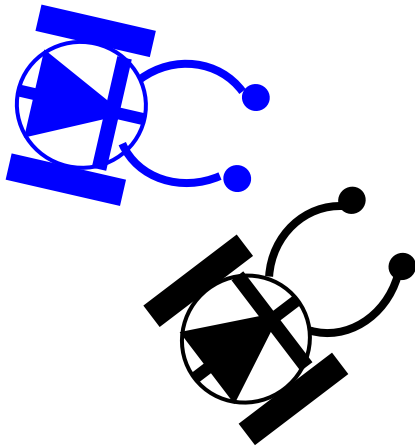


# EQ-ROBO Programming Manual (Flowchart Program)



Version : 1.0

2010-07

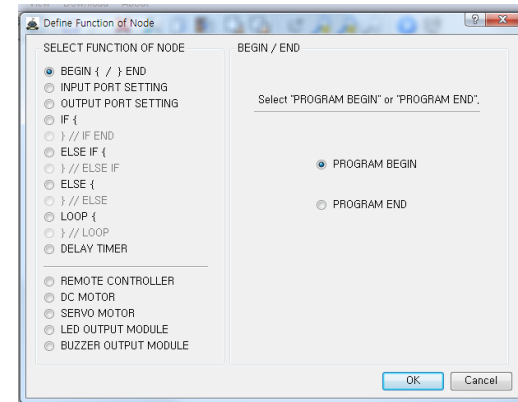
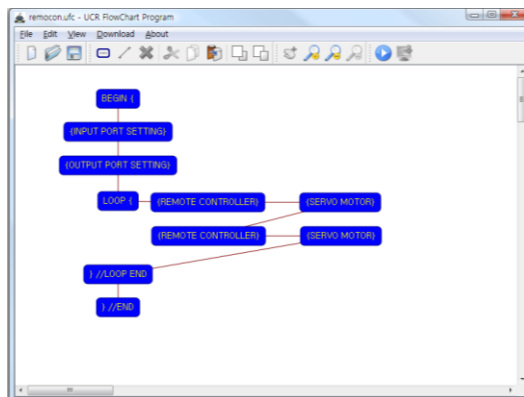
User Creative Robot

[www.ucrobot.com](http://www.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](http://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.

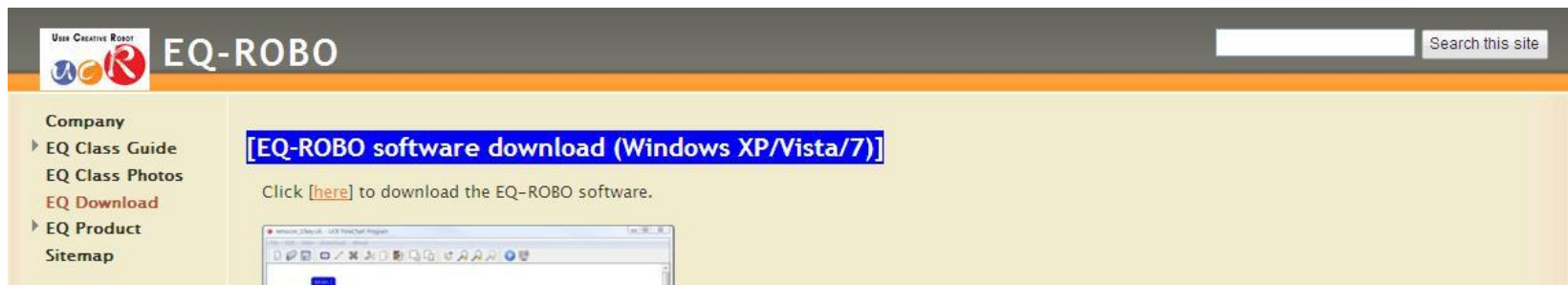
# 0-1. Program Download

MICROSOFT's  
Windows XP

(0-1-1) Download software at [www.ucrobot.com](http://www.ucrobot.com)

We need to download 2 files from [www.ucrobot.com](http://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



The screenshot shows the EQ-ROBO website interface. At the top left, there is a logo with the text "Use CREATIVE ROBOT" and "EQ-ROBO". To the right of the logo is a search bar with the text "Search this site". Below the logo, there is a navigation menu with the following items: "Company", "EQ Class Guide", "EQ Class Photos", "EQ Download", "EQ Product", and "Sitemap". The main content area features a blue header with the text "[EQ-ROBO software download (Windows XP/Vista/7)]" and a paragraph that says "Click [here] to download the EQ-ROBO software." Below this text is a small image of a Windows XP desktop showing a file explorer window.

# 0-1. Program Download

MICROSOFT's  
Windows XP

(0-1-2) Download UCR-FCP\_v1.zip

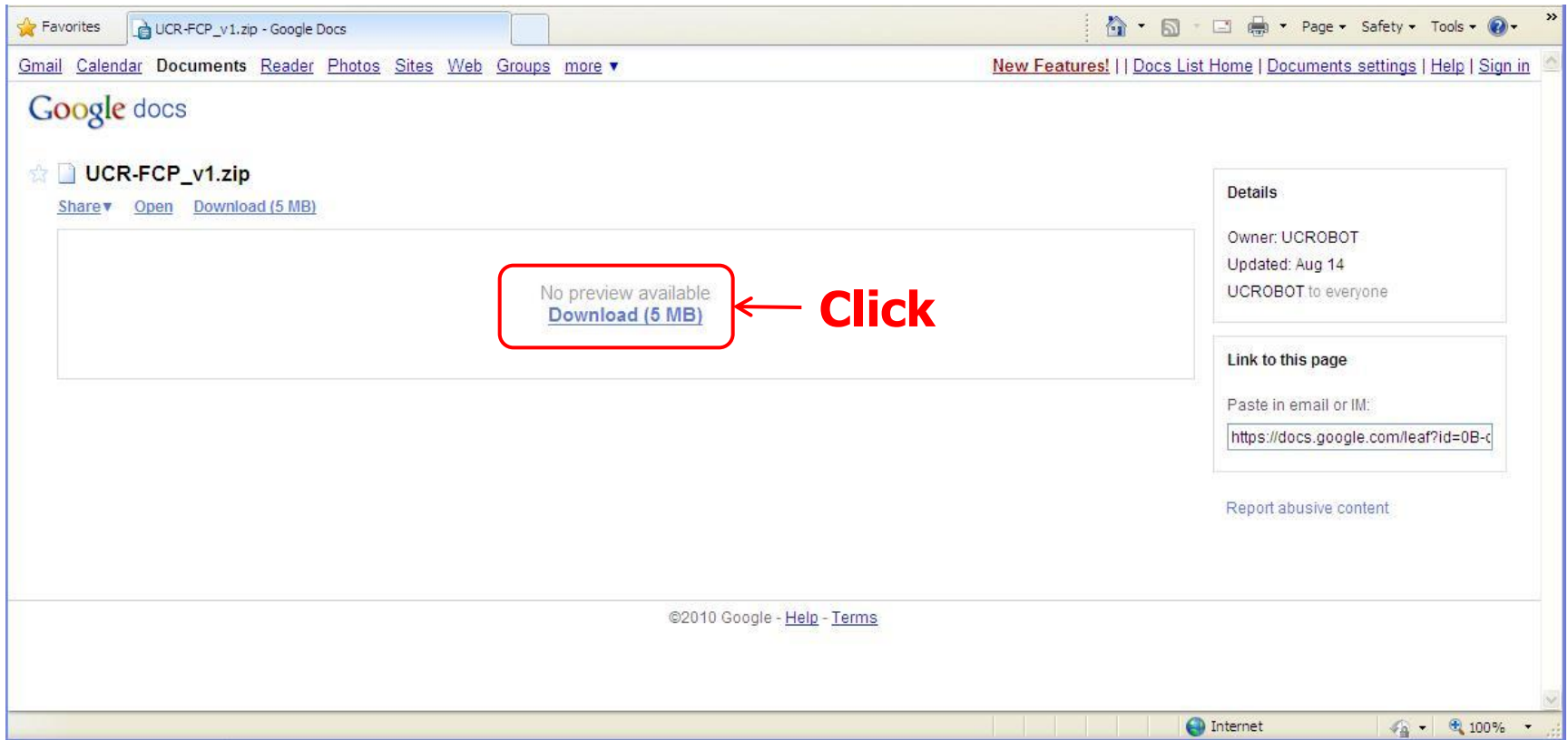
www.ucrobot.com

The screenshot shows the EQ-ROBO website interface. On the left, a navigation menu lists: Company, EQ Class Guide, EQ Class Photos, EQ Download (highlighted with a red box and circled '1'), EQ Product, and Sitemap. The main content area features a blue header with the text "[EQ-ROBO software download (Windows XP/Vista/7)]". Below this, a text prompt says "Click [here](#) to download the EQ-ROBO software.", where the word "here" is circled with a red '2' and has a red arrow pointing to it from the word "Click" on the right. Below the text is a screenshot of a Scratch-style block-based programming environment window titled "Scratch\_3New.lik - UCR ProCSharp Program". The window contains a complex flowchart of blue blocks connected by lines, representing a program. A red arrow points from the word "Click" to the programming window.

# 0-1. Program Download

MICROSOFT'S  
Windows XP

## (0-1-2-1) Download UCR-FCP\_v1.zip



The screenshot shows a web browser window displaying a Google Docs page for a file named "UCR-FCP\_v1.zip". The browser's address bar shows the file name and "Google Docs". The page header includes navigation links like "Gmail", "Calendar", "Documents", "Reader", "Photos", "Sites", "Web", "Groups", and "more". The main content area shows the file name "UCR-FCP\_v1.zip" with a star icon, and three action links: "Share", "Open", and "Download (5 MB)". The "Download (5 MB)" link is highlighted with a red rectangular box, and a red arrow points to it from the word "Click" written in red. To the right of the main content area, there is a "Details" section showing "Owner: UCROBOT", "Updated: Aug 14", and "UCROBOT to everyone". Below that is a "Link to this page" section with a text input field containing the URL "https://docs.google.com/leaf?id=0B-c". At the bottom of the page, there is a copyright notice: "©2010 Google - Help - Terms". The browser's status bar at the bottom shows "Internet" and "100%".

# 0-1. Program Download

MICROSOFT's  
Windows XP

## (0-1-2-2) Download UCR-FCP\_v1.zip

The screenshot shows a web browser window displaying a Google Docs page. The main content area shows a document titled "UCR-FCP\_v1.zip" with a "Download (5 MB)" link. A "File Download" dialog box is open in the foreground, asking "Do you want to open or save this file?". The dialog box displays the following information:

- Name: UCR-FCP\_v1.zip
- Type: 알집 zip 파일, 5.68MB
- From: doc-0c-b0-docs.googleusercontent.com

The dialog box has three buttons: "Open", "Save", and "Cancel". The "Save" button is highlighted with a red box, and a red arrow points to it with the word "Click" in red text. Below the buttons, there is a warning message: "While files from the Internet can be useful, some files can potentially harm your computer. If you do not trust the source, do not open or save this file. [What's the nsk?](#)"

The background shows the Google Docs interface with a "Details" section on the right containing the following information:

- Owner: UCROBOT
- Updated: Aug 14
- UCROBOT to everyone

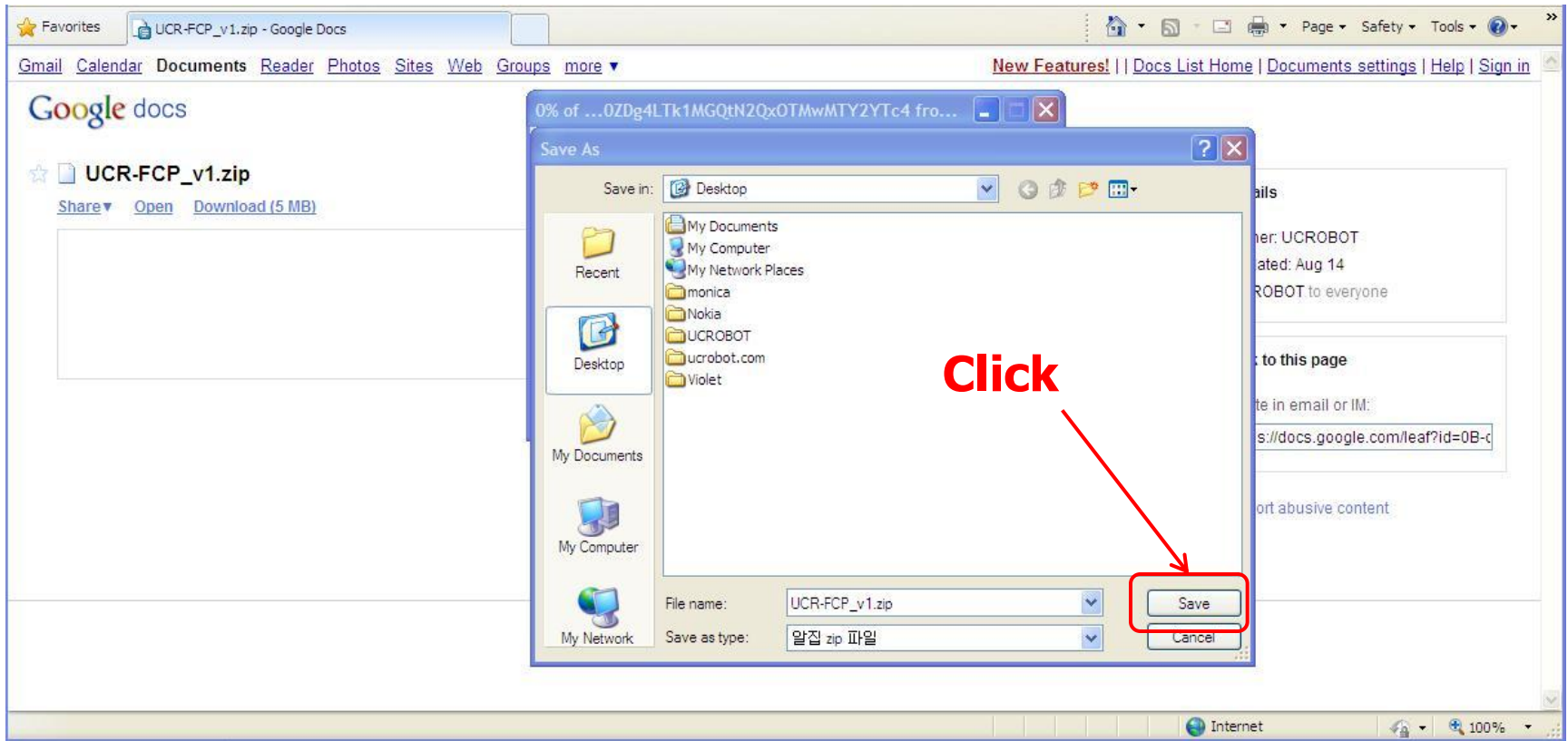
Below the details section, there is a "Link to this page" section with a text input field containing the URL: <https://docs.google.com/leaf?id=0B-c>

At the bottom of the page, there is a copyright notice: ©2010 Google - [Help](#) - [Terms](#)

# 0-1. Program Download

MICROSOFT's  
Windows XP

## (0-1-2-3) Download UCR-FCP\_v1.zip

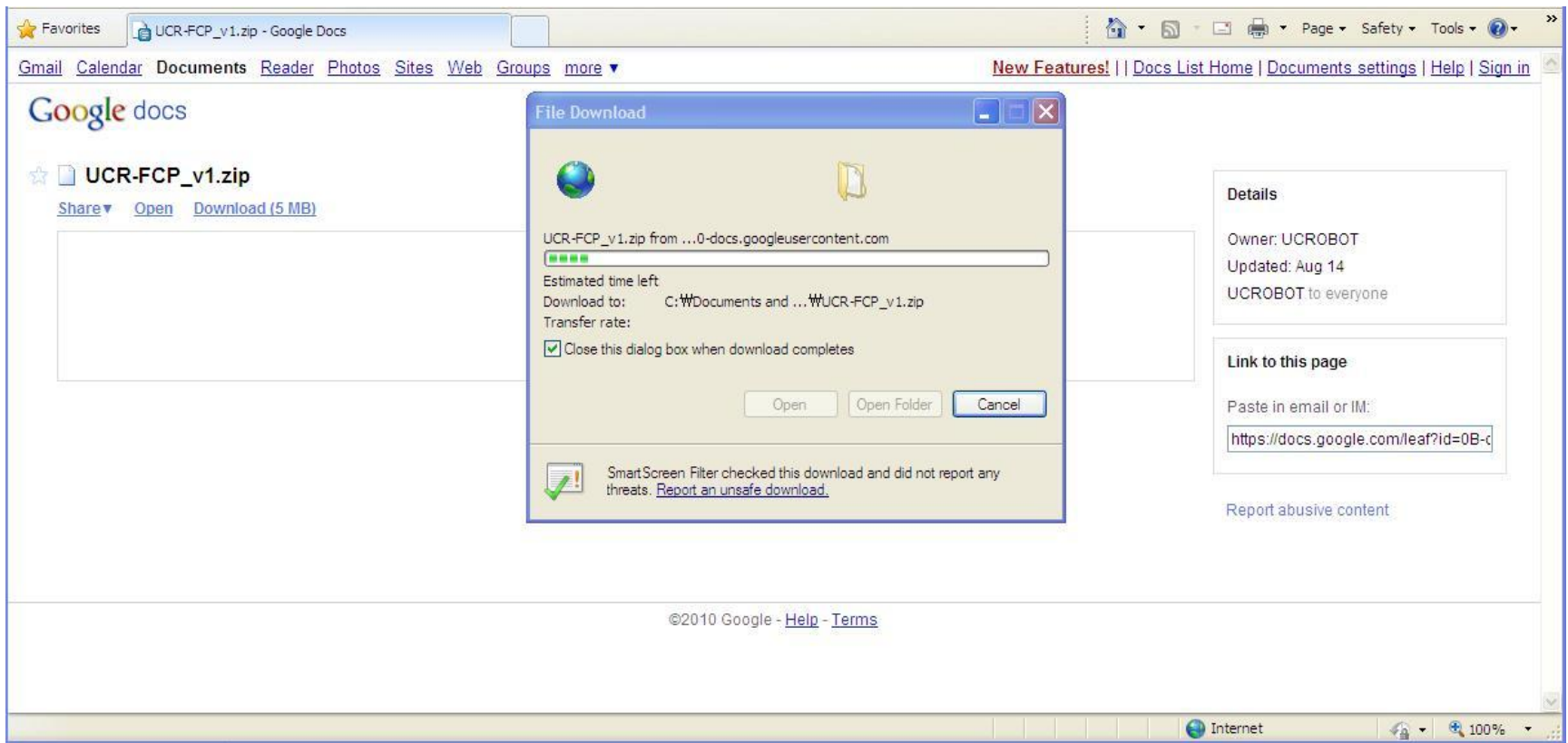




# 0-1. Program Download

MICROSOFT's  
Windows XP

## (0-1-2-4) Download UCR-FCP\_v1.zip

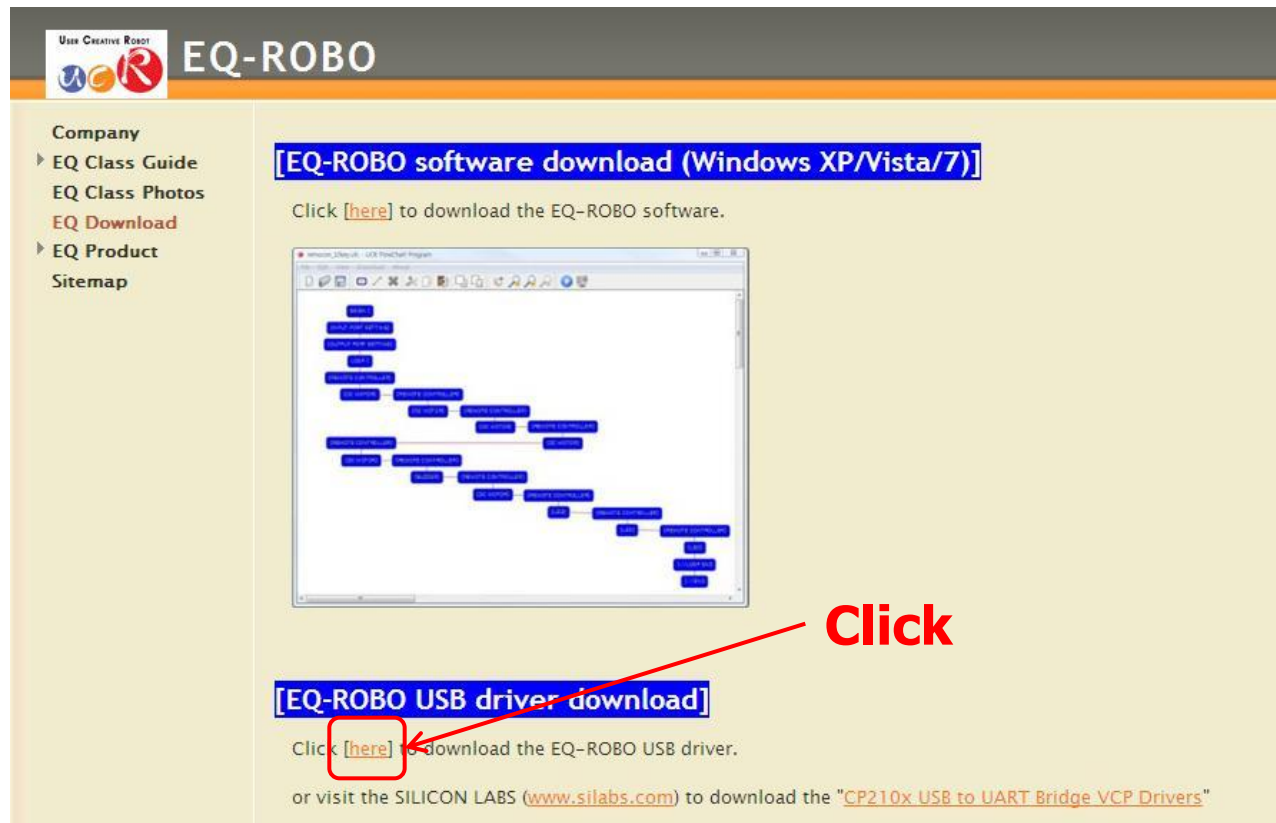


# 0-1. Program Download

MICROSOFT's  
Windows XP

(0-1-3) Download CP210x\_VCP\_Win\_XP\_S2K3\_Vista\_7.exe

www.urobot.com



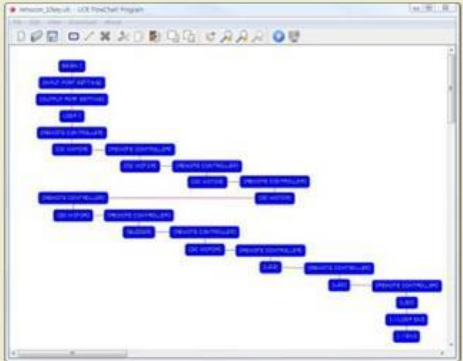
The screenshot shows the EQ-ROBO website interface. On the left is a navigation menu with links for 'Company', 'EQ Class Guide', 'EQ Class Photos', 'EQ Download', 'EQ Product', and 'Sitemap'. The main content area features two download sections. The first section, titled '[EQ-ROBO software download (Windows XP/Vista/7)]', contains the text 'Click [here](#) to download the EQ-ROBO software.' Below this is a screenshot of a USB PinChart program window. The second section, titled '[EQ-ROBO USB driver download]', contains the text 'Click [here](#) to download the EQ-ROBO USB driver.' and 'or visit the SILICON LABS ([www.silabs.com](http://www.silabs.com)) to download the "CP210x USB to UART Bridge VCP Drivers"'. A red arrow points from the word 'Click' to the 'here' link in the second section.

Company

- EQ Class Guide
- EQ Class Photos
- EQ Download
- EQ Product
- Sitemap

**[EQ-ROBO software download (Windows XP/Vista/7)]**

Click [here](#) to download the EQ-ROBO software.



**[EQ-ROBO USB driver download]**

Click [here](#) to download the EQ-ROBO USB driver.

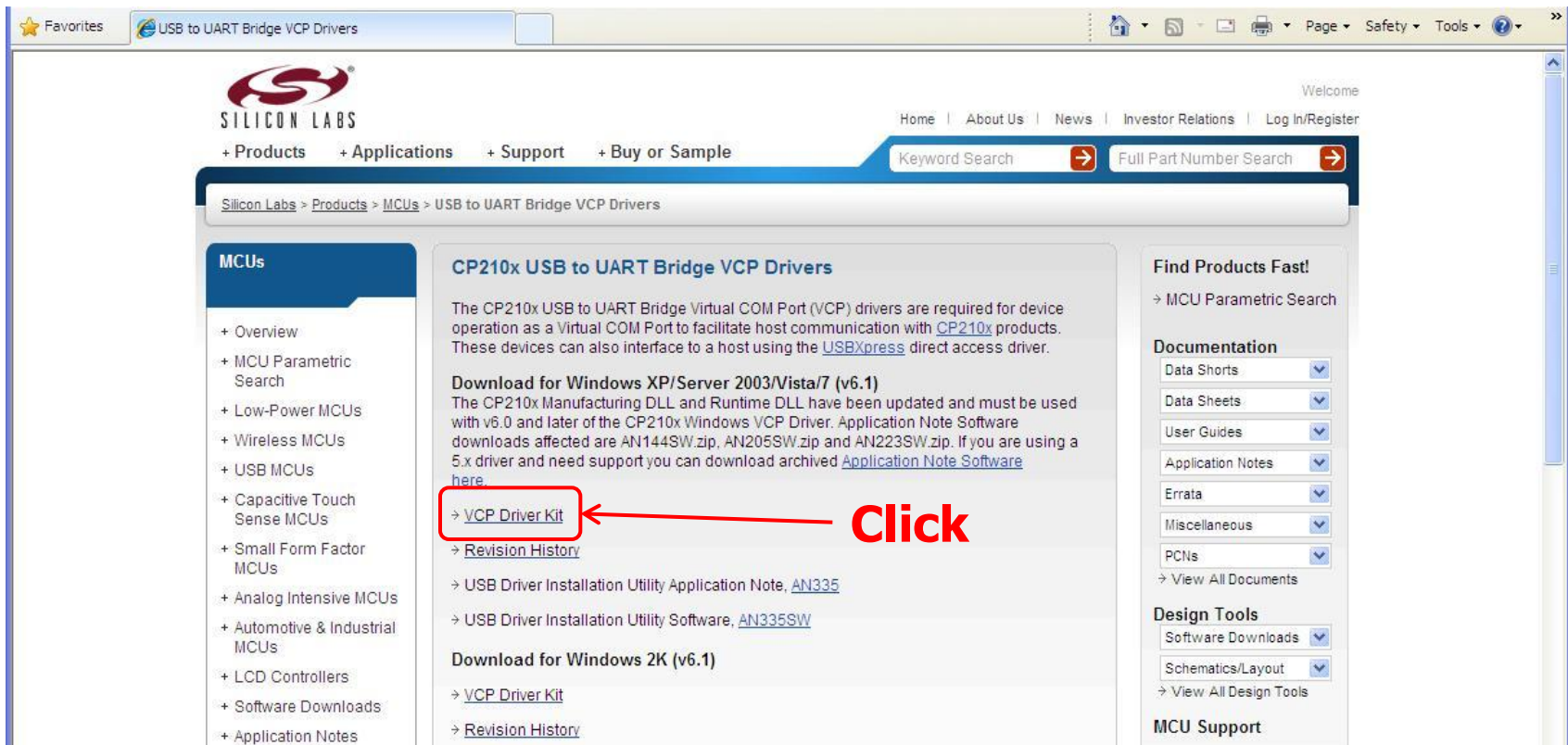
or visit the SILICON LABS ([www.silabs.com](http://www.silabs.com)) to download the "CP210x USB to UART Bridge VCP Drivers"

**Click**

# 0-1. Program Download

MICROSOFT's  
Windows XP

## (0-1-3-1) Download CP210x\_VCP\_Win\_XP\_S2K3\_Vista\_7.exe



The screenshot shows the Silicon Labs website interface. The main content area is titled "CP210x USB to UART Bridge VCP Drivers". It contains a description of the drivers and two download sections. The first section is "Download for Windows XP/Server 2003/Vista/7 (v6.1)", which includes a link to the "VCP Driver Kit" highlighted with a red box and a red arrow pointing to it with the word "Click" next to it. The second section is "Download for Windows 2K (v6.1)", which also includes a link to the "VCP Driver Kit".

**MCUs**

- + Overview
- + MCU Parametric Search
- + Low-Power MCUs
- + Wireless MCUs
- + USB MCUs
- + Capacitive Touch Sense MCUs
- + Small Form Factor MCUs
- + Analog Intensive MCUs
- + Automotive & Industrial MCUs
- + LCD Controllers
- + Software Downloads
- + Application Notes

**CP210x USB to UART Bridge VCP Drivers**

The CP210x USB to UART Bridge Virtual COM Port (VCP) drivers are required for device operation as a Virtual COM Port to facilitate host communication with [CP210x](#) products. These devices can also interface to a host using the [USBXpress](#) direct access driver.

**Download for Windows XP/Server 2003/Vista/7 (v6.1)**

The CP210x Manufacturing DLL and Runtime DLL have been updated and must be used with v6.0 and later of the CP210x Windows VCP Driver. Application Note Software downloads affected are AN144SW.zip, AN205SW.zip and AN223SW.zip. If you are using a 5.x driver and need support you can download archived [Application Note Software here](#).

→ **VCP Driver Kit** ← **Click**

→ [Revision History](#)

→ USB Driver Installation Utility Application Note, [AN335](#)

→ USB Driver Installation Utility Software, [AN335SW](#)

**Download for Windows 2K (v6.1)**

→ [VCP Driver Kit](#)

→ [Revision History](#)

**Find Products Fast!**

→ MCU Parametric Search

**Documentation**

- Data Shorts
- Data Sheets
- User Guides
- Application Notes
- Errata
- Miscellaneous
- PCNs

→ View All Documents

**Design Tools**

- Software Downloads
- Schematics/Layout

→ View All Design Tools

**MCU Support**

# 0-1. Program Download

MICROSOFT'S  
Windows XP

## (0-1-3-2) Download CP210x\_VCP\_Win\_XP\_S2K3\_Vista\_7.exe

The screenshot shows a web browser window displaying the Silicon Labs website. A "File Download - Security Warning" dialog box is open in the foreground, asking "Do you want to run or save this file?". The dialog provides the following information:

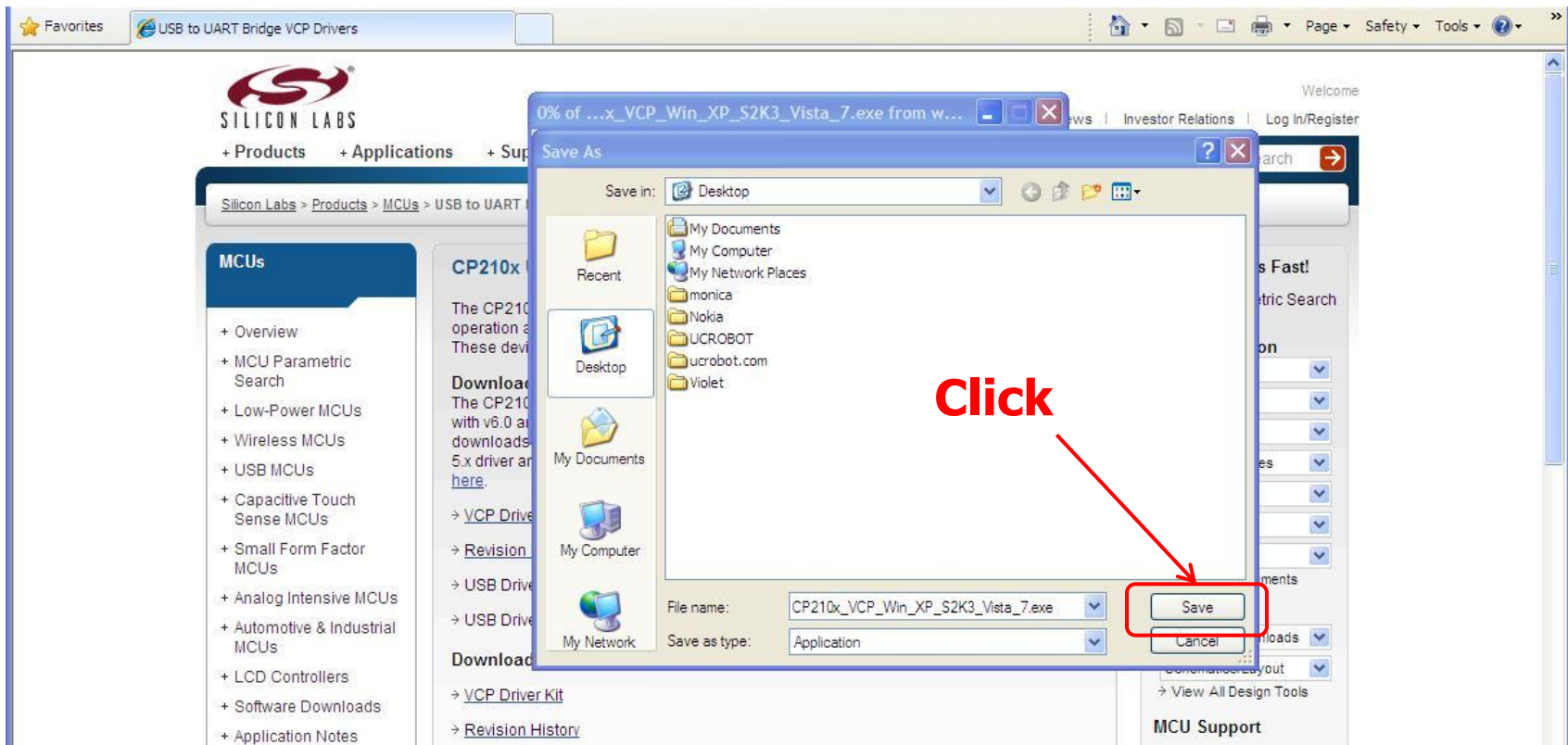
- Name: CP210x\_VCP\_Win\_XP\_S2K3\_Vista\_7.exe
- Type: Application, 6.56MB
- From: www.silabs.com

The dialog has three buttons: "Run", "Save", and "Cancel". The "Save" button is highlighted with a red box, and a red arrow points to it with the word "Click" written in red text.

The background website shows the Silicon Labs logo and navigation menus. The main content area displays information for the CP210x VCP Driver Kit, including a "Download" section and a "Download for Windows 2K (v6.1)" section. The right sidebar contains sections for "Find Products Fast!", "Documentation", "Design Tools", and "MCU Support".

# 0-1. Program Download

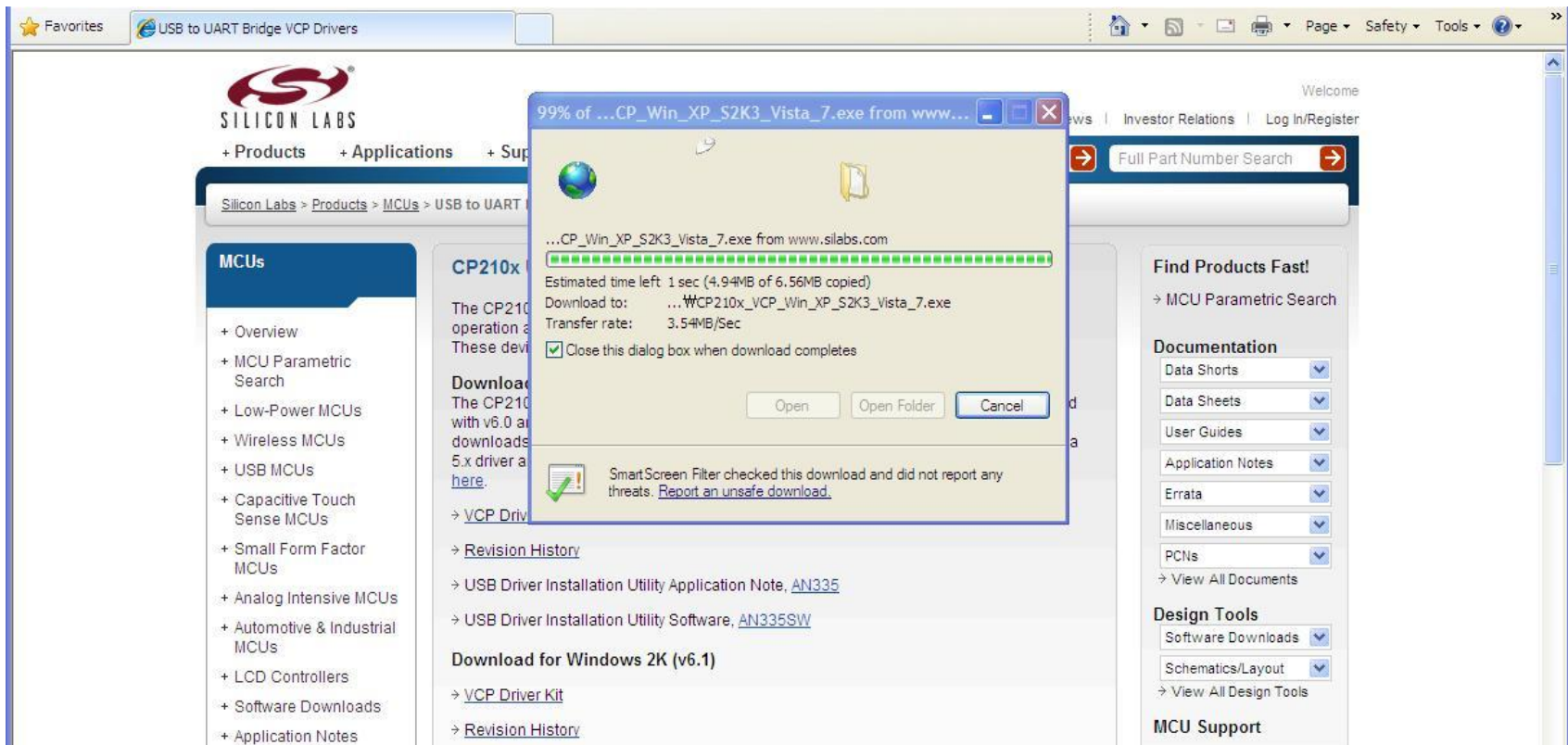
## (0-1-3-3) Download CP210x\_VCP\_Win\_XP\_S2K3\_Vista\_7.exe





# 0-1. Program Download

## (0-1-3-4) Download CP210x\_VCP\_Win\_XP\_S2K3\_Vista\_7.exe

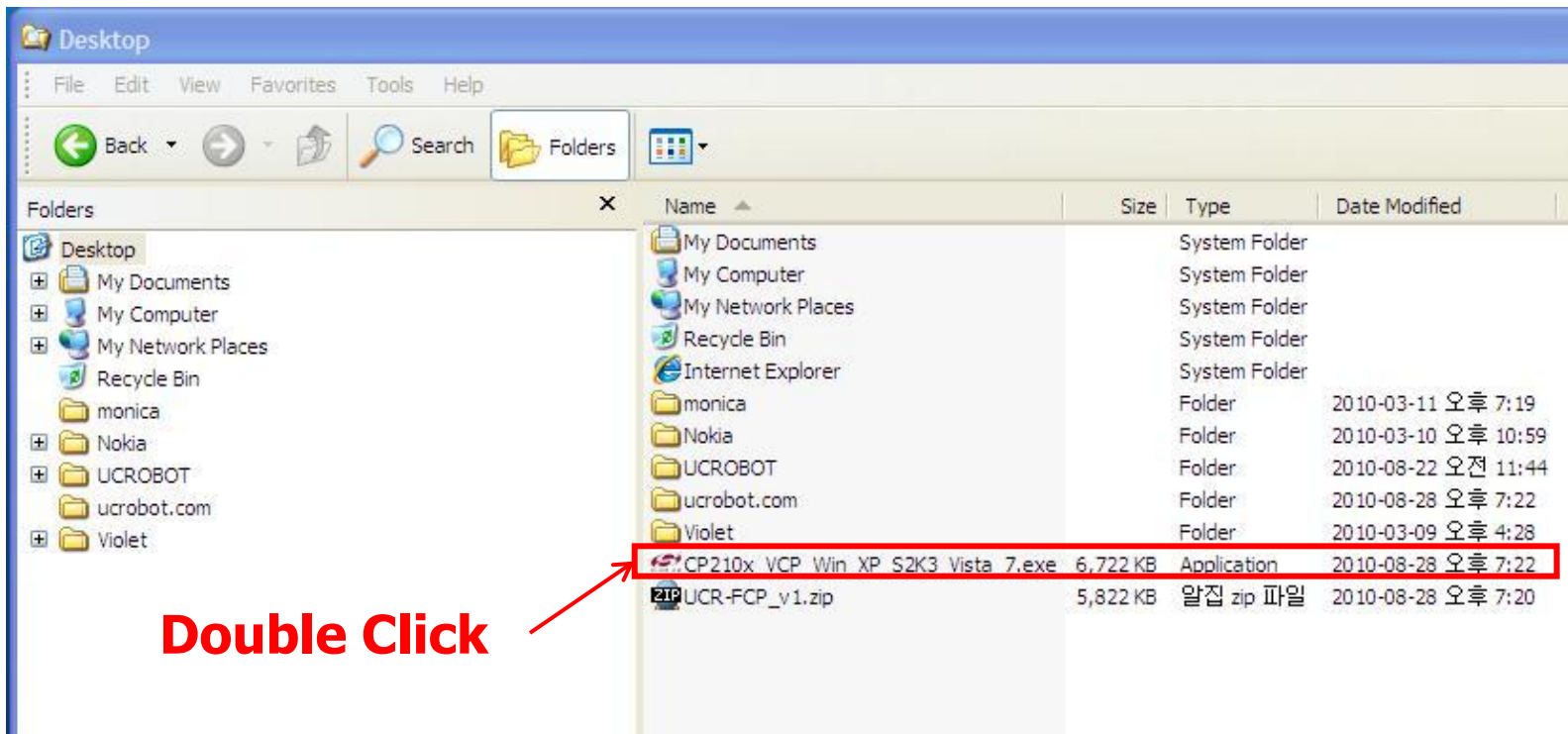


The screenshot shows a web browser window displaying the Silicon Labs website. The browser's address bar shows the URL "USB to UART Bridge VCP Drivers". The website content includes a navigation menu with "Products", "Applications", and "Support" options. A sidebar on the left lists "MCUs" with various sub-categories like "Overview", "MCU Parametric Search", "Low-Power MCUs", "Wireless MCUs", "USB MCUs", "Capacitive Touch Sense MCUs", "Small Form Factor MCUs", "Analog Intensive MCUs", "Automotive & Industrial MCUs", "LCD Controllers", "Software Downloads", and "Application Notes". The main content area is titled "CP210x" and contains text about the device's operation and a "Download" section. A download progress dialog box is overlaid on the page, showing "99% of ...CP\_Win\_XP\_S2K3\_Vista\_7.exe from www...". The dialog box includes a progress bar, a "Close this dialog box when download completes" checkbox, and buttons for "Open", "Open Folder", and "Cancel". A SmartScreen Filter notification is also visible at the bottom of the dialog box, stating "SmartScreen Filter checked this download and did not report any threats. Report an unsafe download."

