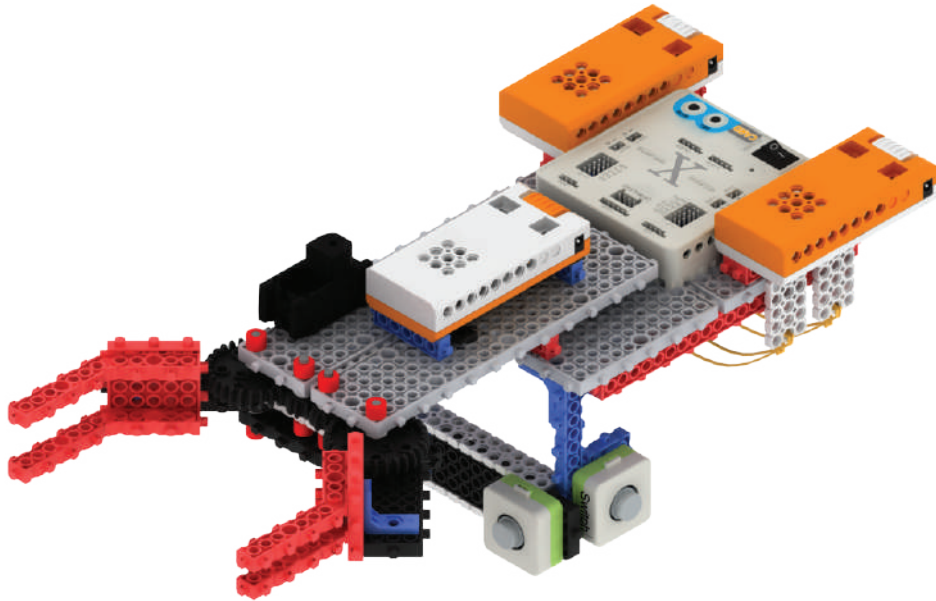
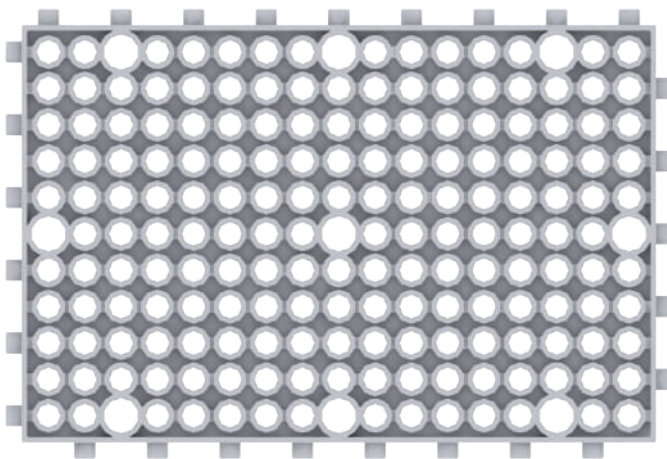




27 Brazo robótico



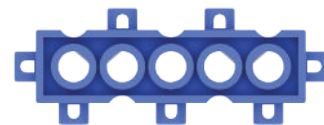
Piezas



Bloque 11x17 (2)



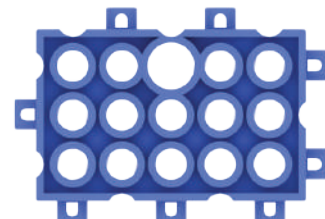
Bloque N 3x5 (2)



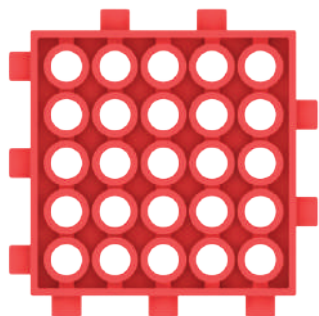
Bloque 1x5 (3)



Bloque N 2x13 (2)



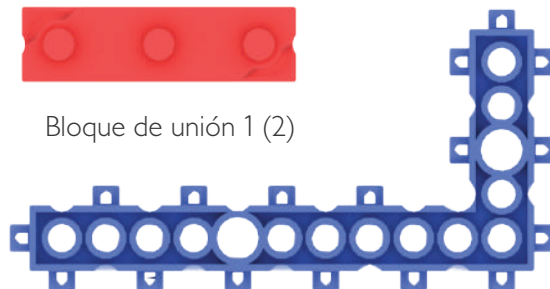
Bloque 3x5 (3)



