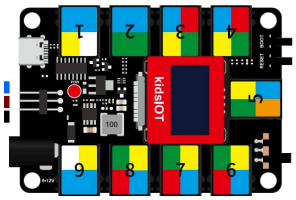
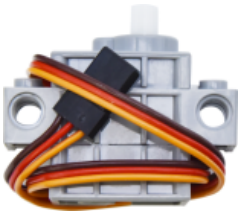
Proyectos

-. Proyecto 06: Rompedor

1. Descripción general

Rompedor es una máquina que puede nivelar pavimentos irregulares. ¡En este proyecto, haremos uno juntos!

2. Componentes:

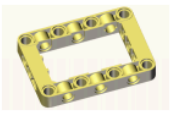
			
Placa Base KidsIOT x1	Módulo de botones x1	Servo 270º x1	Cable de conexión x1
			
Wheel x4	Cable USB x1	Serie Lego x1	

Sobre el módulo de botones

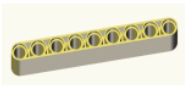
Puede emitir una señal digital 0 o 1, presione el botón, emitirá un nivel bajo 0; de lo contrario, emitirá un nivel alto 1. Es ampliamente utilizado en timbres, lámparas de escritorio y controles remotos.

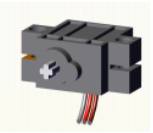
Parámetros:
Voltaje de funcionamiento: 3.3 V~5 V
Corriente de funcionamiento: (máx.) 1,1mA@5V
Potencia máxima: 5,5 mW
Tipo de señal: señal digital (0 o 1)

3. Instalación


x11

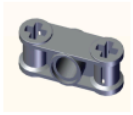

x2


x4 (9 agujeros)

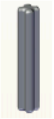

x1 (270º Servo)

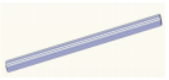

x9

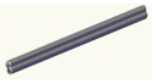

x1

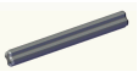

x1

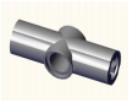

x1 (4,8 cm)

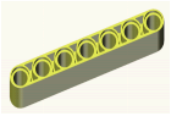

x1 (2,4 cm)

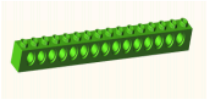

x1 (8 cm)


x1 (9,6 cm)


x2 (3,2 cm)


x2


x6 (7 agujeros)


x2 (15 agujeros)


x44

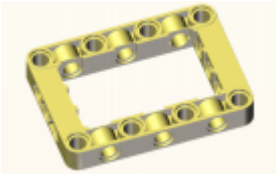

x1


x4

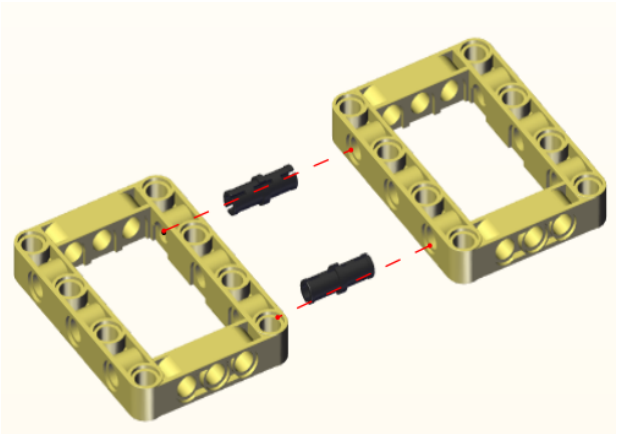

x1

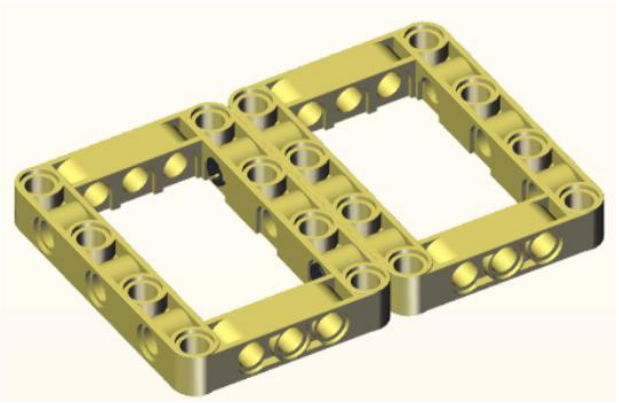

x1

Nota: El color de los bloques de construcción está sujeto al objeto real.

