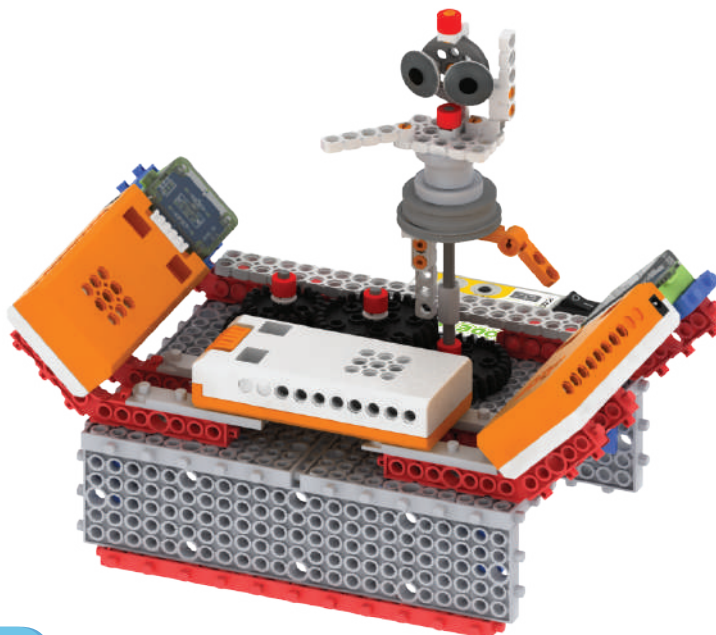
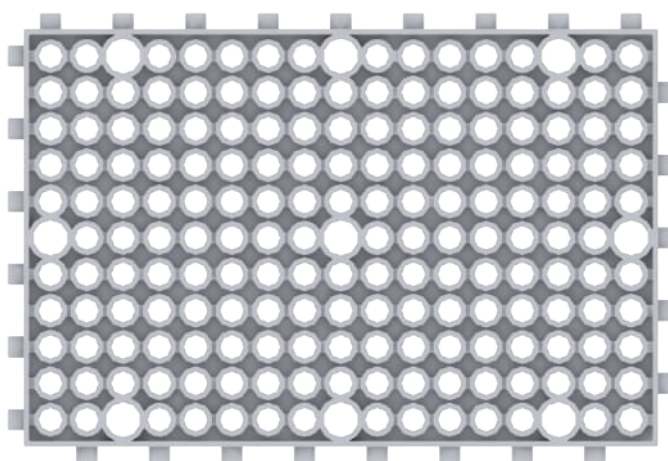




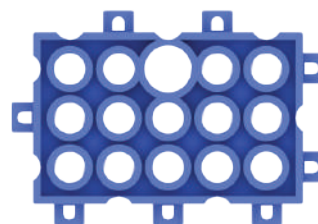
37 Bailarina



Piezas



Bloque 11x17 (2)



Bloque 3x5 (2)



Adaptador L (4)

M-shaft

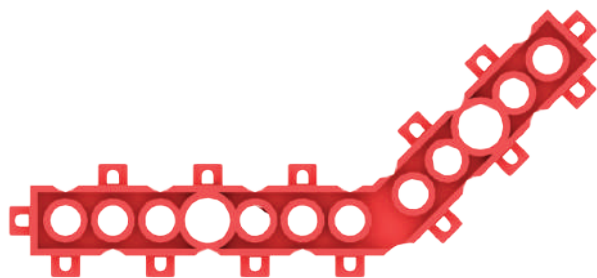
Eje M (3)

L-shaft

Eje L (1)

Goma de eje roja (8)

Arandela (7)



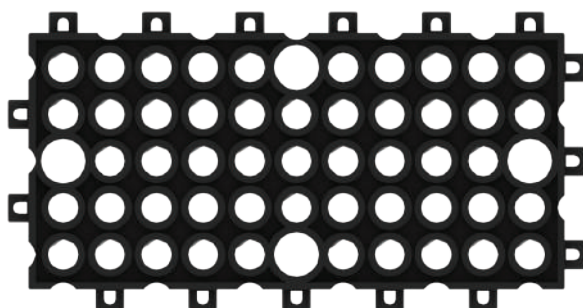
Bloque 45° (6)



Llanta 2 (1)



Llanta 1 (1)



Bloque 5x11 (1)



Rueda delgada (1)



Rueda polea (1)



Engranaje L (3)



Engranaje M (1)



Engranaje S (2)



Remache doble (1)



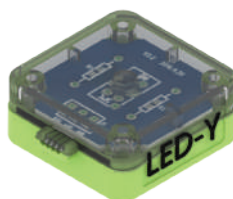
Unión de ejes (1)



