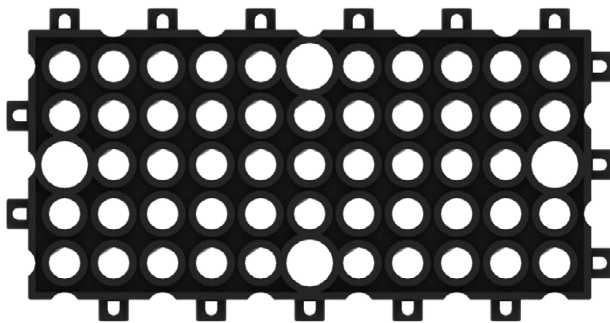




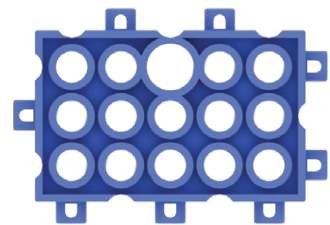
## 23 Vierme



### Piese



Bloc 5x11 (1)



Bloc 3x5 (4)



Bloc N 2x11 (2)



Roată M (2)



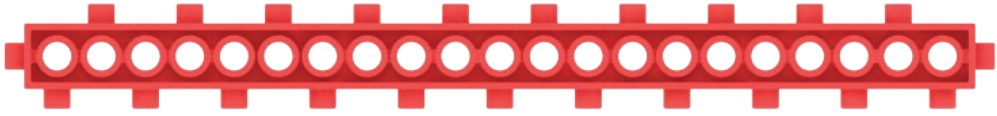
Bloc N 1x7 (4)



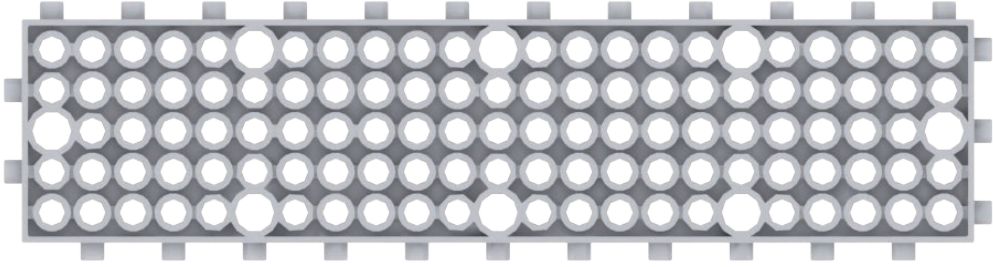
Manivelă (2)



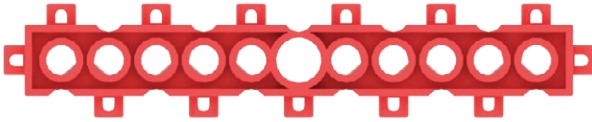
Bloc de îmbinare (4)



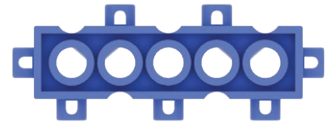
Bloc 1x21 (2)



Bloc 5x23 (2)



Bloc 1x11 (1)



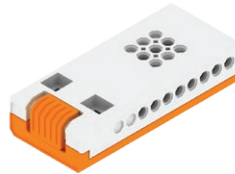
Bloc 1x5 (3)



Angrenaj L (1)



Roată M (2)



Acumulator 1 (1)



Acumulator 2 (2)



Conector de axuri (2)



Angrenaj S (1)



Angrenaj M (1)



Motor 2 (1)



S-shaft

Ax S (1)



Cablu de îmbinare (3)



M-shaft

Ax M (2)



L-shaft

Ax L (3)



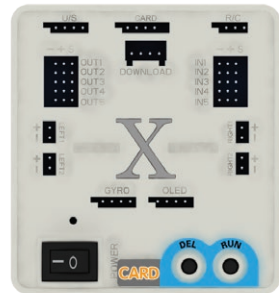
Cauciuc roșu de ax (13)



Piuliță (2)



