

Appendix D

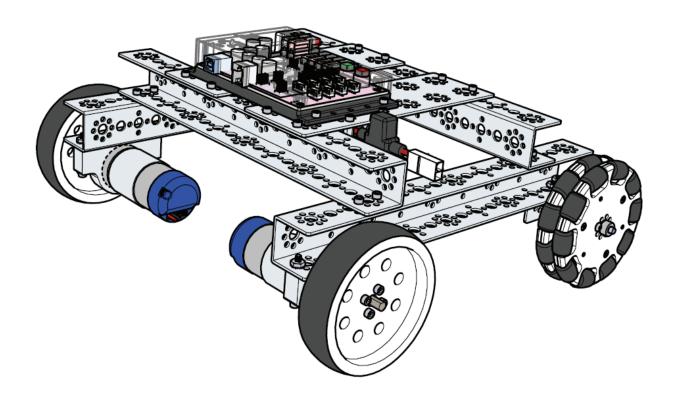
Mobile Robotics

SECONDARY



Appendix D: Approved Autonomous Challenge Chassis Optional pre-build

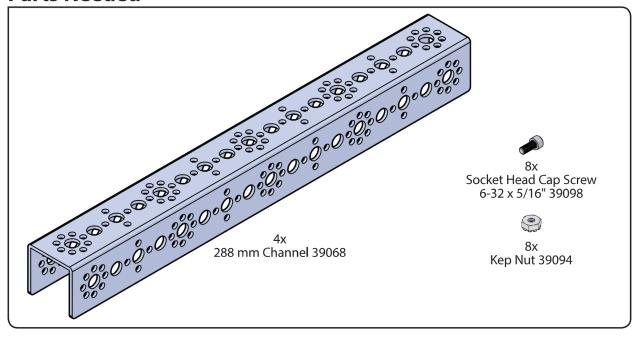
Overall:





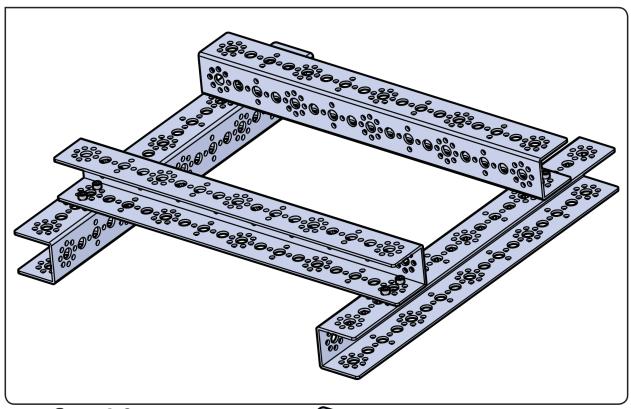
Step 1

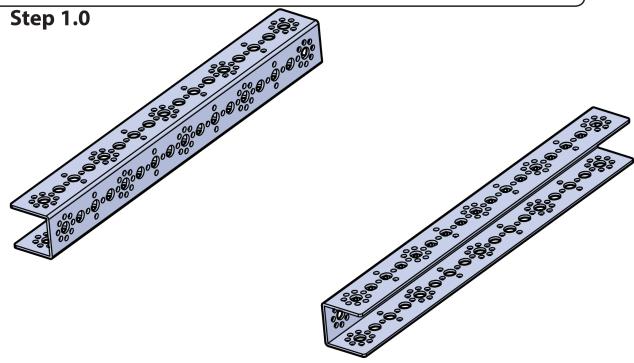
Parts Needed



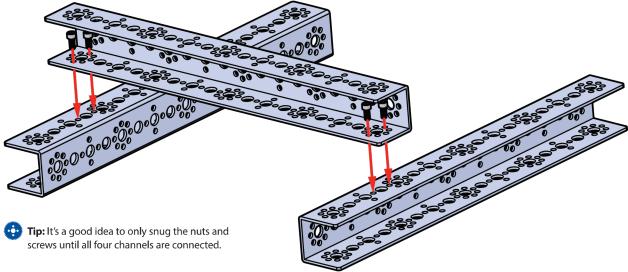
🚺 Tip: See page 36 for help with identifying channel elements. Remember, channels are identified by length.



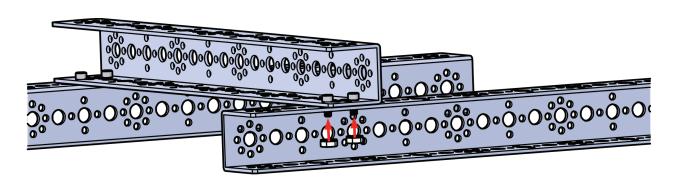




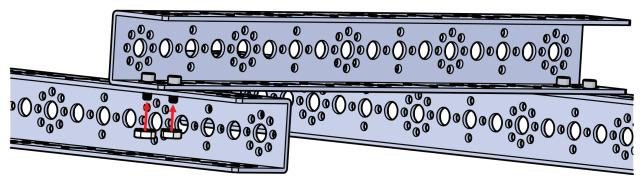




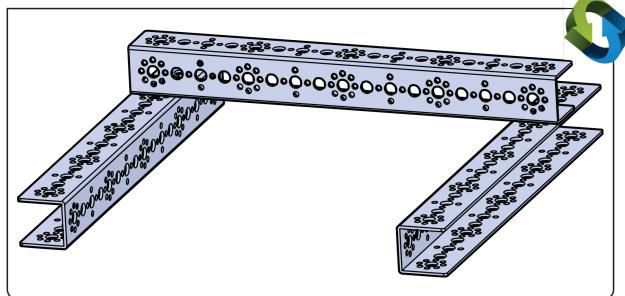
Step 1.2



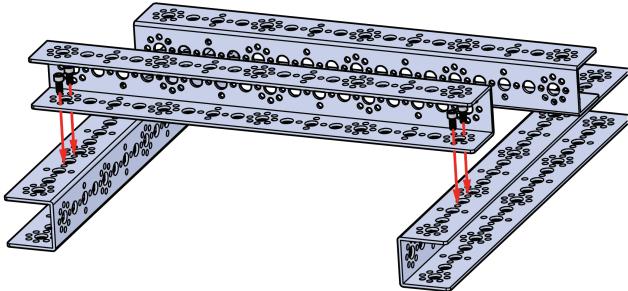




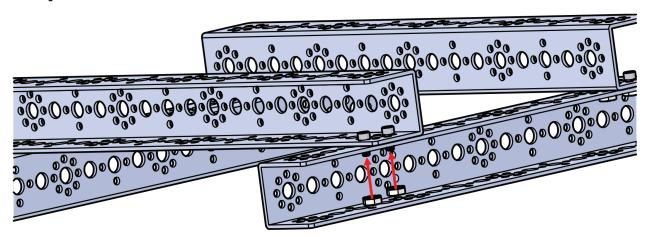
Rotate build to match this view.



