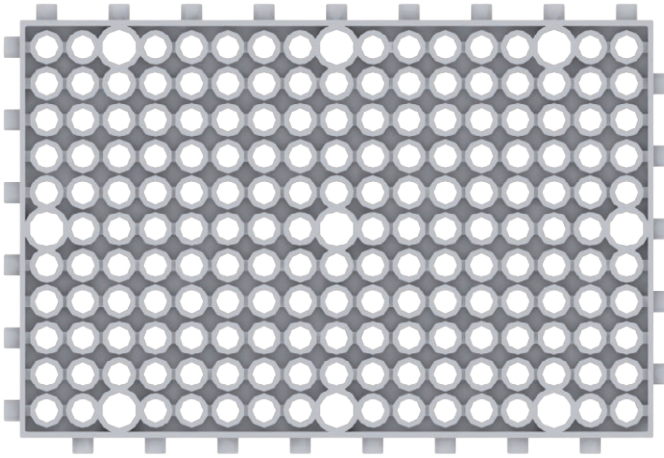




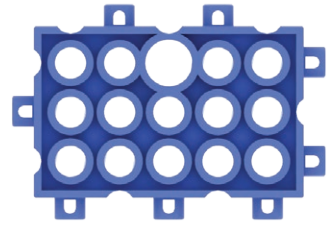
24 Moară



Piese



Bloc 11x17 (1)



Bloc 3x5 (4)



Bloc N 1x5 (4)



Bloc N 1x7 (1)



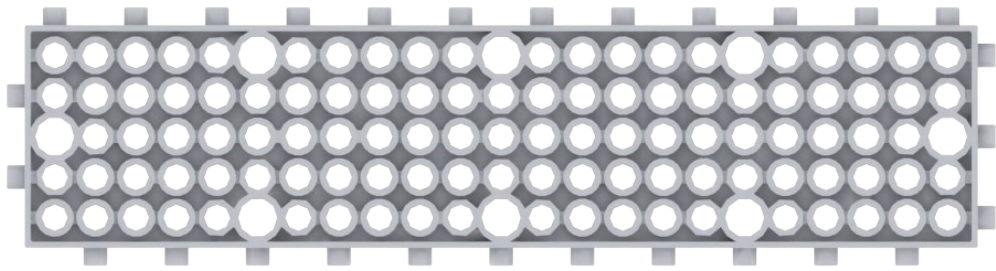
Bloc N 3x9 (2)



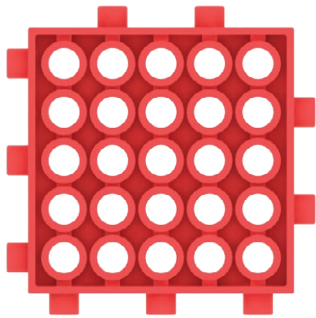
Bloc N 1x9 (1)



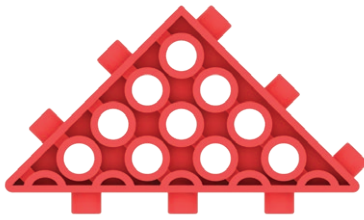
Bloc N 1x11 (4)



Bloc 5x23 (2)



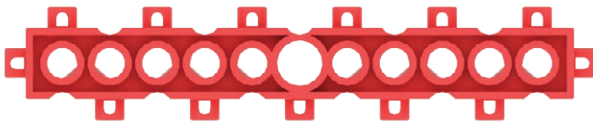
Bloc 5x5 (1)



Bloc triunghiular (1)



Angrenaj clasic (1)



Bloc 1x11 (6)



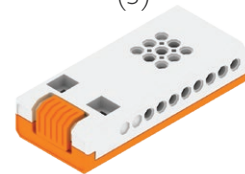
Cablu de îmbinare
(3)



Adaptor L 3x4 (1)



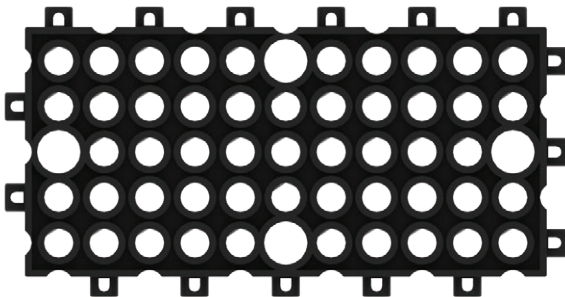
Motor 2 (1)



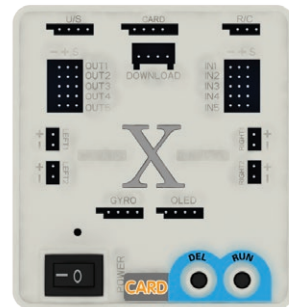
Acumulator 1 (1)



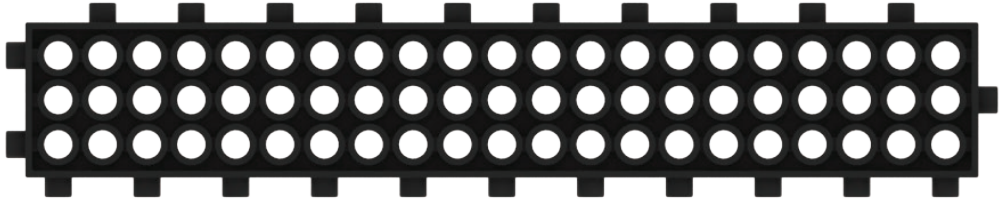
Acumulator 2 (2)



