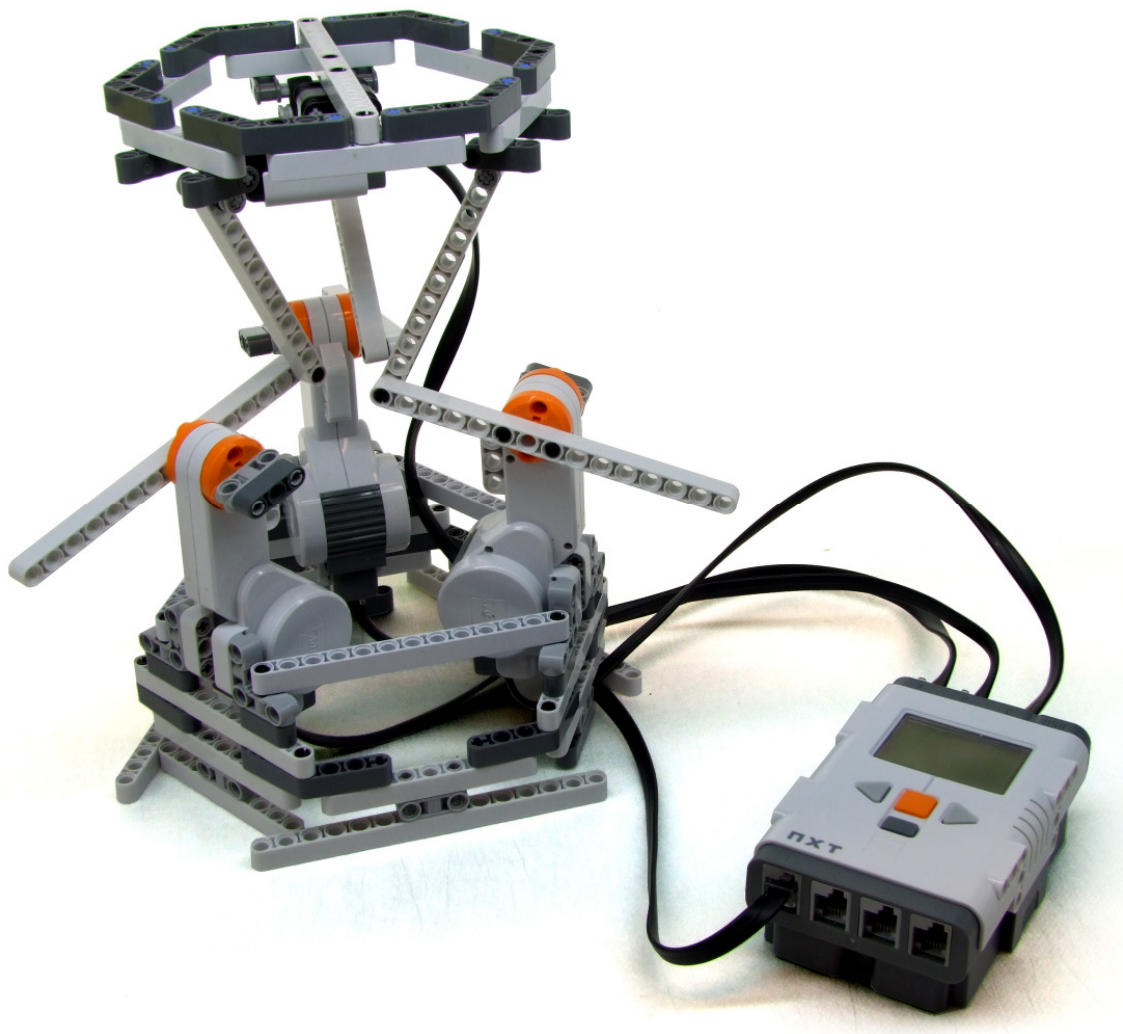
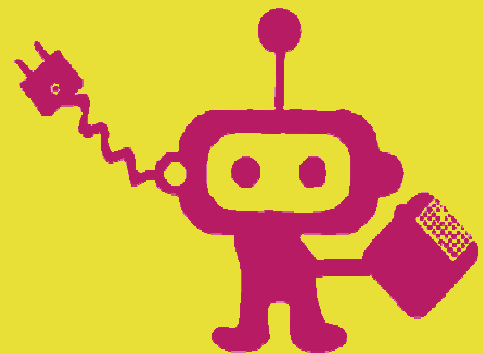


