

index

5M T beam, 36, 280
9M steering link, 40, 283

A

Abe UB 22S, 10
absolute value, 100
acceleration of motor, 95
accelerometer sensor, 26
Action blocks, 94–96, 291, 293
 Color Lamp block, 96–97
 Display block, 95
 Motor block, 94–95
 Send Message block, 95–96
 Sound block, 95
 sub-palette, 94
Action parameter
 for Color Lamp block, 97
 for Display block, 82
 for File Access block, 106
 for Loop block, 85
 for Motor block, 95
 for Record/Play block, 80
 for Sound block, 81
 for Switch block, 86
 for Variable block, 102
 for Wait block, 84
activating robot, 7
active sensors, 25
addition, 100
Advanced blocks, 104–107, 291, 297
 Bluetooth Connection block, 107
 Calibration block, 106–107, 111
 File Access block, 105–106
 Keep Alive block, 105
 Number to Text block, 104
 Reset Motor block, 107
 Text block, 105
Albrecht, Eric, 299
Alpha Rex humanoid, 7, 16
ambient light, 27
And logical operation, 99
angle connectors, 36–37, 284
angled beams, 35–36, 278–280

angled structures, 47–48
animal projects, 193
antennae attachments, for Table-Bot,
 148–154
*The Art of LEGO MINDSTORMS NXT_G
 Programming* (Griffin), 107
Atmel 8-bit AVR processor, 21
Atmel 32-bit ARM7 processor, 21
axle accessories, 38, 282
axle ball peg, 36–37, 282
axle extender, 36–37, 284
axles, 35, 36–38, 280–282

B

backlash, 54
ball magazine, 43, 287
balls, 43, 288–289
ball shooter, 43, 287
base for the Printer, 232
base speed, 161
batteries, 9
 power conservation, 16
battery level indicator, 15
beams, 33–36, 277–280
 angled, 35–36
 extending, 45–46
 right-angled, 36
 sequence, 73–74
 straight, 34–35
 widening, 46
bevel gears, 42, 285–286
Bill of Materials (BOM)
 for Inventor-Bot, 126
 for the Jeep, 162
 for the Lizard, 195
 for the Printer, 233
Blakbird's Technicopedia, 299
Block Import and Export Wizard, 113–115
blocks, right-angled, 47
blue light, 27
Bluetooth
 connection, 6, 9–10, 13, 15–16, 23, 96
 Connection block, 107, 297

dongle, 10
 submenu, 24, 96
 web resources, 300

.bmp file type, 115
BOM (Bill of Materials)
 for Inventor-Bot, 126
 for the Jeep, 162
 for the Lizard, 195
 for the Printer, 233

brainstorming, 122
BrickCon, 302
BrickFest, 302
bricks, 3
Brickset, 299
Brickshelf, 299
BrickWorld, 302
broken data wires, 92–93
broken My Blocks, 109
building robot, 3–5
 web resources, 301
bushings, 36–37, 38, 282
buying LEGO pieces, 301

C

cables, 4, 28–29, 277
 converter, 23
 for Inventor-Bot, 137
 for the Jeep, 175, 181
 for the Lizard, 214–215
 for the Printer, 265–266
 troubleshooting placement, 272
CAD (computer-aided design) software, web
 resources, 301
Calibrate Sensors tool, 111–112
Calibration block, 106–107, 111, 297
cam, 285
catapult, 44
CD-ROM, 11
Center Reset My Block, 182
Clear/Go Back button, on microcomputer,
 23–24
clipboard, and managing programming
 blocks, 75

