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The Robot Program Episode 009: Getting Six to Move

This lesson will demonstrate how to connect to and move the Revolution Six robot. Follow along with The Robot Program Episode 009: Getting Six to Move. At the end of this lesson, the reader will have learned how to connect to the robot using Wi-Fi, how to move the robot, how to track the default color, and how to use the Auto Position and Soundboard controls to execute movements and routines.

View the video episode here: https://www.ez-robot.com/Tutorials/Lesson/35

Last Updated: 5/29/2018

Professor E's Overview

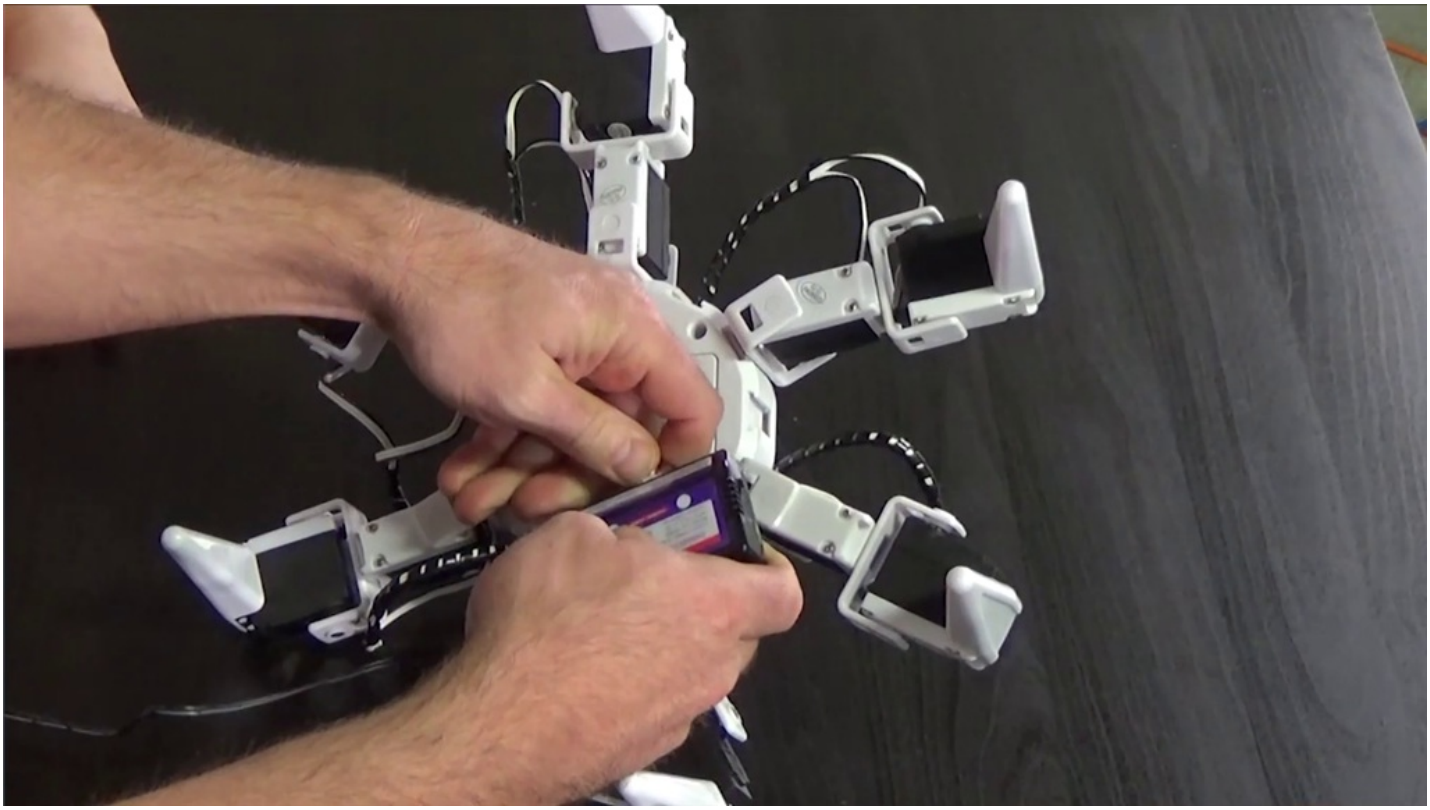
This lesson demonstrated how to connect to **Six** for the first time.

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

Use the **Auto Position** and **Soundboard** controls to execute pre-built actions and routines. Use the **RobotScratch** workspace to create a linear program. In the **Camera** tab, enable color tracking and the robot will track the color red. Remember to disconnect, power off, and charge the robot when finished.

Step 1

Disconnect from the battery charger.