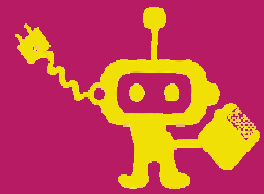
KARSTEN BERNS
DANIEL SCHMIDT

Programmierung mit
LEGO® MINDSTORMS® NXT

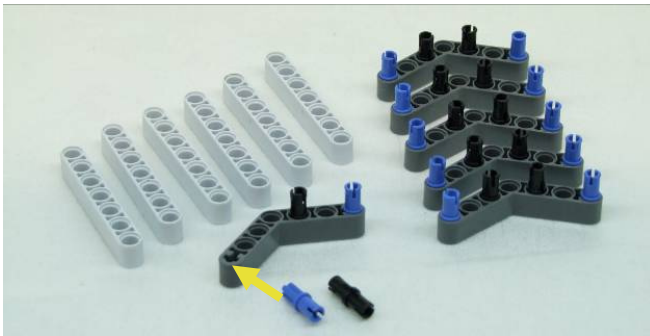
Bauanleitung C

Stewart-Plattform

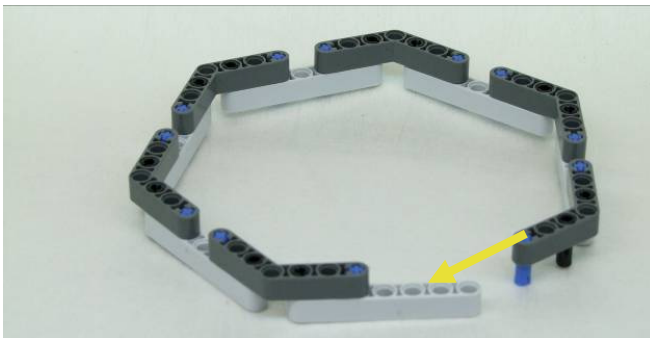
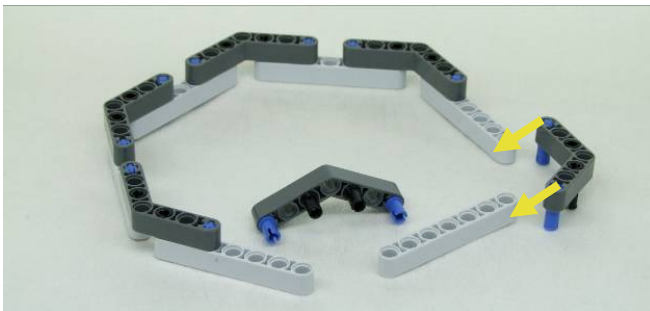




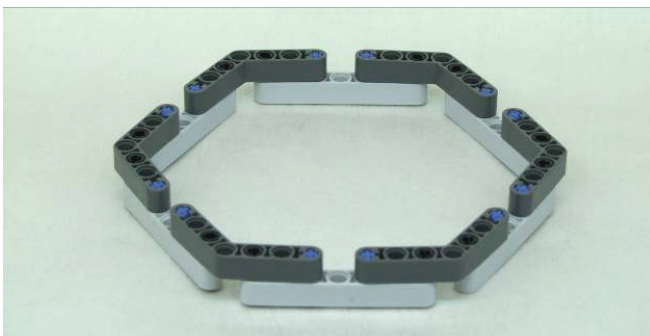
Obere Plattform (1/4)

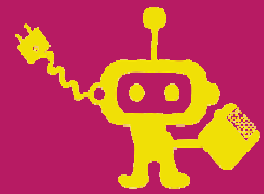


Konstruktion der oberen
Plattform

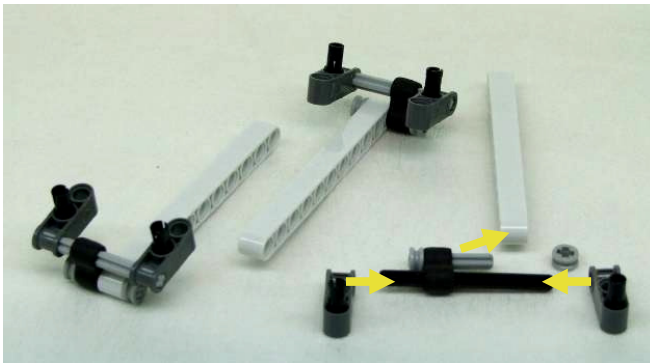


Das Sechseck muss nun
vorsichtig gebogen werden, bis
alle Teile zusammengesteckt
werden können.

