

VEX Robotics – Hexbug Spider

-= Kit review =-

In this review I want to present you [VEX Robotics - Hexbug Spider Kit](#), this kit lets you to build a six legs, large size robot, about 30cm tall.

This kit was kindly offered by LMR and RobotShop and my daughter and I, had a great time building it.

Packaging

The kit arrived well packed and wrapped in a secondary box. The kit box contains about 350 parts organized in separate bags so they were easy to identify and use.

Building

Assembling the kit was very easy and my daughter (she's seven), helped by me here and there, complete the build in about two hours. At some points she needs help because some parts were too stiff for hers little fingers, but I guess an eight years (or older) kid should be able to assemble the kit without help.

The mechanical parts are well designed and made from quality plastic, not too soft to bend but not too stiff to break when put to mechanical stress.

Assembly process is well thought, [manual](#) is very well made and the entire building path is shown only in pictures, no reading (eventually translation) is required. Building process is split in small accessible steps, building parts are shown at 1:1 scale for easy identification. The only part where help was really required was wiring the motors and sensor.

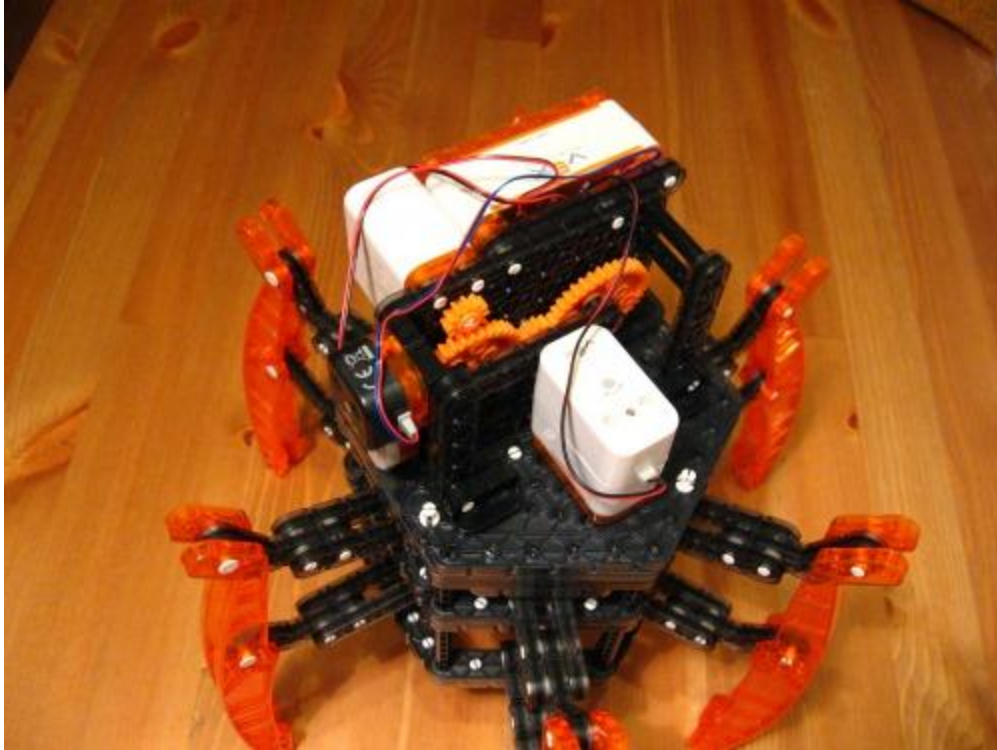
Parts are assembling together using small plastic pins made from a quite soft plastic (the white ones), easy for kids to assemble. Some pins (the black ones) which required a greater structural strength are a little stiff and sometimes were a little harder to assemble.

The robot design can be split in two major parts:

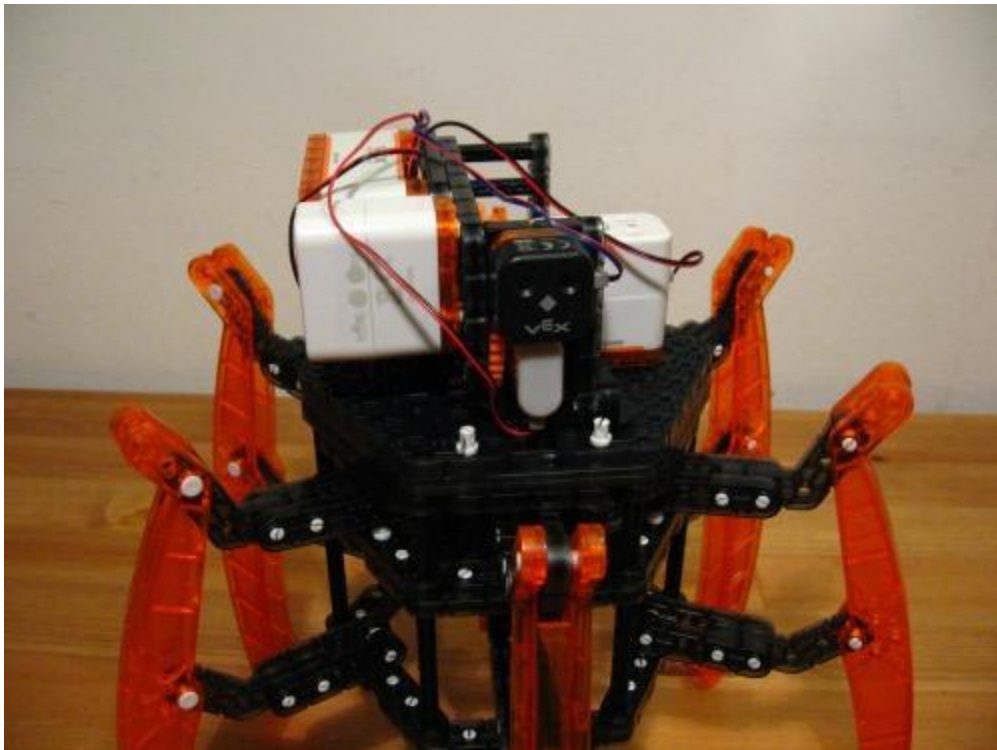
- the head - which contain two geared down DC motors, an infrared distance sensor, the brain of the robot which is also the power source for motors and sensor, a two-color red/green LED and the gears assembly used to move the legs. The LED can be mounted on either motor connector, if it's mounted on the motor used for head turning will light when the head turns left or right, if it's mounted on the motor used for walking will light when moves forward or rear.

- the Brain box have a DIP switch which can be used to change robot's behavior:

- the lower frame - which holds the legs and linkages for them.



The robot has a clever design and uses only two motors and four gears to operate all six legs. The legs have multiple connecting points and I suppose some tweaking can be made to adjust the walking gait, although we used the default/recommended configuration.





To power the robot are used 3 x AA batteries placed in the brain box, and one 9V battery for Remote Control unit.

Playing

The robot is quite tall, 27 centimeters from my measurements, and have a great look.

Turn on the power on Remote Controller and on the robot and they are pairing automatically, no other actions are required.

Robot can be operated in two ways, manual or autonomous, these modes are selected from Remote Control unit.

The manual mode was the favorite so far :), kids enjoy it very much.

In autonomous mode, robot navigate by itself using the infrared sensor and when it found an obstacle, change it's walking direction according with programming settings.

For autonomous navigation, robot use an infrared sensor placed in front of the head with a detection range of about 40 - 50cm, from my tests. When an object is detected by the sensor, the robot change it's behavior: change walking direction, reverse motors, turn head fast or slow, etc.

To enter autonomous mode, on Remote Controller move de mode selector switch to position "A". To start the robot, move up the Controller Right button, towards the [>] (play) sign. To pause the robot in autonomous mode, move the Controller Right button down, towards the [| |] (pause) sign.

The entire building process and "Spidey" first steps are caught in the following video - www.youtube.com/watch?v=3l0mglnQGqc.

In the end it was a pleasing building experience for kids and adults alike and I recommend this kit for those who want to start build robots. The good part is that you are not restricted to Spider design, the parts are easy to disassembly and can be combined in different ways.

After the construction was done and initial test proved to be successful, it was time to explore in detail this robot.

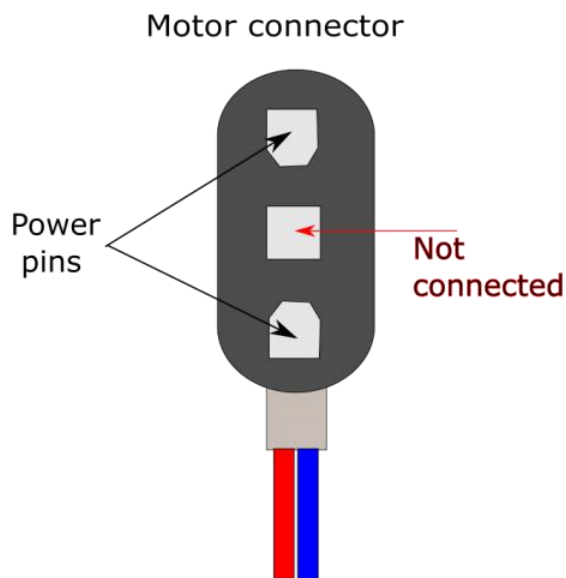
Next I want to talk about Hexbug Spider programming, electric/electronic components and various findings related to this robot.

