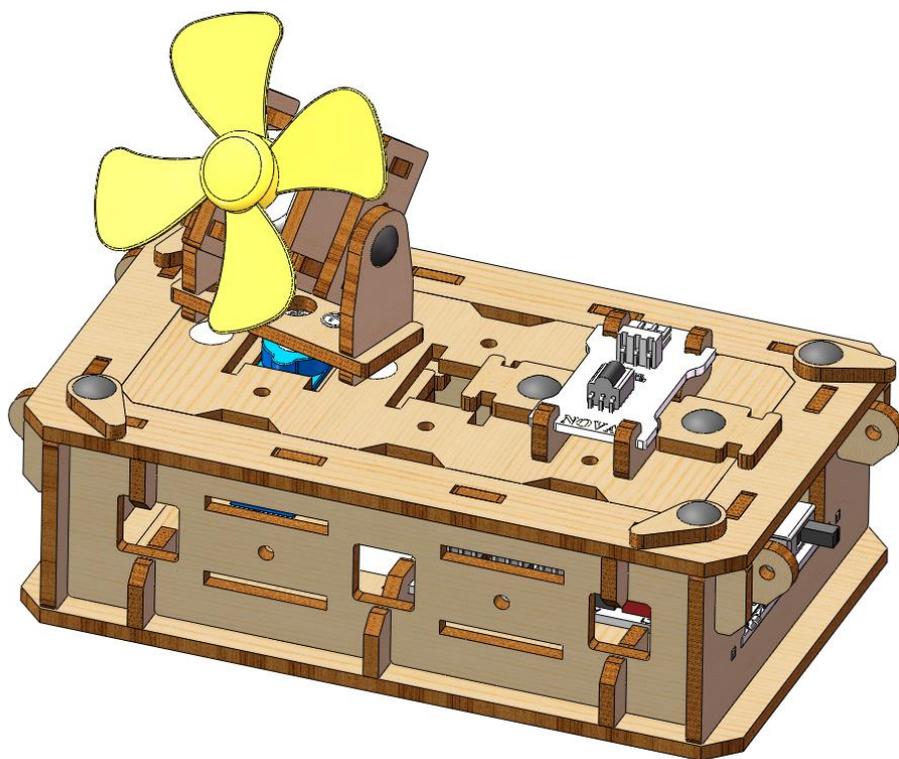


NOVA 开源电子积木入门套件 结构拼装说明书

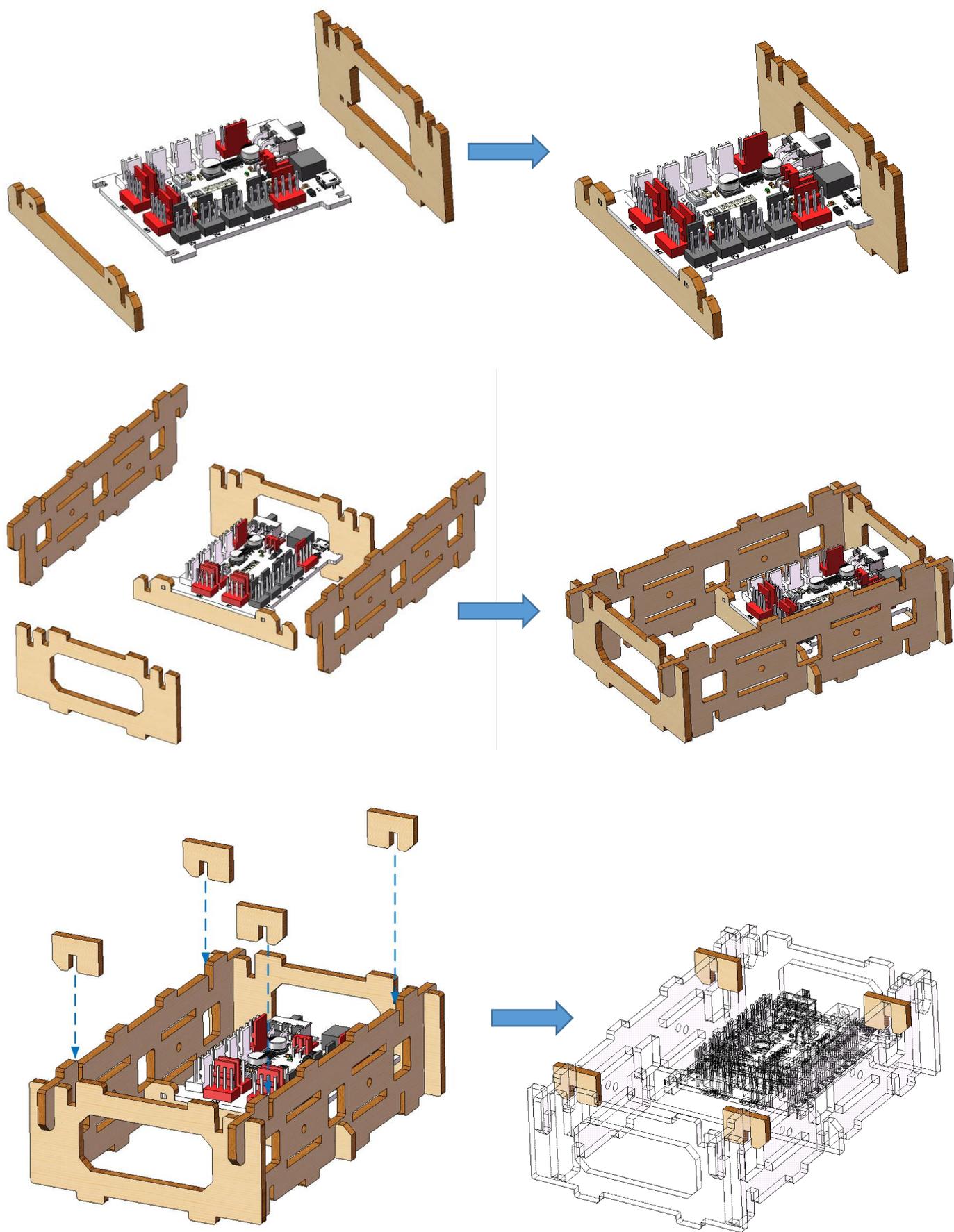


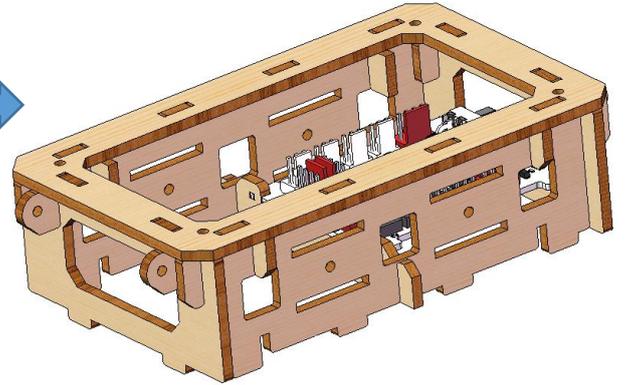
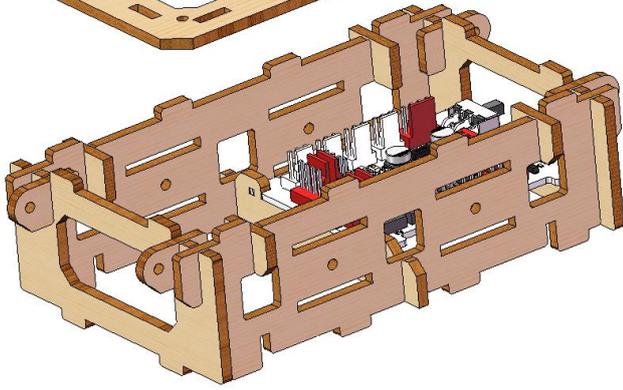
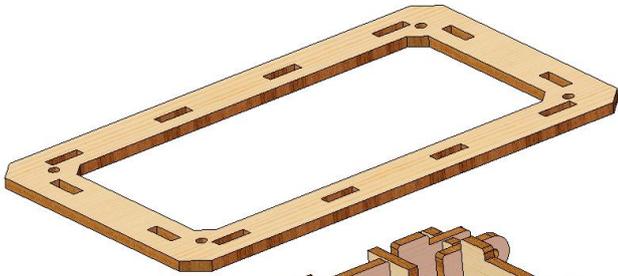
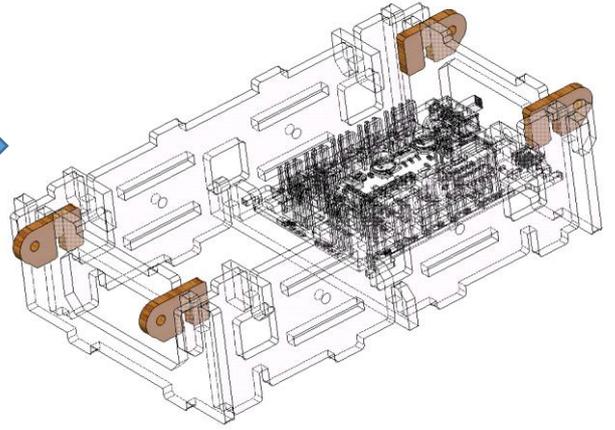
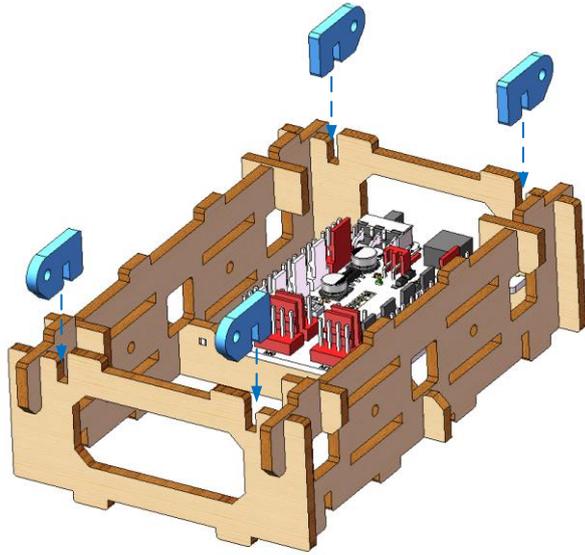
