

# BOTZEEES™

CREATE, PROGRAM & PLAY!



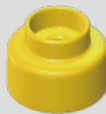
**Our City**  
**Movable Door**



Welcome to our small supermarket!  
Let's build a movable door for the small supermarket!



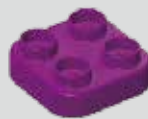
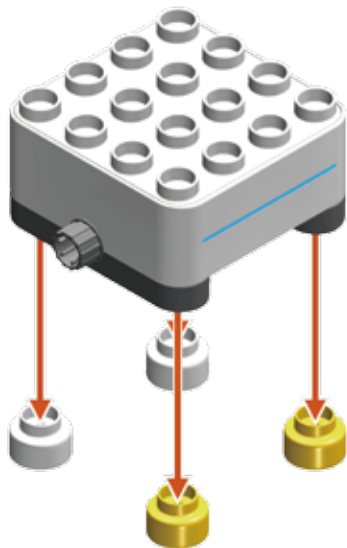
X2



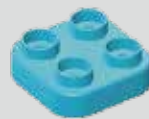
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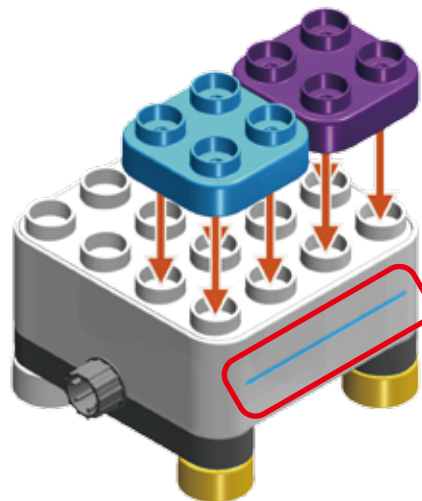
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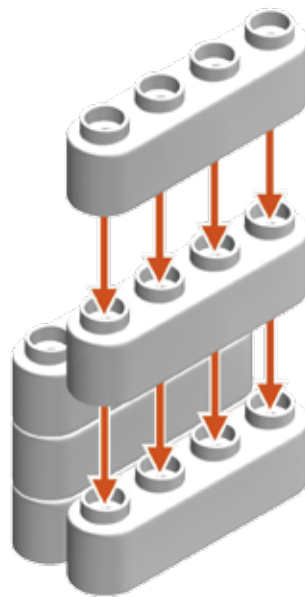
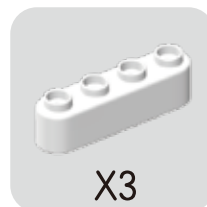
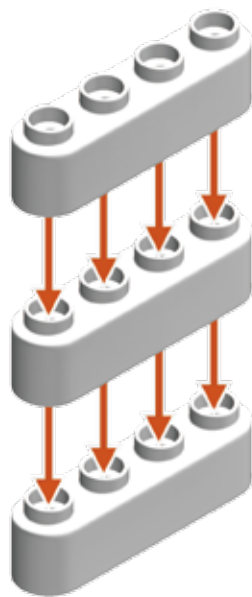
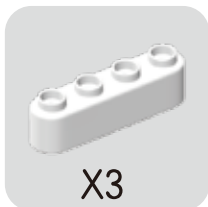
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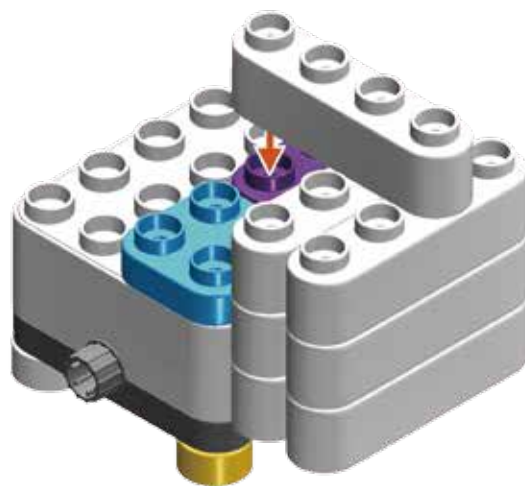
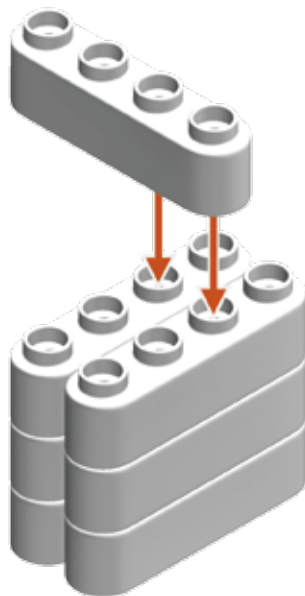
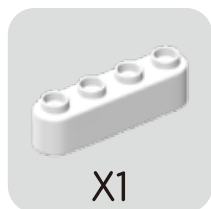