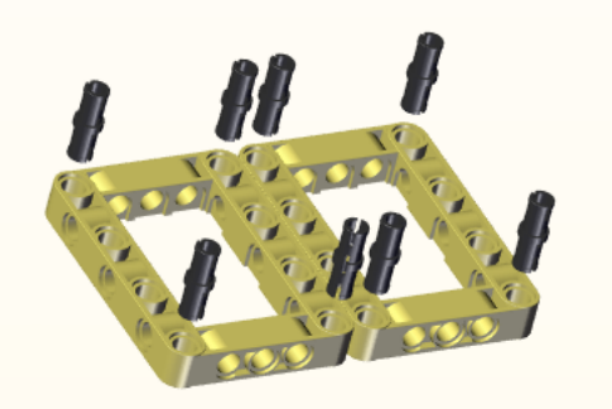

x2

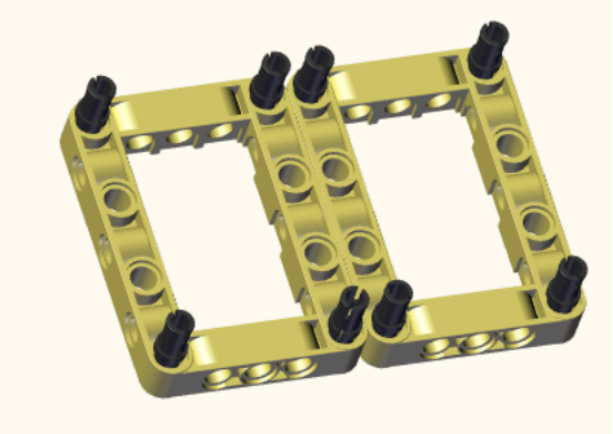

x2

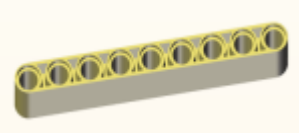


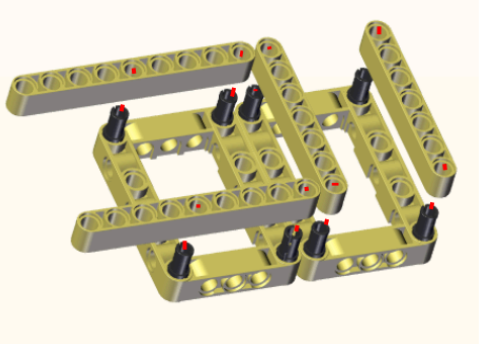


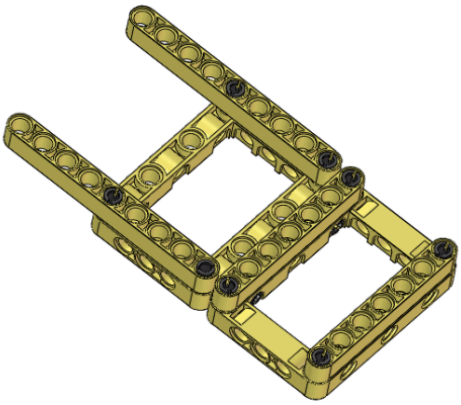
x8





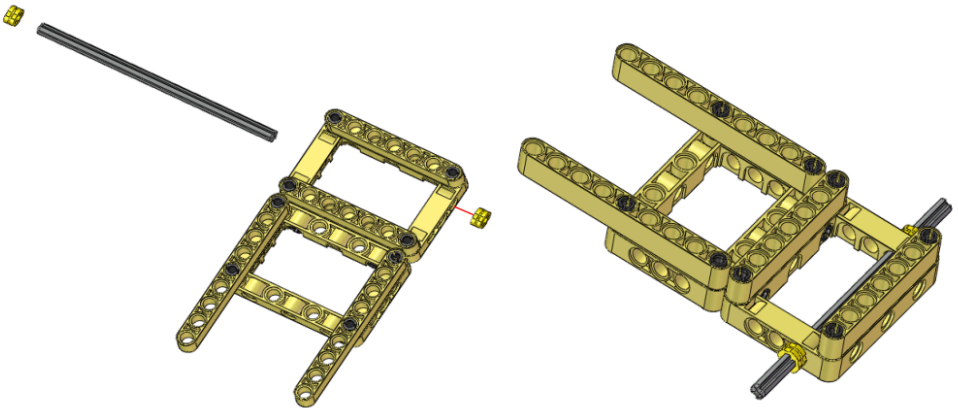




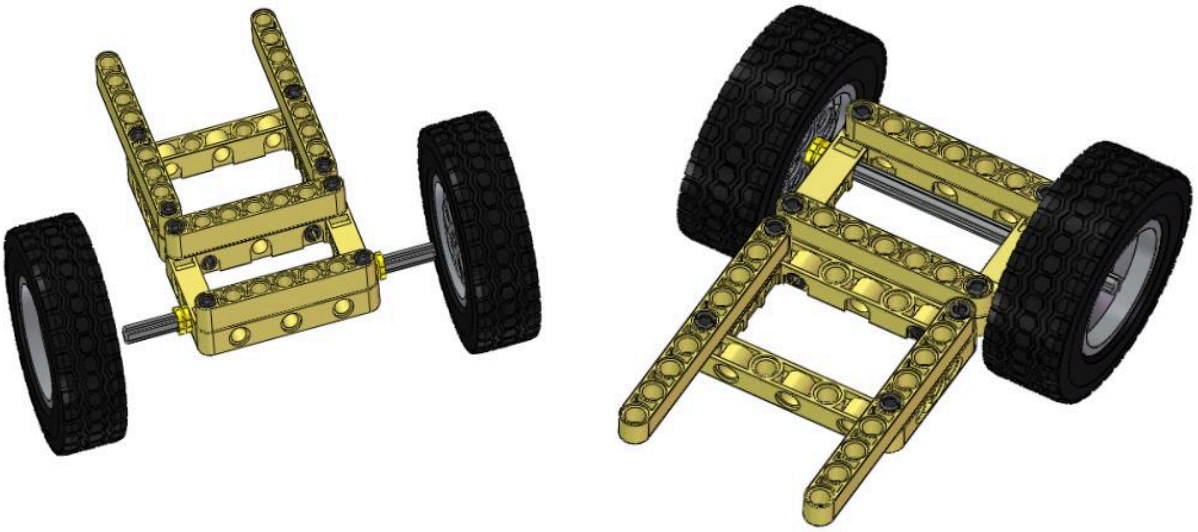


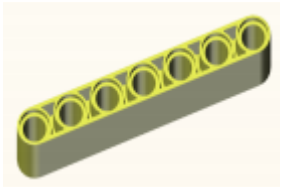
x2

x1 (9,6 cm)



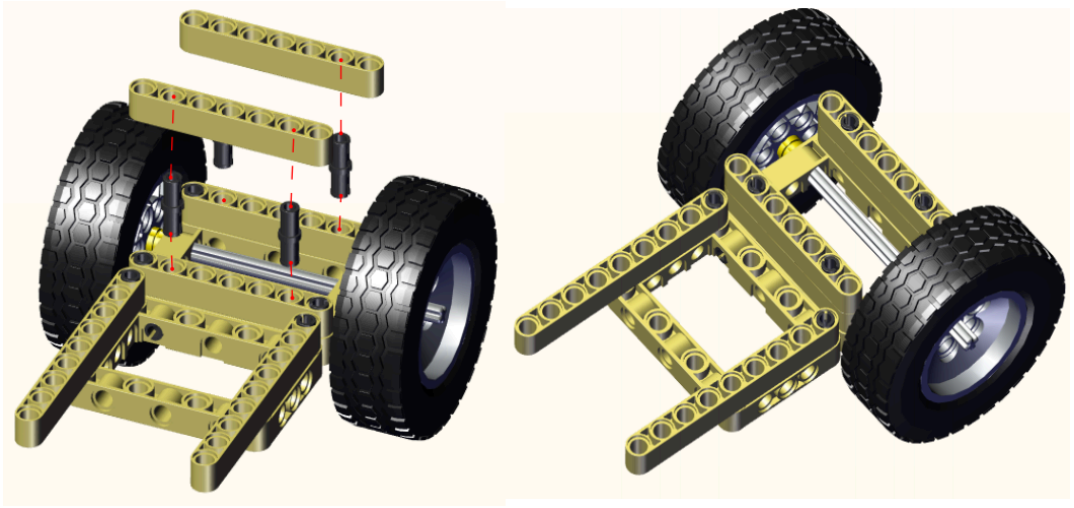
x2

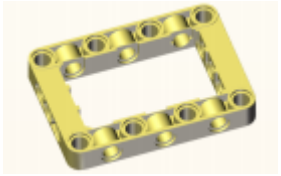




x2 (7 agujeros)

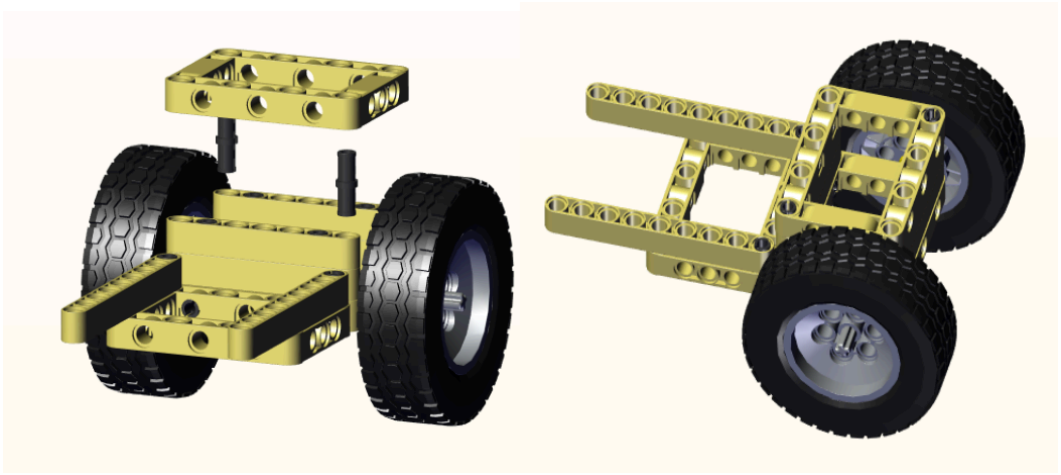
x4

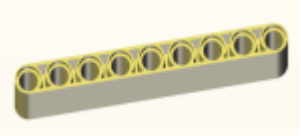




x1

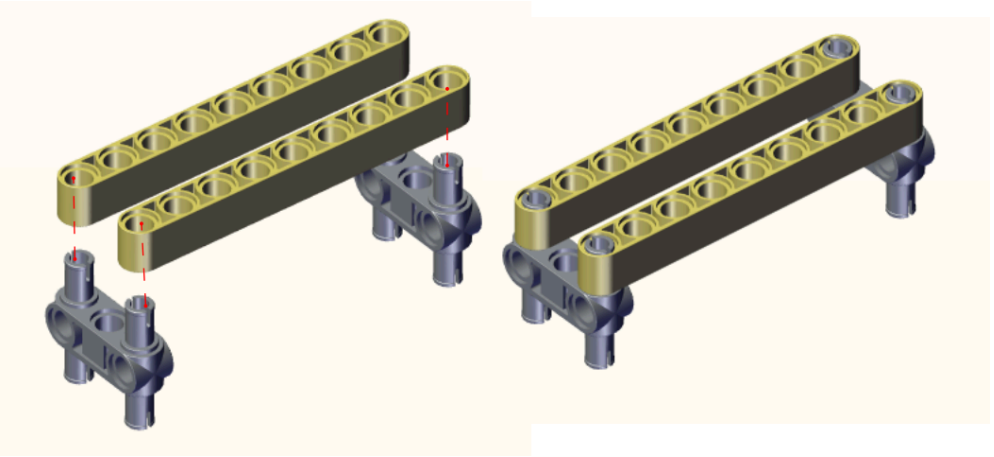
x2





x2 (9 agujeros)

