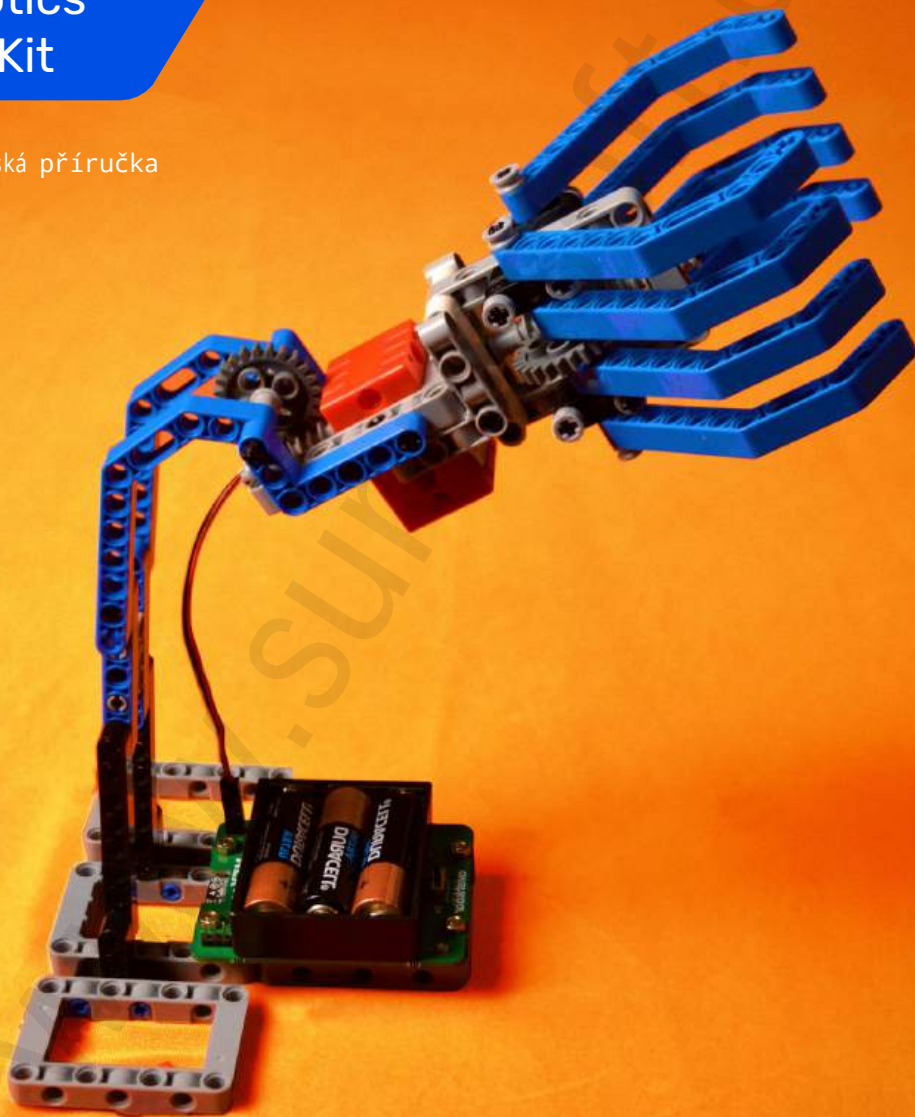


MEX

Robotics Arm Kit

Uživatelská příručka



Inovujte



Složení přísahy inovátora

Složte přísahu inovátora uvedenou na straně 6 a pochopte, co znamená být inovátorem.



Naučte se používat manuál/video

Postupujte podle podrobných pokynů v příručce a naučte se se stavebnicí stavět zajímavé roboty.



Sestavení, kódování a řízení

Sestavte inovativní projekty pomocí stavebnice a ovládejte roboty pomocí dálkového ovladače Avishkaar Remote a kódujte pomocí aplikace Avishkaar Maker Studio.



Sdílejte



Vyhrajte



Připojte se k Let's Avishkaar

Připojte se k naší komunitě na FB - spojte se s inovátory a získejte nejnovější informace o webinářích.



Nahrát projekty

Nahrávejte projekty na www.avishkaar.cc a sdílejte je s inovátory po celém světě.



Mezinárodní soutěže

Zúčastněte se týdenních, měsíčních a ročních soutěží a získejte slávu po celém světě.



Přísaha inovátora

Složte níže uvedený slib inovátora a zavažte se k celoživotnímu úsilí o inovace a řešení problémů. Sdilejte fotografii na FB komunitě Let's Avishkaar.

Slavnostně přísahám, že když už jsem se vydal na cestu inovace, nevzdám se, dokud nebude moje inovace, můj projekt hotový. Budu zdokonalovat své dovednosti a nástroje a dobře je používat. Inovace a já budeme nerozluční.

Vždy budu sdílet své inovace s ostatními inovátory a učit se s nimi.

I (mapište své jméno)

*solemnly swear that, since I am
now on the path of innovation,*

*I will not give up until my
innovation, my project is ready.*

*I will hone my skills and tools
and use them well. Innovation
and I will be inseparable.*

*I will always share my
innovations with other
innovators and learn with them.*

podpis

Vítejte na stránkách Avishkaar

Stáhněte si aplikaci Avishkaar

Stáhněte si aplikaci Avishkaar naskenováním níže uvedených QR kódů:



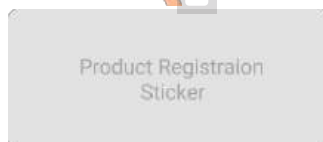
1 Vytvoření účtu

Otevřete aplikaci a podle pokynů na obrazovce si vytvořte účet.

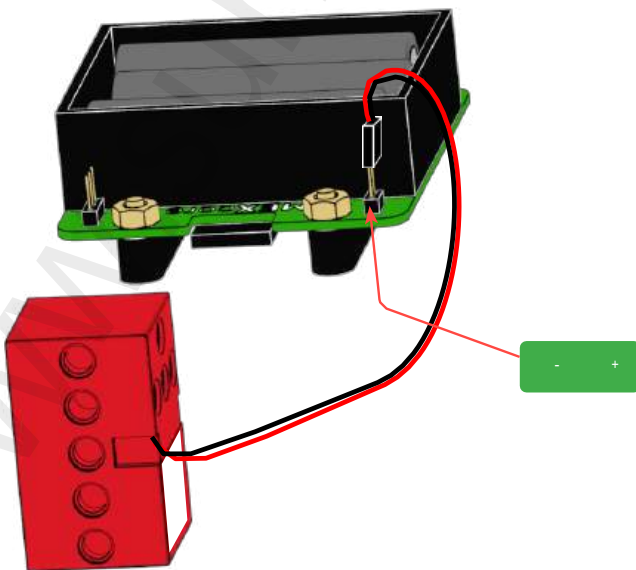
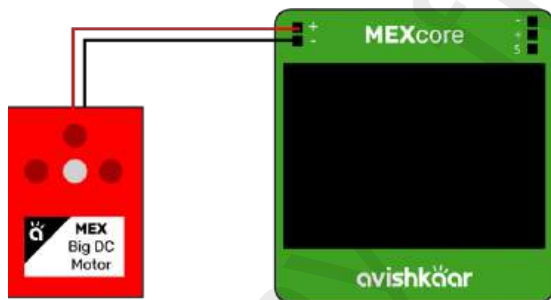


2 Zaregistrujte svou sadu

V aplikaci přejděte do sekce "Profil" a kliknutím na "+ Add more" v sekci "My kits" zaregistrujte svou soupravu. Tento krok je důležitý pro pozdější ovládání robota.



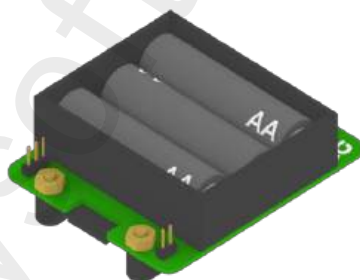
Jak připojit motor k MEXcore



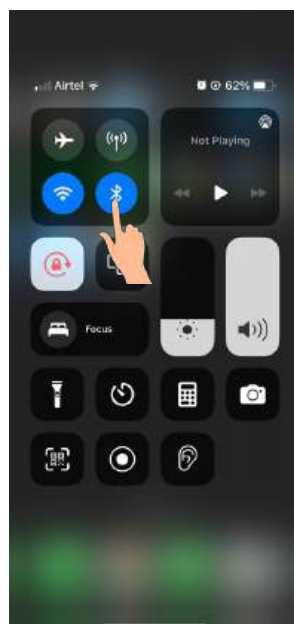
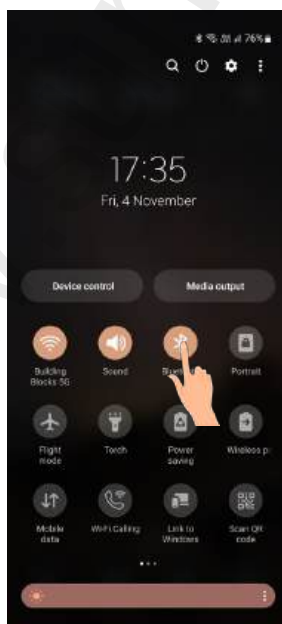
Ovládání aplikací

- 1 Vložte baterie do zařízení MEXcore a zapněte jej. Všimněte si, že LED dioda MEXcore bliká zelenou barvou.

Poznámka - Používejte pouze alkalické články AA. (Jiné typy článků mohou MEXcore poškodit.)



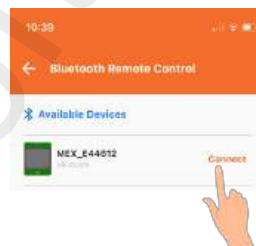
- 2 Zapněte Bluetooth v telefonu.



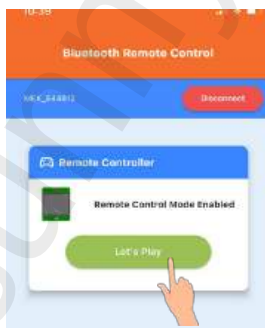
- 3 Otevřete aplikaci Avishkaar a klikněte na tlačítko "Play" v části "Home".



- 4 Klikněte na možnost "Connect". Aplikace by měla být schopna najít vaše MEXcore, pokud je zapnutý. Jakmile aplikace zjistí vaše MEXcore, klikněte na "Connect".



- 5 Klikněte na 'Let's Play' a v sadě vyberte 'MEX Robotics Arm kit' výběrové menu.



- 6 Otevře se obrazovka dálkového ovládání, která vám umožní ovládat motor.



Konfigurace

Zvukové efekty



Joystick



Kontrola vybavení

Box 1 (elektronika)



Avishkaar
MEXCore
x1



Velký stejnosměrný
motor MEX
x 1

Box 2 (Stavební díly)

NOSNÍK



Nosník 15H
x 1



13H
Nosník
x1



11H Nosník
x1



3H
Nosník
x4



9H Nosník
x2

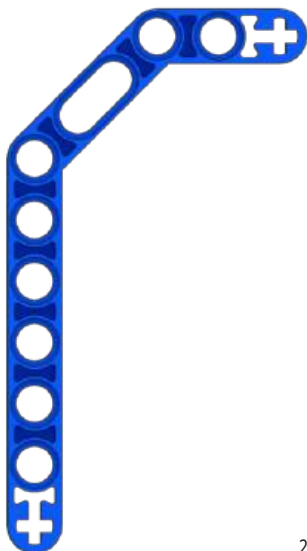


5H Nosník
x2



7H
Nosník
x4

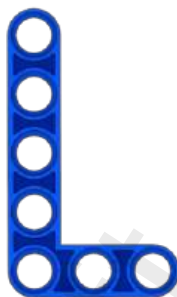
Poznámka: "H" znamená otvory. Např. nosník 15H znamená nosník s 15 otvory.



Nosník s
dvojitým ohybem
2Cx10H
x 10



2C x7H Jednoduchý ohyb
x2



7H L-trám
x5



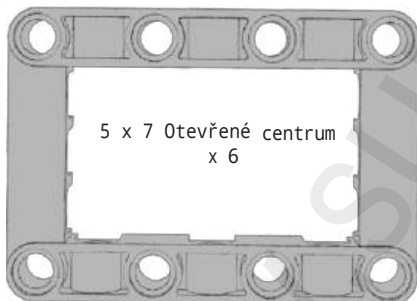
L-nosník 1Cx4H
x3



2Cx1H
Tenký nosník
x1



5H T-nosník
x2



5 x 7 Otevřené centrum
x 6

VÝPLNĚ



Výplň nápravy - velká
x 16



Výplň nápravy - malá
x16

PŘEVODY



24T Čelní
ozubené kolo
x3



16T
Čelní
ozubené
kolo
x2



12T dvojité
kuželové
ozubené kolo
x2



20T dvojité
kuželové
ozubené kolo
x1



Šnekové soukolí -
velké x3

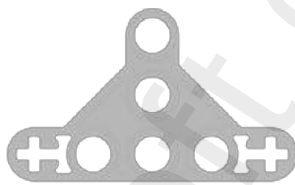
KONEKTORY



4 x 4 kolmý L konektor
x 2



Konektor
3Hx4 pin
x1



2C x 5H Trojúhelník
x2



1C x 1H
Kolmý konektor
x2



Trojkolíkový kolmý
konektor nápravy
x1



Úhlový konektor
nápravy - 180
x2



Úhlová přípojka
nápravy -135
x2



2C x1H
Kolmý
x4

PINY



Dlouhý kolík-modrý
x 13



Dlouhý kolík - žlutý
x1



Střední kolík - černý
x22



Střední špendlík
šedý
x 2



Střední čep
nápravy -
modrý
x2

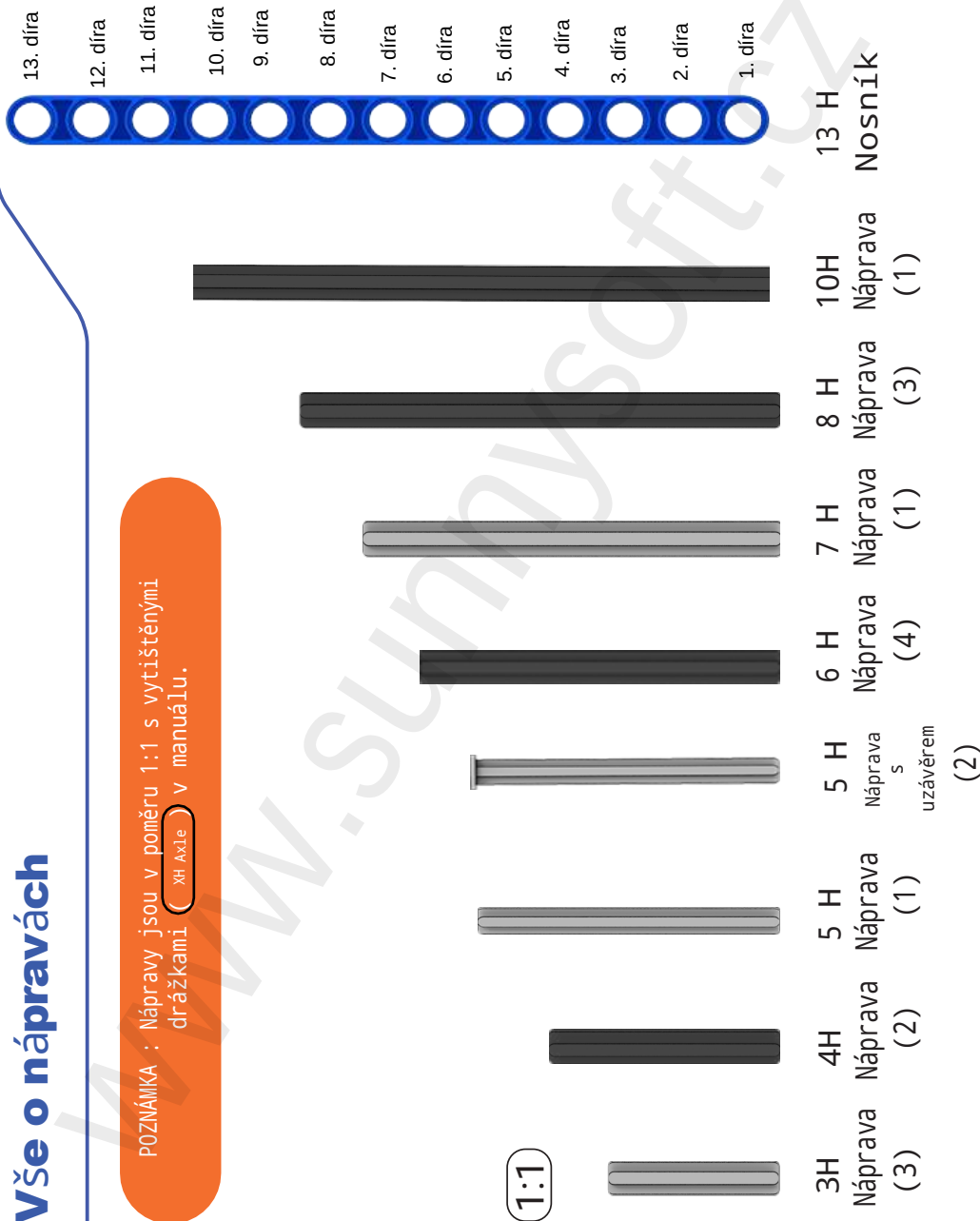


Krátký kolík - žlutý
x2

Poznámka: "Poznámka: "C"
znamená "Cross". Např. -
"1CX4H L-Beam" má jeden
kříž a čtyři otvory.

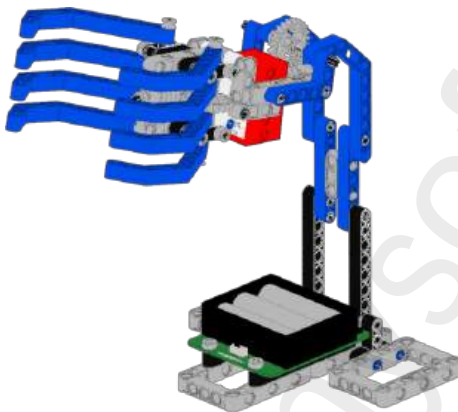
Vše o nápravách

POZNÁMKA : Nápravy jsou v poměru 1:1 s vytištěnými drážkami **XH Axle** v manuálu.



Projekt 1: MEX Grabber

Pojďme stavět!



Věci, které potřebujeme



9H nosník
x 2



nosník 7H
x 2



nosník 5H
x 2



7H nosník ve tvaru
písmene L
x 2



3H nosník
x 4



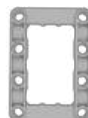
2Cx10H
Dvojitý ohyb
nosník
x 10



5H T-nosník
x 2



4 x 4 koľmo
Konektor L x 2



Otevřené
centrum
x 6



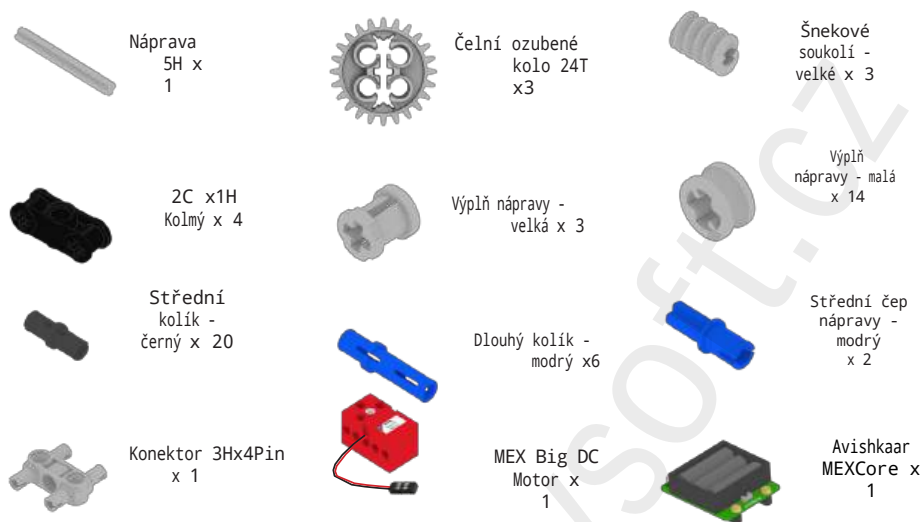
Náprava
10H x
1



Náprava
8H x
3

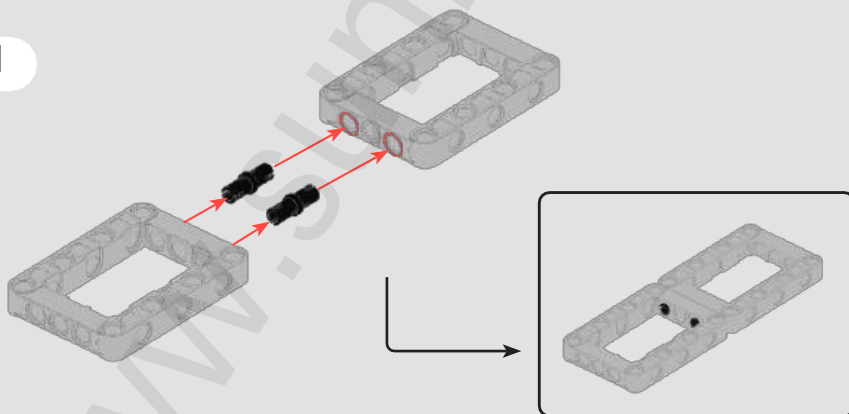


Náprava
6H x
4



Kroky

1

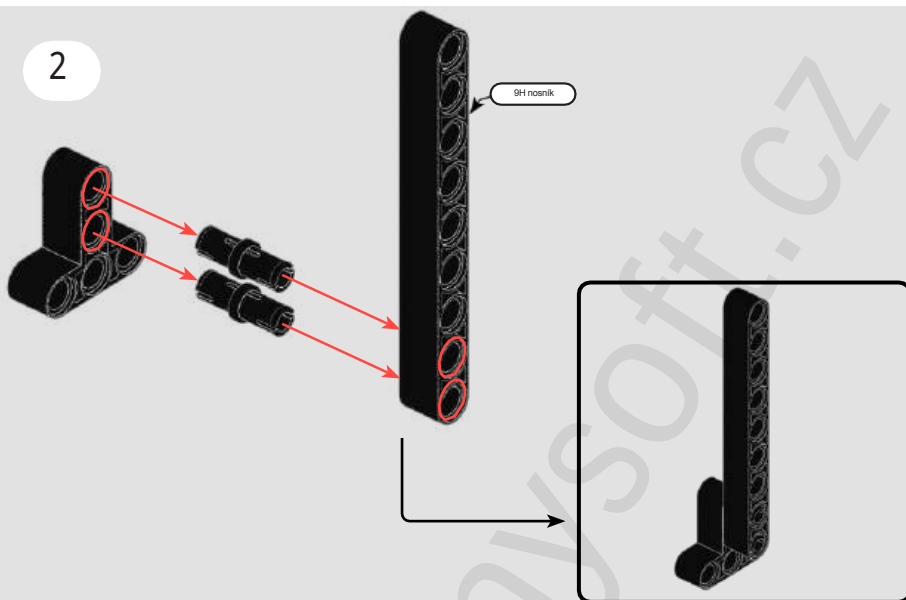


Tip na sestavení

Černé střední kolíky se vkládají trochu obtížněji!
Ale nebojte se. Zatlačte a ujistěte se, že je kloub v pořádku.
Vydrží trochu síly :)

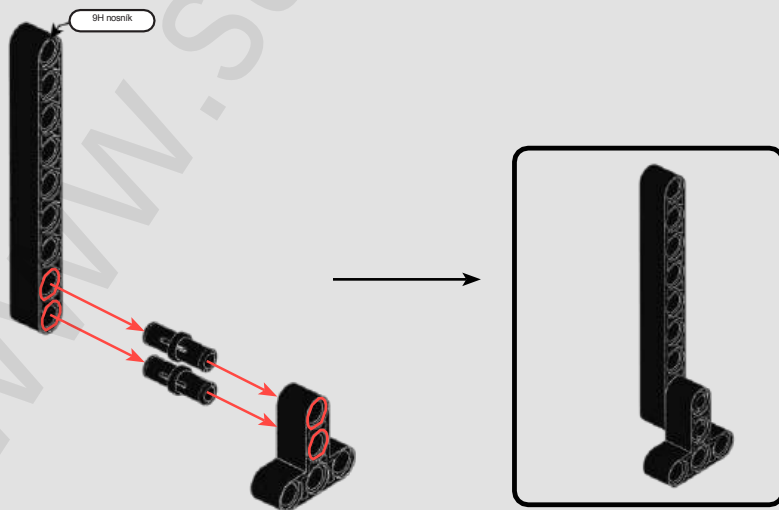


2



3

Vytvoříme další stranu.

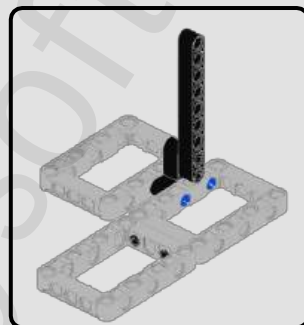
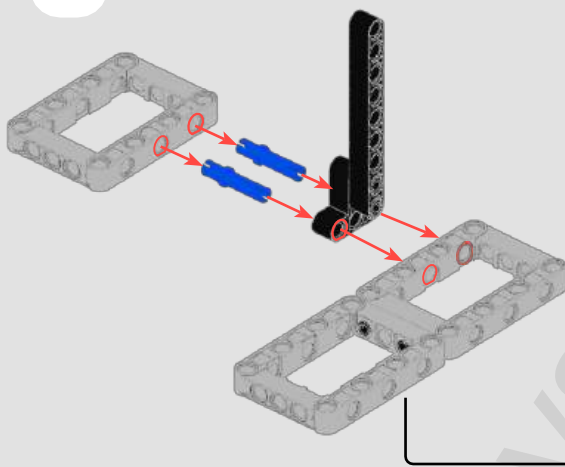


4

1:1

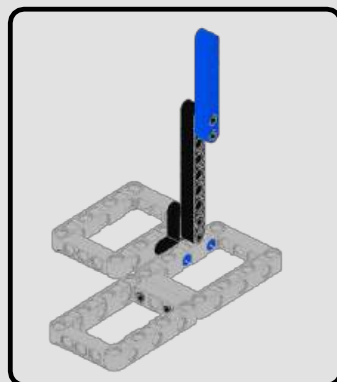
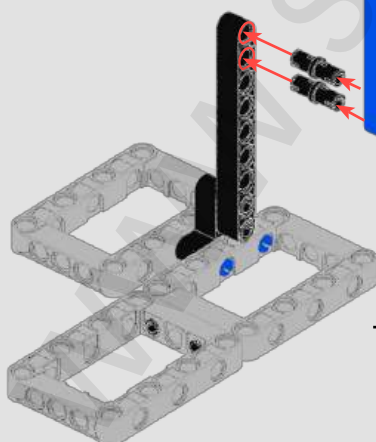


Dlouhý kolík modrý

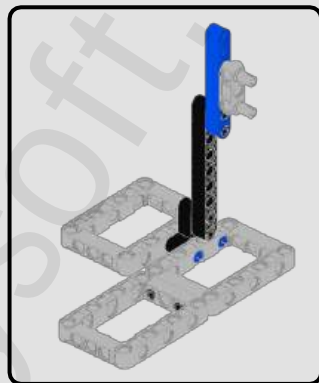
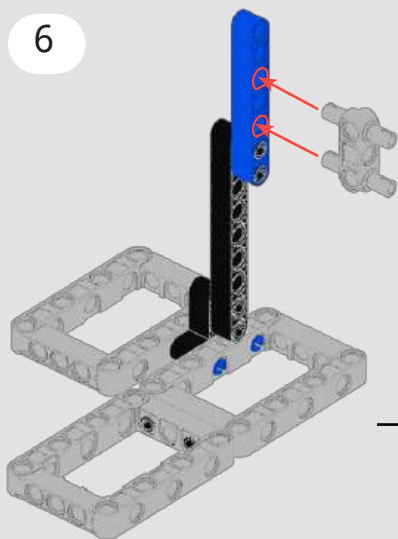


5

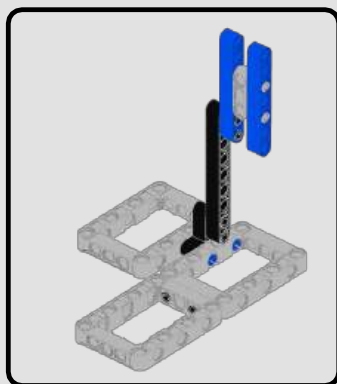
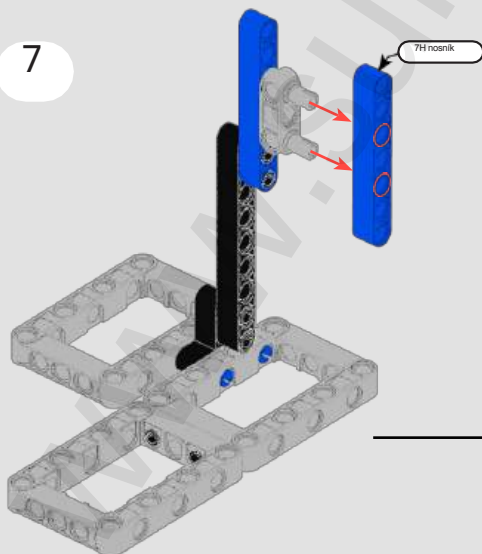
7H nosník



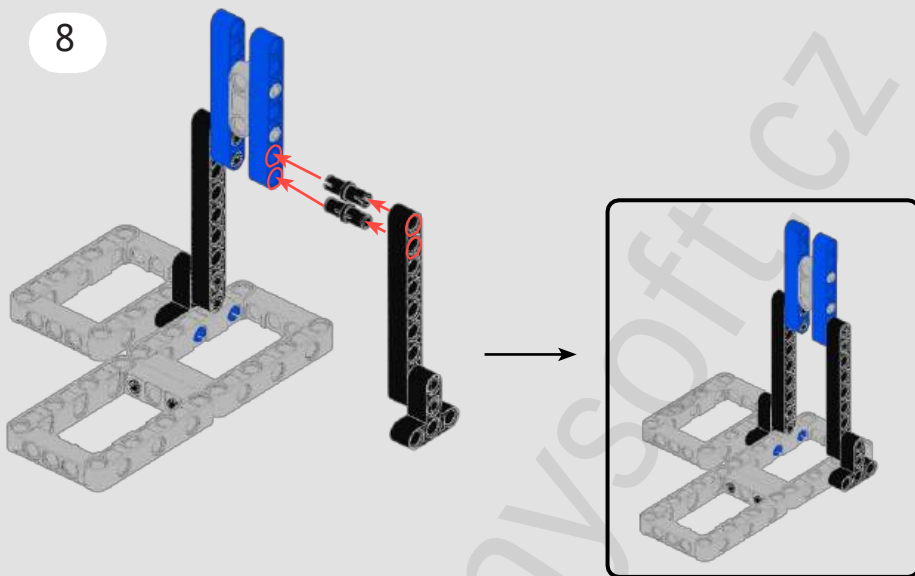
6



7



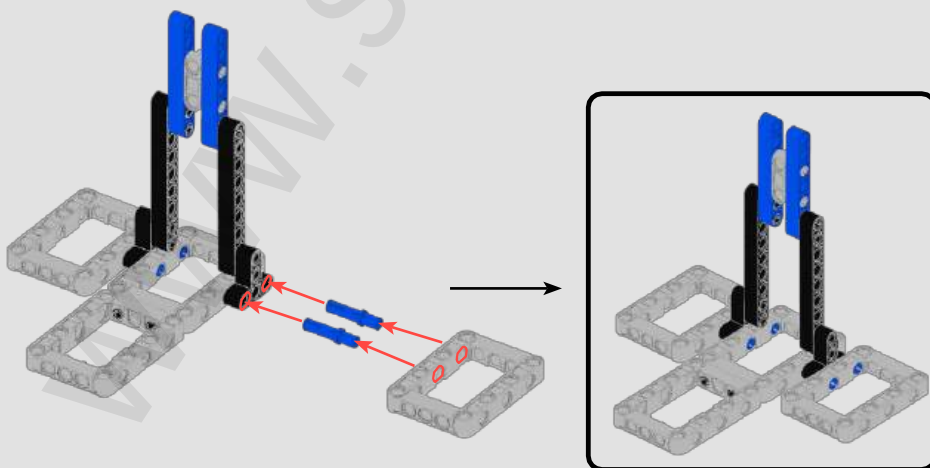
8



9

1:1

Dlouhý kolík modrý

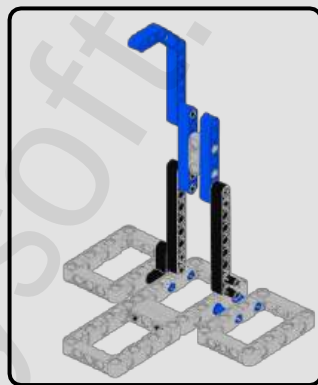
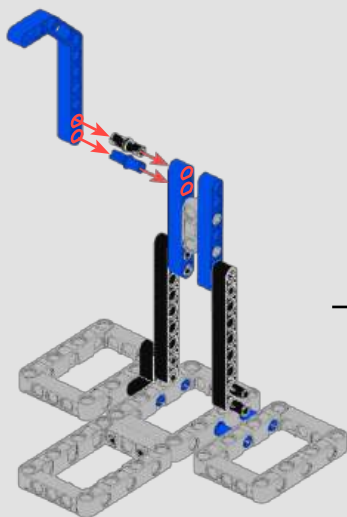


10

1:1



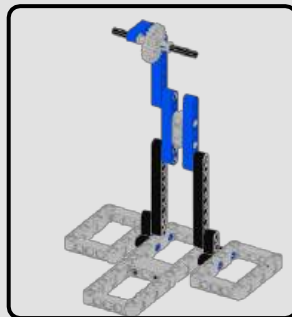
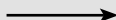
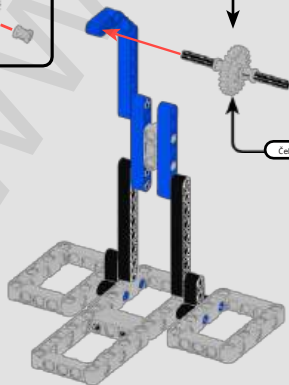
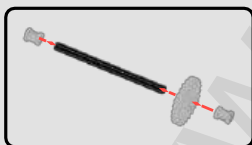
Střední čep nápravy modry



11

1:1

Náprava 8H

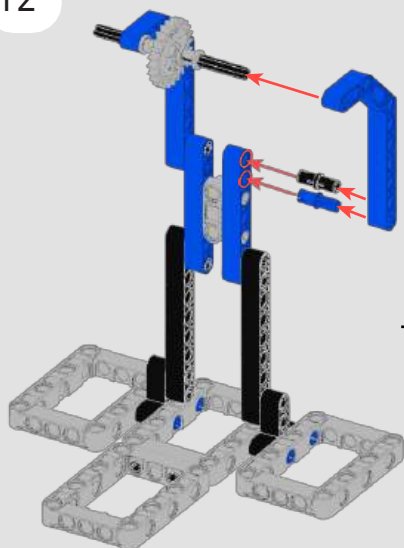


12

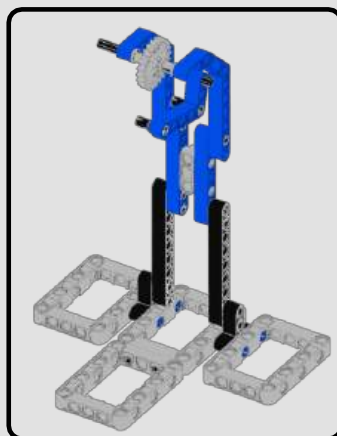
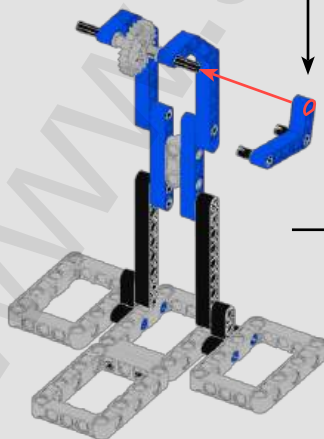
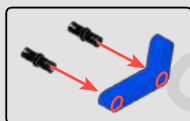
1:1



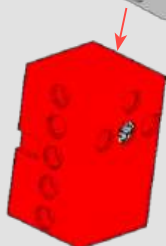
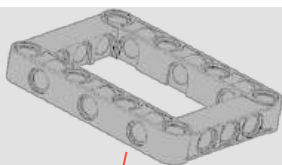
Střední čep napravo modří



13



14



Tip na sestavení



Černé střední kolíky lze zasunout pouze na jednu stranu motoru!

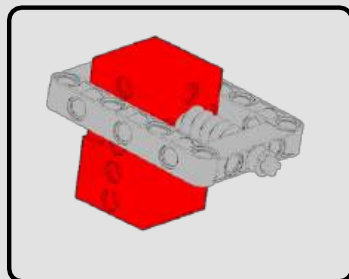
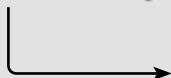
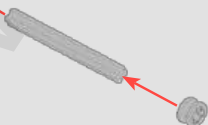
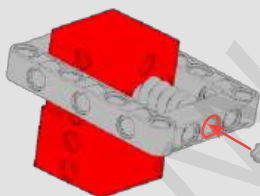
Černé kolíky lze zasunout pouze na stranu motoru s bílou nálepkou. Na druhé straně bez nálepky lze pouze malé žluté kolíky.



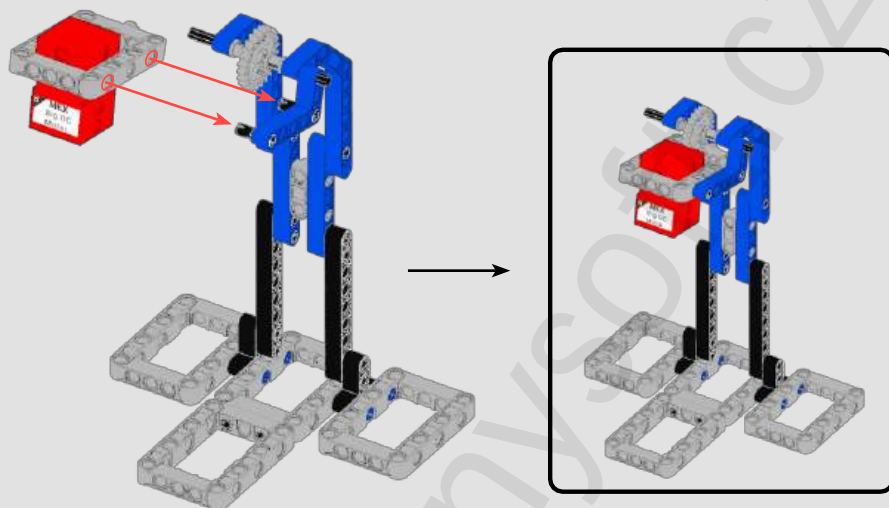
15

1:1

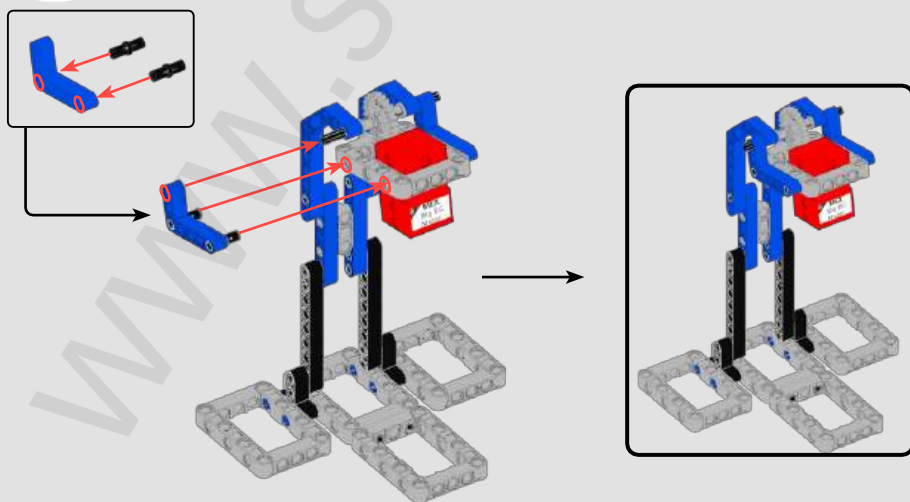
Náprava 5H



16



17



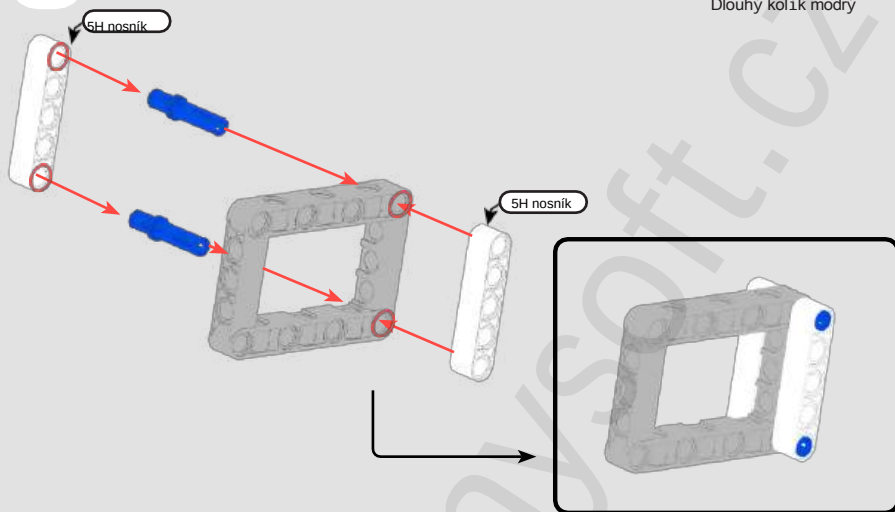
18

Pojdme vytvořit čelisti

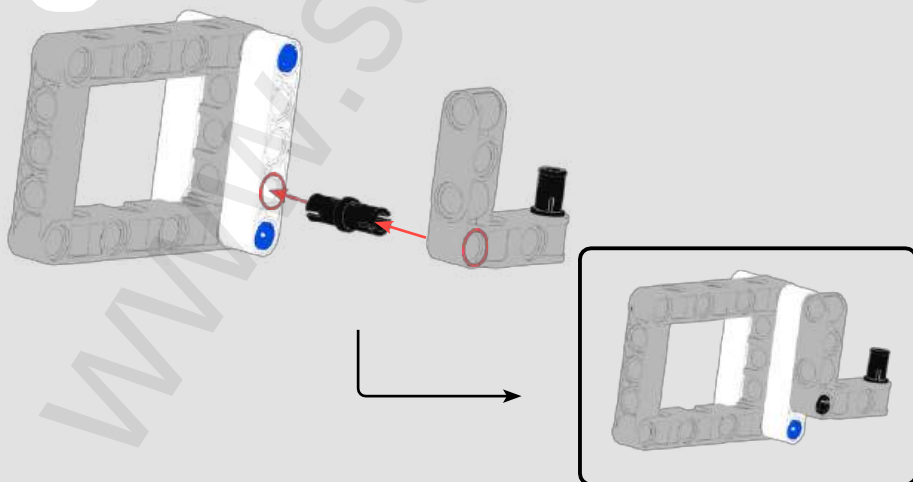
1:1



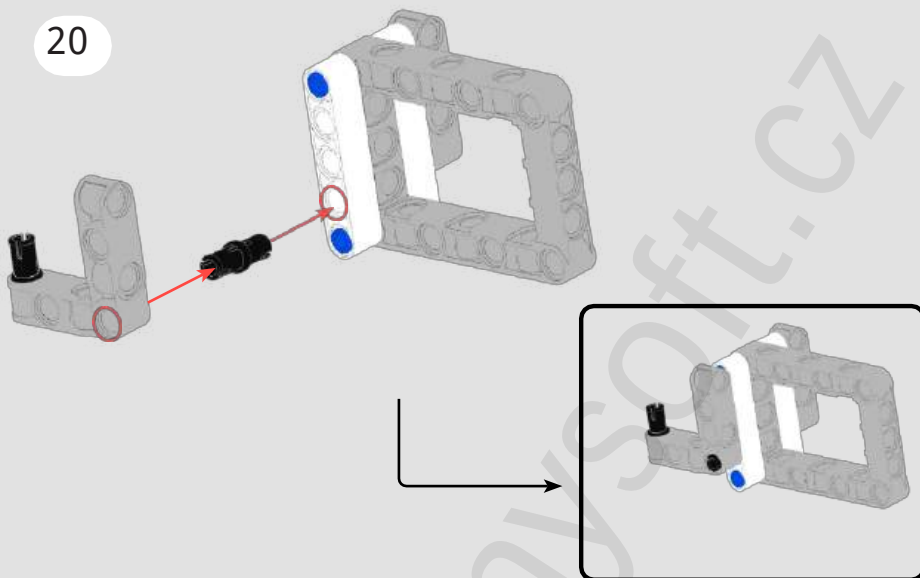
Dlouhý kolík modrý



19



20

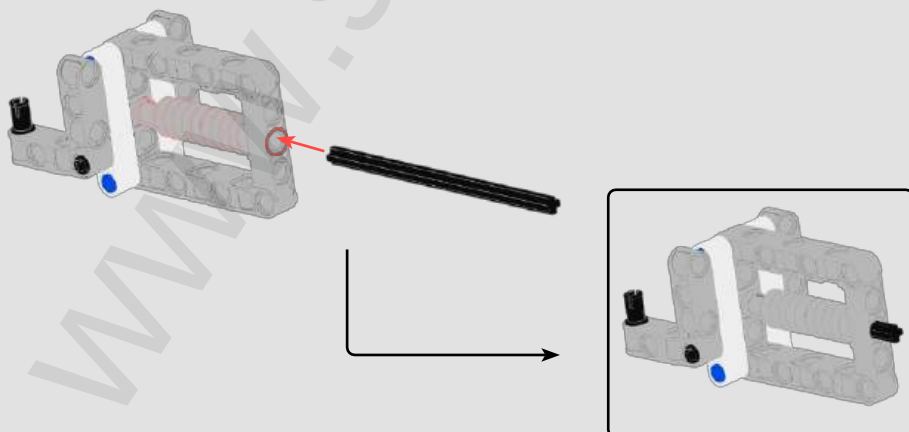


1:1

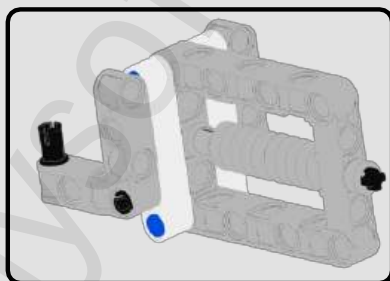
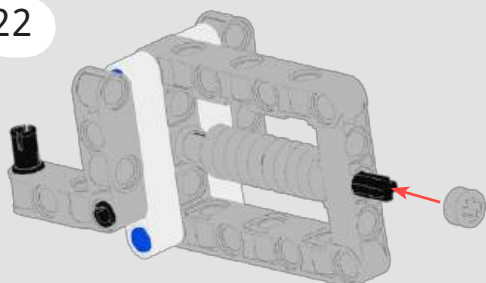
Náprava 10H

21

Poznámka: použijte dva šnekové převody-Big



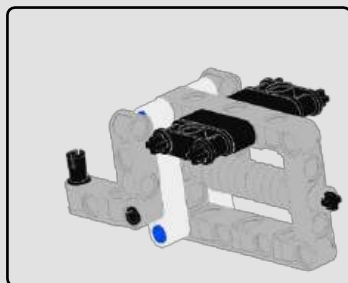
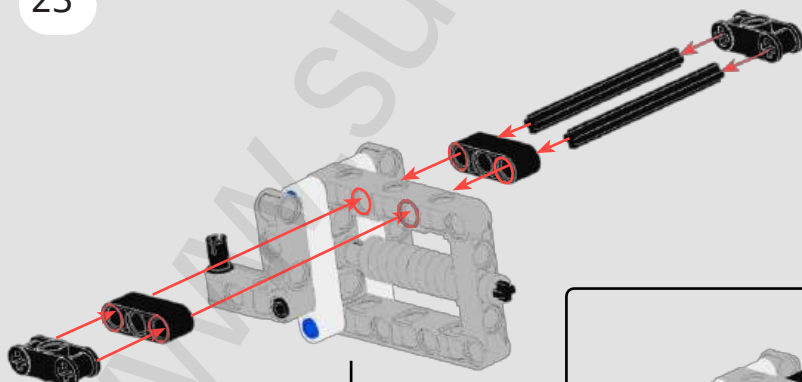
22



23

1:1

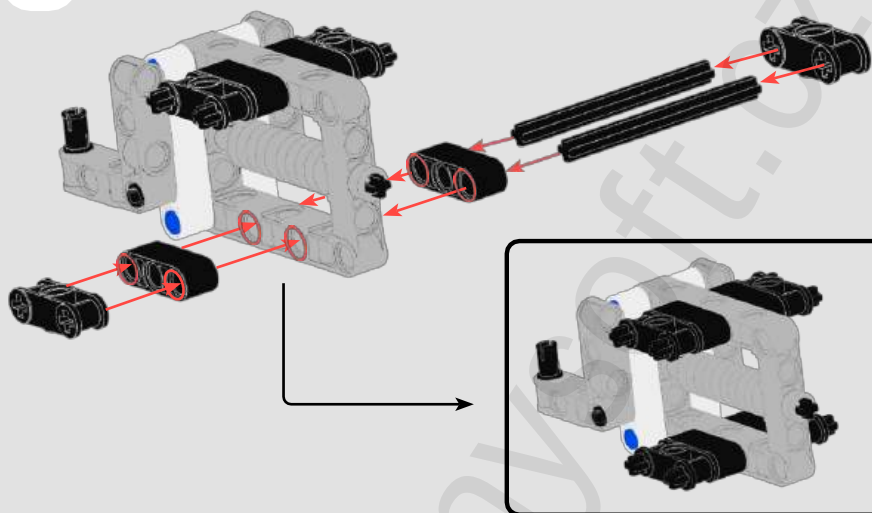
Náprava 6H



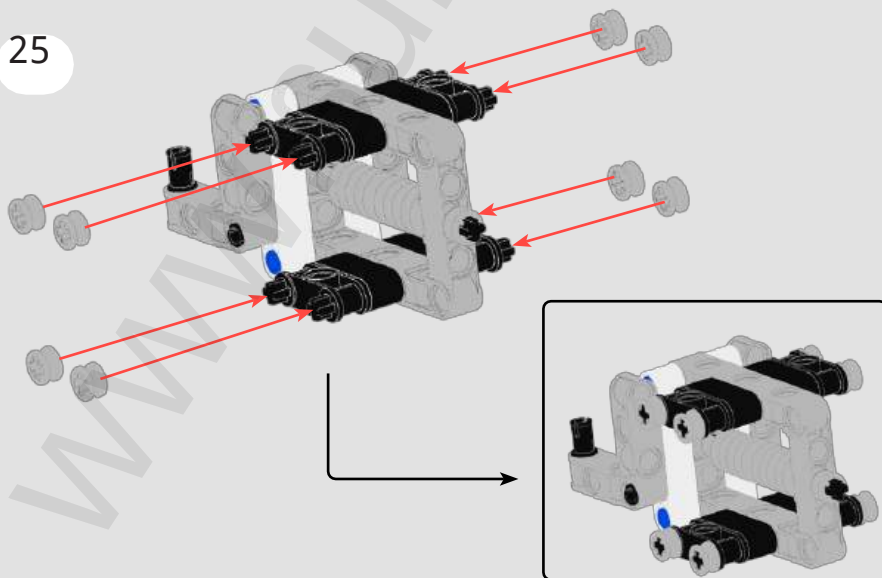
24

1:1

Náprava 6H



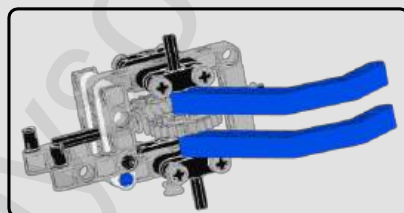
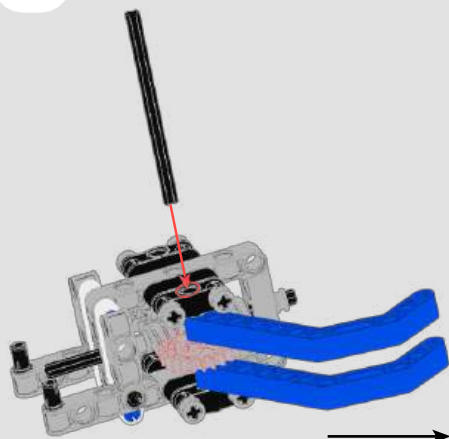
25



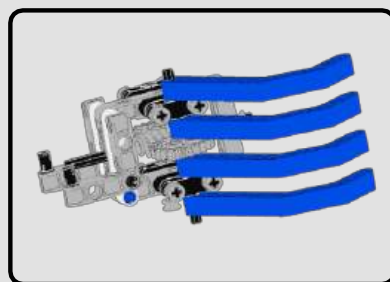
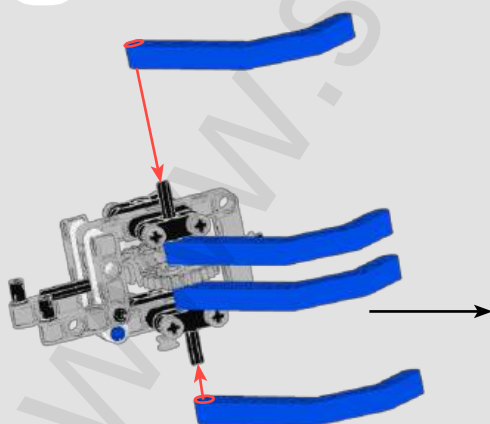
26

1:1

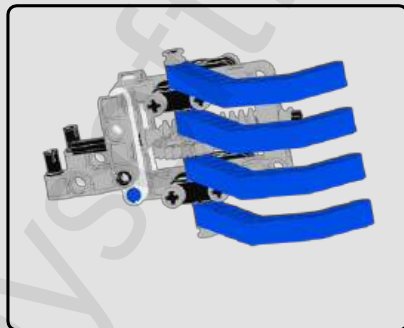
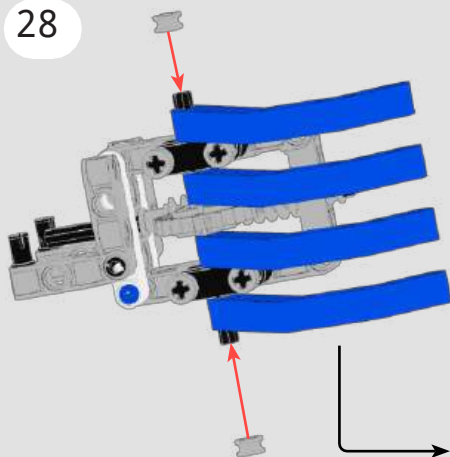
Naprava 8H



27



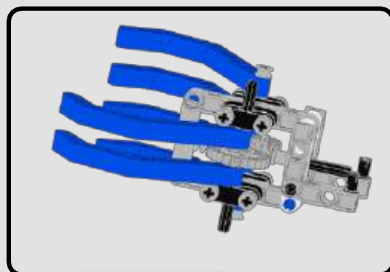
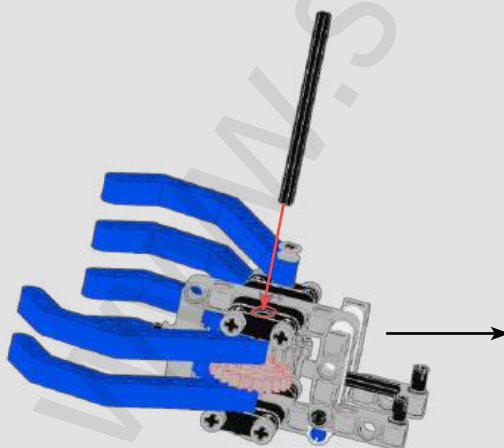
28



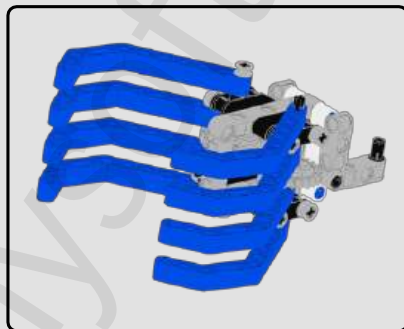
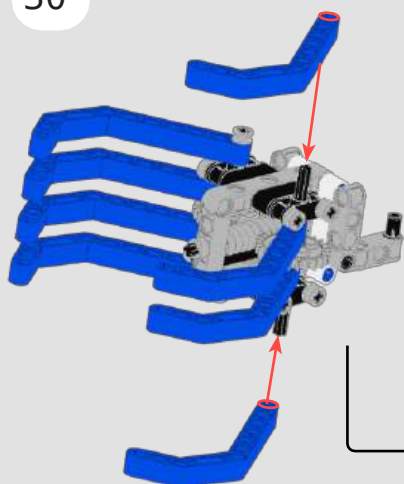
29

1:1

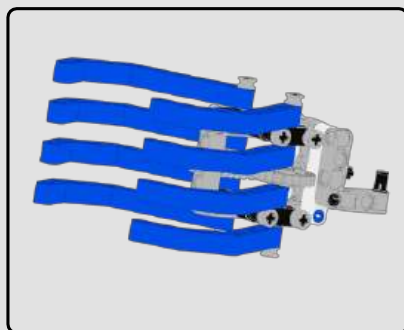
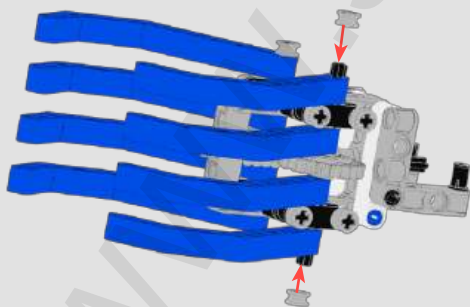
Náprava 8H



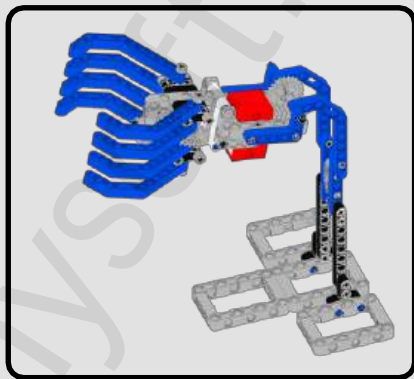
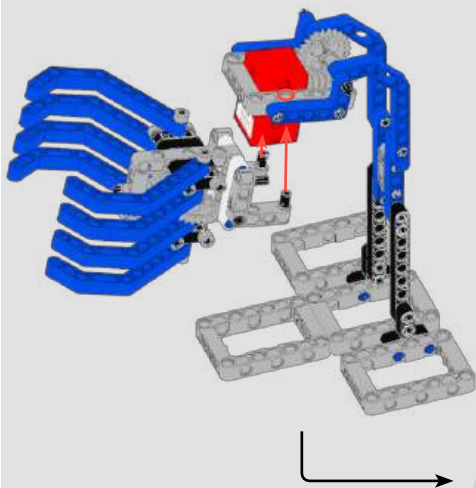
30



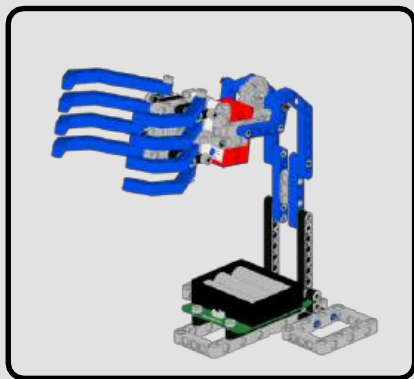
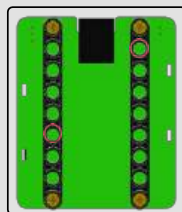
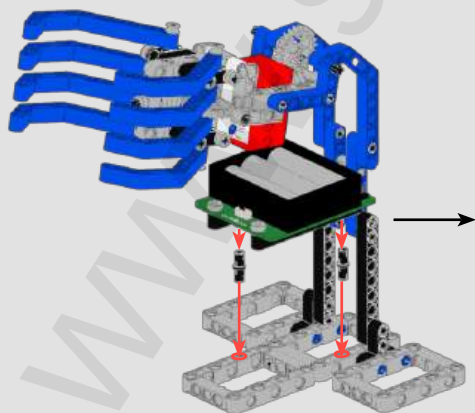
31



32



33



Gratulujeme k dokončení tohoto projektu!

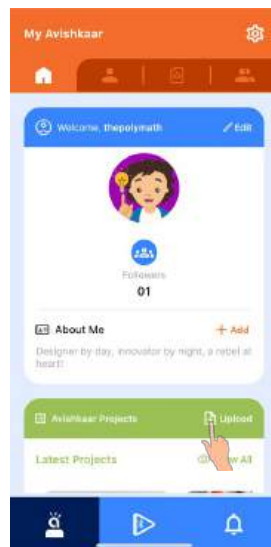
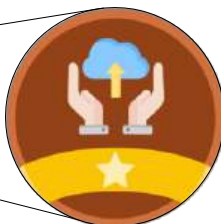
Těšíte se, až si s ním budete moci hrát pomocí mobilní aplikace avishkaar?



Podělte se o svůj výtvar s celým světem a vyhraďte odznak "Scratch the Surface" 1. úrovně

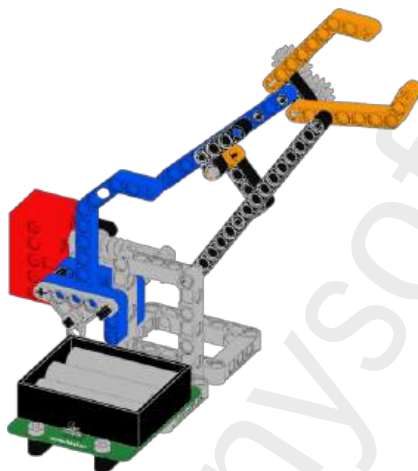
Nahrajte fotografie nebo videa svého projektu pomocí sekce projektů v aplikaci Avishkaar a získejte odznak 1. úrovně "Scratch the Surface".

Všechny své nasbírané odznaky si můžete prohlédnout v sekci úspěchů ve svém profilu na webu www.avishkaar.cc. Prozkoumejte všechny další odznaky, které můžete sbírat, a vyhraďte je všechny!



Projekt 2 : MEX Cyber Claw

Pojďme stavět!



Věci, které potřebujeme



Nosník
15H
x1



11H
Nosník
x1



3H
Nosník
x1



7H nosník
do L
x2



L-nosník 1Cx4H
x 3



2Cx10H
Dvojitý ohnutý
nosník x 1



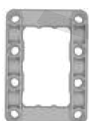
2C x 7 H
Jednoduchý
ohybový
nosník
x 2



5H T-nosník
x 1



2Cx1H
Tenký nosník
x 1



Otevřené
centrum
x 3



2C x 5H
Trojúhelník
x 2



Šnekové
soukolí -
velké x 1



Čelní ozubené
kolo 24T
x2



Čelní ozubené
kolo 24T
x1



Výplň nápravy -
velká
x 5



Výplň nápravy - malá
x9



1Cx1H
Kolmý konektor
x 2



Náprava 3H
x3



Náprava
7H
x1



Náprava
8H
x3



Střední
kolík - černý
x9



Střední
špendlík -
šedý x 1



Střední čep
nápravy -
modrý
x 2



Střední kolík žlutý
x 1



Dlouhý kolík -
modrý x3



MEX Big DC
Motor
x1



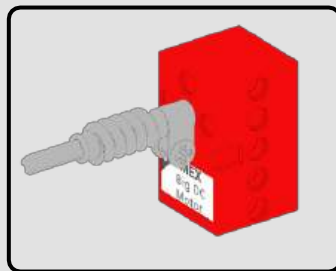
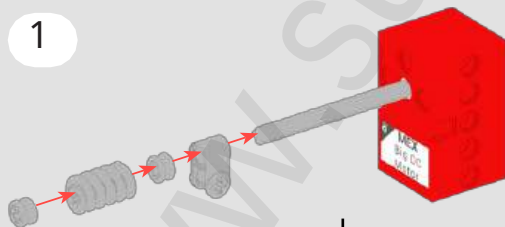
Avishkaar
MEXCore
x1

Kroky

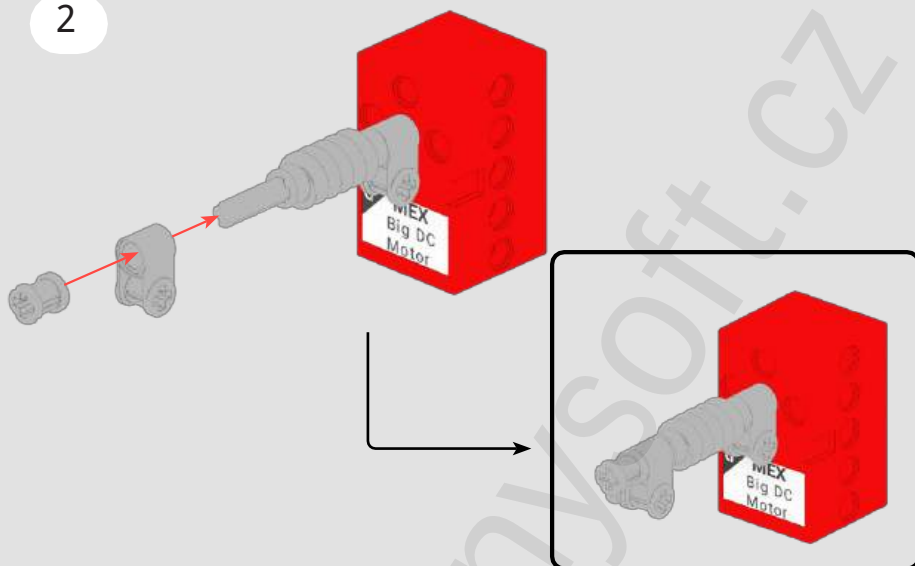
1:1

Náprava 7H

1



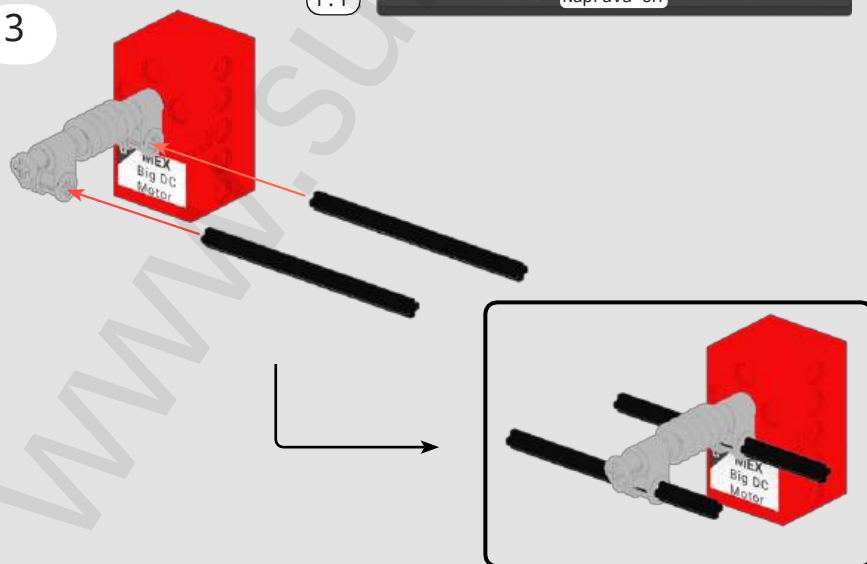
2



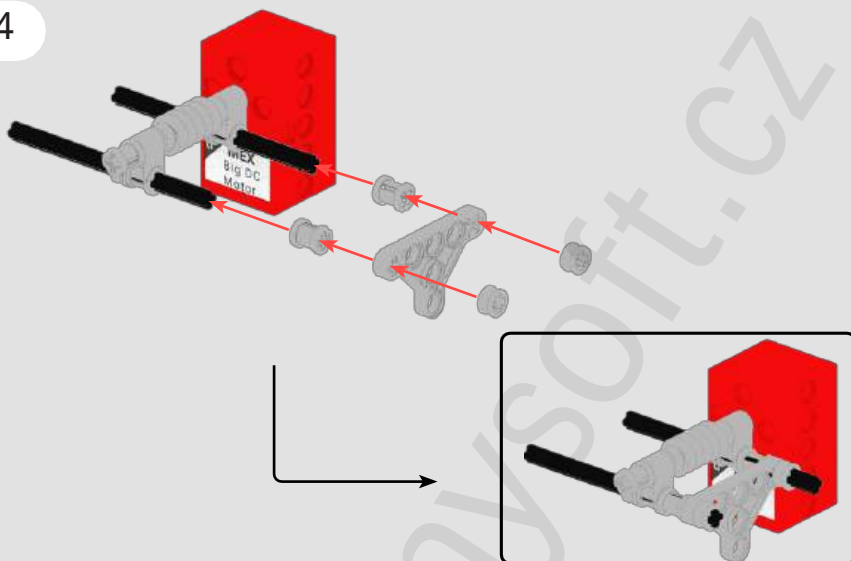
3

1:1

Náprava 8H



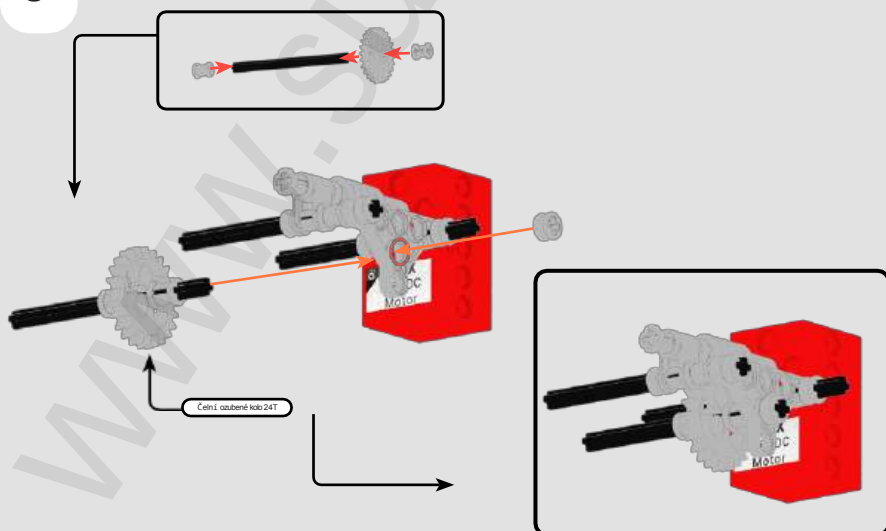
4



5

1:1

Náprava 8H

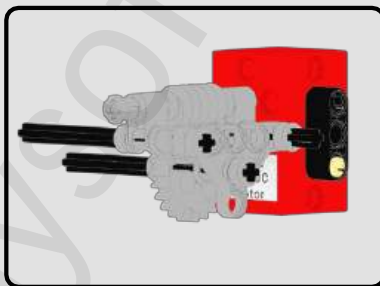
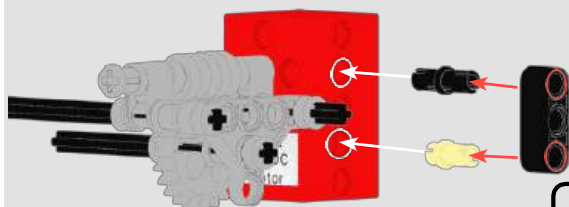


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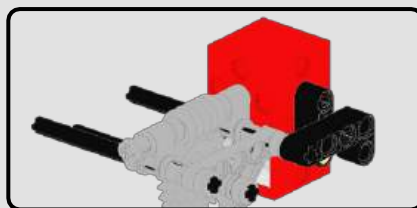
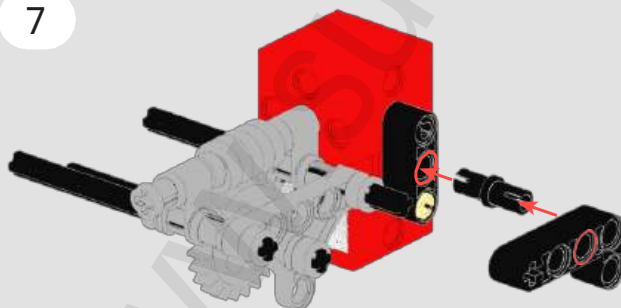
1:1



Krátký kolík žlutý



7



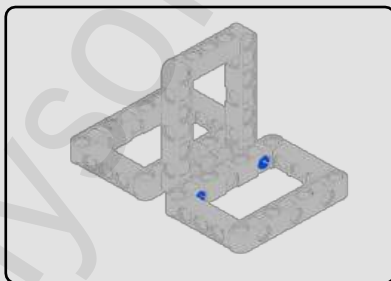
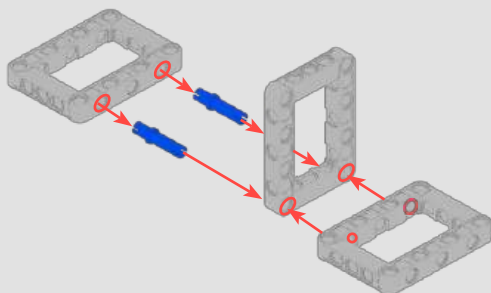
8

Vytvořme základní strukturu.

1:1



Dlouhý kolík modrý

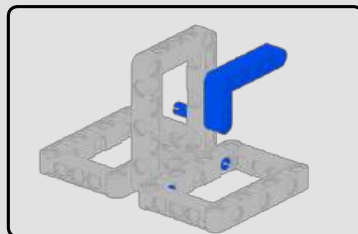
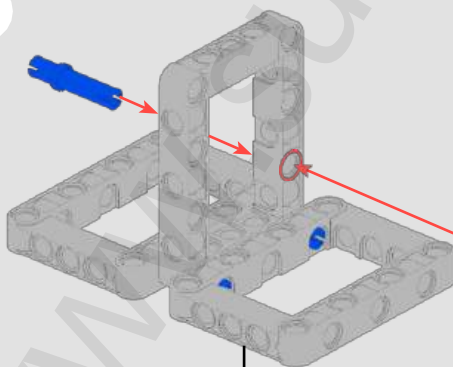


9

1:1

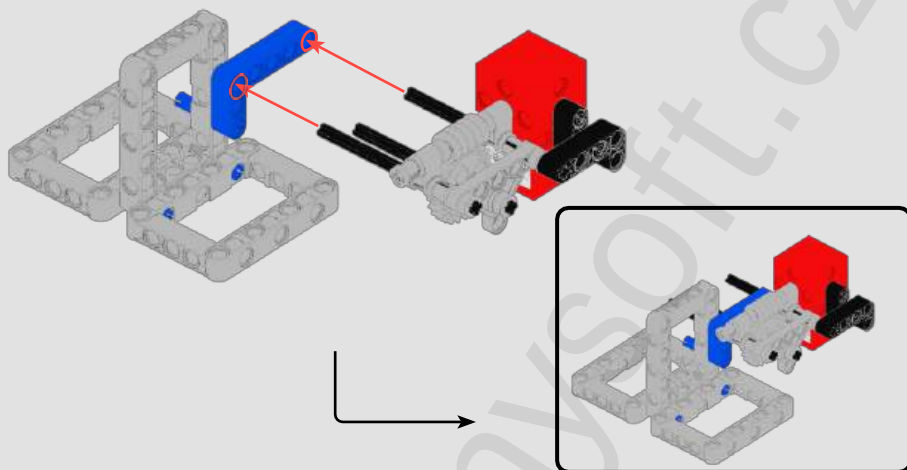


Dlouhý kolík modrý

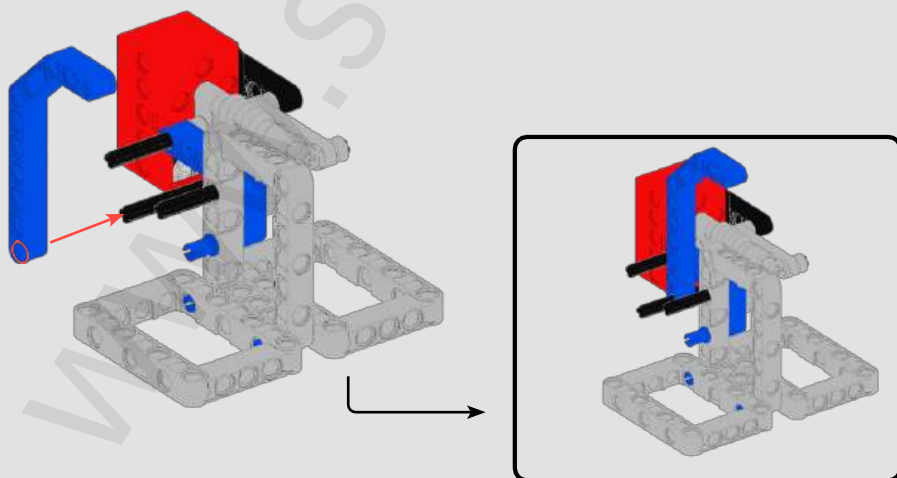


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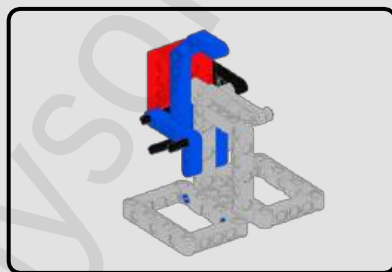
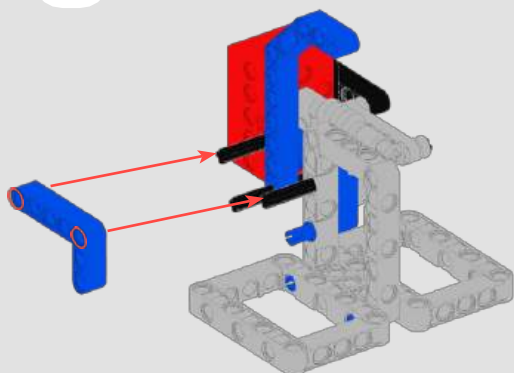
Sestavíme základní konstrukci a motorový mechanismus.



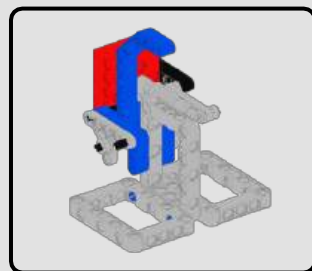
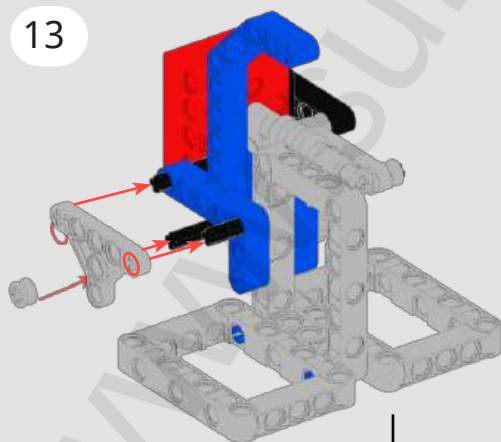
11



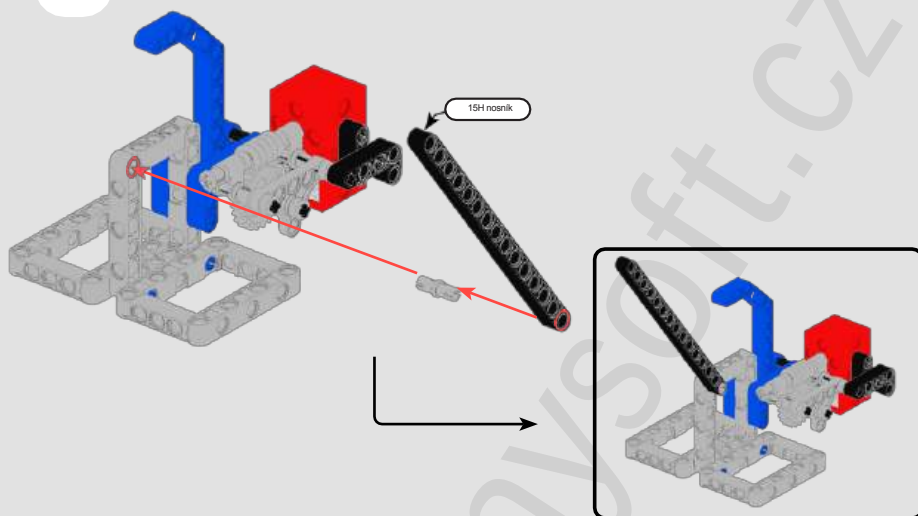
12



13

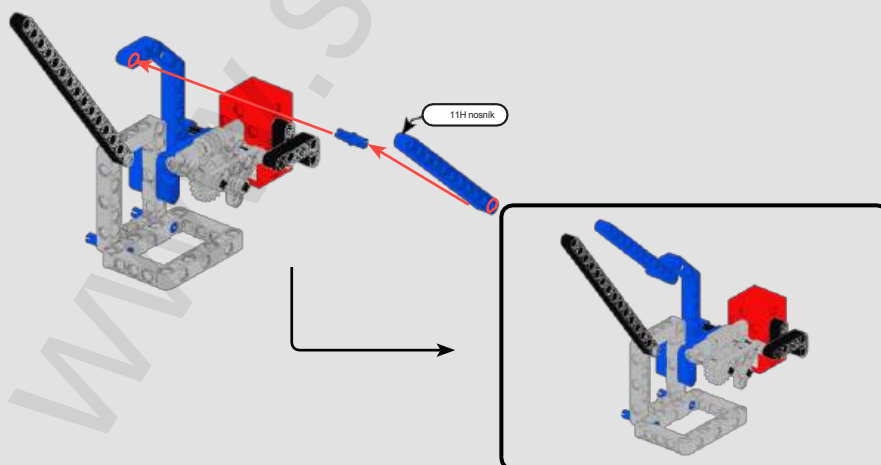


14

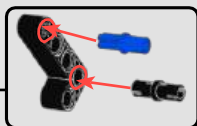


15

1:1
Střední čep nápravy modrý



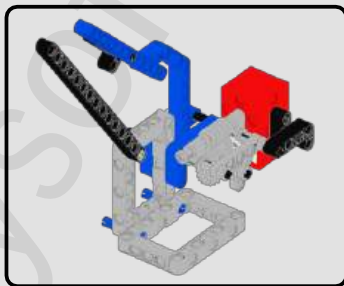
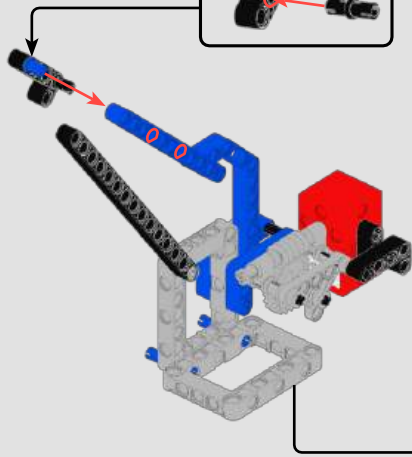
16



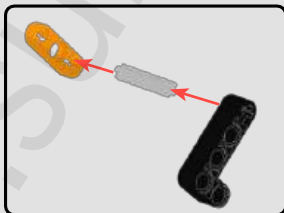
1:1



Střední čep nápravy modrý

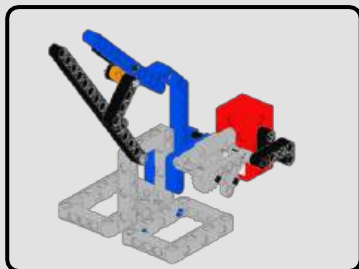
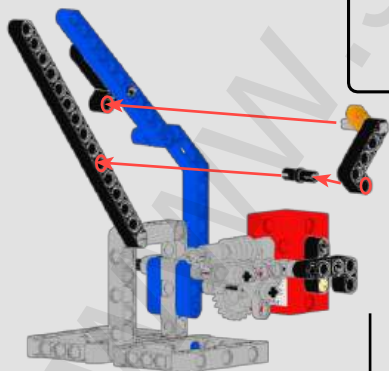


17

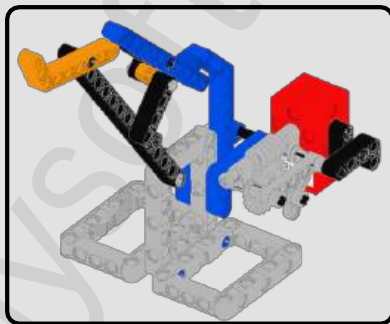
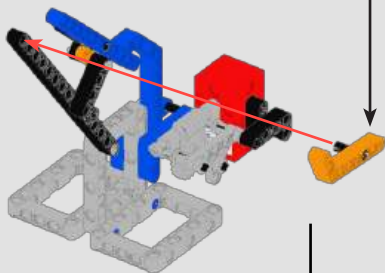
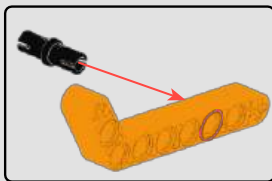


1:1

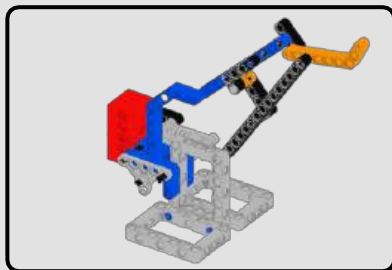
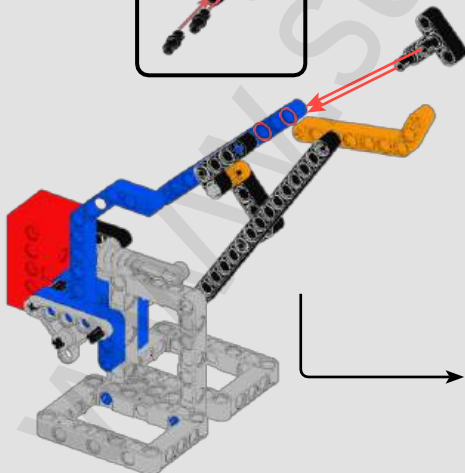
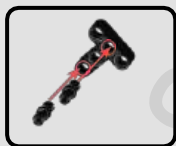
Náprava_3H



18



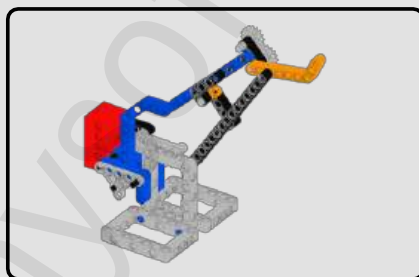
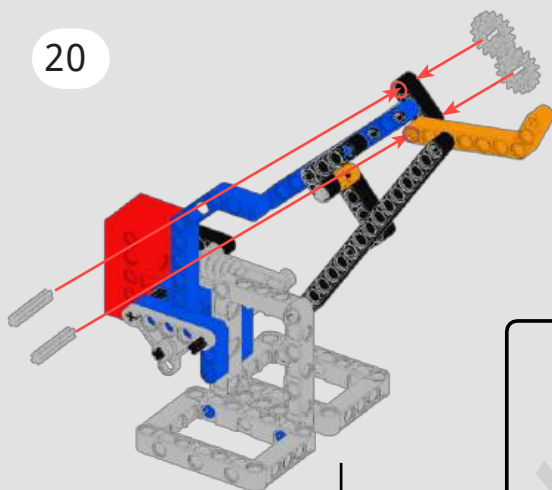
19



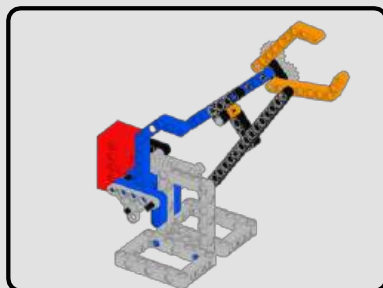
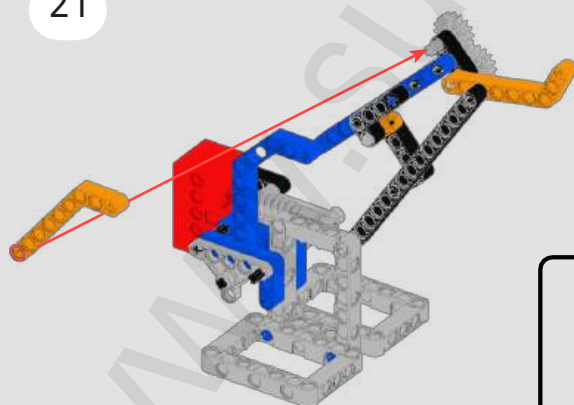
20

1:1

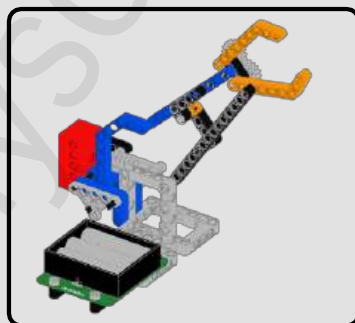
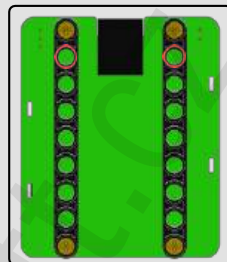
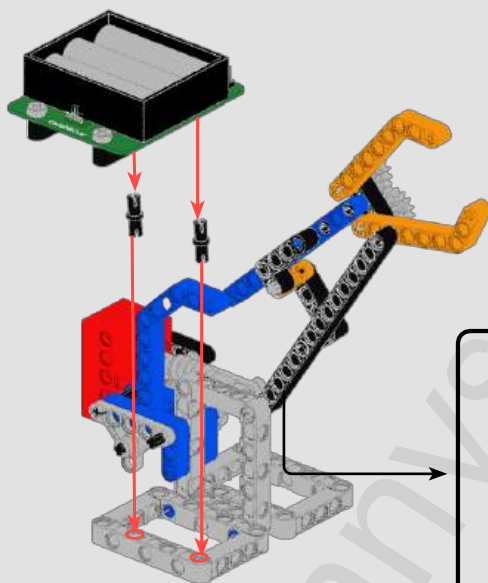
Náprava 3H



21



22



Gratulujeme k dokončení tohoto projektu!

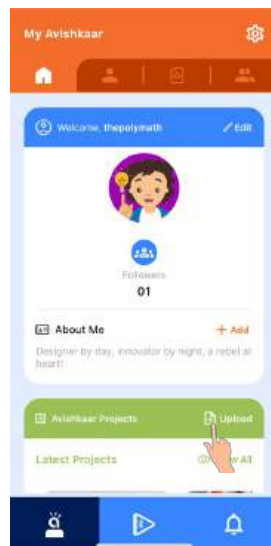
Těšíte se, až si s ním budete moci hrát pomocí mobilní aplikace avishkaar?



Podělte se o svůj výtvar se světem a vyhrajte odznak úrovně 2 "Scratch the Surface"

Nahrajte fotografie nebo videa svého projektu pomocí sekce projektů v aplikaci Avishkaar a postupte k získání odznaku "Scratch the Surface" 2. úrovně.

Všechny své nasbírané odznaky si můžete prohlédnout v sekci úspěchů ve svém profilu na webu www.avishkaar.cc.
Prozkoumejte všechny další odznaky, které můžete sbírat, a vyhrajte je všechny!



Projekt 3: MEX Robo Lift

Pojďme stavět!



Věci, které potřebujeme



Nosník
15H
x1



13H Nosník
x 1



11H Nosník
x 1



9H
Nosník
x 2



Nosník
7H
x 4



7H L-trám
x 5



L-nosník 1Cx4H
x 1



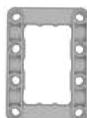
2C x 10 H
Dvojitý ohyb
nosníku
x 1



2C x 7 H
Jednoduchý
ohybový
nosník
x 2



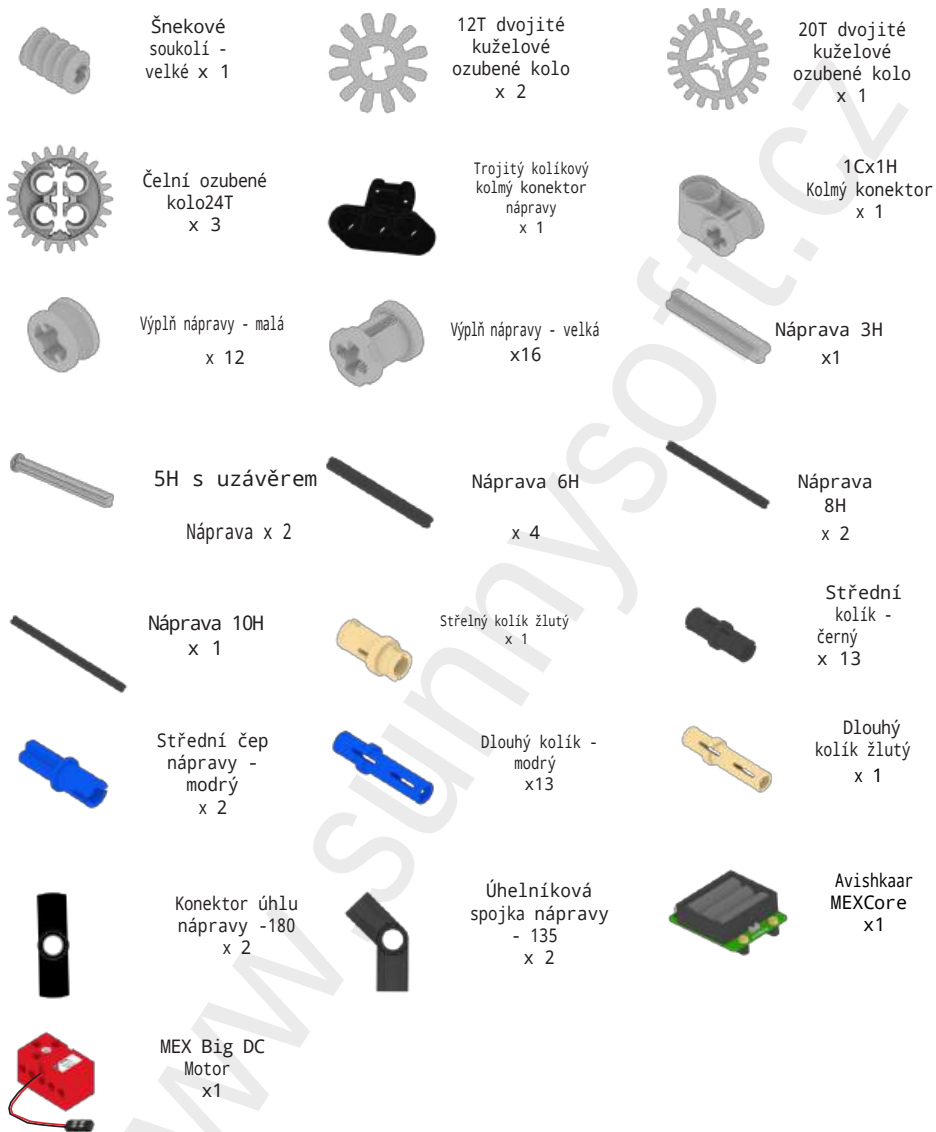
4 x 4 kolmý L konektor
x 1



Otevřené
centrum
x 4



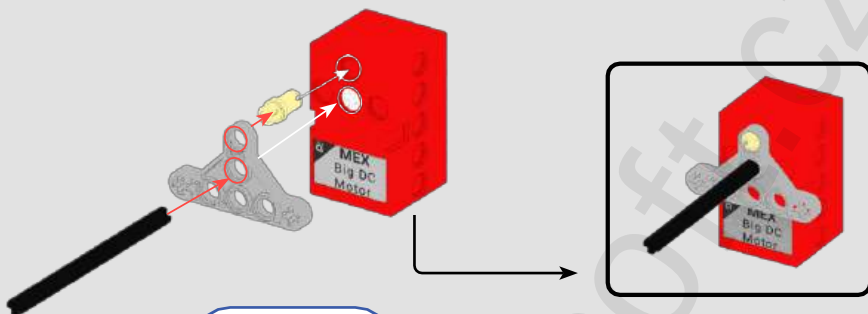
2C x 5H
Trojúhelník
x 2



1

1:1

Náprava 8H



Tip na sestavení



Krátké žluté špendlíky mohou být trochu choulostivé!

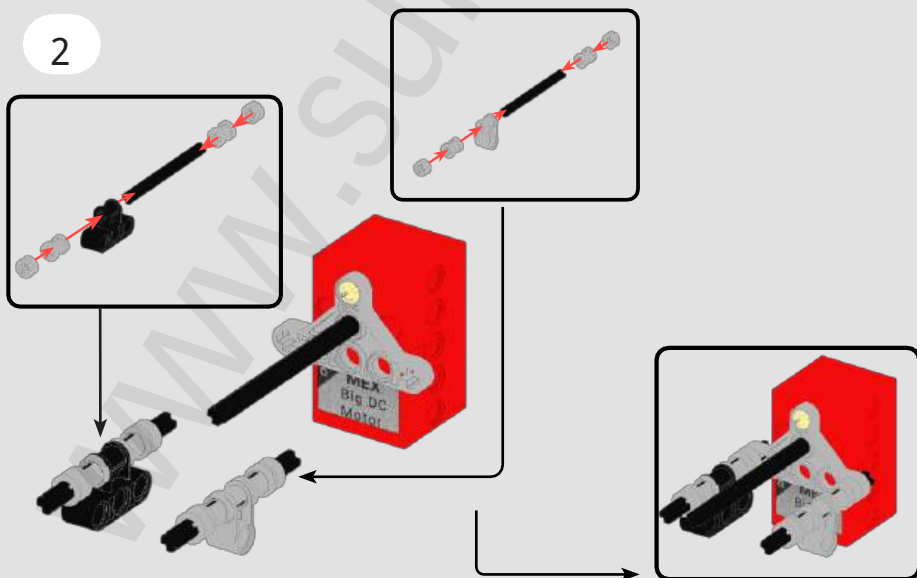
Při jejich používání buďte opatrní. Snadno se zlomí. A mohou se také špatně odstraňovat - vezměte si na pomoc rodiče nebo dospělou osobu, abyste je bezpečně odstranili.



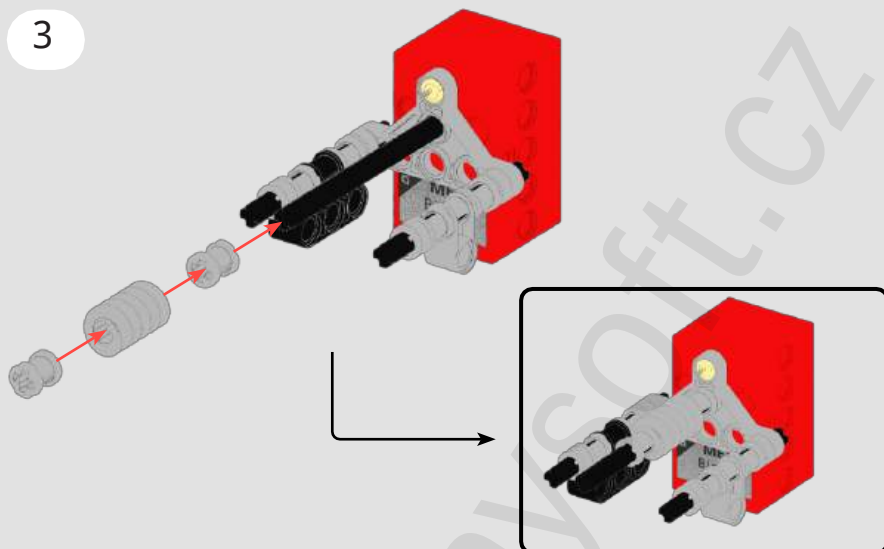
1:1

Náprava 6H

2



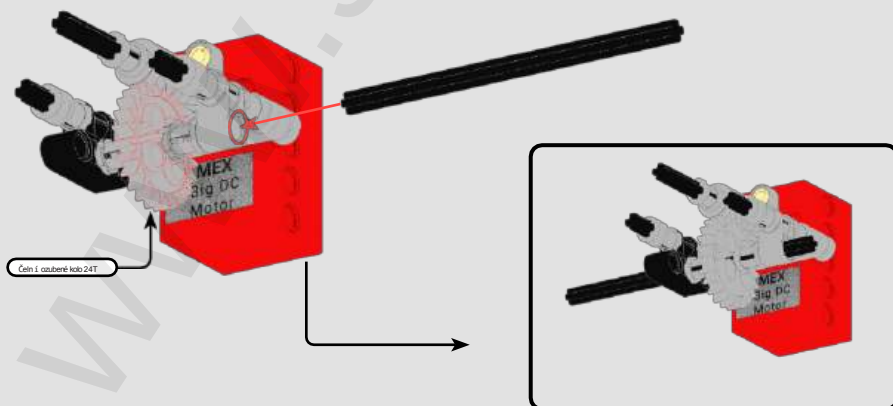
3



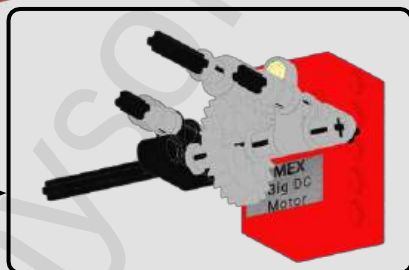
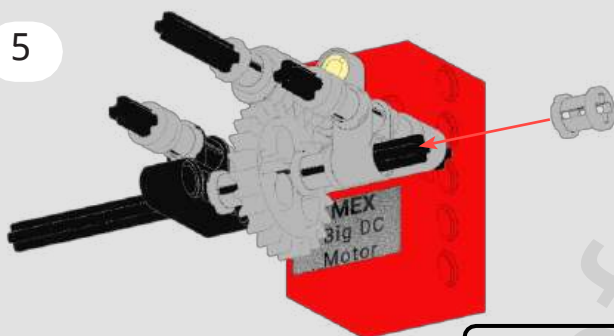
4

1:1

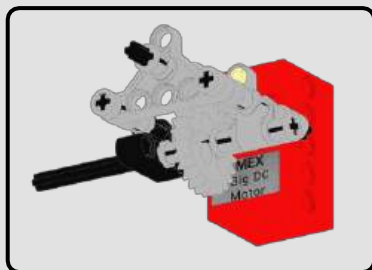
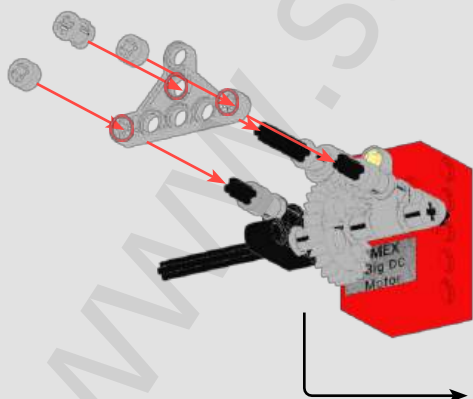
Náprava 10h



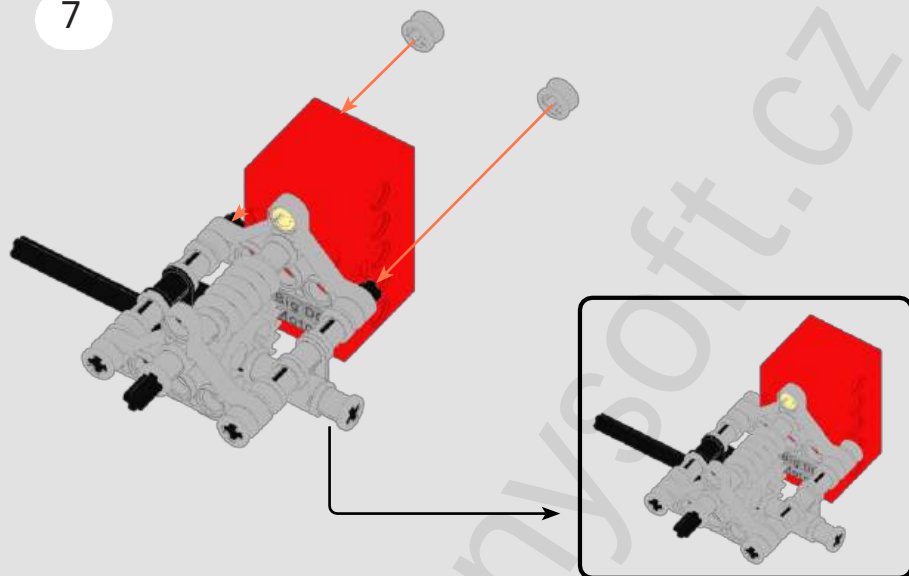
5



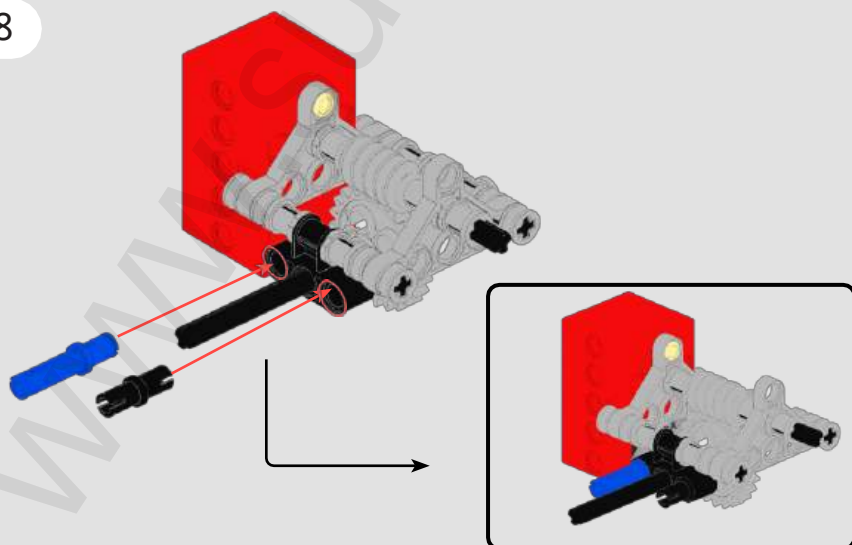
6



7



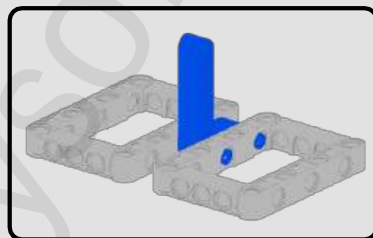
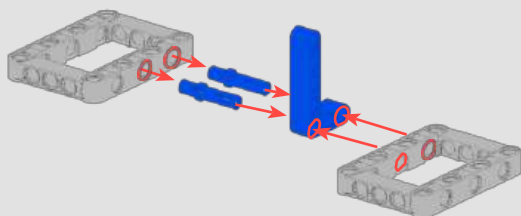
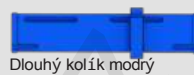
8



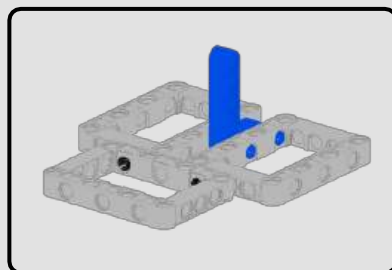
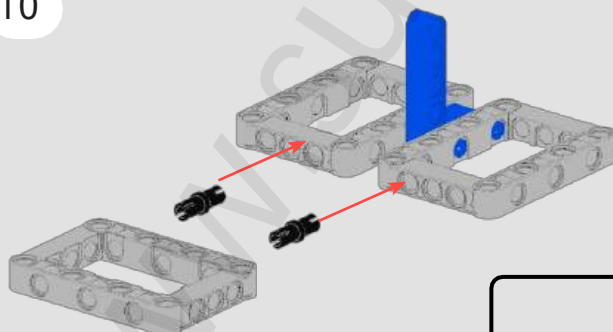
9

Vytvořme základní strukturu.

1:1

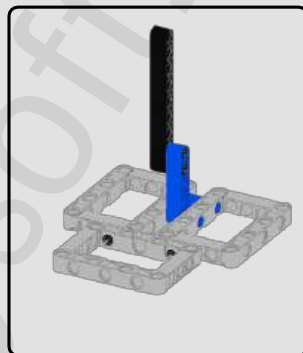
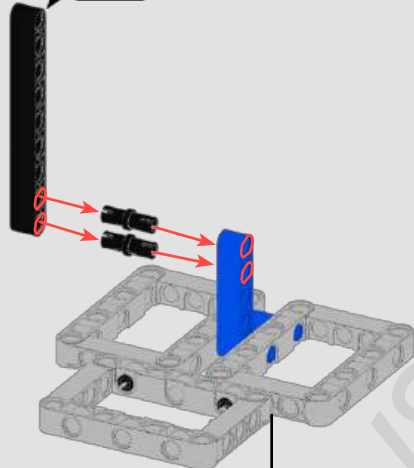


10



11

9H nosník



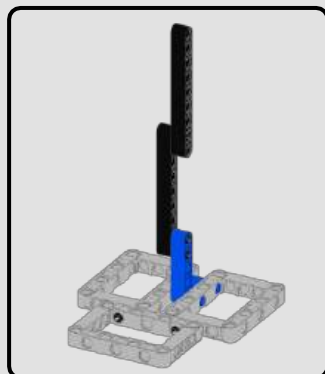
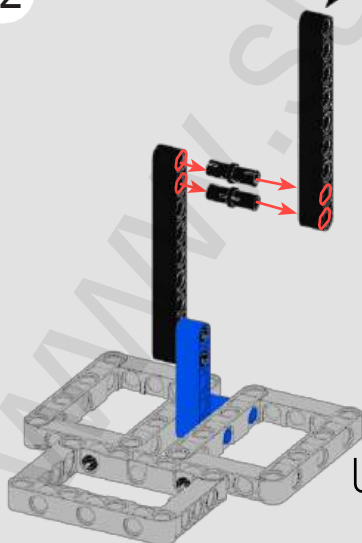
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9H nosník

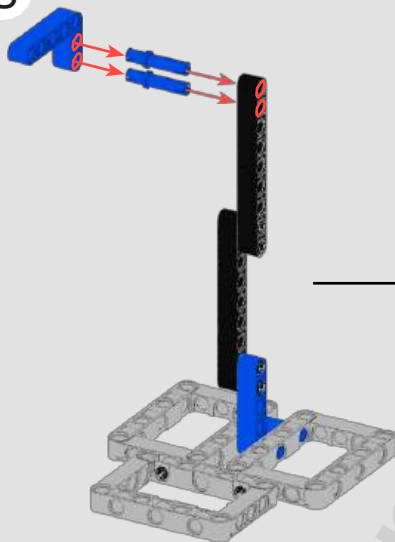
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Dlouhý kolík modrý



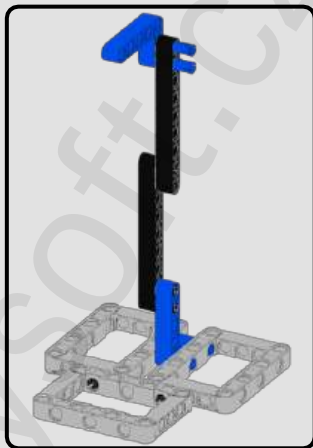
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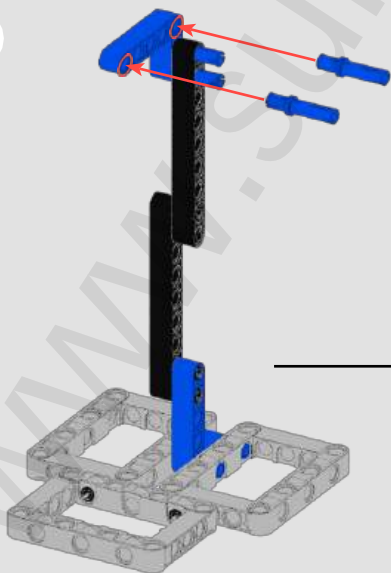
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Dlouhý kolík modrý



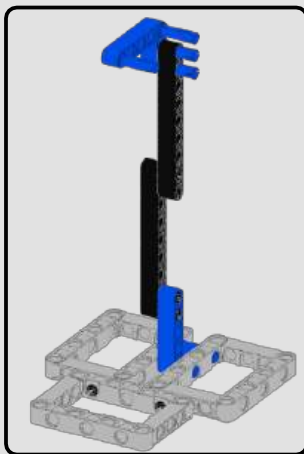
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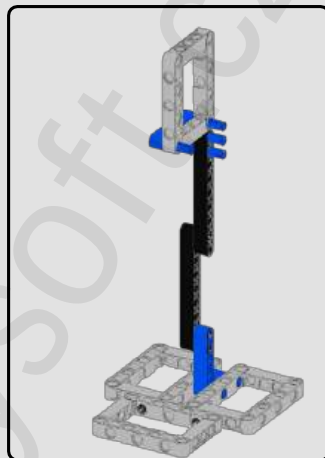
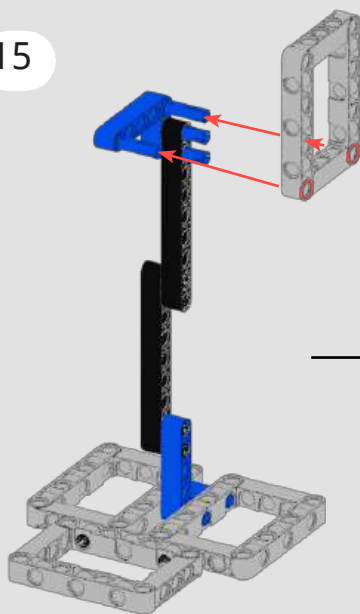
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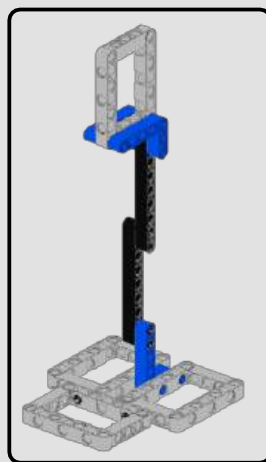
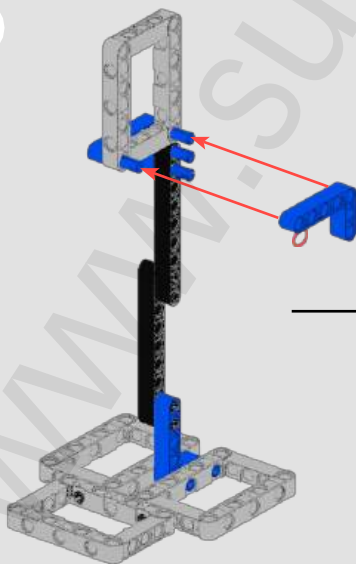
Dlouhý kolík modrý



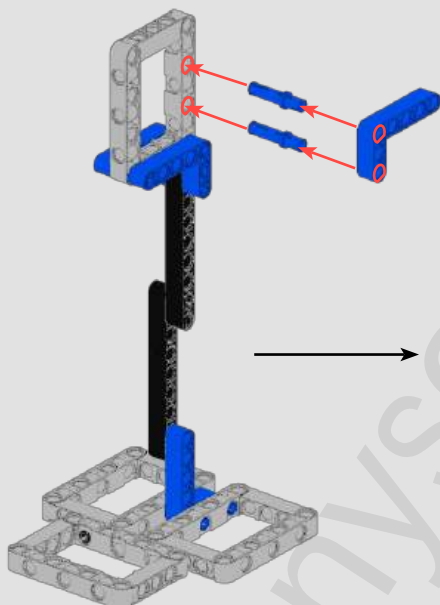
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16



17



1:1



Dlouhý kolík modrý



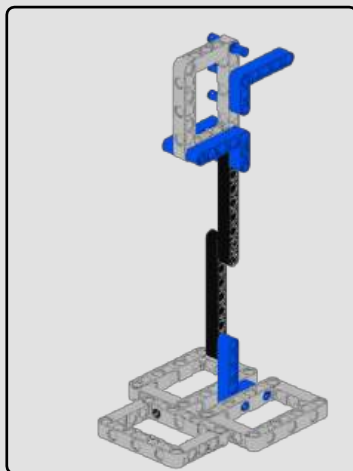
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1:1

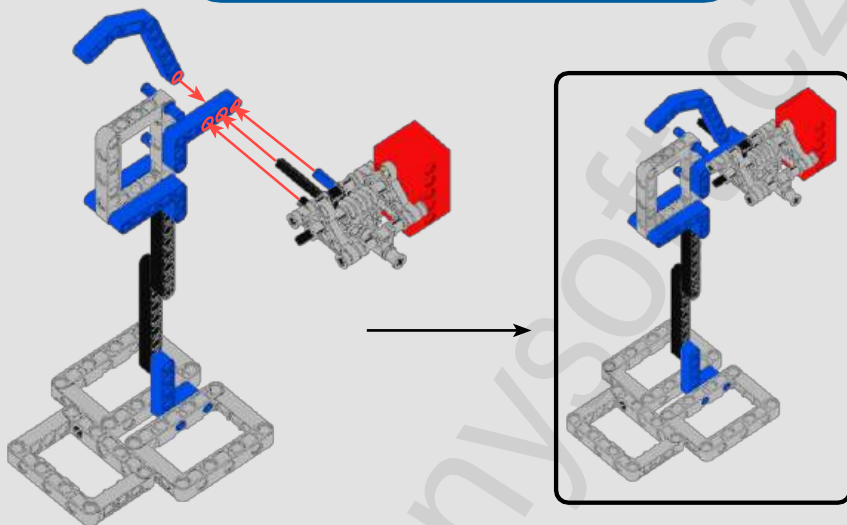


Dlouhý kolík modrý

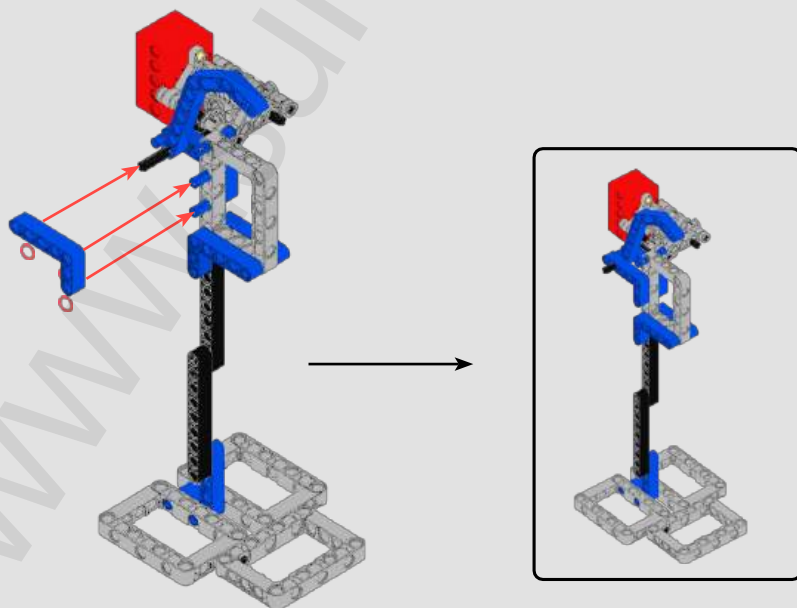


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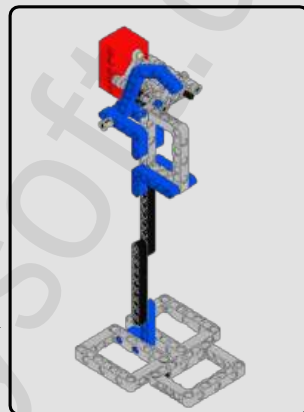
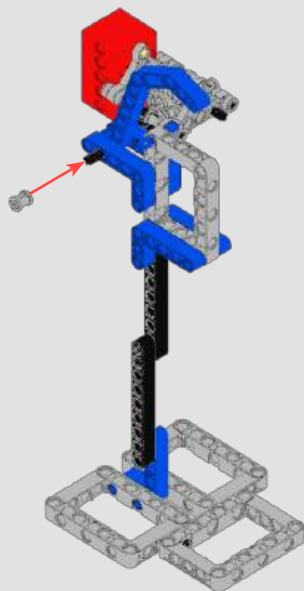
Sestavíme základní konstrukci a motorový mechanismus.



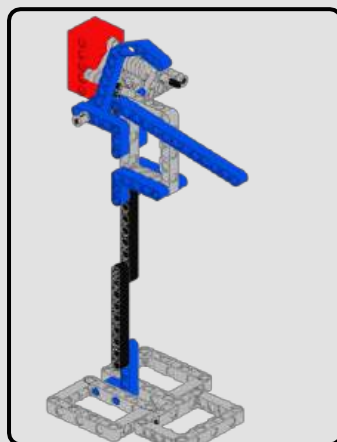
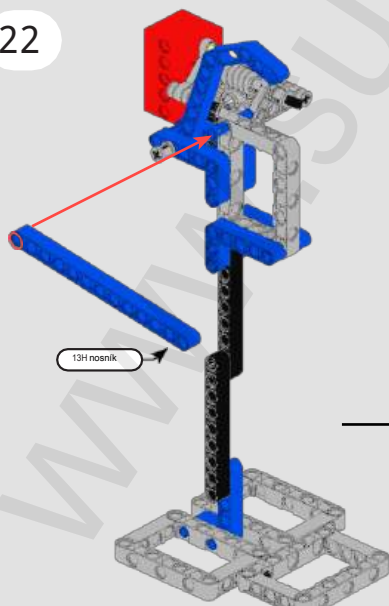
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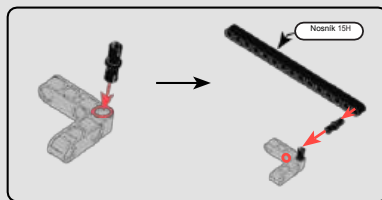
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22



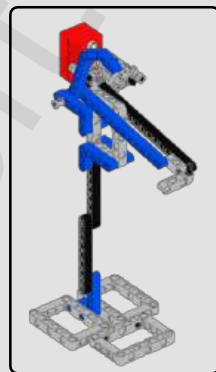
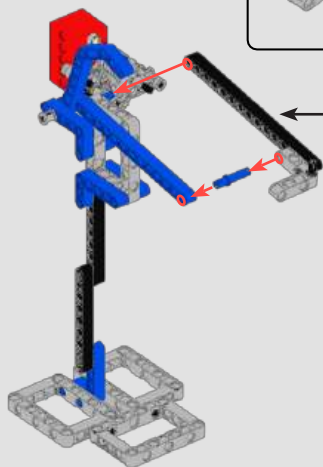
23



1:1



Dlouhý kolík modrý

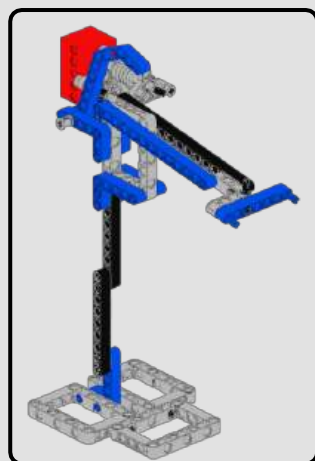
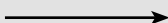
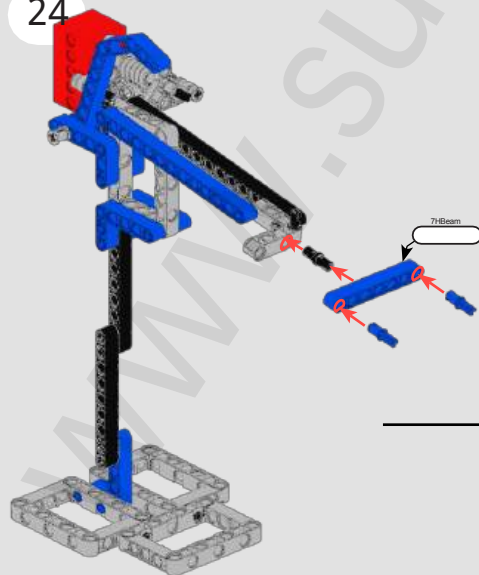


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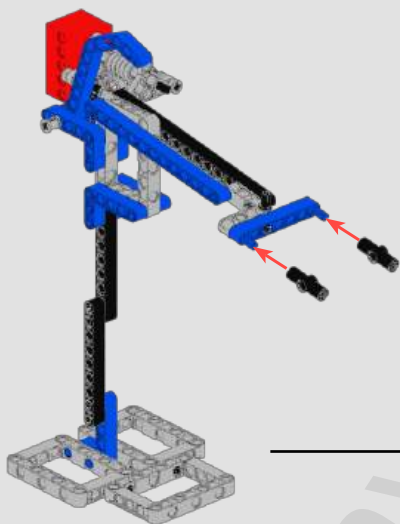
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Střední čep nápravy modrý



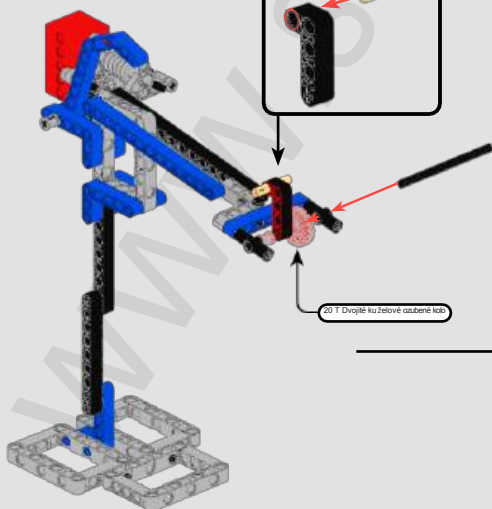
25



1:1

Náprava 8H

26

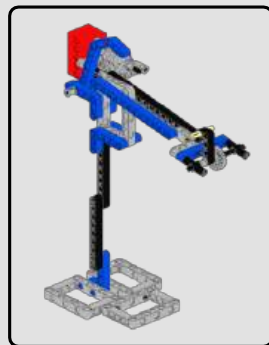


20 T Dvojitě kuželové ozubené kolo

1:1



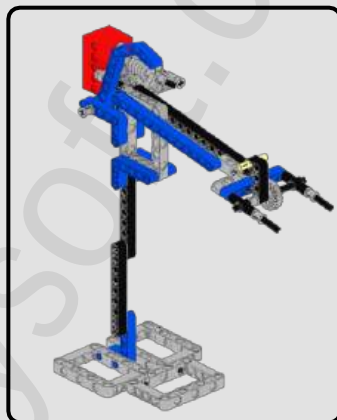
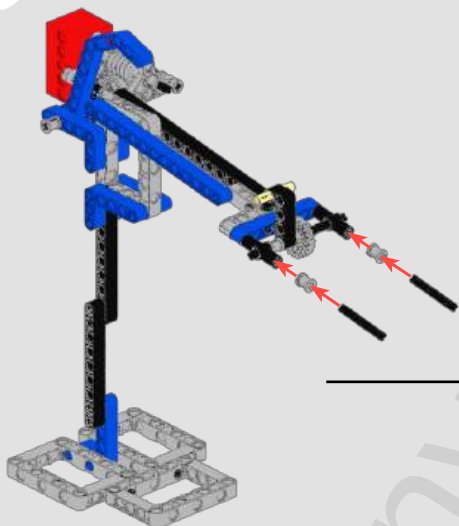
Dlouhý kolík žlutý



27

1:1

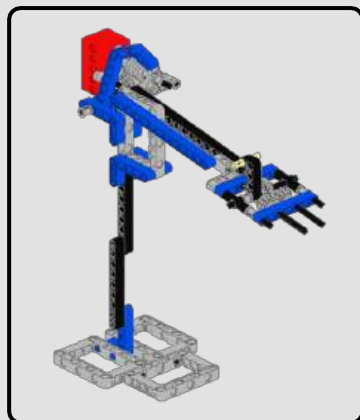
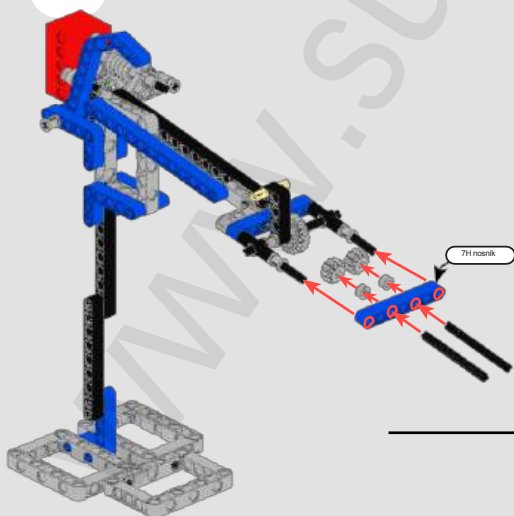
Náprava 4H



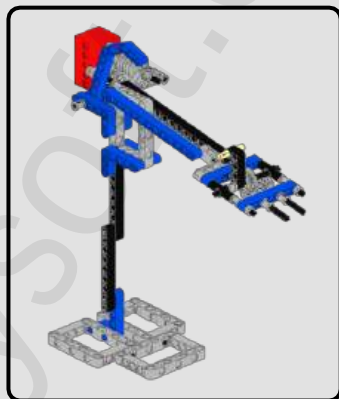
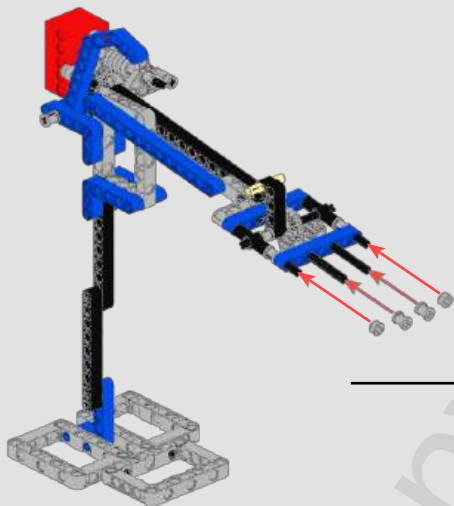
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Náprava 6H

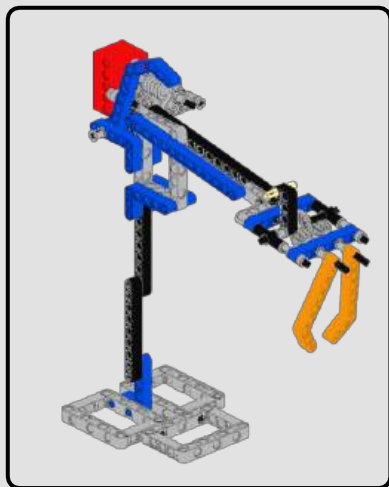
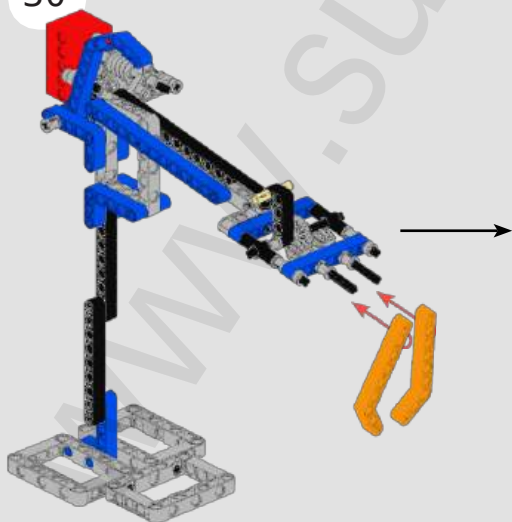
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29



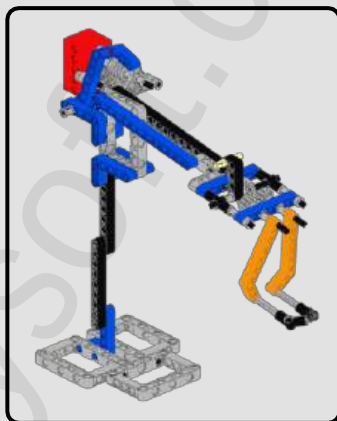
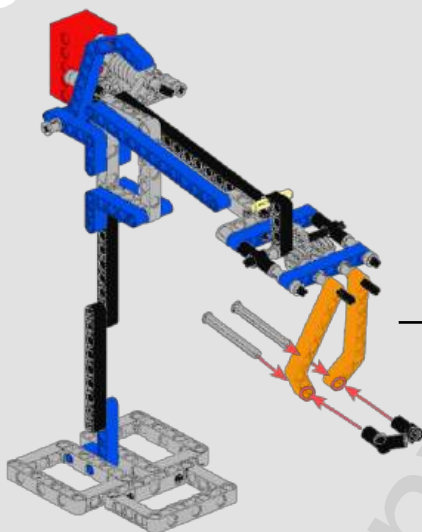
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31

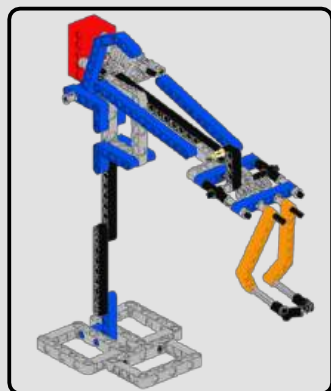
1:1

Náprava 5H s uzávěrem

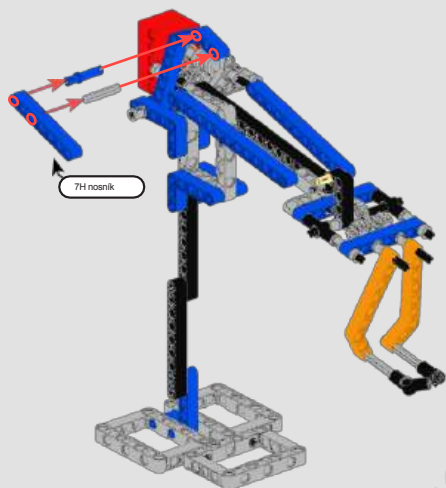


32

11H Paprsek



33



1:1

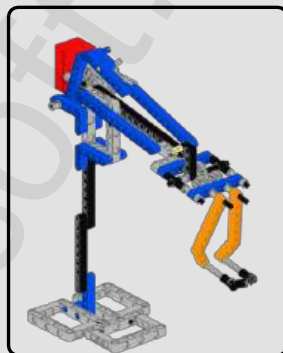


Dlouhý kolík modrý

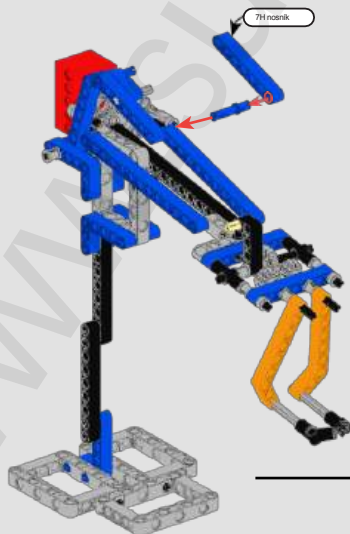
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Náprava 3H



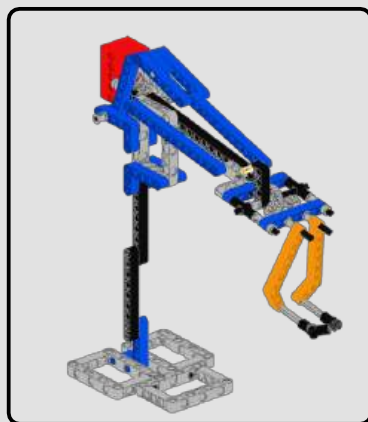
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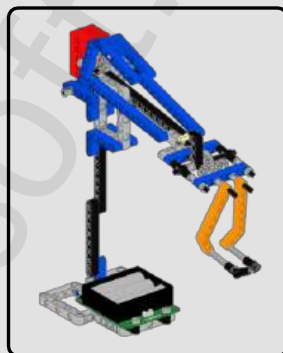
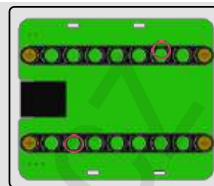
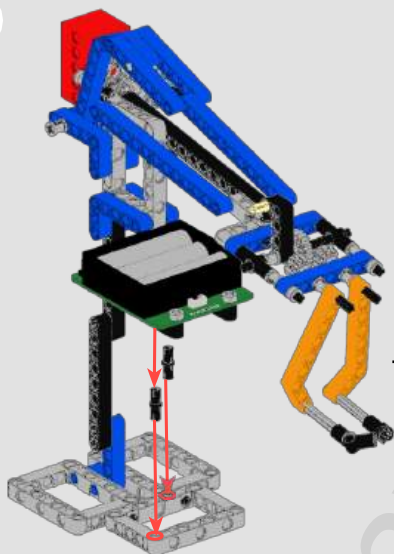
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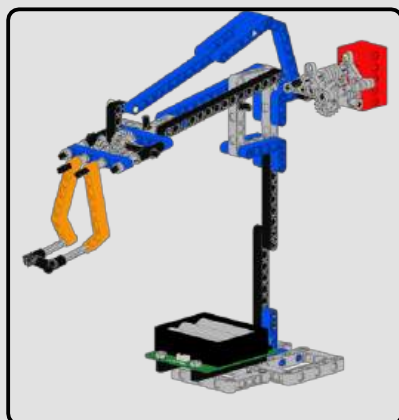
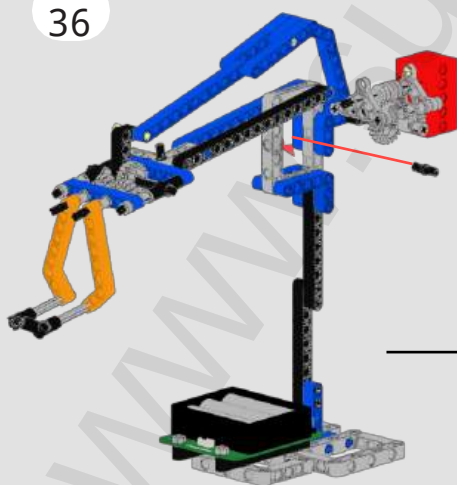
Dlouhý kolík modrý



35



36



Gratulujeme k dokončení tohoto projektu!

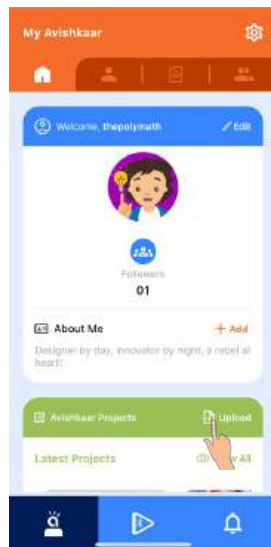
Těšíte se, až si s ním budete moci hrát pomocí mobilní aplikace avishkaar?



Podělte se o svůj výtvar se světem a vyhrajte odznak úrovně 3 "Scratch the Surface"

Nahrajte fotografie nebo videa svého projektu pomocí sekce projektů v aplikaci Avishkaar a vyhrajte odznak 3. úrovně "Scratch the Surface".

Všechny své nasbírané odznaky si můžete prohlédnout v sekci úspěchů ve svém profilu na webu www.avishkaar.cc.
Prozkoumejte všechny další odznaky, které můžete sbírat, a vyhrajte je všechny!



Máte potíže?

Naše technická podpora je vám k dispozici v těchto časech -
pondělí až soboty: 9:00 až 20:00
neděle a 3. sobota: 9:00 až 18:00



Problémy se softwarem



Problémy s použitelností



Problémy s hardwarem

Pro kontaktování podpory naskenujte QR kód.



support@avishkaar.cc

+91-8506931515

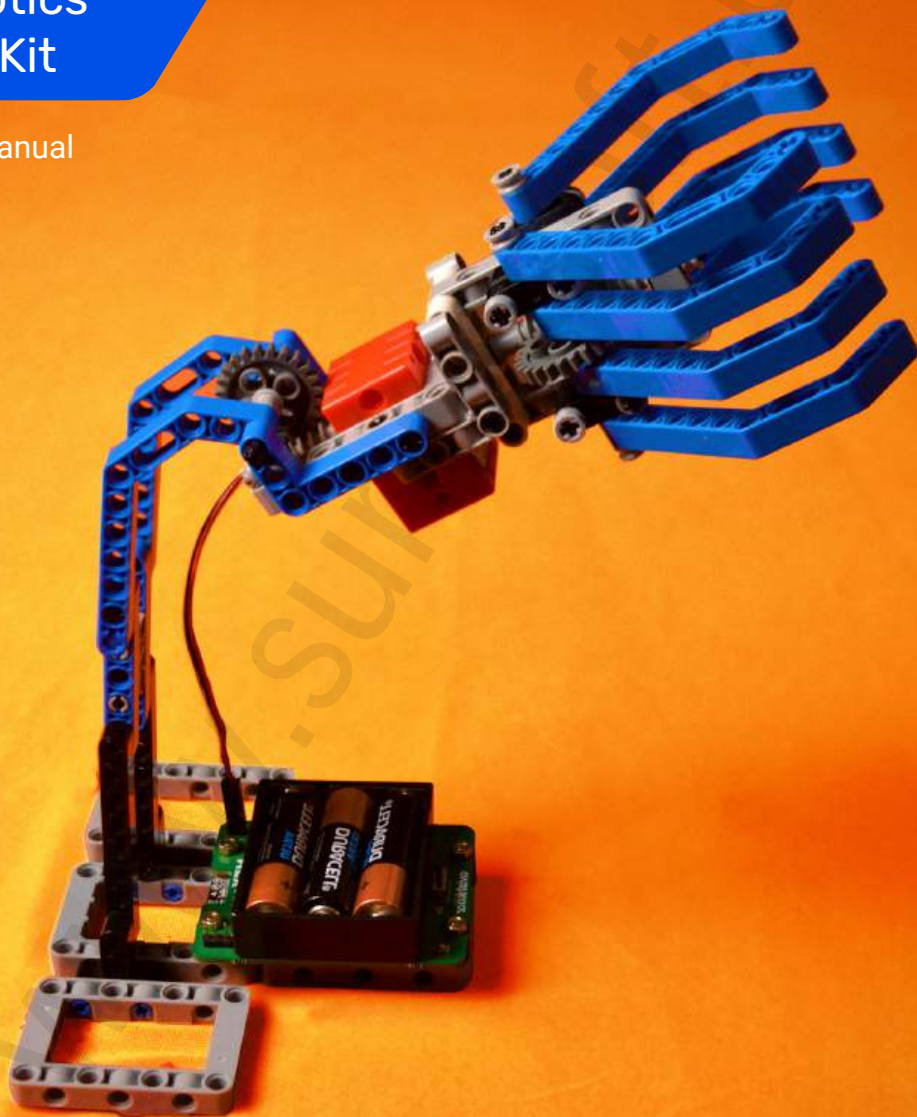
Dodavatel/Distributor

Sunnysoft s.r.o.
Kovanecká 2390/1a
190 00 Praha 9
Česká republika
www.sunnysoft.cz

MEX

Robotics Arm Kit

User Manual



Make the Most Out of Your Kit

Innovate



Take the Innovator's Oath

Take the innovator's oath mentioned on page 6 and understand what it means to be an innovator.



Learn using Manual/Videos

Follow detailed instructions in the manual and learn how to build exciting robots with your kit.



Build, Code & Control

Build innovative projects using your kit, and control the Robots using Avishkaar Remote and Code using Avishkaar Maker Studio.



Join Let's Avishkaar

Join our FB community - connect with innovators and get latest updates on webinars.



Upload Projects

Upload projects on www.avishkaar.cc and share them with innovators globally.



International Competitions

Participate in weekly, monthly and annual competitions and win glory globally.



Innovator's Oath

Take the Innovator's Oath below to pledge yourself to lifelong commitment towards Innovation and Problem Solving. Share a photo on the Let's Avishkaar FB Community.

I (write your name)

*solemnly swear that, since I am
now on the path of innovation,
I will not give up until my
innovation, my project is ready.
I will hone my skills and tools
and use them well. Innovation
and I will be inseparable.
I will always share my
innovations with other
innovators and learn with them.*

Your Signature

Welcome to Avishkaar

Download the Avishkaar App

Download the Avishkaar App by scanning the QR codes below:



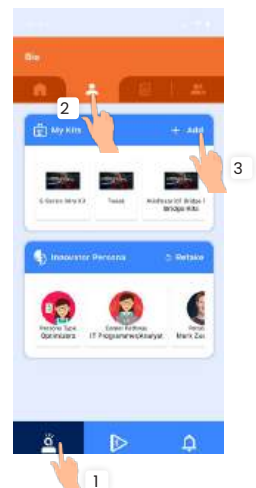
1 Create an Account

Open the app and follow the on-screen steps to make an account.



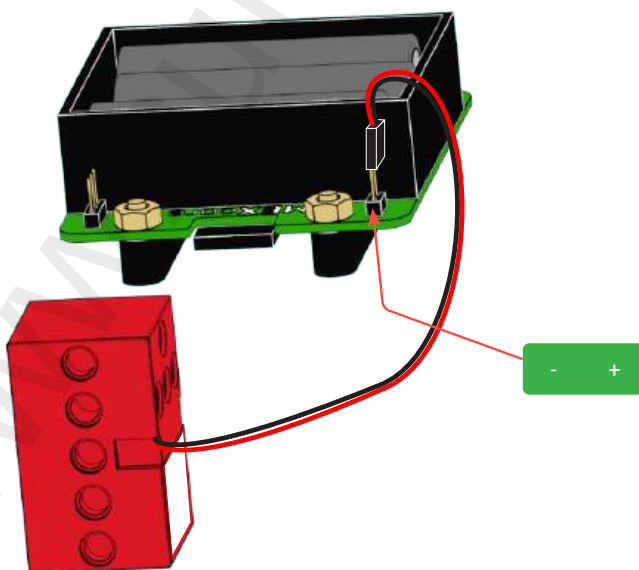
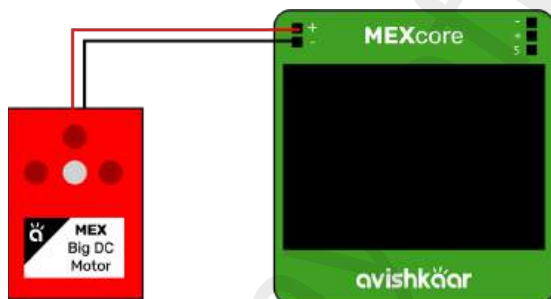
2 Register your Kit

Go to the 'Profile' section in the app and click on '+ Add More' in the 'My Kits' section to register your kit. This step is important to control your robot later.



Product Registration
Sticker

How to connect the motor to MEXcore



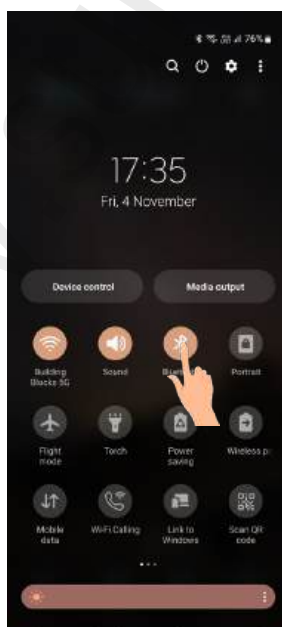
App Control

- 1 Insert the batteries in the MEXcore and turn it ON. You will notice the MEXcore LED blinking in green color.

Note - Use AA alkaline cells only. (Any other type of cells can damage the MEXcore.)



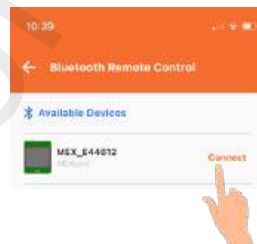
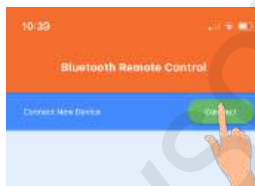
- 2 Turn ON the bluetooth on your phone.



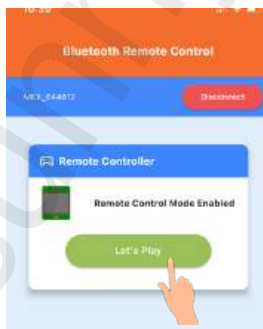
- 3 Open the Avishkaar App and click on the 'Play' button inside the 'Home' section.



- 4 Click on 'Connect'. Your app should be able to find your MEXcore if it is turned ON. Click on 'Connect' once your app detects your MEXcore.



- 5 Click on 'Let's Play' and select 'MEX Robotics Arm kit' in the kit selection menu.



- 6 The remote control screen will open up which will allow you to control Motor.



Configure

Sound effects

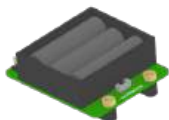


Joystick



Armour Check

Box 1 (Electronics)



Avishkaar
MEXCore
x 1



MEX big DC
motor
x 1

Box 2 (Construction parts)

BEAM



15H Beam
x 1



13H Beam
x 1



11H Beam
x 1



3H Beam
x 4



9H Beam
x 2

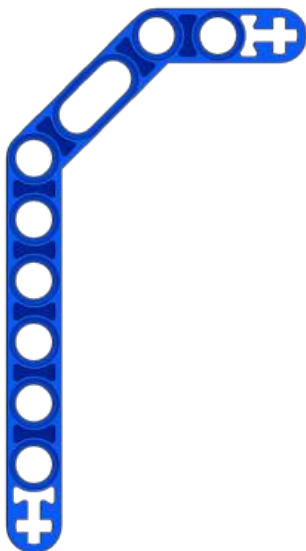


5H Beam
x 2

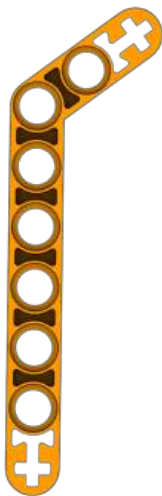


7H Beam
x 4

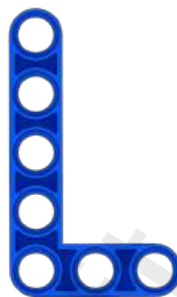
Note: 'H' stands for holes. Eg. 15H beam means beam with 15 holes.



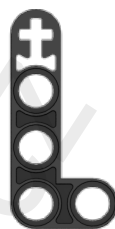
2Cx10H Double
Bend Beam
x 10



2C x7H Single Bend
x 2



7H L-Beam
x 5



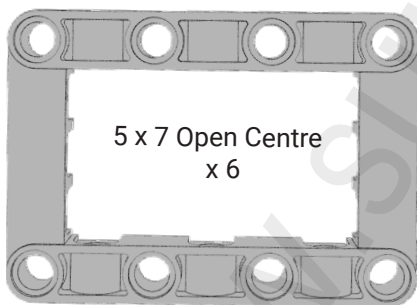
1Cx4H L-Beam
x 3



2Cx1H
Thin-Beam
x 1



5H T-Beam
x 2



5 x 7 Open Centre
x 6

FILLERS



Axle Filler- Big
x 16



Axle Filler- Small
x 16

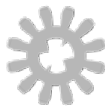
GEAR



Spur Gear-24T
x 3



Spur
Gear-16T
x 2



12T Double
Bevel gear
x 2

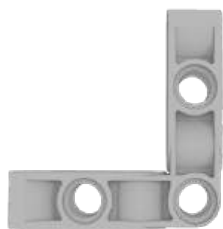


20T Double
Bevel gear
x 1

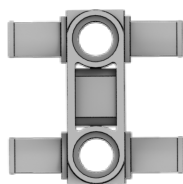


Worm Gear-Big
x 3

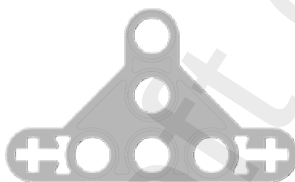
CONNECTORS



4 x 4 Perpendicular L
connector
x 2



3Hx4 Pin
Connector
x 1



2C x 5H Triangle
x 2



1C x 1H
Perpendicular
Connector
x 2



Axle Triple Pin
Perpendicular Connector
x 1



Axle Angle
Connector-180
x 2



Axle Angle
Connector -135
x 2



2C x 1H
Perpendicular
x 4

PINS



Long Pin-Blue
x 13



Long Pin-Yellow
x 1



Medium Pin-Black
x 22



Medium Pin-Grey
x 2



Medium Axle
Pin-Blue
x 2

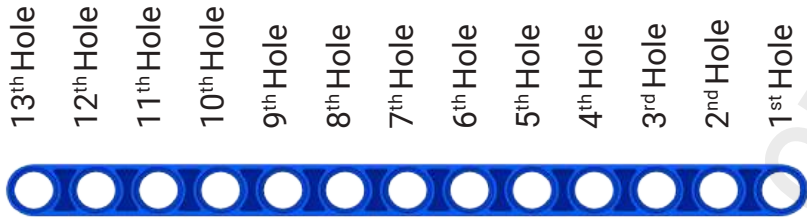


Short Pin-Yellow
x 2

Note: 'Note: 'C' stands for 'Cross'. Eg - '1CX4H L-Beam' has one cross and four holes.

All About Axles

NOTE: The axles are in 1:1 with the imprinted slots (**XH Axle**) in manual.



