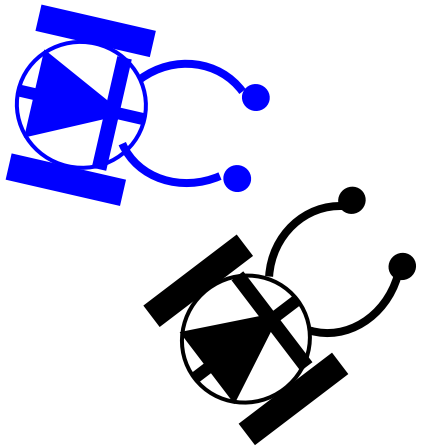
EQ-ROBO Programming Manual
(Flowchart Program)



Version : 1.0

2010-07

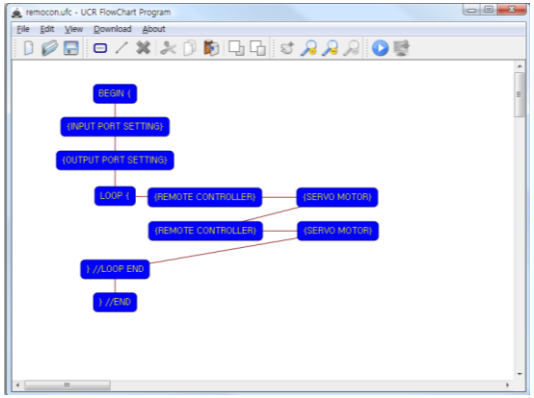
User Creative Robot

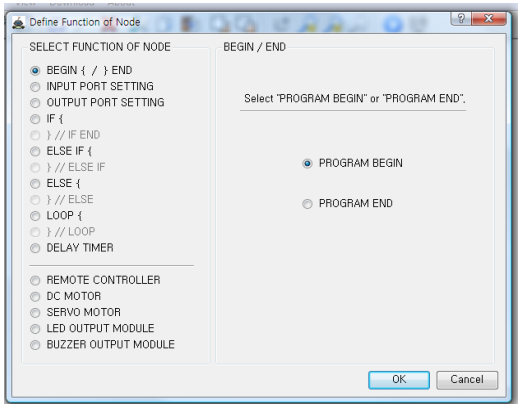
www.ucrobot.com

technical support : ucrobot @ ucrobot.com

< EQ-ROBO program >

- It is possible to program the robot without professional programming knowledge just only study about flowchart and logic.
- You can get the knowledge of professional programming method through the studying the programming with EQ-ROBO because it supports similar algorithm and program methods.
- EQ-ROBO software finds the error in your program, so you can learn more easily about flowchart and algorithm.





※ EQ-ROBO is compatible to the Microsoft's WINDOWS XP, VISTA and 7.

< Programming method >

0. Prepare (only 1 time)
   - ① Download software at www.ucrobot.com
   - ② Install the USB Driver
   - ③ Set the serial port for downloading
   - ④ Execute the EQ-ROBO software
1. Robot Modeling and Assembling
2. Making robot program using EQ-ROBO
3. Save the program
4. Program error check
5. Connect USB cable between PC and robot
6. Download program to the robot
7. Test program using robot and modify the error
8. Repeat 3 ~ 7 for proper operating of robot desired

※ This manual describe only RED parts.

0-1. Program Download

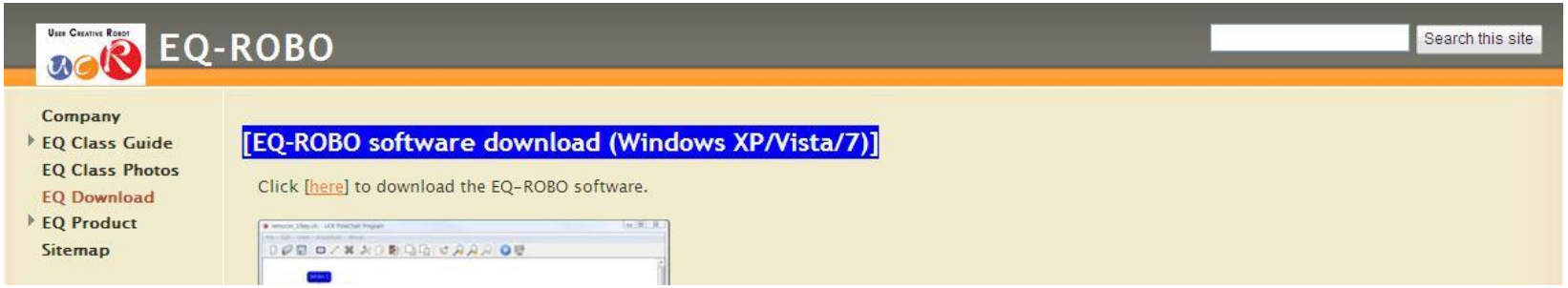
MICROSOFT's
Windows XP

(0-1-1) Download software at www.ucrobot.com

We need to download 2 files from www.ucrobot.com

① UCR-FCP_v1.zip
-. EQ-ROBO programming software

② CP210x_VCP_Win_XP_S2K3_Vista_7.exe
-. USB driver of Silicon Labs

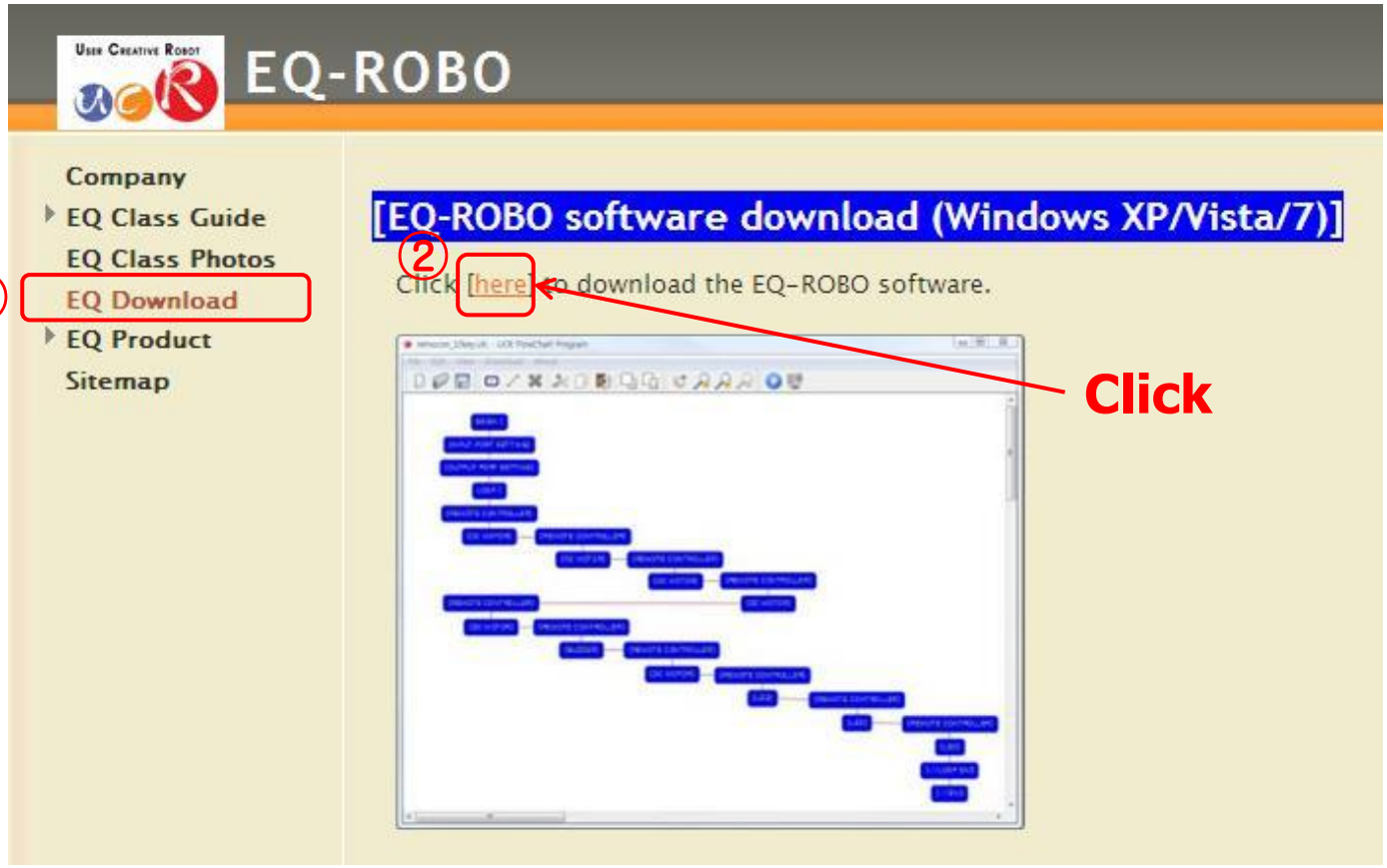


0-1. Program Download

MICROSOFT's
Windows XP

(0-1-2) Download UCR-FCP_v1.zip

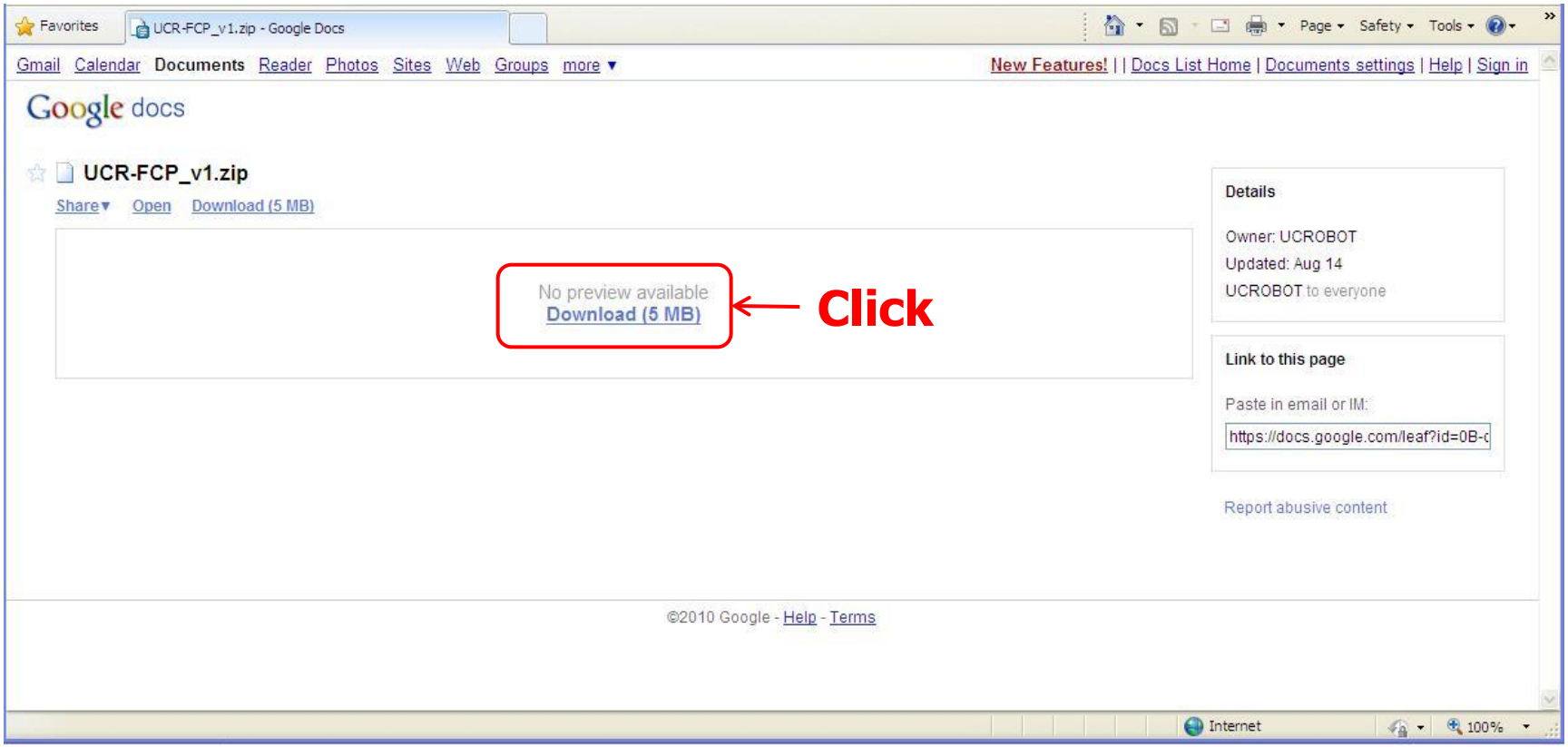
www.ucrobot.com



0-1. Program Download

MICROSOFT's
Windows XP

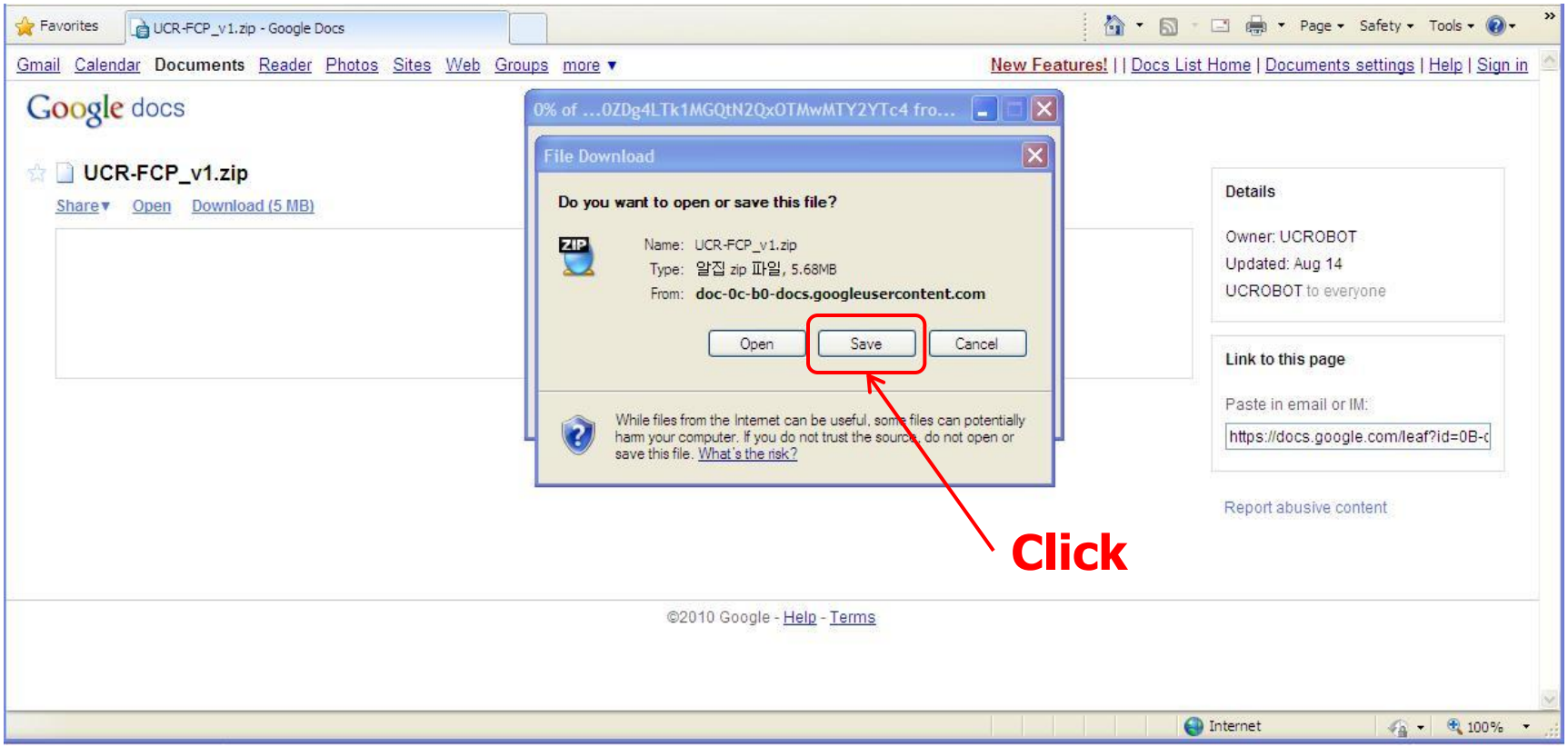
(0-1-2-1) Download **UCR-FCP_v1.zip**



0-1. Program Download

MICROSOFT's
Windows XP

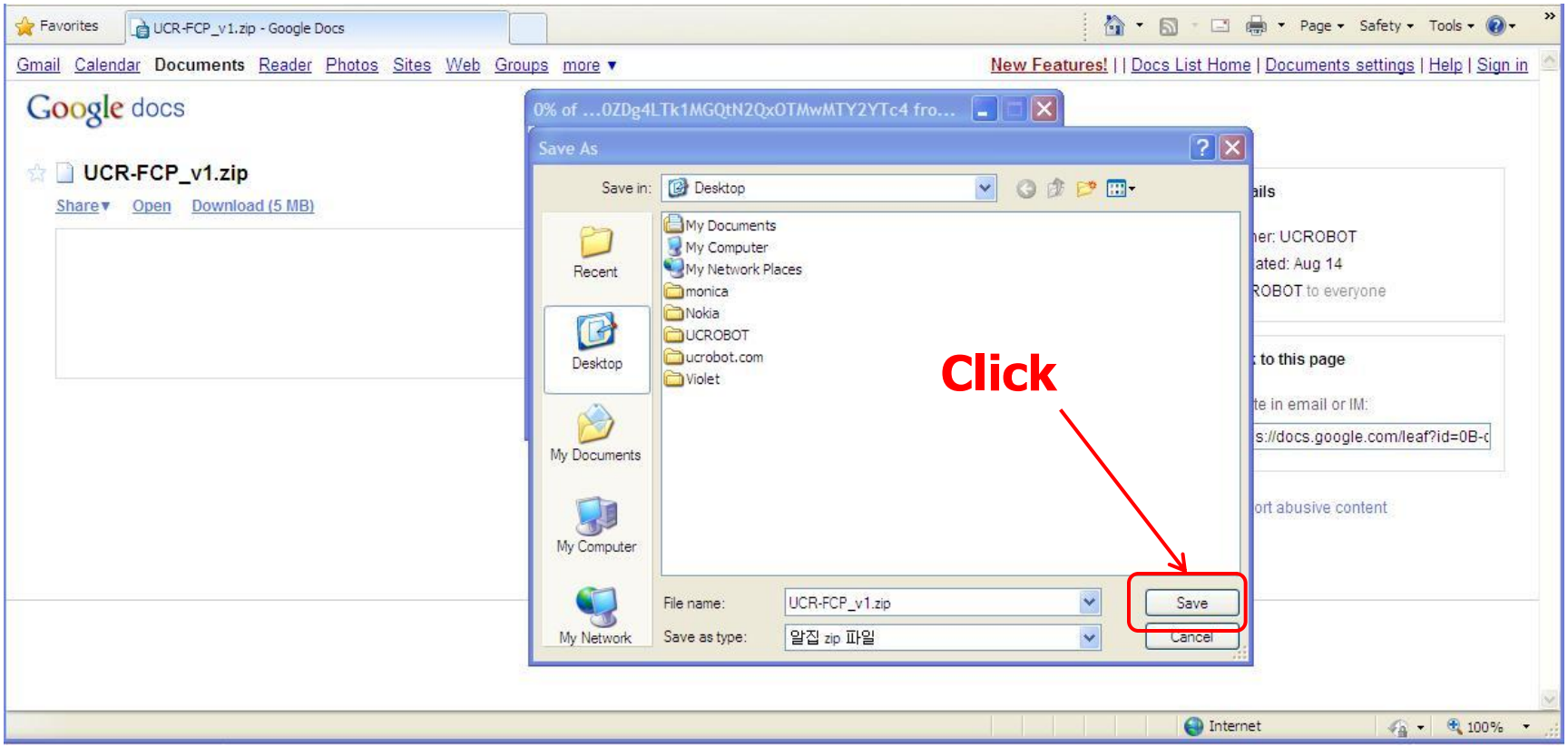
(0-1-2-2) Download **UCR-FCP_v1.zip**



0-1. Program Download

MICROSOFT's
Windows XP

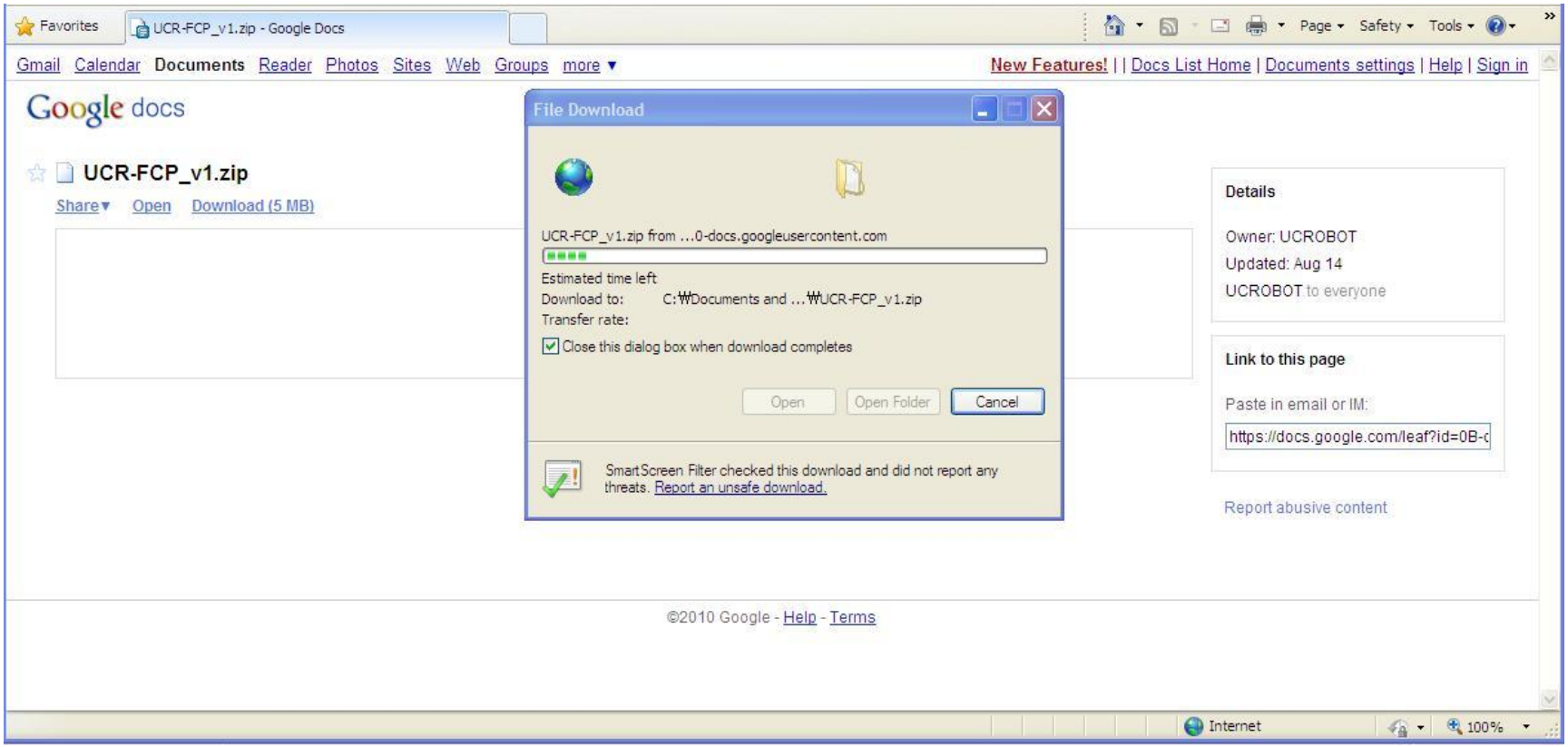
(0-1-2-3) Download **UCR-FCP_v1.zip**



0-1. Program Download

MICROSOFT's
Windows XP

(0-1-2-4) Download **UCR-FCP_v1.zip**



0-1. Program Download

MICROSOFT's
Windows XP

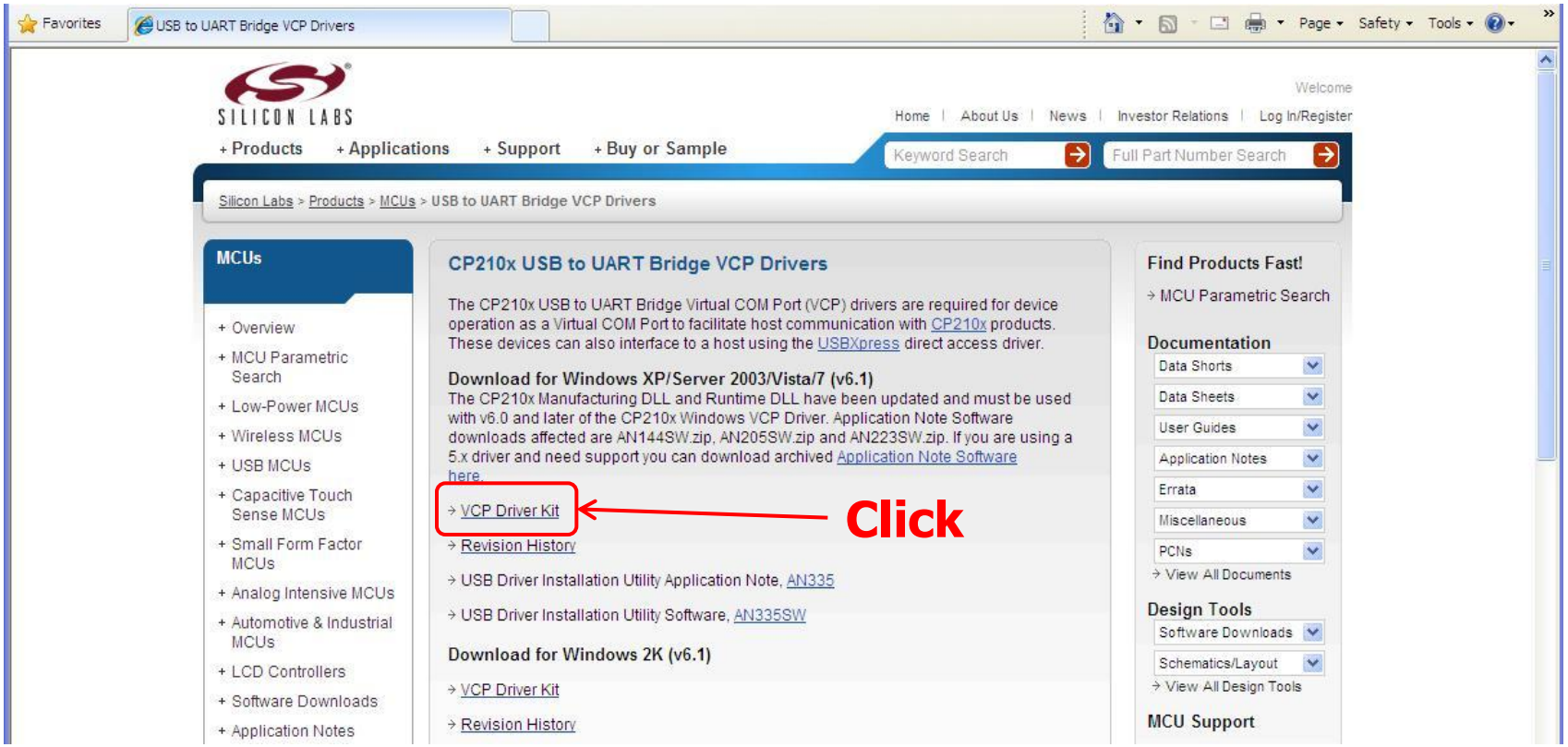
(0-1-3) Download CP210x_VCP_Win_XP_S2K3_Vista_7.exe

www.ucrobot.com

0-1. Program Download

MICROSOFT's
Windows XP

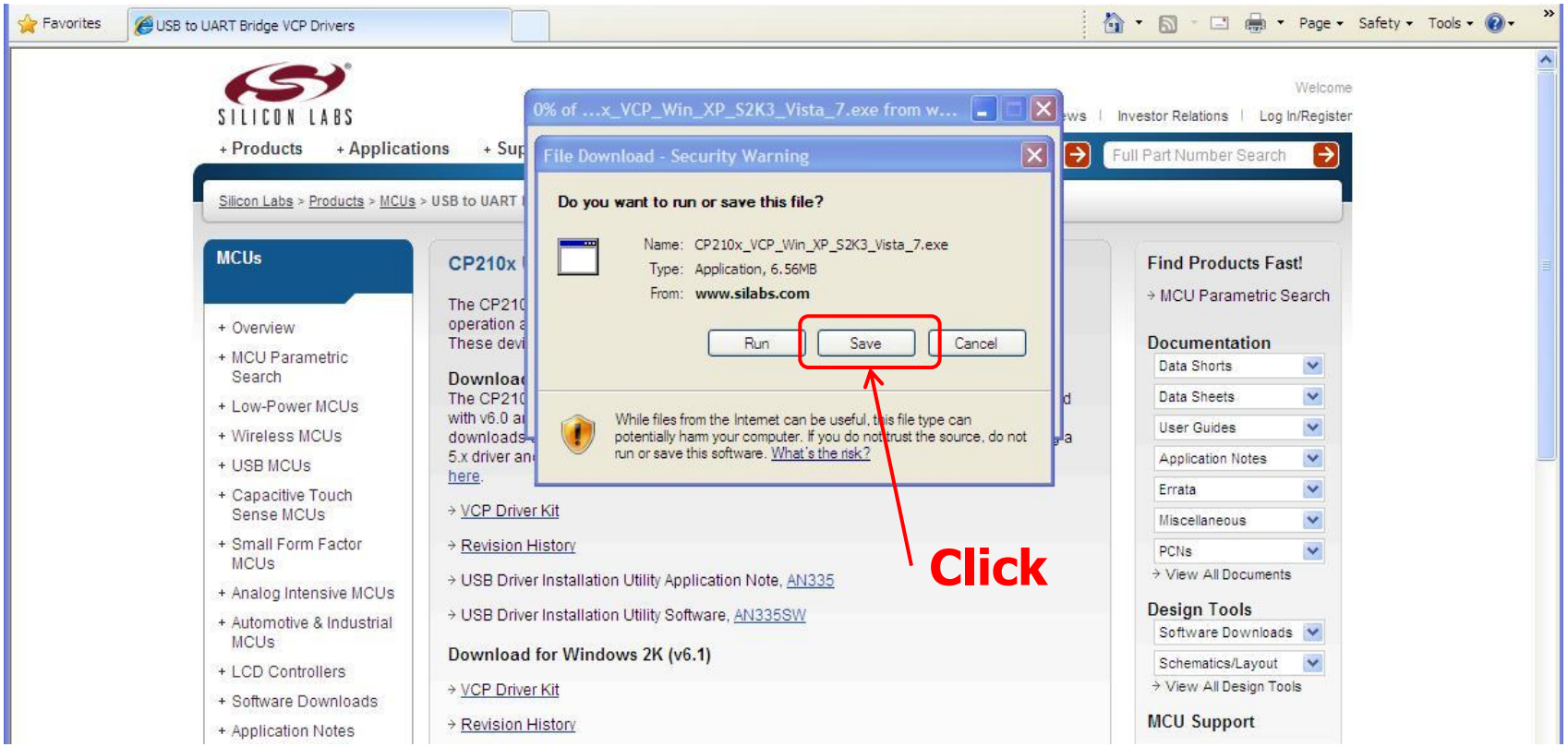
(0-1-3-1) Download CP210x_VCP_Win_XP_S2K3_Vista_7.exe



0-1. Program Download

MICROSOFT's
Windows XP

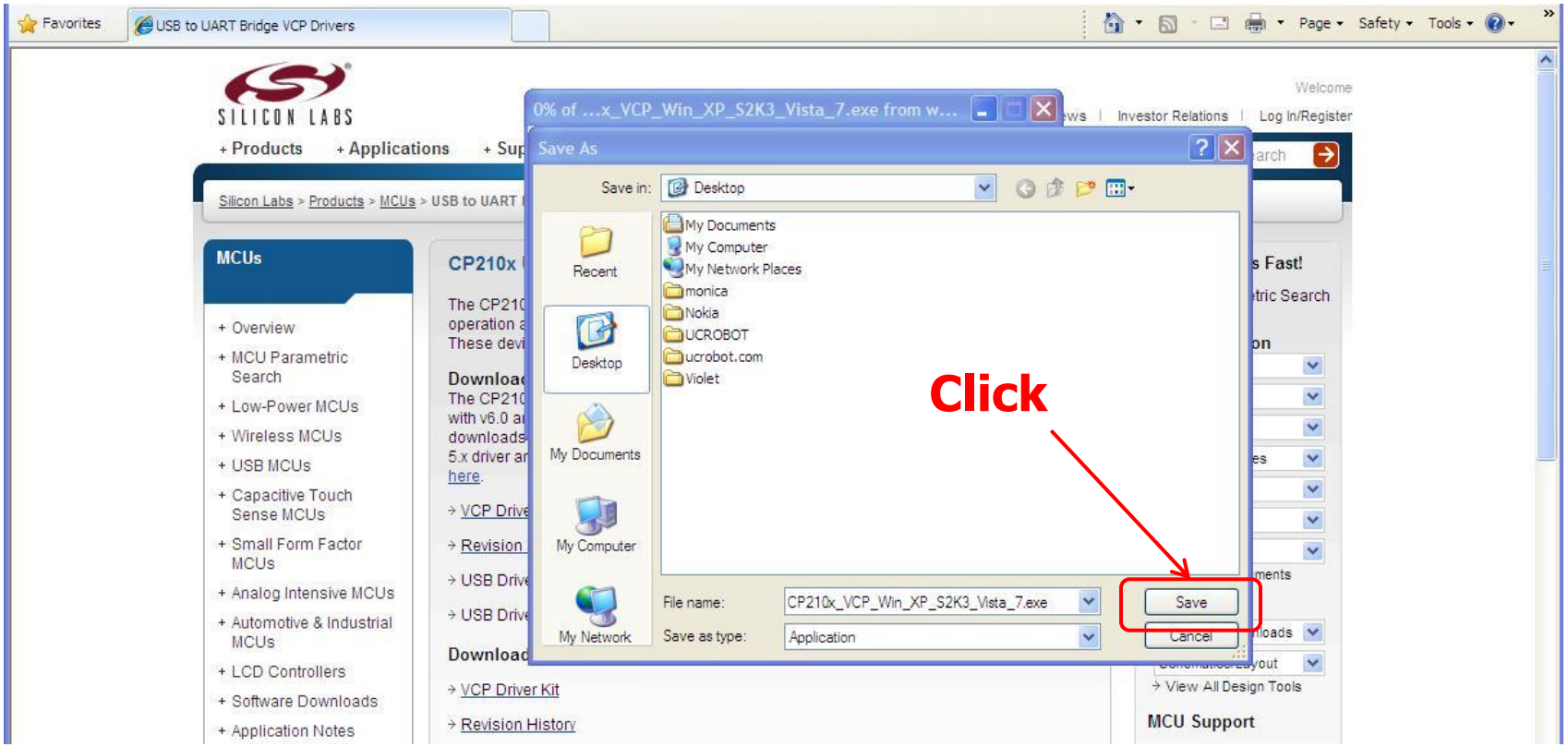
(0-1-3-2) Download CP210x_VCP_Win_XP_S2K3_Vista_7.exe



0-1. Program Download

MICROSOFT's
Windows XP

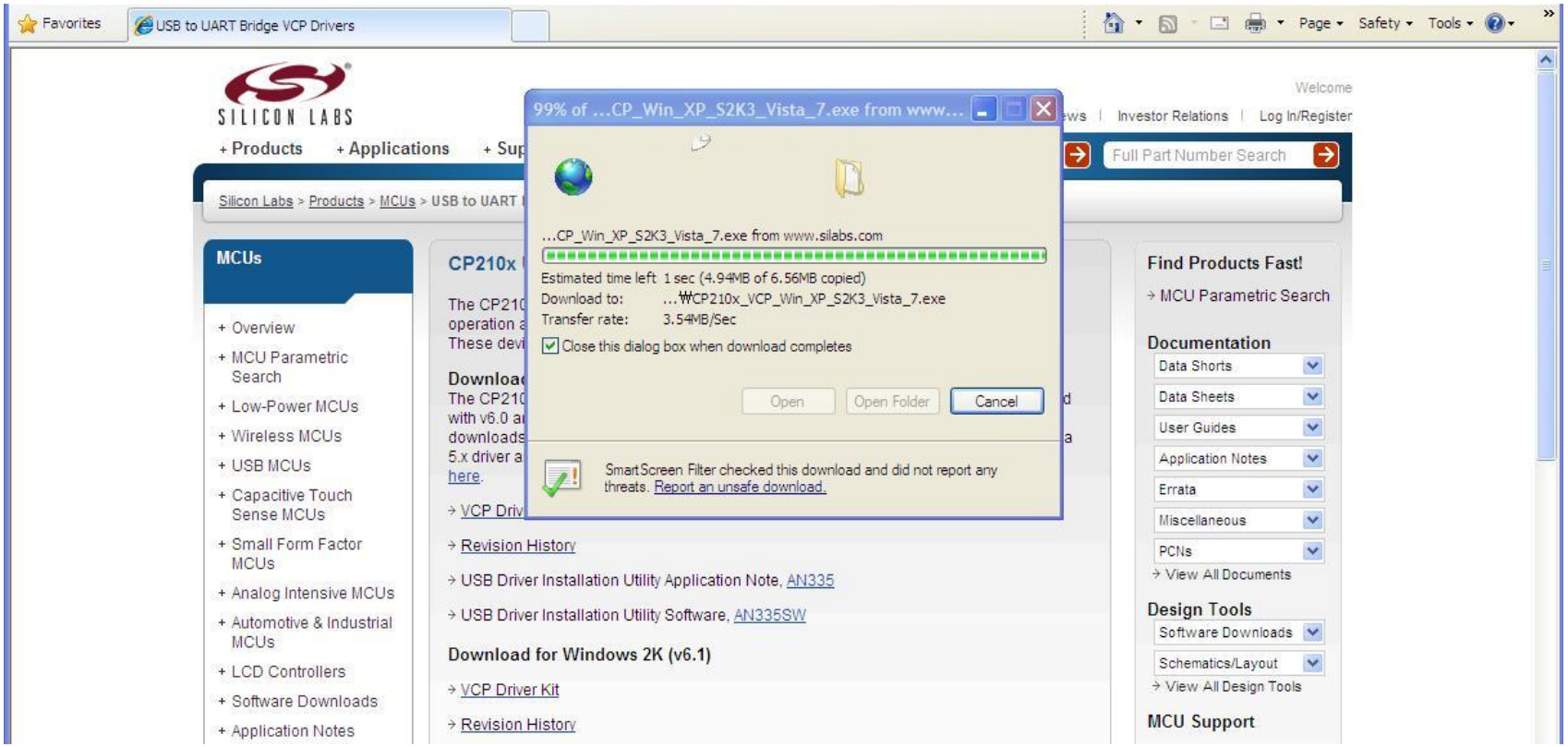
(0-1-3-3) Download CP210x_VCP_Win_XP_S2K3_Vista_7.exe



0-1. Program Download

MICROSOFT's
Windows XP

(0-1-3-4) Download CP210x_VCP_Win_XP_S2K3_Vista_7.exe

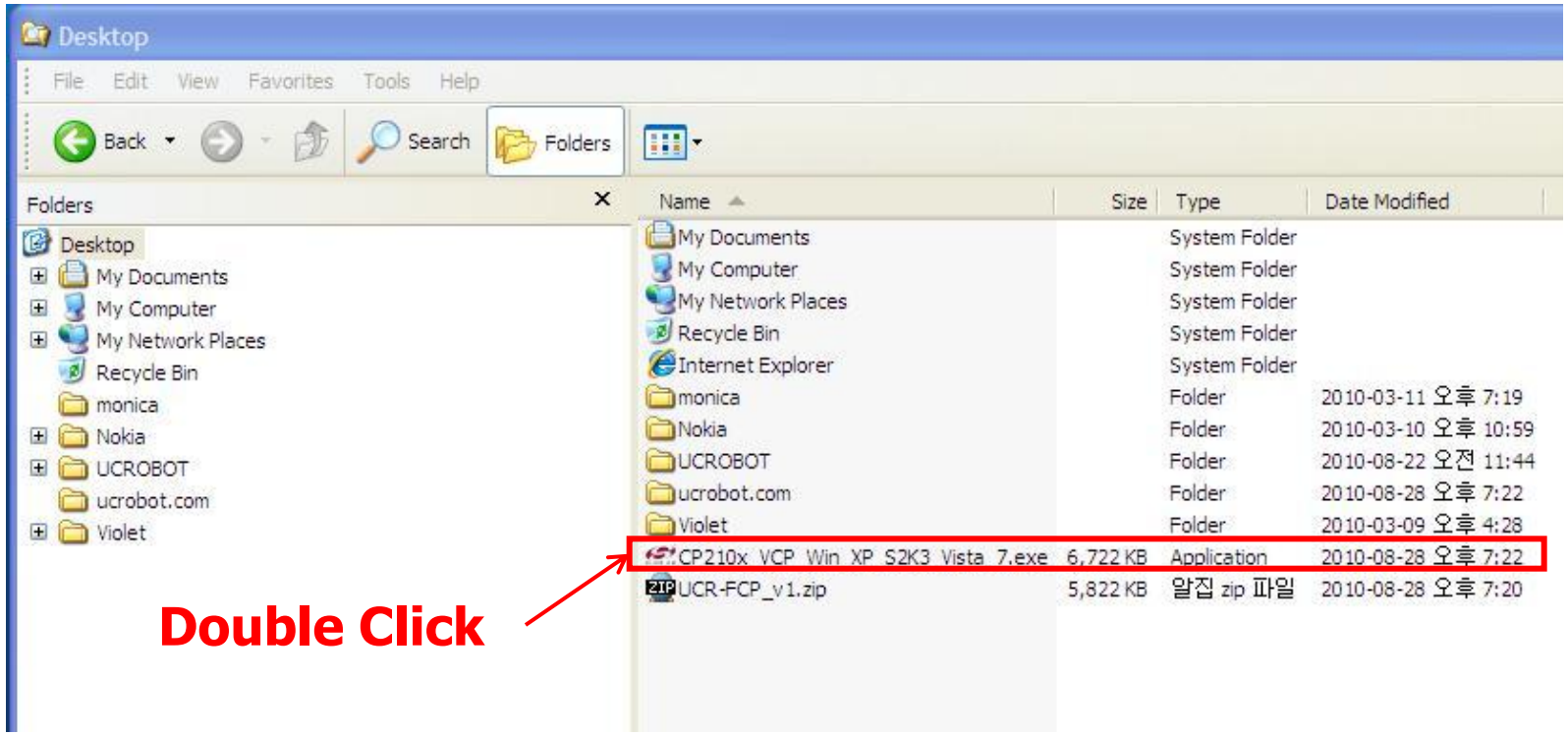


0-2. Install the USB Driver

MICROSOFT's
Windows XP

(0-2-1) Install the USB driver

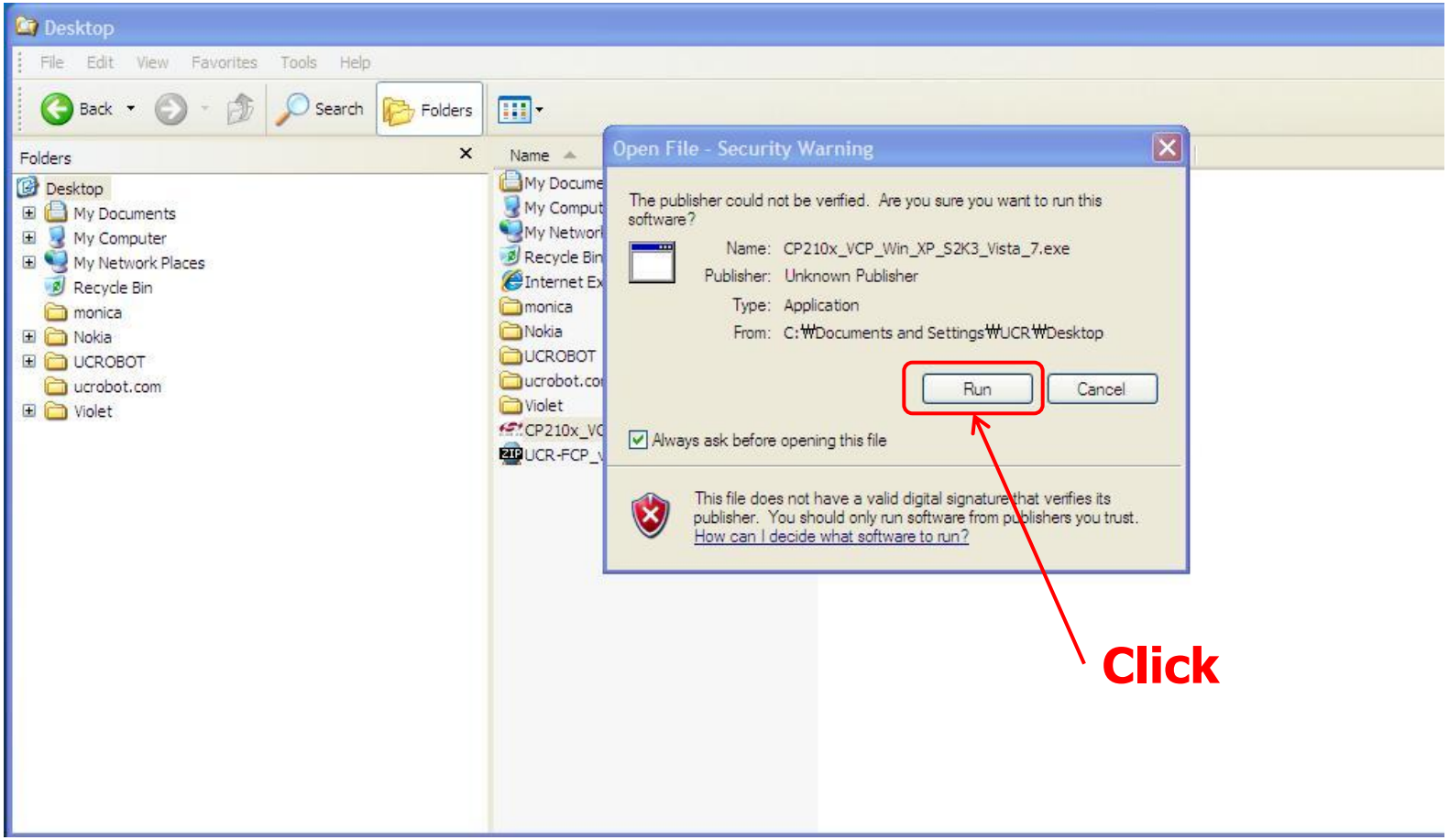
1. Before installation the USB driver, disconnect the USB cable between Robot and PC.
2. Double click the “CP210x_VCP_Win_XP_S2K3_Vista_7 .exe”.