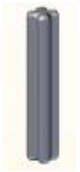
x2



x1

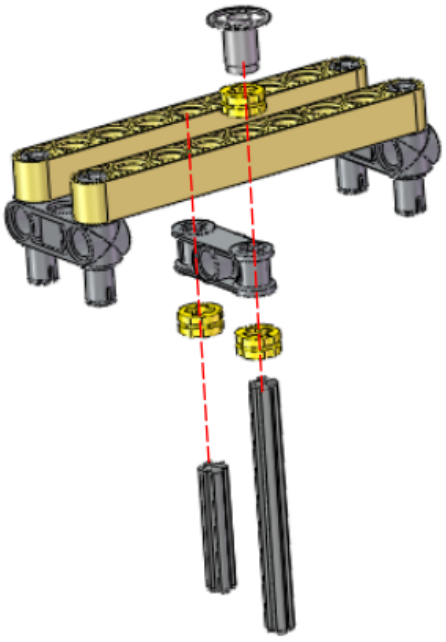
x3

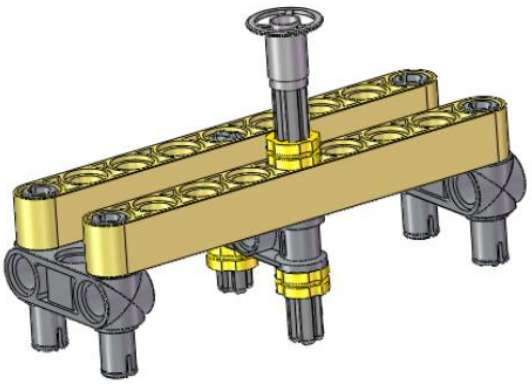
x1



x1 (2,4 cm)

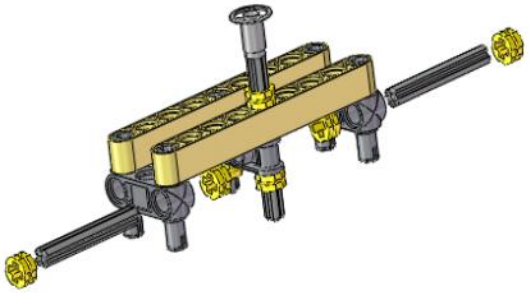
x1 (4,8 cm)

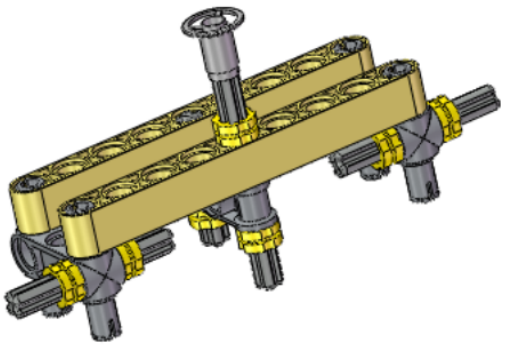




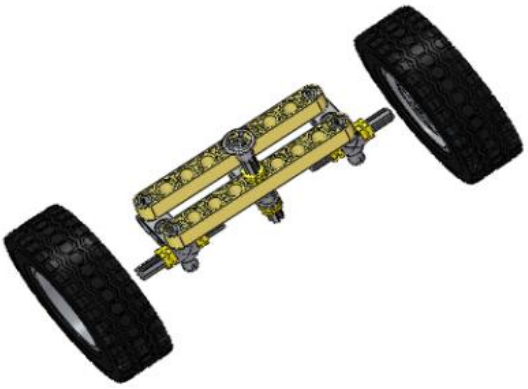
x4

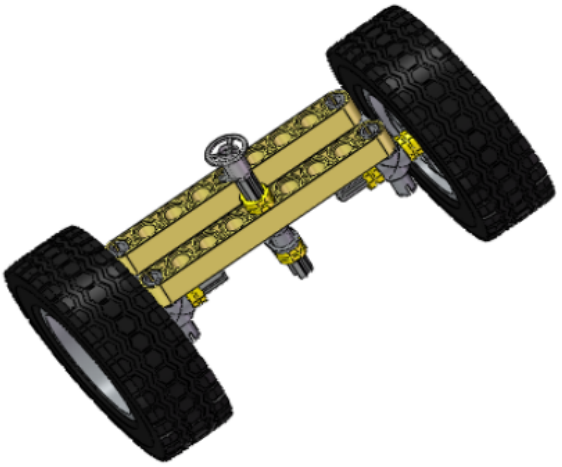
x2 (3,2 cm)





x2





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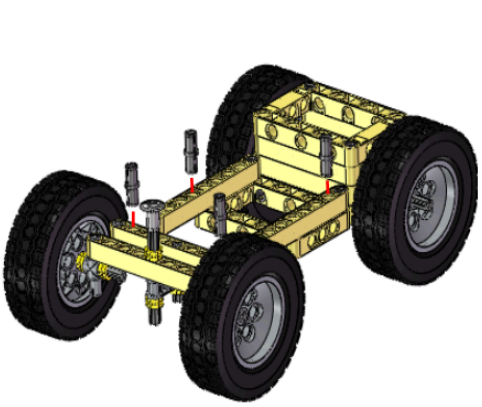
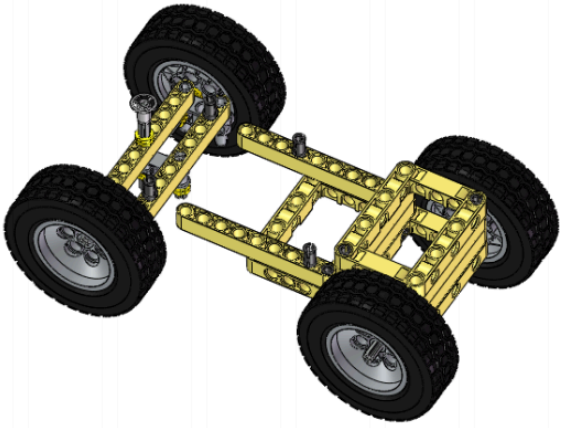
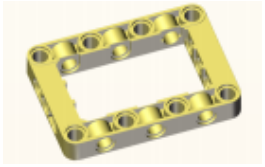
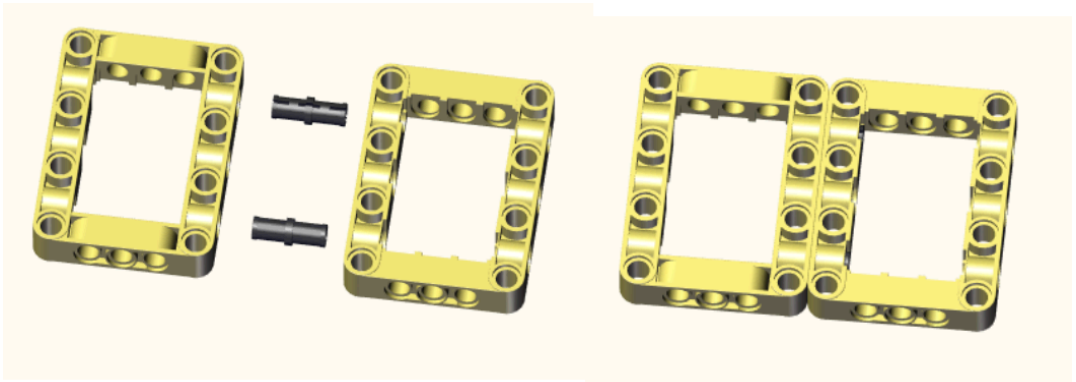


