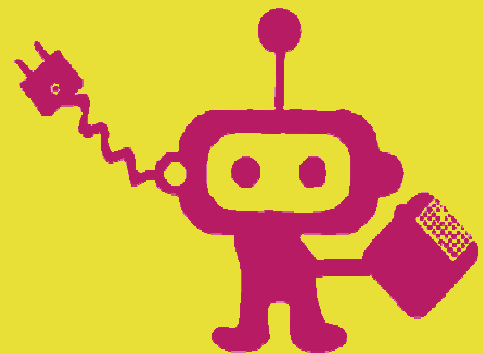


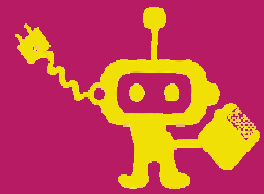
KARSTEN BERNIS
DANIEL SCHMIDT

Programmierung mit
LEGO® MINDSTORMS® NXT

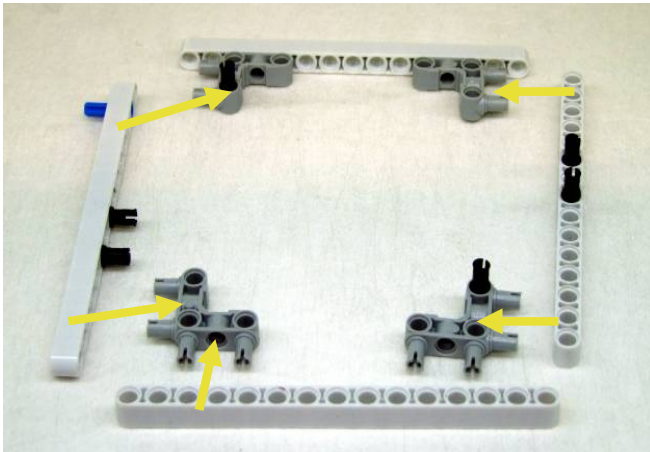
Bauanleitung B

Joystick

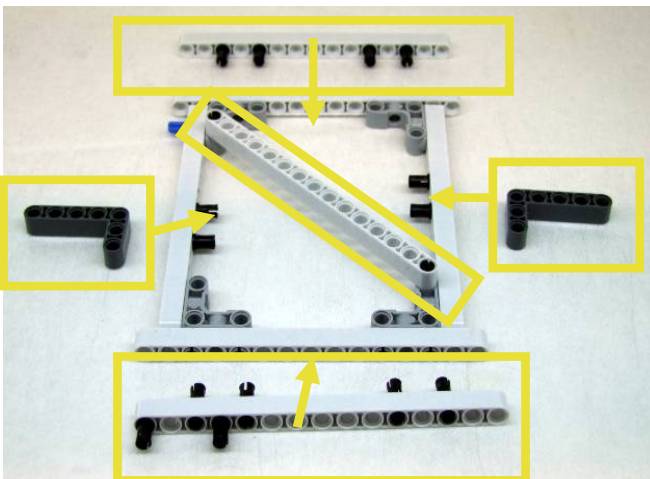
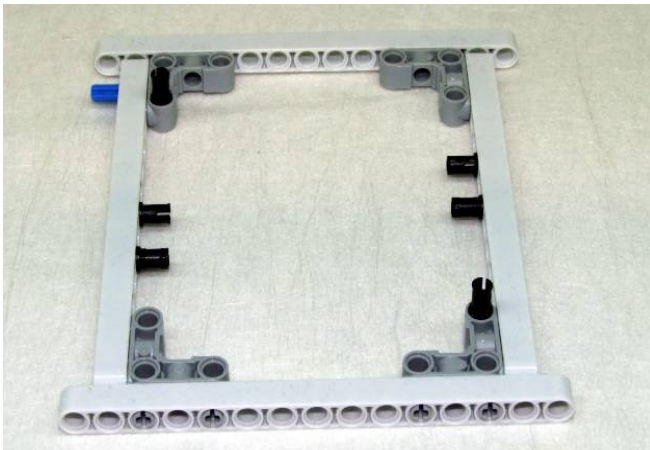