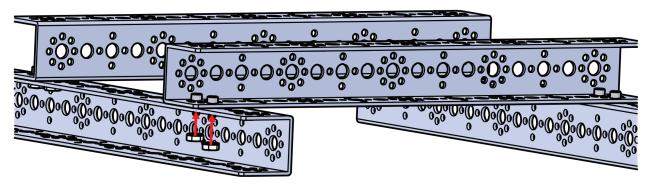




Step 1.5

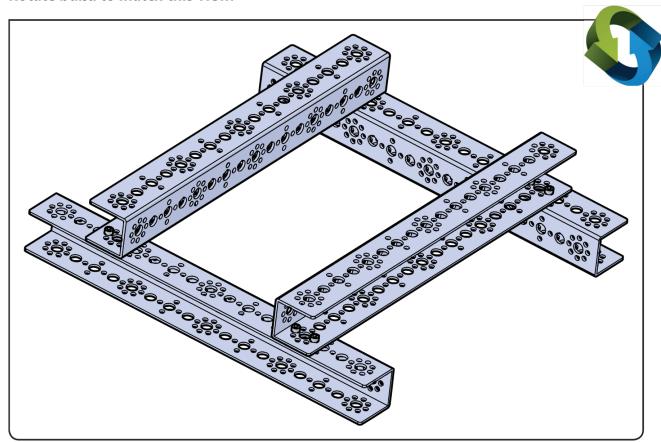


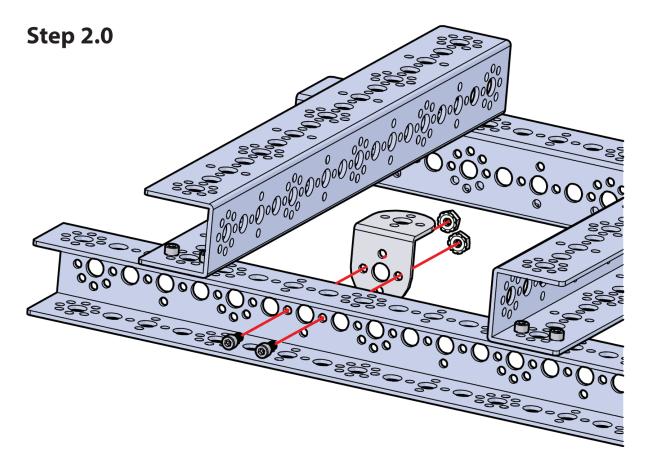




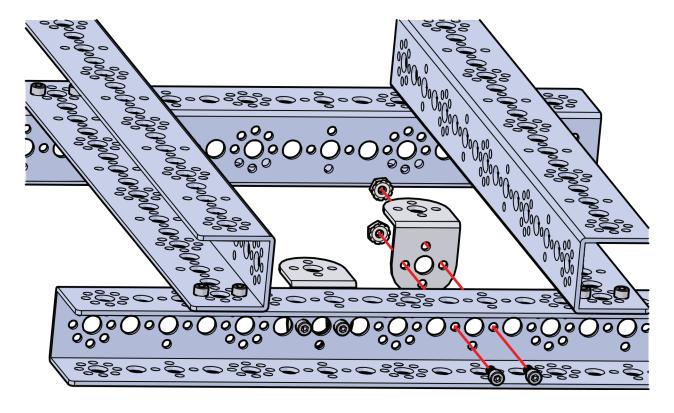
Tip: After all four channels are connected and the square frame is created, don't forget to go back and tighten all the screws and nuts.



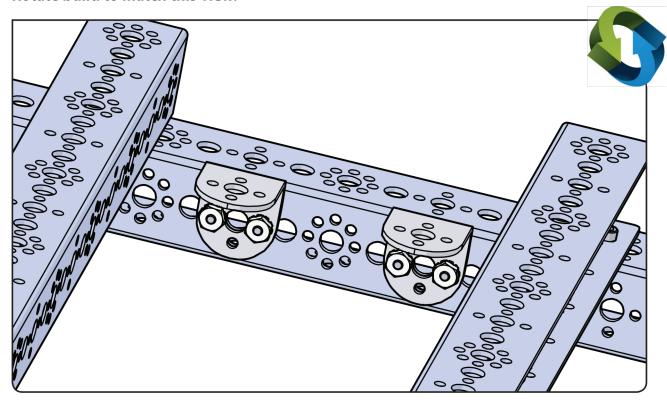




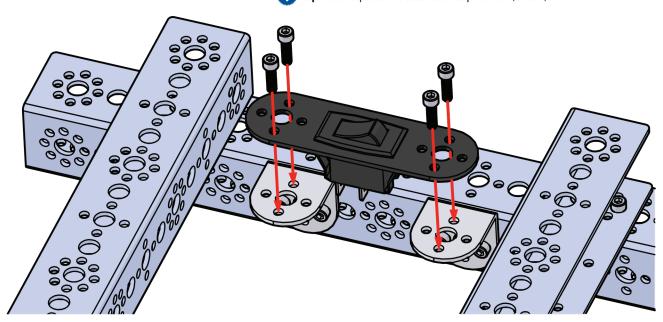




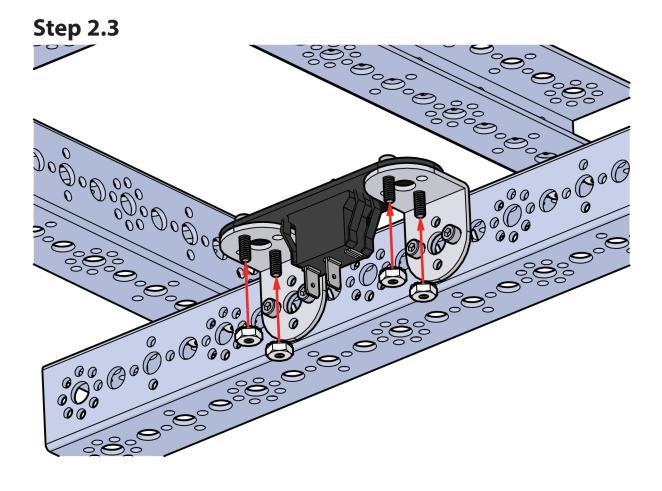




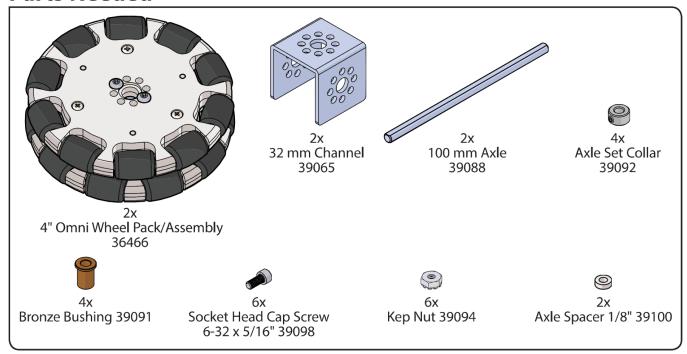
Tip: This step uses Socket Head Cap Screws (39097).