0-2. Install the USB Driver

MICROSOFT's
Windows XP

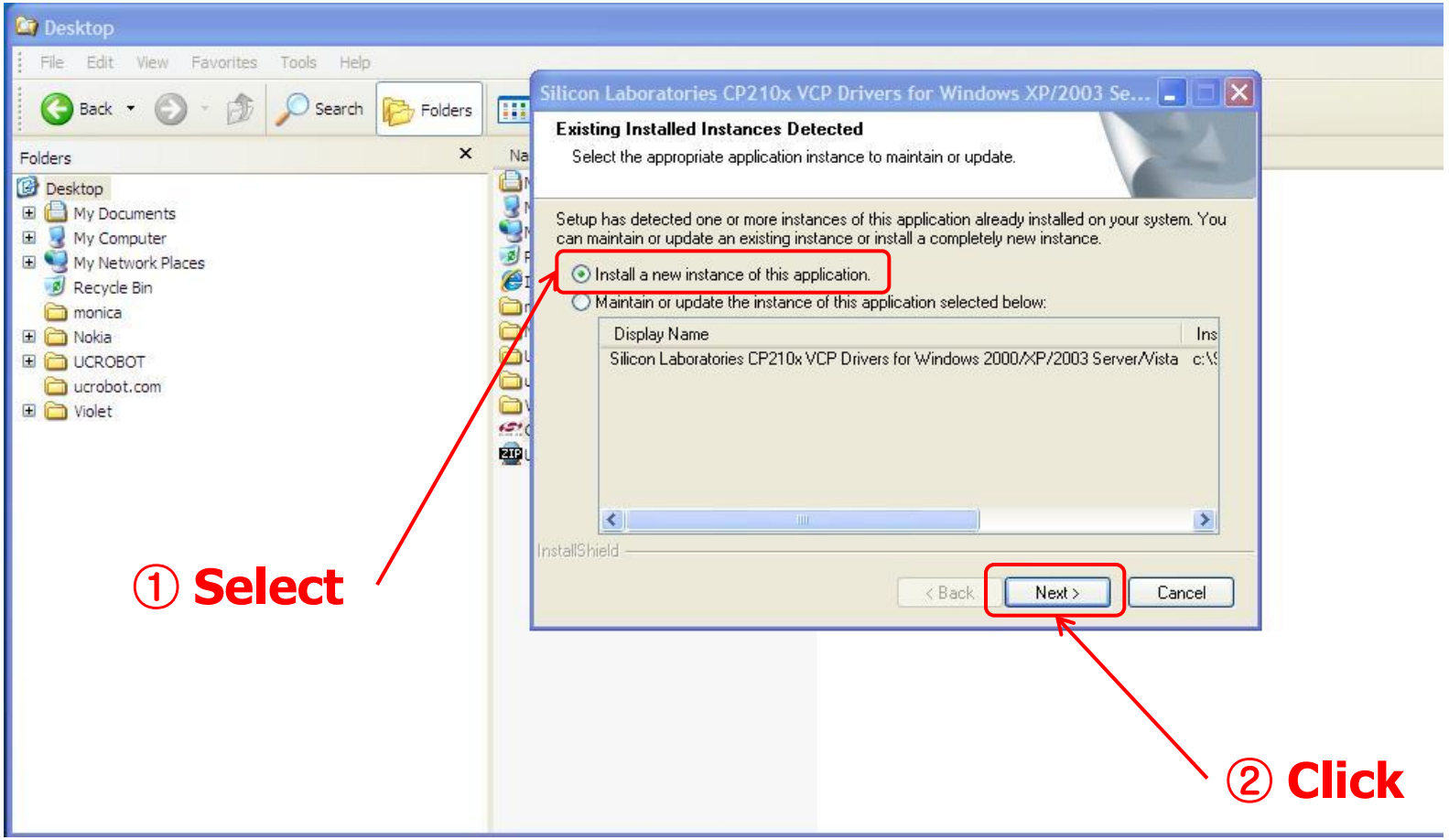
(0-2-2) Install the USB driver



0-2. Install the USB Driver

MICROSOFT's
Windows XP

(0-2-3) Install the USB driver



0-2. Install the USB Driver

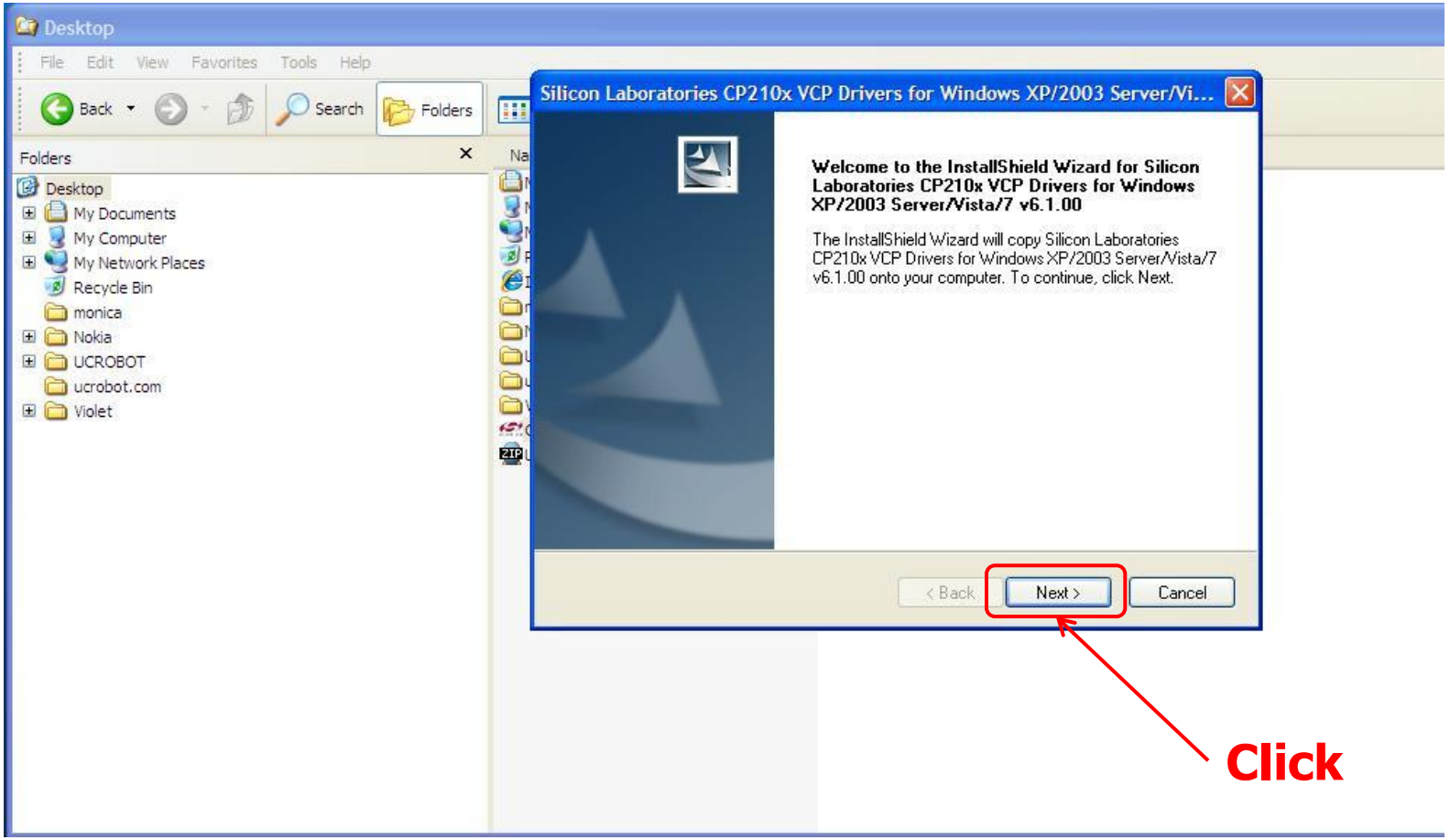
MICROSOFT's
Windows XP

(0-2-4) Install the USB driver

0-2. Install the USB Driver

MICROSOFT's
Windows XP

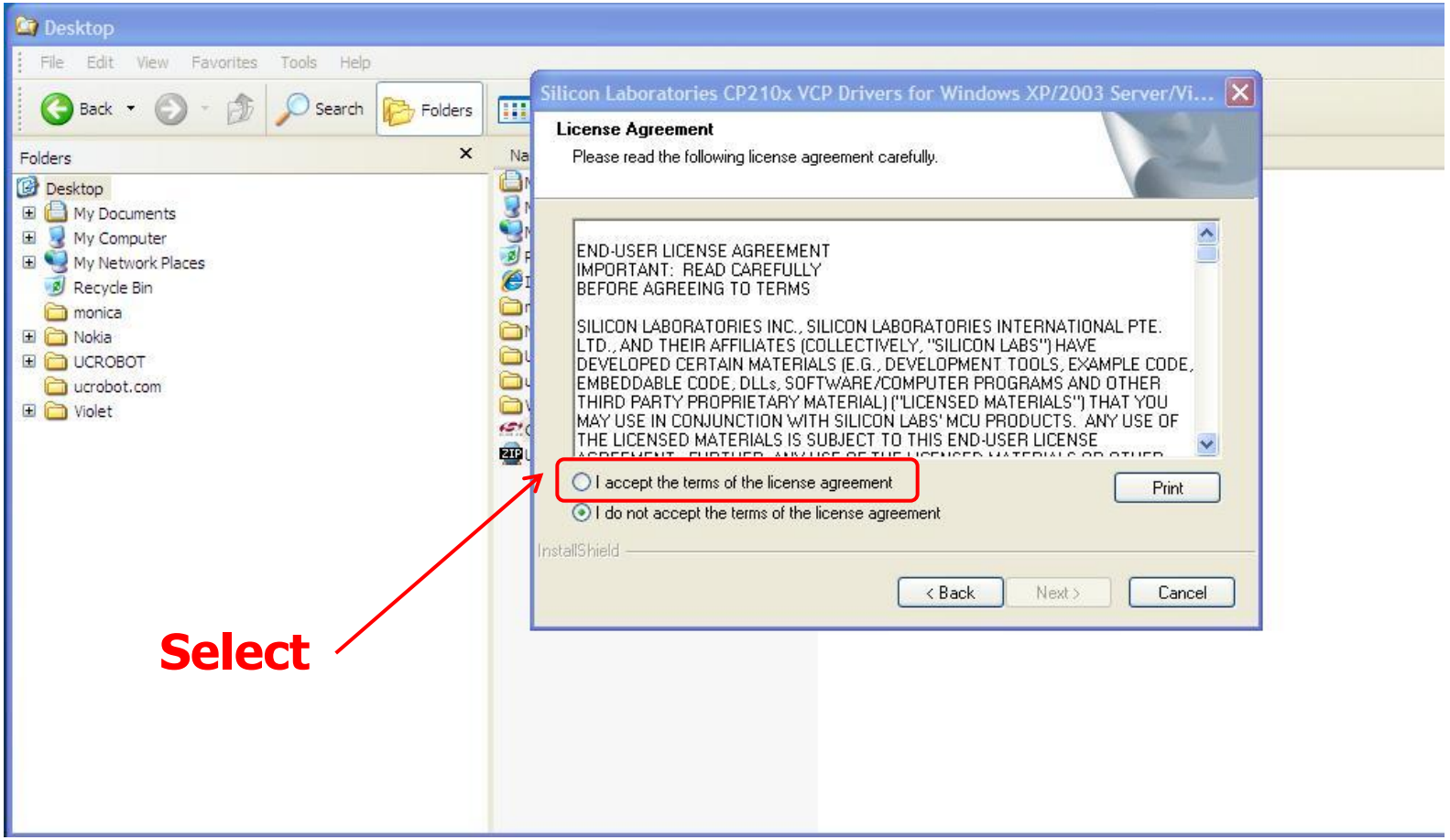
(0-2-5) Install the USB driver



0-2. Install the USB Driver

MICROSOFT's
Windows XP

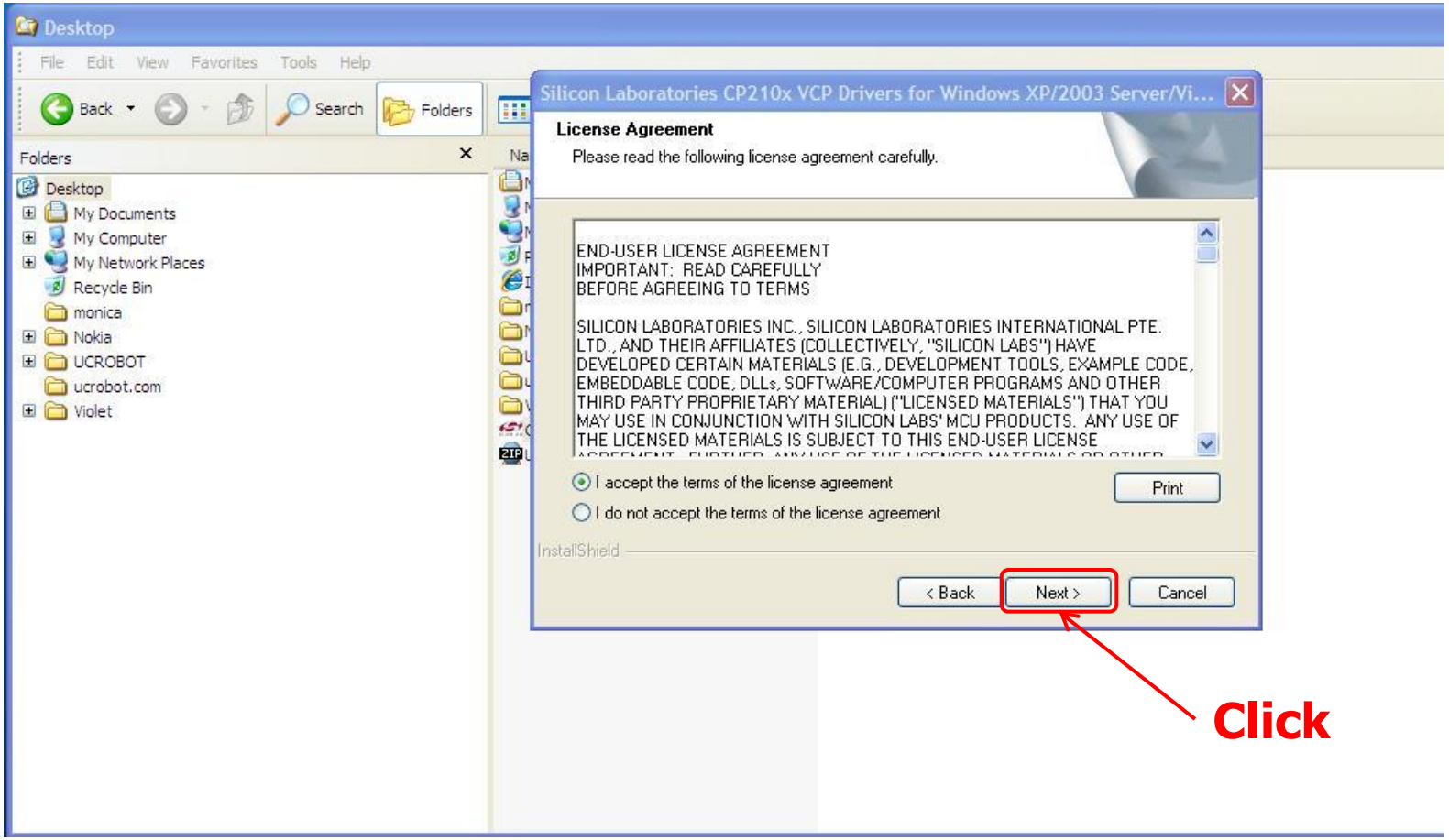
(0-2-6) Install the USB driver



0-2. Install the USB Driver

MICROSOFT's
Windows XP

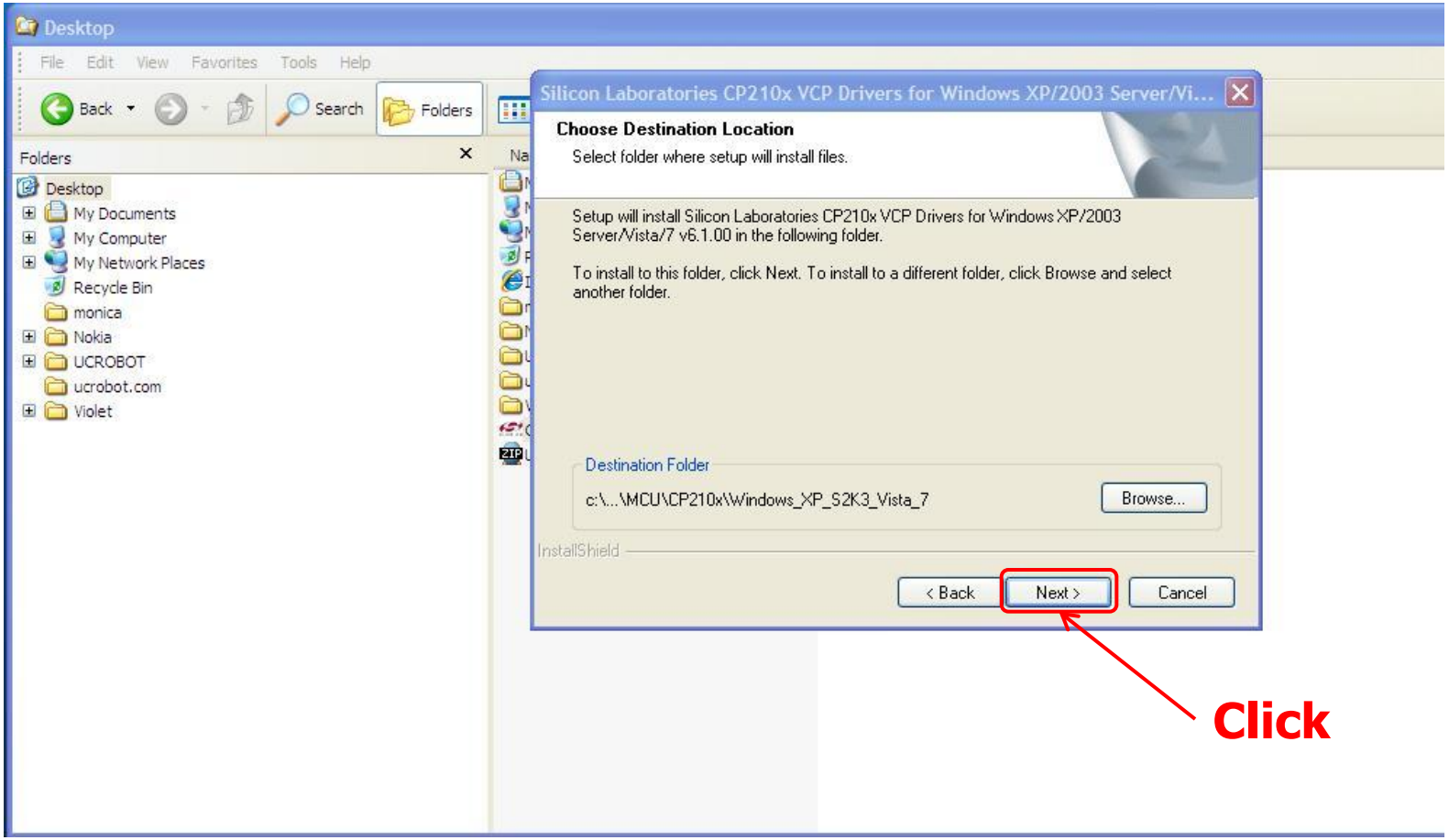
(0-2-7) Install the USB driver



0-2. Install the USB Driver

MICROSOFT's
Windows XP

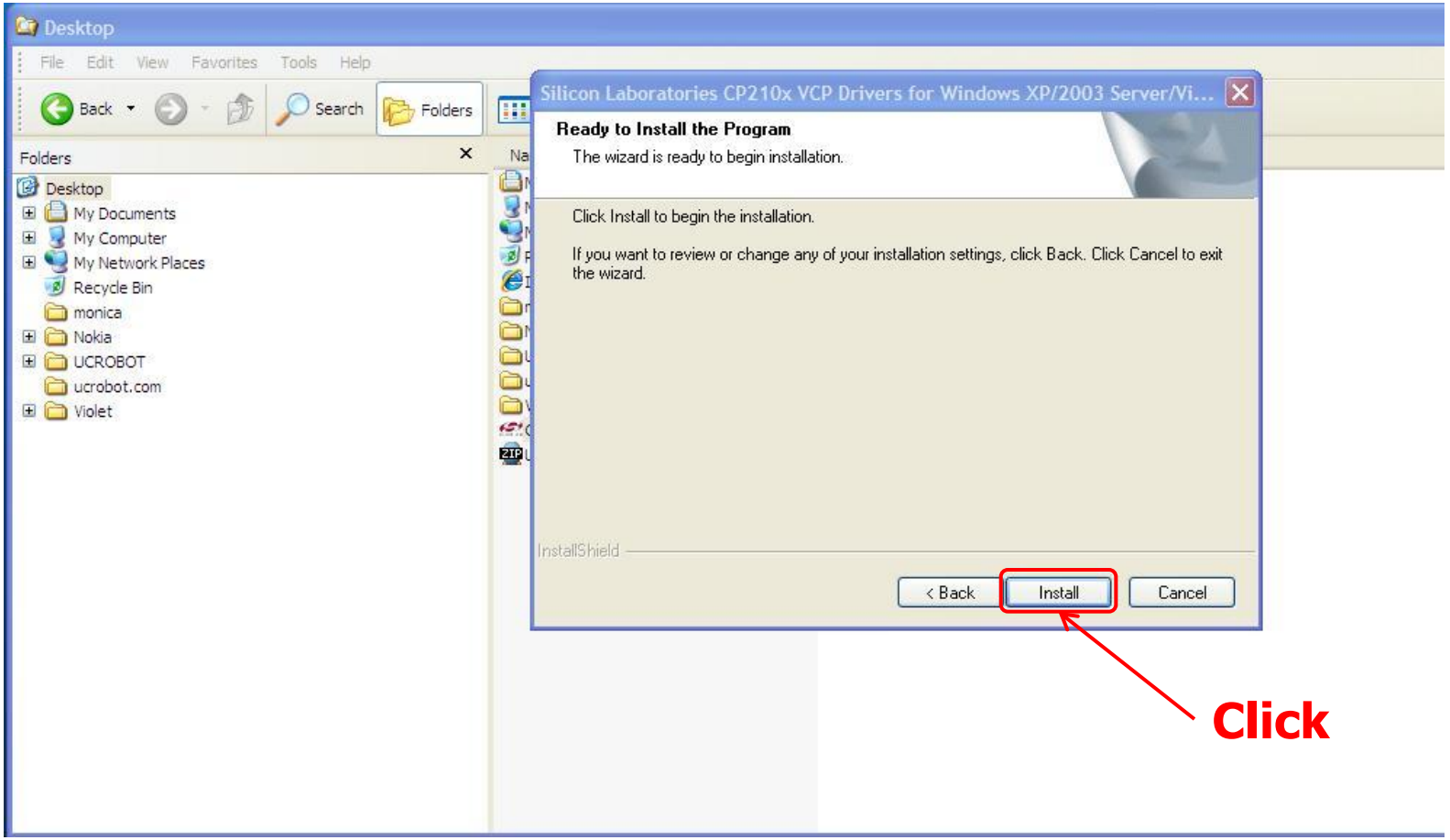
(0-2-8) Install the USB driver



0-2. Install the USB Driver

MICROSOFT's
Windows XP

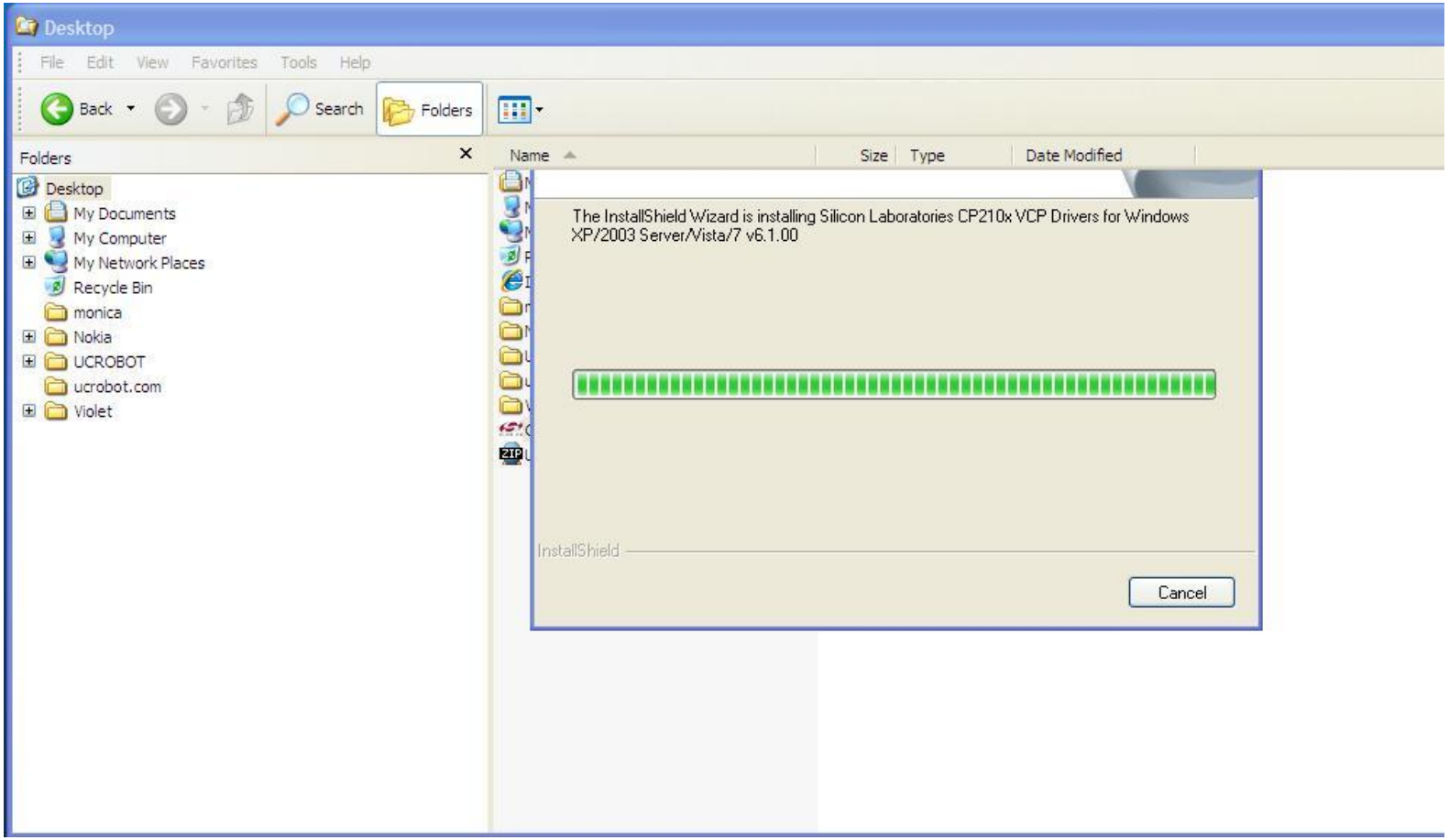
(0-2-9) Install the USB driver



0-2. Install the USB Driver

MICROSOFT's
Windows XP

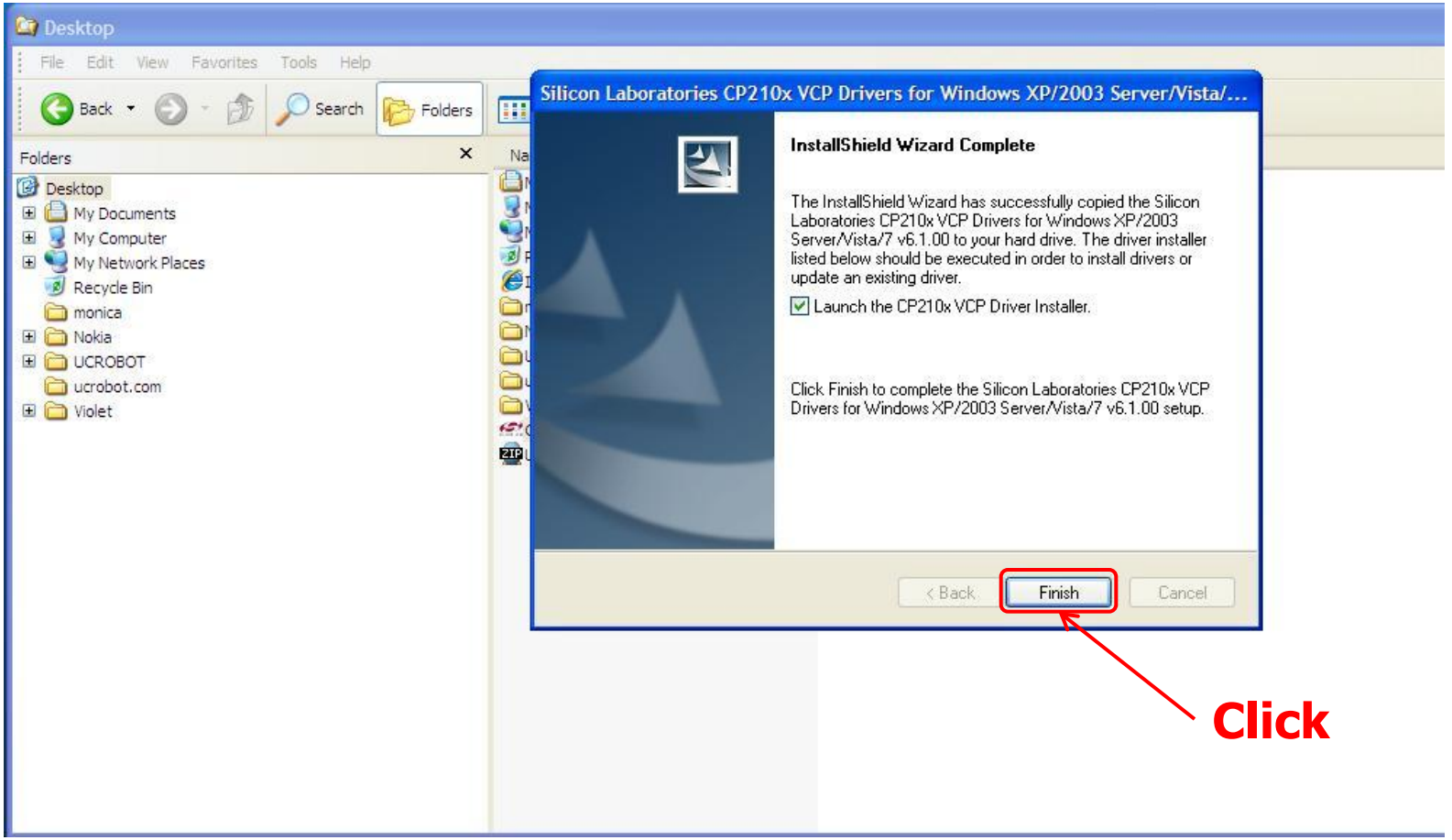
(0-2-10) Install the USB driver



0-2. Install the USB Driver

MICROSOFT's
Windows XP

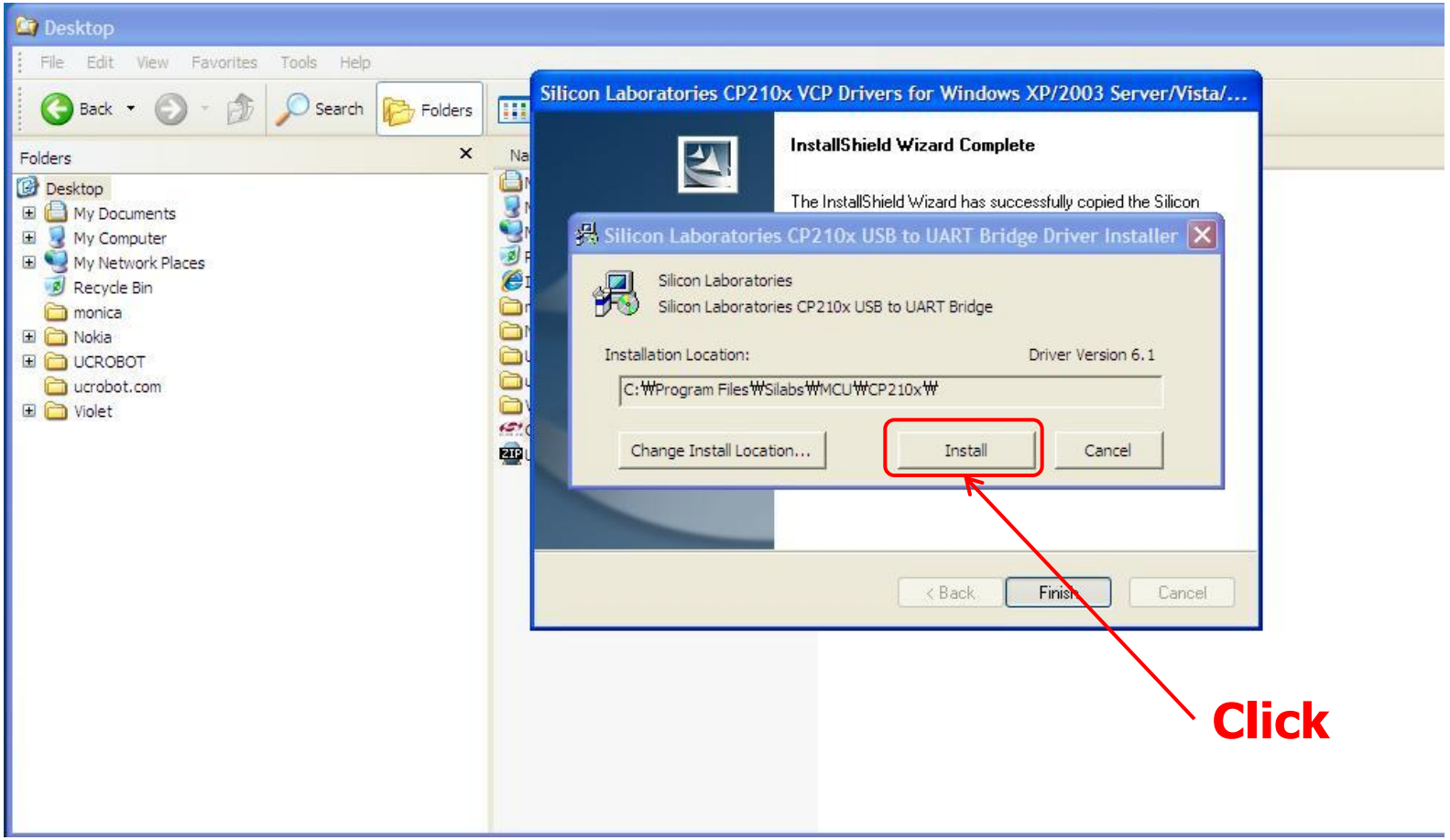
(0-2-11) Install the USB driver



0-2. Install the USB Driver

MICROSOFT's
Windows XP

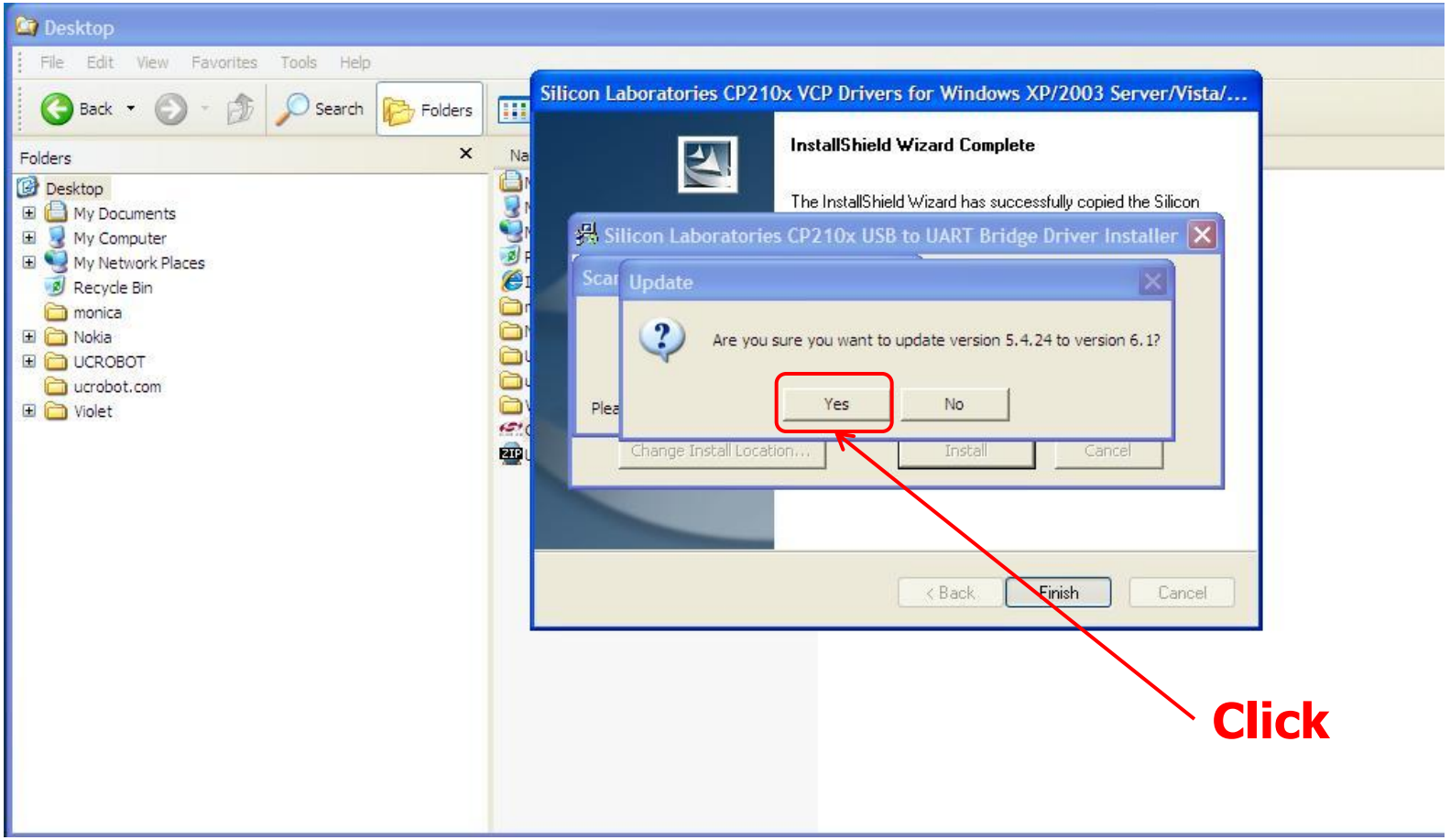
(0-2-12) Install the USB driver



0-2. Install the USB Driver

MICROSOFT's
Windows XP

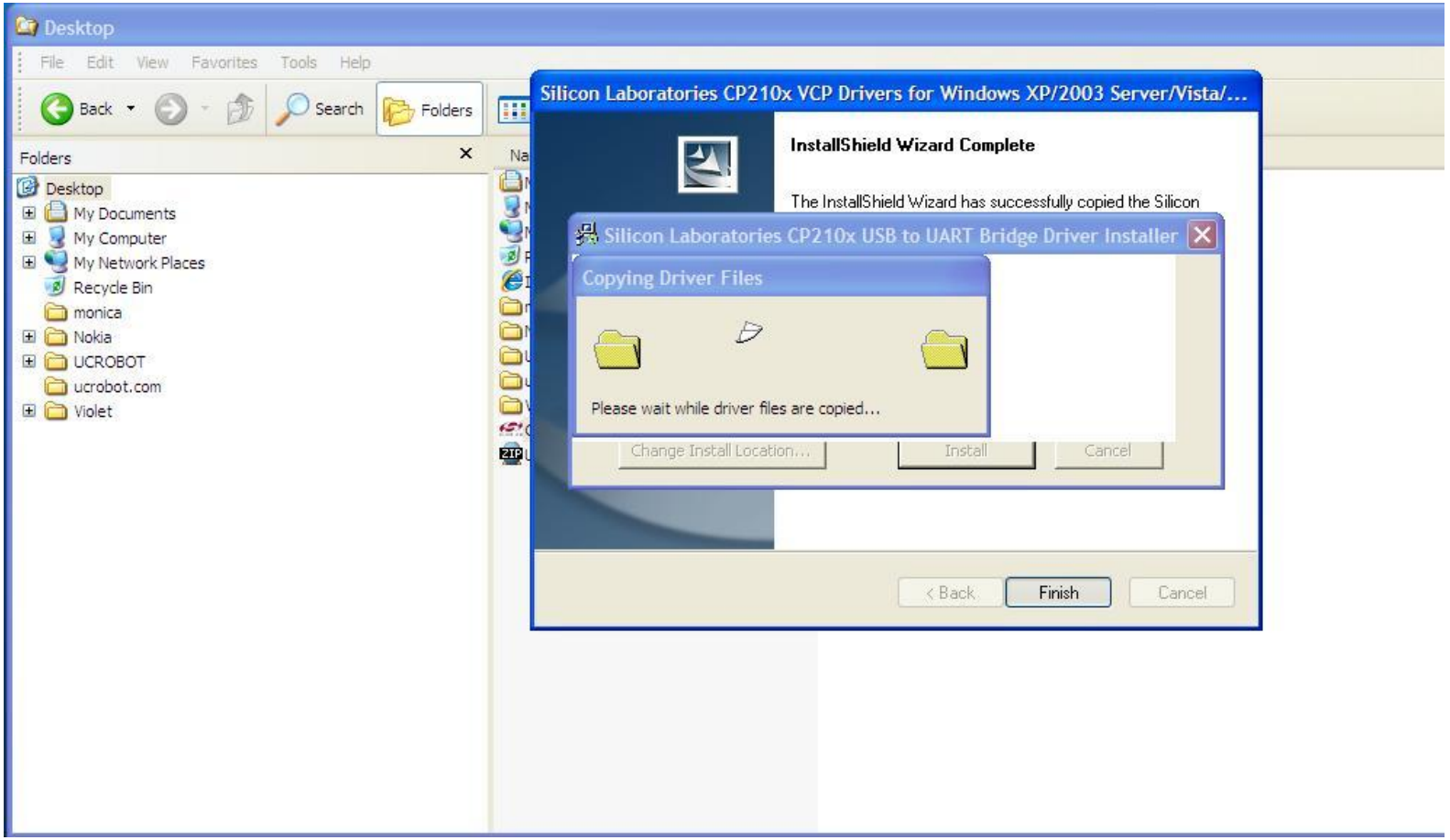
(0-2-13) Install the USB driver



0-2. Install the USB Driver

MICROSOFT's
Windows XP

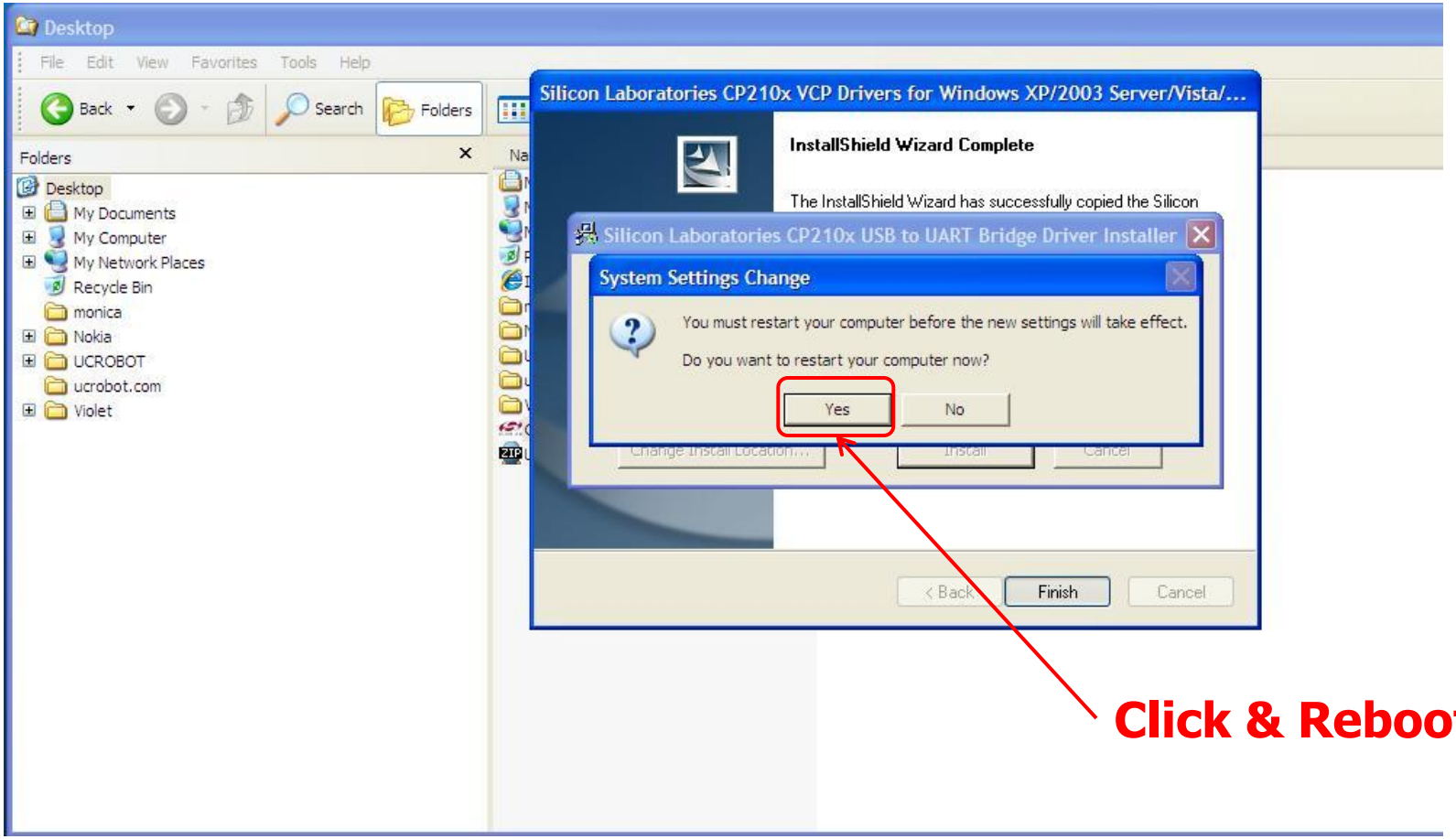
(0-2-14) Install the USB driver



0-2. Install the USB Driver

MICROSOFT's
Windows XP

(0-2-15) Install the USB driver



0-3. Set the serial port

MICROSOFT's
Windows XP

(0-3-1) Set the serial port for downloading

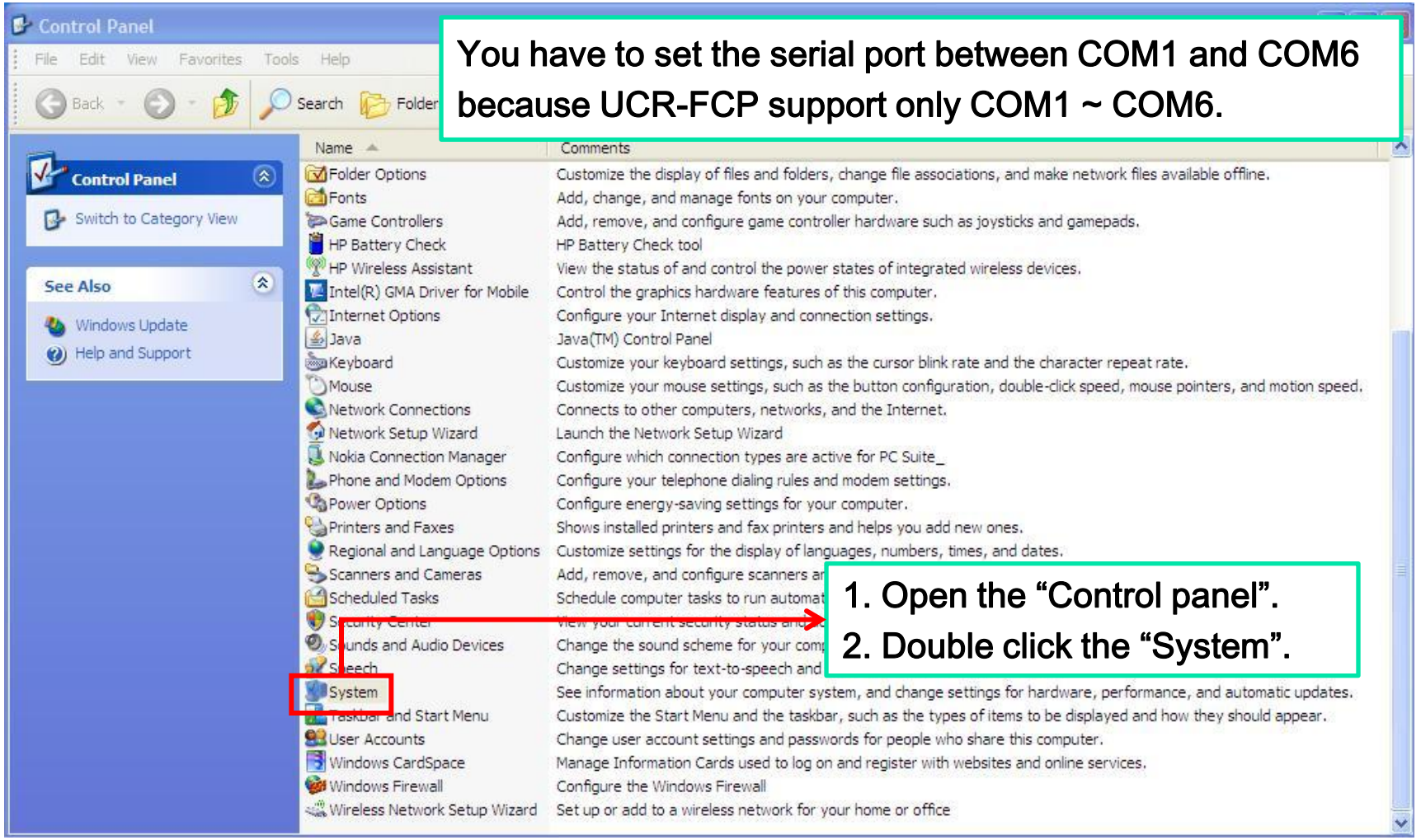
Connect USB cable between PC and Mainboard.

If PC detect the USB device in Mainboard, LED is on.

0-3. Set the serial port

MICROSOFT's
Windows XP

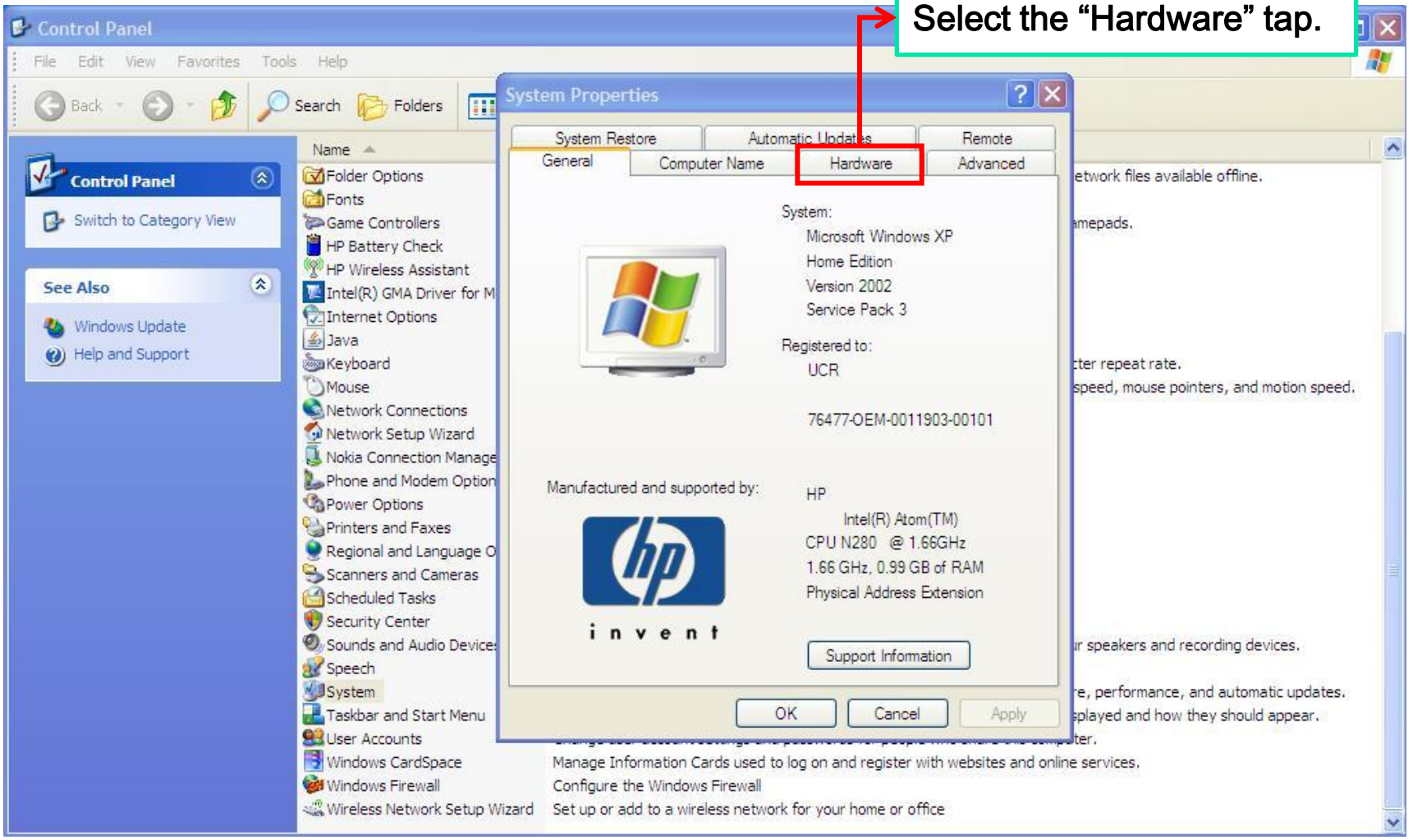
(0-3-2) Set the serial port for downloading



0-3. Set the serial port

MICROSOFT's
Windows XP

(0-3-3) Set the serial port for downloading



0-3. Set the serial port

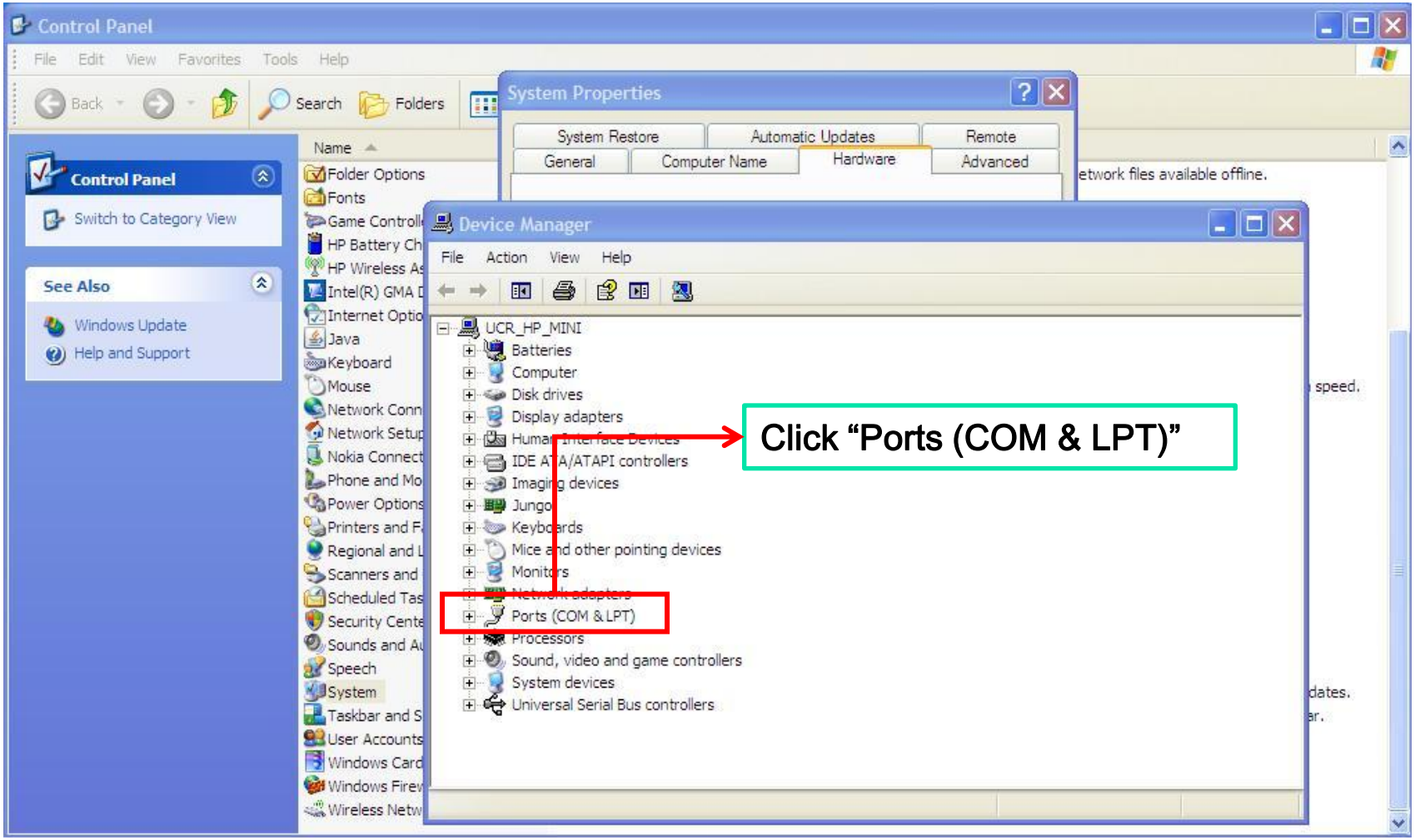
MICROSOFT's
Windows XP

(0-3-4) Set the serial port for downloading

0-3. Set the serial port

MICROSOFT's
Windows XP

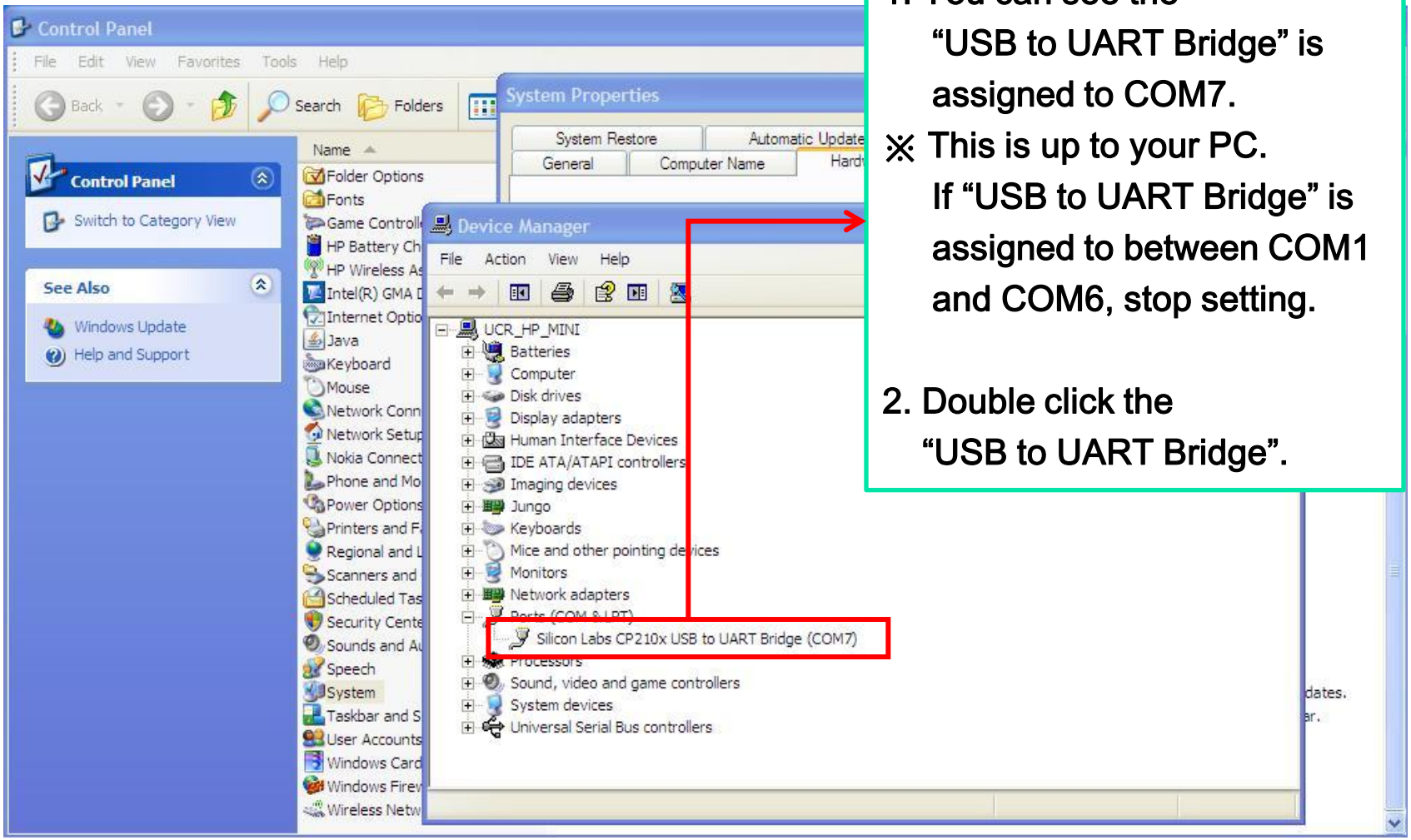
(0-3-5) Set the serial port for downloading



0-3. Set the serial port

MICROSOFT's
Windows XP

(0-3-6) Set the serial port for downloading



1. You can see the
   "USB to UART Bridge" is
   assigned to COM7.

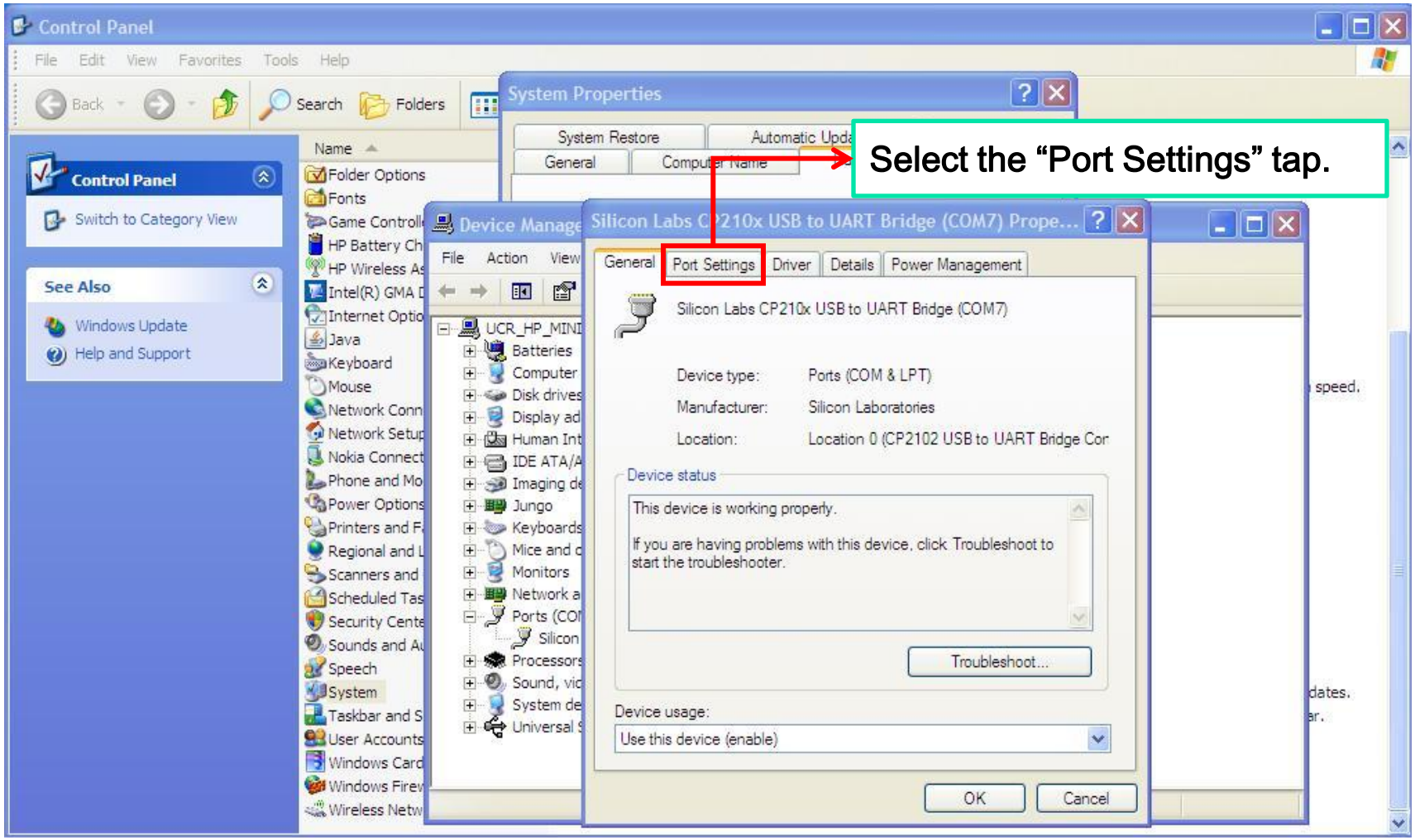
※ This is up to your PC.
   If "USB to UART Bridge" is
   assigned to between COM1
   and COM6, stop setting.