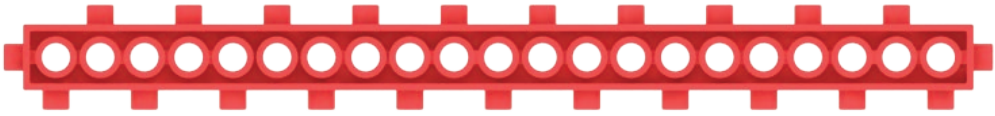
Bloc 5x11 (5)



Placă de bază (1)



Bloc 3x21 (2)



Bloc 1x21 (3)



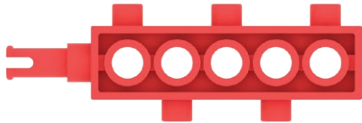
Angrenaj L (1)



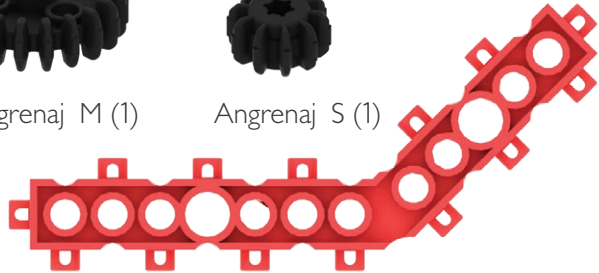
Angrenaj M (1)



Angrenaj S (1)



Bloc cu ax (2)



Bloc de 135° (2)



S-shaft

Ax S (1)



Bloc de îmbinare 2 (1)



M-shaft

Ax M (1)



L-shaft

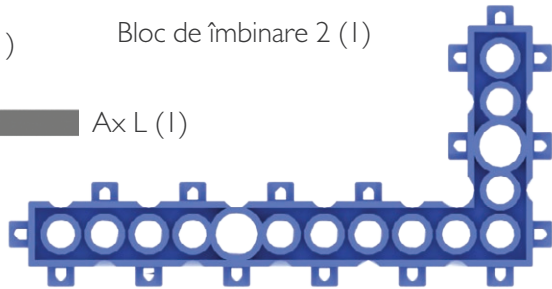
Ax L (1)



Cauciuc roșu de ax (6)



Piuliță (2)



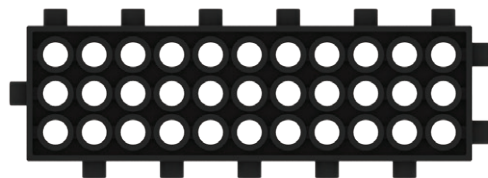
Bloc de 90° (1)



Conector de ax (2)

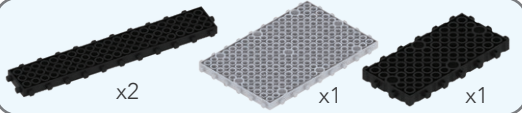
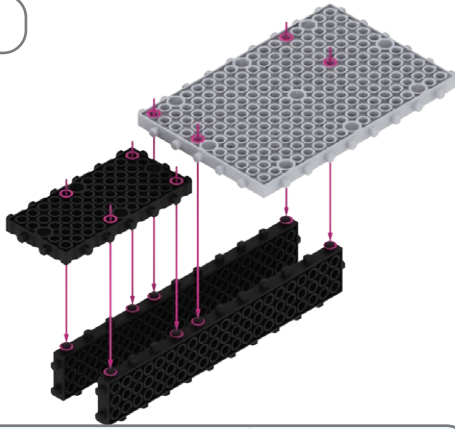


Adaptor L (2)

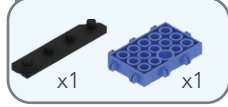
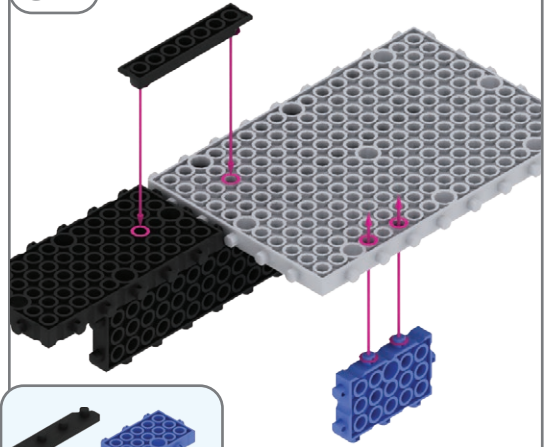


Bloc 3x11 (2)

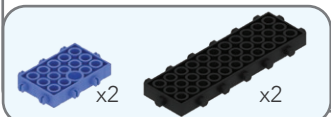
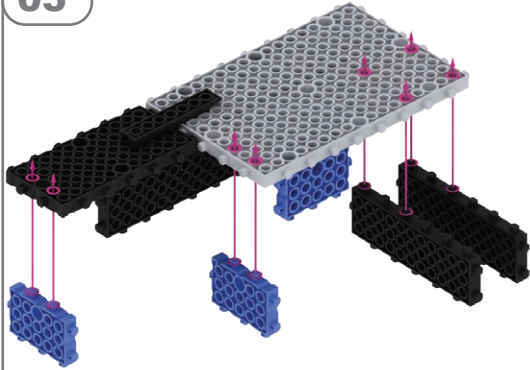
01



