

Code Base

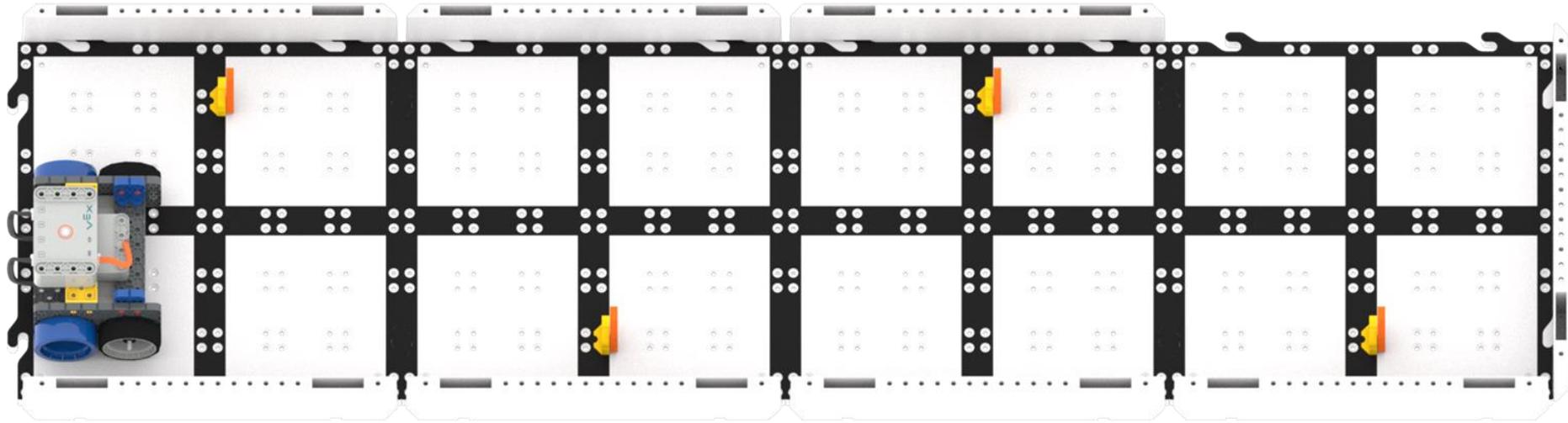
Lab 2

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. The main workspace contains a GoLang script for a drivetrain. The script starts with a 'wenn gestartet' (when started) block, followed by several blocks: 'setze die Fahrtrichtung auf 0°', 'setze die Fahrgeschwindigkeit auf 20%', 'fahre vorwärts und drehe rechts', 'fahre rückwärts und drehe links', and 'fahre vorwärts und drehe rechts'. A 'Code Base' configuration panel is visible on the right, listing the following configuration:

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

The 'Code Base' panel also includes buttons for 'LÖSCHEN', 'ABBRECHEN', and '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.
- Block: Set the heading of the Drivetrain to zero before beginning.
- Block: setze Fahrtrichtung **0** Grad.
- Block: Set the velocity to 20%. The slower velocity makes it easier to see the movement of the Drivetrain.
- Block: setze Fahrgeschwindigkeit auf **20** %.
- Block: Drive forward and turn right.
- Block: fahre vorwärts **150** mm.
- Block: drehe rechts um **90** Grad.
- Block: Drive forward and turn left.
- Block: fahre vorwärts **150** mm.
- Block: drehe links um **90** Grad.
- Block: Drive reverse and turn left.
- Block: fahre rückwärts **150** mm.
- Block: drehe links um **90** Grad.
- Block: Drive forward and turn right.
- Block: fahre vorwärts **150** mm.
- Block: drehe rechts um **90** Grad.