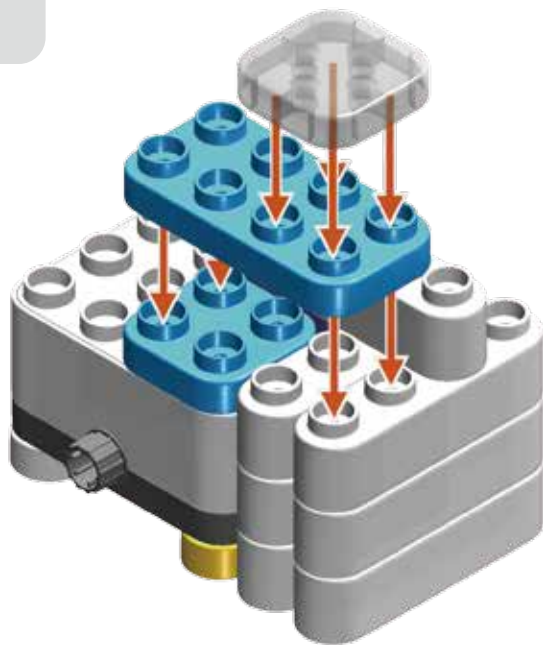
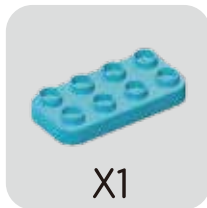
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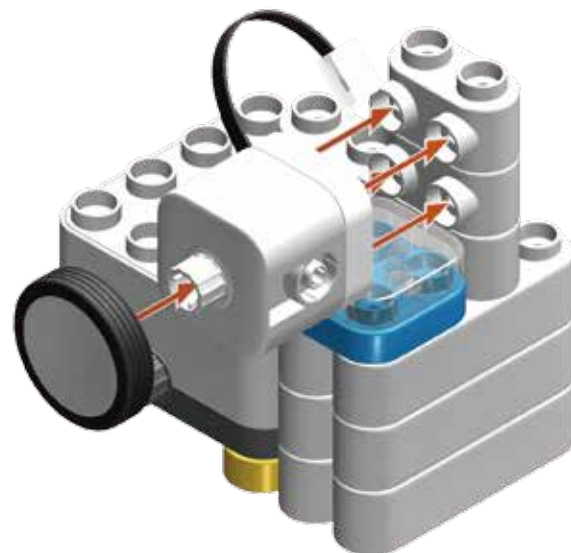
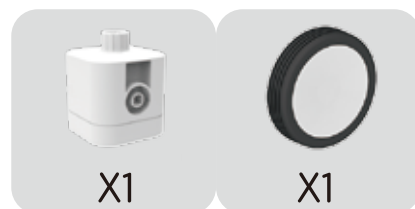
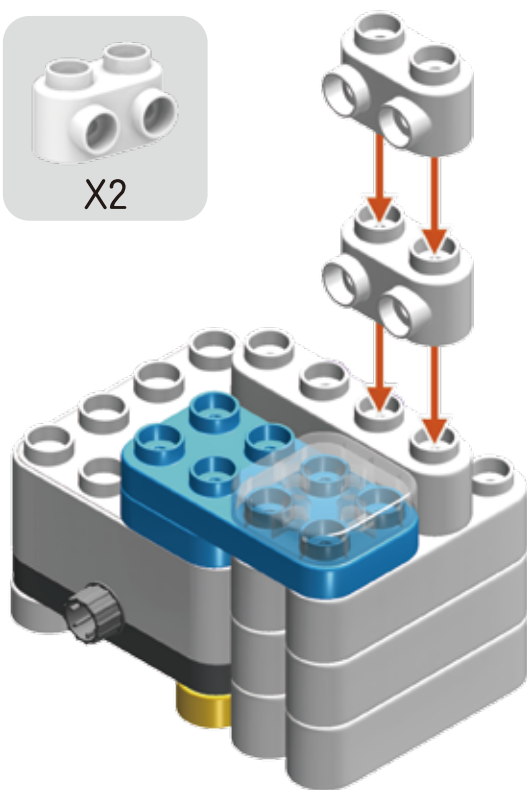


