

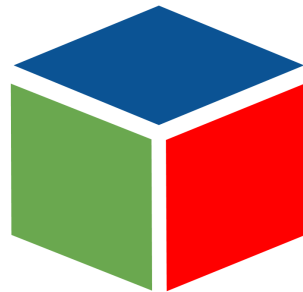
HIRIKILABS

DISEINU IREKI ETA KOLABORATIBOA

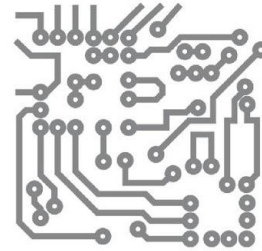
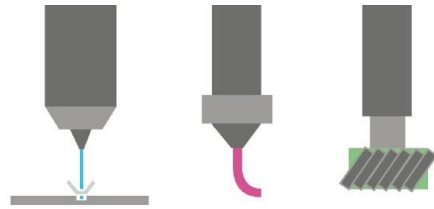
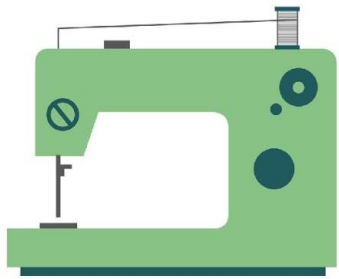
HOW TO MAKE #3

2015/9/13

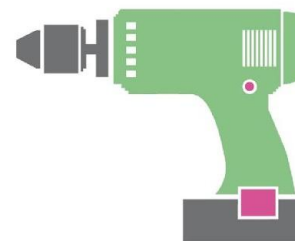
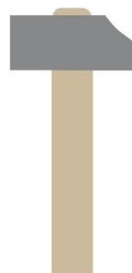
Jabi Luengo



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INSPIRAZIOA / BALIABIDEAK





hirukide

DBH 4, Tecnologia



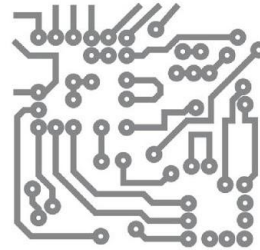
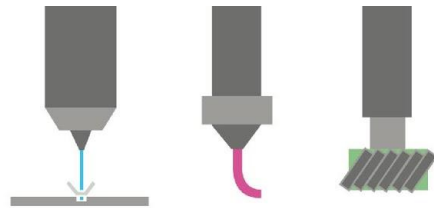
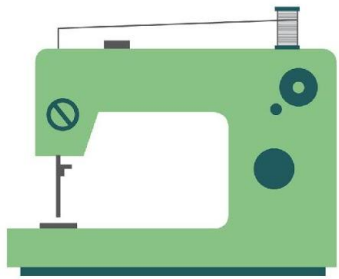
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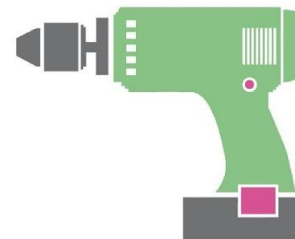
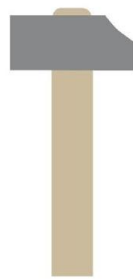
Ikaskuntza eta zerbitzua