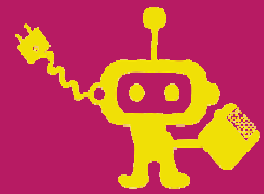
Grundplatte (1/3)



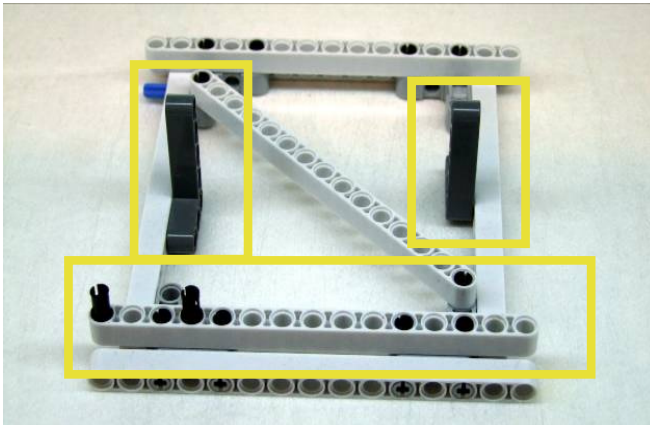
Zunächst die Konstruktion der
viereckigen Bodenplatte



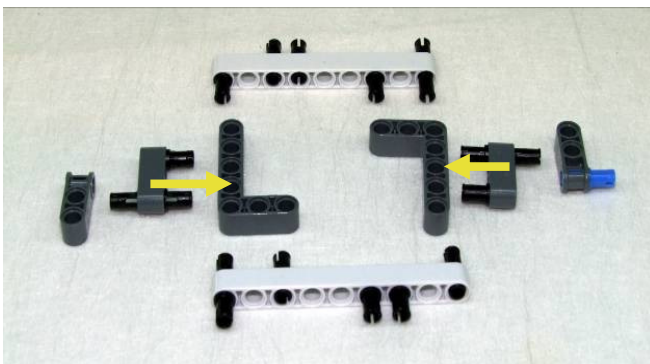
Einbau einer Querstrebe
(Mitte) und weiterer
Halterungen



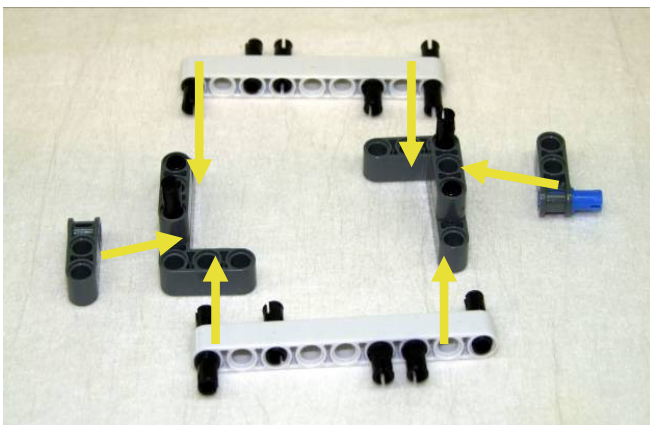
Grundplatte (2/3)

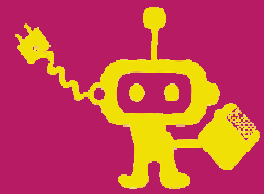


Fertiggestellte Grundplatte

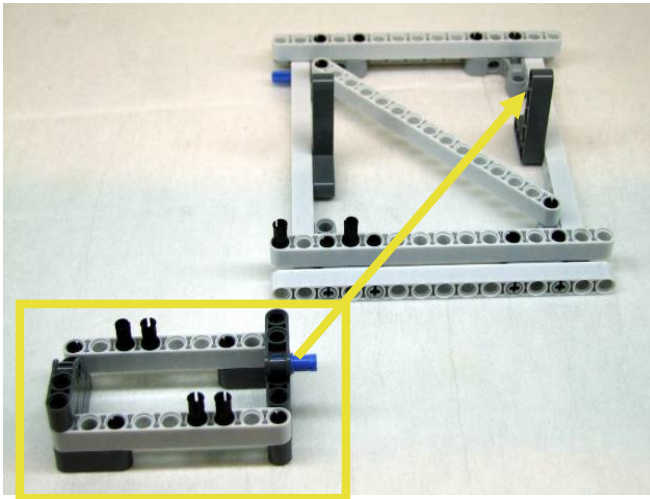


Aufbau der Wippe für die erste Bewegungsrichtung des Joysticks.

