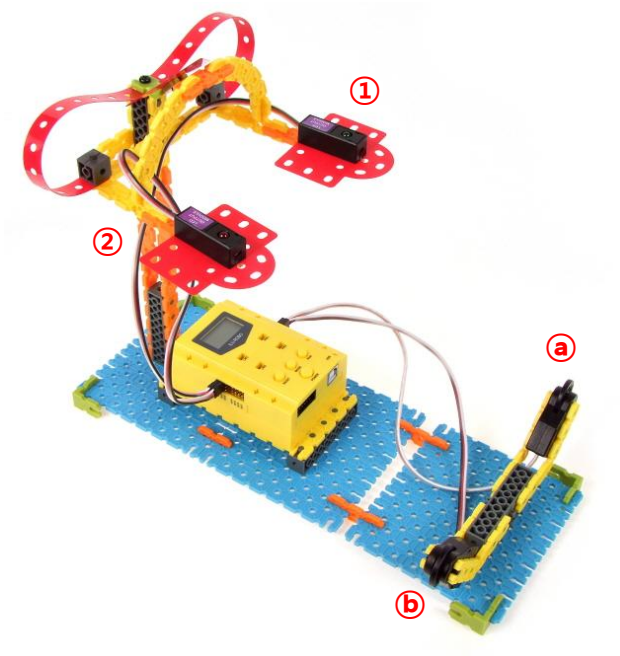
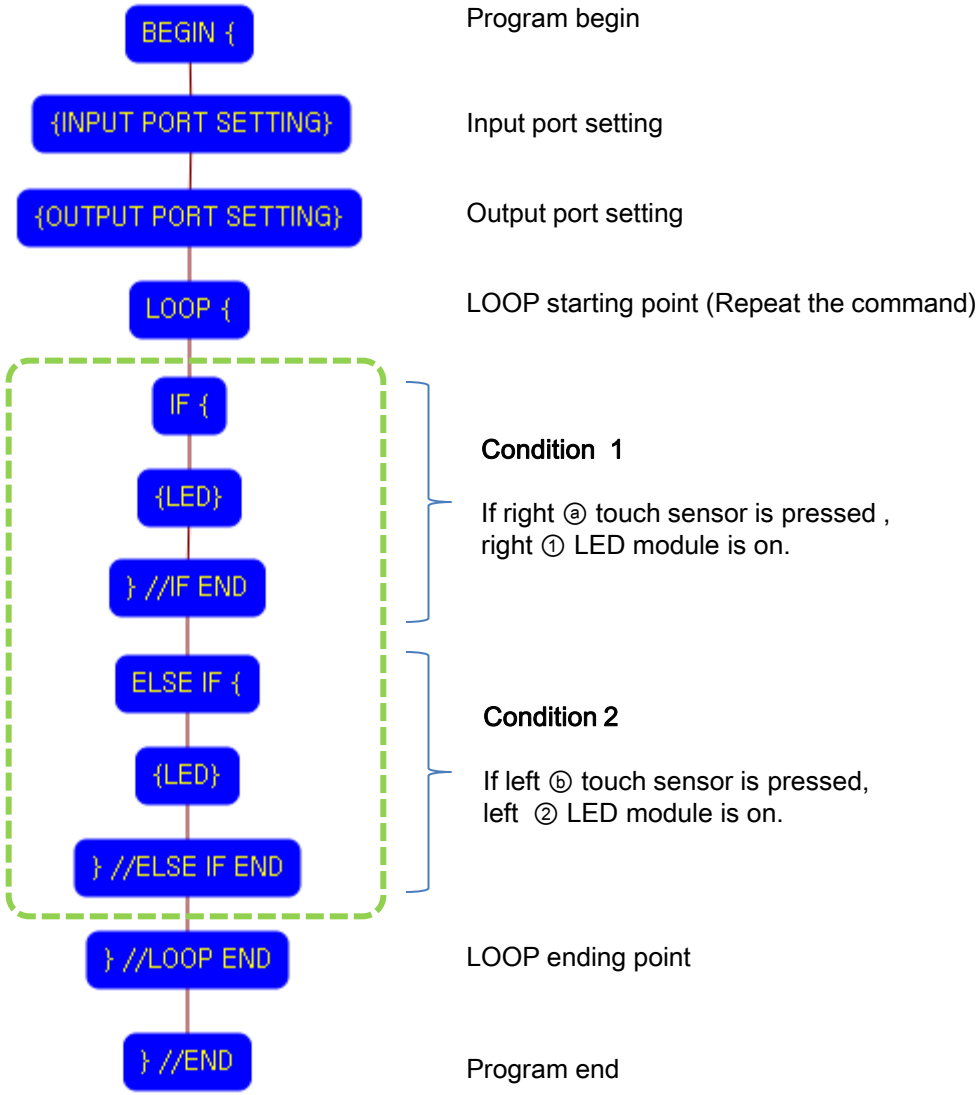
EQ-ROBO Programming : Street Lamp

