

Code Base

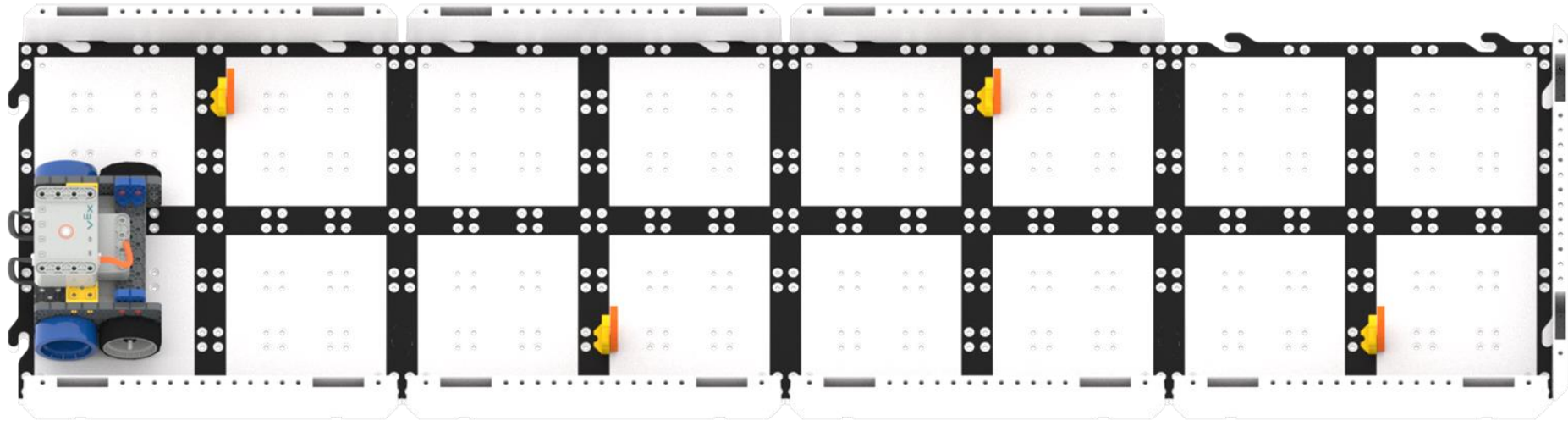
Lab 2

Baue den VEX GO Code Base Roboter



siehe Bauanleitungen: [Code Base](#)

Slalomkurs Aufbau



Code Base - Drivetrain "Fahren und Drehen"

The screenshot shows the VEXcode IDE interface with a GoLang program for a drivetrain. The code is as follows:

```
if (wenn gestartet) {  
  setze die Fahrtrichtung auf 0°  
  setze Fahrtrichtung 0 Grad  
  Setze die Fahrgeschwindigkeit auf 20%  
  setze Fahrgeschwindigkeit auf 20 %  
  Fahre vorwärts und drehe rechts  
  fahre vorwärts 150 mm  
  drehe rechts um 90 Grad  
  Fahre rückwärts und drehe links  
  fahre rückwärts 150 mm  
  drehe links um 90 Grad  
  Fahre vorwärts und drehe rechts  
  fahre vorwärts 150 mm  
  drehe rechts um 90 Grad  
}
```

The 'Code Base' configuration panel on the right shows the following settings:

- Rechter Motor - Port 1
- LED Bumper - Port 2
- Elektromagnet - Port 3
- Linker Motor - Port 4
- Eye - Eye Port

Buttons: LÖSCHEN, ABBRECHEN, FERTIG



Beispiele öffnen



Beispiel: Drivetrain Moves and Turns

The screenshot shows a VEX GO code editor with a sequence of blocks for a drivetrain program. The blocks are as follows:

- wenn gestartet** (when started) block containing:
 - Set the heading of the Drivetrain to zero before beginning
- setze Fahrtrichtung** (set direction) block set to **0 Grad**
- Set the velocity to 20%. The slower velocity makes it easier to see the movement of the Drivetrain
- setze Fahrgeschwindigkeit auf** (set speed) block set to **20 %**
- Drive forward and turn right** block containing:
 - fahre vorwärts** (drive forward) block set to **150 mm**
 - drehe rechts** (turn right) block set to **um 90 Grad**
- Drive forward and turn left** block containing:
 - fahre vorwärts** (drive forward) block set to **150 mm**
 - drehe links** (turn left) block set to **um 90 Grad**
- Drive reverse and turn left** block containing:
 - fahre rückwärts** (drive reverse) block set to **150 mm**
 - drehe links** (turn left) block set to **um 90 Grad**
- Drive forward and turn right** block containing:
 - fahre vorwärts** (drive forward) block set to **150 mm**
 - drehe rechts** (turn right) block set to **um 90 Grad**

