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# The Robot Program Episode 012: Getting AdventureBot to Move

This lesson will demonstrate how to connect to and move the Revolution AdventureBot robot. Follow along with The Robot Program Episode 012: Getting AdventureBot to Move. At the end of this lesson, the reader will have learned how to connect to the robot using Wi-Fi, how to track color, access the the RoboScratch workspace for programming, and how to execute wheeled movement.

View the video episode here: https://www.ez-robot.com/Tutorials/Lesson/83

Last Updated: 5/29/2018

# Professor E's Overview

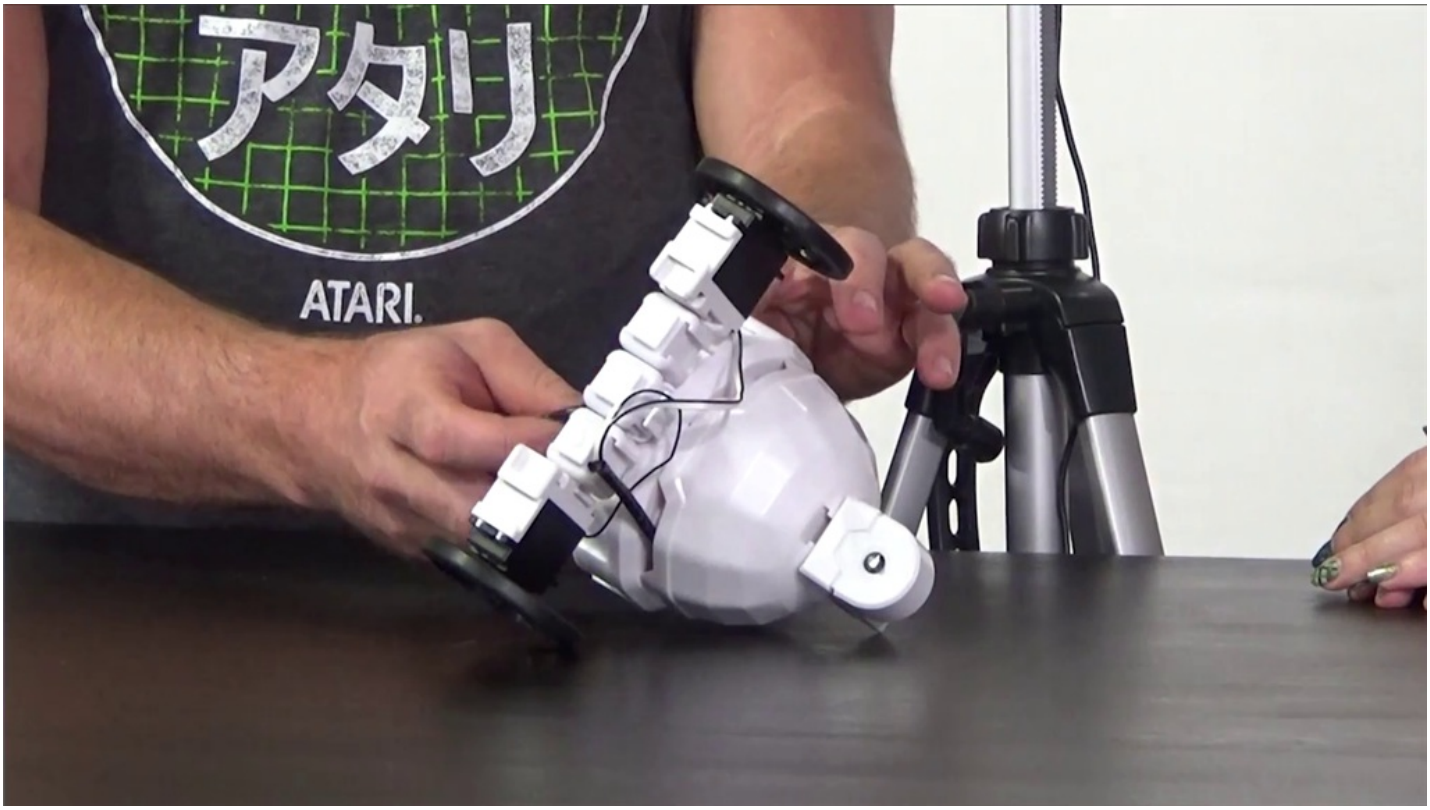
This lesson demonstrated how to connect to **AdventureBot** for the first time.

Remember to start with a fully charged robot. Load the **Example Project** for **AdventureBot** and connect to the robot using Wi-Fi.

**AdventureBot** is a wheeled robot. Use the arrow keys and sliders within the **Servo Movment Panel** to move the robot. Color tracking can be enabled using the **Camera** control. The **RoboScratch** workspace can be used to create custom programs. Remember to disconnect, power off, and charge the robot when finished.

## Step 1

Learn how to connect to **AdventureBot** for the first time. Disconnect from the battery charger.

