

MEX

Kit de pornire pentru
robotică

Ghidul utilizatorului





„Nu visez la succes,
lucrez pentru el!”

Cuprins

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Profită la maximum de trusa ta

Inovează



Depuneți jurământul inovatorului

Depuneți jurământul
inovatorului menționat la
pagina 6 și înțelegeți ce înseamnă acesta
a fi un inovator.



Învăță să folosești manualul/videoclipurile

Urmați instrucțiunile
detaliate din manual și
învățați să construiți
roboți interesanți folosind kitul
dvs.



Construiește, codifică și controlează

Creați inovatoare
proiecte folosind kit-ul dvs. și
controlați roboții folosind
Telecomanda Avishkaar și codul
folosind Avishkaar Maker
Studio.

Distribuie

Câștiga



Alăturați-vă hai sa Avishkaar

Alăturați-vă comunității noastre FB - conectați-vă cu inovatori și obțineți cele mai recente actualizări ale seminariilor web.



Încărcați proiecte Încărcați proiecte în

www.avishkaar.cc și împărtășiți-le cu inovatorii din întreaga lume.



Internațional Concursuri

Participați la competiții săptămânale, lunare și anuale și câștigați în întreaga lume.



Jurământul inovatorului

Depuneți jurământul inovatorului de mai jos pentru a vă angaja pe tot parcursul vieții pentru inovare și rezolvarea problemelor. Distribuți fotografia pe comunitatea FB Let's Avishkaar.

I (write your name)

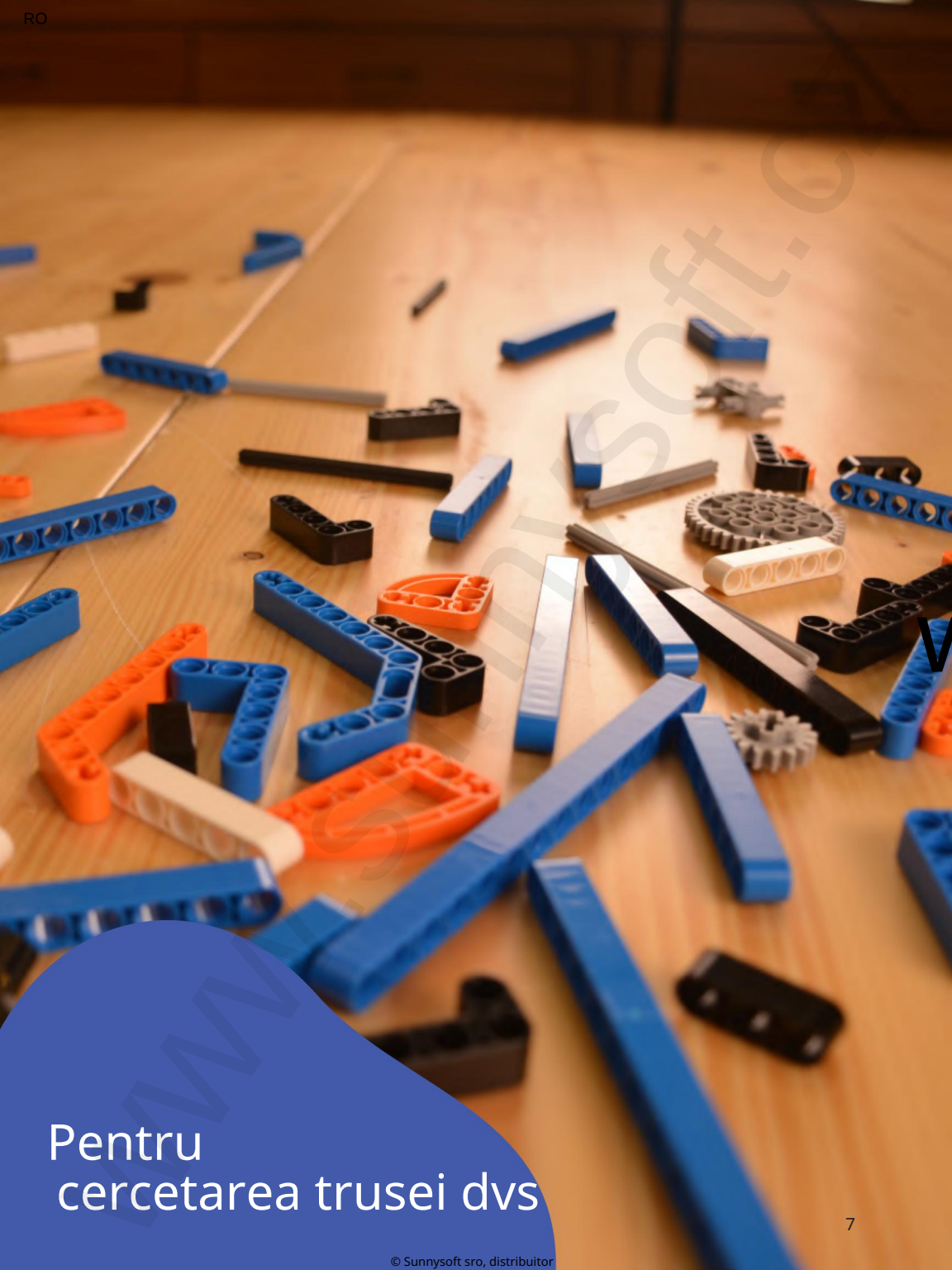
*solemnly swear that, since I am
now on the path of innovation,*

*I will not give up until my
innovation, my project is ready.*

*I will hone my skills and tools
and use them well. Innovation
and I will be inseparable.*

*I will always share my
innovations with other
innovators and learn with them.*

Your Signature



Pentru
cercetarea trusei dvs

Bine ați venit la Aviskaar

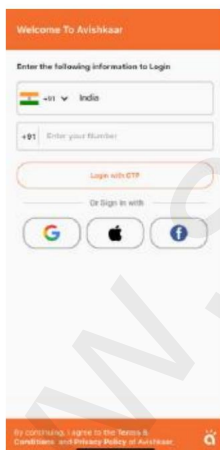
Descărcați aplicația Aviskaar

Descărcați aplicația Avishkaar scanând codurile QR de mai jos:



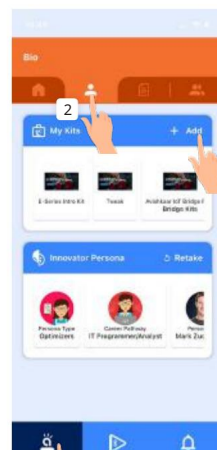
1 Creați un cont

Deschideți aplicația și urmați instrucțiunile de pe ecran pentru a crea un cont.



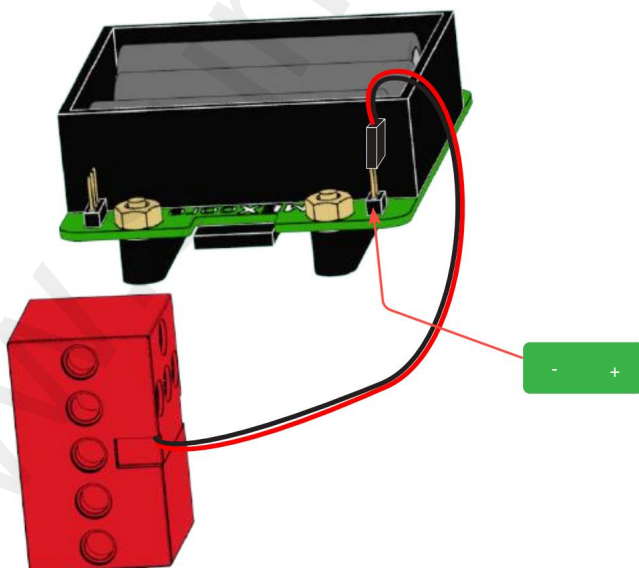
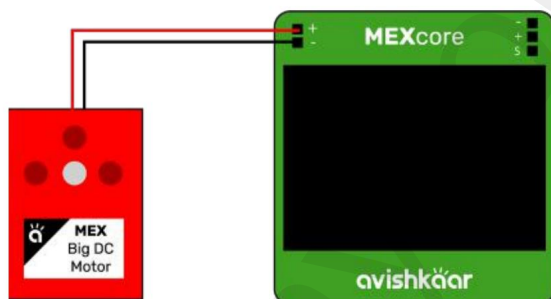
2 Înregistrați-vă trusa

Accesați secțiunea „Profil” din aplicație și faceți clic pe „+ Adăugați altul” în secțiunea „Seturile mele” pentru a vă înregistra setul. Acest pas este important pentru controlul ulterior al robotului.



Product Registration
Sticker

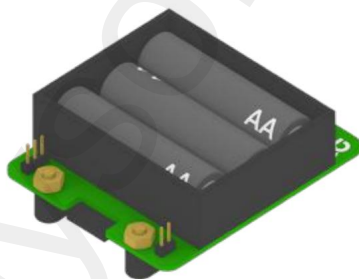
Cum se conectează un motor la MEXcore



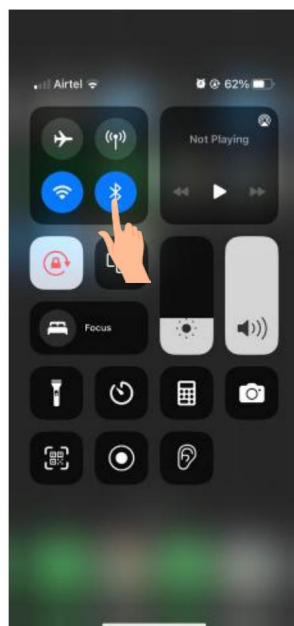
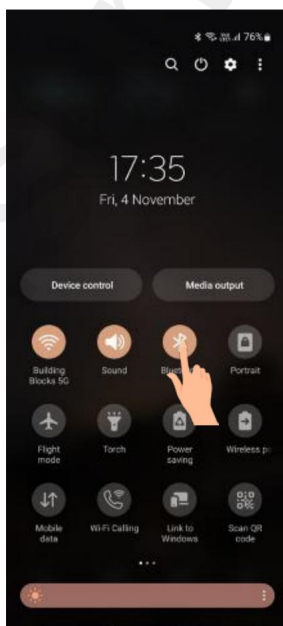
Controlul aplicațiilor

- 1 Introduceți bateriile în MEXcore și porniți -l. Veți observa că MEXcoreLED clipește verde.

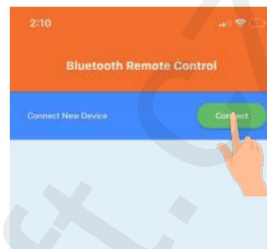
Notă - Folosiți numai baterii alcaline AA. (Orice alt tip poate deteriora nucleul MEX.)



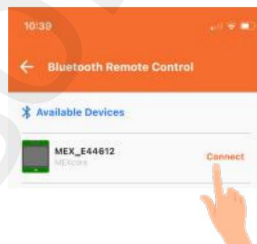
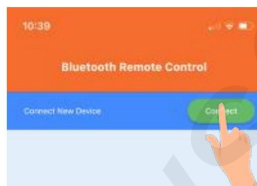
- 2 Activați Bluetooth pe telefon.



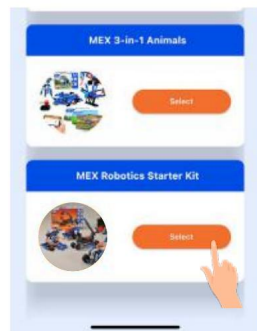
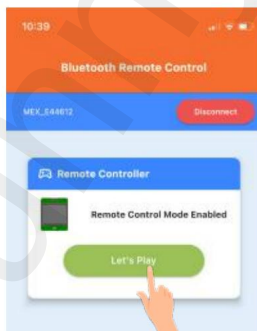
- 3 Deschideți aplicația Avishkaar și faceți clic pe butonul „Play” din secțiunea „Acasă”.



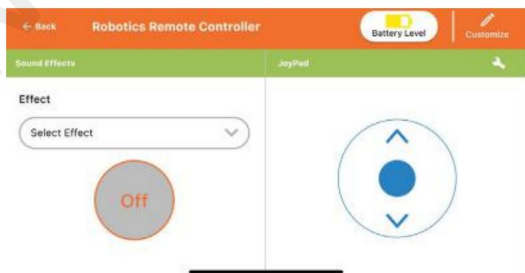
- 4 Faceți clic pe „Conectați”. Aplicația dvs. ar trebui să poată găsi MEXcore dacă este activată. Odată ce aplicația vă recunoaște MEXcor, faceți clic pe „Conectare”.



- 5 Faceți clic pe „Hai să jucăm” și selectați „MEX Robotics Starter Kit” din meniul de selecție a kit-ului.



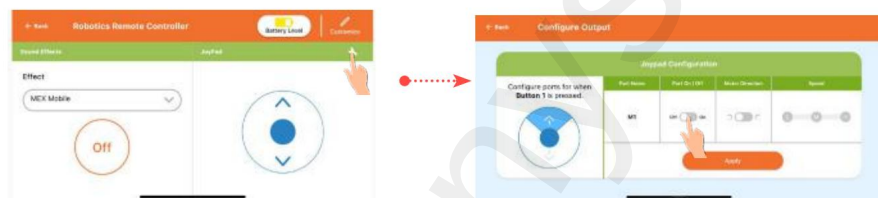
- 6 Se va deschide ecranul telecomenzii, permițându- vă să controlați motorul LED și sunetul Tusker-ului dumneavoastră. A se distra!



Configurați Efecte sonore

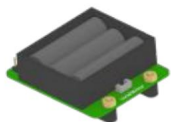


Joystick



Verificarea armurii

Caseta 1 (Electronics)



Avishkaar
MEXCore
x 1



Motor mare
DC MEX
x 1

Caseta 2 (Piese de construcție)

fascicul



fascicul 15H
x 1



fascicul 11H
x2



9H fascicul x 6



3H fascicul x 10

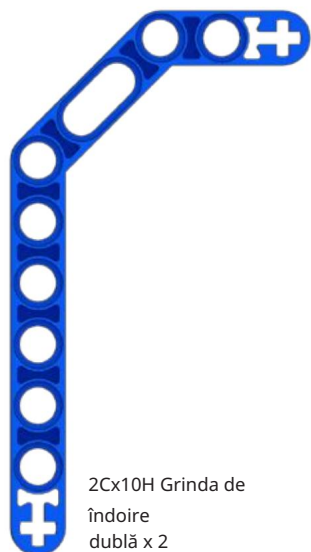


fascicul 7H
x5

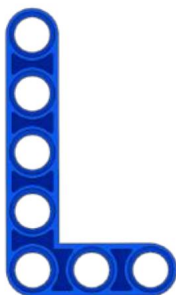


5H fascicul x 4

Notă: „H”
înseamnă găuri. de ex.
Fascicul 15H înseamnă
grindă cu 15 găuri.



2Cx10H Grinda de
îndoire
dublă x 2



7H
grindă în L
x 4



1Cx4H
grindă în L
x 6



5H
grindă în T
x 4



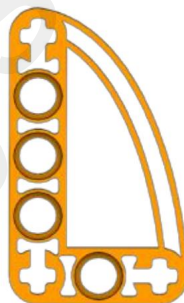
2Cx1H
Grinda subțire
x 2



1Cx1H fascicul x 2



3Cx2H Thin-D x 2



3Cx4H Thin-D x 2

ACEI



Pin lung-
albastru x 12



Pin lung-galben
x2



Pin mediu -negru x 26



Pin mijlociu -negru x 4



Axul central al
axe - albastru x 4

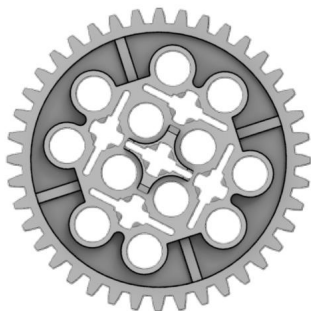


Pin scurt -galben x 2

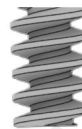
Notă: „C” înseamnă „cruce”.

de ex. „1CX4HL-grinda are o cruce și patru găuri.

TRANSFER



Pinion-40T x 1

Pinion-8T
x 2Cutie de
viteze cu melc - mare
x 1

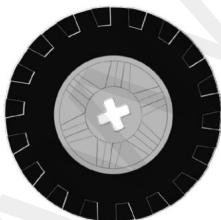
CONECTOR

Pin 3Hx4
Conector
x 2

Umpluturi

Umplere axă - mare
x 14Umplere axului - mic
x 6

ROȚI



bicicleta x 4

11. 10. 9. 8. 7. 6. 5. 4. 3. 2. 1.
Deschidere Deschidere Deschidere Deschidere Deschidere Deschidere Deschidere Deschidere Deschidere Deschidere Deschidere



III fascicul

Remediu



(2)



(1)



IV

(1)



VI

(1)



VI

(2)



VI

(1)



(2)

1:1



3H

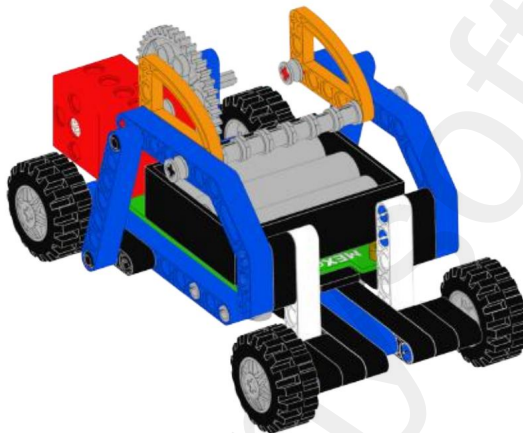
(2)

planul

Notă: „H” în numele osiei înseamnă grindă, înălțimea sa este egală, de exemplu, cu - 5H Axa este egală cu înălțimea grinzii 5H.

Proiect: MEX mobil

Să construim!



Lucruri de care avem nevoie



fascicul 11H
x2



7H
fascicul
x3



fascicul 9H
x2



fascicul 5H
x2



7H
fascicul în L
x2



fascicul 3H
x10



2Cx10H
Dubla
îndoire
fascicul
x2



3Cx4H
Subțire-D
x2



Angrenaj drept
40T x 1



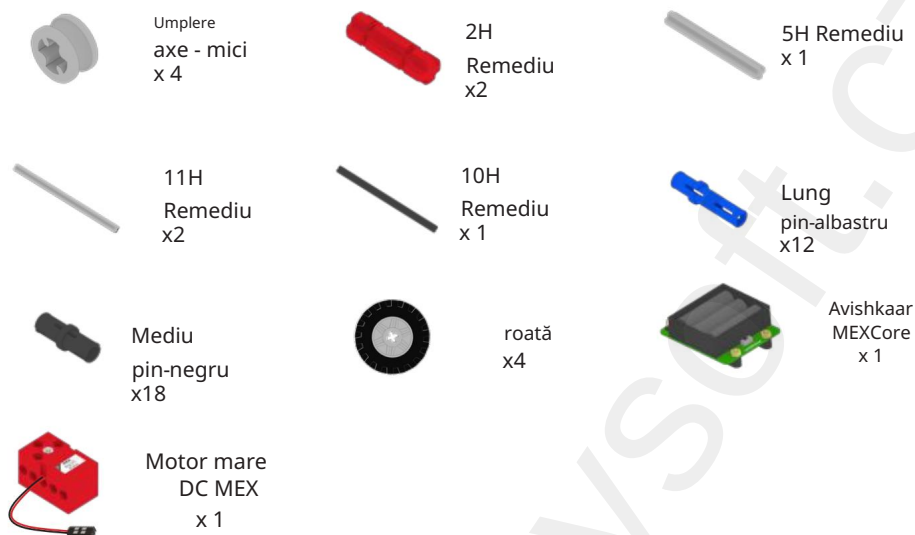
Angrenaj drept
roata-8T
x 1



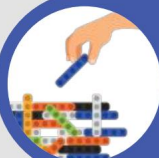
3Hx4Pin
Conector
x2



Umplere
axe-mari
x10



Sfat de asamblare



Știfturile lungi albastre au două fețe diferite!
O parte poate intra în două fascicule în același timp, în
timp ce o parte poate intra doar într-una.
Fiți atenți la ce parte trebuie introdusă în fiecare pas .

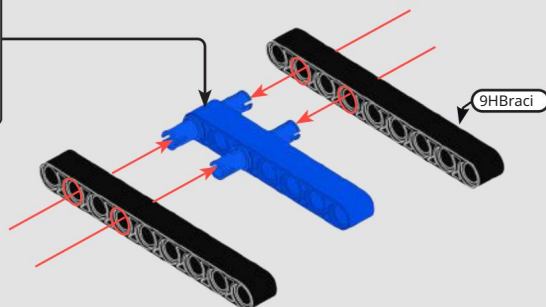
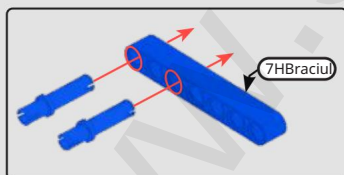


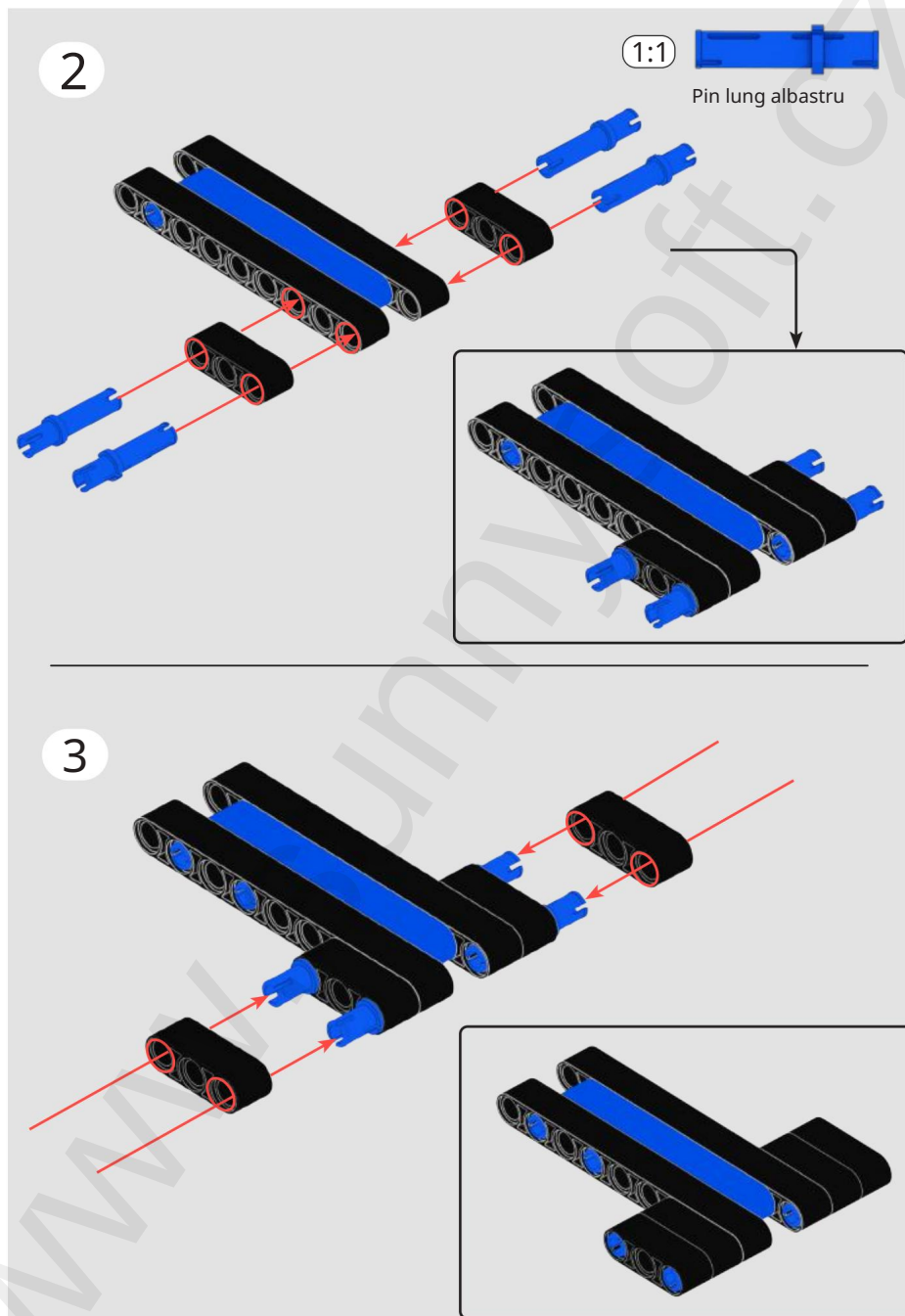
1

1:1

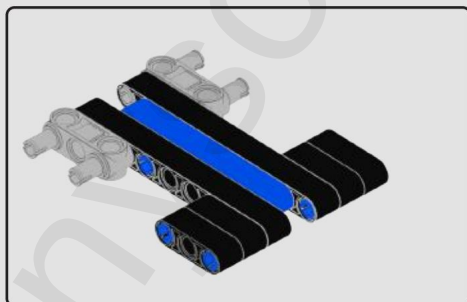
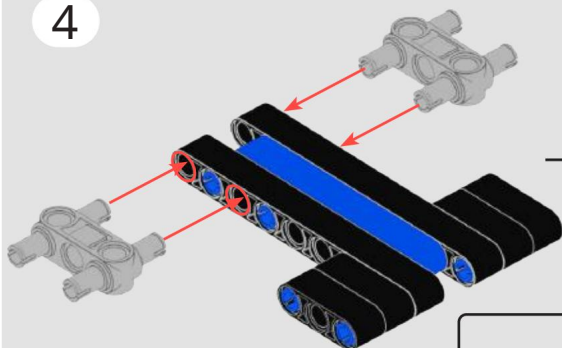


Pin lung-albastru





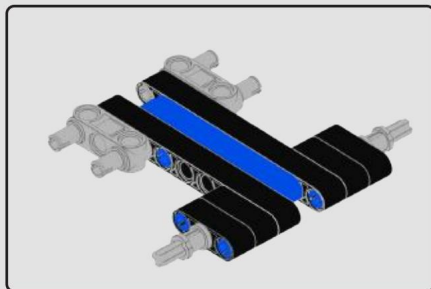
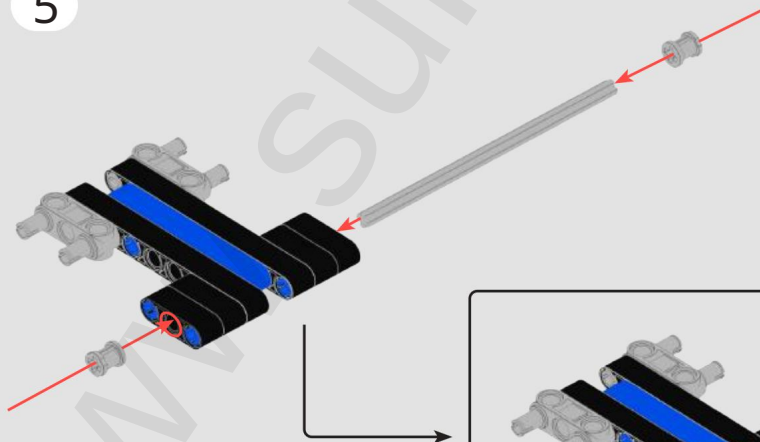
4