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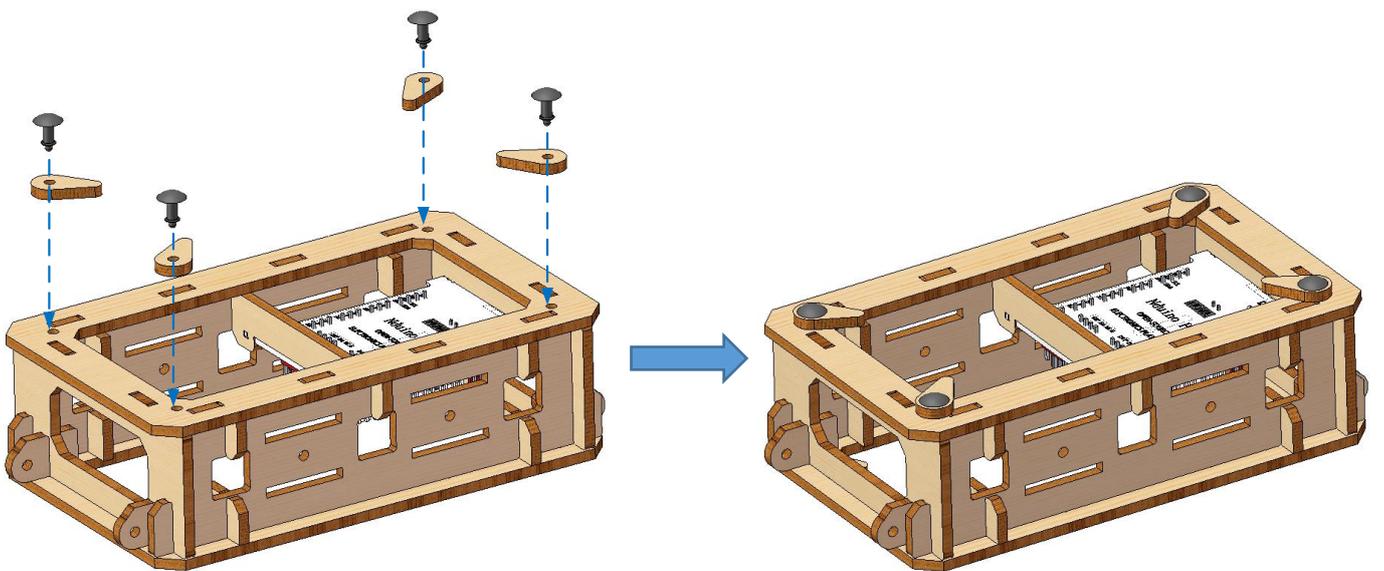
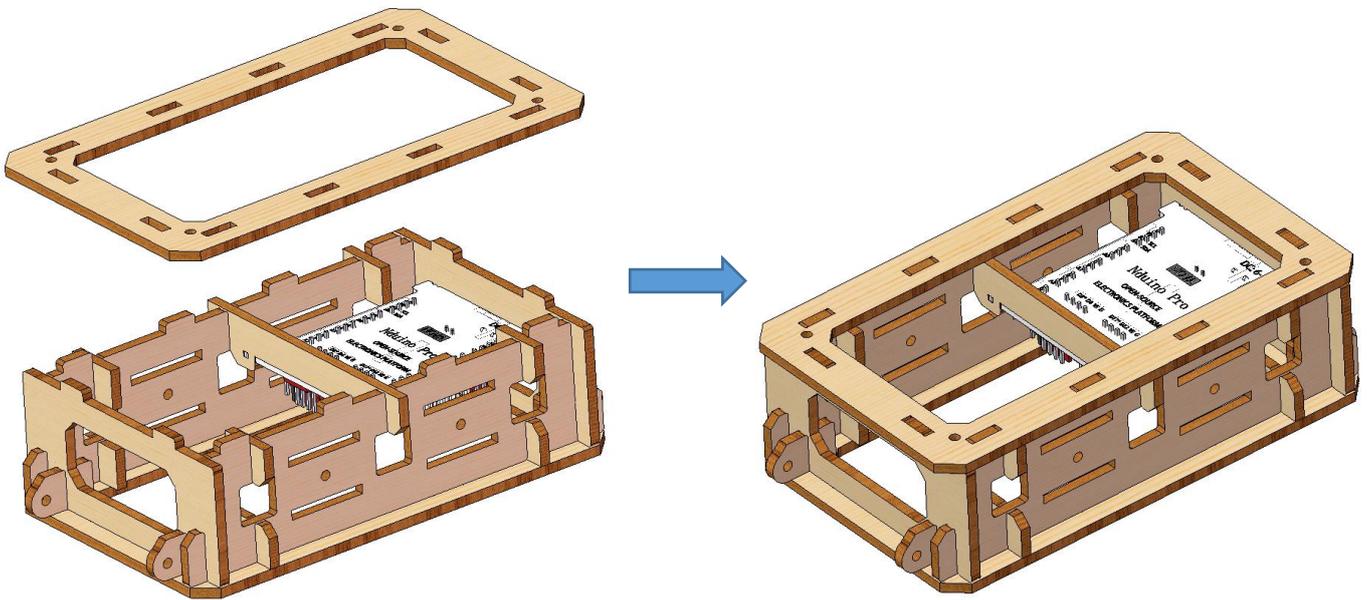
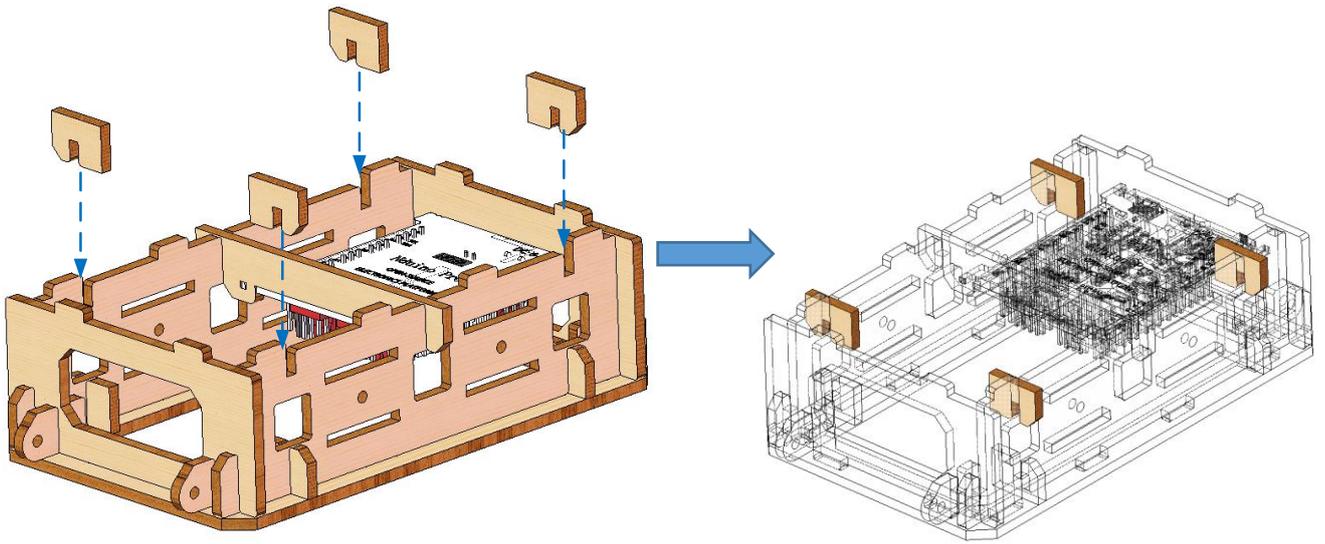
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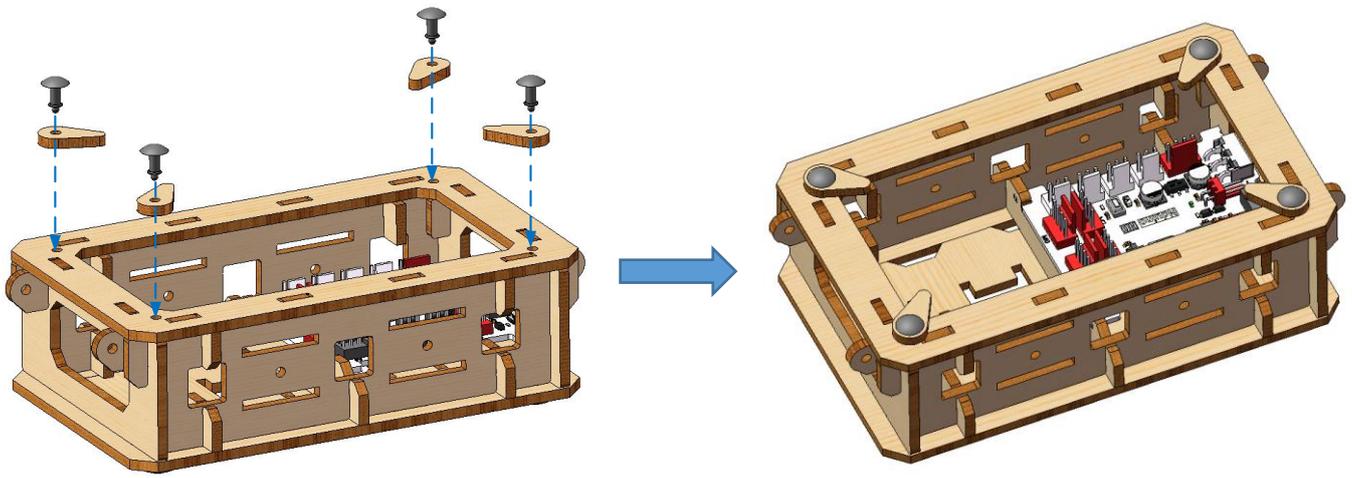
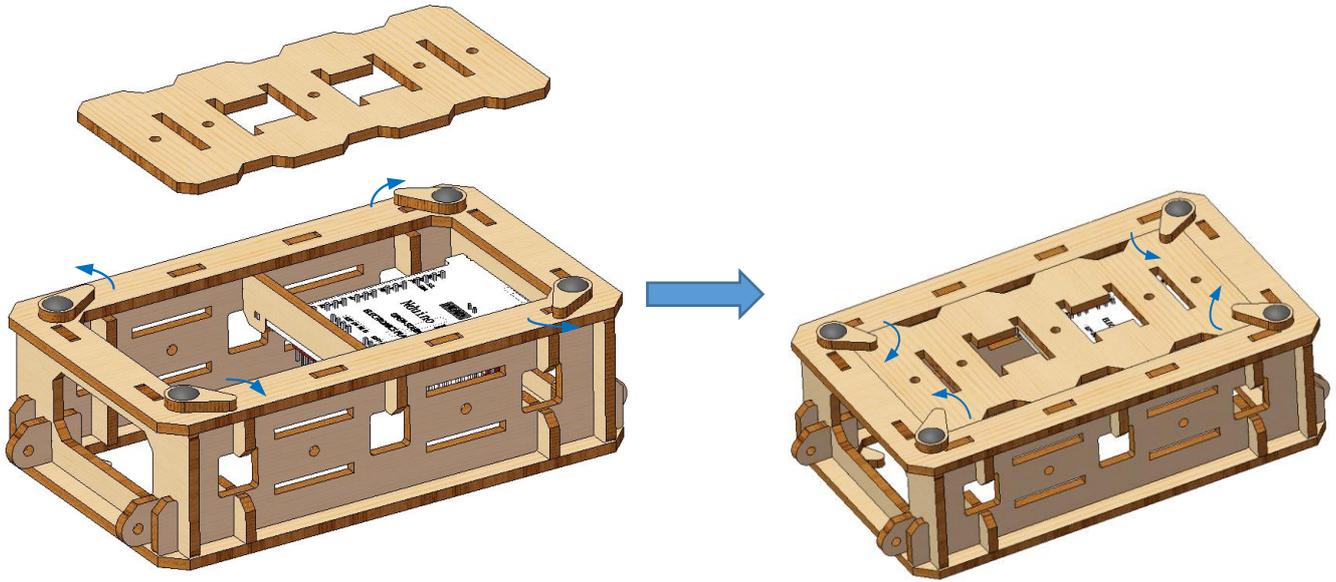
1. 安装基础框架