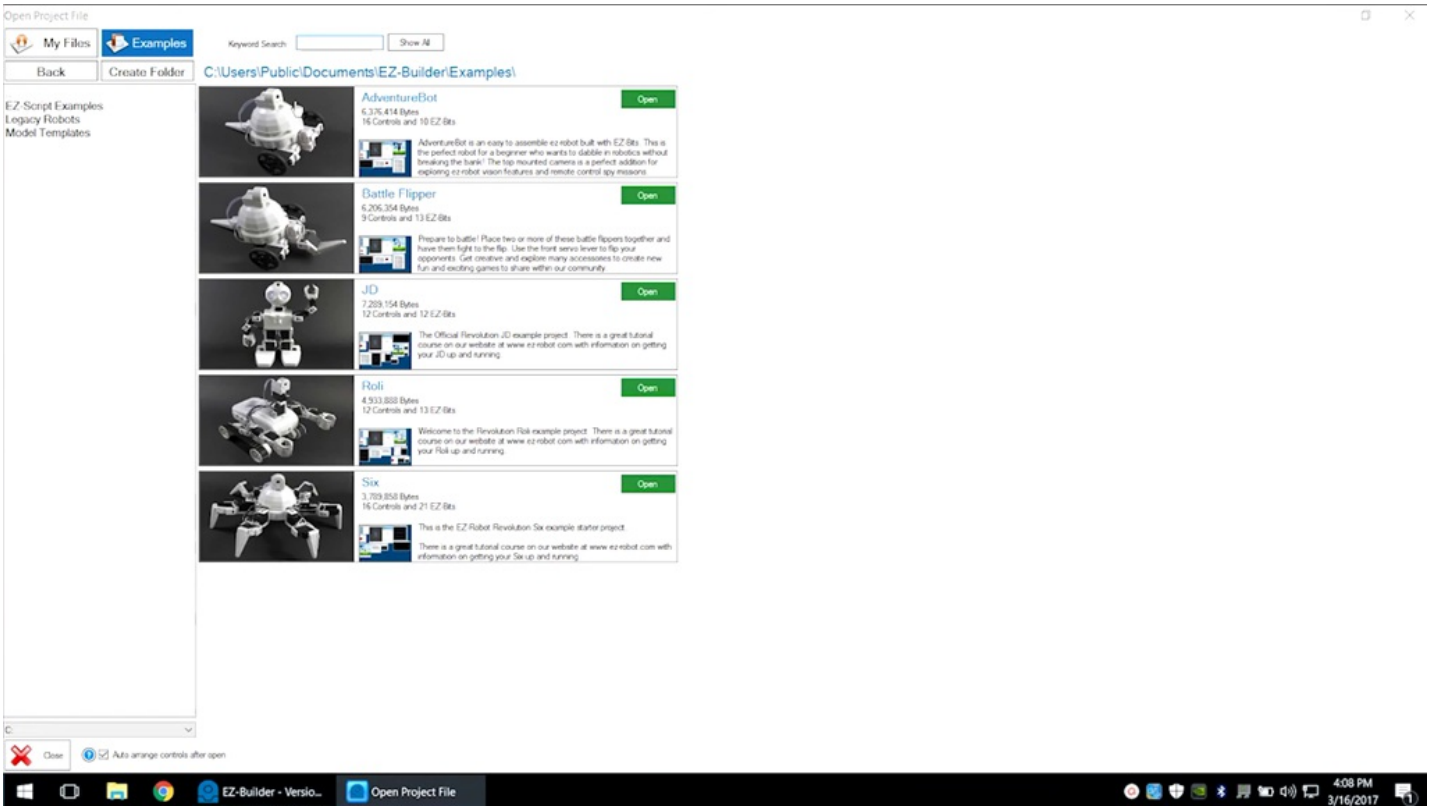


## Step 2

Power on the robot. Select the **EZ-B v4** Wi-Fi connection.

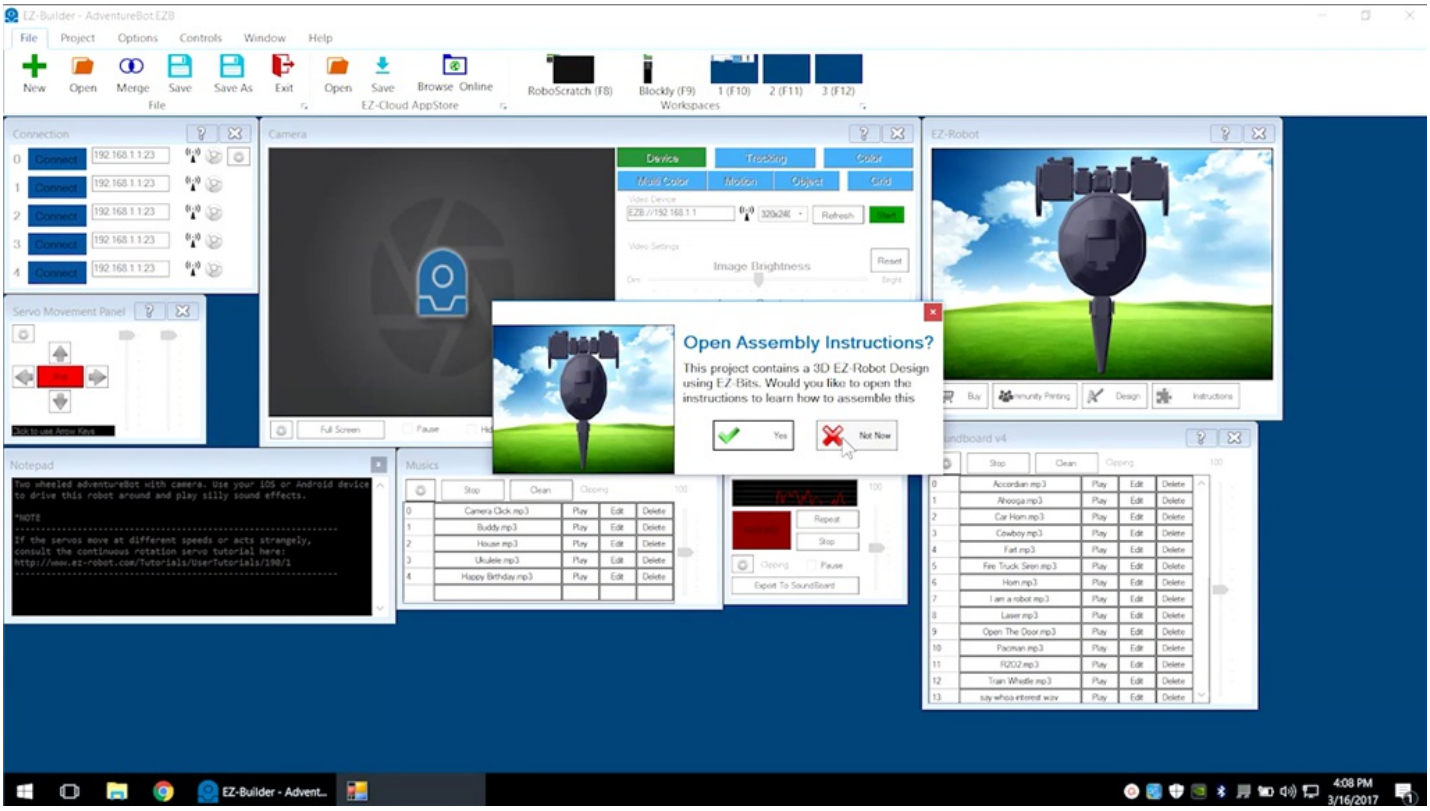
# Step 3

Open **EZ-Builder**. Select **Example Projects** and load the **AdventureBot** project.