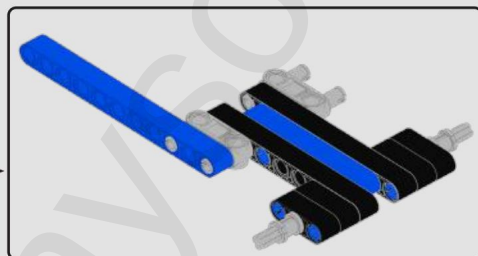
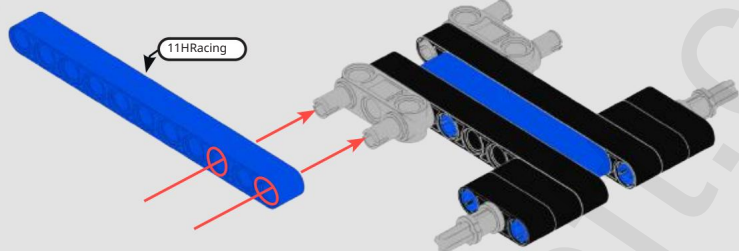
1:1

Axa 11H

5



6



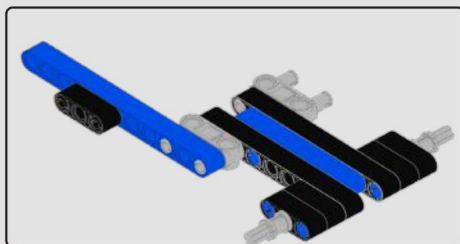
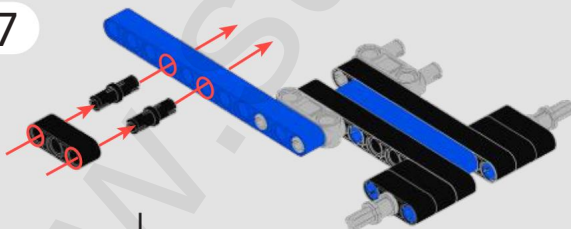
Sfat de asamblare



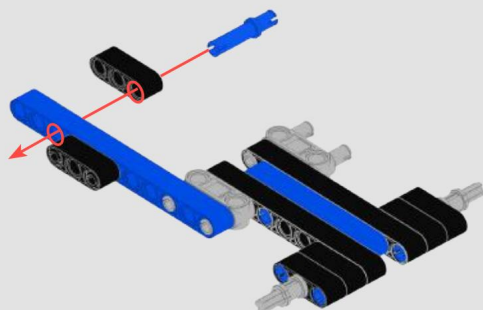
Știfturile negre din mijloc pot fi puțin dificil de introdus!
Dar nu-ți face griji. Împingeți -le și asigurați-vă că conexiunea
este strânsă. Folosește puțină forță. :)



7



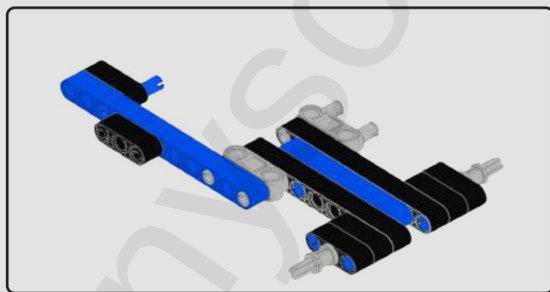
8



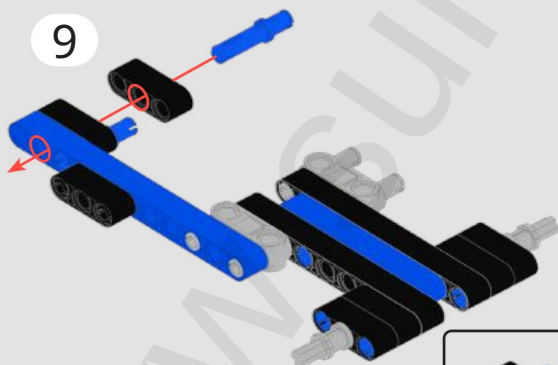
1:1



Pin lung-albastru



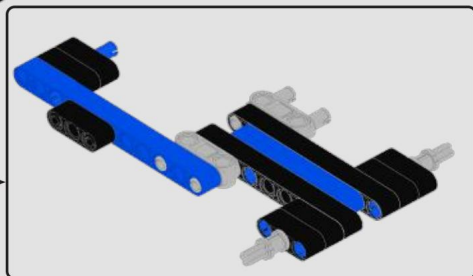
9



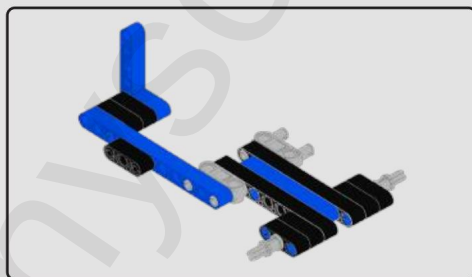
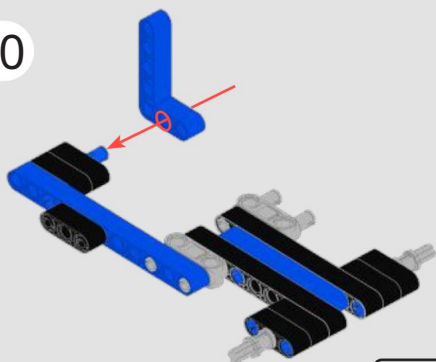
1:1



Pin lung-albastru



10

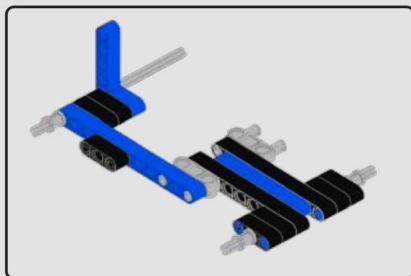
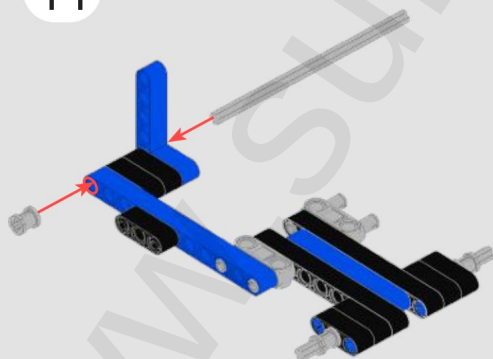


11

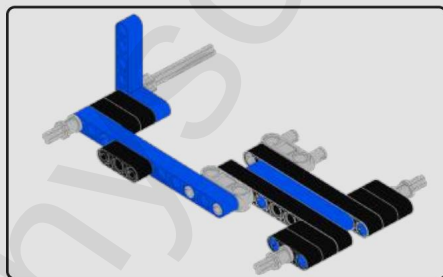
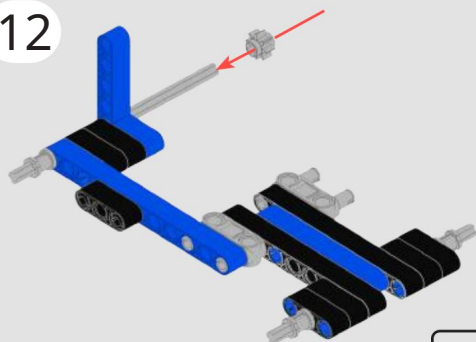
1:1



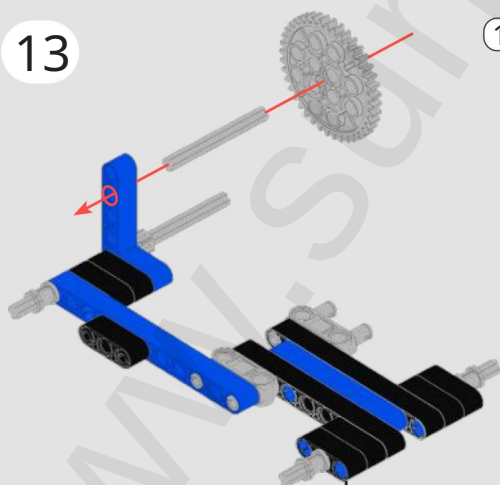
11H Remediou



12



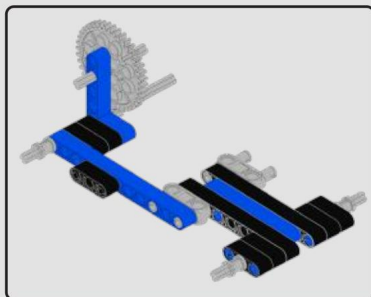
13

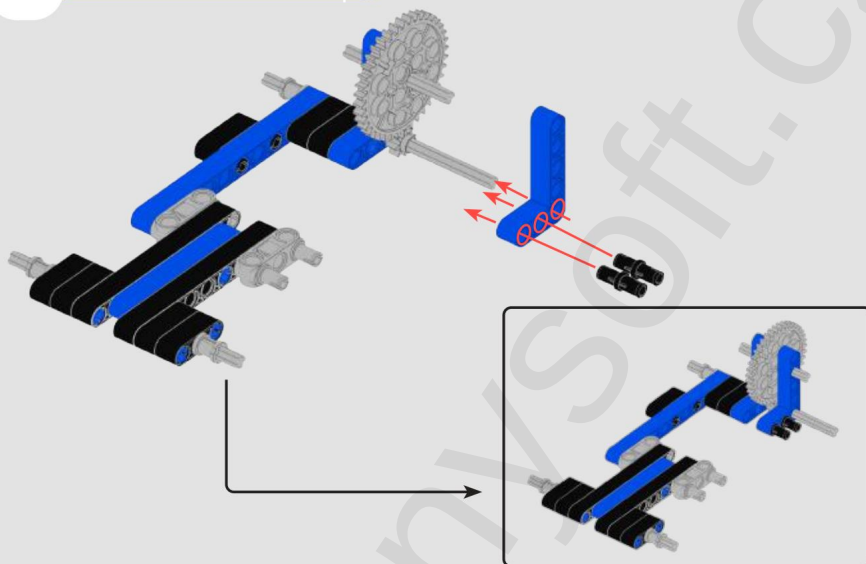


1:1

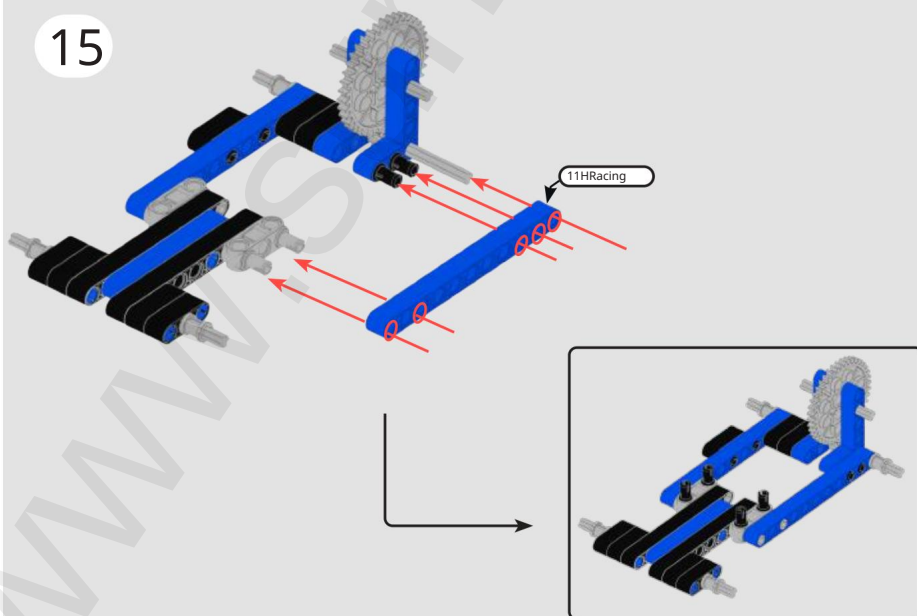


5H Remediu

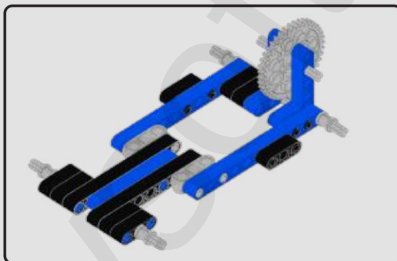
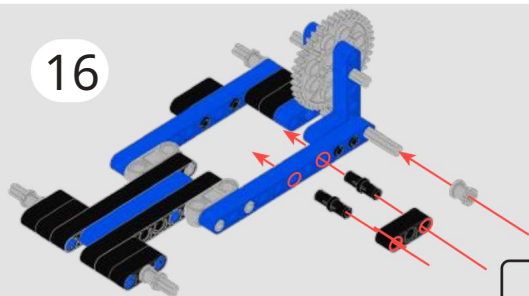


14 dreapta frontală sus dreapta

15



16



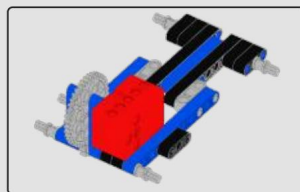
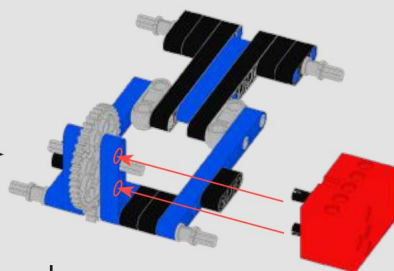
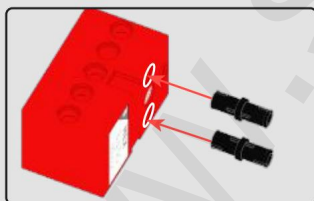
Tastați pentru a asambla

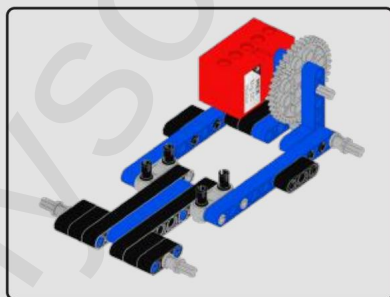
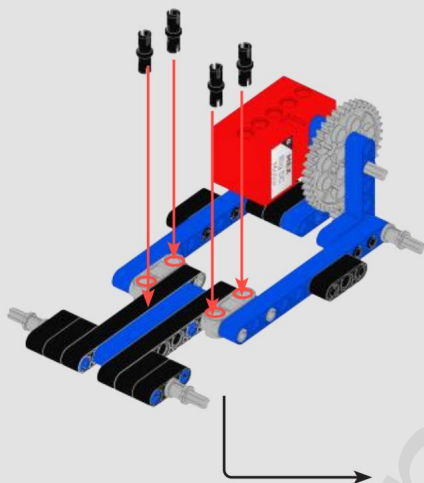


Știfturile medii negre pot fi introduse doar pe o parte a motorului! Știfturile negre pot fi introduse doar pe partea laterală a motorului cu autocolantul alb. Pe de altă parte, cu un marker - pot fi folosiți doar ace mici galbeni.

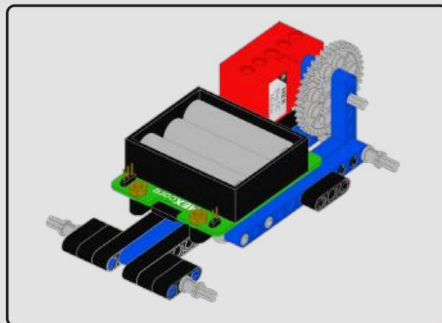
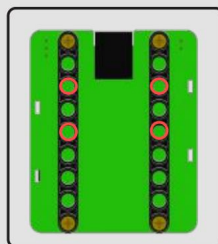
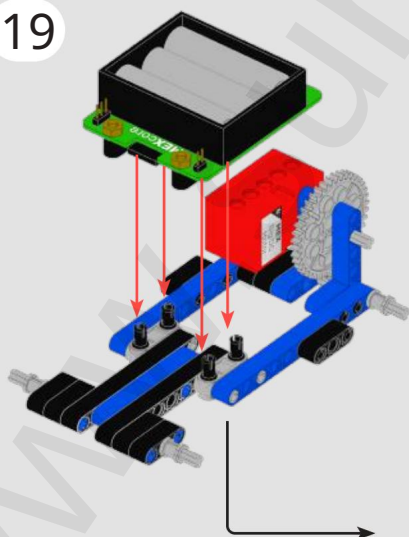


17 Vedere sus stânga spate

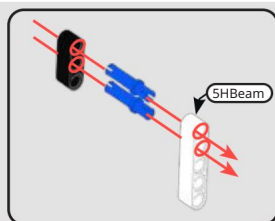


18 dreapta frontală sus dreapta

19



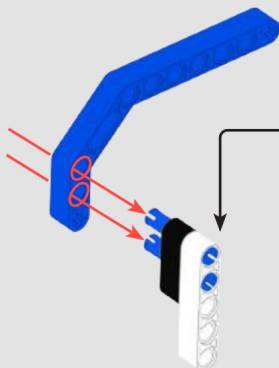
19



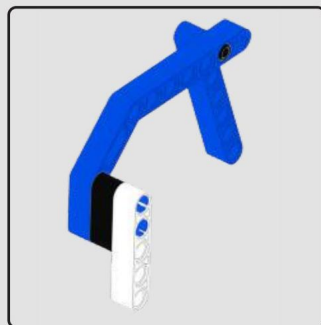
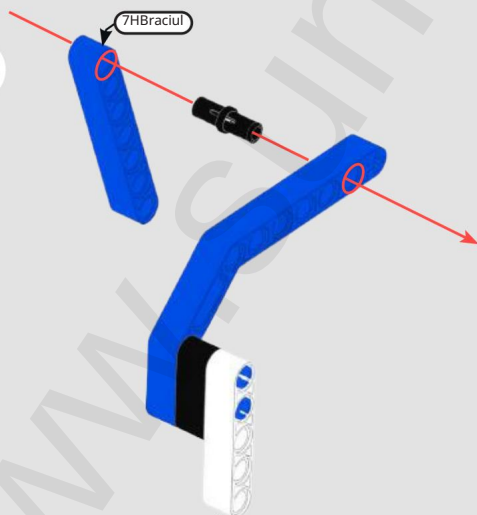
1:1



Pin lung albastru



20

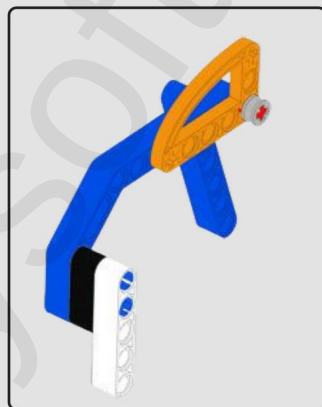
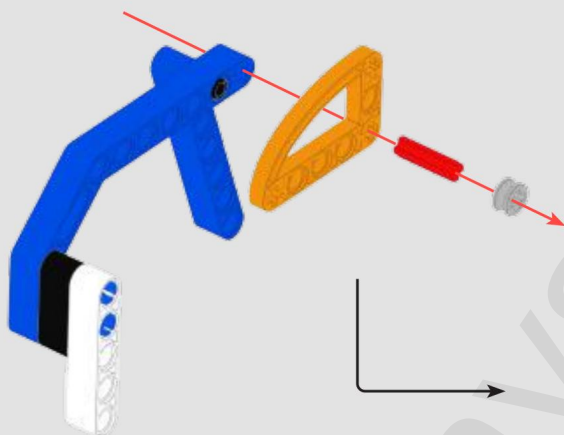


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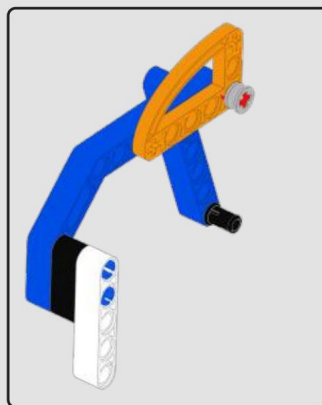
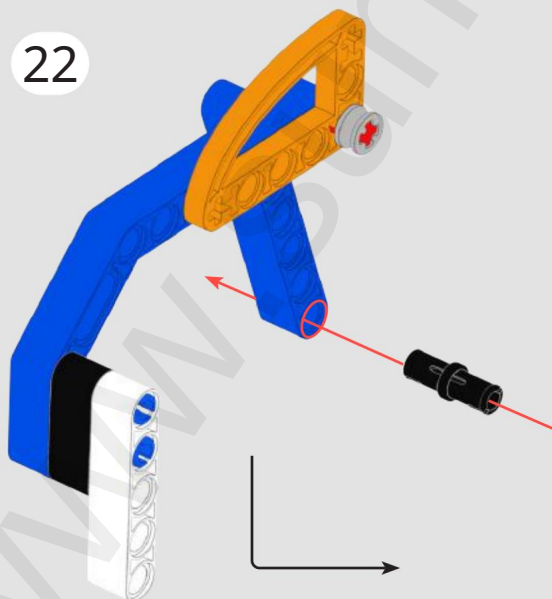
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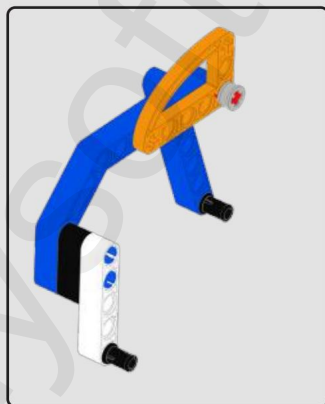
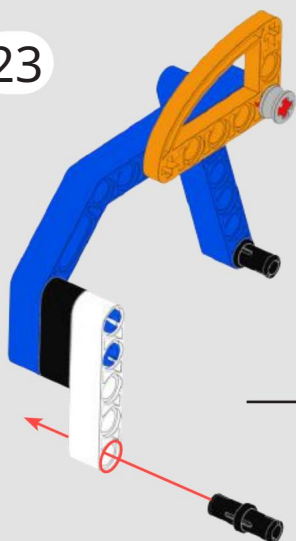
2H Remediu



22



23



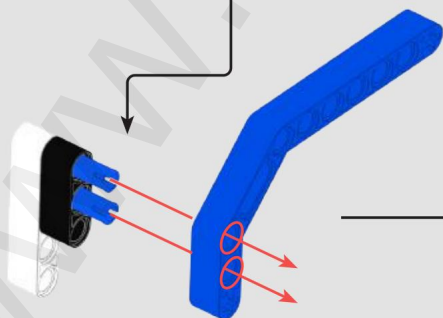
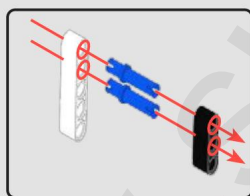
Să facem partea cu oglindă.