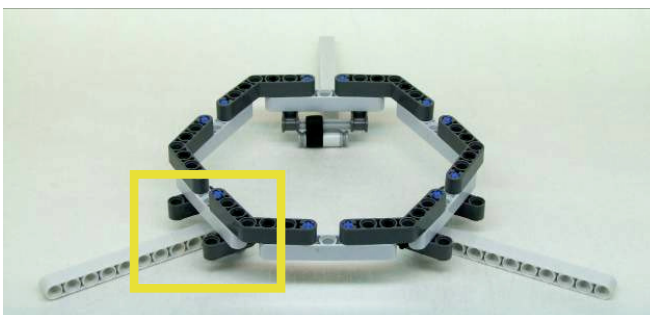
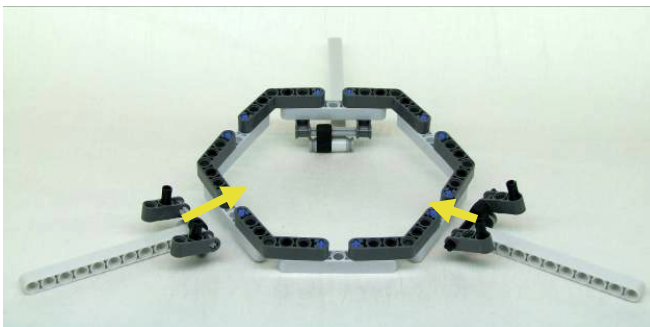


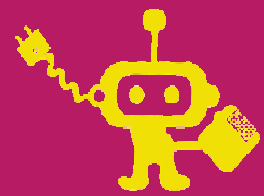


Obere Plattform (2/4)

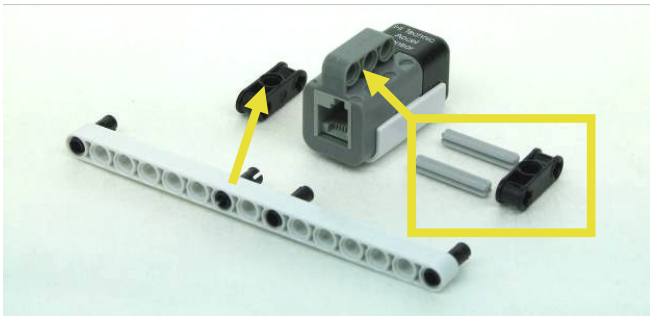


Es folgen die drei Stützen für die Plattform. Wichtig sind dabei die Gummielemente, damit das ganze System flexibel ist.

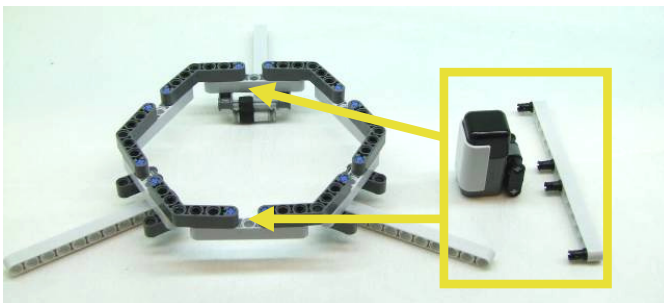


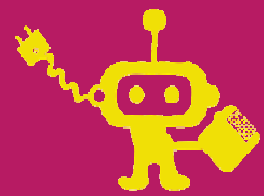


Obere Plattform (3/4)

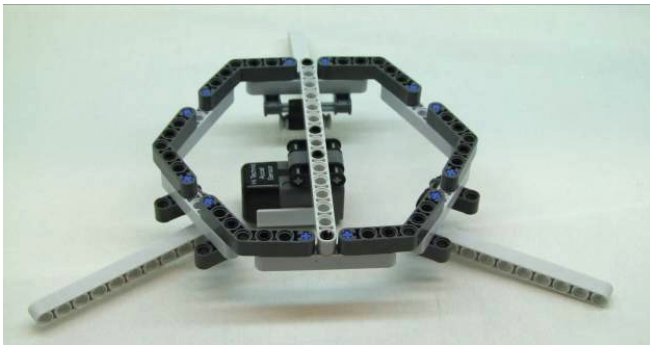


Der Beschleunigungssensor wird an der Plattform befestigt.