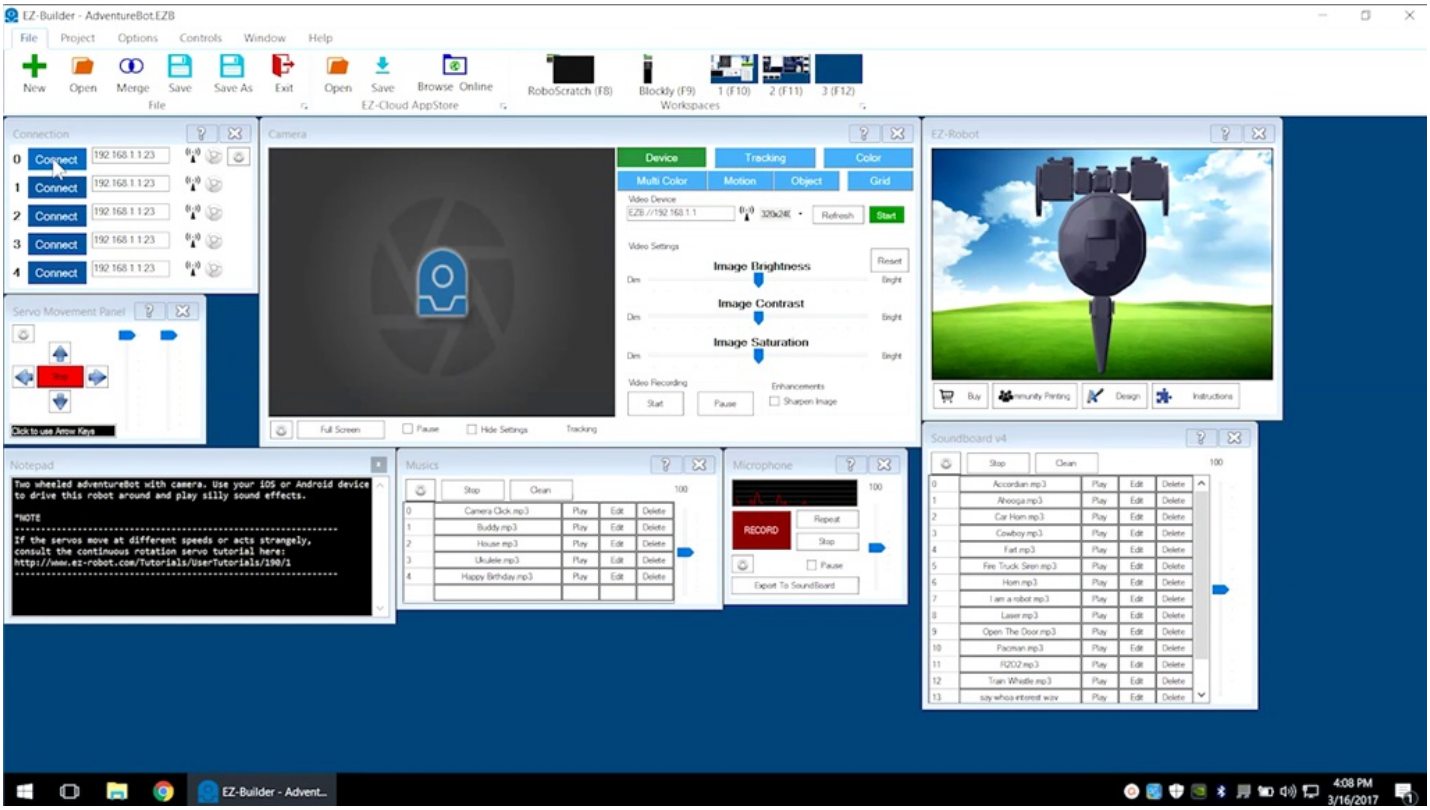
## Step 4

See how to build **AdventureBot** in **Episode 010**.



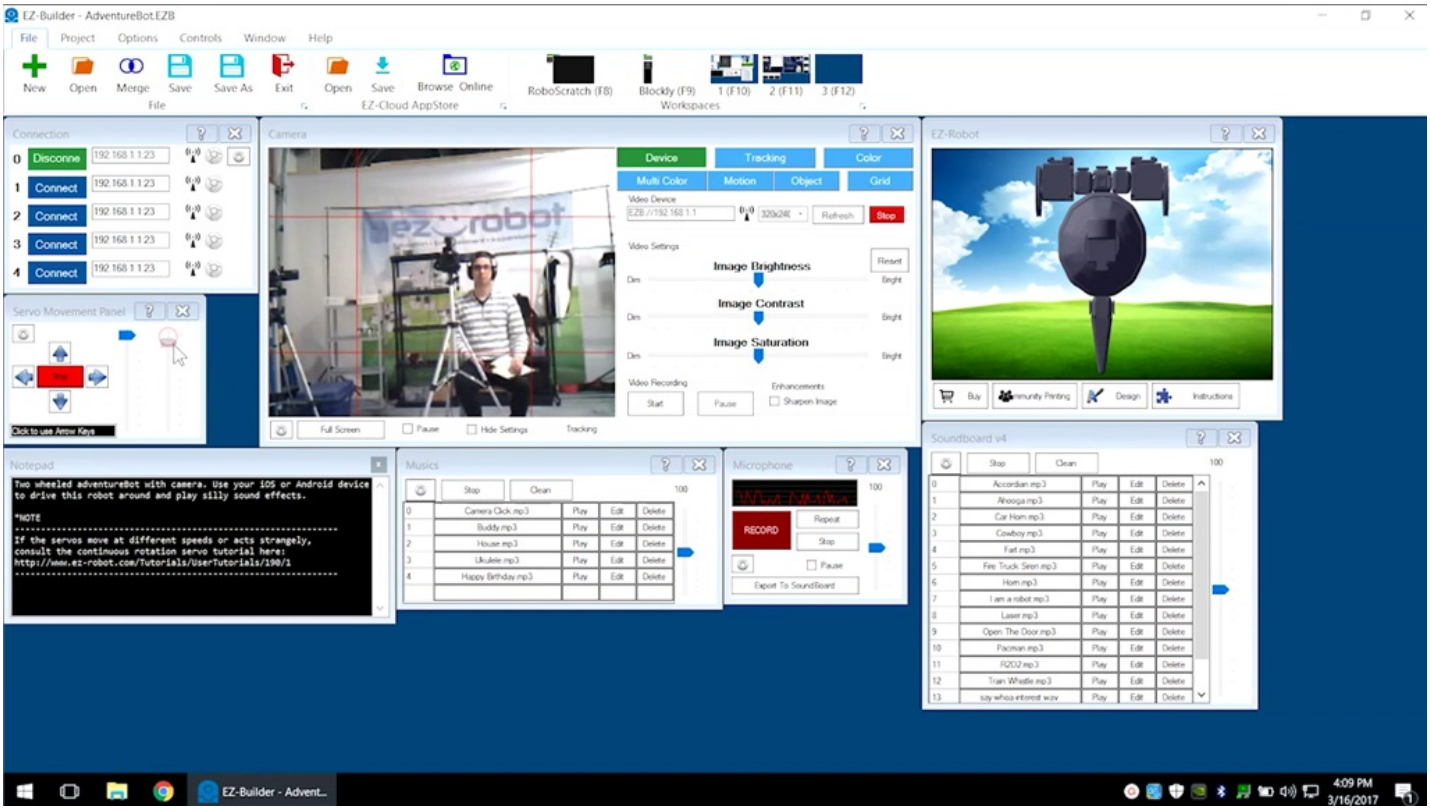
# Step 5

Select **Connect to EZ-B** and listen for the chime.



