

Arm and Gripper Programming Guide (LabVIEW™ for LEGO® MINDSTORMS®)

Introduction:

In this guide, the Ranger Bot will be programmed to follow a line, pick up an object, and put it in a box. This guide is for use with the LabVIEW for LEGO® MINDSTORMS® programming language.

Review:

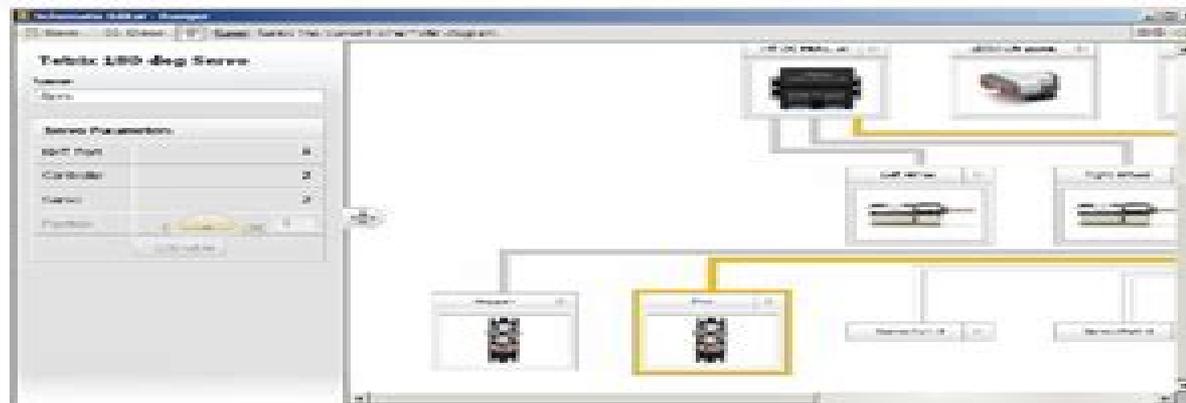
- To review the basic principles of connecting to the NXT Brick and configuring LabVIEW for LEGO MINDSTORMS for use with various sensors and motors, review the Programming Guides and Tutorial Videos from Lessons 2 and 3.
- To review the basic principles of programming in LabVIEW for LEGO MINDSTORMS, review the Programming Guides and Tutorial Videos from the Line Follower Programming Extension.
- These materials contain detailed information about how to use the Schematic Editor and how to create the structures, functions, constants, and wires that are presented in this guide.
- This program makes use of the **Screen Update SubVI** provided on the TETRIX® Getting Started Guide DVD. This function uses the NXT to display custom text as well as light and ultrasonic sensor readings.
- Use these steps to add the function to the program:
 - a. Within the block diagram, right-click to bring up the **Functions** palette and choose **Select a VI**.
 - b. Then navigate to where the **Screen Update SubVI** is saved.

Note: If the Screen Update SubVI has not been saved on the computer in a specific location already, download it from the DVD by navigating to the **Resources** tab and selecting the **Screen Update SubVI Program (LabVIEW for LEGO MINDSTORMS)** button.

 - c. Once the Screen Update SubVI has been located, open it and place it on the block diagram.

Getting Started:

1. Create a new Ranger robot project and name it "Arm and Gripper."
2. Using the Schematic Editor, configure the robot to have two TETRIX 180° Servo Motors attached to Servo Ports 1 and 2. The first servo will be called Gripper, the second servo will be called Arm.



3. Create a new VI.

Arm And Gripper Programming Guide Labview For Lego Mindstorms

Dave Baum



Arm And Gripper Programming Guide Labview For Lego Mindstorms:

Build Your Own Teams of Robots with LEGO® Mindstorms® NXT and Bluetooth® Cameron Hughes, Tracey Hughes, Trevor Watkins, Bob Kramer, 2013-01-29 CREATE YOUR OWN SYNCHRONIZED ROBOT ARMY PLAN DESIGN ASSEMBLE AND PROGRAM ROBOT SQUADS THAT COMMUNICATE and cooperate with each other to accomplish together what they can't do individually Build Your Own Teams of Robots with LEGO MINDSTORMS NXT and Bluetooth shows you how to construct a team capability matrix TCM and use the Bluetooth Robotic Oriented Network BRON so your robot teams can share sensors actuators end effectors motor power and programs Find out how the Bluetooth communications protocol works and how to program Bluetooth in NXT G NXC LabVIEW and Java Learn how to send and receive Bluetooth messages data and commands among robots between a robot and a computer and between an Android smart phone and a robot Through teamwork your robots will be able to accomplish amazing feats THE STEP BY STEP ROBOT TEAM PROJECTS IN THE BOOK INCLUDE Crime Scene Investigation Robot Team Robot Convoy Rubik's Cube Solver LEARN HOW TO Coordinate multiple robots to work together as a team to perform tasks Combine two or more microcontrollers to make a single multicontroller multi agent robot Take advantage of sensor and actuator capabilities in a team environment Establish goals and teamwork strategies for your robots Control your robot teams with NXT G Bluetooth bricks and LabVIEW for NXT Bluetooth VI Activate your team using a smart phone Give your team of robots Java power with leJOS Use Java on the Linux and Darwin operating systems Watch video demonstrations of the projects and download code and examples in multiple languages NXT G Java LabVIEW and NXC from the book's companion website at www.robotteams.org Downloads are also available at mhprofessional.com/robotteams

LabVIEW for LEGO Mindstorms NXT Michael Gasperi, 2008

Build Your Own Teams of Robots with LEGO® Mindstorms® NXT and Bluetooth® Cameron Hughes, Tracey Hughes, Trevor Watkins, Bob Kramer, 2013-02-22 CREATE YOUR OWN SYNCHRONIZED ROBOT ARMY PLAN DESIGN ASSEMBLE AND PROGRAM ROBOT SQUADS THAT COMMUNICATE and cooperate with each other to accomplish together what they can't do individually Build Your Own Teams of Robots with LEGO MINDSTORMS NXT and Bluetooth shows you how to construct a team capability matrix TCM and use the Bluetooth Robotic Oriented Network BRON so your robot teams can share sensors actuators end effectors motor power and programs Find out how the Bluetooth communications protocol works and how to program Bluetooth in NXT G NXC LabVIEW and Java Learn how to send and receive Bluetooth messages data and commands among robots between a robot and a computer and between an Android smart phone and a robot Through teamwork your robots will be able to accomplish amazing feats THE STEP BY STEP ROBOT TEAM PROJECTS IN THE BOOK INCLUDE Crime Scene Investigation Robot Team Robot Convoy Rubik's Cube Solver LEARN HOW TO Coordinate multiple robots to work together as a team to perform tasks Combine two or more microcontrollers to make a single multicontroller multi agent robot Take advantage of sensor and actuator capabilities in a team environment Establish goals and teamwork strategies for

your robots Control your robot teams with NXT G Bluetooth bricks and LabVIEW for NXT Bluetooth VI Activate your team using a smart phone Give your team of robots Java power with leJOS Use Java on the Linux and Darwin operating systems Watch video demonstrations of the projects and download code and examples in multiple languages NXT G Java LabVIEW and NXC from the book s companion website at www.robotteams.org Downloads are also available at mhprofessional.com robotteams

LEGO MINDSTORMS NXT-G Programming Guide James Floyd Kelly,2010-08-03 James Kelly s LEGO MINDSTORMS NXT G Programming Guide Second Edition is a fountain of wisdom and ideas for those looking to master the art of programming LEGO s MINDSTORMS NXT robotics kits This second edition is fully updated to cover all the latest features and parts in the NXT 2 0 series It also includes exercises at the end of each chapter and other content suggestions from educators and other readers of the first edition LEGO MINDSTORMS NXT G Programming Guide Second Edition focuses on the NXT G programming language Readers 10 years old and up learn to apply NXT G to real life problems such as moving and turning locating objects based upon their color making decisions and much more Perfect for for those who are new to programming the book covers the language the underlying mathematics and explains how to calibrate and adjust robots for best execution of their programming Provides programming techniques and easy to follow examples for each and every programming block Includes homework style exercises for use by educators Gives clear instructions on how to build a test robot for use in running the example programs Please note the print version of this title is black the eBook is full color