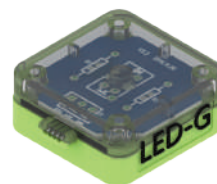
Bloque de unión 2 (4)



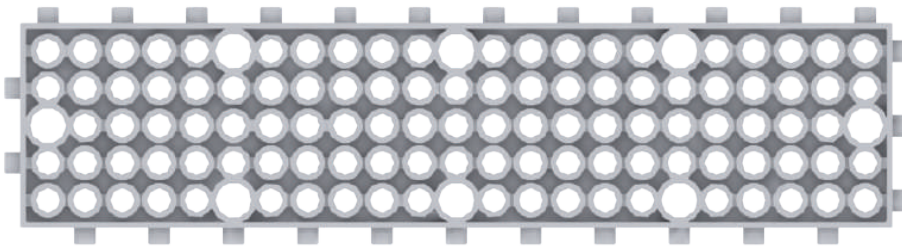
Motor 2 (1)



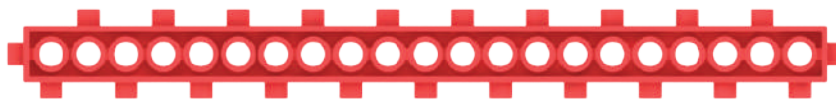
LED Amarillo (1)



LED verde (1)



Bloque 5x23 (2)



Bloque 1x21 (1)



Bloque N 2x13 (1)



Bloque N 2x5 (2)



Bloque N 1x5 (3)



Bloque ojo (2)



Bloque N 3x5 (1)



Remache
ángulo A (1)



Remache
ángulo B (1)



Adaptador L 1x3 (4)



Remache S (7)



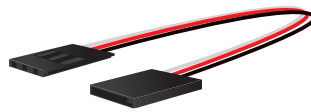
Remache básico (5)



Remache L (1)



Cable de conexión (3)



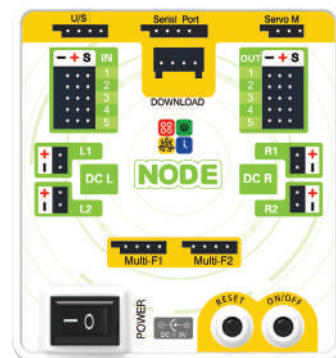
Alargador de cable (2)



Portapilas o portabaterías 1 (1)



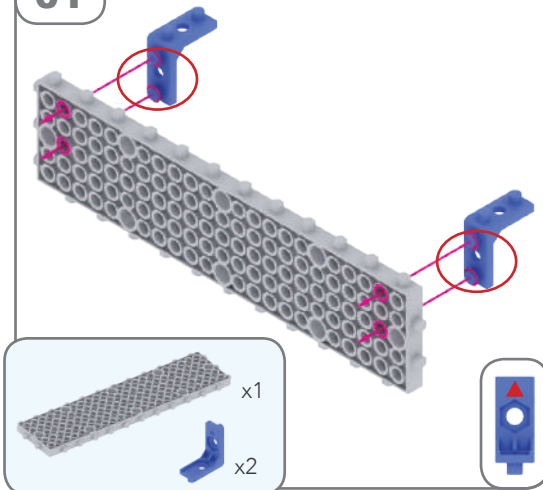
Portapilas o portabaterías 2 (2)



Placa base MRT Node (1)

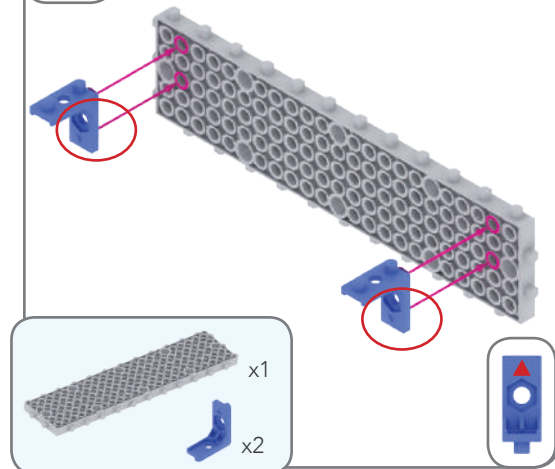
Nota: el triángulo rojo ▲ señala la posición.