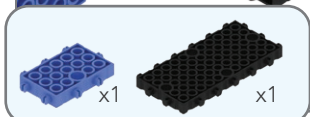
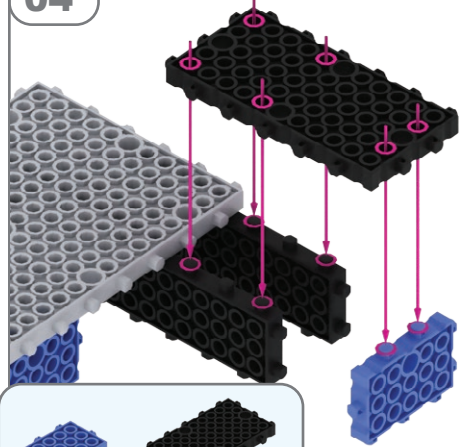
02



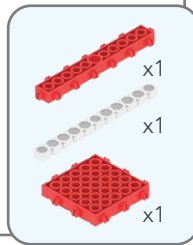
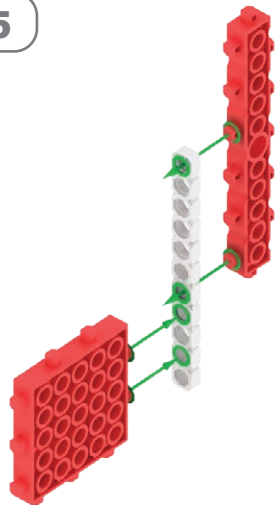
03



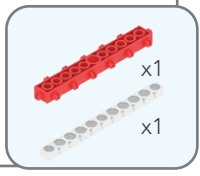
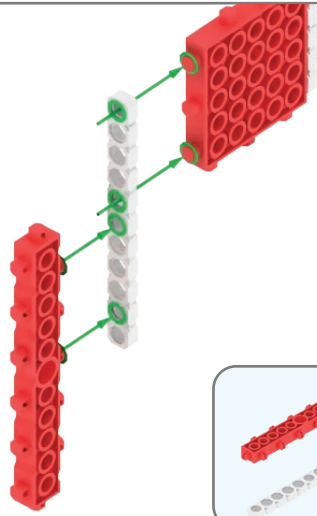
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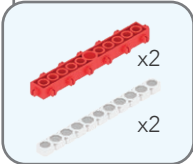
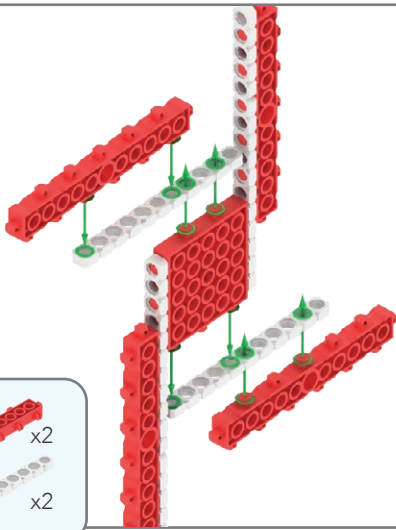
05



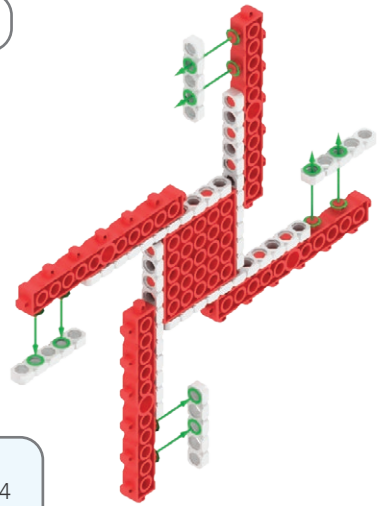
06



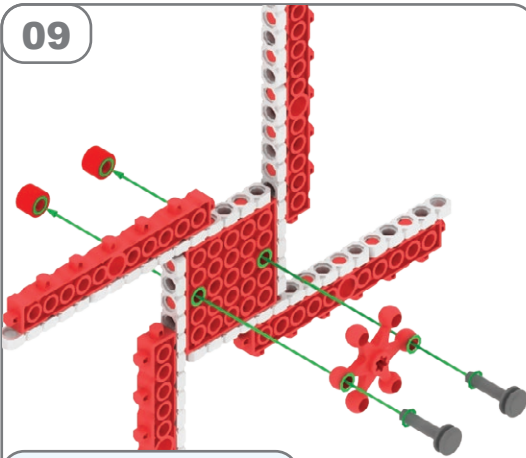
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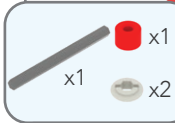
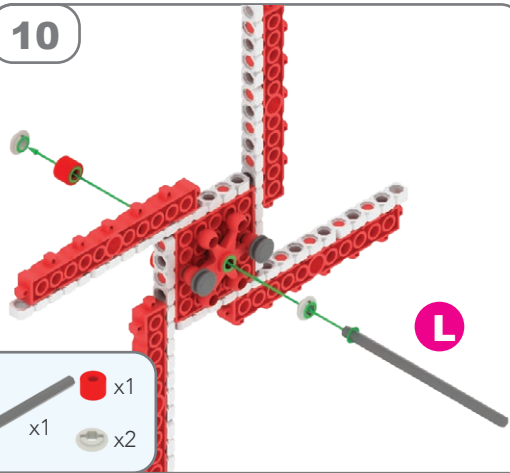
08



