



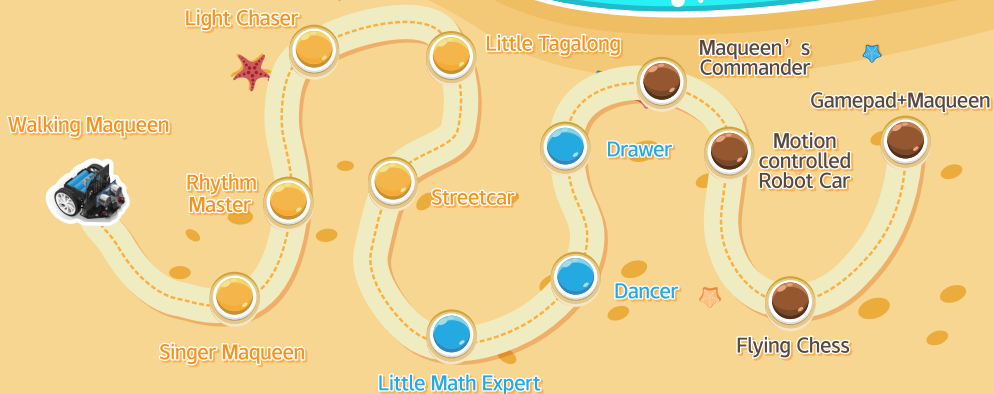
Crazy Maqueen



Game Map



There are 3 playing modes for Crazy Maqueen, and each mode includes missions with different levels. The further you advance, the harder it will be, challenge now!



Single Player Mode



Interactive Mode

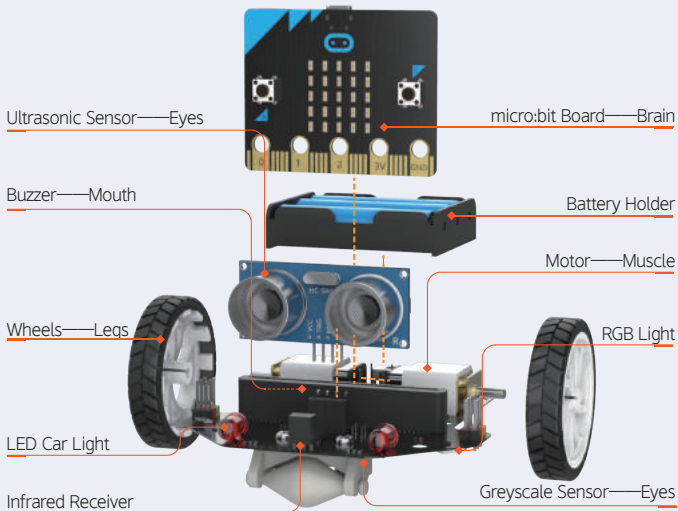
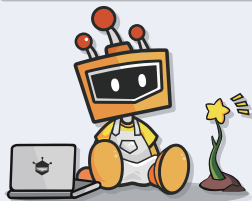


Multiplayer Mode



Preparation

Let's get to know Maqueen and check its equipment before we get started.





Preparation



To complete all missions, you must occupy an important commanding base—mind+. Once you get it, you can control Maqueen with ease!

Visit the website as below to get this fantastic assist!

- Click to download: <http://www.mindplus.cc>
- Install mind+ and open it, the following interface will appear.

The screenshot shows the Mind+ Scratch Mode Interface. The interface is divided into several sections:

- Menu Bar:** Located at the top, containing options like Project, Learning, Edit, and Connected Device.
- Command:** A vertical sidebar on the left containing various blocks categorized by Motion, Looks, Sound, Events, Control, Sensing, Operators, Variables, and My Blocks.
- Extensions:** A section at the bottom left of the Command sidebar, indicated by a red arrow.
- Edit:** The central workspace where the script is built.
- Stage:** A red-bordered area on the right showing the Maqueen robot on a white stage.
- Background Library:** A section at the bottom right, indicated by a red arrow, showing a library of backgrounds.
- Sprite Library:** A section at the bottom right, indicated by a green arrow, showing a library of sprites.
- Scratch Mode Interface:** A label at the bottom right of the screenshot, pointing to the entire interface.



Preparation

There are two operation modes in mind+: Scratch and Code. Click the icon at the upper-right corner to switch mode.

- In Scratch mode, Maqueen needs connecting computer all long to interact with Mind+.
- In Code mode, once we upload code to Maqueen, he can run programs independently.

Menu Bar

Command

Extensions

Code

Serial Port

Scratch Code

Click here to switch mode!

Code Mode Interface



Single Player Mode Rules



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In this mode, every player needs to accomplish 6 tasks independently.
Players will unlock a piece of basic equipment in each stage.
Command transmission of one-player mode is under the Code mode.

