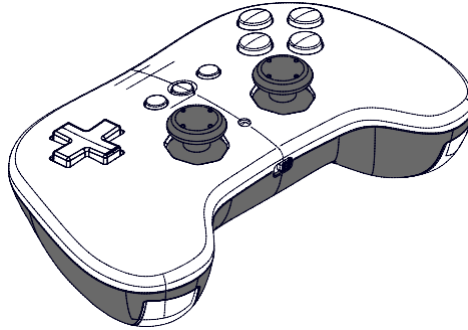


# Bluetooth Controller

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## 1. Overview

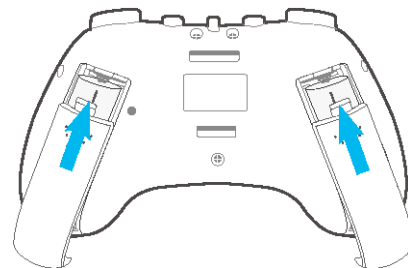
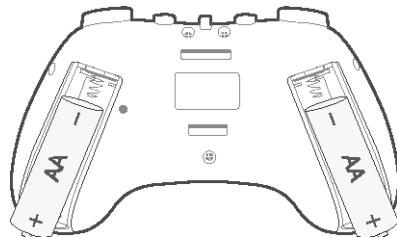
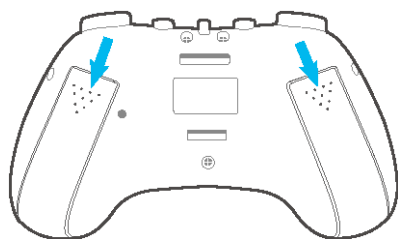
The Bluetooth controller has 15 buttons and two joysticks. The functions of the buttons can be customized and can be used for multiple programs to facilitate operations as soon as the programs are uploaded.

## 2. Technical Specifications

- Material: ABS
- Bluetooth version: 4.0+
- Transmission distance: 20 m
- Operating current:  $\leq 25$  mA
- Transmit power: 4 dBm
- Frequency range: 2,402 MHz - 2,480 MHz
- RF transmit range: 4 dBm
- Maximum transmission distance: 20 m
- Bluetooth version: 4.0
- Data transmission: Data packets can be obtained by Bluetooth devices within 100 ms (low delay).
- Battery: two AA dry cell batteries
- Supported OS: MacOS / Windows
- External package dimensions: 170 mm x 110.5 mm x 54 mm (L x W x H)
- Product dimensions: 149 mm x 88 mm x 46 mm (L x W X H)

## Bluetooth Controller

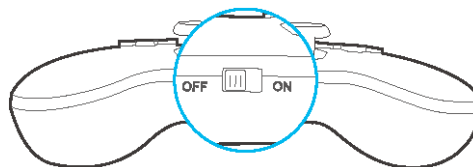
### 4. Installation of AA batteries (not included)



- When the indicator becomes steady red, which means low battery, you need to replace the batteries in a timely manner.

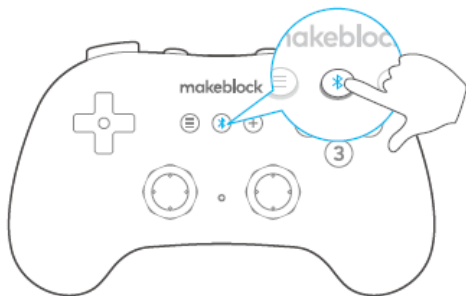
### 5. Bluetooth pairing

- 1 Power on the Bluetooth controller. The indicator flashes blue slowly.



## Bluetooth Controller

- 2 Place the controller close to the robot and long press the button  until the indicator flashes quickly. Release the button to enable automatic Bluetooth pairing.



Long press the button until the indicator flashes quickly.

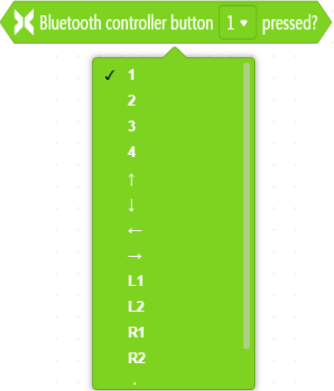
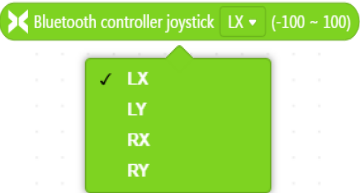


Pairing succeeds when the indicator is steady blue.

- ▶ If there is no operation within 50 seconds when the controller is unpaired or within five minutes after it is paired, it enters the sleep state. You can press any of the buttons to wake it up.
- ▶ After being powered on, the controller will search for the robot with which it was last paired to perform automatic pairing.

# Bluetooth Controller

## 6. Statement block description:

Statement Block	Description	Remarks
 <p>The block is a green Scratch 'if' block with a dropdown menu set to '1' and the text 'pressed?'. A list menu is open, showing options: 1 (checked), 2, 3, 4, ↑, ↓, ←, →, L1, L2, R1, R2, and .</p>	It judges whether a controller button is pressed.	Return value type: bool Range: False - not pressed; True - pressed
 <p>The block is a green Scratch 'joystick' block with a dropdown menu set to 'LX' and a range of '(-100 ~ 100)'. A list menu is open, showing options: LX (checked), LY, RX, and RY.</p>	It reads the controller joystick value.	Return value type: int Range: 100 to -100. When the joystick is tilted left or up, a position value is generated; when the joystick is tilted right or down, a negative value is generated.