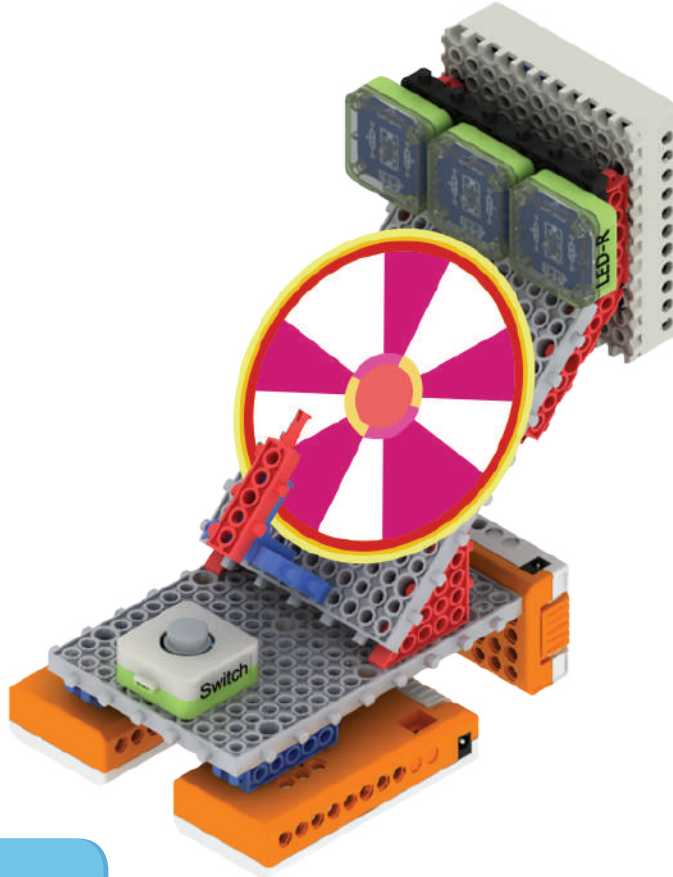
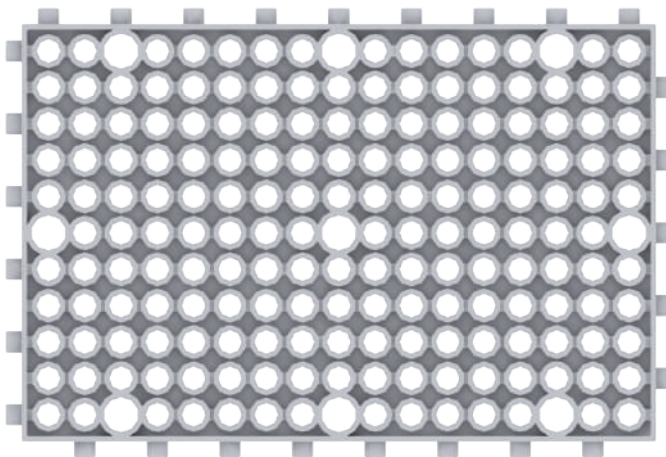




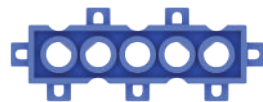
40 Rueda de la fortuna



Piezas



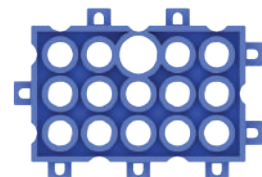
Bloque 11x17 (2)



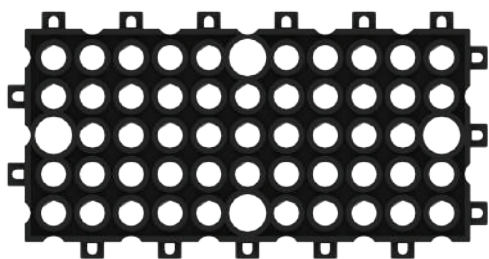
Bloque 1x5 (4)



Bloque de unión 1 (4)