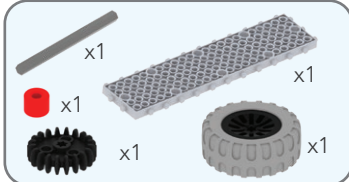
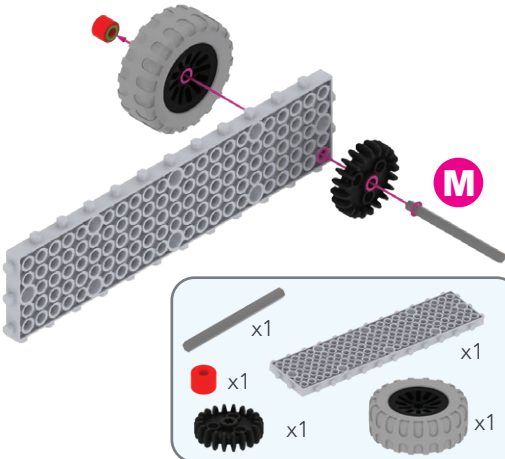
Îmbinare de axuri (2)



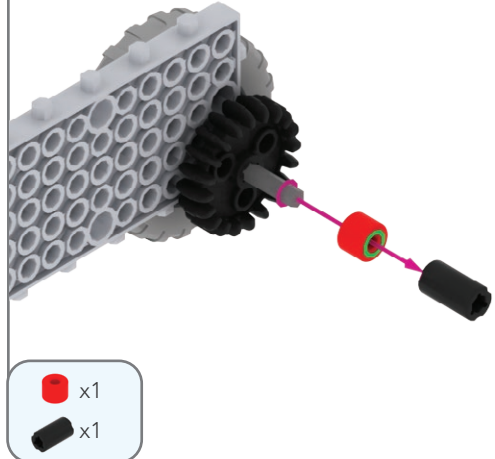
Placă de bază (1)

01

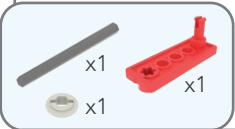
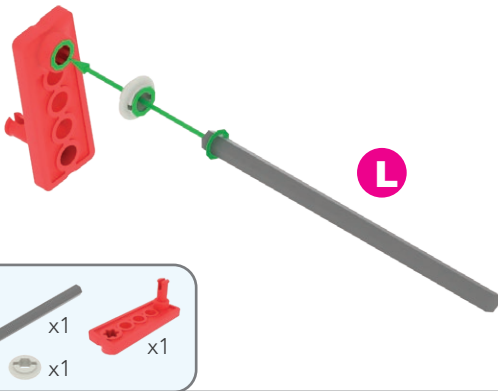
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02

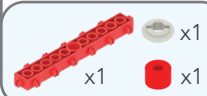
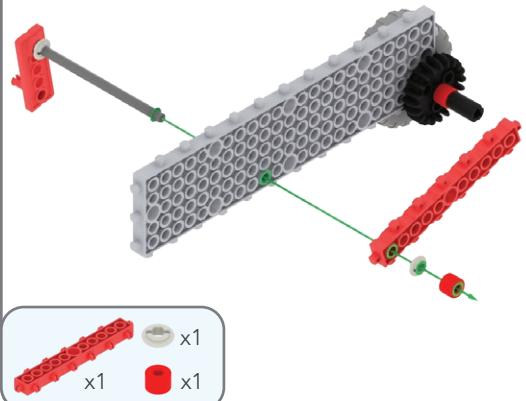


03



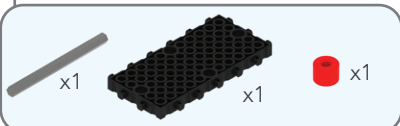
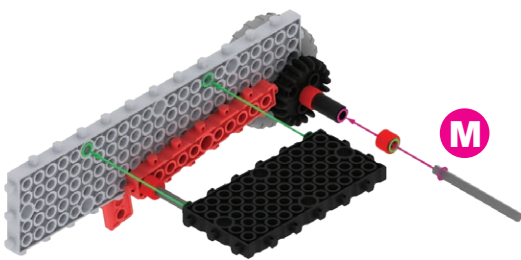
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04