2. Double click the
   "USB to UART Bridge".

0-3. Set the serial port

MICROSOFT's
Windows XP

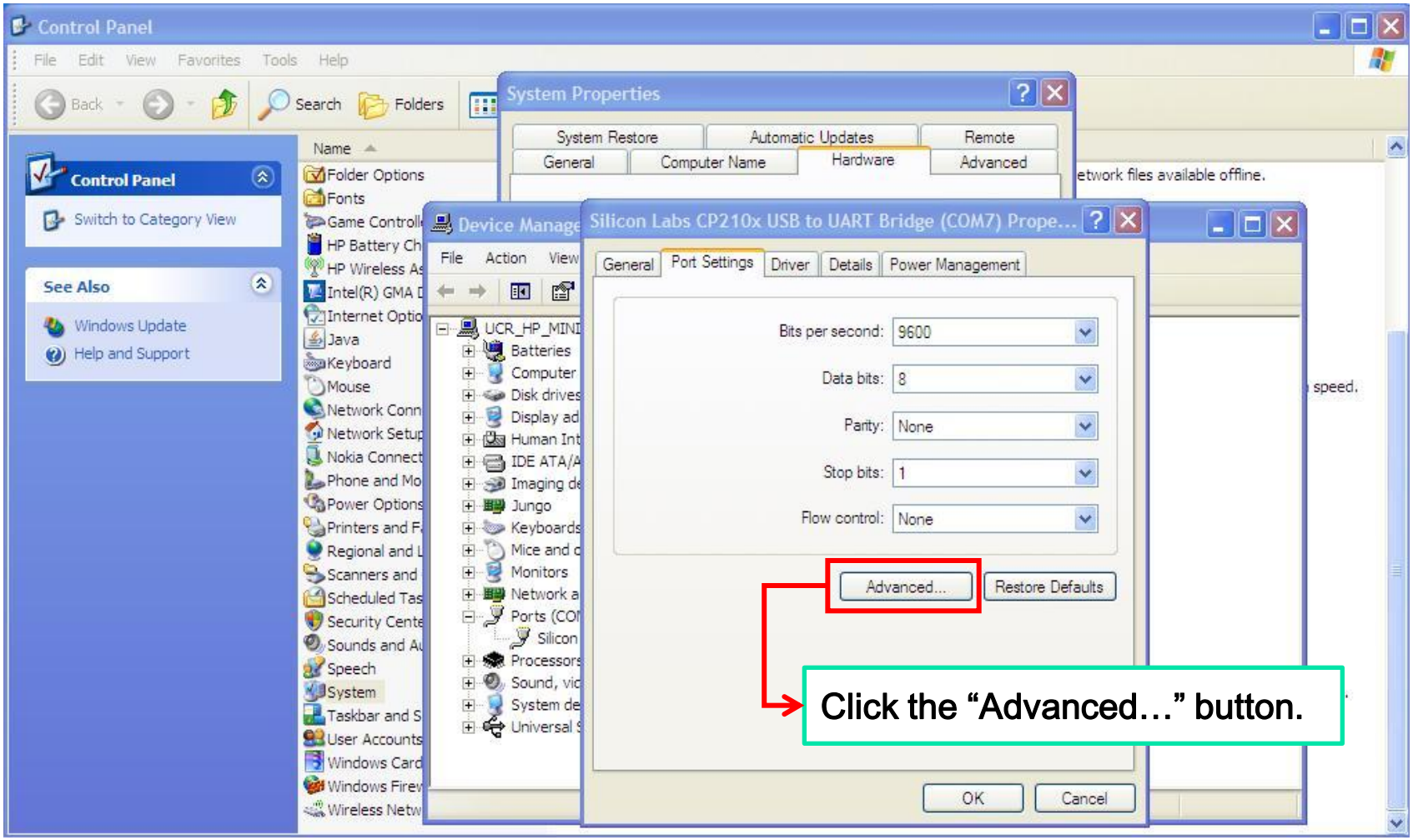
(0-3-7) Set the serial port for downloading



0-3. Set the serial port

MICROSOFT's
Windows XP

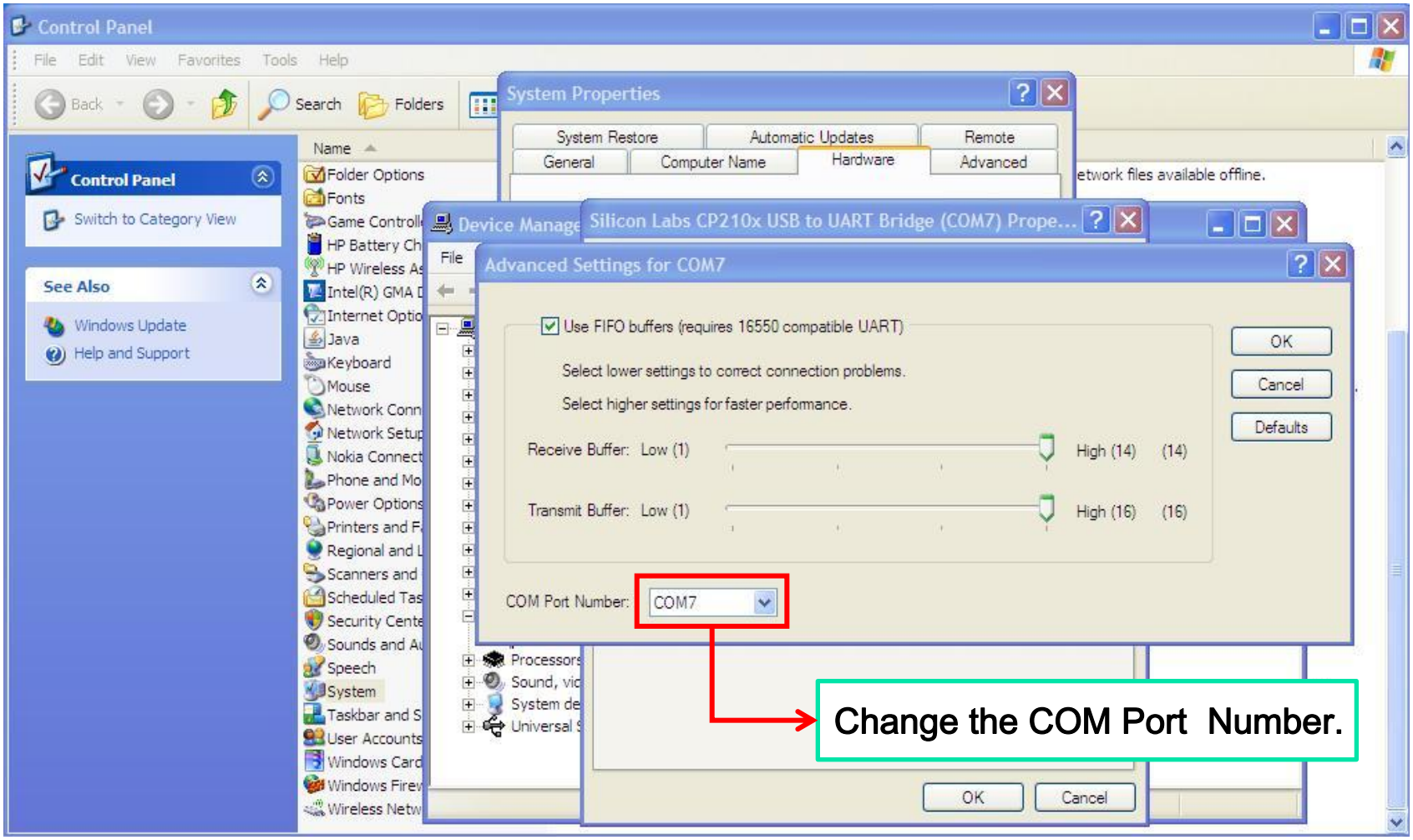
(0-3-8) Set the serial port for downloading



0-3. Set the serial port

MICROSOFT's
Windows XP

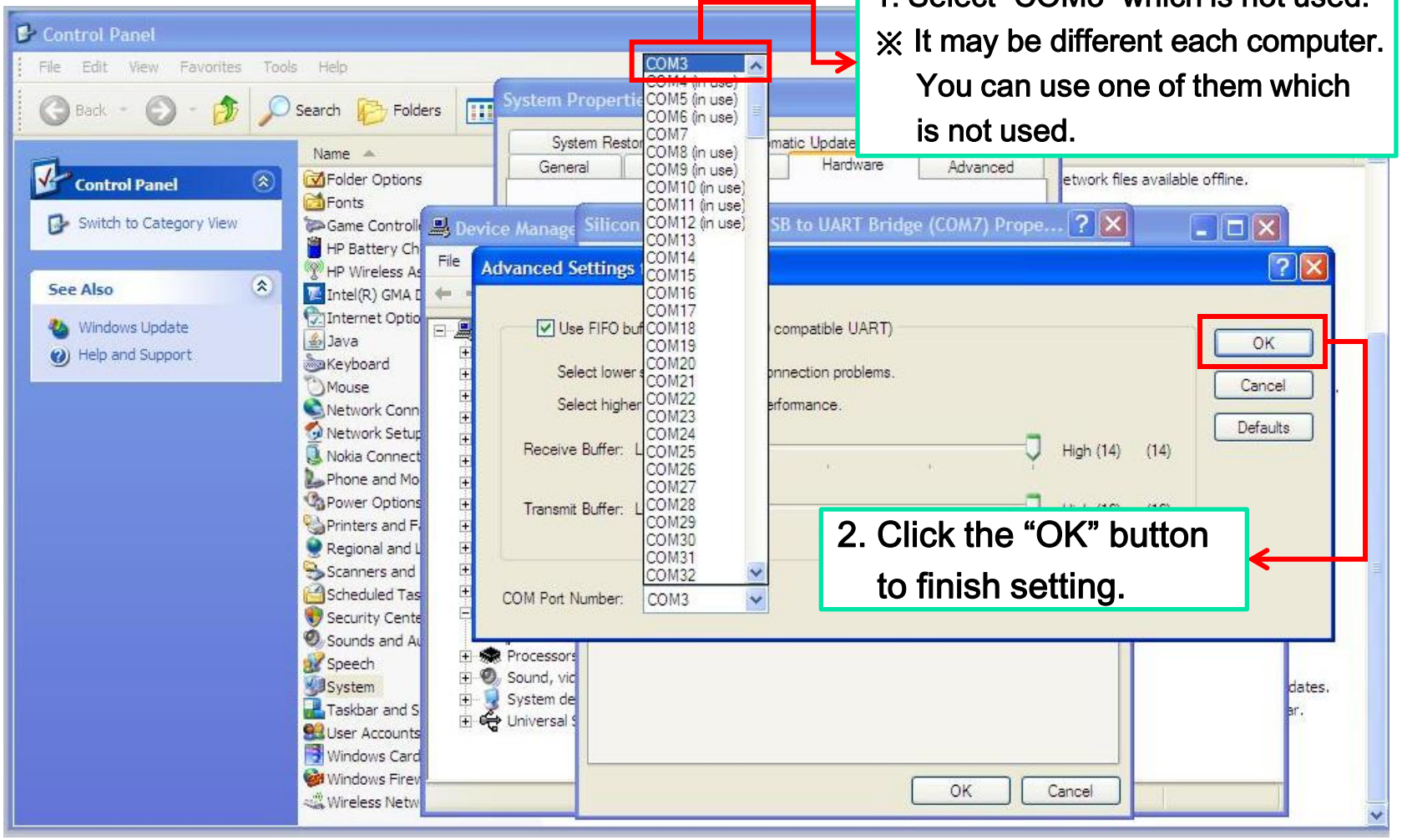
(0-3-9) Set the serial port for downloading



0-3. Set the serial port

MICROSOFT's
Windows XP

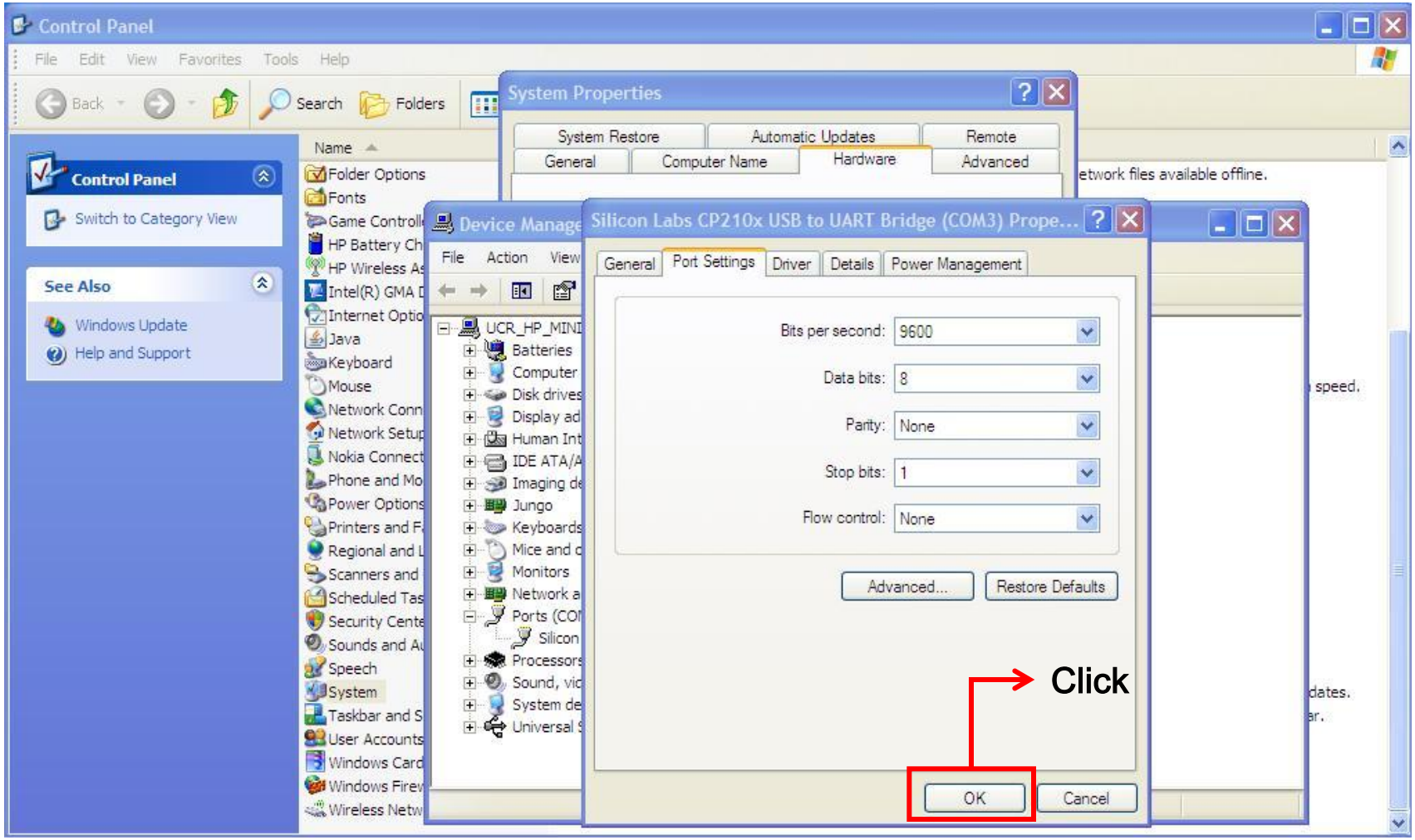
(0-3-10) Set the serial port for downloading



0-3. Set the serial port

MICROSOFT's
Windows XP

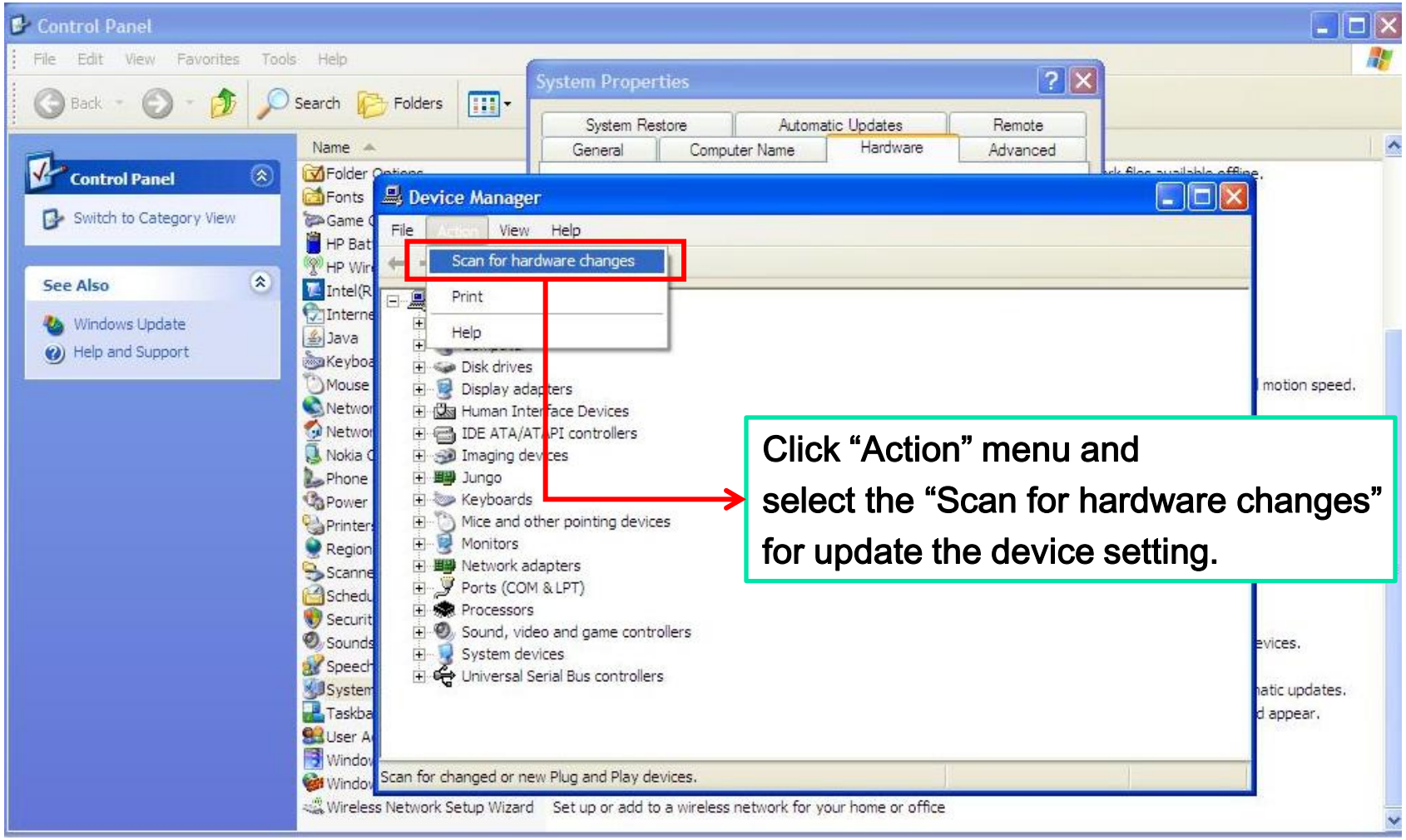
(0-3-11) Set the serial port for downloading



0-3. Set the serial port

MICROSOFT's
Windows XP

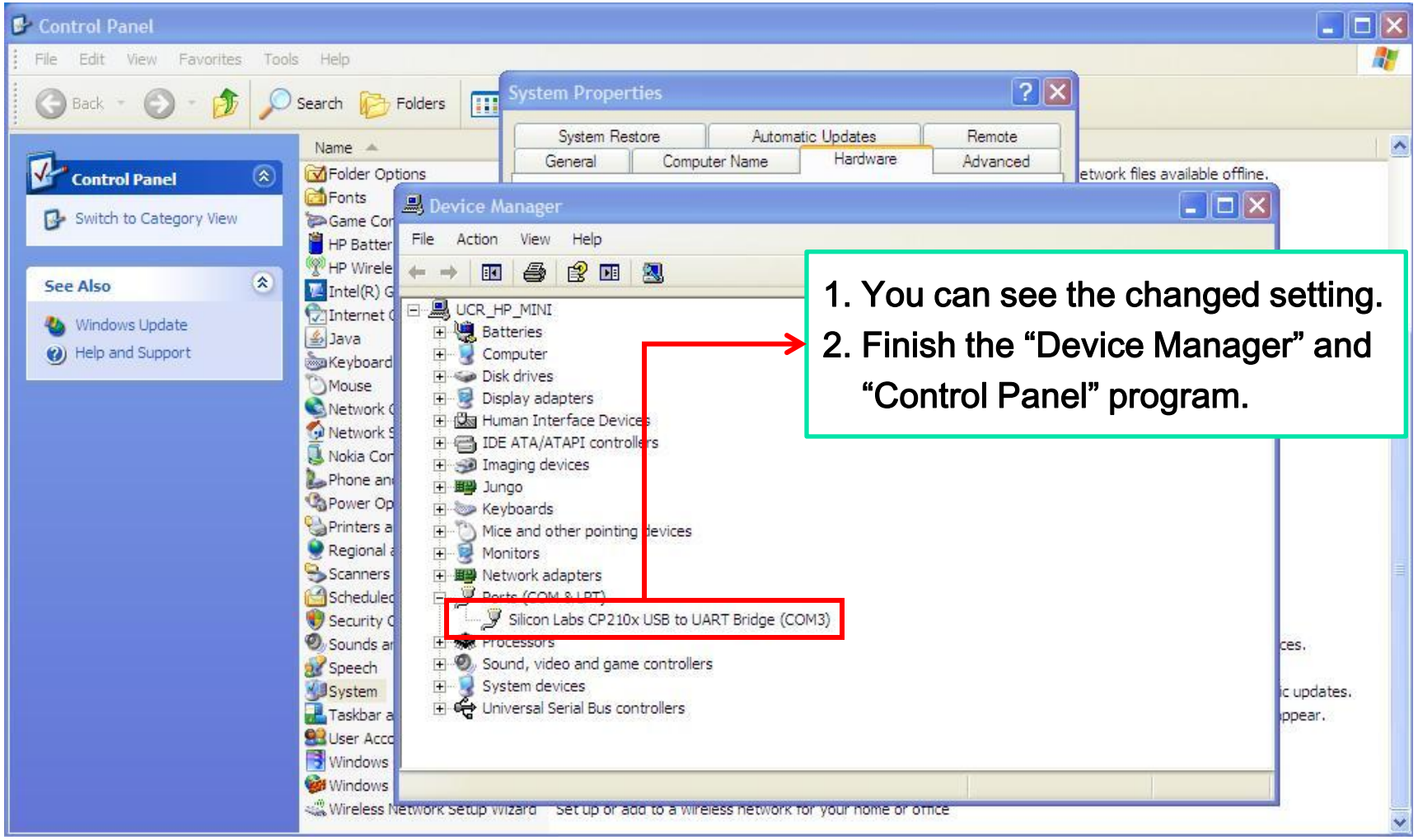
(0-3-12) Set the serial port for downloading



0-3. Set the serial port

MICROSOFT's
Windows XP

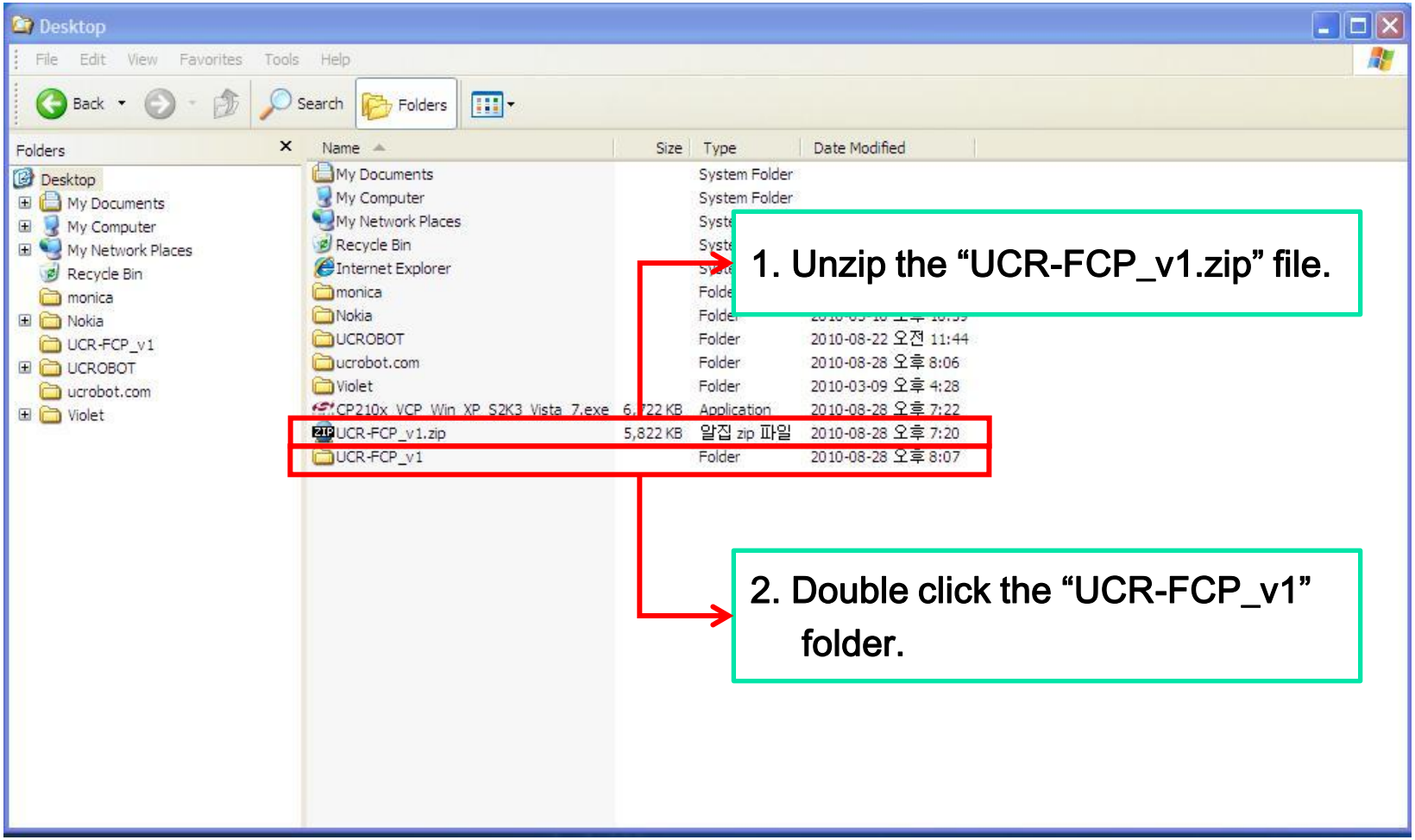
(0-3-13) Set the serial port for downloading



0-4. Execute the EQ-ROBO

MICROSOFT's Windows XP

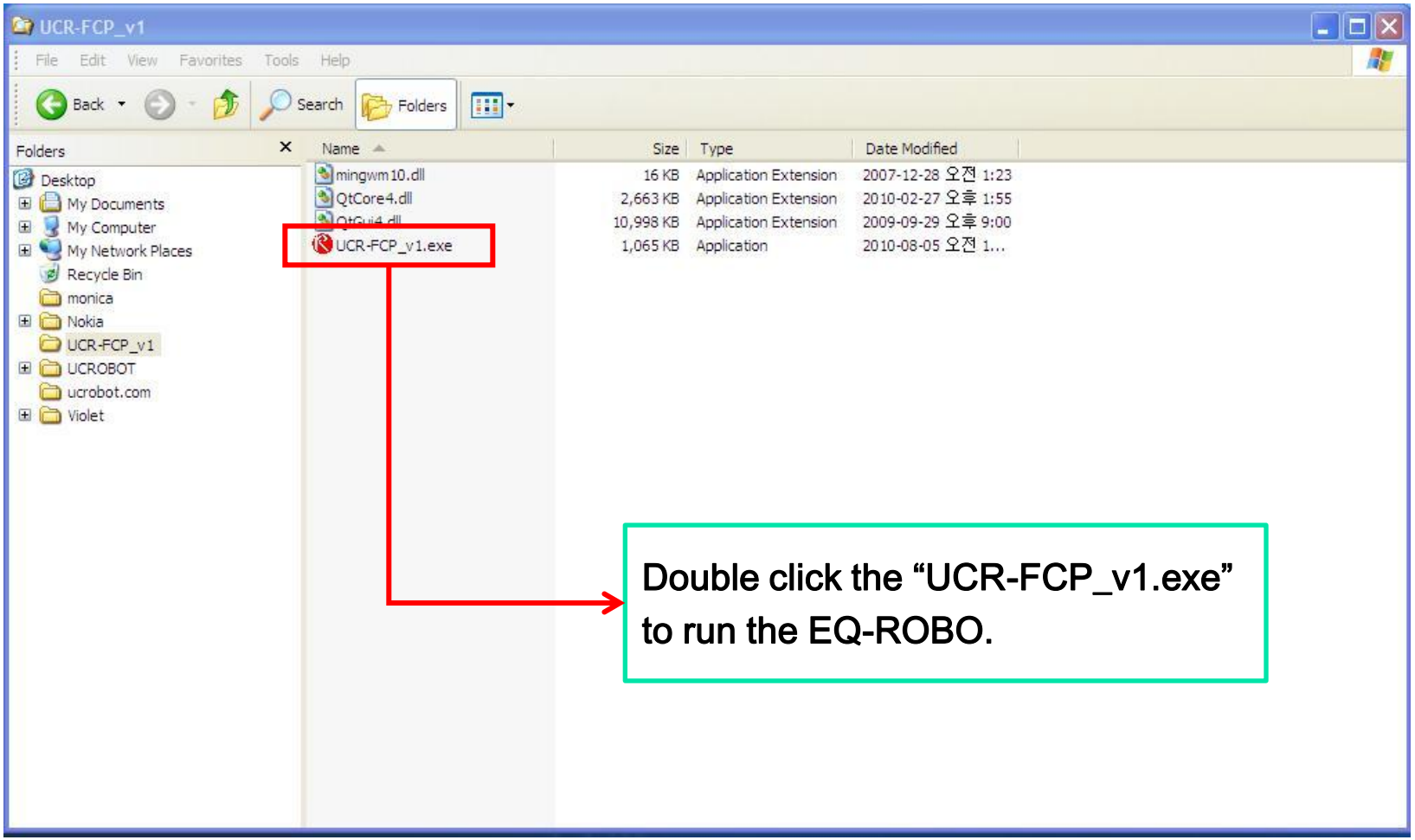
(0-4-1) Start the UCR-FCP software



0-4. Execute the EQ-ROBO

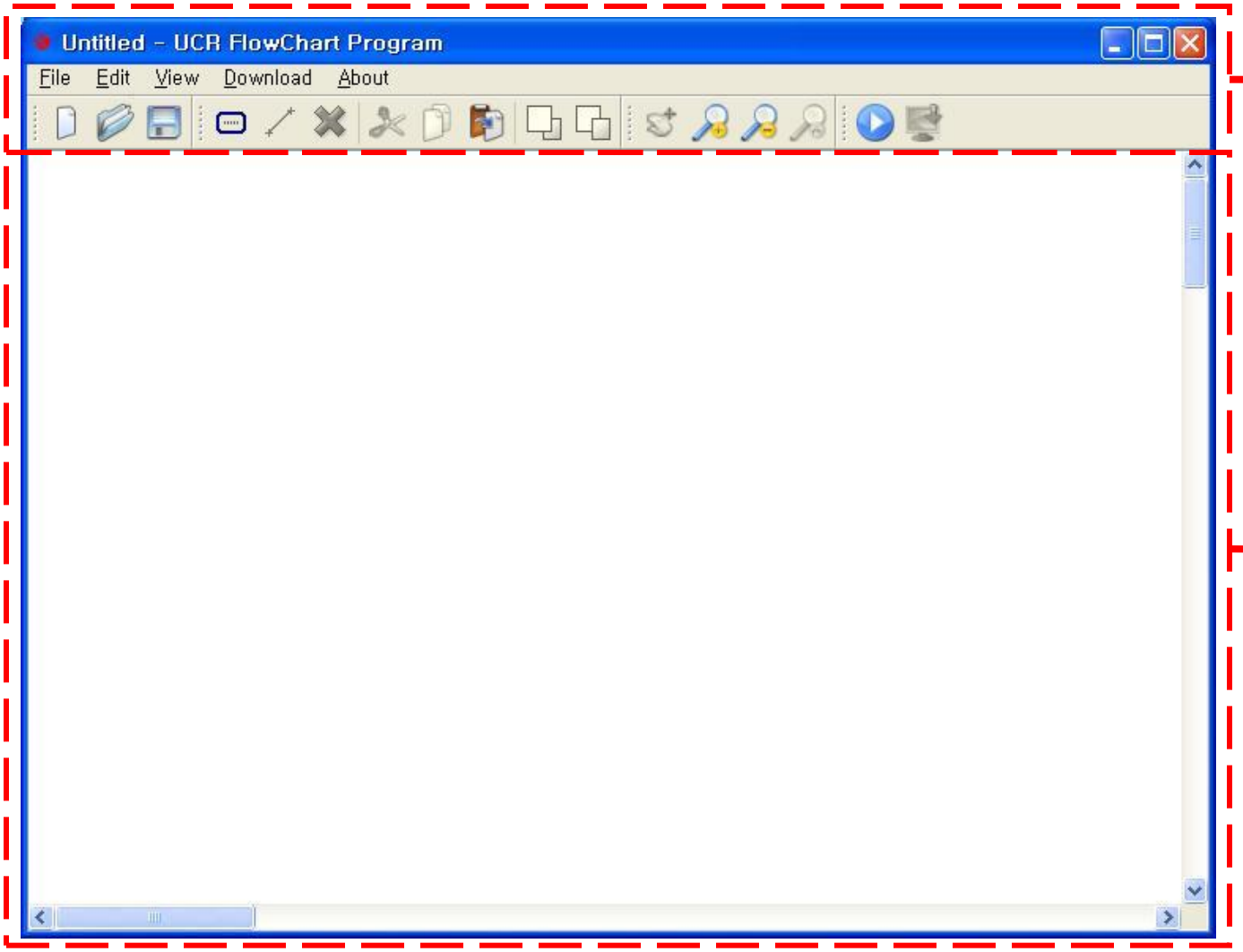
MICROSOFT's
Windows XP

(0-4-2) Start the UCR-FCP software



1. UCR Flowchart Program

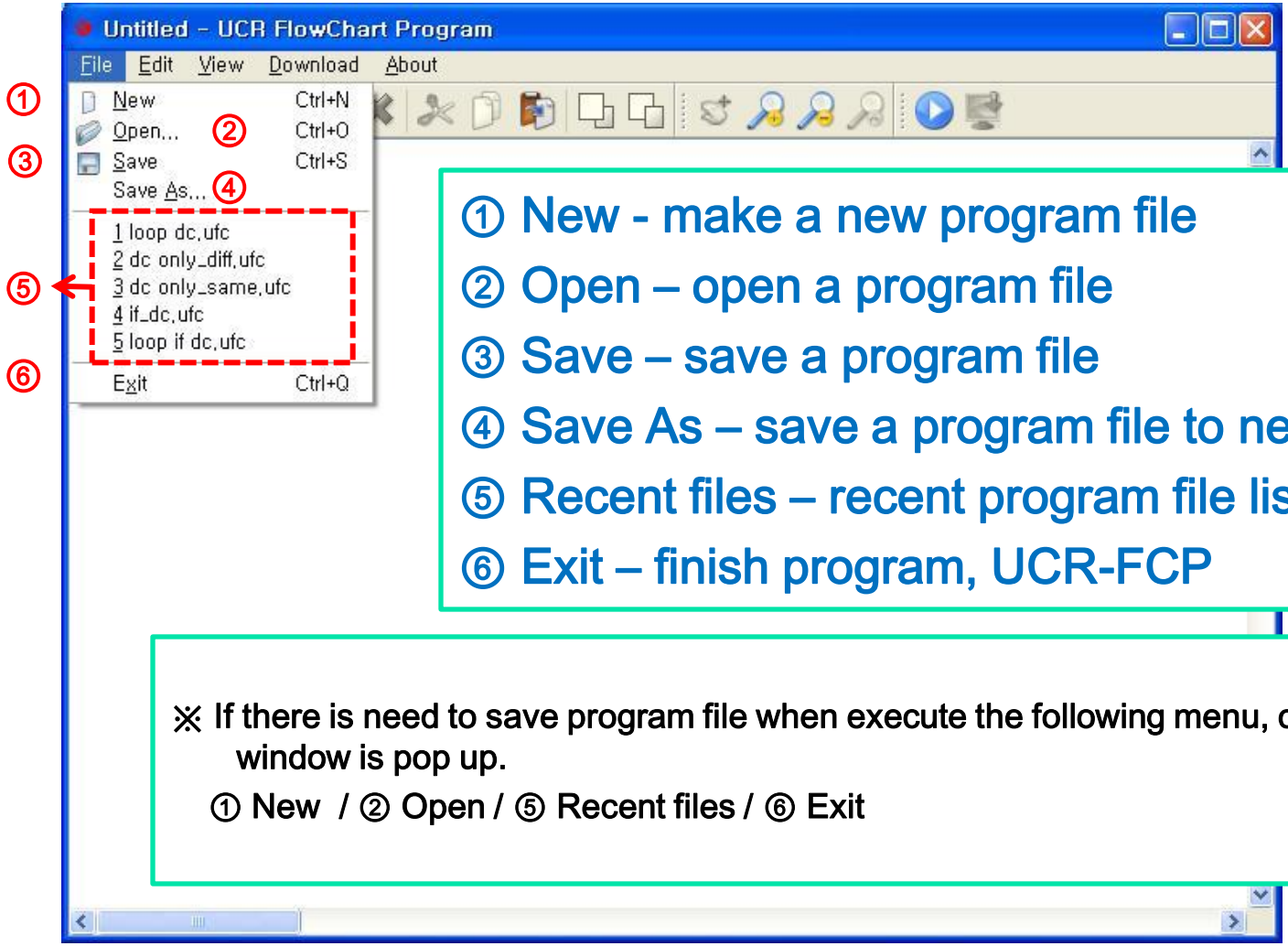
MICROSOFT's
Windows XP



2. UCR-FCP Menu

MICROSOFT's
Windows XP

(2-1-1) Menu bar - File menu



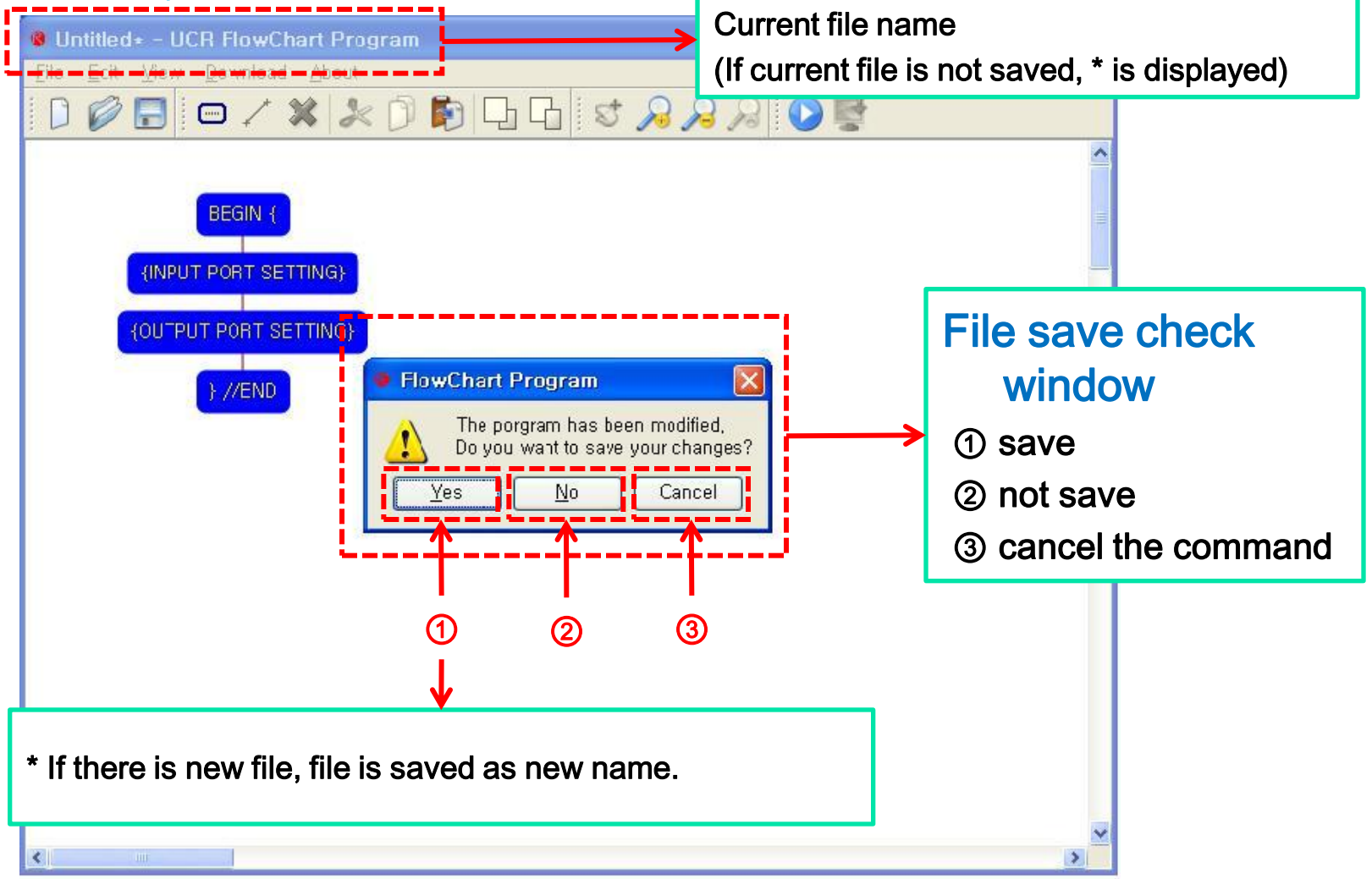
① New - make a new program file
② Open – open a program file
③ Save – save a program file
④ Save As – save a program file to new name
⑤ Recent files – recent program file list
⑥ Exit – finish program, UCR-FCP

※ If there is need to save program file when execute the following menu, check window is pop up.
① New / ② Open / ⑤ Recent files / ⑥ Exit

2. UCR-FCP Menu

MICROSOFT's
Windows XP

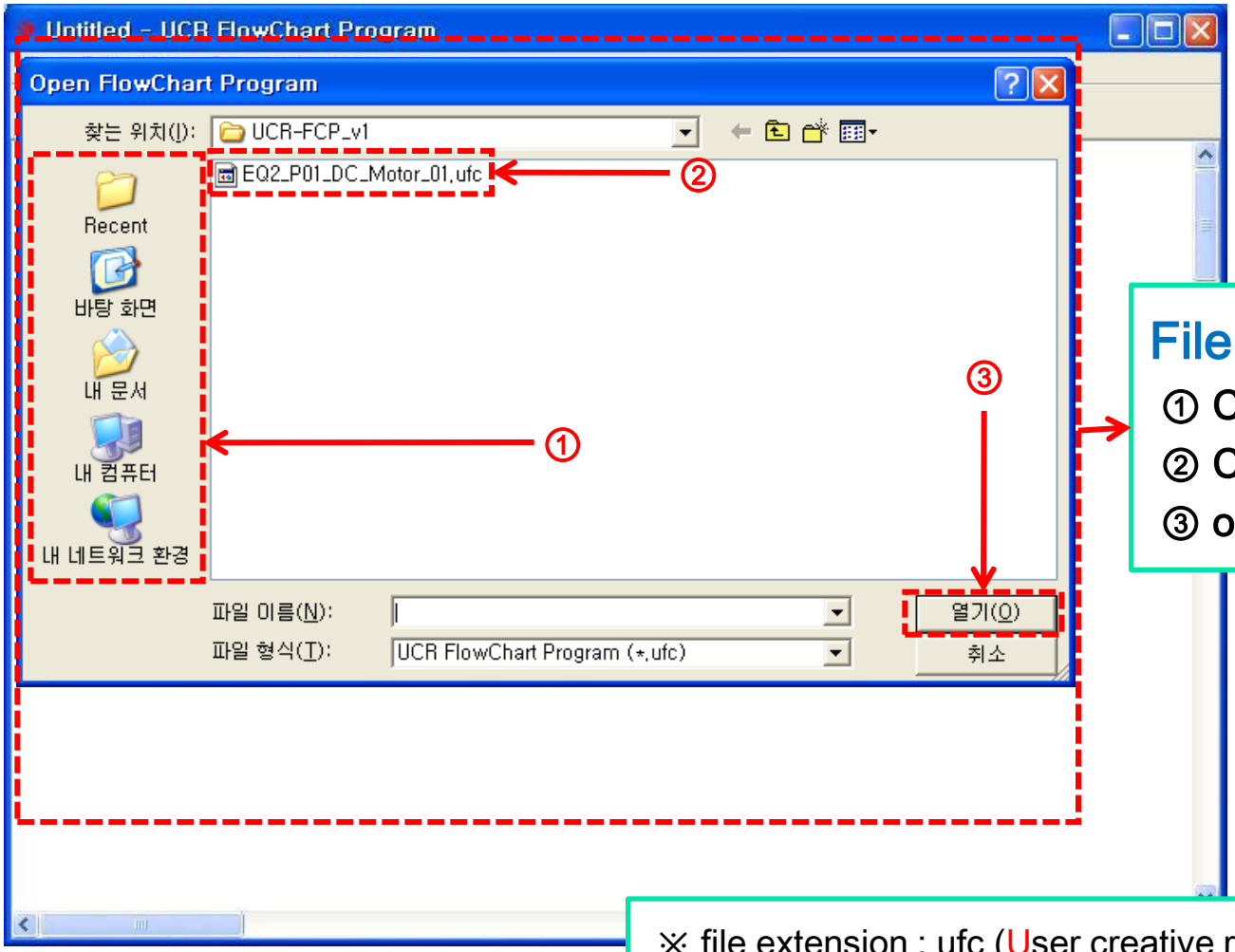
(2-1-①②⑤⑥) File save check window



2. UCR-FCP Menu

MICROSOFT's
Windows XP

(2-1-②) file open (Open)



File open

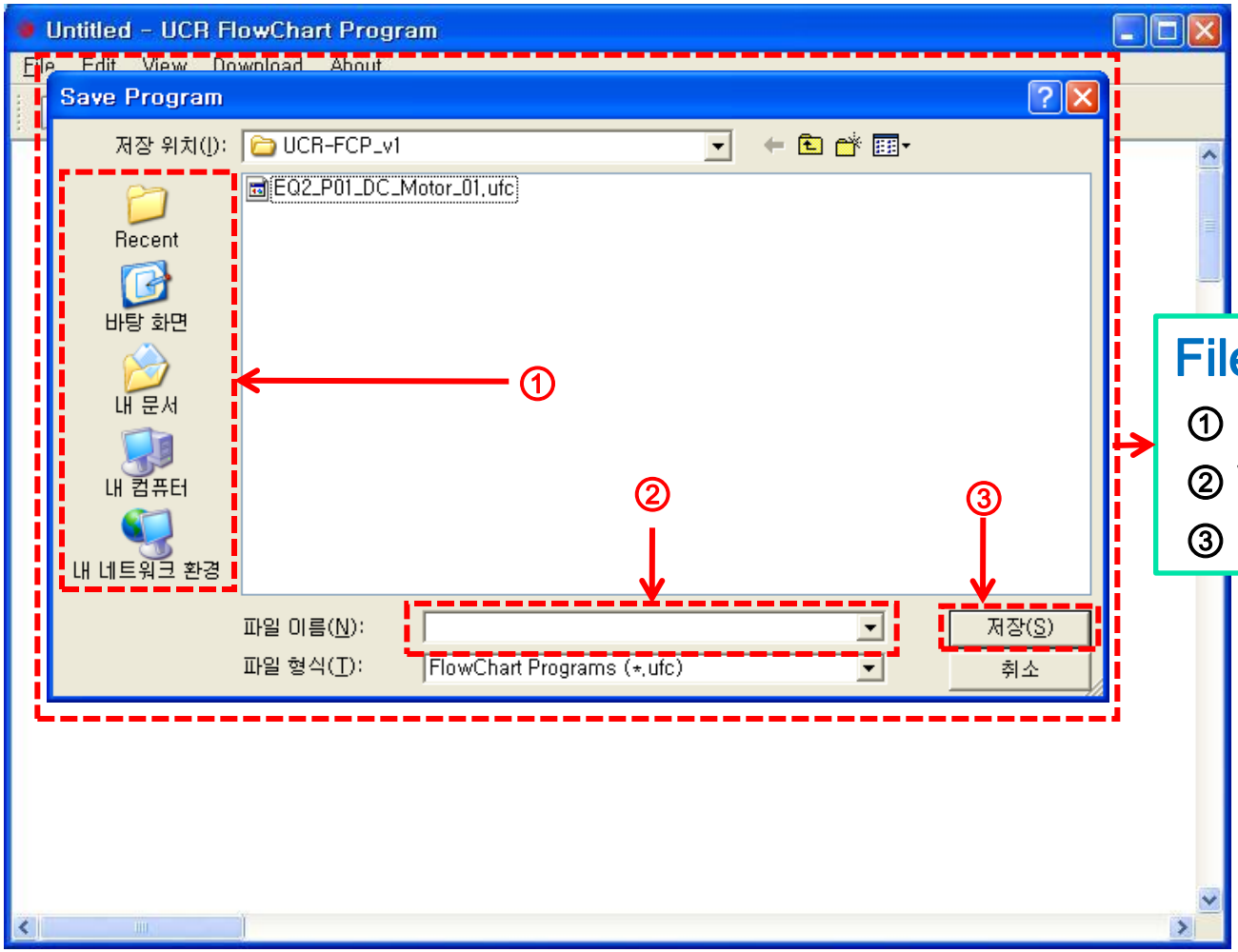
① Choose the folder
② Choose the file
③ open file

※ file extension : ufc (User creative robot FlowChart)

2. UCR-FCP Menu

MICROSOFT's
Windows XP

(2-1-③④) file save (Save) & save as new file (Save As)