09

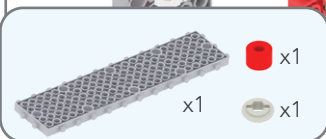
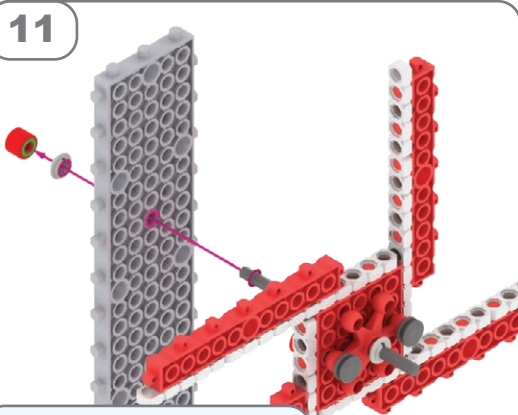


10

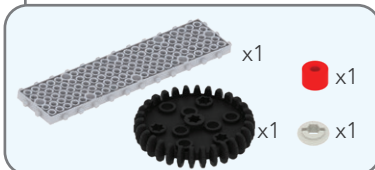
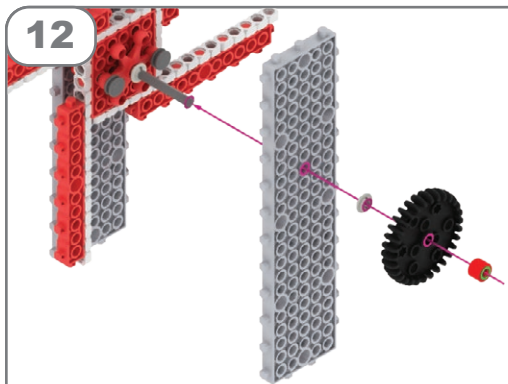


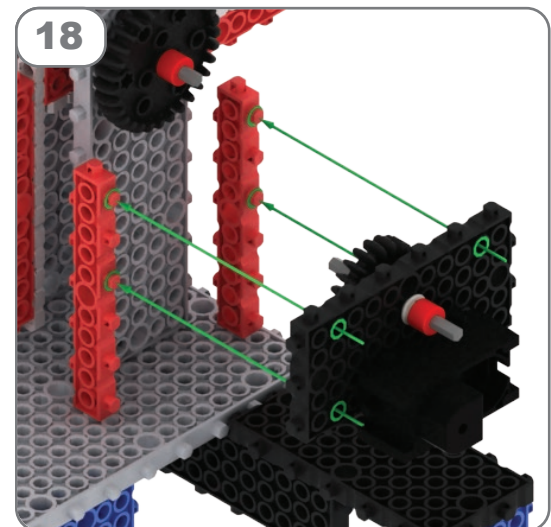
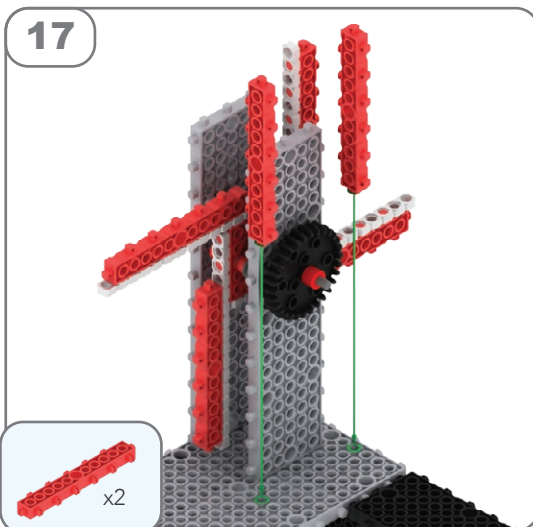
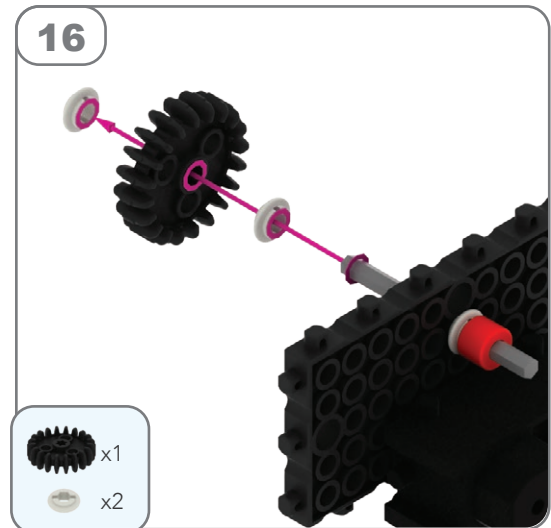
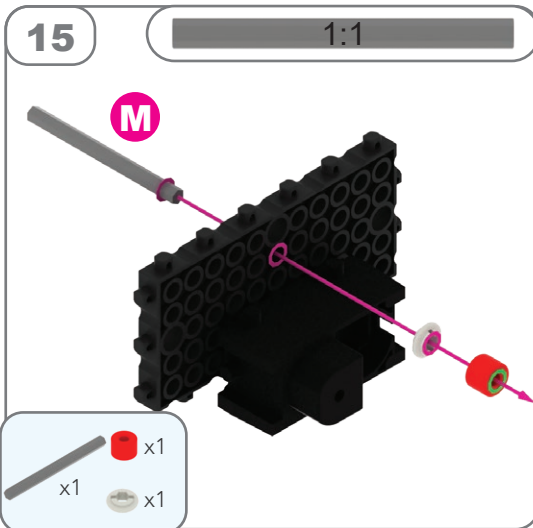
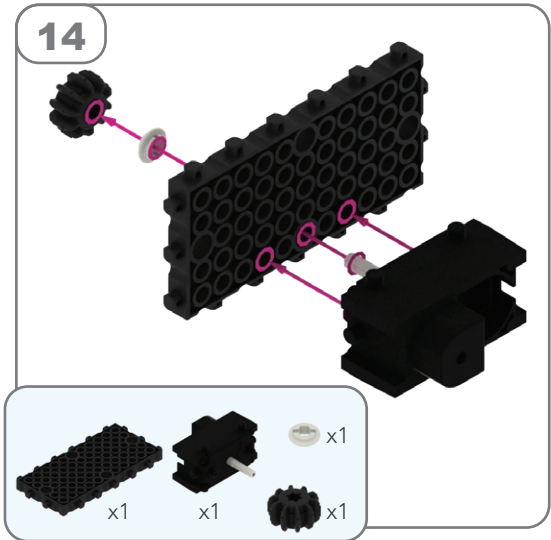
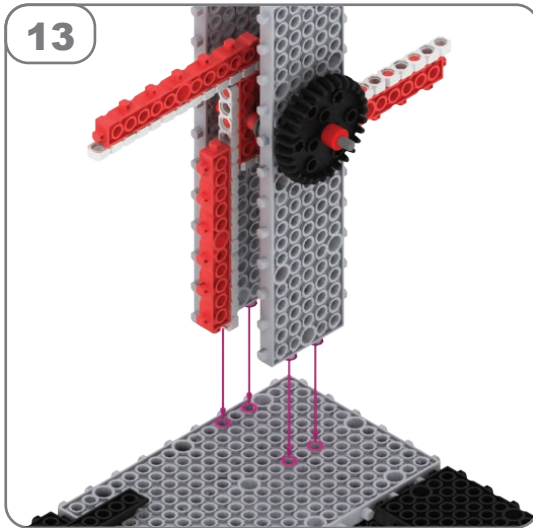
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11