24

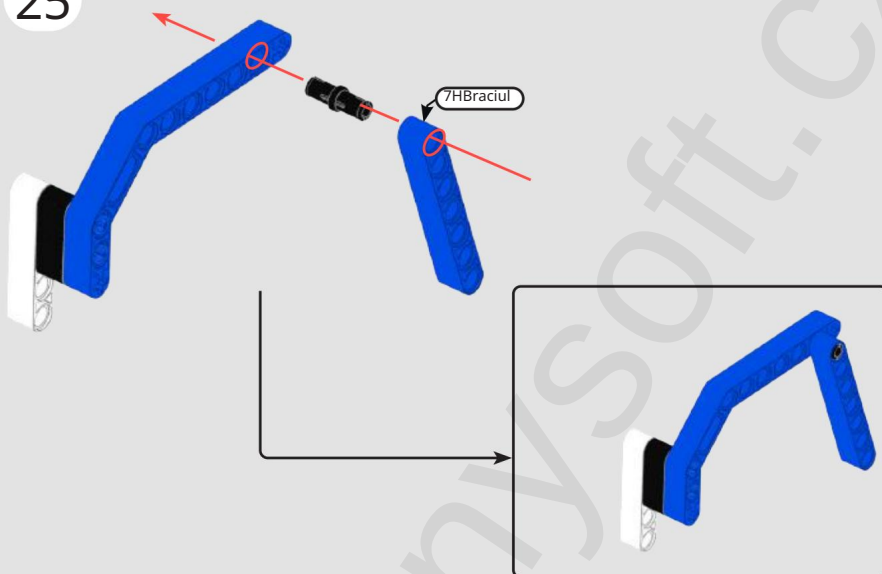
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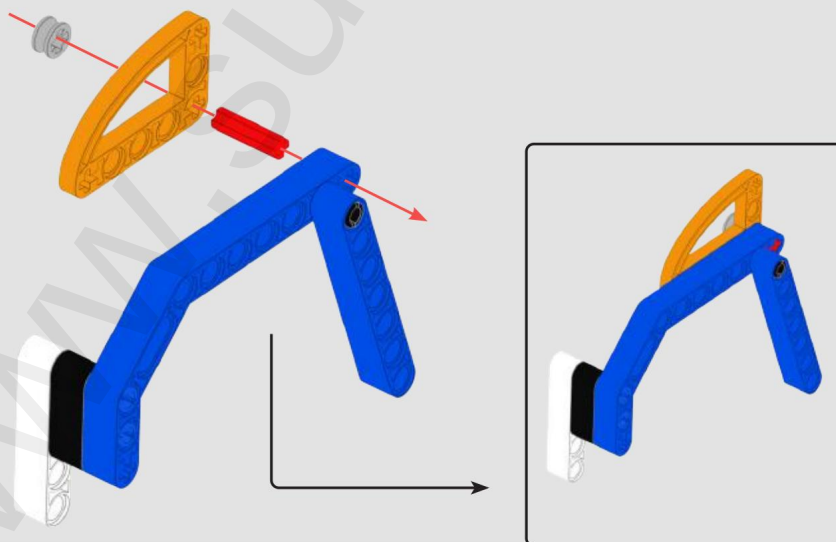
Pin lung albastru



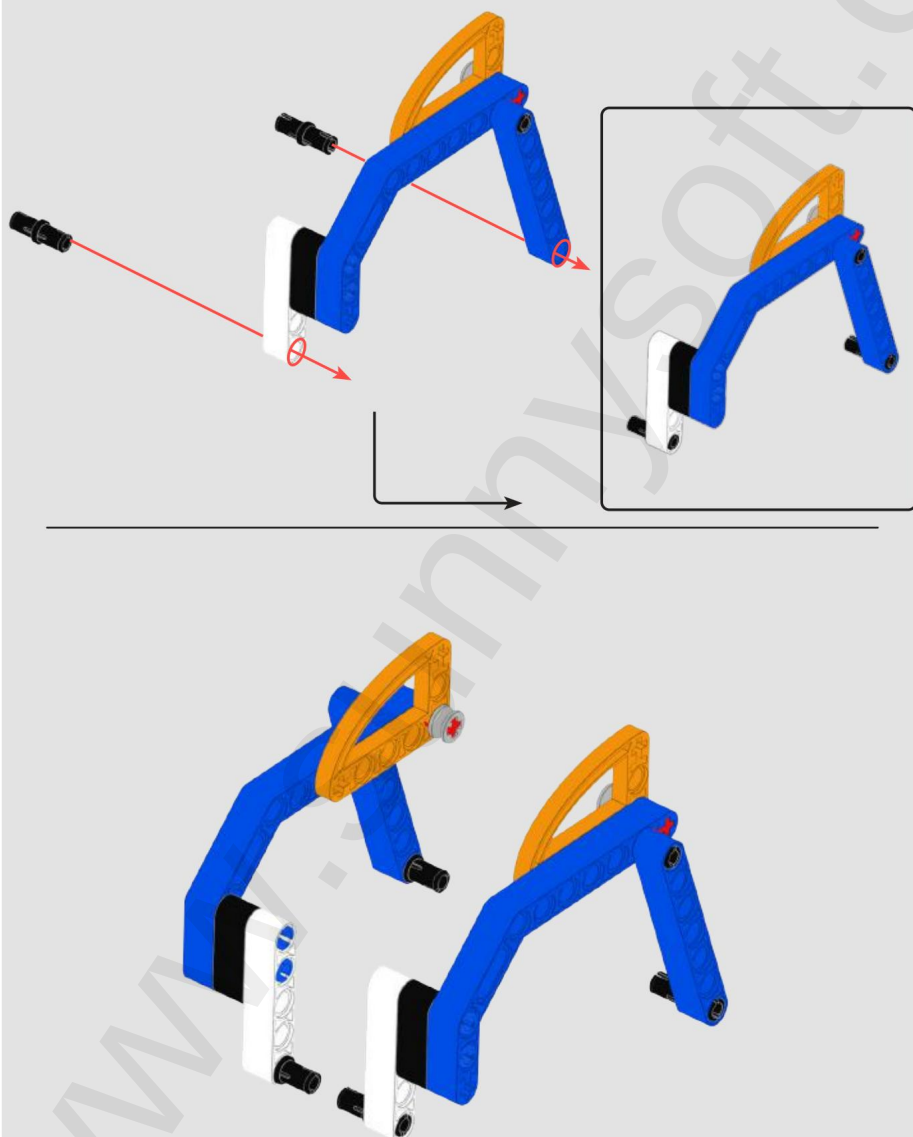
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26



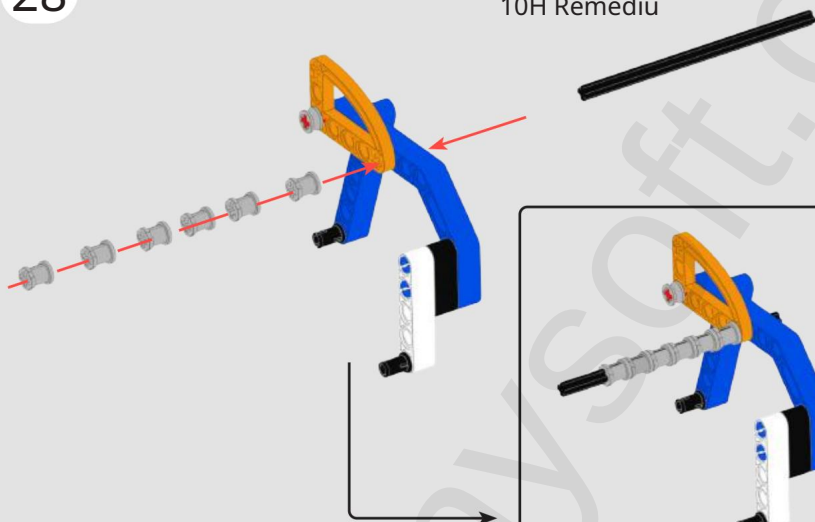
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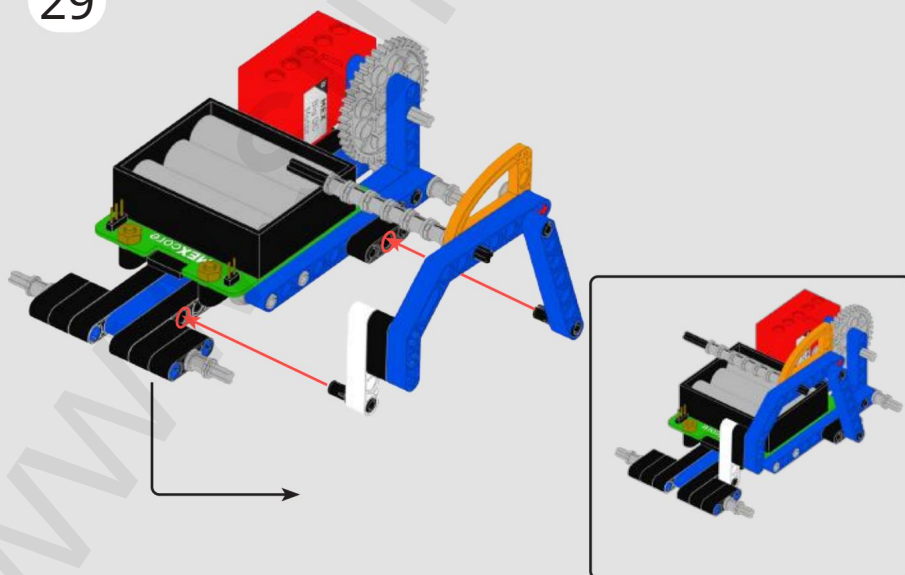
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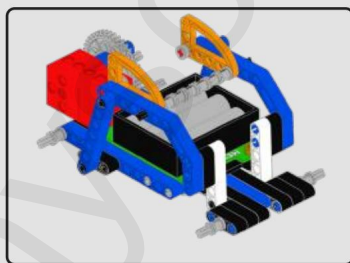
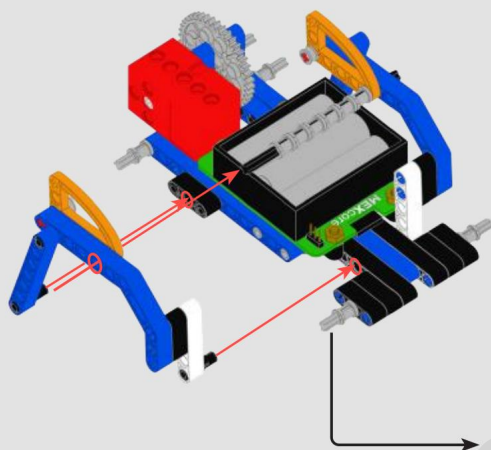
10H Remediu



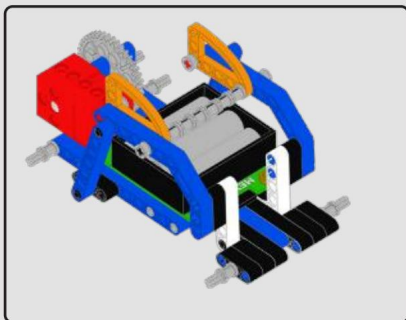
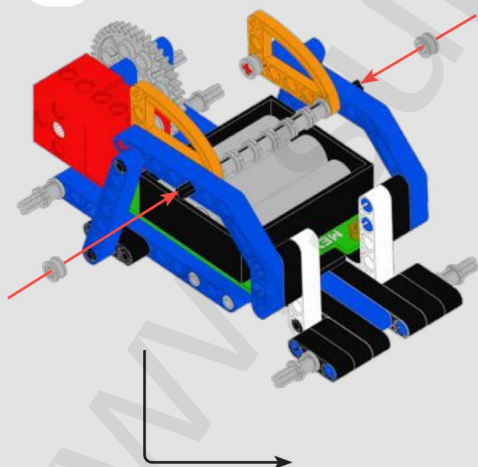
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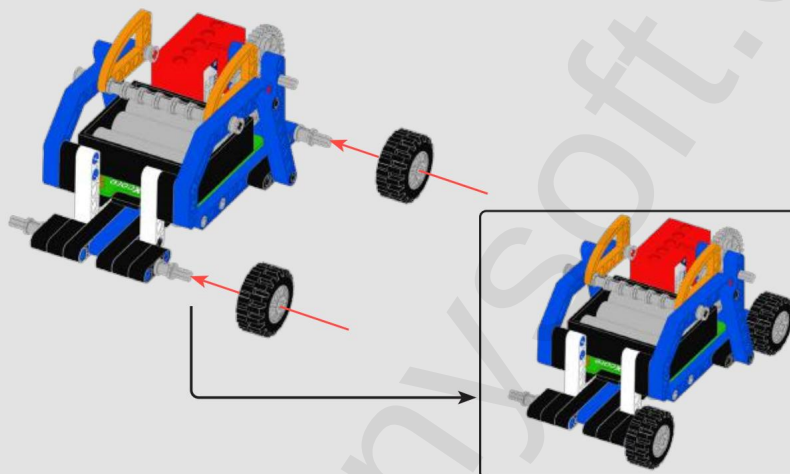
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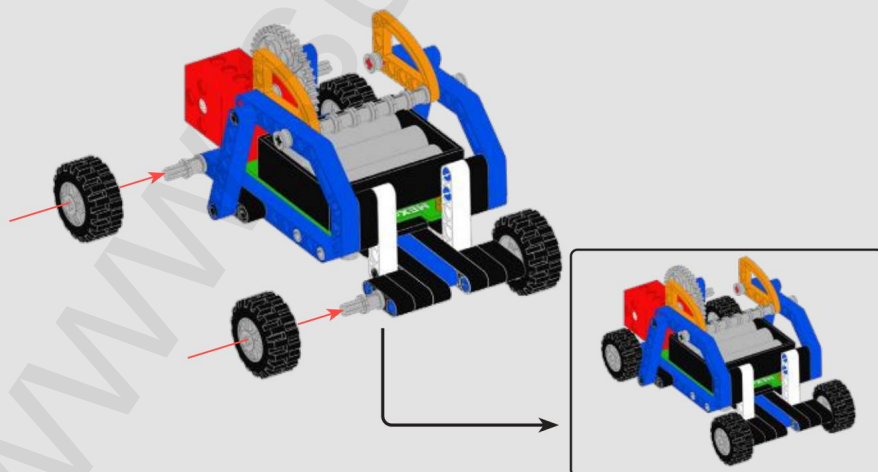
31



32



33



Felicitări pentru finalizare a acestui proiect!

Îți place să te joci cu el folosind aplicația mobilă avishkaar?

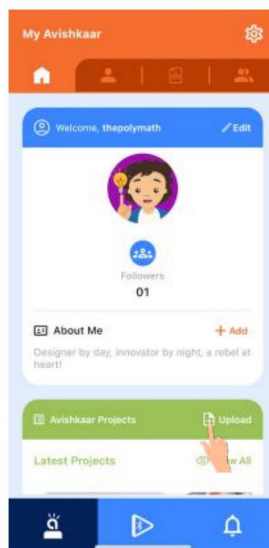
Accesați pagina 8 pentru instrucțiuni detaliate despre cum să descărcați aplicația și să controlați robotul cu ea.



Împărtășește-ți creația lumii și câștigă o insignă „Scratch the Surface” de nivel 1

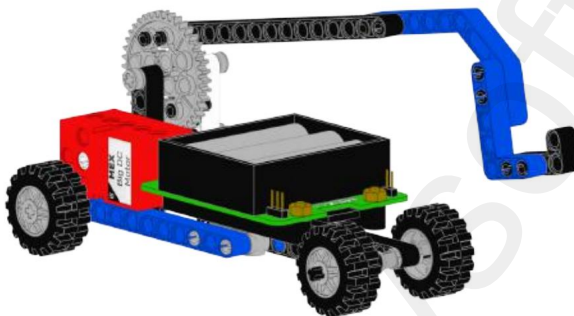
Încărcați fotografiile sau videoclipurile ale proiectului dvs. folosind secțiunea de proiecte a aplicației Avishkaar și câștigați o insignă la nivel „Scratch the Surface”

1. Vedeți toate colecțiile dvs insigne în secțiunea de realizări a profilului dvs. de pe www.avishkaar.cc. Explorați toate celelalte insigne pe care doriți să le colectați și câștigați-le pe toate!



Proiectul 2: Macara

Să construim!



Lucruri de care avem nevoie



15 ore
fascicul
x 1



11H
fascicul
x2



9H
fascicul
x2



Fascicul 5H
x 1



3H
fascicul
x6



5H
T-Beam
x2



2Cx10H
Dubla
îndoire
fascicul
x 1



7H L-Beam
x 1



1Cx4H
Fascicul L
x 1



Frontal
roata din ată
40T x 1



Angrenaj drept
roata stea-8T
x 1



3Hx4Pin
Conector
x2



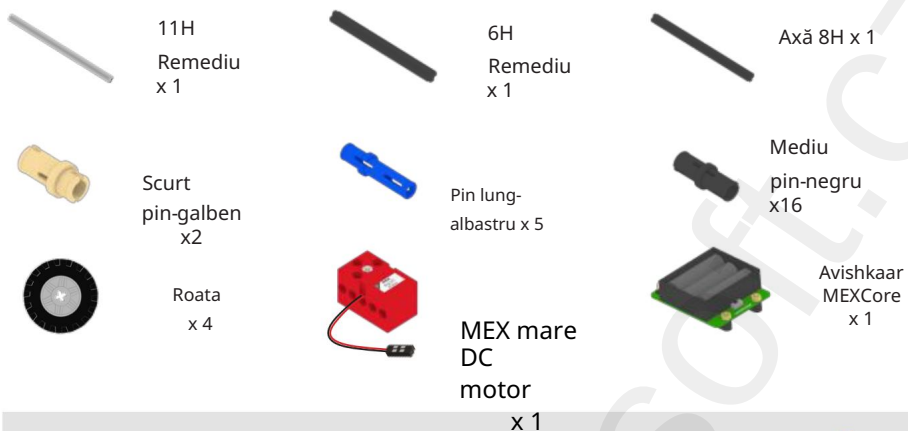
Umplere
axe-mari
x5



Umplere
axe - mici
x3

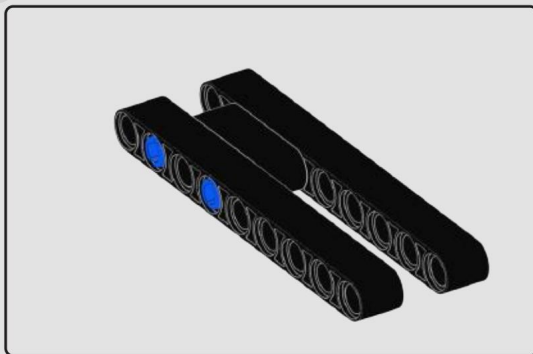
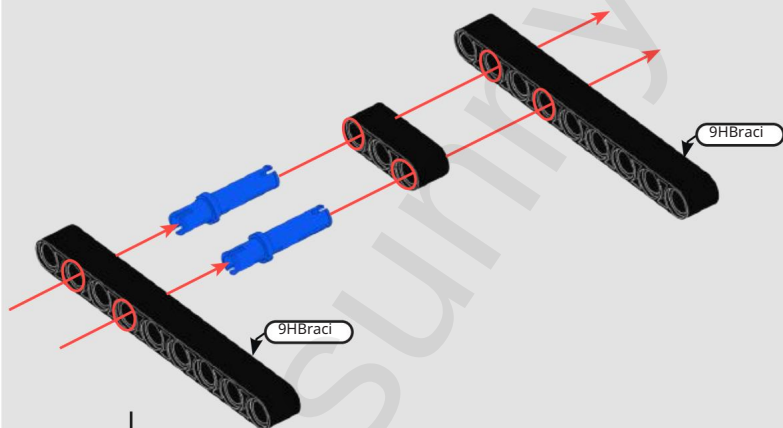


5H
Remediu
x 1

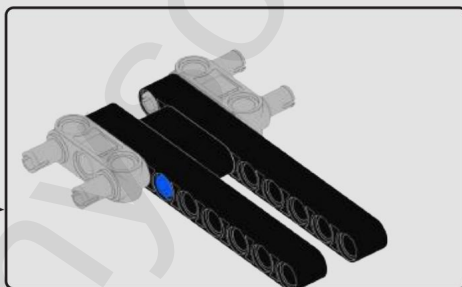
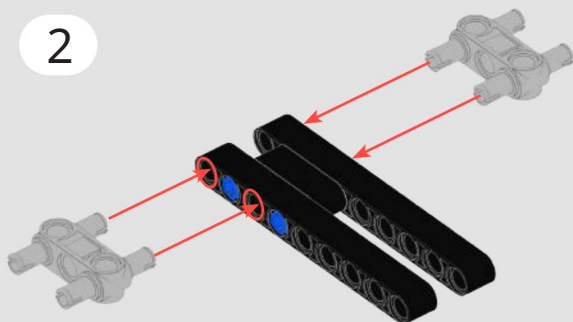


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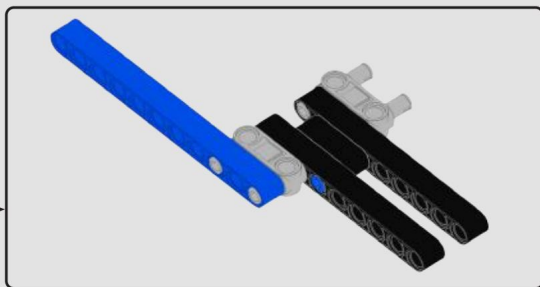
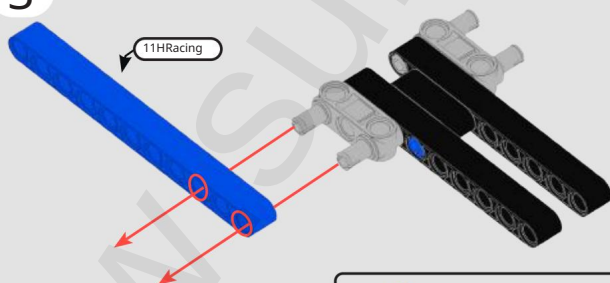
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 Pin lung-albastru


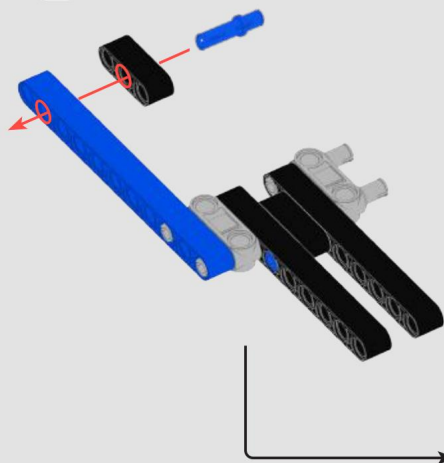
2



3



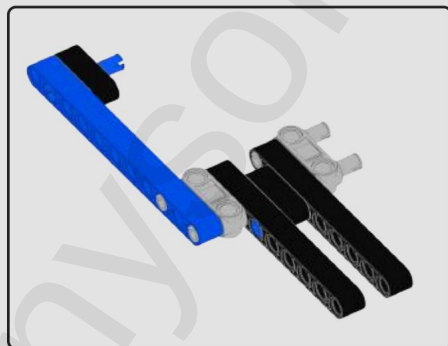
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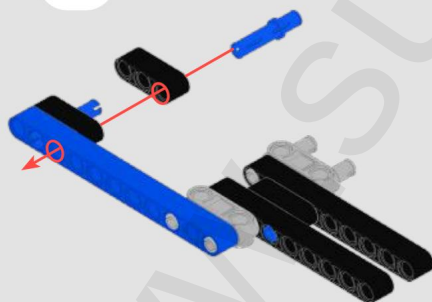
1:1



Pin lung-albastru



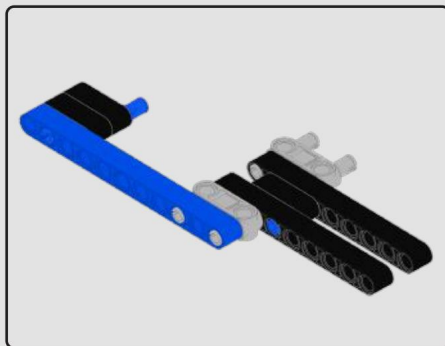
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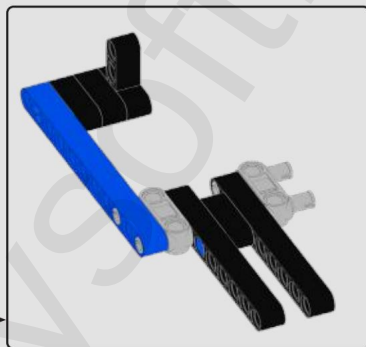
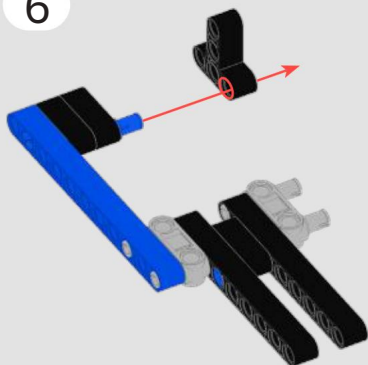
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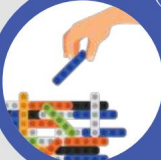
Pin lung-albastru



6



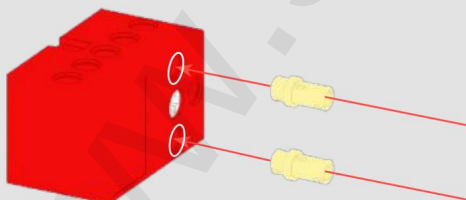
Sfat de asamblare



Știfturile scurte galbene pot fi puțin subțiri . Aveți grijă când le utilizați . Se sparg ușor. Și de asemenea pot fi dificil de îndepărtat – cereți un părinte sau un adult să vă ajute să le eliminați în siguranță îndepărtat.



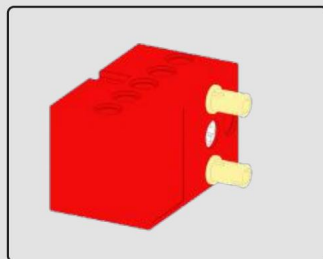
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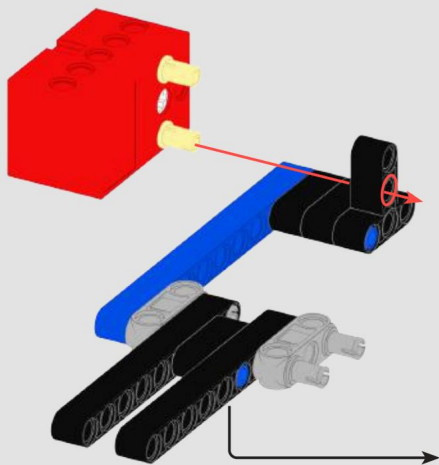
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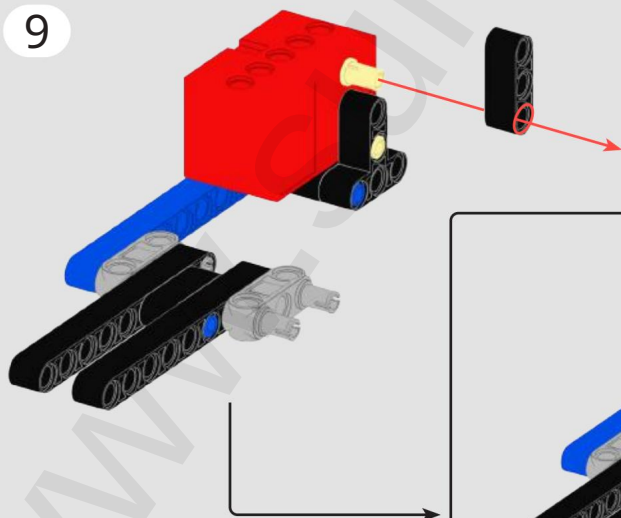
Pin scurt galben



8



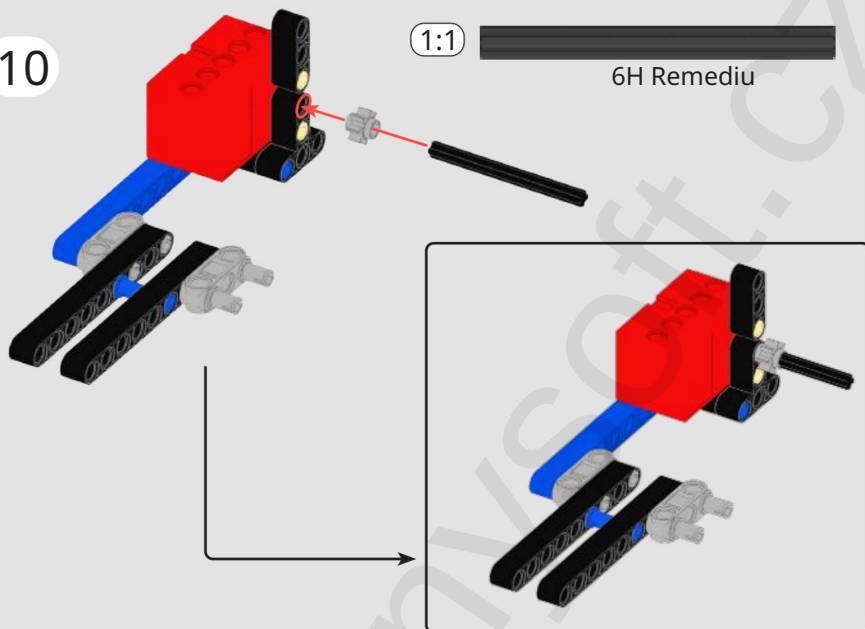
9



10

1:1

6H Remediu

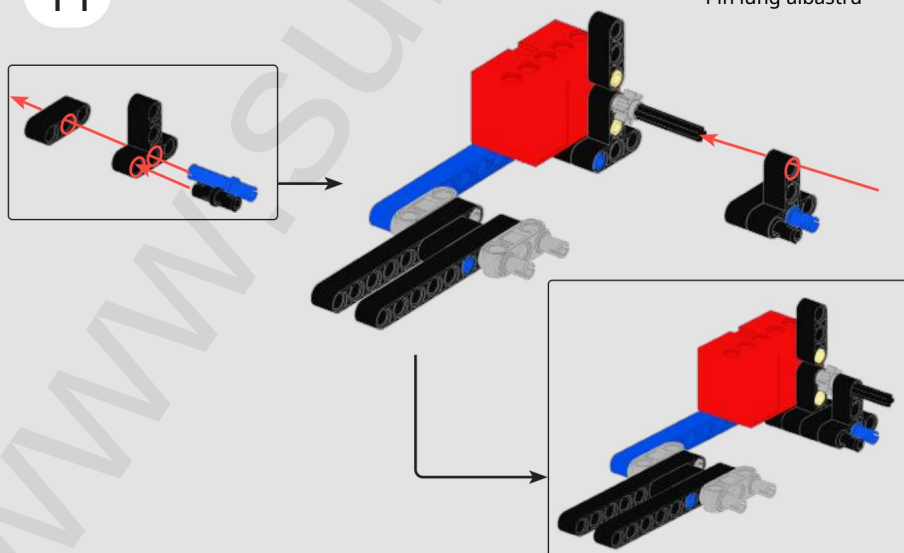


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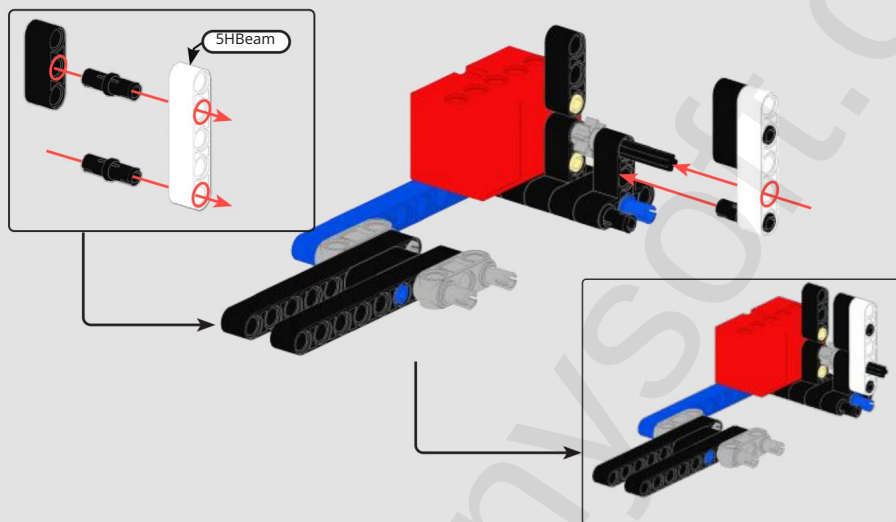
1:1