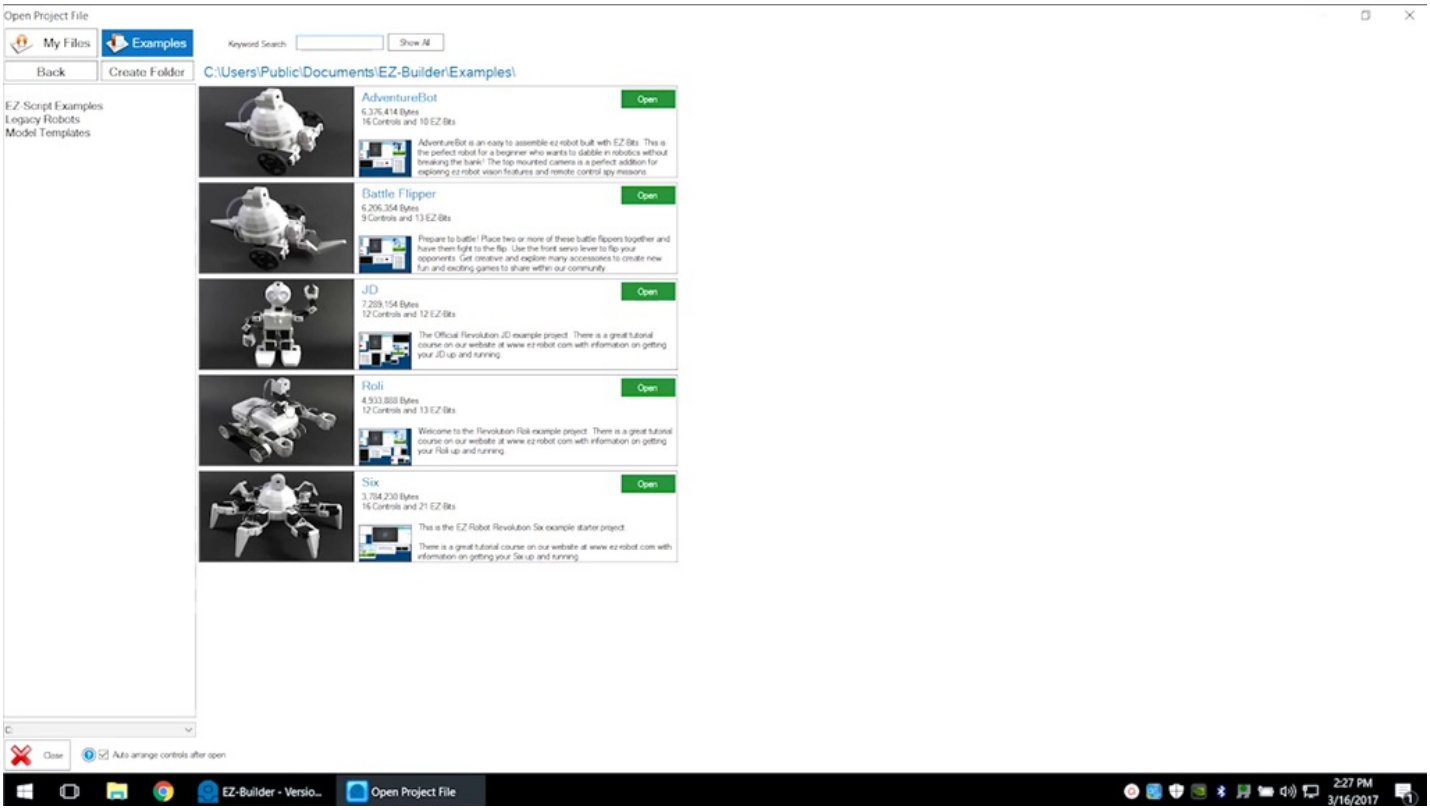


Step 2

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

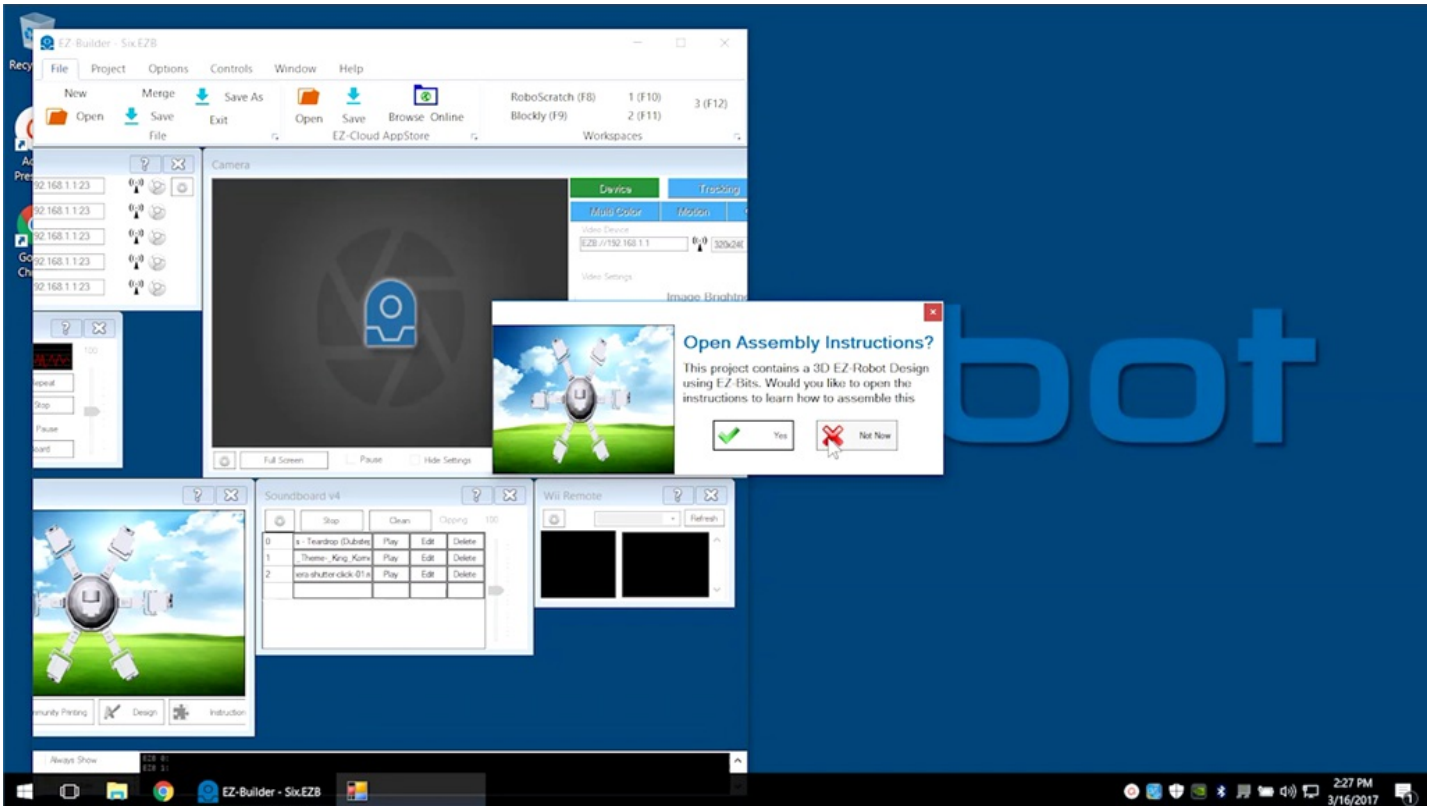
Step 3

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



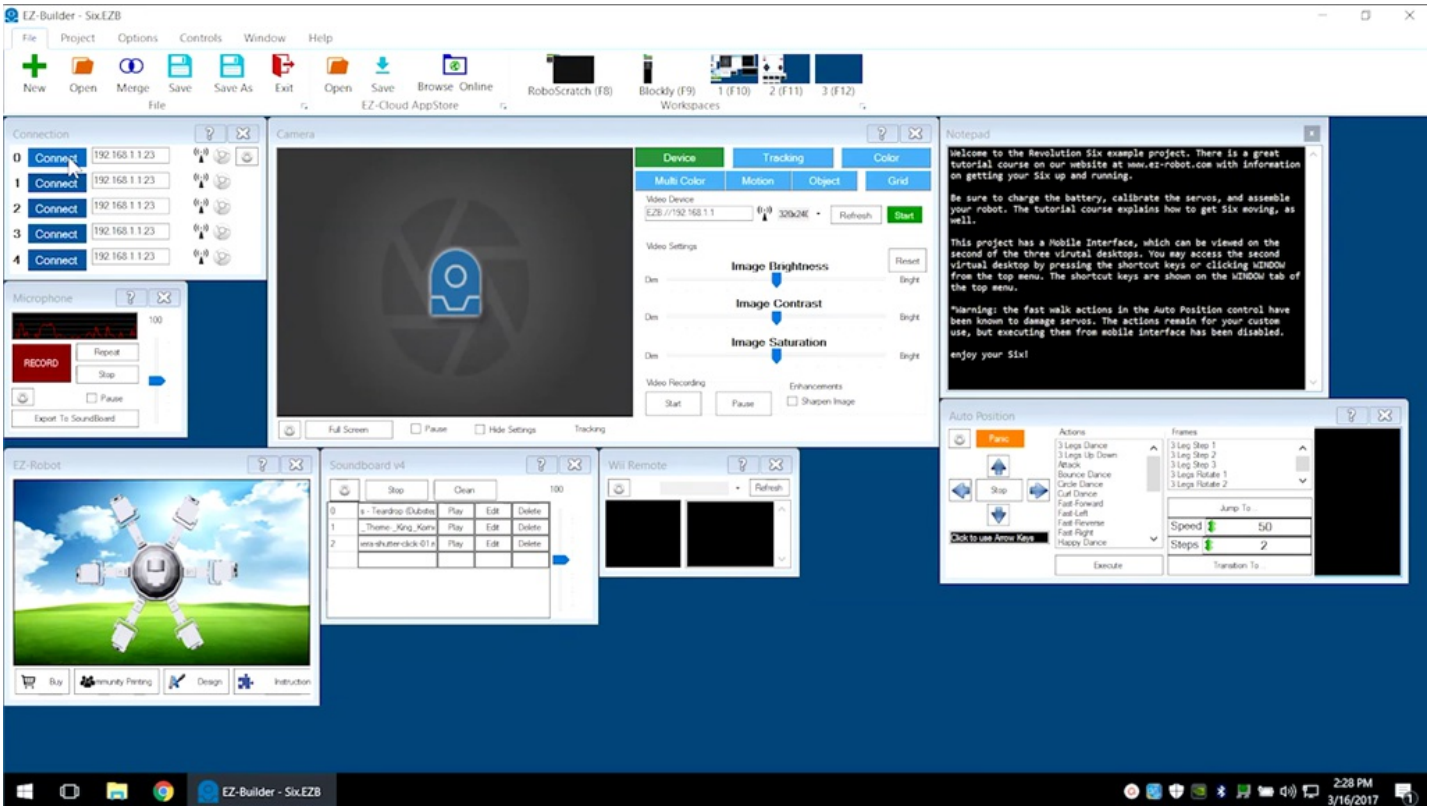
Step 4

See how to build **Six** in **Episode 008**.