01

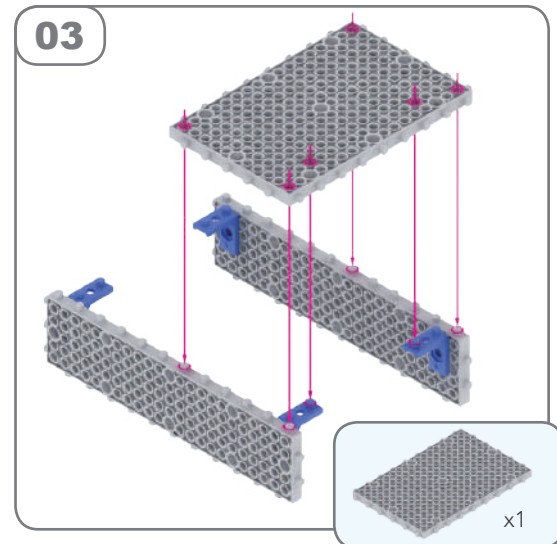


Nota: el triángulo rojo ▲ señala la posición.

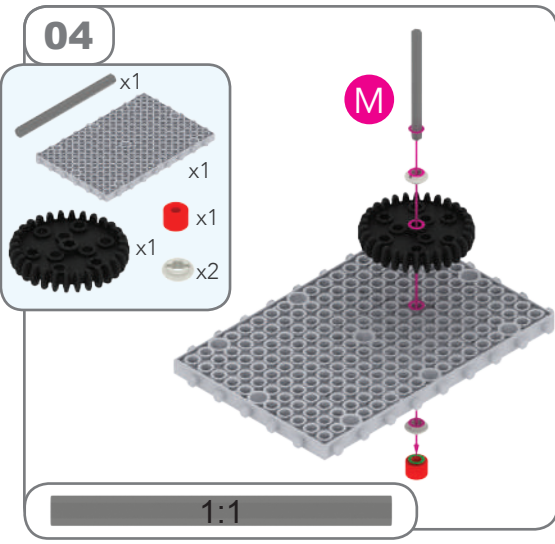
02



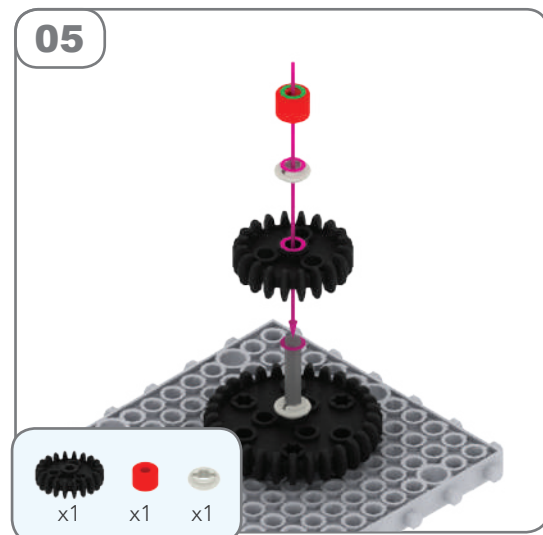
03



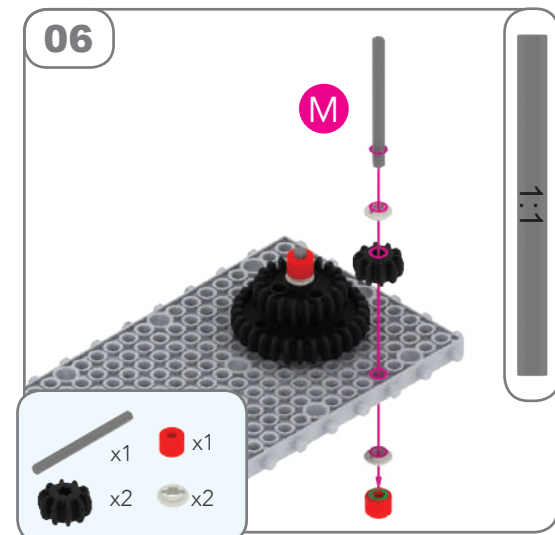
04



05



06



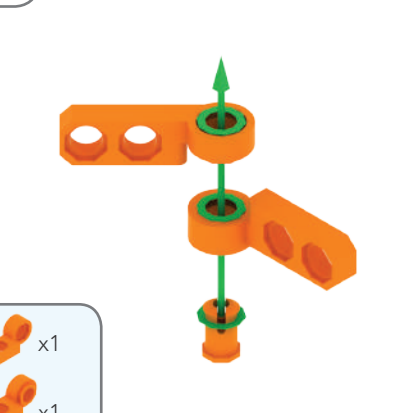
09

Diagram showing the assembly of a motor (M) onto the gear mechanism. The motor is being attached to the top of the structure, specifically to the gear assembly. A red 1x2 Technic brick is used to secure the motor to the frame.