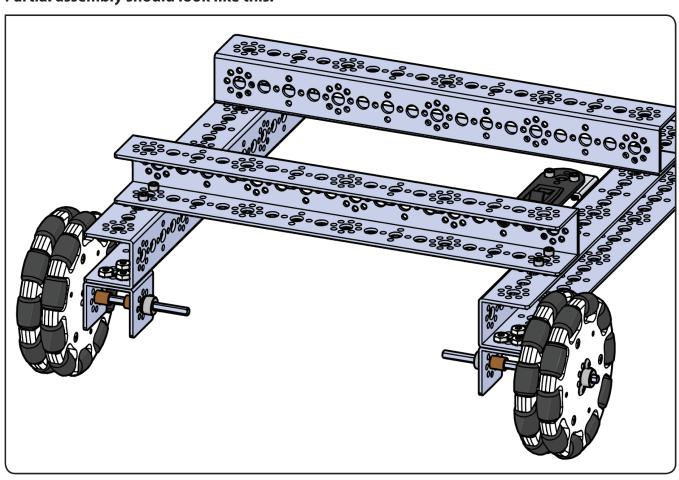
Tip: It does not matter in which direction the on/off power switch is mounted in the plate. It is strictly a matter of personal preference.



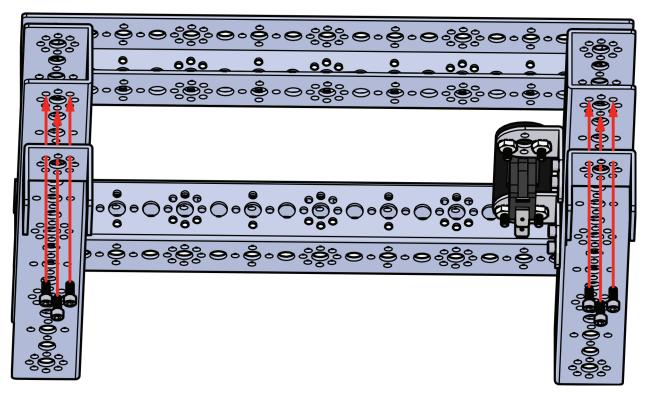




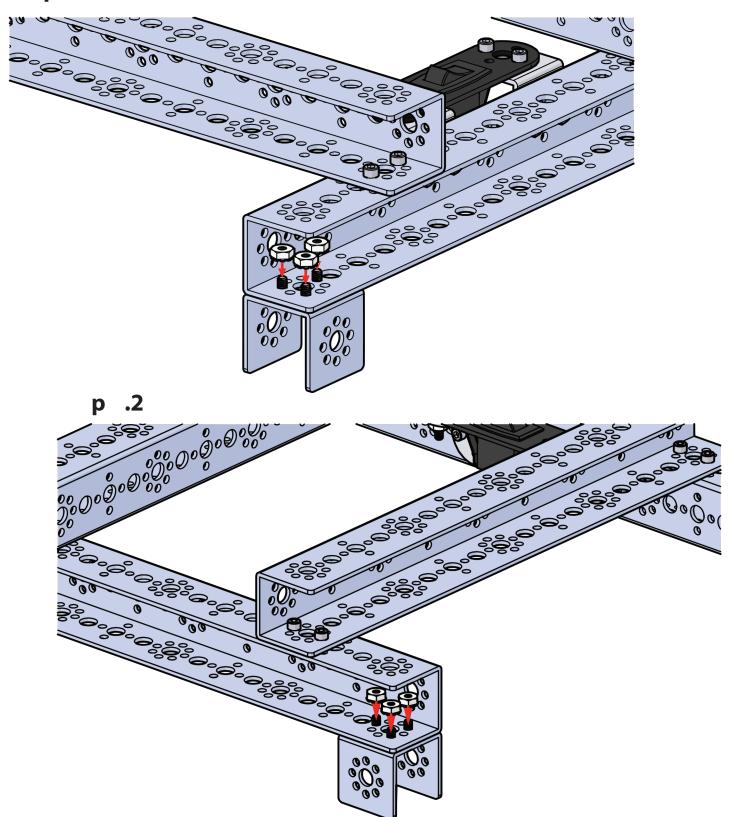
Partial assembly should look like this.