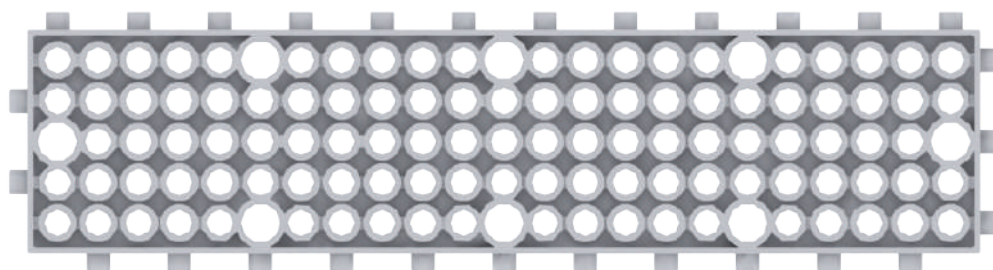
Bloque 5x5 (2)



Bloque de unión 1 (2)



Bloque 90 ° (2)



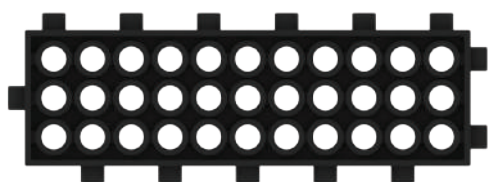
Bloque 5x23 (2)



Bloque 1x11 (1)



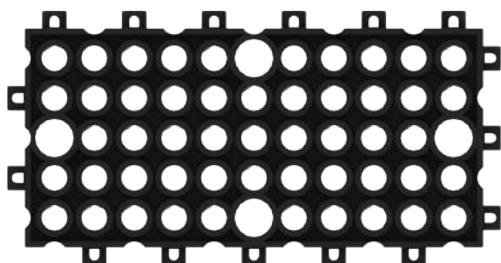
Bloque de unión 2 (1)



Bloque 3x11 (3)



Bloque 135 ° (4)



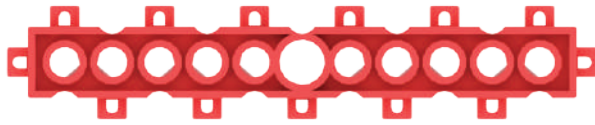
Bloque 5x11 (1)



Adaptador L (4)



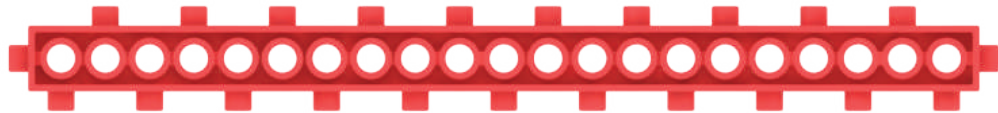
Goma (2)



Bloque 1x11 (5)



Sensor pulsador (2)



Bloque 1x21 (2)



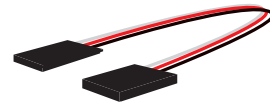
Engranaje L (2)



Engranaje M (1)



Engranaje S (2)



Alargador de cable (2)



S-shaft

Eje S (2)



Goma de eje roja (8)



Arandela (9)



M-shaft

Eje M (2)



Conector de eje (2)



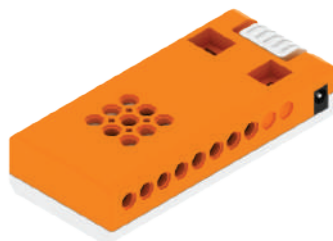
Cable de conexión (3)



Placa base MRT-Card (1)



