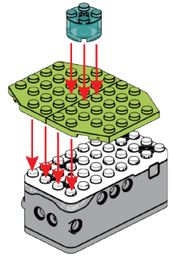

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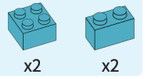

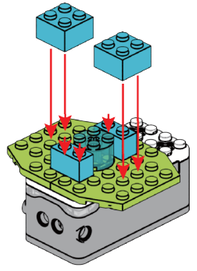

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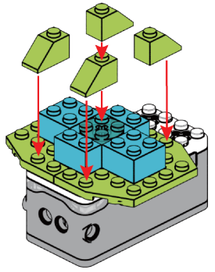

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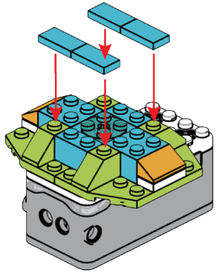

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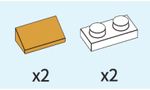

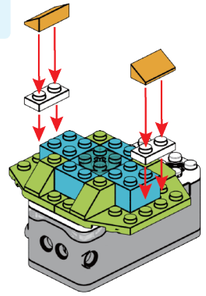

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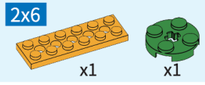

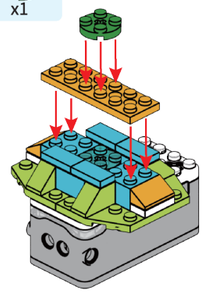

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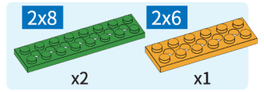

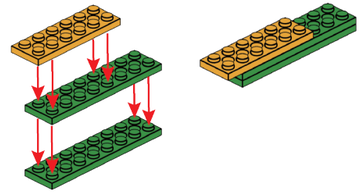

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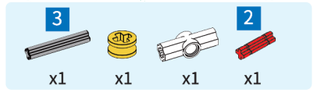

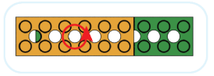

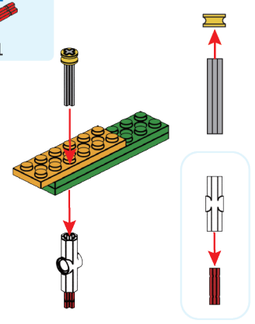

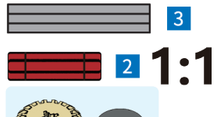

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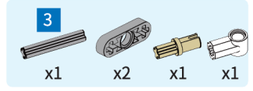

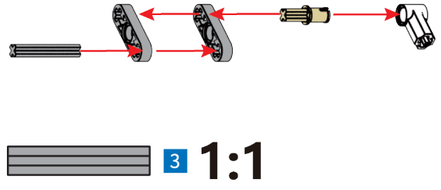

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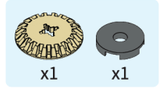

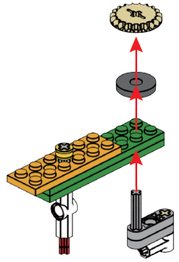

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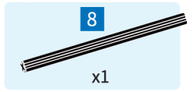

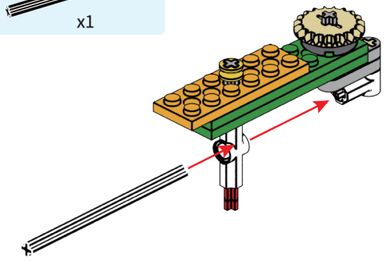

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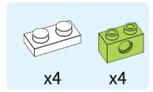

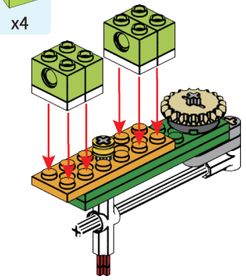

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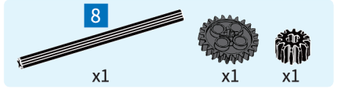

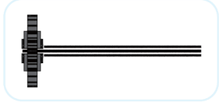

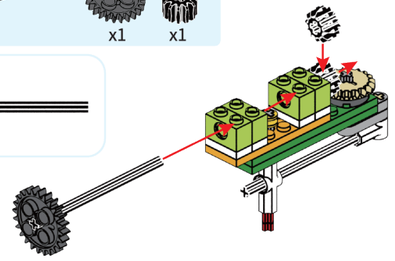

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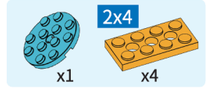