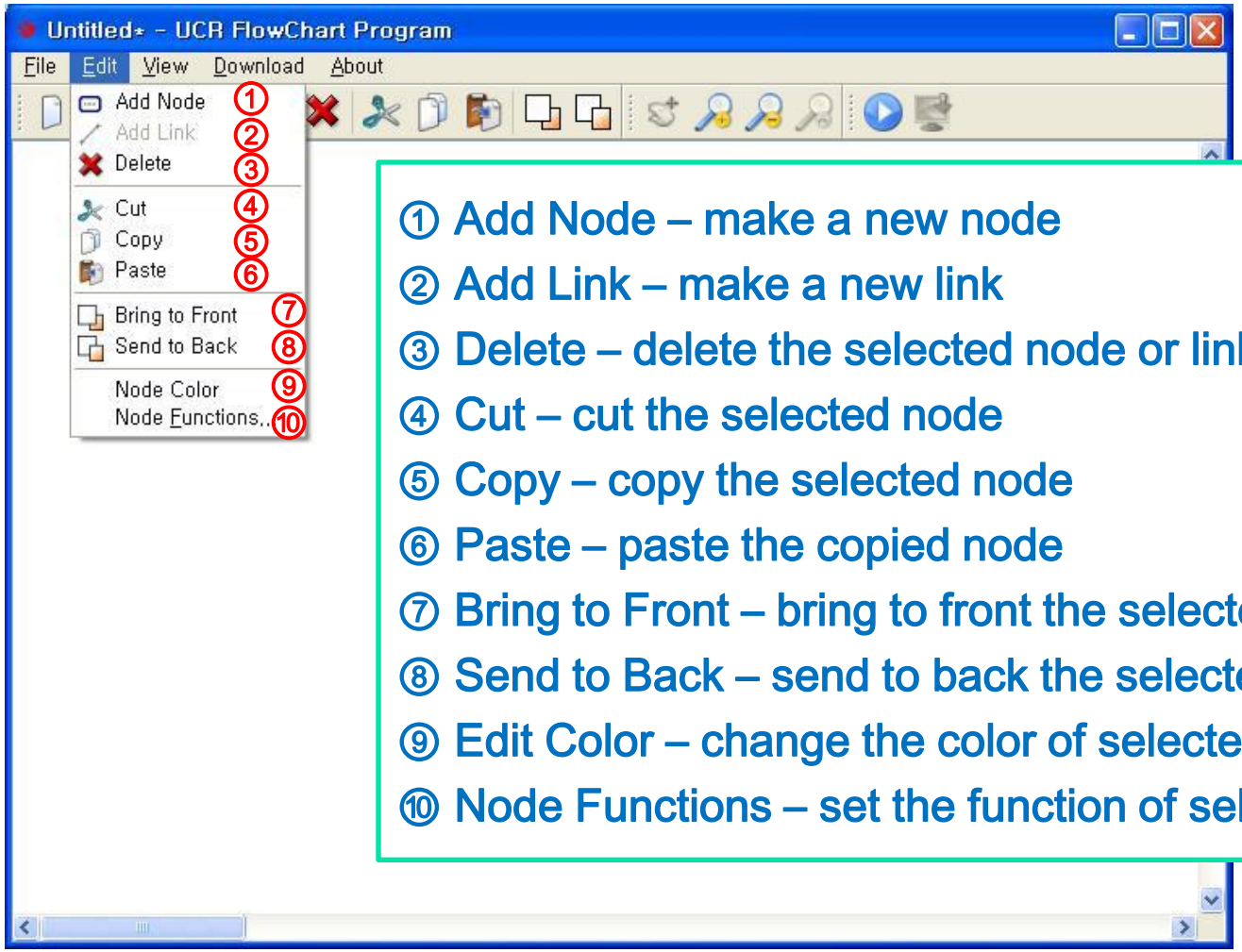
File Save

① Choose the folder
② Write the name
③ save the file

2. UCR-FCP Menu

MICROSOFT's
Windows XP

(2-2) Menu bar – Edit menu

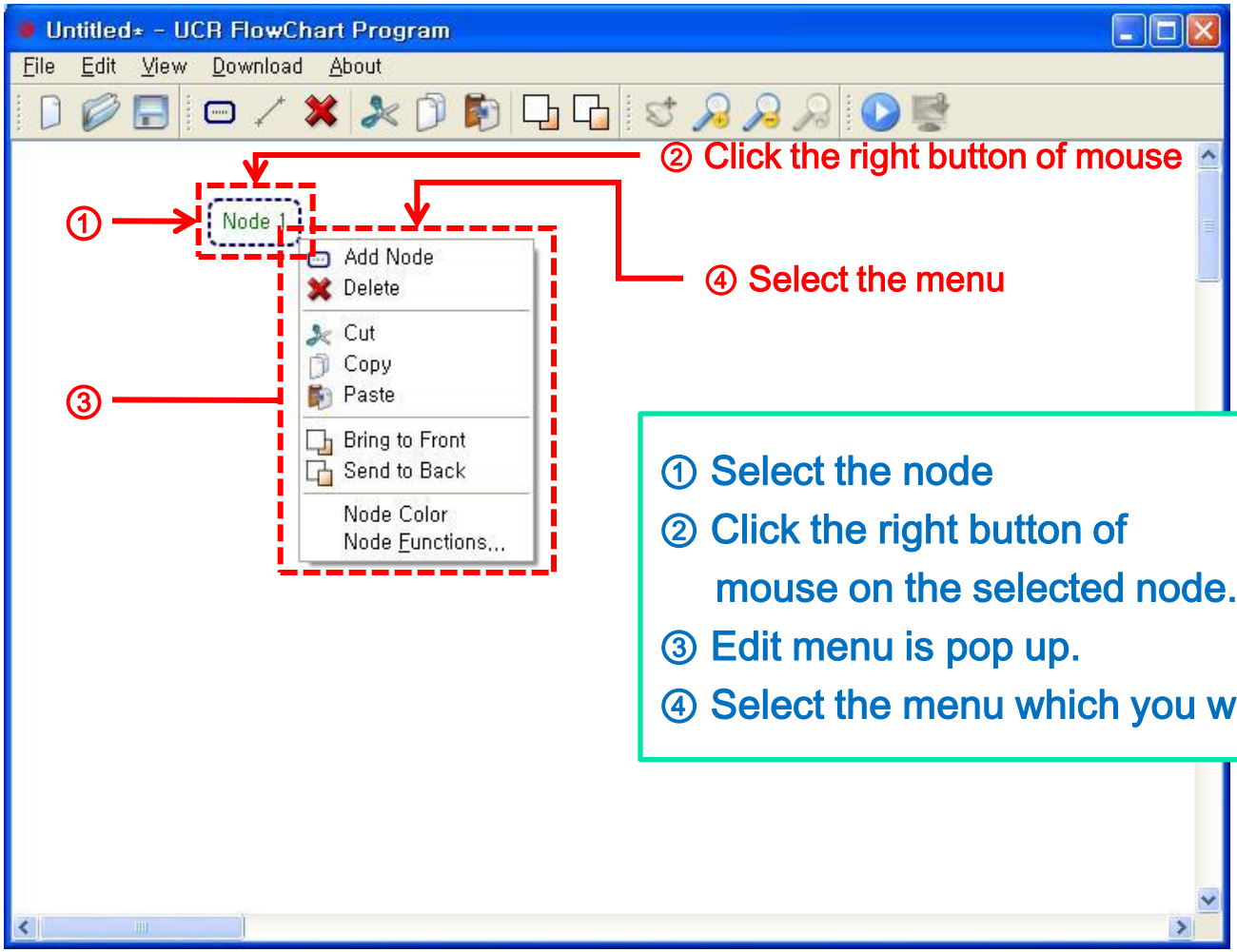


① Add Node – make a new node
② Add Link – make a new link
③ Delete – delete the selected node or link
④ Cut – cut the selected node
⑤ Copy – copy the selected node
⑥ Paste – paste the copied node
⑦ Bring to Front – bring to front the selected node
⑧ Send to Back – send to back the selected node
⑨ Edit Color – change the color of selected node
⑩ Node Functions – set the function of selected node

2. UCR-FCP Menu

MICROSOFT's
Windows XP

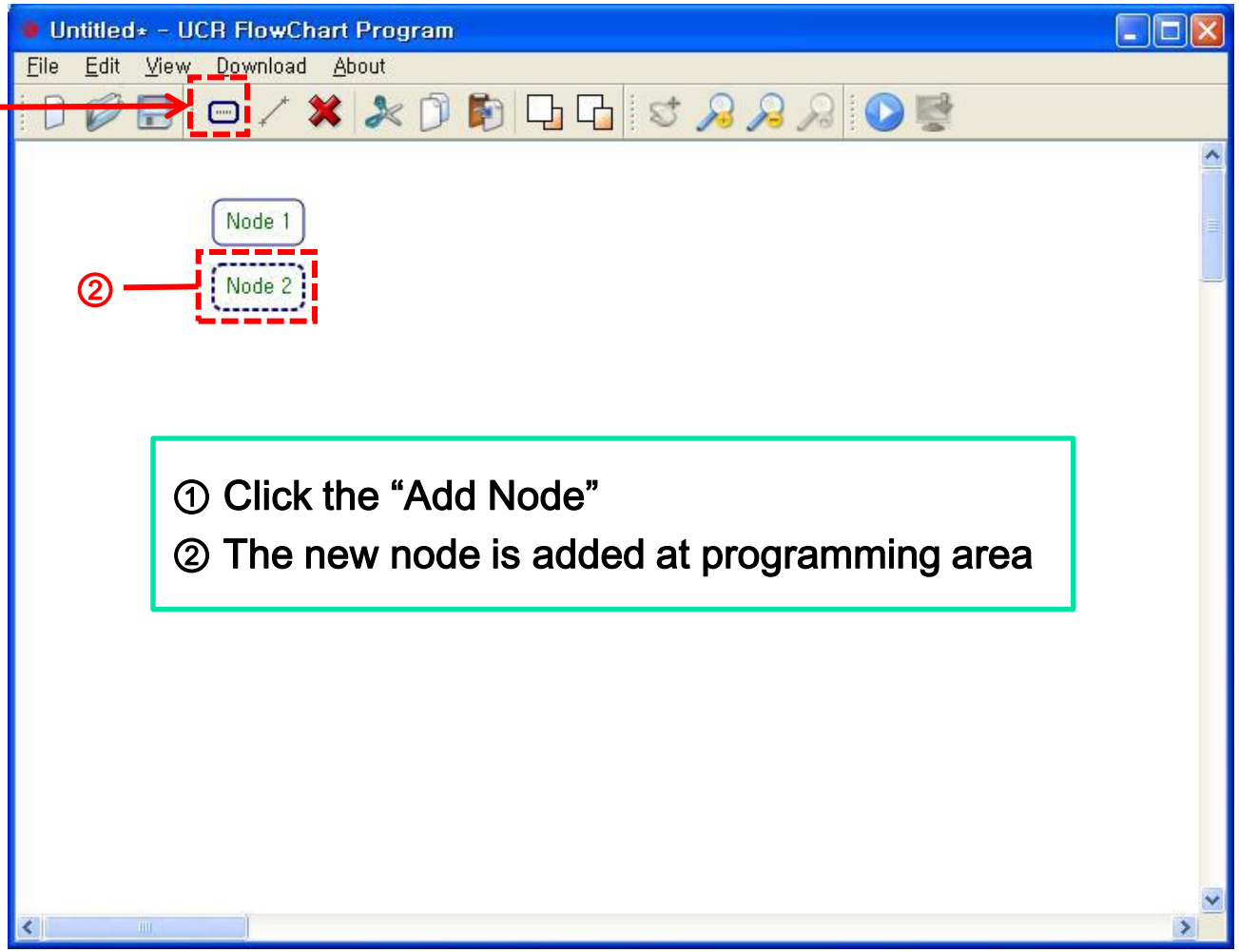
(2-2+) Another method to run the “Edit menu”



2. UCR-FCP Menu

MICROSOFT's
Windows XP

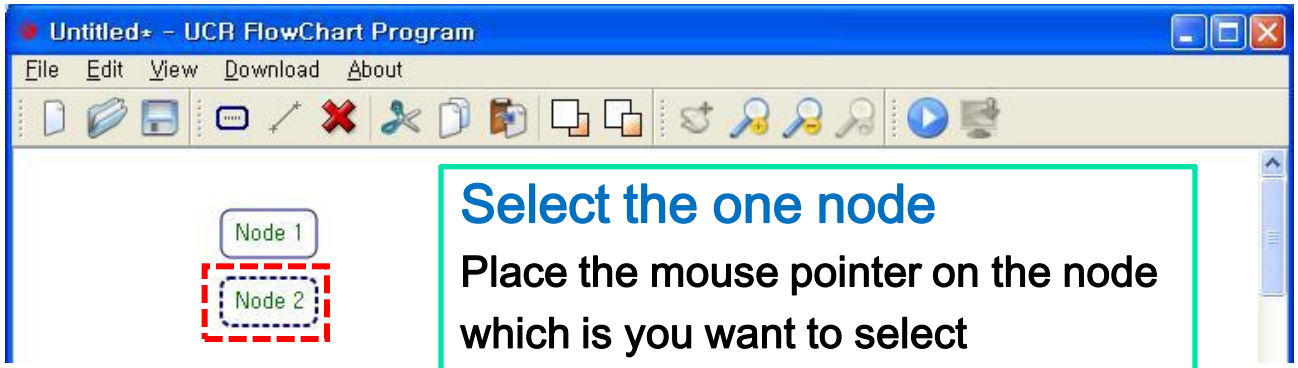
(2-2-①) Make a new node (Add Node)



2. UCR-FCP Menu

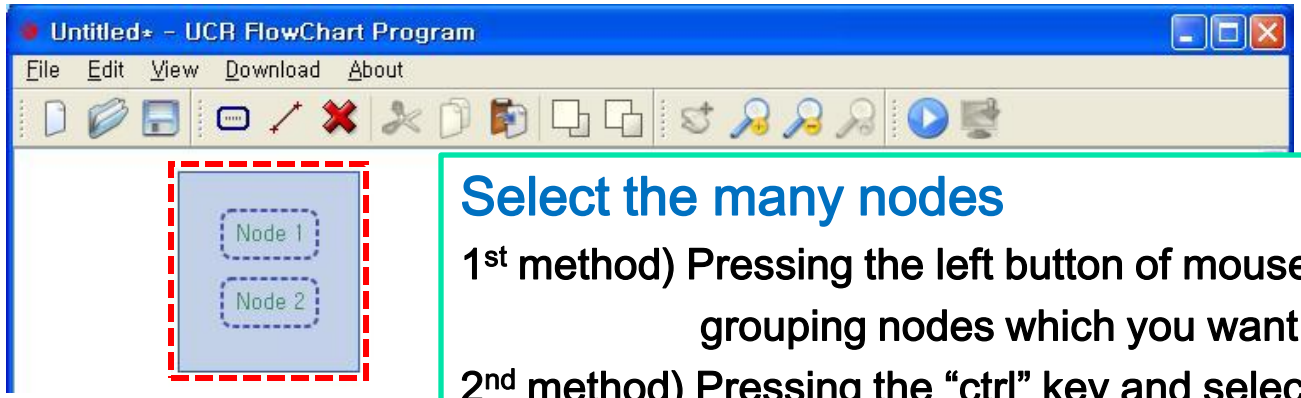
MICROSOFT's
Windows XP

(2-2-①+) Select the node



Select the one node

Place the mouse pointer on the node
which is you want to select
and click the left button of mouse.



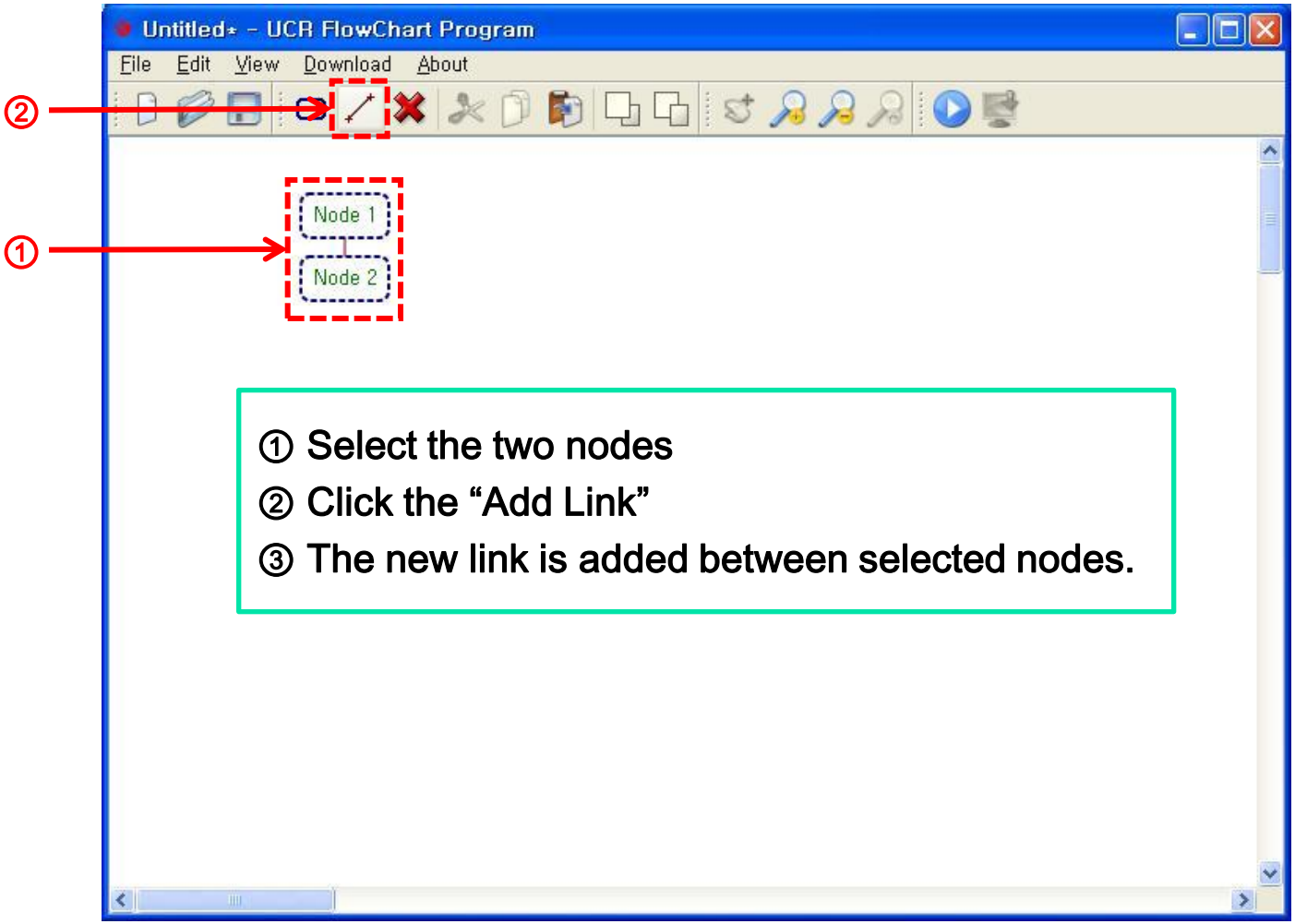
Select the many nodes

1st method) Pressing the left button of mouse and grouping nodes which you want to select.

2nd method) Pressing the “ctrl” key and select the node which you want clicking the left button of mouse one by one.

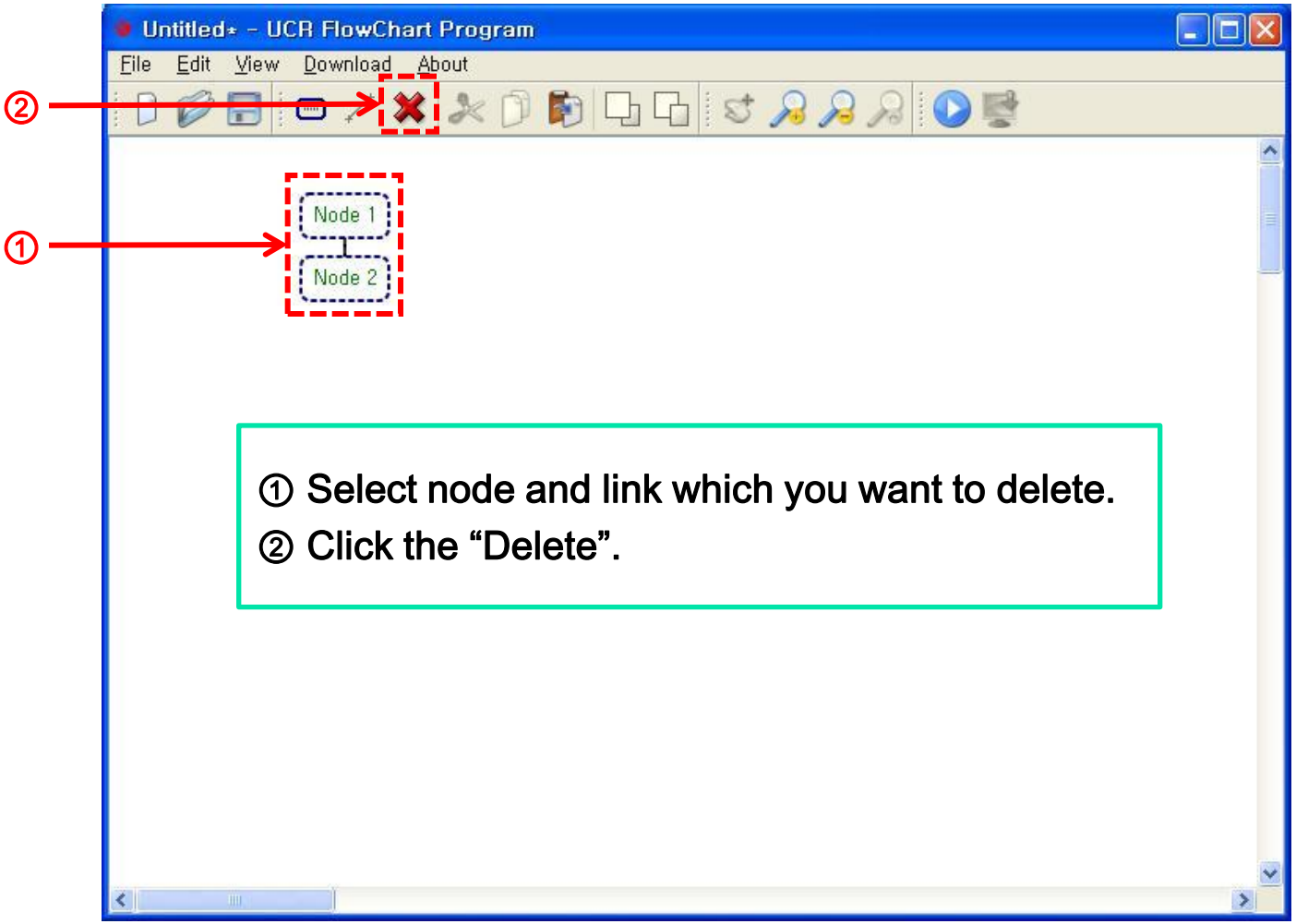
2. UCR-FCP Menu

(2-2-②) Make a new link (Add Link)



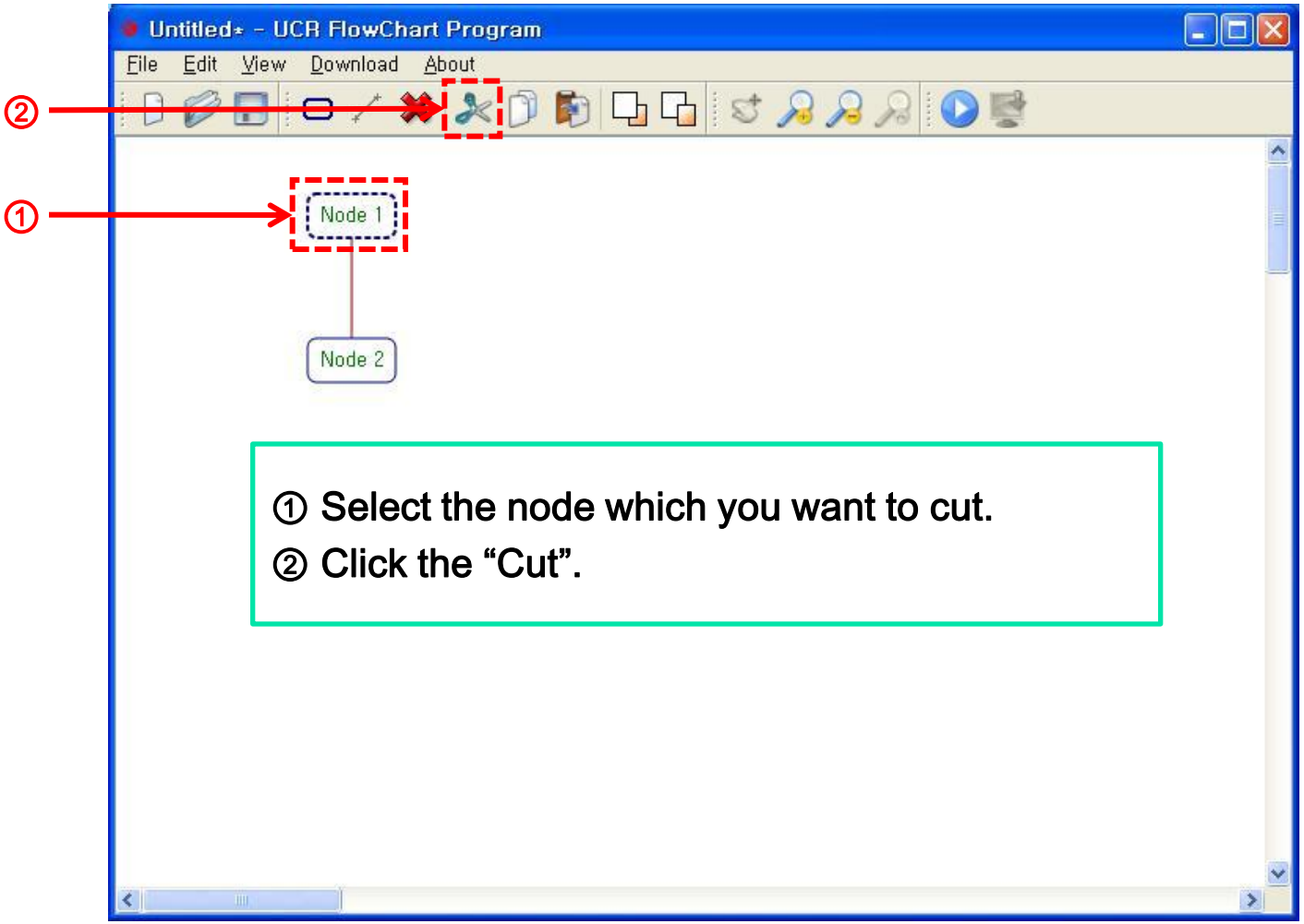
2. UCR-FCP Menu

(2-2-③) Delete the selected node or link (Delete)



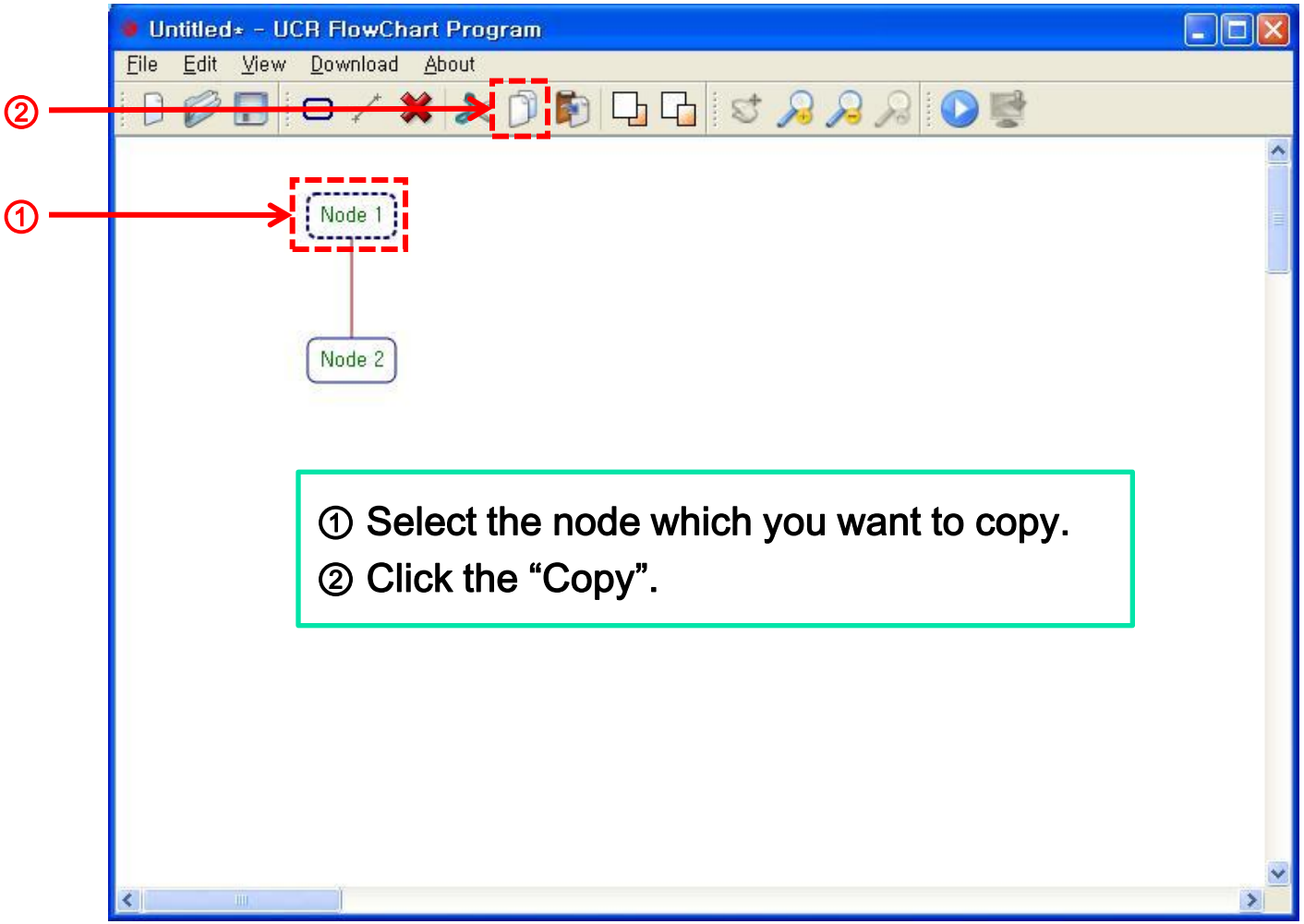
2. UCR-FCP Menu

(2-2-④) Cut the selected node (Cut)



2. UCR-FCP Menu

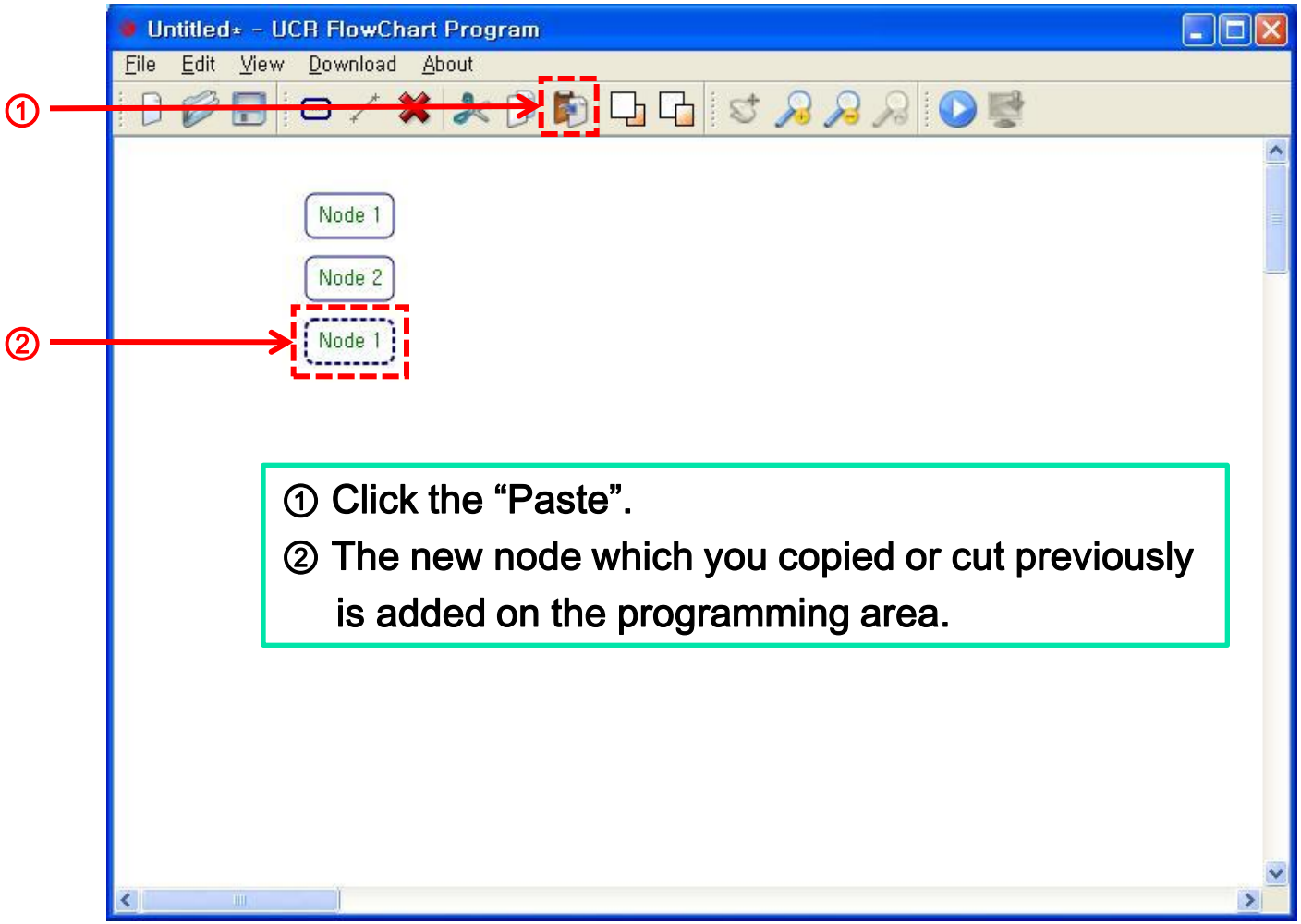
(2-2-⑤) Copy the selected node (Copy)



2. UCR-FCP Menu

MICROSOFT's
Windows XP

(2-2-⑥) Paste the copied node (Paste)

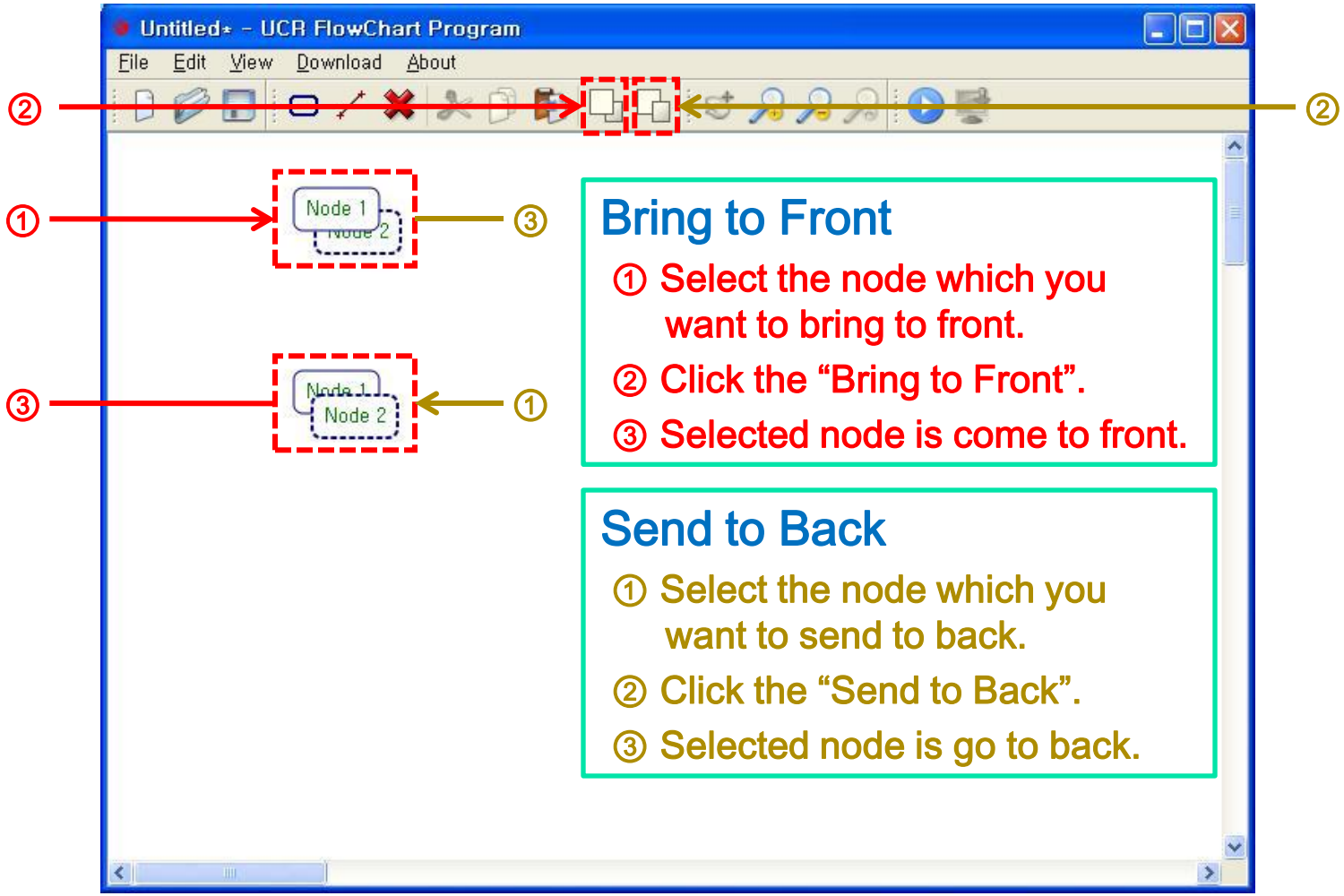


① Click the “Paste”.
② The new node which you copied or cut previously is added on the programming area.

2. UCR-FCP Menu

MICROSOFT's
Windows XP

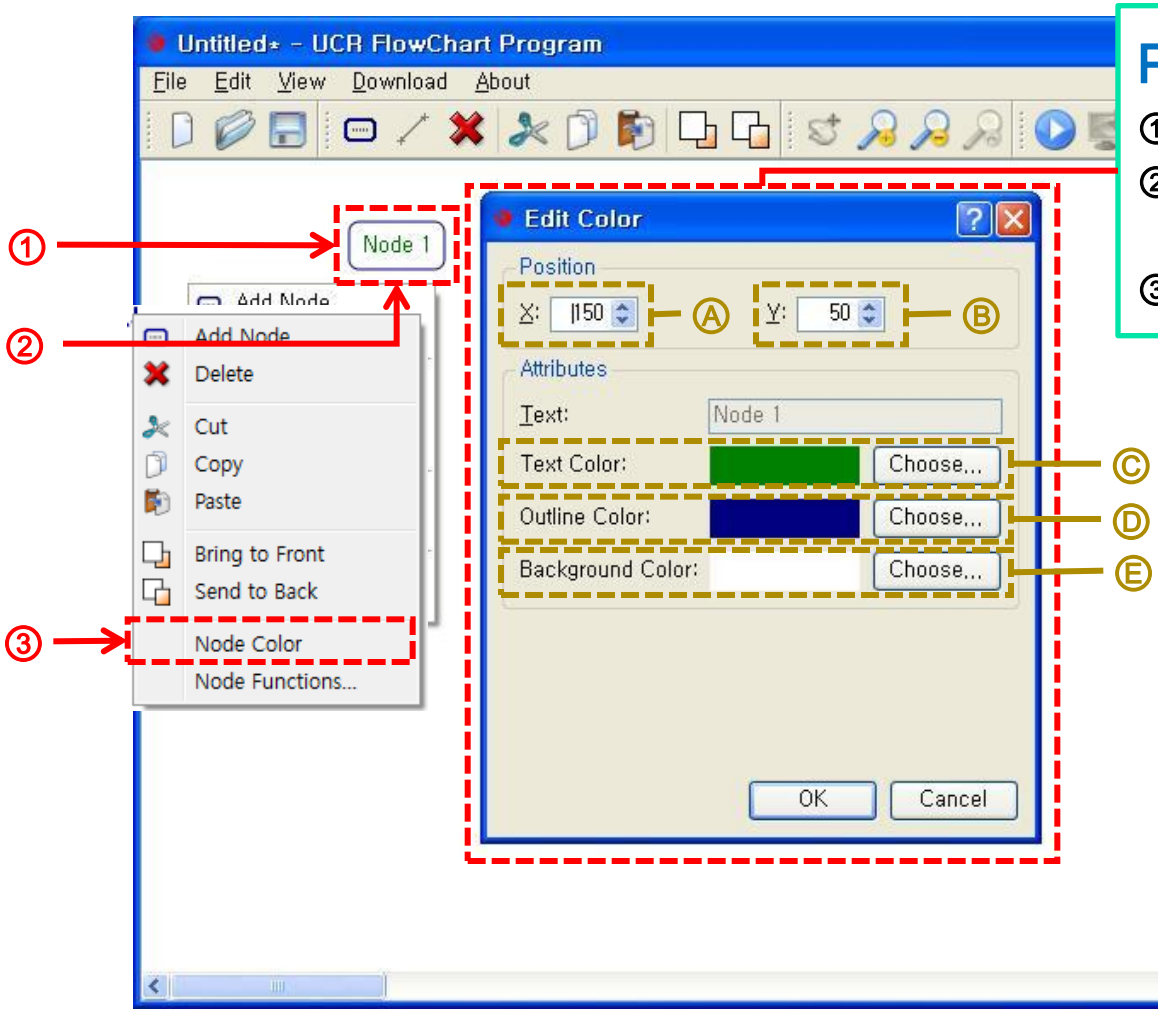
(2-2-⑦⑧) Bring to Front / Send to Back



2. UCR-FCP Menu

MICROSOFT's
Windows XP

(2-2-⑨) Change the color of selected node (Edit Color)



Pop up the "Edit Color"

① Select the node.
② Click the right button of mouse to pop up the "Edit Menu"
③ Select the "Edit Color".

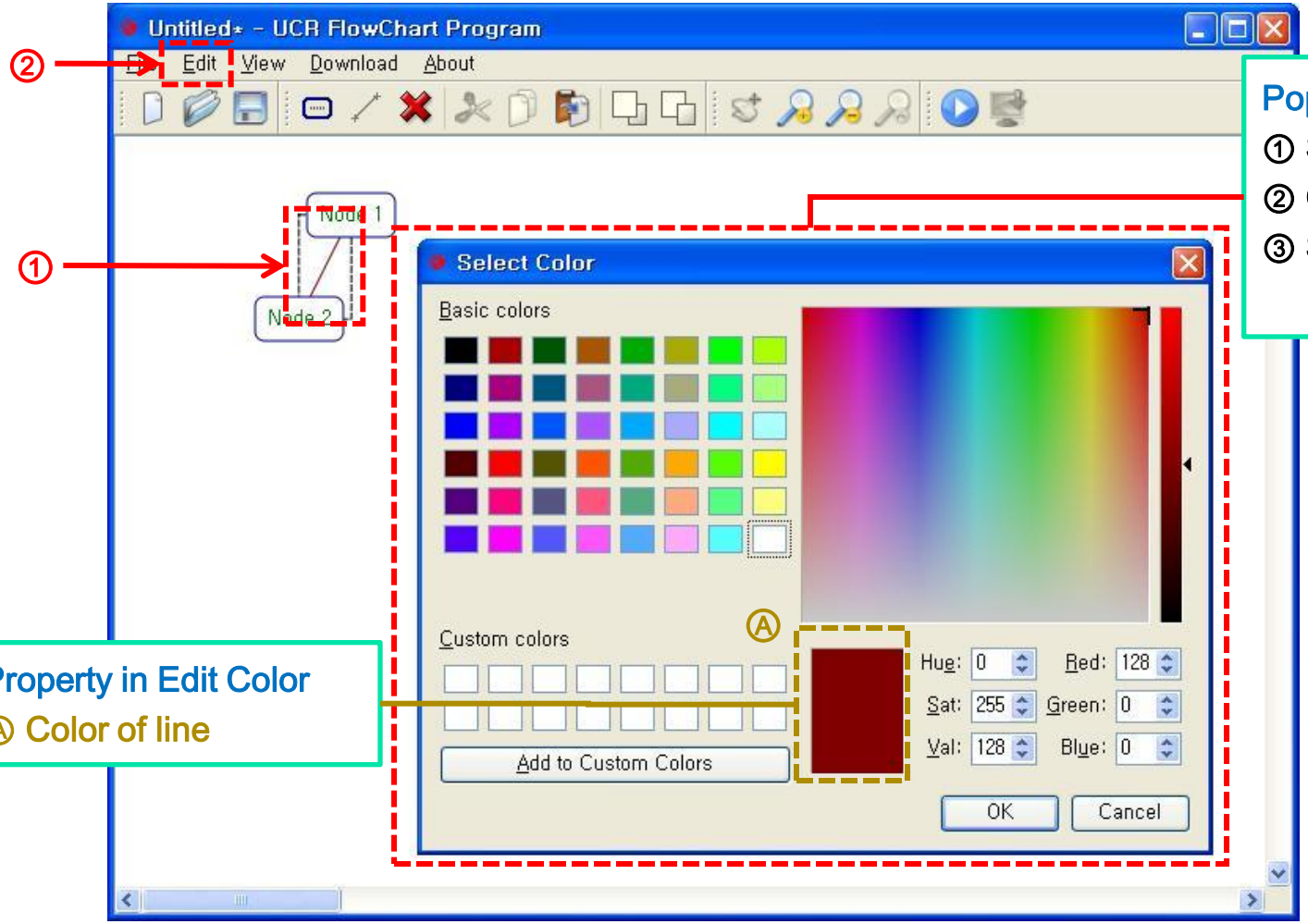
Property in Edit Color

Ⓐ X position
Ⓑ Y position
Ⓒ Color of Character
Ⓓ Color of out line
Ⓔ Color of back ground

2. UCR-FCP Menu

MICROSOFT's
Windows XP

(2-2-⑨+) Change the color of selected link (Edit Color)



Pop up the "Edit Color"

① Select the link.

② Click the "Edit Menu".

③ Select the "Node Color".

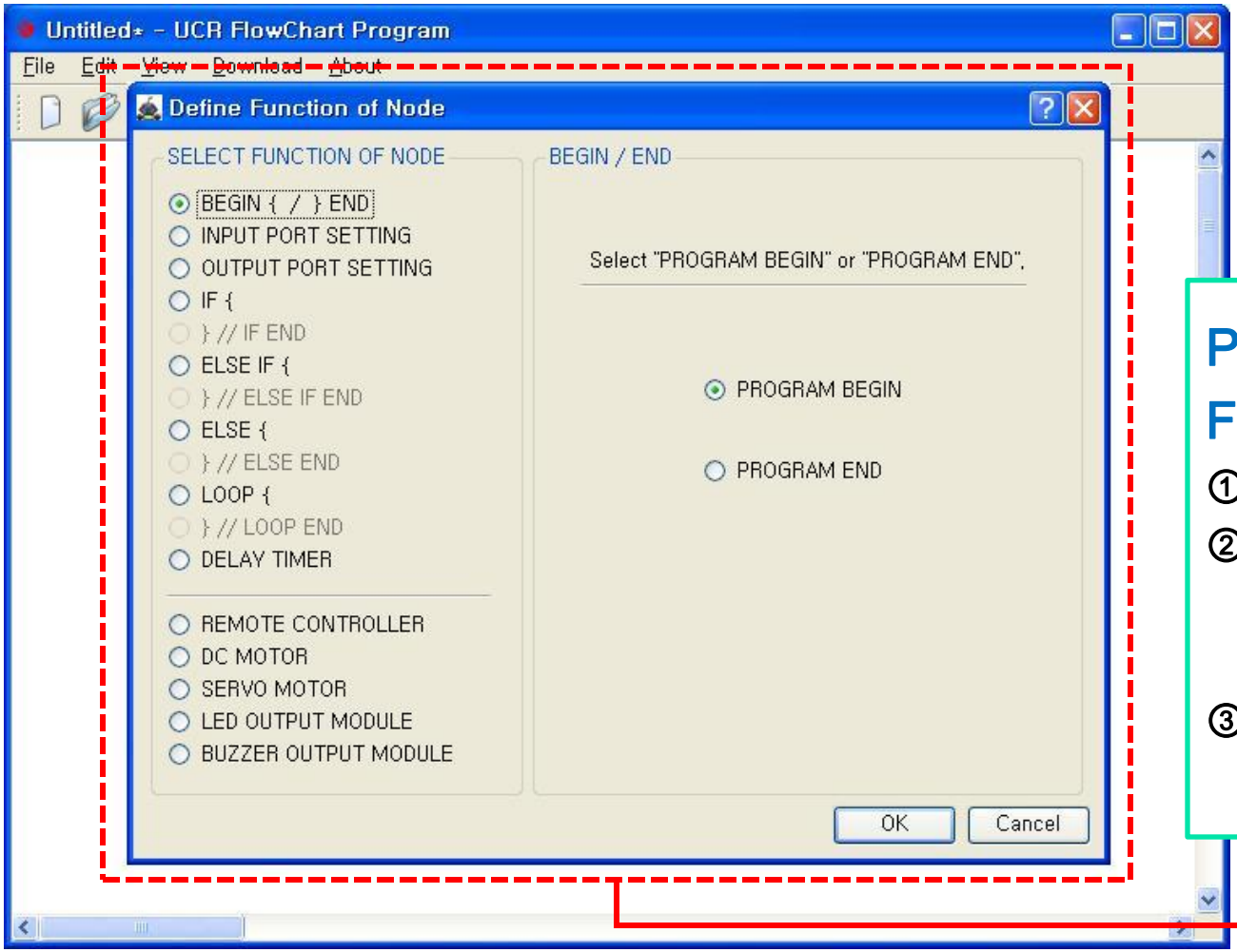
Property in Edit Color

Ⓐ Color of line

2. UCR-FCP Menu

MICROSOFT's
Windows XP

(2-2-⑩) Set the function of selected node (Node Functions)



Pop up the "Define Function of Node"

① Select the node.

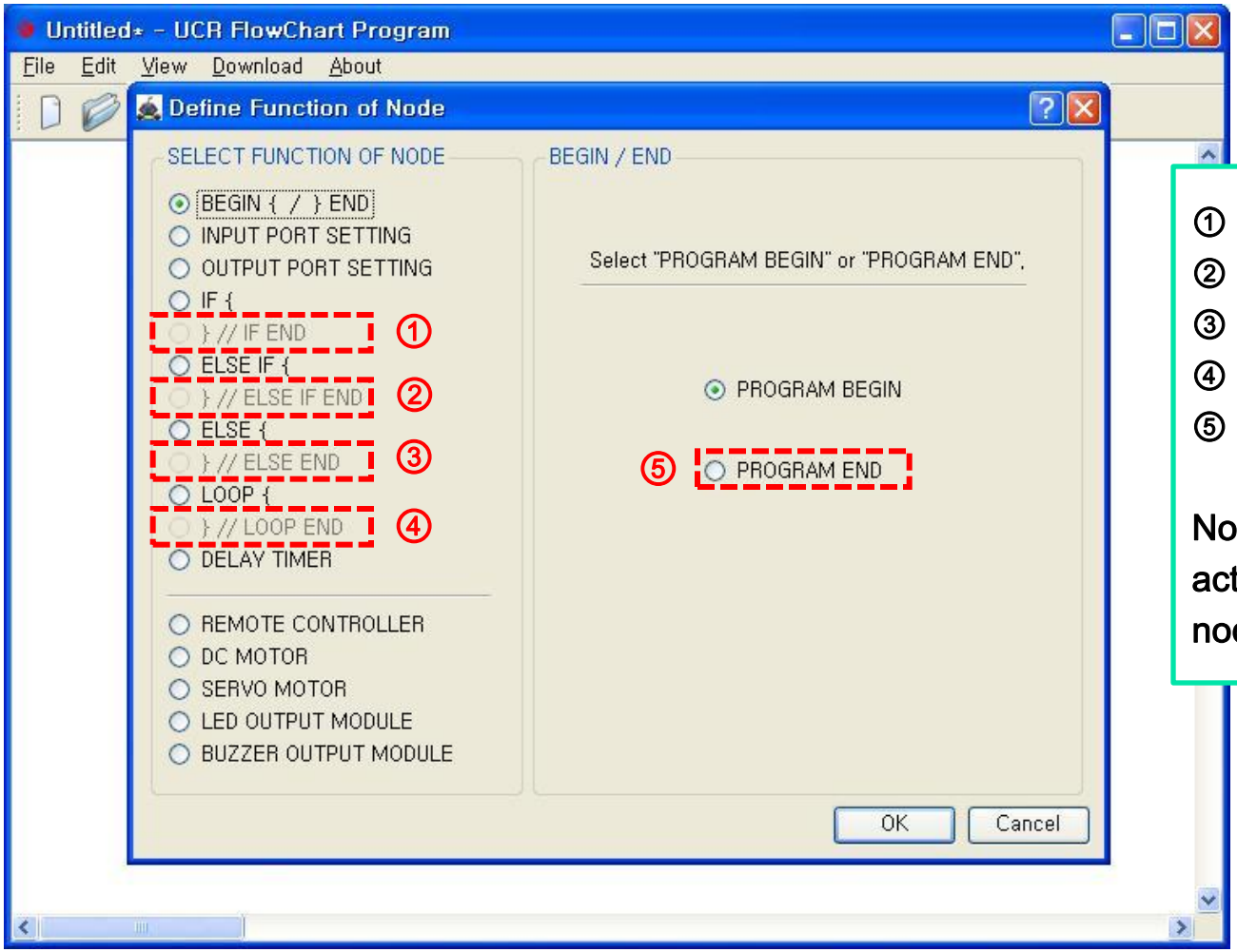
② Click the right button of mouse to pop up the "Edit Menu"

③ Select the "Node Functions".

2. UCR-FCP Menu

MICROSOFT's
Windows XP

(2-2-⑩+) Foretasting the node properties (1)



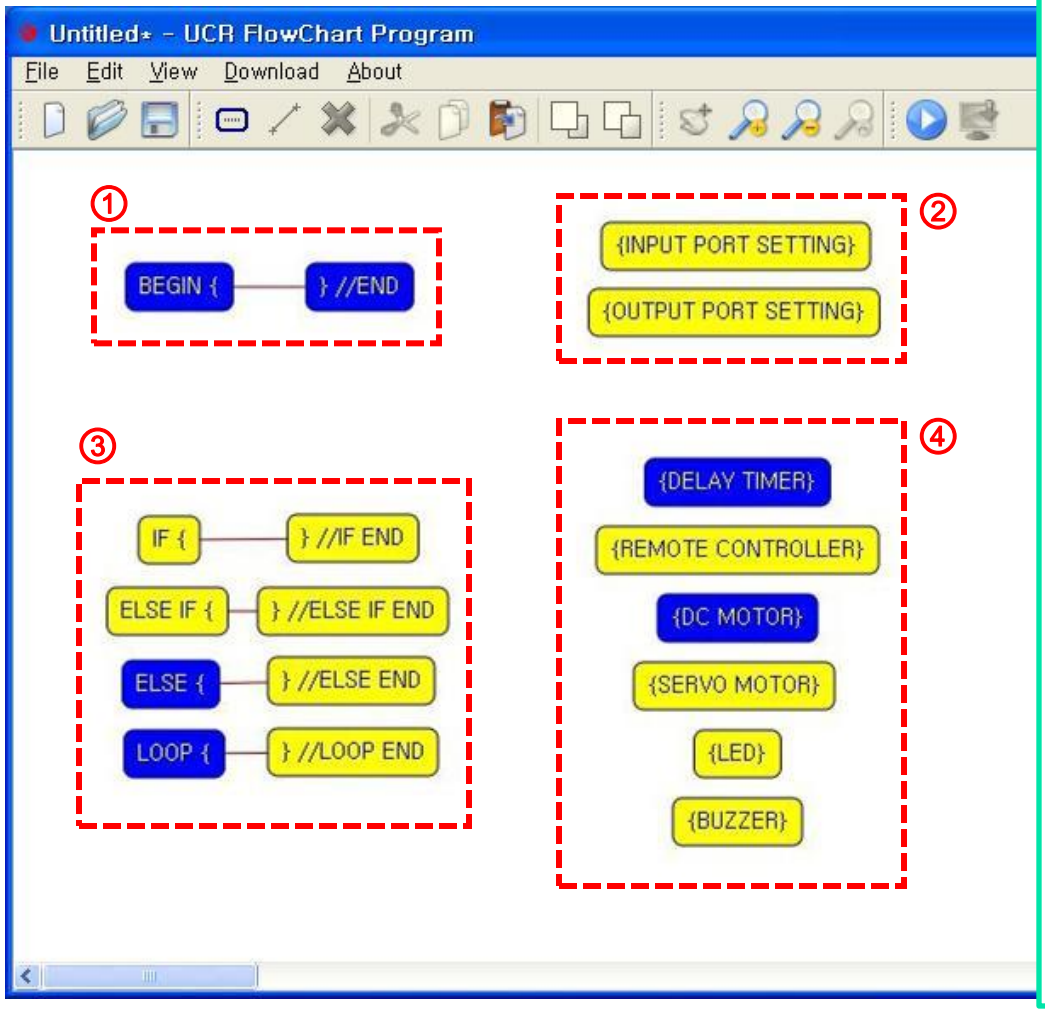
① "} // IF END"
② "} // ELSE IF END"
③ "} // ELSE END"
④ "} // LOOP END"
⑤ "} // END"

Node has pair is not activated before starting node is not defined.