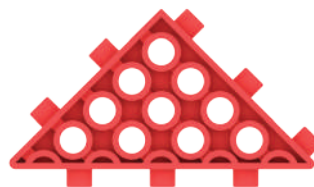
Bloque 3x5 (1)



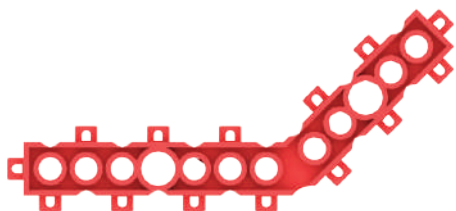
Bloque 5x11 (1)



Adaptador L (1)



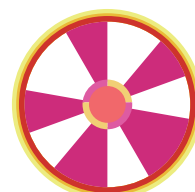
Bloque triangular (2)



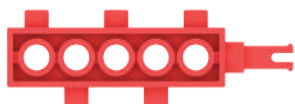
Bloque 45° (2)



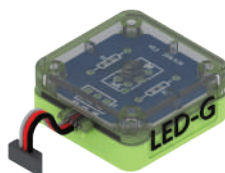
Rueda delgada (2)



Pegatina (2)



Bloque con eje (1)



LED Verde (1)



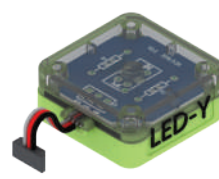
LED Rojo (1)



Motor 2 (1)



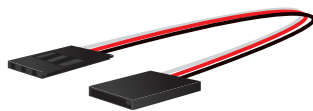
Sensor pulsador (1)



LED Amarillo (1)



Cable de conexión (3)



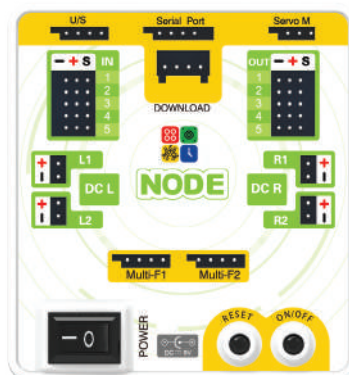
Alargador de cable (4)



Portapilas o portabaterías 1 (1)

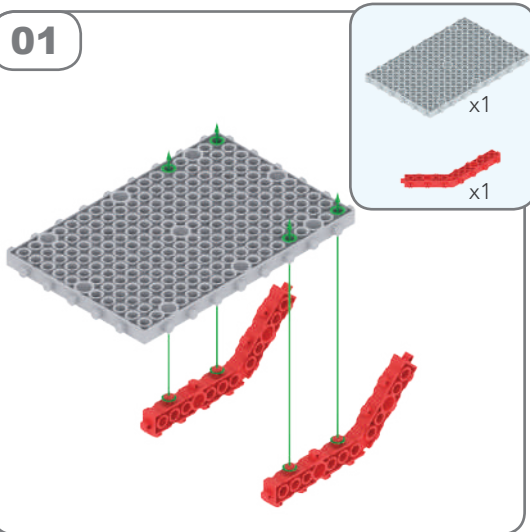


Portapilas o portabaterías 2 (2)

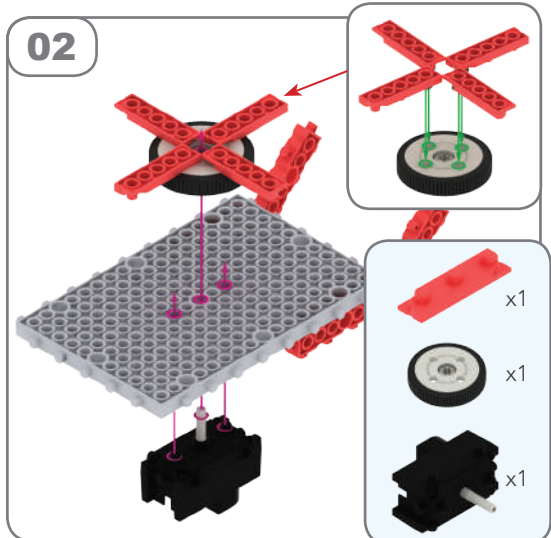


Placa base MRT Node (1)