Light Chaser

Little Tagalong

Maqueen's
Commander

Walking Maqueen

Gamepad+Maqueen

Rhythm
Master

Drawer

Motion
controlled
Robot Car

Streetcar

Dancer

Flying Chess

Singer Maqueen

Little Math Expert



Maqueen Basic Equipment



Walking Maqueen



Maqueen's leg and muscle
— wheel and motor

Singer Maqueen



Maqueen's mouth
— buzzer

Rhythm Master



Maqueen's leg and muscle
— wheel and motor



Maqueen's mouth
— buzzer

Light Chaser



Light Sensitive Sensor

Little Tagalong



Maqueen's Eyes
— Ultrasonic

Streetcar



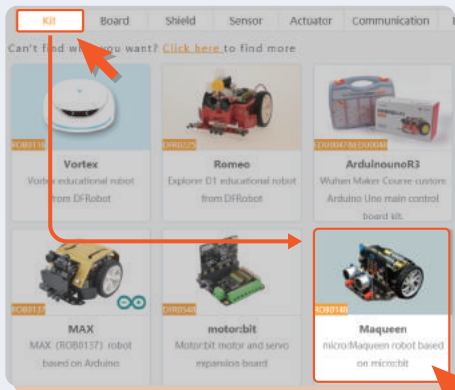
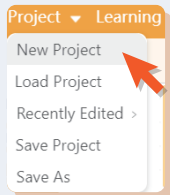
Maqueen's Eyes
— Grayscale Sensor



Preparation



We need to find the command blocks matched with Maqueen before sending instruction into Maqueen' s brain.



1. Click "New Project"

2. Click "Extensions"

3. Click "Kit" -> "Maqueen"



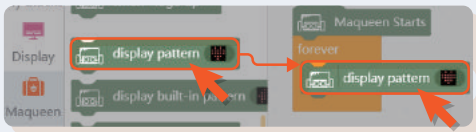
Preparation



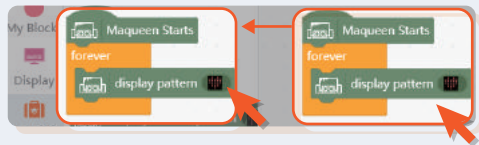
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Master some basic operations of mind+ to make Maqueen come alive.

Operation1: Drag blocks to the edit section to send orders to Maqueen' s brain.



Operation2: Drag the block to the left to remove it, or right-click to delete block.





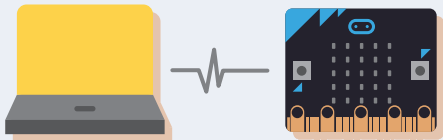
Preparation

COM24-Microbit

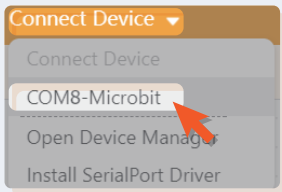


Operation3: Upload the programs we edited to micro:bit as the way shown below.

1.Connect micro:bit to your computer via USB.



2.Connect Maqueen to mind+.

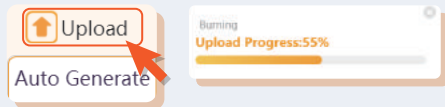


COM8-Microbit

*The Channel' s name will be displayed on the menu bar when connected successfully.

*Click "COMXX-Micro:bit" to connect the device.

3. Upload programs to micro: bit

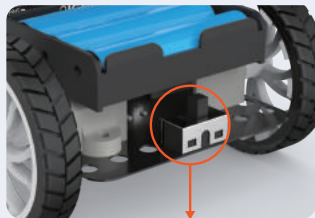


*Click "Upload"

*When the progress bar reaches 100%, the update is done.

4.Wake up Maqueen

*When the command transmitted, turn on the power switch on Maqueen' s body to wake up Maqueen.



Turn on the power switch



Walking Maqueen

★))) Task:

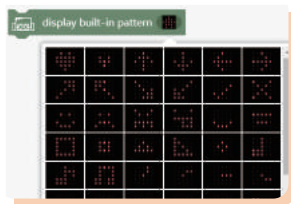
Let Maqueen walk along a square.



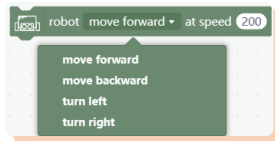
DFROBOT
DRIVE THE FUTURE

★))) Command Skills:

Display built-in pattern block: select different built-in patterns to turn Maqueen into a living emoji.



Movement control block: control Maqueen's movement in different directions.



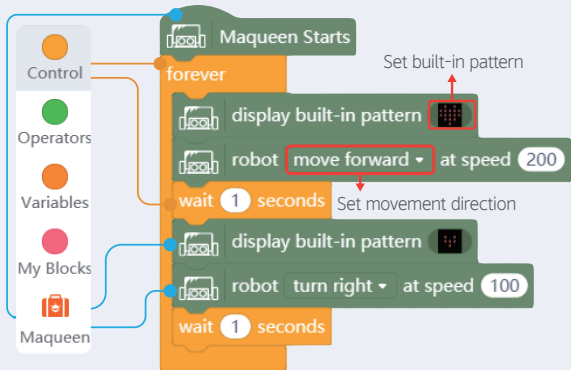


Walking Maqueen



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Command Connection



*Hint: let Maqueen move forward and then change direction. Once you adjust the speed and time patiently, you can make it drive along a perfect square.



Hidden Level:

Challenge the hidden level!
Switch to different emojis and revise routine to make Maqueen walk like a catwalk model.





Singer Maqueen



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★))) Task:

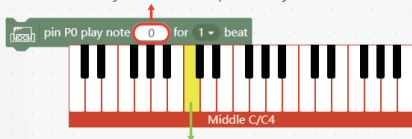
Make Maqueen sing the song Twinkle, twinkle, little star .



★))) Command Skills:

Music Play Command: select different beats and notes and turn Maqueen into a singer.

Click here and you will see a piano keyboard.



Click the keyboard to choose notes.