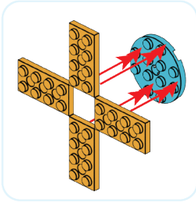

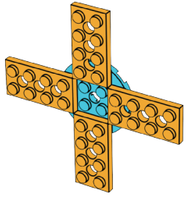

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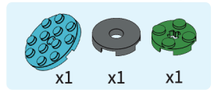

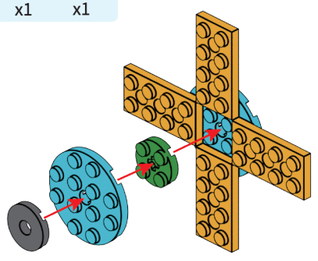

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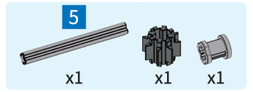

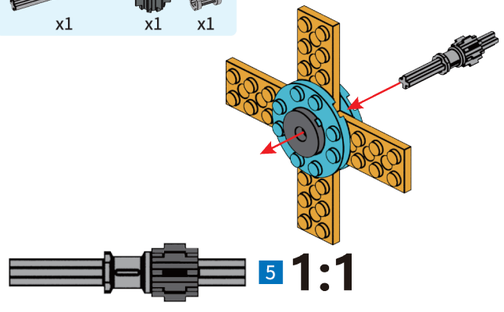

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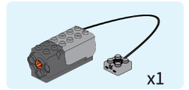

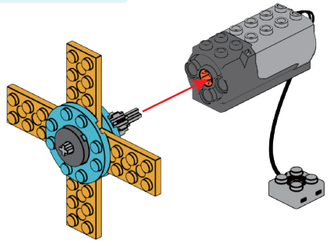

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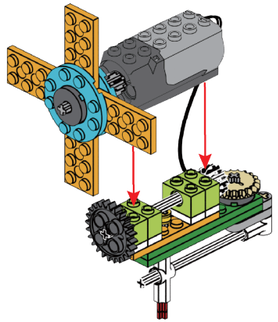

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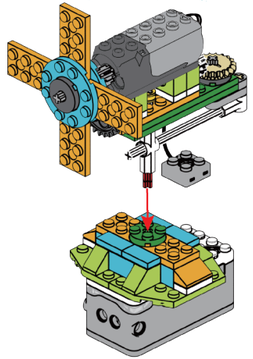

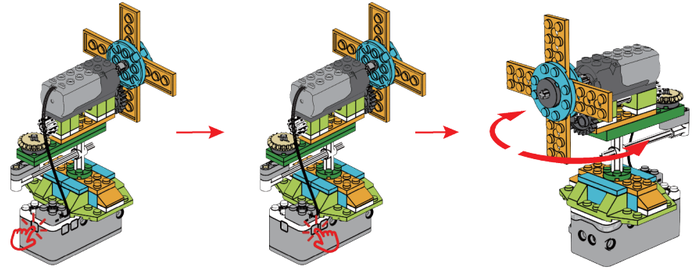

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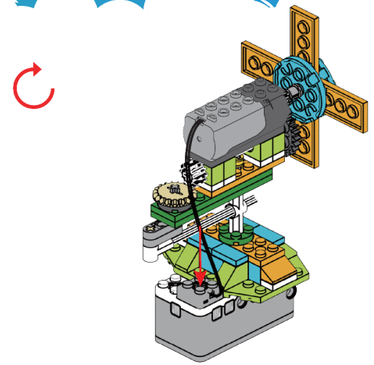


CHAPTER 2：ROBOT PROGRAMMING

2.1 Graphic Programming

What is Makerzoid Graphic Programming?

In order to let people learn robot programming better, Makerzoid developed a a graphical programming tool with the combination of Scratch 3.0, a programming tool by MIT.
It changes the programming language into building block program modules. It does not need to write code but to drag the relevant building block program modules and stack them according to your ideas, so that the robot can perform the corresponding tasks according to your ideas.

How to enter the programming page

Method 1: Enter the APP, connect the APP Bluetooth to the host controller, click on “Create” or select the robot that needs to be programmed, click on the “Code” in the page to enter the programming page.
Method 2: Some robots contain official programming tutorial. You can choose official programming or my creation to make a program for your robot.

In the page of “Create”, click on “Code” and then enter the programming interface.

1 My Creation

In this page, choose the robot, click on “Code” and then enter the programming interface.