- closing data file, 106
 - color
 - of axles, 38
 - of data wires, 92
 - of pegs, 39
 - of pieces, 33
 - color lamp, sensor acting as, 27
 - Color Lamp block, 96–97, 293
 - Color parameter, for Color Lamp block, 97
 - color-sensitive reptile. *See* Lizard, the
 - color sensor, 4, 26–27, 276
 - adding to the Jeep, 186–188
 - Color Sensor block, 97, 295
 - Color Sorter, 7, 16, 26
 - comments, in programs, 76–77
 - Common blocks, 77, 94, 291, 292–293. *See also* Common palette
 - Common palette, 70, 77–86
 - Display block, 82–83, 95, 116, 292, 293
 - image in configuration panel, 116
 - Loop block, 84–85, 98, 183, 292, 295
 - data plugs, 90
 - sensor reading, 97
 - Move block, 5, 77–80, 292
 - configuration panel, 70
 - data hub chart, 91
 - Ultrasonic Sensor block to control
 - power level of, 98
 - Record/Play block, 80, 292
 - Sound block, 80–82, 95, 292, 293
 - for the Lizard, 229
 - Random block to control, 101
 - Switch block, 86, 98, 293, 295
 - configuration panel, 228
 - data plugs, 90
 - sensor reading, 97
 - Wait block, 83–84, 98, 292, 295
 - sensor reading, 97
 - sub-palette, 84
 - Communications tab, in NXT window, 71
 - Compare block, 100, 296
 - Compare parameter, for Ultrasonic Sensor block, 97
 - compass sensor, 26
 - Complete palette, 70, 93–107
 - imported blocks on, 114
 - Sensor sub-menu, 97
 - compound gearing, 56
 - computer. *See also* NXT microcomputer
 - controlling robot from, 116
 - requirements, 9
 - computer-aided design (CAD) software, web resources, 301
 - configuration panel, 13, 70
 - for Bluetooth Connection block, 107
 - for Compare block, 100
 - for Constant block, 103
 - for Display block, 82
 - image in, 116
 - feedback boxes in, 78
 - for File Access block, 106
 - for Logic block, 99
 - for Math block, 100
 - for Motor block, 94
 - for Move block, 70, 78
 - for Number to Text block, 104
 - for Random block, 101
 - for Range block, 101
 - for Record/Play block, 80
 - for Reset Motor block, 107
 - for Send Message block, 96
 - for Sound block, 81, 82
 - for Switch block, 87, 228
 - for Text block, 105
 - connection
 - with Bluetooth technology, 6, 9–10, 13, 15–16, 23, 96
 - with USB cable, 14–15
 - Connection parameter, for Send Message block, 96
 - connector blocks, 36–37, 40, 58, 283–285
 - connectors, 36–40, 280–285
 - axles, 35, 36–38, 280–282
 - connector blocks, 36–37, 40, 58, 283–285
 - on NXT electrical cable, 28
 - pegs, 39–40, 45–49, 282–283
 - Constant block, 103–104, 296
 - Constant option, for Motor block action, 95
 - constants, availability to multiple programs, 104
 - Controller, 14–15, 71
 - Control parameter
 - for Loop block, 84, 85
 - for Motor block, 95
 - for Sound block, 81
 - for Switch block, 86
 - for Wait block, 84
 - control sequence, 182
 - converter cables, 23
 - copying selected blocks, 75
 - cornered peg joiner, 36–37, 285
 - corners
 - forming, 47
 - program for getting out of, 157–158
 - Count option, for Loop block condition, 85
 - Create Pack and Go tool, 113
 - cross-axles, 35, 36–38, 280–282
 - cross block, 36–37, 40, 283–284
 - cross-holes, 34, 35, 38, 47
 - CSR BlueCore4 chip, 23
 - custom constants, 104
 - custom NXT-G blocks, 291
 - website repository, 113
 - Custom palette, 70, 107–109
 - cutting, selected blocks, 75
 - cycle, 93
- ## D
- Data blocks, 99–102, 291, 296
 - Compare block, 100
 - Constant block, 103–104
 - Logic block, 99–100
 - Math block, 100
 - Random block, 101, 106
 - Range block, 101
 - Variable block, 102
 - data files
 - closing, 106
 - storing or reading, 105–106
 - data hub, 89, 90
 - resizing, 92
 - data hub chart, for Move block, 91
 - data log, from the Printer, 274
 - Datalog Files subfolder, 24
 - data plugs, 89, 90–91
 - data types
 - mismatch, 93
 - transmitting, 92
 - data wires, 85, 89–93
 - broken, 92–93
 - creating connection, 90
 - for Sensor blocks, 97
 - and wire path, 92