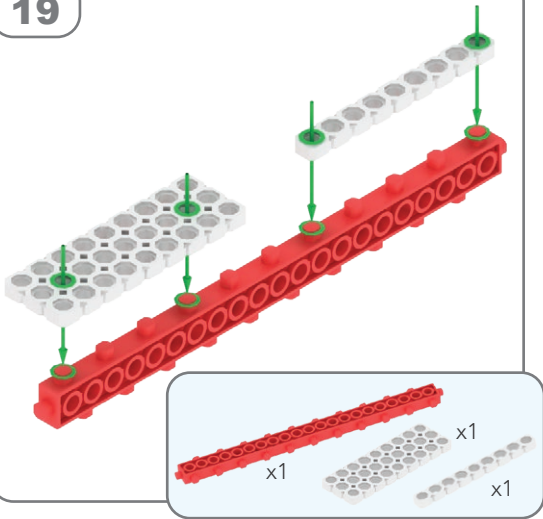


12

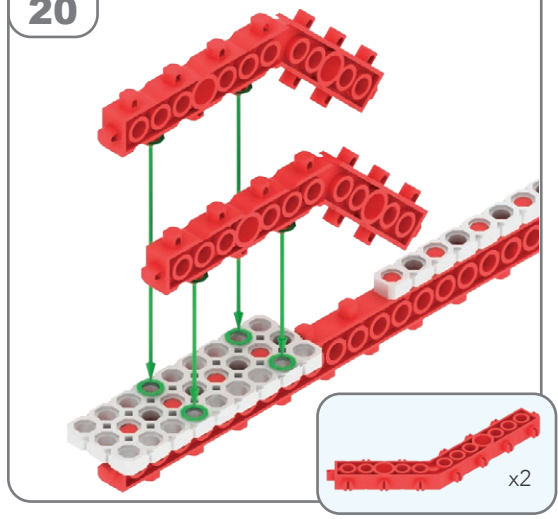




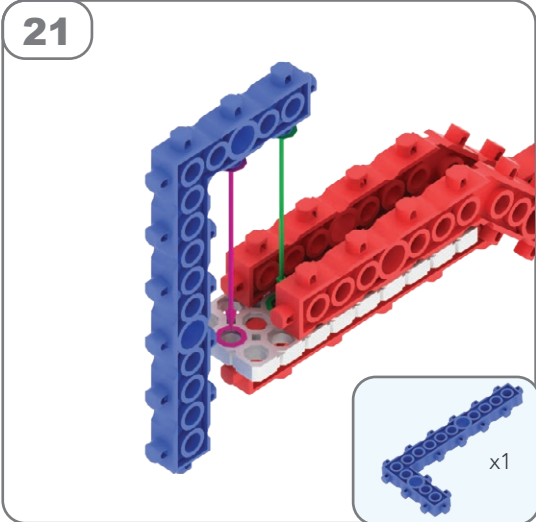
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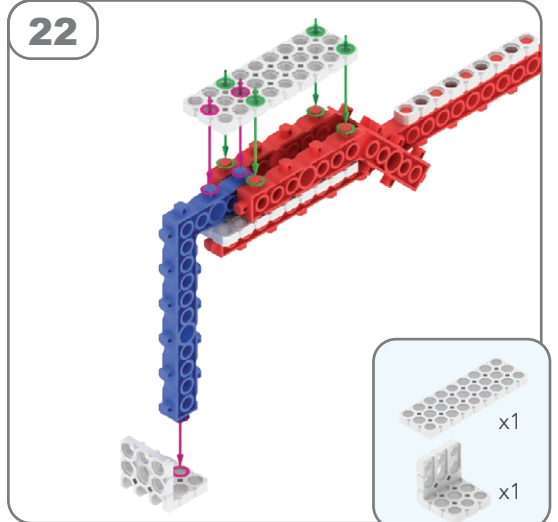
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21