Parts list for step 09:

- 1x1 Grey Technic Pin (x1)
- 1x2 Red Technic Brick (x1)
- 1x1 Black Technic Gear (x1)
- 1x1 White Technic Pin (x2)

11



x1

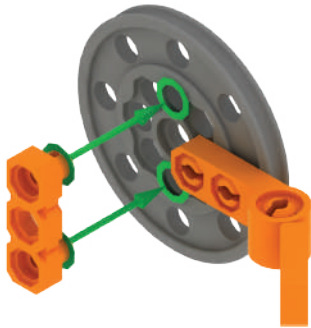
x1

x1

12

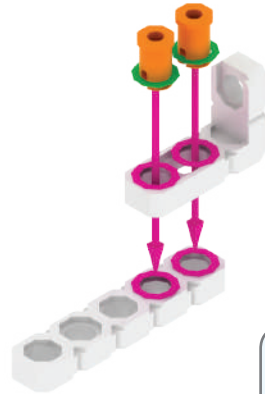
Diagram showing the assembly of a grey wheel with a central hub and spokes. The wheel is being attached to the axle using a green pin. The axle is already connected to an orange motor block. A legend in the bottom right corner indicates that the grey wheel is required in quantity 1 (x1) and the orange motor block is required in quantity 2 (x2).

13



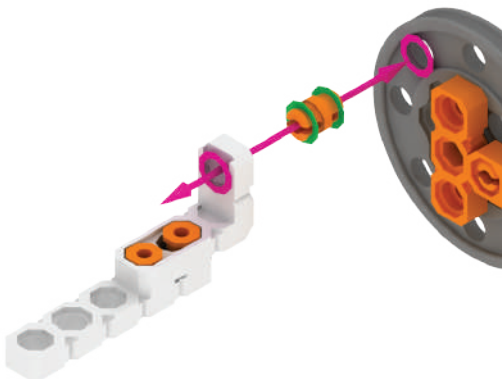
x1

14



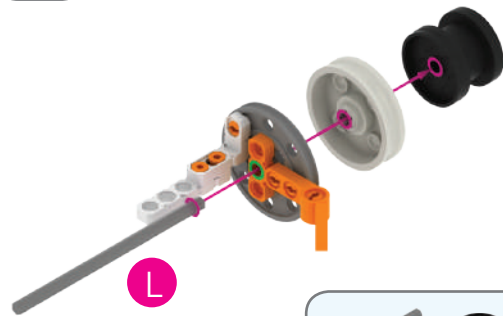
x1 x2
x1

15



x1

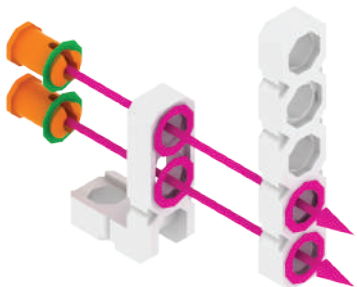
16



x1 x1
x1

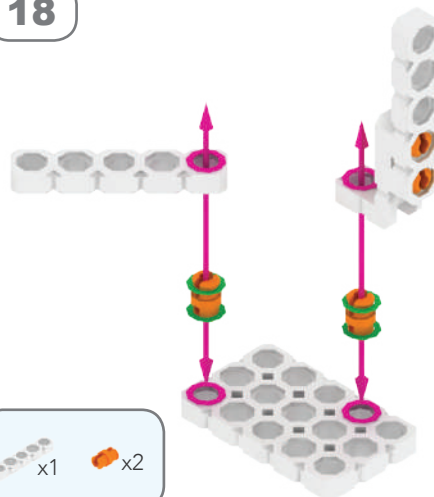
1:1

17



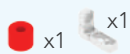
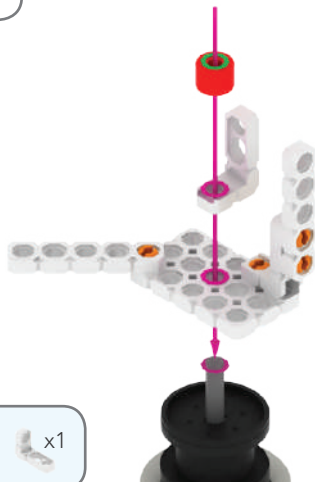
x1 x2
x1