Pin lung-albastru



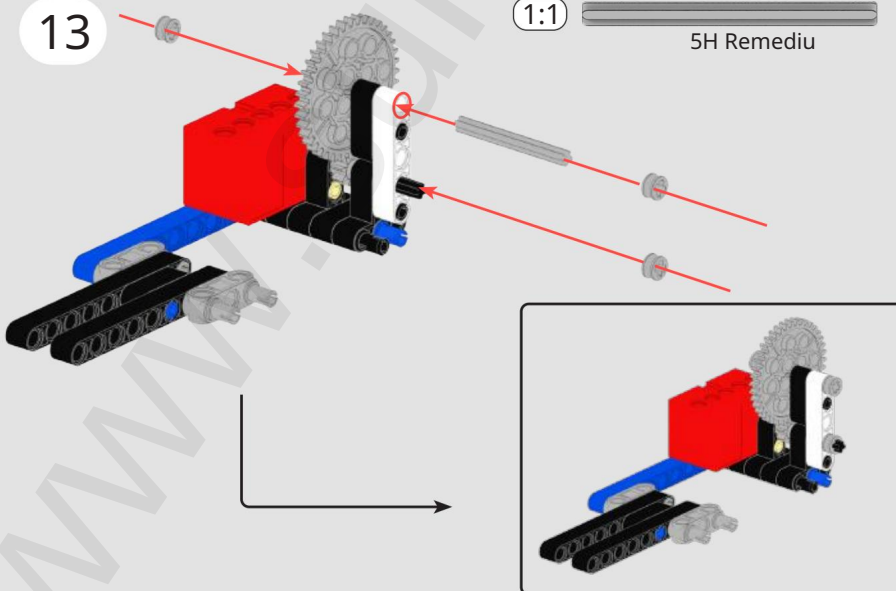
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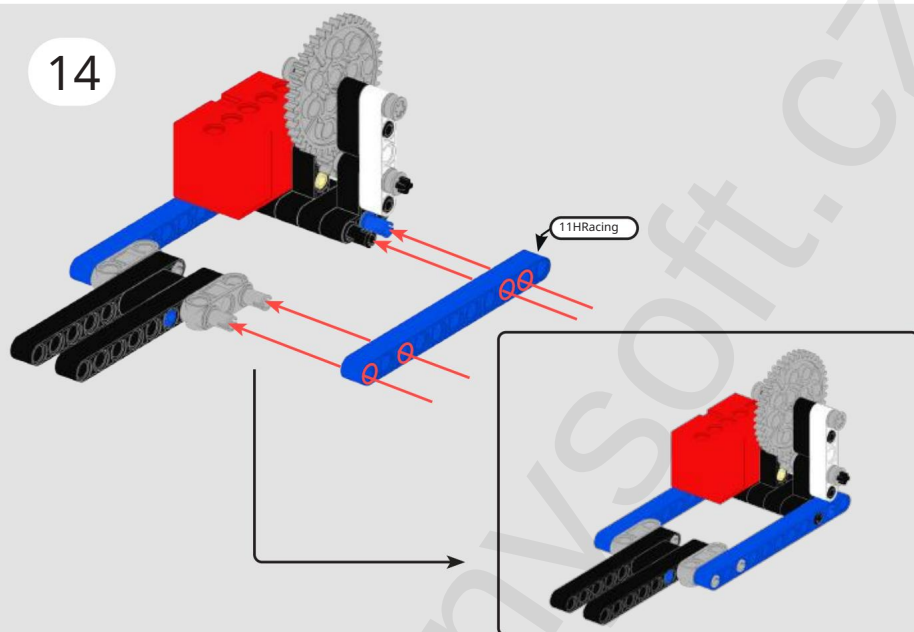
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1:1

5H Remediū



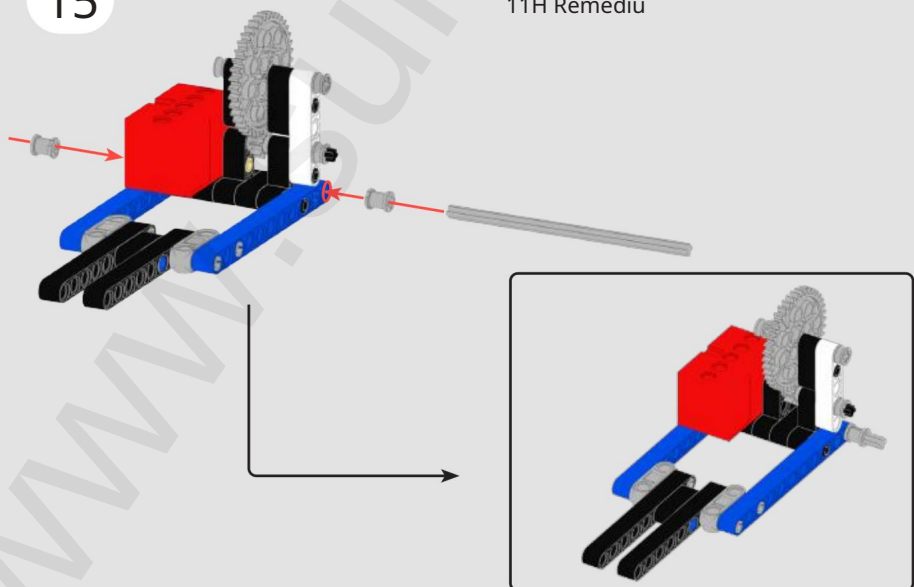
14



15

1:1

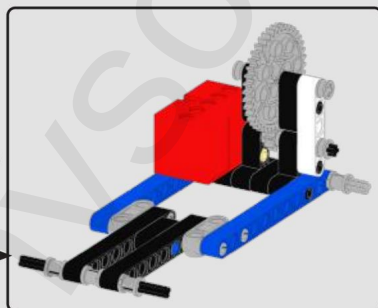
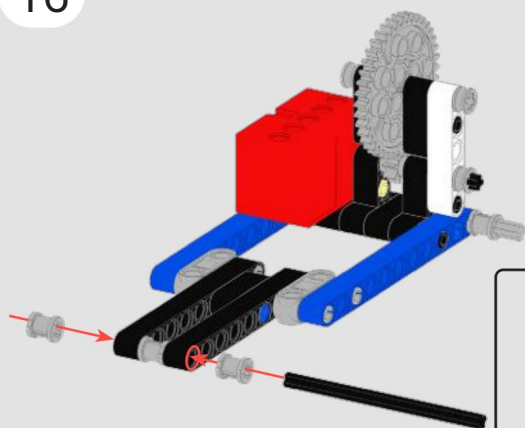
11H Remediu



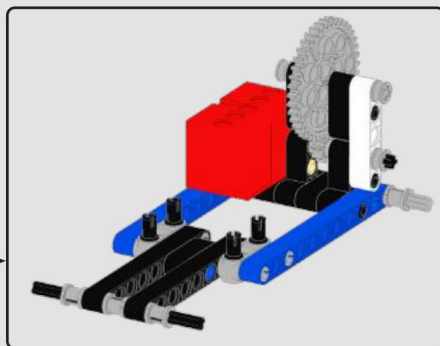
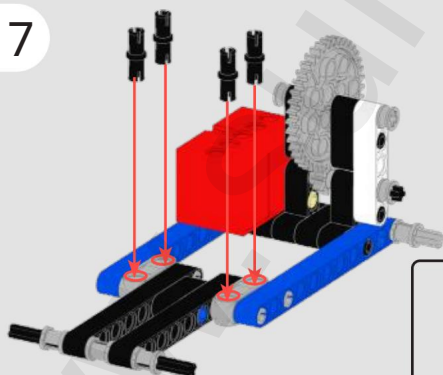
16

1:1

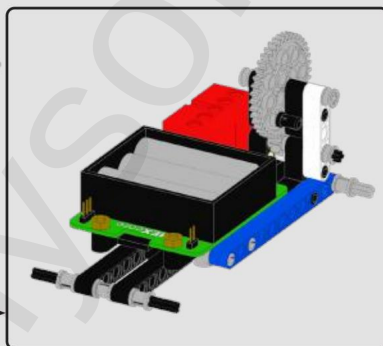
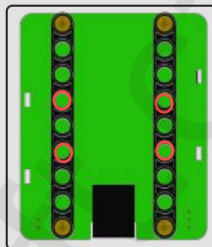
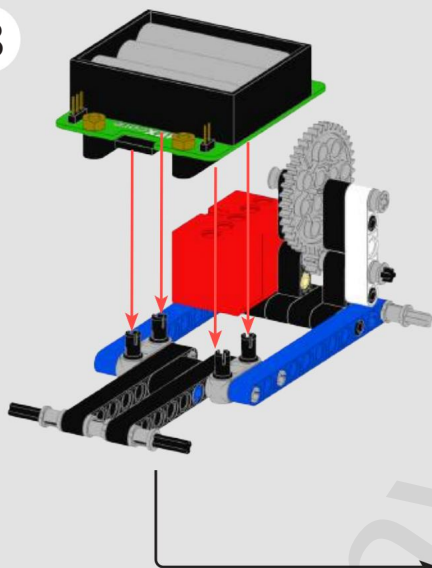
8H Remediu



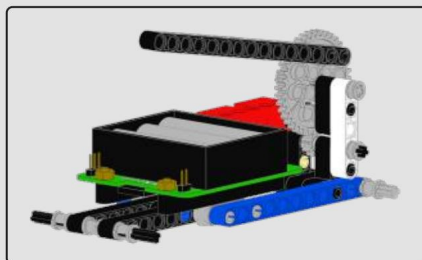
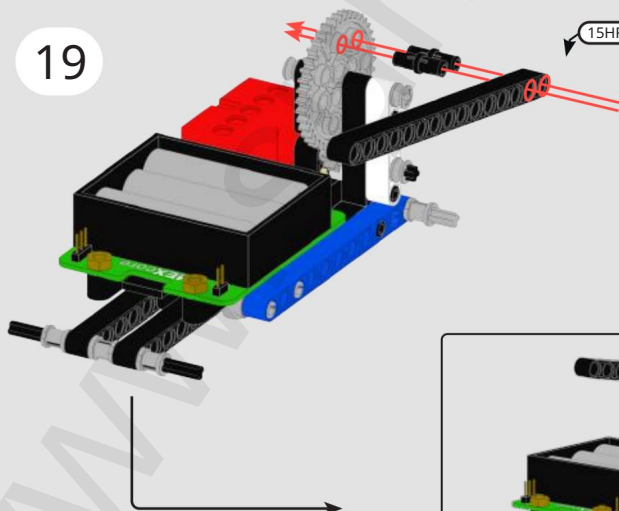
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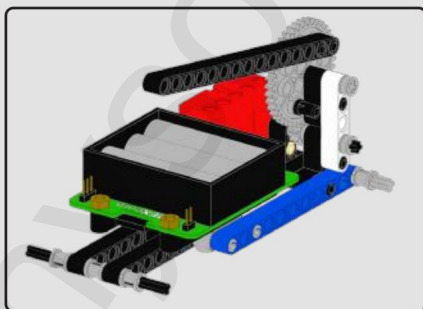
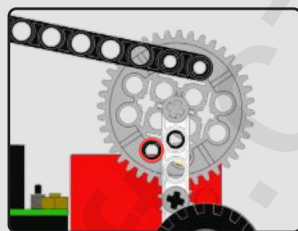
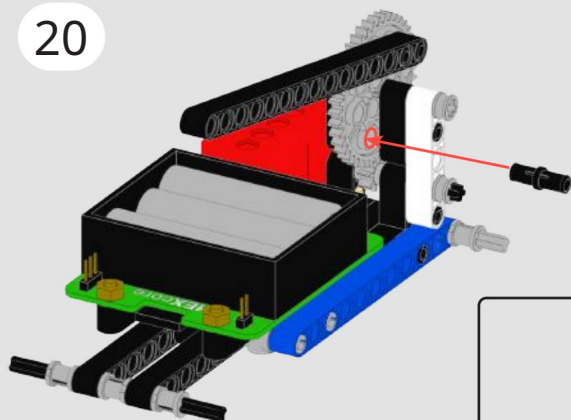
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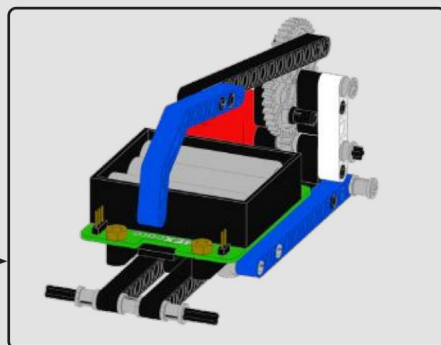
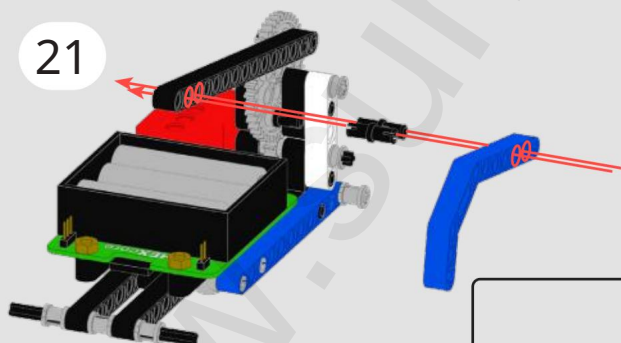
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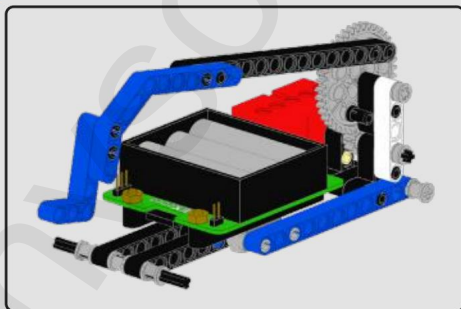
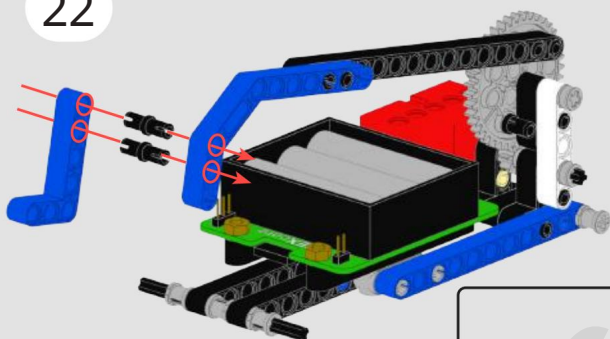
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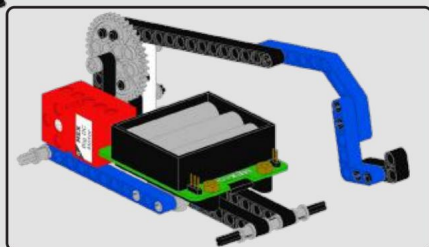
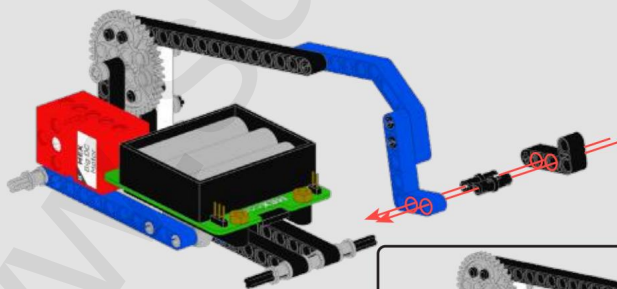
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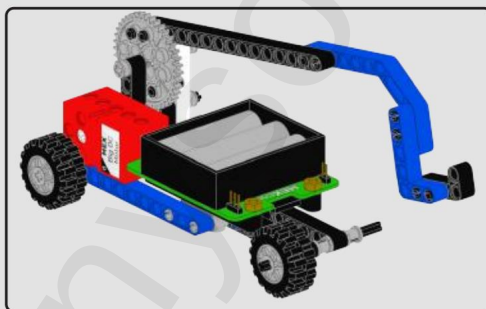
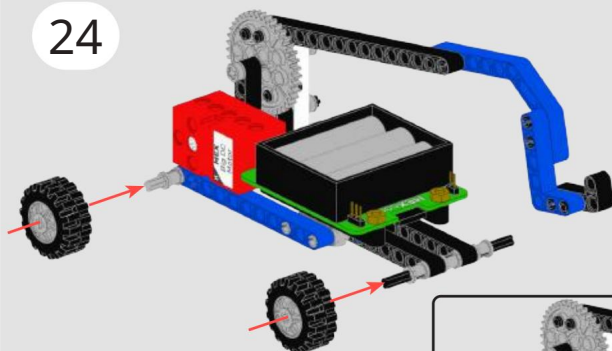
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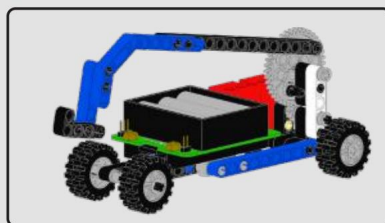
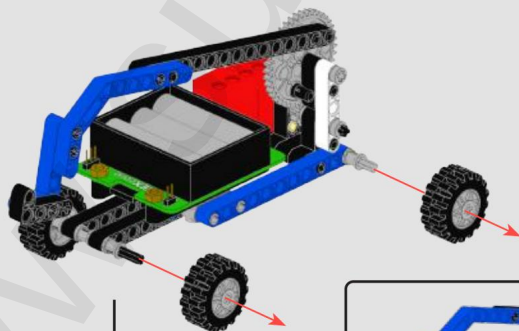
23



24



25



Felicitări pentru finalizare a acestui proiect!

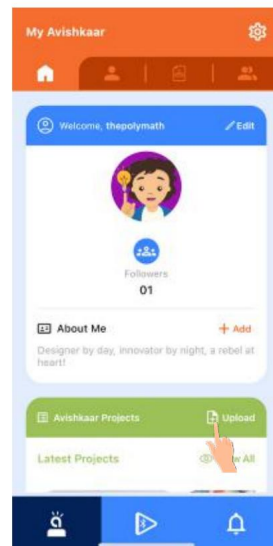
Îți place să te joci cu el folosind aplicația mobilă avishkaar?
Accesați pagina 8 pentru instrucțiuni detaliate despre cum să descărcați aplicația și să controlați robotul cu ea.



Împărtășește-ți creația cu întreaga lume și câștigă o insignă de nivel 2 „Scratch the Surface”.

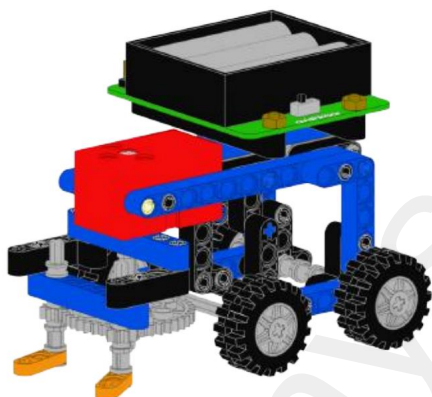
Încărcați fotografiile sau videoclipurile ale proiectului dvs. folosind secțiunea de proiect a aplicației Avishkaar pentru a câștiga insigna „Scratch the Surface” de nivel 2.

Vedeți toate colecțiile dvs. insigne în secțiunea de realizări a profilului dvs. de pe www.avishkaar.cc. Explorați toate celelalte insigne pe care doriți să le colectați și câștigați-le pe toate!



Proiectul 3: Plug de zapada

Să construim!



Lucruri de care avem nevoie



11H
fascicul
x2



7H
fascicul
x4



3H
fascicul
x2



7H L-Beam
x2



5HT
fascicul
x4



1Cx4H
Fascicul L
x4



2Cx1H
Fascicul subțire
x2



Frontal
roata din ată
40T x 1



Angrenaj drept
roată-8T x 2



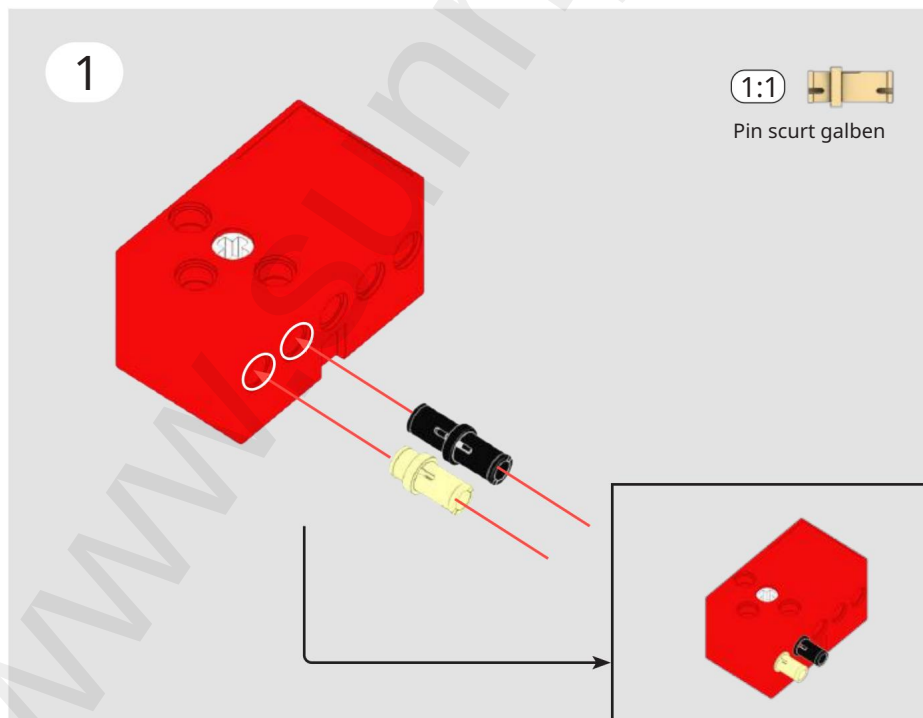
Pin 3Hx4
Conector
x2



Umplere
axe-mari
x11



Umplere
axe - mici
x3

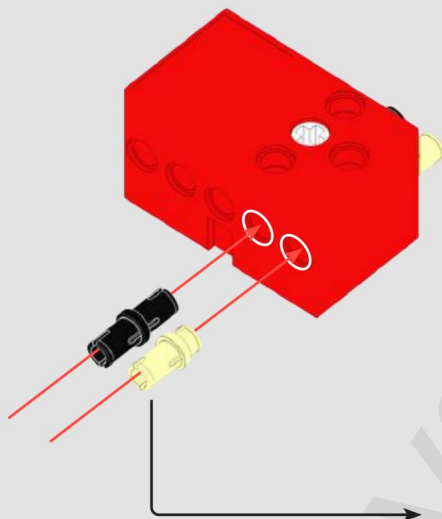


2

1:1

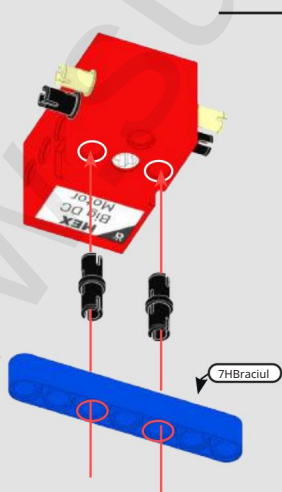


Pin scurt galben



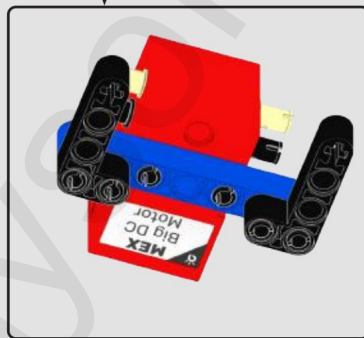
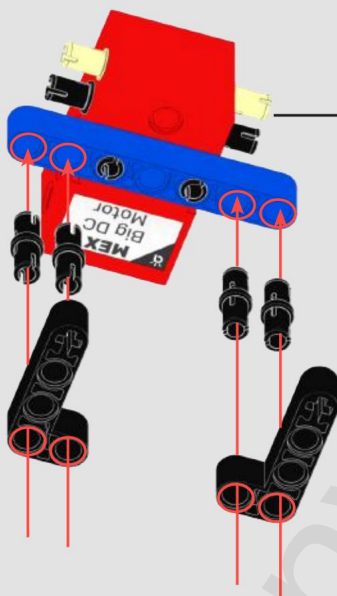
3