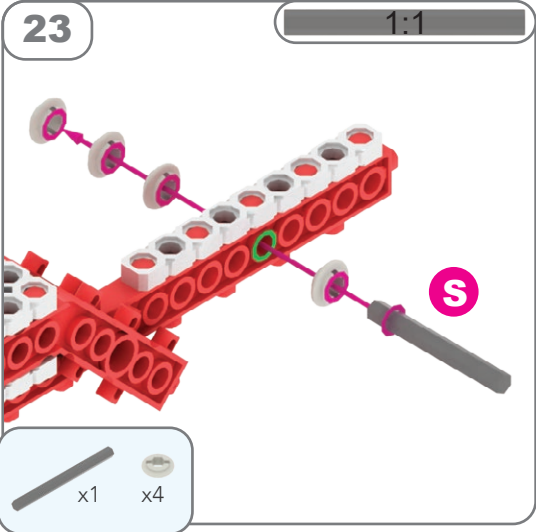


22

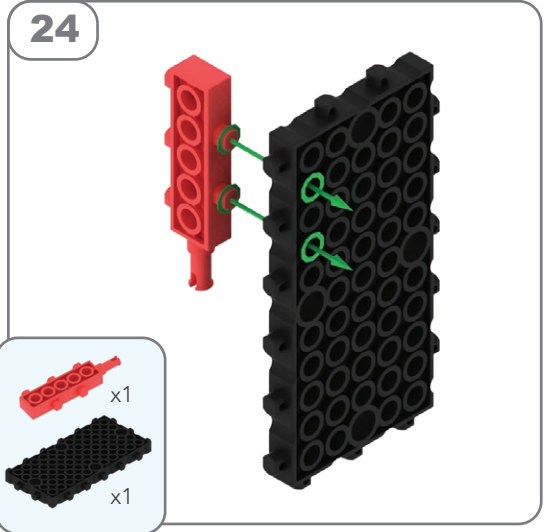


23

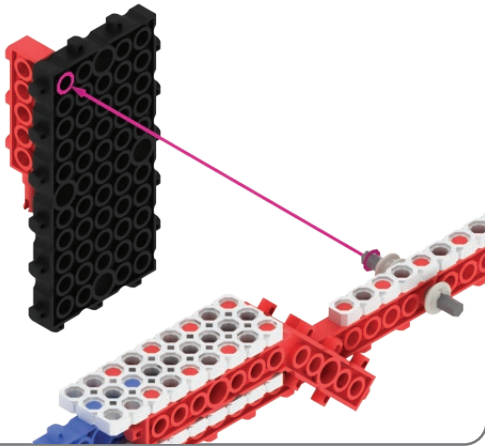
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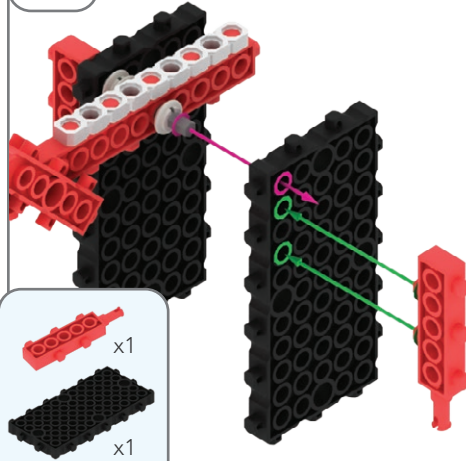
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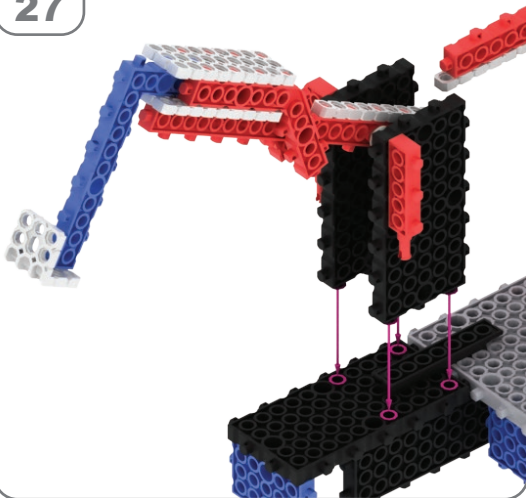
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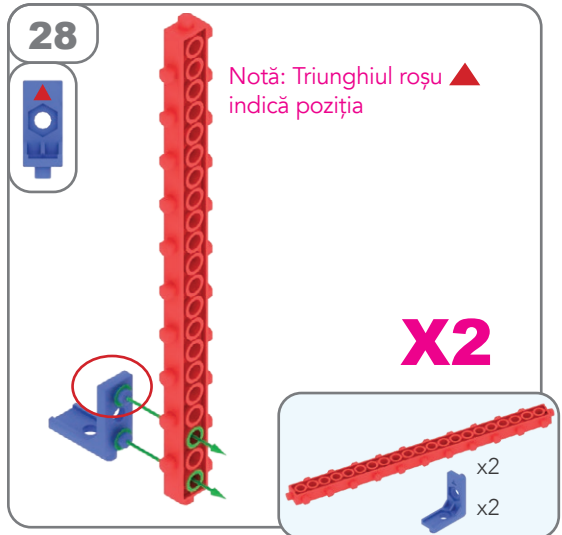
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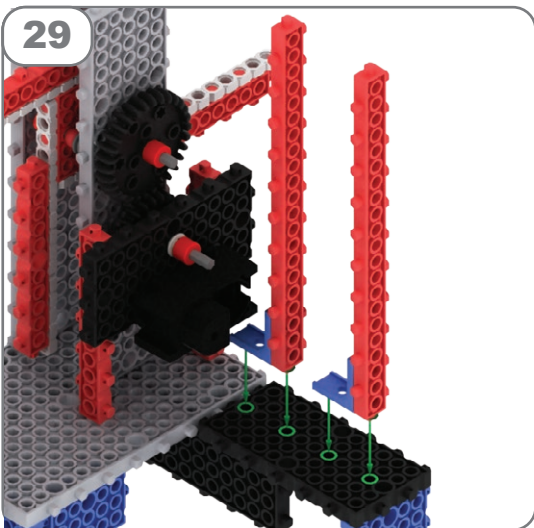
27