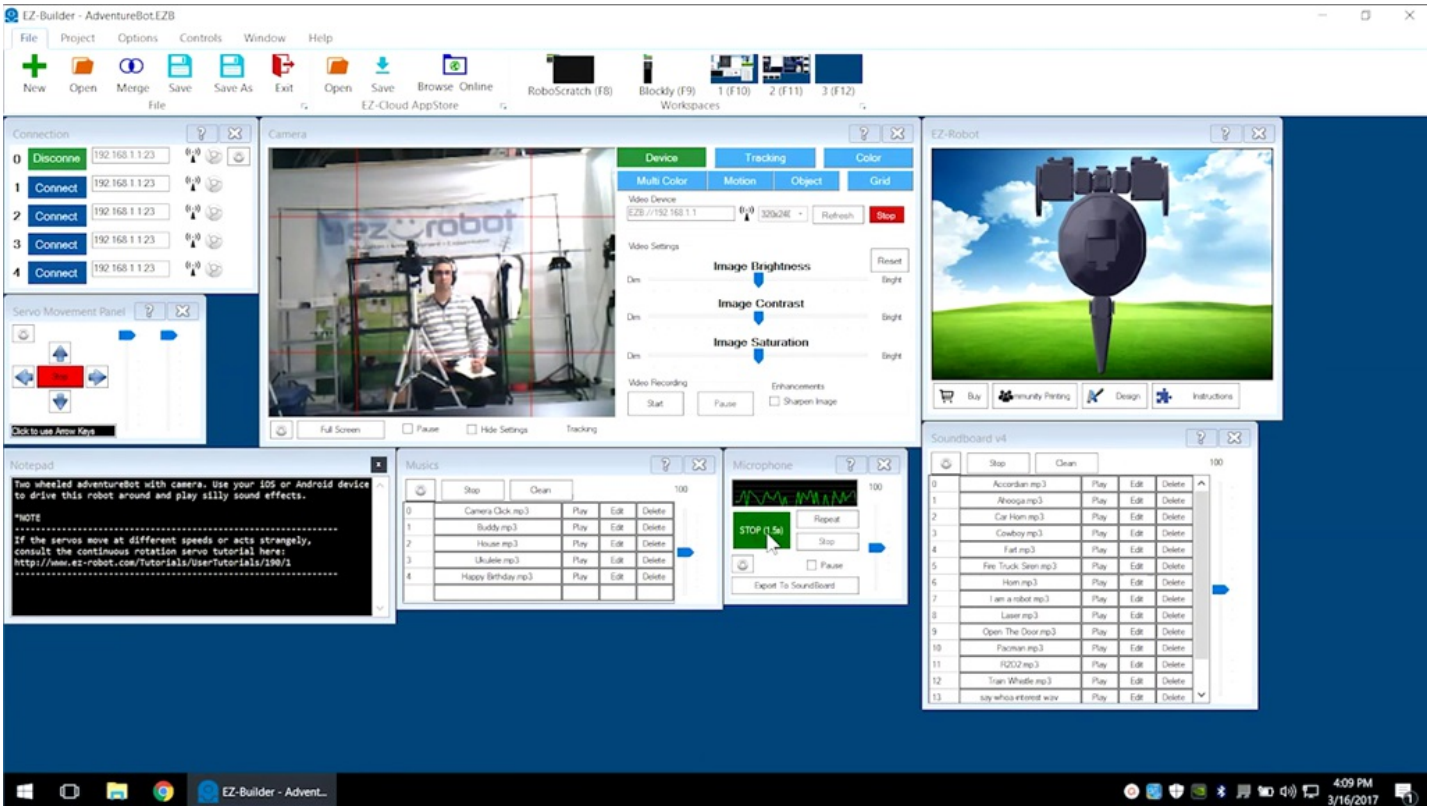
# Step 6

Use the arrow keys and sliders of the **Servo Movement Panel** to control wheel movement.



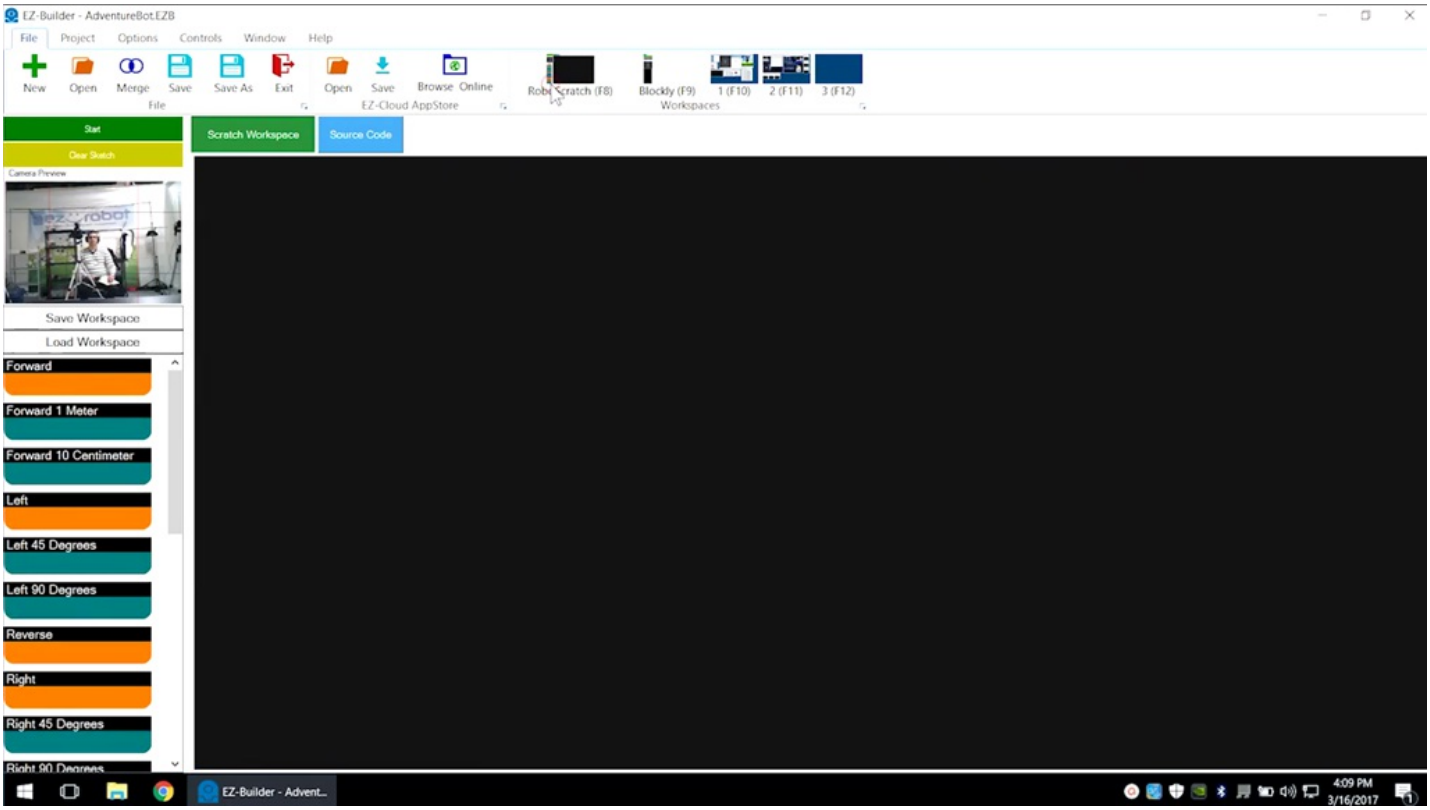
# Step 7

Use the **Microphone** control to record and playback sounds.