The Music Score Twinkle, twinkle, little star

Twinkle Twinkle Little Star



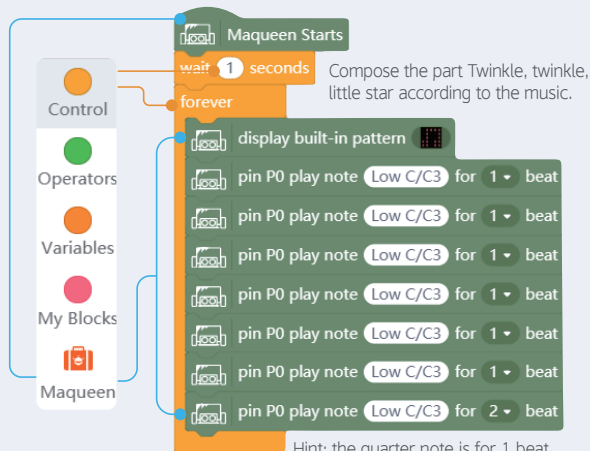


Singer Maqueen



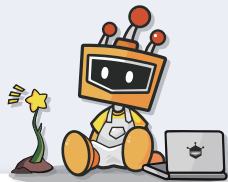
DFROBOT
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Command Connection



Compose the part Twinkle, twinkle, little star according to the music.

Hint: the quarter note is for 1 beat and the half note is for 2 beats.



Hidden Level:

Challenge the hidden level!
Try different notes and beats, Maqueen can sing all kinds of songs for you!

We wish you a Merry Christmas



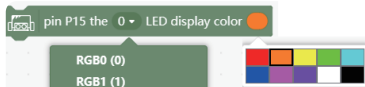
Rhythm Master

★))) Task:

Switch Maqueen among lighting engineer, singer and dancer smoothly.

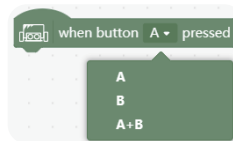


Command to Light ON. Choose RGB light and color to make Maqueen display various shining effects.

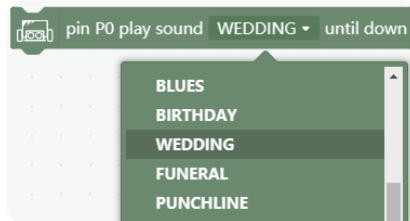


★))) Command Skills:

Button Command: Select different keys to start the programs of Maqueen.



Sound Command: select different sounds to play in Maqueen.



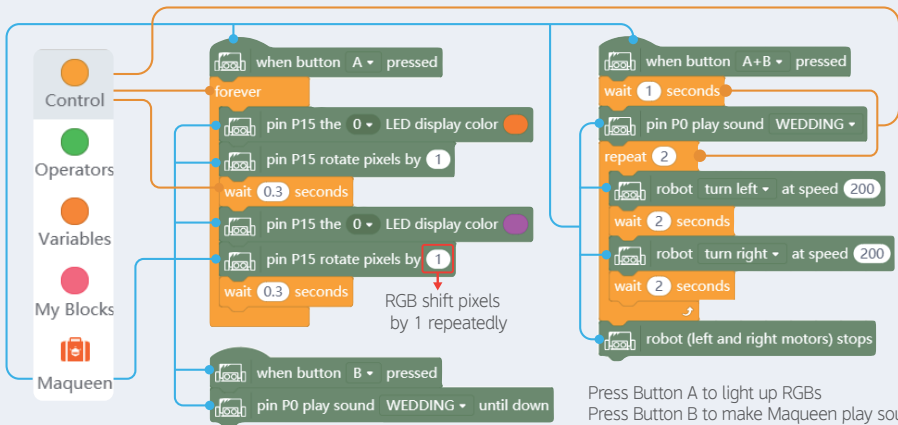


Rhythm Master



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Command Connection



Press Button A to light up RGBs
Press Button B to make Maqueen play sound
Press Button A and B to move Maqueen



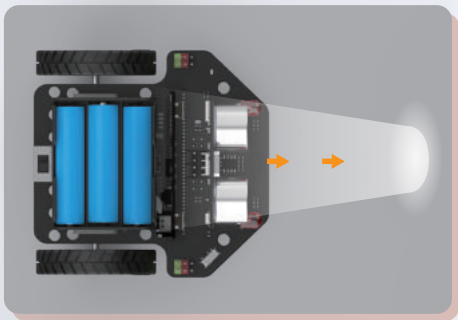
Light Chaser



DFROBOT®
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☆)) Task

Maqueen likes light very much, let's help him to become a light chaser.



☆)) Command Skills

">" Operator: set the intensity range of ambient light



Read Ambient light Command: output the intensity value of ambient light



read ambient light brightness

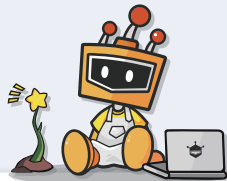
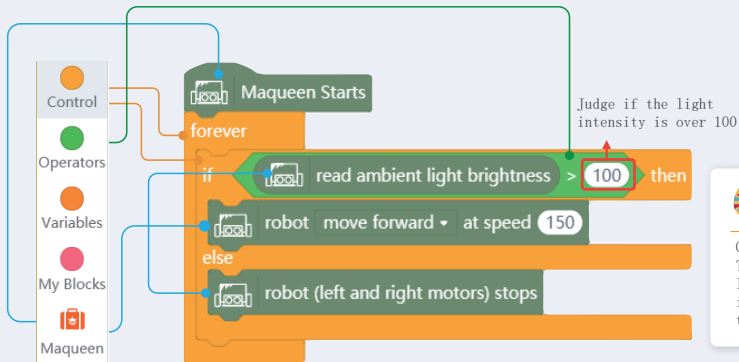


Light Chaser



DFROBOT[®]
DRIVE THE FUTURE

Command Connection



Hidden Level

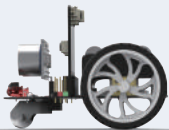
Challenge the hidden level!
The light chaser will follow light, but what if we turn Maqueen into a light avoiding robot, how to realize that?