The LEGO MINDSTORMS NXT 2.0 Discovery Book Laurens Valk,2010-04-01 Discover the many features of the LEGO MINDSTORMS NXT 2 0 set The LEGO MINDSTORMS NXT 2 0 Discovery Book is the complete illustrated beginner s guide to MINDSTORMS that you ve been looking for The crystal clear instructions in the Discovery Book will show you how to harness the capabilities of the NXT 2 0 set to build and program your own robots Author and robotics instructor Laurens Valk walks you through the set showing you how to use its various pieces and how to use the NXT software to program robots Interactive tutorials make it easy for you to reach an advanced level of programming as you learn to build robots that move monitor sensors and use advanced programming techniques like data wires and variables You ll build eight increasingly sophisticated robots like the Strider a six legged walking creature the CCC a climbing vehicle the Hybrid Brick Sorter a robot that sorts by color and size and the Snatcher an autonomous robotic arm Numerous building and programming challenges throughout encourage you to think creatively and to apply what you ve learned as you develop the skills essential to creating your own robots Requirements One LEGO MINDSTORMS NXT 2 0 set 8547 Features A complete introduction to LEGO MINDSTORMS NXT 2 0 Building and programming instructions for eight innovative robots 50 sample programs and 72 programming challenges ranging from easy to hard encourage you to explore newly learned programming techniques 15 building challenges expand on the robot designs and help you develop ideas for new robots Who is this book for This is a perfect introduction for those new to building and programming with the LEGO MINDSTORMS NXT 2 0 set The book also

includes intriguing robot designs and useful programming tips for more seasoned MINDSTORMS builders **Dave Baum's Definitive Guide to LEGO MINDSTORMS** Dave Baum,2013-12-19 Acknowledgements xi Part I Fundamentals Getting Started 3 Chapter 1 Chapter 2 The RCX 17 Chapter 3 Introduction to NQC 33 Construction 57 Chapter 4 Part II Robots 81 83 Chapter 5 Tankbot Chapter 6 Bumpbot 97 Chapter 7 Bugbot 109 131 Chapter 8 Linebot Chapter 9 Dumpbot 149 Scanbot 165 Chapter 10 Chapter 11 Tribot 191 201 Chapter 12 Onebot Steerbot 209 Chapter 13 233 Chapter 14 Diffbot Chapter 15 Brick Sorter 245 257 Chapter 16 Vending Machine Chapter 17 Communication 279 Chapter 18 Using the Datalog 297 317 Chapter 19 Roboarm Afterword 353 Appendixes 355 MINDSTORMS Sets Appendix A Supplementary Parts 361 Appendix B Programming Tools 365 Appendix C NQC Quick Reference 369 Appendix 0 Online Resources 377 Appendix E 379 Index vii

he MINDSTORMS Robotics Invention System from LEGO is a new kind of T toy True to its heritage it contains a generous assortment of LEGO pieces that snap slide and click into place with amazing simplicity Nearly all of the pieces can interlock with one another sometimes in rather unusual ways What sets MINDSTORMS apart however is LEGO s Programmable Brick called the RCX Sensors and motors can be attached to the RCX again with LEGO s hallmark simplicity and suddenly the RCX brings a LEGO model to life It not only moves but also senses and responds to its environment Robotics itself is nothing new Industrial robots have been in use for years and are constantly getting more sophisticated *Build and Program Your Own LEGO Mindstorms EV3 Robots* Marziah Karch,2015 Step by step full color tutorial teaches modern robotics to those with minimal experience **The Unofficial Guide to Lego Mindstorms Robots** Jonathan Knudsen,1999 The LEGO MINDSTORMS Robotics Invention System is a wildly popular kit for building mobile robots Get the most out of the kit for hands on robot projects featuring descriptions of advanced mechanical techniques programming with third party software building sensors working with more than one kits and sources of extra parts *The Art of LEGO MINDSTORMS NXT-G Programming* Terry Griffin,2010 The Art of LEGO MINDSTORMS NXT G Programming teaches you how to create powerful programs using the LEGO MINDSTORMS NXT programming language NXT G You ll learn how to program a basic robot to perform tasks such as line following maze navigation and object detection and how to combine programming elements known as blocks to create sophisticated programs Author Terry Griffin covers essential functions like movement sensors and sound as well as more complex NXT G features like synchronizing multiple operations Because it s common for programs to not work quite right the first time they are run a section of the book is dedicated to troubleshooting common problems including timing sensor calibration and proper debugging Throughout the book you ll learn best practices to help eliminate frustration when programming your robotic creations This book is perfect for anyone with little to no previous programming experience who wants to master the art of NXT G programming [Programming Lego Mindstorms NXT](#) Owen Bishop,2008-06-16 Teach your robot new tricks With this projects based approach you can program your Mindstorms NXT robot to solve a maze build a house run an obstacle course and many other activities Along the way you will learn the basics of programming structures

