



Illuminated Eyeballs Instructions

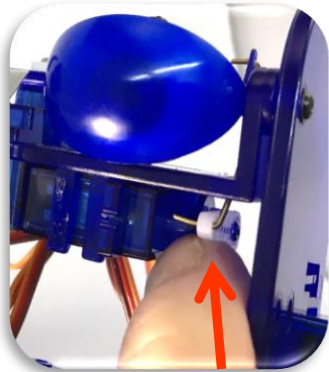
These replacement eyeballs can light up in almost any colour allowing Ohbot to indicate its feelings in a superhuman way!

They connect to pin 13 on the Ohbrain circuit board and are controlled using special instruction blocks in the Ohbot programming software.

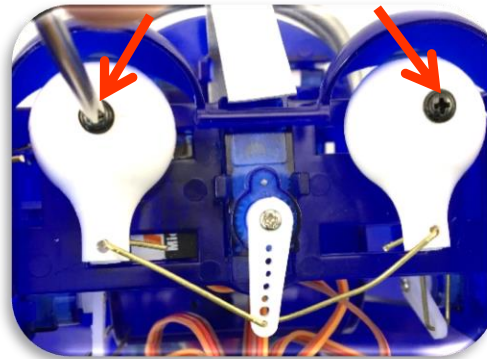
The page explains how to install eyeballs on a preassembled Ohbot. If you are constructing a kit please skip straight to step 5.

Turn over the sheet for sample programs to help get you started.

1. With Ohbot disconnected from the computer. Gently push the motor arm up to close Ohbot's eyelids.



2. Undo these screws



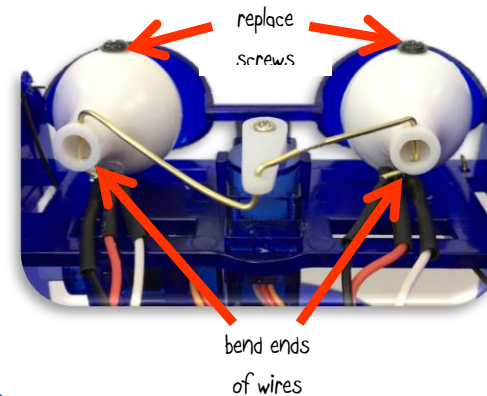
3. Straighten the ends of the link and pull out of the holes at the back of the eyeballs



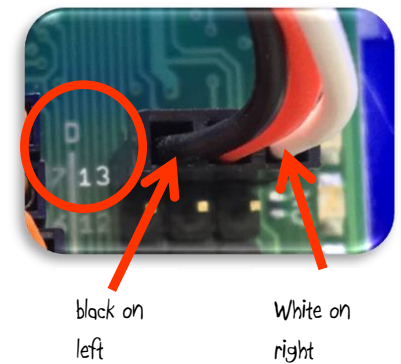
4. Remove Ohbot's eyeballs



5. Put the new eyeballs in place with the wires to the bottom of the eyeball. Replace screws and bend ends of wires.



6. Plug into pins D13 as shown






Light up

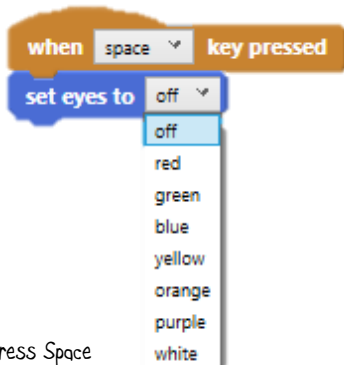
1. Select from the menu
2. Drag a When Space key pressed block onto the code area



3. Select Motion from the menu
4. Drag a Set Eyes to block onto the code area



5. Drop it beneath the When block
6. On the Set eyes to block click on the drop down menu and select a colour



7. Press Space

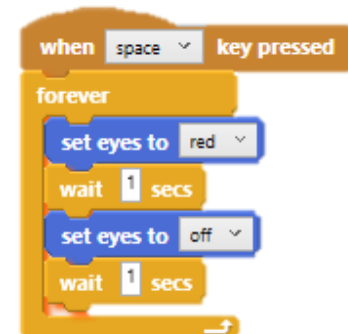
Flash Once



A sequence of colours



Flashing repeatedly

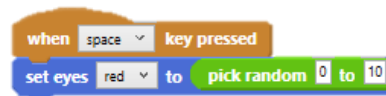


Light in any colour

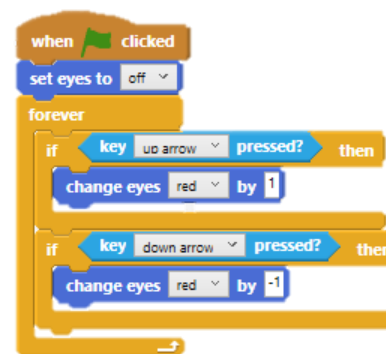


Set the intensity of each colour by choosing a value between 0 and 10.

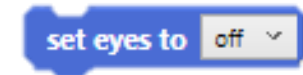
Random intensity




Using change



Blocks explained



Sets the eyes to one of a range of pre-set colours by selecting from the drop down menu and then running this block.



Sets the intensity of each of the primary colours. Choose a value between 0 and 10, 10 being the most intense. Select the primary colour using the drop down selector



Changes the intensity of the primary colour selected by the value entered. Negative numbers can be used to decrease the intensity.