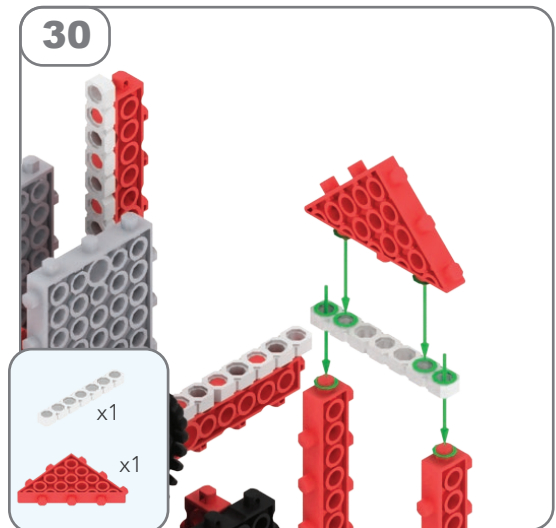
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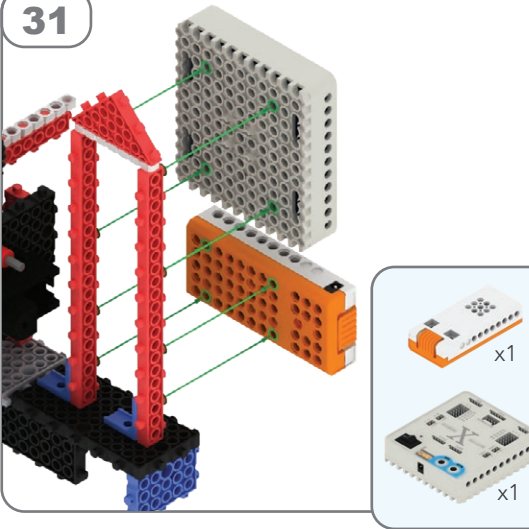
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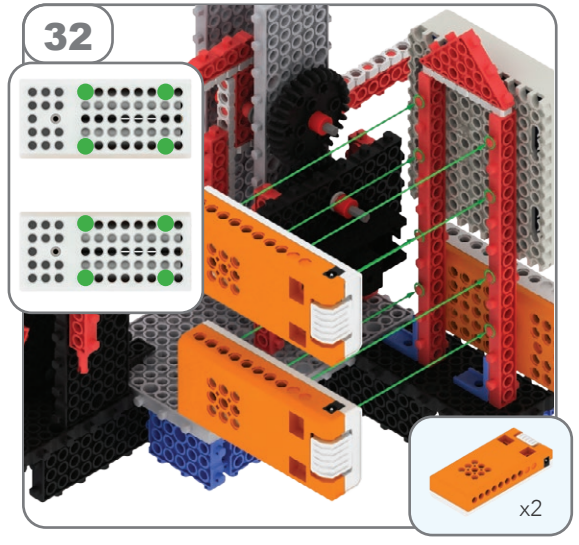
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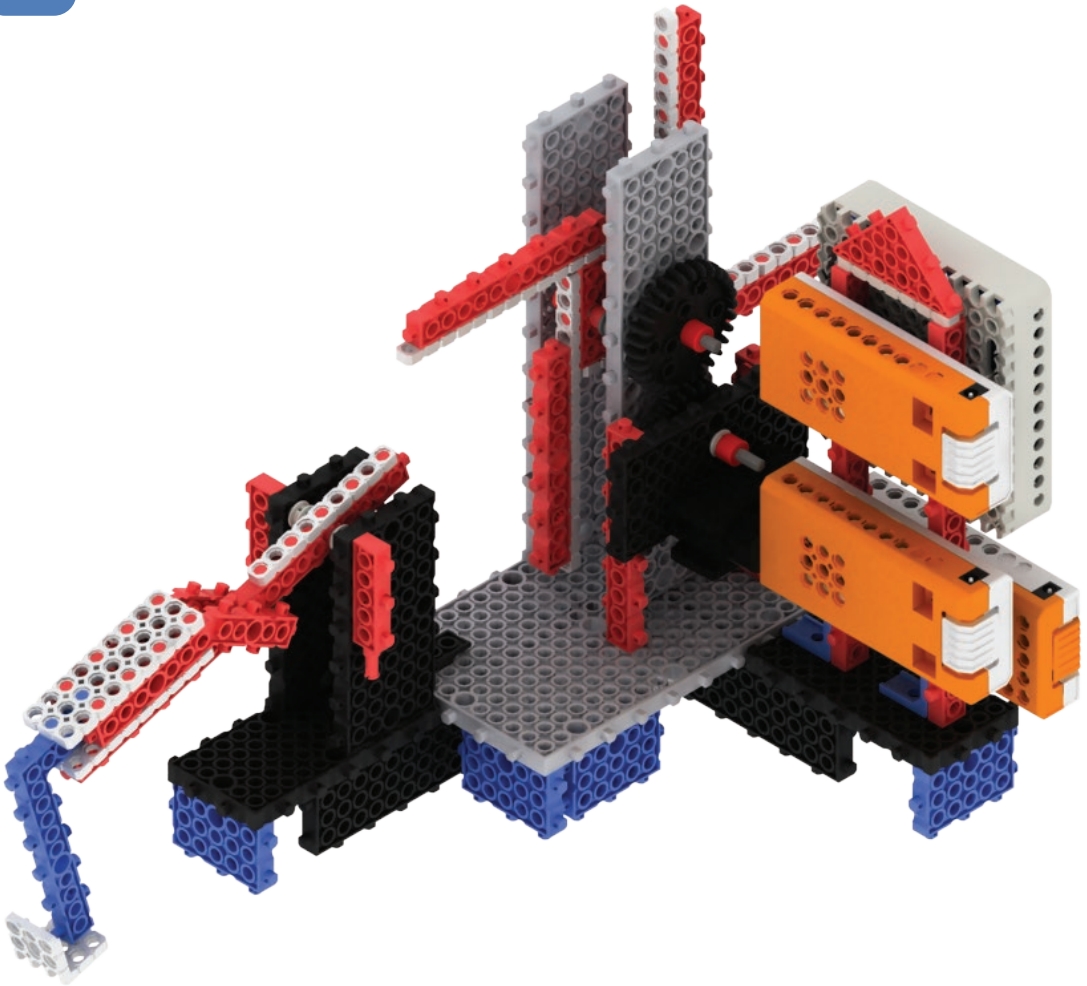
31



