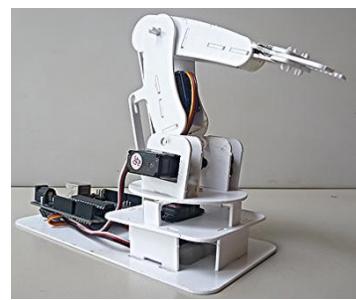
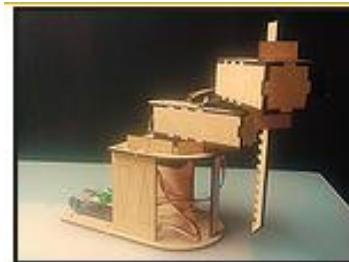


## MANUAL DE CÓDIGOS PARA KIT'S DE ROBOTICA



## Código Araña “VIUDA NEGRA”

```
#include <Servo.h>

Servo servo1;
Servo servo2;
Servo servo3;

void setup() {
  servo1.attach (4);
  servo2.attach (3);
  servo3.attach (2);

}

void loop() {
  servo1.write (80);
  delay (500);
  servo2.write (110);
  servo3.write (110);
  delay (500);
  servo1.write (170);
  delay (500);
  servo2.write (70);
  servo3.write (70);
  delay (500);
}
```



## Código Brazo Robótico “SERVIX”

```
#include <Servo.h>

Servo servo1;
Servo servo2;
Servo servo3;
Servo servo4;

void setup() {
  servo1.attach (2);
  servo2.attach (3);
  servo3.attach (4);
  servo4.attach (5);
}

void loop() {
  servo1.write (150);
  delay (1500);
  servo2.write (70);
  delay (1500);
  servo3.write (30);
  delay (1500);
  servo4.write (120);
  delay (1500);
  servo1.write (20);
  delay(1500);
  servo2.write (120);
  delay (1500);
  servo3.write (90);
  delay (1500);
  servo4.write (20);
  delay (1500);
}
```



## Código Cara “ANIMATRONIC”

```
#include <Servo.h>

Servo servobase;
Servo servoboca;
Servo servoojos1;
Servo servoojos2;

void setup() {
    servobase.attach (2);
    servoboca.attach (3);
    servoojos1.attach (4);
    servoojos2.attach (5);

}

void loop() {
    servobase.write (30);
    delay (500);
    servobase.write (90);
    delay (500);
    servobase.write (60);
    delay (500);
    servoboca.write (20);
    delay (200);
    servoboca.write (80);
    delay (200);
    servoboca.write (10);
    delay (200);
    servoojos1.write (90);
    delay (500);
```



## Código Araña “TARANTULA”

```
#include <Servo.h>

Servo servo1;
Servo servo2;
Servo servo3;

void setup() {
  servo1.attach (4);
  servo2.attach (3);
  servo3.attach (2);

}

void loop() {
  servo1.write (80);
  delay (500);
  servo2.write (110);
  servo3.write (110);
  delay (500);
  servo1.write (170);
  delay (500);
  servo2.write (70);
  servo3.write (70);
  delay (500);
}
```



## Código Brazo Robótico “SCARA”

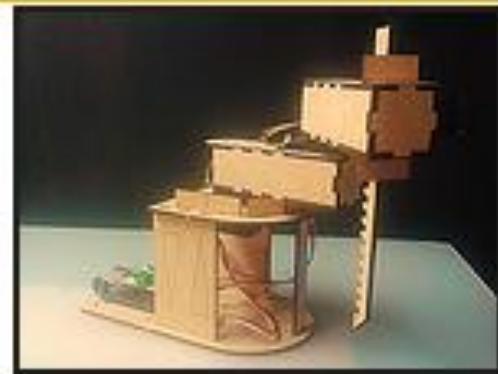
```
#include <Servo.h>

Servo servo1;
Servo servo2;
Servo servo3;

void setup() {
  servo1.attach (2);
  servo2.attach (3);
  servo3.attach (4);

}

void loop() {
  servo1.write (160);
  delay (1500);
  servo1.write (50);
  delay (1500);
  servo1.write (90);
  delay (1500);
  servo2.write (160);
  servo3.write (160);
  delay (1500);
  servo2.write (60);
  servo3.write (60);
  delay (1500);
  servo3.write (180);
  delay (1500);
  servo3.write (0);
  delay (1500);
}
```



## Código Brazo Robótico “5 MOVIMIENTOS”

```
#include <Servo.h>
```

```
Servo servo1;  
Servo servo2;  
Servo servo3;  
Servo servo4;  
Servo servo5;
```

```
void setup() {  
    servo1.attach (2);  
    servo2.attach (3);  
    servo3.attach (4);  
    servo4.attach (5);  
    servo5.attach (6);  
}
```

```
void loop() {  
    servo1.write(150);  
    delay(1500);  
    servo2.write (50);  
    delay (1500);  
    servo3.write (70);  
    delay (1500);  
    servo4.write (30);  
    delay (1500);  
    servo5.write (120);  
    delay (1500);  
    servo1(20);  
    delay(1500);  
    servo2.write (20);  
    delay(1500);  
    servo3.write (120);  
    delay (1500);  
    servo4.write (90);  
    delay (1500);  
    servo5.write (20);  
    delay (1500);
```