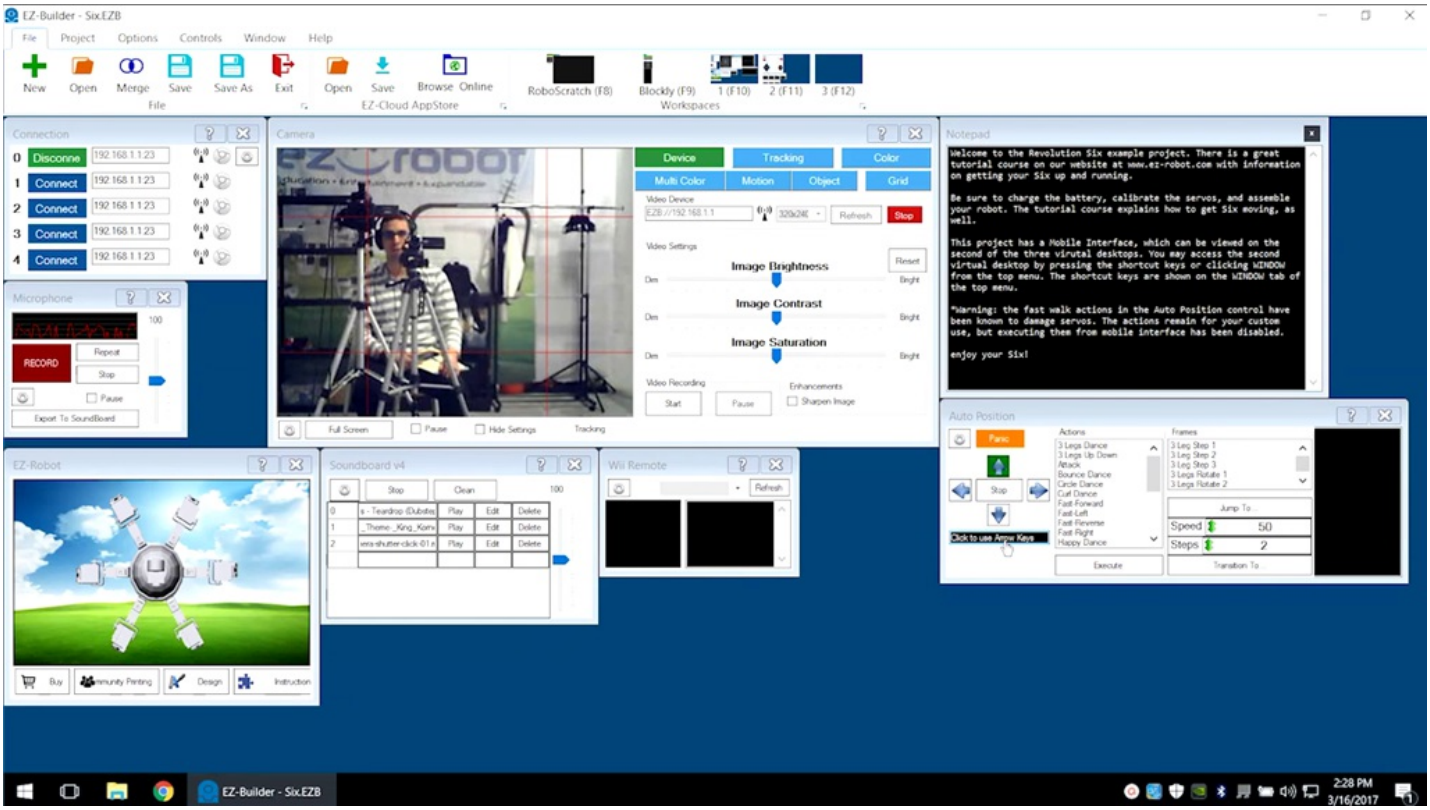
Step 5

Select **Connect to EZ-B**. The robot should move into the calibration position.



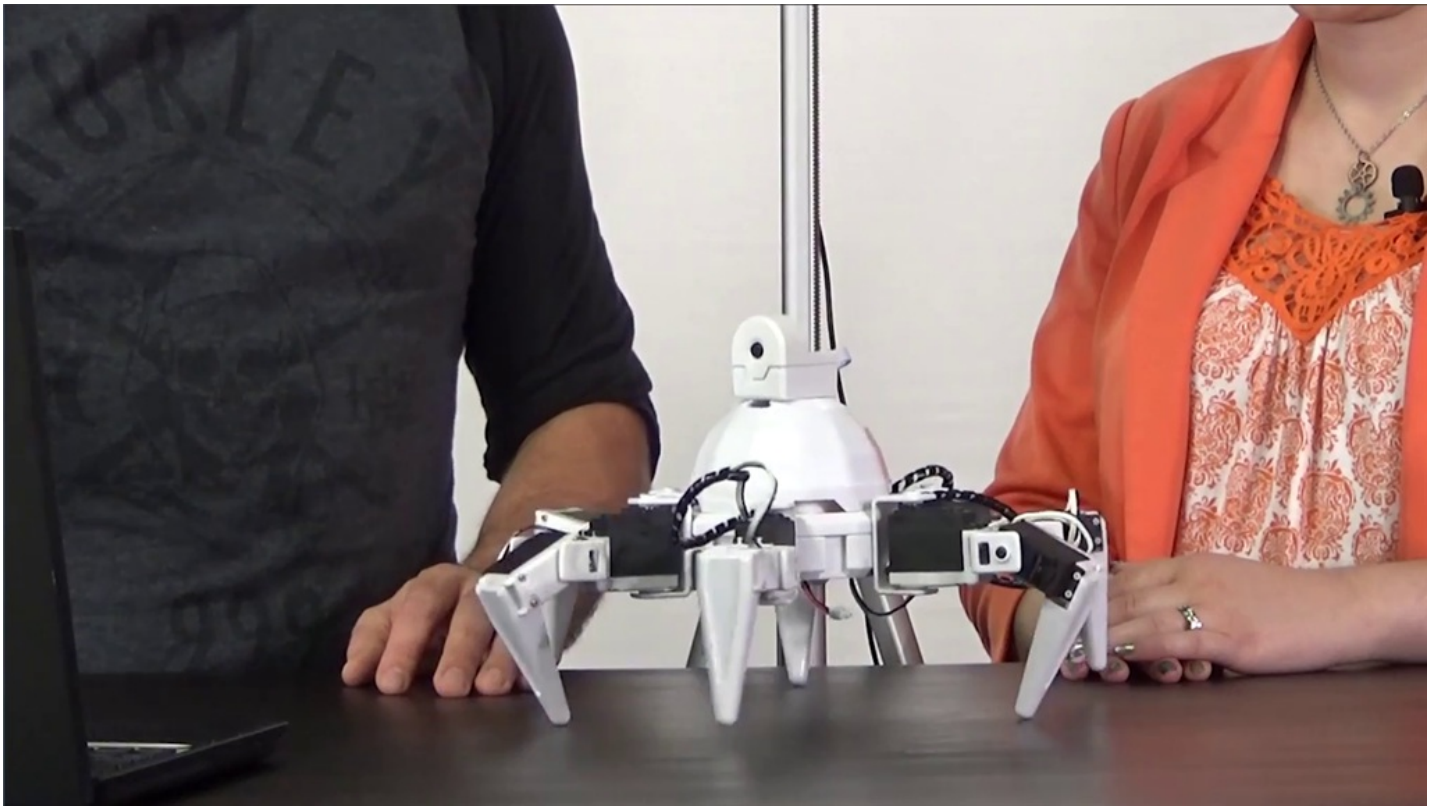
Step 6

Use the arrow keys of **Auto Position** to move **Six**.



