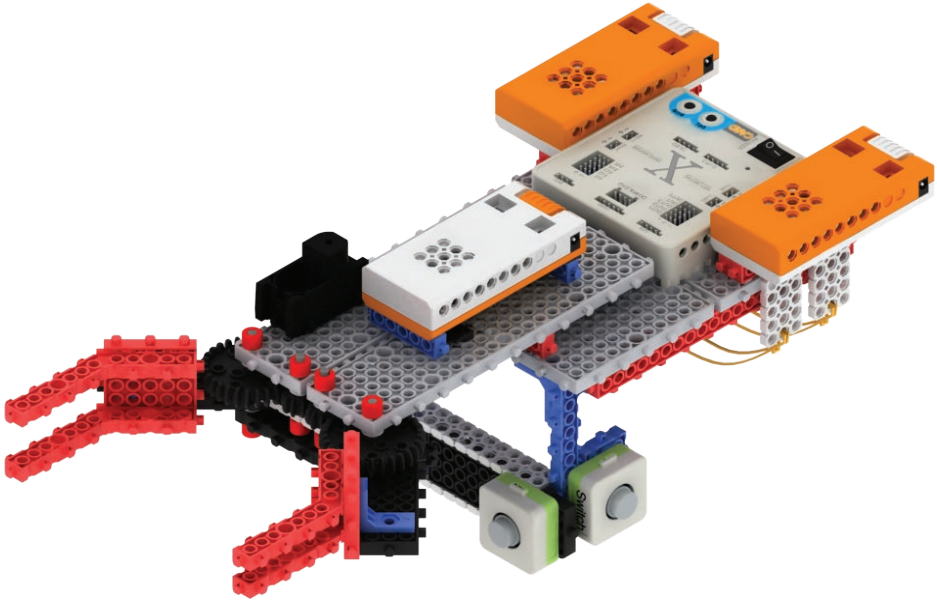
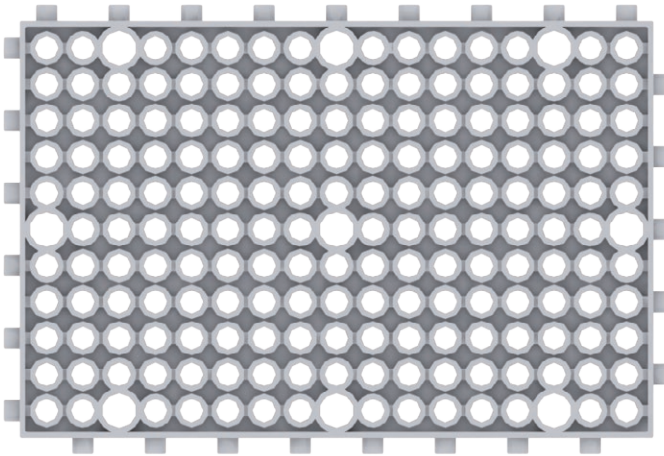




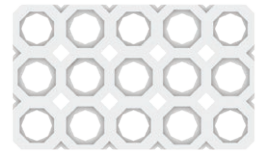
# 27 Braț robotic



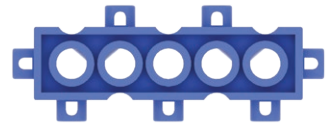
## Piese



Bloc 11x17 (2)



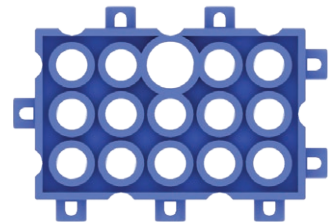
Bloc N 3x5 (2)



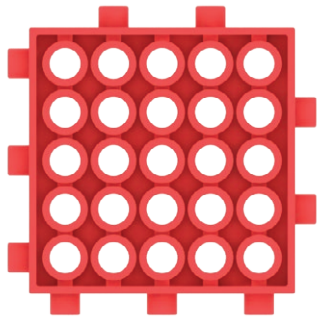
Bloc 1x5 (3)



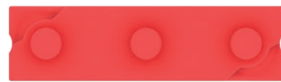
Bloc N 2x13 (2)