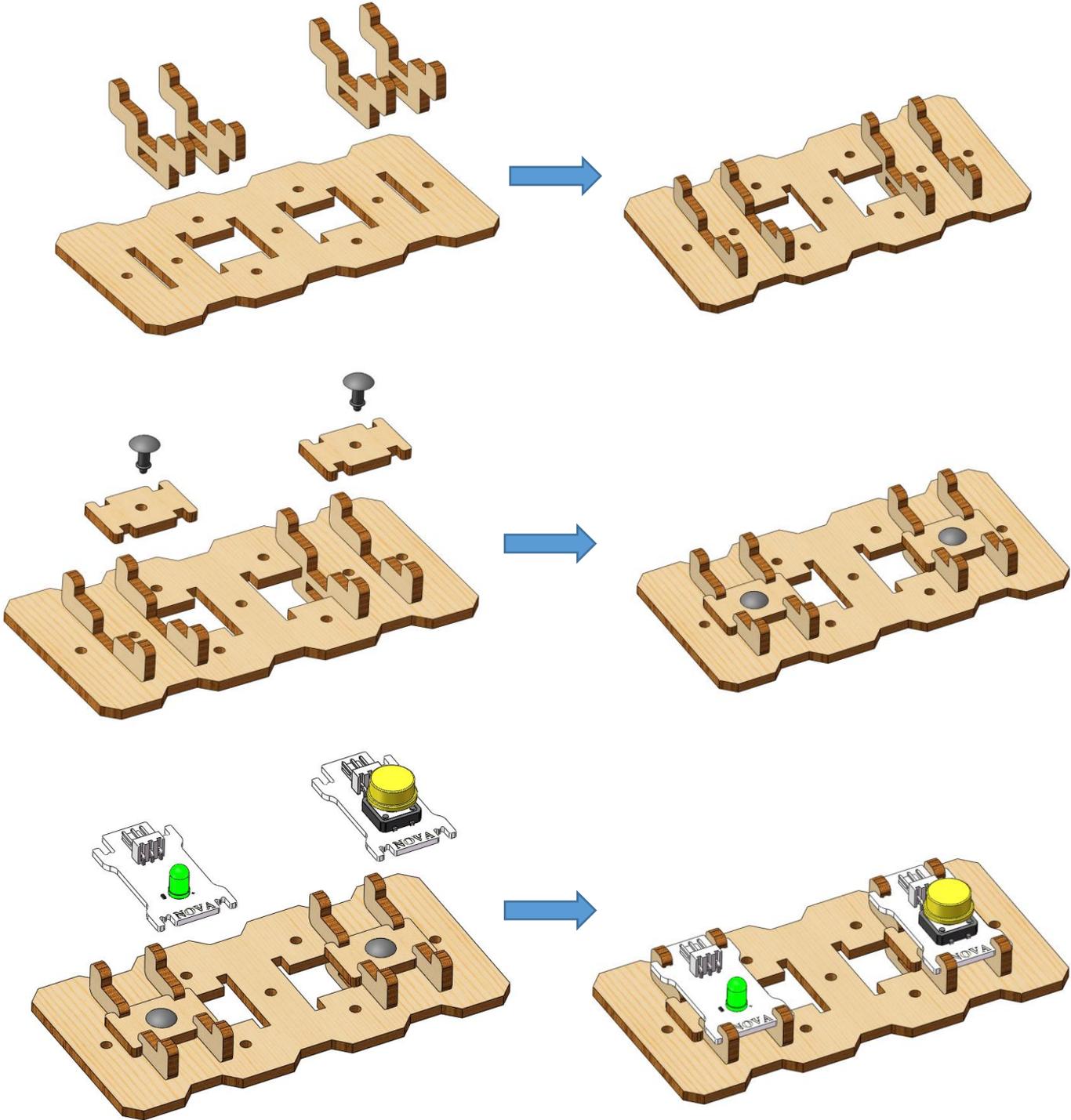
翻转

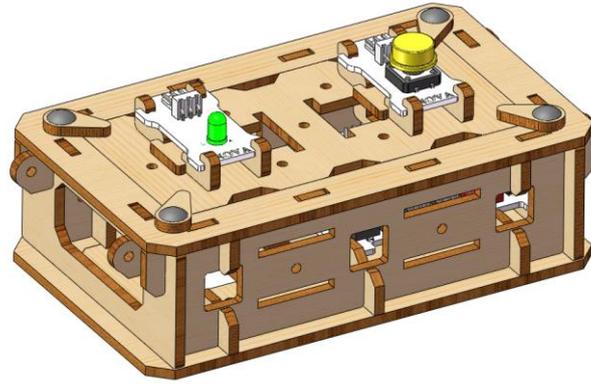




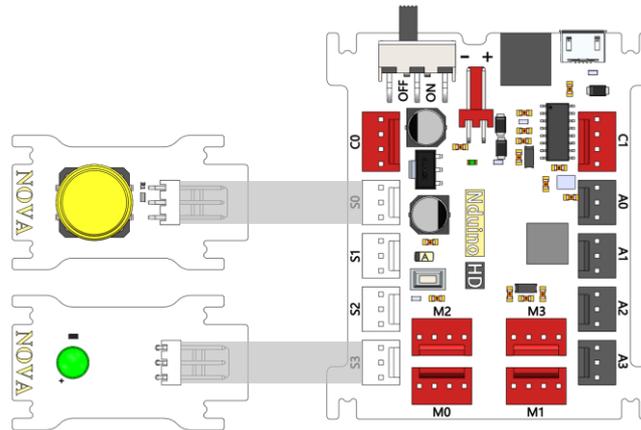
2. 结构案例

2.1 按键控制 LED 灯





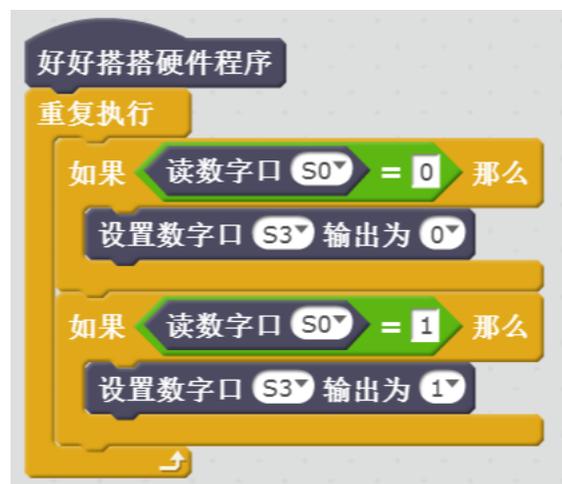
电路接线:



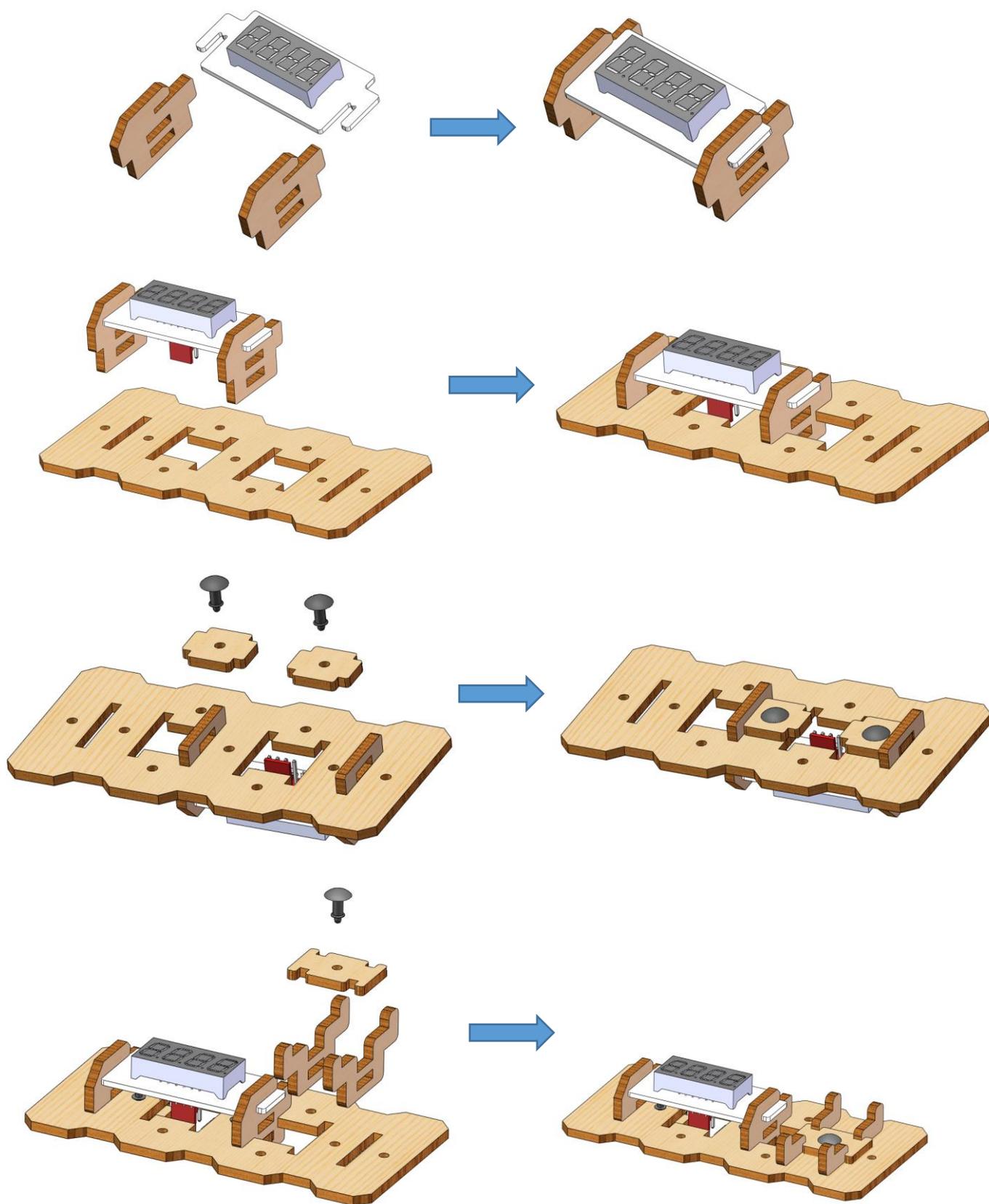
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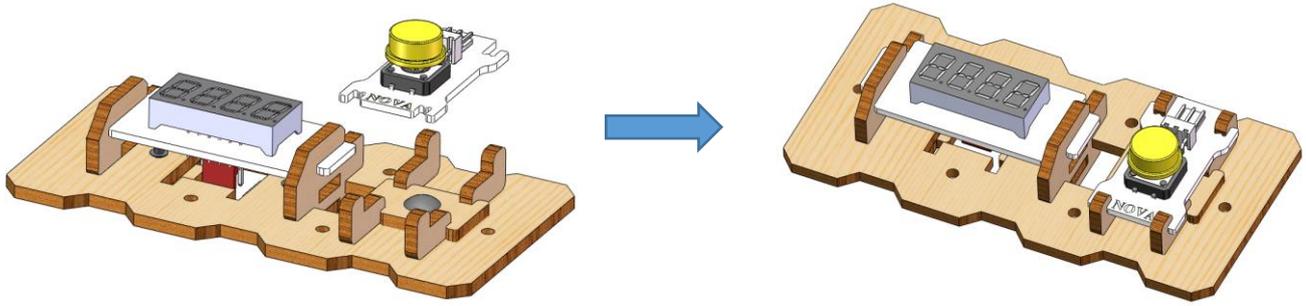


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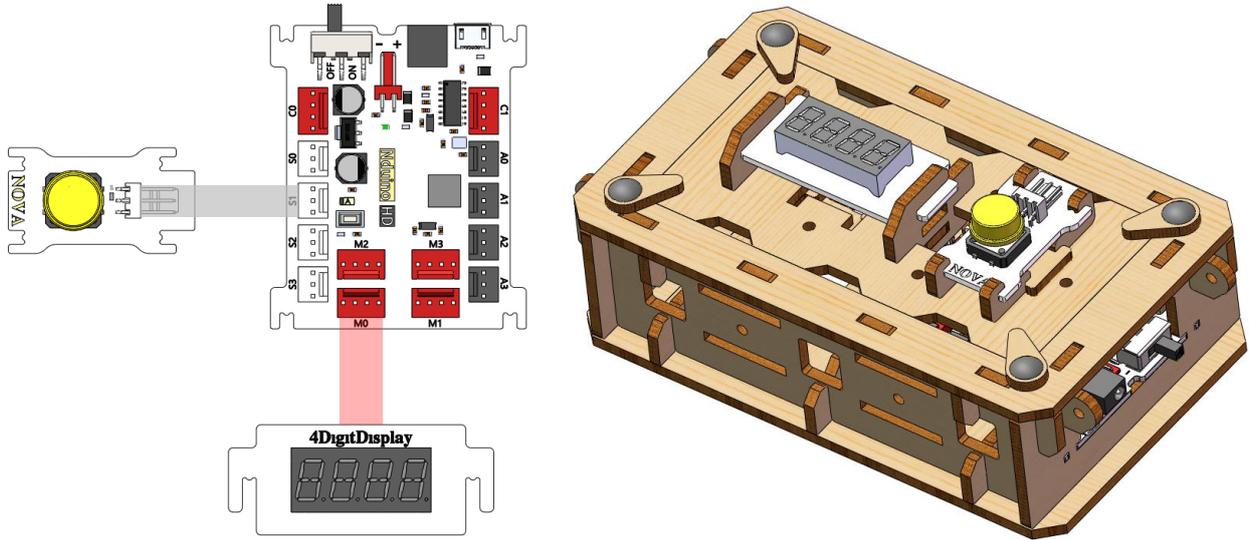


