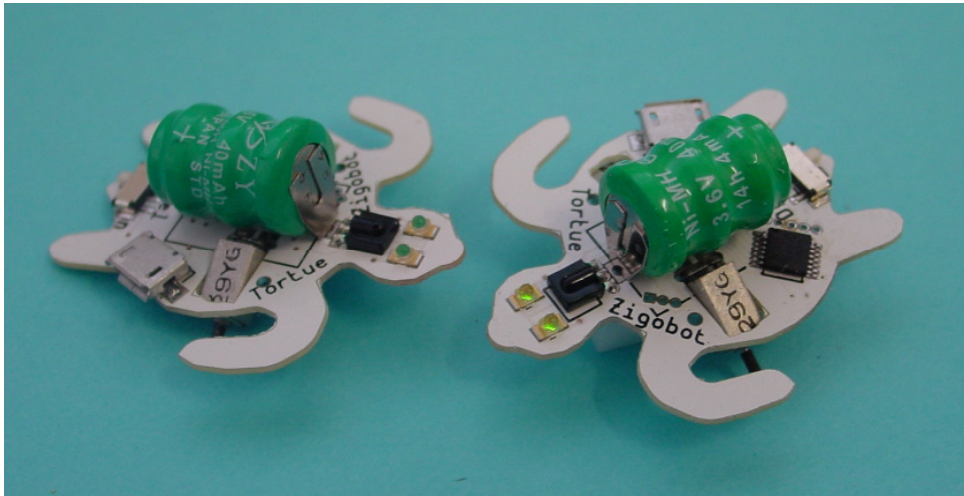


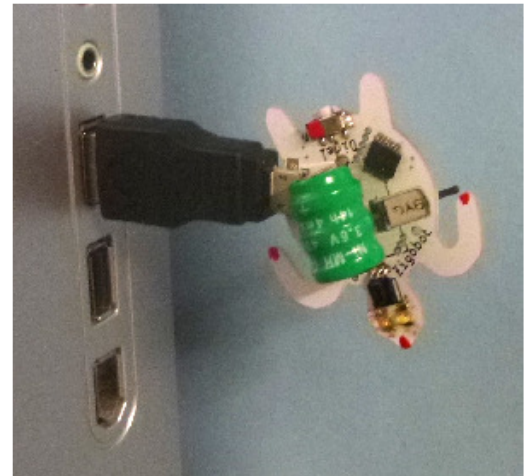
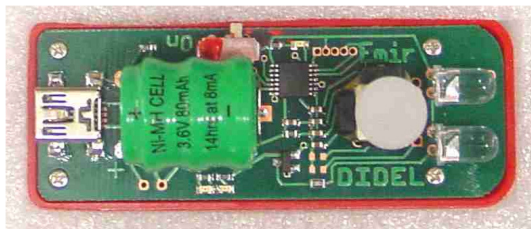
Miniature Turtle bot



Video under <https://youtu.be/ZIXC-oZ3zll>

Recharge in 5-10 h..

- Demo 1** Ballet 25 sec
- Demo 2** Ballet 15 sec
- Demo 3** Ballet 20sec
- Demo 4** Cycles 2 minits, 5 stops of 10-20s



Emir Ir controller (above) or
www.didel.com/Ir/RolloverCommandeArduino.pdf et
www.didel.com/digrove/DqIrm.pdf