# 0-2. Install the USB Driver

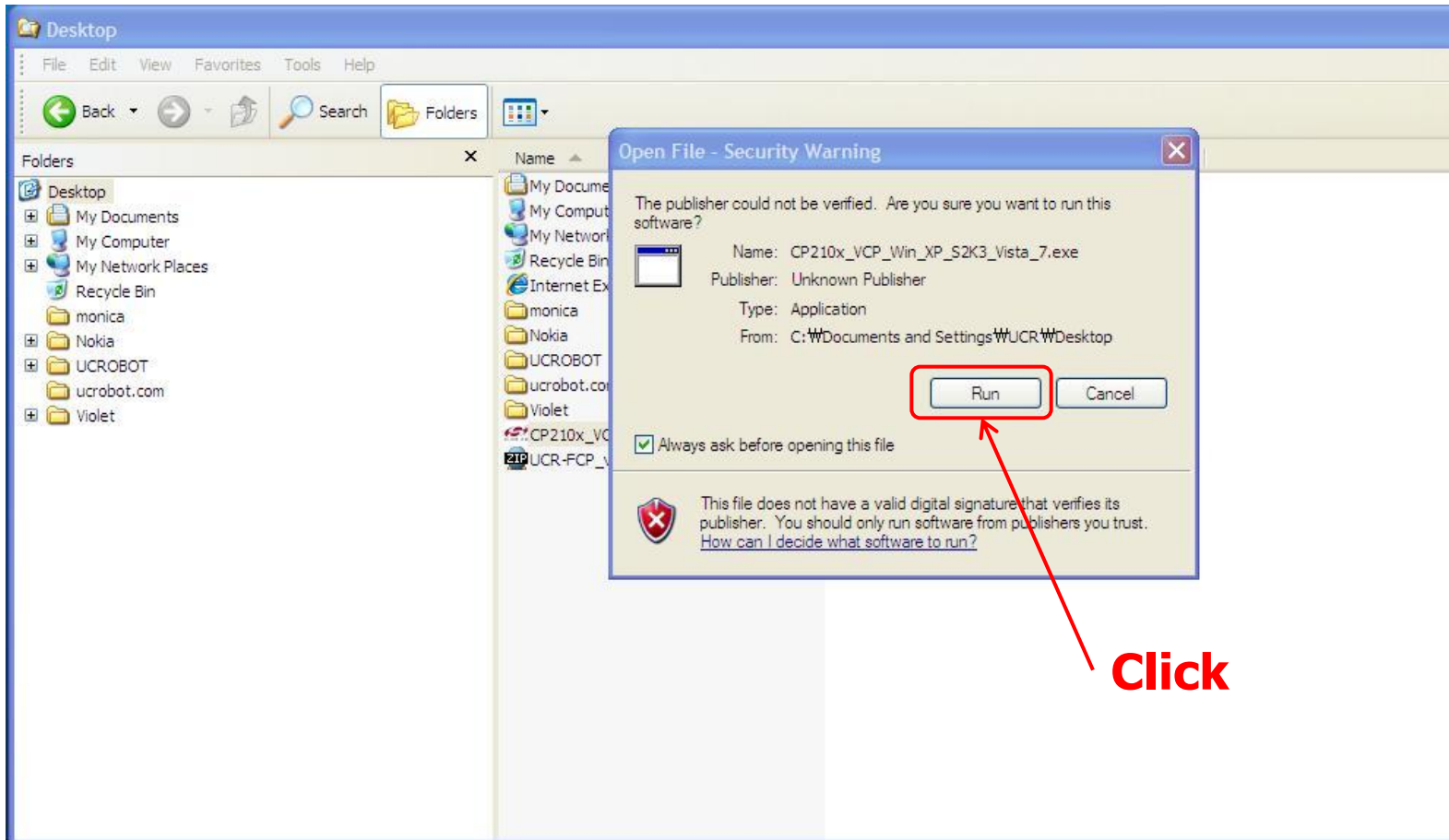
## (0-2-1) Install the USB driver

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

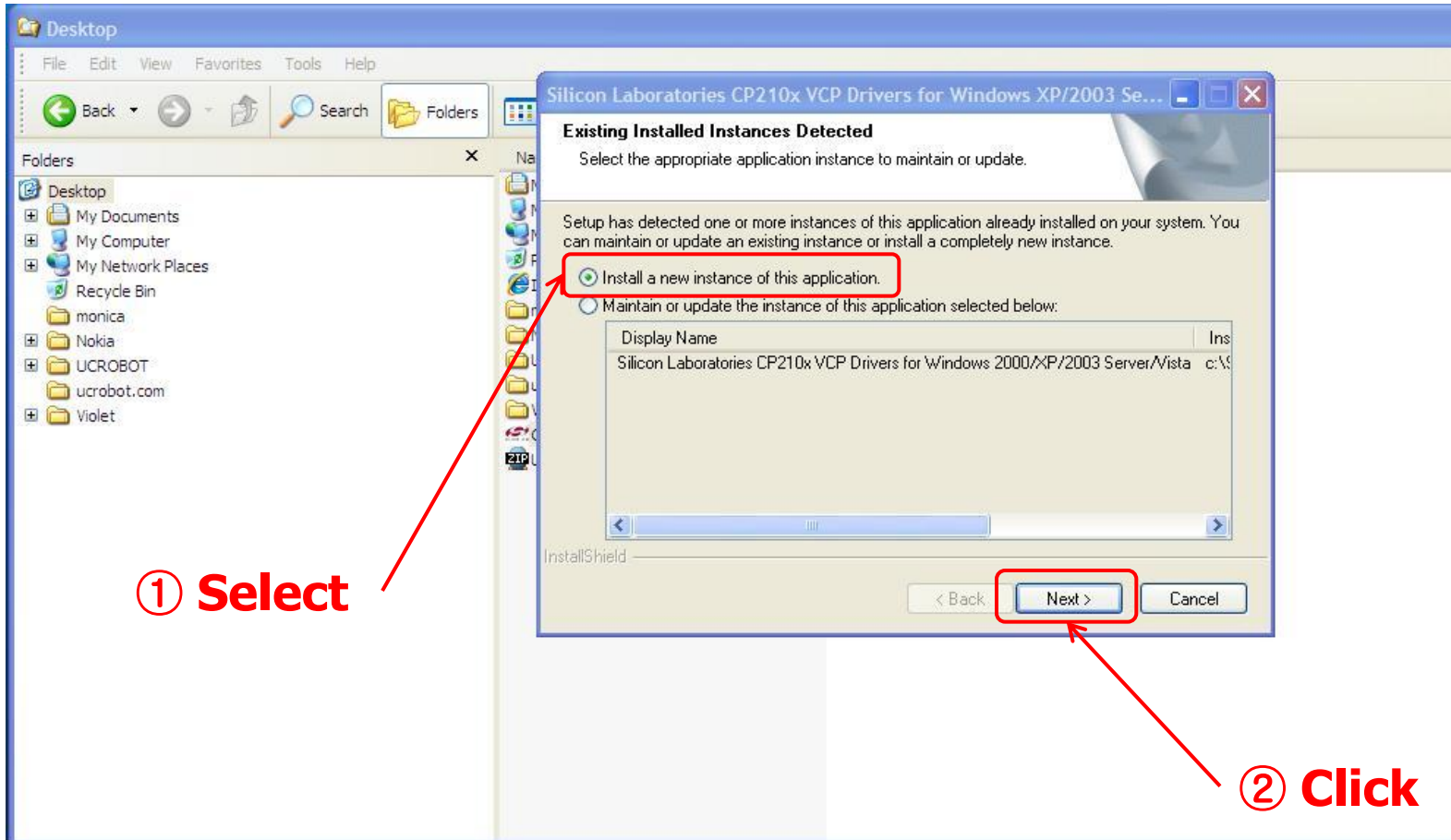
## (0-2-2) Install the USB driver





# 0-2. Install the USB Driver

## (0-2-3) Install the USB driver



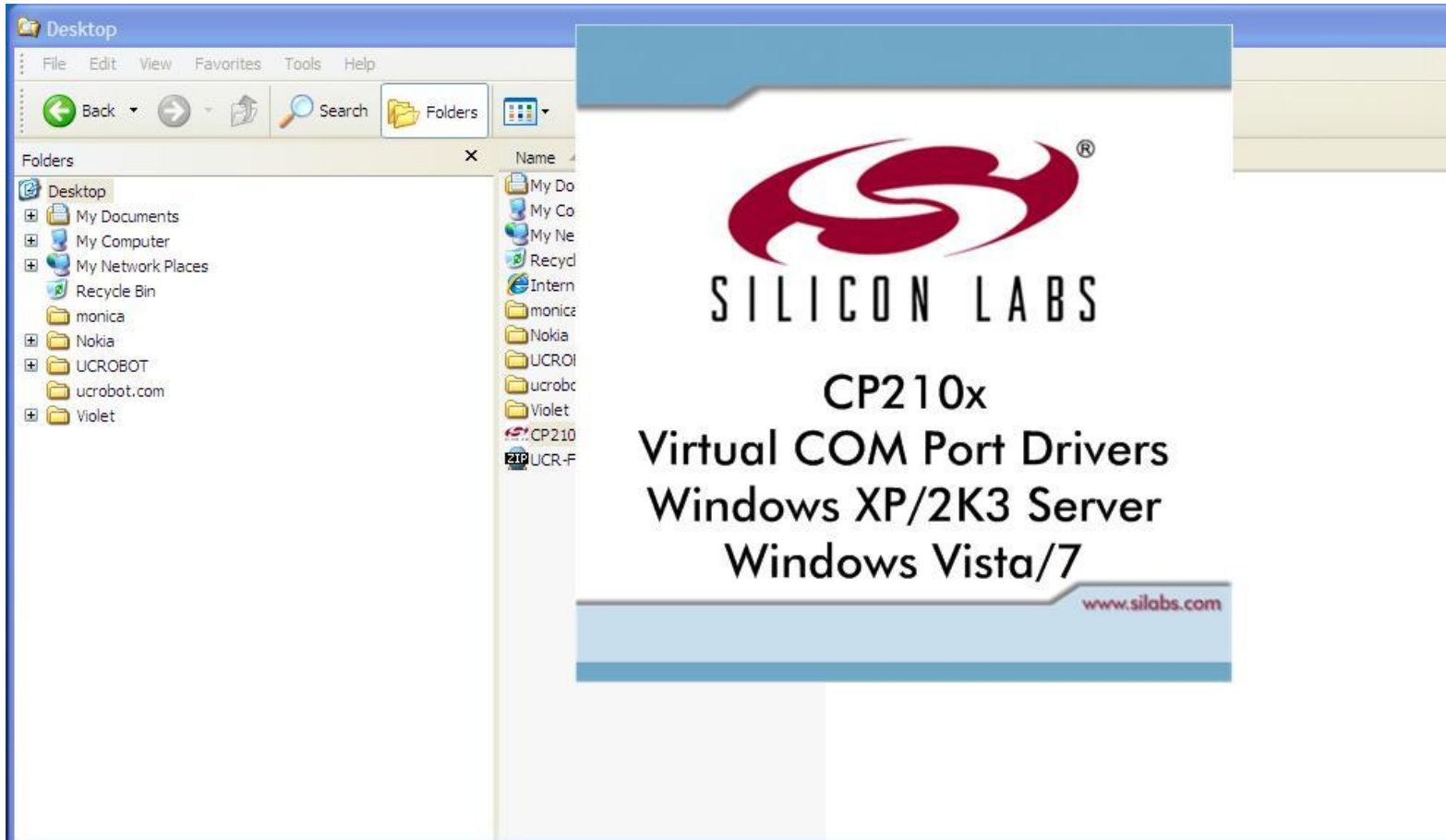
① Select

② Click

# 0-2. Install the USB Driver

MICROSOFT's  
Windows XP

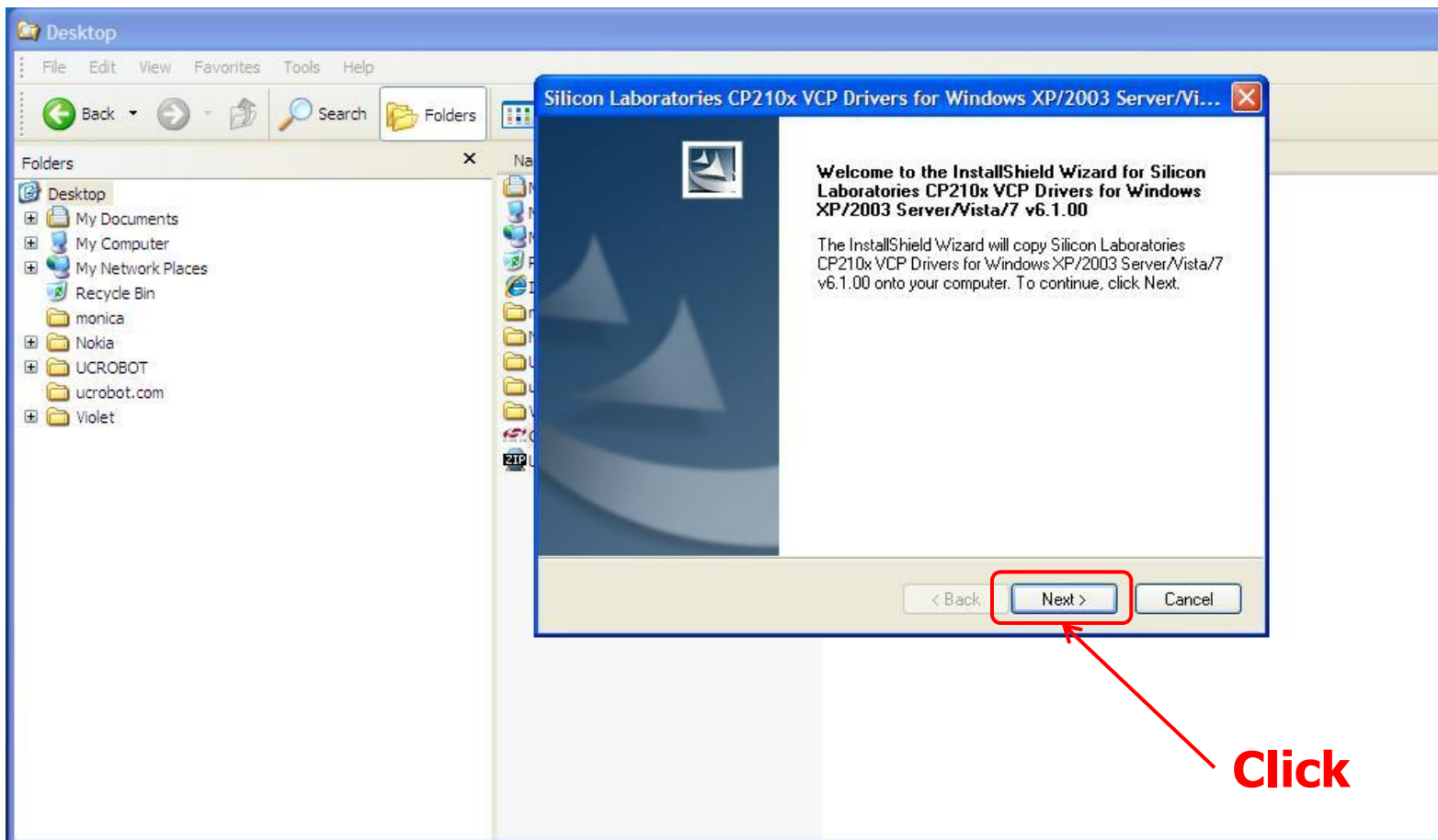
## (0-2-4) Install the USB driver



# 0-2. Install the USB Driver

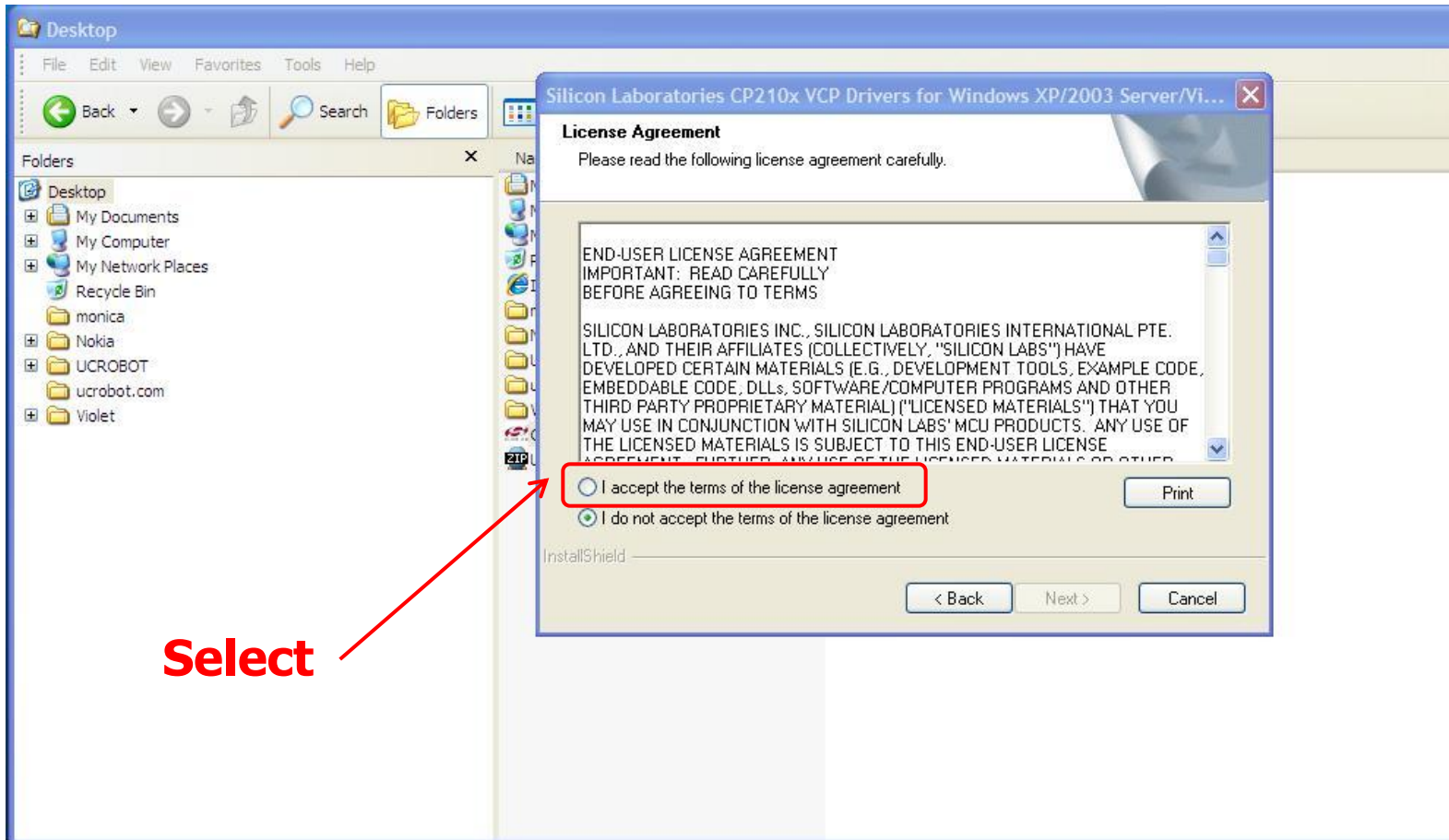
MICROSOFT'S  
Windows XP

## (0-2-5) Install the USB driver



# 0-2. Install the USB Driver

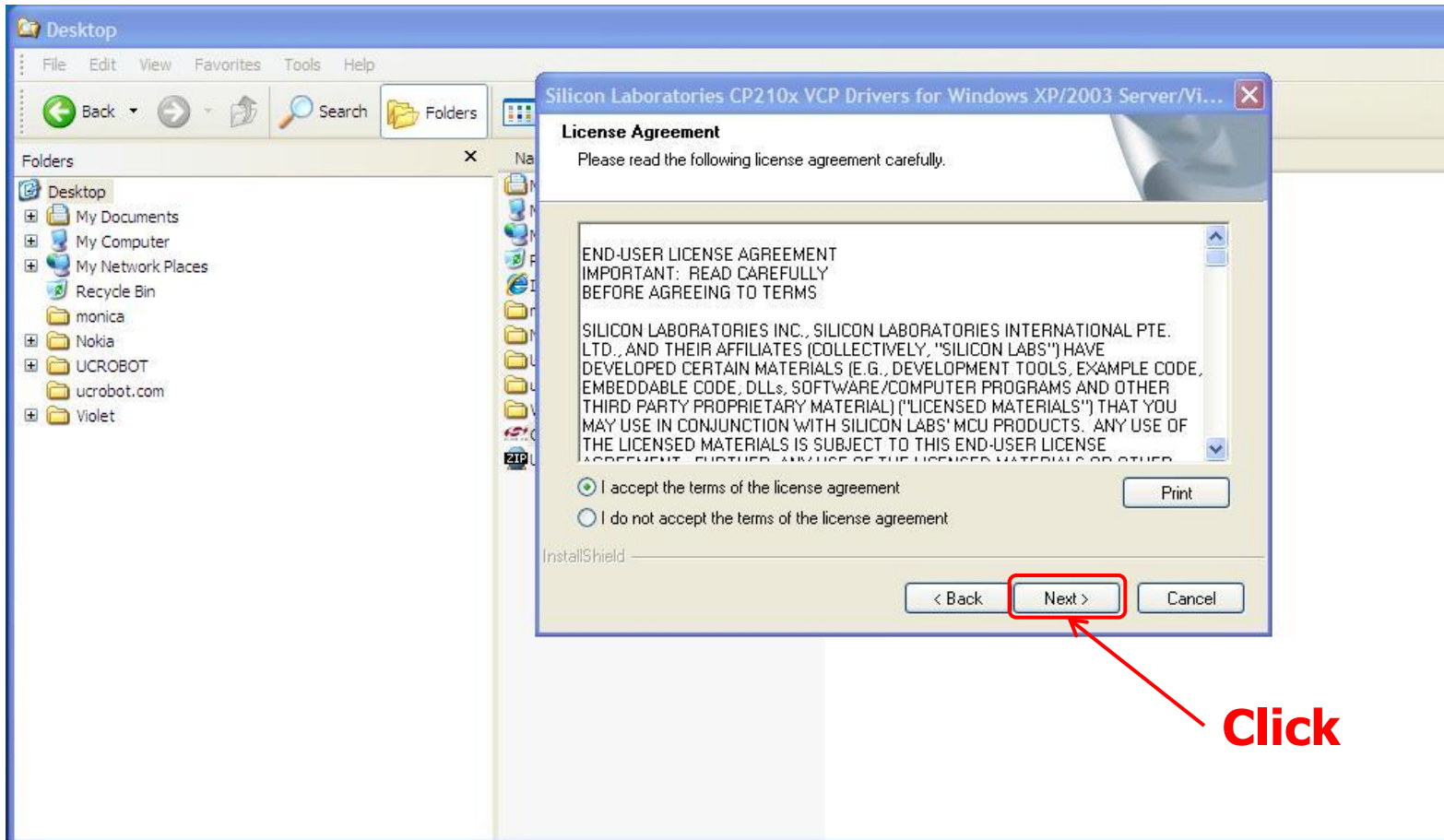
## (0-2-6) Install the USB driver



**Select**

# 0-2. Install the USB Driver

## (0-2-7) Install the USB driver

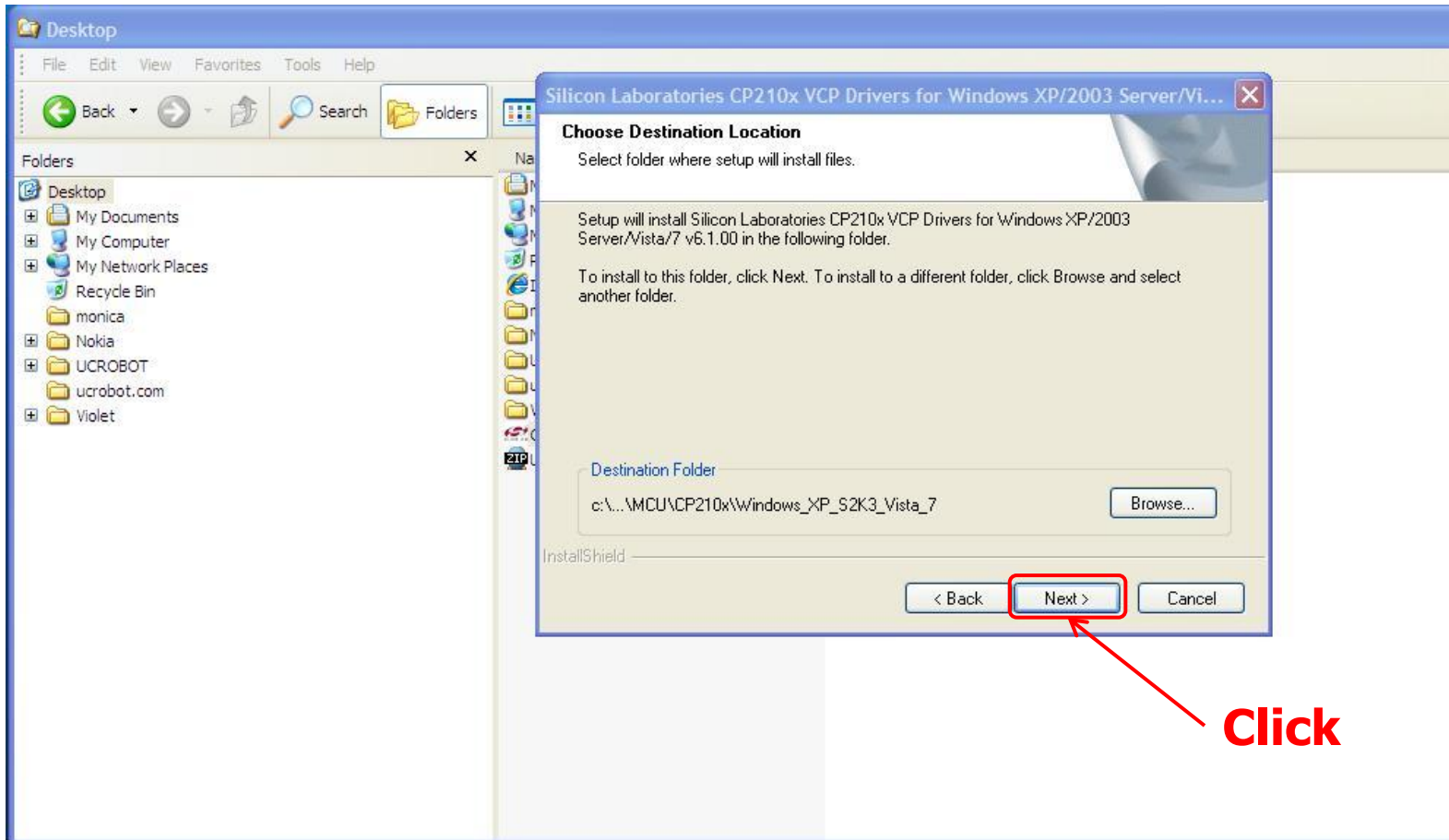


**Click**

# 0-2. Install the USB Driver

MICROSOFT's  
Windows XP

## (0-2-8) Install the USB driver

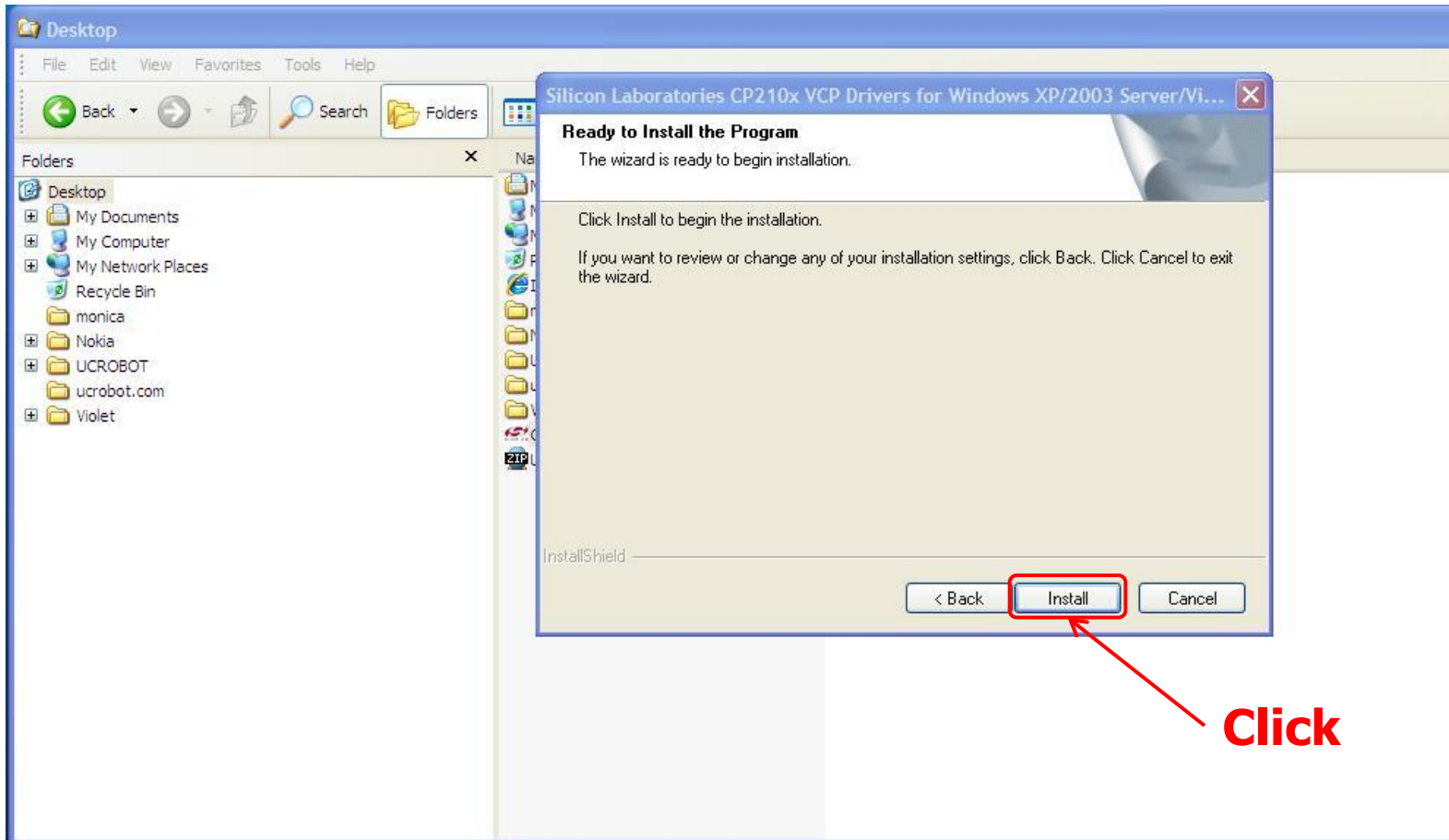


**Click**

# 0-2. Install the USB Driver

MICROSOFT'S  
Windows XP

## (0-2-9) Install the USB driver

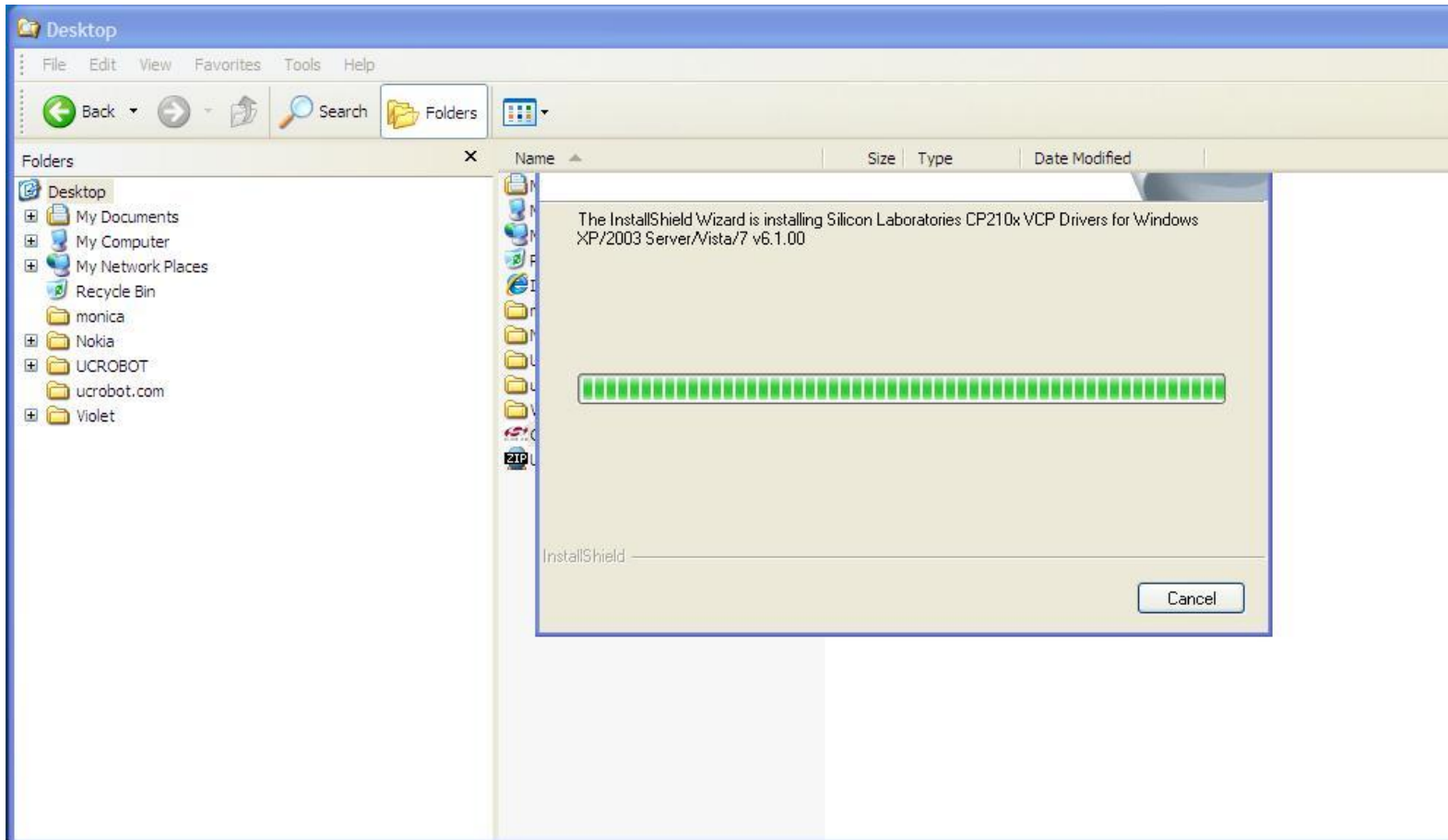


**Click**



# 0-2. Install the USB Driver

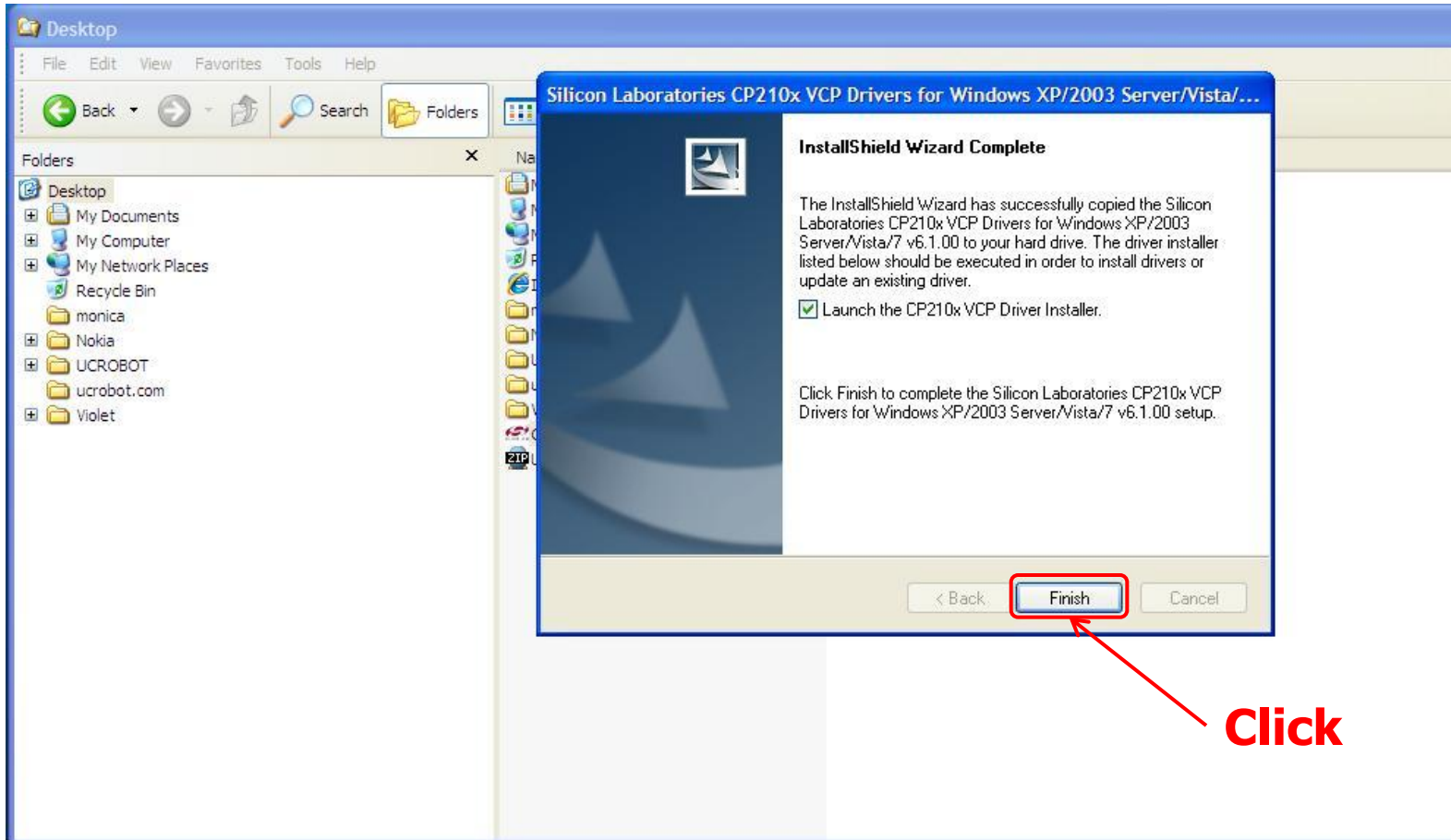
## (0-2-10) Install the USB driver





# 0-2. Install the USB Driver

## (0-2-11) Install the USB driver

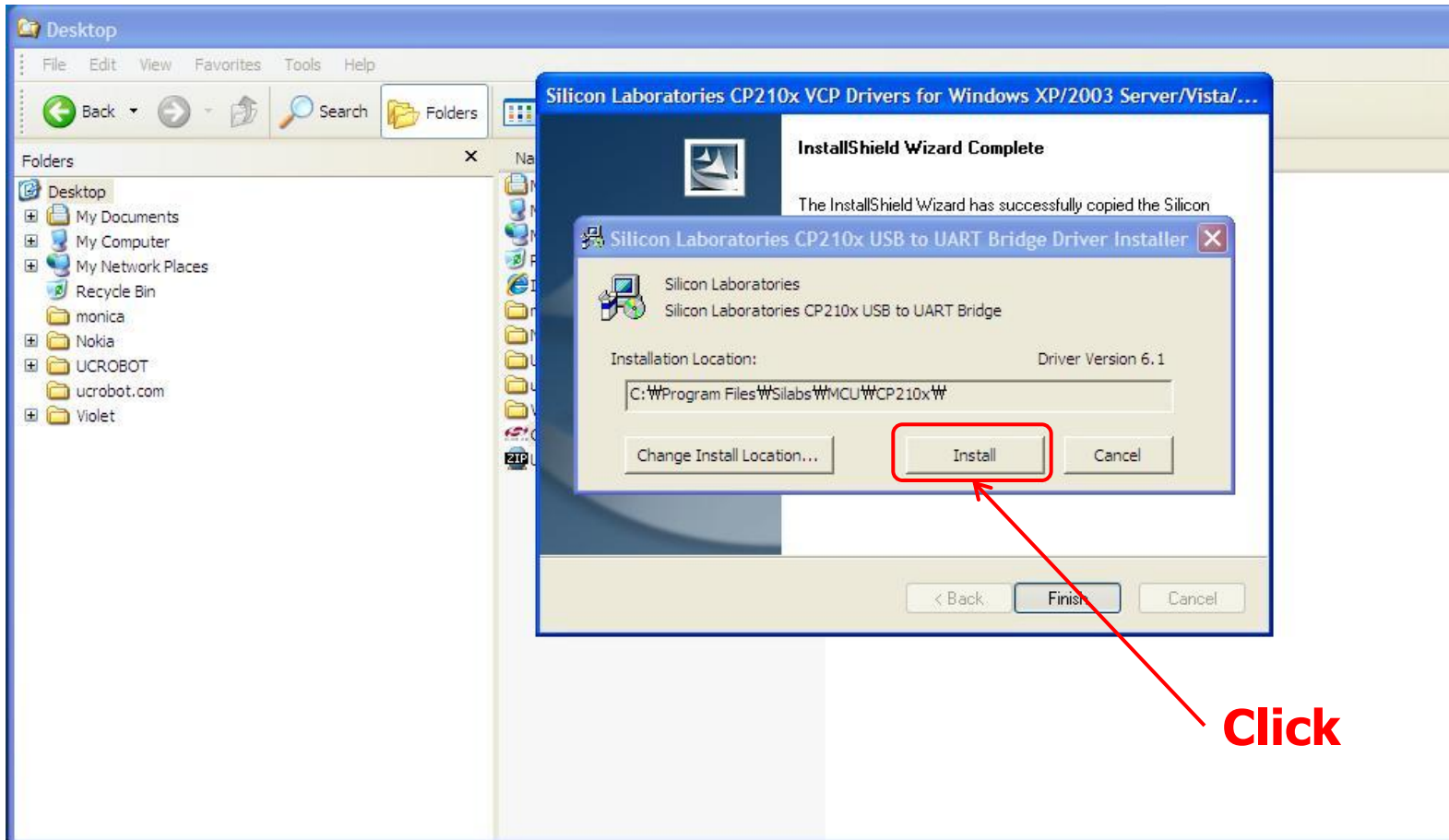


**Click**

# 0-2. Install the USB Driver

MICROSOFT'S  
Windows XP

## (0-2-12) Install the USB driver

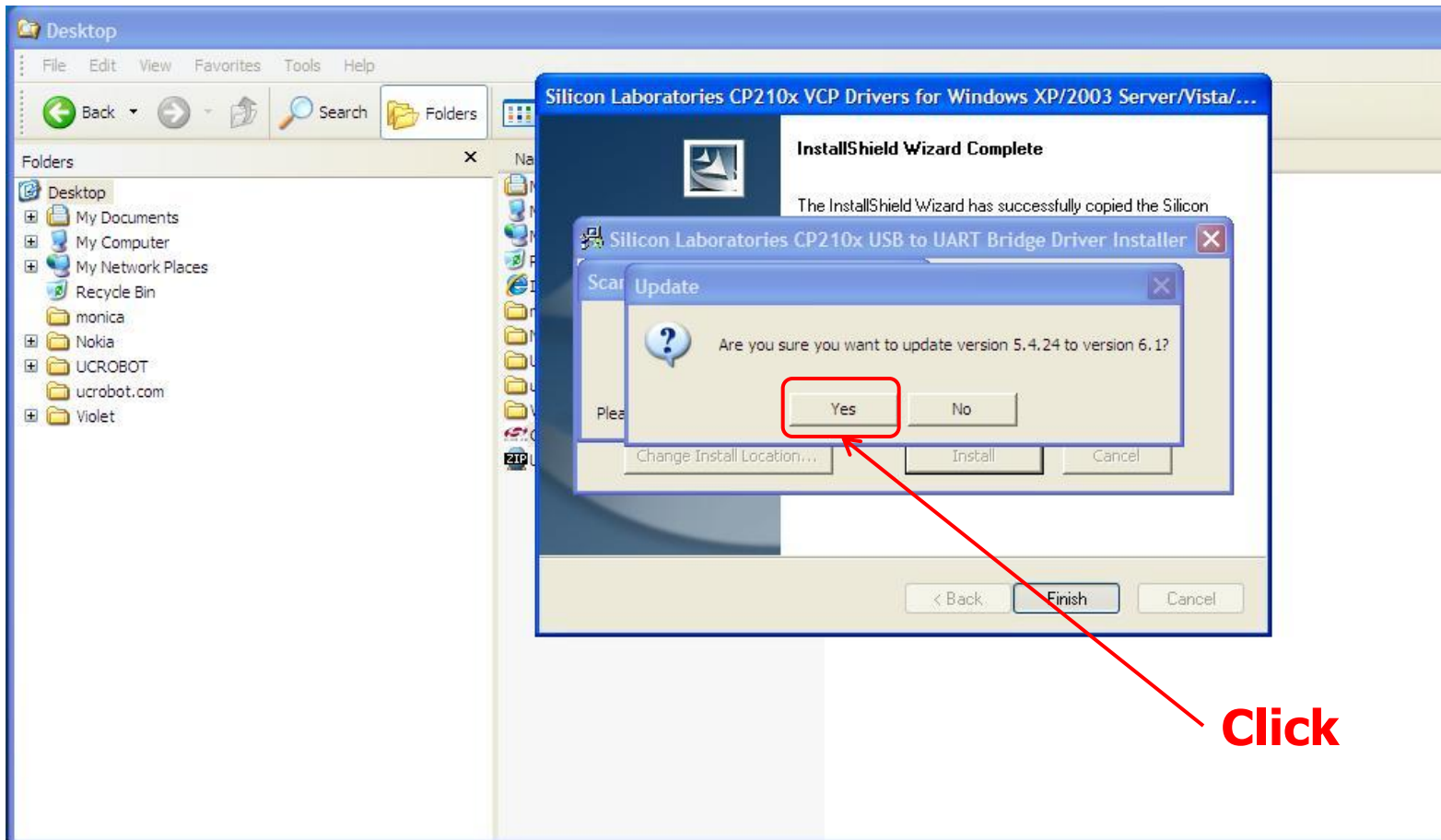


**Click**

# 0-2. Install the USB Driver

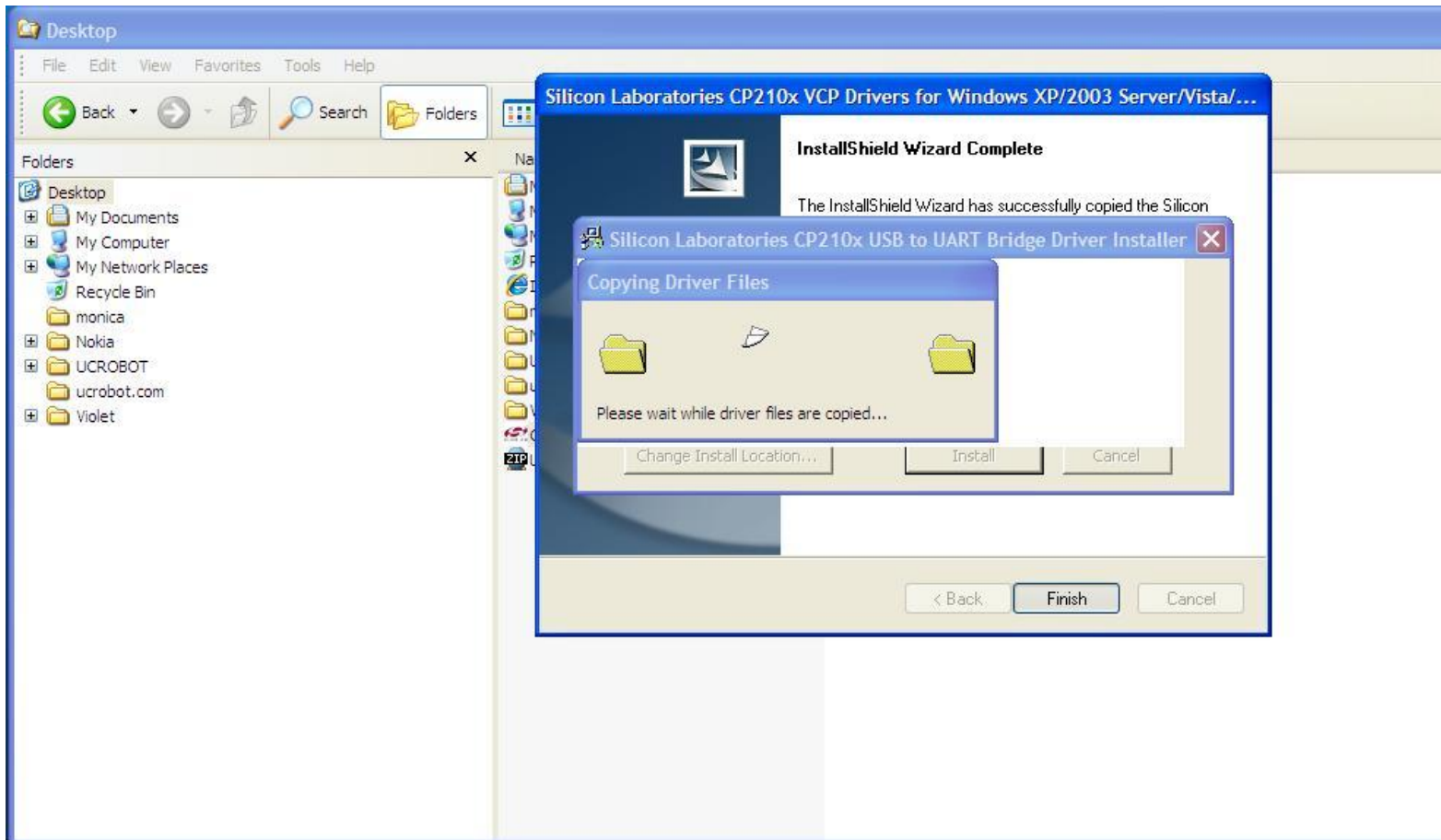
MICROSOFT'S  
Windows XP

## (0-2-13) Install the USB driver



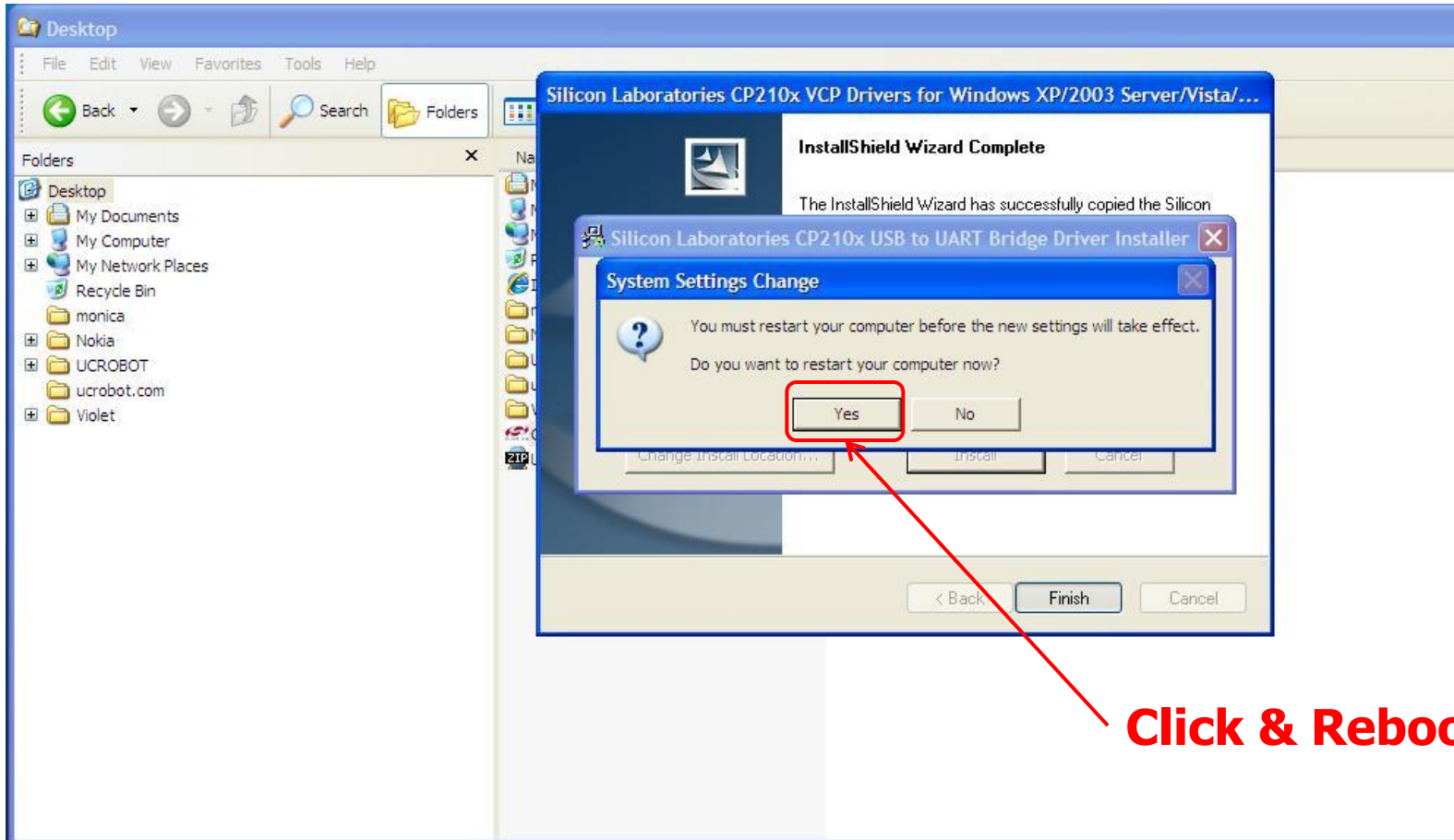
# 0-2. Install the USB Driver

## (0-2-14) Install the USB driver



# 0-2. Install the USB Driver

## (0-2-15) Install the USB driver

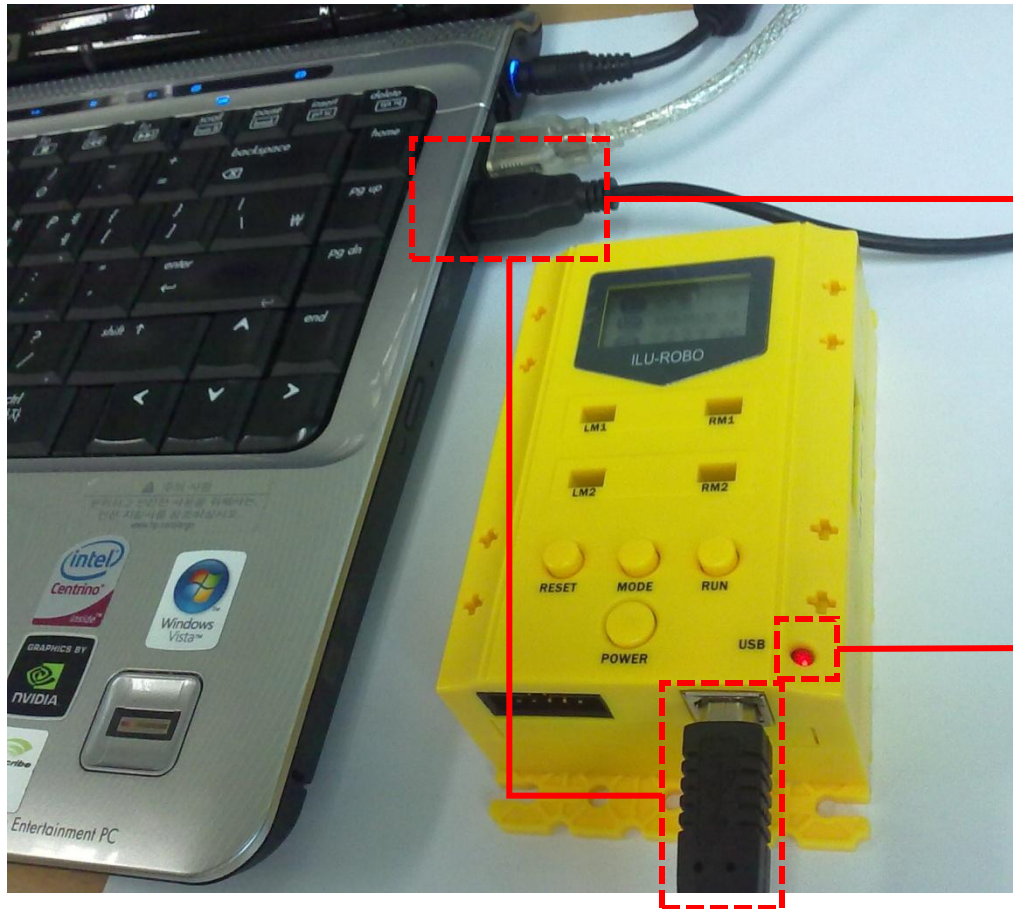


**Click & Reboot**

# 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

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

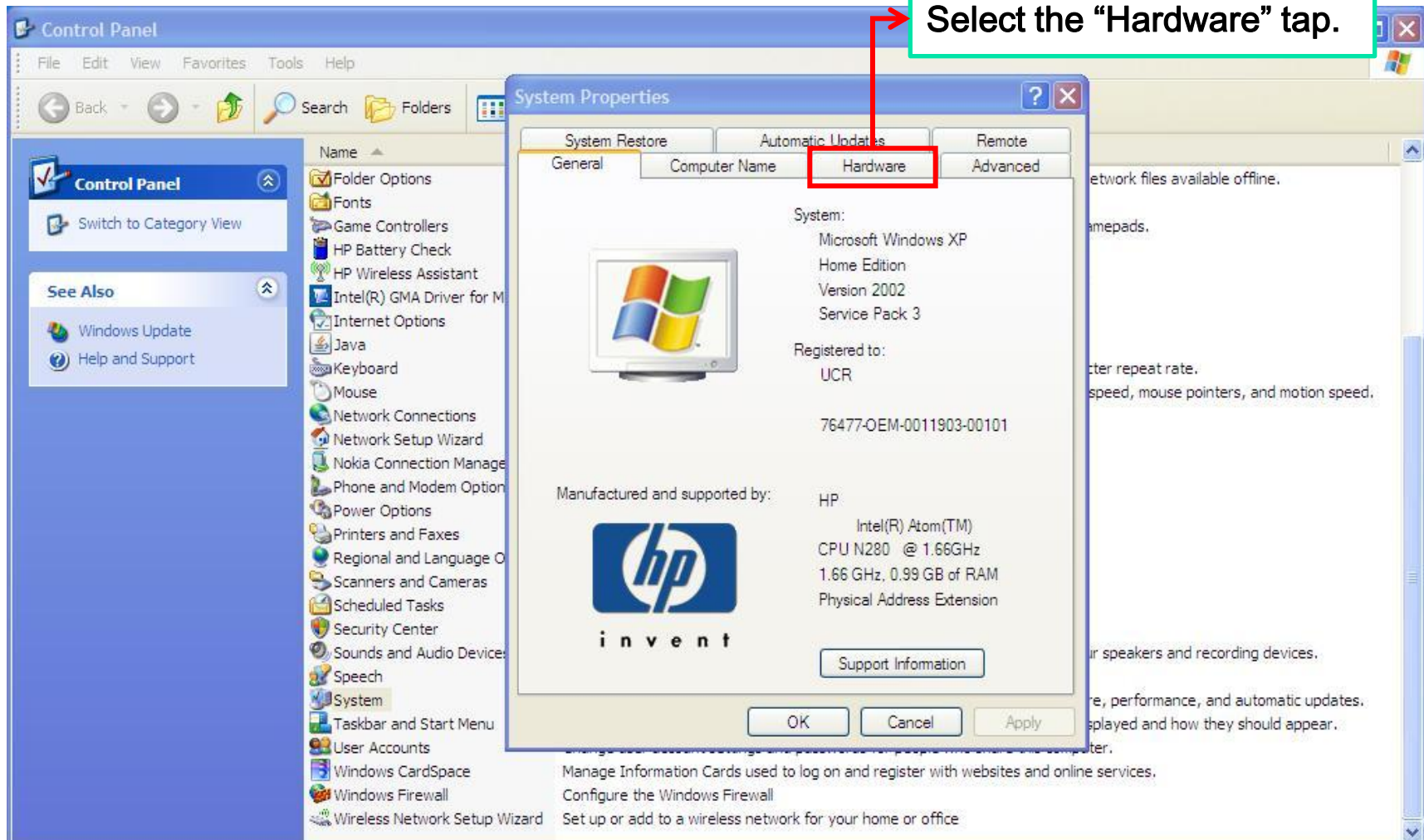
The image shows a screenshot of the Windows XP Control Panel window. The window title is "Control Panel" and it has a menu bar with "File", "Edit", "View", "Favorites", "Tools", and "Help". Below the menu bar is a navigation area with "Back", "Forward", "Home", "Search", and "Folder" icons. The main content area is a list of control panel items, each with an icon and a brief description. The "System" item is highlighted with a red box. A red arrow points from the "System" item to a text box on the right. The text box contains two numbered steps: "1. Open the 'Control panel'." and "2. Double click the 'System'.".