2. UCR-FCP Menu

MICROSOFT's
Windows XP

(2-2-⑩+) Foretasting the node properties (2)



Node (instruction) description

① Begin and End point of program
- -. "BEGIN {" & "} //END"

② Definition the Input/Output of robot
- -. "{INPUT PORT SETTING}"
- -. "{OUTPUT PORT SETTING}"

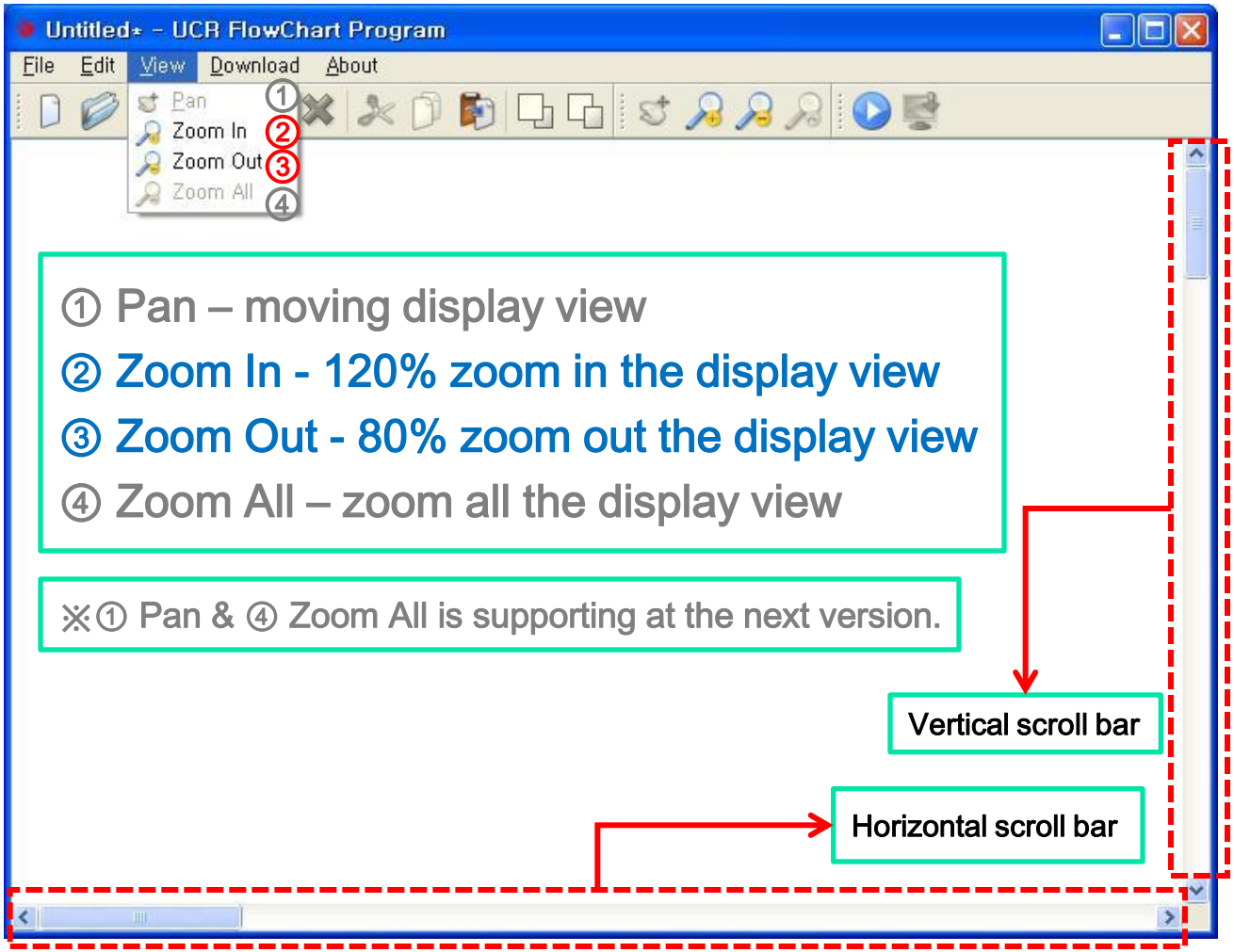
③ Condition, Repetition
- -. "IF {" & "} //IF END"
- -. "ELSE IF {" & "} //ELSE IF END"
- -. "ELSE {" & "} //ELSE END"
- -. "LOOP {" & "} //LOOP END"

④ Others
- -. "{DELAY TIME}"
- -. "{REMOTE CONTROLLER}"
- -. "{DC MOTOR}"
- -. "{SERVO MOTOR}"
- -. "{LED}"
- -. "{BUZZER}"

2. UCR-FCP Menu

MICROSOFT's
Windows XP

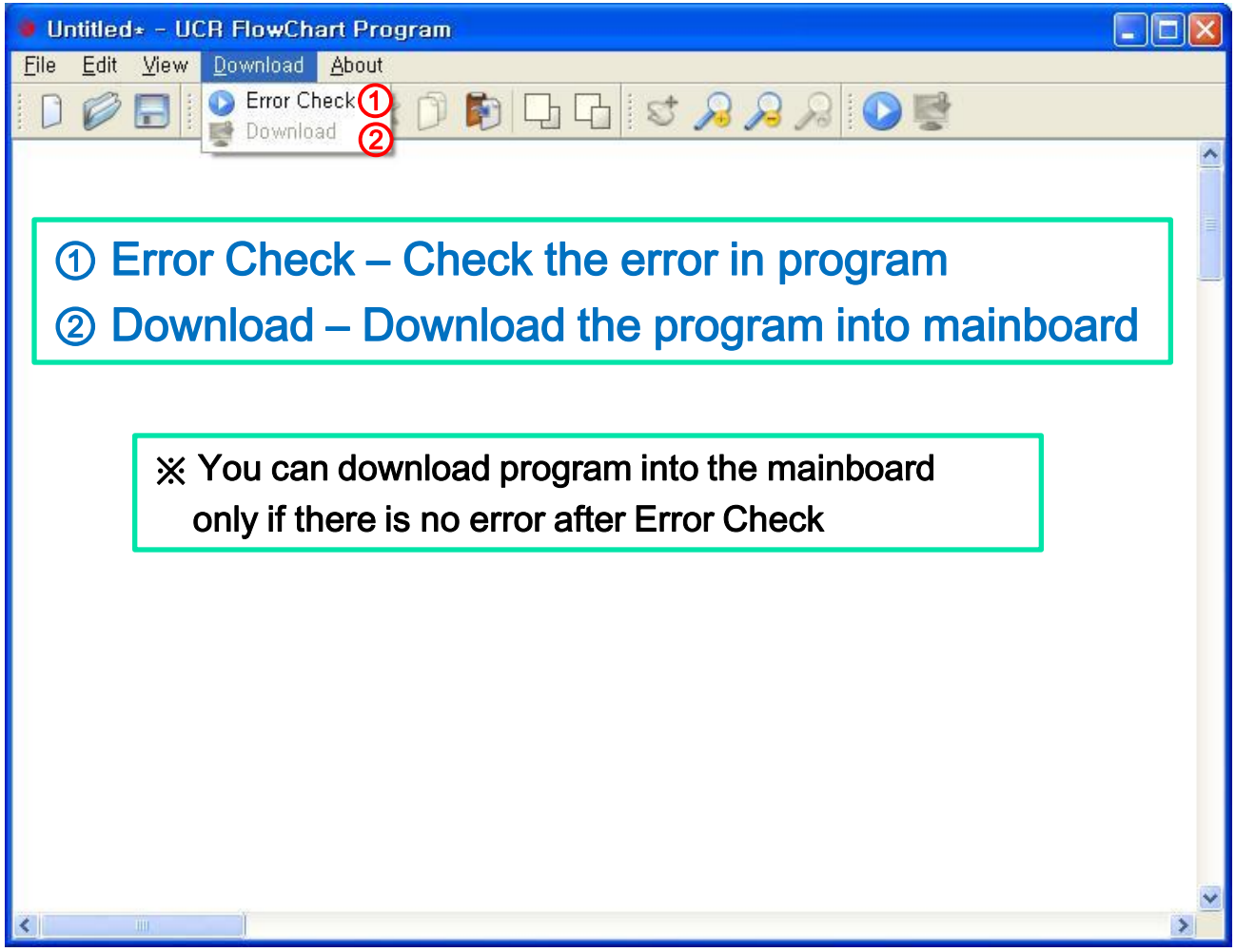
(2-3) Menu bar - View menu



2. UCR-FCP Menu

MICROSOFT's
Windows XP

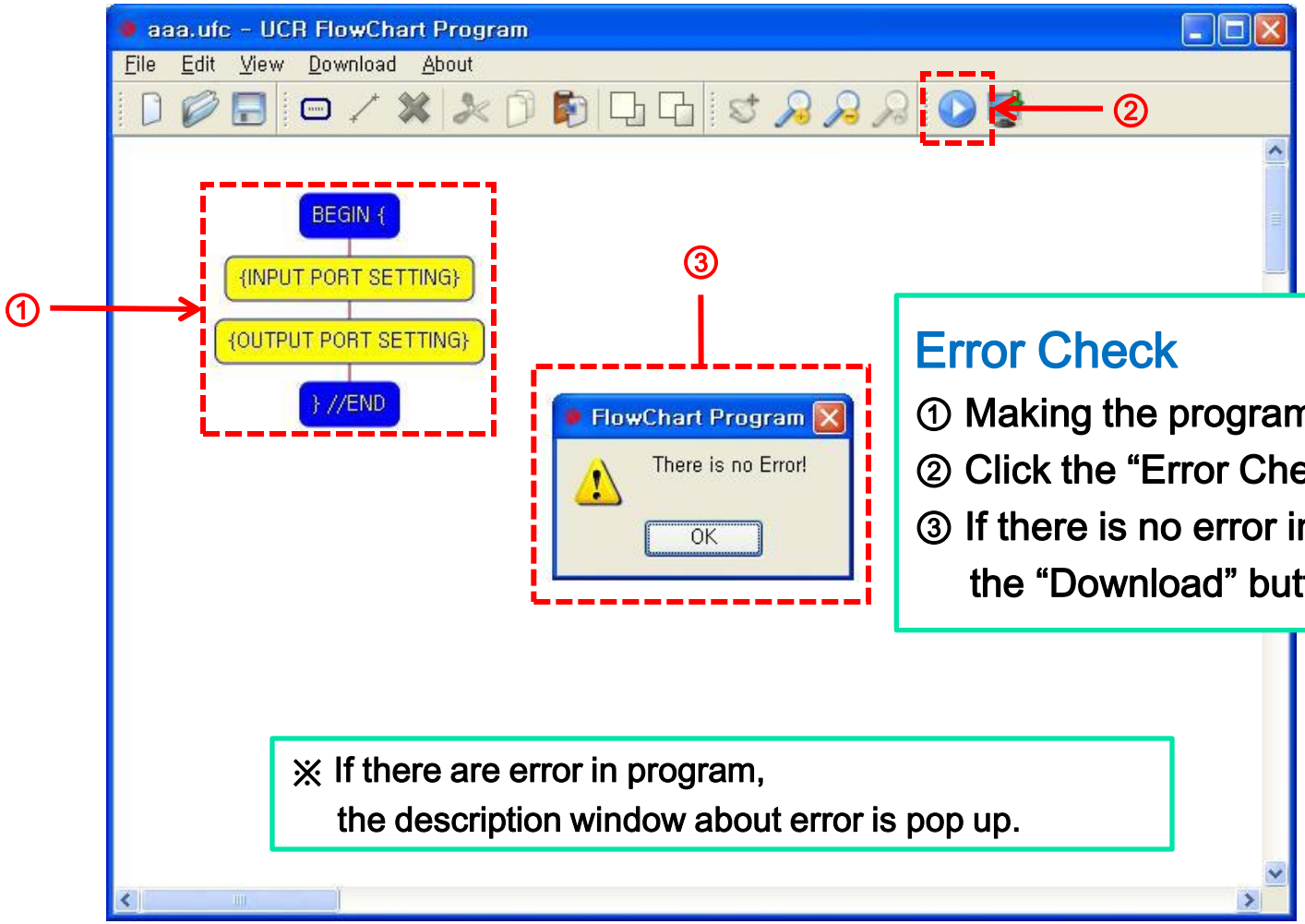
(2-4) Menu bar - Download menu



2. UCR-FCP Menu

MICROSOFT's
Windows XP

(2-4-①) Checking the error in program (Error Check)



Error Check

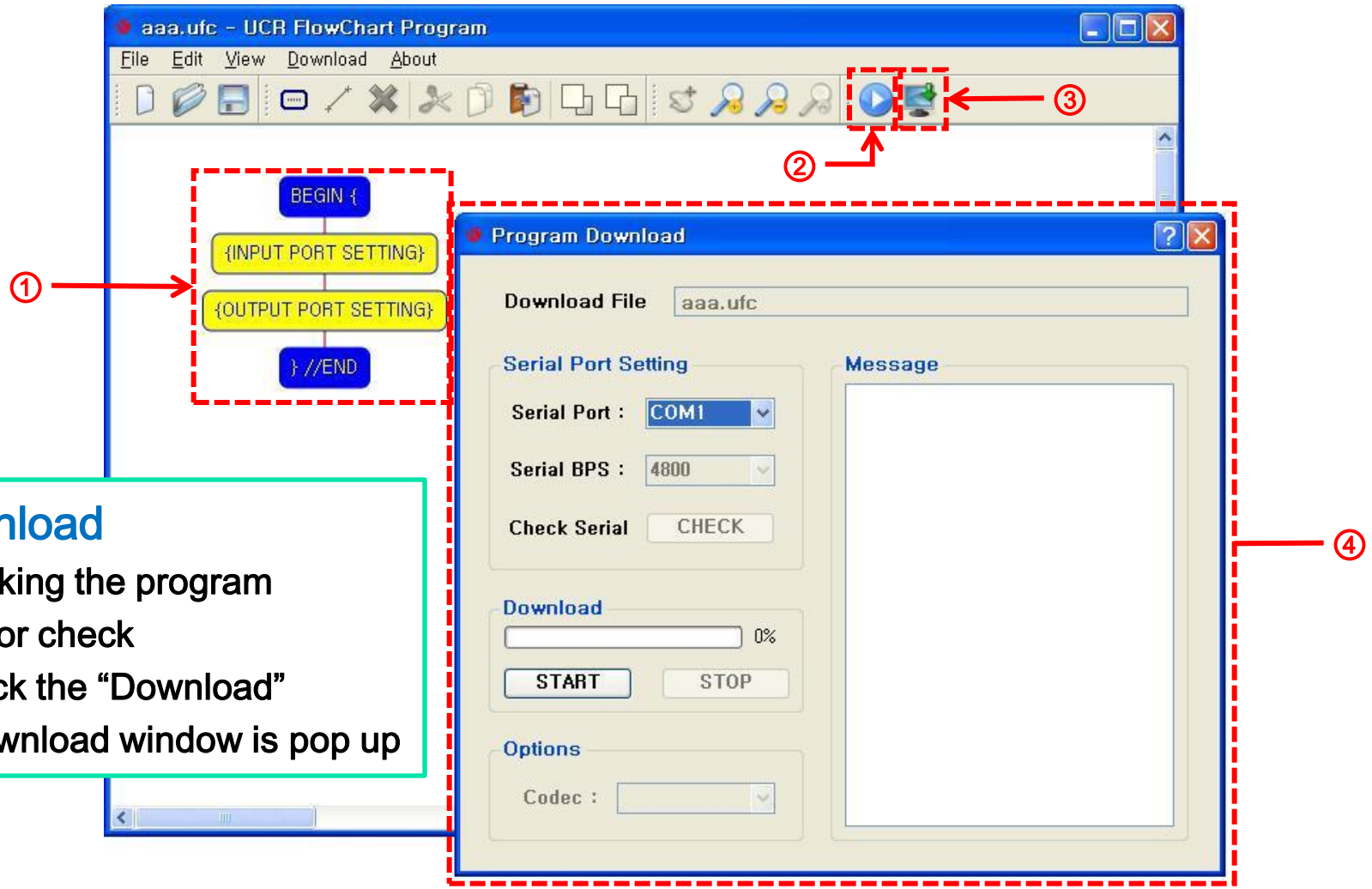
① Making the program.
② Click the "Error Check"
③ If there is no error in program,
the "Download" button is activated.

※ If there are error in program,
the description window about error is pop up.

2. UCR-FCP Menu

MICROSOFT's
Windows XP

(2-4-②) Download the program into the mainboard (Download)



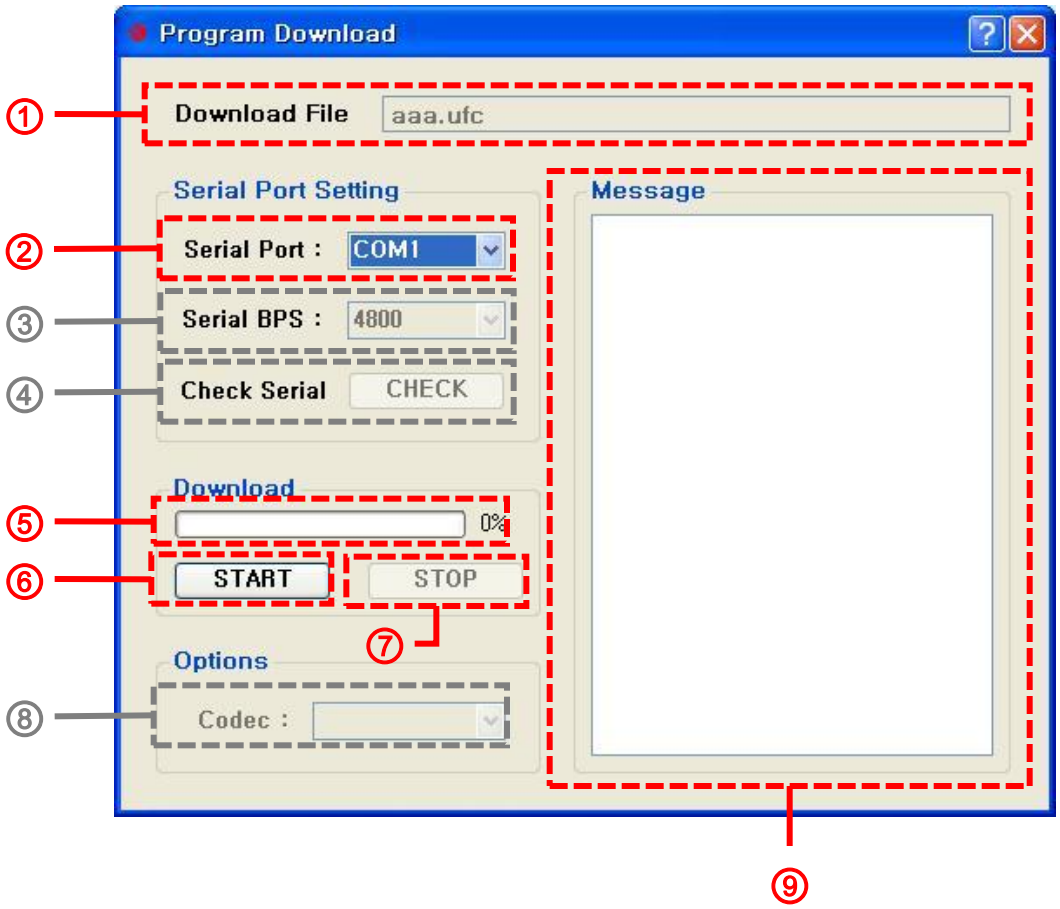
Download

① Making the program
② Error check
③ Click the “Download”
④ Download window is pop up

2. UCR-FCP Menu

MICROSOFT's
Windows XP

(2-4-②+) Description of Download window



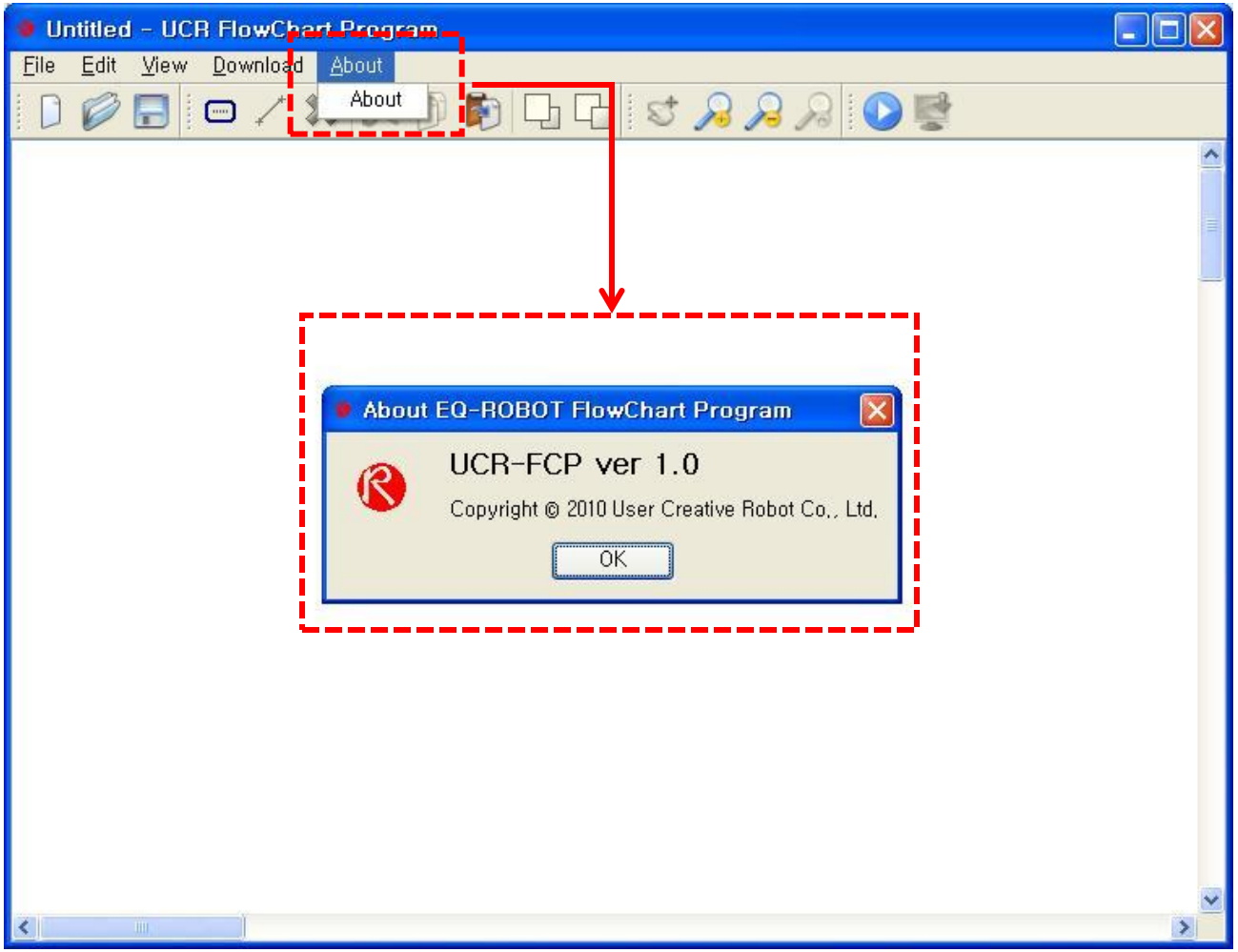
① file name of downloading
② serial port of downloading
(Check the control panel)
③ Communication speed (BPS)
④ Check the serial port
⑤ Downloading progress bar
⑥ Start of downloading
⑦ Stop of downloading
⑧ Communication code spec.
⑨ Message window

※ ③, ④, ⑧ is supporting
at the next version.

2. UCR-FCP Menu

MICROSOFT's
Windows XP

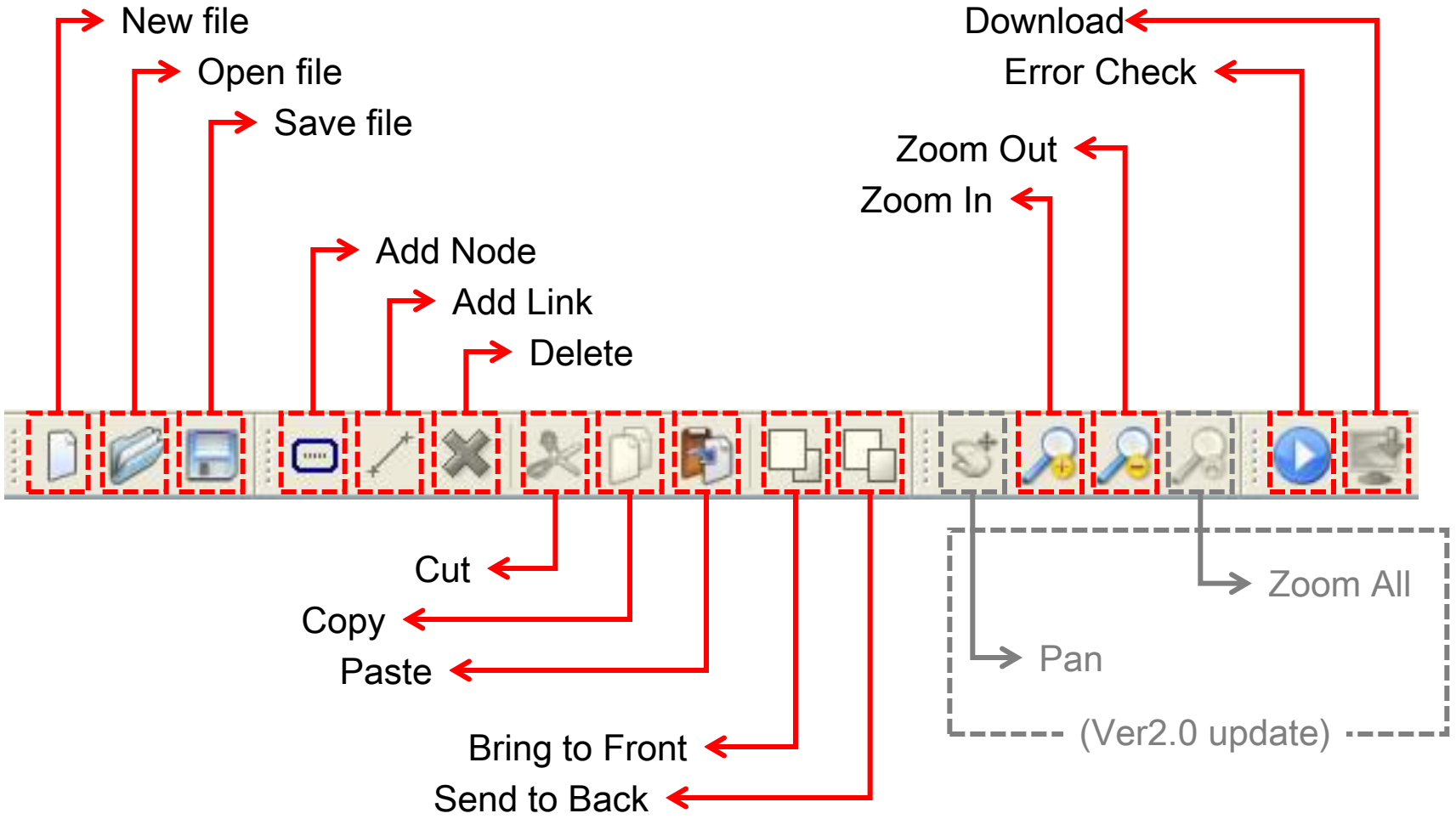
(2-5) Menu bar - About menu



2. UCR-FCP Menu

MICROSOFT's
Windows XP

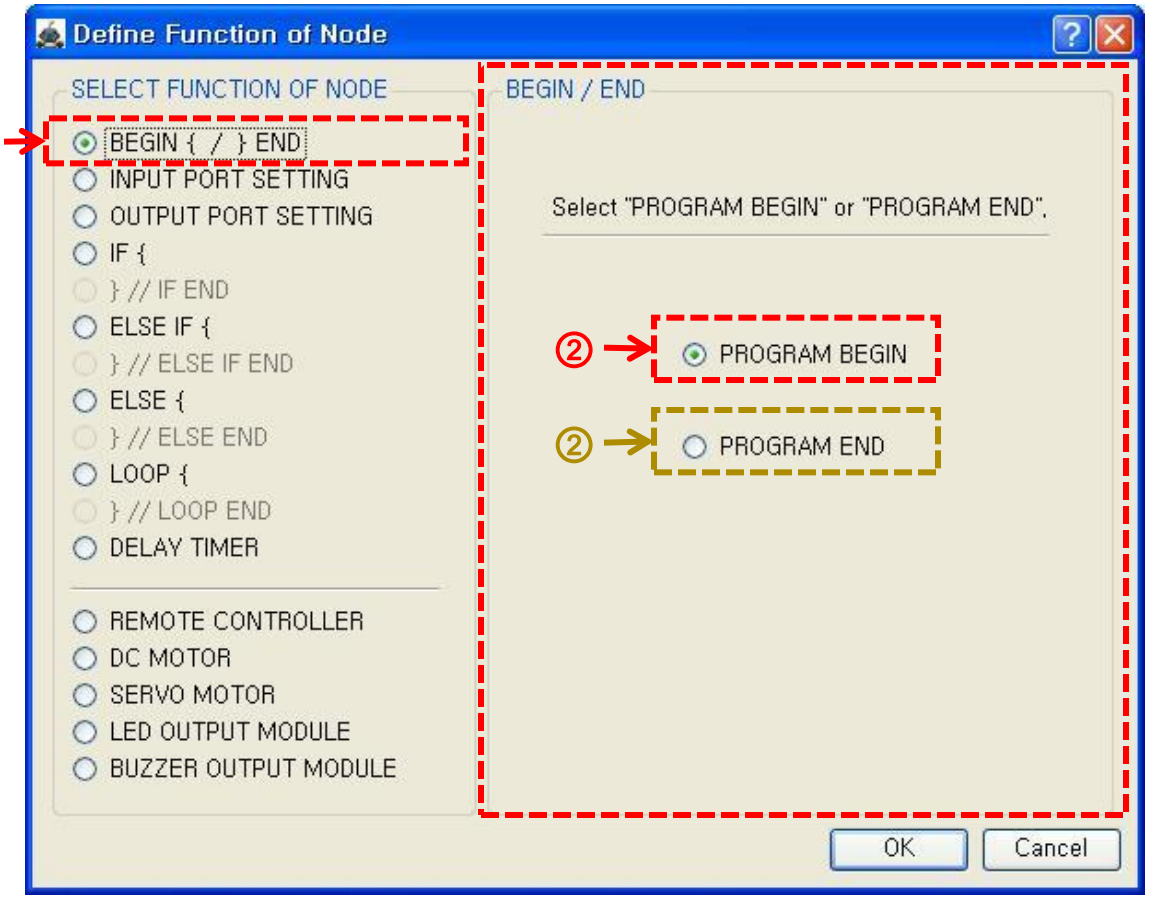
(2-6) TOOL BAR



3. Define Node's function

MICROSOFT's
Windows XP

(3-1) Begin & End point of program : "BEGIN {" & "} //END"



[Program Begin]

① Select "Node functions…"
: BEGIN{ / } END

② Select
: PROGRAM BEGIN

[Program END]

① Select "Node functions…"
: BEGIN{ / } END

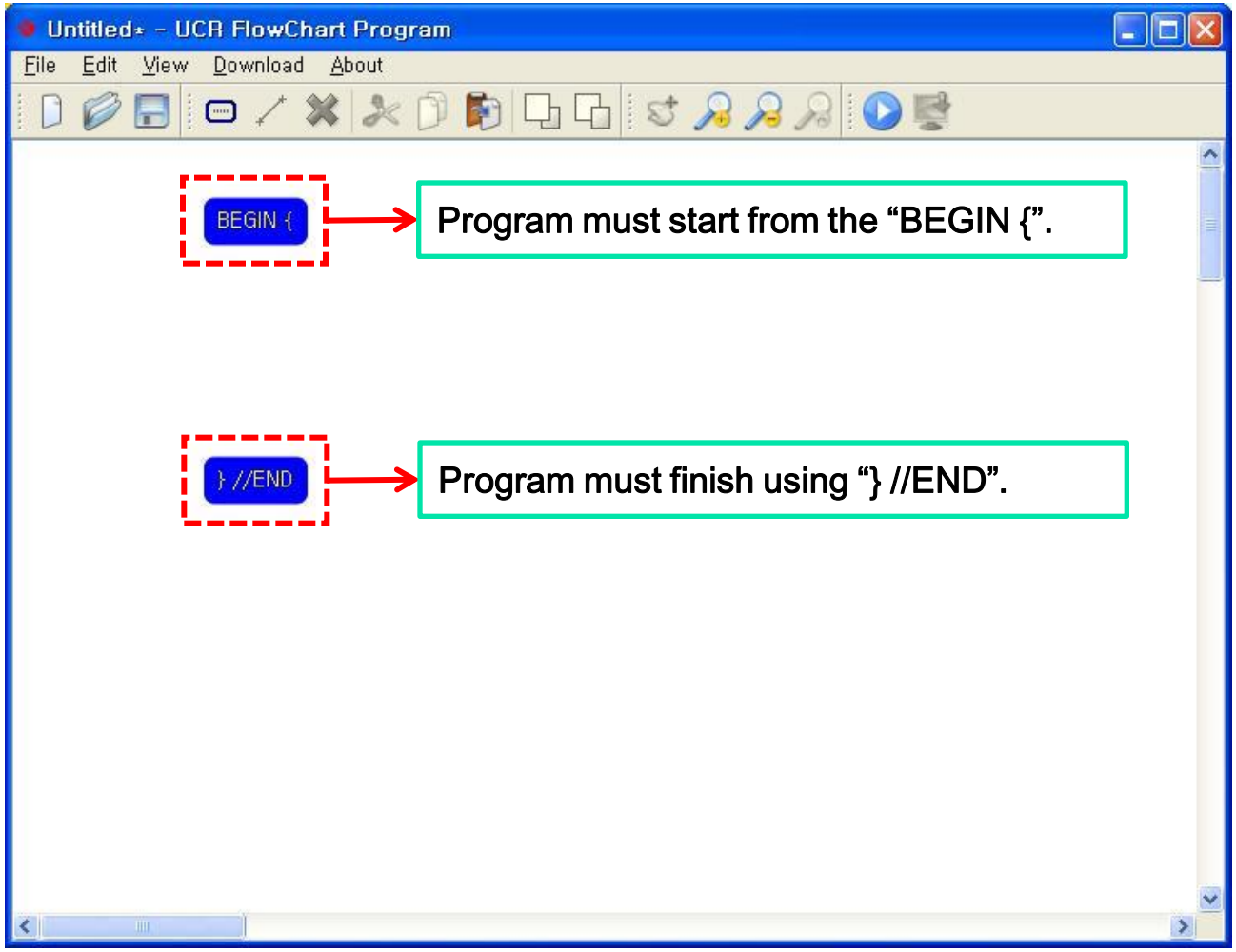
② Select
: PROGRAM END

※ Program must have begin and end point.

3. Define Node's function

MICROSOFT's
Windows XP

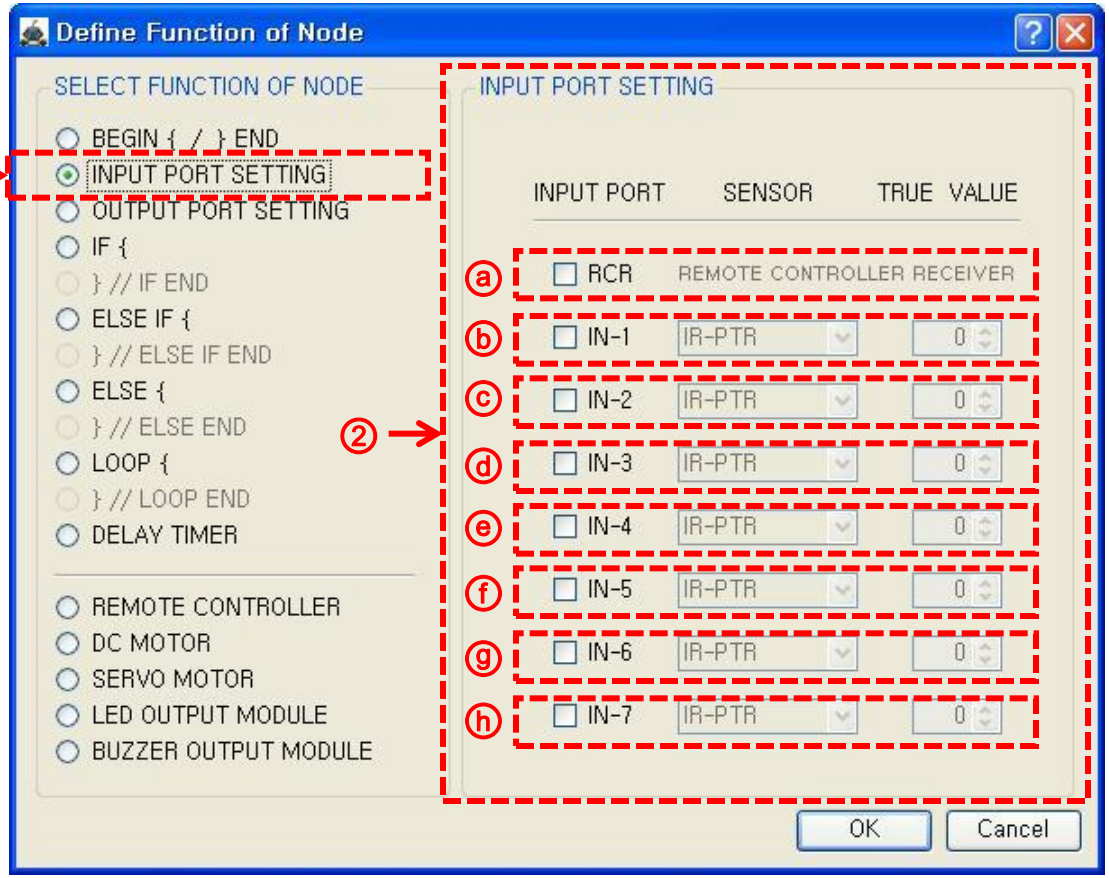
(3-1-ex) Begin & End point of program : "BEGIN {" & "} //END"



3. Define Node's function

MICROSOFT's
Windows XP

(3-2-1) Definition the Input of robot : "{INPUT PORT SETTING}"



[Define the Input]

① Select the "Node Functions…"
: INPUT PORT SETTING

② Define the Input

ⓐ RCR : Remote Controller
ⓑ IN-1 : IN1 Input
ⓒ IN-2 : IN2 Input
ⓓ IN-3 : IN3 Input
ⓔ IN-4 : IN4 Input
ⓕ IN-5 : IN5 Input
ⓖ IN-6 : IN6 Input
ⓗ IN-7 : IN7 Input

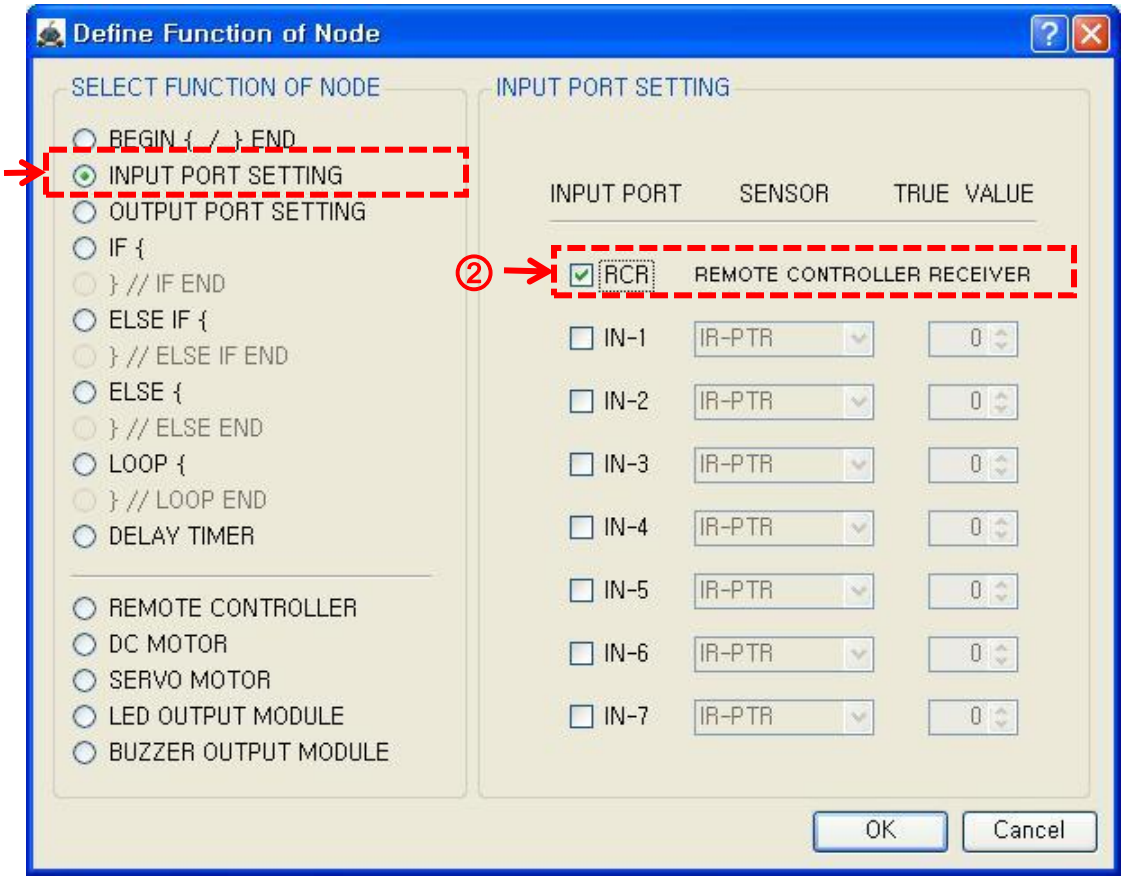
※ Program must have the "Input Port Setting".

※ Input definition must be same to real input condition of robot. If not, it will maybe wrong operations.

3. Define Node's function

MICROSOFT's
Windows XP

(3-2-2) "{INPUT PORT SETTING}"- REMOTE CONTROLLER



[Remote Controller]

① INPUT PORT SETTING

② RCR

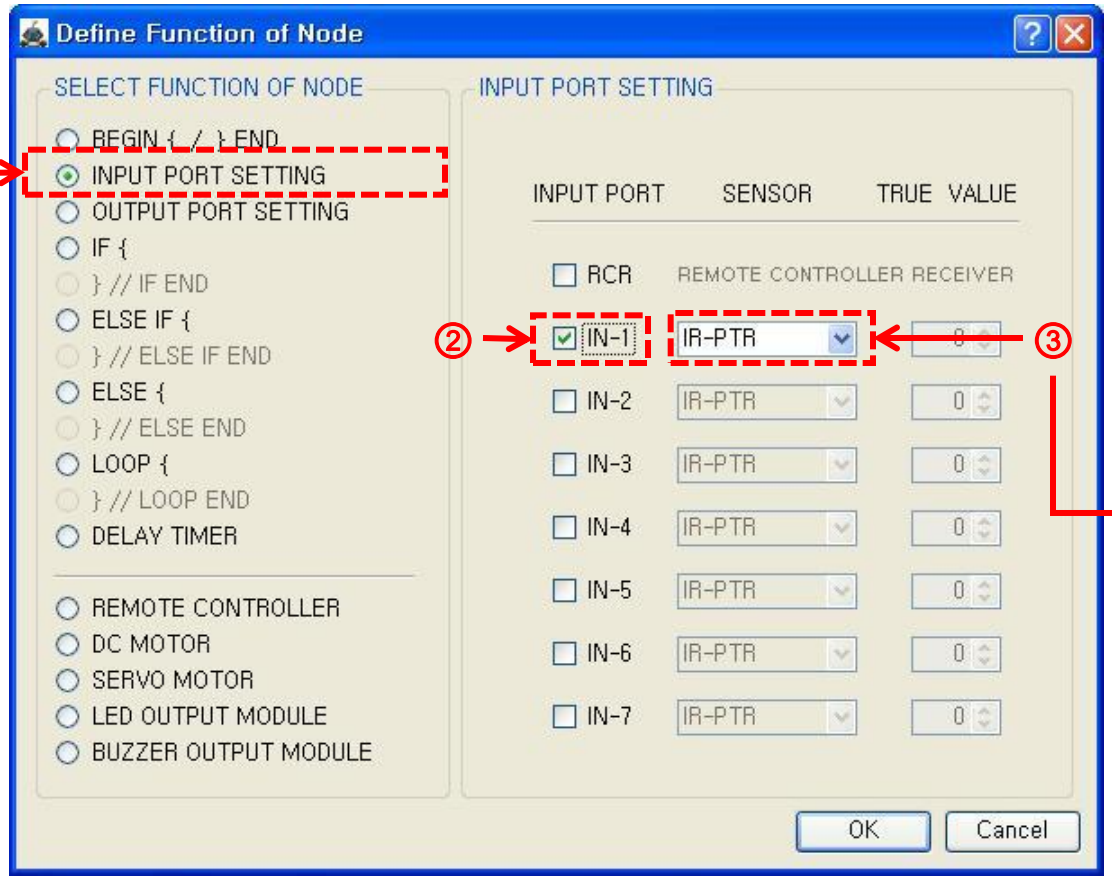
※ RCR can not be selected together other inputs.

※ Remote Signal Receiver must be connected to RCR input port of main controller.

3. Define Node's function

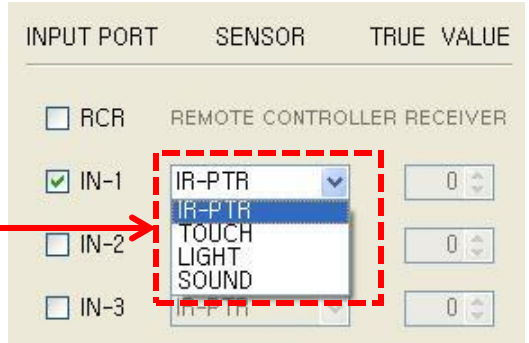
MICROSOFT's
Windows XP

(3-2-3) "{INPUT PORT SETTING}"- IN1 ~ IN7



[IN1 ~ IN7 sensor]

① INPUT PORT SETTING
② IN-1 ~ IN-7
③ Define the kinds of sensor



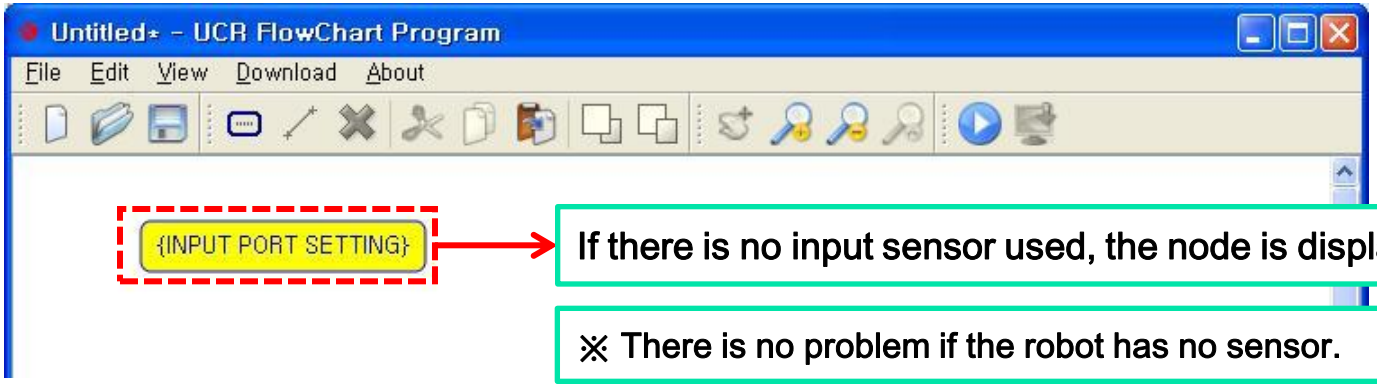
※ If no definition of sensor, you can not define the conditions in IF, ELSE IF.

※ If the port is checked at ②, the combo box of sensor kinds is enabled.

3. Define Node's function

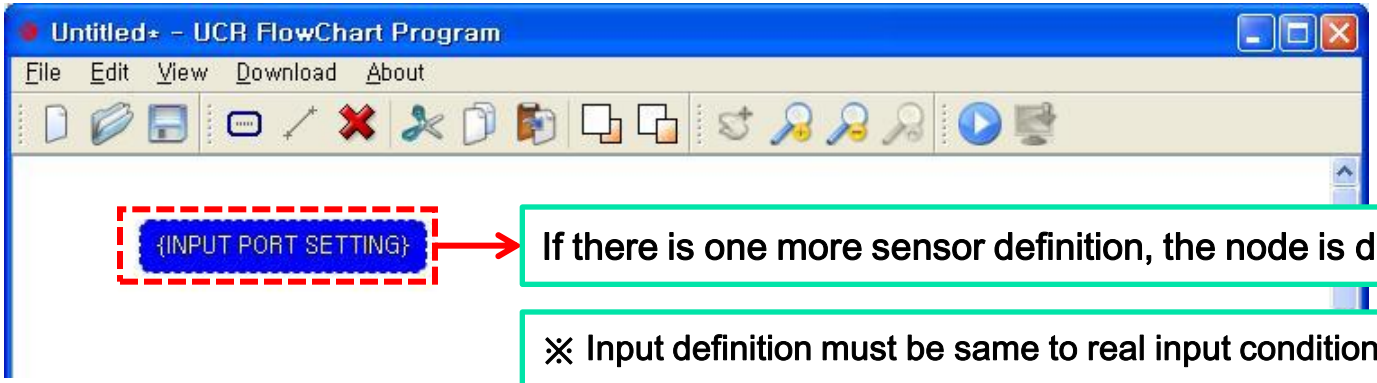
MICROSOFT's
Windows XP

(3-2-ex) "{INPUT PORT SETTING}"



If there is no input sensor used, the node is displayed yellow color.

※ There is no problem if the robot has no sensor.



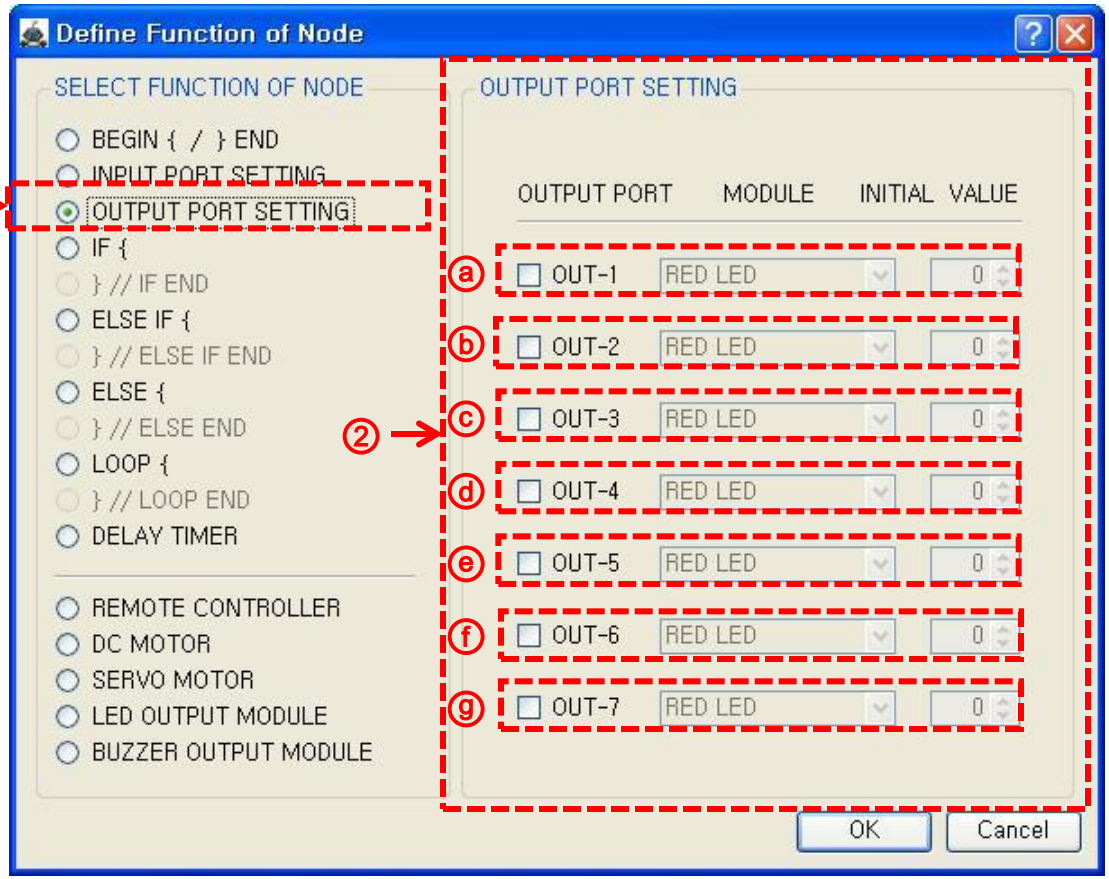
If there is one more sensor definition, the node is displayed blue color.

※ Input definition must be same to real input condition of robot.
If not, it will maybe wrong operations.