Vedere frontală jos dreapta

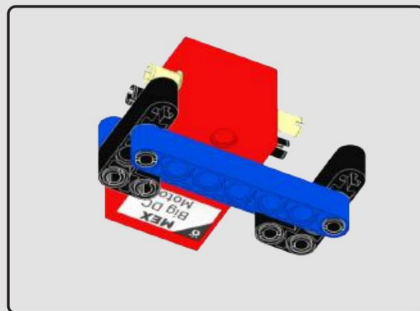
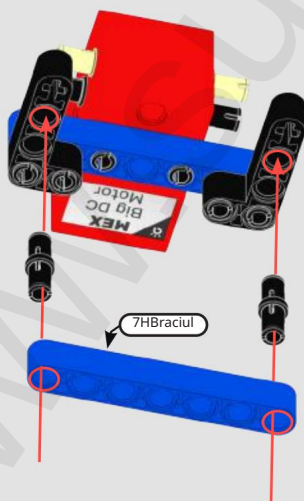


7HBraciul

4



5



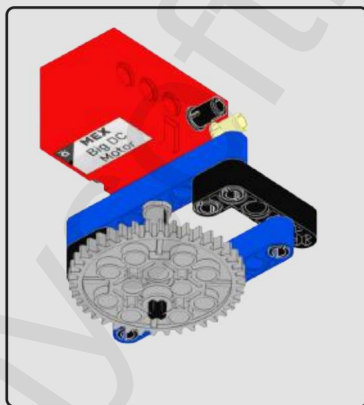
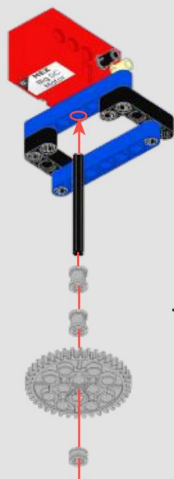
6



Vedere din spate jos stânga

1:1

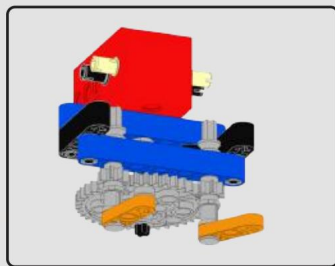
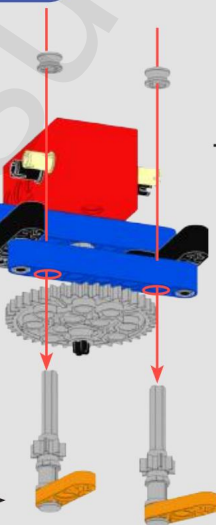
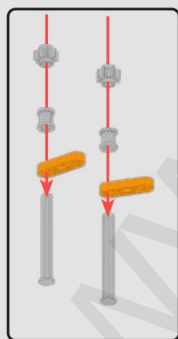
6H Remediul



7



Vedere frontală jos stânga

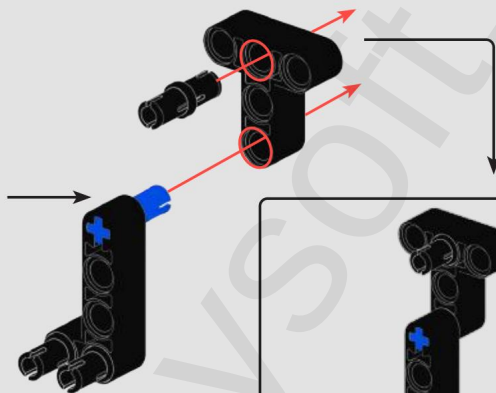
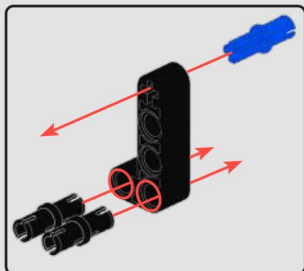


8

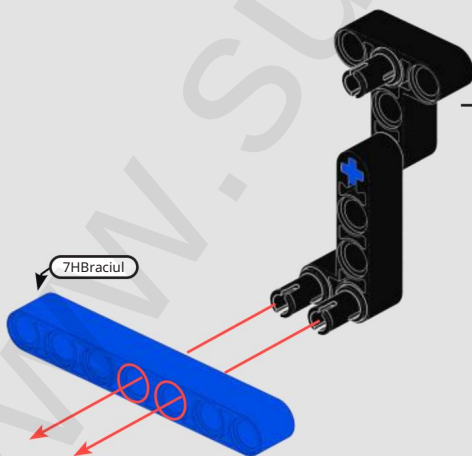
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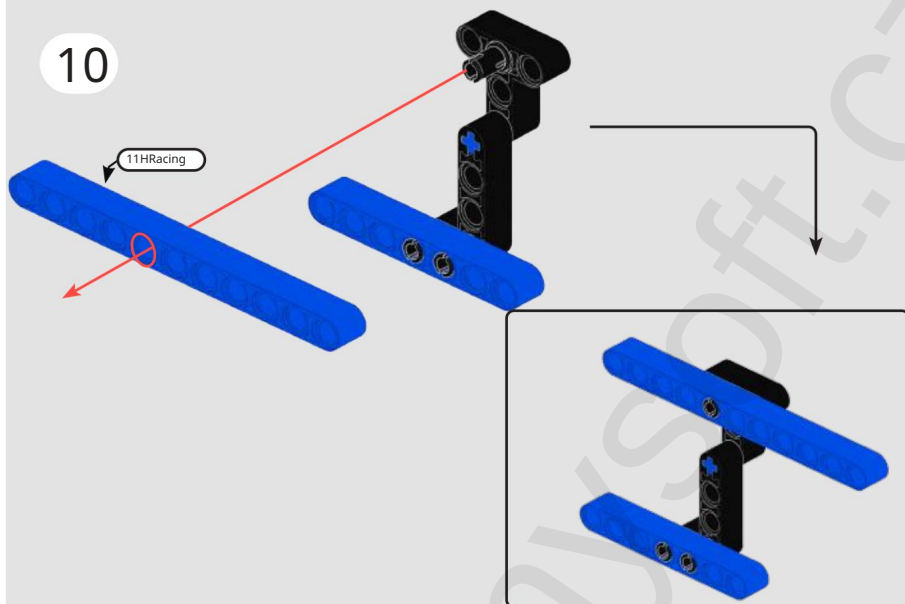
Axul axului mijlociu albastru



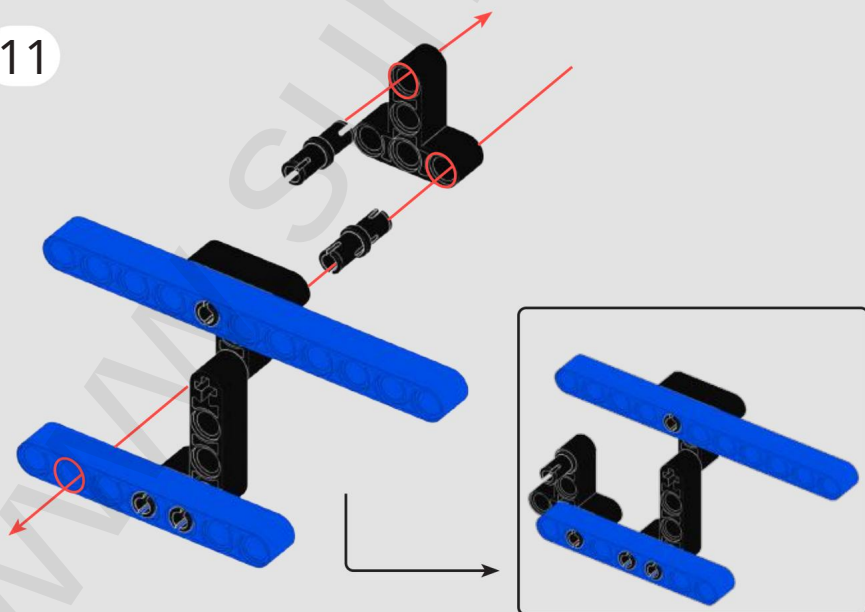
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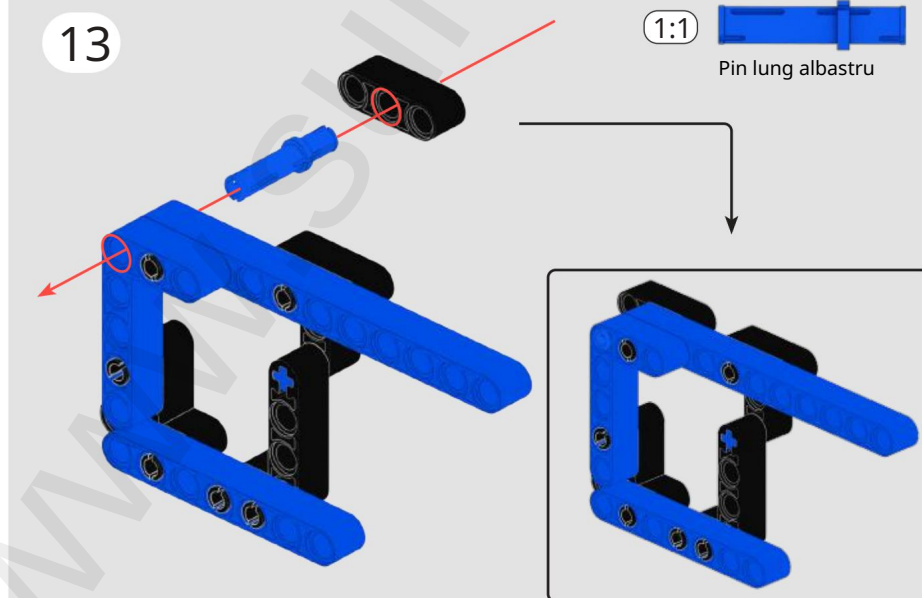
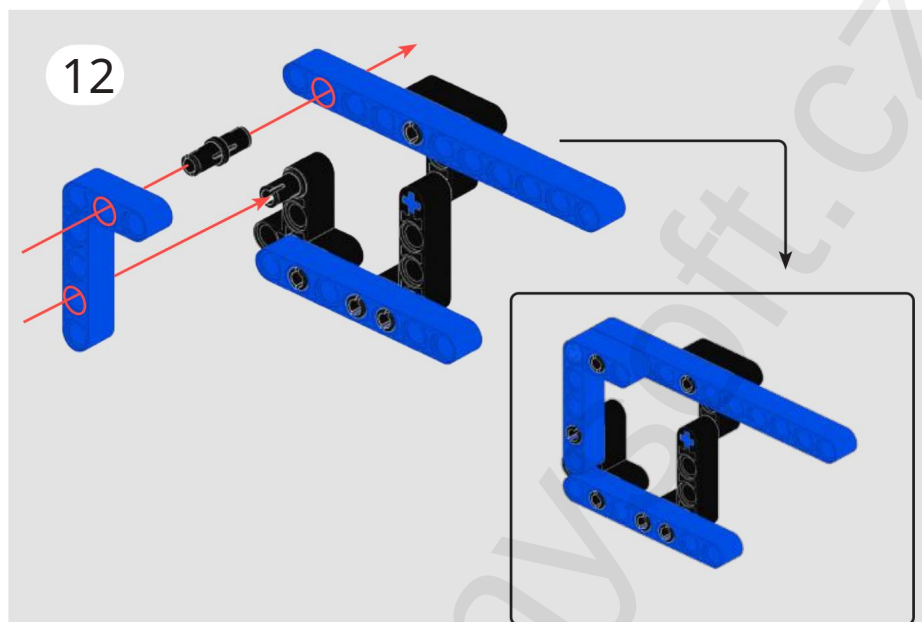


10



11





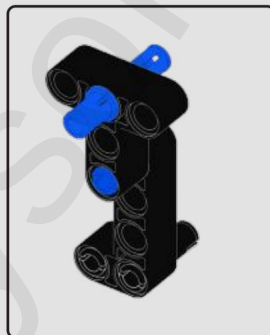
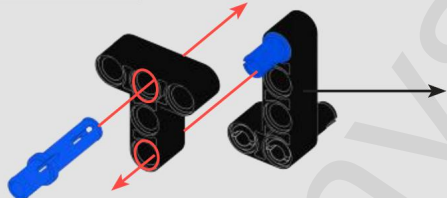
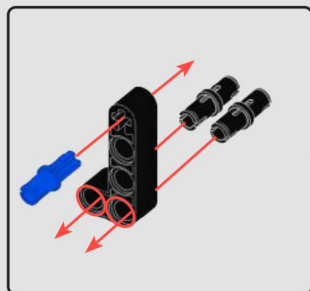
14

Să facem cealaltă parte.

1:1

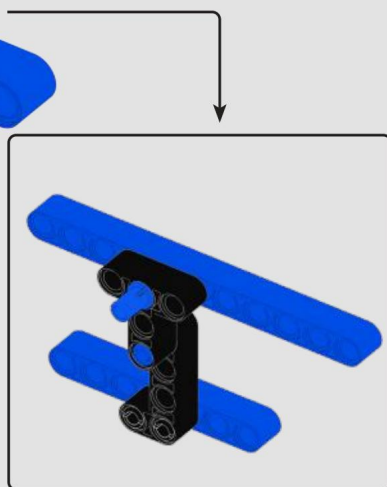
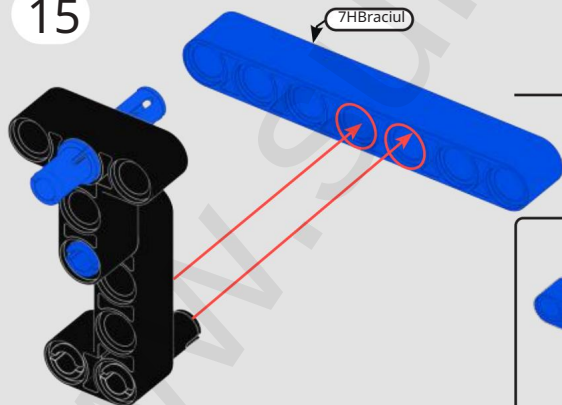


Axul axului mijlociu albastru

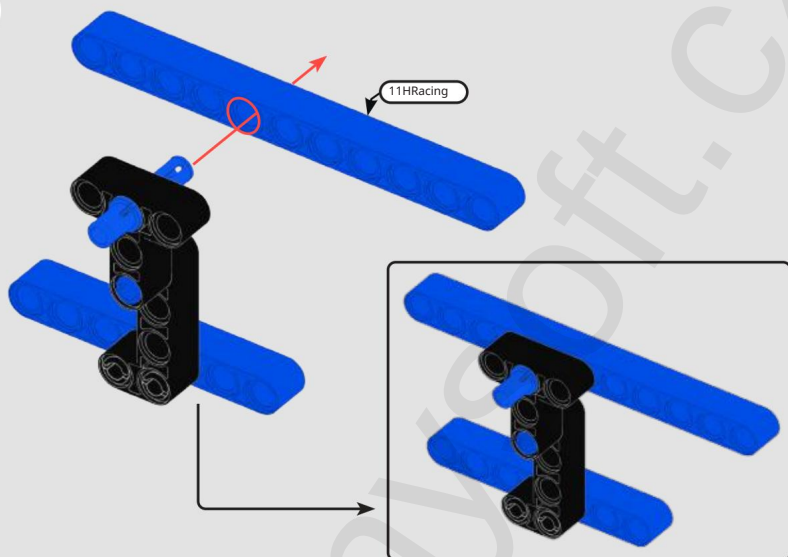


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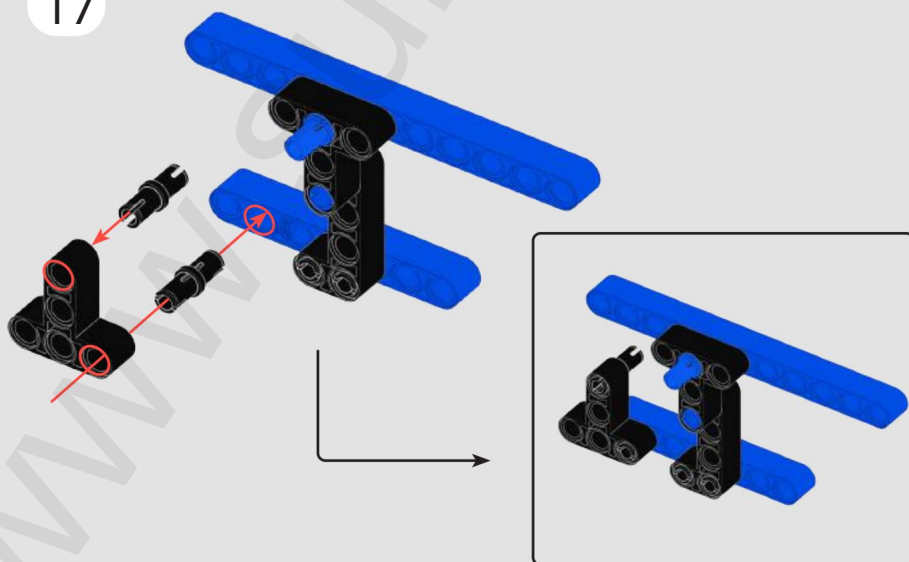
7HBraciul



16



17

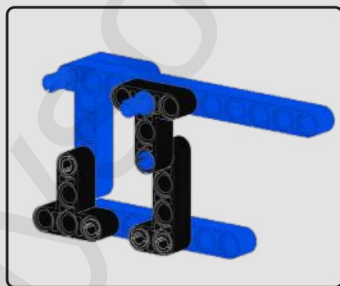
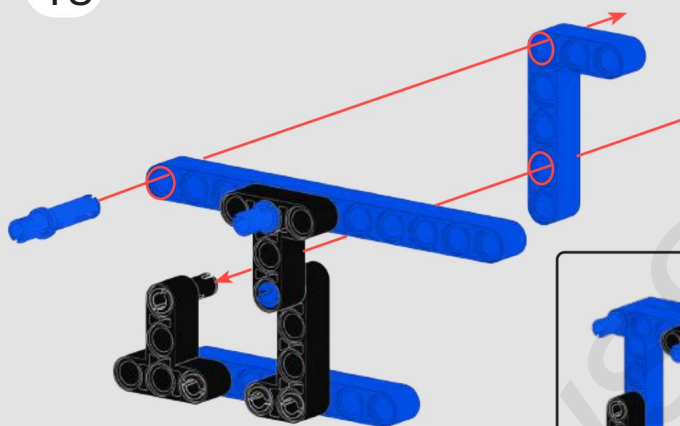


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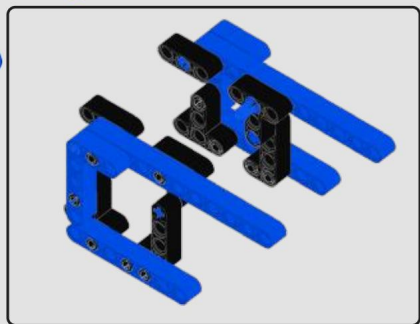
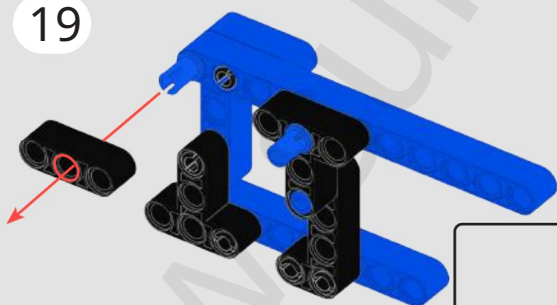
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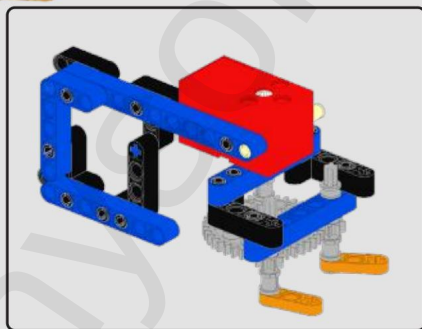
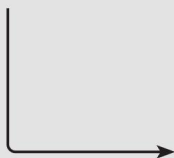
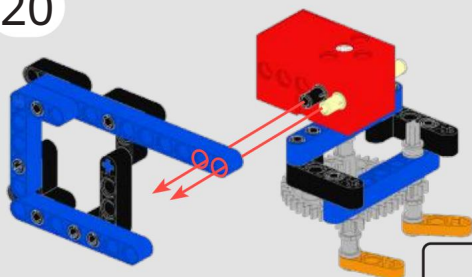
Pin lung albastru



19

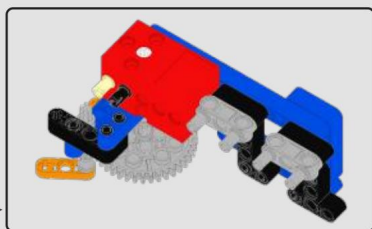
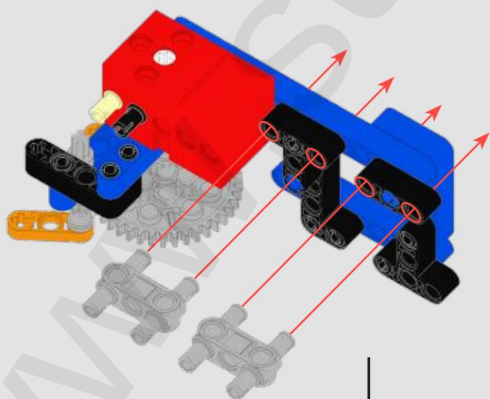


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21

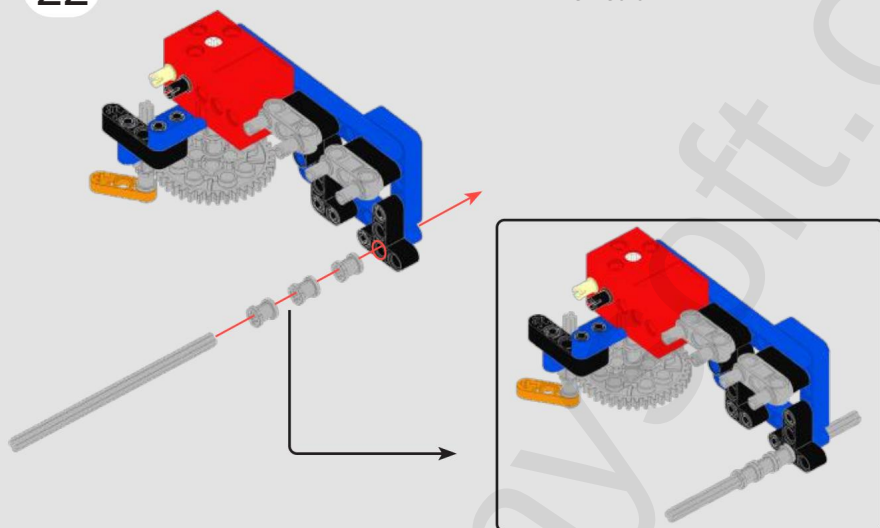
Vedere de sus din dreapta spate



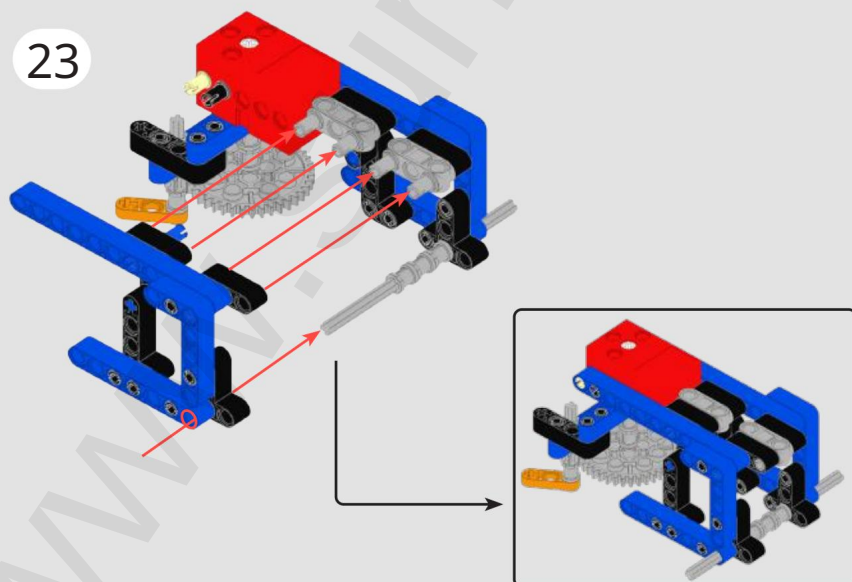
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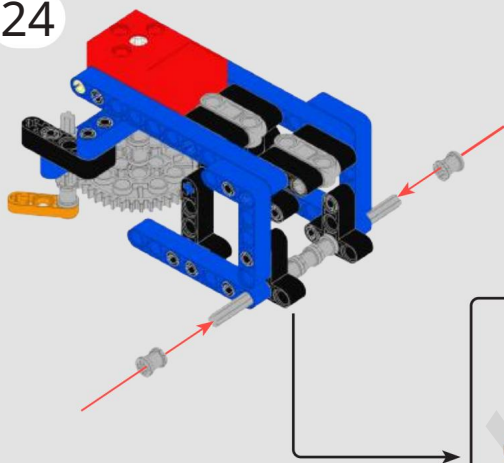
11H Remediu