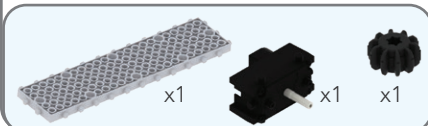
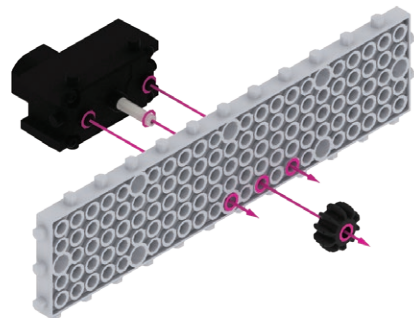


05

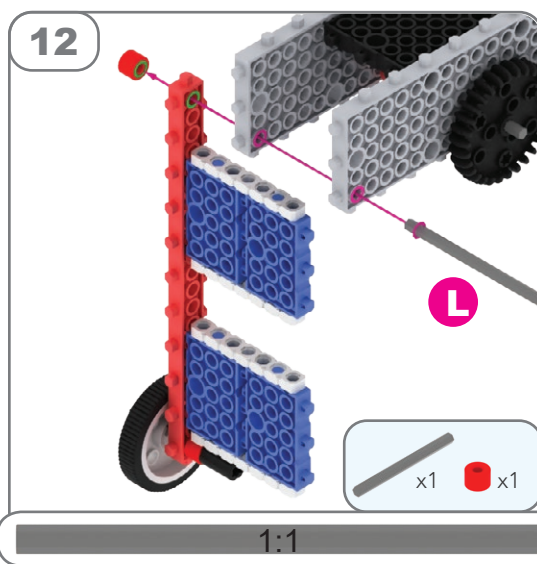
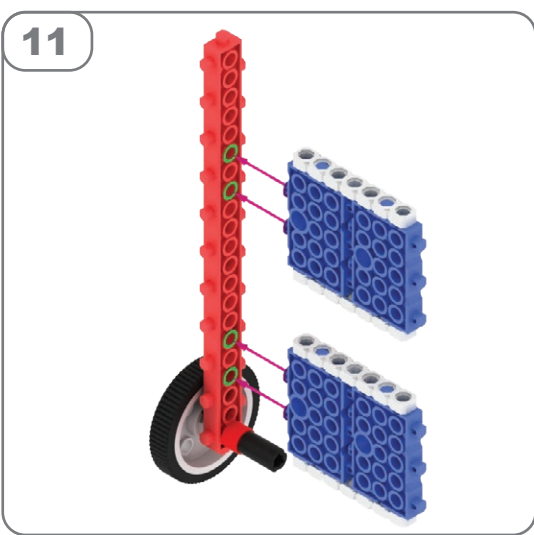
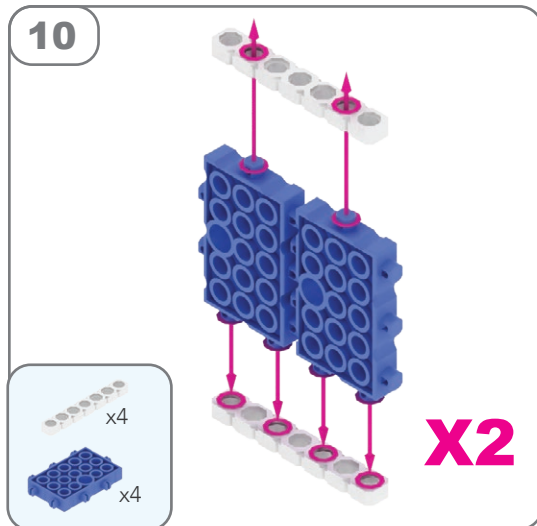
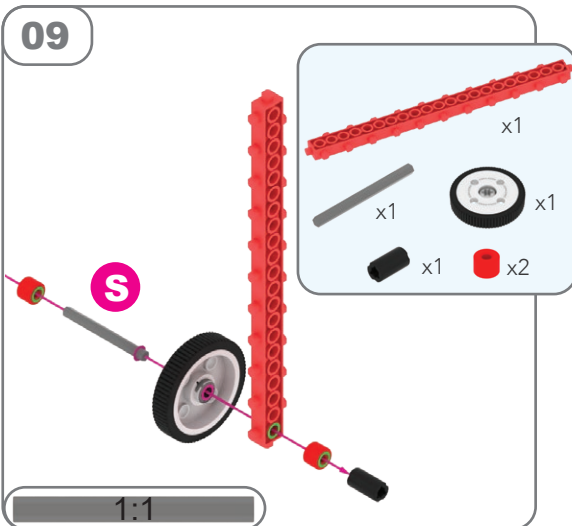
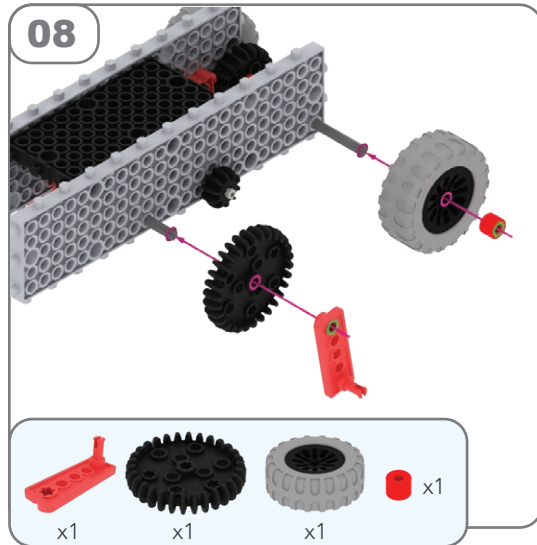