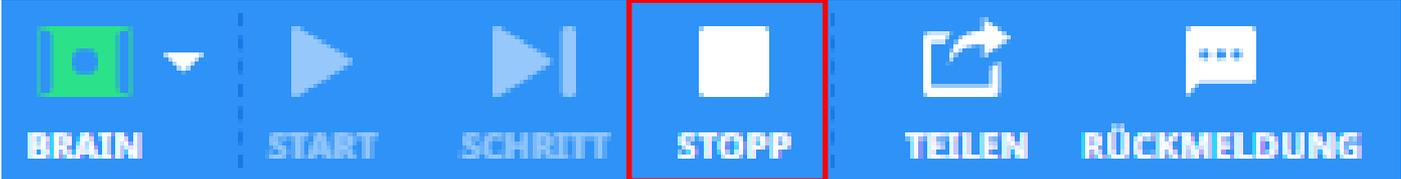
On the right side, there is a yellow information box with the following text:

Project: Drivetrain Moves and Turns

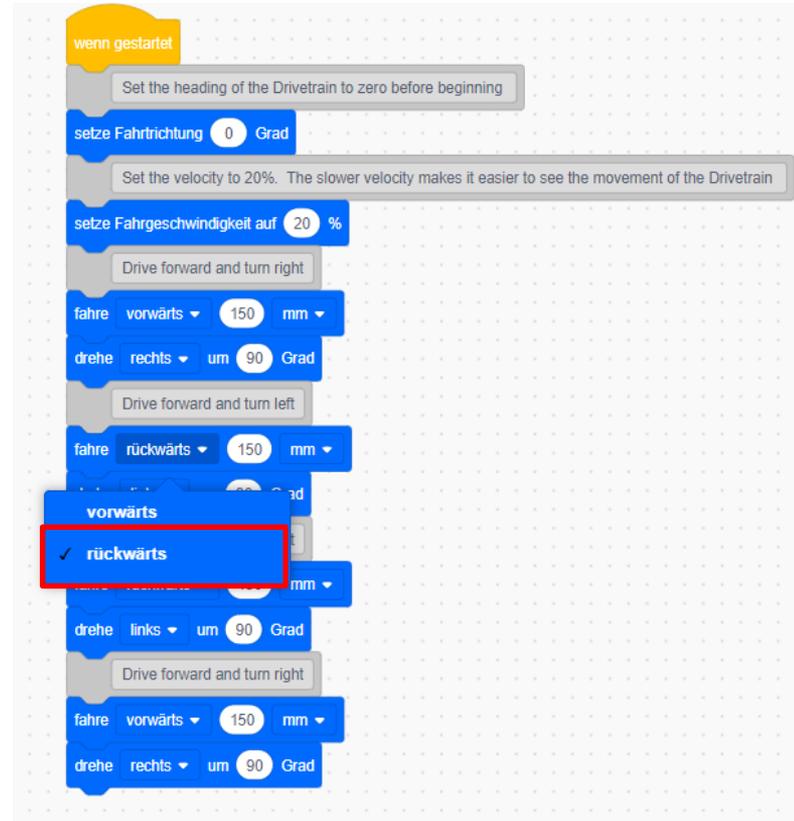
Description: This example project uses the Drivetrain to drive and turn the Code Base robot in different directions. Open the Monitor Console to see the Drivetrain's velocity, heading, and rotation while it moves.

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 '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 'setze Fahrgeschwindigkeit auf' block set to '20 %', a 'Drive forward and turn right' block, a 'fahre' block set to 'vorwärts', '150 mm', and '90 Grad', a 'drehe' block set to 'rechts', 'um', '90 Grad', a 'Drive forward and turn left' block, a 'fahre' block set to 'rückwärts', '150 mm', and '90 Grad', a dropdown menu for the 'fahre' block with 'rückwärts' selected and highlighted by a red box, a 'drehe' block set to 'links', 'um', '90 Grad', a 'Drive forward and turn right' block, a 'fahre' block set to 'vorwärts', '150 mm', and '90 Grad', and finally a 'drehe' block set to 'rechts', 'um', '90 Grad'.