18

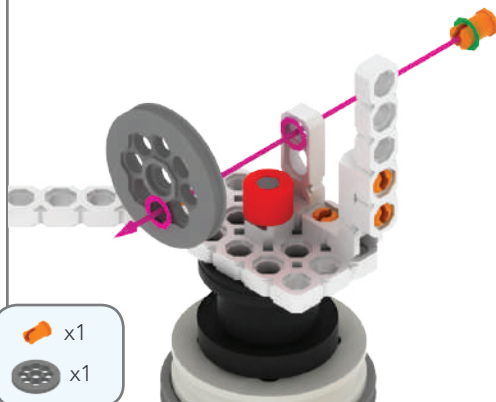


x1 x2

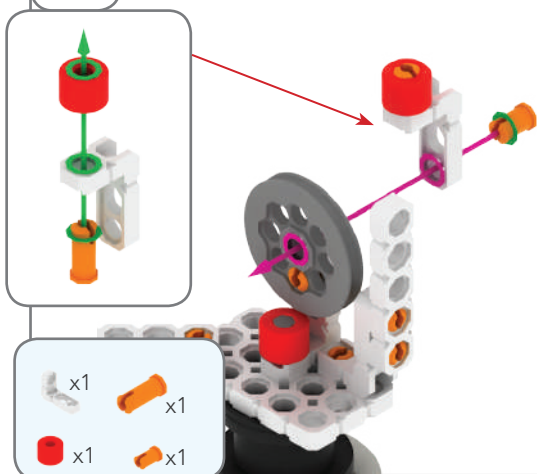
19



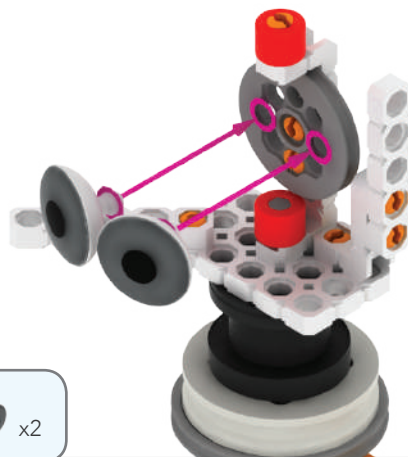
20



21



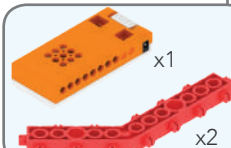
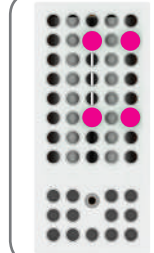
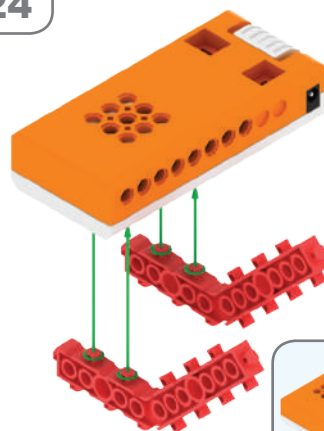
22



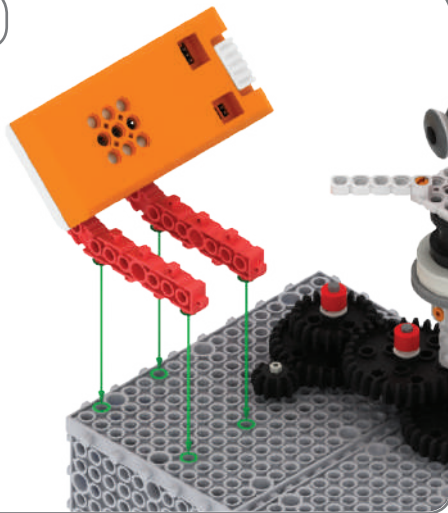
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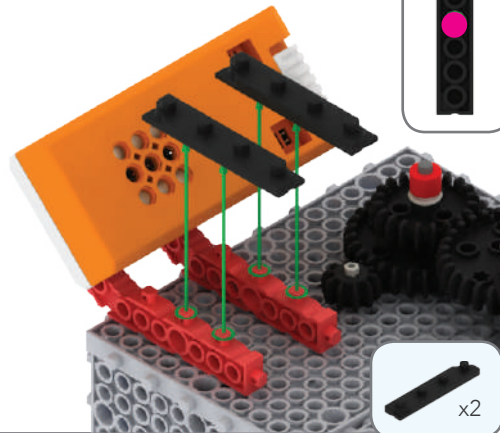
24



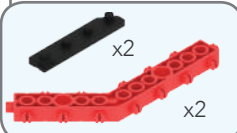
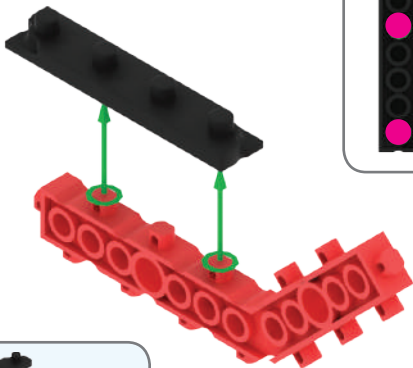
25