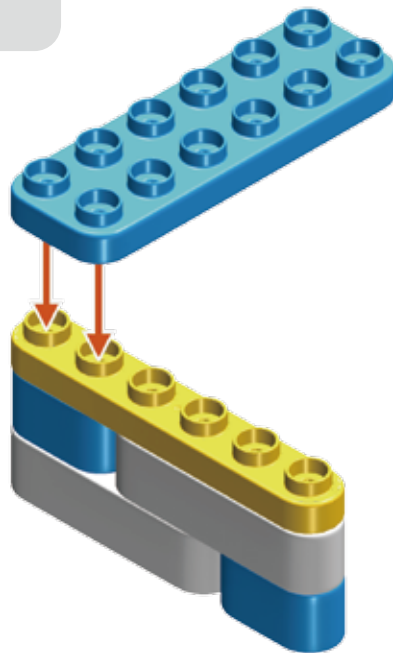
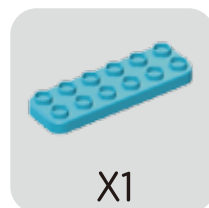
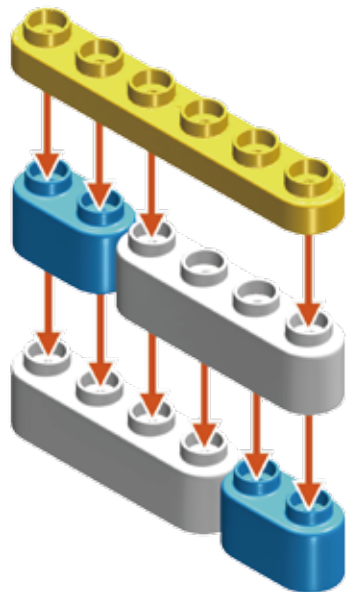
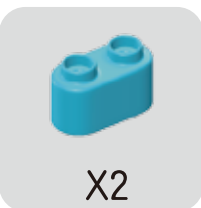
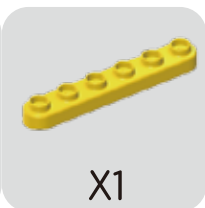
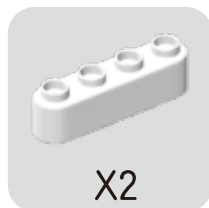
Please note the direction of the programmable light!