2.2 抽签仪、摇号机





电路接线：



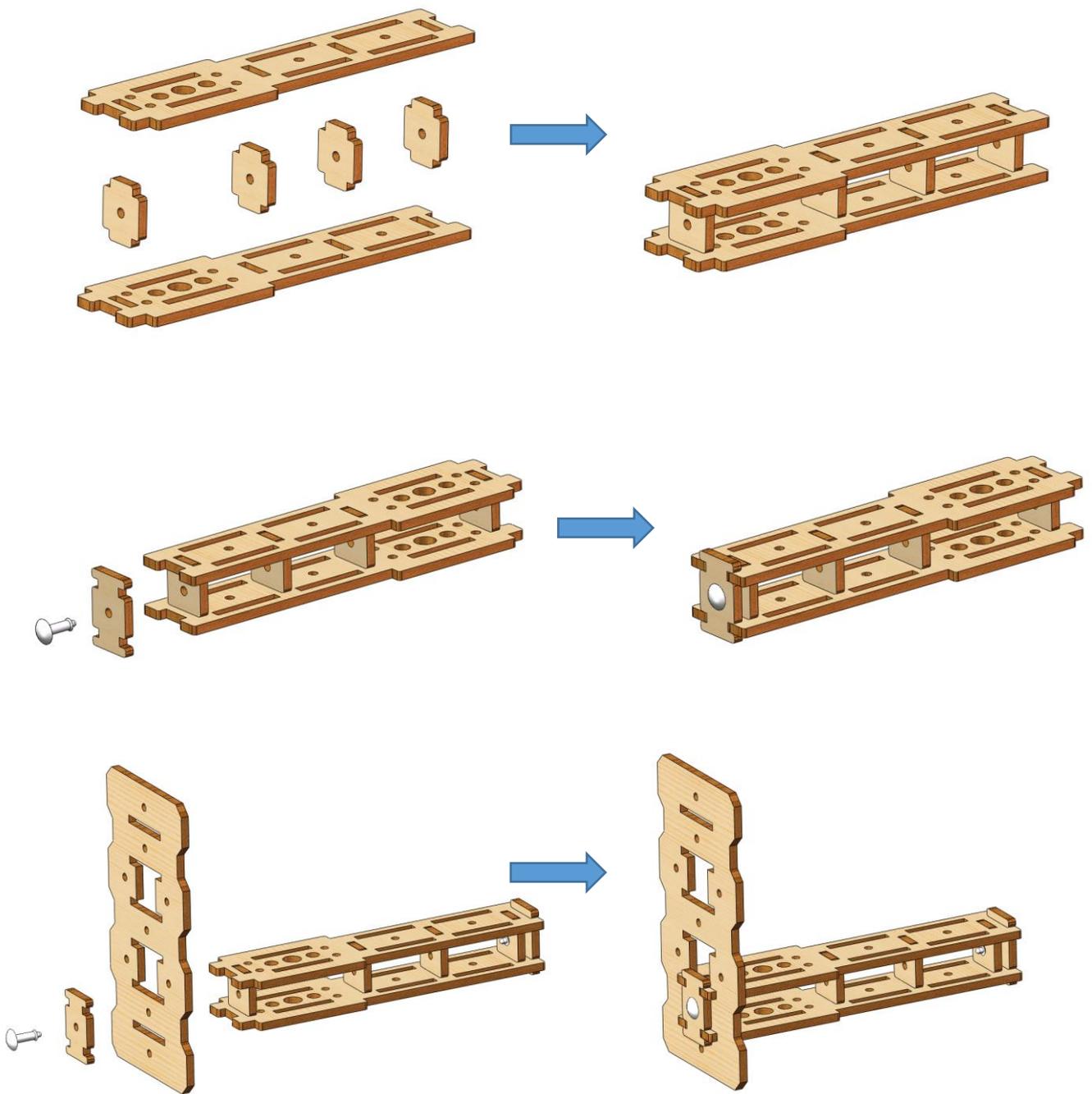
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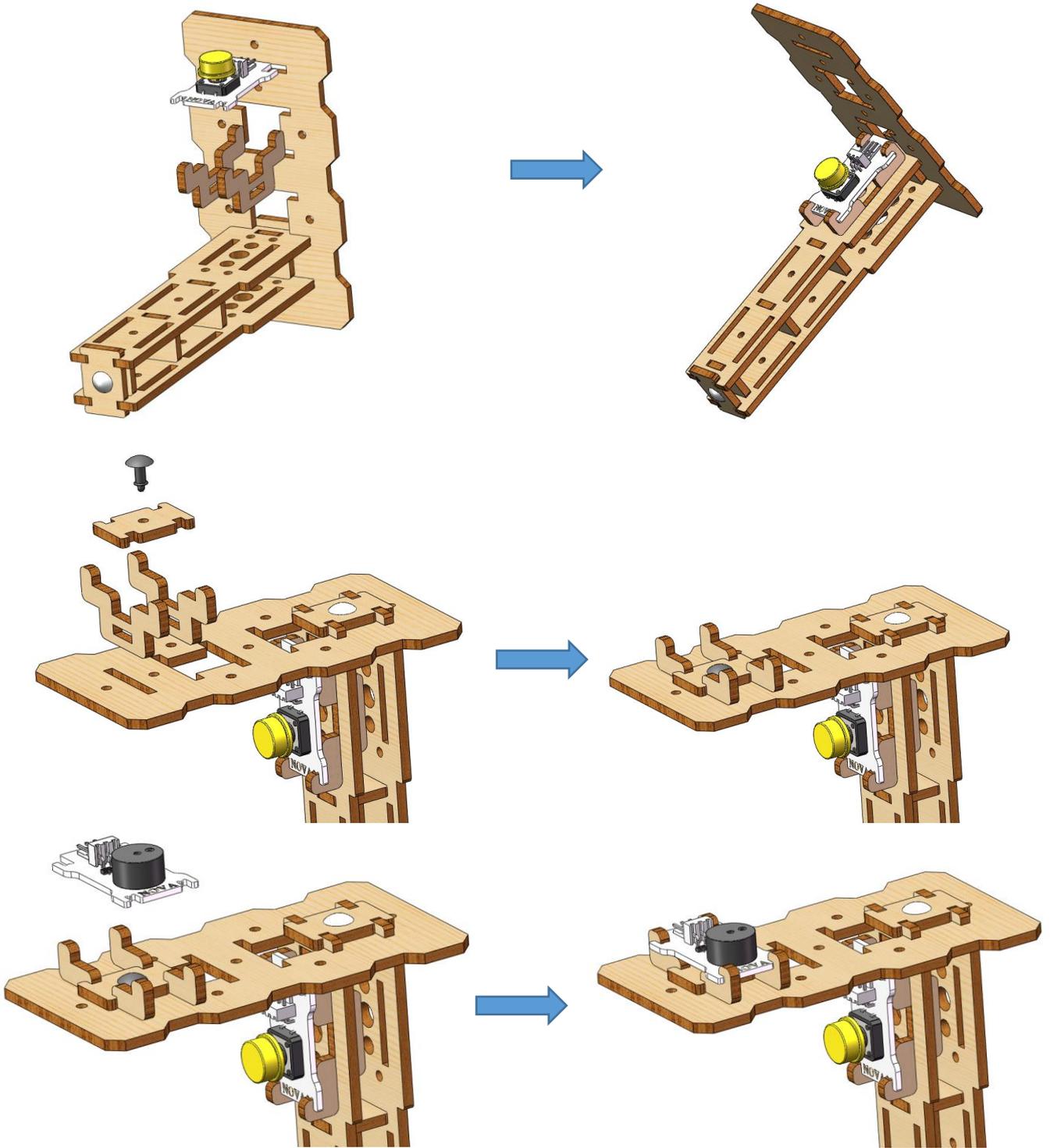


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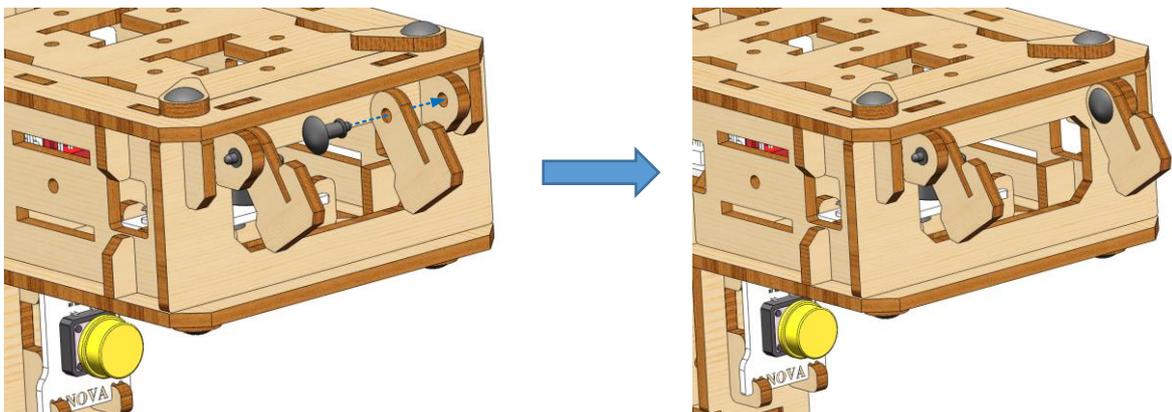
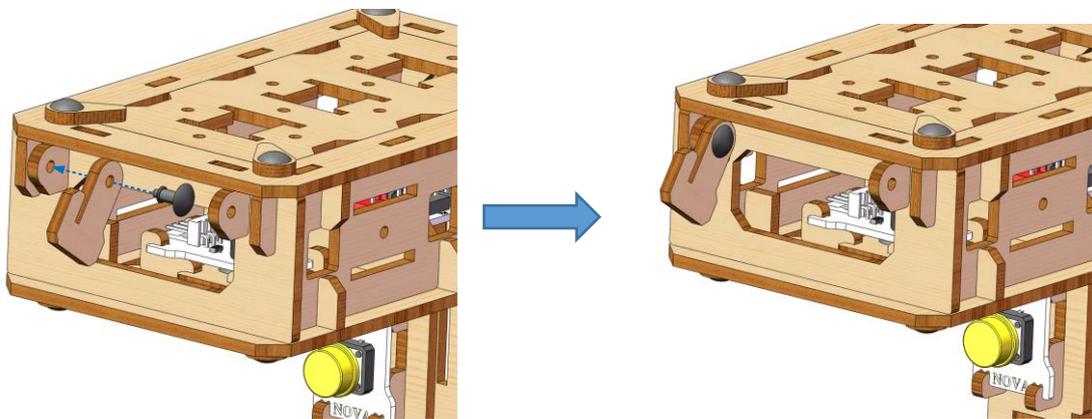
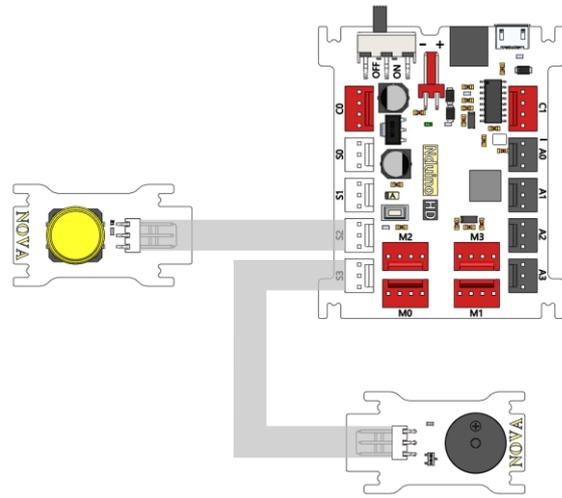