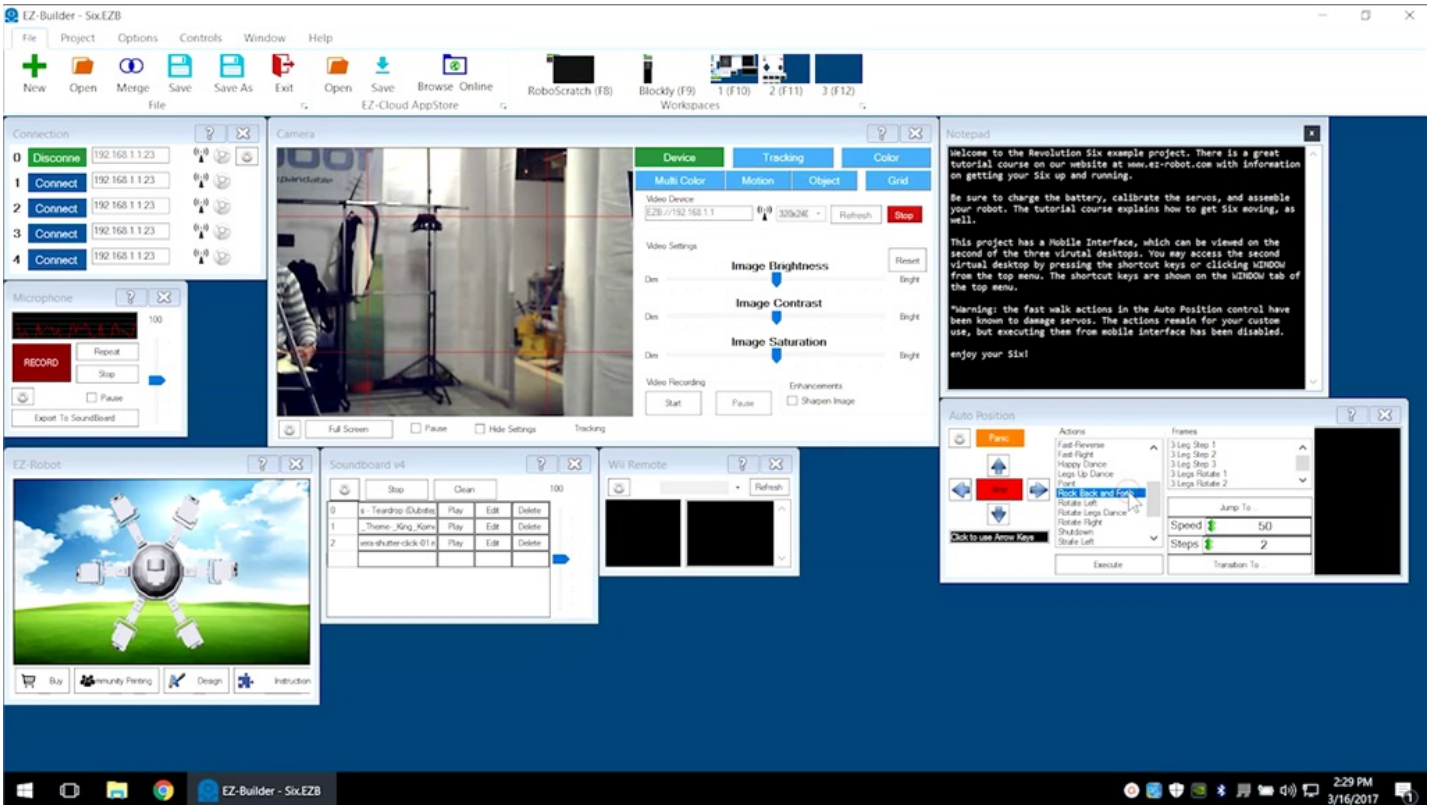
Step 7

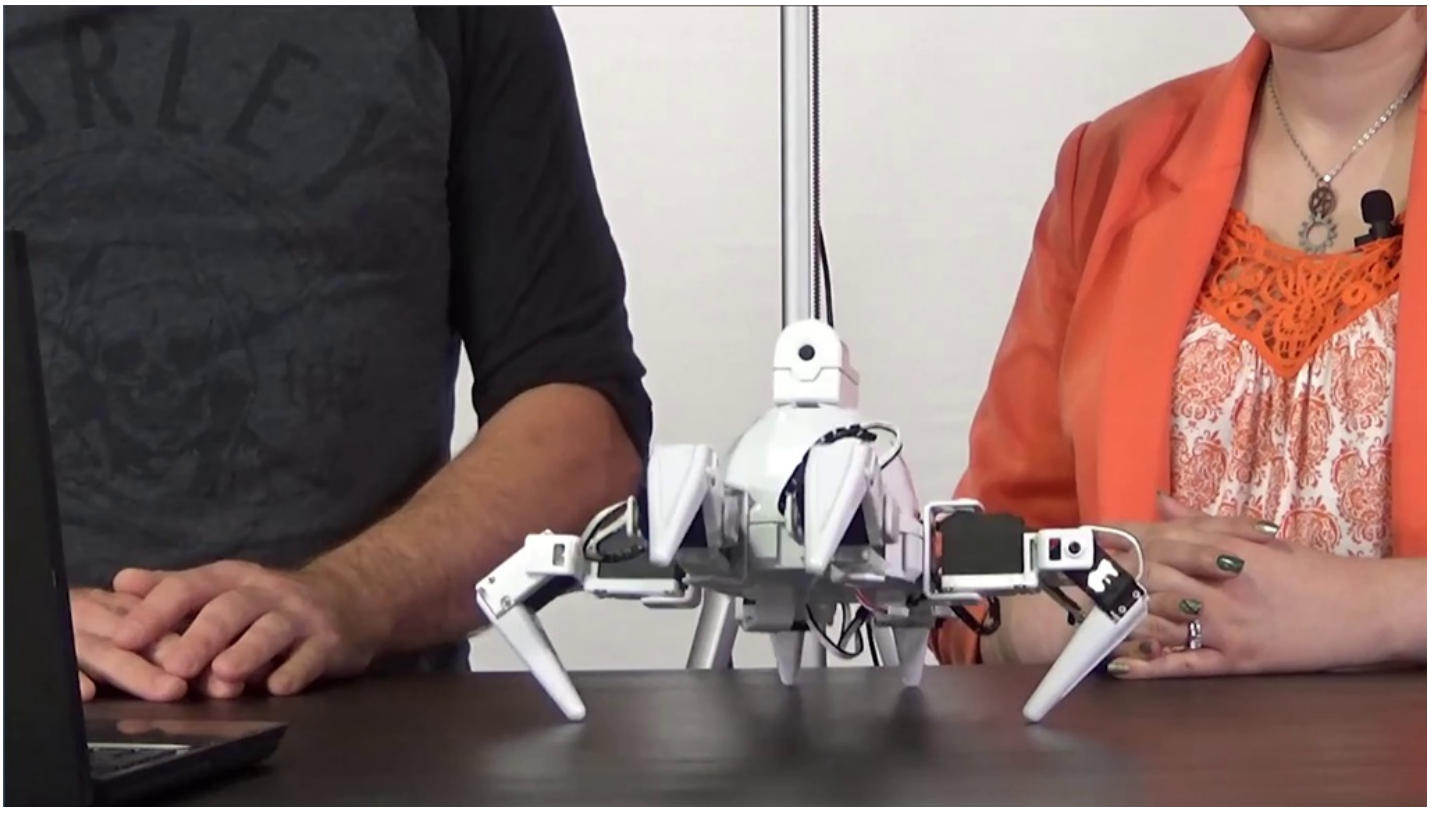
Six can balance on a minimum of three legs.