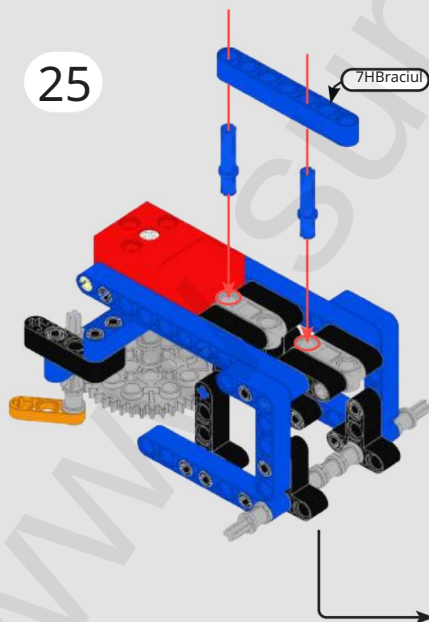
23



24



25



7H Braciu

1:1



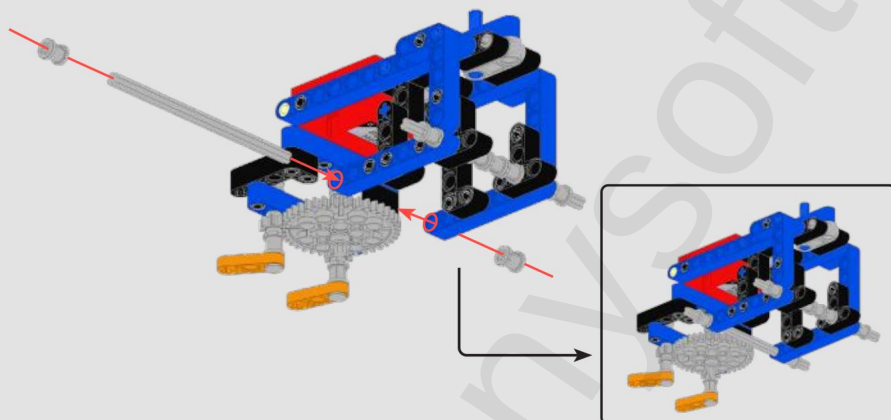
Pin lung albastru

26

Vedere din spate jos dreapta

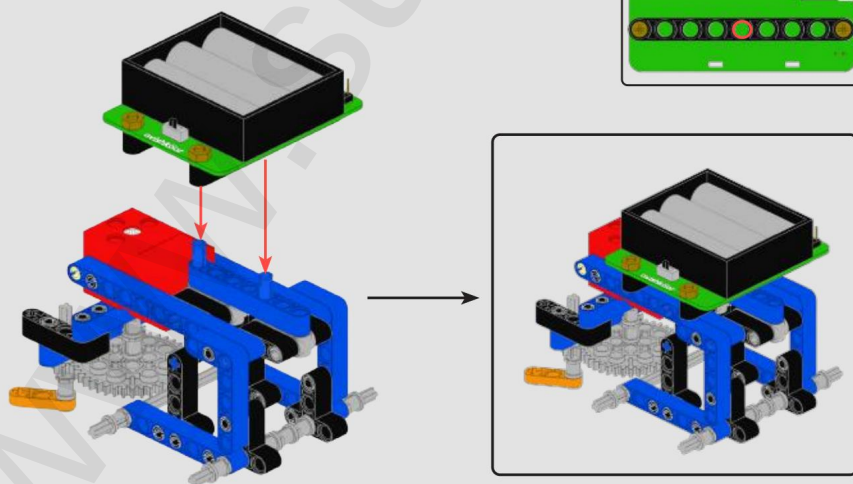
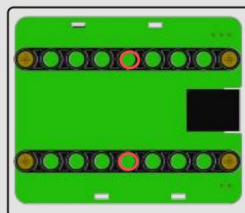
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11H Remediu

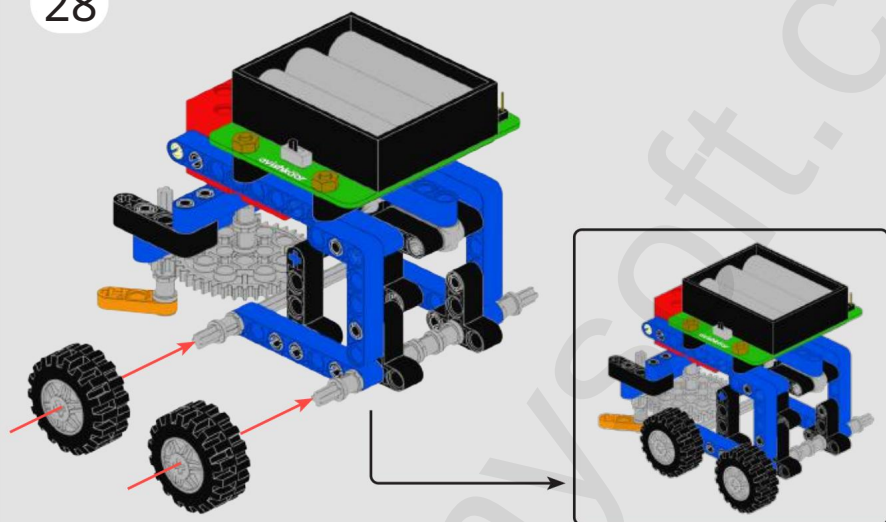


27

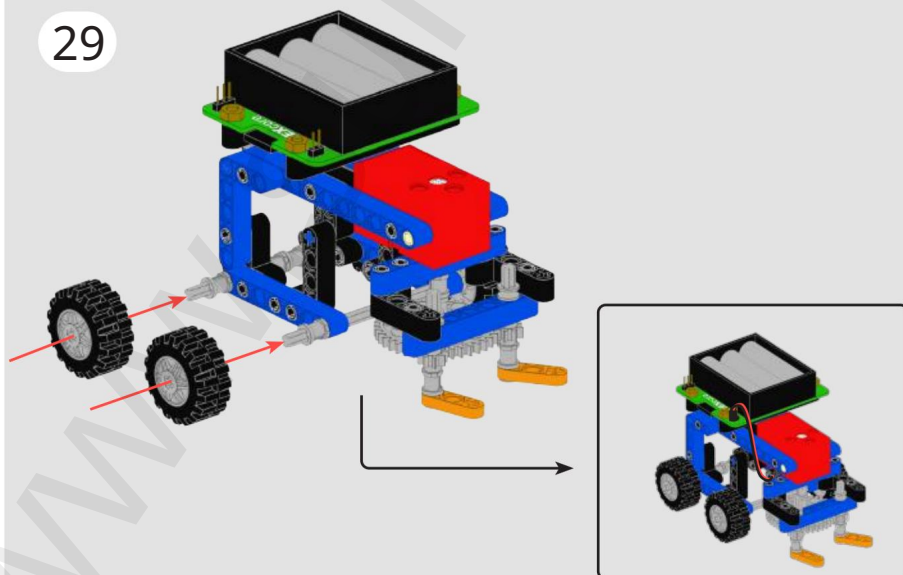
Vedere de sus din dreapta spate



28



29



Felicitări pentru finalizare a acestui proiect!

Îți place să te joci cu el folosind aplicația mobilă avishkaar?

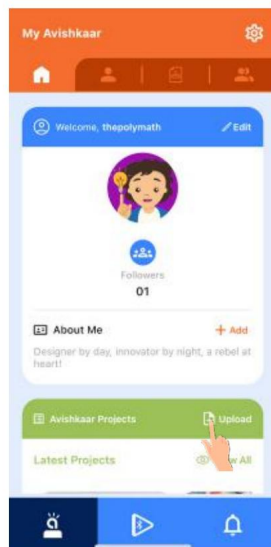
Accesați pagina 8 pentru instrucțiuni detaliate despre cum să descărcați aplicația și să controlați robotul cu ea.



Împărtășește-ți creația cu întreaga lume și câștigă o insignă de nivel 2 „Scratch the Surface”.

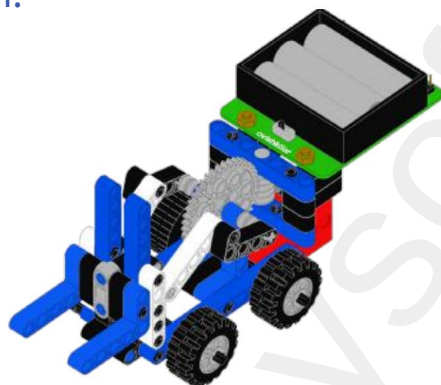
Încărcați fotografii sau videoclipuri ale proiectului dvs. utilizând secțiunea de proiect a aplicației Avishkaar și câștigați o insignă „Scratch the Surface” de nivelul 2.

Vedeți toate colecțiile dvs. insigne în secțiunea de realizări a profilului dvs. de pe www.avishkaar.cc. Explorați toate celelalte insigne pe care doriți să le colectați și câștigați-le pe toate!



Proiectul 4: Stivuitor

Să construim!



Lucruri de care avem nevoie



11H
fascicul
x2



7H
fascicul
x4



5H
fascicul
x4



3H
fascicul
x7



7H
Fascicul L
x4



1Cx4H
Fascicul L
x6



5HT
fascicul
x2



Frontal
roata din
40T x 1



Melc
cutie de viteze
- mare x 1



3Hx4Pin
Konekor
x2



Umplere
axe-mari
x4



Umplere
axe - mici
x4



5H Acoperit
corec ie
x 1



7H
Remediu
x 1



10H
Remediu
x2



Pin scurt
-galben x 2



Pin mediu
-negru x 22



Mediu
Pin
gri x 2



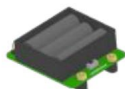
Lung
pin-albastru
x 11



Axul central
al axei - albastru x 2



Roata
x 4



Avishkaar
MEXCore
x 1



MEX mare
DC
motor
x 1

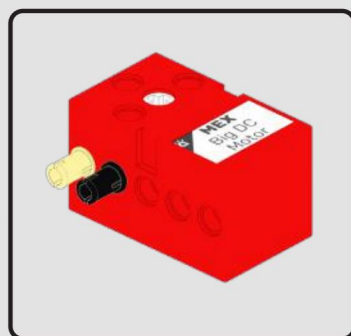
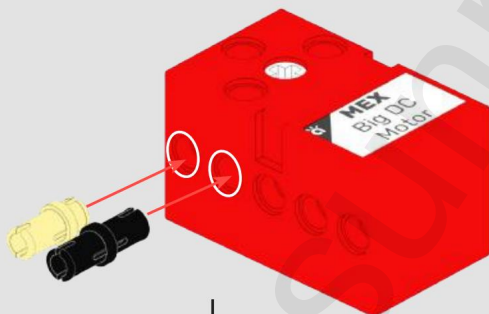
Pas

1

1:1



Pin scurt galben

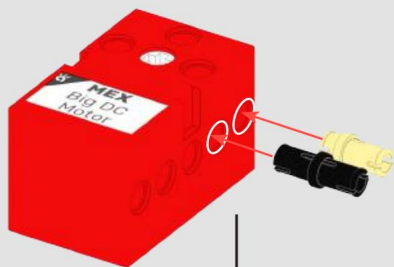


2

1:1

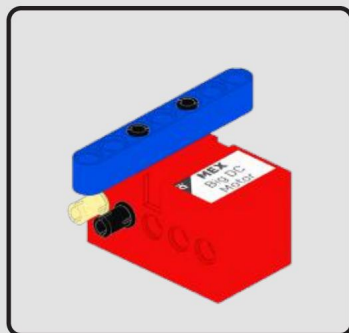


Pin scurt galben

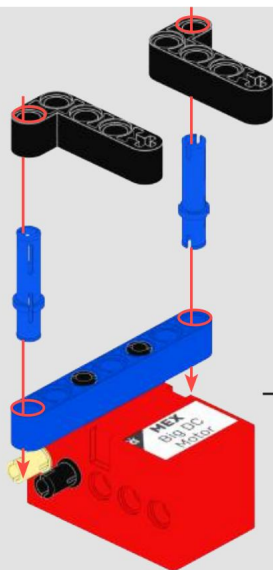


3

7HBraciul



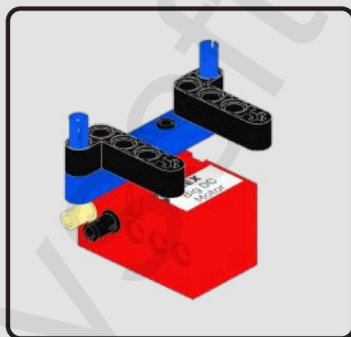
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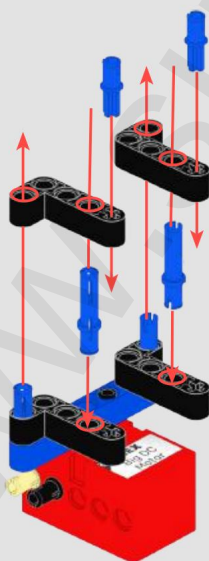
1:1



Pin lung albastru



5

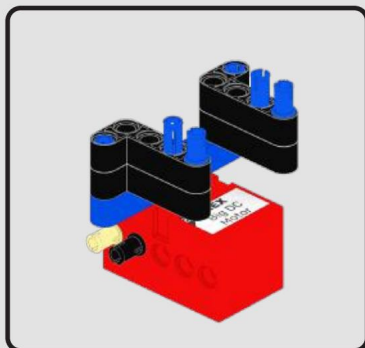


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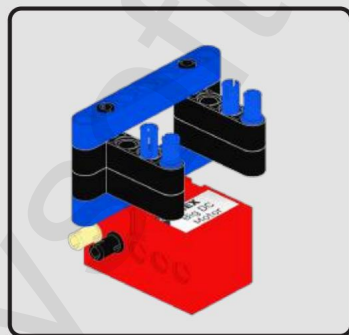
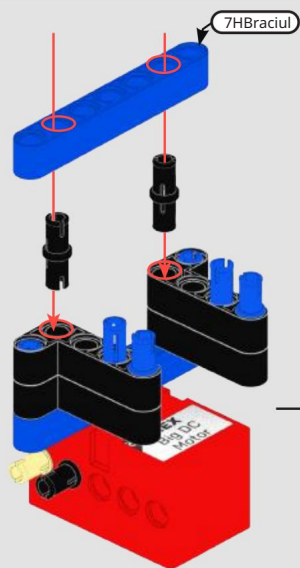


Pin lung albastru

1:1

Axul central al axei
Albastru

6

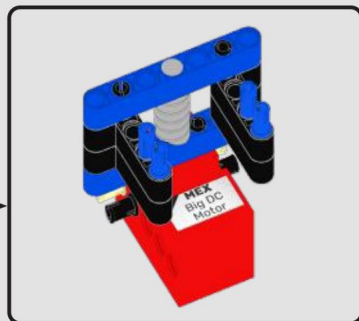
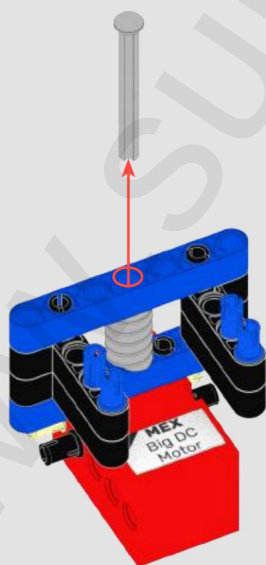


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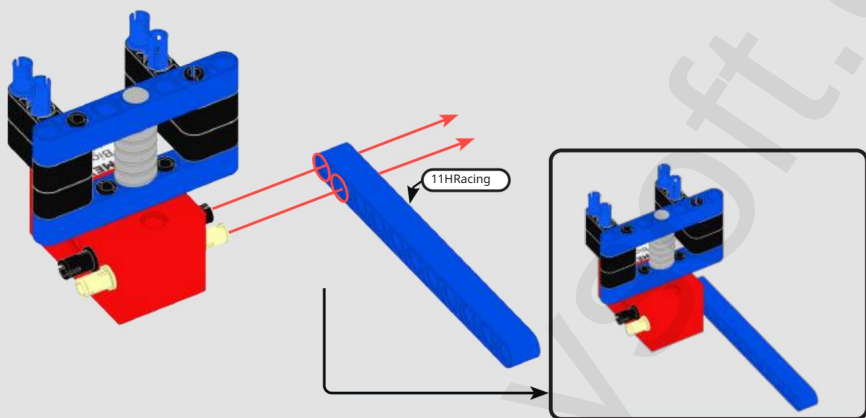
1:1



Axa acoperita 5H



8

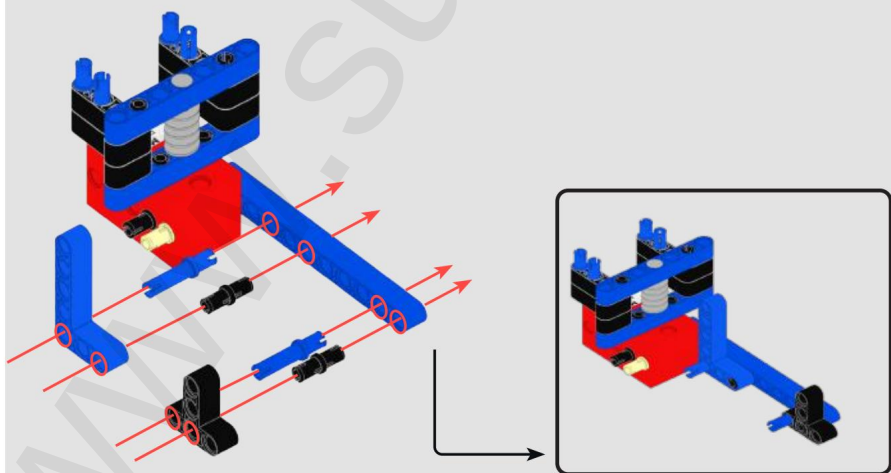


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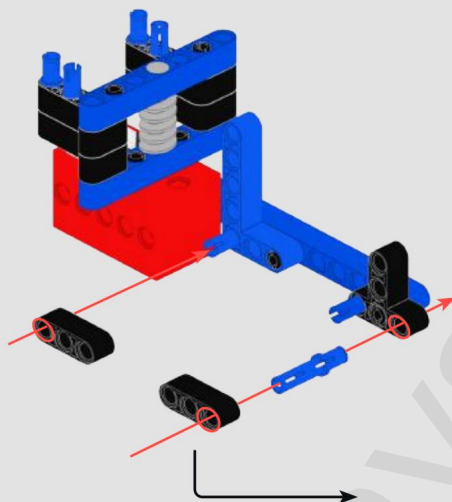
1:1



Pin lung albastru



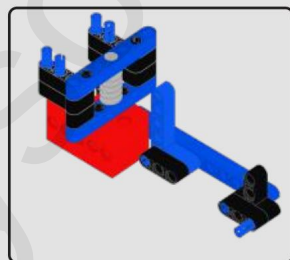
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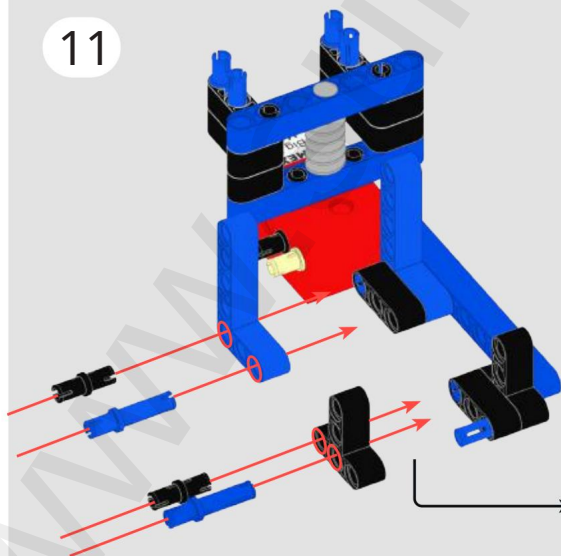
1:1



Pin lung albastru



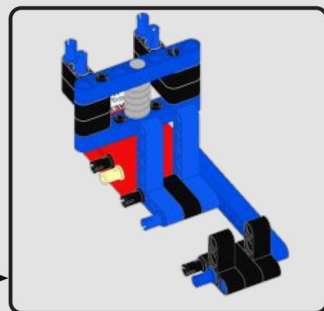
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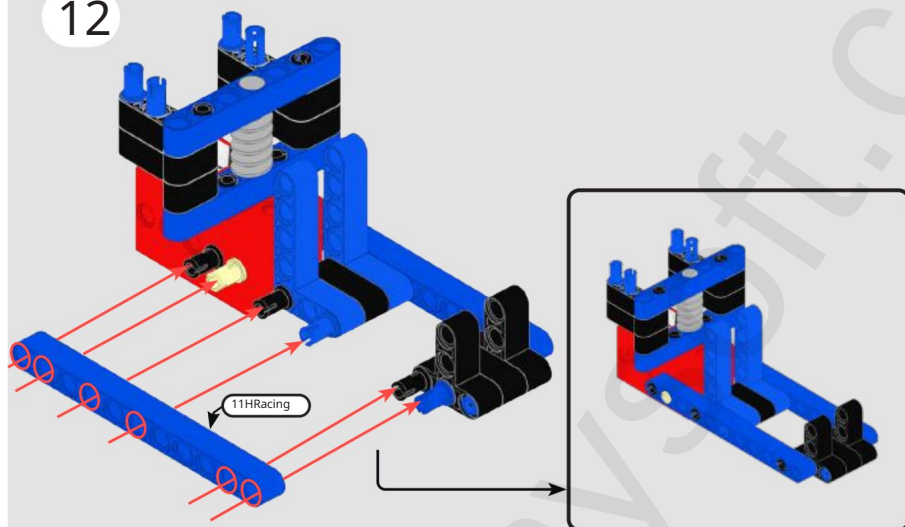
1:1



Pin lung albastru



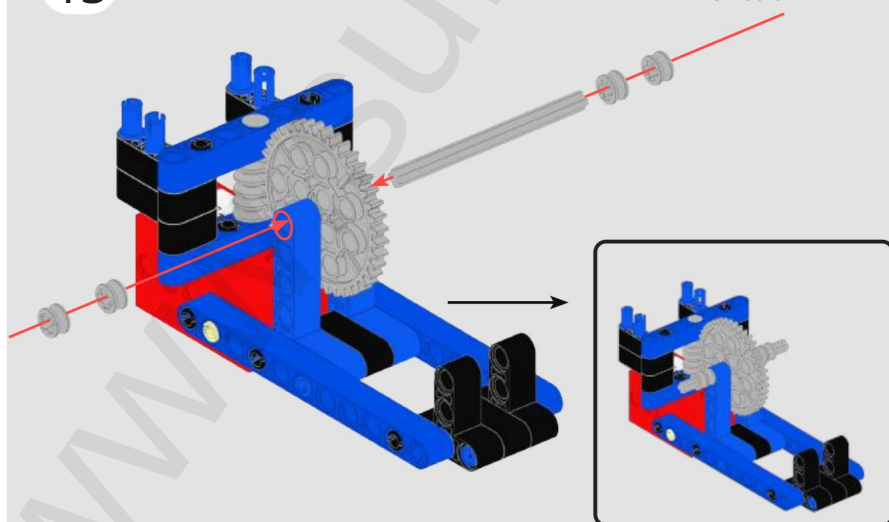
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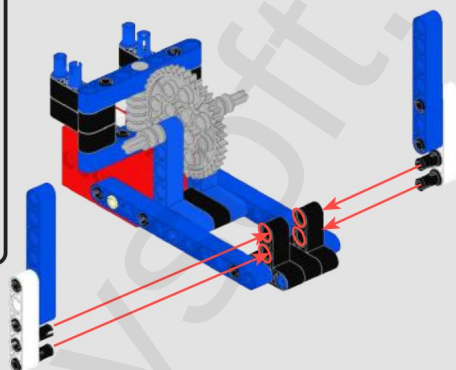
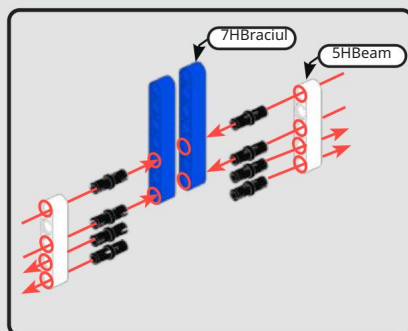
13

1:1

7H Remediu



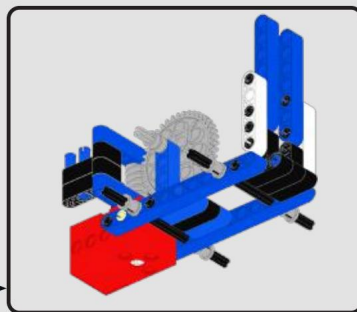
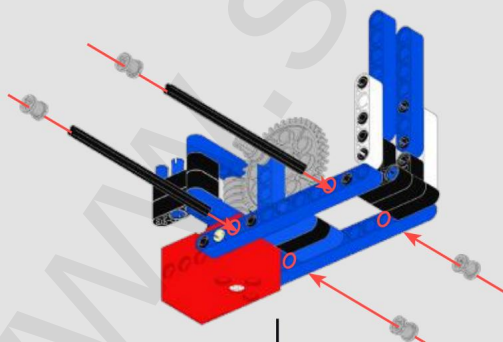
14



15 Vedere frontală jos stânga

1:1

10H Remediu

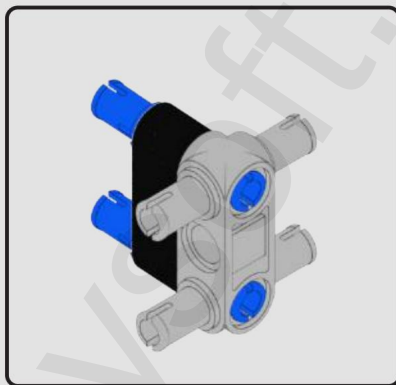
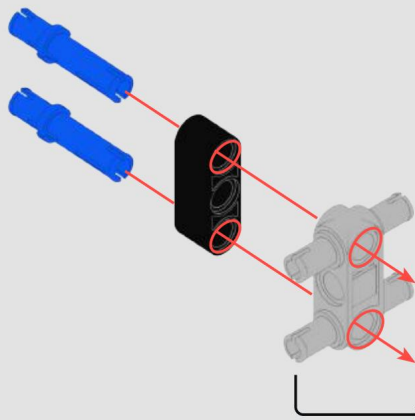


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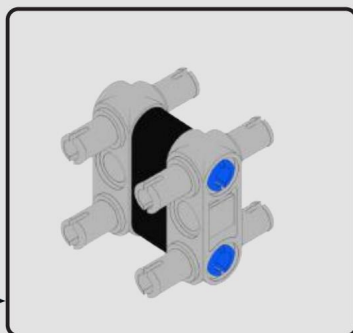
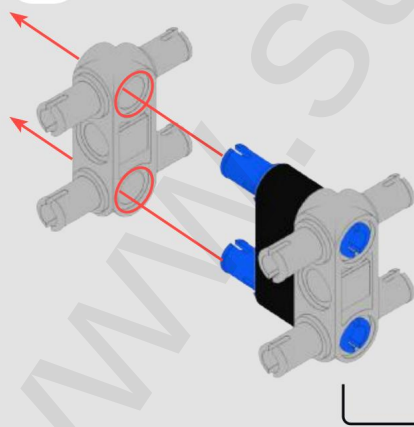
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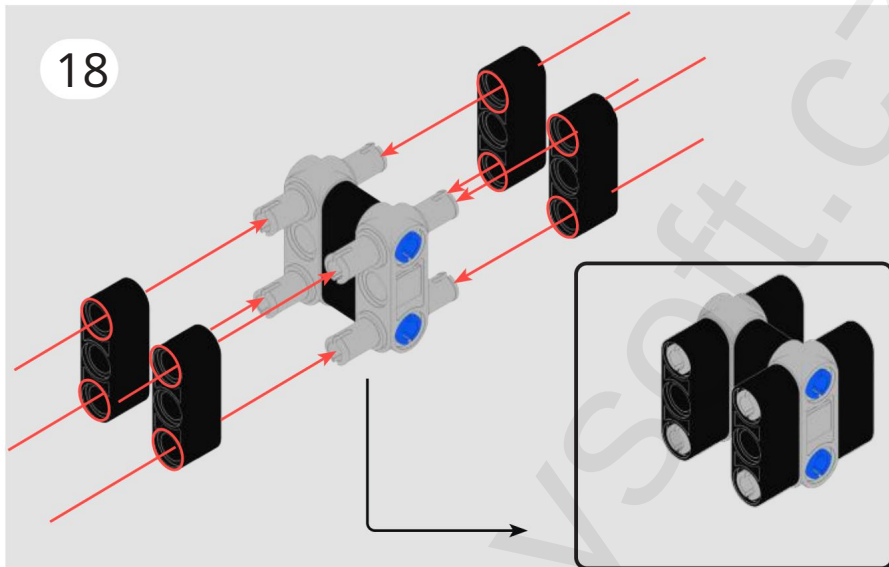
Pin lung albastru