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

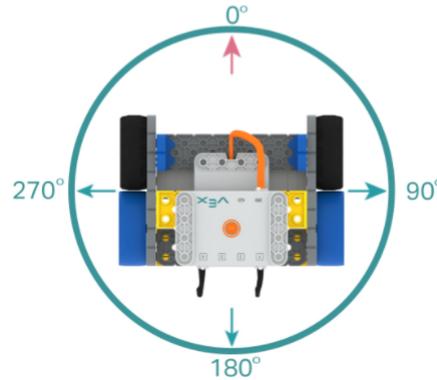
How To Use

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

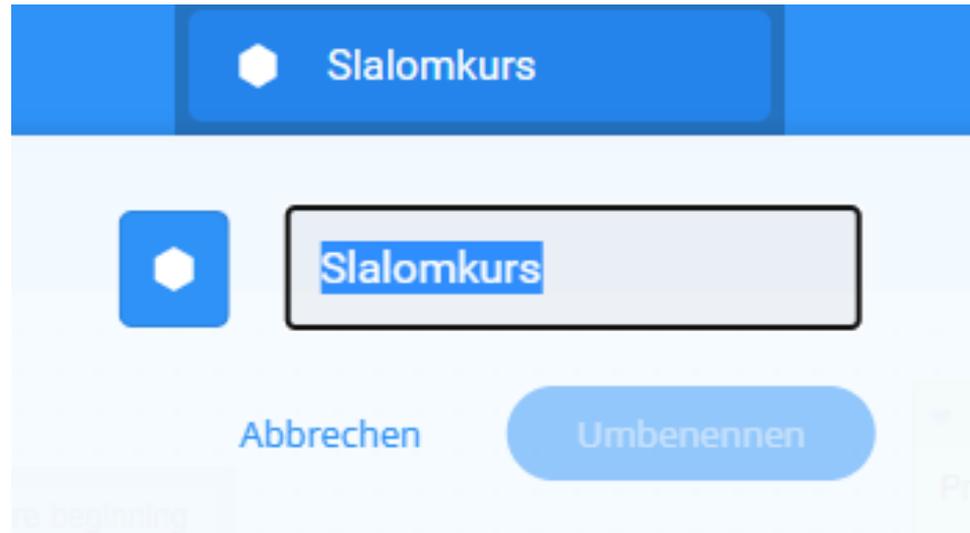
The **Set drive heading** block can accept integers or reporter blocks.

set drive heading to myVariable degrees

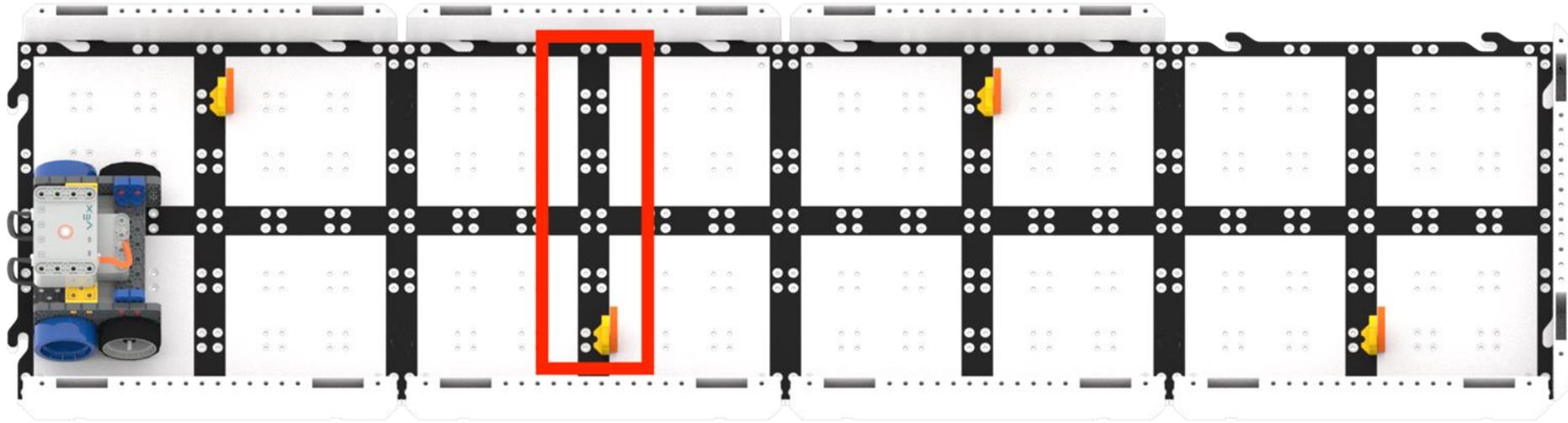
The **Set drive heading** block can be used to set the Drivetrain's position to any given clockwise heading as shown in the image below.



Projekt einen Namen geben



Am zweiten Tor anhalten!



Project stoppen