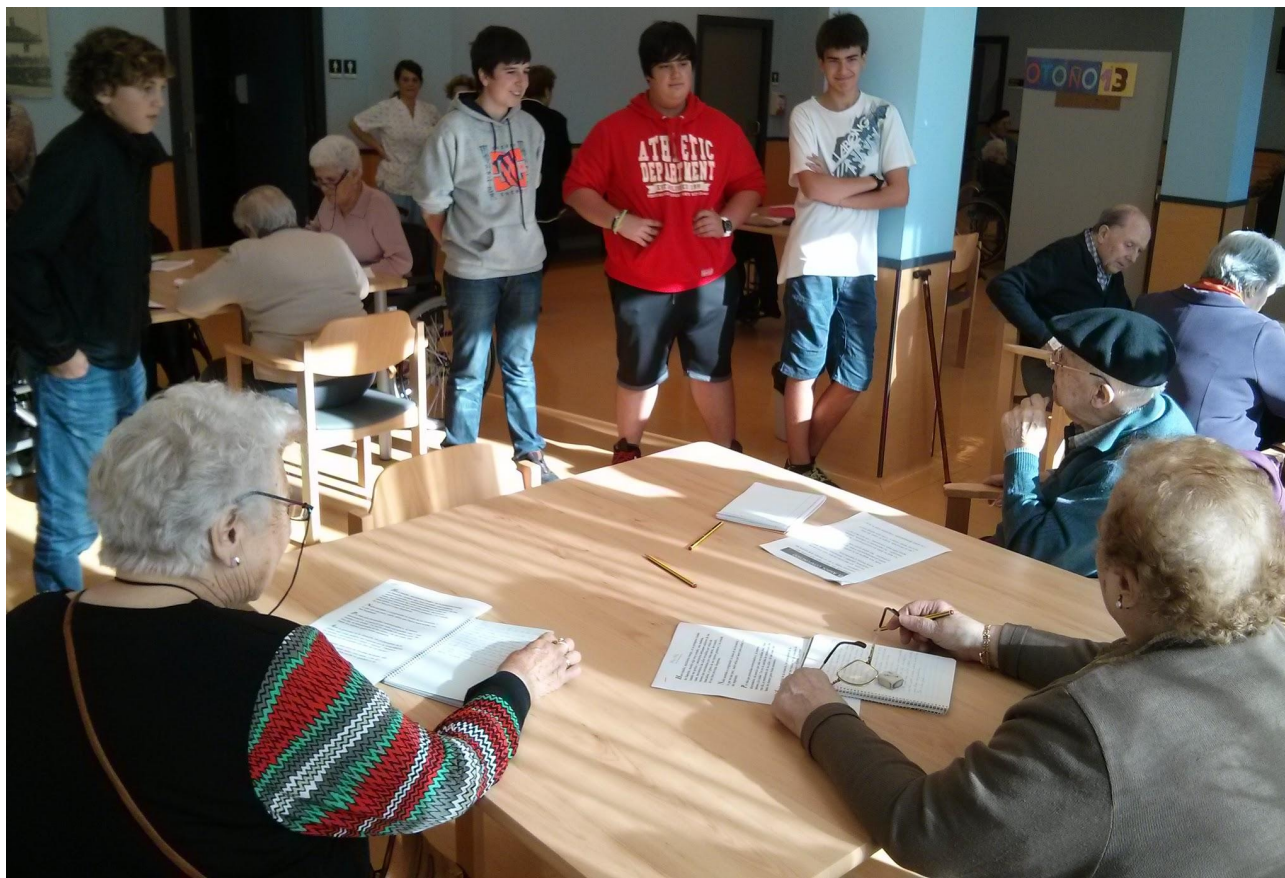


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DISEINUAREN FASEAK ETA PROZESUA