3. Define Node's function

MICROSOFT's Windows XP

(3-3-1) Definition the Output of robot : "{OUTPUT PORT SETTING}"



[Define the Output]

① Select the "Node Functions…"
: OUTPUT PORT SETTING

② Define the output

- ⓐ OUT-1 : OUT1 Output
- ⓑ OUT-2 : OUT2 Output
- ⓒ OUT-3 : OUT3 Output
- ⓓ OUT-4 : OUT4 Output
- ⓔ OUT-5 : OUT5 Output
- ⓕ OUT-6 : OUT6 Output
- ⓖ OUT-7 : OUT7 Output

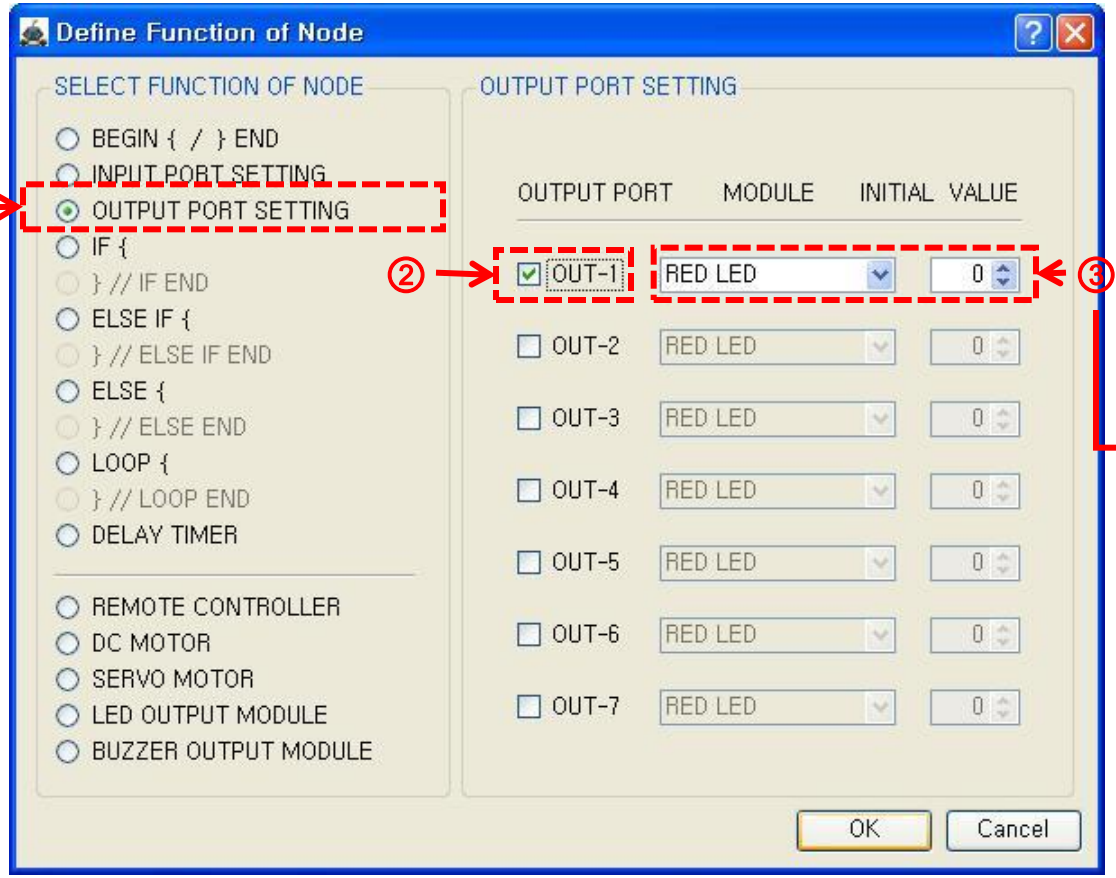
※ DC motors must be connected to the DC motor connector of main controller not output port.

※ Output definition must be same to real output condition of robot. If not, it will maybe wrong operations.

3. Define Node's function

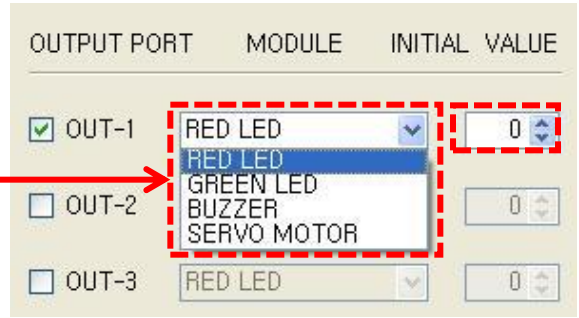
MICROSOFT's
Windows XP

(3-3-2) "{OUTPUT PORT SETTING}"- OUT1 ~ OUT7



[OUT1 ~ OUT7 Output]

① OUTPUT PORT SETTING
② OUT1 ~ OUT7
③ Define the kinds of Output



[Initial value]

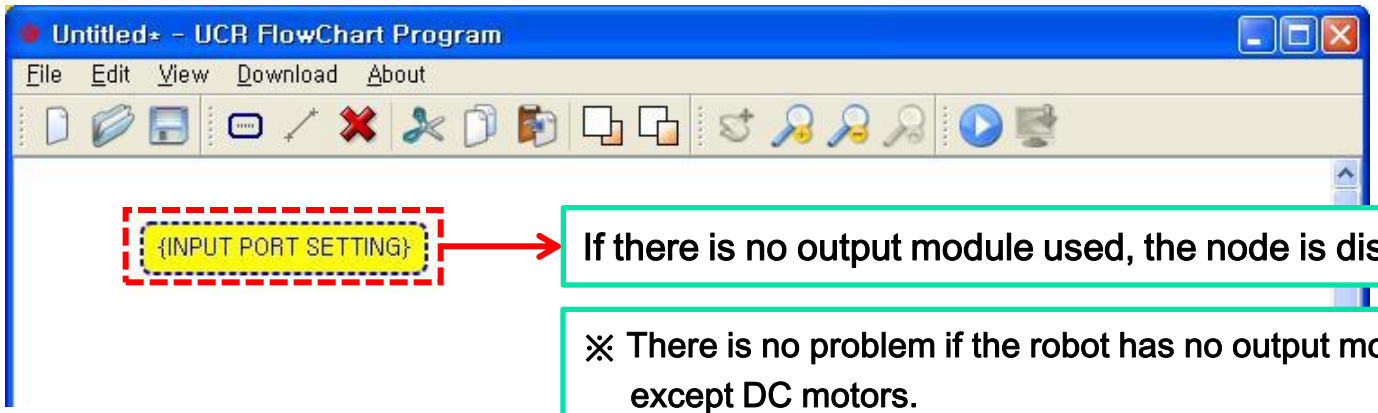
① LED : 0 or 1
② BUZZER : 0 or 1
③ SERVO MOTOR : 0 ~ 180

※ Initial value of LED and BUZZER is the same as 1, if the value is more than 1.

3. Define Node's function

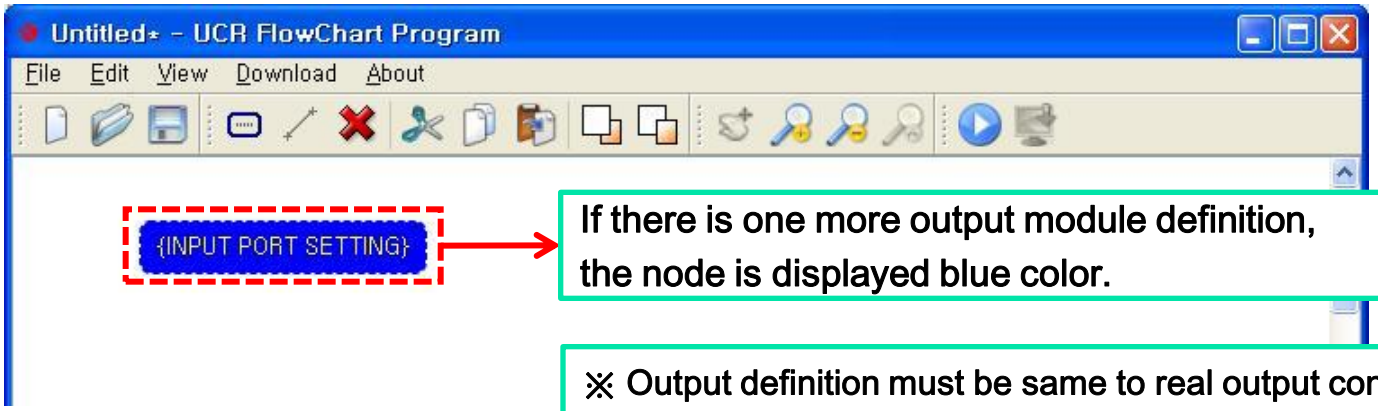
MICROSOFT's
Windows XP

(3-3-ex) "{OUTPUT PORT SETTING}"



If there is no output module used, the node is displayed yellow color.

※ There is no problem if the robot has no output module
except DC motors.



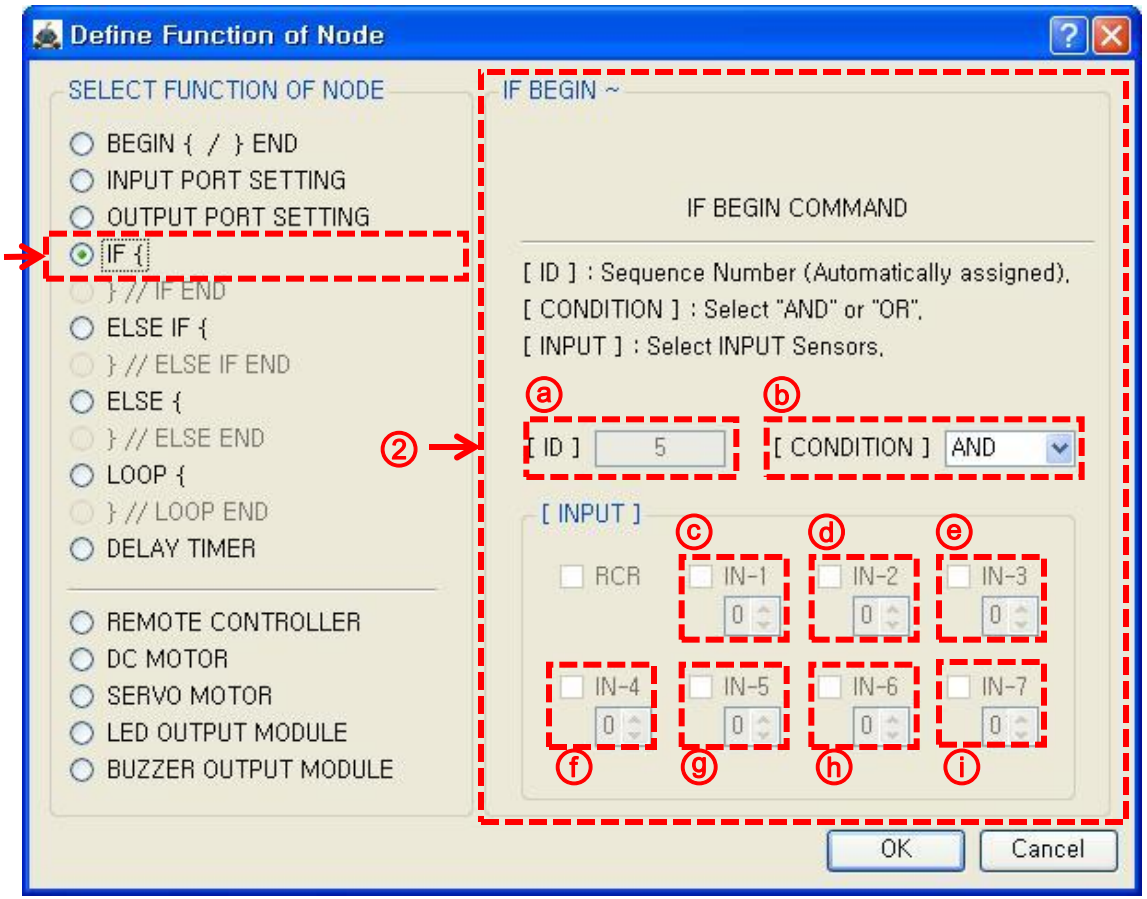
If there is one more output module definition,
the node is displayed blue color.

※ Output definition must be same to real output condition of robot.
If not, it will maybe wrong operations.

3. Define Node's function

MICROSOFT's Windows XP

(3-4-1) Definition the begin point of IF condition : "IF {"



[IF condition]

① Select the "Node Functions…"
: IF {

② Define the input condition

ⓐ ID : sequence number (automatically assigned)

ⓑ CONDITION : AND/OR

ⓒ IN-1 : IN1 input condition

ⓓ IN-2 : IN2 input condition

ⓔ IN-3 : IN3 input condition

ⓕ IN-4 : IN4 input condition

ⓖ IN-5 : IN5 input condition

ⓗ IN-6 : IN6 input condition

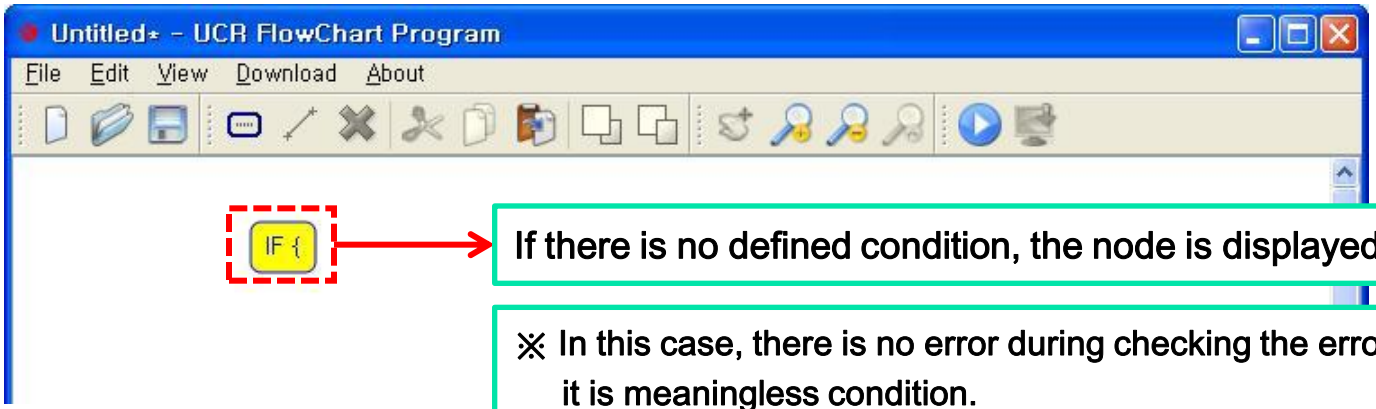
ⓘ IN-7 : IN7 input condition

※ The only inputs which were defined at "{INPUT PORT SETTING}" are enabled .

3. Define Node's function

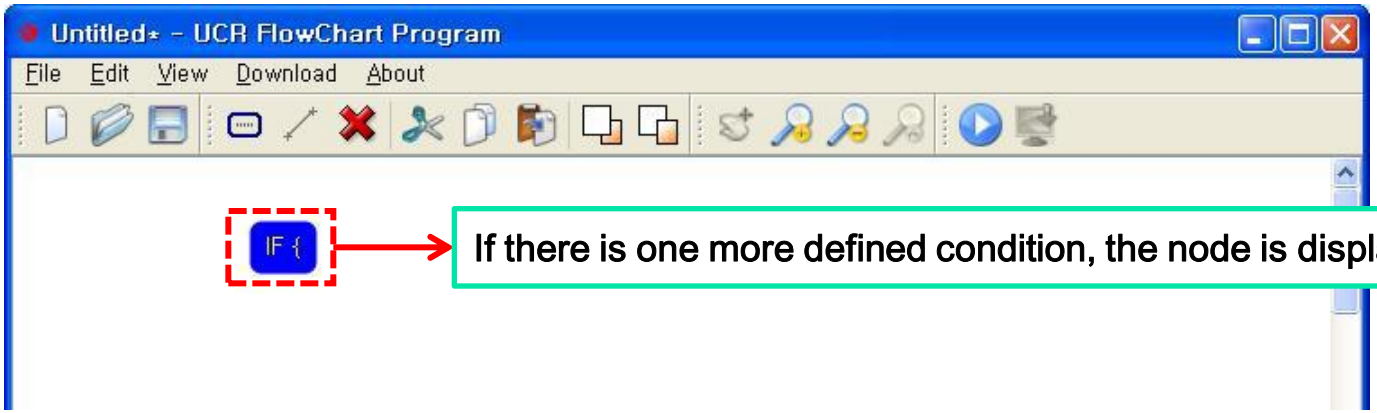
MICROSOFT's
Windows XP

(3-4-ex1) "IF {"



If there is no defined condition, the node is displayed yellow color.

※ In this case, there is no error during checking the error,
it is meaningless condition.

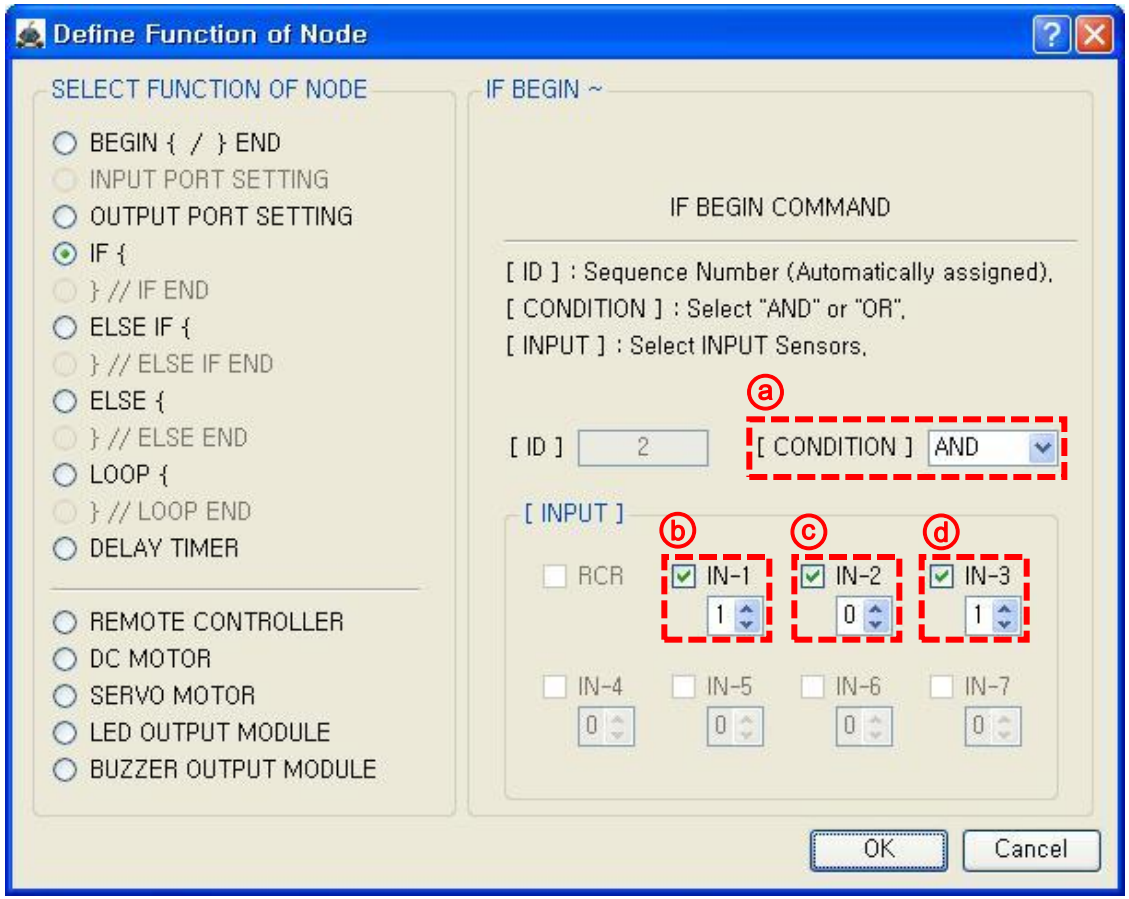


If there is one more defined condition, the node is displayed blue color.

3. Define Node's function

MICROSOFT's Windows XP

(3-4-ex2) "IF {"



[Description]

-. Line tracing robot

-. Input : 3 IR sensors are connected to IN-1, IN-2, IN-3.

-. Condition define : only IR sensor of IN-2 detect the black line.

[Define the IF condition]

ⓑ Check IN-1 for use
: Input value is 1 (white)

ⓒ Check IN-2 for use
: Input value is 0 (black)

ⓓ Check IN-3 for use
: Input value is 1 (white)

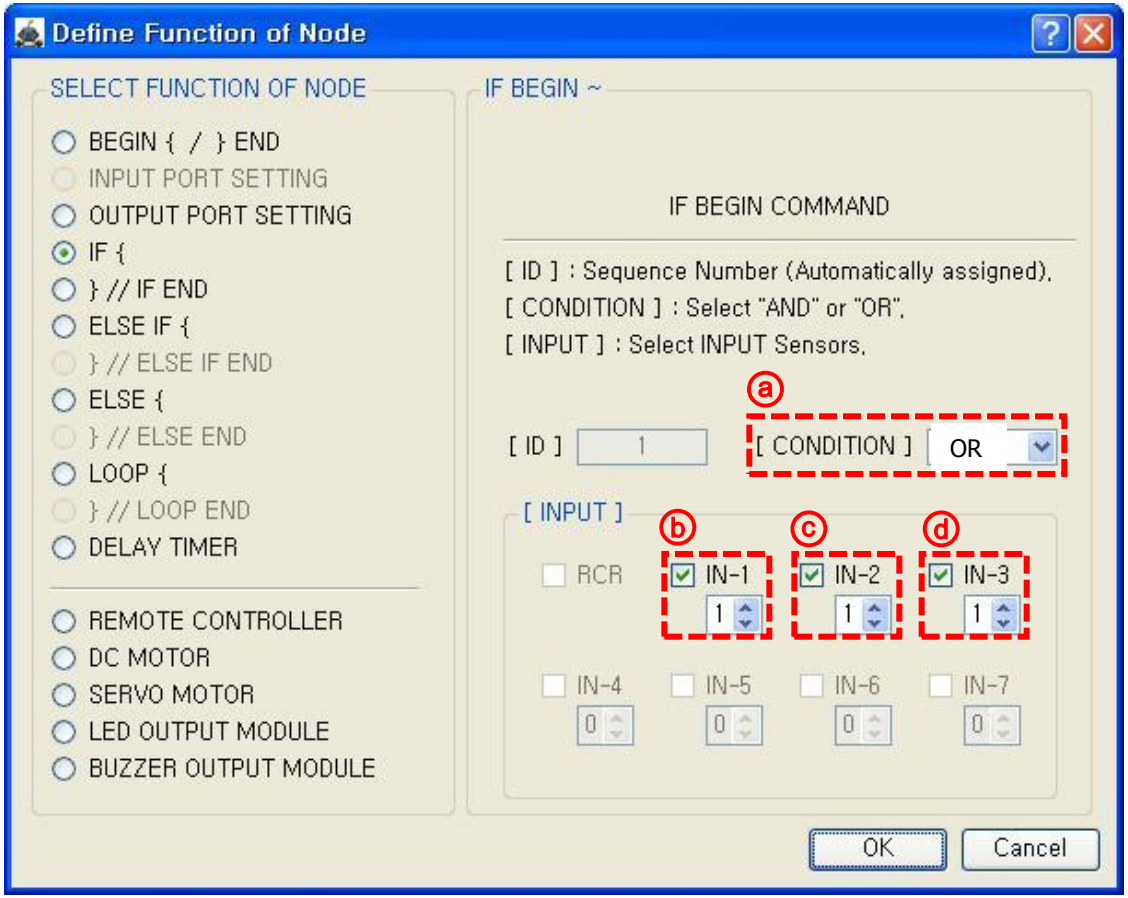
ⓐ Select "AND" condition
: All above 3 conditions are satisfied concurrently.

※ The input value of IR sensor is 1 when it detects the white color. (White color mirrors the Infrared rays).

3. Define Node's function

MICROSOFT's Windows XP

(3-4-ex3) "IF {"



[Description]

-. Obstacle avoiding robot

-. Input : 3 IR sensors are connected to IN-1, IN-2, IN-3.

-. Condition define : more than one of 3 IR sensor detect the obstacle

[Define the IF condition]

ⓑ Check IN-1 for use
: Input value is 1 (obstacle)

ⓒ Check IN-1 for use
: Input value is 1 (obstacle)

ⓓ Check IN-1 for use
: Input value is 1 (obstacle)

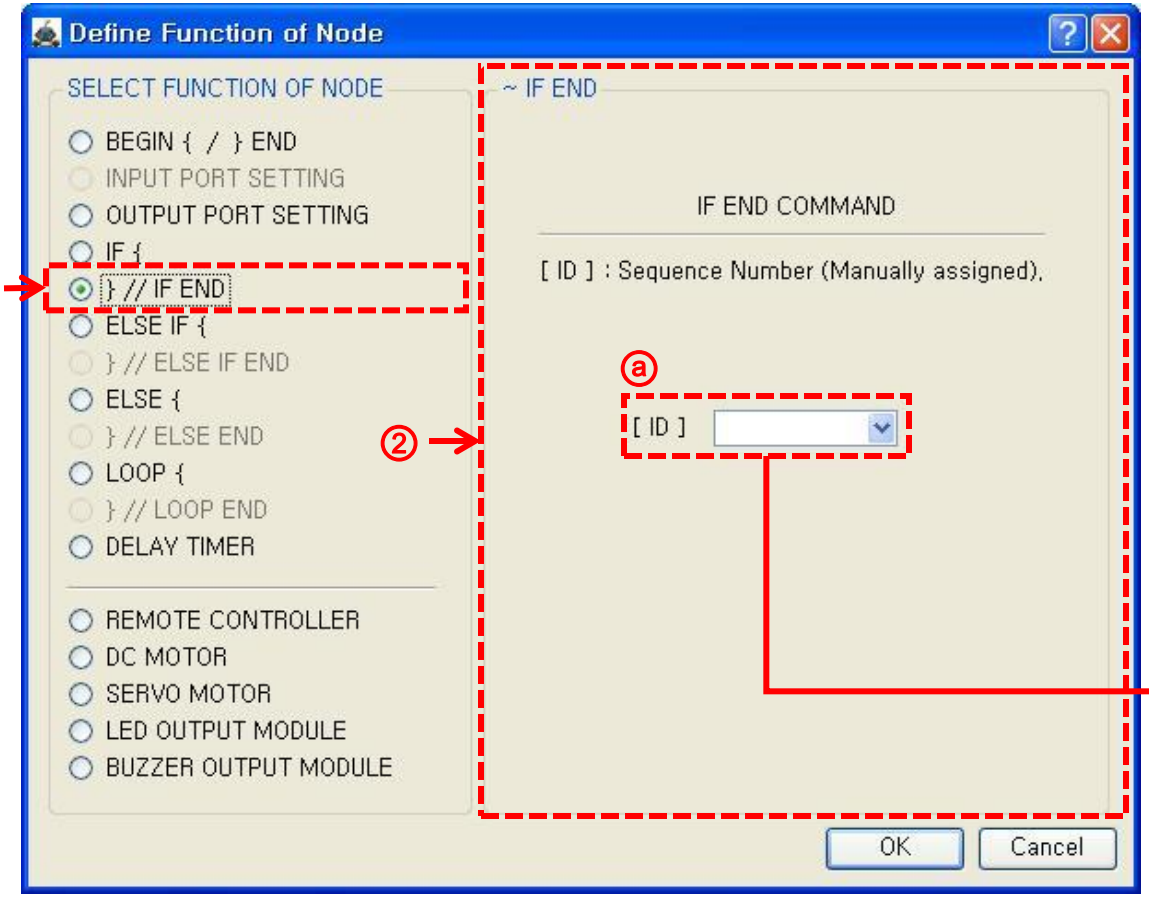
ⓐ Select "OR" condition
: more than one of 3 IR sensor are satisfied

※ The input value of IR sensor is 1 when it detects obstacle.
(Dark obstacle is not detected because it does not reflect the Infrared rays).

3. Define Node's function

MICROSOFT's
Windows XP

(3-5-1) Definition the end point of IF condition : "} // IF END"



[IF END condition]

① Select the "Node Functions…"
: } // IF END

② Define the ID of "IF {"
ⓐ ID : Sequence number of paired "IF condition"

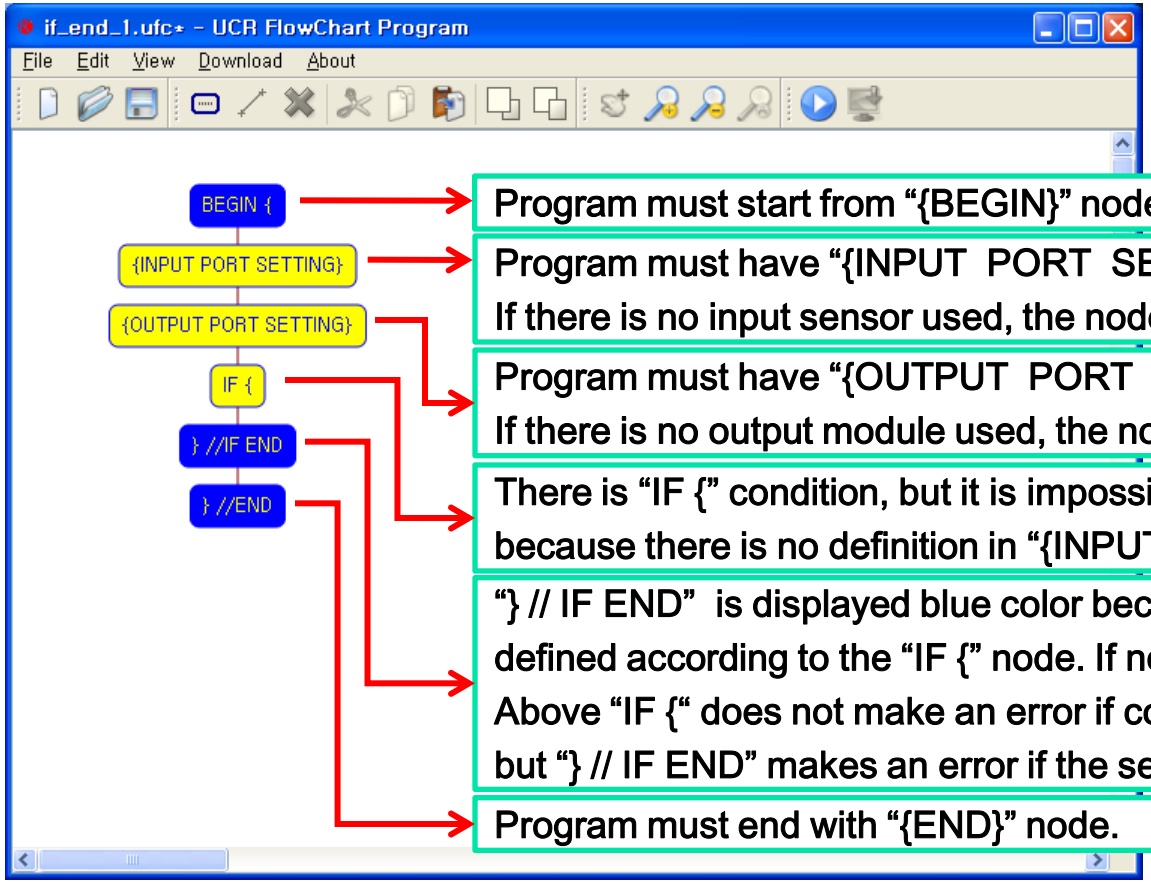
→ It contains automatically all the sequence numbers of "IF {". Select one matched.

※ You must select the corresponding sequence number of "IF {" in "} // IF END".

3. Define Node's function

MICROSOFT's
Windows XP

(3-5-ex1) " IF { " & " } // IF END "



Program must start from "{BEGIN}" node.

Program must have "{INPUT PORT SETTING}" node.
If there is no input sensor used, the node is displayed yellow color.

Program must have "{OUTPUT PORT SETTING}" node.
If there is no output module used, the node is displayed yellow color.

There is "IF {" condition, but it is impossible to define the condition because there is no definition in "{INPUT PORT SETTING}" node.

"} // IF END" is displayed blue color because the sequence number is defined according to the "IF {" node. If not it is displayed yellow color.
Above "IF {" does not make an error if condition is not defined,
but "} // IF END" makes an error if the sequence number is not defined.

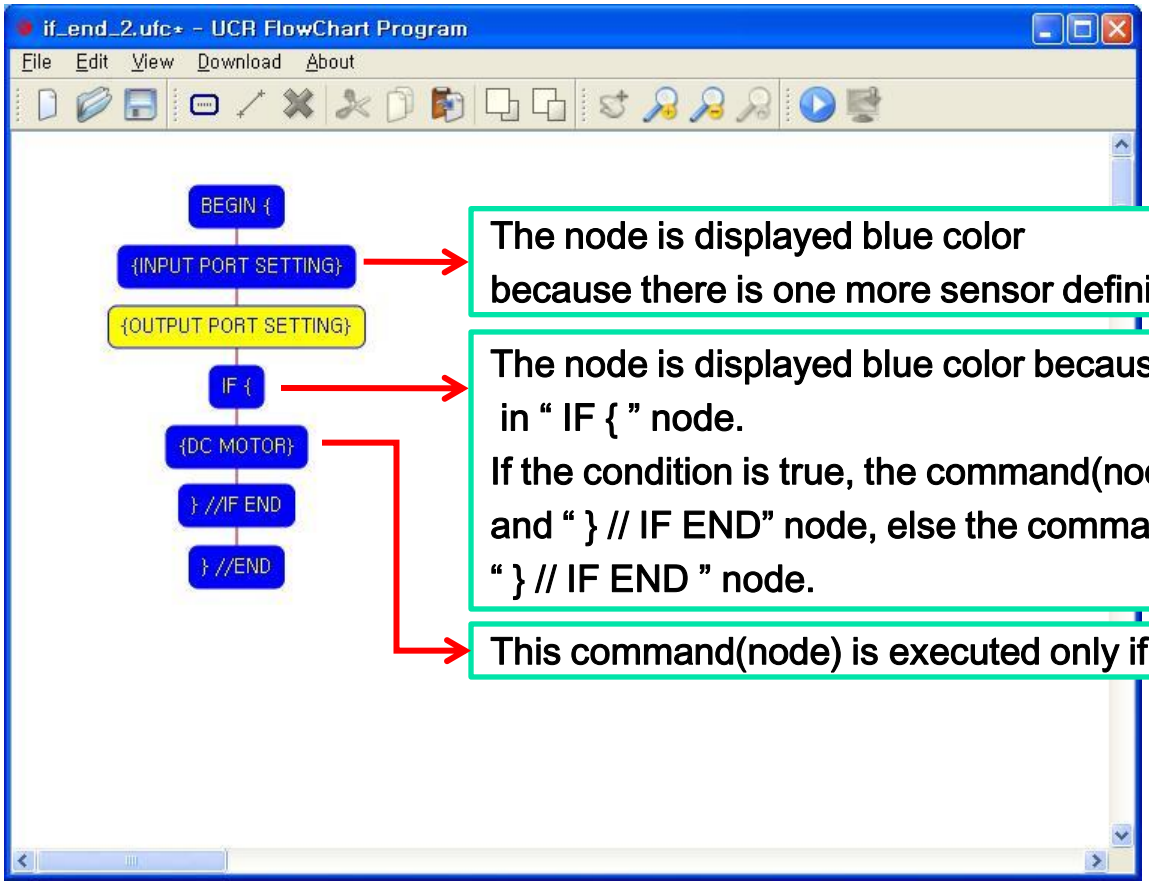
Program must end with "{END}" node.

※ Above program is useless because the robot does not operating.
But there is no error because all nodes are defined properly.

3. Define Node's function

MICROSOFT's Windows XP

(3-5-ex2) " IF { " & " } // IF END "



The node is displayed blue color
because there is one more sensor definition.

The node is displayed blue color because there is defined condition in " IF { " node.
If the condition is true, the command(node) is executed between " IF { " and " } // IF END" node, else the command(node) is executed after " } // IF END " node.

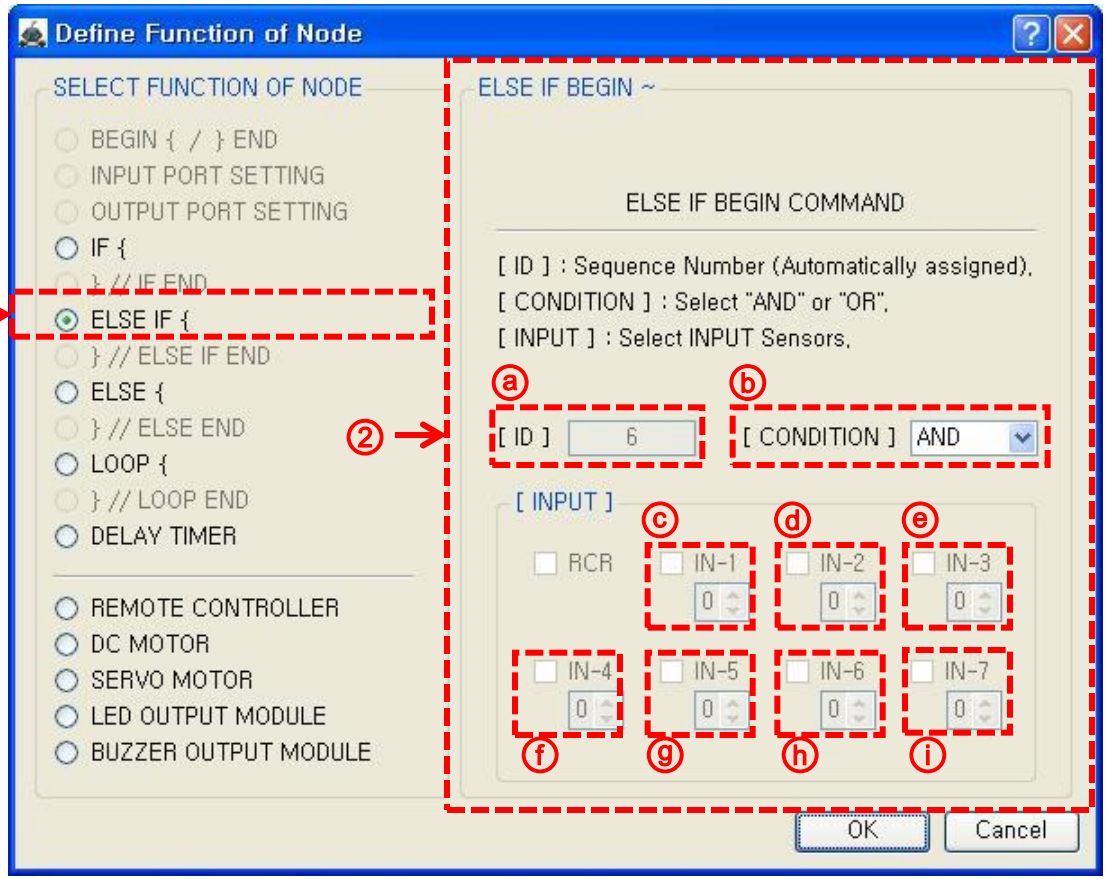
This command(node) is executed only if the condition of "IF { " is true.

※ DC motor is running or not according to the condition of " IF { " in above program.

3. Define Node's function

MICROSOFT's
Windows XP

(3-6-1) Definition the begin point of ELSE IF condition : "ELSE IF {"



[ELSE IF condition]

→ same as [IF condition]

If(condition1) {command1;}
else if(condition2) {command2;}

→ if [condition1] is true
[command1] is executed,

if [condition1] is false and
[condition2] is true
[command2] is executed.

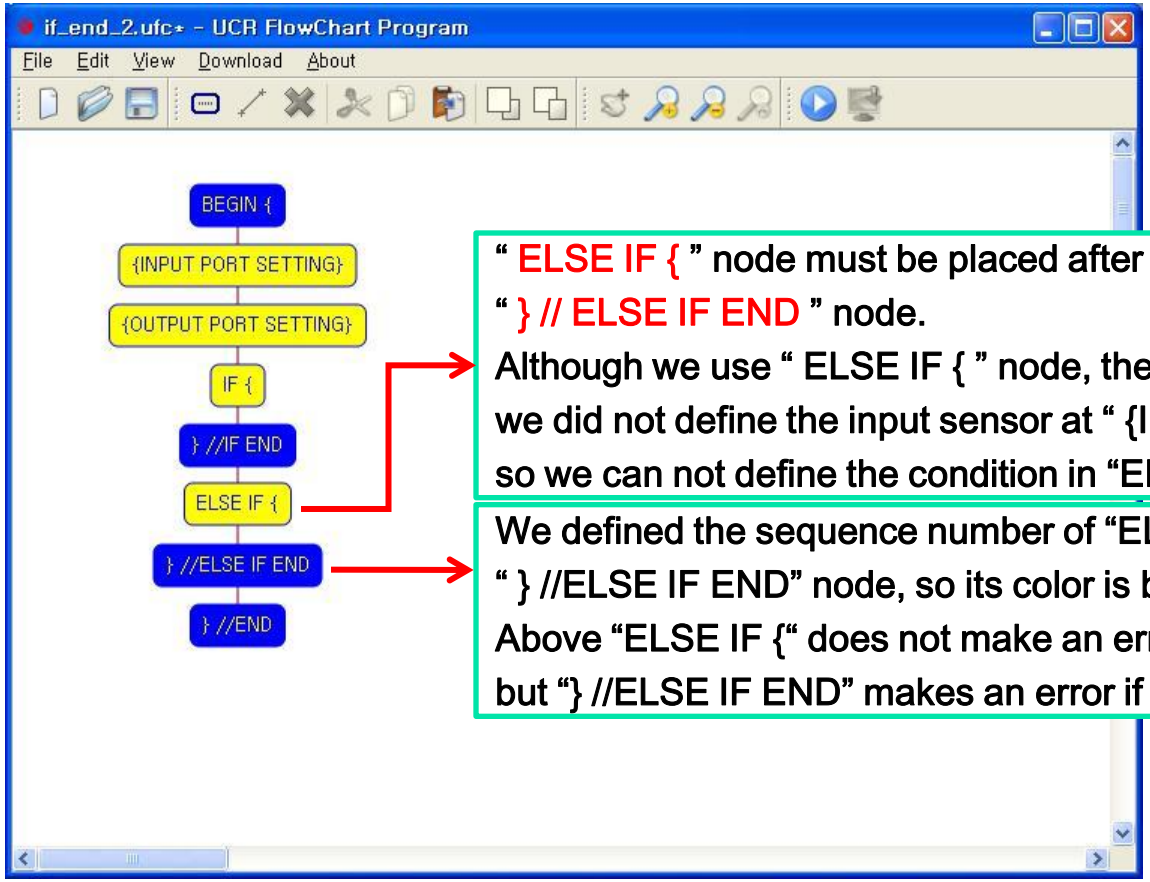
if [condition1] and [condition2]
are false, both [command1] and
[command2] are not executed.

※ ELSE IF cannot be used individually, it must be following the IF condition.

3. Define Node's function

MICROSOFT's
Windows XP

(3-6-ex1) "ELSE IF {"



" ELSE IF { " node must be placed after " } // IF END " or
" } // ELSE IF END " node.
Although we use " ELSE IF { " node, the node color is yellow because
we did not define the input sensor at " {INPUT PORT SETTING} "
so we can not define the condition in "ELSE IF {" node.

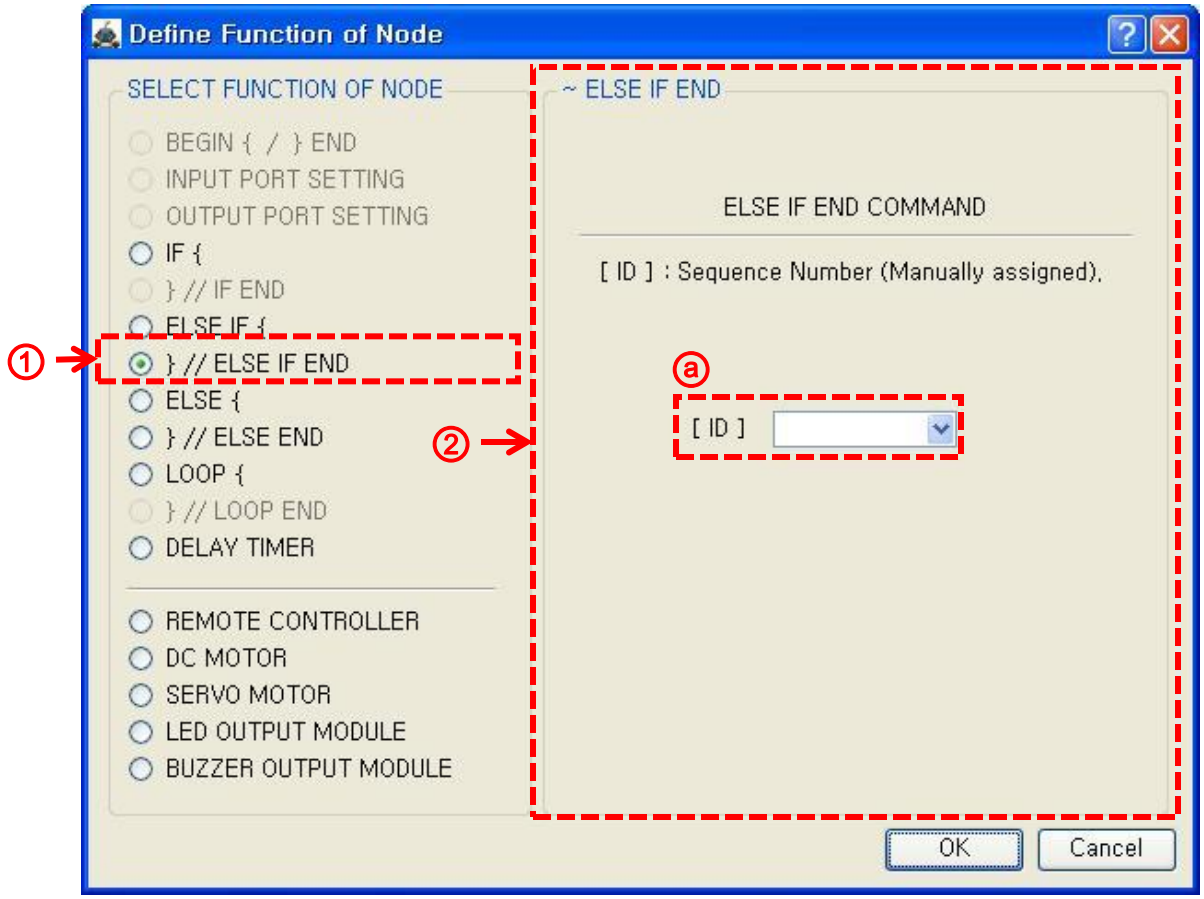
We defined the sequence number of "ELSE IF { " node at
" } //ELSE IF END" node, so its color is blue.
Above "ELSE IF {" does not make an error if condition is not defined,
but "} //ELSE IF END" makes an error if the sequence number is not defined.

※ Above program is useless because the robot does not operating.
But there is no error because all nodes are defined properly.

3. Define Node's function

MICROSOFT's
Windows XP

(3-7-1) Definition the end point of ELSE IF condition : "} // ELSE IF"



["} //ELSE IF" condition]

→ same as ["} // IF" condition]

If(condition1) {command1;}
else if (condition2) {command2;}
else if (condition3) {command3;}
…

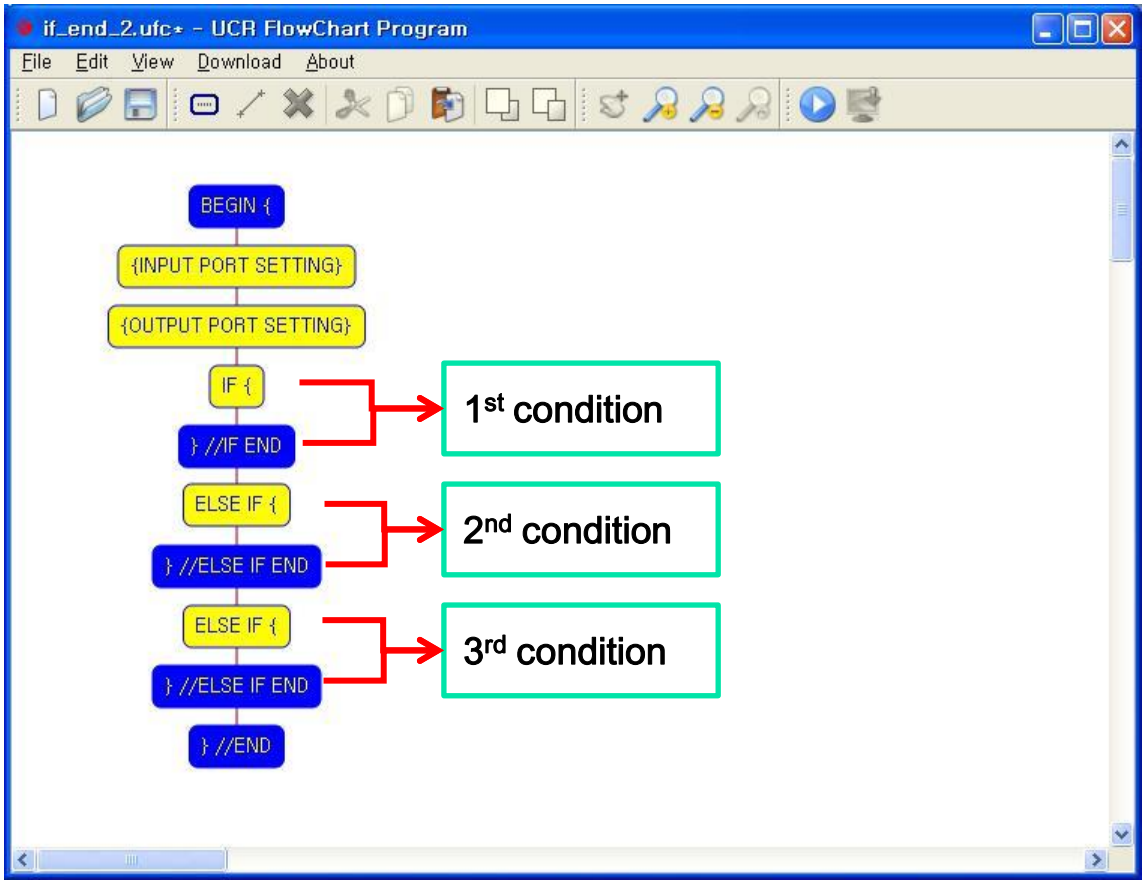
→ If you have many conditions, you can check all conditions using "else if" as above.

※ You must select the corresponding sequence number of "ELSE IF {" in "} //ELSE IF END".

3. Define Node's function

MICROSOFT's
Windows XP

(3-7-ex1) "} // ELSE IF"



If(condition1) {command1;}
else if (condition2) {command2;}
else if (condition3) {command3;}
…

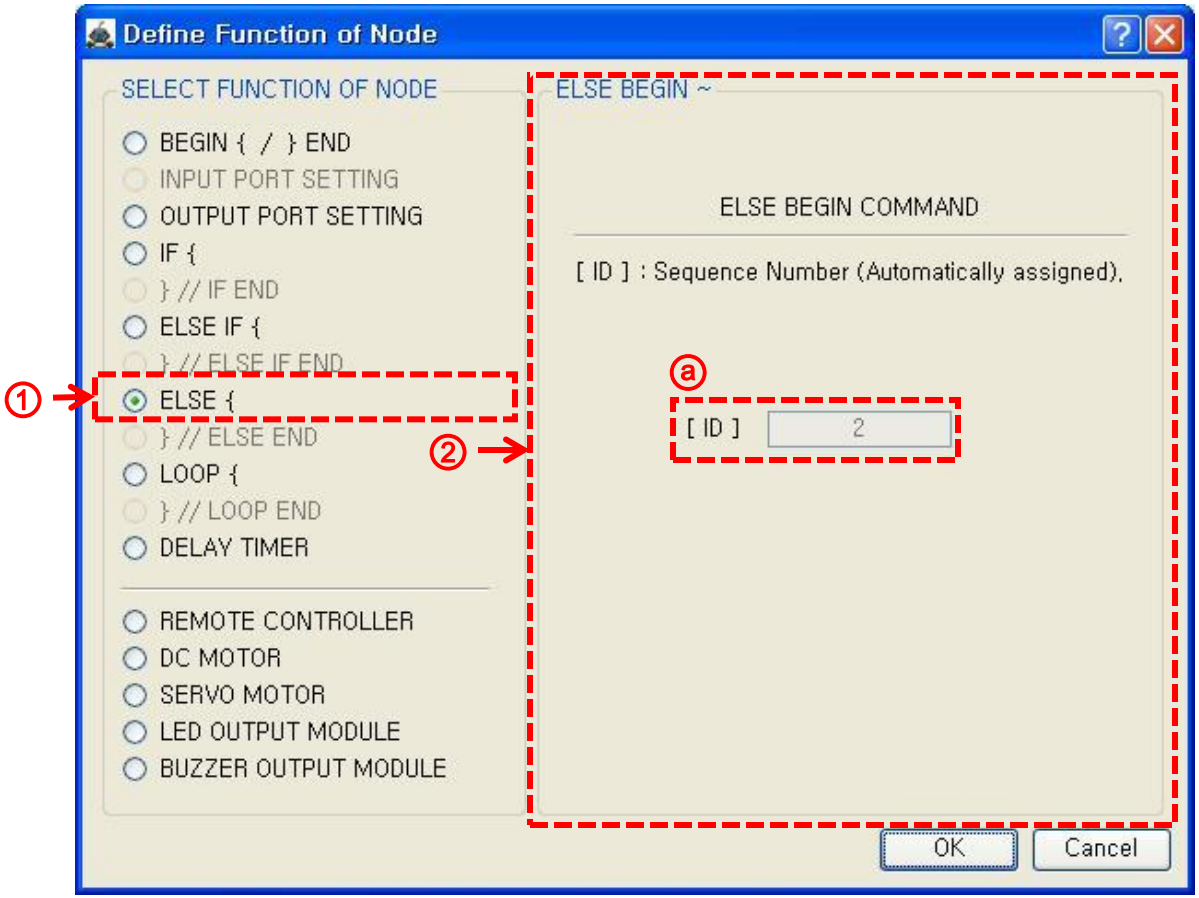
→ If you have many conditions, you can check all conditions using "else if" as above.

※ Above program is useless because the robot does not operating.
But there is no error because all nodes are defined properly.