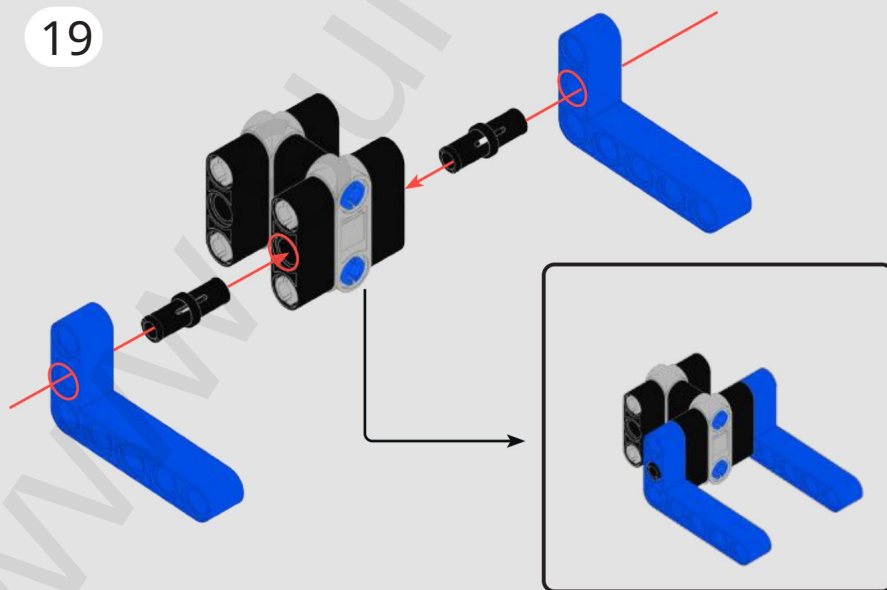
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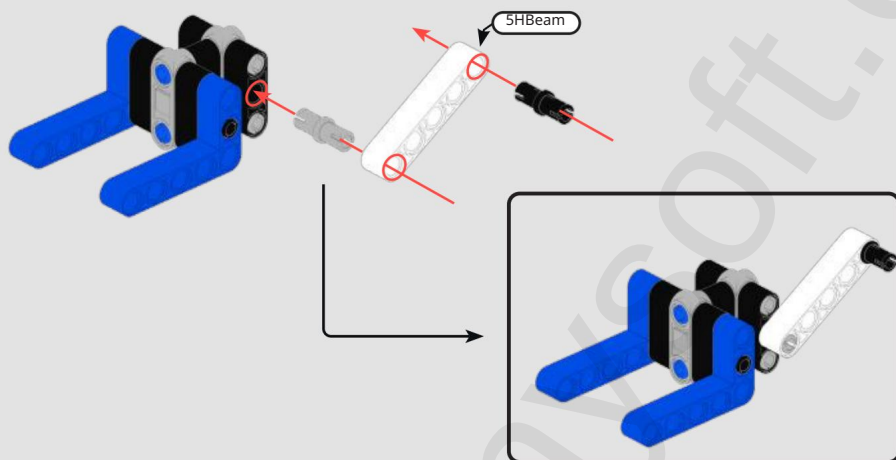
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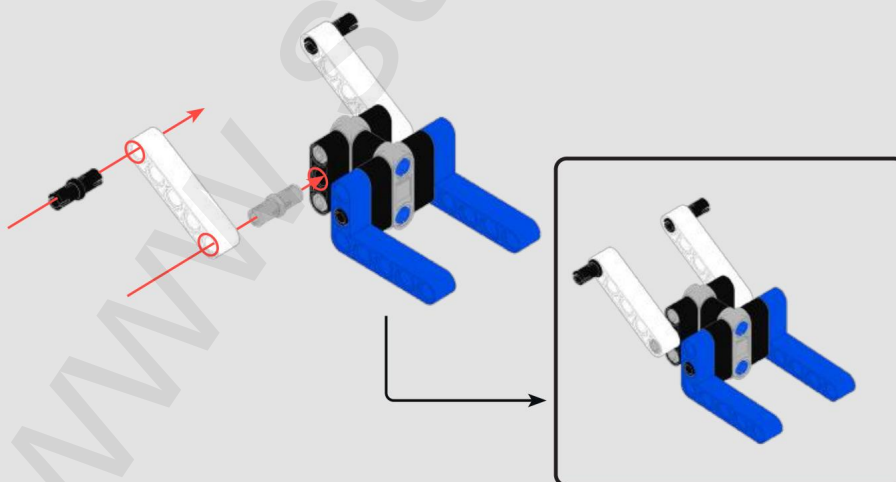
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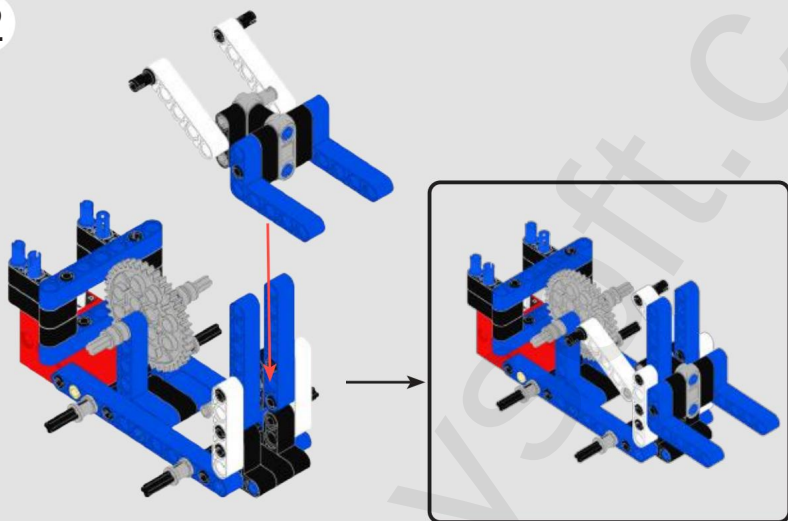
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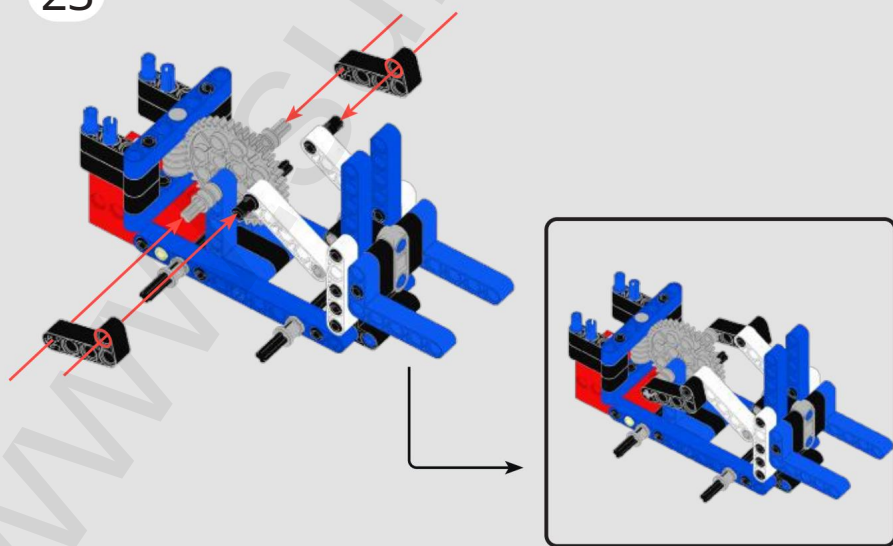
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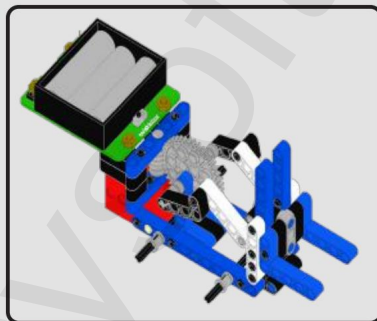
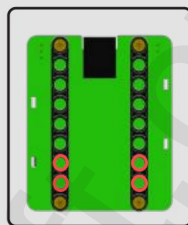
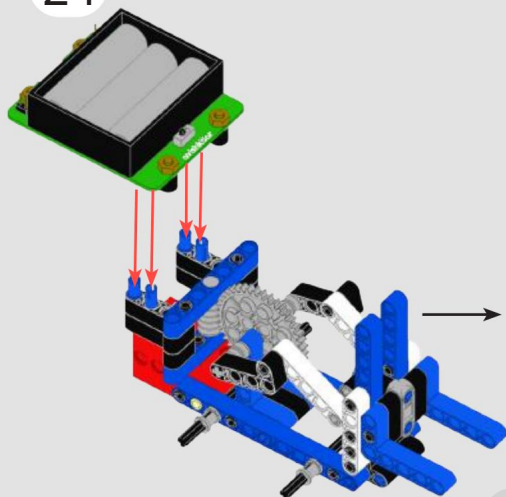
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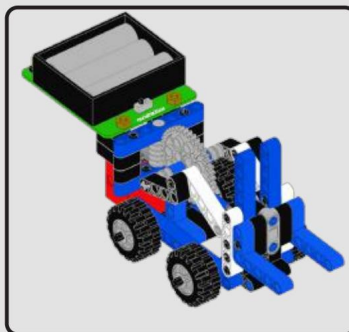
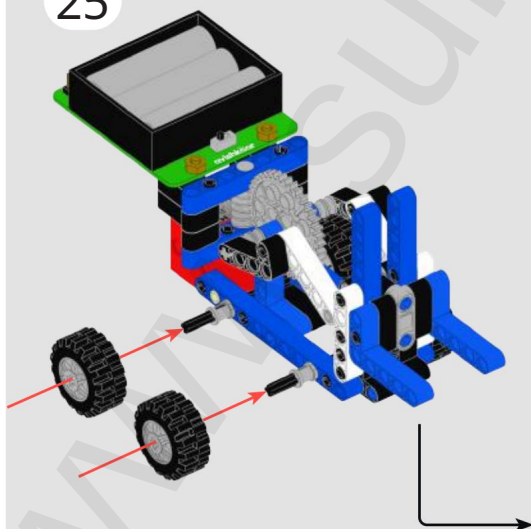
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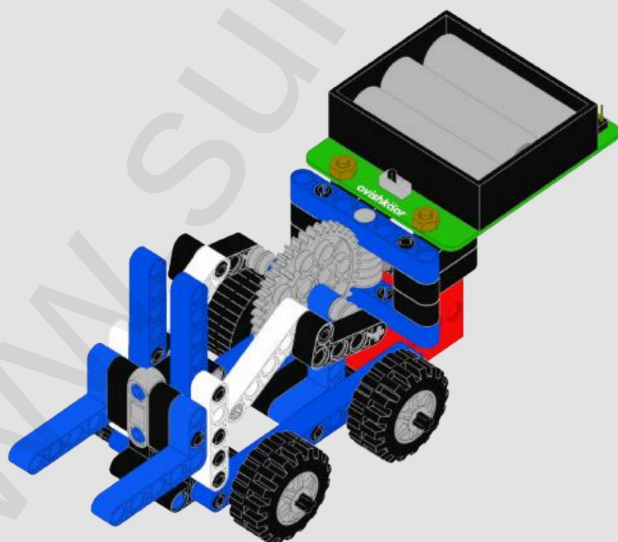
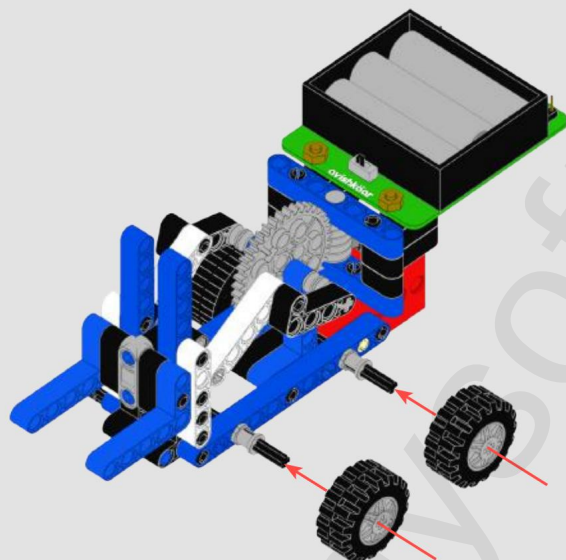
24



25



26



Felicitări pentru finalizare a acestui proiect!

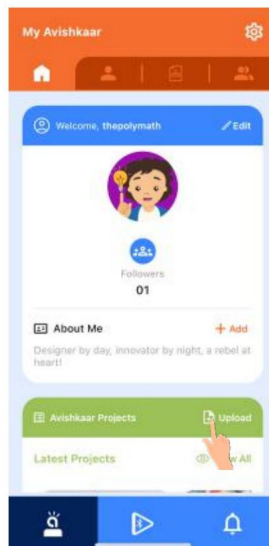
Îți place să te joci cu el folosind aplicația mobilă avishkaar?
Accesați pagina 8 pentru instrucțiuni detaliate despre cum să descărcați aplicația și să controlați robotul cu ea.



Împărtășește-ți creația lumii și câștigă o insignă de nivel 3 „Scratch the Surface”.

Încărcați fotografii sau videoclipuri ale proiectului dvs. folosind secțiunea de proiecte a aplicației Avishkaar pentru a câștiga insigna „Scratch the Surface” de nivel 3

Vizualizați toate colecțiile dvs. insigne în secțiunea de realizări a profilului tău de pe www.avishkaar.cc Explorați toate celelalte insigne pe care doriți să le colectați și câștigați-le pe toate!



Proiectul 5: Dobby Robot

Să construim!



Lucruri de care avem nevoie



Fascicul 9H
x 6



Fascicul 5H x
4



3H
fascicul
x4



7H
L-Beam x
4



1Cx4H
L-Beam x
4



5HT
fascicul
x2



1Cx1H
Grinda
x 2



2Cx1
Fascicul subțire
1



3Hx4Pin
Conector
x2



Umplere
axului - mic
x 2



Axă 3H x 2



Scurt
Pin-galben
x 1



Pin lung-
albastru x 10



Pin mediu
negru
x 18



Axul central
al axei - albastru
x 4



Pin mediu gri
x 4



Avishkaar
MEXCore
x 1



MEX mare
DC
motor x 1

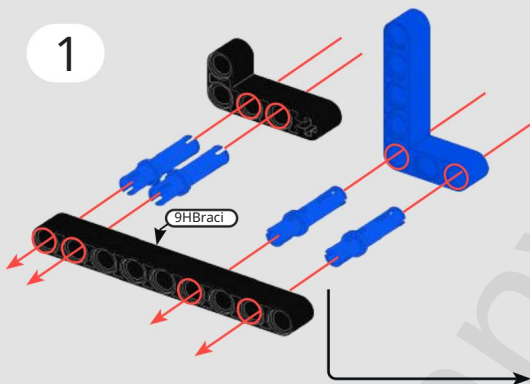


Pin lung-
galben x 2



3Cx2H
Subțire -D
x 2

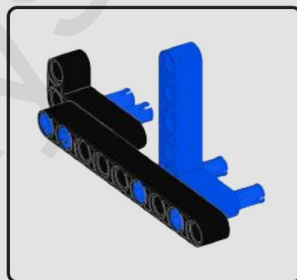
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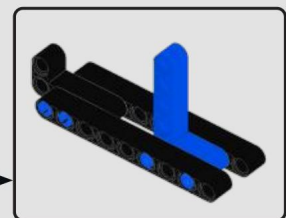
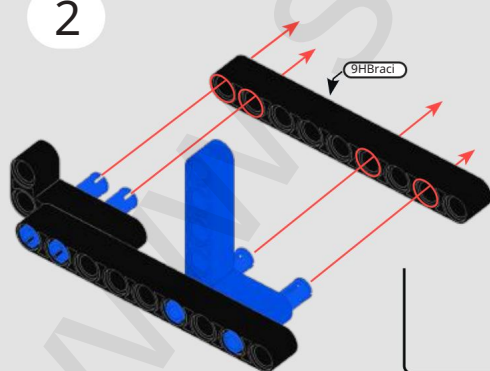
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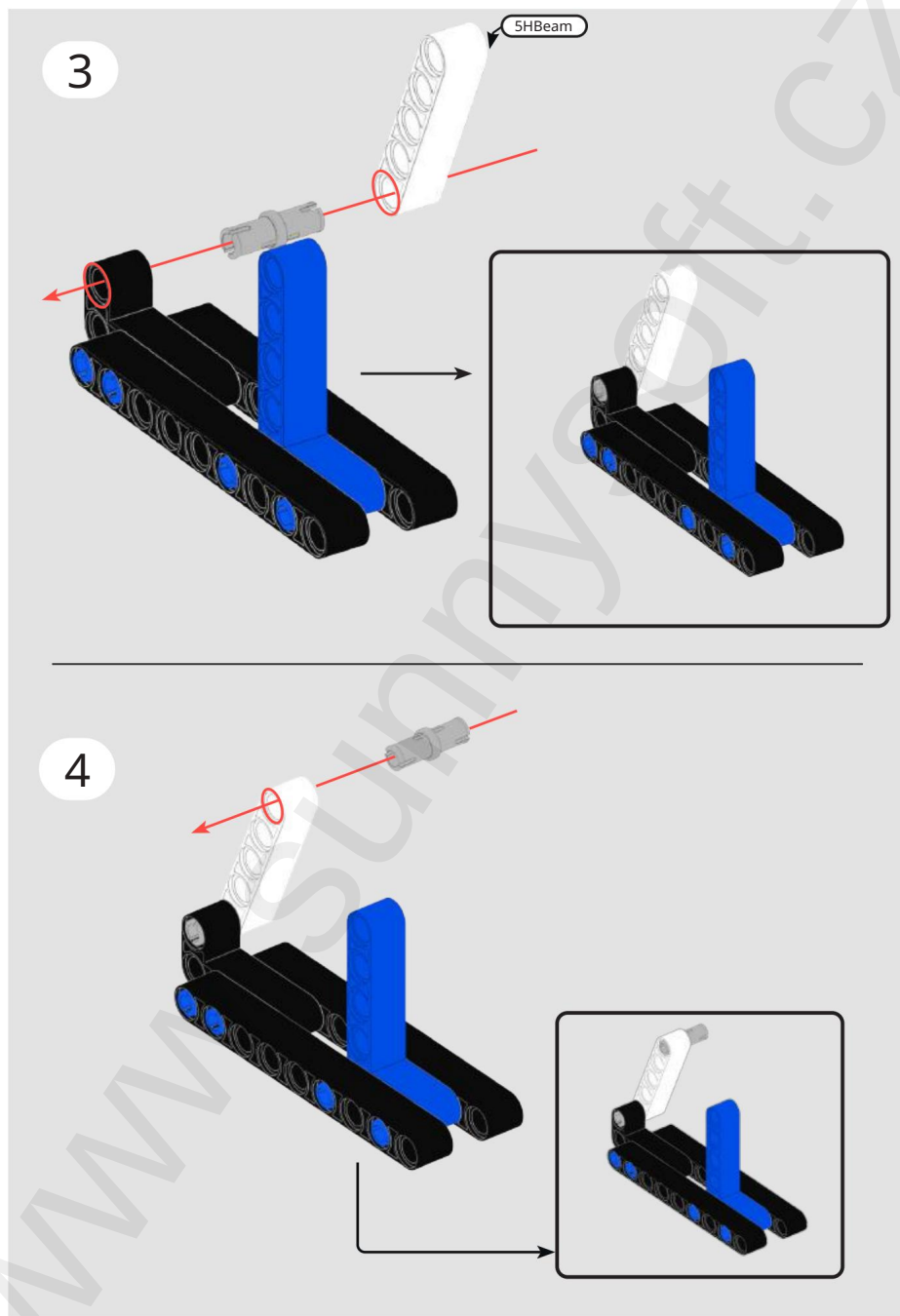


Longpin-albastru

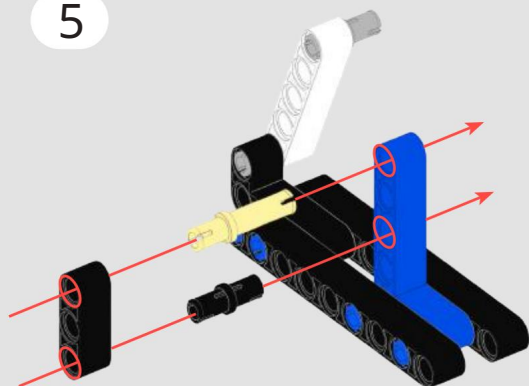


2





5



1:1

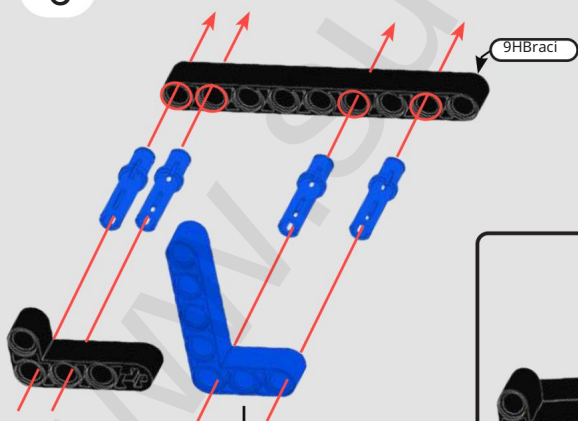


Pin lung-galben



6

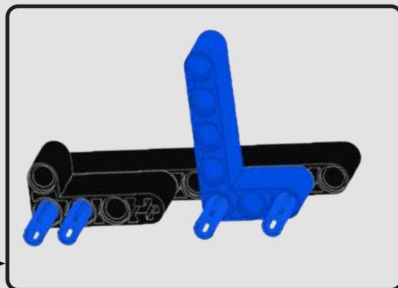
Să facem partea cu oglindă.



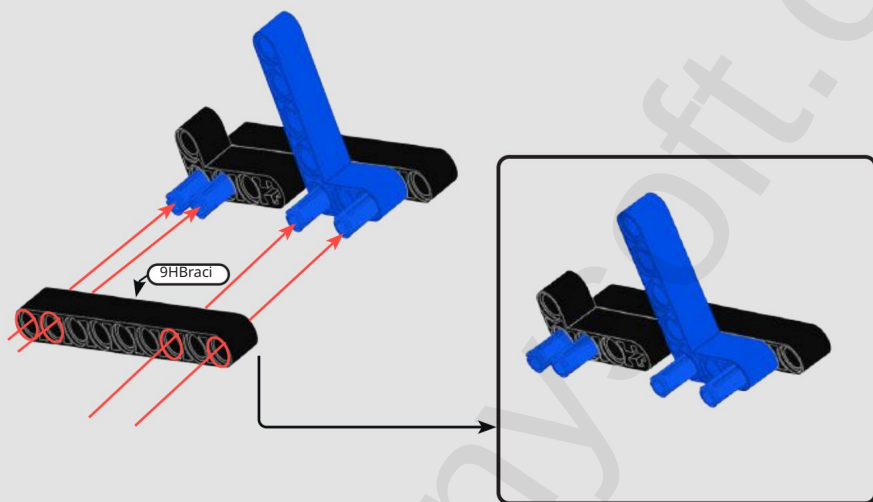
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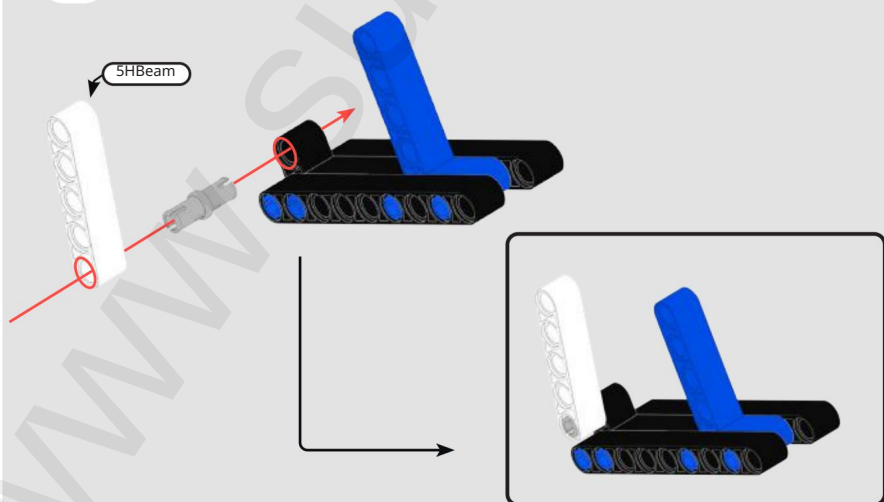
Pin lung-albastru



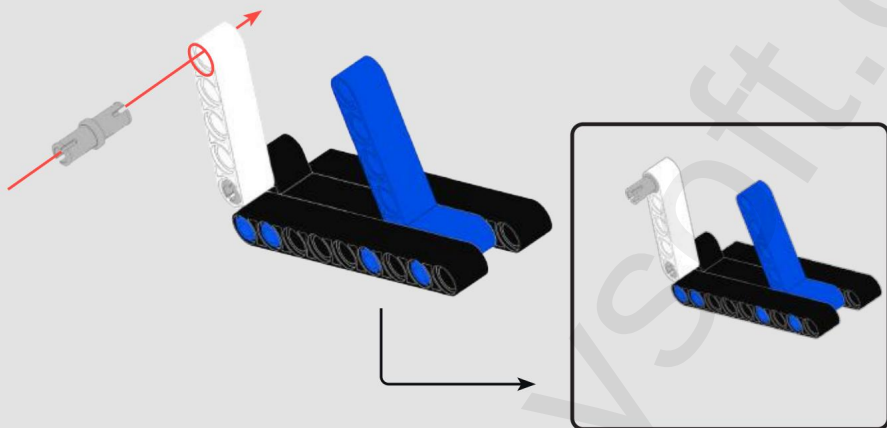
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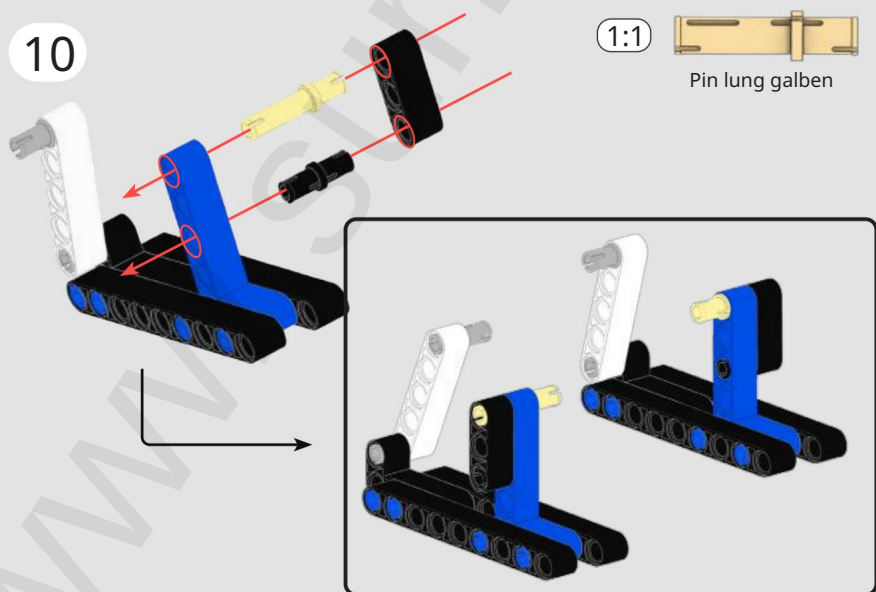
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9