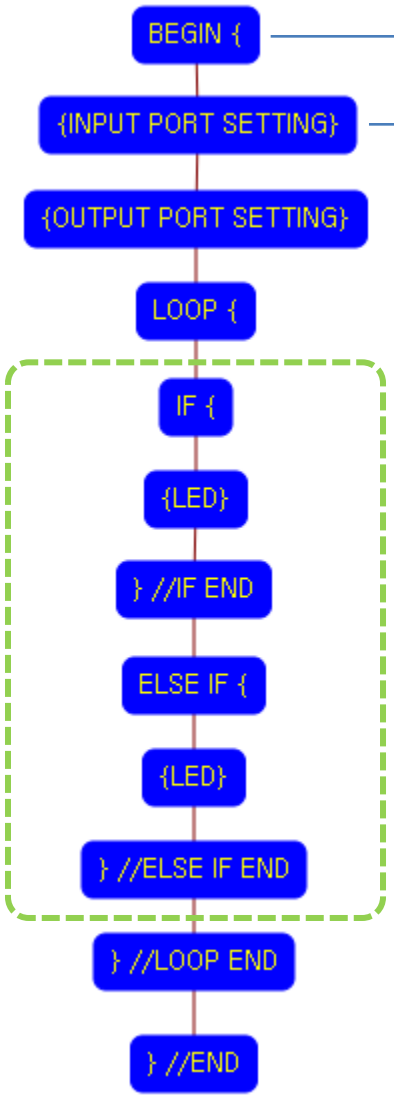


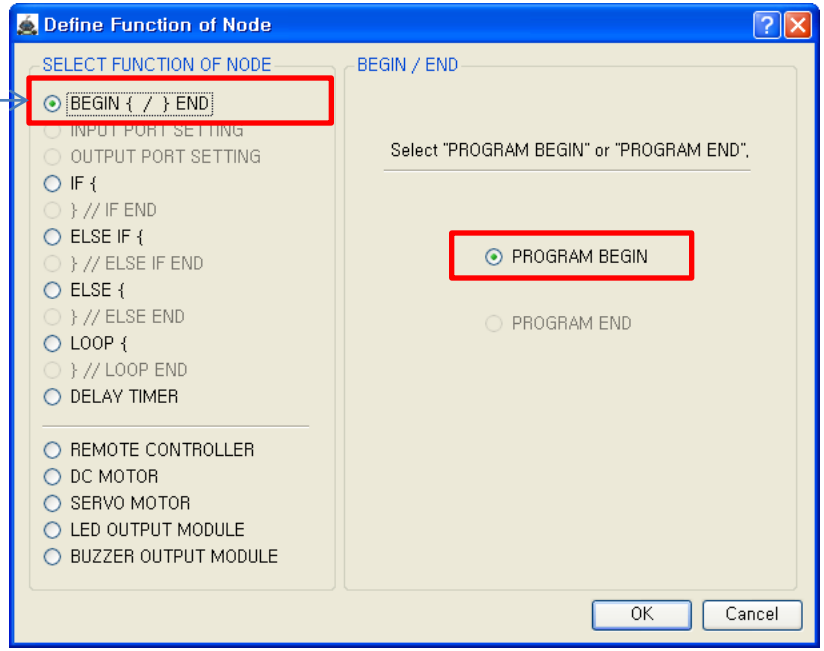
①, ② LED modules are on and off according to the input condition of ⓐ, ⓑ touch sensors.

To repeat permanently, we have to use “LOOP” command.

Program name : eq2-2-p14_StreetLamp.ufc



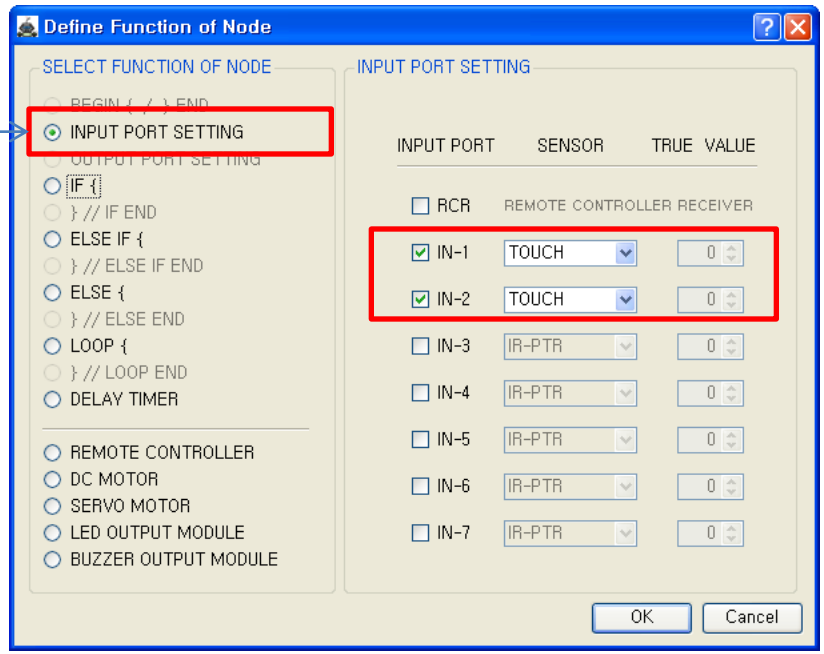




This means that program begins from hear.