1:1



3H
Axle
(3)



4H
Axle
(2)



5H
Axle
(1)



5H
capped
Axle
(2)



6H
Axle
(4)



7H
Axle
(1)



8H
Axle
(3)

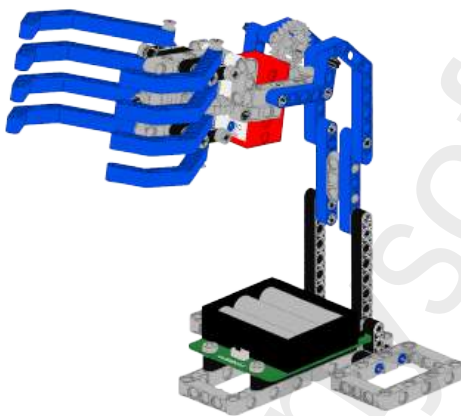


10H
Axle
(1)

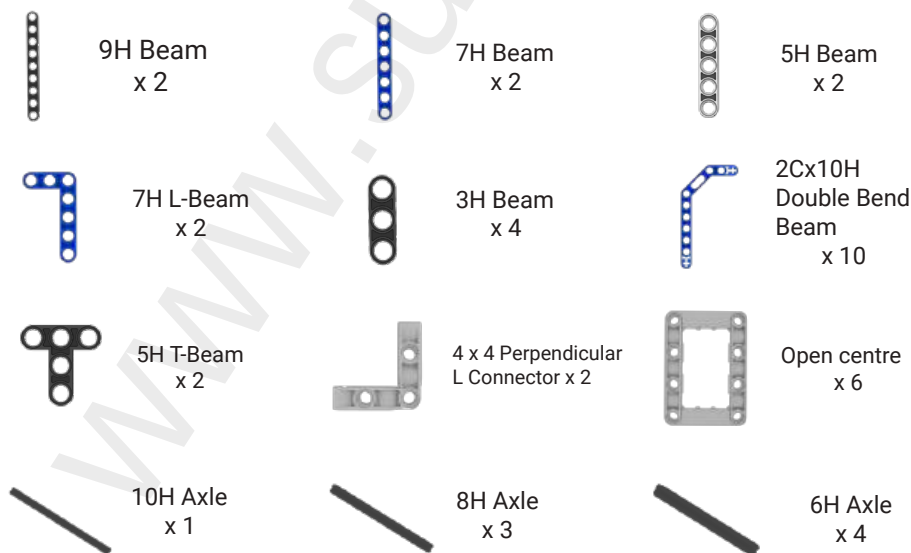
13H
Beam

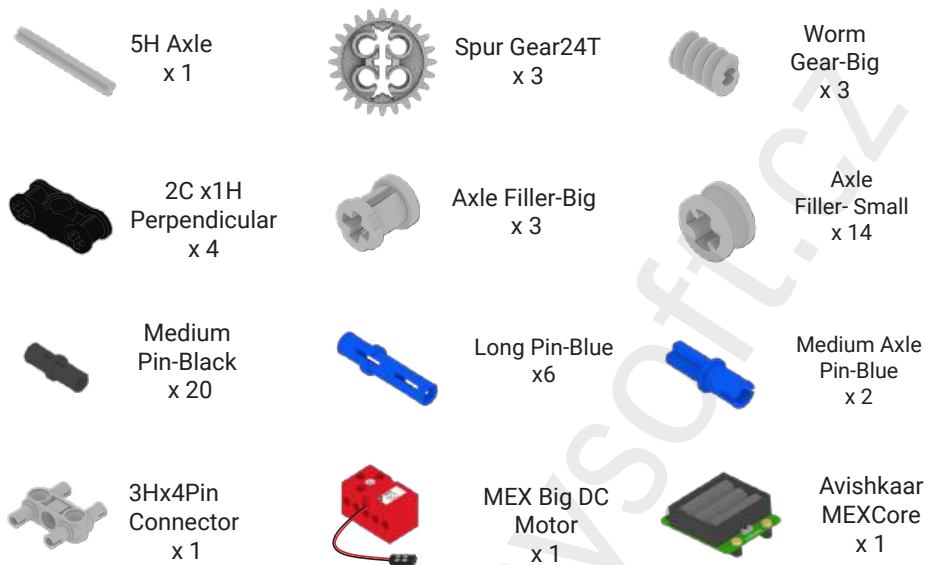
Project 1: MEX Grabber

Let's Build!



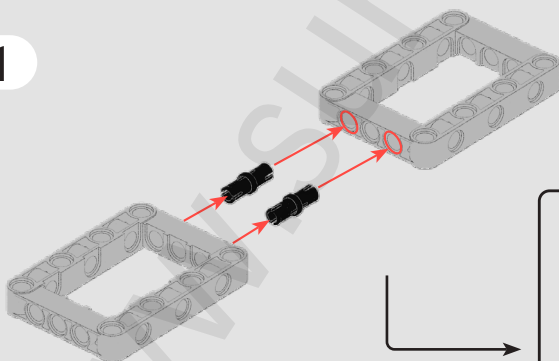
Things we need





Steps

1



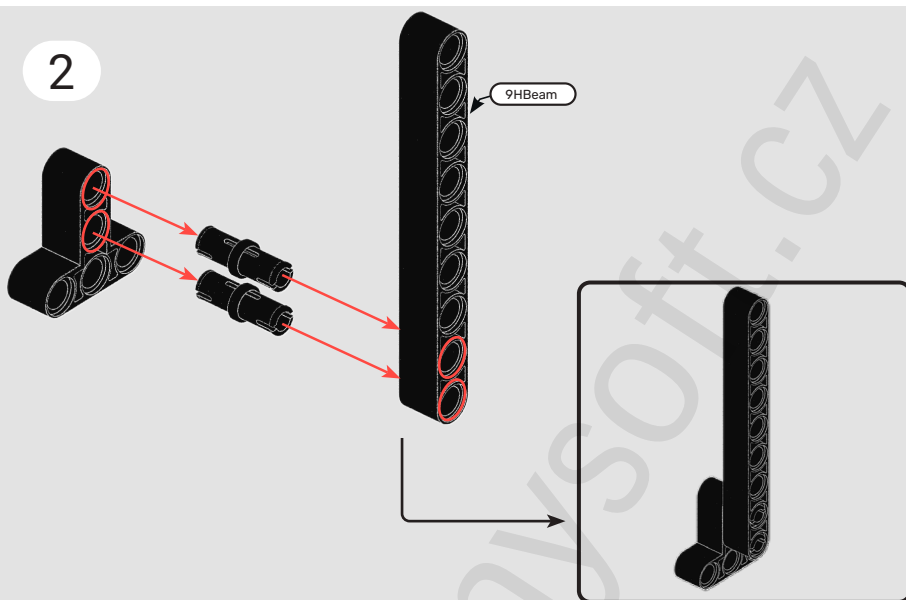
Build Tip



Black Medium Pins can be a little tough to insert!
But don't worry. Push it through and make sure the joint is firm. They can take a little force. :)

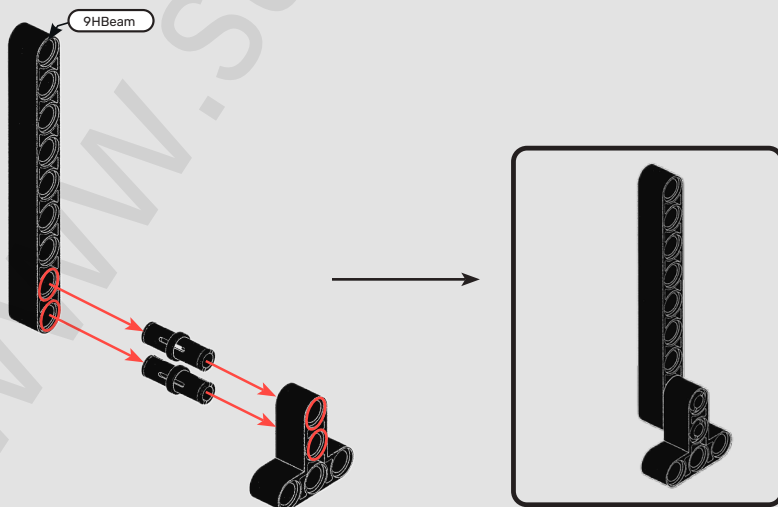


2



3

Let's make the another side.

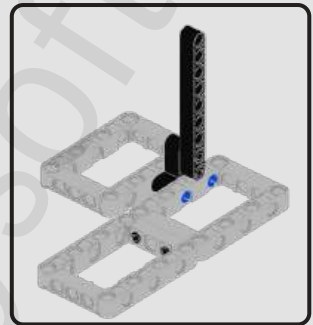
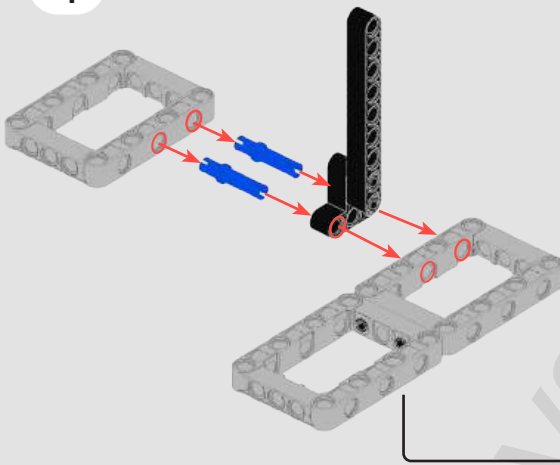


4

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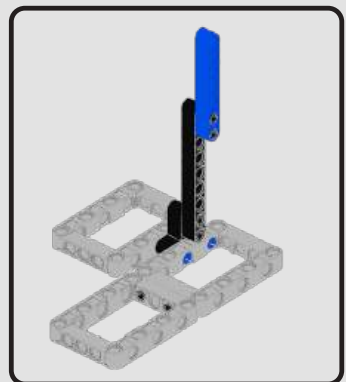
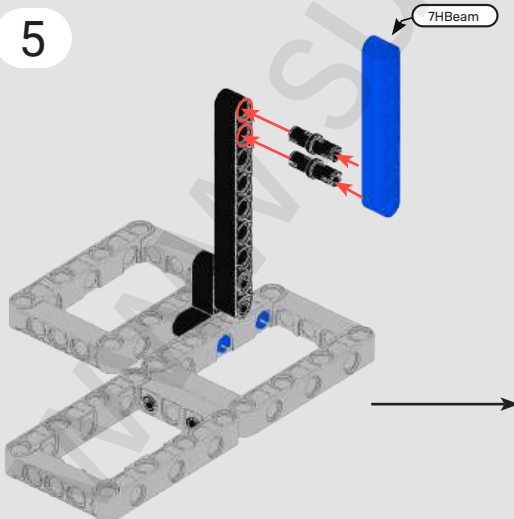


Long Pin Blue

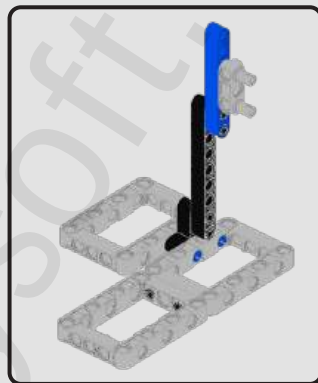
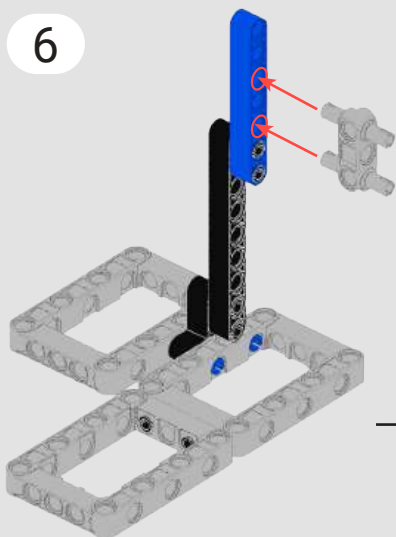


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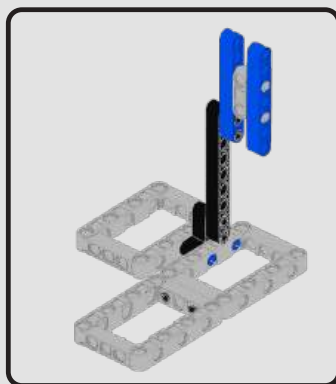
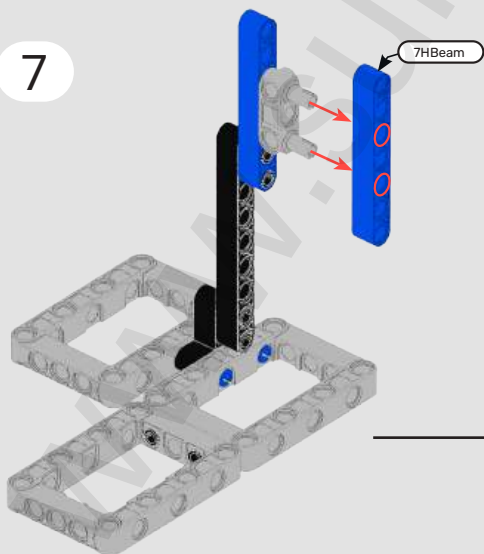
7HBeam



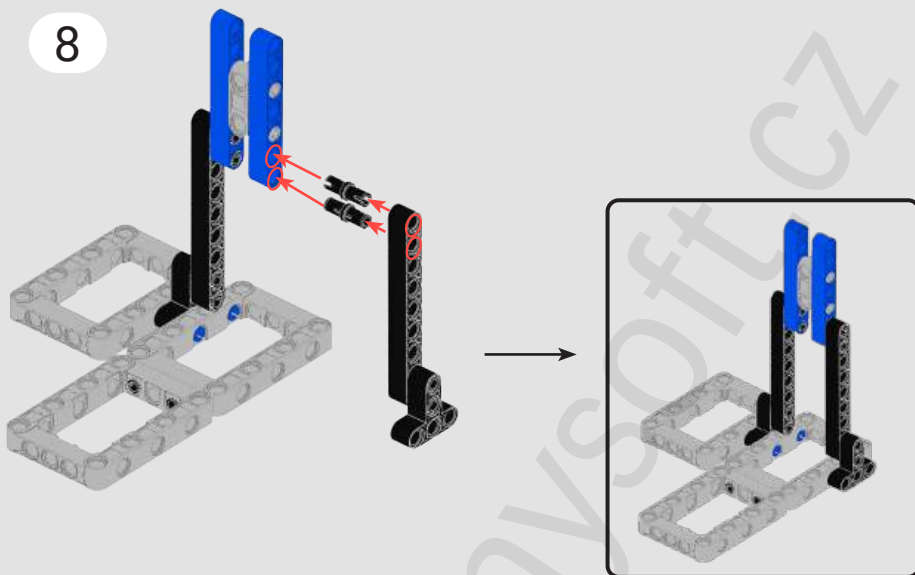
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7

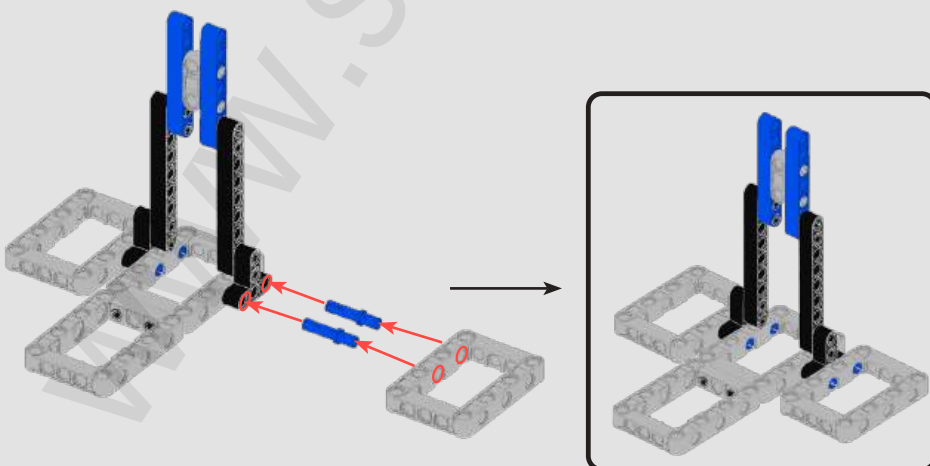


8



9

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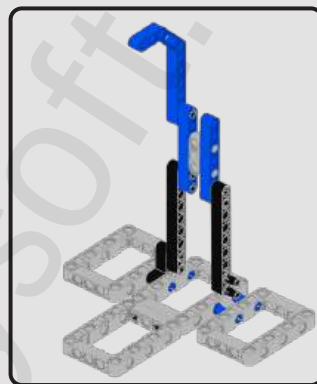
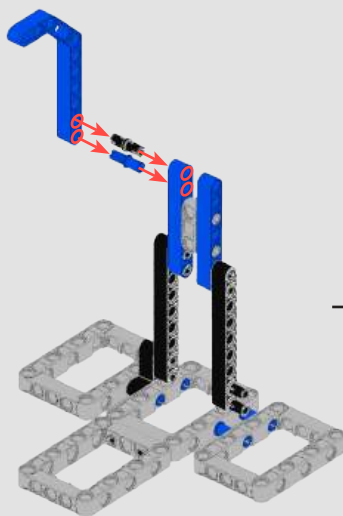


10

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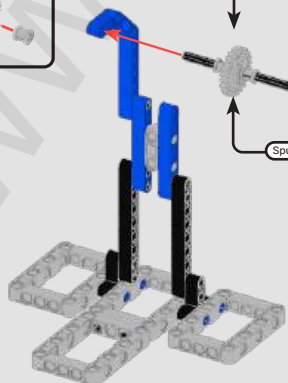
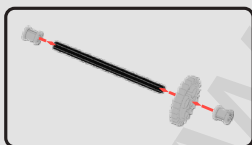
Medium Axle Pin Blue



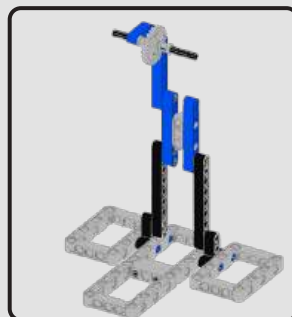
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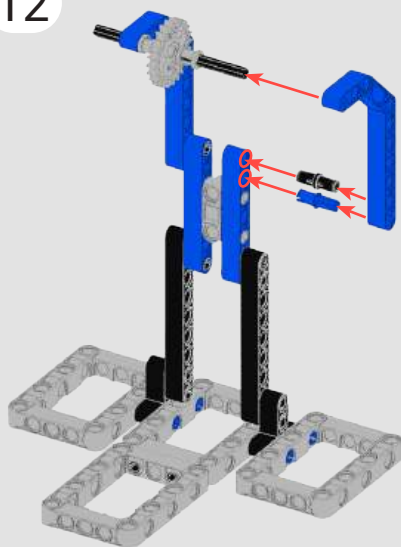
8H Axle



Spur 24T spur gear



12



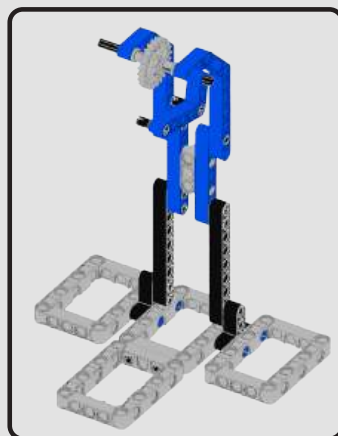
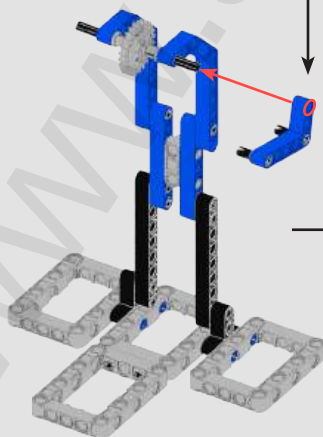
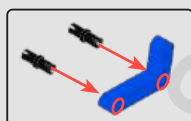
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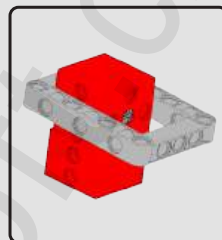
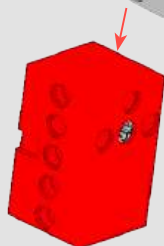
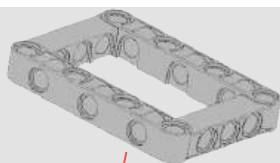
Medium Axle Pin Blue



13



14



Build Tip



Black Medium Pins can only be inserted on one side of the motor!

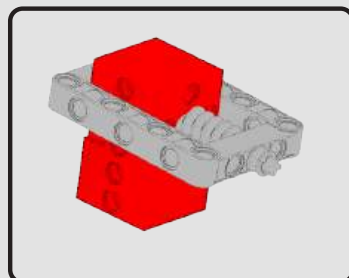
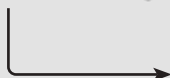
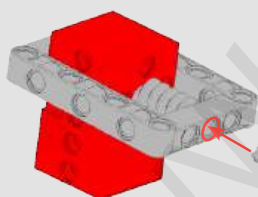
The black pins can only be inserted on the side of the motor with the white sticker. On the other side with no sticker - only small yellow pins can be used.



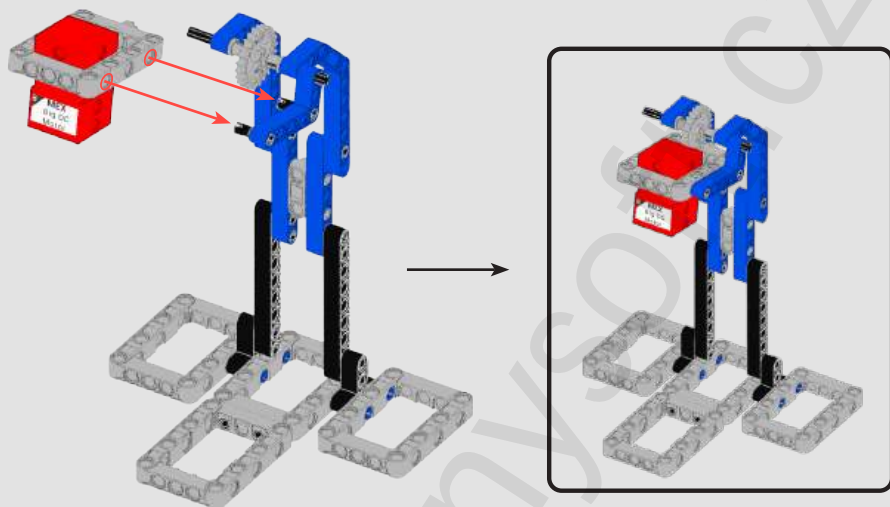
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1:1

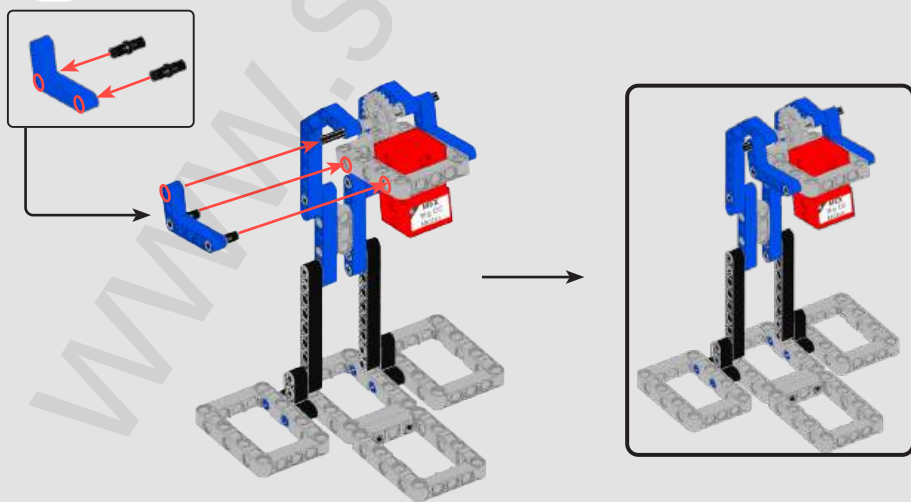
5H Axle



16



17



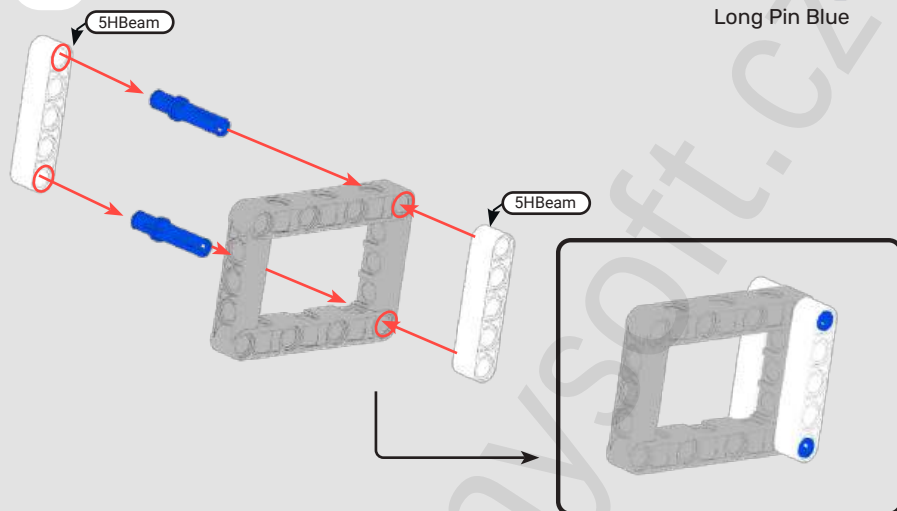
18

Let's make the Claw.

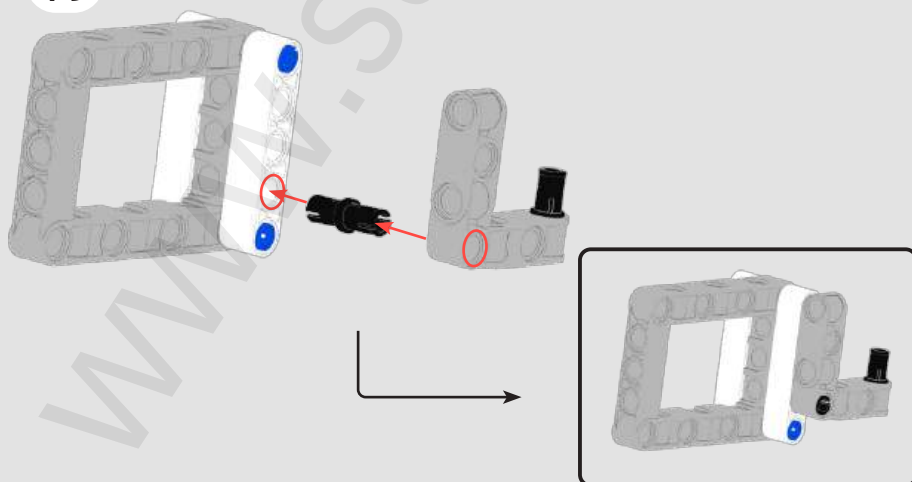
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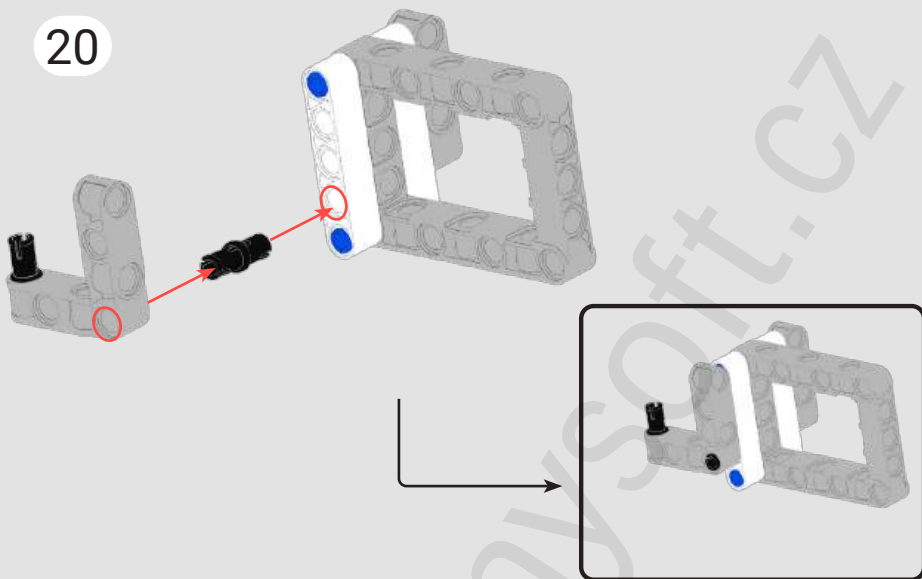
Long Pin Blue



19



20

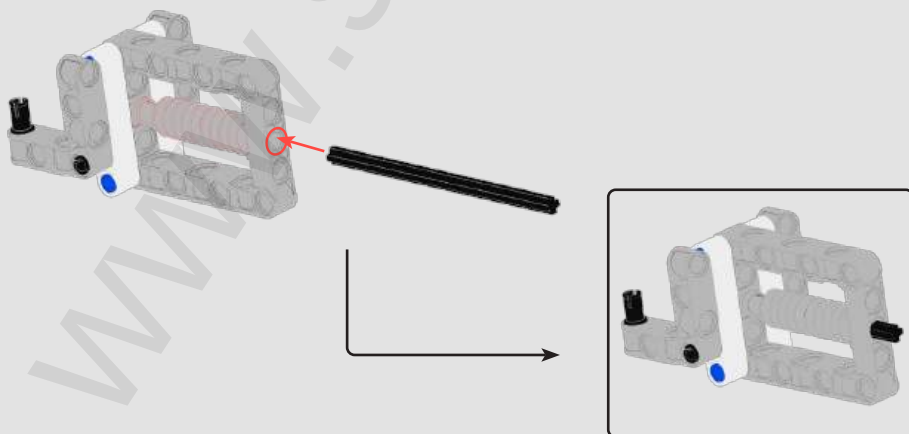


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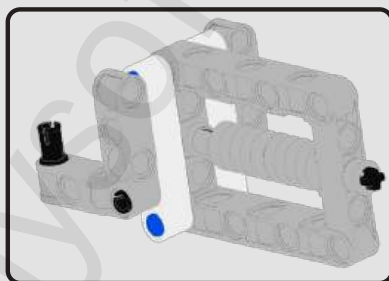
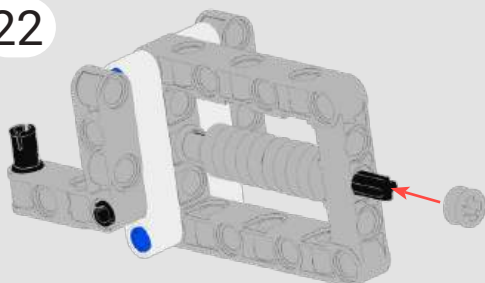
1:1

10H Axle

Note: using two Worm Gear-Big.



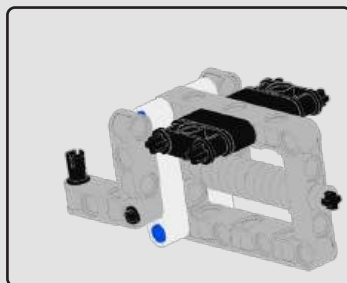
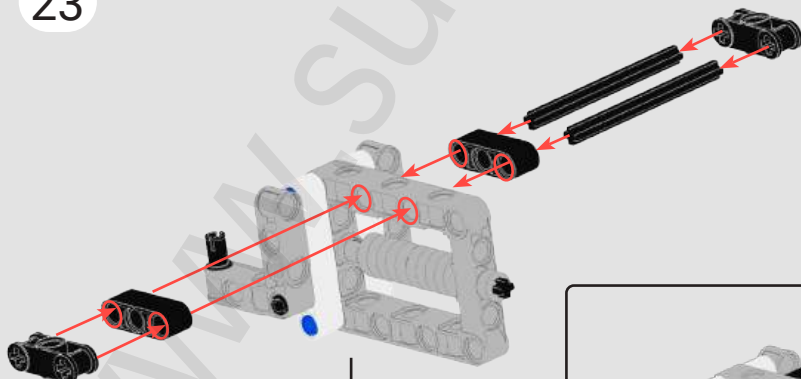
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23

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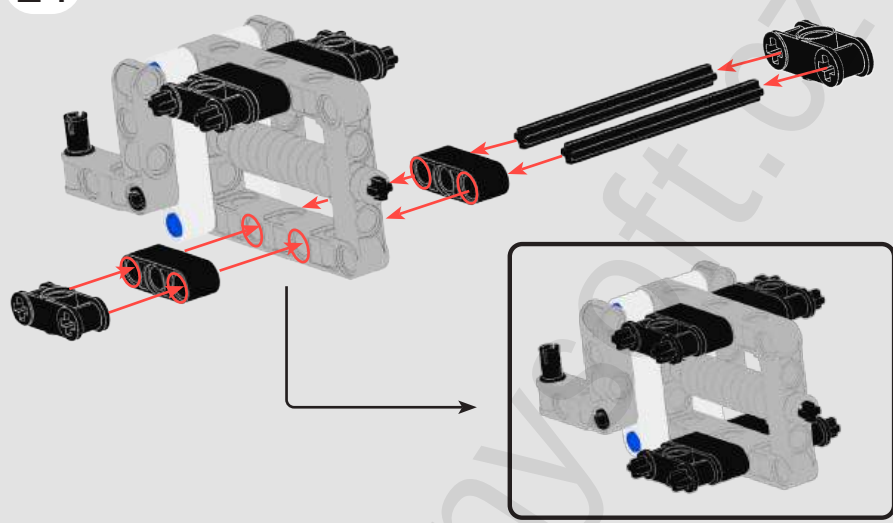
6H Axle



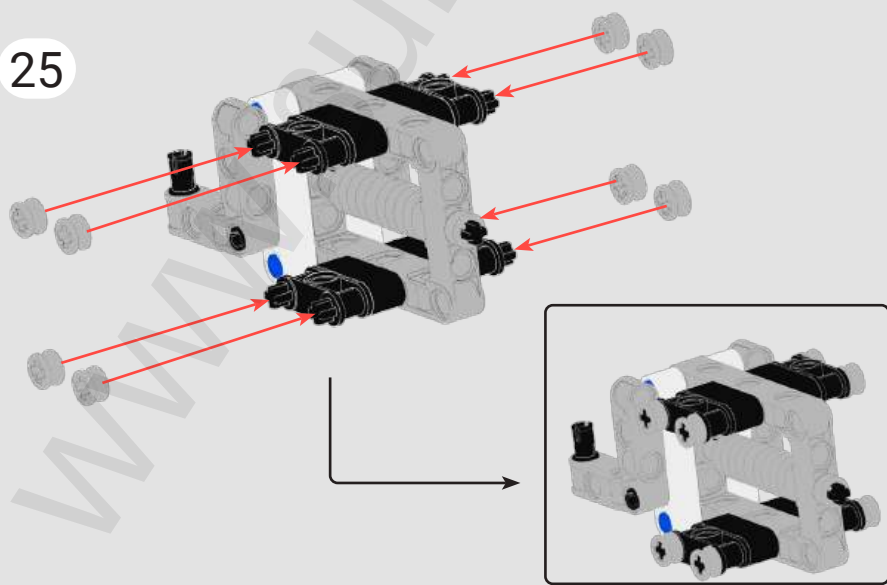
24

1:1

6H Axle



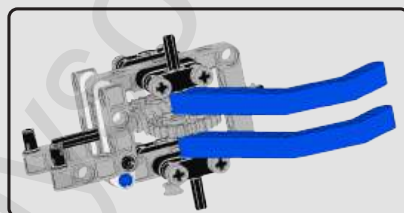
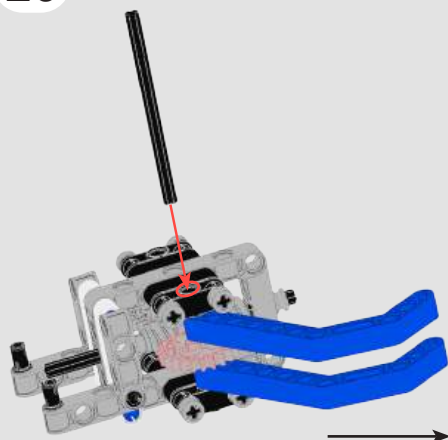
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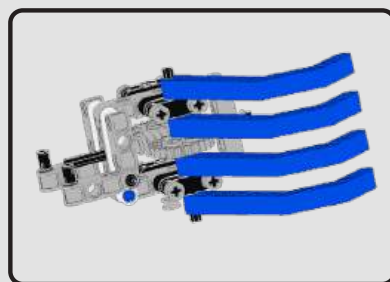
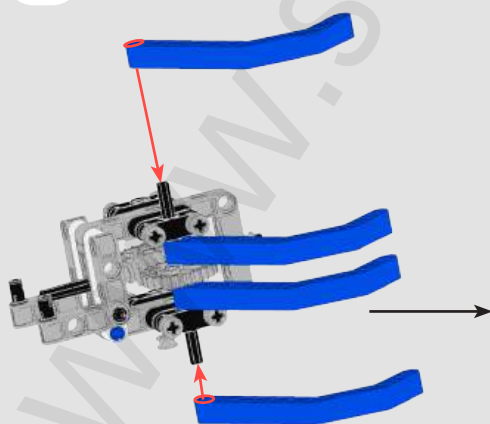
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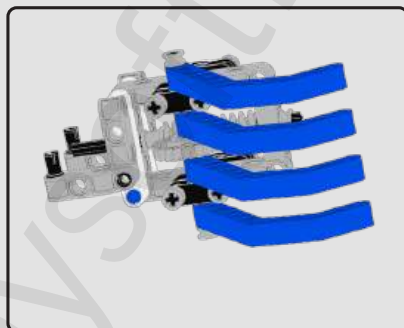
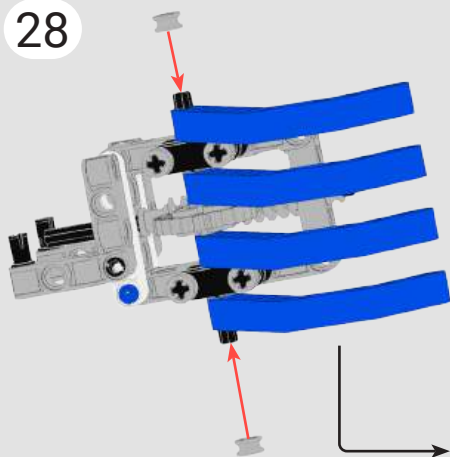
8H Axle



27



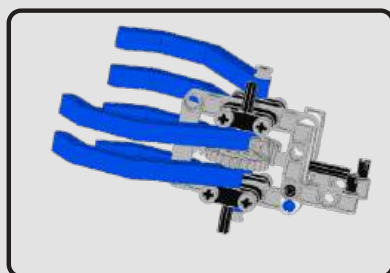
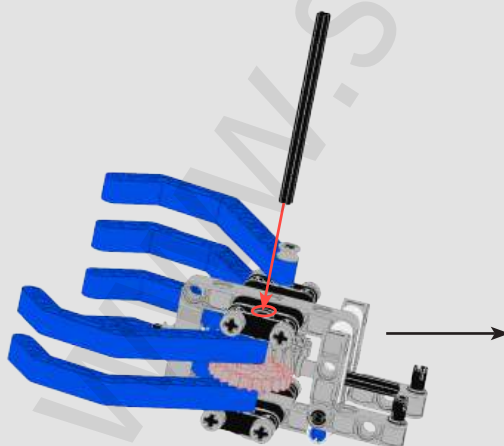
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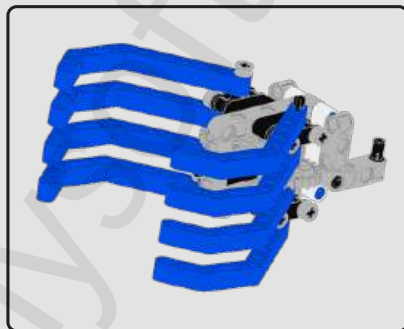
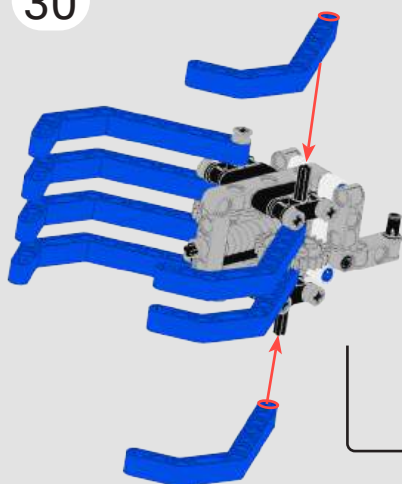
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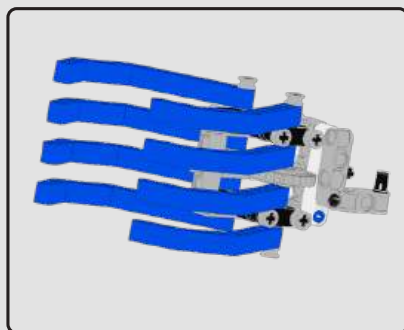
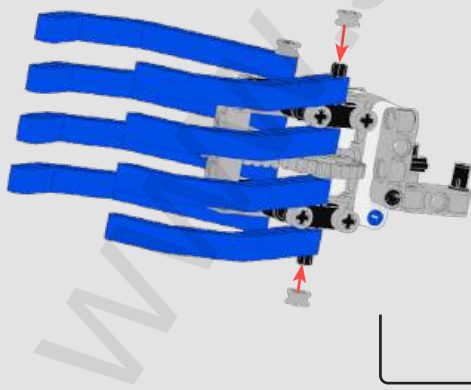
8H Axle



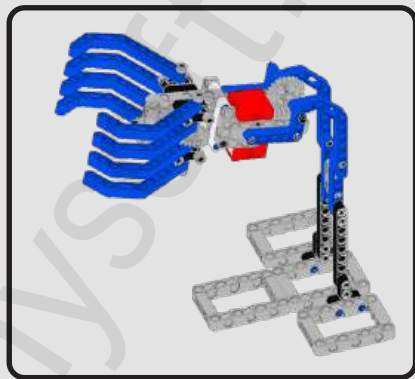
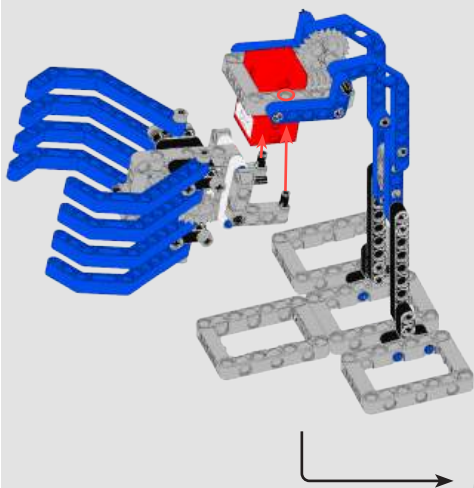
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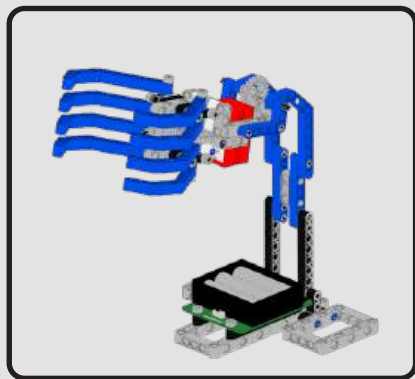
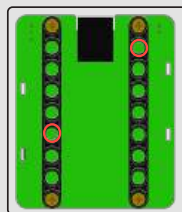
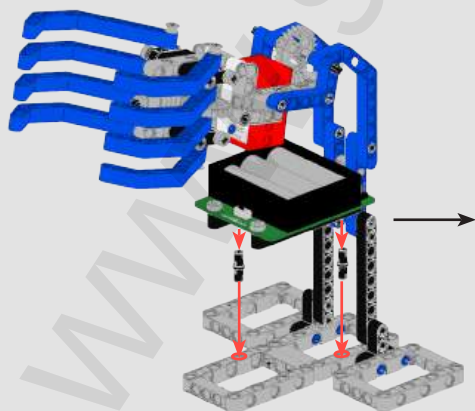
31



32



33



Congratulations on Completing this Project!

Excited to play with it using the avishkaar mobile app?

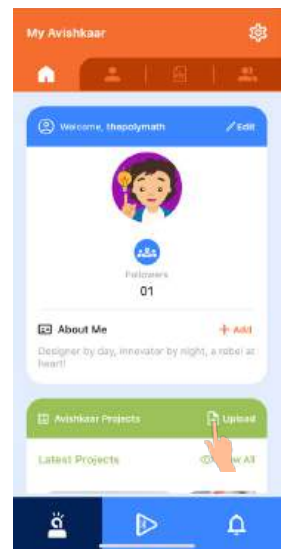
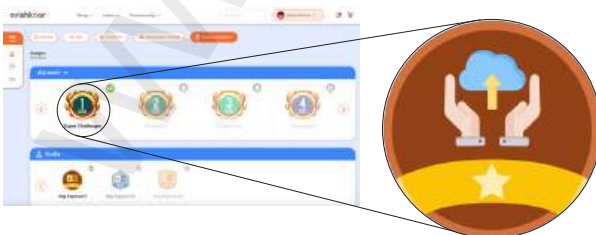
Go to Pg 8 about the detailed instructions on how to download the app and control your bot using it.



Share your Creation with the World and Win the 'Scratch the Surface' Level 1 Badge

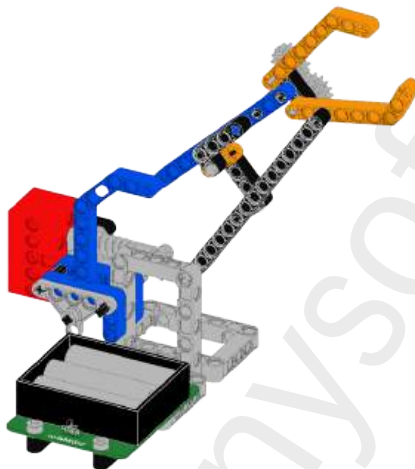
Upload photos or videos of your project using the project section of the Avishkaar App to win the 'Scratch the Surface' Level 1 Badge.

See all your collected badges in the achievement section of your profile on www.avishkaar.cc. Explore all other badges to be collected and win them all!



Project 2 : MEX Cyber Claw

Let's Build!



Things we need



15H Beam
x 1



11H Beam
x 1



3H Beam
x 1



7H L-Beam
x 2



1Cx4H L-Beam
x 3



2Cx10H
Double Bend Beam
x 1



2Cx7H
Single Bend
Beam
x 2



5H T-Beam
x 1



2Cx1H
Thin-Beam
x 1



Open centre
x 3



2Cx5H
Triangle
x 2



Worm
Gear-Big
x 1



Spur Gear16T
x 2



Spur Gear24T
x 1



Axle Filler-Big
x 5



Axle Filler- Small
x 9



1Cx1H
Perpendicular
Connector
x 2



3H Axle
x3



7H Axle
x 1



8H Axle
x 3



Medium
Pin-Black
x9



Medium
Pin-Grey
x 1



Medium Axle
Pin-Blue
x 2



Shot pin yellow
x 1



Long Pin-Blue
x3



MEX Big DC
Motor
x 1



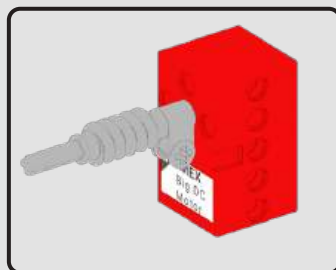
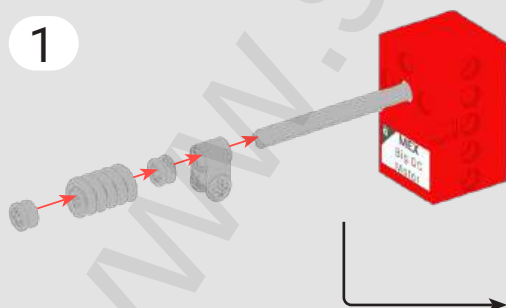
Avishkaar
MEXCore
x 1

Steps

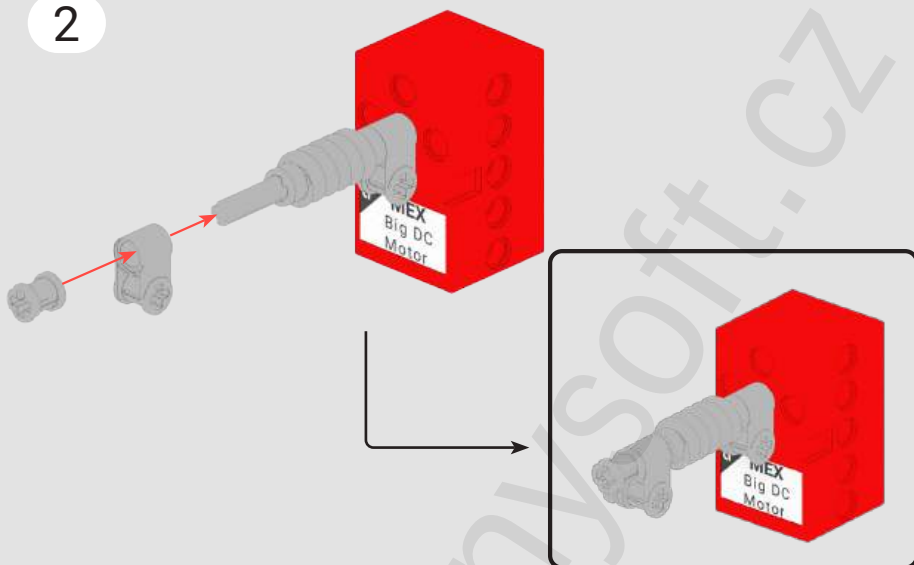
1:1

7H Axle

1



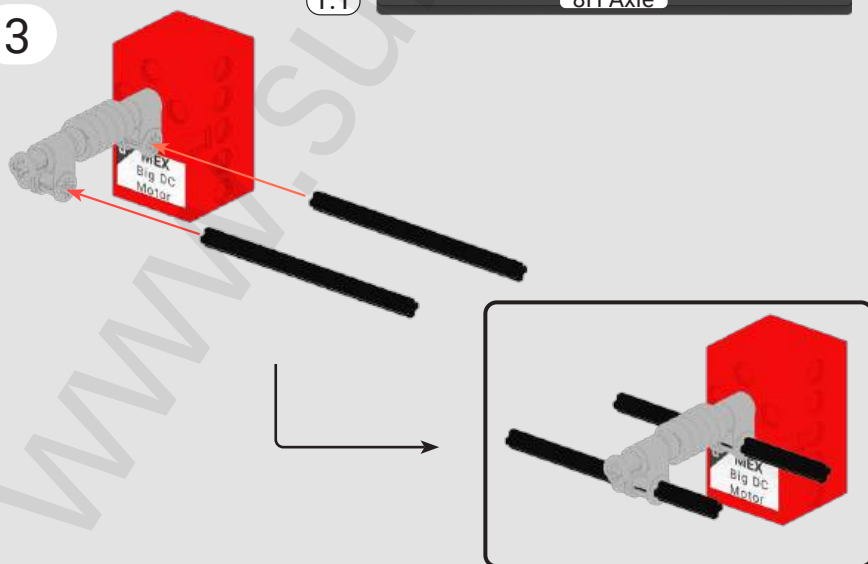
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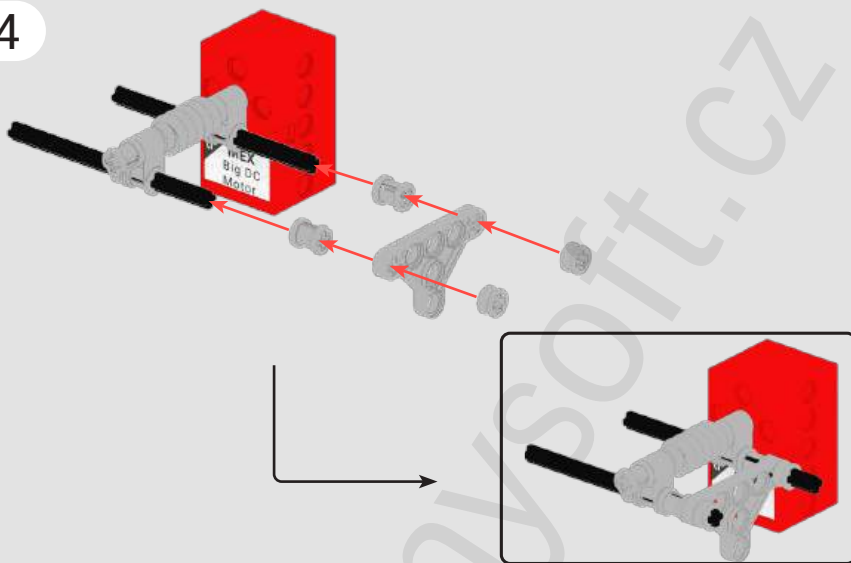
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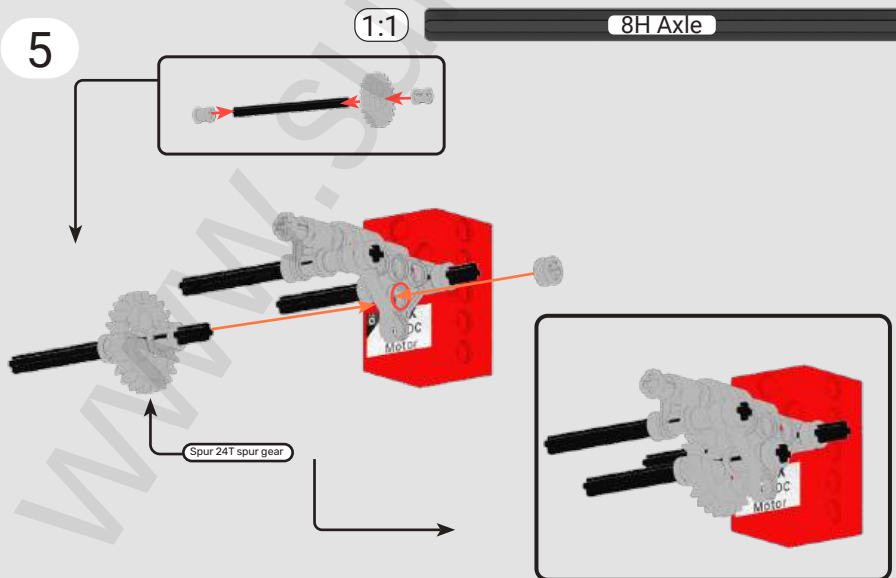
8H Axle



4



5

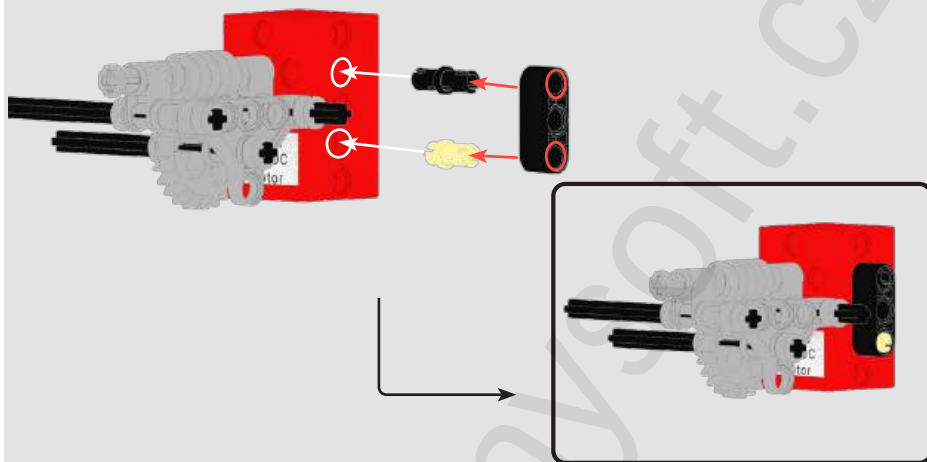


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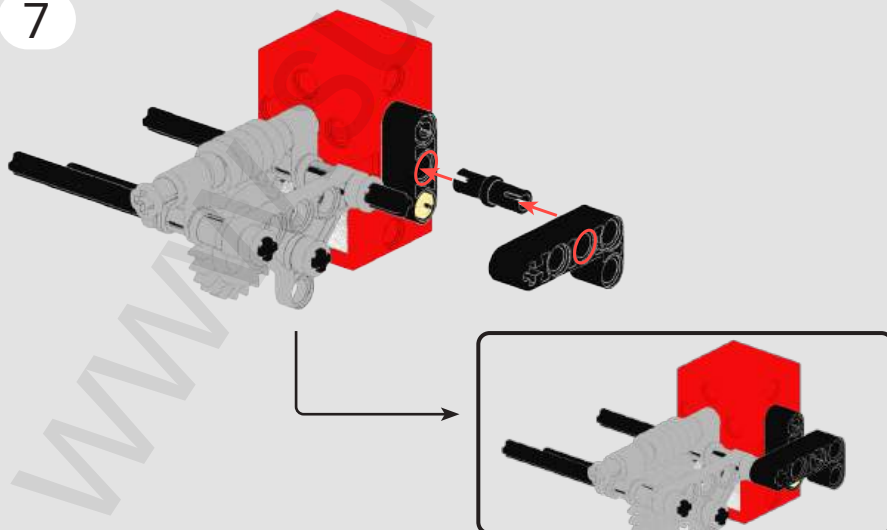
1:1



Short Pin Yellow



7



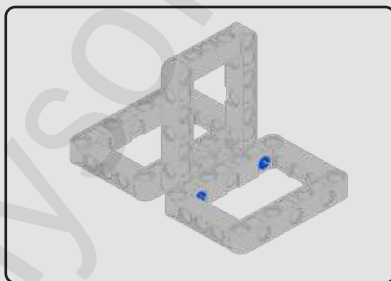
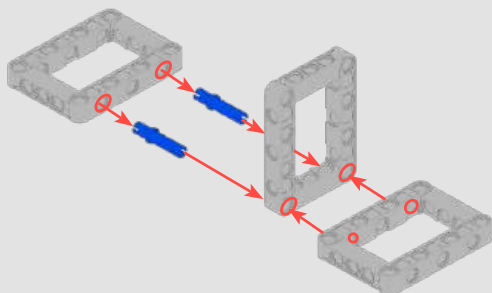
8

Let's make the base structure.

1:1



Long Pin Blue

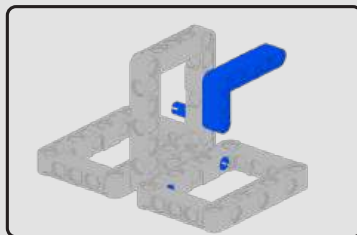
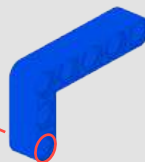
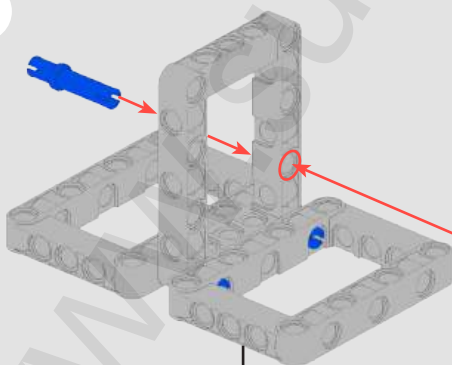


9

1:1

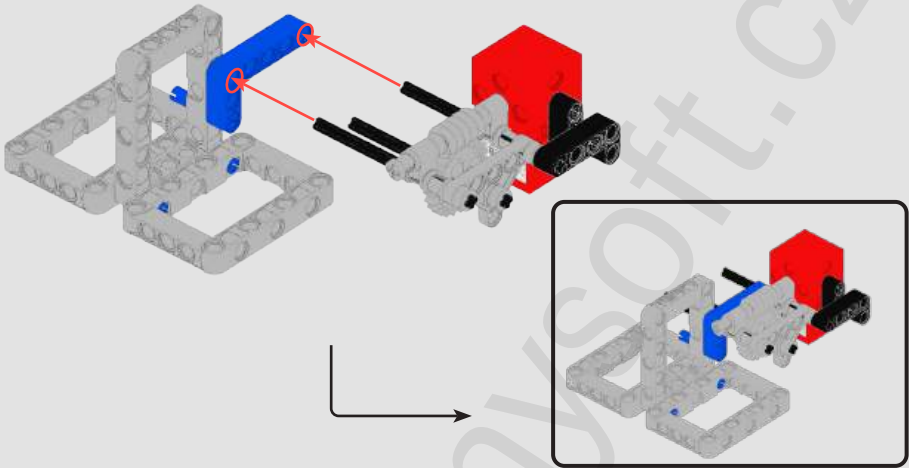


Long Pin Blue

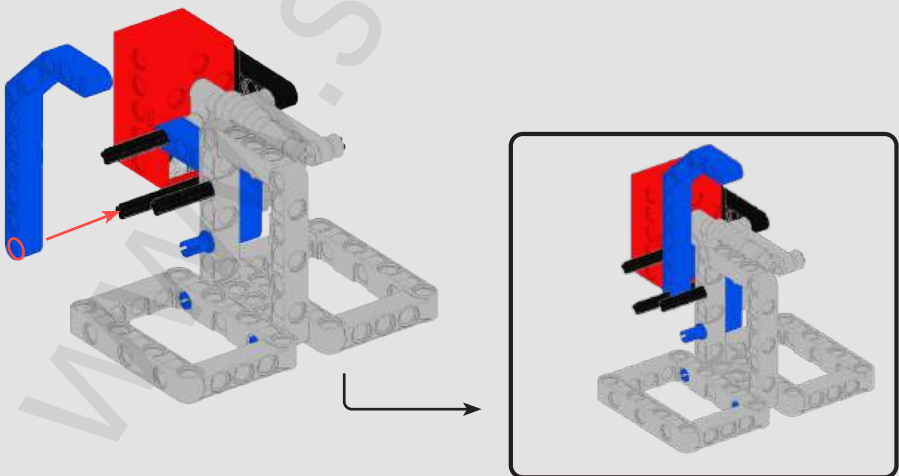


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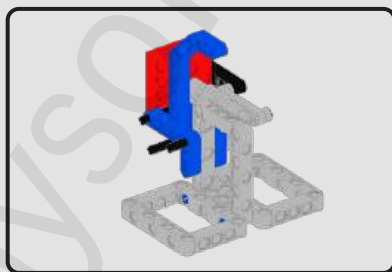
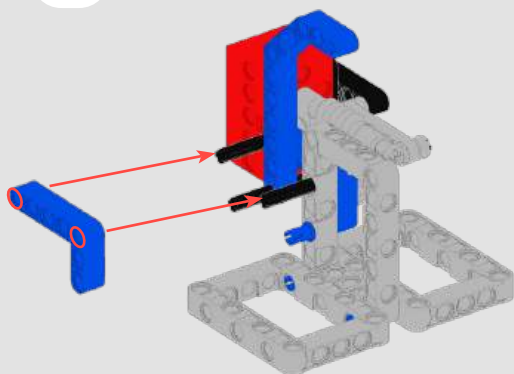
Let's Assemble the base structure and motor mechanism.



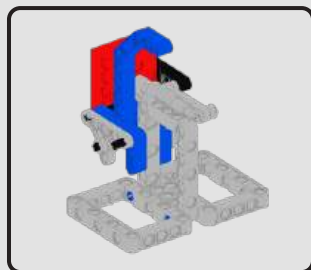
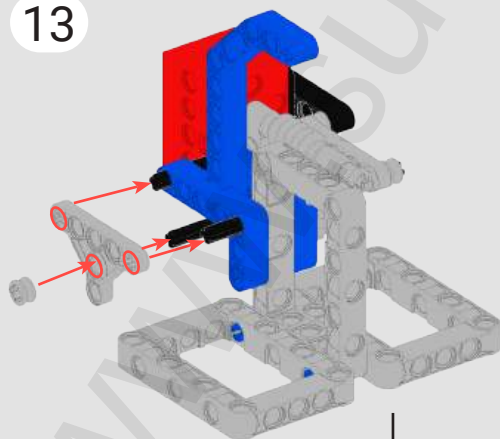
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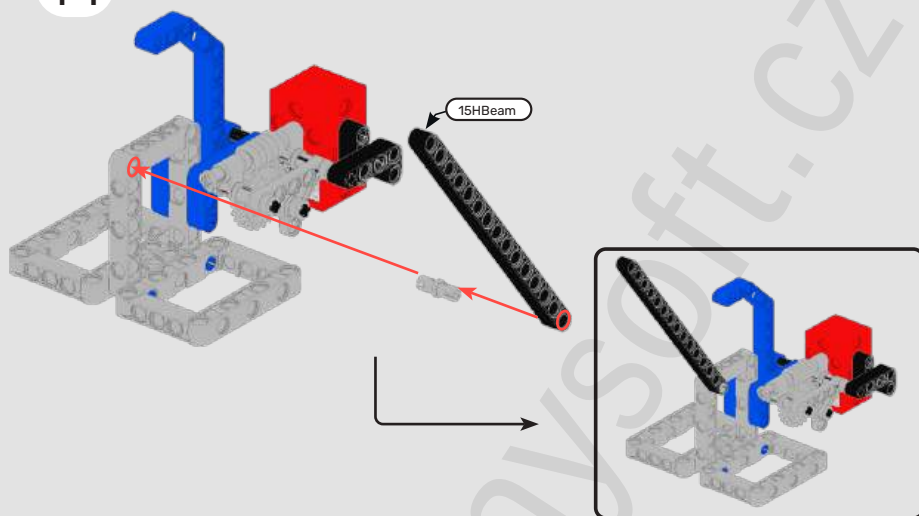
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13



14

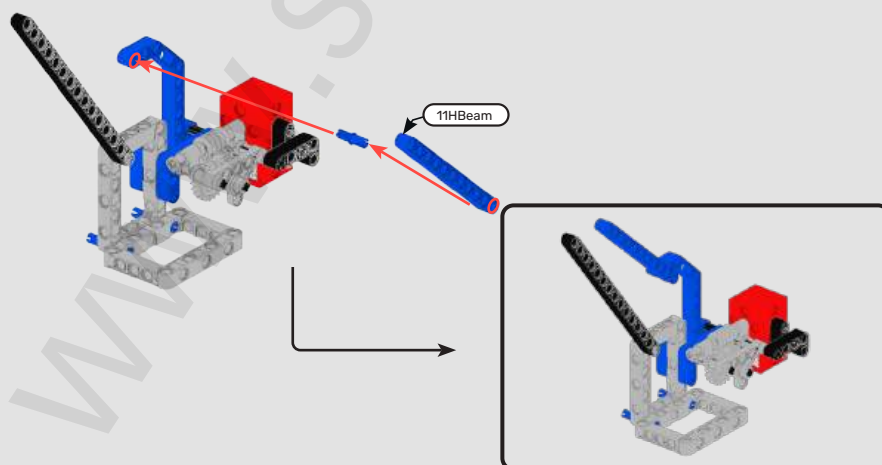


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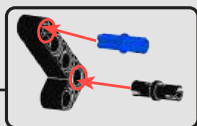
1:1



Medium Axle Pin Blue



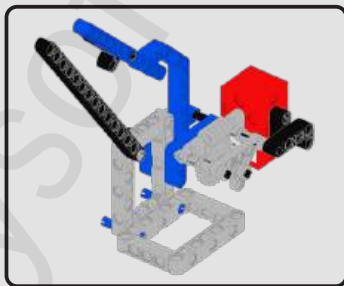
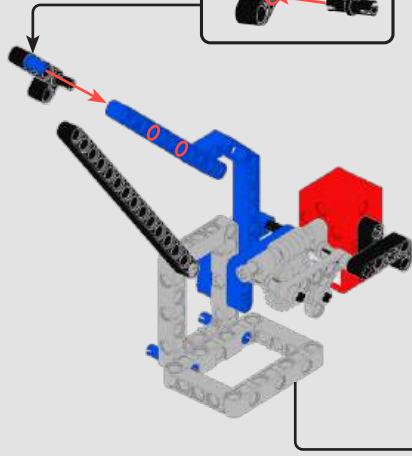
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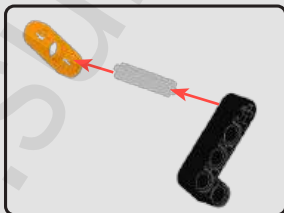
1:1



Medium Axle Pin Blue



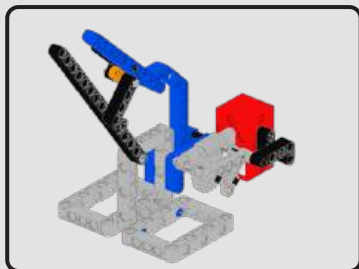
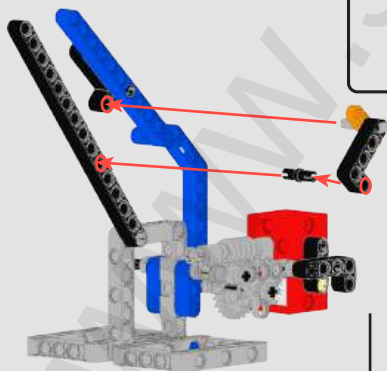
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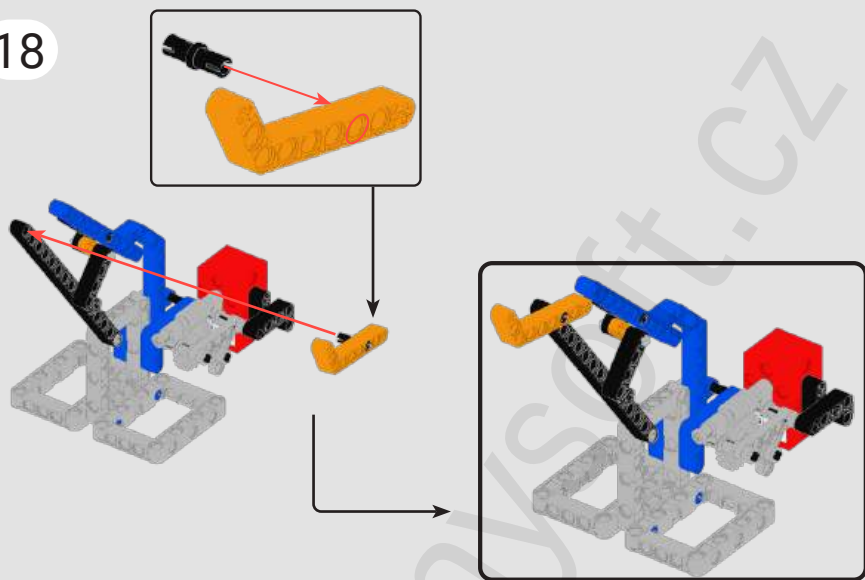
1:1



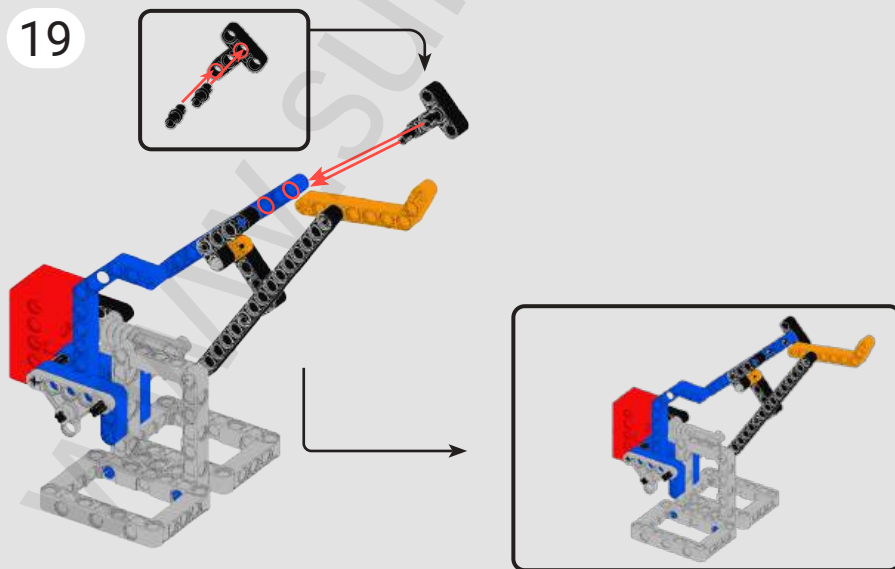
3H Axle



18



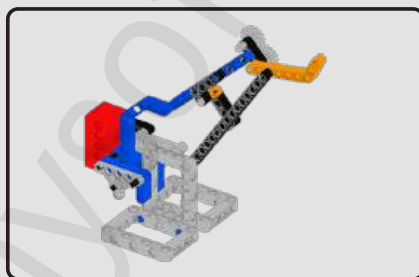
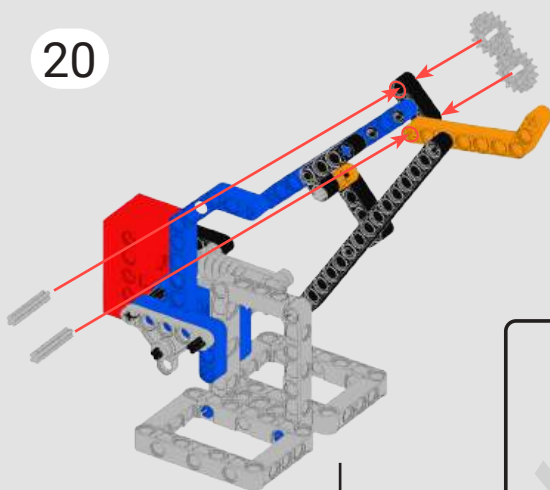
19



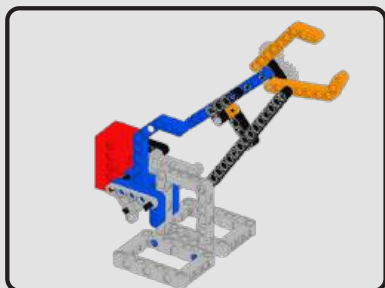
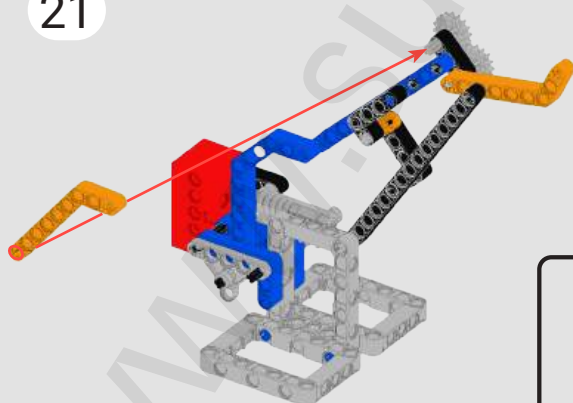
20

1:1

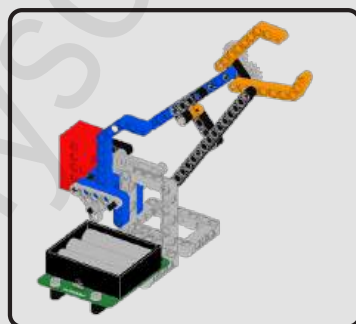
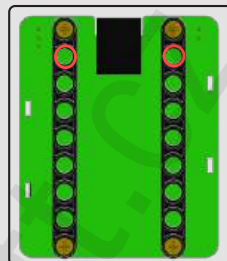
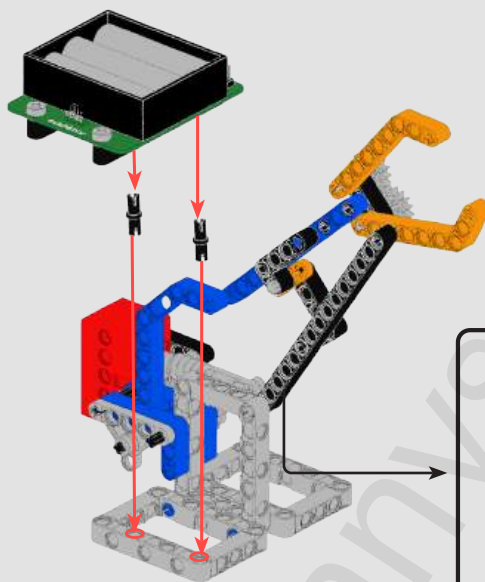
3H Axle



21



22



Congratulations on Completing this Project!

Excited to play with it using the avishkaar mobile app?

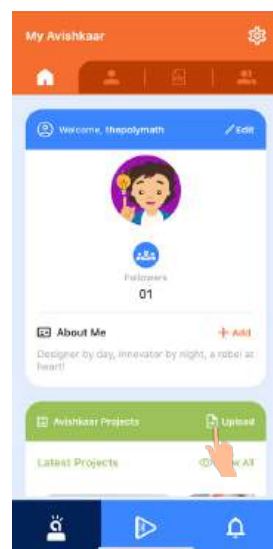
Go to Pg 8 about the detailed instructions on how to download the app and control your bot using it.



Share your Creation with the World and Win the 'Scratch the Surface' Level 2 Badge

Upload photos or videos of your project using the project section of the Avishkaar App to progress towards winning the 'Scratch the Surface' Level 2 Badge.

See all your collected badges in the achievement section of your profile on www.avishkaar.cc. Explore all other badges to be collected and win them all!

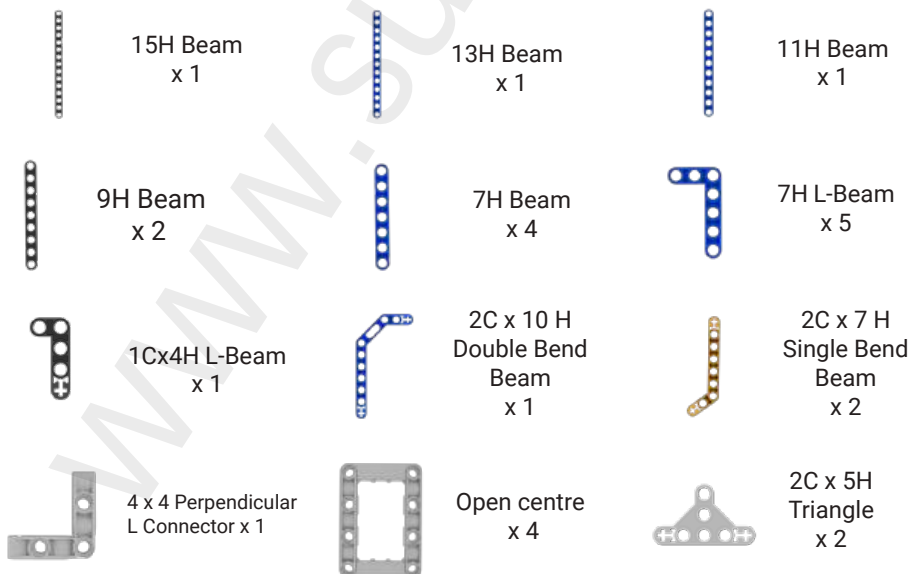


Project 3: MEX Robo Lift

Let's Build!

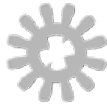


Things we need





Worm
Gear-Big
x 1



12T Double
Bevel gear
x 2



20T Double
Bevel gear
x 1



Spur Gear24T
x 3



Axle Triple Pin
Perpendicular
Connector
x 1



1Cx1H
Perpendicular
Connector
x 1



Axle Filler- Small
x 12



Axle Filler-Big
x16



3H Axle
x1



5H Capped
Axle x 2



6H Axle
x 4



8H Axle
x 2



10H Axle
x 1



Shot pin yellow
x 1



Medium
Pin-Black
x 13



Medium Axle
Pin-Blue
x 2



Long Pin-Blue
x 13



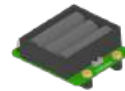
Long
Pin Yellow
x 1



Axle Angle
Connector -180
x 2



Axle Angle
Connector-135
x 2



Avishkaar
MEXCore
x 1

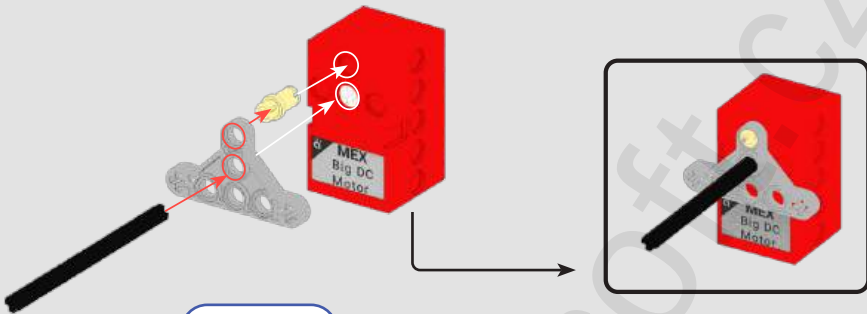


MEX Big DC
Motor
x 1

1

1:1

8H Axle

**Build Tip**

Short Yellow Pins can be a little delicate!

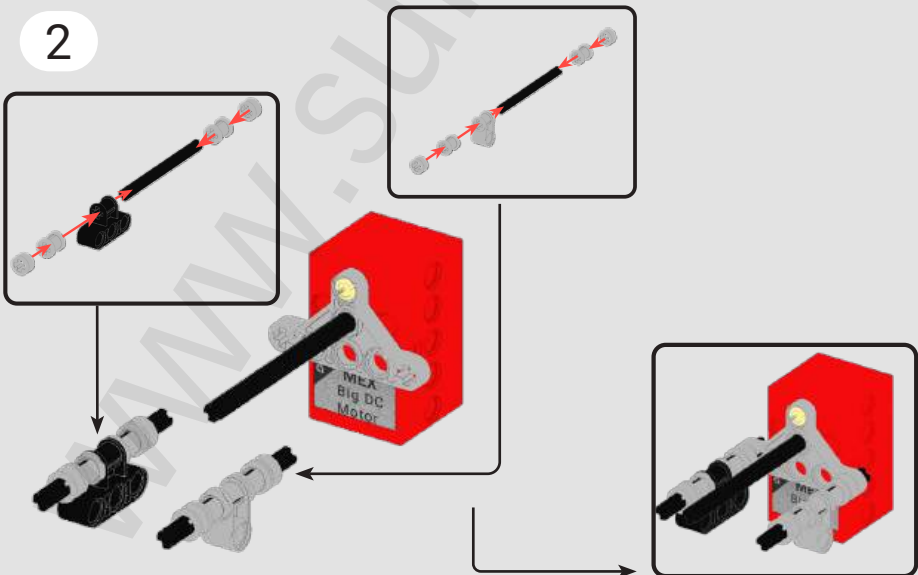
Be careful while using them. They break easily. And they can also be hard to remove - take the help of a parent or an adult to remove them safely.



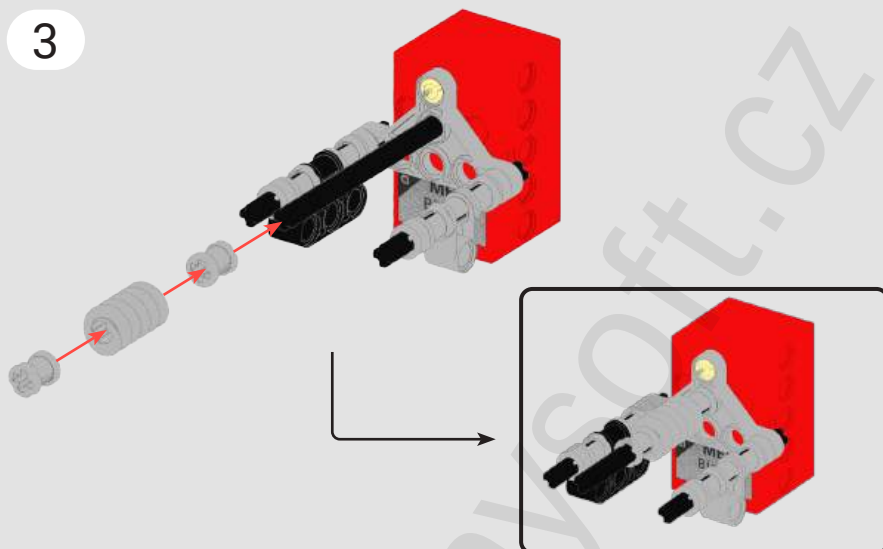
1:1

6H Axle

2



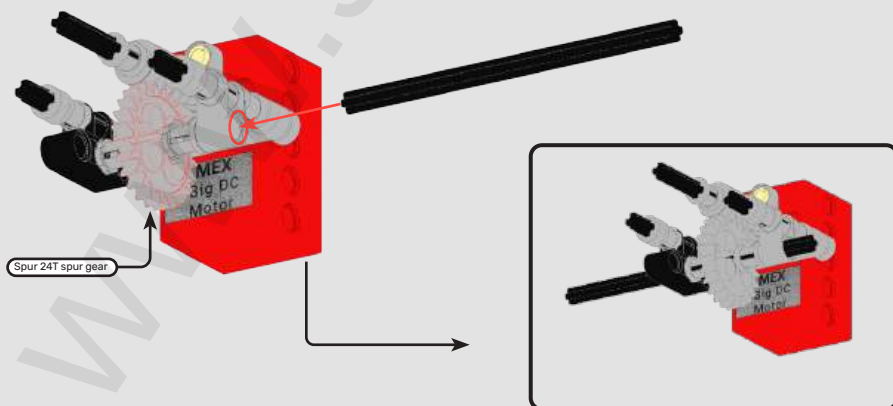
3



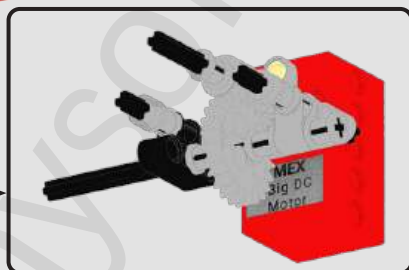
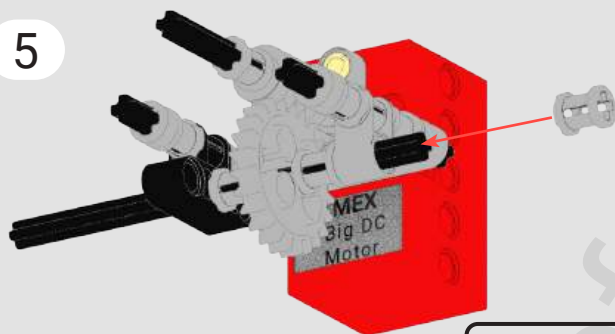
4

1:1

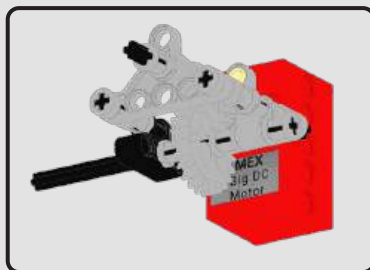
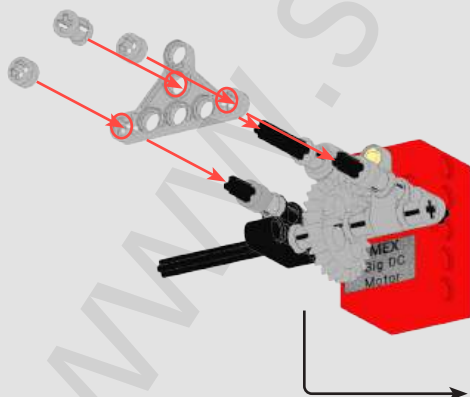
10H Axle



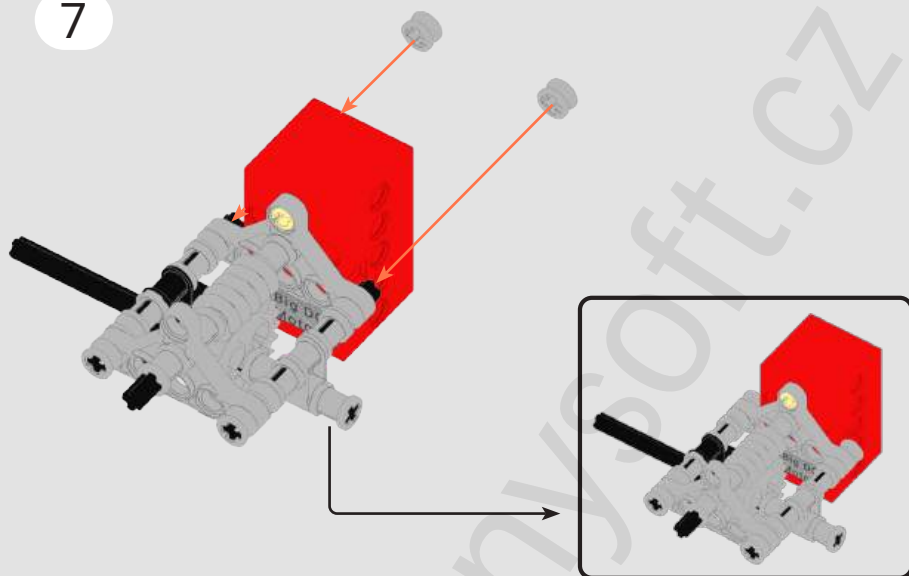
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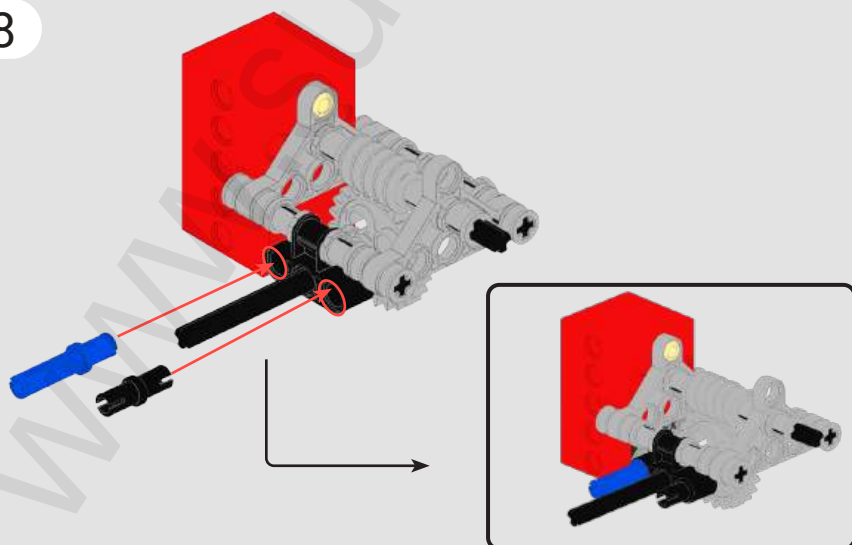
6



7



8



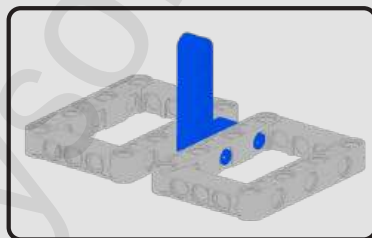
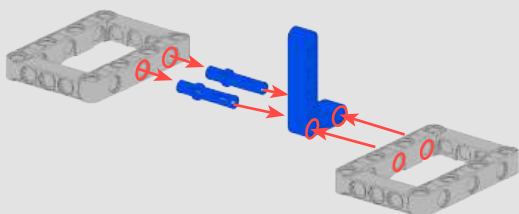
9

Let's make the base structure.

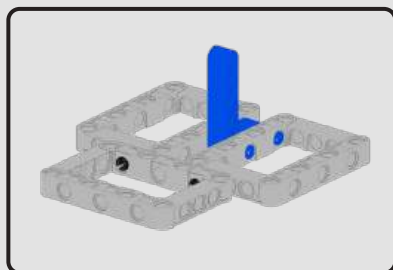
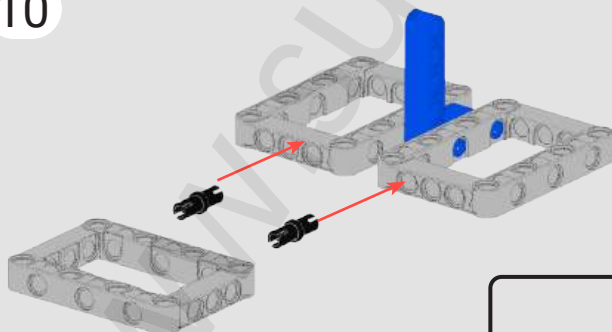
1:1



Long Pin Blue

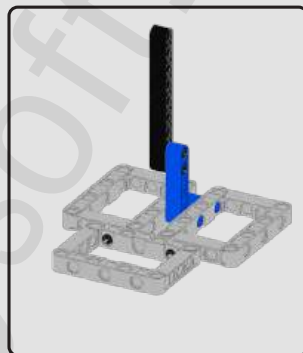
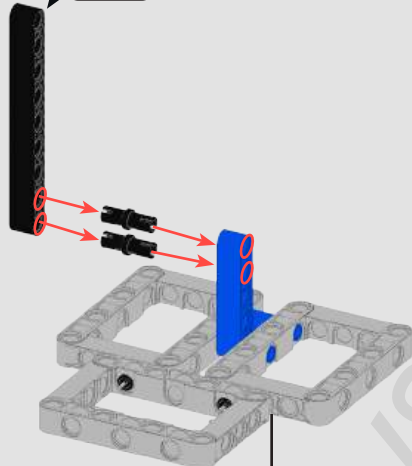


10



11

9H Beam



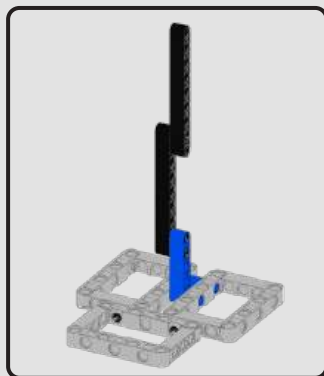
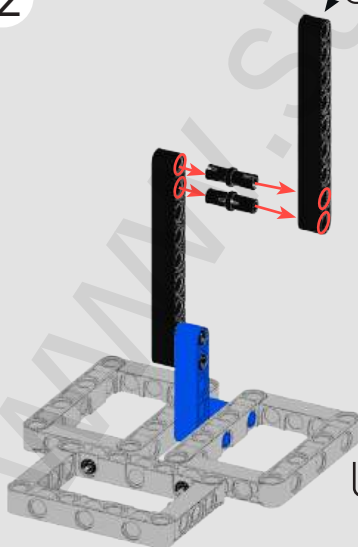
12

9H Beam

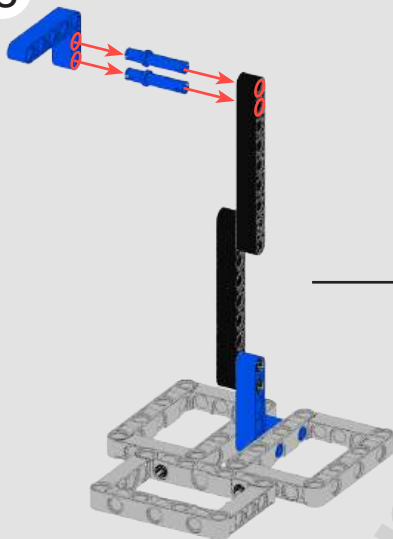
1:1



Long Pin Blue



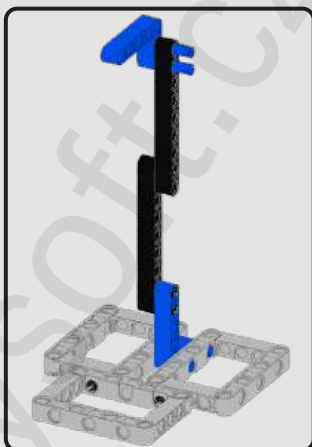
13



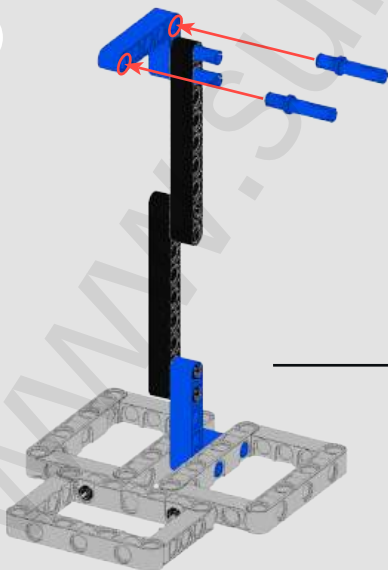
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Long Pin Blue



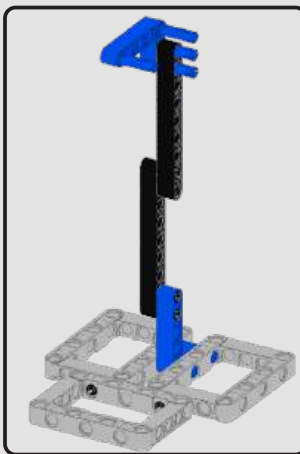
14



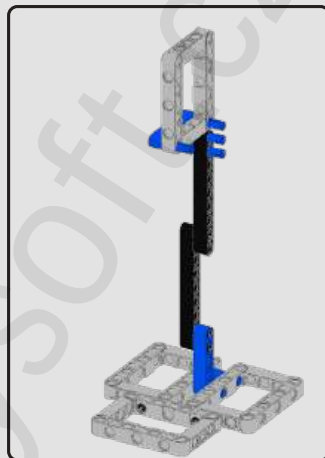
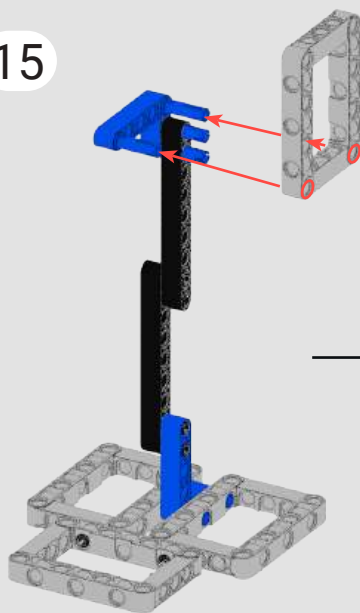
1:1



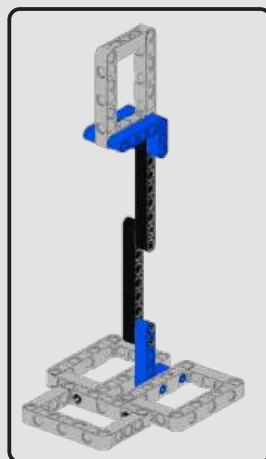
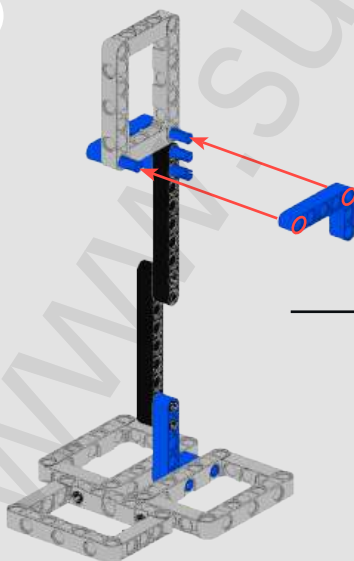
Long Pin Blue



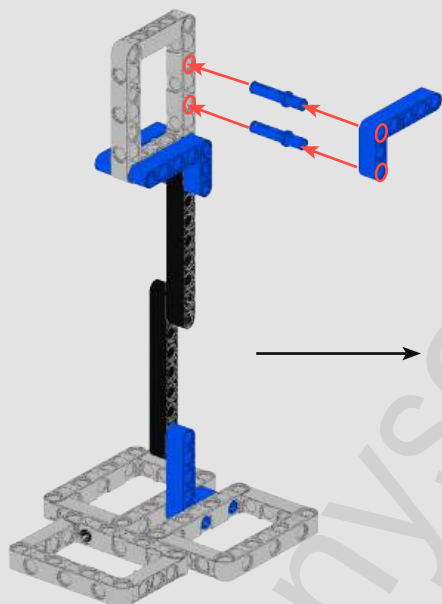
15



16



17



1:1



Long Pin Blue



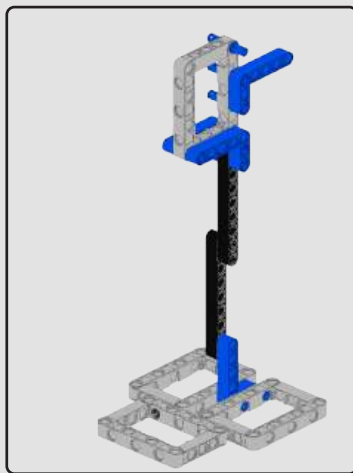
18



1:1

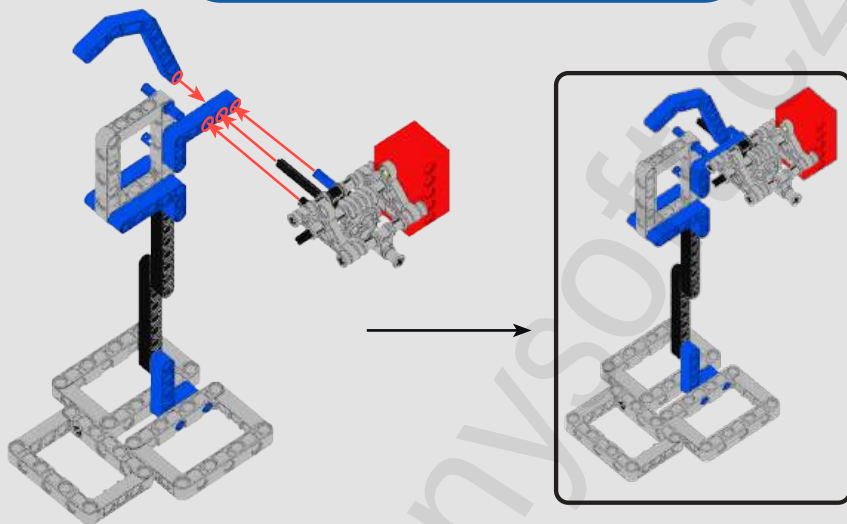


Long Pin Blue

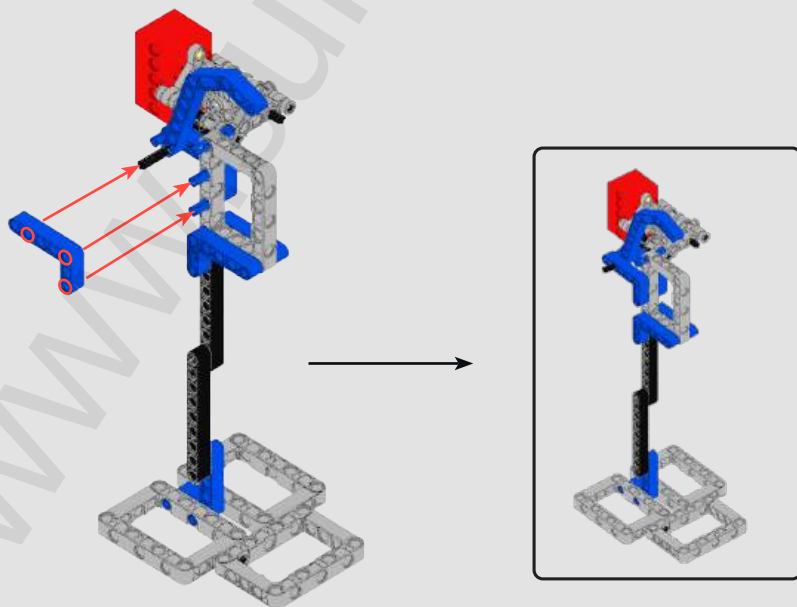


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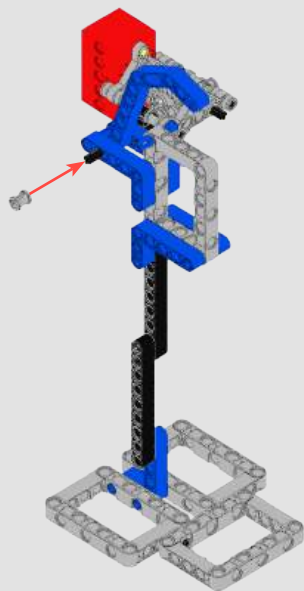
Let's Assemble the base structure and motor mechanism.



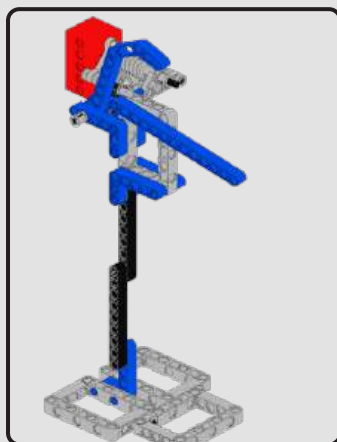
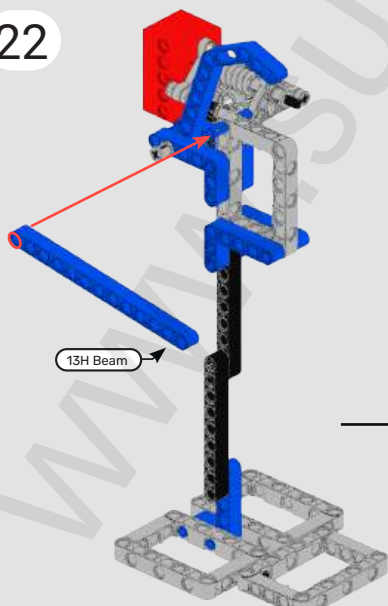
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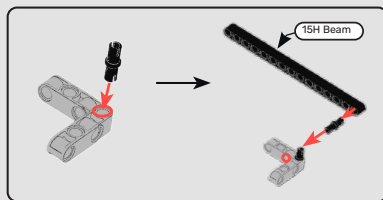
21



22



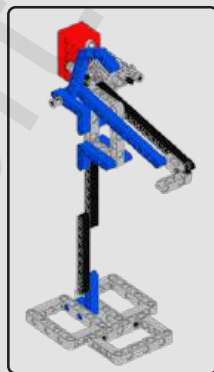
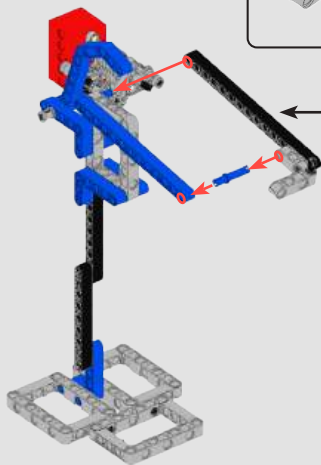
23



1:1



Long Pin Blue

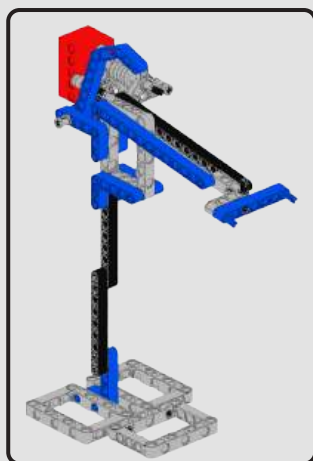
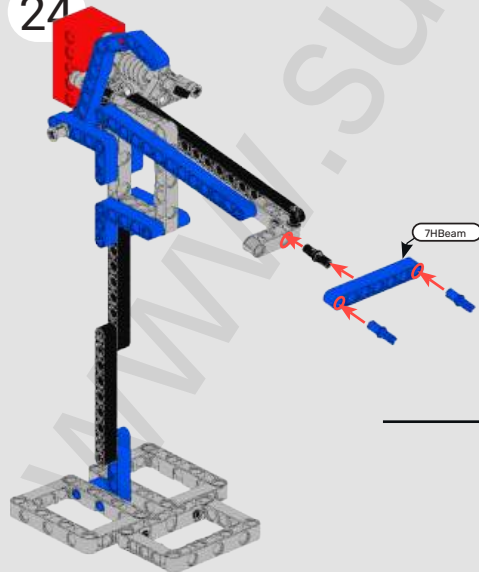


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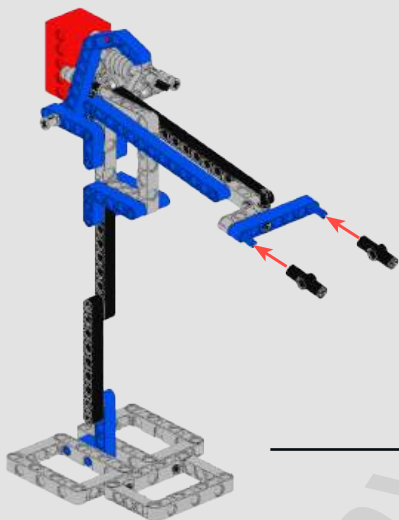
1:1



Medium Axle Pin Blue



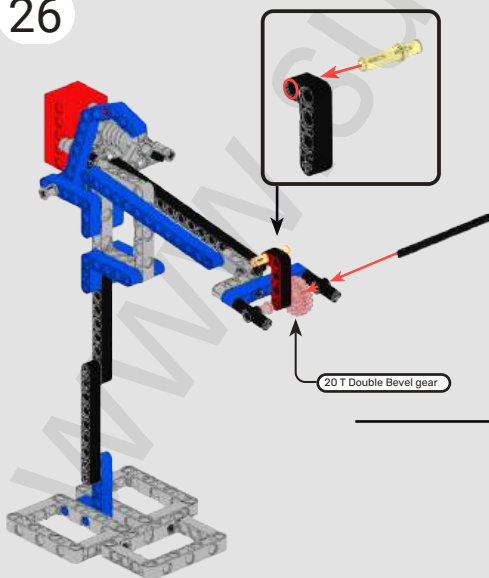
25



1:1

8H Axle

26

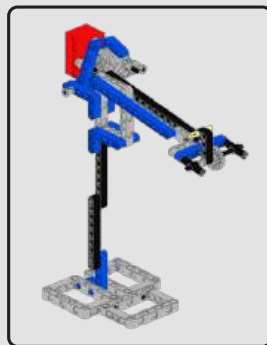


20 T Double Bevel gear

1:1



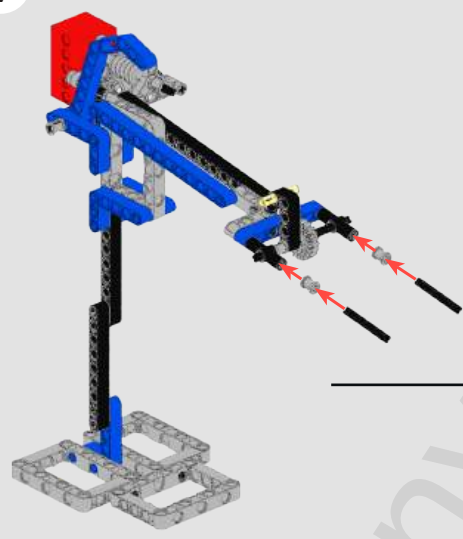
Long Pin Yellow



27

1:1

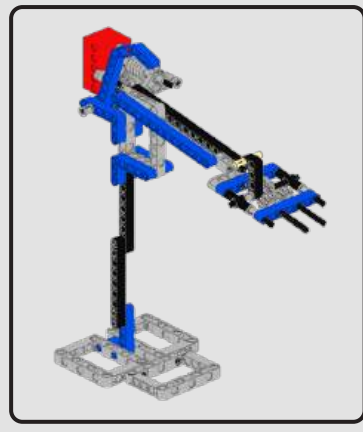
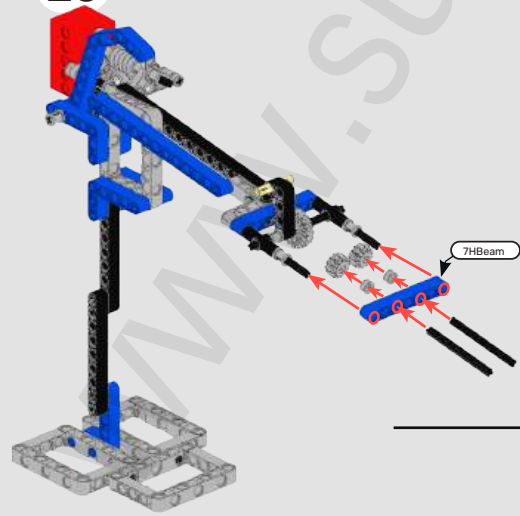
4H Axle



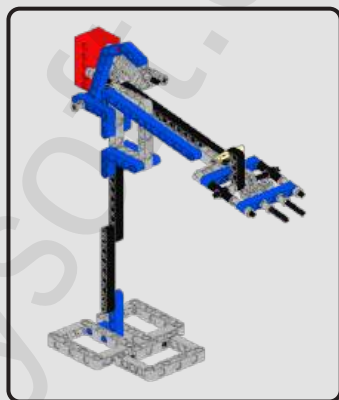
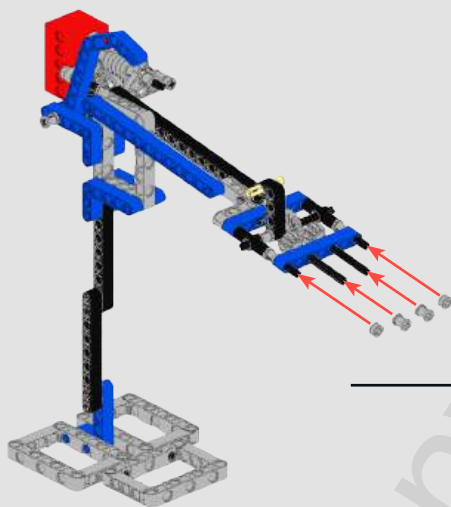
1:1

6H Axle

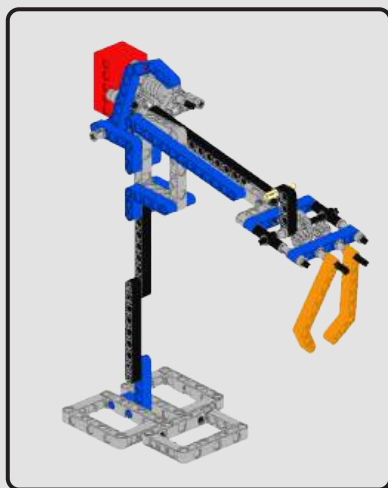
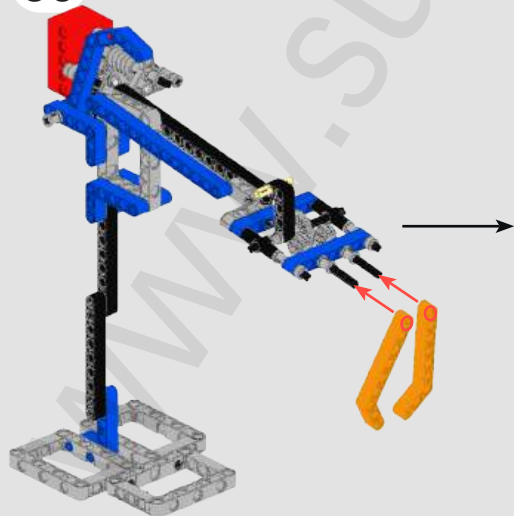
28



29



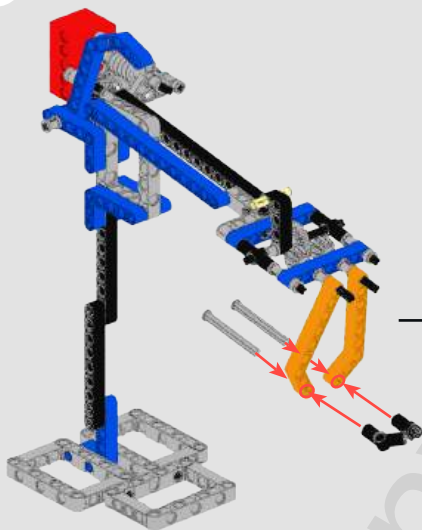
30



31

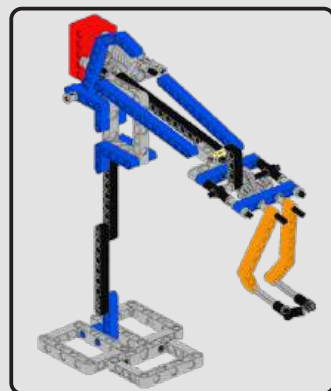
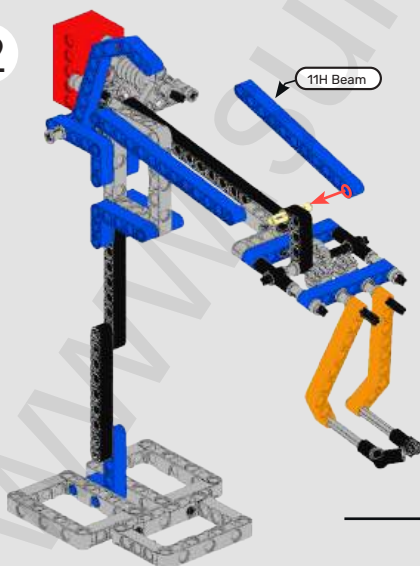
1:1

5H Axle Capped

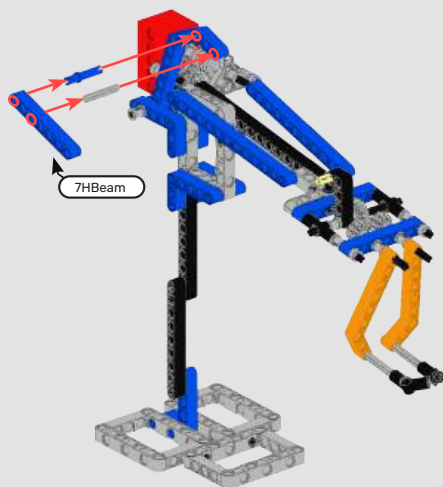


32

11H Beam



33



1:1



Long Pin Blue

1:1



3H Axle



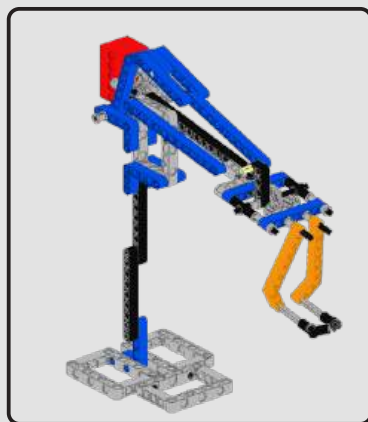
34



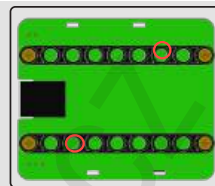
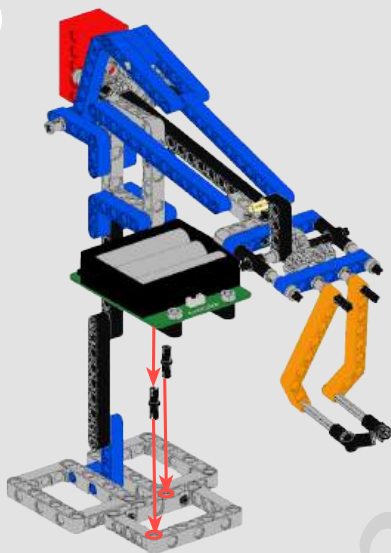
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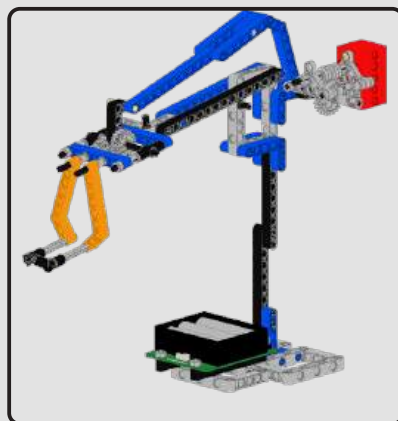
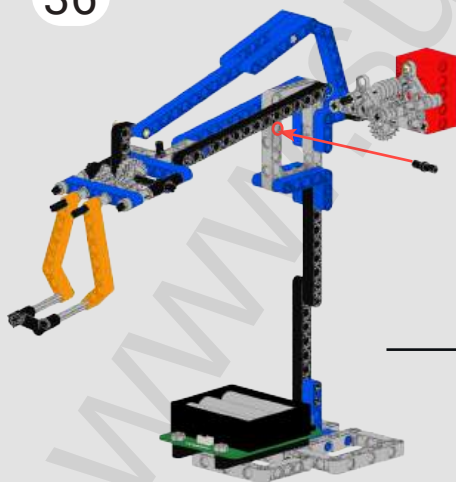
Long Pin Blue



35



36



Congratulations on Completing this Project!

Excited to play with it using the avishkaar mobile app?

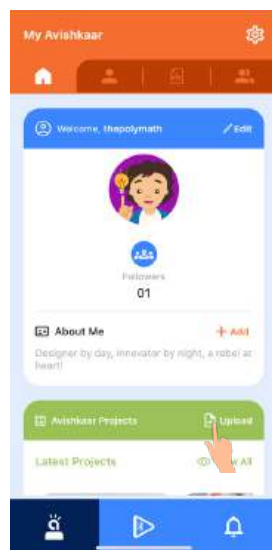
Go to Pg 8 about the detailed instructions on how to download the app and control your bot using it.



Share your Creation with the World and Win the 'Scratch the Surface' Level 3 Badge

Upload photos or videos of your project using the project section of the Avishkaar App to win the 'Scratch the Surface' Level 3 Badge.

See all your collected badges in the achievement section of your profile on www.avishkaar.cc. Explore all other badges to be collected and win them all!



Facing an Issue?

Our technical support is available to assist you at these timings -

Monday to Saturday: 9am to 8pm

Sunday and 3rd Saturday: 9am to 6pm



Software Issues



Usability Issues



Hardware Issues

Contact support by scanning the QR Code.



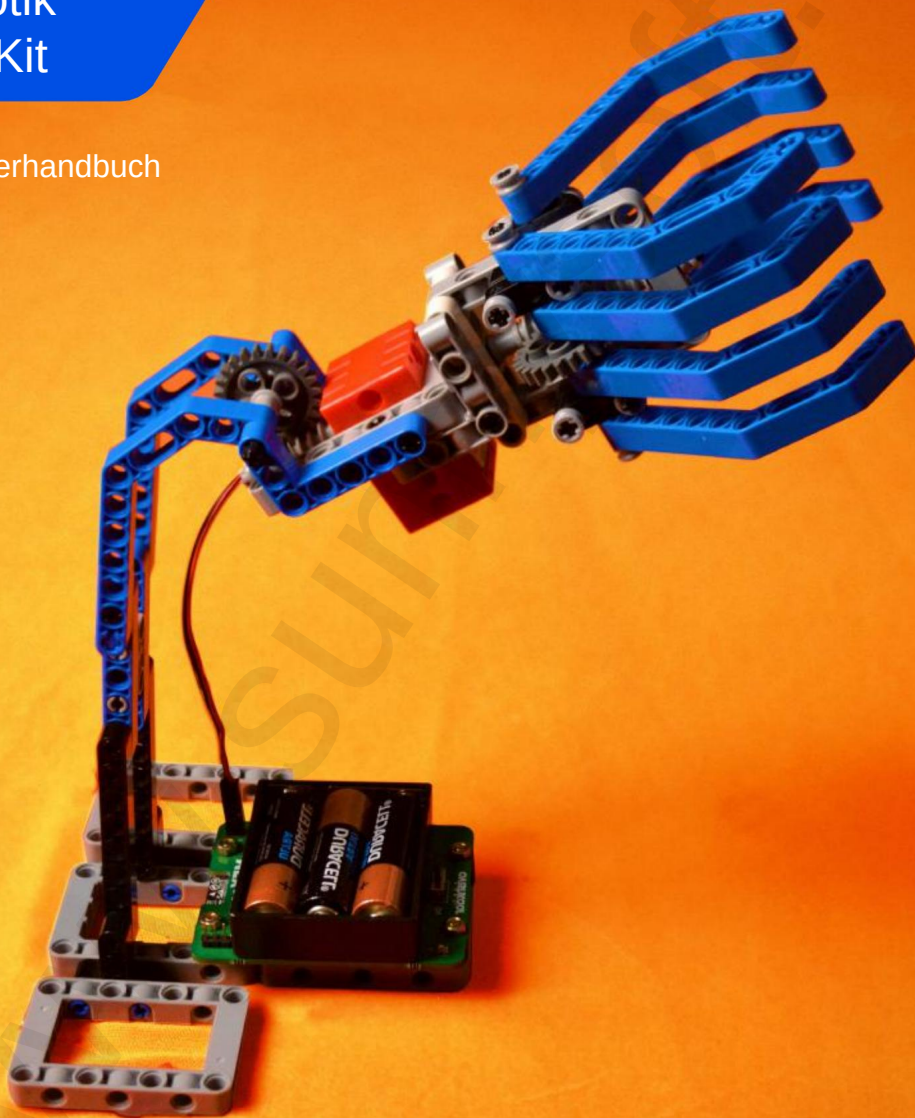
support@avishkaar.cc

+91-8506931515

MEX

Robotik Arm-Kit

Benutzerhandbuch



Holen Sie das Beste aus Ihrer Ausrüstung heraus

Innovation



Den Innovatoreneid ablegen

Legen Sie den Innovator-Eid auf Seite 6 ab und erfahren Sie, was es bedeutet, ein Innovator zu sein.



Lernen Sie, das Handbuch/die Videos zu verwenden

Folgen Sie den ausführlichen Anweisungen im Handbuch und erfahren Sie, wie Sie mit dem Bausatz interessante Roboter bauen.



Erstellen, codieren und verwalten

Bauen Sie innovative Projekte mit dem Kit und steuern Sie die Roboter mit der Avishkaar- Fernbedienung und Code mit Avishkaar Maker Studio.



Aktie



Gewinnen



Mach mit bei Let's Avishkaar

Werde Teil unserer Community
auf FB - vernetzen Sie sich mit Innovatoren
und erhalten Sie die neuesten Informationen
über Webinare.



Projekte hochladen

Projekte auf [www. hochladen.](http://www.hochladen.avishkaar.cc)
avishkaar.cc und teilen Sie sie mit
Innovatoren auf der ganzen Welt.



Internationales Wettbewerbe

Nehmen Sie teil an wöchentlichen,
monatliche und jährliche Wettbewerbe und
auf der ganzen Welt Ruhm erlangen .



Der Eid des Innovators

Unterzeichnen Sie unten das Innovator-Versprechen und verpflichten Sie sich zu einem lebenslangen Streben nach Innovation und Problemlösung. Aktie Foto in der FB-Community Let's Avishkaar.

Ich schwöre feierlich, dass ich, sobald ich mich auf die Reise der Innovation begeben habe, nicht aufgeben werde, bis meine Innovation, mein Projekt, abgeschlossen ist. Ich werde meine Fähigkeiten und Werkzeuge verfeinern und sie gut einsetzen. Innovation und ich werden unzertrennlich sein.

Ich werde meine Innovationen immer mit anderen Innovatoren teilen und von ihnen lernen.

I _____
(Schreibe deinen Namen)

*solemnly swear that, since I am
now on the path of innovation,
I will not give up until my
innovation, my project is ready.
I will hone my skills and tools
and use them well. Innovation
and I will be inseparable.
I will always share my
innovations with other
innovators and learn with them.*

Unterschrift

Willkommen auf Avishkaars Website

Laden Sie die Avishkaar-App herunter

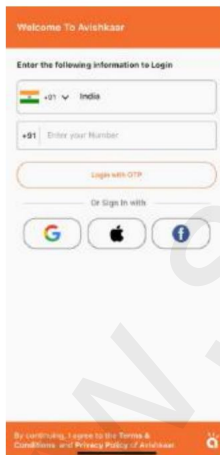
Laden Sie die Avishkaar-App herunter, indem Sie die folgenden QR-Codes scannen:



1

Ein Konto erstellen

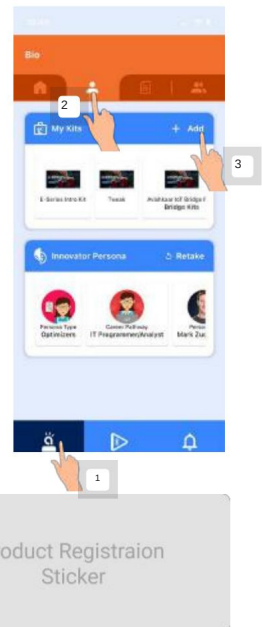
Öffnen Sie die App und folgen Sie den Anweisungen auf dem Bildschirm, um ein Konto zu erstellen.



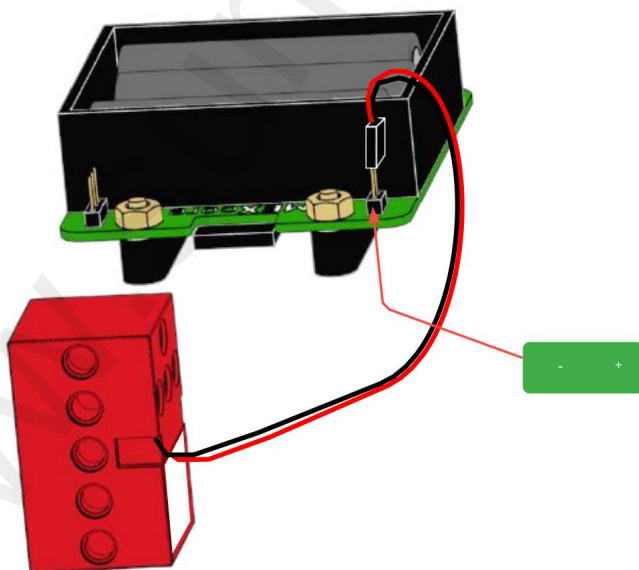
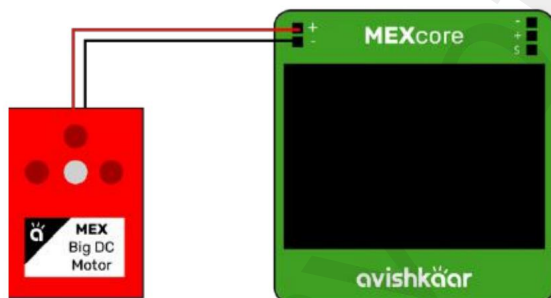
2

Registrieren Sie Ihr Kit

Gehen Sie in der App zum Bereich „Profil“ und klicken Sie im Bereich „Meine Kits“ auf „+ Weitere hinzufügen“, um Ihr Kit zu registrieren. Dieser Schritt ist wichtig für die spätere Steuerung des Roboters.



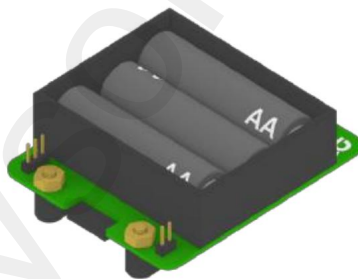
So schließen Sie einen Motor an MEXcore an



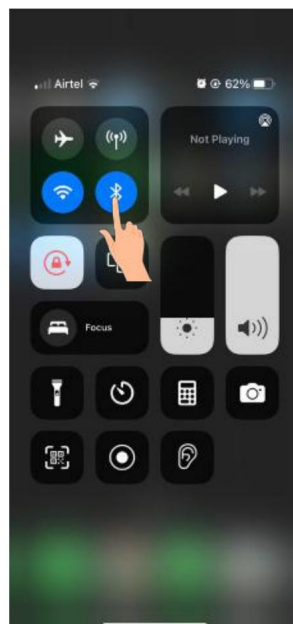
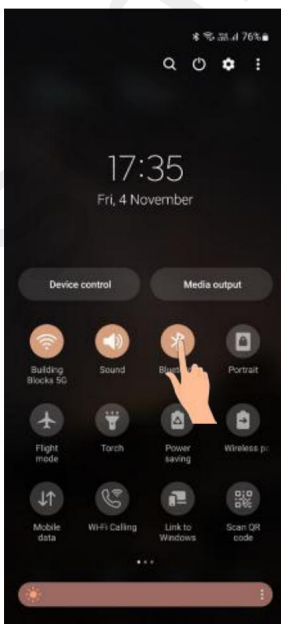
Anwendungskontrolle

- 1 Legen Sie die Batterien in das MEXcore-Gerät ein und schalten Sie es ein. Beachten Sie, dass die MEXcore-LED grün blinkt.

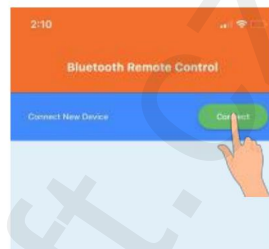
Hinweis: Verwenden Sie nur AA-Alkalibatterien. (Andere Zelltypen können den MEXcore beschädigen.)



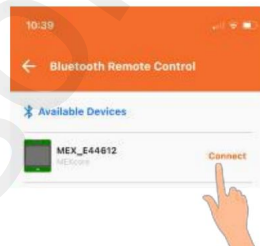
- 2 Schalten Sie Bluetooth auf Ihrem Telefon ein.



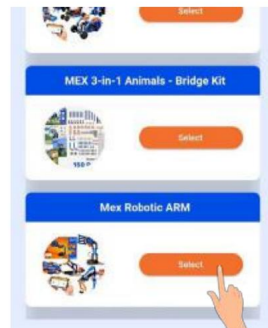
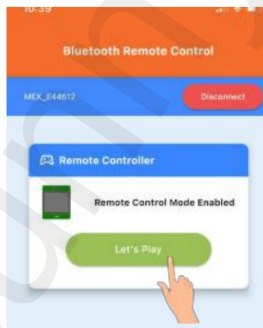
- 3 Öffnen Sie die Avishkaar-App und klicken Sie im Bereich „Home“ auf die Schaltfläche „Play“.



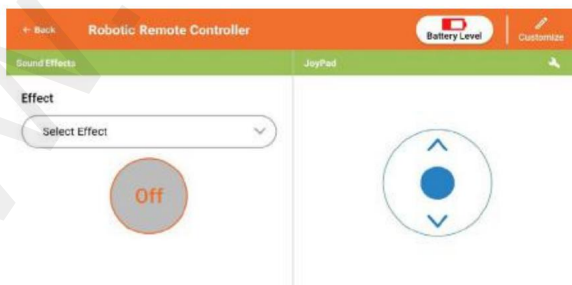
- 4 Klicken Sie auf das "Verbinden" Die App sollte Ihren MEXcore finden können, wenn er eingeschaltet ist. Sobald die App Ihren MEXcore erkennt, klicken Sie auf "Verbinden".



- 5 Klicken Sie auf „Let's Play“ und wählen Sie „MEX Robotics Arm Kit“ aus dem Dropdown- Menü.



- 6 Der Fernbedienungsbildschirm wird geöffnet und ermöglicht Ihnen die Steuerung des Motors.

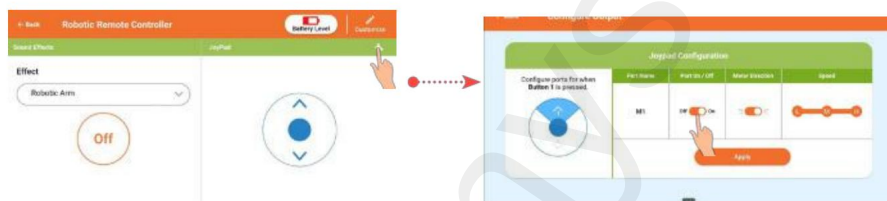


Konfiguration

Soundeffekte

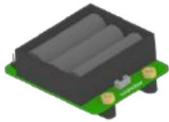


Joystick



Gerätecheck

Kasten 1 (Elektronik)



Avishkaar
MEXCore
x1



Großer Gleichstrommotor
MEX
x 1

Kasten 2 (Bauteile)

STRAHL



Strahl 15H
x 1



13 UHr
Strahl x1



11H Strahl
x1



3 UHr
Strahl x4



9H-Strahl x2

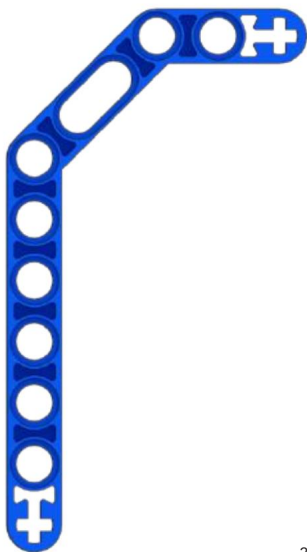


5H-Strahl x2



7 UHr
Strahl
x4

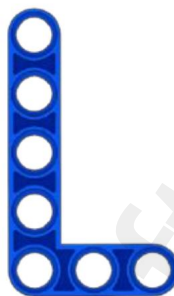
Hinweis: „H“ steht für Löcher. Z.B. Strahl 15H bedeutet einen Balken mit 15 Löchern.



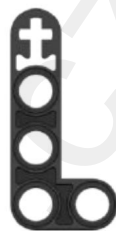
Doppelt
gebogener Träger
2Cx10H
x 10



2C x7H Einfache Biegung x2



7H L-Träger x5



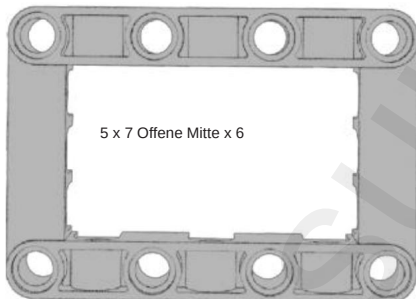
L-Träger 1Cx4H
x3



2Cx1H
Dünner Strahl
x1



5H Plattenbalken
x2



5 x 7 Offene Mitte x 6

FÜLLUNGEN

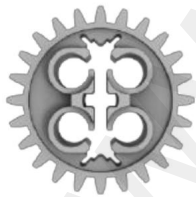


Achsfüller - groß x 16



Achsfüller - klein
x16

GETRIEBE



24T Kettenrad
x3



16T Kettenrad
x2



12T
Doppelkegelrad
x2

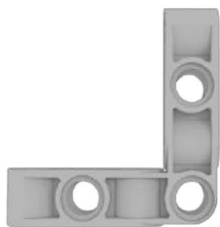


20T
Doppelkegelrad
x1



Schneckengetriebe - groß
x3

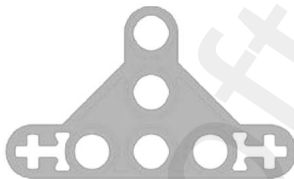
ANSCHLÜSSE



4 x 4 senkrechter L-Verbinder
x2



Anschluss
3Hx4-Stift
x1



2C x 5H Dreieck
x2



1C x 1H
Vertikaler Anschluss
x2



Dreipoliger senkrechter
Achsstecker x1



Achswinkelverbinder
- 180
x2



Achswinkelverbinder
-135 x2



2C x 1H
Senkrecht
x4

PINS



Lange Stecknadeln, blau, 13
Stück



Lange Nadel - gelb x1



Mittelstift - schwarz x22



Mittelgrauer Stift x 2



Mittelachsenstift
- blau x2



Kurzer Stift - gelb x2

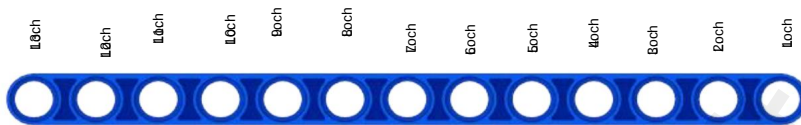
Hinweis: „C“ steht für „Kreuz“.
Beispiel: „1CX4H L-Träger“
hat ein Kreuz und vier Löcher.

Außen

Einbaulängen

Einbaulängen

1:1



H3

Strahl

Stunden

Abhilfe

(1)

B1

Abhilfe

(3)

F1

Abhilfe

(1)

Stunden

Abhilfe

(4)

Stunden

Abhilfe

Schließung

(2)

Stunden

Abhilfe

(1)

Stunden

Abhilfe

(2)

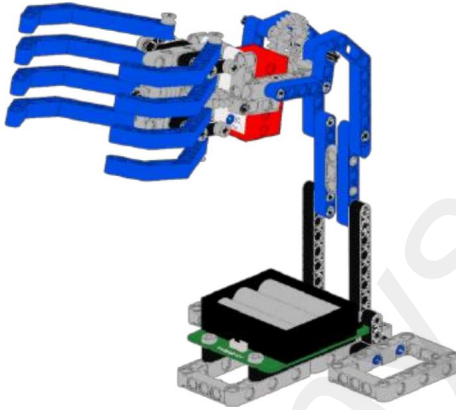
Stunden

Abhilfe

(3)

Projekt 1: MEX Grabber

Lasst uns bauen!



Dinge, die wir brauchen



9H Strahl
x2



Strahl 7H
x2



Strahl 5H
x2



7H-förmiger Strahl
Buchstabe L
x2



3H- Strahl
x4



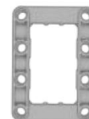
2C x 10H
Doppelbiegebalken
x10



5H Plattenbalken
x2



4 x 4 senkrecht
Anschluss L x 2



Offen
Center
x6



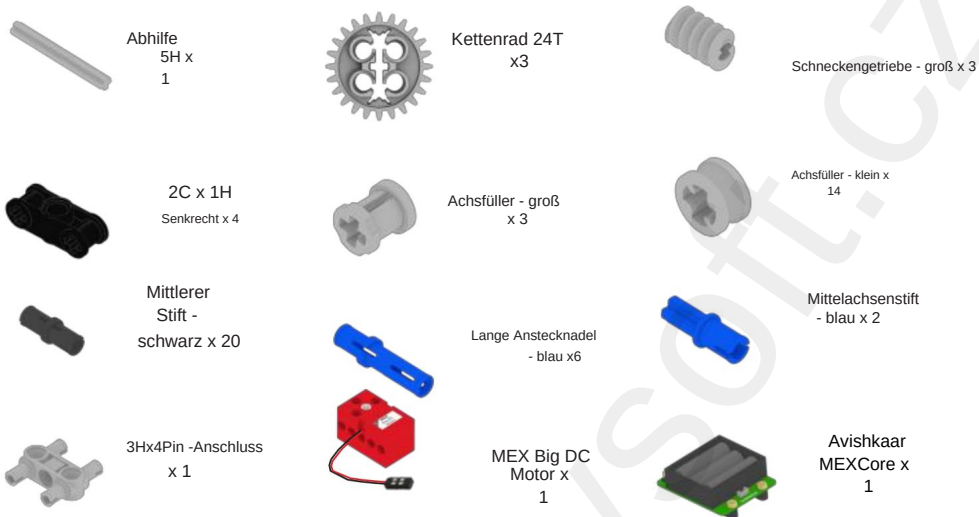
Abhilfe
10H x 1



Abhilfe
8H x
3

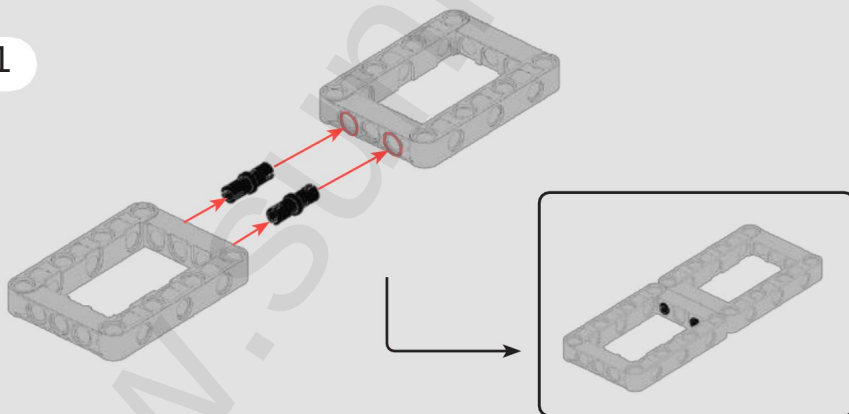


Abhilfe
6H x
4



Schritte

1



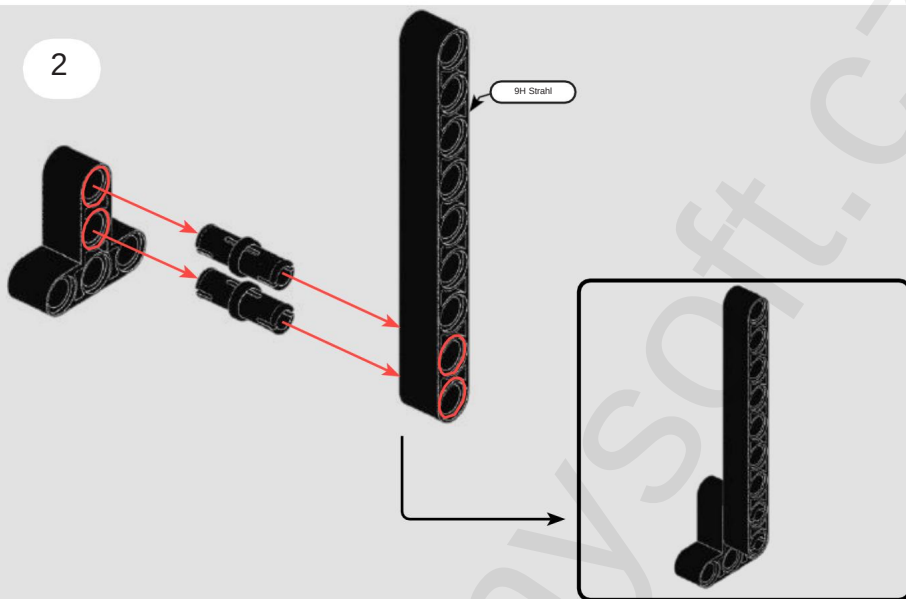
Montagetipp



Die schwarzen Mittelstifte lassen sich etwas schwerer einstecken!
Aber keine Sorge. Drücken Sie und stellen Sie sicher, dass die Verbindung sicher ist.
Es wird ein wenig halten :)

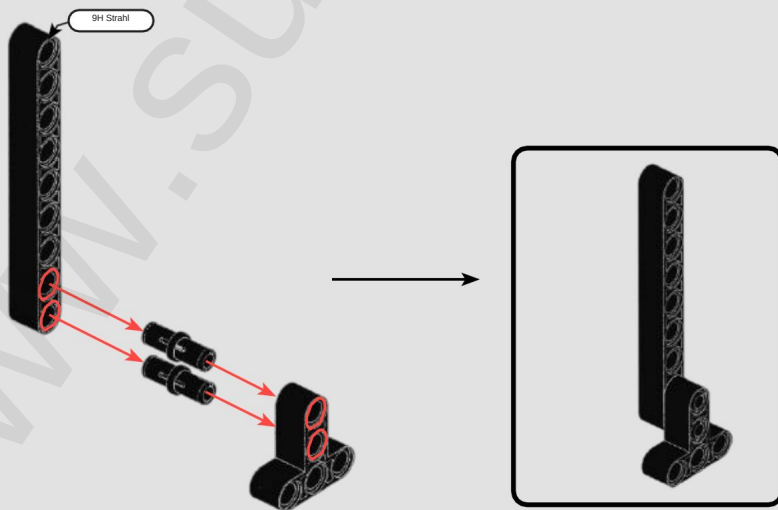


2



3

Lassen Sie uns eine weitere Seite erstellen.

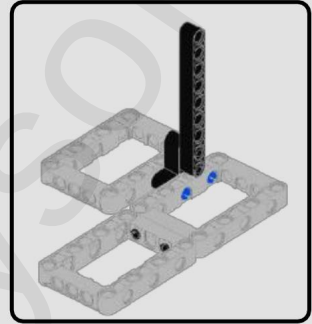
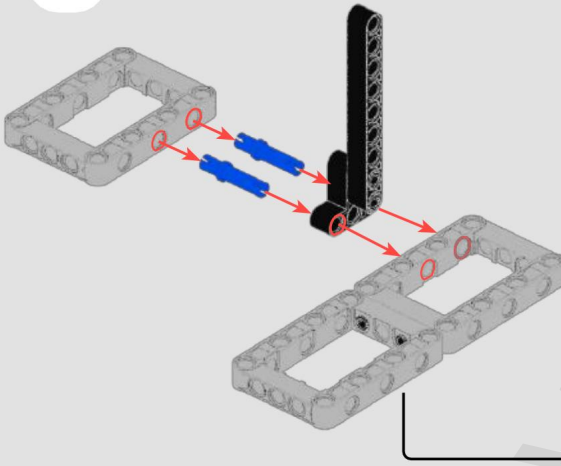


4

1:1

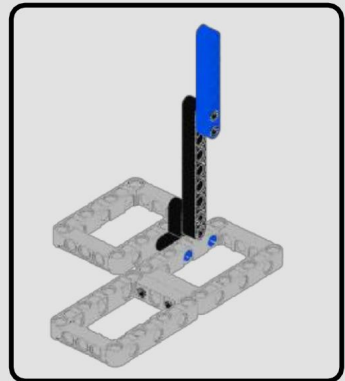
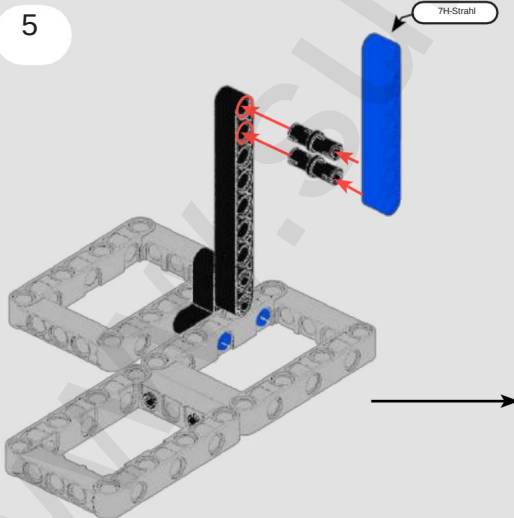


Lange blaue Anstecknadel

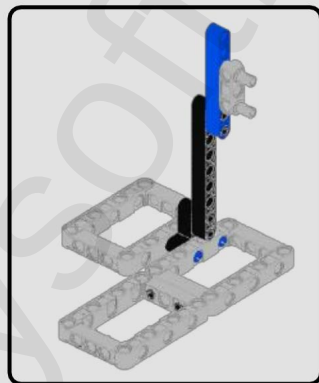
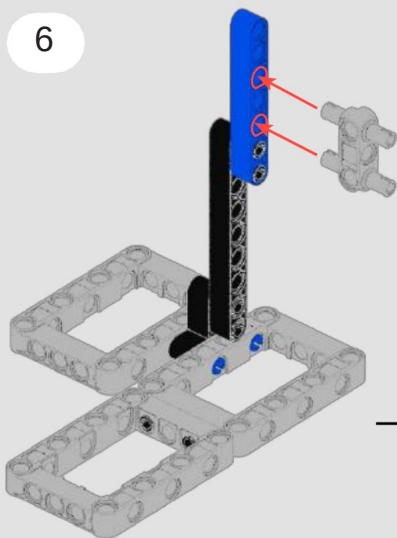


5

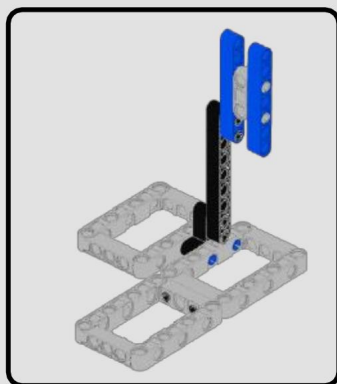
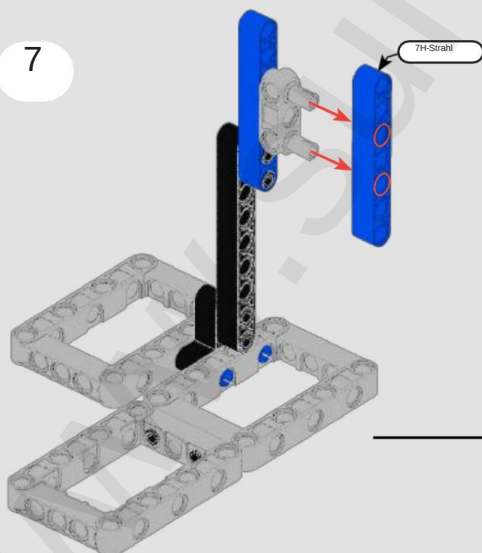
YH-Strahl



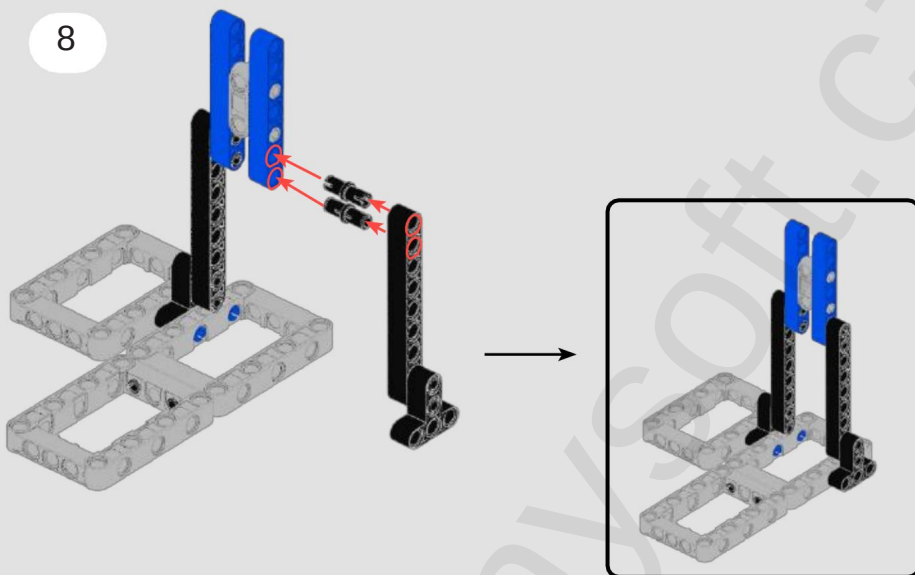
6



7



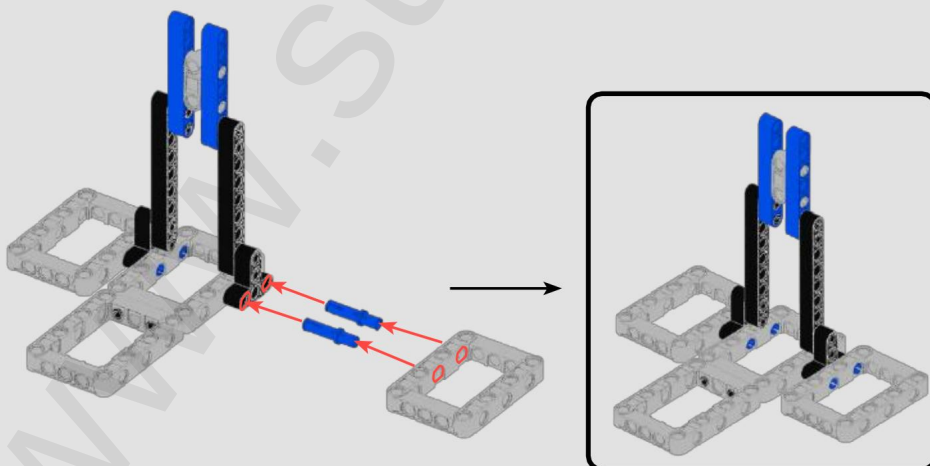
8



9

1:1

Lange blaue Anstecknadel

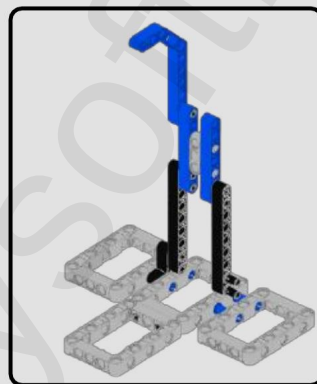
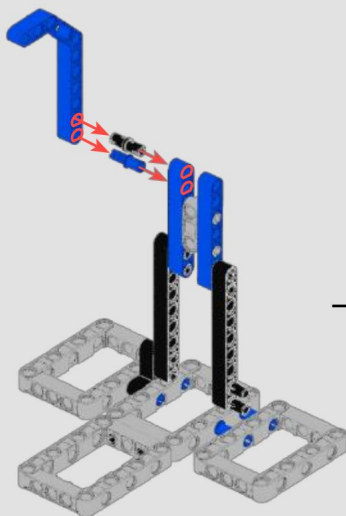


10

1:1



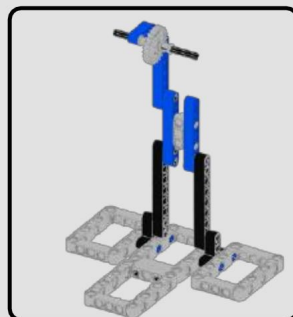
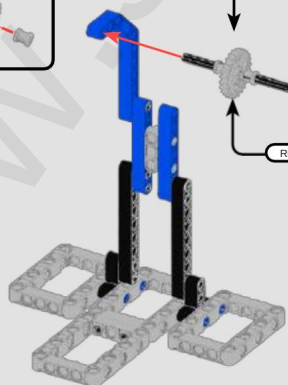
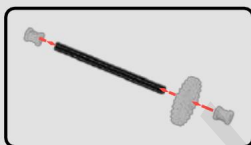
Mittelachsenstift blau



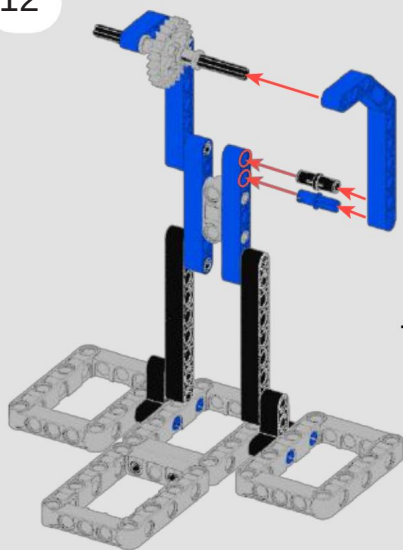
11

1:1

8H-Achse



12



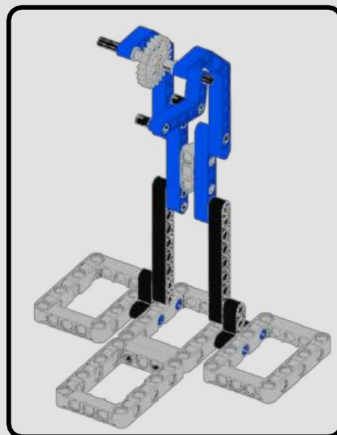
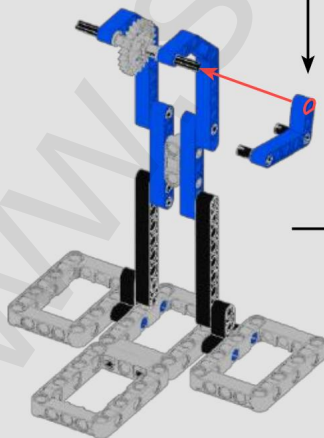
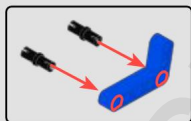
1:1



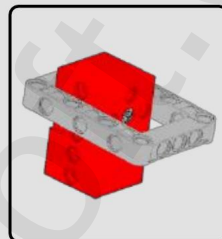
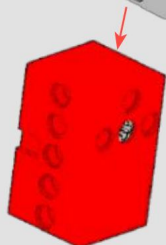
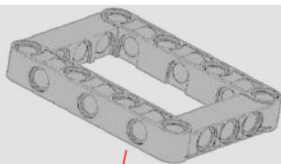
Mittelachsenstift blau



13



14



Montagetipp



Die schwarzen Mittelstifte können nur auf einer Seite des Motors eingesteckt werden!

