# RQ-5 Paper Robot Supplementary Info

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#### Errata

We hope that our users will find this user's guide a useful, easy to use and interesting publication, as our efforts to do this have been considerable. Additionally, a substantial amount of effort has been put into this user's guide to ensure accuracy and complete and error free content, however it is almost inevitable that certain errors may have remained undetected. As Innovati will continue to improve the accuracy of its user's guide, any detected errors will be published on its website. If you find any errors in the user's guide, please contact us via email service@innovati.com.tw. For the most up-to-date information, please visit our web site at http://www.innovati.com.tw.

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# **RQ-5 Paper Robot Supplementary Info**

## Introduction

Build your own Paper Robot! Easy to build, no glue, no scissors, simple plug-and-play electronics. The RQ-5 paper robot is an excellent kit to learn the basics of robotics. In addition, the RQ-5 paper robot is also expandable for further robotics learning and exploration. In this document, you can find the circuit diagram, program code and example codes to get you started.

### **Functions**

The RQ-5 Paper Robot is pre-downloaded with the basic functions. After power on, the LEDs of both eyes will be turned on and then the servo will be set to its neutral position, which makes the robot facing front for about 5 seconds. If your robot doesn't face front after power on due to assembly or twisted by external force, take this period of time to twist gently to slide the head to its right position. After 5 seconds, the IR obstacle detection function will be activated. If obstacle in front is detected, the robot will turn its head until the obstacle is removed. Meanwhile, if no obstacle is detected, the robot will detect the ambient light is dark or cover the light sensor on the top by the hand, the robot will play a short melody with eyes blinking.

Anyway, you can try to put in your own featured functions into RQ-5. Simply purchase an EV-Writer, install the development environment, write your program and download via the EV-Writer to the EV8 control board inside the robot, then your robot has new life and is at your command now! Just kick off and explore the various possibilities.

## **Circuit Diagram**

In this paragraph, you can see the circuit that we used inside of the RQ-5 robot. First of all, you can see the EV8 module, which is the brain of the robot and all the intelligence comes from. In this diagram, except the EV8 module and devices that attach onto the robot body, shown with red dots connections, all the resistors and relating power connections are placed on the load board (LB), see connection diagram below.



## **Connection Diagram**

In this paragraph, you can see the connection diagram, which shows you how to connect the circuit intuitively. Please follow the instruction carefully and mind the polarity shown in the diagram. Mind the sharp edges of the components pins during processing. You may trim the extra part of the pins after inserting into the connectors.



## **Program Code**

Here shows the source code of the RQ-5 paper robot, which has been pre-downloaded into the EV8 controller module before shipping. This program is provided as learning materials for those who would like to learn the basics of robotics.

```
RQ-5 Demo Program Code Version 1.1
 Code Provided by James Luo, Innovati, inc.
 Date: June 1, 2011
 Function:
    1. Move head and LEDs flash when obstacle in front is detected
     2. Play music when light sensor is covered (dark)
Const tempo_SPD As Byte = 50
                                 'tempo
Const NOTE NUM
                As Byte = 10
                                 '11 notes (size of array), adjust size for more notes
Const Servo
                 As Byte = 0
                                 'Servo I/O pin number
Const IR
                 As Byte = 1
                                 'IR LED I/O pin number
Const IRin L
                As Byte = 2
                                 'Left IR sensor I/O pin number
                                 'Right IR sensor I/O pin number
Const IRin_R
             As Byte = 3
Const LED L
               As Byte = 4
                                 'Left-eye LED I/O pin number
                As Byte = 5
Const LED R
                                 'Right-eye LED I/O pin number
                                 'Light Sensor (LS) I/O pin number
Const LS
                As Byte = 6
Const Buzzer
                                 'Buzzer I/O pin number
                As Byte = 7
'array of notes, increase the size of array for more notes
Const Rhythm (NOTE_NUM) As Byte = {10, 0, 10, 0, 10, 0, 8, 0, 10, 0, 12}
'array of note length, increase the size of array for more notes
Const Duration (NOTE NUM) As Byte = \{2, 1, 2, 4, 2, 4, 2, 4, 2, 1, 5\}
Sub Main()
   Dim IR_L, IR_R, IRSelect, i As Byte
 Turn on eyes
   High LED L
                                             'turn on left-eye LED
   High LED R
                                            'turn on right-eye LED
 Standstill 5 seconds for servo position adjustment
    For i = 0 To 250
                                    'keep sending pulses for about 5 seconds
        Pulseout Servo, 300
                                    'move the servo to neutral position
        Pause 18
                                    'form an approximate 20 ms cycle
    Next i
```

```
Do
```

```
'sound command for 38.4kHz IR carrier
        Sound (IR, 5, 38400)
        IR_R = In(IRin_R)
                                            'get right side IR sensor status
        IR_L = In(IRin_L)
                                            'get left side IR sensor status
        If IR R = 0 And IR L = 0 Then
                                             'turn on left-eye LED
            High LED L
                                             'turn on right-eye LED
            High LED_R
                                             'call Move Head routine
            Move Head()
        Elseif IR_R = 1 And IR_L = 1 Then
                                             'turn on left-eye LED
            High LED L
                                             'turn on right-eye LED
            High LED_R
            If In(LS) = 0 Then
                                             'check if ambient light is dark
                                             'call buzzer Play Notes routine
                Play_Notes()
                                             'turn on left-eye LED
                High LED_L
                                             'turn on right-eye LED
                High LED R
            End If
        End If
    Loop
End Sub
 Routine to move the head
Sub Move_Head()
    Dim i As Word
                                'variable for counter index
    Dim Pos As Word
                                'variable for servo position
    For i = 0 To 20
                                'turn head from neutral to right in 21 steps
                                'position from 1.5ms to 1.9ms step 0.02ms
        Pos = 300 + (i*4)
                                'generate pulse to move the servo
        Pulseout Servo, Pos
        Pause 18
                                 'form an approximate 20 ms cycle
    Next i
    For i = 0 To 40
                                'turn head from right to left in 41 steps
        Pos = 380 - (i*4)
                                'position from 1.9ms to 1.1ms step 0.02ms
                                'generate pulse to move the servo
        Pulseout Servo, Pos
        Pause 18
                                'form an approximate 20 ms cycle
    Next i
    For i = 0 To 20
                                'turn head from left to neutral in 21 steps
                                'position from 1.1ms to 1.5ms step 0.02ms
        Pos = 220 + (i*4)
        Pulseout Servo, Pos
                                'generate pulse to move the servo
                                'form an approximate 20 ms cycle
        Pause 18
    Next i
End Sub
```

