

# Open Robolab

How to open a new file in Robolab 2.5, using Inventor Level 4.

- 1.** Double click the blue Robolab icon on the desktop.



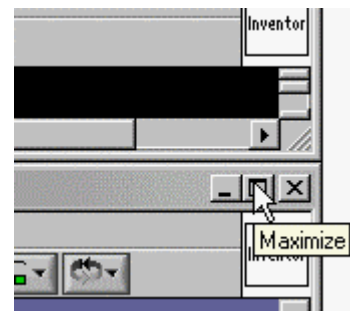
- 2.** Click the *Programmer* button in the middle.



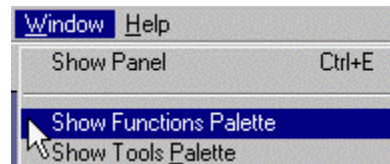
- 3.** Double click the *Inventor 4* text.



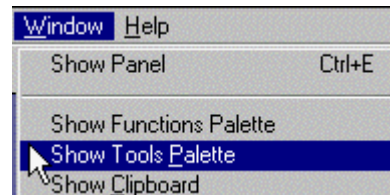
- 4.** Two windows open up. Make the lower window (the large purple one) fill the screen by clicking the maximize box in the upper right of that window.



- 5.** Go to the *Windows* menu and choose *Show Functions Palette*.



- 6.** Go to the *Windows* menu and choose *Show Tools Palette*.



# Common Robolab Commands

A guide to the commands in Robolab 2.5 your team is the most likely to use first.

Pick one of these to start a motor moving in a certain direction.

The green and red light must start and end every program. Remember, the red light does NOT stop the motors.

These stop signs will turn off one motor, or ABC will turn off all the motors.

Use these with a sensor block to let the RCX know which port you plugged that sensor into.

Use this whenever you need to enter a number. For example with a rotation sensor block you need to enter the number of rotations.

This allows you to set how long something happens, when combined with 123

Rotation sensor

Light sensor

Touch sensor

Advanced Users: SubVIs

Advanced: This lets you choose a SubVI you have already created

The image displays three panels of Robolab 2.5 command palettes. The top-left panel shows various sensor and timing blocks, with callouts for rotation, light, and touch sensors, and a note about a timer block. The top-middle panel shows motor control blocks, including directional arrows, light indicators, and stop signs. The top-right panel shows a 'Modifiers' palette with callouts for port selection and numeric entry. The bottom-right panel shows a 'SubVIs' palette with an 'Advanced' callout. The central panel is a vertical strip of icons including lights, stop signs, and a timer.