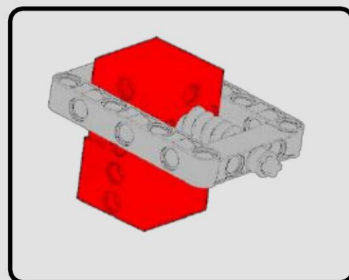
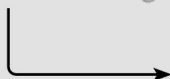
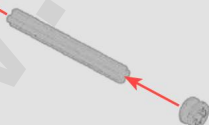
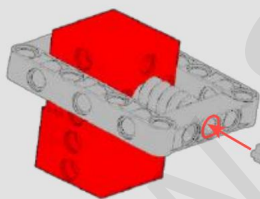
Die schwarzen Stifte können nur in die Seite des Motors mit dem weißen Aufkleber eingesteckt werden. Auf der anderen Seite An der Seite ohne Aufkleber können nur kleine gelbe Stecknadeln verwendet werden.



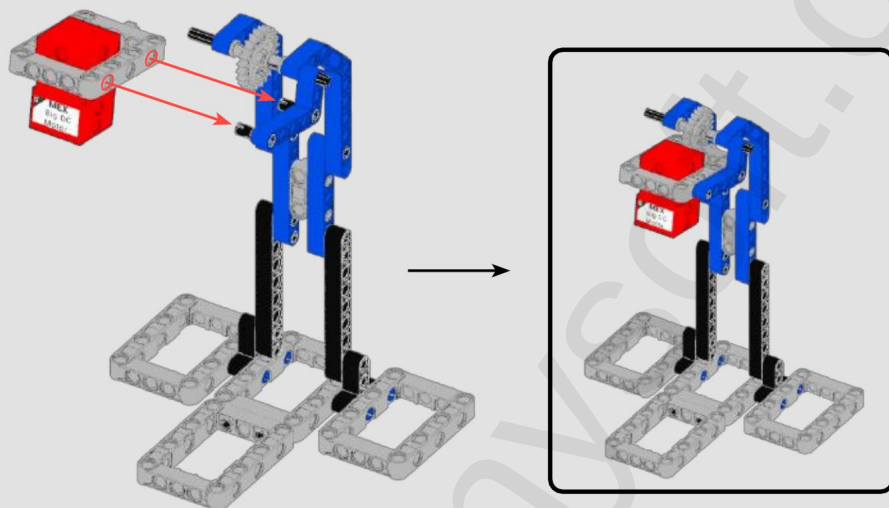
15

1:1

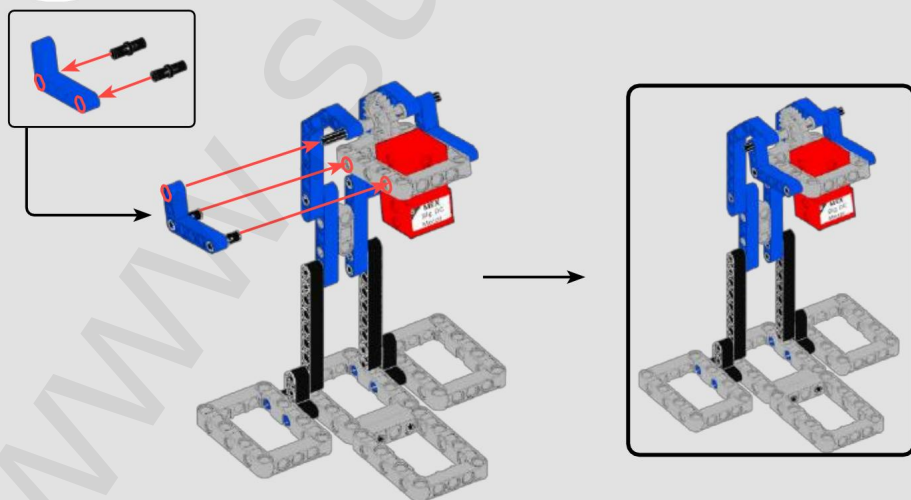
5H-Achse



16



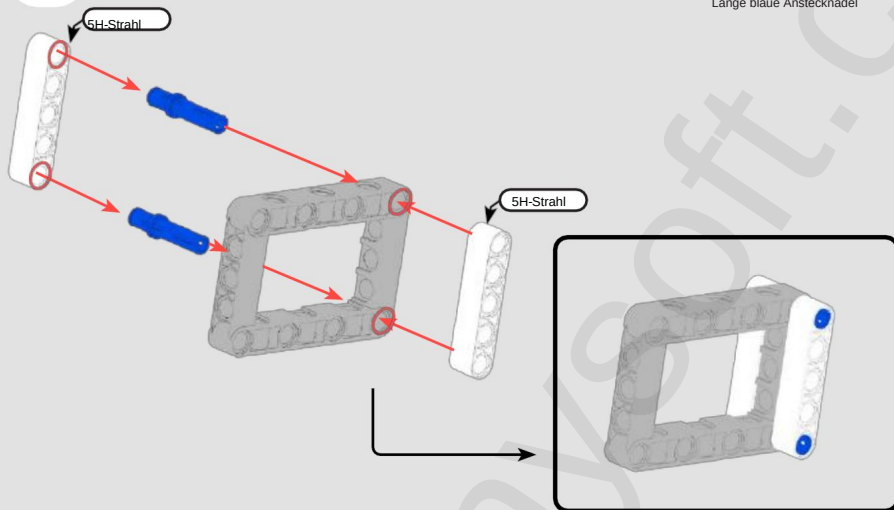
17



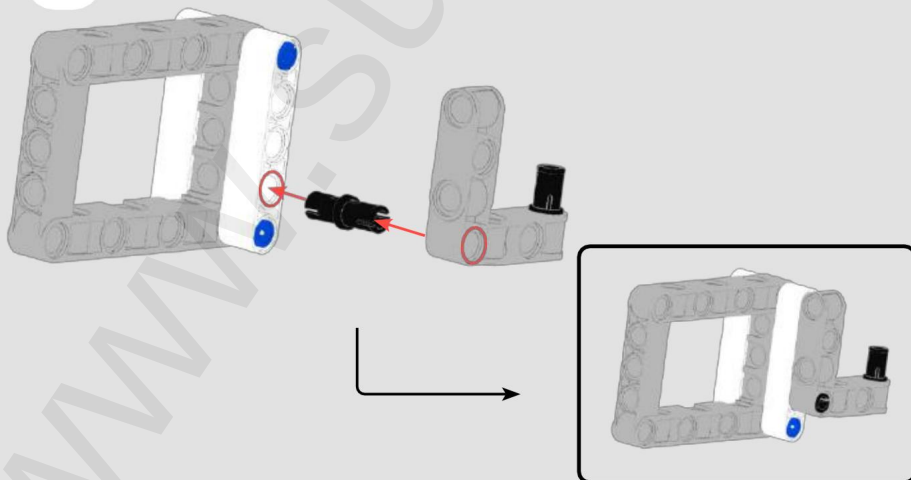
18

Lass uns Kiefer erstellen

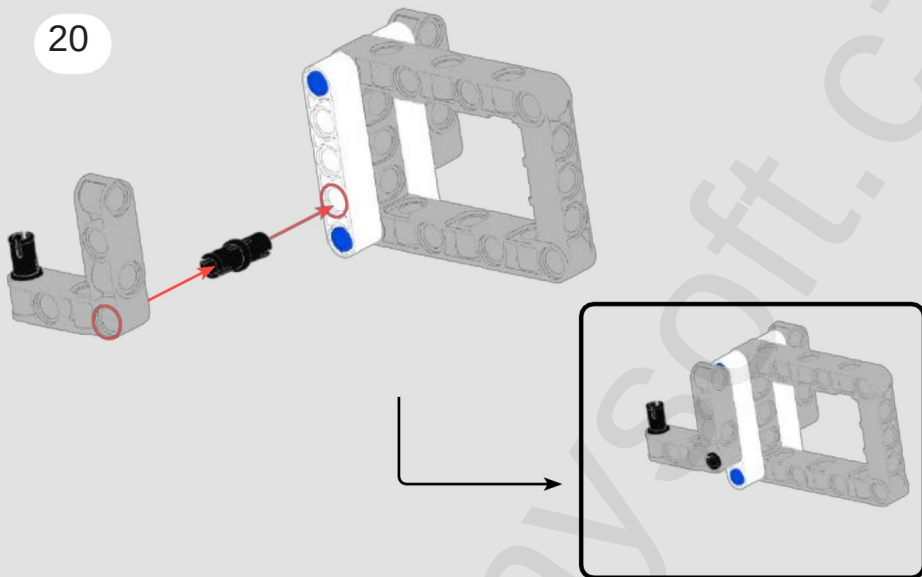
1:1



19



20

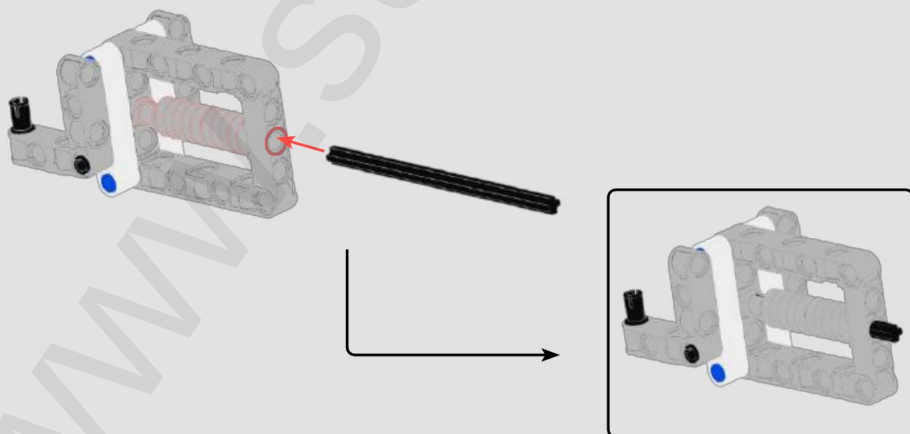


1:1

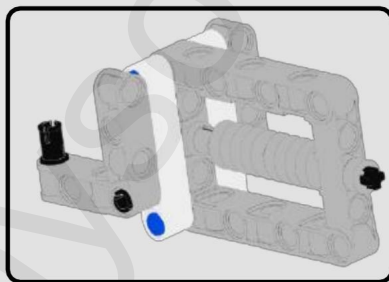
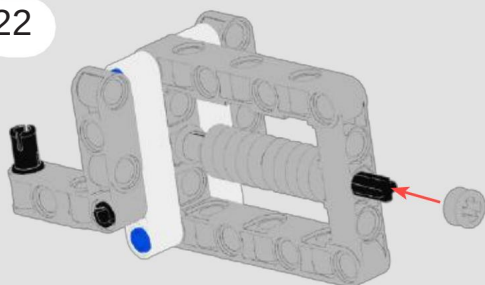
10H-Achse

21

Hinweis: Verwenden Sie zwei große Schneckengetriebe.



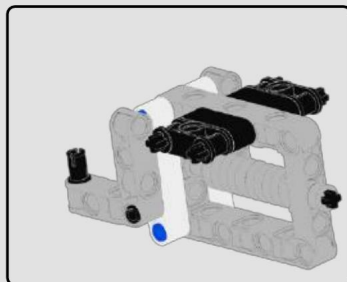
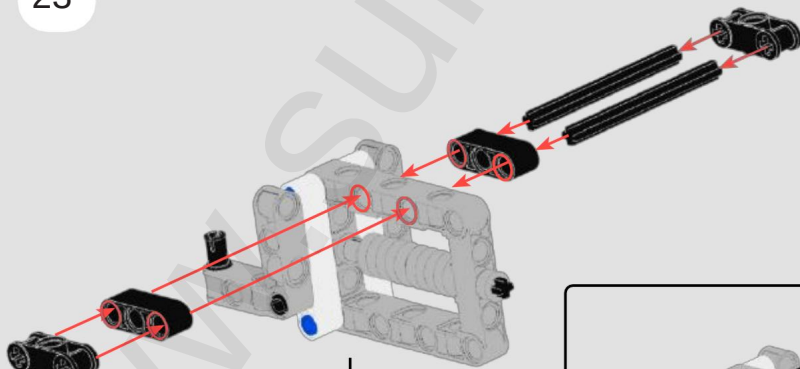
22



23

1:1

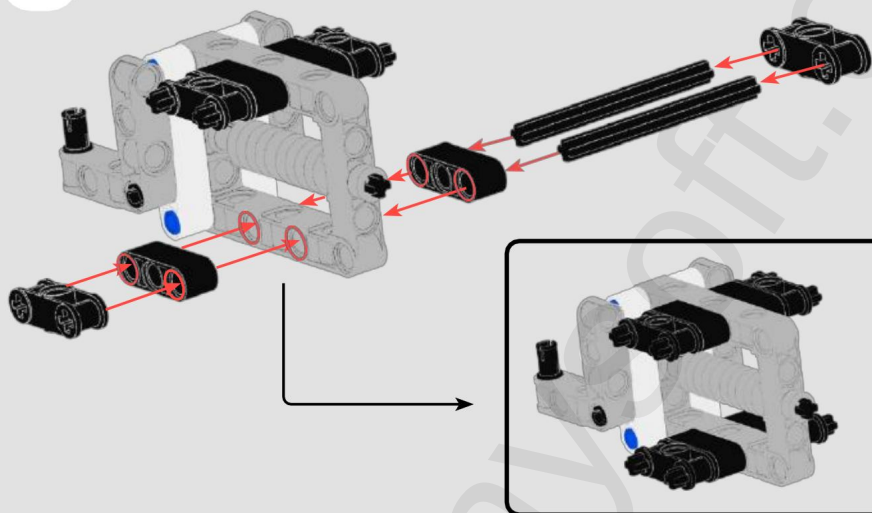
6H-Achse



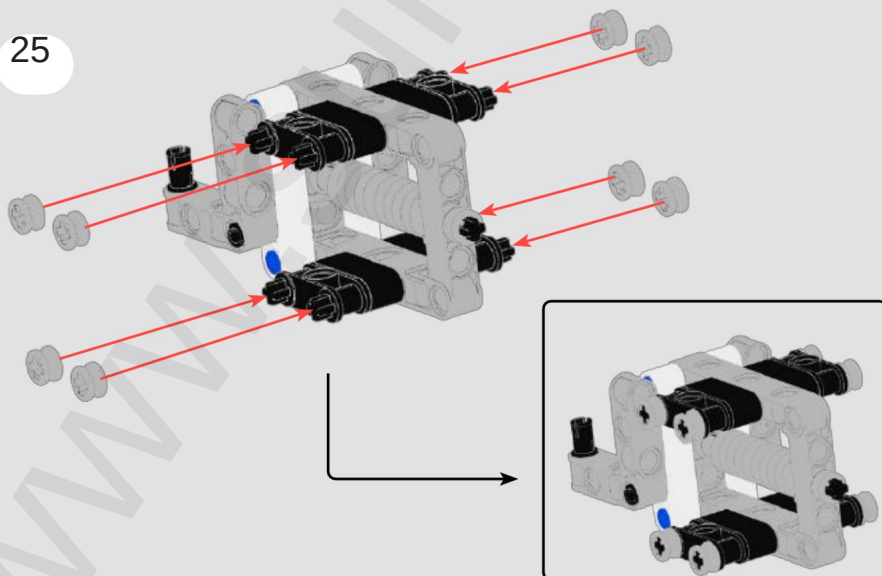
24

1:1

6H-Achse



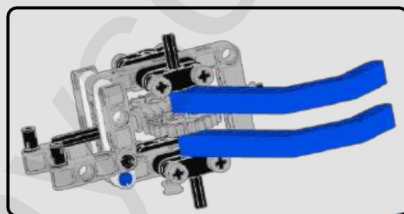
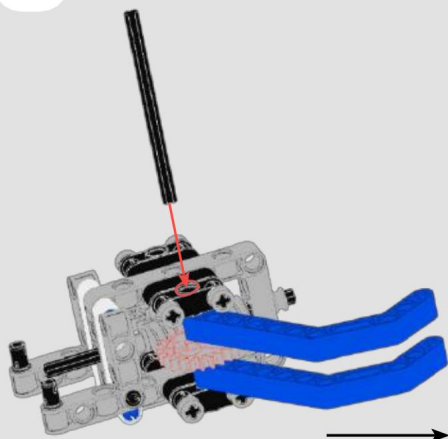
25



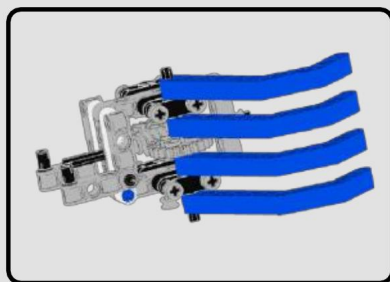
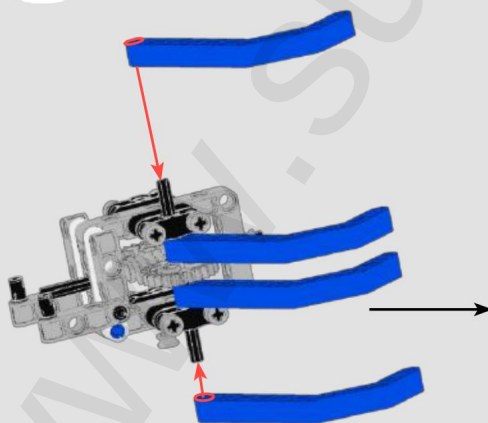
26

1:1

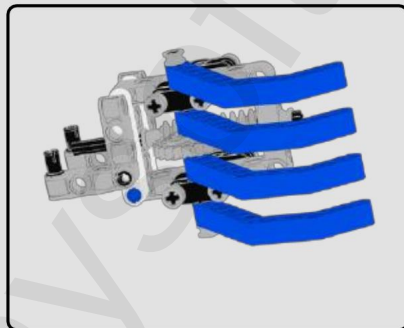
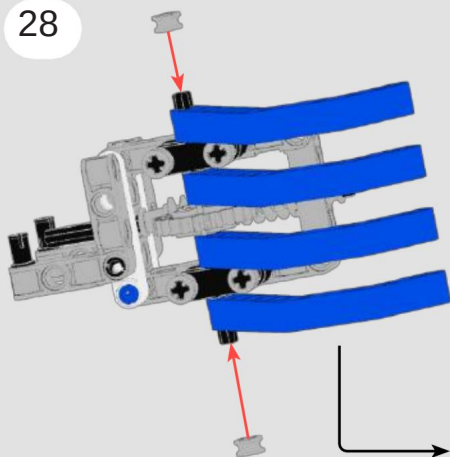
8H-Achse



27



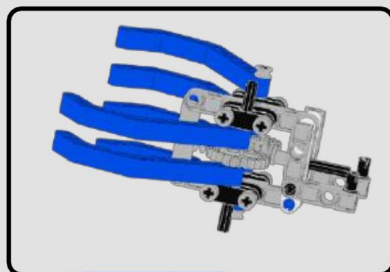
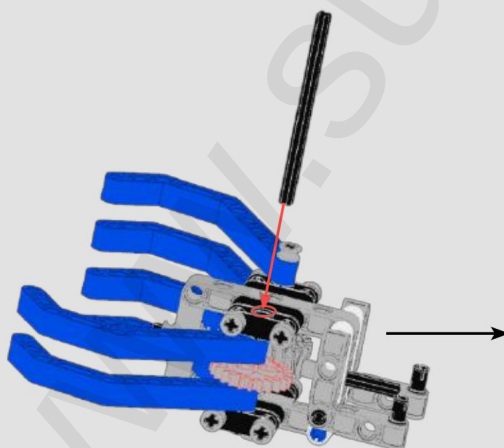
28



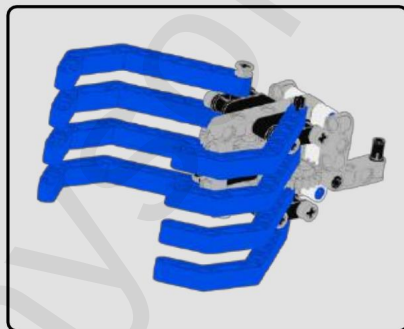
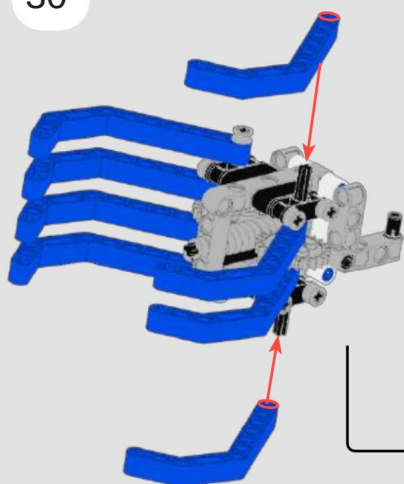
29

1:1

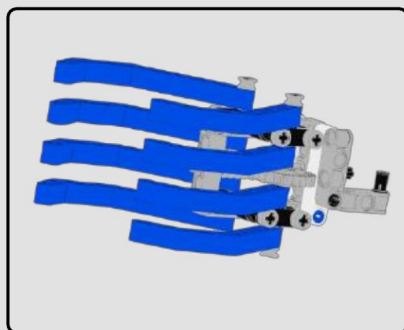
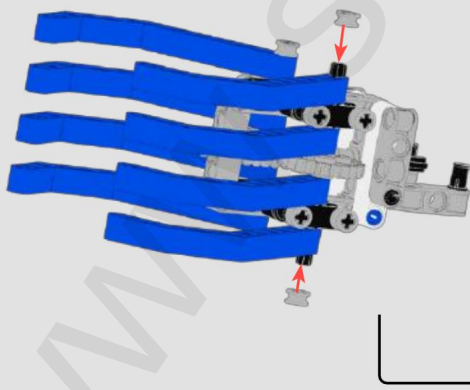
8H-Achse



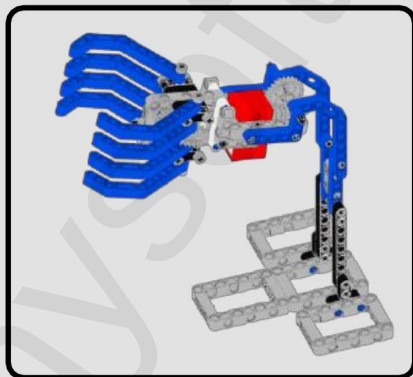
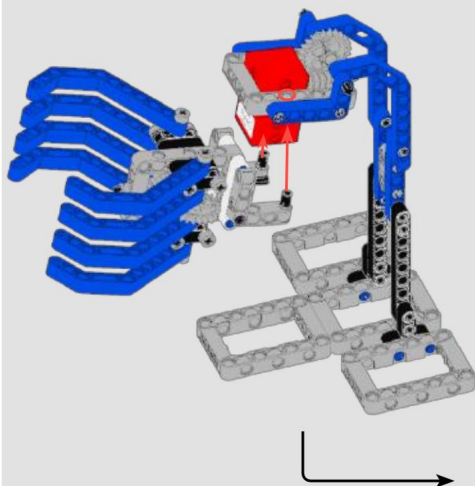
30



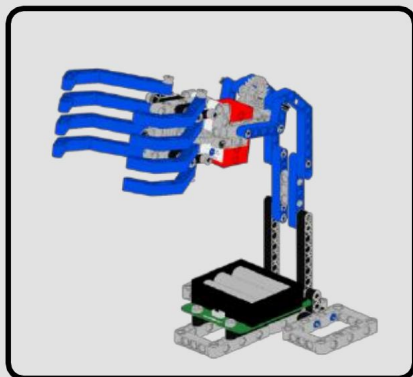
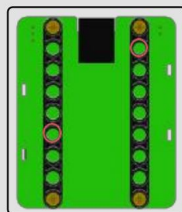
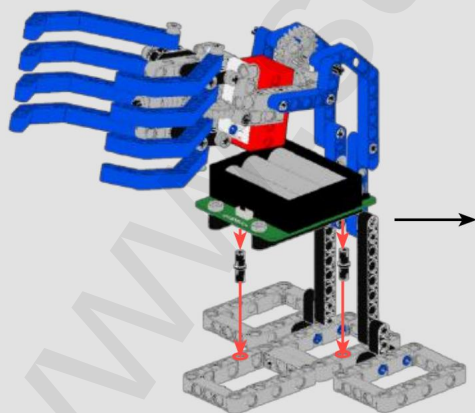
31



32



33



Herzlichen Glückwunsch zum Abschluss dieses Projekts!

Freust du dich darauf, mit ihm zu spielen?
Verwenden Sie die Avishkaar-App?

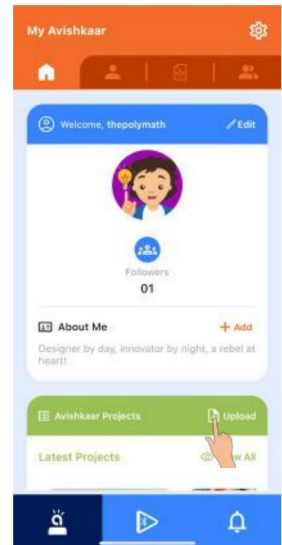
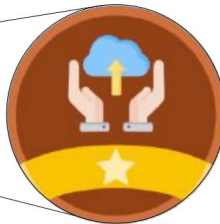


Teilen Sie Ihre Kreation mit der Welt und gewinnen Sie das Level 1-Abzeichen „Scratch the Surface“

Laden Sie Fotos oder Videos Ihres Projekts hoch mit
Projektbereich in der Avishkaar-App und holen Sie sich das 1. Abzeichen.
„An der Oberfläche kratzen“-Level.

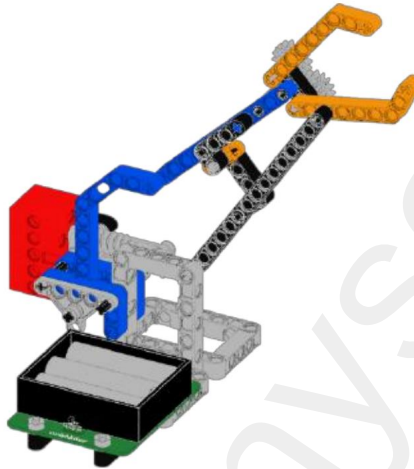
Sie können alle Ihre gesammelten Abzeichen einsehen
Siehe im Abschnitt „Erfolge“ Ihres Profils unter
Website www.avishkaar.cc.

Entdecken Sie alle anderen Abzeichen, die Sie können
Sammeln Sie sie alle und gewinnen Sie sie alle!



Projekt 2: MEX Cyber Claw

Lasst uns bauen!



Dinge, die wir brauchen



Strahl
15H
x1



11 Uhr
Strahl x1



Strahl x1



7H-Strahl
bis L
x2



L-Träger 1Cx4H x 3



2C x 10H
Doppelt gebogener
Balken x 1



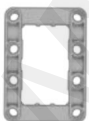
2C x 7H
Einfach
Biegen
Strahl
x2



5H T-Träger x 1



2Cx1H
Dünnere Strahl
x 1



Offen
Center
x3



2C x 5H
Dreieck
x2



Schneckengetriebe -
groß x 1



Ritzel 16T x2



Kettenrad 24T x1

Achsfüller - groß
x 5

Achsfüller - klein x9

1Cx1H
Vertikaler Anschluss
x 2

3H x3 Achse

Abhilfe
7H x1Abhilfe
x3Mittlerer
Stift - schwarz
x9Mittlerer
Stift - grau
x 1Mittelachsenstift
- blau x 2

Gelber Schlagbolzen x 1

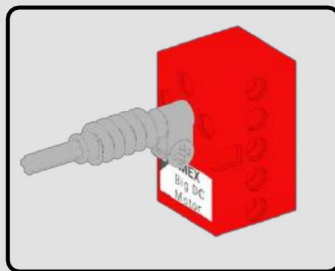
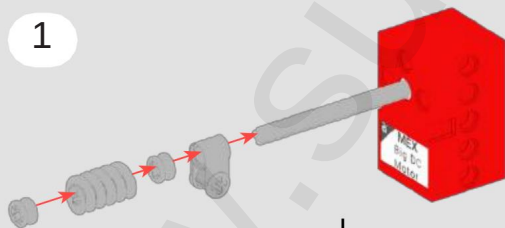
Lange Anstecknadel
- blau x3MEX Big DC
Motor
x1Avishkaar
MEXCore
x1

Schritte

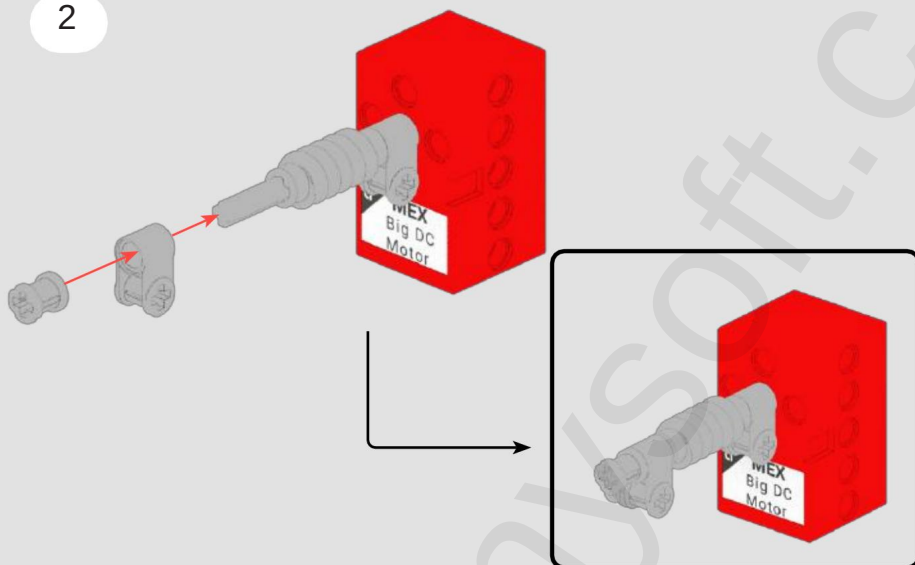
1:1

7H- Achse

1



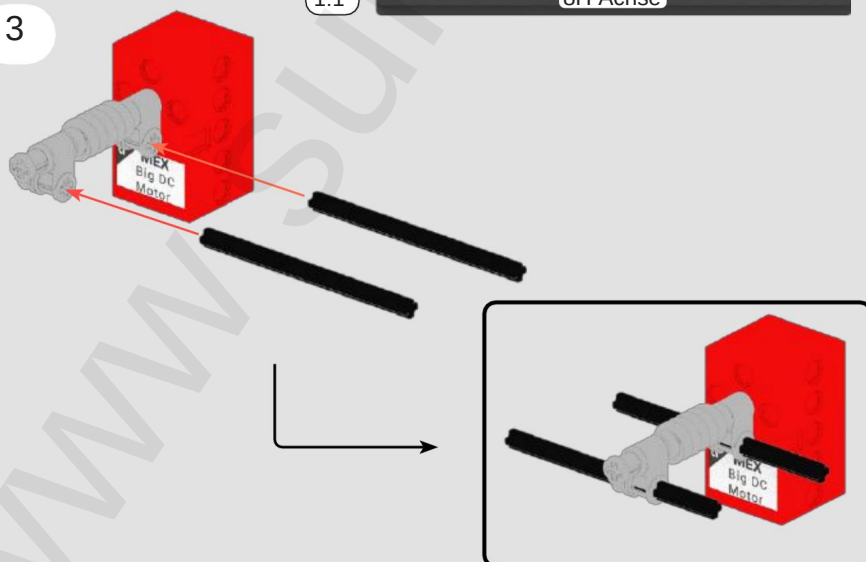
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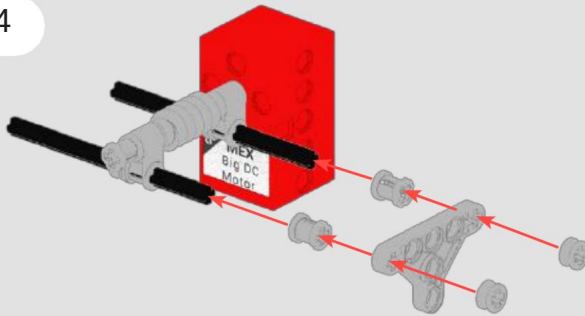
3

1:1

8H-Achse



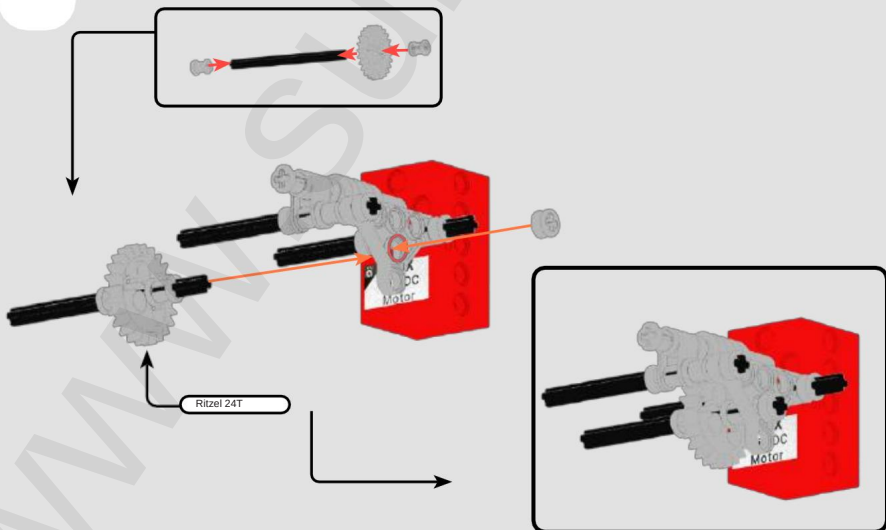
4



5

1:1

8H-Achse

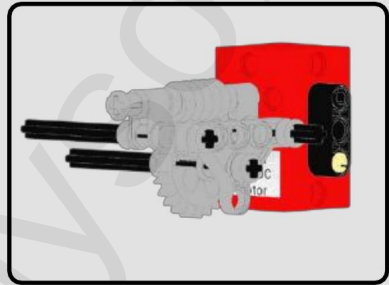
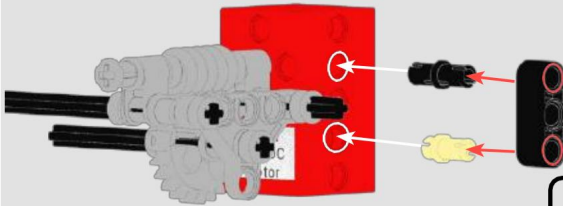


6

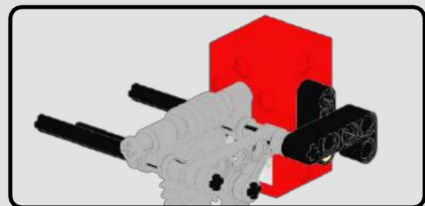
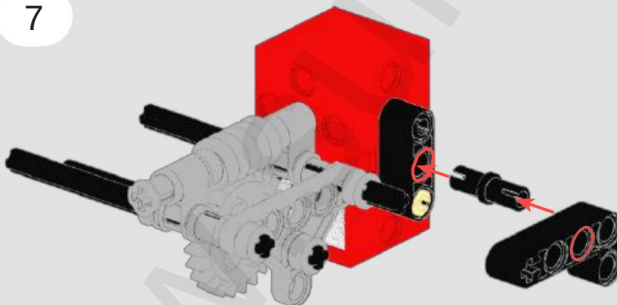
1:1



Kurzer gelber Stift



7



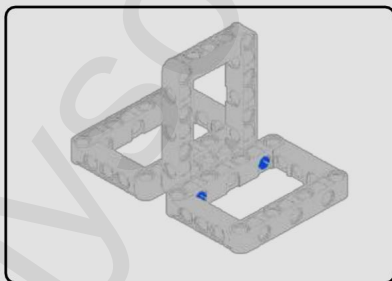
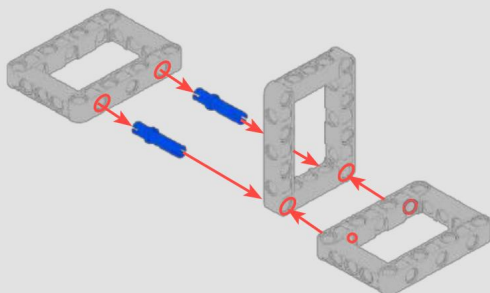
8

Lassen Sie uns eine Grundstruktur erstellen .

1:1



Lange blaue Anstecknadel

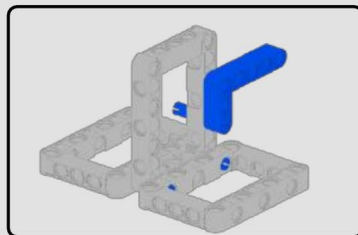
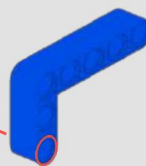
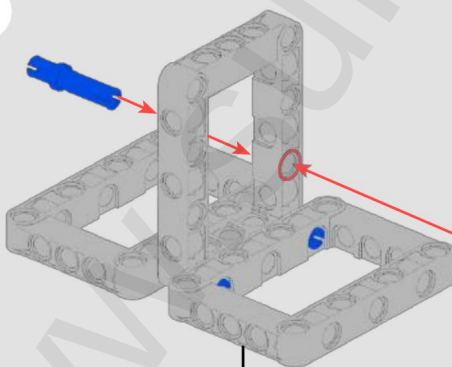


9

1:1

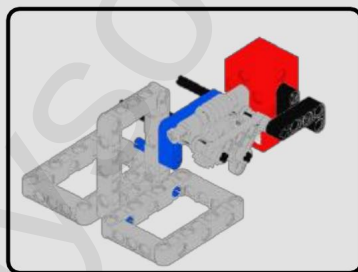
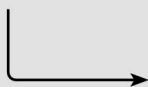
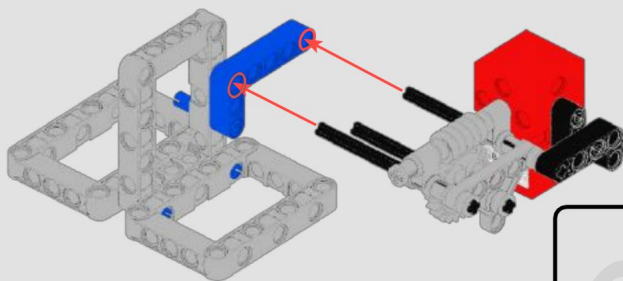


Lange blaue Anstecknadel

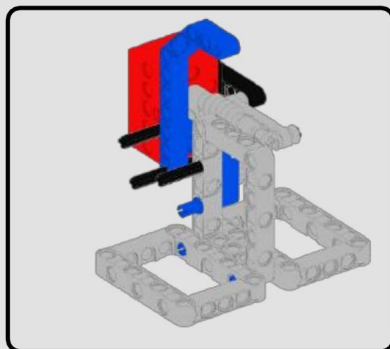
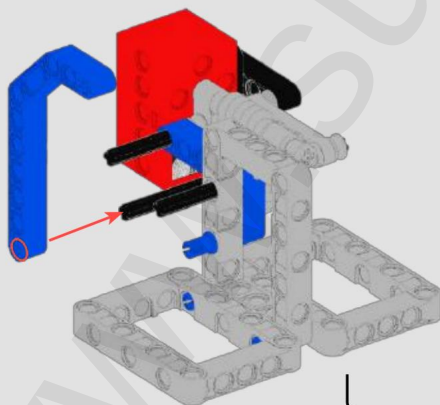


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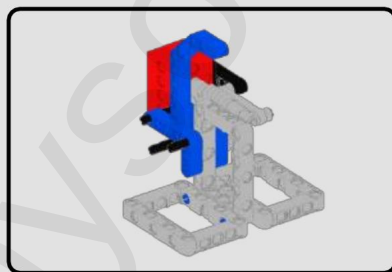
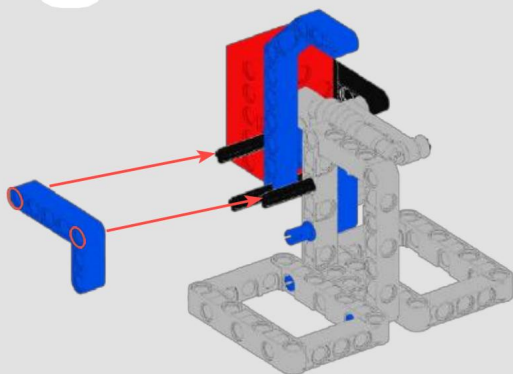
Wir montieren die Grundstruktur und den Motor Mechanismus.



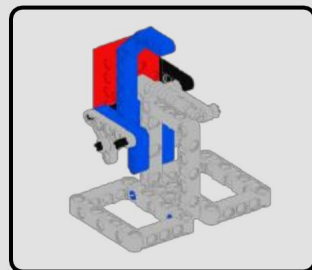
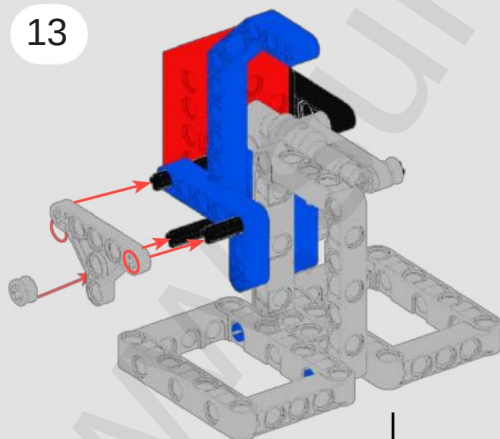
11



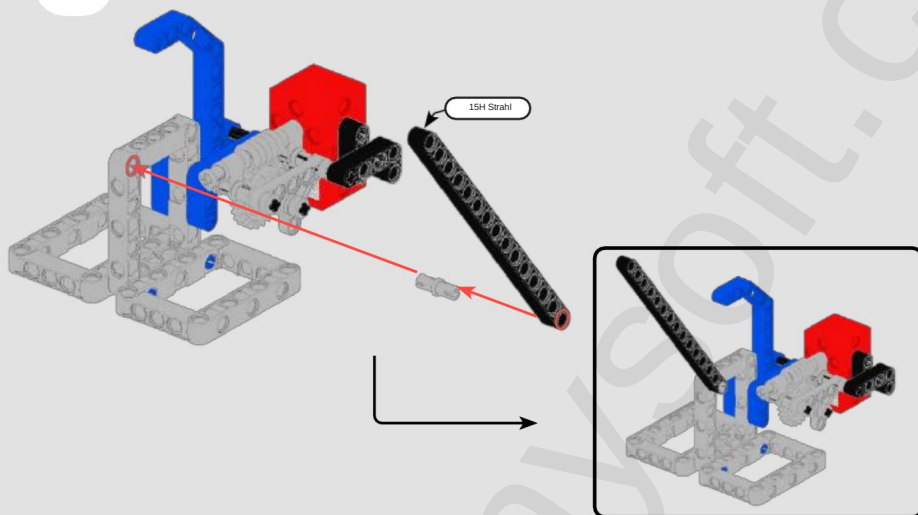
12



13



14

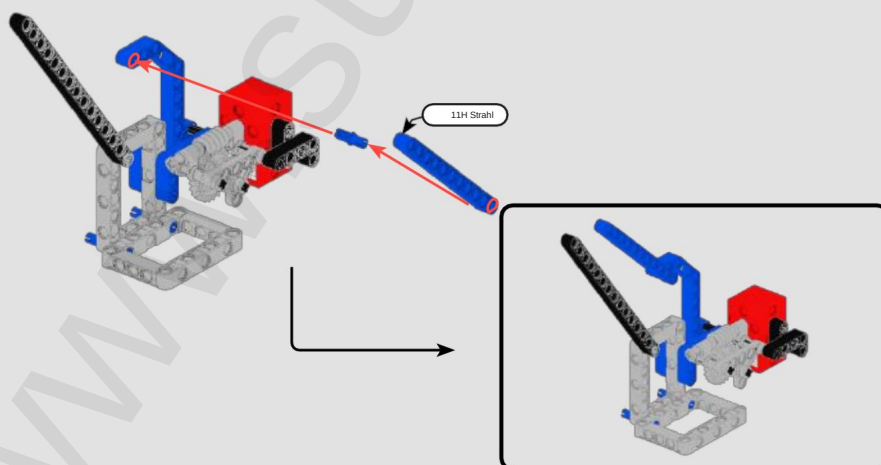


15

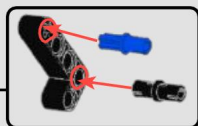
1:1



Mittelachsenstift blau



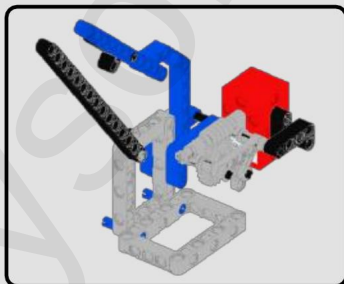
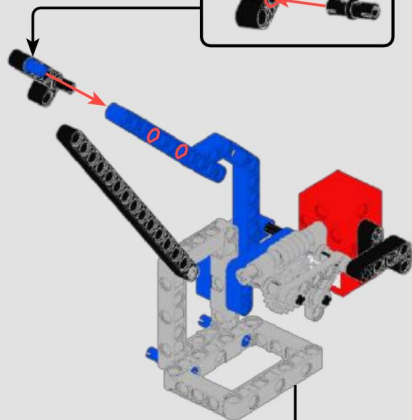
16



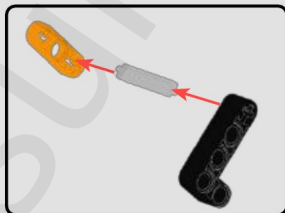
1:1



Mittellachsensstift blau

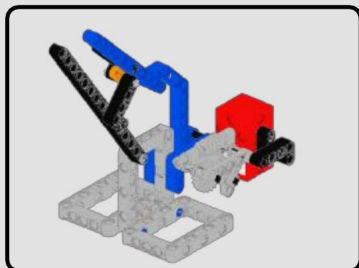
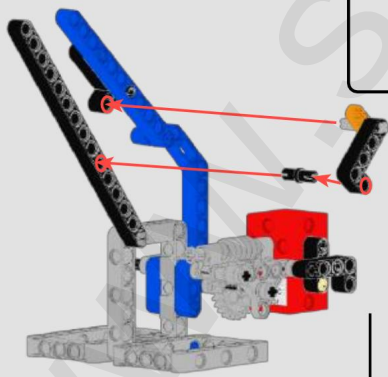


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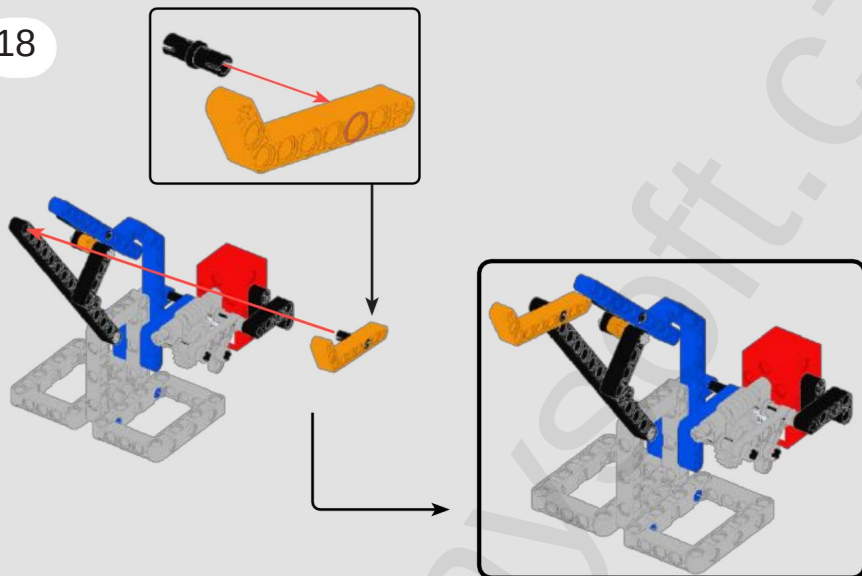


1:1

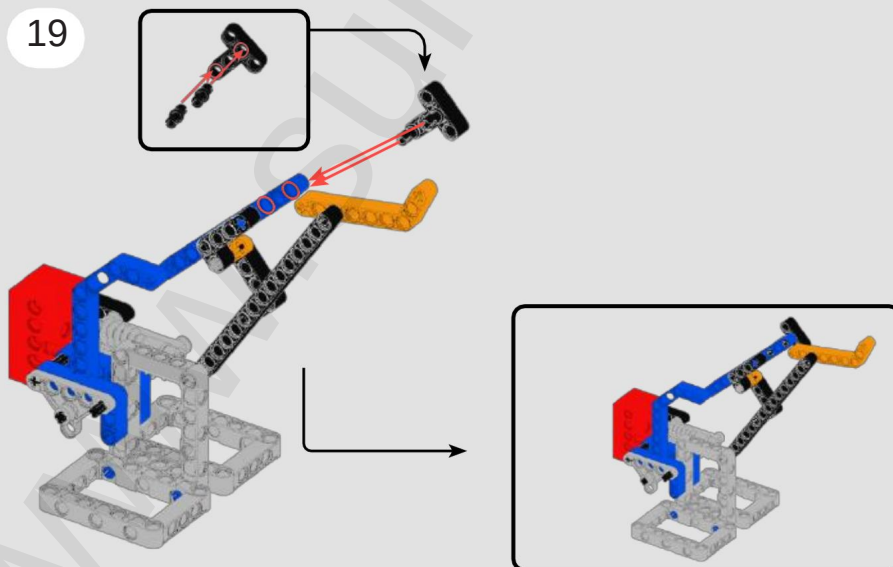
3H-Achse



18



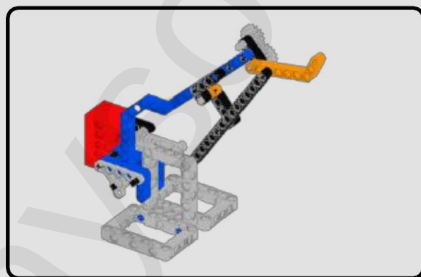
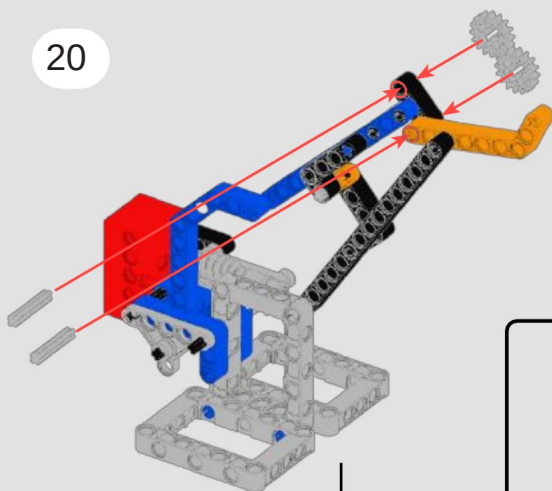
19



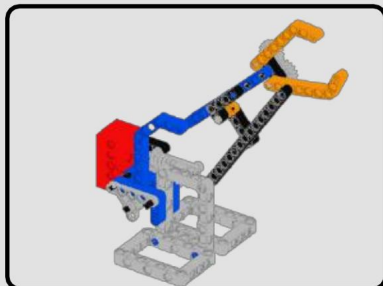
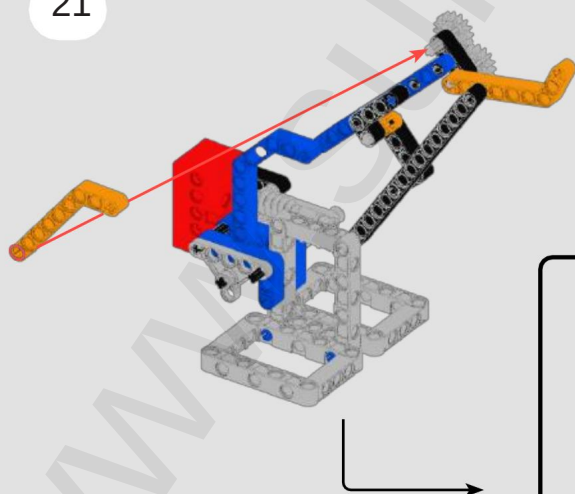
20

1:1

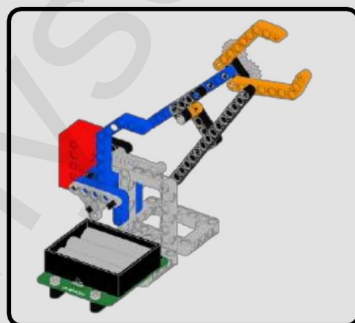
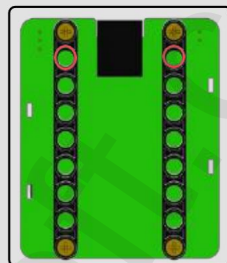
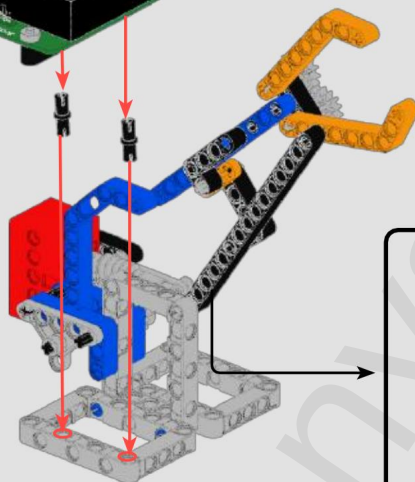
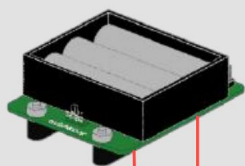
3H-Achse



21



22



Herzlichen Glückwunsch zum Abschluss dieses Projekts!

Freust du dich darauf, mit ihm zu spielen?
Verwenden Sie die Avishkaar-App?

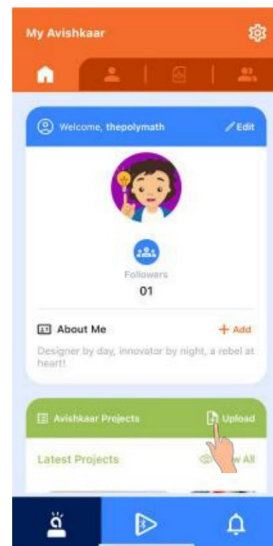


Teilen Sie Ihre Kreation mit der Welt und gewinnen Sie ein Level 2-Abzeichen „Kratzen Sie an der Oberfläche“

Laden Sie Fotos oder Videos Ihres Projekts hoch mit
Projekte-Bereich in der Avishkaar-App und fahren Sie fort mit
Verdienen Sie das Level-2-Abzeichen „Scratch the Surface“.

Sie können alle Ihre gesammelten Abzeichen einsehen
Siehe im Abschnitt „Erfolge“ Ihres Profils unter
Website www.avishkaar.cc.

Entdecken Sie alle anderen Abzeichen, die Sie können
Sammeln Sie sie alle und gewinnen Sie sie alle!



Projekt 3: MEX Robo Lift

Lasst uns bauen!



Dinge, die wir brauchen



Strahl
15H
x1



9H
Strahl x
2



L-Träger 1Cx4H
x 1



4 x 4 senkrechter L-Verbinder
x 1



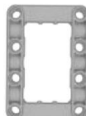
13H Strahl x 1



Strahl
7H
x 4



2C x 10 H
Doppelbogen
Strahl
x 1



Offen
Center
x4



11H Strahl x 1



7H L-Träger
x
5



2C x 7H
Einfach
Biegen
Strahl
x2



2C x 5H
Dreieck
x2



Schneckengetriebe -
groß x 1



12T Doppel
konisch
Zahnrad
x2



20T Doppel
konisch
Zahnrad
x 1



Stirradgetriebe
Rad24T
x3



Dreifachstift
senkrechter Verbinder
Korrekturen
x 1



1Cx1H
Senkrechter Verbinder
x 1



Achsfüller - klein
x12



Achsfüller - groß x16



3H-Achse
x1



5H mit Kappe



6H-Achse



Abhilfe

Abhilfe x 2

x4

x2



10H-Achse
x 1



Gelber Schießstift
x 1



Medium
Stift -
Schwarz
x13



Mittlerer Stift
Korrekturen -
Blau
x2



Langer Stift -
Blau
x13



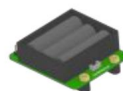
Lang
gelbe Stecknadel
x 1



Winkelverbinder
Achsen -180
x2



Eckig
Achskupplung
- 135
x2



Avishkaar
MEXCore
x1

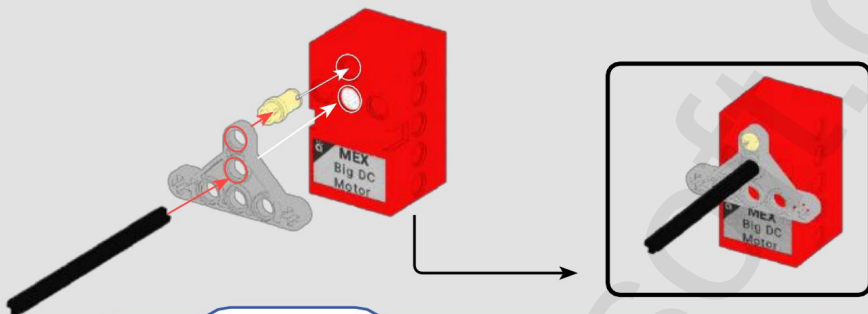


MEX Big DC
Motor
x1

1

1:1

8H-Achse



Montagetipp



Kurze gelbe Stifte können etwas knifflig sein!

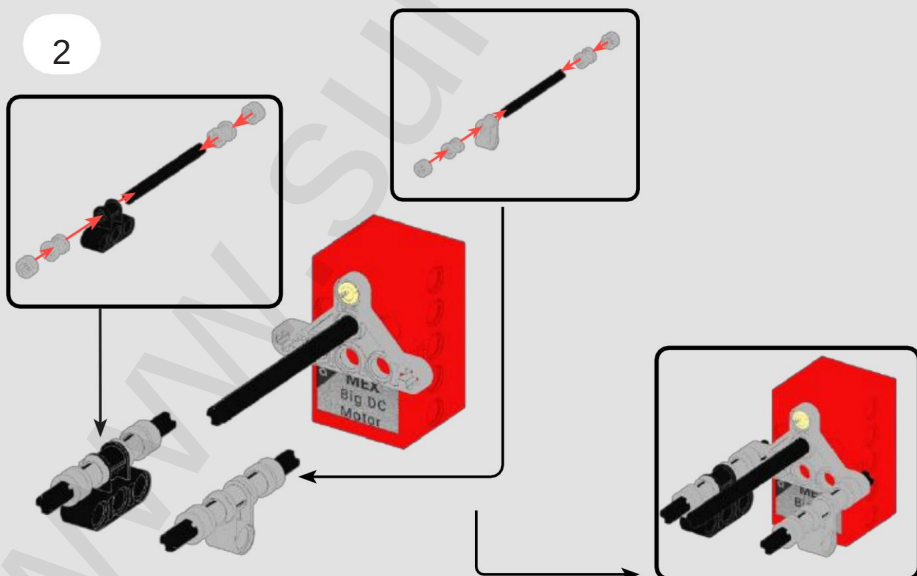
Seien Sie bei der Verwendung vorsichtig. Es bricht leicht. Und sie können auch schiefgehen entfernen – bitte einen Elternteil oder Erwachsenen, der beim Entfernen zu helfen sicher entfernt.



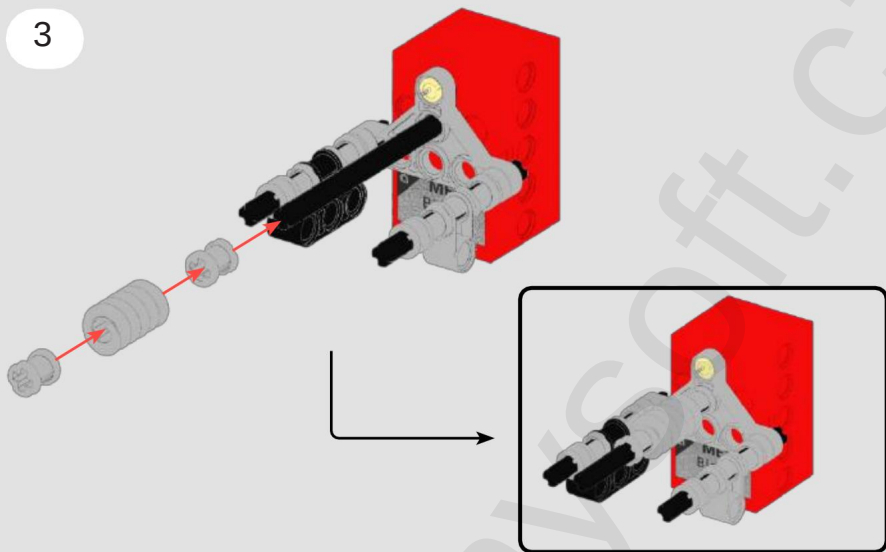
1:1

6H-Achse

2



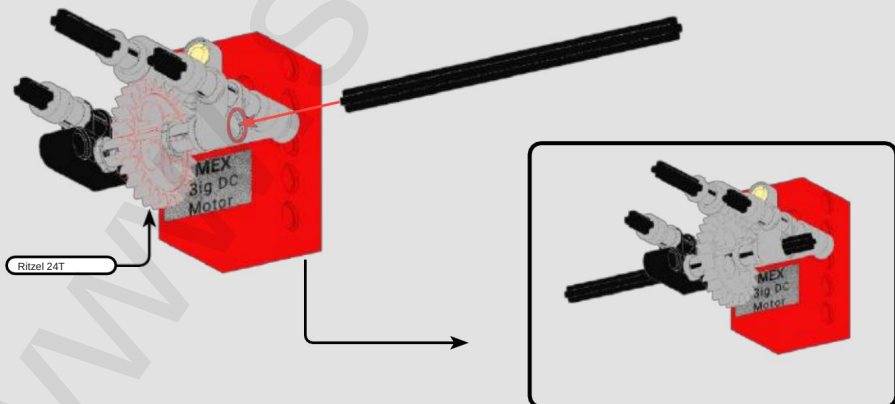
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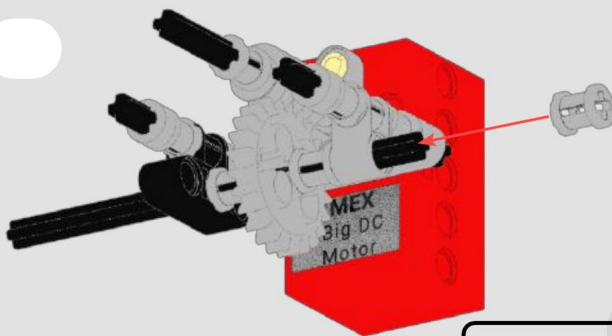


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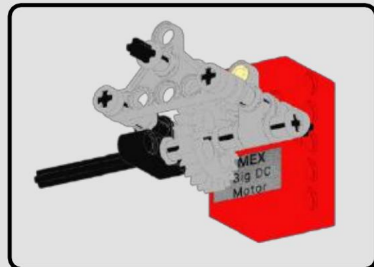
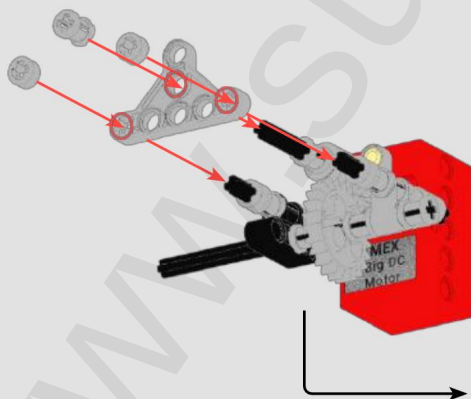
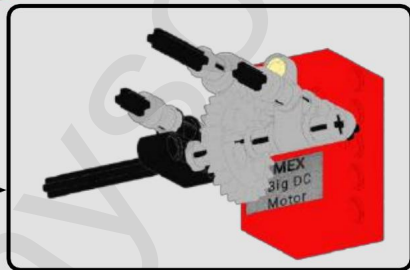
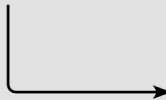
1:1

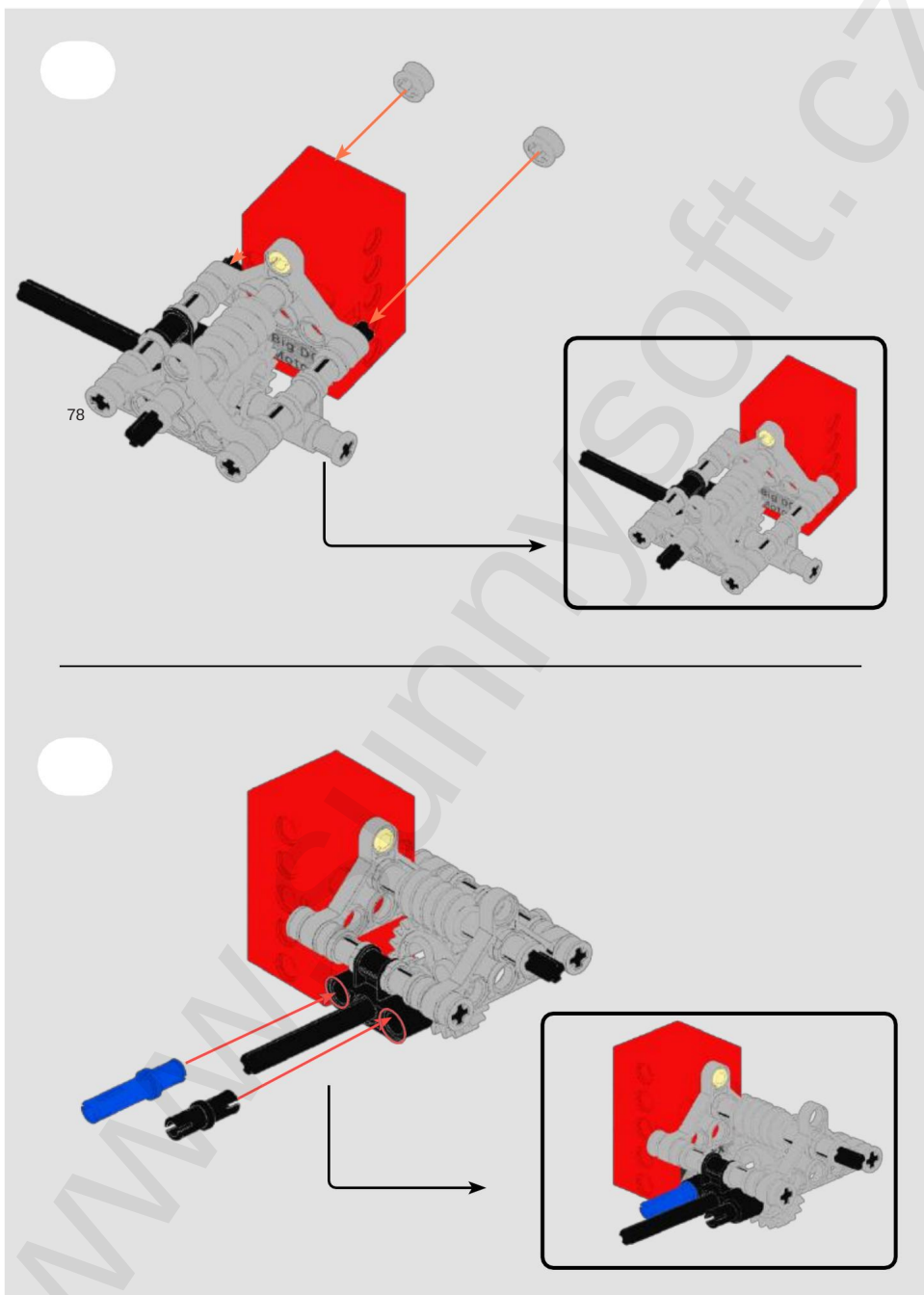
10H-Achse





56

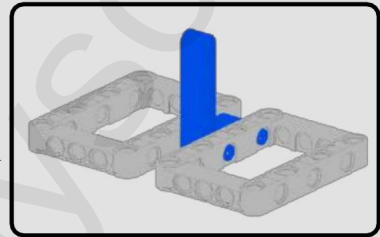
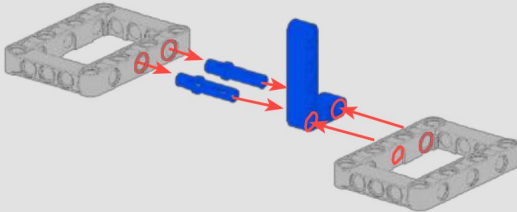




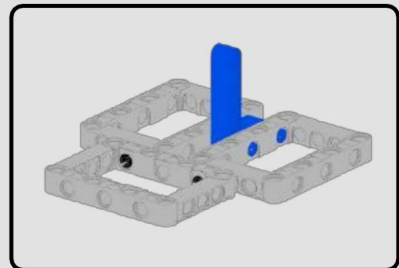
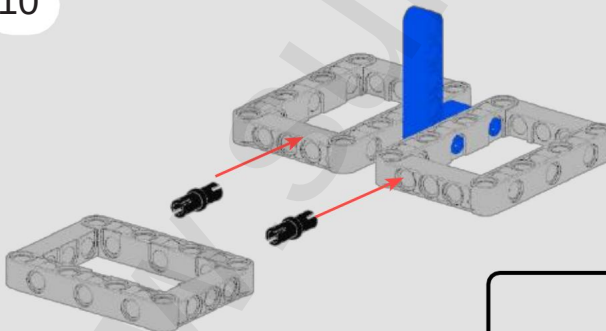
9

Lassen Sie uns eine Grundstruktur erstellen .

1:1



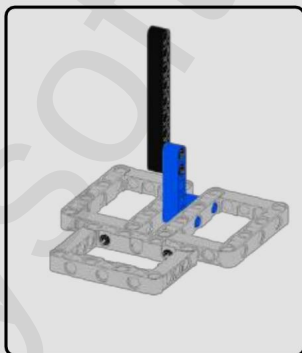
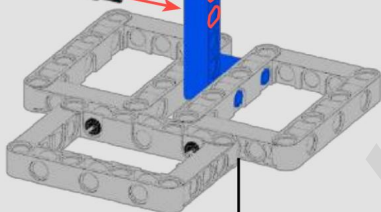
10



11

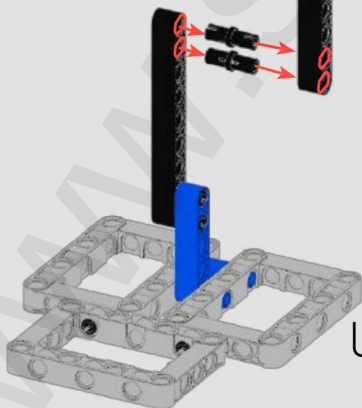


9H Strahl



12

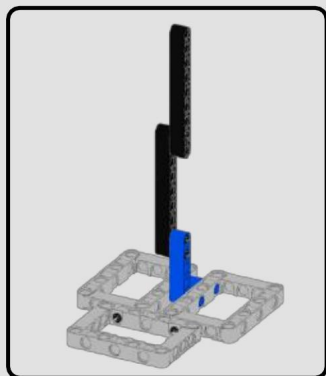
9H Strahl



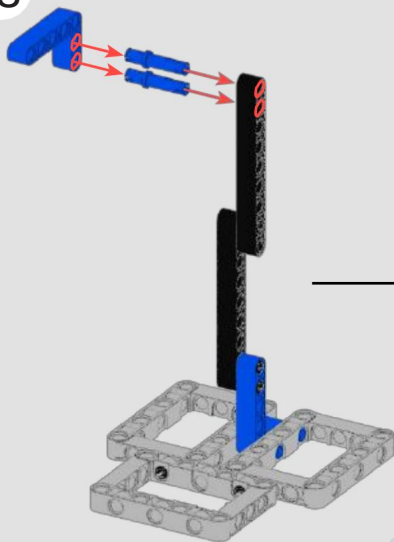
1:1



Lange blaue Anstecknadel



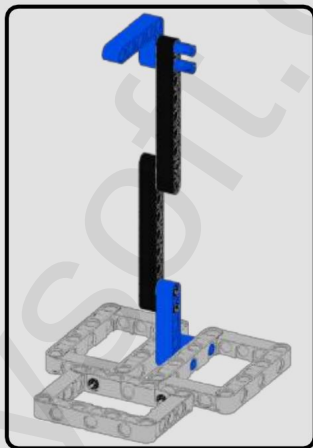
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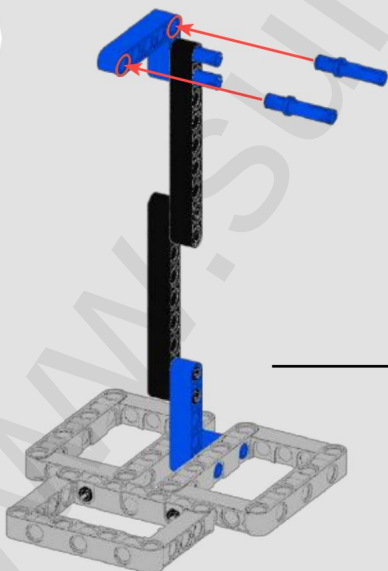
1:1



Lange blaue Anstecknadel



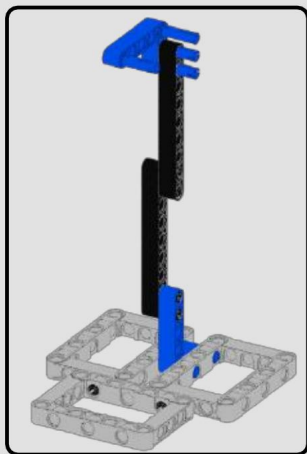
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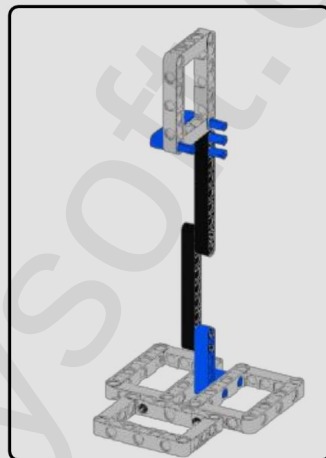
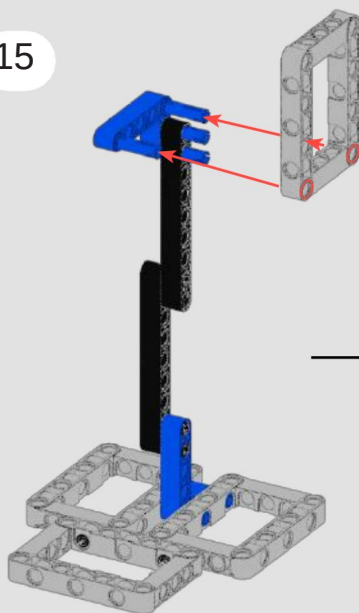
1:1



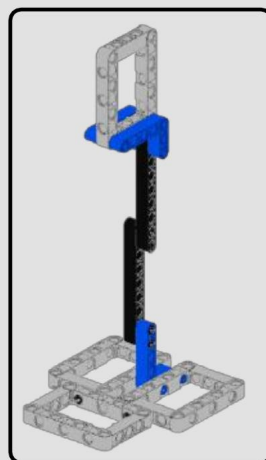
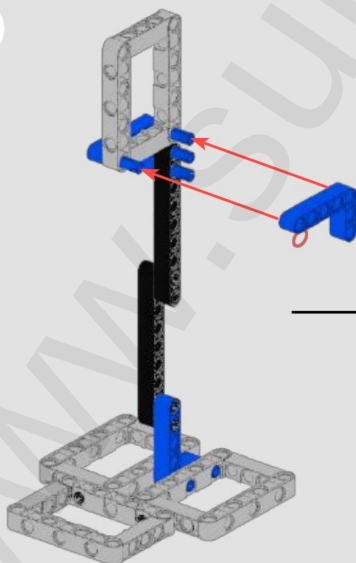
Lange blaue Anstecknadel



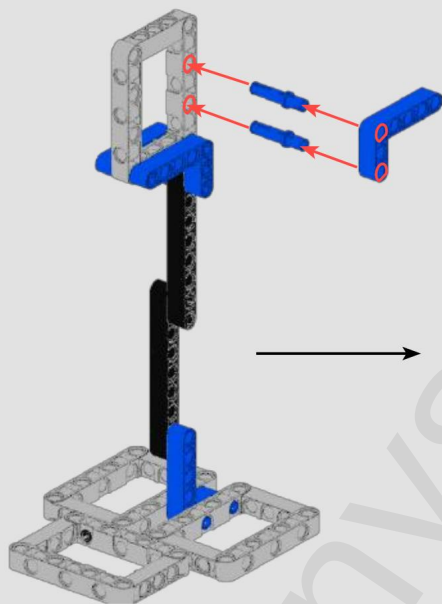
15



16



17



1:1



Lange blaue Anstecknadel



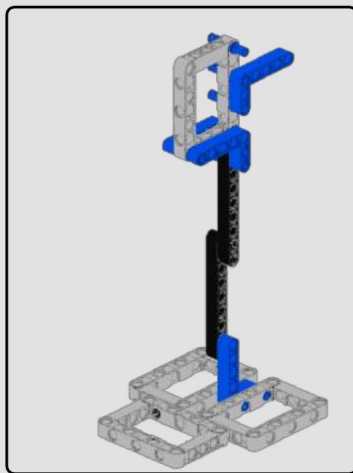
18



1:1

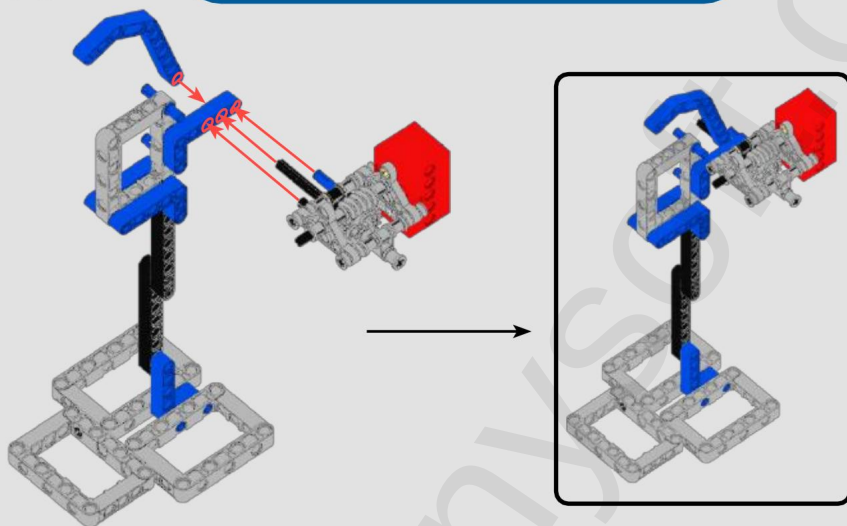


Lange blaue Anstecknadel

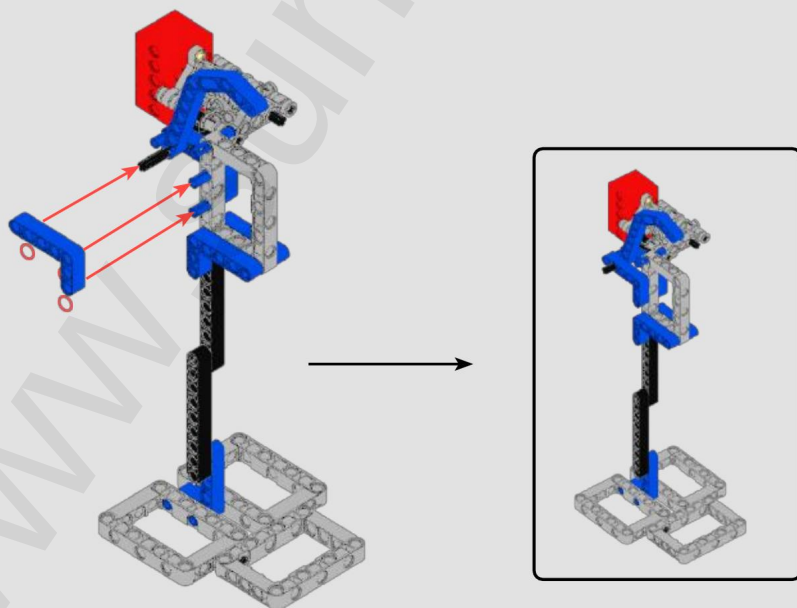


19

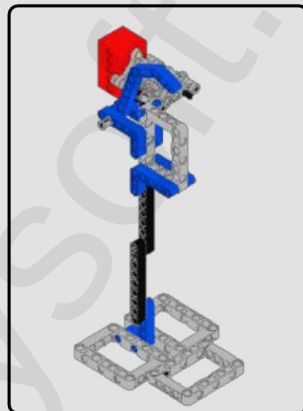
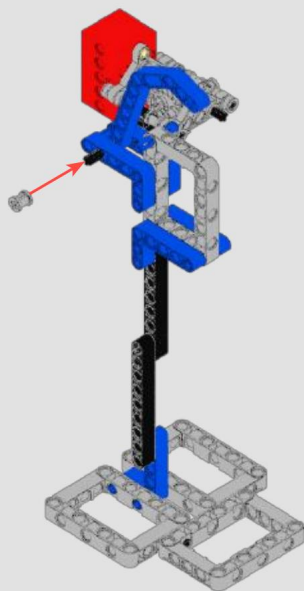
Wir montieren die Grundstruktur und den Motor Mechanismus.



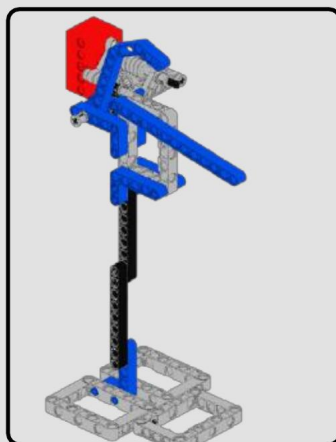
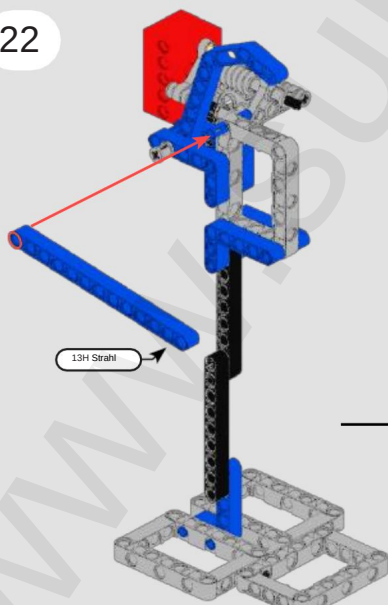
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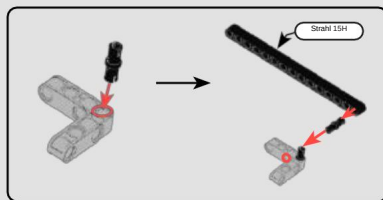
21



22



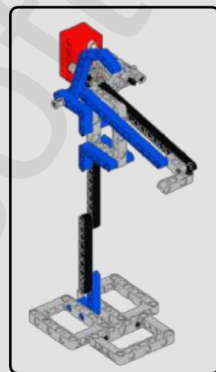
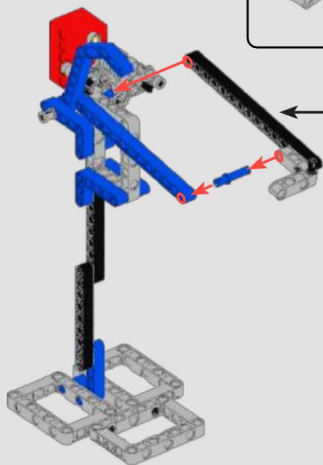
23



1:1



Lange blaue Anstecknadel

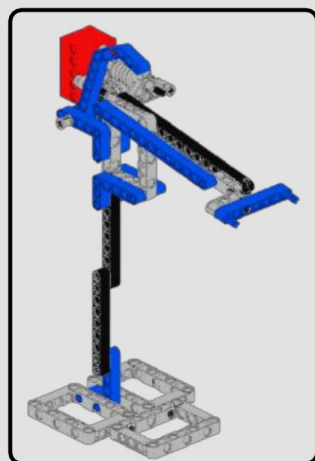
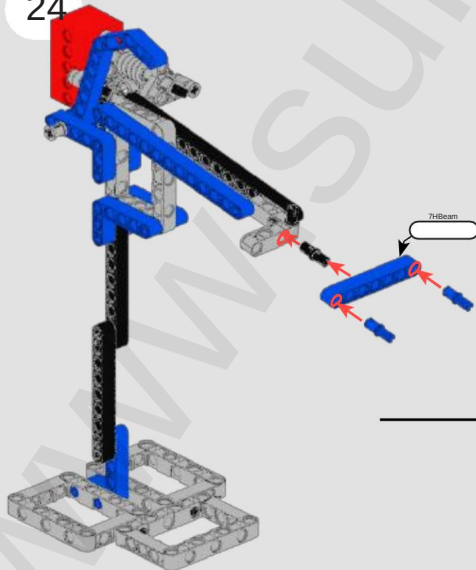


24

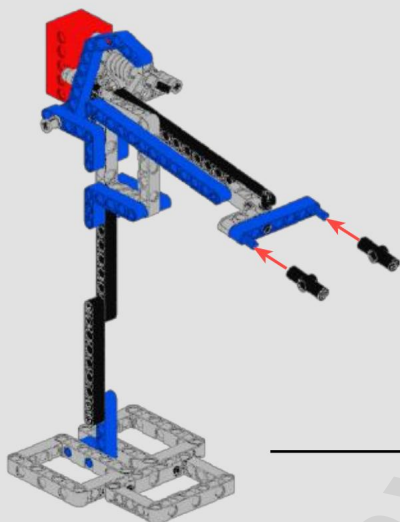
1:1



Mittelachsenstift blau



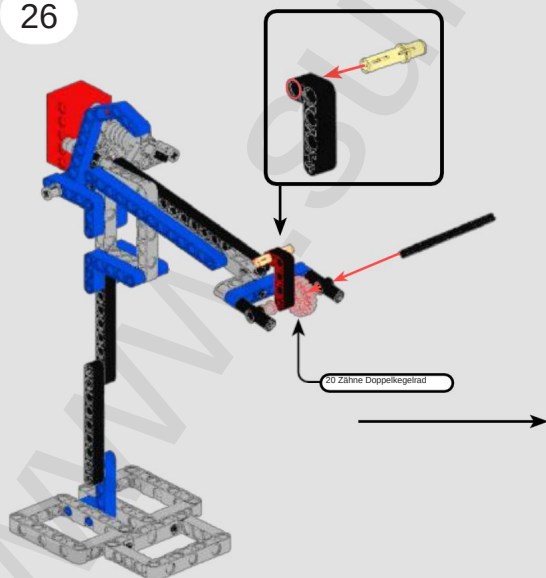
25



1:1

8H-Achse

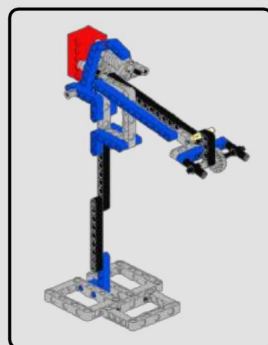
26



1:1



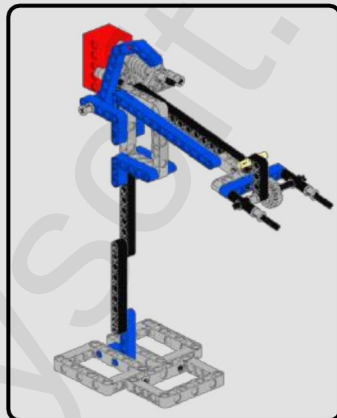
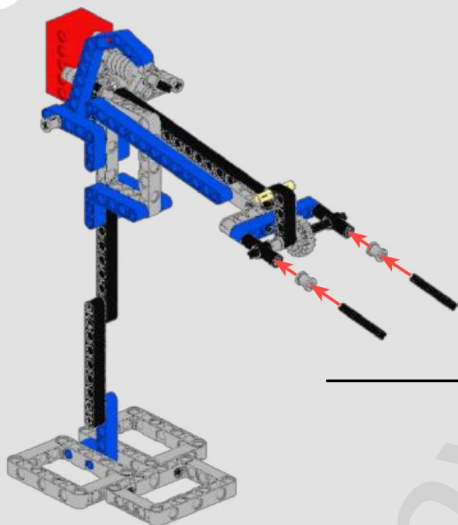
Langer gelber Stift



27

1:1

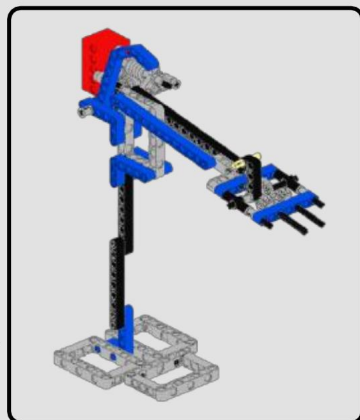
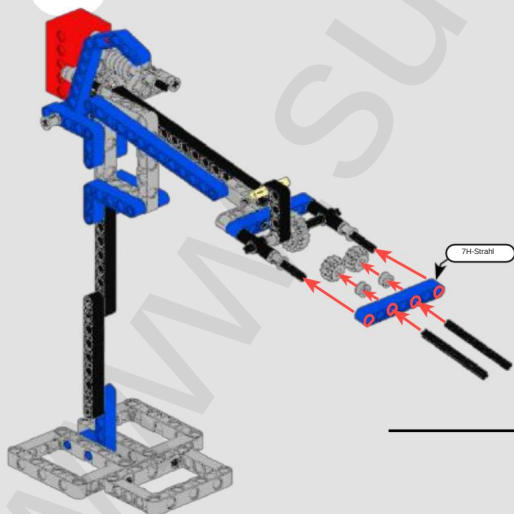
4H-Achse



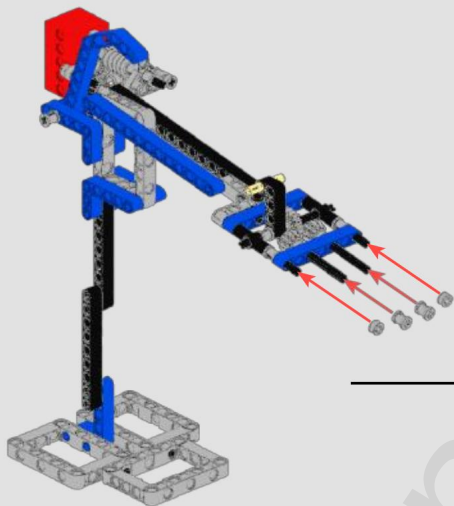
1:1

6H-Achse

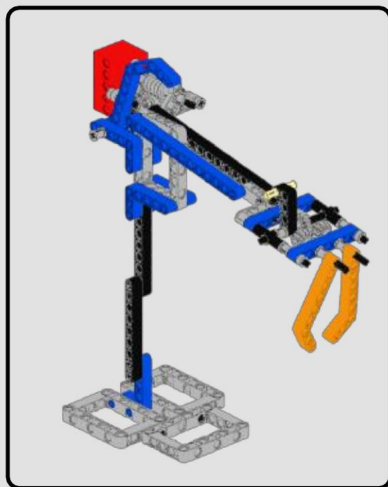
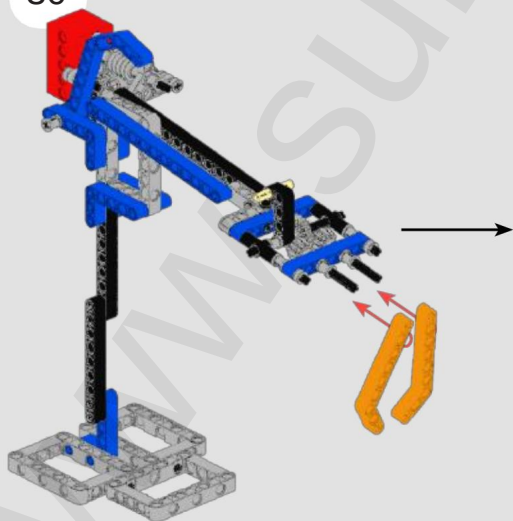
28



29



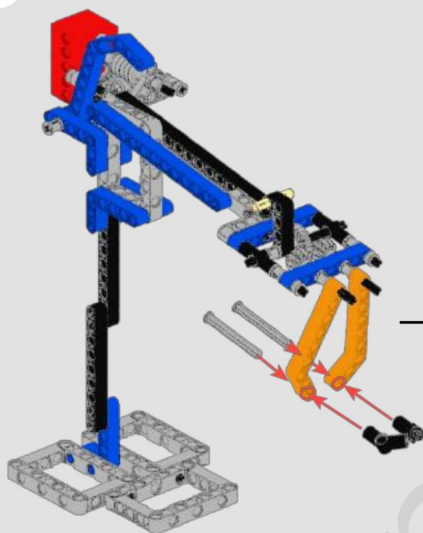
30



31

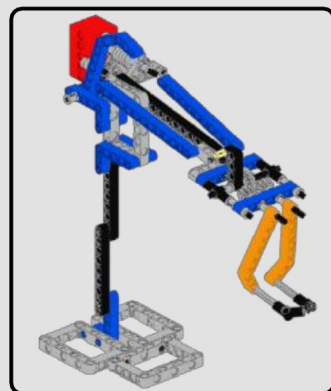
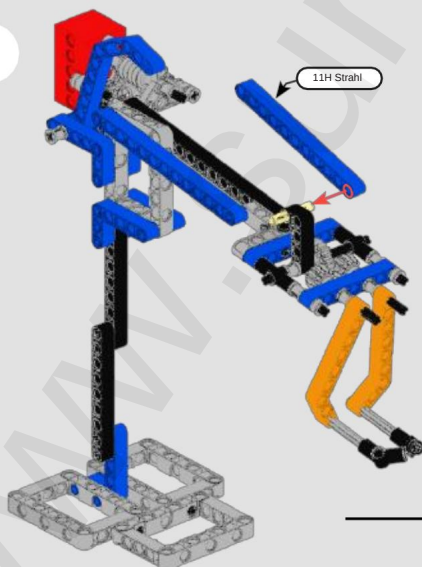
1:1

5H-Achse mit Schloss

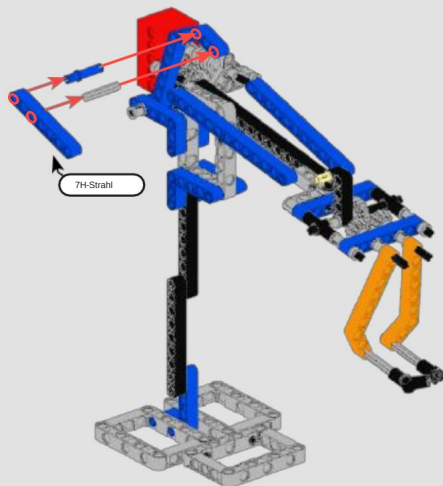


32

11H Strahl



33

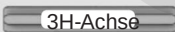


1:1



Lange blaue Anstecknadel

1:1



3H-Achse



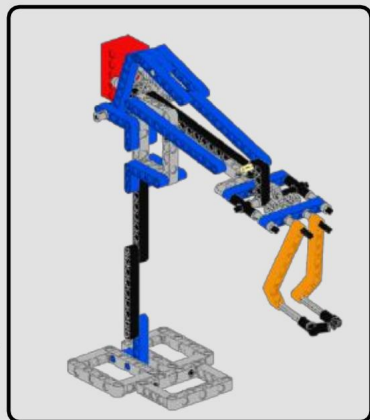
34



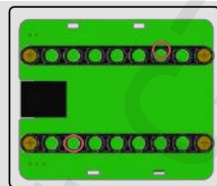
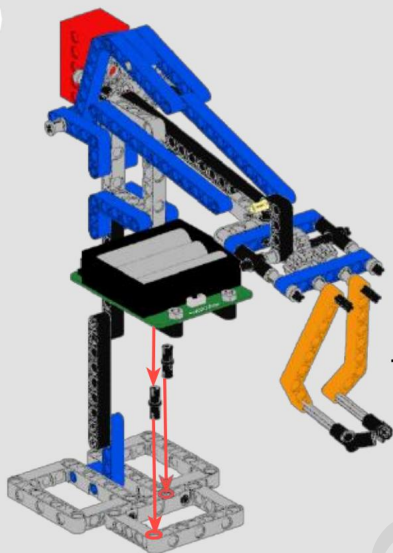
1:1



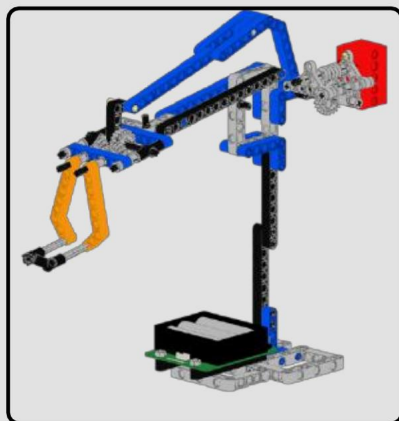
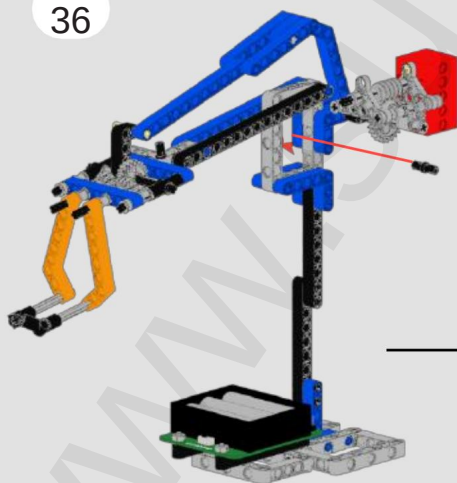
Lange blaue Anstecknadel



35



36



Herzlichen Glückwunsch zum Abschluss dieses Projekts!

Freust du dich darauf, mit ihm zu spielen?
Verwenden Sie die Avishkaar-App?

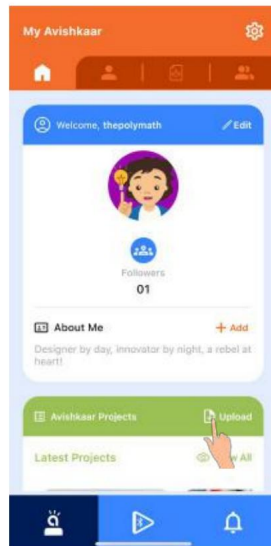


Teile deine Kreation mit der Welt und gewinne ein Level-3-Abzeichen „Kratzen Sie an der Oberfläche“

Laden Sie Fotos oder Videos Ihres Projekts hoch mit
Projektbereich in der Avishkaar-App und gewinnen Sie ein Abzeichen 3.
„An der Oberfläche kratzen“-Level.

Sie können alle Ihre gesammelten Abzeichen einsehen
Siehe im Abschnitt „Erfolge“ Ihres Profils unter
Website www.avishkaar.cc.

Entdecken Sie alle anderen Abzeichen, die Sie können
Sammeln Sie sie alle und gewinnen Sie sie alle!



Haben Sie Probleme?

Unser technischer Support steht Ihnen während dieser Zeiten zur Verfügung -

Montag bis Samstag: 9:00 bis 20:00 Uhr

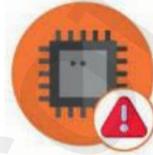
Sonntag und 3. Samstag: 9:00 bis 18:00 Uhr



Softwareprobleme



Usability-Probleme



Hardwareprobleme

Scannen Sie den QR-Code, um den Support zu kontaktieren.



support@avishkaar.cc

+91-8506931515

Lieferant/Händler

Sunnysoft sro
Kovanecka 2390/1a
190 00 Prag 9

Tschechische Republik

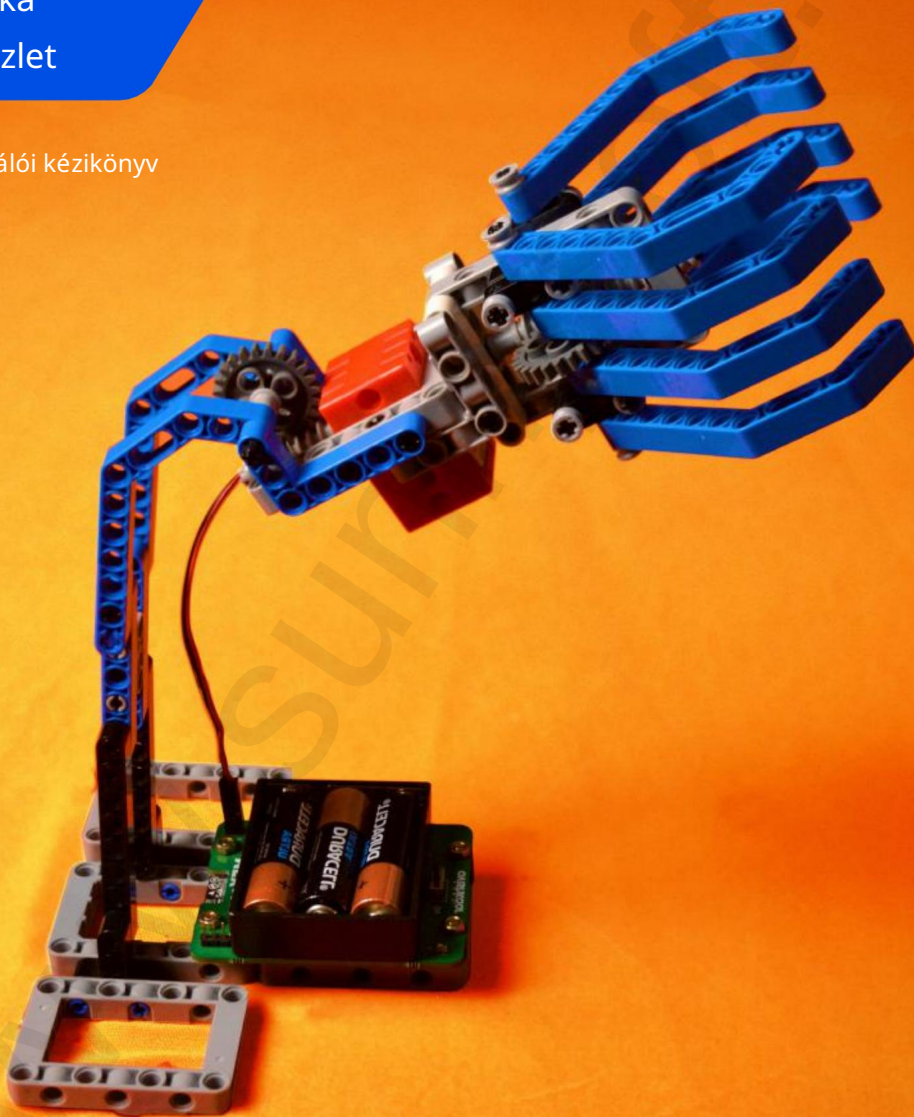
www.sunnysoft.cz

MEX

Robotika

Karkészlet

Felhasználói kézikönyv



Hozza ki a legtöbbet készletéből

Innováció



Az újító eszköz letétele

Tedd le az Innovátor Eszköz t a 6. oldalon, és értsd meg, mit jelent újító tónak lenni.



Tanuld meg használni a kézikönyvet/ videókat

Kövess a kézikönyvben található részletes utasításokat, és tanuld meg, hogyan építhet érdekes robotokat a készlettel.



Építsen, kódoljon és kezeljen

Építsen innovatív projektet a készlet segítségével, és irányítsa a robotokat az Avishkaar távirányítóval és

kódot az Avishkaar Maker Studio segítségével.

Részesedés

Győzelem



Csatlakozz a Let's-hez Avishkaar

Csatlakozz közösségünkhöz az FB-on - lépjen kapcsolatba az új tókkal és megkapja a legfrissebb információkat a webináriumokról.



Projektek feltöltése

Projektek feltöltése a www.avishkaar.cc, és ossza meg 6 két új tők szerte a világon.



Nemzetközi versenyeken

Vegyen részt heti rendszerességgel, havi és éves versenyek és hírnevet szerezzen az egész világon.



Az újító esküje

Fogadja el az alábbi Innovátori ígéretet, és kötelezze el magát az innováció és a problémamegoldás élethosszig tartó törekvése mellett. Részvételért fotó az FB közösségben Let's Avishkaar.

Ünnepélyesen eskü szöve, hogy ha egyszer elindultam az innováció útján, addig nem adom fel, ami g innovációm, projektem be nem fejeződik. Csizszolni fogom tudásomat és eszközeimet, és jól fogom használni. Az innováció és én elválaszthatatlanok leszünk.

Mindig megosztom újításaimat más újítókkal, és tanulok tőlük.

I (írd a neved)

*I solemnly swear that, since I am
now on the path of innovation,
I will not give up until my
innovation, my project is ready.
I will hone my skills and tools
and use them well. Innovation
and I will be inseparable.
I will always share my
innovations with other
innovators and learn with them.*

aláírás

Üdvözlő k Avishkaar honlapján

Töltse le az Avishkaar alkalmazást

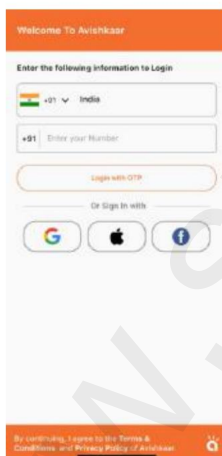
Töltse le az Avishkaar alkalmazást az alábbi QR-kódok beolvasásával:



1

Hozzon létre egy fiókot

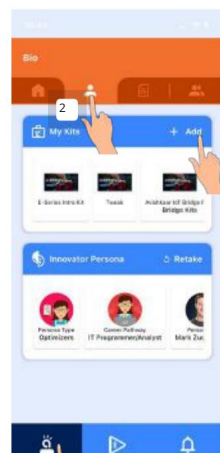
Nyissa meg az alkalmazást, és kövesse a képernyő n megjelenő utasításokat a fiók létrehozásához.



2

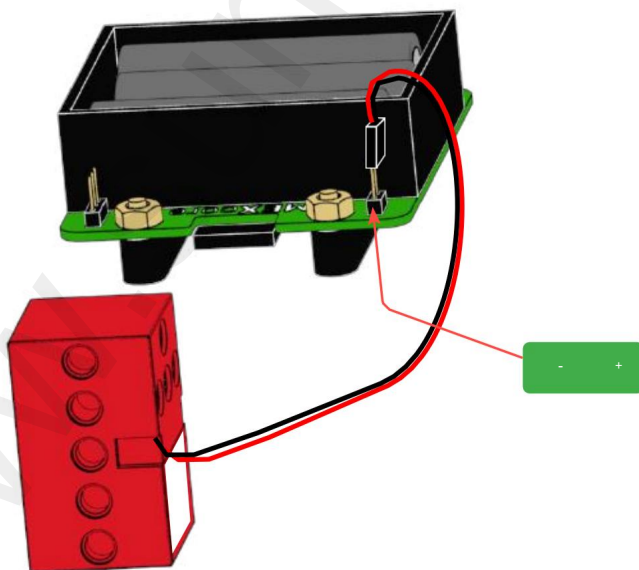
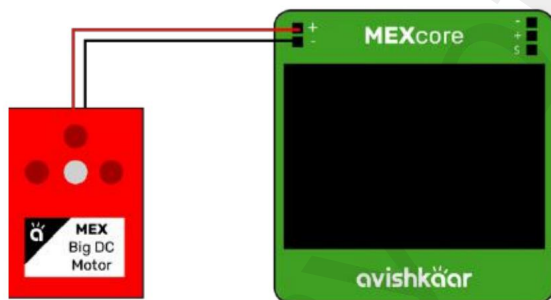
Regisztrálja készletét

Az alkalmazásban lépjen a „Profil” részre, és kattintson a „+” További hozzáadása” lehetőségre a „Saját készletek” részben a készlet regisztrálásához. Ez a lépés fontos a robot későbbi irányításhoz.



Product Registration
Sticker

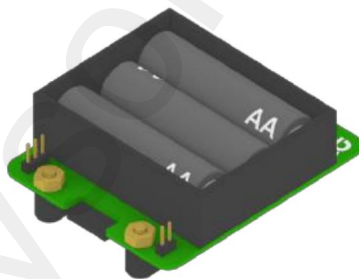
Hogyan csatlakoztassunk egy motort a MEXcore-hoz



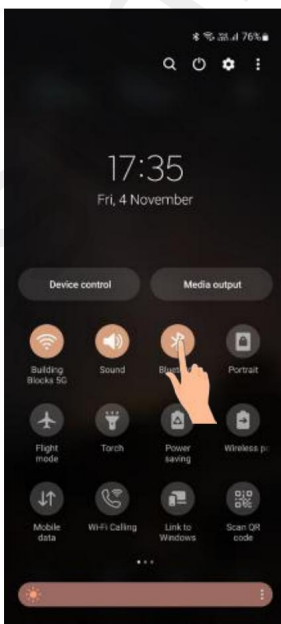
Alkalmazásvezérlés

- 1 Helyezze be az elemeket a MEXcore készü lékbe, és kapcsolja be. Figyelje meg, hogy a MEXcore LED zölden villog.

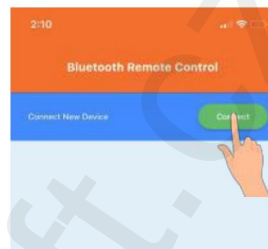
Megjegyzés - Csak AA alkáli elemeket használjon. (Más tí pusú sejtek károsí thatják a MEXcore-t.)



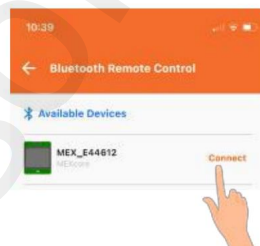
- 2 Kapcsolja be a Bluetooth-t a telefonon.



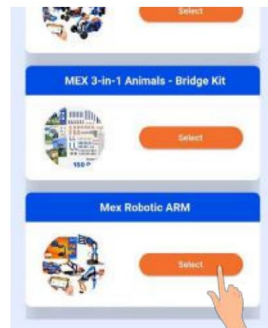
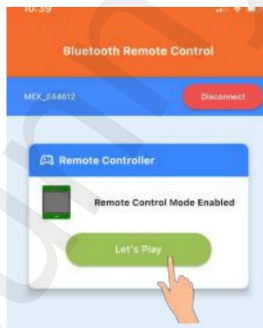
- 3 Nyissa meg az Avishkaar alkalmazást, és kattintson a "Lejátszás" gombra a "Kezdő lap" részben.



- 4 Kattintson a "Csatlakozás" az alkalmazásnak képesnek kell lennie megtalálni a MEXcore-ját, ha be van kapcsolva. Miután az alkalmazás észlelte a MEXcore-ját, kattintson a „Csatlakozás” gombra.



- 5 Kattintson a „Játsszunk” lehetőségre, és válassza ki a „MEX Robotics Arm kit” elemet a legördülő menüből.



- 6 Megnyílik a távirányító képernyője, amely lehetővé teszi a motor vezérlését.

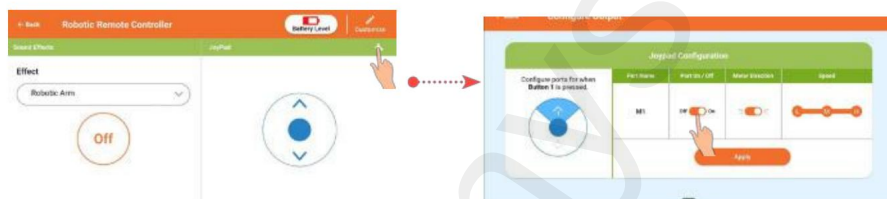


Konfiguráció

Hangeffektusok



Joystick



Felszerelés ellenőrzése

1. doboz (elektronika)



Avishkaar
MEXCore
x1



Nagy DC motor MEX
x 1

2. doboz (Építő letalkatrészek)

GERENDA



Nyaláb 15H
x 1



13H
Gerenda
x1



11H sugár
x1



9H sugár x2



7H
Gerenda
x4

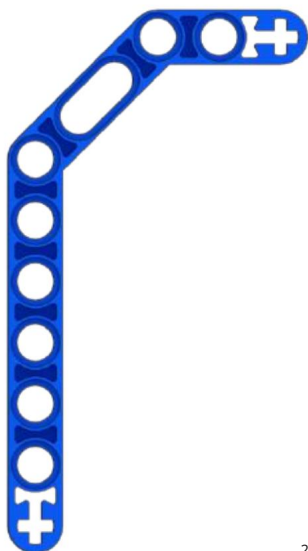


3H
Gerenda
x4



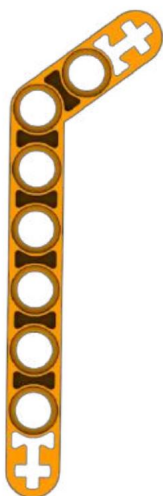
5H sugár x2

Megjegyzés: A "H" lyukakat jelent. Például. gerenda
A 15H egy 15 lyukú gerendát jelent.

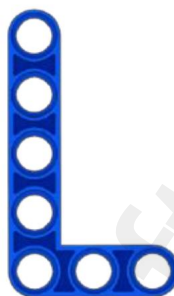


Kettős hajlító gerenda

2Cx10Hx10



2Cx7H Egyszeres kanyar



7H L-gerenda

x5



L-gerenda 1Cx4H

x3



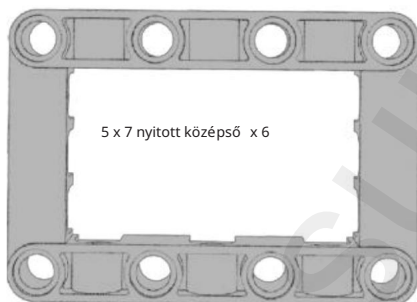
2Cx1H

Vékony gerenda
x1



5H T-gerenda

x2



5 x 7 nyitott középső x 6

TÖLTÉSEK



Tengelytöltő - nagy x
16



Tengelytöltő - kicsi x16

VÁLTÓÁLTÓK



24T lánckerék

x3



16T lánckerék

x2



12T dupla
kúpkerek

x2



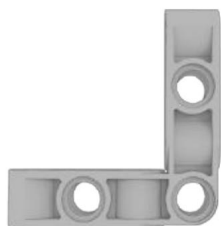
20T dupla kúp
fogaskerek

x1



Csigakerék - nagy x3

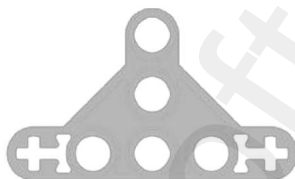
CSATLAKOZÓK



4 x 4 merő leges L csatlakozó
x2



Csatlakozó
3Hx4 pin x1



2C x 5H háromszög
x2



1C x 1H
Fűgő leges csatlakozó
x2



Három érintkező s,
merő leges
tengelycsatlakozó x1



Tengelyszög csatlakozó
- 180
x2



Tengelyszög csatlakozó
- 135 x2



2C x 1H
Fűgő leges
x4

PINS



Hosszú tű - kék x 13



Hosszú tű - sárga x1



Középső tű - fekete x22



Közepes szélességű tű x 2

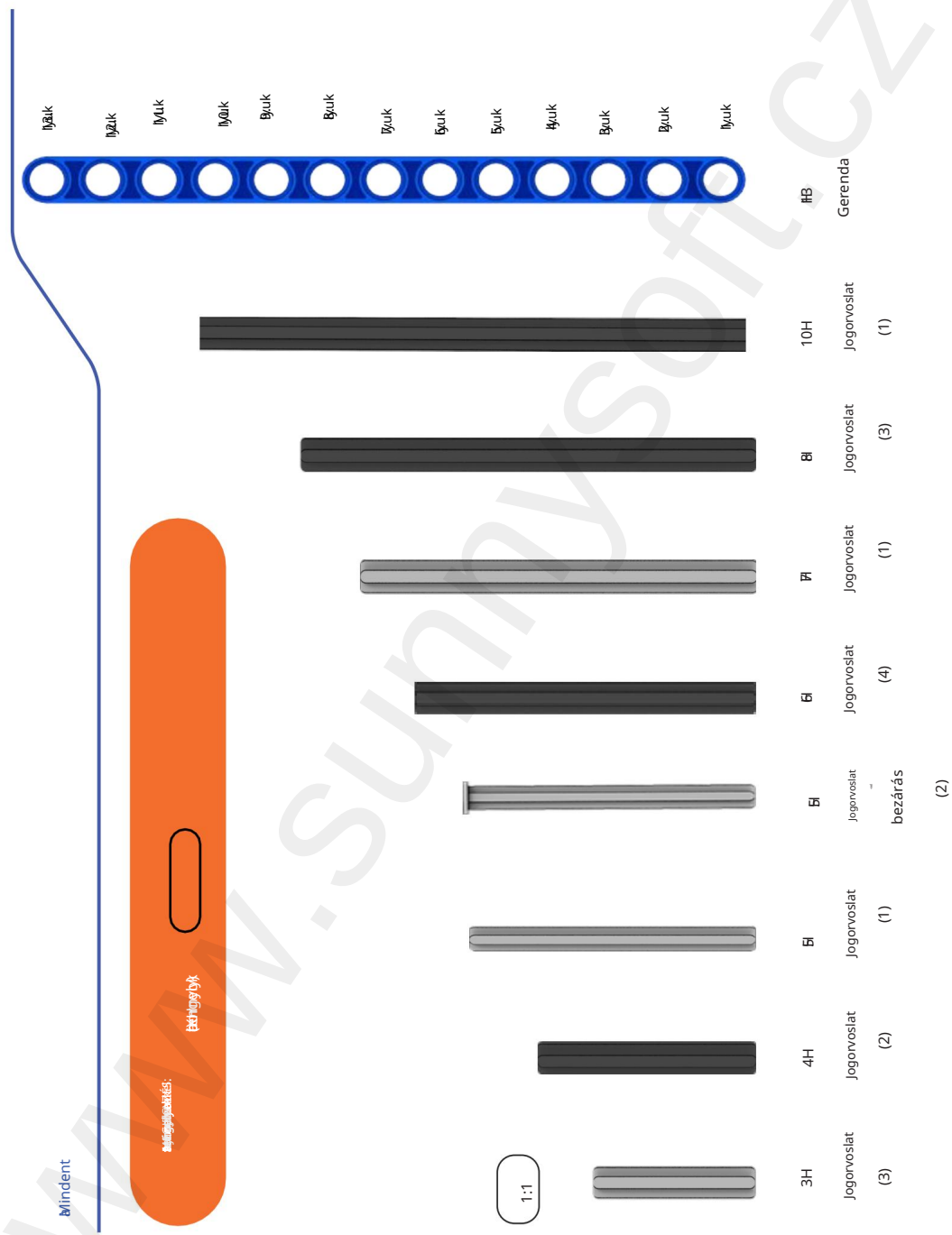


Középső
tengelycsap -
kék x2



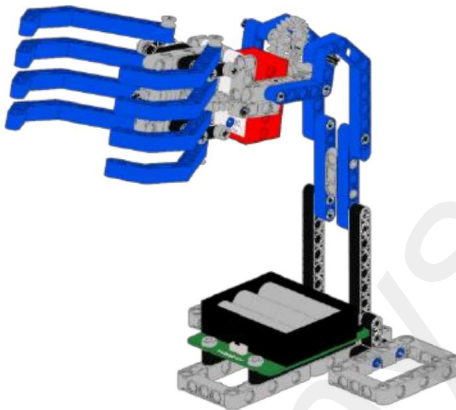
Rövid tű - sárga x2

Megjegyzés: "Megjegyzés: "C"
a "Cross" rövidí tése. Pl. - Az
"1CX4H L-beam" egy kereszttel
és négy lyukkal rendelkezik.



1. projekt: MEX Grabber

Építsük meg!



Olyan dolgok, amelyekre szükségünk van



9H sugár
x2



gerenda 7H
x2



sugár 5H
x2



7H alakú gerenda
L betű
x2



3H sugár
x4



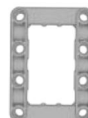
2Cx10H
Kettős hajlító gerenda
x10



5H T-gerenda
x2



4 x 4 merőleges
Csatlakozó L x 2



Nyíltan
központ
x6



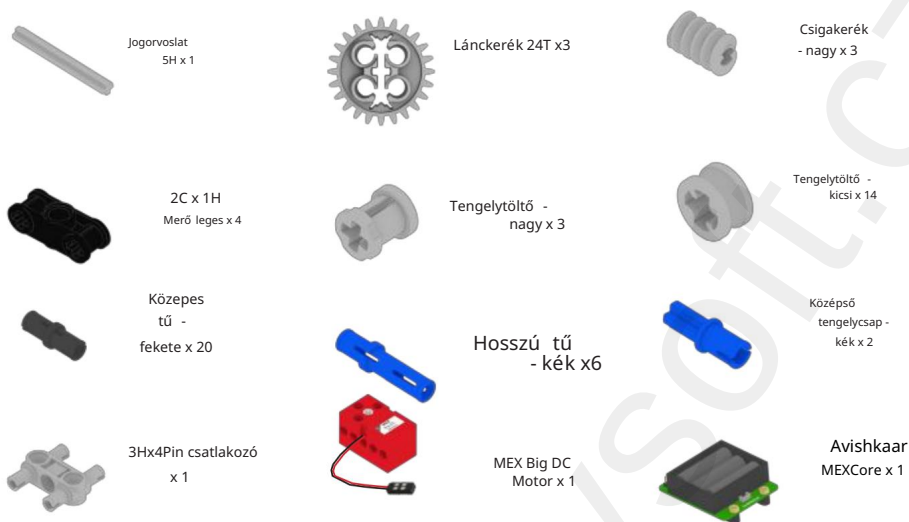
Jogorvoslat
10H x
1



Jogorvoslat
8H x
3

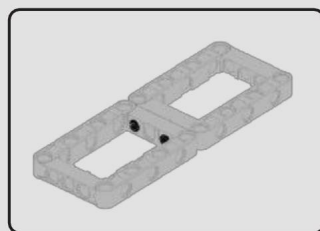
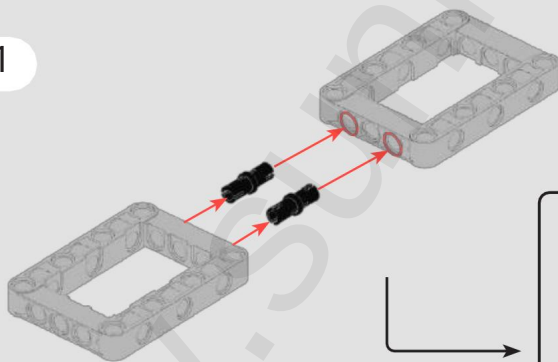


Jogorvoslat
6H x
4



Lépések

1



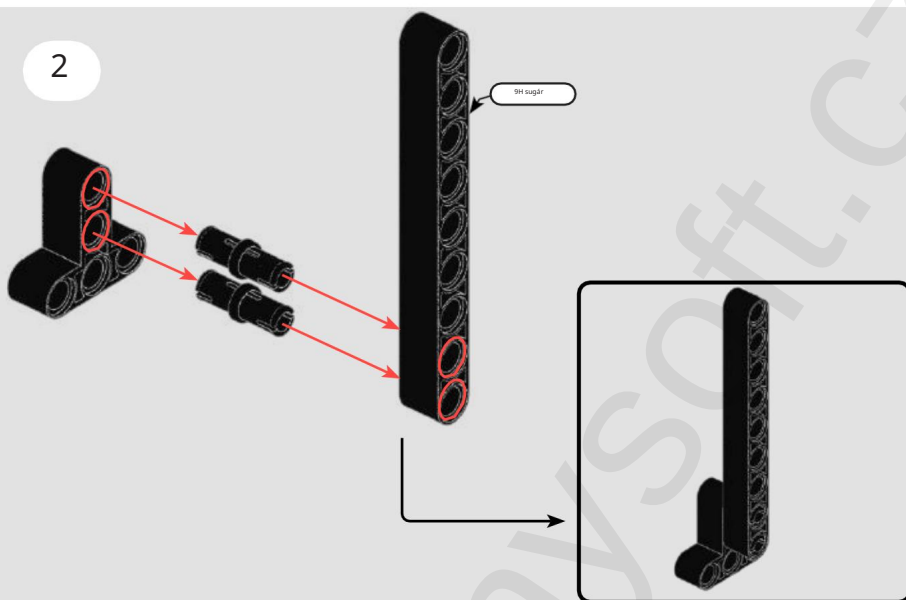
Összeszerelési tipp



A fekete középső csapokat kicsit nehezebb behelyezni!
De ne aggódj. Nyomja meg és ellenőrizze, hogy a csatlakozás biztonságos-e.
Kicsit kibírná :)

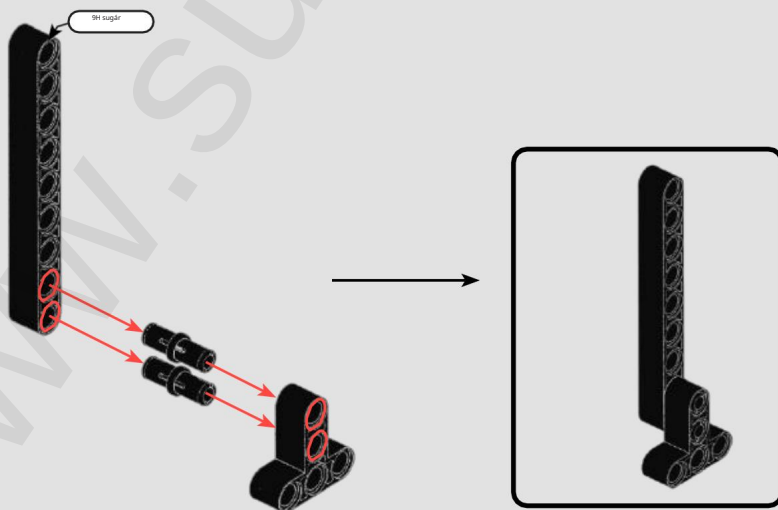


2



3

Hozzunk létre egy másik oldalt.

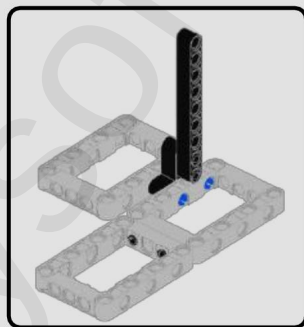
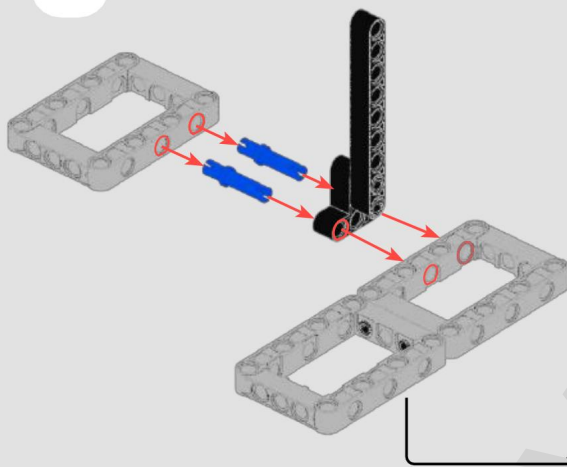


4

1:1

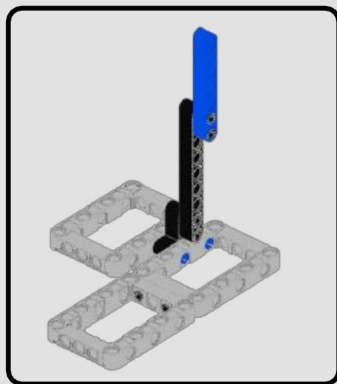
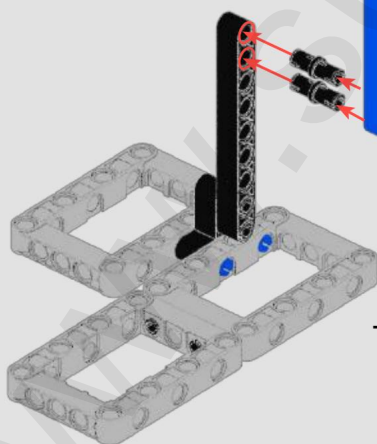


Hosszú kék gombostű

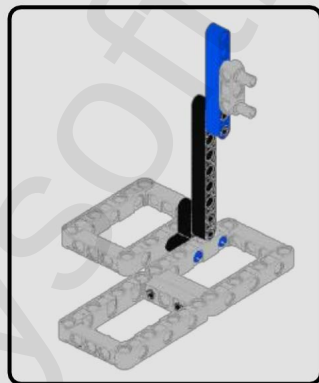
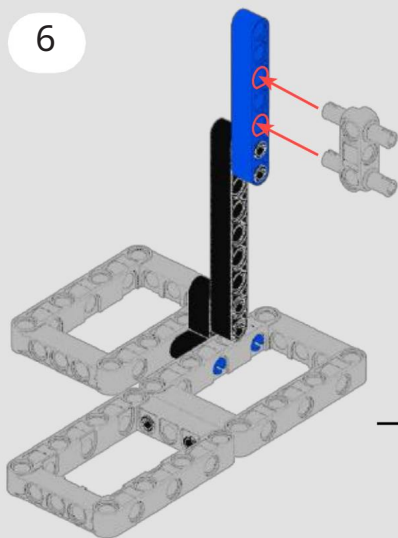


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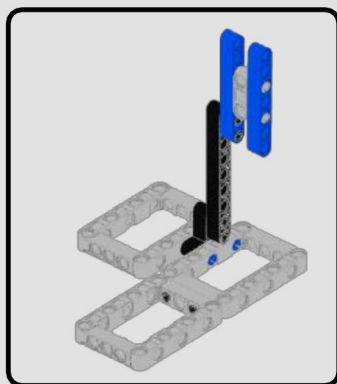
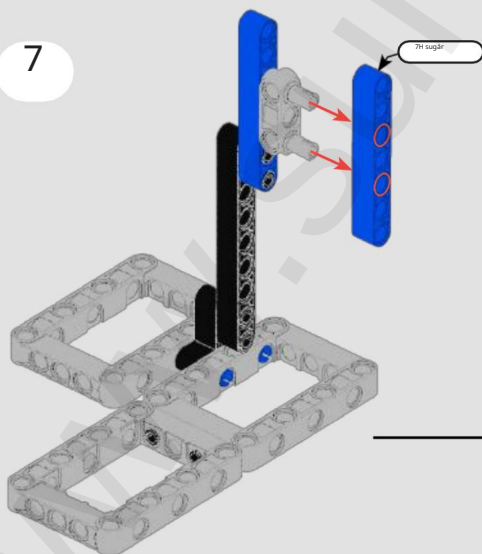
7H sugaró



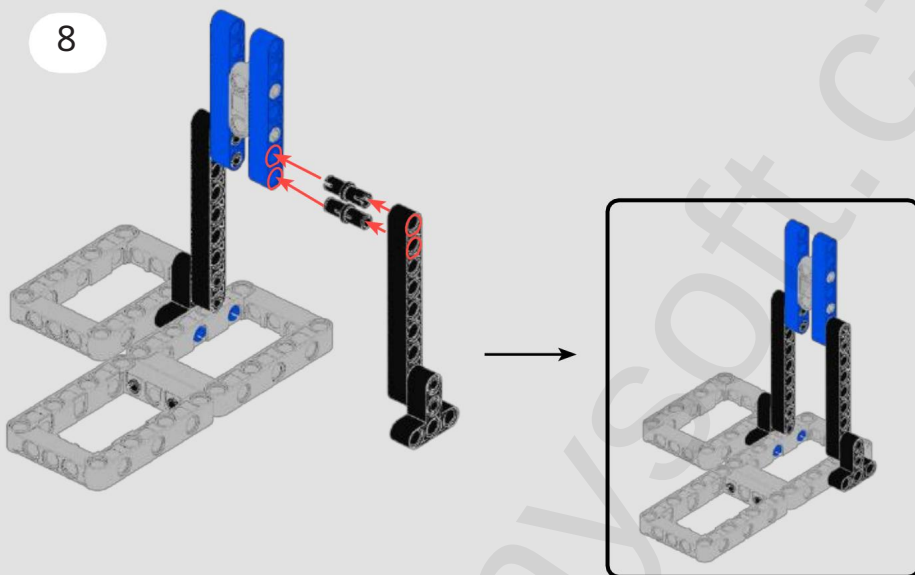
6



7



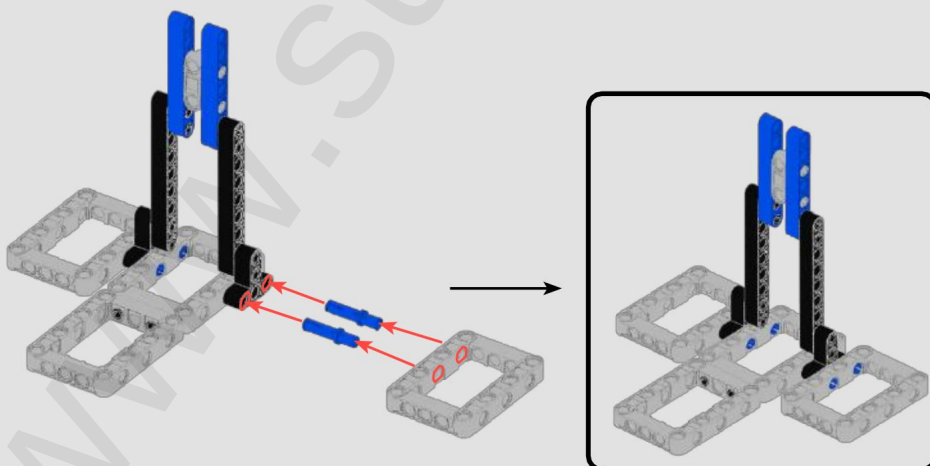
8



9

1:1

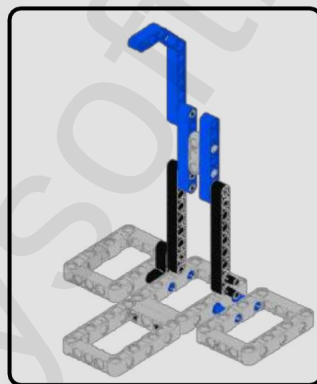
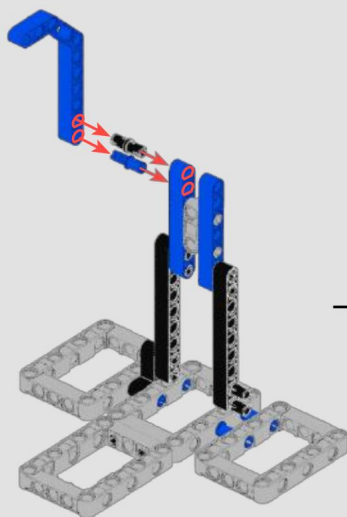
Hosszú, kék gombostű



10

1:1

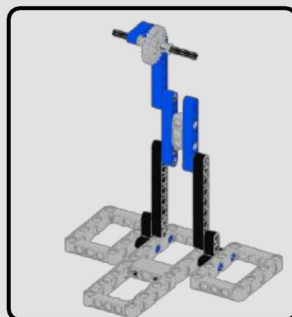
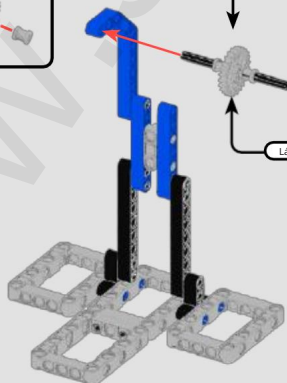
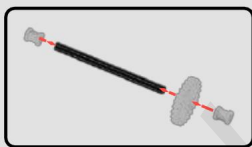
Középső tengelycsap kék



11

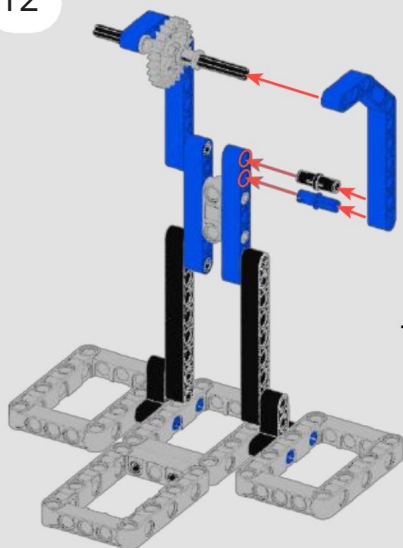
1:1

8H tengely



Lánckerek 24T

12



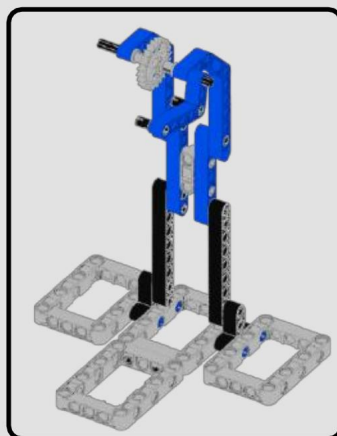
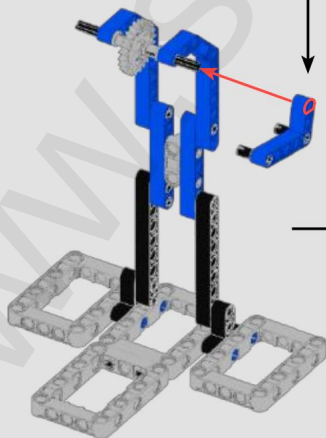
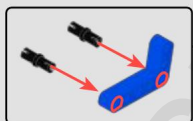
1:1



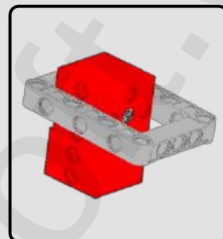
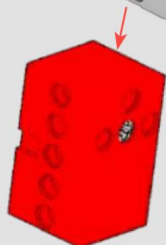
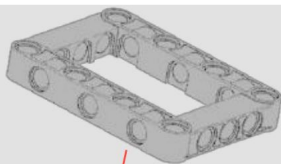
Középső tengelycsap kék



13



14



Összeszerelési tipp



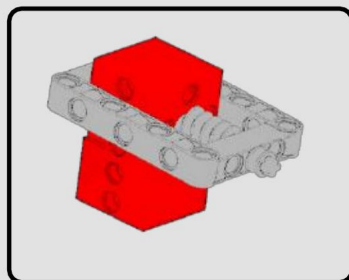
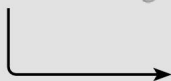
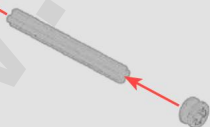
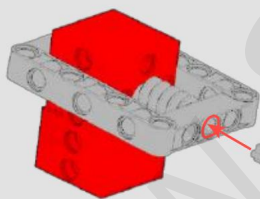
A fekete középső csapok csak a motor egyik oldalára helyezhető k be!
 A fekete csapokat csak a fehér matricával lehet a motor oldalába illeszteni. A másikon
 A matrica nélküli oldalon csak kis sárga tűk használhatók.



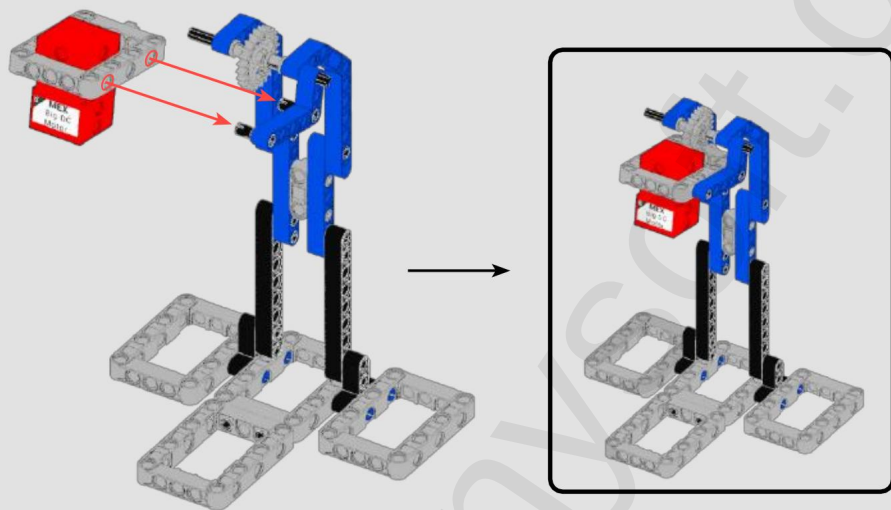
15

1:1

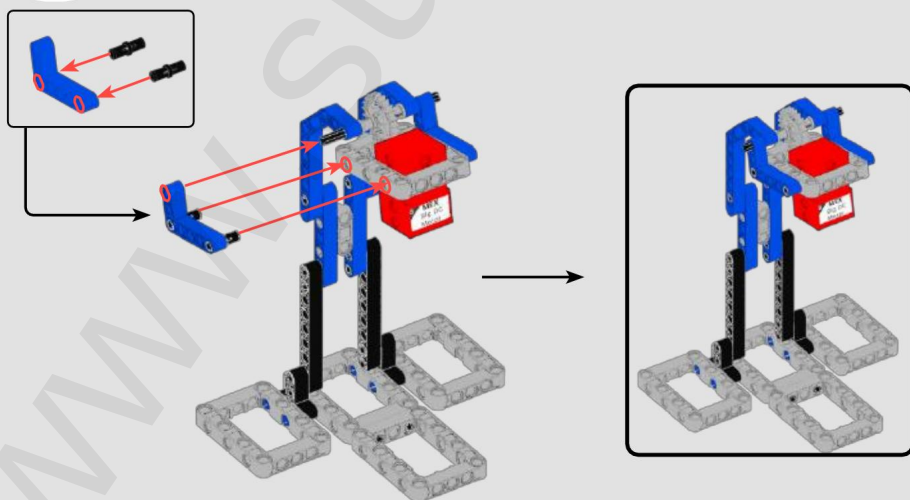
5H tengely



16



17



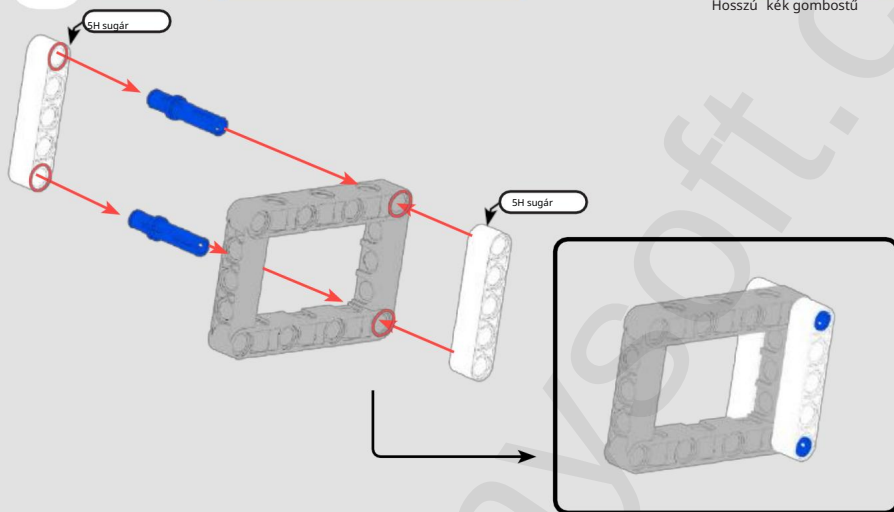
18

Alkossunk pófákat

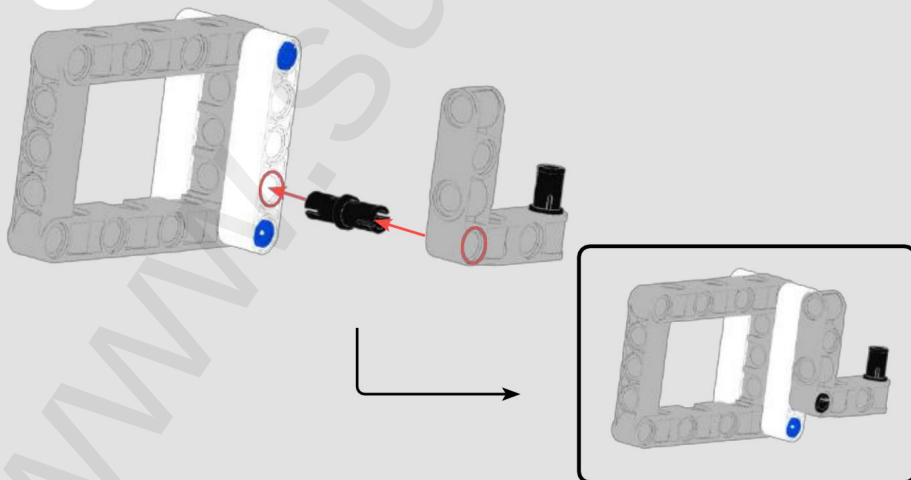
1:1



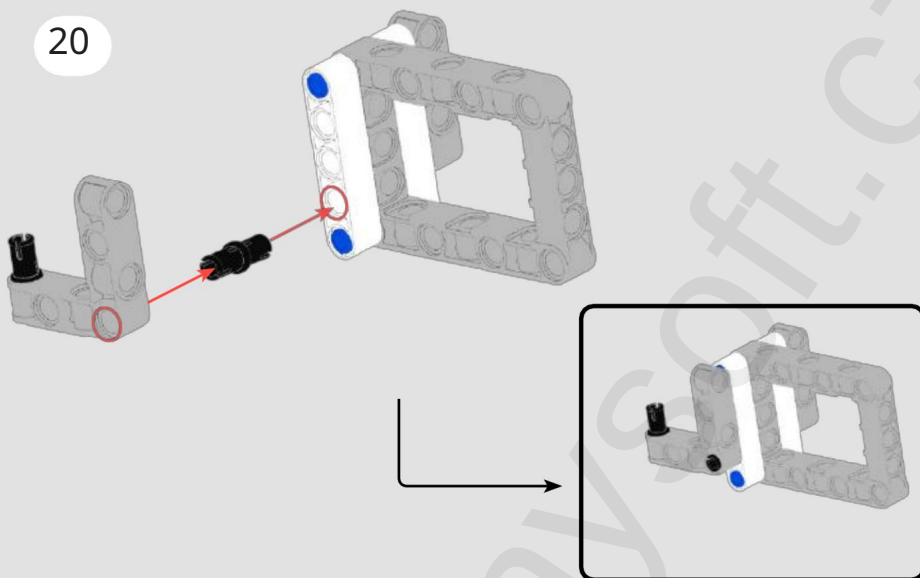
Hosszú kék gombostű



19



20

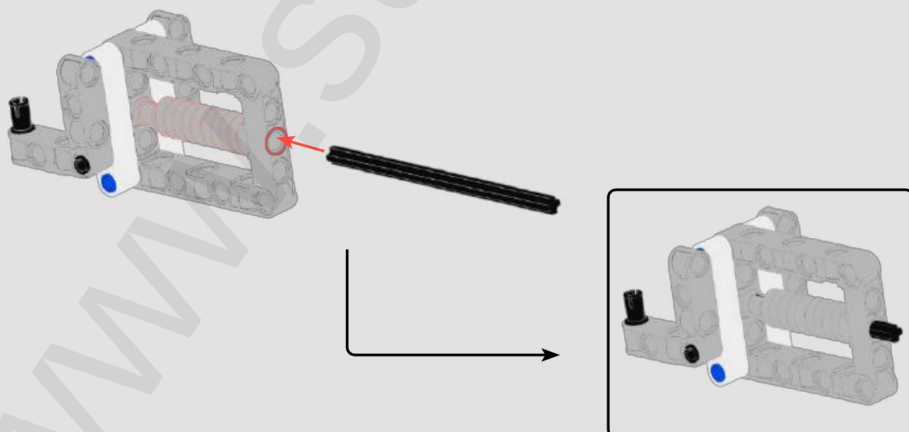


1:1

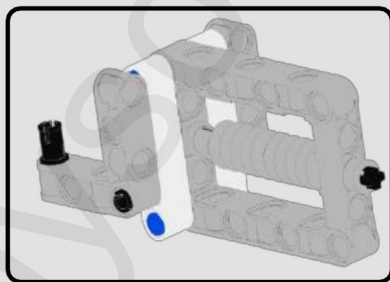
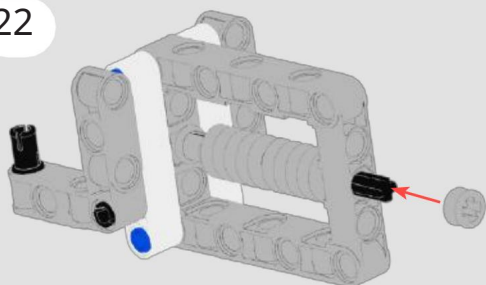
10H tengely

21

Megjegyzés: használjon két csigakereket – Big.