**You have to set the serial port between COM1 and COM6 because UCR-FCP support only COM1 ~ COM6.**

1. Open the "Control panel".
2. Double click the "System".

# 0-3. Set the serial port

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





# 0-3. Set the serial port

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

The image shows a screenshot of the Windows XP Control Panel. The 'System Properties' dialog box is open, and the 'Hardware' tab is selected. The 'Device Manager' section is visible, and the 'Device Manager' button is highlighted with a red box. A red arrow points from this button to a text box that says 'Click the "Device Manager" button.' The Control Panel window shows various system settings, including Folder Options, Fonts, Game Controllers, HP Battery Check, HP Wireless Assistant, Intel(R) GMA Driver for M, Internet Options, Java, Keyboard, Mouse, Network Connections, Network Setup Wizard, Nokia Connection Manage, Phone and Modem Option, Power Options, Printers and Faxes, Regional and Language O, Scanners and Cameras, Scheduled Tasks, Security Center, Sounds and Audio Device, Speech, System, Taskbar and Start Menu, User Accounts, Windows CardSpace, Windows Firewall, and Wireless Network Setup Wizard.

Control Panel

File Edit View Favorites

Back Search Folders

Control Panel

Switch to Category View

See Also

Windows Update

Help and Support

System Properties

System Restore Automatic Updates Remote

General Computer Name Hardware Advanced

Device Manager

The Device Manager lists all the hardware devices installed on your computer. Use the Device Manager to change the properties of any device.

Device Manager

Drivers

Driver Signing lets you make sure that installed drivers are compatible with Windows. Windows Update lets you set up how Windows connects to Windows Update for drivers.

Driver Signing Windows Update

Hardware Profiles

Hardware profiles provide a way for you to set up and store different hardware configurations.

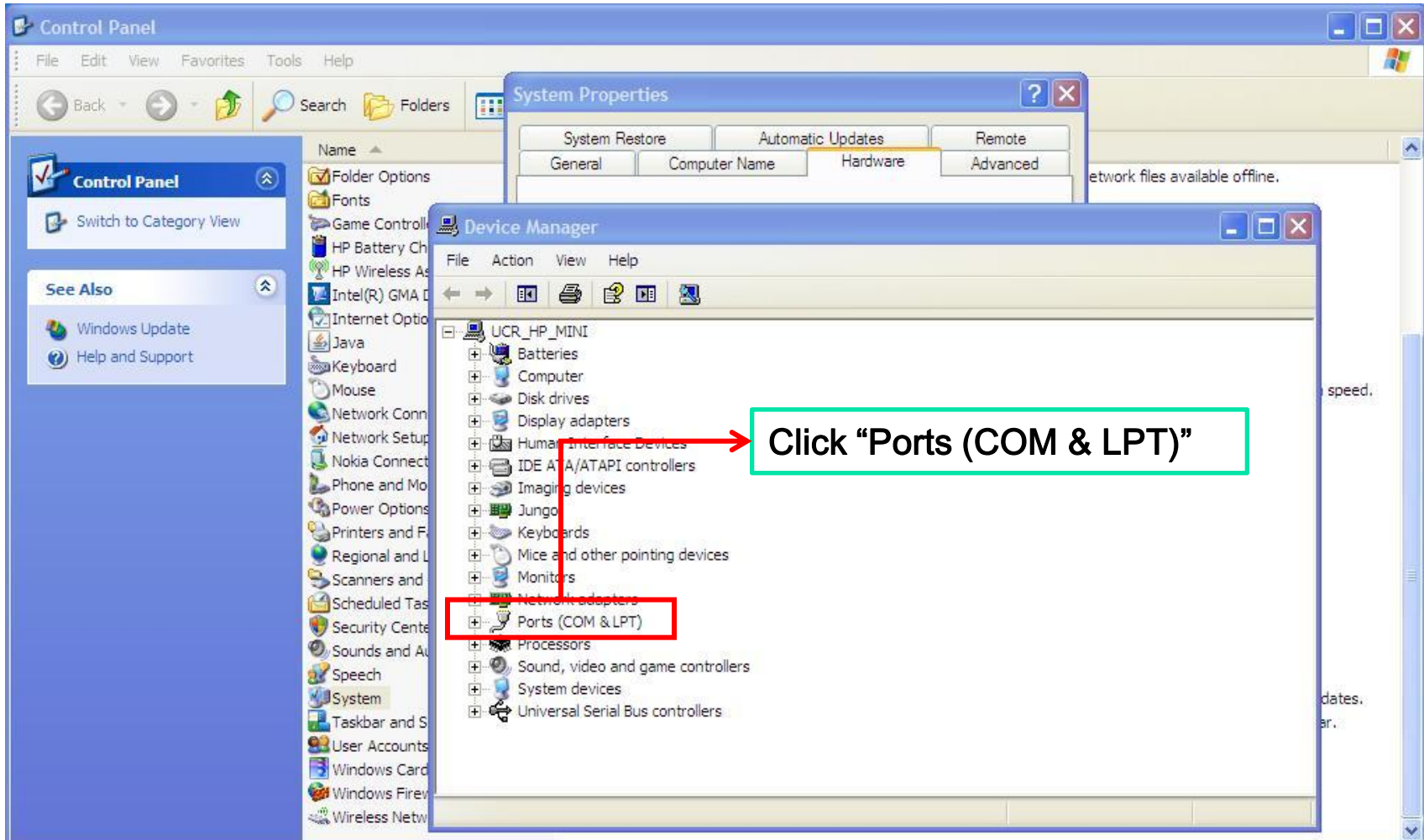
Hardware Profiles

OK Cancel Apply

Click the "Device Manager" button.

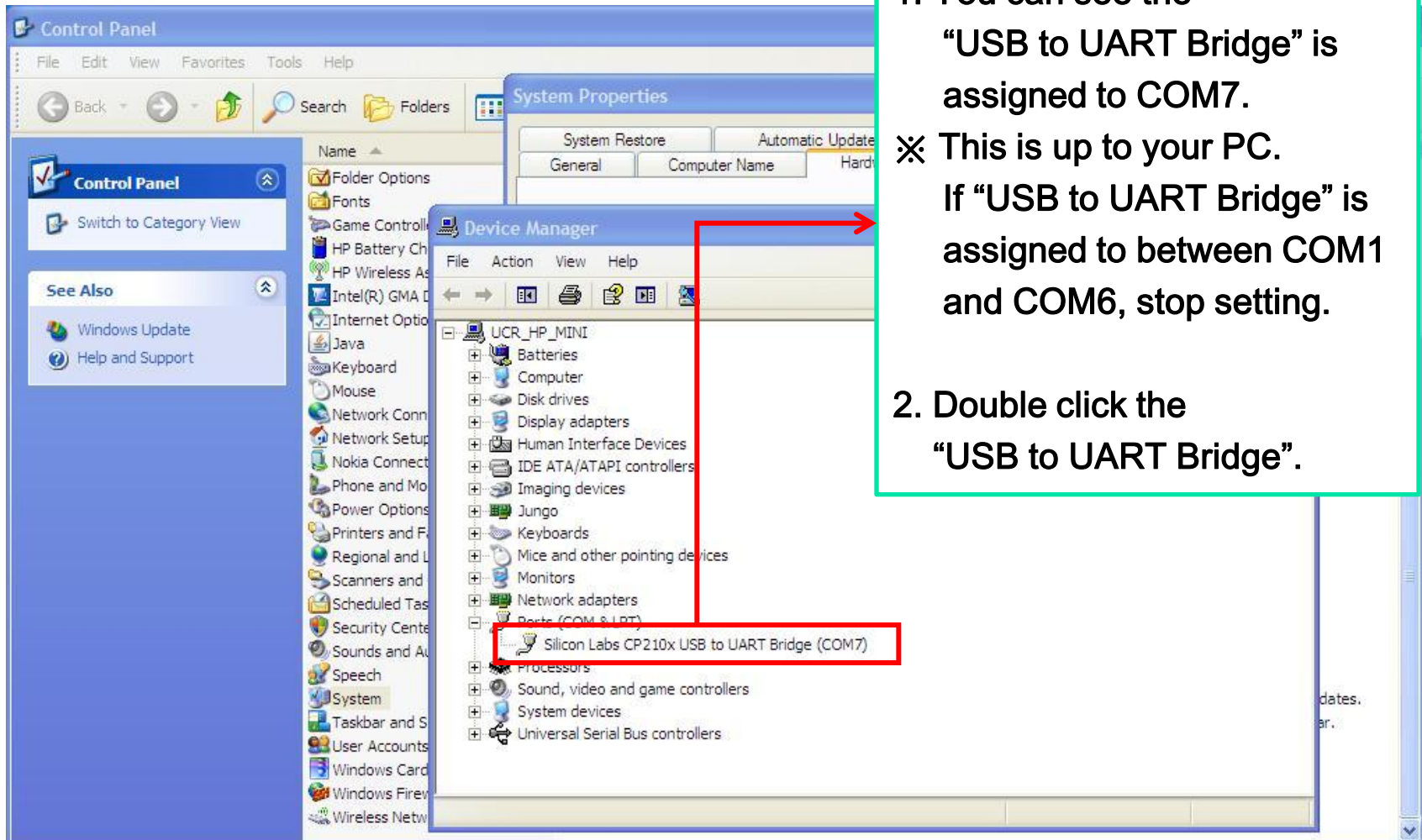
# 0-3. Set the serial port

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



# 0-3. Set the serial port

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



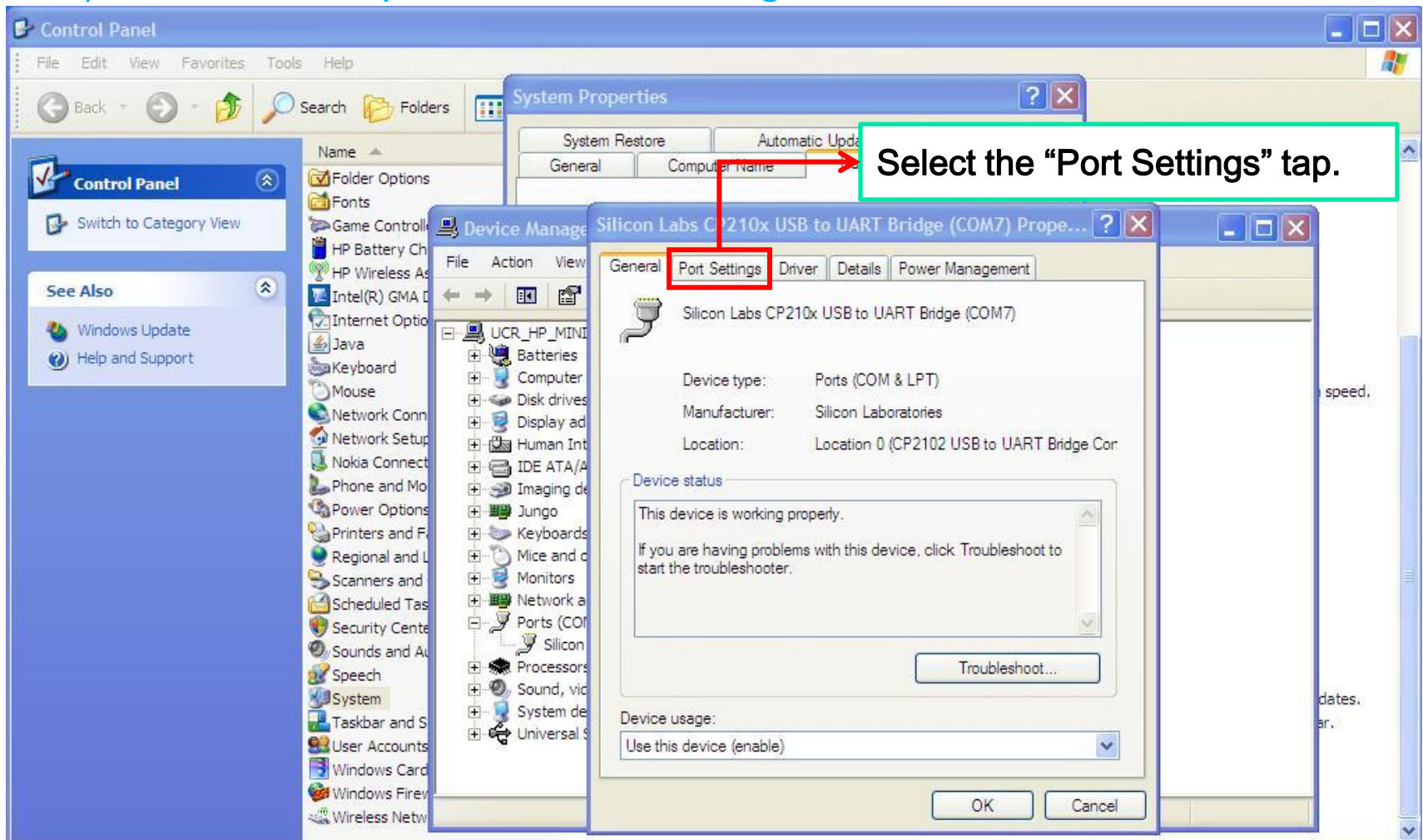
The screenshot shows the Windows XP Control Panel and Device Manager. The Control Panel window is open to the 'System Properties' tab, and the Device Manager window is open to the 'Ports (COM & LPT)' category. A red box highlights the 'Silicon Labs CP210x USB to UART Bridge (COM7)' device, and a red arrow points to it from the text box on the right.

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”.



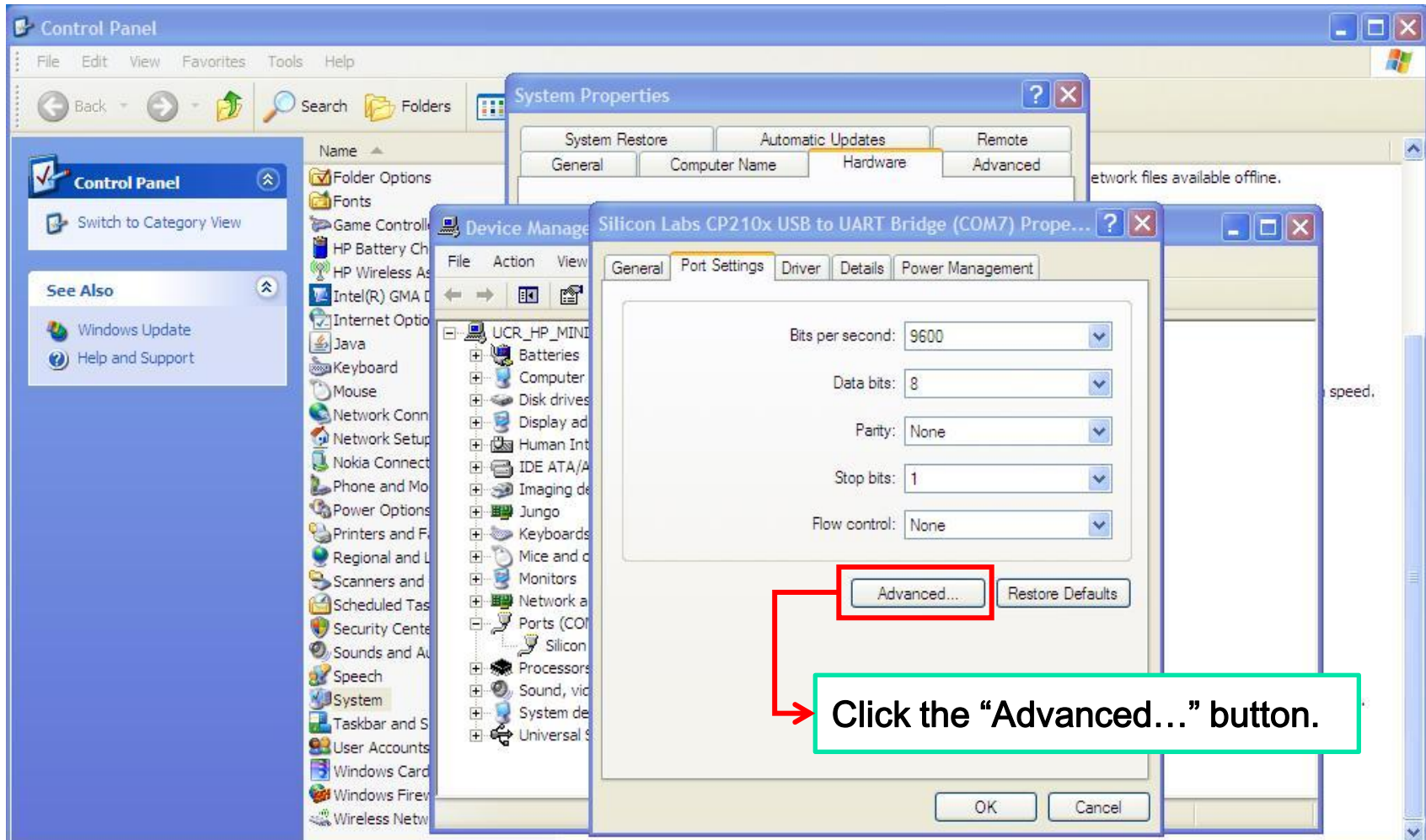
# 0-3. Set the serial port

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



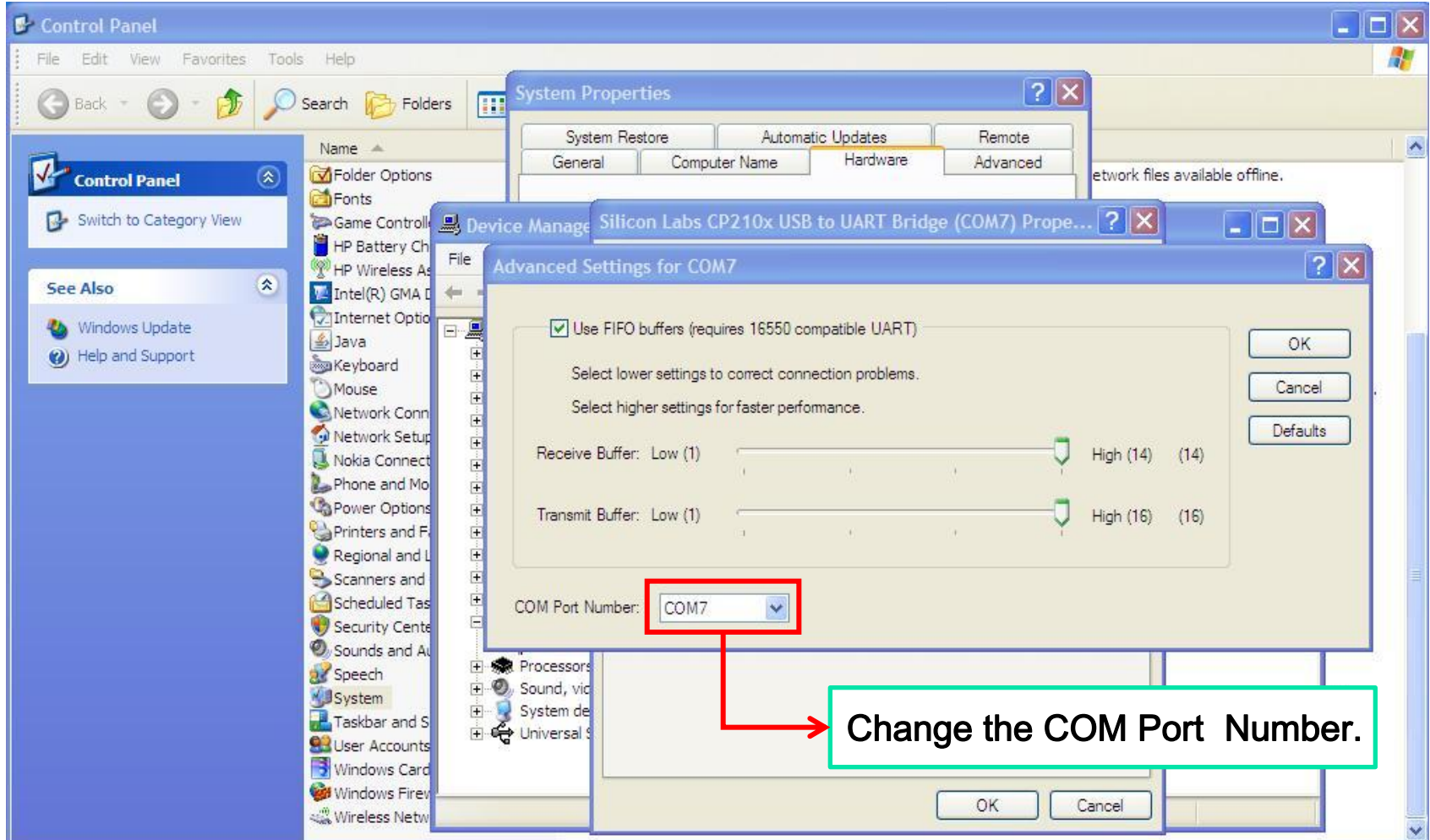
# 0-3. Set the serial port

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



# 0-3. Set the serial port

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





# 0-3. Set the serial port

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

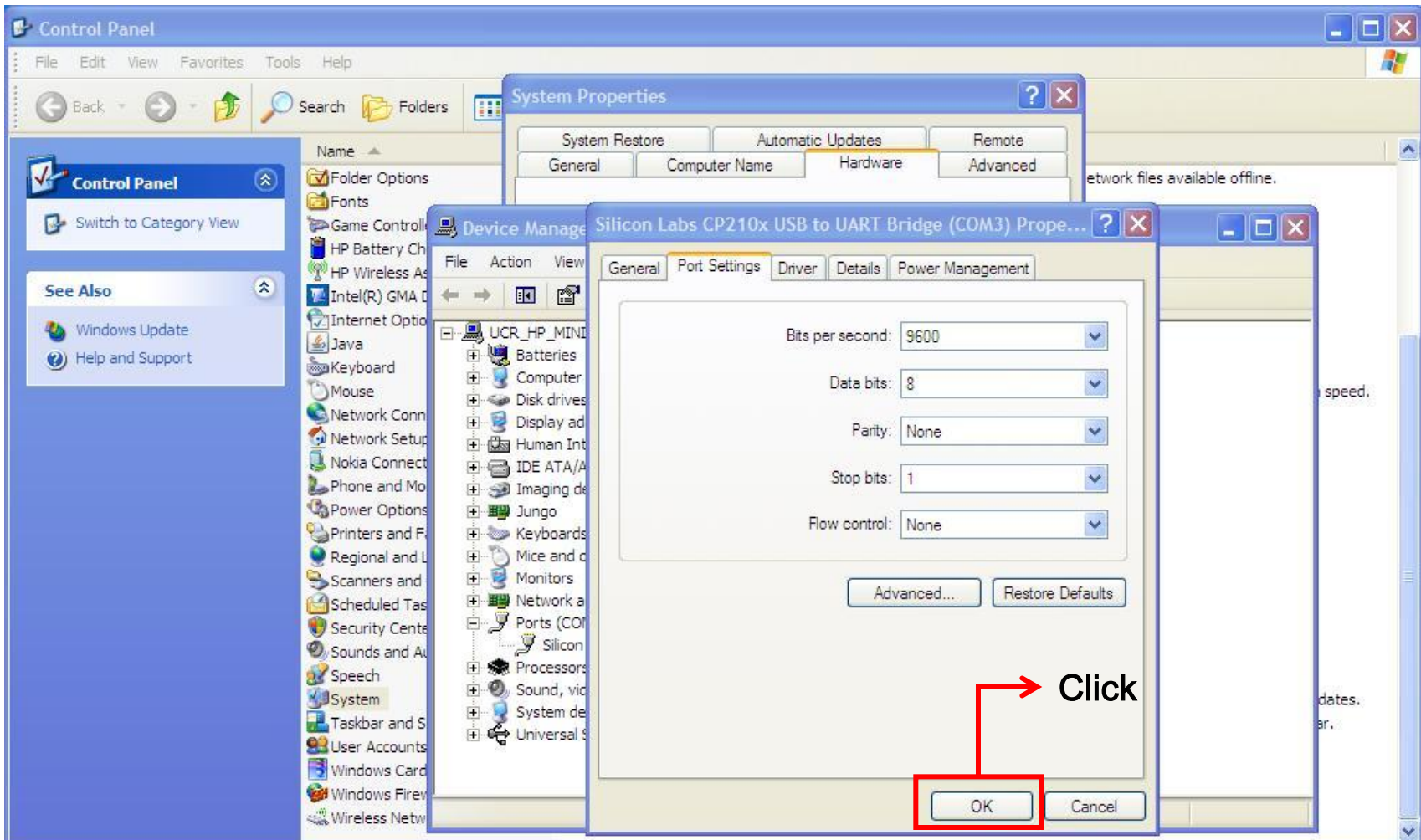
The screenshot shows the Windows XP Control Panel with the 'Device Manager' window open. The 'Silicon Labs' device is selected, and the 'Advanced Settings' dialog box is displayed. In this dialog, the 'COM Port Number' dropdown menu is open, showing a list of COM ports from COM3 to COM32. COM3 is highlighted with a red box. A red arrow points from this box to a text box containing the first instruction. The 'Advanced Settings' dialog also has the 'Use FIFO buffer' checkbox checked. The 'OK' button in the dialog is also highlighted with a red box, with a red arrow pointing to a second text box containing the second instruction.

1. Select "COM3" which is not used.  
✘ It may be different each computer.  
You can use one of them which is not used.

2. Click the "OK" button to finish setting.

# 0-3. Set the serial port

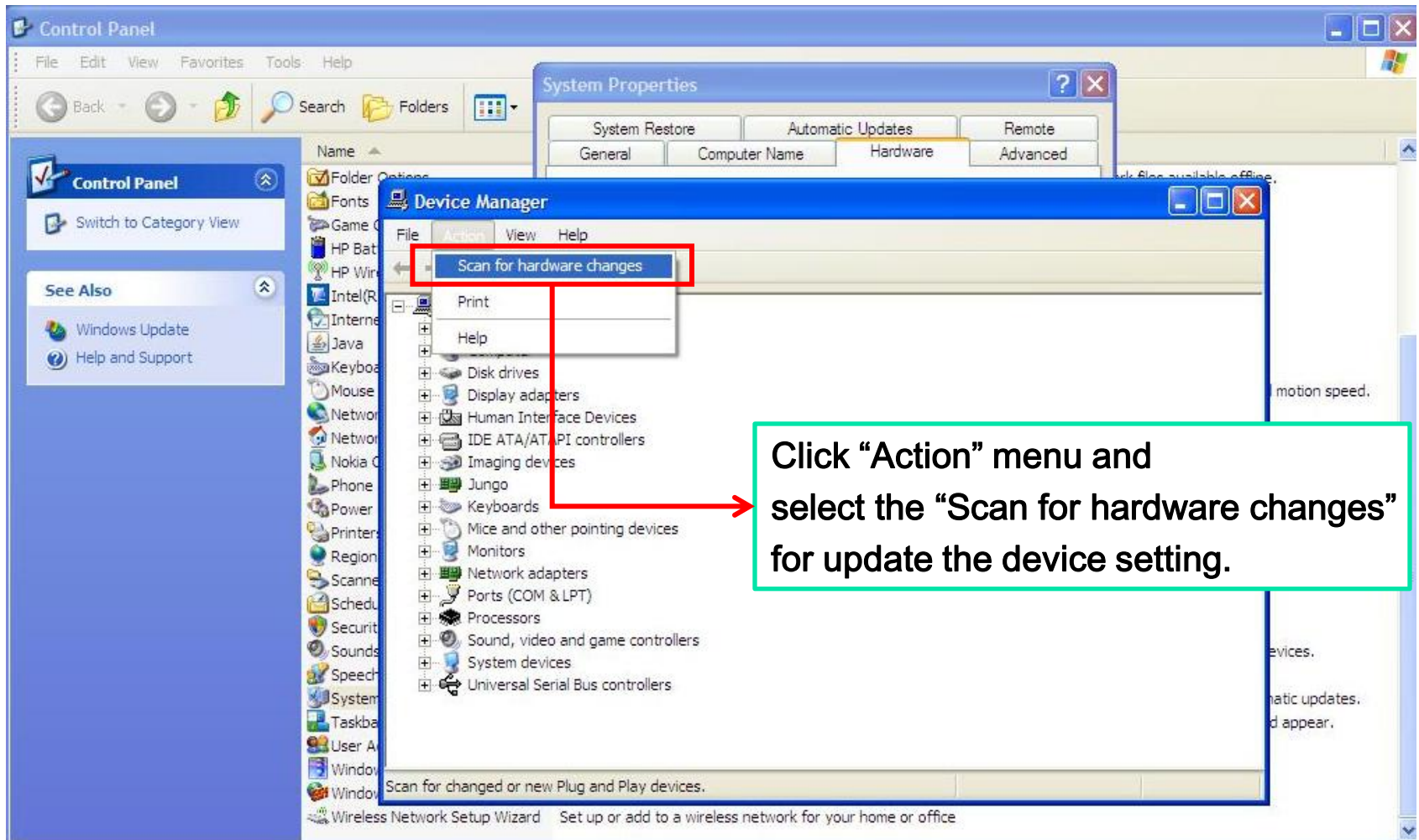
## (0-3-11) Set the serial port for downloading





# 0-3. Set the serial port

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



# 0-3. Set the serial port

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

1. You can see the changed setting.  
2. Finish the "Device Manager" and "Control Panel" program.

# 0-4. Execute the EQ-ROBO

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

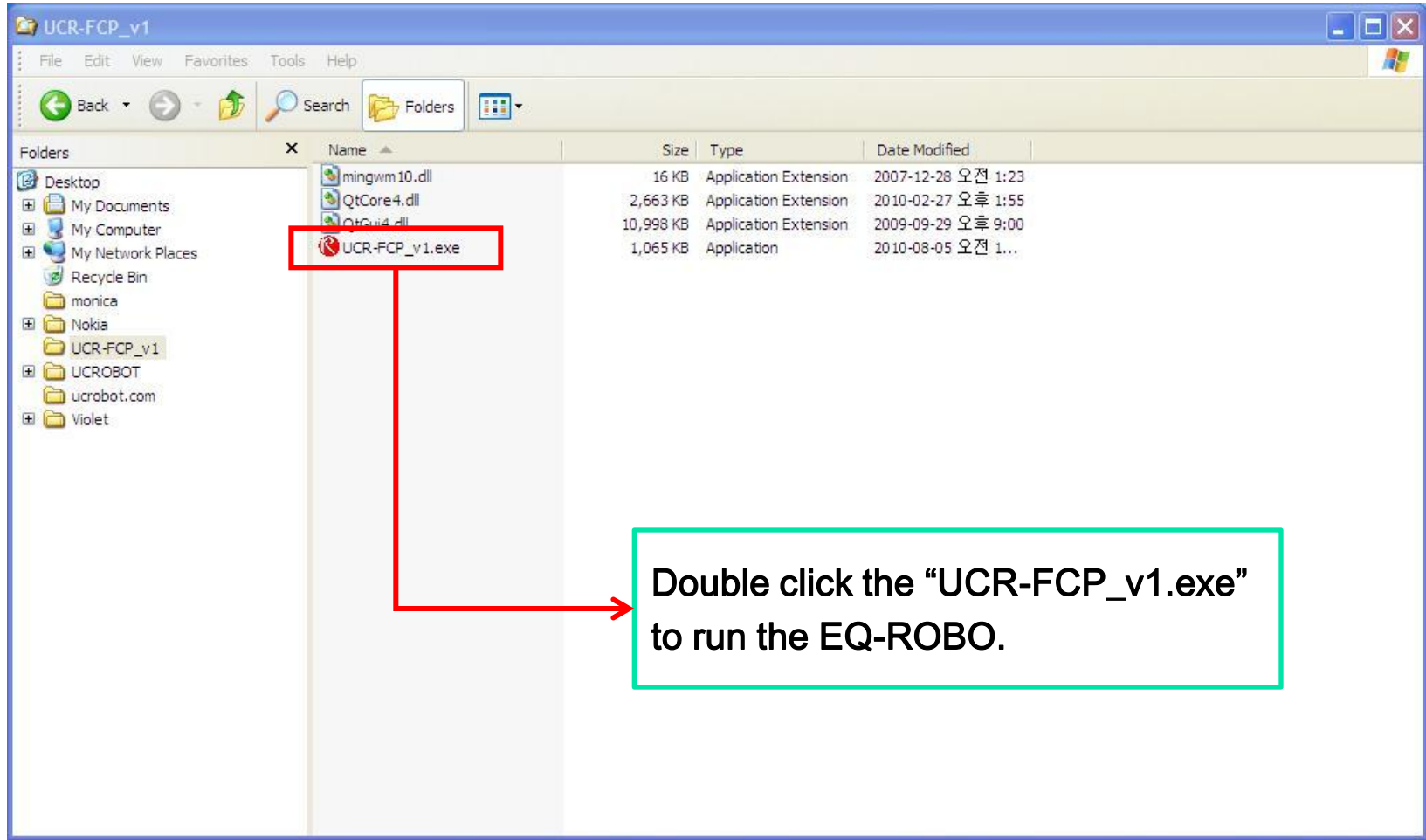
The screenshot shows a Windows XP Desktop window with the following content:

- Desktop Window:** Title bar "Desktop", menu bar (File, Edit, View, Favorites, Tools, Help), toolbar (Back, Forward, Search, Folders), and a file list.
- File List:**

Name	Size	Type	Date Modified
My Documents		System Folder	
My Computer		System Folder	
My Network Places		System Folder	
Recycle Bin		System Folder	
Internet Explorer		System Folder	
monica		Folder	2010-03-10 오후 10:59
Nokia		Folder	2010-08-22 오전 11:44
UCROBOT		Folder	2010-08-28 오후 8:06
ucrobot.com		Folder	2010-03-09 오후 4:28
Violet		Folder	2010-08-28 오후 7:22
CP210x_VCP_Win_XP_S2K3_Vista_7.exe	6,722 KB	Application	2010-08-28 오후 7:22
UCR-FCP_v1.zip	5,822 KB	압축 zip 파일	2010-08-28 오후 7:20
UCR-FCP_v1		Folder	2010-08-28 오후 8:07
- Annotations:**
  - A red box highlights the "UCR-FCP\_v1.zip" file and the "UCR-FCP\_v1" folder in the file list.
  - A red arrow points from the "UCR-FCP\_v1.zip" file to a green box containing the text: "1. Unzip the 'UCR-FCP\_v1.zip' file."
  - Another red arrow points from the "UCR-FCP\_v1" folder to a second green box containing the text: "2. Double click the 'UCR-FCP\_v1' folder."

# 0-4. Execute the EQ-ROBO

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

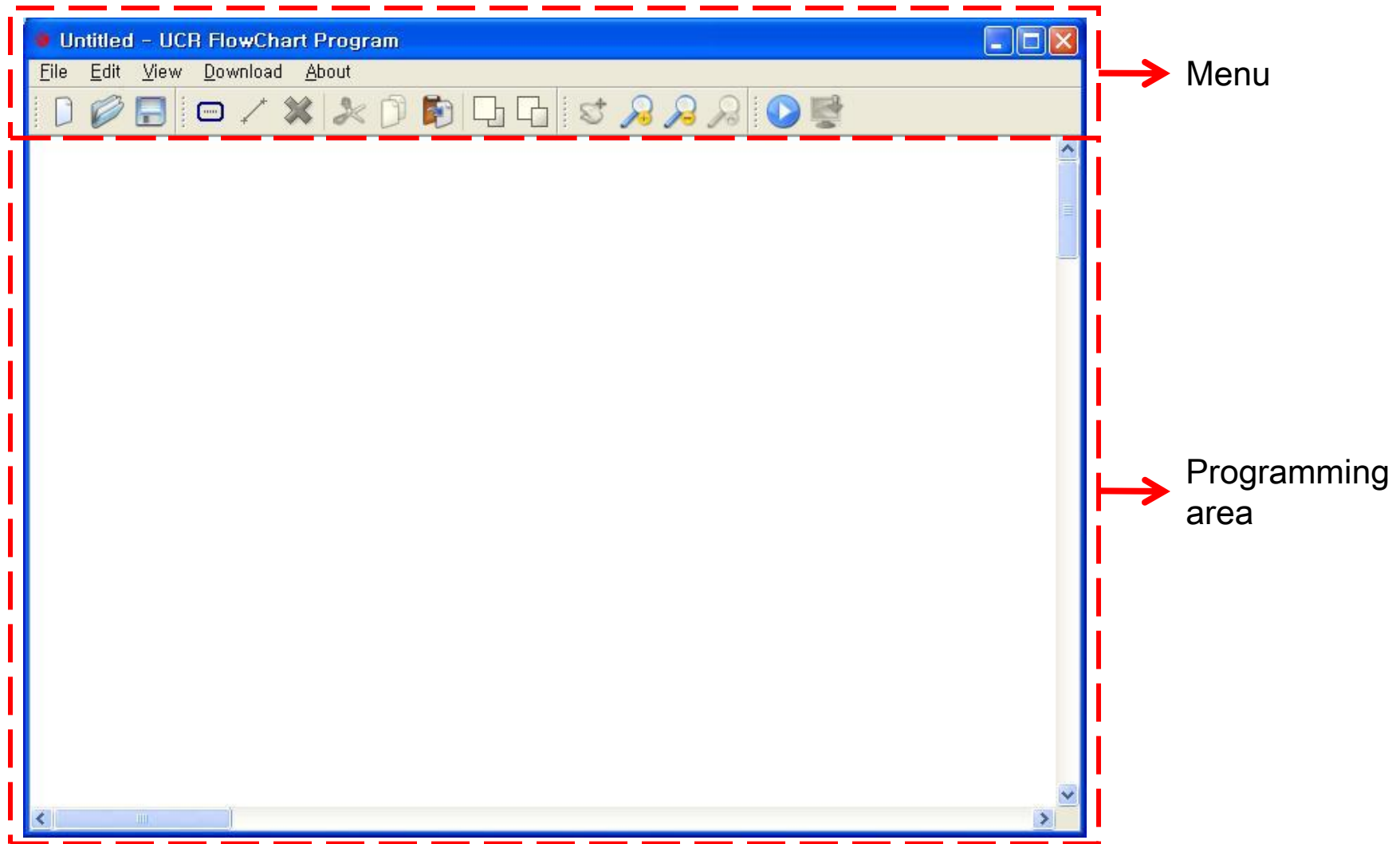


The screenshot shows a Windows XP file explorer window titled "UCR-FCP\_v1". The window displays a list of files in the "UCR-FCP\_v1" folder. The file "UCR-FCP\_v1.exe" is highlighted with a red box. A red arrow points from this box to a text box that says "Double click the 'UCR-FCP\_v1.exe' to run the EQ-ROBO." The text box has a green border.

Name	Size	Type	Date Modified
mingwm10.dll	16 KB	Application Extension	2007-12-28 오전 1:23
QtCore4.dll	2,663 KB	Application Extension	2010-02-27 오후 1:55
QtGui4.dll	10,998 KB	Application Extension	2009-09-29 오후 9:00
UCR-FCP_v1.exe	1,065 KB	Application	2010-08-05 오전 1:...

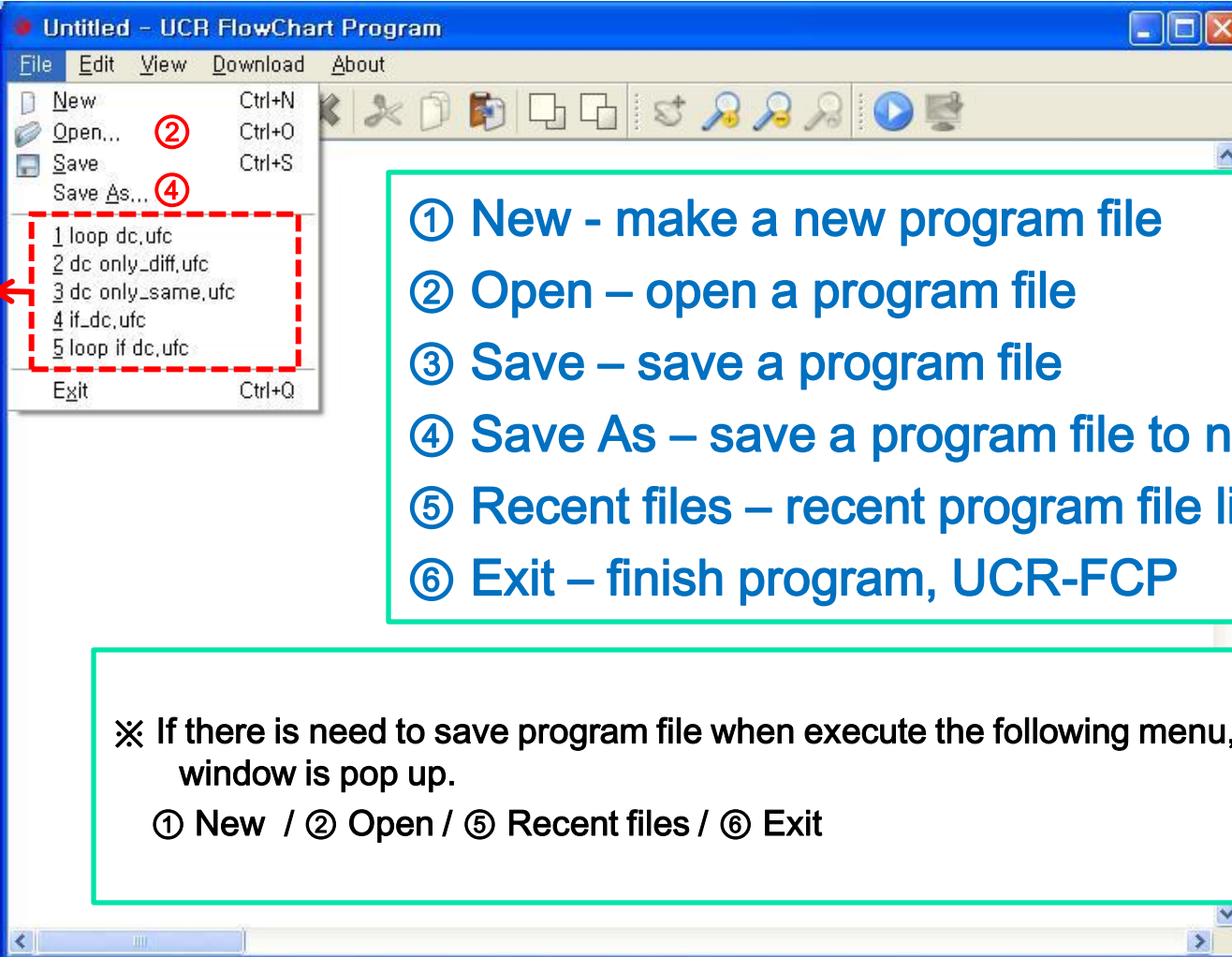
# 1. UCR Flowchart Program

MICROSOFT's  
Windows XP



# 2. UCR-FCP Menu

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



The screenshot shows the 'File' menu of the 'Untitled - UCR FlowChart Program' window. The menu items are: New (Ctrl+N), Open... (Ctrl+O), Save (Ctrl+S), Save As..., a list of recent files (1 loop dc,ufc; 2 dc only\_diff,ufc; 3 dc only\_same,ufc; 4 if\_dc,ufc; 5 loop if dc,ufc), and Exit (Ctrl+Q). Numbered callouts 1 through 6 point to these items. A red dashed box highlights the recent files list, with callout 5 pointing to it.

- 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

## (2-1-①②⑤⑥) File save check window

The screenshot shows the UCR FlowChart Program interface. The title bar of the main window is "Untitled\* - UCR FlowChart Program". A red dashed box highlights the title bar, with an arrow pointing to a text box that says "Current file name (If current file is not saved, \* is displayed)".

The main workspace contains a flowchart with the following steps: BEGIN {, {INPUT PORT SETTING}, {OUTPUT PORT SETTING}, and } //END. A red dashed box highlights the {OUTPUT PORT SETTING} step, with an arrow pointing to a "File save check window".