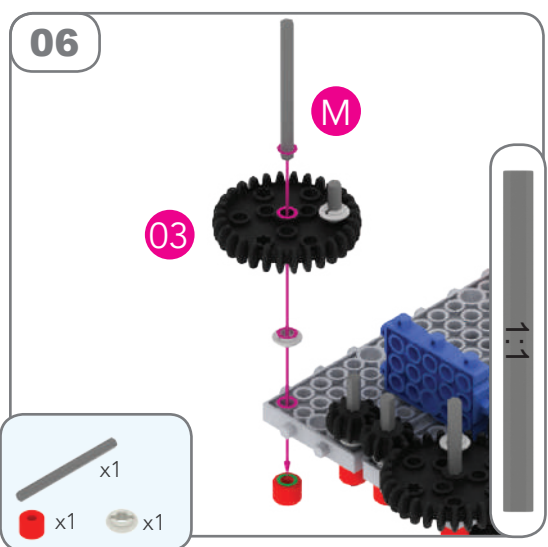
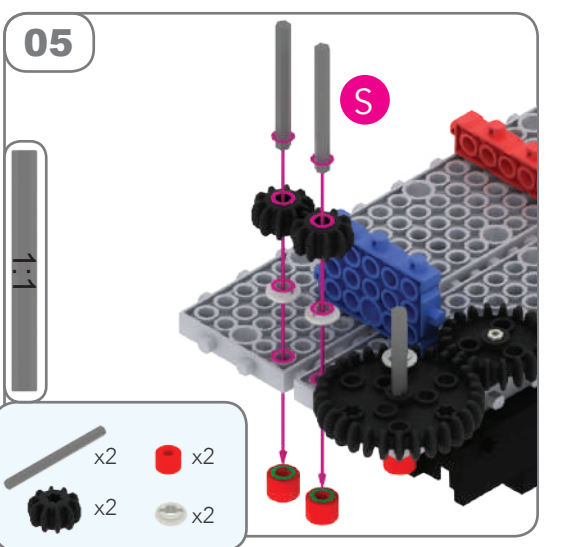
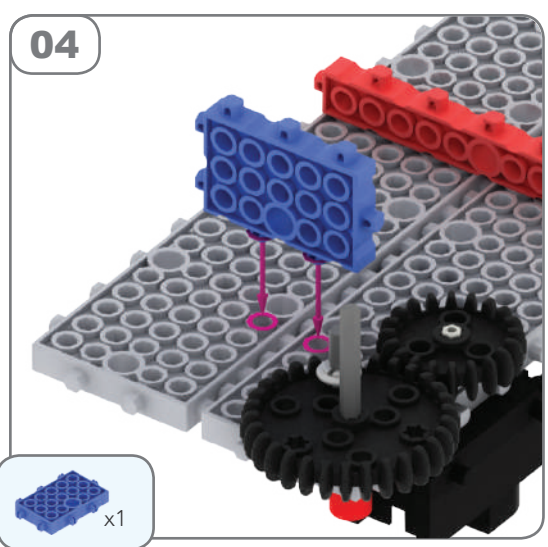
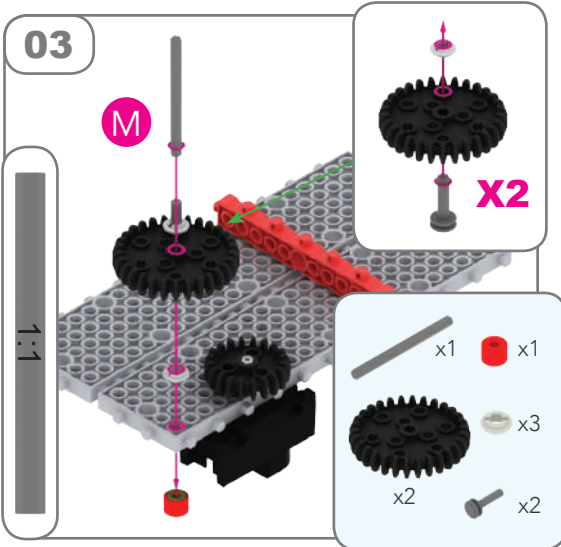
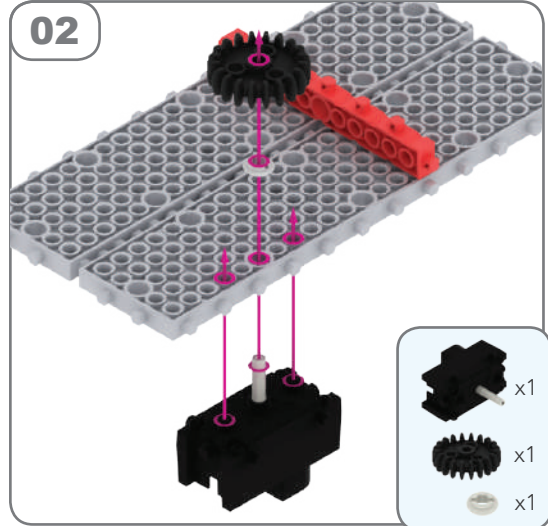
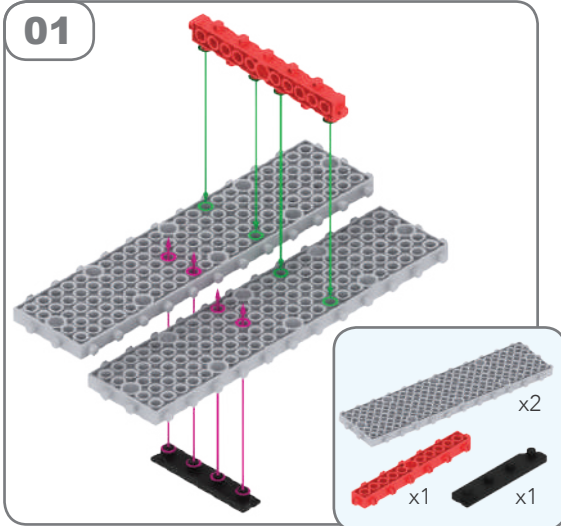
Portapilas o portabaterías 1 (1)