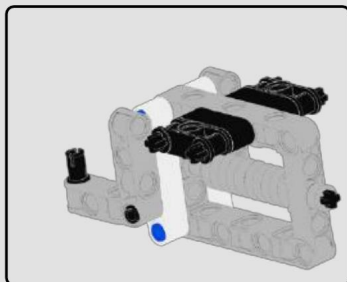
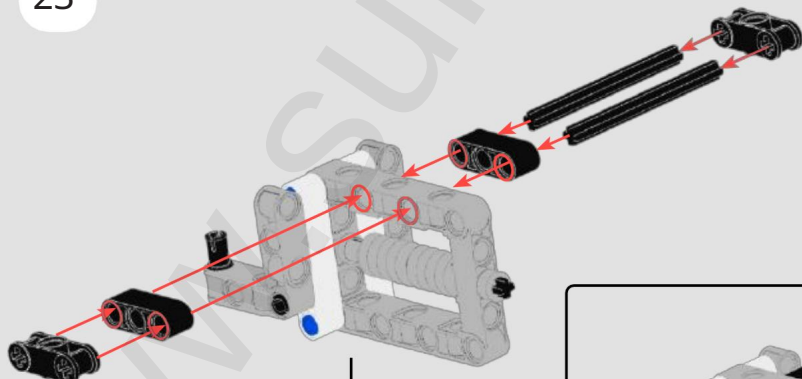
22



23

1:1

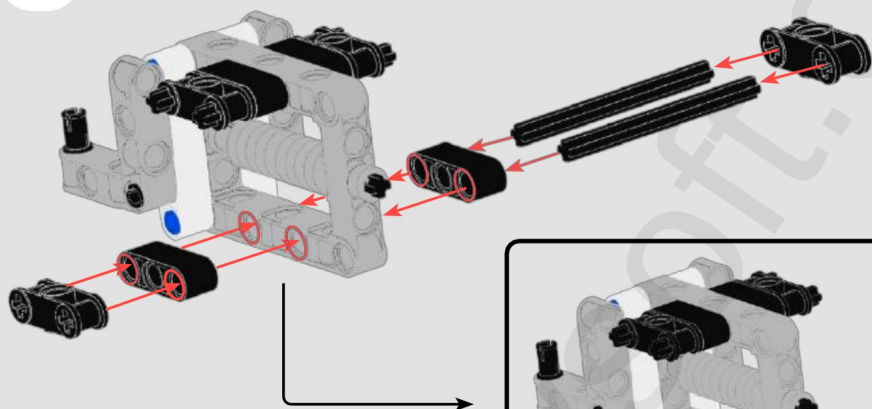
6H tengely



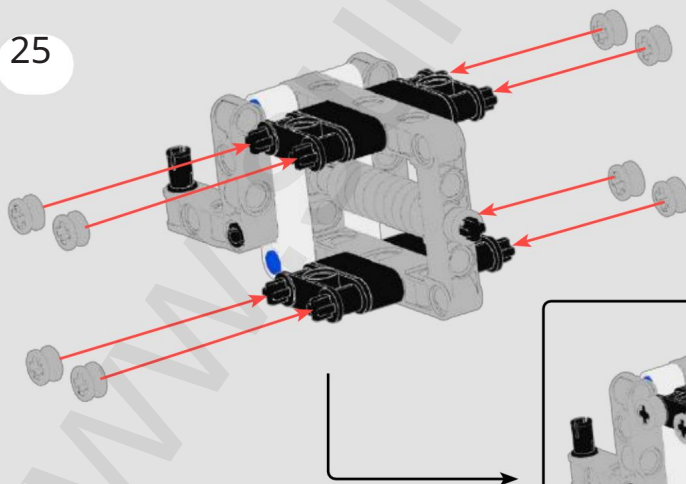
24

1:1

6H tengely



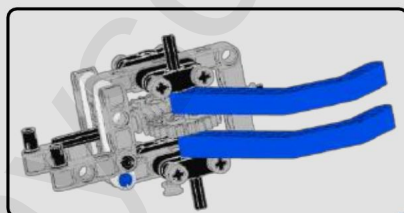
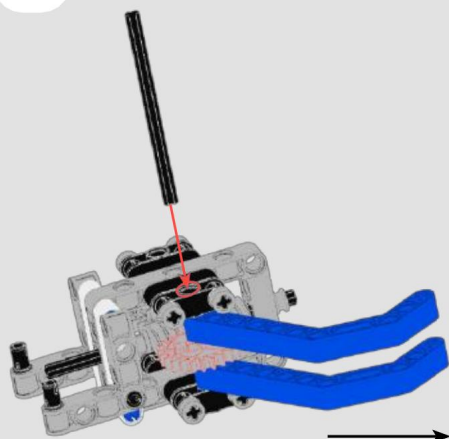
25



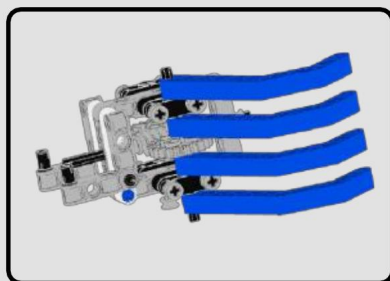
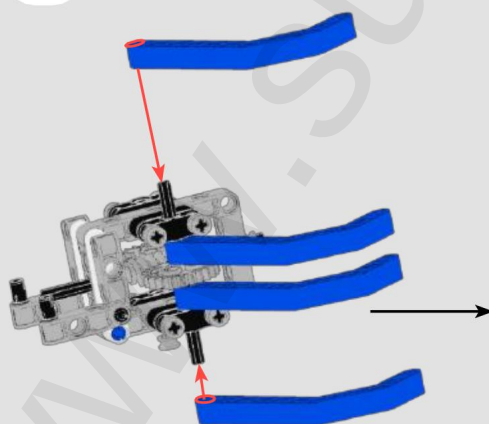
26

1:1

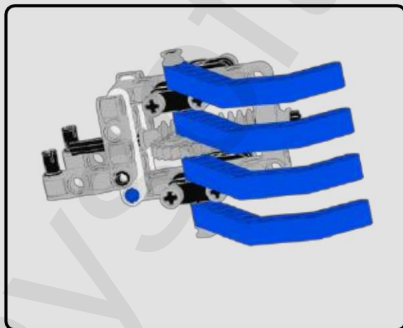
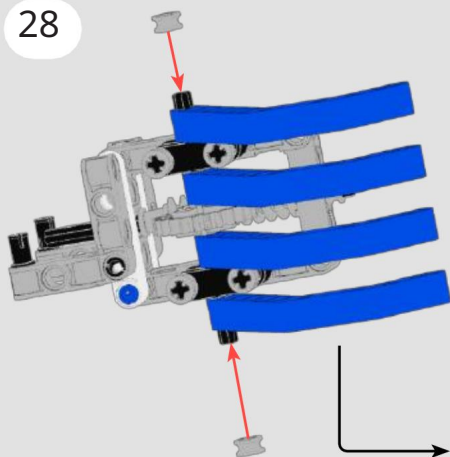
8H tengely



27



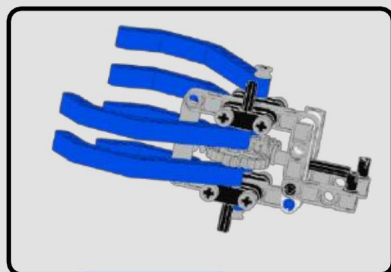
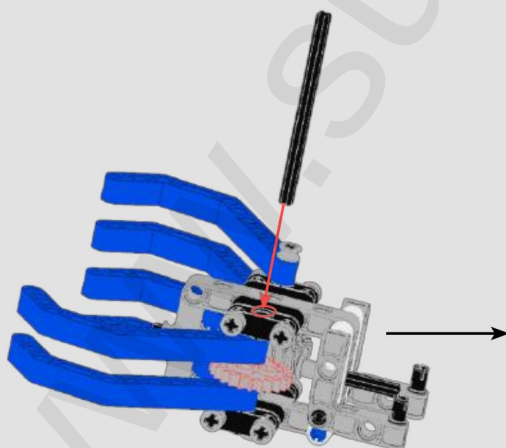
28



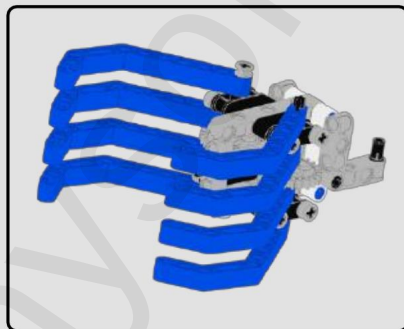
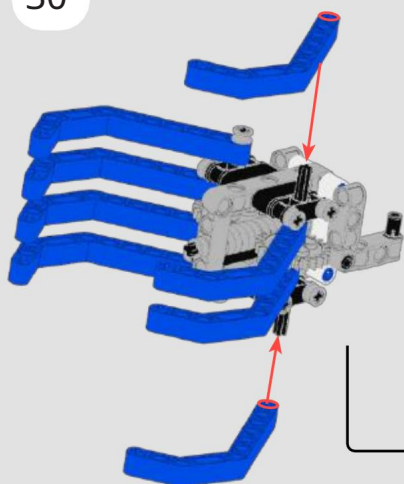
29

1:1

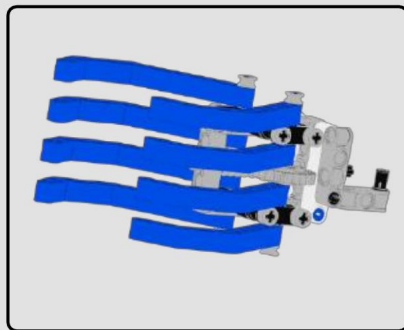
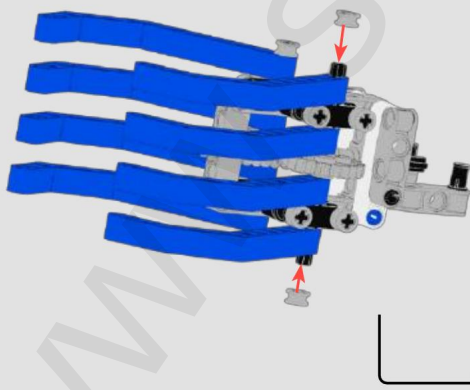
8H tengely



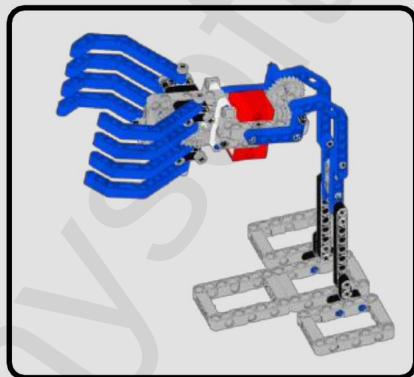
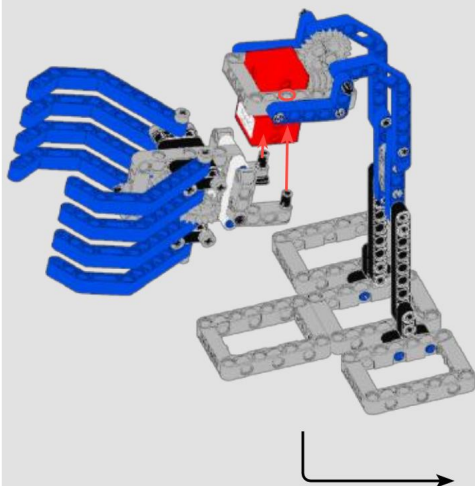
30



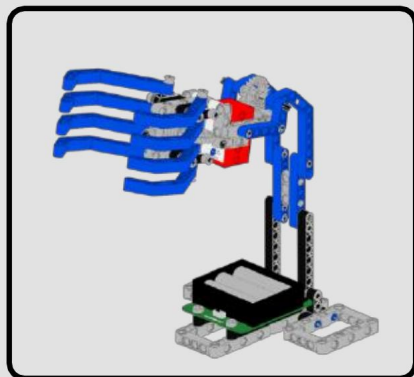
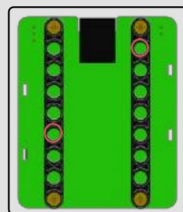
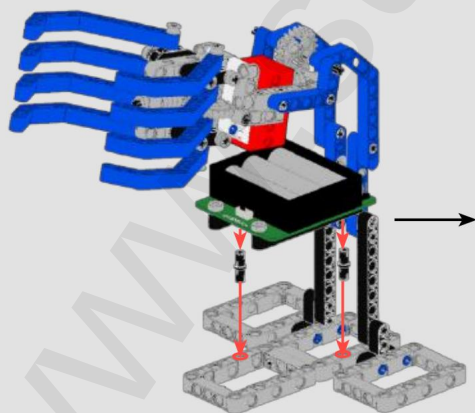
31



32



33



Gratulálunk a projekt befejezéséhez!

Várod már, hogy játszhass vele?
használja az avishkaar mobilalkalmazást?



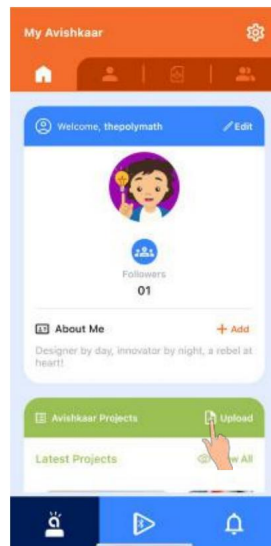
.....

Oszd meg alkotásodat a világgal, és nyerd meg az 1. szintű „Scratch the Surface” jelvényt

Töltsön fel fényképeket vagy videókat a projektről! A segítségével projektek részt az Avishkaar alkalmazásban, és megkapja az 1. jelvényt. "Scratch the Surface" szintek.

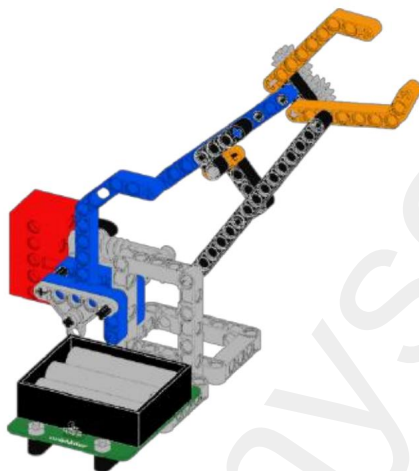
Megtekintheti az összes összegyűjtött jelvényt tekintse meg profilja jutalmak szakaszában a címen weboldalon: www.avishkaar.cc.

Fedezze fel az összes többi jelvényt
Gyűjtsd össze őket, és nyerd meg mindet!



2. projekt: MEX Cyber Claw

Építsük meg!



Olyan dolgok, amelyekre szükségünk van



Gerenda
15H
x 1



11H
Gerenda
x1



3H
Gerenda
x1



7H sugár
L x2-re



L-gerenda 1Cx4H x 3



2Cx10H
Dupla hajlított
gerenda x 1



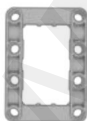
2C x 7H
Egyszerű
hajlítás
gerenda
x2



5H T-sugár x 1



2Cx1H
Vékony gerenda
x 1



Nyíltan
központ
x3



2C x 5H
Háromszög
x2



Csiga
hajtómű -
nagy x 1



Lánckerék 16T x2



Lánckerék 24T x1



Tengelytöltő - nagy x 5



Tengelytöltő - kicsi x9

1Cx1H
Függőleges csatlakozó x 2

3H x3 tengely



Jogorvoslat 7H x 1



Jogorvoslat 8H x 3



Középső tű - fekete x 9



Középső tű - szürke x 1



Középső tengelycsap - kék x 2



Sárga előtű csap x 1



Hosszú tű - kék x 3



MEX Big DC Motor x 1



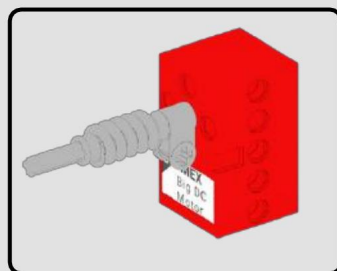
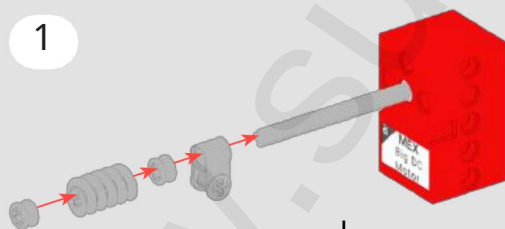
Avishkaar MEXCore x 1

Lépések

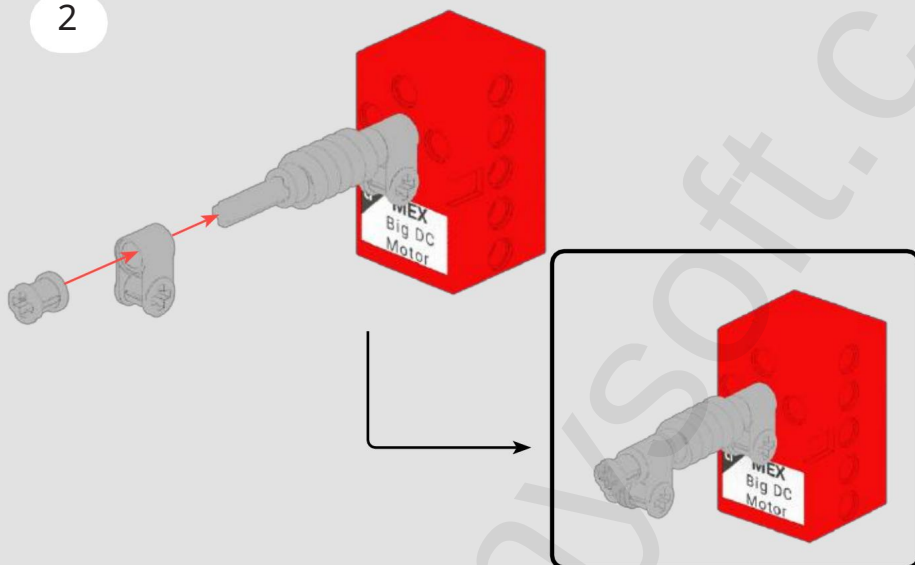
1:1

7H tengely

1



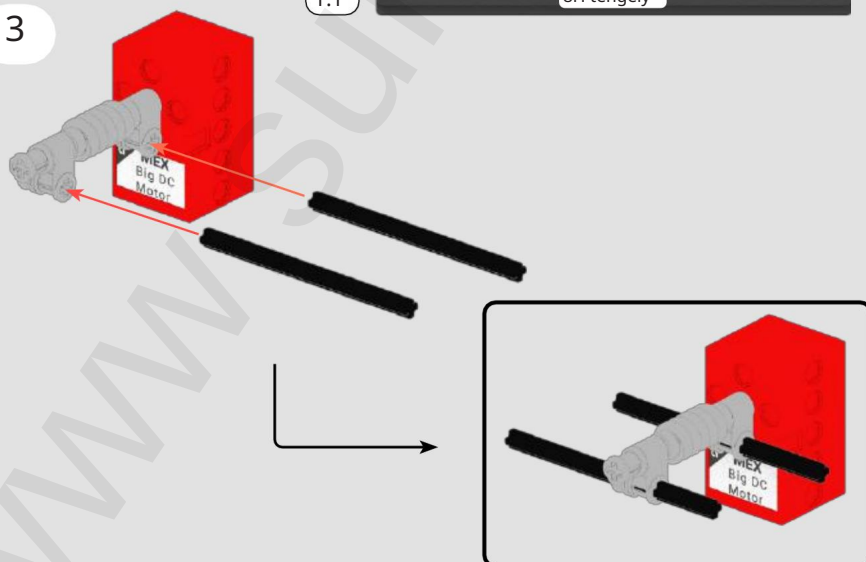
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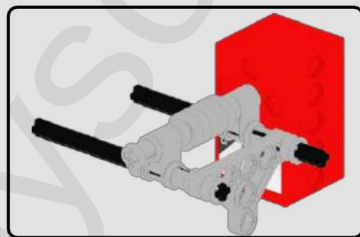
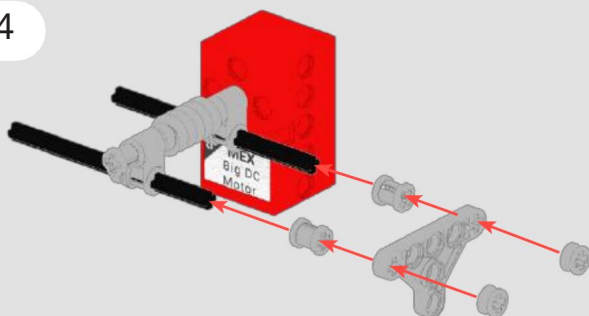
3

1:1

8H tengely



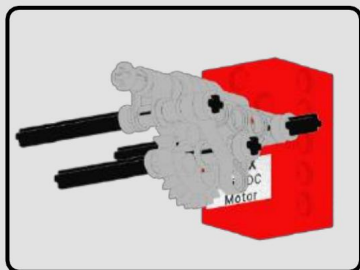
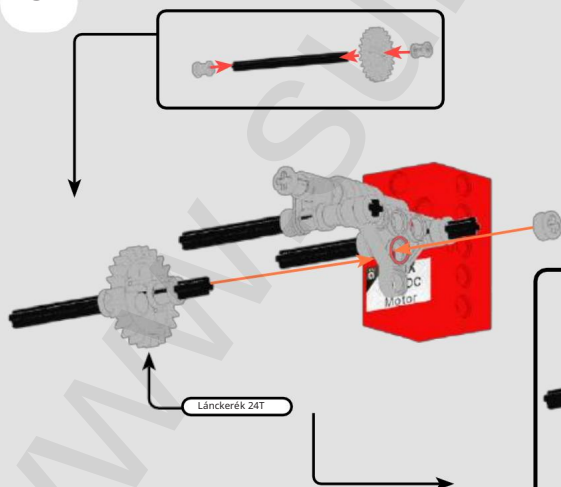
4



5

1:1

8H tengely

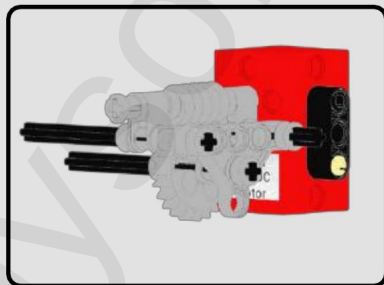
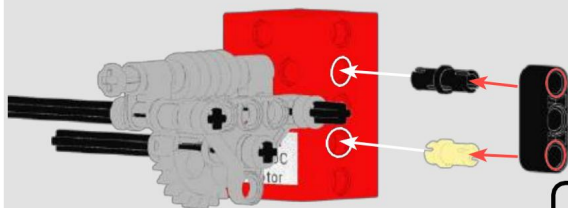


6

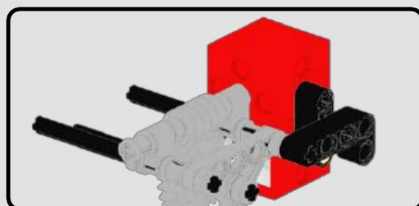
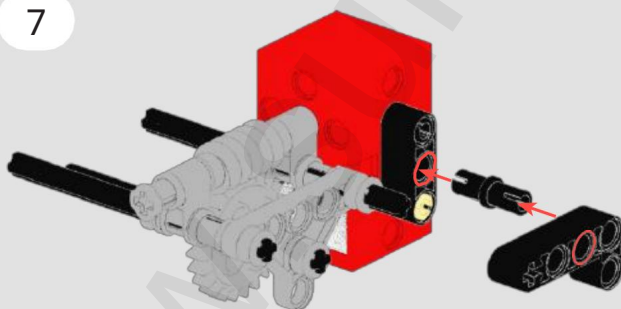
1:1



Rövid sárga tű



7



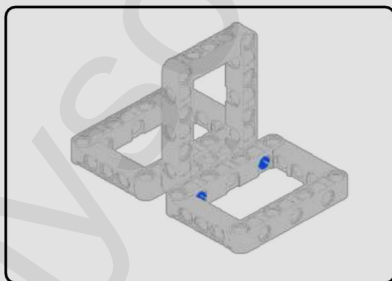
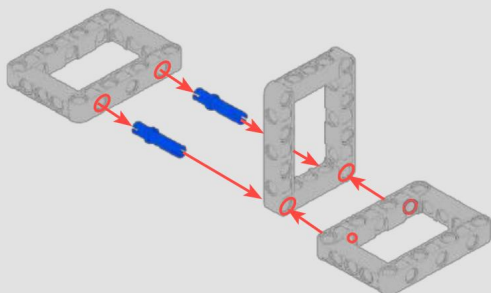
8

Hozzunk létre egy alapstruktúrát .

1:1



Hosszú kék gombostű

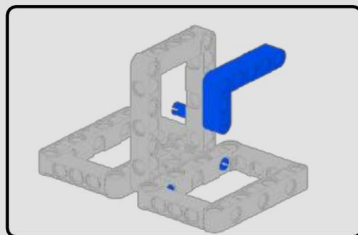
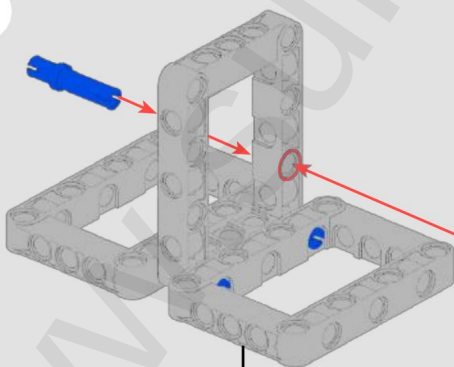


9

1:1

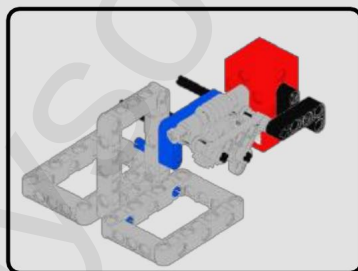
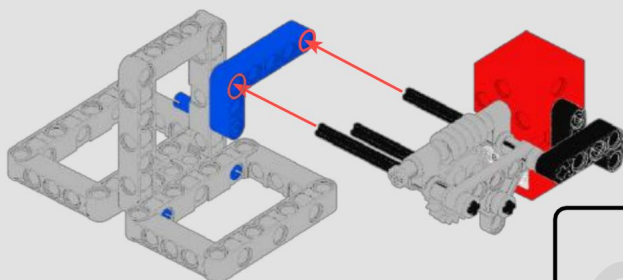


Hosszú kék gombostű

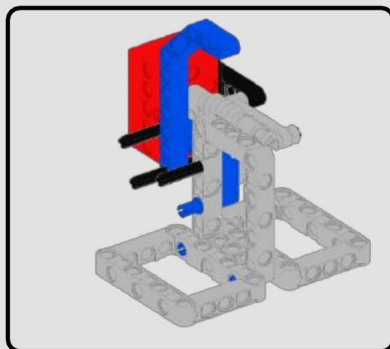
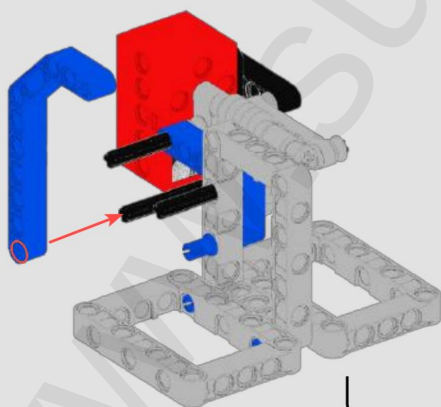


10

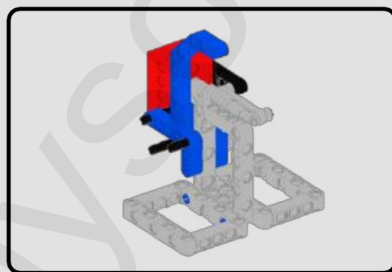
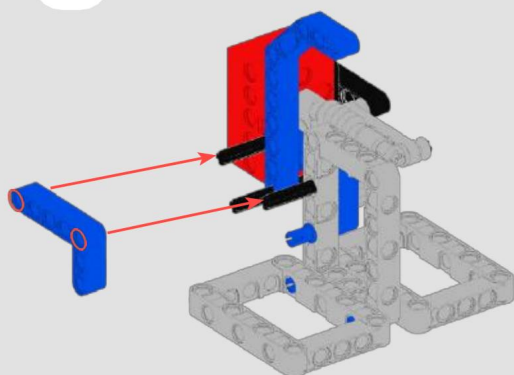
Összeállítjuk az alapszerkezetet és a motort mechanizmus.



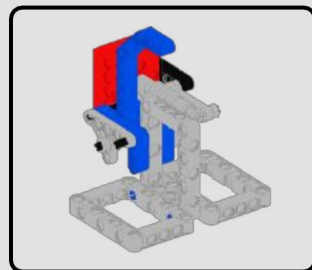
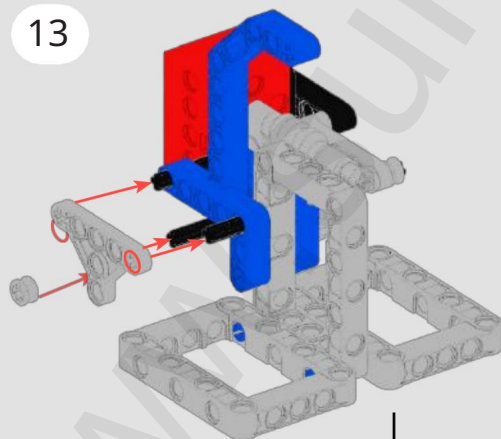
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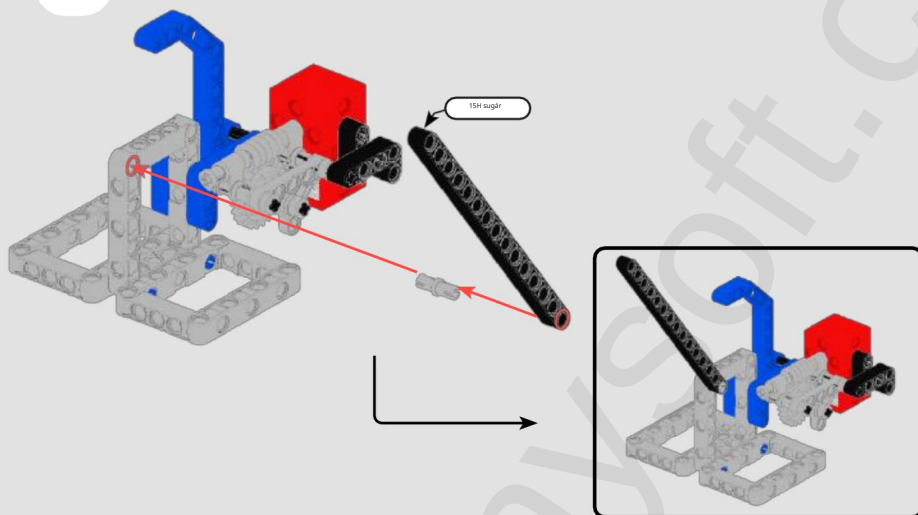
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13

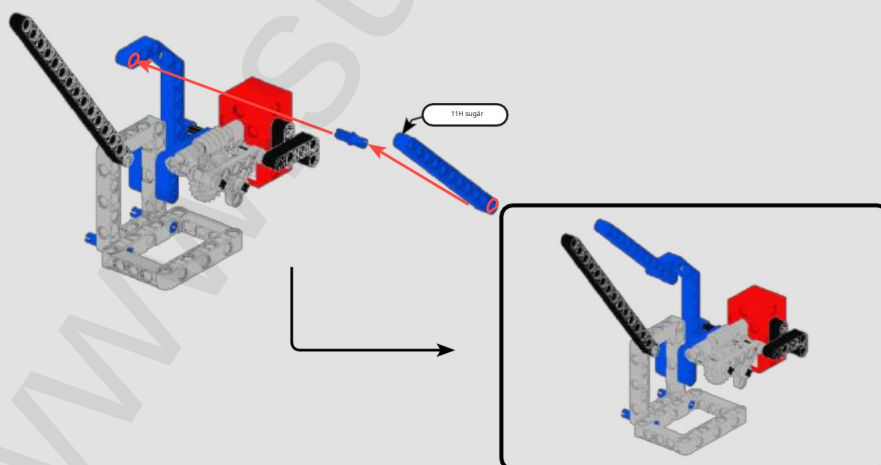


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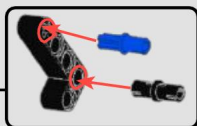


15

1:1
Középső tengelycsap kék



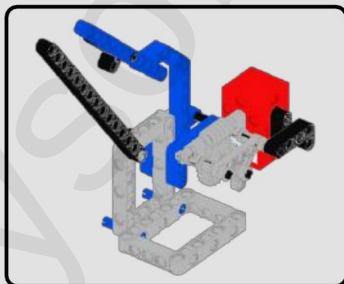
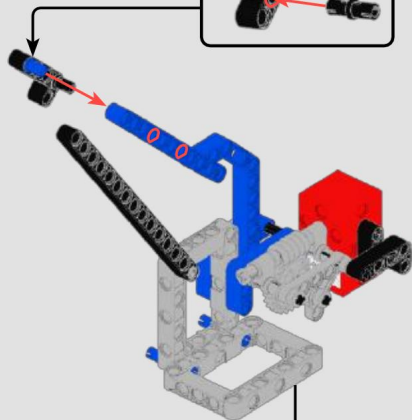
16



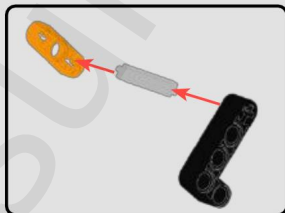
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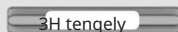
Középső tengelycsap kék



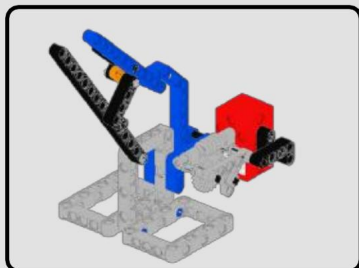
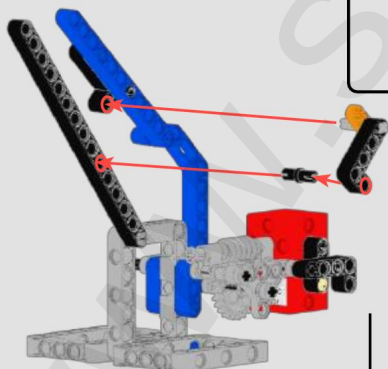
17



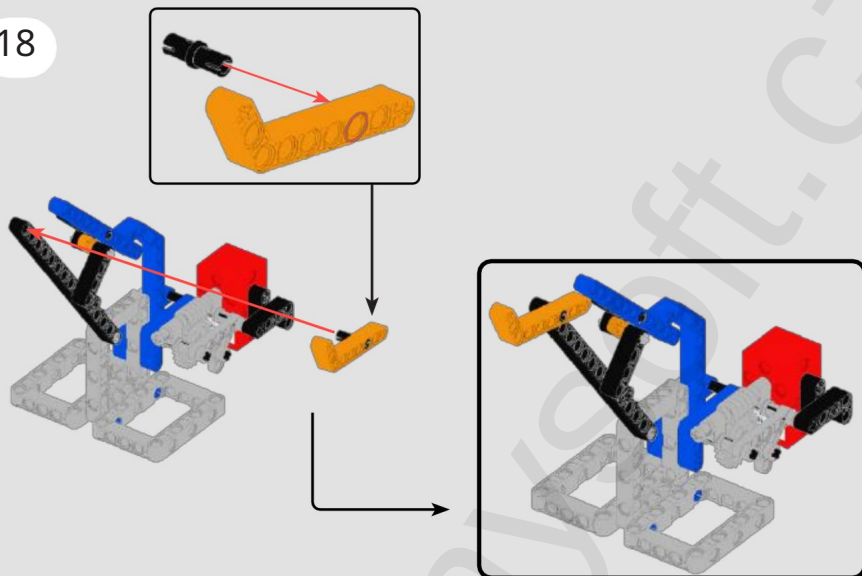
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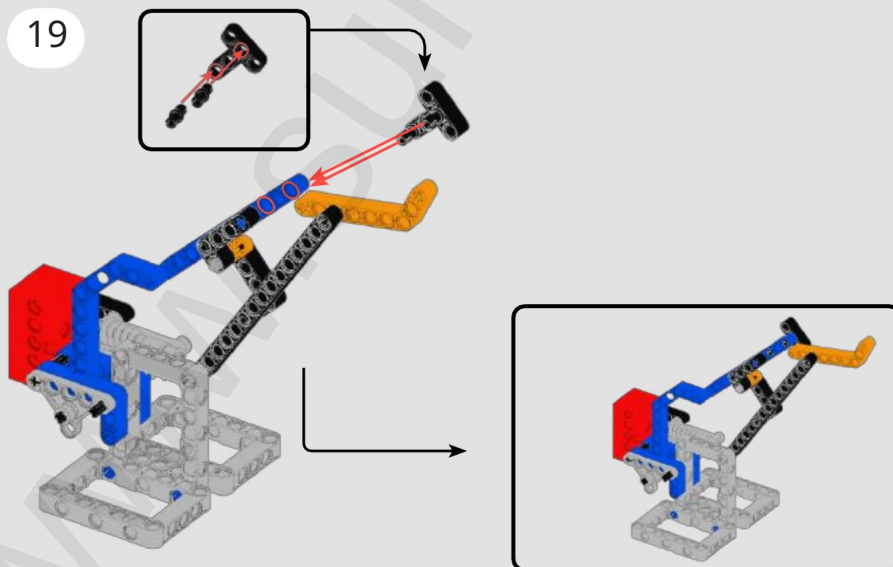
3H tengely



18



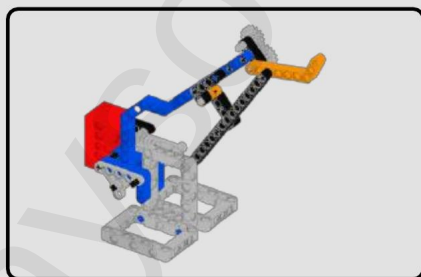
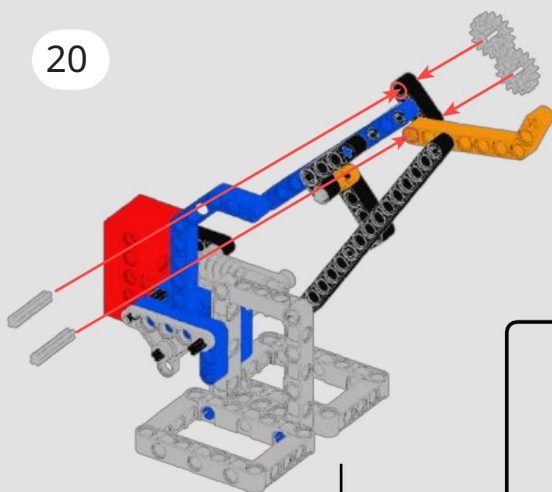
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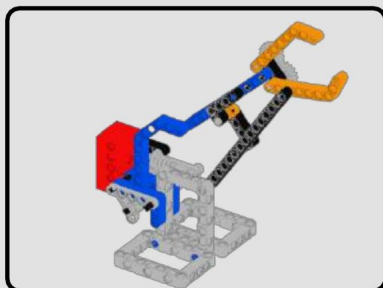
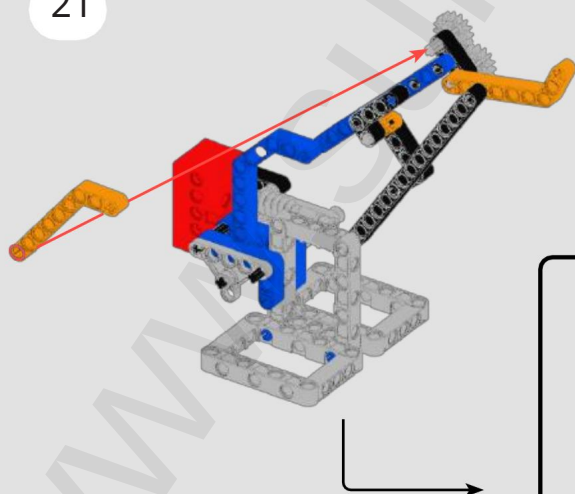
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1:1

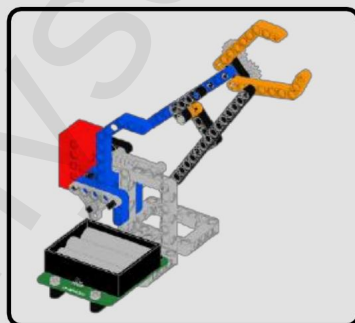
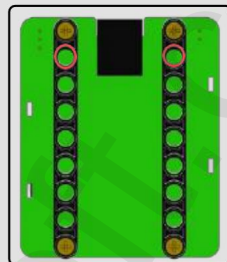
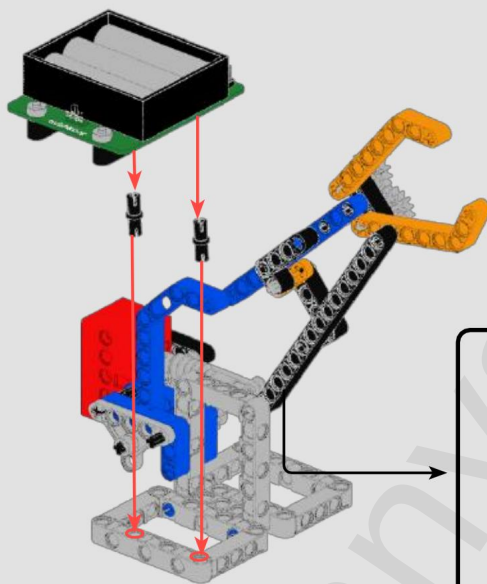
3H tengely



21



22



Gratulálunk a projekt befejezéséhez!

Várod már, hogy játszhass vele?
használja az avishkaar mobilalkalmazást?

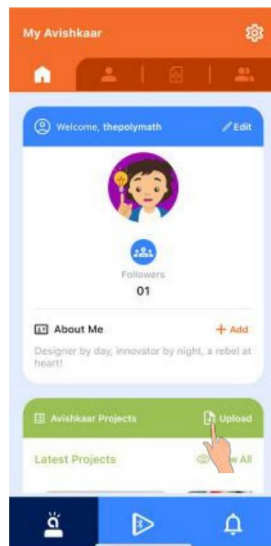


Oszd meg alkotásodat a világgal, és nyerd egy 2. szintű jelvényt "Scratch the Surface"

Töltsön fel fényképeket vagy videókat a projektről! A segítségével projektek részt az Avishkaar alkalmazásban, és folytassa a következővel A „Scratch the Surface” 2. szintű jelvény megszerzése.

Megtekintheti az összes összegyűjtött jelvényt tekintse meg profilja jutalmak szakaszában a címen weboldal: www.avishkaar.cc.

Fedezze fel az összes többi jelvényt
Gyűjtsd össze őket, és nyerd meg mindet!



3. projekt: MEX Robo Lift

Építsük meg!



Olyan dolgok, amelyekre szükségünk van



Gerenda
15H
x 1



13H sugár x 1



11H Nyaláb x 1



9H
Gerenda
x 2



Gerenda
7H
x 4



7H L-sugar
x 5



L-gerenda 1Cx4H
x 1



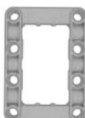
2C x 10 H
Dupla hajlítás
gerenda
x 1



2C x 7H
Egyszerű
hajlítás
gerenda
x 2



4 x 4 merőleges L csatlakozó
x 1



Nyíltan
központ
x 4



2C x 5H
Háromszög
x 2



Csiga
hajtómű -
nagy x 1



12T dupla
kú pos
fogaskerék
x2



20T dupla
kú pos
fogaskerék
x 1



Spur fogaskerék
kerék 24T
x3



Háromszoros tű
merő leges csatlakozó
korrekciókat
x 1



1Cx1H
Merő leges csatlakozó
x 1



Tengelytöltő - kicsi
x12



Tengelytöltő - nagy
x16



3H tengely
x1



5H sapkával

Orvoslás x 2



6H tengely

x4



Jogorvoslat
8H
x2



10H tengely
x 1



Sárga lő csap
x 1



Közepes
tű -
fekete
x13



Középső tű
korrekciók -
kék
x2



Hosszú gombostű -
kék
x13



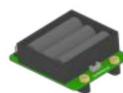
Hosszú
sárga tű
x 1



Szög csatlakozó
tengelyek -180
x2



Szögletes
tengelykapcsoló
- 135
x2



Avishkaar
MEXCore x1

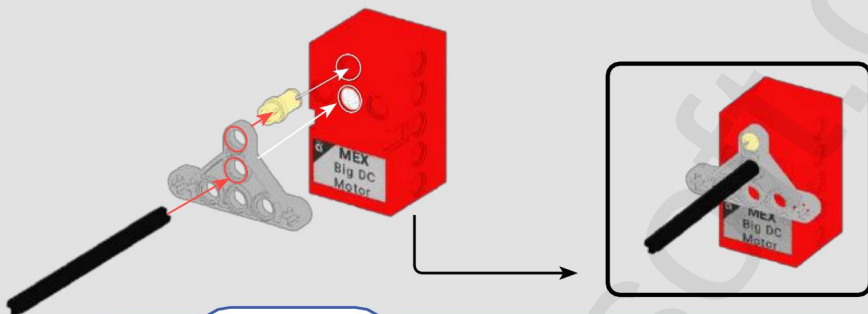


MEX Big DC
Motor
x1

1

1:1

8H tengely



Összeszerelési tipp



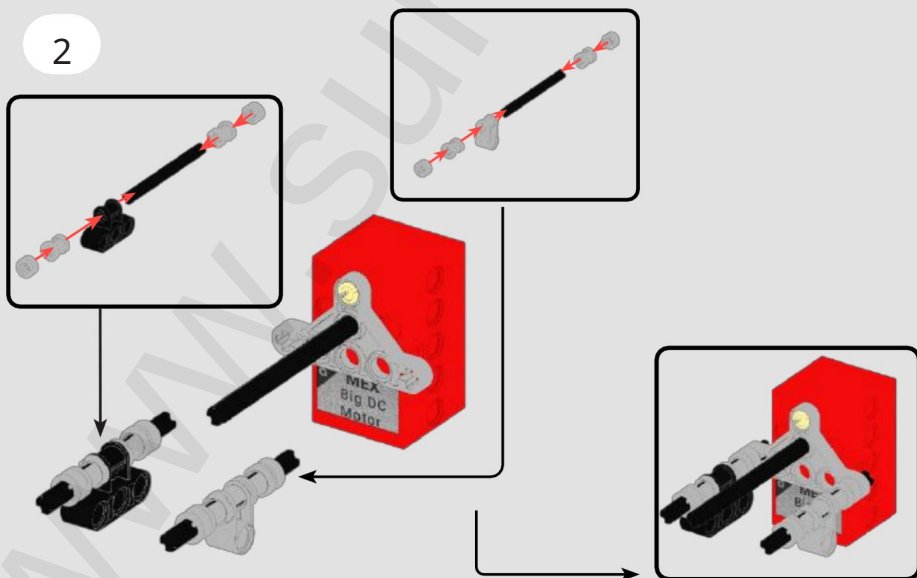
A rövid sárga csapok kissé trükkösek lehetnek!
Légy óvatos használatuk során. Könnyen törnek. És tévedhetnek is
távolítsa el – kérjen szűlőt vagy felnőt, hogy segítsen eltávolítani őket
biztonságosan eltávolítani.



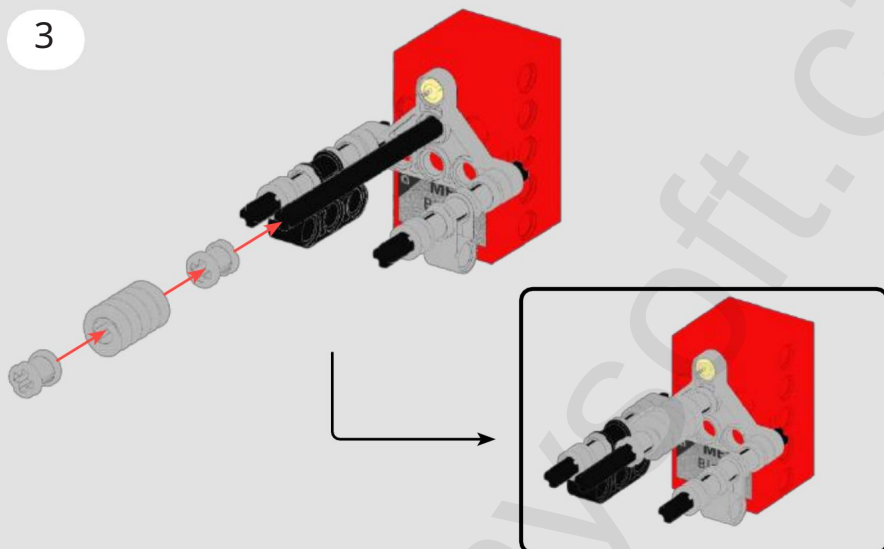
1:1

6H tengely

2



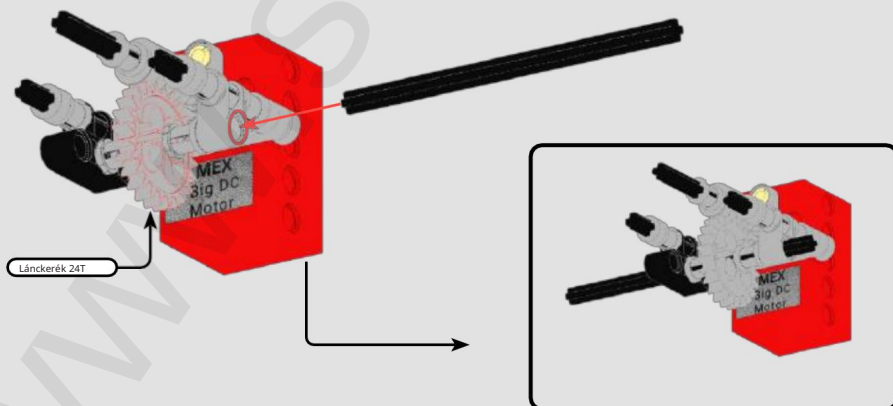
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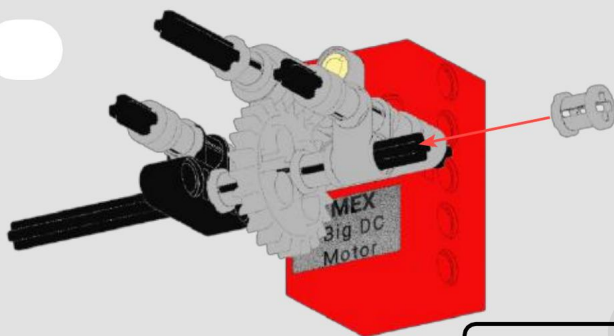


4

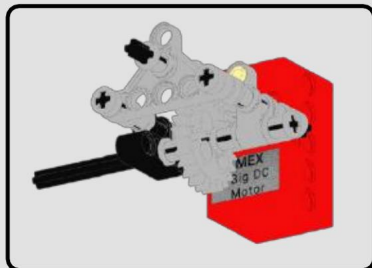
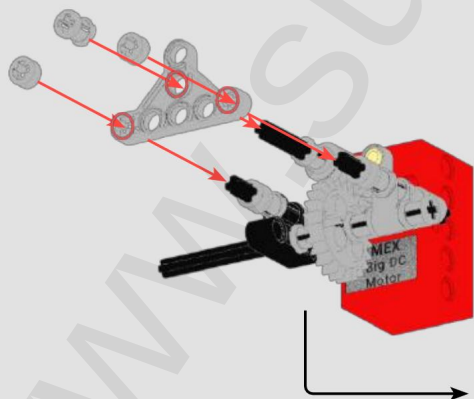
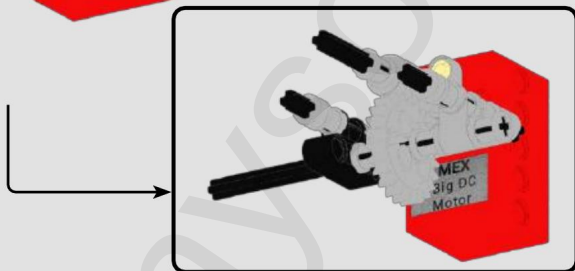
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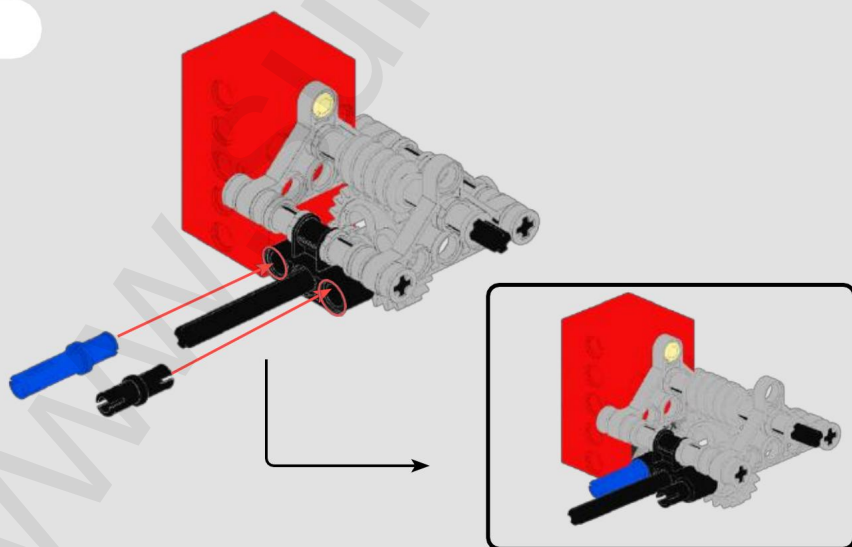
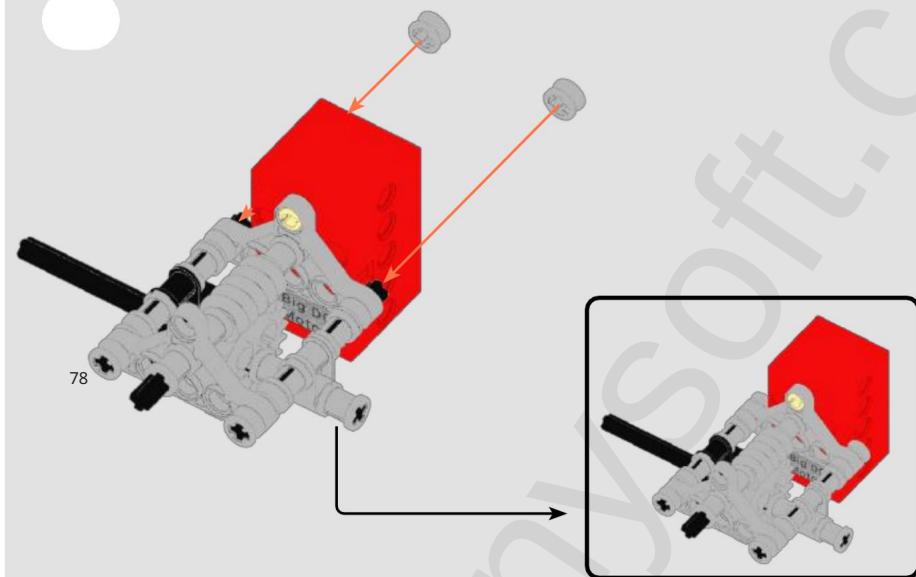
10H tengely





56





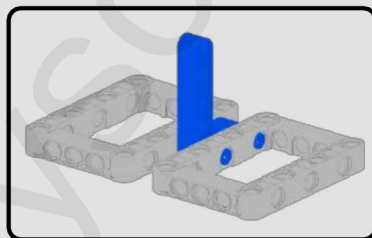
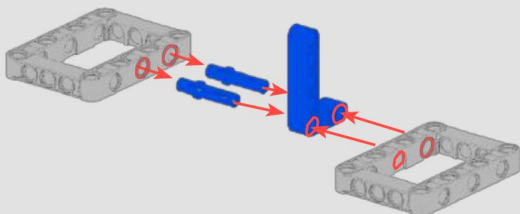
9

Hozzunk létre egy alapstruktúrát.

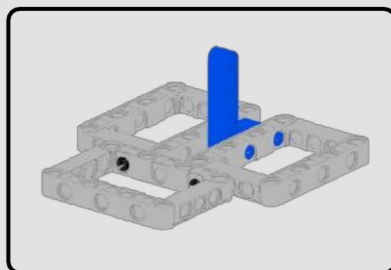
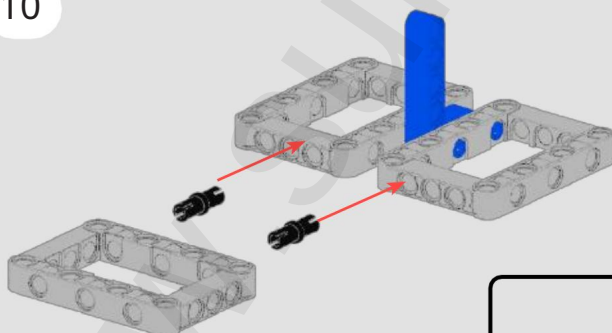
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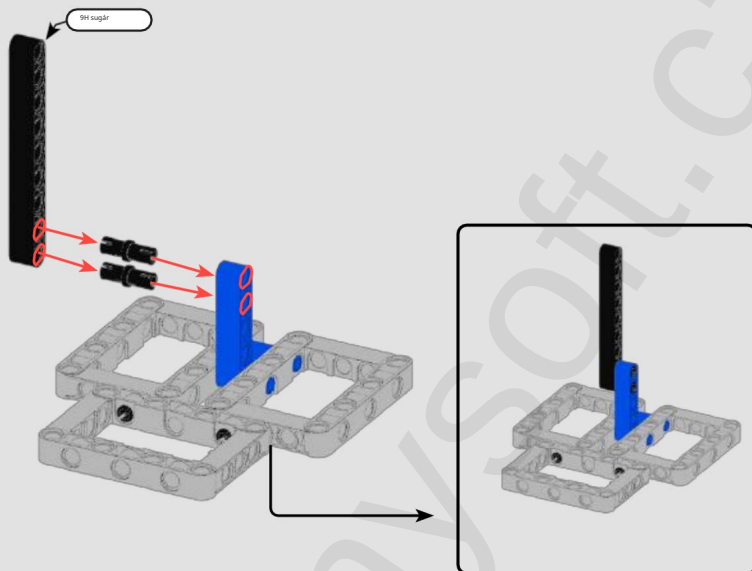
Hosszú, kék gombostű



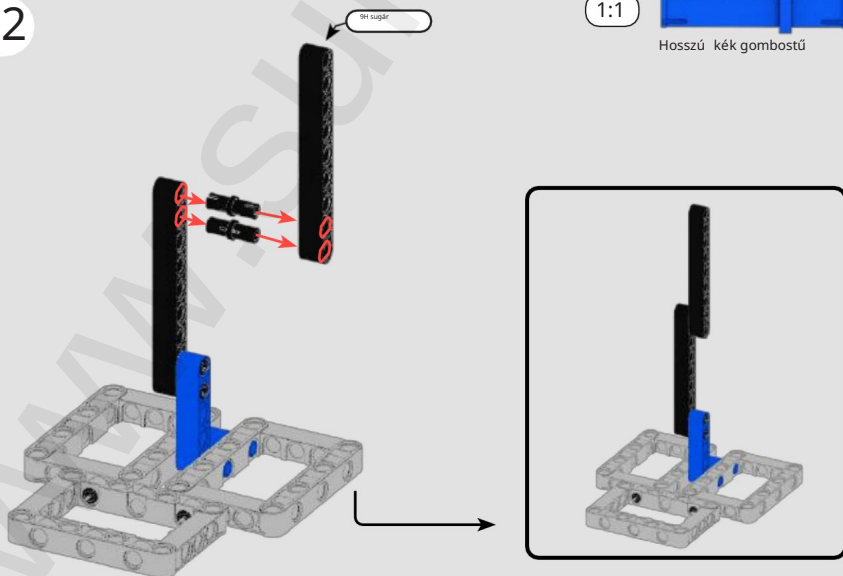
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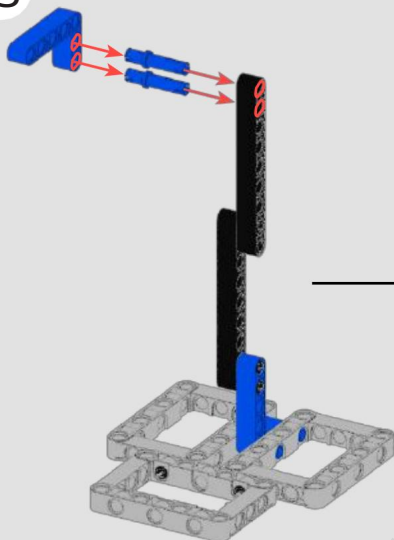
11



12



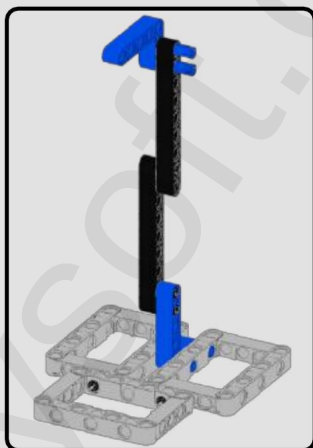
13



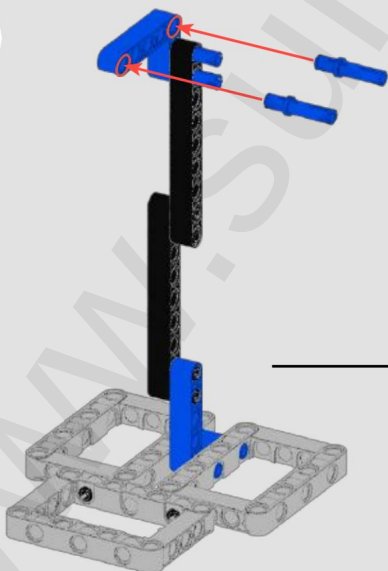
1:1



Hosszú kék gombostű



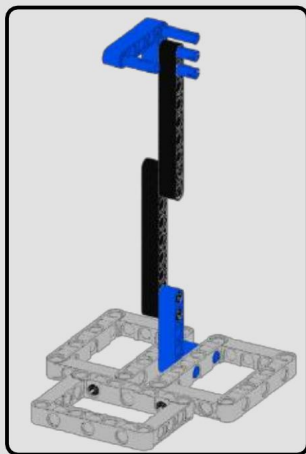
14



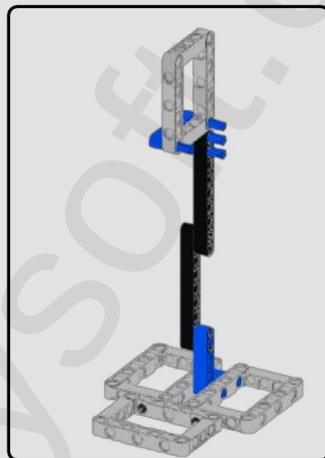
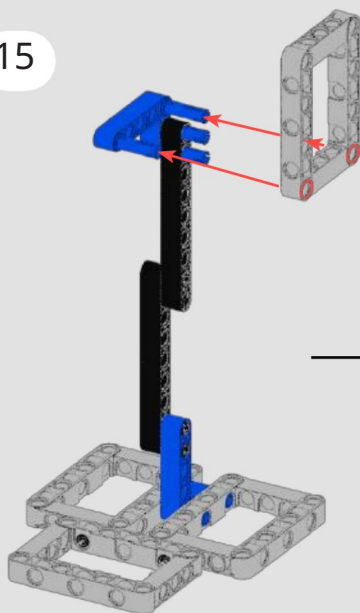
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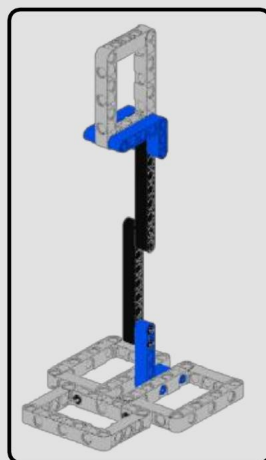
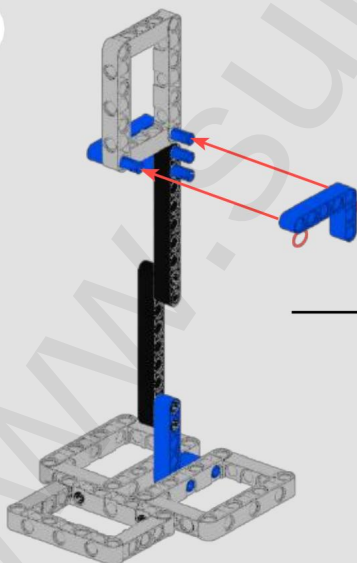
Hosszú kék gombostű



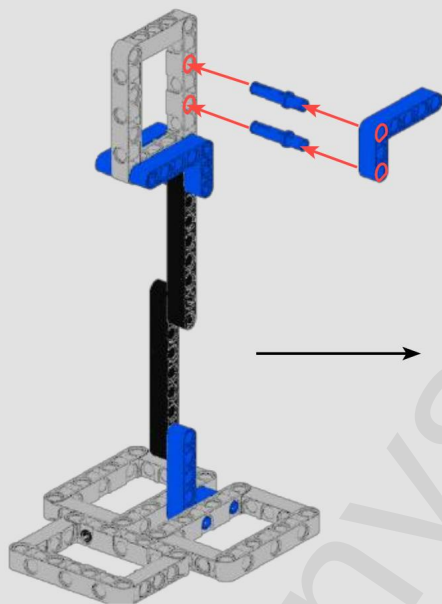
15



16



17



1:1



Hosszú kék gombostű



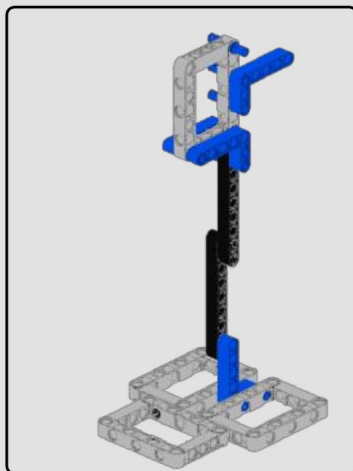
18



1:1

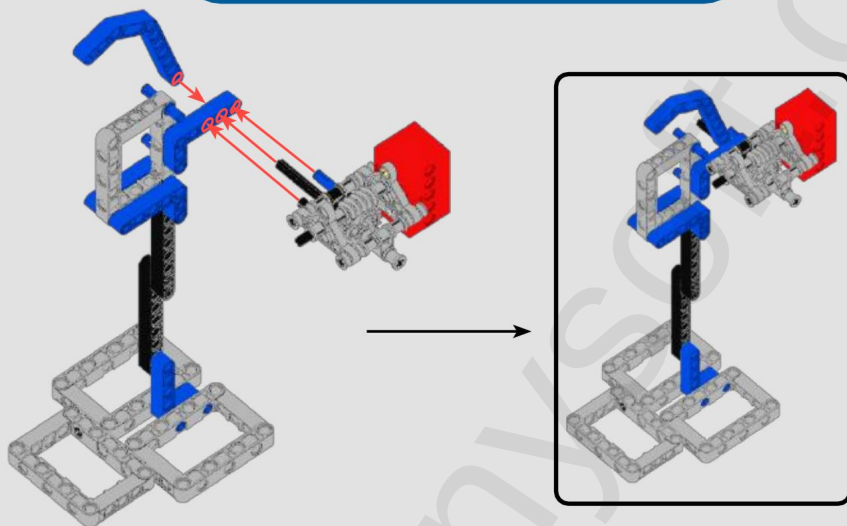


Hosszú kék gombostű

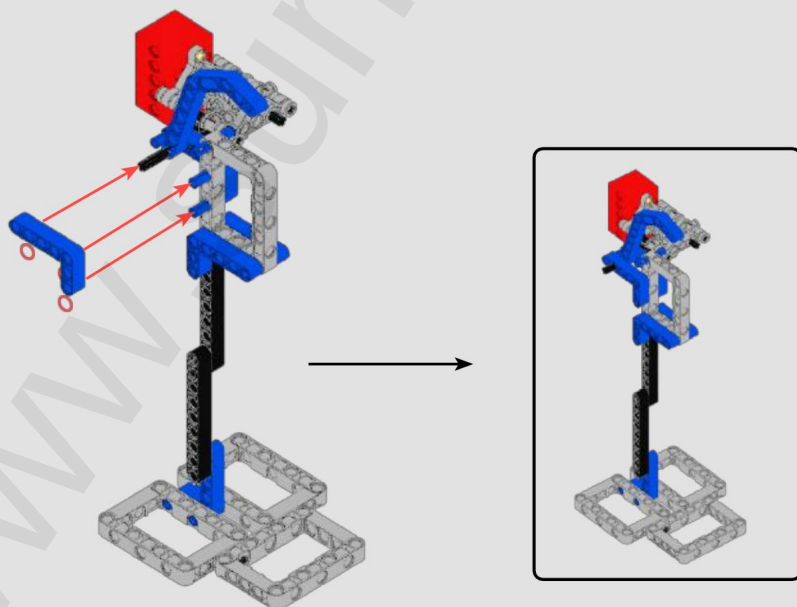


19

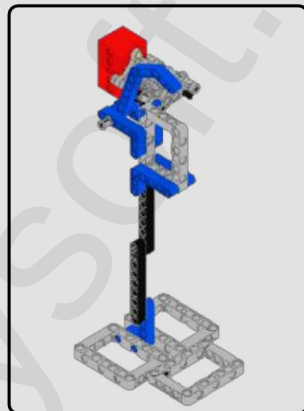
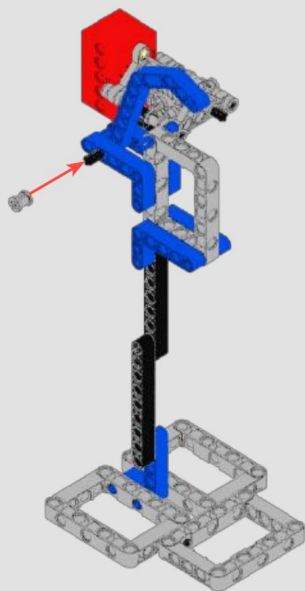
Összeállítjuk az alapszerkezetet és a motort
mechanizmus.



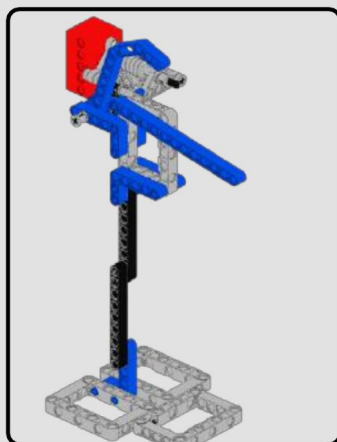
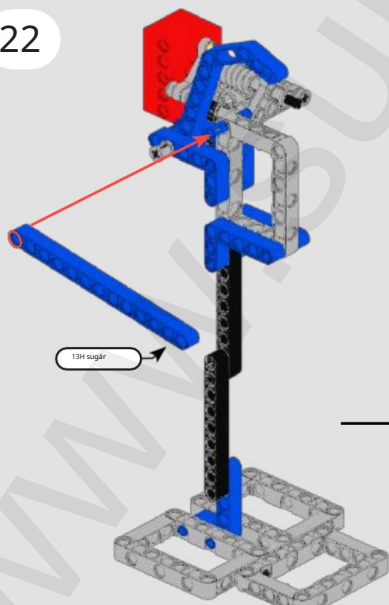
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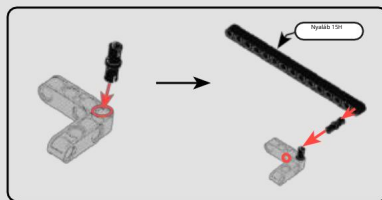
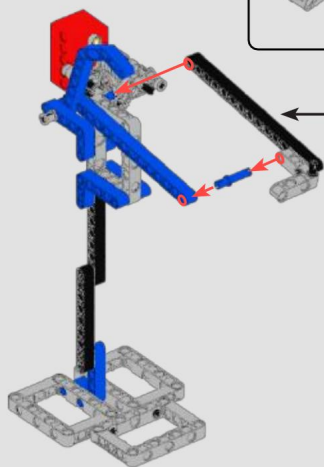
21



22



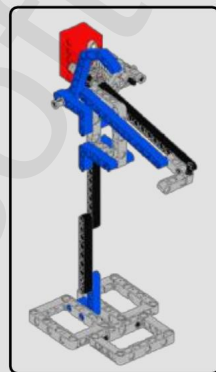
23



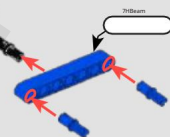
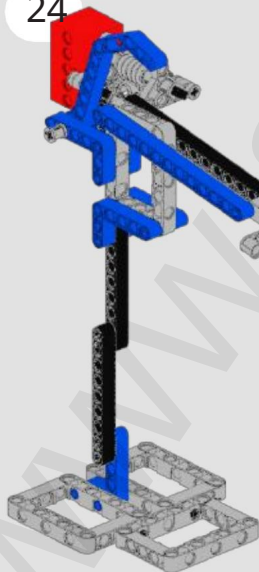
1:1



Hosszú kék gombostű



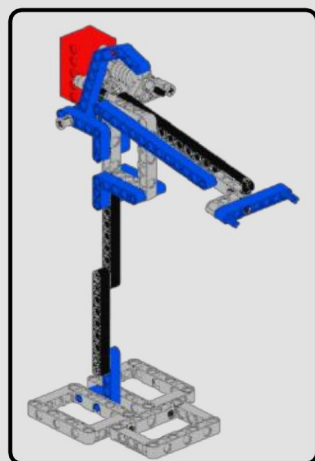
24



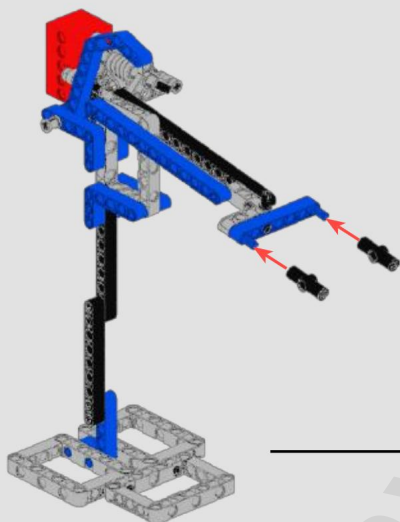
1:1



Középső tengelycsap kék



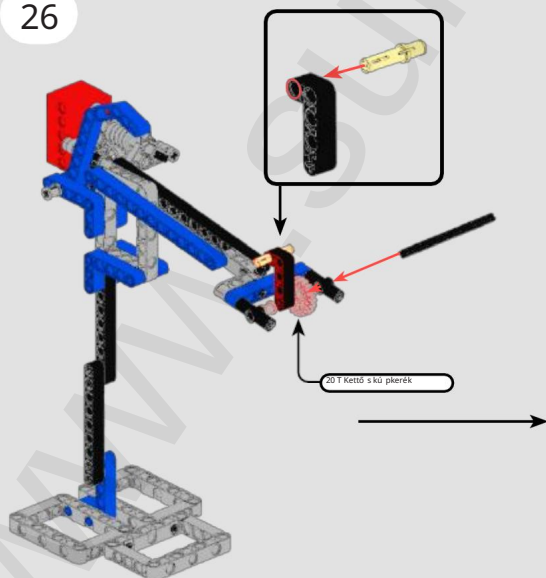
25



1:1

8H tengely

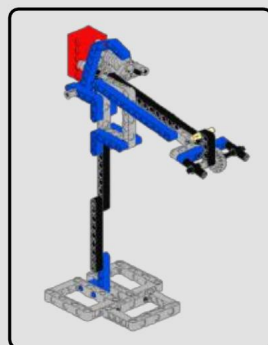
26



1:1



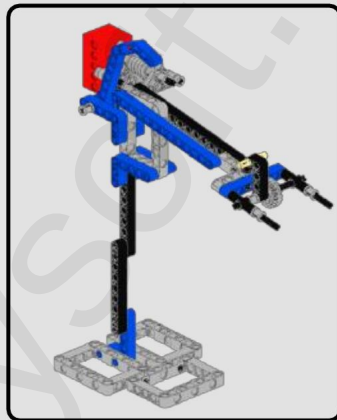
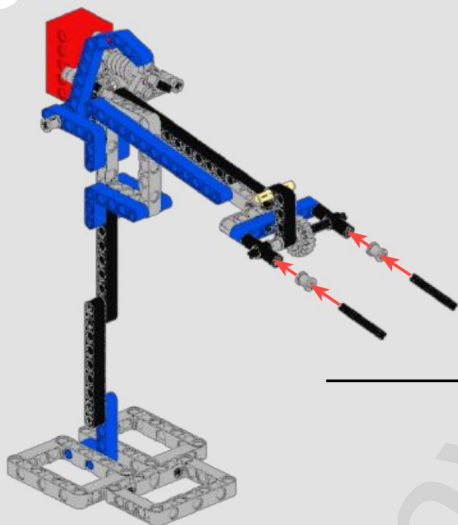
Hosszú sárga csap



27

1:1

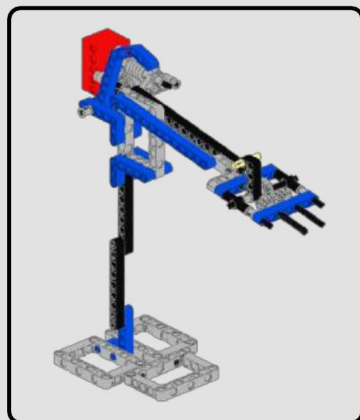
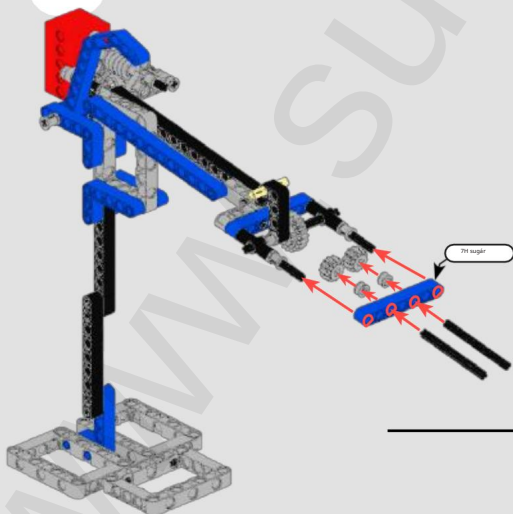
4H tengely



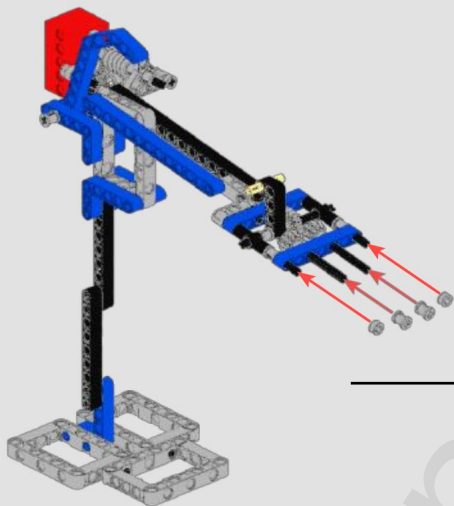
28

1:1

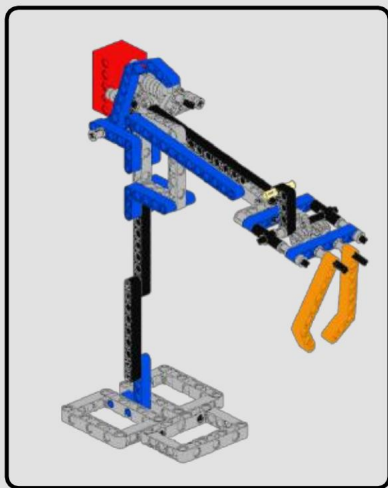
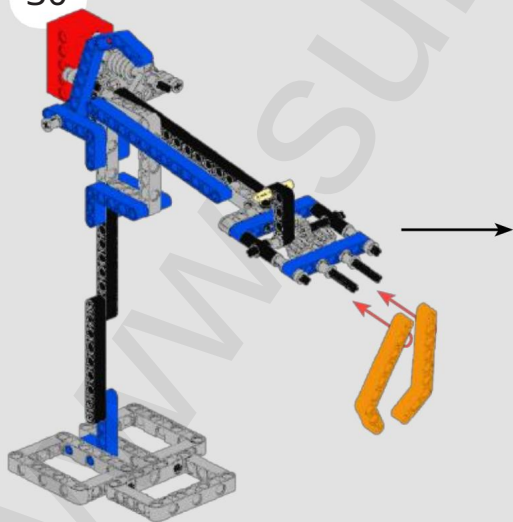
6H tengely



29



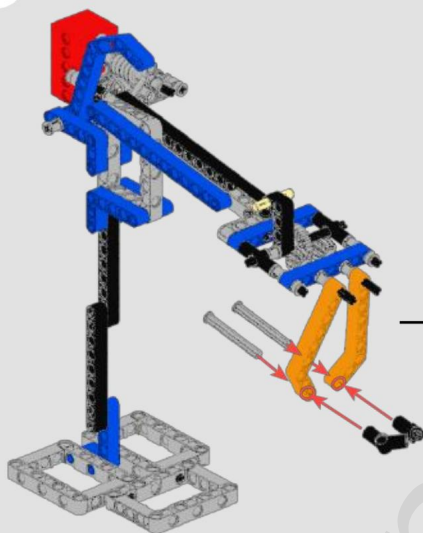
30



31

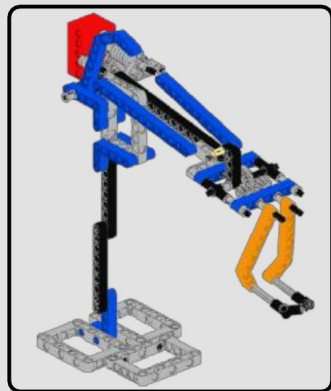
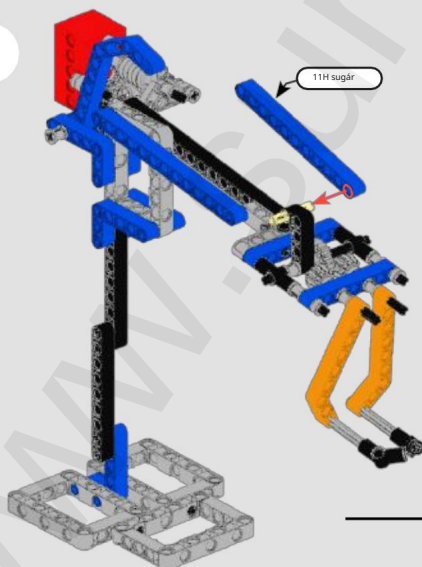
1:1

5H tengely zárral

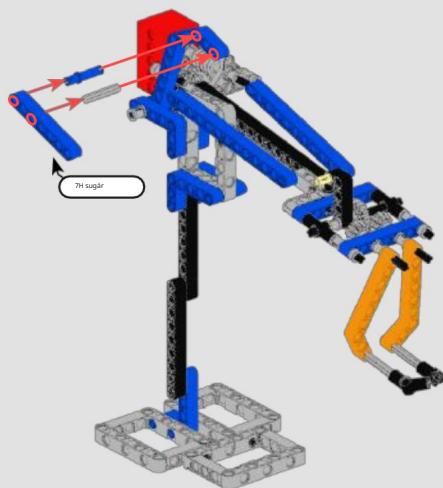


32

11H sugar



33

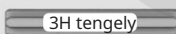


1:1

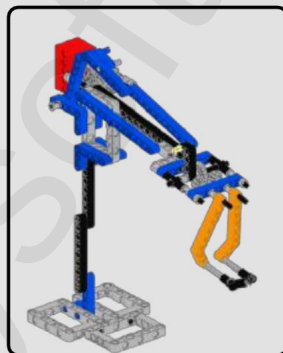


Hosszú kék gombostű

1:1



3H tengely



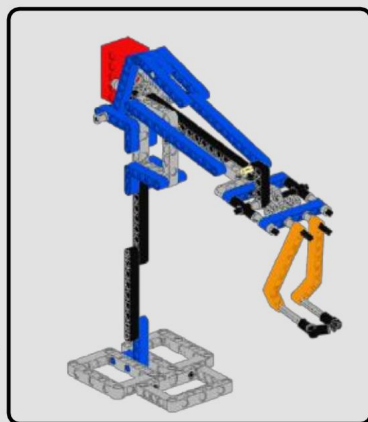
34



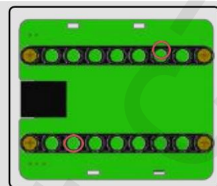
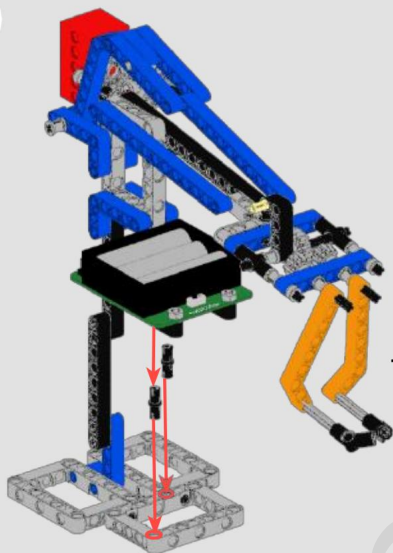
1:1



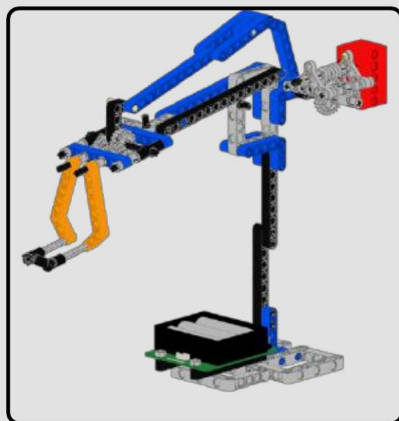
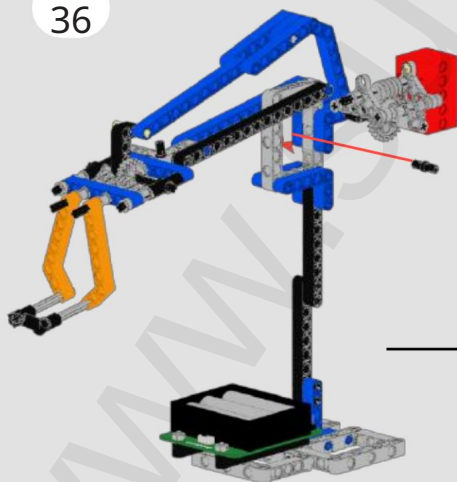
Hosszú kék gombostű



35



36



Gratulálunk a projekt befejezéséhez!

Várod már, hogy játszhass vele?
használja az avishkaar mobilalkalmazást?

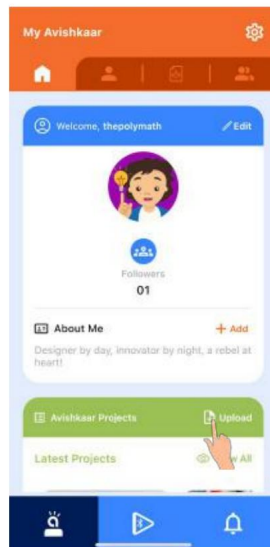


Oszd meg alkotásodat a világgal, és nyerj egy 3. szintű jelvényt "Scratch the Surface"

Töltsön fel fényképeket vagy videókat a projektről! A segítségével projektek részt az Avishkaar alkalmazásban, és nyerj egy kitűzőt a 3. "Scratch the Surface" szinten.

Megtekintheti az összes összegyűjtött jelvényt tekintse meg profilja jutalmak szakaszában a címen weboldalon: www.avishkaar.cc.

Fedezze fel az összes többi jelvényt
Gyűjtsd össze őket, és nyerd meg mindet!



Baj van?

Technikai támogatásunk ezekben az időpontokban áll az Ön rendelkezésére -

Hétfőtől szombatig: 9:00 és 20:00 óra között.

Vasárnap és 3. szombat: 9:00 órától 18:00 óráig.



Szoftver problémák



Használhatósági problémák



Hardver problémák

Olvassa be a QR-kódot, hogy kapcsolatba lépjen az ügyfélszolgálatlall.



support@avishkaar.cc

+91-8506931515

Szállító/forgalmazó

Sunnysoft sro

Kovanecka 2390/1a

190 00 Prága 9

Csehország

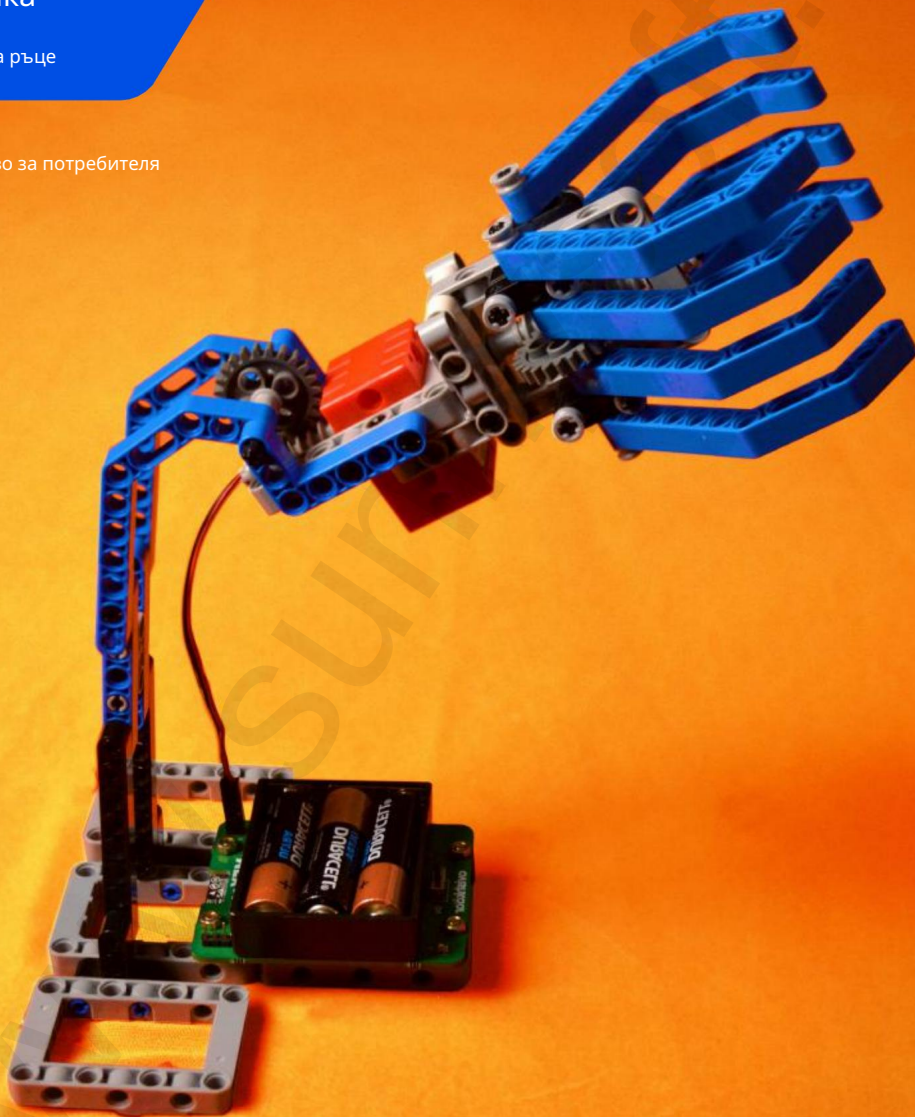
www.sunnysoft.cz

MEX

роботика

Комплект за ръце

Ръководство за потребителя



Възползвайте се максимално от вашия комплект

Иновирайте



Полагане на клетвата на новатор

Положете Клетвата за новатор на страница 6 и разберете какво означава да си новатор.



Научете се да използвате ръководството/видеоклиповете

Следвайте подробните инструкции в ръководството и научете как да създавате интересни роботи с комплекта.



Изградете, кодирайте и управлявайте

Изградете иновативни проекти с помощта на комплекта и управлявайте роботите с Avishkaar Remote и код с помощта на Avishkaar Maker Studio.

.....▶ Споделете — — — —▶

Печелете



Присъединете се към Нека Авишкар

Присъединете се към нашата общност във FB - свържете се с новатори и да получите най-новата информация относно уебинарите.



Качване на проекти

Качвайте проекти на www.avishkaar.cc и ги споделете с новатори по света.



Международен състезания

Участвайте в седмично, месечни и годишни състезания и спечели слава по целия свят.



Клетвата на иноватора

Поемете обещанието за новатор по-долу и се ангажирайте с доживотно преследване на иновации и решаване на проблеми. Споделете снимка във FB общността Let's Avishkaar.

Тържествено се заклевам, че след като съм тръгнал по пътя на иновациите, няма да се откажа, докато моята иновация, мойт проект не бъдат завършени. Ще усъвършенствам уменията и инструментите си и ще ги използвам добре. Иновацията и аз ще бъдем неразделни.

Винаги ще споделям иновациите си с други новатори и ще се уча от тях.

I (напишете името си)

*solemnly swear that, since I am
now on the path of innovation,
I will not give up until my
innovation, my project is ready.
I will hone my skills and tools
and use them well. Innovation
and I will be inseparable.
I will always share my
innovations with other
innovators and learn with them.*

подпис

Добре дошли в уебсайта на Avishkaar

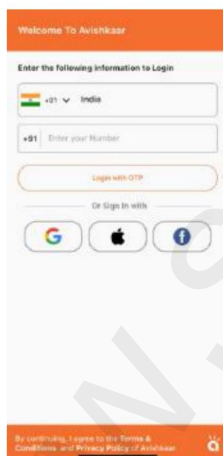
Изтеглете приложението Avishkaar

Изтеглете приложението Avishkaar, като сканирате QR кодовете по-долу:



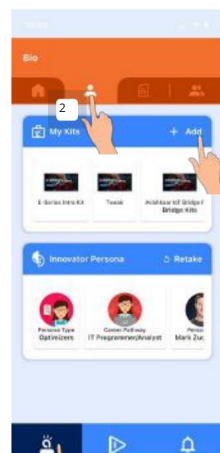
1 Създайте акаунт

Отворете приложението и следвайте инструкциите на екрана, за да създадете акаунт.



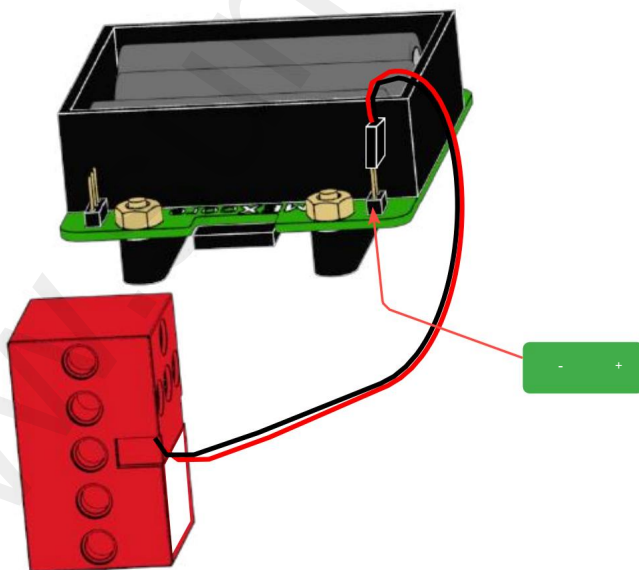
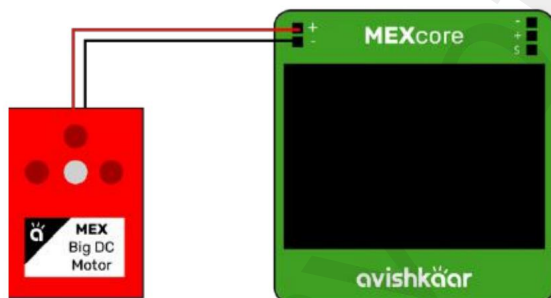
2 Регистрирайте своя комплект

В приложението отидете в секцията „Профил“ и щракнете върху „+ Добавяне на още“ в секцията „Моите комплекти“, за да регистрирате своя комплект. Тази стъпка е важна за по-късно управление на робота.



Product Registration
Sticker

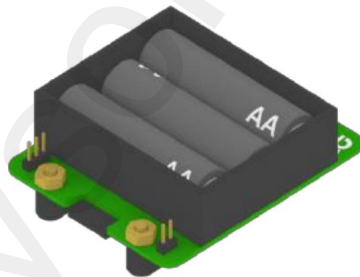
Как да свържете мотор към MEXcore



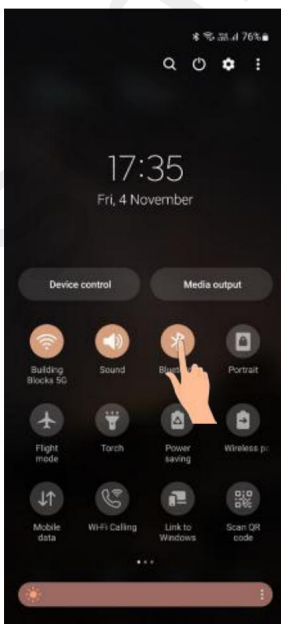
Контрол на приложението

- 1 Поставете батериите в устройството MEXcore и го включете. Забележете, че светодиодът MEXcore мига в зелено.

Забележка - Използвайте само AA алкални батерии. (Други видове клетки могат да повредят MEXcore.)



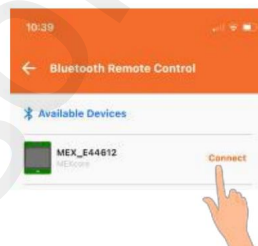
- 2 Включете Bluetooth на телефона си.



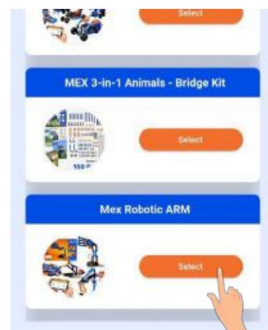
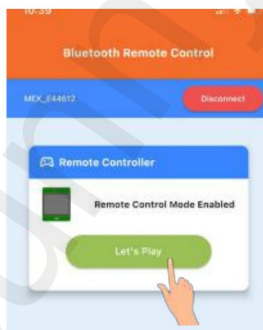
- 3 Отворете приложението Avishkaar и щракнете върху бутона „Пускане“ в секцията „Начало“.



- 4 Кликнете върху "Свържете" Приложението трябва да може да намери вашия MEXcore, ако е включено. След като приложението открие вашия MEXcore, щракнете върху „Свързване“.



- 5 Кликнете върху „Да играем“ и изберете „MEX Robotics Arm kit“ от падащото меню.

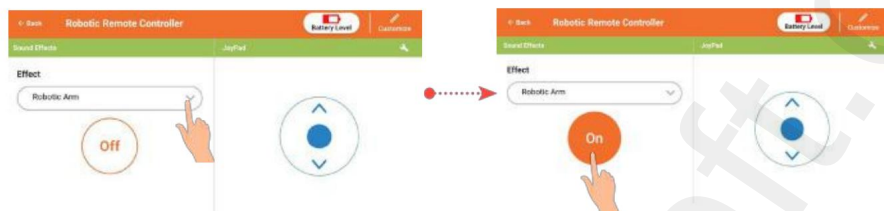


- 6 Екранът за дистанционно управление ще се отвори, което ви позволява да управлявате двигателя.

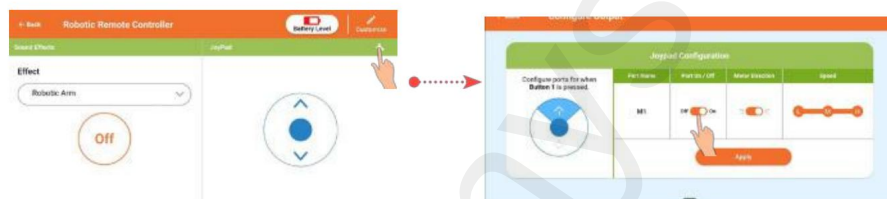


Конфигурация

Звукови ефекти



Джойстик



Проверка на оборудването

Кутия 1 (електроника)



Авишкар
MEXCore
x1



Голям DC мотор MEX
x1

Кутия 2 (строителни части)

ГРЕДА



Греда 15Н
x1



13Н
Греда x1



11Н лъч
x1



9Н лъч x2



7Н
лъч
x4

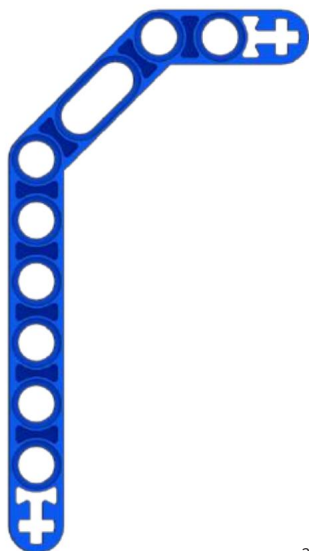


3Н
Греда x4

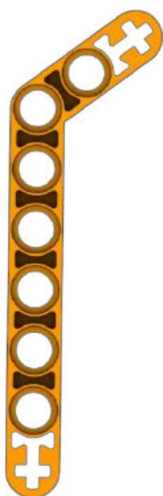


5Н лъч x2

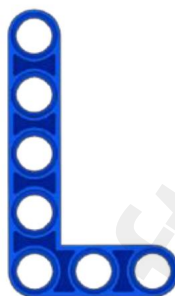
Забележка: "Н" означава дупки. напр. лъч 15Н означава греда с 15 отвора.



Двойно
огънат лъч
2Сх10Н
х 10



2С х7Н Единично огъване х2



7Н L-гребен х5



L-гребен 1Сх4Н
х3



2Сх1Н
ТЪНЪК ЛЪЧ
х1



5Н Т-образна гребен
х2



5 x 7 Отворен център х 6

ПЪЛНЕЖИ

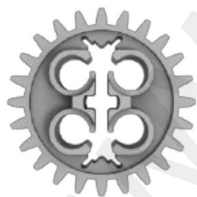


Пълнител на ос - голям
х 16



Пълначка за оси - малка
х16

ТРАНСМИСИИ



24Т Зъбно
колено х3



16Т
Зъбно
колено

х2



12Т двойно
конусно
зъбно колело х2

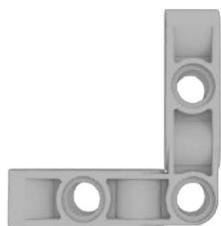


20Т двойно
конусно
зъбно колело
х1



Червячна предавка -
голяма х3

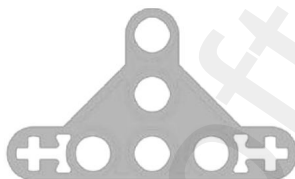
КОНЕКТОРИ



4 x 4 перпендикулярен L конектор
x2



Конектор
3Hx4 щифт
x1



2C x 5H триъгълник
x2



1C x 1H
Вертикален конектор
x2



Три-щифтов
перпендикулярен
конектор на ос x1



Съединител за ъгъл
на ос - 180
x2



Ъглов конектор на ос
-135 x2



2C x 1H
x4

ПИН-ОВЕ



Дълга игла-синя x 13



Дълга игла - жълта x1
бр



Среден щифт - черен x22



Средно сива карфица x
2



Щифт на
централната
ос - син
x2 бр



Къса игла - жълта x2 бр

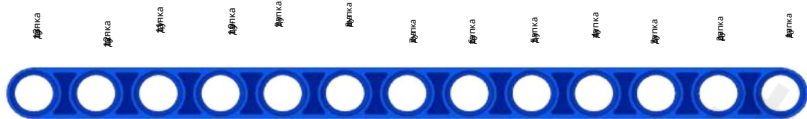
Забележка: „Забележка: „С“ означава „Кръст“. Например – „1CX4H L-грета“ има един кръст и четири отвора.

ВЪВЕДЕНИЕ

Въведете.

Въведете.

1:1



33

ЛЪЧ

10H

ВЪВЕДЕНИЕ

(1)

8

ВЪВЕДЕНИЕ

(3)

3

ВЪВЕДЕНИЕ

(1)

5

ВЪВЕДЕНИЕ

(4)

5

ВЪВЕДЕНИЕ

закриване

(2)

5

ВЪВЕДЕНИЕ

(1)

4H

ВЪВЕДЕНИЕ

(2)

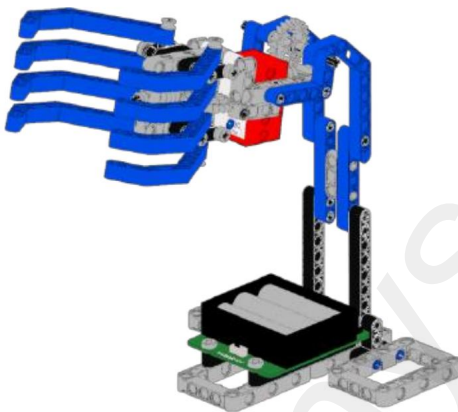
3H

ВЪВЕДЕНИЕ

(3)

Проект 1: MEX Grabber

Да строим!



Нещата, от които се нуждаем



9Н лъч
x2



лъч 7Н
x2



лъч 5Н
x2



7Н образна греда
буква Л
x2



3Н лъч
x4



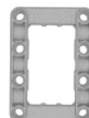
2Сx10Н
Двойна огъваща
греда
x10



5Н Т-образна греда
x2



4 x 4 перпендикуляр
Конектор L x 2



открито
център
x6



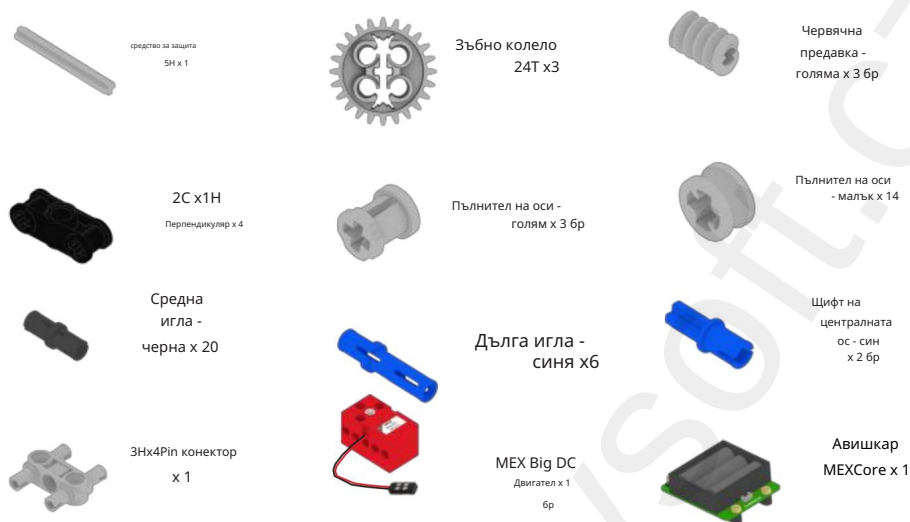
средство за защита
10Н x 1



средство за защита
8Н x
3

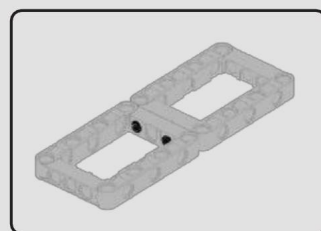
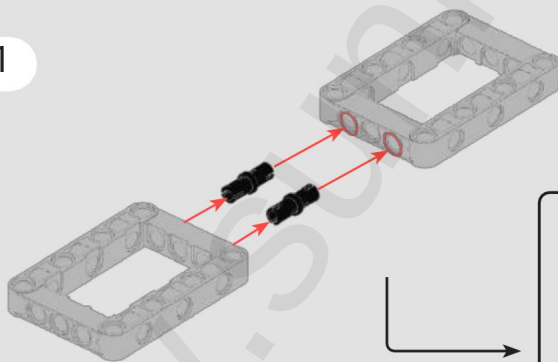


средство за защита
6Н x
4



СТЪПКИ

1



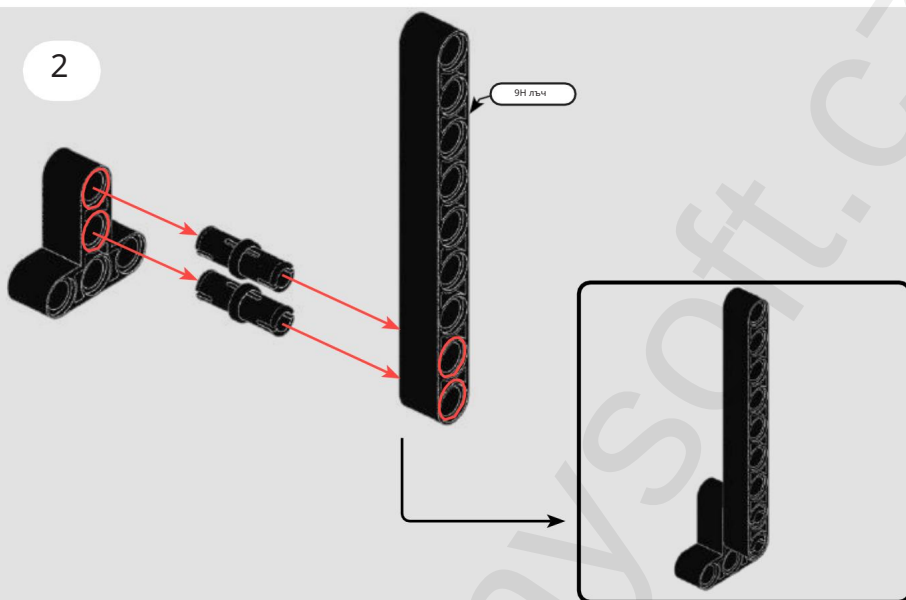
Съвет за сглобяване



Черните средни щифтове са малко по-трудни за поставяне!
Но не се безпокойте. Натиснете и се уверете, че ставата е стабилна.
Ще издържи малко :)

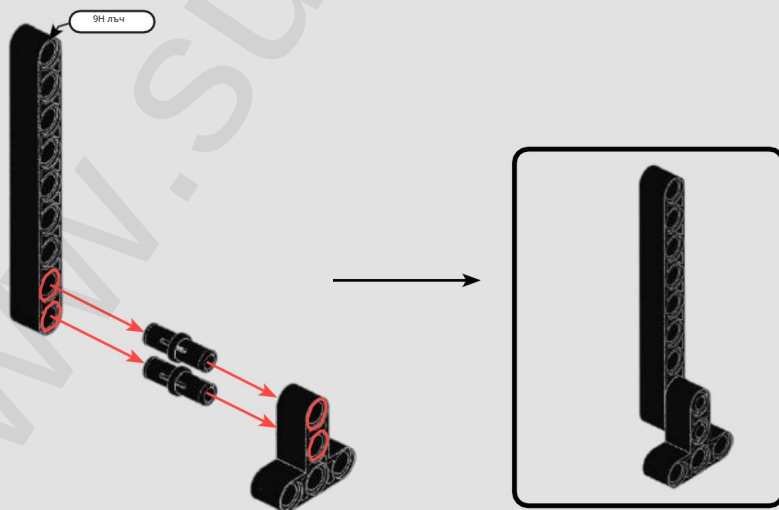


2



3

Нека създадем друга страница.

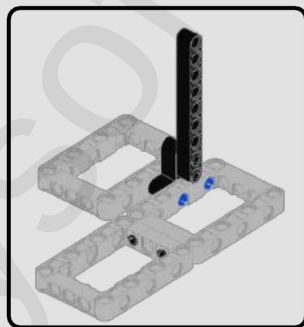
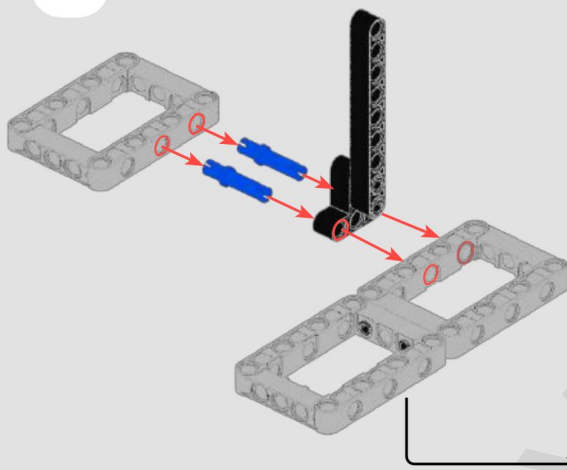


4

1:1

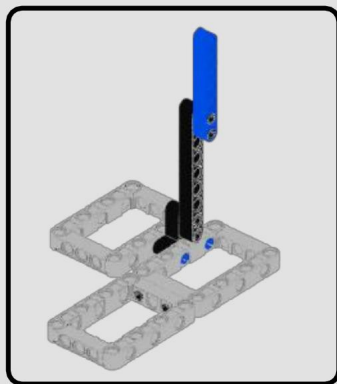
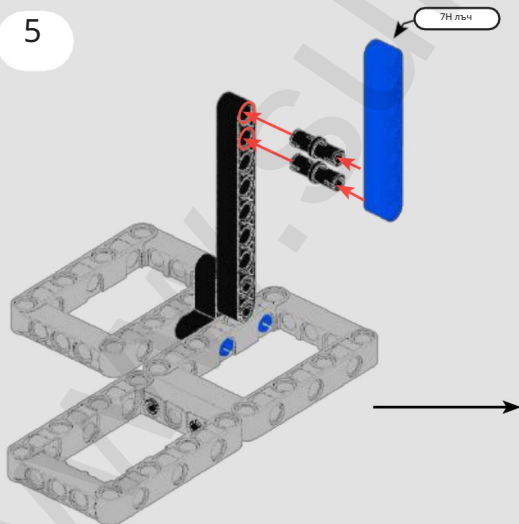


Дълга синя игла

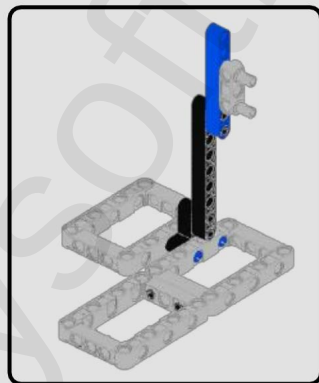
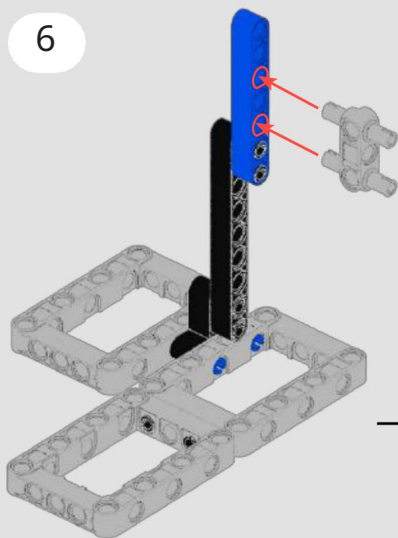


5

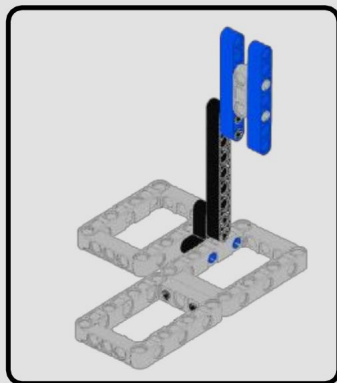
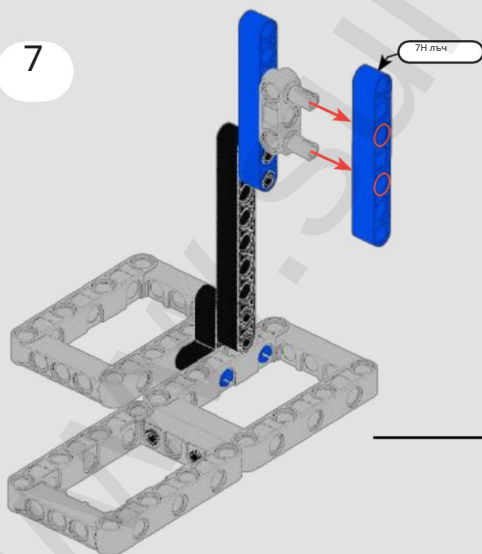
7Н лъч



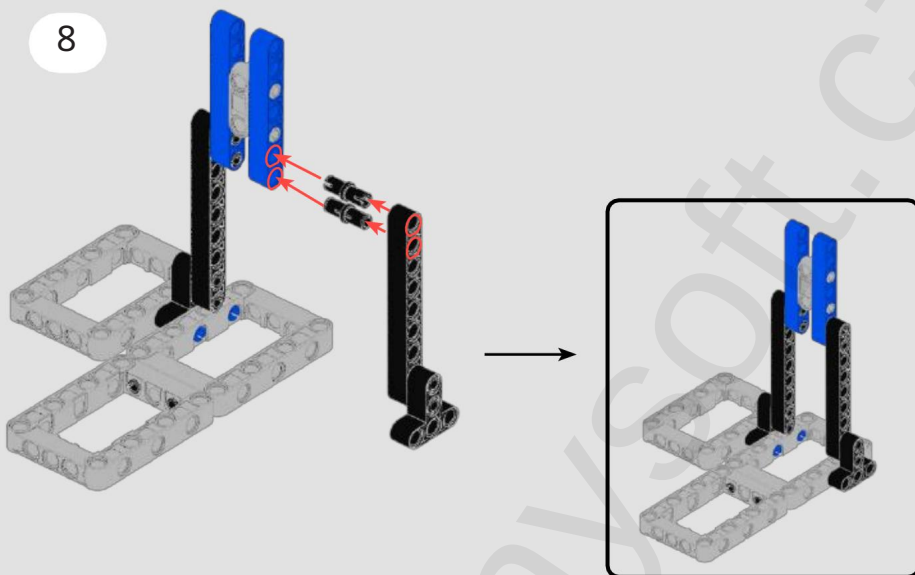
6



7



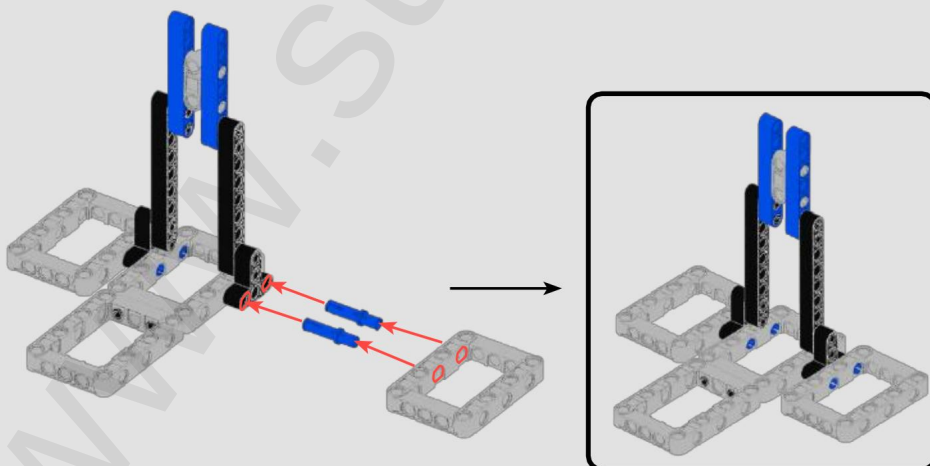
8



9

1:1

Дълга синя игла

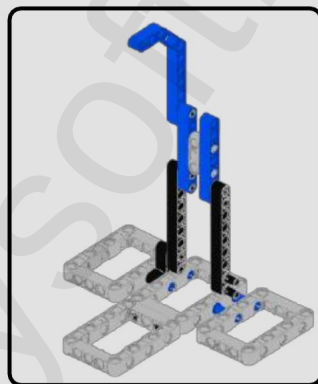
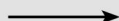
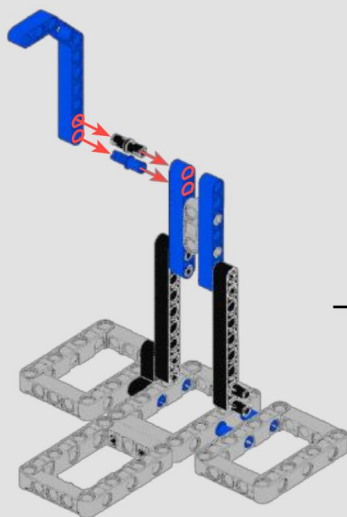


10

1:1



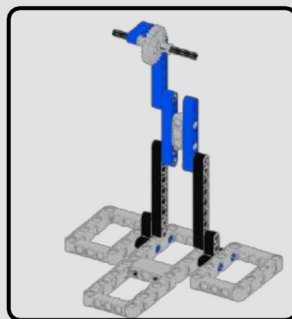
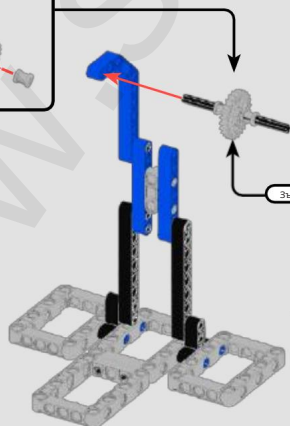
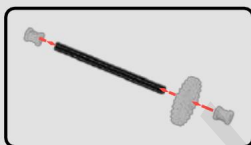
Син щифт на централната ос



11

1:1

8H ос

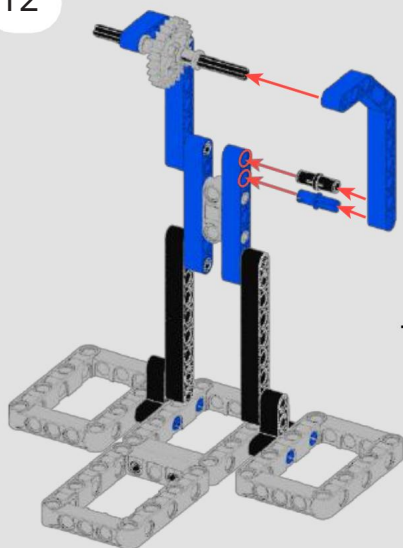


12

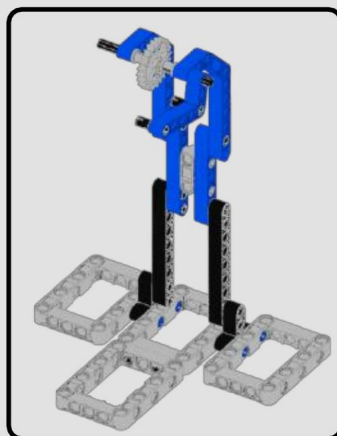
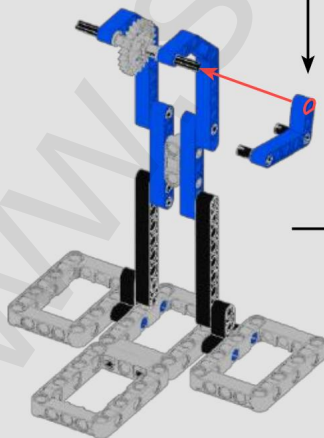
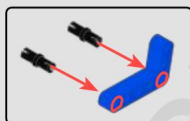
1:1



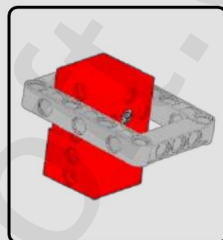
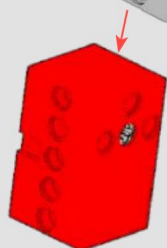
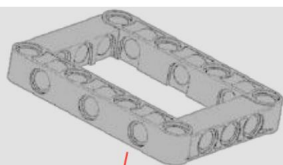
Син щифт на централната ос



13



14



Съвет за сглобяване



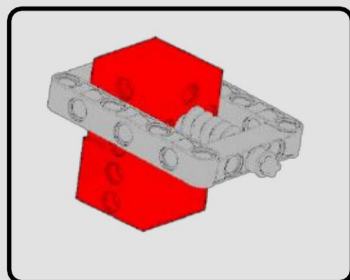
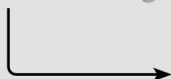
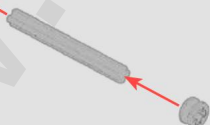
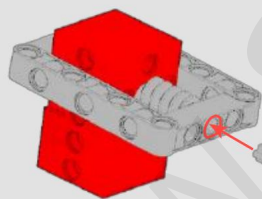
Черните централни щифтове могат да се поставят само от едната страна на мотора!
 Черните щифтове могат да се поставят само в страната на двигателя с белия стикер. От другата
 Отстрани без стикера могат да се използват само малки жълти карфици.



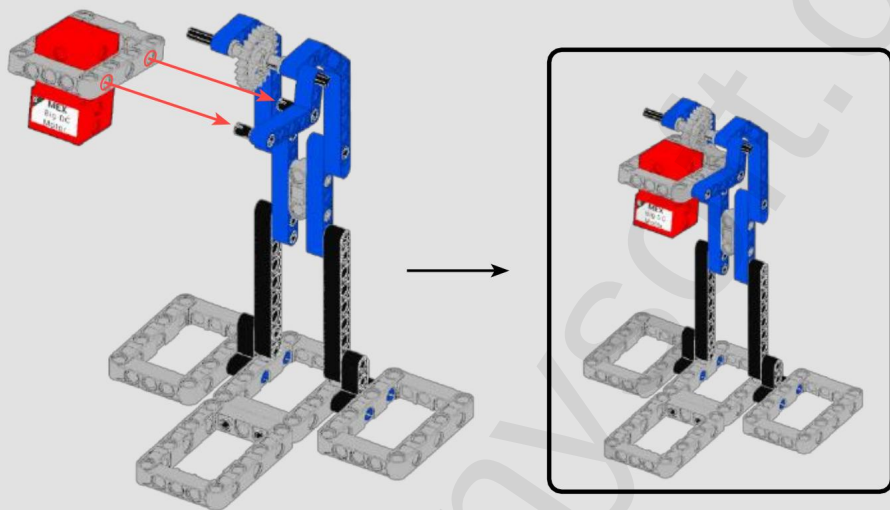
15

1:1

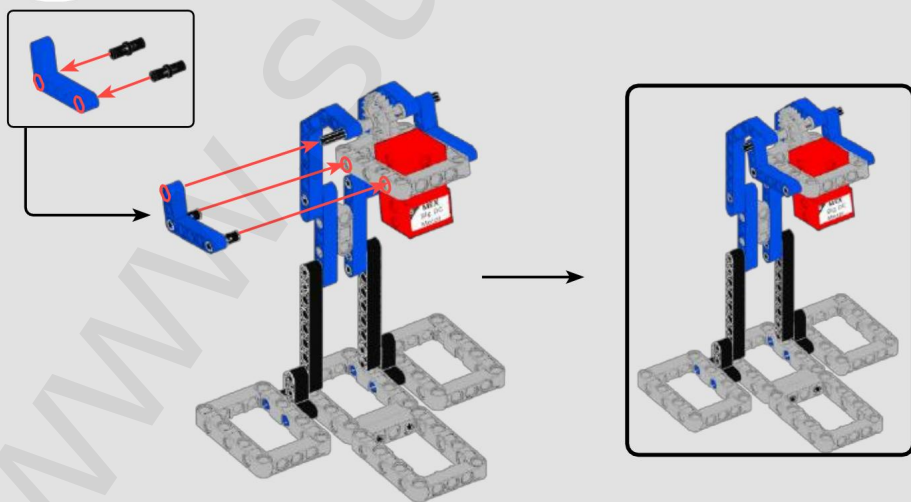
5H oc



16



17



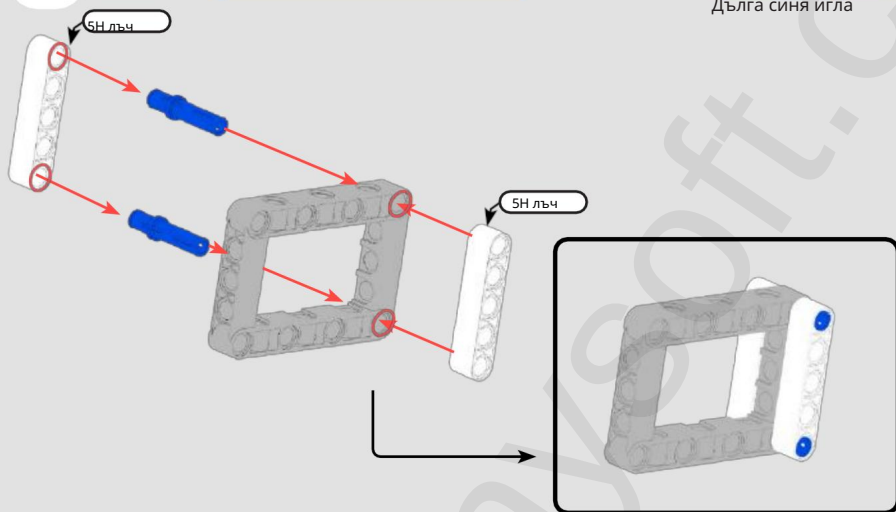
18

Да създадем челюсти

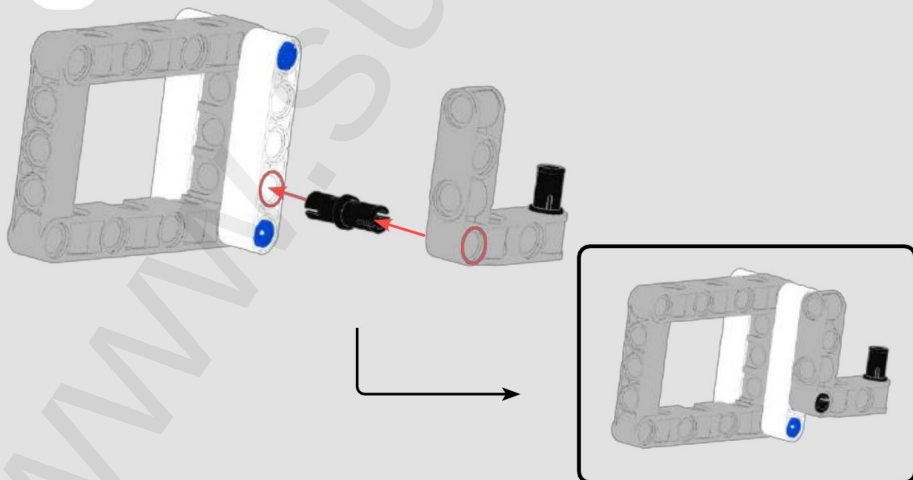
1:1



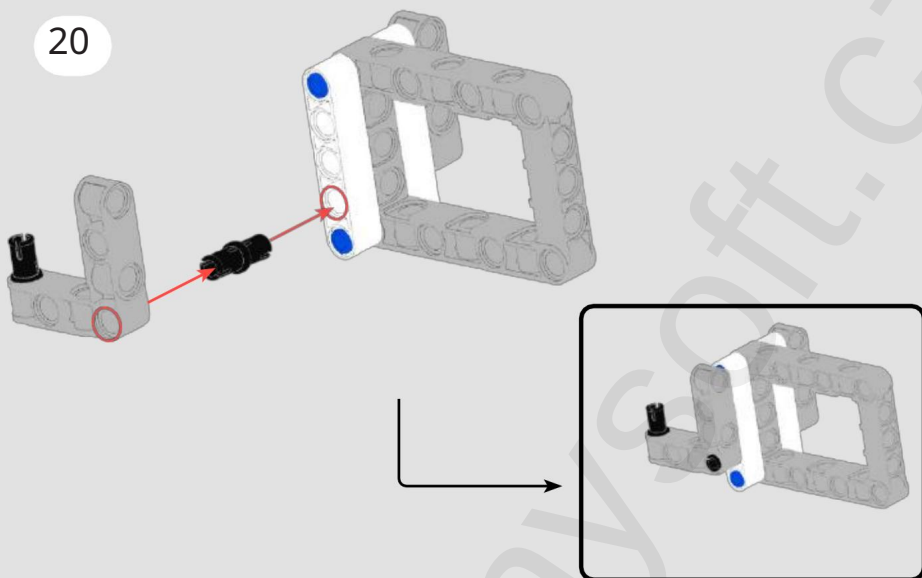
Дълга синя игла



19



20

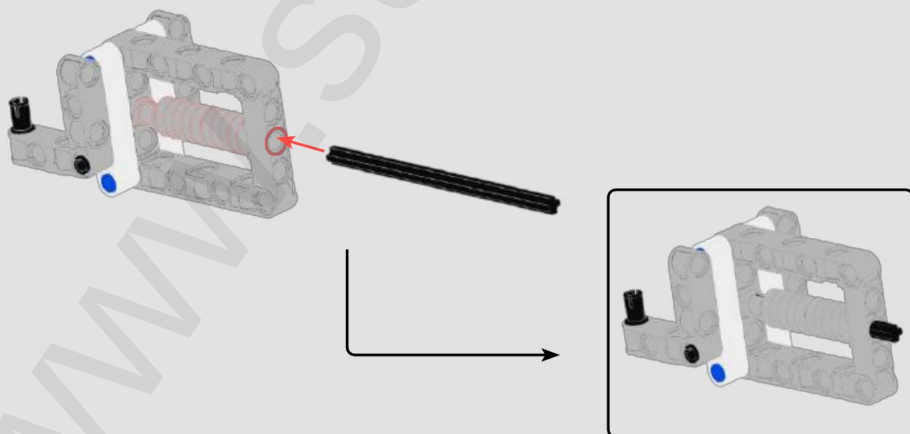


1:1

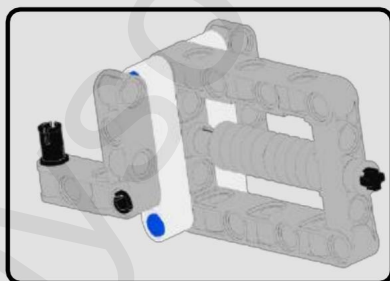
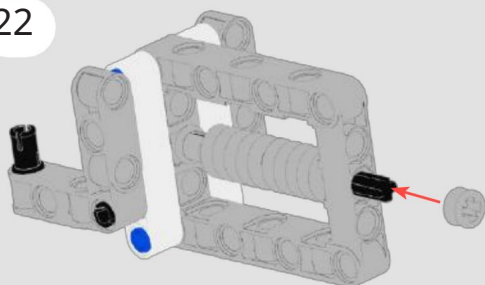
10H ос

21

Забележка: използвайте две червячни зъбни козела - големи.



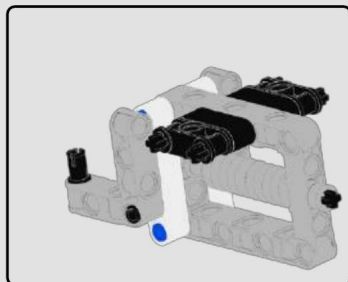
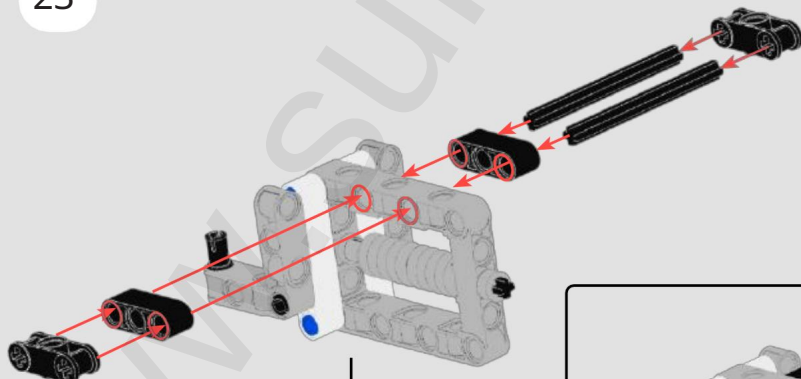
22



23

1:1

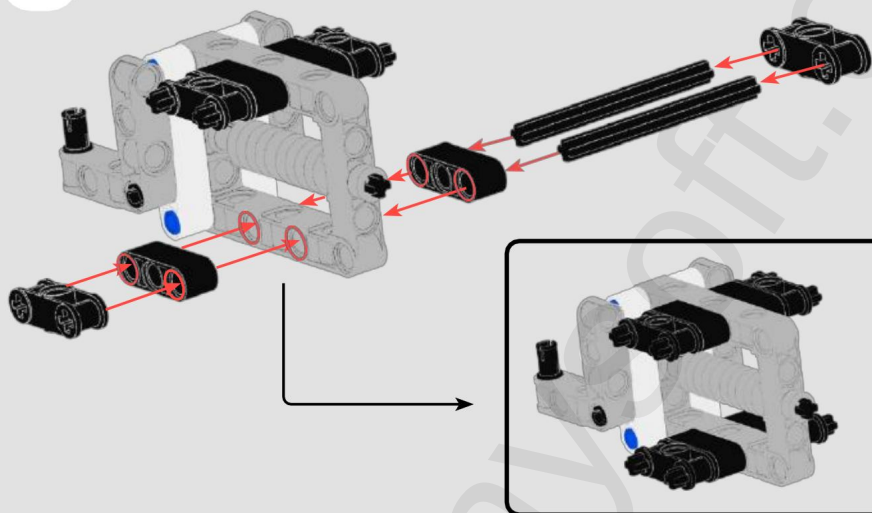
6H oc



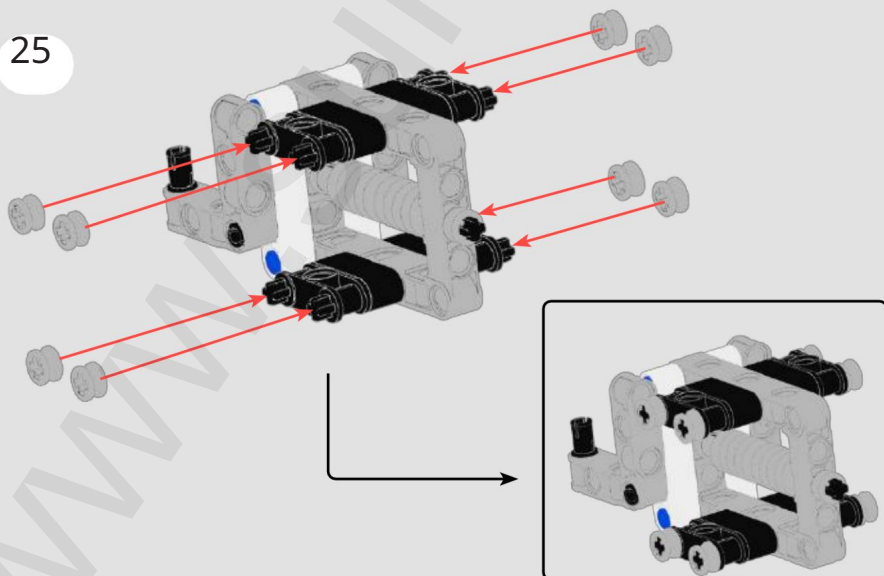
24

1:1

6H oc



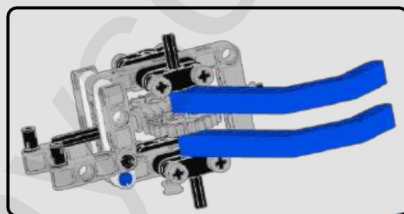
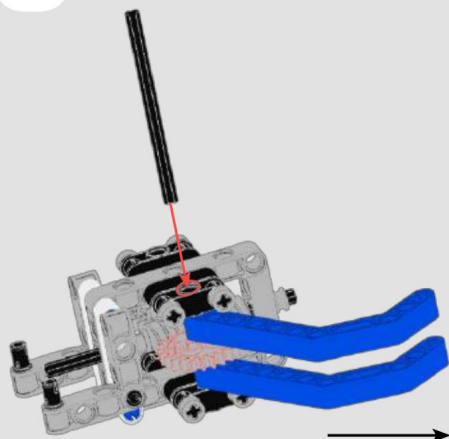
25



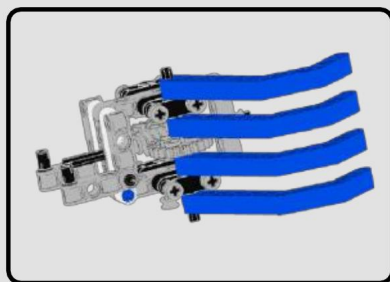
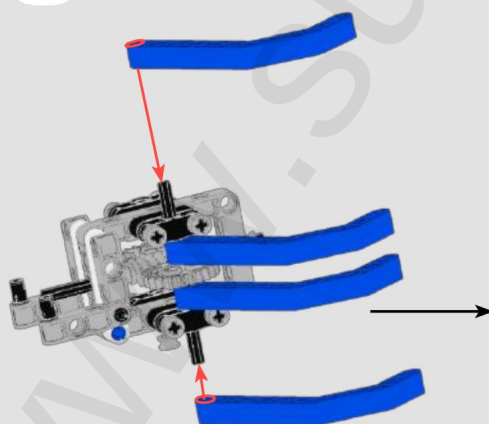
26

1:1

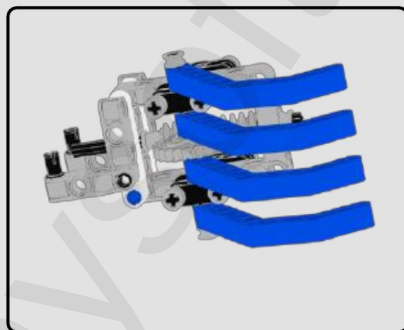
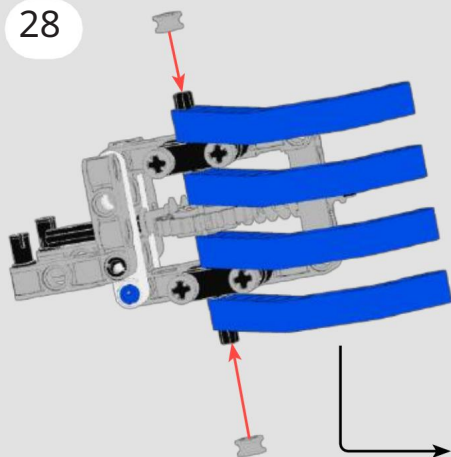
8H oc



27



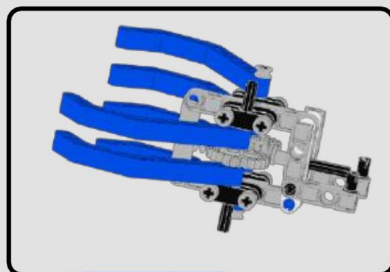
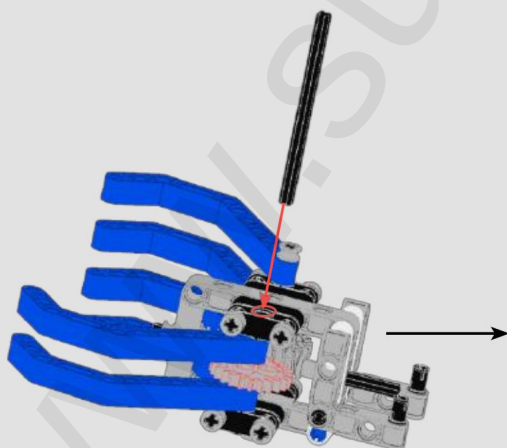
28



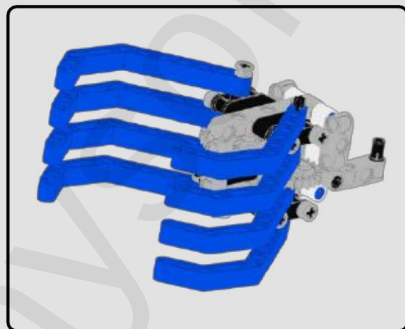
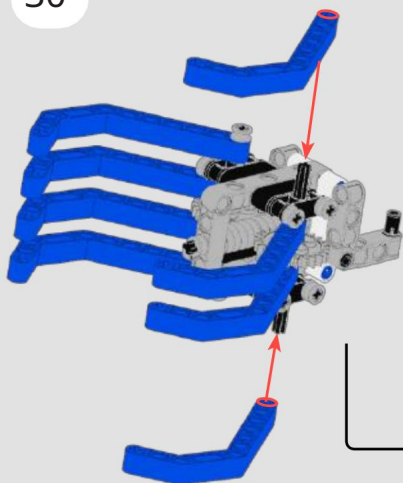
29

1:1

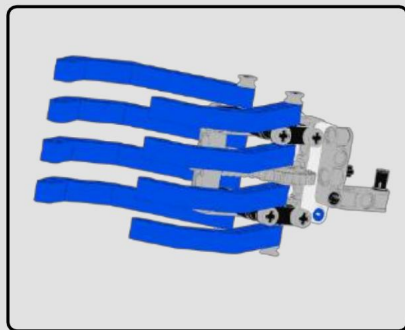
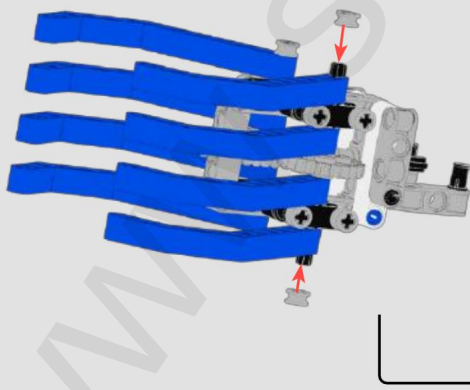
8H oc



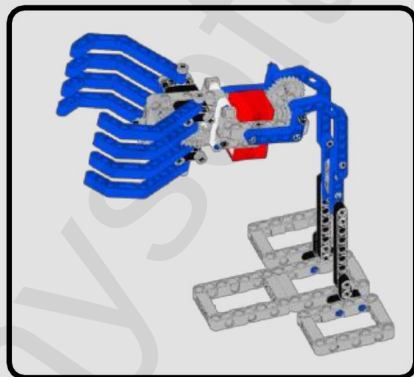
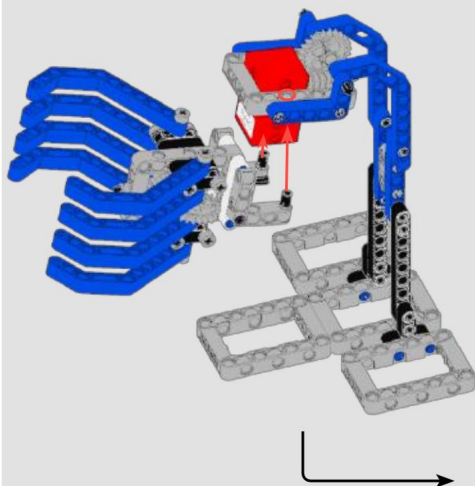
30



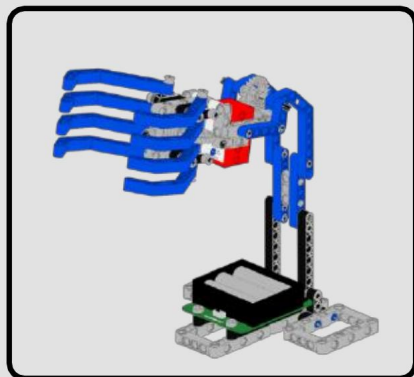
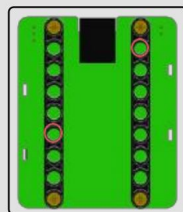
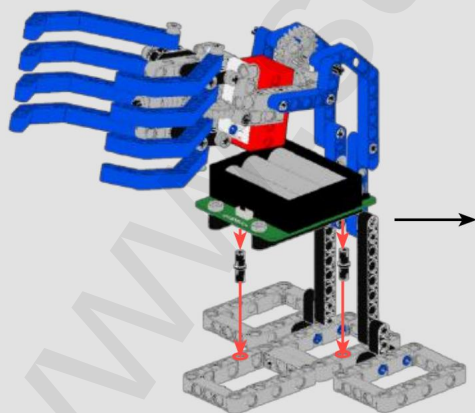
31



32



33



Поздравления за завършването на този проект!

Очакваш ли с нетърпение да играеш с него?
използвате мобилното приложение avishkaar?

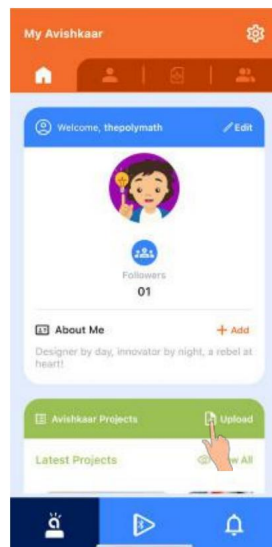


Споделете вашето творение със света и спечелете значката от ниво 1 „Надраскайте повърхността“.

Качете снимки или видеоклипове на вашия проект с помощта на раздел проекти в приложението Avishkaar и вземете 1-вата значка. Нива "Надраскайте повърхността".

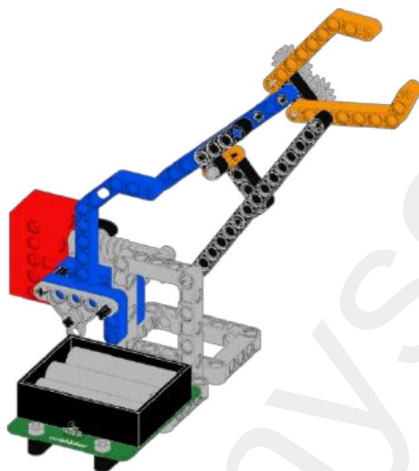
Можете да видите всичките си събрани значки вижте в раздела за постижения на вашия профил на адрес уебсайт www.avishkaar.cc.

Разгледайте всички други значки, които можете
Съберете ги всички и ги спечелете всички!



Проект 2: MEX Cyber Claw

Да строим!



Нещата, от които се нуждаем



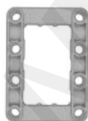
лъч
15H
x1



7H лъч
до L
x2



2C x 7H
просто
огъване
лъч
x2



открито
център
x3



11H
Греда x1



L-греда 1Cx4H x 3



5H T-образна
греда x 1



2C x 5H
Триъгълник
x2



3H
Греда x1



2C x 10H
Двойно огъната
греда x 1



2C x 1H
ТЪНЪК лъч
x 1



Червячна
предавка -
голям x 1



Зъбно колело 16Т x2

Зъбно колело 24Т
x1Пълнител на оси -
голям
x 5 бр

Пълначка за оси - малка x9

1Cx1H
Вертикален конектор
x 2

3H x3 ос



средство за защита

7H x1

средство за защита
8H

x3

Среден
щифт - черен
x9Средна
игла - сива
x 1 брЩифт на
централната
ос - син
x 2 бр

Жълт ударник x 1

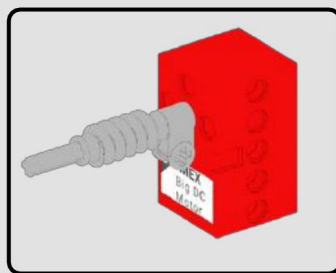
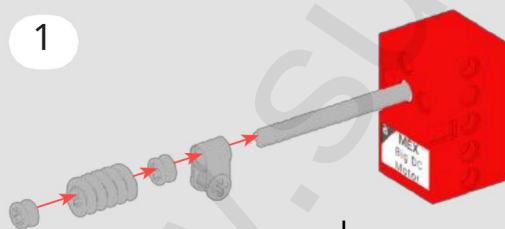
Дълга игла -
синя x3 брMEX Big DC
Двигател
x1Авишкар
MEXCore
x1

СТЪПКИ

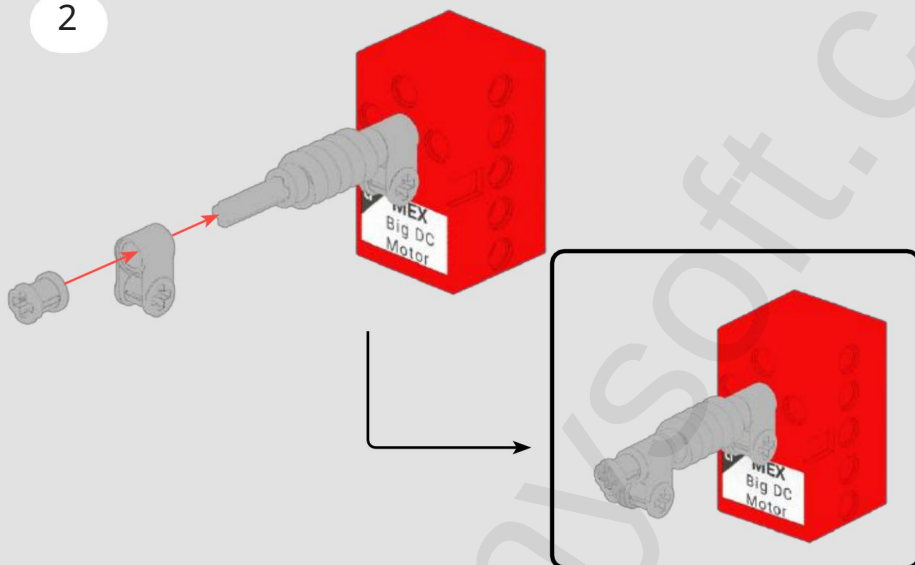
1:1

7H ос

1



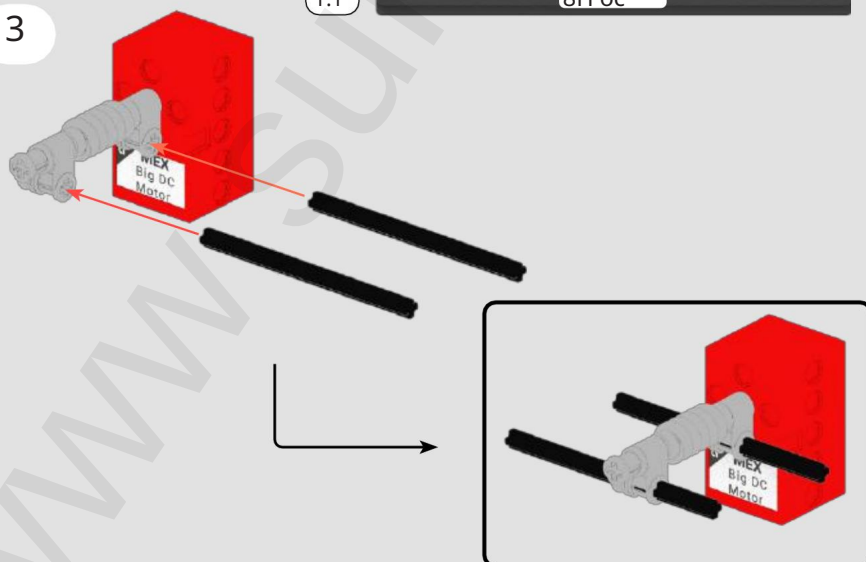
2



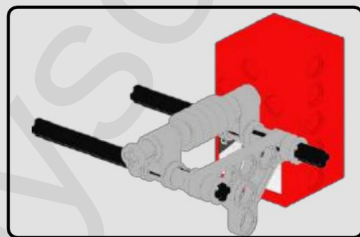
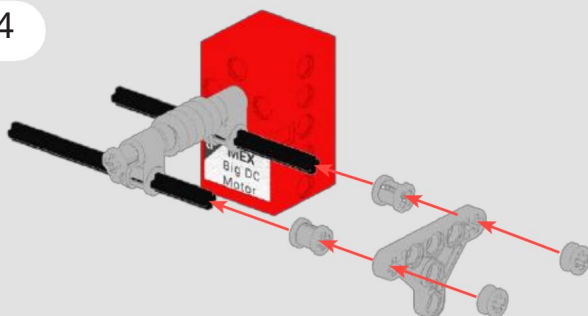
3

1:1

8H oc



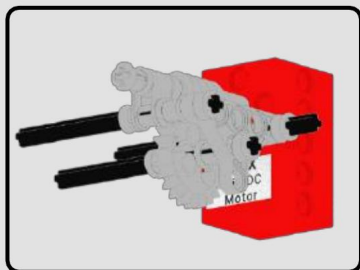
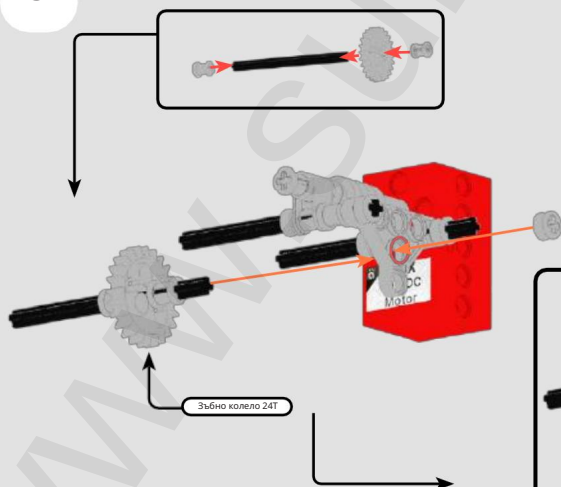
4



5

1:1

8H oc

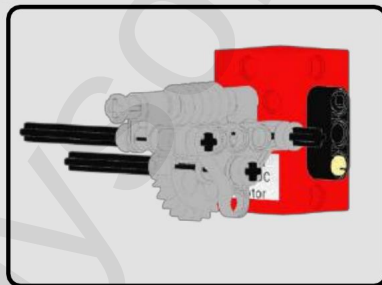
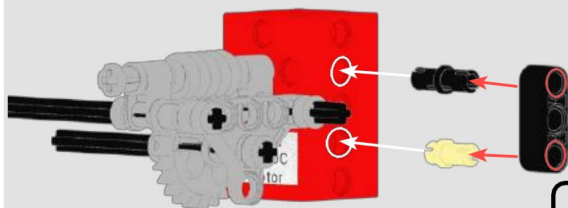


6

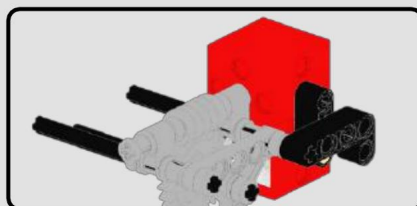
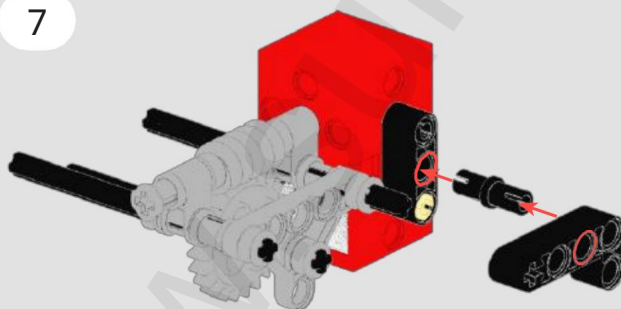
1:1



Къса жълта игла



7



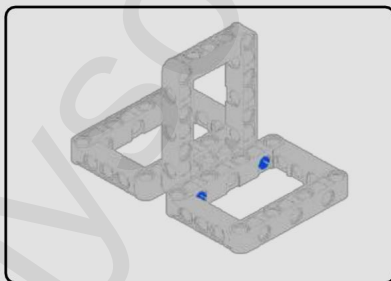
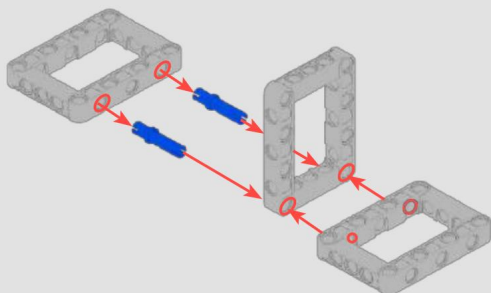
8

Нека създадем основна структура.

