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Fischertechnik's User Manual

Hamid Vakilzadian, Chu Rang Wie



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Bauen, erleben, begreifen: fischertechnik®-Roboter mit Arduino Dirk Fox, Thomas Püttmann, 2020-05-19 Arduino Modellroboter zum Nachbauen und Selbermachen Baue mit fischertechnik und Arduino erstaunliche Modell Roboter Konstruiere ein Fernsteuer Auto mit GPS Navigation einen schnellen Roboter Arm und einen 2 D Drucker Entwickle deine eigenen Roboter Der Arduino eröffnet für kleines Geld auch Programmierer Einsteigern die Welt der Robotik Er ist ein universeller Steuerungs Controller an den sich unzählige Sensoren Motoren und andere Aktoren anschließen lassen Kombiniert mit dem Baukastensystem fischertechnik lassen sich so Modellroboter mit erstaunlicher Leistungsfähigkeit entwickeln Das Buch zeigt an drei Grundmodellen die schier unbegrenzten Möglichkeiten solcher Arduino gesteuerter fischertechnik Roboter der Plotter ein hochpräziser und schneller 2D Drucker der HP GL Dateien einlesen und plotten kann der Delta ein Roboter Arm der Objekte mit hoher Geschwindigkeit greifen sortieren und gegen den man Tic Tac Toe spielen kann der Flitzer ein Auto das sich fernsteuern lässt oder auch selbständig einer Fahrbahn folgen eine Parklücke finden einparken sowie eine vorgegebene GPS Position anfahren kann Das Buch möchte zum Weiterbauen und Experimentieren anregen und enthält neben einer Einführung in die verwendeten Arduino Shields und Sensoren zahlreiche Ideen und Vorschläge welche weiteren Modelle und Steuerungen sich aus diesen drei Grundmodellen konstruieren lassen

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