2 Building Page

Some robots have official program, you can choose official program or write your own program for the robot.

3 Start Programming

2.2 Introduction to the Programming Area

In the programming page, there are Module area, Editing area, Menu, Data area and View area.

Module area:

Provide modules of different function to choose and use.

Editing area:

Drag the modules you need here to make a executable script according to your ideas.

Menu:

Start button

Pause button

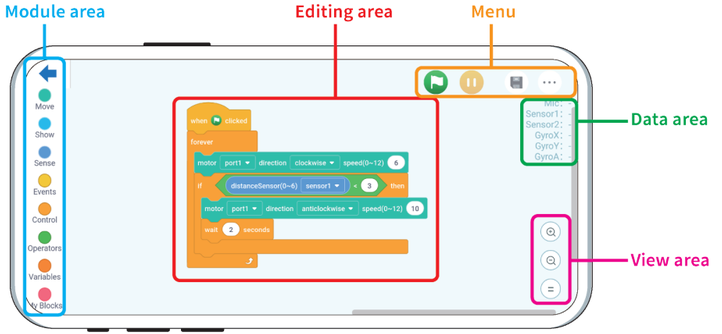
Save button

Function button (code, share and upload)

Code — View the code of the program

Share — Share your program or ask for other’ s program

Upload — Upload the program to the host controller



Data area:

Display the value of the sensor

Mic: / Sensor1: / Sensor2: — Microphone value / Sensor value

GyroX: / GyroY: / GyroZ: — Gyro value

View area:

Enlarge the programming area

Reduce the programming area

Programming area in the middle

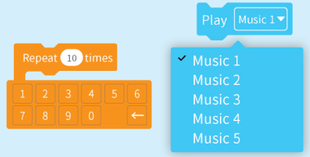
2.3 Programming Tutorials

Choose the module and drag it to the module “when it is clicked”.

1 Drag the module

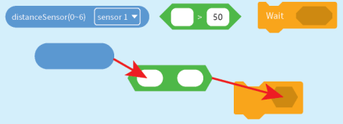
Drag the module not needed to the code area.

2 Delete the module



Some modules can be selected and some modules can be entered.

3 Enter/Select

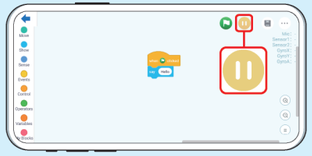


Different shapes in the modules deliver different content and can be inserted to different slots.

4 Insert the module

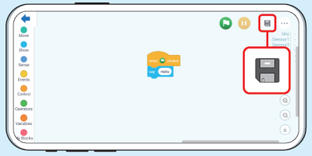
Click on the start button, then the program starts.

5 Start the program



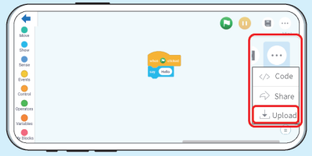
Click on the pause button then the program is stopped.

6 Stop the program



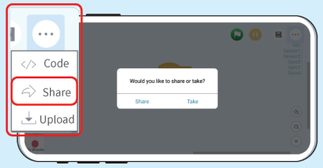
Click on the save button then the program is saved.

7 Save the program



Connected to the host controller and click on the save button, then the program is uploaded to the host controller, thus offline mode is available.

8 Upload the program

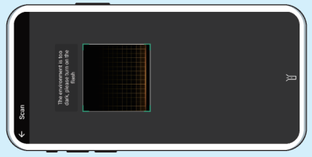


Click on the share button, you can share your program or ask for other’ s program.

9-1 Share/Ask for

Choose “share” then there is a QR code, your friend can get your program by scanning the code.

9-2 Share the program



Choose “ask for” and then scan the code from your friends.

