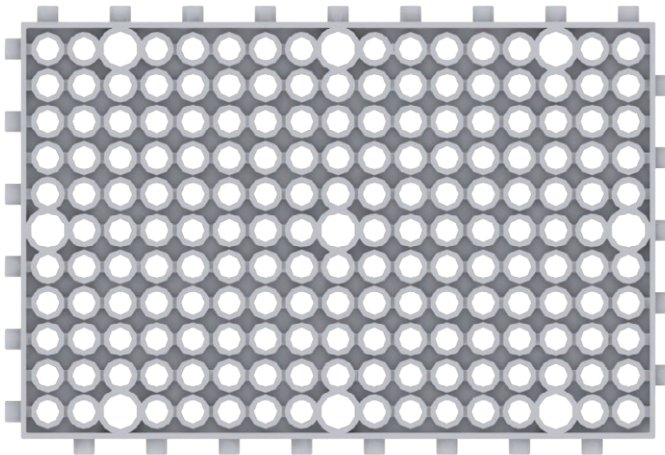




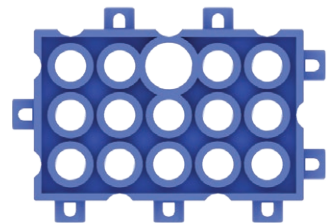
38 Felinar



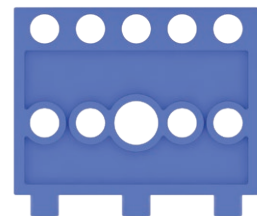
Piese



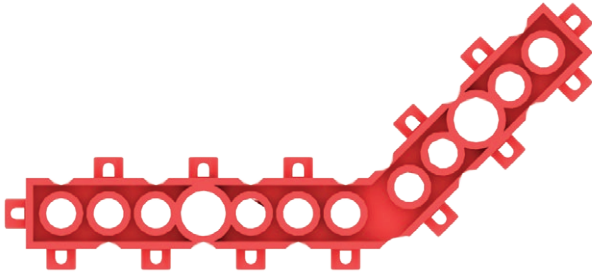
Bloc 11x17 (2)



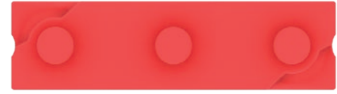
Bloc 3x5 (2)



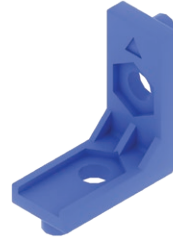
Suport de motor (2)



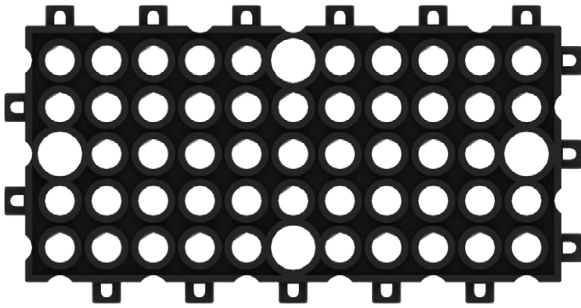
Bloc de 45° (6)



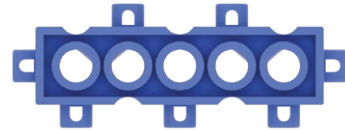
Bloc de îmbinare 1 (4)



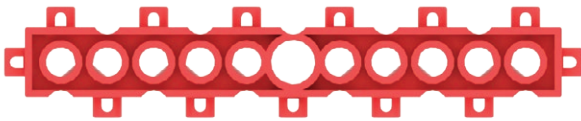
Adaptor L (4)



Bloc 5x11 (1)



Bloc 1x5 (1)



Bloc 1x11 (1)



S-shaft

Ax S (1)



Angrenaj L (3)



Angrenaj M (1)



Angrenaj S (2)