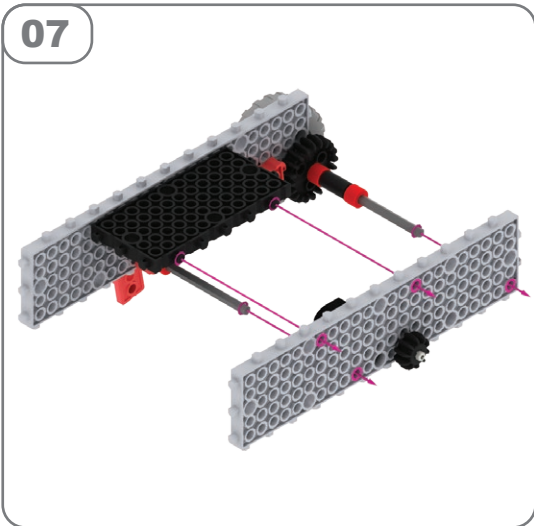
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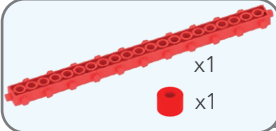
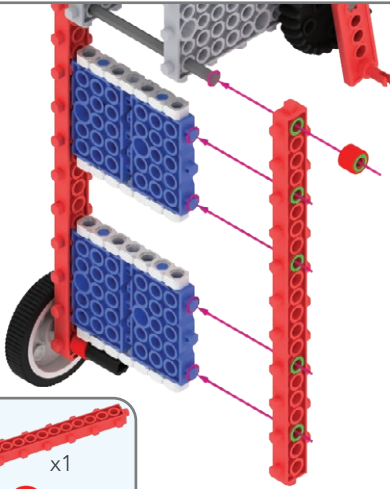
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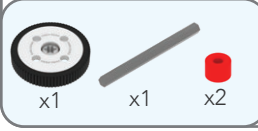
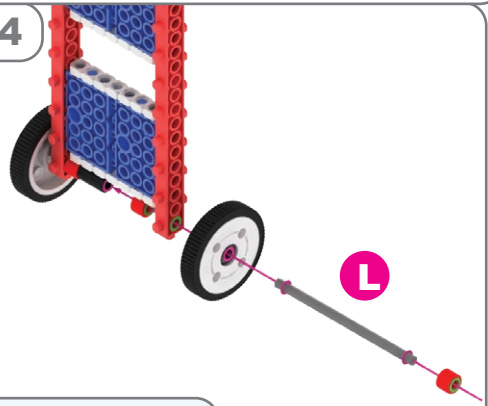