10

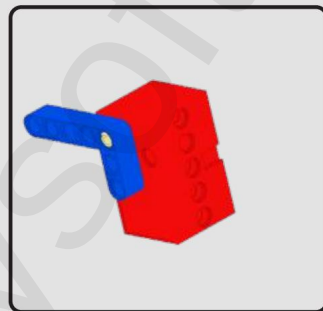
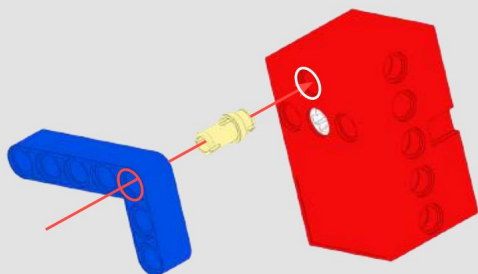


11

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Pin scurt galben

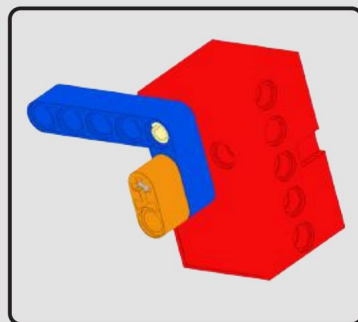
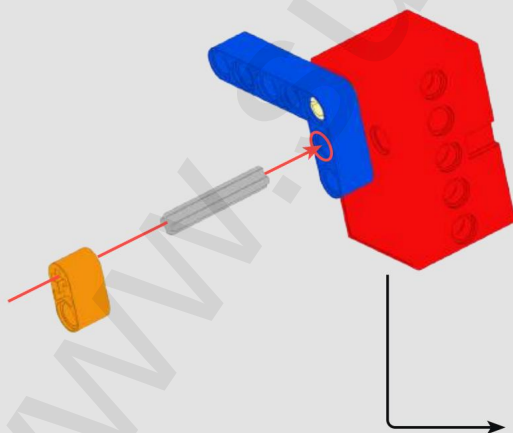


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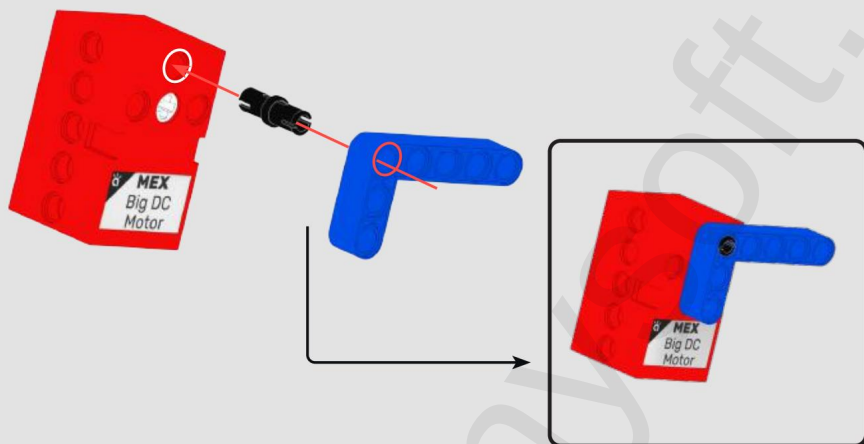
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3H Remedium



13

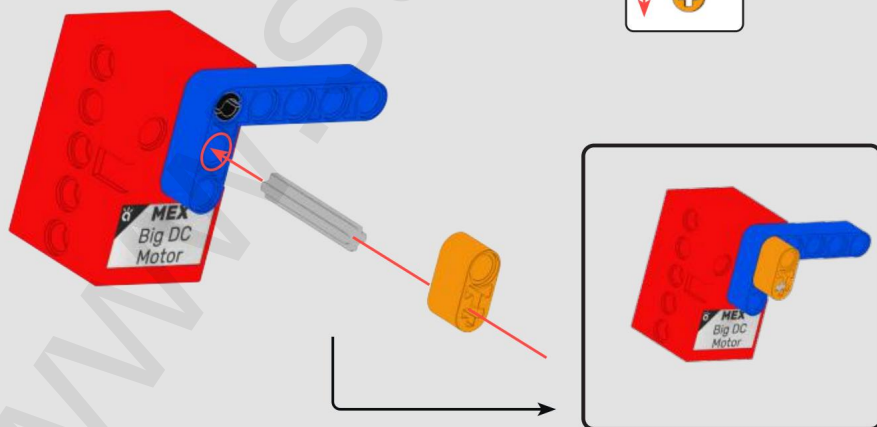


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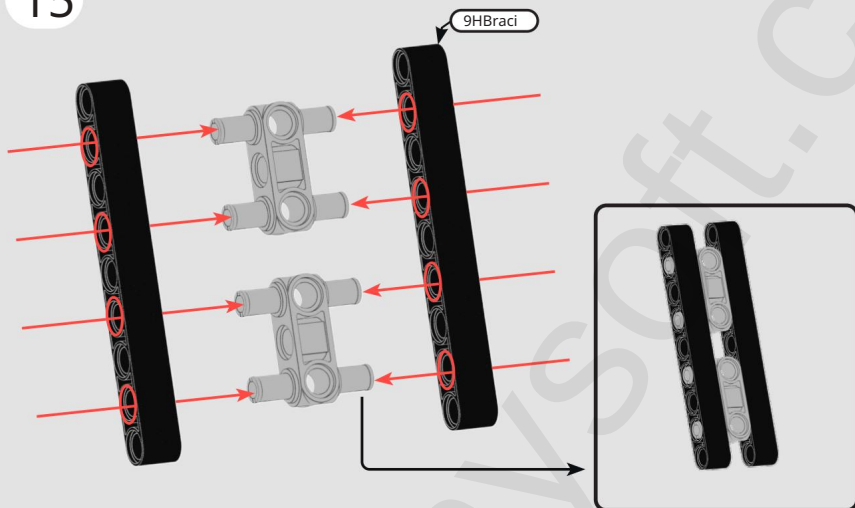
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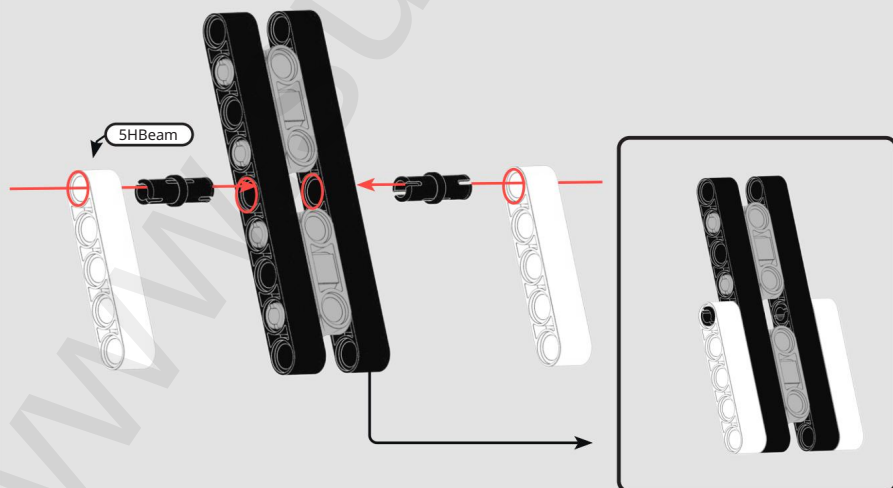
3H Remedium



15



16

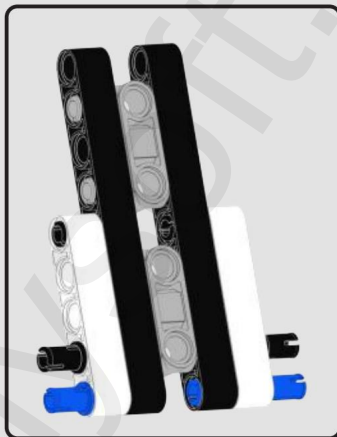
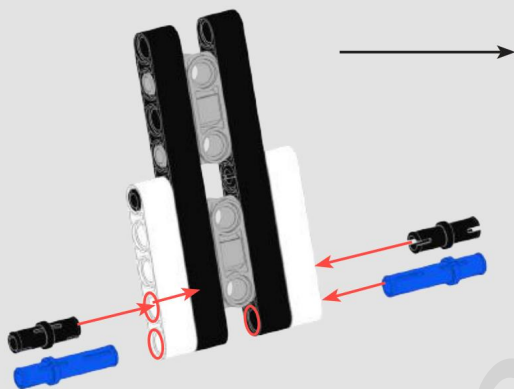


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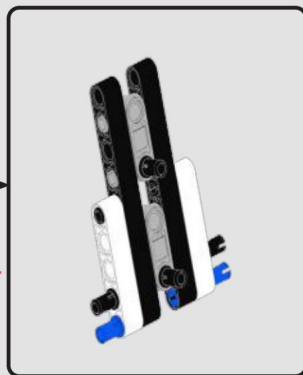
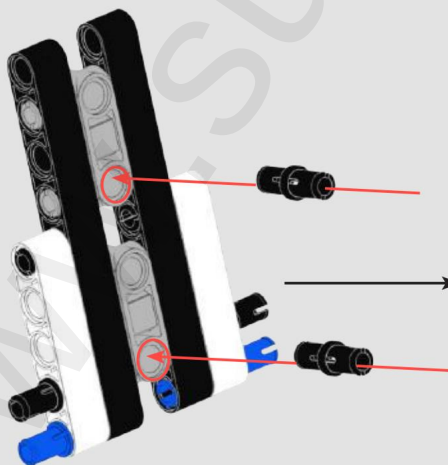
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Pin lung albastru



18

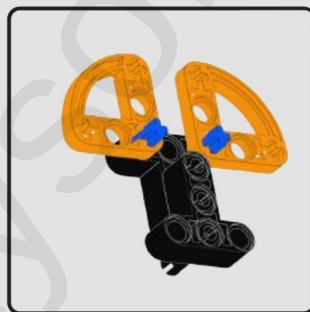
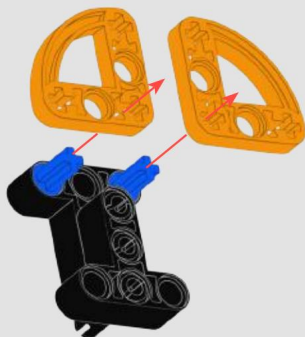
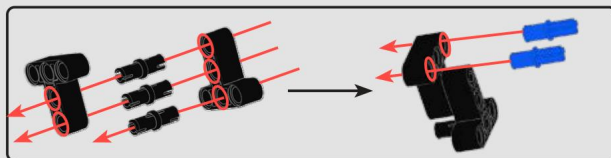


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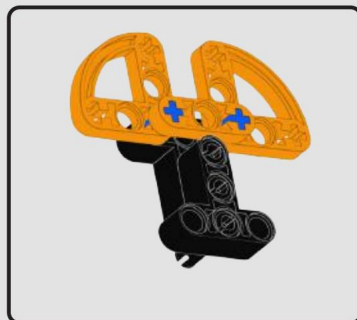
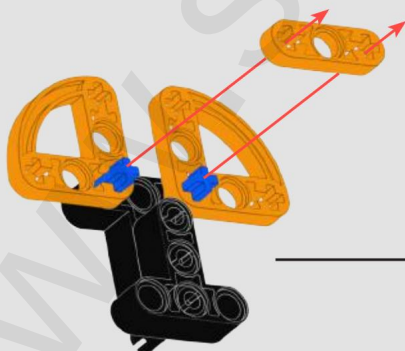
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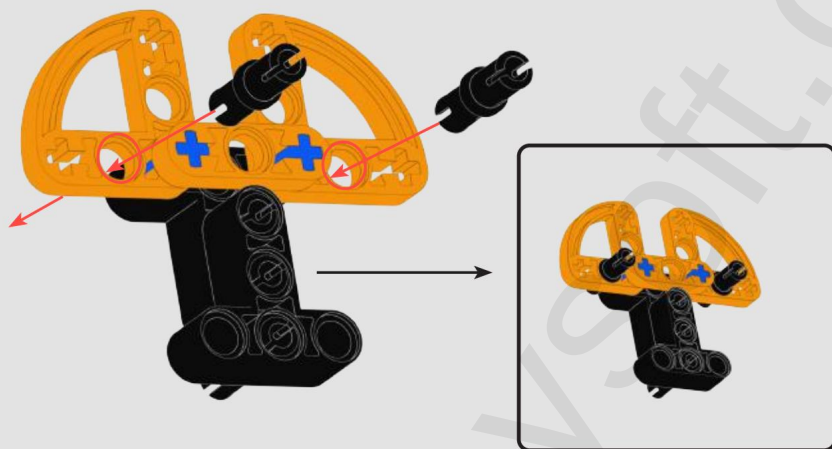
Axul axului mijlociu
albastru



20



22

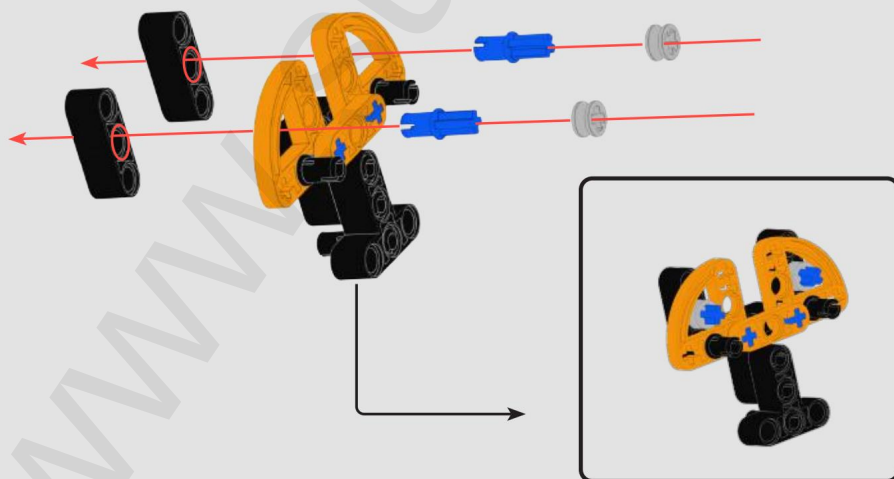


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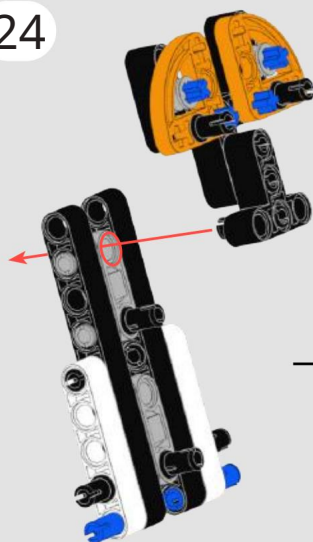
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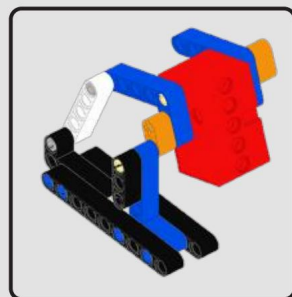
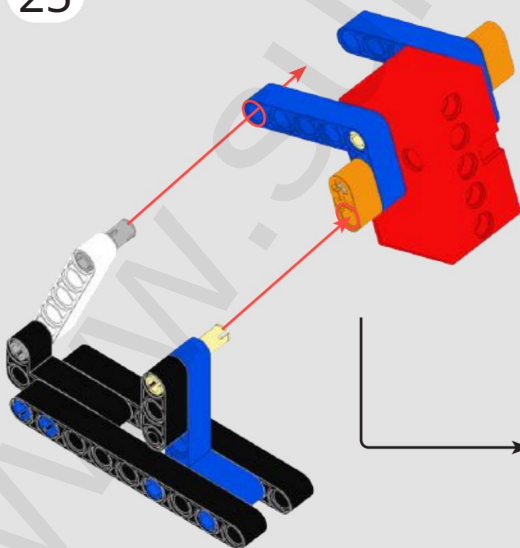
Axul axului mijlociu albastru



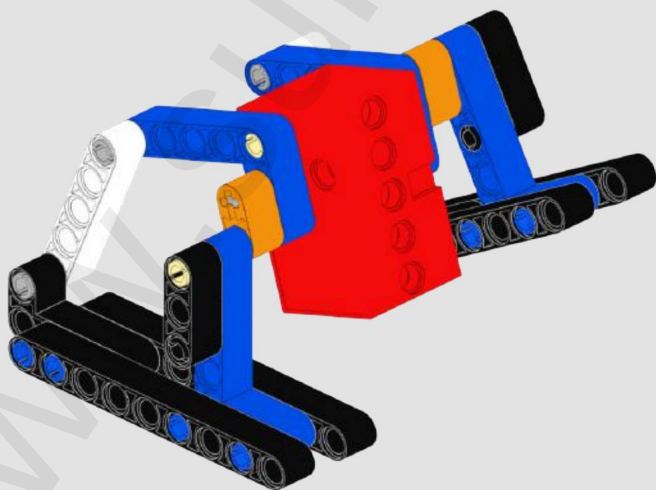
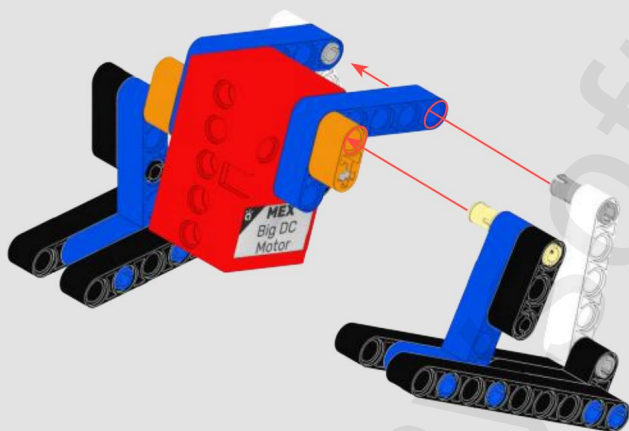
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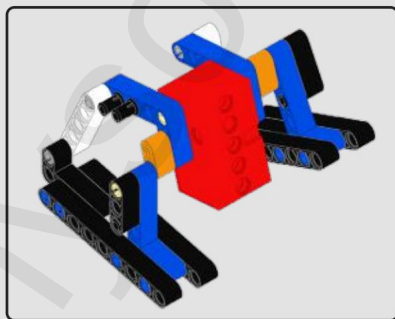
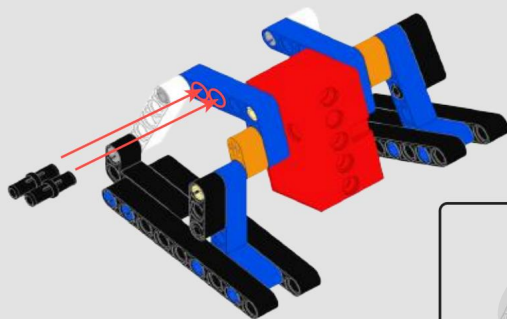
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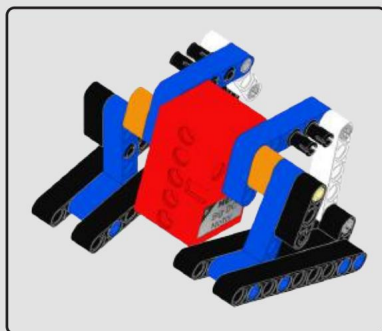
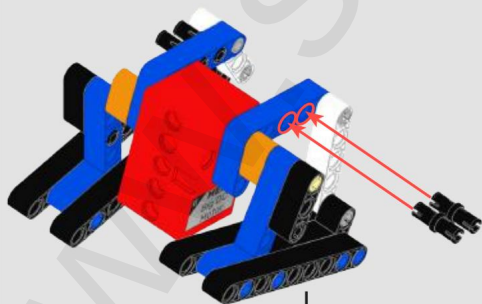
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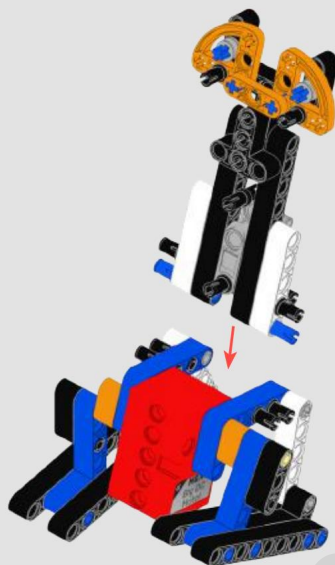
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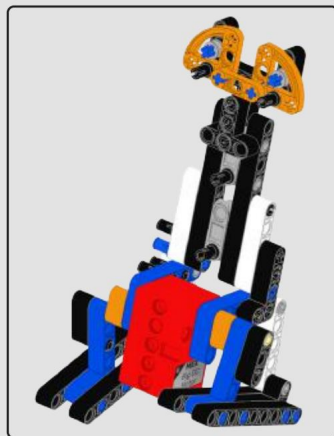
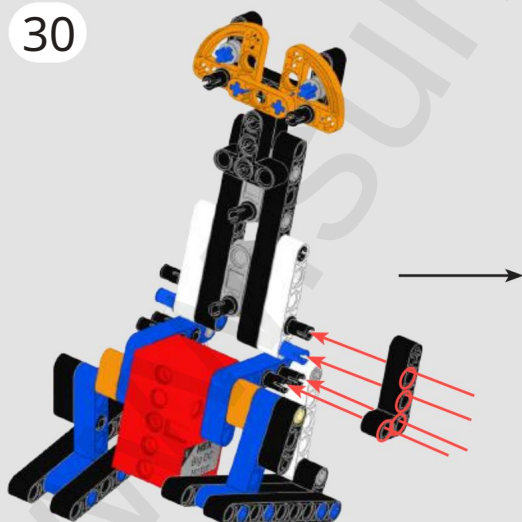
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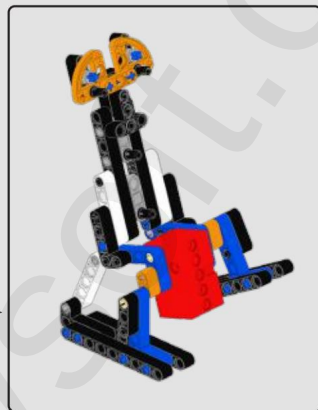
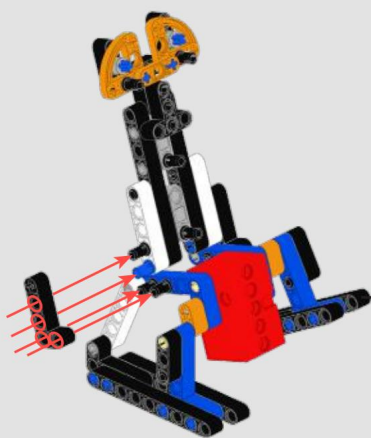
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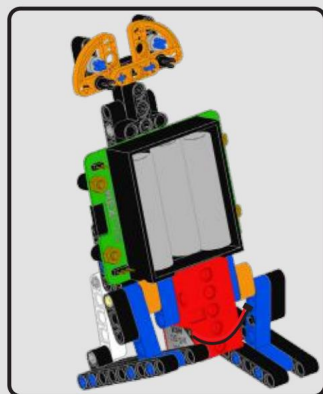
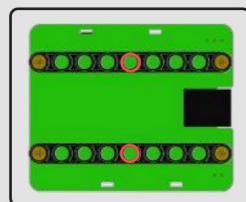
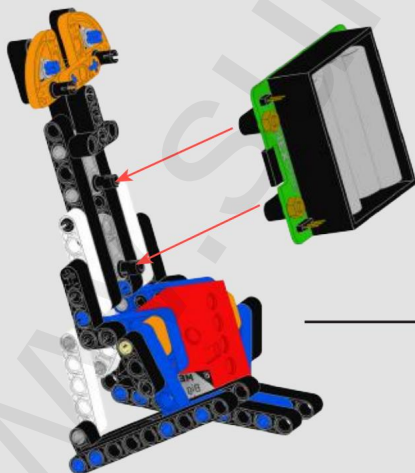
30



31



32



Felicitări pentru finalizare a acestui proiect!

Îți place să te joci cu el folosind aplicația mobilă avishkaar?

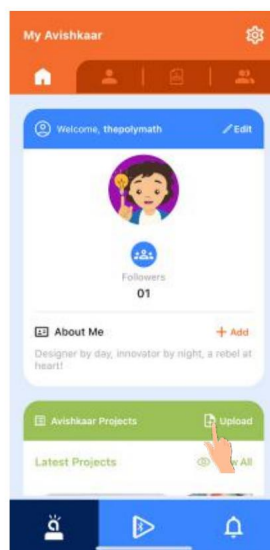
Accesați pagina 8 pentru instrucțiuni detaliate despre cum să descărcați aplicația și să controlați robotul cu ea.



Împărtășește-ți creația lumii și câștigă" „Zgâriește suprafața” Nivelul 3

Încărcați fotografiile sau videoclipuri ale proiectului dvs. folosind secțiunea de proiecte a aplicației Avishkaar și câștigați o insignă la nivel „Scratch the Surface” 3.

Vedeți toate colecțiile dvs insigne în secțiunea de realizări a profilului tău de pe www.avishkaar.cc Explorați toate celelalte insigne pe care doriți să le colectați și câștigați-le pe toate!



Te confrunți cu o problemă?

Suportul nostru tehnic este disponibil pentru a vă ajuta în aceste ore – de luni până sâmbătă: 9:00 AM - 8:00 PM Duminică și a treia sâmbătă: 9:00 AM - 6:00 PM



Probleme
de software



Probleme
de utilizare



Probleme
hardware

Contactați asistența prin scanarea codului QR.



support@avishkaar

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