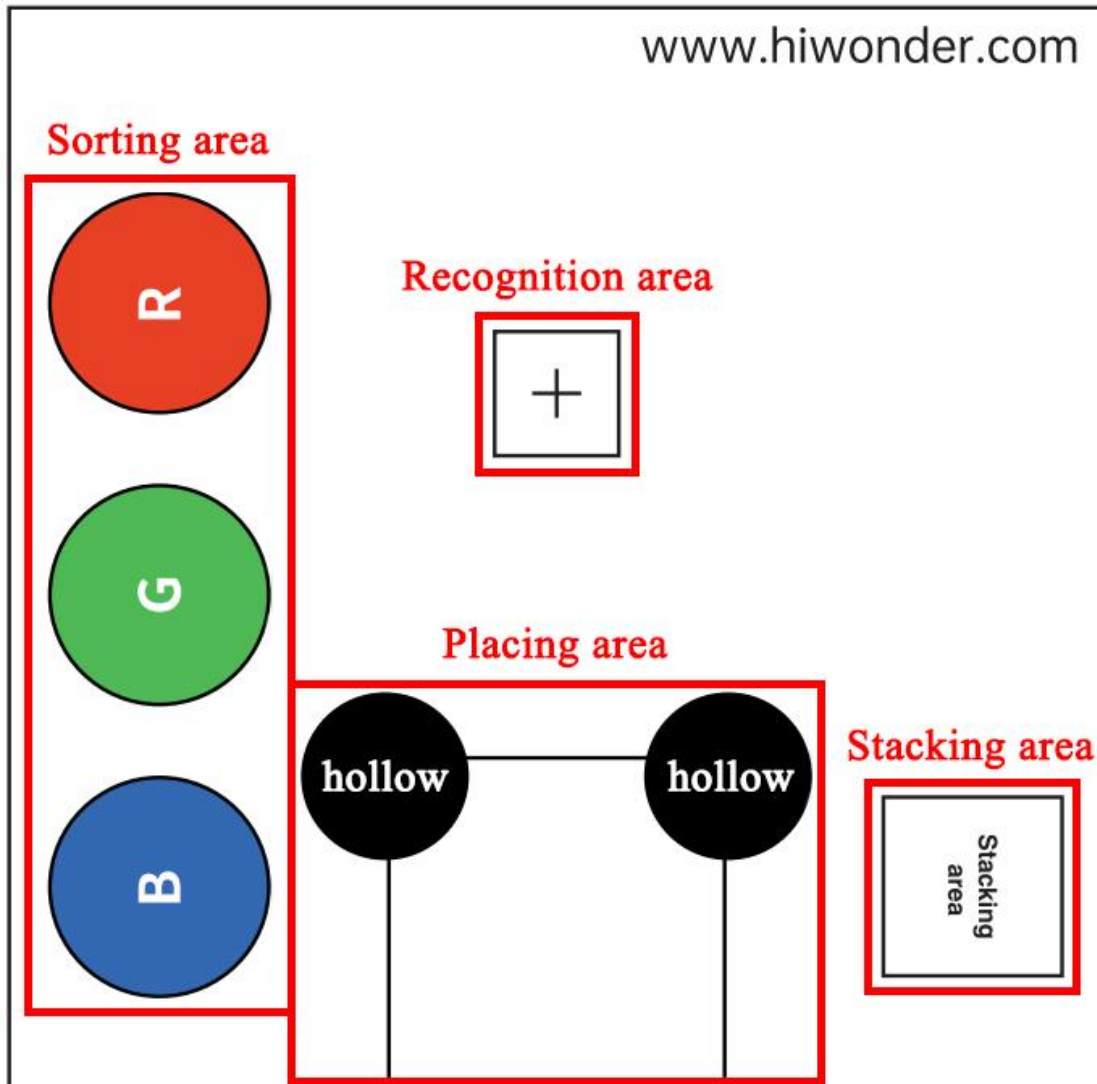


Lesson 1 MAP Placement

1. Map Layout Instruction

From the image below, we can know that map consists of four areas, which are robot placement area, picking area, sorting area and stacking area.