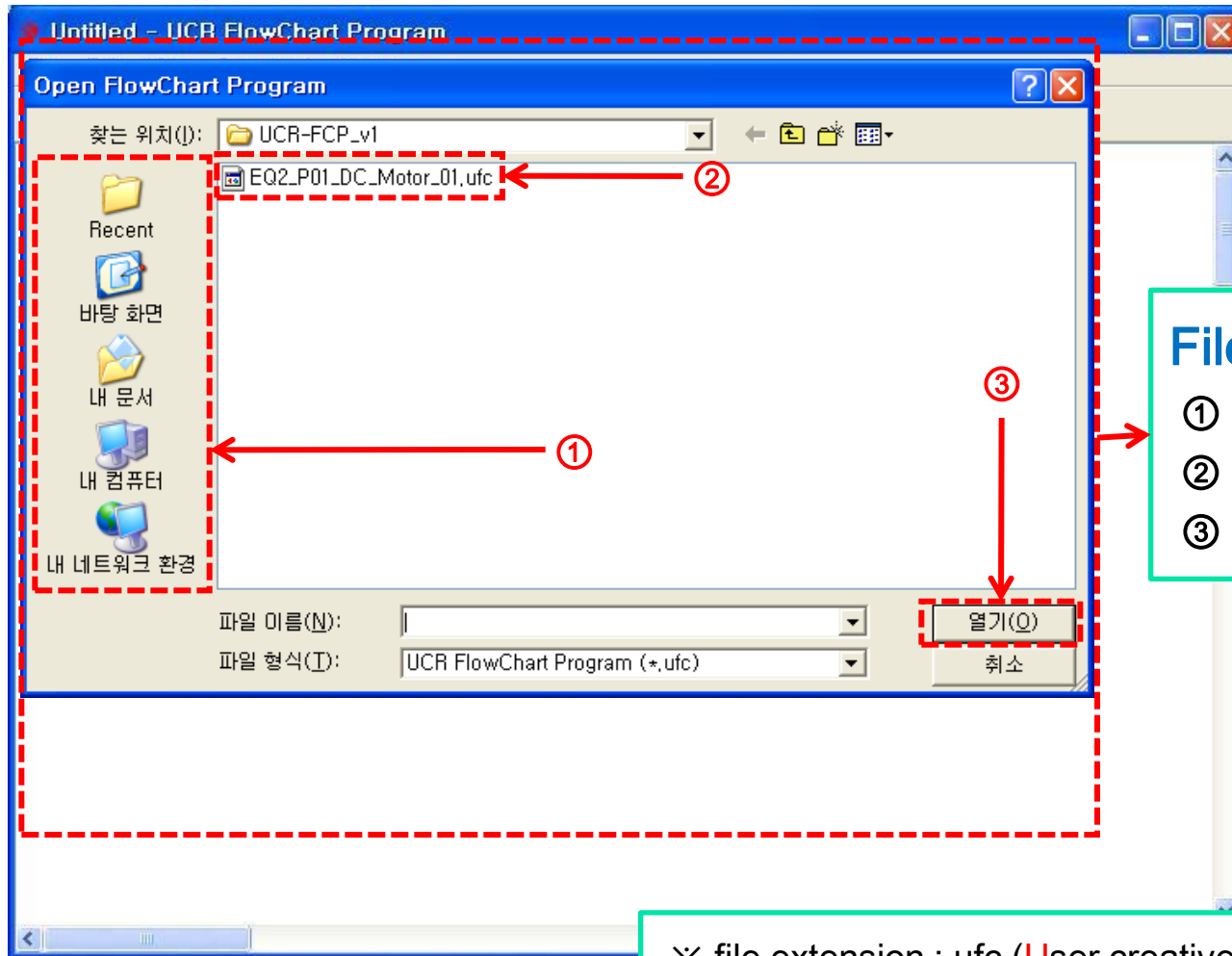
The "File save check window" has a yellow warning icon and the text: "The program has been modified, Do you want to save your changes?". Below the text are three buttons: "Yes", "No", and "Cancel". Red arrows point from the buttons to a list of actions: ① save, ② not save, and ③ cancel the command. Another red arrow points from the "Yes" button to a text box at the bottom that says "\* If there is new file, file is saved as new name."

\* If there is new file, file is saved as new name.

## 2. UCR-FCP Menu

MICROSOFT's  
Windows XP

### (2-1-②) file open (Open)



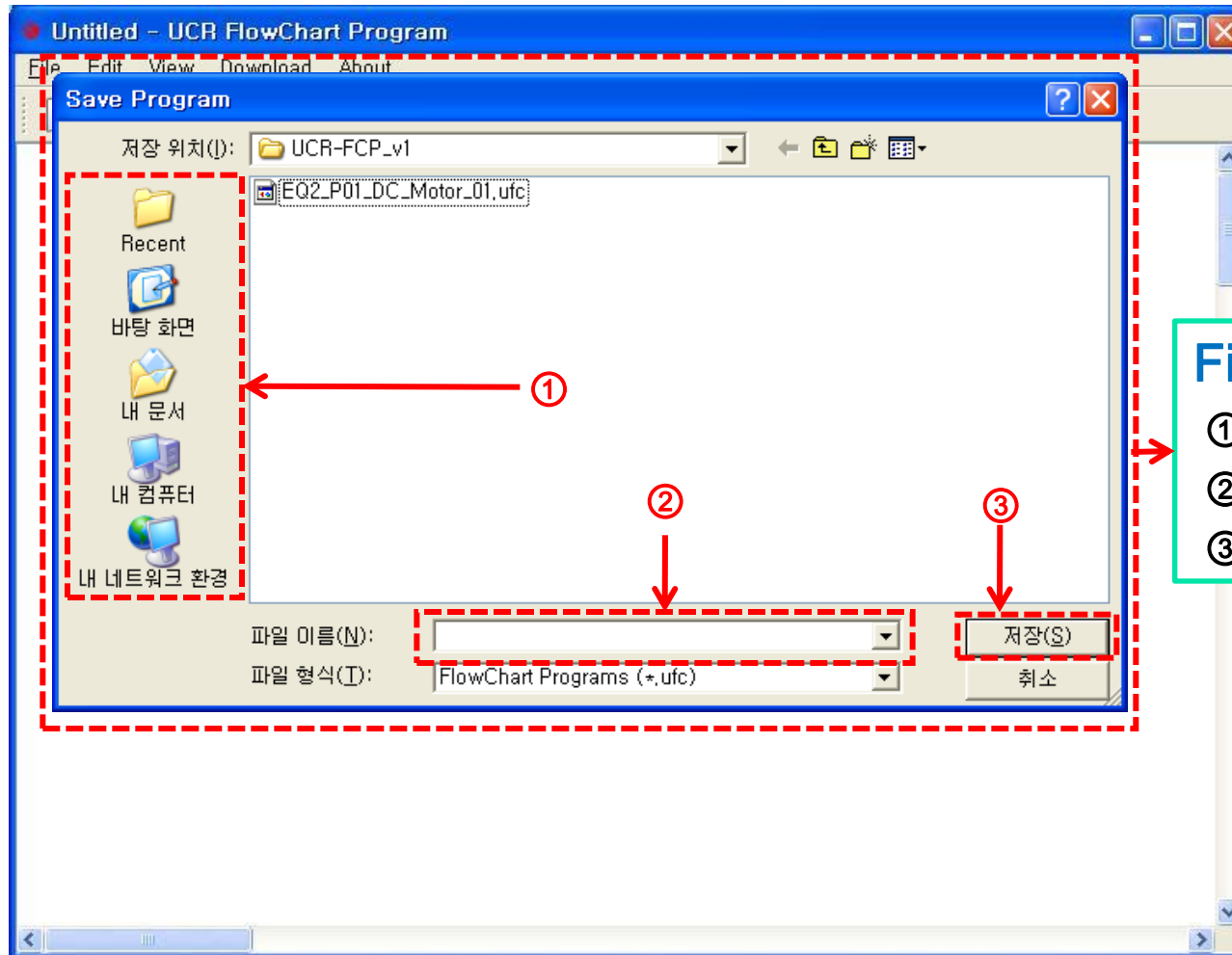
※ file extension : ufc (User creative robot FlowChart)



## 2. UCR-FCP Menu

MICROSOFT's  
Windows XP

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

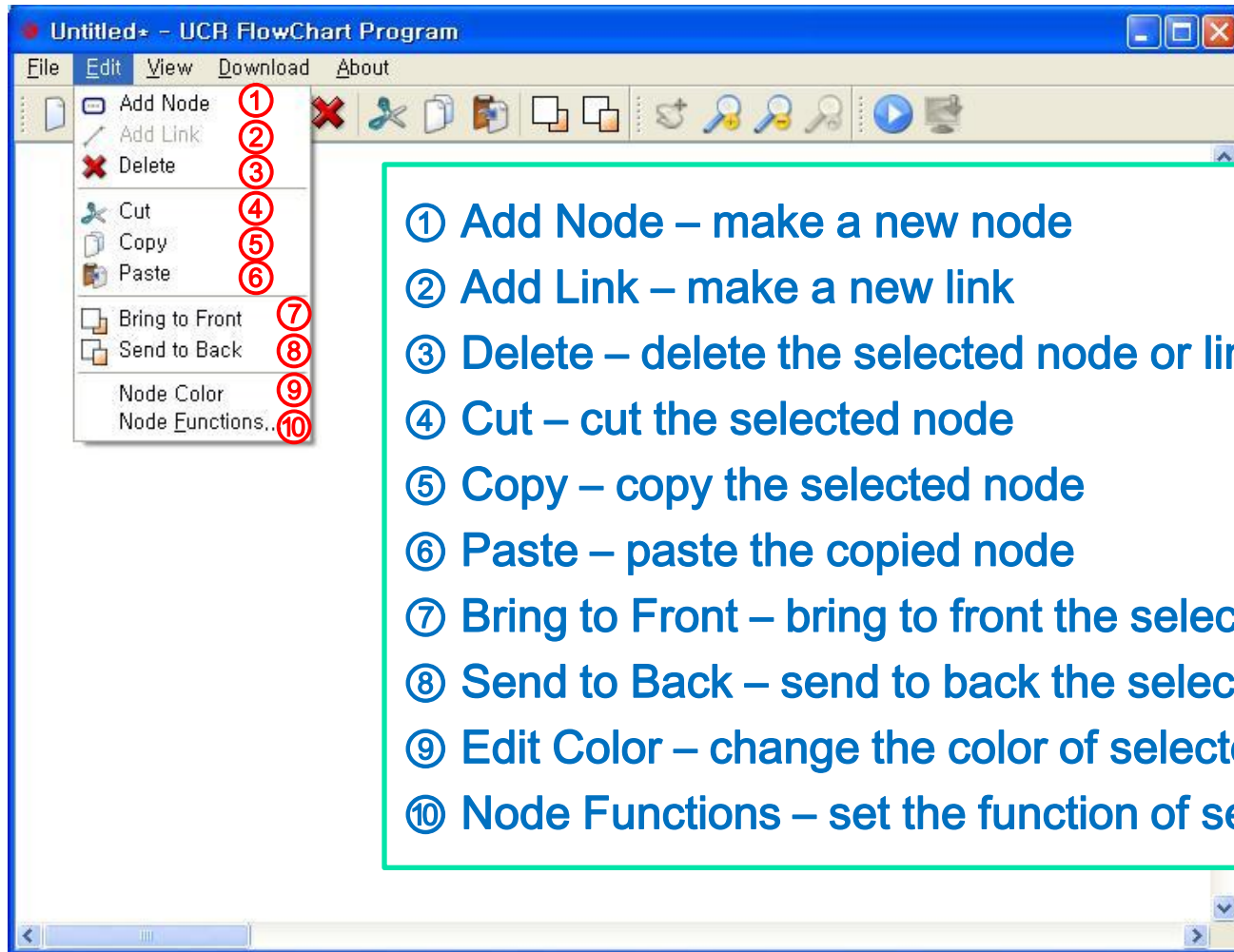


### File Save

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

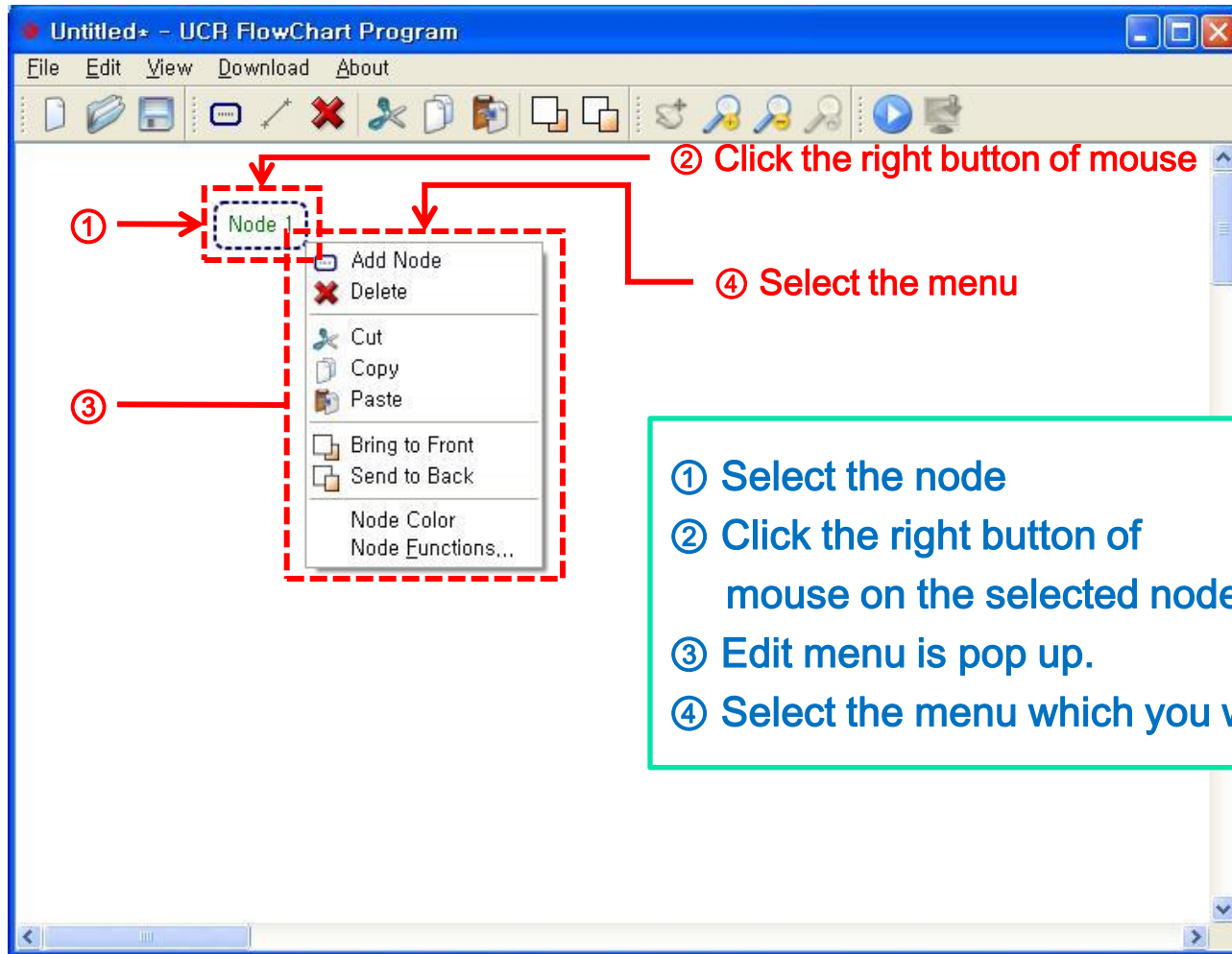
## 2. UCR-FCP Menu

### (2-2) Menu bar – Edit menu



## 2. UCR-FCP Menu

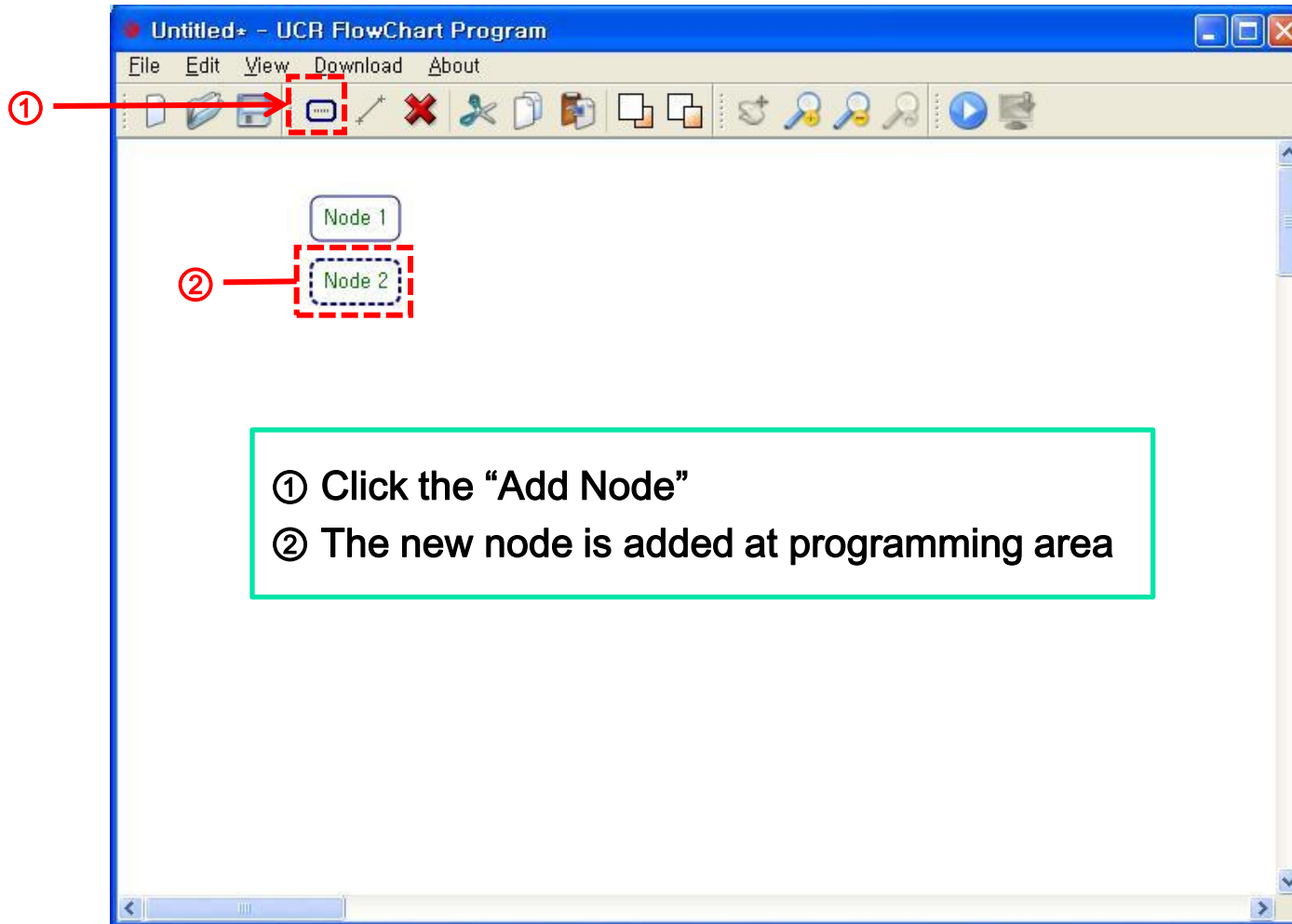
(2-2+) Another method to run the “Edit menu”



- ① Select the node
- ② Click the right button of mouse on the selected node.
- ③ Edit menu is pop up.
- ④ Select the menu which you want.

## 2. UCR-FCP Menu

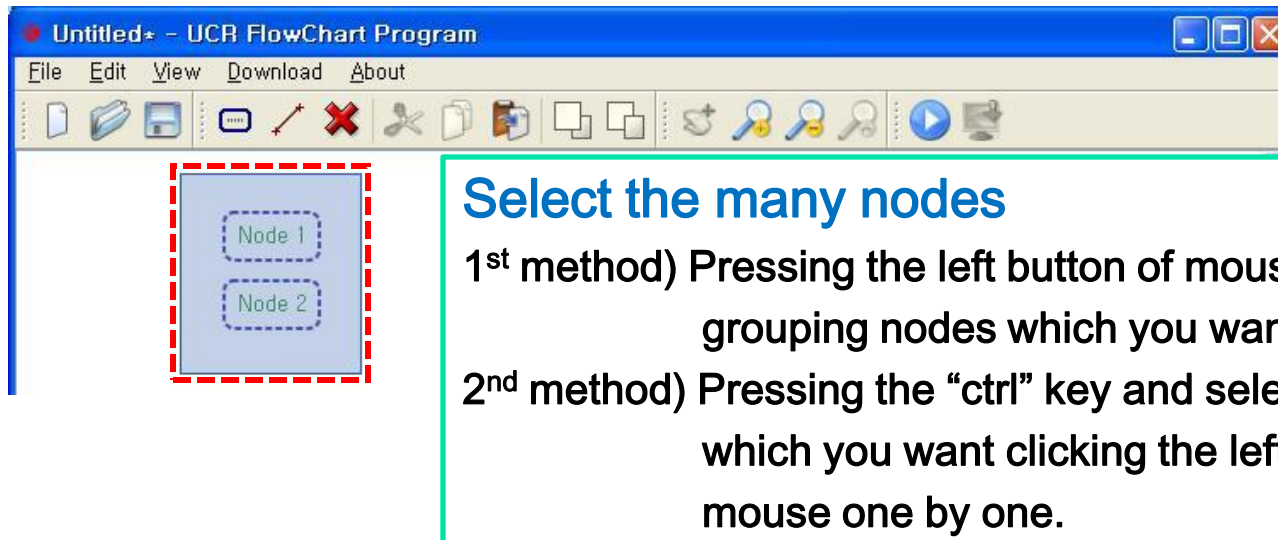
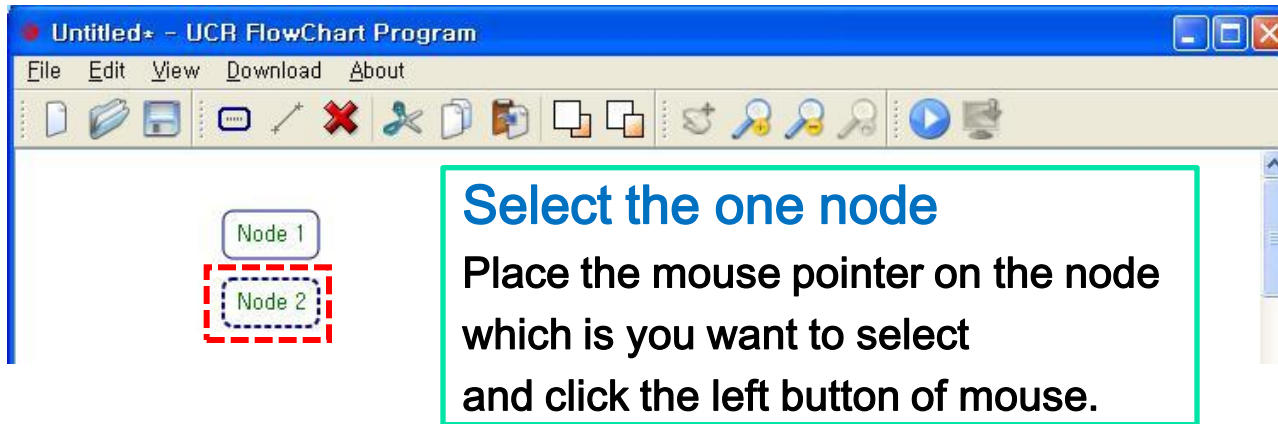
### (2-2-①) Make a new node (Add Node)



## 2. UCR-FCP Menu

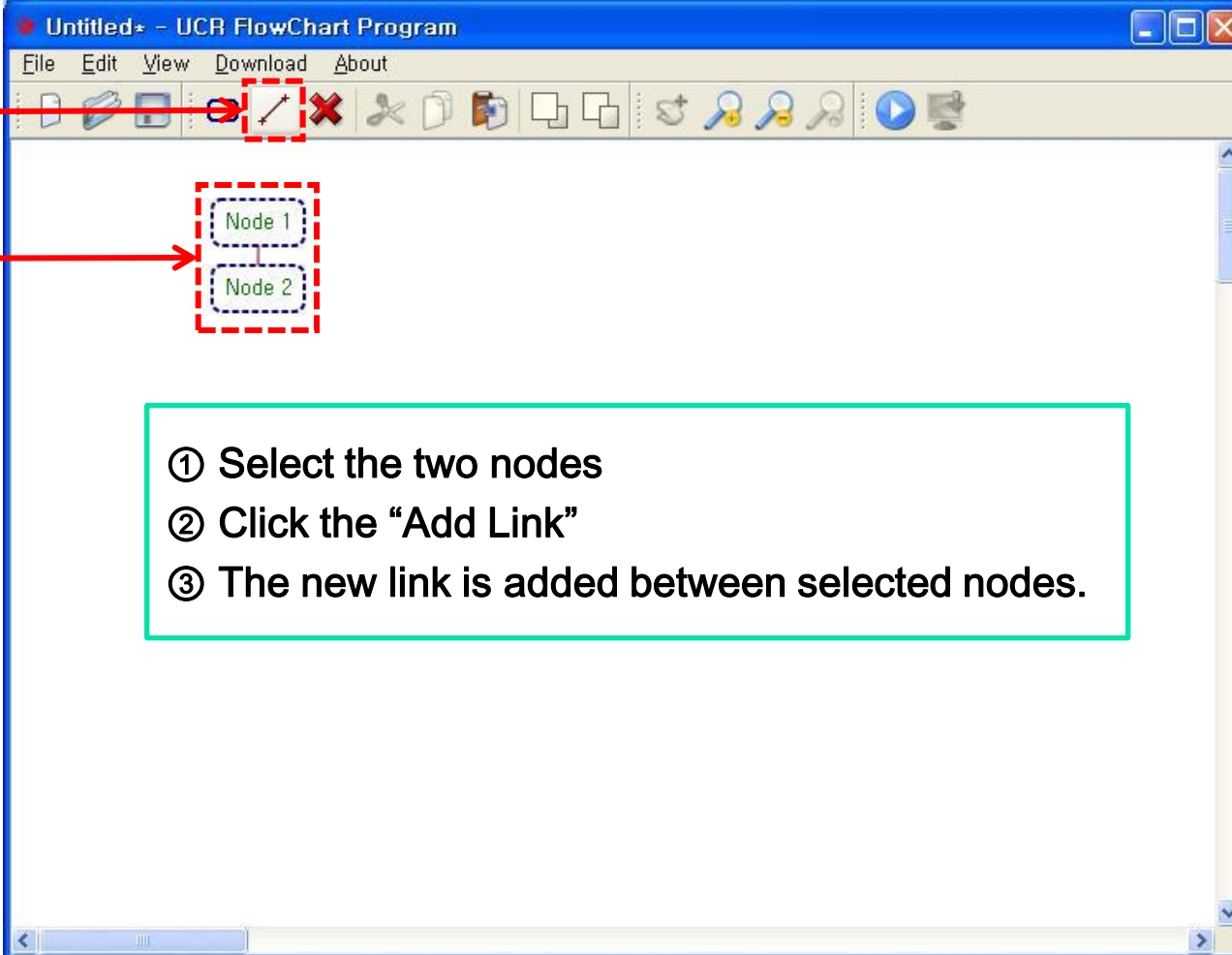
MICROSOFT's  
Windows XP

(2-2-①+) Select the node



## 2. UCR-FCP Menu

### (2-2-②) Make a new link (Add Link)



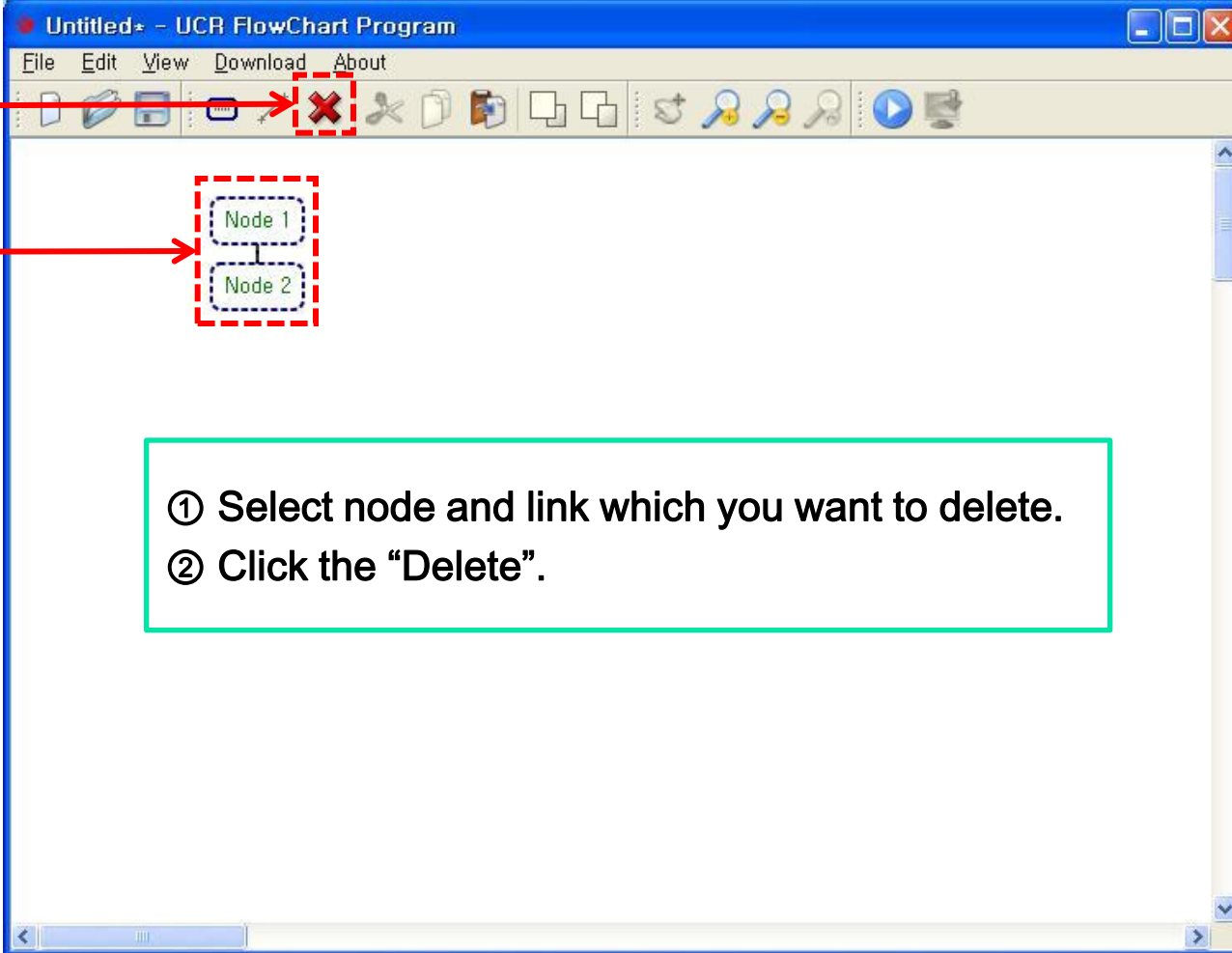
The screenshot shows the UCR FlowChart Program window. The menu bar includes File, Edit, View, Download, and About. The toolbar contains various icons, with the 'Add Link' icon (a red circle with a black arrow) highlighted by a red dashed box and a red arrow labeled ②. In the main workspace, two nodes labeled 'Node 1' and 'Node 2' are selected, indicated by a red dashed box and a red arrow labeled ①.

① Select the two nodes  
② Click the "Add Link"  
③ The new link is added between selected nodes.



## 2. UCR-FCP Menu

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

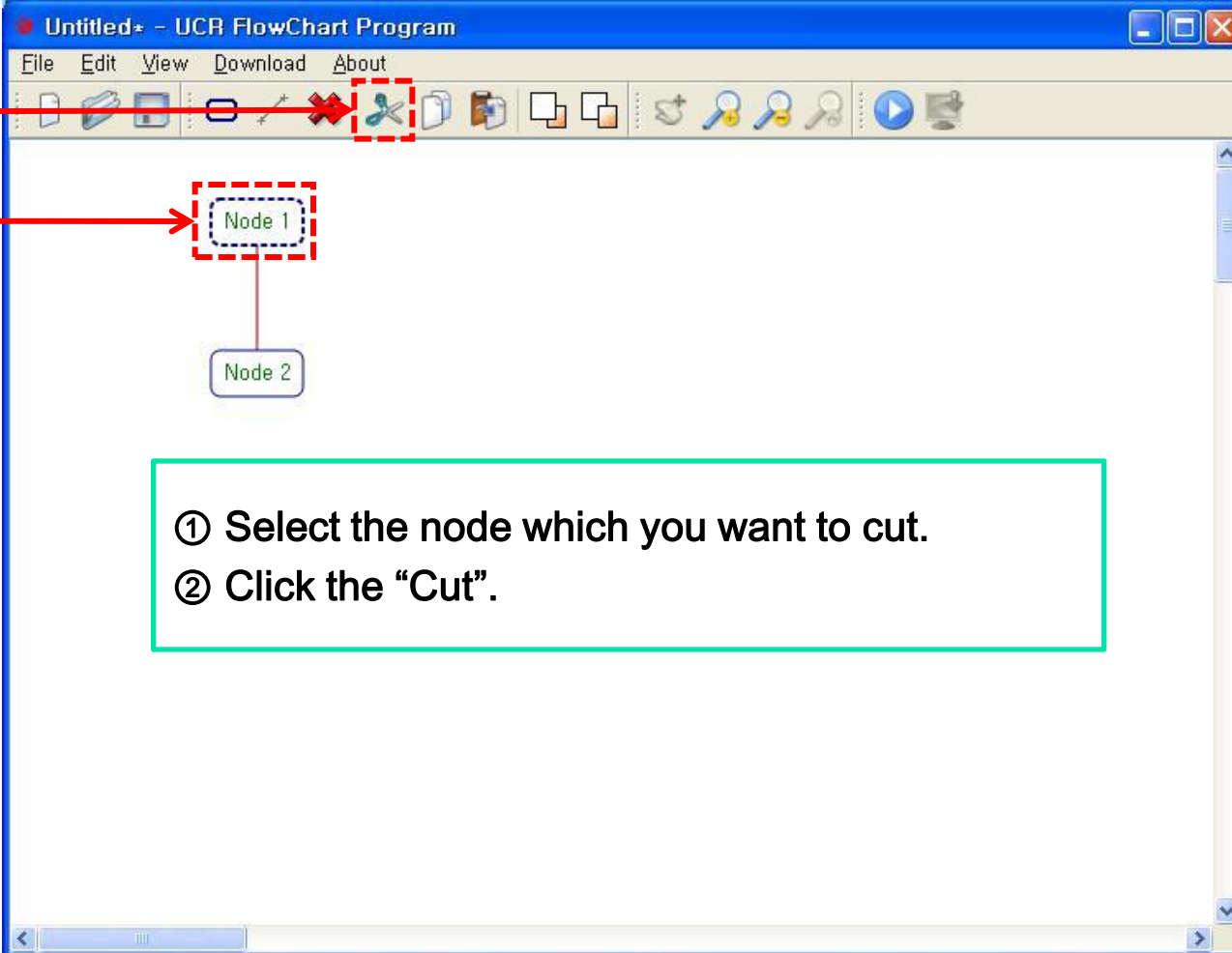


The screenshot shows the UCR FlowChart Program window. The menu bar includes File, Edit, View, Download, and About. The toolbar contains various icons, with the Delete icon (a red 'X') highlighted by a red dashed box and a red arrow labeled ②. In the main workspace, a flowchart with two nodes, 'Node 1' and 'Node 2', is shown. A red dashed box surrounds both nodes and the link between them, with a red arrow labeled ① pointing to it.

① Select node and link which you want to delete.  
② Click the "Delete".

## 2. UCR-FCP Menu

### (2-2-④) Cut the selected node (Cut)

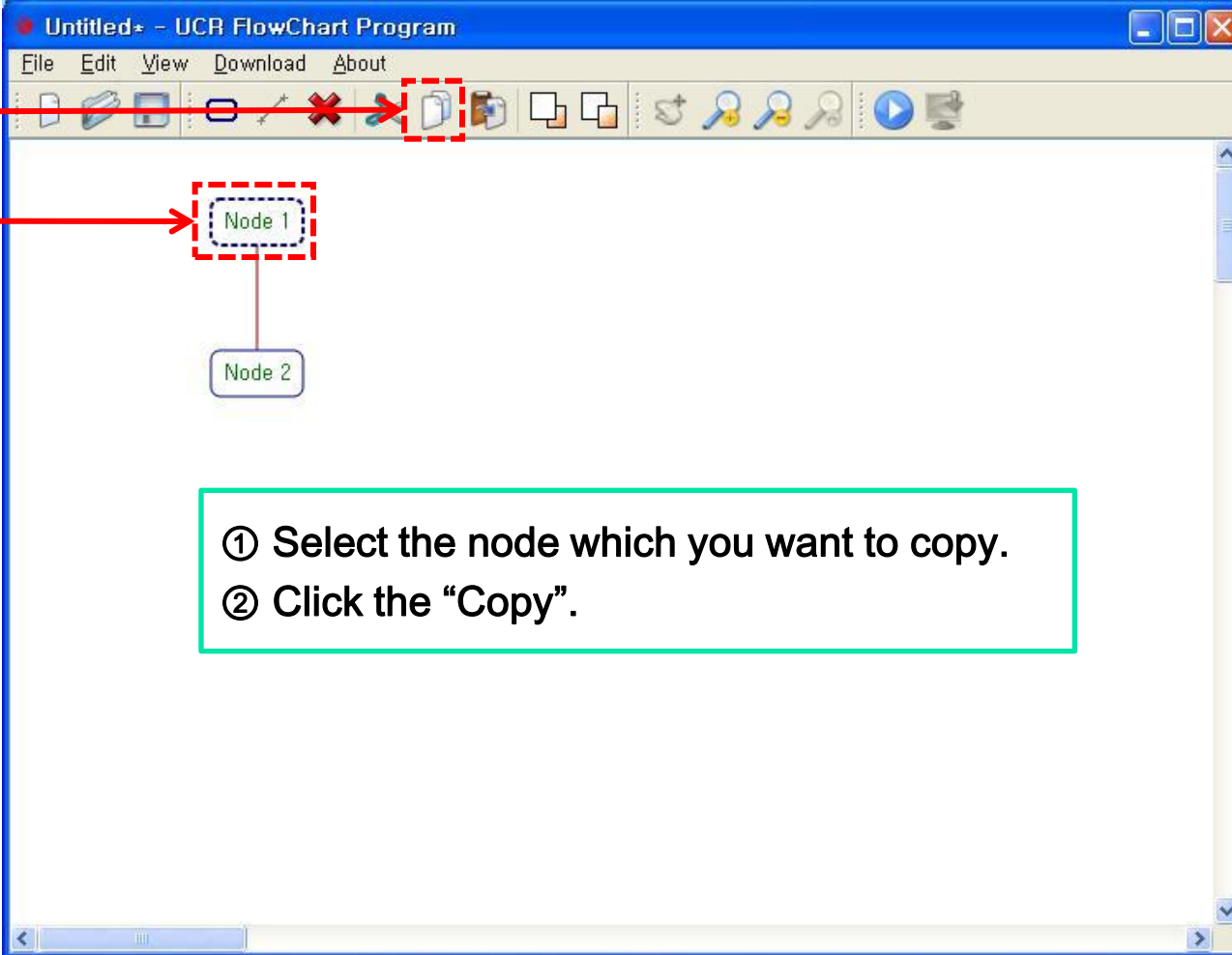


The screenshot shows the 'Untitled\* - UCR FlowChart Program' window. The menu bar includes 'File', 'Edit', 'View', 'Download', and 'About'. The toolbar contains various icons, with the 'Cut' icon (two crossed scissors) highlighted by a red dashed box and a red arrow labeled '②'. In the main workspace, a flowchart is displayed with 'Node 1' at the top and 'Node 2' below it, connected by a vertical line. 'Node 1' is enclosed in a red dashed selection box, with a red arrow labeled '①' pointing to it. A green-bordered text box at the bottom of the workspace contains the following instructions:

- ① Select the node which you want to cut.
- ② Click the "Cut".

## 2. UCR-FCP Menu

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

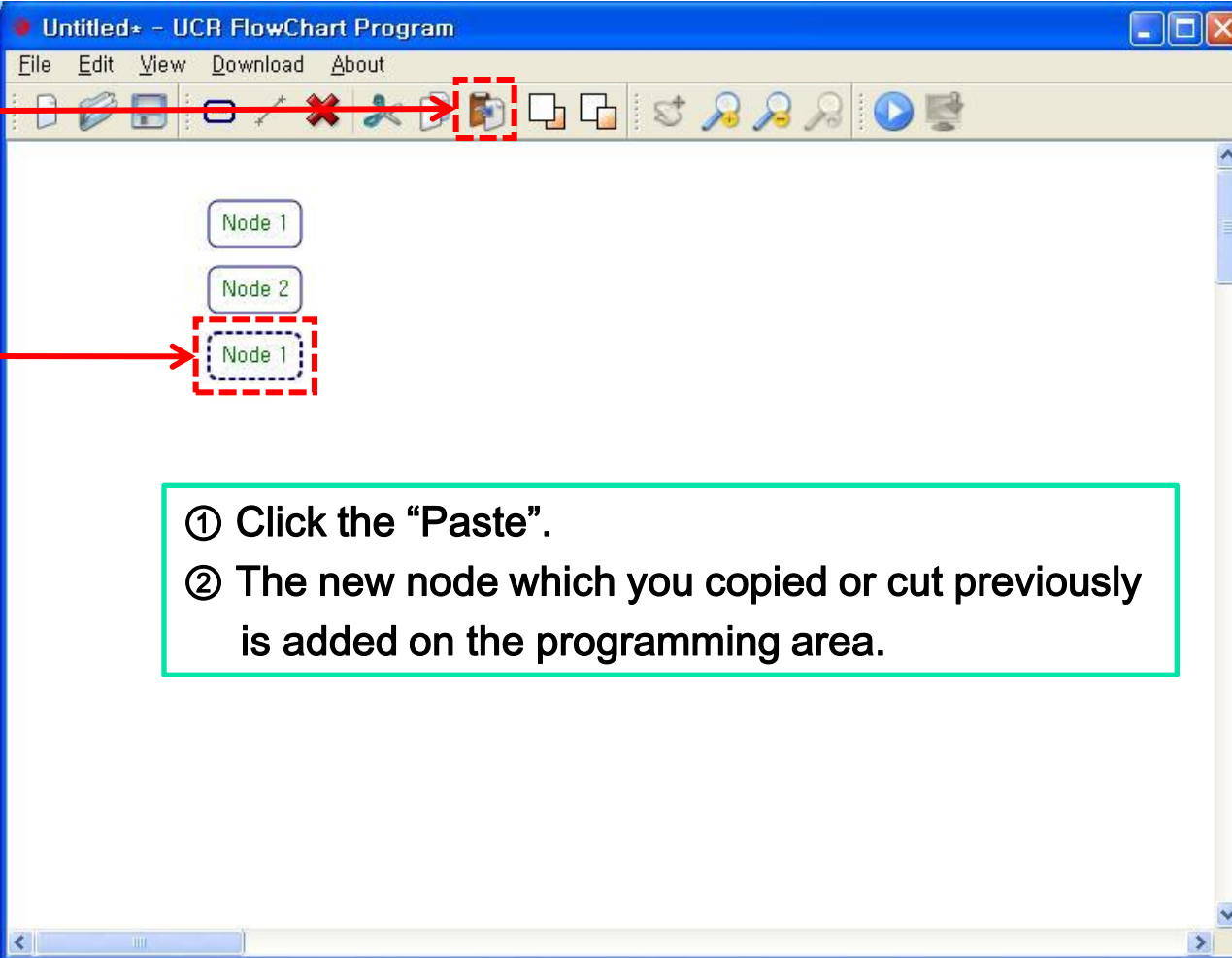


The screenshot shows the UCR FlowChart Program interface. The title bar reads "Untitled\* - UCR FlowChart Program". The menu bar includes "File", "Edit", "View", "Download", and "About". The toolbar contains various icons, with the "Copy" icon (two overlapping documents) highlighted by a red dashed box and a red arrow labeled "②". In the main workspace, a flowchart is displayed with two nodes: "Node 1" and "Node 2". "Node 1" is selected, indicated by a red dashed box and a red arrow labeled "①". A green box at the bottom of the workspace contains the following instructions:

- ① Select the node which you want to copy.
- ② Click the "Copy".

## 2. UCR-FCP Menu

### (2-2-⑥) Paste the copied node (Paste)

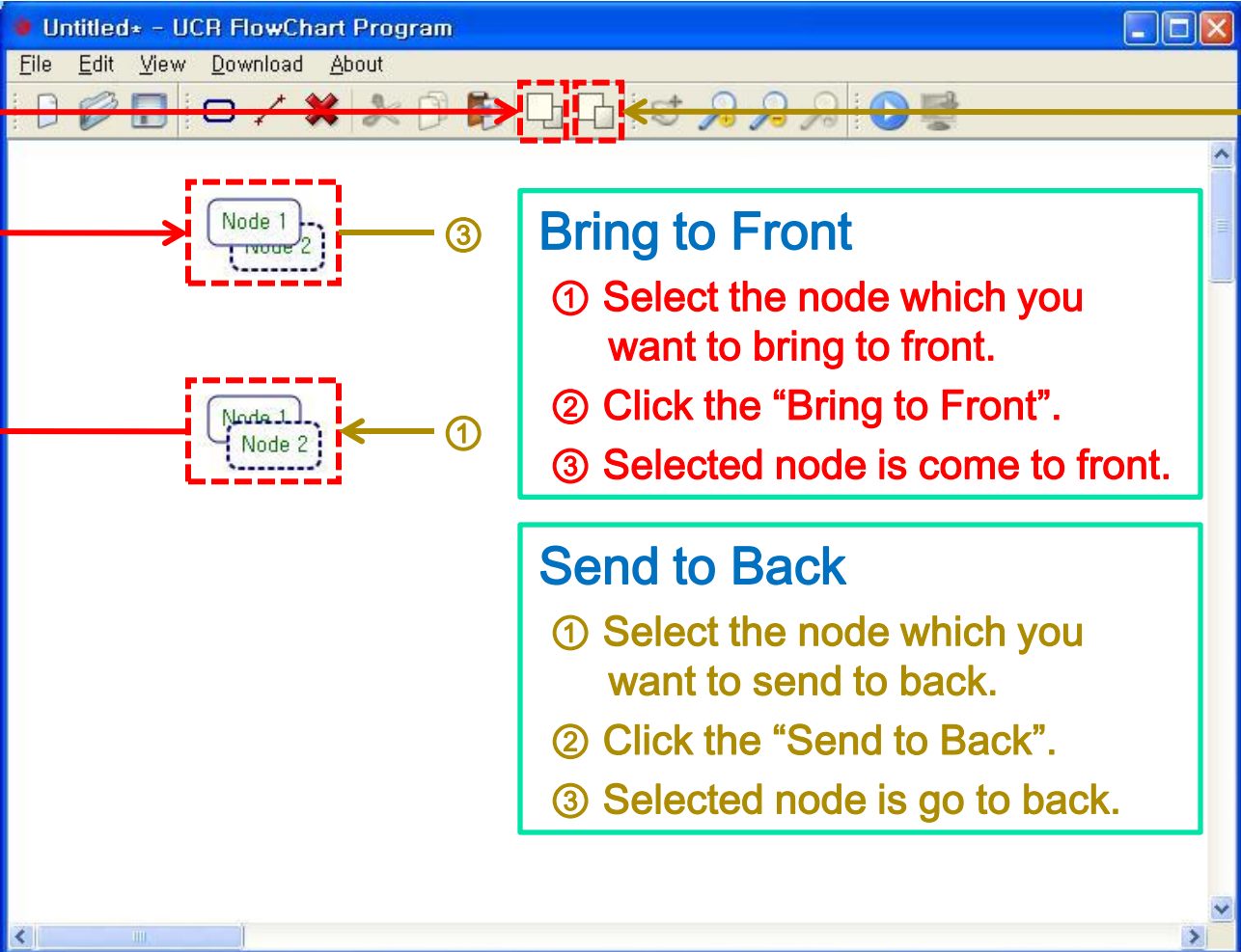


The screenshot shows the 'Untitled\* - UCR FlowChart Program' window. The menu bar includes 'File', 'Edit', 'View', 'Download', and 'About'. The toolbar contains various icons, with the 'Paste' icon (a document with a plus sign) highlighted by a red dashed box and a red arrow labeled '①'. In the programming area, three nodes are visible: 'Node 1', 'Node 2', and another 'Node 1'. The bottom 'Node 1' is highlighted with a red dashed box and a red arrow labeled '②'. A green-bordered text box at the bottom of the window contains the following instructions:

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

## 2. UCR-FCP Menu

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



**Bring to Front**

- ① Select the node which you want to bring to front.
- ② Click the "Bring to Front".
- ③ Selected node is come to front.

**Send to Back**

- ① Select the node which you want to send to back.
- ② Click the "Send to Back".
- ③ Selected node is go to back.

