

# BOTZEEZ

CREATE, PROGRAM & PLAY!



Our City  
Movable Door



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



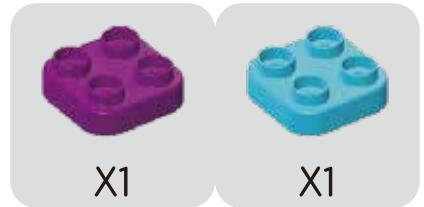
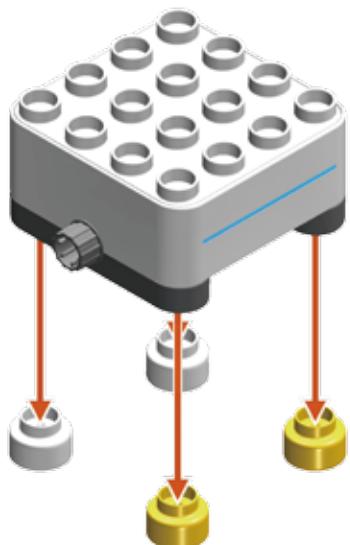
X2



X2

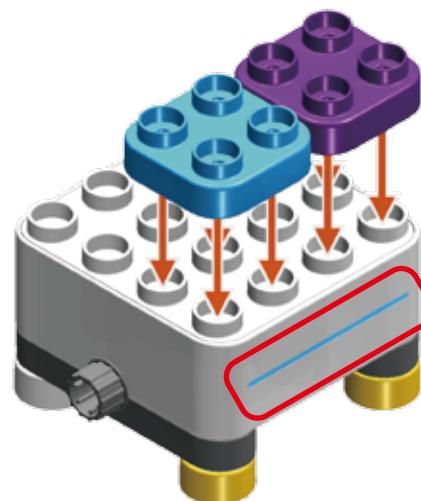


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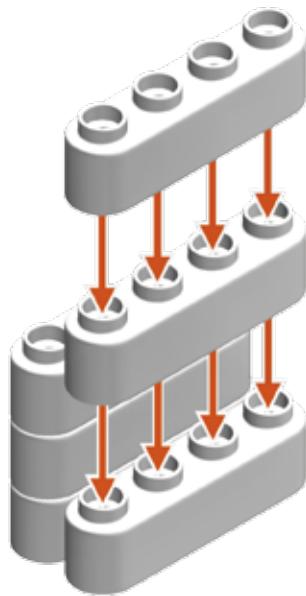
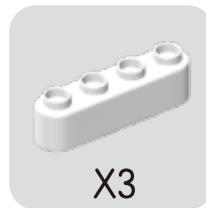
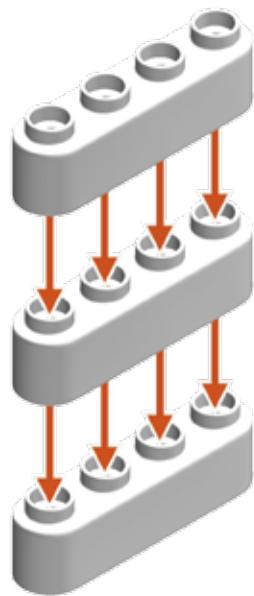
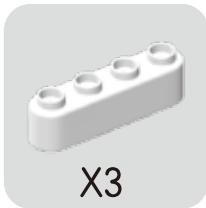