You have to place this node at the first of program.

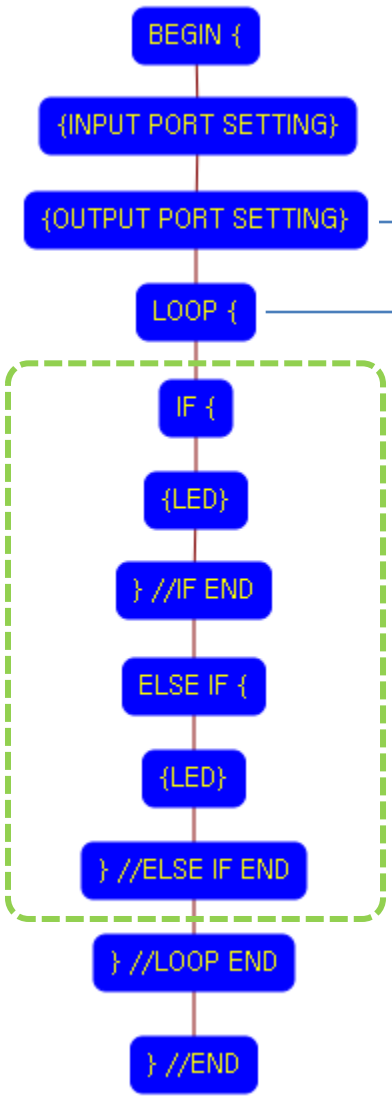
“PROGRAM END” is not active because you did not define “PROGRAM BEGIN” yet.