32

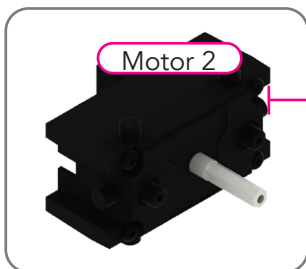


OK

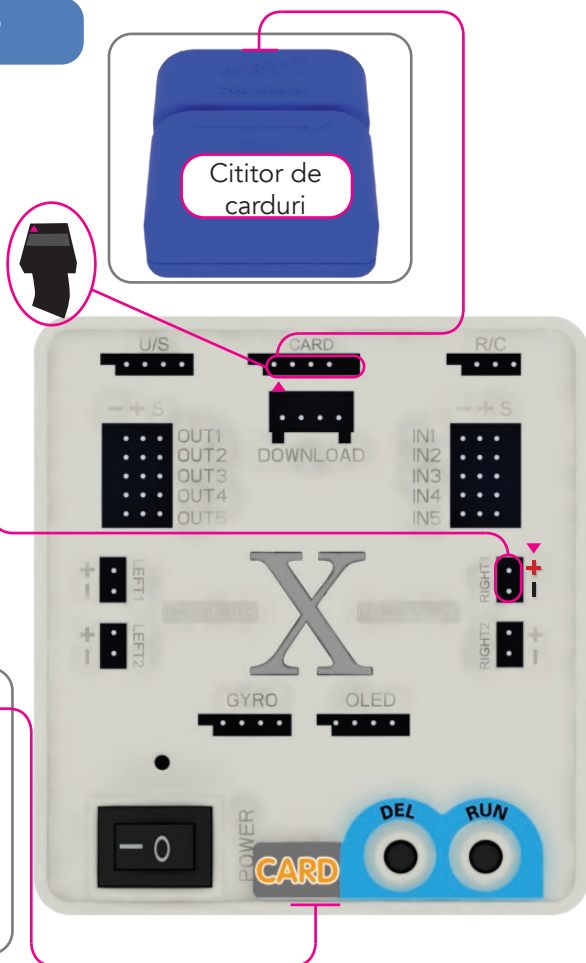


Cum se conectează?

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.



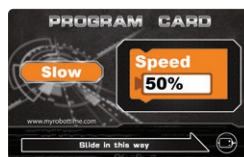
Consultă secțiunea „Învăță să programezi” din revistă: acolo vei găsi o explicație mai detaliată și mai multe exemple de programare.



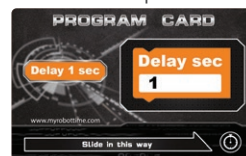
Forward



Stop



Slow



Delay 1 sec

Programare:

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