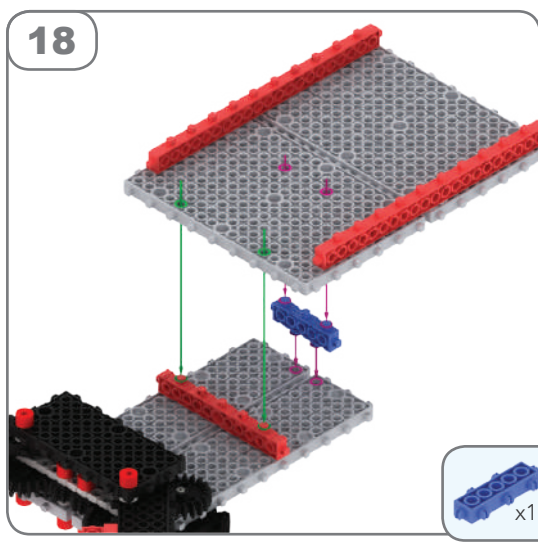
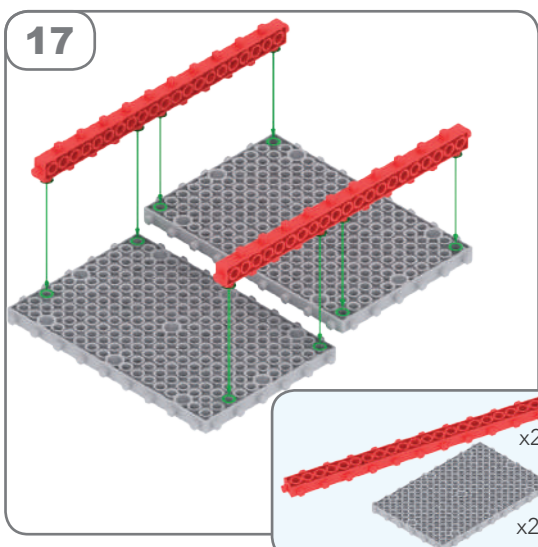
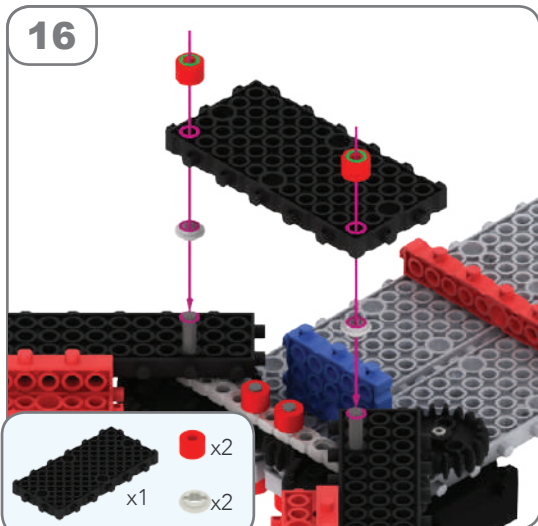
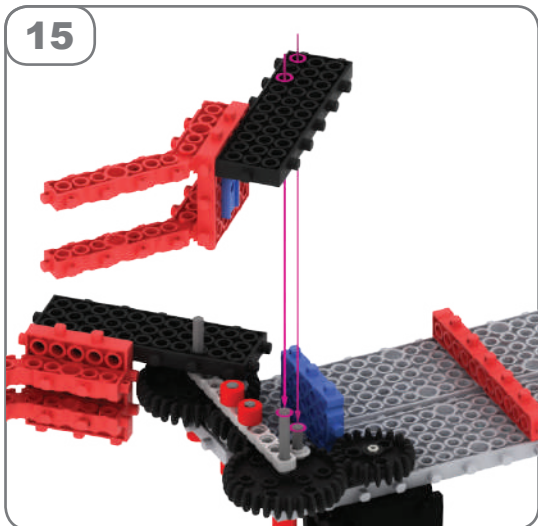
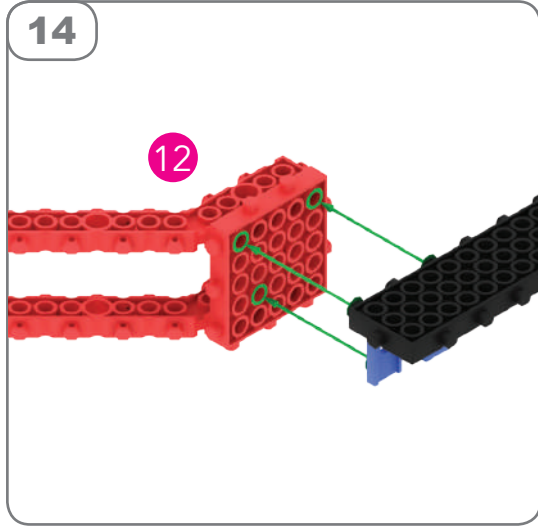
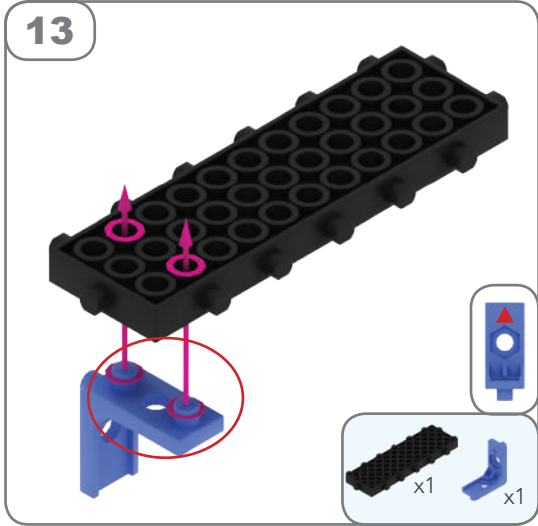
Portapilas o portabaterías 2 (2)