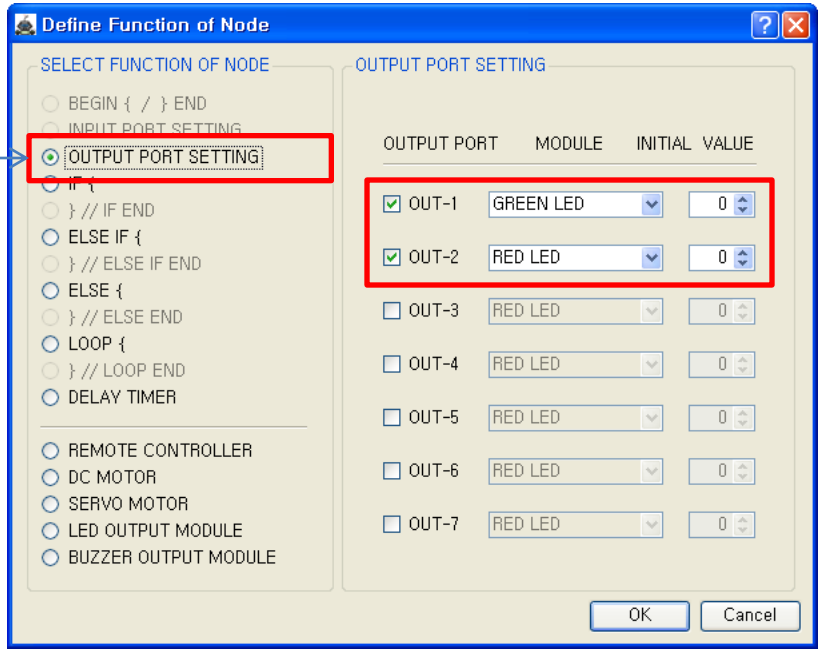


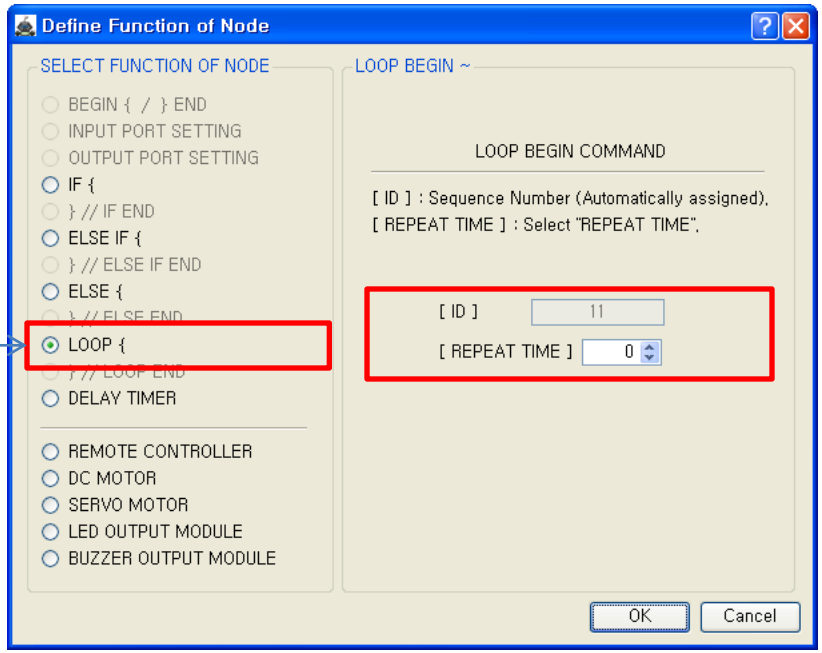
This model use 2 touch sensors as input device.

You have to connect the right ⓐ touch sensor to the IN-1 input port and left ⓑ touch sensor to the IN-2 input port of main board.
And check the IN-1 and IN-2 with “TOUCH” in software.

If the real connection of sensors are different to the setting on software, it will make robot to wrong operation.







This model use 2 LED modules as output device.

You have to connect the right ① LED module to the OUT-1 output port and left ② LED module to the OUT-2 output port of main board.
And check the OUT-1 and OUT-2 with “LED” in software.

If you set the initial value as “1”, the LED is on, else “0”, the LED is off.

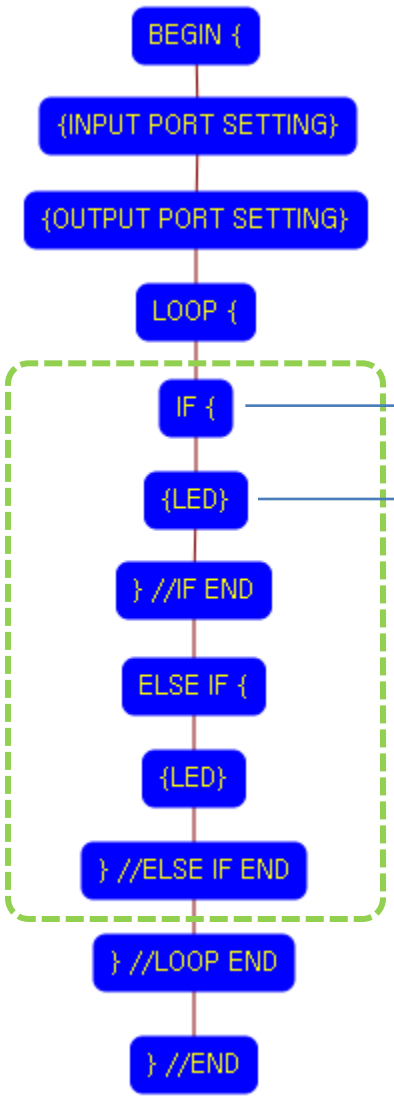
If the real connection of output modules are different to the setting on software, it will make robot to wrong operation.

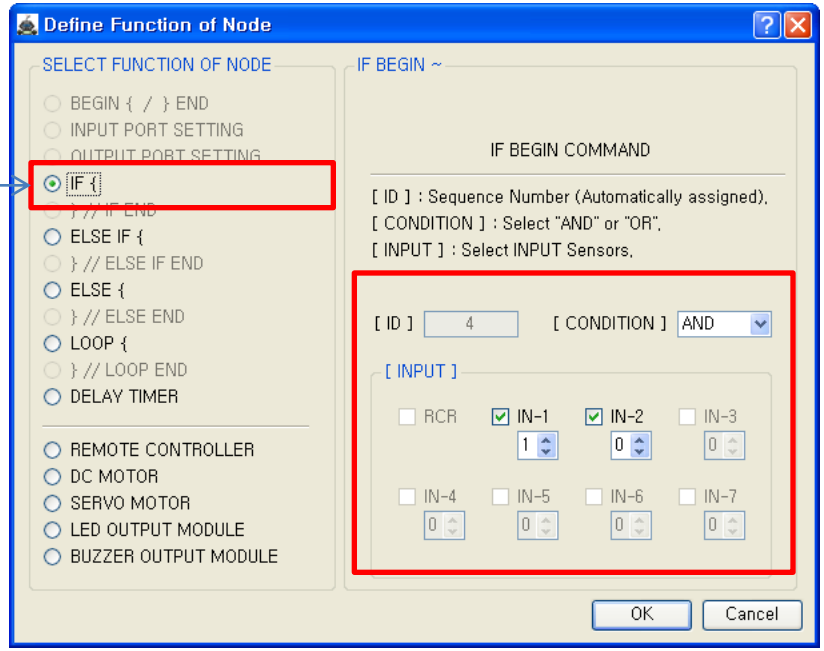
LOOP command is used to repeat the commands.

