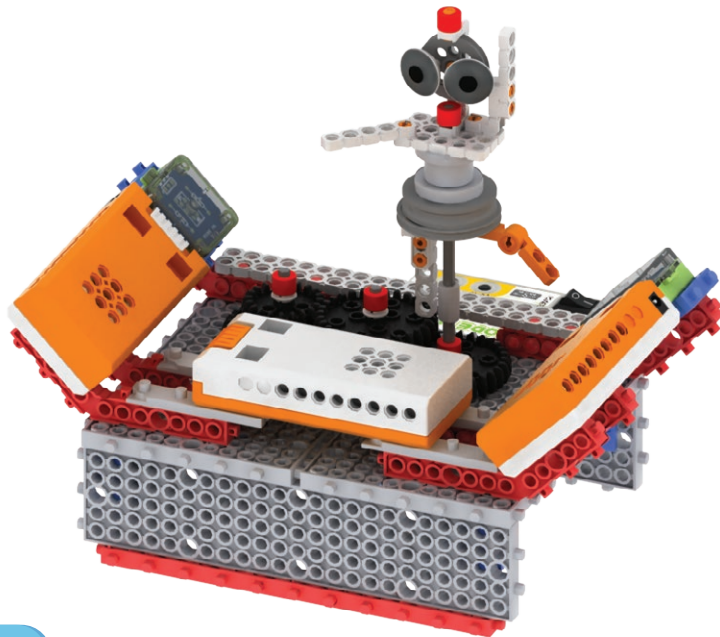
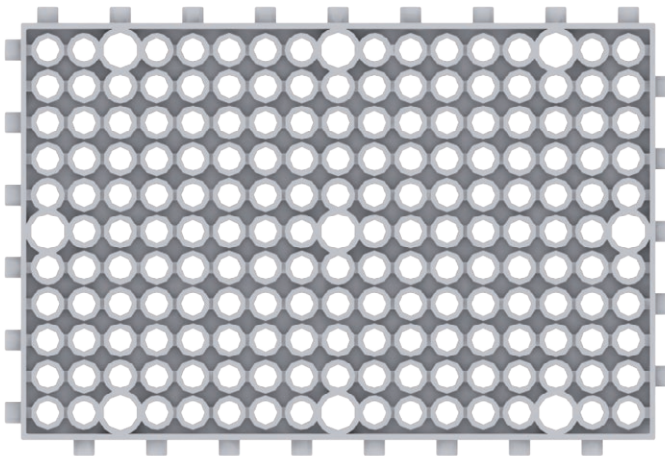




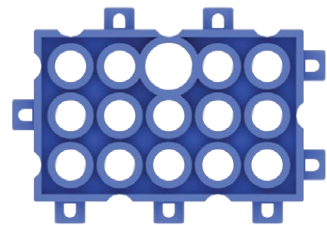
37 Balerină



Piese



Bloc 11x17 (2)



Bloc 3x5 (2)



Adaptor L (4)



M-shaft

Ax M (3)



L-shaft

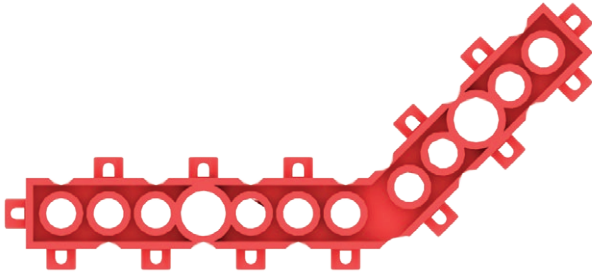
Ax L (1)



Cauciuc roșu de ax (8)



Piuliță (7)



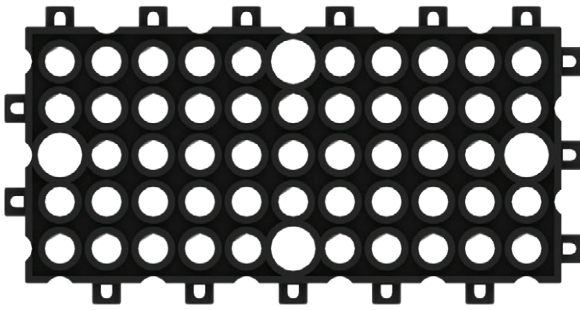
Bloc de 45° (6)



Jantă 2 (1)



Jantă 1 (1)



Bloc 5x11 (1)



Roată subțire (1)



Roată de direcție (1)



Angrenaj L (3)



Angrenaj M (1)



Angrenaj S (2)



Nit dublu (1)