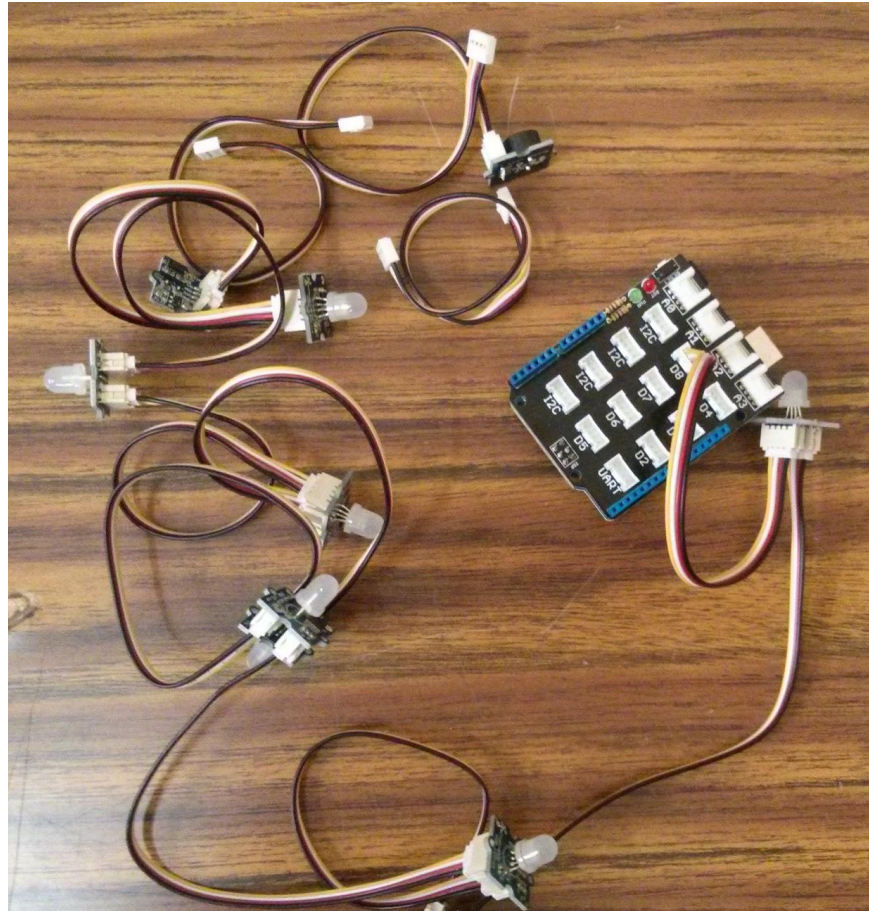




Urria: bisita, proiektua erabaki



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Azaroa: materialak aukeratu, erosi



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```
Arduino IDE
File Edit Sketch Tools Help

kuboa4
for (int i=0; i <= 10; i++){
  delay(10);
  int noise = analogRead(2);
  randomSeed(noise);
  // Fisher-yates
  shuffle(anArray, elements, sizeof(int));
  leds.setColorRGB(anArray[0], 0, 0, 255);
  leds.setColorRGB(anArray[1], 0, 255, 0);
  leds.setColorRGB(anArray[2], 255, 0, 0); //gorria
  leds.setColorRGB(anArray[3], 255, 255, 0);
  leds.setColorRGB(anArray[4], 255, 13, 134);
  leds.setColorRGB(anArray[5], 255, 255, 255);
}
Serial.print(anArray[2]);
Serial.println(azkengorri);
if (azkengorri = anArray[2]){
  Serial.println("berdina");
  kolorebuffer = anArray[0];
  anArray[0] = anArray[1];
  anArray[1] = anArray[2];
  anArray[2] = anArray[3];
  anArray[3] = anArray[4];
  anArray[4] = anArray[5];
  anArray[5] = kolorebuffer;
  leds.setColorRGB(anArray[0], 0, 0, 255);
  leds.setColorRGB(anArray[1], 0, 255, 0);
  leds.setColorRGB(anArray[2], 255, 0, 0); //gorria
  leds.setColorRGB(anArray[3], 255, 255, 0);
  leds.setColorRGB(anArray[4], 255, 13, 134);
  leds.setColorRGB(anArray[5], 255, 255, 255);
}
azkengorri = anArray[2];