“REPEAT TIME” is the repeat number you want.
If you want permanent repetition, you have to set “0”.

ID is automatically assigned.
You have to set the same ID at “LOOP END”.

Automatically assigned ID is different according to the sequence of making nodes.

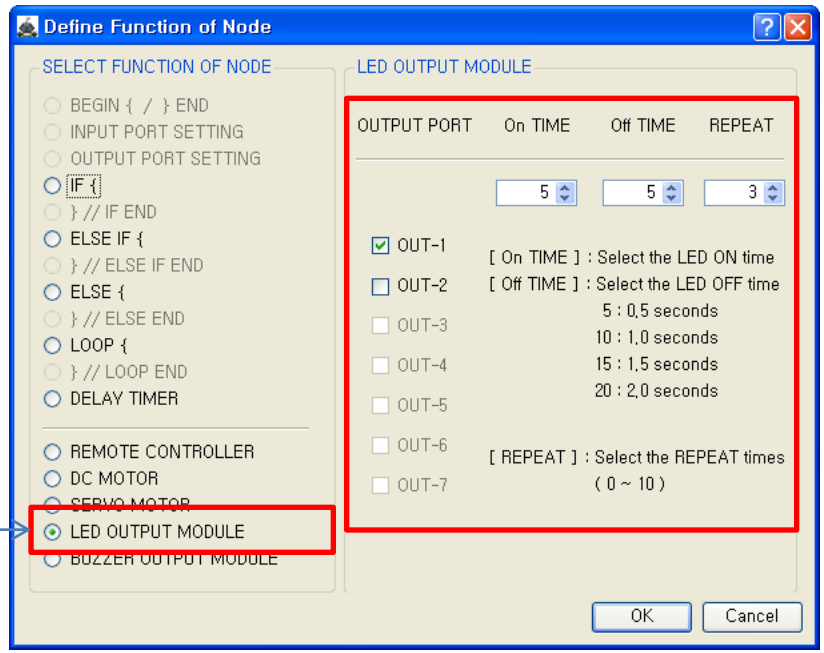




"IF {" is condition command. If the condition is true, the commands which located between "IF {" and "} // IF END" are executed, else the commands are ignored.

ID is assigned automatically.
[Condition] : "AND" is AND condition of INPUTs and "OR" is OR condition of INPUTs.
[INPUT] : Select the inputs which you want to check.

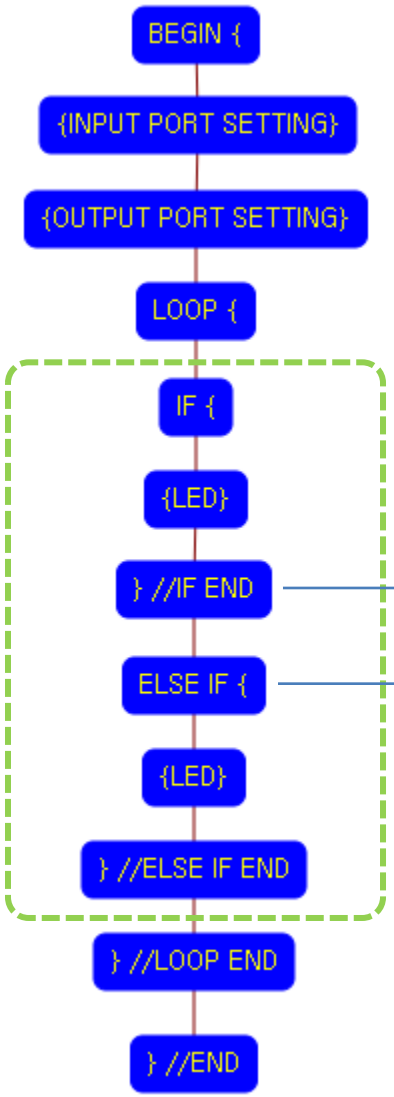
In this case, the true condition is the IN-1(Touch sensor) is pressed and the IN-2(Touch sensor) is released simultaneously.