## 2. UCR-FCP Menu

(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

The screenshot shows the 'Edit Color' dialog box with the following fields and controls:

- Position:** X: 1150 (Ⓐ), Y: 50 (Ⓑ)
- Attributes:** Text: Node 1
- Text Color:** [Green color swatch] (Ⓒ) Choose...
- Outline Color:** [Blue color swatch] (Ⓓ) Choose...
- Background Color:** [White color swatch] (Ⓔ) Choose...
- Buttons: OK, Cancel

Red arrows and dashed boxes in the screenshot indicate the following steps:

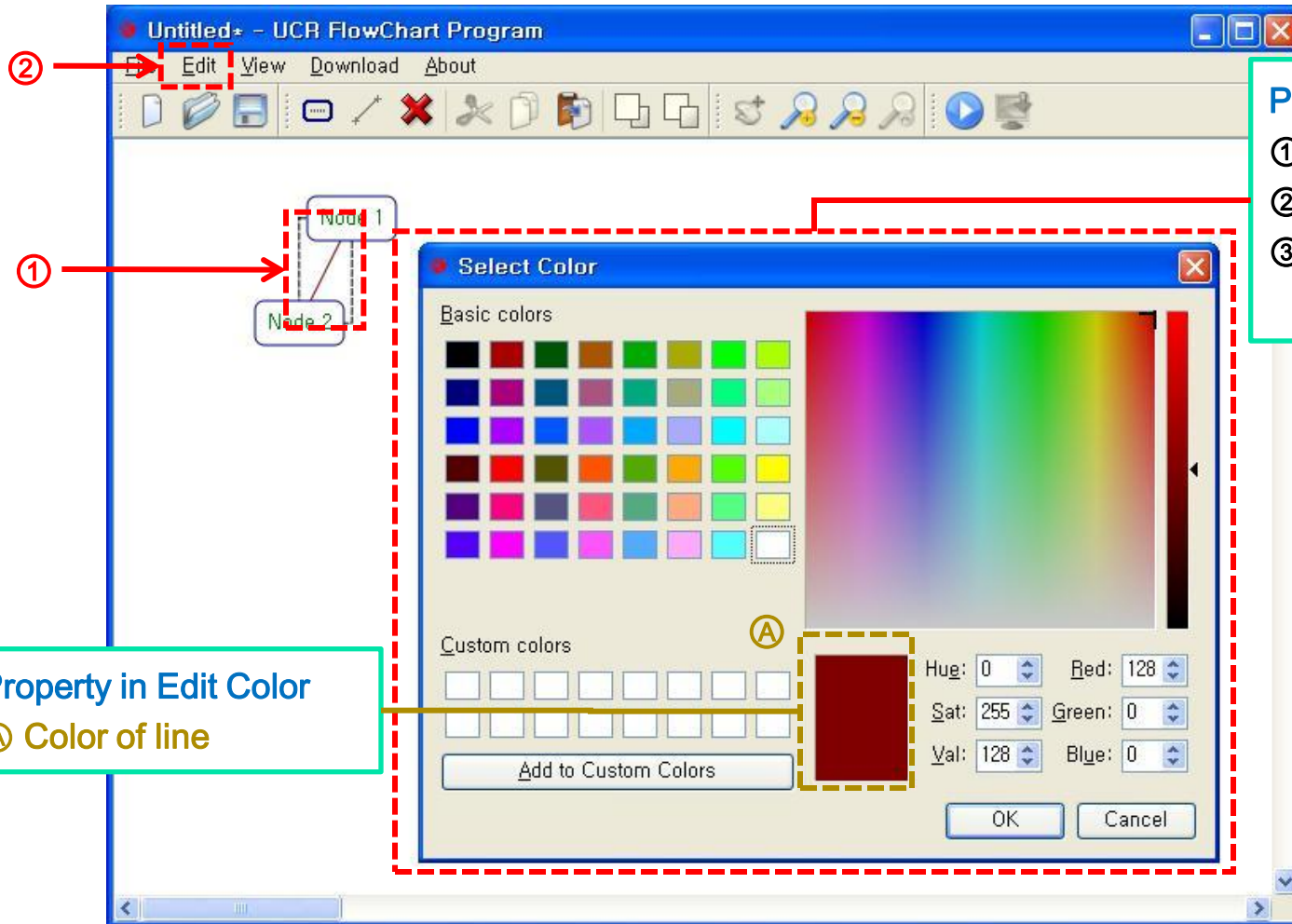
- ① Select the node (Node 1).
- ② Click the right button of mouse to pop up the "Edit Menu".
- ③ Select the "Edit Color" option in the menu.



## 2. UCR-FCP Menu

MICROSOFT'S  
Windows XP

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



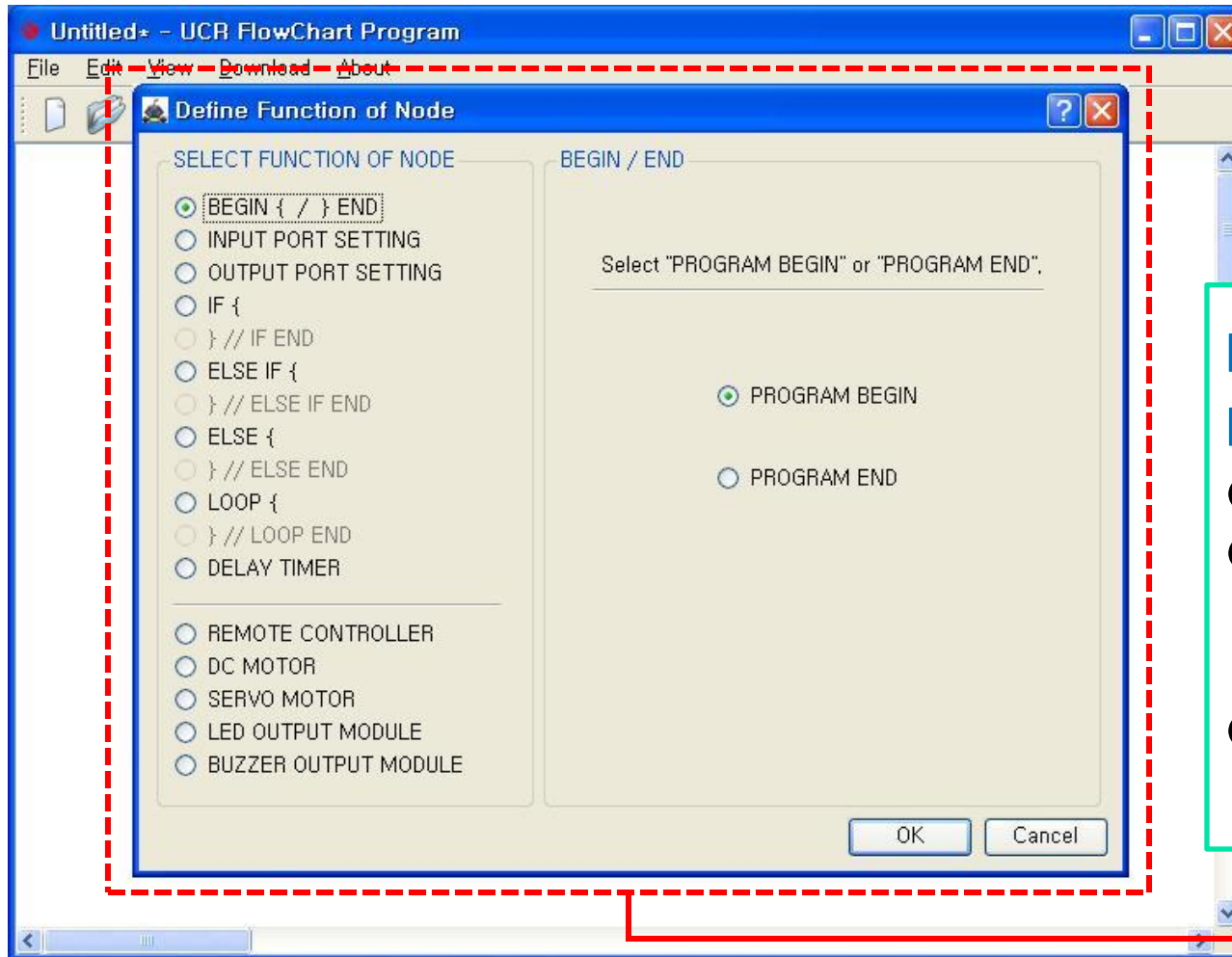
Pop up the "Edit Color"  
① Select the link.  
② Click the "Edit Menu".  
③ Select the  
"Node Color".

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)

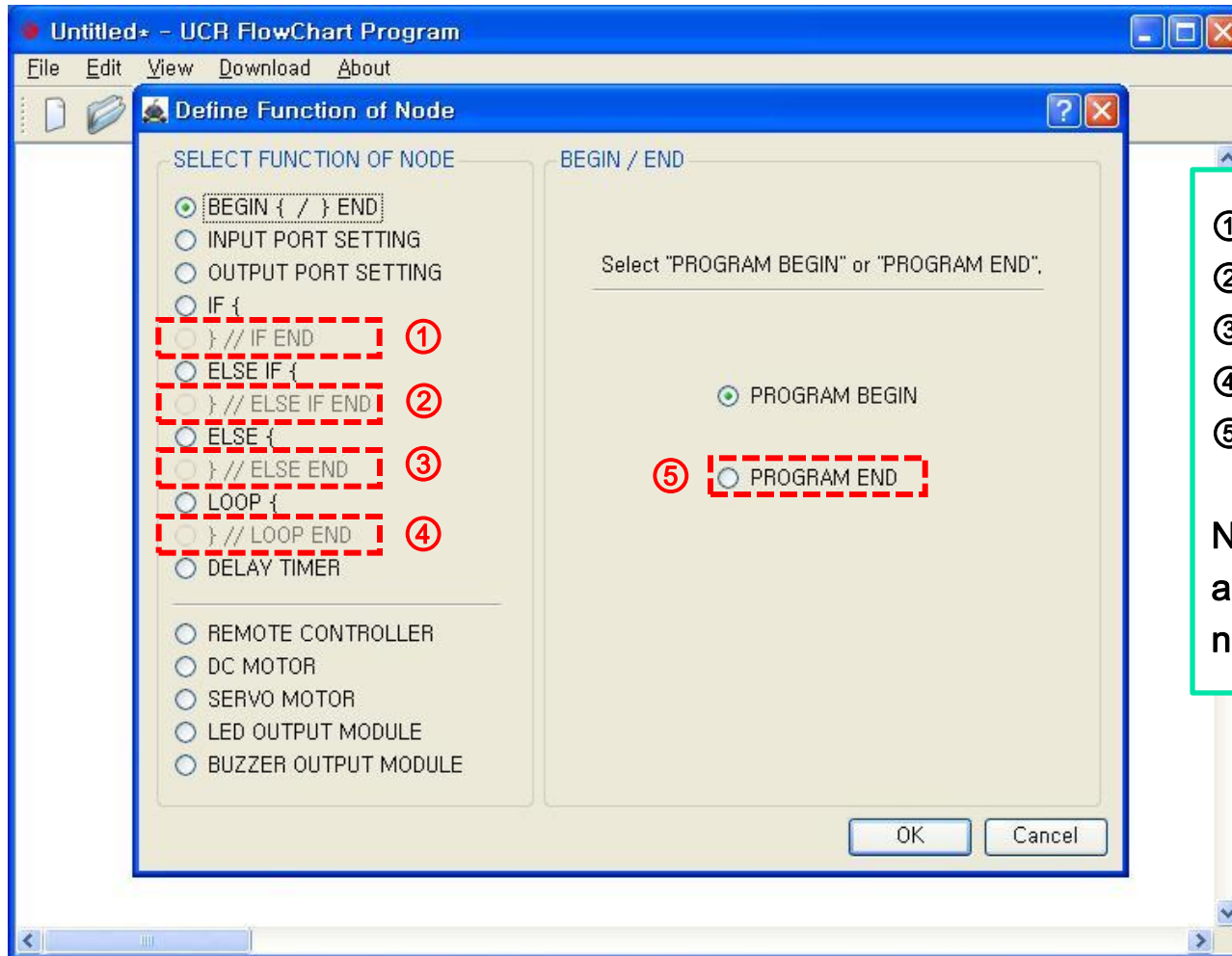


**Pop up the “Define Function of Node”**

- 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

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

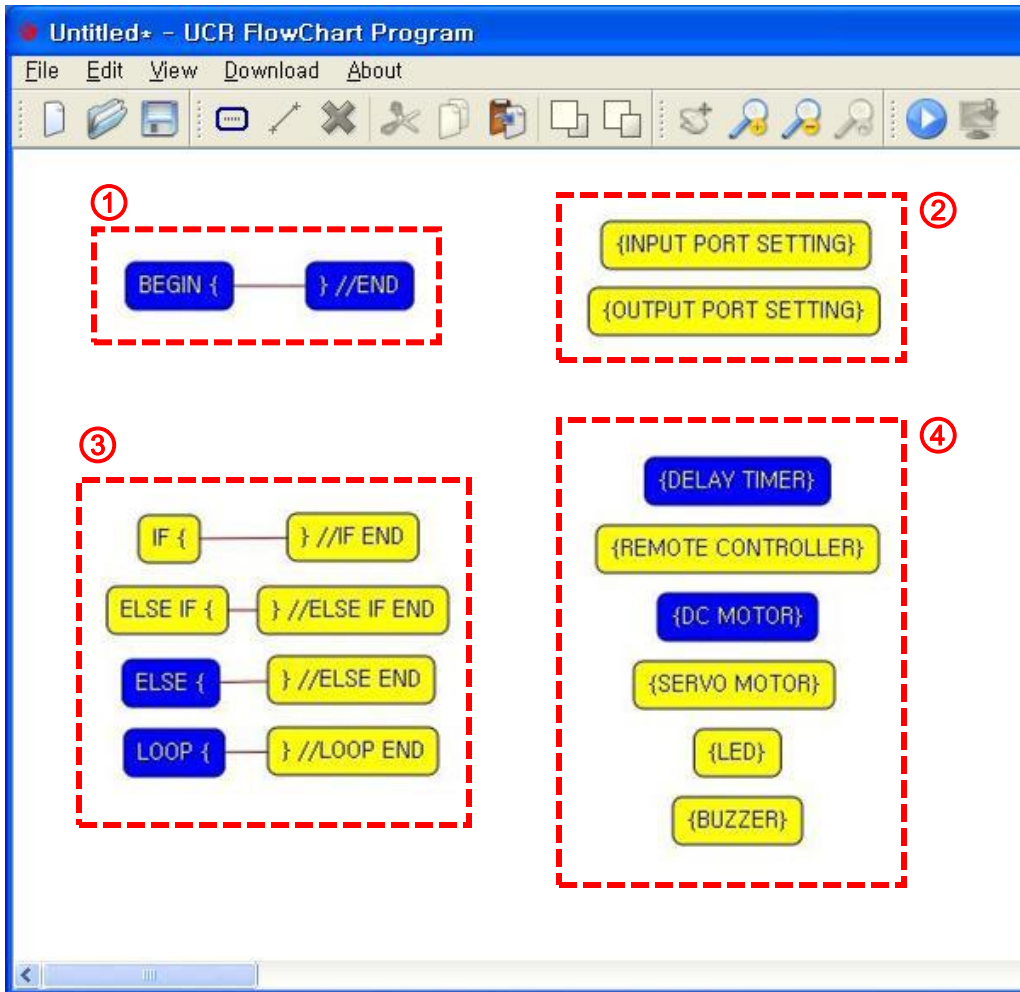


- ① "}" // IF END"
- ② "}" // ELSE IF END"
- ③ "}" // ELSE END"
- ④ "}" // LOOP END"
- ⑤ "}" // END"

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

# 2. UCR-FCP Menu

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

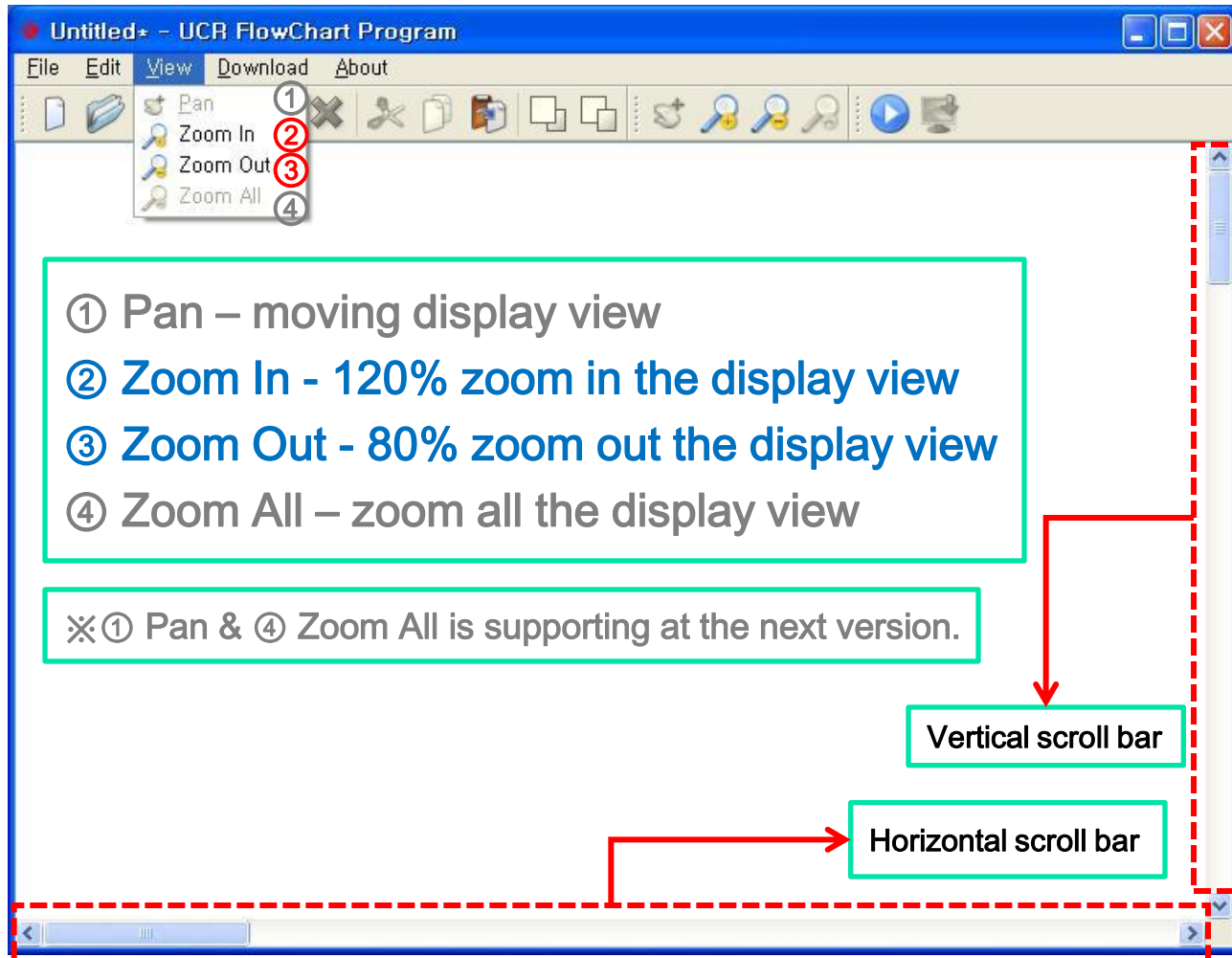


### Node (instruction) description

- 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

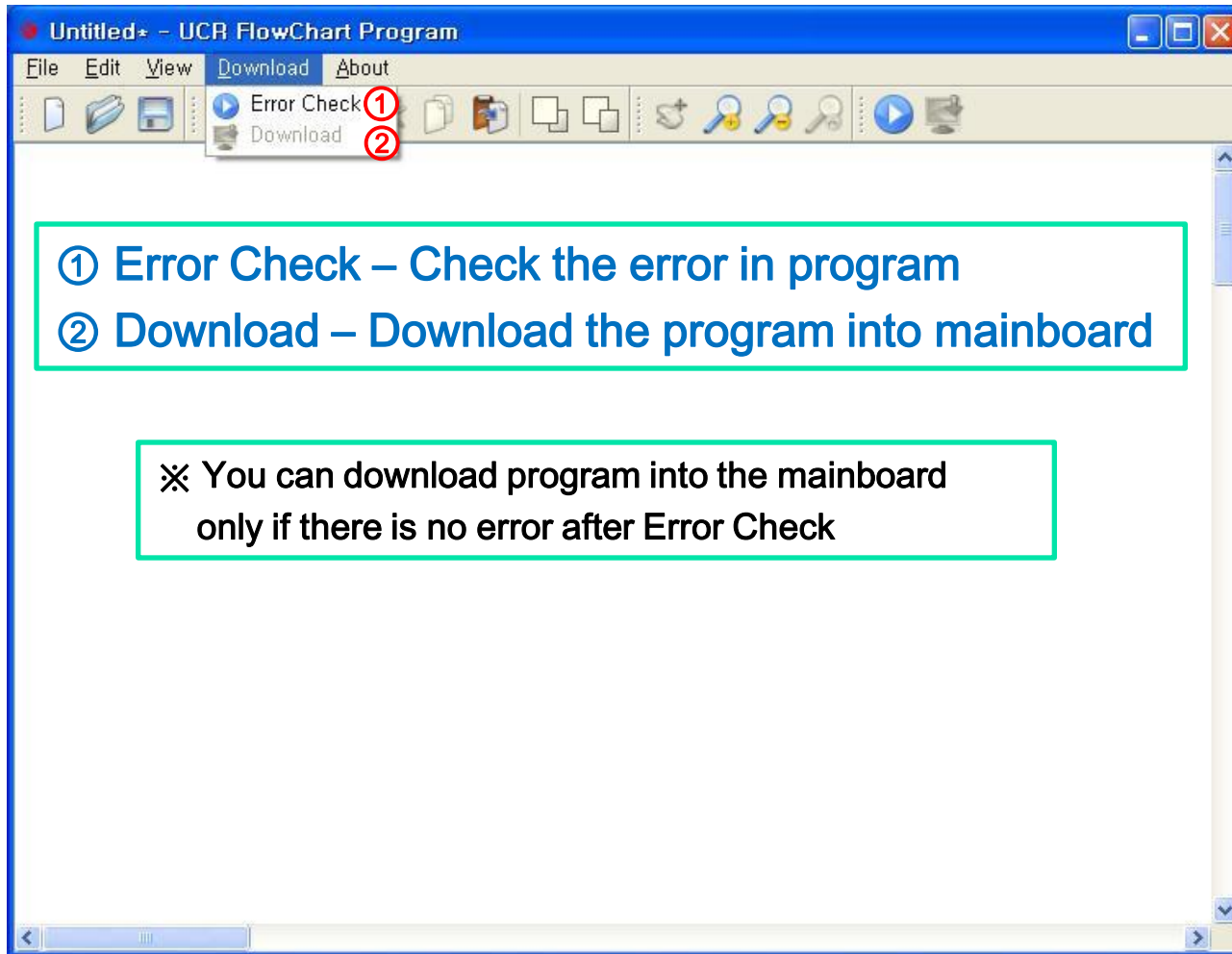
### (2-3) Menu bar - View menu





## 2. UCR-FCP Menu

### (2-4) Menu bar - Download menu



## 2. UCR-FCP Menu

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

The screenshot shows the 'aaa.ufc - UCR FlowChart Program' window. The menu bar includes 'File', 'Edit', 'View', 'Download', and 'About'. The toolbar contains various icons, with the 'Error Check' icon (a play button) highlighted by a red dashed box and labeled with a circled '2'. A red arrow points from this icon to a text box on the right. In the main workspace, a flowchart is displayed, consisting of a blue 'BEGIN {' box, two yellow boxes labeled '{INPUT PORT SETTING}' and '{OUTPUT PORT SETTING}', and a blue '}//END' box. A red dashed box encloses the entire flowchart, with a red arrow labeled '1' pointing to it. A small dialog box titled 'FlowChart Program' is also shown, containing a yellow warning icon, the text 'There is no Error!', and an 'OK' button. A red dashed box encloses this dialog box, with a red arrow labeled '3' pointing to it.

**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

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

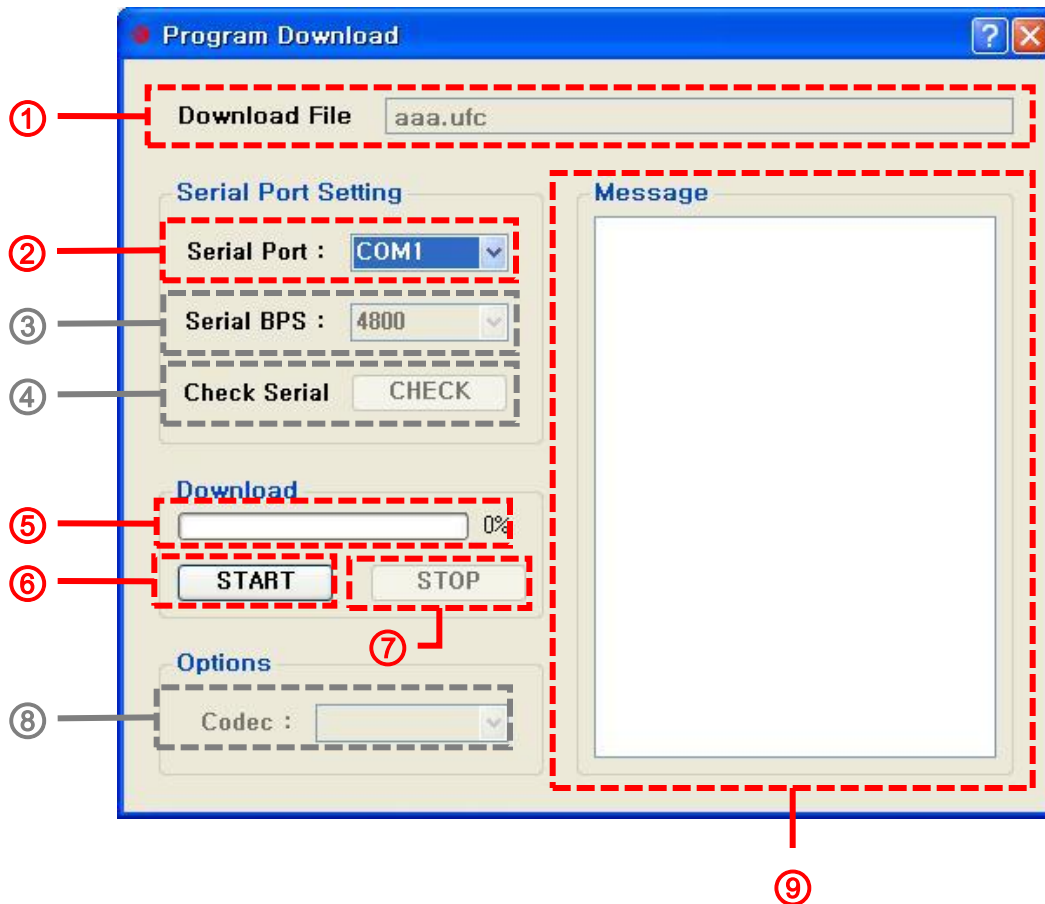
**Download**

- 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

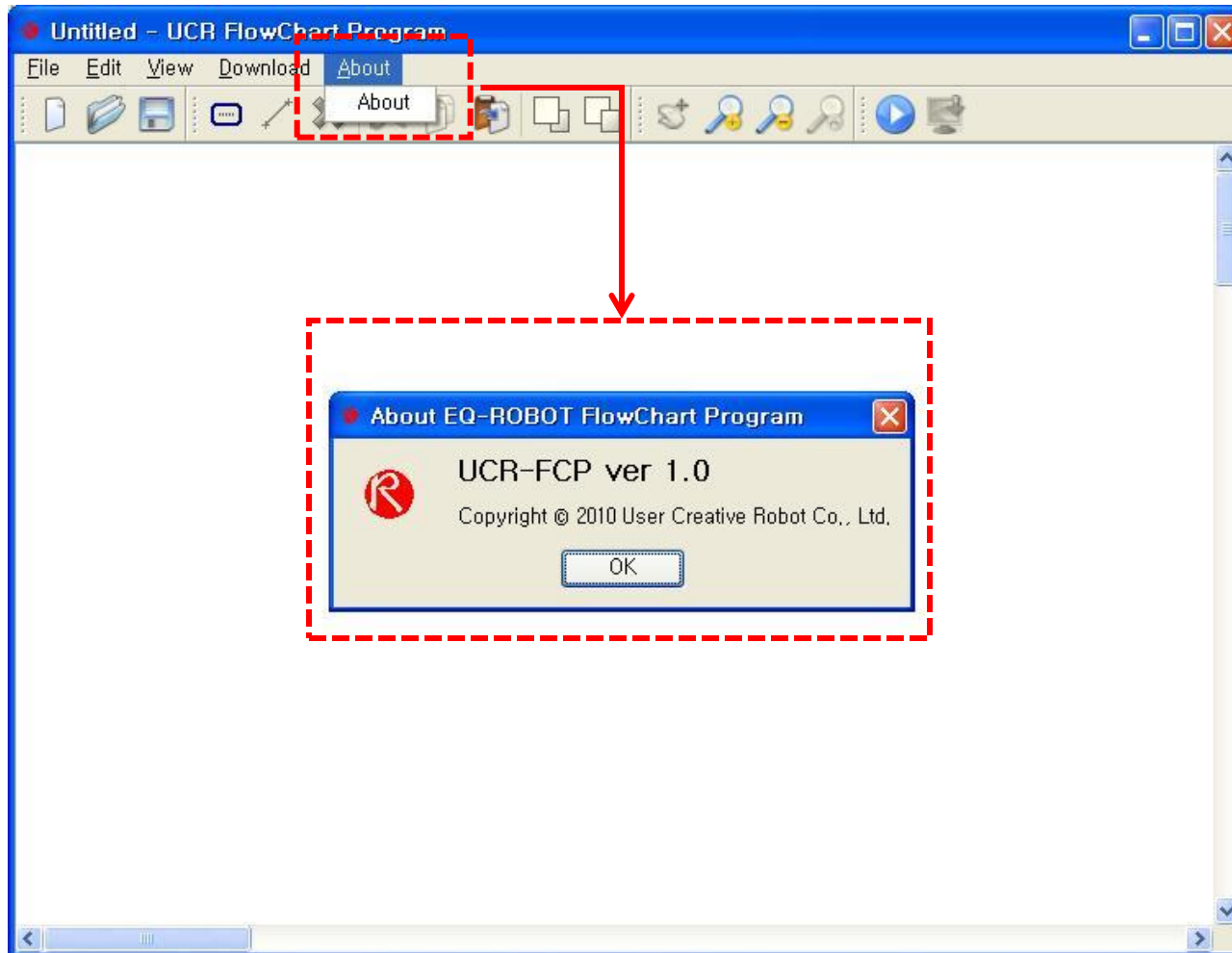
### (2-4-②+) Description of Download window



- 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

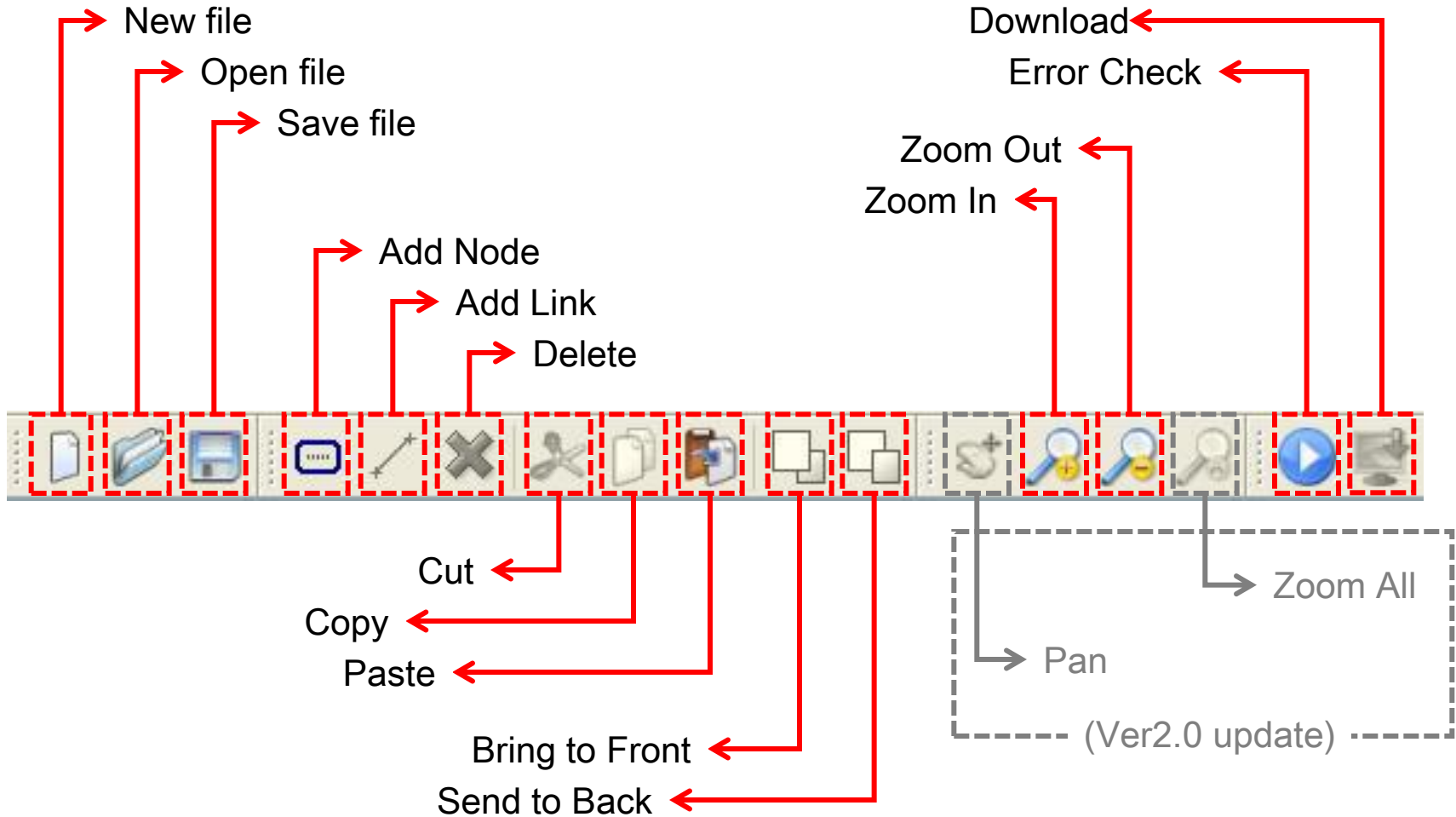
### (2-5) Menu bar - About menu





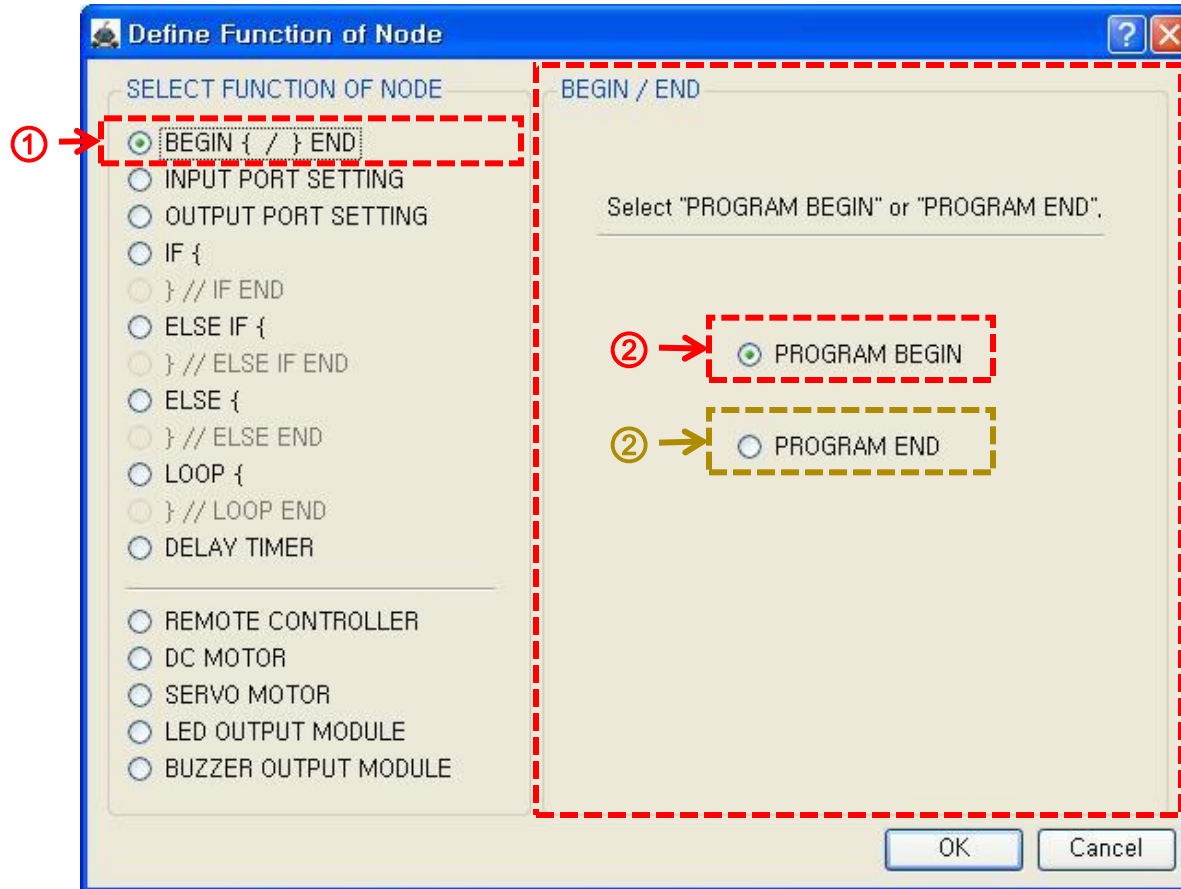
# 2. UCR-FCP Menu

## (2-6) TOOL BAR



# 3. Define Node's function

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



## [Program Begin]

- ① Select "Node functions..." : BEGIN{ / } END
- ② Select : PROGRAM BEGIN

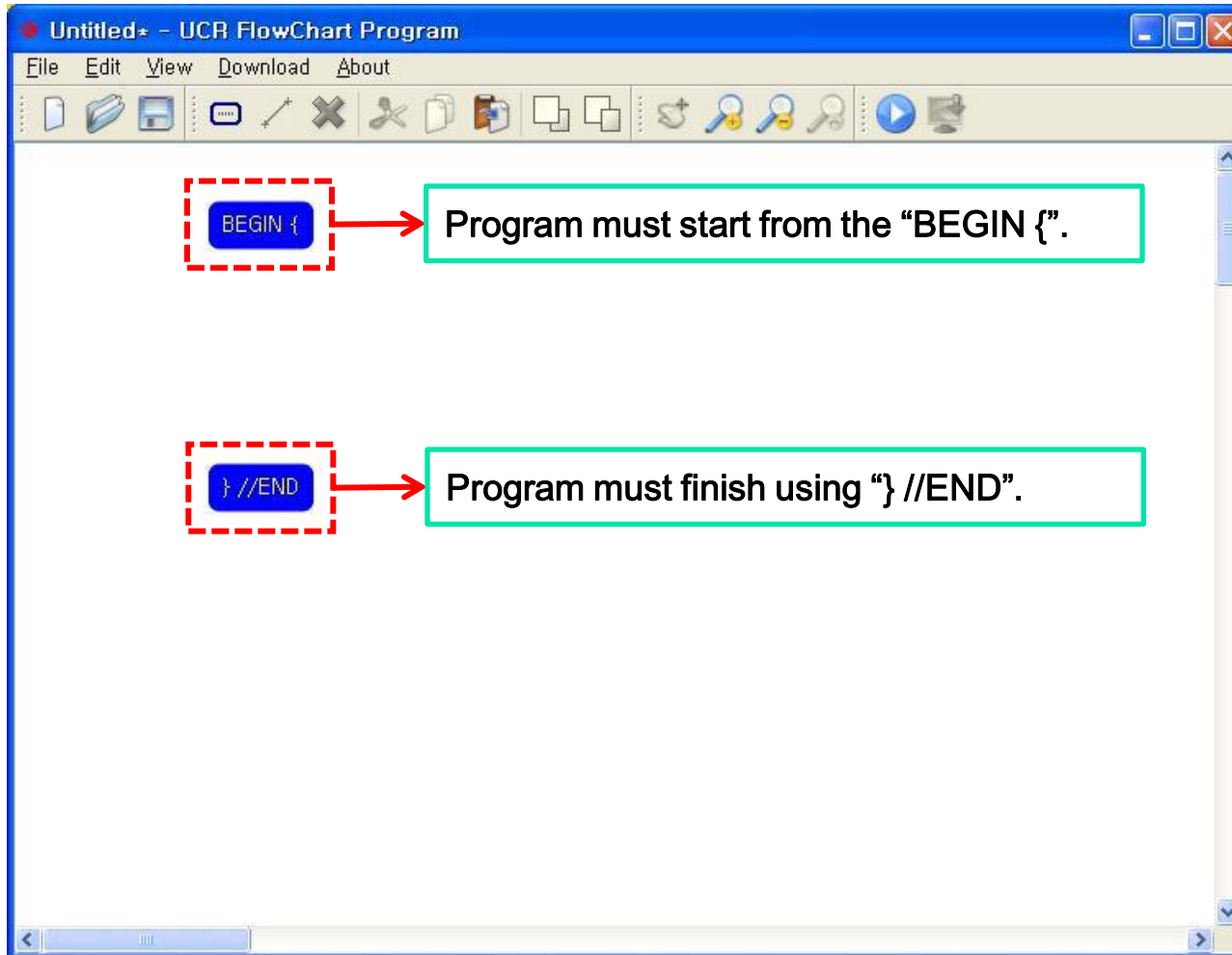
## [Program END]

- ① Select "Node functions..." : BEGIN{ / } END
- ② Select : PROGRAM END

※ Program must have begin and end point.

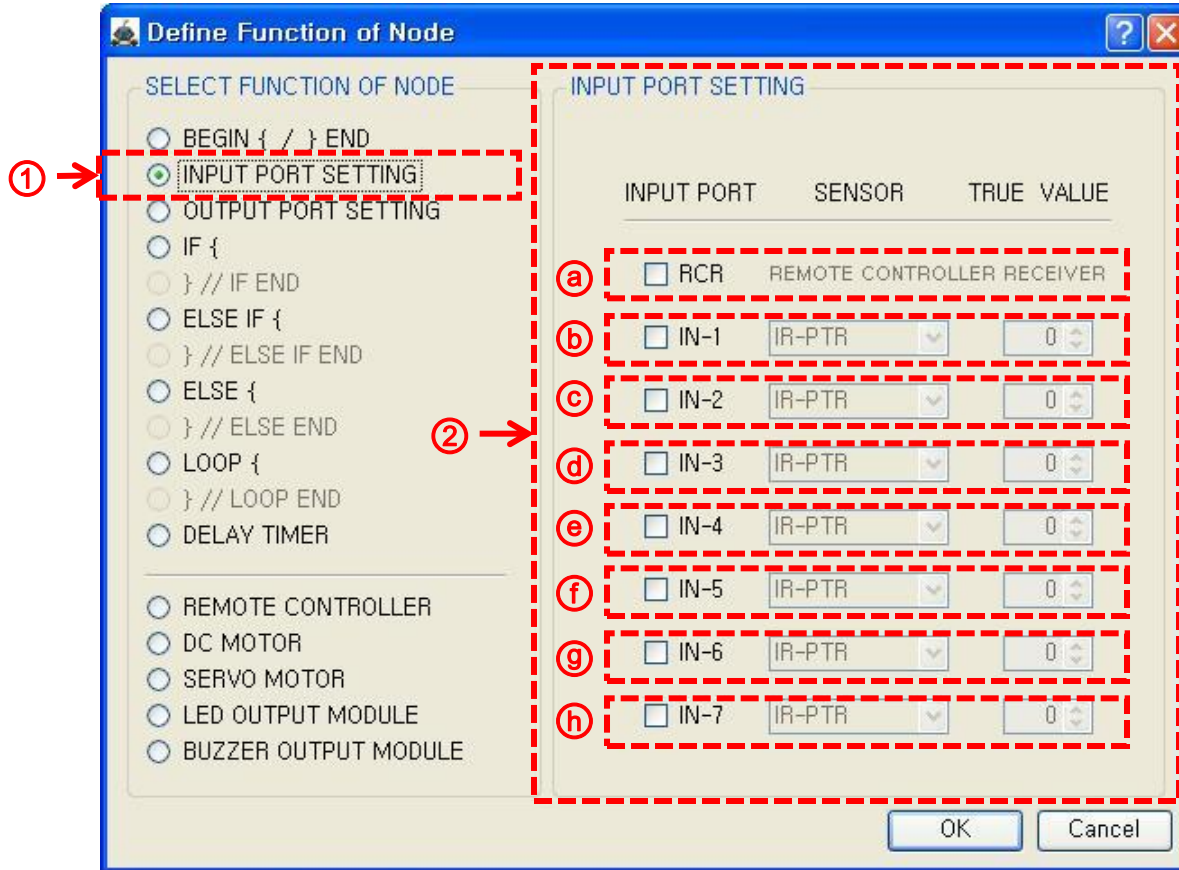
# 3. Define Node's function

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



# 3. Define Node's function

(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

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

**Define Function of Node**

SELECT FUNCTION OF NODE

- BEGIN { / } END
- INPUT PORT SETTING
- OUTPUT PORT SETTING
- IF {
- } // IF END
- ELSE IF {
- } // ELSE IF END
- ELSE {
- } // ELSE END
- LOOP {
- } // LOOP END
- DELAY TIMER

REMOTE CONTROLLER

DC MOTOR

SERVO MOTOR

LED OUTPUT MODULE

BUZZER OUTPUT MODULE

INPUT PORT SETTING

INPUT PORT	SENSOR	TRUE VALUE
<input type="checkbox"/> IN-1	IR-PTR	0
<input type="checkbox"/> IN-2	IR-PTR	0
<input type="checkbox"/> IN-3	IR-PTR	0
<input type="checkbox"/> IN-4	IR-PTR	0
<input type="checkbox"/> IN-5	IR-PTR	0
<input type="checkbox"/> IN-6	IR-PTR	0
<input type="checkbox"/> IN-7	IR-PTR	0

RCR REMOTE CONTROLLER RECEIVER

OK Cancel

### [Remote Controller]

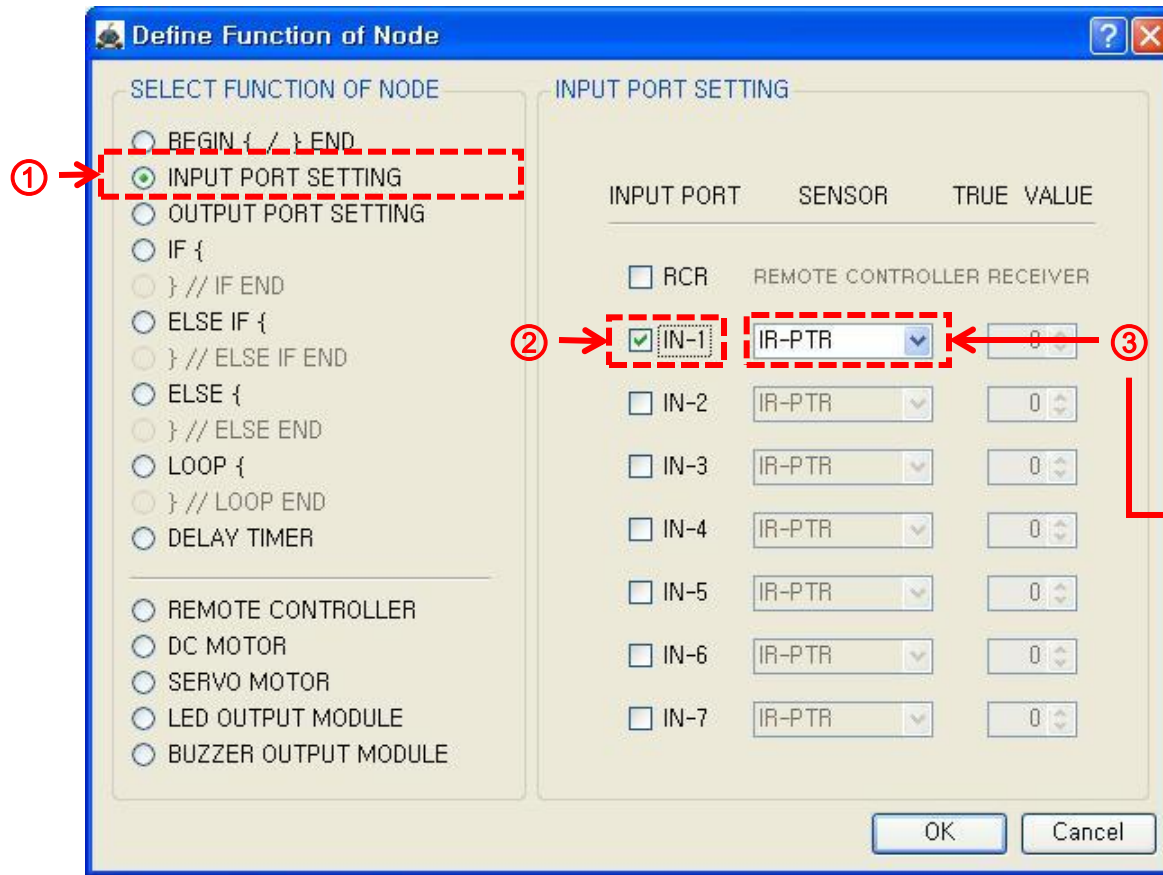
- ① INPUT PORT SETTING
- ② RCR

※ RCR can not be selected together other inputs.