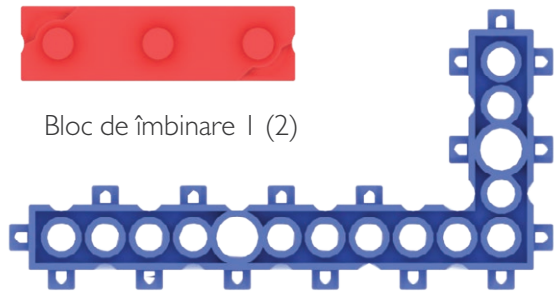
Bloc 3x5 (3)



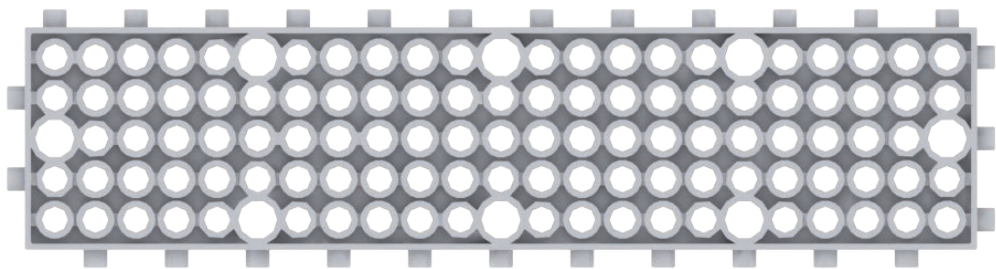
Bloc 5x5 (2)



Bloc de îmbinare I (2)



Bloc de 90 ° (2)



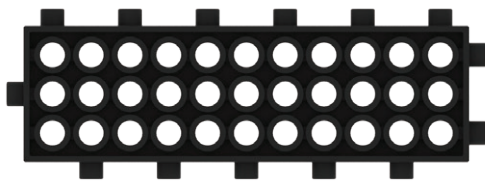
Bloc 5x23 (2)



Bloc 1x11 (1)



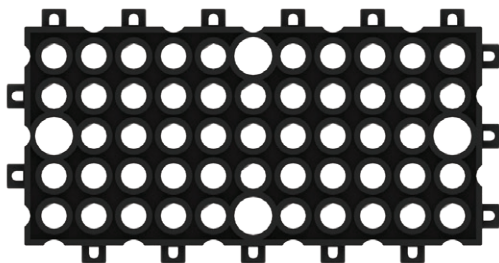
Bloc de îmbinare 2 (1)



Bloc 3x11 (3)



Bloc 135 ° (4)



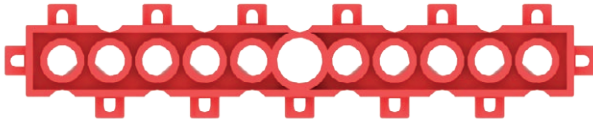
Bloc 5x11 (1)



Adaptor L (4)



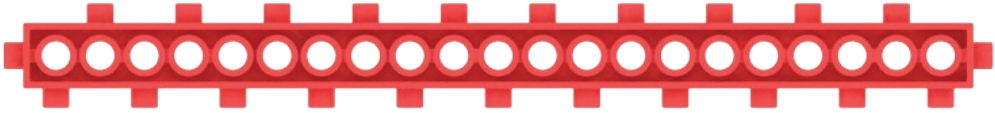
Elastic (2)



Bloc 1x11 (5)



Buton (2)



Bloc 1x21 (2)



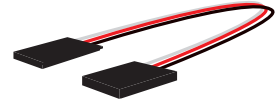
Angrenaj L (2)



Angrenaj M (1)



Angrenaj S (2)



Prelungitor (2)



S-shaft

Ax S (2)



Cauciuc roșu de ax (8)



Piuliță (9)



M-shaft

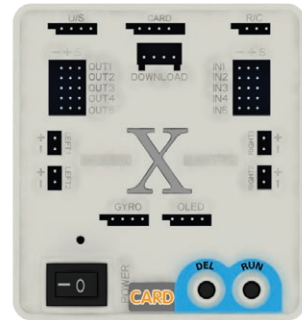
Ax M (2)



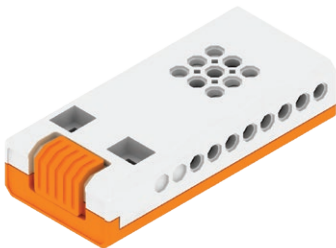
Conector de ax (2)



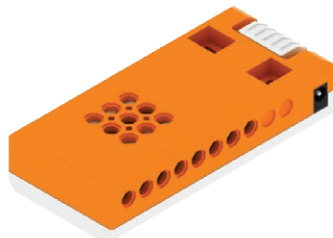
Cablu de conexiune (3)