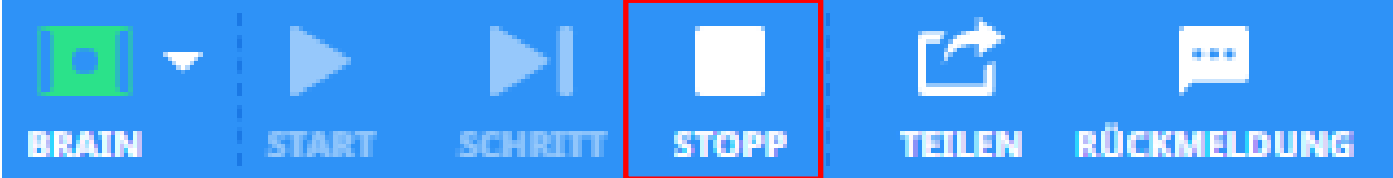
On the right side, there is a yellow information box with the following text:

Project: Drivetrain Moves and Turns

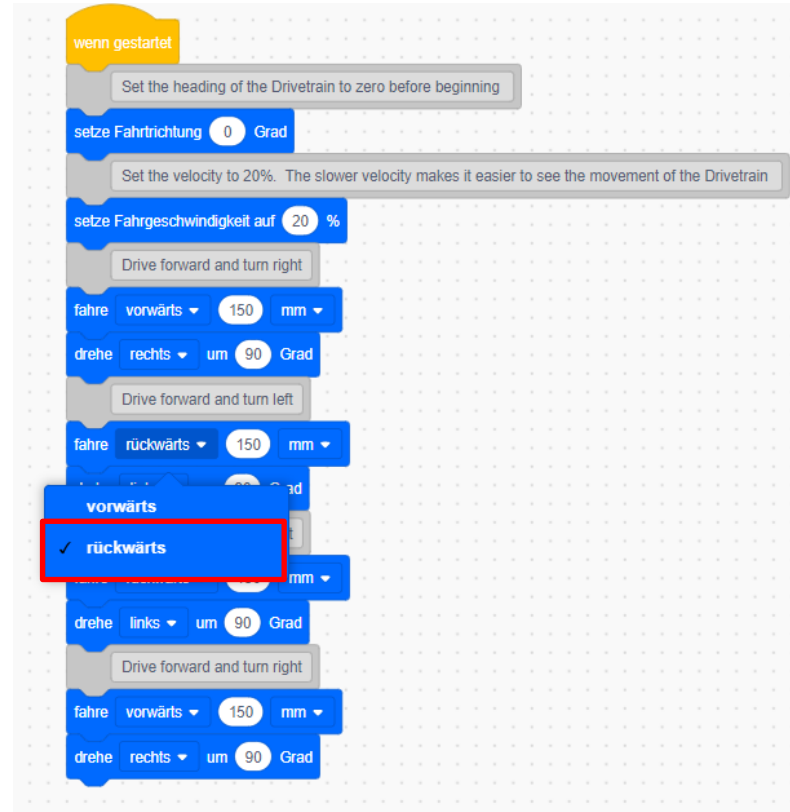
Description: This example project uses the Drivetrain to drive and turn the Code Base robot in different directions. Open the Monitor Console to see the Drivetrain's velocity, heading, and rotation while it moves.

Configuration: Code Base

Project stoppen

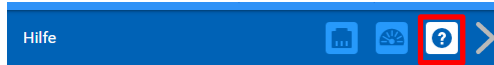


Eingaben ändern



The image shows a Scratch script for a VEX GO robot. The script starts with a 'wenn gestartet' (when green flag clicked) event block. It then contains several blocks: a grey comment block 'Set the heading of the Drivetrain to zero before beginning', a blue 'setze Fahrrichtung' block set to '0 Grad', another grey comment block 'Set the velocity to 20%. The slower velocity makes it easier to see the movement of the Drivetrain', a blue 'setze Fahrgeschwindigkeit auf' block set to '20 %', a grey comment block 'Drive forward and turn right', a blue 'fahre' block set to 'vorwärts', '150 mm', a blue 'drehe' block set to 'rechts', 'um 90 Grad', a grey comment block 'Drive forward and turn left', a blue 'fahre' block set to 'rückwärts', '150 mm', a blue 'drehe' block set to 'rechts', 'um 90 Grad', a blue 'fahre' block set to 'vorwärts', '150 mm', a blue 'drehe' block set to 'links', 'um 90 Grad', a grey comment block 'Drive forward and turn right', a blue 'fahre' block set to 'vorwärts', '150 mm', and finally a blue 'drehe' block set to 'rechts', 'um 90 Grad'. A red box highlights the 'rückwärts' option in the 'fahre' block's direction dropdown menu.