13

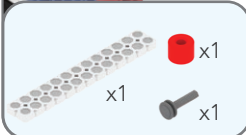
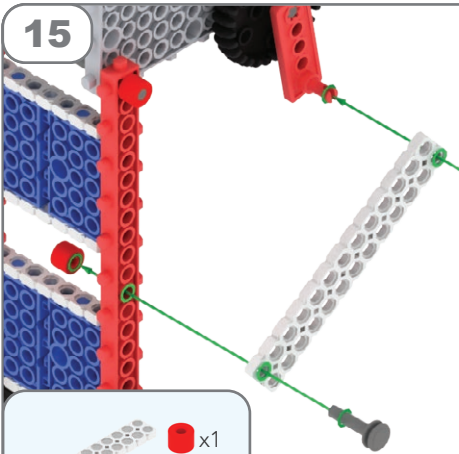


1:1

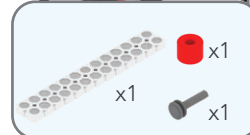
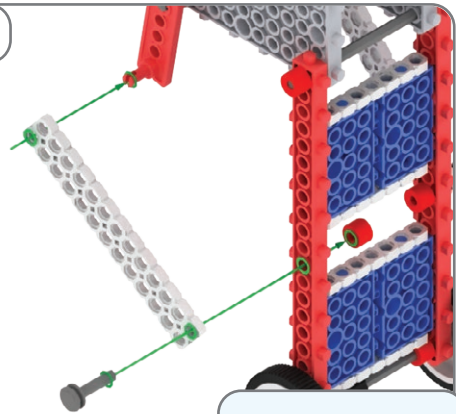
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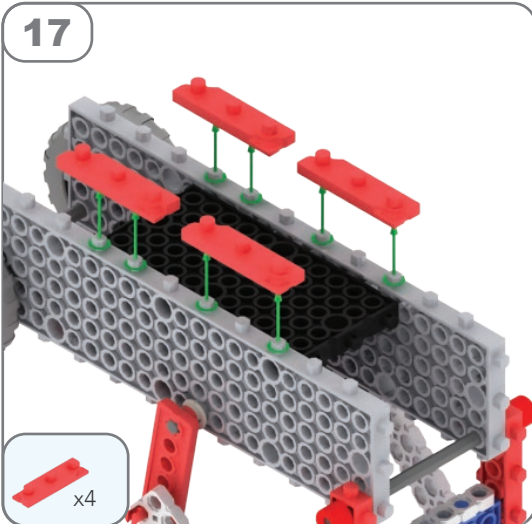
15



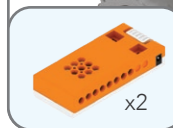
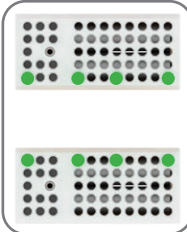
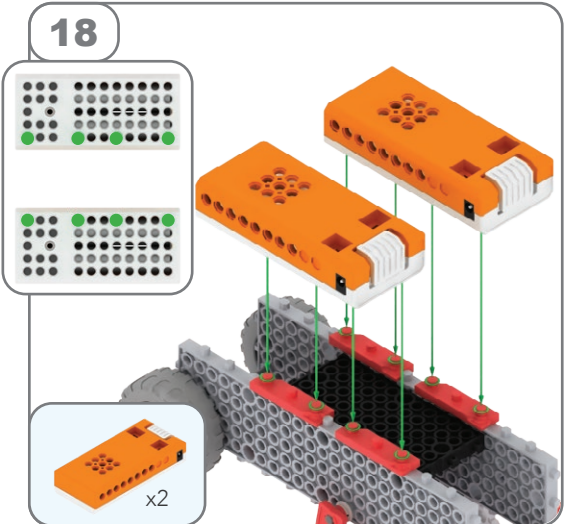
16