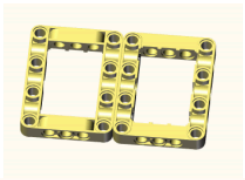


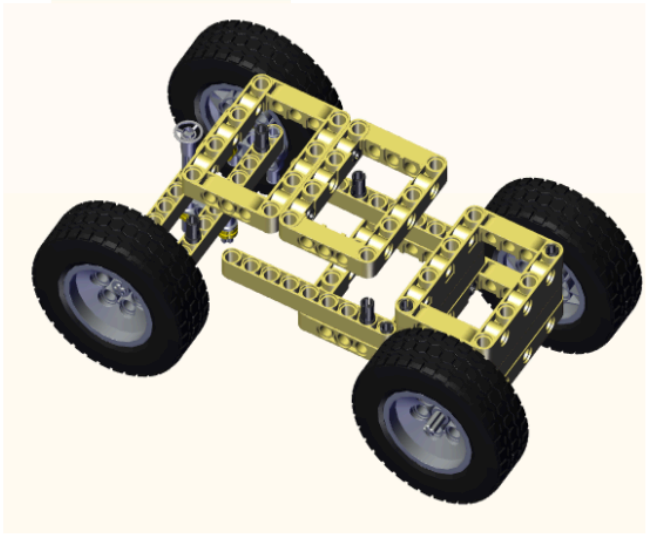


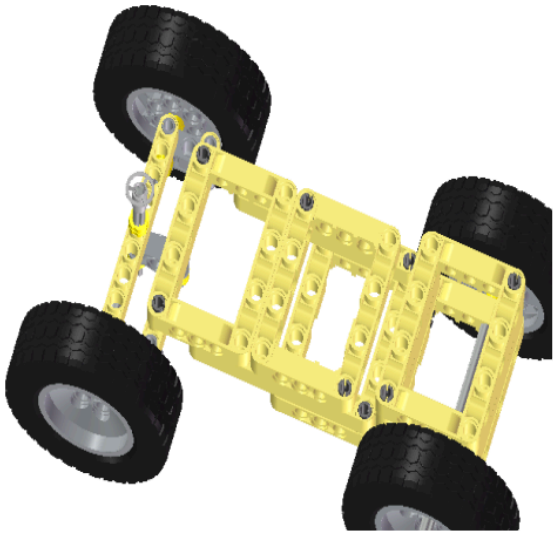
x2

x2

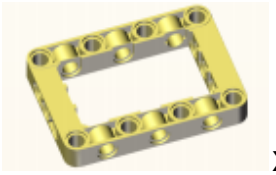




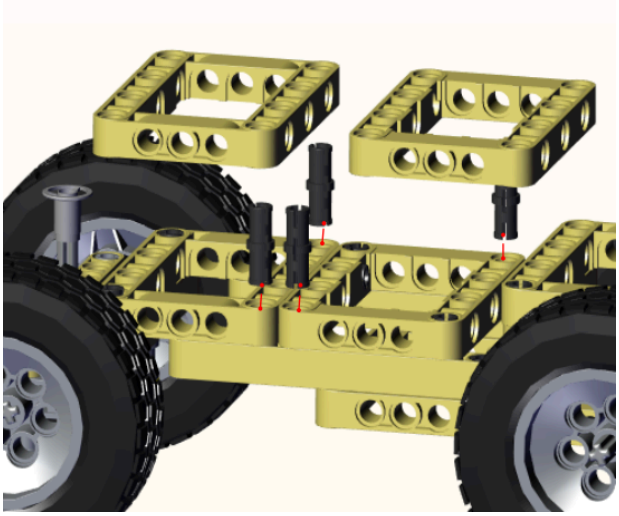


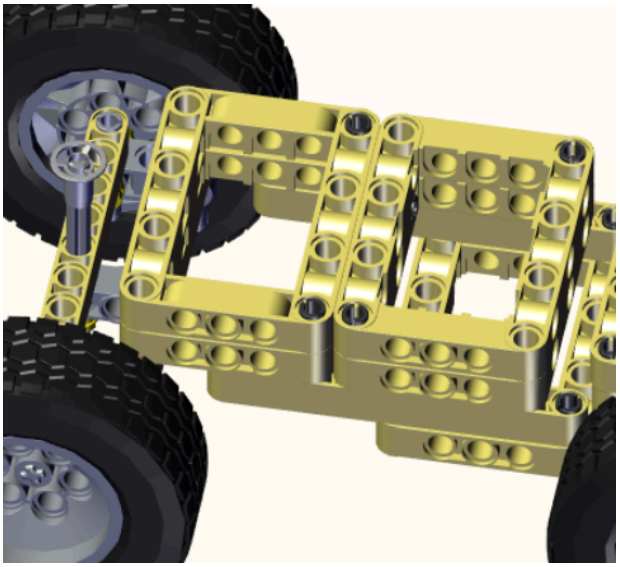


x4

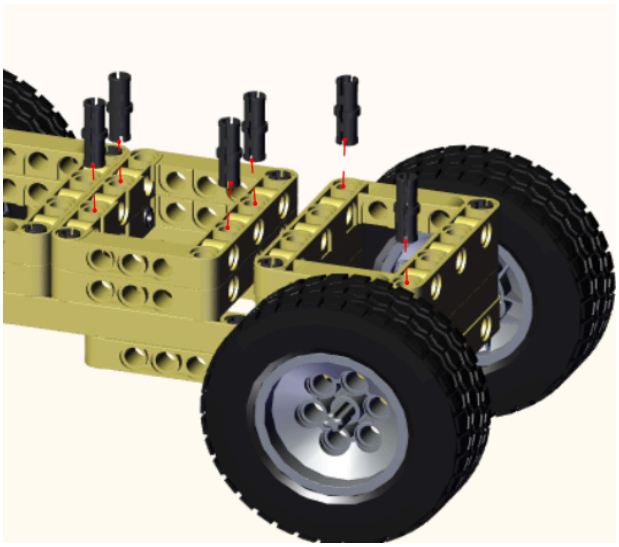


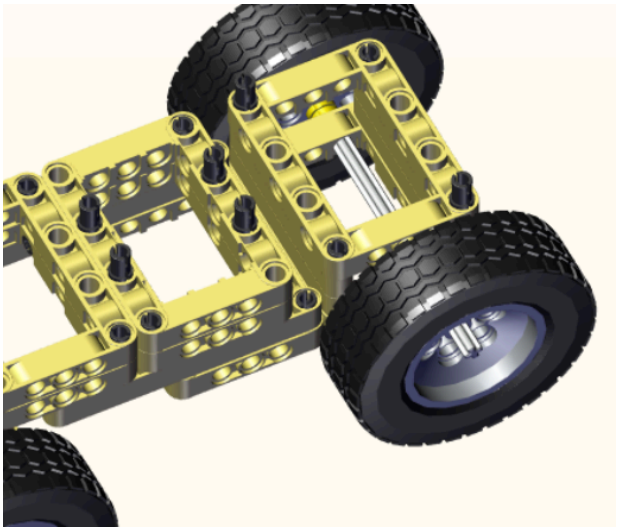
x2

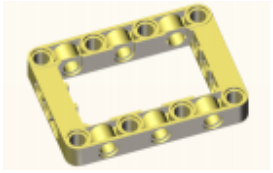