26

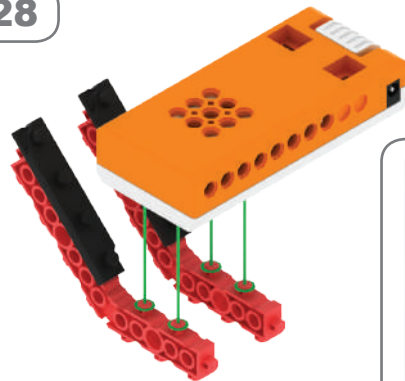


27

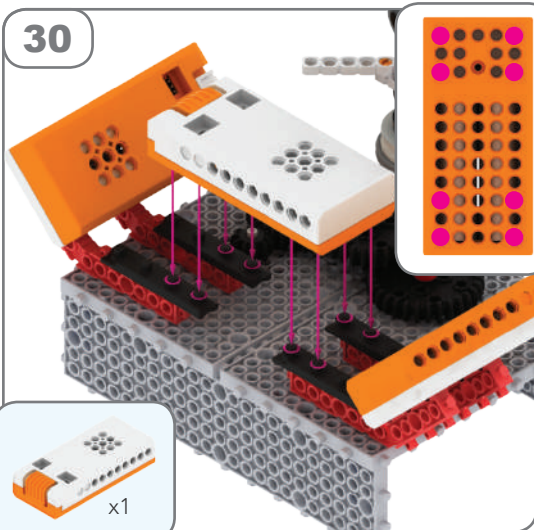


X2

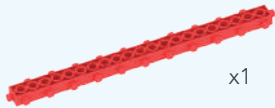
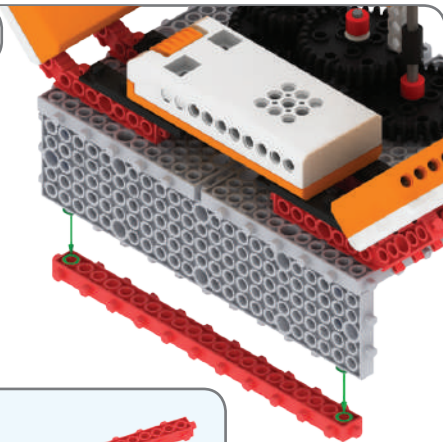
28



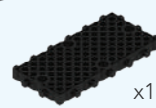
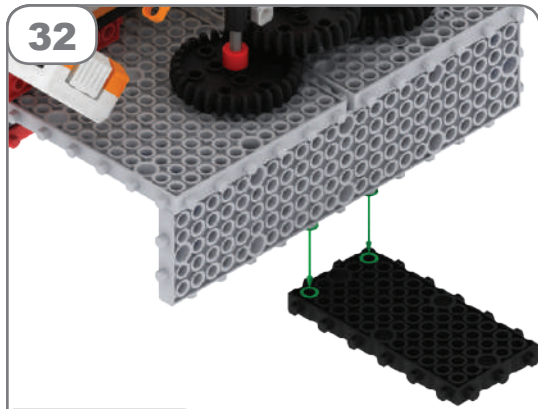
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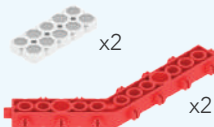
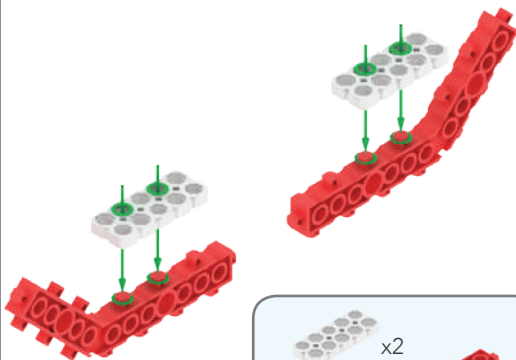
31