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

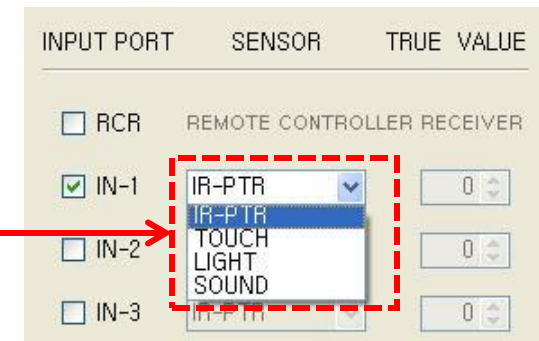
# 3. Define Node's function

## (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



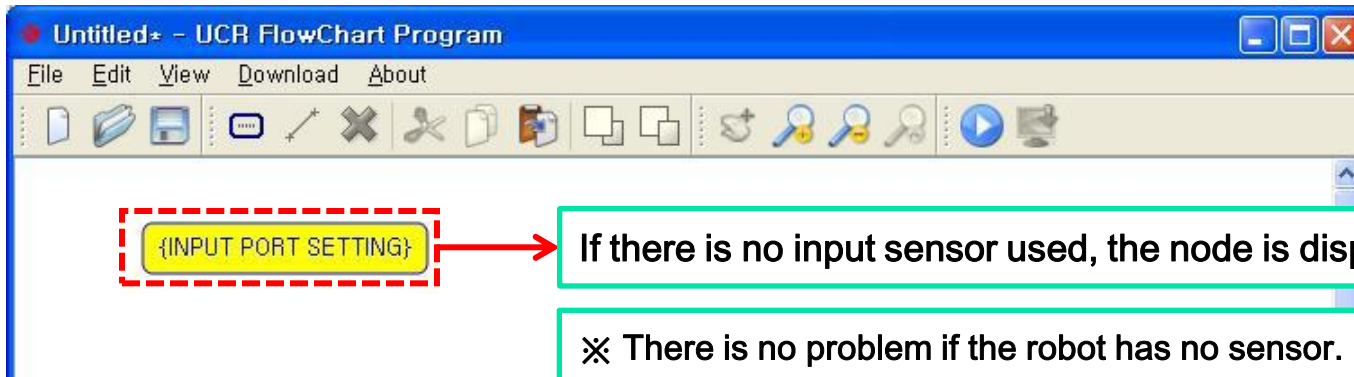
※ If no definition of sensor, you can not define the conditions in IF, ELSE IF.

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



# 3. Define Node's function

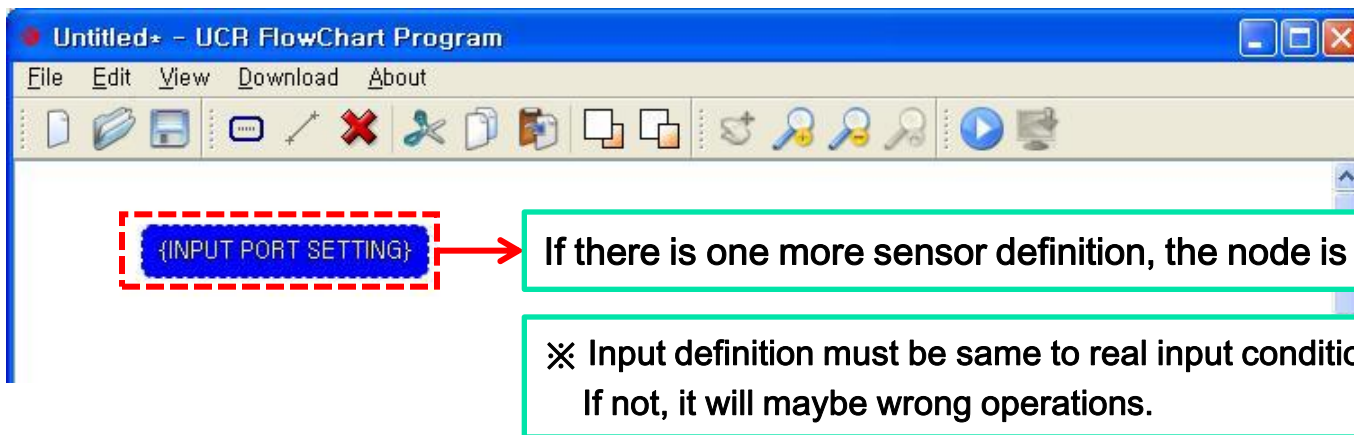
## (3-2-ex) "{INPUT PORT SETTING}"



The screenshot shows the UCR FlowChart Program interface. A node labeled "{INPUT PORT SETTING}" is highlighted with a yellow background and a red dashed border. A red arrow points from the node to a text box.

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

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



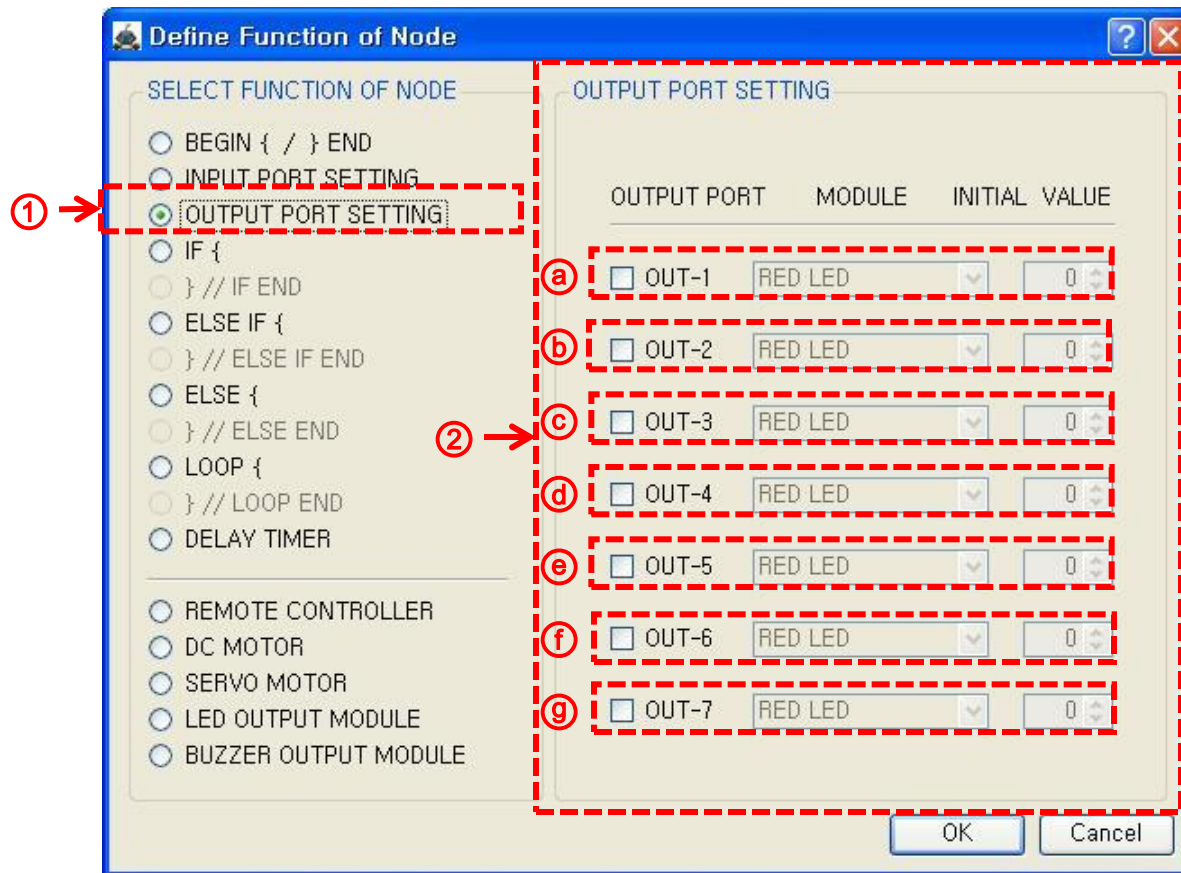
The screenshot shows the UCR FlowChart Program interface. A node labeled "{INPUT PORT SETTING}" is highlighted with a blue background and a red dashed border. A red arrow points from the node to a text box.

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

(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

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

**[OUT1 ~ OUT7 Output]**

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

OUTPUT PORT	MODULE	INITIAL VALUE
<input checked="" type="checkbox"/> OUT-1	RED LED	0
<input type="checkbox"/> OUT-2	RED LED	0
<input type="checkbox"/> OUT-3	RED LED	0
<input type="checkbox"/> OUT-4	RED LED	0
<input type="checkbox"/> OUT-5	RED LED	0
<input type="checkbox"/> OUT-6	RED LED	0
<input type="checkbox"/> OUT-7	RED LED	0

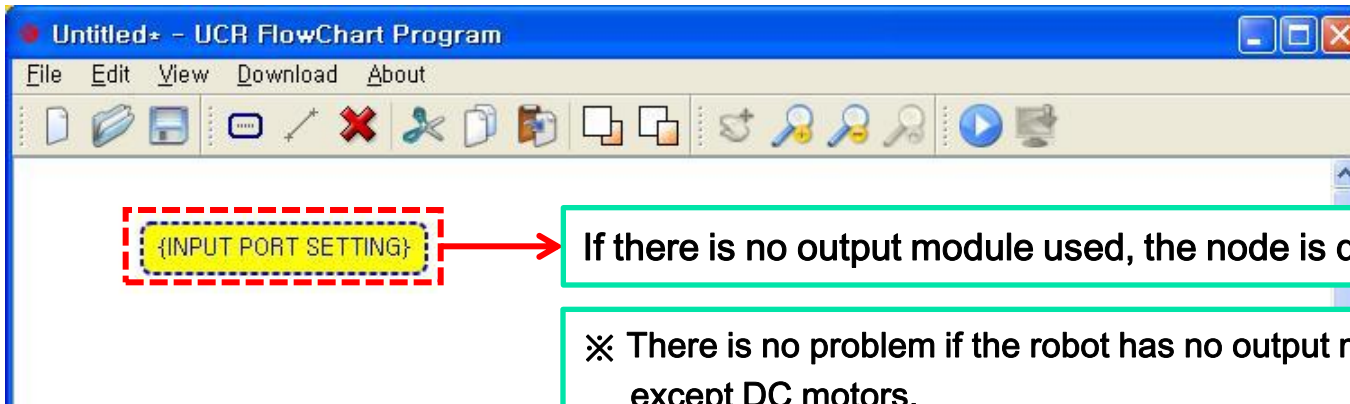
**[Initial value]**

- 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

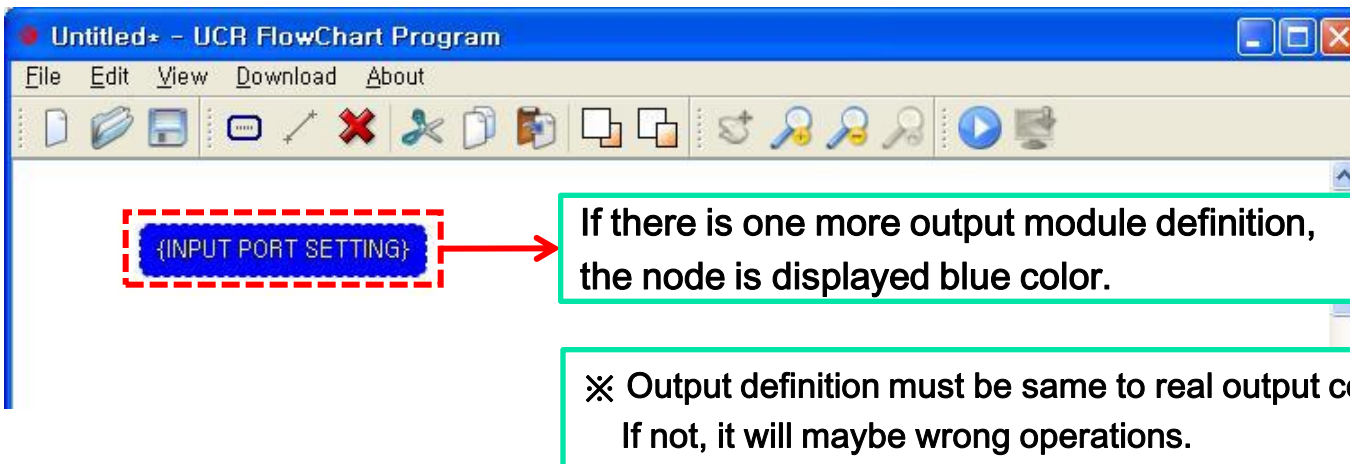
## (3-3-ex) "{OUTPUT PORT SETTING}"



The screenshot shows the UCR FlowChart Program interface. A node labeled "{INPUT PORT SETTING}" is highlighted with a yellow background and a red dashed border. A red arrow points from the node to a text box.

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.



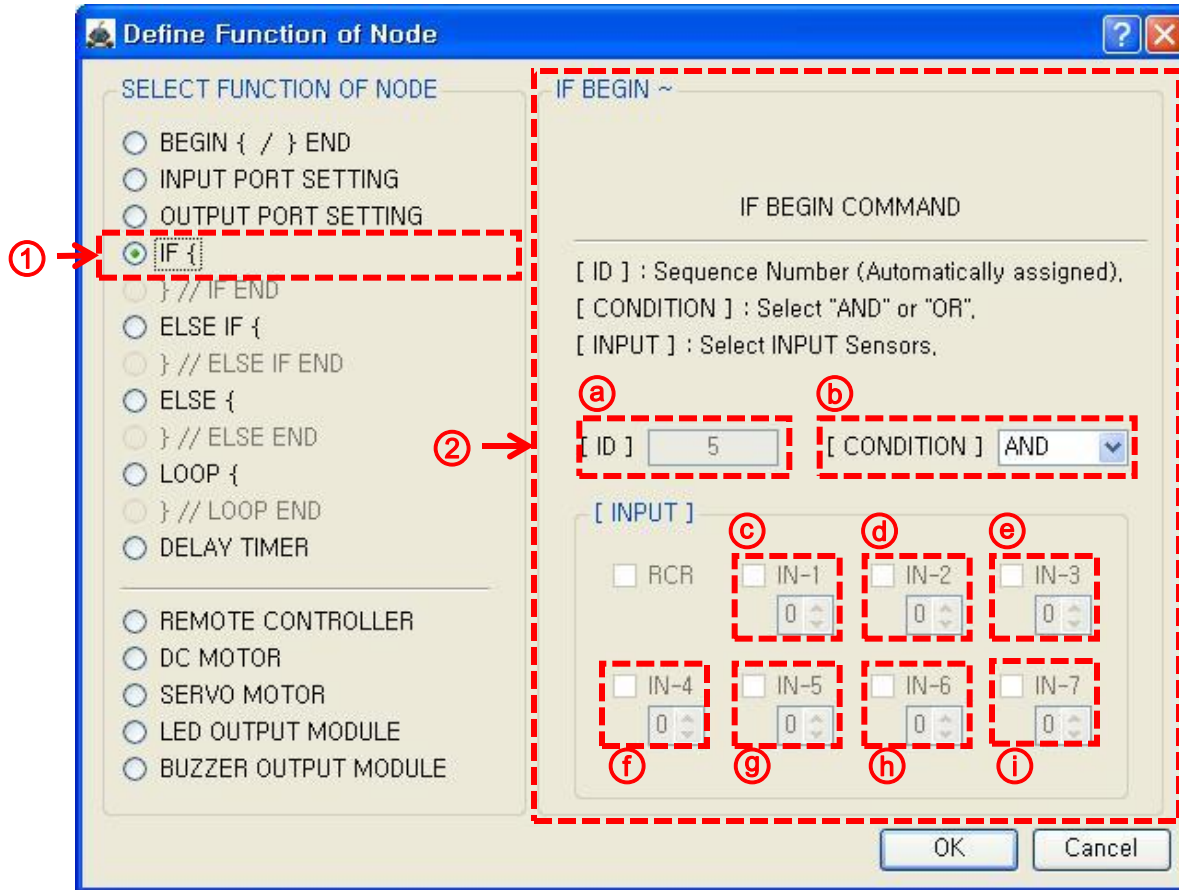
The screenshot shows the UCR FlowChart Program interface. A node labeled "{INPUT PORT SETTING}" is highlighted with a blue background and a red dashed border. A red arrow points from the node to a text box.

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

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



## [IF condition]

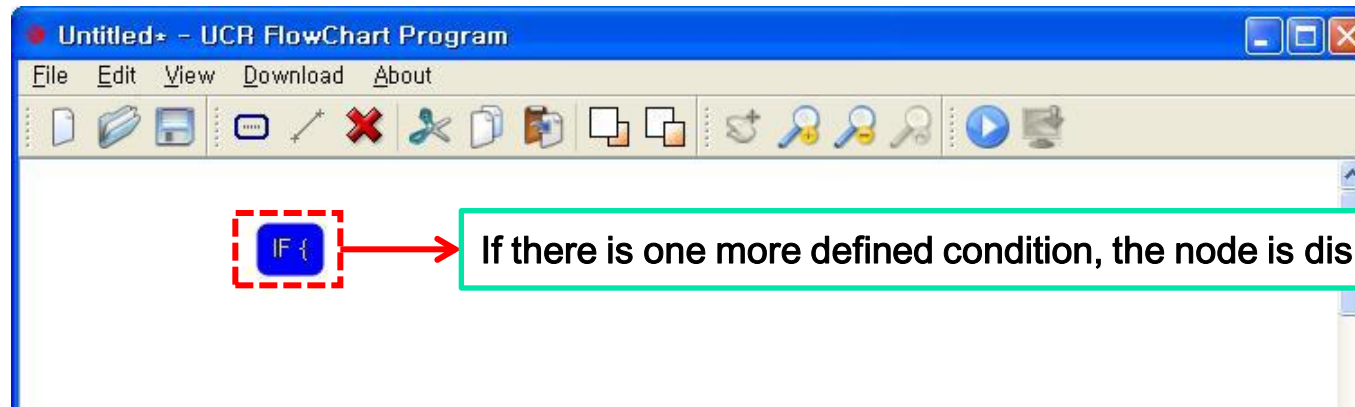
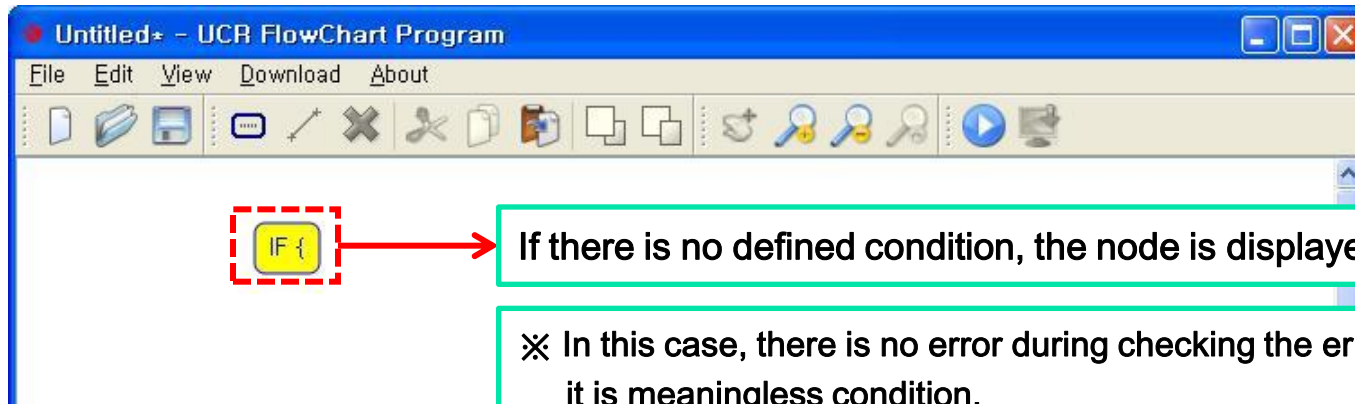
- ① Select the "Node Functions..." : IF {
- ② Define the input condition
  - Ⓐ ID : sequence number (automatically assigned)
  - Ⓑ CONDITION : AND/OR
  - Ⓒ IN-1 : IN1 input condition
  - Ⓓ IN-2 : IN2 input condition
  - Ⓔ IN-3 : IN3 input condition
  - Ⓕ IN-4 : IN4 input condition
  - Ⓖ IN-5 : IN5 input 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

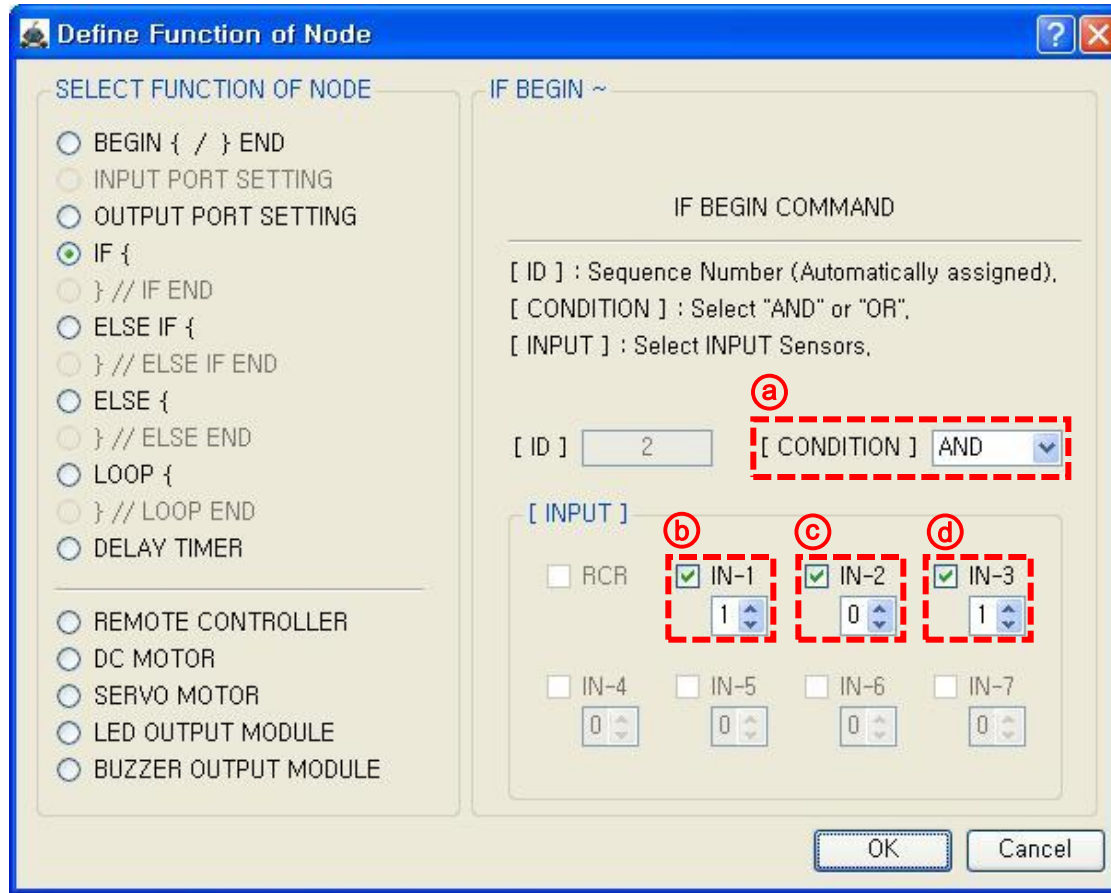
(3-4-ex1) "IF {"





# 3. Define Node's function

## (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.

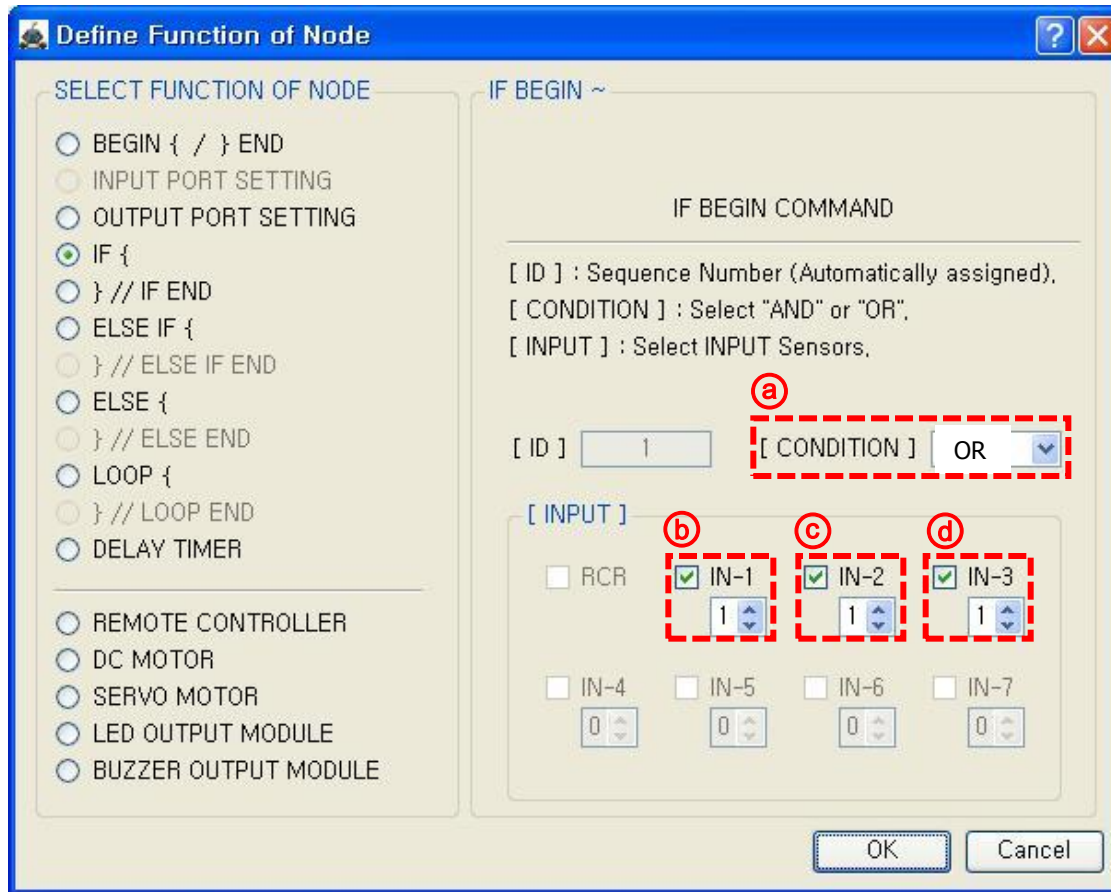
### [Define the IF condition]

- ⓑ 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

## (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]

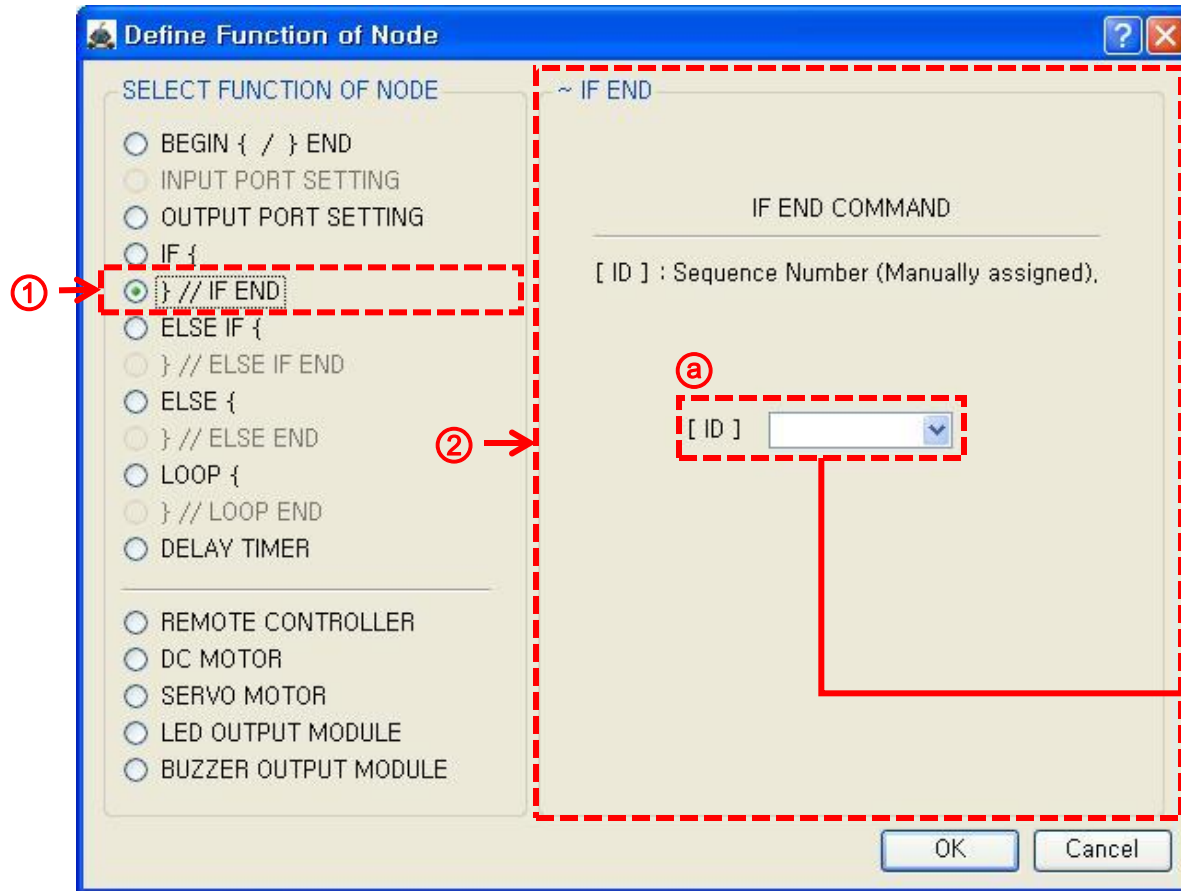
- ⓑ Check IN-1 for use  
: Input value is 1 (obstacle)
- ⓒ Check IN-2 for use  
: Input value is 1 (obstacle)
- ⓓ Check IN-3 for use  
: Input value is 1 (obstacle)
- ⓐ Select "OR" condition  
: more than one of 3 IR sensor are satisfied

※ 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

(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

(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.

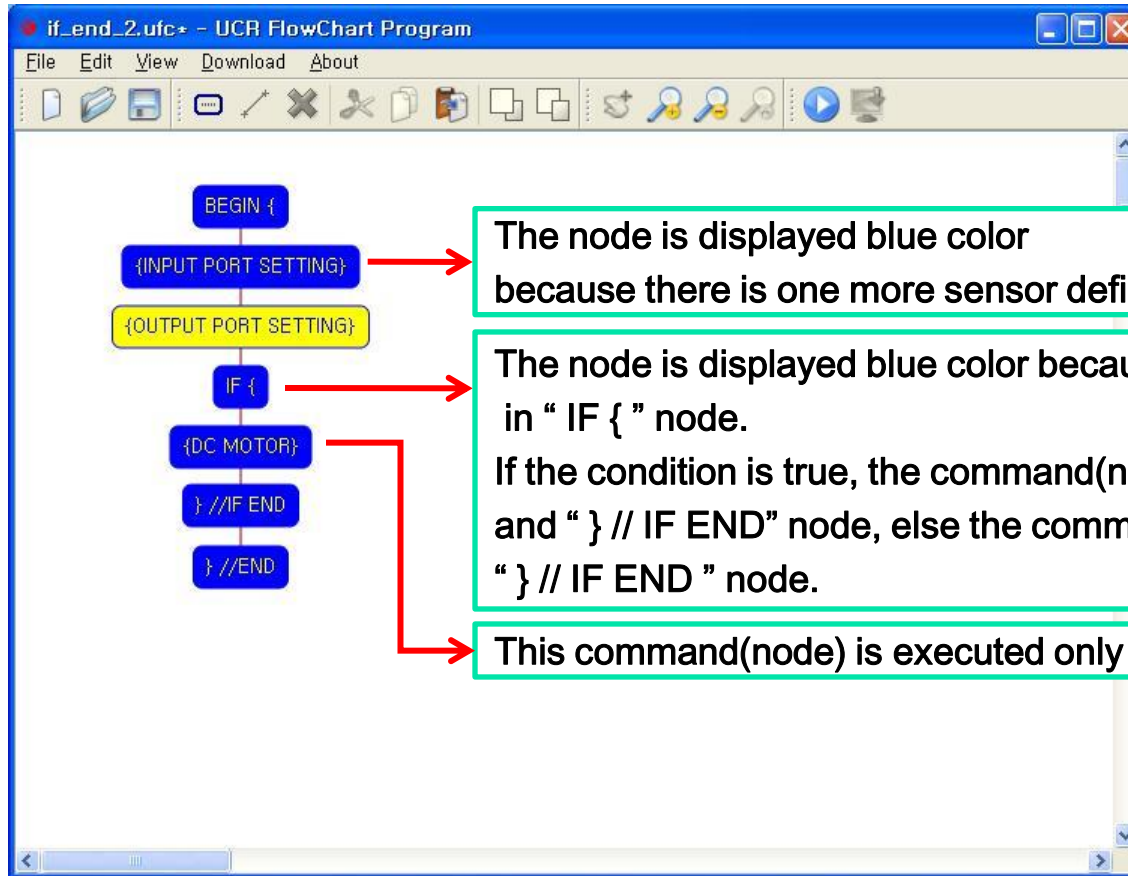
“} // IF END” is displayed blue color because the sequence number is defined according to the “IF {” node. If not it is displayed yellow color.  
Above “IF {” does not make an error if condition is not defined, but “} // IF END” makes an error if the sequence number is not defined.

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

(3-5-ex2) “ IF { ” & “ } // IF END ”



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

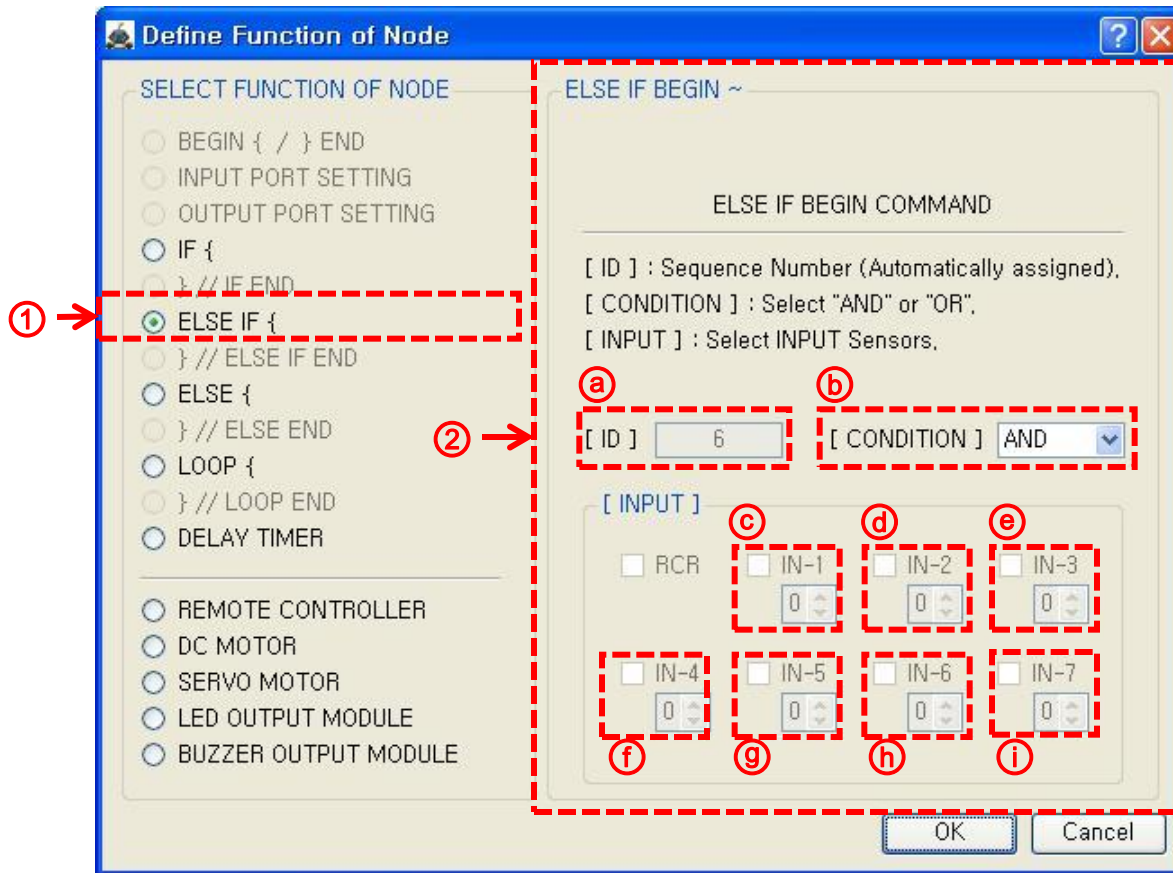
The node is displayed blue color because there is defined condition in “ IF { ” node.  
If the condition is true, the command(node) is executed between “ IF { ” and “ } // IF END” node, else the command(node) is executed after “ } // IF END ” node.

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

(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.

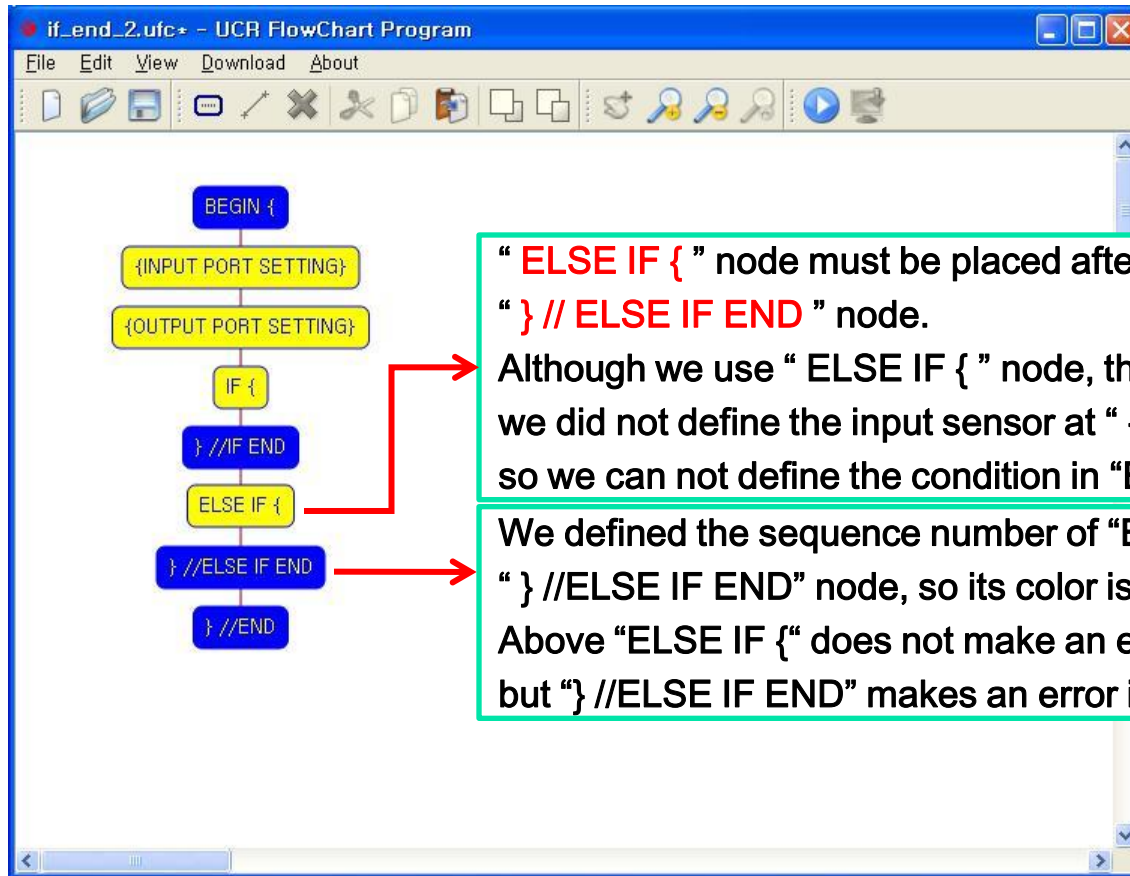
if [condition1] and [condition2]  
are false, both [command1] and  
[command2] are not executed.

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



# 3. Define Node's function

## (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.

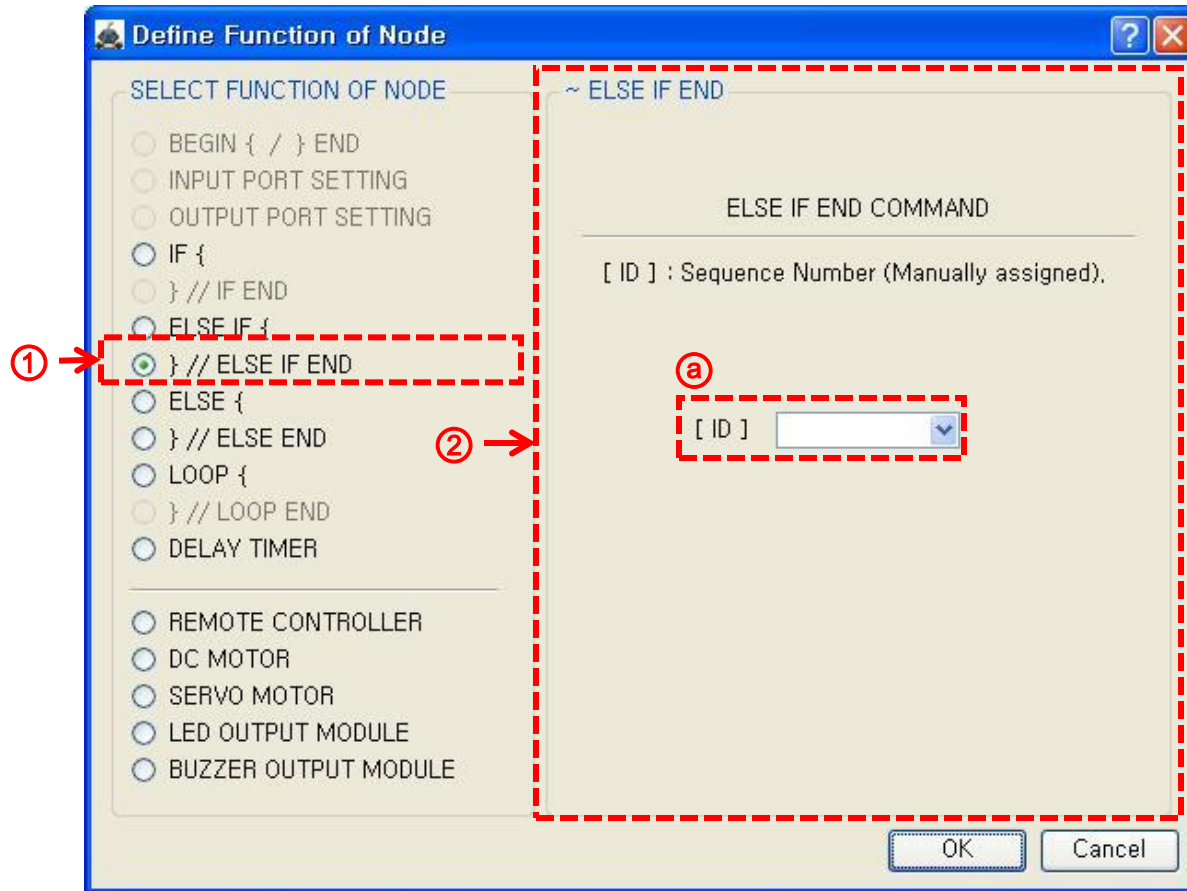
We defined the sequence number of "ELSE IF {" node at " } //ELSE IF END" node, so its color is blue.

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

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



**[“} //ELSE IF” condition]**  
→ same as [“} // IF” condition]

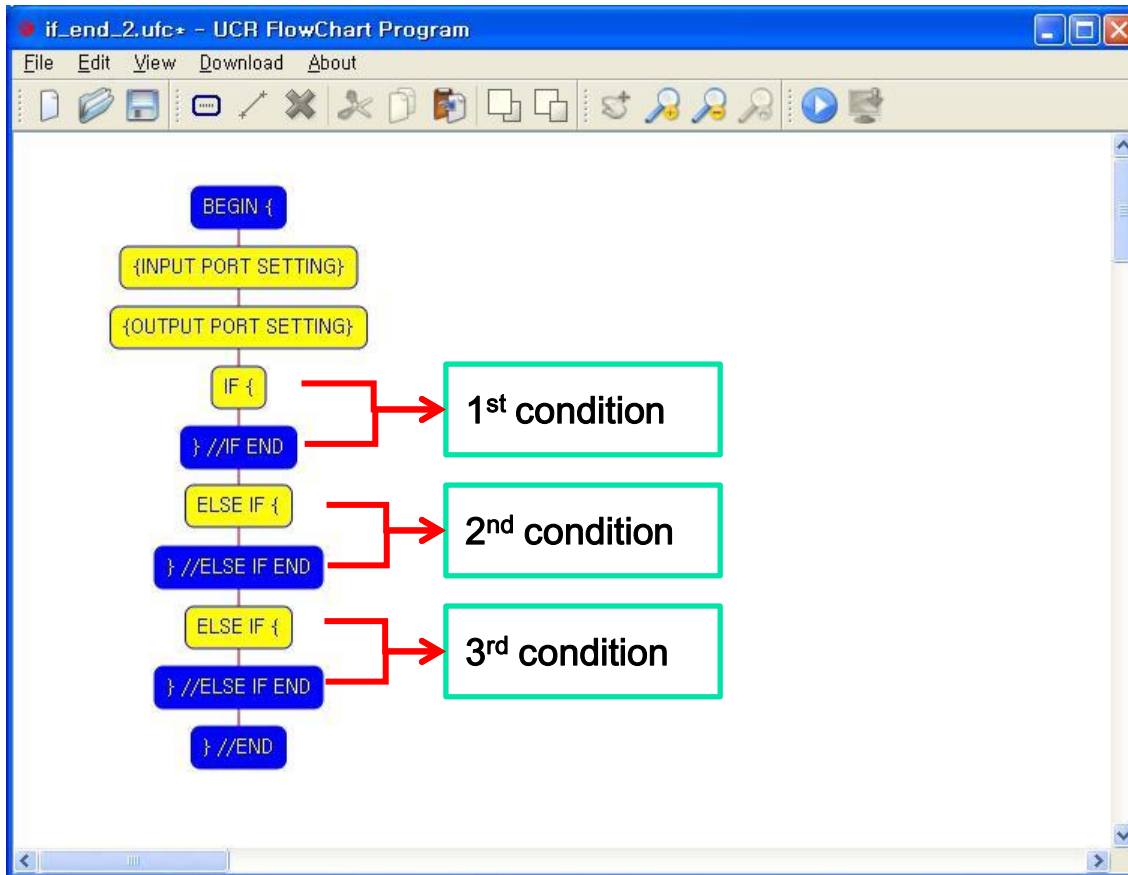
```
If(condition1) {command1;}  
else if (condition2) {command2;}  
else if (condition3) {command3;}  
...
```

→ 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

(3-7-ex1) “} // ELSE IF”

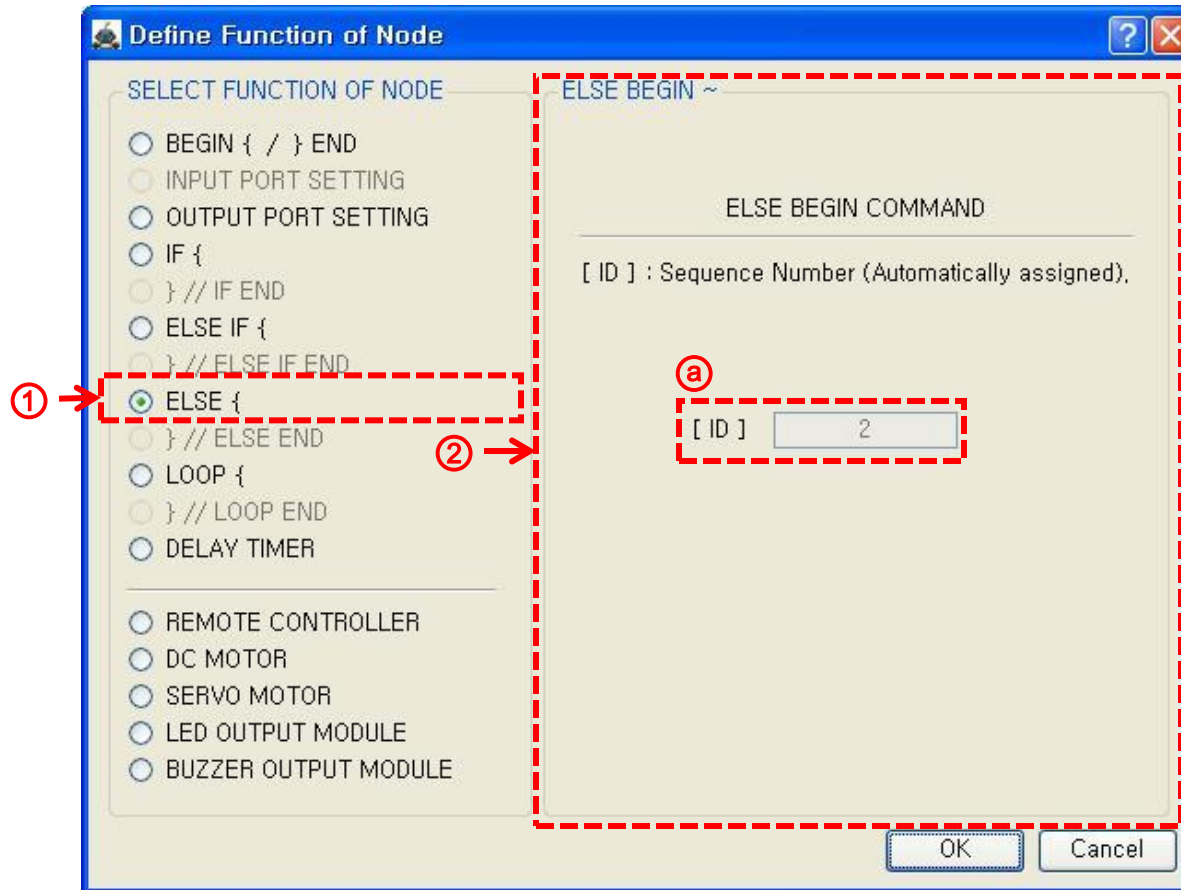


If(condition1) {command1;}  
else if (condition2) {command2;}  
else if (condition3) {command3;}  
...  
→ If you have many conditions,  
you can check all conditions  
using “else if” as above.