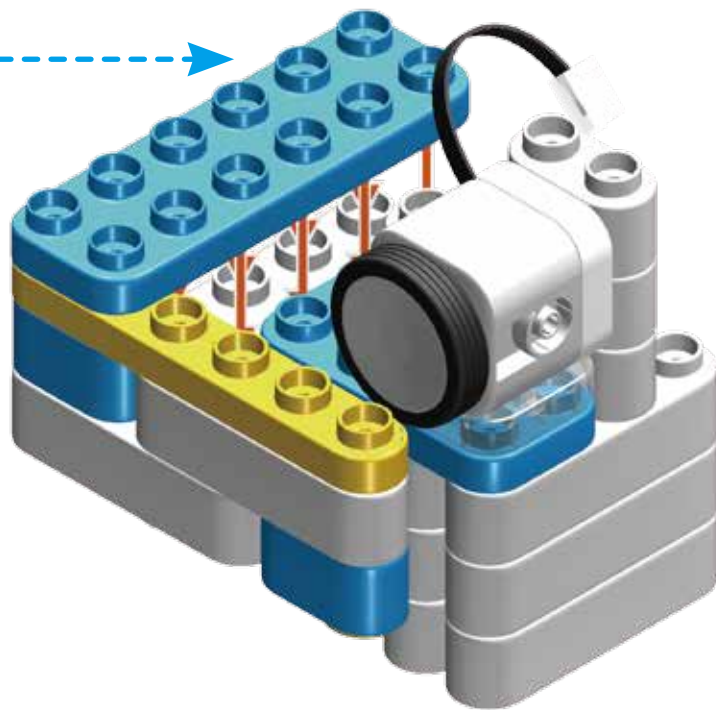


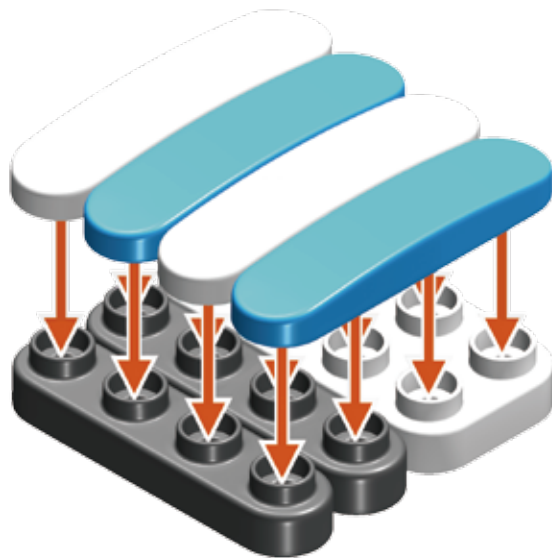
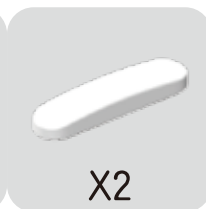
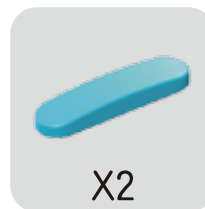


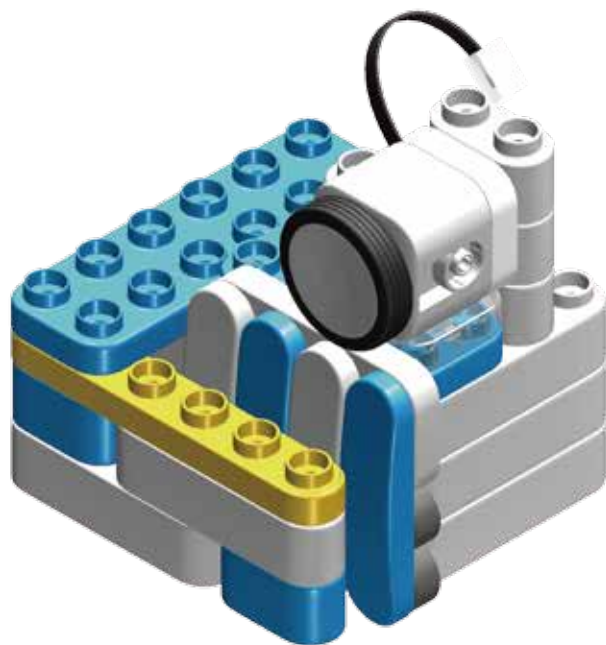
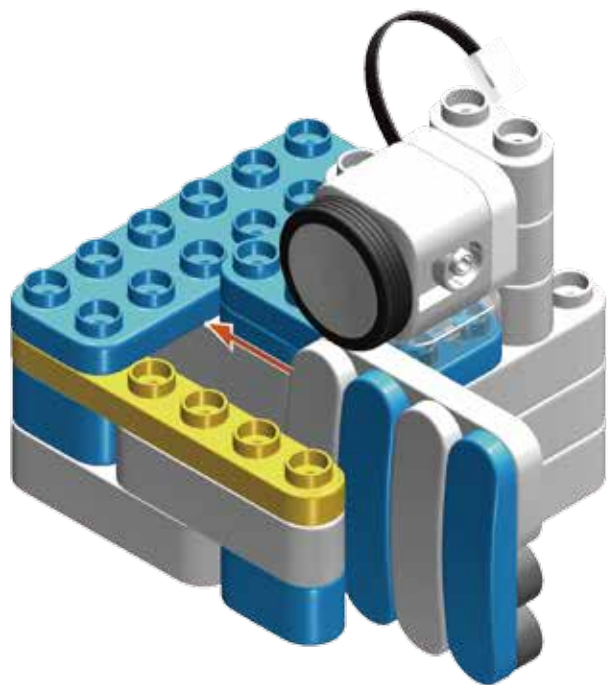