Step 8

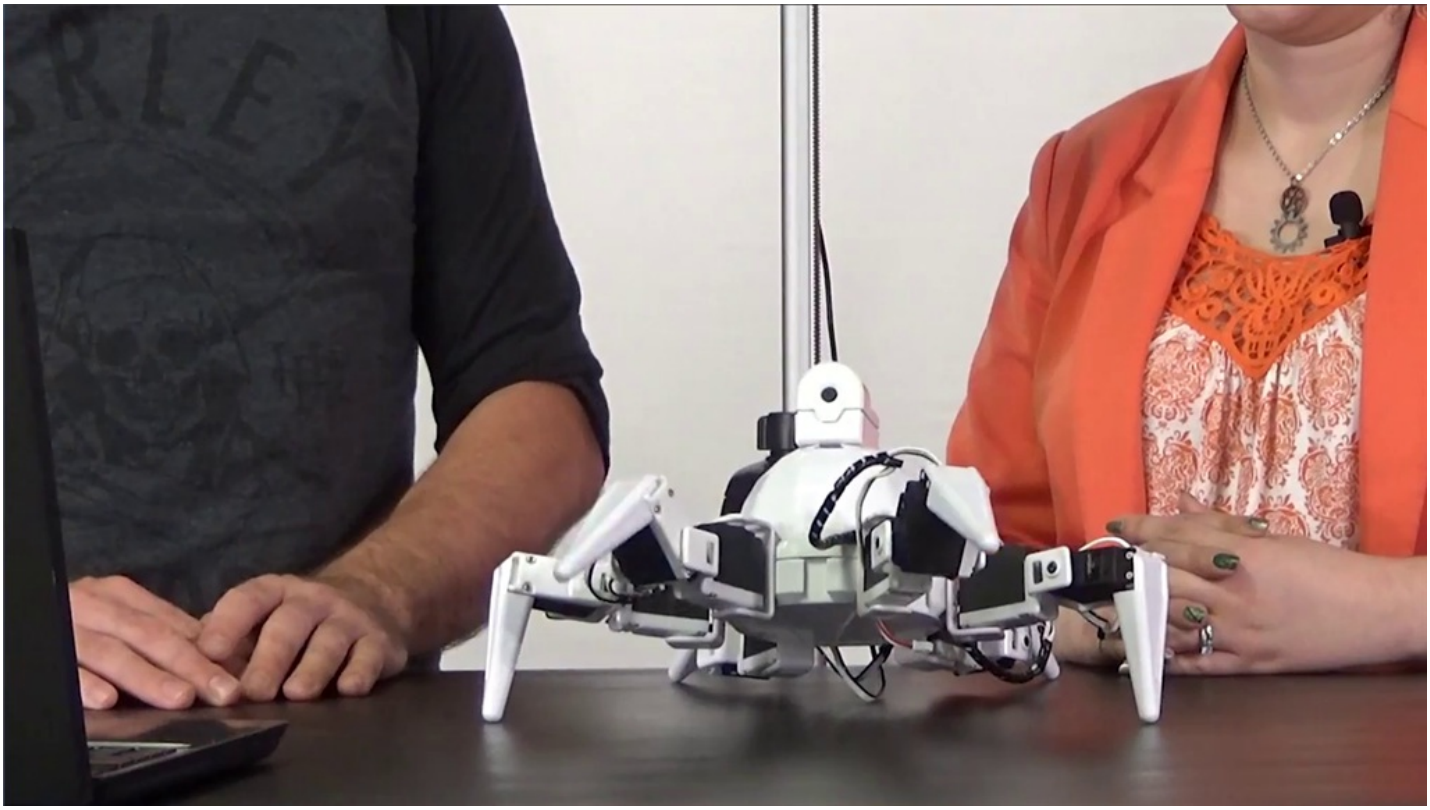
Scroll through **Auto Position** actions to select the **Rock Back and Forth** command. Click the **Execute** button.





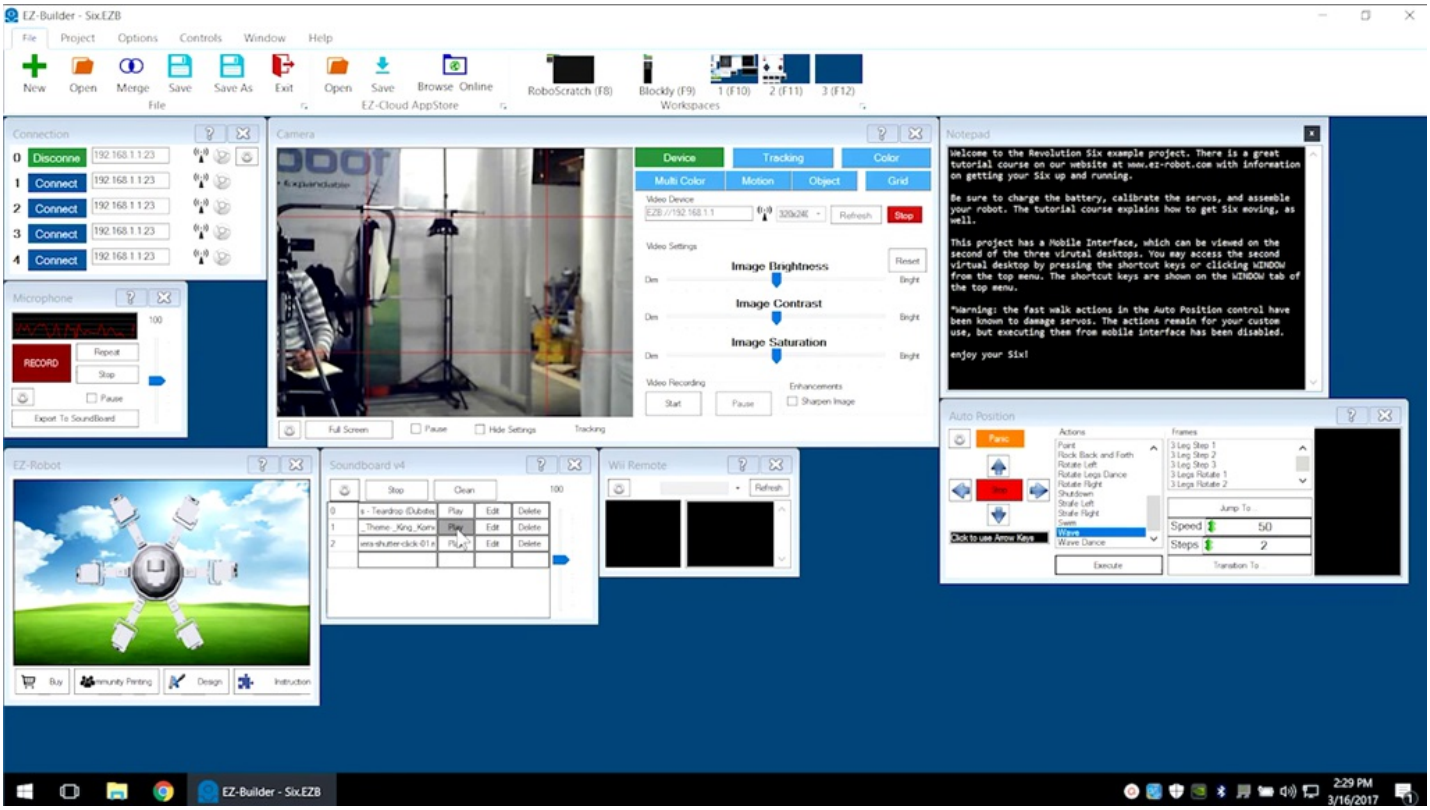
Step 9

Try executing another pre-built command. Select and execute **Wave**.