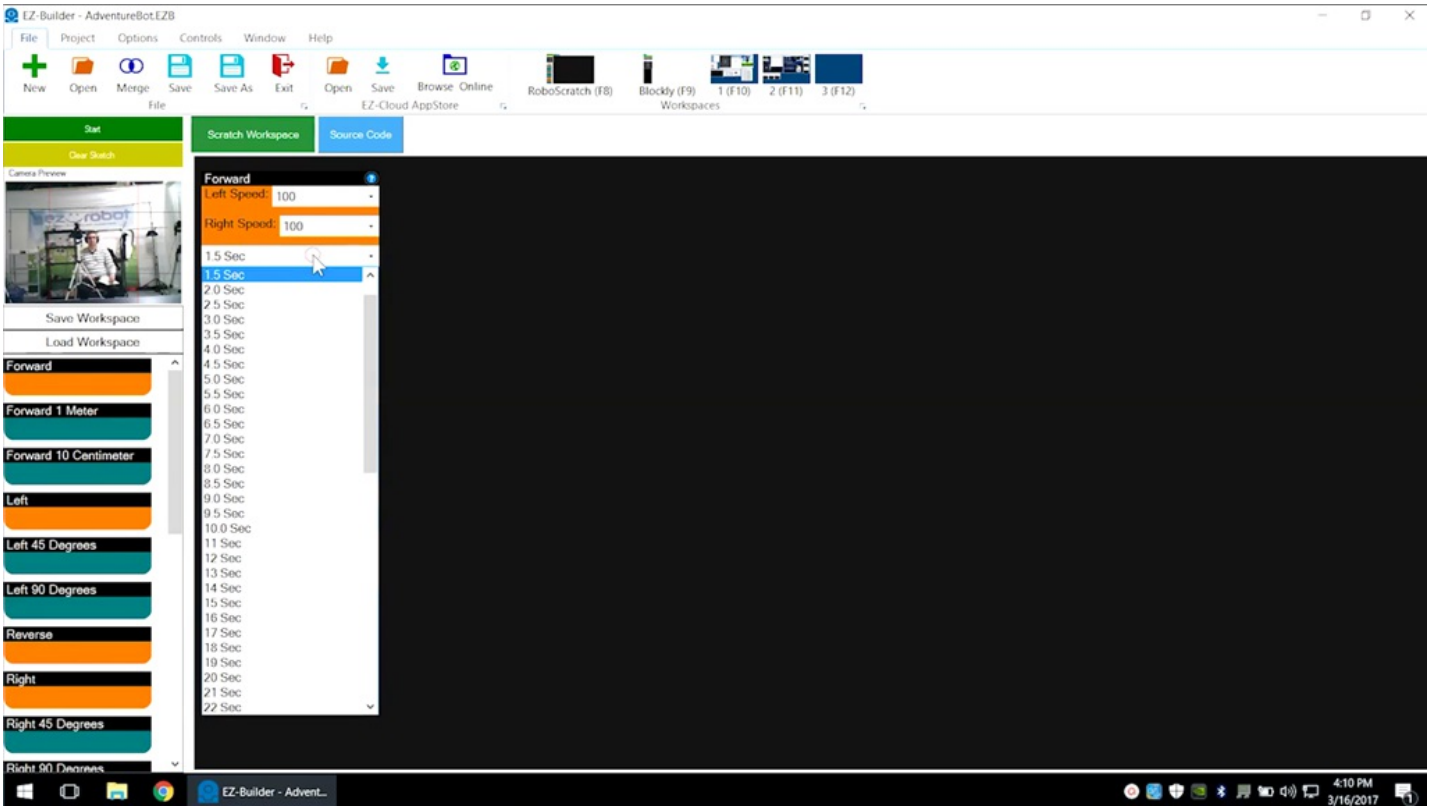
# Step 8

**RoboScratch** can be used to create custom programs.



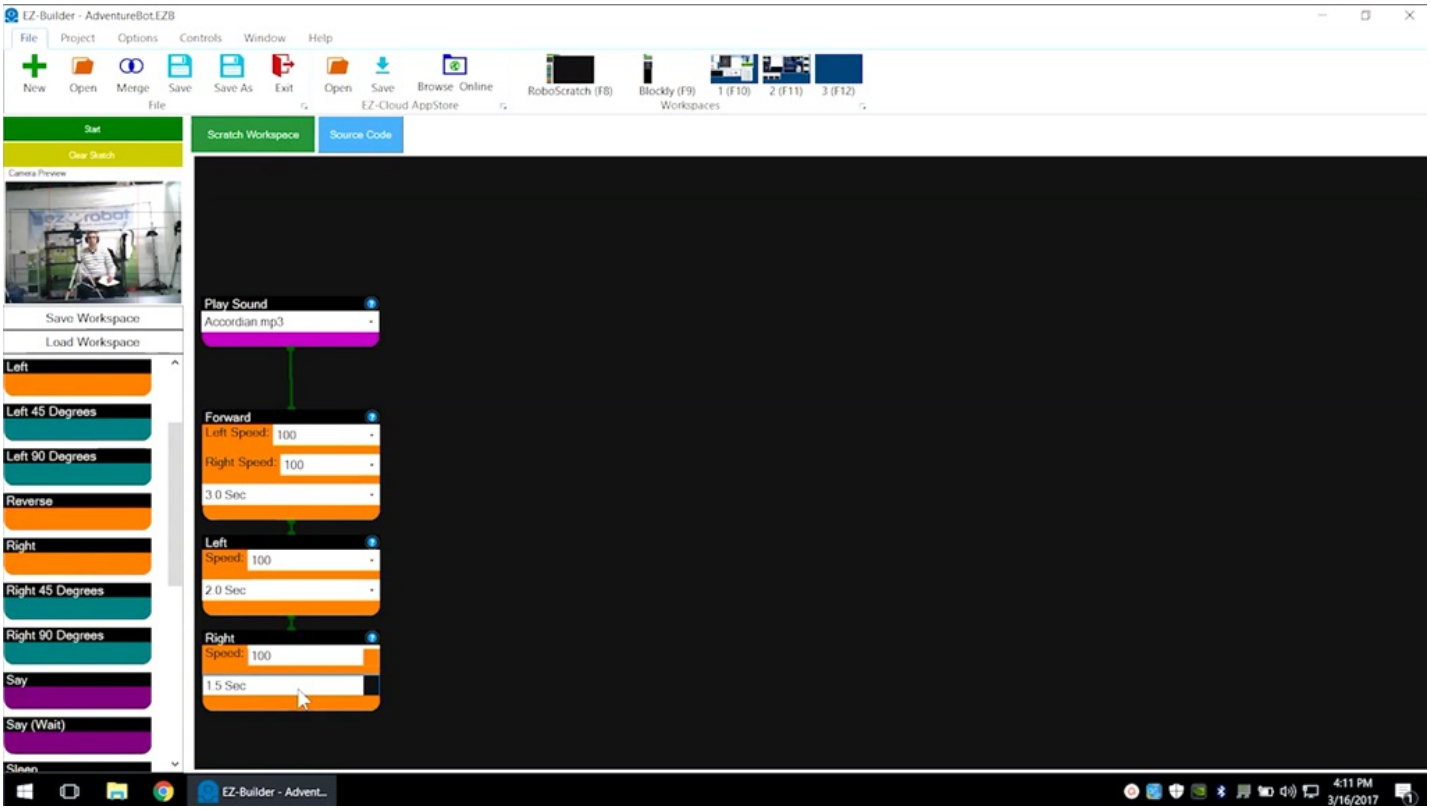
# Step 9

Build programs by selecting actions.



