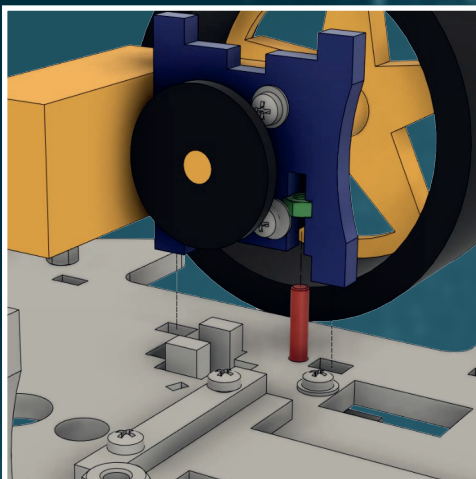
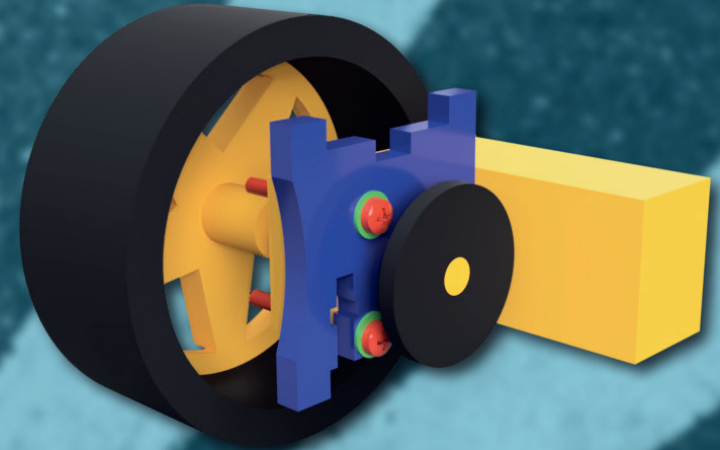


1. PRE-ASSEMBLE THE MOTORS

Put both motors into the ducts of the motor brackets and secure them with the matching screws (M2.5 x22mm) and nuts (M2.5). Additionally use two washers (M2.5) per screw, one on the screw head and one on the screw end.

Afterwards, put the black perforated disk on the inner side of the motor.

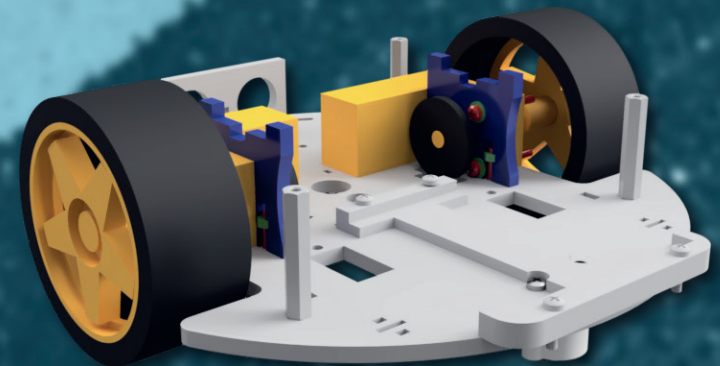
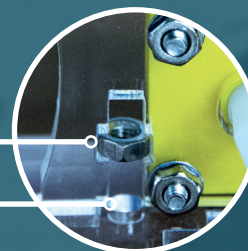


2. MOUNT THE BRACKET TO THE CHASSIS

Now mount the motor brackets onto the base. Secure them from below with the matching screw (M3 x14mm) and nut (M3).