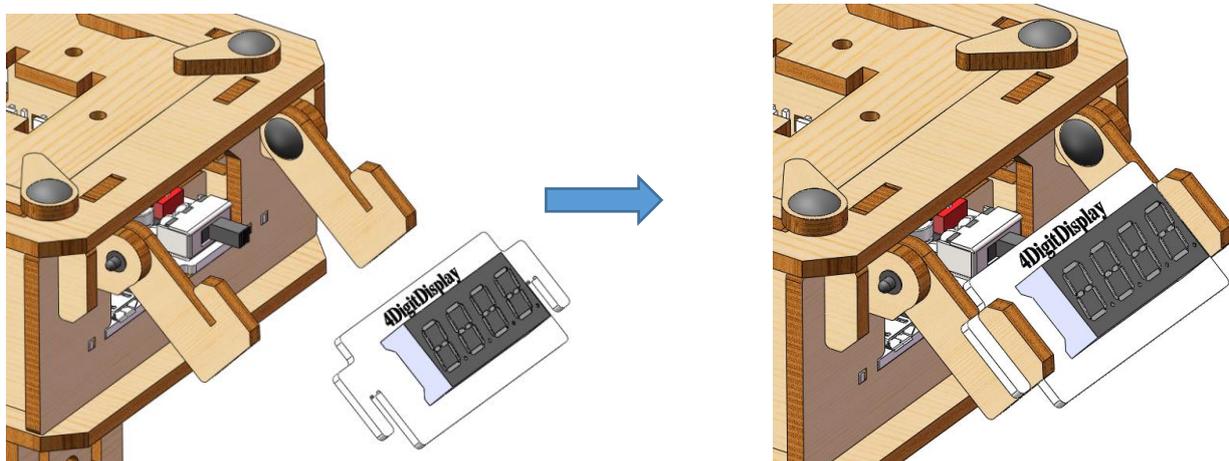
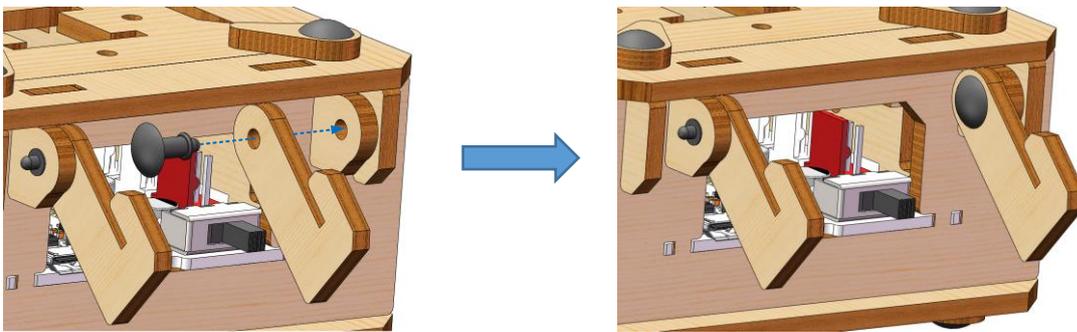
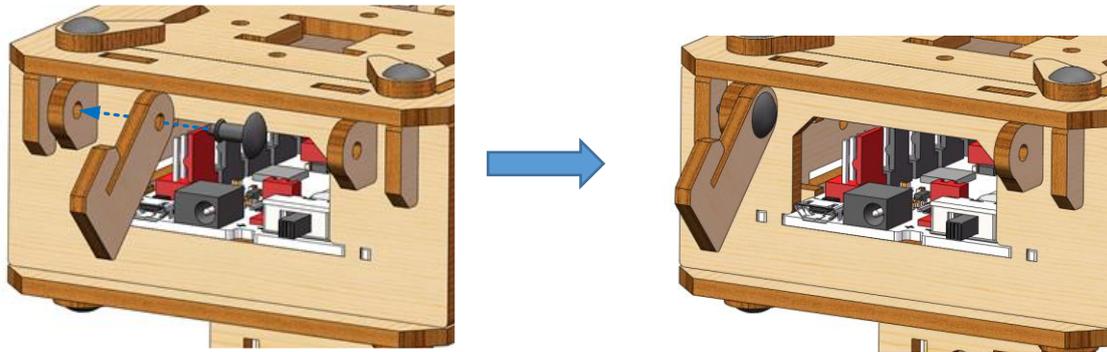
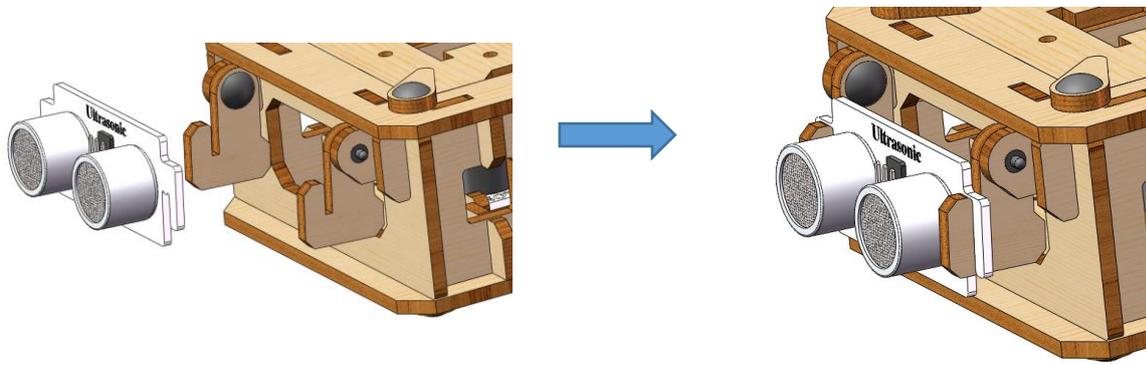
2.3 超声波测距仪



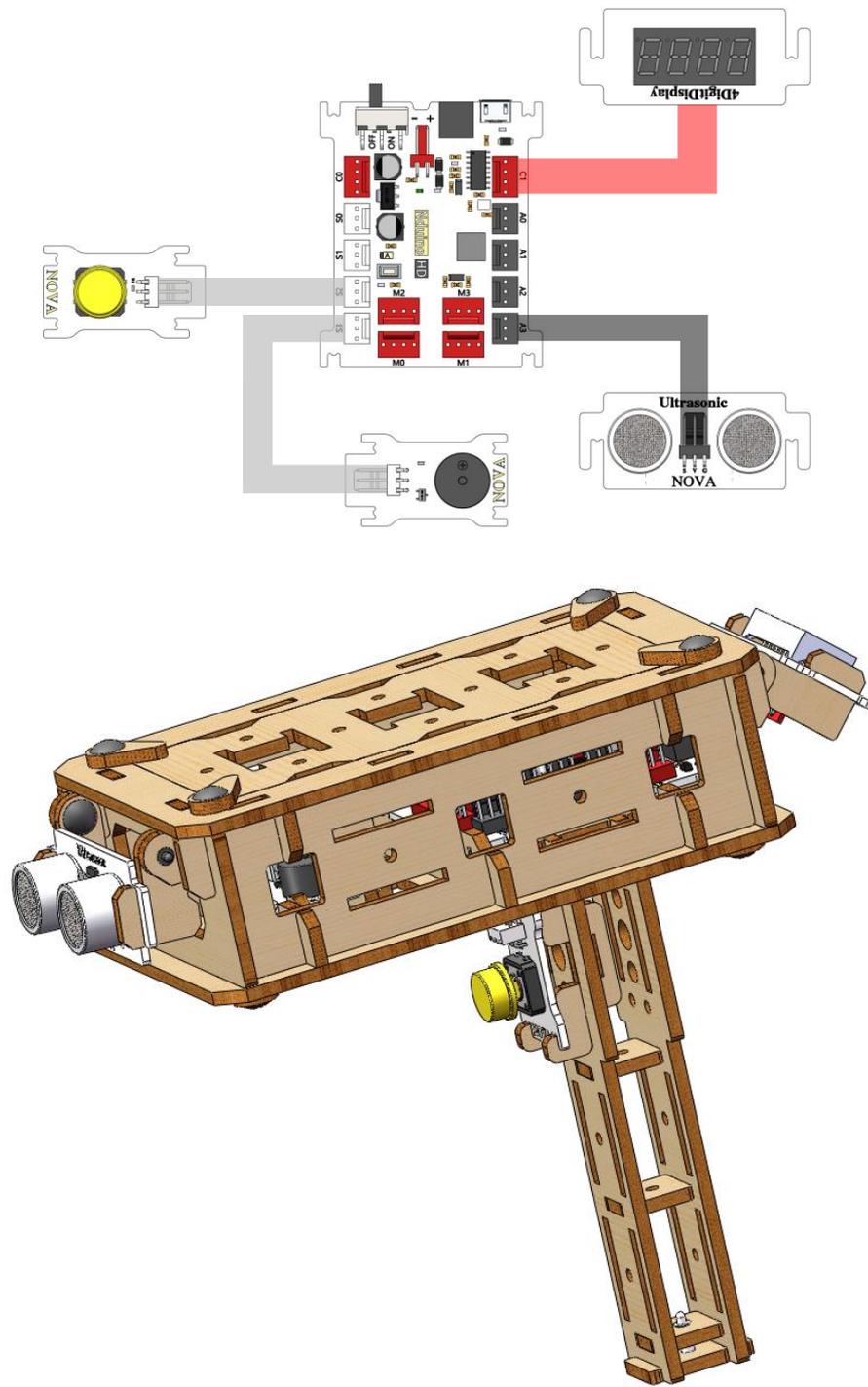


电路接线 1:





电路连接 2:



Mixly 程序:



Haohaodada 程序:

好好搭搭硬件程序

重复执行

将 done 设定为 0

重复执行直到 读数字口 S2 = 1

数码管 C1 清除

数码管 C1 显示 Num 读超声波传感器在 A3

将 done 设定为 1

如果 done = 1 那么

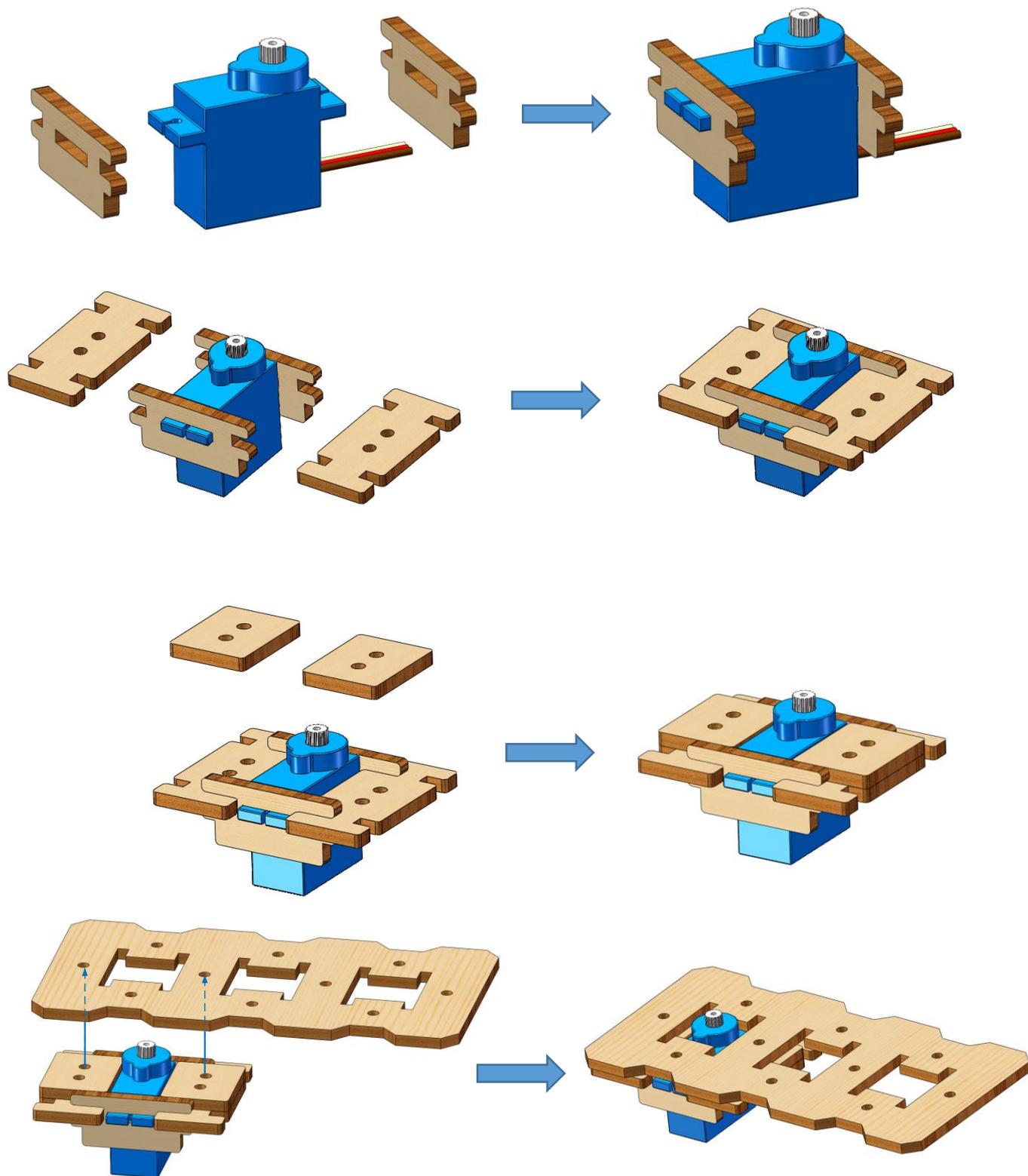
设置PWM S3 频率为 523

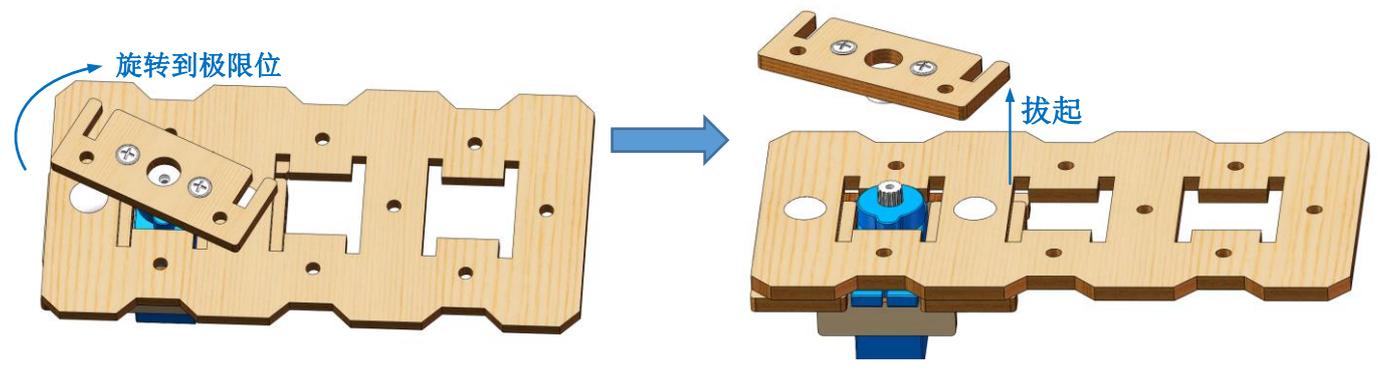
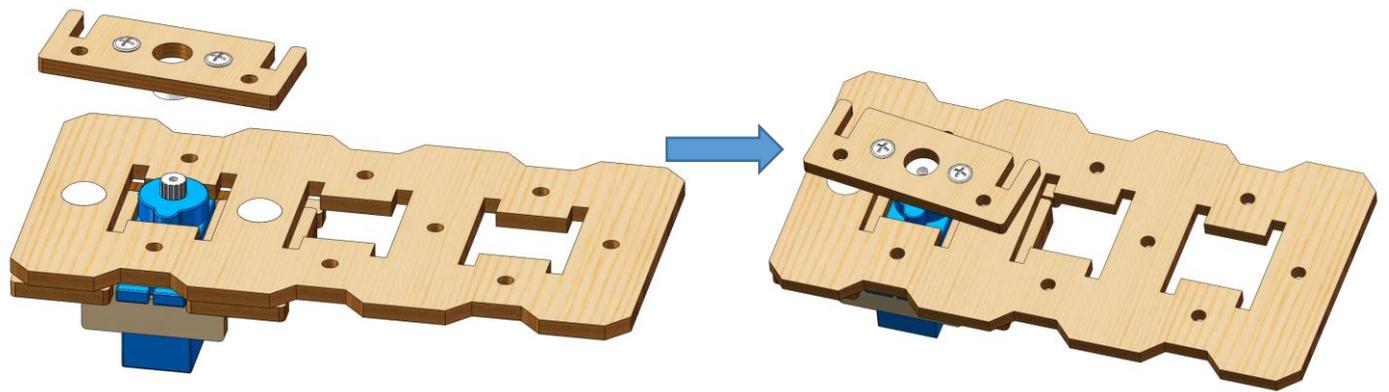
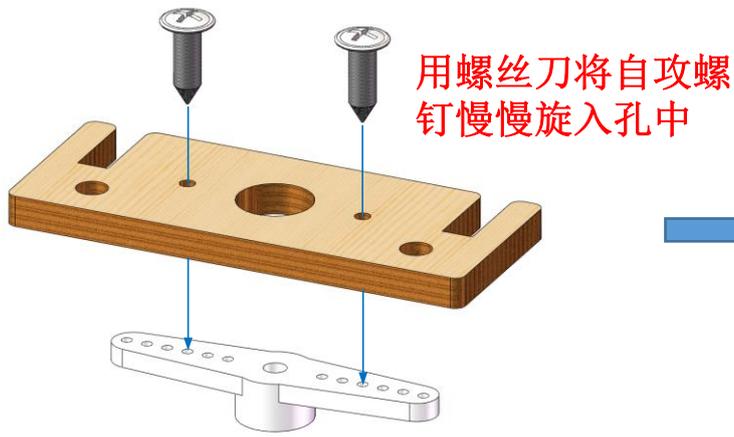
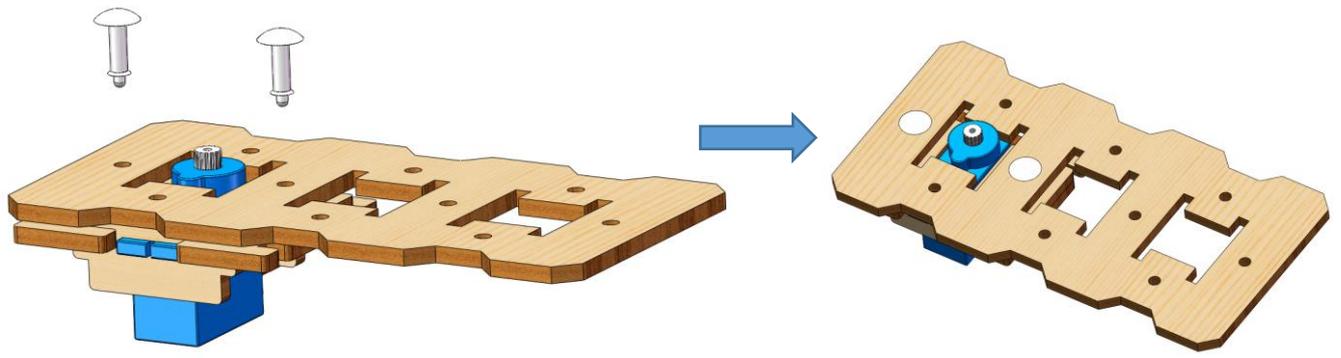
设置PWM口 S3 输出为 100

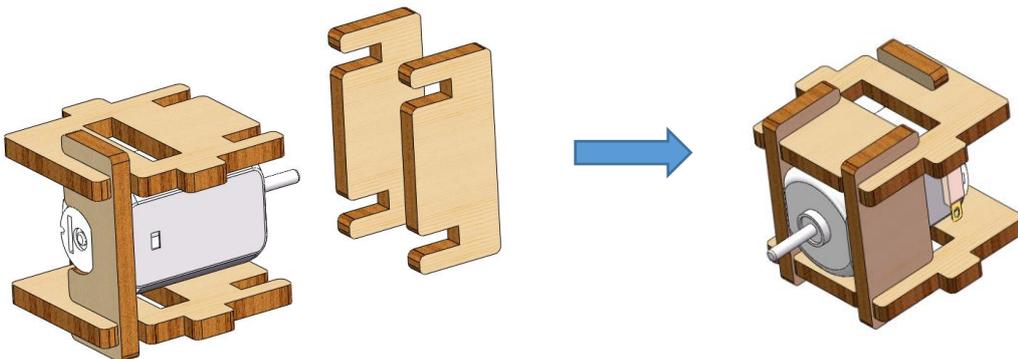
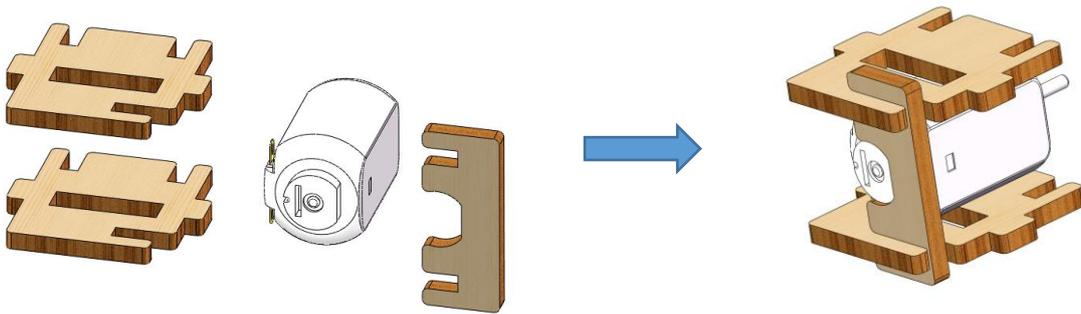
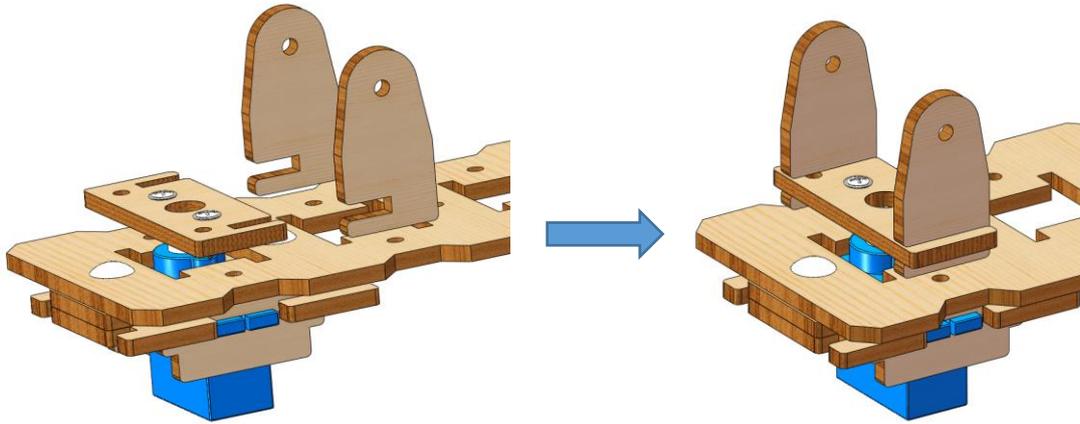
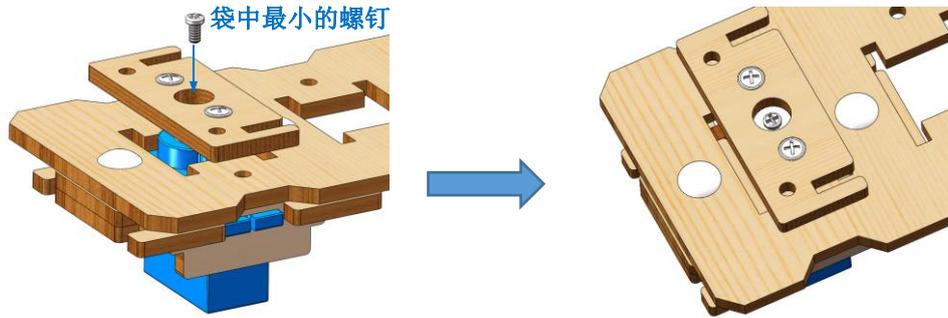
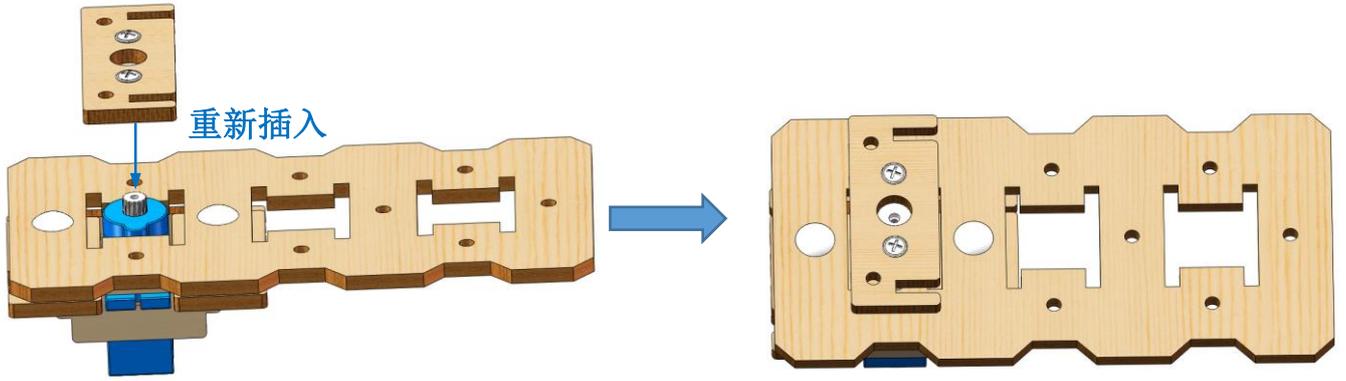
等待 0.05 秒