※ 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

(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)

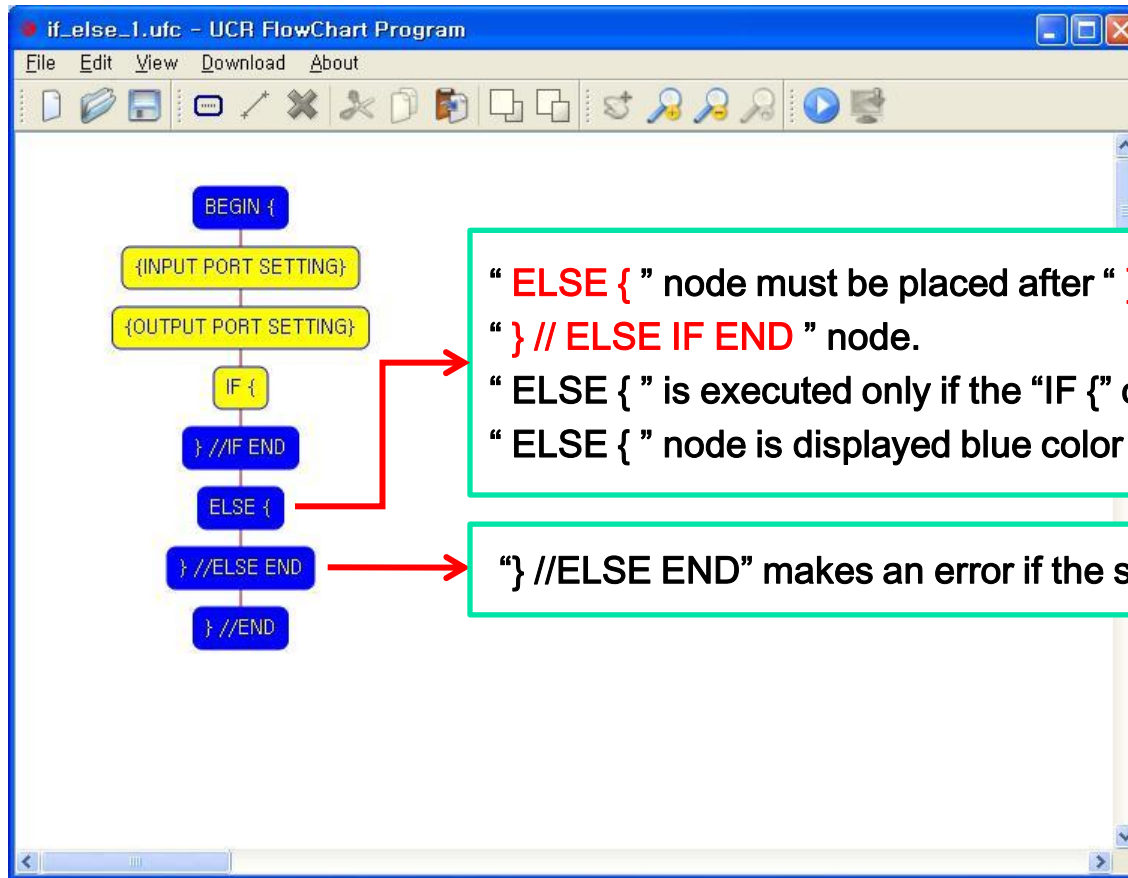
```
If (condition1) {command1;}  
else {command2;}
```

→ 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

## (3-8-ex1) "ELSE {"



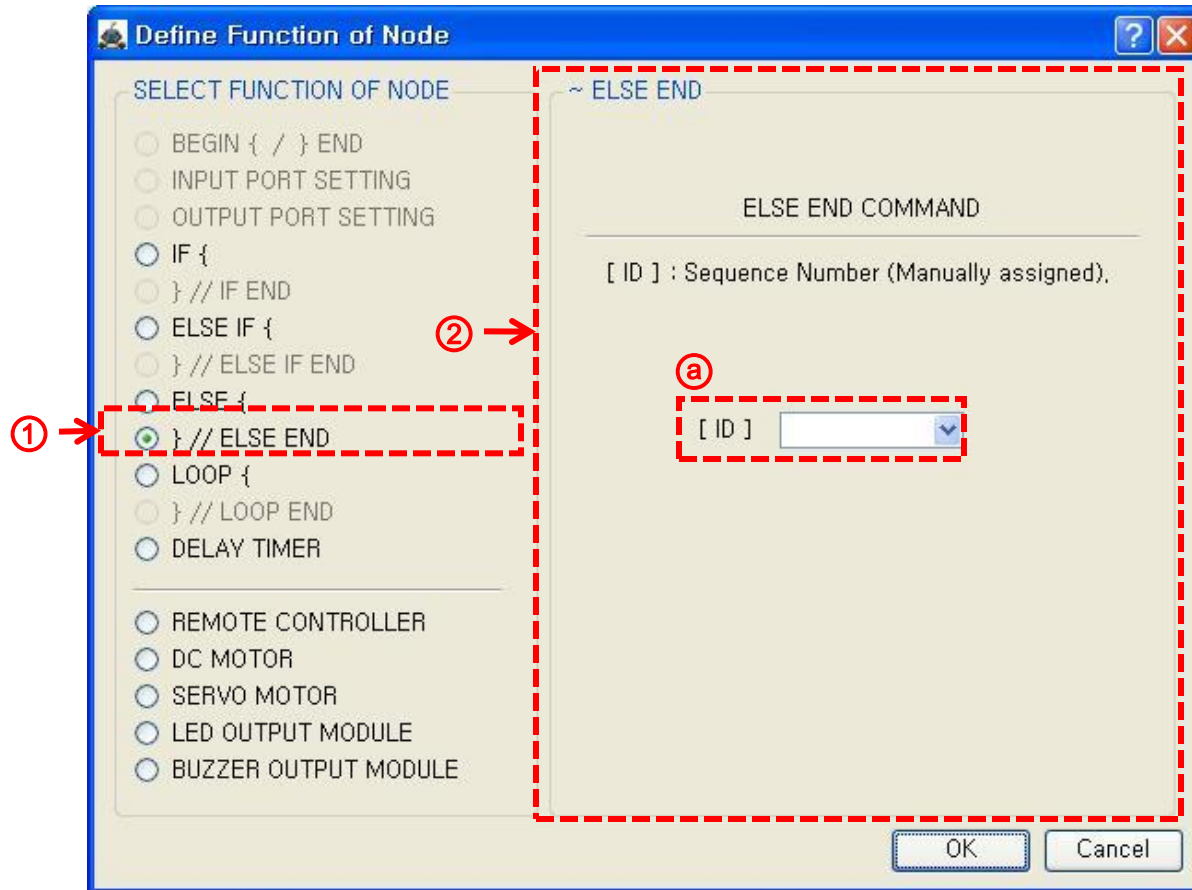
"ELSE {" node must be placed after "`} // IF END`" or "`} // ELSE IF END`" node.  
"ELSE {" is executed only if the "IF {" or "ELSE IF {" is not true.  
"ELSE {" node is displayed blue color always.

"`} //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

(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;}
```

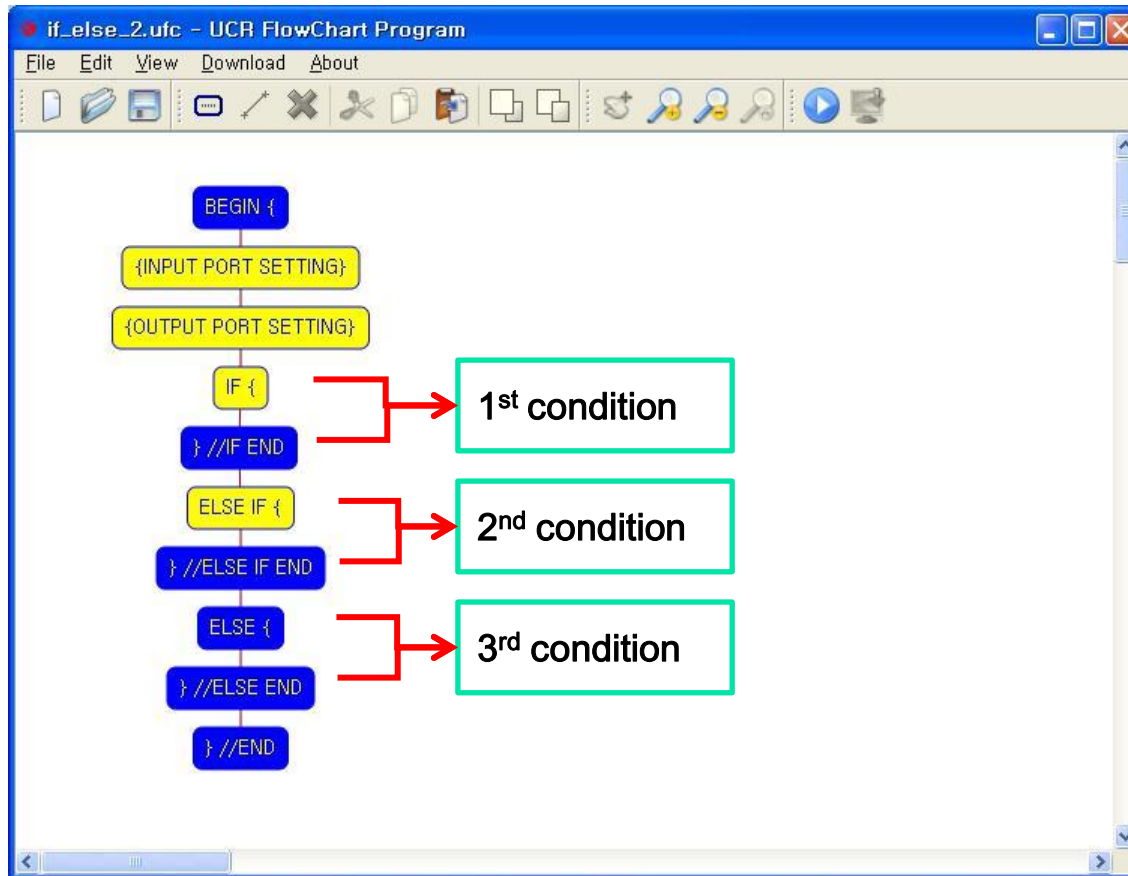
→ If you have 3 conditions to check, you can use “if”, “else if” and “else” condition.

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



# 3. Define Node's function

(3-9-ex1) “} // ELSE”

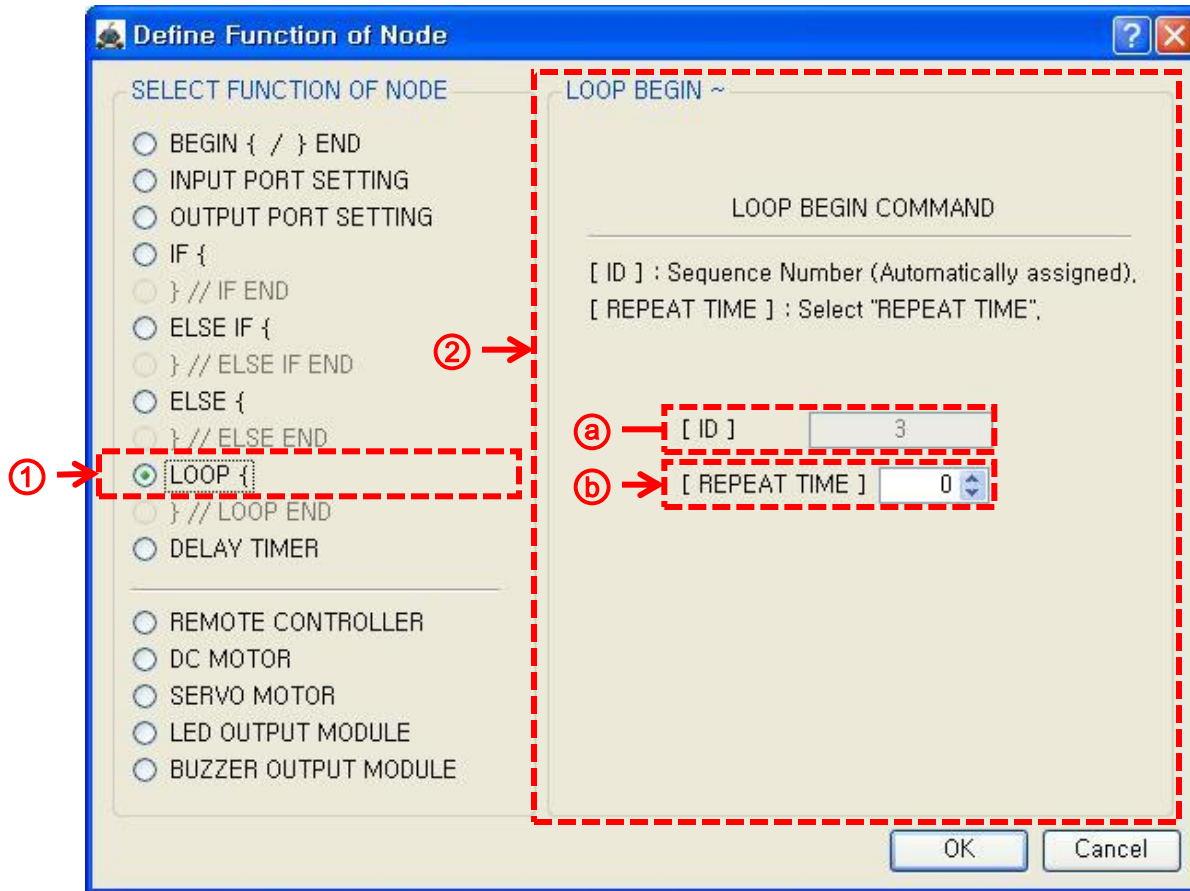


If (condition1) {command1;}  
else if (condition2) {command2;}  
else {command3;}  
→ If you have 3 conditions to check, you can use “if”, “else if” and “else” condition.

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

# 3. Define Node's function

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



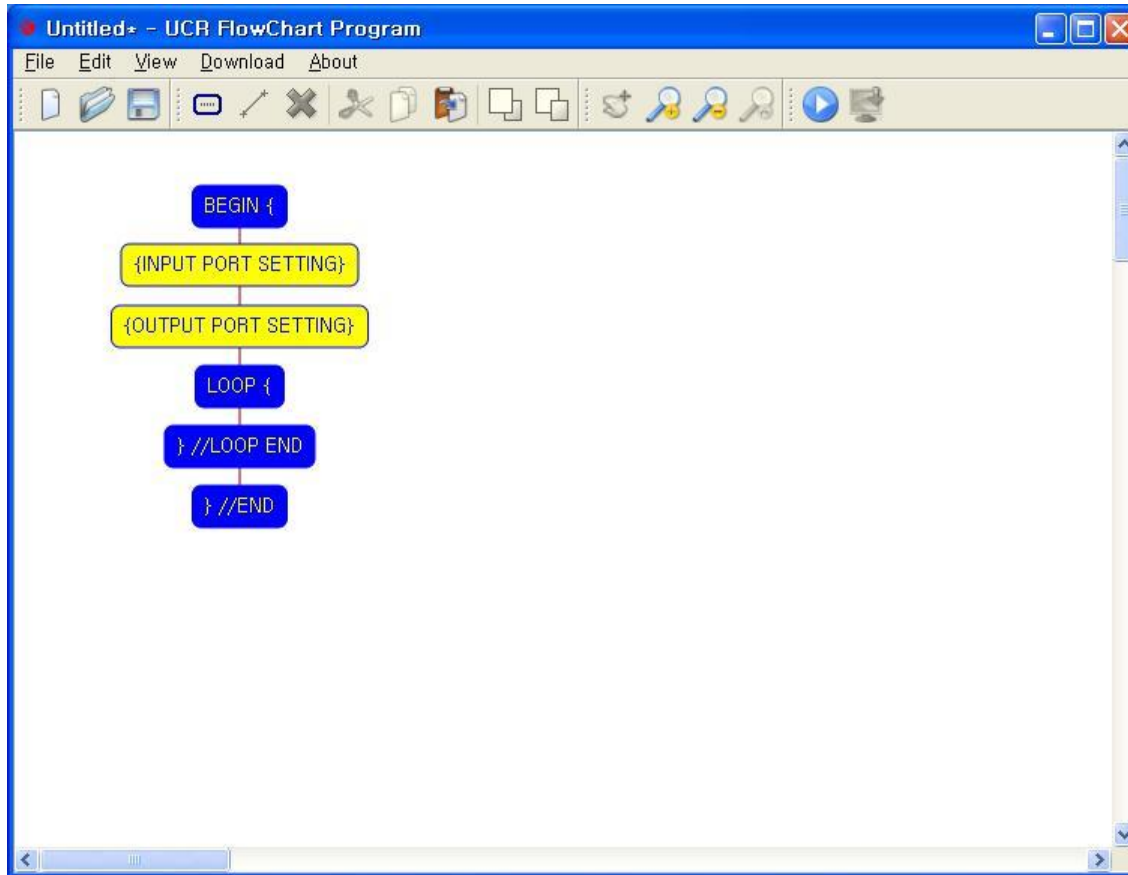
## [Define LOOP]

- 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

## (3-10-ex1) "LOOP {"



Loop (repetition time)