3. Define Node's function

MICROSOFT's
Windows XP

(3-8-1) Definition the begin point of ELSE condition : "ELSE {"



[ELSE condition]

① Select the "Node Functions…"
: ELSE {

② Define the function

ⓐ ID : sequence number (automatically assigned)

If (condition1) {command1;}
else {command2; }

→ If [condition1] is true, [command1] is executed,

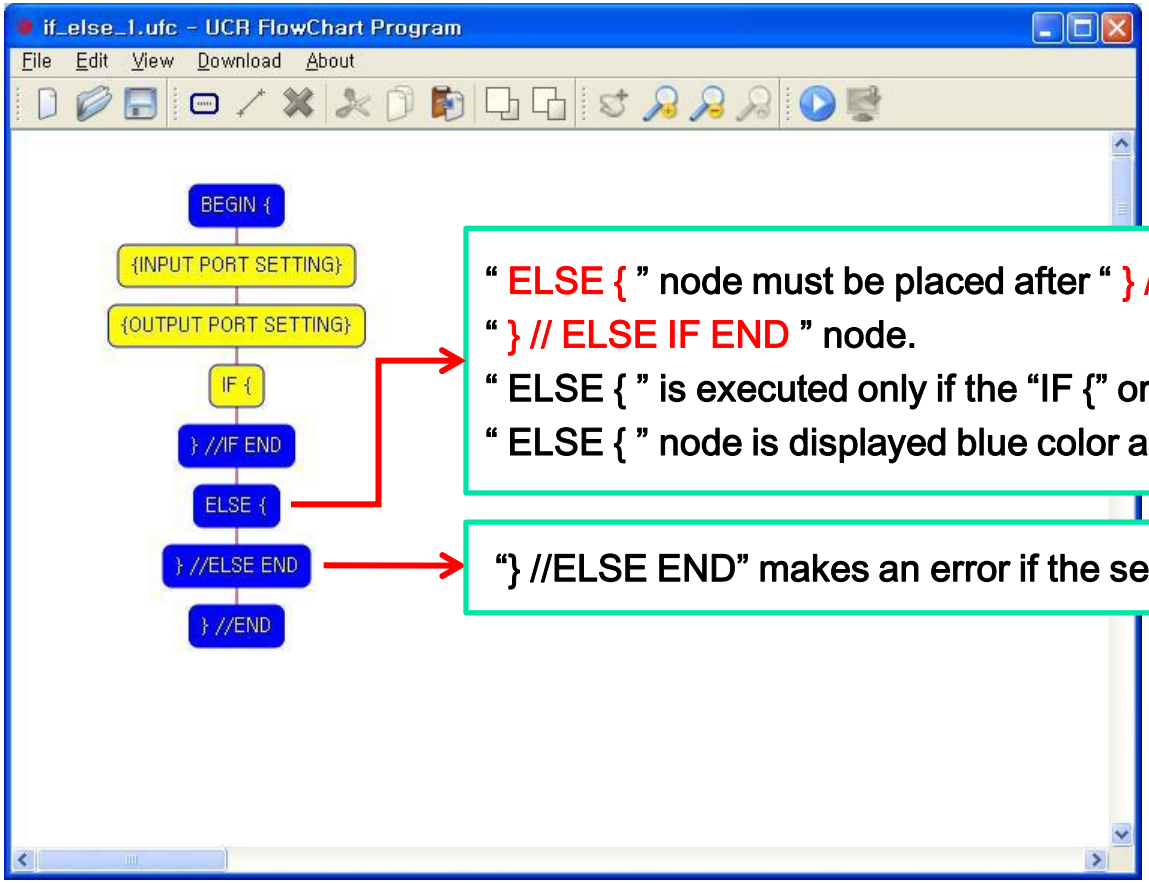
else (if [condition1] is false), [command2] is executed.

※ ELSE cannot be used individually, it must be following the IF or ELSE IF condition.

3. Define Node's function

MICROSOFT's
Windows XP

(3-8-ex1) "ELSE {"



" ELSE { " node must be placed after " } // IF END " or
" } // ELSE IF END " node.
" ELSE { " is executed only if the "IF {" or "ELSE IF {" is not true.
" ELSE { " node is displayed blue color always.

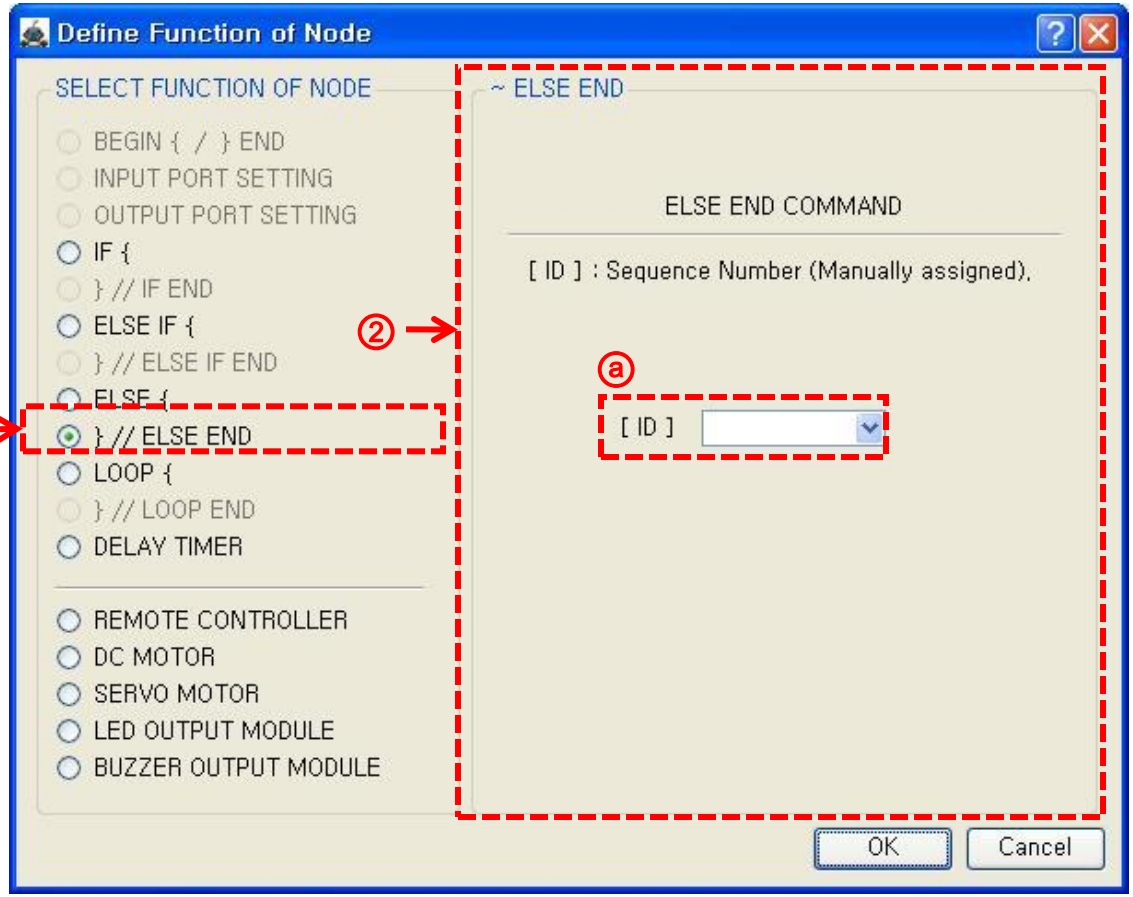
"} //ELSE END" makes an error if the sequence number is not defined.

※ ELSE cannot be used individually, it must be following the IF or ELSE IF condition.

3. Define Node's function

MICROSOFT's Windows XP

(3-9-1) Definition the end point of ELSE condition : "} // ELSE END"



["} // ELSE END" condition]

① Select the "Node Functions…" : } // ELSE END

② Define the ID of "ELSE {"

ⓐ ID : Sequence number of paired "ELSE condition"

```
If (condition1) {command1;}
else if (condition2) {command2;}
else  {command3;}
```

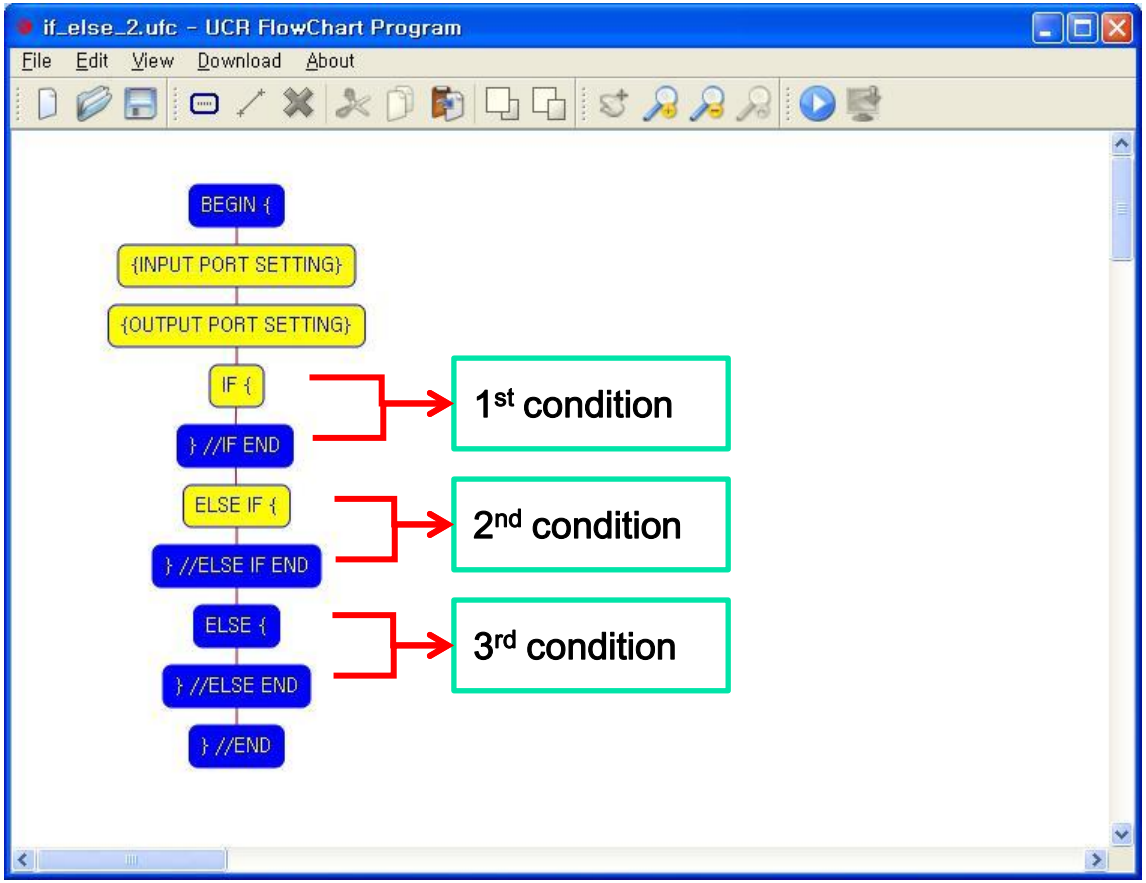
→ If you have 3 conditions to check, you can use "if", "else if" and "else" condition.

※ You must select the corresponding sequence number of "ELSE {" in "} // ELSE END".

3. Define Node's function

MICROSOFT's
Windows XP

(3-9-ex1) "} // ELSE"



If (condition1) {command1;}
else if (condition2) {command2;}
else {command3;}

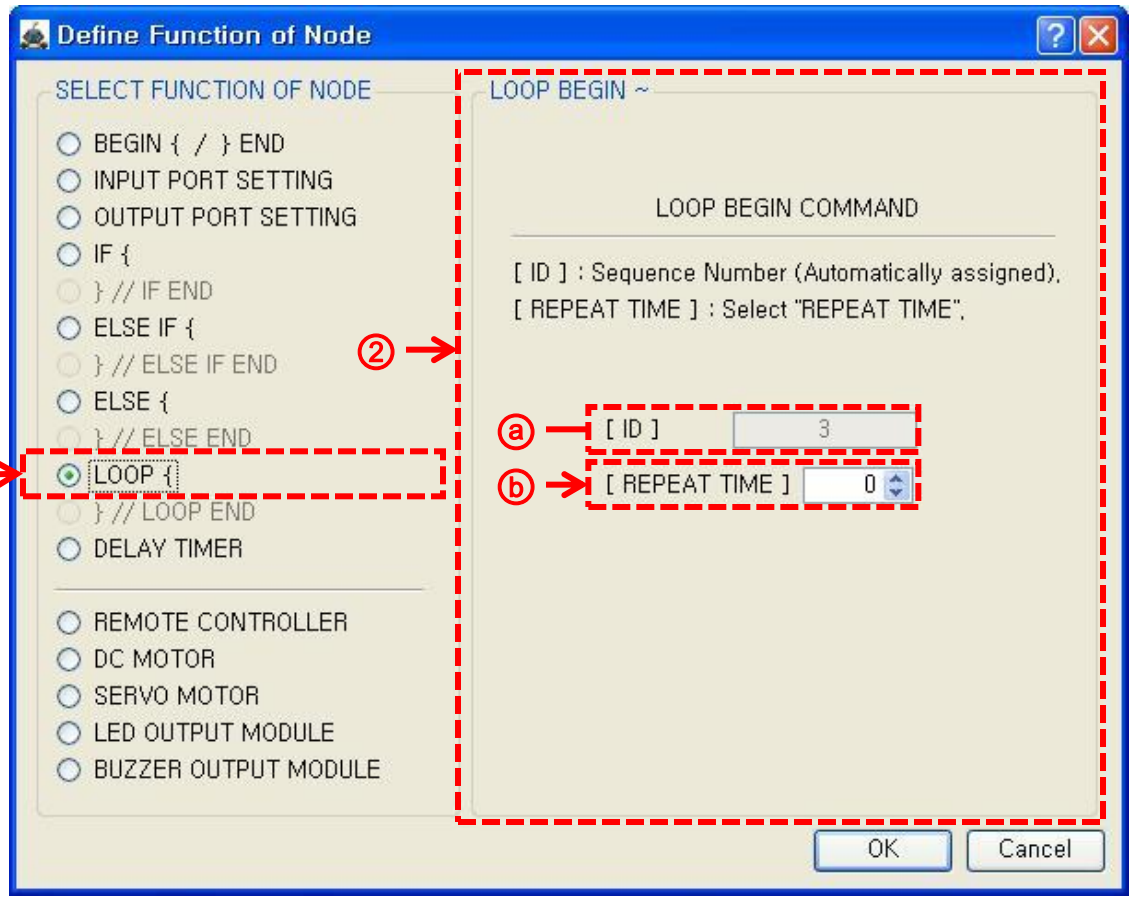
→ If you have 3 conditions to check, you can use "if", "else if" and "else" condition.

※ ELSE cannot be used individually, it must be following the IF or ELSE IF condition.

3. Define Node's function

MICROSOFT's
Windows XP

(3-10-1) Definition the begin point of LOOP repetition : "LOOP {"



[Define LOOP]

① Select the "Node Functions…"
: LOOP {

② Define the LOOP

ⓐ ID : sequence number
(automatically assigned)

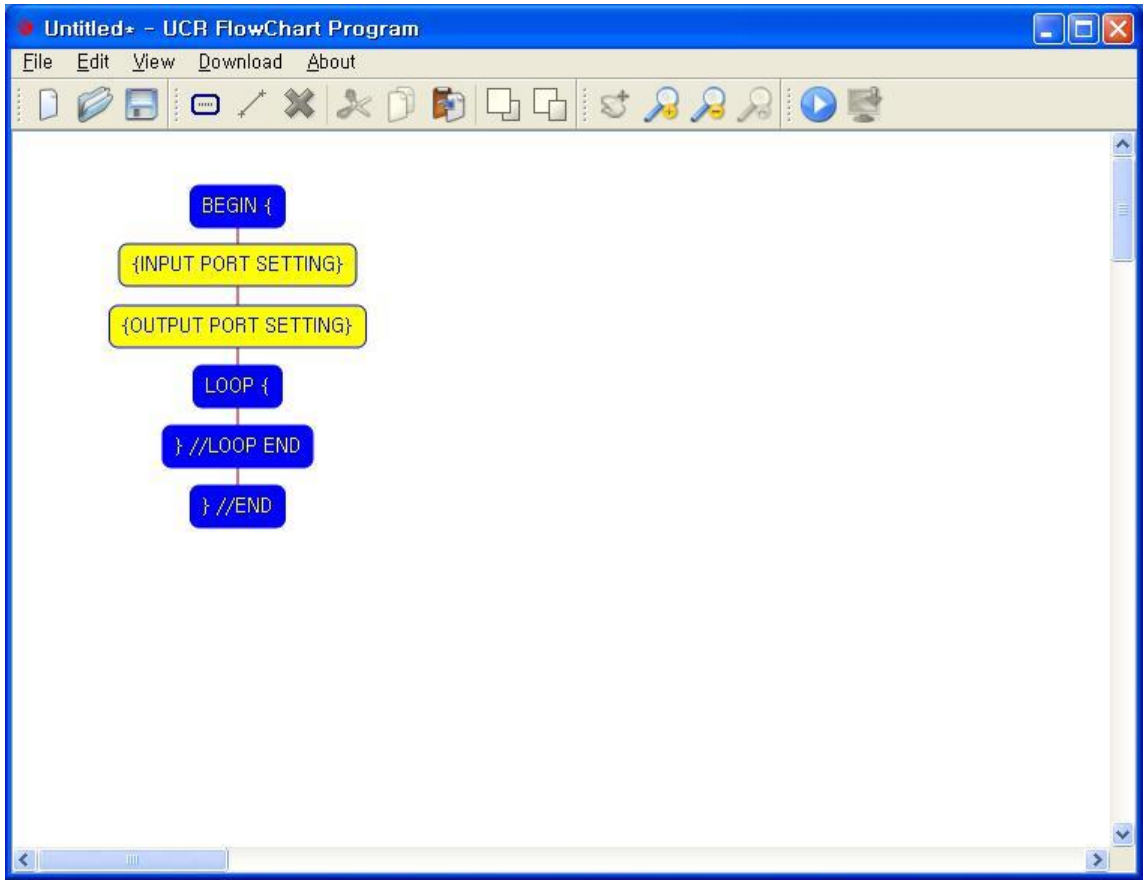
ⓑ REPEAT TIME
0 : limitless
1 ~ 99 : repetition times

※ If you want limited repetition, you have to select the "REPEAT TIME" between 1 and 99.

3. Define Node's function

MICROSOFT's
Windows XP

(3-10-ex1) "LOOP {"



Loop (repetition time)
{
command;
}

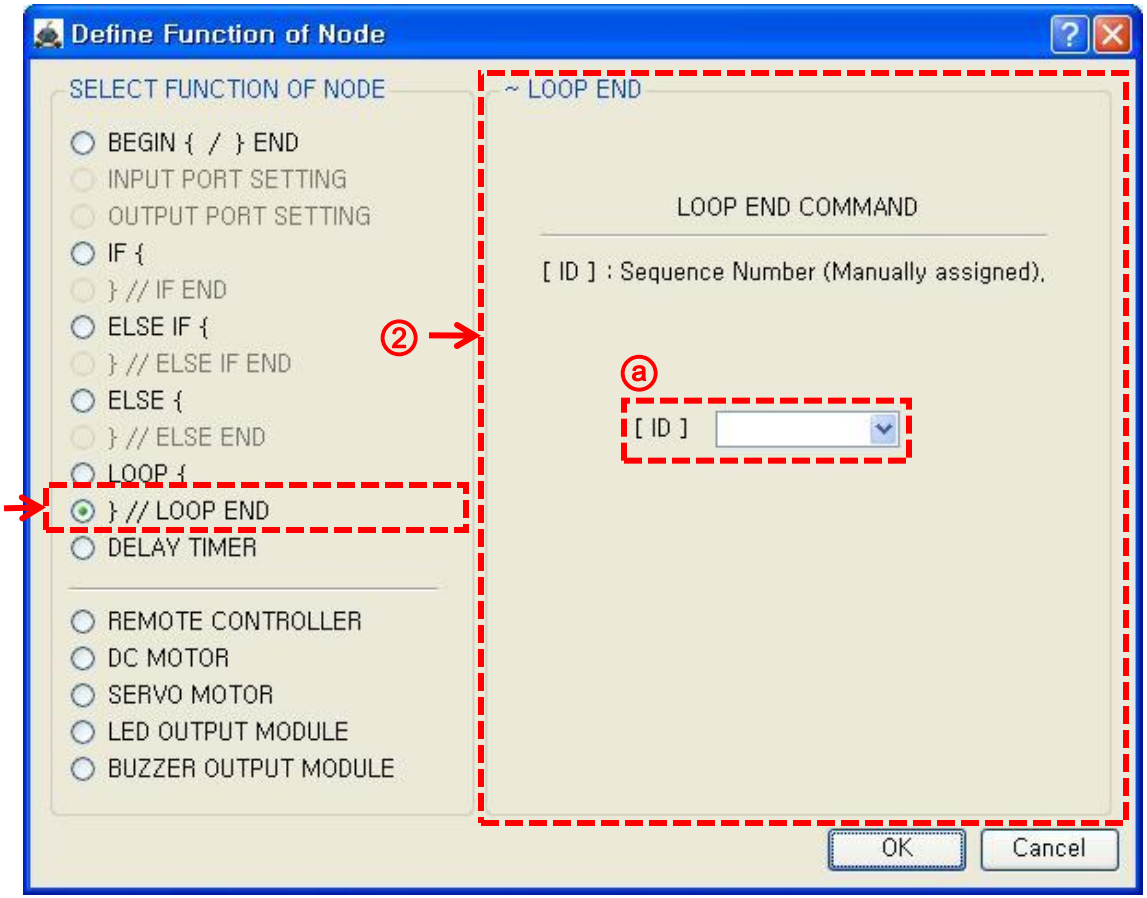
→ Repeat the command according to the repetition time.

※ Above program is useless because the robot does not operating.
But there is no error because all nodes are defined properly.

3. Define Node's function

MICROSOFT's
Windows XP

(3-11-1) Definition the end point of LOOP : "} // LOOP END"



[LOOP END]

① Select the "Node Functions…"
: } // LOOP END

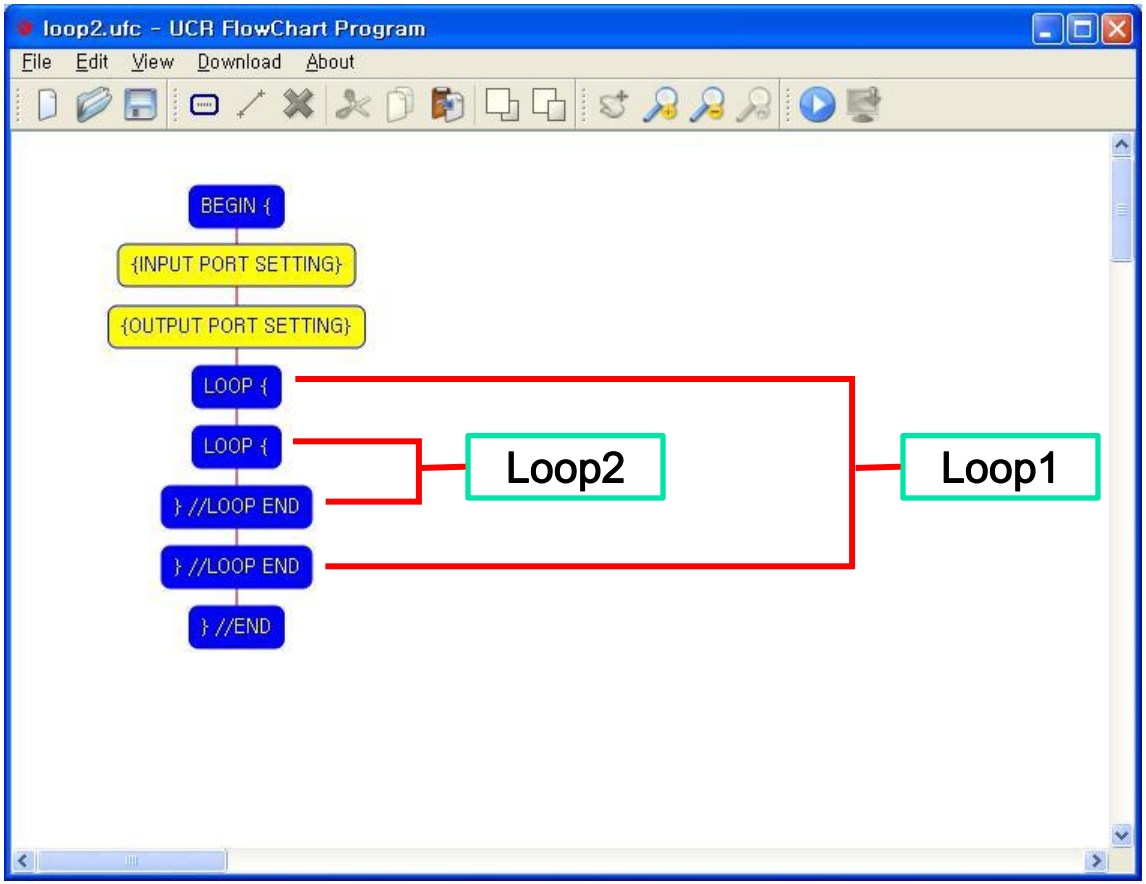
② Define the ID of "LOOP {"
ⓐ ID : Sequence number of paired "LOOP {"

※ You must select the corresponding sequence number of "LOOP {" in "} // LOOP END".

3. Define Node's function

MICROSOFT's
Windows XP

(3-11-ex1) "} // LOOP END"




```
Loop1 (repetition time1)
{
    command1;
    Loop2 (repetition time2)
    {
        command2;
    }
}
```

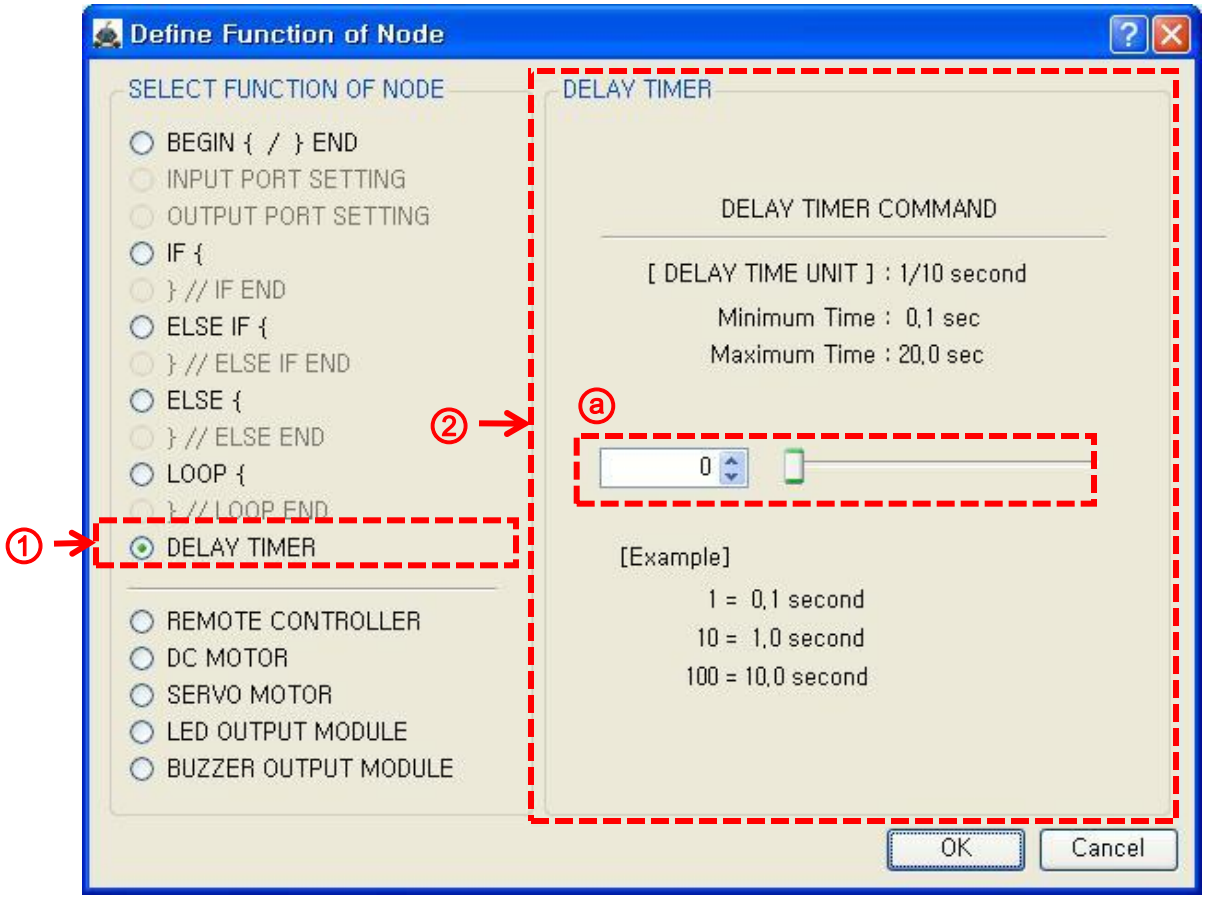
→ While [command1] is executed, [command2] is executed repetition time2.
That is to say, [command2] is executed totally repetition time1 * repetition time2.

※ Above program is useless because the robot does not operating.
But there is no error because all nodes are defined properly.

3. Define Node's function

MICROSOFT's
Windows XP

(3-12-1) DELAY TIMER : "{DELAY TIMER}"



[DELAY TIMER]

① Select the "Node Functions…"
: DELAY TIMER

② Define the function

ⓐ Define the delay time

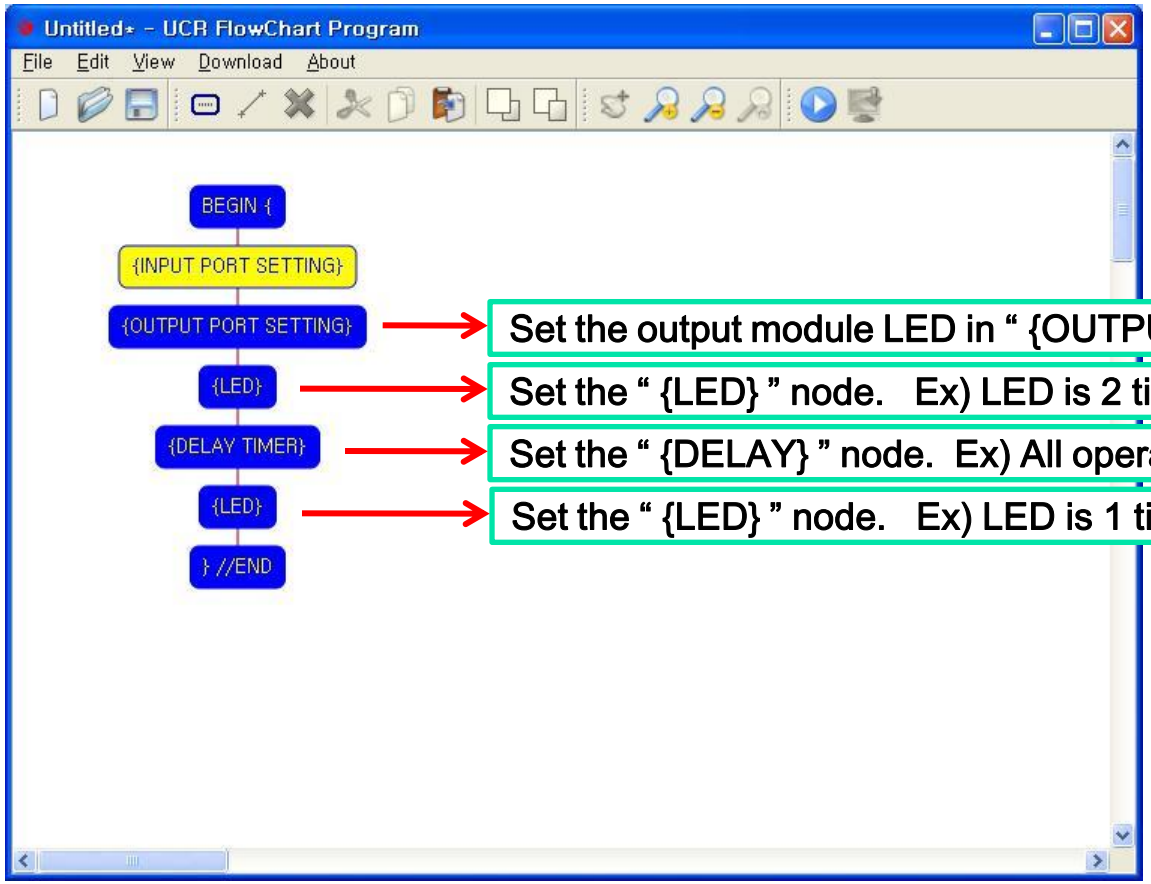
-. Min. : 0 => 0 second

-. Max. : 200 => 20.0 second

3. Define Node's function

MICROSOFT's
Windows XP

(3-12-ex1) "{DELAY TIMER}"



Set the output module LED in " {OUTPUT PORT SETTING} node.

Set the " {LED} " node. Ex) LED is 2 times blinking on OUT1

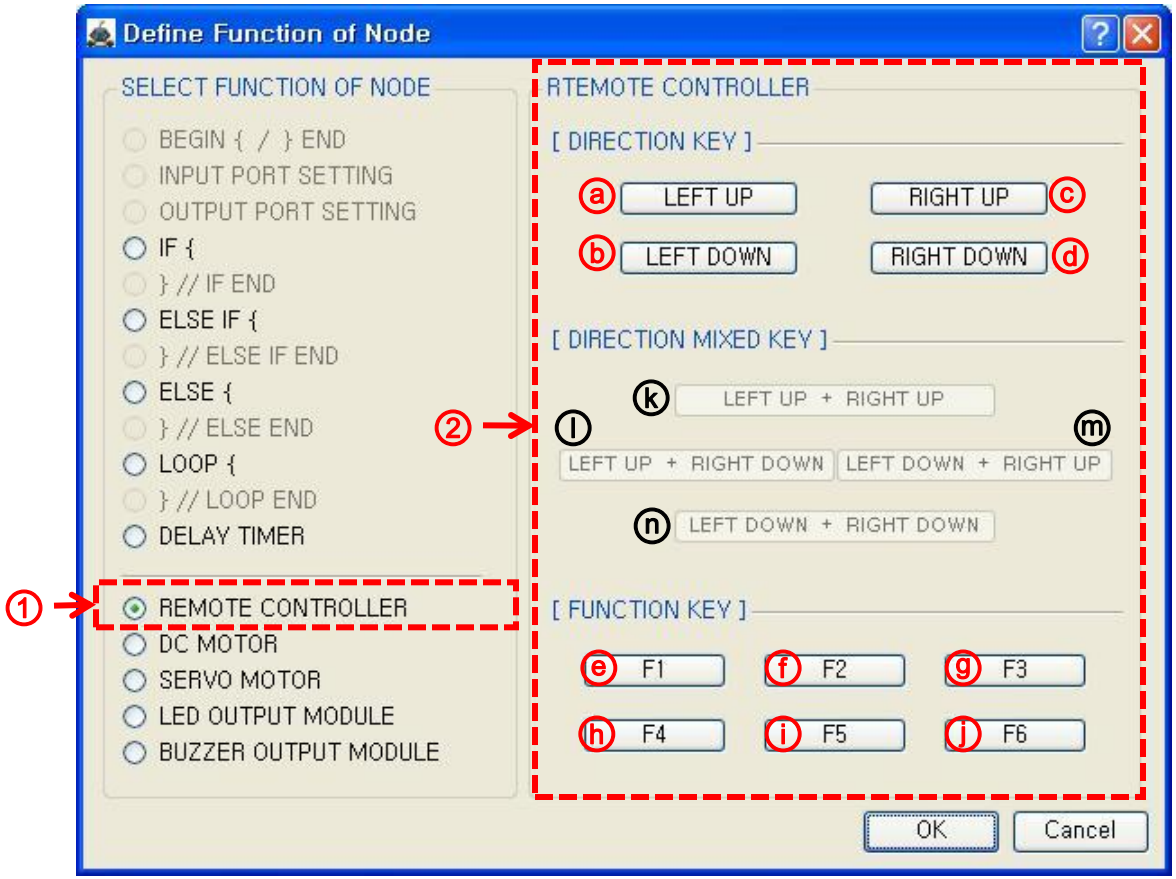
Set the " {DELAY} " node. Ex) All operation is stopping for 1 second.

Set the " {LED} " node. Ex) LED is 1 time blinking on OUT2

3. Define Node's function

MICROSOFT's
Windows XP

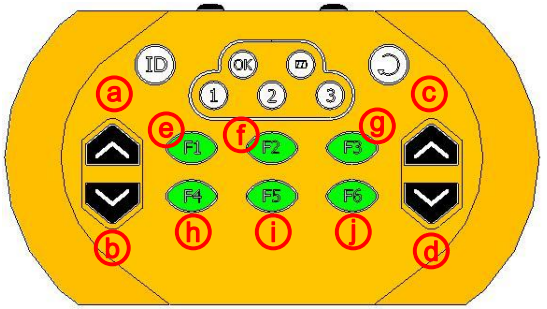
(3-13-1) REMOTE CONTROLLER : " {REMOTE CONTROLLER} "



[REMOTE CONTROLLER]

① Select the "Node Functions…"
: REMOTE CONTROLLER

② Define the Key assignment



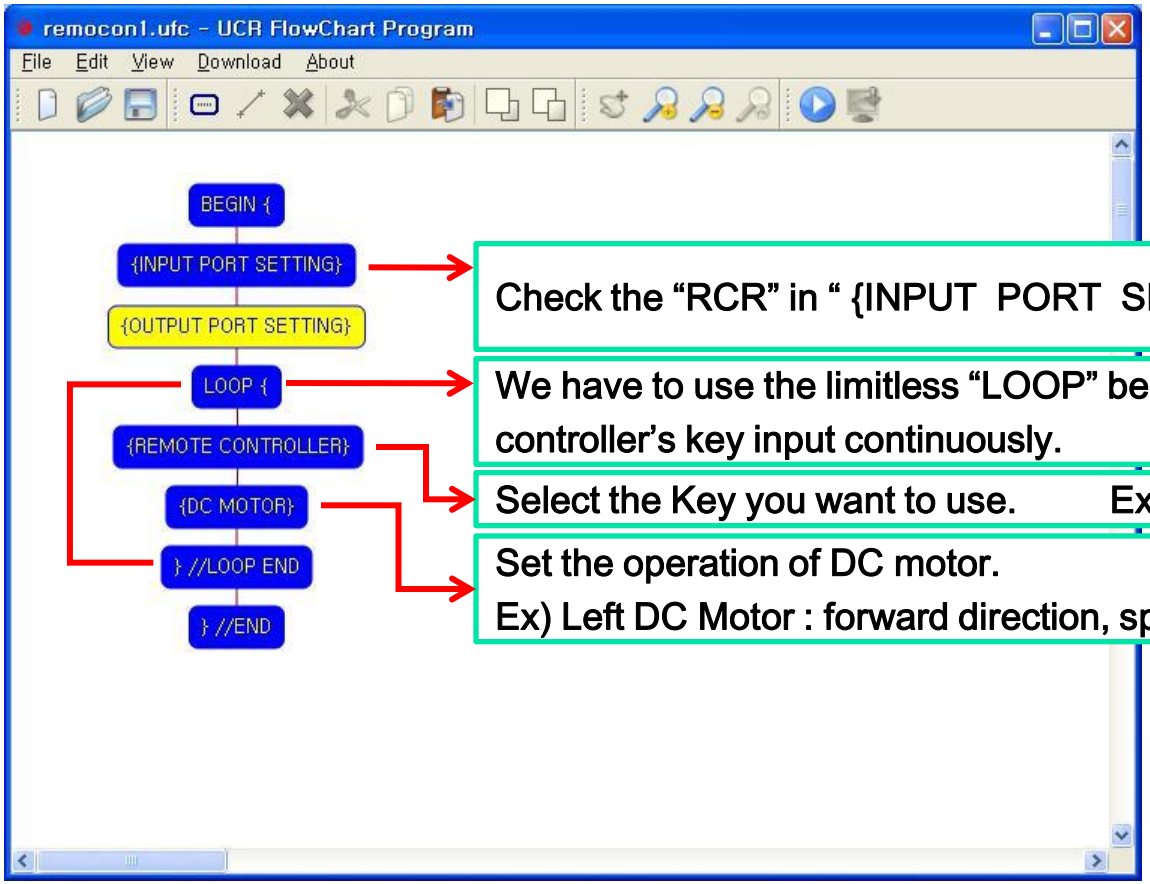
※ [DIRECTION MIXED KEY] are supporting from next version.

※ If you click the Key you want, it is selected.

3. Define Node's function

MICROSOFT's
Windows XP

(3-13-ex1) " {REMOTE CONTROLLER} "



Check the "RCR" in " {INPUT PORT SETTING} " node.

We have to use the limitless "LOOP" because robot wait the remote controller's key input continuously.

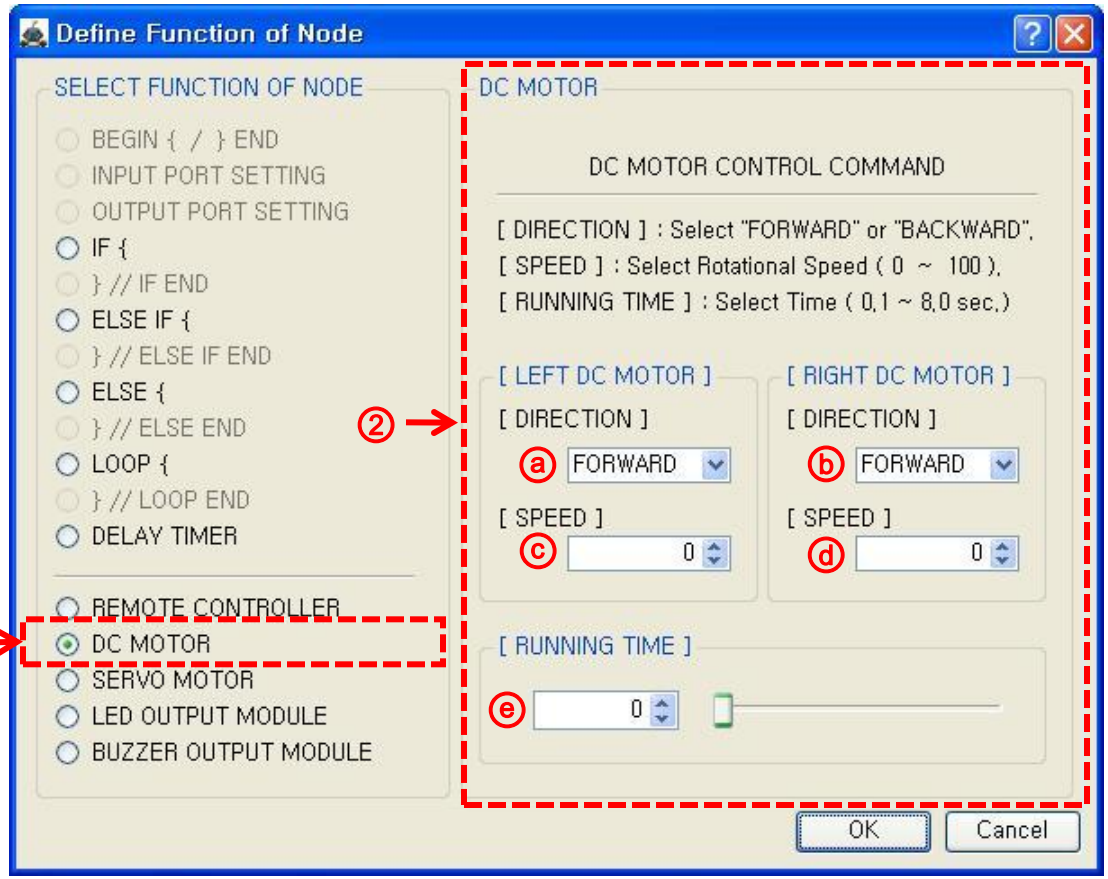
Select the Key you want to use. Ex) "F1" Key

Set the operation of DC motor.
Ex) Left DC Motor : forward direction, speed 100 during 1 second

3. Define Node's function

MICROSOFT's Windows XP

(3-14-1) DC MOTOR : " {DC MOTOR} "



[DC MOTOR]

① Select the "Node Functions…"
: DC MOTOR

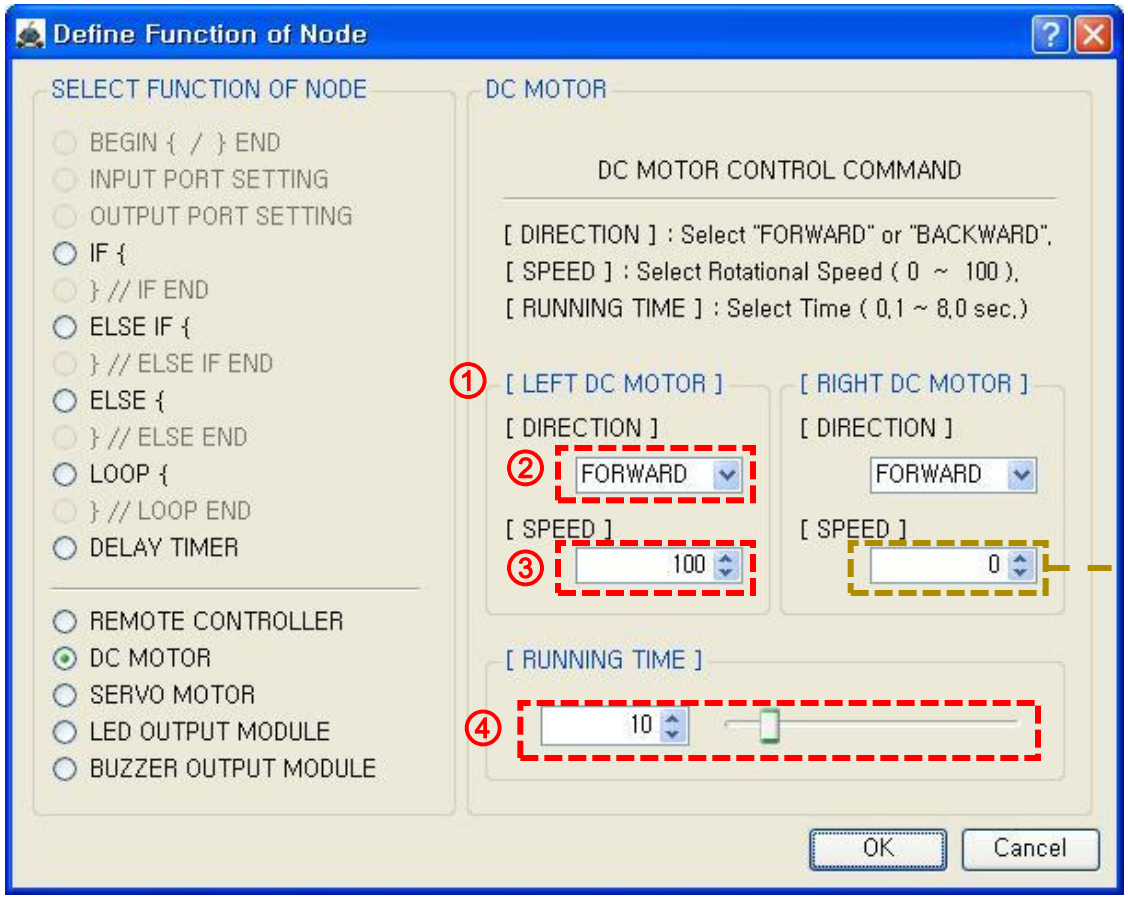
② Define the function
- ⓐ Left DC Motor's Direction
- ⓑ Right DC Motor's Direction
  - -. FORWARD
  - -. BACKWARD
- ⓒ Left DC Motor's speed
- ⓓ Right DC Motor's speed
  - -. Min. : 0
  - -. Max. : 100
- ⓔ Operating time
  - -. Min. : 0 => 0 second
  - -. Max. : 80 => 8.0 second

※ The real direction of DC motor is decided by the connection direction of DC motor and main controller.

3. Define Node's function

MICROSOFT's
Windows XP

(3-14-ex1) " {DC MOTOR} "



[DC MOTOR]

① Motor : Left DC Motor
② Direction : Forward
③ Speed : 100
④ Op. time : 1초

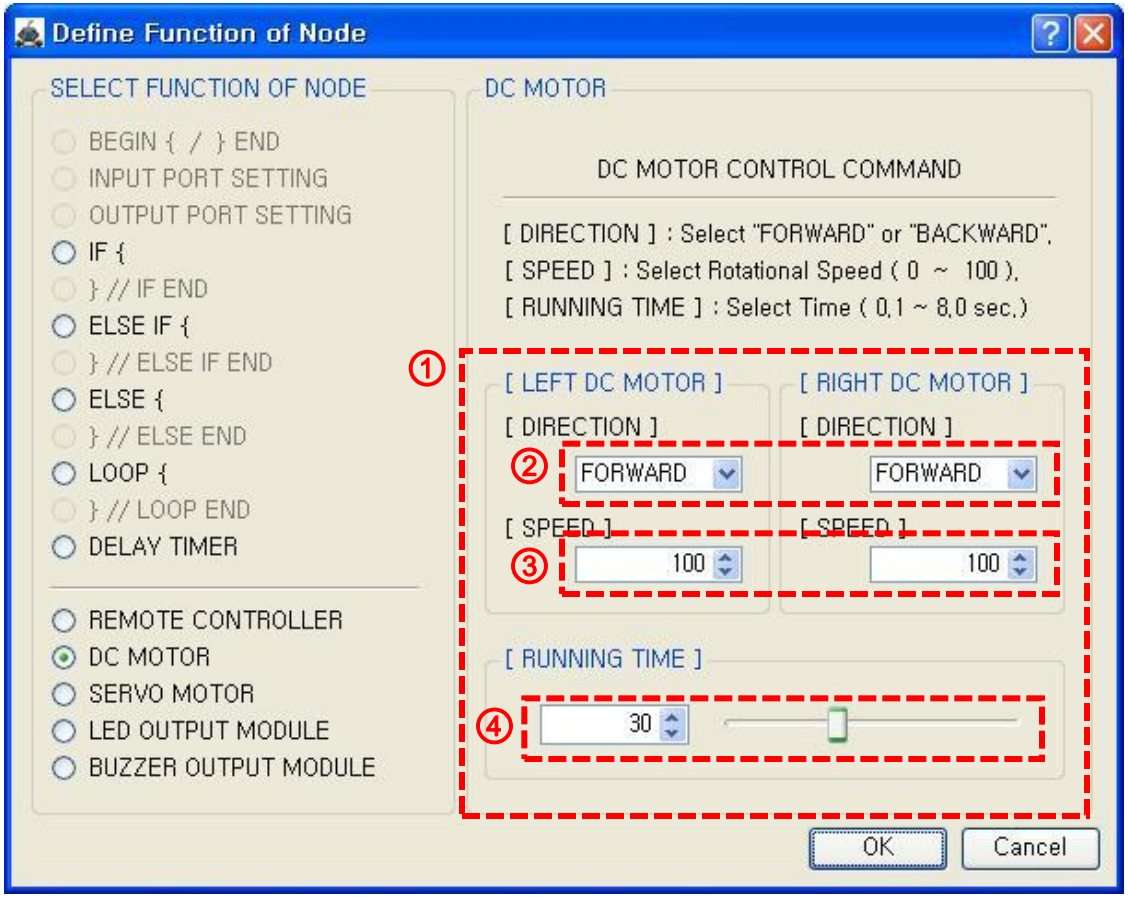
If you want not to use,
you have to set the speed as 0.

※ DC motor has no relation to the " {OUTPUT PORT SETTING} " node setting.

3. Define Node's function

MICROSOFT's
Windows XP

(3-14-ex2) " {DC MOTOR} "



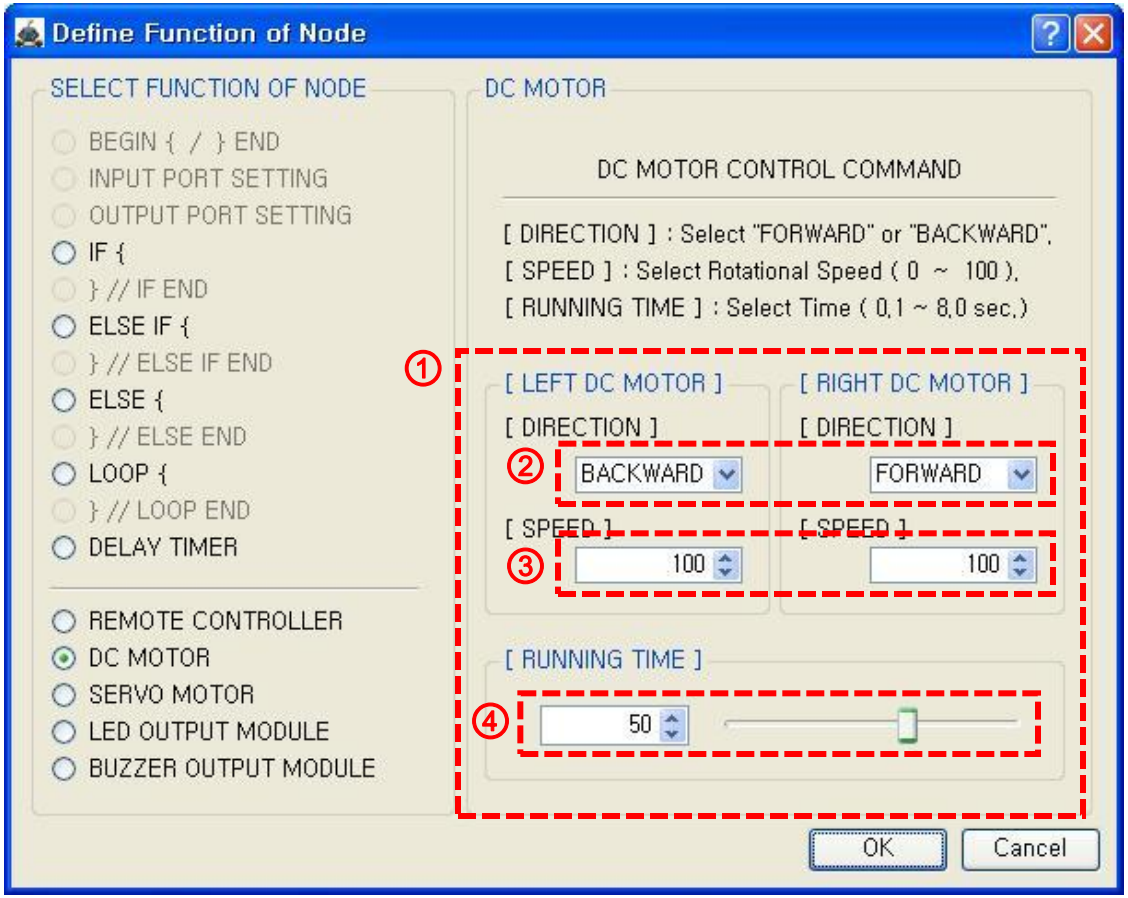
[forward direction
/ speed 100 during 3 second]

① Motor : Both DC Motor
② Direction : Forward
③ Speed : 100
④ Op. time : 3 seconds

3. Define Node's function

MICROSOFT's
Windows XP

(3-14-ex3) " {DC MOTOR} "



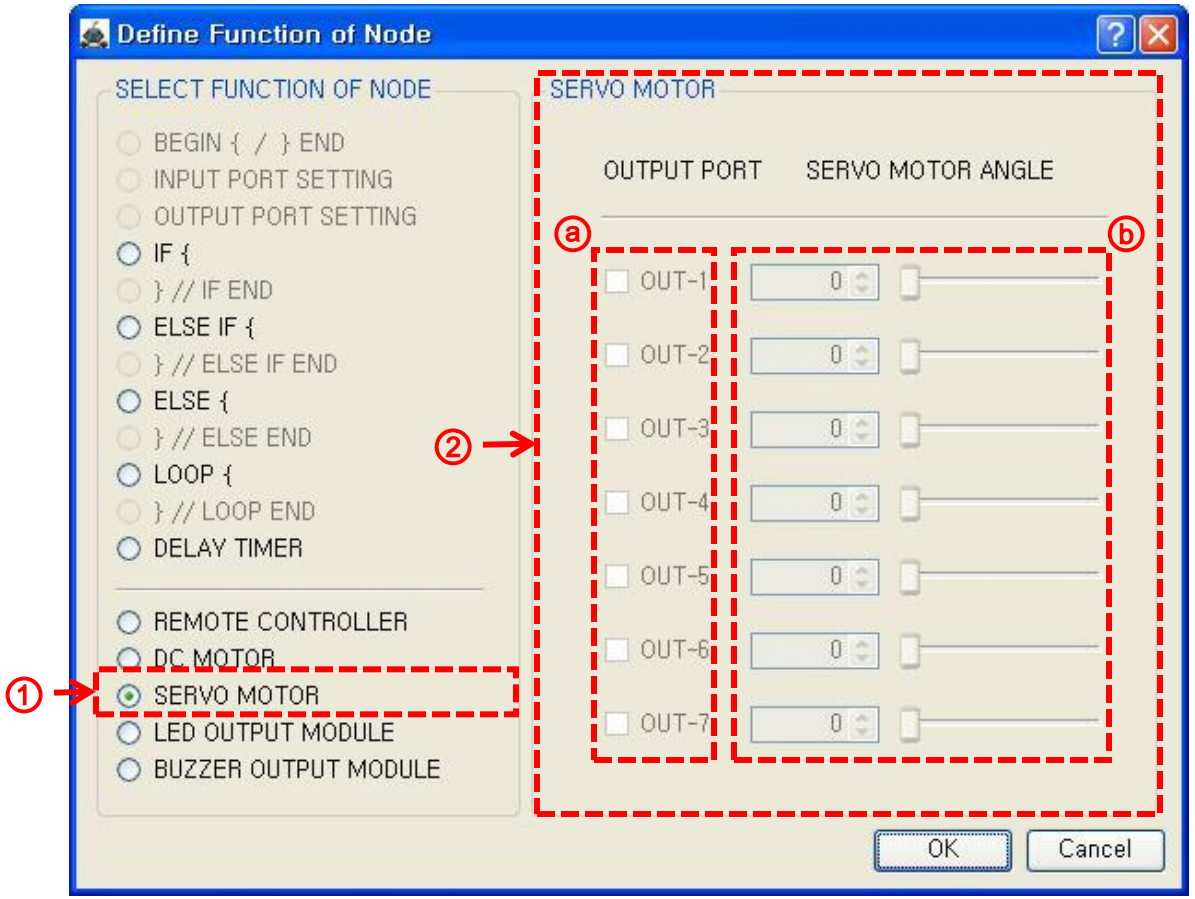
[Spin with 100 speed
for 5 seconds.]