Hife Fenster



Set drive heading

Sets the Drivetrain's Gyro heading value. The Gyro Sensor is built into the VEX GO Brain.

set drive heading to 0 degrees

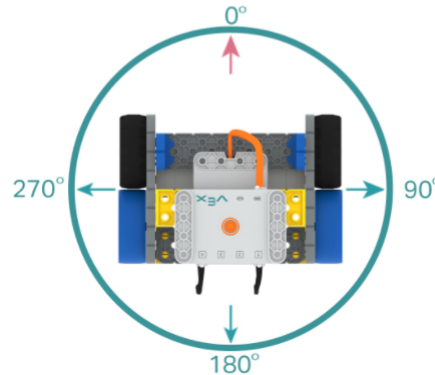
How To Use

The **Set drive heading** block accepts a range of 0 to 359.99 degrees.

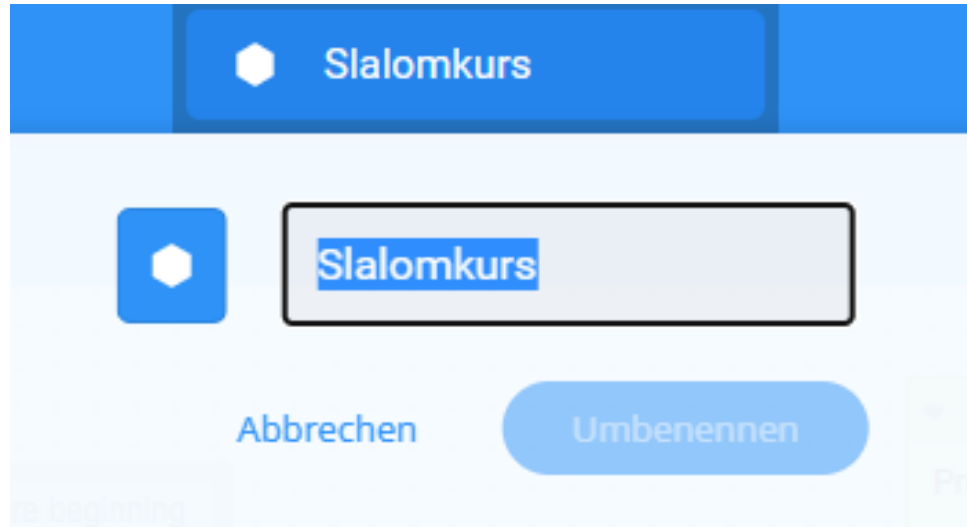
The **Set drive heading** block can accept integers or reporter blocks.

set drive heading to myVariable degrees

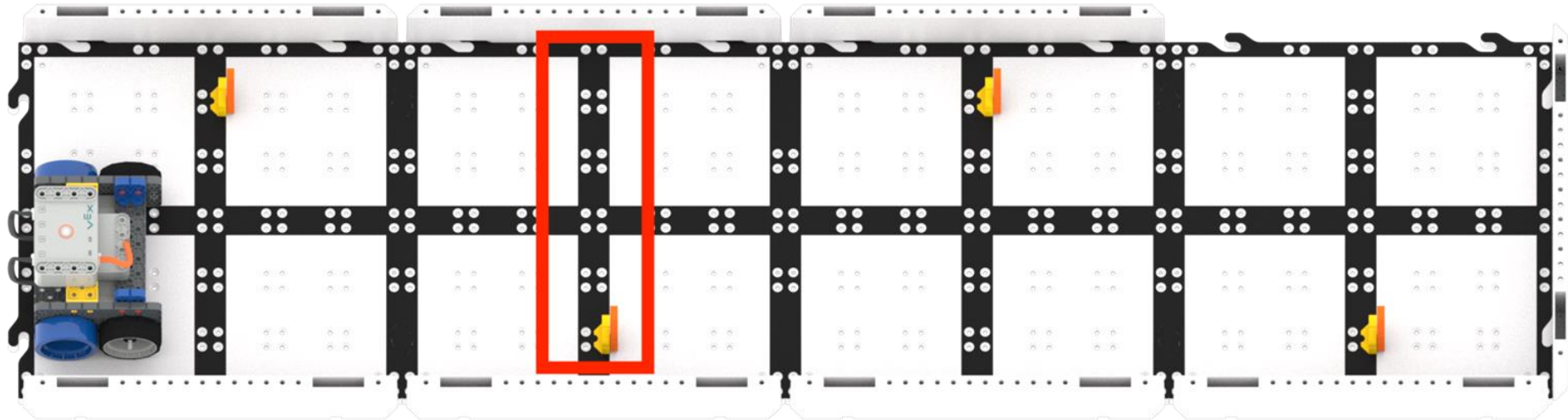
The **Set drive heading** block can be used to set the Drivetrain's position to any given clockwise heading as shown in the image below.



Projekt einen Namen geben



Am zweiten Tor anhalten!



Project stoppen