Demos use 300 bytes of memory. Each movement is encoded inside one byte

prog;GIDemo.asi																																																																									
Traj1: ;	Fin <table border="1"><tr><td>0</td><td>0</td><td>0</td><td>0</td><td>0</td><td>0</td><td>0</td><td>0</td></tr></table>	0	0	0	0	0	0	0	0																																																																
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Bouge 2, r1,r1	Bouge <table border="1"><tr><td>0</td><td>1</td><td>g</td><td>g</td><td>g</td><td>d</td><td>d</td><td>d</td></tr></table>	0	1	g	g	g	d	d	d																																																																
0	1	g	g	g	d	d	d																																																																		
Bouge 1, r2,r2	<table border="1"><tr><td>g</td><td>g</td><td>g</td><td>d</td><td>d</td><td>d</td><td></td><td></td></tr><tr><td>0</td><td>0</td><td>0</td><td></td><td></td><td></td><td></td><td></td></tr><tr><td>0</td><td>0</td><td>1</td><td>a1</td><td></td><td></td><td></td><td></td></tr><tr><td>0</td><td>1</td><td>0</td><td>a2</td><td></td><td></td><td></td><td></td></tr><tr><td>0</td><td>1</td><td>1</td><td>a3</td><td></td><td></td><td></td><td></td></tr><tr><td>1</td><td>0</td><td>0</td><td>spin</td><td></td><td></td><td></td><td></td></tr><tr><td>1</td><td>0</td><td>1</td><td>r1</td><td></td><td></td><td></td><td></td></tr><tr><td>1</td><td>1</td><td>0</td><td>r2</td><td></td><td></td><td></td><td></td></tr><tr><td>1</td><td>1</td><td>1</td><td>r3</td><td></td><td></td><td></td><td></td></tr></table>	g	g	g	d	d	d			0	0	0						0	0	1	a1					0	1	0	a2					0	1	1	a3					1	0	0	spin					1	0	1	r1					1	1	0	r2					1	1	1	r3				
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Processor is a PIC 16F630. Language is Calm assembler, with easy instructions. IDE is SmileNG, developed at the EPFL.

The screenshot displays the SmileNG IDE interface. At the top, it shows 'User IDs: FF FF FF FF', 'Checksum: 013D', 'OSCCAL: 3430', and 'BandGap: 0000'. A green banner indicates 'Programming Successful.' Below this, the 'MICROCHIP' logo is visible, along with 'VDD PICkit 2' settings (On, 5.0V, /MCLR). The 'Program Memory' section shows a table of memory addresses and their contents, with a red box highlighting the range 348B-349B. The 'EEPROM Data' section shows a table of EEPROM addresses and their contents. On the right, the assembly code is displayed, with a red box highlighting the 'Bouge' instructions.

Program Memory

Address	Byte	ASCII	Source
0E4	34A0	3440	3484 3440 . 4 0 4 . 4 0 4
0E8	3484	34C1	3484 3400 . 4 . 4 . 4 . 4
0EC	2046	2069	206E 2031 F i n 1
0F0	3FFF	3FFF	3FFF 3FFF . ? . ? . ? . ?
0F4	3FFF	3FFF	3FFF 3FFF . ? . ? . ? . ?
0F8	3FFF	3FFF	3FFF 3FFF . ? . ? . ? . ?
0FC	3FFF	3FFF	3FFF 3FFF . ? . ? . ? . ?
100	0A8A	0848	0AC8 0782 . . H . . .
104	348B	349B	3491 349B . 4 . 4 . 4 . 4
108	348A	3495	3491 348A . 4 . 4 . 4 . 4
10C	3499	348B	3480 348D . 4 . 4 . 4 . 4
110	3499	3493	3440 34A9 . 4 . 4 0 4 . 4

EEPROM Data

Address	Hex
00	FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF
10	FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF
20	FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF

```

Bouge 2,Spin,0
Stop 1
Bouge 2,Spin,0
Stop 1
Bouge 2,0,Spin
Stop 1
Bouge 2,0,Spin
Pause 1
Bouge 2,0,Spin
Fin
.Align 4
.Ascii "F i n 1 "
.If (APC/256) .NE. 0
Aie, Demo #1 deborde page 0
.Endif
.Loc 16'100
Traj2:
; Carrés
Inc PCLatH
Move PtTraj,W
Inc PtTraj
Add W,PCL
Bouge 2,a1,a3 ;
Bouge 2,a3,a3 ;
Bouge 2,a2,a1 ;
Bouge 2,a1,a2
Bouge 2,a2,r1
Bouge 2,a2,a1 ;
```

jdj 161210