- deceleration of motor, 95
- Default profile, 66
- default settings, restoring for sensor, 112
- default variables, 102
- Define Constants dialog, 104
- degrees
 - for measuring servo motor duration, 79
 - for specifying rotation, 25
- deleting
 - My Blocks, 109
 - selected blocks, 75
 - sound files from NXT, 81
- digital sensors, 26–27. *See also* color sensor, ultrasonic sensor
- Direction parameter
 - for Motor block, 94
 - for Move block, 79
- Display block, 82–83, 95, 116, 292, 293
- Display parameter
 - for Display block, 82
 - for Switch block, 86
- division, 100
- D-Link DBT-120 adapter, 10, 15
- documentation, 123
- double bevel gears, 42, 57
 - on perpendicular axles, 60, 61
- double friction peg, 36–37, 283
- Download and Run button, on controller, 71
- Download and Run Selected button, on controller, 71
- Download button, on Controller, 14–15, 71
- downloading firmware, 113
- downloading program
 - with Bluetooth technology, 16
 - to NXT computer, 14–15
- Downloading to NXT dialog, 15
- drag-and-drop approach to programming, 5
- drawing, Display block configuration
 - panel for, 83
- Dreier, Andreas, 115
- driven gear, 54–56
- driver gear, 54–56
- driving
 - with front wheels, 160
 - straight and turning, 137
- Duration parameter
 - for Motor block, 95
 - for Move block, 79
- dynamic structures, 48

E

- Edit Constants dialog, 103
- Edit menu, 69, 75
 - Manage Profiles, 67
- Edit Variables dialog, 102
- educational resources, 301
- Eject My Block, 268
- electrical cables. *See* cables
- electronic elements, 4, 276–277
 - NXT microcomputer, 21–24
 - schematics, 29
 - sensors, 25–27
 - servo motors, 25
 - storing, 18
 - testing, 24
- Enter button, on microcomputer, 23–24
- error noise, program to emit, 15
- events, keeping track of, 156
- exiting program, 29
- exporting blocks, 115
- extending beams, 45–46

F

- fairing elements, 43–44, 287
- false value, 98, 99
- feedback boxes
 - for Loop block, 85
 - for Motor block, 94
 - for Move block, 80
 - for Ultrasonic Sensor block, 98
- File Access block, 105–106, 297
- File menu, 69
- File parameter
 - for Display block, 82
 - for File Access block, 106
 - for Record/Play block, 80
 - for Sound block, 81
- file types, for Image Editor, 115
- firmware in NXT, 10
 - updating, 112–113
- Flash memory, 10, 21
- flexible structures, 49
- Flow blocks, 84, 98, 291, 295
- flow of control, for programming blocks, 73–74
- Forever option, for Loop block condition, 85
- forward direction, of servo motor, 79
- friction, gears and, 54
- friction axle peg, 36–37, 47–48, 283

- friction pegs, 36–37, 39, 283
 - for extending beams, 46
- front-wheel drive, 160–161
- front-wheel steering, 160
- Function parameter, for Sound block, 81

G

- gearing down, 55
- gearing up, 55, 56
- gear ratio, 54–55
 - of compound gear ratio, 56
- gears, 41–42, 285–286
 - driven, 54–56
 - driver, 54–56
 - idler, 54–56
 - radius of, 57
 - roles for, 54
 - spacing on parallel axles, 57–58
 - spacing on perpendicular axles, 60–61
 - spur, 59
 - teeth, 41, 55
- gear train, 51–54
 - assembling, 57–61
 - compound, 56
 - controlling performance, 54–57
- gearwheel, 41
- Go>> button, 67
- Google SketchUp NXT parts library, 301
- graphical programming language, 65
- graphics, restoring built-in, 112
- green light, 27
- Griffin, Terry, *The Art of LEGO MINDSTORMS NXT-G Programming*, 107