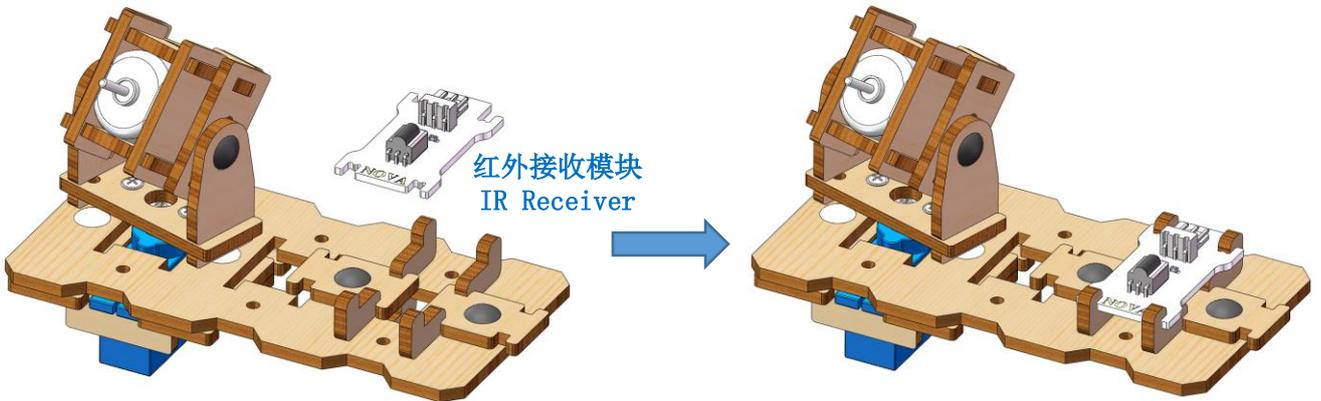
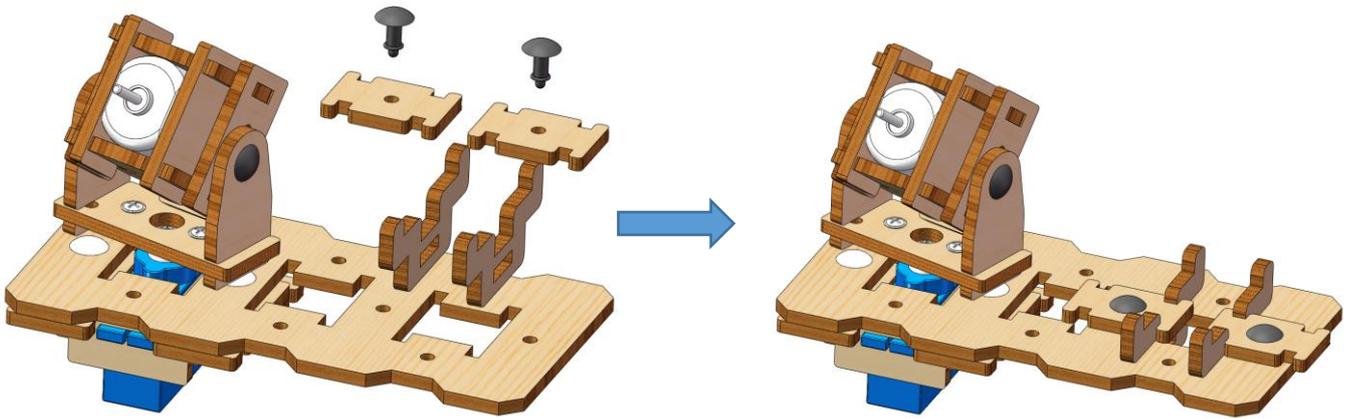
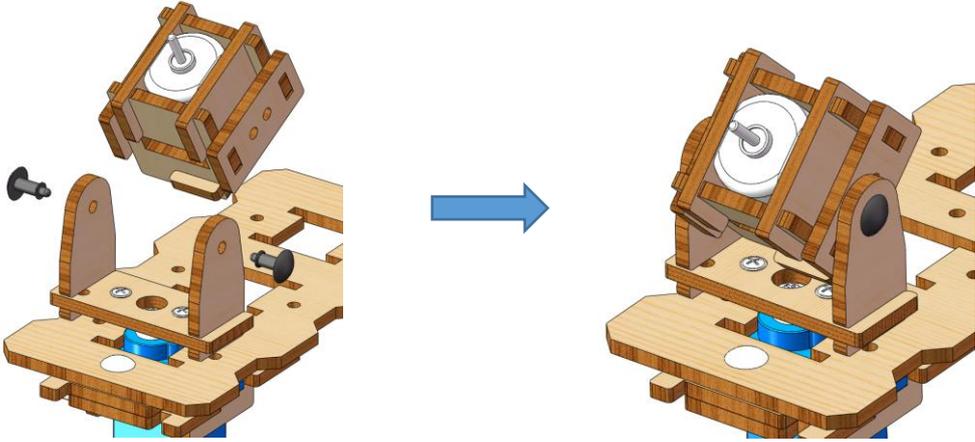
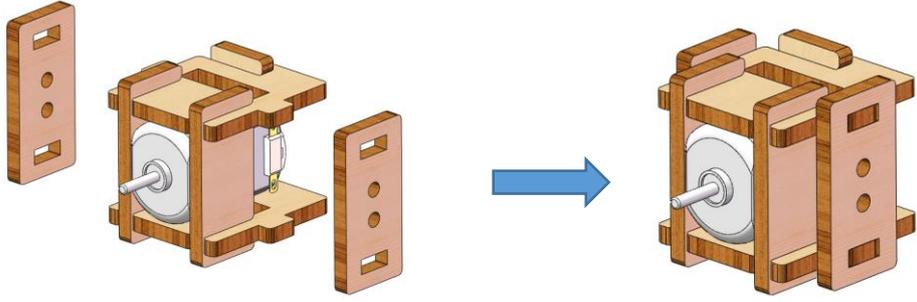
设置PWM口 S3 输出为 0