Placă de bază MRT-Card (1)



Acumulator 1 (1)



Acumulator 2 (2)



Motor 2 (1)



**01**

x2  
x1 x1

**02**

x1  
x1  
x1

**03**

M

x2

x1 x1  
x2 x3  
x2

**04**

x1

**05**

S

x2 x2  
x2 x2

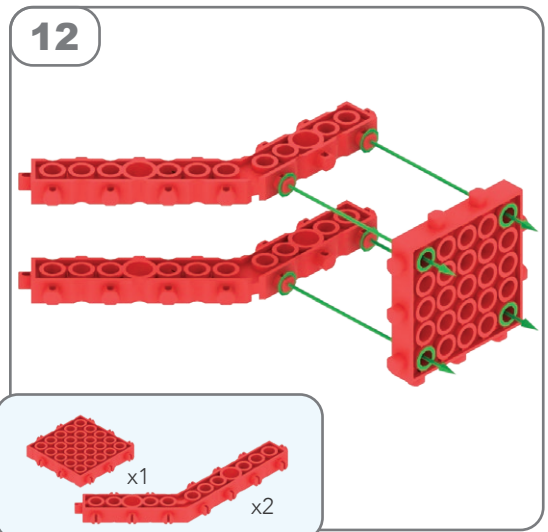
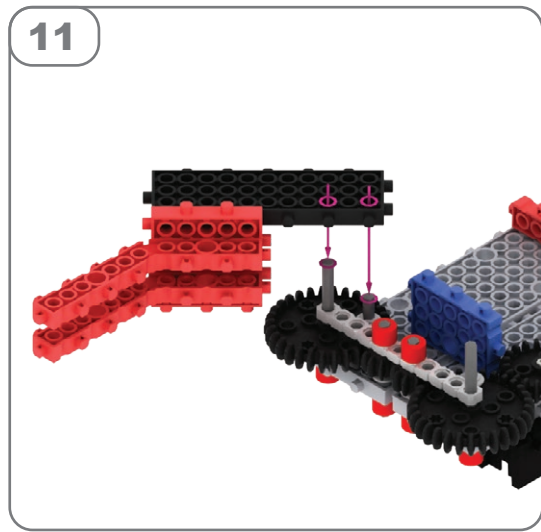
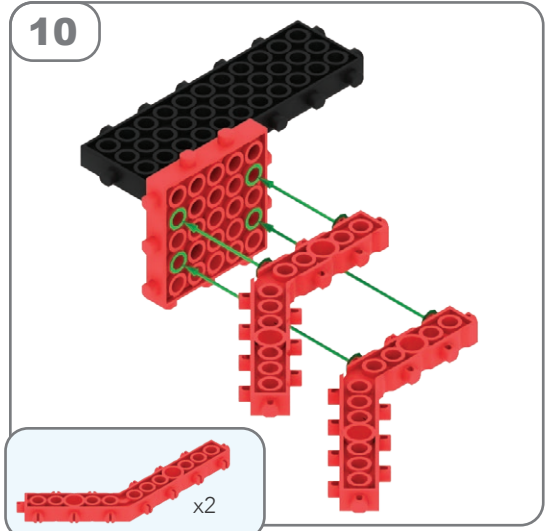
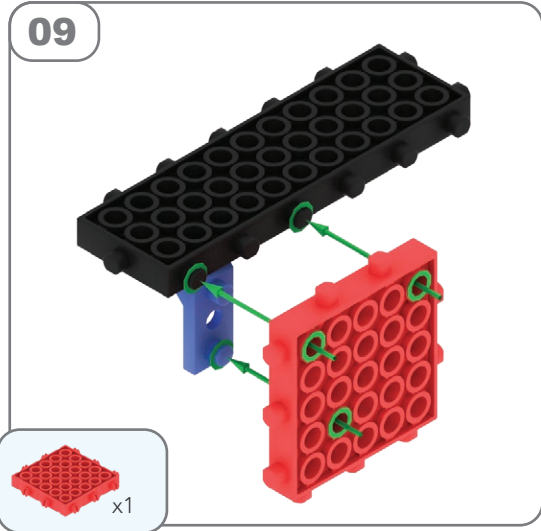
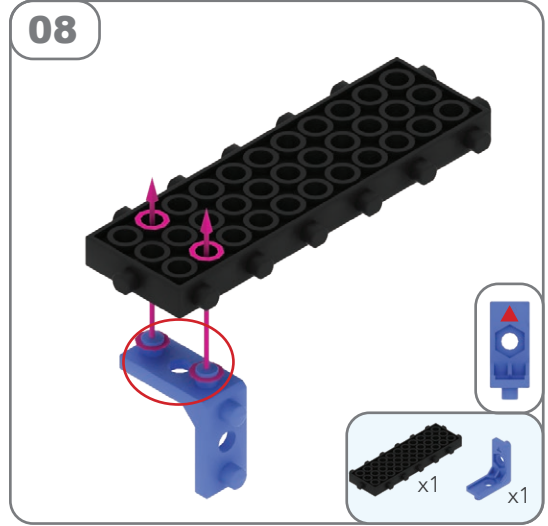
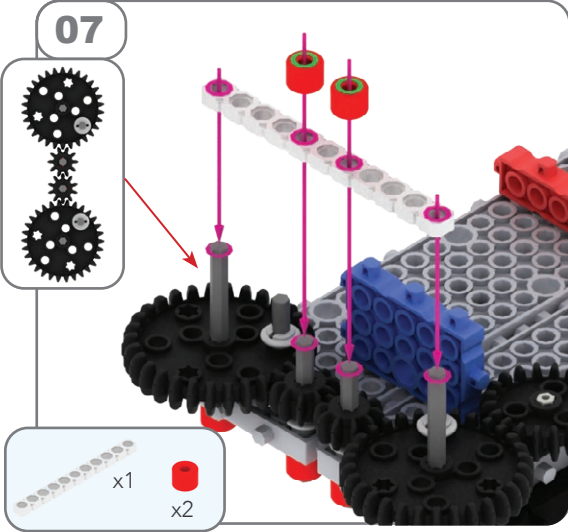
**06**