Place ArmPi mini in the placement area, and place colored blocks in the picking area.

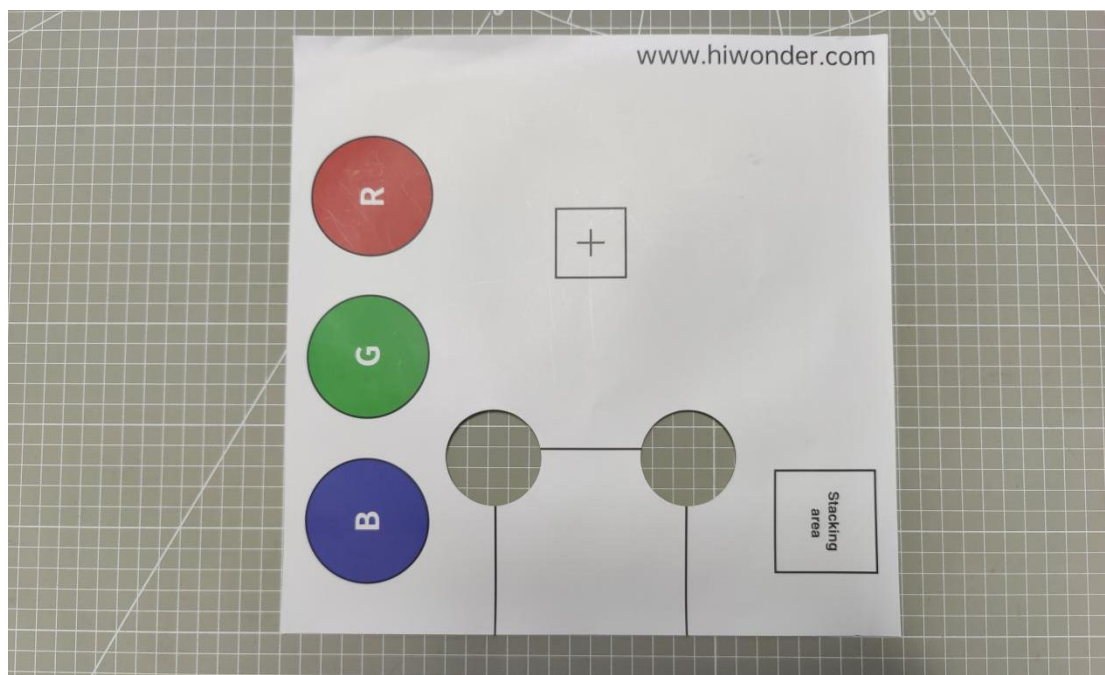
After the color sorting is started, robot arm will pick the blocks in robot placement area, and place them in color sorting area. (About color sorting, please go to folder “**4.Start ArmPi mini/ 6.Quick User Experience/ Lesson 2**”

App Control/” and “6. AI Vision Learning/ Lesson 2 Color Sorting”)