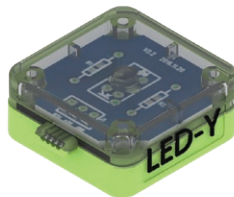
Îmbinare de axuri (1)



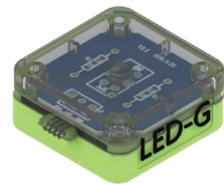
Bloc de îmbinare 2 (4)



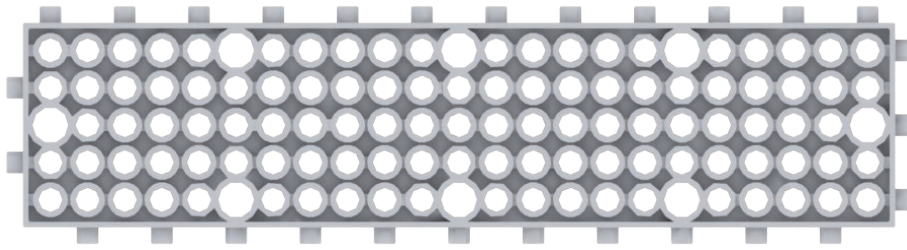
Motor 2 (1)



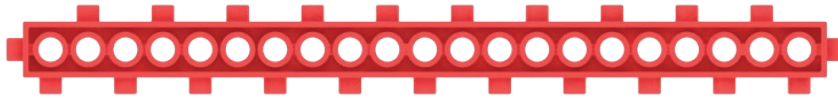
LED galben (1)



LED verde (1)



Bloc 5x23 (2)



Bloc 1x21 (1)



Bloc N 2x13 (1)



Bloc N 2x5 (2)



Bloc N 1x5 (3)



Bloc oval (2)



Bloc N 3x5 (1)



Nit de unghi A (1)



Nit de unghi B (1)



Adaptor L 1x3 (4)



Nit S (7)



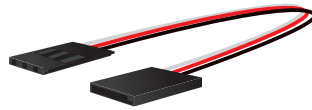
Nit clasic (5)



Nit L (1)



Cablu de conexiune (3)



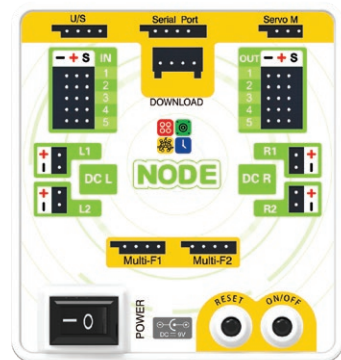
Prelungitor (2)



Acumulator 1 (1)



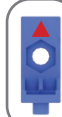
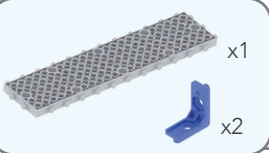
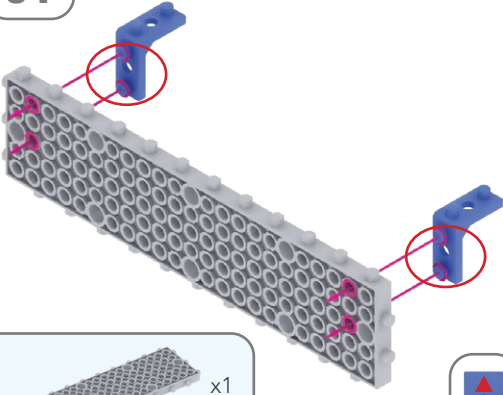
Acumulator 2 (2)



Placă de bază MRT Node (1)

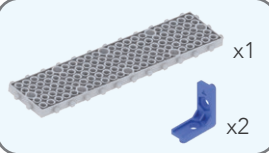
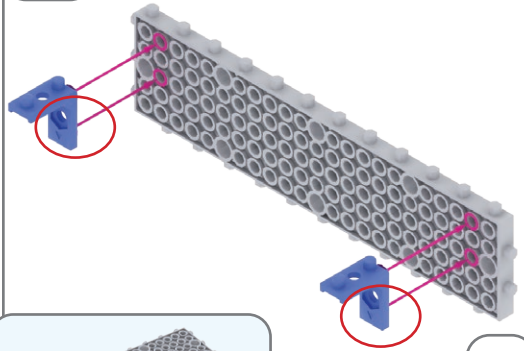
Notă: triunghiul roșu ▲ indică poziția.