and techniques using NXT G and Microsoft VPL For hobbyists and students working on robot projects Bishop provides the background and tools to program your robot for tasks that go beyond the simple routines provided with the robot kit The programs range in complexity from simple contact avoidance and path following to programs generating some degree of artificial intelligence a how to guide for programming your robot using NXT G and Microsoft VPL ten robot specific projects show how to extend your robot s capabilities beyond the manufacturer s provided software Examples of projects include Maze solver Robot House Builder Search obstacle avoidance Song and Dance Act flowcharts and data flow diagrams are used to illustrate how to develop programs introduces basic programming structures

LabVIEW Lessons Barbara Bratzel,Chris Rogers,2011-07-08 *Robot Arm Assembly and Programming Guide* E. T. Bryant,2019-05-24 Third in a series of textbooks on Robotics This book explains how to assemble a robot arm kit It gives detailed instruction on assembly and programming the unit Helpful tips and special notes will allow you to complete the project successfully A must have for the DIY hobbyist and experimenter High quality photos

Make: Lego and Arduino Projects John Baichtal,Matthew Beckler,Adam Wolf,2012-11-27 Make amazing robots and gadgets with two of today s hottest DIY technologies With this easy to follow guide you ll learn how to build devices with Lego Mindstorms NXT 2 0 the Arduino prototyping platform and some add on components to bridge the two Mindstorms alone lets you create incredible gadgets Bring in Arduino for some jaw dropping functionality and open a whole new world of possibilities Build a drink dispenser music synthesizer wireless lamp and more Each fun and fascinating project includes step by step instructions and clear illustrations to guide you through the process Learn how to set up an Arduino programming environment download the sketches and libraries you need and work with Arduino s language for non programmers It s a perfect book for students teachers hobbyists makers hackers and kids of all ages Build a Drawbot that roams around and traces its path with a marker pen Construct an analog Mindstorms clock with hands that display the correct time Create a machine that mixes a glass of chocolate milk at the touch of a button Make a Gripperbot rolling robotic arm that you control wirelessly with Arduinos mounted on your arms Explore electronic music by building a guitar shaped Lego synthesizer Build a Lego lamp with on off and dimmer switches that you control with a smartphone application Jump feet first into the world of electronics from learning Ohm s Law to working with basic components You ll need the Bricktronics shield created for this book by Open Source Hardware kit maker Wayne and Layne or you can build a breadboarded equivalent see Chapter 10 for about 25 in parts

Exploring LEGO Mindstorms EV3 Eun Jung Park,2014-07-25 The essential guide to building and programming LEGO EV3 interactive robots Exploring LEGO Mindstorms Tools and Techniques for Building and Programming Robots is the complete guide to getting the most out of your LEGO Mindstorms EV3 Written for hobbyists young builders and master builders alike the book walks you through fundamentals of robot design construction and programming using the Mindstorms apparatus and LEGO TECHNIC parts Tap into your creativity with brainstorming techniques or follow the plans and blueprints provided on the companion website to

complete projects ranging from beginner to advanced The book begins with the basics of the software and EV3 features then lets you get to work quickly by using projects of increasing complexity to illustrate the topics at hand Plenty of examples are provided throughout every step of the process and the companion website features a blog where you can gain the insight and advice of other users Exploring LEGO Mindstorms contains building and programming challenges written by a recognized authority in LEGO robotics curriculum and is designed to teach you the fundamentals rather than have you follow a recipe Get started with robot programming with the starter vehicle Auto Driver Explore the features of the EV3 brick a programmable brick Design robot s actions using Action Blocks Incorporate environmental sensors using Infrared Touch and Color sensors Expand the use of data in your program by using data wires with Sensor Blocks Process data from the sensors using Data Operations Blocks Using Bluetooth and WiFi with EV3 Build unique EV3 robots that each presents different functions the Spy Rabbit a robot that can react to its surroundings a Sea Turtle robot Mr Turto the Big Belly Bot a robot that eats and poops and a Robotic Puppy Guapo Discover ideas and practices that will help you to develop your own method of designing and programming EV3 robots The book also provides extensive programming guidance from the very basics of block programming through data wiring You ll learn robotics skills to help with your own creations and can likely ignite a lasting passion for innovation Exploring LEGO Mindstorms is the key to unlocking your EV3 potential