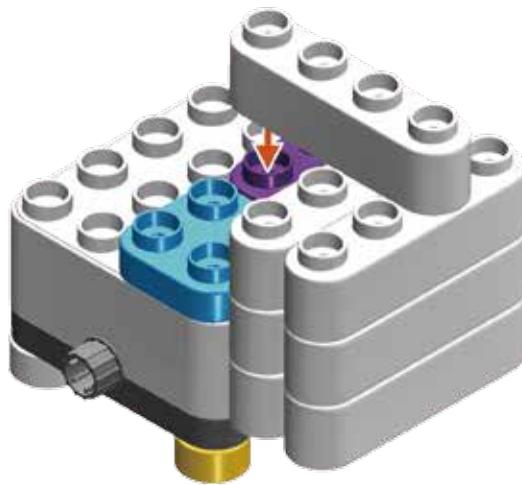
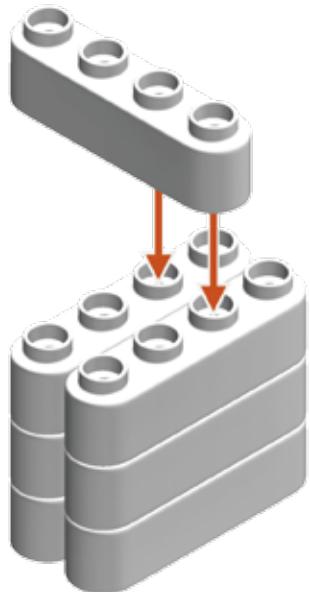
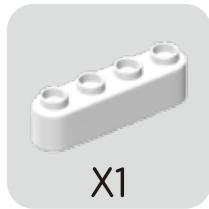
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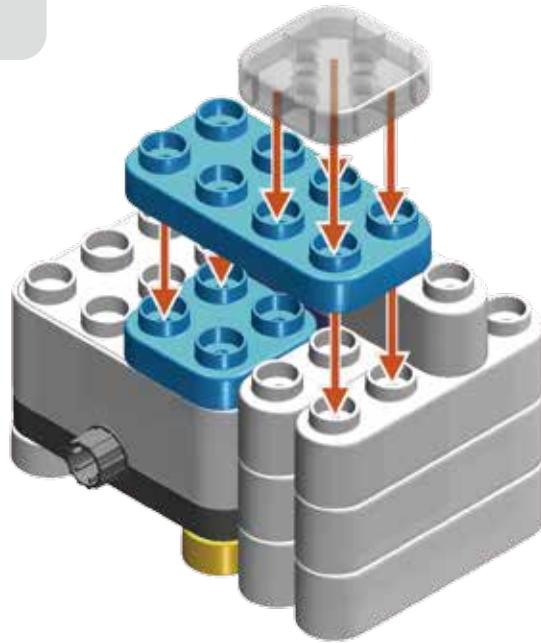
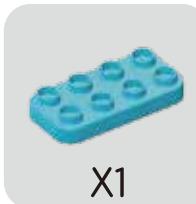
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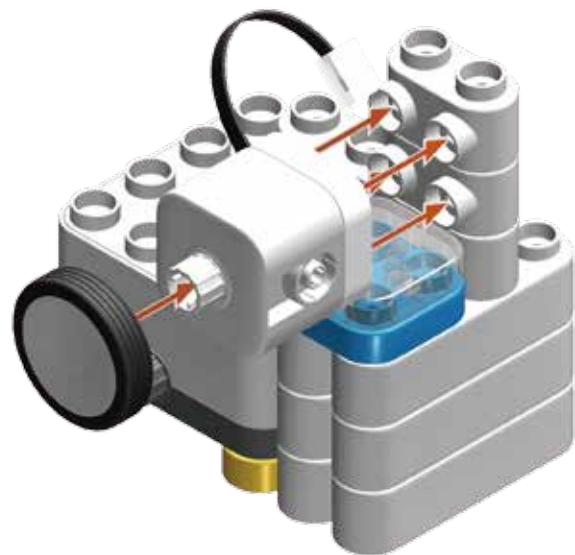
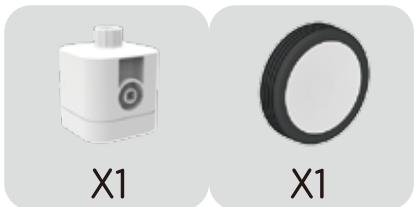
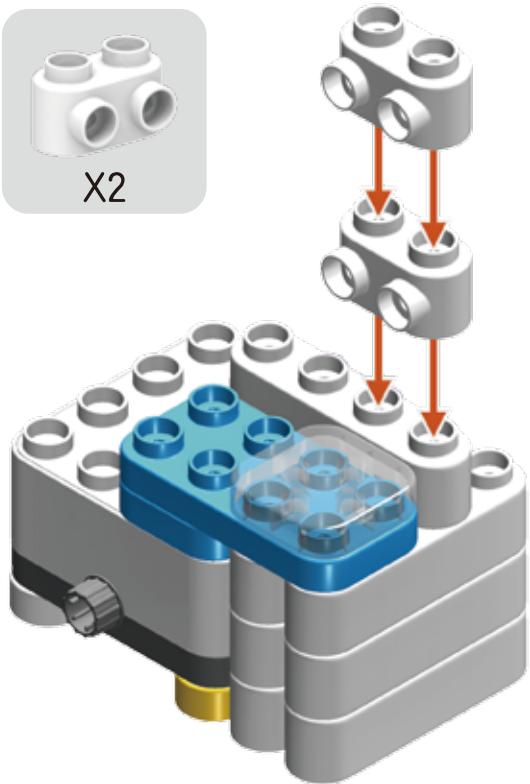
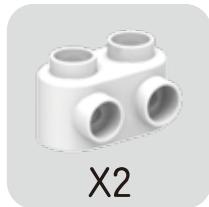