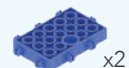
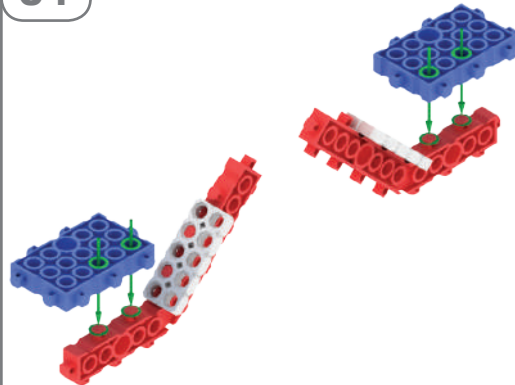
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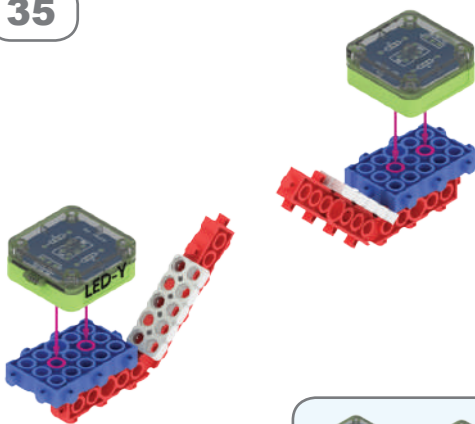
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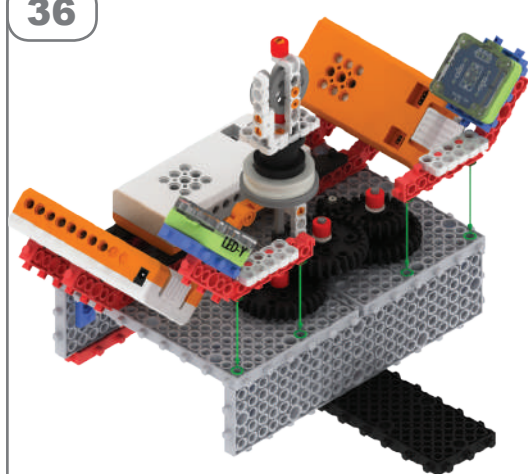
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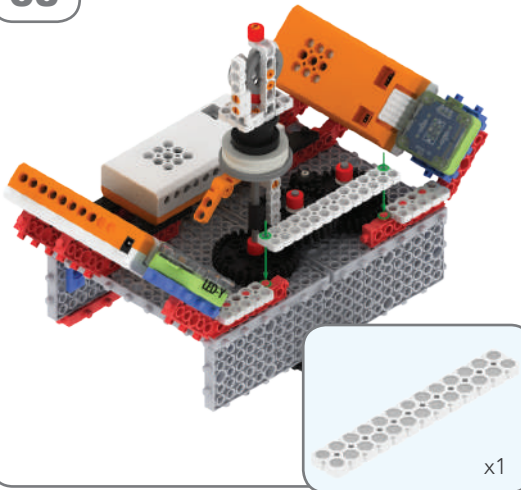
35