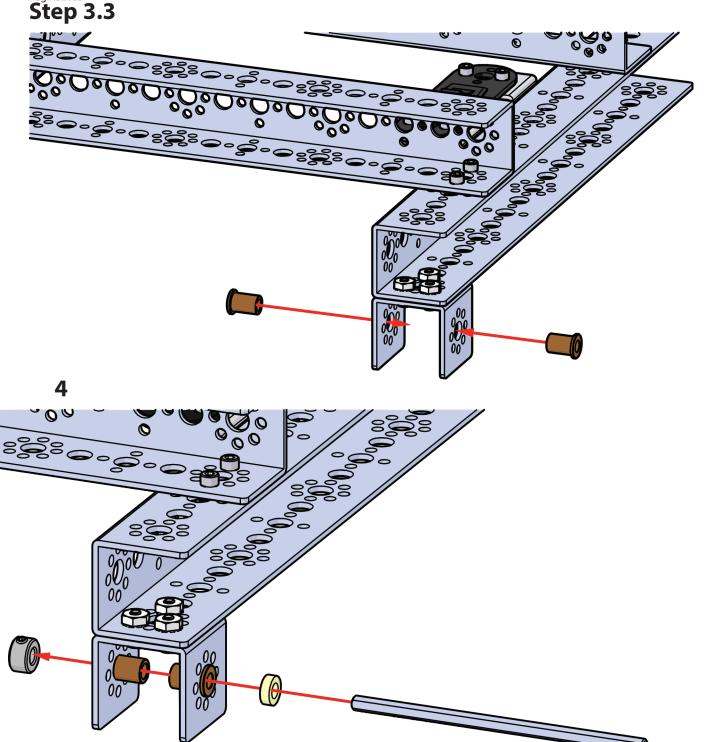




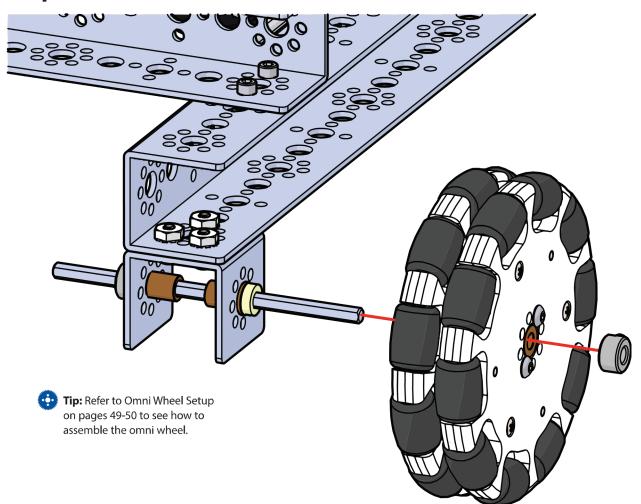




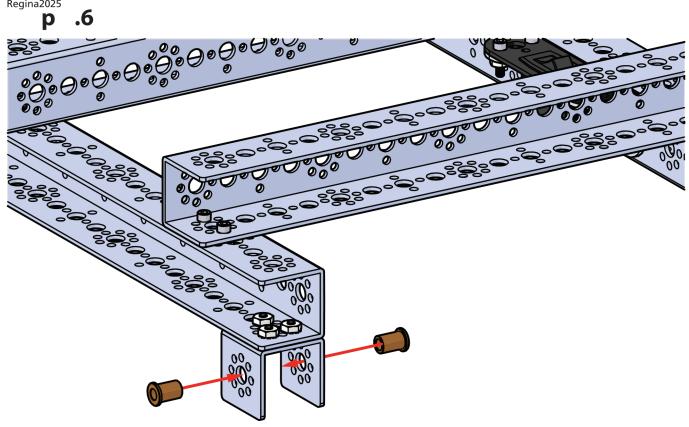




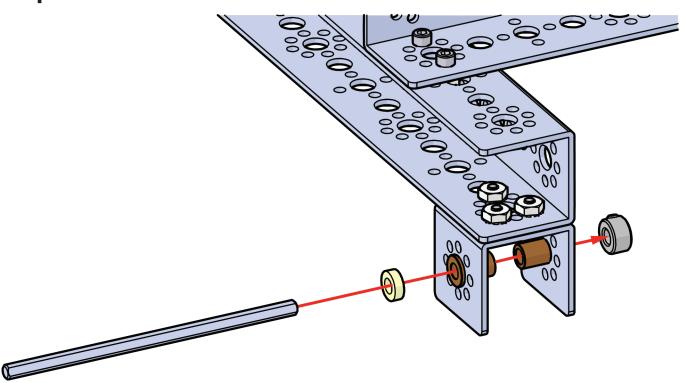


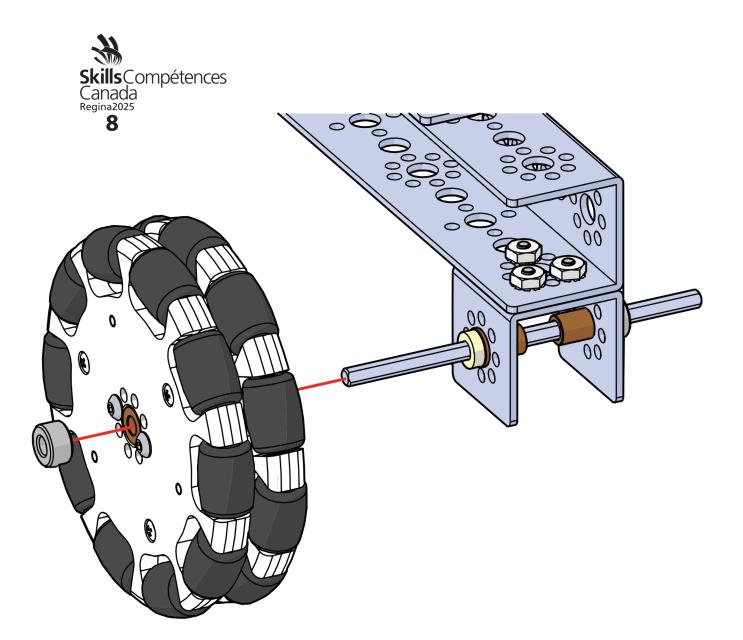






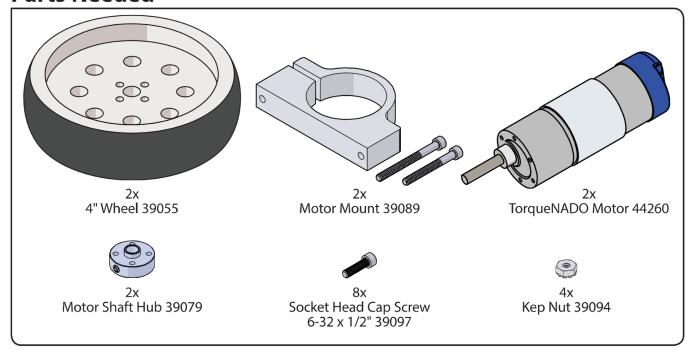
Step 3.7



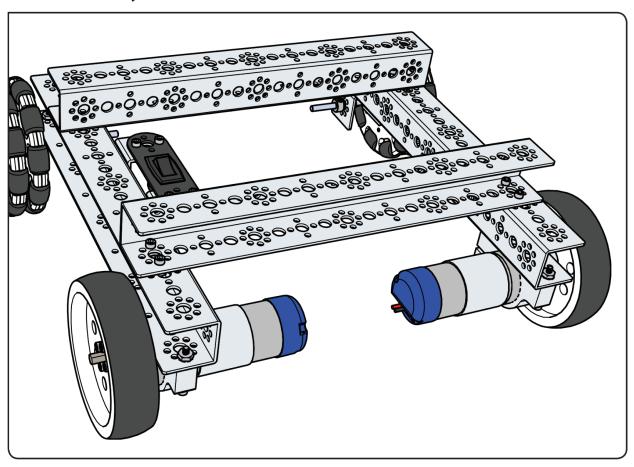


p 4

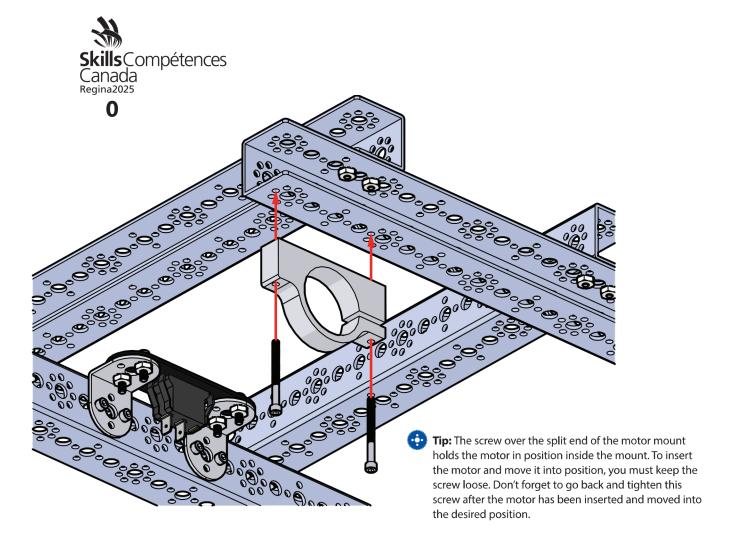
Parts Needed



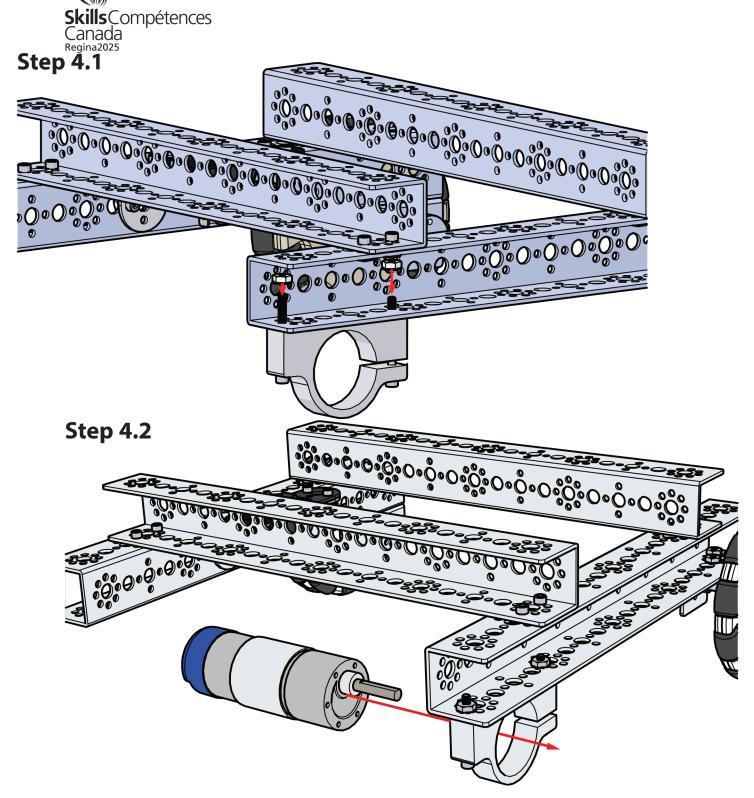
Finished assembly should look like this.

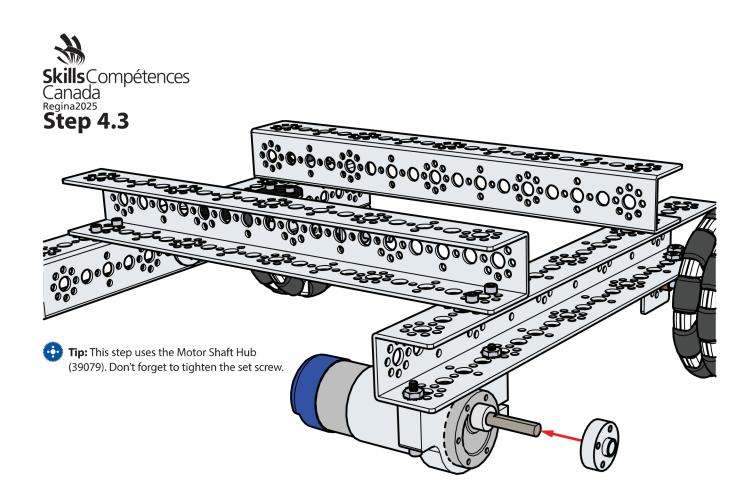