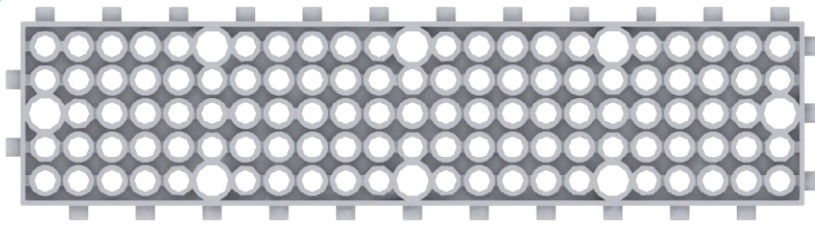
Cauciuc roșu de ax (8)



Bloc N 3x11 (2)



Bloc N 2x5 (2)



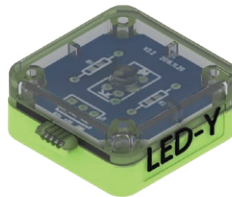
Bloc 5x23 (2)



Îmbinare de axuri (1)



Motor 2 (1)



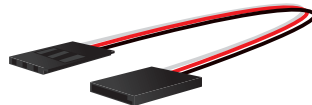
LED galben (1)



Senzor LDR (1)



Cablu de conexiune (3)



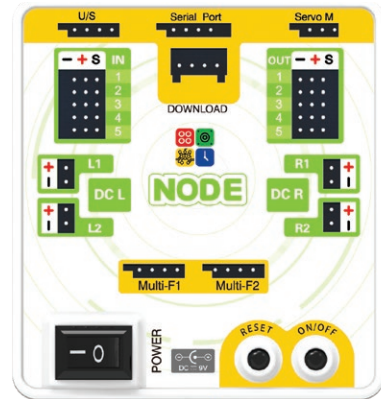
Prelungitor (2)



Acumulator 1 (1)

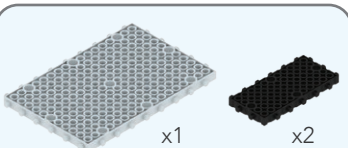
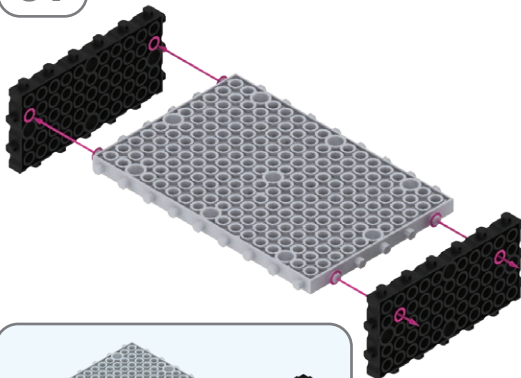


Acumulator 2 (2)

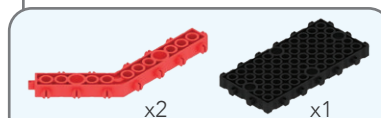
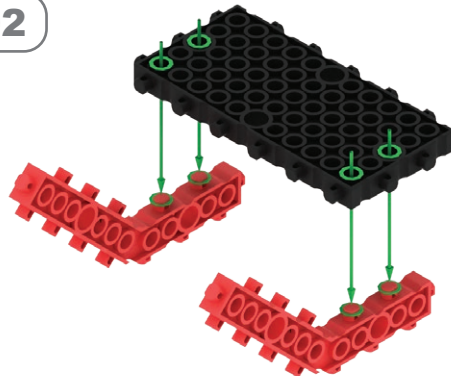


Placă de bază MRT Node (1)

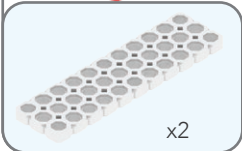
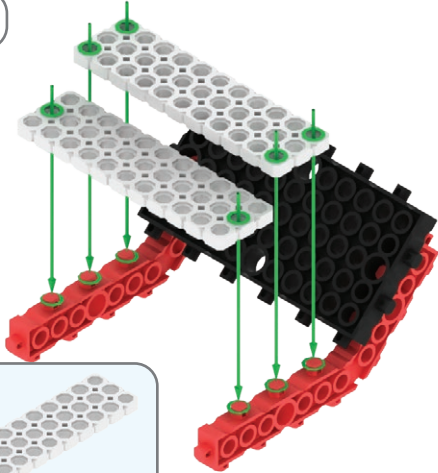
01