Little Tagalong

☆))) Task

Let Maqueen follow your steps..



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DRIVE THE FUTURE

☆))) Command Skills:

Variable Command: a box to store data of all kinds (usually, changing data).

Here, the variable is used to store the distance value of ultrasonic.

Make a Numeric Variable

D

set D to 0

change D by 1

Read Ultrasonic Value Command: store the distance value the sensor detected.

read (P1,P2)ultrasonic sensor (cm)

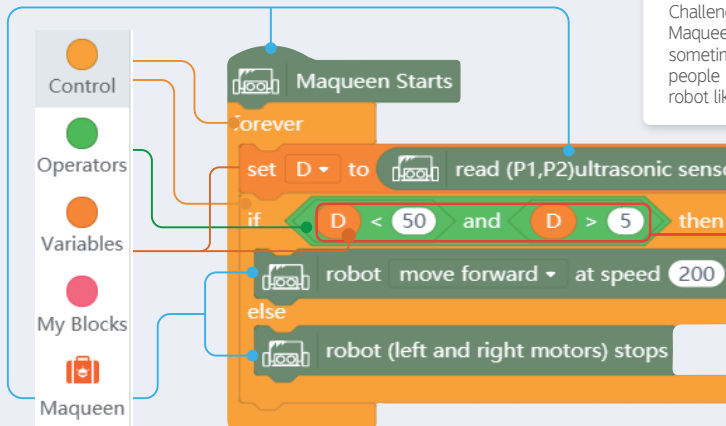
"and" Operator: only when the left and right conditions are both true, Maqueen can be started.

and



Little Tagalong

Command Connection



Hidden Level:

Challenge the hidden level! Maqueen is a naughty robot, sometime he wants to avoid people , try making a Maqueen robot like that.

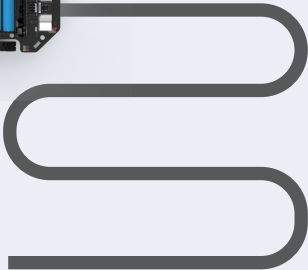
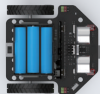
The variable D is used to store the distance value the ultrasonic detected.



Streetcar

★))) Task:

Let Maqueen drive along the black line, like a streetcar.



Hint: the black line should be wide enough so that the left and right grayscale sensors can be both on the line.



DFROBOT
DRIVE THE FUTURE

★))) Command Skills:

"=" Operator: check if the first value is equal to the other value. Here, we use it to judge if the value read by the line-tracking sensor is equal to the given value.

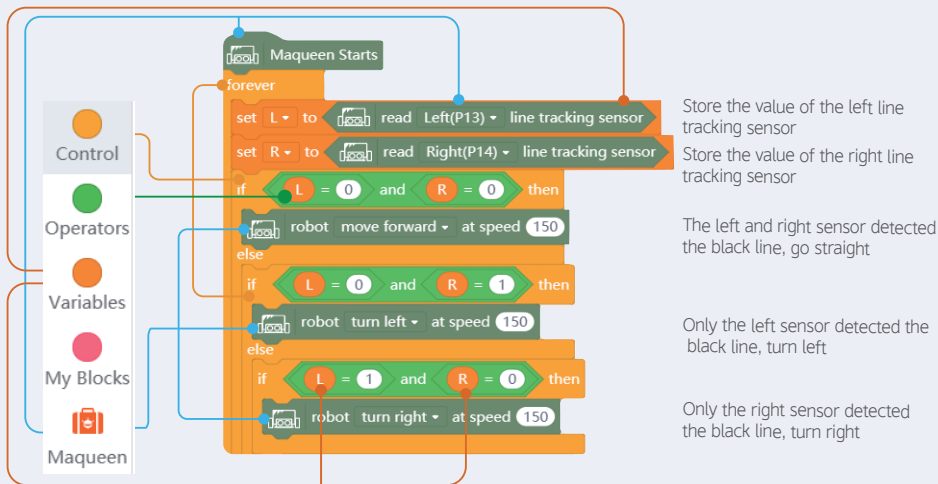


Read grayscale sensor: read the value of the line-tracking sensors, and let Maqueen find the position of the track.





Command Connection





Interactive Mode Rules

- In this level, Players need to complete 3 tasks under Scratch Mode.
- Use Maqueen' s brain micro:bit to unlock more tools like calculating, drawing, etc.

Light Chaser

Little Tagalong

Maqueen' s
Commander

Gamepad+Maqueen

Walking Maqueen

Rhythm
Master

Streeteer

Drawer

Motion
controlled
Robot Car

Dancer

Singer Maqueen

Little Math Expert

Flying Chess





Mind+ Programming



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DRIVE THE FUTURE

Math Expert

Math Operation

Dancer

Costumes Switching

Drawer

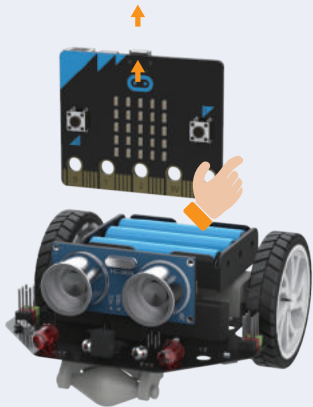
Drawing



Preparation

Step 1: Prepare a micro:bit

Unplug the micro:bit from Maqueen. We will only need to use the micro:bit board in interactive mode.