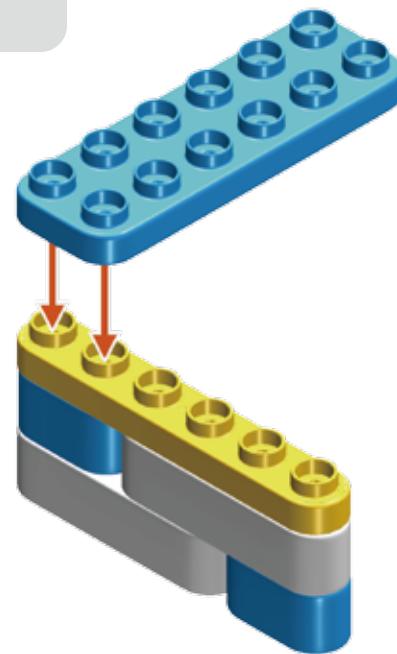
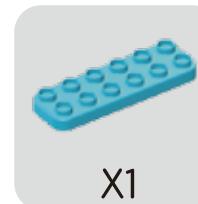
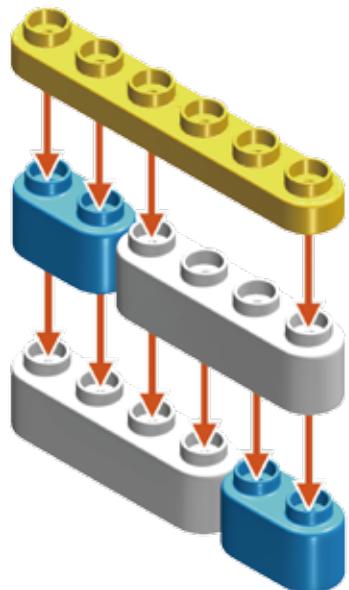
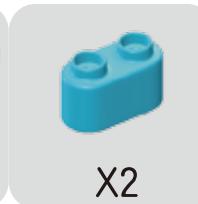
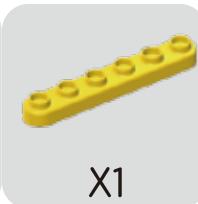
Please note the direction of the  
programmable light!