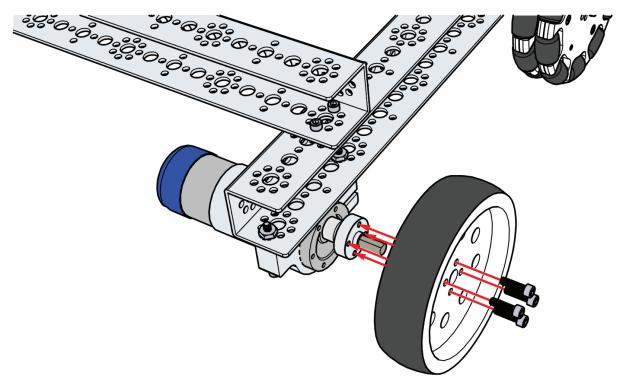
Tip: See the setup tips on page 48 for help distinguishing between the motor shaft hub and axle hub.



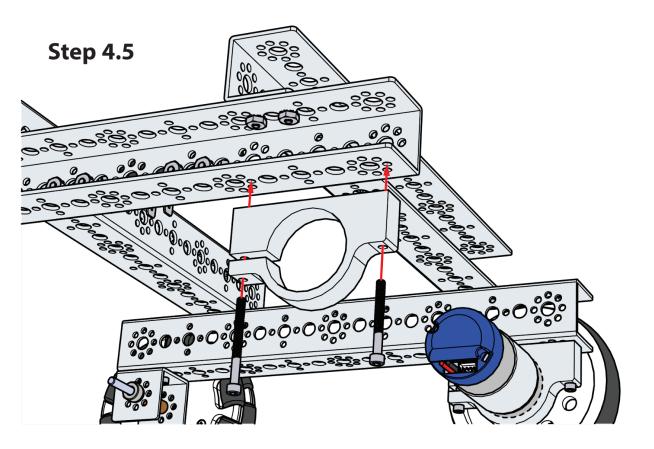






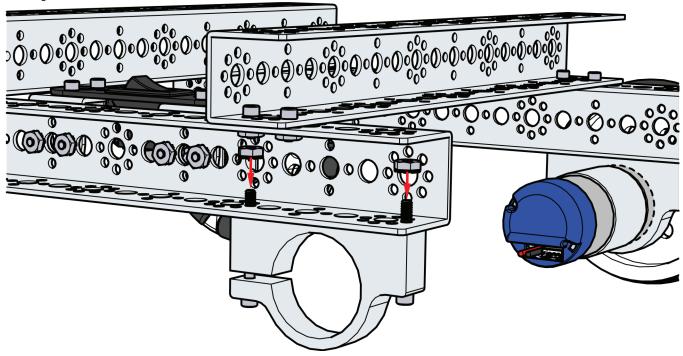


Tip: The screw over the split end of the motor mount holds the motor in position inside the mount. To insert the motor and move it into position, you must keep the screw loose. Don't forget to go back and tighten this screw after the motor has been inserted and moved into the desired position.