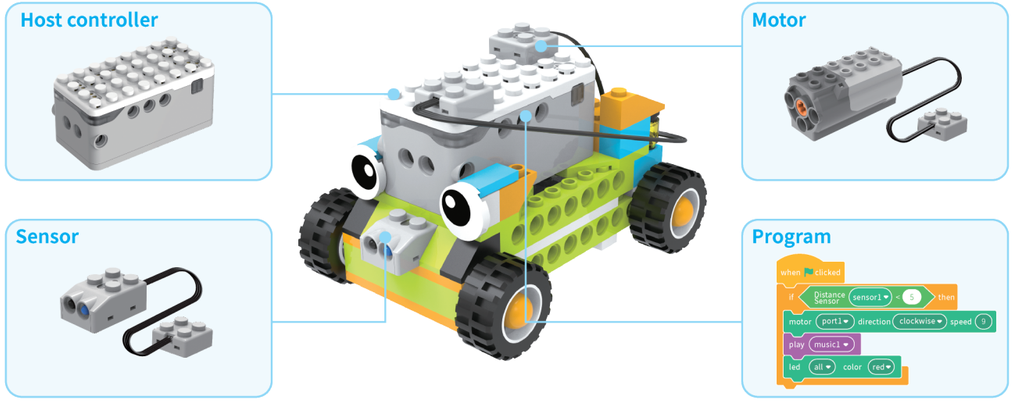
9-3 Ask for the program

CHAPTER 3 : THE INTELLIGENT CAR

3.1 Build a Car; 3.2 Car Programming; 3.3 The Racing Car; 3.4 The Obedient Car; 3.5 The Obstacle Detecting Car;

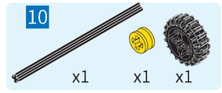
3.1 Build a Car

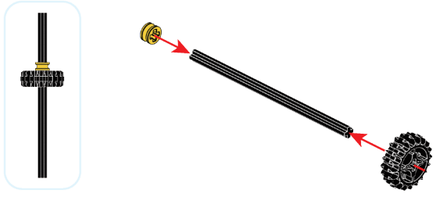
There is a magic car that can drive on its own and then automatically stops after a period of time. It is called the smart car, and it can move by adding a host controller, a motor and a sensor to the car and setting up a program.



Let' s build an intelligent car!

01





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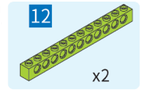

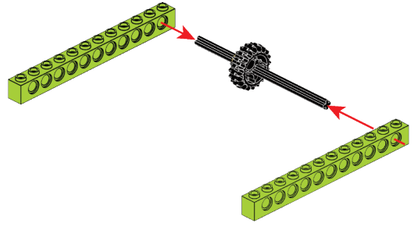

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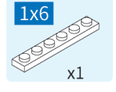

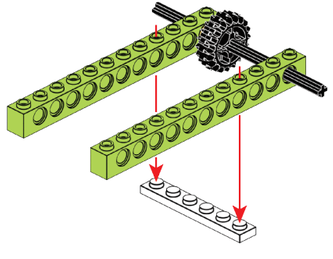

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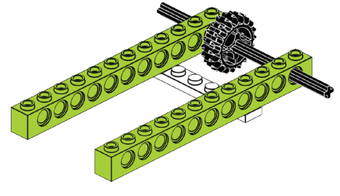

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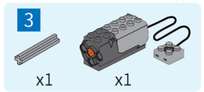

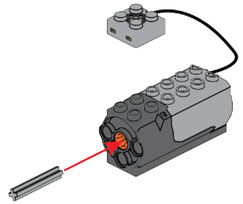

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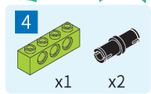

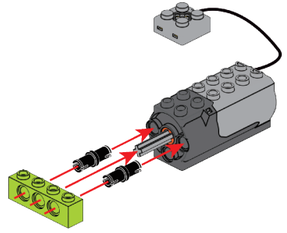

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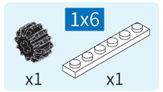

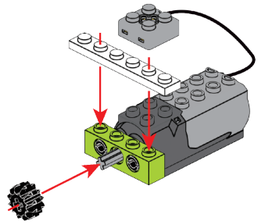

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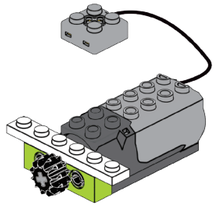

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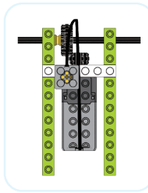

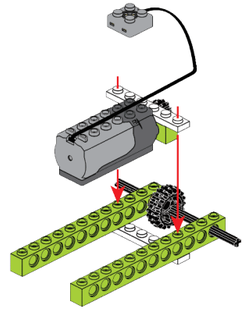

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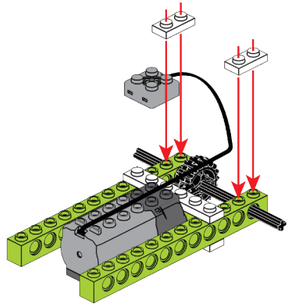

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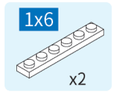