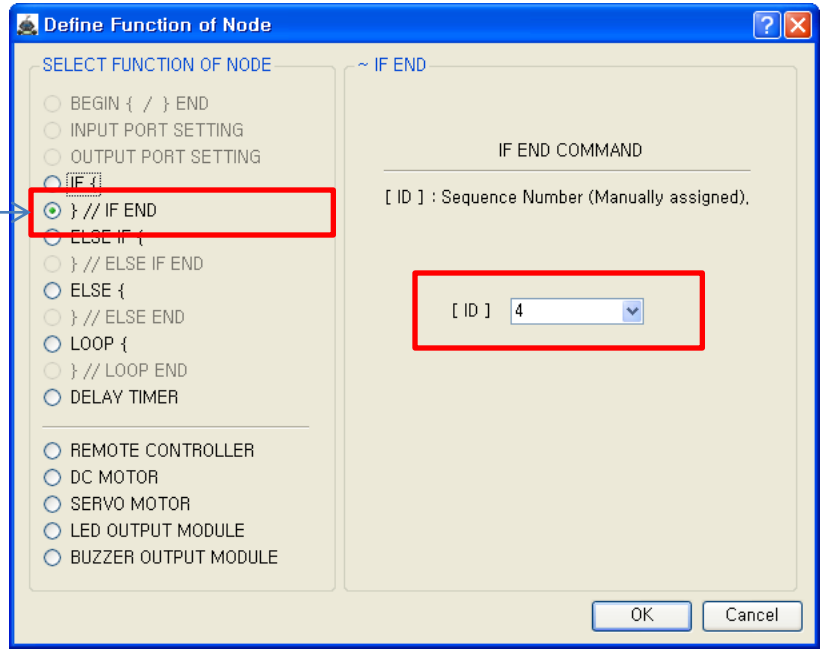


This LED command is executed only if the above "IF {"condition is true.

The right LED module(OUT-1) turns on 0.5 seconds and turns off 0.5 seconds for 3 times.

On TIME : On time of LED
Off TIME: Off time of LED
REPEAT: Repetition number

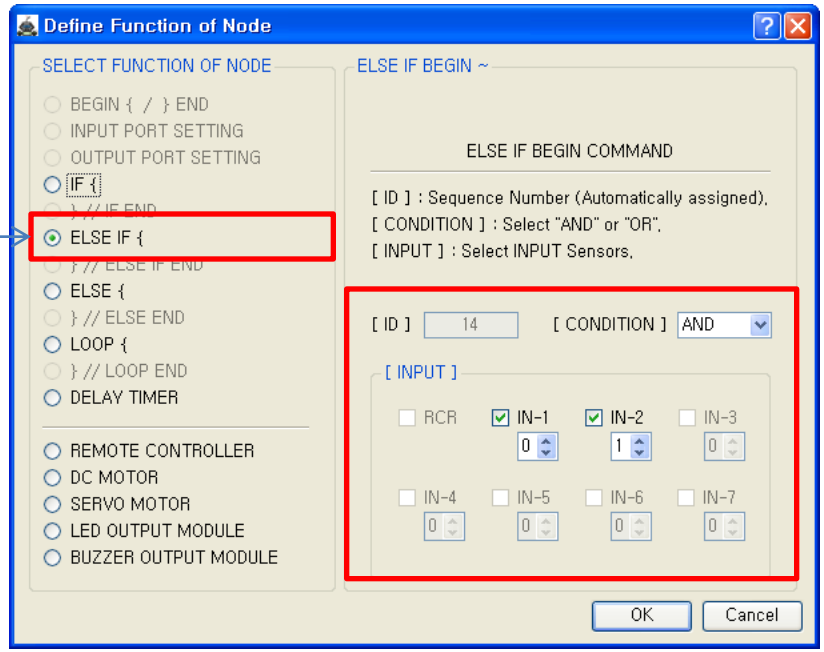




The end point of "IF {" condition.

You have to assigned the ID of paired "IF {" condition.

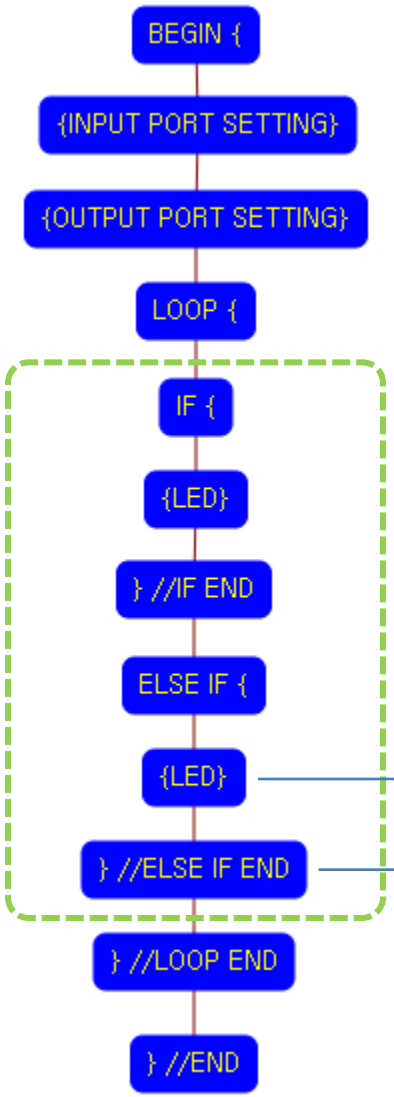
(It is necessary to know that which "IF {" among the many "IF {" conditions in program.