01

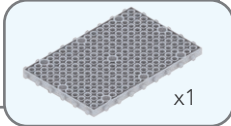
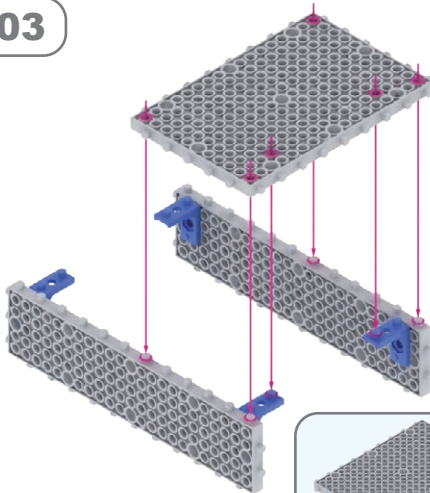


Notă: triunghiul roșu ▲ indică poziția.

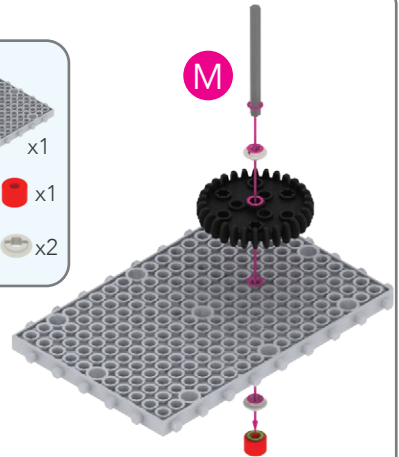
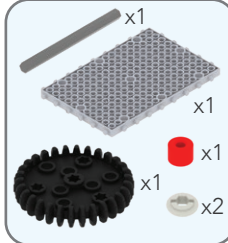
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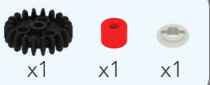
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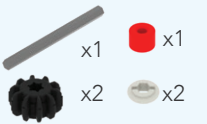
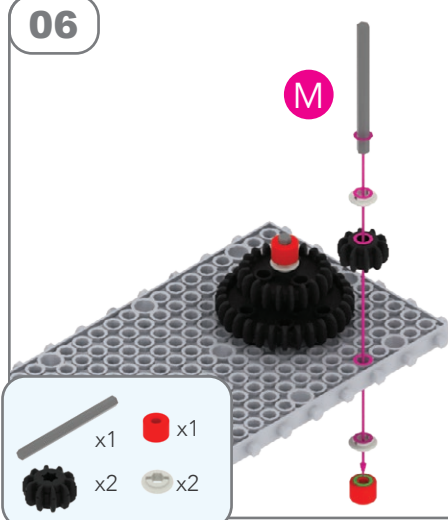
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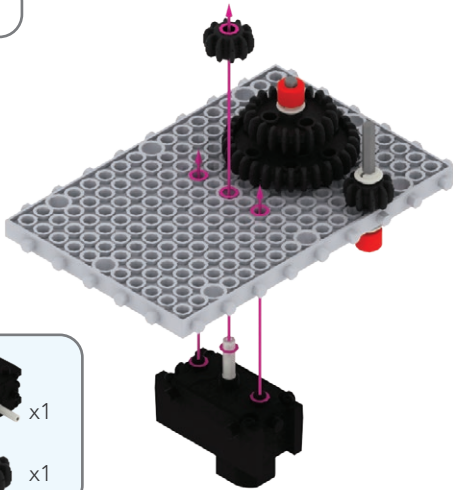
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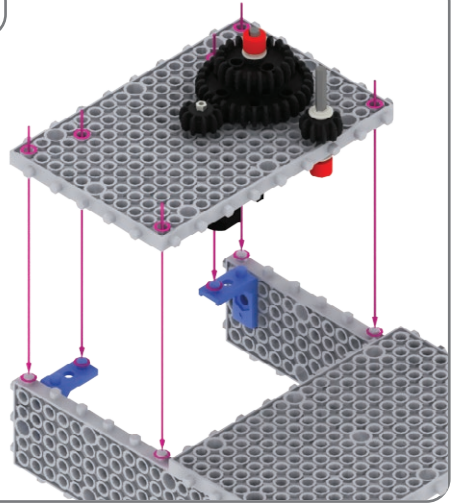
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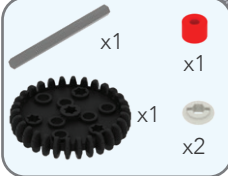
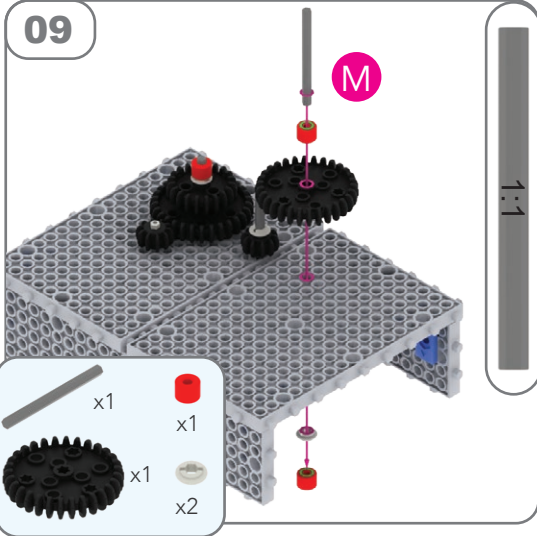
07