Step 2: Connect micro:bit to mind+

1. Find the blocks related to Maqueen in Extensions of mind+.
2. Click "COMXX-Micro:bit" to Connect micro:bit to computer.

Project ▾ Learning ▾ Edit ▾ COM12-Microbit ▾

Costumes

Sounds

3. When connected, calibrate the compass of micro:bit as the note; click "Operation Demonstration" to watch the calibration tutorial.

Note

Hold the micro:bit horizontally and tilt it on the spot trying to fill in the screen to calibrate its compass

Operation Demonstration



Preparation



DFROBOT®
DRIVE THE FUTURE

Step 3: Design a sprite

✍ Draw a new sprite



1. Select "Paint" in the sprite library

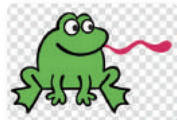
2. Use tools in toolbar to draw a sprite

✍ Toolbar



1. Pick a sprite from the library

2. Switch to "Costumes" ↓



3. Use the toolbar to revise the sprite



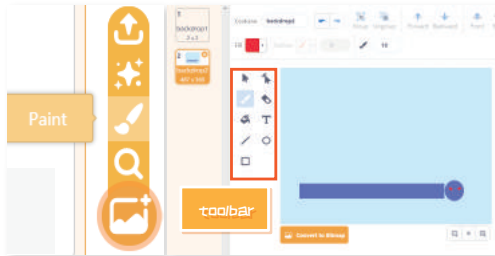
Preparation



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Step 4: Stage design

✍ Draw a new background



Select "paint" in the background library

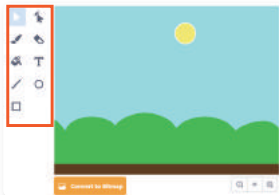
Use tools in toolbar to draw background

✍ Revise the existing background



1. Enter background library

2. Pick a background from the library



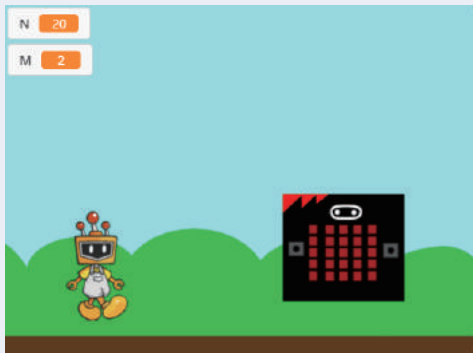
3. Use toolbar to revise the background



Little Math Expert

☆))) Task:

Calculate: if one is planting trees on a road of N meters at a M meters distance, then how many trees are needed?



DFROBOT®
DRIVE THE FUTURE

☆))) Design stage and sprite

1. Choose stage background



Blue Sky

Open background library

select "blue sky"

2. Choose a sprite



Mind+

Open sprite library

Select "Mind+"

3. Place "Mind+" to a proper position



↔ x

-178

↑↓ y

-93

1. Drag the sprite to the proper position of the stage

2. Check the sprite's position on the coordinates here.



Little Math Expert



DFROBOT®
DRIVE THE FUTURE

☆))) Command Skills:

Event block: scripts that wear this block will activate once the Green Flag has been clicked.



Say...block: design dialogues for the sprite



Operators block: solve simple math questions and pave the way for Maqueen to become a math expert.



Display text block: display number or letter on micro:bit board





Little Math Expert



DFROBOT®
DRIVE THE FUTURE

☆))) Commands for Reference

Set N and M to arbitrary values, when N divided by M gives a remainder of 0, then the correct answer will be obtained, otherwise, revise the value of M to try again.

Click the green flag to start the programs.



```
when clicked
  set N to 20
  say Plant trees on the road of N meters for 2 seconds
  set M to 6
  say The distance between trees is M meters for 2 seconds
```

```
when button A pressed
  if N mod M = 0 then
    set The number of trees to N / M + 1
    display The number of trees
    wait 1 seconds
    say The number of trees for 2 seconds
    say Mqueen, did you know the right answer? for 2 seconds
  else
    display built-in pattern
    say You can plant more trees by changing the value of M. for 2 seconds
```



Dancer

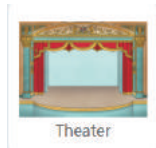
☆))) Task:

Let the ballerina dance under the control of micro:bit!