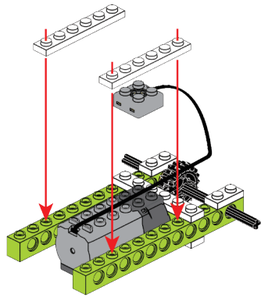

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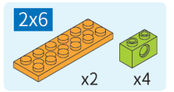

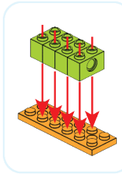

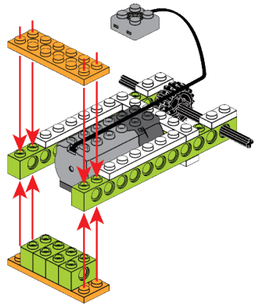

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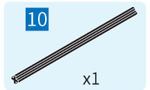

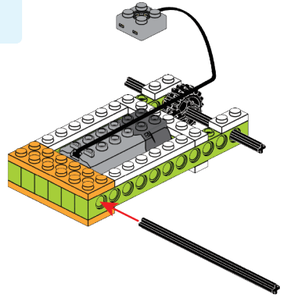

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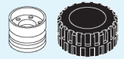

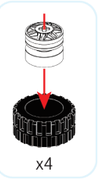

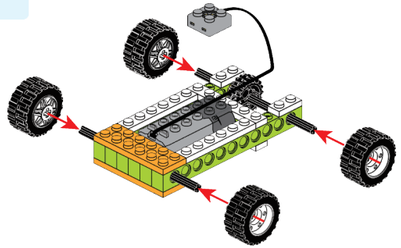

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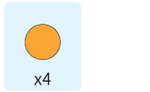

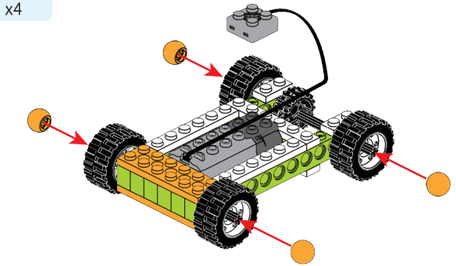

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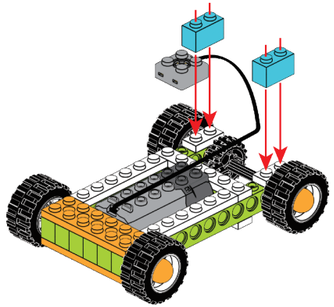

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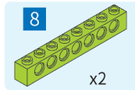

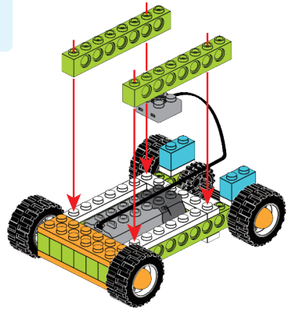

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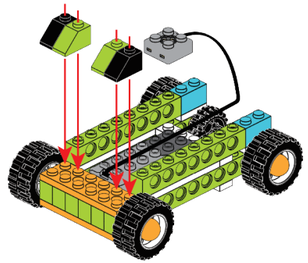

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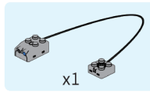
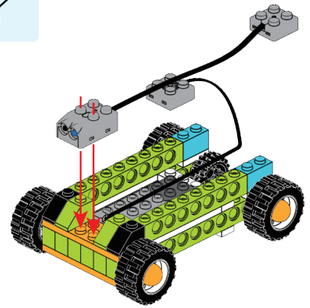
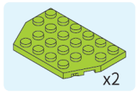
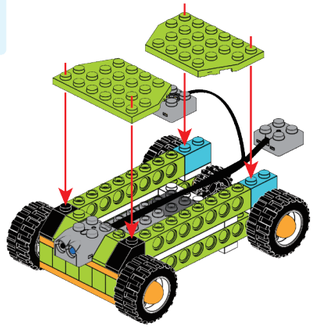