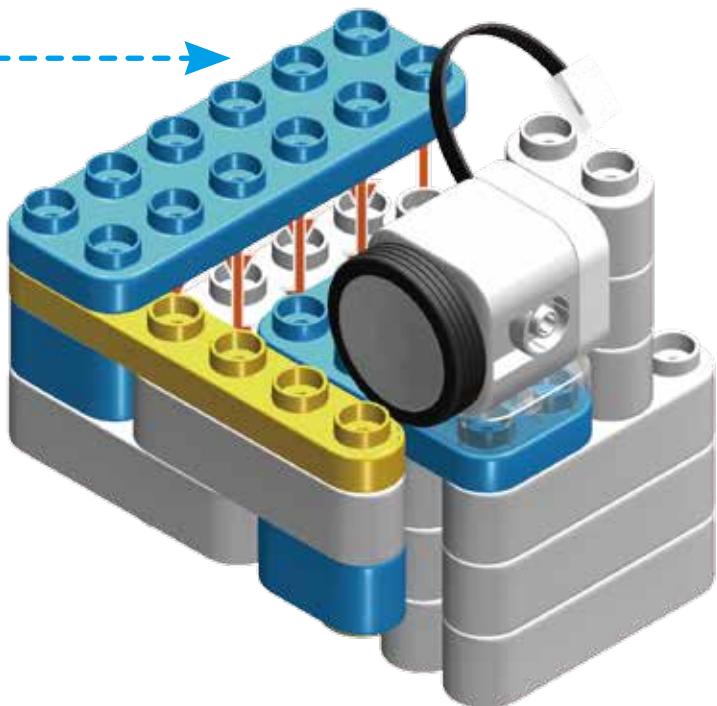


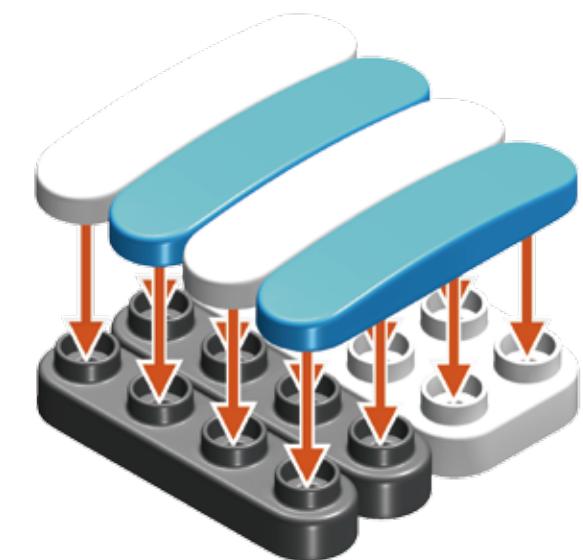
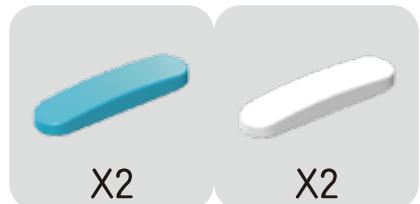


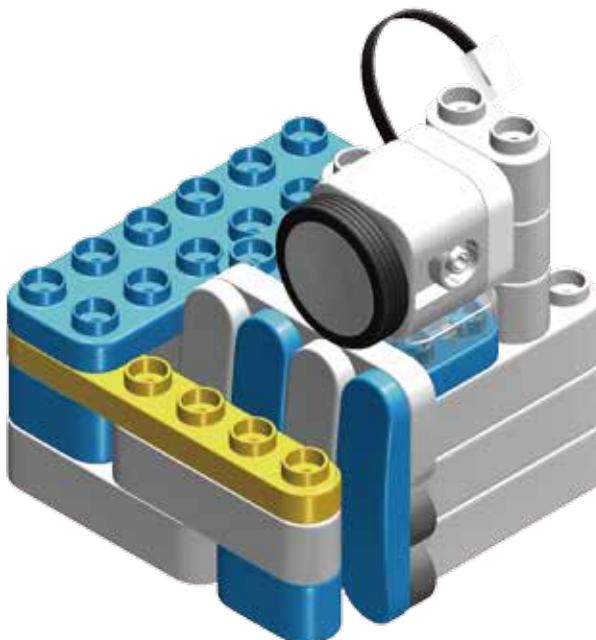
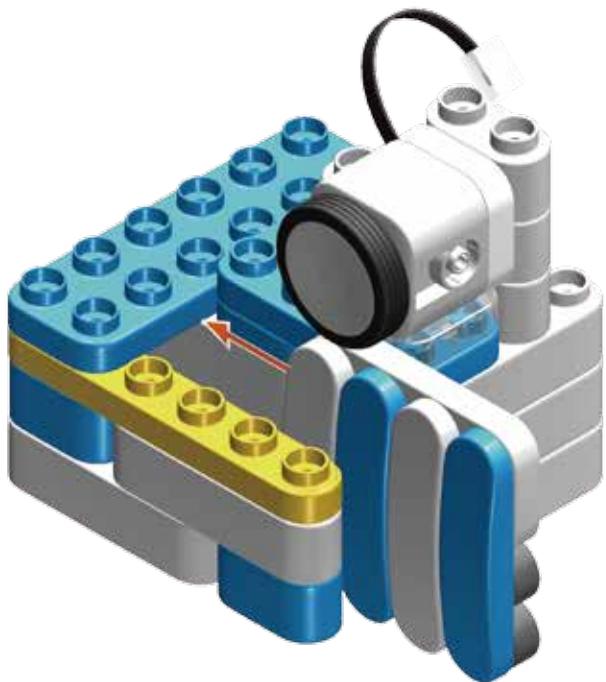