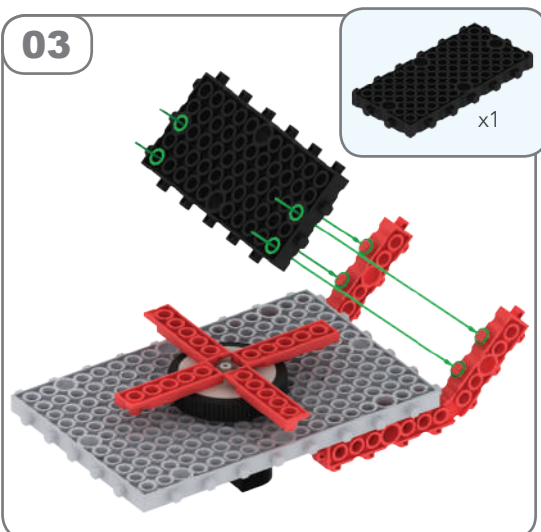
01



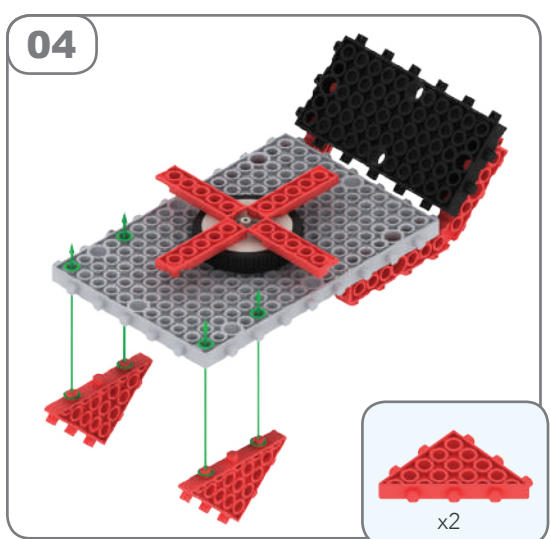
02



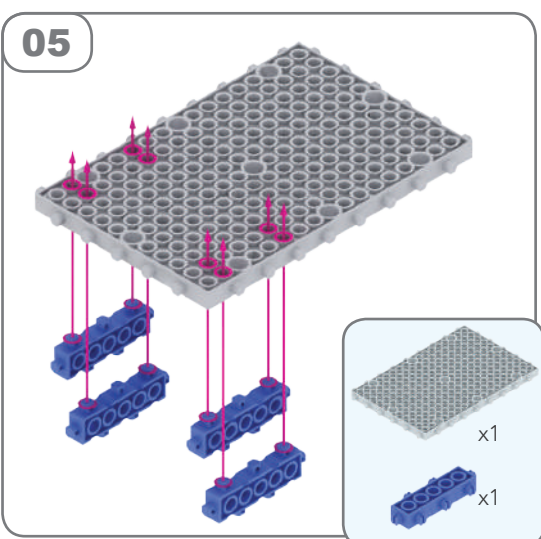
03



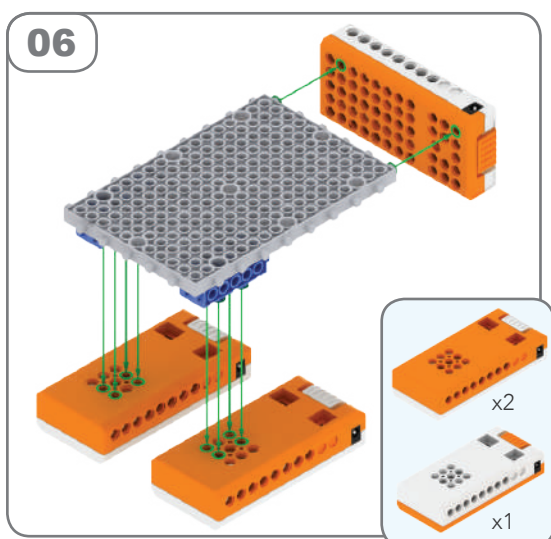
04



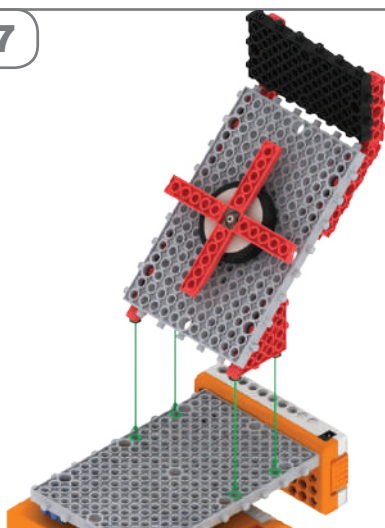
05



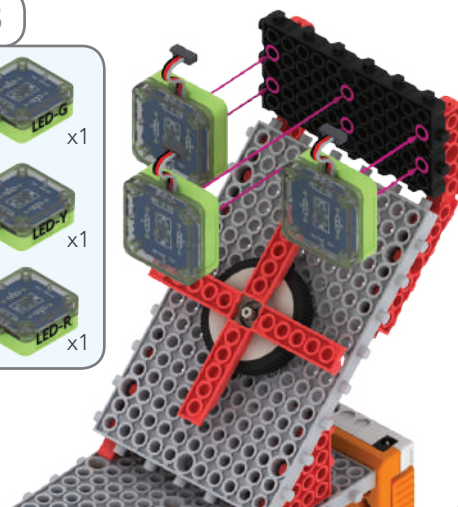
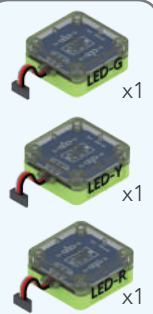
06