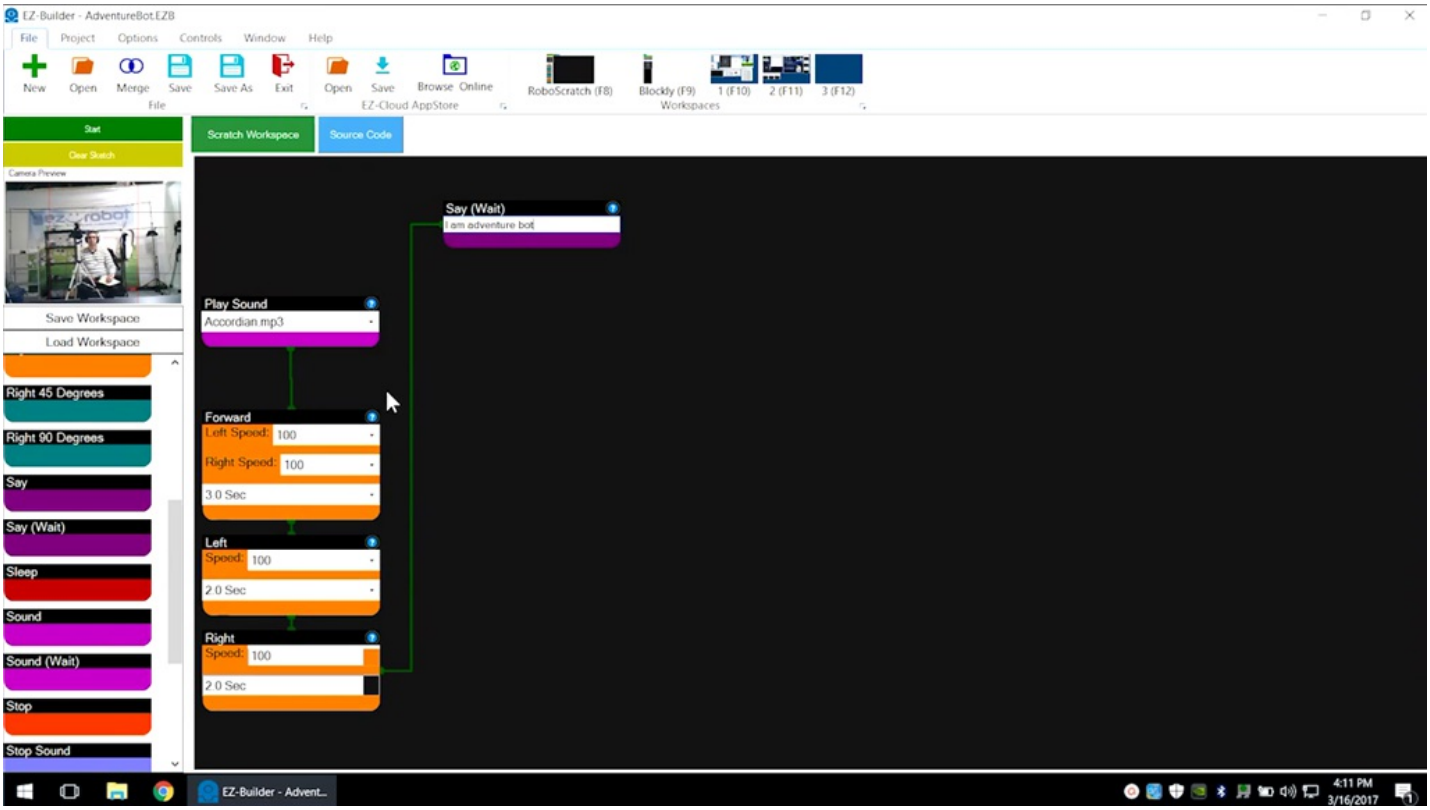
# Step 10

Learn more about **RoboScratch** in **Episode 006**.



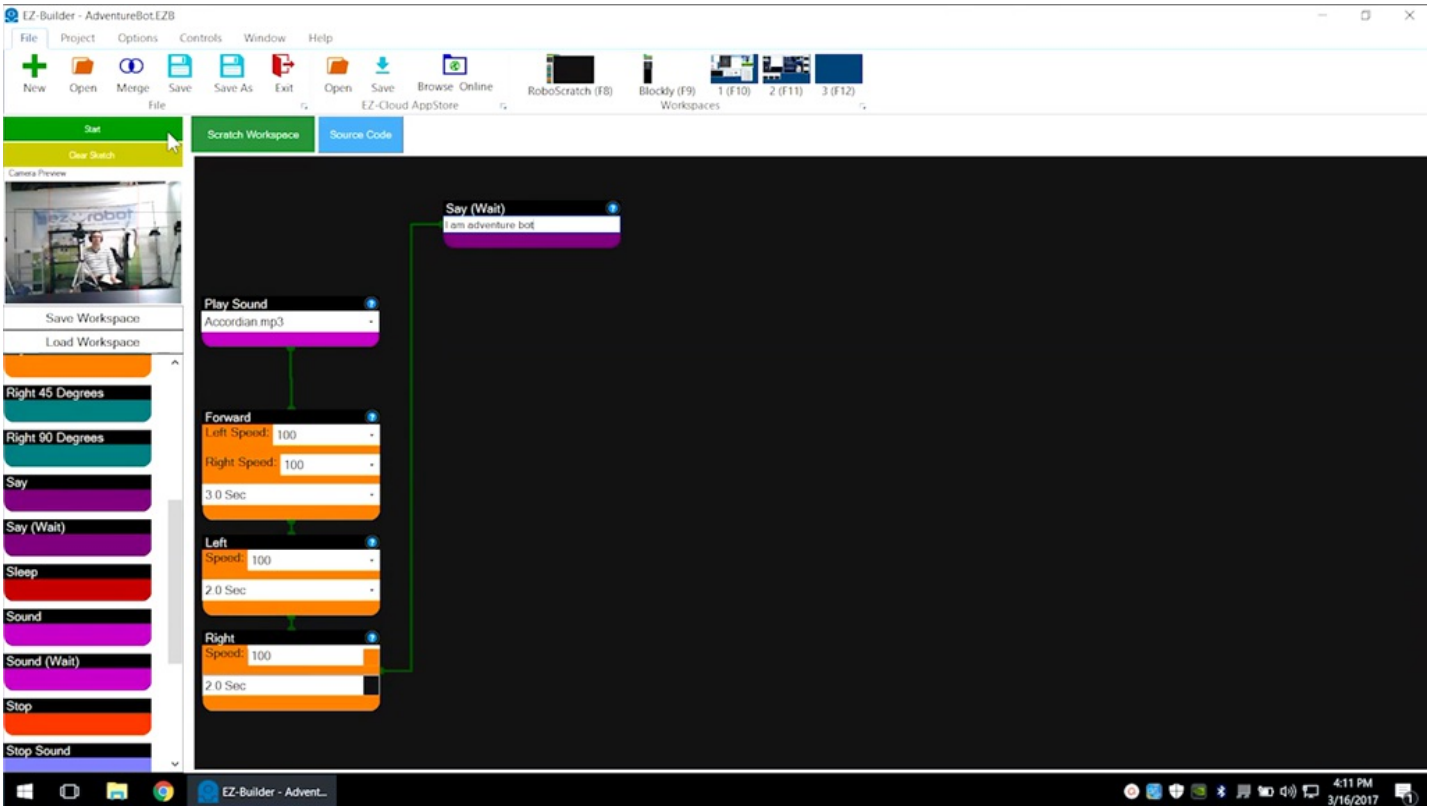
# Step 11

Follow the green line to see the action execution order.