1:1



Дълга синя игла

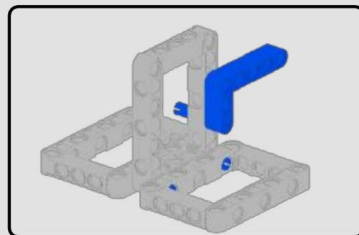
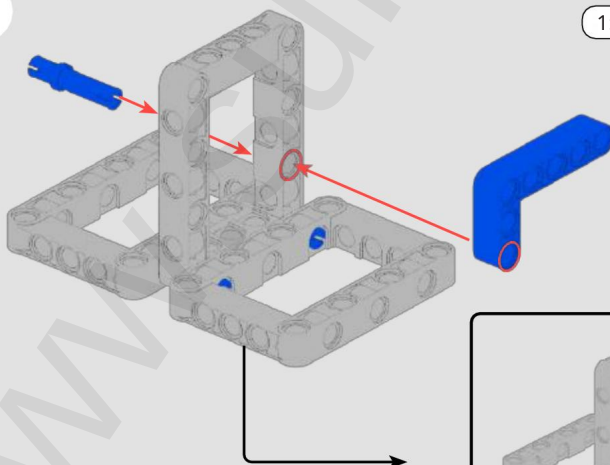


9

1:1

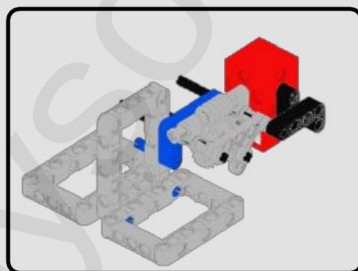
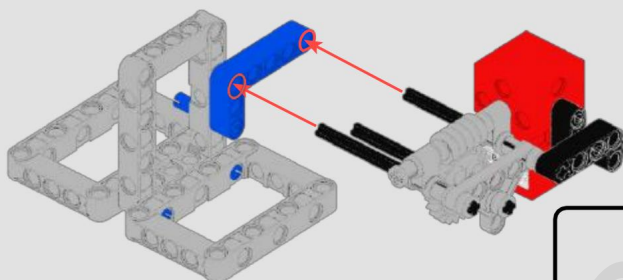


Дълга синя игла

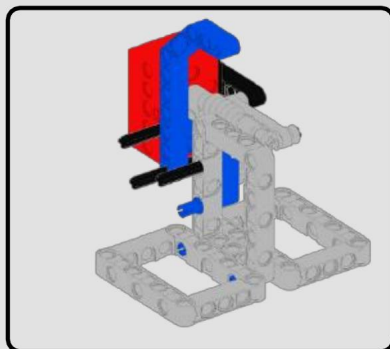
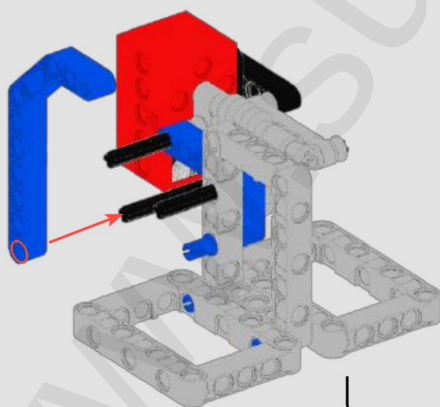


10

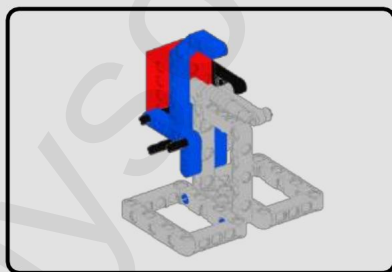
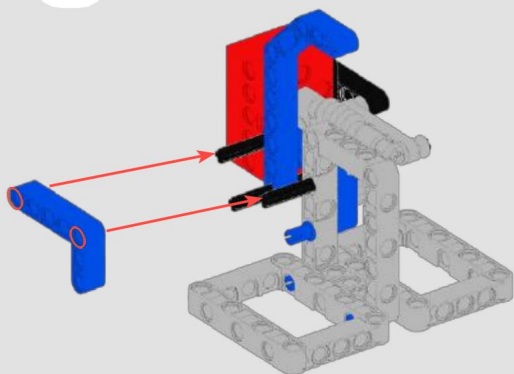
Ние ще сглобим основната структура и двигателя
механизъм.



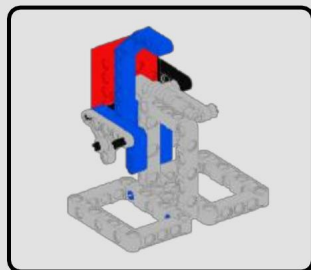
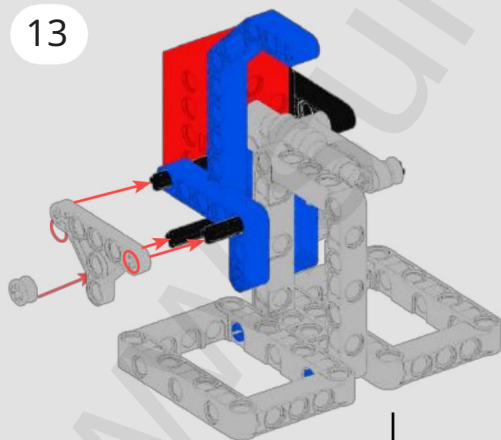
11



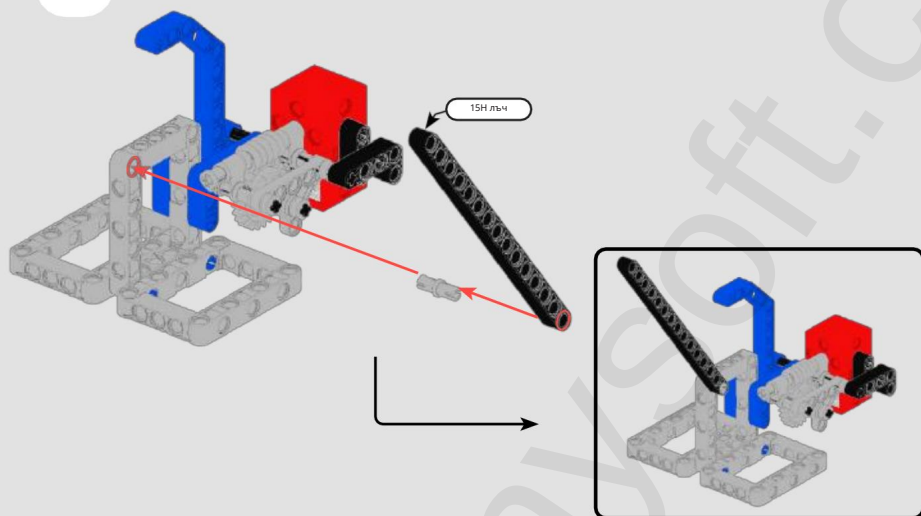
12



13



14

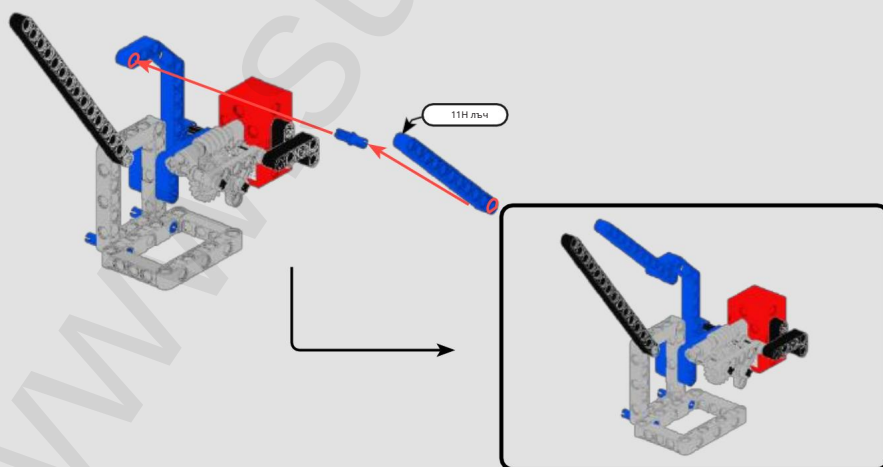


15

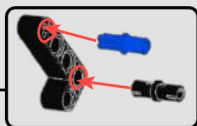
1:1



Син щифт на централната ос



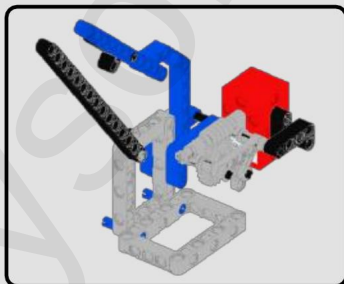
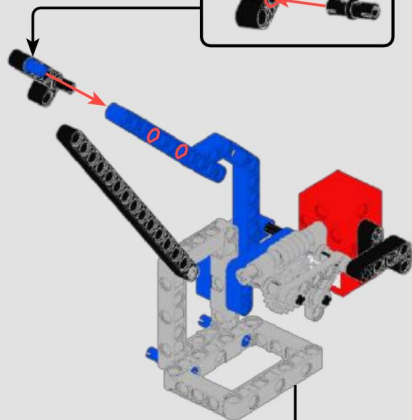
16



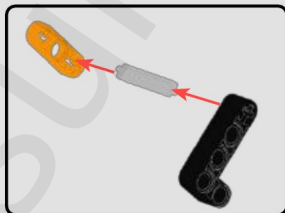
1:1



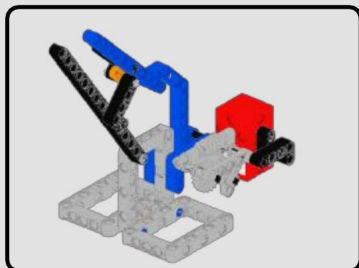
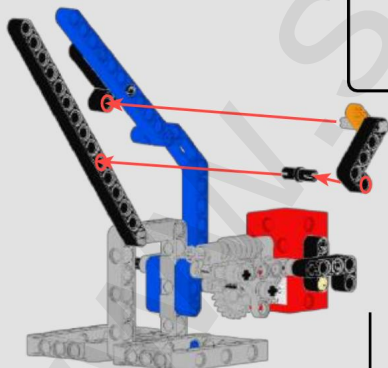
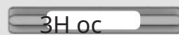
Син щифт на централната ос



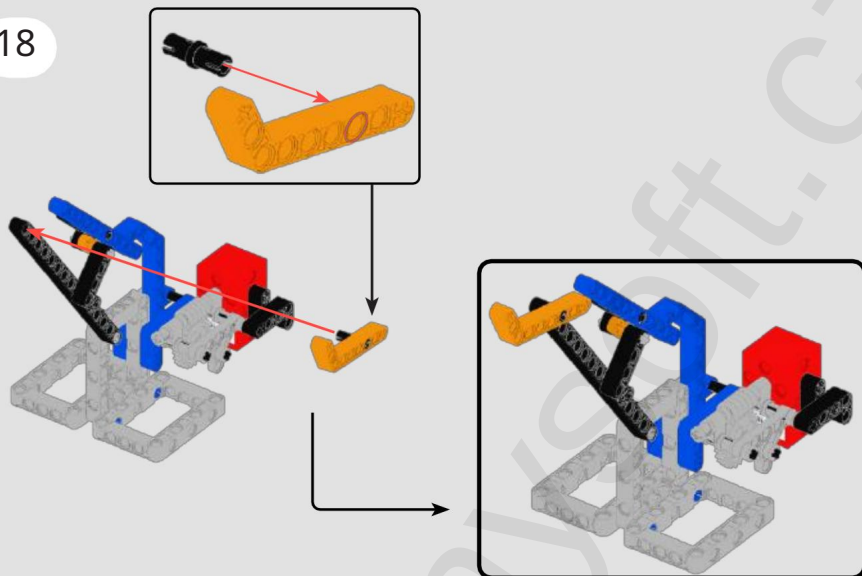
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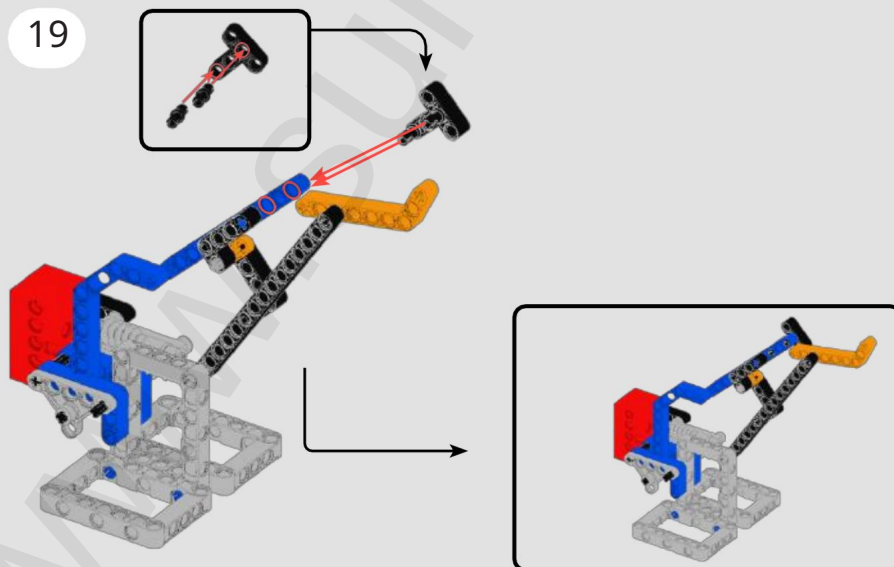
1:1



18



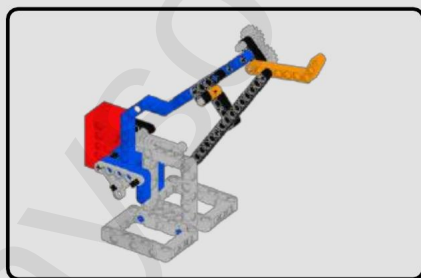
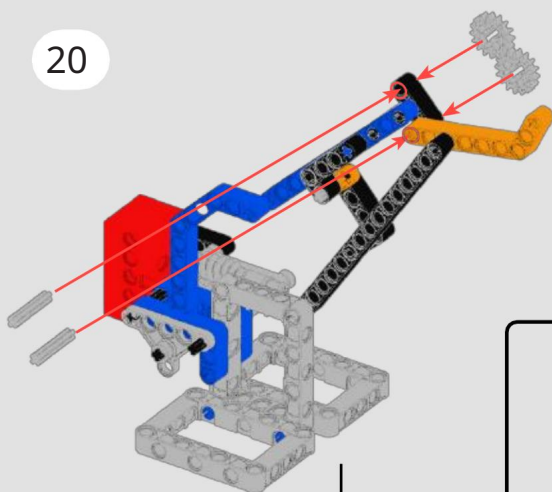
19



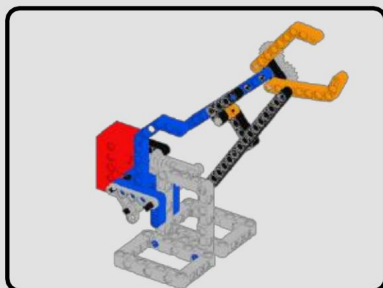
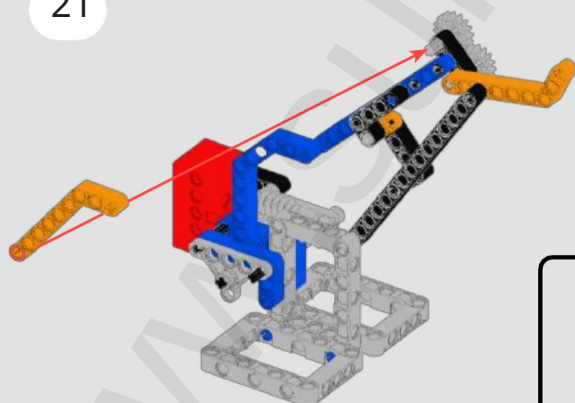
20

1:1

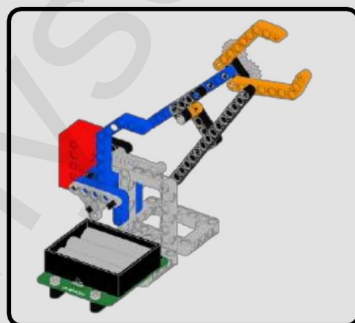
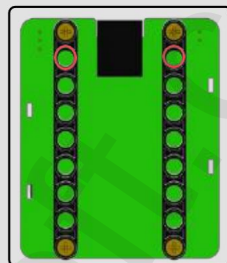
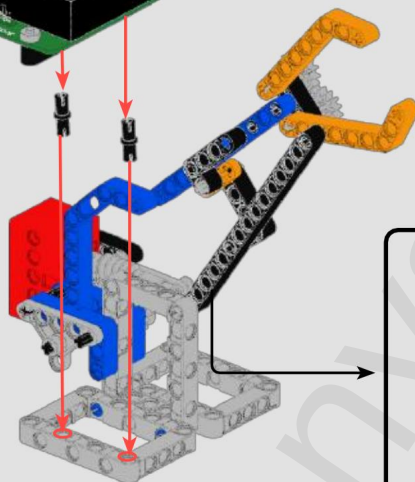
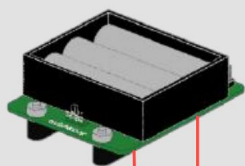
3H oc



21



22



Поздравления за завършването на този проект!

Очакваш ли с нетърпение да играеш с него?
използвате мобилното приложение avishkaar?

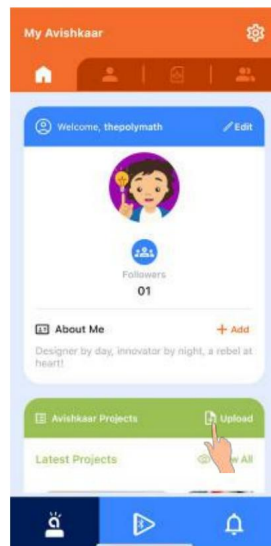


Споделете своето творение със света и спечелете значка от ниво 2 „Надраскайте повърхността“

Качете снимки или видеоклипове на вашия проект с помощта на раздел проекти в приложението Avishkaar и продължете към Печелене на значката "Scratch the Surface" ниво 2.

Можете да видите всичките си събрани значки вижте в секцията за постижения на вашия профил на адрес уебсайт www.avishkaar.cc.

Разгледайте всички други значки, които можете Съберете ги всички и ги спечелете всички!



Проект 3: MEX Robo Lift

Да строим!



Нещата, от които се нуждаем



лъч
15H
x1



13H лъч x 1



11H лъч x 1



9H
Греда x 2



лъч
7H x 4



7H L-греда
x
5



L-греда 1Cx4H
x 1



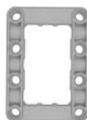
2C x 10 H
Двойно огъване
лъч
x 1



2C x 7H
просто
огъване
лъч
x2



4 x 4 перпендикуларен L конектор
x 1



открито
център
x4



2C x 5H
Триъгълник
x2



Червячна
предавка -
голям x 1



12Т двойно
коничен
зъбно колело
x2



20Т двойно
коничен
зъбно колело
x 1



Цилиндрично зъбно колело
24Т
x3



Троен щифт
перпендикуларен съединител
корекции
x 1



1Сx1Н
Перпендикуларен съединител
x 1



Пълнител на оси - малък
x12



Пълначка за оси -
голяма x16



3Н ос
x1



5Н с капачка
Лекарство x 2



6Н ос
x4



средство за защита
8Н
x2



10Н ос
x 1



Жълта игла
x 1



Среден
карфица -
черен
x13



Среден щифт
корекции -
синьо
x2



Дълга игла -
синьо
x13



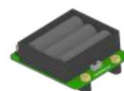
Дълги
жълт щифт
x 1



Ъглов съединител
оси -180
x2



Ъглова
съединител на ос
- 135
x2



Авишкар
MEXCore
x1

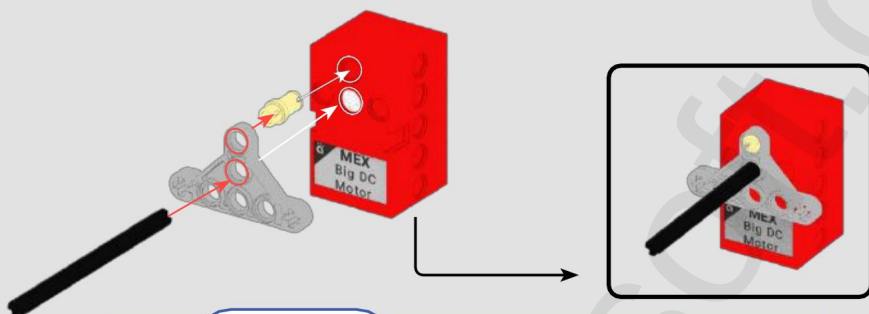


MEX Big DC
Двигател
x1

1

1:1

8H oc



Съвет за сглобяване



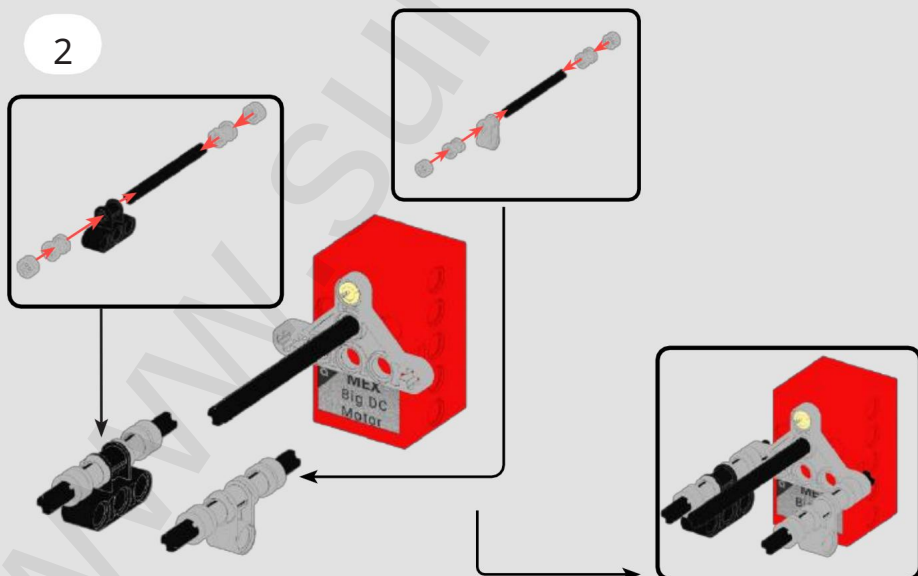
Късите жълти карфи могат да бъдат малко трудни! Бъдете внимателни, когато ги използвате. Чупи се лесно. И те също могат да се объркат премахнете - помолете родител или възрастен да ви помогне да ги премахнете безопасно отстранени.



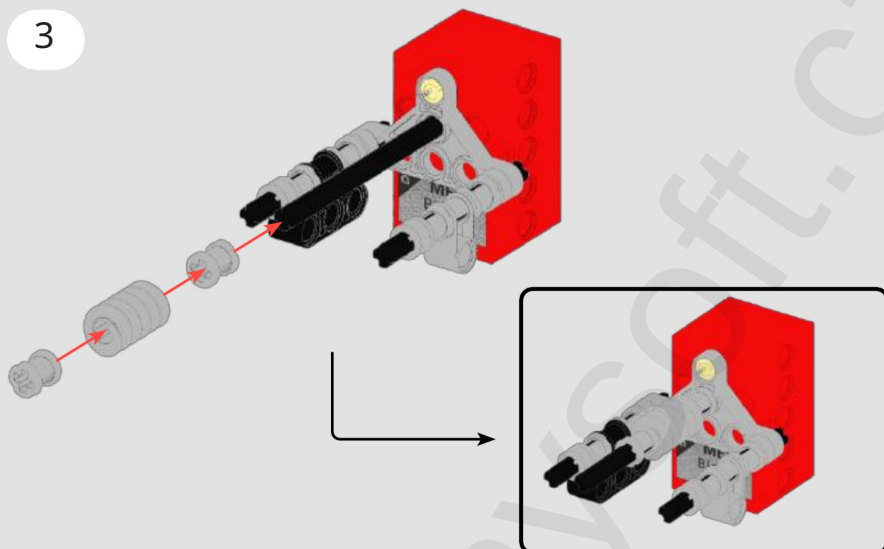
1:1

6H oc

2



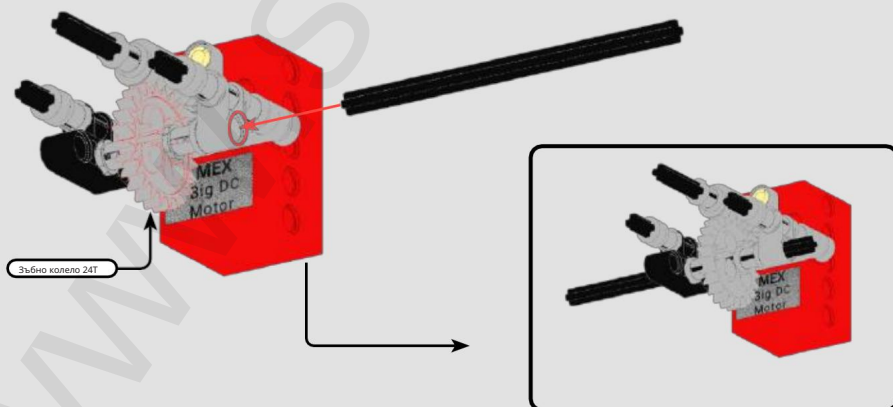
3

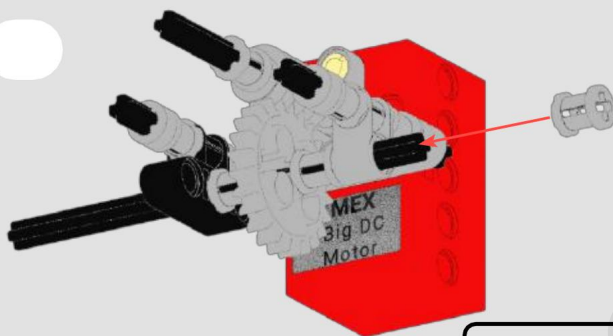


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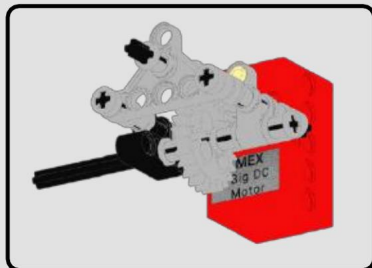
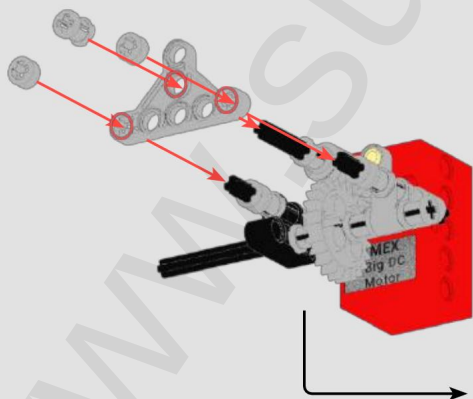
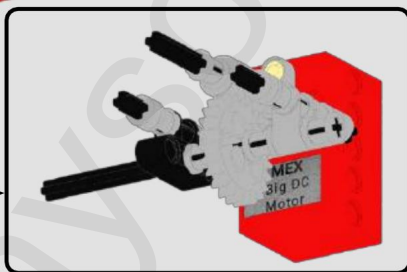
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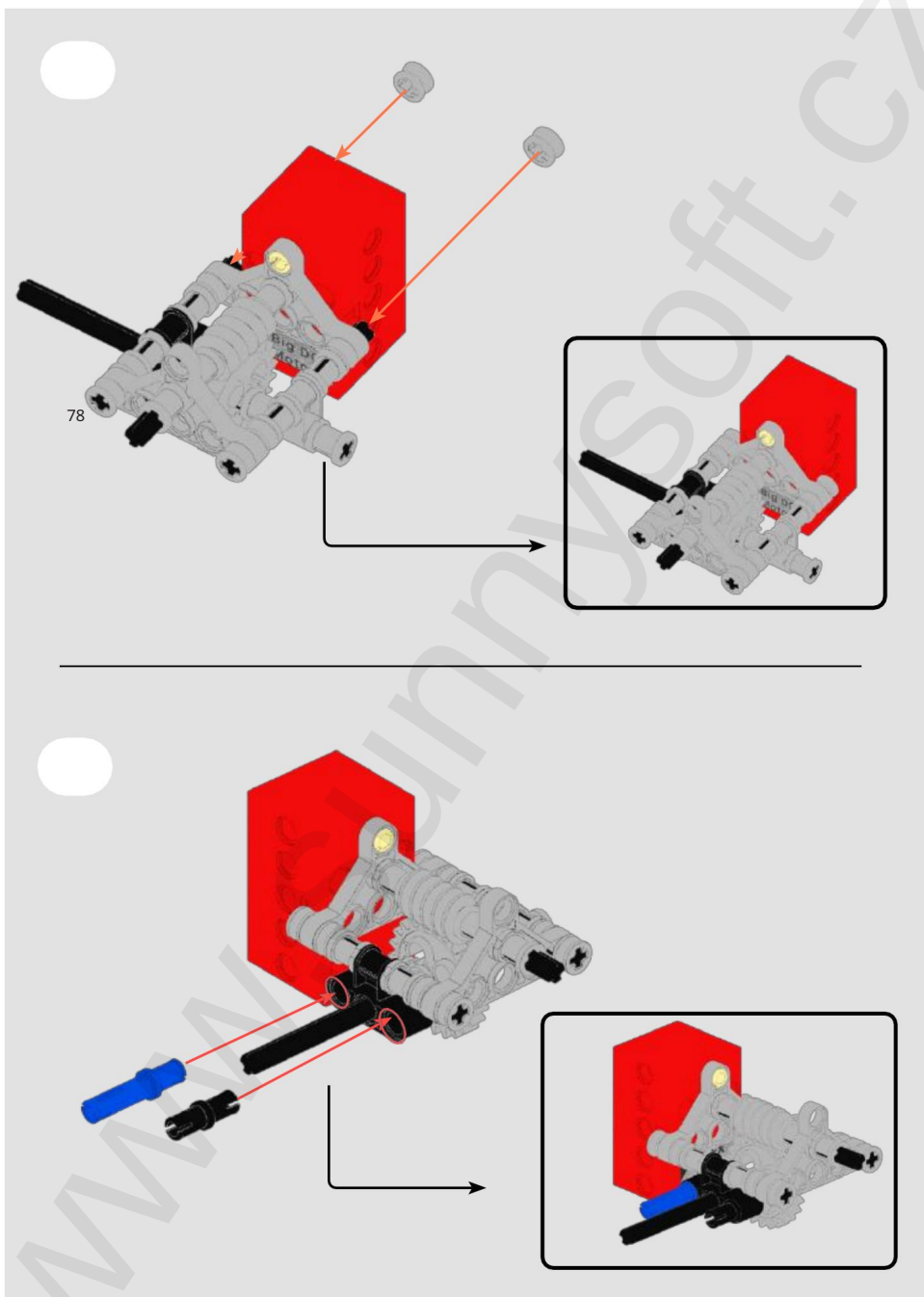
10H oc





56

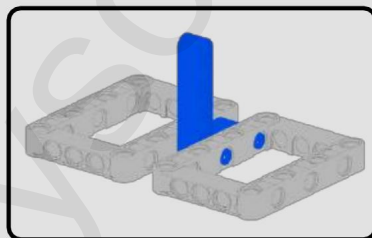
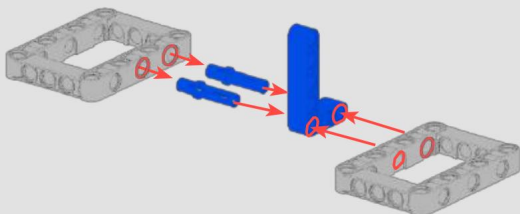




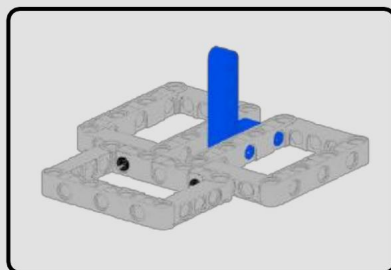
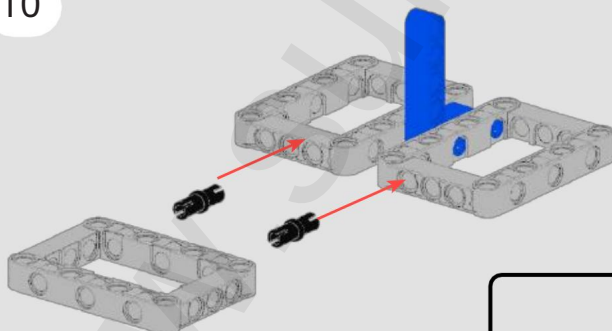
9

Нека създадем основна структура.

1:1

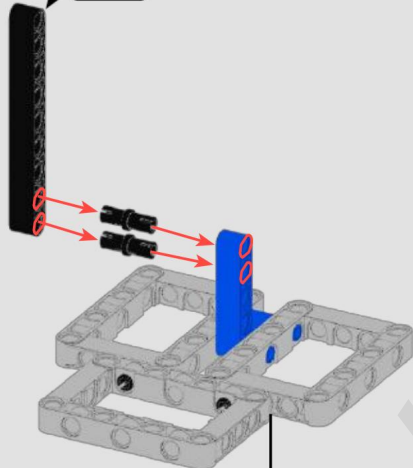


10



11

9H лъч



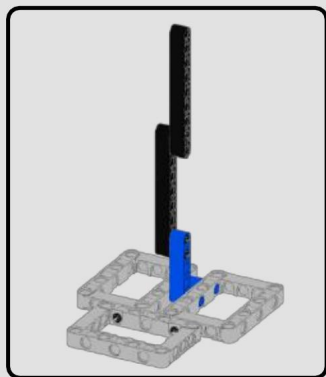
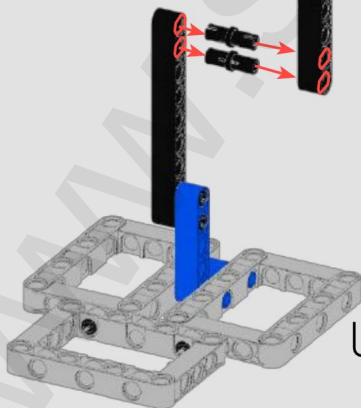
12

9H лъч

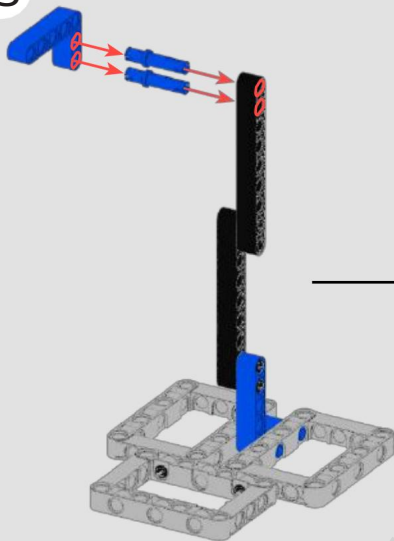
1:1



Дълга синя игла



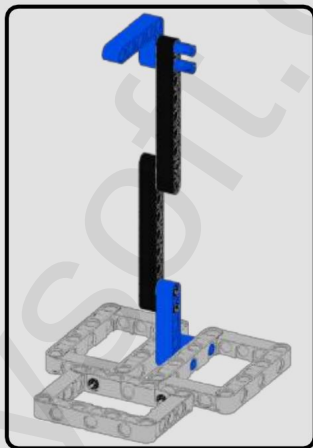
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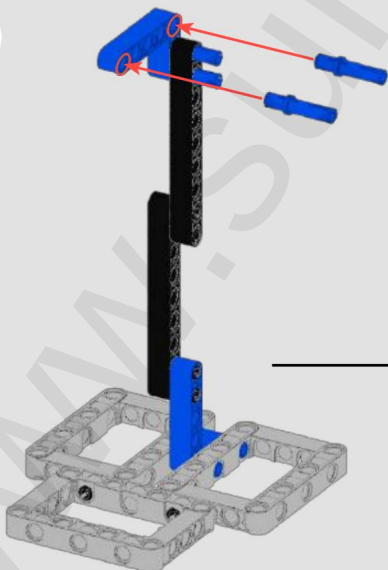
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Дълга синя игла



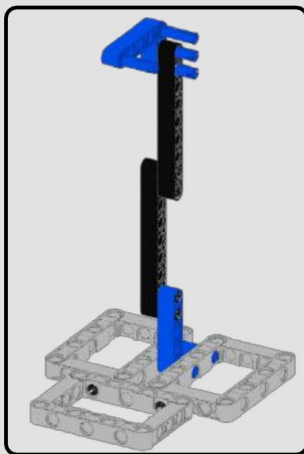
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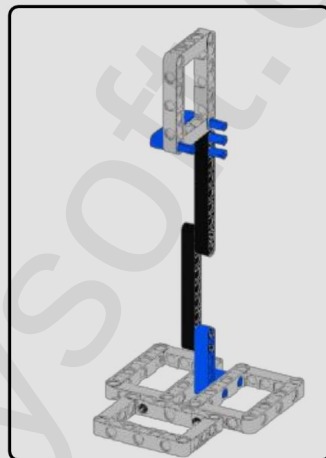
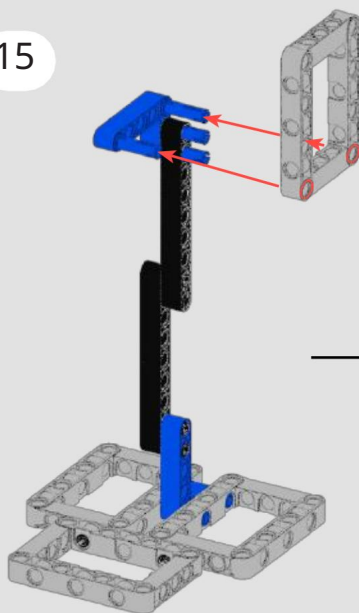
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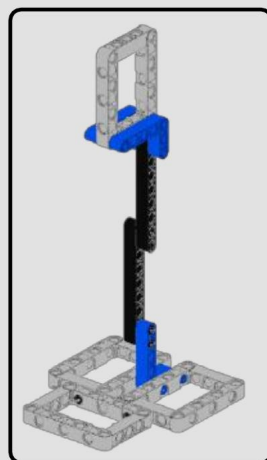
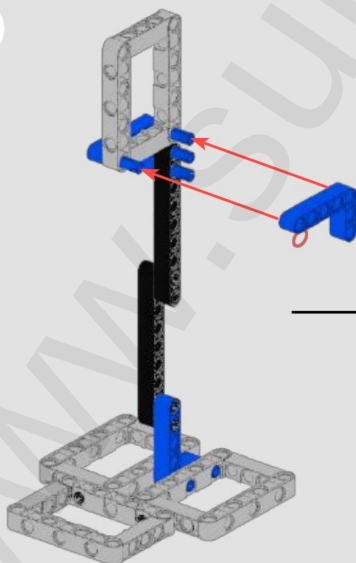
Дълга синя игла



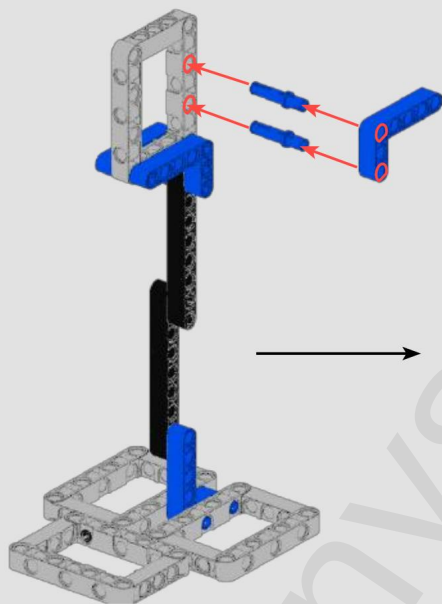
15



16



17



1:1



Дълга синя игла



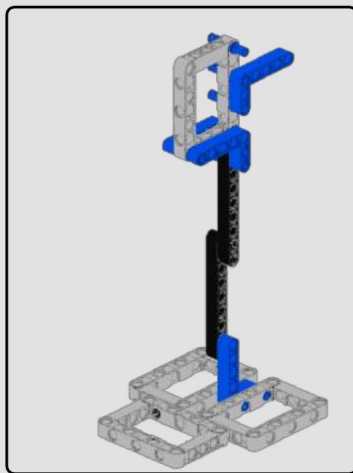
18



1:1

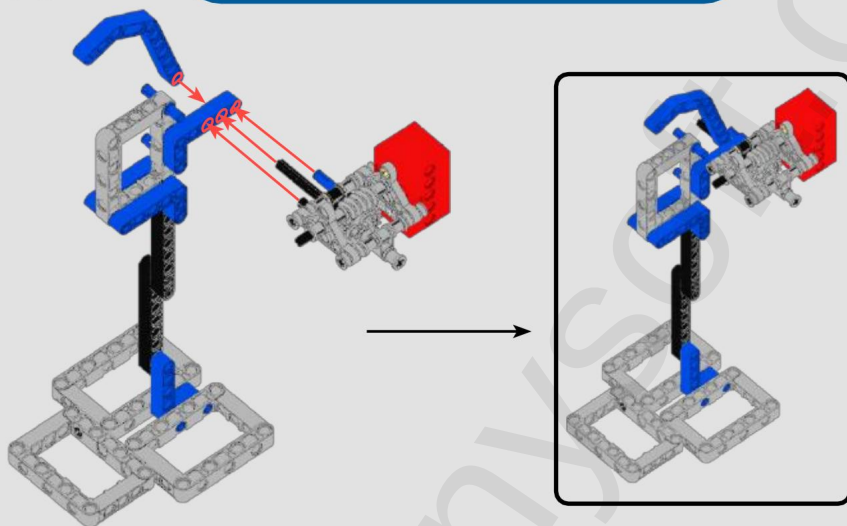


Дълга синя игла

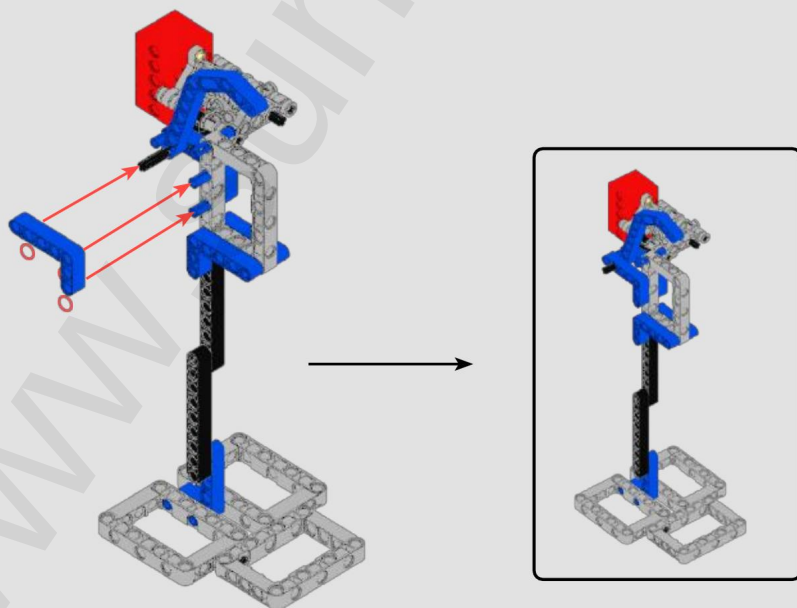


19

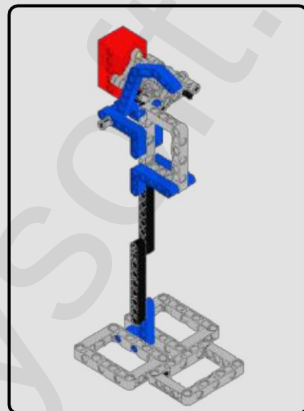
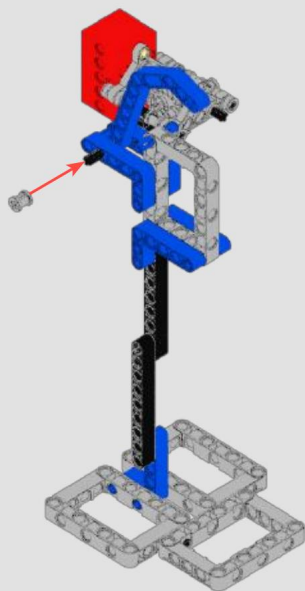
Ние ще сглобим основната структура и двигателя
механизъм.



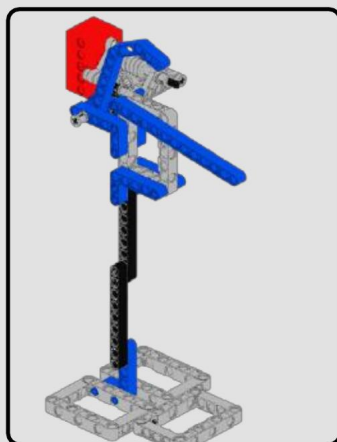
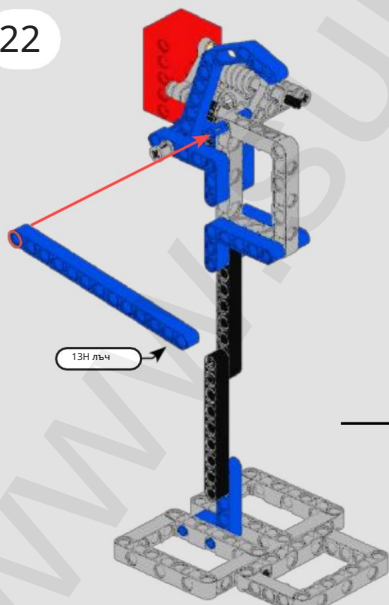
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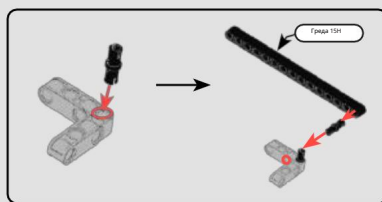
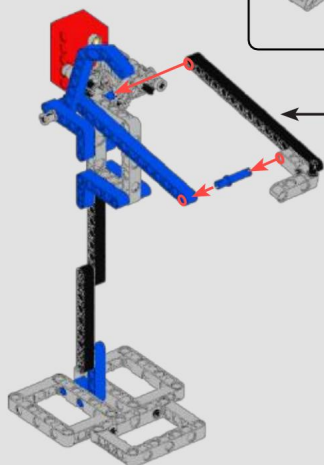
21



22



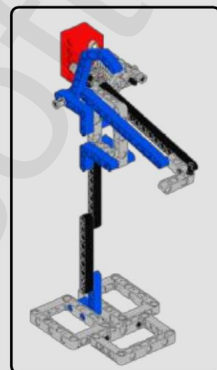
23



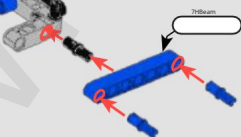
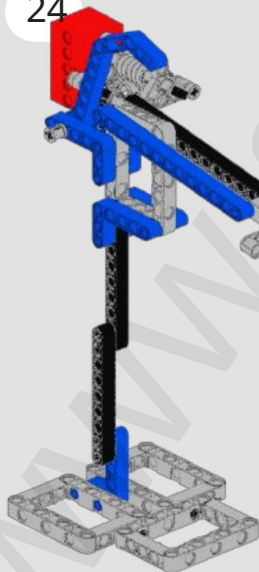
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Дълга синя игла



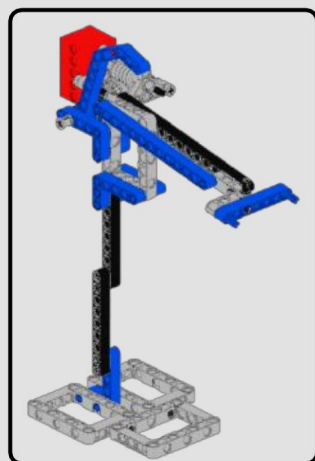
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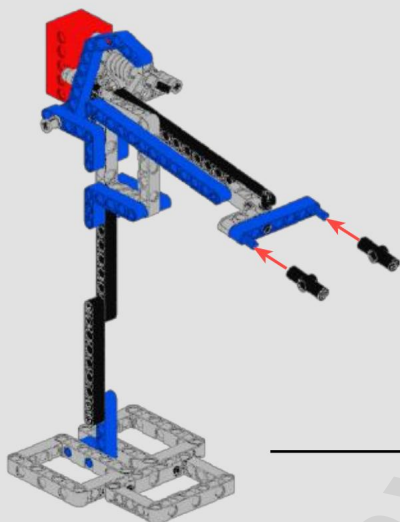
1:1



Син щифт на централната ос



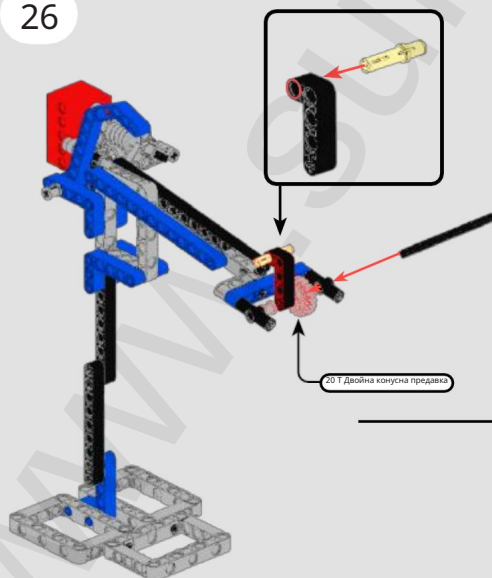
25



1:1

8H oc

26

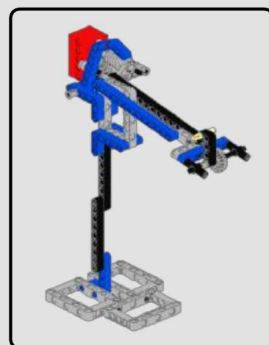


1:1



Дълго жълто колче

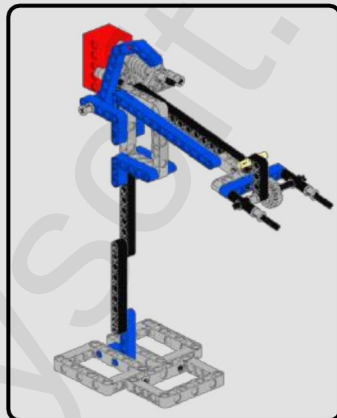
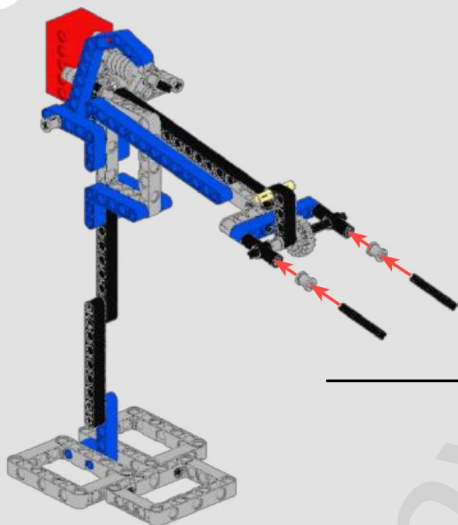
20 Т Двойна конусна предавка



27

1:1

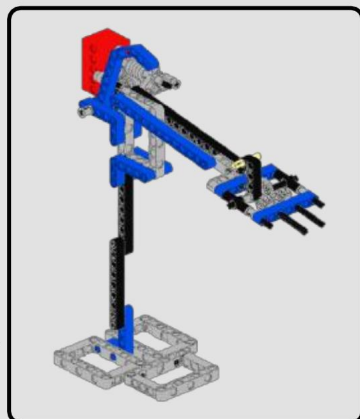
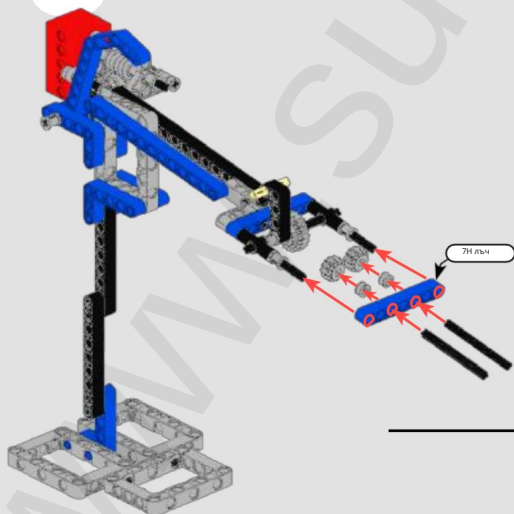
4H oc



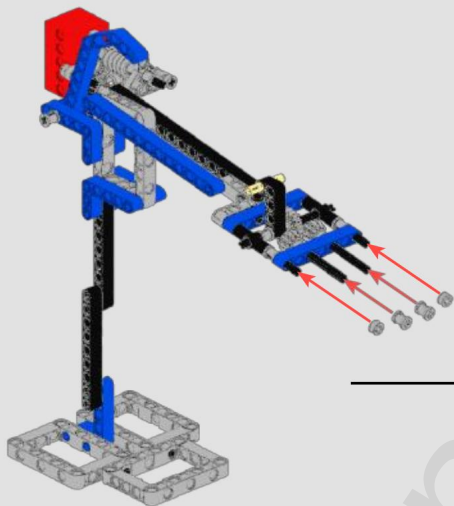
1:1

6H oc

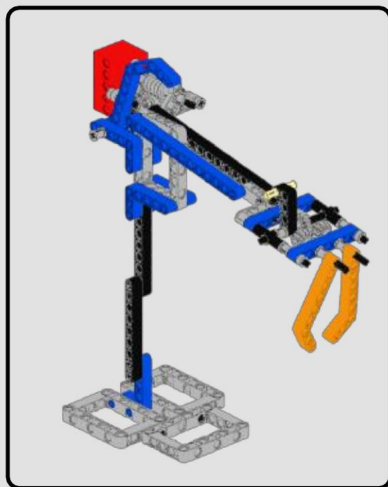
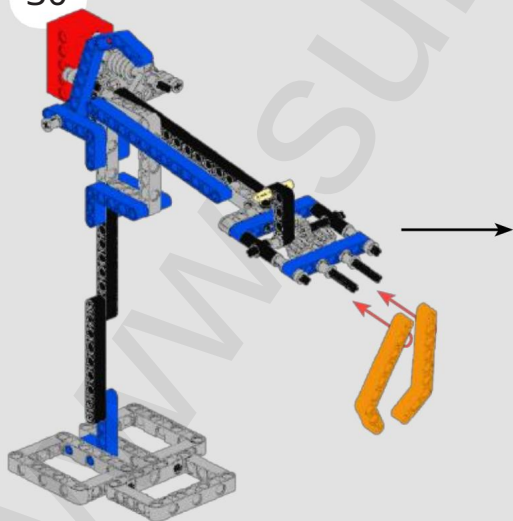
28



29



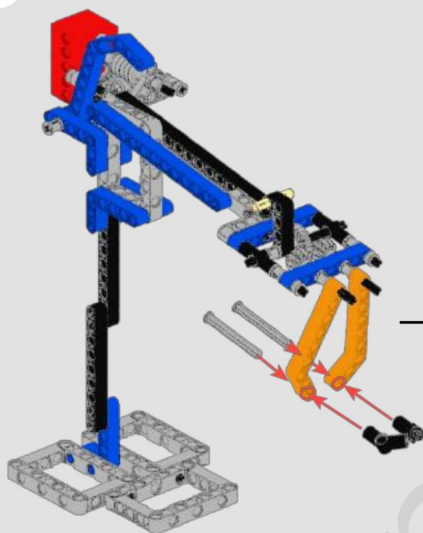
30



31

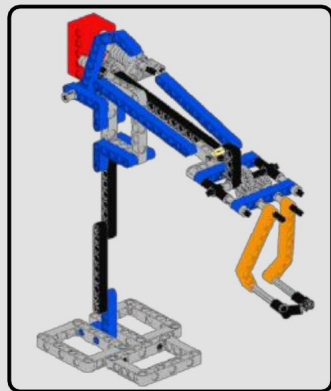
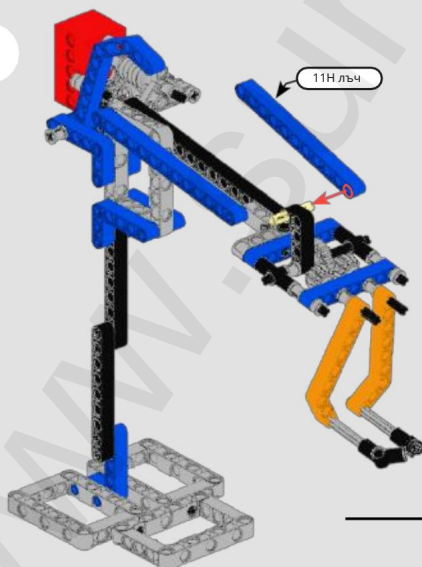
1:1

5H ос с ключалка

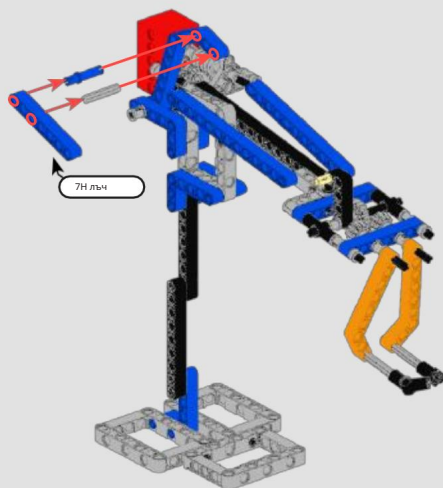


32

11H льч



33

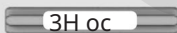


1:1

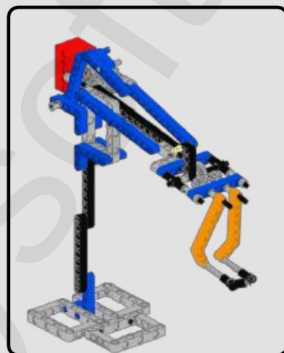


Дълга синя игла

1:1



3H ос



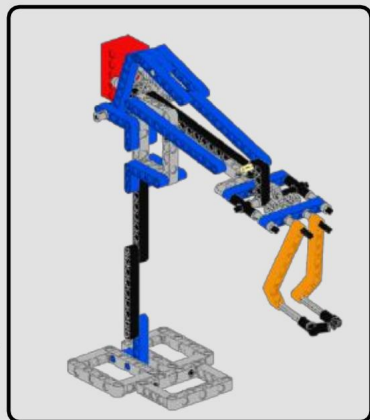
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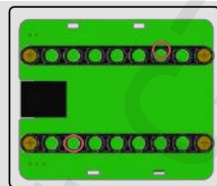
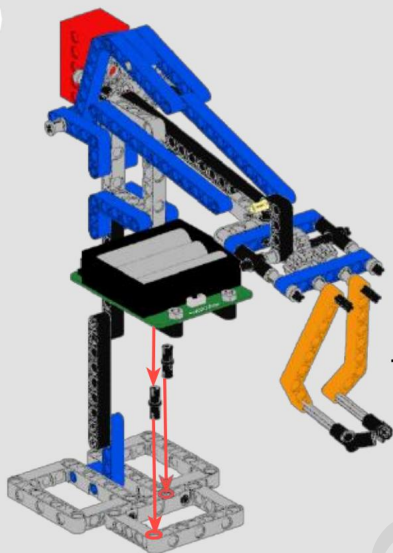
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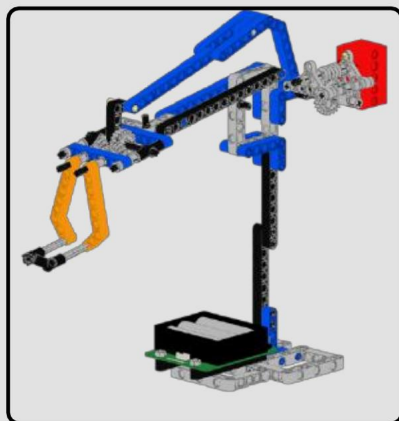
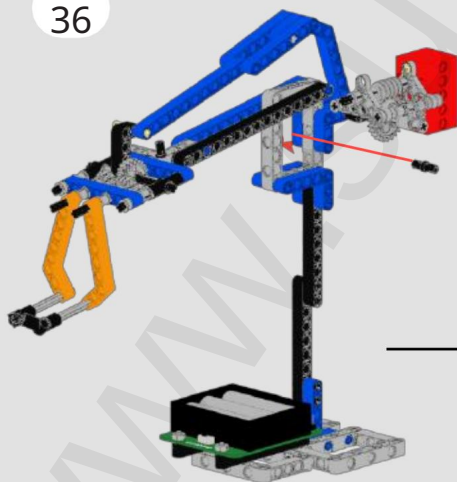
Дълга синя игла



35



36



Поздравления за завършването на този проект!

Очакваш ли с нетърпение да играеш с него?
използвате мобилното приложение avishkaar?

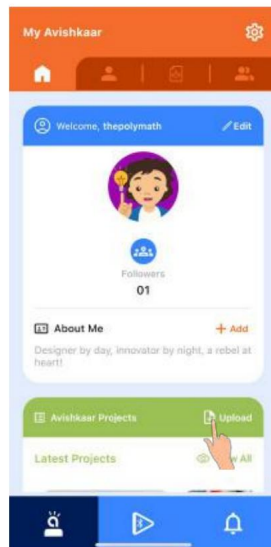


Споделете своето творение със света и спечелете значка от ниво 3 „Надраскайте повърхността“

Качете снимки или видеоклипове на вашия проект с помощта на раздел проекти в приложението Avishkaar и спечелете значка 3. Нива "Надраскайте повърхността".

Можете да видите всичките си събрани значки вижте в секцията за постижения на вашия профил на адрес уебсайт www.avishkaar.cc.

Разгледайте всички други значки, които можете
Съберете ги всички и ги спечелете всички!



Имате ли проблеми?

Нашата техническа поддръжка е на разположение за вас през тези времена -

От понеделник до събота: от 9:00 до 20:00 часа.

Неделя и 3-та събота: от 9:00 до 18:00 ч.



Софтуерни проблеми



Проблеми с използваемостта



Хардуерни проблеми

Сканирайте QR кода, за да се свържете с поддръжката.



support@avishkaar.cc

+91-8506931515

Доставчик/Дистрибутор

Sunnysoft sro

Кованечка 2390/1a

190 00 Прага 9

Чехия

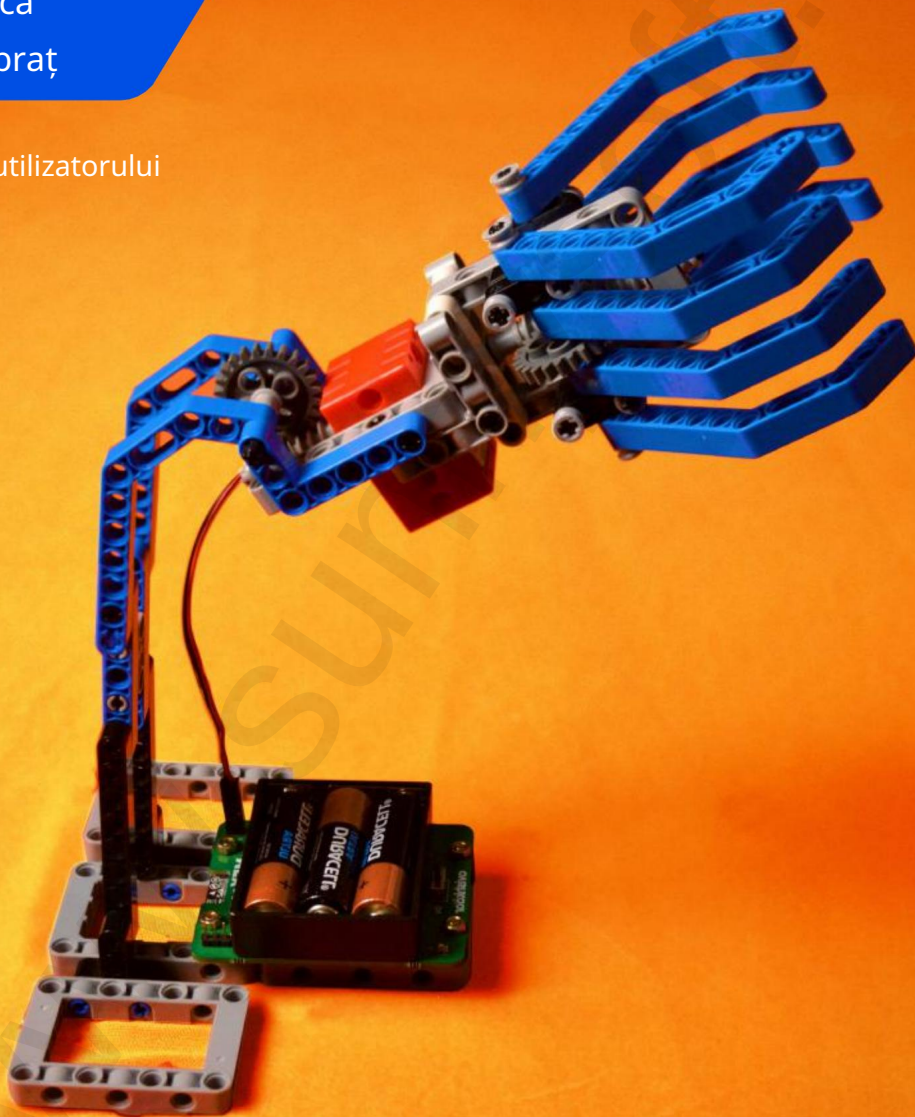
www.sunnysoft.cz

MEX

Robotică

Kit de braț

Ghidul utilizatorului



Profită la maximum de trusa ta

Inovează



Depunând jurământul
inovatorului

Depuneți jurământul inovatorului de la pagina
6 și înțelegeți ce înseamnă să fii
inovator.



Învață să folosești manualul/
videoclipurile

Urmați instrucțiunile detaliate din manual
și aflați cum să construiți roboți
interesanți cu ajutorul kit-ului .



Creați, codificați
și gestionați

Construiți proiecte inovatoare
folosind kitul și controlați roboții cu
telecomanda Avishkaar și

cod folosind Avishkaar Maker
Studio.

Distribuie

Câștiga



Alăturați-vă Let's

Avishkaar

Alăturați-vă comunității noastre pe FB - conectați-vă cu inovatori și obțineți cele mai recente informații despre webinarii.



Încărcați
proiecte

Încărcați proiecte pe www.avishkaar.cc și împărtășiți-le cu inovatori din întreaga lume.



Internățional
concursuri

Participa la săptămânal, concursuri lunare și anuale și câștigă faimă în toată lumea.



Jurământul inovatorului

Luați angajamentul de inovator de mai jos și angajați-vă într-o căutare pe tot parcursul vieții de inovare și rezolvare de probleme. Distribuie fotografie pe comunitatea FB Let's Avishkaar.

Jur solemn că, odată ce mă voi lansa în călătoria inovației, nu voi renunța până când inovația mea, proiectul meu, nu va fi finalizată. Îmi voi perfecționa abilitățile și instrumentele și le voi folosi bine. Inovația și eu voi fi de nedespărțit.

Întotdeauna voi împărtăși inovațiile mele cu alți inovatori și voi învăța de la ei.

I (scrie-ti numele)

*solemnly swear that, since I am
now on the path of innovation,
I will not give up until my
innovation, my project is ready.
I will hone my skills and tools
and use them well. Innovation
and I will be inseparable.
I will always share my
innovations with other
innovators and learn with them.*

semnătură

Bine ați venit pe site-ul lui Avishkaar

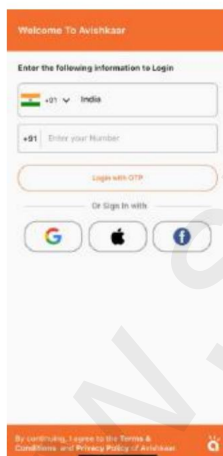
Descărcați aplicația Avishkaar

Descărcați aplicația Avishkaar scanând codurile QR de mai jos:



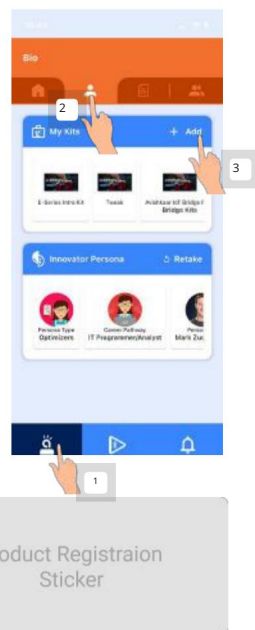
1 Creați un cont

Deschideți aplicația și urmați instrucțiunile de pe ecran pentru a crea un cont.

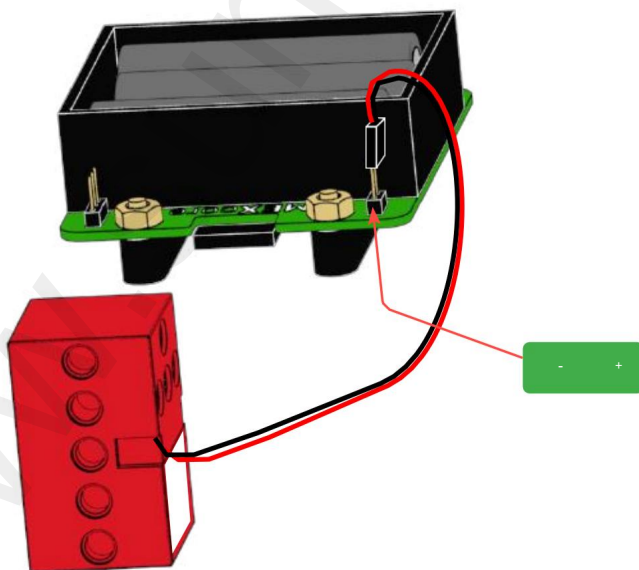
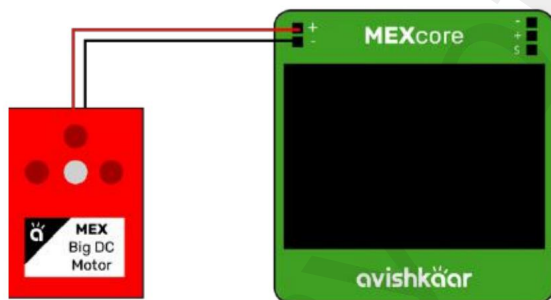


2 Înregistrați-vă trusa

În aplicație, accesați secțiunea „Profil” și faceți clic pe „+ Adăugați mai multe” în secțiunea „Kiturile mele” pentru a vă înregistra kitul. Acest pas este important pentru controlul ulterior al robotului.



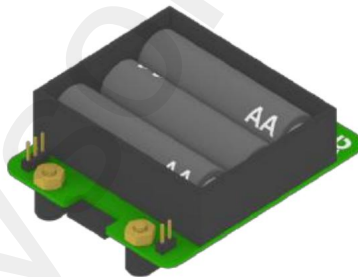
Cum se conectează un motor la MEXcore



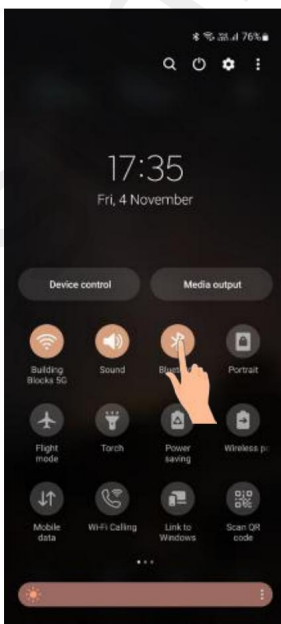
Controlul aplicațiilor

- 1 Introduceți bateriile în dispozitivul MEXcore și porniți-l. Observați că LED-ul MEXcore clipește verde.

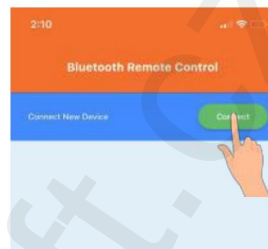
Notă - Folosiți numai baterii alcaline AA. (Alte tipuri de celule pot deteriora MEXcore.)



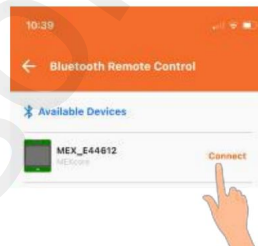
- 2 Activați Bluetooth pe telefon.



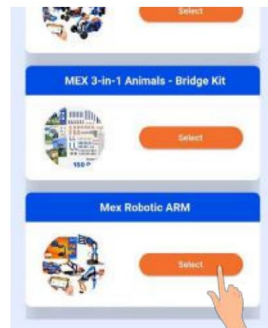
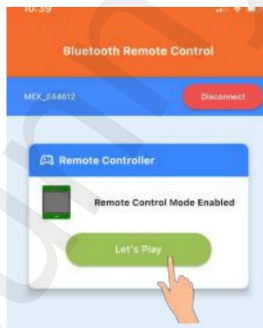
- 3 Deschideți aplicația Avishkaar și faceți clic pe butonul „Play” din secțiunea „Acasă”.



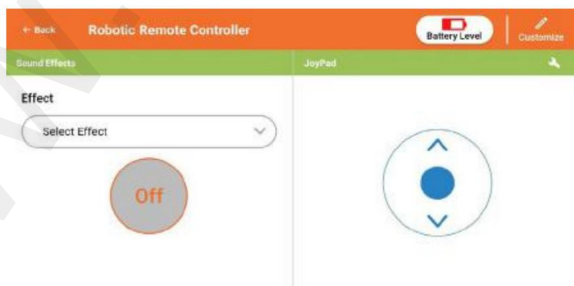
- 4 Faceți clic pe "Conectare". Aplicația ar trebui să poată găsi MEXcore-ul dvs. dacă este pornită. Odată ce aplicația detectează MEXcore dvs., faceți clic pe "Conectați".



- 5 Faceți clic pe „Let's Play” și selectați „MEX Robotics Arm kit” din meniul derulant.



- 6 Se va deschide ecranul telecomenzii, permițându-vă să controlați motorul.

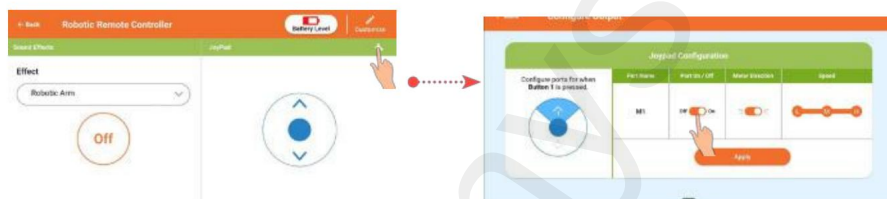


Configurare

Efecte sonore



Joystick



Verificarea echipamentului

Caseta 1 (electronic)



Avishkaar
MEXCore
x1



Motor DC mare MEX
x 1

Caseta 2 (Piese de construcție)

GRANDĂ



Fascicul 15H
x 1



13H
Grinda
x1



Fascicul 11H
x1



3H
Grinda
x4



Fascicul 9H
x2

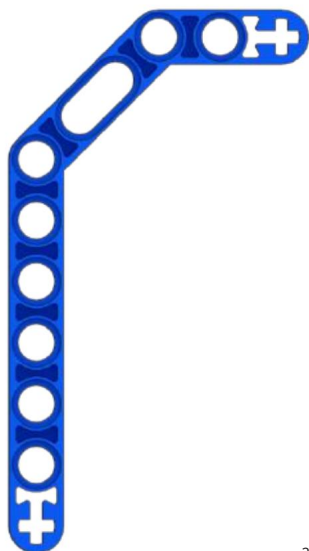


Fascicul 5H
x2

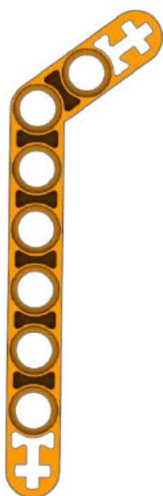


7H
fascicul
x4

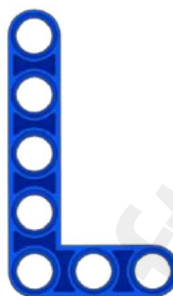
Notă: „H” înseamnă găuri. de ex. grindă 15H înseamnă o grindă cu 15 găuri.



Fascicul
dublu îndoit
2Cx10H
x 10



2C x7H Single cot x2



7H fascicul în
L x5



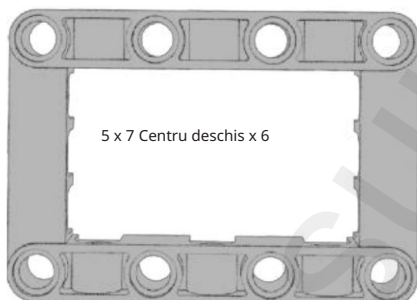
Fascicul L 1Cx4H
x3



2Cx1H
grindă subțire
x1



5H grindă în T
x2



5 x 7 Centru deschis x 6

Umpluturi



Umplere axă - mare x 16



Umplere axă - mică x16

TRANSMISII



Pinion 24T x3



Pinion
16T

x2



Angrenaj conic
dublu 12T
x2



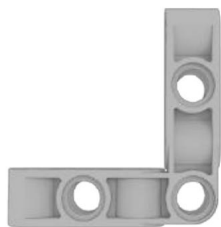
Angrenaj conic
dublu 20T

x1



Unelte melcate - mare x3

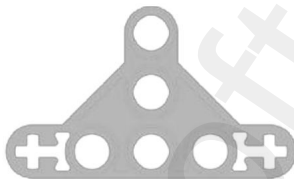
CONECTOARE



Conector L perpendicular 4x4
x2



Conector
3Hx4 pin x1



Triunghi 2C x 5H
x2



1C x 1H
Conector vertical x2



Conector axă perpendiculară
cu trei pini x1



Conector unghi
axă - 180
x2



Conector unghi ax
-135 x2



2C x 1H
Perpendicular
x4

ACEI



Pin lung-albastru x 13



Pin lung - galben x1



Pin din mijloc - negru x22



Pin gri mediu x 2

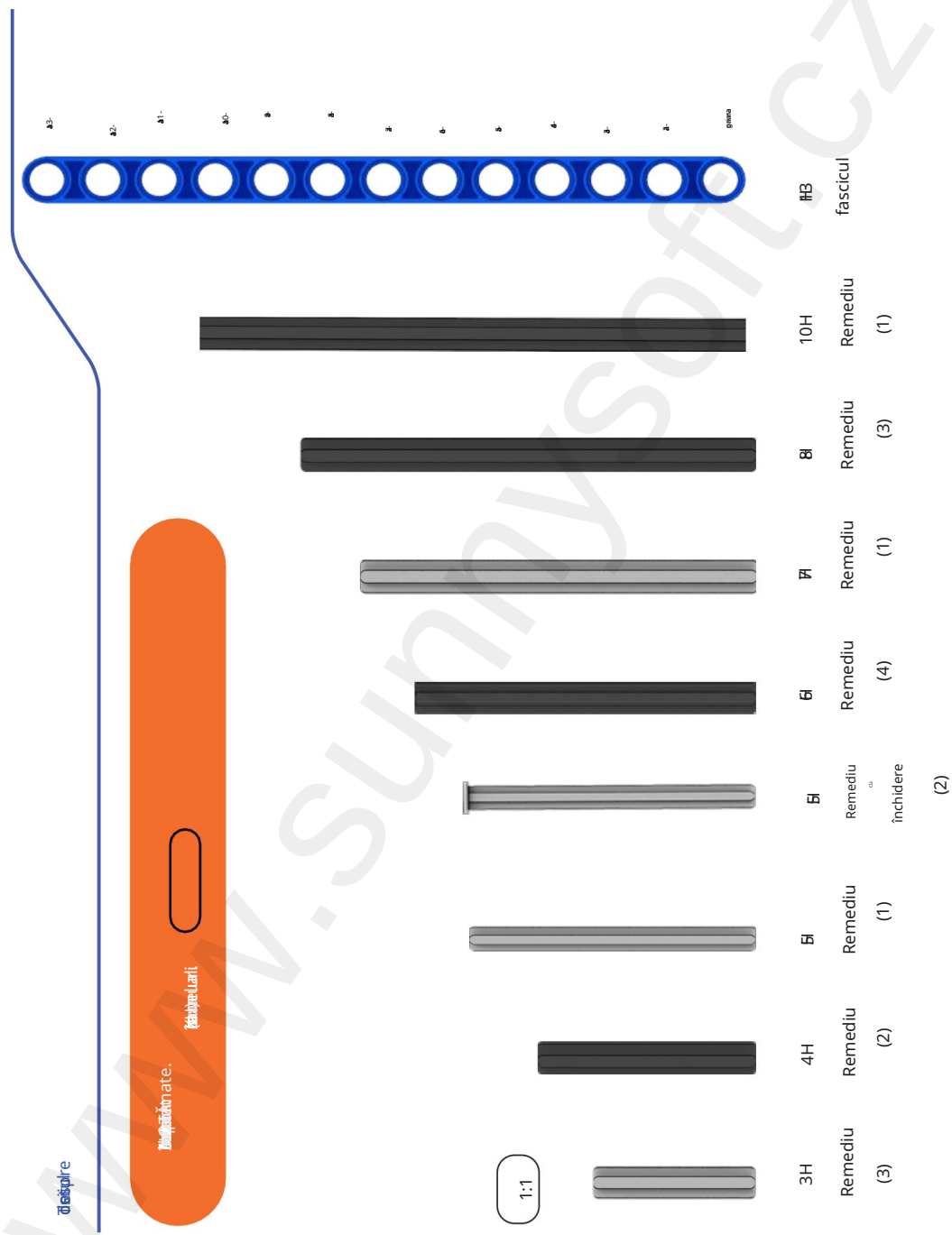


Axul central
al axei -
albastru x2



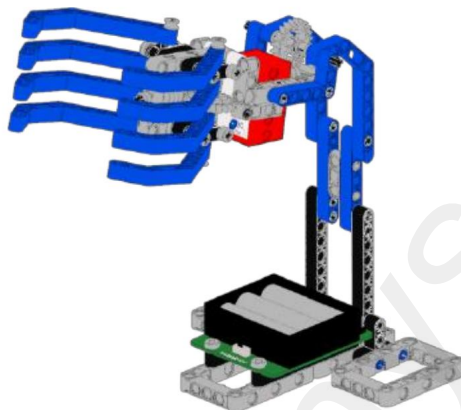
Pin scurt - galben x2

Notă: „Notă: „C” înseamnă „Cross”. De exemplu, „1CX4H L-Beam” are o cruce și patru găuri.



Proiectul 1: MEX Grabber

Să construim!



Lucruri de care avem nevoie



fascicul 9H
x2



fascicul 7H
x2



fascicul 5H
x2



Grinda în formă de 7H
litera L
x2



fascicul 3H
x4



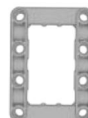
2Cx10H
grindă dublă de
îndoire
x10



5H grindă în T
x2



4 x 4 perpendicular
Conector L x 2



Deschis
centru
x6



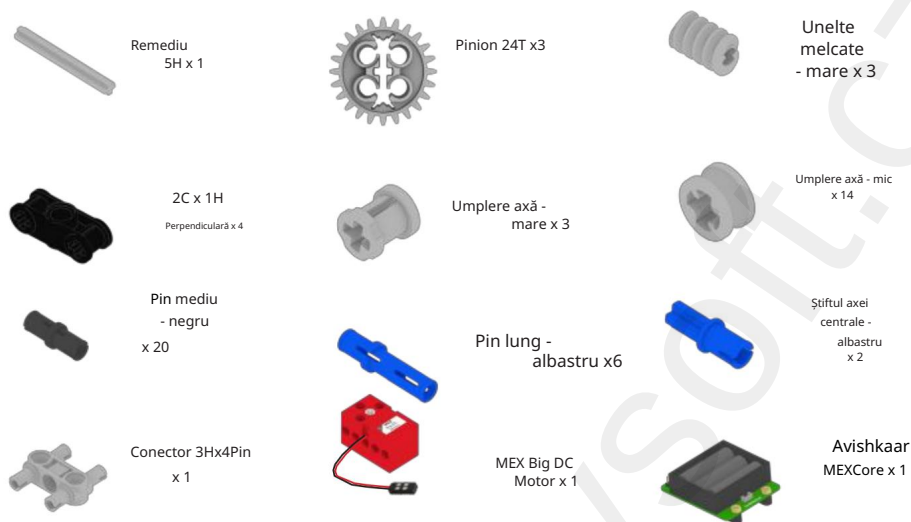
Remediu
10H x
1



Remediu
8H x
3

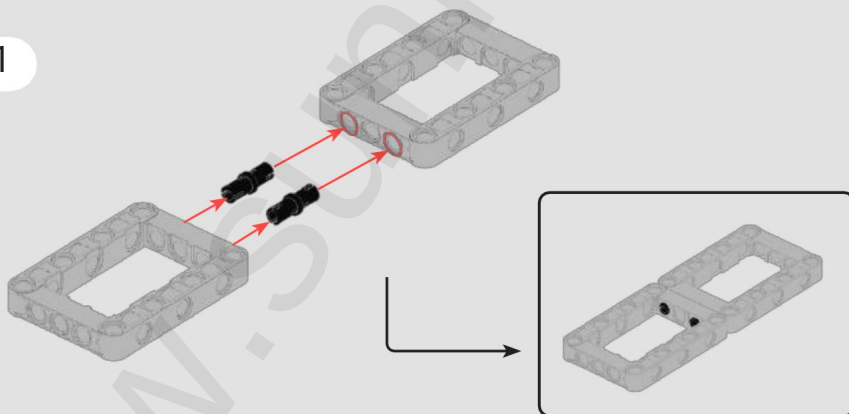


Remediu
6H x
4



Pași

1



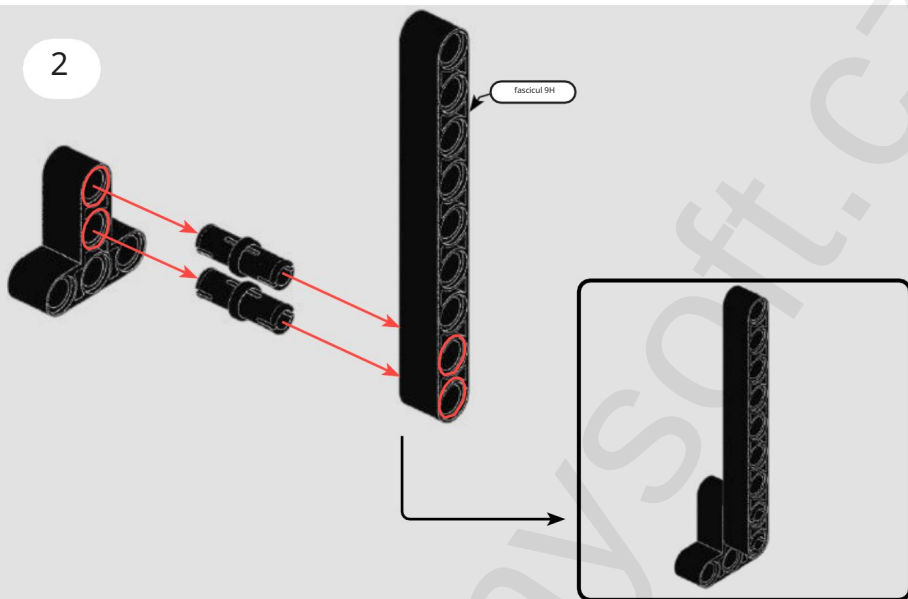
Sfat de asamblare



Știfturile negre din mijloc sunt puțin mai greu de introdus!
Dar nu-ți face griji. Apăsăți și asigurați-vă că îmbinarea este sigură.
Va rezista puțin :)

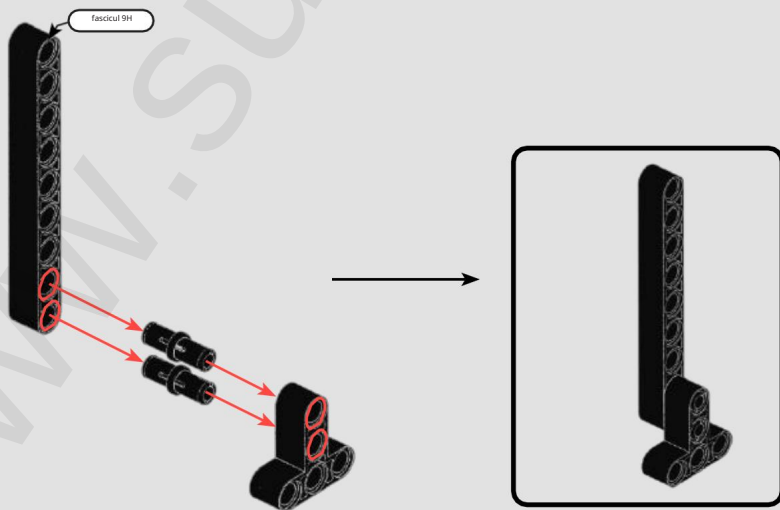


2



3

Să creăm o altă pagină.

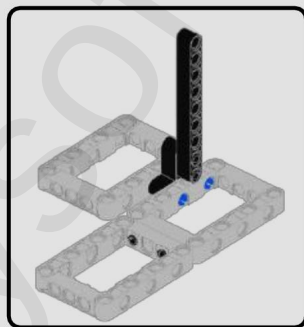
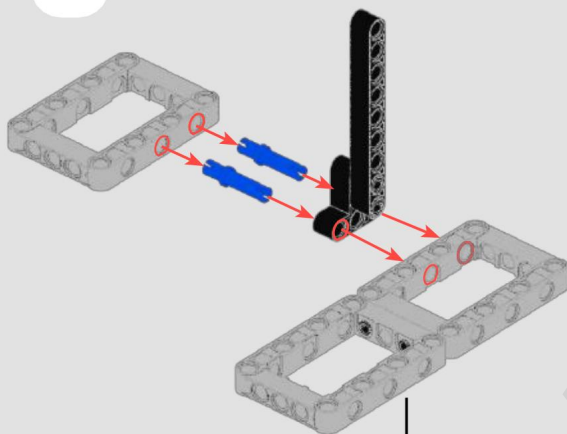


4

1:1

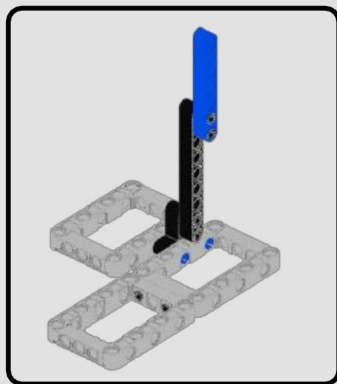
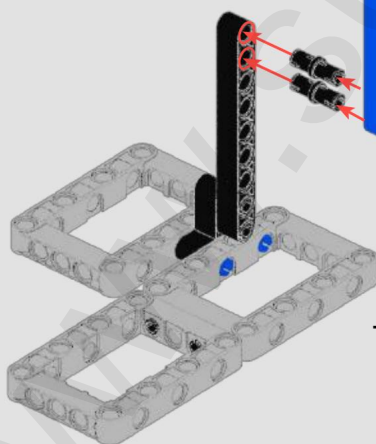


Pin lung albastru

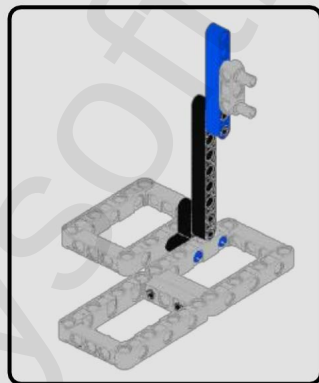
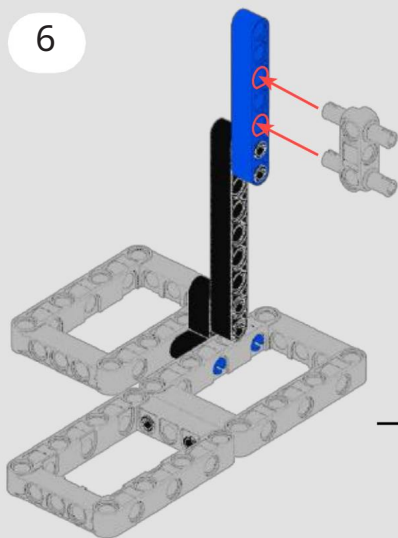


5

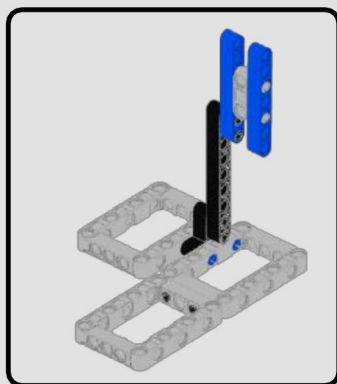
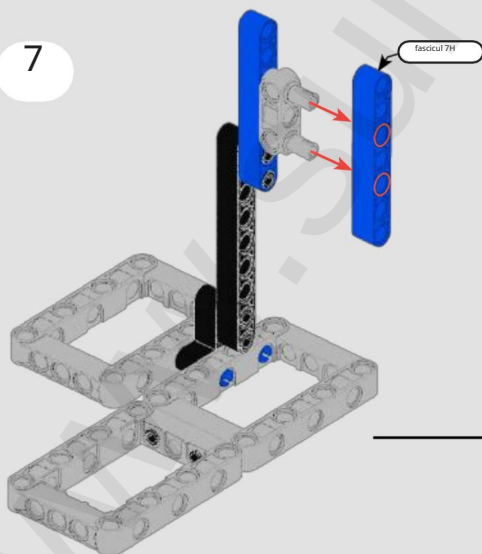
Tăcuțică 7H



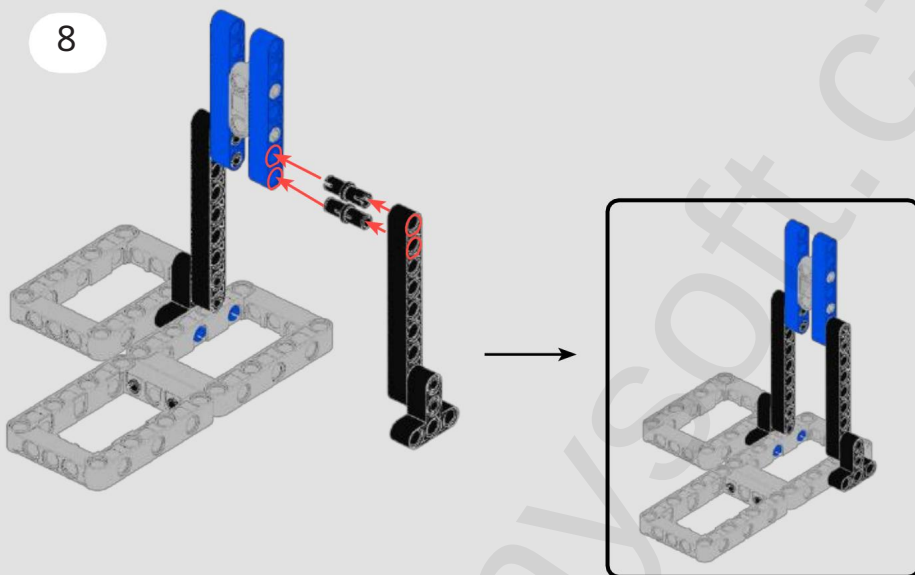
6



7



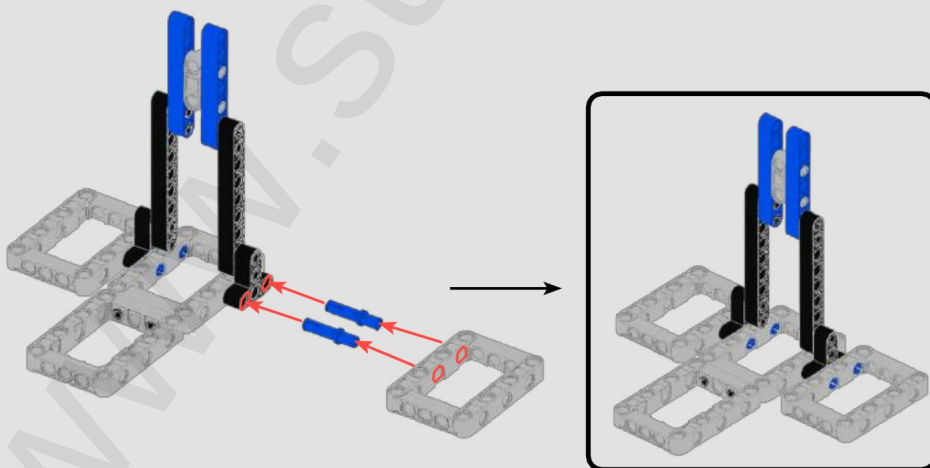
8



9

1:1

Pin lung albastru

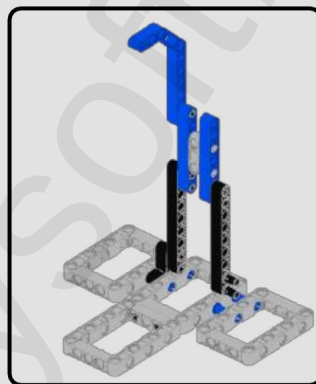
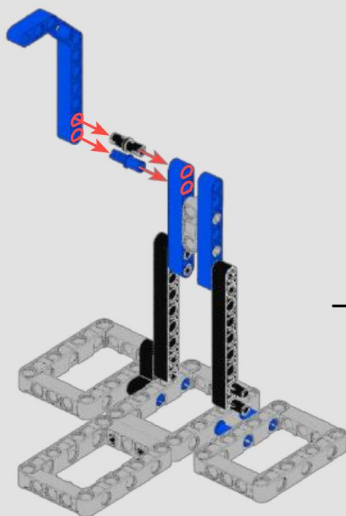


10

1:1



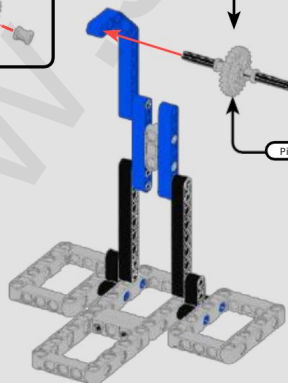
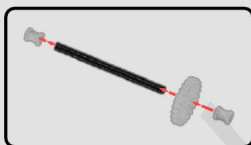
Axul central albastru



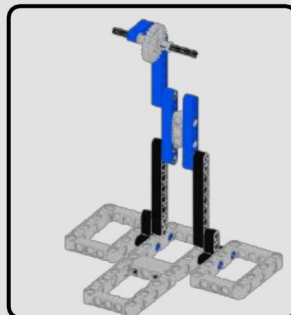
11

1:1

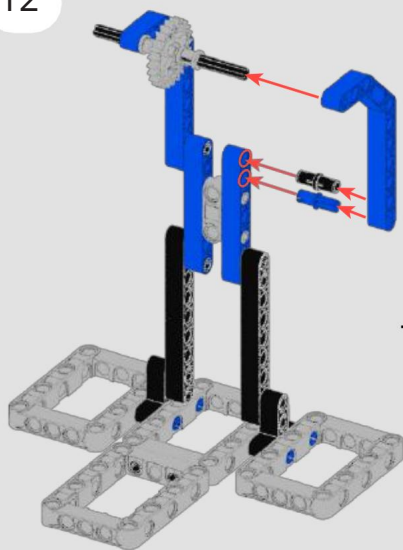
Axa 8H



Pinion 24T



12



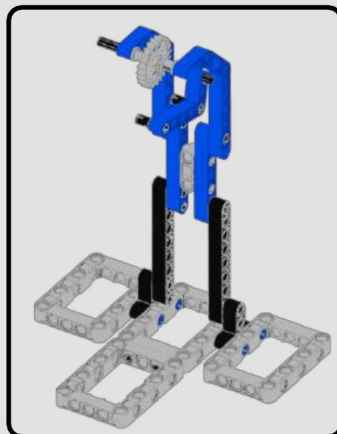
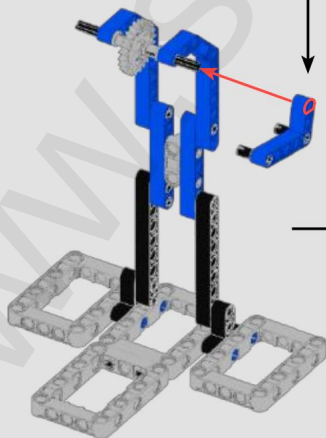
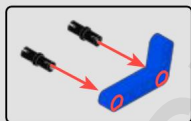
1:1



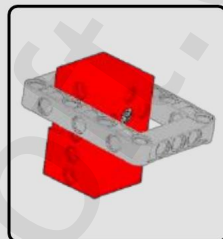
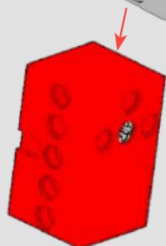
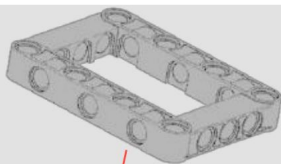
Axul central albastru



13



14



Sfat de asamblare



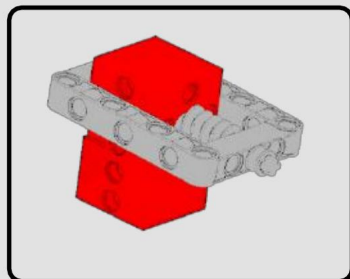
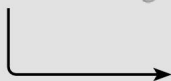
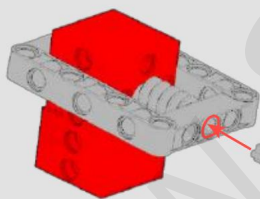
Știfturile centrale negre pot fi introduse doar pe o parte a motorului!
 Știfturile negre pot fi introduse doar în partea laterală a motorului cu autocolantul alb. Pe de alta
 Doar ace mici galbeni pot fi folosiți pe lateral fără autocolant.



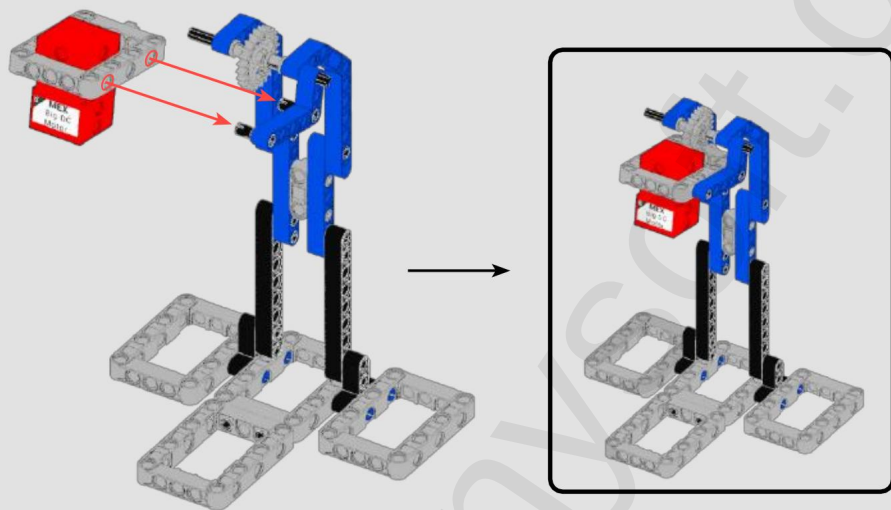
15

1:1

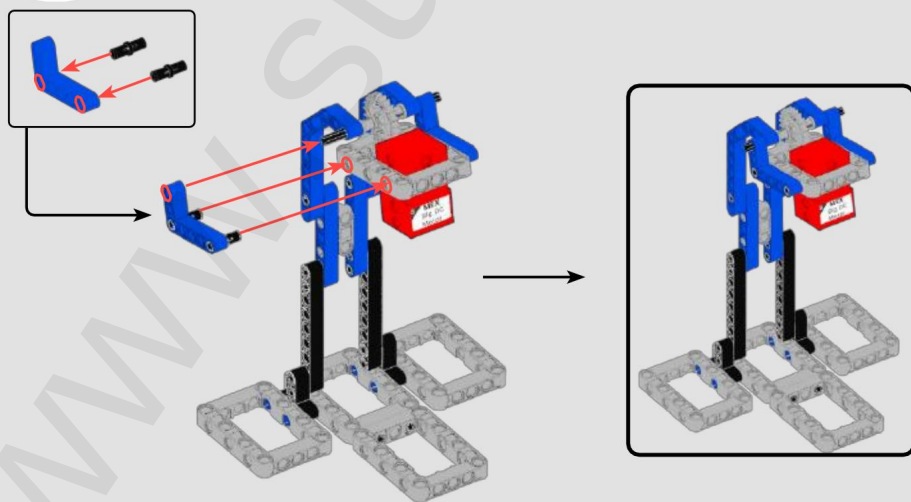
Axa 5H



16



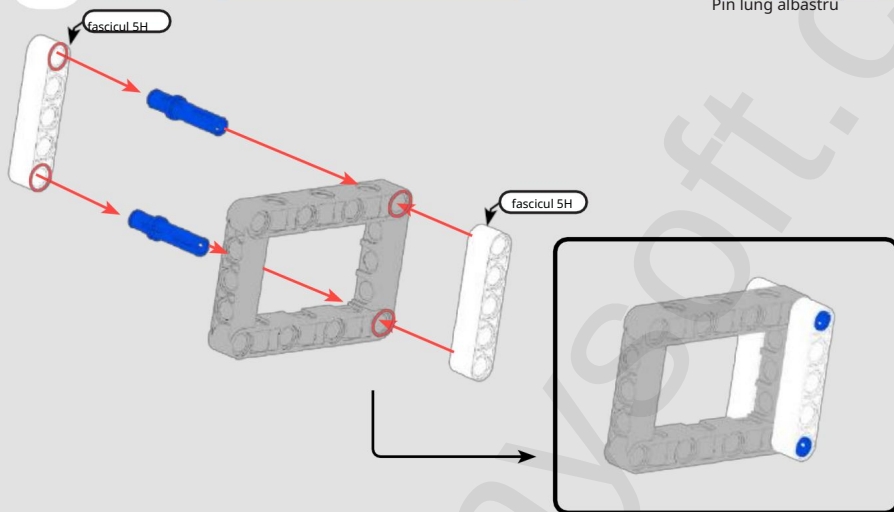
17



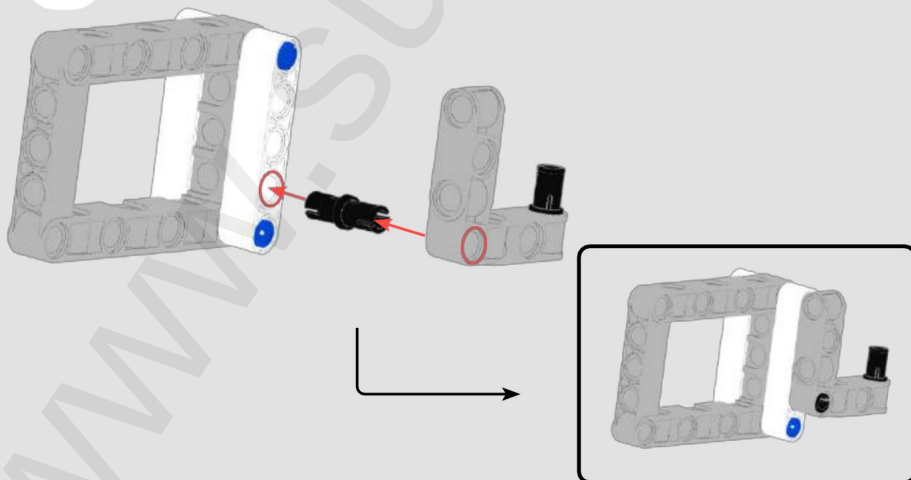
18

Să creăm fălci

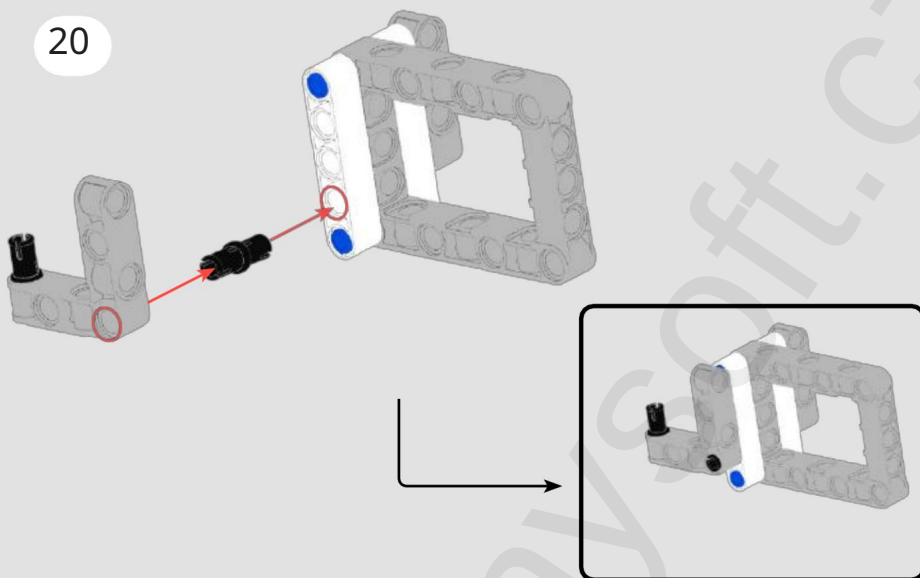
1:1



19



20

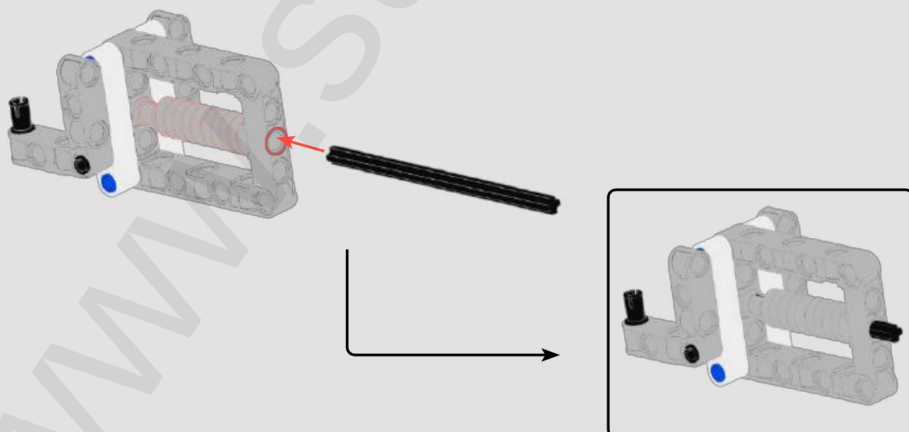


1:1

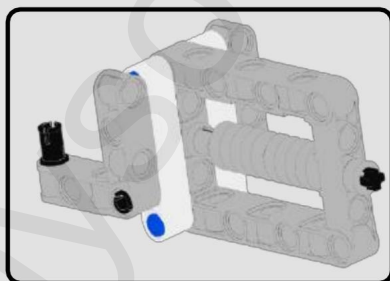
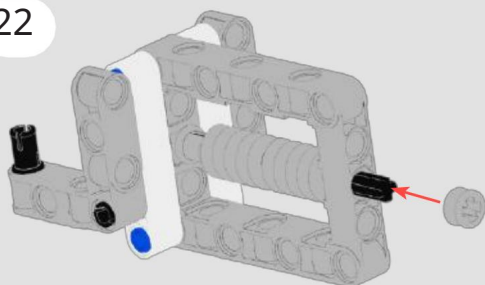
axa 10H

21

Notă: utilizați două angrenaje melcate-Big.



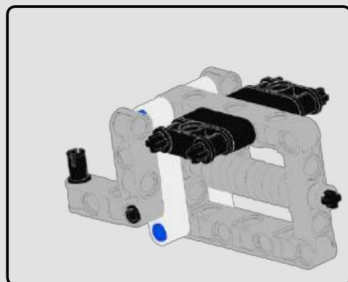
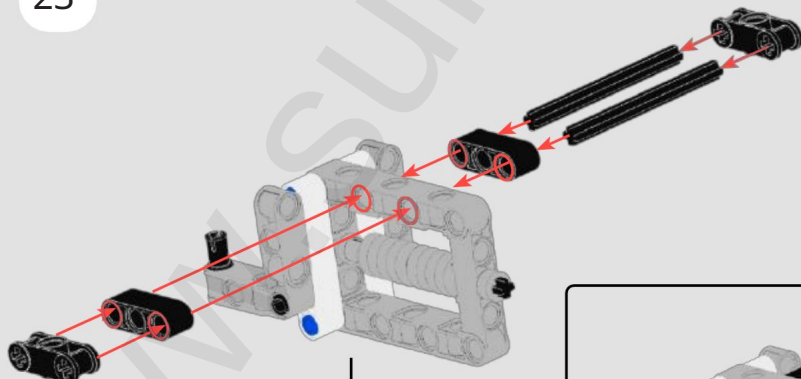
22



23

1:1

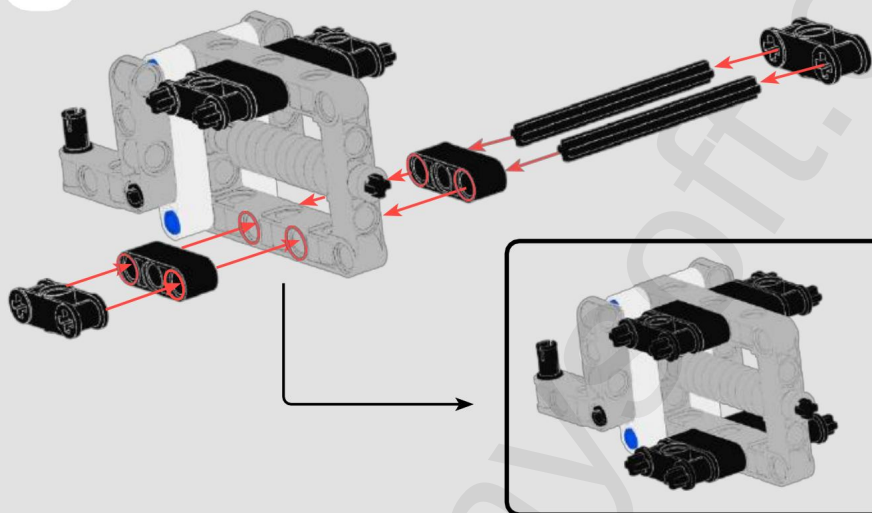
axă 6H



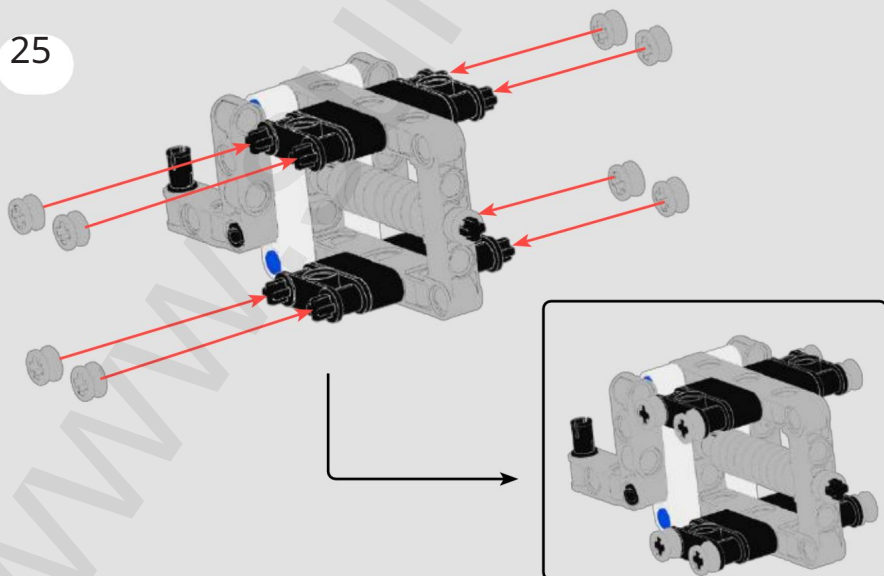
24

1:1

axă 6H



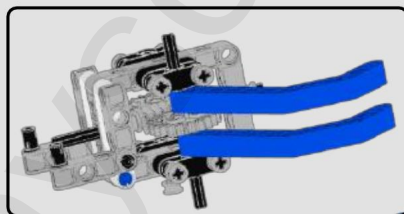
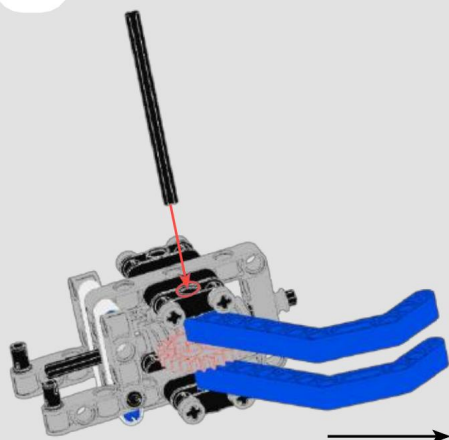
25



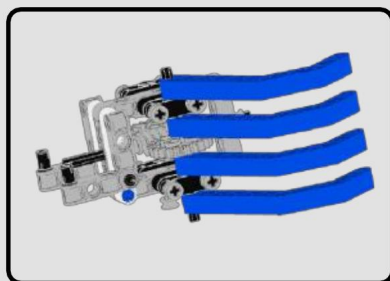
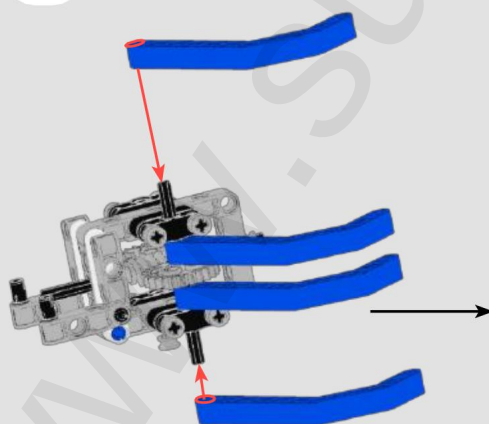
26

1:1

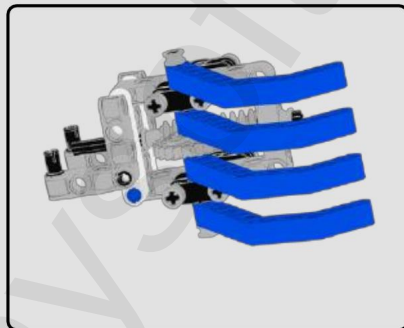
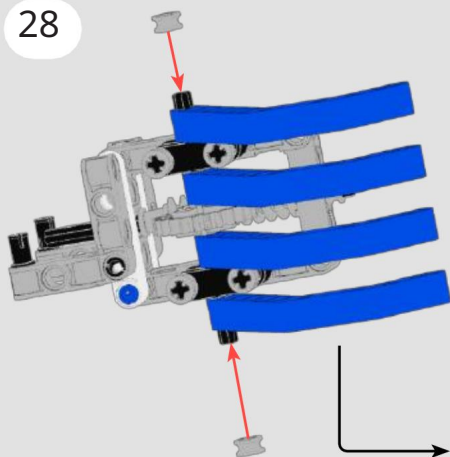
Axa 8H



27



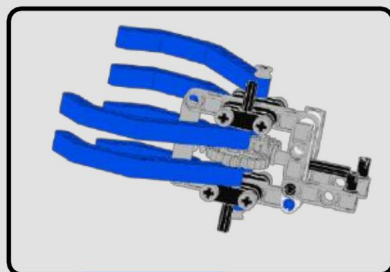
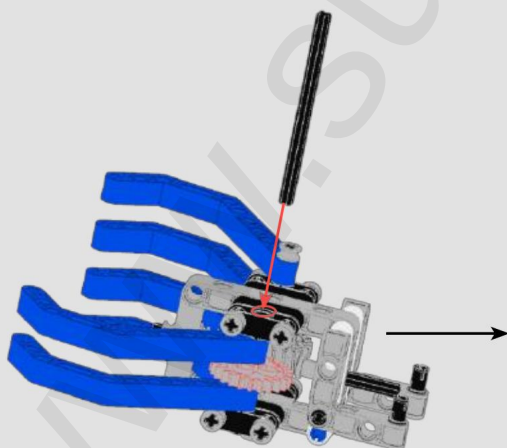
28



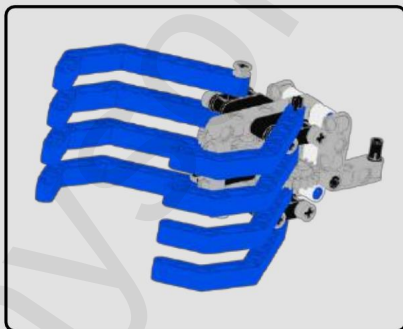
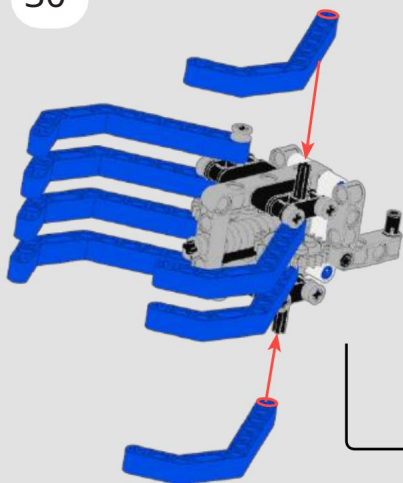
29

1:1

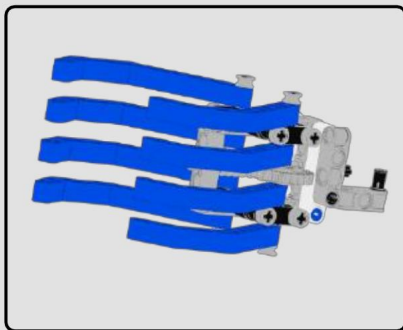
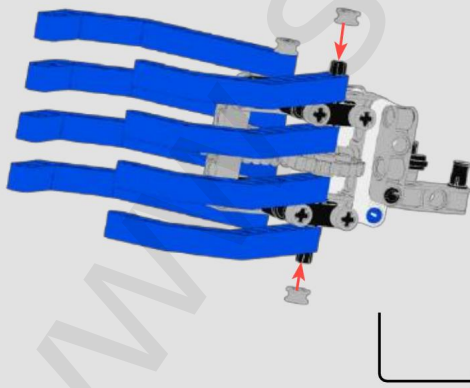
Axa 8H



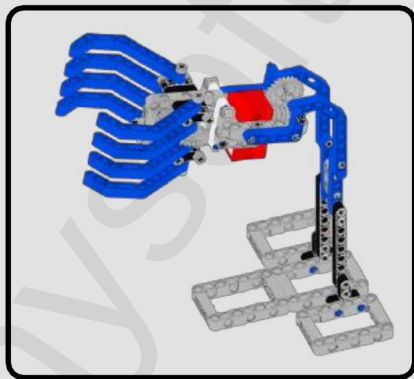
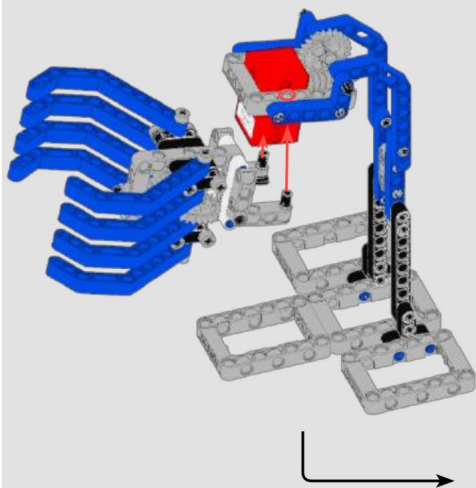
30



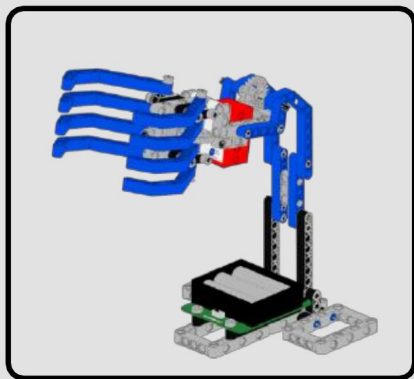
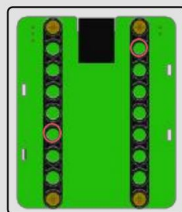
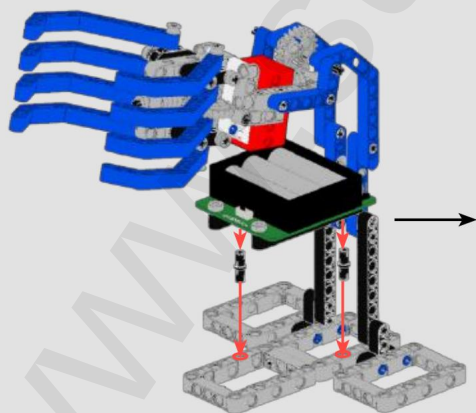
31



32



33



Felicitări pentru finalizarea acestui proiect!

Ești nerăbdător să te joci cu el?
folosind aplicația mobilă avishkaar?



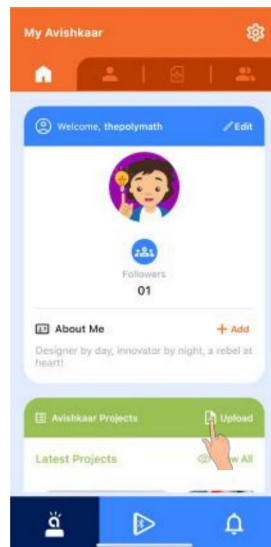
.....

Împărtășește-ți creația lumii și câștigă insigna de nivel 1 „Scratch the Surface”.

Încărcați fotografiile sau videoclipuri ale proiectului dvs. folosind secțiunea proiecte din aplicația Avishkaar și obțineți prima insignă. Niveluri „Scratch the Surface”.

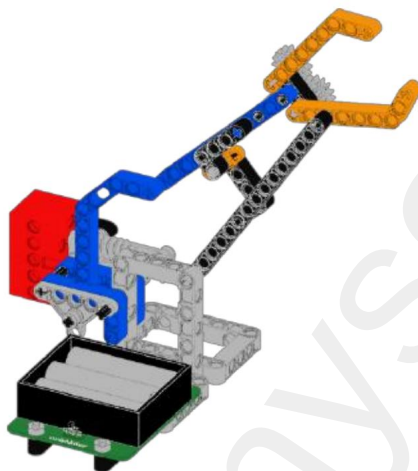
Puteți vizualiza toate insignele colectate vizualizați în secțiunea realizări a profilului dvs. la site-ul web www.avishkaar.cc.

Explorați toate celelalte insigne pe care le puteți Adună-le pe toate și câștigă-le pe toate!



Proiectul 2: MEX Cyber Claw

Să construim!



Lucruri de care avem nevoie



fascicul
15H
x1



11H
Grinda x1



3H
Grinda x1



fascicul 7H
la L x2



Grinda L 1Cx4H x 3



2Cx10H
Grinda dublă îndoită
x 1



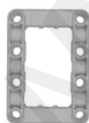
2C x 7H
Simplu
îndoire
grindă
x2



5H grindă în T x 1



2Cx1H
grindă subțire
x 1



Deschis
centru
x3



2C x 5H
Triunghi
x2



unelte
melcate -
mare x 1



Pinion 16T x2



Pinion 24T x1



Umplere axă - mare x 5



Umplere axă - mică x9

1Cx1H
Conector vertical x 2

Axa 3H x3

Remediu
7H x1Remediu
8H x3

Pin din mijloc - negru x9



Pin mediu - gri x 1



Știftul axei centrale - albastru x 2



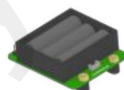
Percutor galben x 1



Pin lung - albastru x3



MEX Big DC Motor x1



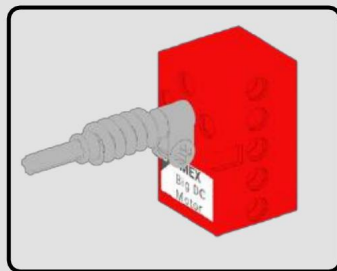
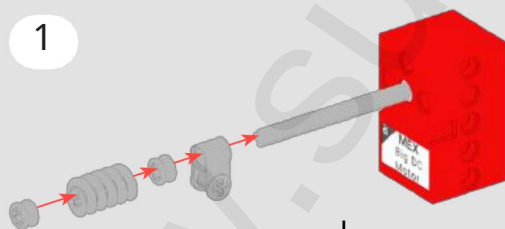
Avishkaar MEXCore x1

Pași

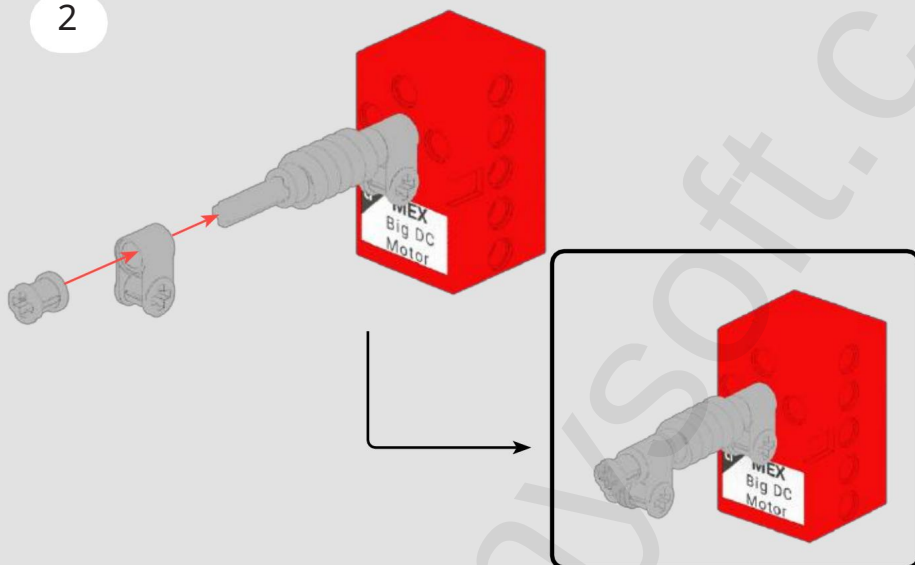
1

1:1

Axa 7H



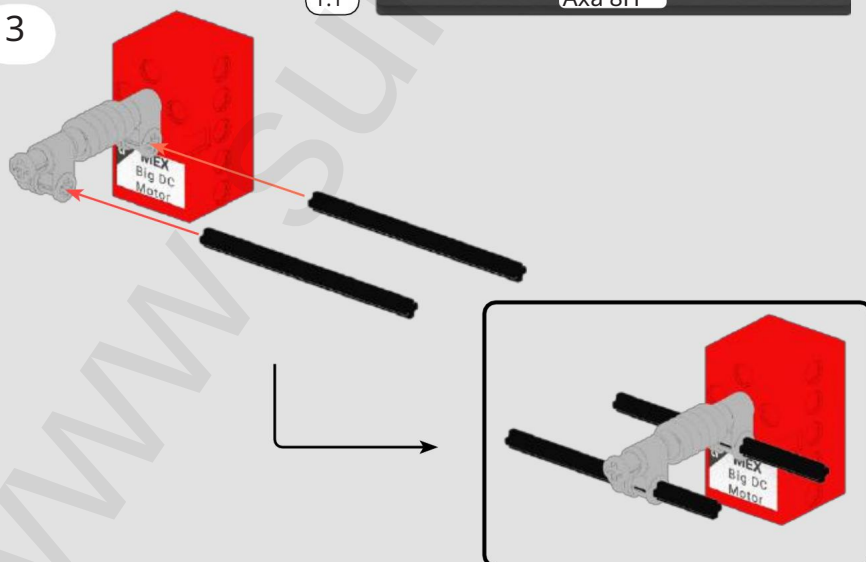
2



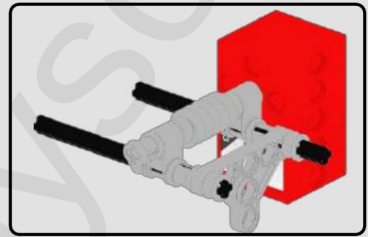
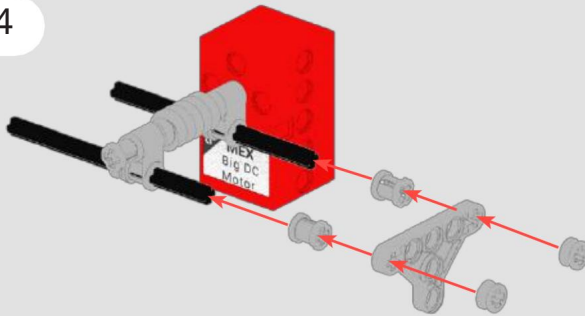
3

1:1

Axa 8H



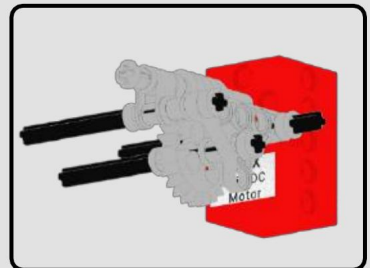
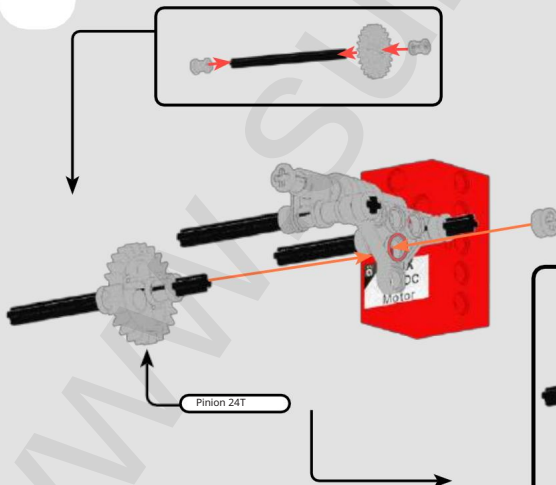
4



5

1:1

Axa 8H

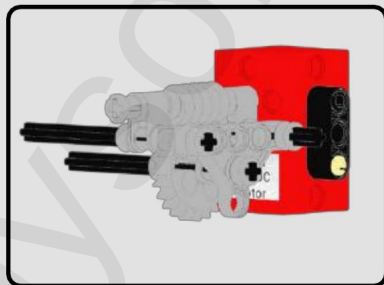
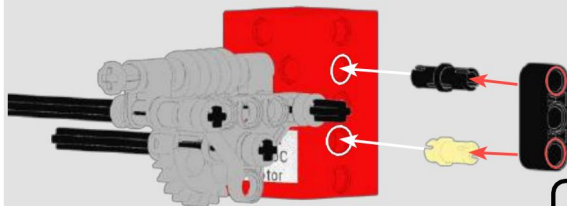


6

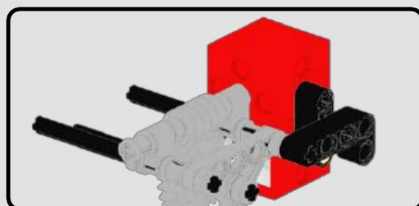
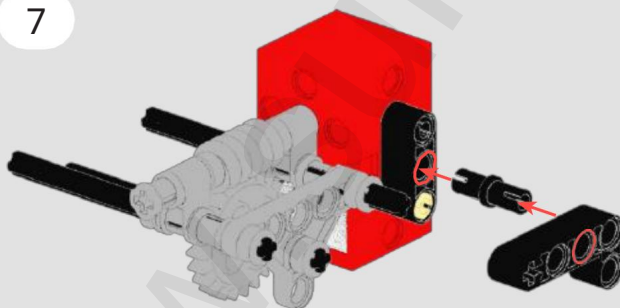
1:1



Pin scurt galben



7



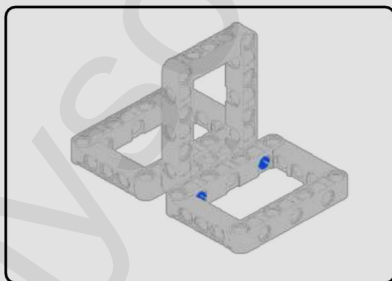
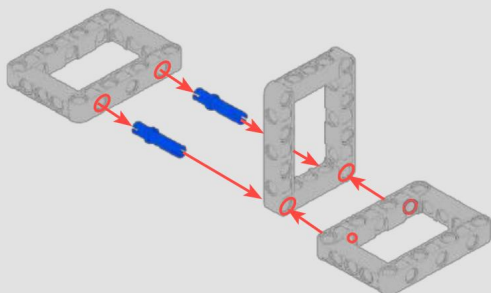
8

Să creăm o structură de bază.

1:1



Pin lung albastru

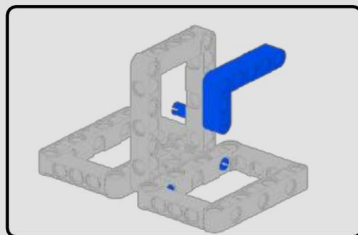
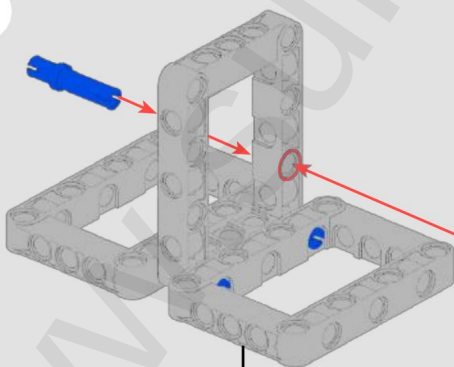


9

1:1

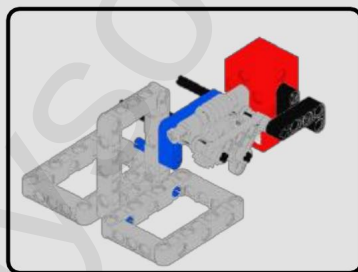
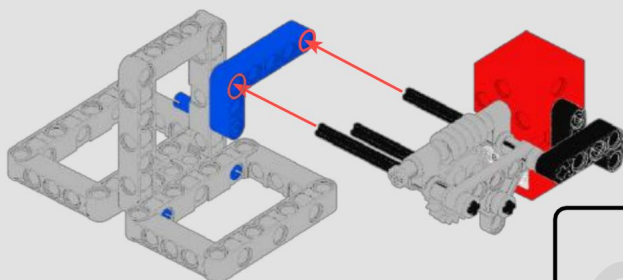


Pin lung albastru

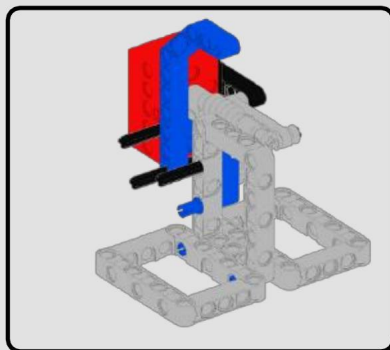
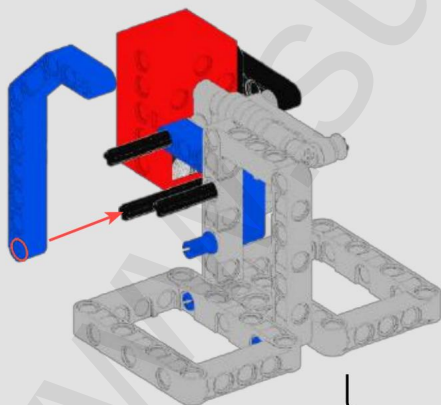


10

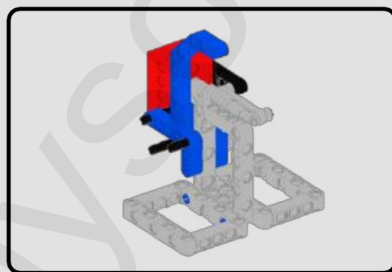
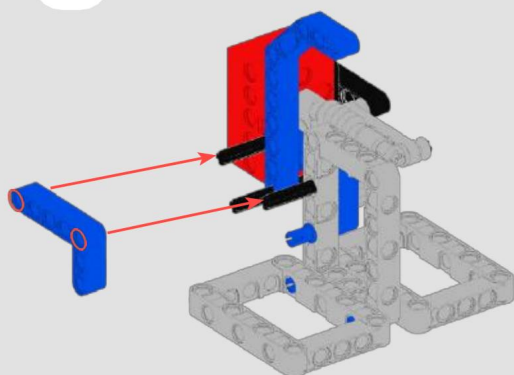
Vom asambla structura de bază și motorul mecanic.



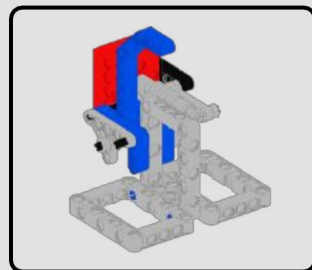
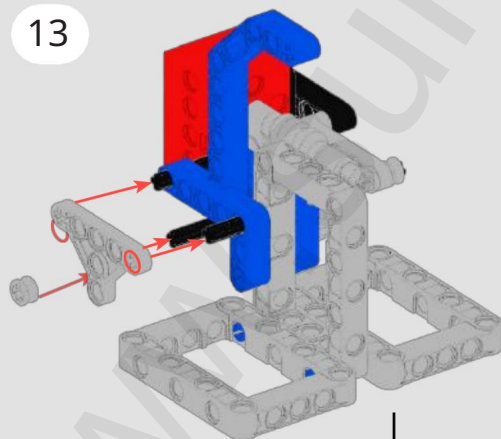
11



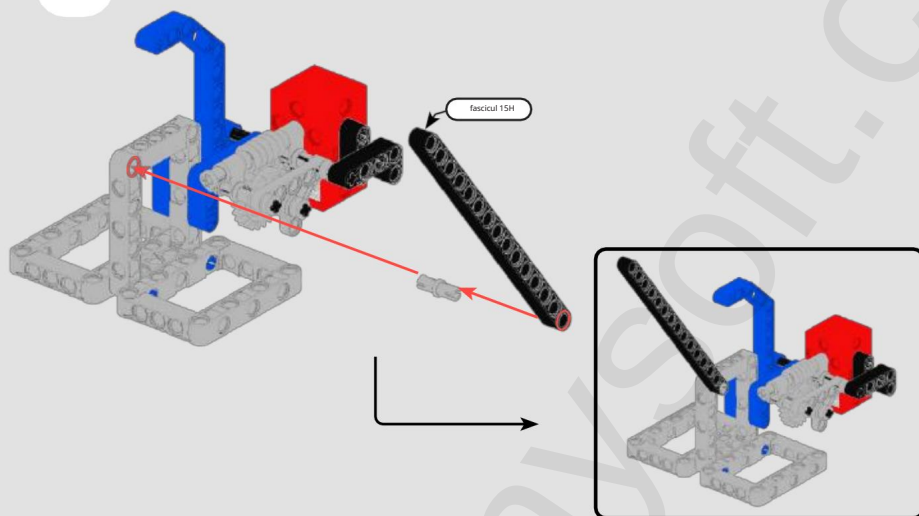
12



13

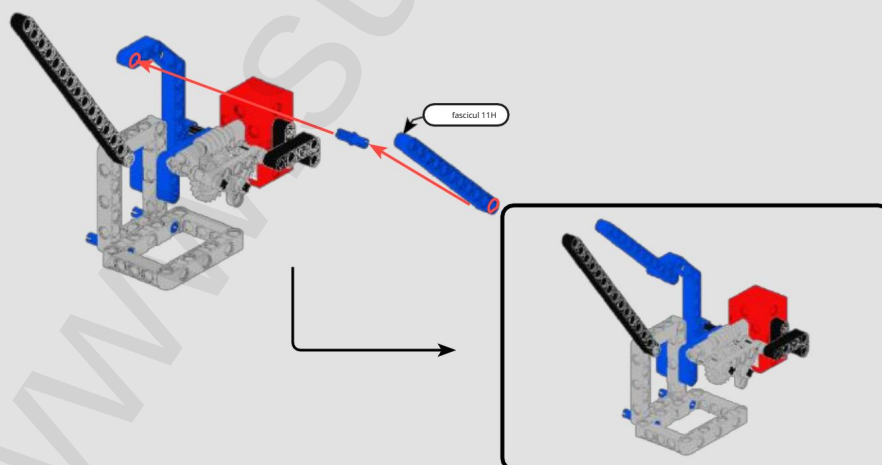


14

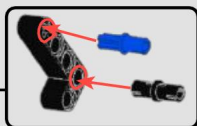


15

1:1
Axul central albastru



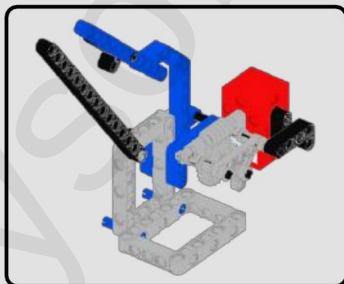
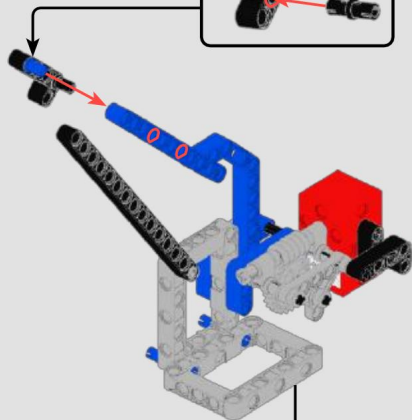
16



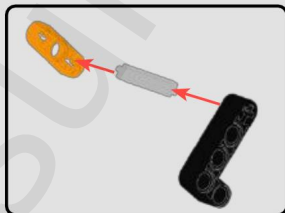
1:1



Axul central albastru



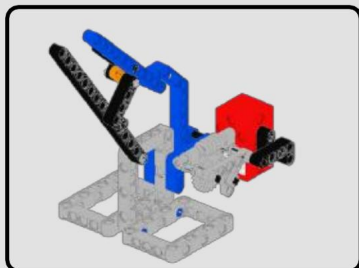
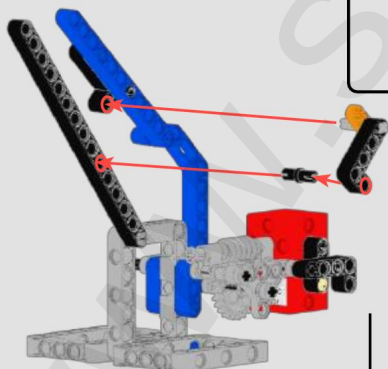
17



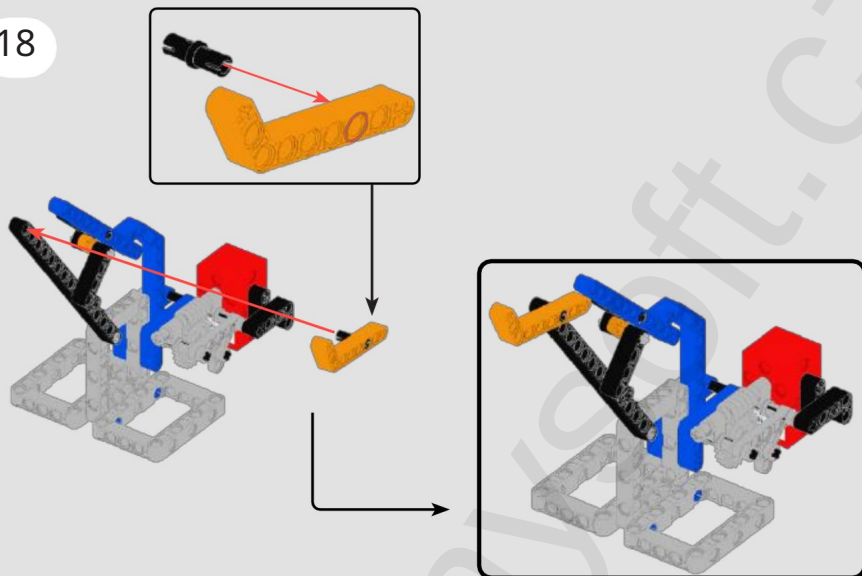
1:1



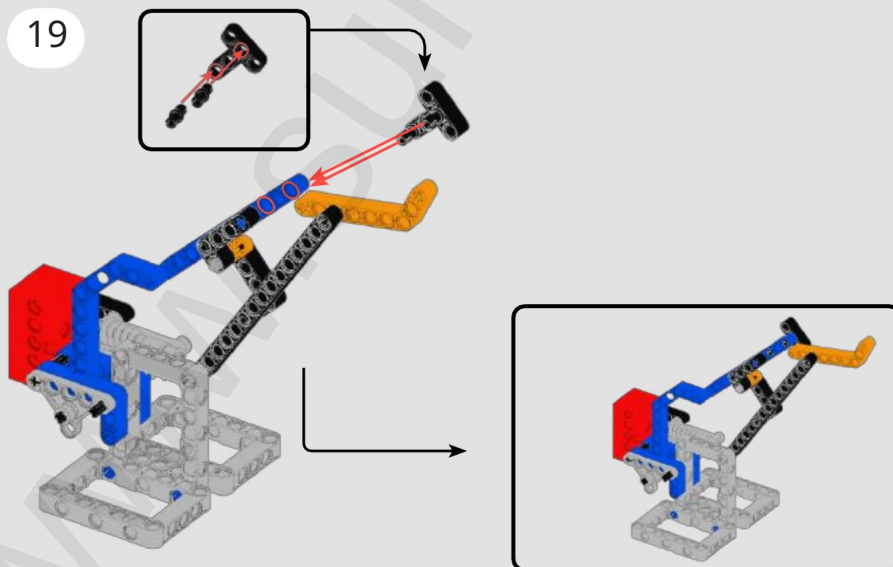
Axa 3H



18



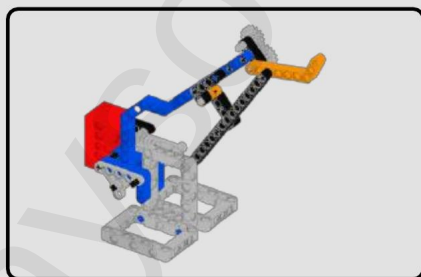
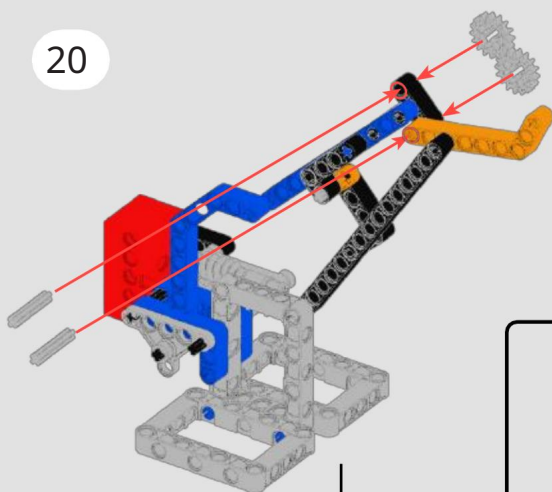
19



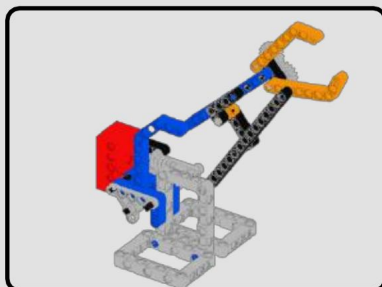
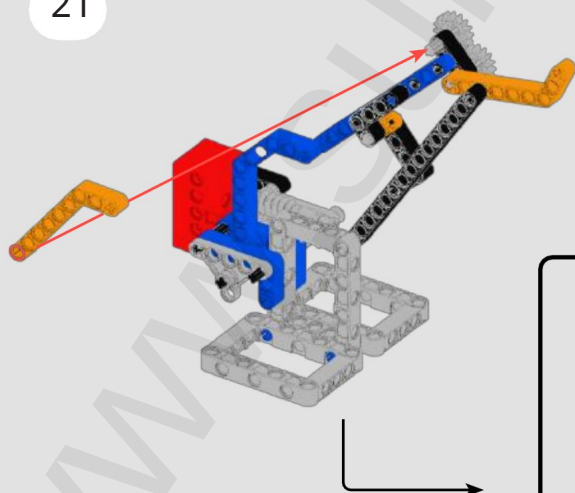
20

1:1

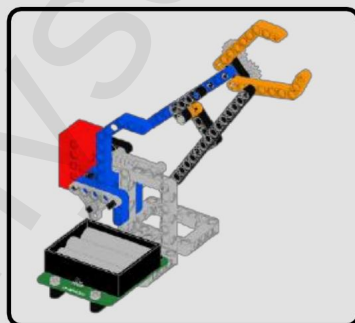
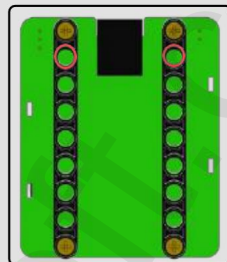
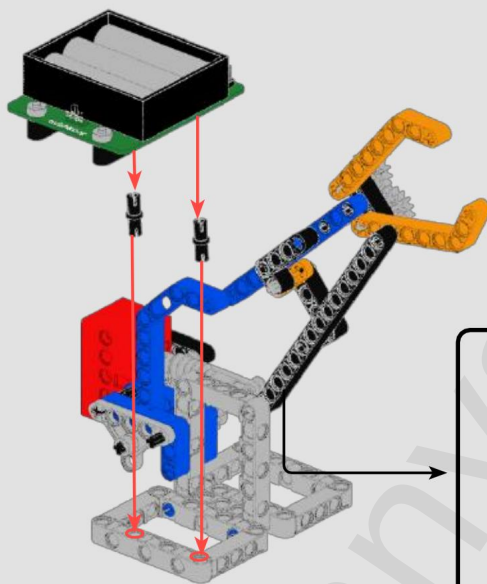
Axa 3H



21



22



Felicitări pentru finalizarea acestui proiect!