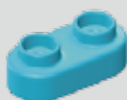




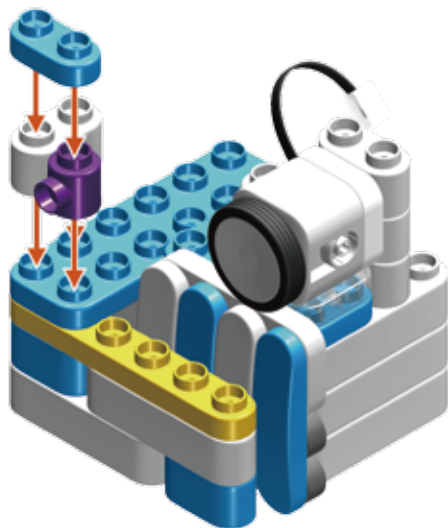
X1



X1



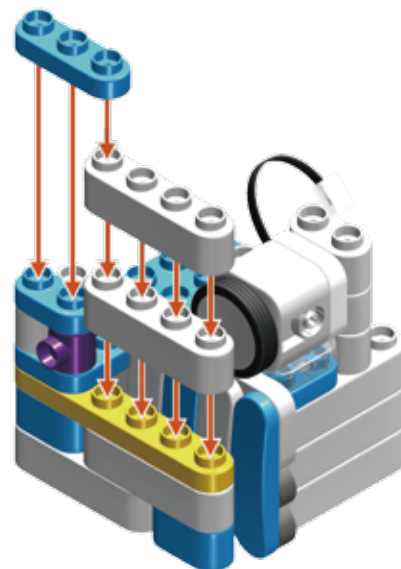
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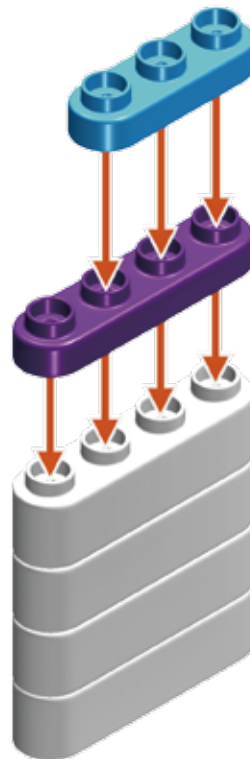
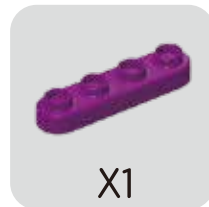
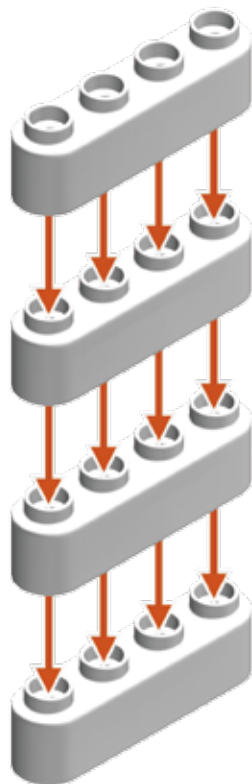


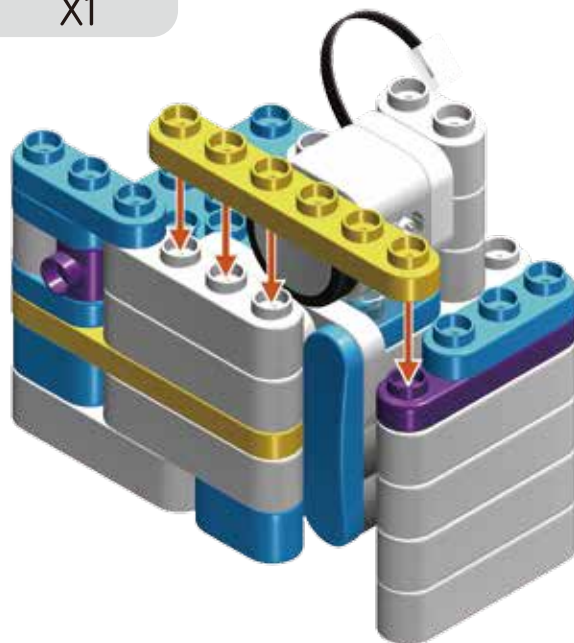
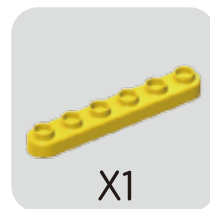
X2