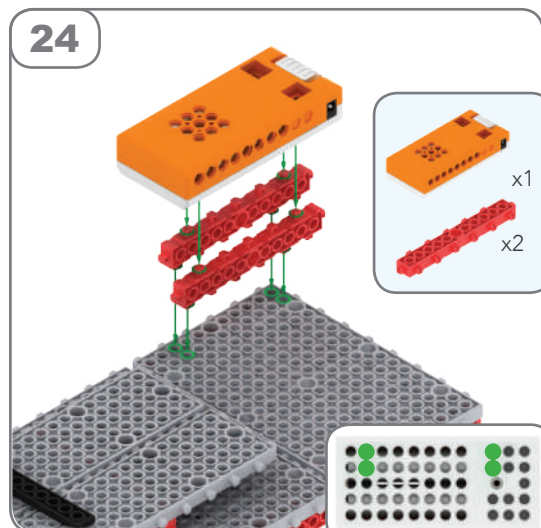
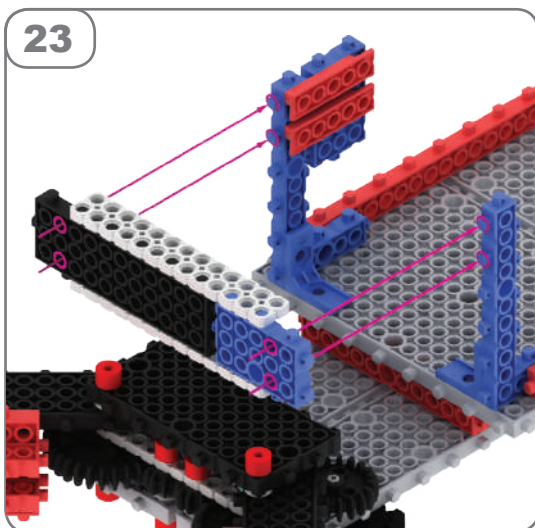
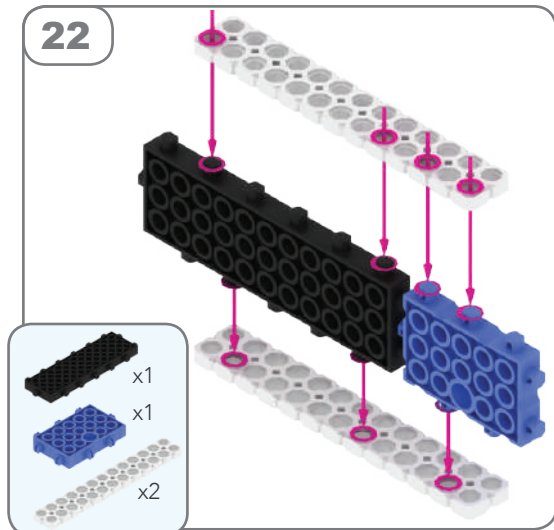
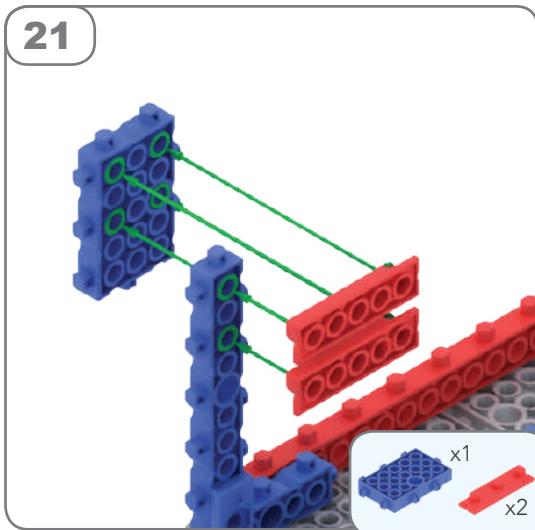
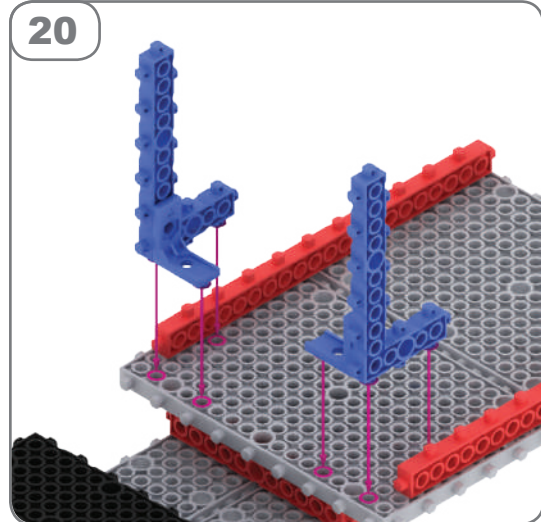
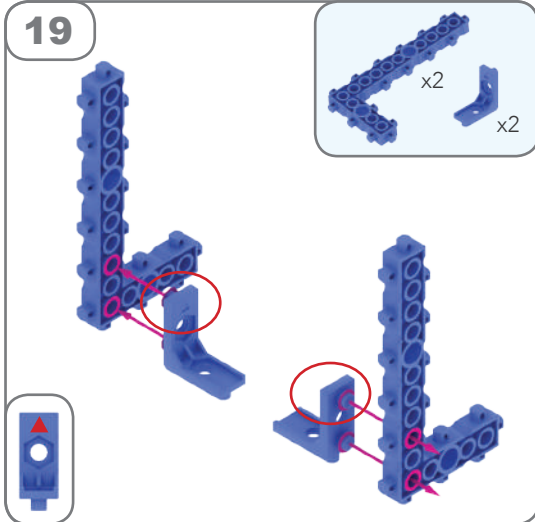
Motor 2 (1)