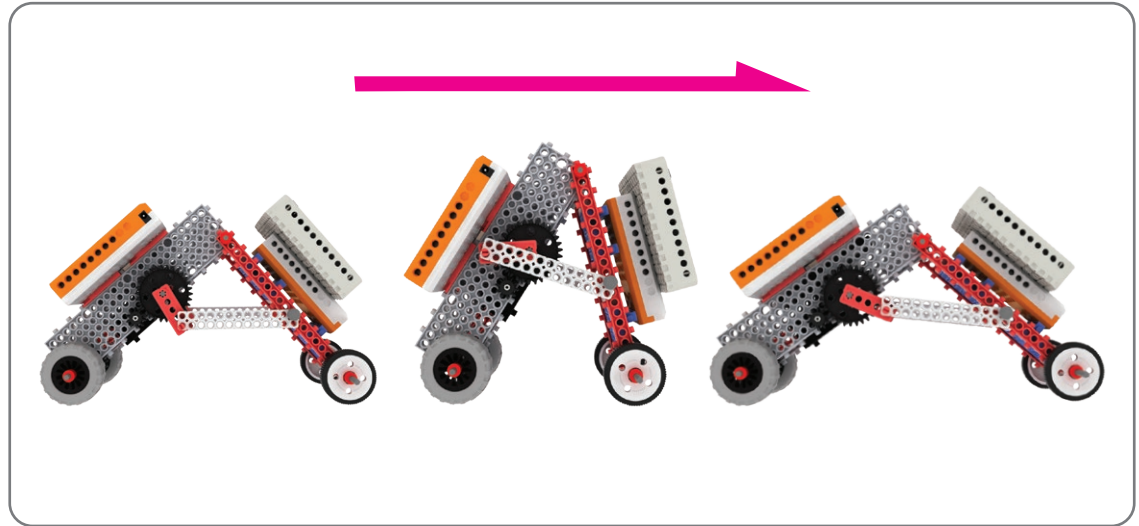
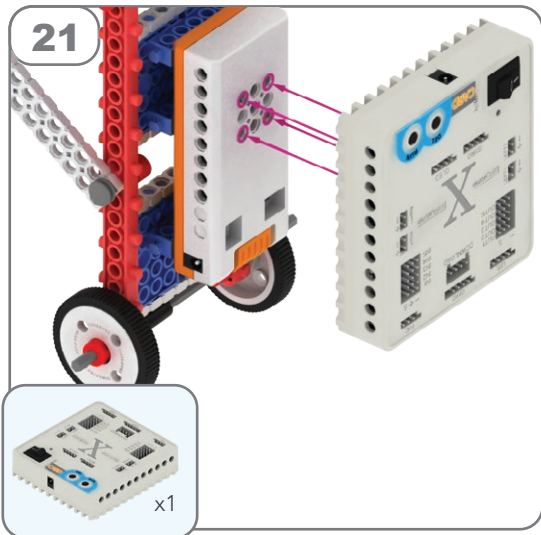
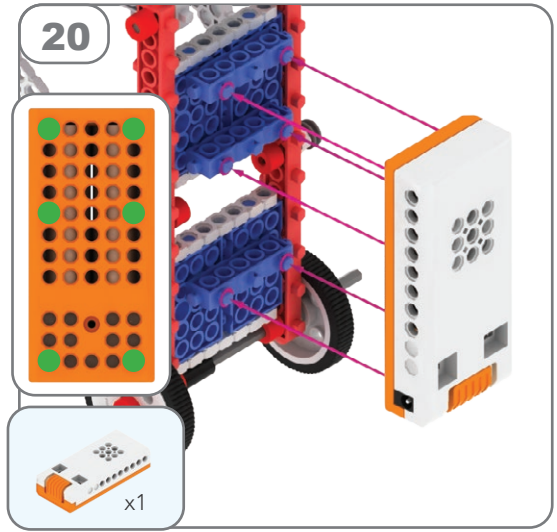
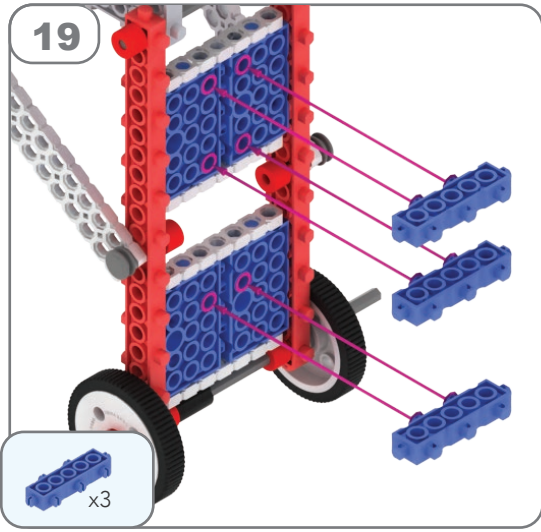