① Motor : Both DC Motor
② Direction
- Left DC Motor : Backward
- Right DC Motor : Forward
③ Speed : 100
④ Op. time : 5 seconds

3. Define Node's function

MICROSOFT's
Windows XP

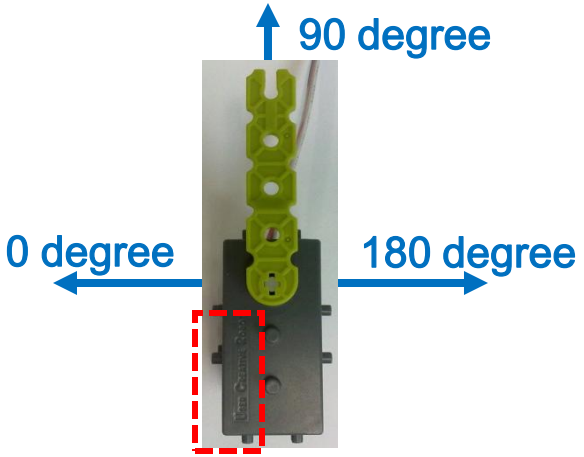
(3-15-1) SERVO MOTOR : " {SERVO MOTOR} "



[SERVO MOTOR]

① Select the "Node Functions…"
: SERVO MOTOR

② Define the function
ⓐ Select the output ports of Servo motor
ⓑ Target angle (0~180)

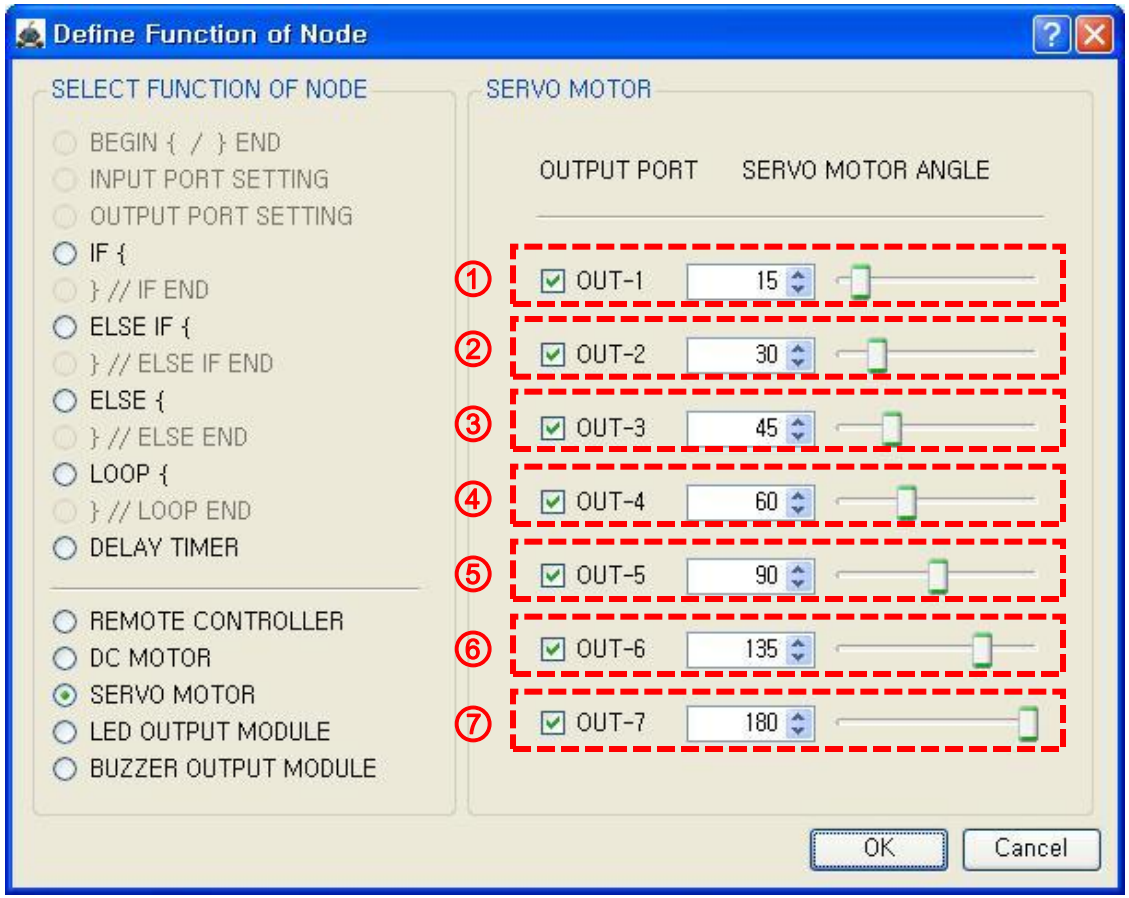


※ The angle of above photo is based on the face of "User Creative Robot" engraved.

3. Define Node's function

MICROSOFT's
Windows XP

(3-15-ex1) " {SERVO MOTOR} "



[Setting the angle of Servo motor on OUT1 ~ 7]

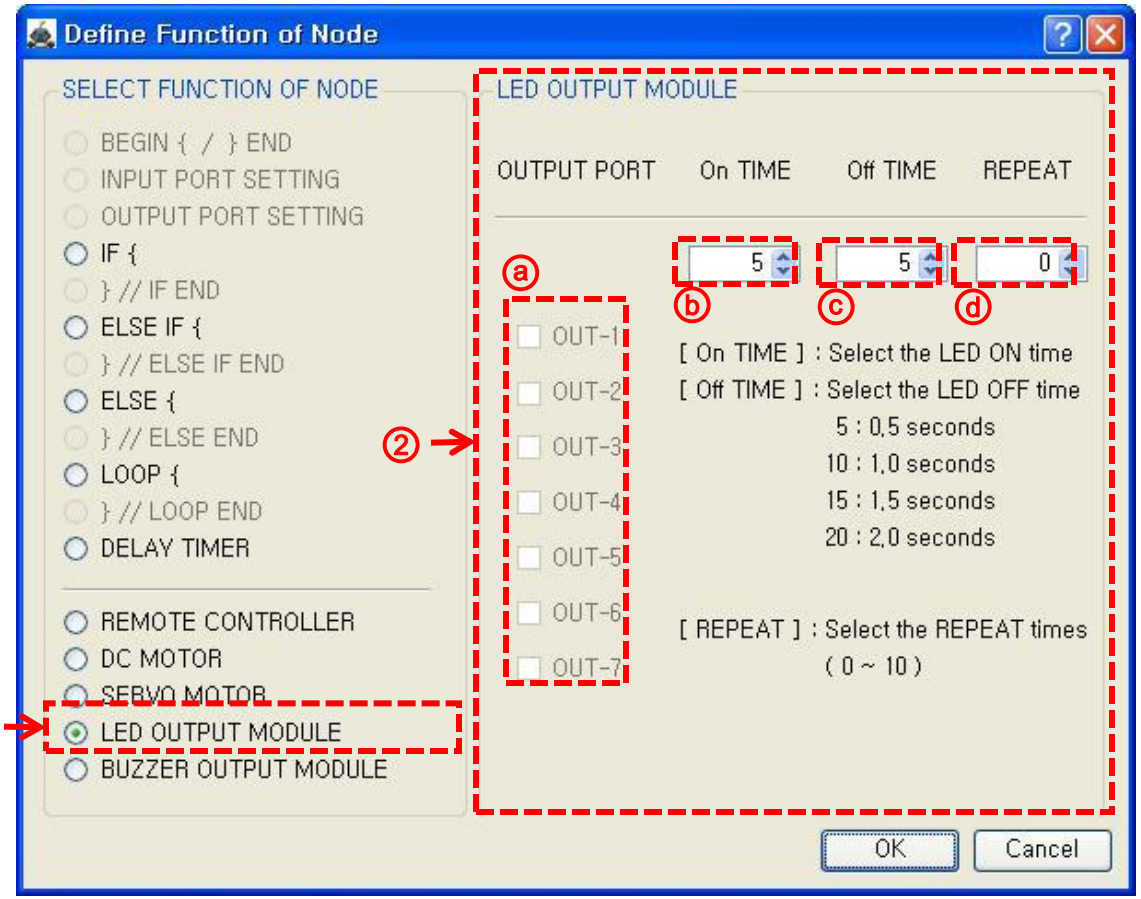
① OUT1 Servo : 15 degree
② OUT2 Servo : 30 degree
③ OUT3 Servo : 45 degree
④ OUT4 Servo : 60 degree
⑤ OUT5 Servo : 90 degree
⑥ OUT6 Servo : 135 degree
⑦ OUT7 Servo : 180 degree

※ If the output port is not defined at " {OUTPUT PORT SETTING} ", you can't select the port of Servo motor.

3. Define Node's function

MICROSOFT's
Windows XP

(3-16-1) LED OUTPUT MODULE : " {LED OUTPUT MODULE} "



[LED Module]

① Select the "Node Functions…"
: LED OUTPUT MODULE

② Define the function

ⓐ Select the output port

ⓑ LED on time

ⓒ LED off time

-. 5 : 0.5 second

-. 10 : 1.0 second

-. 15 : 1.5 second

-. 20 : 2.0 second

ⓓ LED on/off times

-. 0 ~ 10

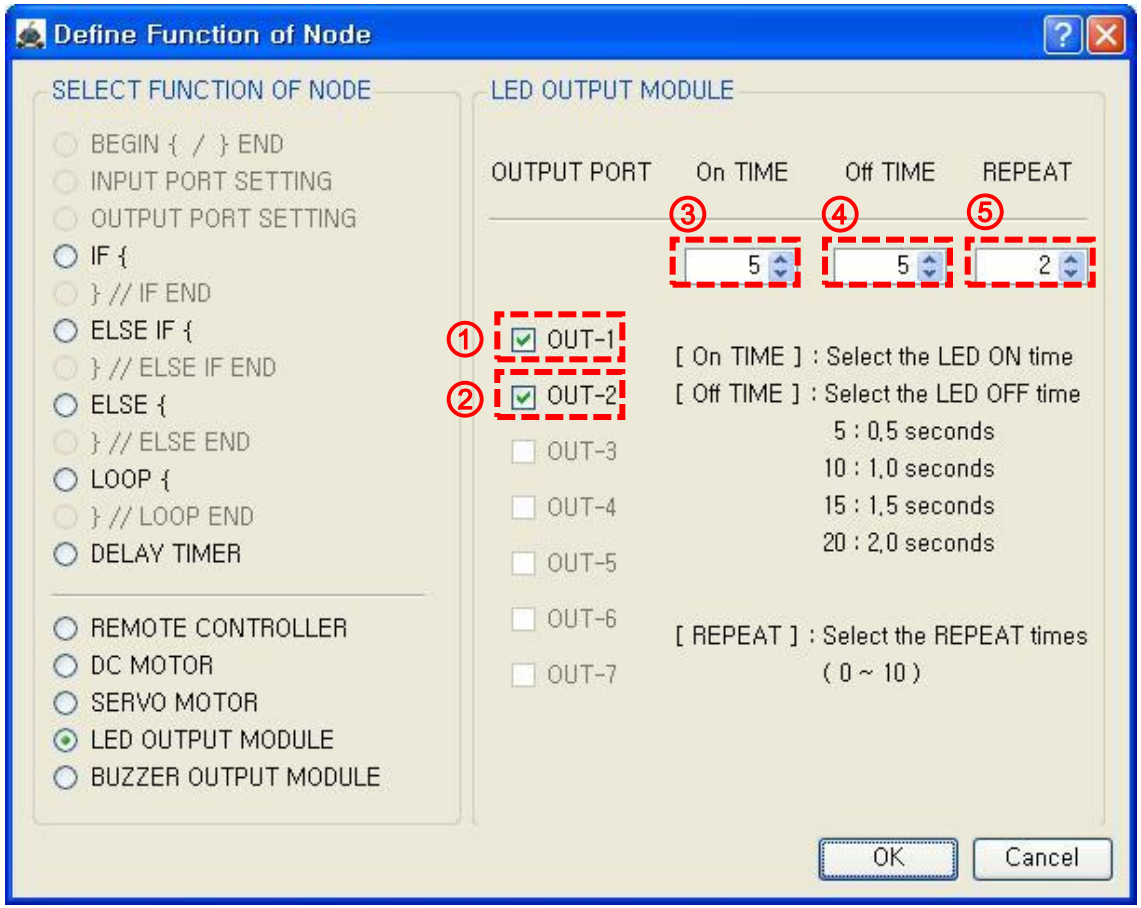
(If you select 0,
LED does not turn on.)

※ If the output port is not defined at " {OUTPUT PORT SETTING} ", you can't select the port of LED module.

3. Define Node's function

MICROSOFT's Windows XP

(3-16-ex1) " {LED OUTPUT MODULE} "



[LED1-OUT1, LED2-OUT2
on time : 0.5 second
off time : 0.5 second
repetition : 2 times]

① select the OUT-1
② select the OUT-2
③ select the 5 for 0.5 second at on time
④ select the 5 for 0.5 second at off time
⑤ select the 2 at repeat

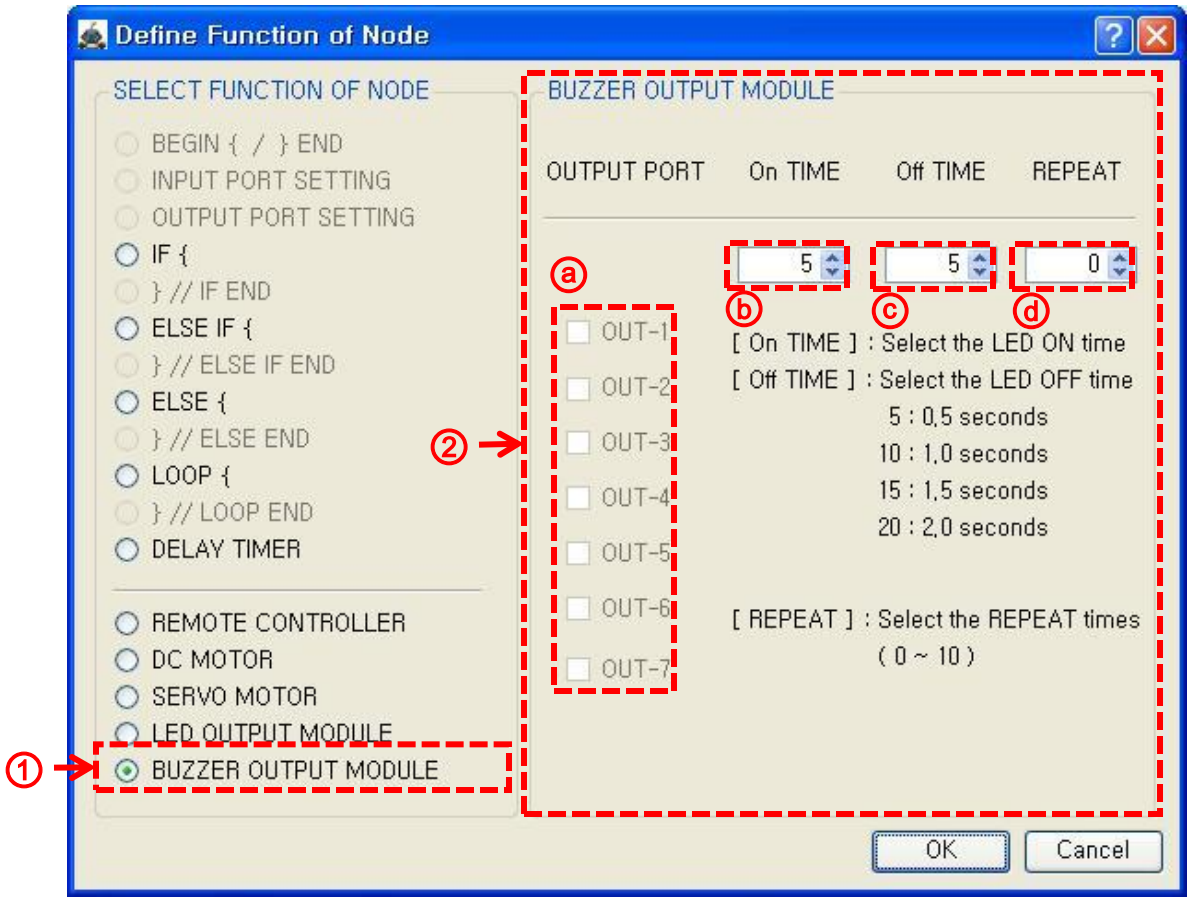
※ LED modules are connected to the OUT1 and OUT2 of main controller.

※ If the output port is not defined at " {OUTPUT PORT SETTING} ", you can't select the port of LED module.

3. Define Node's function

MICROSOFT's
Windows XP

(3-17-1) BUZZER OUTPUT MODULE : " {BUZZER OUTPUT MODULE} "



[BUZZER Module]

① Select the "Node Functions…"
: BUZZER OUTPUT MODULE

② Define the function

ⓐ Select the output port

ⓑ BUZZER on time

ⓒ BUZZER off time

-. 5 : 0.5 second

-. 10 : 1.0 second

-. 15 : 1.5 second

-. 20 : 2.0 second

ⓓ BUZZER on/off times

-. 0 ~ 10

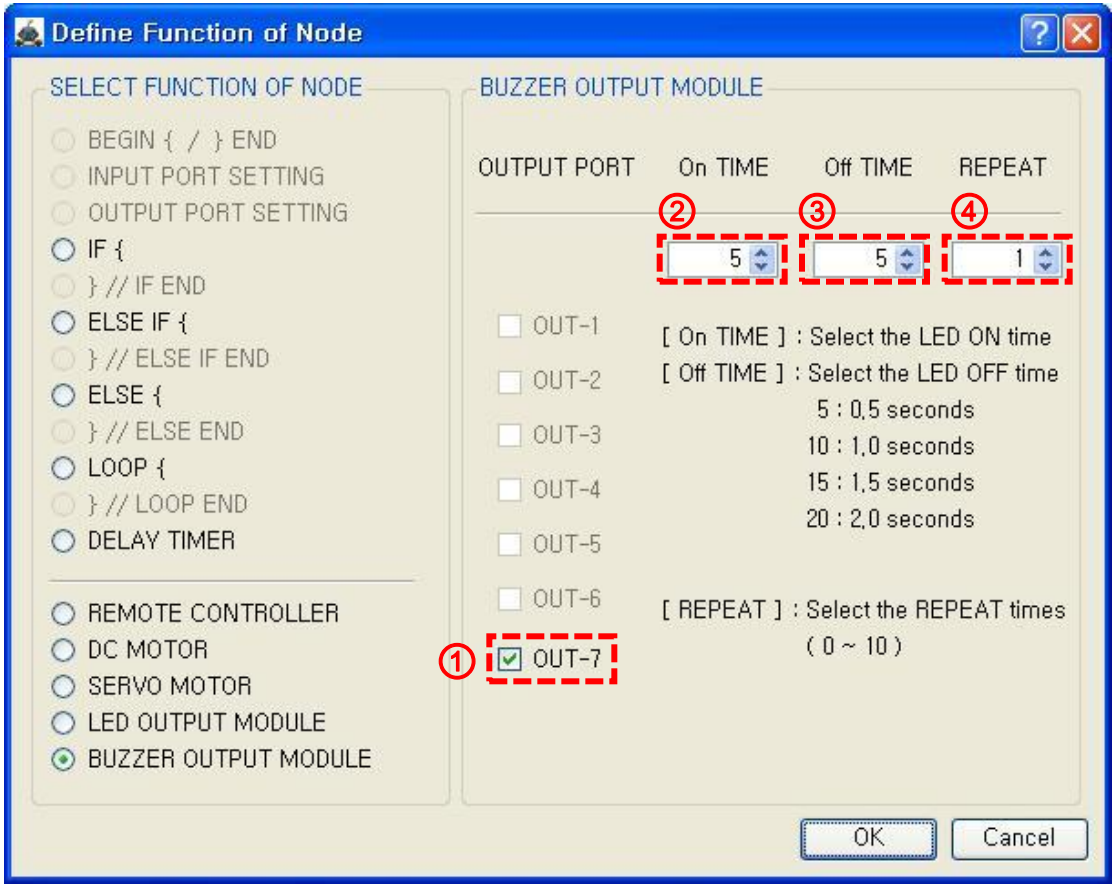
(If you select 0, BUZZER does not turn on.)

※ If the output port is not defined at " OUTPUT PORT SETTING}", you can't select the port of BUZZER module.

3. Define Node's function

MICROSOFT's
Windows XP

(3-16-ex1) " {LED OUTPUT MODULE} "



[BUZZER1-OUT7,
on time : 0.5 second
off time : 0.5 second
repetition : 1 time

① select the OUT-7
② select the 5 for 0.5 second at on time
④ select the 5 for 0.5 second at off time
⑤ select the 1 at repeat

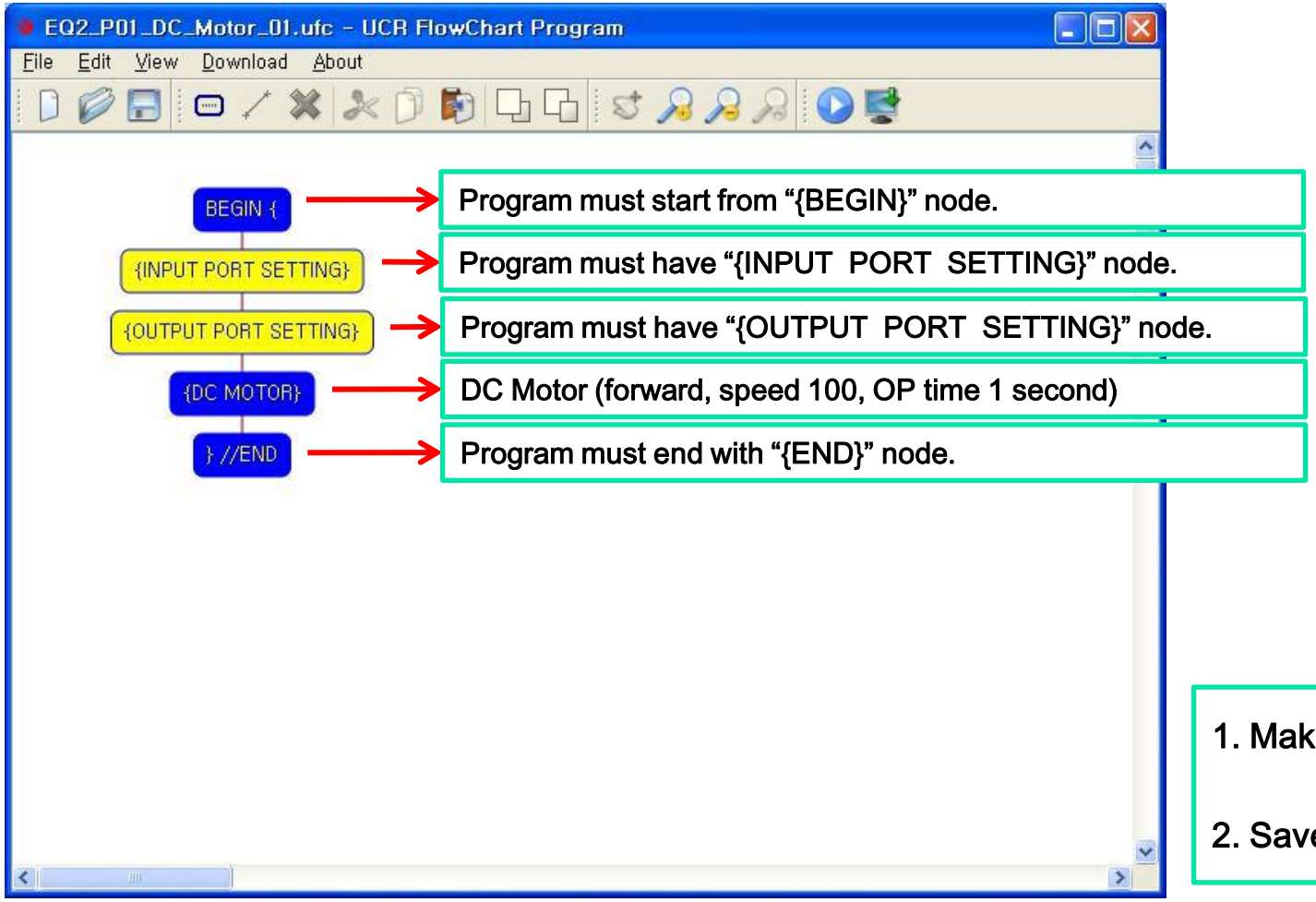
※ BUZZER modules are connected to the OUT7 of main controller.

※ If the output port is not defined at " OUTPUT PORT SETTING}", you can't select the port of BUZZER module.

4. Program download

MICROSOFT's
Windows XP

(4-1) Making a program and save



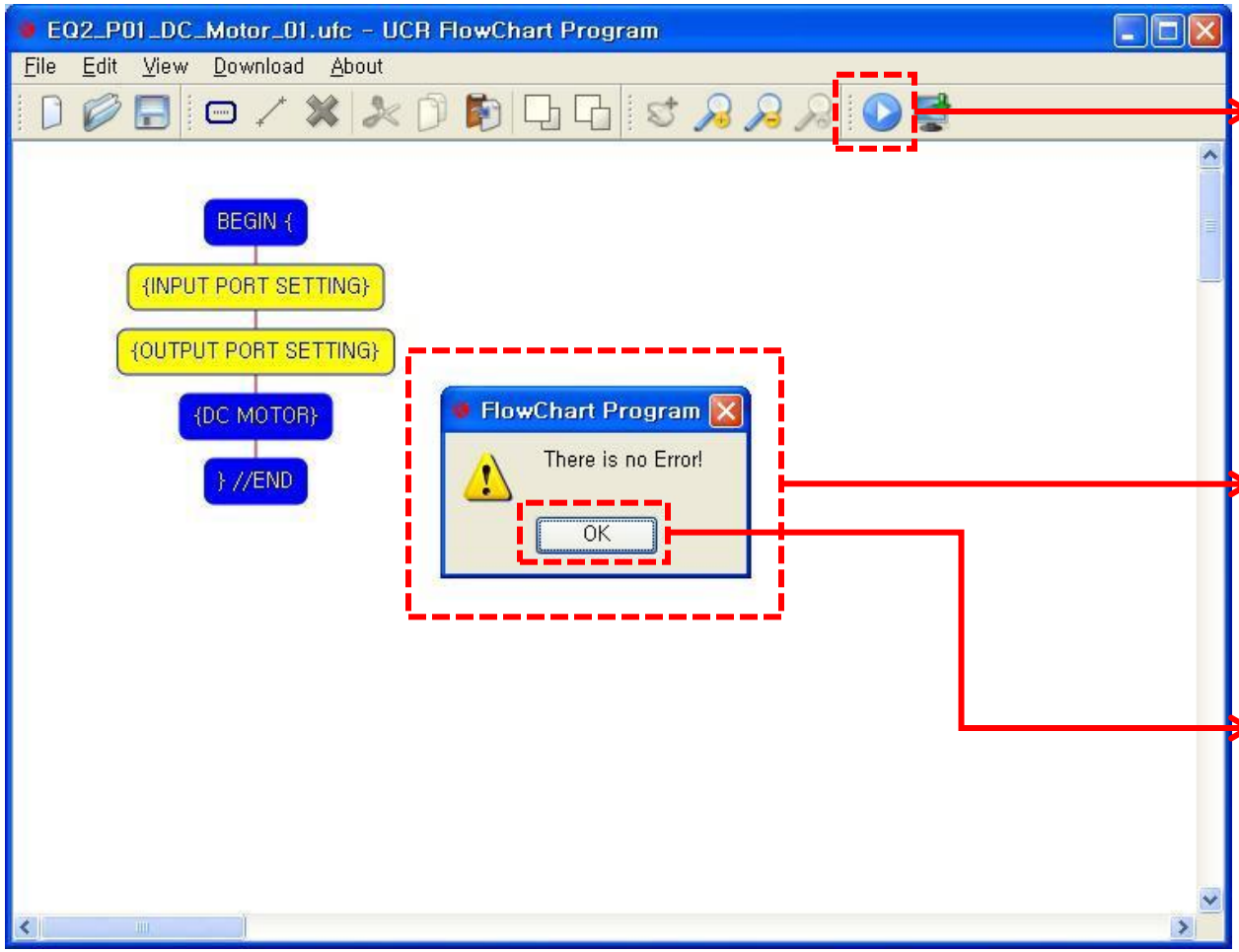
1. Make a program.

2. Save a program.

4. Program download

MICROSOFT's
Windows XP

(4-2) Check the error of program



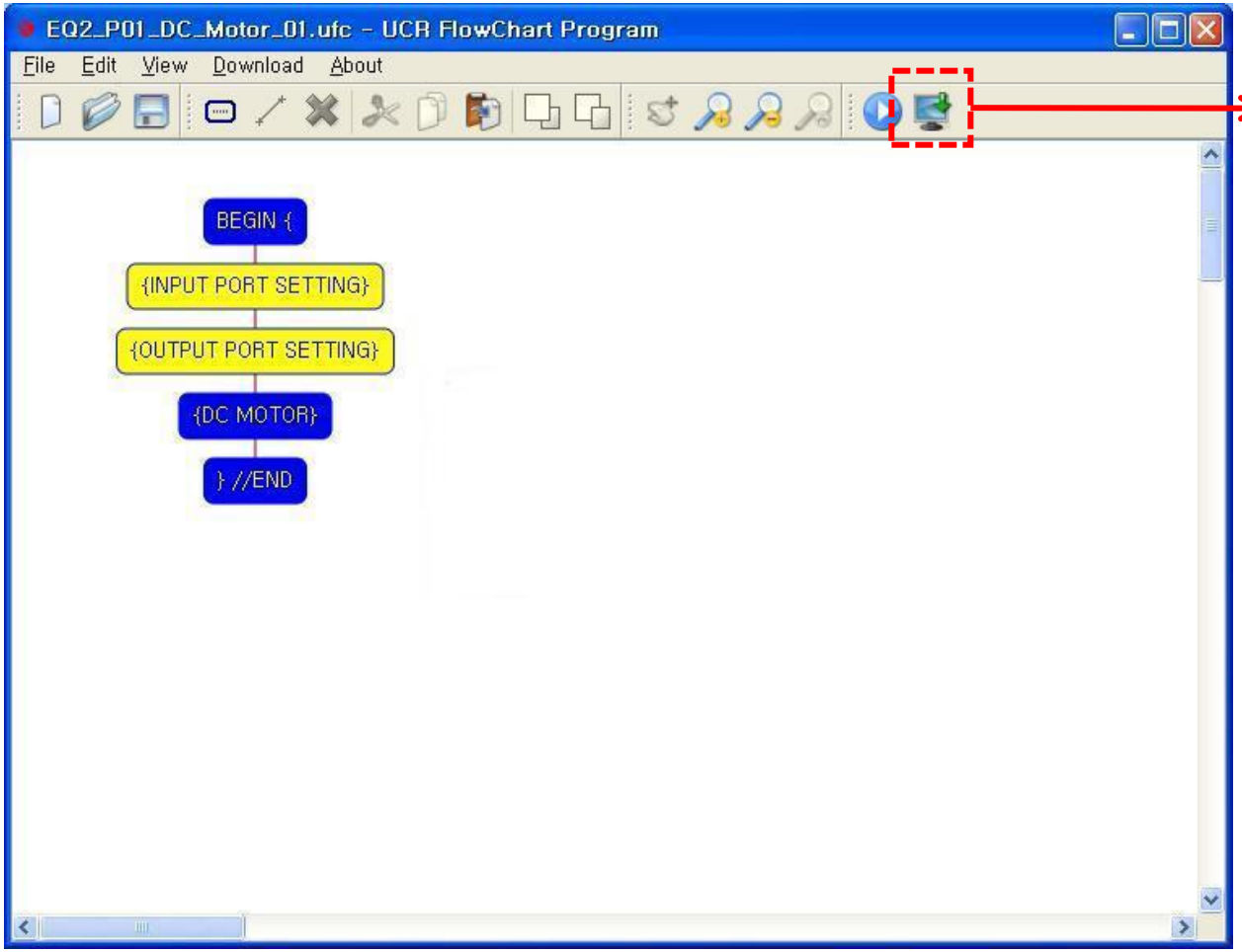
3. Check error.

If there is no error,
this window is pop up.

4. Click “OK”

4. Program download

(4-3) Download icon is enabled

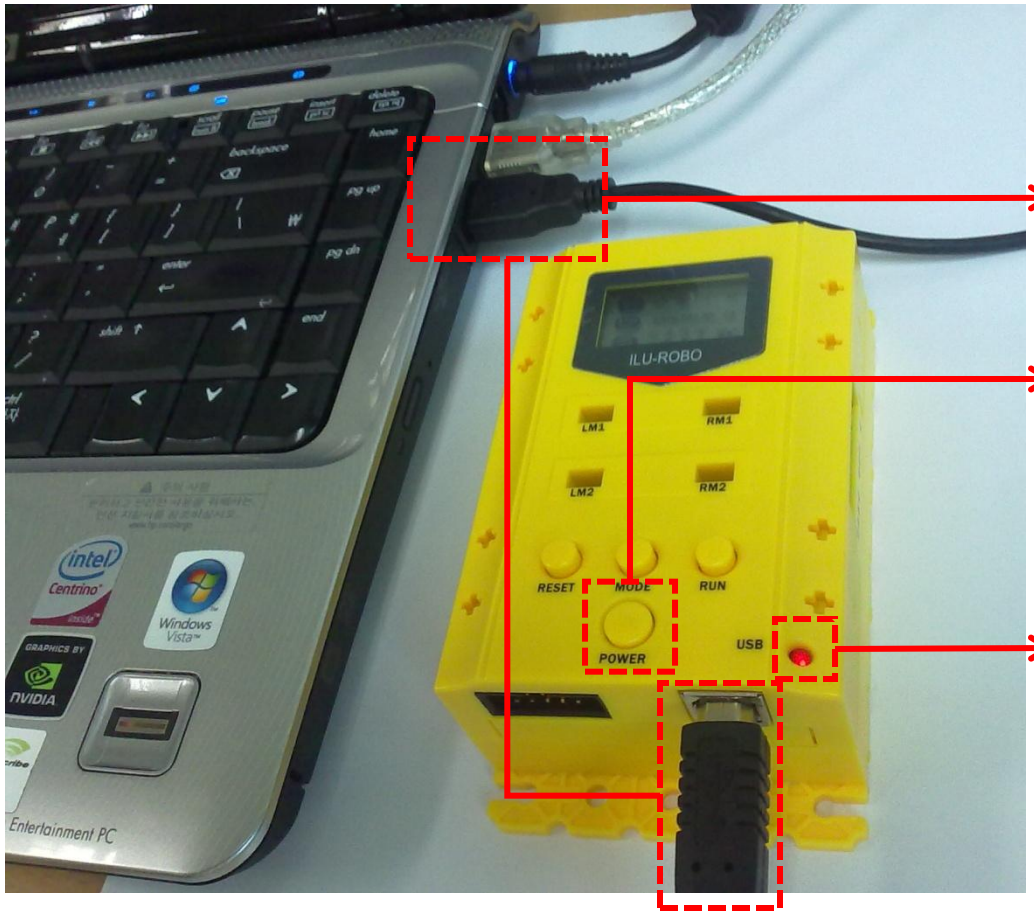


If there is no error,
download icon is enabled.

4. Program download

MICROSOFT's
Windows XP

(4-4) Connect main controller to your computer



5. Connect main controller to your computer using USB cable.

6. Power on the main controller

If your computer detect the USB communication from main controller, this LED is on.

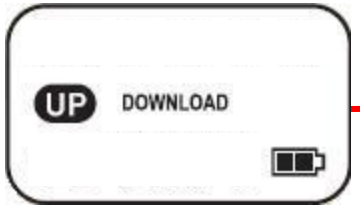
4. Program download

MICROSOFT's
Windows XP

(4-5) Prepare the main controller for downloading the program

7. Select “UP” mode pressing [MODE] button of main controller.

8. Press [RUN] button of main controller to execute the “DOWNLOAD” mode.

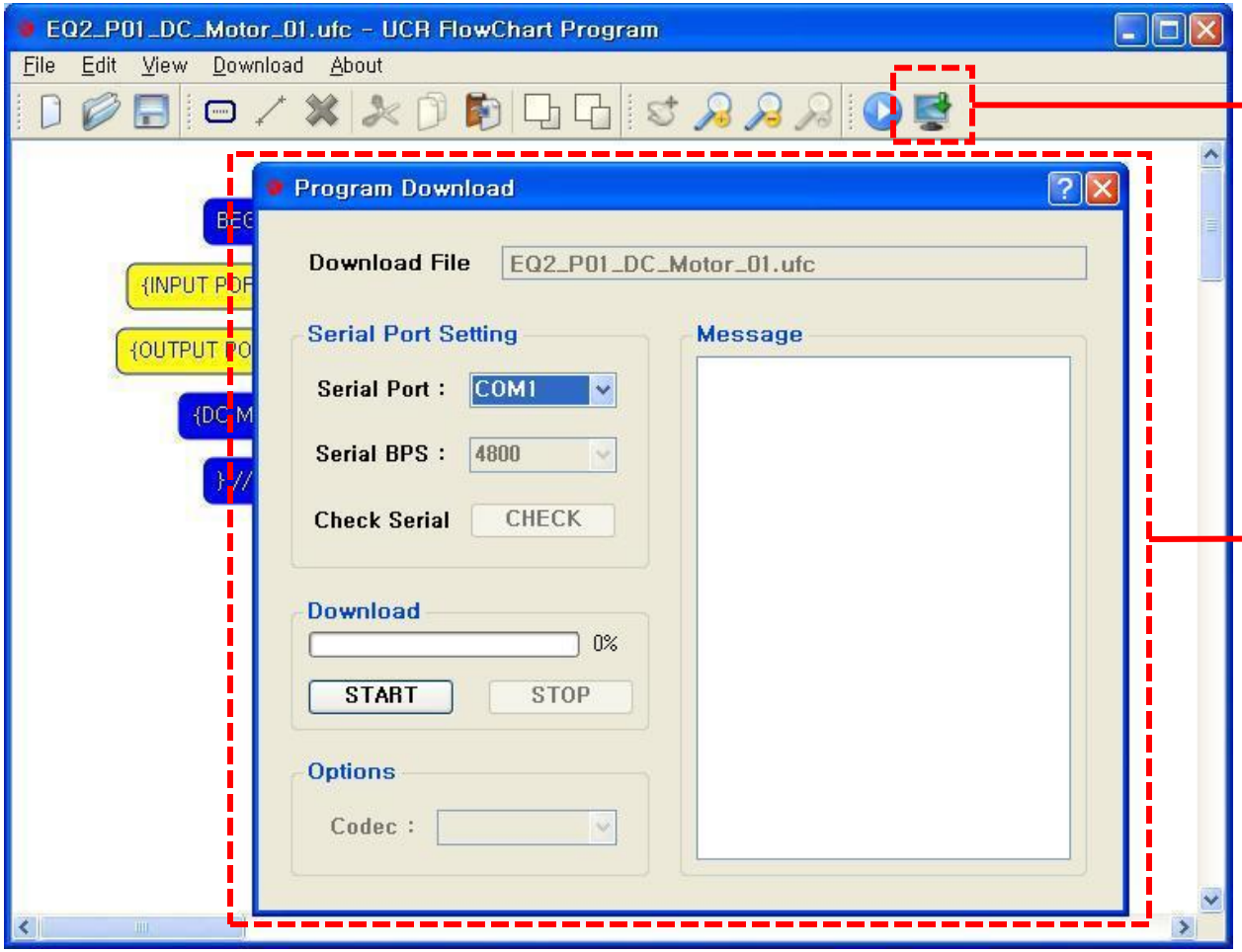


9. Press [RUN] button again to execute the “DOWNLOAD” ready state.
“DOWNLOAD” is blinking 2 times.

4. Program download

MICROSOFT's
Windows XP

(4-6) Download window is pop up



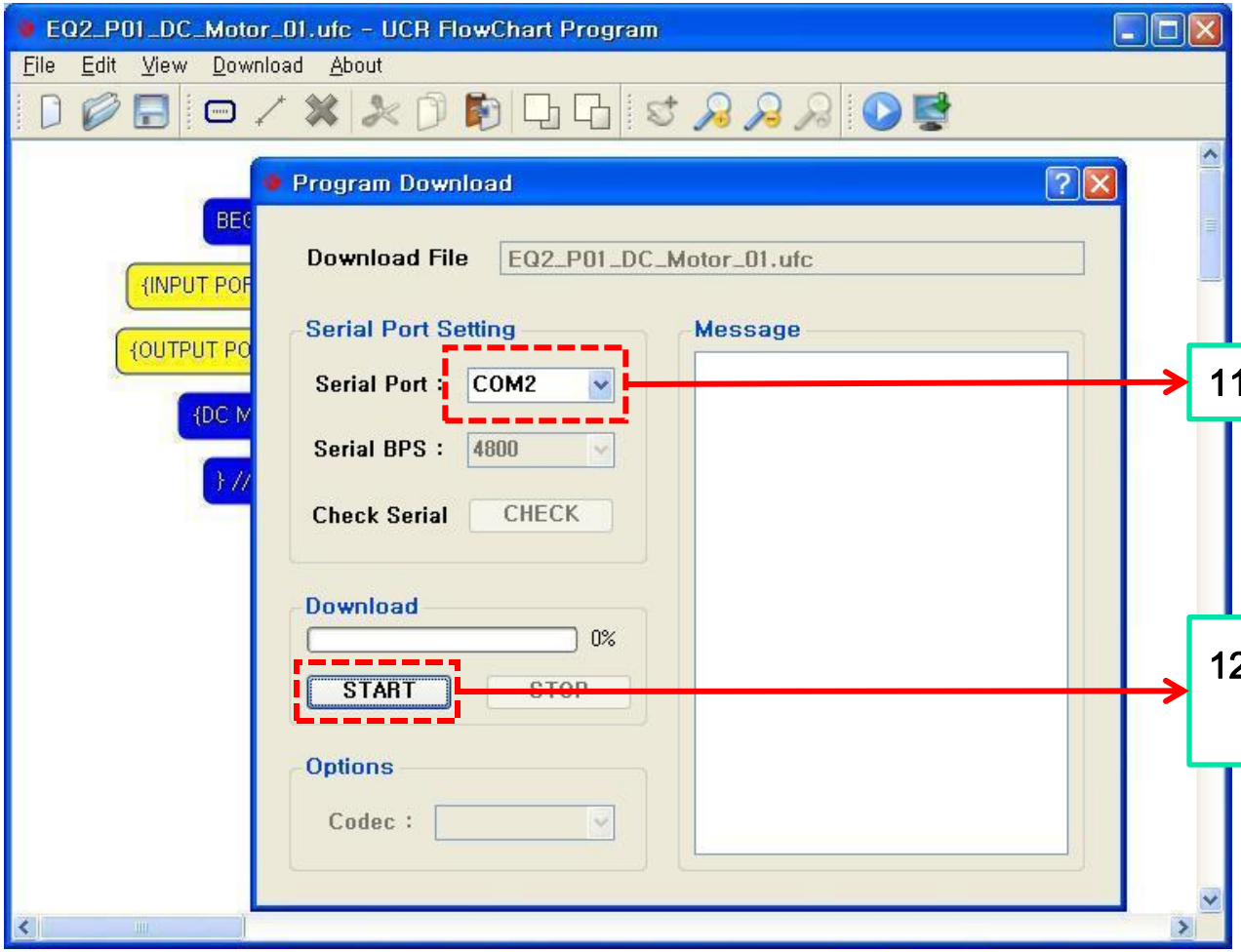
10. Click the download icon.

Download window is pop up

4. Program download

MICROSOFT's
Windows XP

(4-7) Set the serial port and start the download



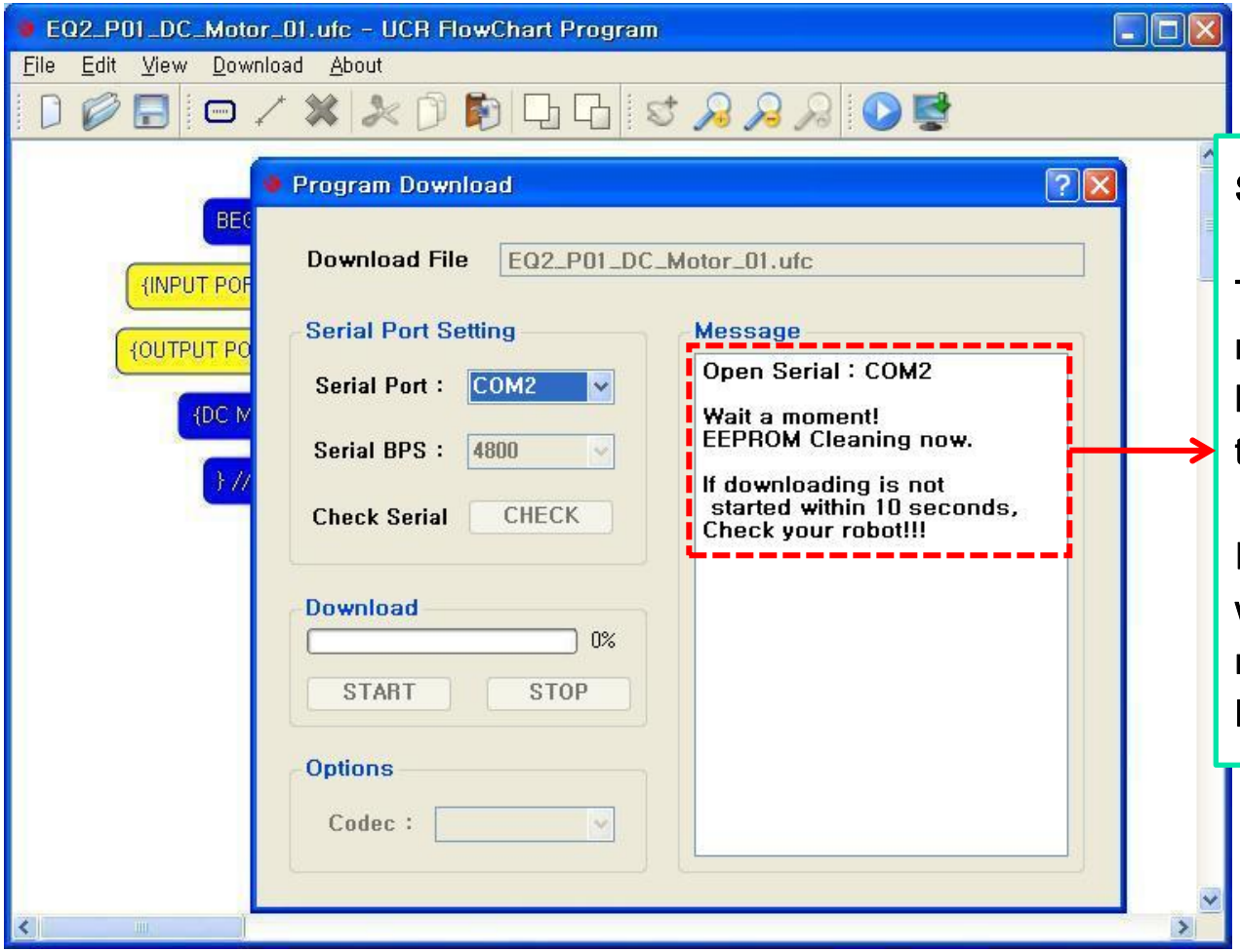
11. Set the serial port.

12. Click the “START” to download.

4. Program download

MICROSOFT's
Windows XP

(4-8) Downloading – Delete the EEPROM data from main controller



Serial port : COM2

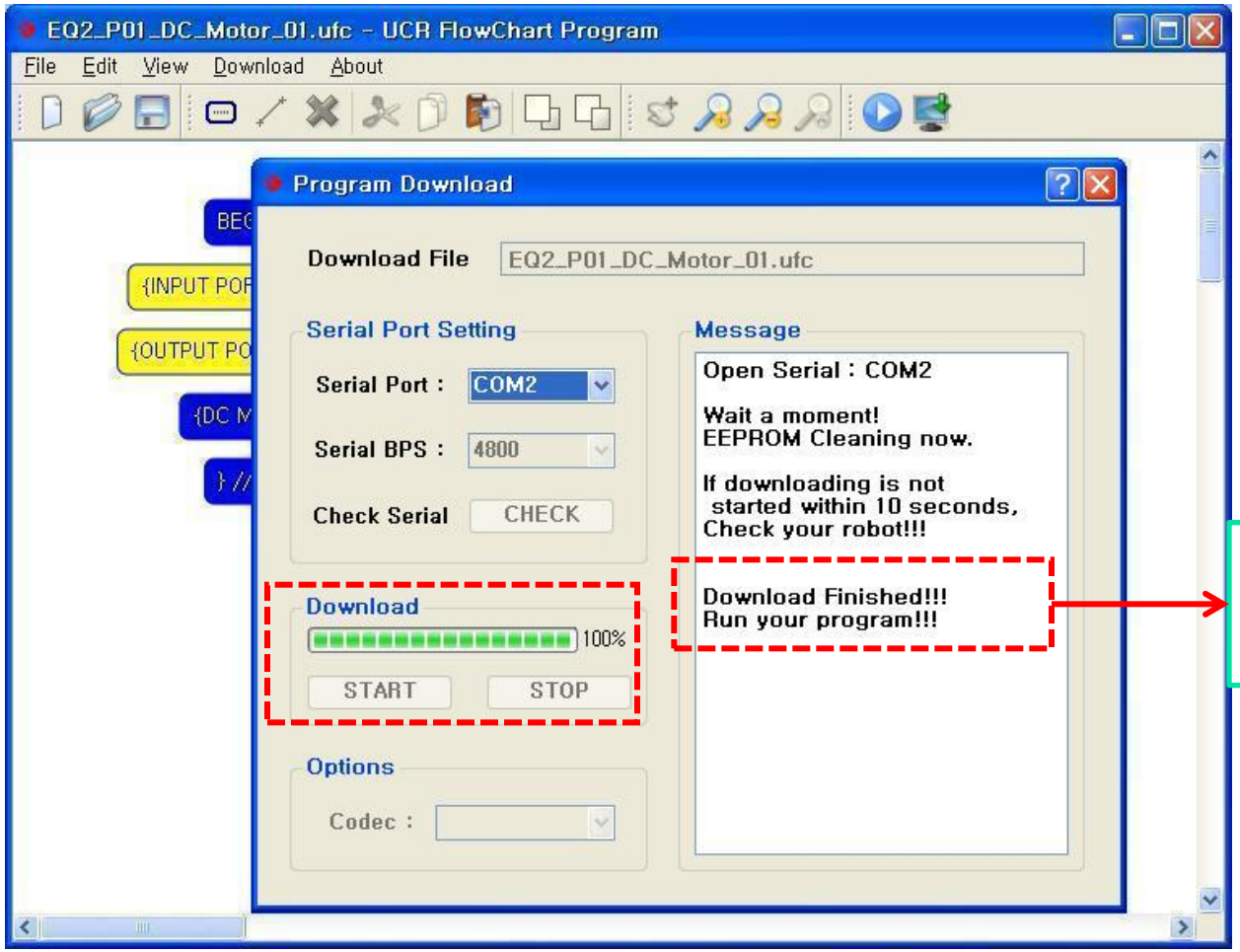
To save the program data on main controller,
before downloading delete the EEPROM data at first.

If download does not start within 10 second,
main controller is not ready.
Please check again the 4-5.

4. Program download

MICROSOFT's
Windows XP

(4-9) Downloading success



Download is finished.
Run your program !!!

4. Program download

MICROSOFT's
Windows XP

(4-10) Checking the downloading on main controller

"ING " is displayed during downloading the program from computer to main controller.

"OK" is displayed after finishing the download.

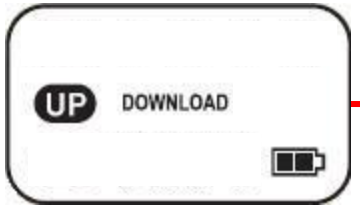
13. Press [RESET] button to initialize the main controller.

4. Program download

MICROSOFT's
Windows XP

(4-11) Run the downloaded program on main controller

14. Press [RUN] button of main controller to execute the “DOWNLOAD” mode.



15. Press [MODE] button of main controller to execute the “OK” mode.

16. Press [RUN] button of main controller to execute the program downloaded.
“OK” is blinking 2 times and run the program.

※ If you want to re-execute the program, press [RESET] button and do 15 ~ 16.