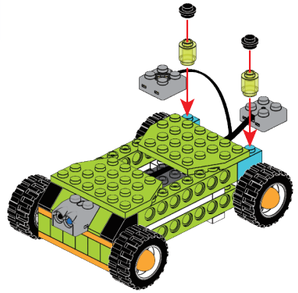
20





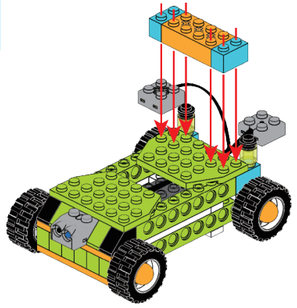
21

x2 x2



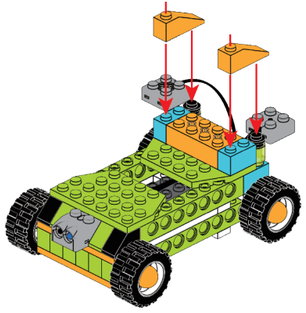
22

x1 x2



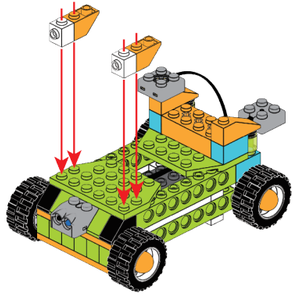
23

x2



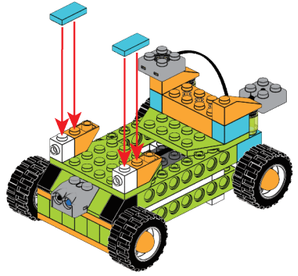
24

x2 x2



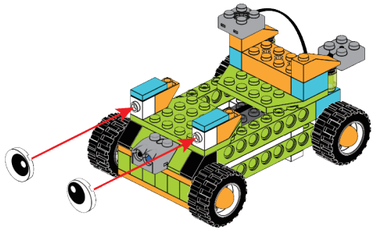
25

x2



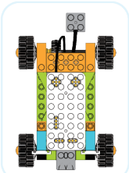
26

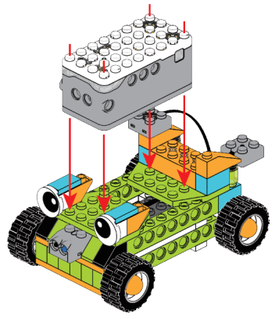
x2



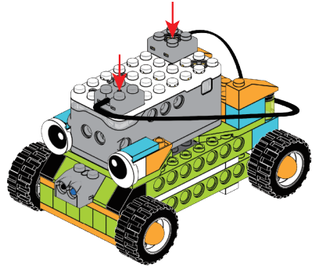
27

x1





28



3.2 Car Programming

Intelligent car programming

Click on the “Code” and enter the program.

1 Enter the program

To make the car move, we should control the motor, so find the “Move” in the module area.

2 Choose the module

Long press the “Move” and drag it to the editing area.

3 Drag the module

Click on the start button then the car starts to move forward.

4 Start the program

Think together

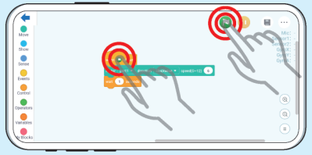
Setting up this program, the car keeps moving forward and won’ t stop.
How to make the car move forwards for some time and then stop?

Add an “wait” instruction to the car, find the “wait” module in the module area.

5 Choose the module

Long press the “wait” module and drag it to the editing area.

6 Drag the module



Click on the start button, the car moves forward but it won’ t stop.

7 Start the program

Find the “motorStop” in the module area.

8 Choose the module

Long press the “motorStop” module and drag it to the editing area.

9 Drag the module

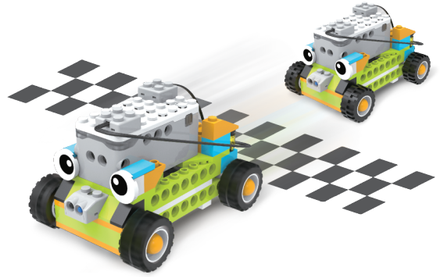
Click on the start button and, the car moves forward for one second and then stops.

10 Start the program

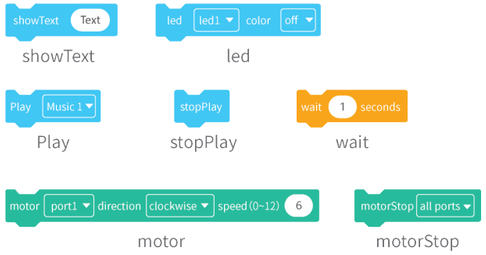
3.3 The Racing Car

Requirements

When the car is ready to move, the programming page displays the numbers 3, 2, 1, and then the car lights up in blue. After the lights are on, the car starts to move forward, and the car stops after a few seconds of moving forward, and wonderful music sounds.