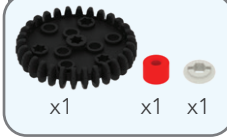
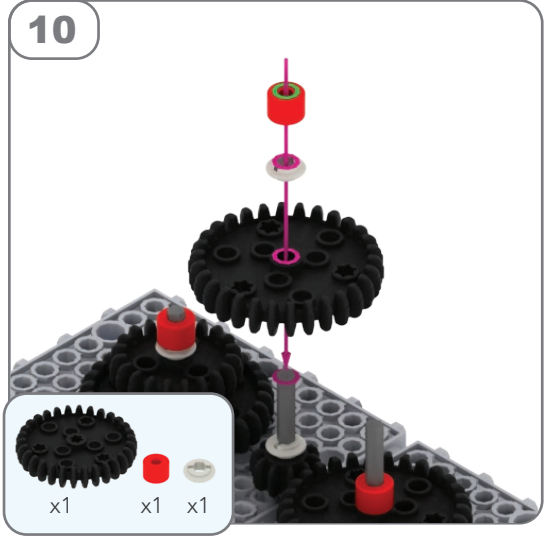
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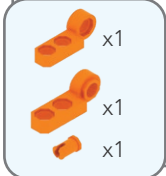
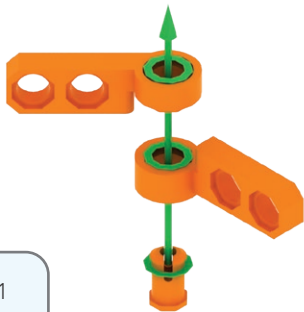
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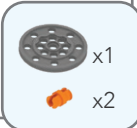
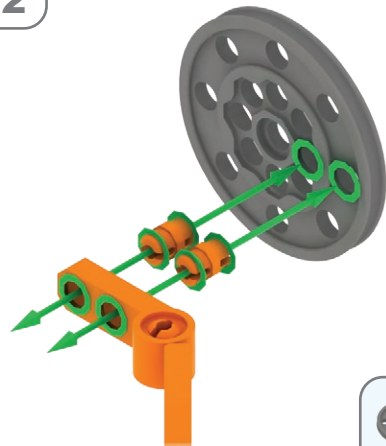
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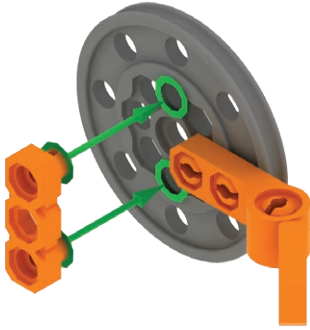
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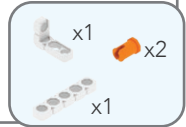
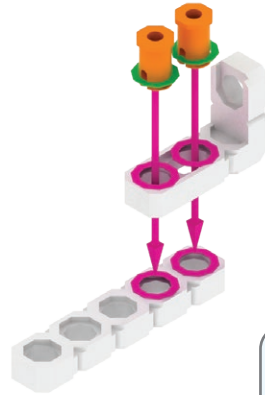
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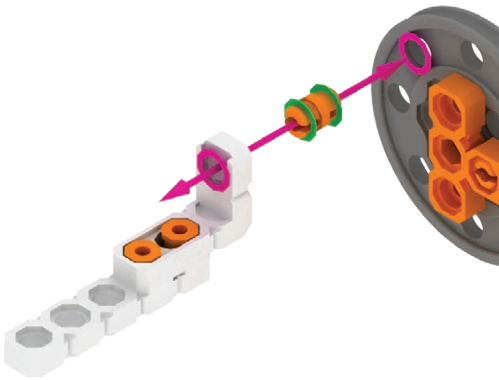
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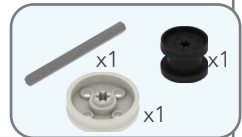
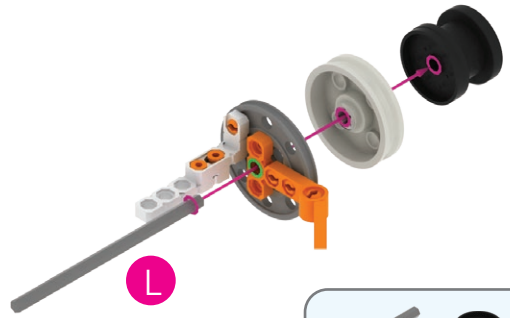
14