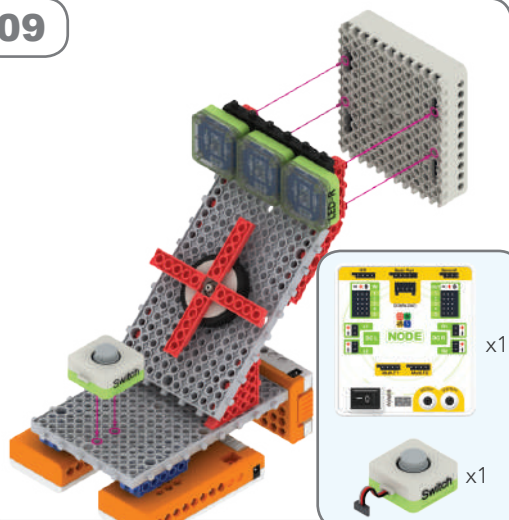
07



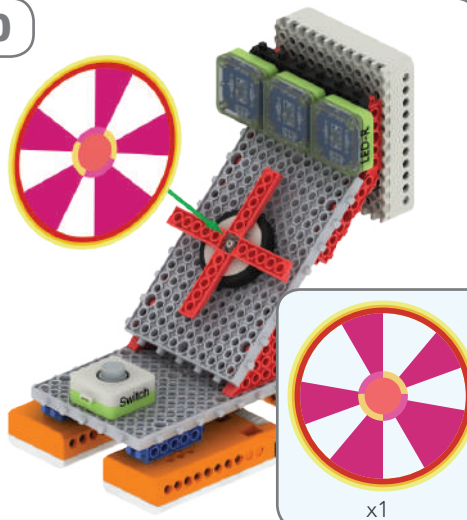
08



09

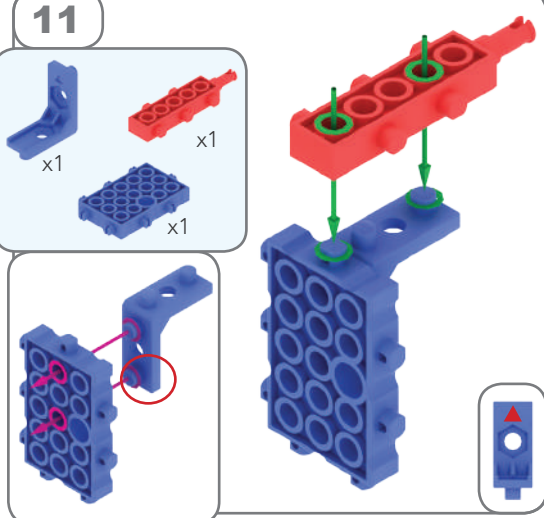


10

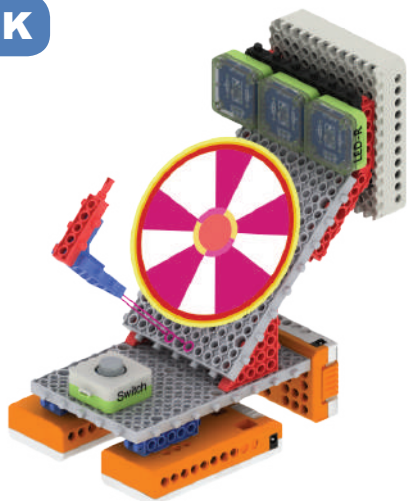


Nota: el triángulo rojo ▲ señala la posición.