Modules involve



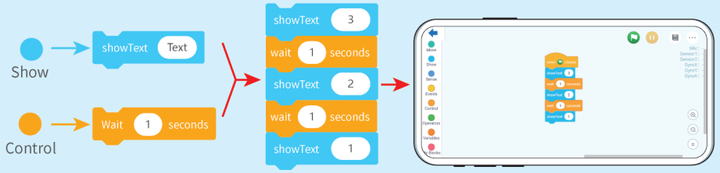
showText led Play stopPlay wait motor motorStop

Mind Map

Start to write the program

Click on the “Code” and enter the program.

1 Enter the program



To make the screen display “3,2,1”, put the “showText” in the editing area, modify the text to “3,2,1”, one second interval between every number, so drag “wait” to the editing area.

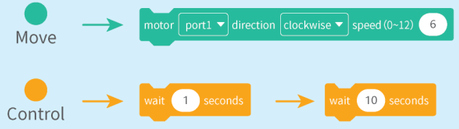
2 Edit the module

To make the car turn on all blue lights, find the “led” and select “all” and “blue”.

3 Edit the module

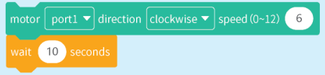
Long press the “led” and put it below “showText”.

4 Drag the module

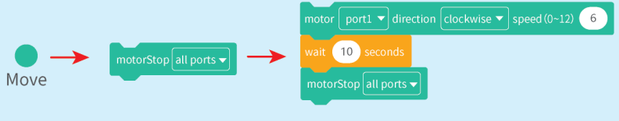


The car needs power to move forward, so find the module “Move”, set an interval of 10 seconds.

5 Edit the module



Module collection

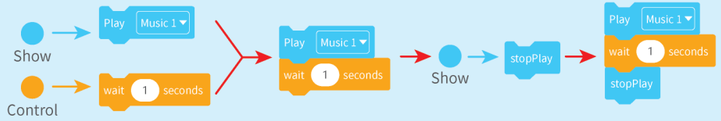


To make the car move and then stop, we need to find the “motorStop” module.

6 Edit the module

Put the module collection below the “led” module.

7 Drag the module

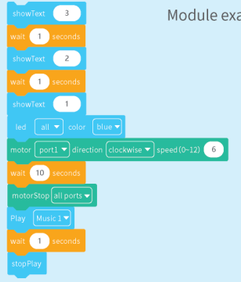


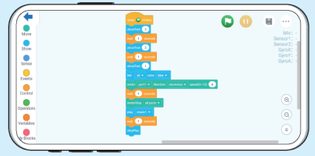
To make the car play music, find the modules “Play music”, “stopPlay” and “wait”.

8 Edit the module

Put those modules below the module “motorStop”.

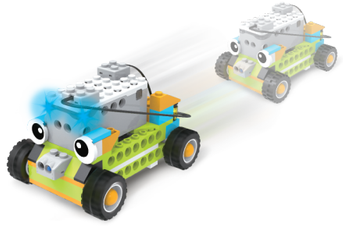
9 Drag the module





Click on the start button, then the car starts to run the program.

10 Start the program



3.4 Detect Obstacles

Judgement module

The "if, then, else" script in the control module means that we put forward a judgment. If the judgment is true, execute the corresponding instruction, otherwise execute other instructions.

Module involves

led

ultrasound

Operators

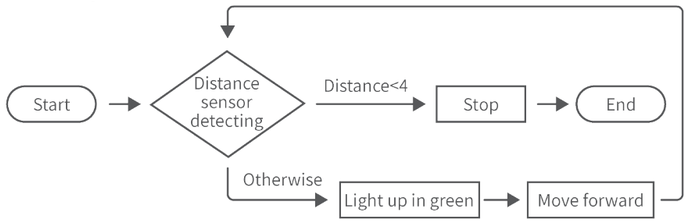
motor

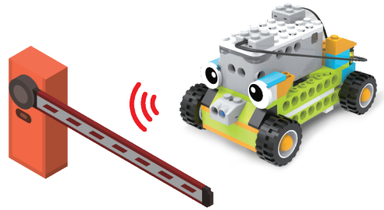
motorStop

If, then, else

forever

Mind Map





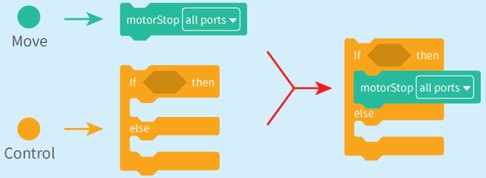
Start to write the program

Click on the “Code” and enter the program.