M

03

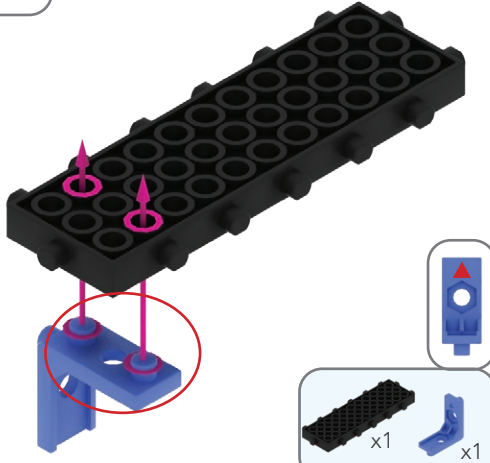
x1 x1

Notă: Triunghiul roșu ▲ indică poziția

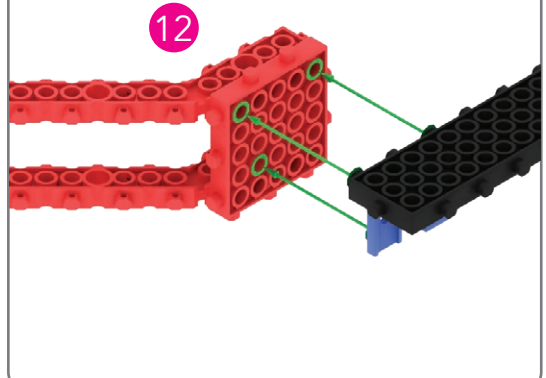


Notă: Triunghiul roșu ▲ indică poziția

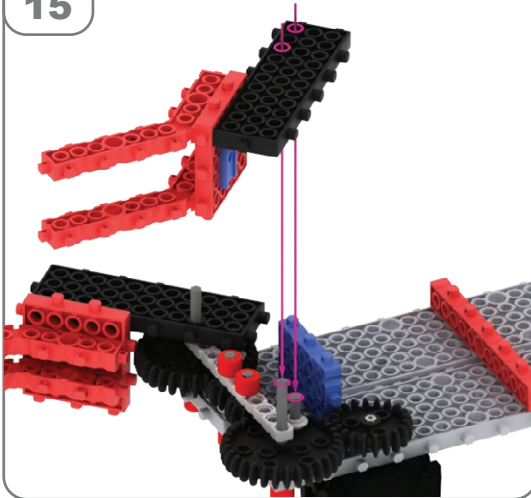