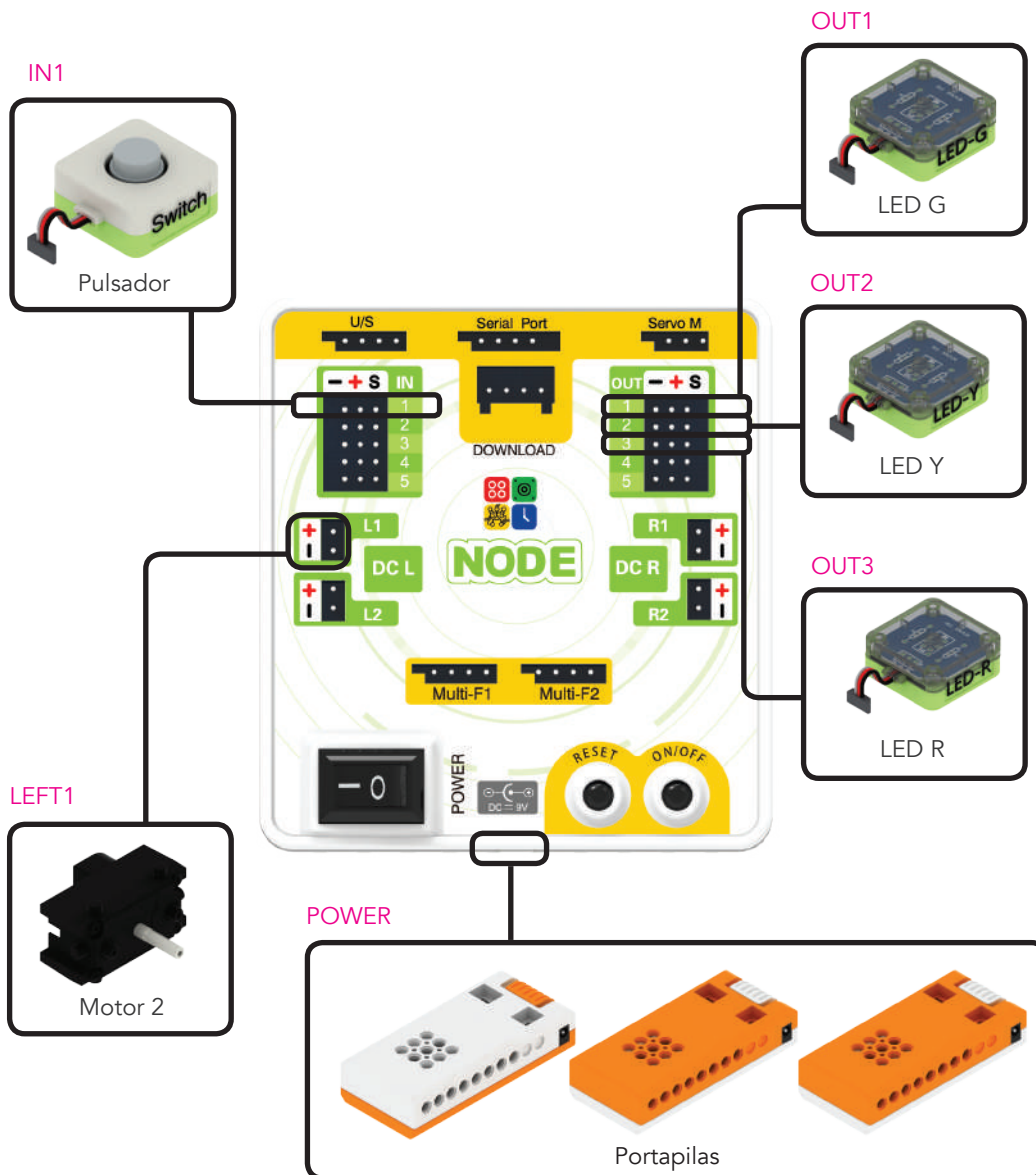
11



OK



¿Cómo hacer la conexión?



Practica

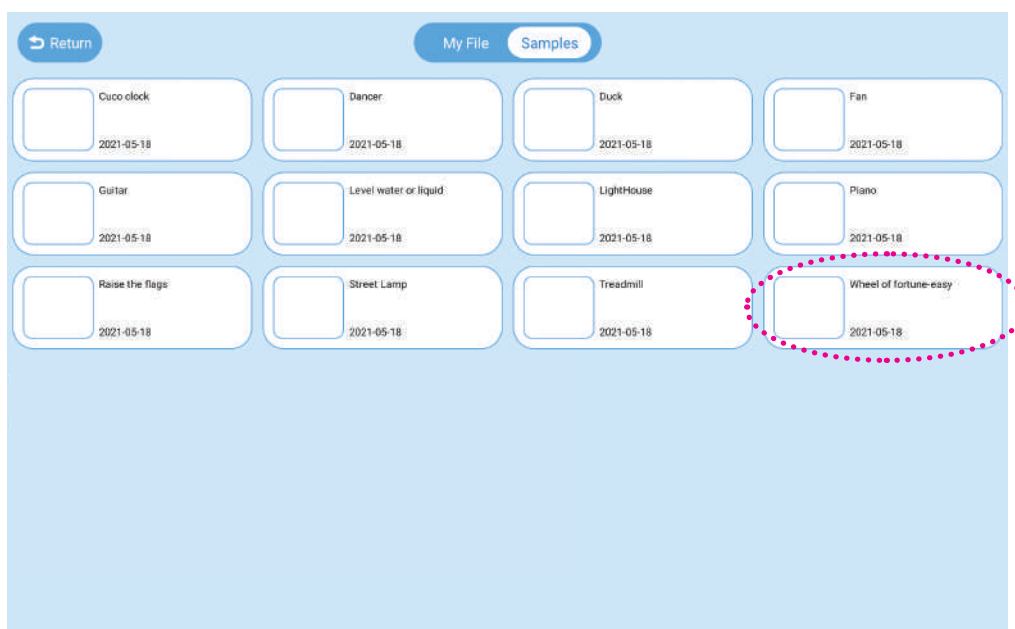
1. Haz click en el botón "Coding", situado a la izquierda, para entrar en la interfaz de programación.



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

 Samples

3. Haz click en "Wheel of fortune".



Para más detalle consultar la sección de programación del fascículo