36



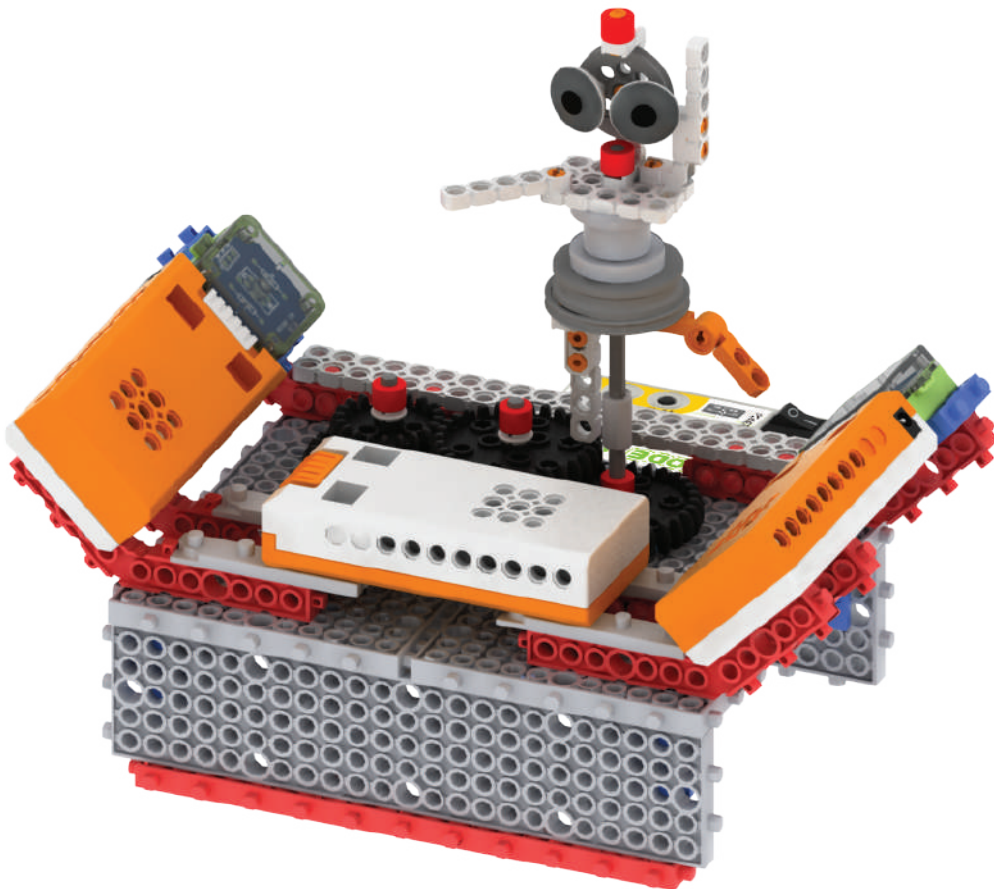
38



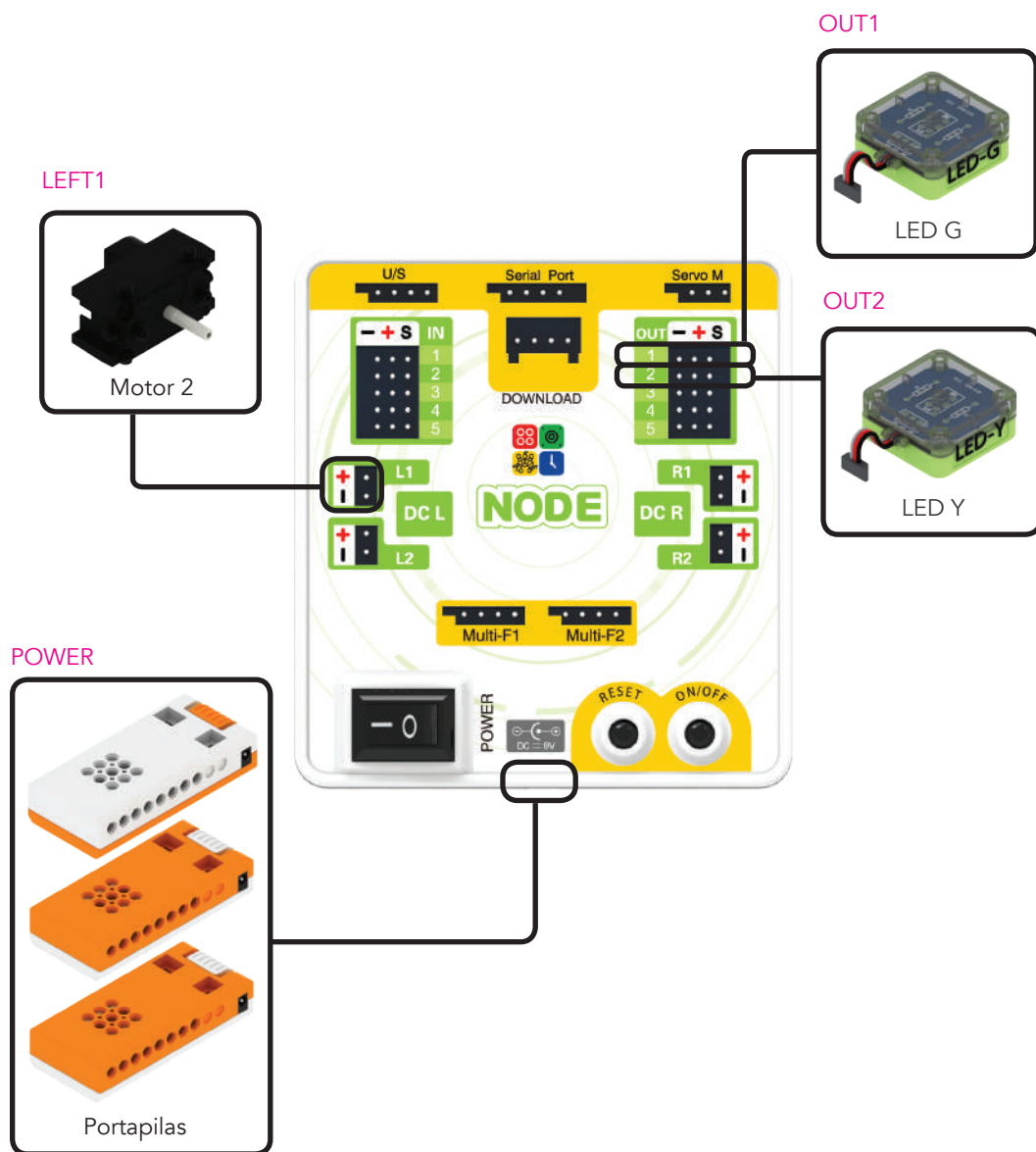
39



OK



¿Cómo hacer la conexión?



Practica

1. Haz click en el botón "Coding", situado a la izquierda, para entrar en la interfaz de programación.



2. Haz click en el botón "Samples" para seleccionar alguno de los ejemplos grabados.

 Samples

3. Haz click en "Dancer".



Para más detalle consultar la sección de programación del fascículo.