H

- half-bushing, 38, 282
 - in gear train, 60
- Hardware Development Kit (HDK), 29
- headlights, for the Jeep, 191
- Help menu, 67, 69
- horizontal motor, for the Printer, 232
- Horizontal My Block, 269
- Hughes, Jim, 300

I

- icon, customizing for My Block, 108
- idler gear, 54–56
- Image Editor, 115–116

images, Display block configuration panel for, 82

importing
 blocks, 114
 to Image Editor, 115

input data wires, 90

input plugs, 90
 data from multiple output plugs, 93
 on data hub, 89, 92
 missing data source, 93

input ports, 4, 22–23

installing NXT software, 11

Internet. *See also* web resources
 access, 17
 downloading Web blocks from, 109

intruders, detecting, 146–147

Inventor-Bot, 125–138
 Bill of Materials for, 126
 cable connections, 137
 programming, 137–138

Inventor-Drive program, 137–138

Inventor-Talk program, 138

J

Jeep, the, 159–192
 adding color sensor, 186–188
 Bill of Materials, 162
 building, 162–181
 cables for, 175, 181
 design, 160
 front-wheel drive, 160–161
 headlights, 191
 parking sensor, 191
 programs, 182–185
 for following line, 186–191
 remote control, 191

.jpg file type, 115

K

Keep Alive block, 105, 297

Kelly, Jim, *LEGO MINDSTORMS NXT-G Programming Guide*, 107

keyboard, 23
 shortcuts, 76

knob wheels, 41, 42, 286
 on perpendicular axles, 60–61
 spacing, 58

L

LabVIEW, 5

LCD graphical display, 4, 24
 text display on, 83

LDD (LEGO Digital Designer), 123, 301

LDraw system of tools, 123, 301

LED (light-emitting diode), 27

Left button, on microcomputer, 23–24

Left Motor plug, 90

LEGO computer-aided design software, 123

LEGO Digital Designer (LDD), 123, 301

LEGO events, 302

LEGO MINDSTORMS, web resources, 299

LEGO MINDSTORMS NXT-G Programming Guide (Kelly), 107

LEGO pieces, 31–33. *See also* pieces
 buying, 301
 storage, 302

LEGO RCX microcomputer, sensors
 designed for, 23

LEGO World, 302

legs, for the Lizard, 216–225

LiftPen My Block, 266, 267

light-emitting diode (LED), 27

light intensity, color sensor to measure, 27

lights, from Color Lamp block, 96–97

Light Sensor block, 97, 294

light sensors, 25, 84, 111–112

Line-Following program, 189–190

List parameter, for Variable block, 102

Little Help Window, 72, 91

Lizard, the, 193–230
 added options, 230
 Bill of Materials, 195
 building, 195–213
 cables, 214–215
 legs, building and attaching, 216–225
 programs, 226–229
 creating final, 228–229
 Synchronize My Block, 226
 Walk My Block, 227
 turning, 194
 walk process, 194

Logic block, 99–100, 296

Logic data, 90, 92, 99, 102

Logic option, for Loop block condition, 85

Loop block, 84–85, 98, 183, 292, 295
 data plugs, 90
 sensor reading, 97

loudspeaker, 23

LowerPen My Block, 266, 267

LUGNET, 300

M

Macintosh computer, Bluetooth
 connection to, 16

Mac OS X, installing NXT software, 11

magnifying glass icon, 72

Mailbox parameter, for Send Message block, 96

Manage Profiles dialog, 67

Match block, 296

Math block, 100

measuring pieces, 32–33

memory, 21
 defragmenting, 72
 File Access block and, 105
 sound files and, 81, 117