13



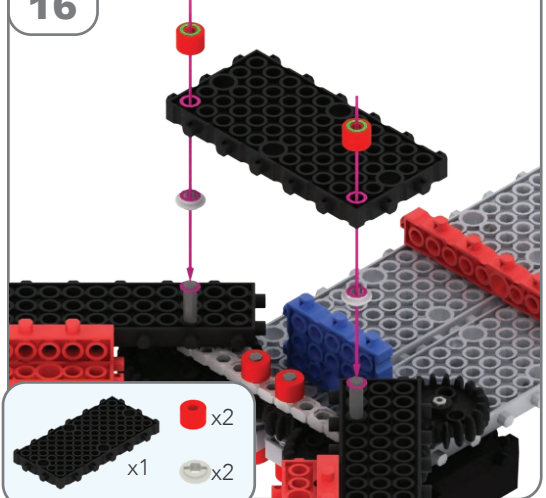
14



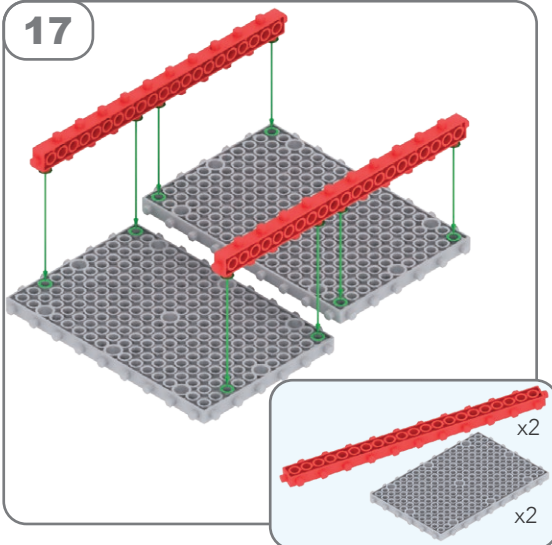
15



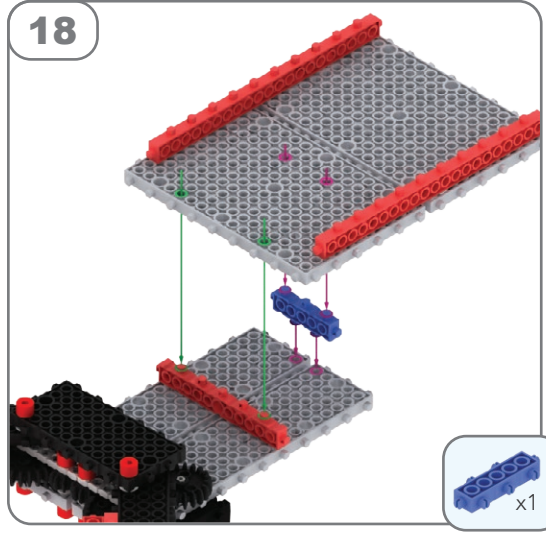
16



17

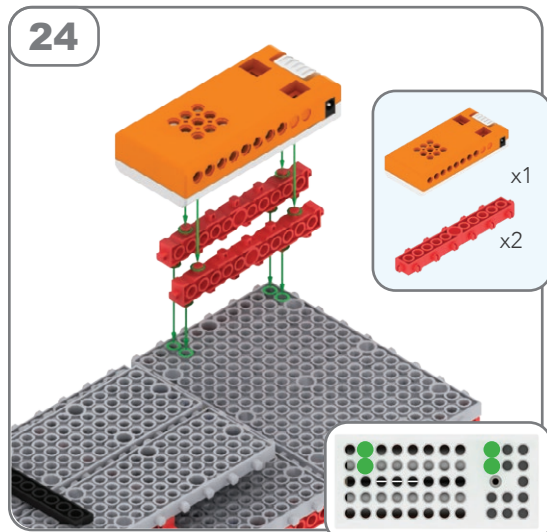
