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SQUARING ON LINES



PRIME LESSONS By the Makers of EV3Lessons

LESSON OBJECTIVES

- Learn how to get your robot to square up (straighten out) when it comes to a line
- Learn how squaring (also known as aligning on a line) can help the robot navigate
- Learn how to improve initial code for aligning by repeating a technique
 - Practice creating a useful My Block

REVIEW

- Move Steering lets you control both motors at the same time
- What if you want to move or stop one motor at a time?
 - Use the Motor Blocks



Run Motor For Duration at Speed Block

Start Motor at Speed Block

Stop Motor Block

WHY ALIGN/SQUARE ON A LINE?

Aligning on a line helps the robot navigate

- Robots get angled as they travel farther or turn (the error accumulates)
- Aligning on a line can straighten out a robot.
- Aligning can tell a robot where it is when it has to travel far
- Example Goal:Your robot must deliver an object only inside a small END area. The distance between start and end is 8 feet
 - Do you think your robot can travel 8 feet and continue to be straight?

End	
	8ft
Start	

THREE EASY STEPS TO ALIGN

- Challenge: Make the robot straighten out (align/square up)
- STEP I: Start both motors
- STEP 2: Stop one motor when the sensor on the corresponding side sees the line
- STEP 3: Stop moving the second motor when the sensor on that side sees the line

Hints: Use a Motor Block, Separate Events



NOTES ON THE SOLUTION

- Our solution uses 2 Color Sensors (connected in ports E and F).
- Our solution assumes that the color sensor on port E is next to the wheel on motor port A and color sensor on port F is next to the wheel on motor port B.
- You should adjust the ports as needed
- Your color sensors should NOT be placed right next to each other



BASIC SOLUTION: MOVE UNTIL LINE



A NOTE ABOUT EVENTS

- When you have two or more events you do not know when each event will finish.
- If you wanted to move after the align finishes you might try to add a move block at the end of one of the events.
 - Note: This will not work because the code will play your move block without waiting for the other event to finish.
 - Solution: You need to synchronize your events. To learn more about synchronization and solutions go to the primelessons.org Lesson called Introduction to Events.
 - The problem of synchronization can be solved by using Wait Until Blocks and Variables. The second event will set a variable to a specific value at its end and the first event will wait for that value to be set.

IMPROVING YOUR CODE

- What do you notice about the solution we just presented?
 - The robot is not always perfectly straight (aligned) at the end of it.
 - Both color sensors are on the line, but the robot stops at an angle if you started at a sharp angle
- Challenge Continued: Think about how you can improve this code so that the robot ends straighter
 - Solution: repeat the align except look for white this time

CREDITS

- This lesson was created by Sanjay Seshan and Arvind Seshan for Prime Lessons
- More lessons are available at www.primelessons.org



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