

Selezione del target Aseba

Target identificati

Thymio-II Robot – porta seriale o USB – apparecchio COM3
ser:device=\\.\COM3

Target selezionati

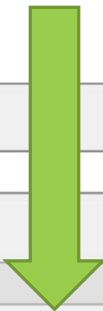
ser:device=\\.\COM3

Lingua

Italiano

✓ Connetti

✗ Cancella

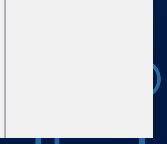
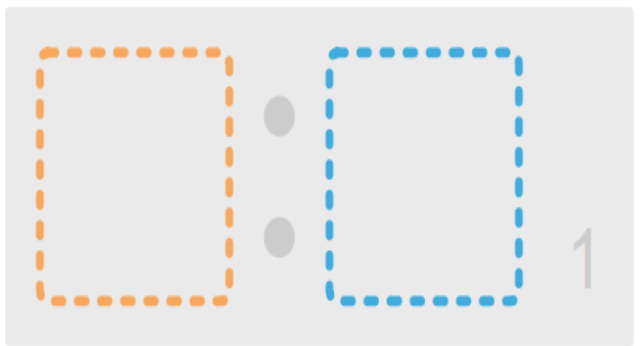
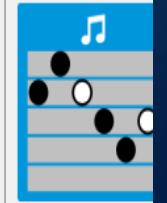
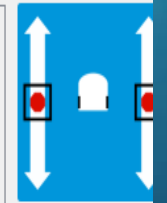
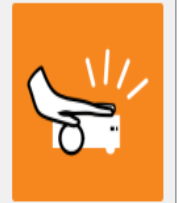
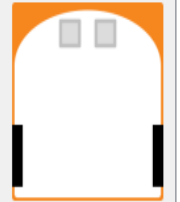
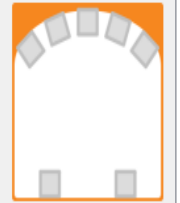




Eventi

✔ Compilazione avvenuta con successo

Azioni





venti ✔ Compilazione avvenuta con successo

Azioni

BOTTONI

1

motori SX e DX

cambia colore parte superiore

2

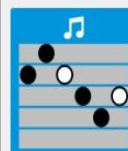
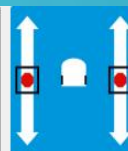
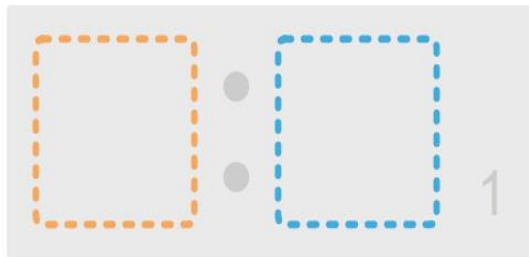
cambia colore parte inferiore

melodia a 6 note da definire

3

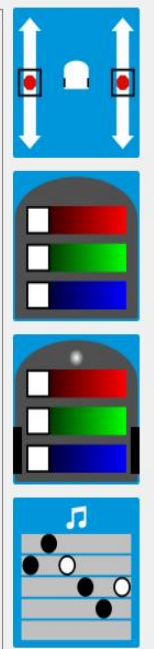


SENSORI ORIZZONTALI DI DISTANZA



BIANCO : indica un oggetto che deve essere nelle vicinanze

The diagram illustrates two types of objects in a game environment. The first object, labeled '1', is a yellow square containing a white square and a white circle. A black arrow points to the white square with the text 'BIANCO : indica un oggetto che deve essere nelle vicinanze'. The yellow square has a dashed border and a plus sign below it. The second object, labeled '2', is a grey square containing two dashed boxes, one orange and one blue, with a plus sign between them. The yellow object also has a blue square with a white circle and two red squares, with vertical arrows pointing up and down, and a grey 'x' button.