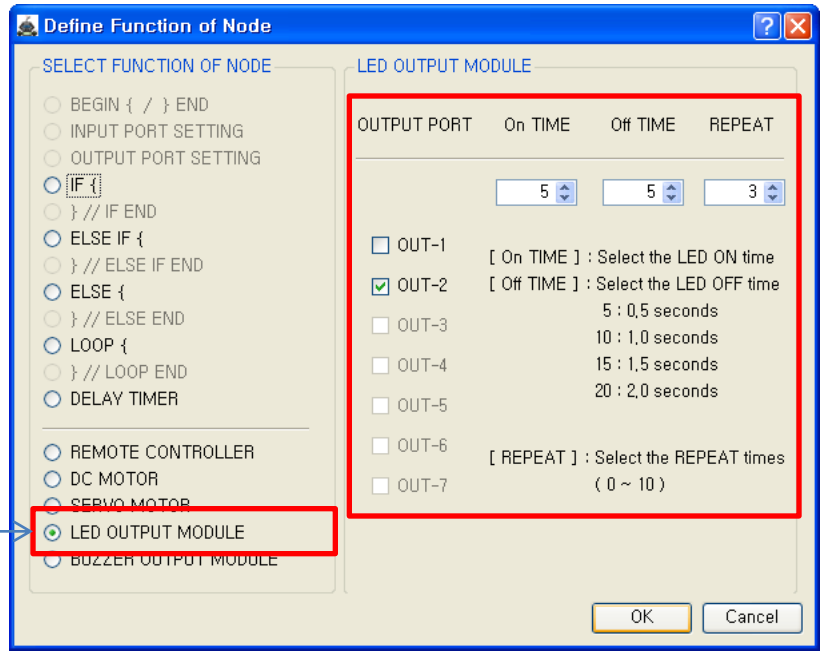


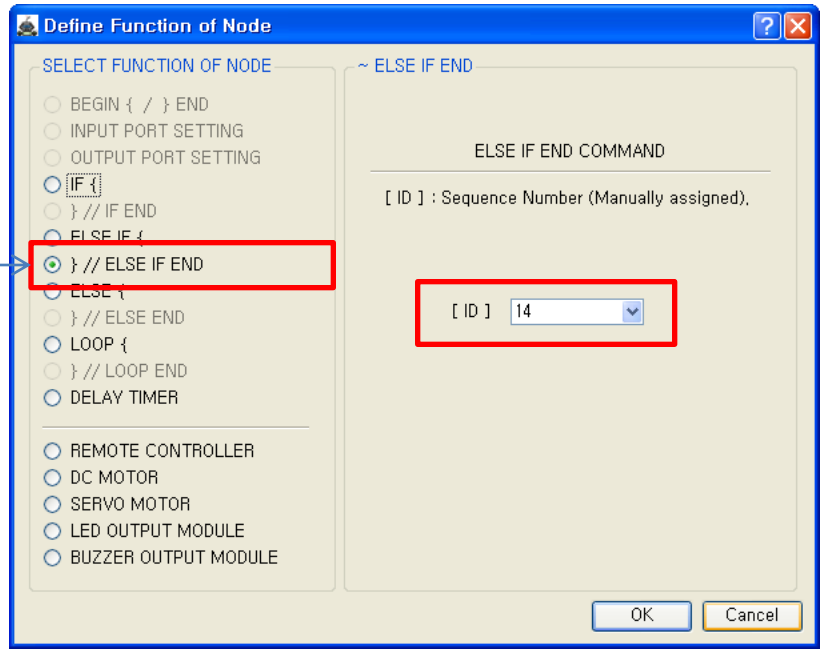
If you want to another condition except above "IF {" condition, you can use "ELSE IF {" condition.

In this case, the true condition is the IN-2(Touch sensor) is pressed and the IN-1(Touch sensor) is released simultaneously.

If the "ELSE IF {" condition is true, the commands between "ELSE IF {" and "} // ELSE IF END" are executed.







This LED command is executed only if the above “ELSE IF {”condition is true.

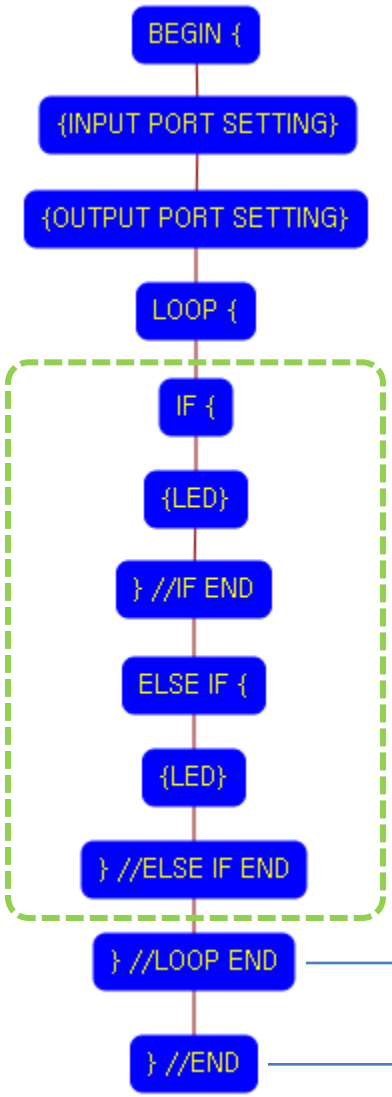
The left LED module (OUT-2) turns on 0.5 seconds and turns off 0.5 seconds for 3 times.