☆))) Design stage and sprite

1. Select stage background



Open background library

Select "Theater"

2. Select sprite



Open sprite library

Select "Ballerina"



Drawer



DFROBOT
DRIVE THE FUTURE

☆)) Command Skills :

Costumes design block: when there are several costumes for a sprite, use this block to display one of them.

switch costume to **Ballerina-a** ▾

Switch to next costume block: let the sprite switch to next costume

next costume



Costumes

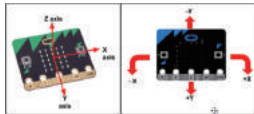


Select a sprite Click Costumes Check all costumes of the sprite

Read acceleration block: read acceleration in the direction of X, Y, Z and the shaking strength

read acceleration x ▾

x
y
z
strength



Pick random () to (): pick a number randomly ranging from the first given number to the second.

pick random **1** to **10**

Motion block: move its sprite steadily to the specified X and Y position within given seconds.

glide **1** secs to x: **-60** y: **19**



Drawer



DFROBOT®
DRIVE THE FUTURE

☆))) Commands for Reference

Read the acceleration variation of micro:bit on X axis at one second intervals. If the variation is over 100, the ballerina starts dancing. Use motion block to let the girl dance on the stage freely.

```
when clicked
  go to x: -5 y: -39
  switch costume to Ballerina-a
  set size to 100 %
  forever
    set acceleration X to read acceleration x
    wait 1 seconds
    set variation of acceleration X to read acceleration x
    if variation of acceleration X - acceleration X > 100 then
      say variation of acceleration X - acceleration X for 2 seconds
```

Continuation

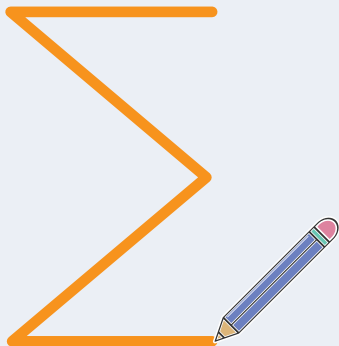
```
repeat 4
  next costume
  wait 1 seconds
  set stage X to pick random -100 to 93
  set stage Y to pick random -72 to -10
  glide 1 secs to x: stage X y: stage Y
```



Drawer

☆))) Task:

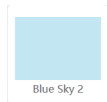
Use micro:bit to control the paint in the stage.



DFROBOT®
DRIVE THE FUTURE

☆))) Design stage and sprite

1. Select stage background



1. Open background library

Select "blue sky"

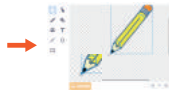
2. Select a sprite



Open sprite library

Select "pencil"
(search by name at the upper-left corner)

3. Revise the center of the sprite "Pencil"



1. Select the
sprite pencil

3. Select the pencil, move the
pencil tip to the central position



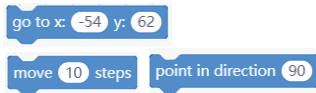
Drawer



DFROBOT®
DRIVE THE FUTURE

☆)) Command Skills :

Motion Command: set the sprite's position and movement.



Gesture Command: set the gesture of micro:bit, and use it to control the state of the pencil and drawing path.



Pen Command: set the state of the pencil; erase all, pen down/up, set the color of the pen, etc.



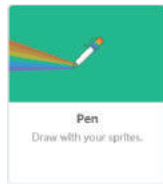
1. Click "Extensions"



2. Select "Function"



4. Pen Command



3. Click "Pen"



☆)) Commands for Reference

When micro:bit tilts to left, the pencil draws a oblique line towards the upper left section; when micro:bit tilts to right, the pencil draws a horizontal line towards the right section;when holding micro:bit vertically, the pen draws a downward verti

```
when clicked
  erase all
  go to x: -54 y: 62 Set the starting point
  forever
    if [micro:bit] current state tilt to left ? then
      pen down Set micro:bit board gesture
      move 3 steps
      point in direction -60
      pen up
```

Continuation

```
if [micro:bit] current state logo up ? then
  pen down
  move 3 steps
  point in direction 180
  pen up
if [micro:bit] current state tilt to right ? then
  pen down
  move 3 steps
  point in direction 90
  pen up
```



Multiplayer Mode

- Cooperate with your teammates to complete the missions.
- You could utilize external equipment to accomplish all of the tasks.

Light Chaser

Little Tagalong

Maqueen' s
Commander

Gamepad+Maqueen

Walking Maqueen

Rhythm
Master

Streetcar

Drawer

Motion
controlled
Robot Car

Dancer

Singer Maqueen

Little Math Expert

Flying Chess



Unlock Extra Equipment



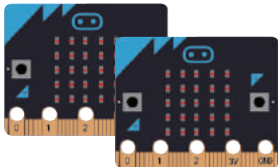
DFROBOT®
DRIVE THE FUTURE

Maqueen' s Commander



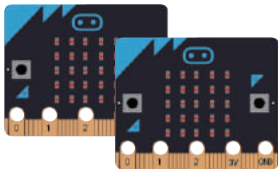
IR Remote Controller

Flying Chess



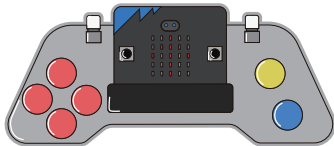
Double Micro:bit Boards

Motion-controlled Robot Car



Double Micro:bit Boards

Remote Control Car



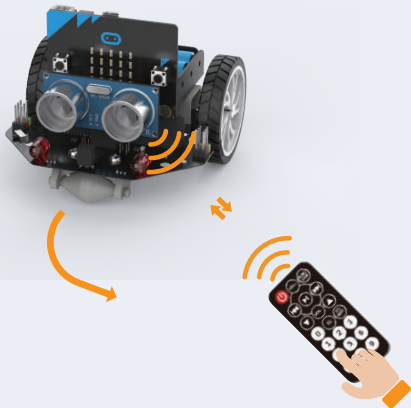
Micro: Gamepad



Maqueen' s Commander

☆))) Task:

Use IR Remote controller to control Maqueen' s movement in Code Mode.