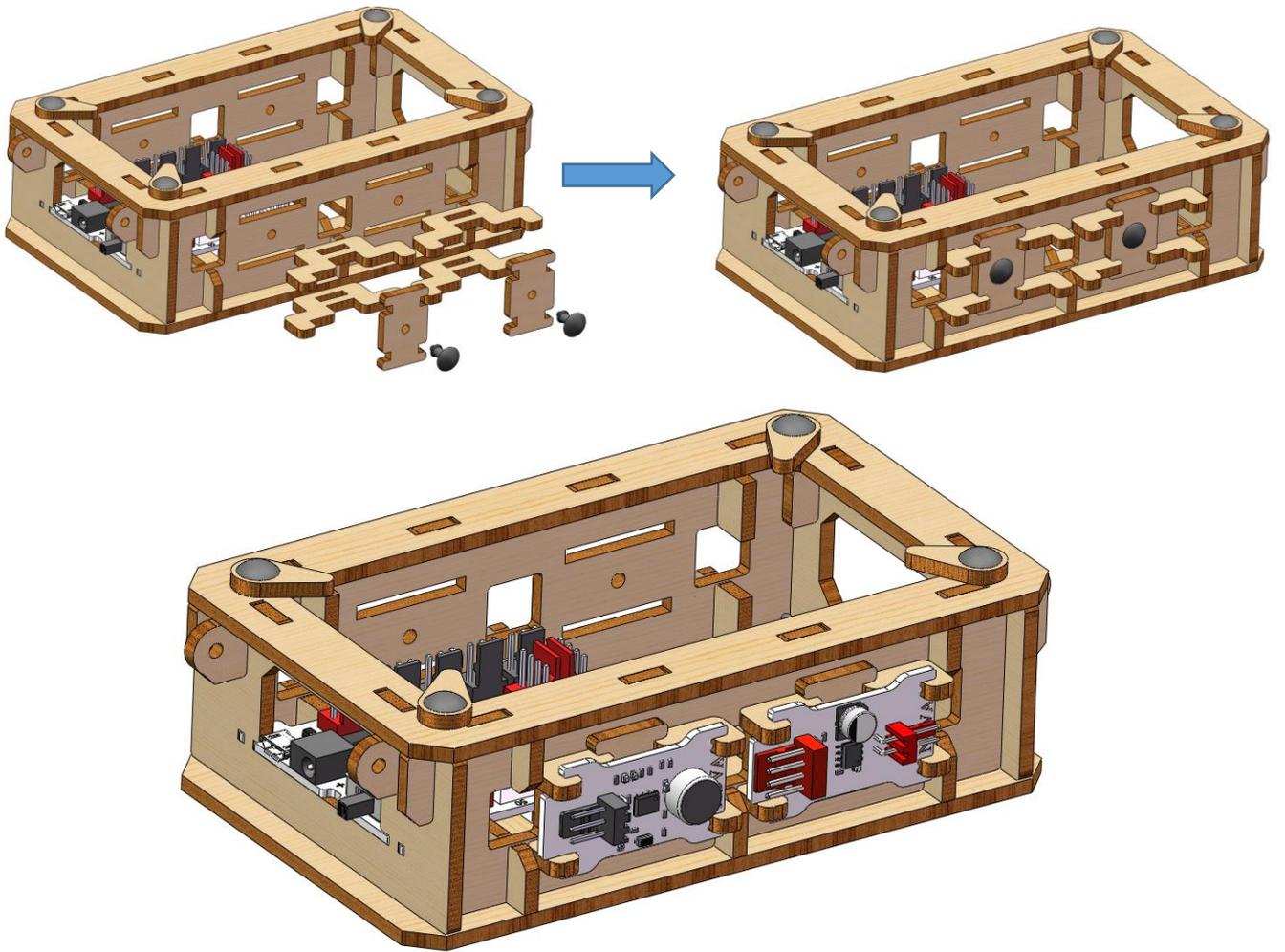
2.4 多功能风扇



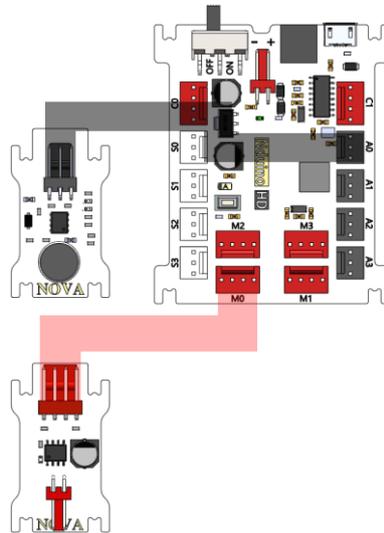


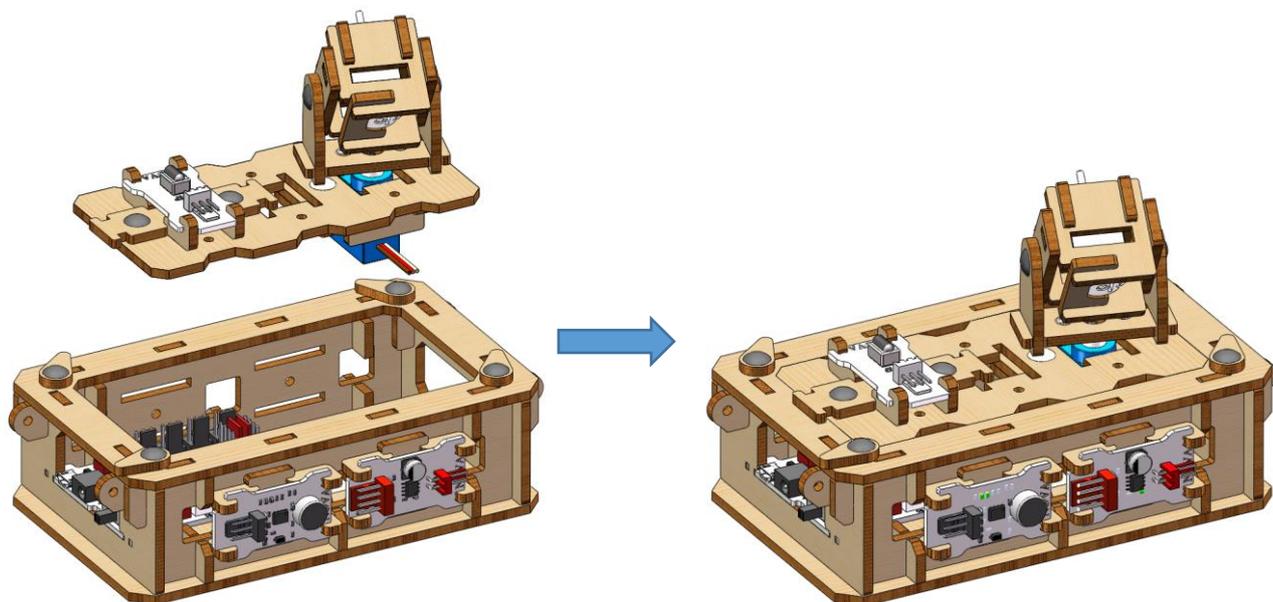




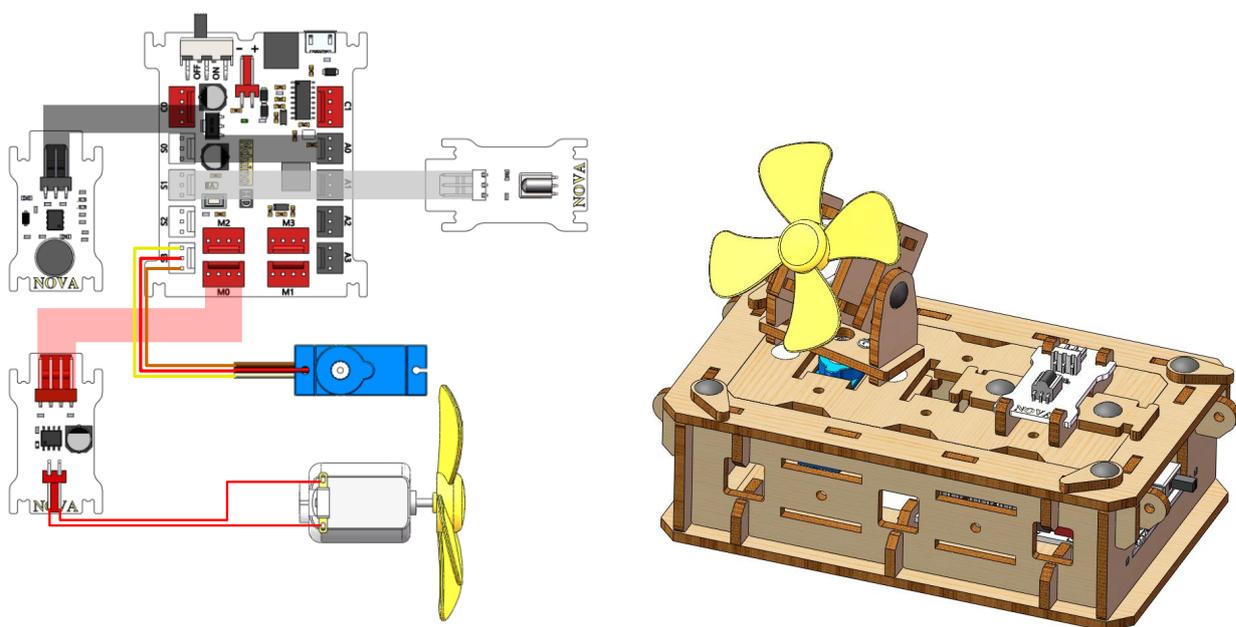


电路接线 1:





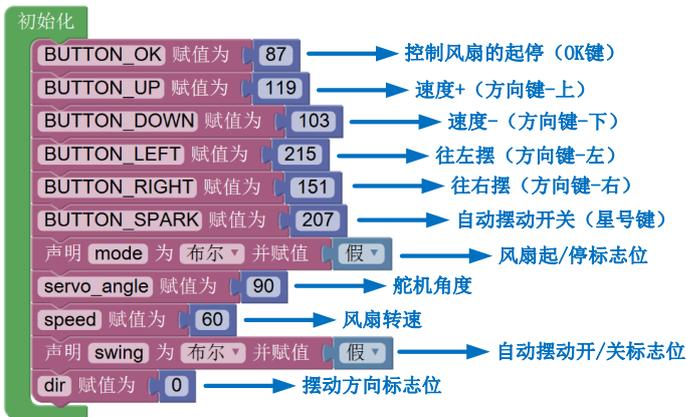
电路接线 2:



遥控风扇程序：

Mixly 程序：

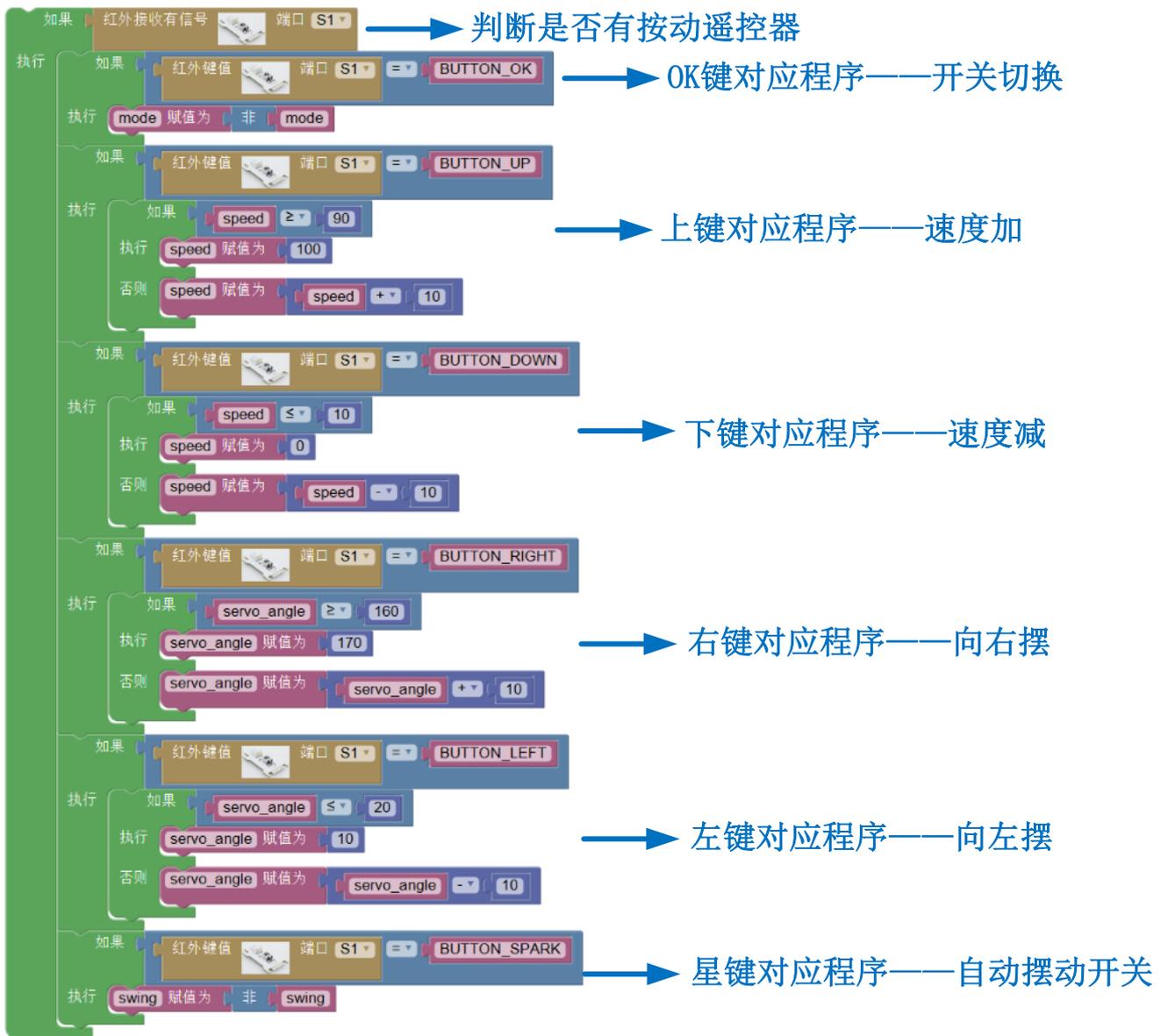
(1) 初始化：



初始化

- BUTTON_OK 赋值为 87 → 控制风扇的起停 (OK键)
- BUTTON_UP 赋值为 119 → 速度+ (方向键-上)
- BUTTON_DOWN 赋值为 103 → 速度- (方向键-下)
- BUTTON_LEFT 赋值为 215 → 往左摆 (方向键-左)
- BUTTON_RIGHT 赋值为 151 → 往右摆 (方向键-右)
- BUTTON_SPARK 赋值为 207 → 自动摆动开关 (星号键)
- 声明 mode 为 布尔 并赋值 假 → 风扇起/停标志位
- servo_angle 赋值为 90 → 舵机角度
- speed 赋值为 60 → 风扇转速
- 声明 swing 为 布尔 并赋值 假 → 自动摆动开/关标志位
- dir 赋值为 0 → 摆动方向标志位

(2) 红外遥控程序



如果 红外接收有信号 端口 S1 → 判断是否有按动遥控器

执行 如果 红外键值 端口 S1 = BUTTON_OK → OK键对应程序——开关切换

执行 mode 赋值为 非 mode

执行 如果 红外键值 端口 S1 = BUTTON_UP → 上键对应程序——速度加

执行 如果 speed ≥ 90

执行 speed 赋值为 100

否则 speed 赋值为 speed + 10

执行 如果 红外键值 端口 S1 = BUTTON_DOWN → 下键对应程序——速度减

执行 如果 speed ≤ 10

执行 speed 赋值为 0

否则 speed 赋值为 speed - 10

执行 如果 红外键值 端口 S1 = BUTTON_RIGHT → 右键对应程序——向右摆

执行 如果 servo_angle ≥ 160

执行 servo_angle 赋值为 170

否则 servo_angle 赋值为 servo_angle + 10

执行 如果 红外键值 端口 S1 = BUTTON_LEFT → 左键对应程序——向左摆

执行 如果 servo_angle ≤ 20

执行 servo_angle 赋值为 10

否则 servo_angle 赋值为 servo_angle - 10

执行 如果 红外键值 端口 S1 = BUTTON_SPARK → 星键对应程序——自动摆动开关

执行 swing 赋值为 非 swing

(3) 开关模式和摇头模式程序



其他更多玩法，敬请期待！