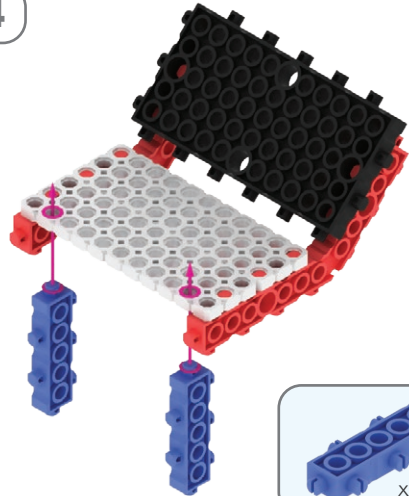
02



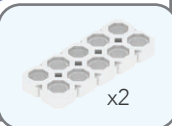
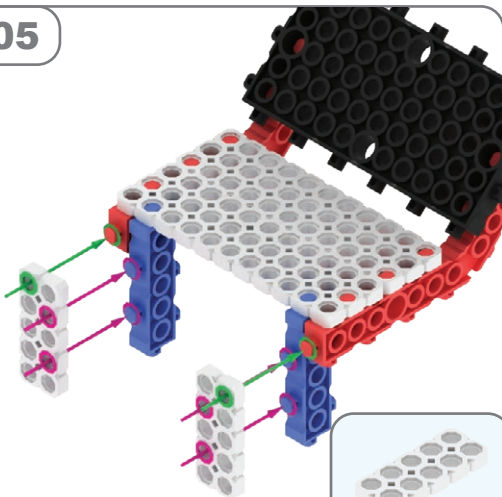
03



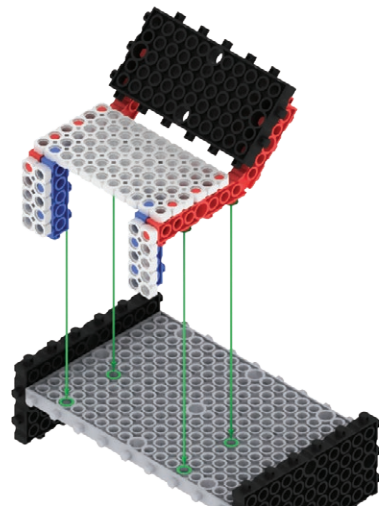
04



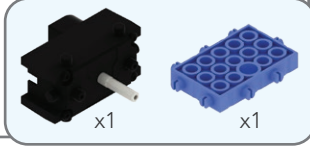
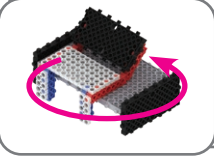
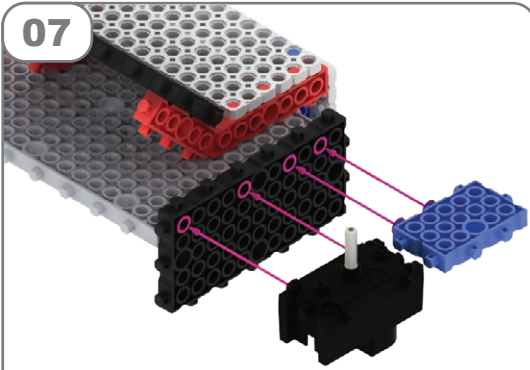
05



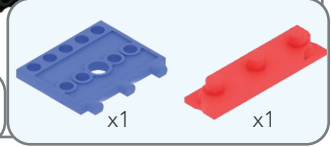
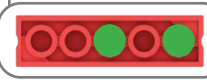
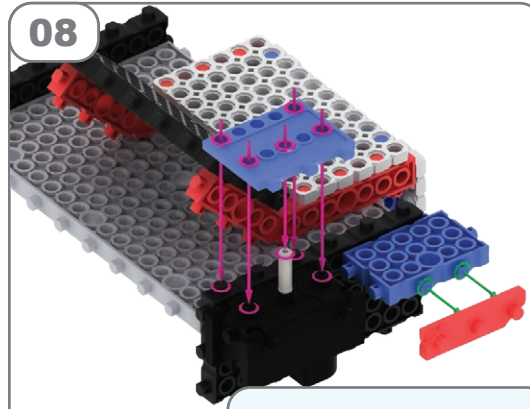
06