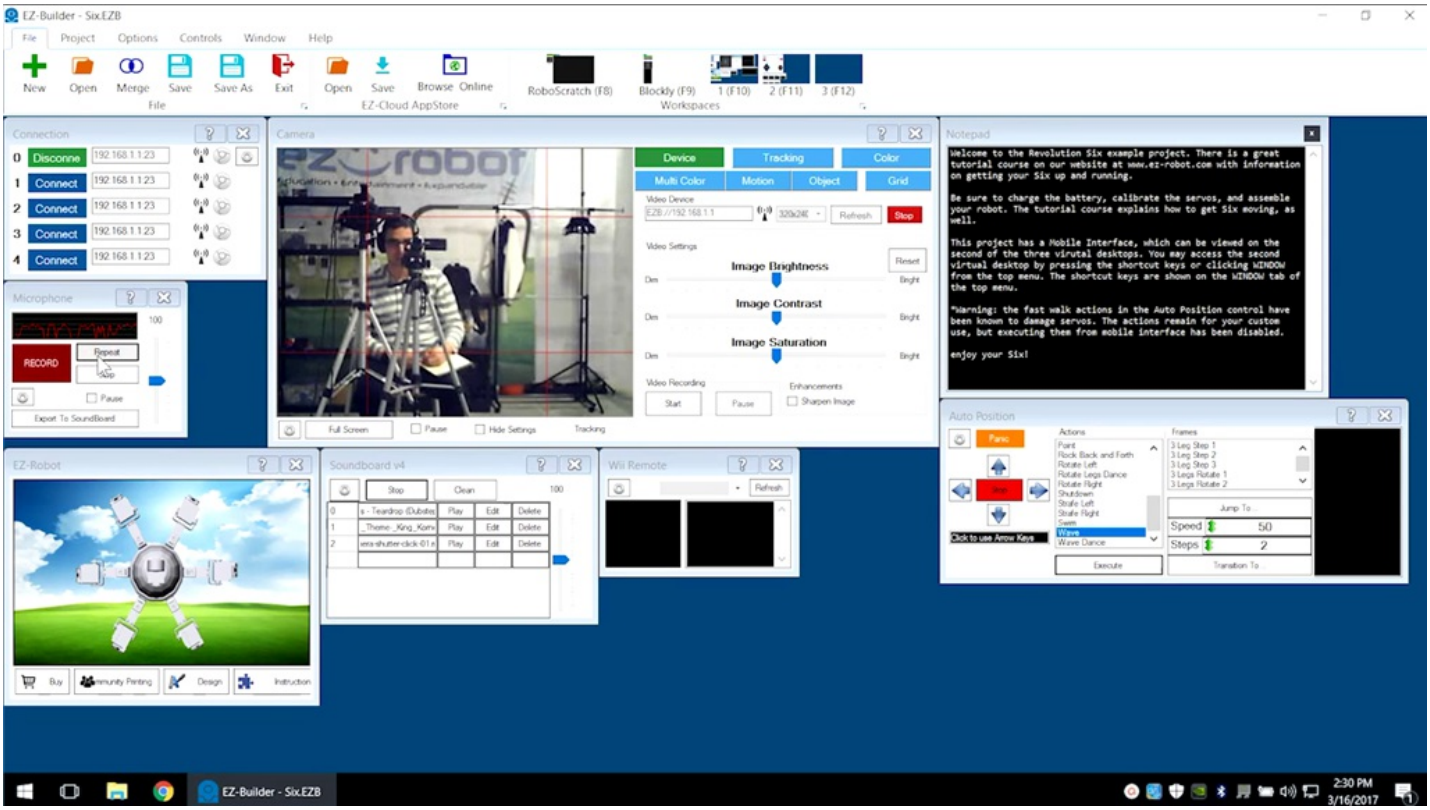
Step 10

In the **Soundboard** control, scroll to the dance theme and select the **Play** button.



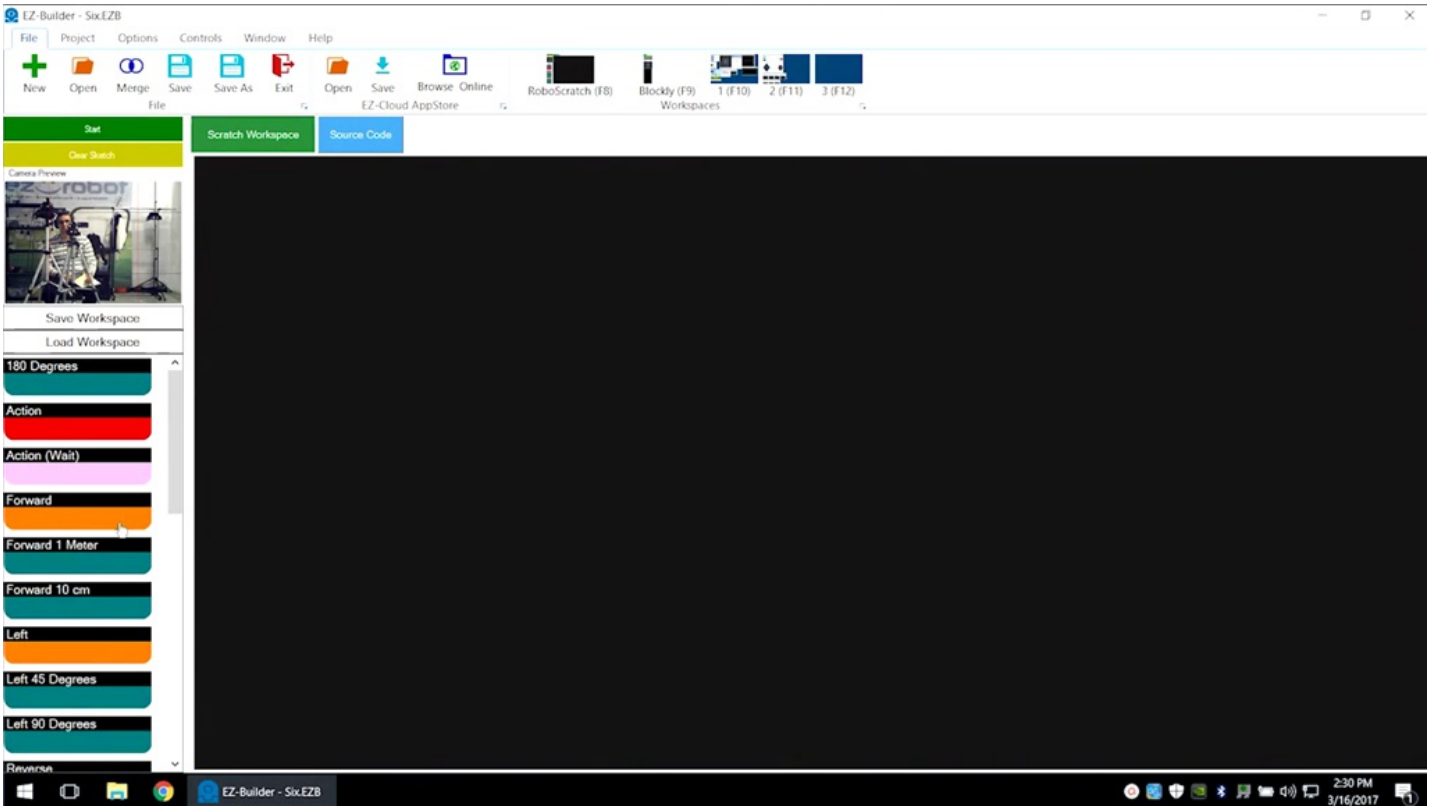
Step 11

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



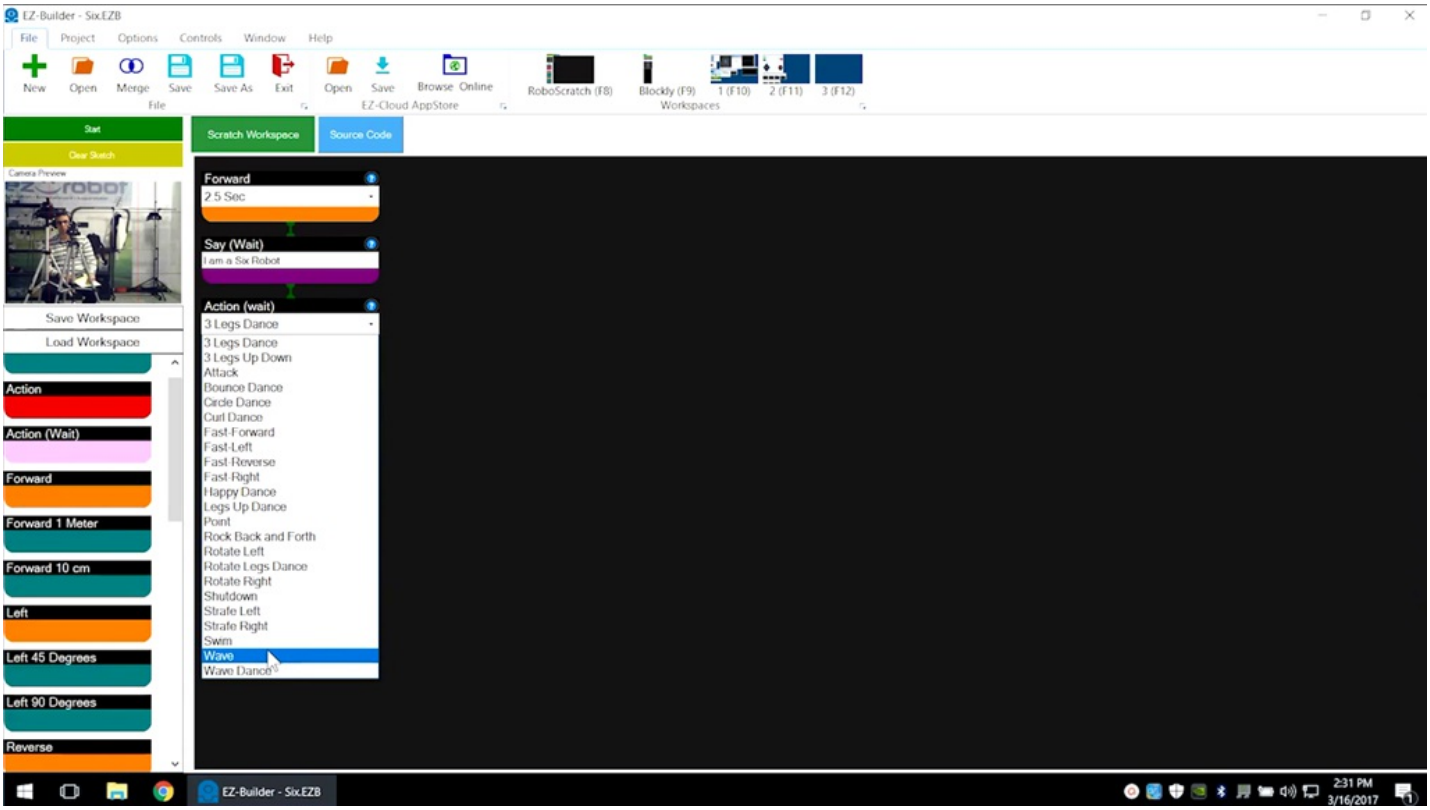
Step 12

RoboScratch can be used to create custom programs.