Eventi

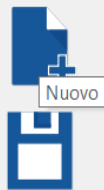
✓ Compilazione avvenuta con successo

Azioni



NERO : indica un oggetto che deve essere distante



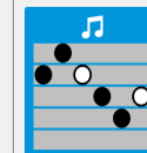
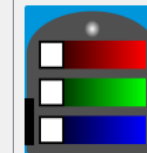
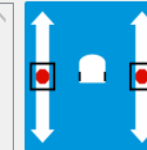
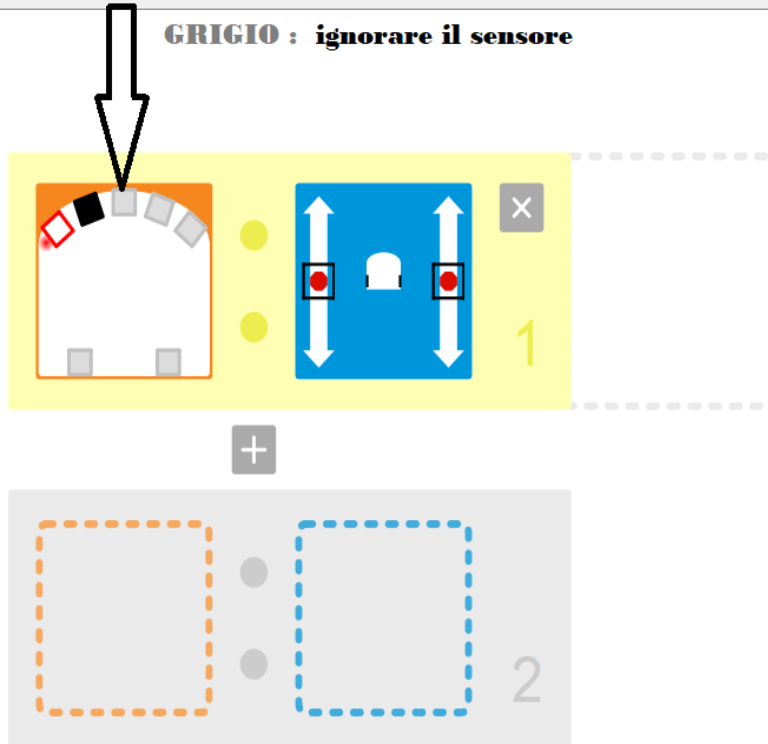


Eventi

✔ Compilazione avvenuta con successo

Azioni

GRIGIO : ignorare il sensore



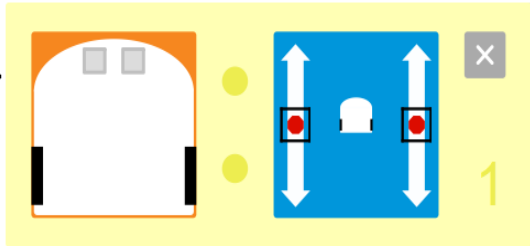


Eventi

✓ Compilazione avvenuta con successo

Azioni

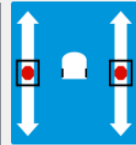
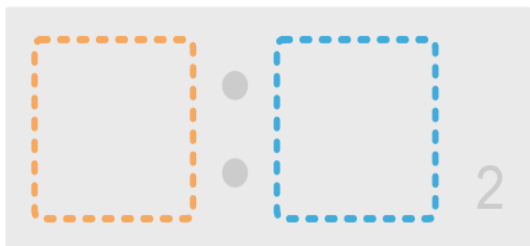
sensori di distanza dal terreno



GRIGIO : IGNORA SENSORE

NERO : il terreno è in lontananza

BIANCO : il terreno deve essere vicino



Scrive qui per eseguire la ricerca



16:29
06/02/2019



Eventi ✔ Compilazione avvenuta con successo



Azioni

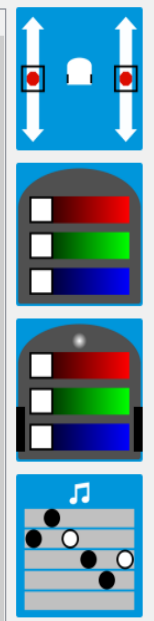


Diagram illustrating a sequence of three visual programming blocks:

- Block 1 (Yellow):** Contains a movement event (robot with directional arrows) and a light action (robot with red and green lights).
- Block 2 (Grey):** Contains a touch event (robot with a hand icon) and a light action (robot with red and green lights).
- Block 3 (Grey):** Contains two empty dashed boxes for future events and actions.

Annotations:

- A red arrow points to the touch event icon in Block 2.
- Text: **RILEVAMENTO TAP**
- Text: **questo evento occorre quando il robot riconosce che è stato toccato**