Memory tab in NXT window, 71

menu bar, 67, 68, 69

menus, on NXT microcomputer, 24

Message parameter, for Send Message block, 96

MINDSTORMS method, 121–123
 building robot, 122
 documentation, 123
 idea as foundation, 121–122
 programming, 122

miscellaneous pieces, 43–44, 286–289

mobile phone, for controlling NXT robot, 23

mobile robots, 122
 driving straight and turning, 137

MOCpages, 299

modular robots, 122

module (M), for beam measurement, 34

Morse code, from the Printer, 274

motion, right angle for bevel gears to transmit, 42

Motor block, 94–95, 293
 Variable block for controlling power level, 102–103

motor ports, 22

motors, 4. *See also* servo motors

- mouse, shortcuts, 76
- Move block, 5, 77–80, 292
 - configuration panel, 70
 - data hub chart, 91
 - Ultrasonic Sensor block to control power level of, 98
- movement, rotating axles for, 38
- moving
 - comments, 77
 - selected blocks, 75
- multiple lines of text, displaying on LCD, 83
- multiplication, 100
- My Blocks, 107–109
 - broken, 109
 - builder dialog, 108
 - Center Reset, 182
 - deleting, 109
 - Eject, 268
 - Horizontal, 269
 - icon, customizing for, 108
 - LiftPen, 266, 267
 - for the Lizard, 226–227
 - LowerPen, 266, 267
 - ResetHorizontal, 267
 - ResetVertical, 268
 - Synchronize, 226
 - testing, 183
 - Vertical, 270
 - viewing components, 109
 - Walk, 227
 - Wheel Control, 183
- My Files submenu, 24
- My Portal, 17

N

- Name parameter
 - for File Access block, 106
 - for Record/Play block, 80
- names
 - of NXT microcomputer, 24, 71
 - for pieces, 32
- National Instruments, 5
- Next Action parameter
 - for Motor block, 95
 - for Move block, 79–80
- Note parameter, for Sound block, 82
- Not logical operation, 99

- number data, 90
 - comparisons, 100
 - yellow data wires for, 92
- Number to Text block, 104, 297
- NXT 2.0 set, requirements, 9–11
- NXT blogs, 300
- NXT Buttons Sensor block, 97, 294
- NXT Datalog submenu, 24
- NXT Data panel, 71
- NXT Files subfolder, 24
- NXT-G interface, 67–72
 - configuration panel, 70
 - controller, 71
 - menu bar, 67, 68, 69
 - programming palette, 70
 - toolbar, 68, 69
 - work area, 69
- NXT-G program
 - comments, 76–77
 - sample, 6, 24
 - starting, 65–67
- NXT-G programming environment, 5, 16, 65
 - adding program block, 14
 - creating program, 12
 - fundamentals, 72–77
 - managing programming blocks, 75
 - navigating work area, 76
 - sequence beams, 73–74
 - starting point, 72
 - getting started, 11–16
 - main screen, 66
 - quick reference, 291–297
 - versions, 65
 - web resources, 300
- NXTLOG, 123
- NXT microcomputer, 4, 21–24, 276
 - Bluetooth connection, 23, 96
 - buttons, 23–24
 - defragmenting memory, 72
 - deleting sound files, 81
 - downloading program to, 14–15
 - firmware in, 10, 112–113
 - input ports, 22–23
 - name of, 24, 71
 - output ports, 22
 - RAM, 21
 - USB port, 22

- NXT Program submenu, 24
- nxtRICeditV2, 115
- NXT software, installing, 11
- NXT window, 71
- NXT Window button, on controller, 71

O

- object-avoiding robots, 27, 141
- objects, following in straight line, 141–142
- operating systems, 9
- Operation parameter, for Math block, 100
- order of execution, for programming blocks, 73–74
- organizing pieces, 17–18
- Or logical operation, 99
- output data wire, 90
- output plugs, on data hub, 89, 92
- output ports, 4, 22, 90
 - and Move block control, 78
- overlapping beams, 46