1 Enter the program

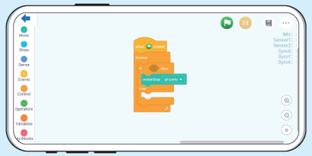
To make the car keep detecting if there’ s obstacle, we need to use the “forever” module. The program in the loop module will be executed repeatedly.

2 Edit the module



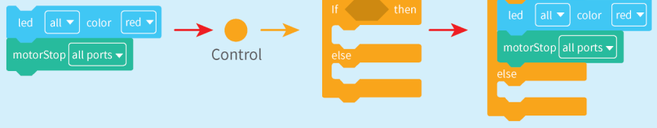
To make the car stop when detecting an obstacle, put “motorStop” first in the “if, then, else” module, so if the condition is satisfied, the motor stops.

3 Edit the module



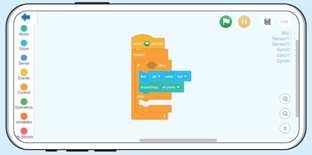
Put the module in the “forever” module.

4 Drag the module



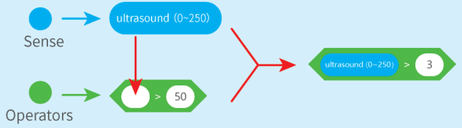
The car judges before take actions. Find the “if, then, else” in the control module.

4 Edit the module



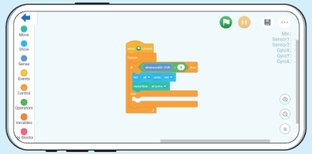
Put the module group in the loop module.

5 Drag the module



The car detects obstacles through the distance sensor, so set a value for the sensor.

6 Edit the module

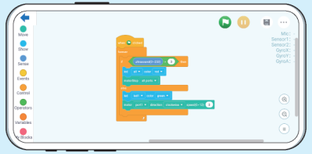


Put it in the “if, then, else” module.

7 Drag the module

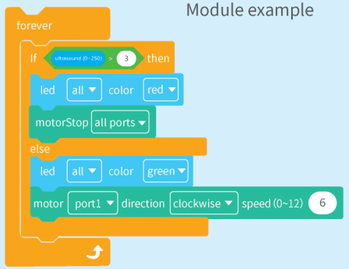
The minesweeper moves slowly to scan every corner, set the value of the motor to 3. The car lights up in blue when detecting an obstacle. So select “all” and “red” in the light module.

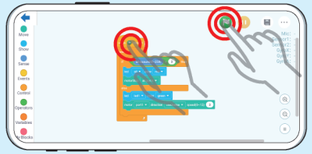
8 Edit the module



Put the module group at the second line of the “if, then, else”. When the condition is not satisfied, the car executes “motor” and “led” modules.

9 Drag the module





Click on the start button, the car starts to execute the program.

10 Start the program

FAQ

Product Details

Product Name: Robot Master
Model No.: MKZ-RM
Power Supply: 2x AA batteries (not included)
Rated Power: 5W
Suitable for: 6+
Made IN China

The main control unit cannot be paired with APP?
Please check if the Bluetooth of your device is turned on. If the Bluetooth is off, please turn it on.
If the Bluetooth is turned on, please turn off the main control unit, then turn it on,
and restart the APP, then try to connect to Bluetooth again.
Please check if the power of main control units is enough. If not, please replace the battery.

Warning! Do not aim at the eyes or face.
Warning! Do not use projectiles not provided by the manufacturer.
Warning! This product contains small accessories, it is not for children under 3 years old.
Warning! This product contains small balls, which may cause a choking hazard and is not suitable for children under three years of age.

- The user manual contains important information, please keep it for future use.
- Rechargeable batteries should be charged under the supervision of an adult.
- Maintenance: This product shall not be used in water or a humid environment.
- Remove surface strains with a dry cloth before use.
- Do not mix old and new batteries.
- Do not mix alkaline batteries,standard(carbon-zinc) or rechargeable batteries.

FCC ID : 2A2QK009A
This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) this device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

Note: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation.
If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:
-- Reorient or relocate the receiving antenna.
-- Increase the separation between the equipment and receiver.
-- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
-- Consult the dealer or an experienced radio/TV technician for help.

Caution: Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

This equipment complies with FCC radiation exposure limits set forth for an uncontrolled environment. This transmitter must not be co-located or operating in conjunction with any other antenna or transmitter.