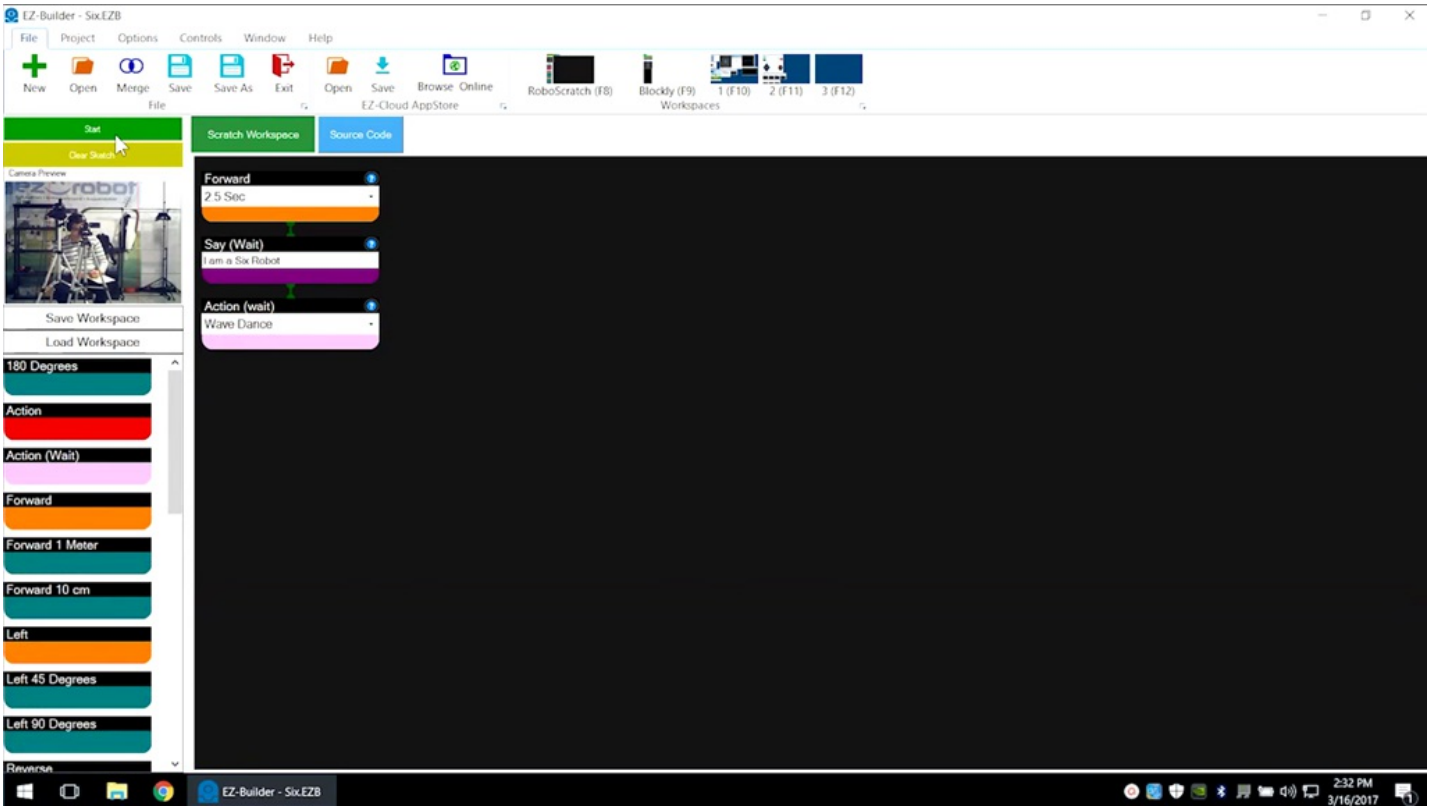
Step 13

Build programs by selecting actions.



