Arce Rebo T, REX

Download software and guides from our homepage! http://www.artec-kk.co.jp/artecrobo

Get instructions for even more robots!

Assembly Instructions

Model 2: Real Action T. REX



Model 1: Bipedal T. RE



Handling the Servomotor

Orientation 1

The photo to the right shows the servomotor facing you. There are two shafts, the one with the wider space is the drive shaft and the one with the narrower space is the movable shaft.

 \star When turning the drive shaft by hand, do so very slowly and gently. Excessive pressure when turning may cause damage to the servomotor.



2 Calibration and Setting Connector Numbers

Before building your robot, read 6. Using Servomotors in the Studuino Icon Programming Environment Guide (download from http://www.artec-kk.co.jp/artecrobo/) for instructions on how to calibrate your servomotor.

Building your robot without calibrating your servomotor may cause damage or improper functionality.

 \star Do not change the connector or the servomotor after calibration. Servomotor calibrations are unique to each servomotor.

Attaching Number Stickers

After calibration, we recommend putting a sticker on the connector used for the servomotor so it can be easily identified.



① Assemble the blocks as shown in the picture.



② Assemble the blocks as shown in the picture.



3 Attach part 2 to part 1 as shown.



④ Assemble the blocks as shown in the picture.













(5) Attach part ④ to part ③ as shown.



⁶ Assemble the blocks as shown in the picture.





 \bigcirc Assemble the blocks as shown in the picture.





(8) Attach part (7) to part (6) as shown.





I Assemble the blocks as shown in the picture.



1 Attach part 9 to part 8 as shown.



① Assemble the blocks as shown in the picture.



① Assemble the blocks as shown in the picture.











(3) Assemble the blocks as shown in the picture.



(1) Assemble parts (1), (1) and (1) as shown in the picture.





(5) Assemble the blocks as shown in the picture.





¹⁶ Assemble the blocks as shown in the picture.





1 Add the block shown in the picture to a servomotor.



18 Attach part 16 to part 17 as shown.



(19) Arrange parts (18) and (14) as shown in the picture. (do not insert the studs)



20 Attach part 15 to part 19 as shown.











Assemble the blocks as shown in the picture.



② Assemble the blocks as shown in the picture.





(2) Add the blocks shown in the picture to (2).





Attach part 1 to part 2 as shown.





25 Attach part 24 to part 23 as shown.



²⁶ Assemble the blocks as shown in the picture.



 $\ensuremath{\textcircled{D}}$ Assemble the blocks as shown in the picture.



²⁸ Assemble the blocks as shown in the picture.











⁽²⁾ Add the blocks shown in the picture to the servomotor.





3) Attach part 26 to part 29 as shown.



(3) Attach part (2) to part (3) as shown.







32 Attach part 28 to part 31 as shown.





3 Add the blocks shown in the picture to the servomotor.



34 Assemble the blocks as shown in the picture.



35 Add the blocks shown in the picture to 34.



36 Attach part 35 to part 33 as shown.









③ Attach part ④ to part ⑤ as shown.



38 Add the blocks shown in the picture to 37.



39 Attach part 36 to part 38 as shown.







40 Attach part 39 to part 10 as shown.





(4) Attach part (5) to part (40) as shown.



④ Add the blocks shown in the picture to the circuit board mount.









(43) Add the battery box to the circuit board mount and connect the wires as shown.

44 Attach part 41 to part 43 as shown.



45 Connect the wires to the circuit board as shown.



[Finished!]



[Programming Your Robot]

Download your programming software from the Artec homepage at http://www.artec-kk.co.jp/studuino/download_en.html.

(1) Click on Start \rightarrow Artec and open **Studuino Programming Environment.** Choose Icon Programming Environment.



② Use a USB cable to connect your circuit board mount to your PC.



(3) Choose your port settings.

Tick the boxes for D9, D10, and D11 in the Port Settings dialog box.



④ Place the icons you see in the picture below.



Repea	t Settings	
	∞ ▲	cycles
V F	Repeat indefinitely	ок

Click Repeat indefinitely in the Repeat Settings dialog.

Angle D2 90 deg D4 90 🔶 deg D7 90 deg D8 90 🔶 deg Angle D2 90 deg D4 90 deg 90 deg D7 □ D8 90 deg Angle D2 90 deg 90 deg D4 D7 90 deg □ D8 90 deg Angle □ D2 90 △ deg 90 deg D4 D7 90 deg □ D8 90 deg Angle 90 deg D2 D4 90 🔶 deg □ D7 90 deg □ D8 90 deg Angle D2 90 deg D4 90 🔶 deg D7 90 deg □ D8 90 - deg Angle □ D2 90 deg D4 90 deg 90 deg D7 90 🔶 deg D8 Angle D2 90 deg D4 90 deg 90 🔶 deg D7 D8 90 deg Angle D2 90 deg 90 🔶 deg 🗆 D4 D7 90 deg □ D8 90 - deg Angle D2 90 deg D4 90 deg D7 90 deg. □ D8 90 → deg. Angle D2 90 deg 90 deg D4 D7 90 deg □ D8 90 deg.