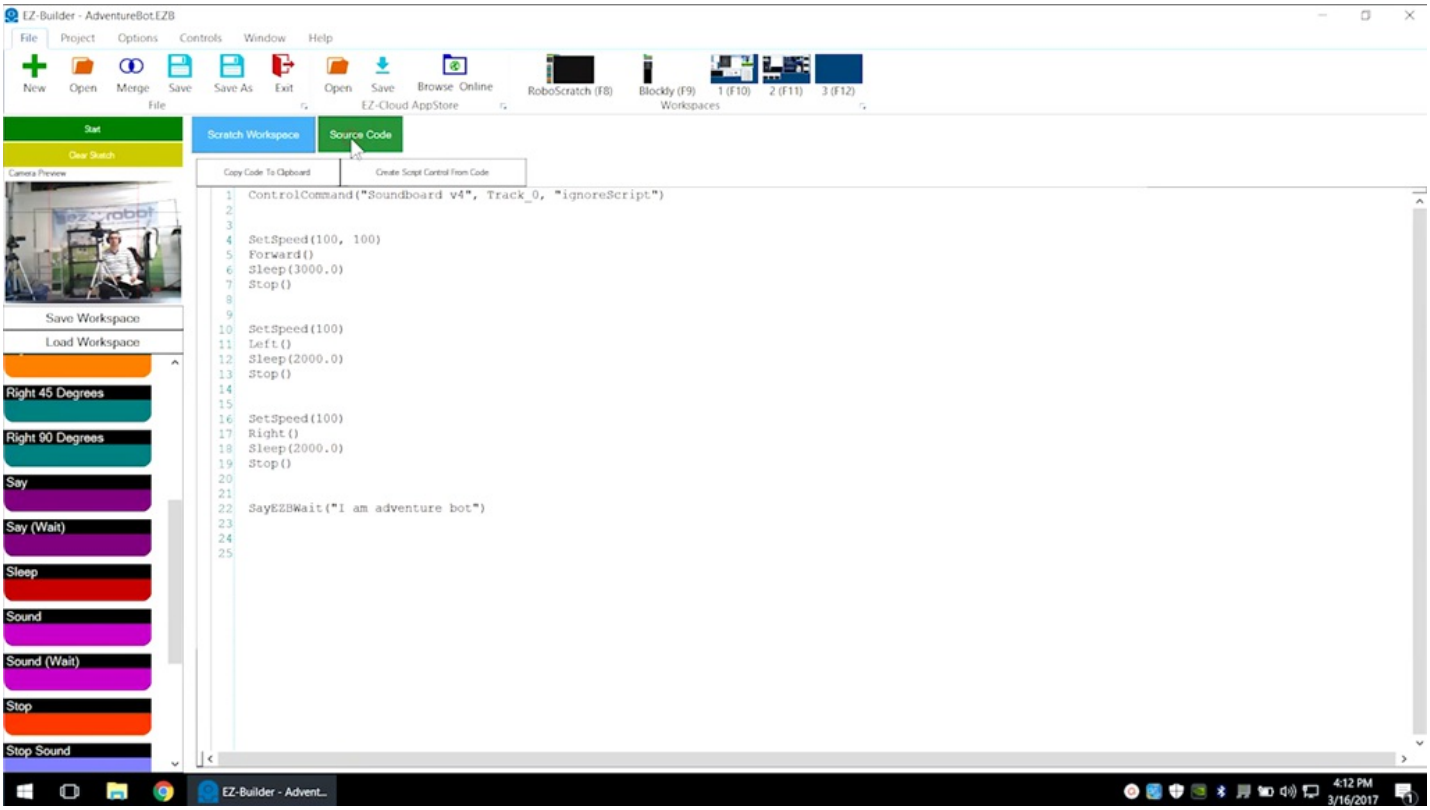
# Step 12

Click on **Start** to run the program.



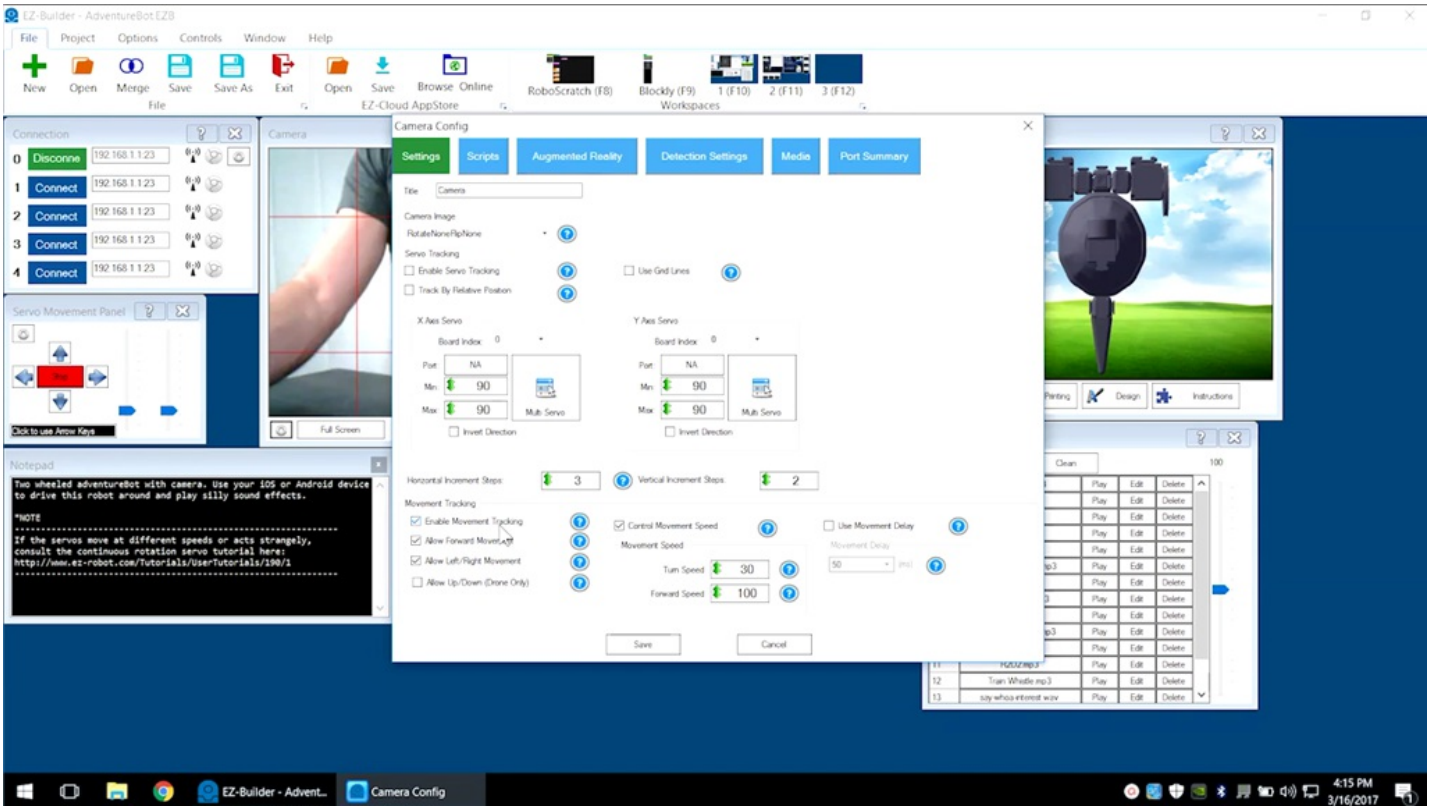
# Step 13

Click on **Source Code** to view the generated code.