15

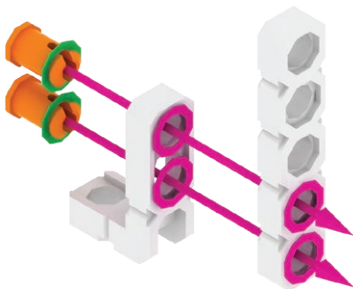


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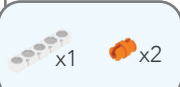
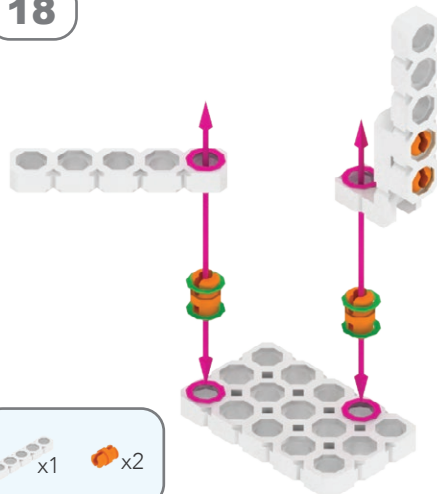


1:1

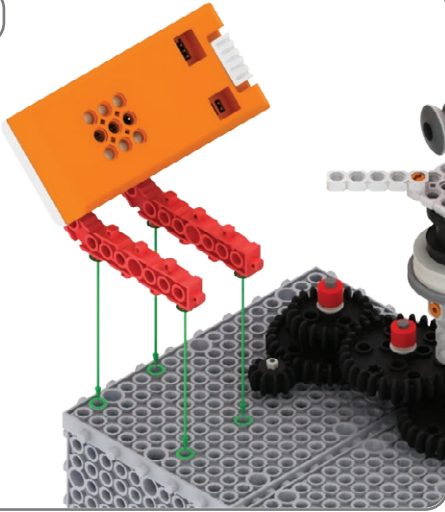
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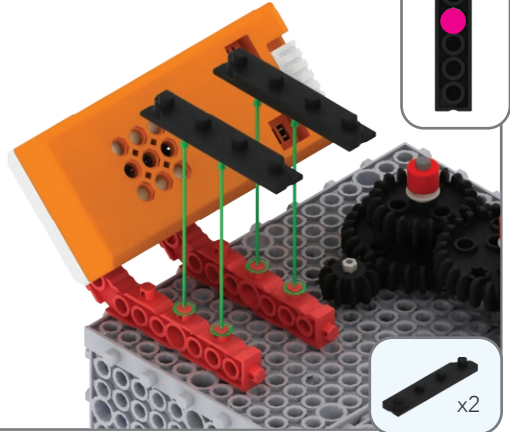
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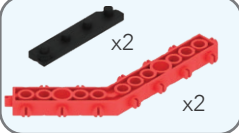
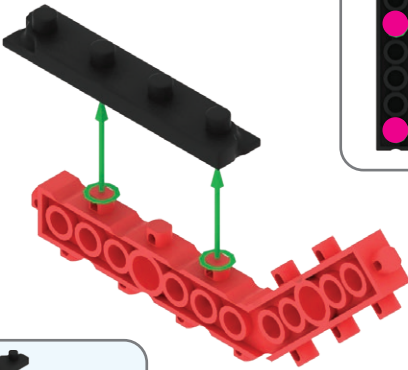
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26

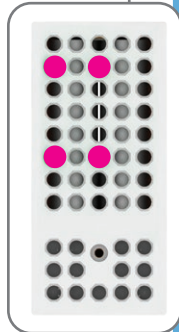
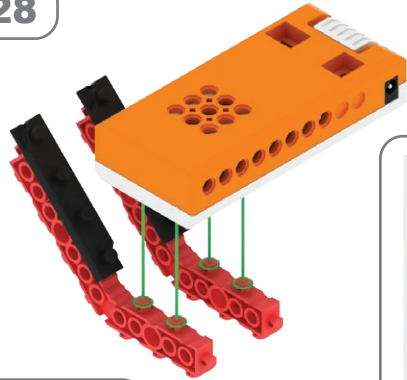


