

Getting Started in Inventor

1. Load ROBOLAB and click on Programmer. From this screen, double click on Inventor 1. This will load the default screen. There will be three screens on your desktop - the Diagram window, the Panel window and the Functions palette. You can move the different screens around the desktop and enlarge the Diagram window.
2. Clicking anywhere on the Diagram window will bring the Functions palette back on the screen. Move the mouse over the different icons on the Functions palette. The function of each icon will be displayed at the top of the window.
3. Closing the Panel window will return you to the Main Menu. It needs to be open while in Inventor.
4. Open the Tools Palette from the top menu bar - click on Window - click on Show Tools Palette. Switching between tools is done by using the space bar or tab key. Experiment with these options.
5. Experiment with the different options available within Inventor Level 1.
6. Create a short program that will
 - turn a motor on Port A in the forward direction
 - turn on a motor on Port B in the reverse direction
 - turn on a lamp on Port C
 - wait for 4 seconds
 - turn off all lamps and motors
7. Save your work.
8. Continue to work through the various levels of Inventor. Use the teacher Guide for sample exercises. Click on **Help** in the menu bar and select **Show Help** so that the Help window is open as you work.
9. Construct a simple device from the ROBOLAB kit or pieces that will allow for forward and backward movement.

Building Considerations

- decide what robot to construct
- build the robot and attach the motors
- check the robot and make sure that it is strong
- test the motors with the RCX built-in Program 1. Press Prgm button to select Prgm 1 and press Run

Things to consider

- how can you make the robot go faster?
- how can you make the robot go slower?
- how can you make the robot move in several directions?

Programming Considerations

- decide what functions the robot will perform
- test the RCX to make sure it is communicating with the IR Transmitter
- go to ROBOLAB Inventor 2 and delete the sample program on the screen
- make a sample program that makes the robot move in at least two directions, download it to the RCX Program Slot 4 and run it
- save the program!

Things to consider

- how can you make the program repeat itself?
- how can you make the program include sounds