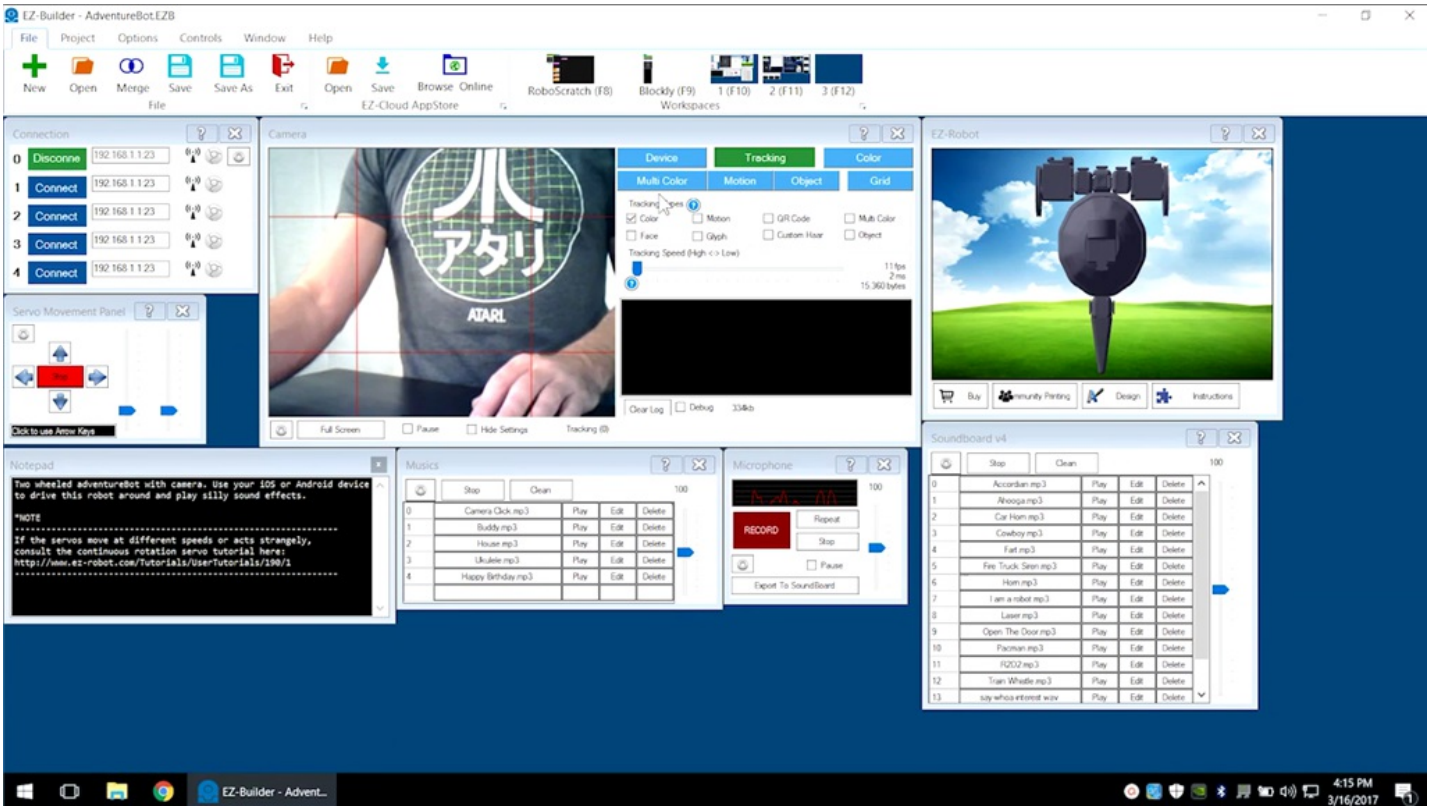
# Step 14

In the **Camera** control, click on the **Gear Icon** and select **Enable Movement Tracking**.



# Step 15

In the **Camera** control, click on **Tracking** and select the **Color** checkbox.

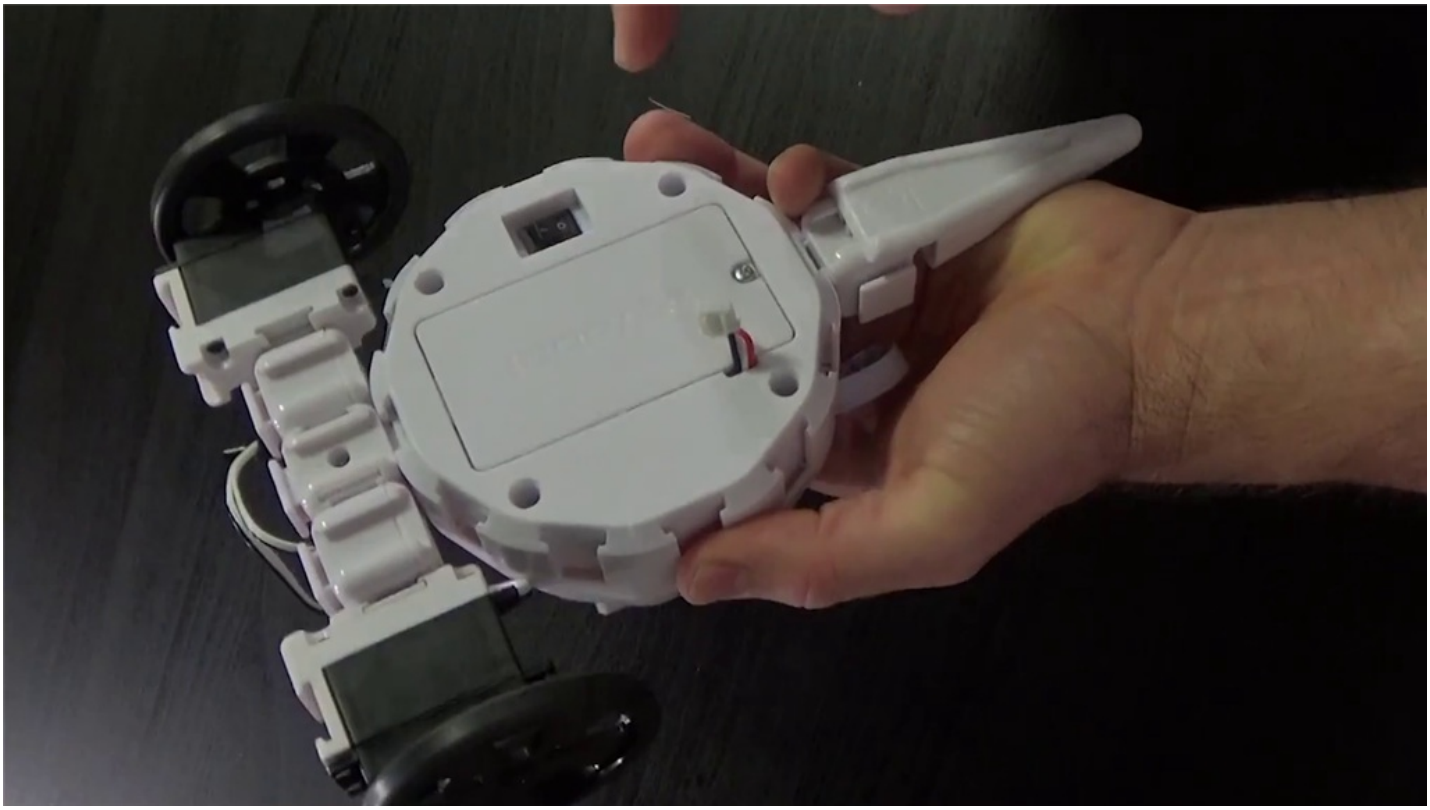


## Step 16

By default, **AdventureBot** will track the color red. Turn off tracking when finished.

## Step 17

Remember to disconnect, power off, and connect to the battery charger when finished.



# Quiz

**Question #1** What letters are always at the start of the Wi-Fi connection name?

**Question #2** Which control panel is used for AdventureBotâ€™s movement?

**Question #3** What is the default color for camera color tracking?

View the answers to this quiz at www.ez-robot.com/Tutorials/Lesson/83.

*Visit www.TheRobotProgram.com for more episodes.*