

ORA Unstacks Disks and Places Them on a Vertical Pegboard

Ozobot Editor Blocks

Program start

Initialization

count with z from 0 to 1 by 1

do count with x from 0 to 2 by 1

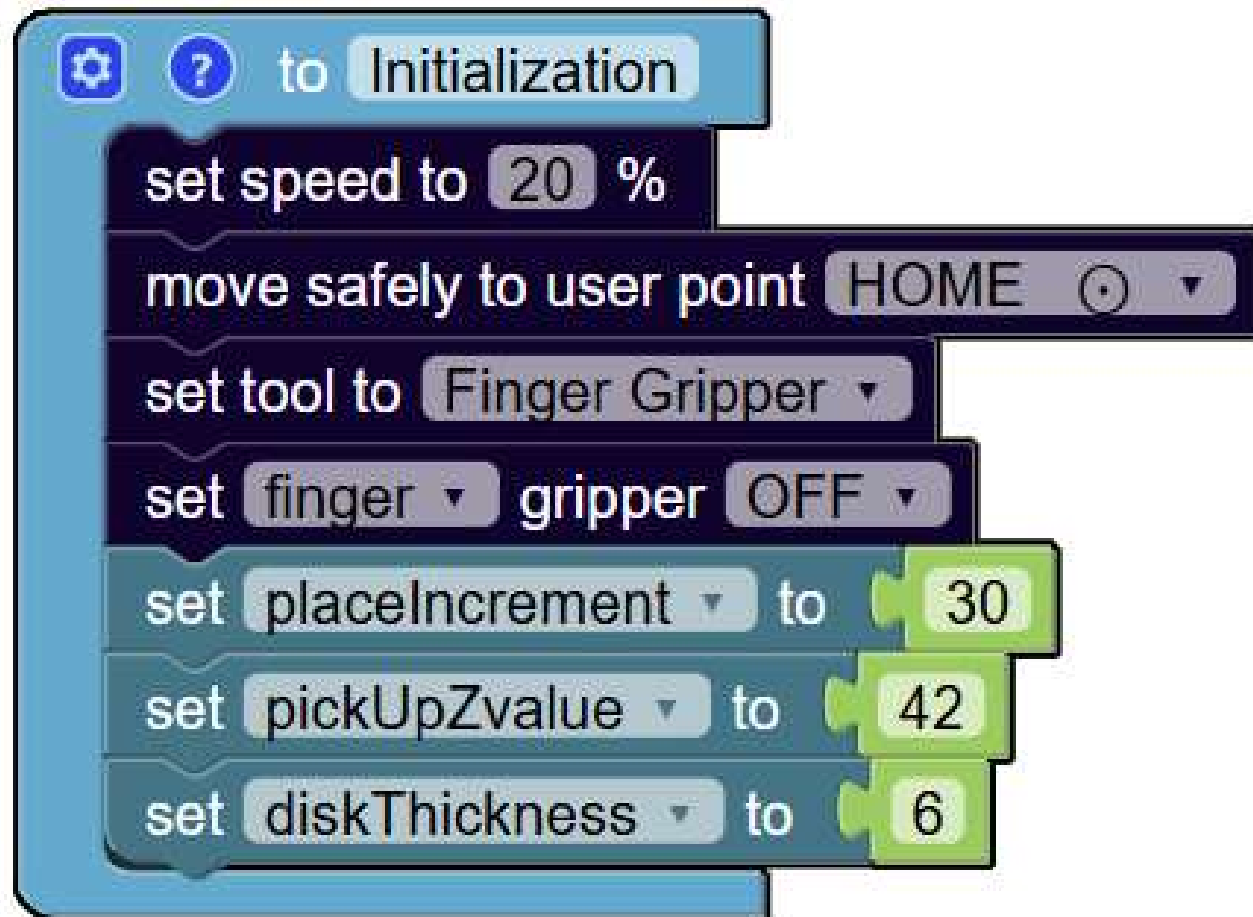
do Pick Up Disk

Place on Peg Board with:

x

z

move safely to user point ZERO



to Pick Up Disk

move to coordinate (x = 241 , y = -243 , z = 60) [mm]

with tool angle (roll = -180 , pitch = 0 , yaw =) [°]

movement type: linear ▾

set finger ▾ gripper OPEN ▾

move to coordinate (x = 241 , y = -243 , z = pickUpZvalue ▾) [mm]

with tool angle (roll = -180 , pitch = 0 , yaw =) [°]

movement type: linear ▾

set finger ▾ gripper CLOSED ▾

move to coordinate (x = 241 , y = -243 , z = 60) [mm]

with tool angle (roll = -180 , pitch = 0 , yaw =) [°]

movement type: linear ▾

change pickUpZvalue ▾ by -1 × diskThickness ▾

move safely to user point HOME ⦿ ▾

to Place on Peg Board with: x, z

set xPlaceLocation to $200 + x \times \text{placeIncrement}$

set zPlaceLocation to $50 + z \times \text{placeIncrement}$

move to coordinate (x = xPlaceLocation, y = 0, z = zPlaceLocation) [mm]

with tool angle (roll = -180, pitch = -90, yaw = 90) [°]

movement type: linear

move to coordinate (x = xPlaceLocation, y = 162, z = zPlaceLocation) [mm]

with tool angle (roll = -180, pitch = -90, yaw = 90) [°]

movement type: linear

set finger gripper OPEN

set finger gripper OFF

move to coordinate (x = xPlaceLocation, y = 140, z = zPlaceLocation) [mm]

with tool angle (roll = -180, pitch = -90, yaw = 90) [°]

movement type: linear

move safely to user point HOME