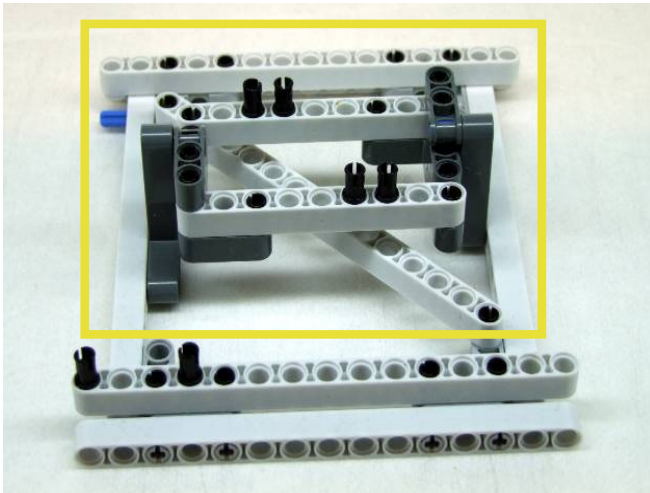


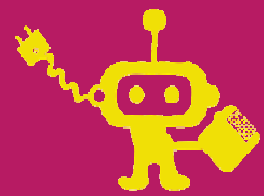


Grundplatte (3/3)

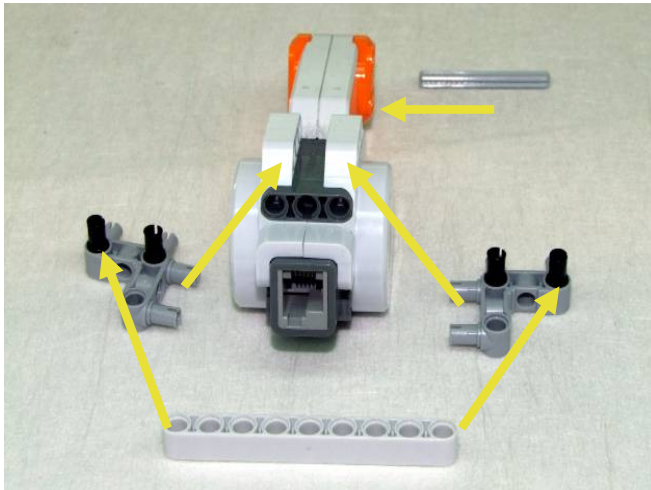


Kombination aus Wippe und Grundplatte. Dabei wird die Wippe erstmal nur auf einer Seite (rechts) befestigt.

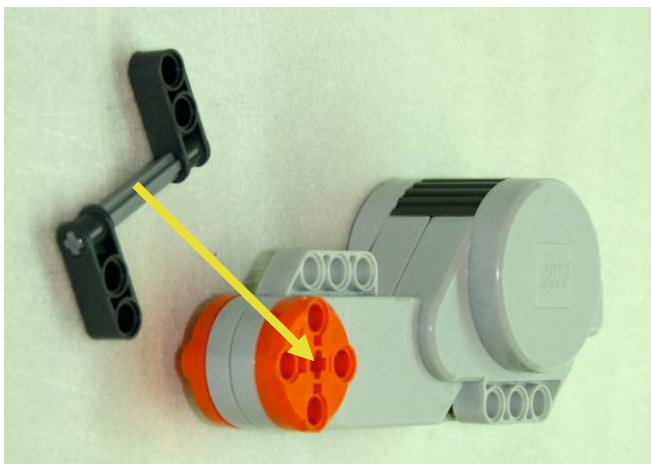
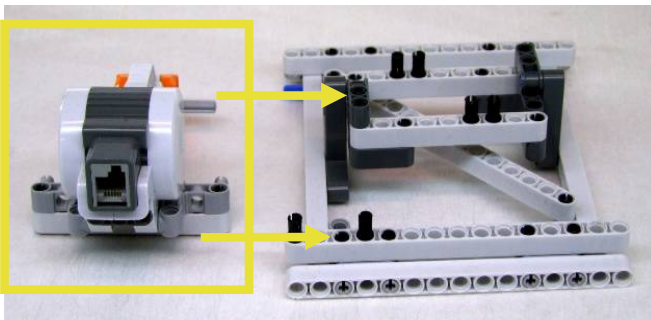