Ești nerăbdător să te joci cu el?
folosind aplicația mobilă avishkaar?

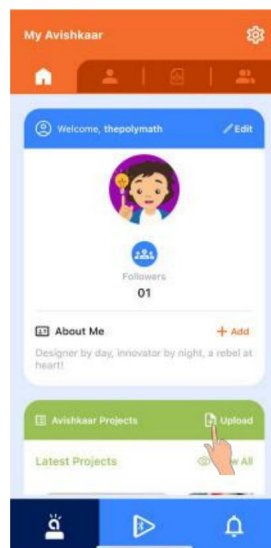


Împărtășește-ți creația lumii și câștigă o insignă de Nivel 2 „Zgâriește suprafața”

Încărcați fotografiile sau videoclipuri ale proiectului dvs. folosind secțiunea de proiecte din aplicația Avishkaar și treceți la Obținerea insigna „Scratch the Surface” de nivel 2.

Puteți vizualiza toate insignele colectate vizualizând în secțiunea realizări a profilului dvs. la site-ul web www.avishkaar.cc.

Explorați toate celelalte insigne pe care le puteți Adună-le pe toate și câștigă-le pe toate!



Proiectul 3: MEX Robo Lift

Să construim!



Lucruri de care avem nevoie



fascicul
15H
x1



Fascicul 13H x 1



Fascicul 11H x 1



9H
Grinda
x 2



fascicul
7H
x 4



7H fascicul în L
x
5



Fascicul L 1Cx4H
x 1



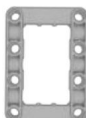
2C x 10 H
Îndoire dublă
grindă
x 1



2C x 7H
Simplu
îndoire
grindă
x2



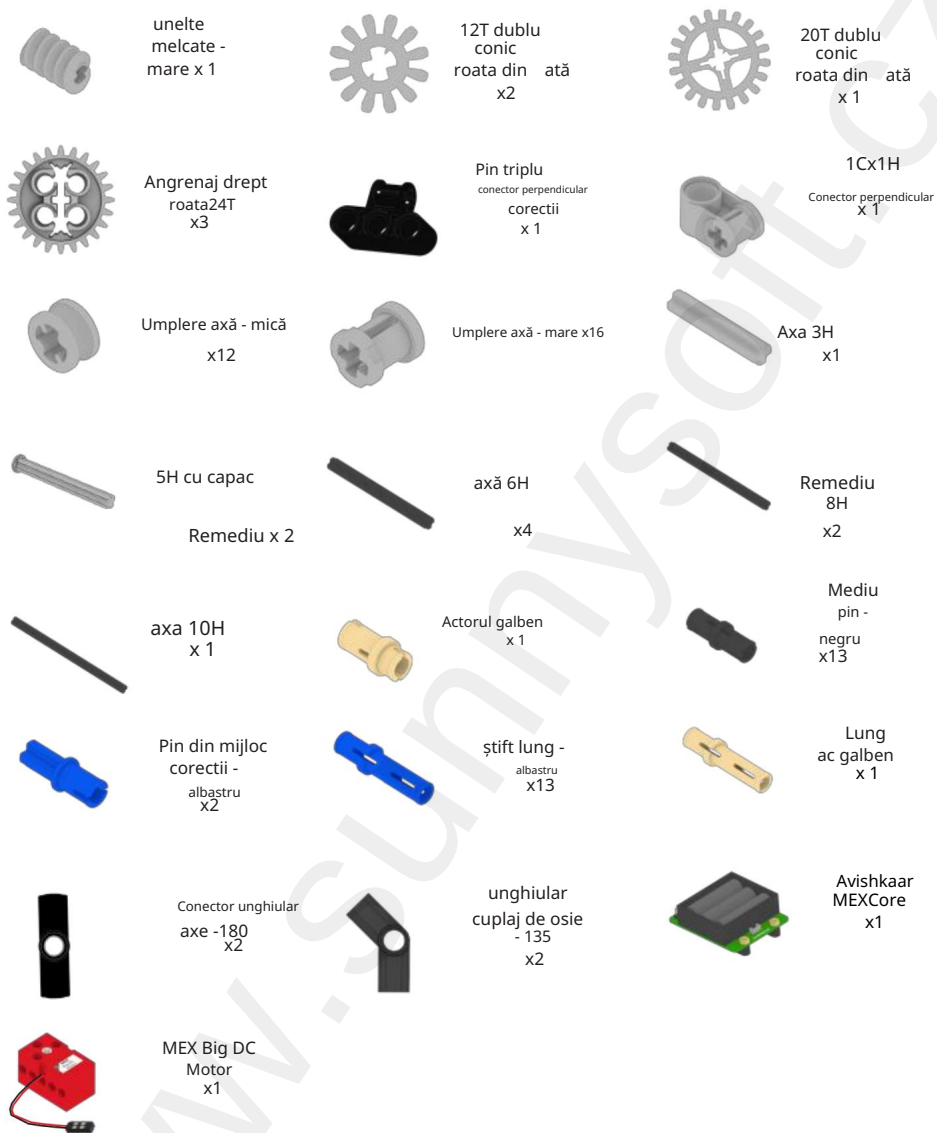
Conector L perpendicular 4 x 4
x 1



Deschis
centru
x4



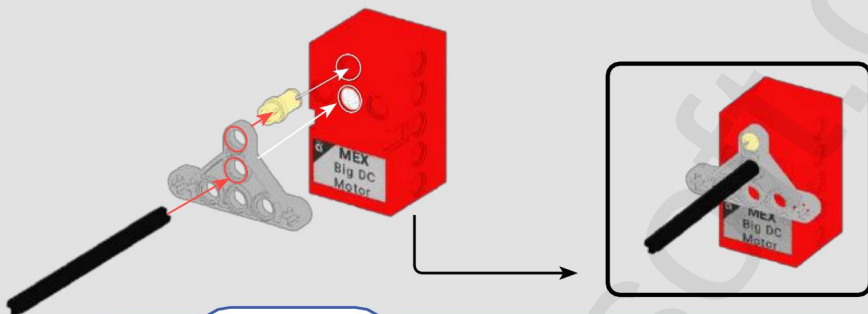
2C x 5H
Triunghi
x2



1

1:1

Axa 8H



Sfat de asamblare



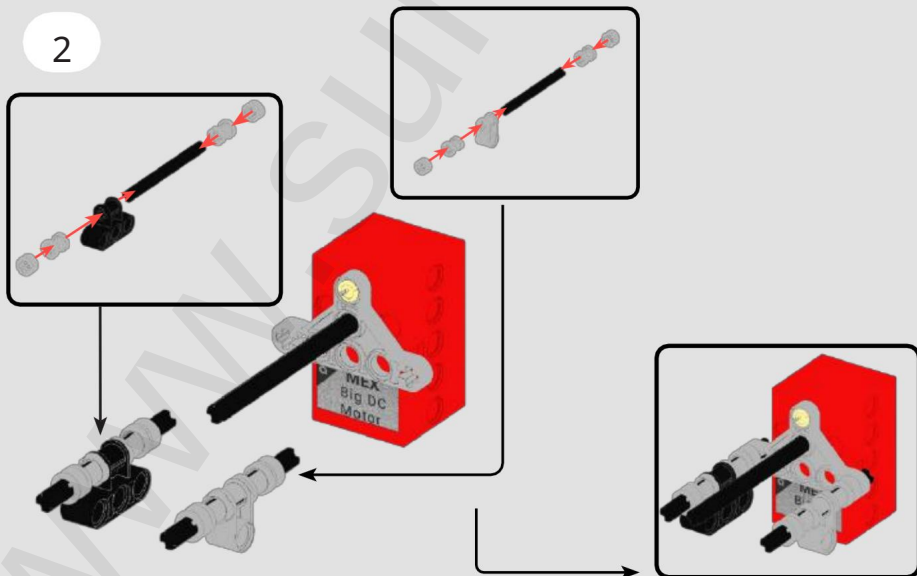
Ace scurte galbene pot fi puțin complicate! Aveți grijă când le folosiți. Se rupe ușor. Și pot greși, de asemenea eliminați - cereți un părinte sau un adult să vă ajute să le eliminați îndepărtat în siguranță.



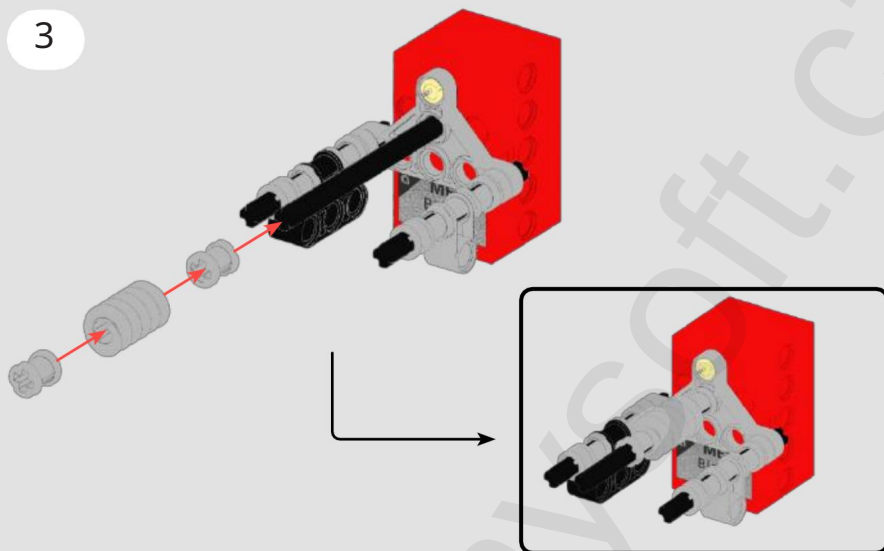
1:1

axă 6H

2



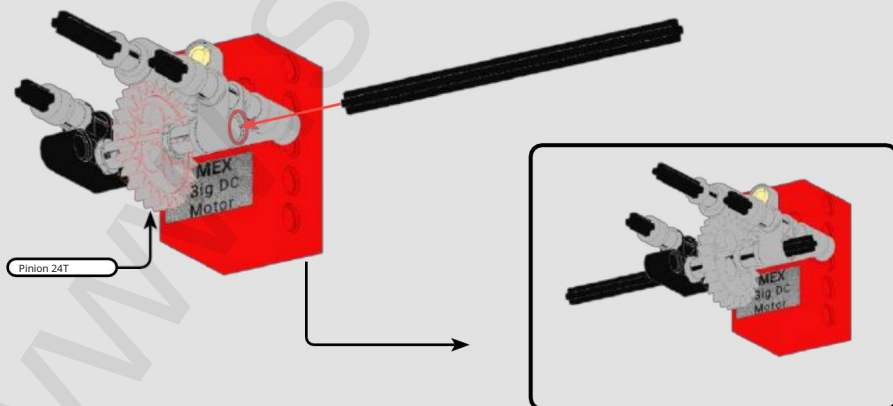
3

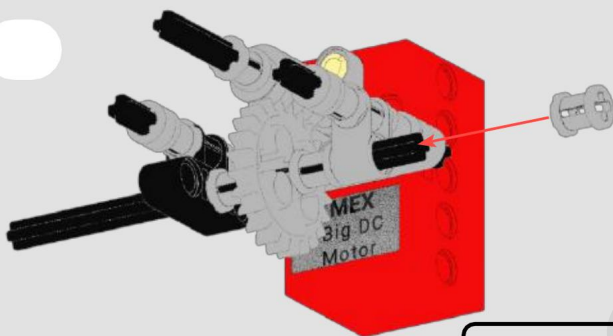


4

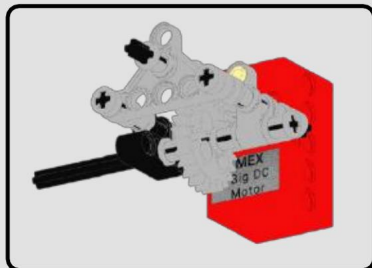
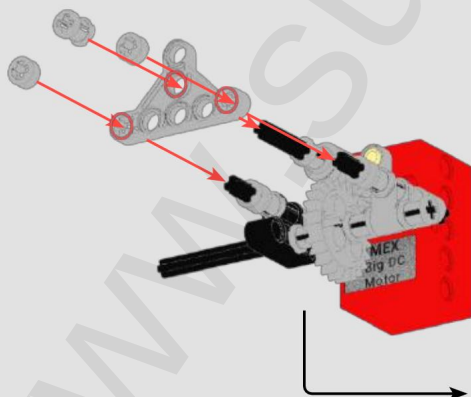
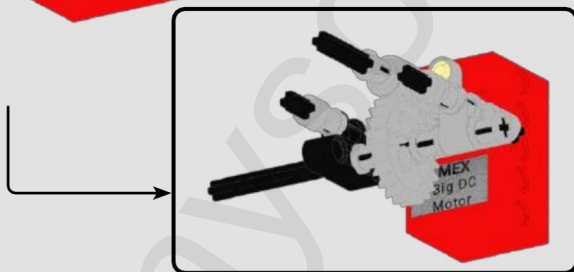
1:1

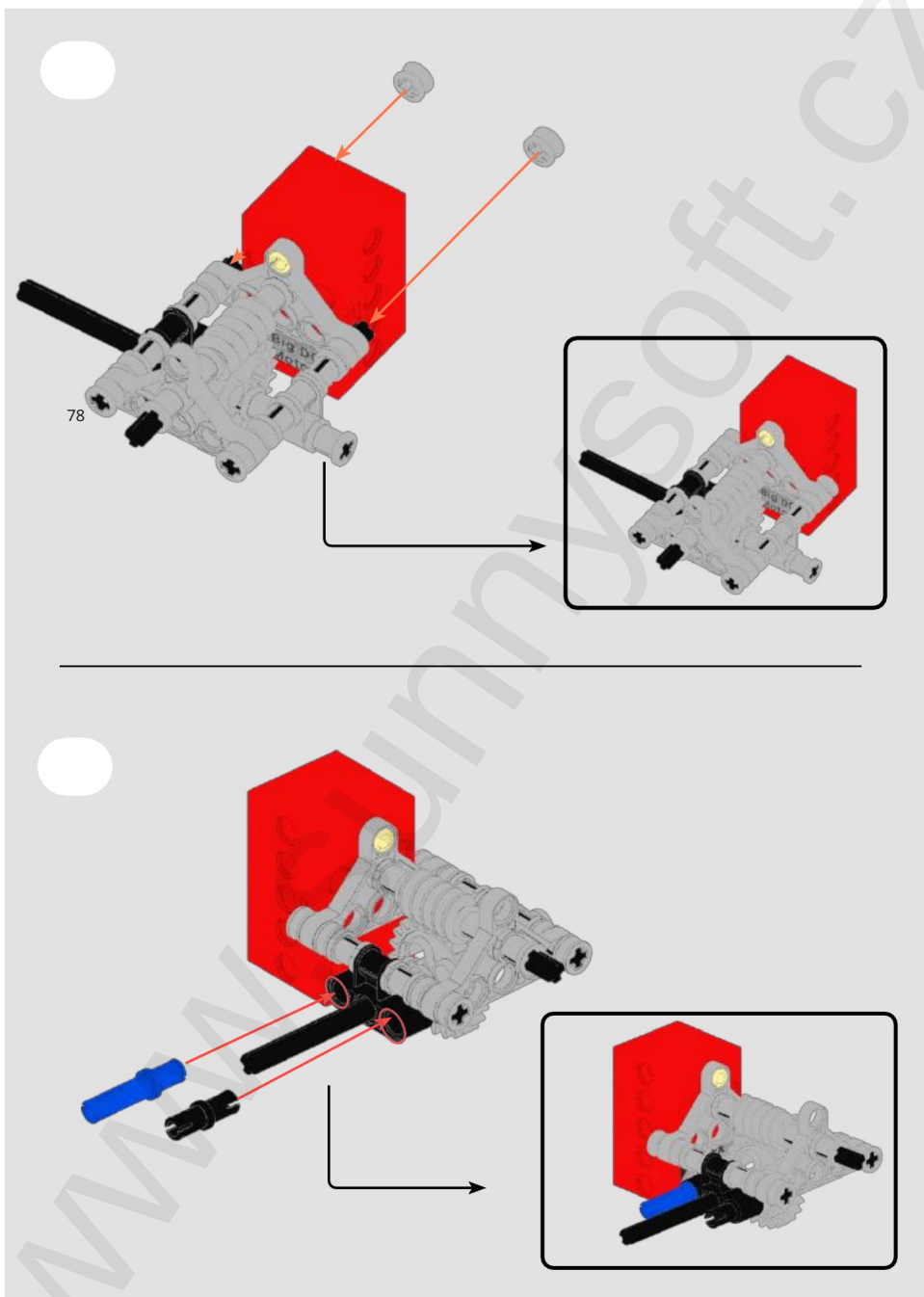
axa 10H





56

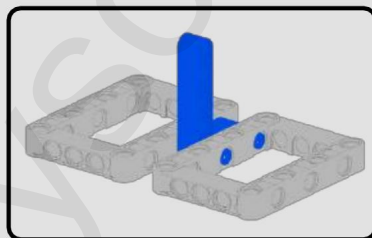
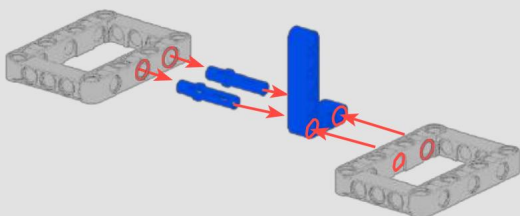




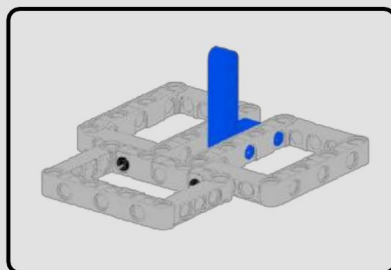
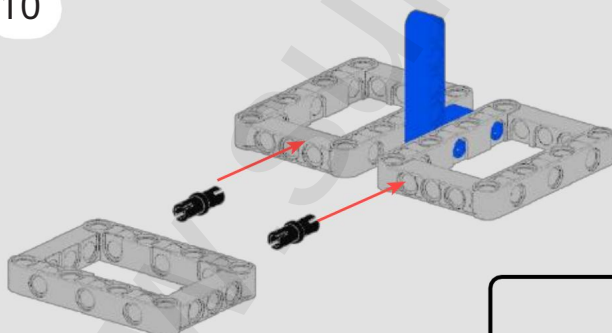
9

Să creăm o structură de bază.

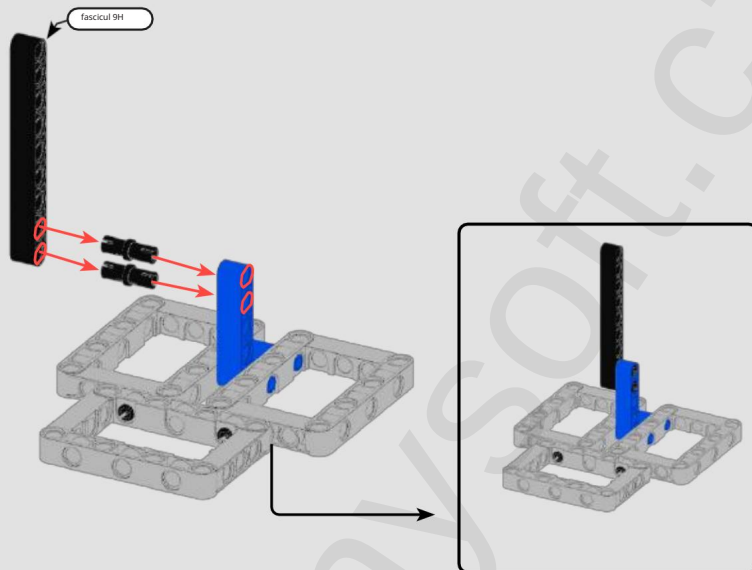
1:1



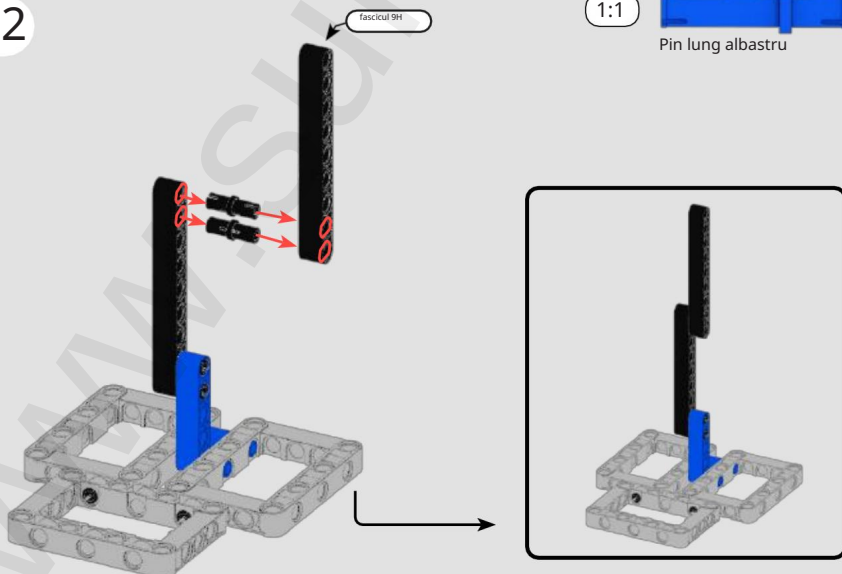
10



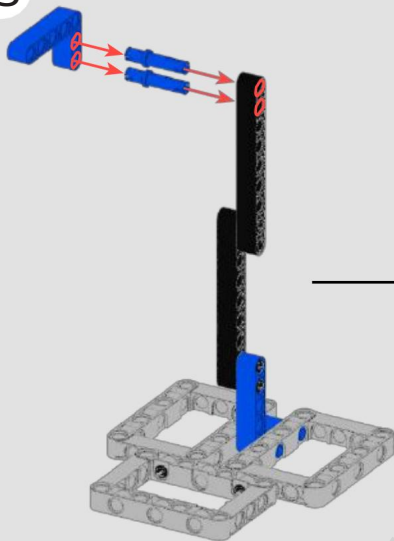
11



12



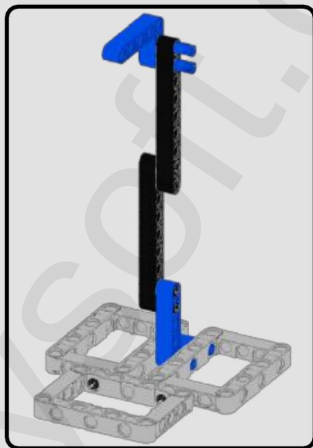
13



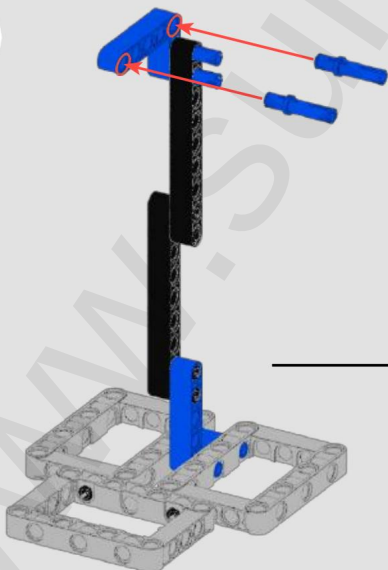
1:1



Pin lung albastru



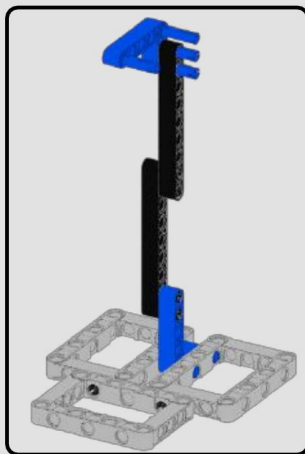
14



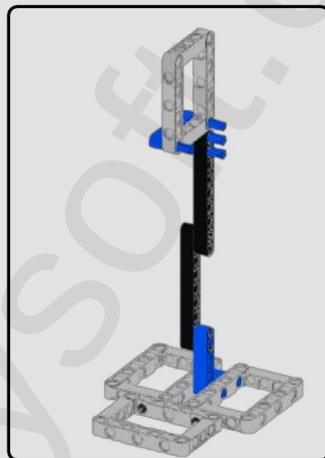
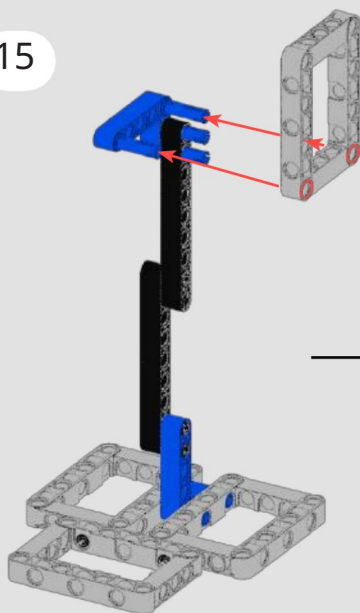
1:1



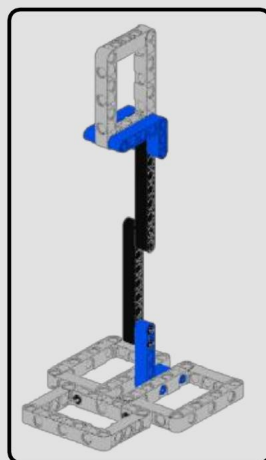
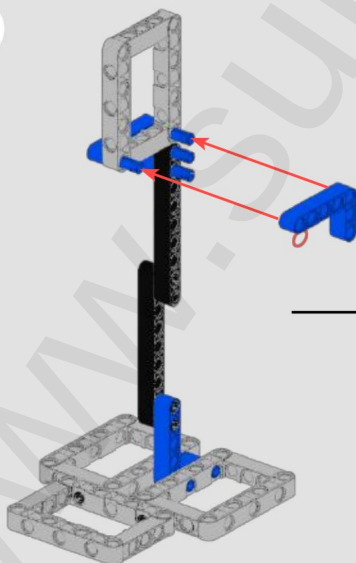
Pin lung albastru



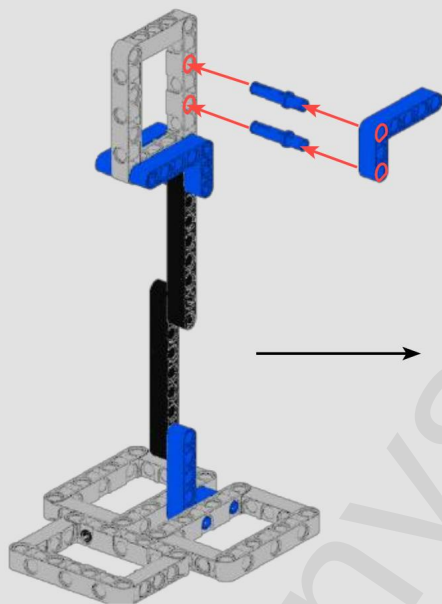
15



16



17



1:1



Pin lung albastru



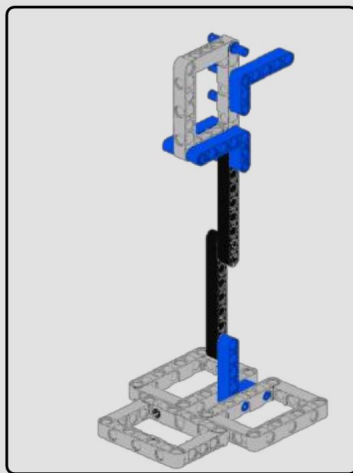
18



1:1

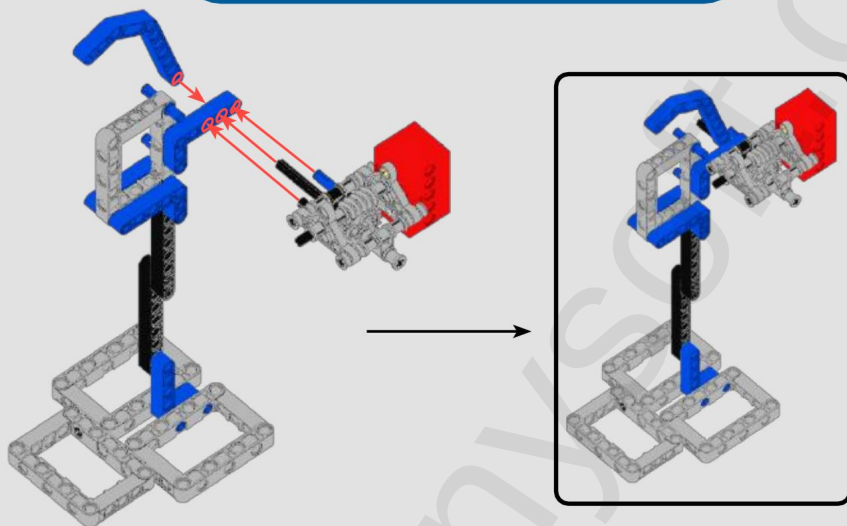


Pin lung albastru

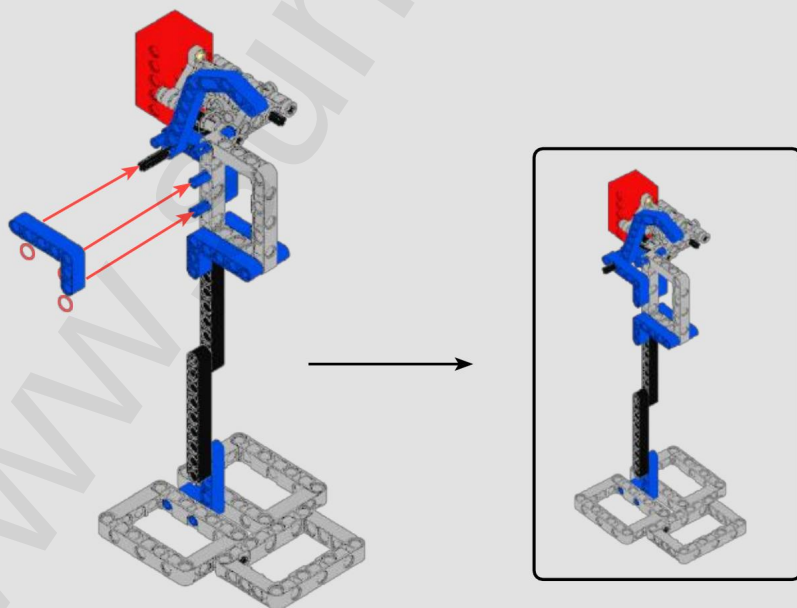


19

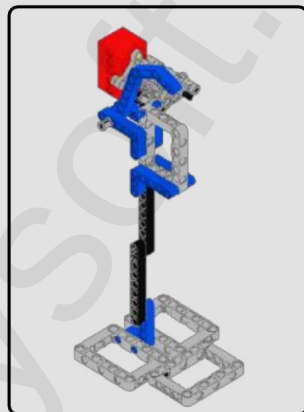
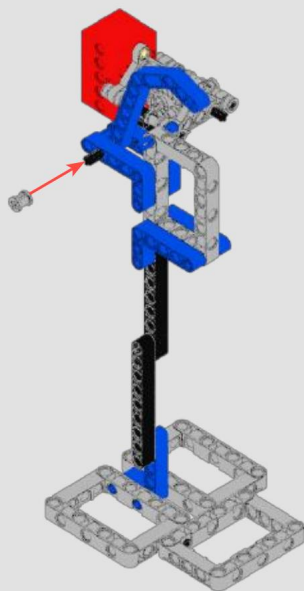
Vom asambla structura de bază și motorul
mecanism.



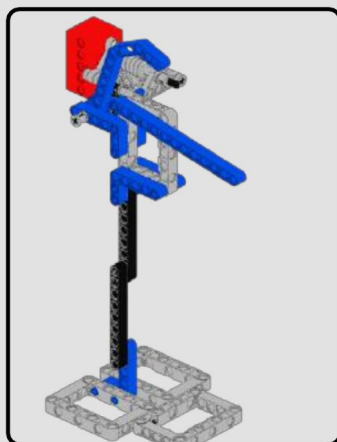
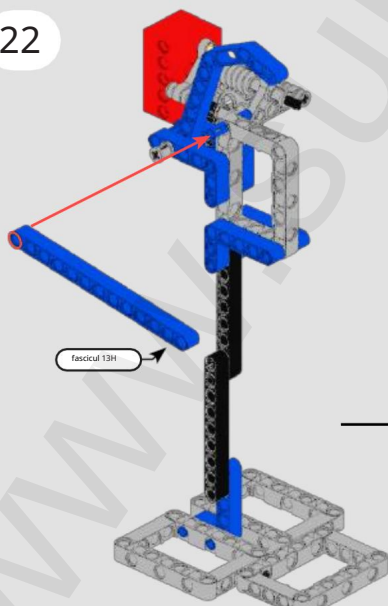
20



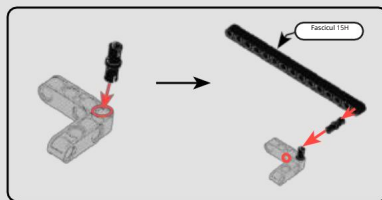
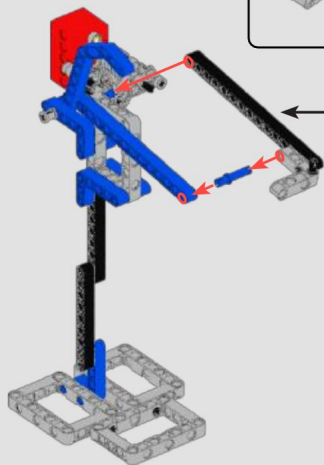
21



22



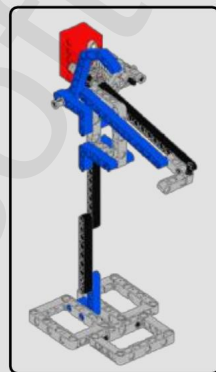
23



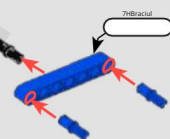
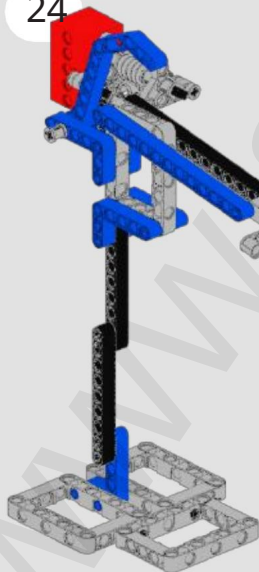
1:1



Pin lung albastru



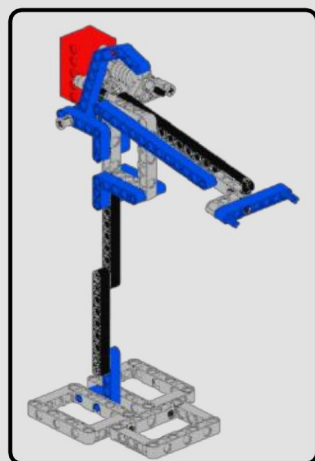
24



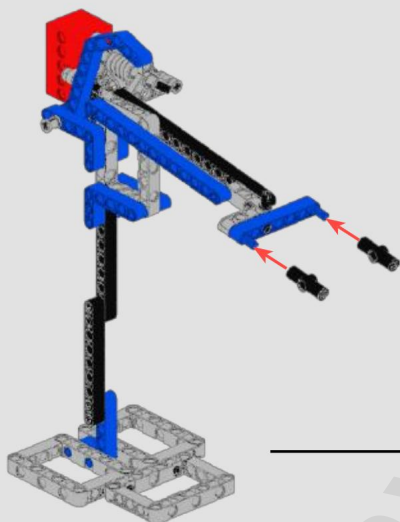
1:1



Axul central albastru



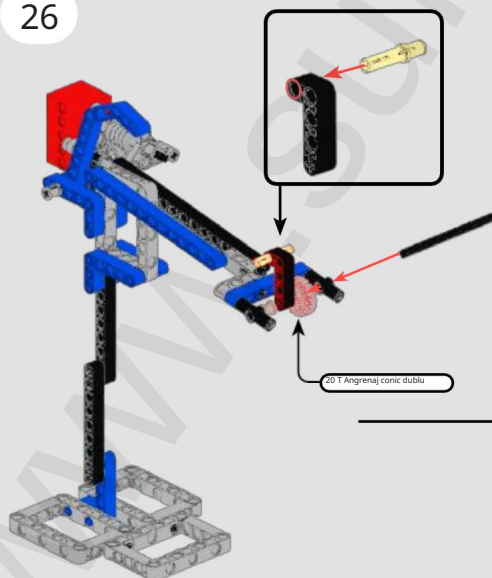
25



1:1

Axa 8H

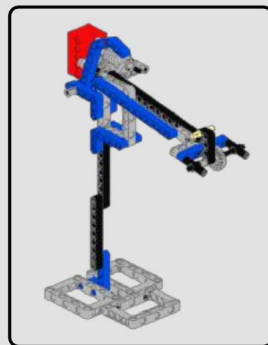
26



1:1



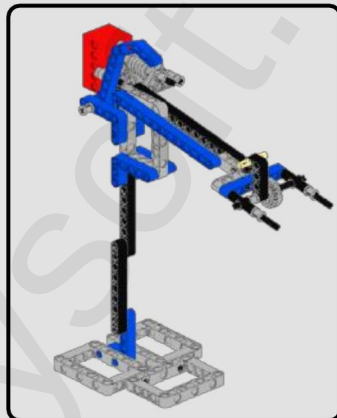
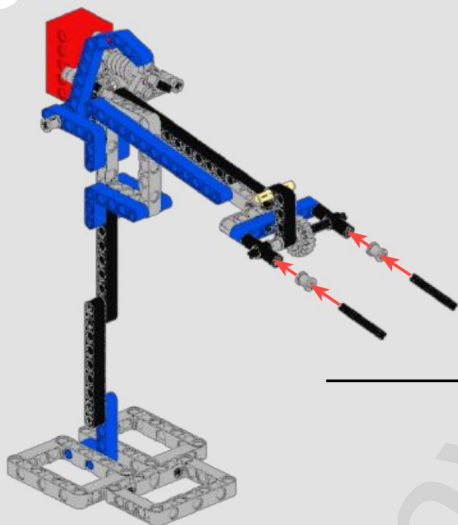
Cuie lungă galbenă



27

1:1

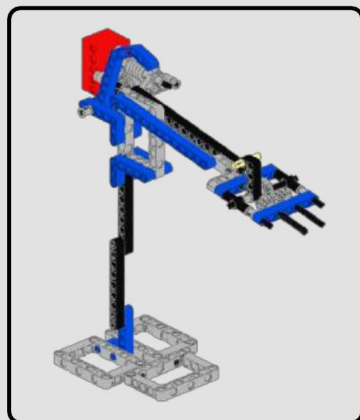
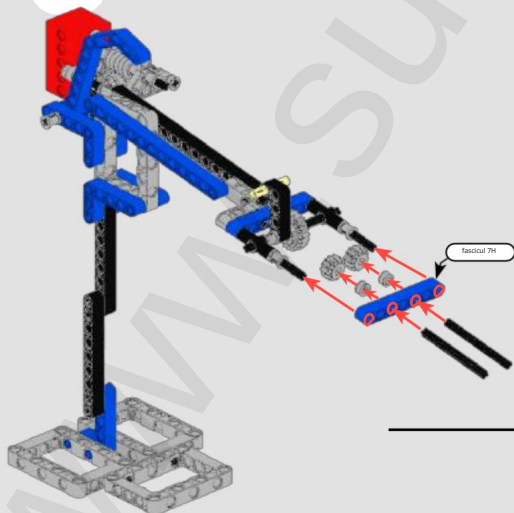
axă 4H



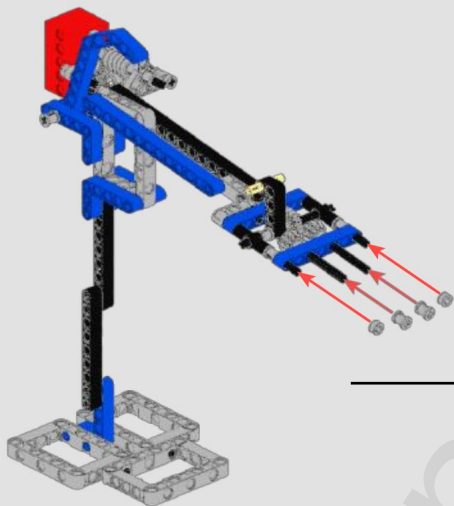
1:1

axă 6H

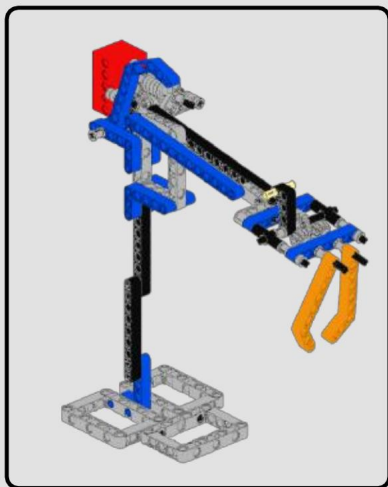
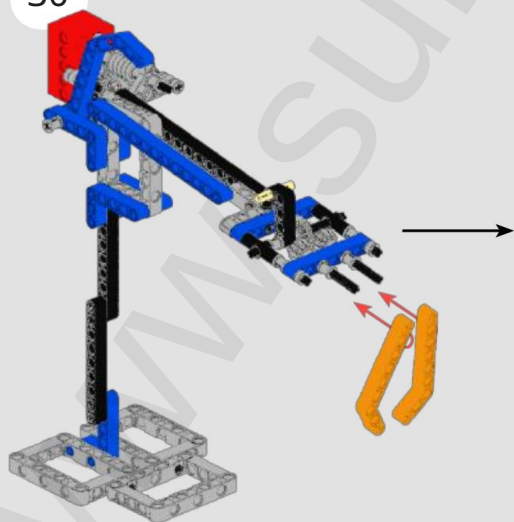
28



29



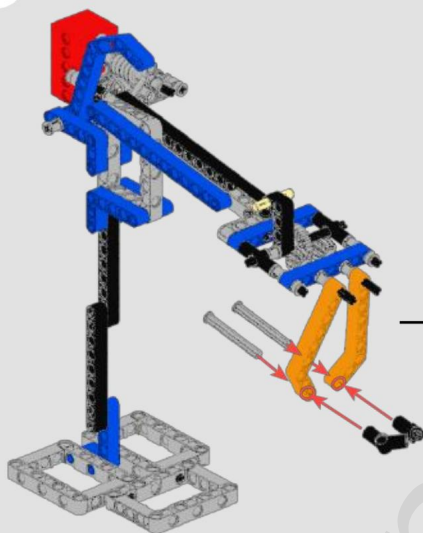
30



31

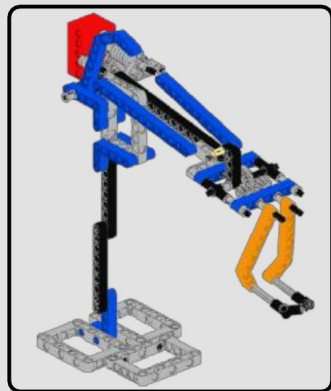
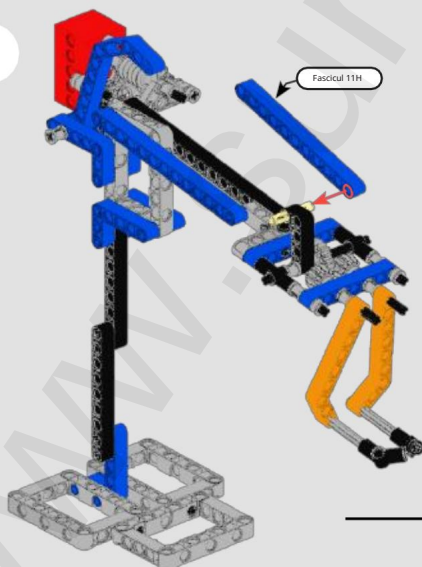
1:1

Axa 5H cu blocare

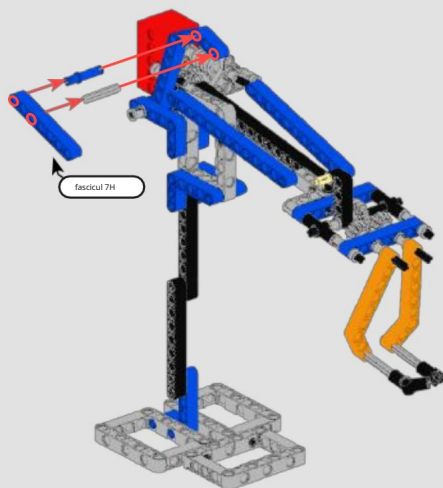


32

Fascicul 11H



33

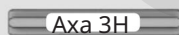


1:1

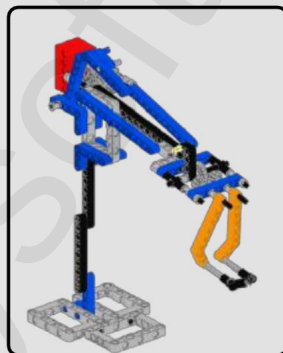


Pin lung albastru

1:1



Axa 3H



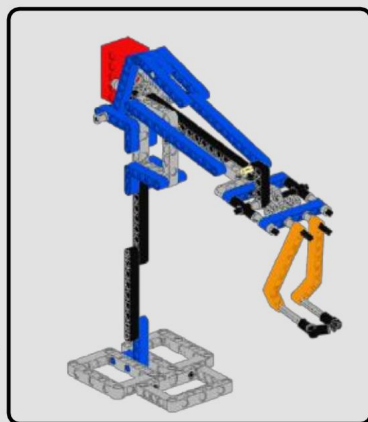
34

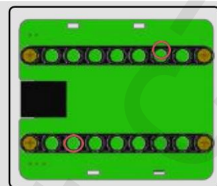
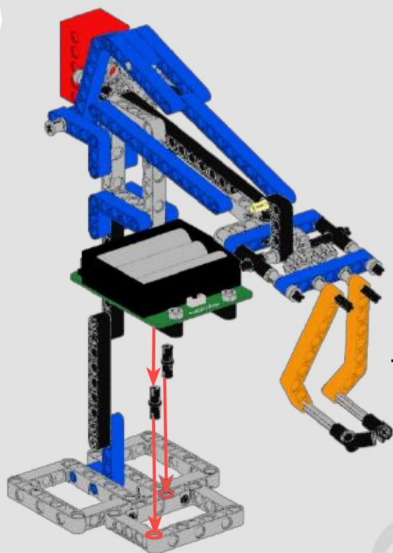


1:1

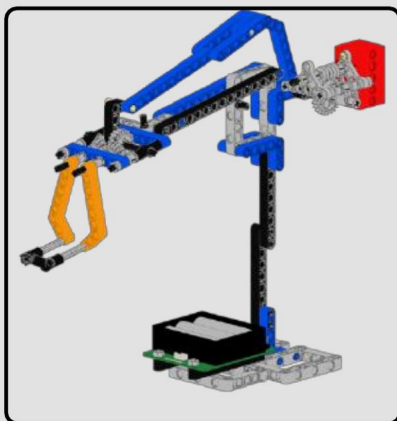
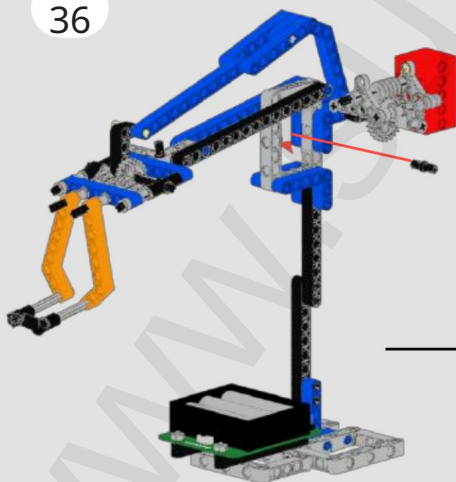


Pin lung albastru





36



Felicitări pentru finalizarea acestui proiect!

Esti nerăbdător să te joci cu el?
folosind aplicația mobilă avishkaar?

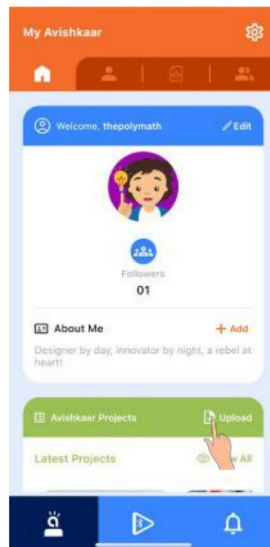


Împărtășește-ți creația lumii și câștigă o insignă de nivel 3 „Zgâriește suprafața”

Încărcați fotografii sau videoclipuri ale proiectului dvs. folosind secțiunea proiecte din aplicația Avishkaar și câștigați o insignă 3. Niveluri „Scratch the Surface”.

Puteți vizualiza toate insignele colectate vizualizați în secțiunea realizări a profilului dvs. la site-ul web www.avishkaar.cc.

Explorați toate celelalte insigne pe care le puteți
Adună-le pe toate și câștigă-le pe toate!



Ai probleme?

Suportul nostru tehnic vă este disponibil în aceste perioade -

De luni până sâmbătă: 9:00 a.m. - 8:00 p.m.

Duminică și a 3-a sâmbătă: 9:00 a.m. - 6:00 p.m.



Probleme de software



Probleme de utilizare



Probleme hardware

Scanați codul QR pentru a contacta asistența.



support@avishkaar.cc

+91-8506931515

Furnizor/Distributor

Sunnysoft sro

Kovanecka 2390/1a

190 00 Praga 9

Republica Cehă

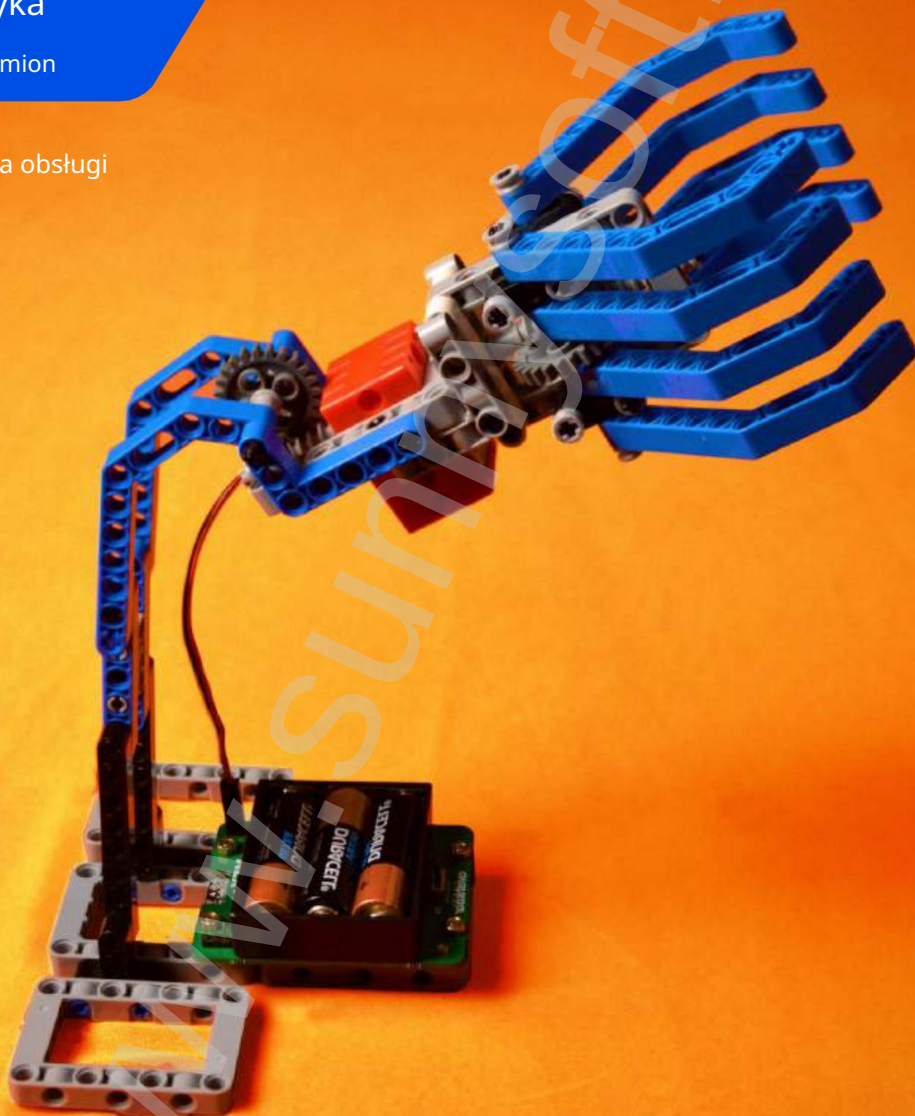
www.sunnysoft.cz

MEX

Robotyka

Zestaw ramion

Instrukcja obsługi



Wykorzystaj w pełni swój zestaw

Wprowadzać innowacje



Składanie przysięgi innowatora

Złóż Przysięgę Innowatora wymienioną poniżej na stronie 6 i zrozum co oznacza bycie innowatorem.



Naucz się korzystać z instrukcji/ filmów

Postępuj zgodnie ze szczegółowymi instrukcjami w instrukcja i nauka z zestawem budować ciekawe roboty.



Montaż, kodowanie i zarządzanie

Buduj innowacyjne projekty korzystanie z zestawu i sterowania roboty korzystające ze zdalnego sterowania Piloty zdalnego sterowania Avishkaar i kod za pomocą aplikacji Avishkaar Maker Studio.



Udział



Wygrać



Dołącz do nas

Avishkaar

Dołącz do naszej społeczności na FB – połącz się z innowatorami i uzyskaj najnowsze informacje o webinarach.



Prześlij
projekty

Prześlij projekty na www.avishkaar.cc

i udostępnij je innowatorów na całym świecie.



Międzynarodowy
konkursy

Bierz udział w cotygodniowych, miesięcznych i rocznych konkursach i zdobyć sławę na całym świecie.



Przysięga innowatora

Złóż deklarację innowatora poniżej i zobowiąż się do poświęcenia całego życia na innowację i rozwiązywanie problemów. Udostępnij zdjęcie na społeczności FB Let's Avishkaar.

Uroczystie przysięgam, że gdy już wyruszę w podróż innowacji, nie poddam się, dopóki moja innowacja, mój projekt, nie zostanie ukończony. Będę doskonalić swoje umiejętności i narzędzia i umiejętnie je wykorzystywać. Innowacja i ja będziemy nierozłączni.

Zawsze będę dzielić się swoimi innowacjami z innymi innowatorami i uczyć się od nich.

I (wpisz swoje imię)

*solemnly swear that, since I am
now on the path of innovation,
I will not give up until my
innovation, my project is ready.
I will hone my skills and tools
and use them well. Innovation
and I will be inseparable.
I will always share my
innovations with other
innovators and learn with them.*

podpis

Witamy na stronie internetowej Avishkaar

Pobierz aplikację Avishkaar

Pobierz aplikację Avishkaar, skanując poniższe kody QR:



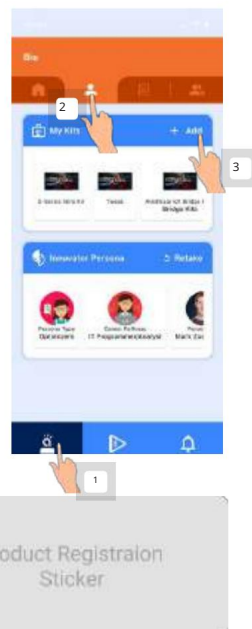
1 Utwórz konto

Otwórz aplikację i postępuj zgodnie z instrukcjami ekran służący do tworzenia konta.

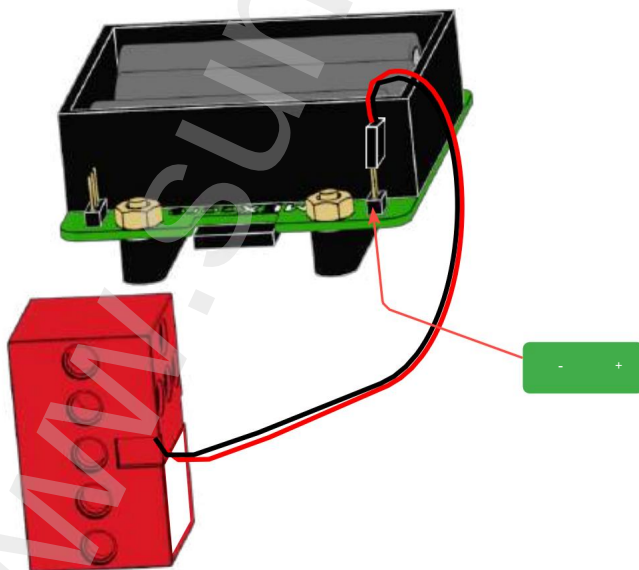
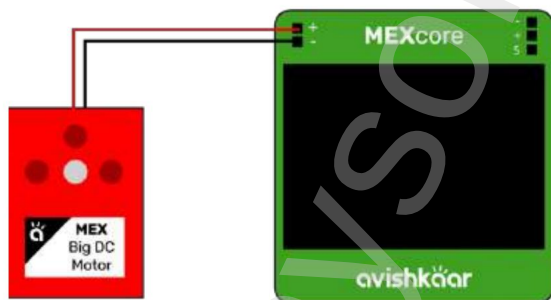


2 Zarejestruj swój zestaw

W aplikacji przejdź do sekcji „Profil” i kliknij „+”. Dodaj więcej w sekcji „Moje zestawy”, zarejestruj swoje zestawy. Ten krok jest ważny dla późniejszego sterowanie robotem.



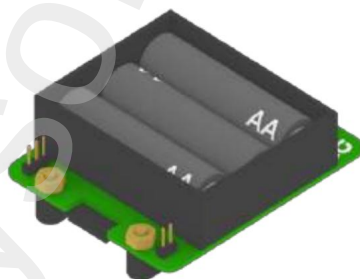
Jak podłączyć silnik do MEXcore



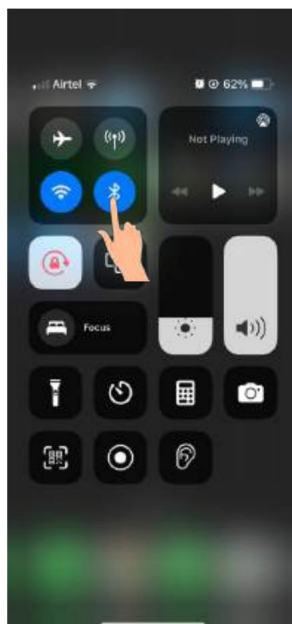
Kontrola aplikacji

- 1 Włóż baterie do MEXcore i włącz urządzenie. Zwróć uwagę, że dioda LED MEXcore miga na zielono, kolor.

Uwaga – należy używać wyłącznie baterii alkalicznych AA. (Inne rodzaje baterii mogą uszkodzić MEXcore.)



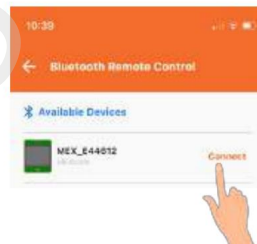
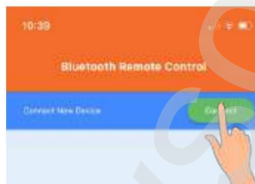
- 2 Włącz Bluetooth przez telefon.



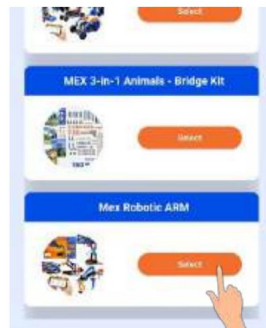
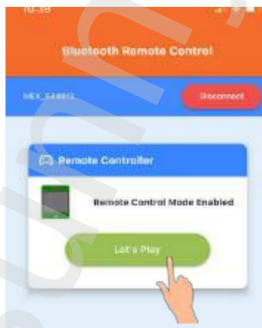
- 3 Otwórz aplikację Avishkaar i kliknij przycisk „Odtwórz” w sekcji „Strona główna”.



- 4 Kliknij na „Połącz”. Aplikacja powinna być w stanie znaleźć Twój MEXcore, jeśli jest włączona. Gdy aplikacja wykryje Twój MEXcore, kliknij „Połącz”.



- 5 Kliknij „Zagrajmy” i z menu rozwijanego wybierz „Zestaw MEX Robotics Arm”.



- 6 Otworzy się ekran pilota, umożliwiający sterowanie silnikiem.



Konfiguracja

Efekty dźwiękowe



Drążek sterowy



Kontrola sprzętu

Box 1 (elektronika)



Avishkaar
MEXCore
x1



Duży silnik prądu stałego MEX
x 1

Skrzynka 2 (Części budynku)

BELKA



Belka 15H
x 1



13 otworów
Belka x1



Belka 11H
x1



3 otwory
Belka x4



Belka 9H x2

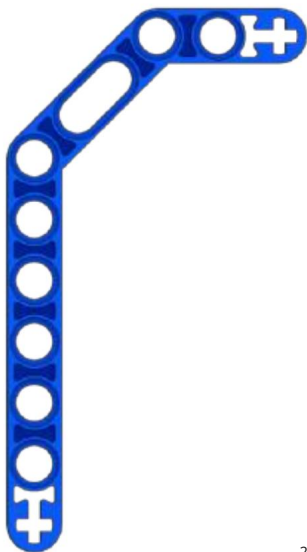


Belka 5H x2



7 otworów
Belka
x4

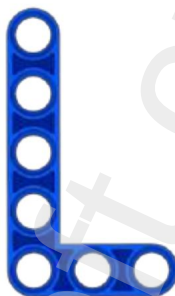
Uwaga: „H” oznacza otwory. Np. belka 15H oznacza belkę z 15 otworami.



Belka
podwójnie zgięta
2Cx10H
x 10



2C x7H Pojedyncze zagięcie x2



Belka L 7H x5



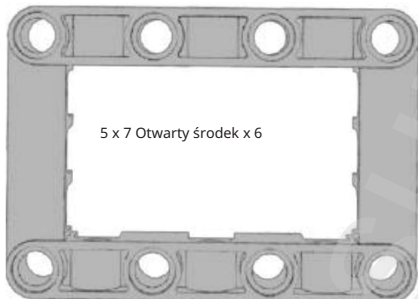
Belka kątowa 1Cx4H
x3



2Cx1H
Cienka belka
x1



Belka teowa 5H
x2



5 x 7 Otwarty środek x 6

NADZIEDZIE



Wypełniacz osi - duży x
16



Wypełniacz osi - mały x16

PRZEKŁADNIE



Zębatka 24T
x3



Zębatka
16T
x2



12T podwójna
przekładnia
stożkowa x2



Przekładnia
stożkowa
podwójna 20T
x1



Przekładnia ślimakowa -
duża x3

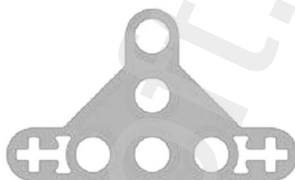
ZŁĄCZA



Łącznik L prostopadły 4 x4
x2



Złącze
3Hx4 pin x1



Trójkąt 2C x 5H
x2



1C x 1H
Złącze pionowe x2



Trójkątowe złącze osi
prostopadłe x1



Łącznik osi kątowy - 180
x2



Łącznik kątowy osi
-135 x2



2C x 1H
Prostopadły
x4

PINY



Długa szpilka niebieska x 13



Długa szpilka - żółta x1



Środkowy pin - czarny x22



Średnia szara szpilka x 2



Sworzeń osi
środkowej -
niebieski
x2

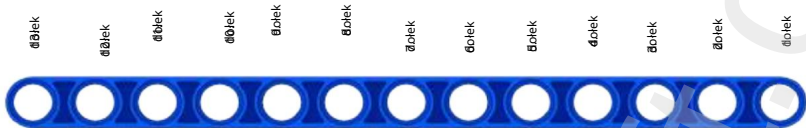


Krótki pin - żółty x2

Uwaga: „C” oznacza „krzyż”.
Np. „1CX4H L-Beam” ma
jeden krzyż i cztery otwory.

Wyłącznik
funkcyj.

1:1



głdz.

Belka

10H

Zaradzić

(1)

8

Zaradzić

(3)

7

Zaradzić

(1)

6

Zaradzić

(4)

5

Zaradzić

z zamknięcie

(2)

5

Zaradzić

(1)

4

Zaradzić

(2)

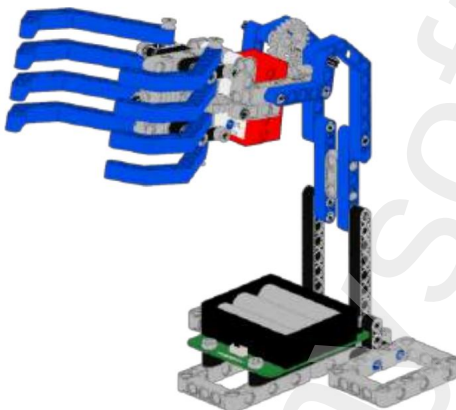
3

Zaradzić

(3)

Projekt 1: MEX Grabber

Budujmy !



Rzeczy, których potrzebujemy



Belka 9H
x2



belka 7H
x2



wiązka 5H
x2



Belka w kształcie 7H
litera L
x2



Belka 3H
x4



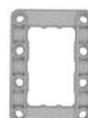
2Cx10H
Belka podwójnie
zginana
x10



Belka teowa 5H
x2



4 x 4 prostopadłe
Złącze L x 2



Otwarcie
centrum
x6



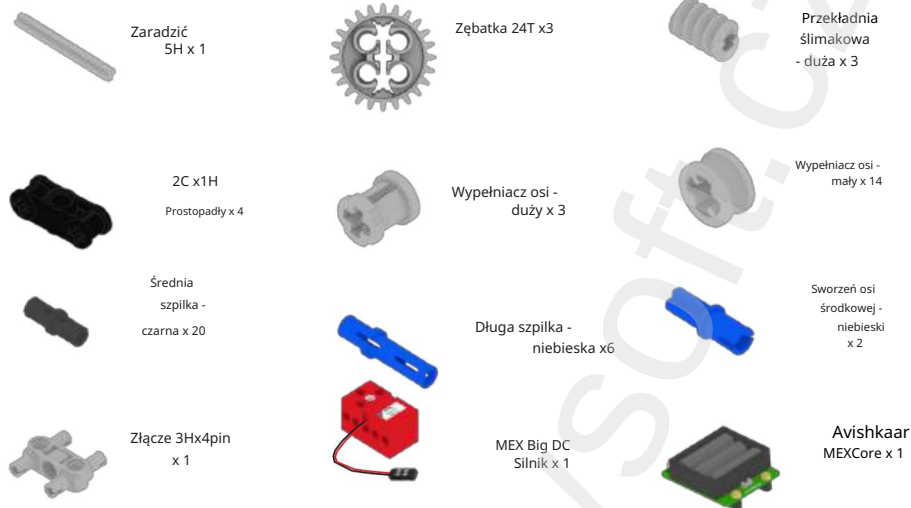
Zaradzić
10H x
1



Zaradzić
8H x
3

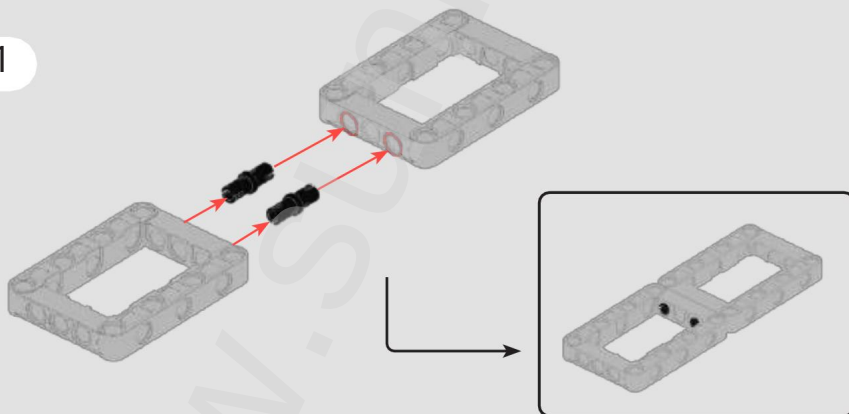


Zaradzić
6H x
4



Kroki

1



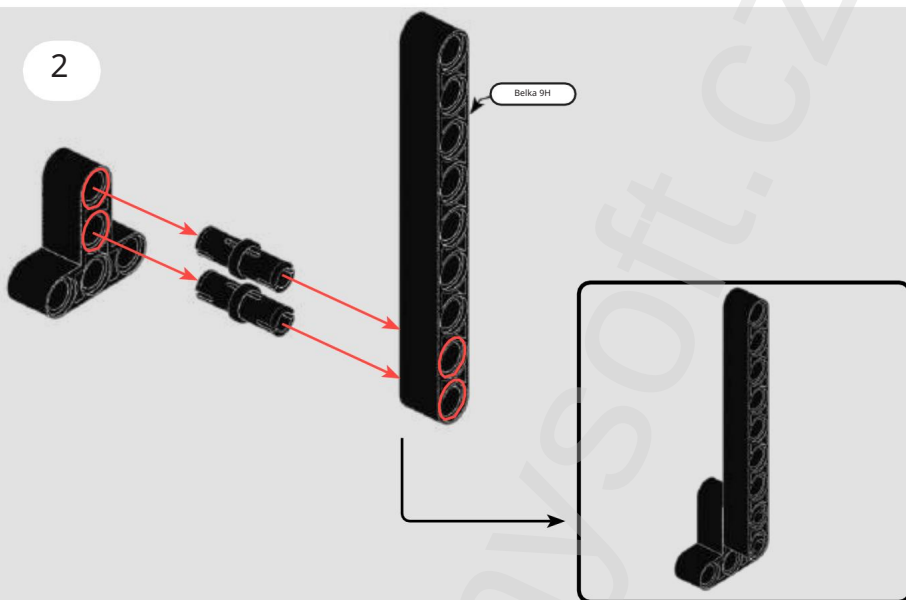
Wskazówka dotycząca montażu



Czarne środkowe piny są trochę trudniejsze do włożenia !
Ale nie martw się. Naciśnij i upewnij się, że staw jest w porządku.
Trochę wytrzyma :)

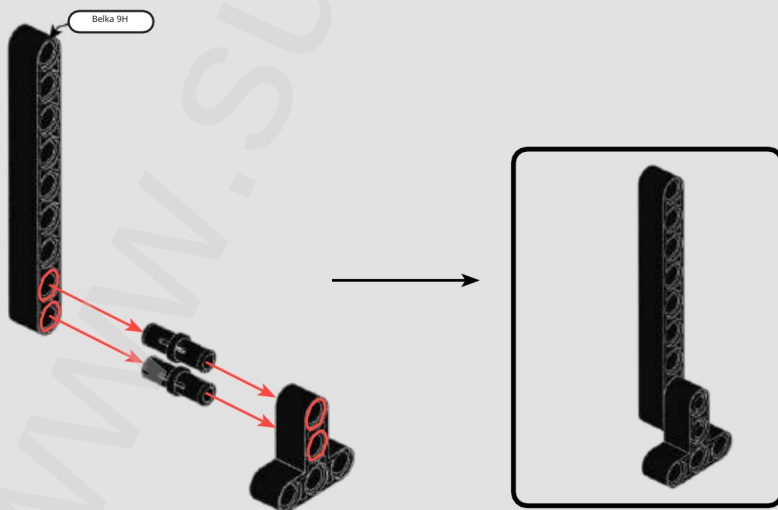


2



3

Utwórzmy inną stronę.

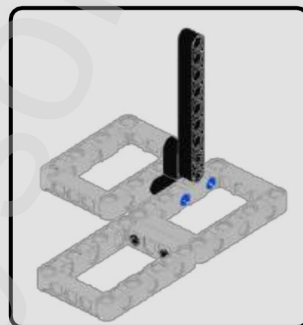
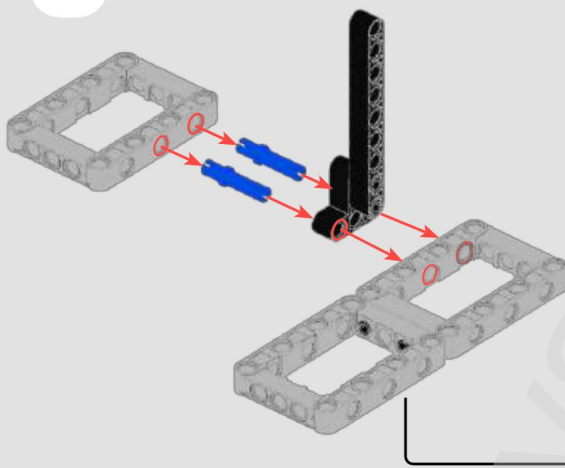


4

1:1

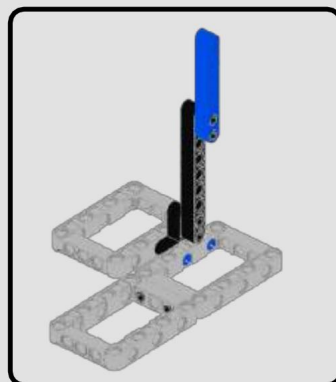
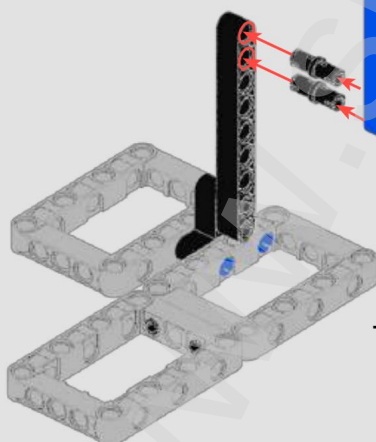


Długa niebieska szpilka

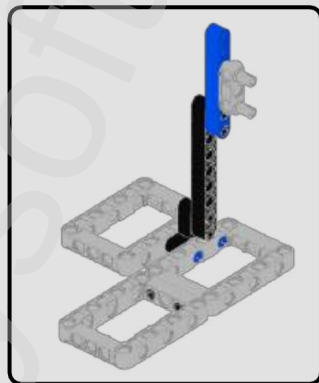
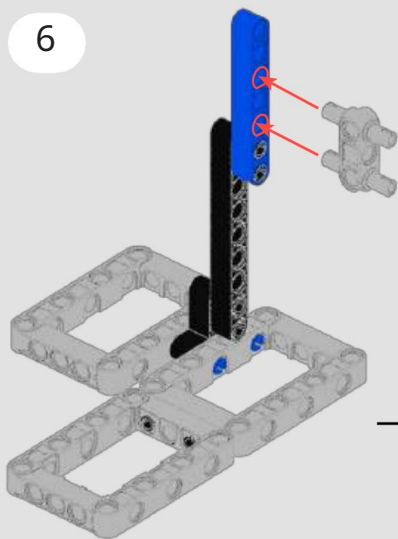


5

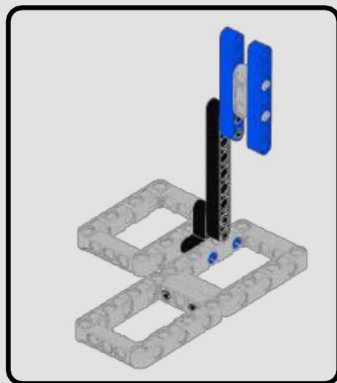
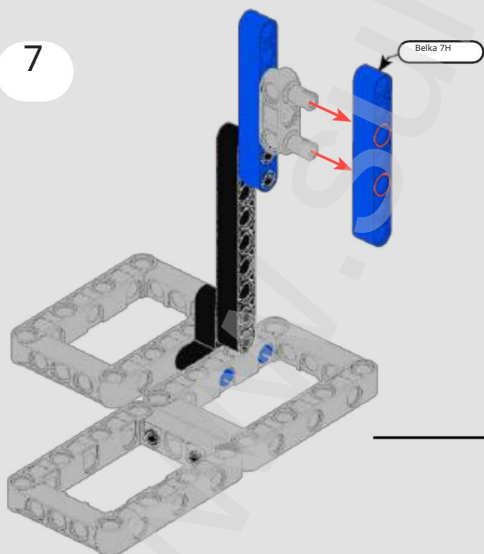
Belka 7H



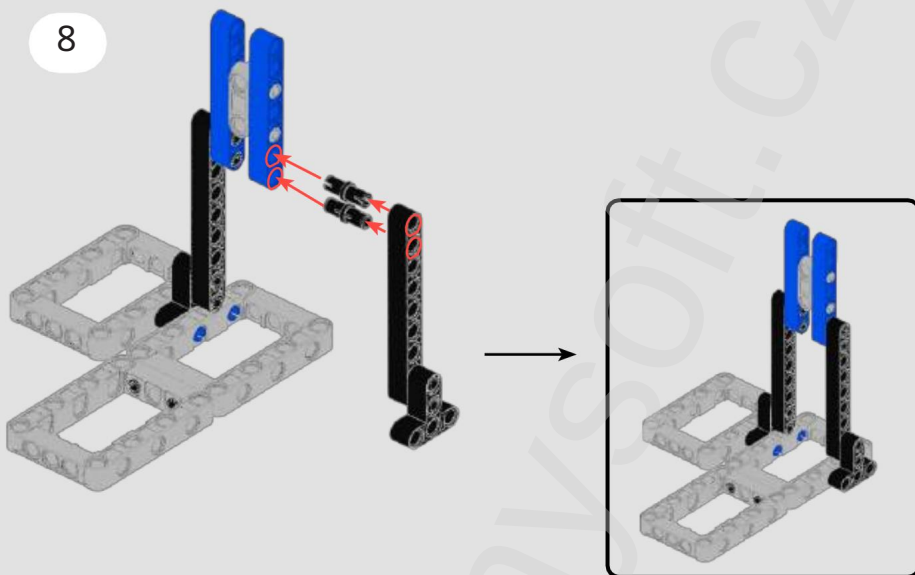
6



7



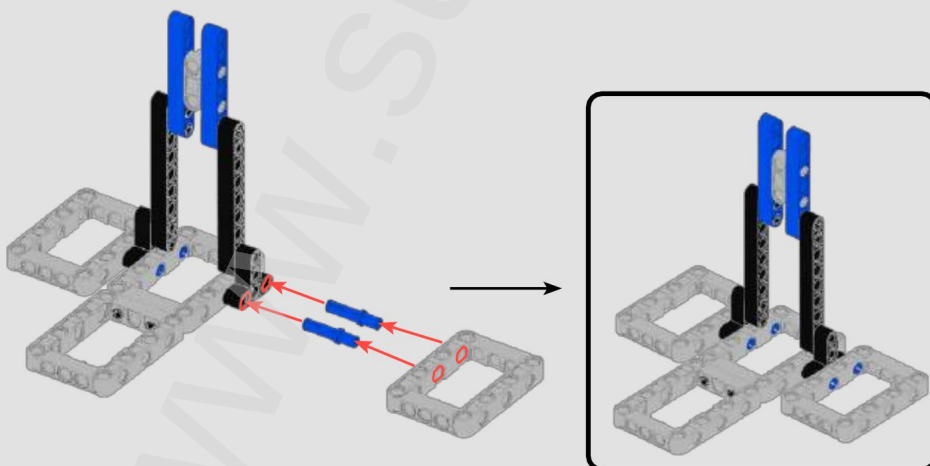
8



9

1:1

Długa niebieska szpilka

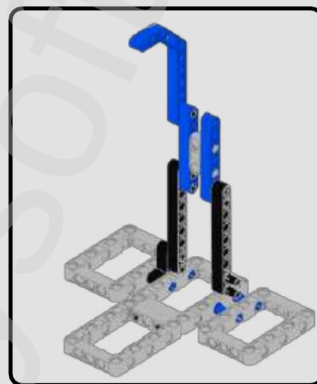
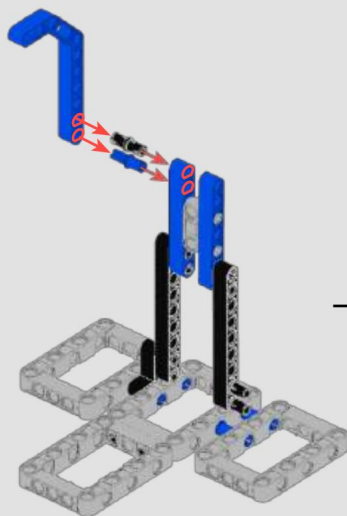


10

1:1



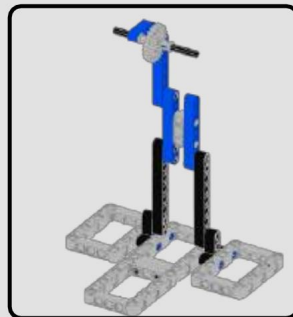
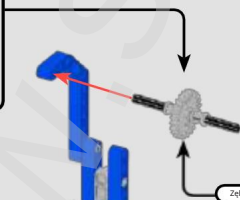
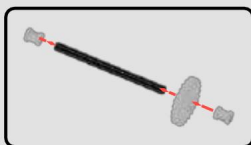
Stworzenie osi środkowej niebieski



11

1:1

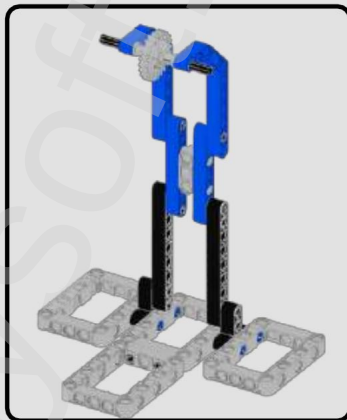
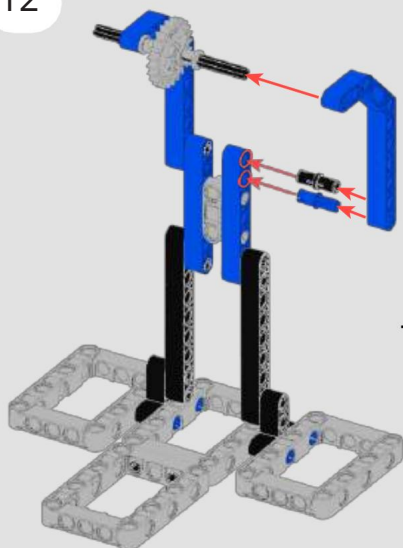
Oś 8H



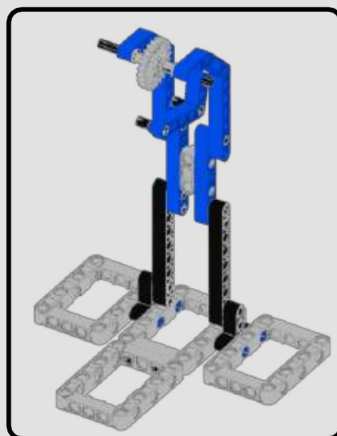
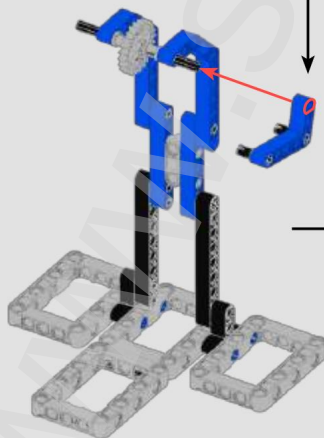
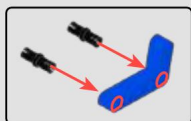
12

1:1

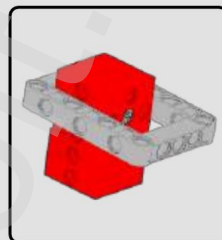
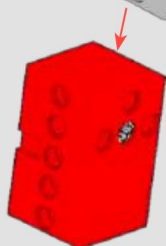
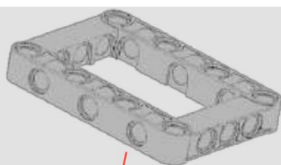
Stworzeń osi środkowej niebieski



13



14



Wskazówka dotycząca montażu



Czarne środkowe kołki można włożyć tylko z jednej strony silnika!

Czarne piny można włożyć tylko do boku silnika z białą naklejką. Z drugiej strony

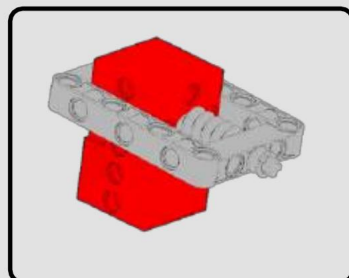
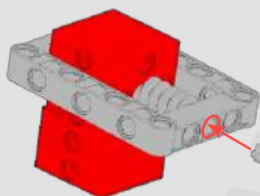
Po stronie bez naklejki można używać wyłącznie małych złotych pinezek.



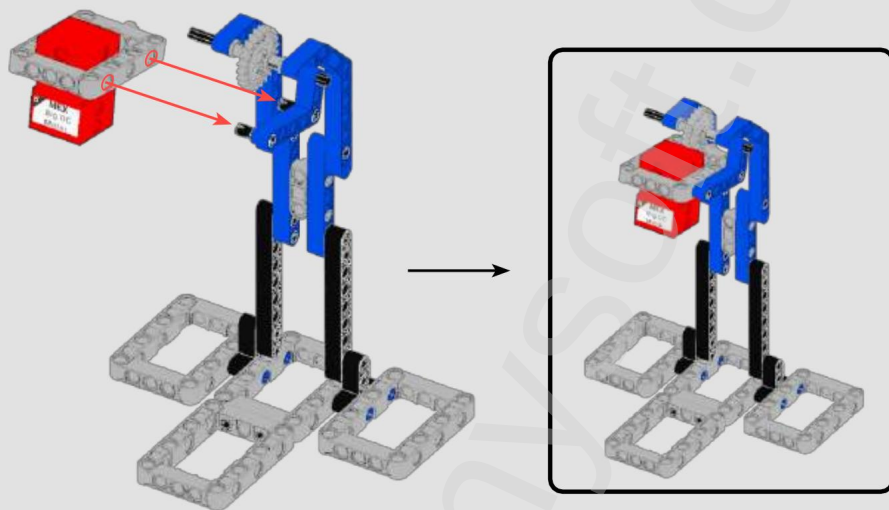
15

1:1

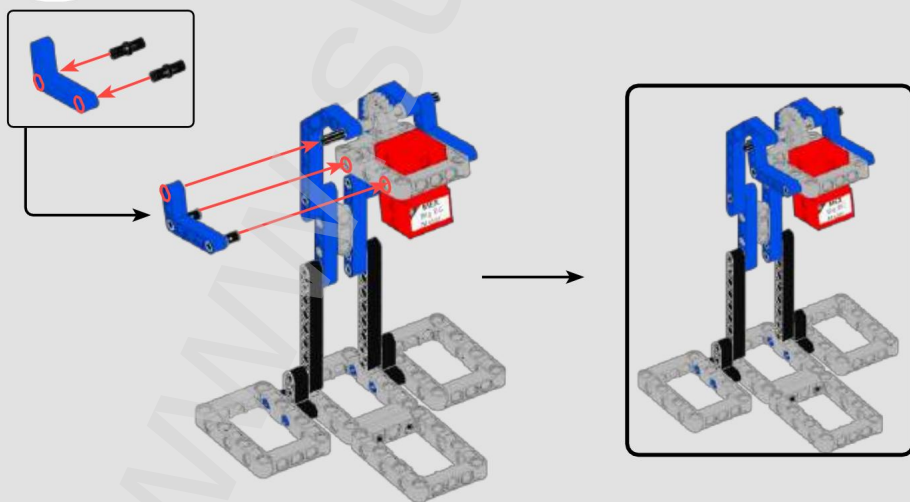
Oś 5H



16



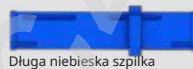
17



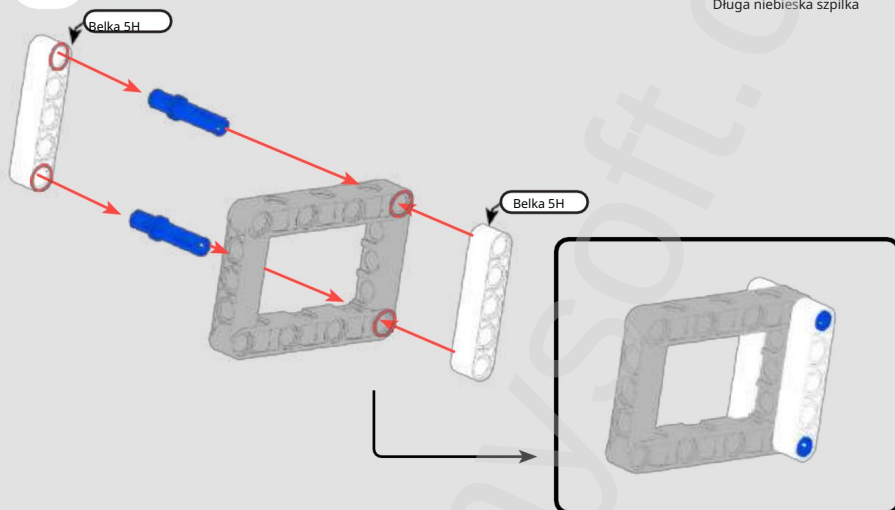
18

Stwórzmy szczęki

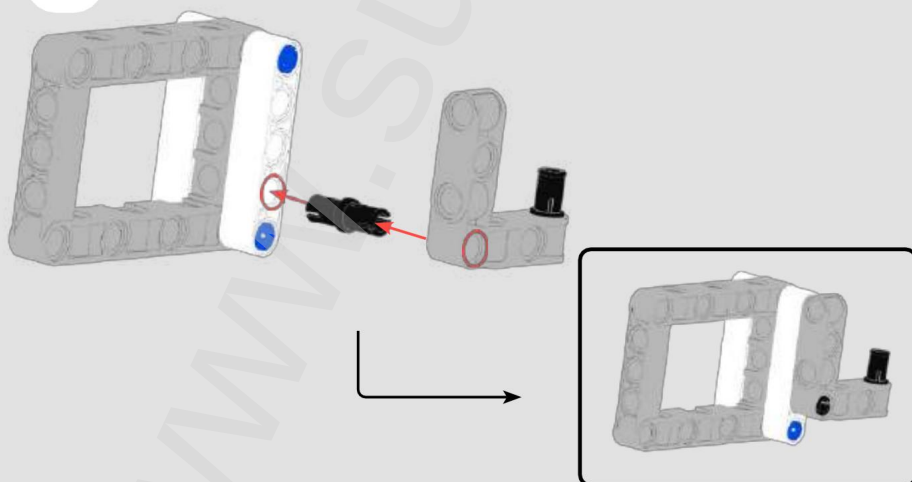
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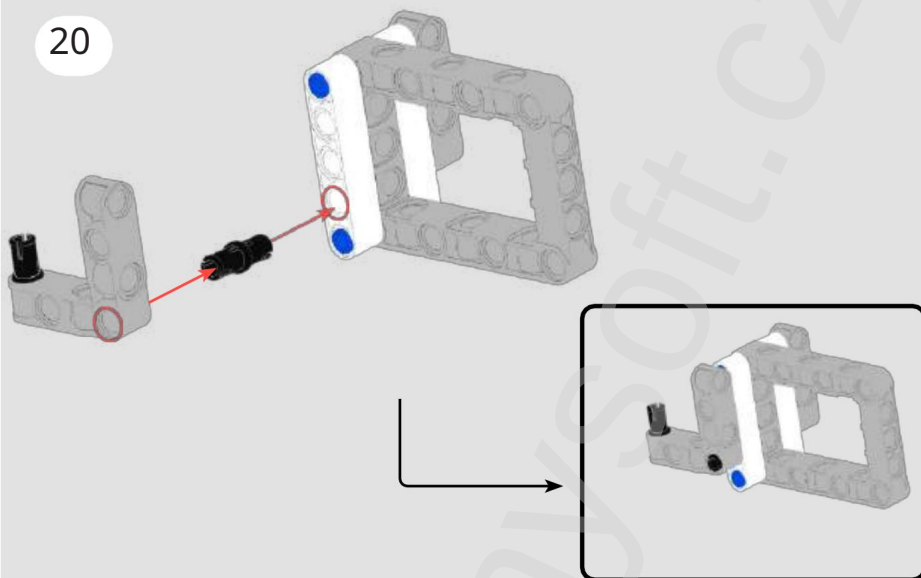
Długa niebieska szpilka



19



20

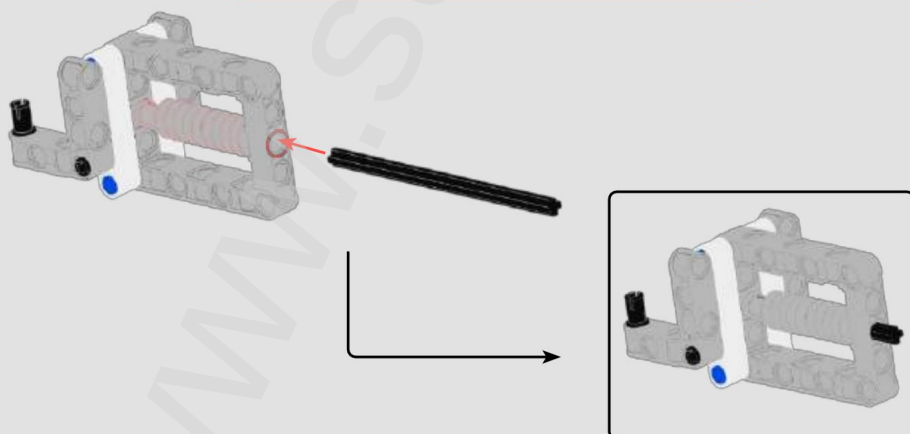


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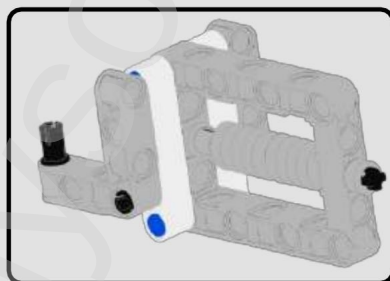
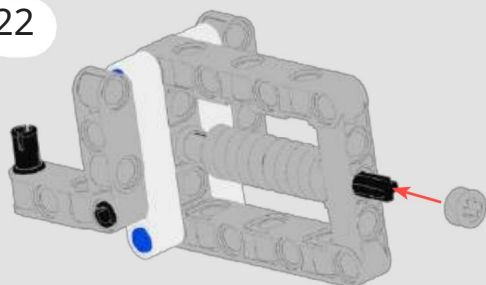
OŚ 10H

21

Uwaga: należy zastosować dwa duże koła ślimakowe.



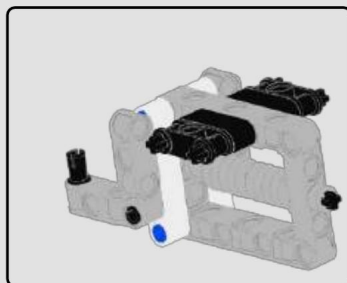
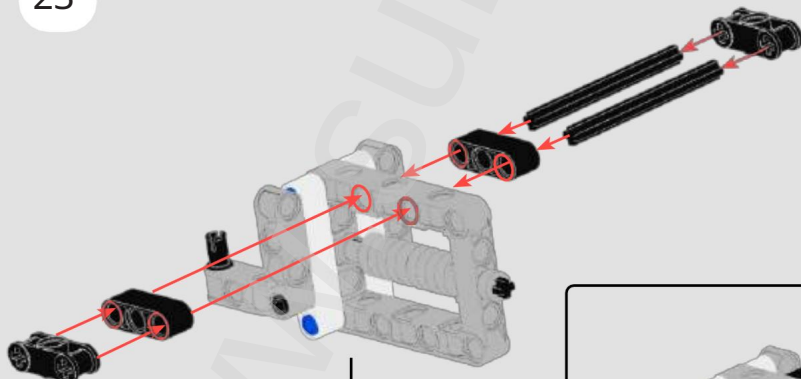
22



23

1:1

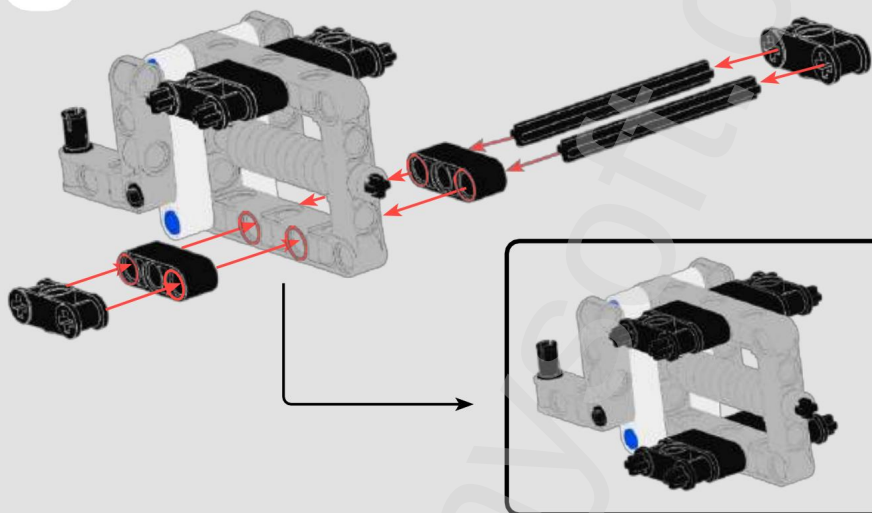
Oś 6H



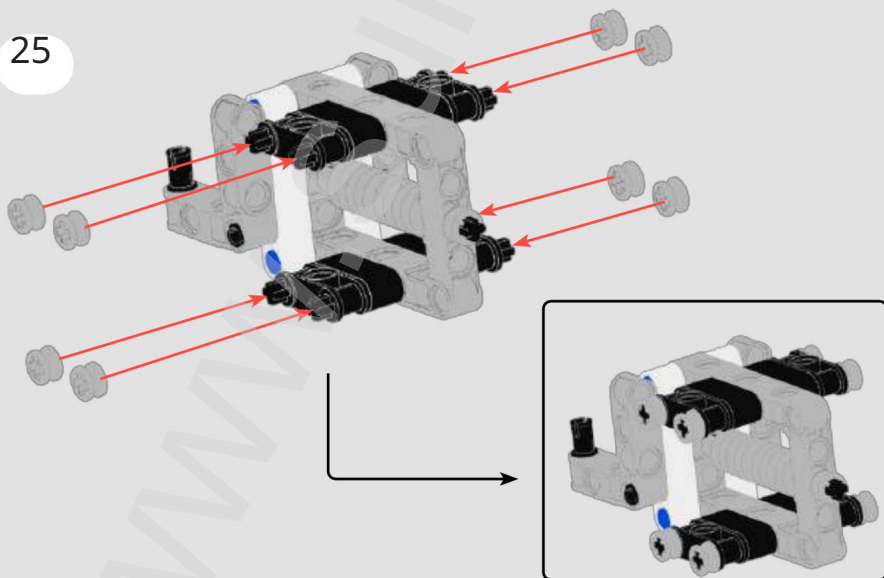
24

1:1

OŚ 6H



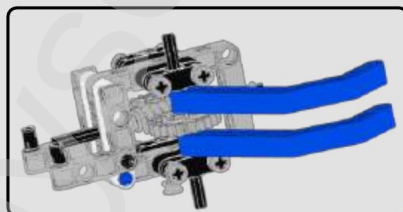
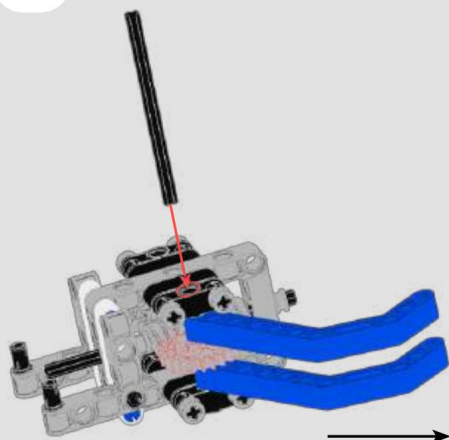
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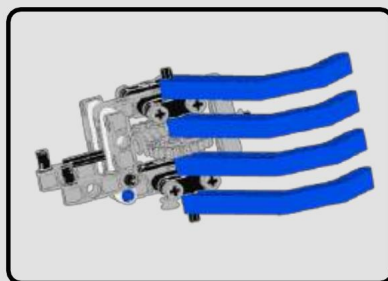
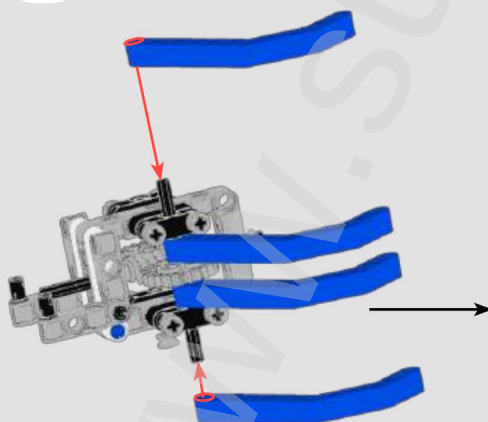
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1:1

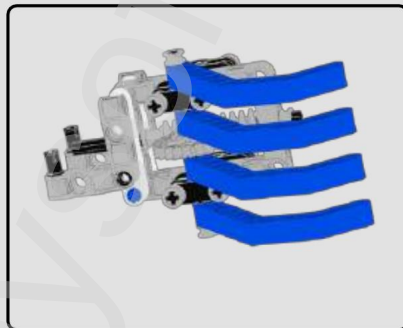
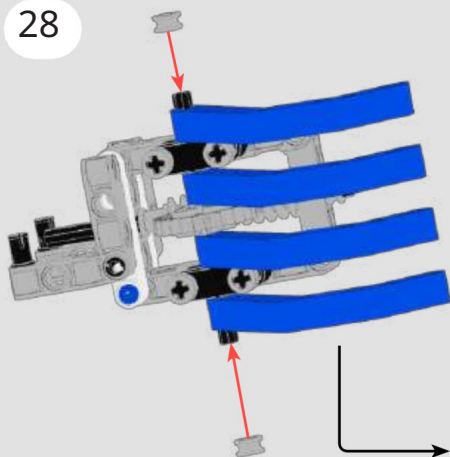
OŚ 8H



27



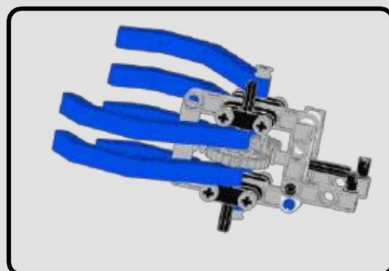
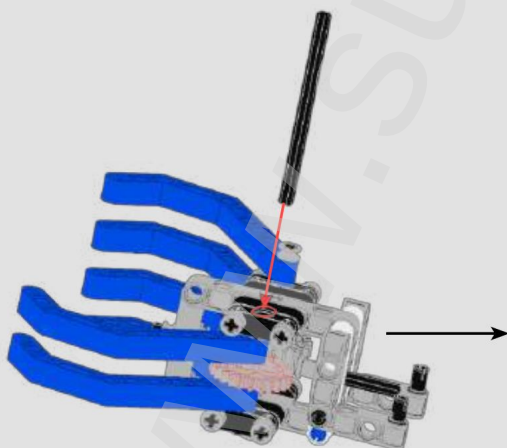
28



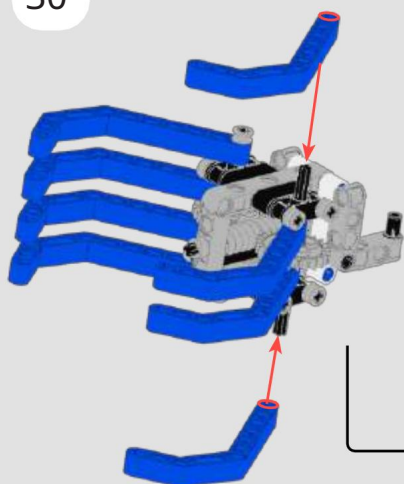
29

1:1

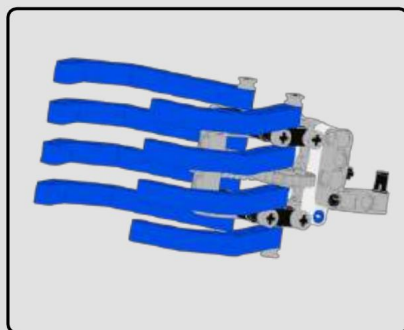
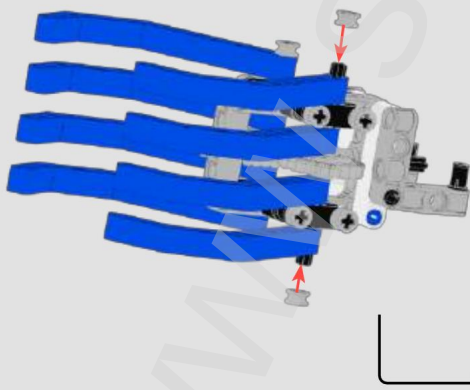
OŚ 8H



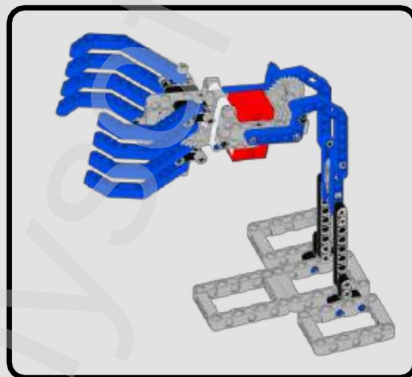
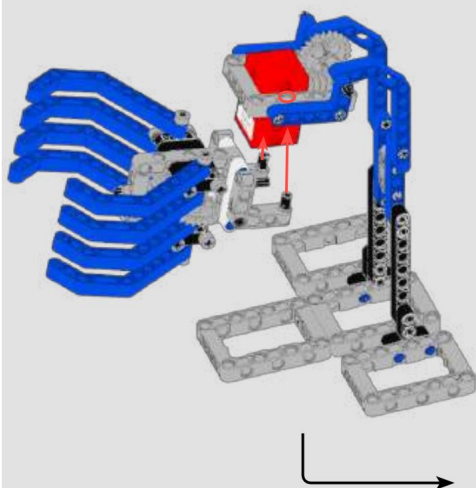
30



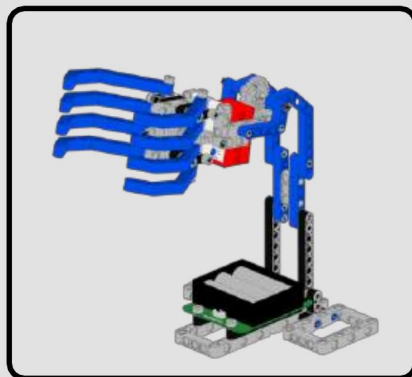
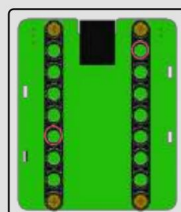
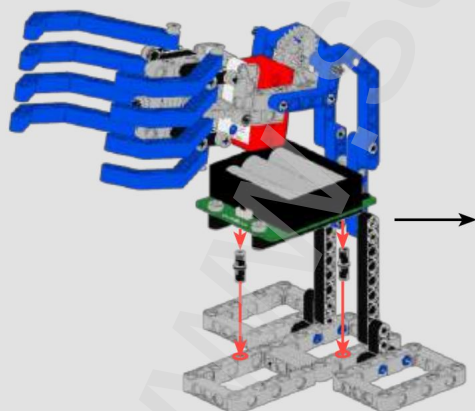
31



32



33



Gratulacje z okazji ukończenia projektu!

Czy nie możesz się doczekać, żeby z nim zagrać?
korzystasz z aplikacji mobilnej avishkaar?

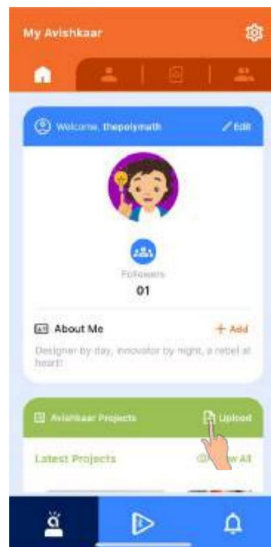


Podziel się swoim dziełem ze światem i zdobądź odznakę „Scratch the Surface” poziomu 1

Prześlij zdjęcia lub filmy swojego projektu za pomocą sekcję projektów w aplikacji Avishkaar i zdobądź pierwszą odznakę. Poziomy „zanurz powierzchnię”.

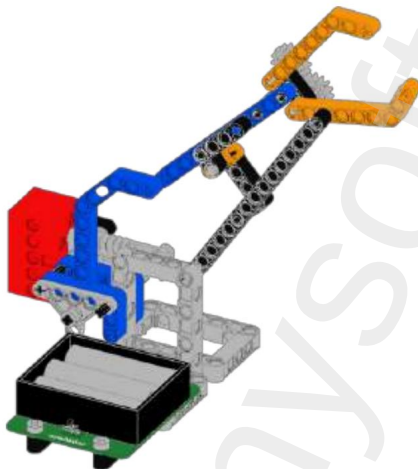
Możesz przeglądać wszystkie zebrane odznaki zobacz w sekcji osiągnięć swojego profilu na stronie internetowej www.avishkaar.cc.

Odkryj wszystkie inne odznaki, które możesz
Zbierz je wszystkie i wygraj je wszystkie!



Projekt 2: Cybernetyczny Pazur MEX

Budujmy !



Rzeczy, których potrzebujemy



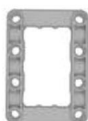
Belka
15H
x1



Belka 7H
do L
x2



2C x 7H
Prosty
pochylenie się
belka
x2



Otwarcie
centrum
x3



11H
Belka x1



Belka L 1Cx4H x 3



Belka teowa 5H
x 1



2C x 5H
Trójkąt
x2



Belka x1



2Cx10H
Belka podwójnie
wygięta x 1



2Cx1H
Cienka belka
x 1



Przekładnia
ślimakowa -
duży x 1



Zębatka 16T x2



Zębatka 24T x1



Wypełniacz osi -
duży
x 5



Wypełniacz osi - mały x9



1Cx1H
łącznik pionowy x 2



3H x3 oś



Zaradzić
7H x1



Zaradzić
x3



Środkowy
pin - czarny x9



Średnia
szpilka - szara
x 1



Sworzeń osi
środkowej -
niebieski
x 2



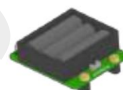
Złoty boleć x 1



Długa szpilka -
niebieska x3



MEX Big DC
Silnik
x1



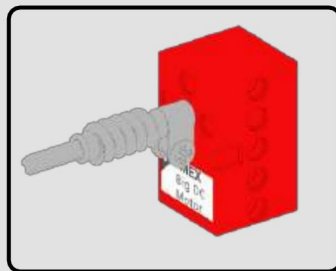
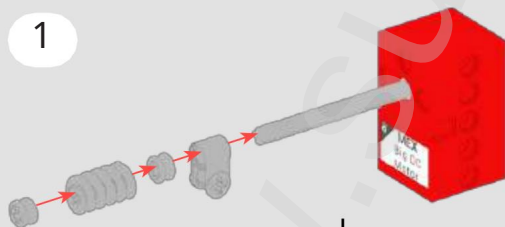
Avishkaar
MEXCore
x1

Kroki

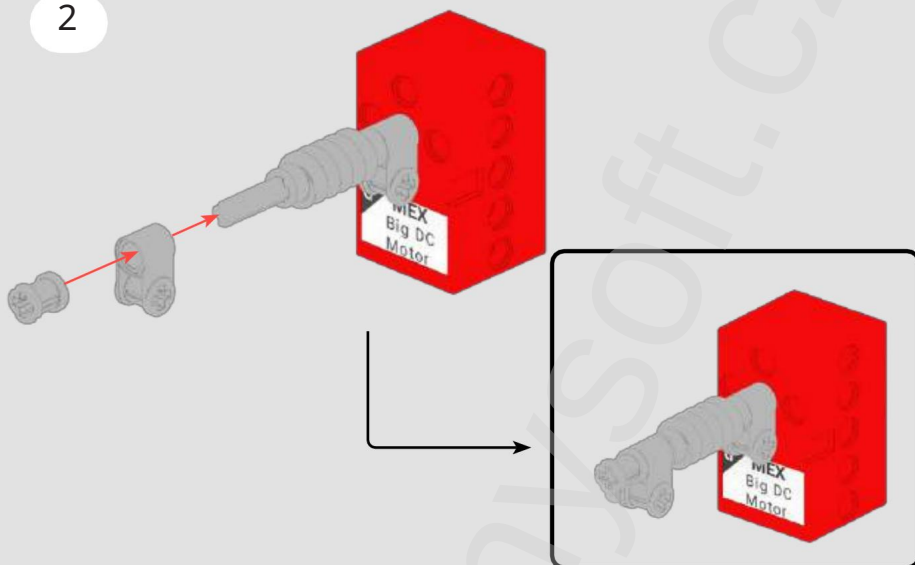
1

1:1

Oś 7H



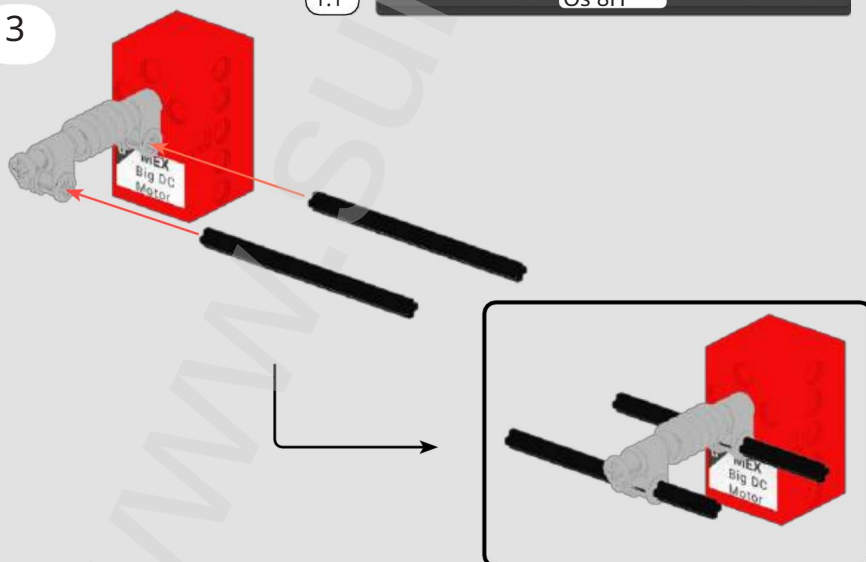
2



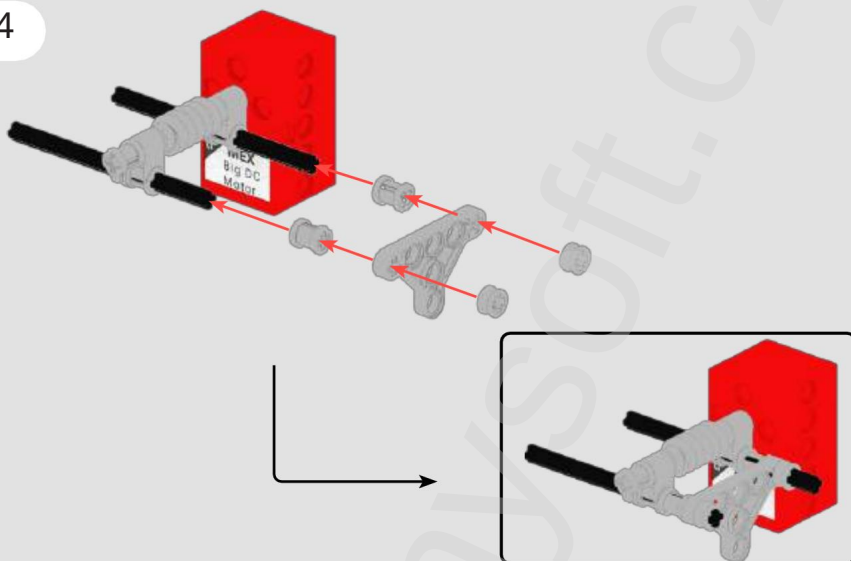
3

1:1

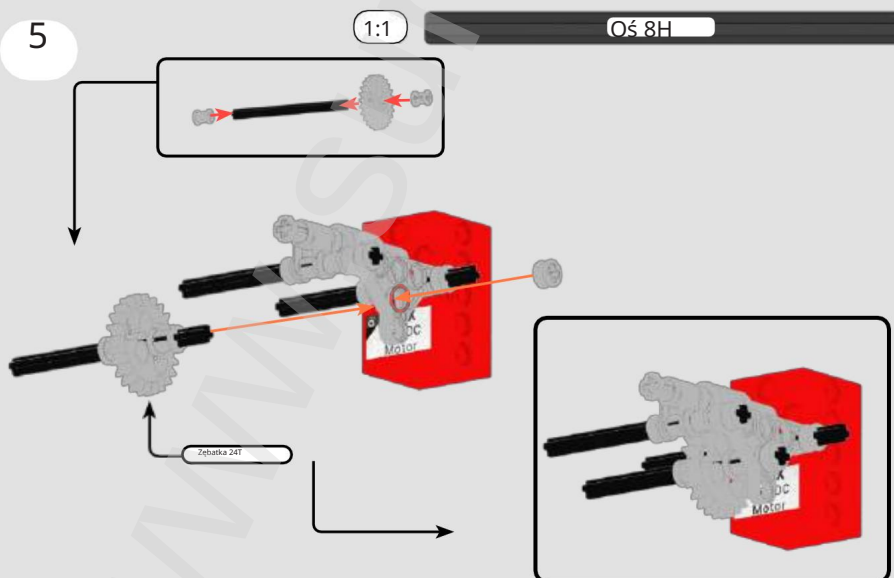
Oś 8H



4



5

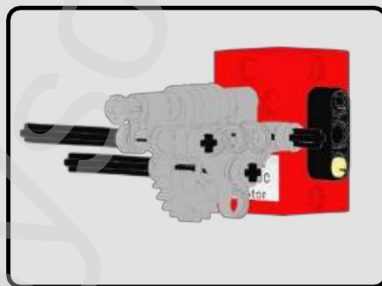
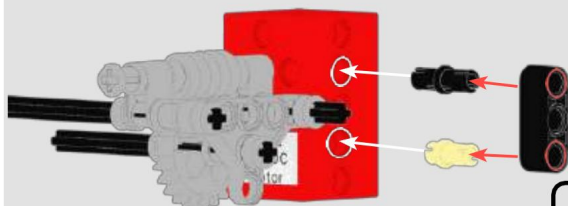


6

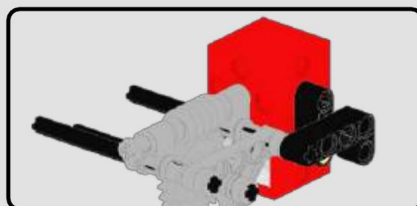
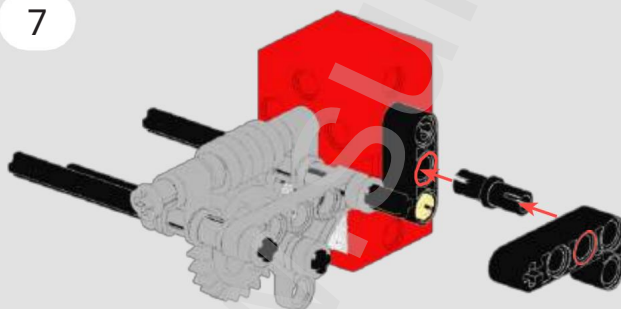
1:1



Krótką żółta szpilka



7



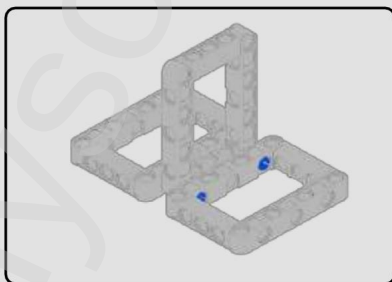
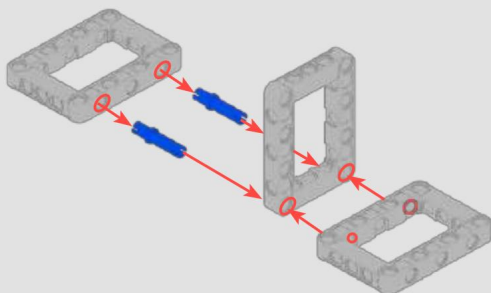
8

Stwórzmy podstawową strukturę.

1:1



Długa niebieska szpilka

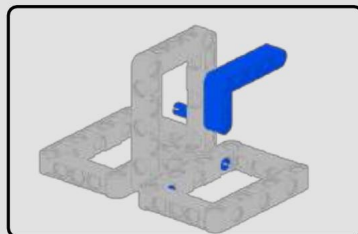
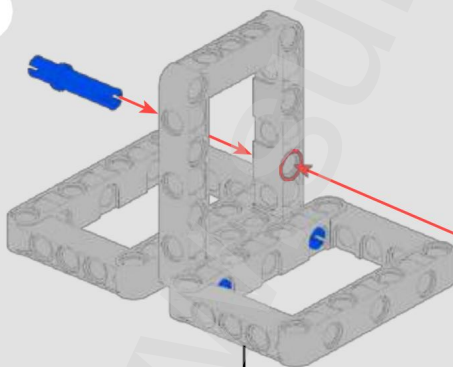


9

1:1

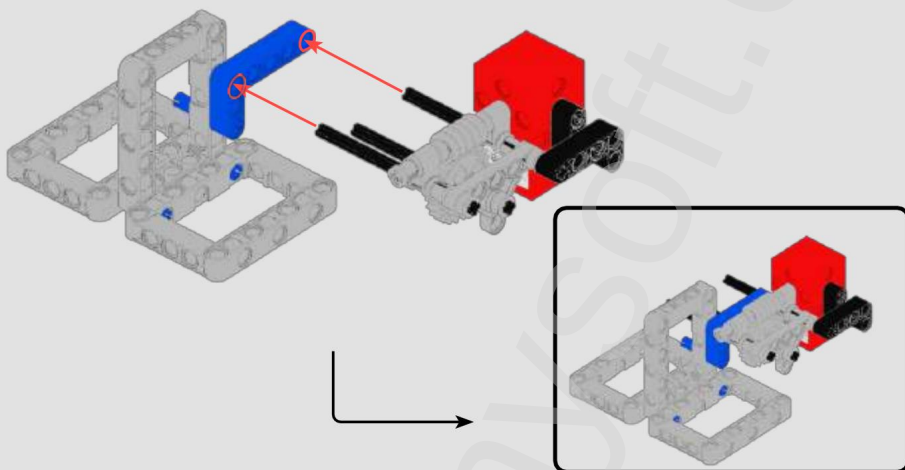


Długa niebieska szpilka

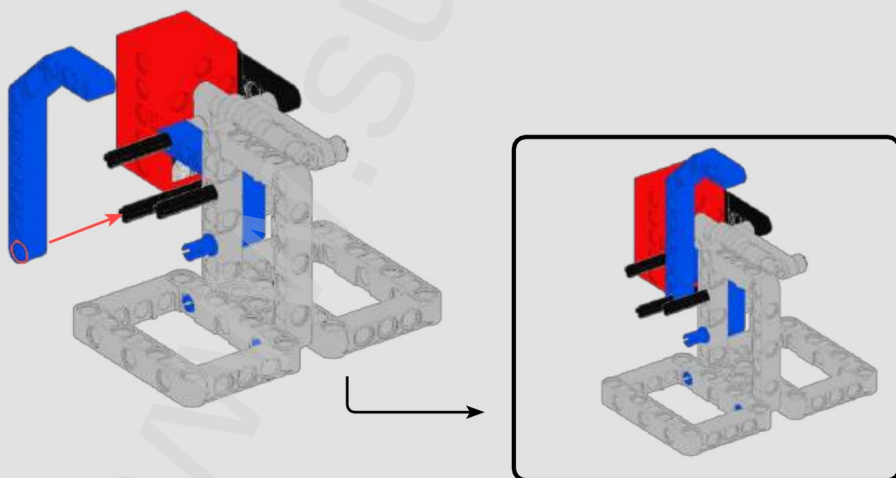


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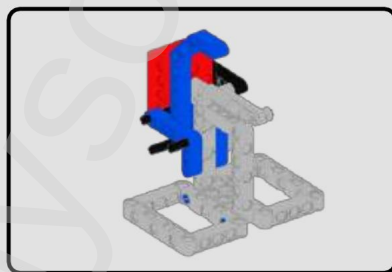
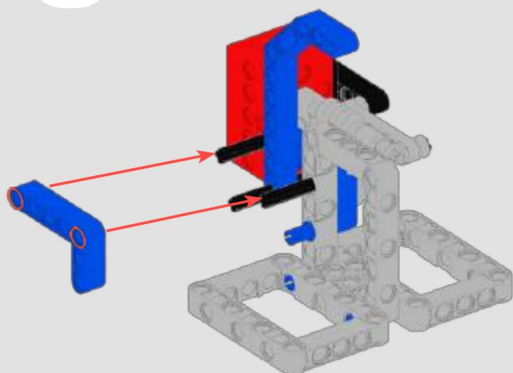
Złożymy podstawową konstrukcję i silnik mechaniczny.



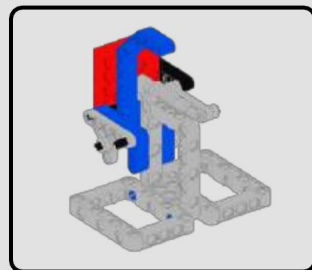
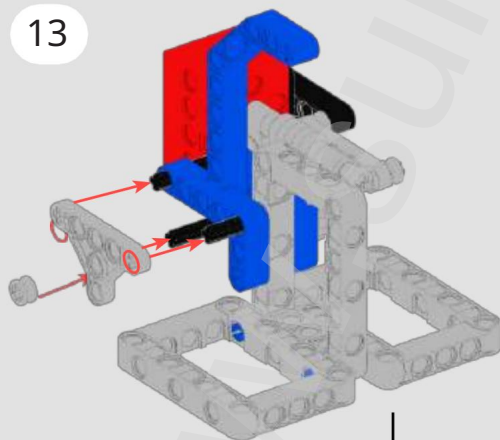
11



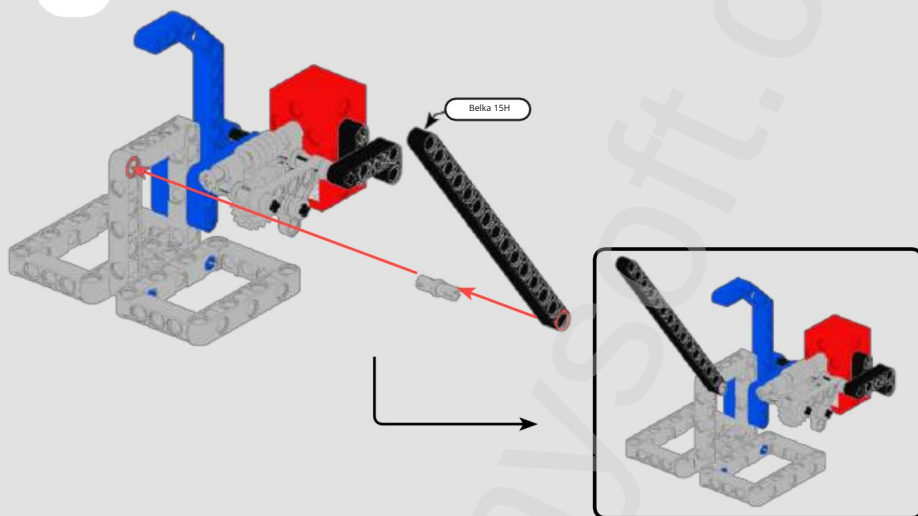
12



13

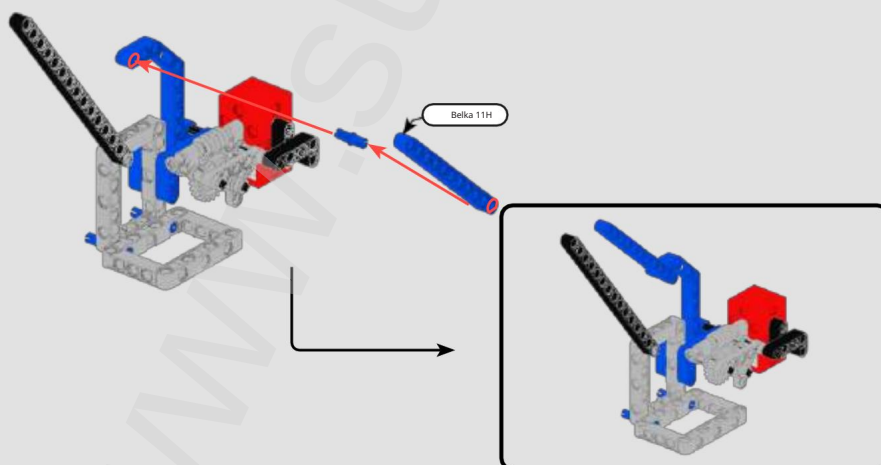


14

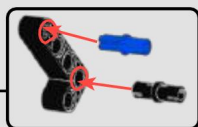


15

1:1
Sworzeń osi środkowej niebieski



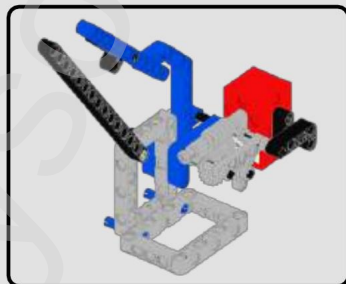
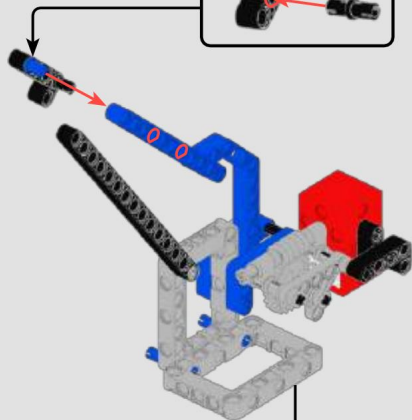
16



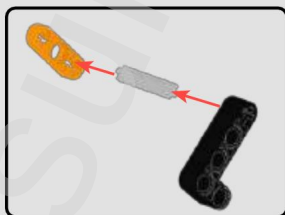
1:1



Stworzeń osi środkowej niebieski



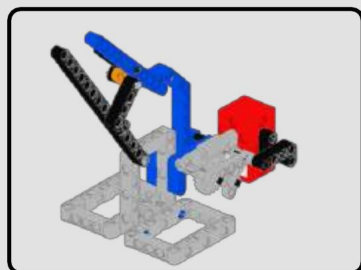
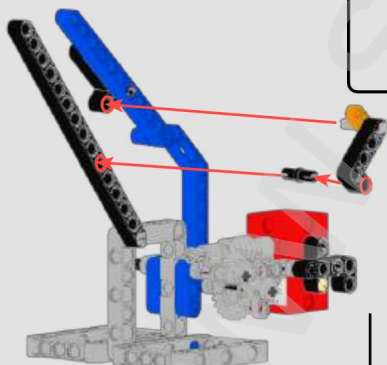
17



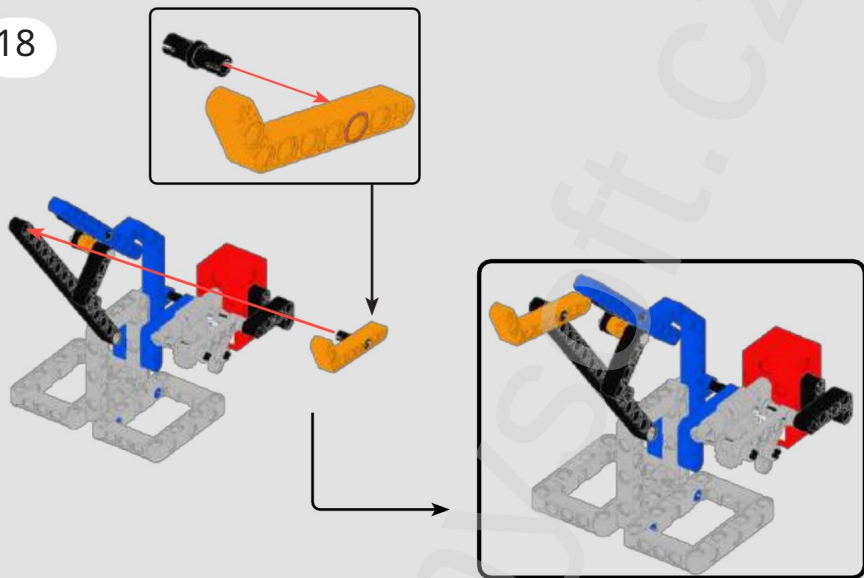
1:1



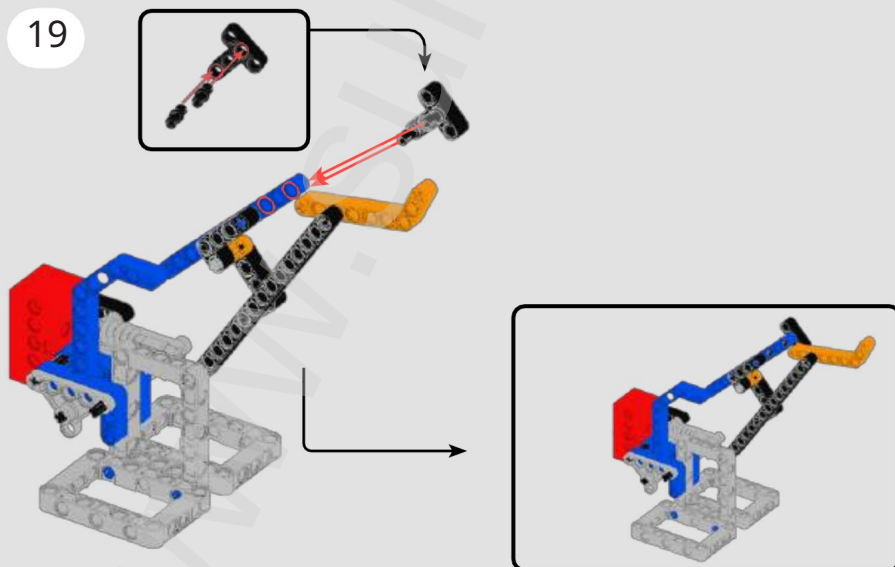
Środek zaradczy 3H



18



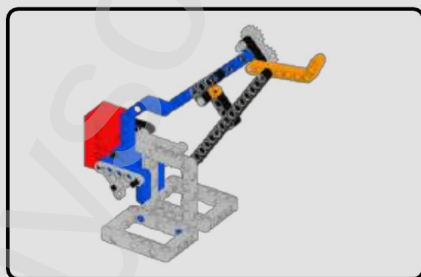
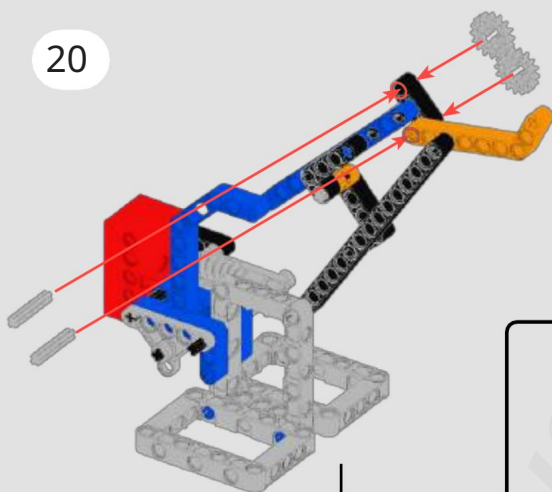
19



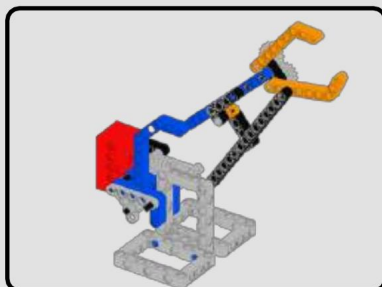
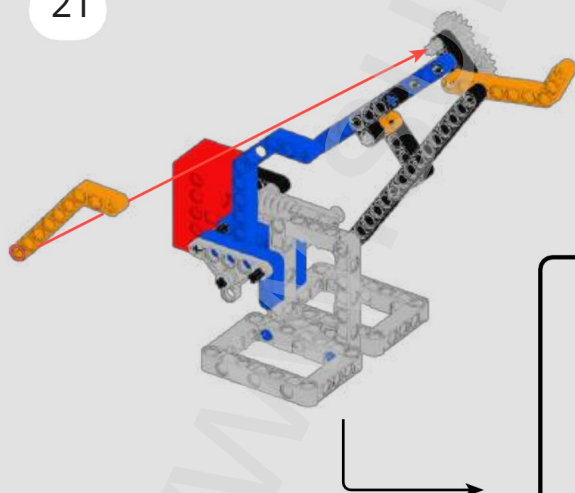
20

1:1

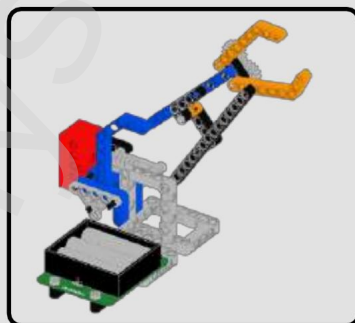
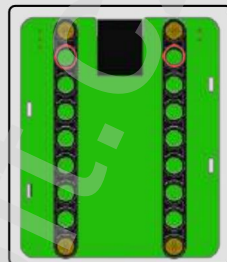
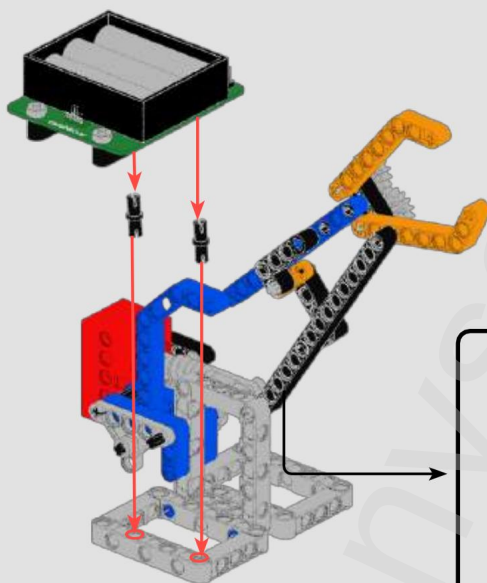
Środek zaradczy 3H



21



22



Gratulacje z okazji ukończenia projektu!

Czy nie możesz się doczekać, żeby z nim zagrać?
korzystasz z aplikacji mobilnej avishkaar?

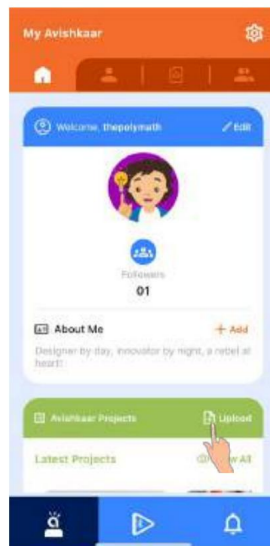


Podziel się swoim dziełem ze światem i zdobądź odznakę poziomu 2 „Zadrap powierzchnię”

Prześlij zdjęcia lub filmy swojego projektu za pomocą sekcji projektów w aplikacji Avishkaar i przejdź do Zdobyć odznaki „Zarysuj powierzchnię” poziomu 2.

Możesz przeglądać wszystkie zebrane odznaki zobacz w sekcji osiągnięć swojego profilu na stronie internetowej www.avishkaar.cc.

Odkryj wszystkie inne odznaki, które możesz Zbierz je wszystkie i wygraj je wszystkie!

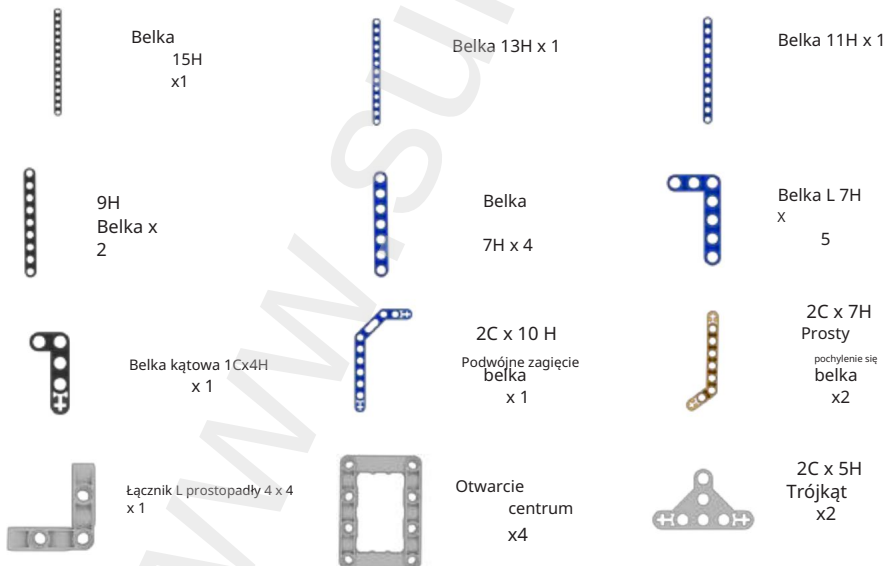


Projekt 3: Robot-podnośnik MEX

Budujmy !



Rzeczy, których potrzebujemy





Przekładnia
ślimakowa -
duży x 1



12T podwójny
stożkowy
koło zębate
x2



20T podwójny
stożkowy
koło zębate
x 1



Przekładnia zębata czołowa
koło24T
x3



Potrójny pin
łącznik prostopadły
poprawki
x 1



1Cx1H
łącznik prostopadły
x 1



Wypełniacz osi - mały
x12



Wypełniacz osi - duży
x16



Środek zaradczy 3H
x1



5H z czapką

Lekarstwo x 2



Oś 6H
x4



Zaradzić
x2



Oś 10H
x 1



Żółta agrafka
x 1



Średni
szpilka -
czarny
x13



Środkowy pin
poprawki -
niebieski
x2



Długa szpilka -
niebieski
x13



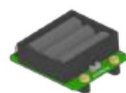
Długi
żółta szpilka
x 1



Łącznik kątowny
osie -180
x2



Kątowny
sprzęg osiowy
- 135
x2



Avishkaar
MEXCore
x1

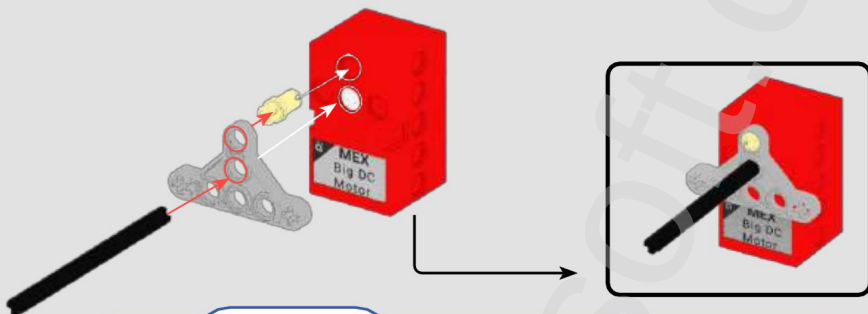


MEX Big DC
Silnik
x1

1

1:1

Oś 8H



Wskazówka dotycząca montażu



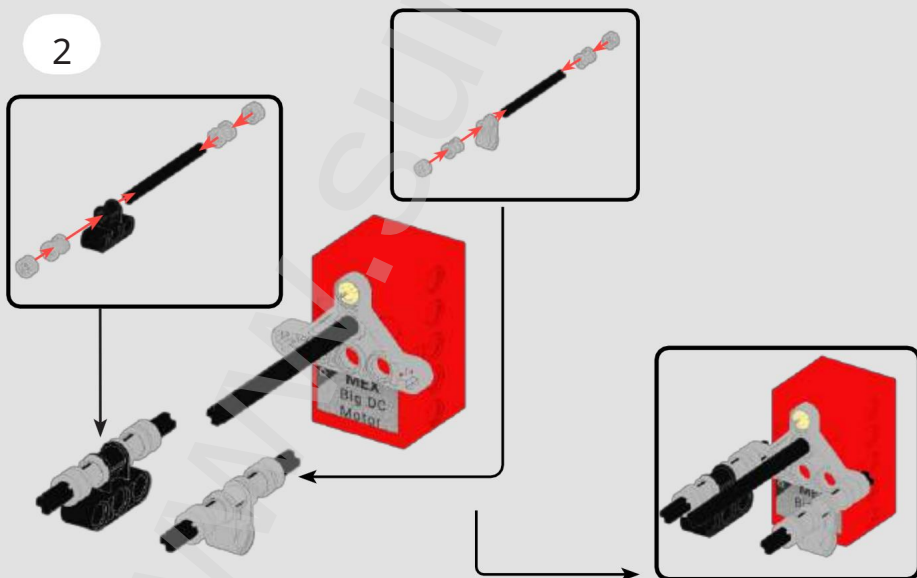
Krótkie żółte szpilki mogą być trochę mylące!
 Uważaj, używając ich. Łatwo się łamią. Mogą też ulec uszkodzeniu.
 usuń - poproś rodzica lub osobę dorosłą o pomoc w ich usunięciu
 bezpiecznie usunięte.



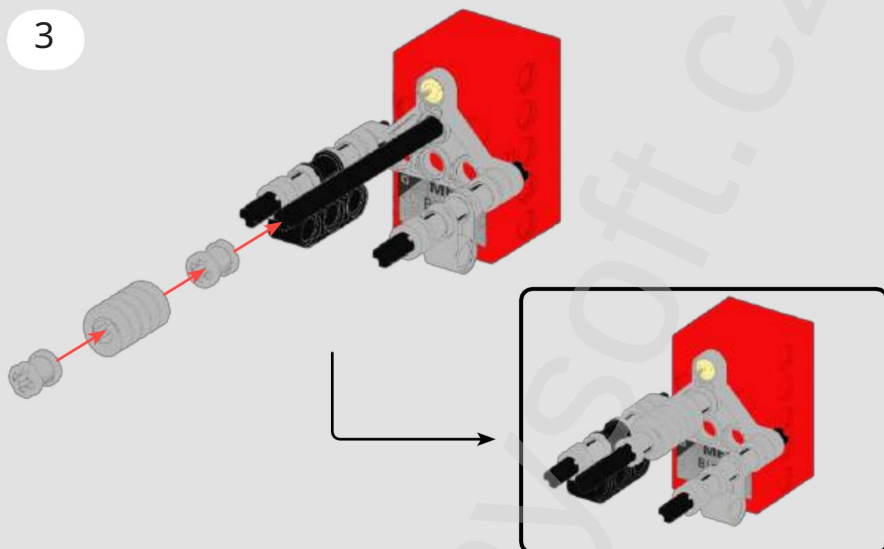
1:1

Oś 6H

2



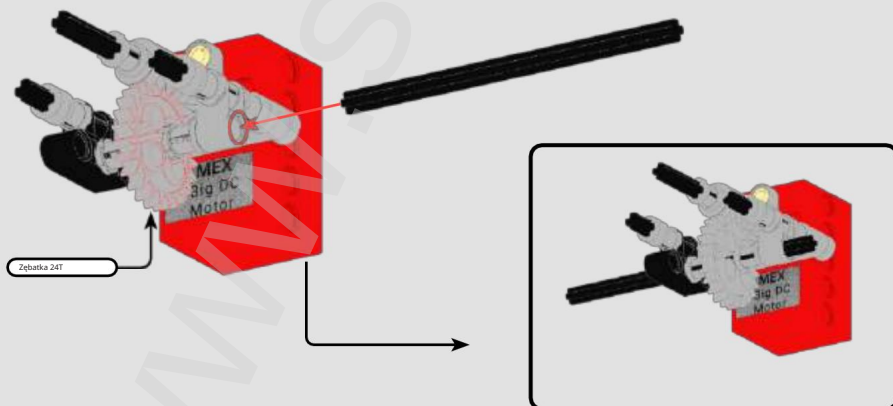
3

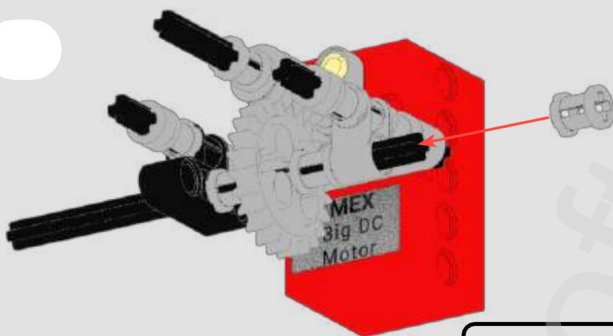


4

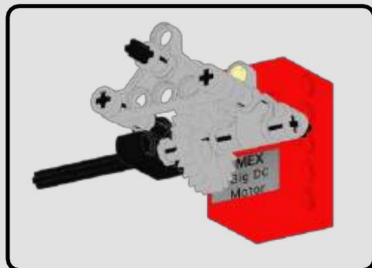
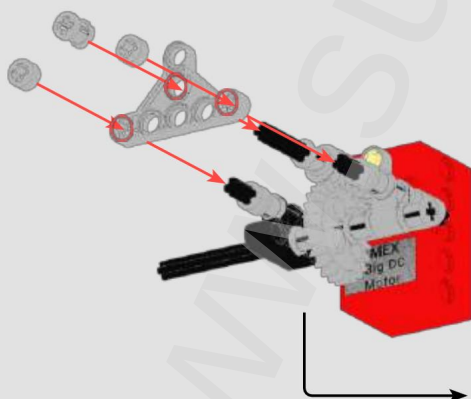
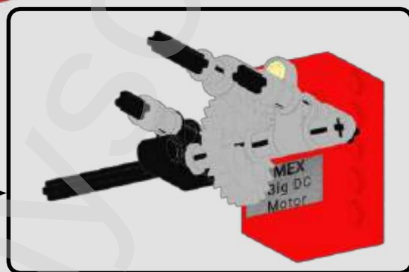
1:1

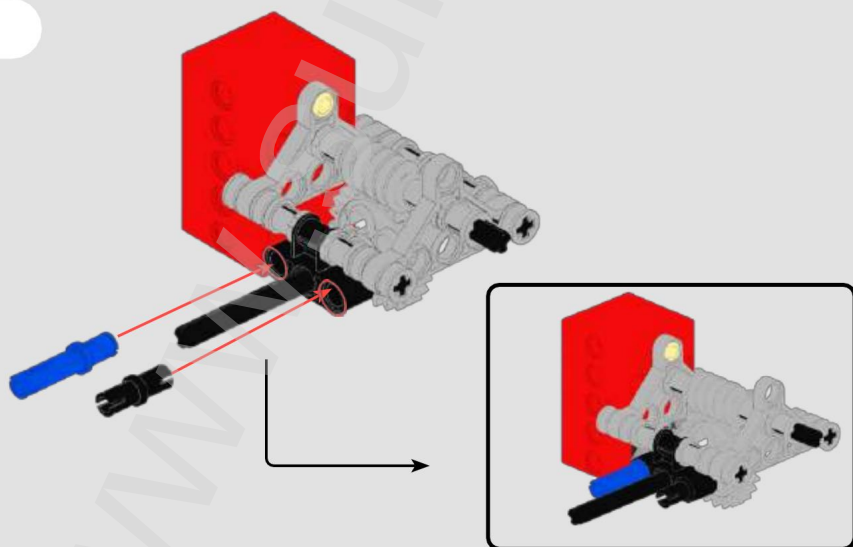
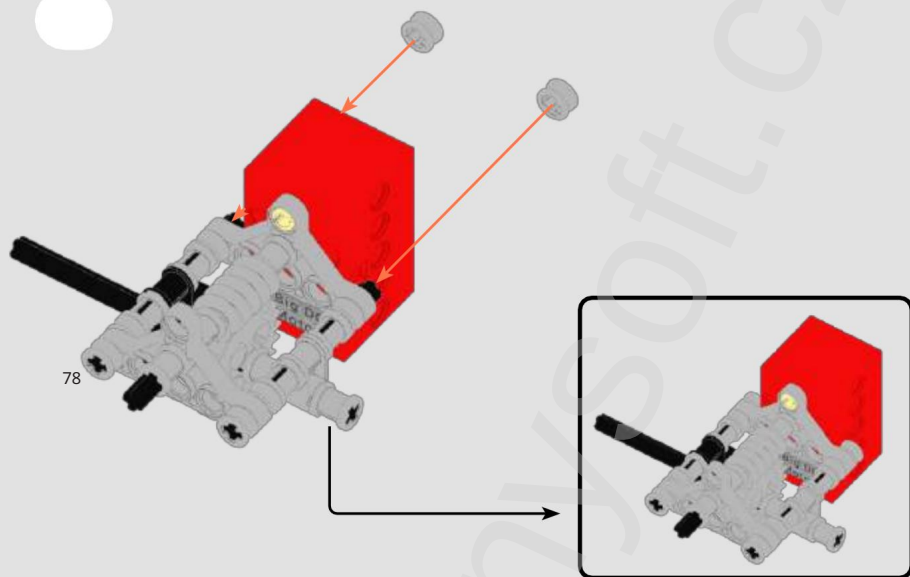
Oś 10H





56





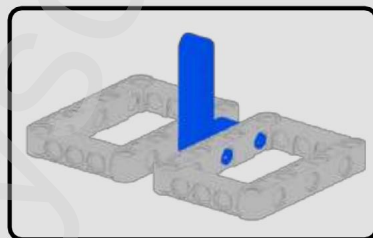
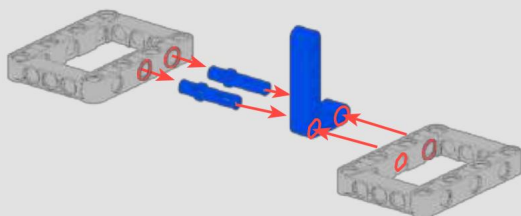
9

Stwórzmy podstawową strukturę.