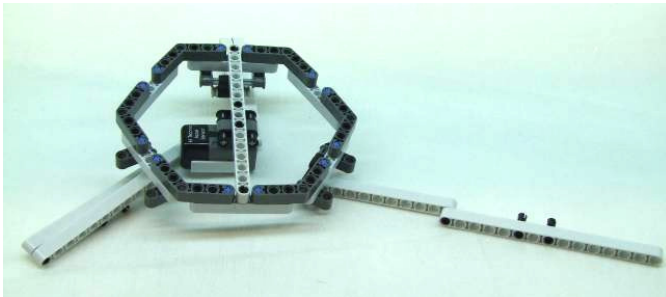
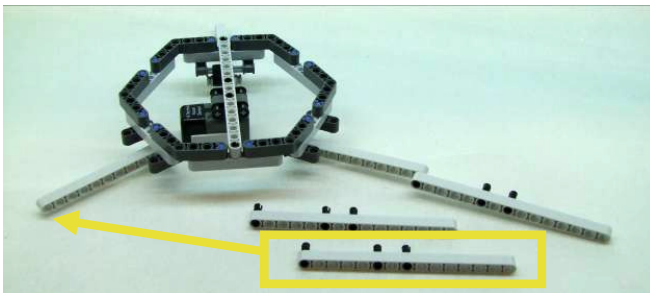


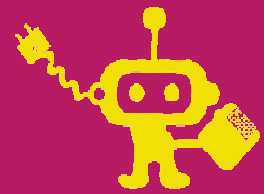


Obere Plattform (4/4)

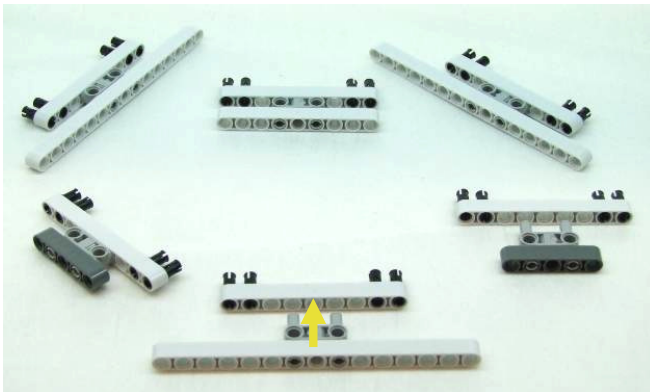


Zuletzt werden noch die drei
Stützen verlängert.

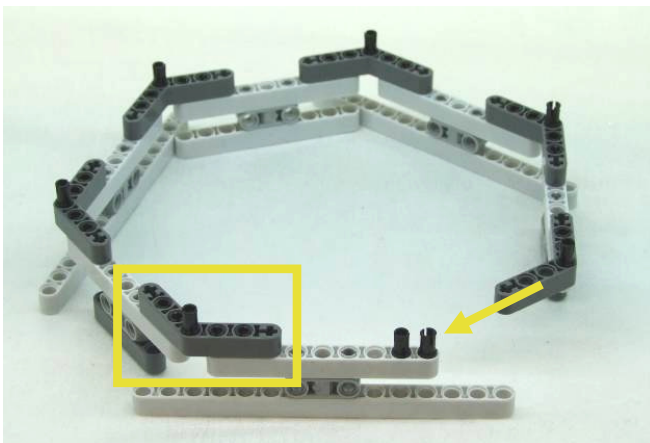
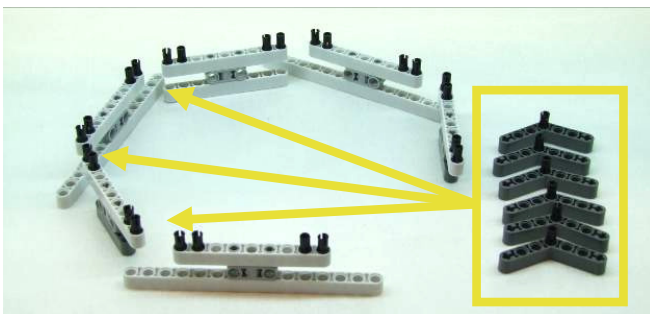