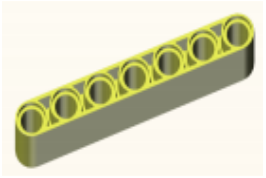
x6



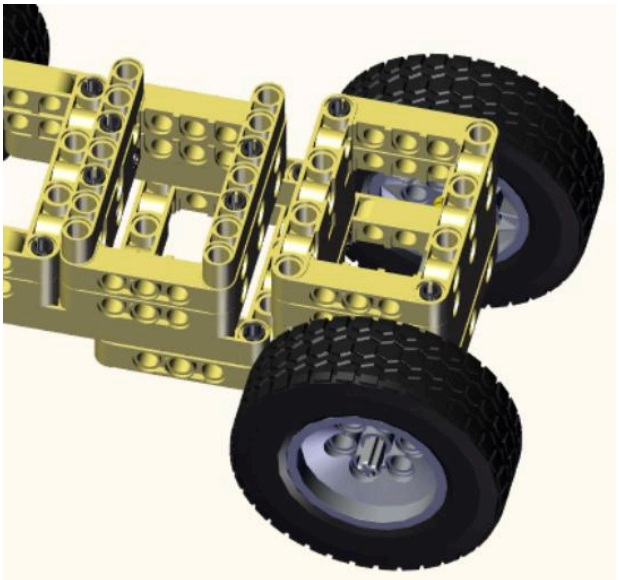


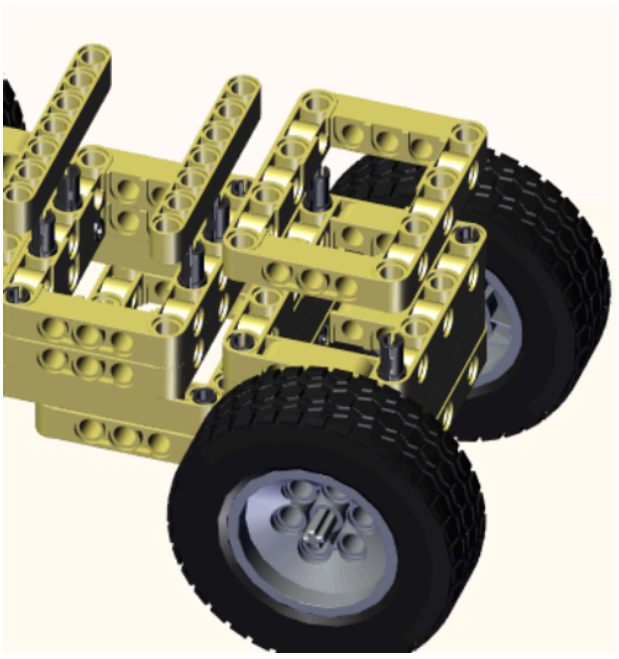


x1



x2 (7 agujeros)





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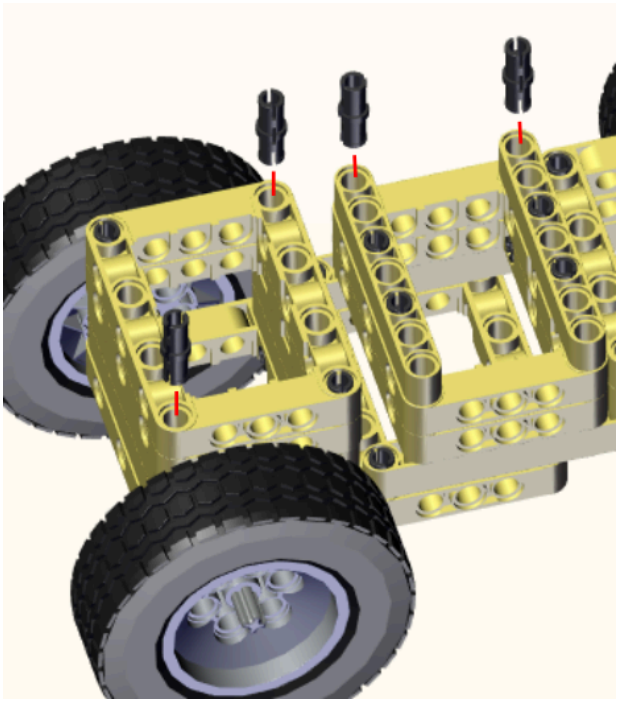
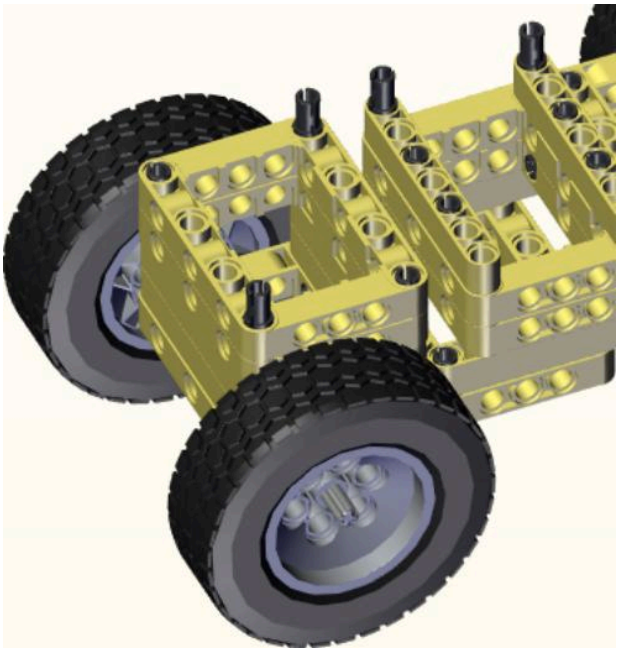
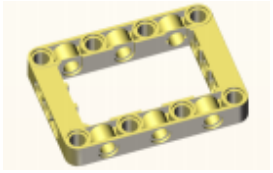
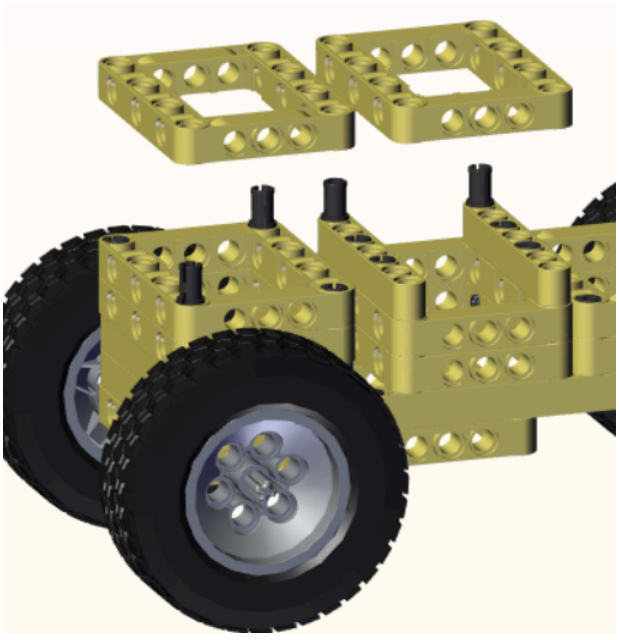
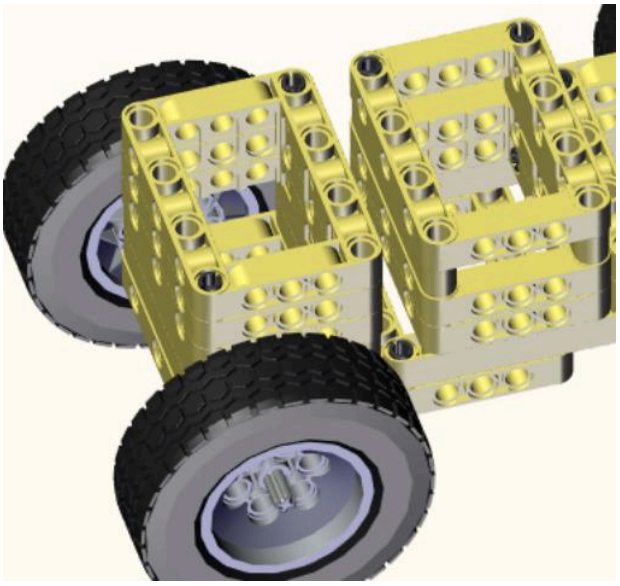