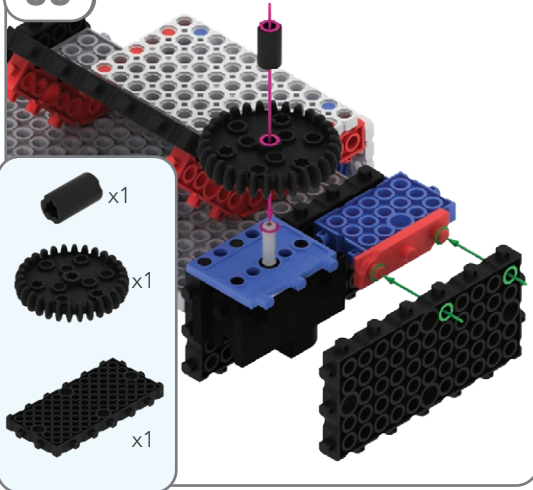
07



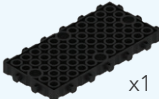


08

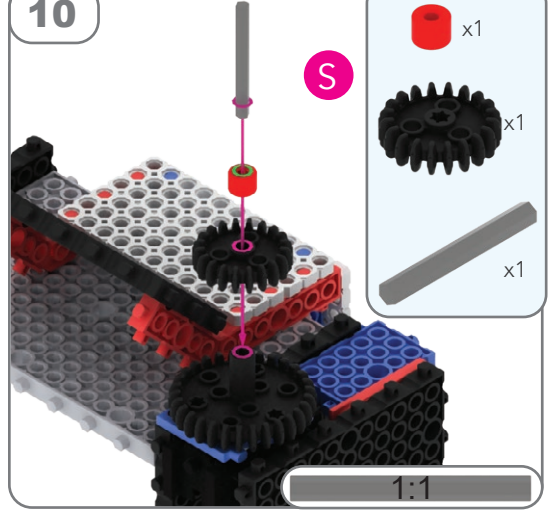


09



-  x1
-  x1
-  x1

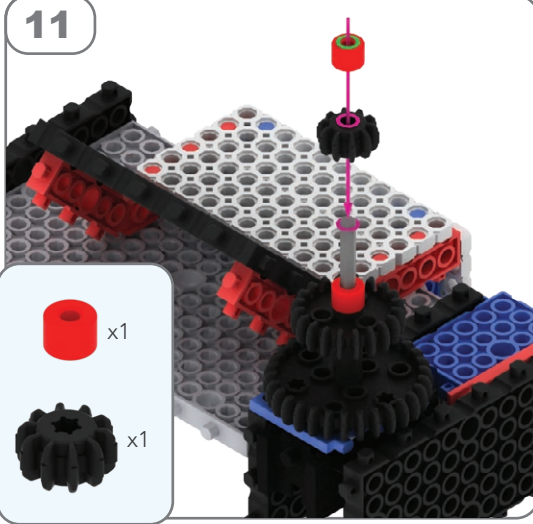
10





-  x1
-  x1
-  x1

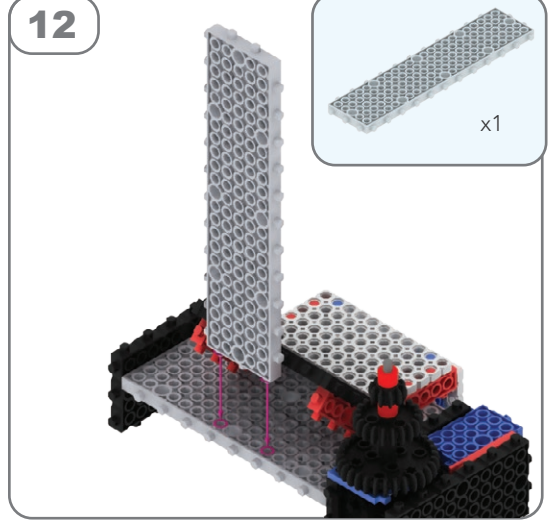
1:1

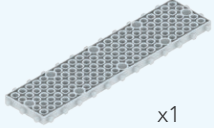
11



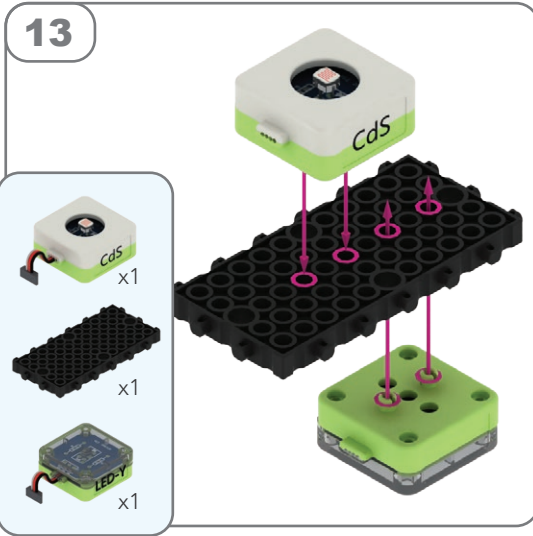
-  x1
-  x1

12