kuboa3 | Arduino 1:1.0.5+dfsg2-2
File Edit Sketch Tools Help

kuboa3
zgorri = 0;
break;
case 0:
  xgorri = 0;
  ygorri = 0;
  zgorri = -255;
  break;
}
if ( x > (xgorri-tolerantzia) && x < (xgorri+tolerantzia) && y > (ygorri-tolerantzia) && y < (ygorri+tolerantzia) && z > (zgorri-tolerantzia) && z < (zgorri+tolerantzia)) {
  digitalWrite(buzzerPin, HIGH);
  delay(1000);
  digitalWrite(buzzerPin, LOW);
  for (int i=0; i <= 10; i++){
    delay(10);
    int noise = analogRead(2);
    randomSeed(noise);
    // Fisher-yates
    shuffle(anArray, elements, sizeof(int));
    leds.setColorRGB(anArray[0], 0, 0, 255);
    leds.setColorRGB(anArray[1], 0, 255, 0);
    leds.setColorRGB(anArray[2], 255, 0, 0); //gorria
    leds.setColorRGB(anArray[3], 255, 255, 0);
    leds.setColorRGB(anArray[4], 255, 13, 134);
    leds.setColorRGB(anArray[5], 255, 255, 255);
  }
}

Done uploading
Binary sketch size: 10,414 bytes (of a 28,672 byte maximum)
Arduino Micro on /dev/ttyACM0
```

Urtarrila: prototipoa, programazioa



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Goteo.org Crowdfunding

www.goteo.org/project/kubo