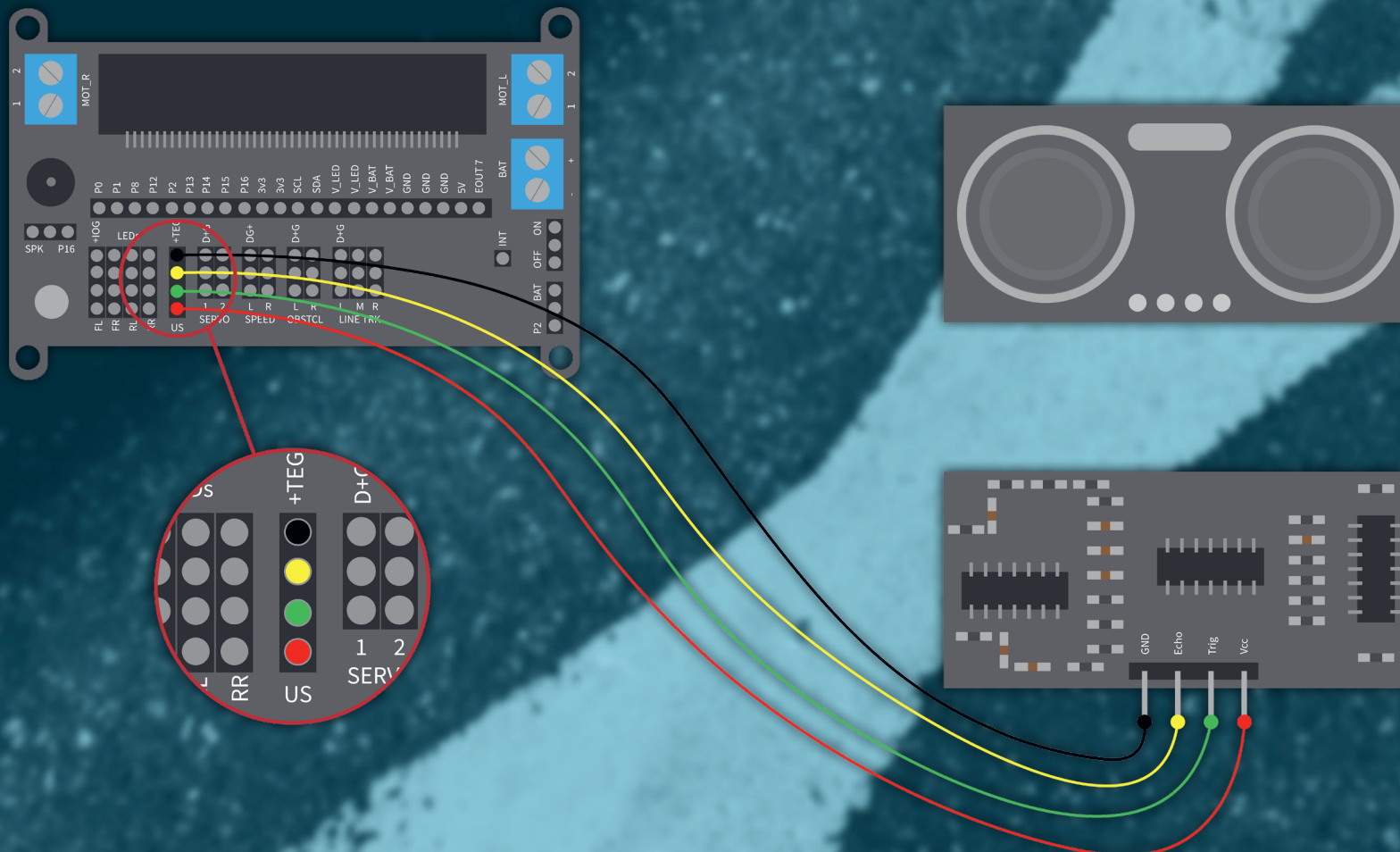
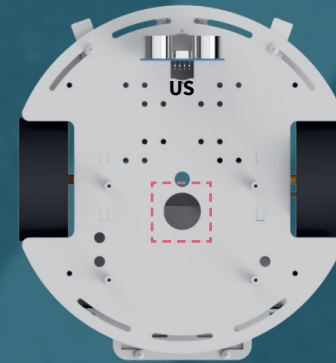
INSERT NUT HERE FIRST

THEN INSERT AND TIGHTEN
THE SCREW



4. WIRE THE ULTRASONIC-SENSOR

The ultrasonic-sensor is connected with the mainboard by a 4-pin cable as well.





MOTORS

The motors are the drive of the Joy-Car. You can move the Joy-Car back and forth, drive at different speeds, turn and brake. The two servo motors can also be controlled in this category.

drive forward ▾ at 0 %

DRIVE

Drive forwards or backwards. You can also choose the speed in percent between 0 (no drive) and 100 (maximum drive).

bias left ▾ by 0

MOTOR DELAY

Due to manufacturing tolerances, it can happen that the two motors don't turn at exactly the same speed. Hereby you can set a permanent deceleration of an engine in percent.

Stop motors Intense ▾

BRAKE

Brake the Joy-Car to a standstill. You can additionally choose between a hard emergency stop or a soft brake, where the Joy-Car is slowly rolling out.

Set servo no. 1 to 90 degrees

SERVO MOTORS

The two optional servomotors can be controlled and adjusted in an angle between 0 and 180 degrees.

drive forward ▾

left ▾

at 0

with radius-level 0

CURVES

Take a left or right turn. Here you can also set the speed in percent. Additionally you can set the radius level of the curve from 0 - 5 (0 = tight curve, 5 = wide curve).

Drive with PWM signals on channel 2 0

, channel 3 0 , channel 4 0 ,

channel 5 0

PWM-SIGNAL

The motors can also be controlled directly via PWM signals. For this purpose a PWM value between 0 and 255 can be sent to each channel.