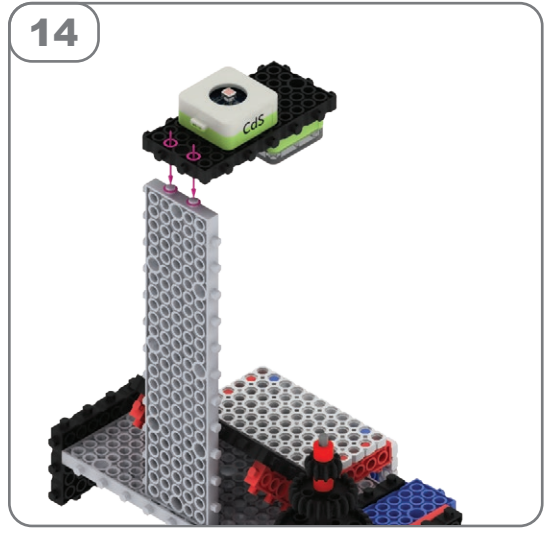
-  x1

13



-  x1
-  x1
-  x1
-  x1

14



15

x2

16

x1

17

x1

x1

18

x2

Notă: triunghiul roșu ▲ indică poziția.

19

x2

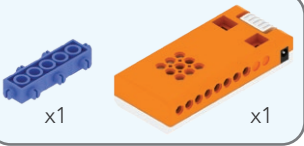
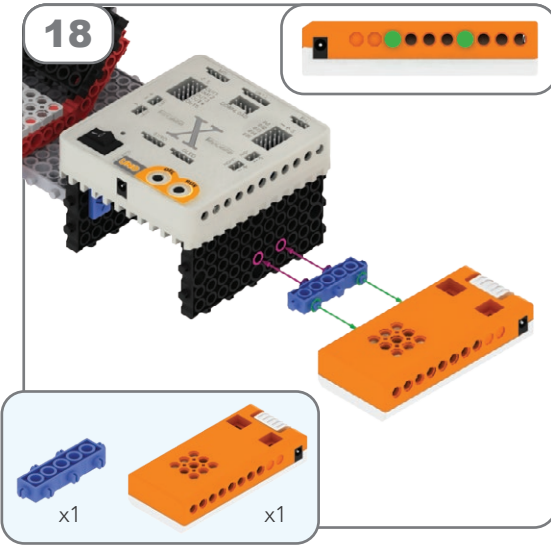
x1

Notă: triunghiul roșu ▲ indică poziția.

20

x1

18



OK



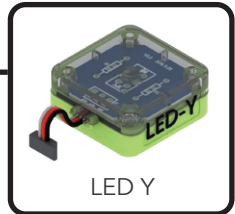
Cum se conectează?