X1









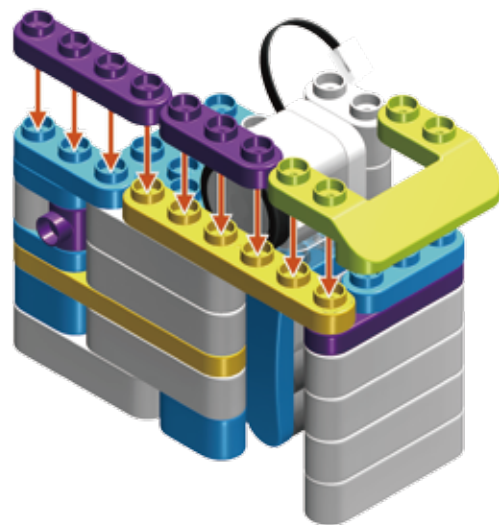
X1



X1

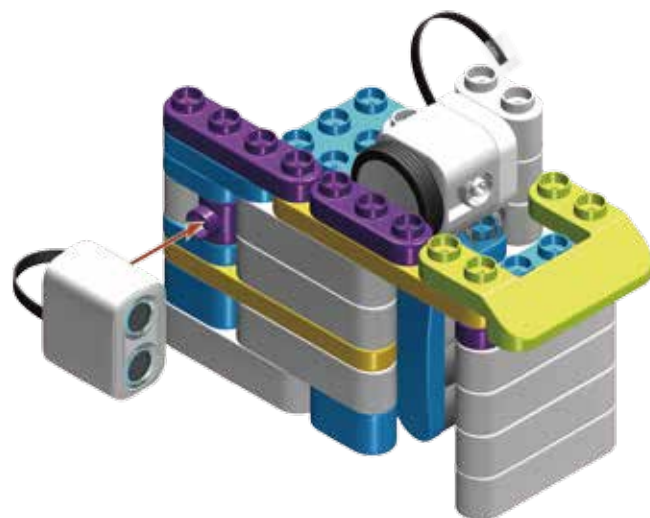


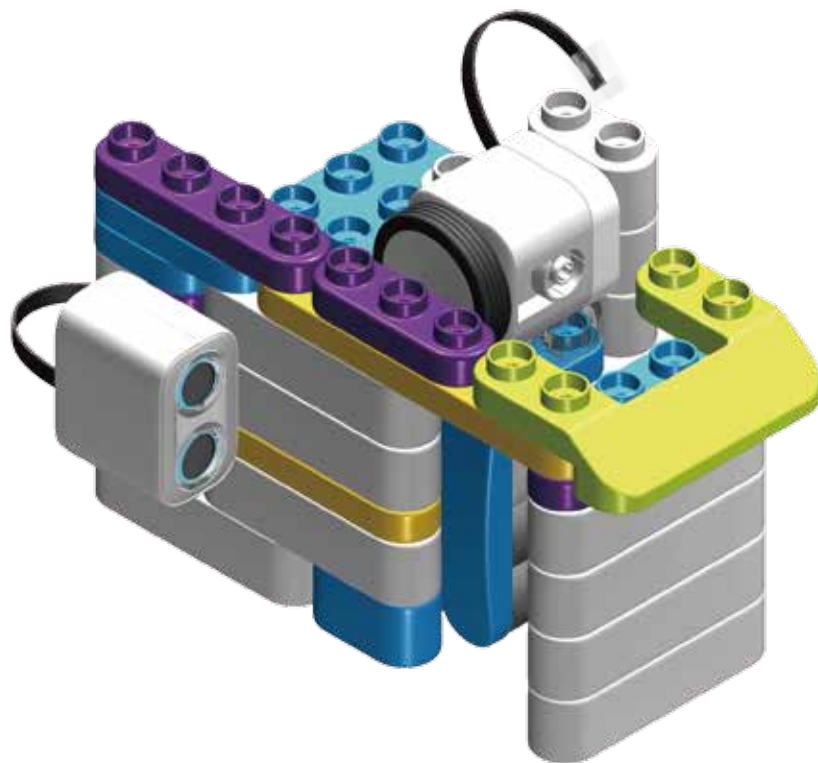
X1



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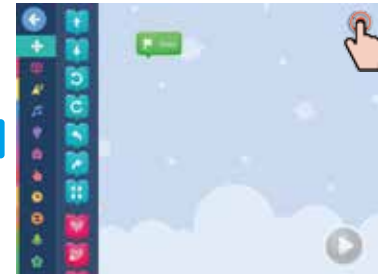
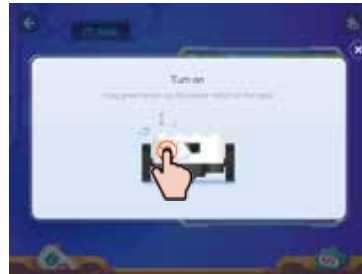
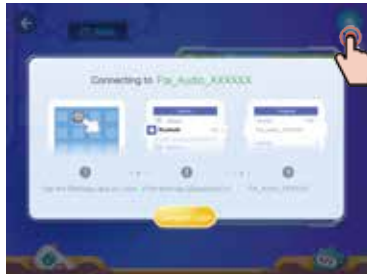
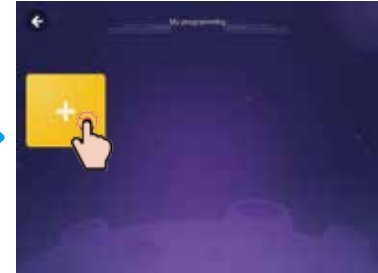
X1







# Prepare your device



# What to learn

1. Learn to use loop command  .

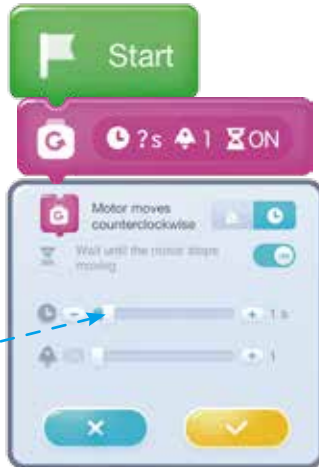
2. Learn to use motor command  , delay

command  , distance sensor command 

and loop command  to program.

# Let's get it started!

## 1. Open the door

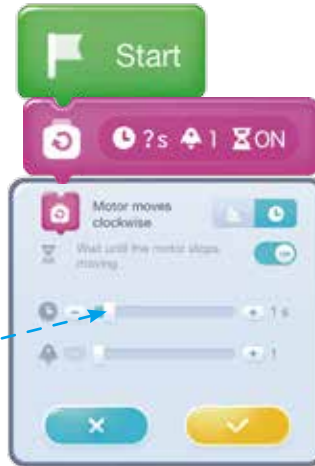


Drag the scroll bar and see.

Try to adjust the time parameter (1s,2s,3s) of motor command and see how the door opens!



## 2. Close the door



Drag the scroll bar and see.