BERRIAK: Crowdfunding y periodismo por Goteo. Eldiario.es Gehiago ikusi

GOTEO-RI BURUZ BLOG FAQ EUSK

GOTEO EZAGUTU PROIEKTUAK PROIEKTU BAT SORTU

KUBO
Aton-amonen adimena lantzeko jokoa
Bilderrez: Kubo

Nodo Euskadi GOTEO
KATEGORIAK
Soziala, Teknologikoa, Hezigarria

PROIEKTUA BEHARRIZANAK FINANTZAKIDEAK (21) KOLABORATZAILEAK (3) BERRIAK (2)

Kubo azalpena

ABIAN!

KOFINANTZAKETA 2. txanda

1.60% HOBEZINA 430 €

MINIMOA 330 €

JASOTA 530 €

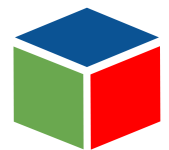
FALTA DIRA 6 EGUN

FINANTZAKIDEAK 21

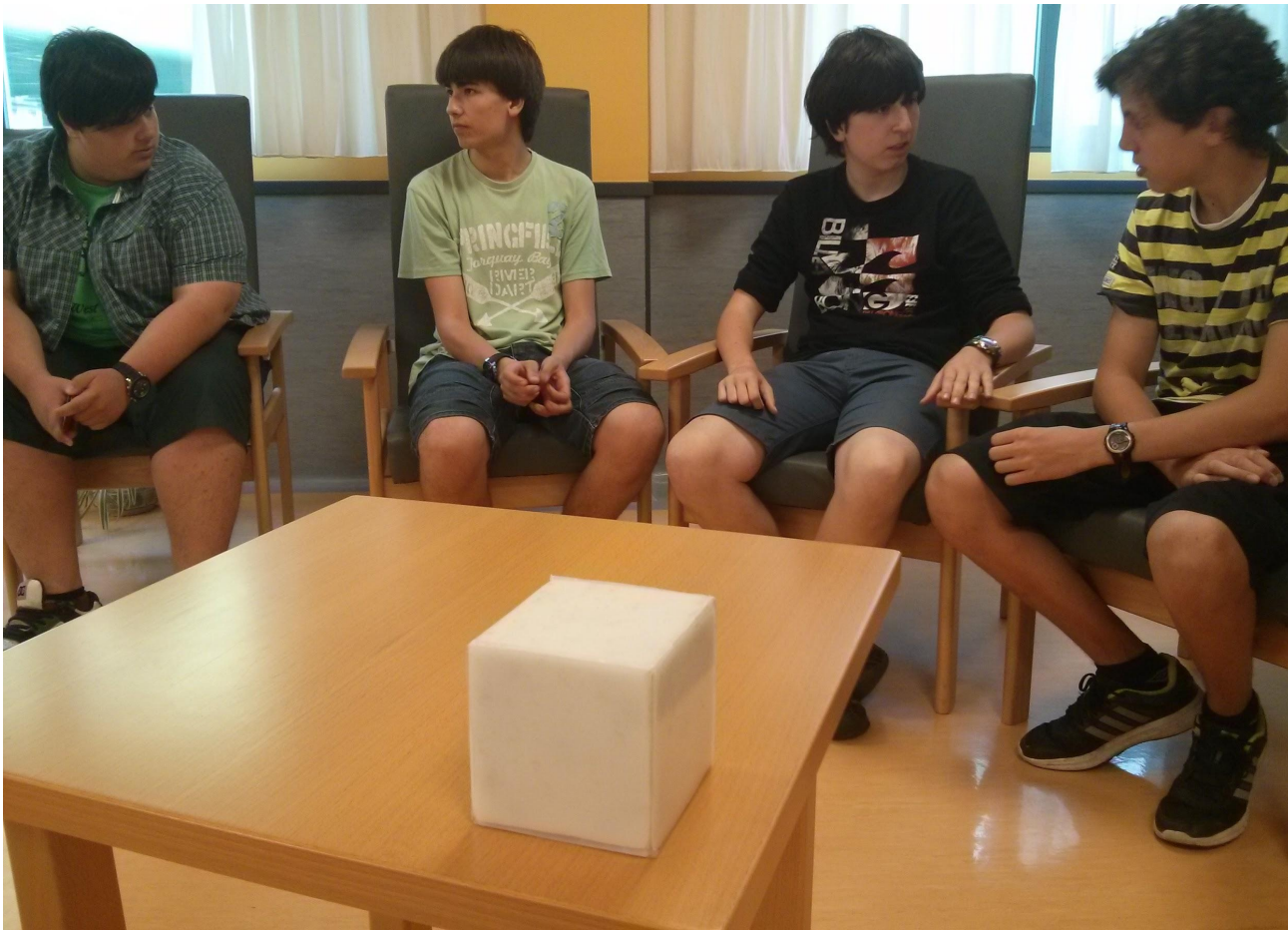
KOFINANTZATU PROIEKTU HAU

Gehiago ikusi

Apirila: crowdfunding



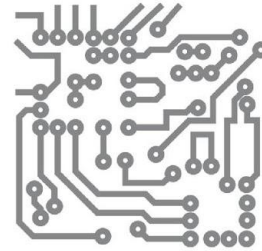
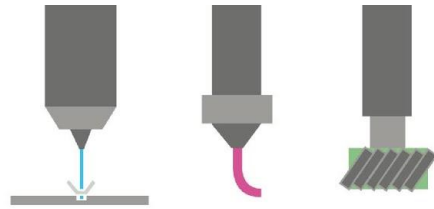
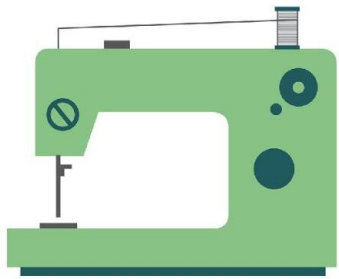
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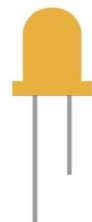
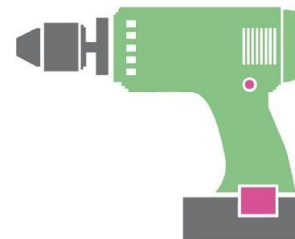
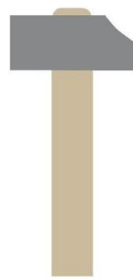
Ekaina: aurkezpena

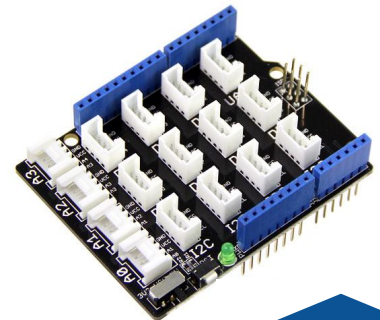


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TRESNAK ETA MATERIALAK

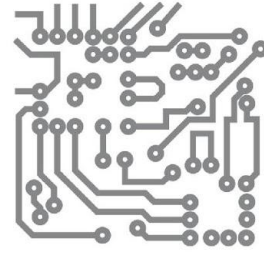
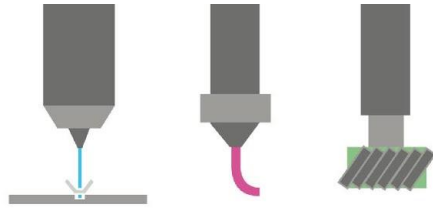
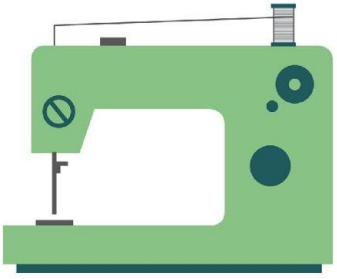




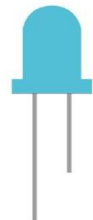
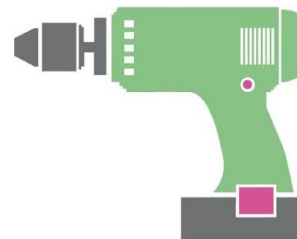
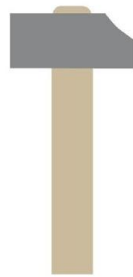
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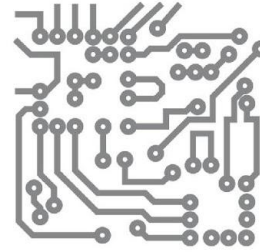
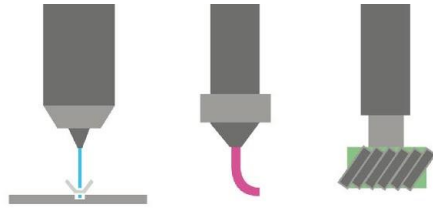


PROFILAK / TALDEA

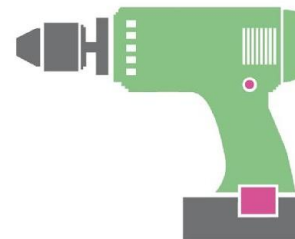
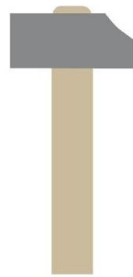
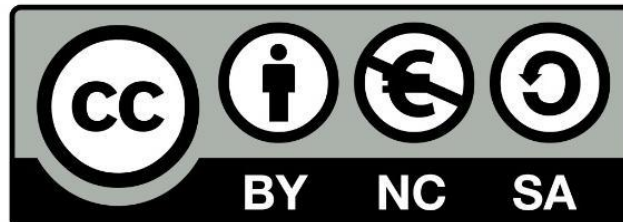




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LIZENTZIA / DIY / DIWO





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Kontaktua

@ardukubo

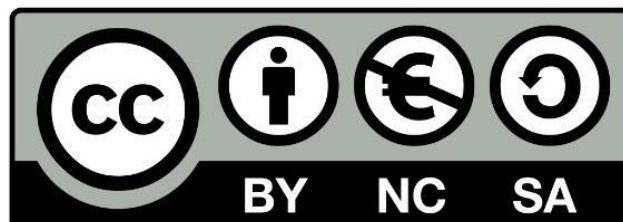
@jabiluengo

ardukubo.blogspot.com

jluengoe@hirukide.org



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Hirikilabs inguratzen duten artisau berriak HOW TO MAKE formatupean daude, Paola Guimeransek pentsatu eta koordinatutako proiektu bat. hau, Reconocimiento-NoComercial- CompartirIguual 3.0. lizentziapen dago. Ilustrazioak Naia Querejetak egin ditu eta lizentzia berdina aplikatzen zaie.



hirikilabs.tabakalera.eu
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