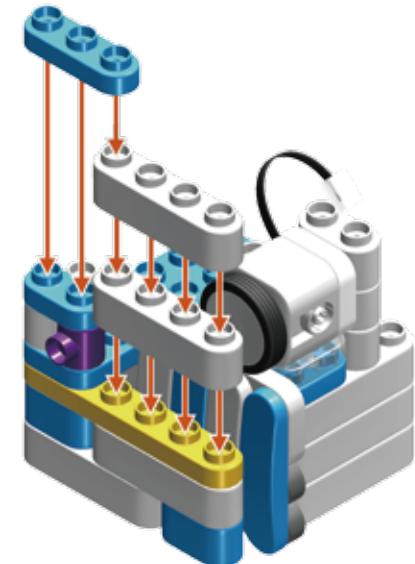
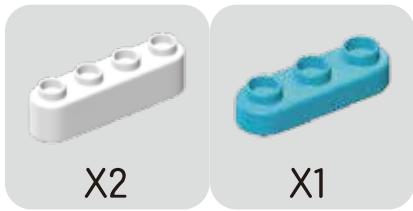
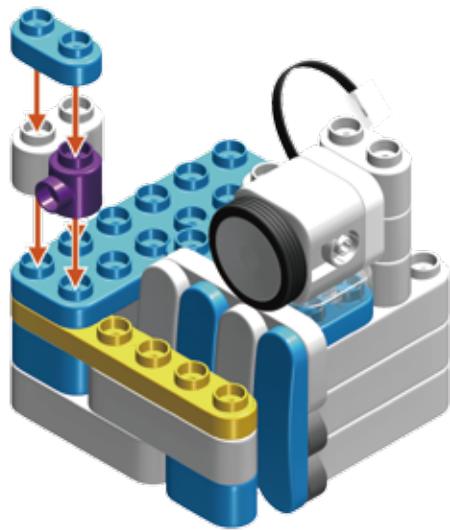
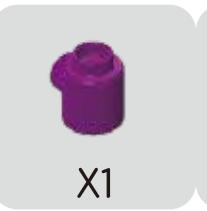
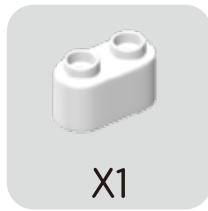


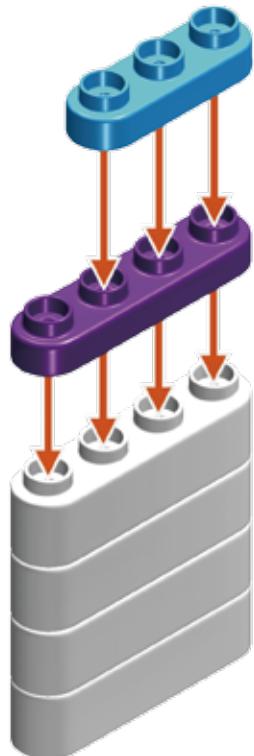
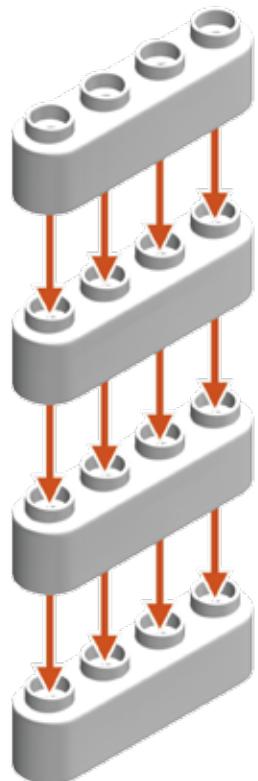
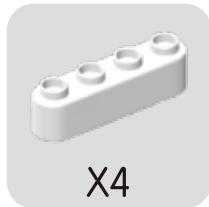


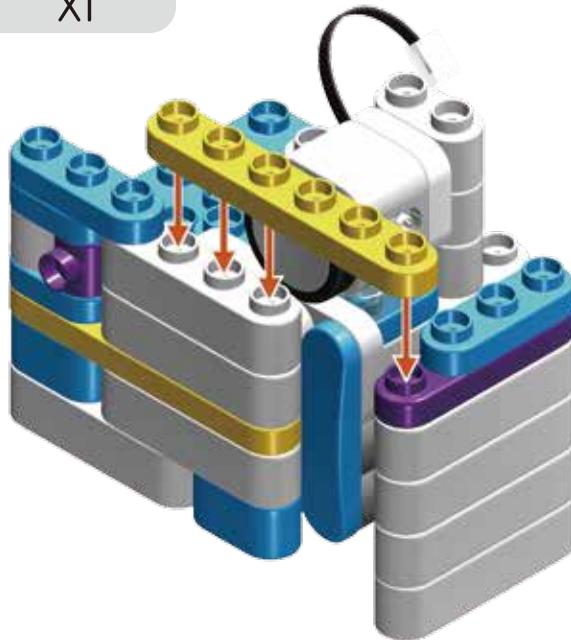
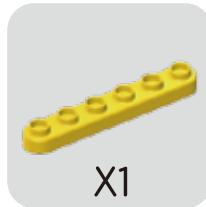