```
{  
  
}
```

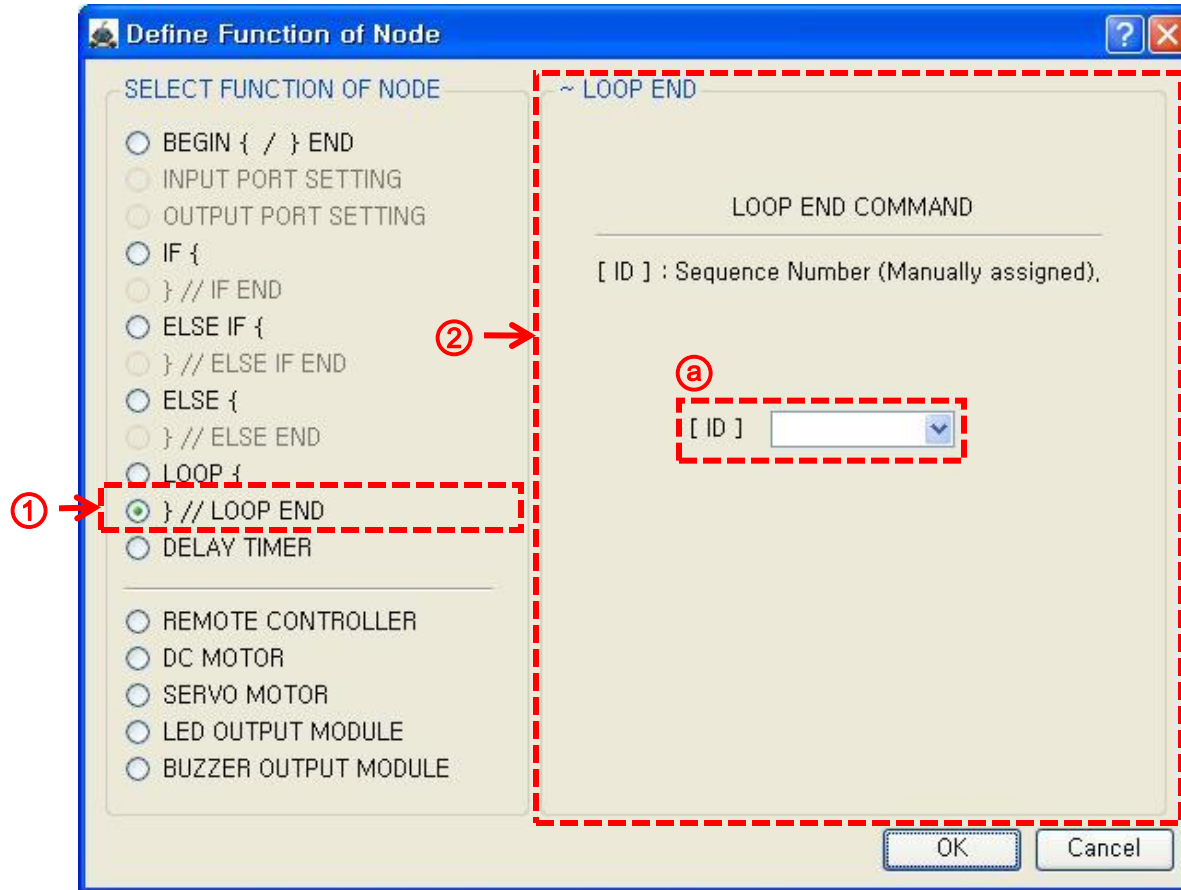
command;

→ 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

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



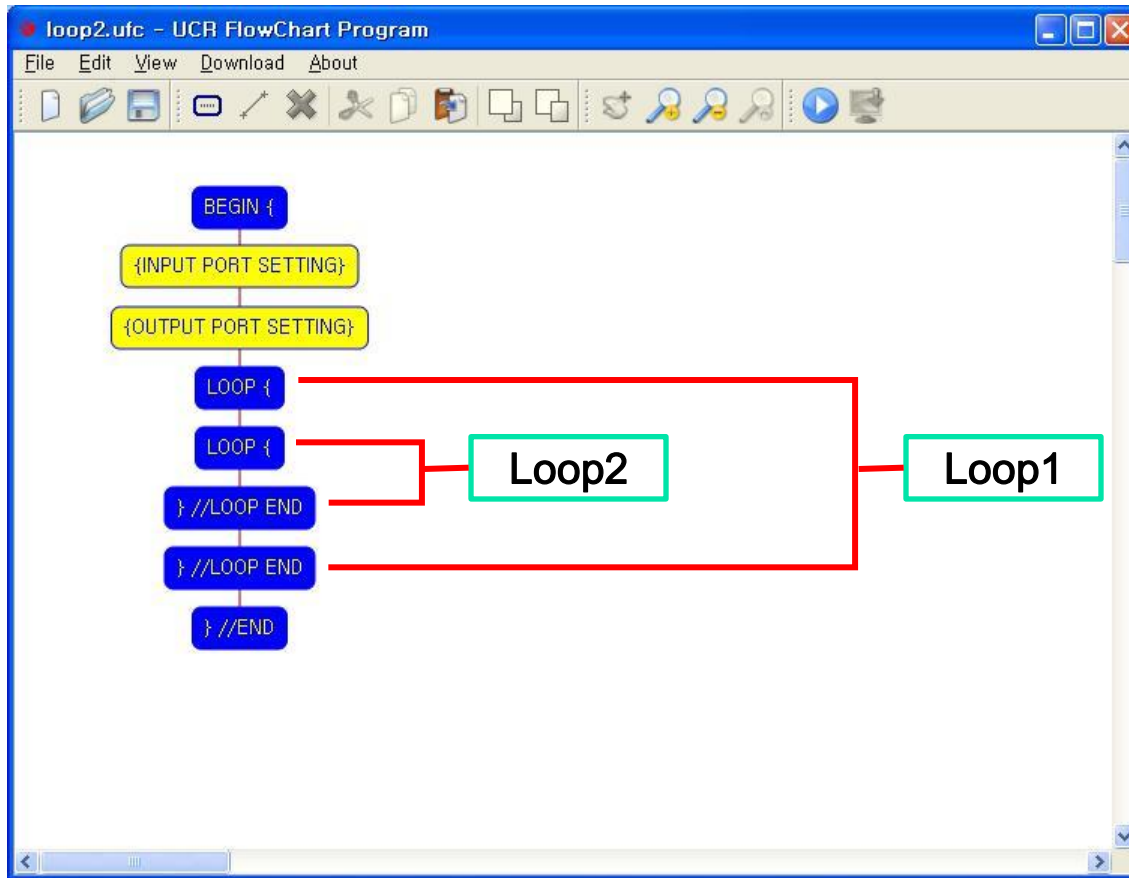
## [LOOP END]

- ① Select the “Node Functions...”  
: } // LOOP END
- ② Define the ID of “LOOP {”  
    @a ID : Sequence number of  
        paired “LOOP {”

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

# 3. Define Node's function

(3-11-ex1) “} // LOOP END”



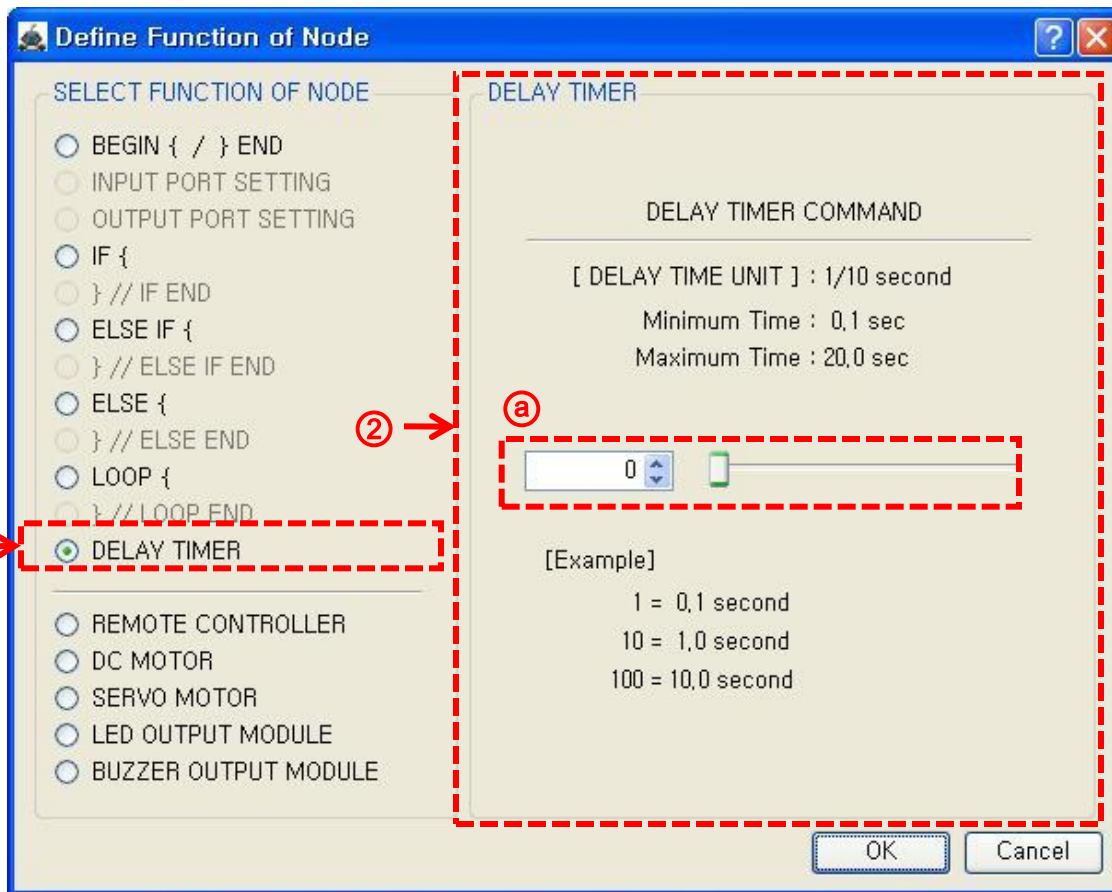
```
Loop1 (repetition time1)
{
  command1;
  Loop2 (repetition time2)
  {
    command2;
  }
}
```

→ 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

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



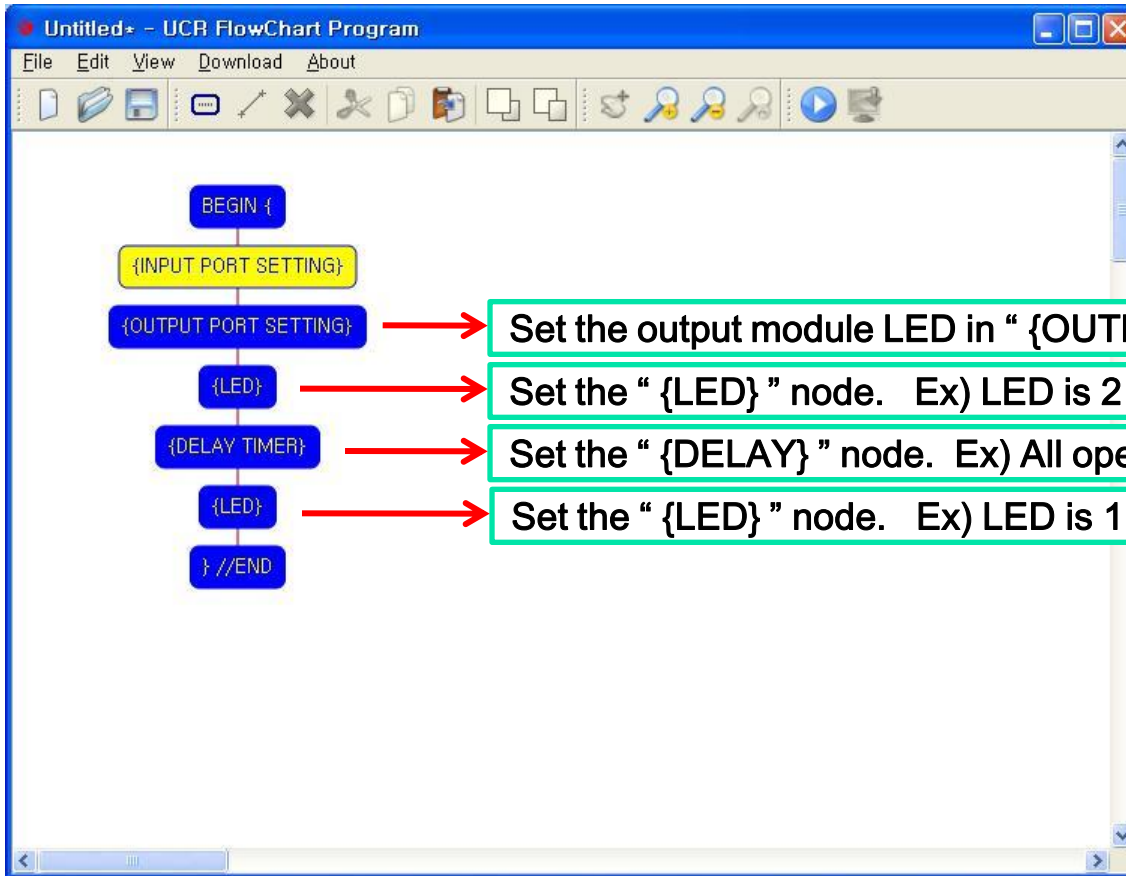
### [DELAY TIMER ]

- ① Select the “Node Functions...”  
: DELAY TIMER
- ② Define the function
  - ⓐ Define the delay time
    - . Min. : 0 => 0 second
    - . Max. : 200 => 20.0 second



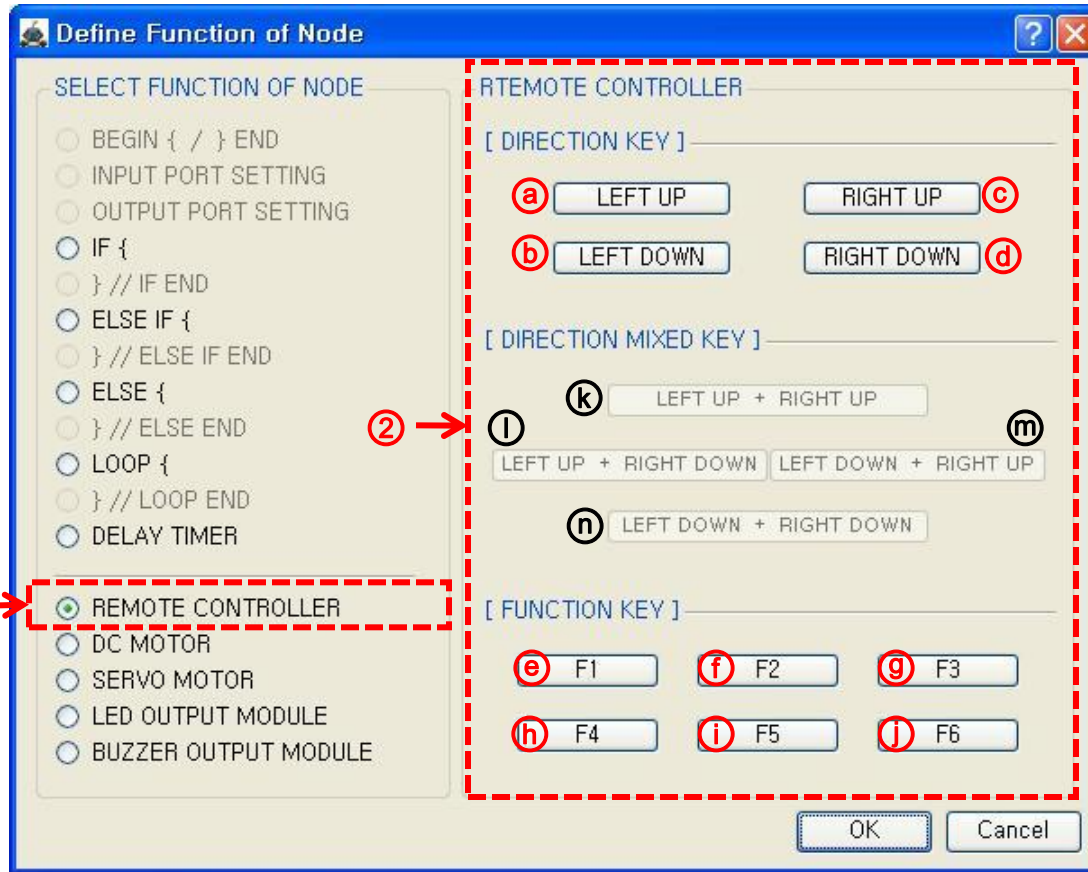
# 3. Define Node's function

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



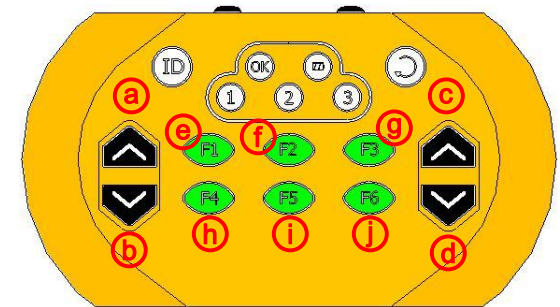
# 3. Define Node's function

## (3-13-1) REMOTE CONTROLLER : “ {REMOTE CONTROLLER} ”



### [REMOTE CONTROLLER]

- ① Select the “Node Functions...” : REMOTE CONTROLLER
- ② Define the Key assignment

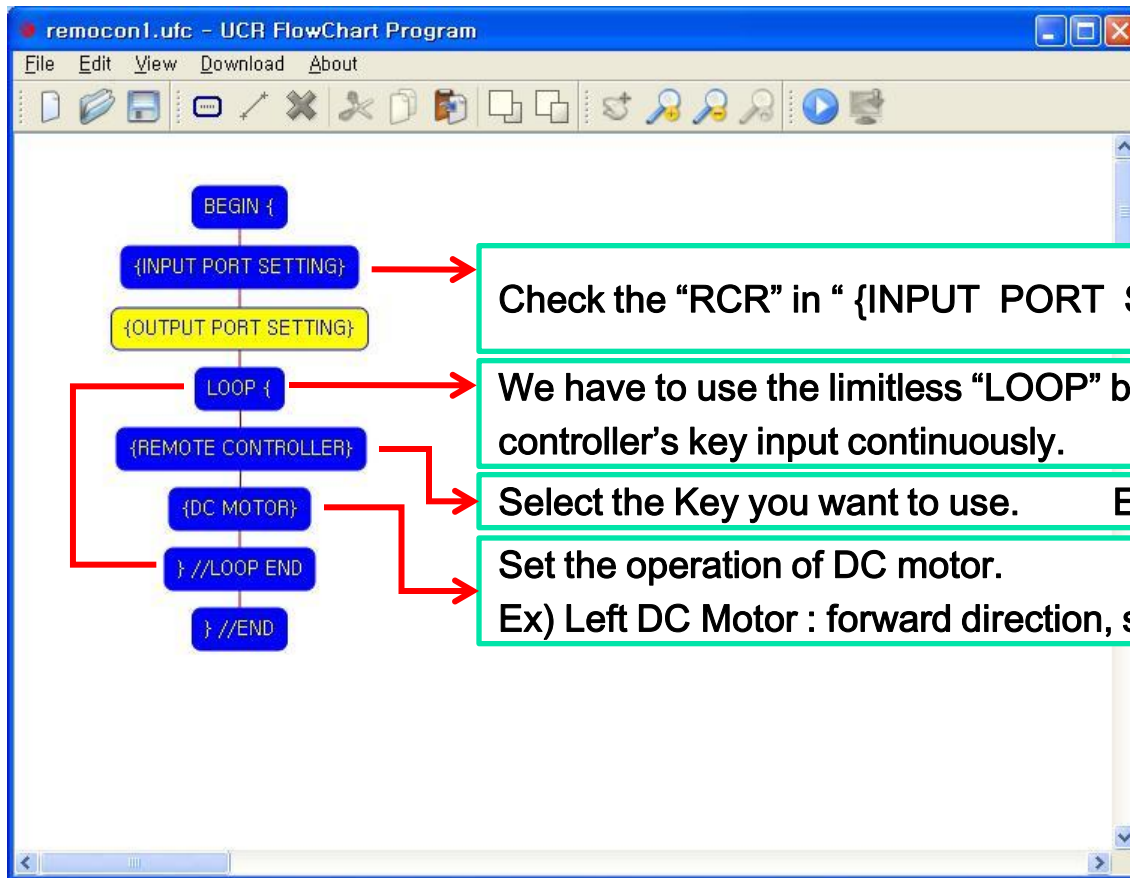


※ [DIRECTION MIXED KEY] are supporting from next version.

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

# 3. Define Node's function

(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.

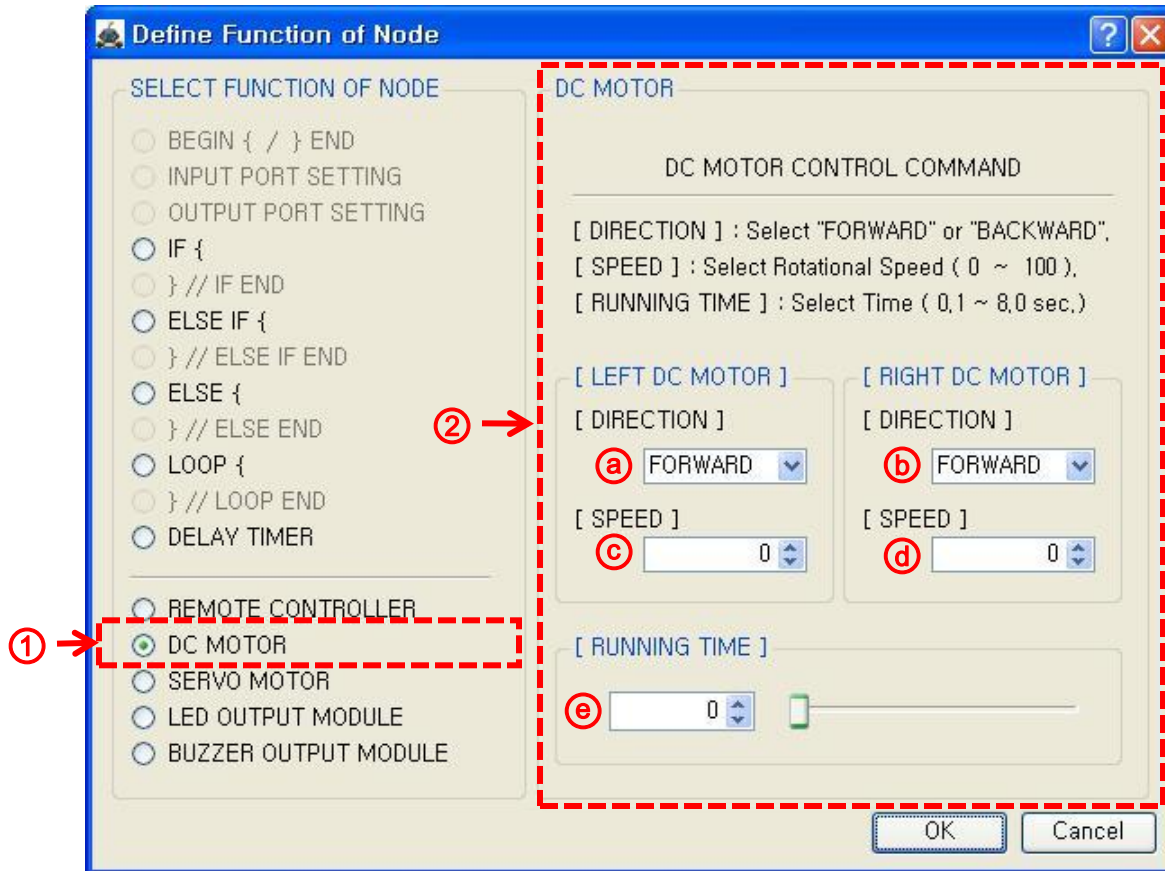
Select the Key you want to use. Ex) “F1” Key

Set the operation of DC motor.

Ex) Left DC Motor : forward direction, speed 100 during 1 second

# 3. Define Node's function

## (3-14-1) DC MOTOR : “ {DC MOTOR} ”



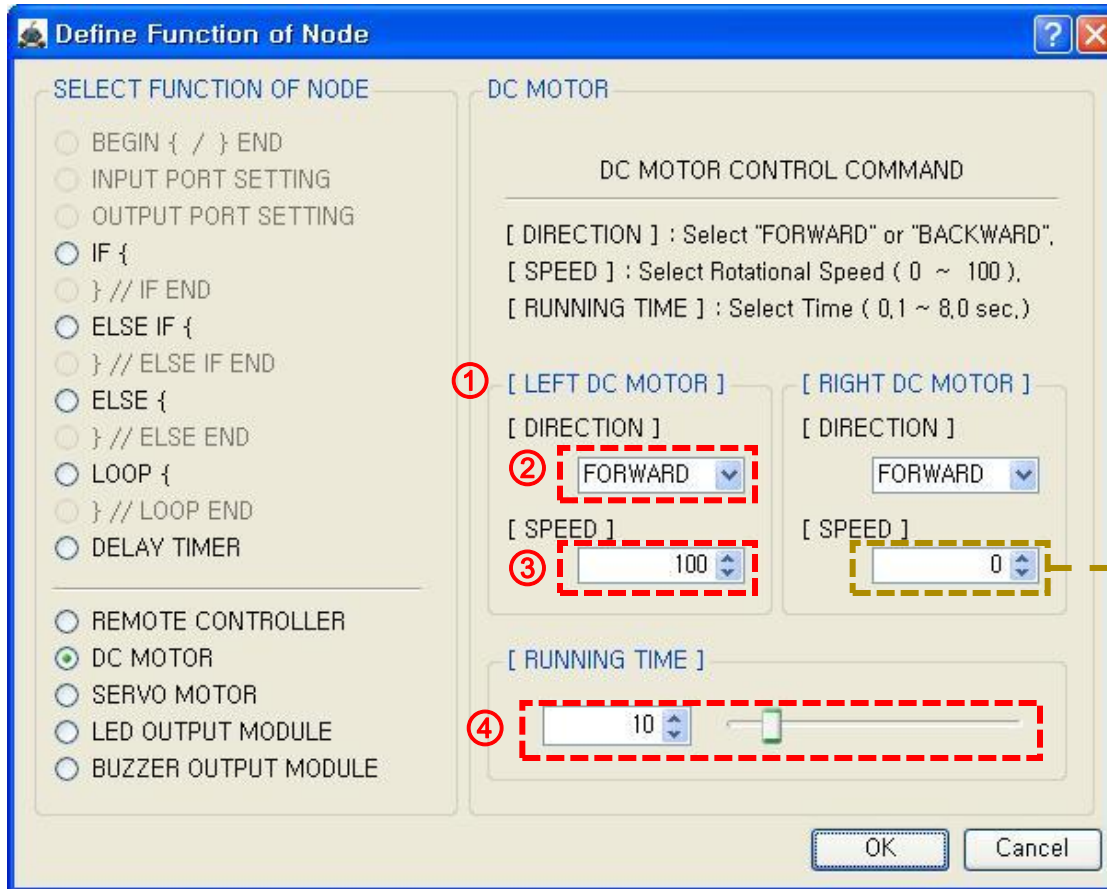
### [DC MOTOR]

- 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

## (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

(3-14-ex2) “ {DC MOTOR} ”

**Define Function of Node**

SELECT FUNCTION OF NODE

- BEGIN { / } END
- INPUT PORT SETTING
- OUTPUT PORT SETTING
- IF {
- } // IF END
- ELSE IF {
- } // ELSE IF END
- ELSE {
- } // ELSE END
- LOOP {
- } // LOOP END
- DELAY TIMER
- REMOTE CONTROLLER
- DC MOTOR
- SERVO MOTOR
- LED OUTPUT MODULE
- BUZZER OUTPUT MODULE

DC MOTOR

DC MOTOR CONTROL COMMAND

[ DIRECTION ] : Select "FORWARD" or "BACKWARD",  
[ SPEED ] : Select Rotational Speed ( 0 ~ 100 ),  
[ RUNNING TIME ] : Select Time ( 0.1 ~ 8.0 sec.)

① [ LEFT DC MOTOR ] [ RIGHT DC MOTOR ]

② [ DIRECTION ] [ DIRECTION ]  
FORWARD FORWARD

③ [ SPEED ] [ SPEED ]  
100 100

④ [ RUNNING TIME ]  
30

OK Cancel

[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

(3-14-ex3) “ {DC MOTOR} ”

**Define Function of Node**

SELECT FUNCTION OF NODE

- BEGIN { / } END
- INPUT PORT SETTING
- OUTPUT PORT SETTING
- IF {
- } // IF END
- ELSE IF {
- } // ELSE IF END
- ELSE {
- } // ELSE END
- LOOP {
- } // LOOP END
- DELAY TIMER

REMOTE CONTROLLER

**DC MOTOR**

SERVO MOTOR

LED OUTPUT MODULE

BUZZER OUTPUT MODULE

**DC MOTOR**

DC MOTOR CONTROL COMMAND

[ DIRECTION ] : Select "FORWARD" or "BACKWARD",  
[ SPEED ] : Select Rotational Speed ( 0 ~ 100 ),  
[ RUNNING TIME ] : Select Time ( 0,1 ~ 8,0 sec.)

① [ LEFT DC MOTOR ] [ RIGHT DC MOTOR ]

[ DIRECTION ] [ DIRECTION ]

② [ DIRECTION ] [ DIRECTION ]

[ SPEED ] [ SPEED ]

③ [ SPEED ] [ SPEED ]

[ RUNNING TIME ]

④ [ RUNNING TIME ]

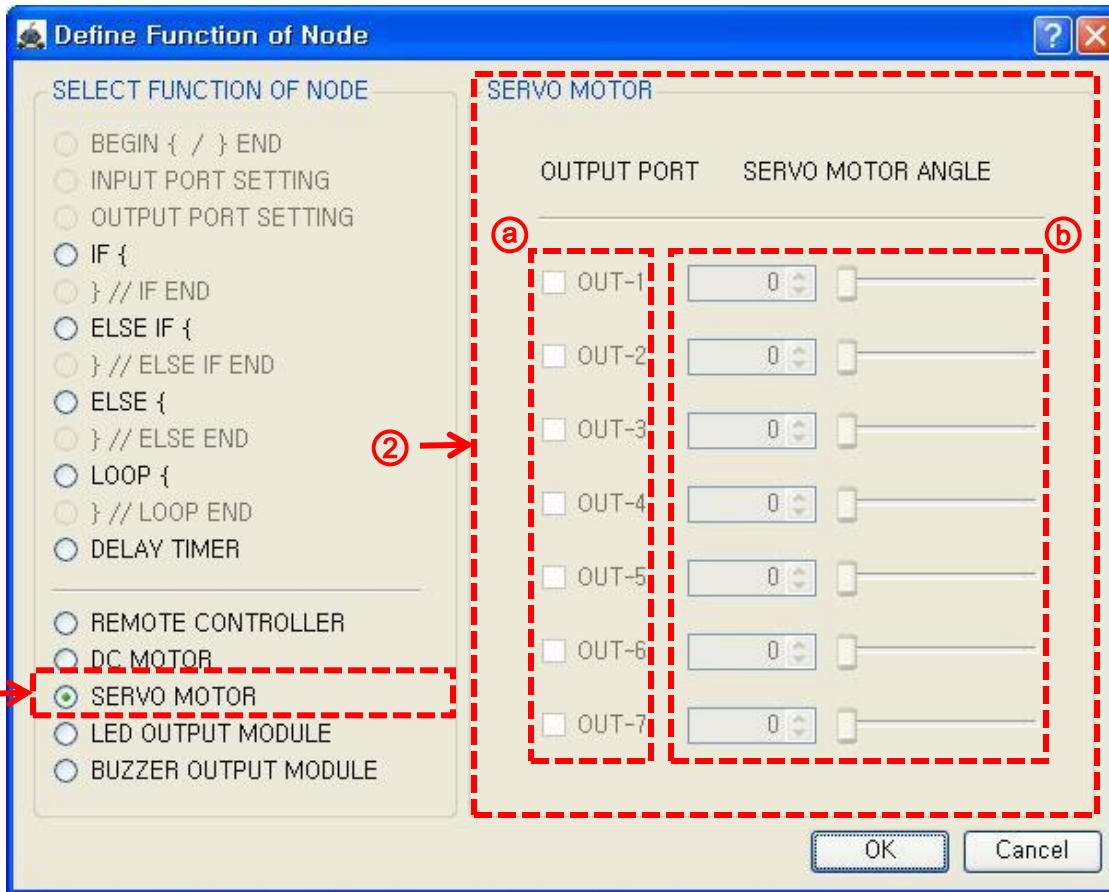
OK Cancel

[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

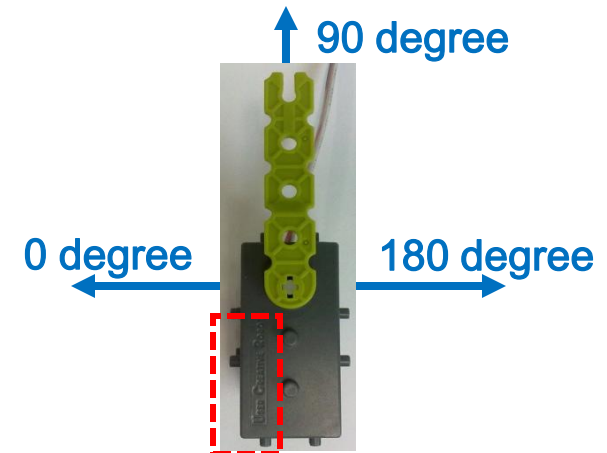
# 3. Define Node's function

## (3-15-1) SERVO MOTOR : “ {SERVO MOTOR} ”



### [SERVO MOTOR]

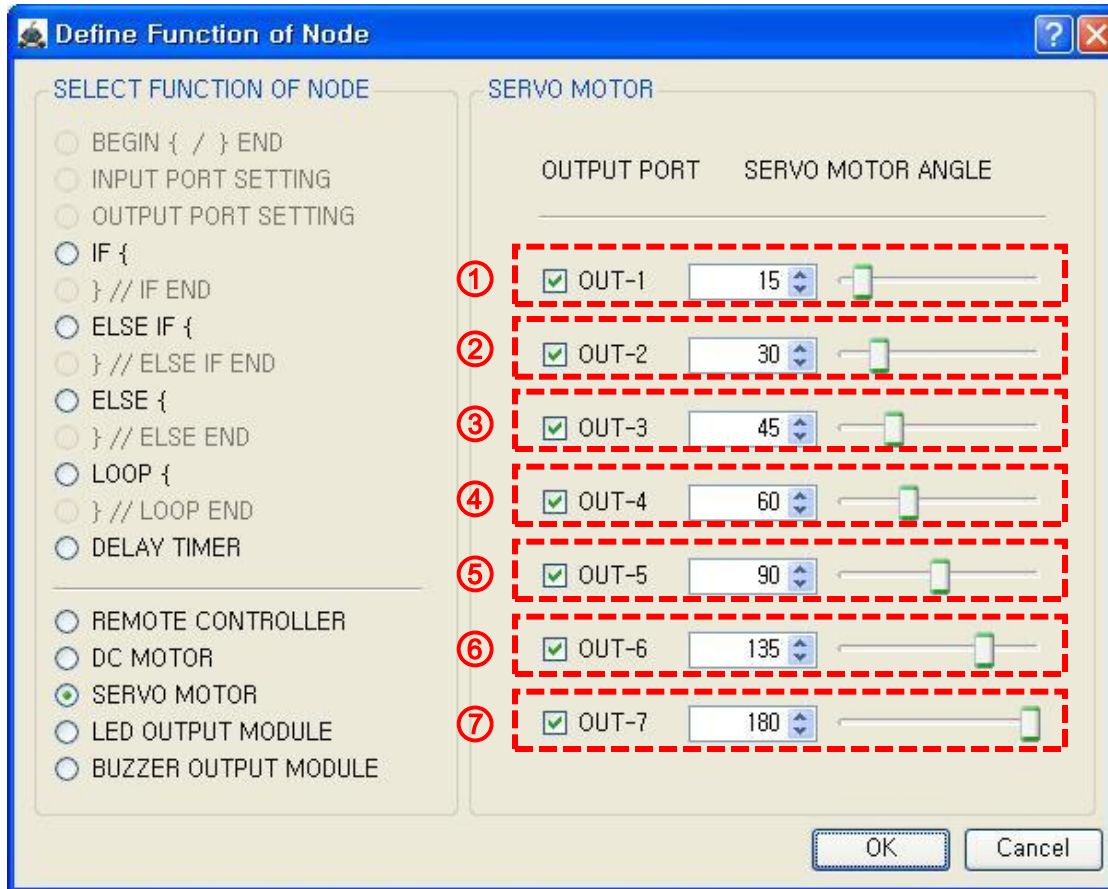
- ① Select the “Node Functions...” : SERVO MOTOR
- ② Define the function
  - ① Select the output ports of Servo motor
  - ② Target angle (0~180)



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

# 3. Define Node's function

(3-15-ex1) “ {SERVO MOTOR} ”



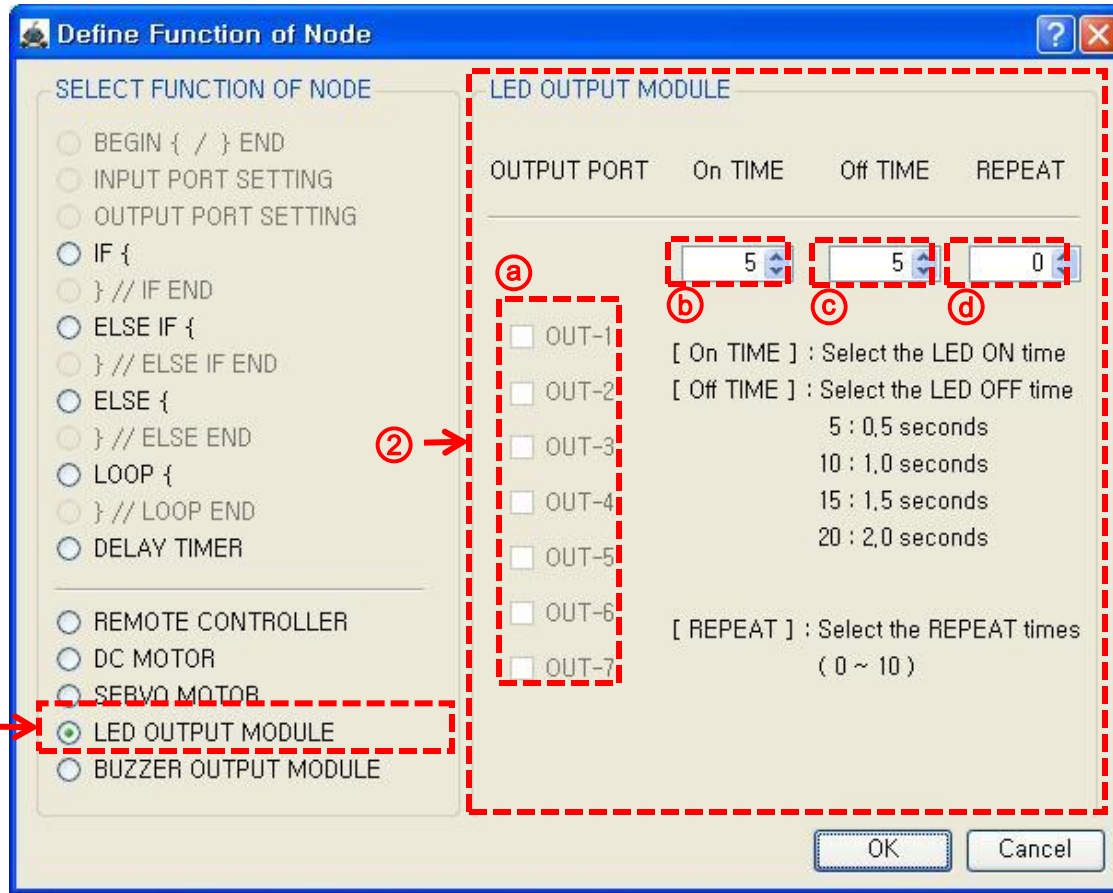
[Setting the angle of  
Servo motor on OUT1 ~ 7]

- 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

## (3-16-1) LED OUTPUT MODULE : “ {LED OUTPUT MODULE} ”



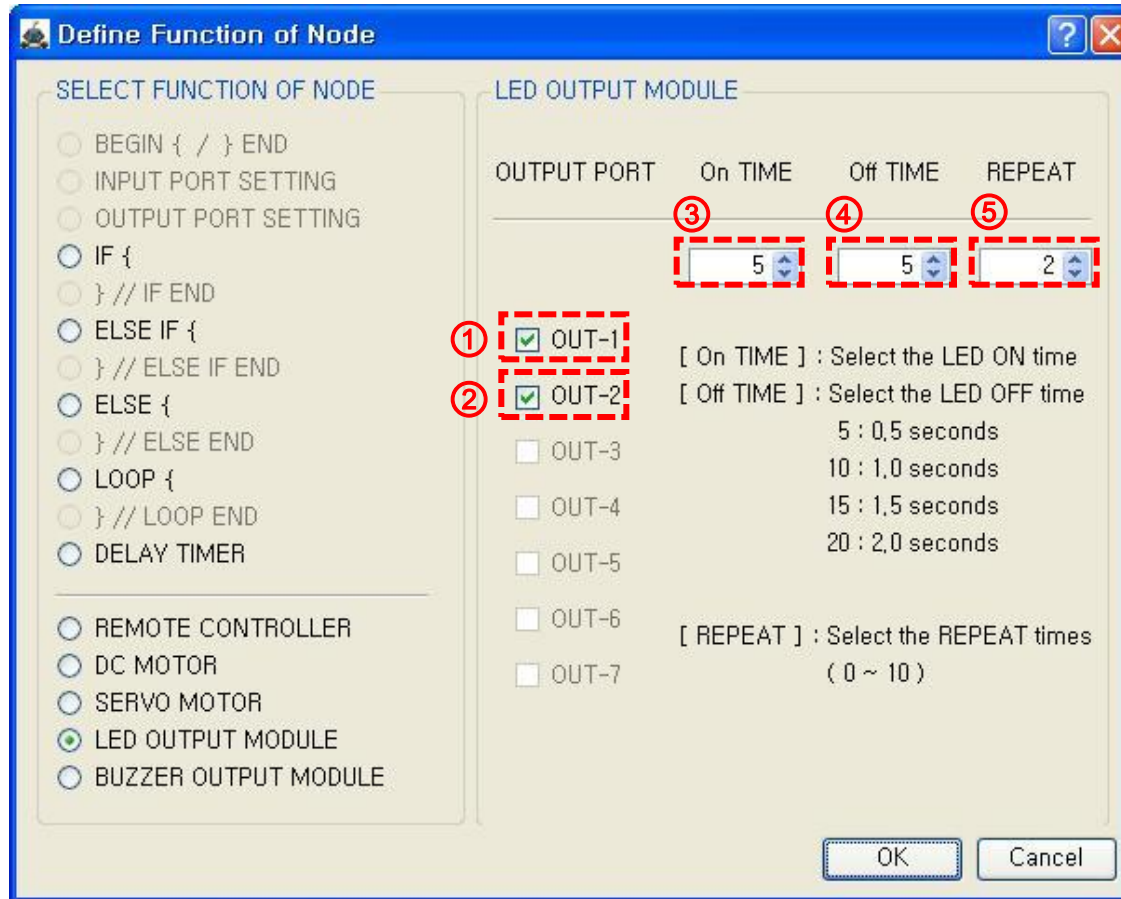
### [LED Module]

- 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

(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

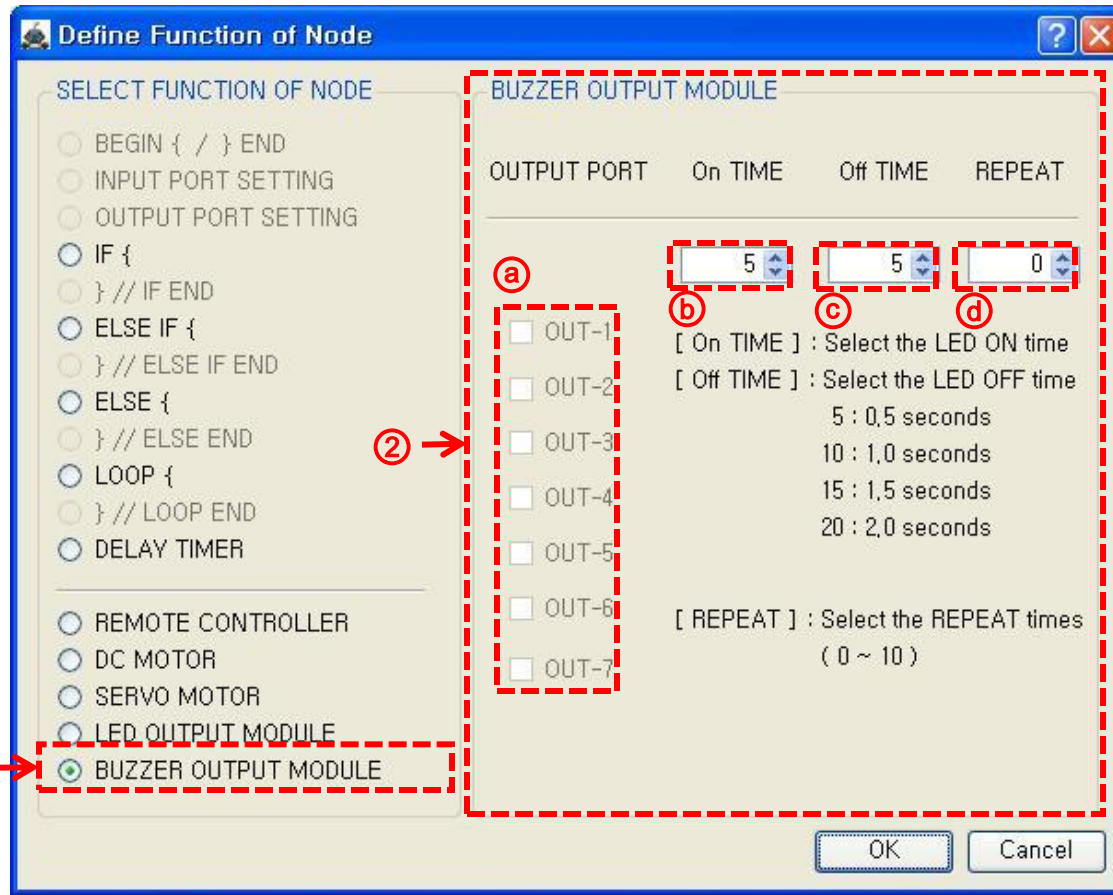
※ LED modules are connected to the OUT1 and OUT2 of main controller.

※ 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

## (3-17-1) BUZZER OUTPUT MODULE : “ {BUZZER OUTPUT MODULE} ”



### [BUZZER Module]

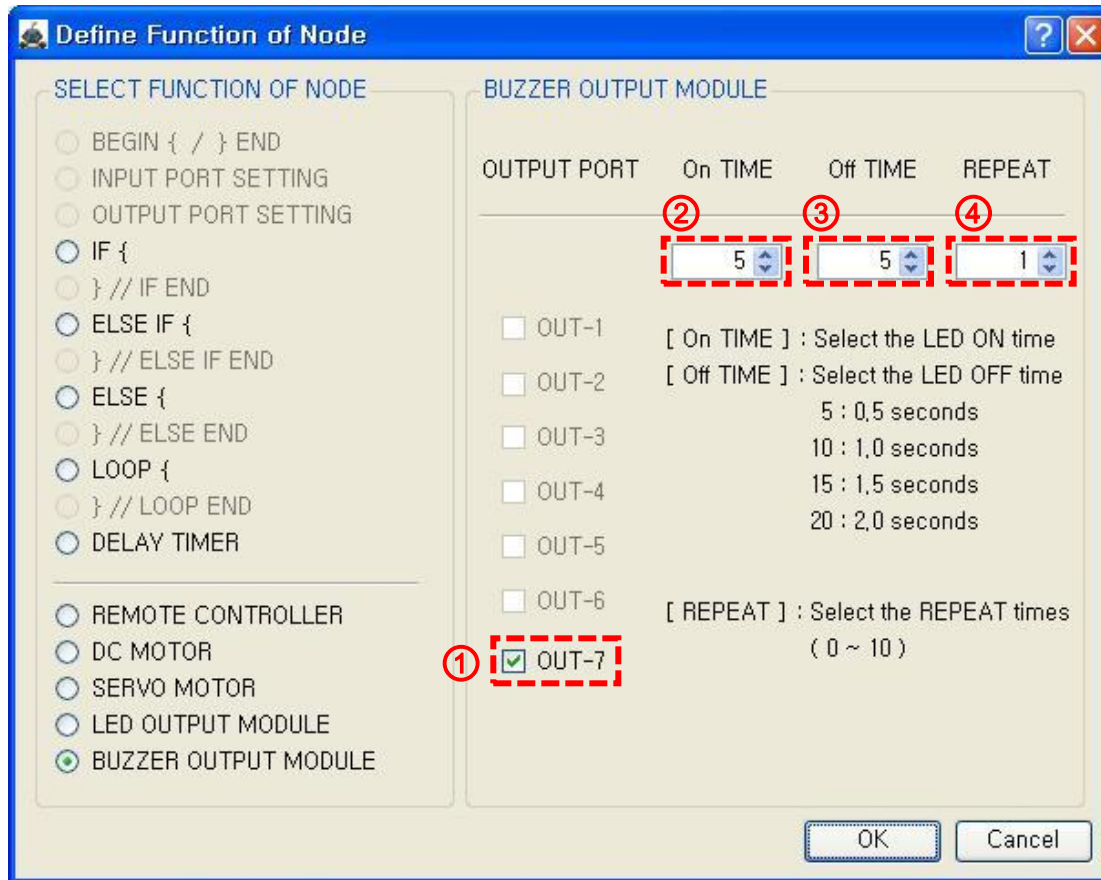
- ① Select the “Node Functions...” : BUZZER OUTPUT MODULE
- ② Define the function
  - Ⓐ Select the output port
  - Ⓑ BUZZER on time
  - Ⓒ BUZZER off time
    - . 5 : 0.5 second
    - . 10 : 1.0 second
    - . 15 : 1.5 second
    - . 20 : 2.0 second
  - Ⓓ BUZZER on/off times
    - . 0 ~ 10
    - (If you 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

(3-16-ex1) “ {LED OUTPUT MODULE} ”



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

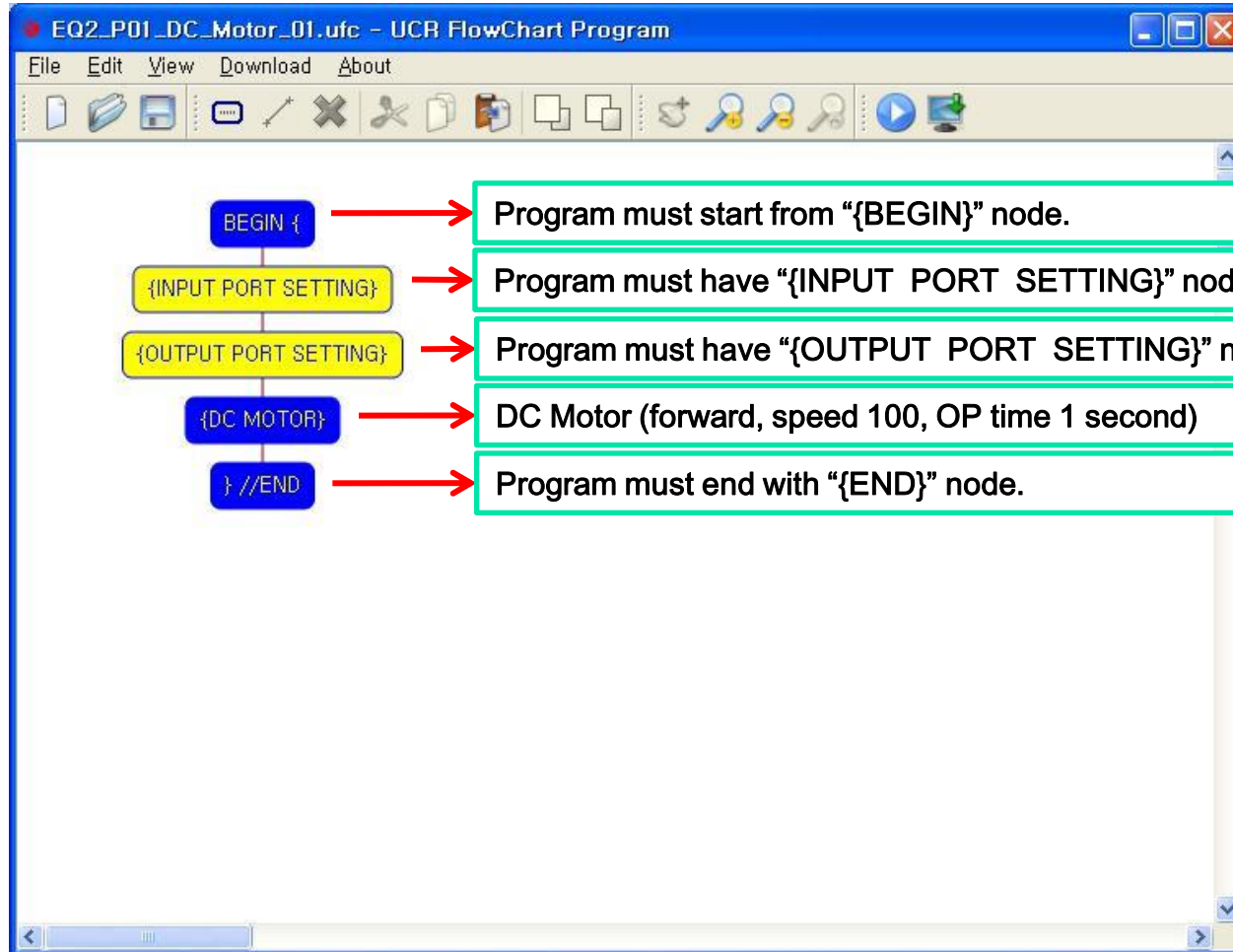
- ① select the OUT-7
- ② select the 5 for 0.5 second at on time
- ④ select the 5 for 0.5 second at off time
- ⑤ select the 1 at repeat

※ 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

## (4-1) Making a program and save

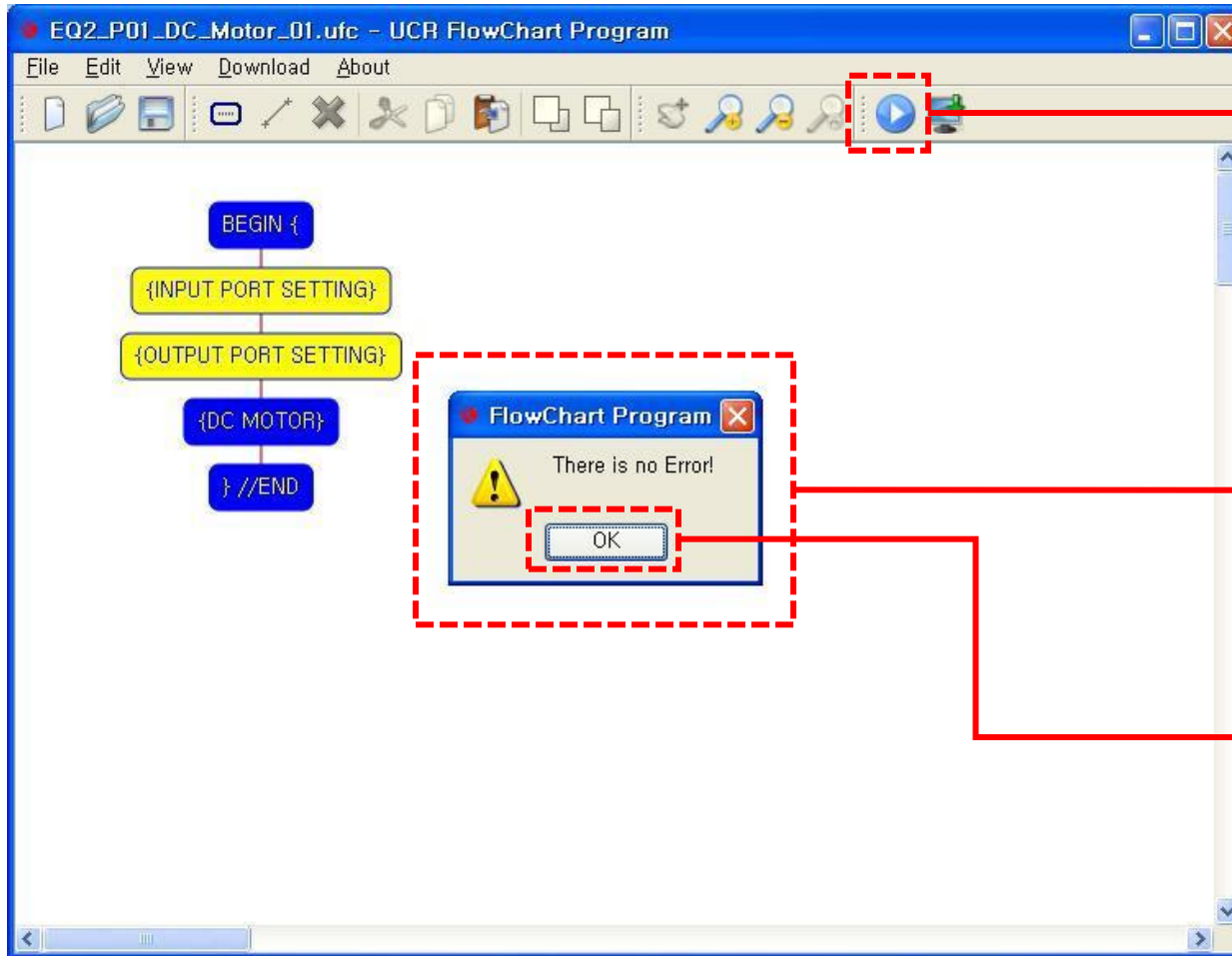


1. Make a program.
2. Save a program.

# 4. Program download

MICROSOFT'S  
Windows XP

## (4-2) Check the error of program



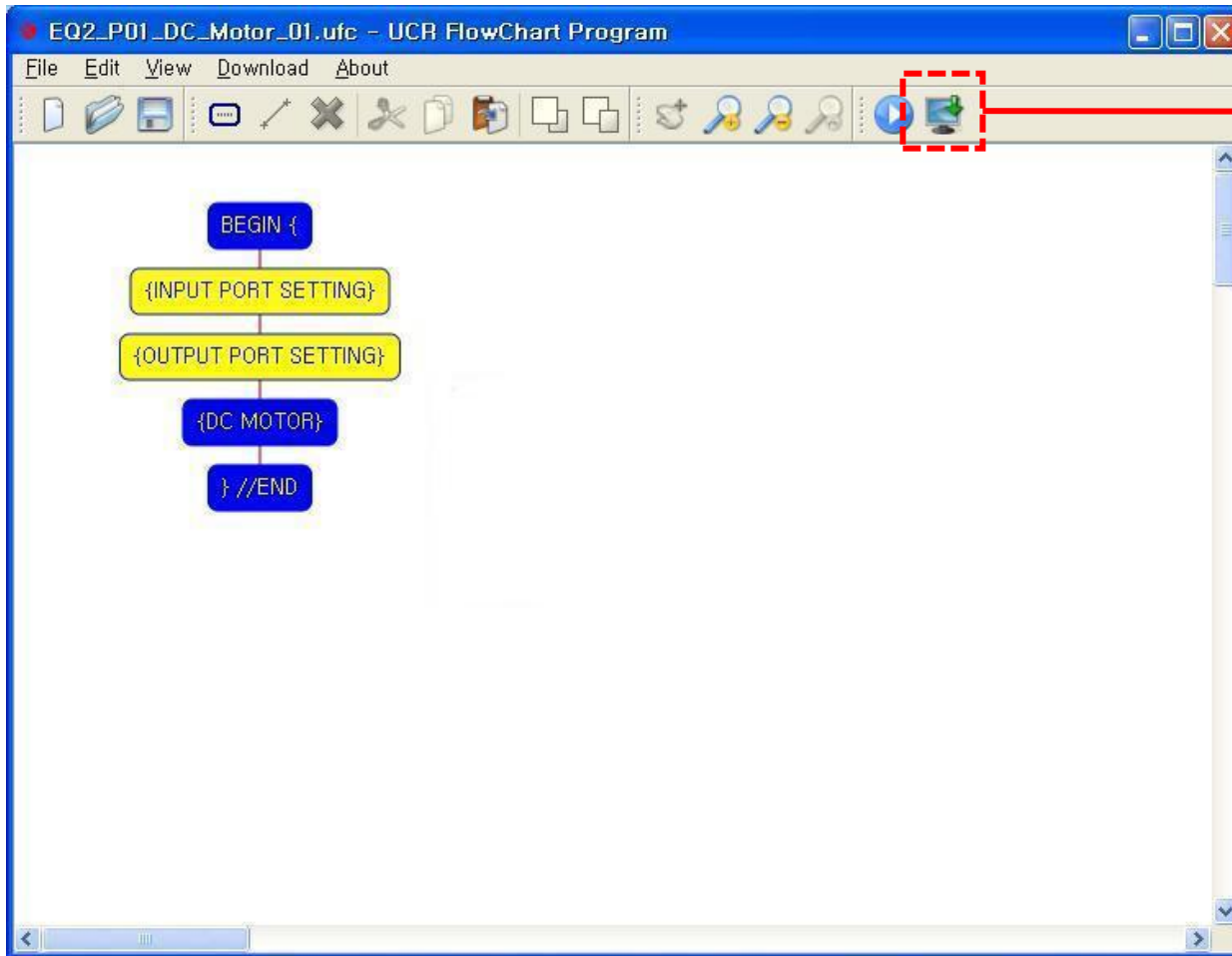
3. Check error.

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

4. Click "OK"

# 4. Program download

## (4-3) Download icon is enabled

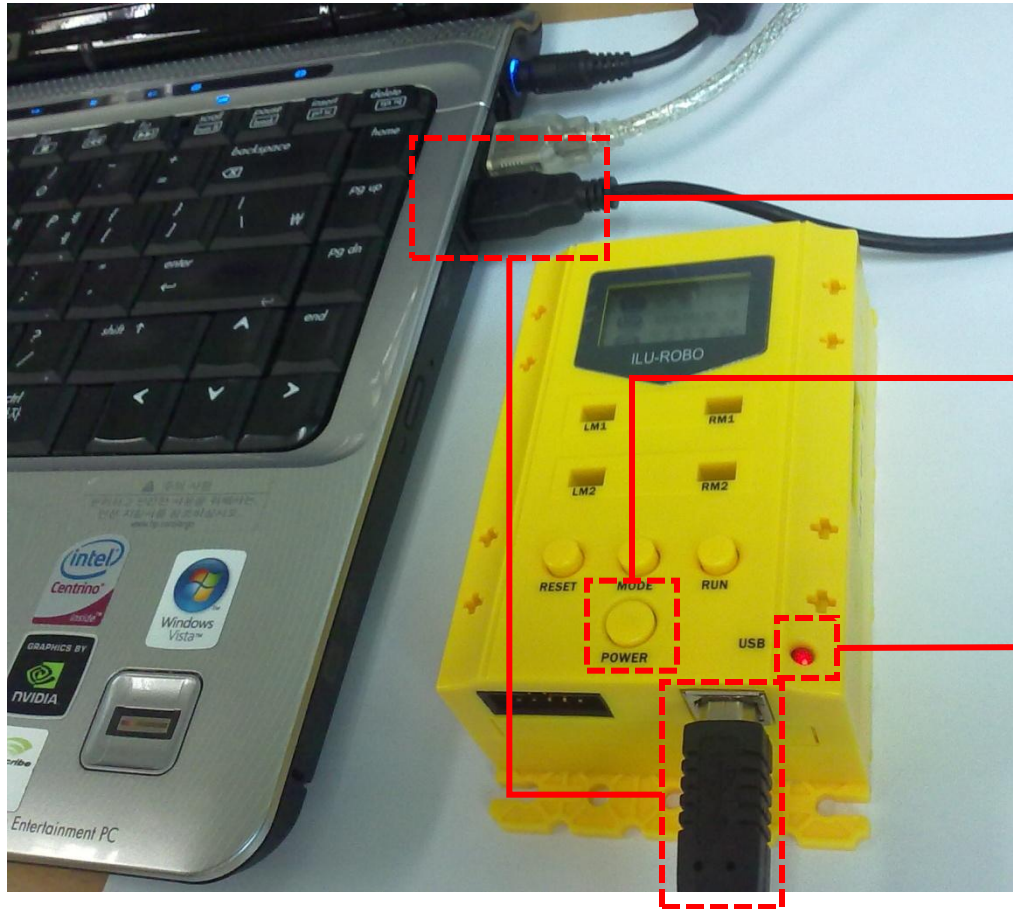


If there is no error,  
download icon is enabled.

# 4. Program download

MICROSOFT's  
Windows XP

## (4-4) Connect main controller to your computer



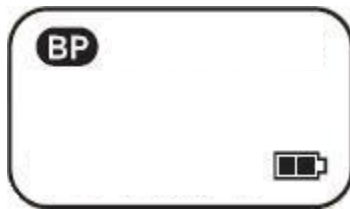
5. Connect main controller to your computer using USB cable.

6. Power on the main controller

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

# 4. Program download

(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.

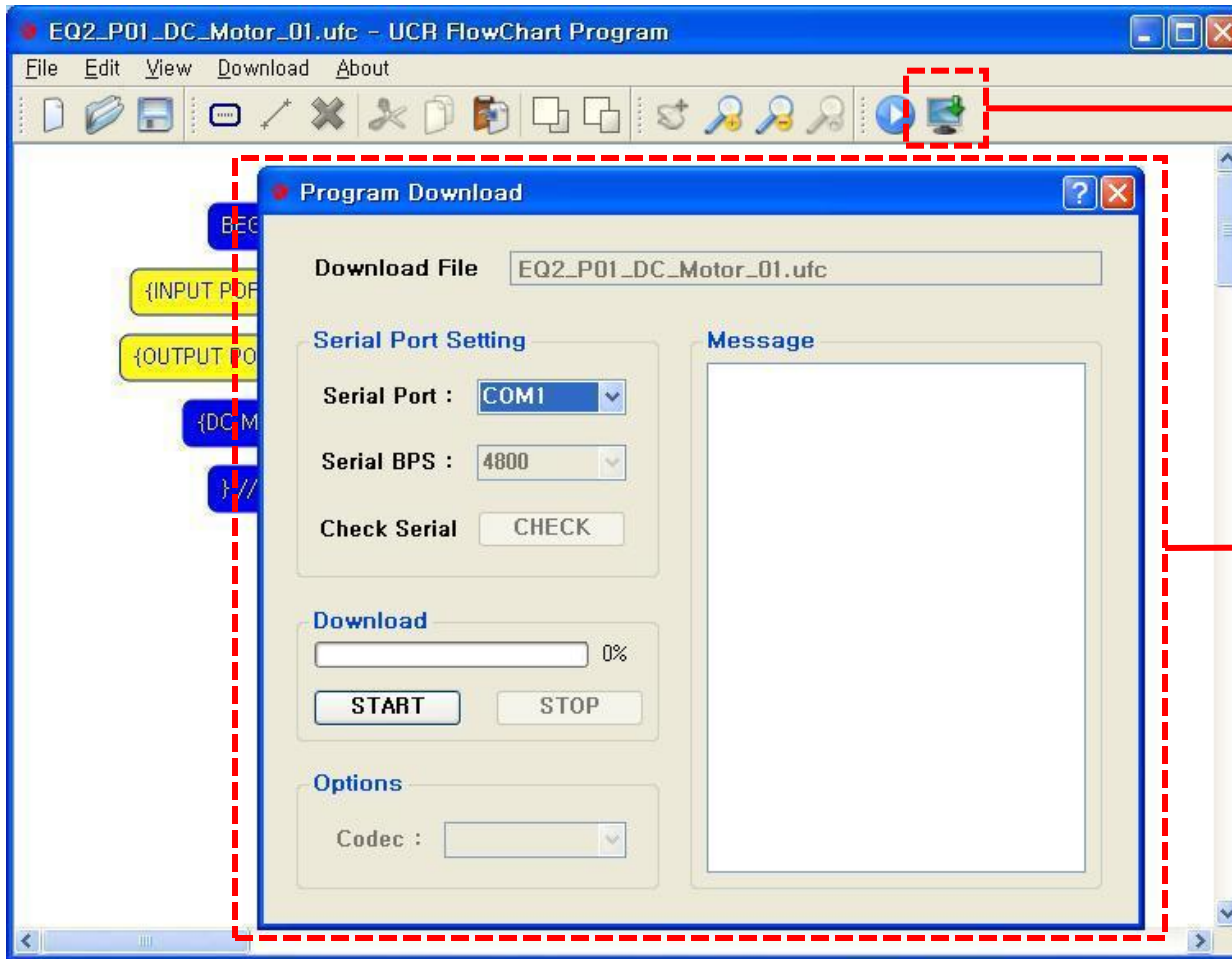


9. Press [RUN] button again to execute the "DOWNLOAD" ready state. "DOWNLOAD" is blinking 2 times.



# 4. Program download

(4-6) Download window is pop up

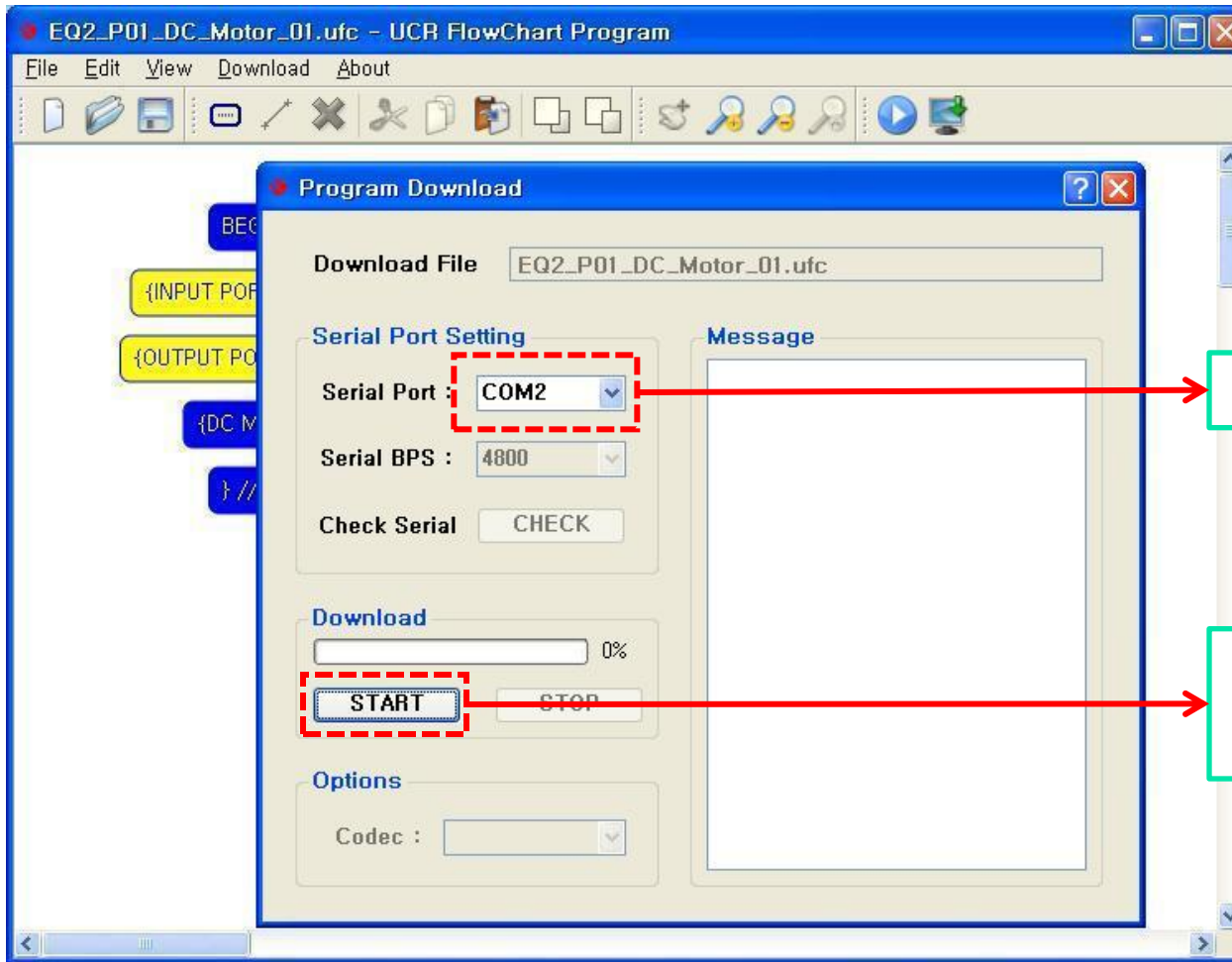


10. Click the download icon.

Download window is pop up

# 4. Program download

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



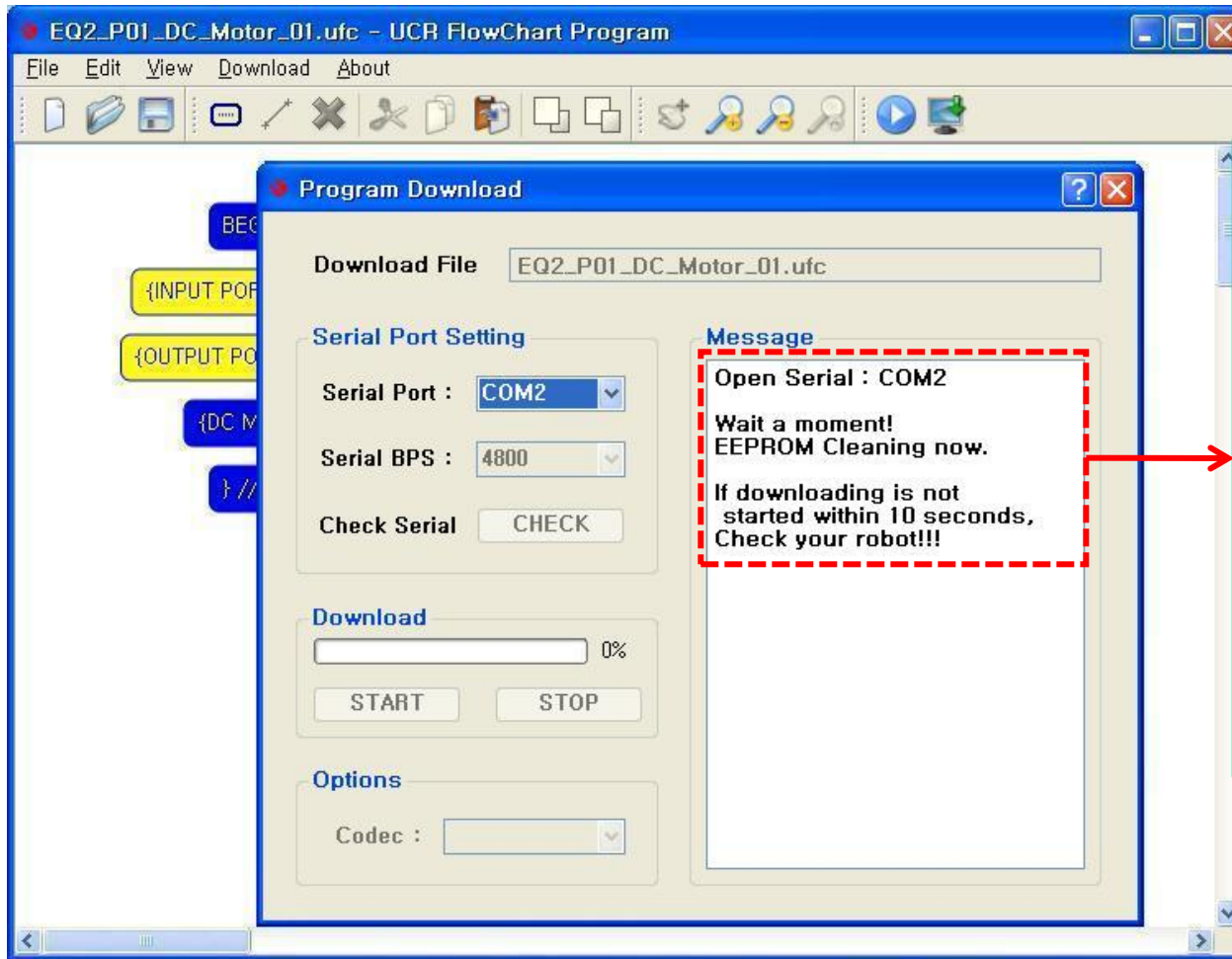
11. Set the serial port.

12. Click the "START" to download.

# 4. Program download

MICROSOFT's  
Windows XP

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



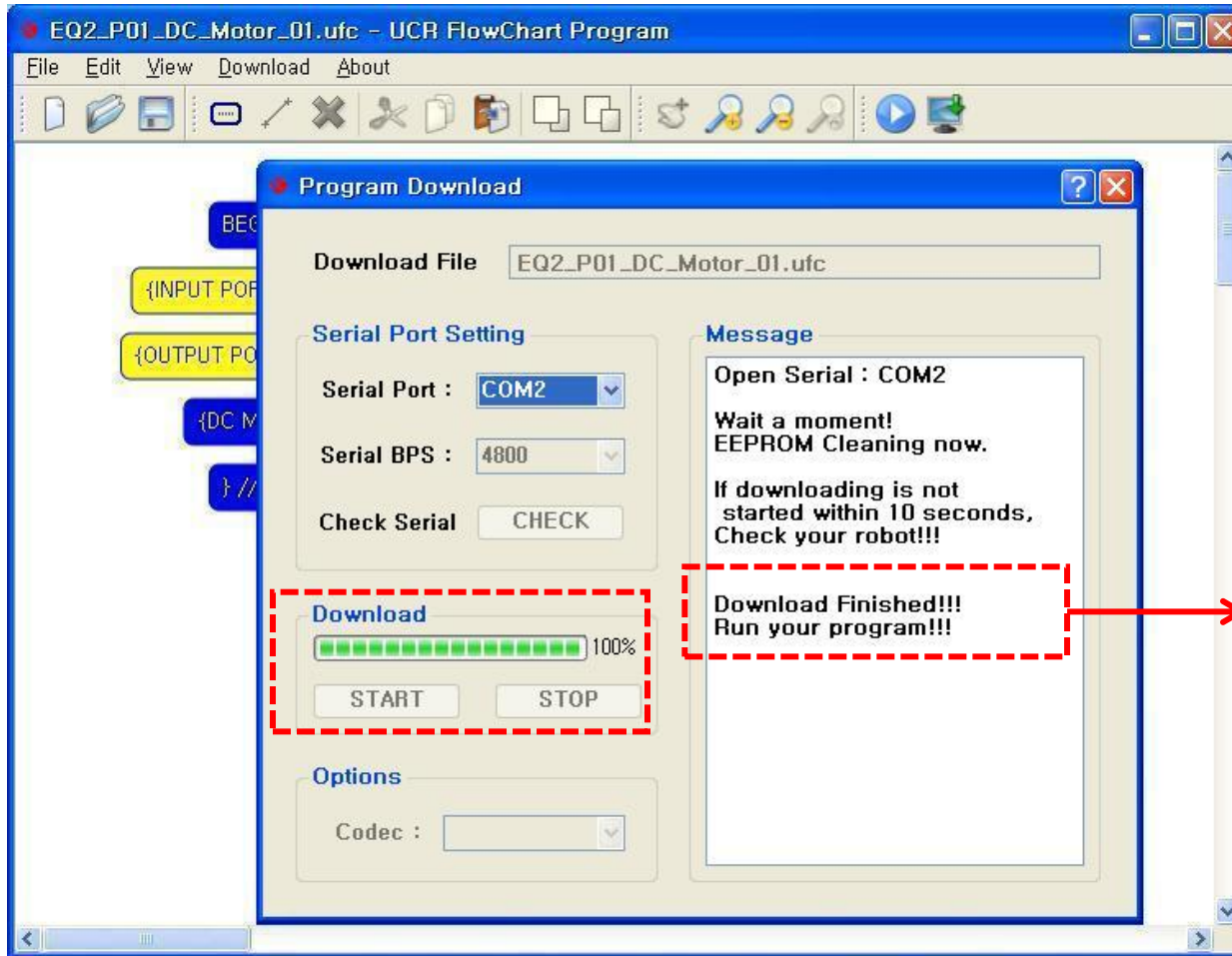
Serial port : COM2

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

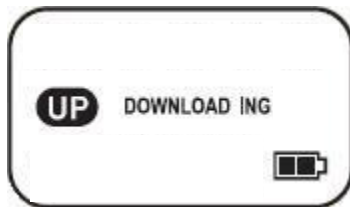
## (4-9) Downloading success



Download is finished.  
Run your program !!!

# 4. Program download

## (4-10) Checking the downloading on main controller



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



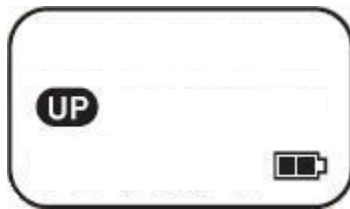
"OK" is displayed after finishing the download.



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

# 4. Program download

(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.