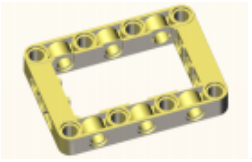


x2

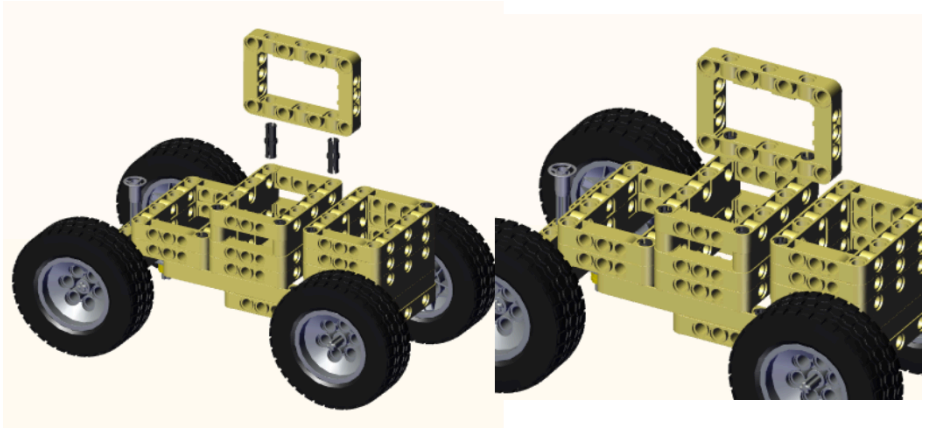




x2



x1



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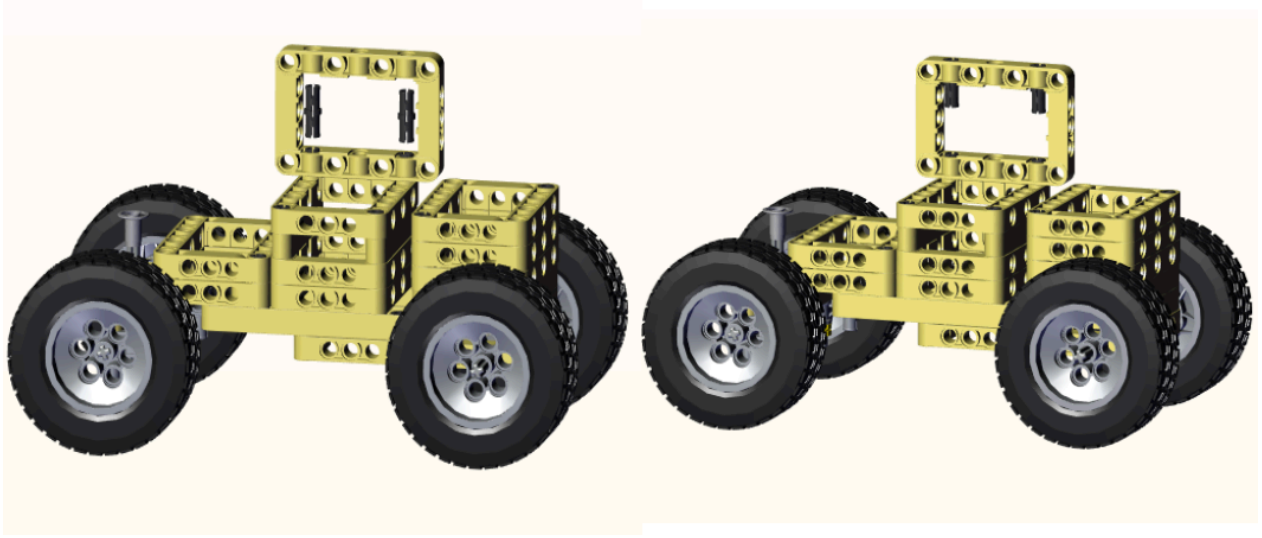
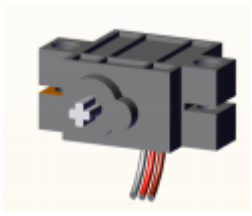
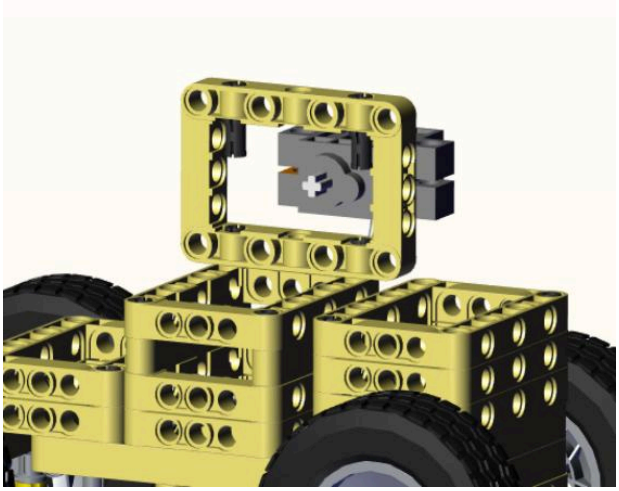
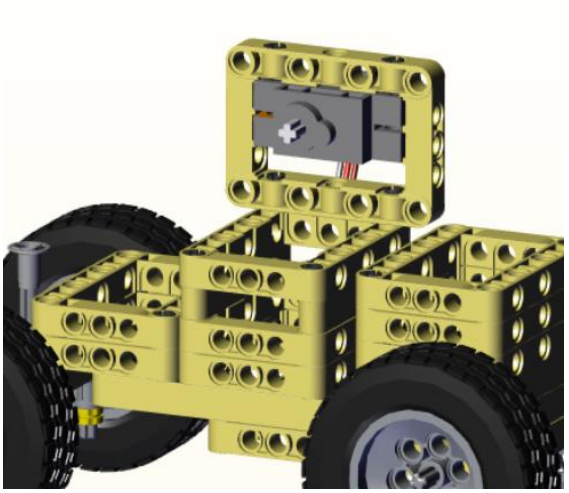