1. Motors

- geared down DC motors.

- form factor - the motor enclosure and shaft are mechanically compatible with [VEX IQ construction system](#).

- connector to Brain - motors are connected to the Brain with a custom three pins connector. Orientation of this connector is not critical, it can be inserted both ways with the only effect of reversed motors operation.



- operating voltage - from my measurements was 4.3Volts, which is basically the voltage supplied by the 3 X AA batteries from the Brain box.

- operation mode - motors are powered from Brain box and can be turned in both directions at two speeds each. Possible states are:

- STOP

- Speed 1 - lower

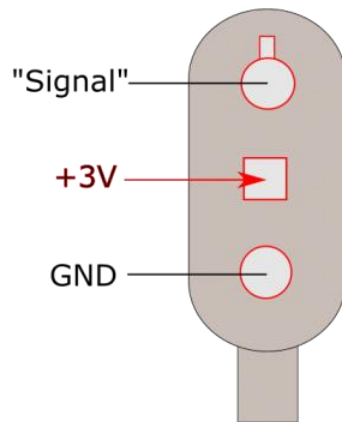
- Speed 2 - higher (I don't have RPM numbers yet)

2. Sensor

- form factor - the sensor enclosure is mechanically compatible with [VEX IQ construction system](#).

- connector to Brain - IR sensor is connected to the Brain box with a custom three pins connector. Orientation of this connector is important, it can NOT be inserted both ways. This connector have different shapes for each pin in order to prevent (or at least to make it harder) a wrong connection.

IR sensor connector



- operating voltage: 3V

- detection range: 40-50 cm

- operation mode - when robot runs in autonomous mode, the IR sensor become operational. I did not pick any readings on "Signal" pin when robot is in manual mode.

If no obstacle is detected the voltage between "+3V" pin and the "Signal" pin is zero.

When a detection occurred, the voltage between "+3V" pin and the "Signal" pin become +3V. So that means this sensor's output is HIGH when an obstacle is detected and LOW when it don't sense anything, the output is not a continuous analog voltage.

3. Brain

- form factor - the Brain enclosure is mechanically compatible with [VEX IQ construction system](#). Unfortunately the compatibility is only mechanical because VEX IQ connectors are different from Hexbug ones and I assume communication between components is different too.

- connectors - Brain have four connectors, two for motors and two for sensors, although only one sensor is used in this case. Also the Brain box have a bidirectional 2.4GHz wireless link with the Remote Controller.

- operating voltage - 3xAA batteries, so around 4.5V.

- operation mode - Brain box have a push button for Start/Stop and a green LED for status. After power up, Brain looks for the Remote Controller and after the link is established the status LEDs of both Brain and controller blink synchronously.

- programming – for programming the Brain box include a DIP switch, which is a group of six on/off micro switches used to modify the robot behavior when running in autonomous mode.

Instructions manual did not include the programming guide but it can be found on [Hexbug website](#), I put it bellow.

ANT

SCARAB

SPIDER

STRANDBEAST

DEFAULT CONTROL SWITCH ORIENTATION

SENSOR 2

SENSOR 1	Turn Slow	Turn Slow	Turn Fast	Reverse Motor 2
	Turn Fast	→		

Use the programming table below to determine how you would like your Bug to behave!

Each option causes your HEXBUG to react differently when its sensors are activated!

To determine the position of the switches, choose an action for sensor 1, then an action for sensor 2 and locate the switch pattern for that combination.

		SENSOR 2							
		Turn Slow	Turn Fast	Reverse Motor 2	Reverse Both Motors	Stop Motor 2	Stop Both Motors	Start Motor 2	Start Both Motors
SENSOR 1	Turn Slow								
	Turn Fast								
	Reverse Motor 1								
	Reverse Both Motors								
	Stop Motor 1								
	Stop Both Motors								
	Start Motor 1								
	Start Both Motors								

At this point things became a little more complicated, starting with instructions manual itself. There are two contradictory images about motors connection:

MOTOR 1 ←

SENSOR 1

→ **MOTOR 2**

SENSOR 2

M - Manual Driving Mode

- Manually control the Spider by using the sliding thumb switches!
- Drive forward, reverse, or spin either direction!

O - Power Off

- By turning off the controller, the Spider will power off at the same time!

A - Autonomous Mode

- Watch as the Spider comes to life on its own!
- Sensors keep the Spider from bumping into objects around it!
- Be sure to choose how you would like the giant HEXBUG to behave!

Power and Wireless Connection

- Power On the Brain by pressing the **O** button next to the LED light.
- Power On the Remote Control by switching the controller into either **M** or **A**.
- Hold the **O** button to Power Off the Brain and the Remote will turn off at the same time!
- Both devices will enter sleep mode after minutes of being idle. Restarts to power back on!