Art of LEGO MINDSTORMS EV3 Programming (Full Color) Terry Griffin,2014 [The Art of LEGO MINDSTORMS EV3 Programming](#) Terry Griffin,2014-10-01 With its colorful block based interface The LEGO MINDSTORMS EV3 programming language is designed to allow anyone to program intelligent robots but its powerful features can be intimidating at first The Art of LEGO MINDSTORMS EV3 Programming is a full color beginner friendly guide designed to bridge that gap Inside you ll discover how to combine core EV3 elements like blocks data wires files and variables to create sophisticated programs You ll also learn good programming practices memory management and helpful debugging strategies general skills that will be relevant to programming in any language All of the book s programs work with one general purpose test robot that you ll build early on As you follow along you ll program your robot to React to different environments and respond to commands Follow a wall to navigate a maze Display drawings that you input with dials sensors and data wires on the EV3 screen Play a Simon Says style game that uses arrays to save your high score Follow a line using a PID type controller like the ones in real industrial systems The Art of LEGO MINDSTORMS EV3 Programming covers both the Home and Education Editions of the EV3 set making it perfect for kids parents and teachers alike Whether your robotics lab is the living room or the classroom this is the complete guide to EV3 programming that you ve been waiting for Requirements One LEGO MINDSTORMS EV3 Home OR Education set 31313 OR 45544

Lego Mindstorms NXT-G Programming Guide, Second Edition James Kelly,2010 James Kelly s LEGO MINDSTORMS NXT G Programming Guide Second Edition is a fountain of wisdom and ideas for those looking to master the art of programming LEGO s MINDSTORMS NXT robotics kits This second edition is fully updated to

cover all the latest features and parts in the NXT 2.0 series. It also includes exercises at the end of each chapter and other content suggestions from educators and other readers of the first edition. LEGO MINDSTORMS NXT G Programming Guide 2nd Edition focuses on the NXT G programming language. Readers 10 and up learn to apply NXT G to real life problems such as moving and turning, locating objects based upon their color, making decisions, and much more. Perfect for those who are new to programming, the book covers the language, the underlying mathematics, and explains how to calibrate and adjust robots for best execution of their programming. Provides programming techniques and easy to follow examples for each and every programming block. Includes homework style exercises for use by educators. Gives clear instructions on how to build a test robot for use in running the example programs.

Lego Mindstorms NXT Power Programming John C. Hansen, 2007

NXT Power Programming delivers everything you need to create the robot you've always dreamed about. This is the definitive guide to C programming by the developer of some of the most powerful and popular development tools for LEGO MINDSTORMS. John C. Hansen presents a comprehensive yet friendly set of tools that allow you to create almost any robot you can imagine. Inside you'll find an ingenious set of projects that explore the complete arsenal of NXT functionality. At the heart of these projects is Versa, a versatile mobile robot platform utilizing modular attachments. Master the Art of NXC, a C language for the NXT. BricxCC, a full featured programming environment. Sensors and Motors Utilities for Music, Sound Sampling, Graphics, and more. NBC, an Assembler Language for the NXT. Building Robots without Bricks. Handheld Arcade Games on the NXT. An Intruder System using a Sphere Cannon. NXT to NXT Bluetooth communications. NXT to Bluetooth devices. The latest sensors from HiTechnic and mindsensors.com.