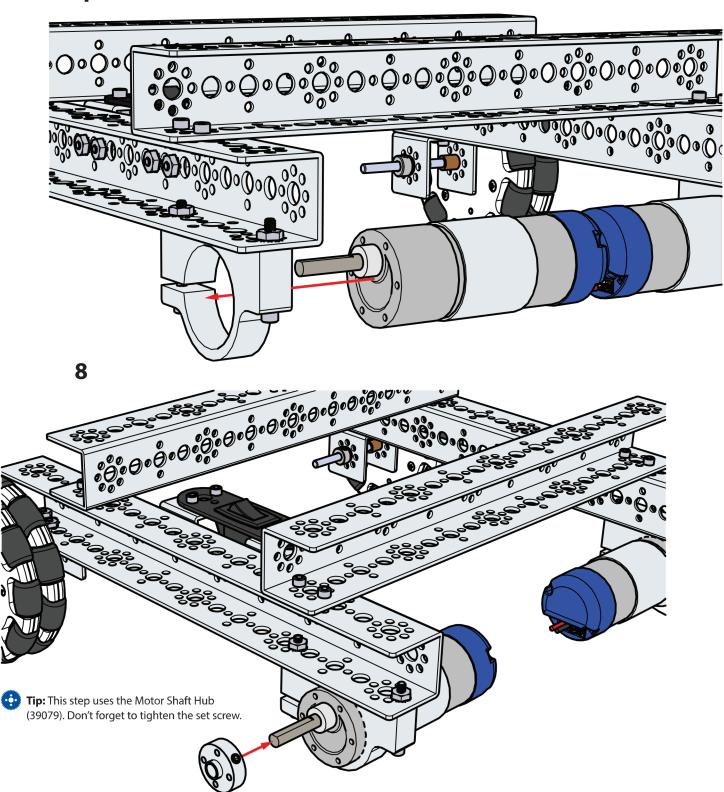




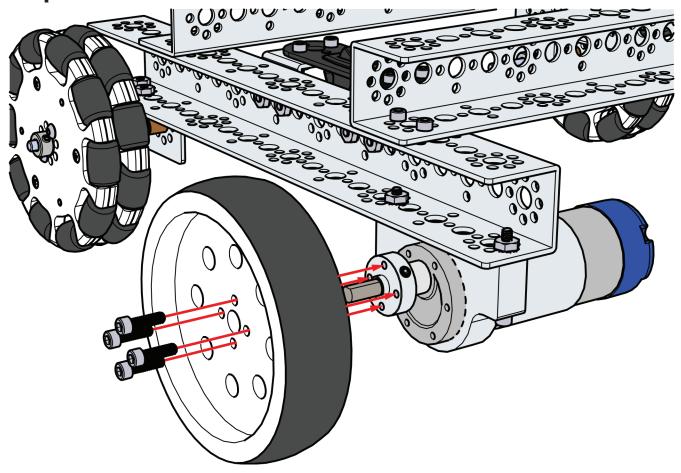
p 4.6



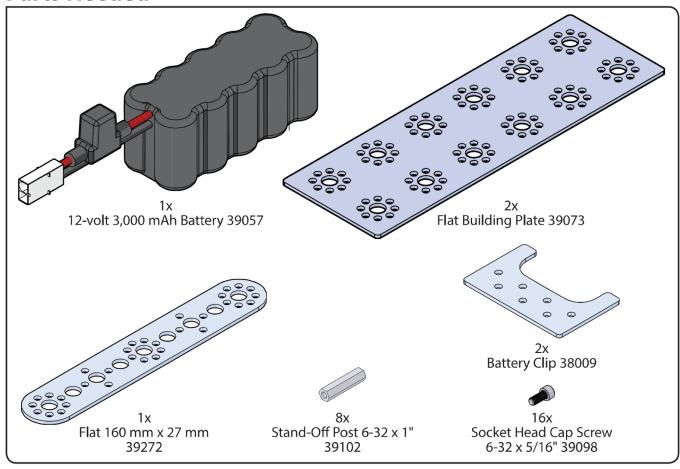




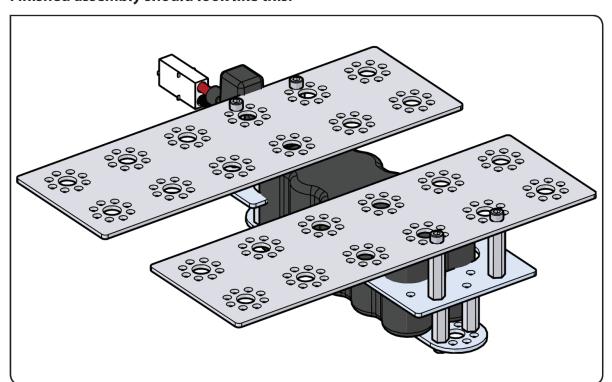


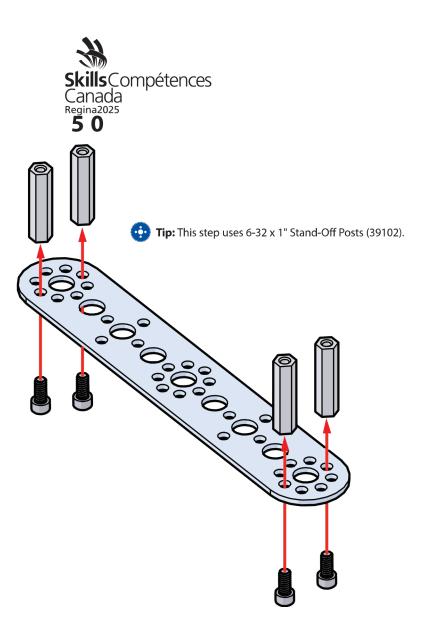


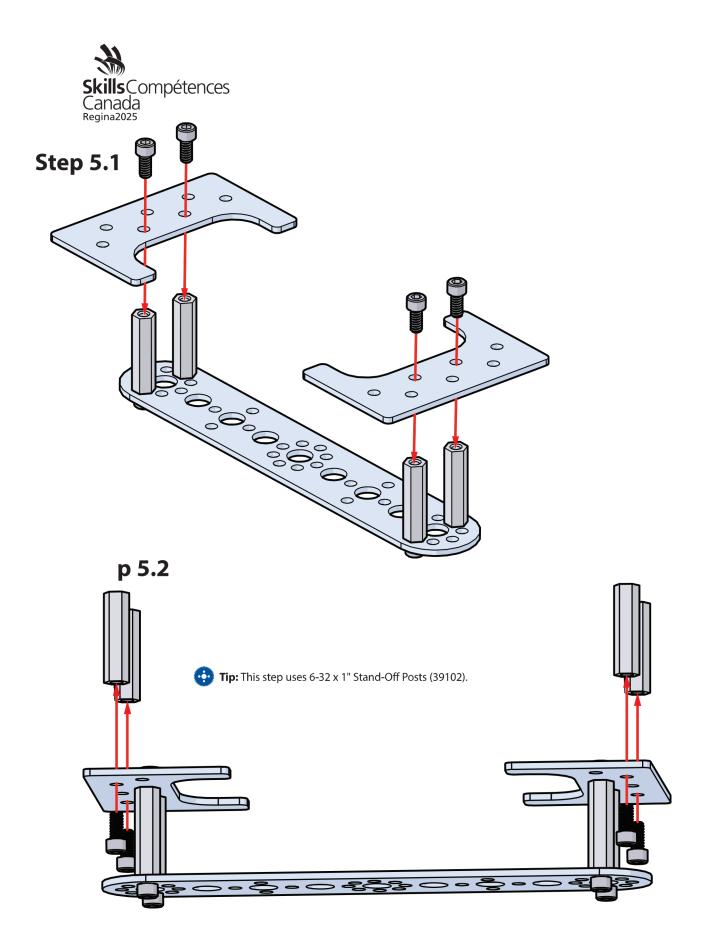




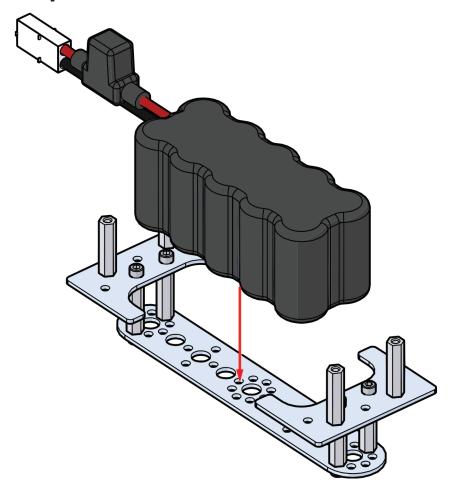
Finished assembly should look like this.