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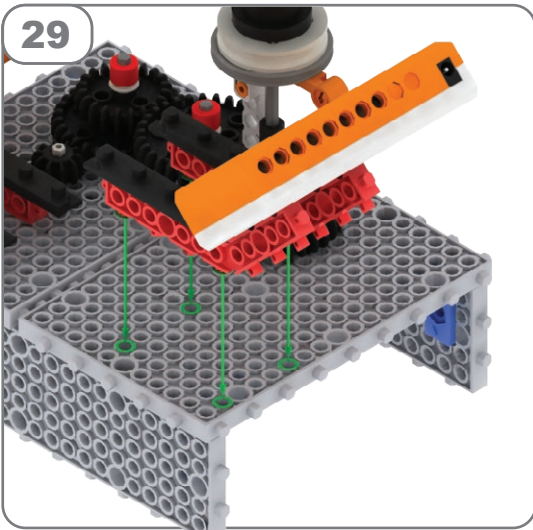


X2

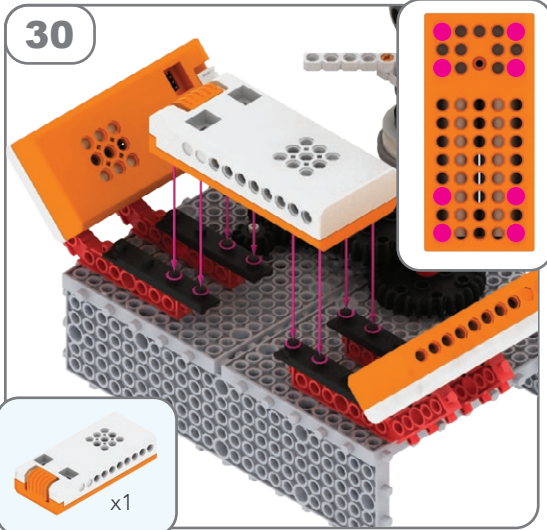
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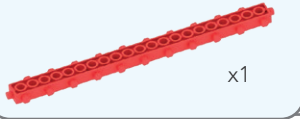
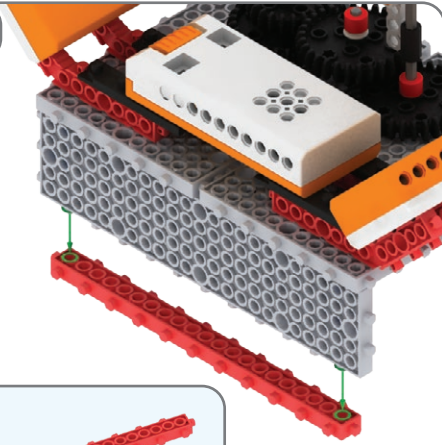
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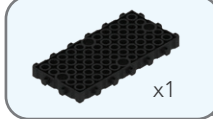
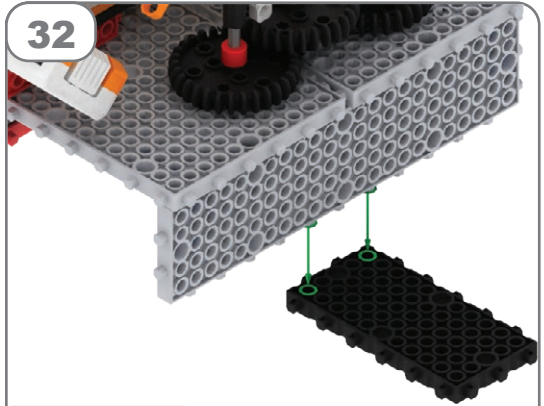
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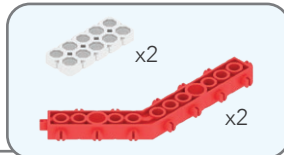
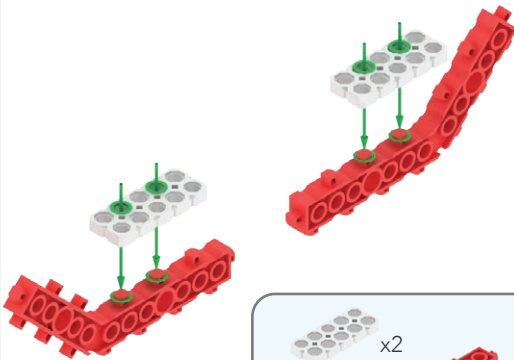
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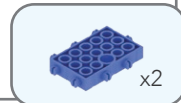
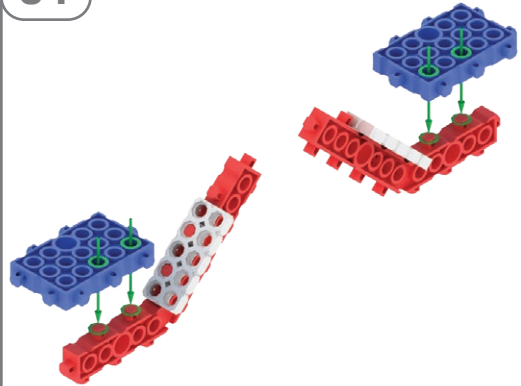
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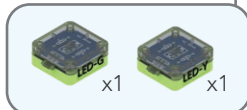
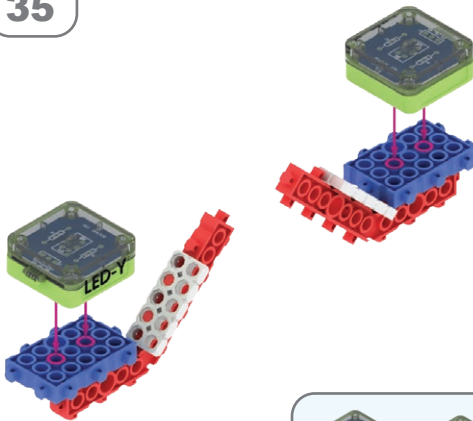
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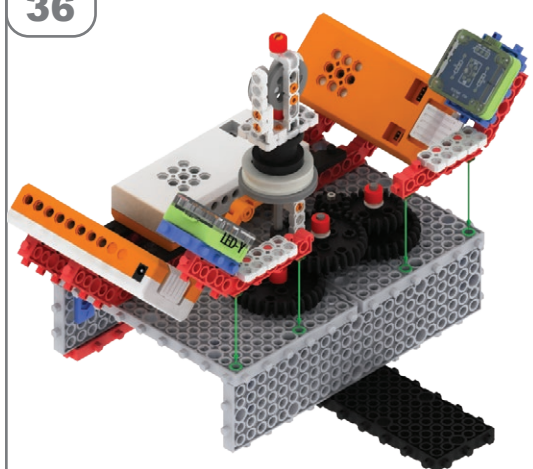
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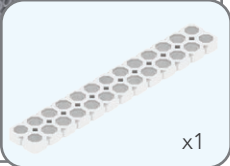
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36