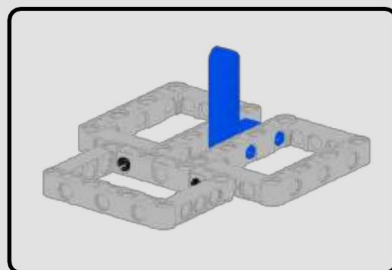
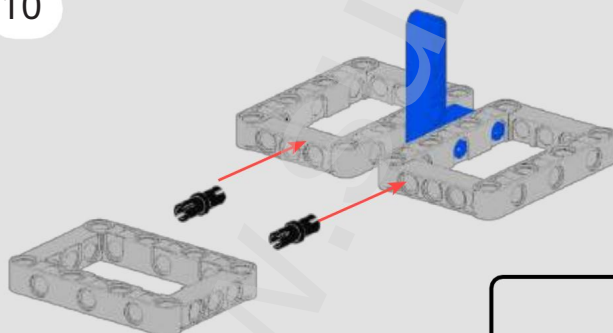
1:1



Długa niebieska szpilka

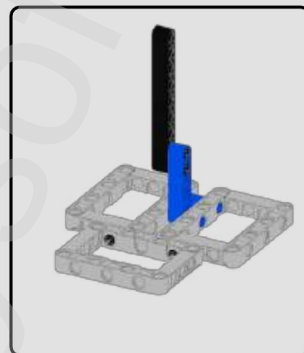
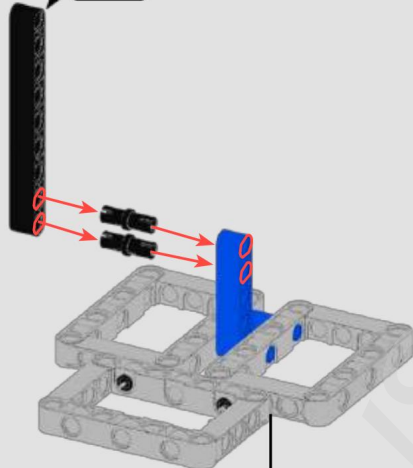


10



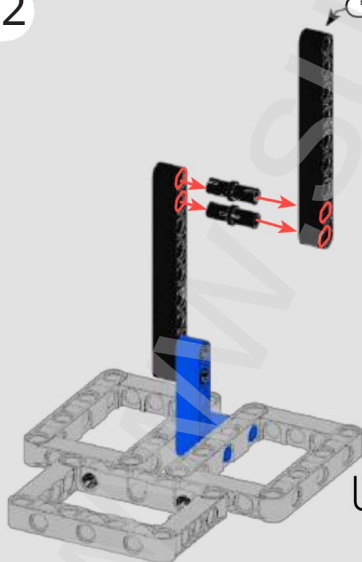
11

Belka 9H



12

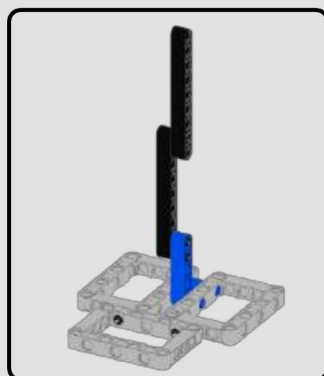
Belka 9H



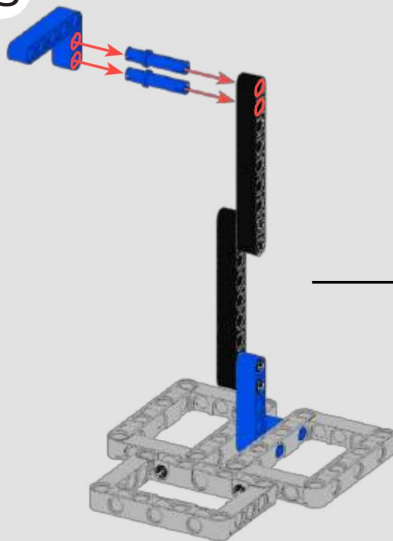
1:1



Długa niebieska szpilka



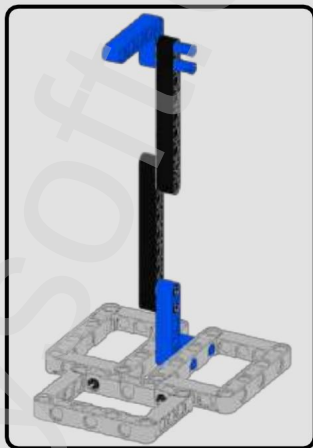
13



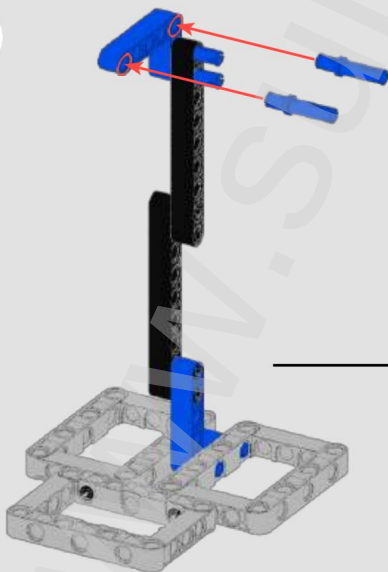
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Długa niebieska szpilka



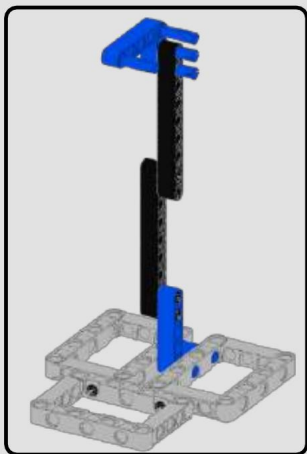
14



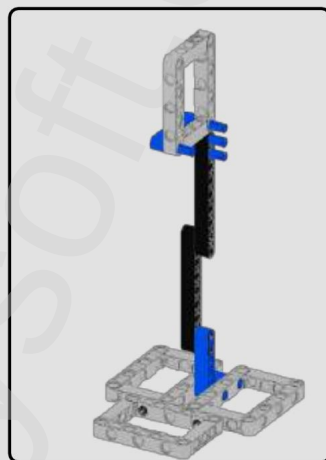
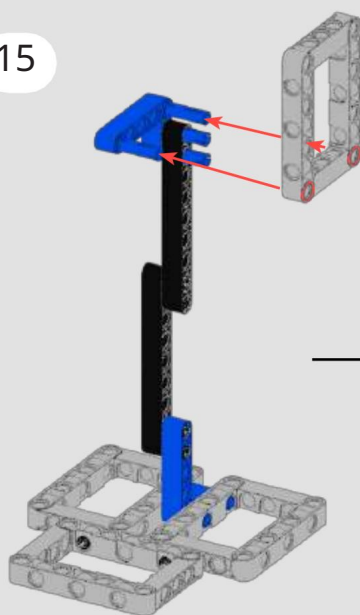
1:1



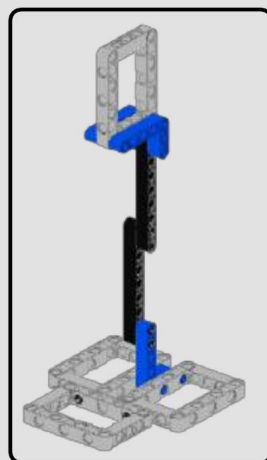
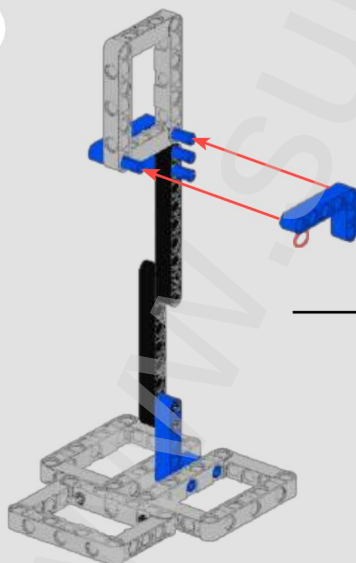
Długa niebieska szpilka



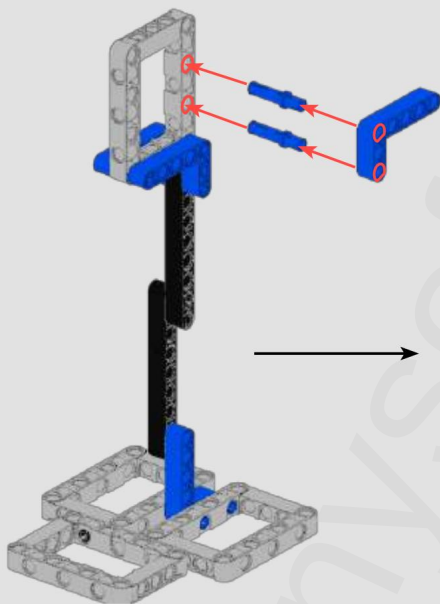
15



16



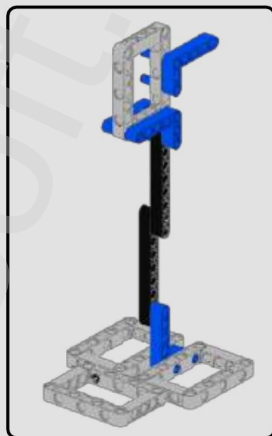
17



1:1



Długa niebieska szpilka



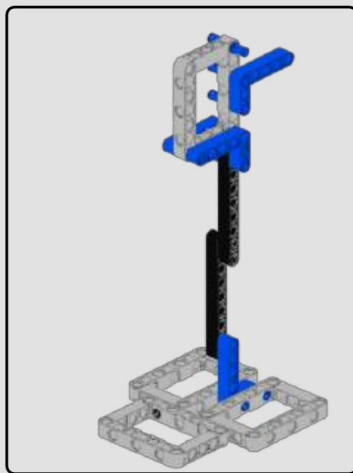
18



1:1

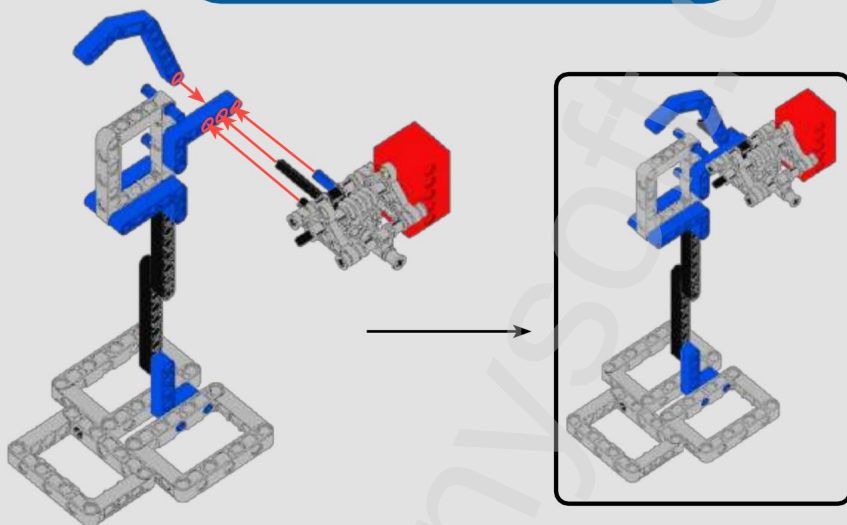


Długa niebieska szpilka

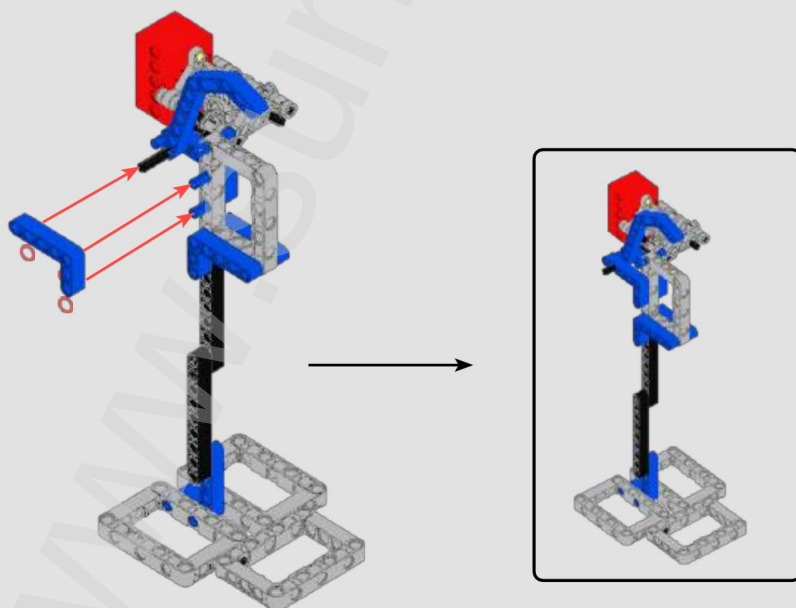


19

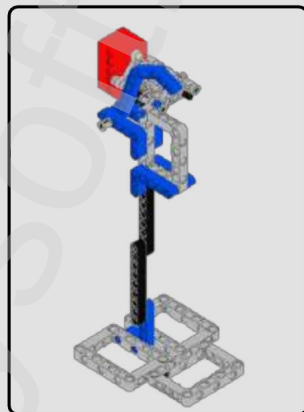
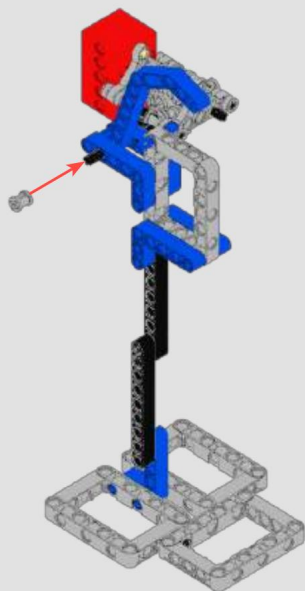
Złożymy podstawową konstrukcję i silnik mechanizm.



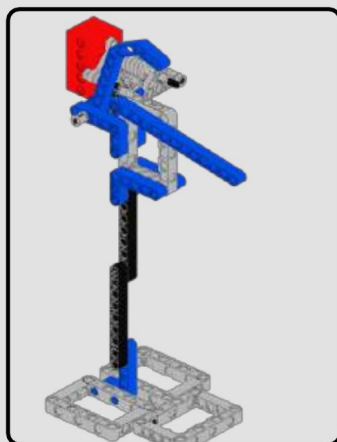
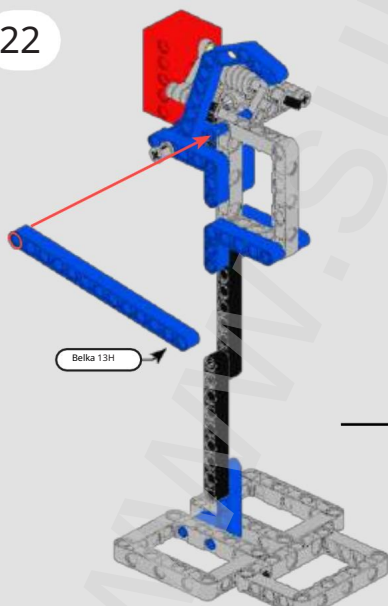
20



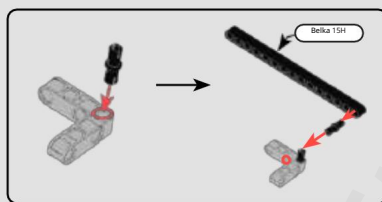
21



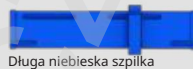
22



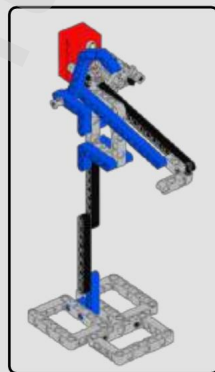
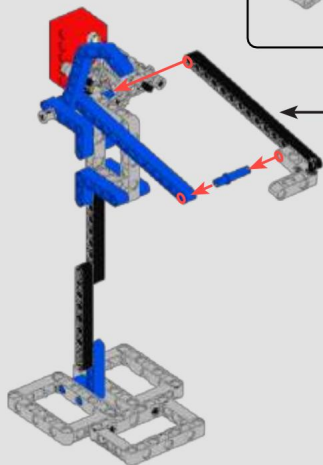
23



1:1



Długa niebieska szpilka

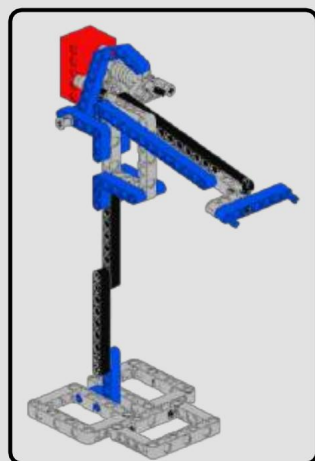
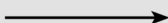
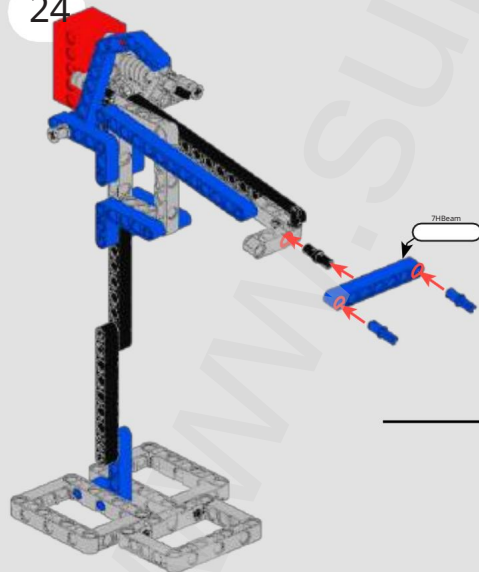


24

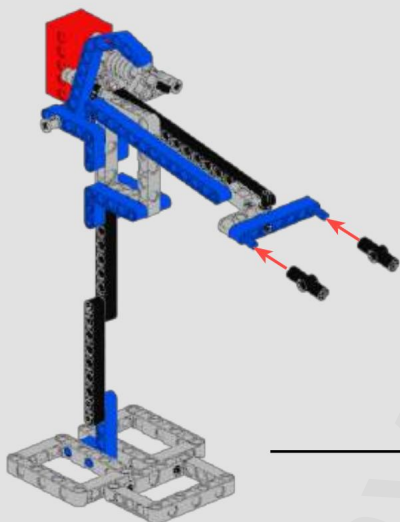
1:1



Sworzeń osi środkowej niebieski



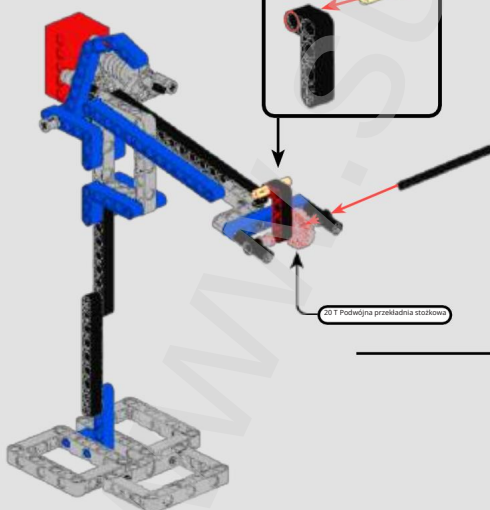
25



1:1

Oś 8H

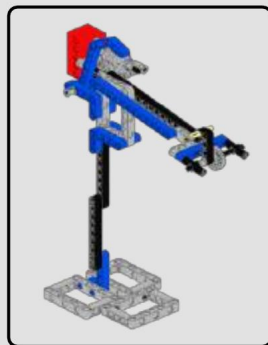
26



1:1



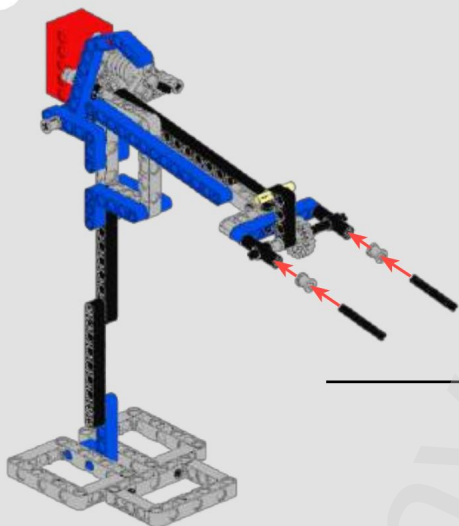
Długi żółty kołek



27

1:1

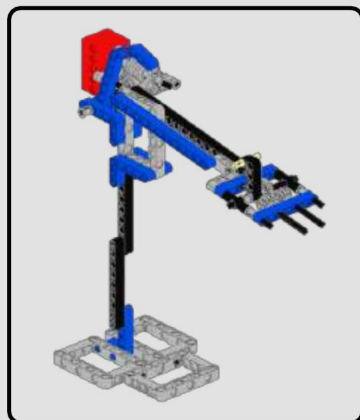
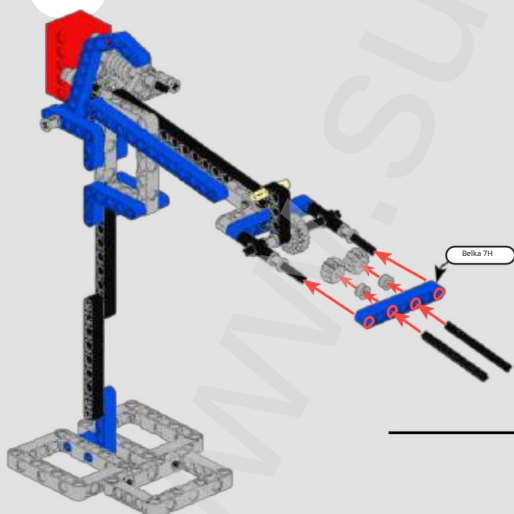
Oś 4H



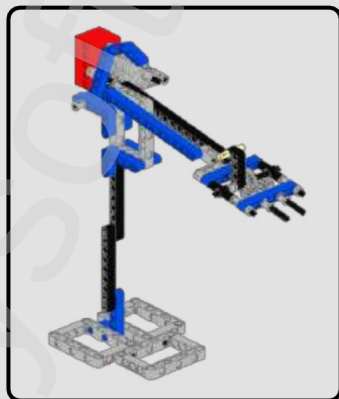
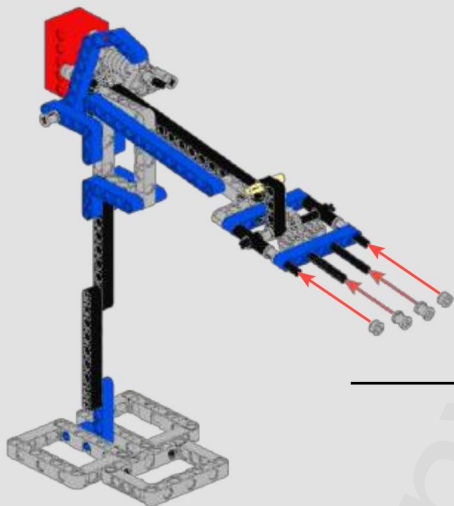
1:1

Oś 6H

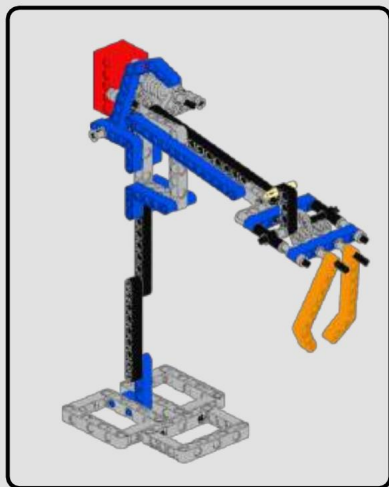
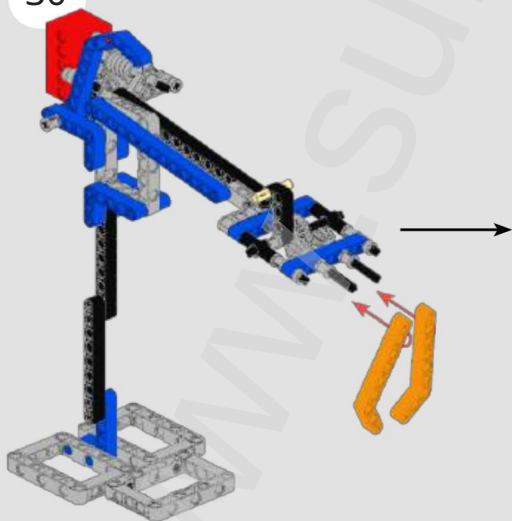
28



29



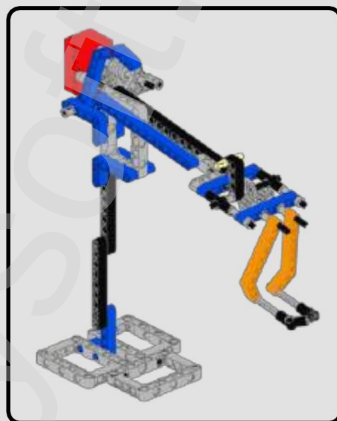
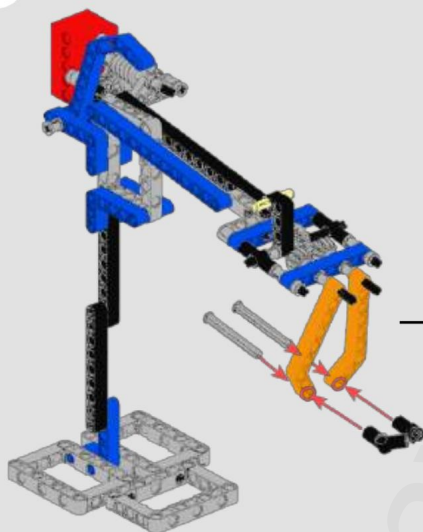
30



31

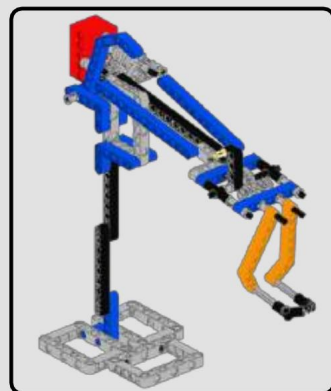
1:1

Oś 5H z blokadą

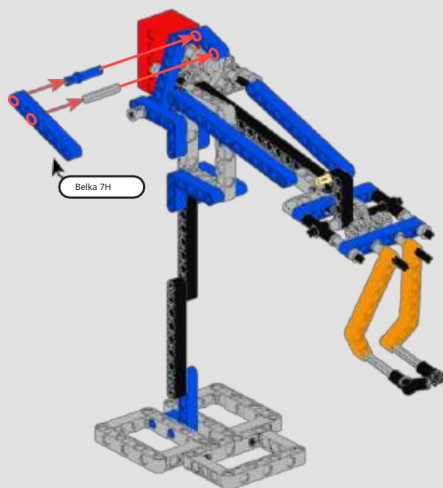


32

Belka 11H



33

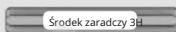


1:1

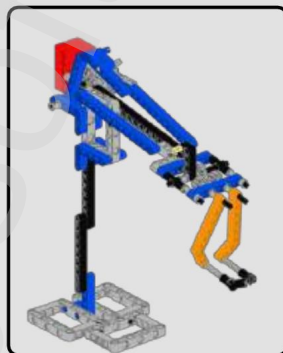


Długa niebieska szpilka

1:1



Środek zaradczy 3H



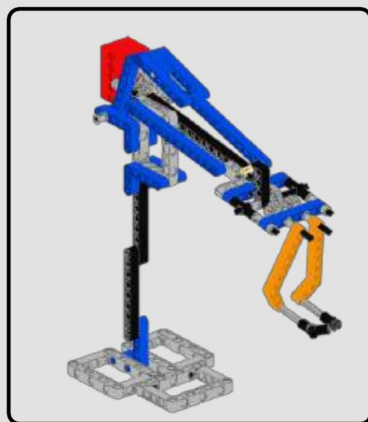
34



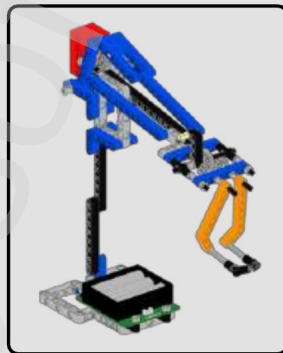
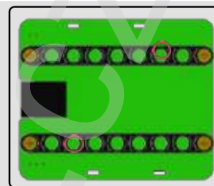
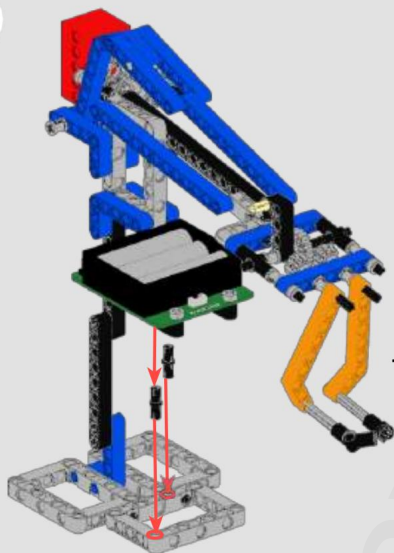
1:1



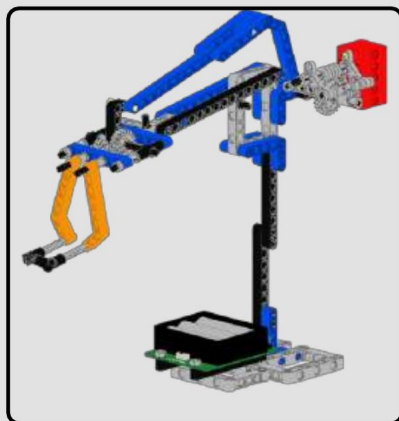
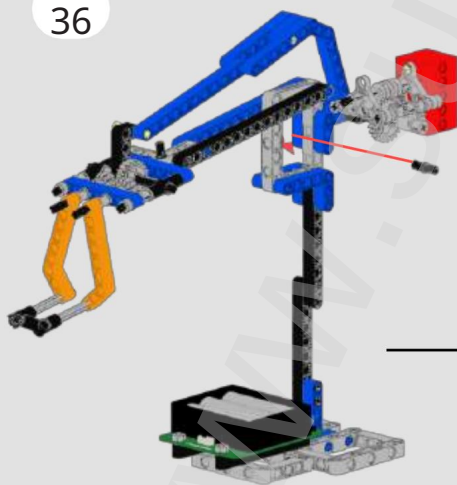
Długa niebieska szpilka



35



36



Gratulacje z okazji ukończenia projektu!

Czy nie możesz się doczekać, żeby z nim zagrać?
korzystasz z aplikacji mobilnej avishkaar?

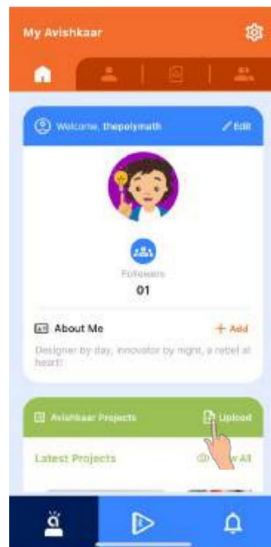


Podziel się swoim dziełem ze światem i zdobądź odznakę 3. poziomu „Zadrap powierzchnię”

Prześlij zdjęcia lub filmy swojego projektu za pomocą
Sekcja projektów w aplikacji Avishkaar i zdobądź odznakę 3.
Poziomy „zanurz powierzchnię”.

Możesz przeglądać wszystkie zebrane odznaki
zobacz w sekcji osiągnięć swojego profilu na
strona internetowa www.avishkaar.cc.

Odkryj wszystkie inne odznaki, które możesz
Zbierz je wszystkie i wygraj je wszystkie!



Masz jakiś problem?

W tych czasach nasza pomoc techniczna jest do Państwa dyspozycji :

Poniedziałek - Sobota: 9:00 - 20:00.

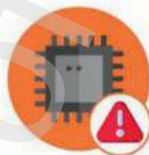
Niedziela i trzecia sobota: 9:00 - 18:00.



Problemy z oprogramowaniem



Problemy z użytecznością



Problemy sprzętowe

Zeskanuj kod QR, aby skontaktować się z pomocą techniczną.



support@avishkaar.cc

+91-8506931515

Dostawca/Dystrybutor

Sunnysoft sro
Kovanecka 2390/1a
190 00 Praga 9

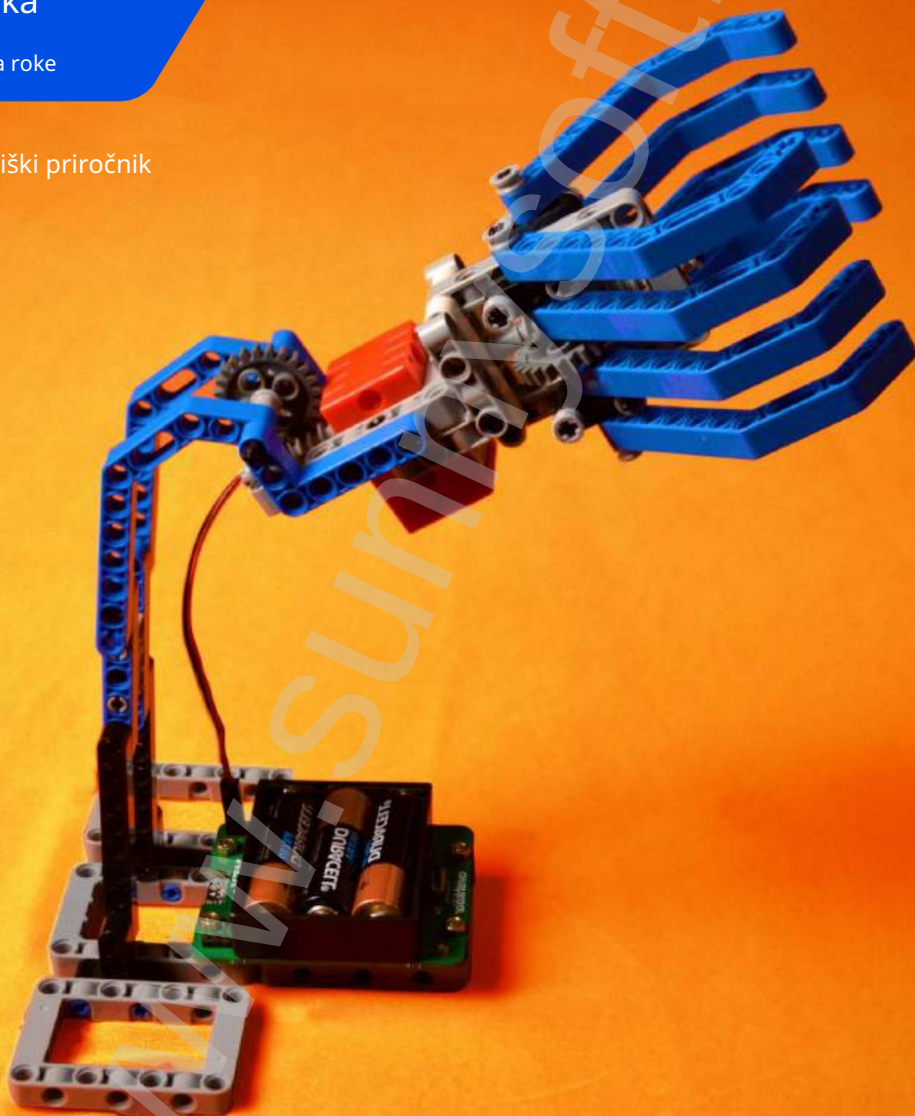
Czechy
www.sunnysoft.cz

MEX

Robotika

Komplet za roke

Uporabniški priročnik



Kar najbolje izkoristite svoj komplet

Inovacije



Prisega inovatorja

Prisego inovatorja, navedeno spodaj, dajte na strani 6 in razumeti, kaj pomeni biti inovator.



Naučite se uporabljati priročnik/videoposnetke

Sledite podrobnim navodilom v priročnik in se učite s kompletom izdelati zanimive robote.



Skupščina, kodiranje in upravljanje

Gradite inovativne projekte uporaba kompleta in krmilnika roboti, ki uporabljajo daljinsko upravljanje Daljinski upravljalniki Avishkaar in koda z uporabo aplikacije Studio za izdelavo Avishkaarja.



Deli



Zmaga



Pridruži se

Avishkaar

Pridružite se naši skupnosti na FB - povežite se z inovatorji in pridobite najnovejše informacije o spletnih seminarjih.



Naloži
projekte

Naložite projekte na www.avishkaar.cc in jih delite z inovatorji po vsem svetu.



Mednarodno
tekmovanja

Sodelujte v tedenskih, mesečnih in letnih tekmovanjih ter pridobiti slavo po vsem svetu.



Prisega inovatorja

Spodnja zaobljuba inovatorja se zaveže k vseživljenjskemu inoviranju in reševanju problemov. Deli fotografija na FB skupnosti Let's Avishkaar.

Slovesno prisegam, da ko se bom enkrat podal na pot inovacij, ne bom odnehal, dokler moja inovacija, moj projekt, ne bosta dokončana. Izpilil bom svoje spretnosti in orodja ter jih dobro uporabljal. Inovacija in jaz bova neločljiva.

Svoje inovacije bom vedno delil z drugimi inovatorji in se od njih učil.

I (napiši svoje ime)

*solemnly swear that, since I am
now on the path of innovation,
I will not give up until my
innovation, my project is ready.
I will hone my skills and tools
and use them well. Innovation
and I will be inseparable.
I will always share my
innovations with other
innovators and learn with them.*

podpis

Dobrodošli na spletnem mestu Avishkaar

Prenesite aplikacijo Avishkaar

Prenesite aplikacijo Avishkaar s skeniranjem spodnjih QR kod:



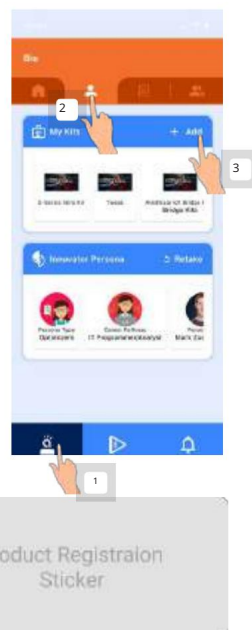
1 Ustvari račun

Odprite aplikacijo in sledite navodilom na zaslon za ustvarjanje računa.

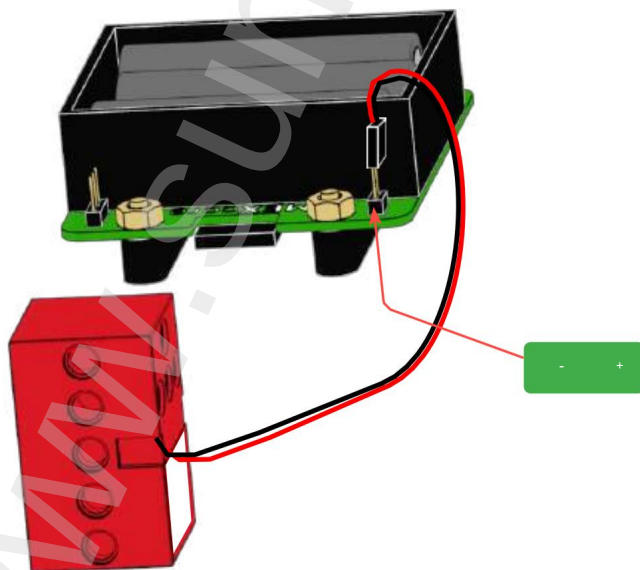
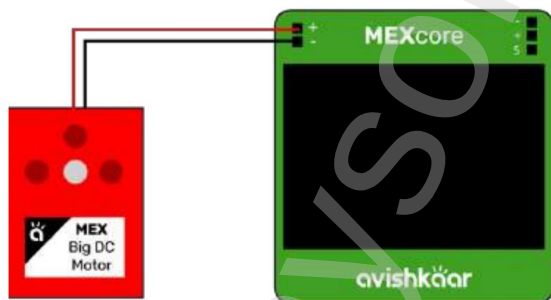


2 Registrirajte svoj komplet

V aplikaciji pojdite v razdelek »Profil« in kliknite na »+« Dodaj več« v razdelku »Moji kompleti« registrirajte svoj komplet. Ta korak je pomemben za kasnejše krmiljenje robota.



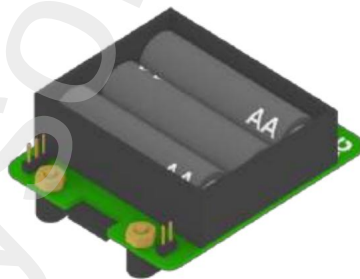
Kako priključiti motor na MEXcore



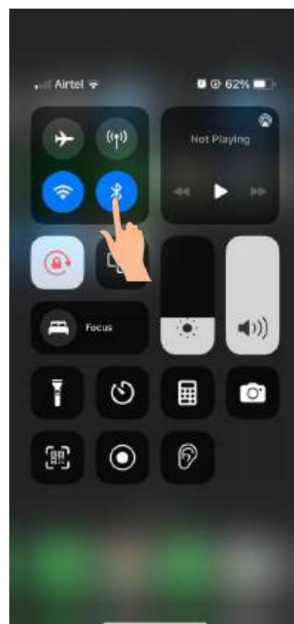
Nadzor aplikacij

- 1 Vstavite baterije v napravo MEXcore in jo vklopite. Upoštevajte, da LED lučka na napravi MEXcore utripa zeleno. barva.

Opomba – Uporabljajte samo alkalne baterije AA. (Druge vrste baterij lahko poškodujejo MEXcore.)



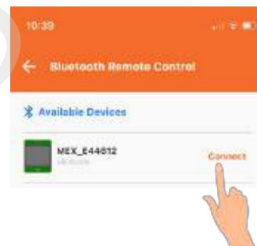
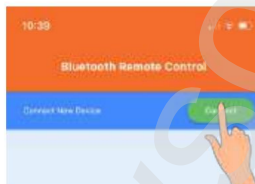
- 2 Vklupi Bluetooth na telefonu.



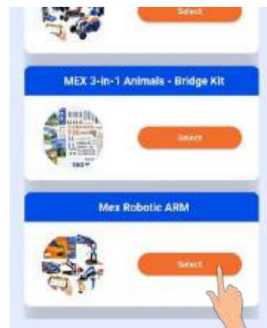
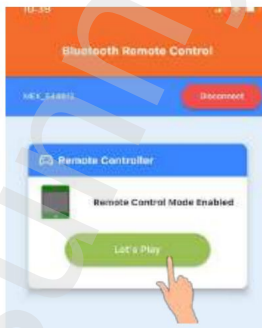
- 3 Odprite aplikacijo Avishkaar in v razdelku »Domov« kliknite gumb »Predvajaj«.



- 4 Kliknite na " »Poveži se«. Aplikacija bi morala biti sposobna najti vaš MEXcore, če je vklopljena. Ko aplikacija zazna vaš MEXcore, kliknite »Poveži se«.



- 5 Kliknite na »Igrajmo se« in v spustnem meniju izberite »Komplet robotske roke MEX«.



- 6 Odprl se bo zaslon daljinskega upravljalnika, ki vam bo omogočil upravljanje motorja.



Konfiguracija

Zvočni učinki



Krmična palica



Preverjanje opreme

Škatla 1 (elektronika)



Avishkaar
MEXCore
x1



Veliki enosmerni motor MEX
1x

Okvir 2 (Gradbeni deli)

ŽAREK



Nosilec 15H
1x



13 ur
Žarek x1



11H žarek
x1



3H
Žarek x4



9H žarek x2

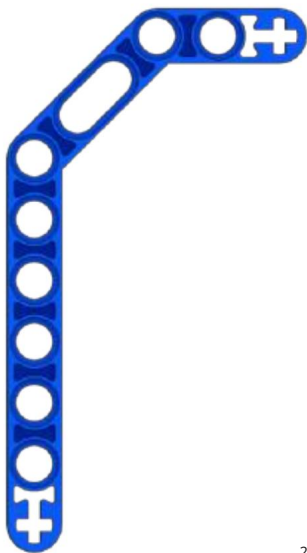


5H žarek x2



7H
Žarek
x4

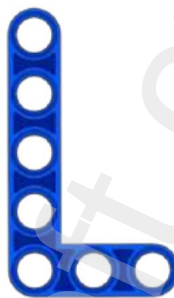
Opomba: "H" pomeni luknje. Npr. nosilec 15H pomeni nosilec s 15 luknjami.



Dvojno
upognjen nosilec
2Cx10V
x 10



2C x7H Enojni ovinek x2



7H L-nosilec
x5



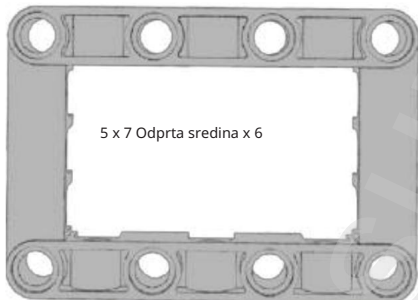
L-nosilec 1Cx4H
x3



2Cx1H
Tanek žarek
x1



5H T-nosilec
x2



5 x 7 Odprta sredina x 6

POLNILA



Polnilo osi - veliko
x 16



Polnilo osi - majhno x16

MENJALNIKI



24T zobnik x3



16T
zobnik



12T dvojni
stožčasti
zobnik x2



20T dvojni
stožčasti
zobnik
x1



Polžasti zobnik - velik x3

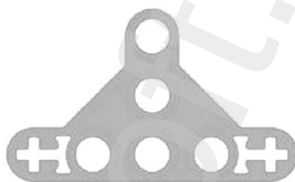
KONEKTORJI



4 x 4 pravokotni L- priključek
x2



Priključek
3Hx4 pin x1



Trikotnik 2C x 5H
x2



1C x 1H
Navpični konektor
x2



Tri-pinski pravokotni osni
konektor x1



Kotni osni
konektor - 180
x2



Priključek kota osi -135
x2



2C x 1H
Pravokotno
x4

PIN-ovi



Dolga zatič - modra x 13



Dolga zaponka - rumena
x1



Srednji zatič - črn x22



Srednje siva zatič x 2



Srednji osni zatič
- moder x2



Kratka zaponka - rumena
x2

Opomba: "Opomba: "C" pomeni
"križ". Npr. - "1CX4H L-nosilec"
ima en križ in štiri luknje.



POMBA:

Ø30r1



1:1



3H

Rešitev

(3)



4H

Rešitev

(2)



5r

Rešitev

(1)



6r

Rešitev

zaprte

(2)



6r

Rešitev

(4)



7r

Rešitev

(1)



8r

Rešitev

(3)



10

Rešitev

(1)



10B

Žarek

10knja

10knja

10knja

10knja

10knja

10knja

10knja

10knja

10knja

10knja

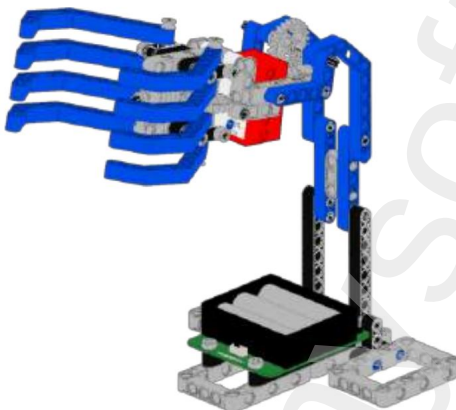
10knja

10knja

10knja

Projekt 1: MEX Grabber

Gradimo !



Stvari, ki jih potrebujemo



9H žarek
x2



nosilec 7H
x2



žarek 5H
x2



7H oblikovani žarek
črka L
x2



3H žarek
x4



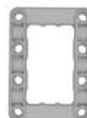
2Cx10H
Dvojno upogibni
nosilec
x10



5H T-nosilec
x2



4 x 4 pravokotno
Priključek L x 2



Odprto
središče
x6



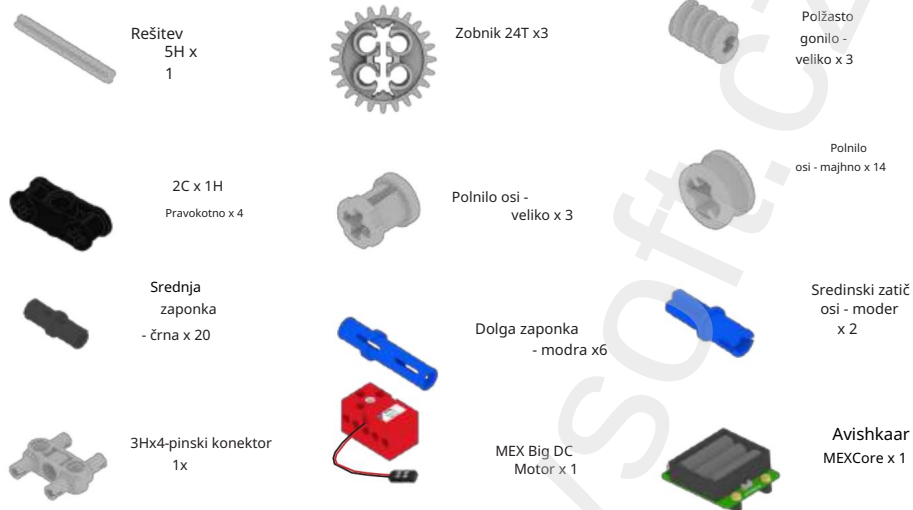
Rešitev
10H x
1



Rešitev
8H x
3

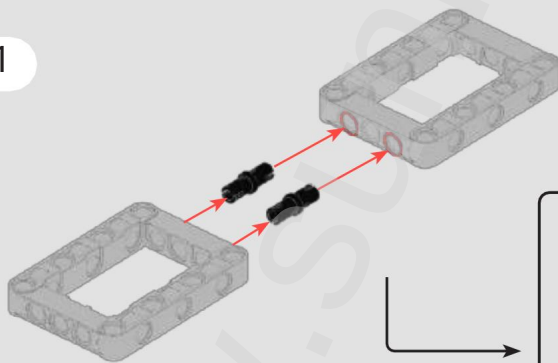


Rešitev
6V x
4



Koraki

1

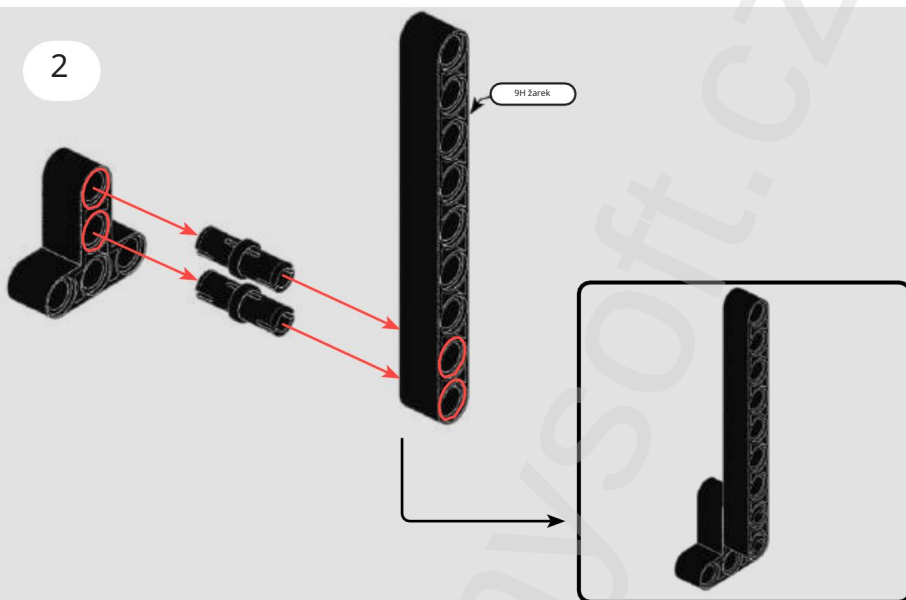


Nasvet za montažo

Črne srednje zatiče je nekoliko težje vstaviti !
Ampak brez skrbi. Potisni in se prepričaj, da je s sklepom vse v redu.
Bo malo zdržalo :)

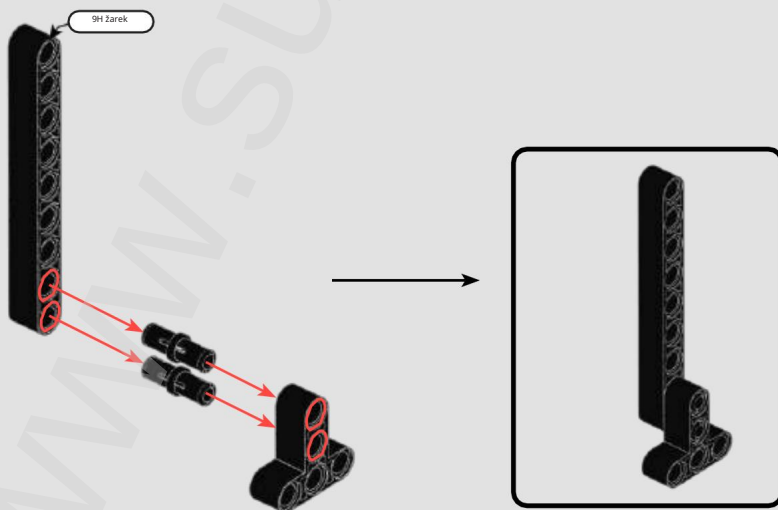


2



3

Ustvarimo še eno stran.

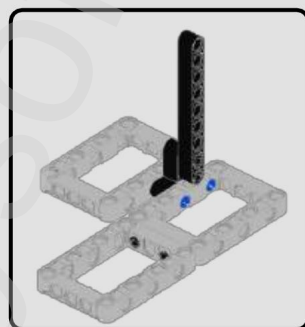
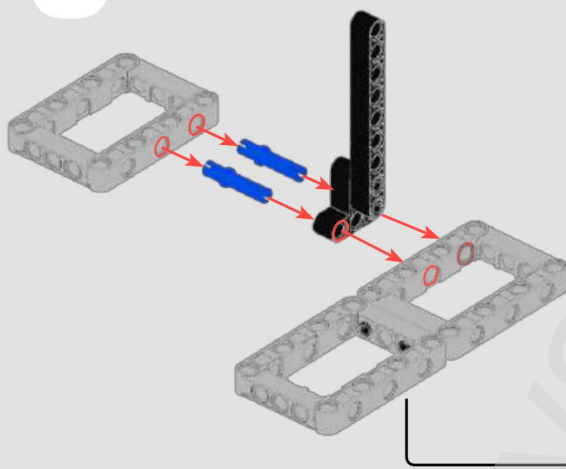


4

1:1

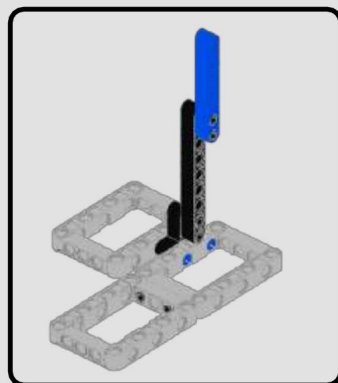
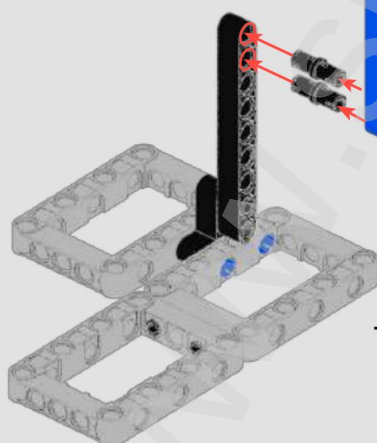


Dolga modra zaponka

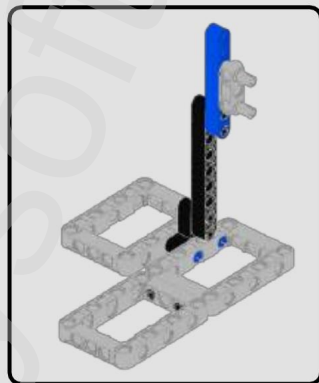
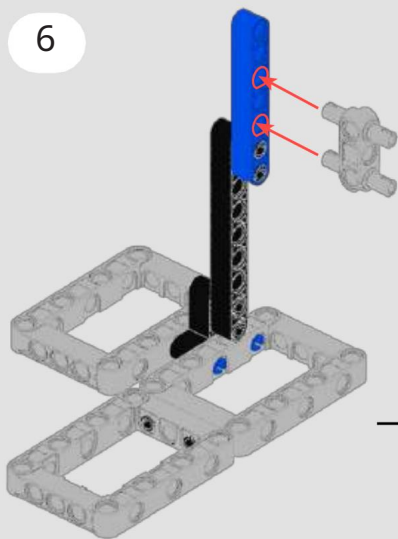


5

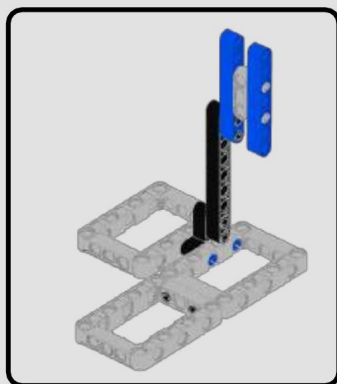
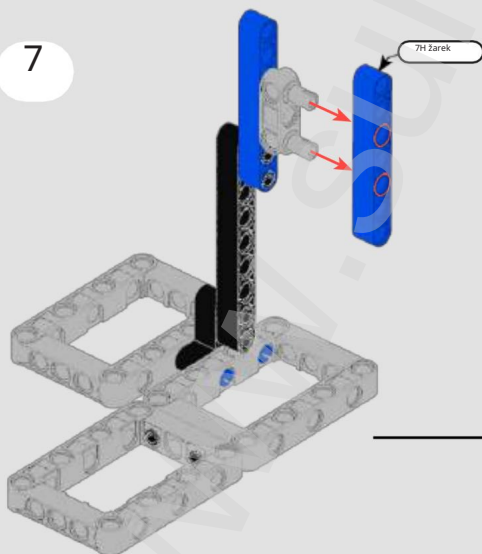
7H žarek



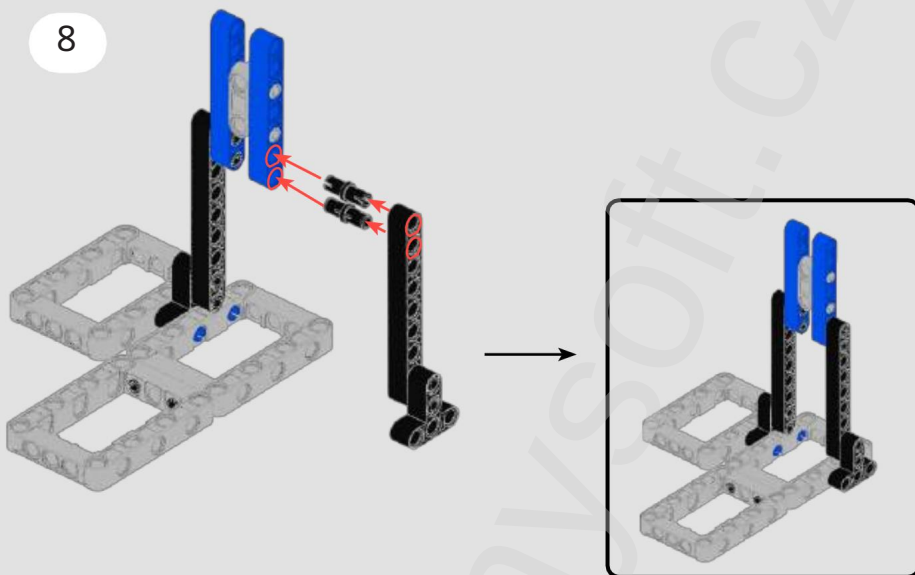
6



7



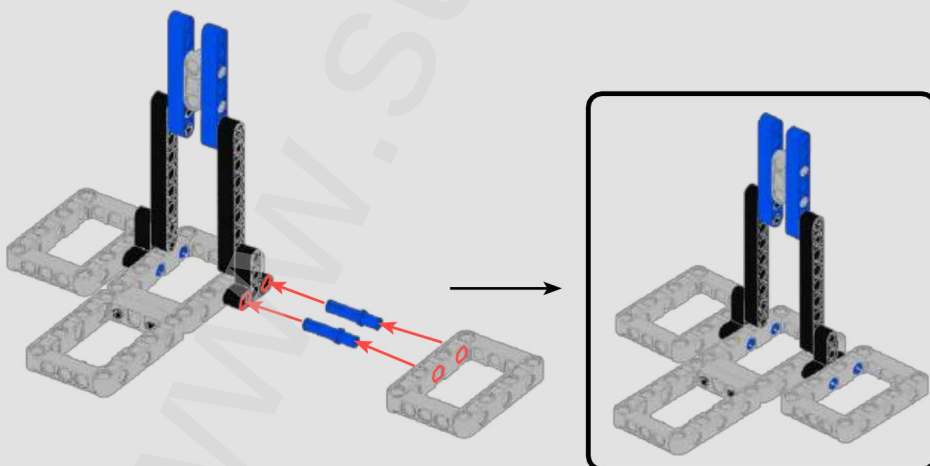
8



9

1:1

Dolga modra zaporka

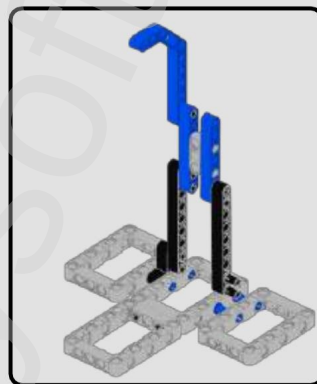
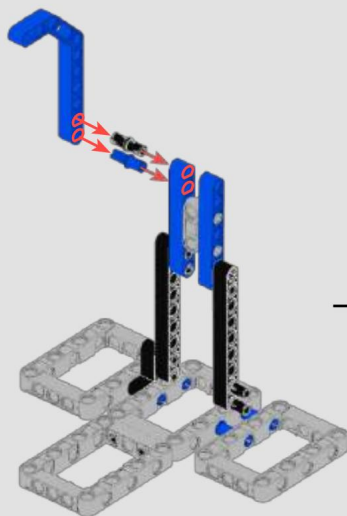


10

1:1



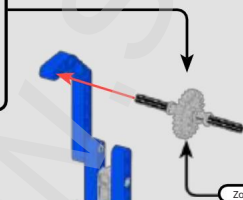
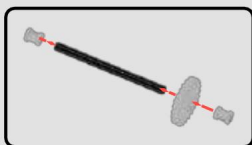
Sredinski zatič osi moder



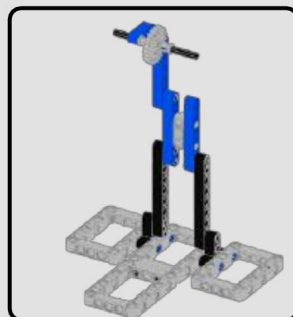
11

1:1

8H os



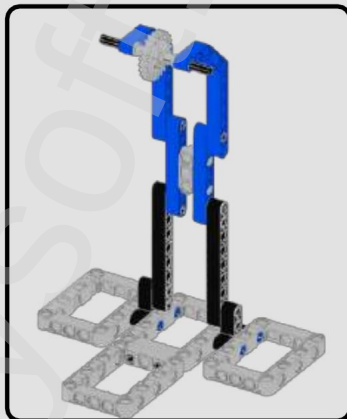
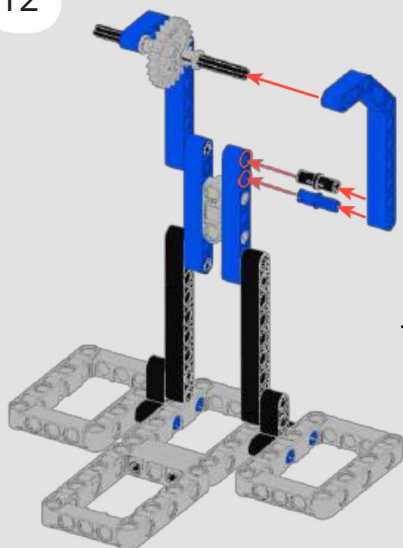
Zobnik 24T



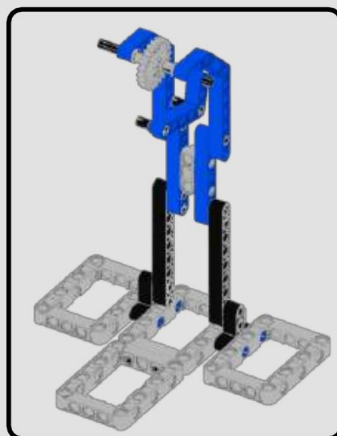
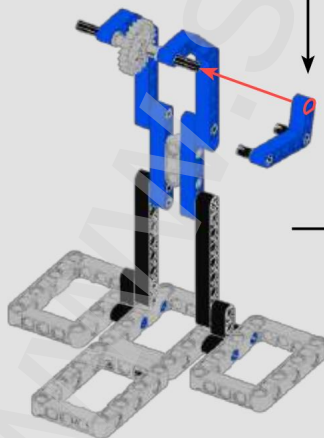
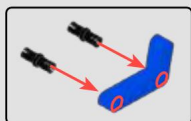
12

1:1

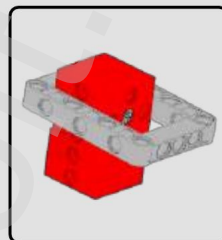
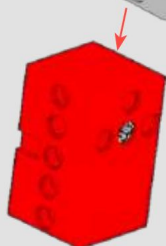
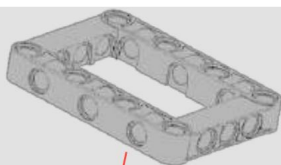
Sredinski zatič osi moder



13



14



Nasvet za montažo



Črne sredinske zatiče je mogoče vstaviti samo na eno stran motorja!

Črne zatiče je mogoče vstaviti samo na stran motorja z belo nalepko. Na drugi strani

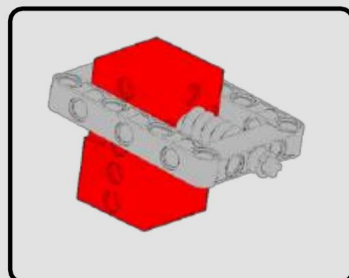
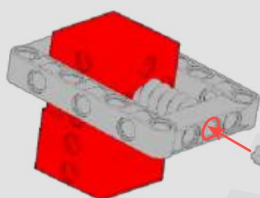
Na strani brez nalepke lahko uporabite samo majhne rumene žebjičke.



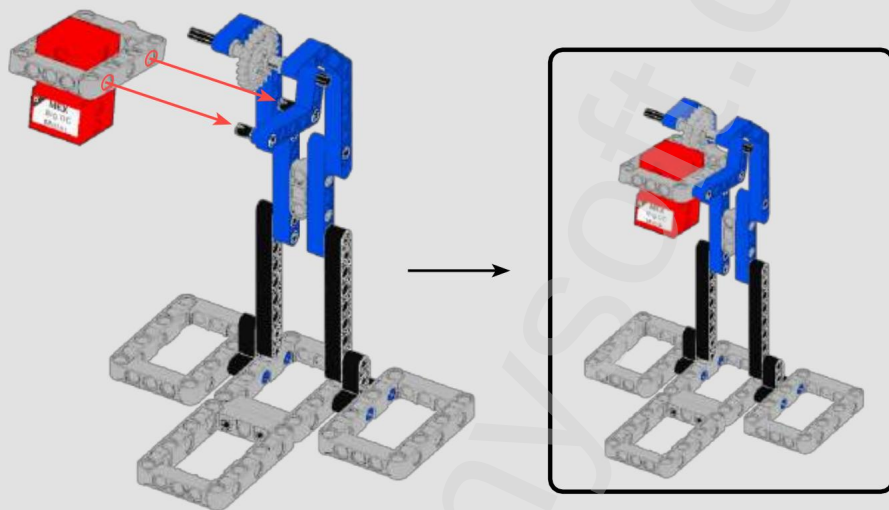
15

1:1

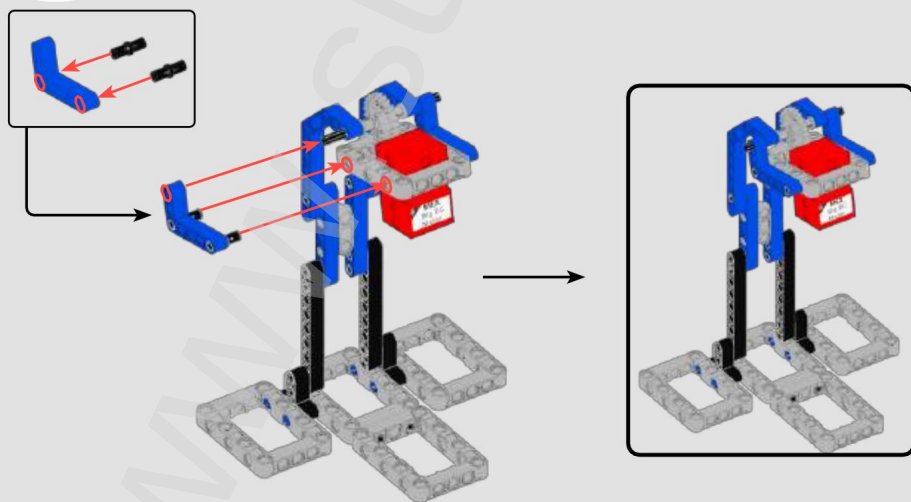
5H os



16



17



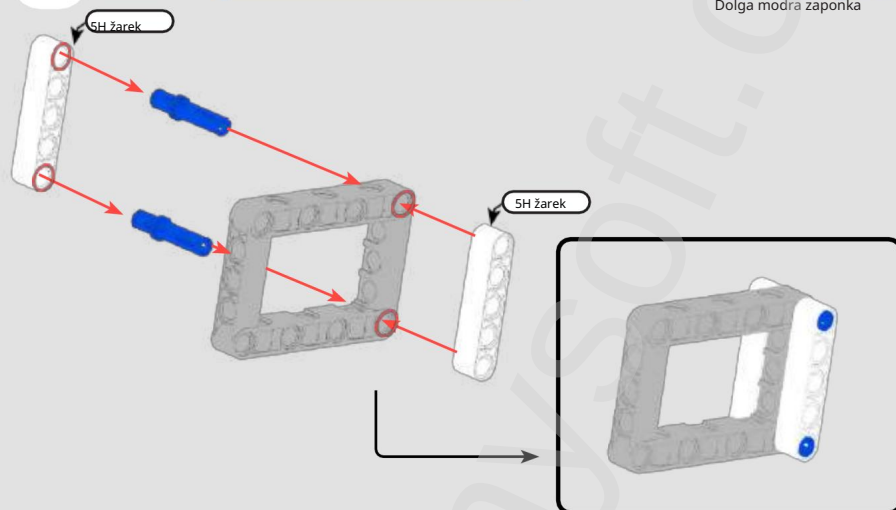
18 let

Ustvarimo čeljusti

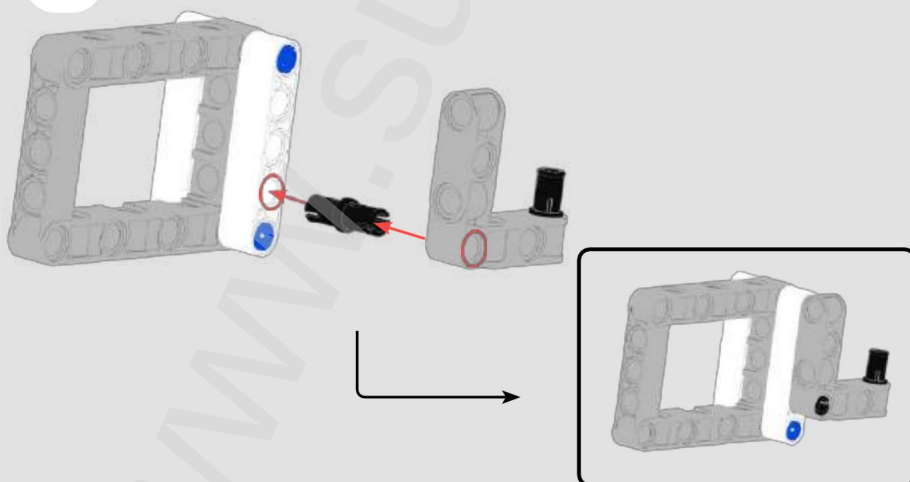
1:1



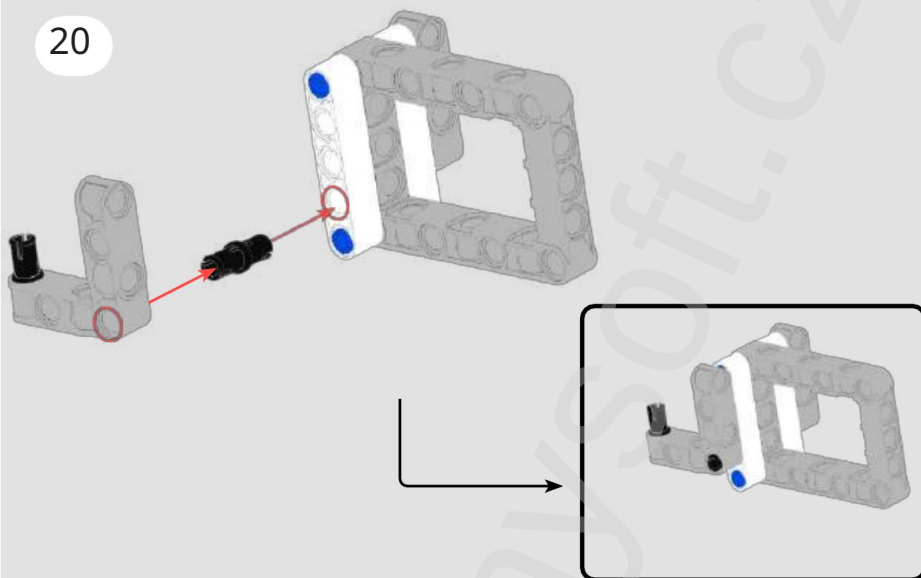
Dolga modra zaponka



19



20

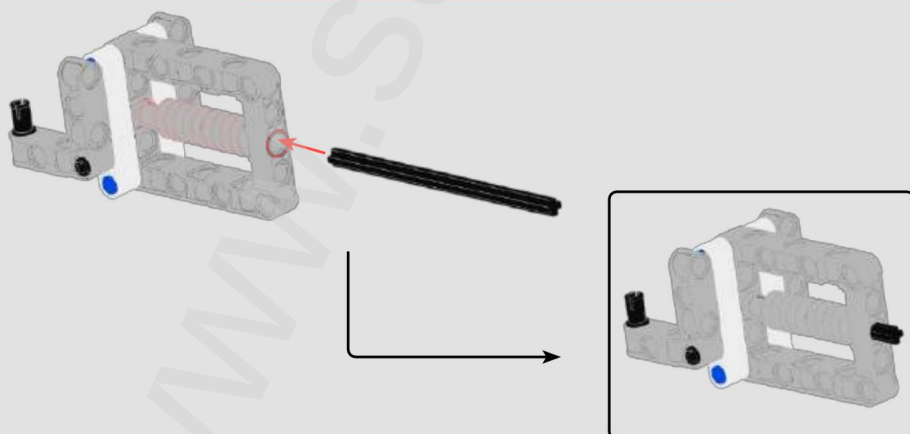


1:1

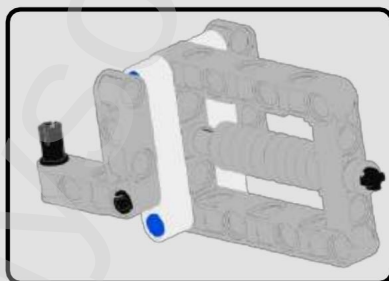
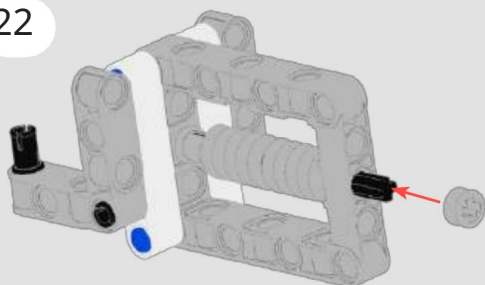
10H os

21

Opomba: uporabite dva polžasta zobnika - velika.



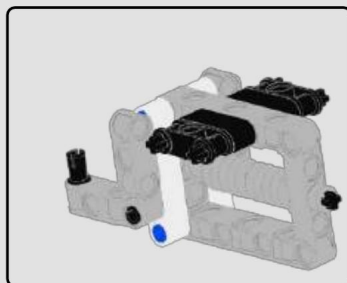
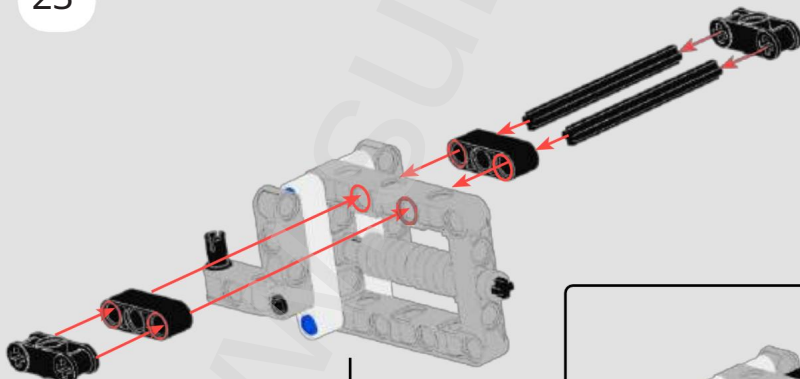
22



23

1:1

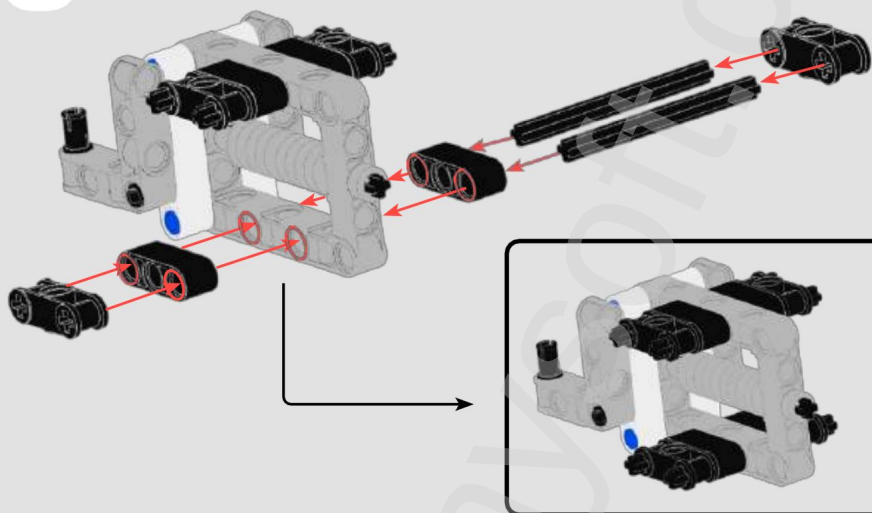
6H os



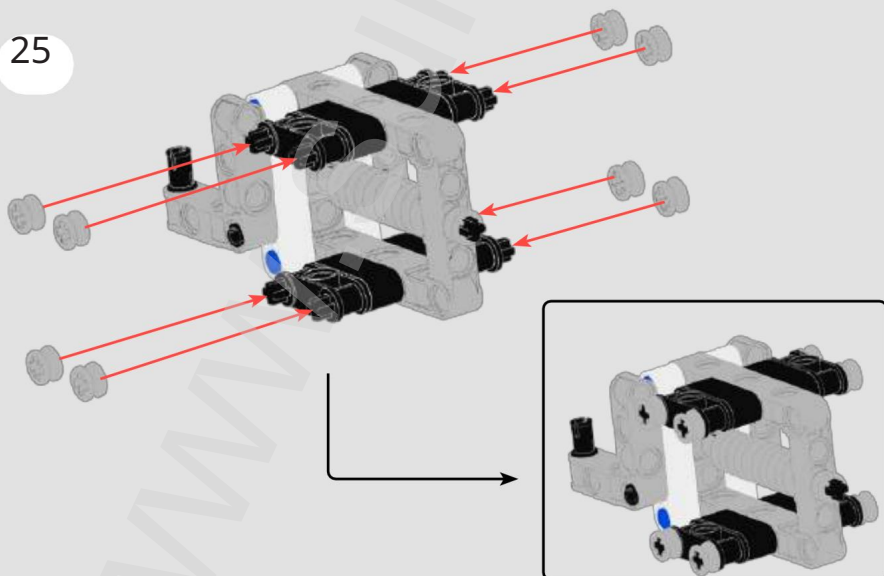
24

1:1

6H os



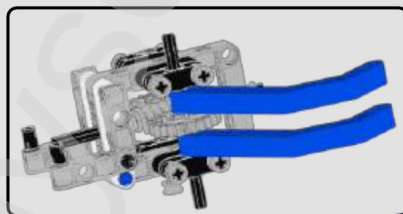
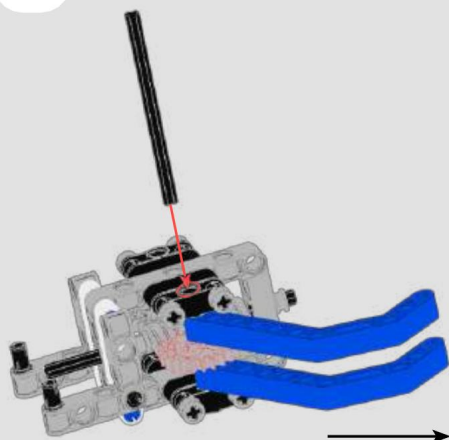
25



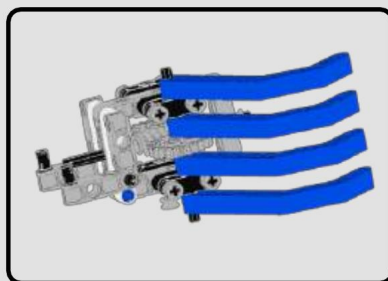
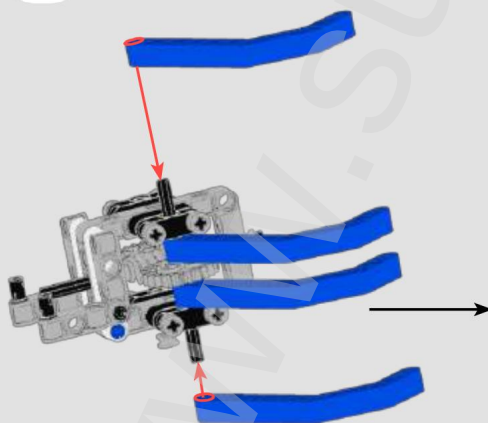
26

1:1

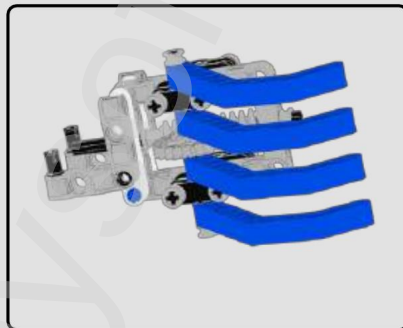
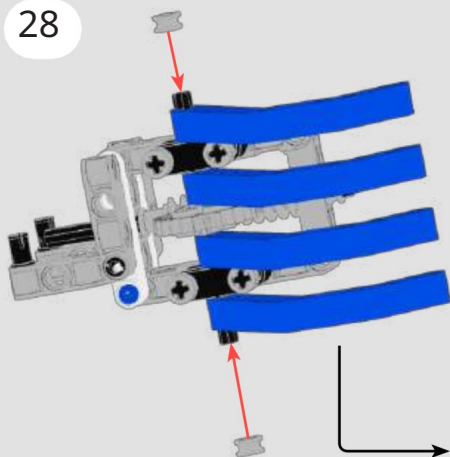
8H os



27



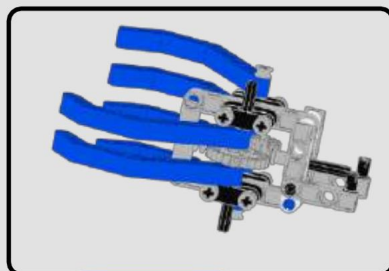
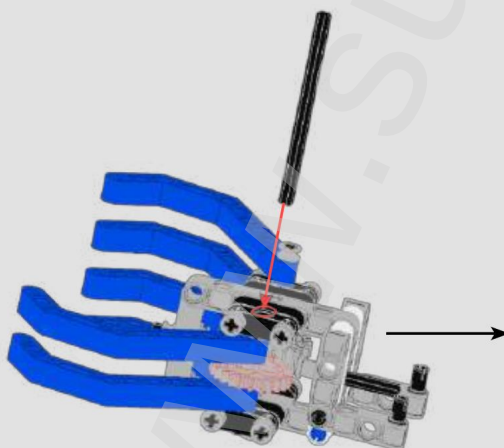
28



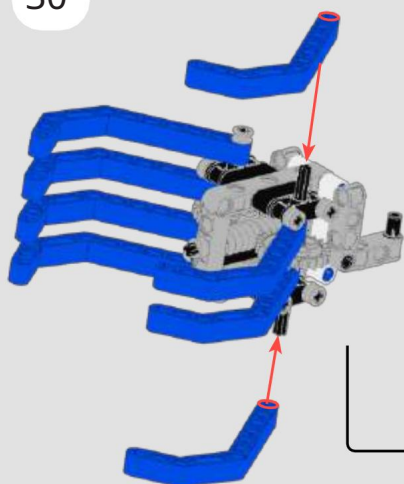
29

1:1

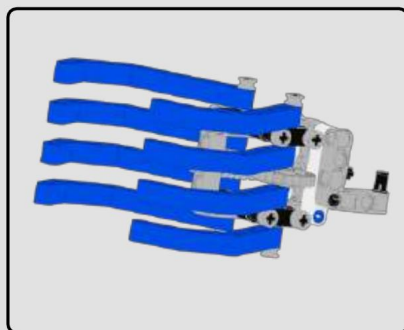
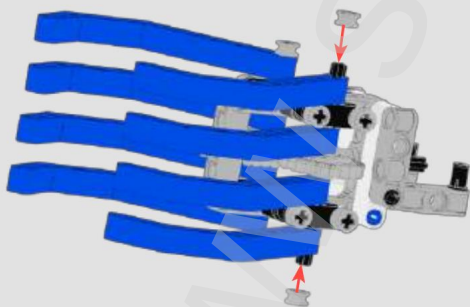
8H os



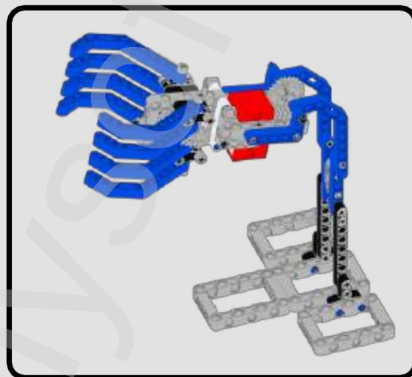
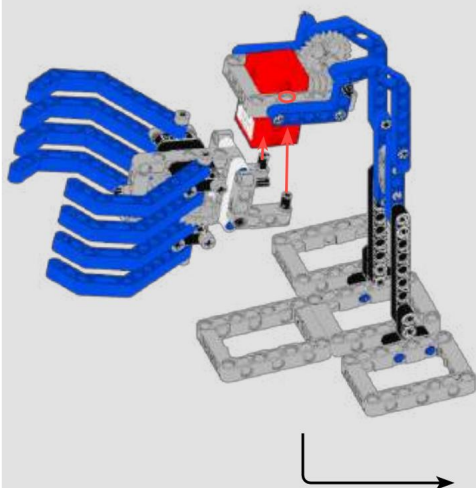
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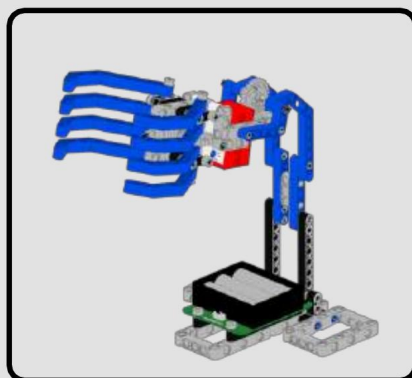
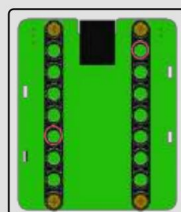
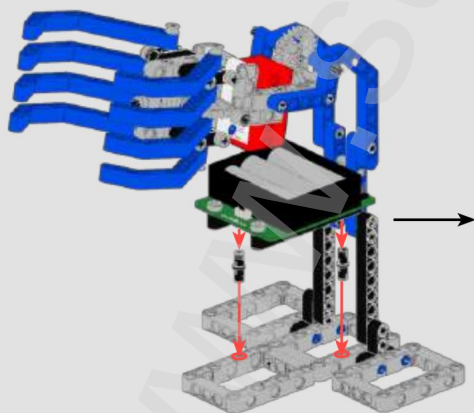
31



32



33



Čestitam za dokončanje tega projekta!

Se veseliš igranja z njim?
uporabljate mobilno aplikacijo avishkaar?



Delite svojo stvaritev s svetom in osvojite značko 1. stopnje »Popraskaj po površini«

Naložite fotografije ali videoposnetke svojega projekta z uporabo razdelka s projekti v aplikaciji Avishkaar in pridobite 1. značko. Ravni, ki se "praskajo po površini".

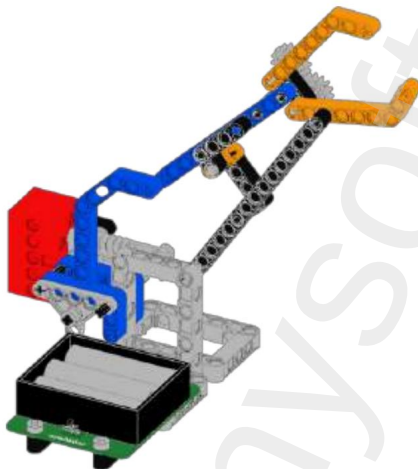
Vse zbrane značke si lahko ogledate ogled v razdelku dosežkov v vašem profilu na spletna stran www.avishkaar.cc.

Raziščite vse druge značke, ki jih lahko
Zberi jih vse in zmagaj!



Projekt 2: MEX kibernetiski krempelj

Gradimo !



Stvari, ki jih potrebujemo



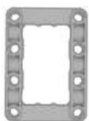
Žarek
15H
x1



7H žarek
do L
x2



2C x 7H
Preprosto
upogibanje
žarek
x2



Odrpno
središče
x3



11. uro
Žarek x1



L-nosilec 1Cx4H x 3



5H T-nosilec x 1



2C x 5H
Trikotnik
x2



3H
Žarek x1



2Cx10H
Dvojno upognjen
nosilec x 1



2Cx1H
Tanek žarek
1x



Polžasto
gonilo -
velik x 1



Zobnik 16T x2



Zobnik 24T x1



Polnilo osi - veliko
x 5



Polnilo osi - majhno x9



1Cx1H
Navpični konektor
x 2



Os 3H x3



Rešitev
7H x1



Rešitev
8 ur
x3



Srednji
zatič - črn x9



Srednji
zatič - siv x 1



Sredinski zatič
osi - moder
x 2



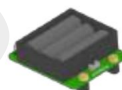
Rumena udarna zatič
x 1



Dolga zaponka
- modra x3



MEX Big DC
Motor
x1



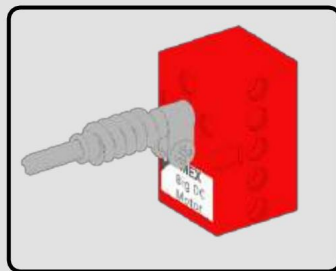
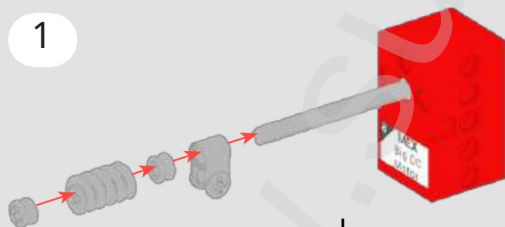
Avishkaar
MEXCore
x1

Koraki

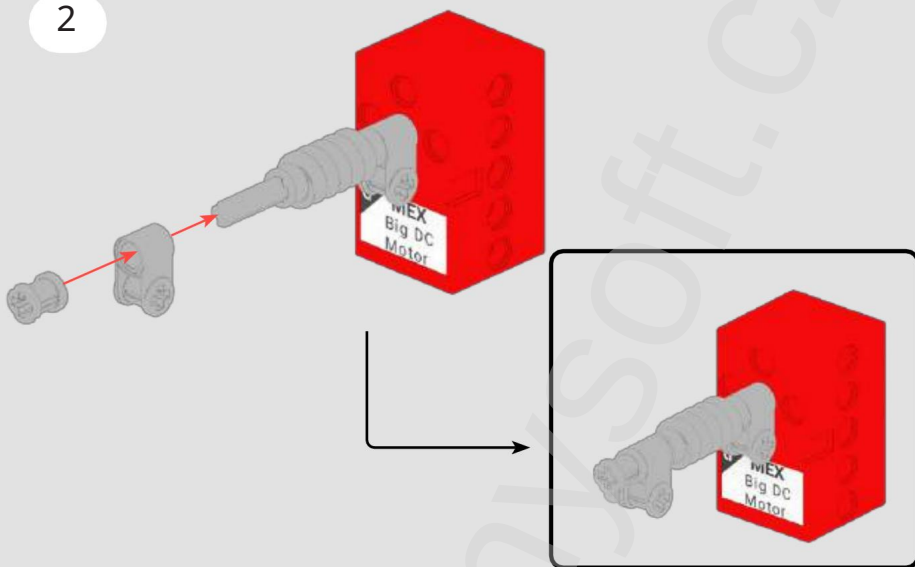
1:1

7H os

1



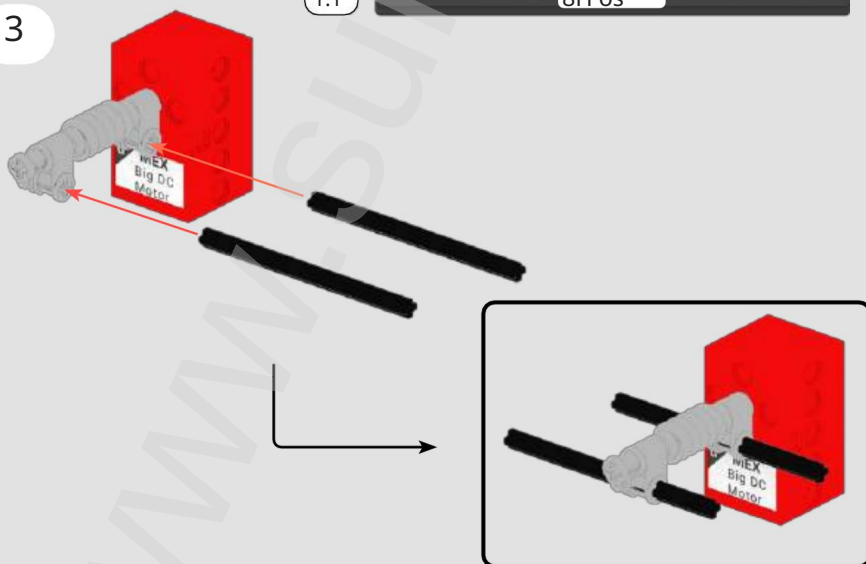
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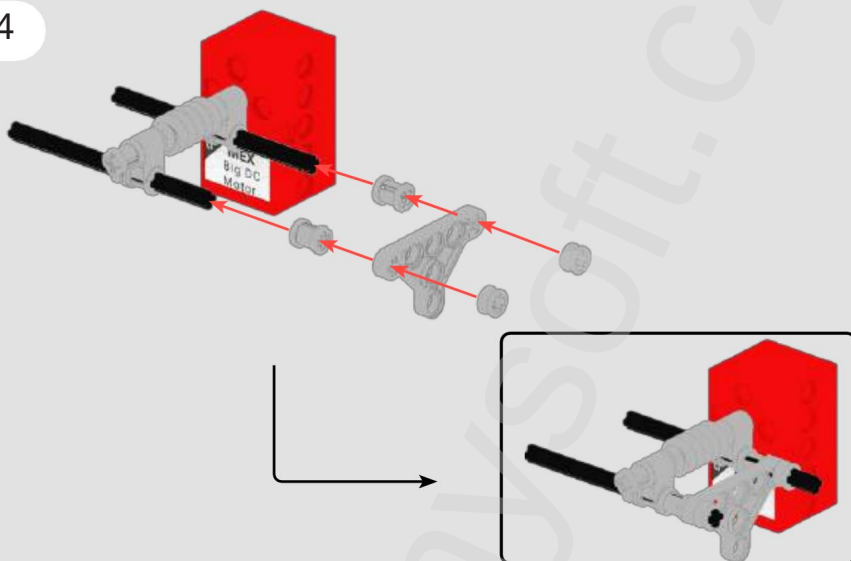
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1:1

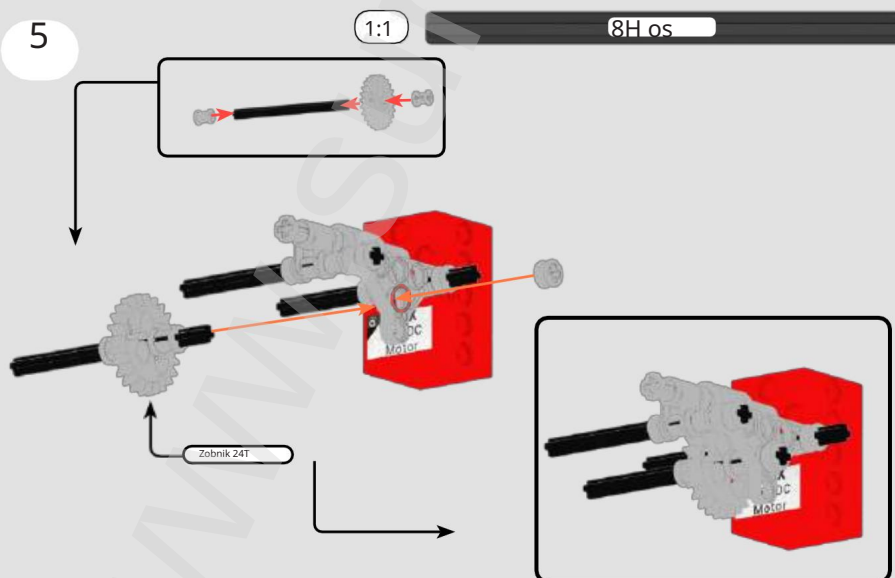
8H os



4



5

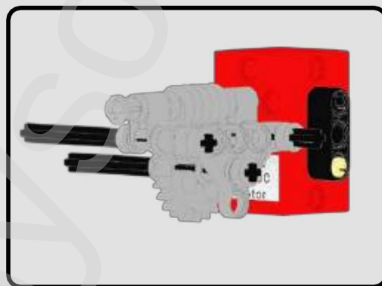
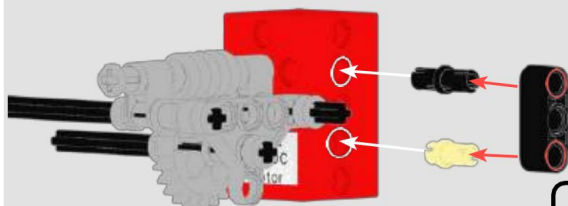


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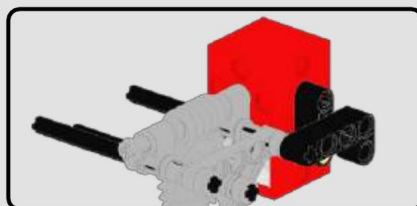
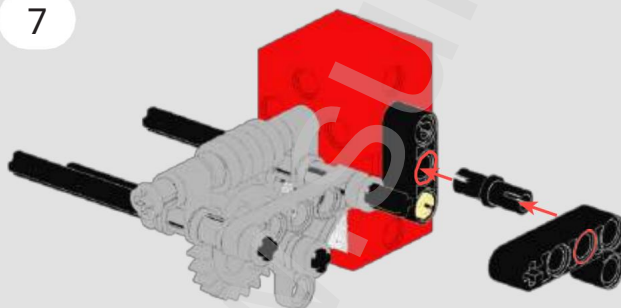
1:1



Kratka rumena žeblička



7



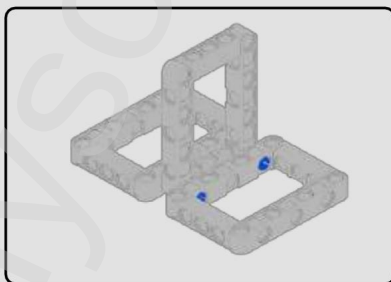
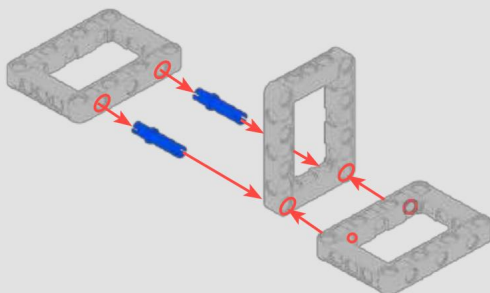
8

Ustvarimo osnovno strukturo.

1:1



Dolga modra zaponka

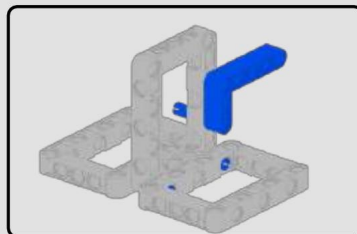
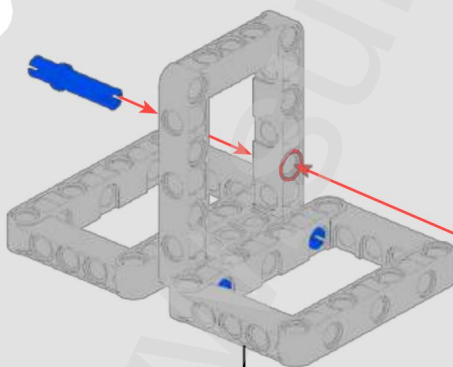


9

1:1

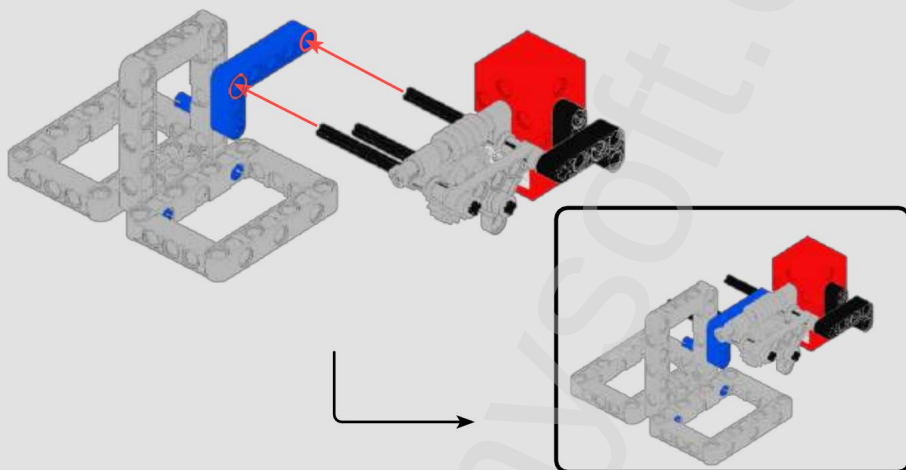


Dolga modra zaponka

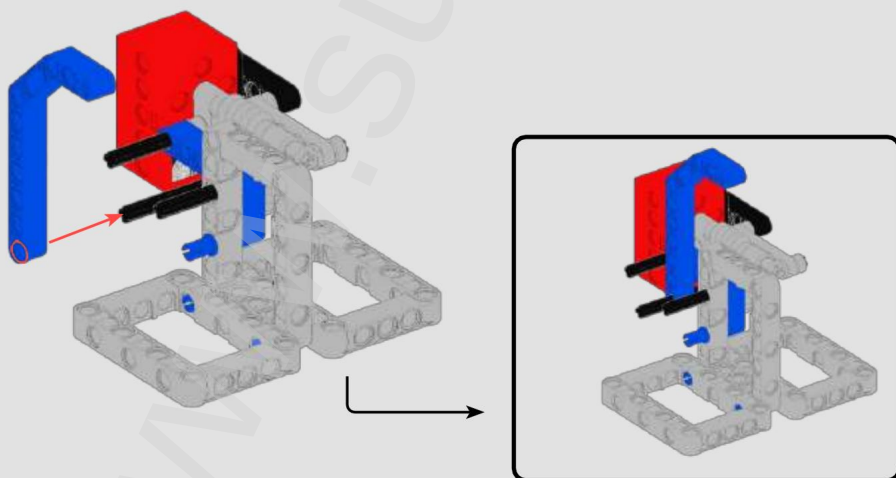


10

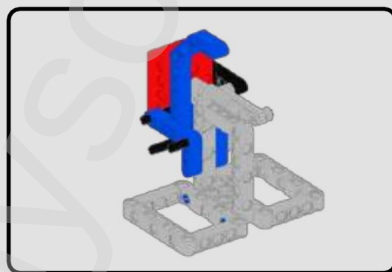
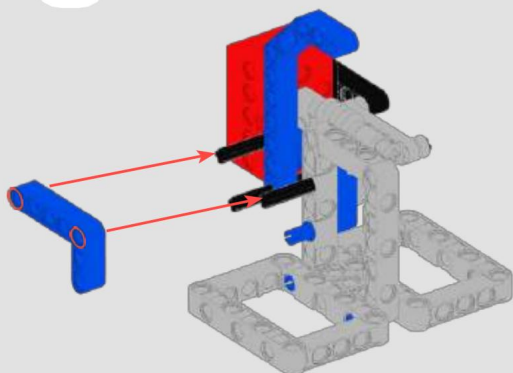
Sestavili bomo osnovno strukturo in motor mehanizem.



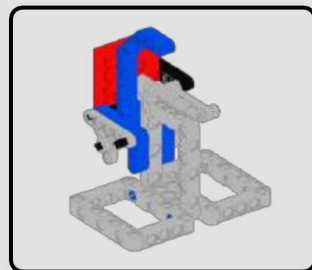
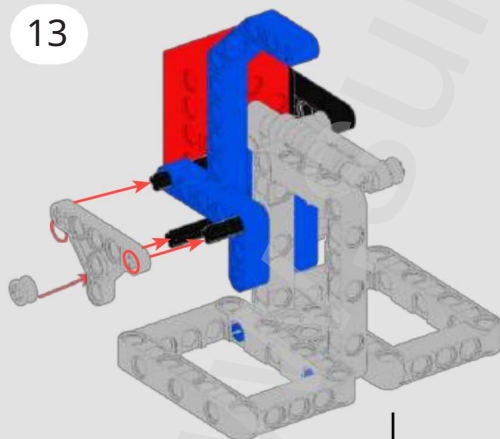
11



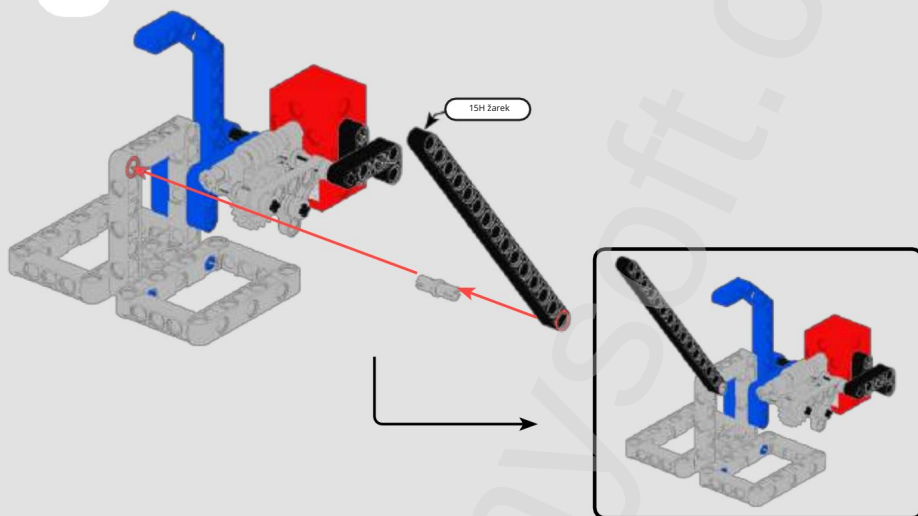
12



13

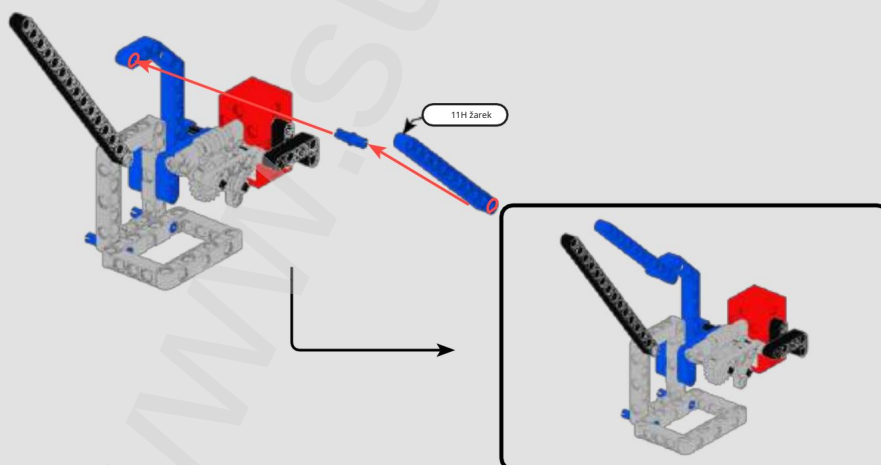


14

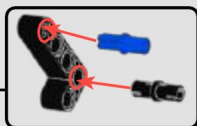


15

1:1
Sredinski zatič osi moder



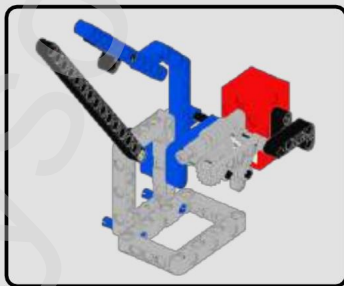
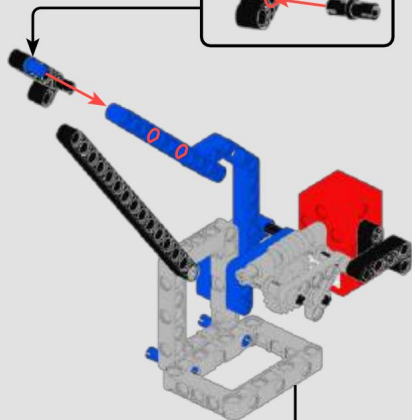
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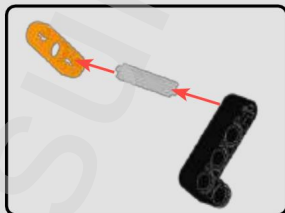
1:1



Sredinski zatič osi moder

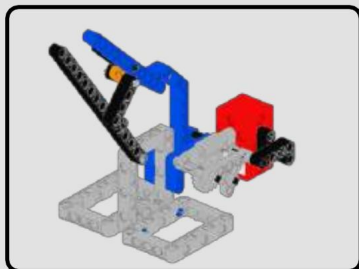
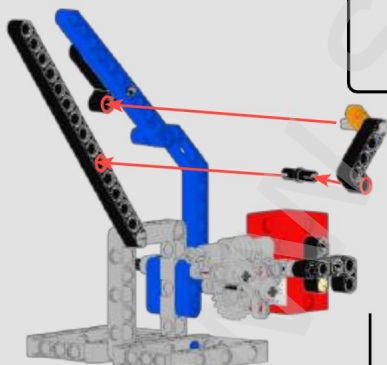


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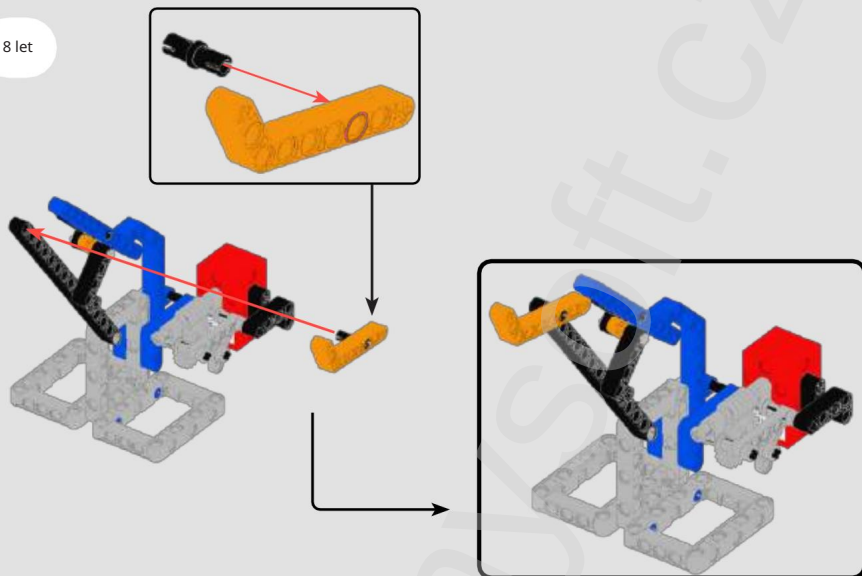


1:1

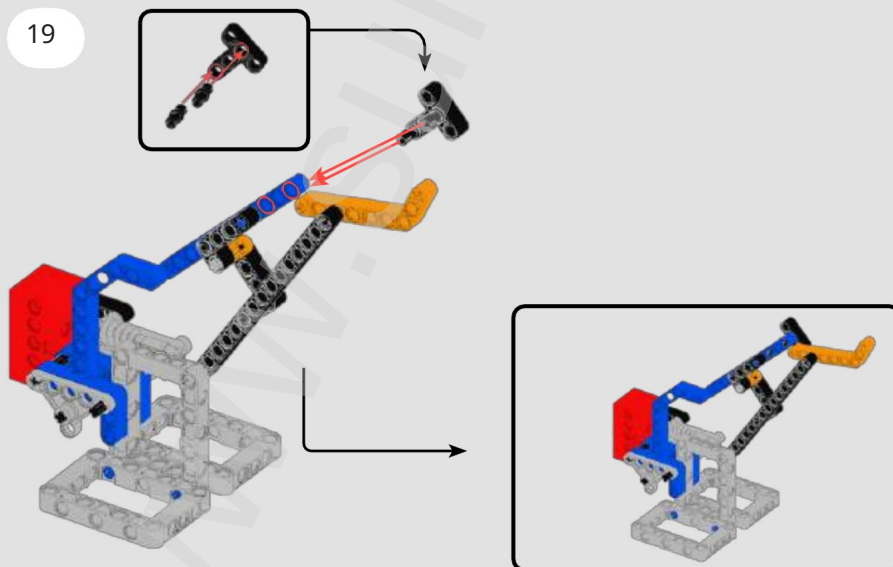
3H zdravilo



18 let



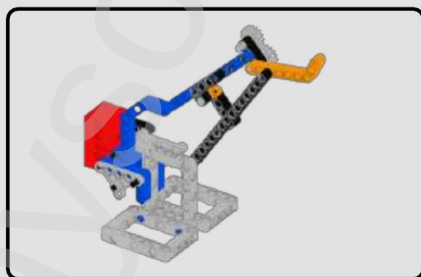
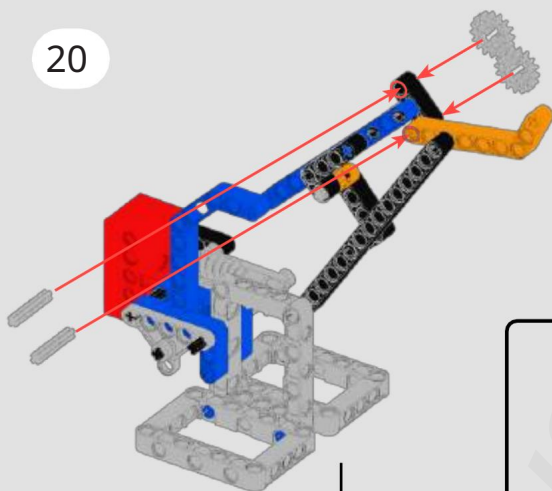
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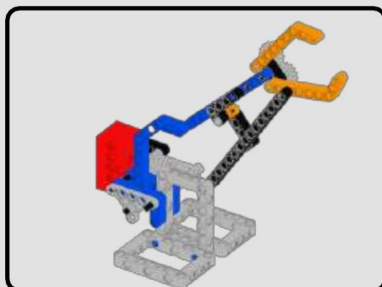
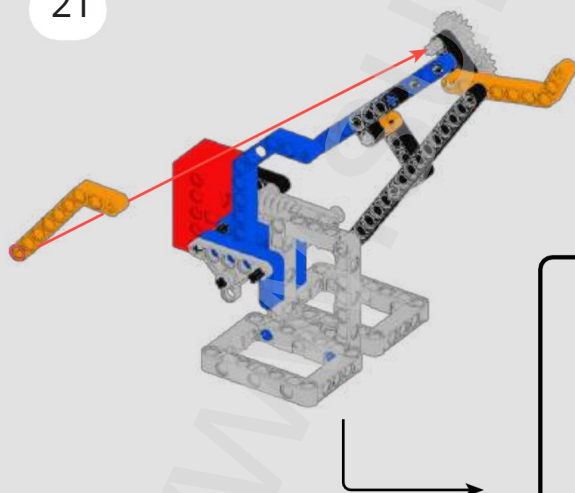
20

1:1

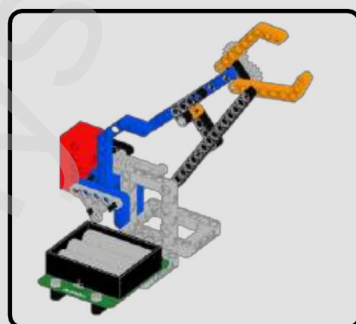
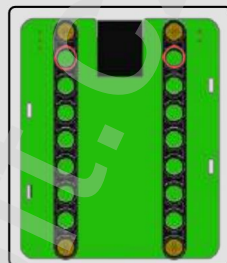
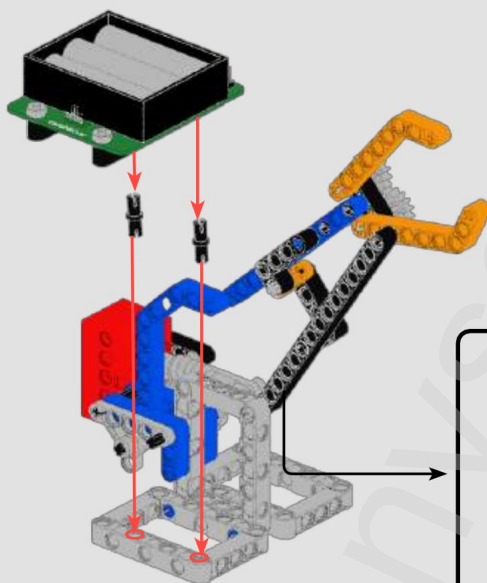
3H zdravilo



21



22



Čestitam za dokončanje tega projekta!

Se veseliš igranja z njim?
uporabljaš mobilno aplikacijo avishkaar?

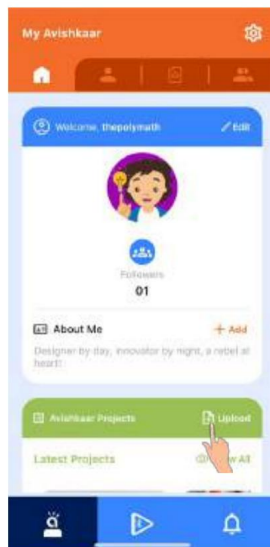
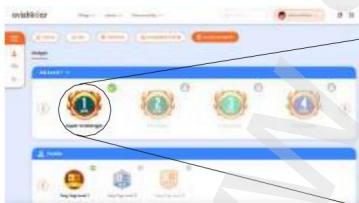


Delite svojo stvaritev s svetom in osvojite značko 2. stopnje
"Opraskaj površino"

Naložite fotografije ali videoposnetke svojega projekta z uporabo
razdelku s projekti v aplikaciji Avishkaar in nadaljujte na
Pridobitev značke 2. stopnje "Opraskaj površino".

Vse zbrane značke si lahko ogledate
ogled v razdelku z dosežki v vašem profilu na
spletna stran www.avishkaar.cc.

Raziščite vse druge značke, ki jih lahko
Zberi jih vse in zmagaj!

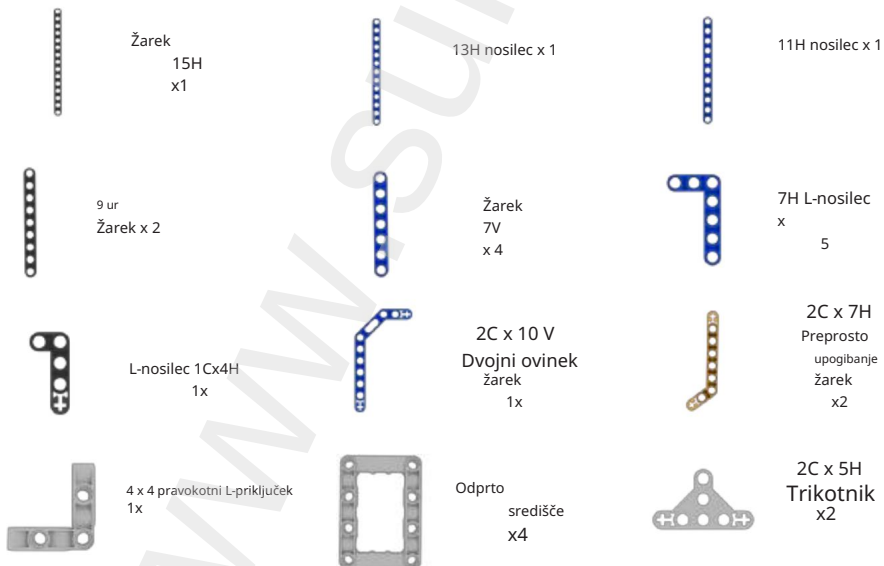


Projekt 3: Robotski dvigal MEX

Gradimo !



Stvari, ki jih potrebujemo





Polžasto
gonilo -
velik x 1



12T dvojni
stožčast
zobnik
x2



20T dvojni
stožčast
zobnik
1x



Čelni zobnik
kolo24T
x3



Trojni zatič
pravokotni konektor
popravki
1x



1Cx1H
Pravokotni konektor
1x



Polnilo osi - majhno
x12



Polnilo osi - veliko
x16



3H zdravilo
x1



5H s pokrovčkom
Zdravilo x 2



6H os
x4



Rešitev
8 ur
x2



10H os
1x



Rumena strelna bucika
1x



Srednje
žebliček -
črna
13-kratnik



Srednji zatič
popravki -
modra
x2



Dolga zatič -
modra
13-kratnik



Dolgo
rumena zaponka
1x



Kotni konektor
osi -180
x2



Kotni
osna sklopka
-135
x2



Avishkaar
MEXCore
x1

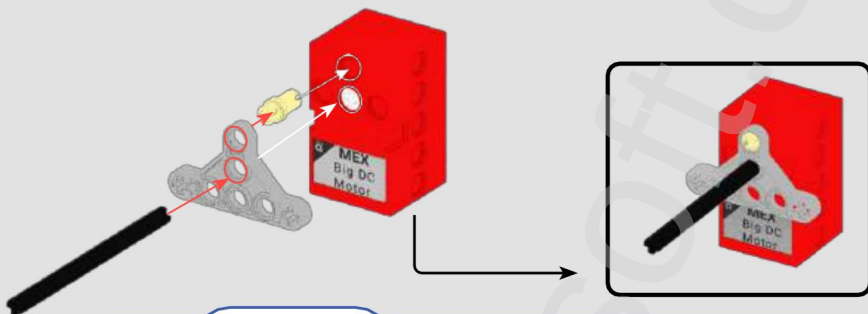


MEX Big DC
Motor
x1

1

1:1

8H os



Nasvet za montažo



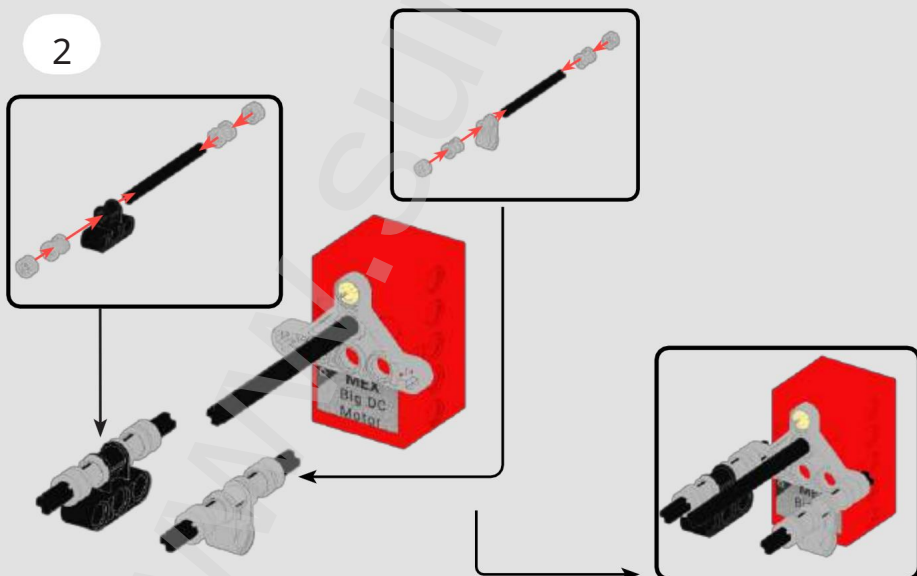
Kratke rumene bučke so lahko nekoliko zapletene! Pri uporabi bodite previdni. Zlahka se zlomijo. In lahko se tudi poškodujejo. odstranite - prosite starša ali odraslo osebo, da vam pomaga odstraniti varno odstranjeno.



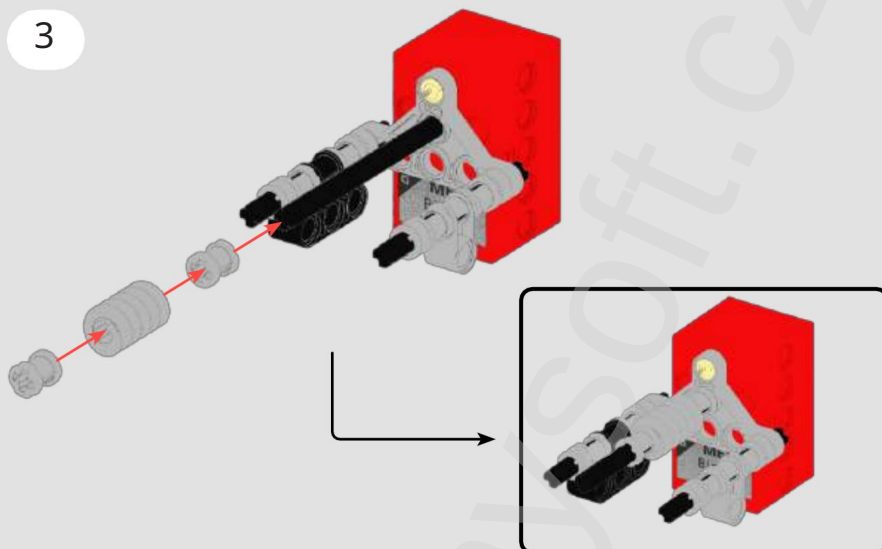
1:1

6H os

2



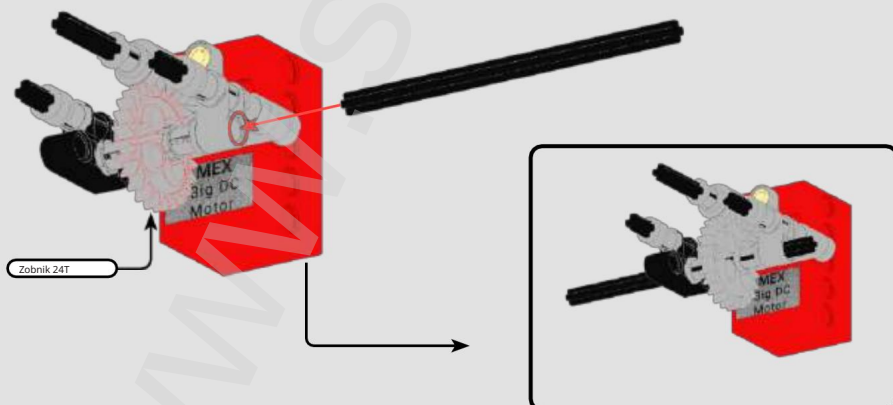
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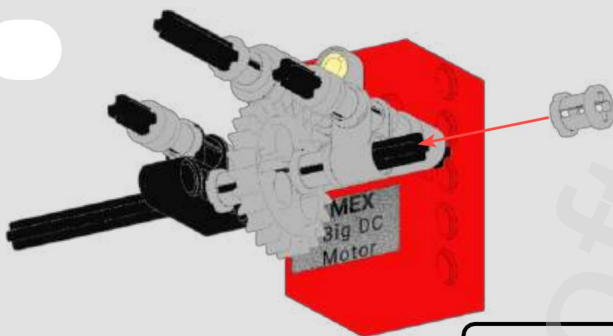


4

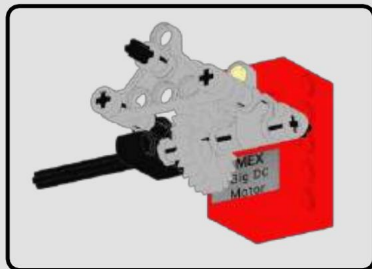
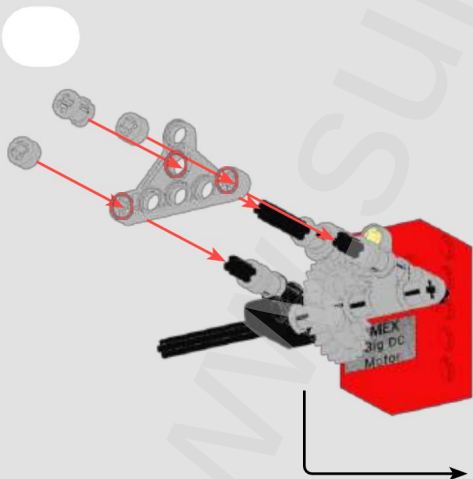
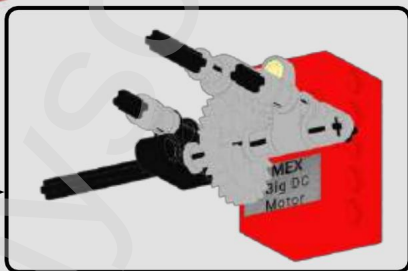
1:1

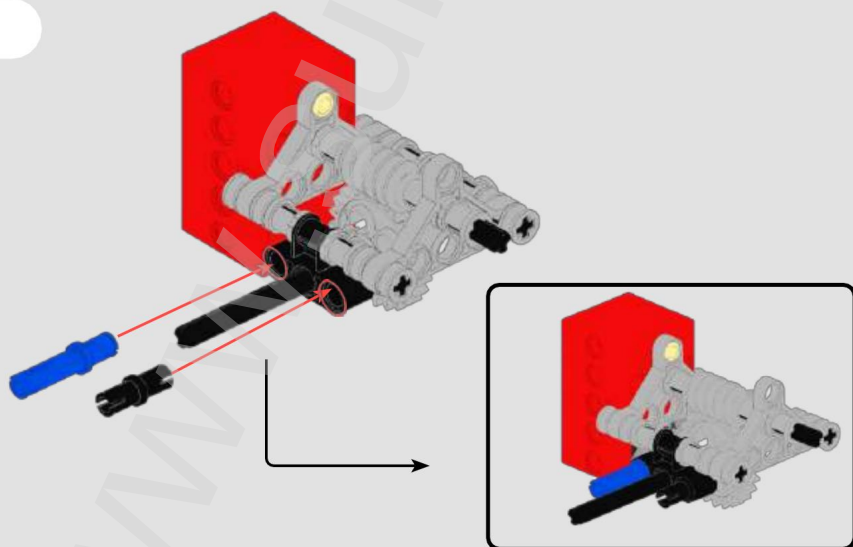
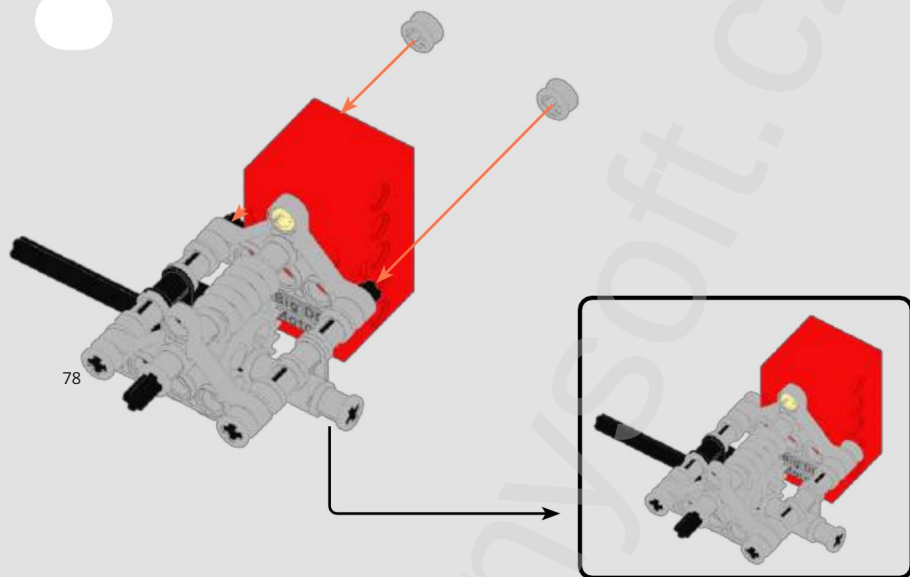
10H os





56

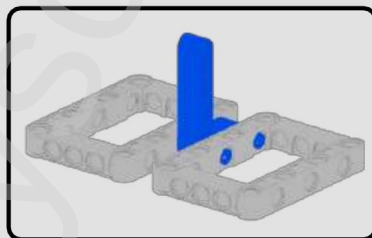
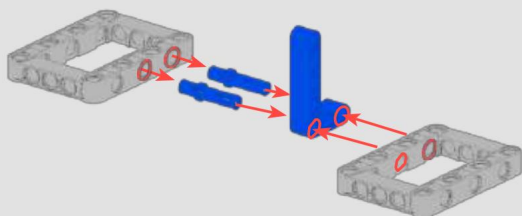
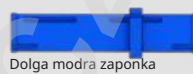




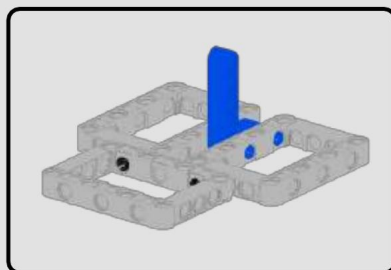
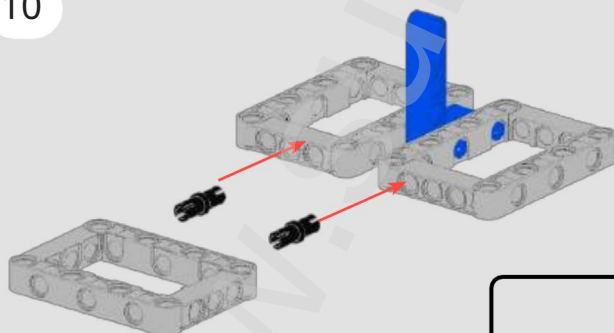
9

Ustvarimo osnovno strukturo.

1:1

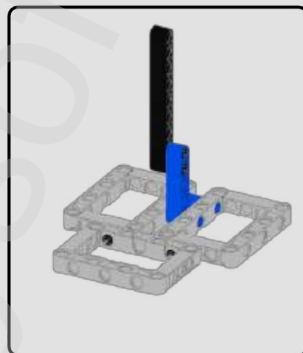
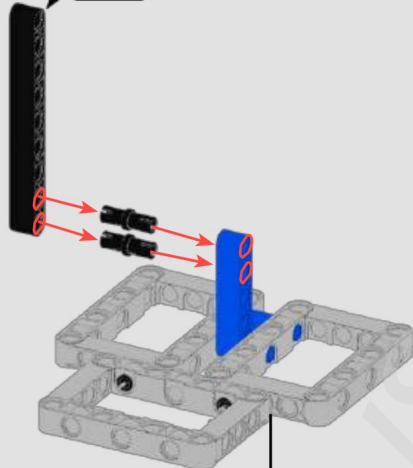


10



11

9H žarek



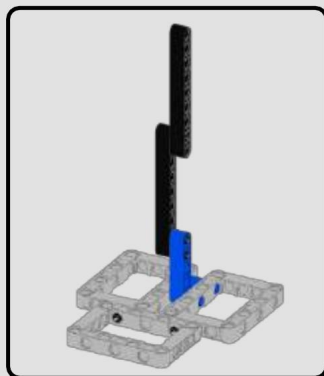
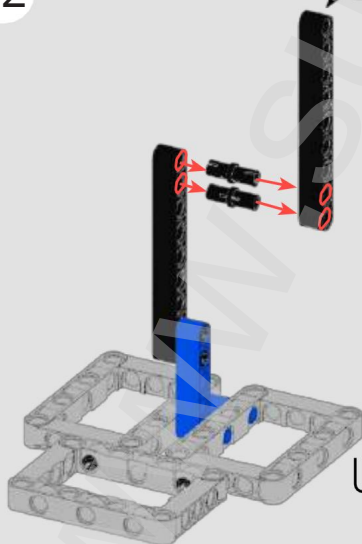
12

9H žarek

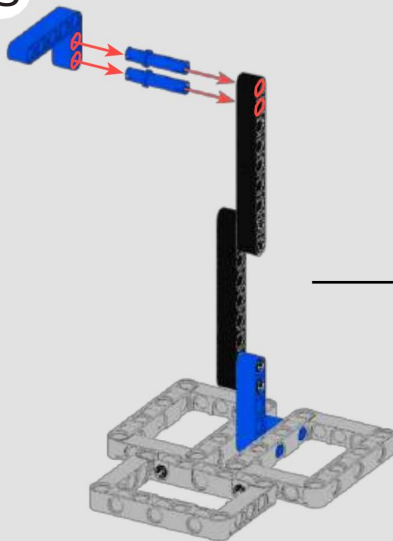
1:1



Dolga modra zaponka



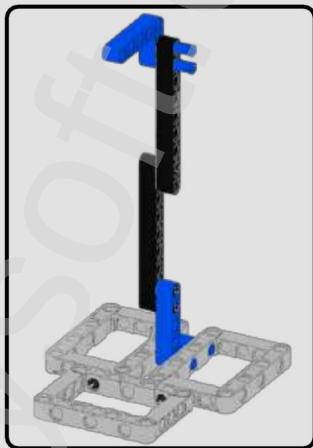
13



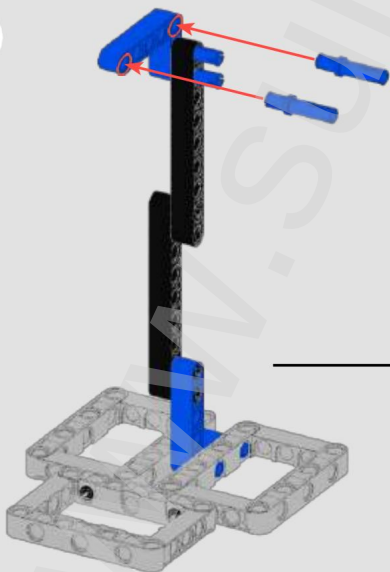
1:1



Dolga modra zaponka



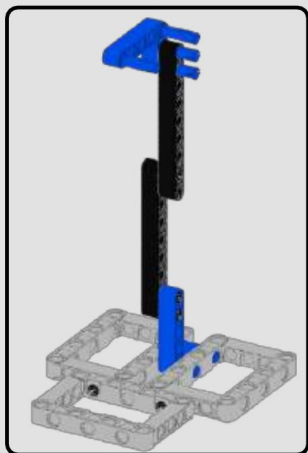
14



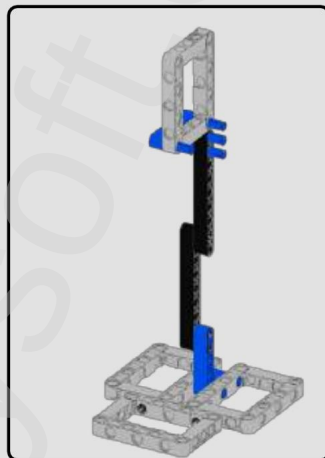
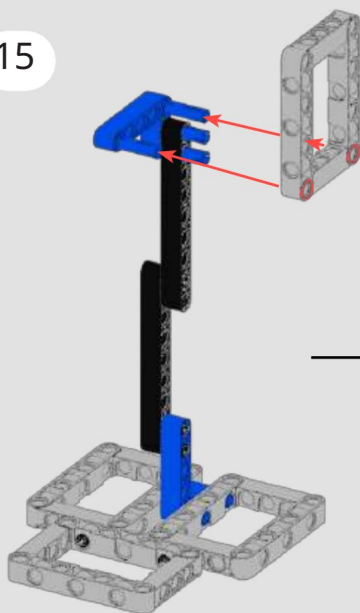
1:1



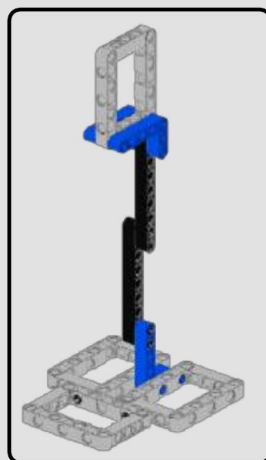
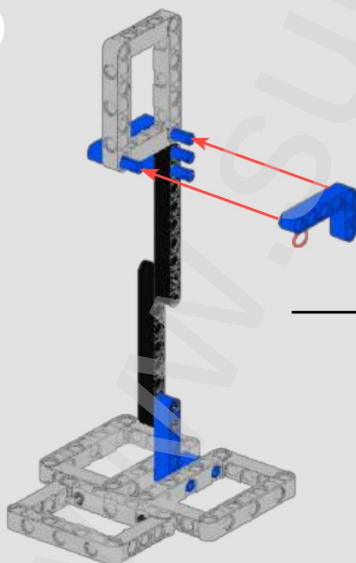
Dolga modra zaponka



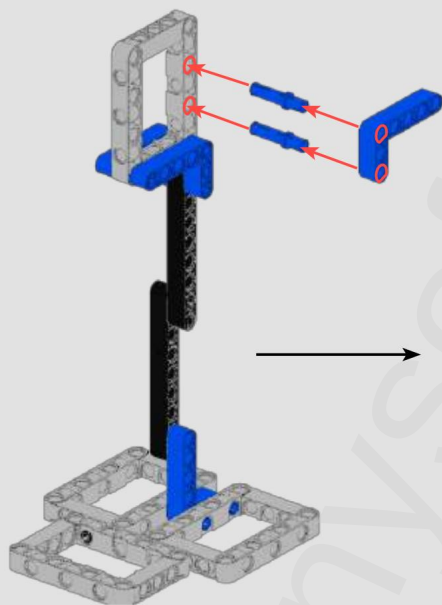
15



16



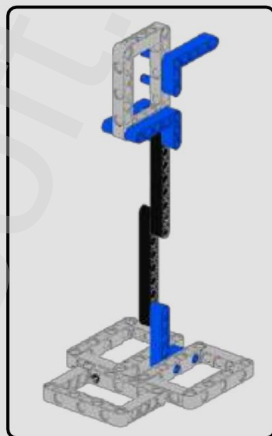
17



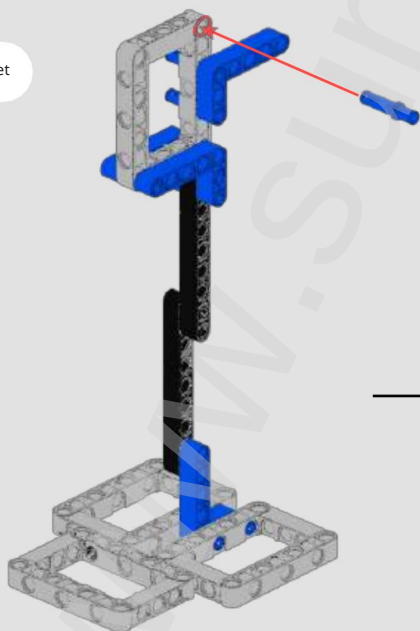
1:1



Dolga modra zaponka



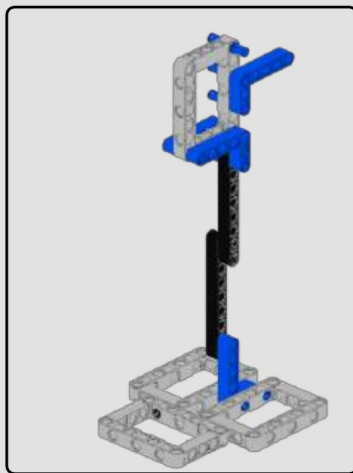
18 let



1:1

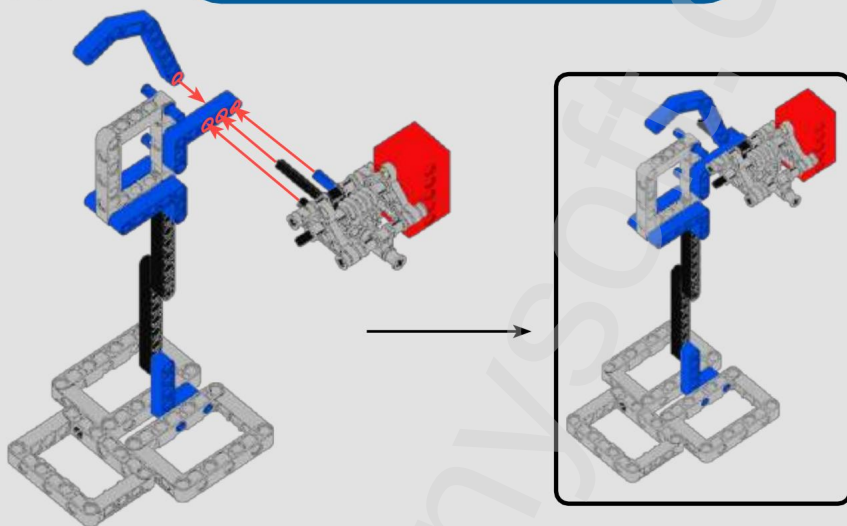


Dolga modra zaponka

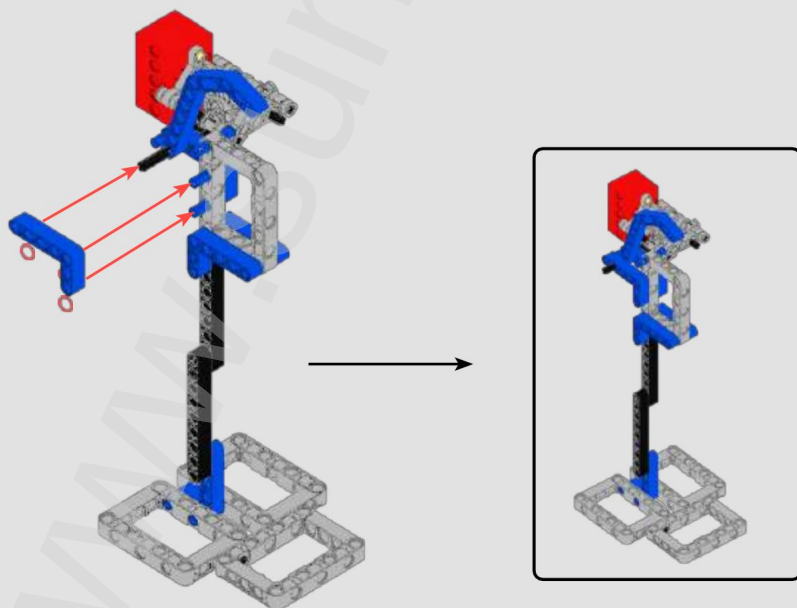


19

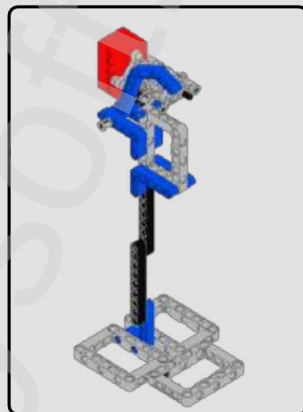
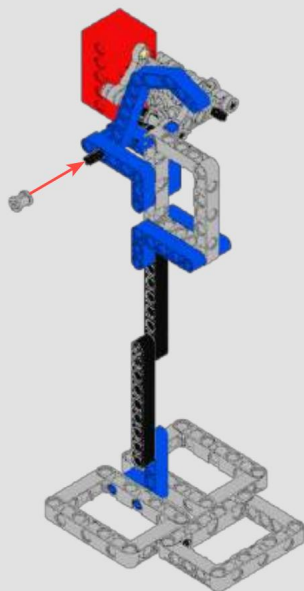
Sestavi bomo osnovno strukturo in motor mehanizem.