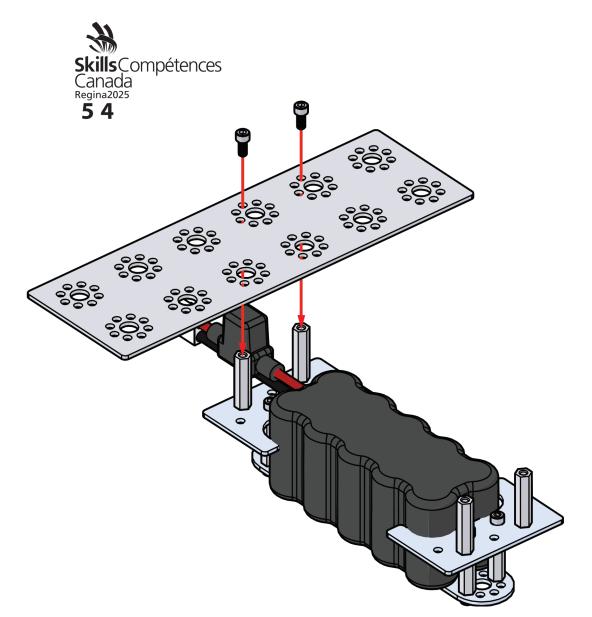




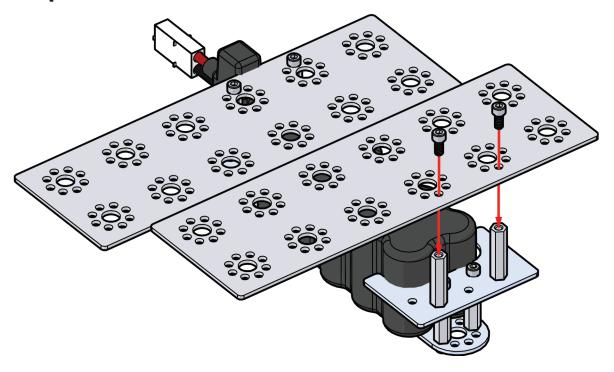








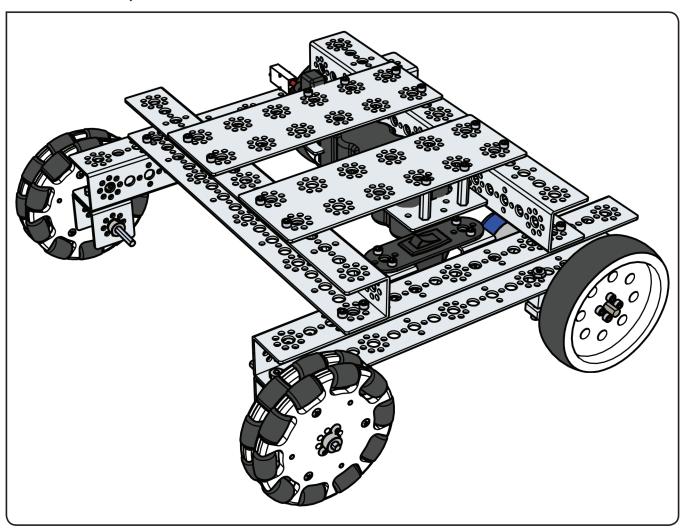


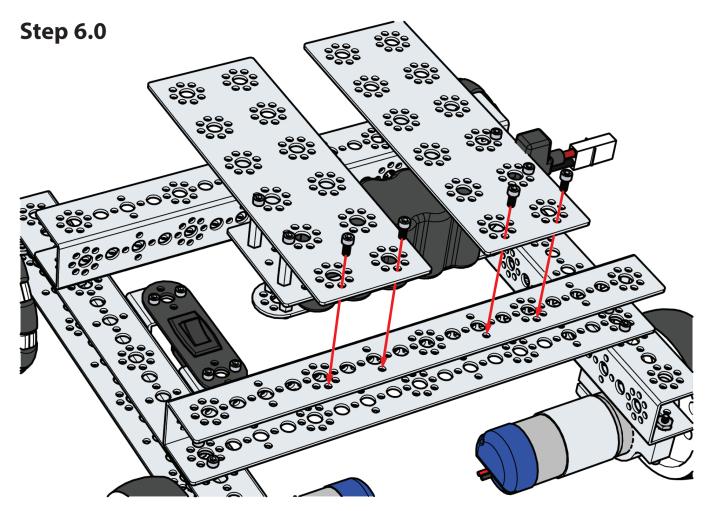




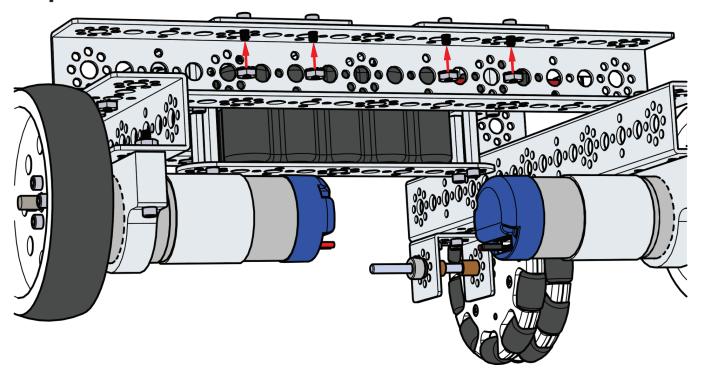


Finished assembly should look like this.

