# 1 nxt\_movement.pl – NXT Mindstroms - simple movement.

author Piotr Hoownia license GNU General Public License

nxt\_set\_robot(+WheelCircumference, +AxleLenght, +LeftMotor, +RightMotor, +PincerMotor, +Reverse, +TouchPort, +AxleLenght, +LeftMotor, +RightMotor, +RightMotor, +RightMotor, +Reverse, +TouchPort, +AxleLenght, +LeftMotor, +RightMotor, +RightMotor, +RightMotor, +Reverse, +TouchPort, +AxleLenght, +LeftMotor, +RightMotor, +RightMotor, +RightMotor, +Reverse, +TouchPort, +AxleLenght, +LeftMotor, +RightMotor, +Righ

### nxt\_open

Opens connection with default TTL (Time To Live) of 4, which means that in case of connection failure there will be 3 additional retries.

# nxt\_close

Closes connection with the robot and terminates all its threads, triggers and timers.

#### nxt\_stop

Stops the robot by sending a stop command to all motors.

#### nxt\_is\_stopped

Returns true if robot is stopped. Otherwise fails.

#### nxt\_motor(+Motor, +Speed)

# nxt\_motor(+Motor, -Speed)

Reads absolute value of speed of the specified motor or rotates it at specified speed. Starts when the robot is stopped. If *Speed* is 0, a robot will stop.

# nxt\_motor(+Motor, +Speed, +Spec)

Rotates motor forward if *Speed* is positive, backward if *Speed* is negative. Starts when the robot is stopped. Character of this rotation depends on *Spec*. *Spec* is one of:

# time(+Time)

Rotates motor at specified speed. Motor will stop after specified time in seconds.

#### angle(+Angle)

Rotates motor at specified speed. *Motor* will stop, when specified revolution (Angle in degrees) is reached.

#### + Angle

The same as angle(+Angle)

#### nxt\_go(+Speed)

Moves the robot forward (if *Speed* is greater than 0) or backward (if *Speed* is smaller than 0). *Speed* is the rotational speed of wheels in degrees per second. Maximal speed is 900 degrees per second (actual speed may vary depending on voltage). Wheels stop when nxt\_stop predicate is called. Starts when the robot is stopped.

# nxt\_go(+Speed, +Option)

The same as nxt\_go(+Speed), except it works immediately. Option is:

#### force

### nxt\_go(+Speed, +Angle)

Moves the robot forward (if *Speed* is greater than 0) or backward (if *Speed* is smaller than 0). *Speed* is the rotational speed of wheels in degrees per second. Maximal speed is 900 degrees per second (actual speed may vary depending on voltage). Wheels stop after revolution of *Angle* (in degrees). Starts when the robot is stopped.

#### **nxt\_go**(+*Speed*, +*Angle*, +*Option*)

The same as nxt\_go(+Speed,+Angle), except it works immediately. Option is:

force

### nxt\_go\_sec(+Speed, +Time)

Moves the robot forward (if *Speed* is greater than 0) or backward (if *Speed* is smaller than 0). *Speed* is the rotational speed of wheels in degrees per second. Maximal speed is 900 degrees per second (actual speed may vary depending on voltage). Wheels stop after specified time (in seconds). Starts when the robot is stopped.

### nxt\_go\_sec(+Speed, +Time, +Option)

The same as nxt\_go\_sec(+*Speed*,+*Time*), except it works immediately. *Option* is:

force

#### nxt\_go\_cm(+Speed, +Distance)

Moves the robot forward (if *Speed* is greater than 0) or backward (if *Speed* is smaller than 0). *Speed* is the rotational speed of wheels in degrees per second. Maximal speed is 900 degrees per second (actual speed may vary depending on voltage). Wheels will stop, if the *Distance* (in cm) is reached. Starts when the robot is stopped.