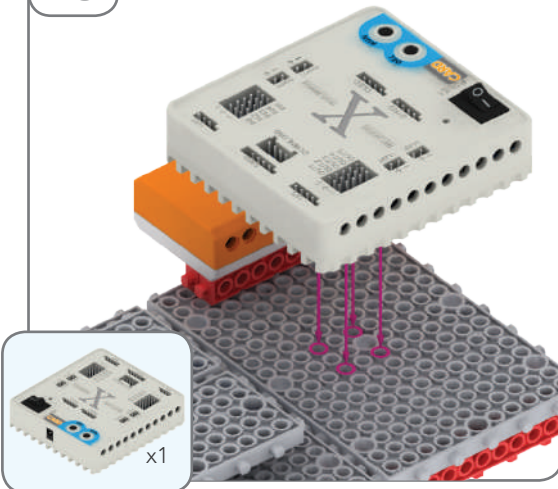
Nota: Este triángulo rojo ▲ señala la posición



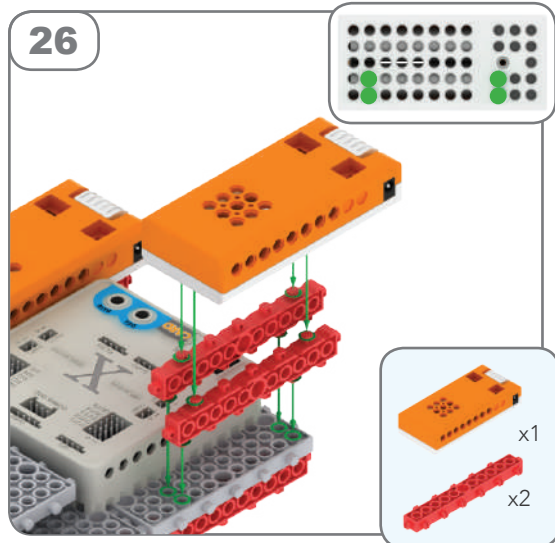
Nota: Este triángulo rojo ▲ señala la posición