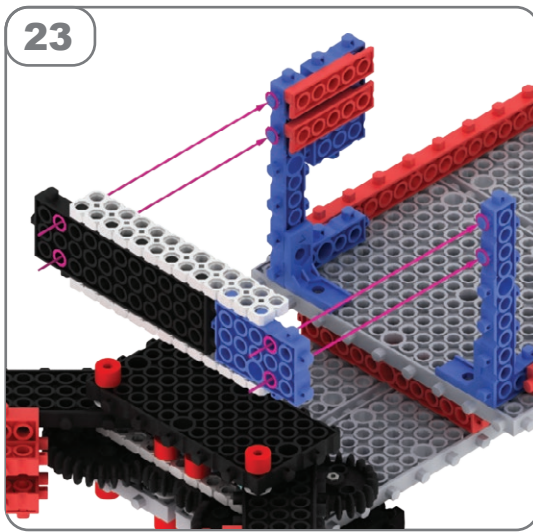
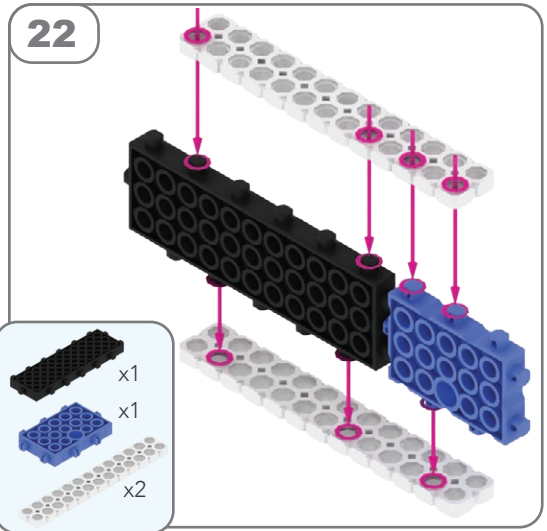
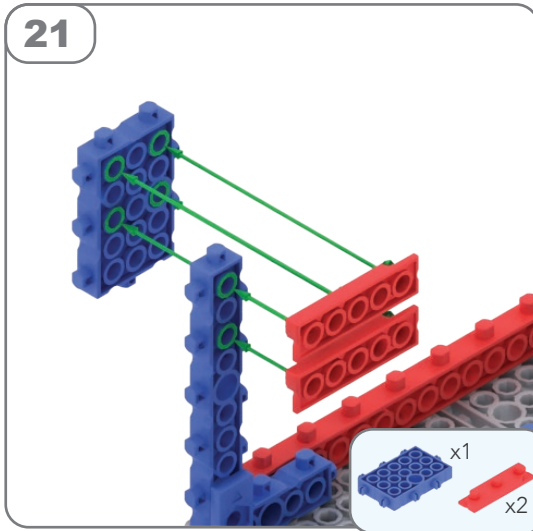
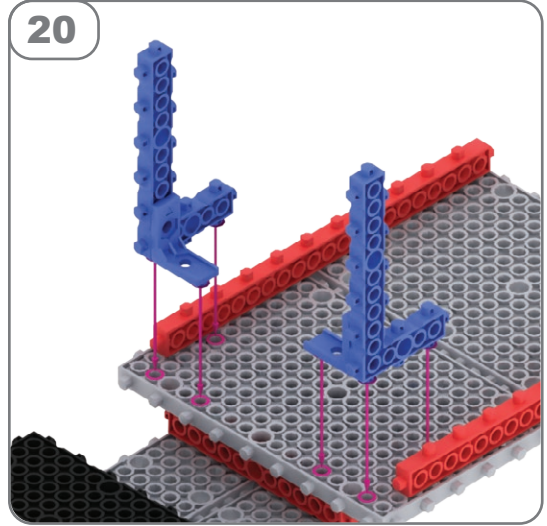
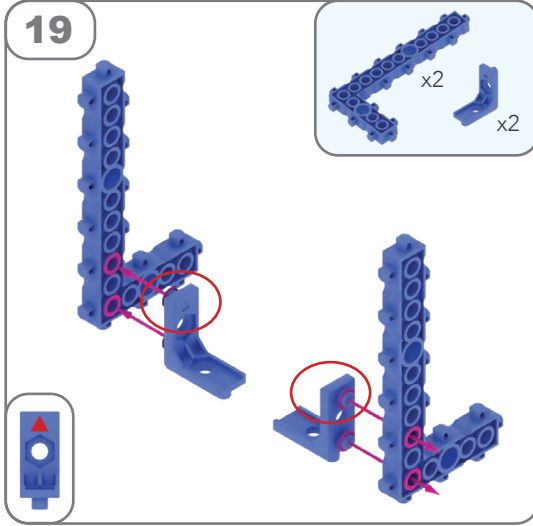


