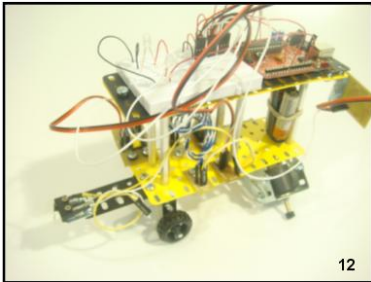


Follow the Manual Robot Trix 2.0, which is only a demonstration of the possibilities that can be used with components MODELIX working seamlessly with our board Modelixino 2.6.



This manual contains information necessary for it to develop through this kit basic knowledge of electro

With the components included in this kit is the possibility of mounting a metal frame that serves as supp

Composition for producing this robot.

1 - Plate Modelixino 2.6 with breadboard connected;

2 - Engines Working;

1 - Rele Modelixino;

2 - Circuit INT;

1 - Digital circuit Modelixino;

1 - Light Sensor Modelixino;

1 - Sensor touch;

1 - Pair of LEDs;

1 - Box to support 2 batteries;

3 - Cable 3-pin female;

1 - Cable for connection of electronic components;

1 - Structure containing metal and plastic parts to assemble the Robot Trix 2.0.

Mode of Operation.

This project has a very simple operation, because it performs the movement when your light sensor is triggered.

Below Sketch used for programming our robot, note that it is a very simple programming, and there are more complex ones.

Sample Sketch for Robot Programming Trix 2.0

* /

* This basic example, drives the engines of the robot when the sensor is triggered.

* The LEDs mounted on the breadboard remain blinking during movement

* When the touch sensor detects an object it turns off the engine and causes

* These LEDs remain on.

* /

```
reled int = 8; // relay connected to digital pin 8
```

```
LDRD int = 4;
```

```
vald int = 0;
```

```
int led = 13;
```

```
Stoque int = 6;
```

```
int vals = 0;
```

```
void setup () ( // Run once, when the sketch starts.
```

```
pinMode (reled, OUTPUT) // Sets the digital pin as output.
```

```
pinMode (led, OUTPUT);
```

```
pinMode (Stoque, INPUT);
```

```
)
```

```
void loop () (
```

```
vald = analogRead (LDRD) // reads the value of the sensor.
```

```
vals = digitalRead (Stoque); // read input value.
```

```
if (val> 1000) (// declaring the first condition for change.
```

```
digitalWrite (reled, HIGH) // set lede high (on).
```

```
)
```

```
if (vals == HIGH) (
```

```
digitalWrite (LED, HIGH);
```

```
digitalWrite (reled, LOW);
```

)

else (

digitalWrite (LED, HIGH);

delay (30);

digitalWrite (LED, LOW);

delay (80);)

)