# nxt\_go\_cm(+Speed, +Distance, +Option)

The same as nxt\_go\_cm(+Speed,+Distance), except it works immediately. Option is:

#### force

#### **nxt\_go\_cm\_sec**(+*Distance*, +*Time*)

Moves the robot forward (if *Distance* is greater than 0) or backward (if *Distance* is smaller than 0). Robot reaches the *Distance* (in cm) in *Time* (in seconds). Starts when the robot is stopped.

#### **nxt\_go\_cm\_sec**(+*Distance*, +*Time*, +*Option*)

The same as nxt\_go\_cm\_sec(+Distance,+Time), except it works immediately. Option is:

# force

#### nxt\_rotate(+Speed, +Degrees)

Rotates the robot in place to its right (if *Degrees* is greater than 0) or left (if *Degrees* is smaller than 0). *Speed* is the rotational speed of wheels in degrees per second. Maximal speed is 900 degrees per second (actual speed may vary depending on voltage). Wheels will stop, when specified revolution (*Degrees*) of the robot is reached. Starts when the robot is stopped.

# nxt\_rotate(+Speed, +Degrees, +Option)

The same as nxt\_rotate(+Speed,+Degrees), except it works immediately. Option is:

force

### nxt\_turn(+Speed, +Angle)

Rotates the robot in place to its right (if *Angle* is greater than 0) or left (if *Angle* is smaller than 0). *Speed* is the rotational speed of wheels in degrees per second. Maximal speed is 900 degrees per second (actual speed may vary depending on voltage). Wheels stop after revolution of *Angle* (in degrees). Starts when the robot is stopped.

### nxt\_turn(+Speed, +Angle, +Option)

The same as nxt\_turn(+Speed,+Angle), except it works immediately. Option is:

# force

```
nxt_turn(+Speed, +Degrees, +Radius)
```

Makes robot turn with specified turning radius (*Radius*) moving forward (if *Speed* is positive) or backward (if negative). Robot turns right (if *Degrees* is positive) or left (if negative). Robot reaches the specified revolution (*Degrees*) and stops. *Speed* is a speed of an outer wheel.

### nxt\_turn(+Speed, +Degrees, +Radius, +Option)

The same as nxt\_turn(+Radius,+Degrees,+Time), except it works immediately. Option is:

# force

nxt\_pincer(+Option)

Moves pincer when a robot is stopped. Option is one of:

open

close

# nxt\_pincer(+Option1, +Option2)

Moves pincer immediately. Option is one of:

open

# close

Option2 is:

force

```
nxt_pincer(+Option, +Speed)
```

Moves pincer when a robot is stopped with specified rotational motor speed. Option is one of:

open

close

#### **nxt\_pincer**(+*Option1*, +*Speed*, +*Option2*)

Moves pincer immediately with specified rotational motor speed. Option1 is one of:

open

close

Option2 is:

force

# nxt\_touch(-Value)

Gets touch sensor reading. Returns 1 if pressed, 0 otherwise. Starts when the robot is stopped.

### nxt\_touch(-Value, +Option)

The same as nxt\_touch(-Value), except it works immediately. Option is:

force

### nxt\_sound(-Value)

Gets sound sensor reading (0-100). Starts when the robot is stopped.

# nxt\_sound(-Value, +Option)

The same as nxt\_sound(-Value), except it works immediately. Option is:

force

### nxt\_light(-Value)

Gets light sensor reading (0-100, 0 meaning complete darkness). Starts when the robot is stopped.

### nxt\_light(-Value, +Option)

The same as nxt\_light(-Value), except it works immediately. Option is:

force

# nxt\_light\_LED(+Setting)

Sets the LED on if *Setting* is activate or off if passivate. Starts when the robot is stopped.

# nxt\_light\_LED(+Setting, +Option)

The same as nxt\_light\_LED(+Setting), except it works immediately. Option is:

force

### nxt\_ultrasonic(-Value)

Gets ultrasonic sensor reading (0-255). Starts when the robot is stopped.

# nxt\_ultrasonic(-Value, +Option)

The same as nxt\_ultrasonic(-Value), except it works immediately. Option is:

# force