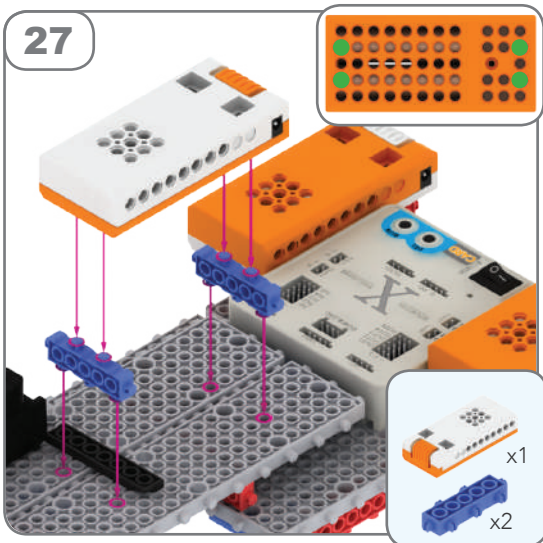
25



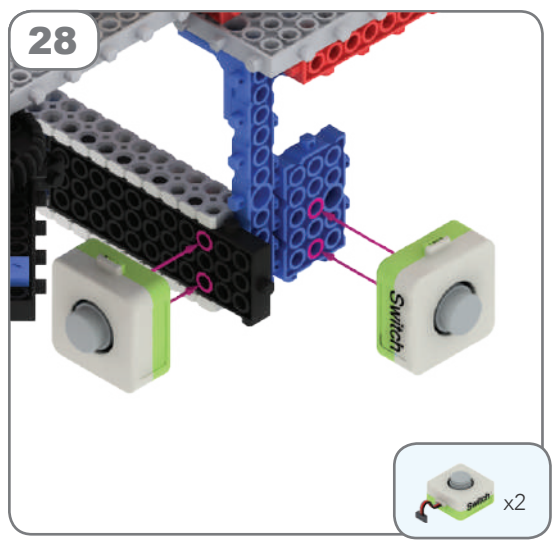
26



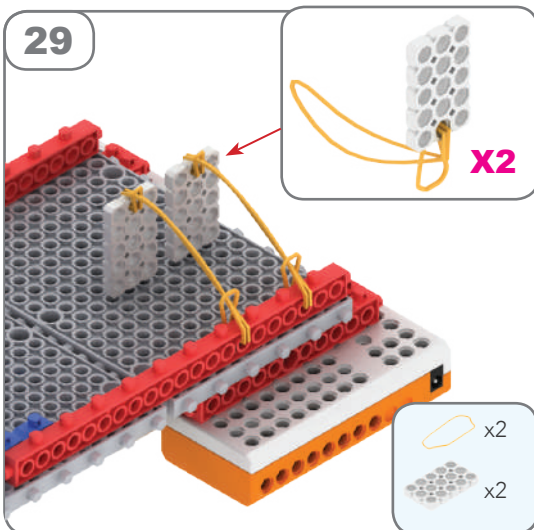
27



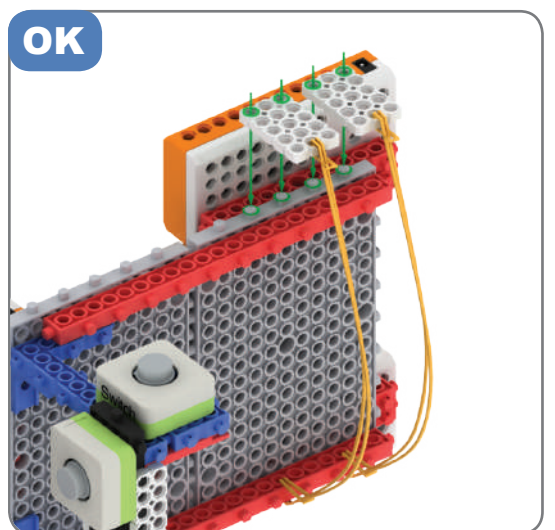
28



29

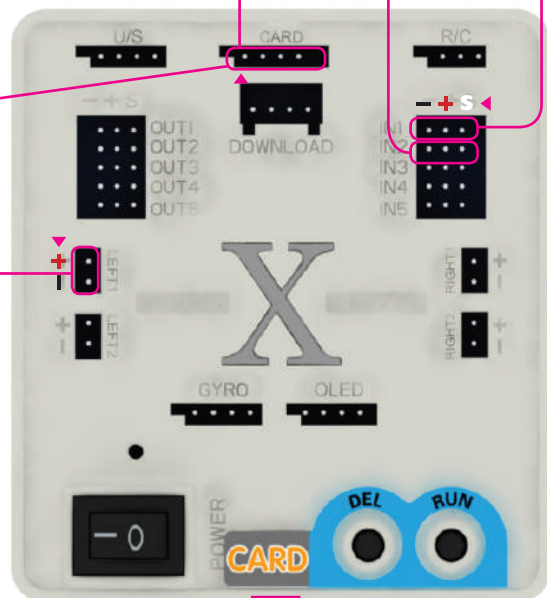
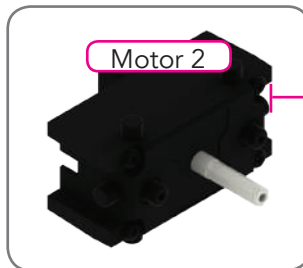
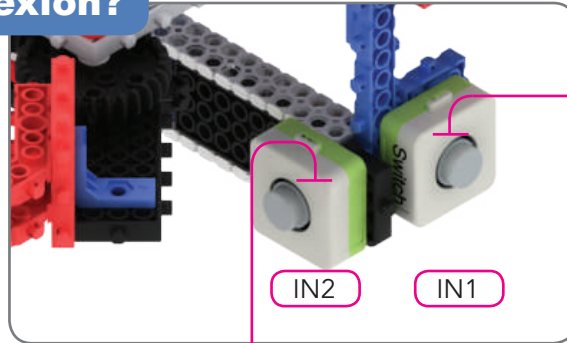


OK



¿Cómo hacer la conexión?

Haz que el ▲ se corresponda con el ▲ del conector del cable del lector de tarjetas



Para una descripción más detallada, consulta la sección «Consejos para un buen montaje» del fascículo.

Practica



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

Consulta la sección «Aprende a programar» del fascículo: en ella encontrarás una explicación más detallada y más ejemplos de programación.