18

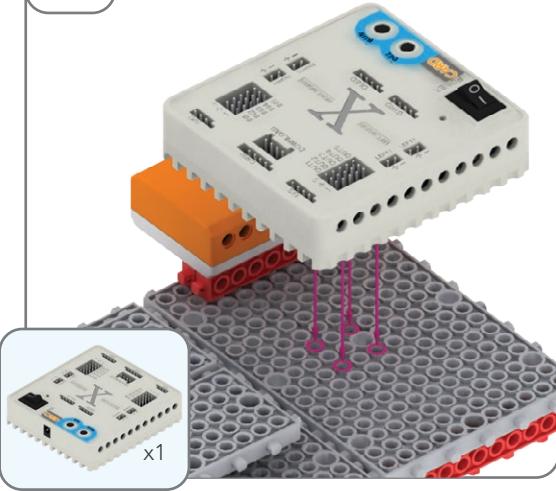




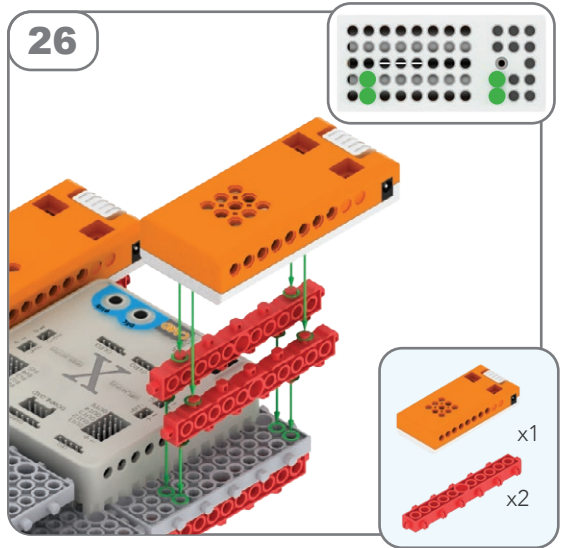
Notă: Triunghiul roșu ▲ indică poziția



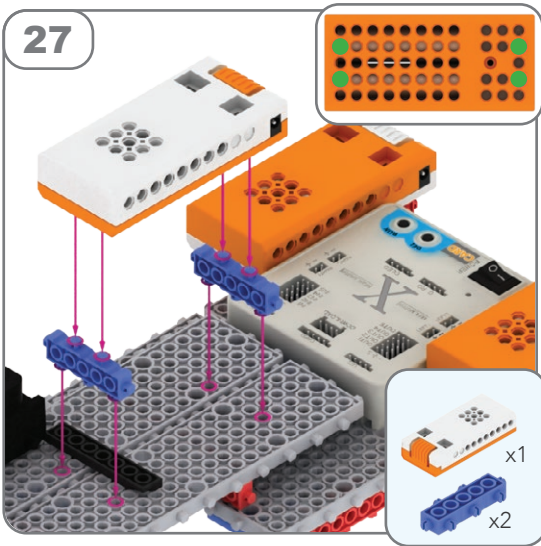
25



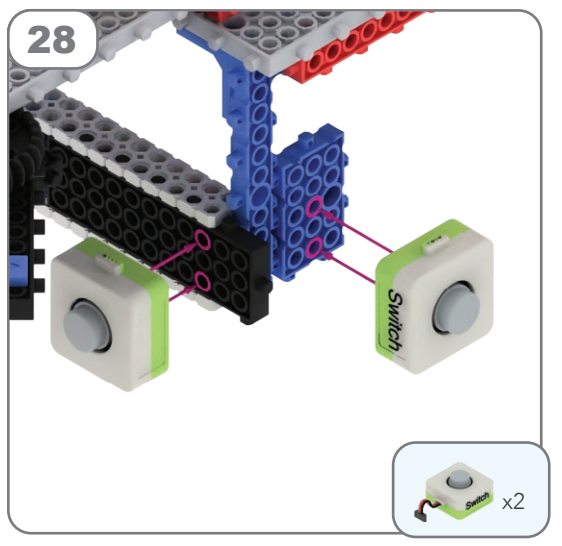
26



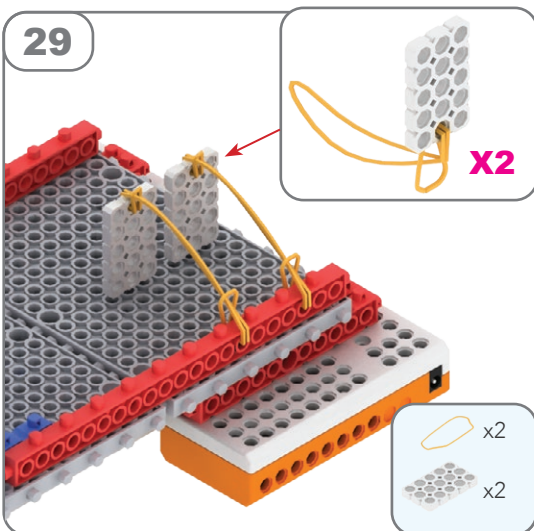
27



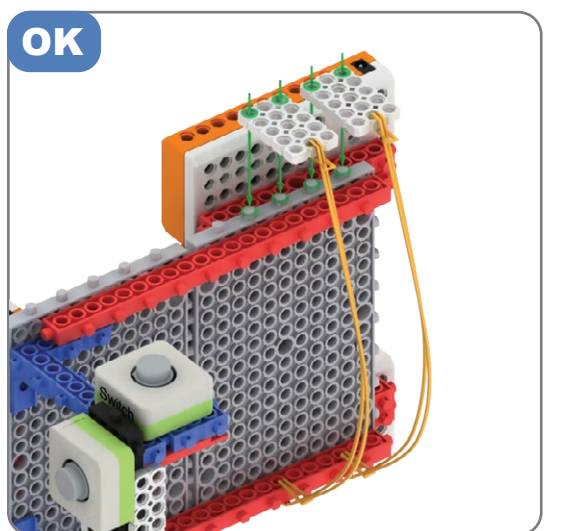
28



29



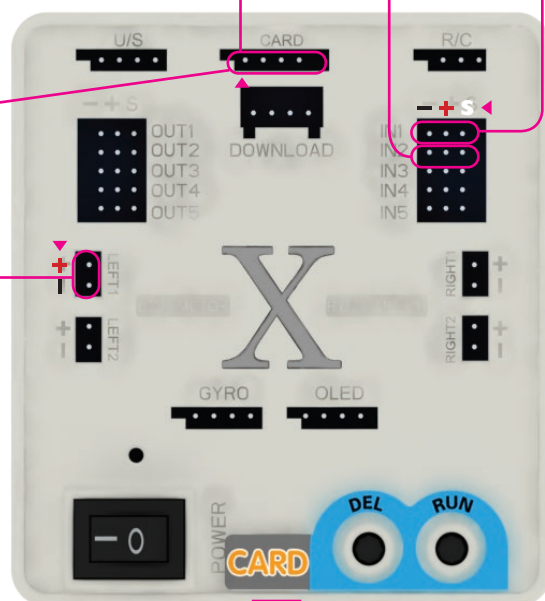
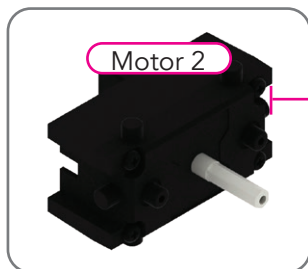
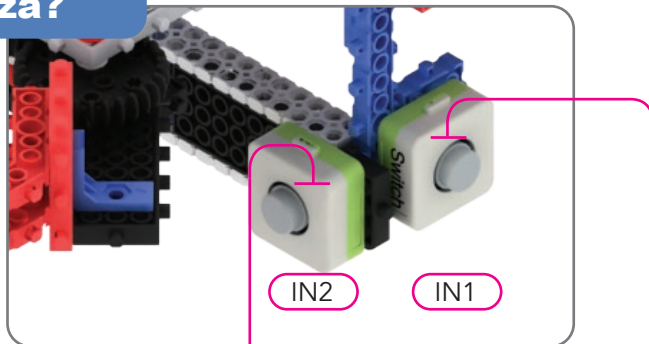
OK





## Cum se conectează?

Triunghiul ▲ trebuie să corespundă cu ▲ de pe conectorul de cablu al cititorului de carduri.



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

## În practică



0



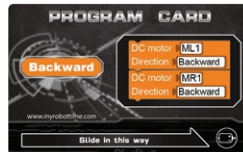
IF-IN1



IF-IN2



Forward



Backward



IF-NOT



Stop



Cycle start  
(all time)



Cycle end

- 1.Cycle start(all time)
- 2.IF-IN1
- 3.Forward
- 4.IF-IN2
- 5.Backward
- 6.IF-NOT
- 7.Stop
- 8.Cycle end

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