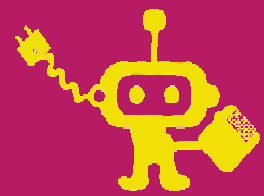
Basisplatte



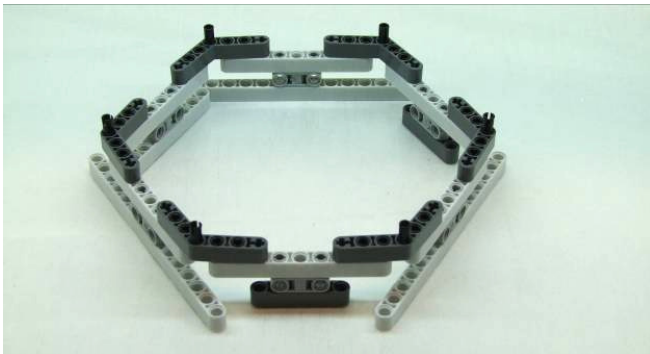
Auch die Basisplatte hat die Form eines Sechsecks.



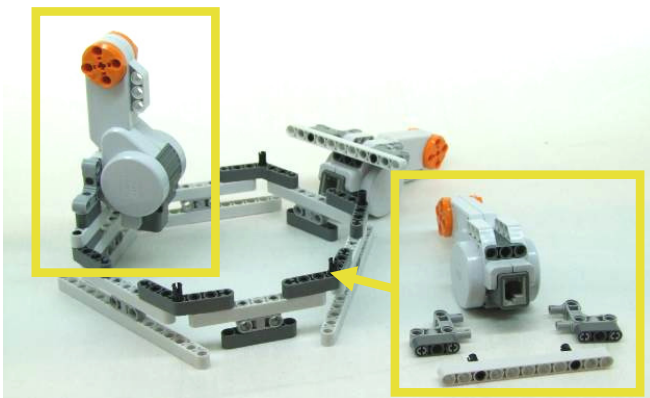
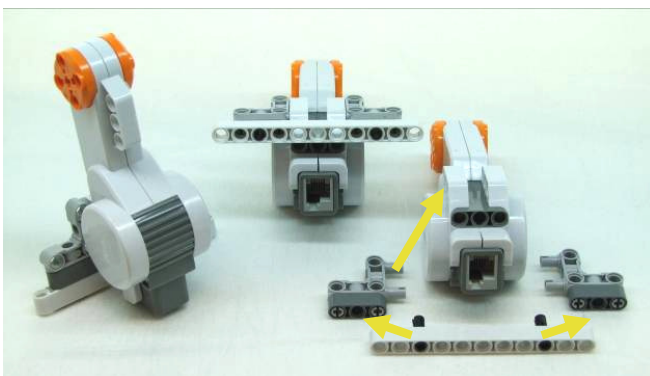
Die Teile müssen vorsichtig in Form gebogen und dann verbunden werden.

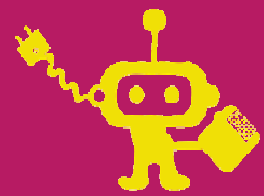


Motoren (1/2)

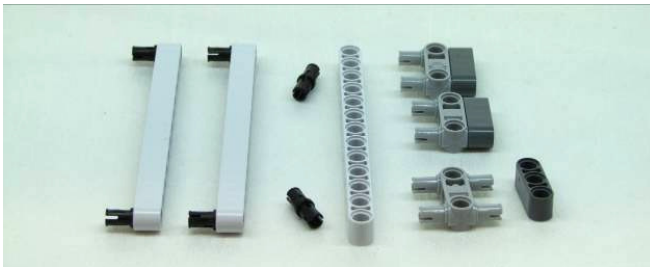


Auf der Basisplatte werden nun
die drei Motoren befestigt.