P

- Pan tool, 76
- paper, creased or crumpled in the Printer, 272
- parallel axles, spacing gears on, 57–58
- parallel sequence, 74
- Parker, Dave, 300
- parking sensor, for the Jeep, 191
- passive sensors, 25–26. *See also* touch sensor
- passkey, 16
- pass-through plug, 92
- pasting, selected blocks, 75
- PC computer, Bluetooth connection to, 16
- Peeron LEGO inventories, 300
- peg accessories, 40, 283
- pegs, 39–40, 45–49, 282–283
- pen
 - motor, for the Printer, 232
 - positioning in the Printer, 258–259
 - troubleshooting non-printing, 272
- performance
 - controlling for gear train, 54–57
 - optimizing, 57
- perpendicular axles, spacing gears on, 60–61

pieces, 31–33. *See also* LEGO pieces
 basic facts, 275–289
 beams. *See* beams
 classifying, 32
 color of, 33, 38, 39, 92
 connectors, 36–40, 280–285
 axles, 35, 36–38, 280–282
 connector blocks, 36–37, 40, 58, 283–285
 pegs, 39–40, 45–49, 282–283
 electronic elements. *See* electronic elements
 gears. *See* gears
 measuring, 32–33
 miscellaneous, 43–44, 286–289
 names for, 32
 playing action, Record/Play block for, 80
 .png file type, 115
 Pointer tool, 75
 Port parameter
 for Color Lamp block, 97
 for Loop block, 85
 for Motor block, 94
 for Reset Motor block, 107
 for Switch block, 86
 for Ultrasonic Sensor block, 97
 for Wait block, 84
 ports, input and output, 4, 22–23
 Position parameter, for Display block, 82, 83
 Power parameter
 for Motor block, 95
 for Move block, 79
 Printer, the, 231–274
 Bill of Materials, 233
 building, 233–264
 frame for paper, 242–243
 cables, 265–266
 components, 231–232
 how it works, 231–233
 non-LEGO requirements, 232–233
 programs, 266–274
 Eject My Block, 268
 final, 272–274
 Horizontal My Block, 269
 LiftPen My Block, 266, 267
 LowerPen My Block, 266, 267
 Morse code, 274

 progress update, 274
 ResetHorizontal My Block, 267
 ResetVertical My Block, 268
 Vertical My Block, 270
 testing and troubleshooting, 271–272
 programming blocks. *See also specific block names*
 adding, 14
 managing in work area, 75
 selecting, 75
 programming palette, 70
 programming process, 5–6, 65, 122
 drag-and-drop approach, 5
 Inventor-Bot, 137–138
 web resources, 300
 programs
 comments in, 76–77
 control sequence, 182
 downloading, 14–16
 error noise, 15
 exiting, 29
 Inventor-Drive, 137–138
 Inventor-Talk, 138
 Line-Following, 189–190
 for the Lizard, 226–229
 creating final, 228–229
 Synchronize My Block, 226
 Walk My Block, 227
 NXT-G
 comments, 76–77
 sample, 6, 24
 starting, 65–67
 for the Printer, 266–274 (*see also under* Printer, the)
 saving all files needed, 113
 Sentry-Avoid, 141
 Sentry-Follow, 141–142
 Sentry-Test, 146
 speaker, 12
 Table-Bot, 155–158
 Table-Corners, 157–158
 Touch-Count, 156–157
 Wall-Avoidance, 184–185
 push button, on touch sensor, 25

Q

Quick Start kit, 10

R

Ramp Down option, for Motor block
 action, 95
 Ramp Up option, for Motor block action, 95
 Random block, 101, 106, 296
 Range block, 101, 296
 range of values, for data plug, 91
 RCX microcomputer, 10
 rebound, 27
 Receive Message block, 97, 294
 rechargeable batteries, 9
 Recording parameter, for Record/Play block, 80, 292
 Record/Play block, 80, 292
 red light, 27
 redoing actions, 75
 Remote Control, 116
 remote control, for the Jeep, 191
 ResetHorizontal My Block, 267
 Reset Motor block, 107, 297
 ResetVertical My Block, 268
 troubleshooting, 272
 reverse direction, of servo motor, 79
 .ric file type, 115
 right angle, for bevel gears to transmit motion, 42
 right-angled beams, 36, 280
 right-angled block, 47
 Right button, on microcomputer, 23–24
 RJ12 connectors on cables, 28
 Robo Center, 16
 Robogator, 7, 16
 robots. *See also* Jeep, the; Lizard, the; Printer, the
 activating, 7
 building, 122
 documenting, 123
 idea for, 121–122
 Inventor-Bot, 125–138
 Bill of Materials for, 126
 cable connections, 137
 programming, 137–138
 reactions to, 3
 Sentry-Bot, 139–147
 adding ultrasonic sensor, 139–140
 avoiding objects, 141
 creating complete program, 146–147