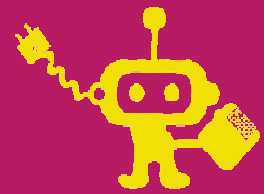
Motoranschluss (1/2)



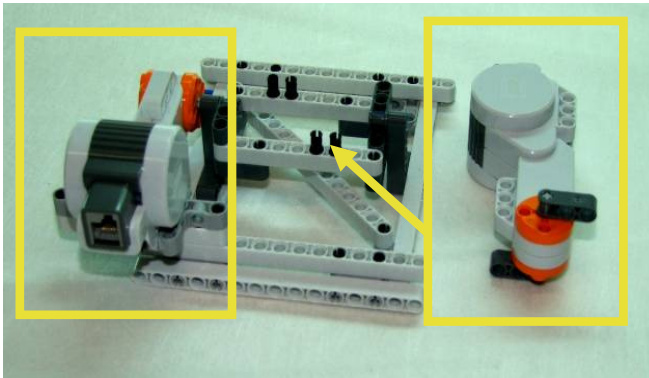
Zusammenbau des ersten Motors für die Bewegung der Wippe. Die Motorachse ist die zweite Aufhängung der Wippe.



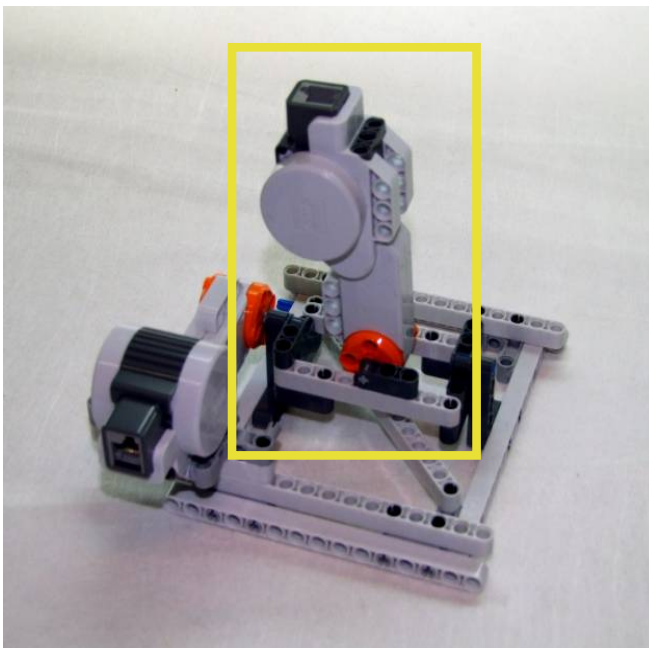
Der zweite Motor bekommt eine Achse nebst Halterungen.