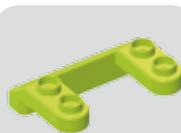




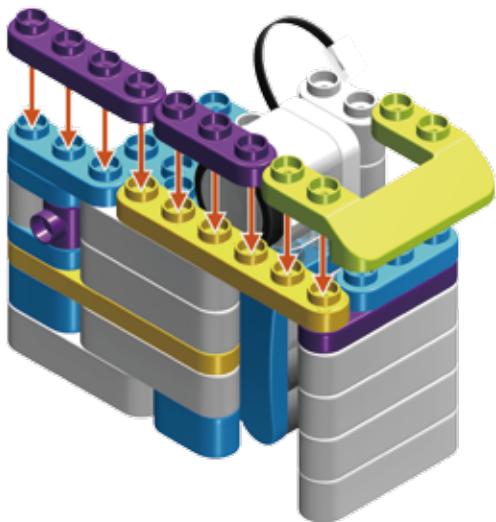
X1



X1

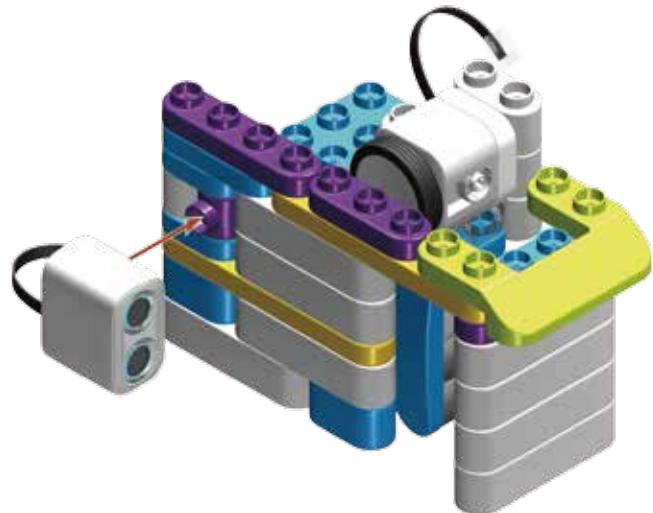


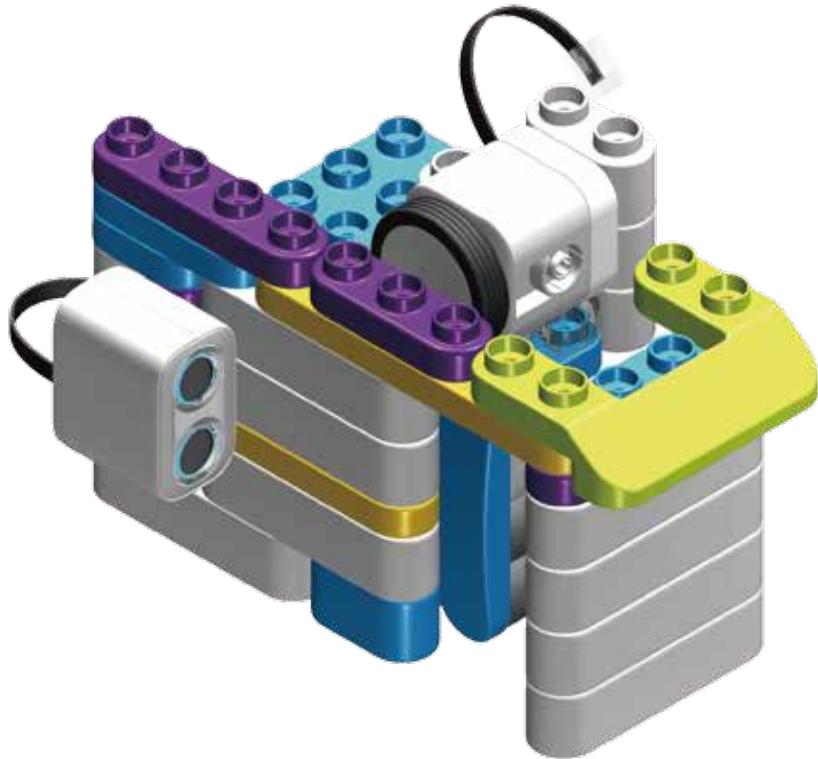
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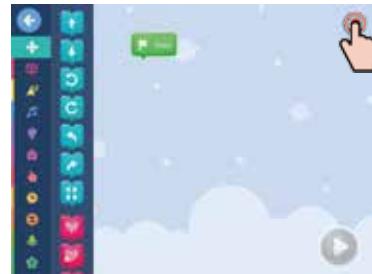
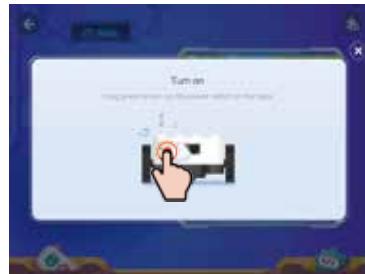
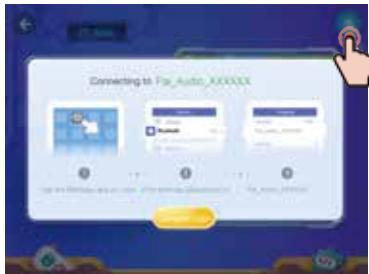
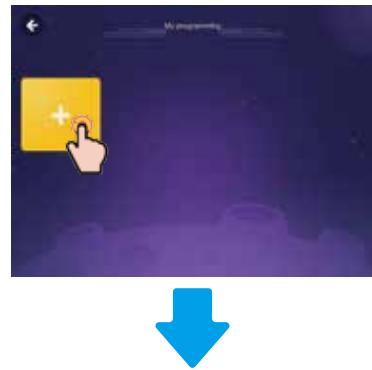
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X1





# Prepare your device

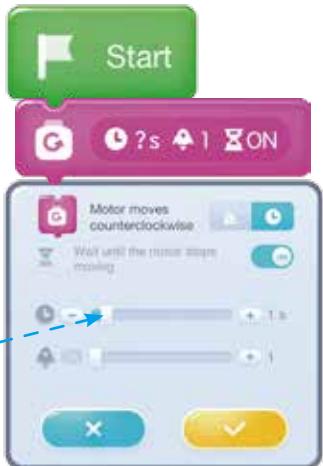


# What to learn

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.

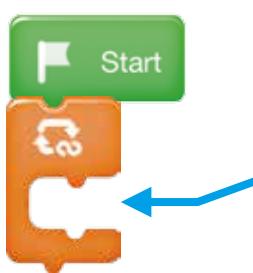