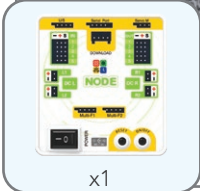


38



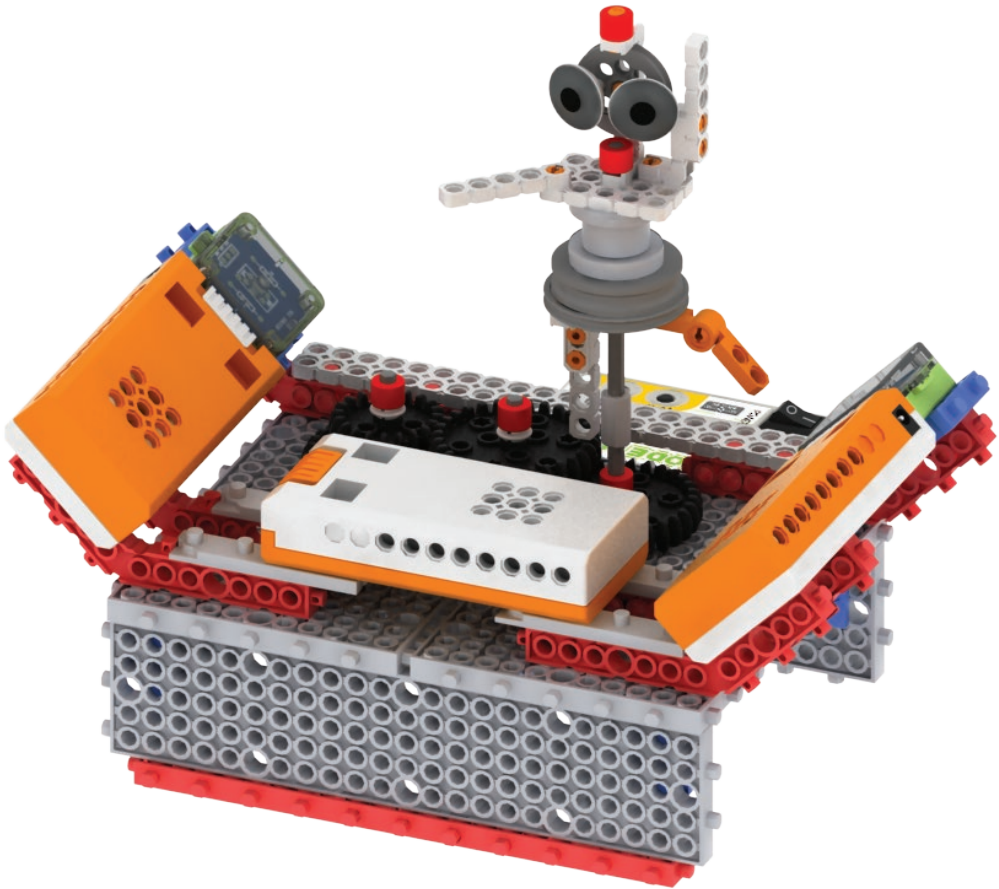
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39

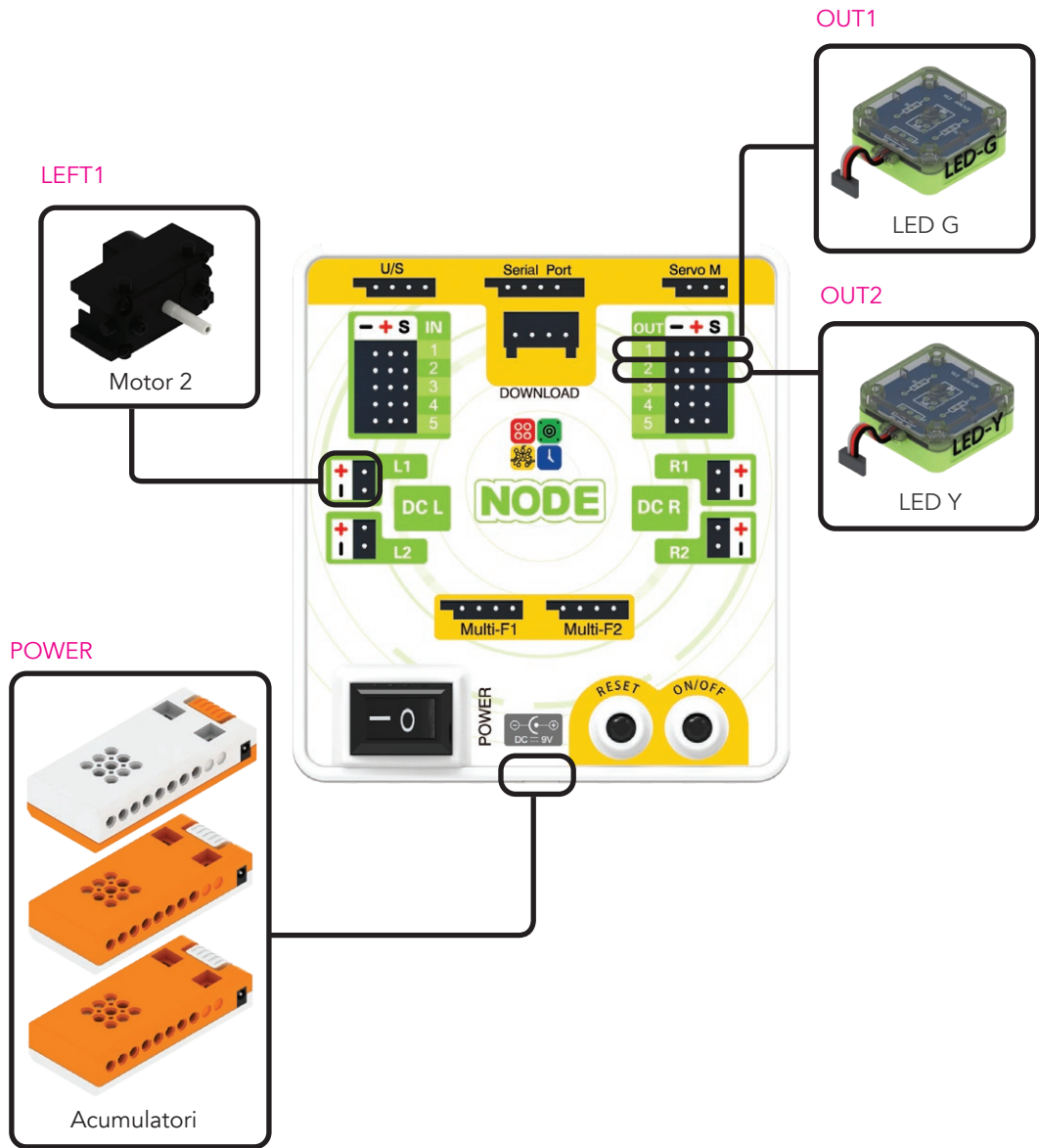


x1

OK



Cum se conectează?



Practica

1. Fă clic pe iconița „Coding”, situat în stânga, pentru a intra în interfața de programare.



2. Fă clic pe butonul „samples” pentru a selecta unul dintre exemplele înregistrate.
3. Fă clic pe „Dancer”.



Pentru mai multe detalii, consultă secțiunea de programare din revistă.