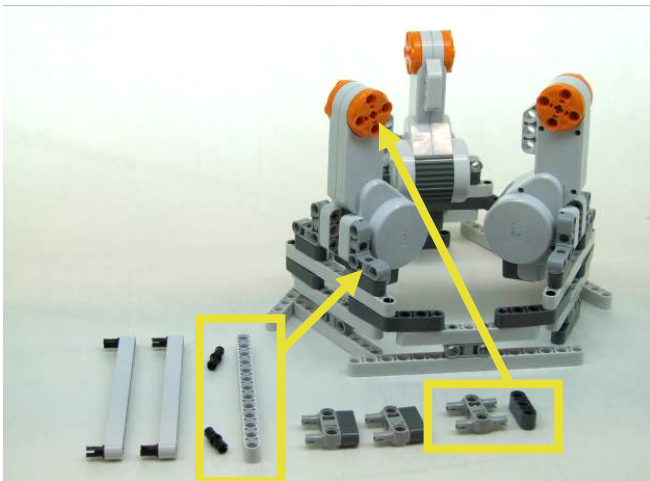




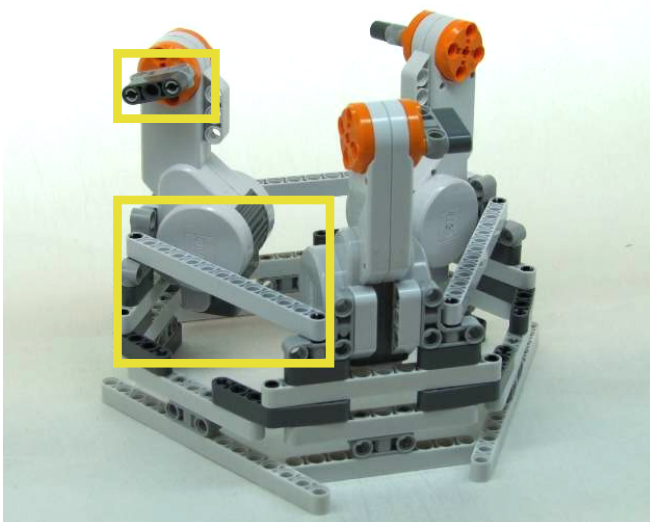
Motoren (2/2)

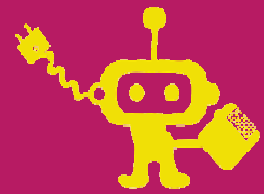


Zur Stabilisierung werden drei Streben (links) eingesetzt.

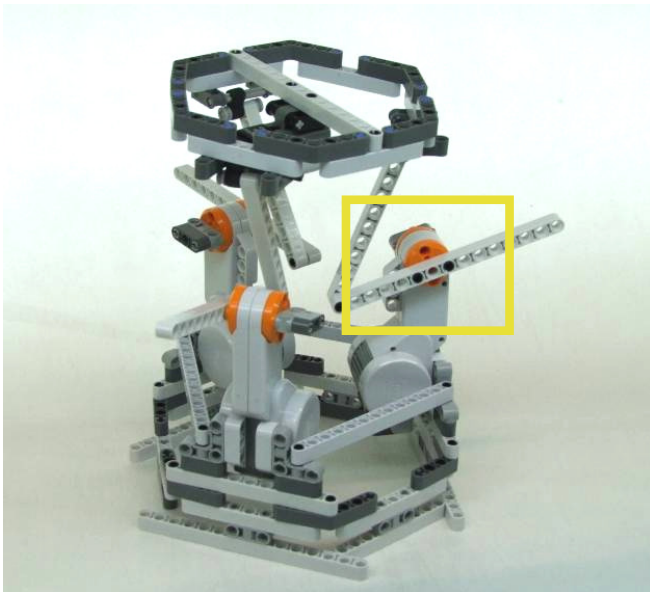


Zum einfacheren manuellen Bewegen der Motoren können optional noch kleine Griffe an den Motoren angebracht werden.





Verkabelung



Zuletzt werden noch die
Stützen mit den Motoren
verbunden und Motoren und
der Sensor verkabelt.



Fertig!