Try to adjust the time parameter (1s,2s,3s) of motor command and see how the door closes!



## 3. Open the door, and close it 5 seconds later.



# Try these commands!



Drag the commands into the loop command and see what will happen!



Have a try

## 1. Building task

Let's build a movable door!

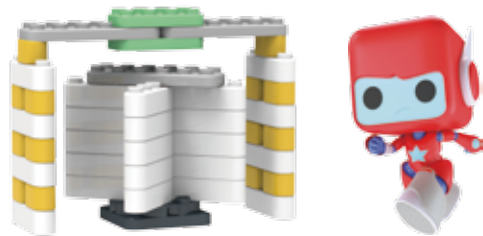


Have a try

## 2. Programming task

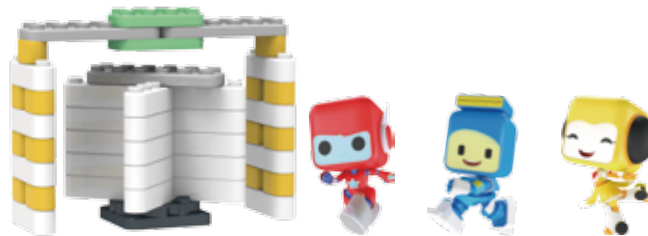
### Task 1

The revolving door will revolve when a person passes through, and stop after that. (only one person )



### Task 2

The revolving door will revolve every time a person passes through, and stop after that. (people constantly pass through)



## For reference

### Task 1



The program will stop if it is not triggered within 10 seconds, showing no triggering effect.

### Task 2





[www.pai.technology](http://www.pai.technology)