x1

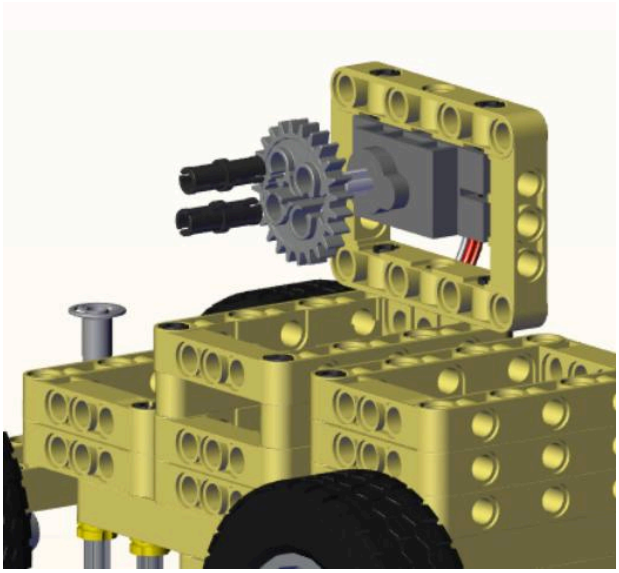


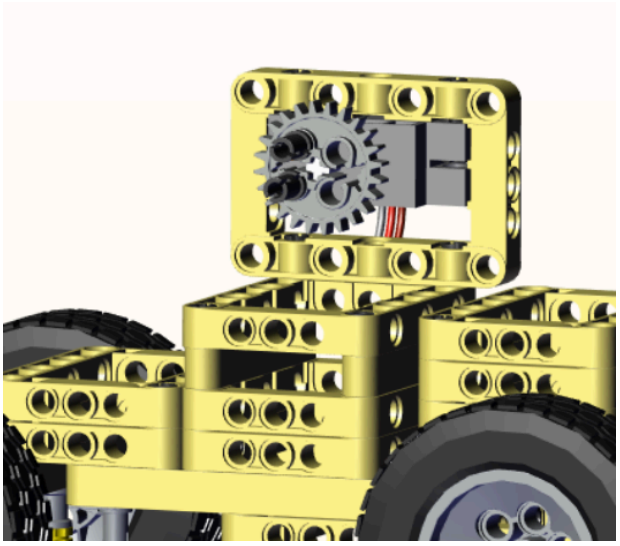


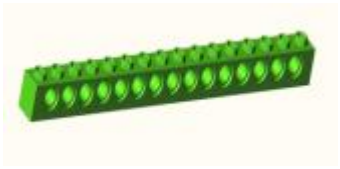
Falta la parta d'iniciar servo

x2

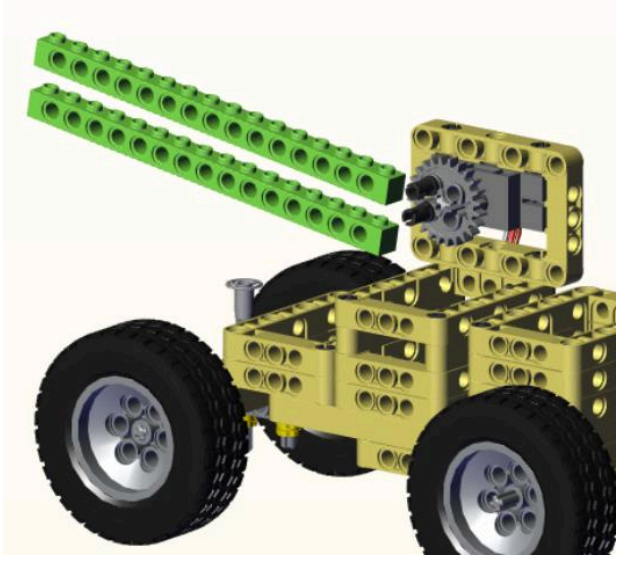
x1

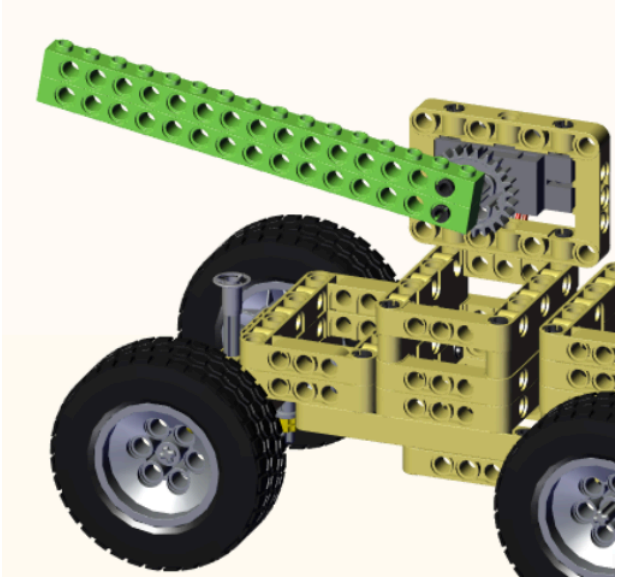




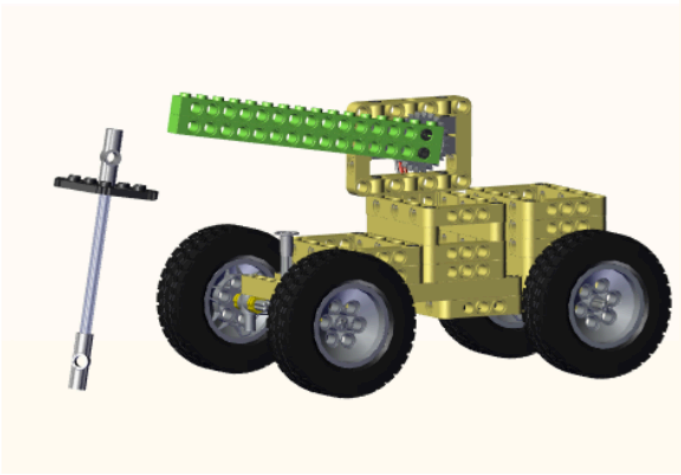


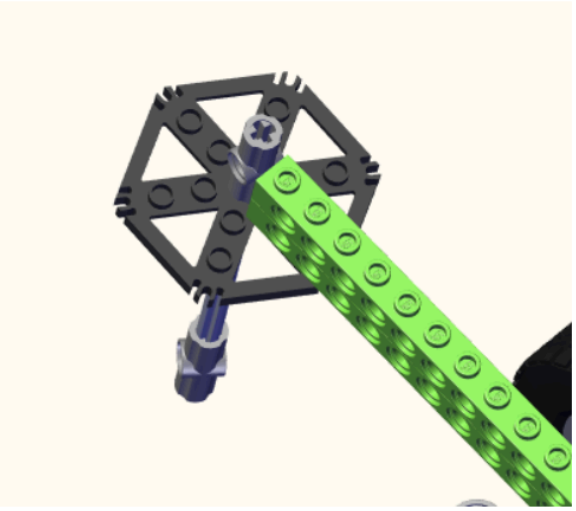
x2





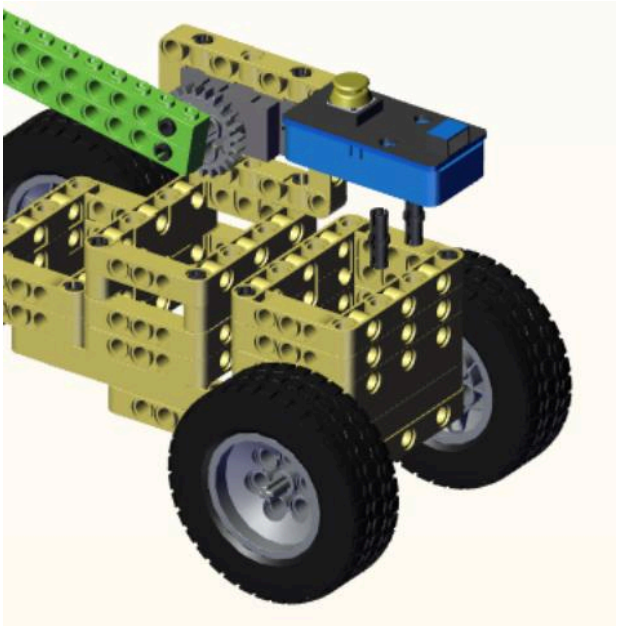
x1 (8 cm)