LED Light Sequence Guide

- Green - Good Battery
- Red - Low Battery
- Solid - Searching for Link
- Blinking - Link Successful

M CONTROLS MOTOR 1 ←

Use the left thumb switch to drive motor 1 forward or in reverse.

A RANDOM OR NORMAL

Select either Random or Normal driving mode by sliding the left thumb switch up or down.

→ **CONTROLS MOTOR 2**

Use the right thumb switch to drive motor 2 forward or in reverse.

PLAY OR PAUSE

Choose to either Play or Pause the Spider at any time by sliding the right thumb switch up or down.

LED LIGHTS: Green - Good Battery, Red - Low Battery, Solid - Searching for Link, Blinking - Link Successful

The connectors for motors are switched from one picture to the other. I choose the second picture to connect motors.

Unfortunately none of the switches combinations from programming sheet match robot behavior.

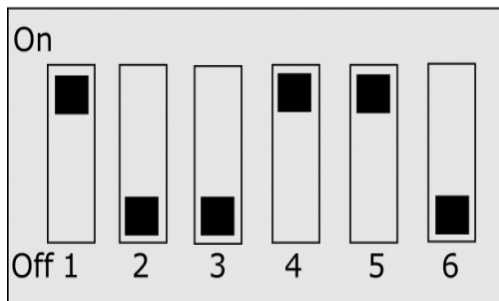
To enter autonomous mode, on Remote Controller move de mode selector switch to position "A" and power the Brain box. To start the robot, move up Right controller button, towards the [>] (play) sign. To pause the robot in autonomous mode, move Right controller button down, towards the [| |] (pause) sign.

Next I'll show you some useful combinations I found during programming test:

Brain ports configuration:

- IR sensor -> Sensor port 1
- walking motor -> Motor port 1
- turning motor -> Motor port 2
- Setting no. 1

Programming switch



What it does:

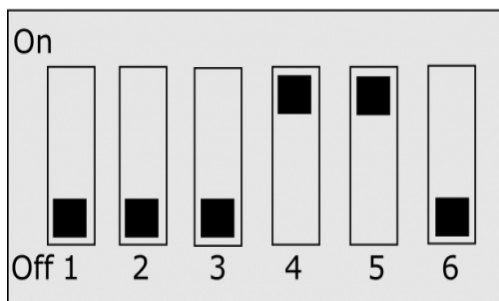
- Motor 1 (walk) - Stop
- Motor 2 (turn) - Stop

What should it do acc. to programming sheet:

- Motor 1 (walk) - Stop
- Motor 2 (turn) - Start

- Setting no. 2

Programming switch



What it does:

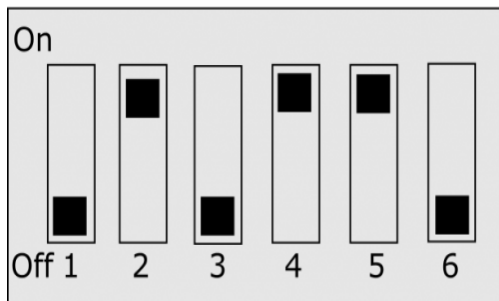
- Motor 1 (walk) - Stop
- Motor 2 (turn) - turn slow

- **Setting no. 3**

What should it do acc. to programming sheet:

- Motor 1 (walk) - turn slow
- Motor 2 (turn) - Start

Programming switch



What it does:

- Motor 1 (walk) - Reverse
- Motor 2 (turn) - Stop

What should it do acc. to programming sheet:

- Motor 1 (walk) - reverse
- Motor 2 (turn) - Start

I'll continue testing with motors connectors swaped to see if I can get more useful combinations or match somehow the programming sheet.

UPDATE 1

Swap motors connectors did not help. Somehow I expect that because even stop commands did not match.

After a couple of hours of testing I managed to compile a list of DIP switch combinations, see it bellow.

The most useful combinations are :

- No.4, No.13 and No.14 - this is the best obstacle avoidance mode so far because direction is changed in small steps.

- No.3 - this is a fair obstacle avoidance mode, direction is changed in big steps.

- No.2, No.8 and No.63 - when sensor activity is detected robot start to move backwards but head is not turned. If sensor activity is detected again, walking direction is changed again, that means robot start moving forward again.


- No.5, No.62 and No.64 - when sensor activity is detected robot stops and wait until obstacle is removed then continue moving forward.


The other combinations I found so far did not generate useful behaviors for Spider mode. However, applications of this kit are not restricted only to Spider build. If someone is going to build something else from this kit, the combinations which are not good for Spider may be useful for these builds.

Hexbug Spider

DIP switch settings



 - good for Spider

 - not good for Spider