☆))) Command Skills:

IR Command:

when received infrared signal

read(P16) infrared signal

Receive and read the value of IR signal, set push-button to control Maqueen.

Serial Print Command

serial output `hello` in string , Wrap

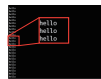
Serial print is a way to check data in real time. Connect micro:bit to a computer to check the data on serial port, and the connection should not be interrupted.

```
Maqueen Starts
Event
serial output hello in string - Wrap
```

Upload

1.Serial Print "Hello"

2.Upload Programs



3.Open Serial Port

4.Display Data on Serial Port



Maqueen's Commander



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☆))) Commands for Reference

Press down button 2,8,4,6,5 to make Maqueen car move forward, move backward, turn left, turn right, and stop.

```

when received infrared signal
  Press down "2", Maqueen moves forward
  if read(P16) infrared signal = 119 then
    display built-in pattern
    robot move forward at speed 150
    Press down "8", Maqueen moves backward
  if read(P16) infrared signal = 103 then
    display built-in pattern
    robot move backward at speed 150
  
```

Continuation

```

if read(P16) infrared signal = 215 then
  display built-in pattern
  Press down "4", Maqueen turns left
  robot turn left at speed 150
if read(P16) infrared signal = 151 then
  display built-in pattern
  Press down "6", Maqueen turns right
  robot turn right at speed 150
if read(P16) infrared signal = 87 then
  display built-in pattern
  Press down "5", Maqueen stops.
  robot (left and right motors) stops
  
```

*Hint: you must know the key value of the IR remote controller before using it to control Maqueen. Get the key value through the serial port:
 Button 2=119; Button 8=103;
 Button 4=215; Button 6=151;
 Button 5=87.



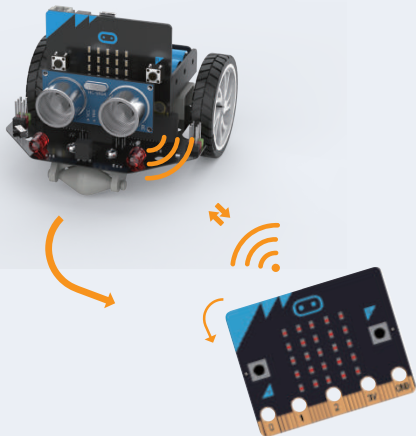
Motion-controlled Robot Car



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★))) Task:

In Code mode, Maqueen turns left and right as the micro:bit tilts to left/right.



★))) Command Skills

Wireless Communication Skills: enable/disable wireless communication; set wireless channel(only when your device is on the same channel, can it receive/transmit data); Let Maqueen moves as your micro:bit says !

set wireless channel to **7**

when received wireless data

turn on ▾ wireless communication

receive data via wireless

send string **hello** via wireless

Clear Screen Command: initialize LED matrix display.

clear all dot matrixes



Motion-controlled Robot Car



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☆))) Micro:bit Commands for Reference:

Send information to Maqueen by changing the gesture of micro:bit.

```
micro:bit starts
turn on wireless communication
set wireless channel to 7 Set wireless channel to "7"
clear all dot matrixes

forever
  if current state face up ? then
    display built-in pattern F Send "F" via wireless when micro:bit face up
    send string F via wireless
  if current state face down ? then
    display built-in pattern B Send "B" via wireless when micro:bit face down
    send string B via wireless
```

Continuation

```
if current state tilt to left ? then
  display built-in pattern L Send "L" via wireless when micro:bit tilt to left
  send string L via wireless
if current state tilt to right ? then
  display built-in pattern R Send "R" via wireless when micro:bit tilt to right
  send string R via wireless
if current state logo up ? then
  display built-in pattern S Send "S" via wireless when micro:bit logo up
  send string S via wireless
```



Motion-controlled Robot Car



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☆))) Commands for Reference:

When Maqueen received the wireless data from micro:bit, he will move forward/ backward or turn left/right as the gesture of micro:bit changes.

```
Maqueen Starts
turn on wireless communication
set wireless channel to 7
clear all dot matrixes
forever
```

Set wireless channel to "7"

```
when received wireless data
if receive data via wireless = "F" then
  display built-in pattern Maqueen moves forward when received "F"
  robot move forward at speed 120
if receive data via wireless = "B" then
  display built-in pattern Maqueen moves backward when received "B"
  robot move backward at speed 120
```

Continuation

```
if receive data via wireless = "L" then
  display built-in pattern Maqueen turns left when received "L"
  robot turn left at speed 120
if receive data via wireless = "R" then
  display built-in pattern Maqueen turns right when received "R"
  robot turn right at speed 120
if receive data via wireless = "S" then
  display built-in pattern Maqueen stops when received "S"
  robot (left and right motors) stops
```



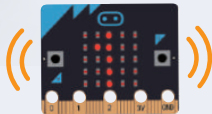
Flying Chess

☆))) Task:

In Code Mode, let two micro:bit boards communicate with each other. Hold one micro:bit board and shake it, then you get a number, Maqueen will go forward for certain seconds accordingly.