Building Robots with LEGO Mindstorms NXT Mario Ferrari, Guilio Ferrari, 2011-04-18

The Ultimate Tool for MINDSTORMS Maniacs. The new MINDSTORMS kit has been updated to include a programming brick, USB cable, RJ11 like cables, motors, and sensors. This book updates the robotics information to be compatible with the new set and to show how sound, sight, touch, and distance issues are now dealt with. The LEGO MINDSTORMS NXT and its predecessor, the LEGO MINDSTORMS Robotics Invention System (RIS), have been called the most creative play system ever developed. This book unleashes the full power and potential of the tools, sensors, and components that make up LEGO MINDSTORMS NXT. It also provides a unique insight on newer studless building techniques, as well as interfacing with the traditional studded beams. Some of the world's leading LEGO MINDSTORMS inventors share their knowledge and development secrets. You will discover an incredible range of ideas to inspire your next invention. This is the ultimate insider's look at LEGO MINDSTORMS NXT system and is the perfect book whether you build world class competitive robots or just like to mess around for the fun of it. Featuring an introduction by astronaut Dan Barry and written by Dave Astolfo, Invited Member of the MINDSTORMS Developer Program and MINDSTORMS Community Partners (MCP) groups, and Mario and Guilio Ferrari, authors of the bestselling *Building Robots with LEGO Mindstorms*, this book covers Understanding LEGO Geometry, Playing with Gears, Controlling Motors, Reading Sensors, What's New with the NXT, Building

Strategies Programming the NXT Playing Sounds and Music Becoming Mobile Getting Pumped Pneumatics Finding and Grabbing Objects Doing the Math Knowing Where You Are Classic Projects Building Robots That Walk Robotic Animals Solving a Maze Drawing and Writing Racing Against Time Hand to Hand Combat Searching for Precision Complete coverage of the new Mindstorms NXT kit Brought to you by the DaVincis of LEGO Updated edition of a bestseller *The LEGO MINDSTORMS EV3 Laboratory* Daniele Benedettelli, 2013-10-13 The LEGO MINDSTORMS EV3 set offers so many new and exciting features that it can be hard to know where to begin Without the help of an expert it could take months of experimentation to learn how to use the advanced mechanisms and numerous programming features In *The LEGO MINDSTORMS EV3 Laboratory* author Daniele Benedettelli robotics expert and member of the elite LEGO MINDSTORMS Expert Panel shows you how to use gears beams motors sensors and programming blocks to create sophisticated robots that can avoid obstacles walk on two legs and even demonstrate autonomous behavior You'll also dig into related math engineering and robotics concepts that will help you create your own amazing robots Programming experiments throughout will challenge you while a series of comics and countless illustrations inform the discussion and keep things fun As you make your way through the book you'll build and program five wicked cool robots ROV3R a vehicle you can modify to do things like follow a line avoid obstacles and even clean a room WATCHGOOZ3 a bipedal robot that can be programmed to patrol a room using only the Brick Program App no computer required SUP3R CAR a rear wheel drive armored car with an ergonomic two lever remote control SENTIN3L a walking tripod that can record and execute color coded sequences of commands T R3X a fearsome bipedal robot that will find and chase down prey With *The LEGO MINDSTORMS EV3 Laboratory* as your guide you'll become an EV3 master in no time Requirements One LEGO MINDSTORMS EV3 set LEGO SET 31313

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Arm And Gripper Programming Guide Labview For Lego Mindstorms Introduction

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purpose to implement Artificial Bee Colony (ABC) algorithm optimization technique for controlling the speed of the DC motor. (PDF) A response time reduction for DC motor controller ... This paper proposes an alternative solution to maximize optimization for a controller-based DC motor. The novel methodology relies on merge proper tuning with ... Modelling and Simulation for Industrial DC Motor Using ... by AAA Emhemed · 2012 · Cited by 61 — The main objective of this paper illustrates how the speed of the DC motor can be controlled using different controllers. The simulation results demonstrate ... Stability and performance evaluation of the speed control ... by SA Salman · 2021 · Cited by 3 — This paper presents the design of a state-feedback control to evaluate the performance of the speed control of DC motor for different applications. The. Precision Speed Control of A DC Motor Using Fuzzy Logic ... Precision Speed Control of A DC Motor Using Fuzzy Logic Controller Optimized by ... Universiti Teknologi Malaysia, ACKNOWLEDGMENT Johor, Malaysia, in 2011. He ... DC Motor Control | Automation & Control Engineering Forum Jun 20, 2022 — I have a 1 HP DC motor that I'm currently manually controlling using a Dayton 1F792 DC Speed Control unit. I want to automate the following ...