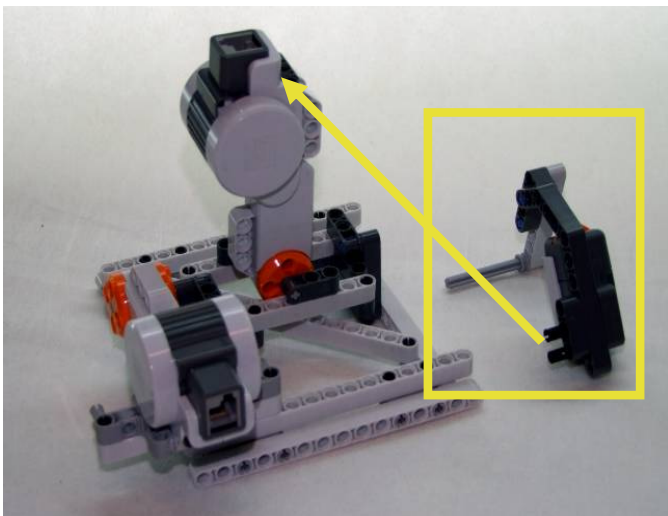
Motoranschluss (2/2)

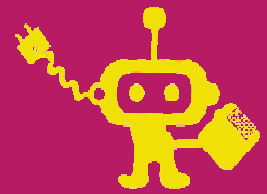


Der erste Motor wird mit der Wippe verbunden (links), der zweite wird auf die Wippe montiert.

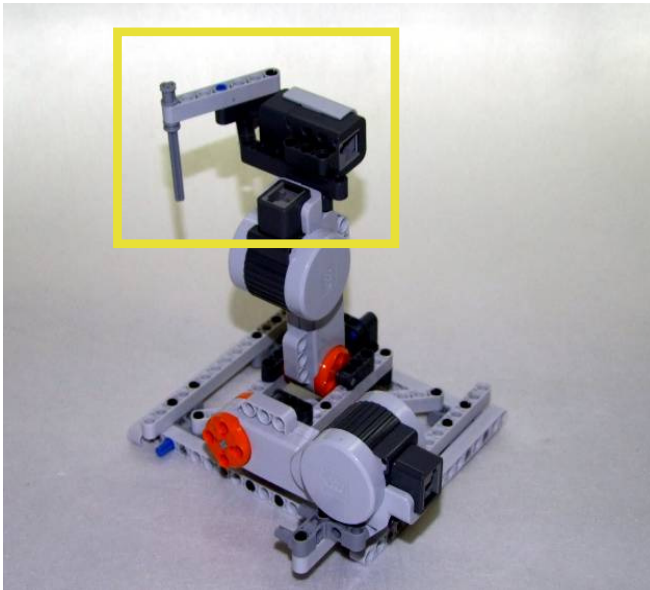


A photograph of a LEGO Technic assembly. The assembly consists of a central vertical black beam with several other black beams and connectors attached. Three yellow arrows point to specific locations on the assembly, indicating where to place additional parts: one arrow points to the top of the central beam, another points to the middle of the central beam, and a third points to the bottom of the central beam.

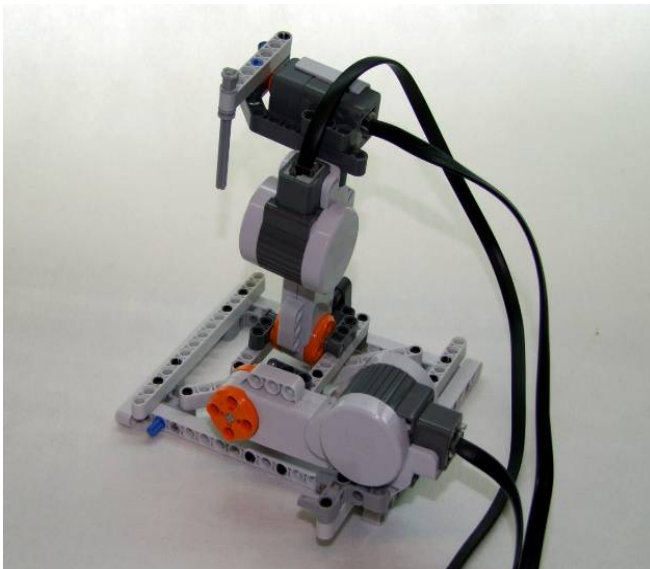




Taster (2/2)



Montage des Tasters an
zweitem Motor.



Kabel anschließen, fertig!