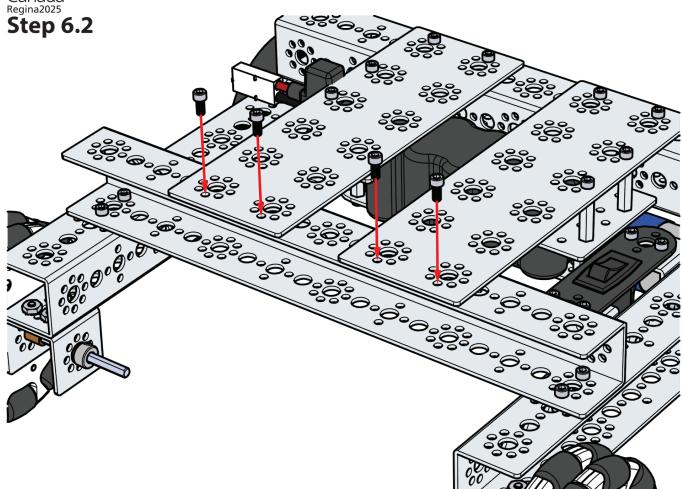


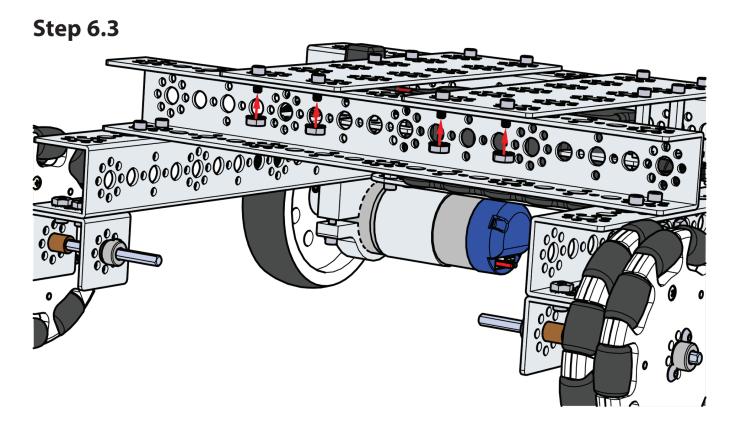


Step 6.1

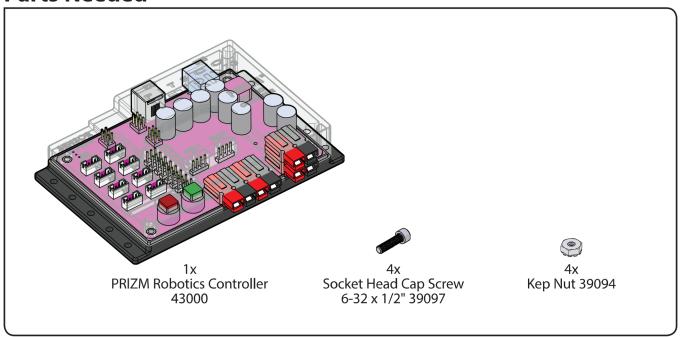




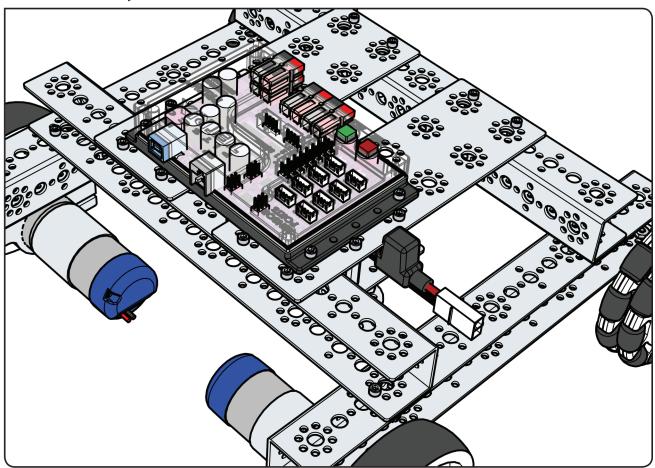




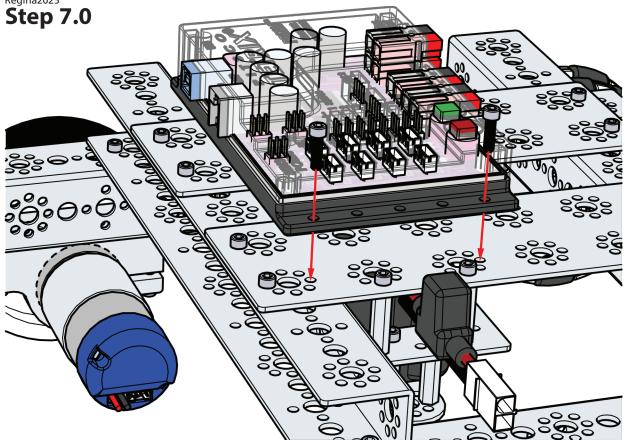




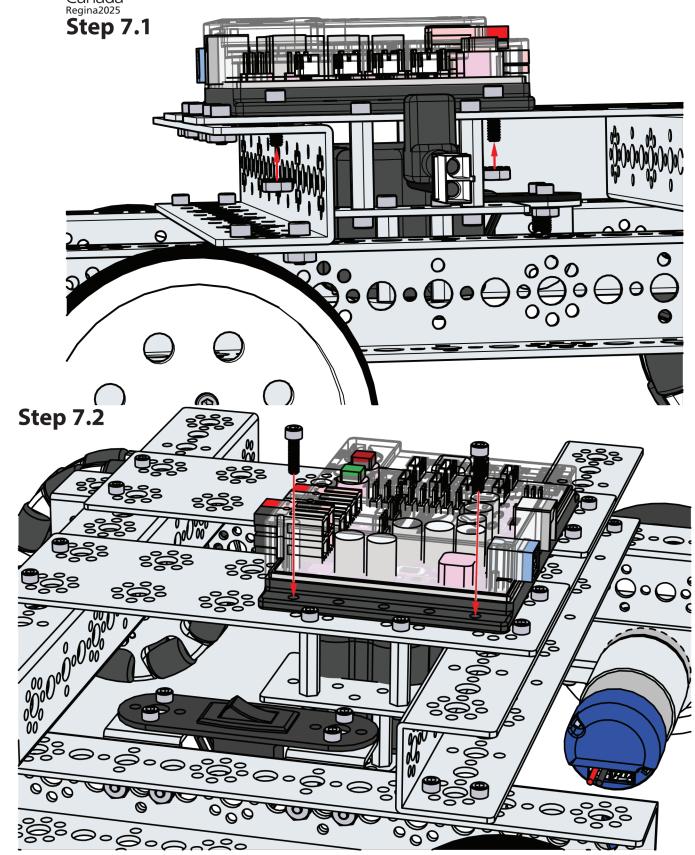




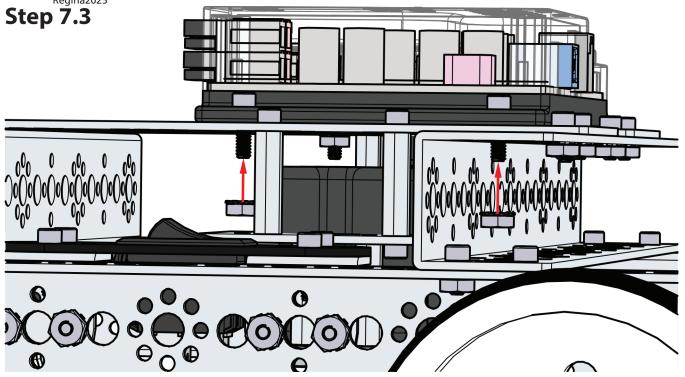












Final result:

