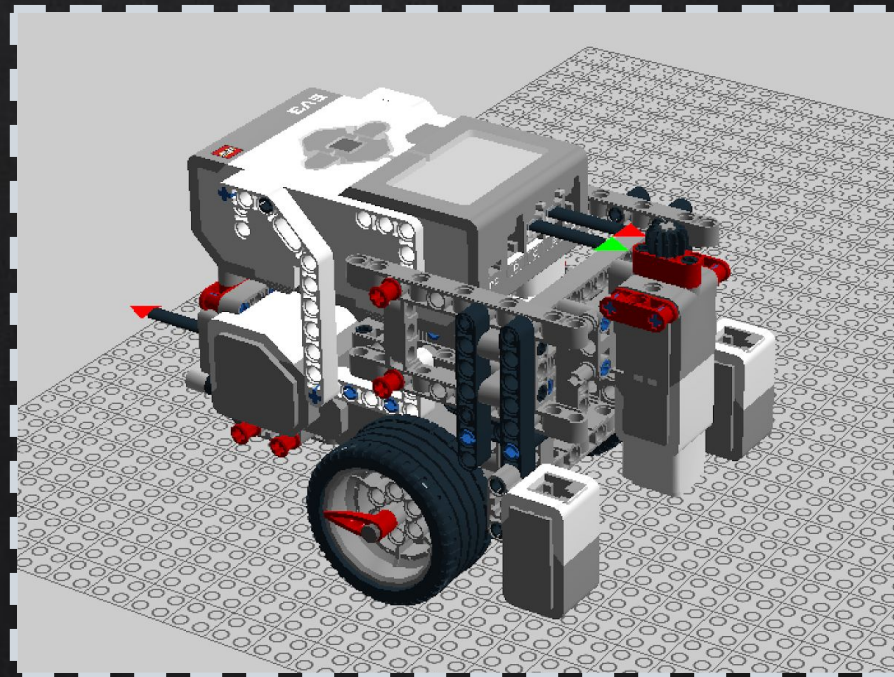


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VIRTUAL SUMMER PROGRAM 2020

Virtual Robotics Toolkit Resources Packet #1



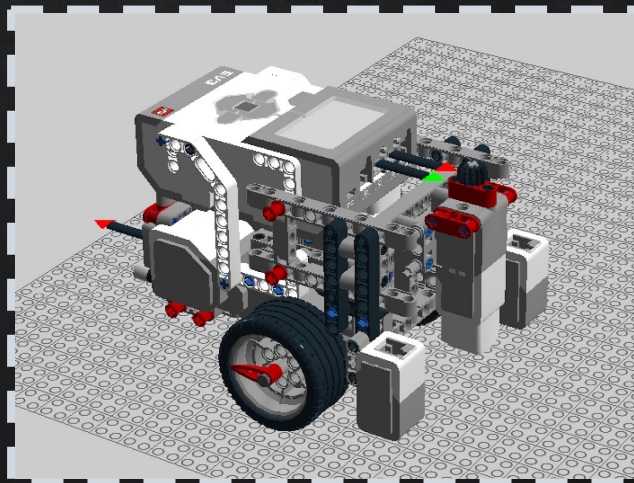
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OVERVIEW

In order to best help the students using the Virtual Robotics Toolkit (VRT), We will be creating a series of VRT resource packets that go over how to use the software. In packet #1, we will go over how to download the LEGO building software called LEGO Digital Designer, and how to build the base-bot in the software.



LEGO DIGITAL DESIGNER

Before you can use the VRT, you need to build your robot in the LEGO Digital Designer (LDD). The LDD is free to download on both Mac OS and Windows machines. You can find the download link below.

<https://www.lego.com/en-us/ldd>



LEGO Digital Designer 4.3
Minimum system requirements for Mac
Operating system: OS X 10.10 or higher
CPU: Intel processor
Graphics card: NVIDIA GeForce 5200/ATI Radeon 7500 or better RAM: 1 GB
Hard disk space: 1 GB

LEGO Digital Designer 4.3
Minimum system requirements for Windows
Operating system: Windows XP, Windows Vista, Windows 7, Windows 8 or Windows 10.
CPU: 1 GHz processor or higher
Graphics card: 128 MB graphics card (OpenGL 1.1 or higher compatible)
RAM: 512 MB
Hard disk space: 1 GB

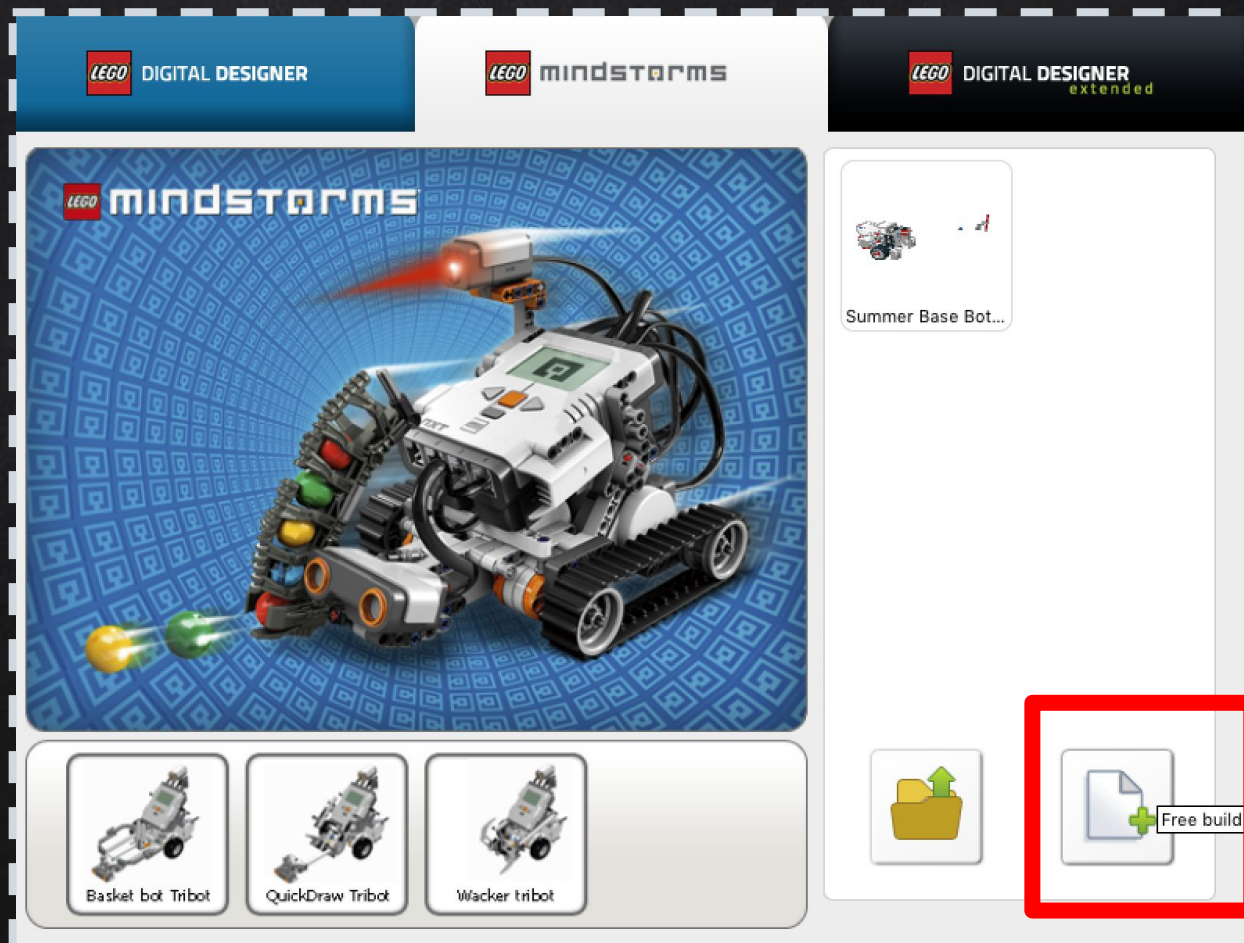
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LEGO DIGITAL DESIGNER

Once you install the software, open it and select
“free build.”



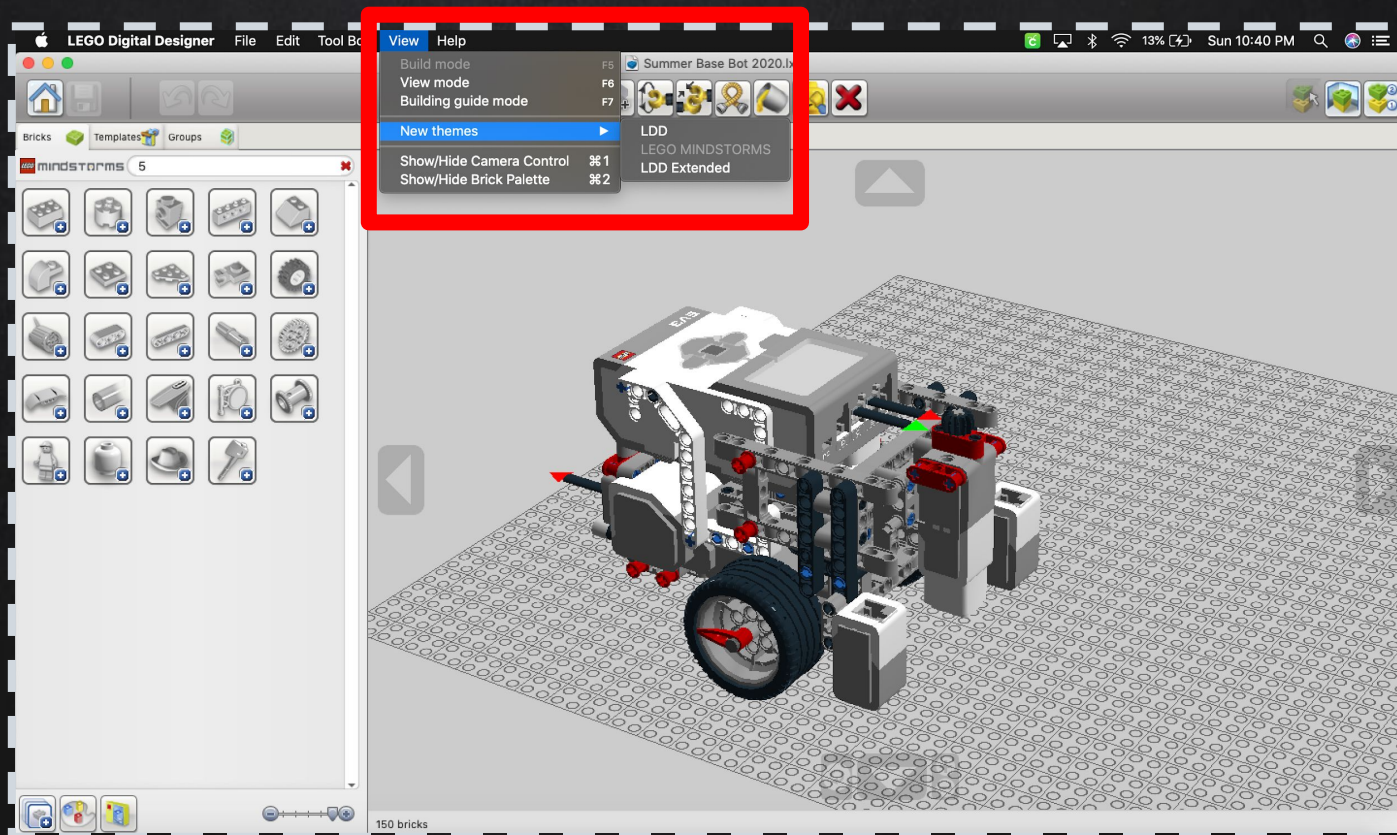
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LEGO DIGITAL DESIGNER

Select, File, Save As and name your file "Summer Basebot Challenge 1." Then select View → New Themes → LEGO MINDSTORMS.



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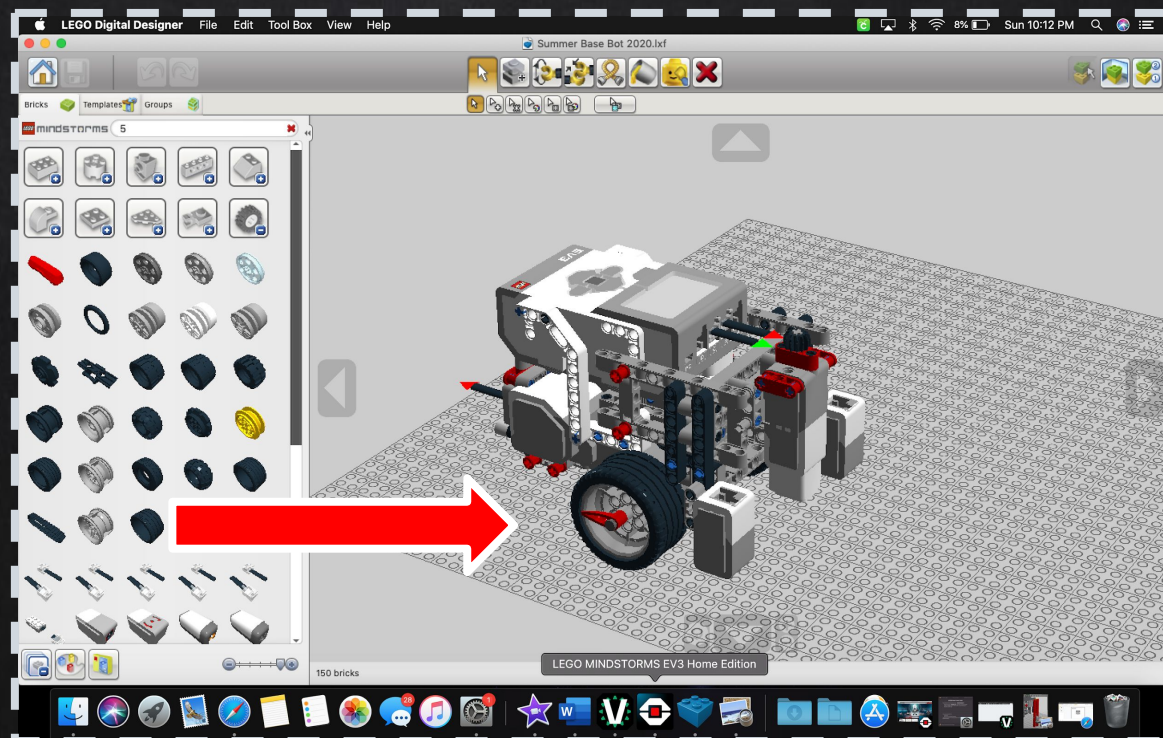
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LEGO DIGITAL DESIGNER

Now you are ready to start building your robot! Building in the LDD is simple – all you do is drag parts in from the library on the left screen and place them into the design studio on the right screen. Use the arrow keys to change the orientation of a part. You can rotate your screen by right clicking and holding on a mouse, and you can zoom in and out with a scroll wheel. You can also use the four arrows on the screen to move your view of the robot.

The parts library is broken up into sub-libraries. On the next slides I will show screenshots of where all the different parts are located in the sub-libraries.



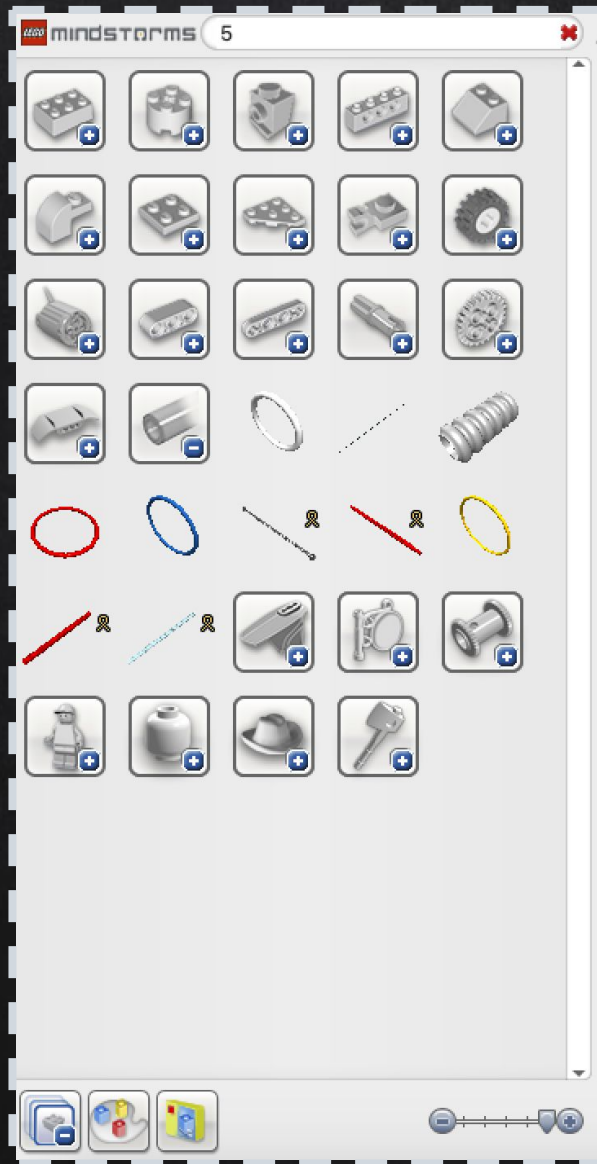
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LEGO DIGITAL DESIGNER: PARTS LIBRARY

Rubber Bands & Chain



Gears



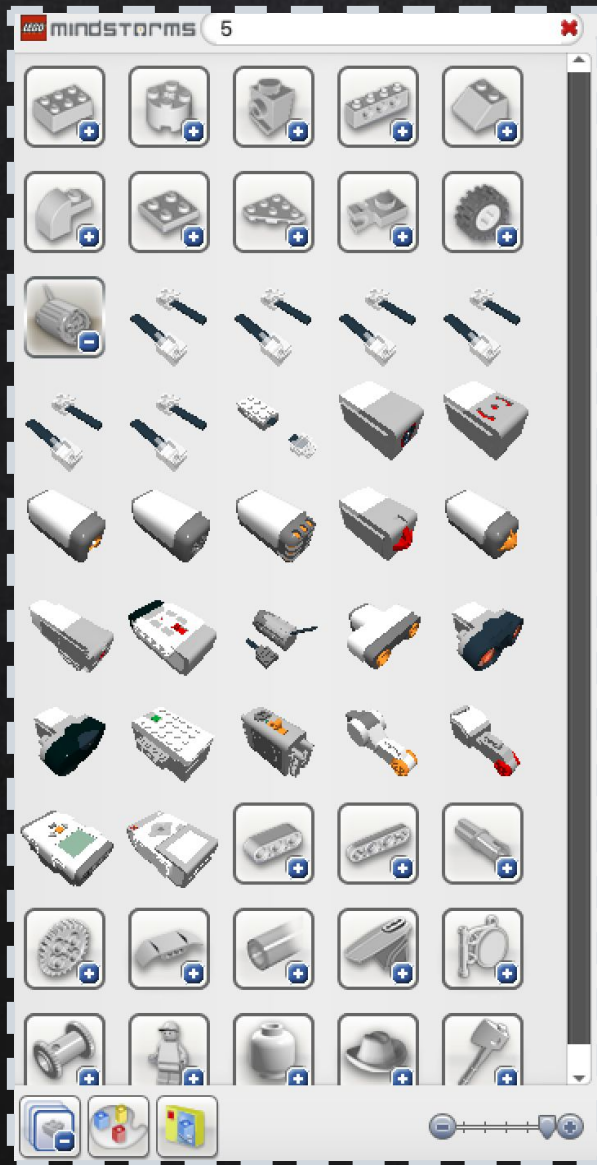
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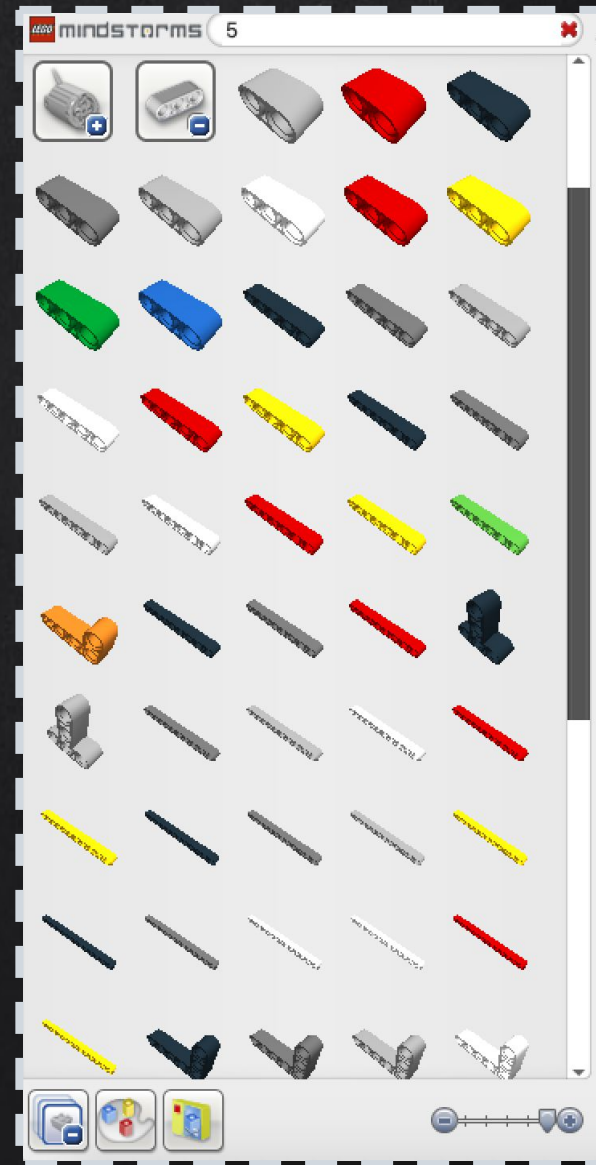
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LEGO DIGITAL DESIGNER: PARTS LIBRARY

Motors, Sensors & Cables



Beams



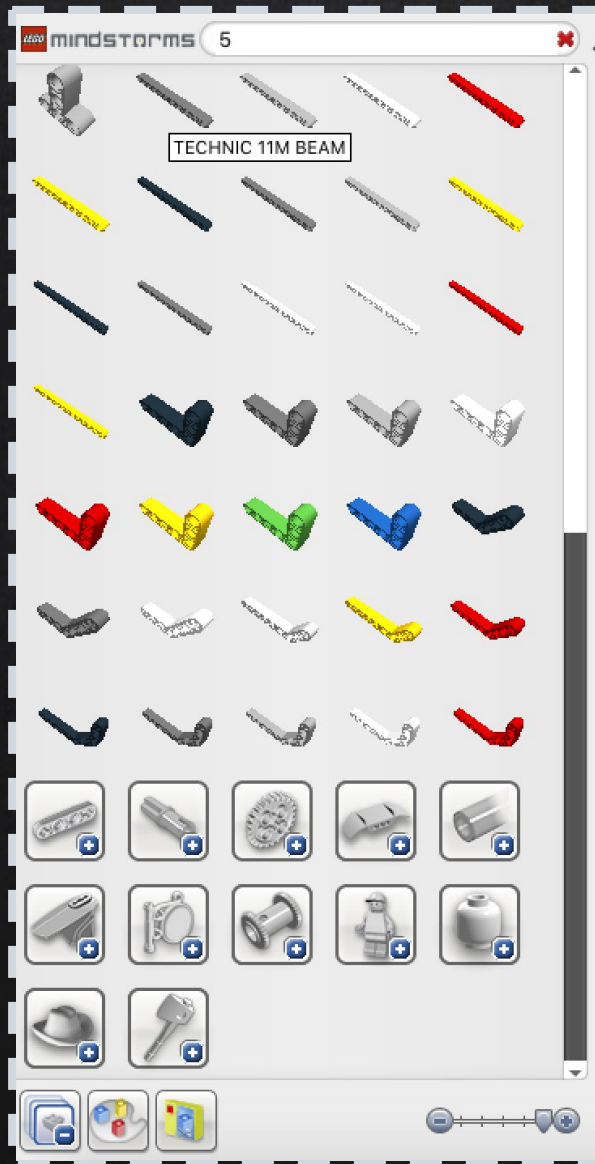
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LEGO DIGITAL DESIGNER: PARTS LIBRARY

Beams Continued



Half-Thickness Beams



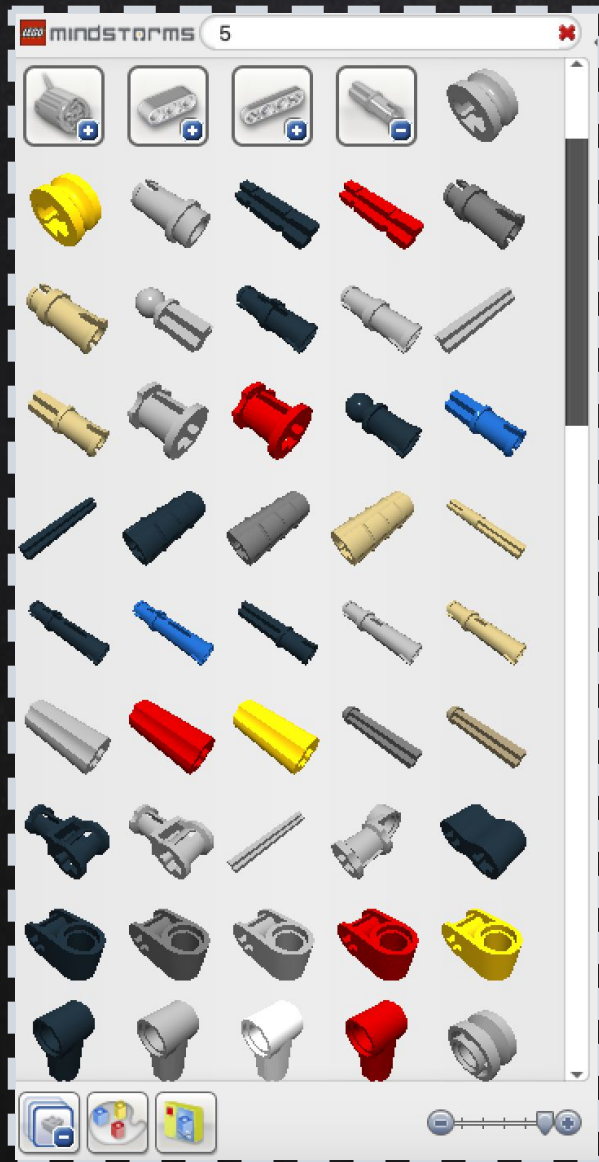
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LEGO DIGITAL DESIGNER: PARTS LIBRARY

Pins and Miscellaneous Parts



Pins and Miscellaneous Parts



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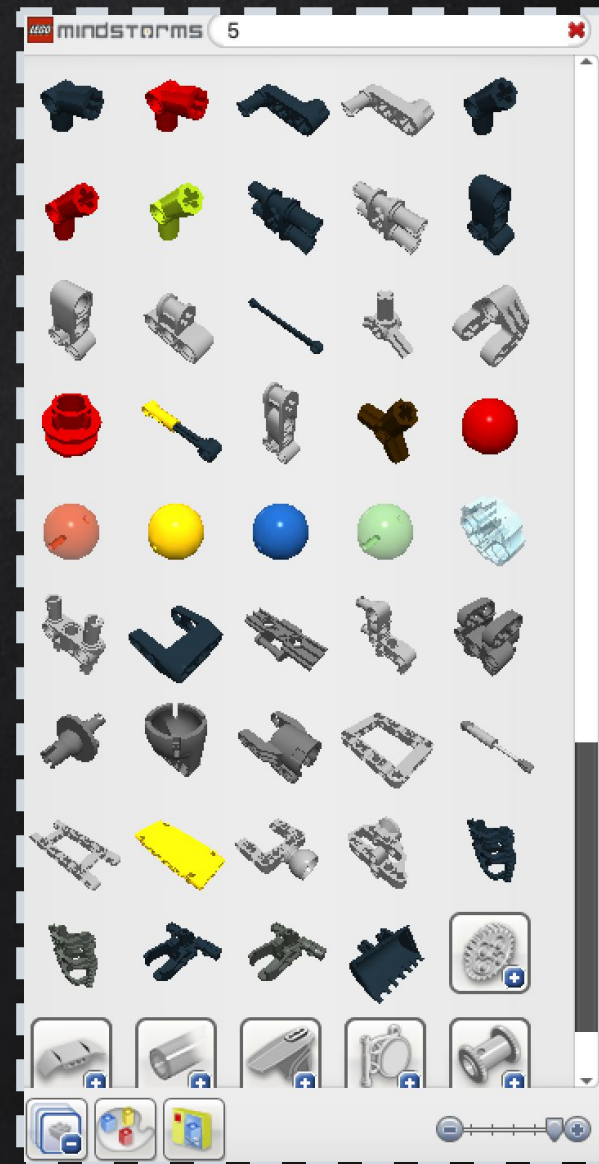
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LEGO DIGITAL DESIGNER: PARTS LIBRARY

Pins and Miscellaneous Parts



Pins and Miscellaneous Parts



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Wheels



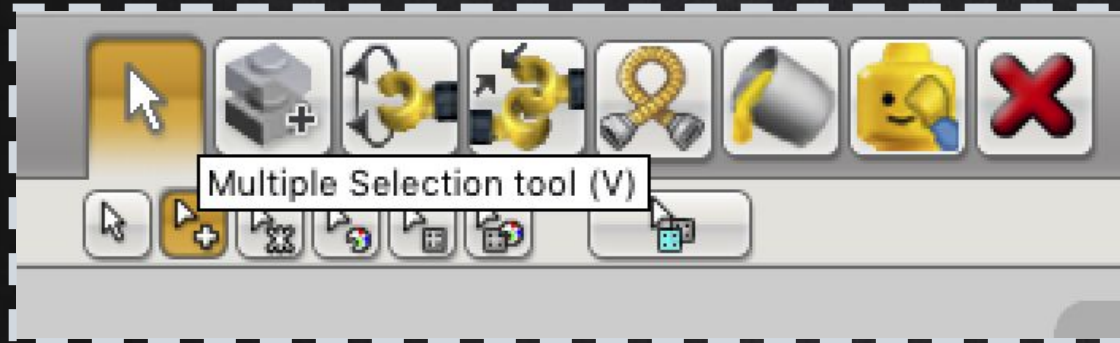
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LEGO DIGITAL DESIGNER: PARTS LIBRARY

There are a few selection tools that are useful when creating your robot in the VRT. Their respective descriptions are below.



Multiple Selection Tool lets you select multiple parts at once. Once selected you can click and drag to move all parts at once.

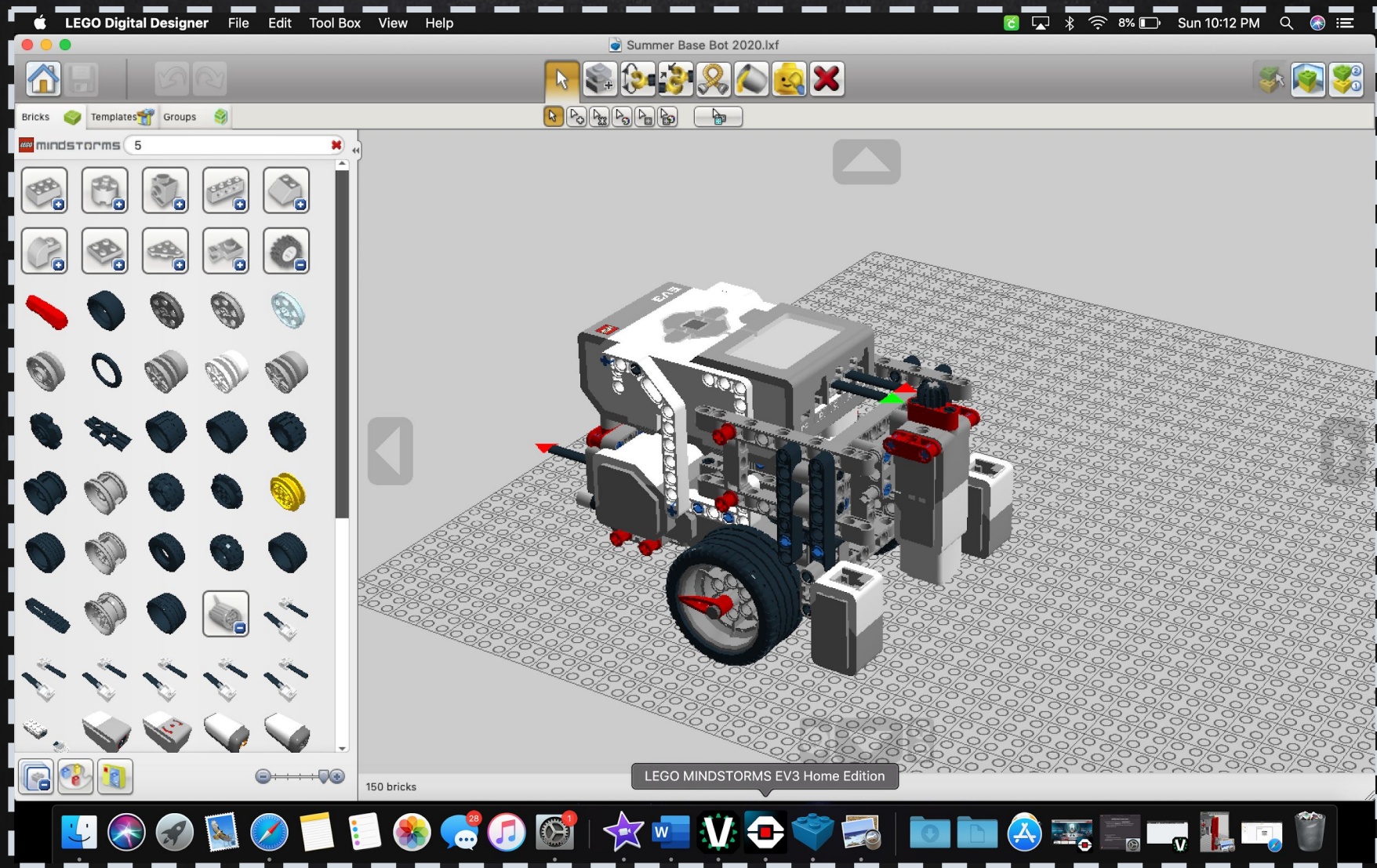
Connected Selection Tool selects all parts connected to the part you select. Once selected you can click and drag to move all parts at once.



Clone Tool creates a copy of the part(s) you have selected.

LEGO DIGITAL DESIGNER: PARTS LIBRARY

Here is a screenshot of the fully built robot in LDD.



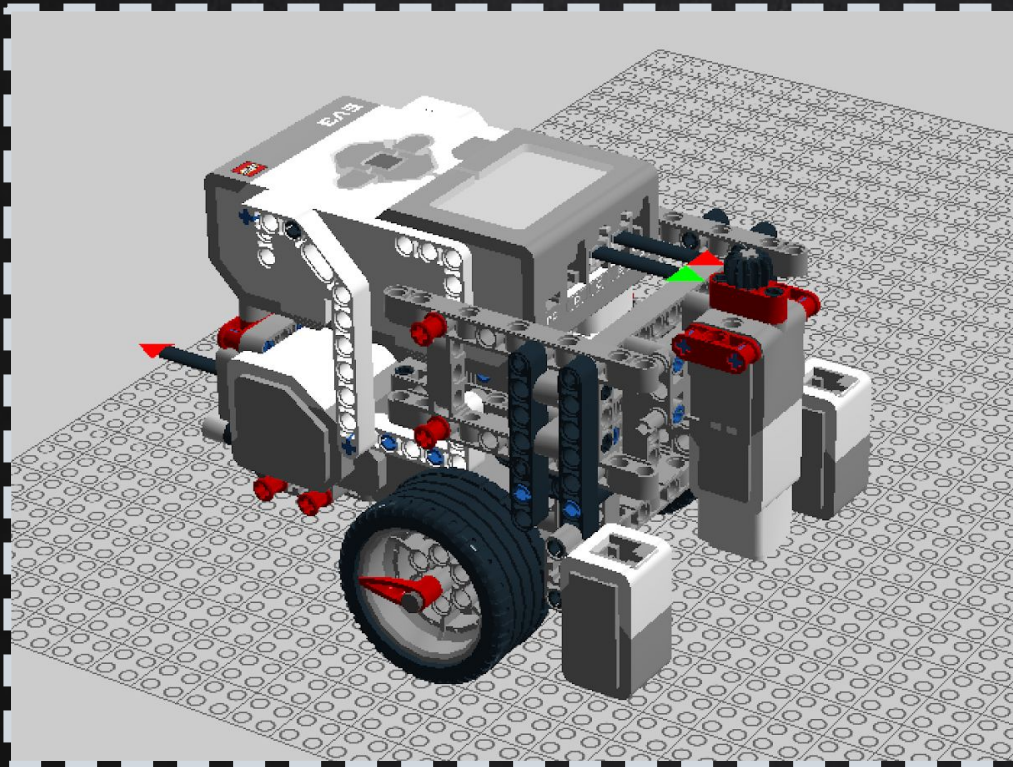
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LEGO DIGITAL DESIGNER: PARTS LIBRARY

If you are having trouble building your robot in the VRT, and need an example build to assist you, you can download the file at the link below. I highly encourage you to give building in the software a try first however! It doesn't take long to get the hang out it.



[Basebot LDD File Download](#)

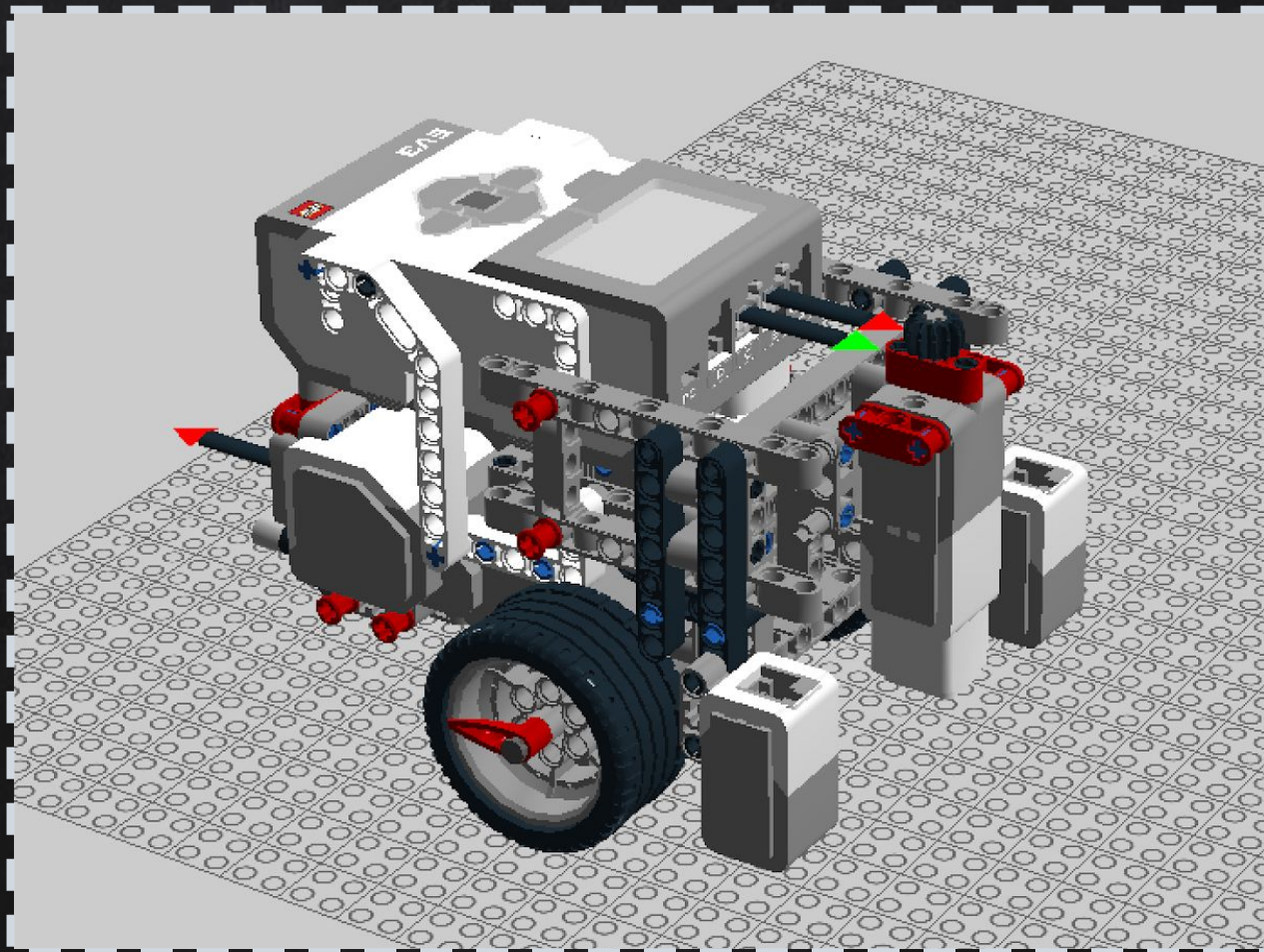
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NEXT RESOURCES PACKET

Resources Packet #2 will be out soon! We will go over building a new mechanism to collect the eraser in the LDD, as well as how to import our LDD robot into the VRT software. Happy virtual building!



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