IN1



CdS

OUT1

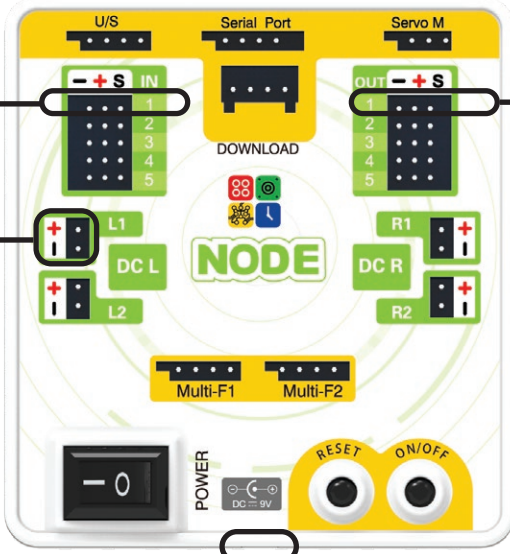


LED Y

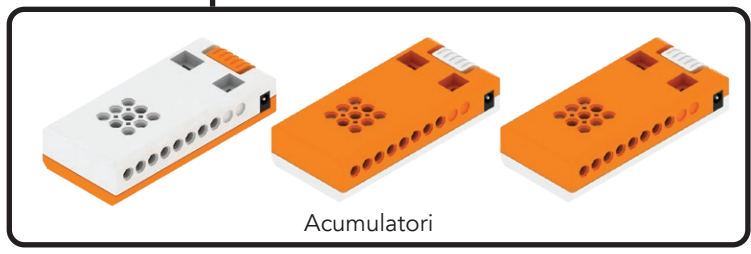
LEFT1



Motor 2



POWER



Acumulatori

În practică

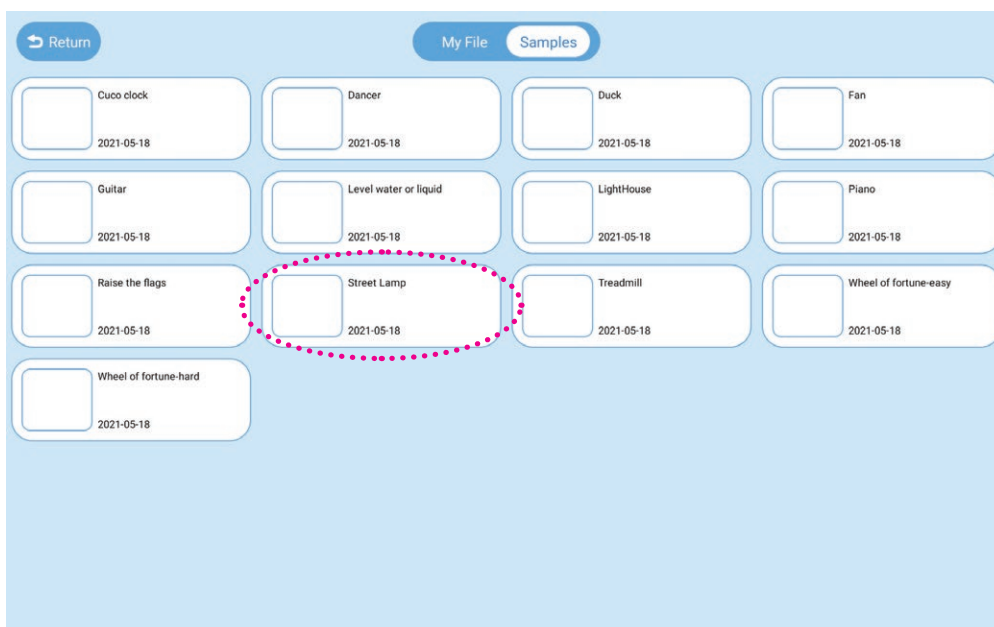
1. Fă clic pe iconița „Coding”, situat în stânga, pentru a intra în interfața de programare.



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



3. Fă clic pe „Street Lamp”.



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