Routine to use the buzzer to play the notes

The Select Case table contains frequency of notes for 2 octaves. Add more notes in the table, if needed.

```
Sub Play_Notes()
    Dim i As Byte
    Dim tempo As Word
    For i=0 To NOTE NUM
                                     'number of notes to play
        tempo = Duration(i)
                                     'load the note length
                                     'toggle the left-eye LED on/off status
        Toggle LED_L
                                     'toggle the right-eye LED on/off status
        Toggle LED_R
        Select Case Rhythm(i)
                                     'play notes through Select Case table
            Case 0
                Pause tempo_SPD*tempo
                                                          'rest
            Case 1
                                                          'Do (C5)
                Sound(Buzzer, tempo_SPD*tempo, 523)
            Case 2
                                                          'Re (D5)
                Sound (Buzzer, tempo SPD*tempo, 587)
            Case 3
                Sound (Buzzer, tempo SPD*tempo, 659)
                                                          'Mi (E5)
            Case 4
                                                          'Fa (F5)
                Sound(Buzzer, tempo_SPD*tempo, 698)
            Case 5
                Sound(Buzzer, tempo_SPD*tempo, 784)
                                                          'Sol (G5)
            Case 6
                Sound(Buzzer, tempo_SPD*tempo, 880)
                                                          'La (A5)
            Case 7
                Sound (Buzzer, tempo SPD*tempo, 987)
                                                          'Ti (B5)
            Case 8
                Sound(Buzzer, tempo_SPD*tempo, 1047)
                                                          'Do (C6)
            Case 9
                Sound (Buzzer, tempo_SPD*tempo, 1175)
                                                          'Re (D6)
            Case 10
                Sound (Buzzer, tempo SPD*tempo, 1319)
                                                          'Mi (E6)
            Case 11
                Sound (Buzzer, tempo SPD*tempo, 1397)
                                                          'Fa (F6)
            Case 12
                Sound(Buzzer, tempo_SPD*tempo, 1568)
                                                          'Sol (G6)
            Case 13
                Sound (Buzzer, tempo SPD*tempo, 1760)
                                                          'La (A6)
            Case 14
                                                          'Ti (B6)
                Sound (Buzzer, tempo_SPD*tempo, 1976)
            Case 15
                Sound (Buzzer, tempo SPD*tempo, 2093)
                                                          'Do (C7)
        End Select
    Next i
End Sub
```

## Write Your Own Program

We encourage you to try to write your own code, make your own featured robots. Just follow the step shown below and you'll start to explore the world of robotics. We are more than happy to receive your source code and act as a platform to share your awesome programs with other robot hobbyists.

#### Step 1:

Install the software and download the zip file to check the zip file tutorial. The tutorial programs show the basics of programming language and how to access the sensors and react through light, sound and actuator.

#### Step 2:

Refer to the "BASIC Commander and innoBASIC Workshop User's Manual", which can be found in our website at www.innovati.com.tw.

#### Step 3:

After reading the User's Manual, install the "innoBASIC Workshop 2" integrated development environment, which can be found in our website.

#### Step 4:

Start to write your own program code and download via EV-Writer. Please note that you need to purchase an EV-Writer, which help download your finished program code into the EV8 module. The "EV8 and EV-Writer User's Guide" can be found in our website.

More questions to visit our forum. Your paper robot is now at your command. If any question in programming your own robot, visit our forum for answers.

### FAQs

# Q1: There is no obstacle in front of the RQ-5 robot, but why the RQ-5 keeps on moving its head after power on?

A1: Please check the IR emitter (IR LED) black tube. If the IR LED is not inserted into the tube completely. The IR light leakage might be detected by the IR receiver just next to it, which would be interpreted as an obstacle in front.

#### Q2: The RQ-5 robot is not facing in front, I re-open the head and screw again, but just cannot get it right. Can I just twist the head?

A2: Yes, you may twist the head gentle after power on. The paper part is clapped by two pieces of servo horns. Gentle twist on the head is OK for the robot .

Q3: When I fasten the screw, the servo (with the body) moves, but the head is not fastened yet, what can I do? And how can I align the head to the front?

A3: You can hold the robot and twist the screw tighter until the paper head is pinched. After power on, the robot keeps its head in facing front gesture for 5 second. If the head is not facing the front, twist the head gently to slide the paper between the servo horns to the right position.

#### Q4: Can I add servos to the arms?

A4: Yes, you may purchase extra 2 servos for the arms. Due to the limited I/Os, the 2 servos share the I/Os with the eyes LEDs.