GinoBot

E49.1 / E50.1 / E51.1 Basic Edition Advanced Edition Professional Edition

USER MANUAL



Connectivity to extra add-on sensors such as Sound, Gyro & Magnetometer

Specially designed rims with grooves for crawler tracks

2 x RJ connectors to expand with extra motors & sensors

Removable cabin to access the PCB and connect extra hardware Removable tires to convert to cat-trucks



With a rechargeable battery module

Option for Arduino® connectors for open source electronics & programming

Removable wheels to connect other parts and create models such as the Hexapod

5 x Buttons for manual programming to move and turn. Also store and play programs

On-Off switch

Pencil/Pen holder to draw lines

Gears to transfer motion from main motors to all wheels, leading to a 4-wheel drive vehicle

sensors, one at each corner to detect obstacle

2 x Proximity

2 x Proximity with

colour sensors on the

bottom to follow line

Battery compartment

for 3xAA batteries

1x Proximity sensor to detect obstacles while moving backwards 2 x Programmable multi colour LED lights 2 x Programmable multi-colour LED lights

Built-in Engino geometries to connect more parts and create larger models

Removable cover to easily replace the ultrasonic sensor



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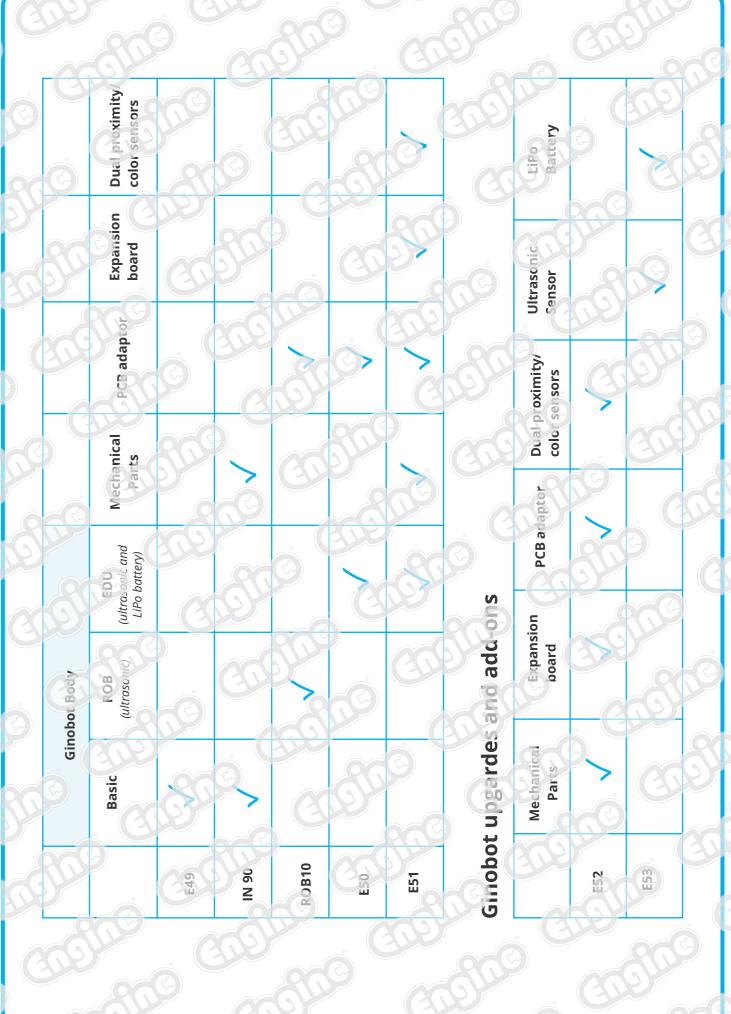


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Ouser Manual

MEET THE GINOPOT™

GINOBOT™ is a highly programmable robot ready to be used straight out of the box.

Developed by a combination of engineers and academics, GINOBOT™ is a neat tool for teaching STEM disciplines, computational thinking and digital literacy with fun and hands-on experience activities



GINOBOT^M is the robot that helps you explore divergent projects in a broad range of levels. It has literally unlimited expansion potential since it allows the attachment of add-on 3rd party electronics and hardware like a Raspberry Pi, Arduino, and micro:bit. Besides its internal sensors and its expandability with 3rd party electronics, the body of GINOBOT^M is also compatible with the Engino building system to construct larger and more sophisticated robots.

From Plug-&-Play robot...

The innovation of GINOBOT™ lies within its core design. It is expandable and adaptable to a very broad range of features to match the classroom needs of different ages. Plug-&-play robots are commonly used in pre-school and early primary classrooms in order to teach algorithmic and computational thinking. GINOBOT™ is an ideal plug-&-play robot since it allows manual programming and wire ess control that allows teaching the fundamental steps of programming.



... To high-end coding and electronics

The upgrade potential of GINOBOTM is essentially unlimited due to its compatibility with microcontrollers such as Arduino, Raspberry Pi and micro:bit. Teaching real programming languages such as C/C++ and Python can easily be adopted in a classroom, while maintaining fun, entertainment and motivation to the students. The advantage of working in open projects becomes materialized with a single holistic solution which can encompass the needs of different electronics and applications.



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