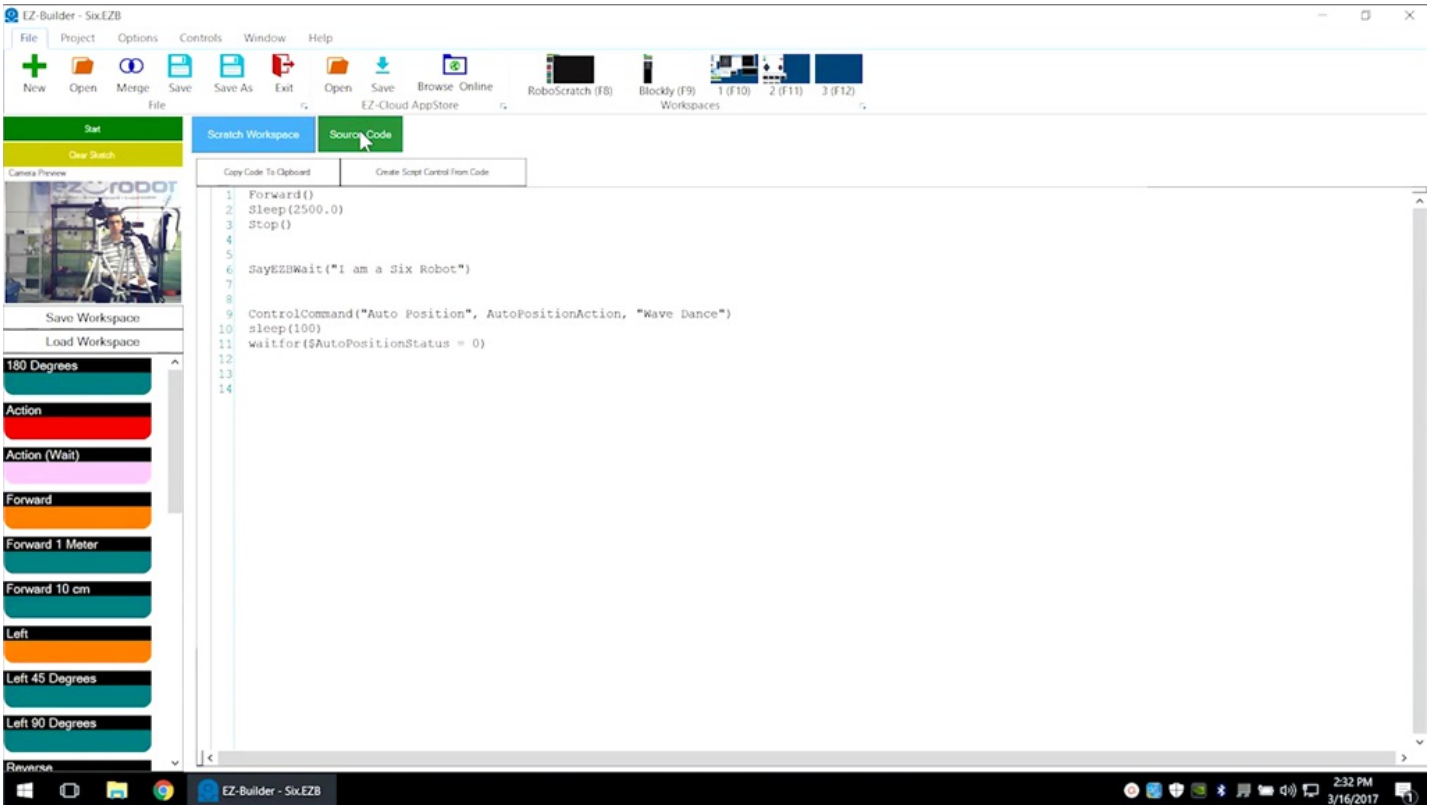
Step 14

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



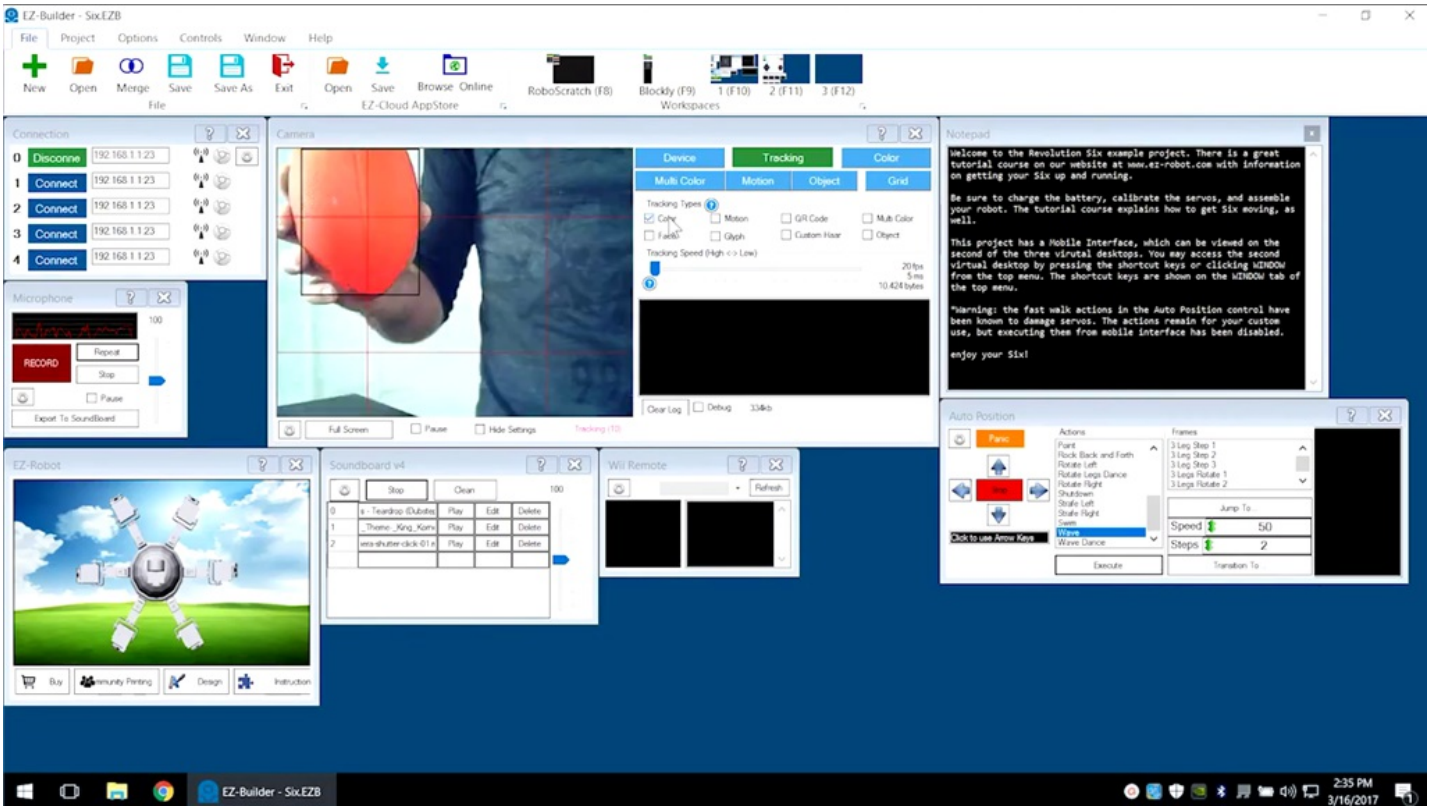
Step 15

Click on **Source Code** to view the generated code. Learn more about **RoboScratch** in **Episode 006**.



Step 16

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

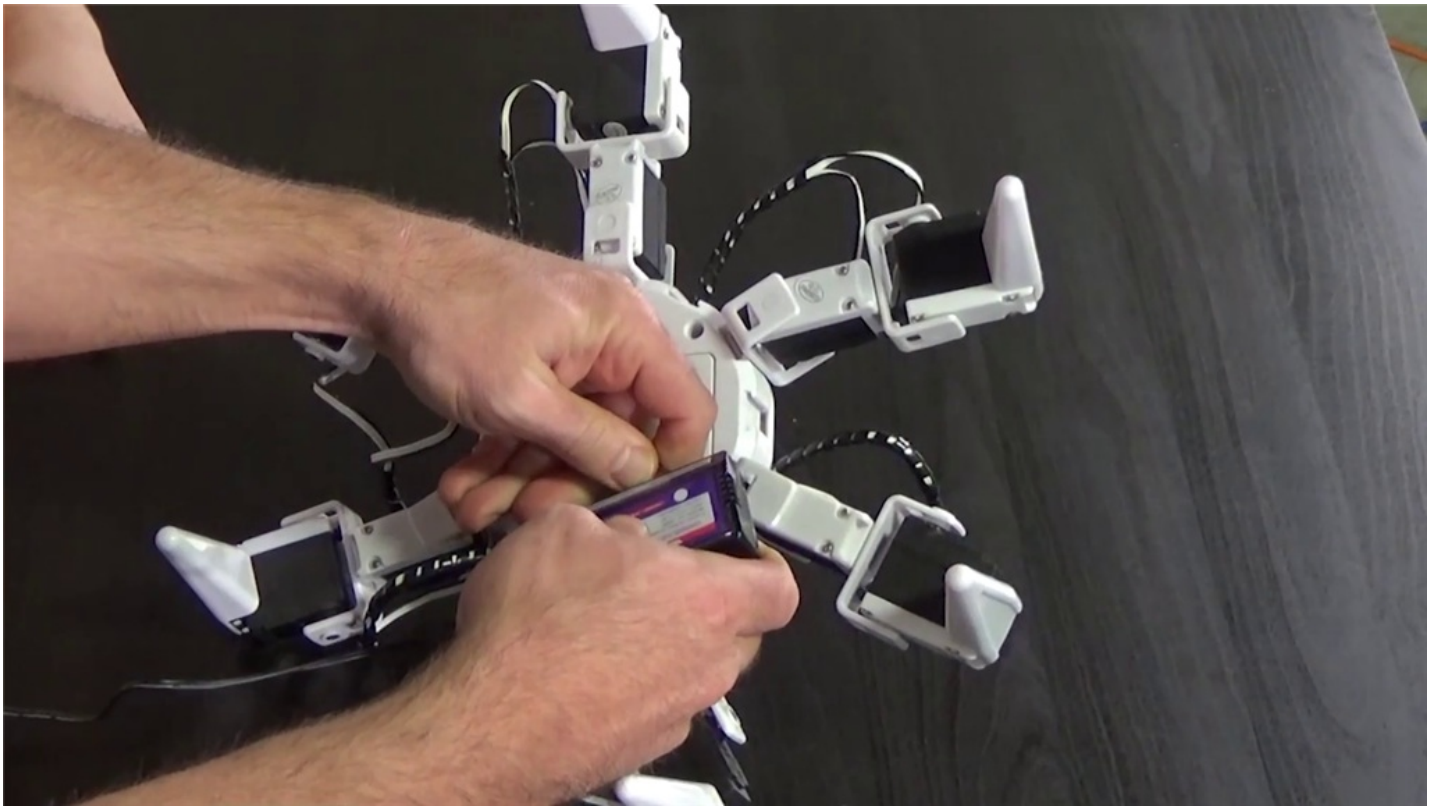


Step 17

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

Step 18

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 What is the minimum number of legs that Six needs for balance?

Question #3 What is the name of the control panel used to execute pre-built commands?

View the answers to this quiz at www.ez-robot.com/Tutorials/Lesson/35.

Visit www.TheRobotProgram.com for more episodes.