Try to adjust the time parameter  
**(1s,2s,3s)** of motor command  
and see how the door closes!



## 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!

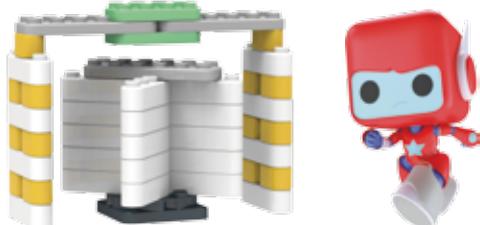


Have a try

## 2. Programming task

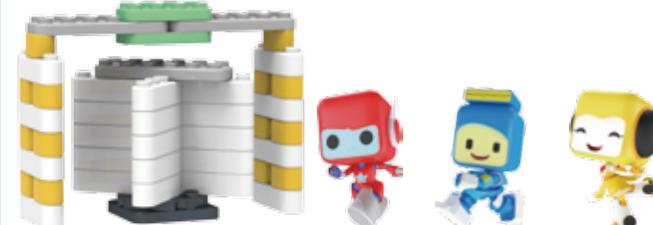
### Task 1

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



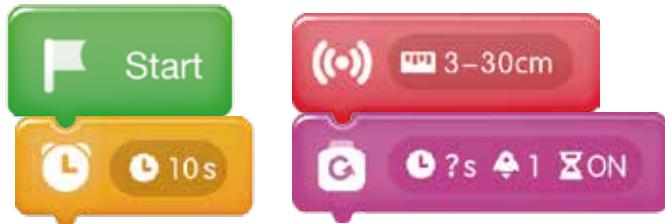
### Task 2

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



## For reference

### Task 1



### Task 2



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



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