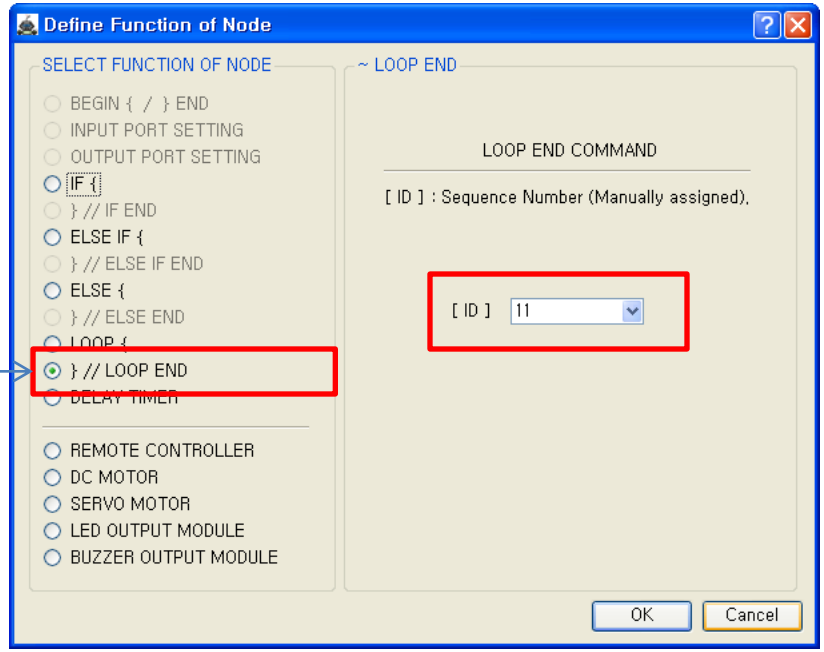
On TIME : On time of LED
Off TIME: Off time of LED
REPEAT: Repetition number

The end point of “ELSE IF {“ condition.

You have to assigned the ID of paired “ELSE IF {“ condition.

(It is necessary to know that which “ELSE IF {” among the many “ELSE IF {” conditions in program.

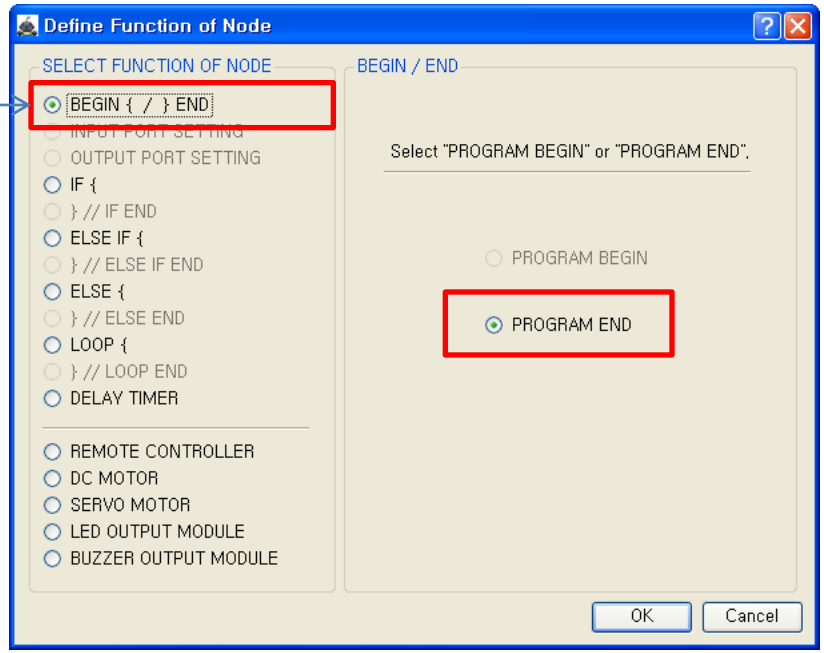




The end point of “LOOP {“ repetition command.

You have to assigned the ID of paired “LOOP {“ repetition command.

(It is necessary to know that which “LOOP {” among the many “LOOP {” repetition commands in program.



This means that program ends hear.

You have to place this node at the end of program.

“PROGRAM BEGIN” is not active because you already define at the program.

To run the robot, it is necessary to download the program into the robot.
(Refer to download manual)