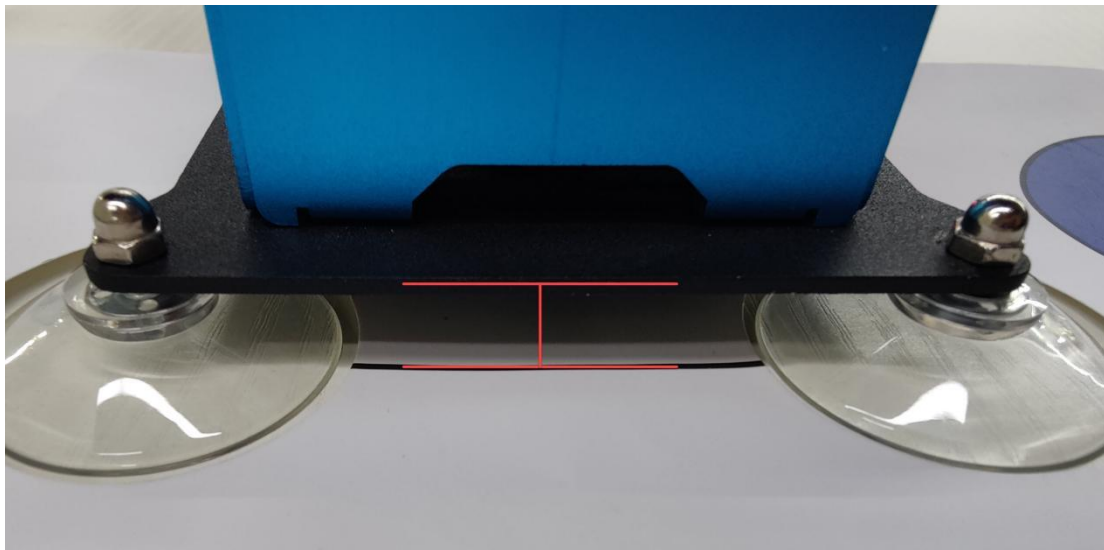
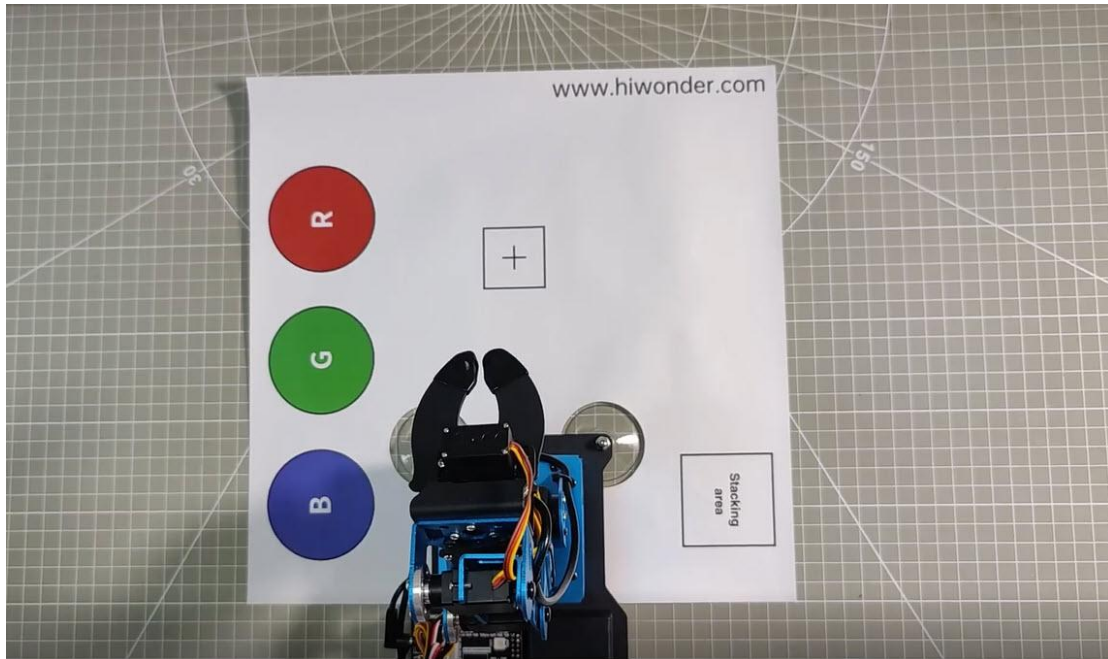
After the intelligent stacking is started, robot arm will pick the colored blocks in picking area and place them in stacking area. (About intelligent stacking, please go to folder “4.Start ArmPi mini/ 6.Quick User Experience/ 2.APP Control” and “6. AI Vision Learning/ Lesson 2 Intelligent Stacking”)

2. Map Placement

Put map in a flat and smooth surface and glue four corners of the map to avoid map movement when starting game.



Place the robotic arm in the placement area, and the base board must overlap the three black lines on map, as the figure shown below.



After placement, gently press on the suction cups better adhere to the desktop.

Note: When starting color sorting and intelligent stacking, do not have similar color object within the frame to avoid interference.