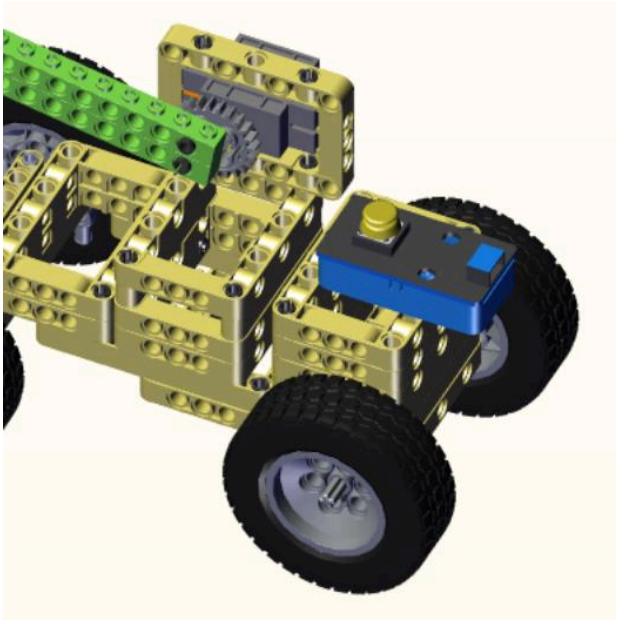


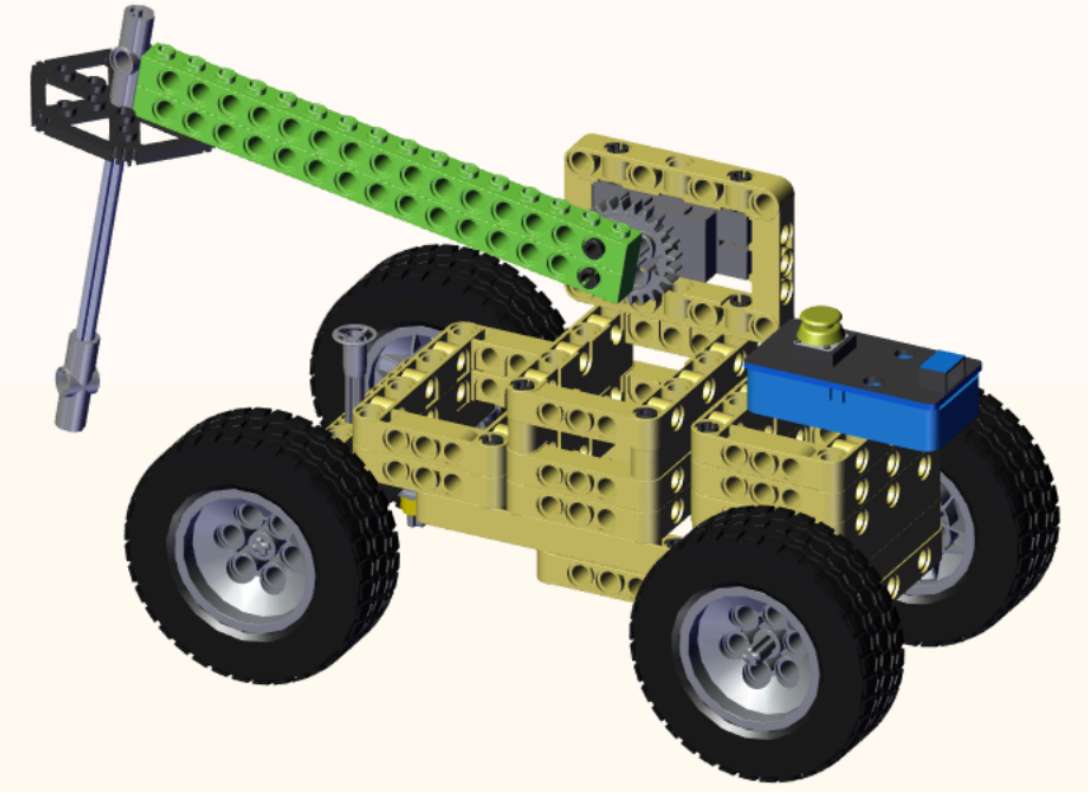


x4

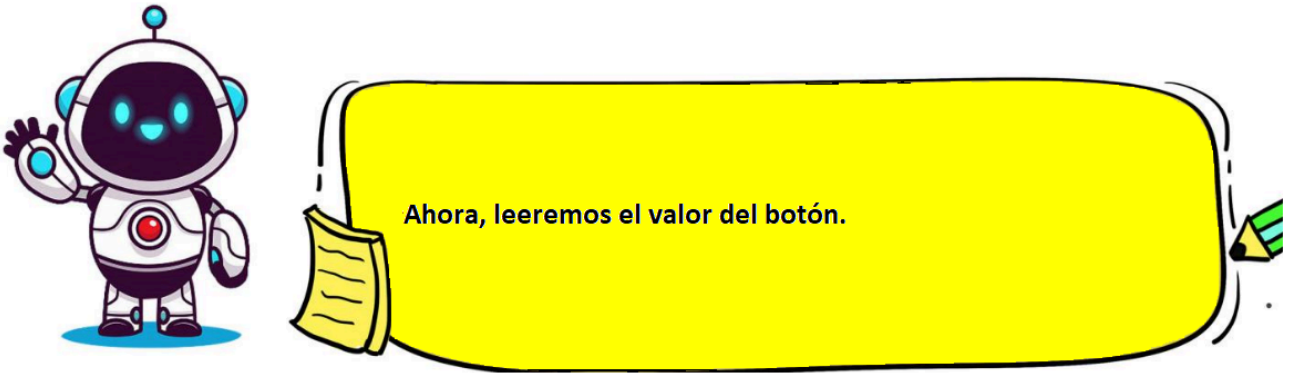
x1







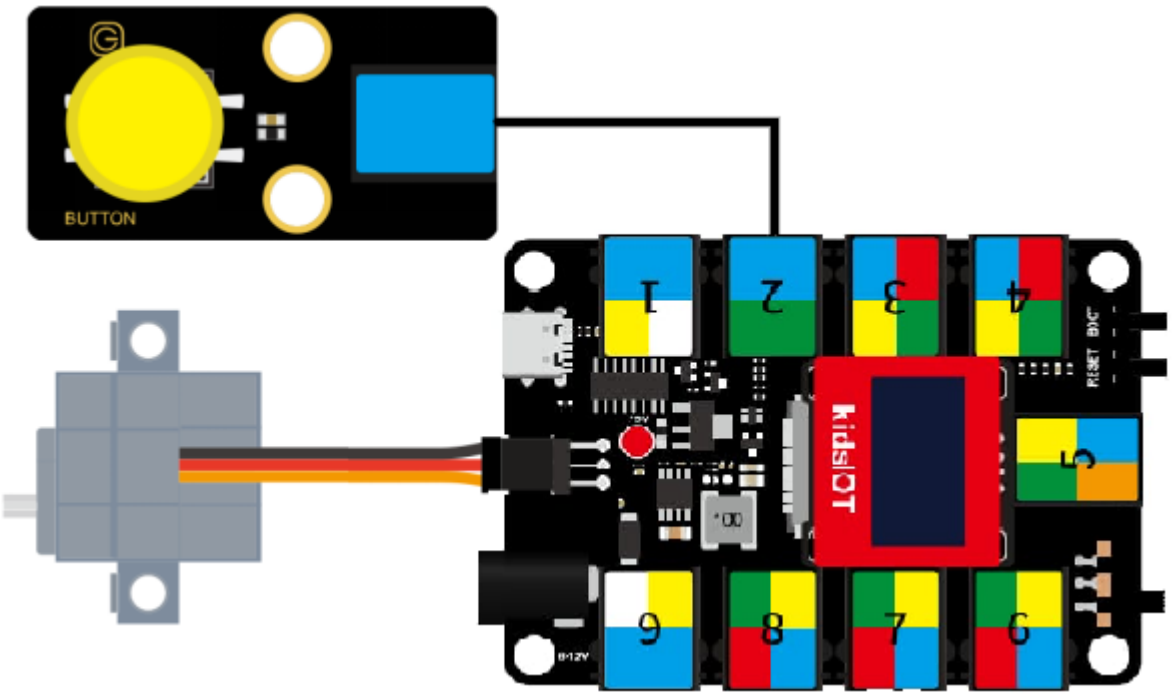
Lea el valor del botón



4. Pasos de programación

Paso 1: Diagrama de cableado

Conecte la placa base kidsIOT y la computadora mediante un cable USB, y conecte el módulo de botones a la interfaz No.2 y el servo de 270° a las interfaces G, V y IO33 de la placa base. El cable marrón está conectado a G, el cable rojo está conectado a V y el cable naranja está conectado a IO33.



Paso 2: Realiza y comprueba tu programa.