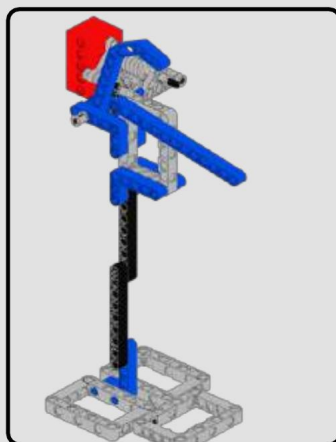
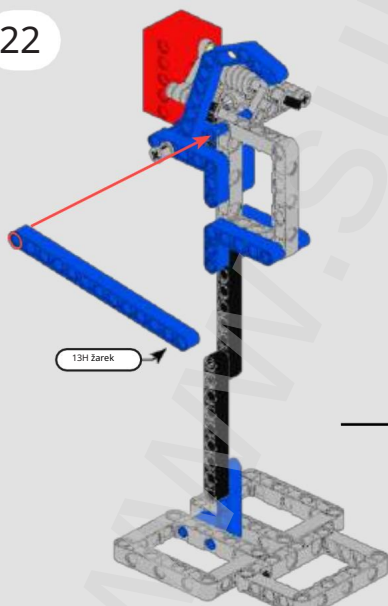
20



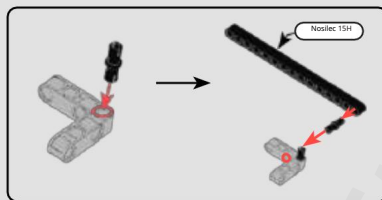
21



22



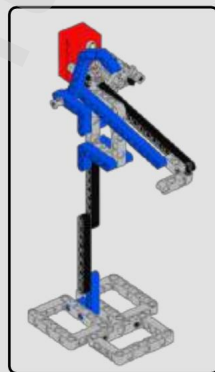
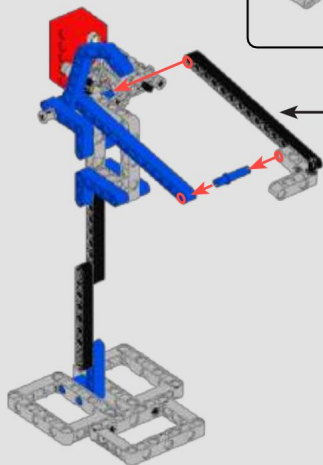
23



1:1



Dolga modra zaponka

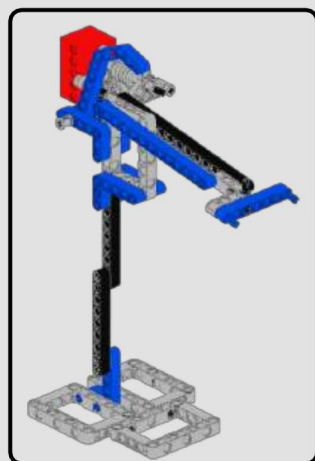
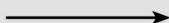
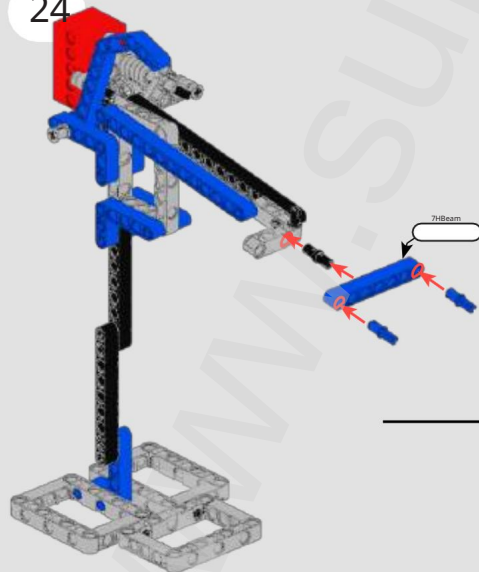


24

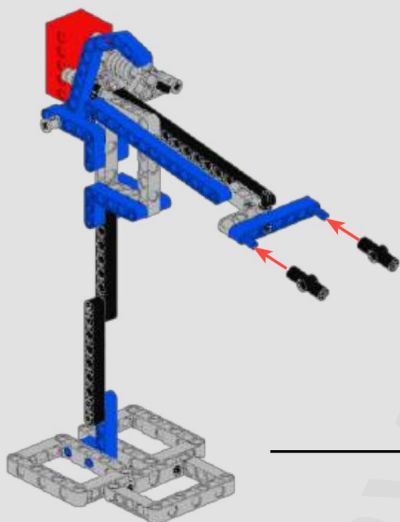
1:1



Sredinski zatič osi moder



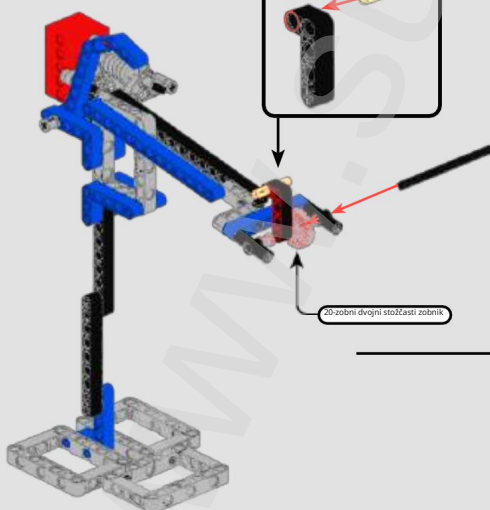
25



1:1

8H os

26

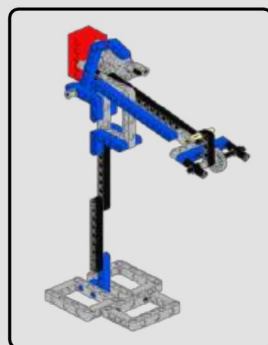


1:1



Dolg rumen kljukica

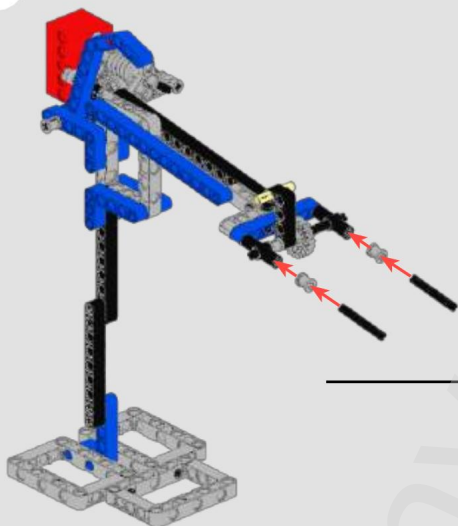
20-zobni dvojni stožčasti zobnik



27

1:1

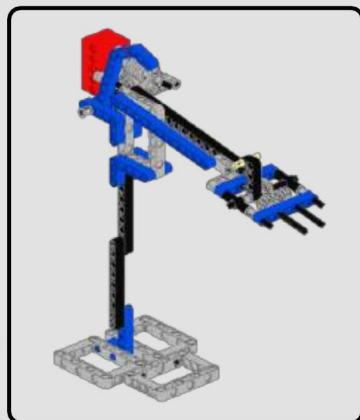
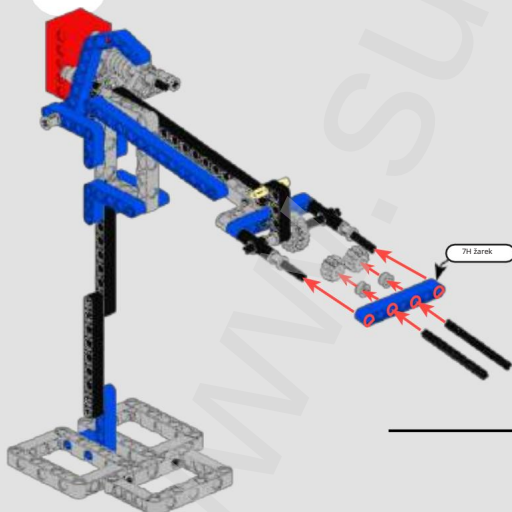
4H os



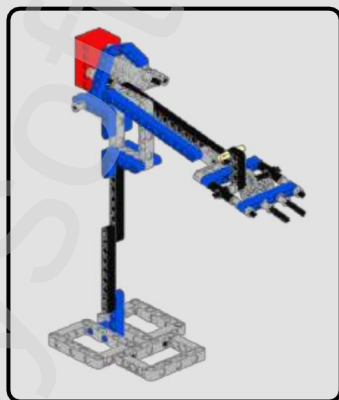
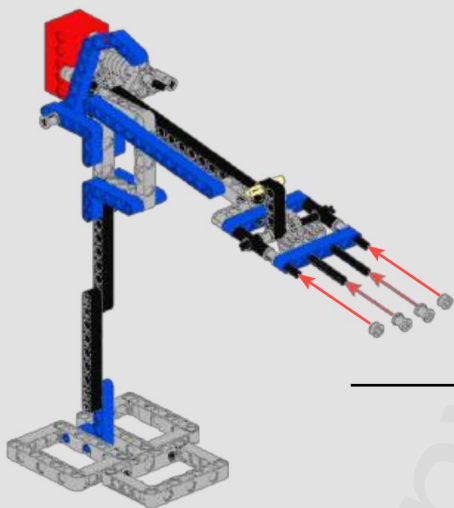
1:1

6H os

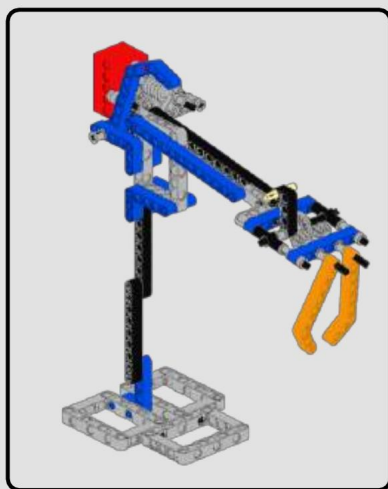
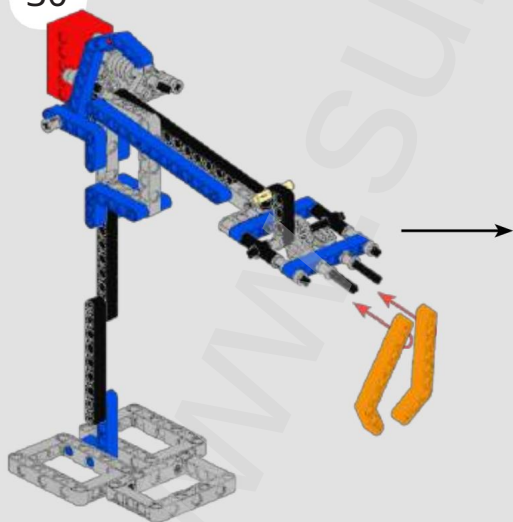
28



29



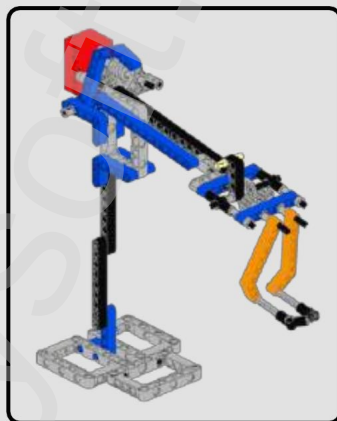
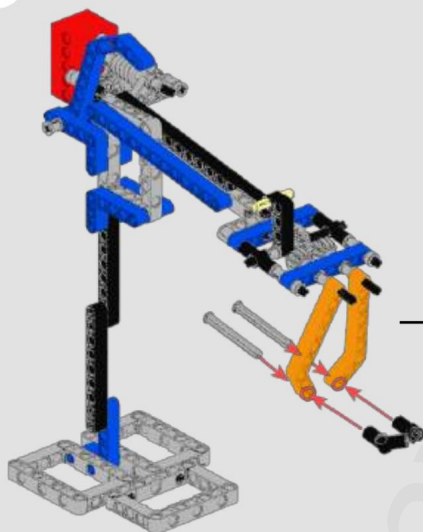
30



31

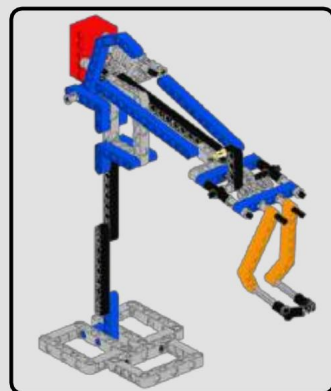
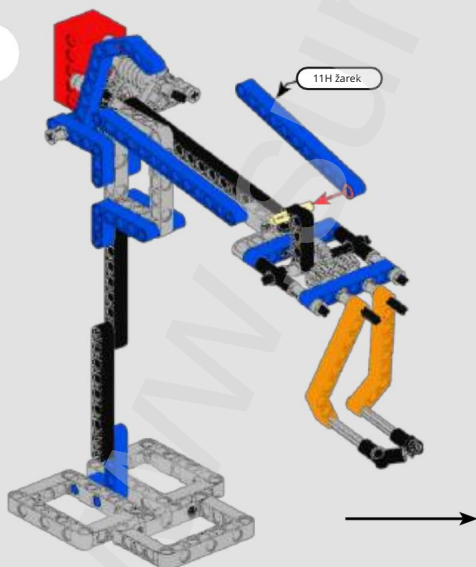
1:1

5H os z zaporo

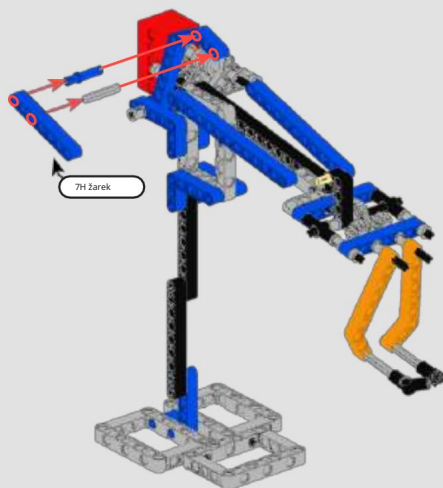


32

11H Zarek



33



1:1

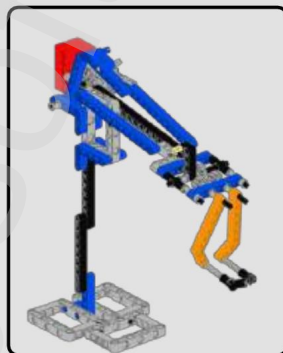


Dolga modra zaponka

1:1



3H zdravilo



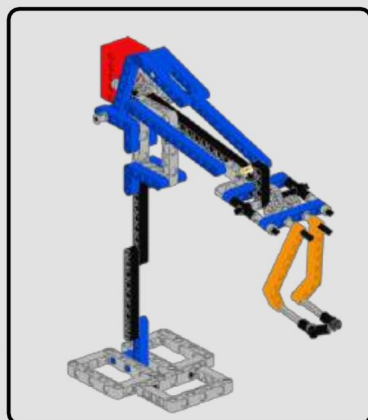
34



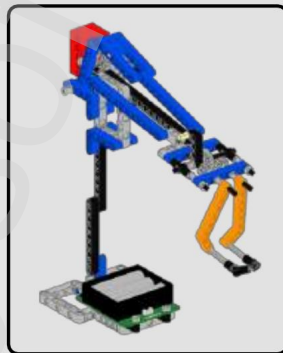
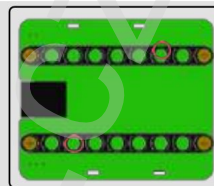
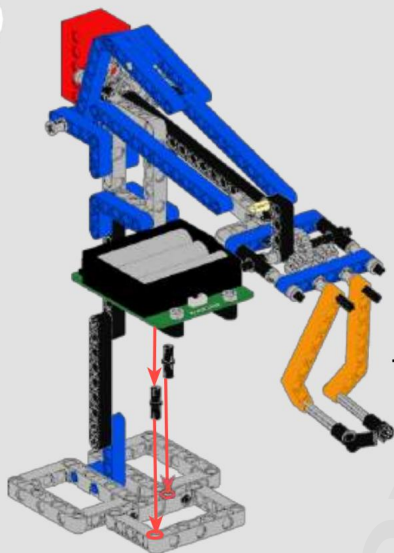
1:1



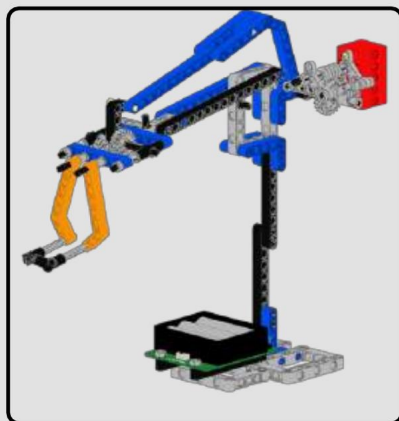
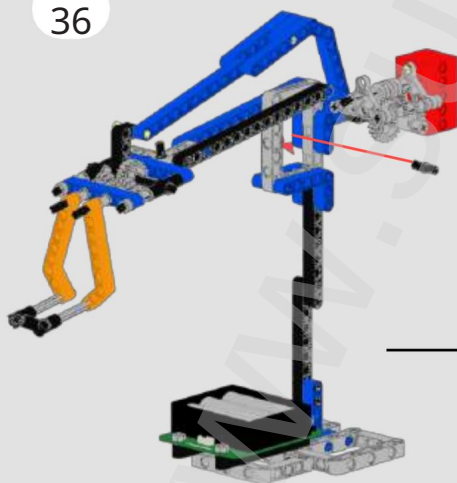
Dolga modra zaponka



35



36



Čestitam za dokončanje tega projekta!

Se veseliš igranja z njim?
uporabljaš mobilno aplikacijo avishkaar?

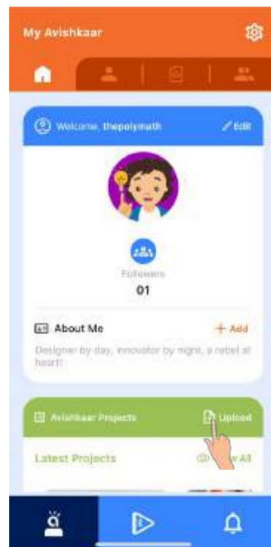


Delite svojo stvaritev s svetom in osvojite značko 3. stopnje
"Opraskaj površino"

Naložite fotografije ali videoposnetke svojega projekta z uporabo razdelka s projekti v aplikaciji Avishkaar in osvojite značko 3. Ravnj, ki se "praskajo po površini".

Vse zbrane značke si lahko ogledate ogled v razdelku z dosežki v vašem profilu na spletna stran www.avishkaar.cc.

Raziščite vse druge značke, ki jih lahko
Zberi jih vse in zmagaj!



Imate težave?

Naša tehnična podpora vam je na voljo v teh časih -

Od ponedeljka do sobote: od 9.00 do 20.00.

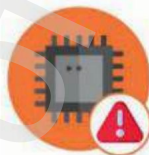
Nedelja in tretja sobota: od 9.00 do 18.00.



Težave s programsko opremo



Težave z uporabnostjo



Težave s strojno opremo

Skenirajte kodo QR, da se obrnete na podporo.



support@avishkaar.cc

+91-8506931515

Dobavitelj/Distributer

Sunnysoft d.o.o.

Kovanečka 2390/1a

190 00 Praha 9

Češka republika

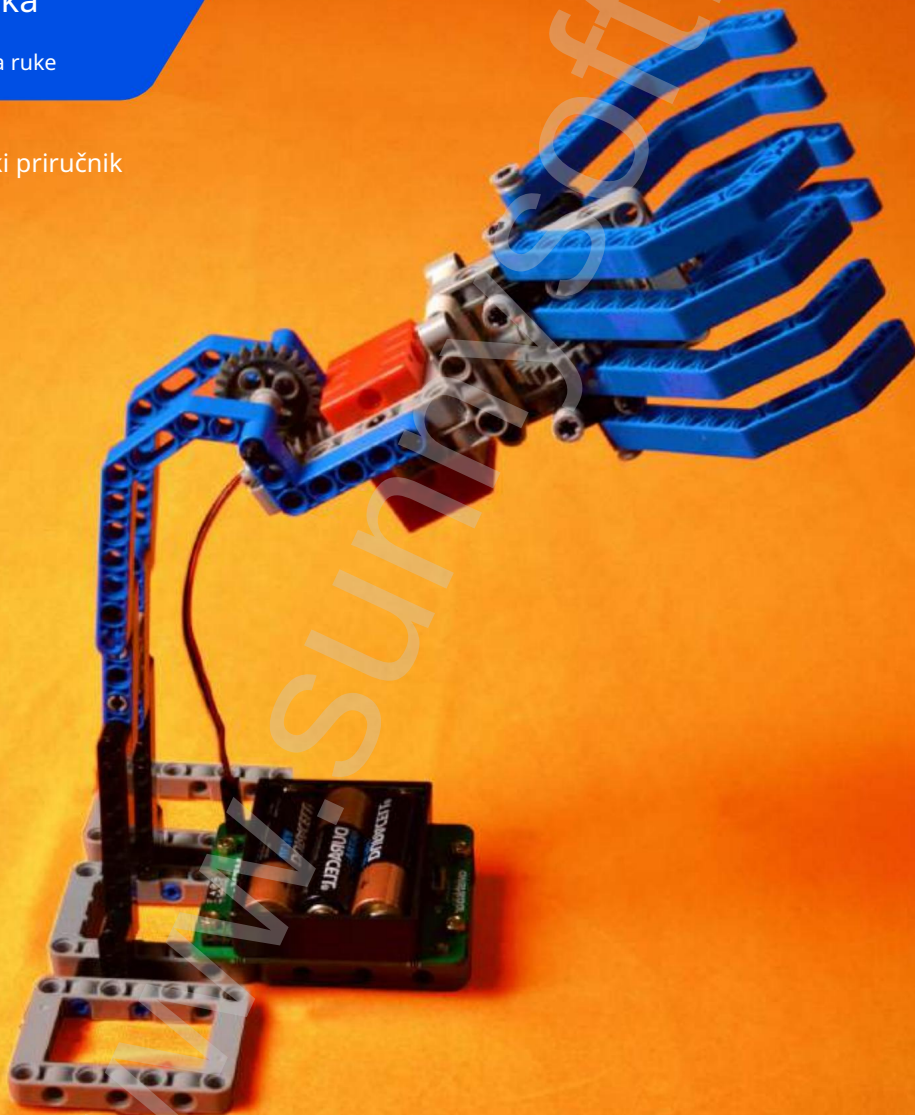
www.sunnysoft.cz

MEX

Robotika

Komplet za ruke

Korisnički priručnik



Inovacije



Polaganje zakletve inovatora

Položite zakletvu inovatora navedenu u nastavku na stranici 6 i razumjeti što znači biti inovator.



Naučite koristiti priručnik/ videozapise

Slijedite detaljne upute u priručnik i učenje s kompletom izgraditi zanimljive robote.



Skupština, kodiranje i upravljanje

Izgradite inovativne projekte korištenje kompleta i kontrole

roboti koji koriste daljinsko upravljanje
Daljinski upravljači Avishkaar i

kod pomoću aplikacije
Studio za izradu Avishkaar.



Udio



Pobijediti



Pridruži se

Avishkaar

Pridružite se našoj zajednici na Facebooku - povežite se s inovatorima i dobijte najnovije informacije o webinarima.



Prenesi
projekte

Prenesite projekte na www.avishkaar.cc i podijelite ih s inovatori diljem svijeta.



Međunarodni
natjecanja

Sudjelujte u tjednom, mjesečnom i godišnjem natjecanju i steći slavu diljem svijeta.



Zakletva inovatora

Prihvatite Inovatorsku zakletvu u nastavku i obvežite se na cjeloživotno inovacije i rješavanje problema. Podijeli fotografija na FB zajednici Let's Avishkaar.

Svečano se kunem da, kada jednom krenem na put inovacije, neću odustati dok moja inovacija, moj projekt, ne bude dovršen. Usavršit ću svoje vještine i alate i dobro ih koristiti. Inovacija i ja bit ćemo nerazdvojni.

Uvijek ću dijeliti svoje inovacije s drugim inovatorima i učiti od njih.

I (napišite svoje ime)

*solemnly swear that, since I am
now on the path of innovation,
I will not give up until my
innovation, my project is ready.
I will hone my skills and tools
and use them well. Innovation
and I will be inseparable.
I will always share my
innovations with other
innovators and learn with them.*

potpis

Dobro došli na web stranicu Avishkaara

Preuzmite aplikaciju Avishkaar

Preuzmite aplikaciju Avishkaar skeniranjem QR kodova u nastavku:



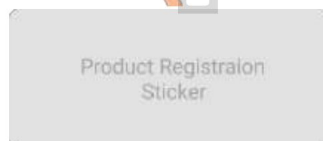
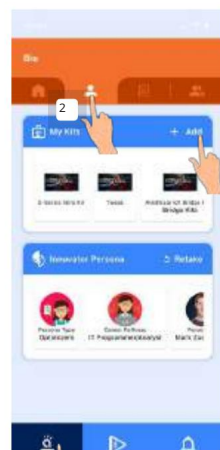
1 Izradi račun

Otvorite aplikaciju i slijedite upute na zaslon za stvaranje računa.

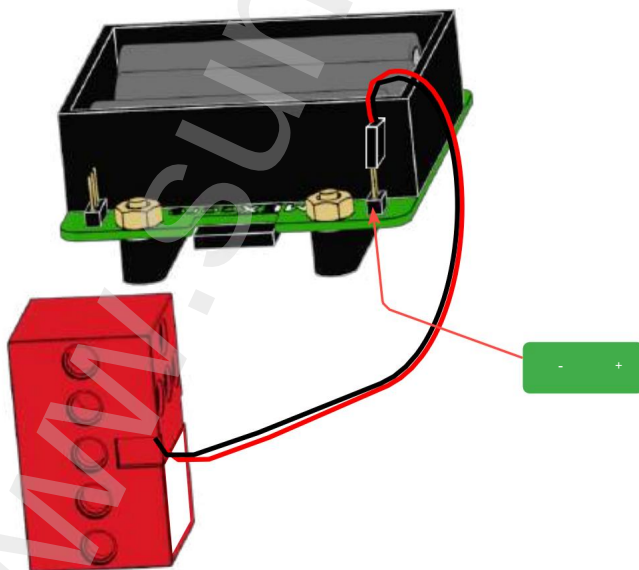
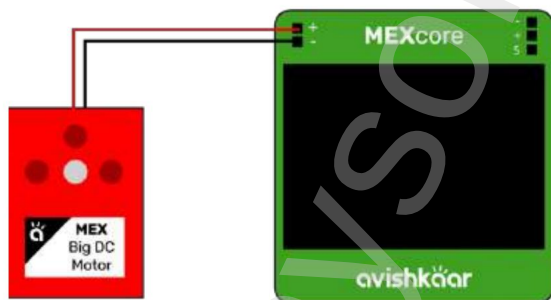


2 Registrirajte svoj komplet

U aplikaciji idite na odjeljak "Profil" i kliknite na "+" "Dodaj još" u odjeljku "Moji setovi" registrirajte svoj komplet. Ovaj korak je važan za kasnije upravljanje robotom.



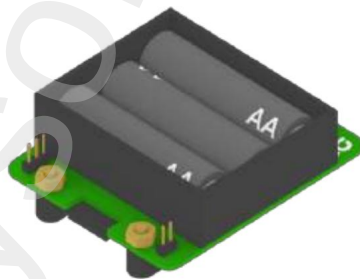
Kako spojiti motor na MEXcore



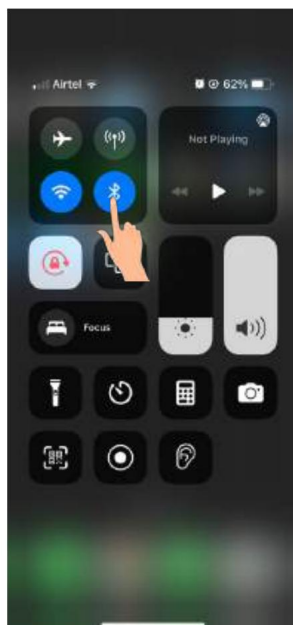
Kontrola aplikacija

- 1 Umetnite baterije u MEXcore i uključite ga. Primijetite da MEXcore LED treperi zeleno.

Napomena - Koristite samo AA alkalne baterije. (Druge vrste baterija mogu oštetiti MEXcore.)



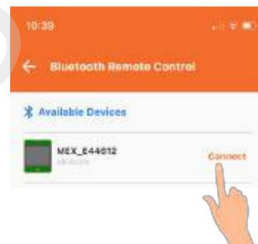
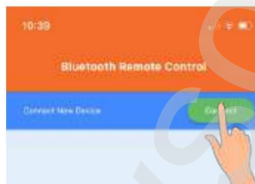
- 2 Uključite Bluetooth na telefonu.



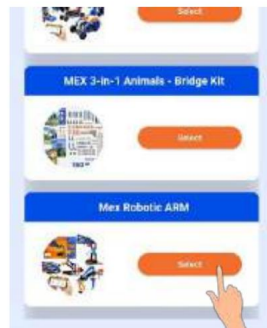
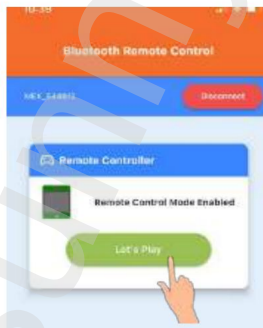
- 3 Otvorite aplikaciju Avishkaar i kliknite gumb "Reproduciraj" u odjeljku "Početna".



- 4 Kliknite na "Poveži se". Aplikacija bi trebala moći pronaći vaš MEXcore ako je uključena. Nakon što aplikacija prepozna vaš MEXcore, kliknite "Poveži se".



- 5 Kliknite na 'Igrajmo se' i iz padajućeg izbornika odaberite 'MEX Robotics Arm kit'.

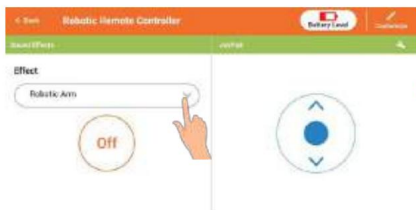


- 6 Otvorit će se zaslon daljinskog upravljača koji vam omogućuje upravljanje motorom.



Konfiguracija

Zvučni efekti



Upravljačka palica



Provjera opreme

Kutija 1 (elektronika)



Avishkaar
MEXCore
x1



Veliki istosmjerni motor MEX
1x

Okvir 2 (Dijelovi zgrade)

ZRAKA



Greda 15H
1x



13 sati
Greda x1



11H greda
x1



3H
Greda x4



9H greda x2

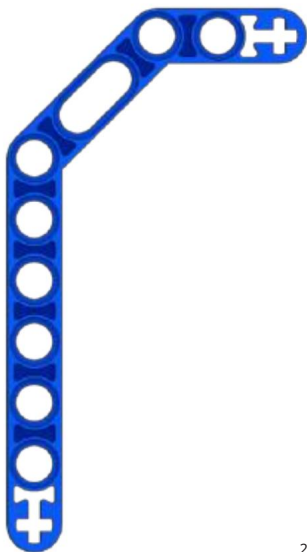


5H greda x2



7 sati
Greda
x4

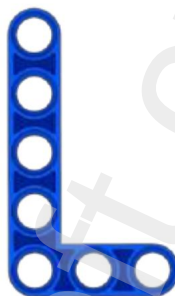
Napomena: "H" označava rupe. Npr. greda 15H označava gredu s 15 rupa.



Dvostruko
savijena greda
2Cx10V
x 10



2C x7H Jednostruki zavoј x2



7H L-greda x5



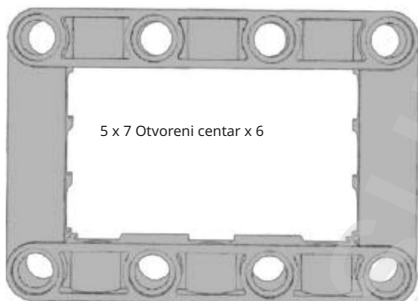
L-greda 1Cx4H
x3



2Cx1H
Tanka greda
x1



5H T-greda
x2



5 x 7 Otvoreni centar x 6

NADJEVI



Punilo za osovine -
veliko x 16



Punilo za osovine - malo
x16

MJENJAČI



24T lančaniк
x3



16T
lančaniк

x2



12T dvostruki
konusni
zupčaniк x2



20T dvostruki
konusni
zupčaniк
x1



Pužni zupčaniк - veliki x3

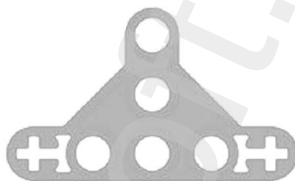
KONEKTORI



4 x 4 okomiti L konektor
x2



Konektor
3Hx4 pin x1



Trokut 2C x 5H
x2



1C x 1H
Vertikalni konektor
x2



Tropinski okomiti konektor
osovine x1



Kutni spojnik osovine -
180
x2



Priključak kuta osovine
-135 x2



2C x 1H
Okomito
x4

IGLE



Dugačka plava igla x 13



Duga igla - žuta x1



Srednji pin - crni x22



Srednje siva igla x 2



Srednji osovinski
klin - plavi x2



Kratka igla - žuta x2

Napomena: "Napomena: "C" označava "križ". Npr. - "1CX4H L-greda" ima jedan križ i četiri rupe.

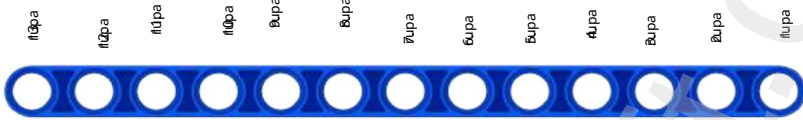
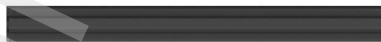
Številčnik

Številčnik

Številčnik



1:1



3H
Prijemni

(3)

4H
Prijemni

(2)

5H
Prijemni

(1)

6H
Prijemni

(1)

7H
Prijemni

(4)

8H
Prijemni

(1)

9H
Prijemni

(3)

10H
Prijemni

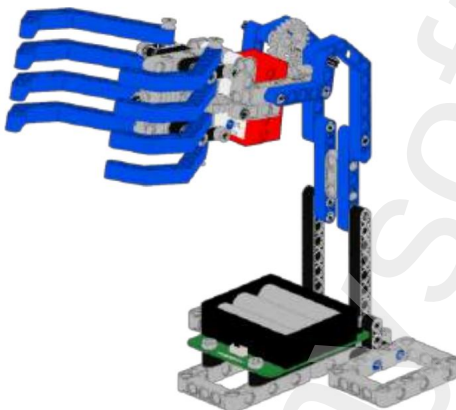
(1)

11H
Greda

(1)

Projekt 1: MEX hvataljka

Gradimo !



Stvari koje su nam potrebne



9H greda
x2



greda 7H
x2



greda 5H
x2



7H oblikovana greda
slovo L
x2



3H greda
x4



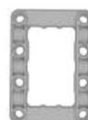
2Cx10H
Dvostruko
savijena greda
x10



5H T-greda
x2



okomito 4 x 4
Priključak L x 2



Otvoreno
centar
x6



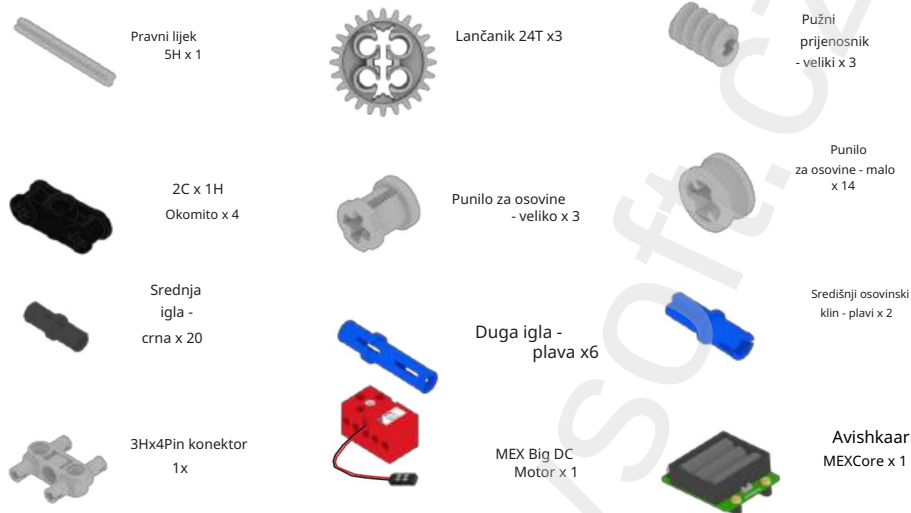
Pravni lijek
10H x
1



Pravni lijek
8V x
3

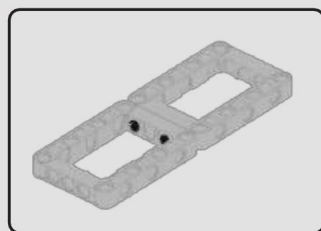
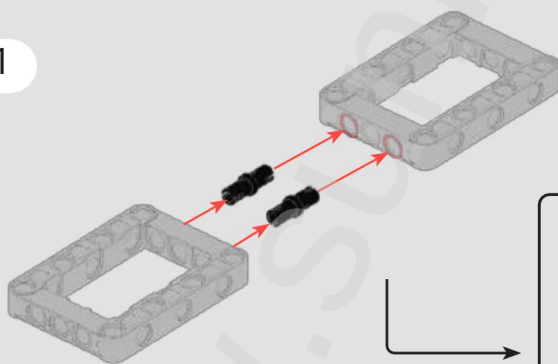


Pravni lijek
6V x
4



Koraci

1



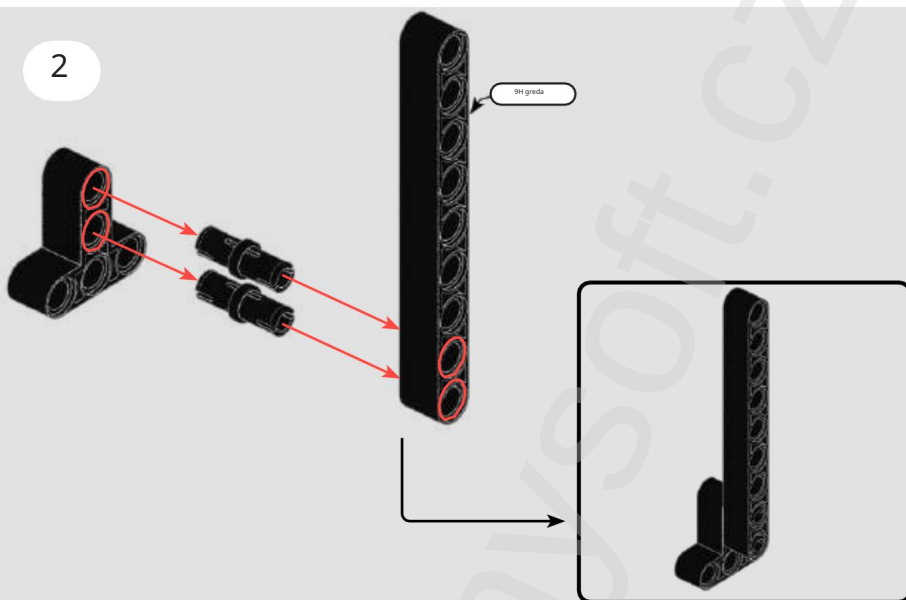
Savjet za montažu



Crne srednje igle je malo teže umetnuti !
Ali ne brinite. Pritisnite i provjerite je li spoj u redu.
Malo će izdržati ;)

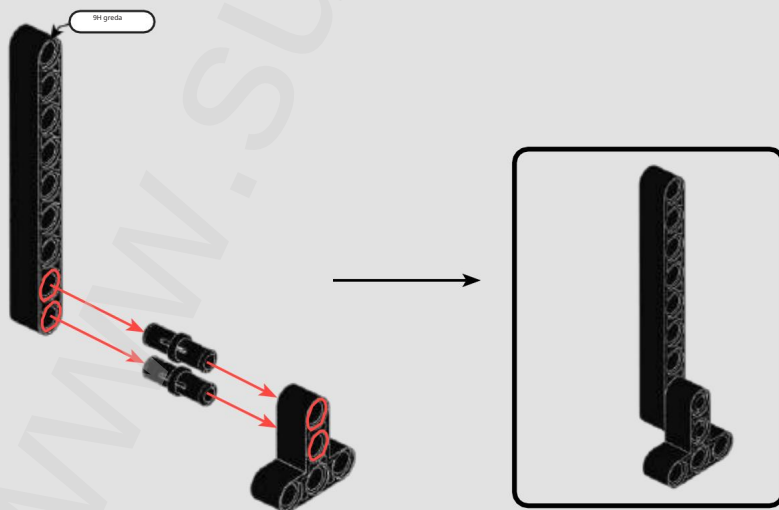


2



3

Napravimo još jednu stranicu.

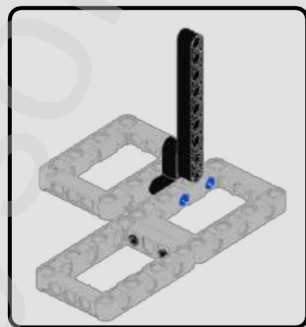
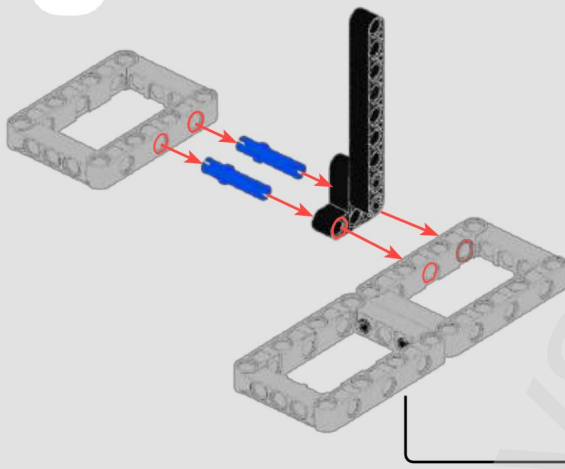


4

1:1

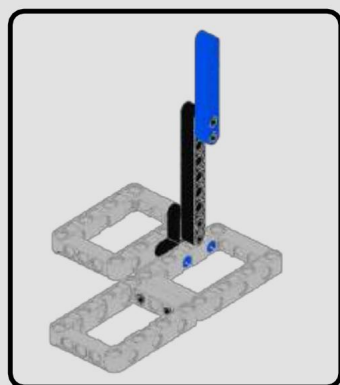
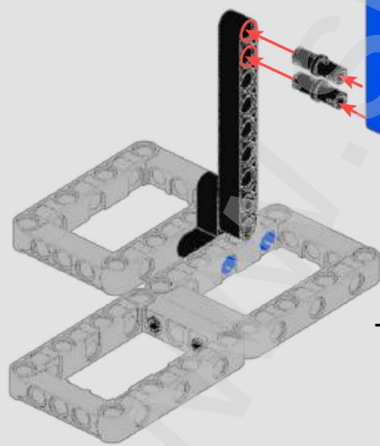


Duga plava igla

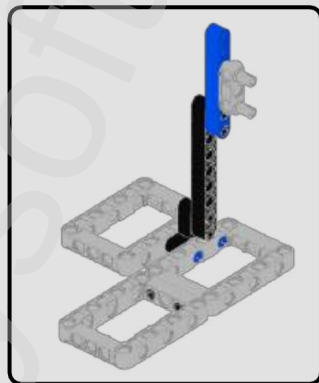
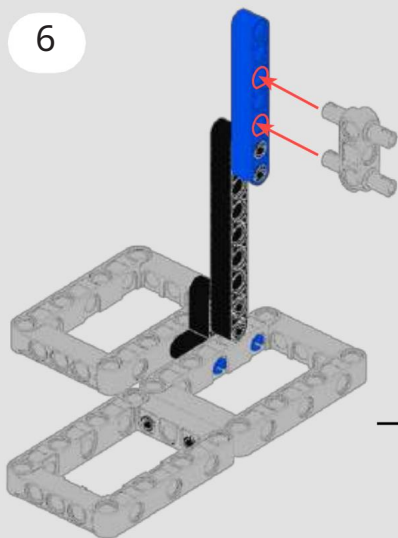


5

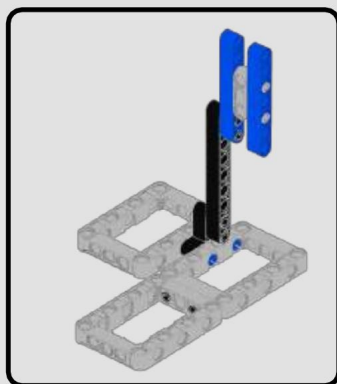
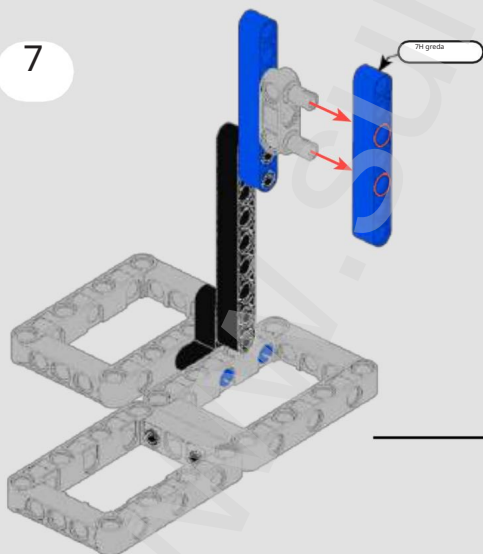
7x greda



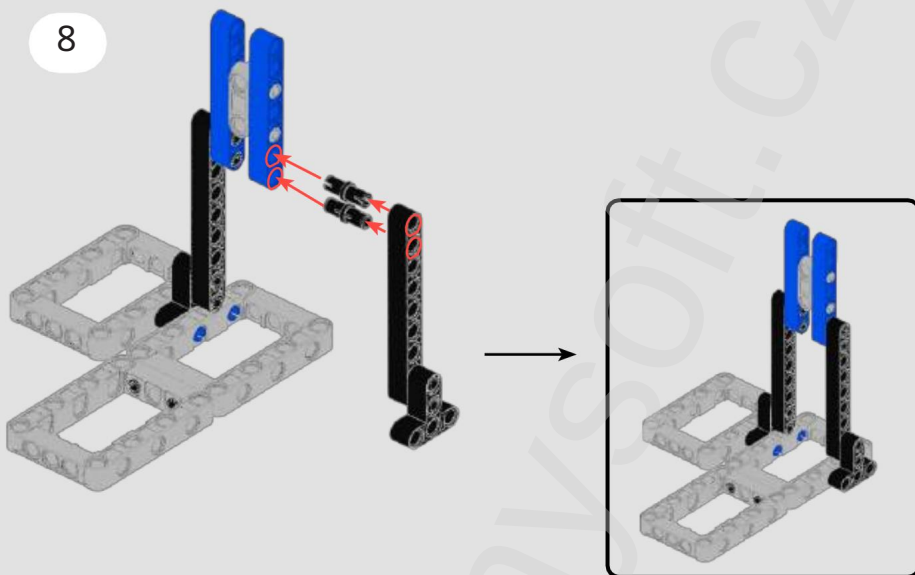
6



7

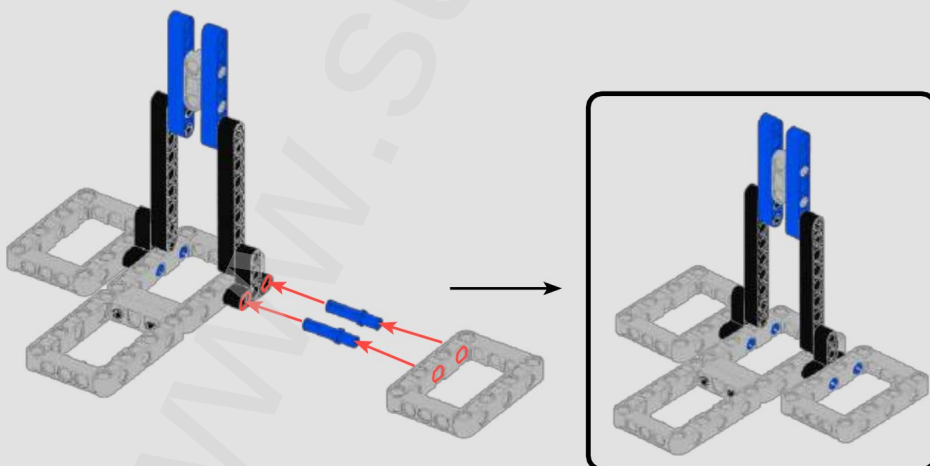


8



9

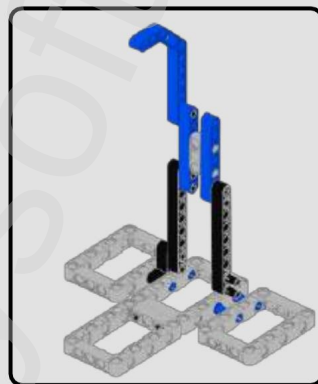
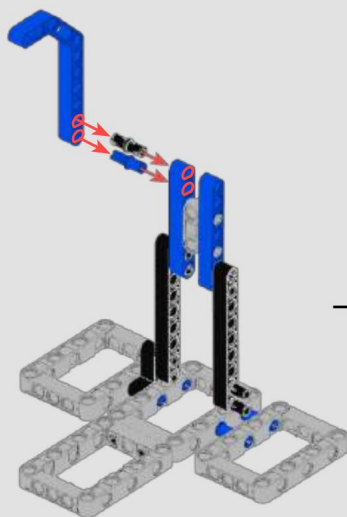
1:1 Duga plava igla



10

1:1

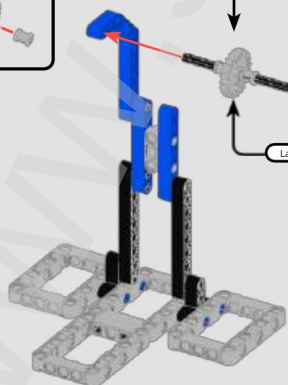
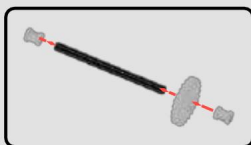
Plavi središnji klin osovine



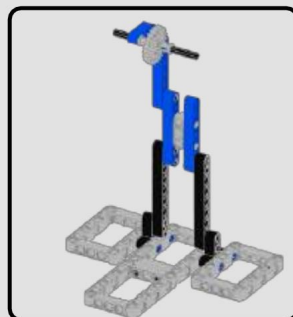
11

1:1

Osovina 8H



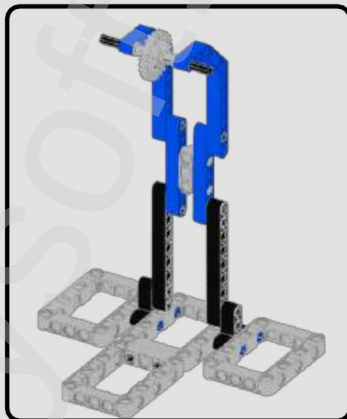
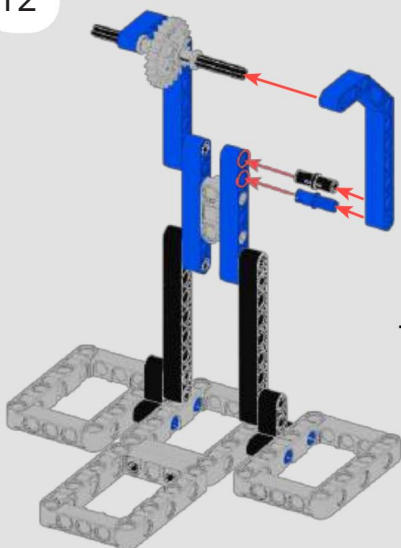
Lančnik 24T



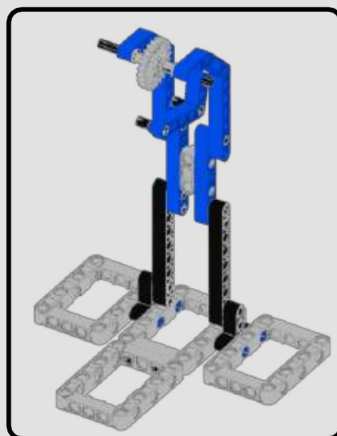
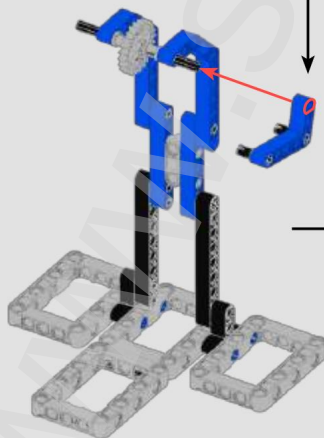
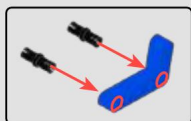
12

1:1

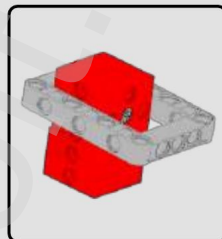
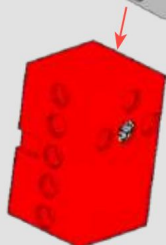
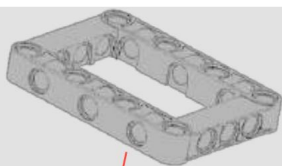
Plavi središnji klin osovine



13



14



Savjet za montažu



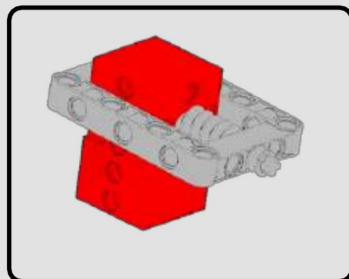
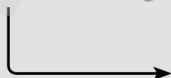
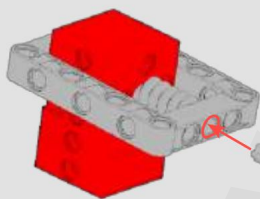
Crne središnje igle mogu se umetnuti samo na jednoj strani motora!
 Crne igle se mogu umetnuti samo u stranu motora s bijelom naljepnicom. S druge strane
 Sa strane bez naljepnice mogu se koristiti samo male žute igle.



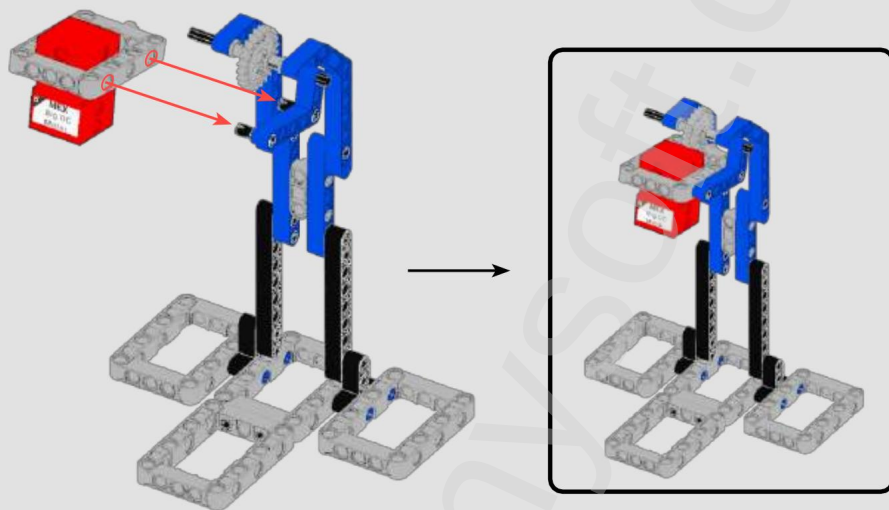
15

1:1

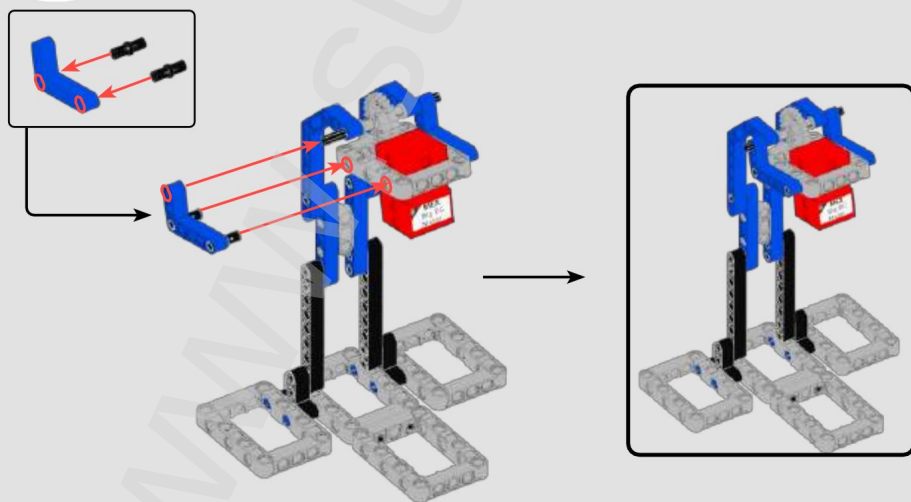
5H osovina



16



17



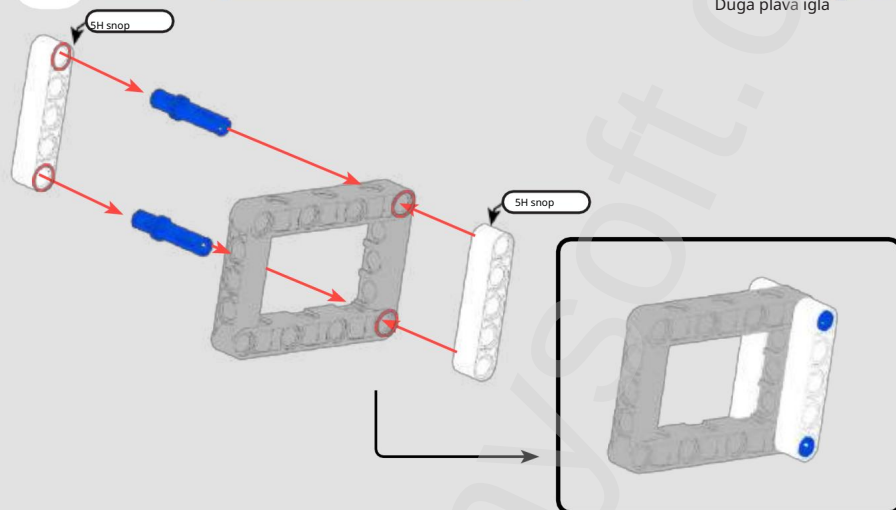
18 godina

Stvorimo čeljusti

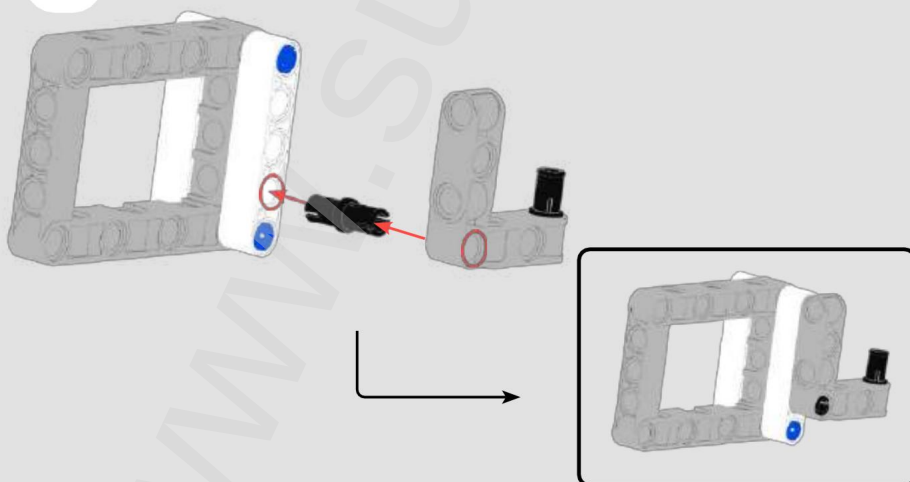
1:1



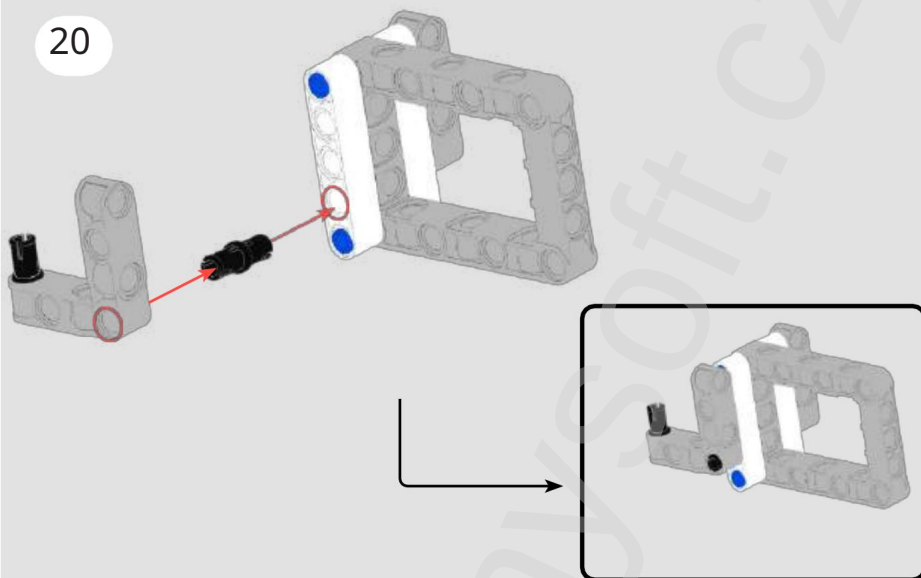
Duga plava igla



19



20

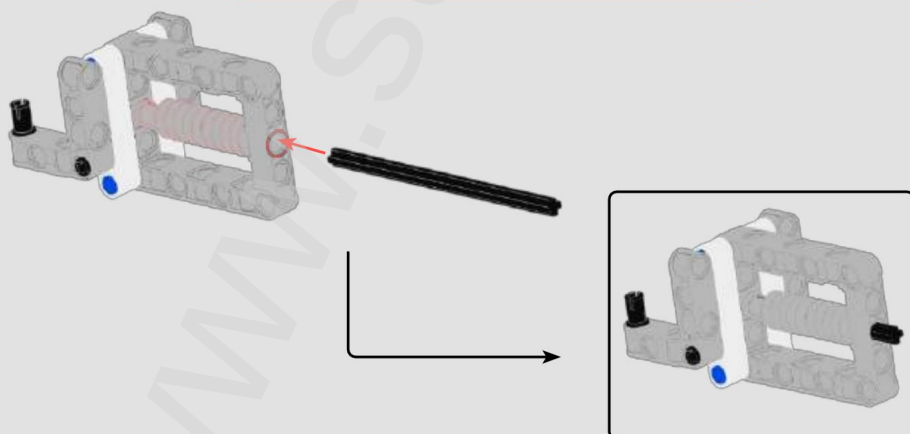


1:1

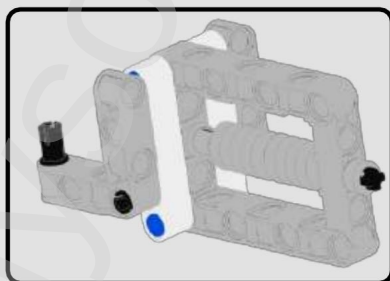
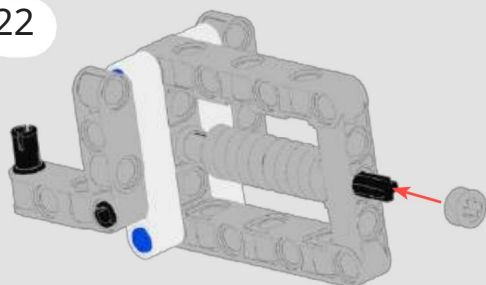
Osovina 10H

21

Napomena: koristite dva pužna zupčanika - velika.



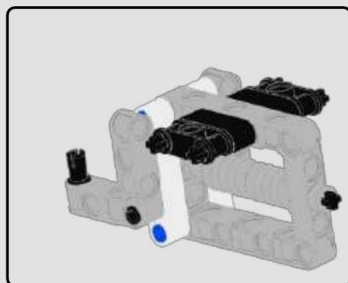
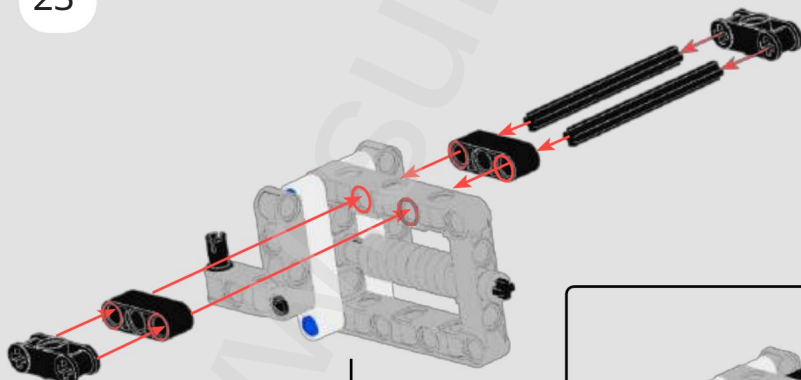
22



23

1:1

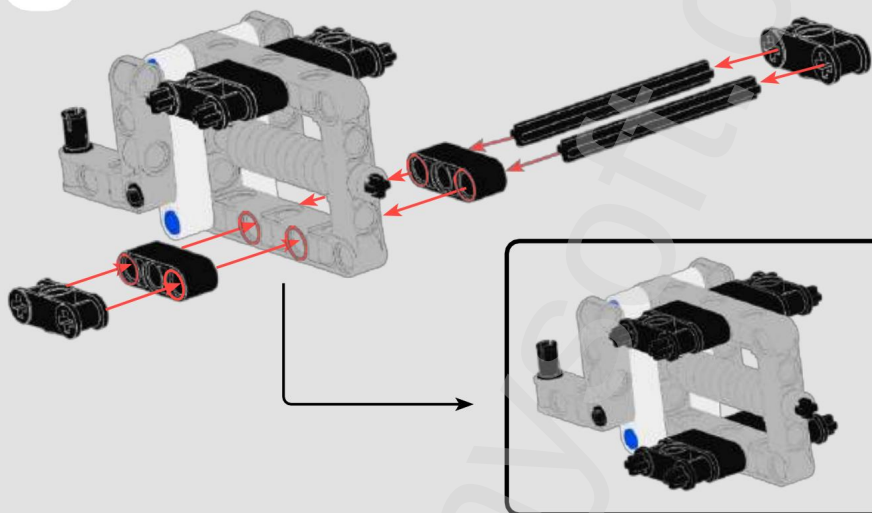
6H osovina



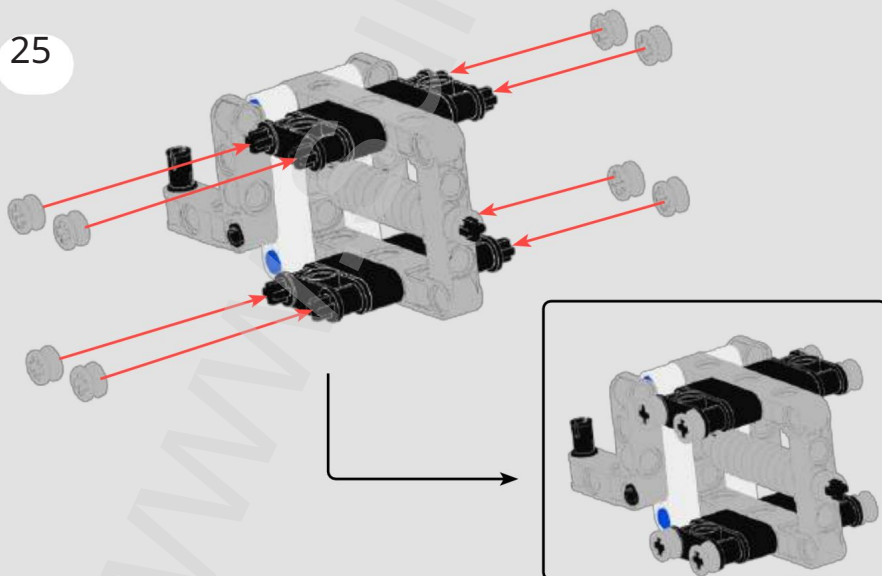
24

1:1

6H osovina



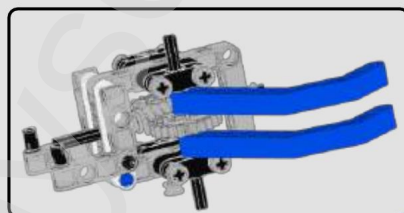
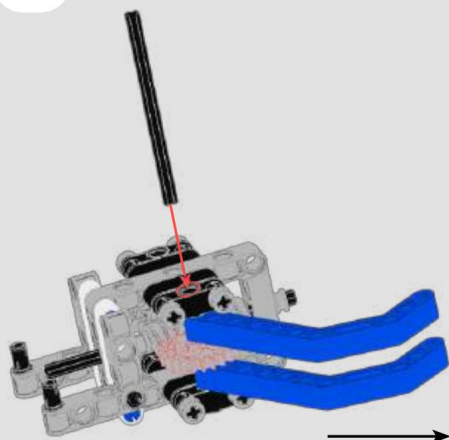
25



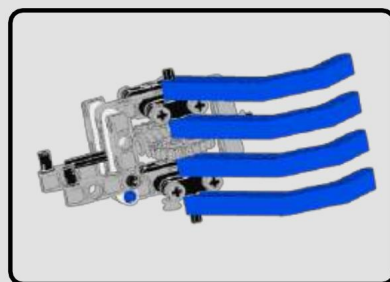
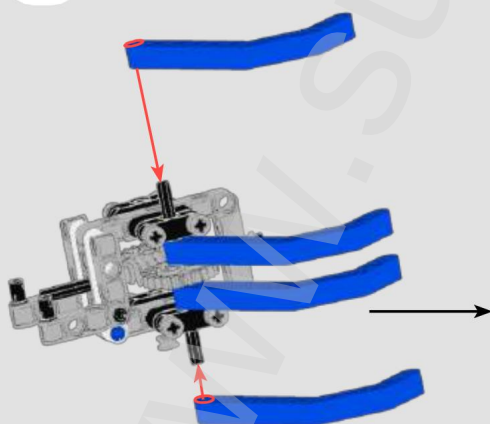
26

1:1

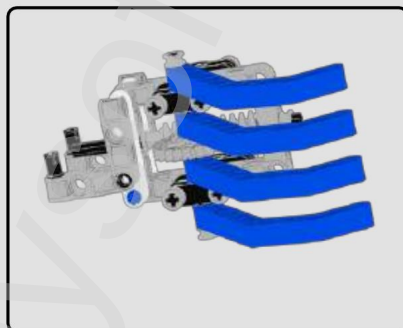
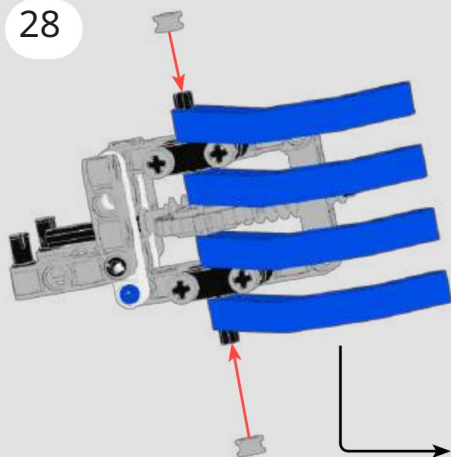
Osovina 8H



27



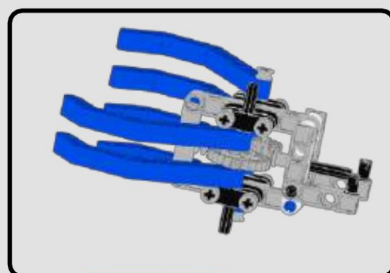
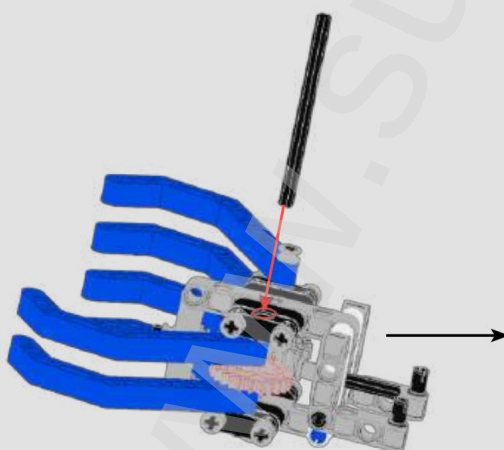
28



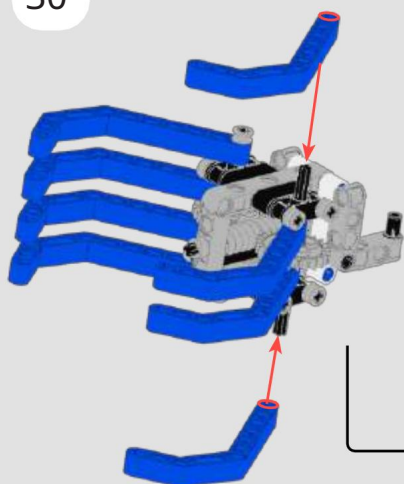
29

1:1

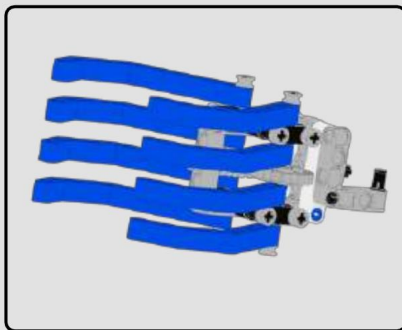
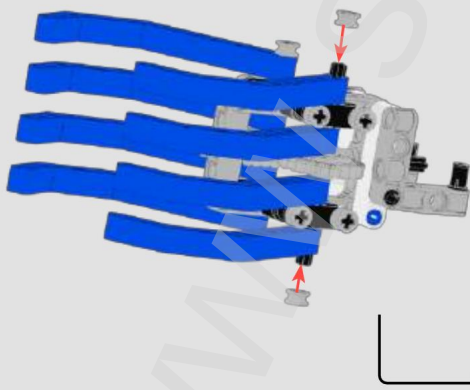
Osovina 8H



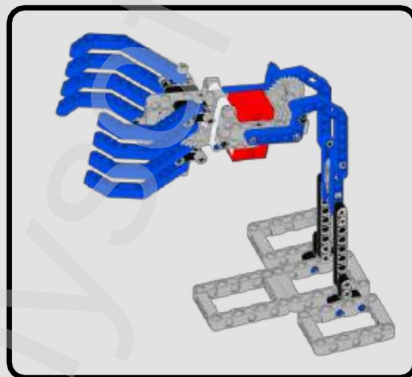
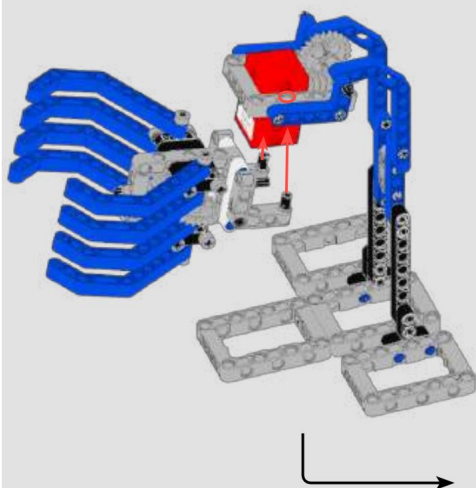
30



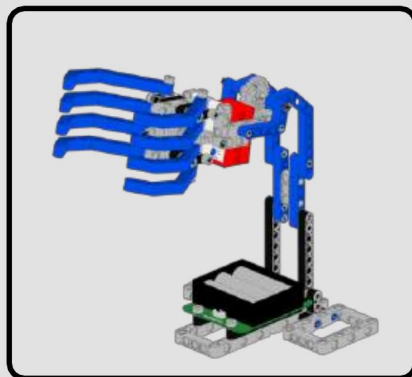
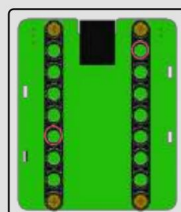
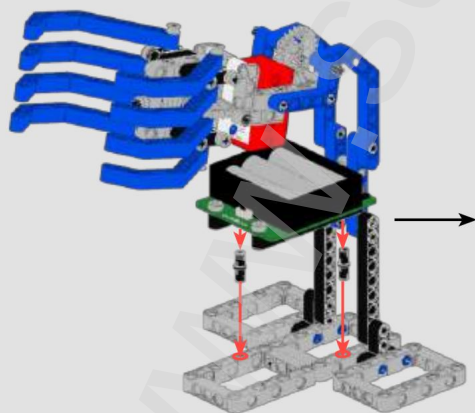
31



32



33



Čestitam na završetku ovog projekta!

Veseliš li se što ćeš igrati s njim?
koristite mobilnu aplikaciju avishkaar?



Podijelite svoju kreaciju sa svijetom i osvojite značku 1. razine "Zagrebi površinu"

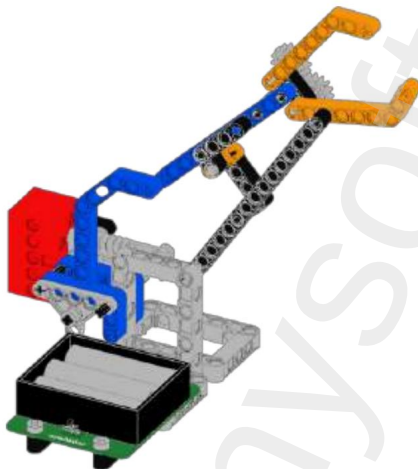
Prenesite fotografije ili videozapise svog projekta pomoću odjeljak projekata u aplikaciji Avishkaar i osvojite prvu značku. Razine "zagrebite površinu".

Možete pregledati sve svoje prikupljene značke pogledajte u odjeljku postignuća na svom profilu na web stranici www.avishkaar.cc. Istražite sve ostale značke koje možete Skupi ih sve i osvoji ih sve!



Projekt 2: MEX Cyber Claw

Gradimo !



Stvari koje su nam potrebne



Greda
15H
x1



11 sati
Greda x1



3H
Greda x1



7H greda
do L
x2



L-greda 1Cx4H x 3



2Cx10H
Dvostruko savijena
greda x 1



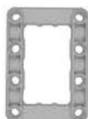
2Cx7H
Jednostavan
savijanje
greda
x2



5H T-greda x 1



2Cx1H
Tanka greda
1x



Otvoreno
centar
x3



2Cx5H
Trokut
x2



Pužni
prijenosnik -
veliki x 1



Lančaniček 16T x2



Lančaniček 24T x1



Punilo za osovine
- veliko x5



Punilo za osovine - malo
x9



1Cx1H
Vertikalni konektor
x2



3H x3 osovina



Pravni lijek
7H x1



Pravni lijek
8 sati
x3



Srednja
igla - crna x9



Srednja
igla - siva x
1



Središnji osovinski
klin - plavi x2



Žuta udarna igla x1



Duga igla -
plava x3



MEX Big DC
Motor
x1



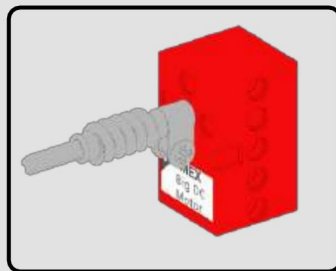
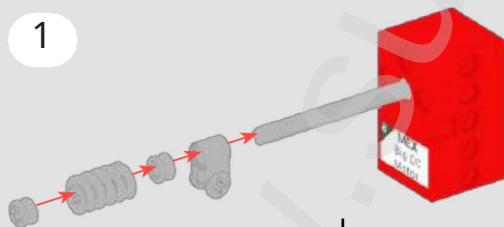
Avishkaar
MEXCore
x1

Koraci

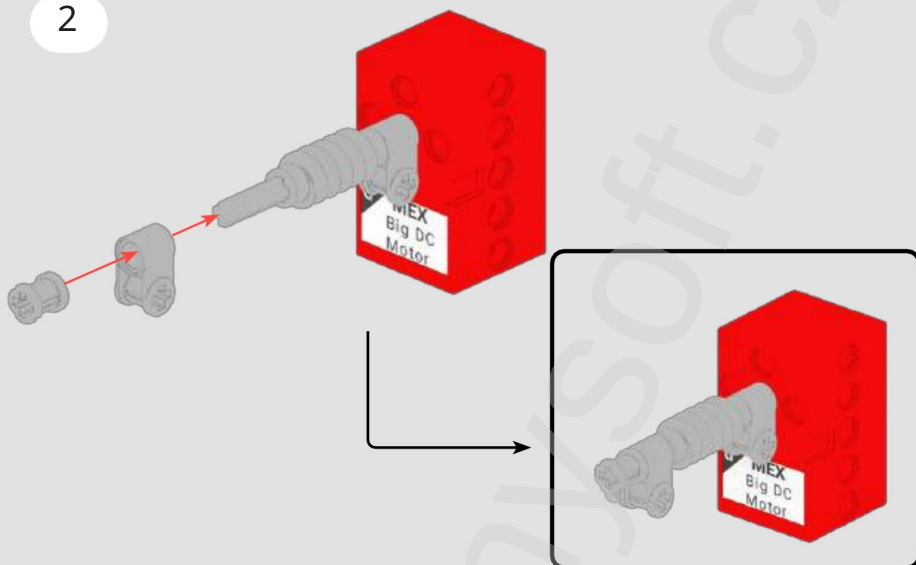
1:1

7H osovina

1



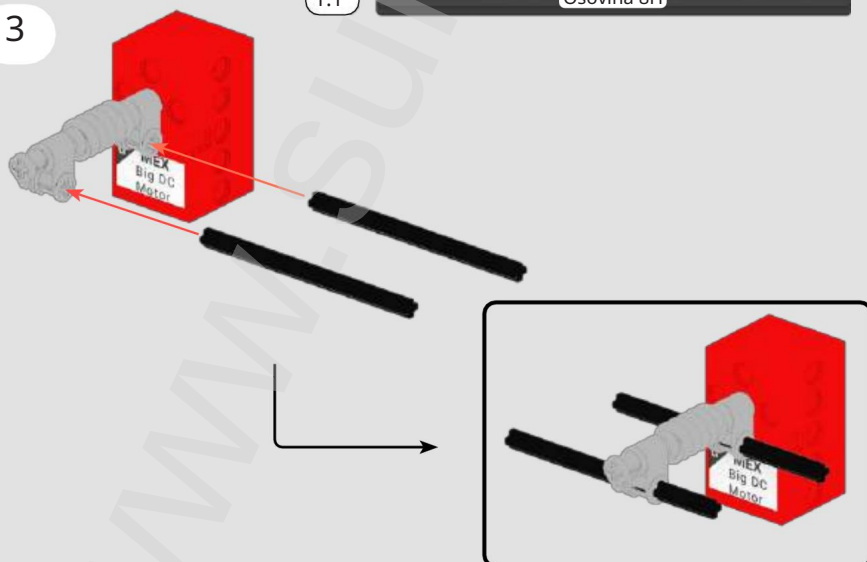
2



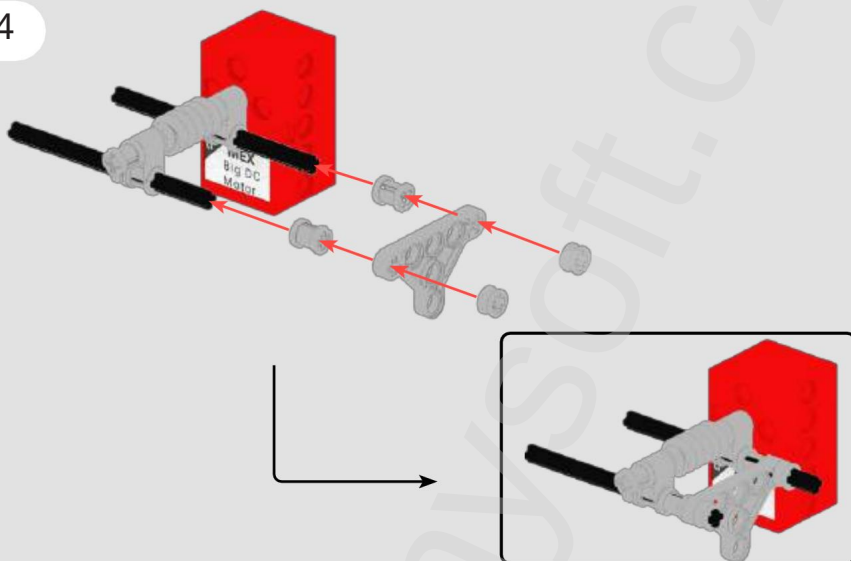
3

1:1

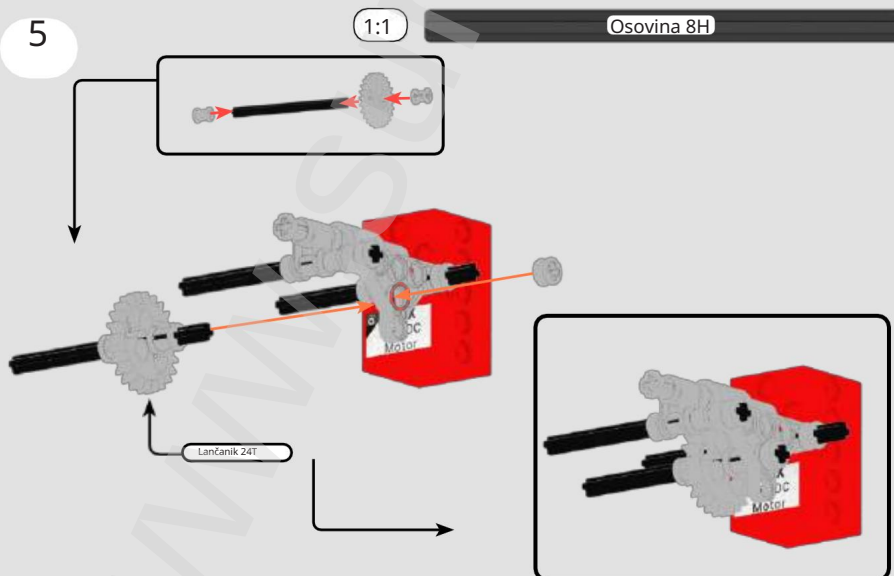
Osovina 8H



4



5

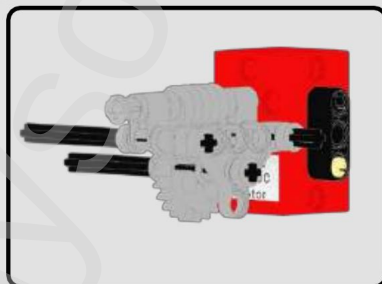
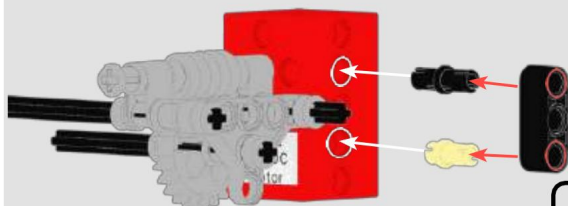


6

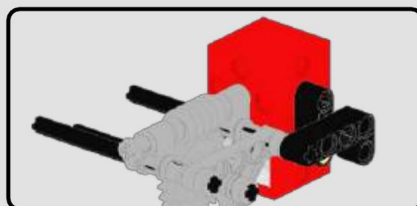
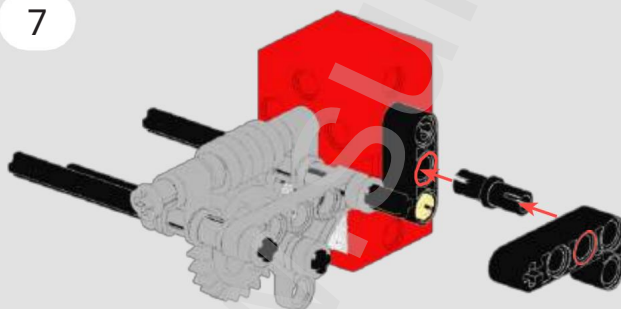
1:1



Kratka žuta igla



7



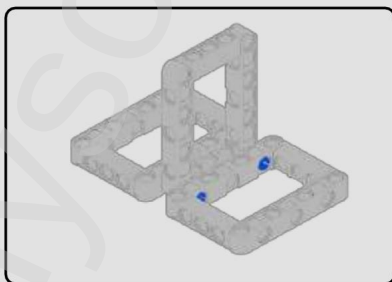
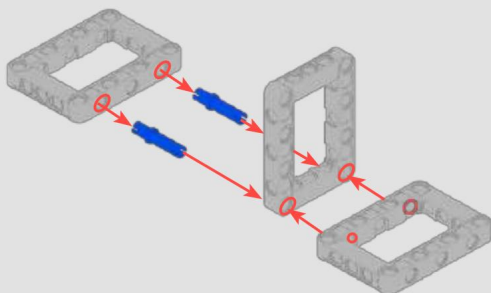
8

Stvorimo osnovnu strukturu.

1:1



Duga plava igla

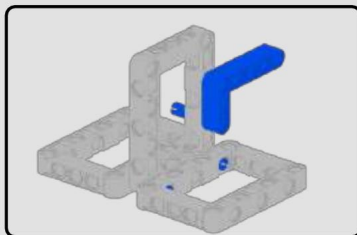
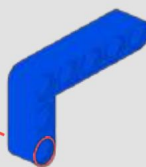
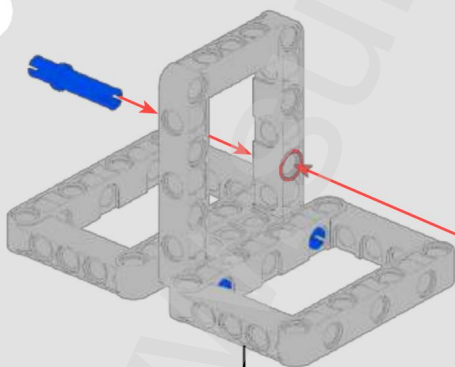


9

1:1

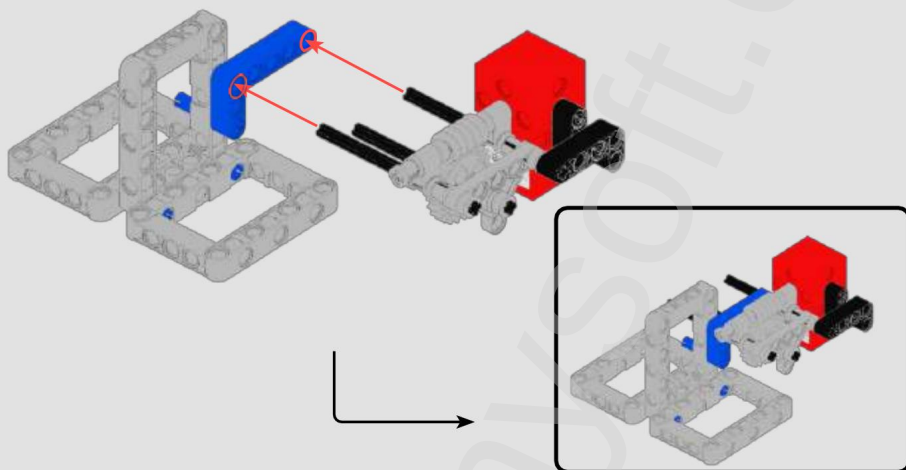


Duga plava igla

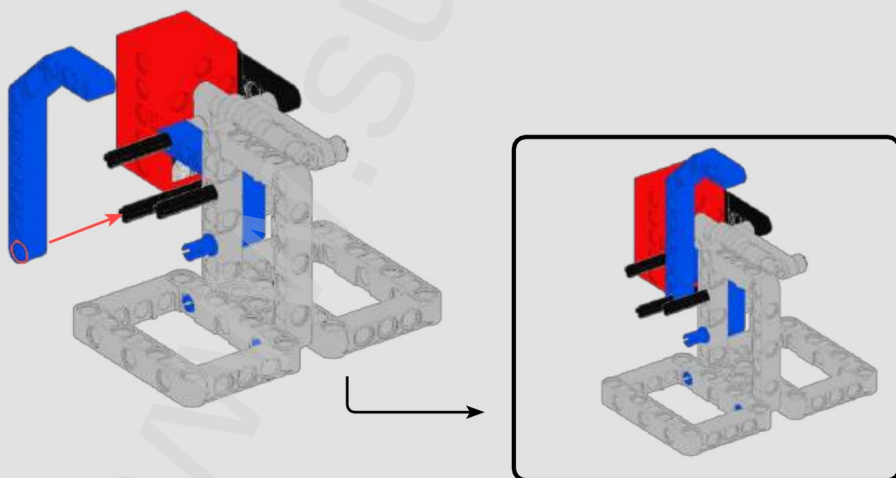


10

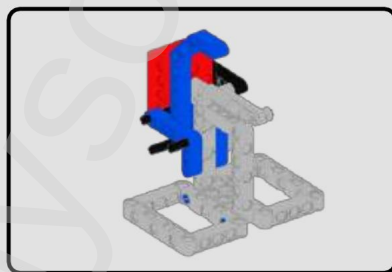
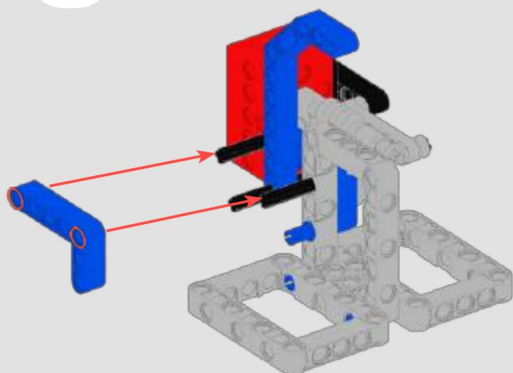
Sastavit ćemo osnovnu strukturu i motor mehanizam.



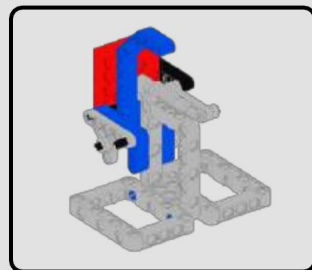
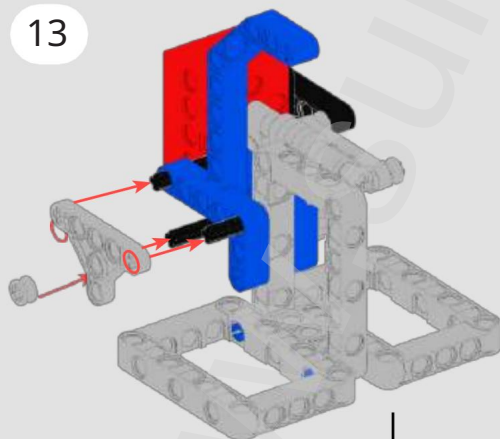
11



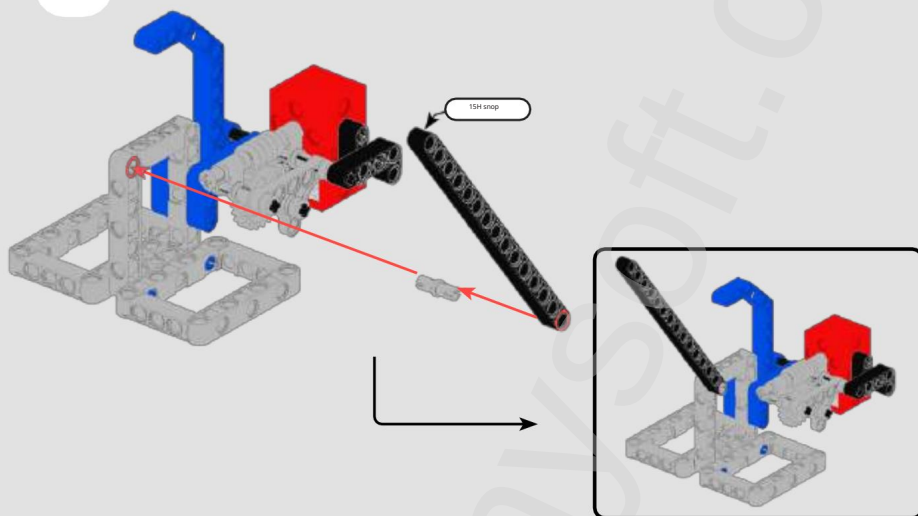
12



13

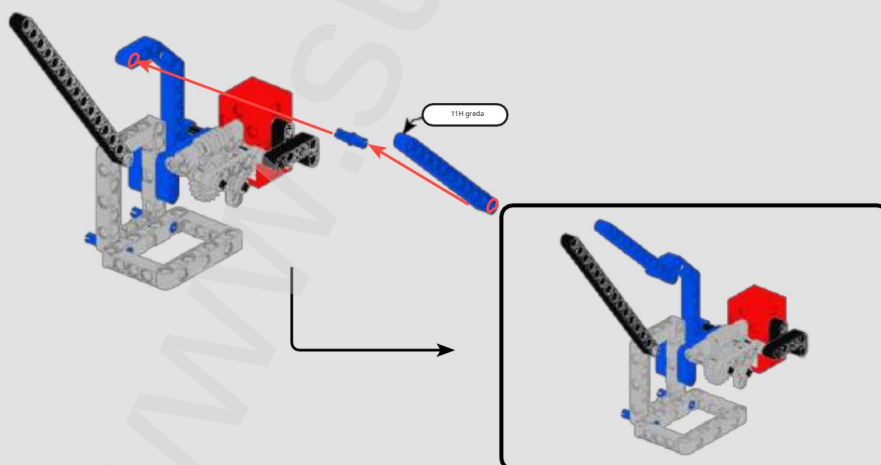


14

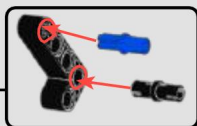


15

1:1
Plavi središnji klin osovine



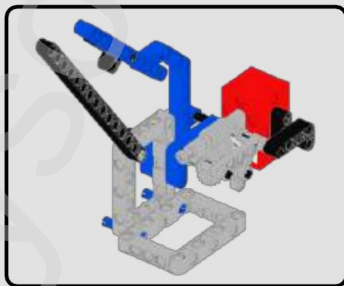
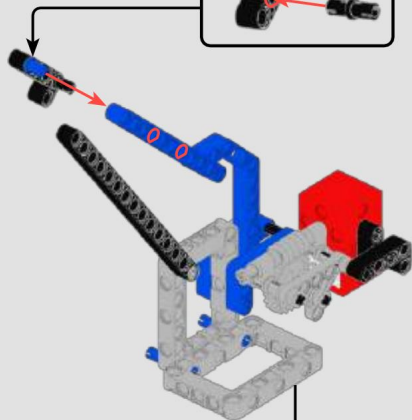
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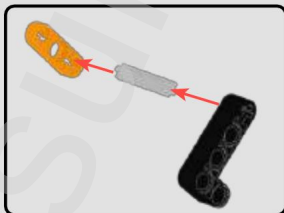
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Plavi središnji klin osovine



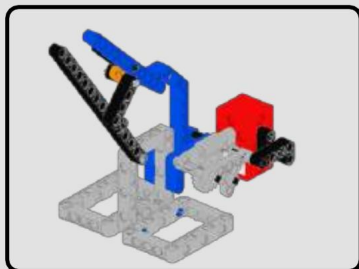
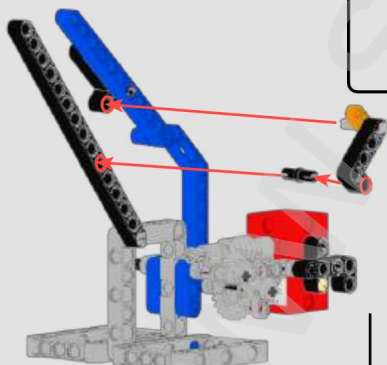
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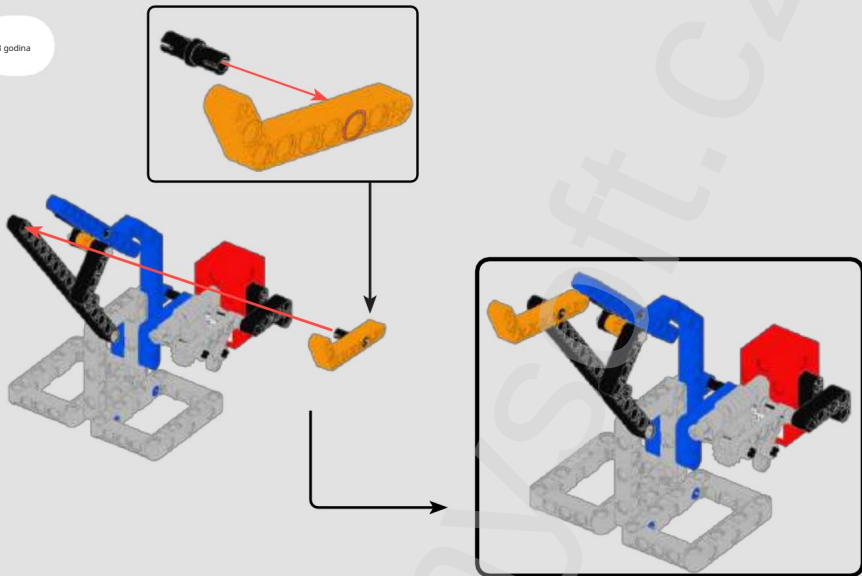
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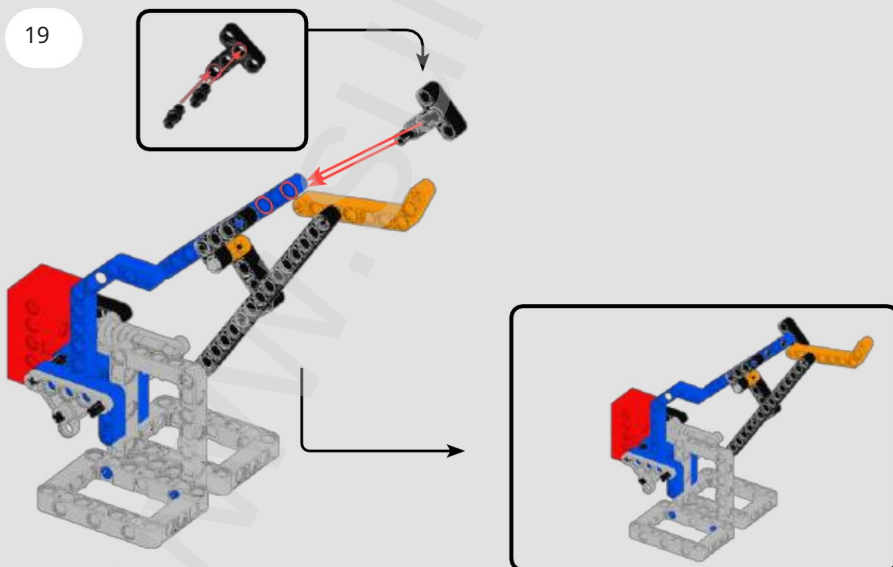
3H osočina



18 godina



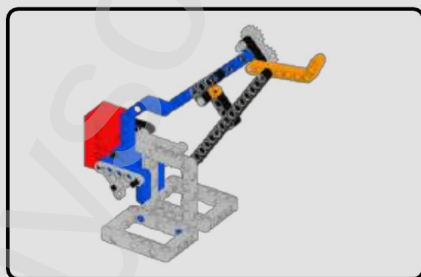
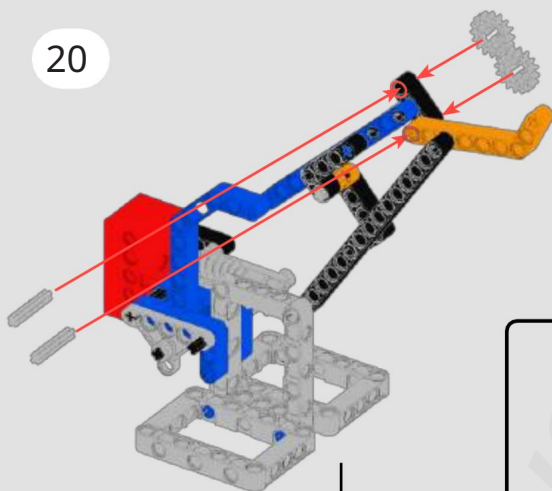
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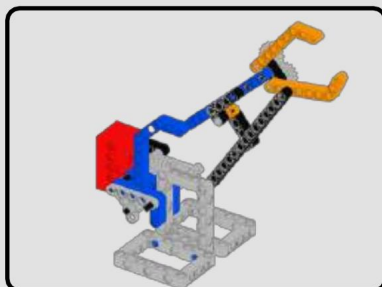
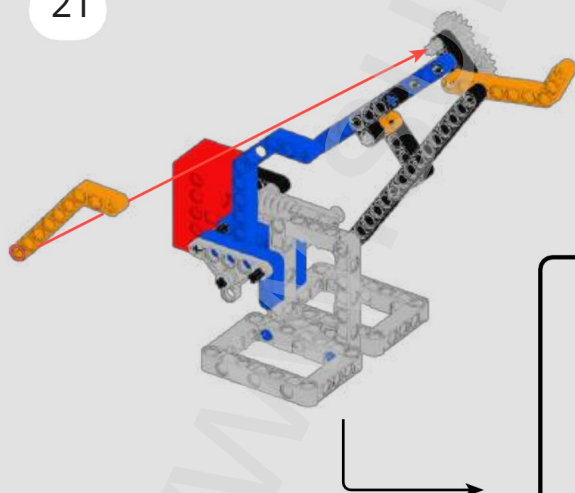
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1:1

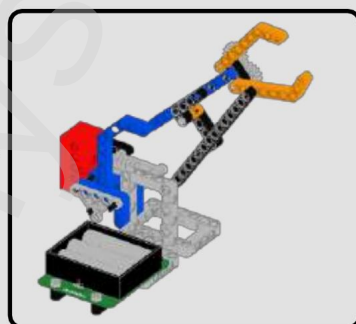
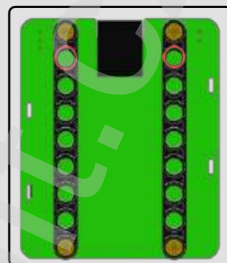
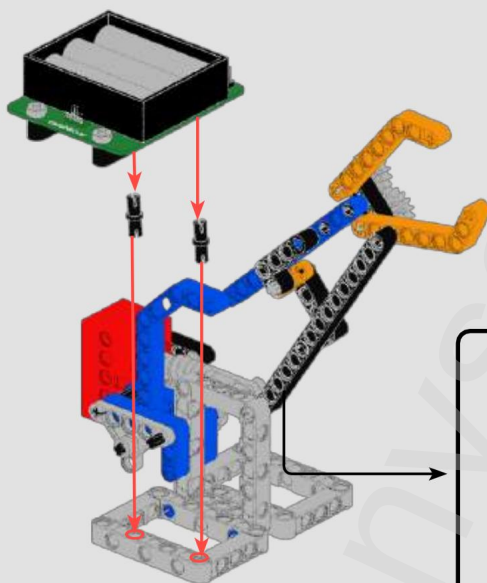
3H lijev



21



22



Čestitam na završetku ovog projekta!

Veseliš li se što ćeš igrati s njim?
koristite mobilnu aplikaciju avishkaar?

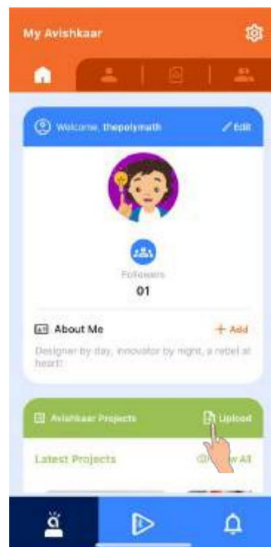


Podijelite svoju kreaciju sa svijetom i osvojite značku 2. razine
"Zagrebi površinu"

Prenesite fotografije ili videozapise svog projekta pomoću
odjeljak projekata u aplikaciji Avishkaar i nastavite na
Zarađivanje značke "Zagrebi površinu" razine 2.

Možete pregledati sve svoje prikupljene značke
pogledajte u odjeljku postignuća na svom profilu na
web stranici www.avishkaar.cc.

Istražite sve ostale značke koje možete
Skupi ih sve i osvoji ih sve!

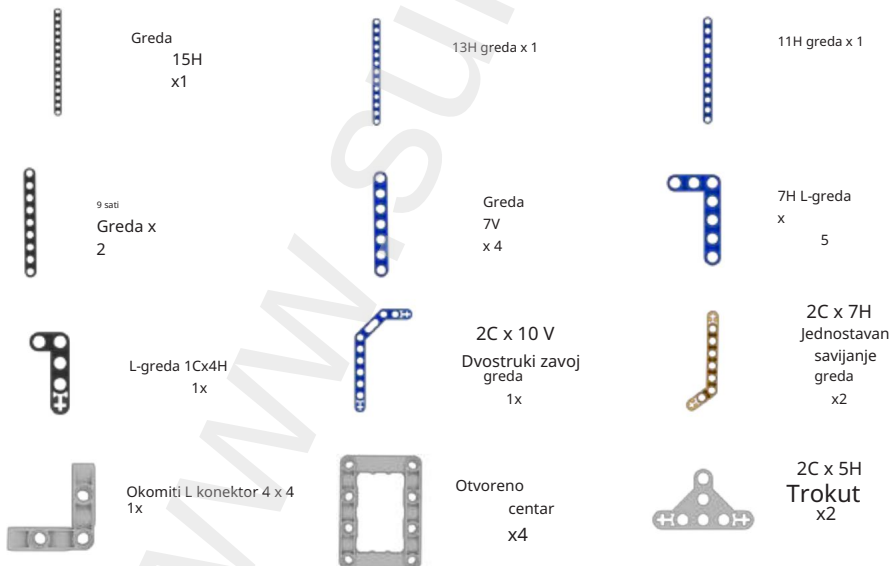


Projekt 3: MEX Robo Dizalo

Gradimo !



Stvari koje su nam potrebne





Pužni
prijenosnik -
veliki x 1



12T dvostruki
konusni
zupčanik
x2



20T dvostruki
konusni
zupčanik
1x



Zupčanik s čeljustima
kotač24T
x3



Trostruka igla
okomiti konektor
korekcije
1x



1Cx1H
Okomiti konektor
1x



Punilo za osovine - malo
x12



Punilo za osovine -
veliko x16



3H lijek
x1



5H s poklopcem
Lijek x 2



6H osovina
x4



Pravni lijek
8 sati
x2



Osovina 10H
1x



Žuta igla za pucanje
1x



Srednji
pribadača -
crna
13 puta



Srednji pin
ispravci -
plava
x2



Duga igla -
plava
13 puta



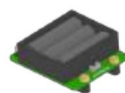
Dugo
žuta igla
1x



Kutni konektor
osovine -180
x2



Kutni
spojnica osovine
- 135
x2



Avishkaar
MEXCore
x1

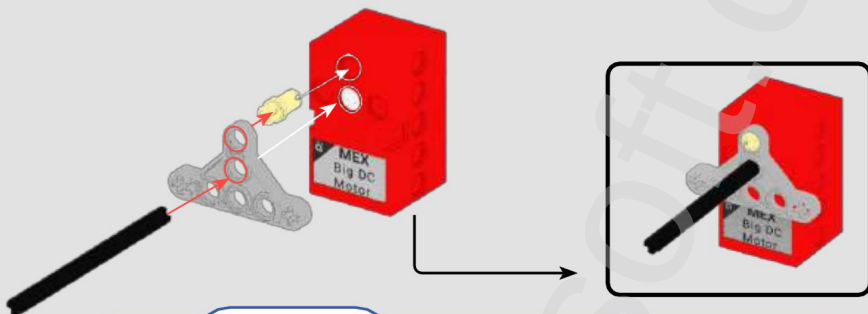


MEX Big DC
Motor
x1

1

1:1

Osovina 8H



Savjet za montažu



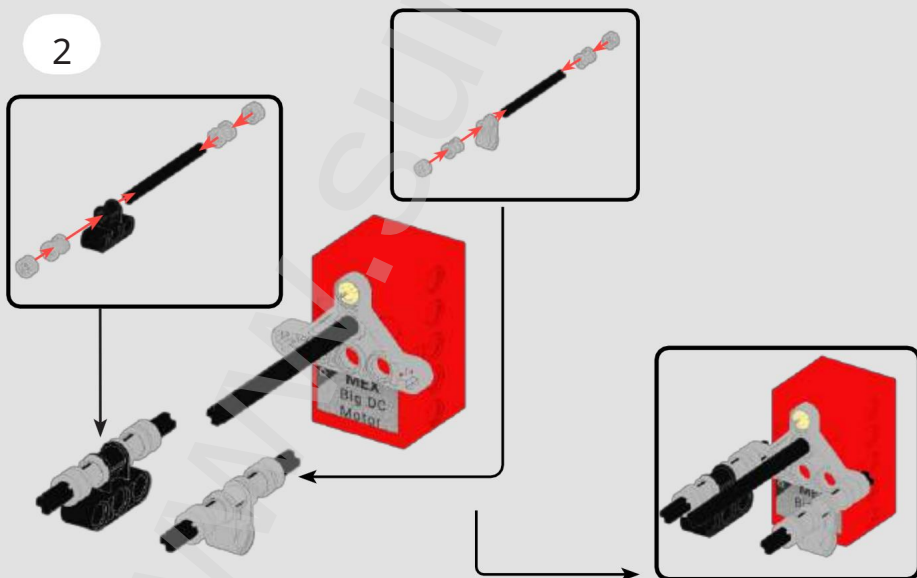
Kratke žute igle mogu biti malo nezgodne!
Budite oprezni pri korištenju. Lako se lome. I mogu se oštetiti.
uklonite - zamolite roditelja ili odraslu osobu da vam pomogne ukloniti ih
sigurno uklonjeno.



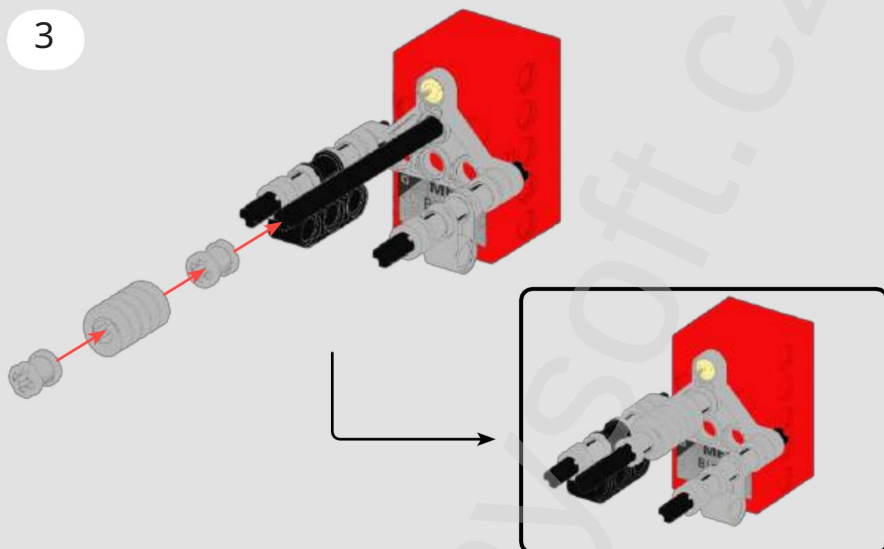
1:1

6H osovina

2



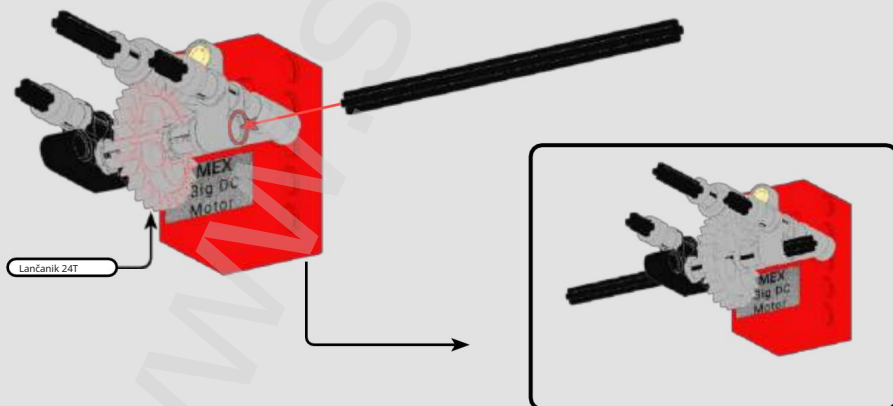
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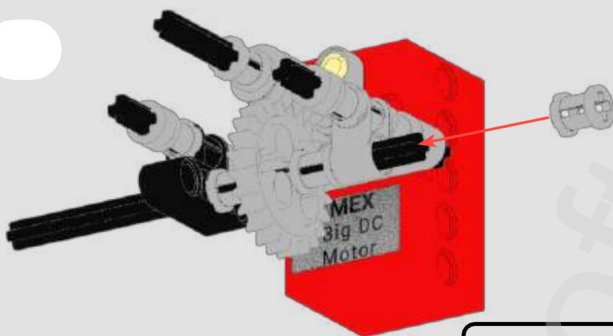


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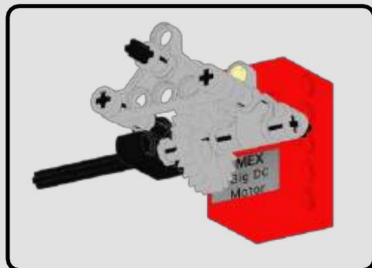
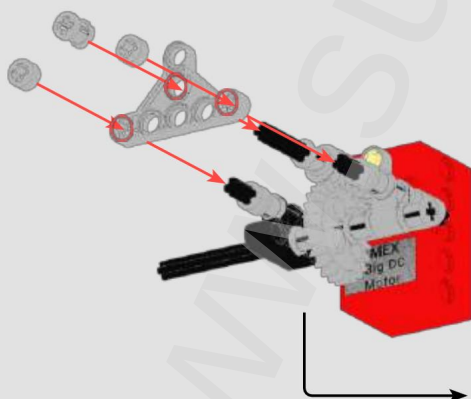
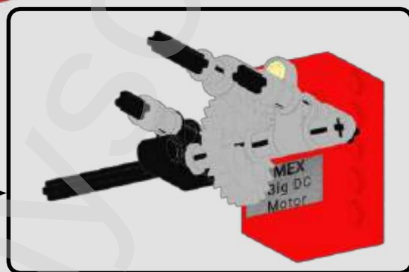
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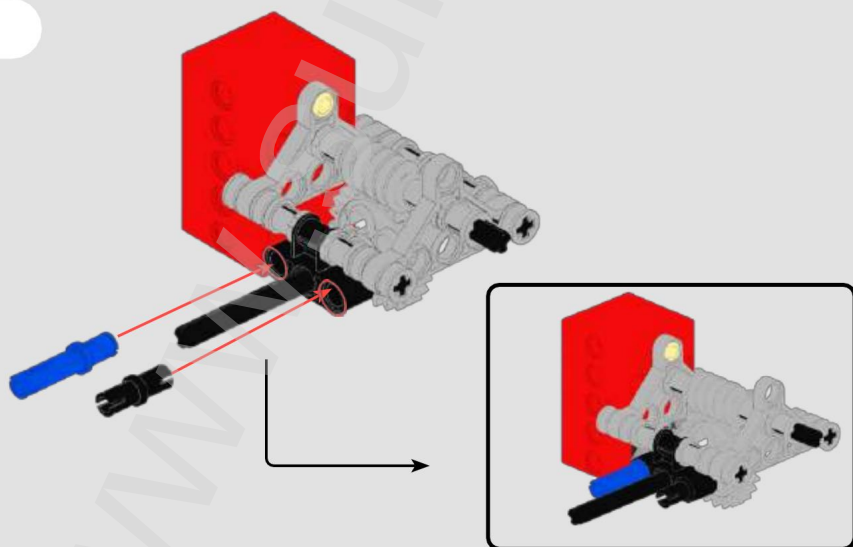
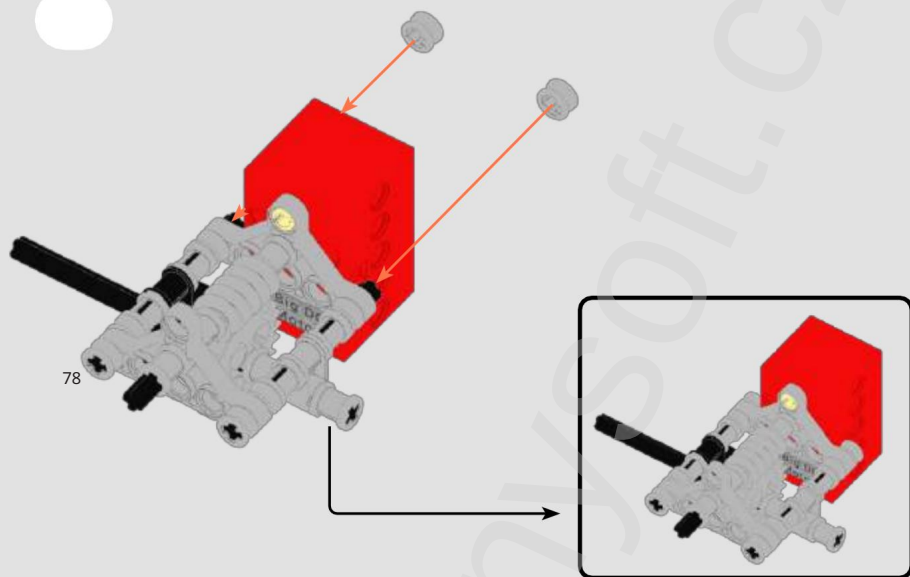
Osovina 10t





56

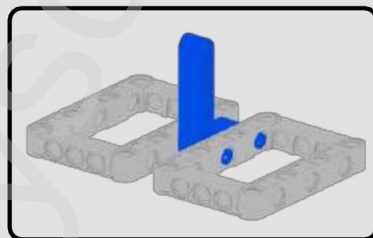
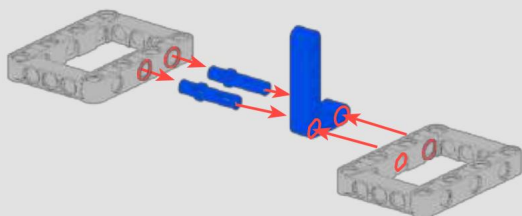




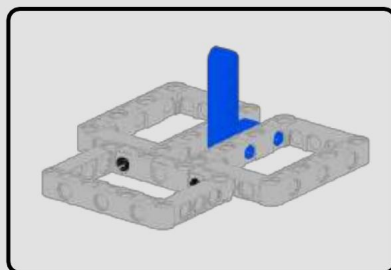
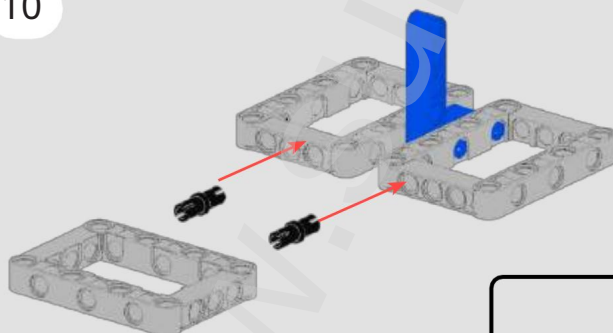
9

Stvorimo osnovnu strukturu.

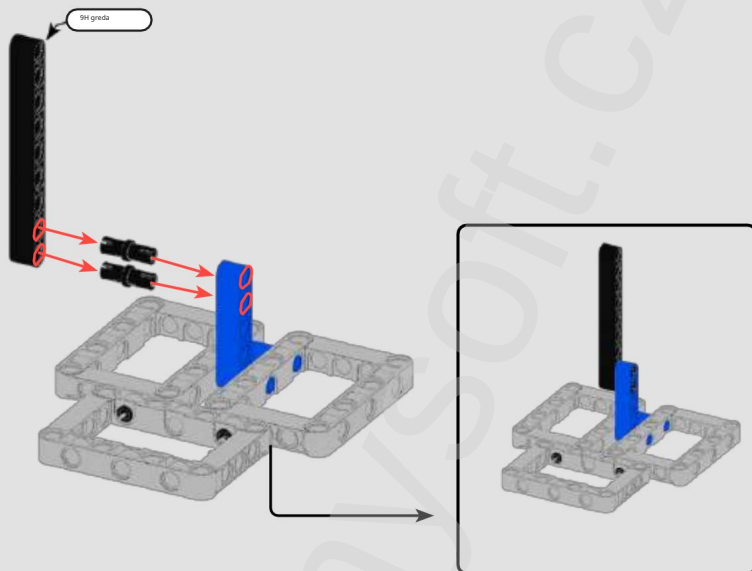
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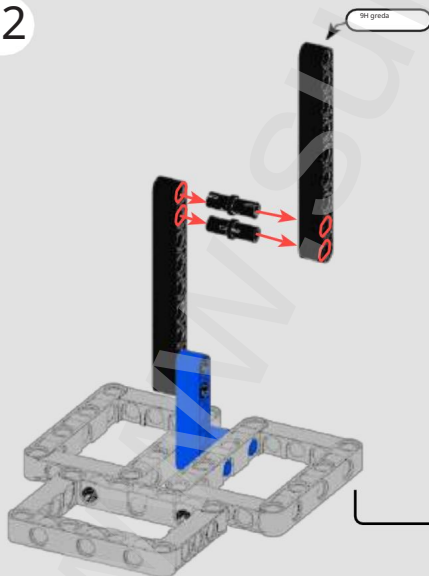
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11



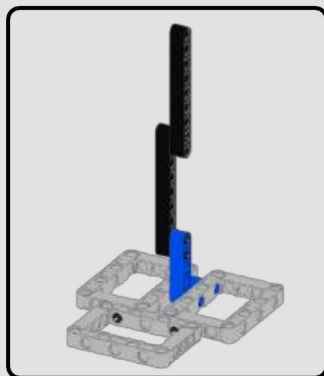
12



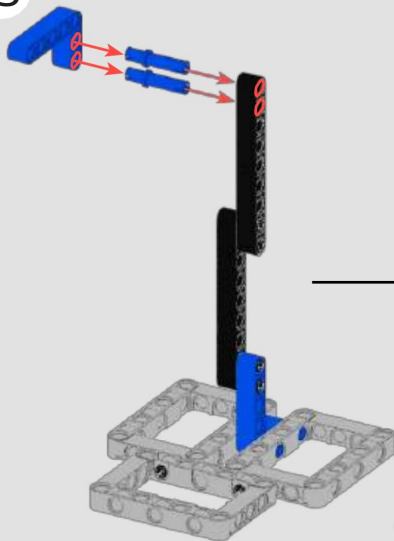
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Duga plava igla



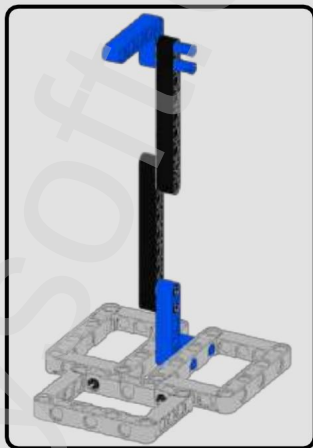
13



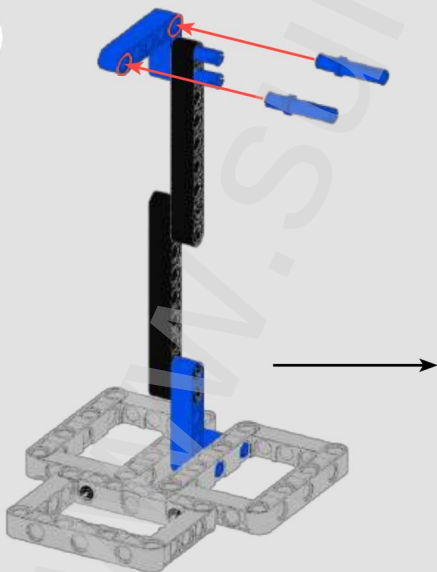
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Duga plava igla



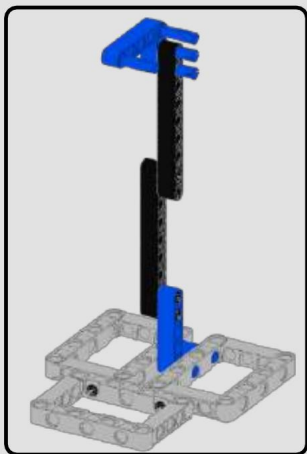
14



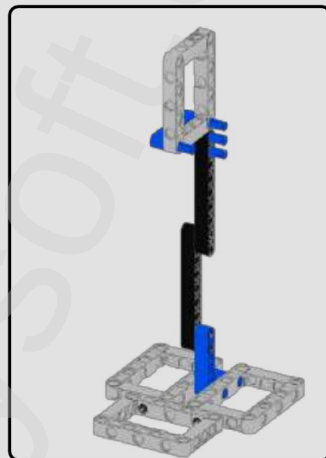
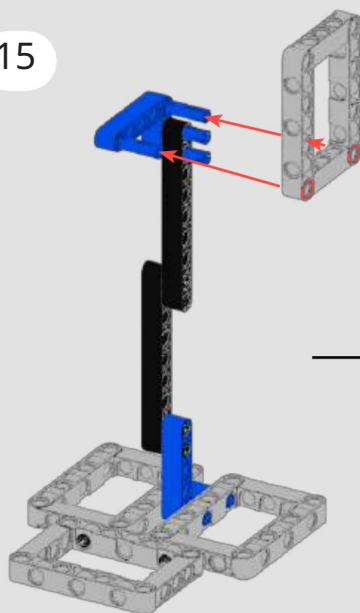
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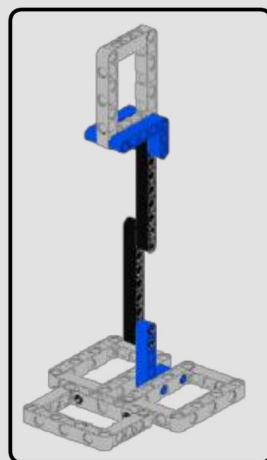
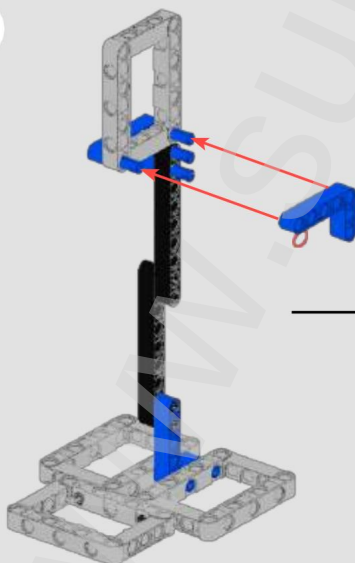
Duga plava igla



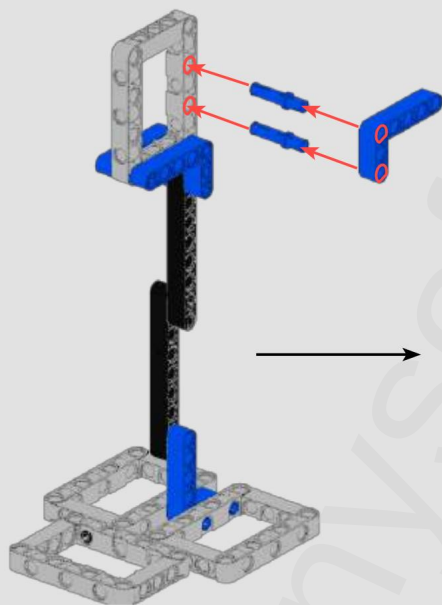
15



16



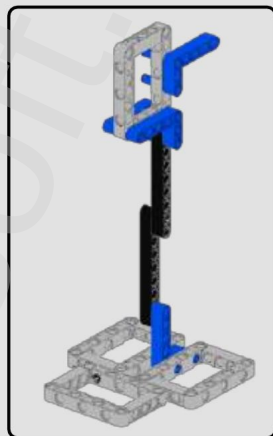
17



1:1



Duga plava igla



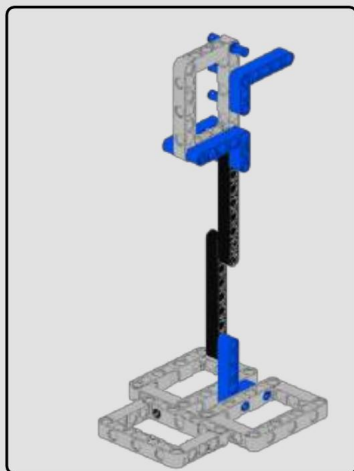
18 godina



1:1

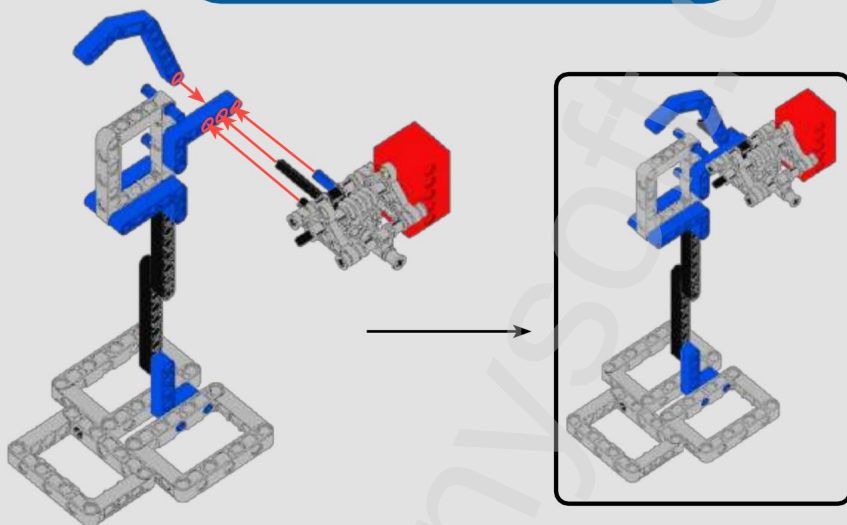


Duga plava igla

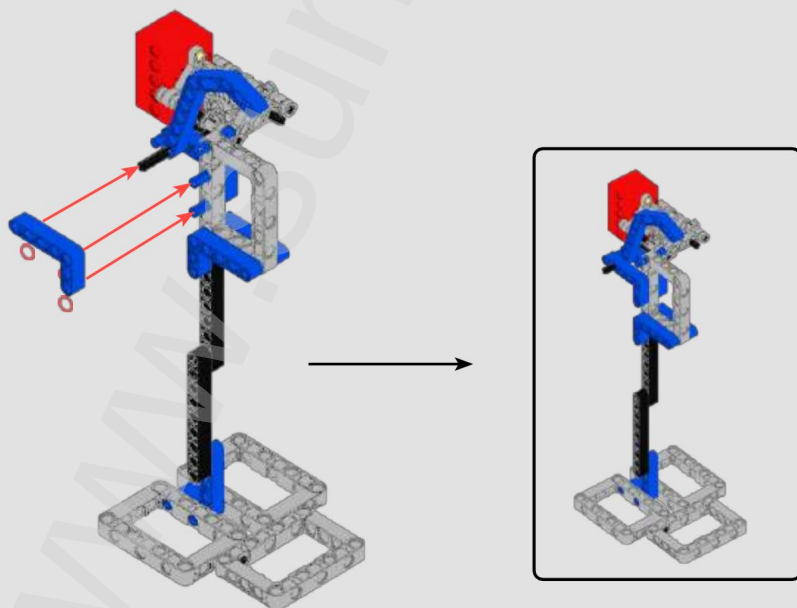


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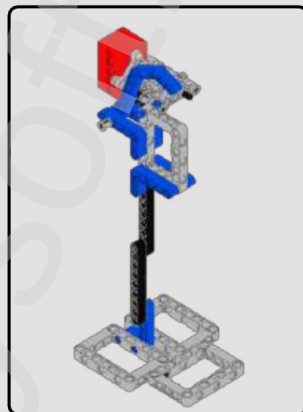
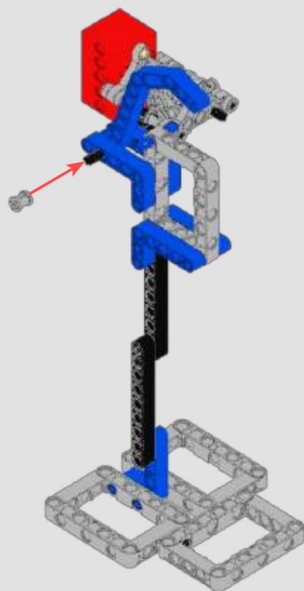
Sastavit ćemo osnovnu strukturu i motor mehanizam.



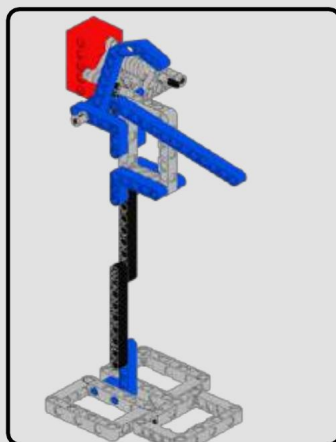
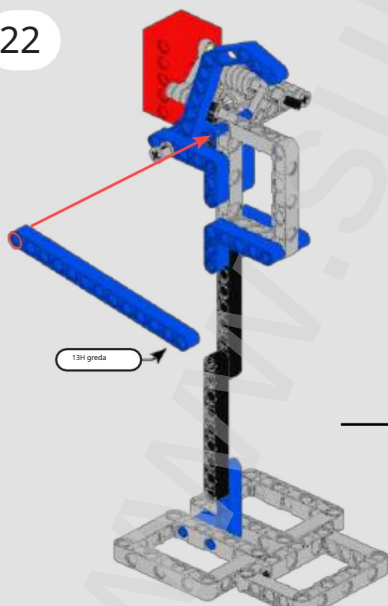
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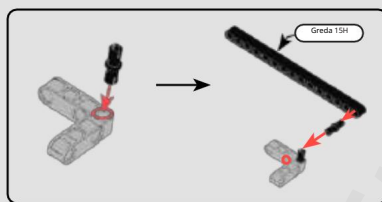
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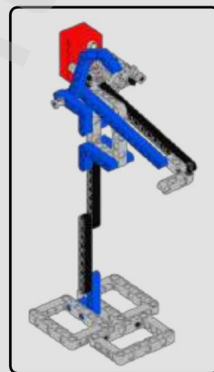
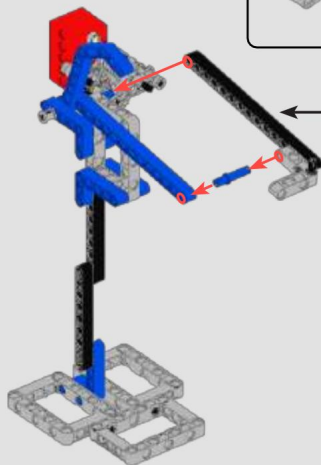
22



23

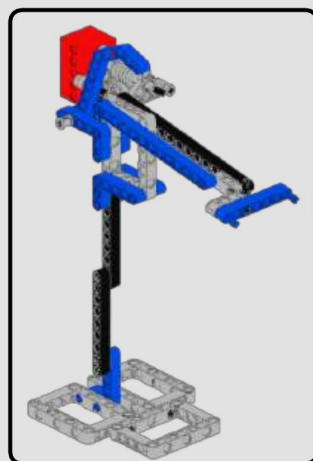
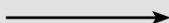
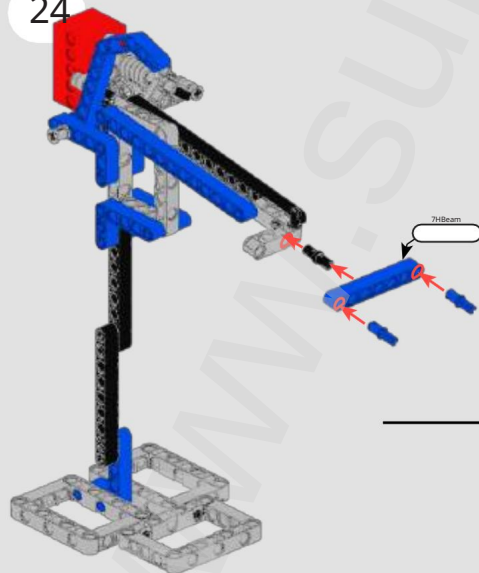


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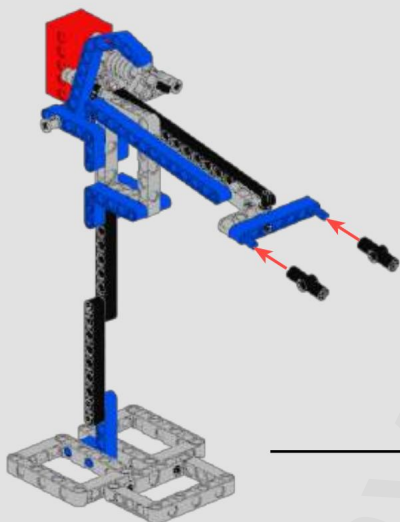


24

1:1



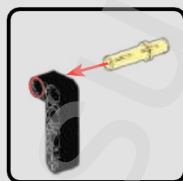
25



1:1

Osovina 8H

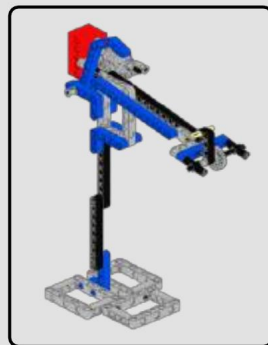
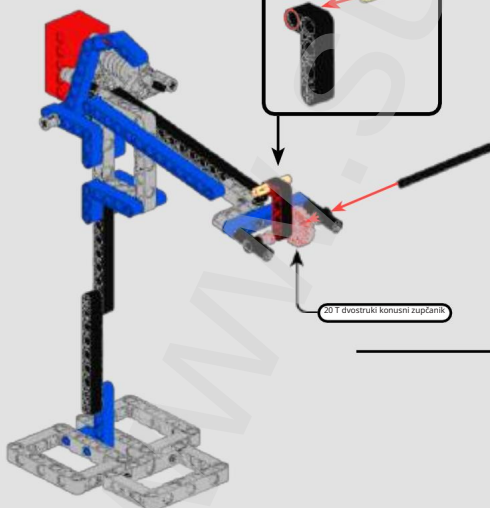
26



1:1



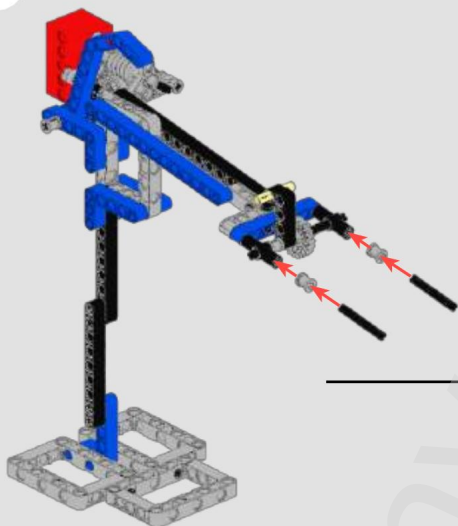
Dugi žuti klin



27

1:1

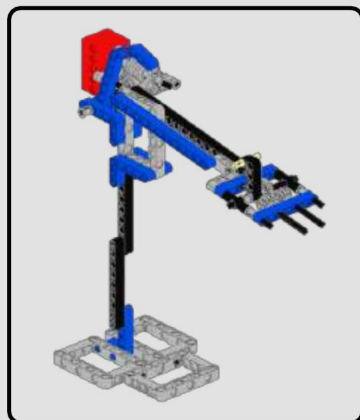
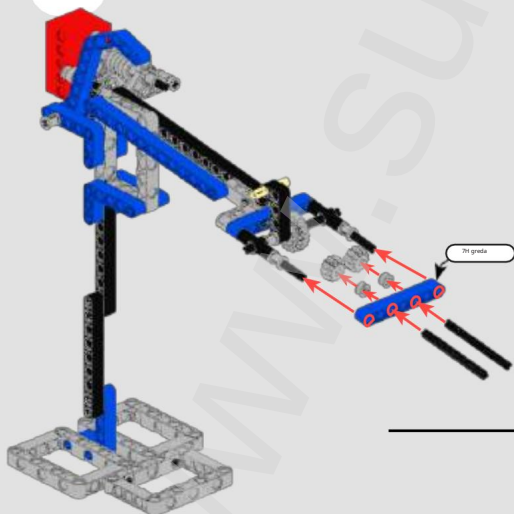
4H osovina



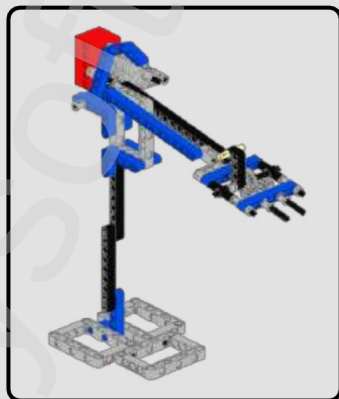
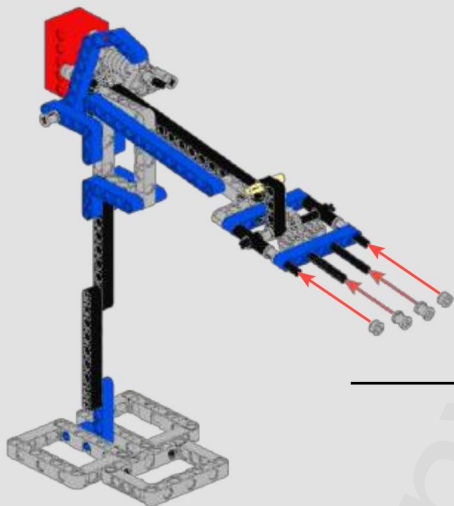
1:1

6H osovina

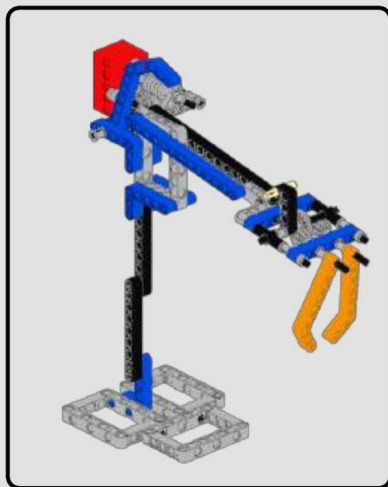
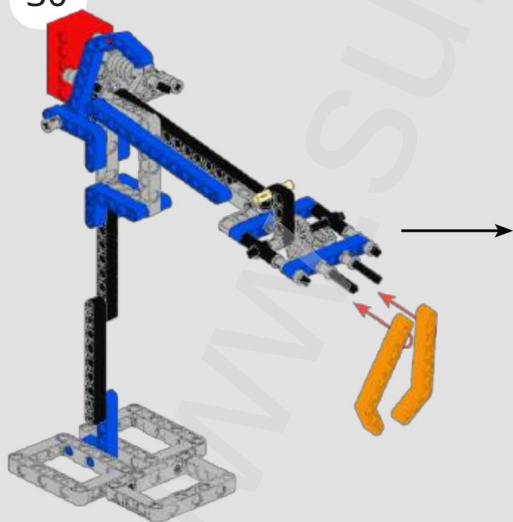
28



29



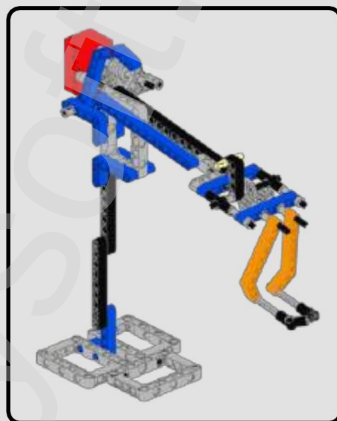
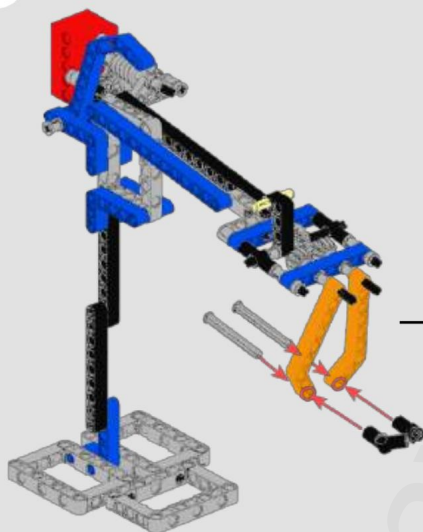
30



31

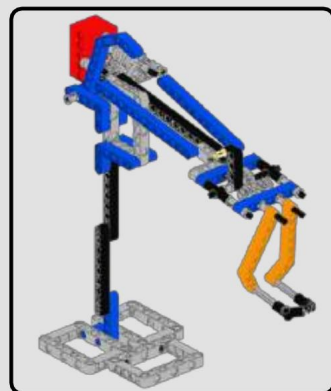
1:1

5H osovina s blokadom

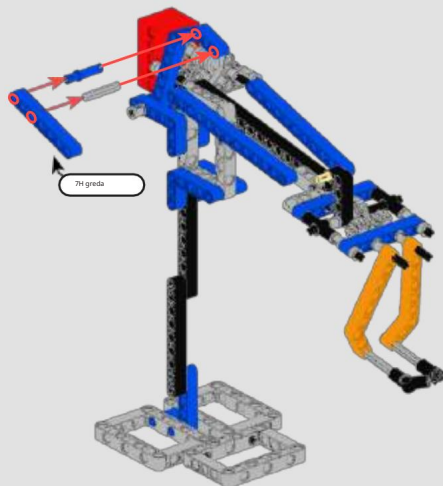


32

11H greda



33



1:1

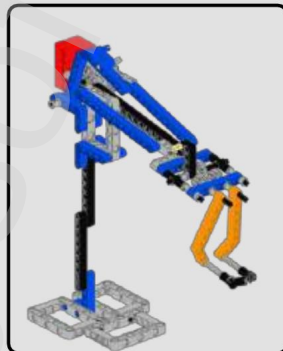


Duga plava igla

1:1



3H lijek



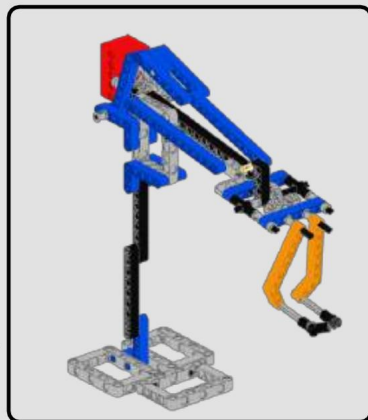
34



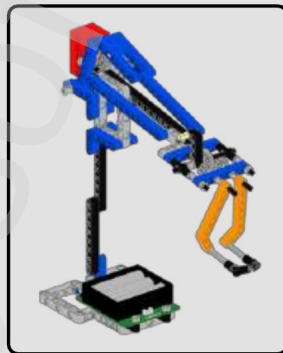
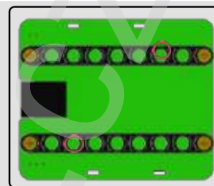
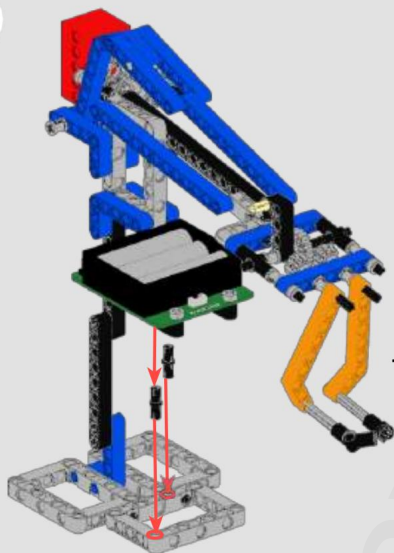
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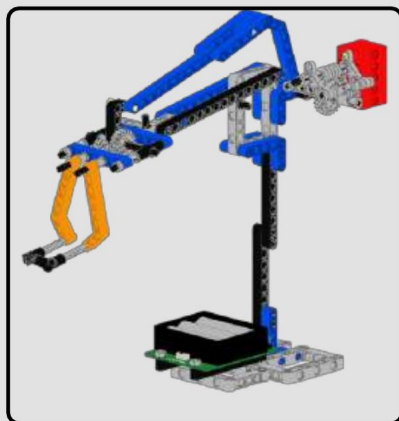
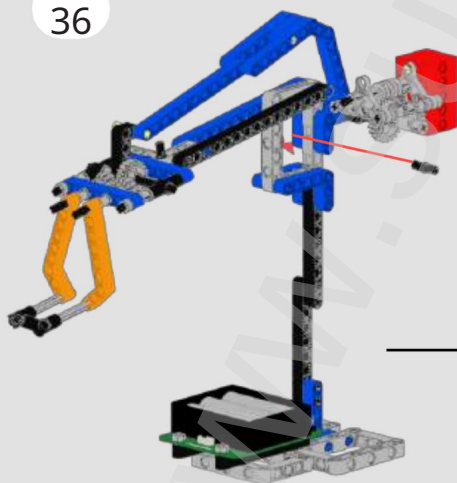
Duga plava igla



35



36



Čestitam na završetku ovog projekta!

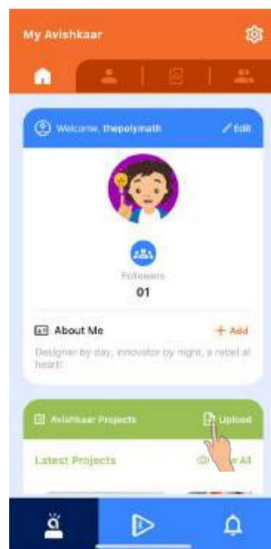
Veseliš li se što ćeš igrati s njim?
koristite mobilnu aplikaciju avishkaar?



Podijelite svoju kreaciju sa svijetom i osvojite značku 3. razine
"Zagrebi površinu"

Prenesite fotografije ili videozapise svog projekta pomoću
odjeljak projekata u aplikaciji Avishkaar i osvojite značku 3.
Razine "zagrebite površinu".

Možete pregledati sve svoje prikupljene značke
pogledajte u odjeljku postignuća na svom profilu na
web stranici www.avishkaar.cc.
Istražite sve ostale značke koje možete
Skupi ih sve i osvoji ih sve!



Imate li problema?

Naša tehnička podpora vam je dostupna u ovim vremenima -

Od ponedjeljka do subote: od 9:00 do 20:00 sati.

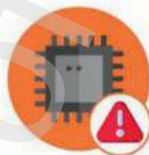
Nedjelja i treća subota: od 9:00 do 18:00 sati.



Problemi sa softverom



Problemi s upotrebljivošću



Problemi s hardverom

Skenirajte QR kod za kontaktiranje podrške.



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Dobavljač/Distributer

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