17



18

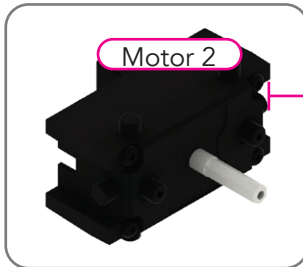




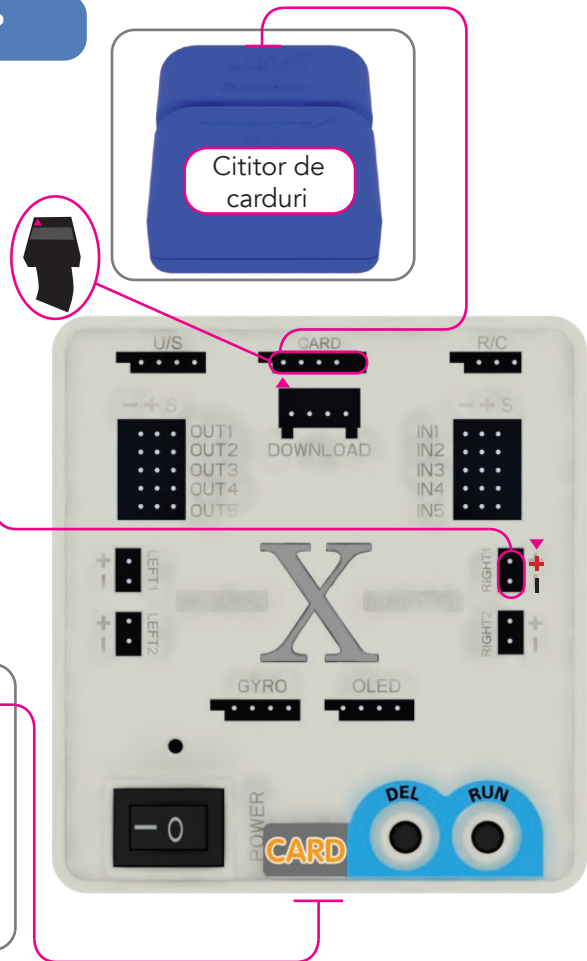


## Cum se conectează?

Triunghiul ▲ trebuie să corespundă cu ▲ de pe cititorul de carduri



Pentru o descriere mai în detaliu, consultă secțiunea „Sfaturi pentru o bună asamblare” din revistă.



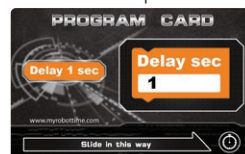
Consultă secțiunea „Învăță să programezi” din revistă: acolo vei găsi o explicație mai detaliată și mai multe exemple de programare.



Forward



Stop



Delay 1 sec

Programare:

1. Forward
2. Delay 1 sec
3. Delay 1 sec
4. Delay 1 sec
5. Delay 1 sec
6. Delay 1 sec
7. Stop