- shooter extension, 142–146
 - testing, 146
- structure sturdiness, 45–49
- Table-Bot, 149–158
 - antennae attachments, 148–154
 - getting out of corners, 157–158
 - programs, 155–158
- rotation of gear, controlling direction, 54
- rotation sensor, 25
- Rotation Sensor block, 97, 294
 - Compare block for determining reading from, 100–101
- round holes, 34
 - connecting to cross-hole, 47
- rubber band, 43, 286

S

- schematics, for electronic pieces, 29
- selecting programming blocks, 75
- selection rectangle, 75
- Send Message block, 95–96, 293
- Sensor blocks, 97–98, 291, 294–295
- Sensor parameter
 - for Loop block, 85
 - for Switch block, 86
 - for Wait block, 84
- sensor ports, 22–23
- sensors, 4, 25–27
 - adjusting minimum and maximum values detected, 111–112
 - configuration for Wait block, 84
- Sentry-Avoid program, 141
- Sentry-Bot, 139–147
 - adding ultrasonic sensor, 139–140
 - avoiding objects, 141
 - creating complete program, 146–147
 - shooter extension, 142–146
 - testing, 146
- Sentry-Follow program, 141–142
- Sentry-Test program, 146
- sequence beams, 73–74
 - automatic resizing, 74–75
 - extending, 73
 - parallel, 74
- sequential execution, 73
- servo motors, 4, 25, 276
 - automatic error correction, 107
 - forward and reverse directions, 79
- Move block for controlling, 77
 - one to control 2 legs, 194
 - touch sensors for synchronizing, 226
 - unlimited duration, 79
- Settings submenu, 24
- shaft heads, 25
- Shooterbot, 16
 - challenges, 17
 - sample NXT-G program, 6
- shooter extension for Sentry-Bot, 142–146
 - testing, 146
- Show parameter
 - for Loop block, 85
 - for Ultrasonic Sensor block, 98
- sleep timer, 105
- smooth pegs, 39, 282
 - in dynamic structures, 48
- Software subfolder, 24
- Solid Modeling, 301
- sound
 - changing for block, 14
 - configuration panel for playing file, 81
 - program to emit error noise, 15
 - restoring built-in, 112
- Sound block, 80–82, 95, 292, 293
 - for the Lizard, 229
 - Random block to control, 101
- Sound Editor, 23, 117–118
- Sound Files subfolder, 24
- sound sensor, 25, 84, 111–112
- Sound Sensor block, 97, 294
- spacing, for gear pairs, 57–58, 60–61
- Speaker program, 12
- speed
 - of axle revolution, 54
 - decreasing, 57
 - gearing up for, 55, 56
 - of wheels, 161
- spur gears, 59. *See also* gears
- square root, 100
- stability for walking, 194
- stationary robot, 79, 122, 274
- steering, front-wheel, 160
- steering link, 283
- Steering parameter, for Move block, 79
- Stop block, 98, 295
- Stop button, on controller, 71
- stopped axles, 36–37, 38, 281

- stop ridge on peg, 39
- storage, 17–18, 302
- straight beams, 32–33, 34–35, 277–278
- strength, from overlapping, 46
- studded pegs, 36–37, 39, 282
- sturdiness of robot structure, 45–49
- subassemblies, 122
- subtraction, 100
- Switch block, 86, 98, 293, 295
 - configuration panel, 228
 - data plugs, 90
 - sensor reading, 97
- symbols
 - on LCD display, 24
 - on Move block, 78
- Synchronize My Block, 226