1

2

3

4

5

6

7

8

9

10

11

				Speed
•	☑ D9	90	deg.	
	V D10	90 🌲	deg.	Slow Fast
	🔽 D11	90 🌲	deg.	
	D12	90 🗅	deg.	
_		Y		
				Speed
•	🔽 D9	45 📮	deg.	-0-
	🗹 D10	135 🌲	deg.	Slow Fast
	🔽 D11	105	deg.	
	D12	90 🛆	dea	
			ucg.	
				Speed
•	🔽 D9	90 🌲	deg.	-0
	🔽 D10	90 🌲	deg.	Slow Fast
	🔽 D11	90 📤	deg.	
	D12	90 -	dea	
	012		ucy.	
				Speed
	🔽 D9	90 🌲	deg.	-0-
	🔽 D10	75	deg.	Slow Fast
	☑ D11	75	dea.	
			dec.	
•	012	90	ueg.	
				Speed
	🔽 D9	75	deg.	
	☑ D10	60	deg.	Slow Fast
	D11	90	dea	
			dey.	
•	D12	90	deg.	
				Speed
	☑ D9	90	deg.	
	D10	50	dea.	Slow Fast
	D11	105	dee.	Slow Past
•	V 011	105	ueg.	
•	D12	90	deg.	
				Ground
	☑ D9	75	deg.	Speed
	D10	45	dea	Slow Fast
		120	deg.	Slow Past
•	☑ D11	120	aeg.	
•	D12	90	deg.	
				Co
	☑ D9	90	dea.	Speed
	D10	45	dec.	Clause Free
	010	43	uey.	Slow Fast
•	☑ D11	105	deg.	
	D12	90	deg.	
	D 9	75	dea.	Speed
	P D10	50	dec.	
•	010	50	ueg.	Slow Fast
•	☑ D11	90	deg.	
	D12	90	deg.	
	D 9	90	dea.	Speed
			deg.	
•	☑ D10	60	aeg.	Slow Fast
	☑ D11	75 🔶	deg.	
	D12	90	deg.	
_				
	III D0	45	dee	Speed
•	09	45	deg.	
•	☑ D10	120	deg.	Slow Fast
	🔽 D11	60	deg.	
	D12	90 ^	deg.	
•		Y	-	

									Grand
	Section 1	Angle	D2	90	deg.	🔽 D9	60 🌲	deg.	Speed
12			D4	90	deg.	🔽 D10	135	deg.	Slow Fast
			🗖 D7	90	deg.	🔽 D11	75 🌲	deg.	
			D8	90	deg.	D12	90	deg.	
	1	Angle	🗆 D2	90	deg.	🔽 D9	75 🌲	deg.	Speed
13			🗖 D4	90	deg.	🔽 D10	120	deg.	Slow Fast
			D7	90	deg.	🔽 D11	90 🌲	deg.	
			D8	90	deg.	D12	90	deg.	
		Angle	D2	90	deg.	🔽 D9	90 🌲	deg.	Speed
14			🗆 D4	90	deg.	V D10	90 🌲	deg.	Slow Fast
			🗖 D7	90	deg.	🔽 D11	105	deg.	
			🗖 D8	90	deg.	🗖 D12	90	deg.	
									Grand
	States -	Angle	D2	90	deg.	🔽 D9	90 🌲	deg.	Speed
15			🗖 D4	90	deg.	🔽 D10	50 🌲	deg.	Slow Fast
_			D7	90	deg.	🔽 D11	120	deg.	
			D8	90 🛓	deg.	D12	90	deg.	
		Angle							Cread
			D2	90	deg.	🔽 D9	90 🌲	deg.	Speed
16			D 4	90	deg.	🔽 D10	90 🌲	deg.	Slow Fast
			D7	90	deg.	🔽 D11	105 🔶	deg.	
			D8	90	deg.	D12	90	deg.	

(5) After sending the program to your circuit board, check that your robot is operating correctly by turning it on.



Having trouble?

- Check to make sure you've assembled your robot correctly.
- Make sure that the cables have been properly inserted.
- Read 6. Using Servomotors in the Studuino Icon Programming Environment Guide (download from http://www.artec-kk.co.jp/artecrobo/) for instructions on how to calibrate your servomotor.



Artec[®] is a registered trademark of Artec Co., Ltd. in multiple countries including Japan, South Korea, Canada, and the USA.