Maqueen go forward for 1s



Get the number "1"



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☆))) Command Skills

Block Command: define a block to distinguish functions, and make your codes more clear.

define Send number 1 to 6 via wireless

Send number 1 to 6 via wireless



String Transformation:

It can convert string (a type of data) into number. Use this command to transform the received wireless data (string type) to number.

convert string 123 to Integer

Integer

Decimal



Flying Chess



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☆)) micro:bitMicro:bit Commands for Reference:

Take the micro:bit in your hands as a controller for sending signal. Set the instructions to be sent and shake the micro:bit, then it will transmit a random number between 1 and 6 to Maqueen.

```
Maqueen Starts  
turn on wireless communication  
set wireless channel to 10  
display built-in pattern  
forever
```

Set wireless channel to "10"

Shake micro:bit board

```
when shake  
repeat 2  
display built-in pattern  
wait 0.3 seconds  
display built-in pattern  
Send number 1 to 6 via wireless
```

Call the defined function

Define the function

```
define Send number 1 to 6 via wireless  
set Number to pick random 1 to 6  
display Number Random number between 1 to 6  
send string Number via wireless
```



Flying Chess



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★))) Commands for Reference:

Maqueen will receive signal from another micro:bit and perform the command. Maqueen advances for certain seconds according to the number it received.

```
Maqueen Starts
turn on wireless communication
set wireless channel to 10
clear all dot matrixes
forever
  [ ]
```

Set wireless channel to "10"

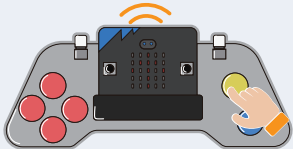
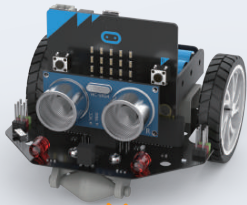
```
when received wireless data Store a random number between 1 to 6
display [ ] receive data via wireless
set Time to convert string [ ] receive data via wireless to Integer
robot move forward at speed 60 Convert the received data into number
wait Time seconds
robot (left and right motors) stops
```



Gamepad + Maqueen

★))) Task:

Use Gamepad to control Maqueen in Code mode.



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★))) Command Skills

Read Digital Pin Command: read the digital pins on micro:bit board. Some of the pins are related with button on the gamepad.

read digital pin P13

Analog Pin Output Command: set the output of analog pin on micro:bit to start the vibration motor.

analog pin P0 output 666

*Hint: to start the gamepad, you have to find the micro:bit command in Extensions.



Board



Click "Extensions"

Select Board

Select micro:bit



Gamepad + Maqueen



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☆))) Gamepad Commands for Reference:

Turn on wireless communication, send signal from Gamepad to Maqueen.

Receive the feedback from Maqueen. If the distance between Maqueen and the obstacle is smaller than 12cm, the vibration motor on the gamepad will be started.

Continuation

```
micro:bit starts
turn on wireless communication
set wireless channel to 11 Set wireless channel to "11"
clear all dot matrixes
forever
  if read digital pin P8 = 0 then
    display built-in pattern
    send string F via wireless Press down "UP" to send "F" via wireless
```

```
if read digital pin P13 = 0 then
  display built-in pattern
  send string B via wireless Press down "DOWN" to send "B" via wireless
if read digital pin P14 = 0 then
  display built-in pattern
  send string L via wireless Press down "LEFT" to send "L" via wireless
```

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Gamepad + Maqueen



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☆))) Gamepad Commands for Reference:

Continued from
the previous page

```
if read digital pin P15 = 0 then
  display built-in pattern
  send string R via wireless
  Press down "RIGHT" to send "R" via wireless
if read digital pin P1 = 0 then
  display built-in pattern
  send string S via wireless
  Press down "X" to send "S" via wireless
```

```
The Gamepad vibrates when receiving the signal "Vib"
when received wireless data
if wireless data = "Vib" then
  analog pin P12 output 500
if wireless data = "Stop" then
  analog pin P12 output 0
```

The Gamepad stops vibrating when receiving the signal "STOP"



Gamepad + Maqueen



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☆)) Maqueen Commands for Reference:

Maqueen moves forward/backward, turn left/right or stop when it received signal from the gamepad. If there are obstacles ahead, Maqueen will send feedback to the gamepad.

```
Maqueen Starts
turn on + wireless communication
set wireless channel to 11 -Set wireless channel to "11"
clear all dot matrices
forever
  if read (P1,P2)ultrasonic sensor (cm) < 12 then -Send "Vib" via wireless.
    when Maqueen detected
      send string Vib via wireless the distance is smaller than 12.
  else
    send string Stop via wireless -Otherwise, send "STOP" via wireless.
```

```
when received wireless data
if receive data via wireless = 'F' then
  display built-in pattern Maqueen moves forward
  robot move forward + at speed 120 when receiving "F"
if receive data via wireless = 'B' then
  display built-in pattern Maqueen moves backward
  robot move backward + at speed 120 when receiving "B"
```

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Gamepad + Maqueen



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☆))) Maqueen Commands for Reference:

Continued from
the previous page

```
if [Maqueen] receive data via wireless = "L" then
  [Maqueen] display built-in pattern [LED]
  [Maqueen] robot turn left at speed 120 Maqueen turns left when receiving "L"
if [Maqueen] receive data via wireless = "R" then
  [Maqueen] display built-in pattern [LED]
  [Maqueen] robot turn right at speed 120 Maqueen turns right when receiving "R"
if [Maqueen] receive data via wireless = "S" then
  [Maqueen] display built-in pattern [LED]
  [Maqueen] robot (left and right motors) stops Maqueen stops when receiving "S"
```



Gamepad + Maqueen

- ☆))) Upload the codes to gamepad and Maqueen, turn on the power switch of Maqueen. Now you can use gamepad to control Maqueen!
How about designing a complicated track and letting Maqueen drive on it!
Come and challenge now.