T

- Table-Bot, 149–158
 - antennae attachments, 148–154
 - getting out of corners, 157–158
 - programs, 155–158
- Table-Corners program, 157–158
- tachometer, 25
- Technica, 300
- technical specifications, 29
- TECHNIC tooth, 43, 286
- teeth, in gears, 41, 55
- testing
 - electronic elements, 24
 - My Blocks, 183
 - the Printer, 271
 - Sentry-Bot shooter extension, 146
- testing conditions, in Loop block, 85
- test pad, 7
- text, Display block configuration panel for, 83
- Text block, 105, 297
- text data, 90
 - converting number to, 104
- Text/Number parameter, for File Access block, 106
- Text parameter, for Display block, 83
- tile, 43, 286
- Time option, for Loop block condition, 85
- Time parameter, for Record/Play block, 80
- Timer block, 97, 294
- tires, 288

- tones
 - Sound block configuration panel for, 82
 - vs. sound files, 81
- toolbar, 68, 69
- tools
 - Block Import and Export Wizard, 113-115
 - Calibrate Sensors tool, 111-112
 - Create Pack and Go tool, 113
 - Image Editor, 115-116
 - Remote Control, 116
 - Sound Editor, 117-118
 - Update NEXT Firmware tool, 112-113
- Tools menu, 69
- torque, 54
 - gear ratio and, 55
- Touch-Count program, 156-157
- touch sensor, 4, 25-26, 276
 - Logic block to determine if two are pressed, 99
 - for synchronizing motors, 226
 - variables to store press count, 156
- Touch Sensor block, 97, 294
- transfer of control, 84
- treads, 288
 - vehicle with, 125-138. *See also* Inventor-Bot
- trigger condition, for Sensor blocks, 97-98
- troubleshooting
 - the Lizard synchronization, 229
 - the Printer, 272
 - by re-installing firmware, 112
 - USB cable, 15
- true value, 98, 99
- Try Me submenu, 24, 29
- turning mobile robots, 137
- tutorial, 11, 13
- Type parameter
 - for Display block, 83
 - for File Access block, 106

U

- ultrasonic sensor, 4, 27, 277
 - adding to the Printer, 274
 - adding to Sentry-Bot, 139-142
 - for avoiding objects, 141
 - as parking sensor, 191, 192
- Ultrasonic Sensor block, 97, 294
 - Math block to manipulate reading, 100
- undoing actions, 75

- unlimited duration, for servo motor, 79
- Update NXT Firmware tool, 112-113
- USB cable, 6, 11, 13
 - connection with, 14-15
 - troubleshooting, 15
- USB port, 22
- user profiles, 66

V

- Value parameter, for Variable block, 102
- Variable block, 102, 296
- variables
 - basespeed, 183
 - to store touch sensor press count, 156
- vertical motor, for the Printer, 232
- Vertical My Block, 270
- View submenu, 24
- volume of sound files, 118
- Volume parameter, for Sound block, 81

W

- Wait block, 83-84, 98, 292, 295
 - sensor reading, 97
 - sub-palette, 84
- Wait parameter
 - for Motor block, 95
 - for Sound block, 81
- Walk My Block, 227
- walk process, 194
- Wall-Avoidance program, 184-185
- Web blocks, 107, 109
- web resources, 299-302
 - on Bluetooth, 300
 - on building techniques, 301
 - on buying LEGO pieces, 301
 - educational resources, 301
 - LDraw system of tools, 123, 301
 - LEGO Digital Designer (LDD), 123, 301
 - LEGO events, 302
 - NXT blogs, 300
 - NXT-G programs, 137
 - NXTLOG, 123
 - personal sites, 302
 - on programming, 300
- Wheel Control My Block, 183
- wheeled-vehicle. *See* Jeep, the
- wheels, 43, 288
 - speed of, 161, 184
- widening beams, 46

- Windows, installing NXT software, 11
- Windows XP, message for USB cable, 14
- wireless connection. *See* Bluetooth connection
- wireless message, Send Message block for, 95
- wire path, 92
- work area, 69, 76
- Work Area Map, 72

X

- Xor logical operation, 99