

GSK-1110 Obstacle Avoiding Robot User Manual

INTRODUCTION

The GSK-1110 robot navigates its way around obstacles through the use of its photo sensors. The microprocessor directs evasive action by reversing and turning the robot until it finds its way around the obstacle blocking its path.

ASSEMBLY INSTRUCTIONS

The PCB is divided into two boards, the AVR2 and the Sensor 3-1. Please follow the

Diagram (Figure 2) below and the printed silkscreen on the PCB for component placement. Please follow the printed silkscreen on the PCB for component placement. It is best to add the lowest height components to the board first: the low resistant components first and then the higher. It is important to note the direction of polarity of the diodes, capacitors, and transistors. Please arrange them carefully according to polarity before mounting them on board. Care must be taken when bending any of the leads. Hold the leads in needle nose pliers when you bend the leads. Do not bend them against the case by pushing them over with your fingers as this can easily break the case. For the IDE port, press the pin of IDE port to be level with the black plastic before soldering. Use a 40 W solder and solder tin with a tin and lead ratio of 60/40 together with a joint solution inside. Recheck the assembled circuit for proper solder joints. The Body set is explained in more detail below with step-by-step instructions with pictures.

| Samoon D. | oord | |
|---|-----------------------|--------------------------|
| Sensor D | oard | |
| <u>0.125 W Re</u> | <u>esistors</u> | |
| R1 | 500 Ω | -gr,blk,br,gd |
| R2, R5, R7 | 1 kΩ | -br,blk,rd,gd |
| R4, R6 | 3 kΩ | -or,blk,rd,gd |
| 0.25 W Res | istors | |
| R3 | 10 Ω | -br,blk,blk,gd |
| Transistors | | 0 |
| TR1-TR3 | = | C9013 |
| Control 1 | Roard | |
| 0.25 W Res | istors | |
| R1, R2, R4 | 150 Ω | -br,gr,br,gd |
| R3 | 50 Ω | -gr,blk,blk,gd |
| R5, R14 | 1 kΩ | -br,blk,rd,gd |
| R6- R13 | 500 Ω | -gr,blk,br,gd |
| Turnetatore | | 0 0 |
| Transistors | | |
| TR1,TR2,TR5 | ,TR8 = | C9012 |
| TR1,TR2,TR5 TR3,TR4,TR6 | ,TR8 = ,TR7 = | C9012 C9013 |
| TR1,TR2,TR5 TR3,TR4,TR6 Diode | ,TR8 = ,TR7 = | C9012 C9013 |
| TR1,TR2,TR5 TR3,TR4,TR6 Diode D1 | ,TR8 = ,TR7 = = | C9012 C9013 1N4007 |
| TR1,TR2,TR5 TR3,TR4,TR6 Diode D1 IC | ,TR8 = ,TR7 = = | C9012 C9013 1N4007 |

CIRCUIT DESCRIPTION

The circuit is composed of 2 major pars, the sensor board and control board.

The Sensor board consists of a transmitter and a receiver circuit. The transmitter is composed of TR2 and LED (INF). Variable Resistor (VR3) functions as an infrared light level adjustor. At the receiver portion, the phototransistor receives infrared light from the LED (INF) and allows voltage to pass. The more light is reflected, the smaller the

internal resistance, which allows a larger voltage to pass through. Less light reflected means a greater resistance, which allows a smaller voltage across. TR1 and TR3 will be used when the phototransistor receives infrared light.

The control board contains the microcontroller IC1. When the photo-transistor is not receiving any infrared light, IC1 will send the voltage to pin 12 and pin 15 which drives both the motors forward. If light is received by the photo-transistor, the motor will run in reverse. The IDE port is used to connect the AVR to a programmer.

TESTING

For testing purposes, put the jumper at J2 instead of J1. Insert two AA batteries into the battery holder. Adjust VR1, VR2, and VR3 to the middle position and slide the switch (SW) to the "ON" position. The LED on the sensor board should light up. Put the robot down and test the sensors by putting something in front of the robot. This should cause the robot to avoid this object and turn the other direction.

VR1 and VR2 can vary the sensitivity of the phototransistors. Adjust them counter clockwise for decreasing sensitivity and clockwise for increasing sensitivity

Note: If the jumper is placed at J1, it is using only the left and right sensors. If the jumper is not at J1, then all three sensors are being used (left, right, and center).





Figure 3. Installing the Components





